public Form1(IPEndPoint connection)
// Standard Form Initialization

private void Form1_Shown(object sender, EventArgs e)
// Default options set at startup when form is first shown

private void SetupTurnoutLabels()
// Hides turnout images and gets labels for turnouts

public void HandleDataFromServer()
// Information received from Server
// - Bytes of data are now in the stream of which are sent from the server, callback was issued and this function
//   is now called which handles the data

public void DataReceivedFromServer(IAsyncResult sync_result)
// Process the data that was received from the server and decipher it to then perform certain actions

private void SendtoServer(string command)
// Takes information from command and sends it to the server through the stream

private void Form1_FormClosing(object sender, FormClosingEventArgs e)
// Handles closing connections before the application closes

private void pictureBox2_Click(object sender, EventArgs e)
// Send command to the railroad - Move the train 'forward'
// [COMMAND - 1] ; [DATA - Train_ID]

private void pictureBox4_Click(object sender, EventArgs e)
// Send command to the railroad - Move the train 'backward'
// [COMMAND - 2] ; [DATA - Train_ID]
private void pictureBox3_Click(object sender, EventArgs e)
{
    // Send command to the railroad - Stop the train
    // [COMMAND - 3] ; [DATA - Train_ID]
}

private void pictureBox15_Click(object sender, EventArgs e)
{
    // Send command to the railroad - Change the train to 'idle'
}

private void pictureBox14_Click(object sender, EventArgs e)
{
    // Send command to the railroad - Change the train to 'forward'
    // [COMMAND - 4] ; [DATA - Train_ID]
}

private void pictureBox16_Click(object sender, EventArgs e)
{
    // Send command to the railroad - Change the train to 'backward'
    // [COMMAND - 5] ; [DATA - Train_ID]
}

private void pictureBox6_Click(object sender, EventArgs e)
{
    // Send command to the railroad - Toggle the train light
    // [COMMAND - 9] ; [DATA - Train_ID]
}

private void pictureBox5_Click(object sender, EventArgs e)
{
    // Send command to the railroad - Toggle the train horn
    // [COMMAND - 10] ; [DATA - Train_ID]
}

private void pictureBox8_Click(object sender, EventArgs e)
{
    // Toggle the first turnout on the track
    // [COMMAND - 6] ; [DATA - Turnout_ID]
}

private void pictureBox9_Click(object sender, EventArgs e)
{
    // Toggle the second turnout on the track
    // [COMMAND - 6] ; [DATA - Turnout_ID]
}

private void pictureBox11_Click(object sender, EventArgs e)
{
    // Toggle the third turnout on the track
    // [COMMAND - 6] ; [DATA - Turnout_ID]
}

// CHANGE DIFFERENT TURNOUTS - TOGGLE AND SHOW CLOSEST
private void pictureBox10_Click(object sender, EventArgs e)
// Toggle the fourth turnout on the track
// [COMMAND - b ] ; [ DATA - Turnout_ID ]

private void pictureBox13_Click(object sender, EventArgs e)
// Toggle the fifth turnout on the track
// [COMMAND - b ] ; [ DATA - Turnout_ID ]

private void pictureBox12_Click(object sender, EventArgs e)
// Toggle the sixth turnout on the track
// [COMMAND - b ] ; [ DATA - Turnout_ID ]

private void disconnectToolStripMenuItem_Click(object sender, EventArgs e)
// Disconnect button clicked - close form

private void pictureBox2_MouseHover(object sender, EventArgs e)
// Hovering over the 'Up' button - swap image

private void pictureBox3_MouseHover(object sender, EventArgs e)
// Hovering over the 'Stop' button - swap image

private void pictureBox4_MouseHover(object sender, EventArgs e)
// Hovering over the 'Down' button - swap image

private void pictureBox2_MouseLeave(object sender, EventArgs e)
// Leaving the 'Up' button - swap image back to usual

private void pictureBox3_MouseLeave(object sender, EventArgs e)
// Leaving the 'Stop' button - swap image back to usual
private void pictureBox4_MouseLeave(object sender, EventArgs e)  
// Leaving the 'Down' button - swap image back to usual