

[2:17:58 PM] Scott Seltzer: Diagram:

12

34 Dial

56

78 red green

Notes:

* To make it go down and green light go on: 13 OR 24 OR 57 OR 68

* To make it go up and red light go on: 78

* If it is set to both up and down, it will stop. For example, if you press 78 to go up and 24 to go down, then it will stop. Similarly when it is going up (with 78), either 5 or 6 makes it stop (because then it will form one of the down combinations: 57 or 68).

Other Notes:

* All buttons click when pressed (in both directions).

* Button responsiveness seems immediate.

* Dial speed is pretty constant.

* When dial is at either end and in a combination of buttons that are trying to push it further, unclicking one of the buttons causes it to jump back a tiny bit. Clicking the buttons again will also jump it a bit more to the end. For example, you may see this at the very start if you press 57.

* There didn't seem to be any hidden features. Cursors or keyboard didn't seem to do anything special. Nothing unobvious seems clickable (Obvious: buttons, Help icon, About icons; Unobvious areas tested: all around the dial, the lights, all around the screen, the "Puzzle 3" caption, etc.)

* Leaving dial in red or other places for short, medium, or moderately long times didn't seem to affect anything.