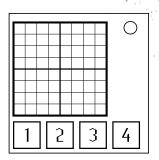
# On the Subject of Not Bitmaps

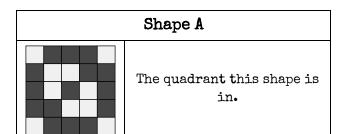
Bringing the cold.

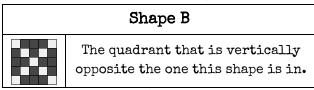
A Not Bitmaps module will cycle through four different colored 8×8 bitmaps. The colors themselves are not relevant, but they will assist you in keeping track of the bitmaps.



Within the bitmaps, a single 5×5 shape from the tables below is present. Neither the bitmap nor the shape wrap around.

Based on the shape and the quadrant that the center cell is present in, determine the button to press while that bitmap is shown. The quadrants are the  $4\times4$  subregions of the full grid. They are numbered 1-4 in reading order.

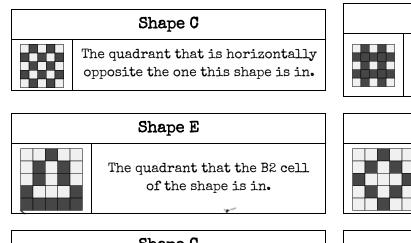


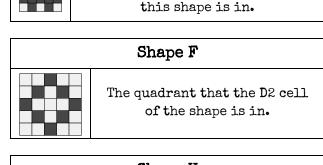


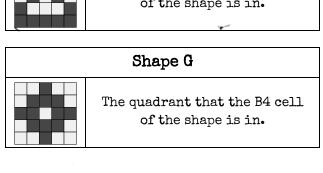
Shape D

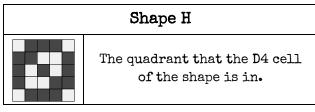
The quadrant that is

diametrically opposite the one









## Shape I



The quadrant *n* clockwise from the one this shape is in, where *n* is the third character of the serial number.

# Shape J



The quadrant *n* clockwise from the one this shape is in, where *n* is the sixth character of the serial number.

### Shape K



The quadrant *n* counterclockwise from the one this shape is in, where *n* is the number of indicators.

### Shape L



The quadrant *n* counterclockwise from the one this shape is in, where *n* is the number of ports.

### Shape M



The quadrant n clockwise from the one this shape is in, where n is the first character of the serial number (A=1, Z=26).

#### Shape N



The quadrant *n* clockwise from the one this shape is in, where *n* is the second character of the serial number (A=1, Z=26).

#### Shape 0



The quadrant n counterclockwise from the one this shape is in, where n is the fourth character of the serial number (A=1, Z=26).

## Shape P



The quadrant n counterclockwise from the one this shape is in, where n is the fifth character of the serial number (A=1, Z=26).