

## BAC Game: Knock Knock

### Overview

Detect a programmable knock pattern using a piezo mic.

V1.6.1

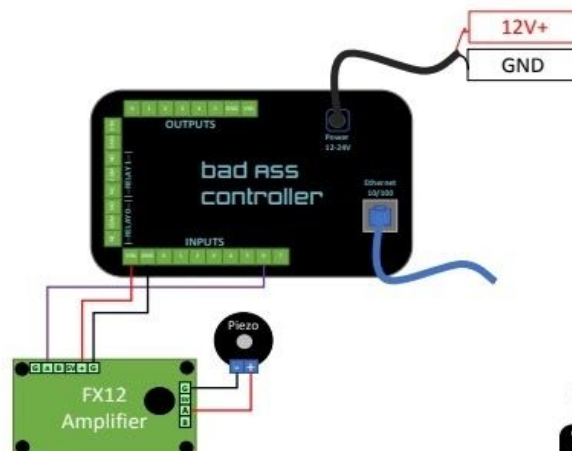


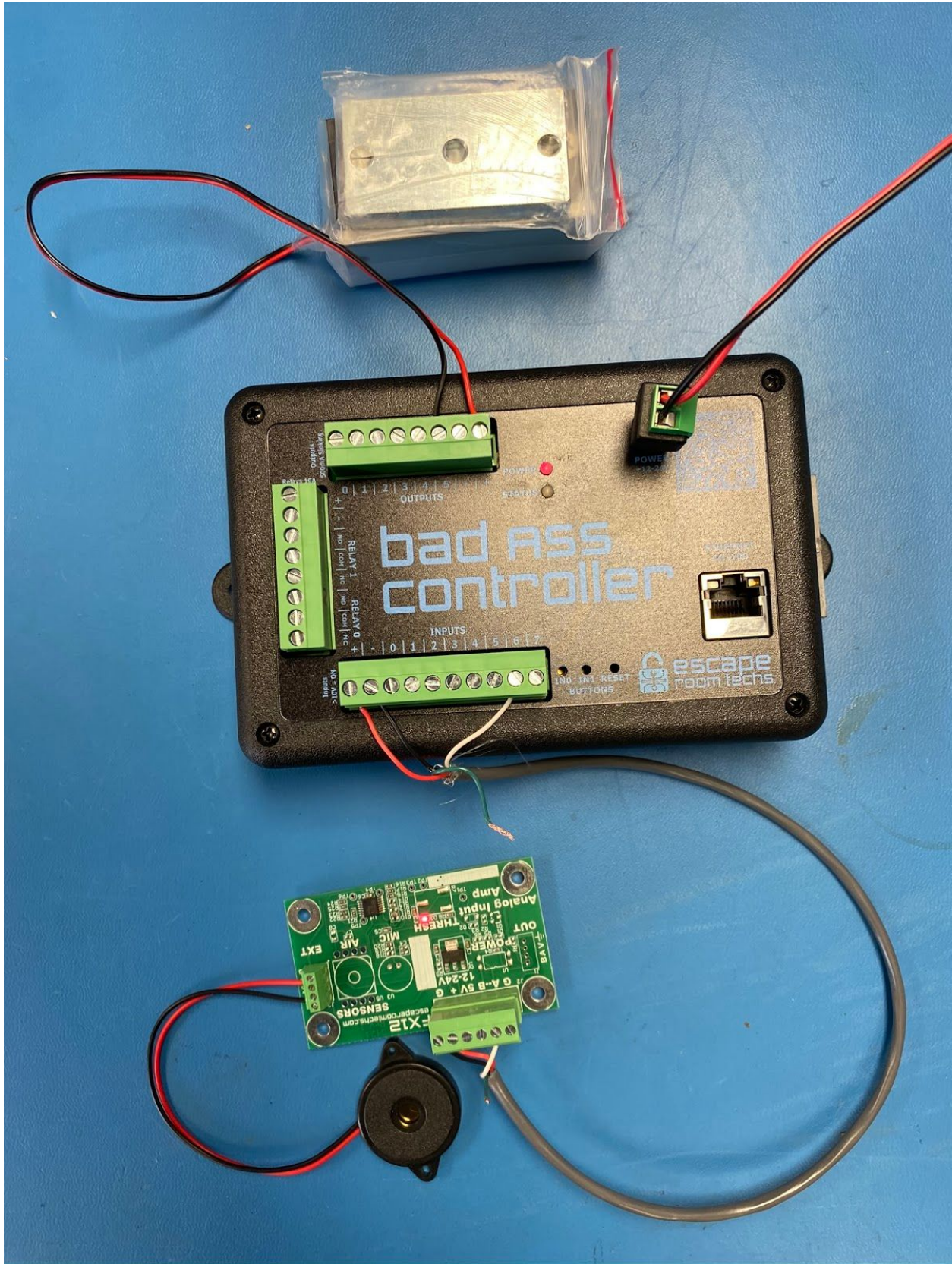
Configuring the Knock Knock game

The knock knock game is configured in 2 parts; physically wiring the components and configuring the Bad ASS Manager (BAM) which tells the Bad ASS Controller (BAC) how you want the attached hardware to “act”.

