

On the Subject of Random Access Memory

Now the bomb runs much faster!

This module contains a screen, which includes a progress bar (which indicates the current memory usage of the bomb), memory and a clear memory button.

Clear memory before the memory become full, forcing the bomb to reset and give a strike.

After a certain amount of module is solved, the RAM might get faulty and go into safe mode for 60s.

After the safe mode ends, shutting down is available.

The module solves when shut down is pressed.

