Users’ manual

**Input:**

The commands can be input in two ways:

1) via the button pad and

2) via the input text area.

The input text area is case-insensitive.

**Commands:**

U – up

UI – up inverted

D – down

DI – down inverted

F – face

FI – face inverted

B – back

BI – back inverted

L – left

LI – left inverted

R – right

RI – right inverted

TL – turn left

TR – turn right

RF – roll forward

RB – roll back

SCR – scramble

**Log:**

When a command is carried out, it is logged.

The log can be cleared with the “clear” button found at the bottom.

**Solution:**

The “solve” button can be used to generate a solution for the given scrambled condition.

If the user wishes to see each move of the solution, the user may leave the “step” radio button next to the “solve” button marked.

The list of moves to solve the cube appear in the log text area after the solution is complete.

**Preferences:**

Preferences may be edited by changing “config.json” in program files.

The following preferences are editable:

1) scale: this value represents the size of the display area.

2) x: this value represents the x-co-ordinate of the centre of the left cube before scaling.

3) y: this value represents the x-co-ordinate of the centre of the left cube before scaling.

(Note that the y axis starts at the top-left corner of the display area and increases downwards)

4) distance: this value represents the distance between the left and right cubes before scaling.

5) framerate: this value represents the time in milliseconds between each subsequent repaint of the cube.

6) interval: this value represents the time in milliseconds between each subsequent move carried out by the auto-solver.

It is recommended that framerate always be less than interval.