8.3 format filenames

Button Number:
- "1" to "9" as shown above on each page

Mode Selector
- "1" (top)
- "2" (middle)
- "3" (bottom)

Page Numbers, any page on the:
- Left side is odd pages page #s (1,3,5,7,9,11)
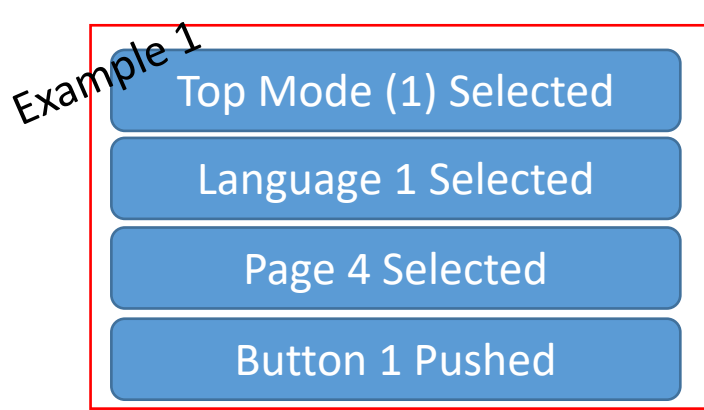- Right Page is even #s (2,4,6,8,10,12)

Language Selector
- Language 1 (left switched)
- Language 2 (right switched)

Wakeup button
- Plays random file from wakeupLED folder (WAKEUP.wav, …)
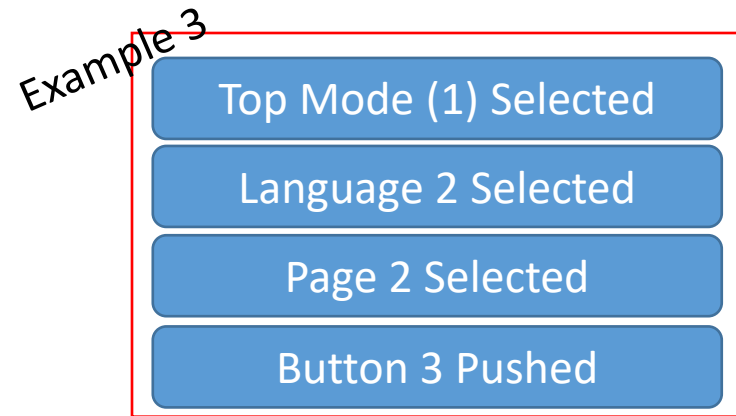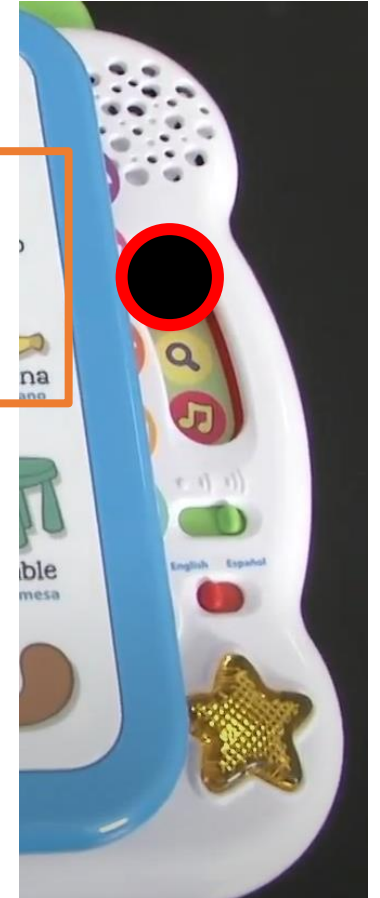- LED blinks when playing any sound

MODE 1

Example 1

- Top Mode (1) Selected
- Language 1 Selected
- Page 4 Selected
- Button 1 Pushed

↓

/Mode1/Language1/Page4/1.wav

Mode Selector
- "1" (top)
- "2" (middle)
- "3" (bottom)

Example 2

- Top Mode (1) Selected
- Language 2 Selected
- Page 9 Selected
- Button 6 Pushed

↓

/Mode1/Language2/Page9/6.wav

Example 3

- Top Mode (1) Selected
- Language 2 Selected
- Page 2 Selected
- Button 3 Pushed

↓
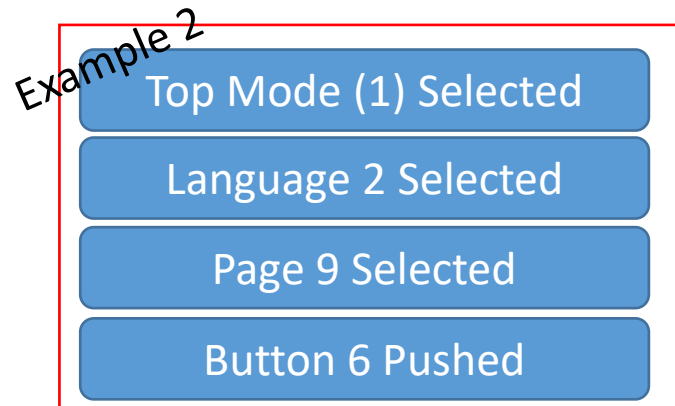
/Mode1/Language2/Page2/3.wav

MODE 2

Top Mode (2) Selected

Language 1 Selected

Any Page Selected

Pushing the star button sets the var to find another FindVarWav
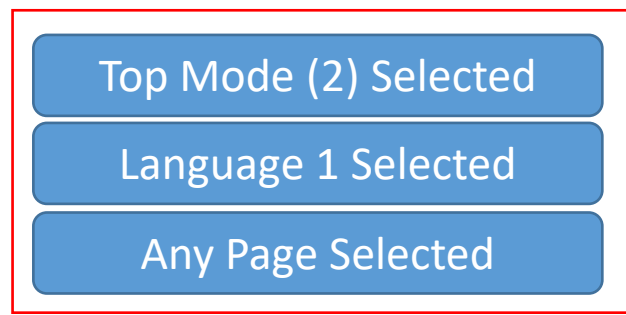
Mode Selector
- "1" (top)
- "2" (middle)
- "3" (bottom)

*Define Variable:
FindVarWav = {random wav file from language 1, mode 1 folder}

Play audio:
Mode2/Language1/Find.wav && FindVarWav

User successfully finds & pushes button that corresponds with the "FindVarWav"
Play any audio from folder:
Mode2/Success/Success.wav

Play any audio file from folder:
Mode2/IdleMusic/Idle.wav

User does not push a button that corresponds with "FindVarWav"
Play any audio from folder: Mode2/Experience/

MODE 3

Bottom Mode (3) Selected
Language 1 Selected
Page 4 Selected
Button 1 Pushed

↓

/Mode3/Language1/Page4/1.wav

Mode Selector
- "1" (top)
- "2" (middle)
- "3" (bottom)

Mode (3) Selected
Language 2 Selected
Page 9 Selected
Button 6 Pushed

↓

/Mode1/Language2/Page9/6.wav

Mode (3) Selected
Language 2 Selected
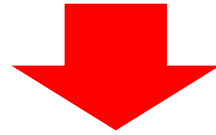Page 2 Selected
Button 3 Pushed

↓

/Mode1/Language2/Page2/3.wav