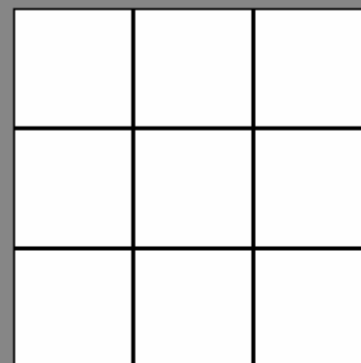
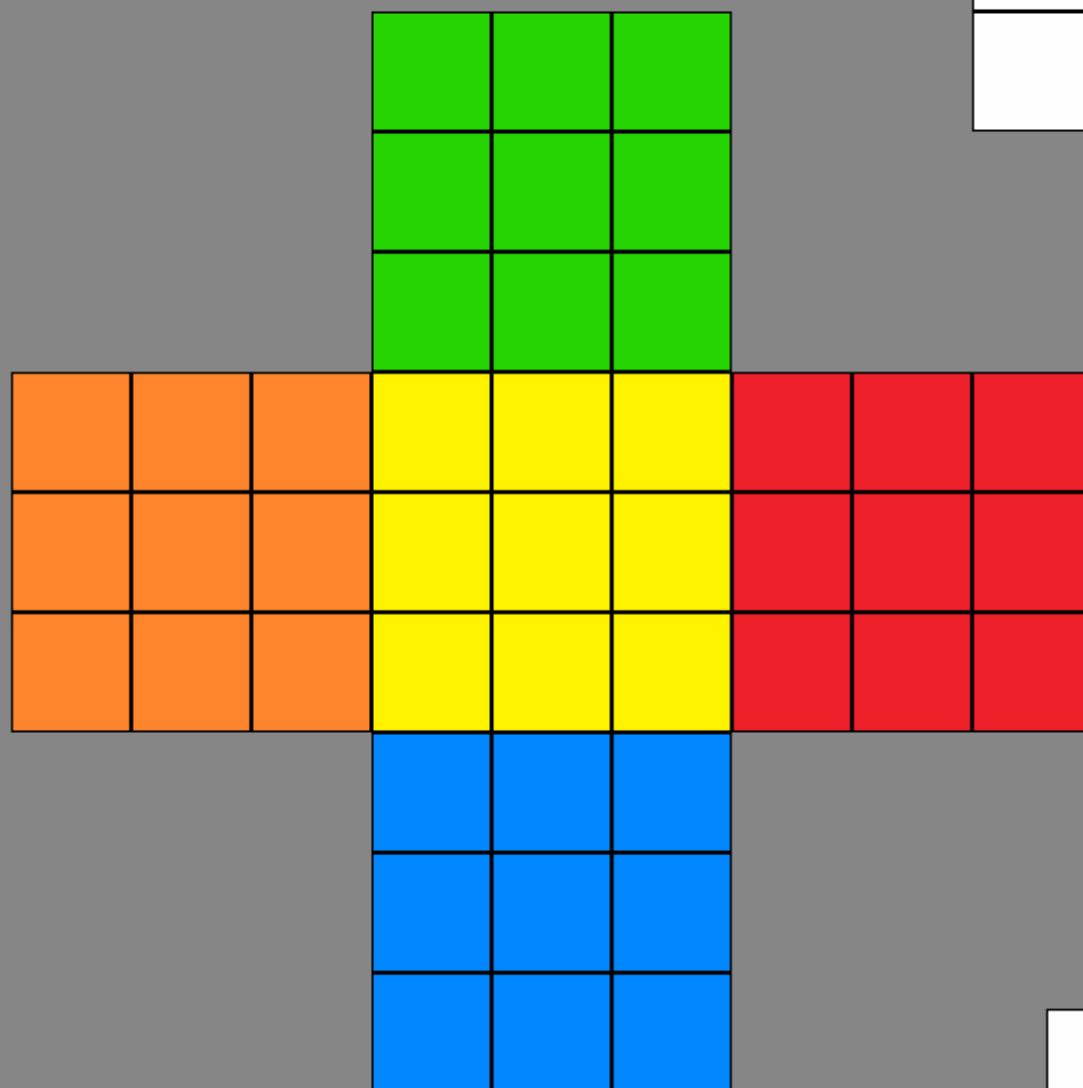


(ESC) to Quit



MIRROR IMAGE of Bottom Face



TOP VIEW of the Rubik's Cube



Rubik's Cube Solver : Just scramble your cube and input the colors of the faces. The script will guide you into the solution.
