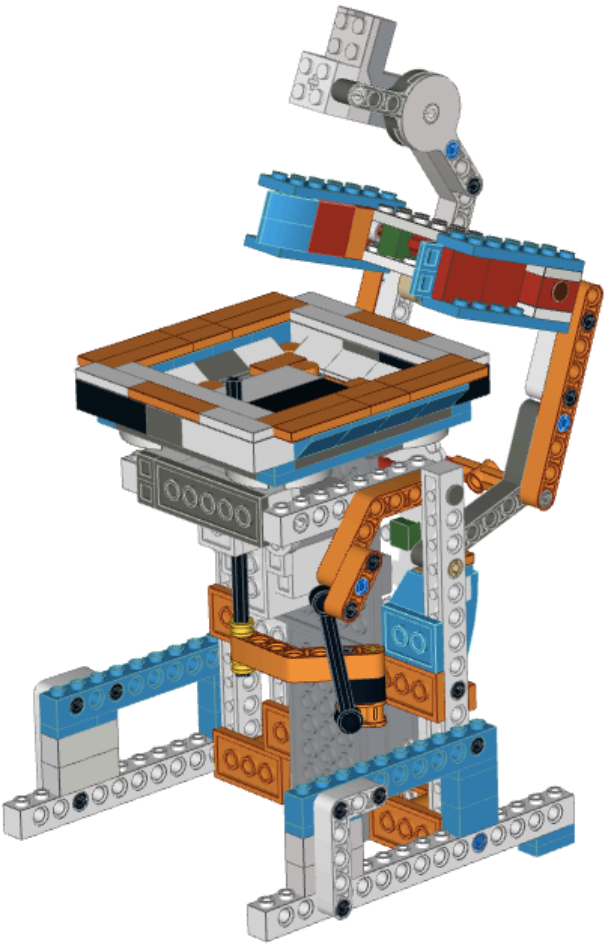
Lego Boost

Cube-Booster

Optimized turning



Optimize Turning by remembering Cube orientation:

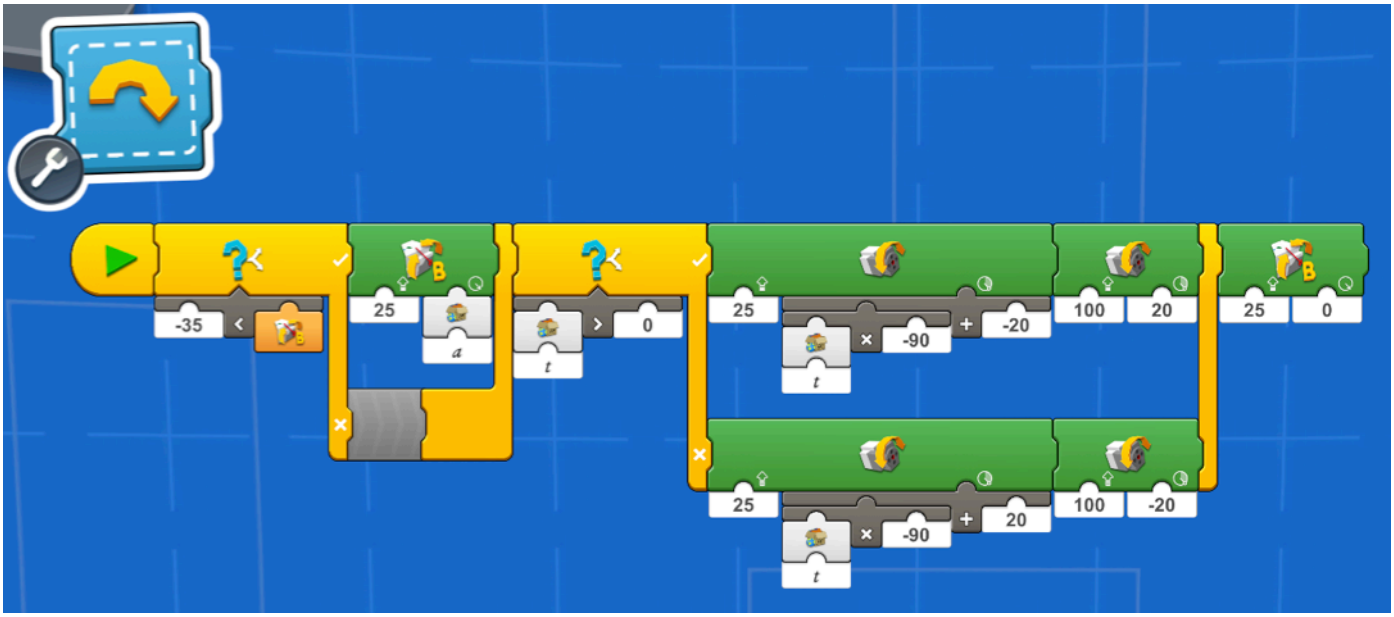
- In this program version, the cube orientation moves are optimized.
- In this version of the program, the cube is not being returned to its initial position after each move.
- This saves approx. 20% of solving time.
- The main subroutines are different from “Cuber2”.

