

CuBiC Help Index

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The Cube Menu Commands

Use the scroll bar to see more cube menu commands

Save

The Save command allows you to save the configuration of the cube at any time. You will be prompted for a file name.

Load

The Load command allows you to load configuration of the cube that you have saved previously. You will be prompted for a file name.

Solve

The Solve command starts a sequence of moves that rearrange the cube to the starting position. If you want to stop the cube mid-solution, choose Stop Solving from the Cube menu (this menu command will only be available while the cube is being solved).

Scramble

The Scramble command starts a sequence of random moves that mix up the cube. When the cube is enough of a mess for you, press any key or click any mouse button to stop scrambling.

The Options Menu Commands

Use the scroll bar to see more options menu commands

Set Colors

The Set Colors Command allows you to change the colors of the cube, and the background color. A color is specified by its Red, Green, and Blue values.

Preferences

The Preferences Commands allows you to change a number of settings which control how CuBiC runs.

Steps Per Revolution

This setting controls how many steps CuBiC will take in performing a move. If you choose a higher number of steps the rotation will appear more fluid but will take longer.

Enable Sound Effects

This setting determines whether CuBiC will make noises at various points in the program.

Enable Background Solving

This setting determines whether CuBiC continue solving if you switch to a different application. Enabling background solving can lead to a decrease in performance of other programs.

Background Level

This setting selects how much CuBiC will hog your computer's attention while it is solving the cube. Increase the number to let other applications have more of your computer's attention.

Save Preferences on Exit

This setting determines whether the colors and the preferences are saved when you exit the program. The settings are saved to a file named CUBIC.INI.

Display Status Line

This setting determines whether CuBiC displays the status line at the bottom of the CuBiC window. The status line shows the moves counter, the timer, and a short help message.

Reset Counters

This command resets the moves counter and the timer to 0. The timer is held until the next move is made.

How To Make a Move

Using the mouse, position the pointing finger so that it rests on a piece of the slice that you want to rotate. Now, click the left mouse button and drag the pointing finger along the direction in which you want the slice to rotate until it rests on another piece on that same side. Release the left mouse button and watch it go.

See [Using The Keyboard](#) if you have no mouse.

How To Rotate the Whole Cube

Often you want to know which pieces are where on a side of the cube that you can't see. If this is the case, you can rotate the whole cube to give you a better view of the side(s) that you want to see.

Using the mouse, position the pointing finger somewhere on the CuBiC window (preferably not over the cube). Now, press either the right mouse button or hold down the shift key and press the left. A smaller cube will appear which will rotate in place as you move the mouse around. When you get to the desired view, release the mouse button. The smaller cube will disappear and the larger colored cube will redraw giving you the view that you have chosen.

See [Using The Keyboard](#) if you have no mouse.

Playing CuBiC

The object is to rearrange the cube through a series of moves so that all nine pieces on each of the six sides are the same color. Sounds easy... In practice, however, it can be very difficult. You might want to first set your sights on getting just one side all the same color. See other ideas in [Game Suggestions](#).

Using the Keyboard

If you have no mouse, you can use the keyboard to make your moves and to rotate the cube. The cursor keys (the arrow keys) move the cursor around the screen. To simulate a click of the left mouse button, position the cursor over the appropriate spot and press enter once. Move the cursor and press enter again to simulate a drag. To simulate the right mouse button, use the space bar in the same manner.



The Pointing Finger

Game Suggestions

For those of you who have either mastered solving CuBiC, or have given up trying to get the cube back to its starting configuration, here are a few interesting variations on the theme.

Patterns: Try to re-create the patterns of the cube that are included with CuBiC (these are the files named pat001, pat002, etc.)

nSolve: Start with a solved cube. Try scrambling the cube n moves and then try to get back to the starting configuration. Sounds easy, and it is -- with 3 or 4 or 5 moves. Get up to 9 or 10, however, and things start to get fairly difficult. Save the scrambled cube before you start and when you're done, let someone else try to beat your time.

Watch: Scramble the cube thoroughly. Choose Solve from the Cube menu and sit back and watch.