 User friendly interface and step by step guided solving procedure!
 Script and files are available in a [zipped file here](#)

```

clc;clear all;format short;
global A B C M t cT
function rotFace %-----
    global A B t cT
    disp(t);cT = [cT,t];
    tz = strsplit(t);s2 = size(tz,2);
    for i =1:s2
        g = tz{i};
        switch (g)
        case "U+";B = A(5:9,3:7);B = rot90(B,-1);A(5:9,3:7) = B;
        case "U-";B = A(5:9,3:7);B = rot90(B,1);A(5:9,3:7) = B;
        case {"L+","L-"};
            B(2:4,2:5) = A(6:8,1:4);B(1,2:4) = A(3:5,4);B(5,2) = A(44);B(5,3) = A(43);B(5,4) = A(42);B(2:4,1) = A(1:3,9);
            if g == "L+";B = rot90(B,-1);else;B = rot90(B,1);endif
            A(6:8,1:4) = B(2:4,2:5);A(3:5,4) = B(1,2:4);A(44) = B(5,2);A(43) = B(5,3);A(42) = B(5,4);A(1:3,9) = B(2:4,1);
        case {"R+","R-"};
            B(2:4,1:4) = A(6:8,6:9);B(1,2) = A(60);B(1,3) = A(59);B(1,4) = A(58);B(5,2:4) = A(9:11,6);B(2:4,5) = A(1:3,11);
            if g == "R+";B = rot90(B,-1);else;B = rot90(B,1);endif
            A(6:8,6:9) = B(2:4,1:4);A(60) = B(1,2);A(59) = B(1,3);A(58) = B(1,4);A(9:11,6) = B(5,2:4);A(1:3,11) = B(2:4,5);
        case {"B+","B-"};
            B(2:5,2:4) = A(3:6,4:6);B(1,2:4) = A(1,9:11);B(2:4,1) = A(6,1:3);B(2,5) = A(94);B(3,5) = A(83);B(4,5) = A(72);
            if g == "B+";B = rot90(B,-1);else;B = rot90(B,1);endif
            A(3:6,4:6) = B(2:5,2:4);A(1,9:11) = B(1,2:4);A(6,1:3) = B(2:4,1);A(94) = B(2,5);A(83) = B(3,5);A(72) = B(4,5);
        case {"F+","F-"};
            B(1:4,2:4) = A(8:11,4:6);B(2,1) = A(30);B(3,1) = A(19);B(4,1) = A(8);B(2:4,5) = A(8,7:9);B(5,2:4) = A(3,9:11);
            if g == "F+";B = rot90(B,-1);else;B = rot90(B,1);endif
            A(8:11,4:6) = B(1:4,2:4);A(30) = B(2,1);A(19) = B(3,1);A(8) = B(4,1);A(8,7:9) = B(2:4,5);A(3,9:11) = B(5,2:4);
        case {"D+","D-"};
            B(2:4,2:4) = A(1:3,9:11);B(2:4,1) = A(6:8,1);B(5,2:4) = A(11,4:6);B(1,2:4) = A(3,4:6);B(2:4,5) = A(6:8,9);
            if g == "D+";B = rot90(B,1);else;B = rot90(B,-1);endif
            A(1:3,9:11) = B(2:4,2:4);A(6:8,1) = B(2:4,1);A(11,4:6) = B(5,2:4);A(3,4:6) = B(1,2:4);A(6:8,9) = B(2:4,5);
        endswitch
    endfor
endfunction

function drawCube %-----
    global A M C
  
```

```

for i = 1:11
for j = 1:11
    if A(i,j)>0
        f = A(i,j);
        c1 = i*60 - 38;r1 = j*60 - 38;
        M(c1:c1+59,r1:r1+59,1:3)= C{f};
    endif
endfor
endfor
image (M);axis('off');
endfunction

function checkUp(n) %-----
    global A t
    t = "U+";
    while A(n)==1
        rotFace;
    endwhile
endfunction
% ***** End of function statements *****
