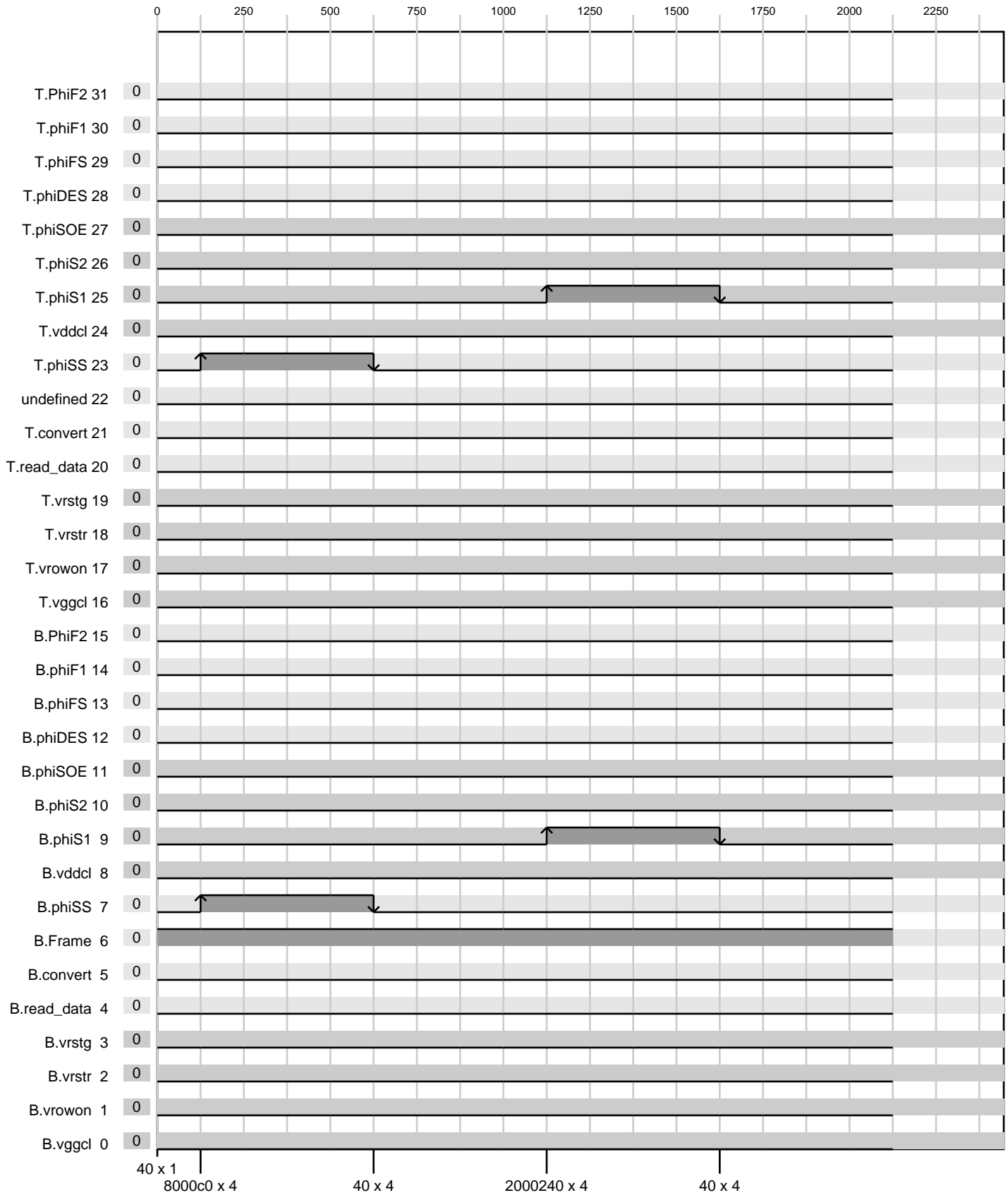
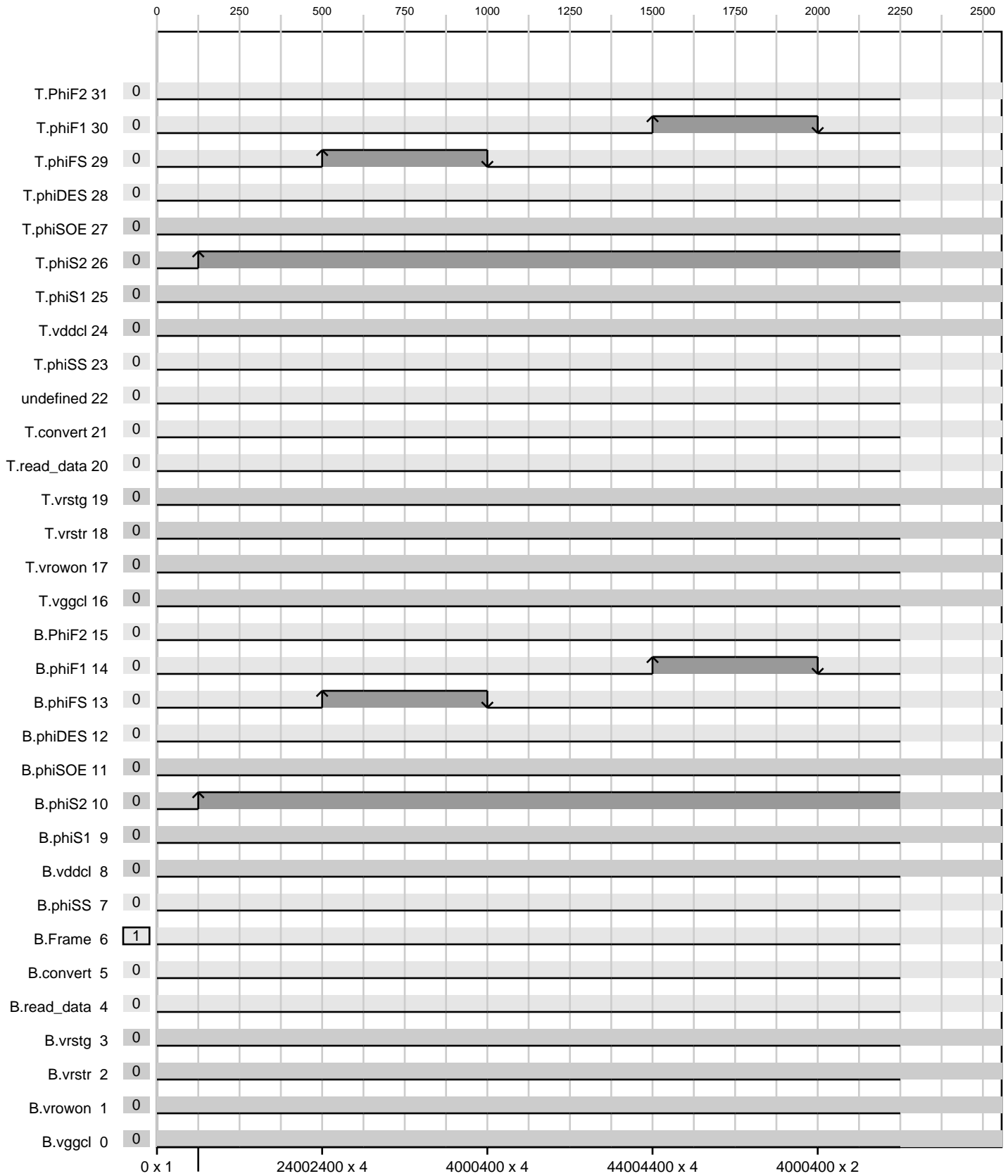


### p1.pat - Frame Start with global reset N=17



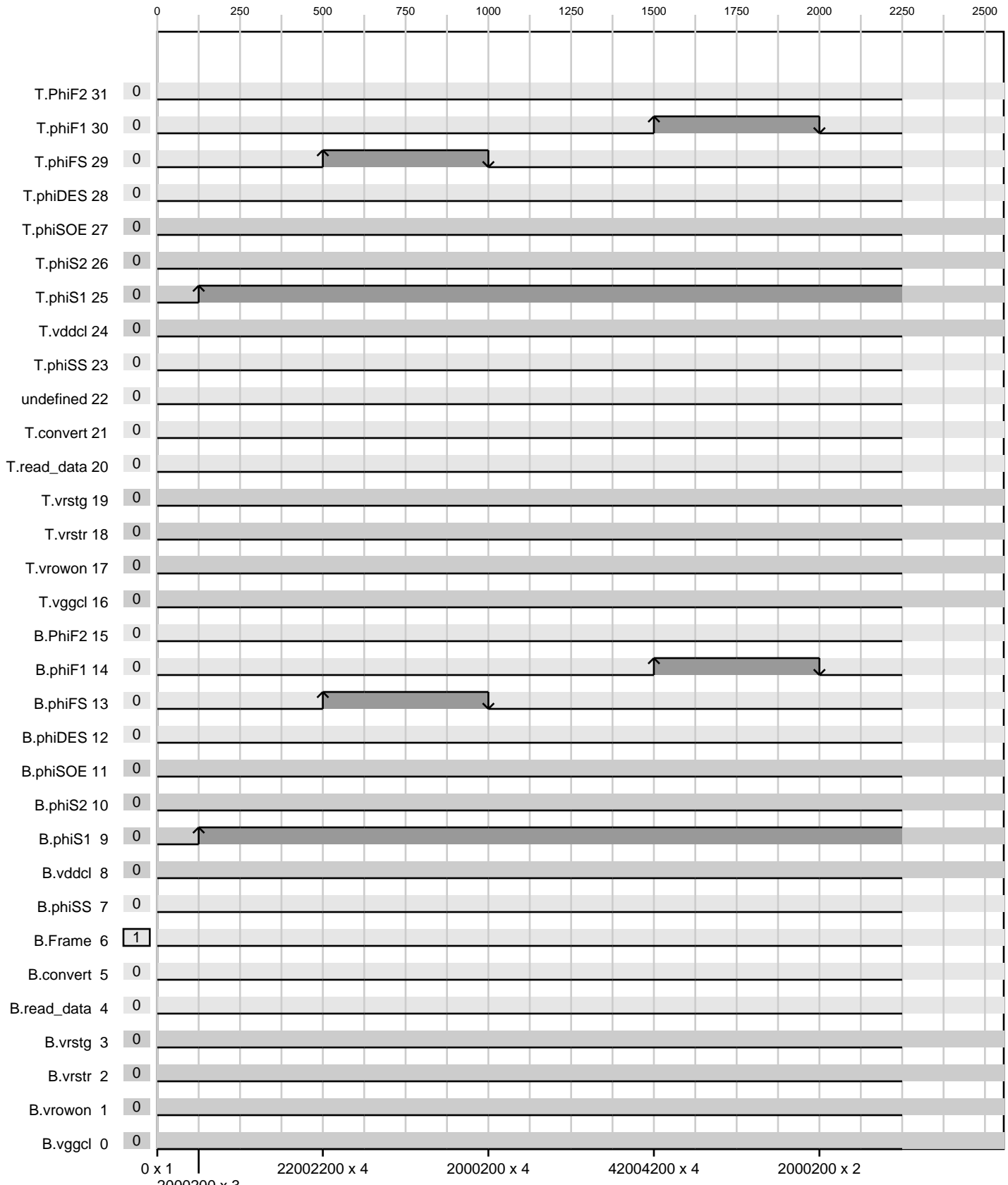
Preserve Mask is 0x00000000

### p2at.pat - Address Next Row with Toggle 1,5,9,... 