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 Wand 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)

A = Applications (Monochrome drawing)

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 item in the sub-menu list. Touch the sub-menu name/icon or (S) to move to first item in the list sooner. In the sub-menu, move through available choices with (+) and (–) magnetic buttons. Select the desired mode with (S) magnetic button or touch the screen with the Magnetic Stylus.

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

Power Saving

After 10 minutes of no activity, core scanning will be disabled to save power. Re-enable with a touch of (M).

After 30 minutes of no activity, LED Brightness will be reduced to save power. Re-enable with a touch of (M).

After 1 hour of no activity, all displays will be turned off to save power. Re-enable with a touch of (M).