

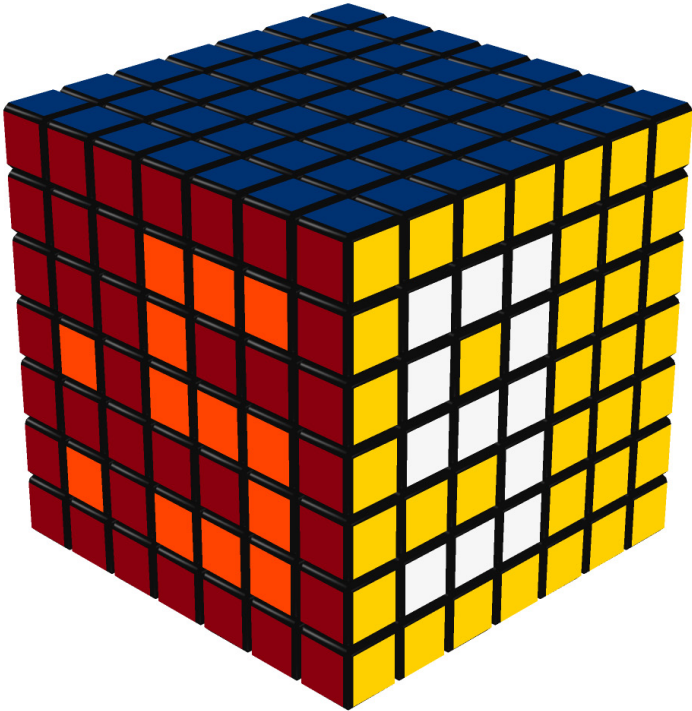
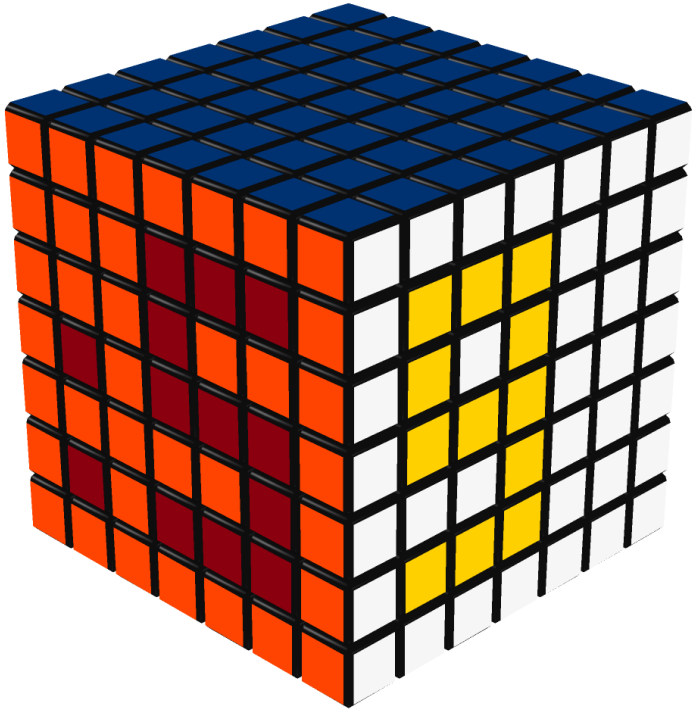
Clock Cube

Introduction

Many [pretty patterns](#) have already been designed to be displayed on $N \times N \times N$ cubes. It may also be of interest to create specific patterns that could be animated using virtual cubes. Among these are clock patterns that would not use textures but only colored facelets of regular cubes.

Hexadecimal Display

Numbers from 0 to 9, letters from A to F plus a decimal point can be displayed on 4 opposed faces of a $7 \times 7 \times 7$ cube, the same way as they would on an 7-segment hexadecimal display. By animating these numbers each second of time, a digital clock can then be displayed on the cube.

Clock Cube Patterns – Seconds of Time	
:59	:59
	
Faces F and R	Faces B and L

Cycle Structures

Centers can be moved either individually by 2-cycles or by blocks of 2 or more pieces. It is easier to use 2-cycles to move pieces but at the expense of longer sequences of moves. A good strategy would probably be to first use 2-cycles to try to display a pattern and see if it is suitable or not, and then search for shorter sequences by using block moves.

