

Keypad Code Puzzle Non Audio

ERT Keypad Puzzle Kit includes

Escape Room Techs Bad ASS Controller

FX45 Full I/O Expansion Board

FX18 I/O card for BAC

12-Key, metal keypad, IP65, splash proof

Professional wiring harnesses (Keypad to FX18 & FX18 to BAC)

Keypad Code Puzzle Firmware installed and configured

Keypad Puzzle Framework Overview

There are anywhere from 1 to 4 configurable independent keypad codes that require the user to duplicate in order to solve successfully. For every successful solution code entered an event can be triggered.

After the Hardware assemblyConfiguring the Basics within the Bad ASS Manager

After installing your hardware, connect the BAC and BAM to your network. Open the BAM and after a few seconds, the BAC will become available for configuration

Click on the "Configure" button and on the "General" screen goto the dropdown box and select the "Keypad" game. At the bottom of the screen, click on the "save" box to saving your configuration change

The screenshot displays the 'bad ass manager' web interface. At the top, there are navigation tabs: 'General' (highlighted in orange), 'Game', 'Events', 'Hardware', 'Network', and 'System'. Below the tabs, the device information is shown as 'BAC3205, MyRoom, Keypad, SN: 3205'. The 'Selected Game' dropdown menu is set to 'Keypad', and the 'Selected Network' dropdown is set to 'None'. The 'Device Name' field contains 'BAC3205' and the 'Room Name' field contains 'MyRoom'. A yellow callout box with the text 'On the "General" screen goto the dropdown box and select the Keypad game & save' has a red arrow pointing to the dropdown arrow icon. Another red arrow points from the 'Save' button at the bottom left to the callout box. At the bottom of the page, there is a 'Home' button and two manual update buttons: 'Manual (Cached)' and 'Manual (Live)'.

Game Configuration

Goto the "Game" screen and next to "Solution 1 through 4 enter the solve code for each solution required. The amount of allowed digits can be from 1 to 16. See the screenshots below to identify available configuration options

Keypad Settings

Input
No FX18 available

Inactivity Timeout (ms)
5000

Enable Max Length

Max Sequence Length
0

Solutions

Name	Code (0-9, #, *)	Event
Solution 1		Solve
Solution 2		No Event
Solution 3		No Event
Solution 4		No Event

Okay Button
 Use okay button
Okay Key (0-9, *, #)
#

Advanced

Annotations:

- Inactivity timer - (5000 = 5 sec) No key presses forces a restart
- Reaching Max length before a solve wil force a restart
- There are from 1 - 4 unique keypad solution codes that can be configured each with its own corresponding output event
- End of sequence key verifies user input has completed

bad Ass manager

General Game Events Hardware Network System

BAC3205, MyRoom, Keypad, SN: 3205

Keypad Settings

Input
FX18 A

Inactivity Timeout (ms)
5000

Enable Max Length

Max Sequence Length
8

Solutions (0-9, #, *)

Name	Code	Event
Solution 1	1234	customEvent0
Solution 2	33333	Solve
Solution 3		No Event
Solution 4		No Event

Annotations:

- user solve codes for solution 1 and 2
- user input button presses limited to 8 before solution fails and resets
- Output event options

Defining your output Events

The “Events” screen is where the output actions are defined. In the above screenshot “Solution1” when solved will execute a custom user definable output event “CustomEvent0” and “Solution2” will execute the “solve” event, the BAM’s predefined “puzzle solved” ending output event.

bad ass manager

General Game **Events** Hardware Network System

BAC3148, MyRoom, Keypad, SN: 3148

Input Events

Custom Events

Main Events

Room Reset Event

Event Name: roomReset

Action 1: Turn Off Output | Options: 0, 1, 2, 3, 4, 5

Action 2: Turn On Relay | Options: 0

Action 3: Turn Off Relay | Options: 1

Action 4: | Options:

Action 5: | Options:

Save Trigger

Game Reset Event

Event Name: gameReset

Action 1: | Options:

Action 2: | Options:

Action 3: | Options:

Action 4: | Options:

Action 5: | Options:

Save Trigger

Solve Event

Event Name: solve

Action 1: Turn On Output | Options: 0

Action 2: Turn On Relay | Options: 1

Action 3: | Options:

unsolve Event

Event Name: unsolve

Action 1: | Options:

