

On the Subject of Module Name

Your flavor text should go here.

Here are templates for commonly used manual features. Make sure to always use closing tags (the ones with a / in them).
[\(https://ktane.timwi.de/HTML/The%20Octadecayotton.html\)](https://ktane.timwi.de/HTML/The%20Octadecayotton.html)



Bullet Points (Unordered Lists)

- Bullet points should use the and tags.
- You can even have nested bullet points:
 - [Indented](#)
 - [Bullet Points](#)
(<https://ktane.timwi.de/HTML/Blank%20Slate.html>)
- Or numbered lists:
 1. [Number](#)
 2. [Lists](#)
(<https://ktane.timwi.de/HTML/The%20Octadecayotton.html>)

Numbered Lists (Ordered Lists)

1. Numbered lists should use the and tags.
2. Nested lists work just like unordered lists (see above).

Text (<https://ktane.timwi.de/HTML/The%20Octadecayotton.html>)

Use paragraph tags (<p></p>) for text blocks. In addition, for text formatting, use:

- [Bold](#) (<https://ktane.timwi.de/HTML/Blank%20Slate.html>): (HTML) or font-weight: bold; (CSS).
 - Bold in table headers should be achieved through the use of the <th></th> tag.
- [Underline](#): (HTML) or text-decoration: underline; (CSS).
- [Line Break](#):
 (HTML)

For the most part, HTML versions of bolding and underlining is recommended. Note that italics are not used in vanilla manuals besides flavor text and references to appendices, and therefore is not included above. Also, here are some sample headings:

Example Big Heading

(<https://ktane.timwi.de/HTML/Blank%20Slate.html>)

Example Small Heading

(<https://ktane.timwi.de/HTML/The%20Octadecayotton.html>)

Example Tables

<u>Part of table</u> (https://ktane.timwi.de/HTML/The%20Octadecayotton.html)	<u>How to make</u>
Rows and Columns	Use <tr></tr> for rows. Use <th></th> or <td></td> for columns within rows (see below).
Headings (left column and top row, in most cases)	Use <th></th>
Cells (https://ktane.timwi.de/HTML/The%20Octadecayotton.html)	Use <td></td>
Merged Cells	Use rowspan="_" for merging cells vertically. Use colspan="_" for merging cells horizontally.
Note that merged cells created in other rows are skipped in affected rows (see HTML for above row).	

If the table contents are not wide enough, tables are centered by default due to the table rule of the first <style> block (see above code).

<u>Cell 1</u> (https://ktane.timwi.de/HTML/The%20Octadecayotton.html)	Cell 2
Cell 3	Cell 4

Images

Use the tag for images. Make sure to put your images into the /img/[Module Name]/ folder. Adjust the width with CSS, using width: _%; (recommended) or width: _px;. Example:

Appendix M: Additional Notes

Here other things to keep in mind when making a manual page.

- There are comments /* ... */ in the CSS code in the <style> blocks containing instructions. Follow those instructions before finishing your manual. (<https://ktane.timwi.de/HTML/The%20Octadecayotton.html>)
 (http://ktane.timwi.de/HTML/Blank%20Slate.html) Manual pages are formatted similarly. Widget manual pages are appendices and are formatted as such.

Making the PDF

Each manual or appendix page should have a <div class="page-footer... at the bottom of the page. To make the footer updated, open the HTML file in Google Chrome and open the Print dialog (usually CTRL+P), and choose "Save as PDF" as the destination.

