

Pins A2, A1, A0 → bottom 3 bits of PORTC

Right Flg	A2	A1	A0	
X	1	0	0	// Left bit high/dark
0	0	1	0	// Middle
X	0	0	1	// Right
1	0	1	0	// Middle

~~Right Flg~~
X 1 0 0