% matrices are produced
A = zeros(11);B=zeros(5);cT = "";T0 = zeros(3);
C{1} = imread('white.png');C{2} = imread('yellow.png');C{3} = imread('orange.png');
C{4} = imread('green.png');C{5} = imread('red.png');C{6} = imread('blue.png');
Rdx = imread('arrow_r.png');Rsx = imread('arrow_l.png');M = imread('master.png');
% matrices for comparing upper yellow layer
S1 = [0 0 0;0 2 0;0 0 0];
S2A = [0 2 0;2 0 0;0 0 0];
S2B = [0 2 0;0 0 2;0 0 0];
S2C = [0 0 0;0 0 2;0 2 0];
S2D = [0 0 0;2 0 0;0 2 0];
S3A = [0 0 0;2 2 2;0 0 0];
S3B = [0 2 0;0 2 0;0 2 0];
S5 = [0 2 0;2 2 2;0 2 0];
S1a = [0 0 0;0 1 0;0 0 0];
S2Aa = [0 1 0;1 0 0;0 0 0];
S2Ba = [0 1 0;0 0 1;0 0 0];
S2Ca = [0 0 0;0 0 1;0 1 0];
S2Da = [0 0 0;1 0 0;0 1 0];
S3Aa = [0 0 0;1 1 1;0 0 0];
S3Ba = [0 1 0;0 1 0;0 1 0];
S5a = [0 1 0;1 1 1;0 1 0];
A(101)=1;A(51)=2;A(18)=3;A(48)=4;A(84)=5;A(54)=6; % those places have fixed colors

```

```

figure(1,'position',[10,10,1161,860],'graphicssmoothing','off','resize','off','color',[0,0,0]);
image (M);axis('off');
text (500, 610, "Color the stickers from your scrambled cube\nhover with mouse and press 1 to 6..","fontsize",20);
st = 0;
% the stickers are colored
do
[x,y,buttons] = ginput(1);
if (buttons==115 && st==189);break;endif
if (buttons>48 && buttons<55);
if x>22 && x<82;
if y>322 && y<382;A(6)=buttons-48;drawCube;endif
if y>382 && y<442;A(7)=buttons-48;drawCube;endif
if y>442 && y<502;A(8)=buttons-48;drawCube;endif
endif
if x>82 && x<142;
if y>322 && y<382;A(17)=buttons-48;drawCube;endif
if y>442 && y<502;A(19)=buttons-48;drawCube;endif
endif
if x>142 && x<202;
if y>322 && y<382;A(28)=buttons-48;drawCube;endif
if y>382 && y<442;A(29)=buttons-48;drawCube;endif
if y>442 && y<502;A(30)=buttons-48;drawCube;endif
endif
if x>202 && x<262;
if y>142 && y<202;A(36)=buttons-48;drawCube;endif
if y>202 && y<262;A(37)=buttons-48;drawCube;endif
if y>262 && y<322;A(38)=buttons-48;drawCube;endif
if y>322 && y<382;A(39)=buttons-48;drawCube;endif
if y>382 && y<442;A(40)=buttons-48;drawCube;endif
if y>442 && y<502;A(41)=buttons-48;drawCube;endif
if y>502 && y<562;A(42)=buttons-48;drawCube;endif
if y>562 && y<622;A(43)=buttons-48;drawCube;endif
if y>622 && y<682;A(44)=buttons-48;drawCube;endif
endif
if x>262 && x<322;
if y>142 && y<202;A(47)=buttons-48;drawCube;endif
if y>202 && y<262;A(49)=buttons-48;drawCube;endif
if y>262 && y<322;A(50)=buttons-48;drawCube;endif
if y>322 && y<382;A(52)=buttons-48;drawCube;endif
if y>382 && y<442;A(53)=buttons-48;drawCube;endif
if y>442 && y<502;A(55)=buttons-48;drawCube;endif
endif
endif

```

```

if x>322 && x<382;
  if y>142 && y<202;A(58)=buttons-48;drawCube;endif
