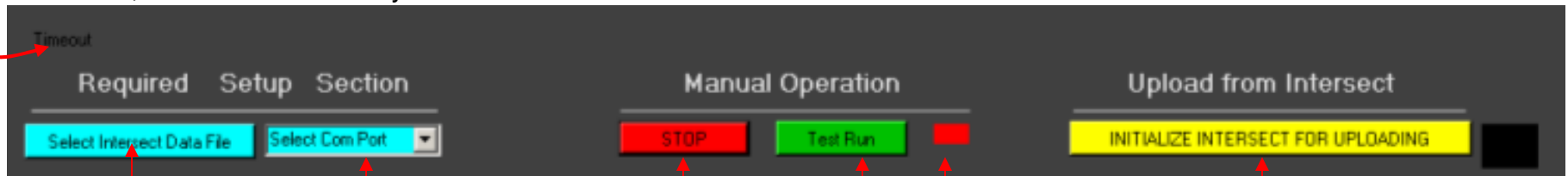


DIY Intersect Cube User Interface (full function controller only)

Barely Visible in Black Text is the Picaxe Data register values. It will initially read "Time out," until you select a Com Port. When the Picaxe and PC **are talking**, you'll see numbers for Picaxe data registers B0 to B13 ... only the first three values are used, the rest should always be 0



Select the Intersect Video file to play. File must be loaded on the PC

Select the PC serial com port. COM1 to COM8

Stop the Intersect Cube.

If the Cube is moving - you need to hit the Stop Button **before** exiting the program

Manually run the Intersect Cube at moderate speed.

This **will not work until** you have selected a Com Port

Turns Green when Cube Is manually started

Click This Button to start the Intersect upload mode.

When first clicked, the cube will just spin slowly. It's waiting for you to touch the lower cylinder aluminum band to "activate it".

Touch the band of a second or two should make the cube spin faster and start the activation sequence, after that it will start the upload sequence begins which includes playing the selected Intersect Video File. When it finishes the cube will return to spinning slowly. You can then click to stop button