

***D-Tektor Maze™***  
***Operation Manual***

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## **D-Tektor Maze Operation Manual**

The D-Tektor Maze is an ultra portable and inexpensive variation of Interel's Electric Maze<sup>®</sup> used by consulting and training organizations worldwide. The D-maze consists of a vinyl grid with a 6 by 8 array of squares and a hand held detector (D-Tektor) that alarms when positioned over an active square. The maze is programmed by inserting activating material into pockets on the underside of the maze grid. Participants move on the D-maze grid in the same way they do on the standard Electric Maze grid, with one variation; they must use the detector to probe each square they select, to determine if it is safe, before stepping on the square. D-Maze activities are identical to activities with the standard Electric Maze. The standard Electric Maze user manual is included with the D-Maze operation manual.

### Laying Out the D-Tektor Maze grid

The D-Tektor maze grid is originally shipped folded. This results in the presence of folds when the grid is laid out on the floor. Laying out the grid in room temperature, one or more hours before use, will reduce the folds. In addition, the edges of the grid can be secured to a low nap carpet or smooth floor with masking tape (3M blue masking tape is similar in color to the blue grid lines).

### Programming the D-Tektor Maze grid.

The D-Tektor Maze is originally shipped with all squares on the maze grid "alarmed." To make a square safe - so that it will not alarm the D-Tektor when a participant steps on the square - you must remove the 3" x 4" programming card from the pocket on the under side of the square. The supplied Programming Forms will help you identify the pockets that correspond to the safe squares in your chosen maze pattern. Store the removed program cards in a safe place for use in reprogramming the maze at a future date.

### Setting Up the D-Tektor

The detector units must be attached to the included extension handles. The handles have a threaded coupling that attaches to the black screw shaft extending from the top of the detector unit enclosure. Screw the coupling onto the screw shaft until it is finger tight. The handles have two extending sections. Holding the handle top, turn the middle section clockwise to release and extend it. Then turn the section counter clockwise to lock it in place. Repeat this procedure with the chrome end section. Avoid over tightening the extension handle sections. If required, use the included 3/8" open-end wrench to release the end section of the handle when compressing it for storage



Turn the detector unit on by sliding the on/off switch towards the 'ON' symbol on the top of the enclosure. Test the programmed maze grid by placing the probe head **on** the center of the blue areas in the safe squares. The unit should not alarm. Next, place the probe head **on** the center of the blue octagon in the active squares. The unit should alarm (buzzing and red light) on all active squares. If the detector unit does not alarm on a specific square, the programming card may be damaged. Replace the card under the square with one of the cards that were removed when the maze was programmed.

### Moving on the Maze

Participants start from the front edge of the maze grid and move from one square to any adjacent square. They must first probe a selected square by placing the D-Tektor probe head on the blue octagon in the square. If the D-Tektor does not alarm, they move to that square. If the D-Tektor does alarm, they should leave the maze directly or by retracing the path they have taken. When retracing their path, they must use the same procedure for moving forward. First probe a selected square and then move to that square.

**Note: Participants must be instructed to place the black enclosure (probe head) of the D-Tektor on the center of the blue octagon in of each square they probe, when they are exploring the maze. In addition, it is important to explain that participants may not use the D-Tektor as a test probe, by moving it over multiple squares, before stepping on a selected square. The probe head must be held at least six inches above the maze grid until the participant selects a square to probe.**

### Folding the D-Tektor Maze grid

It is important to fold the grid in the prescribed way to minimize creases and avoid detaching the programming pockets. All folds must be along the printed grid lines. First, the grid should be loosely folded in half along the 8-foot dimension, with the printed side in. Then fold the grid in half again, along the 8-foot dimension and then fold the grid in half a third time along the 8-foot dimension. The grid should now be in a one foot by 6-foot shape. Next fold the grid into a 1-foot by 2-foot shape by folding both ends inward. Finally, fold the 1-foot by 2-foot shape in half so that the grid is approximately 1-foot square.

## Maintaining the D-Tektor Maze grid

**The D-Tektor Maze is designed for indoor use at room temperature.** Using the maze in extreme high or low temperature and in outdoor environments will disfigure and possibly damage the grid. In addition, it is important to periodically change or reverse (flip horizontally or vertically) the maze program so that participants do not always follow the same path. This will minimize the appearance of a noticeable path caused by participants walking on the same printed areas of the grid. Also, avoid unnecessary crimping or creasing when moving or folding the grid. If desired, creases can be reduced by heating the area with a hair dryer or laying out the grid in the sun. When needed, clean the grid gently with water and/or mild detergent or hand soap and dry thoroughly with a clean soft cloth or a rag.

## Maintaining the D-Tektor

At the completion of an activity, the D-Tektor should be turned off to extend the battery's life. Slide the on/off switch towards the 'OFF' symbol on the top of the enclosure. The detector unit requires an adequately charged 9-volt alkaline battery to operate correctly. If the battery is low the unit will emit a periodic beeping sound.

## Maintaining the RF Tag Programming Cards

The programming cards contain an electrical circuit and are not design to be stepped on. When the maze is used for typical activities, the participants do not step on the active squares that overlay programming cards. If participants do step on active squares and the maze grid is located on a rough surface, the cards can be damaged so that they do not activate the detector unit alarm.

The Maze should be tested before each use and if a damaged card is discovered, it can be replaced by one of the cards that were removed when the maze was programmed. If additional cards are desired, they can be ordered from Interel.

D-Tektor Maze Programming Guide

