

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[®] 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

Testing the Maze Set Up Area

Before using the maze, the D-Tektor must be calibrated for the walking surface where the grid is used. First, calibrate the detector using the procedure for areas with no metal under the walking surface. Then, probe or walk the area with the D-Tektor before laying the grid down to assure that the detector unit does not alarm. It may be necessary to desensitize the D-Tektor if there are metal objects under the walking surface. If so, recalibrate the detector unit following the procedure for areas with metal under the walking surface. Then, when the maze is in place, probe the maze with the D-Tektor to make sure all alarmed squares set off the alarm and all safe squares do not set off the alarm.

Note: Areas with metal ducting or metal structural members under the flooring are not suitable locations for D-Tektor maze activities.

Setting up the D-Tektor

Extend the shaft, connecting the black probe disc to the red handle control unit, to its full length and tighten the black locking sleeve. The D-Tektor uses a 9-volt alkaline battery. The battery compartment is located at the end of the red handle control unit. Replace the battery if the detector unit does not function correctly when it's being calibrated.

Calibrating the detector unit (D-Tektor) for areas with no metal under the walking surface.

- Lift the black cover that fits over the two control dials on the D-Tektor handle.
- Position the D-Tektor probe head away (1 to 2 feet) from any metal objects.
- Turn the unit on by rotating the dial marked 'fine tuning' in the clockwise direction. Set the dial at one fourth of possible rotation – about $\frac{1}{4}$ turn.
- Rotate the dial marked 'tuning' in the counter clockwise so that the unit buzzes. Then, slowly rotate the dial in clockwise direction until the buzzing sound is just stopped.
- Test the D-Tektor with a programmed maze grid by placing the probe head on the blue circle on a safe square. The unit should not buzz. Next, place the probe head on the blue circle of an active square. The unit should buzz.

Calibrating the detector unit (D-Tektor) for areas with metal under the walking surface.

- Lift the black cover that fits over the two control dials on the D-Tektor handle.
- Place the D-Tektor probe head on a blue circle of an active square.
- Turn the unit on by rotating the dial marked 'fine tuning' in the clockwise direction. Set the dial at one fourth of possible rotation – about $\frac{1}{4}$ turn.
- Rotate the dial marked 'tuning' in the counter clockwise direction so that the unit buzzes. Then, slowly rotate the dial in clockwise direction until the buzzing sound is just stopped.
- Rotate the fine tuning dial in the clockwise direction a little past the point where the buzzing sound starts.
- Test the D-Tektor with a programmed maze grid by placing the probe head on the blue circles on the safe squares. The unit should not buzz. Next, place the probe head on the blue circles of the active squares. The unit should buzz on all squares.

Note: Participants must be instructed to place the D-Tektor probe head so that it makes full contact with the blue circle in the selected square of the maze grid, when they are exploring the maze.

At the completion of an activity, the D-Tektor should be turned off to extend the battery's life. Rotate the dial marked 'fine tuning' in a counter clockwise direction until you hear a click and the alarm tone stops.

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 circle 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: It is important to explain that participants may not use the D-Tektor as a test probe, by moving it over multiple squares, before selecting a square to probe. 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

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 surface of the grid with a hair dryer or laying it flat under 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.

