

# HDILED/NSLEDS Array Writes DACMode 0

Y Address	Card	DAC	Array Pixels		Write L=0, Y=n		Write L=1, Y=n	
(n<<4)+0	0	0	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+1	0	1	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+2	1	2	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+3	1	3	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+4	2	4	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+5	2	5	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+6	3	6	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+7	3	7	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+8	4	8	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+9	4	9	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+10	5	10	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+11	5	11	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+12	6	12	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+13	6	13	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+14	7	14	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n
(n<<4)+15	7	15	L=0	p n	L=0	p n	L=0	p n
			L=1	p n	L=1	p n	L=1	p n

Note: Y addressing uses only the needed MSBs of line