Encoding 3 × 3 baselevel
using Morton codes and bit flips

2 = 00000-0-10 | 3 = 00000-0-11 | 10 = 00001-0-10 | 11 = 00001-0-11 | 34 = 00100-0-10 | 35 = 00100-0-11

6 = 00000-1-10 | 36 = 00100-1-00 | 38 = 00100-1-10 | 44 = 00101-1-00

7 = 00000-1-11 | 37 = 00100-1-01 | 39 = 00100-1-11 | 45 = 00101-1-01

16 = 00010-0-00 | 17 = 00010-0-01 | 24 = 00011-0-00 | 25 = 00011-0-01 | 48 = 00110-0-00 | 49 = 00110-0-01

18 = 00010-0-10 | 19 = 00010-0-11 | 26 = 00011-0-10 | 27 = 00011-0-11 | 50 = 00110-0-10 | 51 = 00110-0-11

22 = 00010-1-10 | 28 = 00011-1-00 | 30 = 00011-1-10 | 52 = 00110-1-00 | 54 = 00110-1-10 | 60 = 00111-1-00

23 = 00010-1-11 | 29 = 00011-1-01 | 31 = 00011-1-11 | 53 = 00110-1-01 | 55 = 00110-1-11 | 61 = 00111-1-01

64 = 01000-0-00 | 65 = 01000-0-01 | 72 = 01001-0-00 | 73 = 01001-0-01 | 96 = 01100-0-00 | 97 = 01100-0-01

66 = 01000-0-10 | 67 = 01000-0-11 | 74 = 01001-0-10 | 75 = 01001-0-11 | 98 = 01100-0-10 | 99 = 01100-0-11

70 = 01000-1-10 | 76 = 01001-1-00 | 78 = 01001-1-10 | 100 = 01100-1-00 | 102 = 01100-1-10 | 108 = 01101-1-00

71 = 01000-1-11 | 77 = 01001-1-01 | 79 = 01001-1-11 | 101 = 01100-1-01 | 103 = 01100-1-11 | 109 = 01101-1-01

80 = 01010-0-00 | 81 = 01010-0-01 | 88 = 01011-0-00 | 89 = 01011-0-01 | 112 = 01110-0-00 | 113 = 01110-0-01