  if y>202 && y<262;A(59)=buttons-48;drawCube;endif
  if y>262 && y<322;A(60)=buttons-48;drawCube;endif
  if y>322 && y<382;A(61)=buttons-48;drawCube;endif
  if y>382 && y<442;A(62)=buttons-48;drawCube;endif
  if y>442 && y<502;A(63)=buttons-48;drawCube;endif
  if y>502 && y<562;A(64)=buttons-48;drawCube;endif
  if y>562 && y<622;A(65)=buttons-48;drawCube;endif
  if y>622 && y<682;A(66)=buttons-48;drawCube;endif
endif
if x>382 && x<442;
  if y>322 && y<382;A(72)=buttons-48;drawCube;endif
  if y>382 && y<442;A(73)=buttons-48;drawCube;endif
  if y>442 && y<502;A(74)=buttons-48;drawCube;endif
endif
if x>442 && x<502;
  if y>322 && y<382;A(83)=buttons-48;drawCube;endif
  if y>442 && y<502;A(85)=buttons-48;drawCube;endif
endif
if x>502 && x<562;
  if y>322 && y<382;A(94)=buttons-48;drawCube;endif
  if y>382 && y<442;A(95)=buttons-48;drawCube;endif
  if y>442 && y<502;A(96)=buttons-48;drawCube;endif
endif
if x>502 && x<562;
  if y>22 && y<82;A(89)=buttons-48;drawCube;endif
  if y>82 && y<142;A(90)=buttons-48;drawCube;endif
  if y>142 && y<202;A(91)=buttons-48;drawCube;endif
endif
if x>562 && x<622;
  if y>22 && y<82;A(100)=buttons-48;drawCube;endif
  if y>142 && y<202;A(102)=buttons-48;drawCube;endif
endif
if x>622 && x<682;
  if y>22 && y<82;A(111)=buttons-48;drawCube;endif
  if y>82 && y<142;A(112)=buttons-48;drawCube;endif
  if y>142 && y<202;A(113)=buttons-48;drawCube;endif
endif
endif
st = sum(sum(A));
if st == 189;text(420,230,"Press (s) to start solving the cube","fontsize",20);endif
until buttons==27

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if buttons ==27;close(1);return;endif % exit with <esc>

text(420,300,"Working on it..Follow instructions..","fontsize",20);
Z = A;

%***** start solving*****
if (A(90)==1 && A(100)==1 && A(112)==1 && A(102)==1 && A(7)==3 && A(47)==4 && A(95)==5 && A(55)==6) != 1;
% DAISY
for i=1:10
    if A(17) == 1;checkUp(50);t="B-";rotFace;endif % edge white sticker are inspected and raised up to top layer
    if A(37) == 1;checkUp(40);t="L+";rotFace;endif
    if A(19) == 1;checkUp(52);t="F+";rotFace;endif
    if A(43) == 1;checkUp(40);t="L-";rotFace;endif
    if A(65) == 1;checkUp(62);t="R+";rotFace;endif
    if A(85) == 1;checkUp(52);t="F-";rotFace;endif
    if A(83) == 1;checkUp(50);t="B+";rotFace;endif
    if A(59) == 1;checkUp(62);t="R-";rotFace;endif
    if A(90) == 1;checkUp(40);t="L+";rotFace;endif % edge pieces raised up to middle layer by now
    if A(102) == 1;checkUp(52);t="F+";rotFace;endif
    if A(112) == 1;checkUp(62);t="R+";rotFace;endif
    if A(100) == 1;checkUp(50);t="B+";rotFace;endif
