constant dg0 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1', );

constant dg1 : graphicsArray(0 to 599) := ( '0','0','0','0','0','0','0','0','0','0','0','0','0','0','1','1','1','1','1','1',

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'0','0','0','0','0','0','0','0','0','0','0','0','0','0','1','1','1','1','1','1',

'0','0','0','0','0','0','0','0','0','0','0','0','0','0','1','1','1','1','1','1', );

constant dg2 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1', );

constant dg3 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1', );

constant dg4 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','0','0','0','0','0','0','0','0','1','1','1','1','1','1',

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constant dg5 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1', );

constant dg6 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','0','0','0','0','0','0','0','0','0','0','0','0','0','0',

'1','1','1','1','1','1','0','0','0','0','0','0','0','0','0','0','0','0','0','0',

'1','1','1','1','1','1','0','0','0','0','0','0','0','0','0','0','0','0','0','0',

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'1','1','1','1','1','1','0','0','0','0','0','0','0','0','0','0','0','0','0','0',

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'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1', );

constant dg7 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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'0','0','0','0','0','0','0','0','0','0','0','0','0','0','1','1','1','1','1','1',

'0','0','0','0','0','0','0','0','0','0','0','0','0','0','1','1','1','1','1','1', );

constant dg8 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1', );

constant dg9 : graphicsArray(0 to 599) := ( '1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

'1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1','1',

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