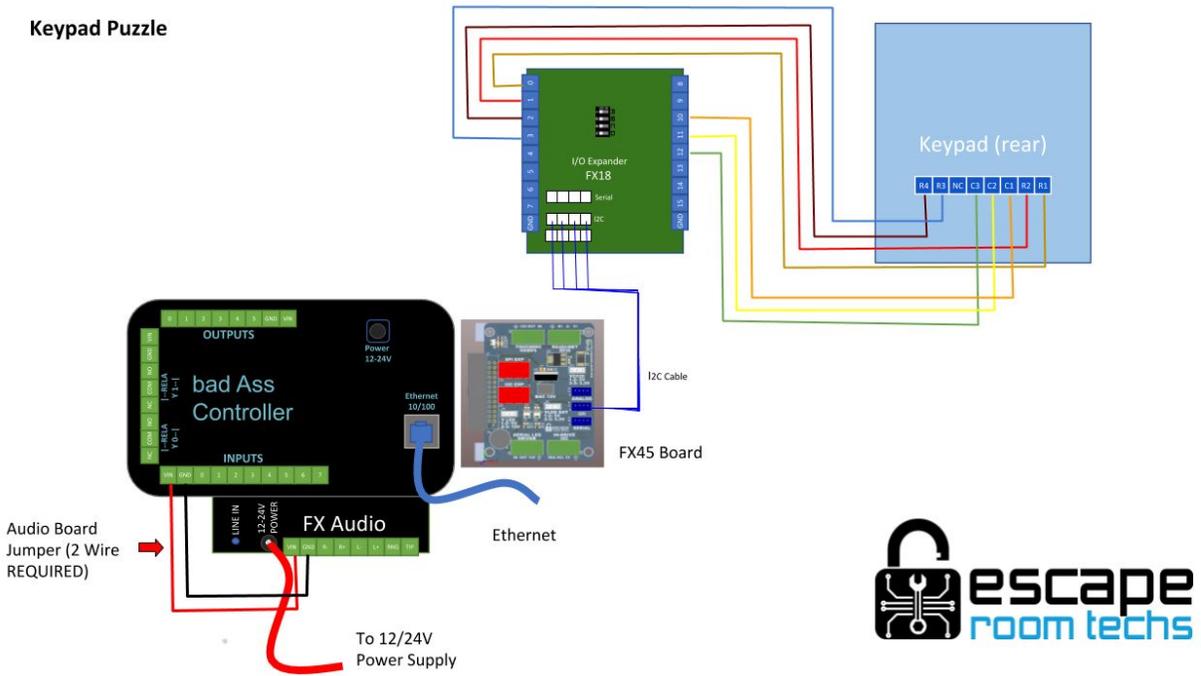
Action 2: | Options:

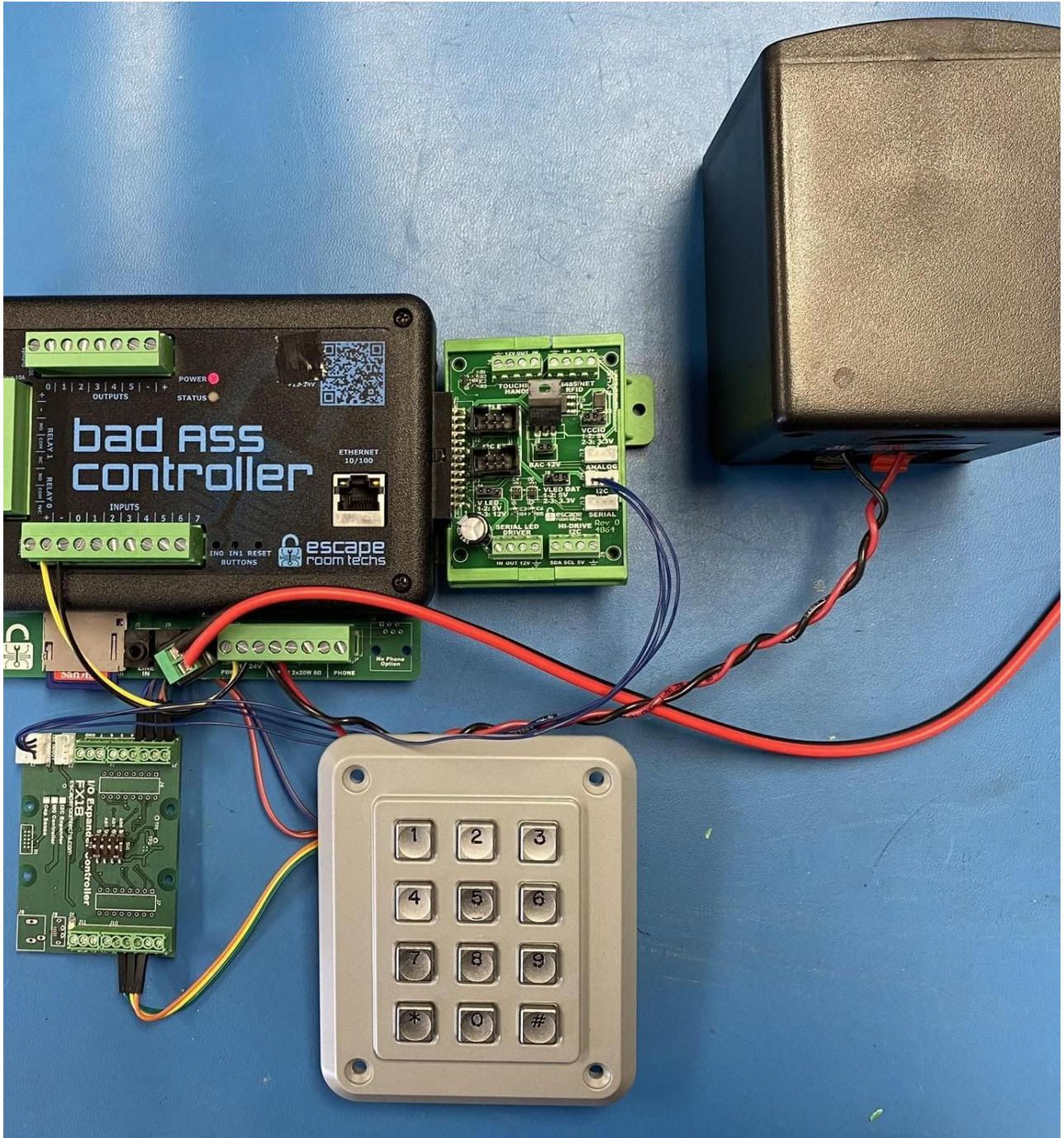
Action 3: | Options:

For this example, In the 'Solve' event output 0 is turned on (light) and relay 1 (maglock) is locked

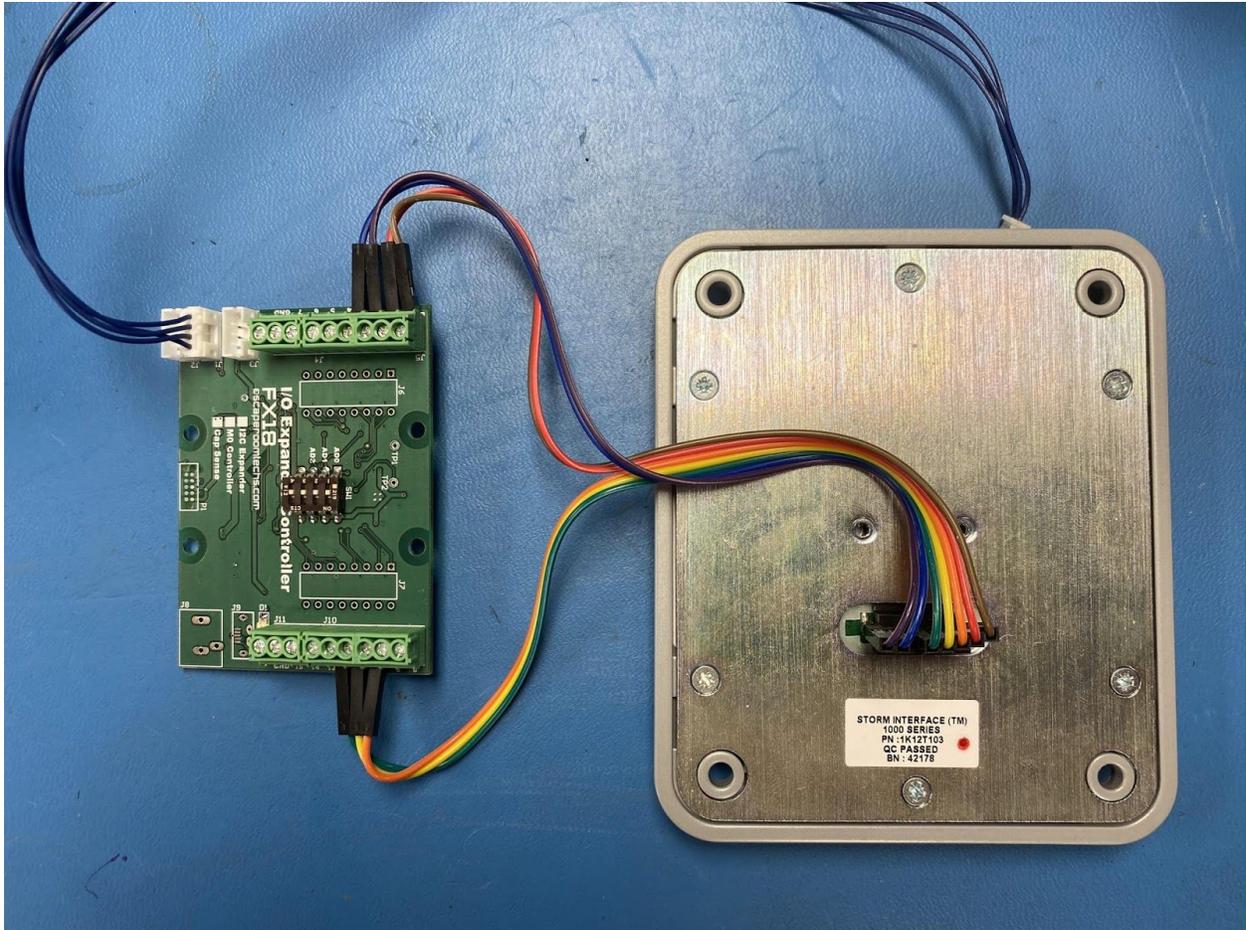
FX18 / Keypad Wiring Diagram

Keypad Puzzle





Keypad Puzzle with Audio BAC Component configuration



FX18 to Keypad wiring