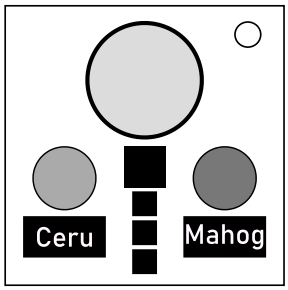
On the Subject of The White Button



Contents: 27 potential buttons.

Observe the two colors of the blobs at the bottom-left and bottom-right of the module. Find their colors in the table below.

Each RGB channel from the left color has been modified to be set to the right color. This may be an increase, decrease, or no change.

Determine what modifications were made to get from the left color to the right color caused by either an increase of 1, decrease of 1, or no change.

Note: Increases and decreases of color channels must be changed by a value of 1. These changes wrap around. For example, if the red channel's value went from 2 to 0, it was increased by 1. (2 + 1 % 3 = 0)

Hold the button over a number of timer ticks of your choice. This will be the base value.

For each color channel:

- If the value of the color channel was increased by 1, hold the button over a number of timer ticks greater than the base value. (Displayed as a +)
- If the value of the color channel was decreased by 1, hold the button over a number of timer ticks less than the base value. (Displayed as a −)
- If the value of the color channel received no change, hold the button over a number of timer ticks equal to the base value. (Displayed as a 0)

Holding the button for at least 5 timer ticks will reset your input. If the base value is set to 0, it will be ignored, and a new base set will be expected.

Submitting the incorrect solution will incur a strike, and reset your input.
Submitting the correct solution will disarm the module.

Name	R	G	B
Iridium	0	0	0
East Bay	0	0	1
Cerulean	0	0	2
Laurel	0	1	0
Celadon	0	1	1
Seaport	0	1	2
Apple	0	2	0
Emerald	0	2	1
Pelorous	0	2	2

Name	R	G	B
Lotus	1	0	0
Plum	1	0	1
Orchid	1	0	2
Sycamore	1	1	0
Battleship	1	1	1
Cove	1	1	2
Atlantis	1	2	0
Pistachio	1	2	1
Neptune	1	2	2

Name	R	G	B
Mahogany	2	0	0
Mulberry	2	0	1
Amethyst	2	0	2
Sienna	2	1	0
Puce	2	1	1
Viola	2	1	2
Turmeric	2	2	0
Pine	2	2	1
Silver	2	2	2