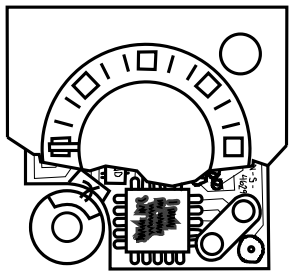
On the Subject of Voltaic Morse



This was a clock? The ticks do not add up.

- Press the white button to play a Morse transmission.
- Inactive signals are denoted by the needle moving towards the left, the opposite is true for active signals.
- The needle will always try to rest towards the left before transmitting the next letter. All letters will always be transmitted within the range. At the end of the last letter, the needle will try to restore back to the middle.
- If for any reason, the needle exits this range, it will stop transmitting, then restore the needle back to the middle, to allow a new transmission.
- Use the red buttons to adjust to the target voltage, then press the white button to submit the voltage. The needle will adjust to the currently selected voltage, from 0 to 10.
- Initially, the target voltage is the voltage provided on the bomb; if no voltage indicators are present, its voltage is 0.5 + the last digit of the serial number + (0.5 if the first digit is odd).
- If the currently selected voltage is at 0, it will instead move the needle back to the middle. If the target voltage exceeds 10, subtract 10.
- Ignore the status light staying red upon a strike.

How to Interpret

1. A short flash represents a dot.
2. A long flash represents a dash.
3. There is an inconsistent gap between letters.

A	·−	U	··−
B	−···	V	···−
C	−·−·	W	·−−
D	−··	X	−··−
E	·	Y	−·−−
F	··−·	Z	−−··
G	−−·		
H	····		
I	··		
J	·−−−		
K	−·−	0	−−−−−
L	·−··	1	·−−−−
M	−−	2	··−−−
N	−·	3	···−−
O	−−−	4	····−
P	·−−·	5	·····
Q	−−·−	6	−····
R	·−·	7	−−···
S	···	8	−−−··
T	−	9	−−−−·

If the word is:	Adjust the target voltage by:
absorb	+0
busts	+0.5
circuit	+1
direct	+1.5
electric	+2
force	+2.5
green	+3
hello	+3.5
ionic	+4
jolty	+4.5
kinetic	+5
measure	+5.5
nerve	+6
omega	+6.5
pulse	+7
rocky	+7.5
static	+8
ting	+8.5
wreck	+9
yotta	+9.5