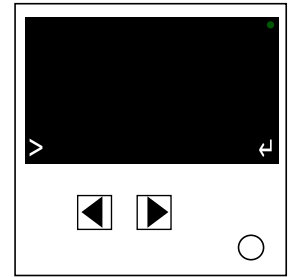


On the Subject of Repo Selector

You can't hide anything from me

On the module you see:

- A display with a question on it
- Two buttons pointing left and right
- A submit button (enter)
- A blinking LED (green or red)



If you don't, you either:

- Clicked on the wrong manual :P
- Have a BSoD covering the module in which case you've disabled repoSelectorService in Mod Selector. Please enable it! But for now, click on the last line to solve the module!

You need to answer 3 questions, and the module will solve. If you get one wrong, the whole module resets.

Questions can be either one of the followings:

- What is the Xth letter/digit of the module that is Yth on the repo sorted by {sorting method}?
- What is the Xth letter/digit of the module that is loaded Yth in game?
- Is {module} disabled by an enabled profile?
- What is the Xth letter/digit of the module that is the Yth one on a list of all disabled modules? (A-Z)
- What is the Xth letter/digit of the module that is the Yth one on a list of all enabled modules? (A-Z)
- Is the Xth module on the repo sorted by {sorting method} loaded in the game?
- Is the Xth module loaded in the game (A-Z) the same module as the Xth module on the repo sorted by {sorting method}?
- What is the Xth letter/digit of the module that is the Yth one on a list of all disabled modules sorted by {sorting method} on the repo?
- What is the Xth letter/digit of the module that is the Yth one on a list of all enabled modules sorted by {sorting method} on the repo?
- What is the Xth letter of/digit the module that is Yth on the bomb sorted {A-Z/Z-A} (Use the name of the modules to sort them here)

Exclude vanilla modules except for the last question!

Note: When you have to get the Xth letter or digit of a module, use the module's name. However if there are no such characters in the module's name, use its ID!

You can cycle between answers using the arrow keys, and submit the answer using the enter button (bottom-right corner of the display).

Sorting methods can be the following:

- Sort keys (A-Z)
- Sort keys (Z-A)
- Defuser difficulty (very easy - very hard)
- Defuser difficulty (very hard - very easy)
- Expert difficulty (very easy - very hard)
- Expert difficulty (very hard - very easy)
- Publish date (newest to oldest)
- Publish date (oldest to newest)

Note: When sorting the repo (see Mod Selector sorting below), always use the sort keys of the modules (like the repo does) as a secondary sorting method (alphabetical order), unless the sorting method is A-Z or Z-A, in which case use it as the primary sorting method.

Sort key is the name of the module (except for fake modules) in all caps, without the initial "the" and without spaces.

All uploaded module has the same sort key as there are on the repo!

Each module that is loaded in the game but isn't present on the repo will have a fake profile with the following information:

Property name	Value
Name	ID of the module
Module ID	ID of the module
Sort Key	ID of the module in all caps, without the intial "the" and without spaces
Defuser Difficulty	Easy
Expert Difficulty	Medium
Publish date	Current system date (Gets updated when you enter the office room)

When sorting the Mod Selector, if sort the modules based on their IDs if the LED blinking in the top-right corner of the display is red, otherwise use their sort keys!

Side note: You'll never get a question based on the repo if the LED is red.

Keep in mind that unpublished (fake) modules act like they are published on the repo with the properties above!