Sequences of 2-cycles can be used on a per orbit basis. If each orbit parity is even, then each orbit can be solved separately. If the number of 2-cycles in a given orbit is even, then the orbit parity is also even. But if the number of 2-cycles is odd, the orbit parity may then be either odd or even. To toggle an orbit parity from odd to even, simply convert two 2-cycles into one 4-cycle, if this is possible.

Permutation of True Centers

Due to mechanical restrictions, true centers do not behave exactly as other centers do. But the same permutation laws apply to them with the added feature of orientation parity. Main restrictions are listed below:

- 1- Only 4-spot and 6-spot true center permutations are legal
- 2- Opposed centers will always stay opposed through any legal move
- 3- For a solved cube, the sum of the orientations of all centers will always be equal either to 0° or 180° modulo 360°

Cycle structures of true center permutations, shown in the table below, are either of even or of odd parity. Odd parity permutations imply that other pieces are messed up, eg. edges, so they aren't really usable for displaying letters on cube centers only. In the 6-spot even parity case, there are two 3-cycles of true centers. Again this is not a suitable case because only opposed centers are to be swapped, ie only 2-cycles can be used. The only remaining case is thus the 4-spot two 2-cycles case. This means that only 0 or 2 letters using true centers can be displayed on the cube.

True Centers – Cycle Structures			
N-spot	Cycle Structure	Note	Permutation Parity
4-spot	2-cycle + 2-cycle	2-cycles: 2 <i>opposed</i> centers	even
4-spot	2-cycle + 2-cycle + 2-cycle	–	odd
6-spot	3-cycle + 3-cycle	3-cycles: 3 <i>adjacent</i> centers	even
6-spot	2-cycle + 2-cycle + 2-cycle	–	odd

Algorithm Picker 7 – UserForms

Algorithms of combinations of 2-cycles and 4-cycle + 2-cycles can be found using [Algorithm Picker](#).

Clock Pattern – Excel/VBA UserForms

Selected parameters: orbit 11 and structure 1 4-cycle + 5 2-cycles

Algorithm Finder Input Form

Templates | Cycles | DataBase Query | Seeds

Orbits

- 01 - Edges - Inner Wing - Right
- 02 - Edges - Outer Wing - Right
- 03 - Corners
- 04 - Outer Edge-Centers - Wing - Right
- 05 - Outer Corner-Centers
- 06 - Edges - Outer Wing - Left
- 07 - Inner Corner-Centers
- 08 - Outer Edge-Centers - Wing - Left
- 09 - Edges - Inner Wing - Left
- 10 - Inner Middle Centers
- 11 - Outer Middle Centers**
- 12 - Middle Edges

Corner Twists

Corner 1

- (D, O, F)
- (A, E, I)
- (B, L, S)
- (C, R, P)
- (W, J, H)
- (X, G, N)
- (U, M, Q)
- (V, T, K)

Corner 2

- (D, O, F)
- (A, E, I)
- (B, L, S)
- (C, R, P)
- (W, J, H)
- (X, G, N)
- (U, M, Q)
- (V, T, K)

Twists

- Corner 1: CW - Corner 2: CCW
- Corner 1: CCW - Corner 2: CW

True Center Twists

A

- 0°
- 90°
- 180°
- 270°

E

- 0°
- 90°
- 180°
- 270°

I

- 0°
- 90°
- 180°
- 270°

M

- 0°
- 90°
- 180°
- 270°

Q

- 0°
- 90°
- 180°
- 270°

U

- 0°
- 90°
- 180°
- 270°

Cycle Structures

- 3-cycle
- 2 2-cycles
- 2 4-cycles
- 1 4-cycle + 1 2-cycle
- 1 2-cycle + 1 4-cycle
- Corner Twists
- 5-cycle
- 4 2-cycles
- 2 6-cycles
- 1 4-cycle + 3 2-cycle
- 4 4-cycles
- Corner Swaps
- 7-cycle
- 6 2-cycles
- 2 8-cycles
- 1 4-cycle + 5 2-cycle**
- 4 6-cycles
- Edge Swaps
- 9-cycle
- 8 2-cycles
- 2 10-cycles
- 1 4-cycle + 7 2-cycle
- 11-cycle
- 10 2-cycles
- 2 12-cycles
- 1 4-cycle + 9 2-cycle
- 13-cycle
- 12 2-cycles
- 15-cycle
- 17-cycle
- 19-cycle
- 21-cycle
- 23-cycle
- Compose 5-cycle
- Compose 7-cycle