Initializing subroutine:

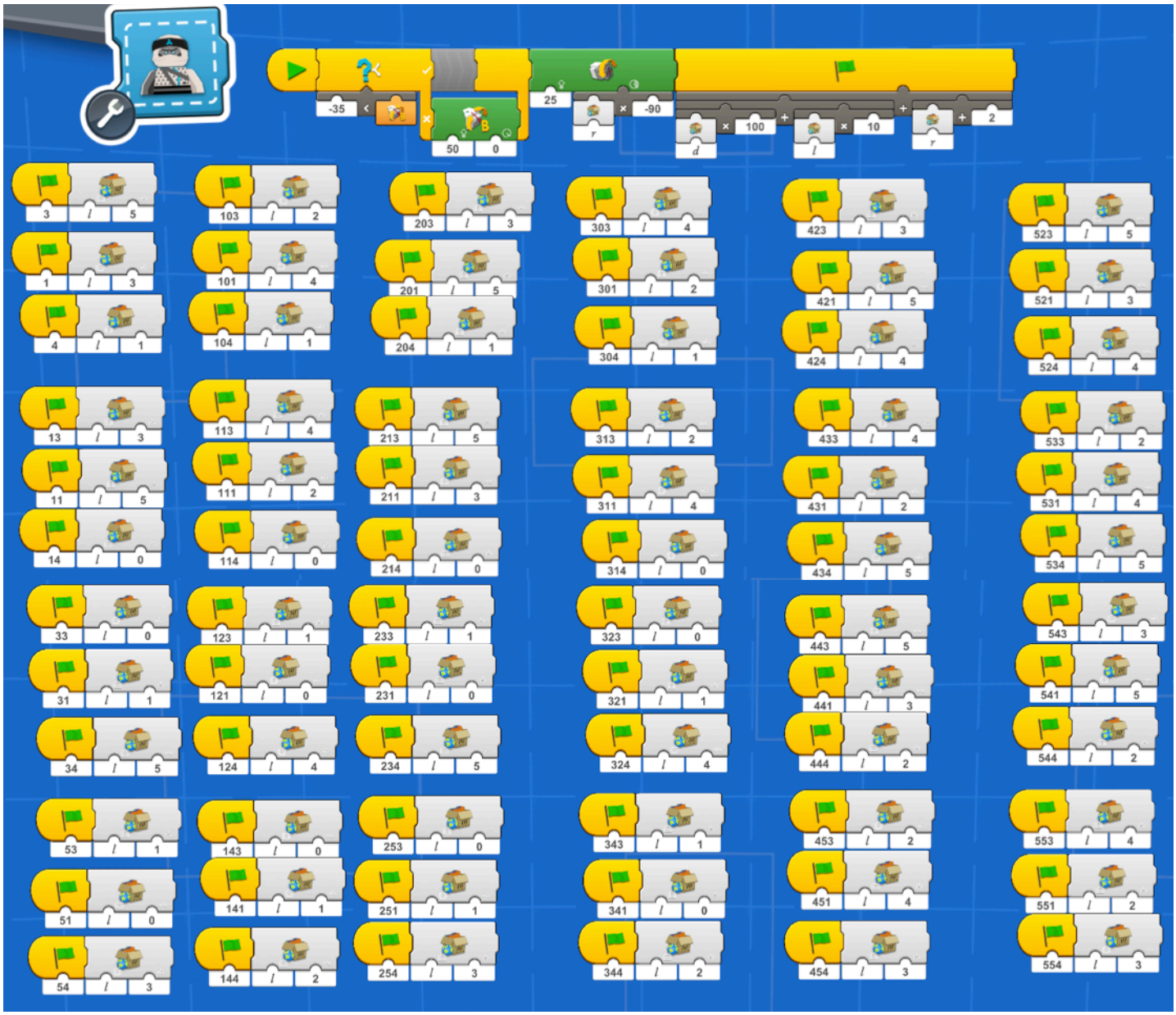
In addition to the code in the previous version some of the global variables for orientation are initialized.