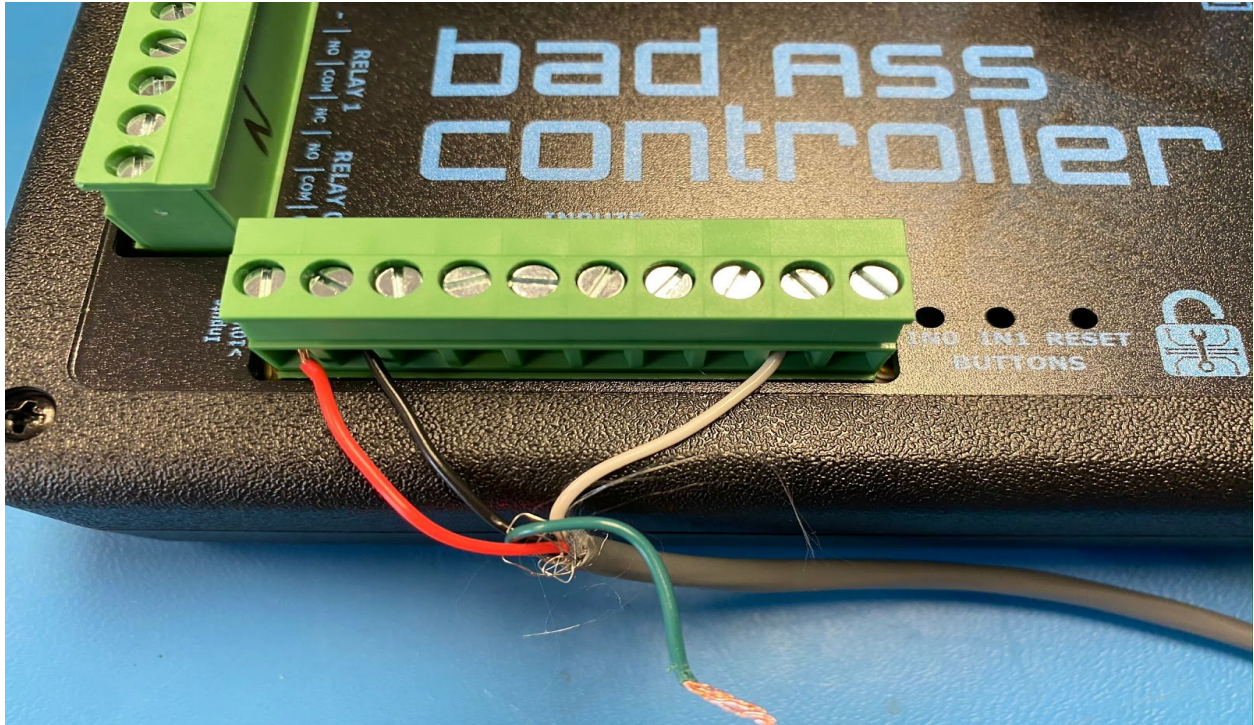
The Wiring

### Wiring Diagram

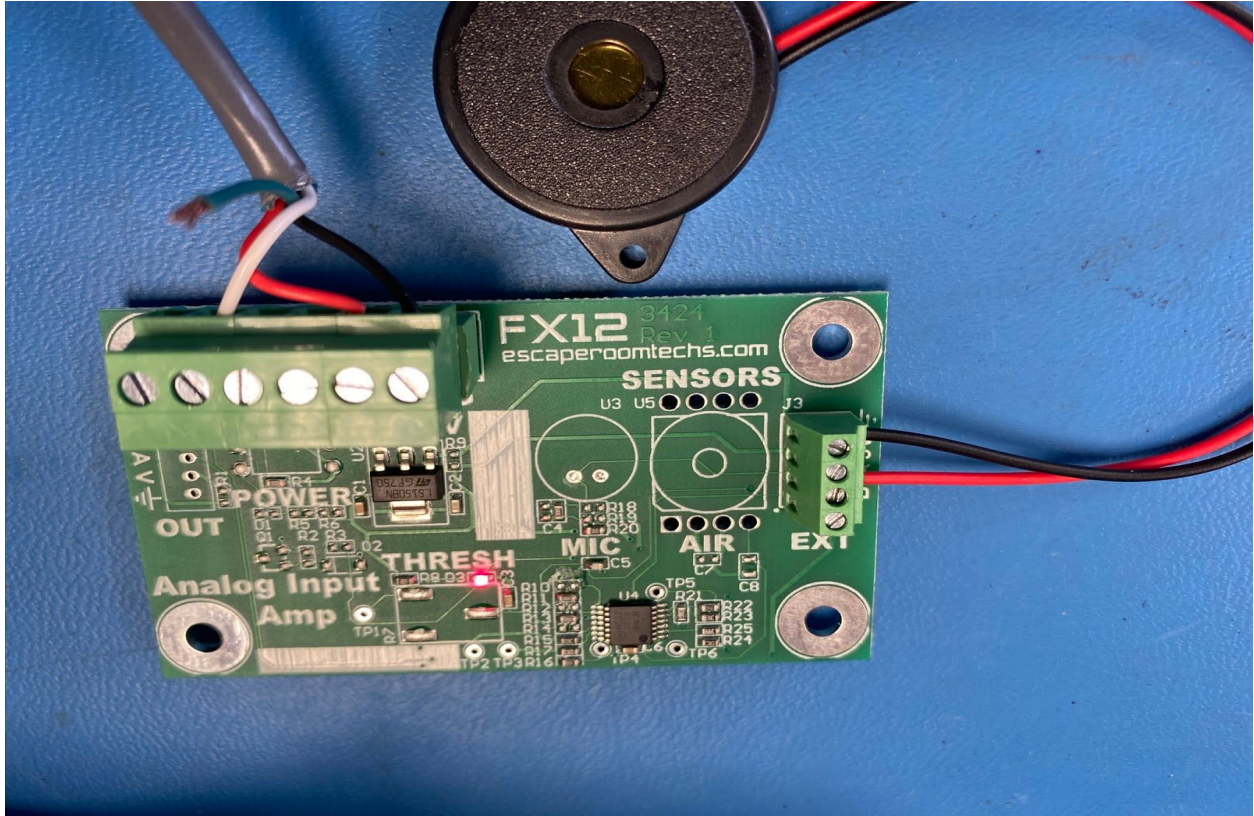




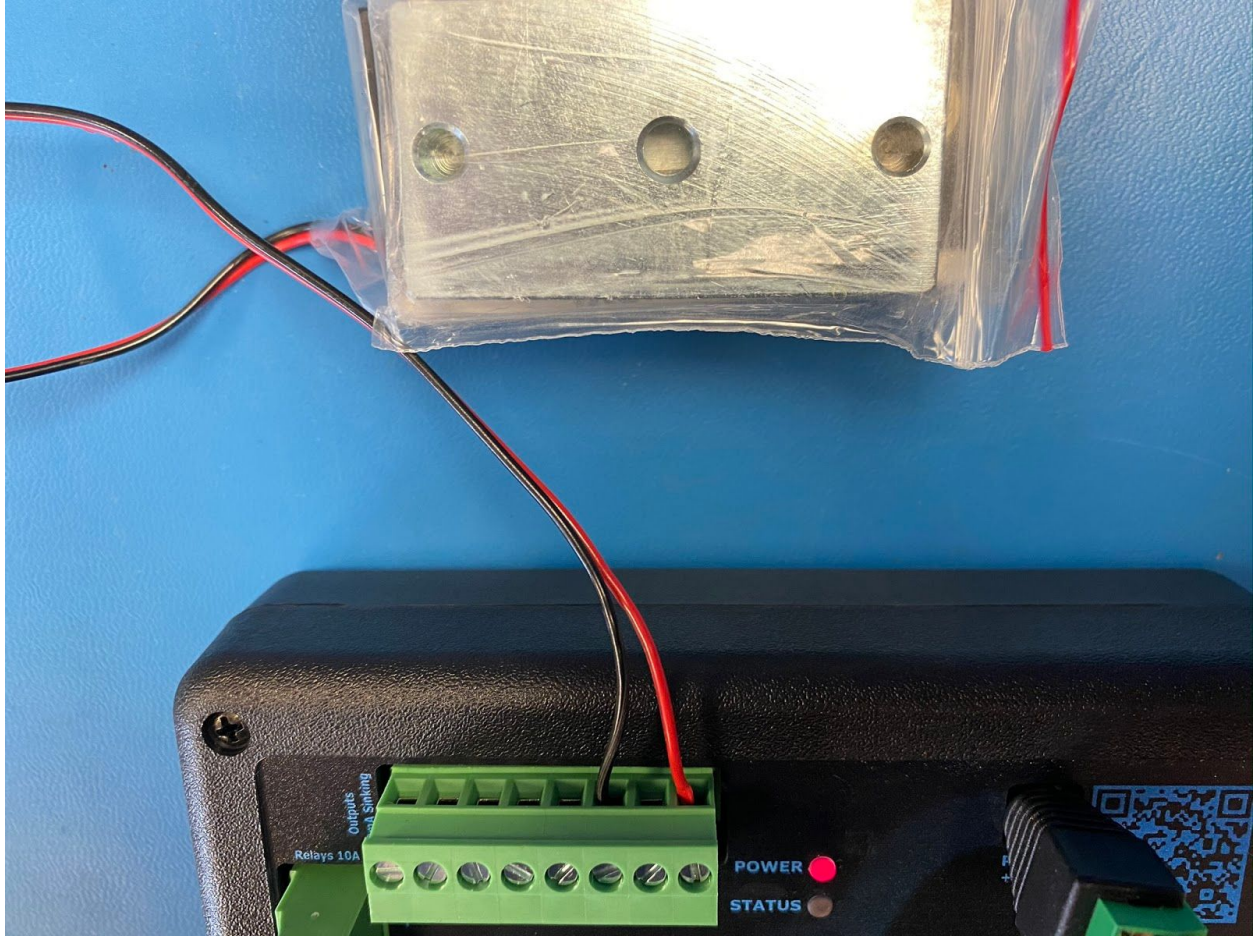
Overview



BAC input to FX12



FX12 Wiring



BAC output pin 5 to Maglock

## The Bad ASS Manager configuration

bad ass manager

General Game Events Hardware Network System

JoeBAC3038, MYDesk, Knock Knock, SN: 3038

**Selected Game**  
Knock Knock

Select The Knock Knock Game from the drop down box

**Selected Network**  
None

**Device Name**  
JoeBAC3038

**Room Name**  
MYDesk

Save

Home

Manual (Cached) Manual (Live)

