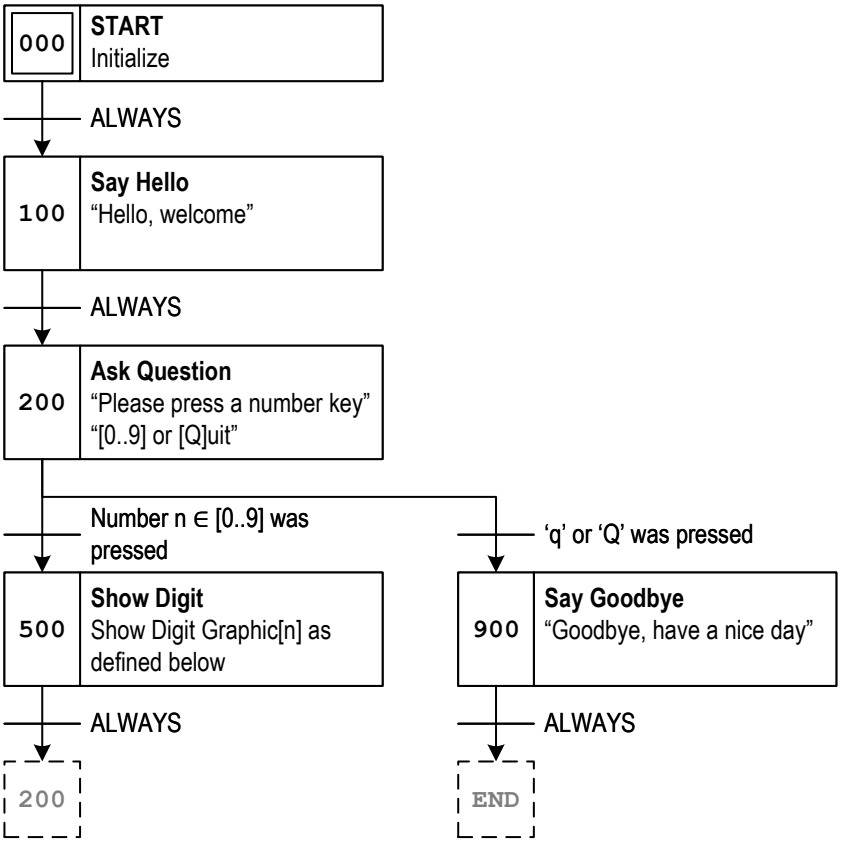
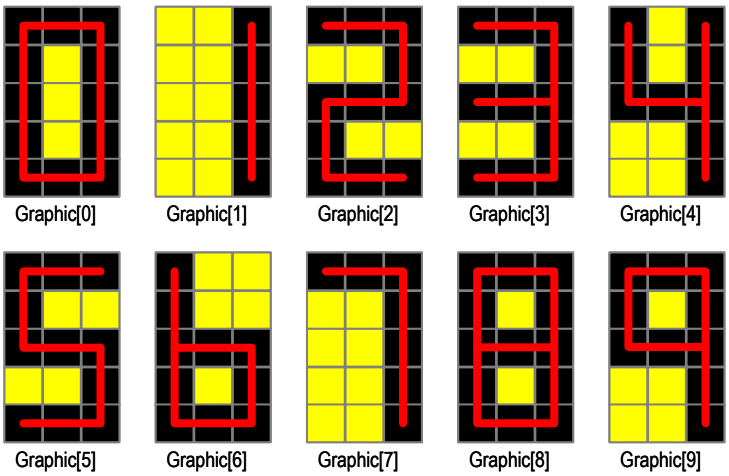


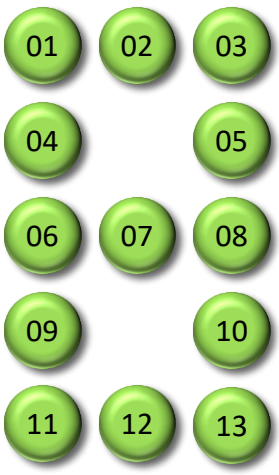


Graphic[n] could **BEE**:

- A Bitmap file (.bmp, .jpg, .png, ….);
- A Vector file (.ai, .svg, ….);
- Built up of ASCII Characters;
- Shown on a (RGB) LED Dot Matrix Display;
- Printed by a 3-D Printer;
- Plotted on a Piece of Paper;
- Built of Blocks by a Robot Arm;
- Cut out with a Cutting Machine;
- Carved in a Sheet of Aluminium on a CNC Router;
- Anything you Imagine!

The design of Graphic[n] was inspired on an article I found in the Book **Transistoren 5, theorie en praktijk, by J.H. JANSEN**, Published in 1970!!

LED technology was brand new back then. The design in the article consisted of 13 LED’s controlled with the use of Logical `NOR: !(bool1|bool2|bool3)` and `NOT: !(bool)` gates and some Resistors. Very primitive and Old School, though the very technique is still used in every modern day computer, be it on a much larger scale!




```
LED[01] = !(n==1);
LED[02] = !(n==1|n==4|n==6);
LED[03] = !(n==6);
LED[04] = !(n==1|n==2|n==3|n==7);
LED[05] = !(n==5|n==6);
LED[06] = !(n==1|n==3|n==7);
LED[07] = !(n==0|n==1|n==7);
LED[08] = true;*
LED[09] = !(!(n==0|n==2|n==6|n==8))
        = (n==0|n==2|n==6|n==8);**
LED[10] = !(n==2);
LED[11] = !(n==1|n==4|n==7|n==9);
LED[12] = LED[11];
LED[13] = true;*
```

*LED’s 8 and 13 are Always On!
**Double Negative Logic ==> Positive Logic!

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