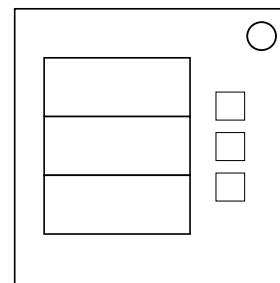# On the Subject of Color Generator

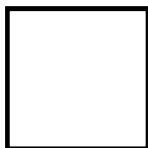*While I wait for you to input, I'll just make myself a sandwich.*

> **Warning:** Due to a bug in the module, this manual temporarily reflects the existing behaviour, which is that A=0 (instead of 1), B=1 (instead of 2), etc. This manual will be reverted to the intended original once the module has been fixed.

Start with the serial number. Convert every letter to a number, where A = 0, B = 1, etc. Include the numbers as well.
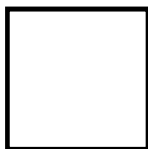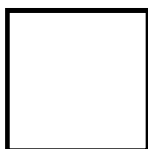
RED		MULTIPLY
GREEN		RESET
BLUE		SUBMIT

Modulo each result by 16.

Separate the numbers by 3. (1 2 3 4 5 6 = 12 34 56 || 2 4 3 5 1 1 = 24 35 11 || 14 5 6 11 7 8 = 145 611 78). The first pair is the red value, second pair is the green value, and third pair is the blue value.

Take the first number on each pair, multiply it by 16, then add the second number on each pair. (12 = 18 || 35 = 53)

Input each number to the buttons and then press submit. If you submit an incorrect color, the module state will reset and you will receive a strike.

The multiplier value has a default value of 1. When it is clicked, the multiplier cycles around 1, 10 and 100. When you click the colored buttons, that color's value is added by the multiplier.