

SenseTech Sensory Wall Instructions

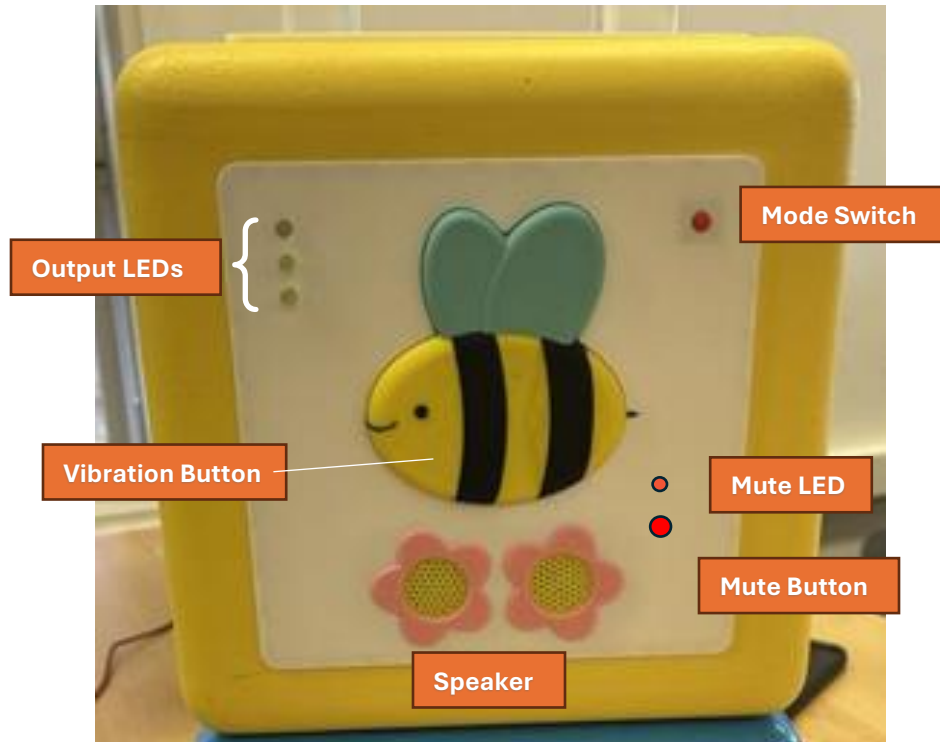
Compiled May 2025.

Light Module:



This block features a rotating light pattern that can be interrupted by activating any button in the circular pattern. When the pattern reaches this position, the pattern will be reversed. This block also features audio cues to go along with pressing a button or having the pattern reversed. A mode switch can be activated to mute the audio and have the game run slower.

Vibration Module:



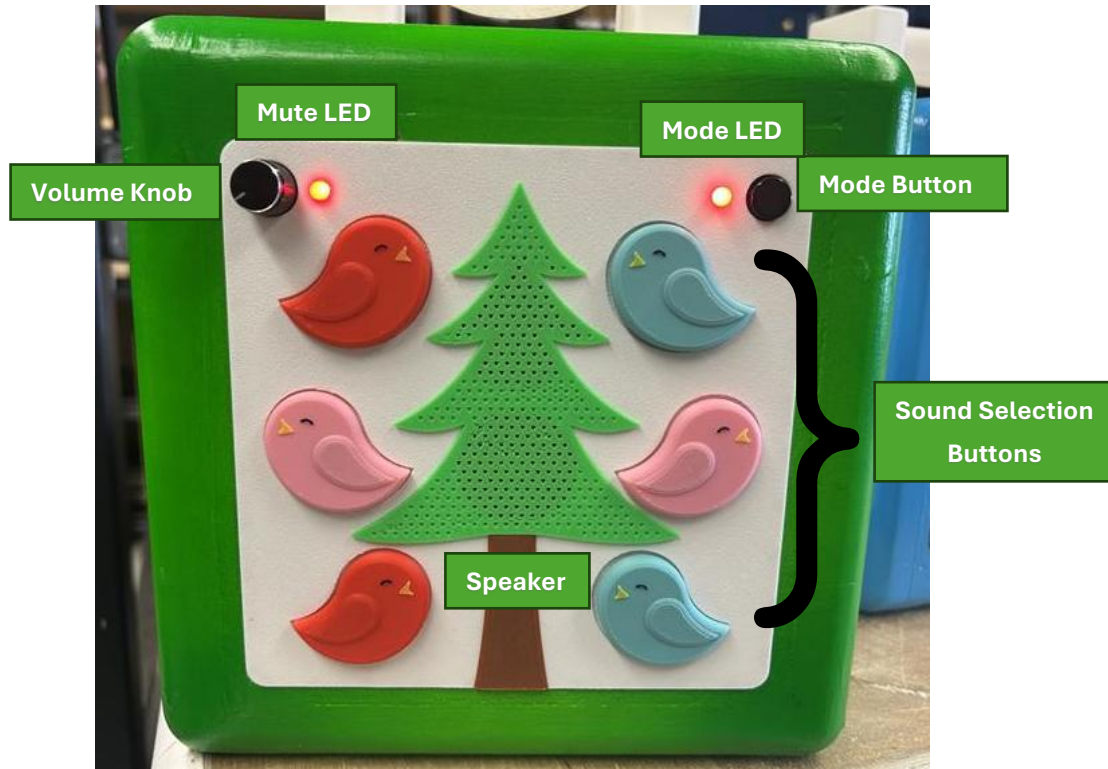
This block features a large bee-shaped button that vibrates.

In mode 1, the button vibration strength corresponds with how far the button is pressed. The LEDs light up as the different levels are reached.

In mode 2, the button vibrates in a consistent pulsing pattern regardless of how far the button is pressed in. The LEDs follow this pulsing pattern.

The mute button can be used to turn off all audio output and when muted the mute LED is illuminated red.

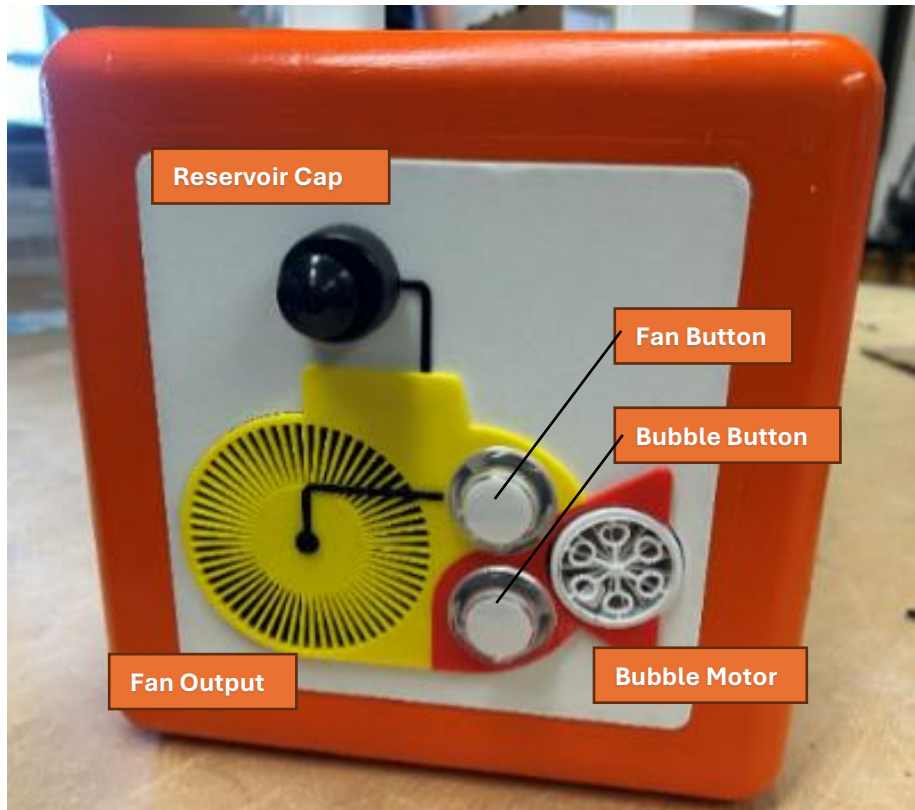
Sound Module:



This block features a set of bird-shaped buttons that play a unique sound when pressed. The specific sound per button is determined by the mode of the system, which is reflected in the mode LED. Red is piano notes, blue is drums, and green is animal noises. The modes can be cycled through using the mode button.

The volume of this system can be precisely controlled using the analog volume knob. When the volume is set to 0, the mute LED is illuminated red.

Air Module:



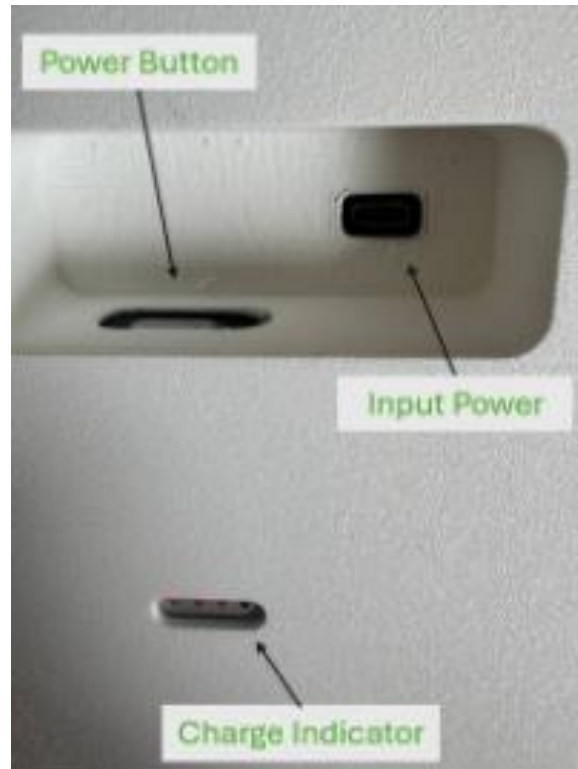
This block features two buttons that activate a specific function of the system.

The top button activates the fan and is illuminated while it is running. It runs for 30 seconds or until the button is pressed again.

The bottom button activates the bubble motor and is illuminated while it is running. It runs for 5 seconds or until the button is pressed again.

The bubble solution reservoir can be accessed through the cap on the front so it can be refilled.

Battery / Charging System



Battery access as seen on the back of each module block.

Each module has a uniform back panel design for accessing the battery and power button. To keep the batteries charged, the provided charging cords plug into the input power port.

To turn the module **ON**, press the power button once while the module is off.

To turn the module **OFF**, press the power button twice while the module is on.

To check the power level, press the power button once while the module is on.