**State:EInETFF**

* **WorkSpaceUnLockedAndNoLackHome**

还没有锁定工作区，这里的锁定用一个面的中心块,一个棱块和一个角块来指代

!CubieBeLocked (1)& (Home(FLD, FRD, BLD, BRD)|

!Home((getCombination(Front,Right,Down))))

后续Action:

LockCubie((getCombination(Front)), 1)

LockCUbie((getCombination(Front,Right)), 2)

LockCubie((getCombination(Front,Right,Down)), 3)

* **WorkSpaceUnLockedAndLackFLDHome**

还没有锁定工作区，这里的锁定用一个面的中心块,一个棱块和一个角块来指代

!CubieBeLocked (1)& !Home((getCombination(Front,Left,Down)))

后续Action:

Rotate(y’)

LockCubie((getCombination(Front)), 1)

LockCubie((getCombination(Front,Right)),2)

LockCubie((getCombination(Front,Right,Down)), 3)

* **WorkSpaceUnLockedAndLackBLDHome**

还没有锁定工作区，这里的锁定用一个面的中心块,一个棱块和一个角块来指代

!CubieBeLocked (1)& !Home((getCombination(Back,Left,Down)))

后续Action:

Rotate(y2)

LockCubie((getCombination(Front)), 1)

LockCubie((getCombination(Front,Right)),2)

LockCubie((getCombination(Front,Right,Down)), 3)

* **WorkSpaceUnLockedAndLackBRDHome**

还没有锁定工作区，这里的锁定用一个面的中心块,一个棱块和一个角块来指代

!CubieBeLocked (1)& !Home((getCombination(Back,Right,Down)))

后续Action:

Rotate(y)

LockCubie((getCombination(Front)), 1)

LockCubie((getCombination(Front,Right)),2)

LockCubie((getCombination(Front,Right,Down)), 3)

* **NoCubieBeLocked**

没有方块被锁定:

CubieBeLocked(1)&!CubieBeLocked()&!Check(At((LockedCubie(1)), F))

后续Action：

LockCubie((getCombination(Front, Right)))

* **WrongToBeLocked**

朝向不对，小块不应该被锁定:

CubieBeLocked(1)&!CubieBeLocked()&Check(At((LockedCubie(1)), F))

后续Action：

Rotate(u) LockCubie((getCombination(Front, Right)))

* **WrongFUGetOn**

小块处于FU位置，上车打到人

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), FU),

ColorBindOrientation(Front, (getFaceColorFromOrientation(Front))))

后续Action:

Rotate(U’, F’, U, F, u)UnLockedCubie()

* **RightFUGetOn**

小块处于FU位置，直接上车

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), FU),

ColorBindOrientation(Front, (getFaceColorFromOrientation(Right))))

后续Action:

Rotate(R, U’, R’, u)UnLockedCubie()

* **RightRUGetOn**

小块处于RU位置，直接上车

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), RU),   
ColorBindOrientation(Right, (getFaceColorFromOrientation(Front))))

后续Action:

Rotate(F’, U, F, u)UnLockedCubie()

* **WrongRUGetOn**

小块处于FU位置，上车打到人

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), RU),

ColorBindOrientation(Right, (getFaceColorFromOrientation(Right))))

后续Action:

Rotate(U, R, U’, R’, u)UnLockedCubie()

* **WrongGetOn**

小块处于正确位置，但方向相反

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), FR),

ColorBindOrientation(Front, (getFaceColorFromOrientation(Right))))

后续Action:

Rotate(R, U, R’, U’, F’, U, F, u)UnLockedCubie()

* **RightGetOn**

小块处于正确位置且方向正确

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), FR),

ColorBindOrientation(Front, (getFaceColorFromOrientation(Front))))

后续Action:

Rotate(R, U, R’, U’, F’, U, F, u)UnLockedCubie()

* **AtLU**

小块处于LU位置，

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), LU))

后续Action:

Rotate(U’)

* **AtBU**

小块处于BU位置，

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), BU))

后续Action:

Rotate(U)

* **AtFL**

小块处于FL位置，

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), FL))

后续Action:

Rotate(u’, R, U’, R’, u)

* **AtBR**

小块处于FL位置，

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), BR))

后续Action:

Rotate(u, R, U, R’, u’)

* **AtBL**

小块处于FL位置，

CubieBeLocked(1)&CubieBeLocked()&!Check(At((LockedCubie(1)), F))&

Check(At((LockedCubie()), BR))

后续Action:

Rotate(u2, R, U’, R’, u2)