Oriented Cube tilting:

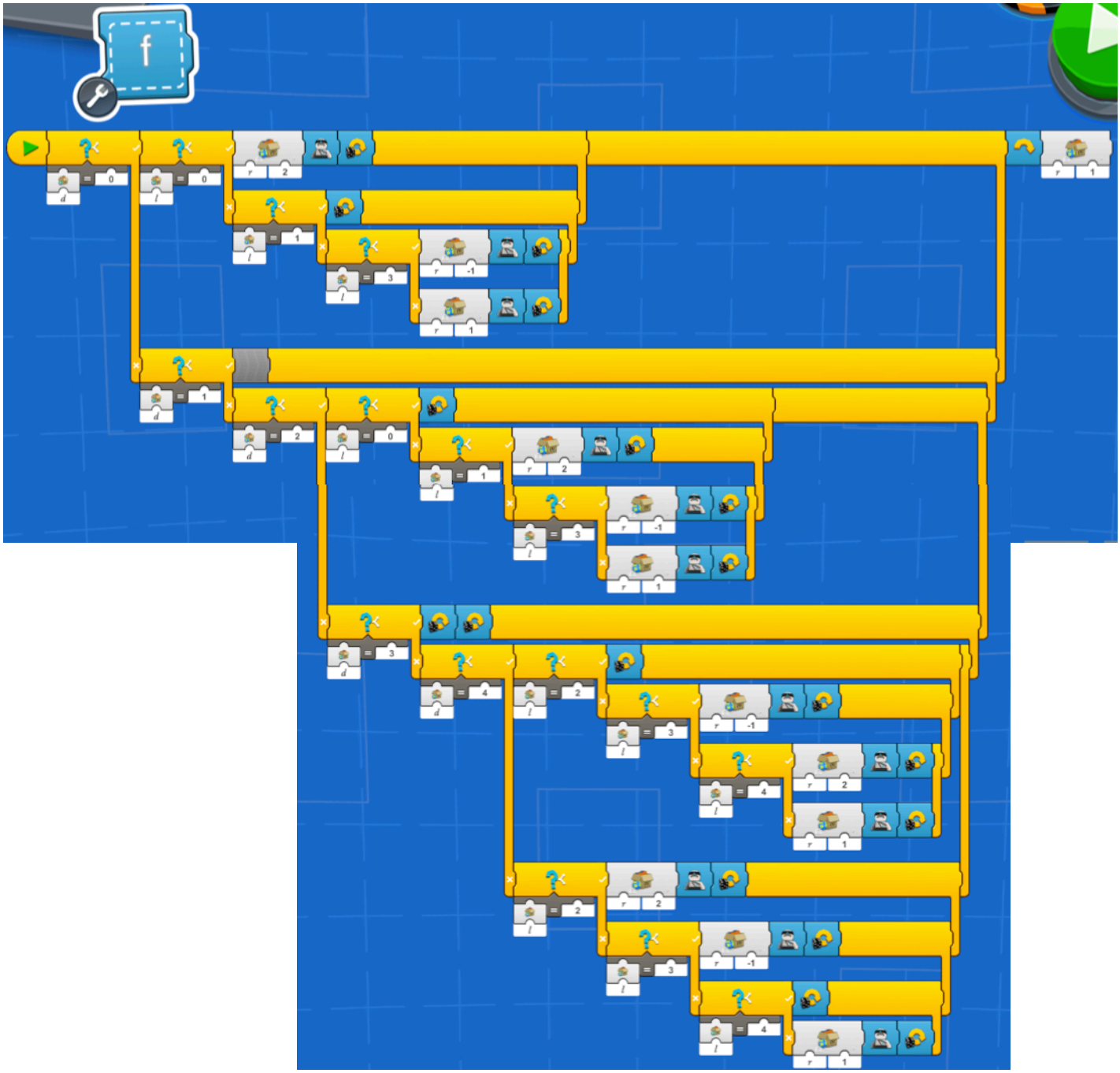
Oriented Cube twisting:



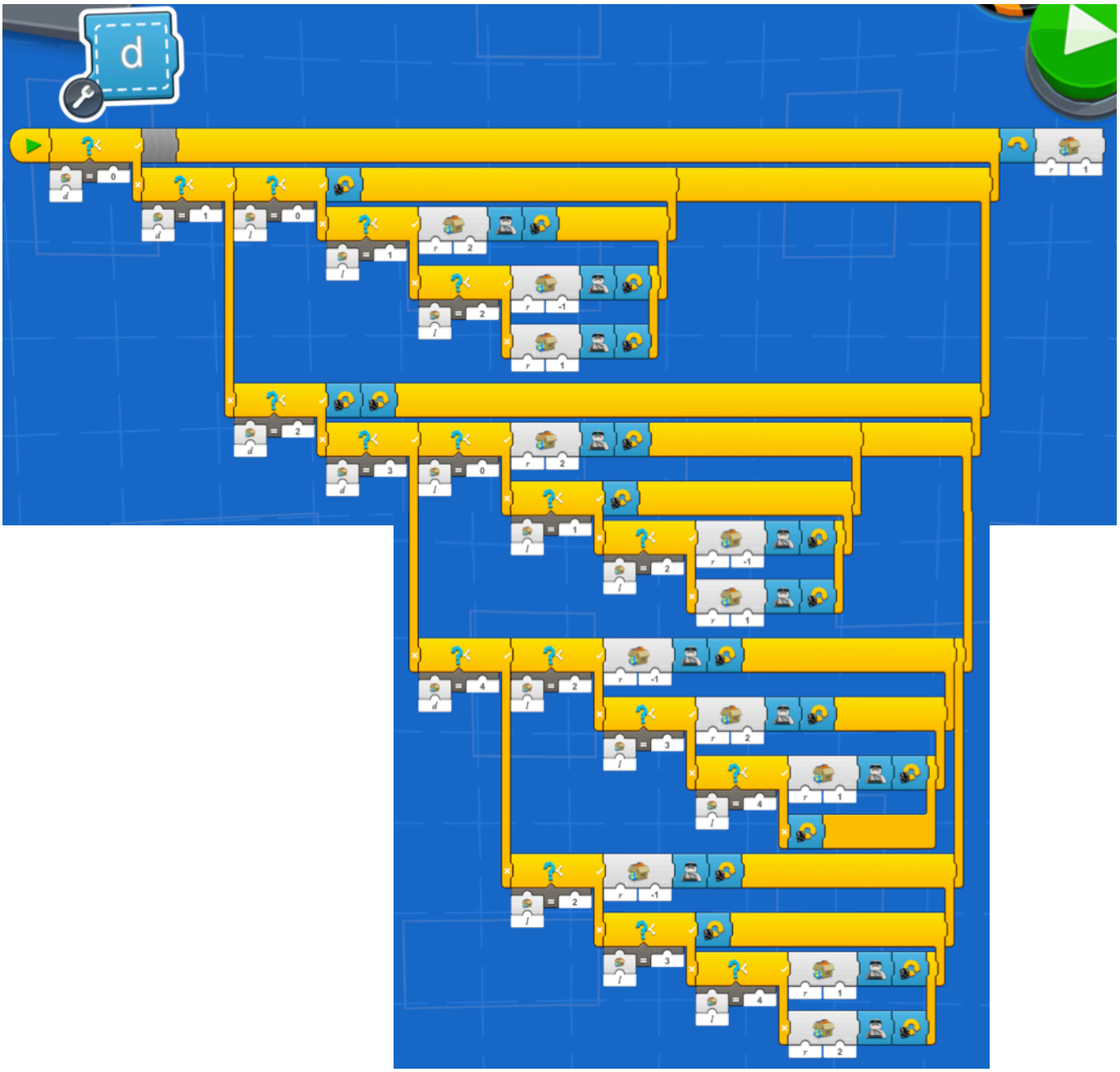
Oriented Platform turning:



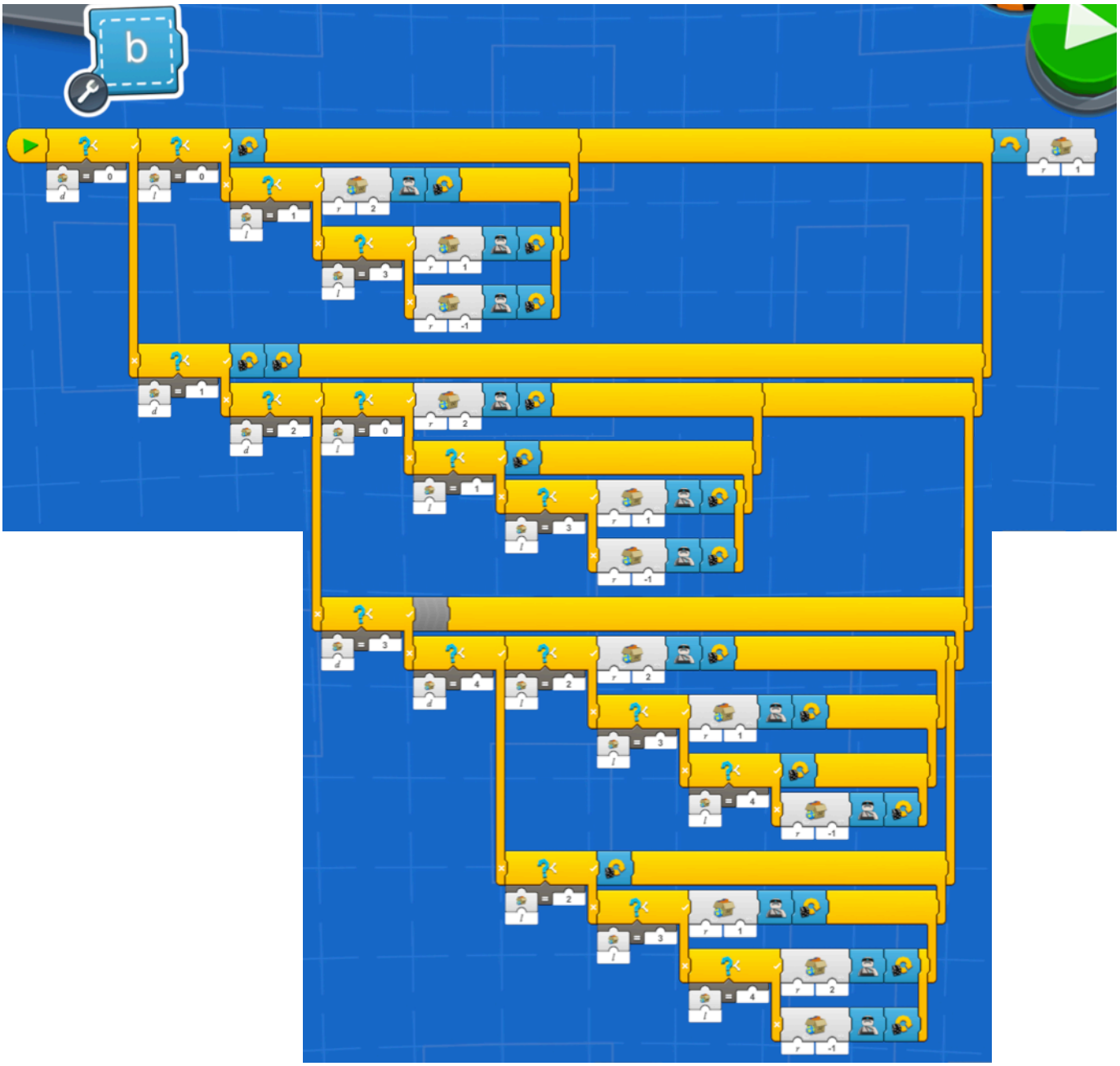
Oriented Front-Turn “f”:



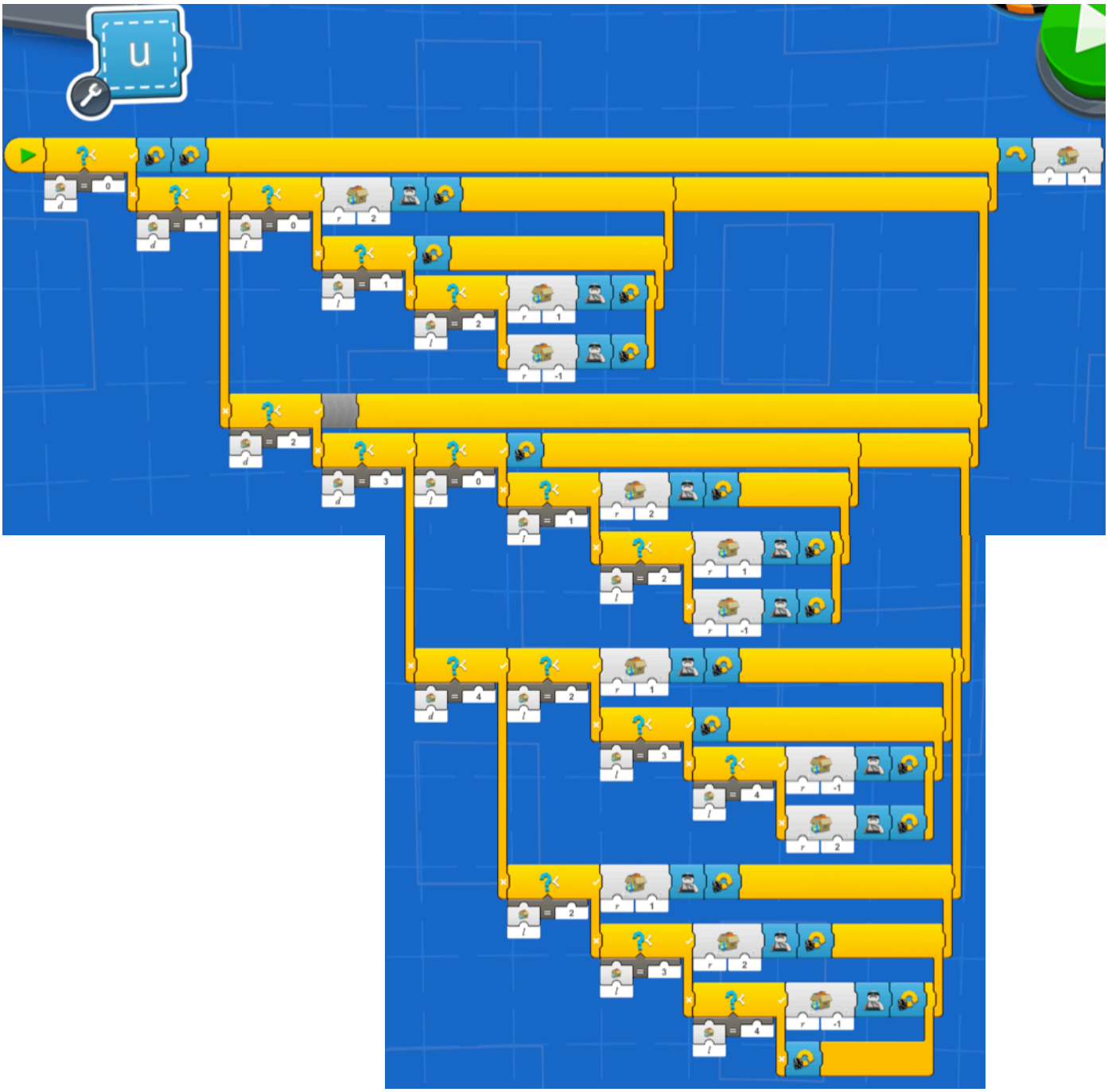
Oriented Down-Turn “d”:



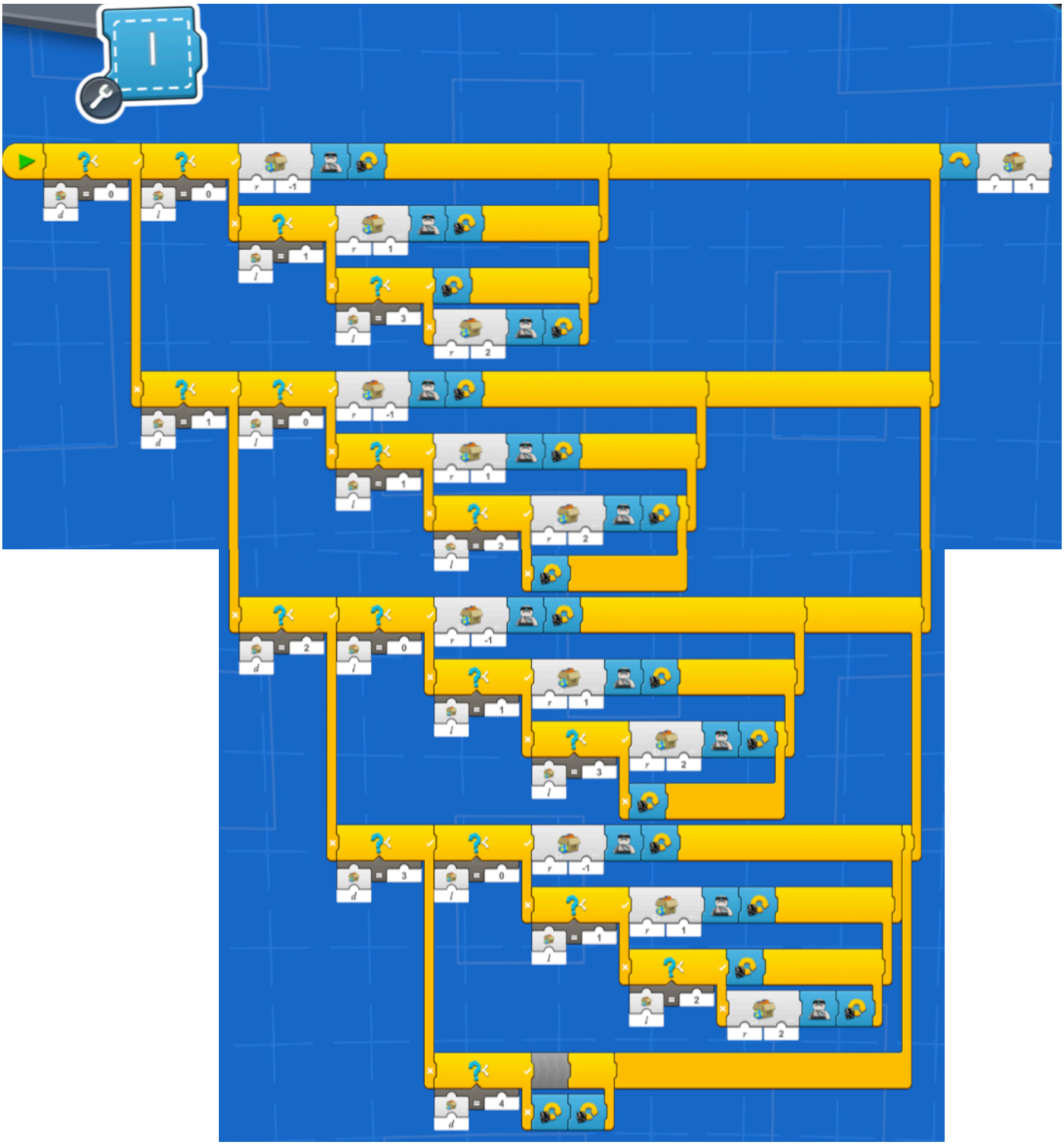
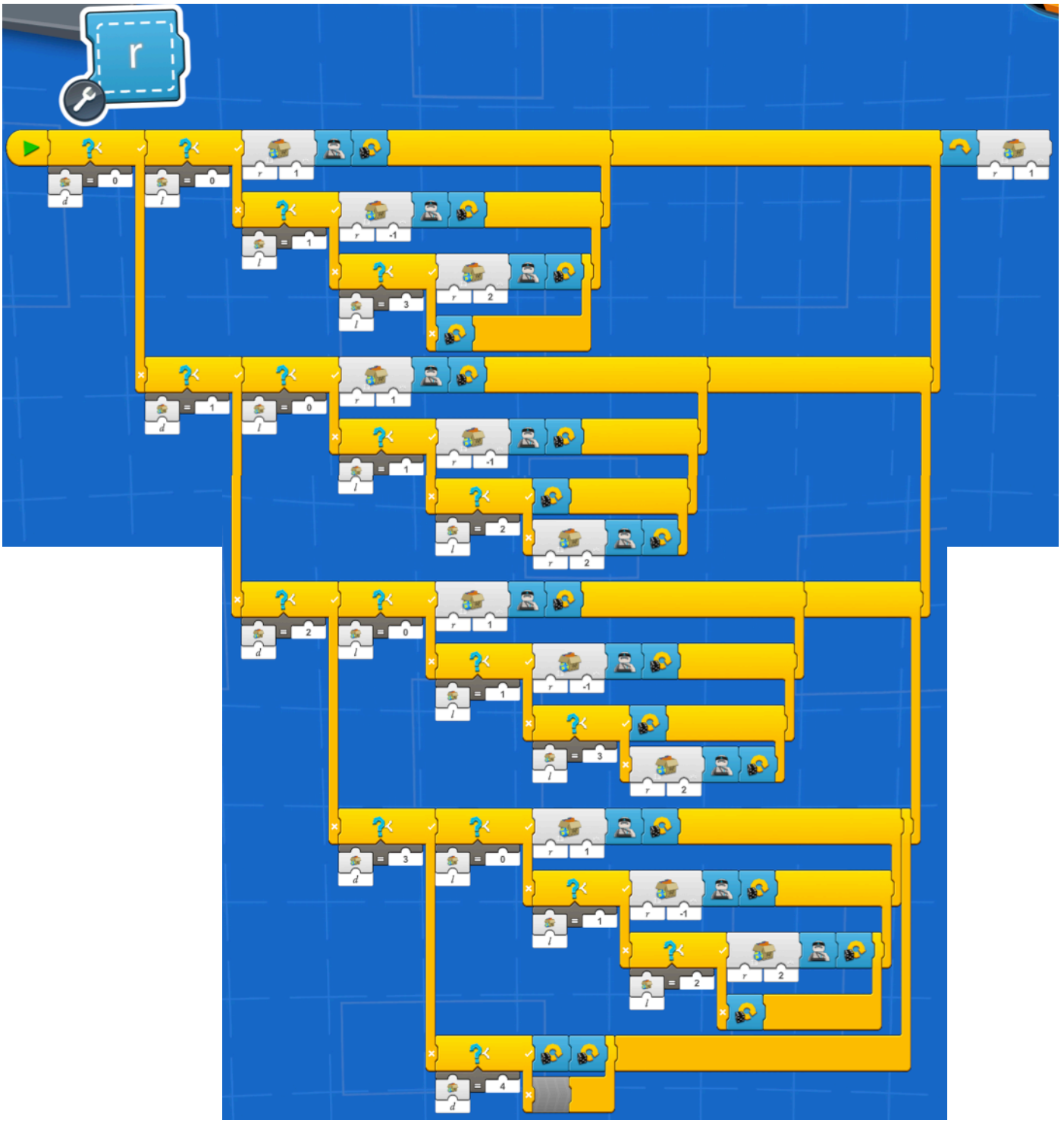
Oriented Back-Turn “b”:



Oriented Up-Turn “u”:



Oriented Left-Turn “l”:



Oriented Right-Turn “r”: