

Y Address	DAC	Array Pixels		Write L=0, Y=n		Write L=1, Y=n	
n	DAC0	L=0			L=0		
		L=1			L=1		
n+1	DAC1	L=0			L=0		
		L=1			L=1		
n+2	DAC2	L=0			L=0		
		L=1			L=1		
n+3	DAC3	L=0			L=0		
		L=1			L=1		
n+4	DAC4	L=0			L=0		
		L=1			L=1		
n+5	DAC5	L=0			L=0		
		L=1			L=1		
n+6	DAC6	L=0			L=0		
		L=1			L=1		
n+7	DAC7	L=0			L=0		
		L=1			L=1		
n+8	DAC8	L=0			L=0		
		L=1			L=1		
n+9	DAC9	L=0			L=0		
		L=1			L=1		
n+10	DAC10	L=0			L=0		
		L=1			L=1		
n+11	DAC11	L=0			L=0		
		L=1			L=1		
n+12	DAC12	L=0			L=0		
		L=1			L=1		
n+13	DAC13	L=0			L=0		
		L=1			L=1		
n+14	DAC14	L=0			L=0		
		L=1			L=1		
n+15	DAC15	L=0			L=0		
		L=1			L=1		

Note: Y
addressing uses
only the needed
MSBs of line