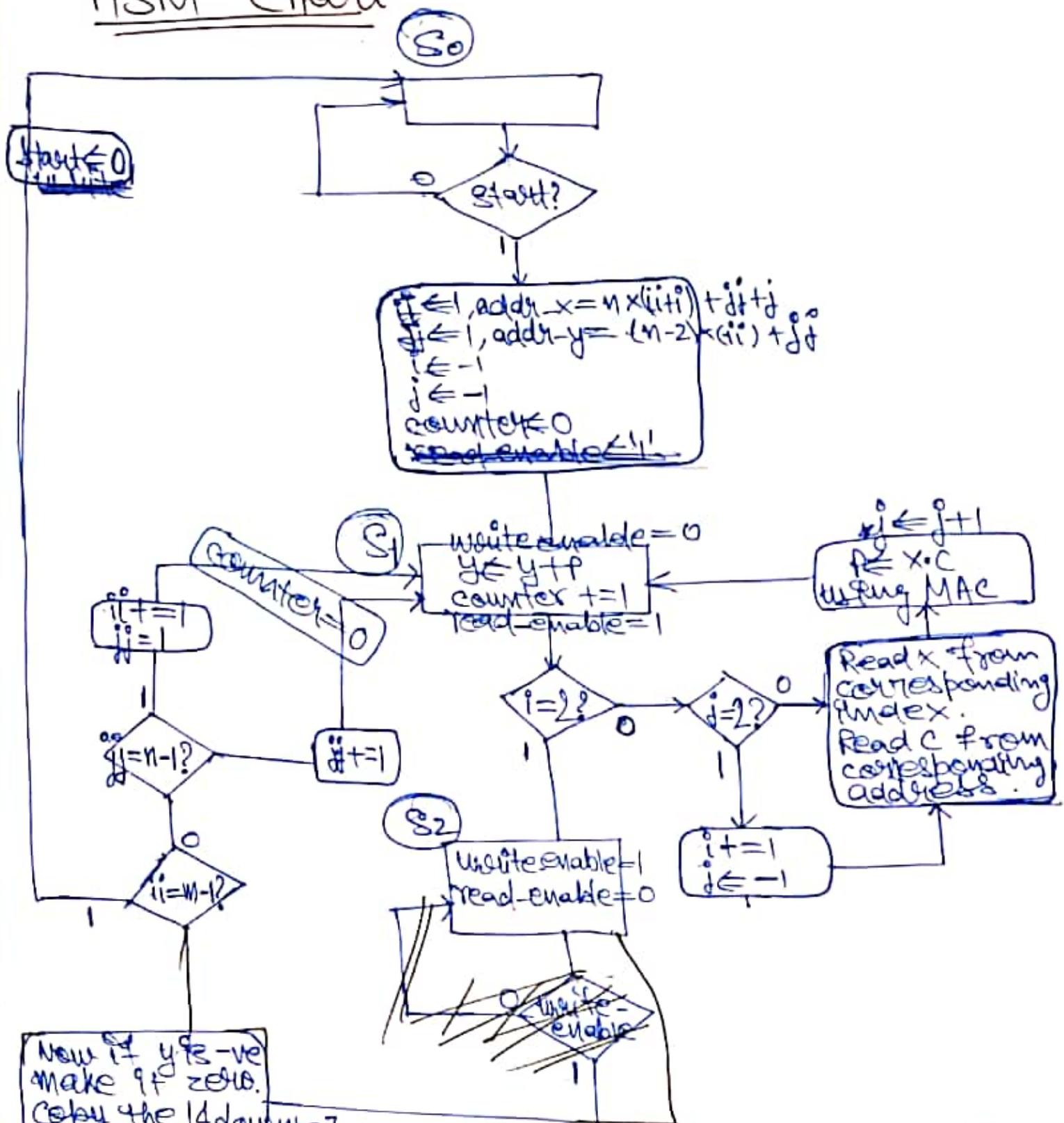


ASM Chart



Now if y is -ve
make it zero.
copy the 14 data to 7
bits to write the pixel
at corresponding location.

This is done in
the (Rectangle box).
pardon for cutting.

4 down to 7 be

Right shift make 6 to 0 redundant
& 17, 16 are redundant
15 is sign bit.