

How to Run It

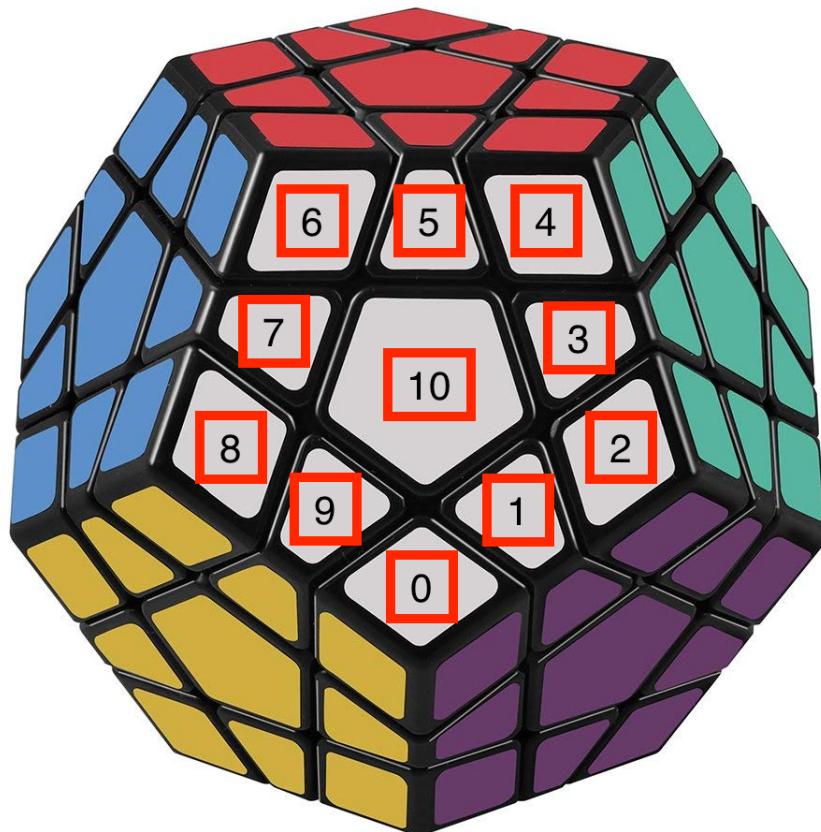
```
g++ megaminx.cpp  
./a.out
```

GUI Output

Here is how each face on the GUI matches up with a face of the actual cube:

G G G	6 5 4
G G G	7 10 3
G G G G	8 9 1 2
G	0

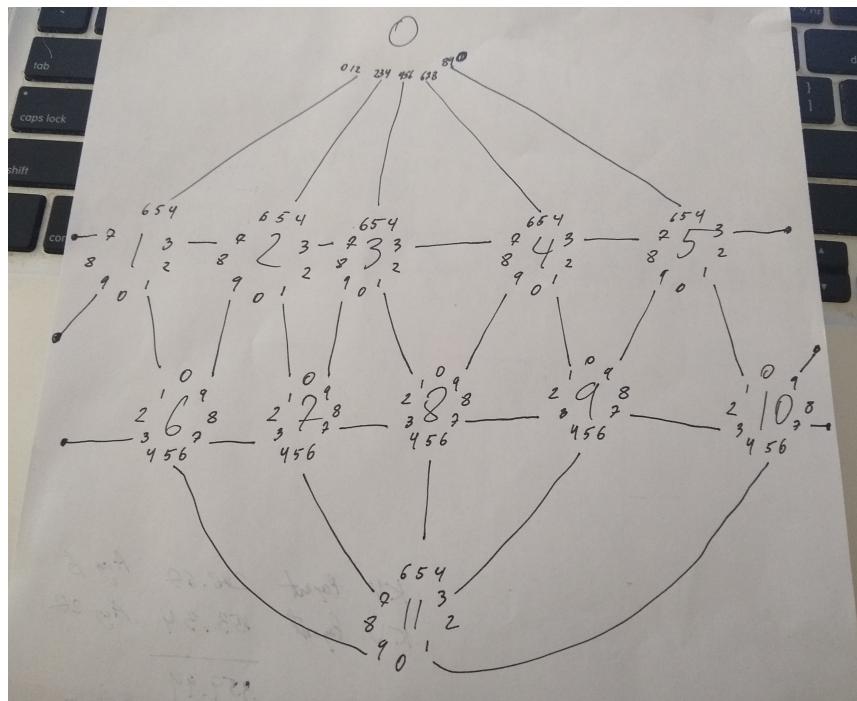
Where those digits represent:



Sample output of a solved cube:

W				
W W W W				
W W W				
W W W				
p p p r r r b b b y y y g g g				
p p p r r r b b b y y y g g g				
p p p p r r r r b b b b y y y y g g g g				
p r b y g				
l B P L o				
l l l B B B P P P L L L o o o o				
l l l B B B P P P L L L o o o				
G G G G G G G G G G G				

Admittedly sloppy representation of how the faces of the output are laid out, in comparison with the actual cube. Connecting lines represent adjacent faces.



Sample output with each middle node replaced by the face number:

r						
r	r	r	r	r		
r	0	r				
r	r	r				
p p p p	b b b b	w w w	g g g	t t t		
p 1 p	b 2 b	w 3 w	g 4 g	t 5 t		
p p p p	b b b b	w w w w	g g g g	t t t t		
p	b	w	g	t		
l l l l	y y y y	P P P P	L L L L	o o o o		
l 6 l	y 7 y	P 8 P	L 9 L	o 10 o		
l l l	y y y	P P P	L L L	o o o		
G G G						
G 11 G						
G G G G						
G						

For example, these faces would be: (Also changed my letters around so colors match).