Moves Algorithm

SU2 R' MU2 R MU2 R' MU2 R MU2 R' MU2 R MU2 R' MU2 R' L2 MF' NR2 MF L2 MF' NR2 MF F MU2 F' MU2 F MU2 F' NL2 F MU2 F' ND2 F MU2 F' NR2 F MU2 F' NR2 F

OK

Selected permutation: (N I M L) (P K) (D W) (A X) (B U) (C V)

Algorithm Finder Input Form

Templates | Cycles | DataBase Query | Seeds

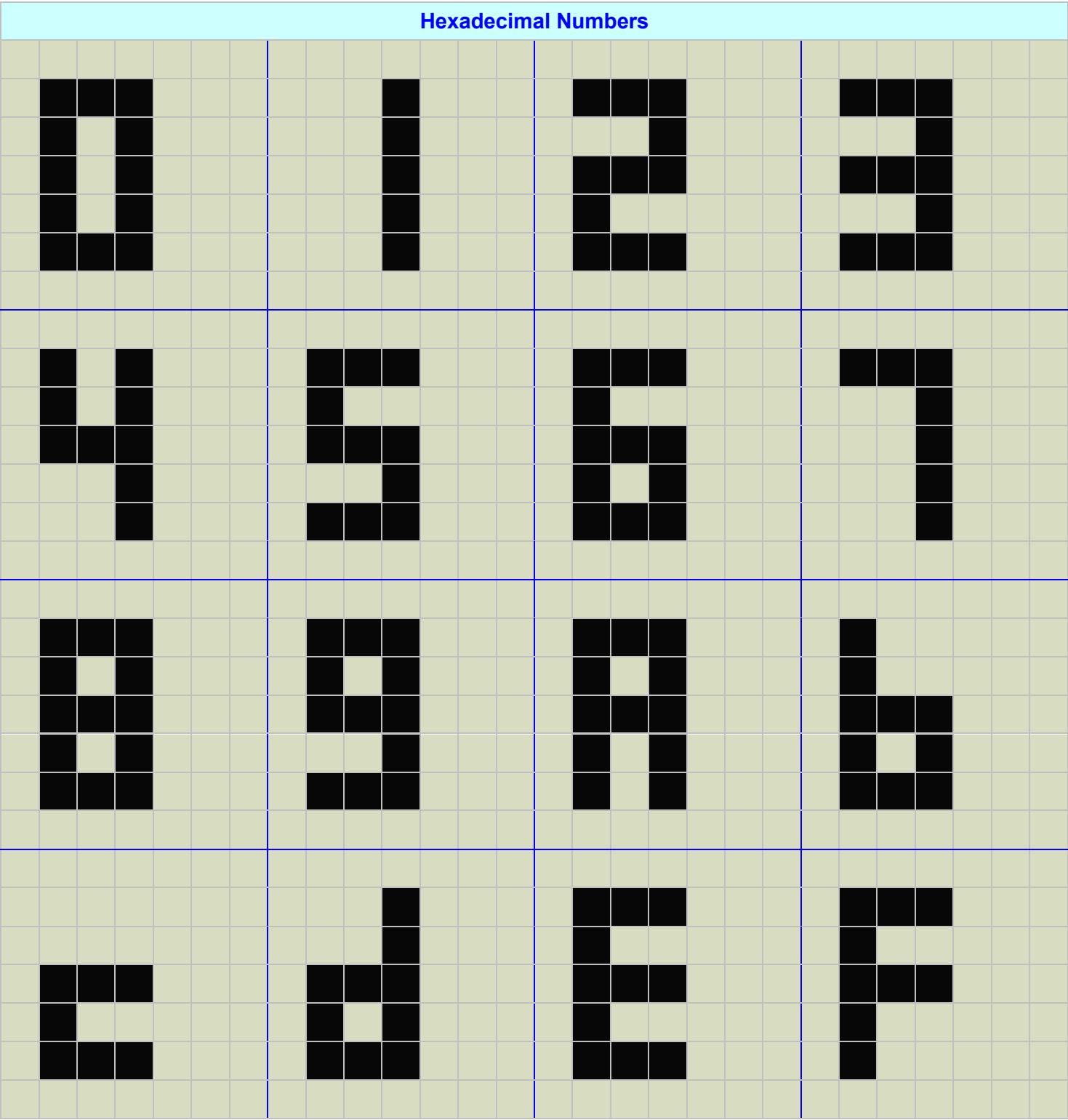
Stickers

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

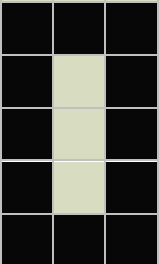
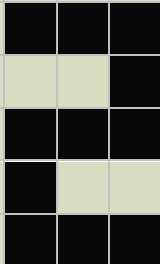
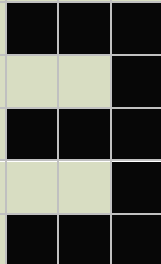
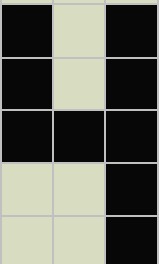
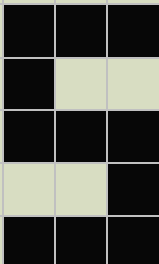
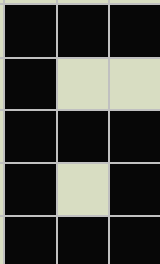
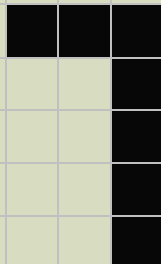
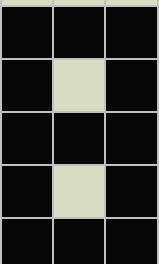
