

# Instructions: Signal Generator



<b>Resource name</b>	Signal Generator						
<b>Description</b>	This resource allows you to create a puzzle whose solution requires participants to use a device to generate an electrical signal with a specified waveform, frequency (F), amplitude (A), and phase (φ).						
<b>Usage requirements</b>	None.						
<b>Settings</b>							
<b>Waveform button</b>	This setting allows a button to be displayed in the signal generator to change the waveform among the following four types: sinusoidal, square, triangular, and sawtooth. If this button is not displayed, the device will always generate sinusoidal waves.						
<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 style="padding: 5px;">None</td> <td style="padding: 5px;"></td> </tr> <tr> <td style="padding: 5px;">Show message</td> <td style="padding: 5px;">If this action is selected, a message will be shown to participants when they generate the correct signal. The message can be customized using the "Message" setting.</td> </tr> <tr> <td style="padding: 5px;">Play sound</td> <td style="padding: 5px;">If this action is selected, a sound will be played when the participants generate the correct signal. The "Sound" setting allows you to specify the audio to be played via a URL. If no sound is specified using this option, a generic audio will be played.</td> </tr> </table>	None		Show message	If this action is selected, a message will be shown to participants when they generate the correct signal. The message can be customized using the "Message" setting.	Play sound	If this action is selected, a sound will be played when the participants generate the correct signal. The "Sound" setting allows you to specify the audio to be played via a URL. If no sound is specified using this option, a generic audio will be played.
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<b>Background</b>	This setting allows you to change the default background. 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 using the following format:  <i>Waveform; Frequency; Amplitude; Phase</i>  The value of each variable ( <i>Waveform</i> , <i>Frequency</i> , <i>Amplitude</i> , and <i>Phase</i> ) must be the one that participants have to set for that variable in the signal generator in order to solve the puzzle.						

The *Waveform* variable can take the following values:

Waveform	Value
Sinusoidal	<i>sine</i>
Square	<i>square</i>
Triangular	<i>triangle</i>
Sawtooth	<i>sawtooth</i>

If the signal generator does not include the button to change the waveform, the value of the *Waveform* variable will always be “sine.”

For example, if you want participants to generate the waveform shown in the image included in these instructions (a sinusoidal wave with a frequency of 10, amplitude of 21, and phase of 0) in order to solve the puzzle, the following solution must be specified:

*sine;10;21;0*