    if A(29) == 1;t="L+";rotFace;endif % side edge pieces lowered to middle layer by now
    if A(53) == 1;t="F+";rotFace;endif
    if A(73) == 1;t="R+";rotFace;endif
    if A(49) == 1;t="B+";rotFace;endif
    if A(7) == 1;checkUp(40);t="L-";rotFace;endif
    if A(55) == 1;checkUp(52);t="F-";rotFace;endif
    if A(95) == 1;checkUp(62);t="R-";rotFace;endif
    if A(47) == 1;checkUp(50);t="B-";rotFace;endif
    if A(40)==1 && A(50)==1 && A(62)==1 && A(52)==1;break;endif % END DAISY
endfor
disp(['daisy completed.. cycles = ',num2str(i)];cT = [cT,"*1"];
if i==10;disp('DAISY IMPOSSIBLE TO SOLVE');close(1);return;endif

% WHITE CROSS
for i=1:10
    if A(29) == 3 && A(40) == 1;t="L+ L+";rotFace;endif
    if A(49) == 4 && A(50) == 1;t="B+ B+";rotFace;endif
    if A(73) == 5 && A(62) == 1;t="R+ R+";rotFace;endif
    if A(53) == 6 && A(52) == 1;t="F+ F+";rotFace;endif
    if A(90)==1 && A(100)==1 && A(112)==1 && A(102)==1;break;endif % END WHITE CROSS
    t="U+";rotFace;
endfor

```

```

if A(89) == 1;t="L+ U+ L-";rotFace;endif % clean up white cross from unwanted white stickers
if A(91) == 1;t="F+ U+ F-";rotFace;endif
if A(113) == 1;t="R+ U+ R-";rotFace;endif
if A(111) == 1;t="B+ U+ B-";rotFace;endif % end clean up
disp(['white cross completed.. cycles = ',num2str(i)];cT = [cT,"*2"];
if i==10;disp('WHITE CROSS IMPOSSIBLE TO SOLVE');close(1);return;endif
endif

if (A(89)==1 && A(91)==1 && A(111)==1 && A(113)==1 && A(6)==3 && A(58)==4 && A(96)==5 && A(44)==6) != 1;
% BOTTOM LAYER
for i = 1:10
    for j=1:4
        if A(42) == 1 && A(30) == 3;t="F+ U+ F-";rotFace;endif % vertical white faces on top layer are lowered flat
        if A(74) == 1 && A(64) == 6;t="R+ U+ R-";rotFace;endif
        if A(60) == 1 && A(72) == 5;t="B+ U+ B-";rotFace;endif
        if A(28) == 1 && A(38) == 4;t="L+ U+ L-";rotFace;endif
        if A(38) == 1 && A(28) == 3;t="B- U- B+";rotFace;endif
        if A(30) == 1 && A(42) == 6;t="L- U- L+";rotFace;endif
        if A(64) == 1 && A(74) == 5;t="F- U- F+";rotFace;endif
        if A(72) == 1 && A(60) == 4;t="R- U- R+";rotFace;endif
        t="U+";rotFace;
    endfor
    if A(6) == 1;t="L+ U+ L-";rotFace;endif % vertical white faces on bottom layer are carried to the top layer
    if A(8) == 1;t="L- U+ L+";rotFace;endif
    if A(44) == 1;t="F+ U+ F-";rotFace;endif
    if A(66) == 1;t="F- U+ F+";rotFace;endif
    if A(96) == 1;t="R+ U+ R-";rotFace;endif
    if A(94) == 1;t="R- U+ R+";rotFace;endif
    if A(58) == 1;t="B+ U+ B-";rotFace;endif
    if A(36) == 1;t="B- U+ B+";rotFace;endif
    for j=1:4