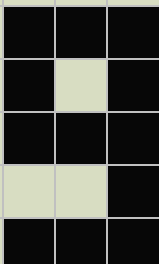
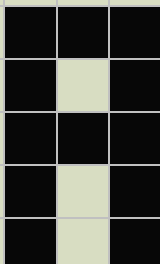
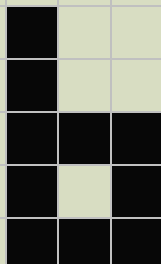
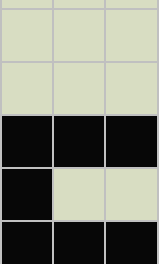
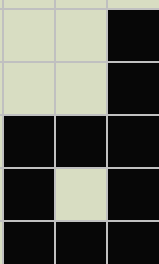
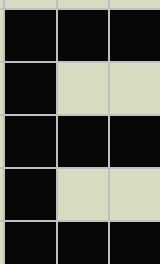
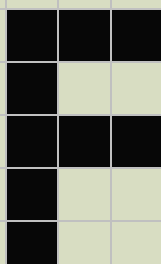
A B C D E F G H I J K L M N O P Q R S T U V W X

Hexadecimal Display – 7x7x7 Cube

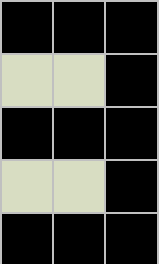
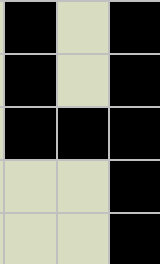
Hexadecimal numbers plus a decimal point can be displayed on 4 opposed faces of a 7x7x7 cube. Each letter or number *must* include a true center in their pattern, so as to make true centers permutation parity even, in a 4-spot pattern and a two 2-cycles arrangement.