75 N=18



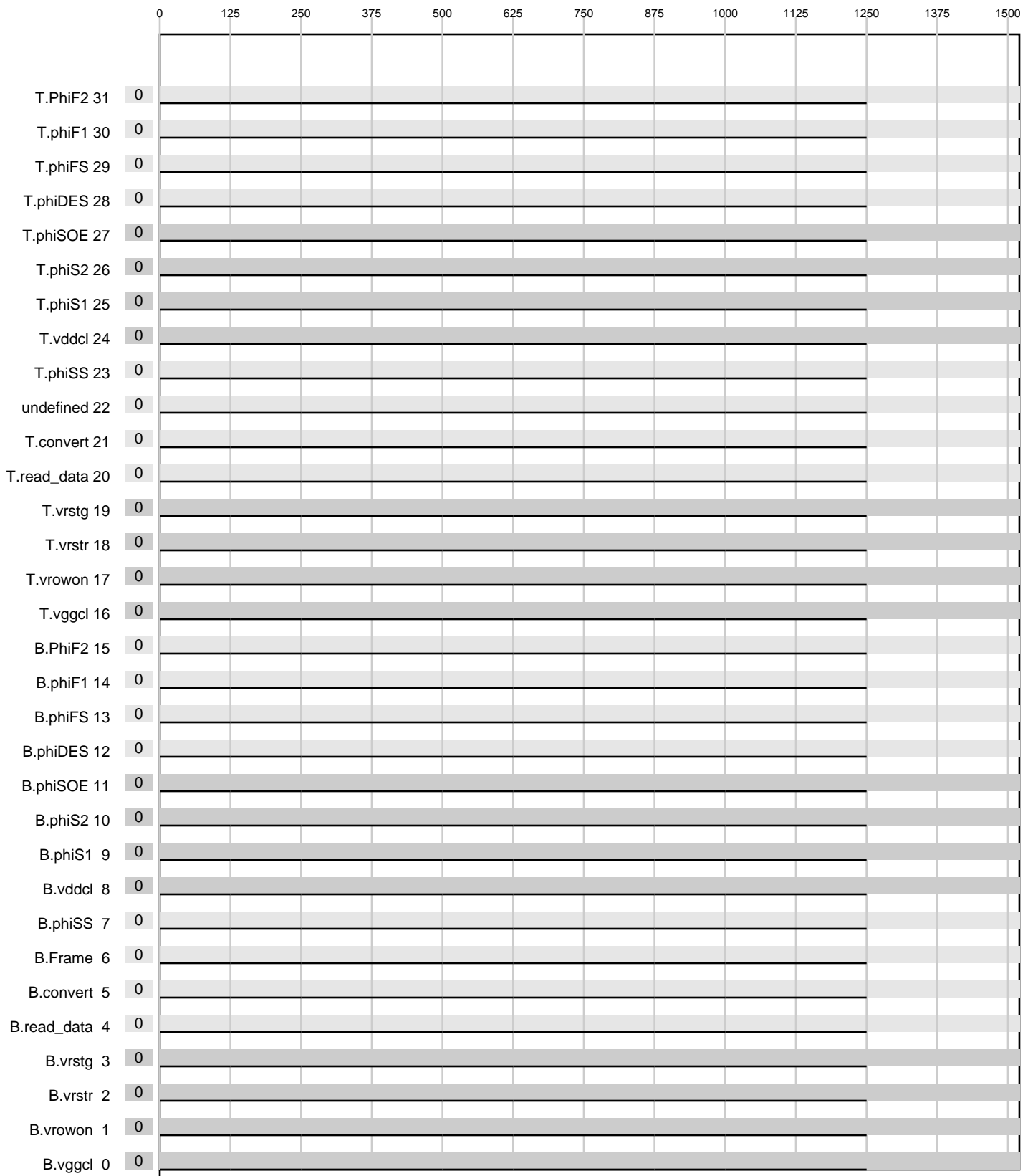
Preserve Mask is 0x00000040

### p2ct.pat - Address Next Row with Toggle 3,7,11,... 75 N=18



Preserve Mask is 0x00000040

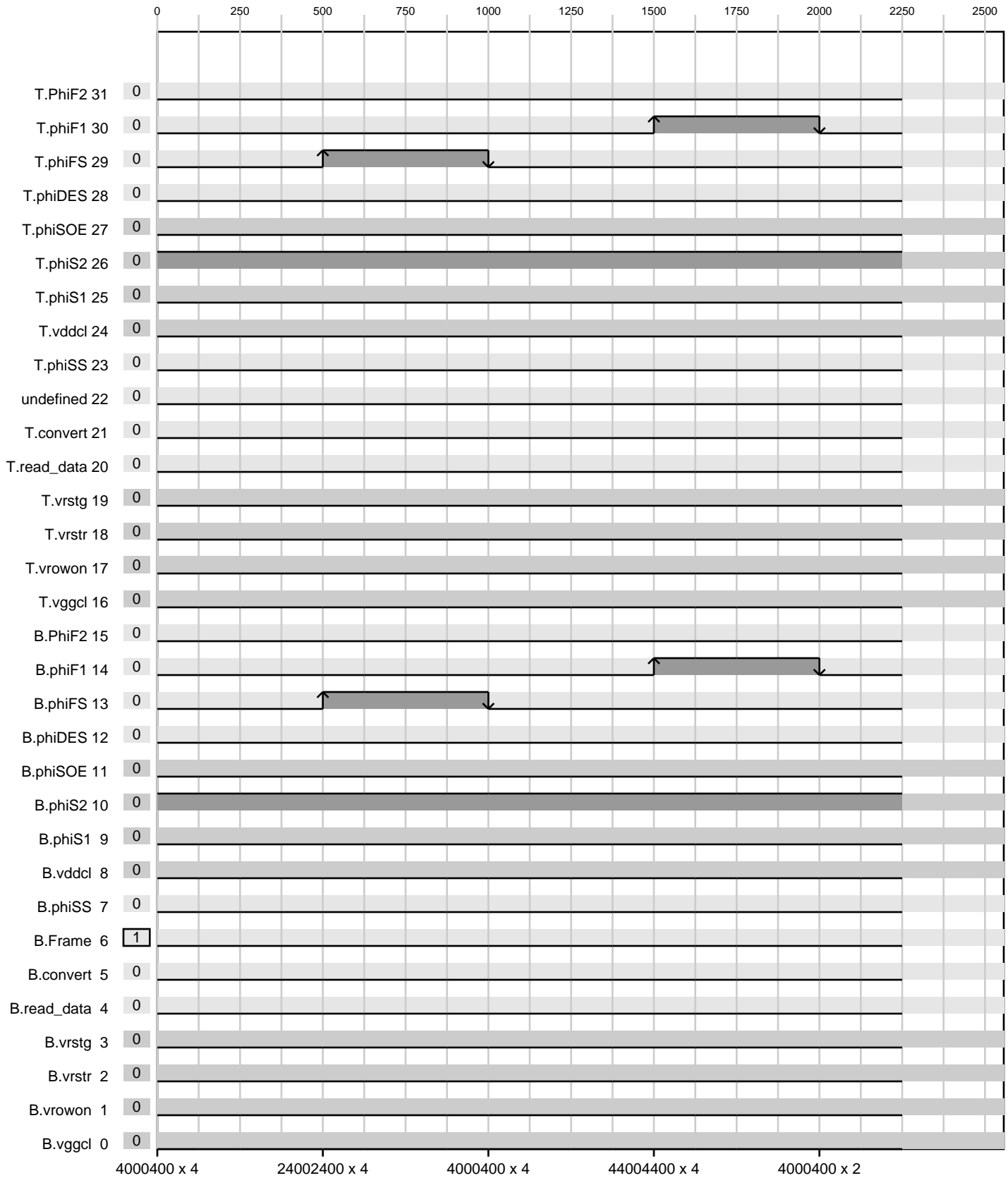
