HDILED/NSLEDS Array Writes DACMode 0 Write L=0, Y=n Write L=1, Y=n **Y Address** Card **DAC Array Pixels** L=0 L=0 p L=0p D n n n 0 (n << 4) + 0L=1 L=1 p L=1 p p n 0 -L=0 L=0 L=0p n p p n n (n << 4) + 11 L=1 L=1 p L=1 p p n L=0 L=0 L=0 p p p n n n 2 (n << 4) + 2L=1 p L=1 p L=1 p n 1 -L=0 L=0 L=0 p p D n n n (n << 4) + 33 L=1 L=1 p L=1 p p n L=0 L=0 L=0 p p p n n n (n << 4) + 44 L=1 L=1 p L=1 p p n 2 -L=0 L=0 L=0 p p n n D n 5 (n << 4) + 5L=1 L=1 p L=1 p p n L=0L=0L=0 p D n p n (n << 4) + 66 L=1 L=1 p L=1 n p 3 L=0 L=0 L=0 D n p D n n 7 (n << 4) + 7L=1 L=1 L=1 p p p n L=0 L=0 L=0 p p p n n n (n << 4) + 88 L=1 L=1 L=1 p p p n 4 -L=0 p L=0 L=0 p n p n n (n << 4) + 99 L=1 L=1 p L=1 p p n L=0L=0L=0p p D n n n (n << 4) + 1010 L=1 L=1 L=1 p p p n 5 L=0 L=0 p L=0 p p n n n (n << 4) + 1111 L=1 L=1 p L=1 p p n L=0 L=0 L=0 p p D n n n (n << 4) + 1212 L=1 L=1 p L=1 p n 6 -L=0p n L=0 p n L=0 p n (n << 4) + 1313 L=1 p L=1 L=1 p p n L=0L=0 L=0 p D n p n n (n << 4) + 1414 L=1 L=1 p L=1 p p n 7 -L=0L=0 D n L=0 p n n (n << 4) + 1515 L=1 L=1 L=1 p p n

Note: Y

addressing

uses only

the needed

MSBs

of line