Hexadecimal Numbers Plus Decimal Point

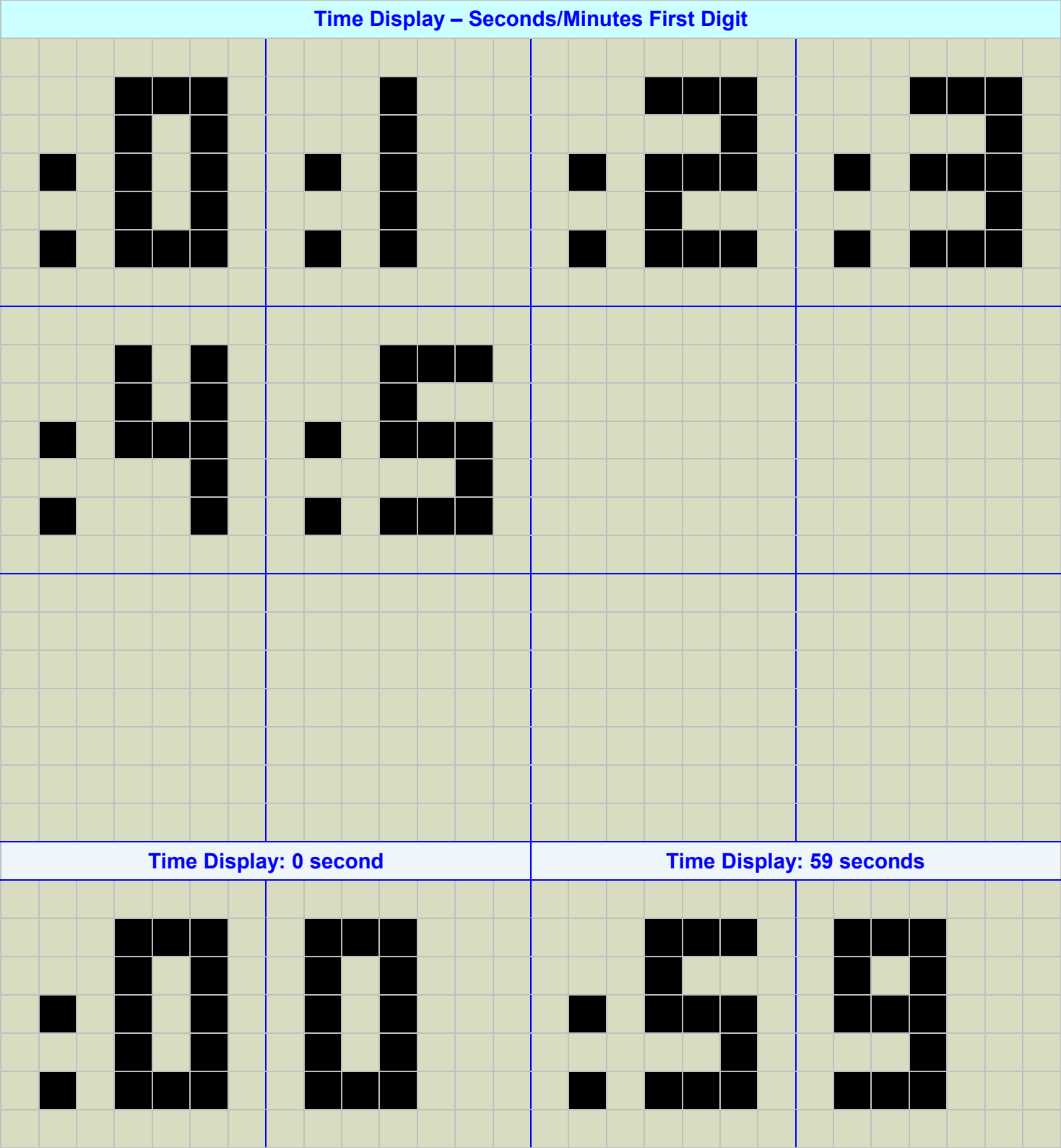
			
			
			
			

