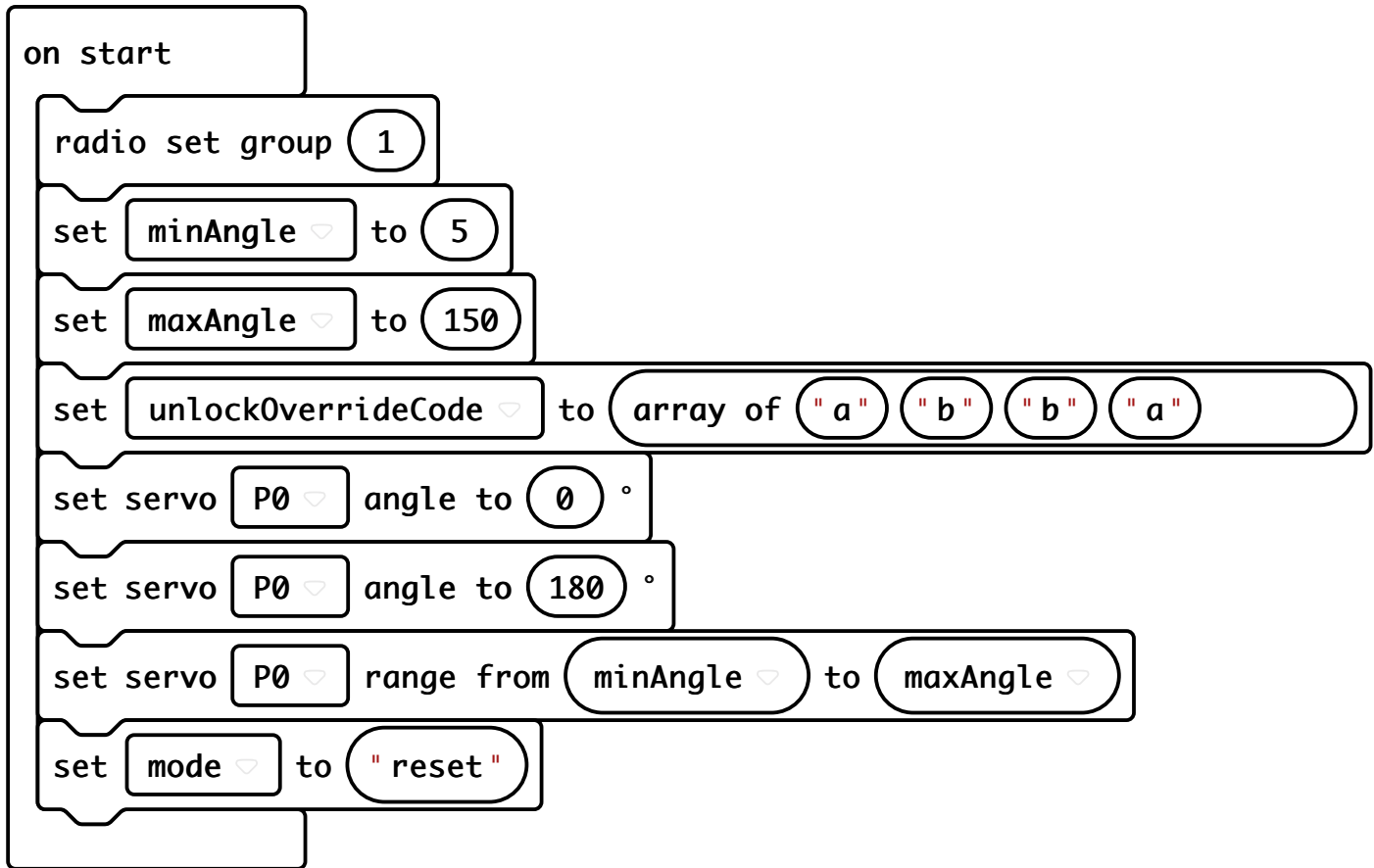
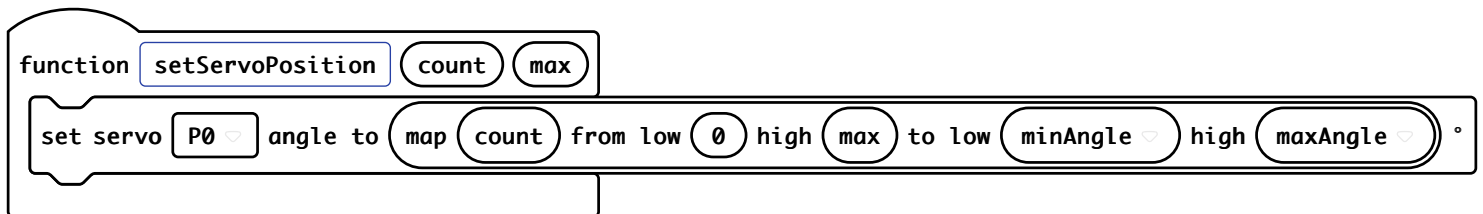