        if A(39) == 1 && A(89) > 1;t="L+ U+ L-";rotFace;endif % horizontal white faces on top layer moved down
        if A(41) == 1 && A(91) > 1;t="F+ U+ F-";rotFace;endif
        if A(63) == 1 && A(113) > 1;t="R+ U+ R-";rotFace;endif
        if A(61) == 1 && A(111) > 1;t="B+ U+ B-";rotFace;endif
        t="U+";rotFace;
    endfor
    if A(89) == 1 && A(91) == 1 && A(113) == 1 && A(111) == 1;break;endif
endfor
disp(['bottom layer completed.. cycles = ',num2str(i)];cT = [cT,"*3"];
if i==10;disp('BOTTOM LAYER IMPOSSIBLE TO SOLVE');close(1);return;endif
endif

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if (A(17)==3 && A(19)==3 && A(43)==6 && A(65)==6 && A(83)==5 && A(85)==5 && A(37)==4 && A(59)==4) != 1;
% MIDDLE LAYER
for j=1:8
    for i=1:16
        if A(53) == 6 && A(52) == 5;t="U+ R+ U+ R- U- F- U- F+";rotFace;endif
        if A(53) == 6 && A(52) == 3;t="U- L- U- L+ U+ F+ U+ F-";rotFace;endif
        if A(73) == 5 && A(62) == 4;t="U+ B+ U+ B- U- R- U- R+";rotFace;endif
        if A(73) == 5 && A(62) == 6;t="U- F- U- F+ U+ R+ U+ R-";rotFace;endif
        if A(49) == 4 && A(50) == 3;t="U+ L+ U+ L- U- B- U- B+";rotFace;endif
        if A(49) == 4 && A(50) == 5;t="U- R- U- R+ U+ B+ U+ B-";rotFace;endif
        if A(29) == 3 && A(40) == 6;t="U+ F+ U+ F- U- L- U- L+";rotFace;endif
        if A(29) == 3 && A(40) == 4;t="U- B- U- B+ U+ L+ U+ L-";rotFace;endif
        % the 3 lines below control if the 8 yellow labels are on the top layer; if the case the for..endfor cycle ends
        yc = (A(28)==2)+(A(29)==2)+(A(30)==2)+(A(42)==2)+(A(53)==2)+(A(64)==2)+(A(72)==2)+(A(73)==2)+(A(74)==2)+
(A(38)==2);
        yc = yc+(A(49)==2)+(A(60)==2)+(A(39)==2)+(A(40)==2)+(A(41)==2)+(A(52)==2)+(A(63)==2)+(A(62)==2)+(A(61)==2)+
(A(50)==2);
        if yc == 8;break;endif
        t="U+";rotFace;
    endfor % END MIDDLE LAYER BUT MIGHT HAVE ANOMALIES
    disp(['middle layer with anomalies completed.. cycles = ',num2str(i)])

% FIX THE ANOMALOUS EDGE PIECES ON THE MIDDLE LAYER, IF ANY
if A(19)!=3;t="F+ U+ F- U- L- U- L+";rotFace;endif
if A(65)!=6;t="R+ U+ R- U- F- U- F+";rotFace;endif
if A(83)!=5;t="B+ U+ B- U- R- U- R+";rotFace;endif
if A(37)!=4;t="L+ U+ L- U- B- U- B+";rotFace;endif
yc = (A(65)==6)+(A(83)==5)+(A(37)==4)+(A(19)==3);
if yc == 4;break;endif
endfor
disp(['complete middle layer flawless completed.. cycles = ',num2str(j)]);cT = [cT,"*4"];
if j==8;disp('MIDDLE LAYER IMPOSSIBLE TO SOLVE');close(1);return;endif
endif

% YELLOW TOP CROSS (NOT LINED WITH SIDE STICKERS)
for i = 1:8
    TO(1:3,1) = A(39:41);TO(1:3,2) = A(50:52);TO(1:3,3) = A(61:63);
    if (TO == S1) == S1a;tx = 1;endif
