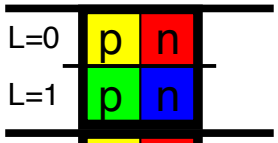
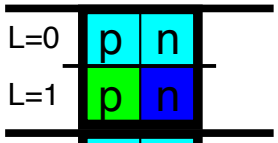
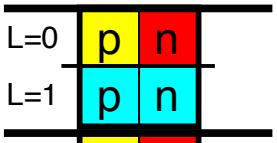
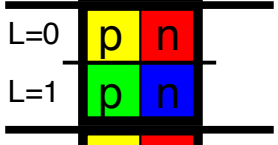
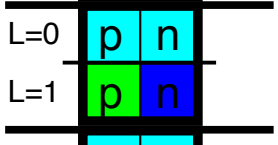
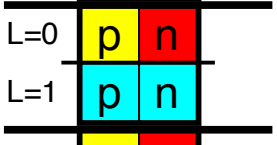
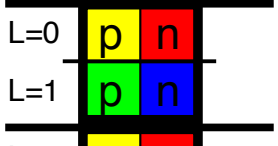
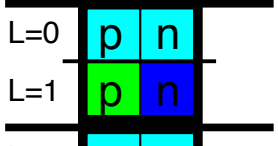
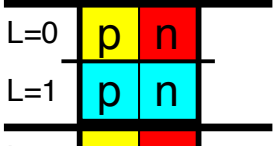
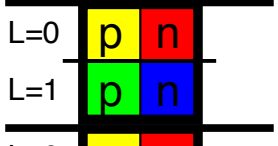
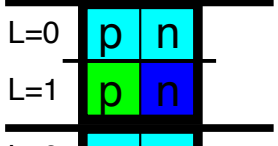
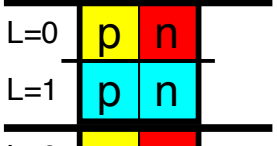
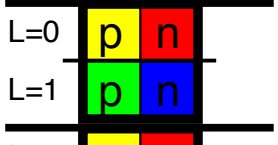
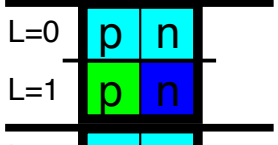
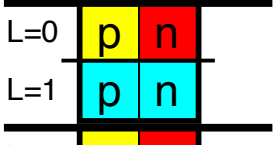
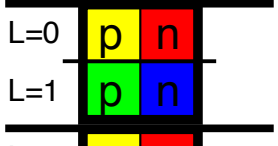
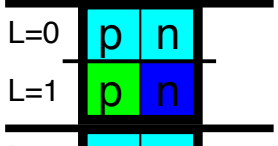
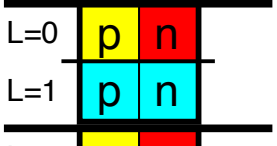
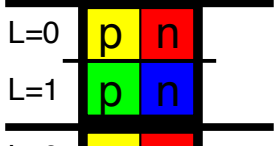
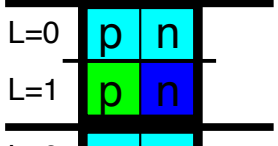
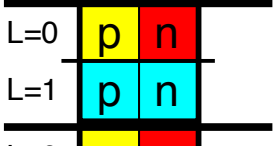
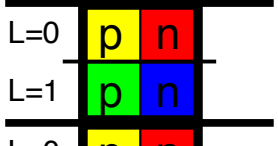
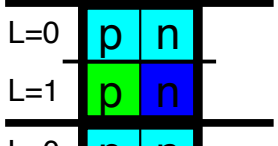
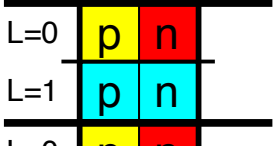
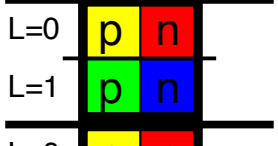
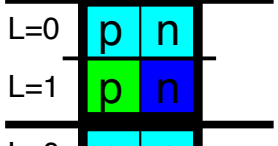
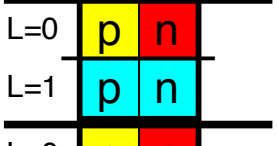
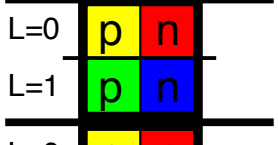
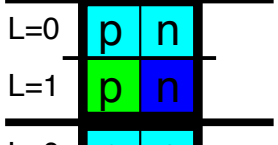
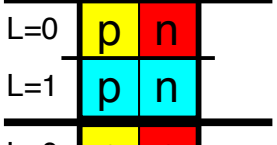
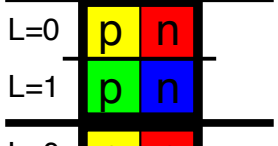
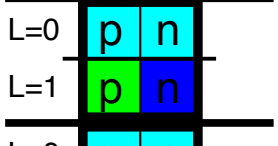
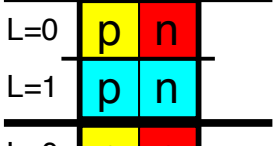
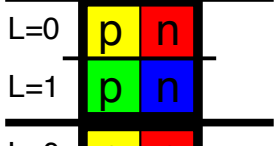
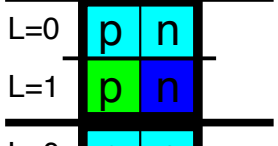
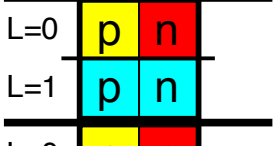
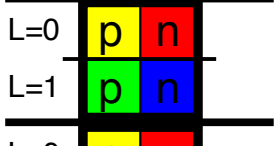
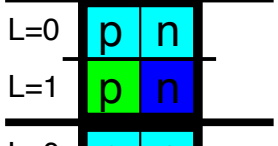
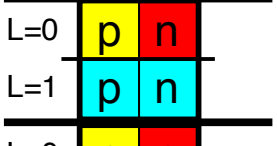
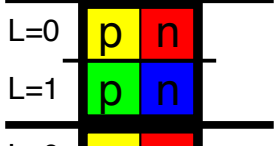
HDILED/NSLEDS Array Writes DACMode 0

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

Note: Y addressing uses only the needed MSBs of line