pnull.pat - NULL N=10



0 x 10

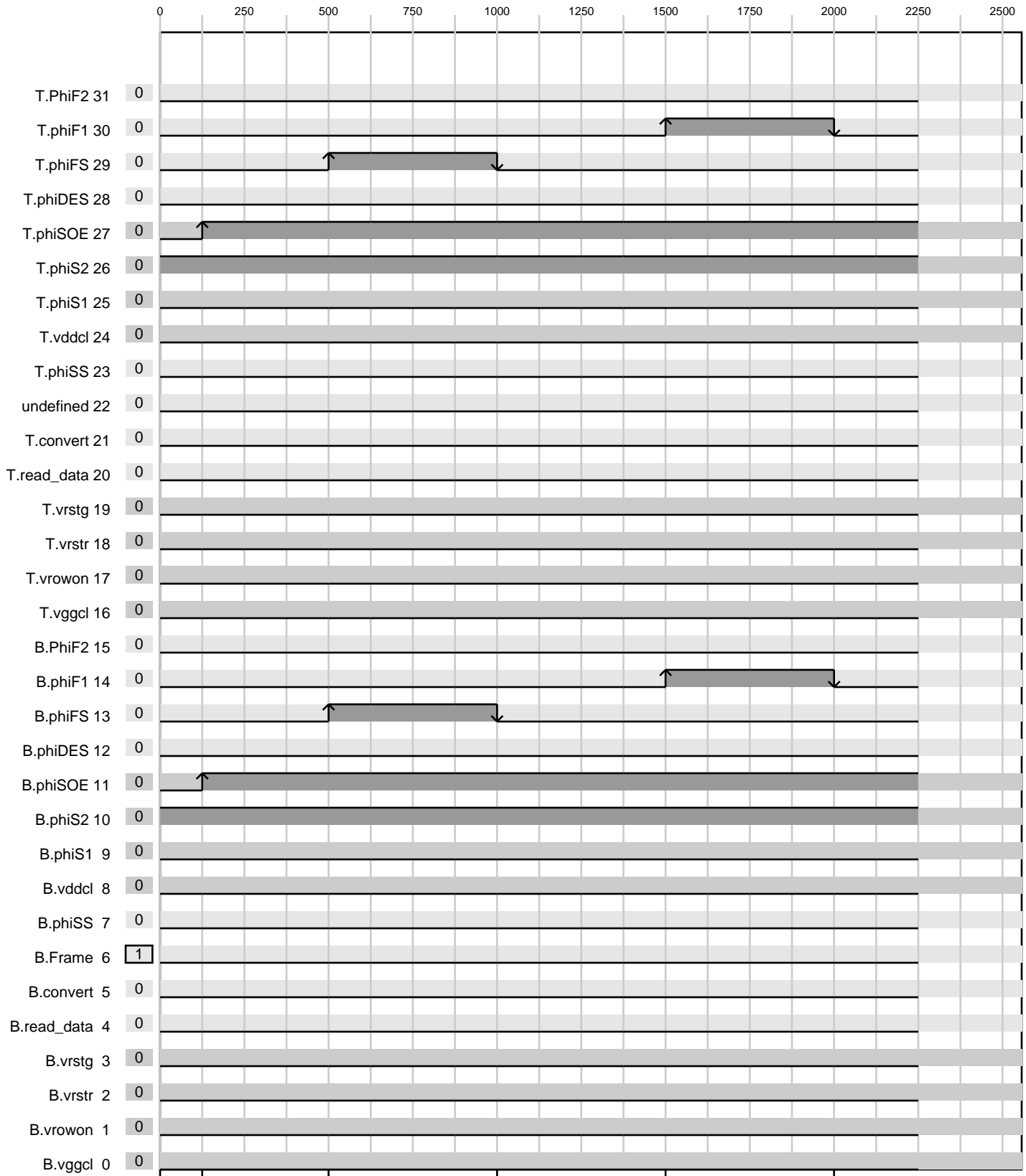
Preserve Mask is 0x00000000

p2an.pat - Address Next Row No toggle 1,5,9,... N=18



Preserve Mask is 0x00000040

