V1 (Button) — cmd

V2rc1 (Button) — (V) — cmd
                        — internal_cmd

V2rc2 (Button) — (∧) — cmd
                        — internal_cmd

V2rc3 (Button) — state 0 — (∧) — cmd
                                  — internal_cmd
        [state 1
          state 2
          ⋮]

V2rc4 (Button) — state 0 — (V) — cmd
                                  — internal_cmd
        [state 1
          state 2
          ⋮]

Deadlock, when state have no cmd, it will not produce an exit code, hence the state cannot change

V2rc5 (Button) — state 0 — (V) — cmd
                                  — internal_cmd
        [state 1
          state 2
          ⋮]
        enable_signals_toggle

V2rc6 (Button) — state 0 — (∧) — cmd
                                  — internal_cmd
        [state 1
          state 2
          ⋮]
        enable_signals_toggle
        affect_buttons
        [button_coords
          button_coords
          ⋮]

- signal conflicts?
- only affect buttons that disable their signals?

Signal

→ exit_code ——→ set Button X to State Y

V2rc6 Button —— state 0 —— ∧ cmd   } can be empty
                                internal_cmd }

state 1 / X   on default/first button
state 2   press
  ⋮   state -1 on program
                     start (init) program
enable_signals_toggle

affect_buttons   [button-coords
                        button-coords
                          ⋮   ]
signal conflicts?
- only affect buttons
  that disable their
  signals?

intended for errors
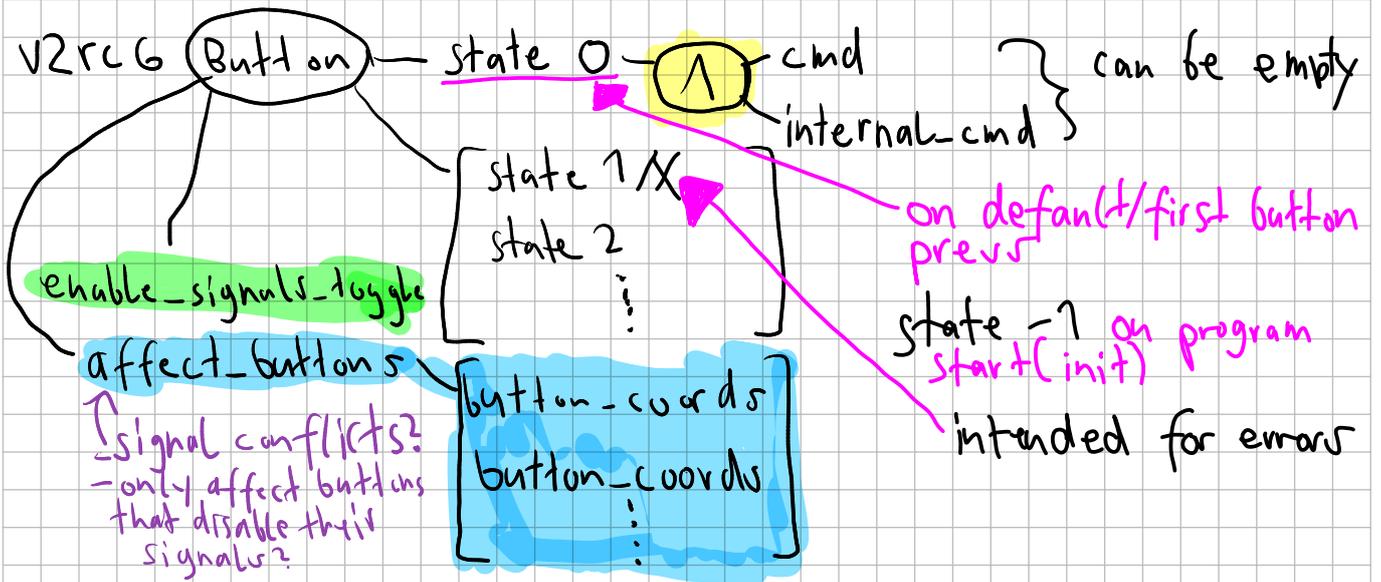
An external program can change button states via an api.

/get_states & x = & y =
/get_current_state & x = & y =
/set_state & x = & y = & state =