Mathematical Constant $\pi = 3.141\dots$

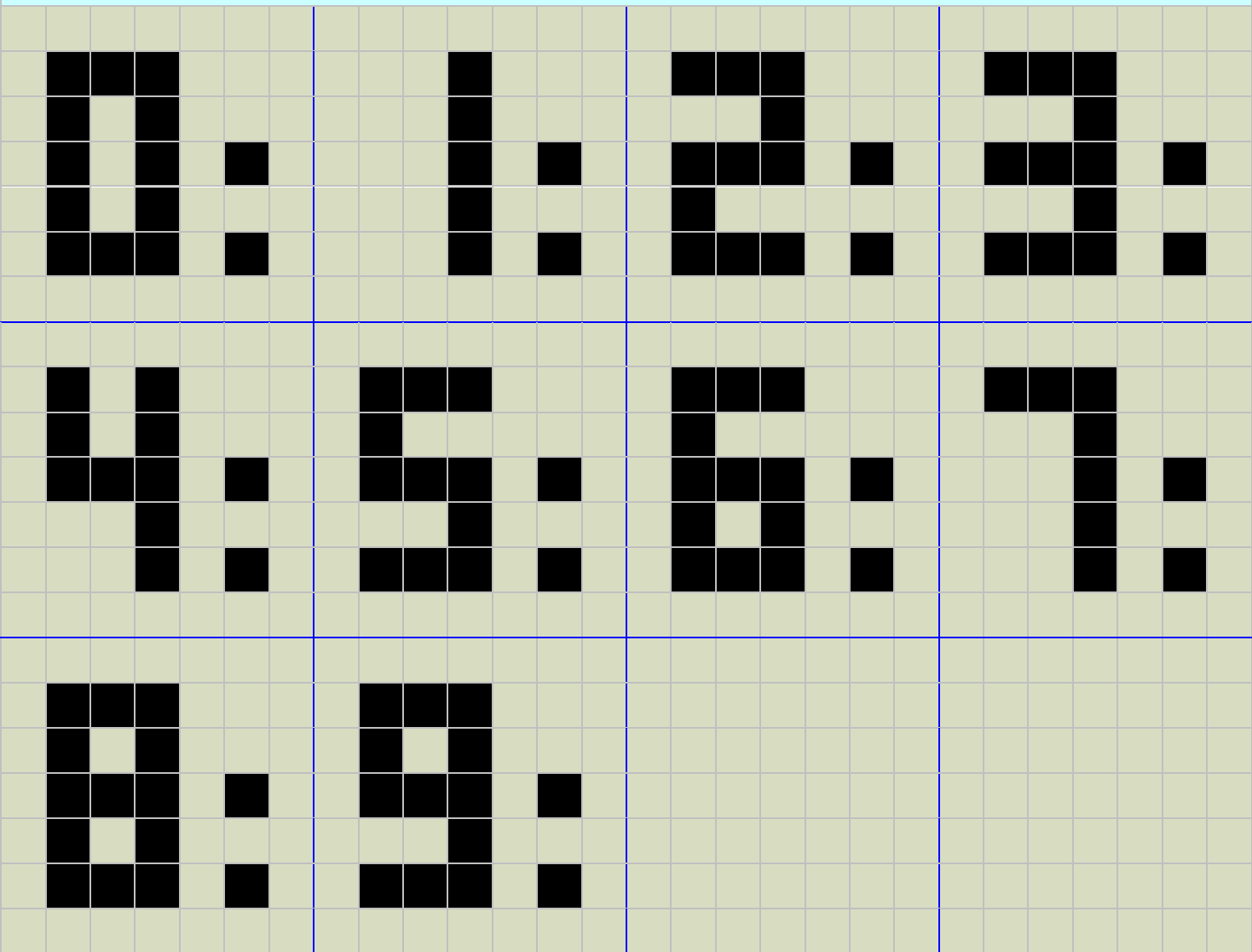
			
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Time Display – 7x7x7 Cube

By placing a semi-column just before or after a decimal number, the Time Of the Day (TOD) can also be displayed as a two-digit number. Variations are possible, depending on displayed values, which can be either seconds, minutes or hours. If a semi-column is placed just before and/or after a digit, then hours, minutes and seconds can be displayed alternatively on faces F and R (plus B and L). Semi-columns can even be blinked each half second on an animated cube.