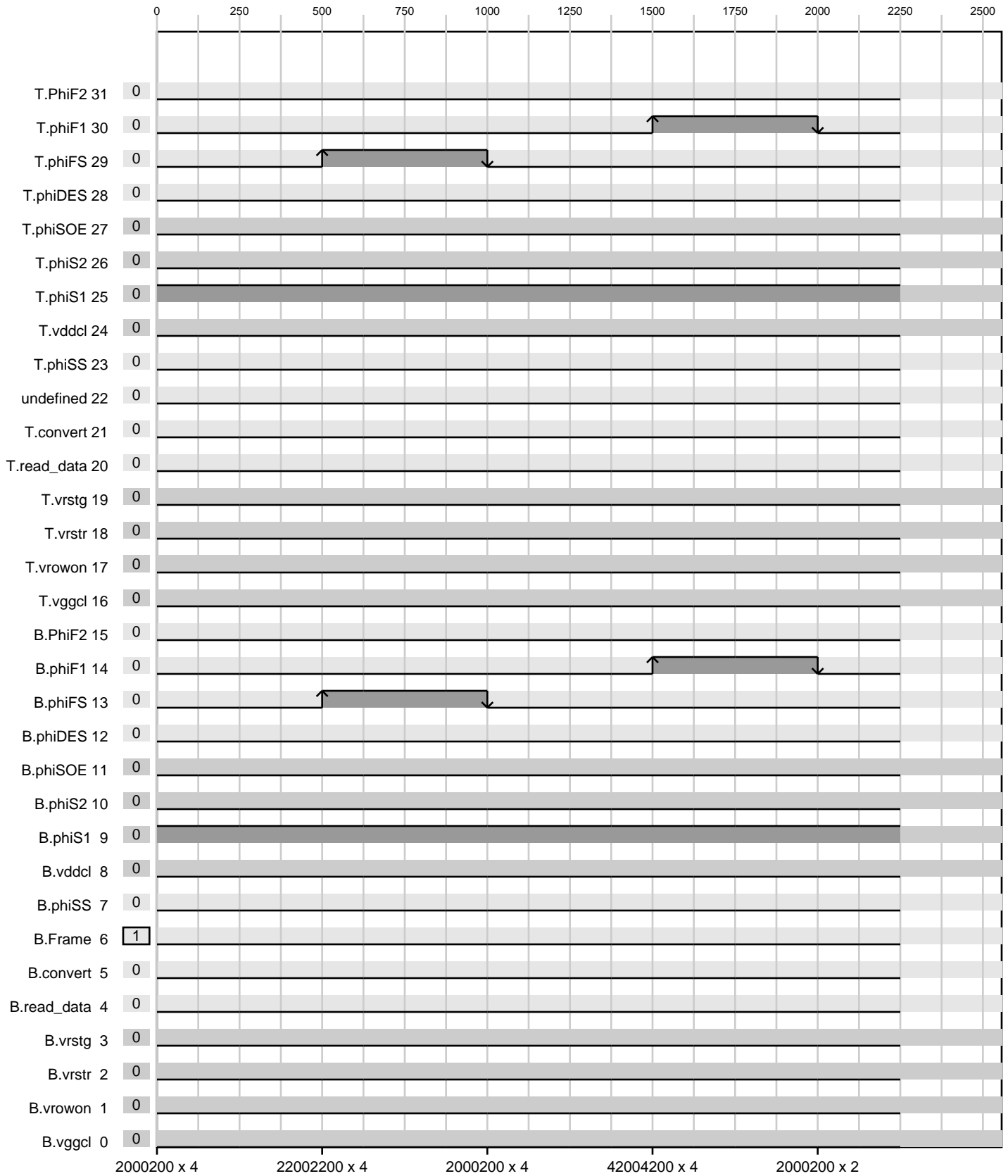
### p2bn.pat - Address Next Row no Toggle 2,6,10,... N=18



4000400 x 1      2c002c00 x 4      c000c00 x 4      4c004c00 x 4      c000c00 x 2  
c000c00 x 3

