

8.3 format filenames



Button Number:

- "1" to "9" as shown above on each page

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)

Mode Selector

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

Language Selector

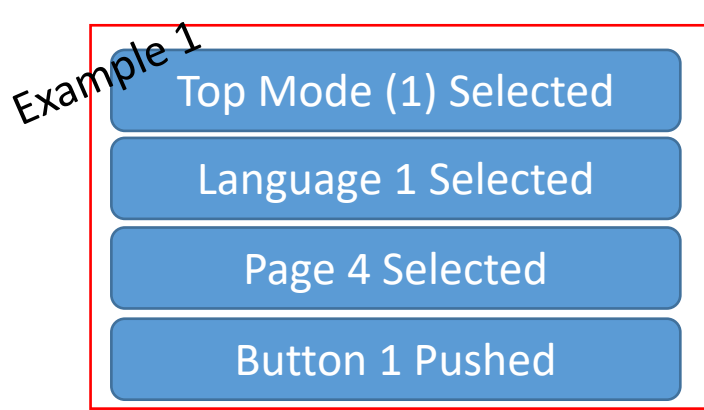
- Language 1 (left switched)
- Language 2 (right switched)

Wakeup button

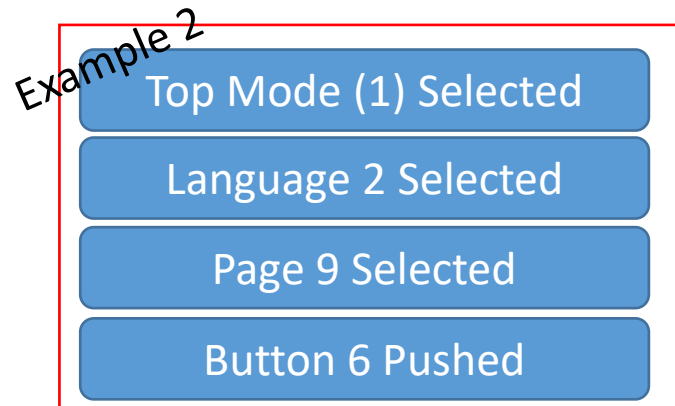
- Plays random file from wakeupLED folder (WAKEUP.wav, ...)
- LED blinks when playing any sound



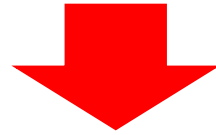
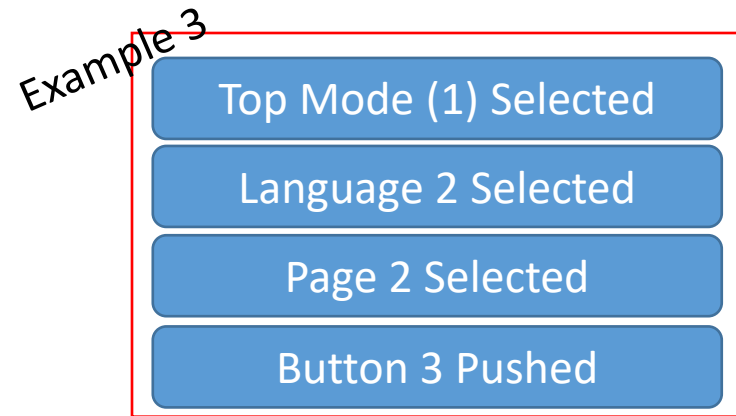
MODE 1



/Mode1/Language1/Page4/1.wav

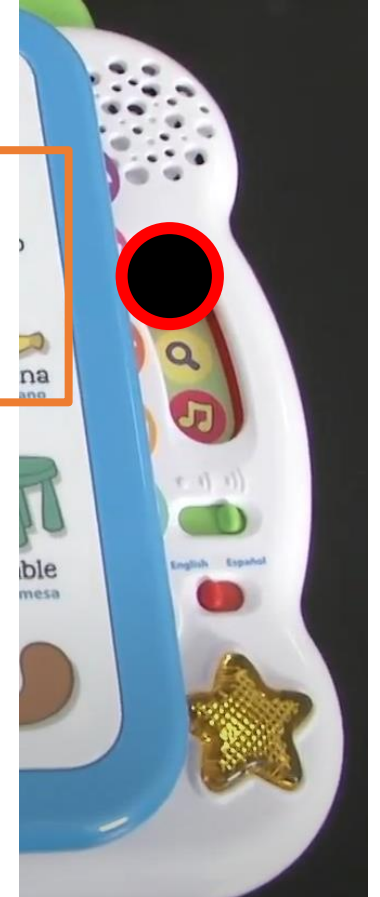


/Mode1/Language2/Page9/6.wav

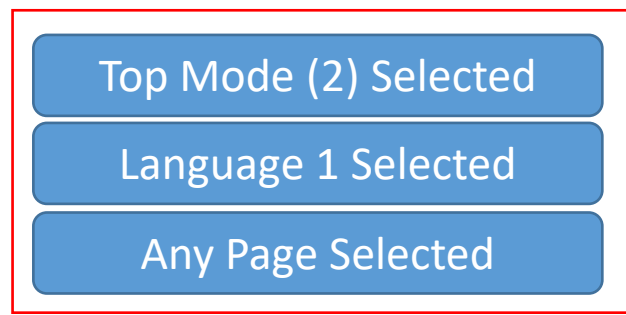


/Mode1/Language2/Page2/3.wav

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



MODE 2



*Define Variable:

FindVarWav = {random wav file from language 1, mode 1 folder}

Play audio:

Mode2/Language1/Find.wav && FindVarWav

Play any audio file from folder:

Mode2/IdleMusic/Idle.wav

Pushing the star button sets the var to find another FindVarWav

Mode Selector

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



User successfully finds & pushes button that corresponds with the "FindVarWav"

Play any audio from folder:

Mode2/Success/Success.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 (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

Mode Selector

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