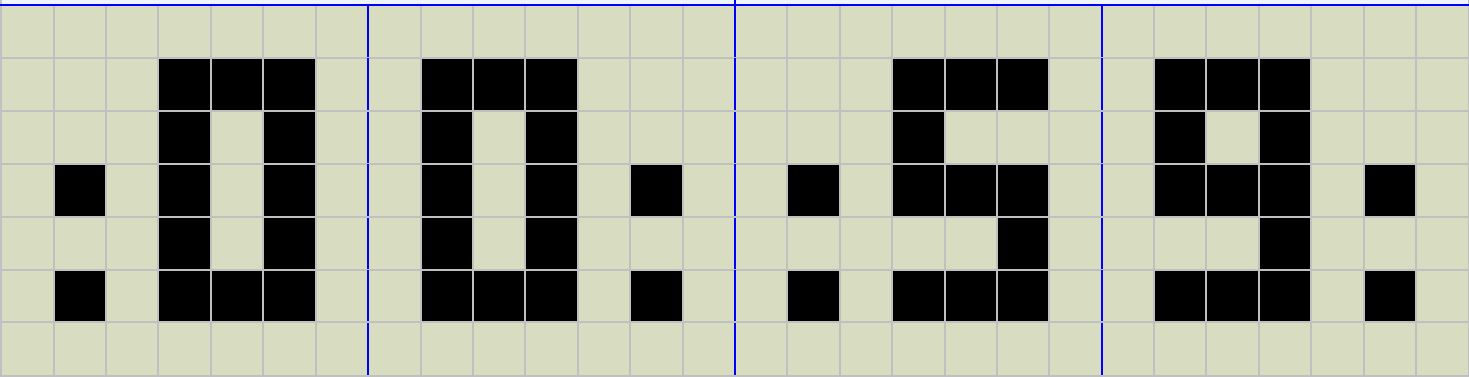


Time Display – Hours/Minutes Last Digit

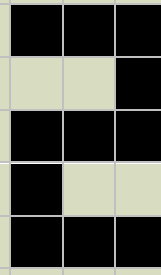
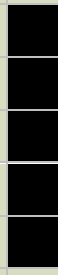
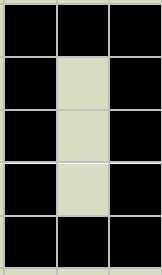


Time Display: 0 minute

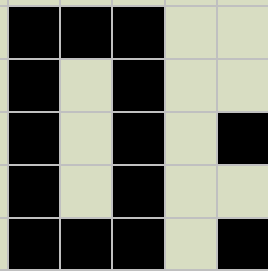
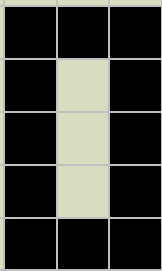
Time Display: 59 minutes



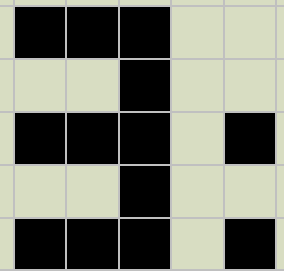
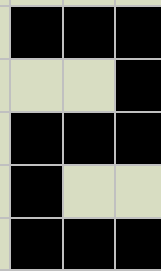
Time Display – Hours First Digit



Time Display: 0 hour



Time Display: 23 hours



[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

Letter 'D.'

[illegible]

[illegible]

[illegible]

[illegible]

