

[2:25:59 PM] Jason Strobush: NOTE: Application did not load as expected on Firefox 9.01 x64 on Win7. Was prompted to download -- other SWF applications have not, to my recollection caused this behavior. As such, testing was done on IE 8.0.7600.16385 x32

(Thanks to Tim for helping me realize my bias from the control scheme was causing me to ignore an entire interface)

Interface is a digital representation of a control interface, with four groups of buttons (2 of each color) stacked as thus:

```
[ B   [ Y  
  B ]   Y ]  
[ B   [ Y  
  B ]   Y ]
```

In addition to the colored buttons, there are two colored LED below a gauge, demarked in single unit increments, in 5 mark supersets. The first 40 units are green backgrounded. The next ten are red.

the U keyboard key shows a logical grouping, changing the 'physical appearance' -- the grouping is denoted by brackets above.

Experimentation with button combos shows the following results:

Each button stays depressed when pressed, and there is a audible feedback for this event -- a "click"  
Each button releases back to a "off" state, if pressed while already engaged. Again, there is a "click"

The combo of B4 and Y4 cause the gauge to rise (and red light to light). Disengaging one of the buttons stops this behavior. The gauge does not decrease on its own once the buttons are released, however.

The button pairings (noted above) have the opposite effect. The green light is lit, and the gauge, if it is above zero, decreases.

Using both the "Red" combo and a "green" combo at the same time causes both lights to be lit, and the gauge to not move -- evocative of equal, opposing forces.

The rate of increase and decrease is the same. Engaging multiple "decreasing" button pairs has no effect on the speed of decrease.

No additional feedback is recieved if the needle goes into the red.

Pushing the device to "peg" in the red has no noticeable ill effect.

Pressing the S key causes an additional control to appear. A small, red, stop/start button appears on the dial frame. In addition, a non-physical looking "stopwatch" with a large 5 in it appears, segmented into quadrants. There is a timer that starts at 0:00 below this stopwatch.

Clicking the start button causes the quadrants to fill with red, in a clockwise fashion and the timer starts. Stopping the stopwatch component stops the fill of the quadrants, but does not stop the timer.

I can find no connection between the stopwatch component and the rest of the machine, beyond the fact that it has a button on the dial. The purpose of both components remains unknown.