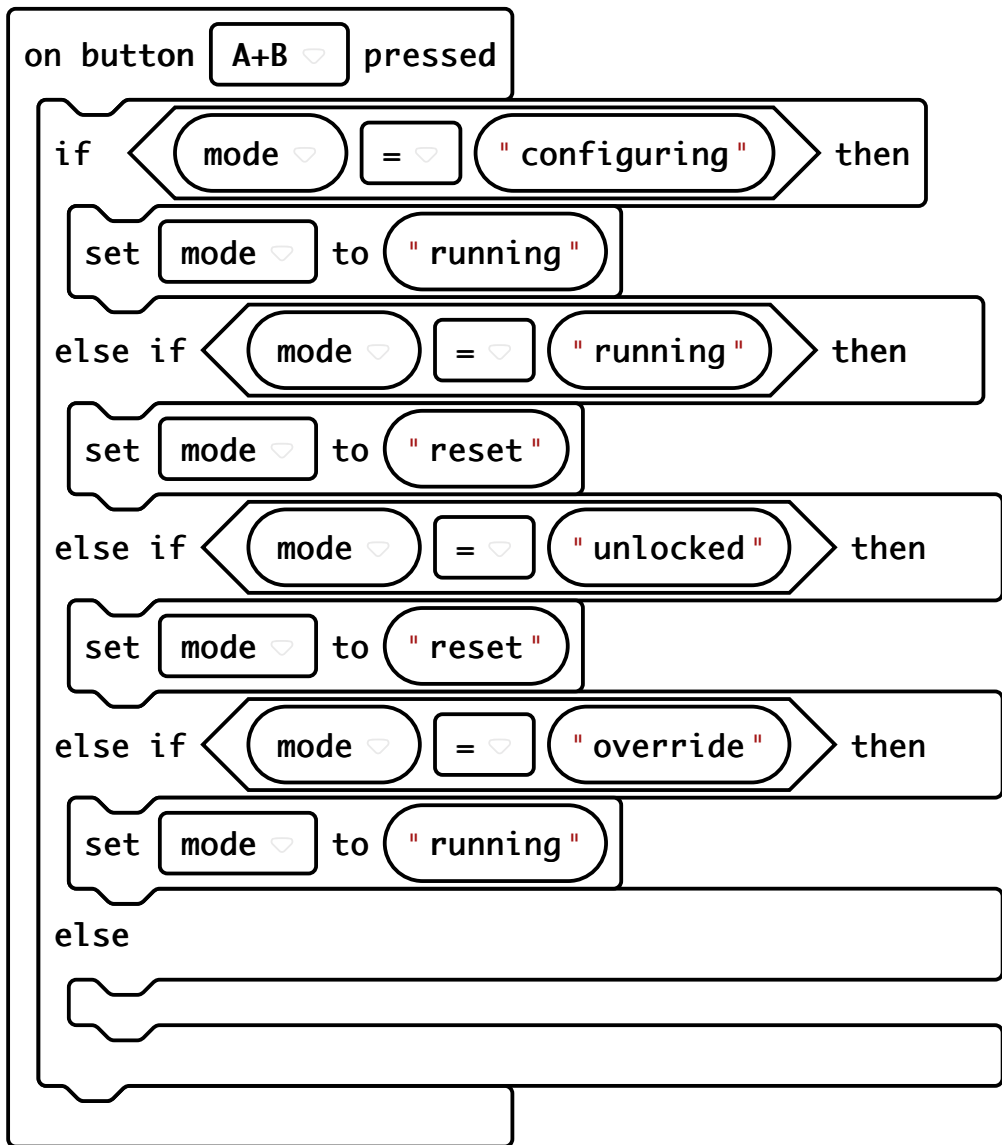