## Game Select Screen

bad ass manager

General Game Events Hardware Network System

BAC3205, MyRoom, Knock Knock, SN: 3205

**Input Pin:**  
Input 6

FX12 pin A must be connected to BAC/450 Input pin 6

Rescale Input

**Knock Threshold (0-100)**  
50

**Knock End Threshold (0-100)**  
10

**Timing Tolerance (%)**  
20

**Sequence Timeout (ms)**  
1400

Save

**Knock Knock Interface**

Force Solve

Reset

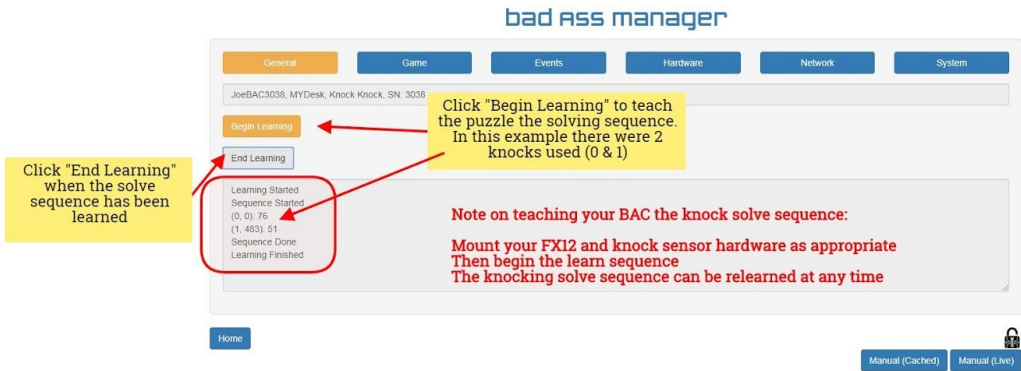
Learning

Click here to teach your game the knocking solve sequence

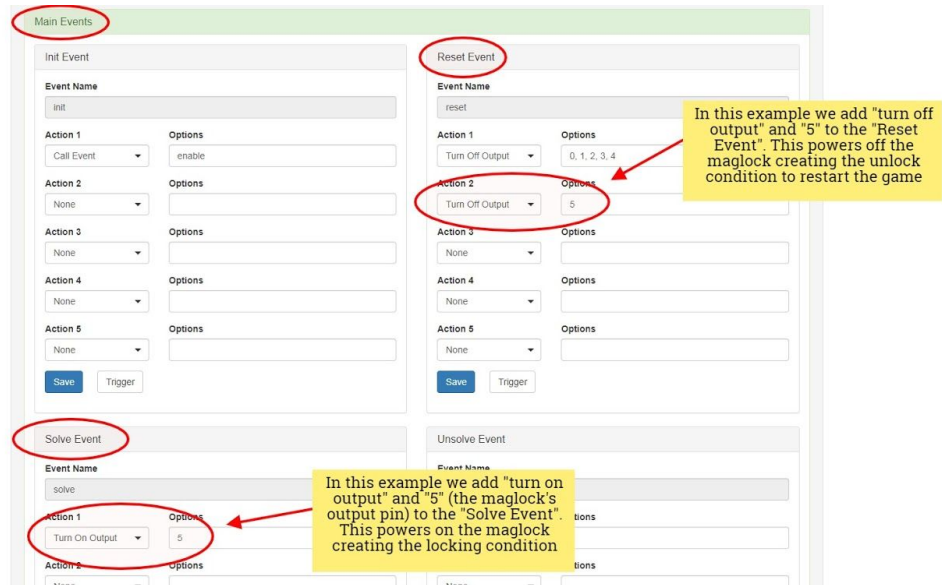
Home

Manual (Cached) Manual (Live)

## Game Screen



## Learn Sequence Configuration



## Input Event Screen