Core Memory Interactive Kit - Core64 - Quick Start Guide

- Power Switch (Selects battery power or USB power, if connected)
- Magnetic Stylus (used for all interaction with Core Memory Matrix and Soft Buttons)
- 8x8 Core Memory Array (top layer) and RGB LED Matrix (bottom layer)
- Magnetic hall sensor buttons: (M) (+) (-) (S) are Mode, Increase, Decrease, Select

Power ON starts in demo mode. Move through demo modes with (+) and (-) using the Magnetic Stylus.

Touch Menu (M) with the Magnetic Stylus to enter the dGAUSS top level menu. Touch again to exit to last mode.

Touch sub-menu letter on LED Matrix to enter the sub-menus:

d = Demos (Scrolling text through core memory, color symbols without core detection)

G = Games (Snake, Pong)

A = Applications (Monochrome drawing, touch (S) with Magnetic Stylus to clear the screen)

U = Utilities (Flux Detector)

S = Special (Binary counting bits, Pixel sequence test, EEPROM test, rainbow color, toggle one bit, read/write one bit, read/write all bits, test hall sensors)

S = Settings (empty)

Sub-menu name will appear for 3 seconds and automatically move to the first and next items in the sub-menu list. In the sub-menu, move through available choices with (+) and (–) magnetic buttons. Select the desired mode displayed on the LED Matrix with the (S) magnetic button.

After 30 seconds of no user interaction, mode will return to the default demo mode. Except for drawing mode, which does not time-out.