    if (TO == S2A) == S2Aa;tx = 2;endif
    if (TO == S2B) == S2Ba;tx = 3;endif
    if (TO == S2C) == S2Ca;tx = 4;endif
    if (TO == S2D) == S2Da;tx = 5;endif
    if (TO == S3A) == S3Aa;tx = 6;endif

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if (TO == S3B) == S3Ba;tx = 7;endif
if (TO == S5) == S5a;break;endif
switch (tx)
    case 1;t = "F+ R+ U+ R- U- F-";rotFace;
    case 2;t = "F+ R+ U+ R- U- F-";rotFace;
    case 3;t = "L+ F+ U+ F- U- L-";rotFace;
    case 4;t = "B+ L+ U+ L- U- B-";rotFace;
    case 5;t = "R+ B+ U+ B- U- R-";rotFace;
    case 6;t = "F+ R+ U+ R- U- F-";rotFace;
    case 7;t = "R+ B+ U+ B- U- R-";rotFace;
endswitch
endfor
disp(['yellow top cross not lined with side stickers.. cycles = ',num2str(i)]);cT = [cT,"*5"];
if i==8;disp('YELLOW TOP IMPOSSIBLE TO SOLVE');close(1);return;endif

% YELLOW TOP CROSS ALIGNED WITH SIDE STICKERS (REGULAR CROSS)
tx=0;
for j=1:2
for i=1:4
    if A(53)==6 && A(73)==5 && A(49)==4 && A(29)==3;tx = 1;break;endif % all four are lined up
    if A(53)==6 && A(73)==5;tx = 2;break;endif
    if A(73)==5 && A(49)==4;tx = 3;break;endif
    if A(49)==4 && A(29)==3;tx = 4;break;endif
    if A(29)==3 && A(53)==6;tx = 5;break;endif
    if A(53)==6 && A(49)==4;tx = 6;break;endif
    if A(29)==3 && A(73)==5;tx = 7;break;endif
    if i<4;t="U+";rotFace;endif
endif
endfor
tx
switch (tx)
    case 2;t="F+ U+ F- U+ F+ U+ U+ F- U+";rotFace; % aligned blue & red
    case 3;t="R+ U+ R- U+ R+ U+ U+ R- U+";rotFace; % aligned red & green
    case 4;t="B+ U+ B- U+ B+ U+ U+ B- U+";rotFace; % aligned green& orange
    case 5;t="L+ U+ L- U+ L+ U+ U+ L- U+";rotFace; % aligned orange & blue
    case 6;t="F+ U+ F- U+ F+ U+ U+ F- U+";rotFace; % aligned blue & green
    case 7;t="R+ U+ R- U+ R+ U+ U+ R- U+";rotFace; % aligned orange & red
endswitch
endfor
disp(['yellow top cross regular and lined with side stickers.. cycles = ',num2str(i)]);cT = [cT,"*6"];

% FINAL CORNERS IN LOCATION, NOT ORIENTED
tx = 1; % if none matches position , start anyway from corner 1
for i=1:6

```

```

z1 = A(63)^2 + A(74)^2 + A(64)^2;
z2 = A(60)^2 + A(61)^2 + A(72)^2;
z3 = A(28)^2 + A(38)^2 + A(39)^2;
z4 = A(30)^2 + A(41)^2 + A(42)^2;
if z4 == 49;tx = 4;endif
if z3 == 29;tx = 3;endif
if z2 == 45;tx = 2;endif
if z1 == 65;tx = 1;endif
if z1==65 && z2==45 && z3==29 && z4==49;tx = 0;break;endif % solved for positions but not orientations

switch (tx)
    case 1;t="U+ R+ U- L- U+ R- U- L+";rotFace;
    case 2;t="U+ B+ U- F- U+ B- U- F+";rotFace;
    case 3;t="U+ L+ U- R- U+ L- U- R+";rotFace;
    case 4;t="U+ F+ U- B- U+ F- U- B+";rotFace;
endswitch
endfor
tx