- Make sure to never forget closing tags (the ones with a / in them).
- For the most part, HTML versions of bolding and underlining is recommended.
- Italics are not used in vanilla manuals besides flavor text and references to appendices, and therefore is not included above. (<https://ktane.timwi.de/HTML/Blank%20Slate.html>)

PRESS

MULTIPLE

TIMES

On the Subject of Module Name

GET ME OUT OF HERE

Use Appendix BLANK in Blind Alley

(<https://ktane.timwi.de/HTML/Blind%20Alley.html>) for blank module identification

This module will initially appear blank, but it actually should display a part of html code if you click it. Maybe multiple times? Hopefully that should work. When it displays this html code with a ding, use the... template manual? What? WhEre am I?? I guess find the html code on this manual and click it? The number says which one of the same html code should be clicked, so p1 would mean find the first paragraph code in the template manual and ulli2 would mean find the first bullet point list and second bullet point. Table and div html is not included, and nested things are not the same as what they are nested in (ul,li,ul,li is not the same as 2 ul,li's). Nested things do however show what they are nested in excluding the ones just mentioned. It should send you to a different manual page, and then extract a value from that page using the table below, and submit it in. The number of times you clicked it before html text is shown, the colour of the display (shown when inputting), and how many times the version of this module was encountered are used as modifiers.

When you're ready to submit, just click on it again to reveal a keypad and display to show the input. To reset the input, type in more than 9 digits. When finished making the input, click the display and the module will go back to its original state, dinging again if the submission was correct or striking and completely resetting if wrong. If correct, input the right thing again to solve the module.

Module	Rules
The Octadecayotton	The amount of dimensions start at 3 and every 3 clicks increases it by 2 (this is recalculated if this module is chosen again). If this is the first time on this module, assume all rotations make a subrotation that goes through every positive dimension (eg. 4 dimensions would have the subrotation X+Y+Z+W and it has already been flipped so that rule need not apply), unless the display colour modifies rotations, then set that rotation to a negative (eg. if the display switches the second dimension of X+Y+Z+W, the subrotation is now X-Y+Z+W).

<p>The Octadecayotton continued...</p>	<p>If this is the second time this module has been chosen, the ending rotations of the first time it was chosen are the rotations you start with (unless dimensions are different then start like the first time did) and modify with the display color and such. Blue display changes 1st and 3rd, if applicable, red display changes 7th and 9th, if applicable, yellow changes 5th and 6th, and if applicable, green display changes 4th and 7th. Once the rotations have been found, take the output from the primary values table and make it binary, then make the 1st digit a 1 (so 0000101 would become 1000101), then find the gray code (ignoring the a.x change step) before submitting it. If you strike and get this module, you will always start with the first chosen rules, no matter if you got it before the strike.</p>
<p>Blank slate</p>	<p>The colour of the display will determine which version of blank slate has been encountered.</p> <p>If the colour is blue, the section used is 'Nothing Initially Happens'. In this case, split the number of clicks into 4, one being clicks - portplates, clicks - batteries, clicks - solvedmodules (calculated when the module is sent into submission mode) and clicks + batteryholders. These numbers are not allowed to be used in the answer, and the answer must only contain all of the valid numbers in any order.</p> <p>If the colour of the display is red, the section chosen is 'High-Pitched Sound Plays'. In this case, only use the columns and rows 1-5 of the table, with column being the amount of clicks to activate the module and row being the 2nd digit of the serial number. Submit red as 16, grey as 5, white as 1, orange as 9, green as 12, yellow as 20, purple as 32 and blue as 64.</p> <p>If the colour of the display is yellow, the section used is 'Hinge Falls Off'. Take the column as the amount of clicks % 8 + 1 and the rows as first the amount of ports % 8 + 1, then the amount of batteries % 8 + 1, then the amount of lit indicators % 8 + 1.</p>

Blank slate continued...	The answer is the numbers gained from the table in the order they were gotten, so clicks-ports being 8 and clicks-batteries being 5 would make 85 the answer. If the colour of the display is green, the section used is 'Tap Code Plays'. Look at the table and take the row as the amount of clicks and take the first word from left to right that has one of their letters appear in the serial number. Turn the letters into numbers and submit (eg. ZZZ = 262626 as A=1 and Z=26).
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Good Luck (<https://ktane.timwi.de/HTML/Blank%20Slate.html>)