# On the Subject of Pixel Number Base

No. Just no.

The module consists of a display, 16 circular buttons, and a square button.

The display will present 4 bits of data. Each bit is presented using a 4 by 4 pixel bitmap. The starting value of each bit starts from the top left of the bitmap, adding value by moving to the right, then moving up the bitmap and starting to the right side again. Each pixel represents Base 2 and each bit should represent Base 65536. The black pixel represents an active value, and a white pixel represents an inactive value.
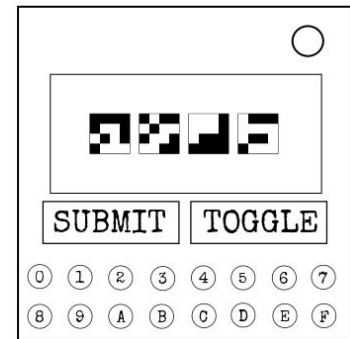
To solve the module, calculate the value of all the pixels and convert the resulting number to hexadecimal. Press the circular buttons to submit the hexadecimal value. This will bring the display into input mode. Press the square Reset button to clear input and bring back the original display. The hex value will auto-submit after 16 digits. Giving an incorrect value will cause a strike to occur and the initial value to reset to a new value.

"Example"

Hexadecimal Value: F958B493117F7068