':59' Pattern – Cycle Decomposition

Orbit 00				
Patterns	Cycles	Parity	Centers	
'5'	2-cycle	odd	2	
'9'	2-cycle	odd	2	
All Cycles	(2-cycle) + (2-cycle)	even	4	
Composition	Two 2-cycles	even	4	
Permutation	(A U) (I M)	even	4	
Orbit 04				
Patterns	Cycles	Parity	Centers	
'5'	2-cycle + 2-cycle	even	4	
'9'	2-cycle + 2-cycle	even	4	
All Cycles	(2-cycle + 2-cycle) + (2-cycle + 2-cycle)	even	8	
Composition	Four 2-cycles	even	8	
Permutation	(A X) (B U) (N I) (M L)	even	8	
Orbit 05				
Patterns	Cycles	Parity	Centers	
'5'	2-cycle + 2-cycle + 2-cycle = 4-cycle + 2-cycle*	even	6	
'9'	2-cycle + 2-cycle	even	4	
All Cycles	(4-cycle + 2-cycle) + (2-cycle + 2-cycle)	even	10	
Composition	4-cycle + 2-cycle + Two 2-cycles	even	10	
Permutation	(A X B U) (C V) (N I) (M L)	even	10	
Orbit 08				
Patterns	Cycles	Parity	Centers	
'5'	2-cycle	odd	2	
'9'	2-cycle	odd	2	
All Cycles	2-cycle + 2-cycle	even	4	
Composition	Two 2-cycles	even	4	
Permutation	(B U) (N I)	even	4	
Orbit 10				
Patterns	Cycles	Parity	Centers	
'5'	2-cycle + 2-cycle	even	4	
'9'	-cycle + 2-cycle + 2-cycle = 4-cycle + 2-cycle*	even	4	
All Cycles	(4-cycle + 2-cycle) + (2-cycle + 2-cycle)	even	8	
Composition	4-cycle + 2-cycle + Two 2-cycles	even	8	
Permutation	(N I M L) (P K) (D W) (A X)	even	8	
Orbit 11				
Patterns	Cycles	Parity	Centers	
'5'	2-cycle + 2-cycle + 2-cycle + 2-cycle	even	4	
'9'	2-cycle + 2-cycle + 2-cycle = 4-cycle + 2-cycle*	even	4	
All Cycles	(2-cycle + 2-cycle + 2-cycle + 2-cycle) + (4-cycle + 2-cycle)	even	8	
Composition	Four 2-cycles + 4-cycle + 2-cycle	even	8	
Permutation	(N I M L) (P K) (D W) (A X) (B U) (C V)	even	8	
*Two 2-cycles are grouped into a 4-cycle to keep permutation parity even.				
':59' Pattern – Algorithms				
Orbit 00 Only				
MR2 MU MR2 MU'				
Orbit 04 Only				
NU2 F N3D2 F' NU2 F N3D2 F2 NU2 F N3D2 F' NU2 F N3D2 N3U2 R' NB2 R N3U2 R' NB2 R2 N3B2 R' ND2 R N3B2 R' ND2				
Orbit 05 Only				
NR NF' NU' NF U NF' NU NF U' NR' NU' NL NB NL' B' NL NB' NL' B NU ND L2 ND' F2 ND NF2 ND' F2 ND NF2 L2 ND' NF' U' NR NU NR' U NR NU' NR' NF2 NU' NL' NU L NU' NL NU L' NF'				
Orbit 08 Only				
F ND L2 N3F NL' N3F' L2 N3F NL N3F' ND' F' R NU N3R NB' N3R' B2 N3R NB N3R' B2 NU' R'				
Orbit 10 Only				
N3U2 R' MU2 R N3U2 R' MU2 R MF2 R N3U2 R' MF2 R N3U2 R' L2 MF' N3R2 MF L2 MF' N3R2 MF F MU2 F' N3U2 F MU2 F' N3U2 MU2 F' N3L2 F MU2 F' N3L2 F				
Orbit 11 Only				

NU2 R' MU2 R NU2 R' MU2 R MF2 R NU2 R' MF2 R NU2 R' L2 MF' NR2 MF L2 MF' NR2 MF F MU2 F' NU2 F
MU2 F' NU2 MU2 F' NL2 F MU2 F' NL2 F2 MU2 F' ND2 F MU2 F' ND2 MU2 F' NR2 F MU2 F' NR2 F

Complete Pattern

MR2 MU MR2 MU'

NU2 F N3D2 F' NU2 F N3D2 F2 NU2 F N3D2 F' NU2 F N3D2 N3U2 R' NB2 R N3U2 R' NB2 R2 N3B2 R' ND2 R
N3B2 R' ND2

NR NF' NU' NF U NF' NU NF U' NR' NU' NL NB NL' B' NL NB' NL' B NU ND L2 ND' F2 ND NF2 ND' F2 ND NF2
L2 ND' NF' U' NR NU NR' U NR NU' NR' NF2 NU' NL' NU L NU' NL NU L' NF'

F ND L2 N3F NL' N3F' L2 N3F NL N3F' ND' F' R NU N3R NB' N3R' B2 N3R NB N3R' B2 NU' R'

N3U2 R' MU2 R N3U2 R' MU2 R MF2 R N3U2 R' MF2 R N3U2 R' L2 MF' N3R2 MF L2 MF' N3R2 MF F MU2 F'
N3U2 F MU2 F' N3U2 MU2 F' N3L2 F MU2 F' N3L2 F

NU2 R' MU2 R NU2 R' MU2 R MF2 R NU2 R' MF2 R NU2 R' L2 MF' NR2 MF L2 MF' NR2 MF F MU2 F' NU2 F
MU2 F' NU2 MU2 F' NL2 F MU2 F' NL2 F2 MU2 F' ND2 F MU2 F' ND2 MU2 F' NR2 F MU2 F' NR2 F