master-lockbox







function unlockAnimation

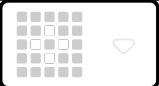
if  =  0 then

show icon



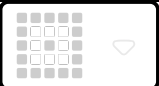
else if  =  1 then

show icon



else if  =  2 then

show icon



else if  =  3 then

show icon



change  by 1

if  =  4 then

set



to

0

function **runningAnimation**

if **runningAnimationStep** = 0 then

show icon



else if **runningAnimationStep** = 1 then

show icon



else if **runningAnimationStep** = 2 then

show icon



else if **runningAnimationStep** = 3 then

show icon

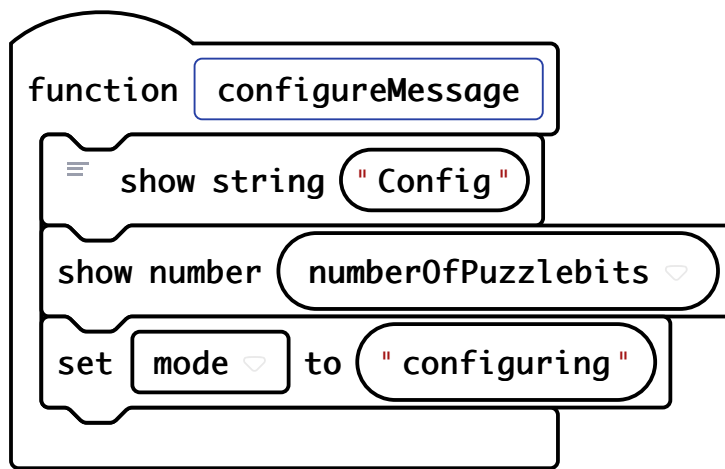
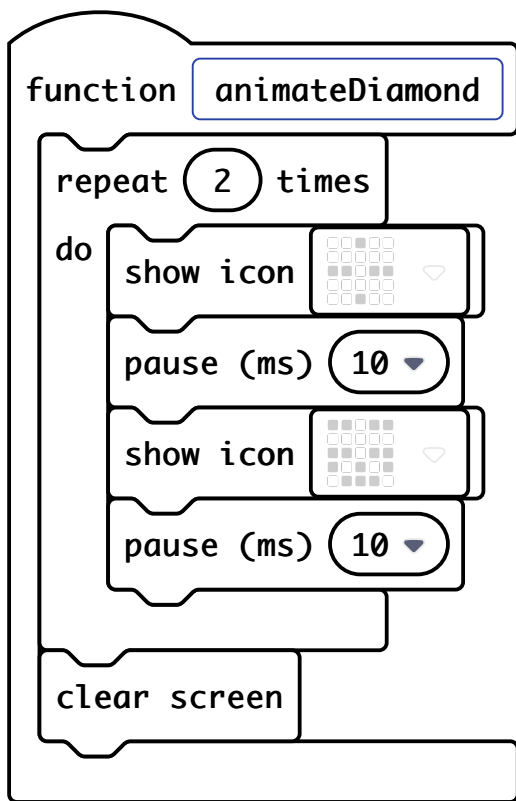


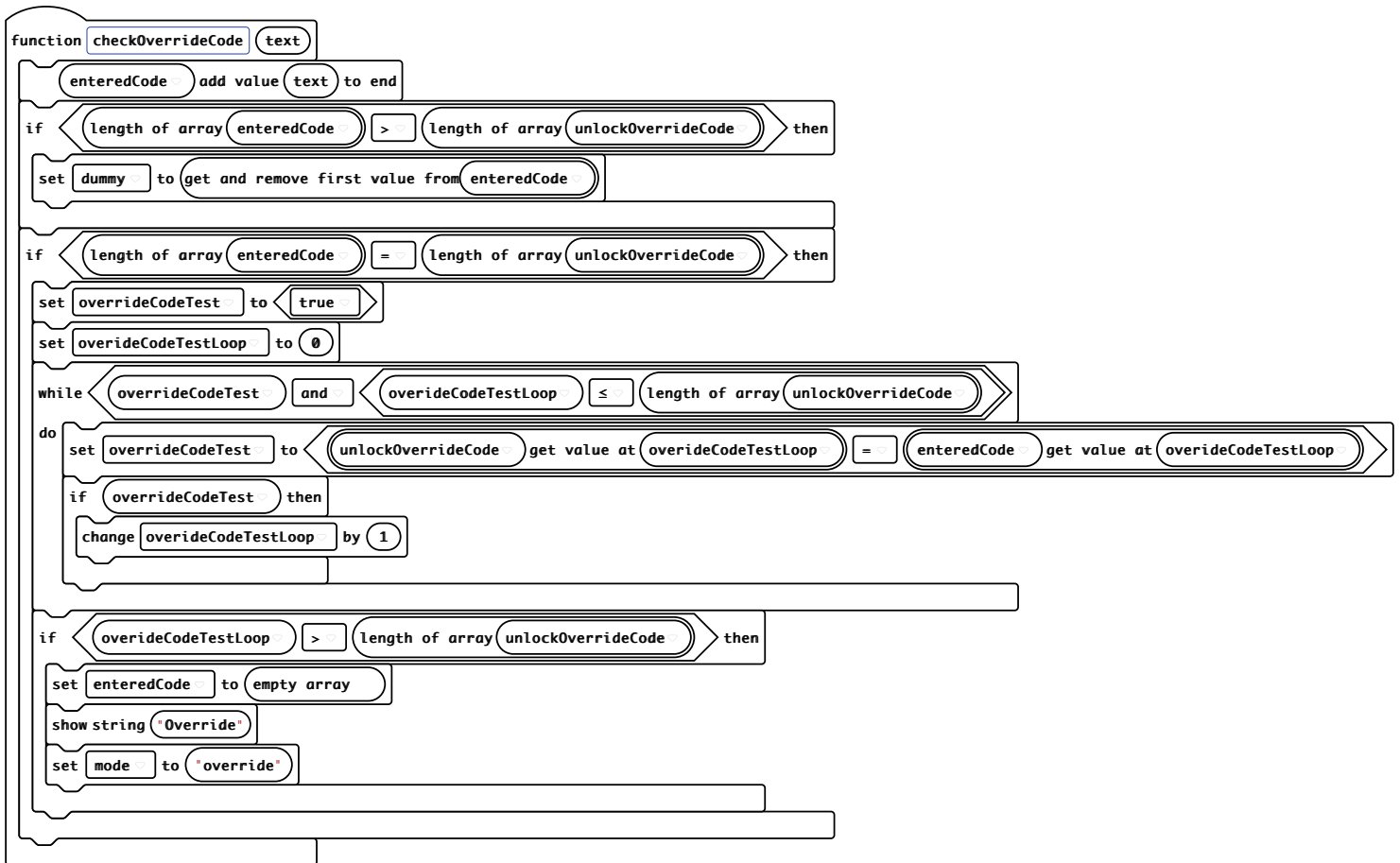
change **runningAnimationStep** by 1

if **runningAnimationStep** = 4 then

set **runningAnimationStep** to 0

pause (ms) 100





forever

if mode = "reset" then

call reset

else if mode = "configure message" then

call configureMessage

else if mode = "configuring" then

else if mode = "running" then