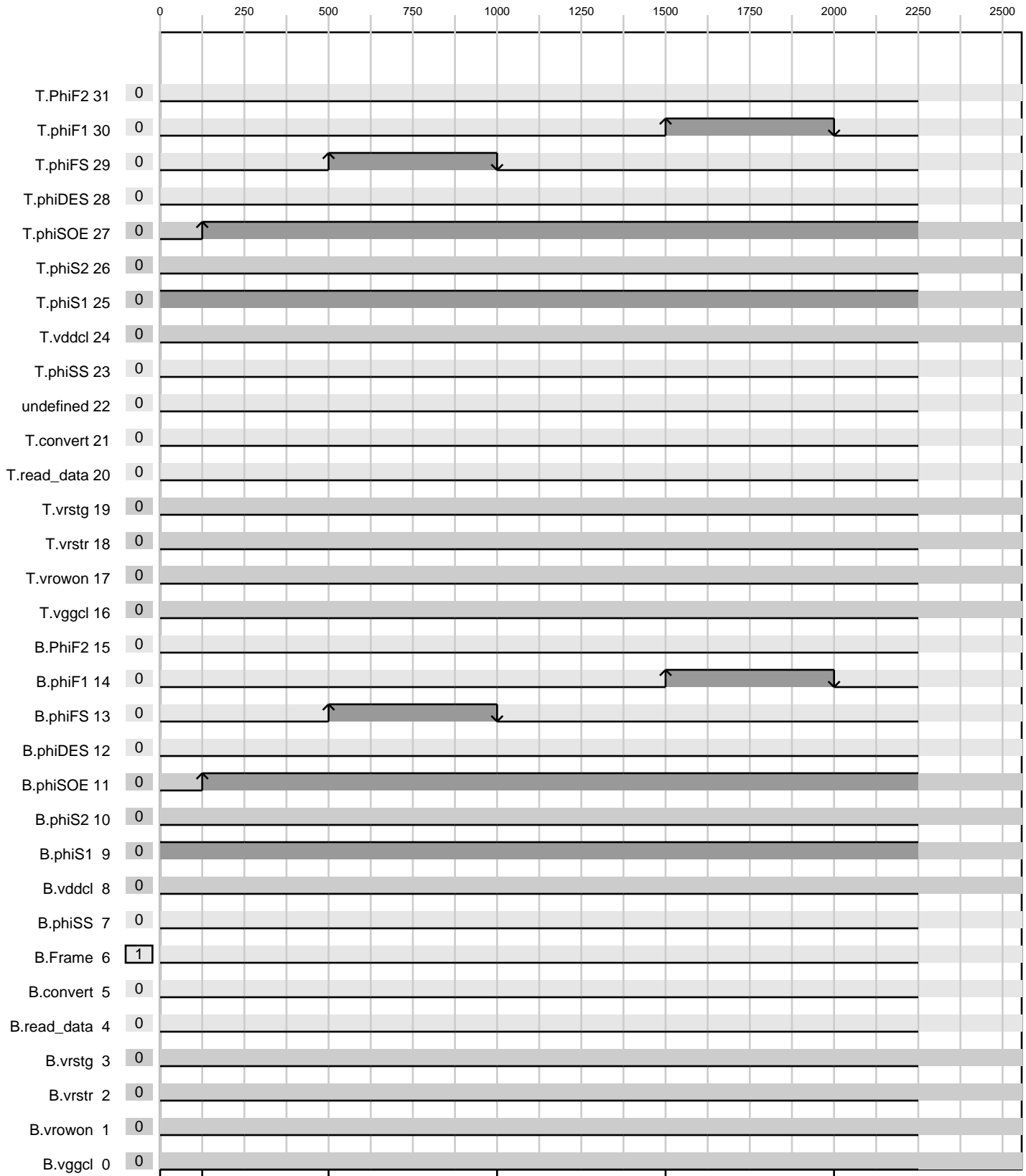
Preserve Mask is 0x00000040

p2cn.pat - Address Next Row No Toggle 3,7,11,... N=18



Preserve Mask is 0x00000040

### p2dn.pat - Address Next Row no Toggle 4,8,12,... 75 N=18

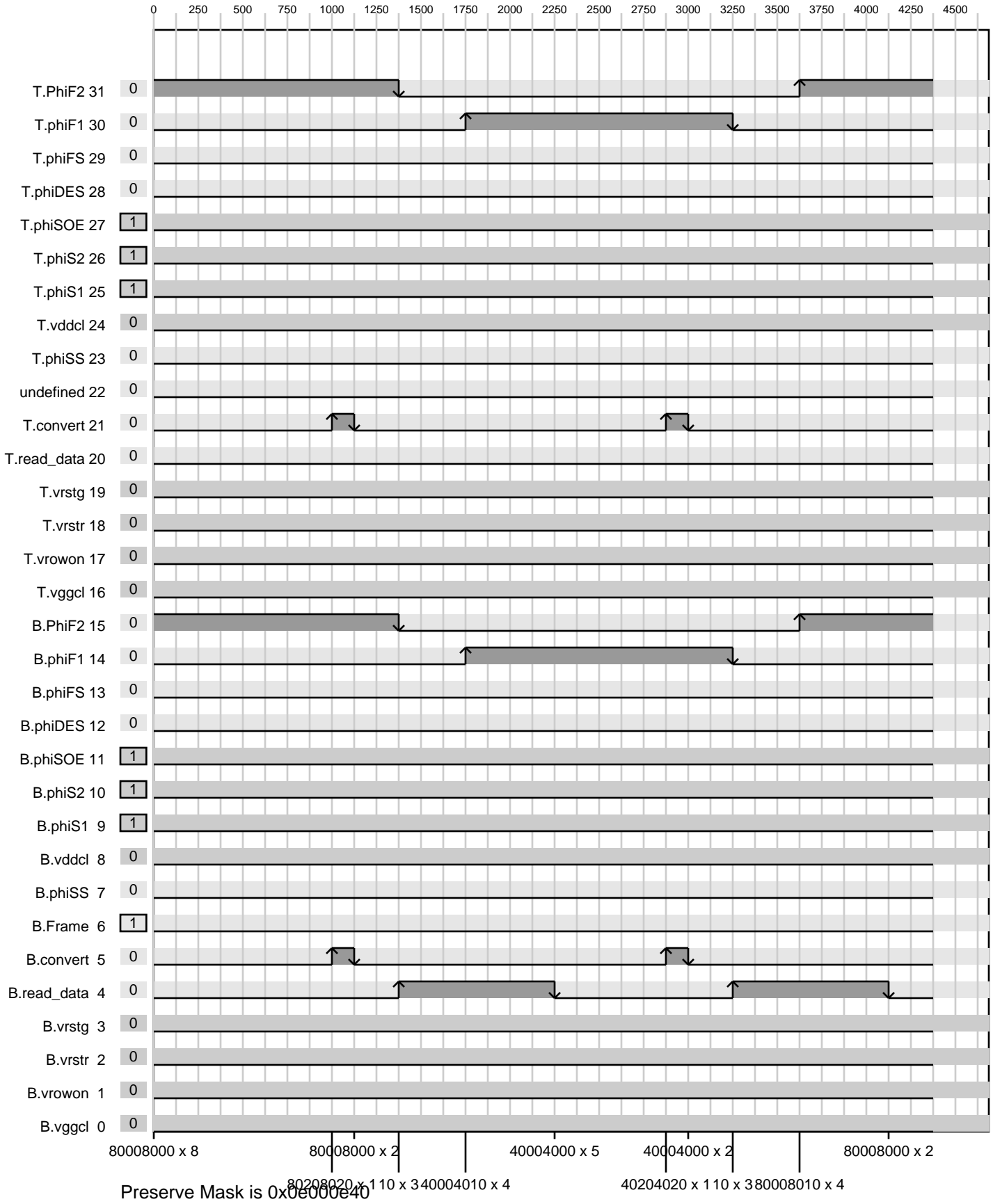


