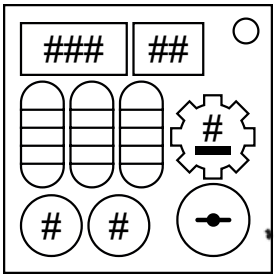
On the Subject of Forget Any Color



In the midst of chaos, shining color on the situation figures... but not here, you'll have to figure some more.

This module has 2 displays, a gear LED and number, 2 nixies, 3 cylinders, and a key. Note them down at the start, and after each solve. Sequences can be executed whenever the defuser desires. After all inputs are made, turn the key to solve it. If the background is blue, refer to Forget The Colors (https://ktane.timwi.de/HTML/Forget%20The%20Colors.html).

For every stage on the module:

1. Take the sum of the gear number and the gear color's "Edgework" from the table. Prepend its last digit before the first digit in the 2-digit display.

2. Take the number and obtain the first 5 decimals of sine if both nixies are both odd or even, and cosine otherwise. Treat the number as degrees.

3. All 5 decimals are arranged to 1 of the cylinders in the following figures. Take any figure, and determine if it applies to the current stage:

(LLL) (M) (R)	(L) (MM) (RR)
(L) (MMM) (R)	(LL) (M) (RR)
(L) (M) (RRR)	(LL) (MM) (R)

   - Use the table to get a digit from the color and position of each cylinder. Add it to **each** of their decimals they are arranged with. Combine all values within each cylinder, taking only the last digit.

   - If L, M, and R as a 3-digit number is equal to the display, note down the position with a unique length. Otherwise, try a different figure.

Submitting the obtained sequence:

- **L** -> Left Nixie
- **M** -> Same as last (left if none)
- **R** -> Right Nixie

Input the **opposite** nixie if either in that stage were 0.

Color	L	M	R	Edgework
Red	1	7	3	batteries
Orange	6	2	8	indicators
Yellow	8	5	1	port plates
Green	5	4	6	serial's first digit
Cyan	2	6	4	battery holders
Blue	7	3	5	unlit indicators
Purple	3	1	7	ports
White	4	8	2	serial's # of letters