call running

else if mode = "unlocked" then

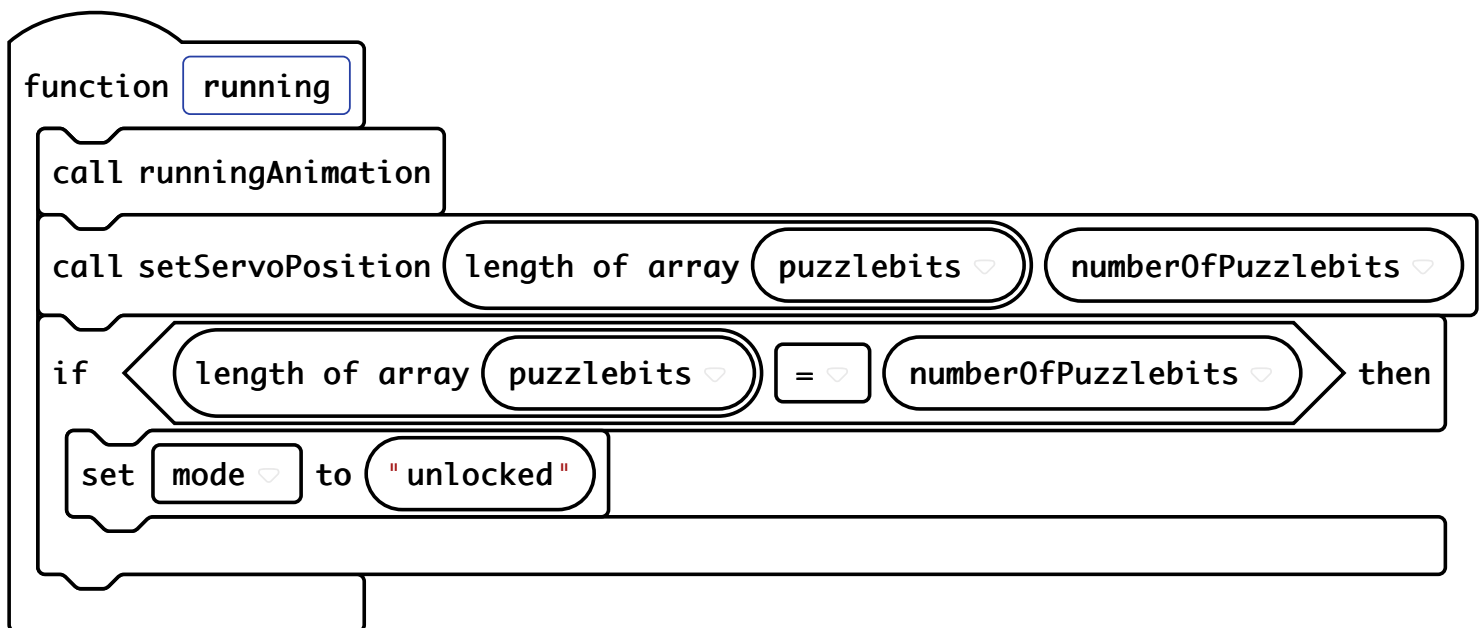
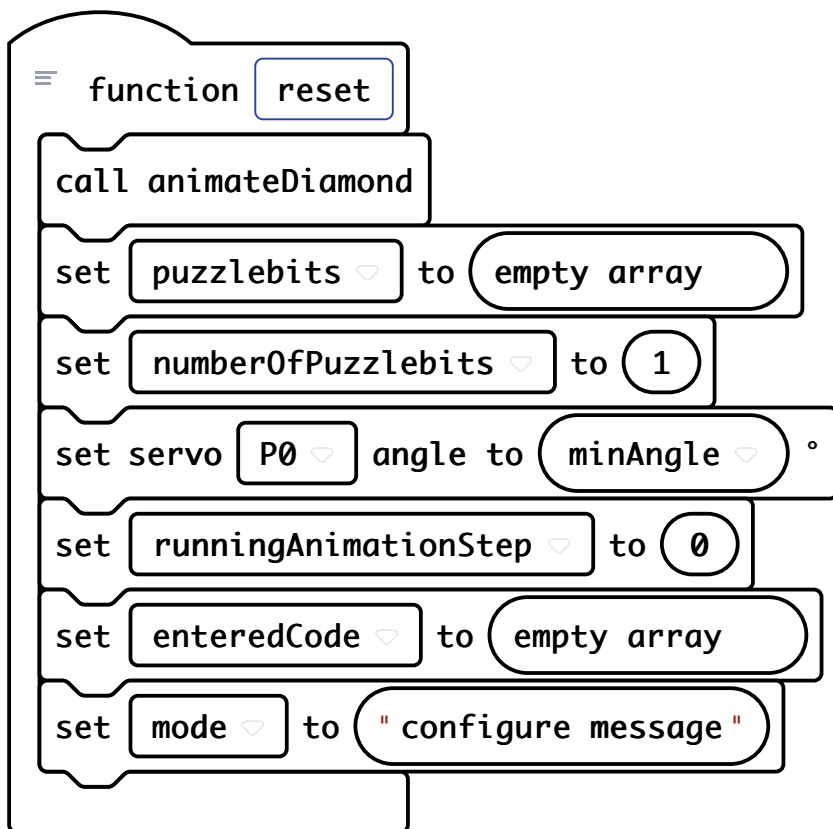
call unlocked

else if mode = "override" then

set servo P0 angle to maxAngle °

show icon

else



function unlocked

call unlockAnimation

if length of array puzzlebits \neq numberOfPuzzlebits then

set mode to "running"

