(Chip Adress\_Channel)

( V\_1, 0x08\_0x80 , 0x08\_0xC0, 0x80\_0x90, 0x80\_0xD0, 0x80\_0xA0, 0x80\_0xE0, 0x80\_0xB0, 0x80\_0xF0,

0x09\_0x80, 0x09\_0xC0, 0x09\_0x90, 0x09\_0xD0, 0x09\_0xA0, 0x09\_0xE0, 0x09\_0xB0, 0x09\_0xF0,

0x0A\_0x80, 0x0A\_0xC0, 0x0A\_0x90, 0x0A\_0xD0, 0x0A\_0xA0, 0x0A\_0xE0, 0x0A\_0xB0, 0x0A\_0xF0,

0x0B\_0x80, 0x0B\_0xC0, 0x0B\_0x90, 0x0B\_0xD0, 0x0B\_0xA0, 0x0B\_0xE0, 0x0B\_0xB0, 0x0B\_0xF0,

0x18\_0x80, 0x18\_0xC0, 0x18\_0x90, 0x18\_0xD0, 0x18\_0xA0, 0x18\_0xE0, 0x18\_0xB0, 0x18\_0xF0,

0x19\_0x80, 0x19\_0xC0, 0x19\_0x90, 0x19\_0xD0, 0x19\_0xA0, 0x19\_0xE0, 0x19\_0xB0, 0x19\_0xF0)

* Note V\_1 must equal one for the code to fully work