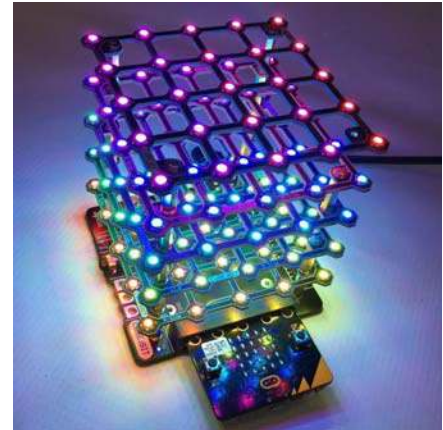
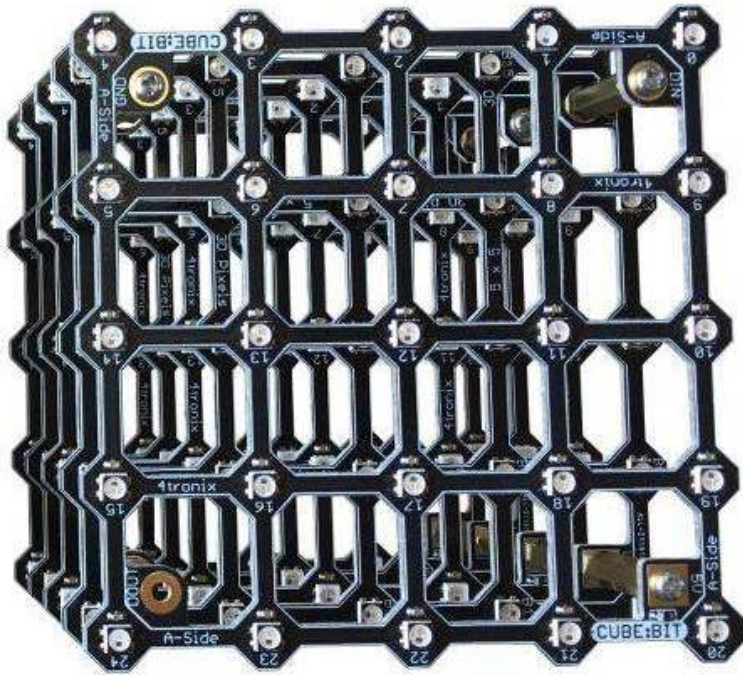




Purveyors of fine Maker goods, worldwide



5x5x5 – Cube:Bit Magical RGB Cubes of Awesome

4TR-CUBE5

Magical RGB Cubes of Awesome. Lovingly hand-woven from pure Rainbow by Unicorns (ed: suspicion of hyperbole)

With many thanks for @LMcUnderwood for inspiring the product with her enormous Cubert 8x8x8 cube and coming up with the name Cube:Bit. Check out her blog here

These wonderful cube kits can be assembled in only a few minutes with only a small screwdriver. No soldering is involved.

Every cube is made out of pre-assembled slices that have neopixel LEDs on both sides to give an all-round effect to the lighting.

Learn about co-ordinates in 2D and 3D. Create wonderful visual effects and stunning indicators to sensory events on your micro:bit or Raspberry Pi

Use the Cube:Bit base available separately to provide power, connect your controller, or directly plug in a micro:bit or Raspberry Pi Zero (Full size Raspberry Pi work fine of course, but don't fit directly without using an extension GPIO cable, or simply 3 female-female jumper cables for 5V, Gnd and GPIO18)

With Raspberry Pi, use any of the neopixel code already available to drive your Cube:Bit eg. Pimoroni, Adafruit or 4tronix neopixel products.

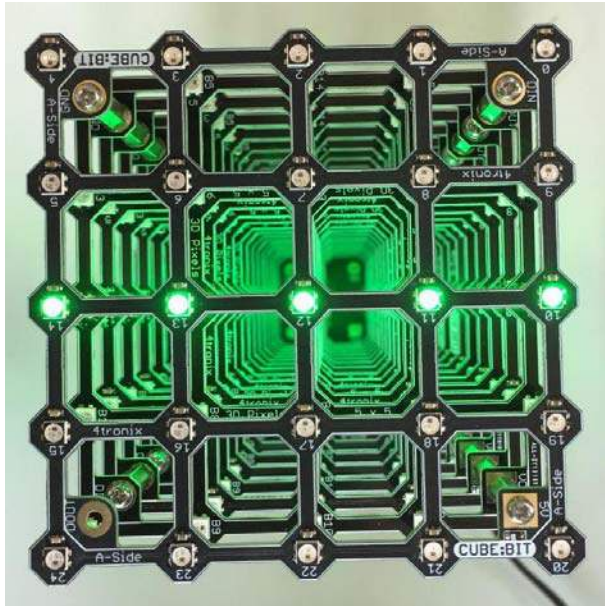
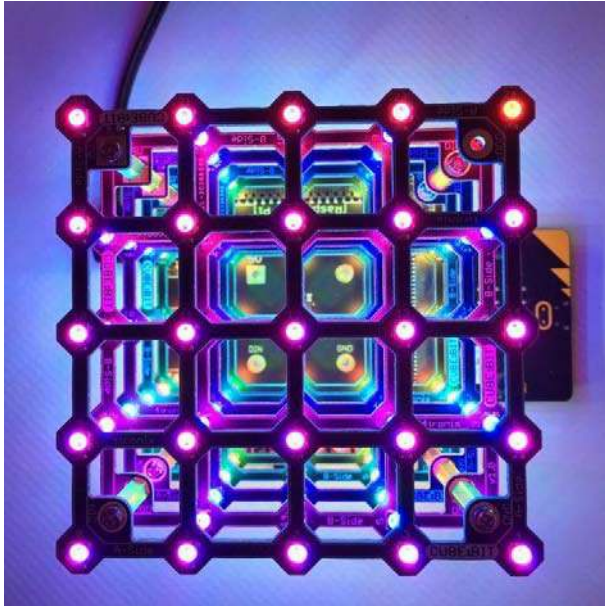
With micro:bit 4tronix have written a special Makecode package that "knows" about the shape of all the cubes and can map from x, y, z co-ordinates directly to a pixel anywhere in the cube. Write to a whole plane of pixels at once, create a moving rainbow effect in only a few lines.

The possibilities are endless

Oh, did we mention that you can stack them, so you can make a tower as high as you like!

Dimensions:

- 3x3x3 is 49mm on a side
- 4x4x4 is 69mm
- 5x5x5 is 89mm



```
on start
  create Cube:Bit on P0 with side 5
  while true
  do
    set Cube:Bit rainbow
    show Cube:Bit changes
    pause (ms) 200
```

```
on start
  create Cube:Bit on P0 with side 5
  while true
  do
    for index from 0 to 4
    do
      clear all pixels
      set plane index on axis x to red
      show Cube:Bit changes
      pause (ms) 200
```