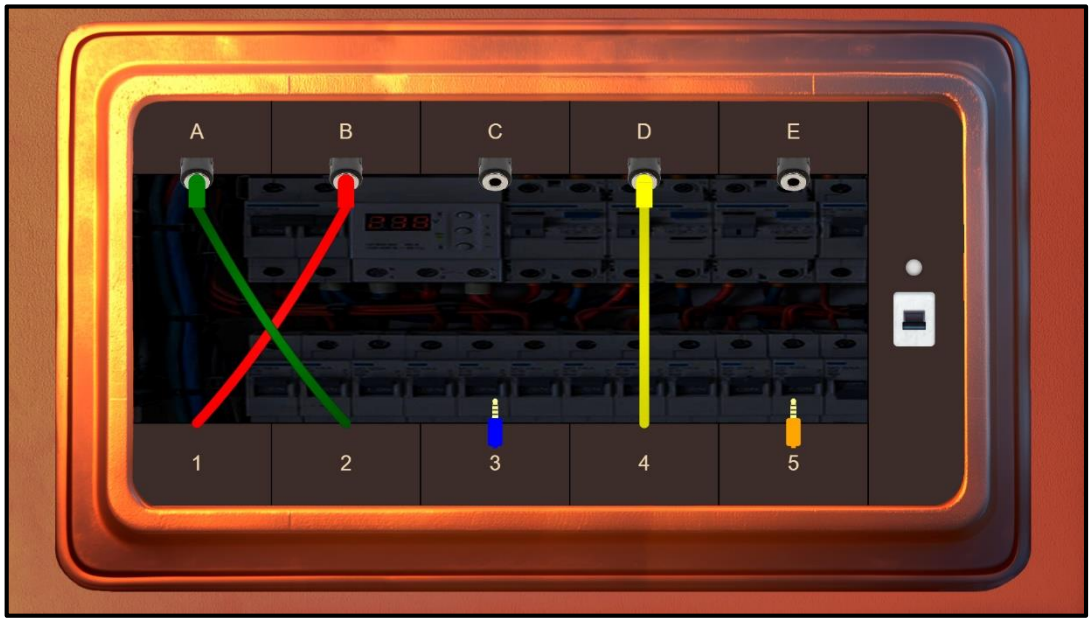
Instructions: Wire Connection



Resource name	Wire Connection
Description	This resource allows you to create a puzzle whose solution requires participants to connect source and destination nodes with cables in a specific way. The cables can have different colors and, optionally, each node (source or destination) can be associated with a number, a letter, or a symbol.
Usage requirements	None.
Settings	
Skin	This setting allows you to select the appearance of the wires and their container. It can take the following values: "Standard", "Retro", or "Futuristic". If the “Retro” value is selected, the cables will be drawn as ropes.
Number of cables	This setting allows you to choose the number of cables that will be shown to participants. For each existing cable, a source node and a destination node will be displayed.
Type of cables	This setting allows you to choose whether the displayed cables will have different colors ("Multicolor" value) or whether all cables will be the same color ("Single color" value). In the latter case, you can choose the color of the cables using the “Cable color” setting.
Type of source nodes	This setting allows you to select the type of source nodes that will be shown to participants. It can take the following values: "Standard", "Numbers", "Letters", or "Symbols".
Type of destination nodes	This setting allows you to select the type of destination nodes that will be shown to participants. It can take the following values: "Standard", "Numbers", "Letters", or "Symbols".
Background	This setting allows you to change the default background. You can enter the URL of any image from your resource catalog.

Solution	You must link this resource to an escape room puzzle and specify a solution for that puzzle using the following format: $$S_1; S_2; \ldots; S_N$$ Let S_i be the number of the destination node to which the i-th cable must be connected in order to solve the puzzle or, if that cable should not be connected to any node, an empty string (i.e., “”). The destination nodes are numbered from left to right, with the leftmost destination node being node number 1. For example, if you want participants to connect the wires as shown in the image included in these instructions in order to solve the puzzle, the following solution must be specified: *2;1;;4;*