On the Subject of Kudosudokus

Roses are red, violets are blue; but the hard part here is not the Sudoku.

This module presents with a 4×4 grid
with letters and digits and graphical bits.
The goal's to decode what the cell values mean;
then solve a Sudoku to turn the light green.
The answers are also submitted in code.
Just get them all right and you will not explode.

All letter-based codes translate numbers the same:
The serial's first letter is number 1's "name".
Now take the first digit — treat 0 as 10 —
go that many steps through the alphabet. Then
that's the new "name" for the 2. Furthermore,
repeat to obtain "names" for 3 and for 4.
Of course, at the end of the alphabet, you
must wrap to the start as you usually do.
These "names" affect Morse Code and Tap Code and Braille
and Maritime Flags and they also entail
Binary (shows alphabetic positions)
and Semaphores also demands recognition.
When Morse Code or Maritime Flags is pre-filled,
a number instead may be shown. Don't get killed!

The Cube has two symbols for each of the digits.
Refer to its manual to translate these tidbits.
Of Listening noises, each digit has plenty.
Its manual's table, sans Beach, rows are twenty.
Enumerate sounds — reading order as usual —
in groups of four each. This grouping is crucial.

But that is not all of the codes. There are more!
In each case below, we show 1, 2, 3, 4.
Astrology: fire, then water, earth, air;
the drum sounds are hi-hat, then open, kick, snare.
The Snooker ball colors: red, yellow, green, brown.
The arrows go clockwise beginning with "down".
The suits: spades and hearts, clubs and diamonds, too;
Mahjong tiles: Plum, Orchid, Chrysanthemum, Bamboo.

To input an answer, just tap on a square.
A sound may be heard or a symbol shown there
or sometimes, a panel may open instead
or maybe the square will turn blue or dark red.
The panel wants Braille, Letters or Semaphores,
while blue means "use Tap Code" and red means "use Morse".
Refer to its manual for Tap Code's mechanics,
while Morse Code is entered the same as Morsematics.
For symbols and sounds, just re-tap till it fits;
then two seconds later, your input submits.
Listening grants you five-second submissions.
In Binary, give alphabetic positions.
An arrow reveals itself rapidly spinning;
just tap when it points the right way and you're winning.
On squares that were pre-filled or you have submitted,
re-tapping to re-hear a sound is permitted.

When finished, relax! You cannot be harmed
when Kudosudoku is solved and disarmed.