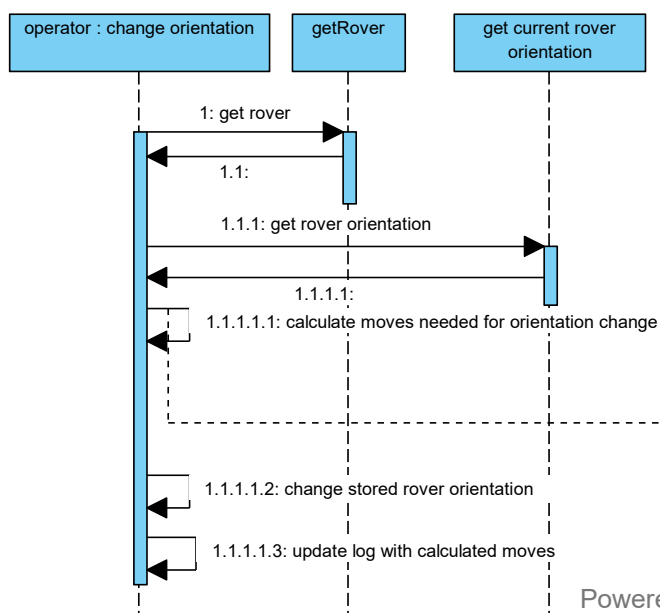


sd [updateMoveLogFrom OrientationChange (NOT using L & R)]



Move to new orientation:

Make N = 4 (NOT 0)

Move update =
 $\text{abs}(\text{MoveOrientation.index}\{\text{Old orientation}\} - \text{MoveOrientation.index}\{\text{New orientation}\}) * \text{Move}$

ex: 1 :: currentOrientation = N
 newOrientation = S

Move update needed =
 $\text{abs}(\text{MoveOrientation.index}\{N\} - \text{MoveOrientation.index}\{S\}) * \text{Move}(R)$
 $\Rightarrow |4(N) - S(2)| * \text{Move}(R)$

ex:2 :: currentOrientation = E
 newOrientation = N

Move update needed =
 $\text{abs}(\text{MoveOrientation.index}\{E\} - \text{MoveOrientation.index}\{N\}) * \text{Move}(R)$
 $\Rightarrow |1(E) - 4(N)| * \text{Move}(R)$