disp(['four yellow top corners in place but not oriented.. cycles = ',num2str(i)]);cT = [cT,"*7"];

% FINAL CORNERS IN LOCATION AND ORIENTED... END OF CUBE
for i=1:8
    if A(63)==2 && A(64)==6 && A(74)==5;break;endif
    t = "R- D- R+ D+";rotFace;
endfor
t="U-";rotFace
for i=1:8
    if A(63)==2 && A(64)==3 && A(74)==6;break;endif
    t = "R- D- R+ D+";rotFace;
endfor
t="U-";rotFace
for i=1:8
    if A(63)==2 && A(64)==4 && A(74)==3;break;endif
    t = "R- D- R+ D+";rotFace;
endfor
t="U-";rotFace
for i=1:8
    if A(63)==2 && A(64)==5 && A(74)==4;break;endif
    t = "R- D- R+ D+";rotFace;
endfor
t="U-";rotFace
disp("-----> END !!!");cT = [cT,"*8"];

```

```

% START OF TEACHING THE SOLUTION
A = Z;
cU = erase(cT, " "); % simplify the command string
cU = strrep(cU, "U+U+U+U+U+U+U+", "");
cU = strrep(cU, "U+U+U+U+U+U+", "U-");
cU = strrep(cU, "U+U+U+U+U+", "U+U+");
cU = strrep(cU, "U+U+U+U+", "U+");
cU = strrep(cU, "U+U+U+", "");
cU = strrep(cU, "U+U+", "U-");
cU = strrep(cU, "U+U-", "");
cU = strrep(cU, "U-U+", "");
LcU = size(cU, 2);
for i=1:2:LcU
    t = substr(cU, i, 2);
    switch (t)
        case "D+";M(578:637, 538:597, 1:3)=Rdx;
        case "D-";M(578:637, 538:597, 1:3)=Rsx;
        case "U+";M(578:637, 598:657, 1:3)=Rdx;
        case "U-";M(578:637, 598:657, 1:3)=Rsx;
        case "L+";M(578:637, 658:717, 1:3)=Rdx;
        case "L-";M(578:637, 658:717, 1:3)=Rsx;
        case "B+";M(578:637, 718:777, 1:3)=Rdx;
        case "B-";M(578:637, 718:777, 1:3)=Rsx;
        case "R+";M(578:637, 778:837, 1:3)=Rdx;
        case "R-";M(578:637, 778:837, 1:3)=Rsx;
        case "F+";M(578:637, 838:897, 1:3)=Rdx;
        case "F-";M(578:637, 838:897, 1:3)=Rsx;
    endswitch
    drawCube;
    text (700, 480, num2str((i+1)/2), "fontsize", 30);
    text (700, 530, num2str(LcU/2), "fontsize", 30);
    switch (t)
        case "*1";text(420, 260, "Daisy completed", "fontsize", 20);
        case "*2";text(420, 260, "Lower white cross OK", "fontsize", 20);
        case "*3";text(420, 260, "Bottom white layer OK", "fontsize", 20);
        case "*4";text(420, 260, "Middle layer completed", "fontsize", 20);
        case "*5";text(420, 260, "Yellow cross not lined up OK", "fontsize", 20);
        case "*6";text(420, 260, "Yellow cross regular OK", "fontsize", 20);
        case "*7";text(420, 260, "Top corners OK but misoriented", "fontsize", 20);
        case "*8";text(420, 260, "The Cube is Solved !! compliments", "fontsize", 20);
    endswitch
    [x, y, buttons] = ginput(1);
    if buttons==27;close(1);return;endif

```

```
    rotFace;  
    M = imread('master.png');  
endfor  
drawCube;
```