on button A pressed

if mode = "configuring" then

change numberOfPuzzlebits by -1

if numberOfPuzzlebits < 1 then

set numberOfPuzzlebits to 1

show number numberOfPuzzlebits

else if mode = "running" then

call checkOverrideCode "a"

else

on button **B** pressed

if **mode** **=** **"configuring"** then

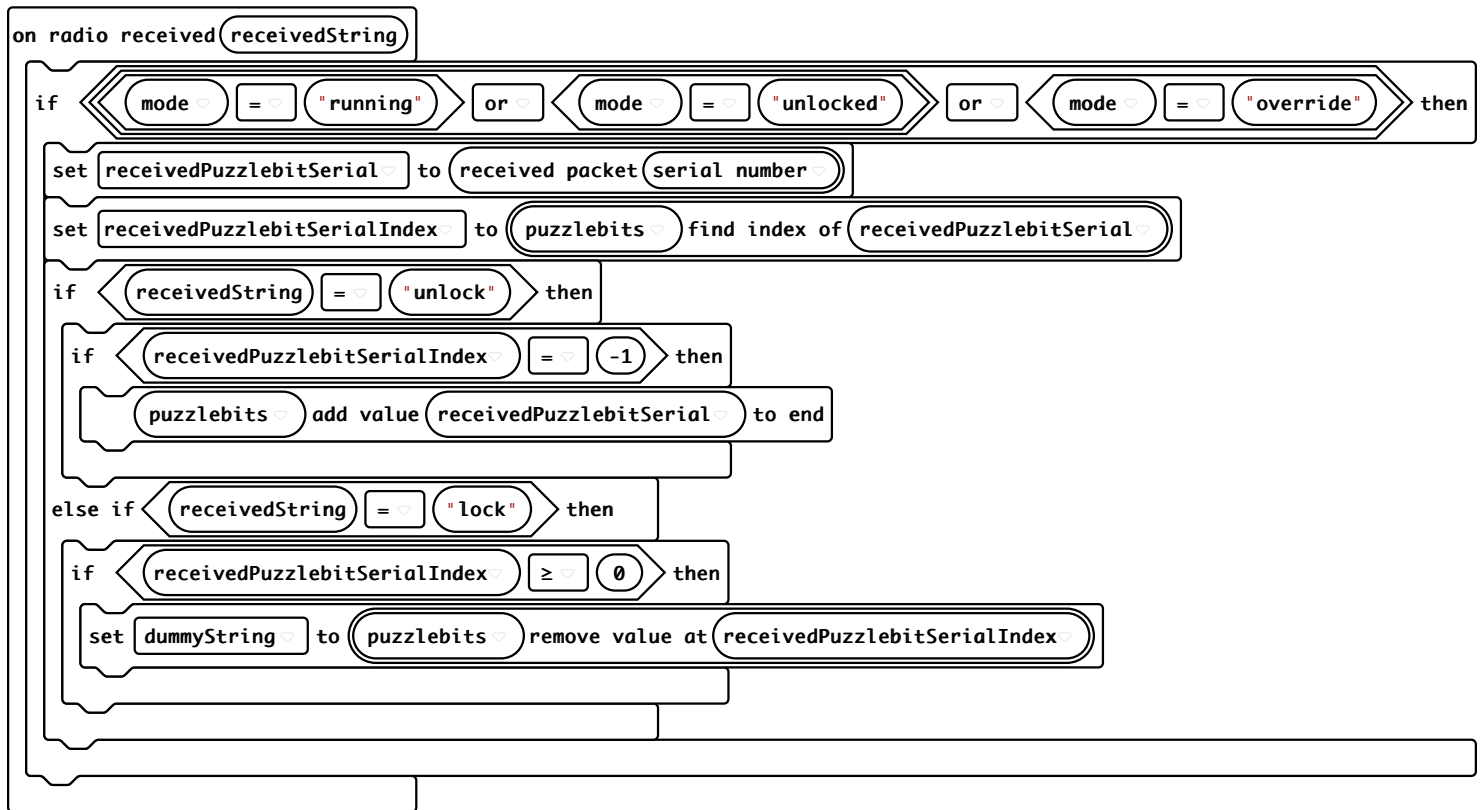
change **numberOfPuzzlebits** by **1**

show number **numberOfPuzzlebits**

else if **mode** **=** **"running"** then

call checkOverrideCode **"b"**

else



Extensions

- radio, *
- servo, *
- radio-broadcast, *