

# Instructions: Keypad



<b>Resource name</b>	Keypad						
<b>Description</b>	This resource allows you to create a puzzle whose solution requires participants to enter a specific sequence of numbers, letters, colors, or symbols using a keypad.						
<b>Usage requirements</b>	None.						
<b>Settings</b>							
<b>Skin</b>	This setting allows you to select the appearance of the keypad. It can take the following values: "Standard", "Retro", "Retro Jungle", "Retro Realistic" or "Futuristic".						
<b>Type of buttons</b>	This setting allows you to select the type of buttons the keypad will have. It can take the following values: "Numbers", "Letters", "Colors", or "Symbols".						
<b>Action after solving</b>	This setting allows you to select the action that will be carried out after the puzzle is solved. It can take the following values: <table border="1" style="width: 100%;"> <tr> <td>None</td> <td></td> </tr> <tr> <td>Show message</td> <td>If this action is selected, a message will be shown to participants when they enter the correct sequence. The message can be customized using the "Message" setting.</td> </tr> </table>	None		Show message	If this action is selected, a message will be shown to participants when they enter the correct sequence. The message can be customized using the "Message" setting.		
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<b>Background</b>	This setting allows you to change the default background of the keypad. You can enter the URL of any image from your resource catalog.						
<b>Solution</b>	You must link this resource to an escape room puzzle and specify a solution for that puzzle. The required format of the solution will vary depending on the value you selected for the "Type of buttons" setting. <table border="1" style="width: 100%;"> <tr> <td><b>Numbers</b></td> <td>The solution must be a sequence of digits separated by a semicolon ( ; ). For example: 1;2;3;4</td> </tr> <tr> <td><b>Letters</b></td> <td>The solution must be a sequence of uppercase letters separated by a semicolon ( ; ). For example: A;B;C;D</td> </tr> <tr> <td><b>Colors</b></td> <td>The solution must be a sequence of color names, each starting with a capital letter and separated by a semicolon ( ; ). For example: Red;Blue;Green</td> </tr> </table>	<b>Numbers</b>	The solution must be a sequence of digits separated by a semicolon ( ; ). For example: 1;2;3;4	<b>Letters</b>	The solution must be a sequence of uppercase letters separated by a semicolon ( ; ). For example: A;B;C;D	<b>Colors</b>	The solution must be a sequence of color names, each starting with a capital letter and separated by a semicolon ( ; ). For example: Red;Blue;Green
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<b>Colors</b>	The solution must be a sequence of color names, each starting with a capital letter and separated by a semicolon ( ; ). For example: Red;Blue;Green						

The keypad has buttons with the following colors:

Color	Name
Red	Red
Green	Green
Blue	Blue
Yellow	Yellow
Orange	Orange
Pink	Pink
Cyan	Cyan
Purple	Purple
Brown	Brown
Black	Black
Gray	Gray
White	White

### Symbols

The solution must be a sequence of symbol names, each starting with a capital letter and separated by a semicolon ( ; ).

For example: *Triangle;Square;Circle;Moon;Sun*

The keypad has buttons with the following symbols:

Symbol	Name
▲	Triangle
■	Square
●	Circle
◆	Rhombus
♠	Spades
♥	Hearts
♣	Clubs
♦	Diamonds
★	Star
☽	Moon
☀	Sun
igsaw	Puzzle