# On the Subject of Übermodule

Oh no, not another one!

The Übermodule starts with a white background, with a black number in the center. This number will increase every time a module† is solved. When all non-ignored modules are solved, the background will turn black, indicating that Übermodule is ready for input. There will be 3 to 5 stages**, complete all stages to solve the module.
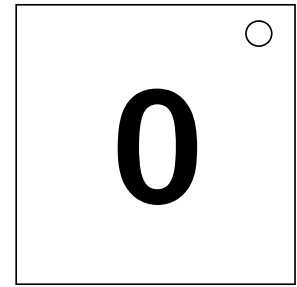
If multiple modules are solved within the exact same instance, sort the recently solved modules in alphabetical order, spaces included in the name.

When Übermodule is ready for input, it will show a number colored either red or blue. The number represents which module you must use for input, where 1 being 1st module solved, 2 being 2nd module solved, etc. In other words, use the name of the module for the number displayed after you solved that module. The color represents how you input, red being Morse Code and blue being Tap Code. Input the 1st English character* in that module's name using that input method to pass the stage, ignoring the word 'The'. Each stage shows a different number with a color which may be different. Upon inputting the incorrect or invalid letter, the module will strike and the module name will be shown.

Default Ignored Modules: (This may be altered.)

1. Bamboozling Time Keeper
2. Forget Enigma
3. Forget Everything
4. Forget Me Later
5. Forget Me Not
6. Forget Perspective
7. Forget This
8. Forget Them All
9. Forget Us Not
10. Organization
11. Purgatory
12. Cruel Purgatory
13. Simon's Stages
14. Souvenir
15. Tallordered Keys
16. The Time Keeper
17. Timing is Everything
18. The Troll
19. Turn The Key
20. The Very Annoying Button
21. Übermodule

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* English Characters are A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, and all numerical digits.

Input Methods:

Morse Code

While holding the module, the number will change to a dot, if you hold for longer, the dot will change to a dash. Release when the correct Morse character is shown to input the dot or dash, continue until you're finished with that character.

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

Tap Code

Each letter is represented by its row's number of taps, then a pause, then its column's number of taps. A sound will play to indicate the module is ready for the second letter.

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

If the module displays a question mark because it ran out of numbers to use, repeatedly tap the module to solve the module instead. If the defuser attempts to tap the module too many times while the module is not showing a question mark, the module will strike and the input will be fully cleared. **This will not reveal the module that was solved.

†There is an option for the defuser to have ignored modules be counted as potential stages for Übermodule. By default the option "countIgnoredModules" is set to true. If set to false, Übermodule will only count non-ignored solved modules.