2000200 x 1  
a000a00 x 3      2a002a00 x 4      a000a00 x 4      4a004a00 x 4      a000a00 x 2

Preserve Mask is 0x00000040



### p3f.pat - Convert 16 First N=35

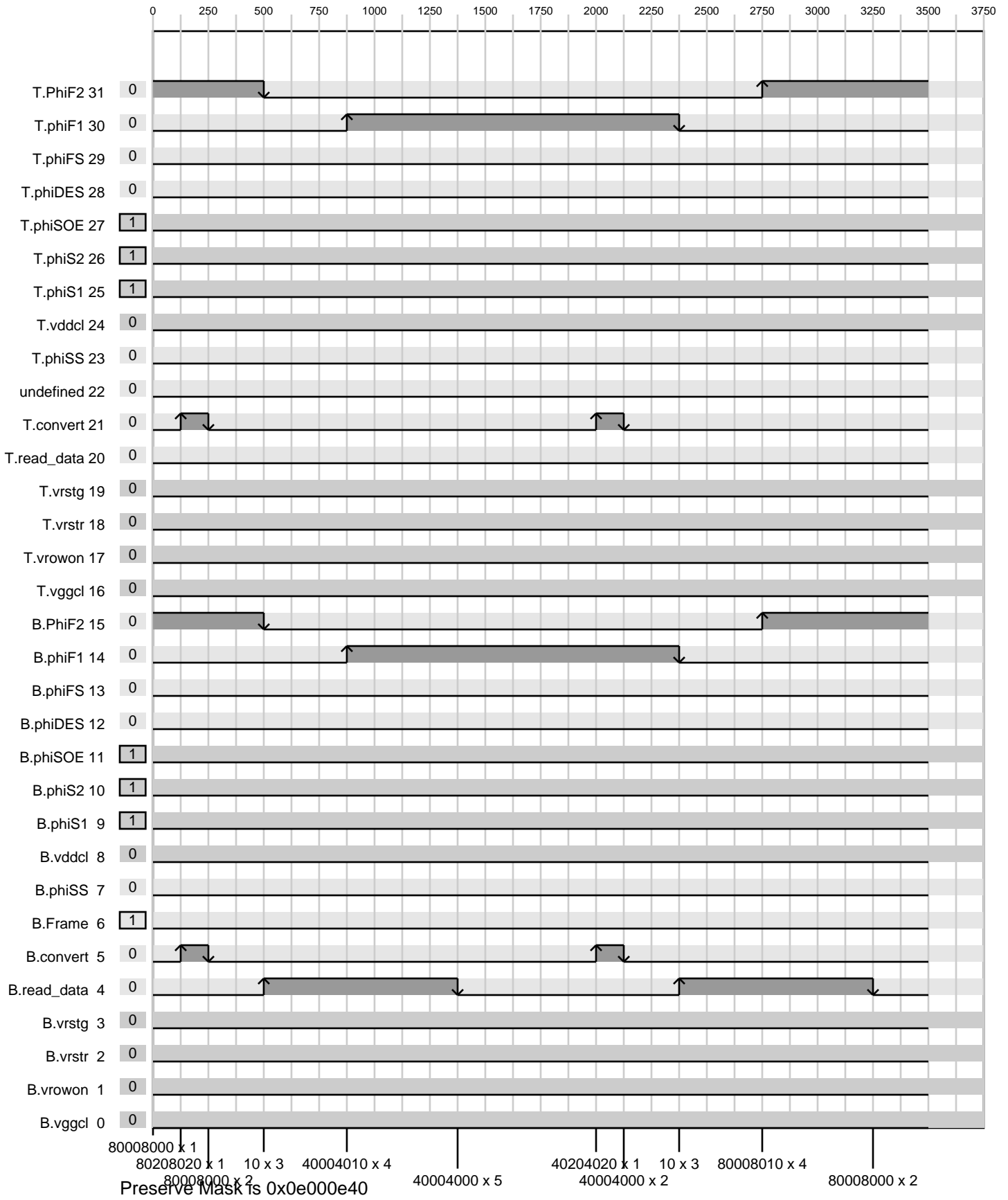


Preserve Mask is 0x0e000e40

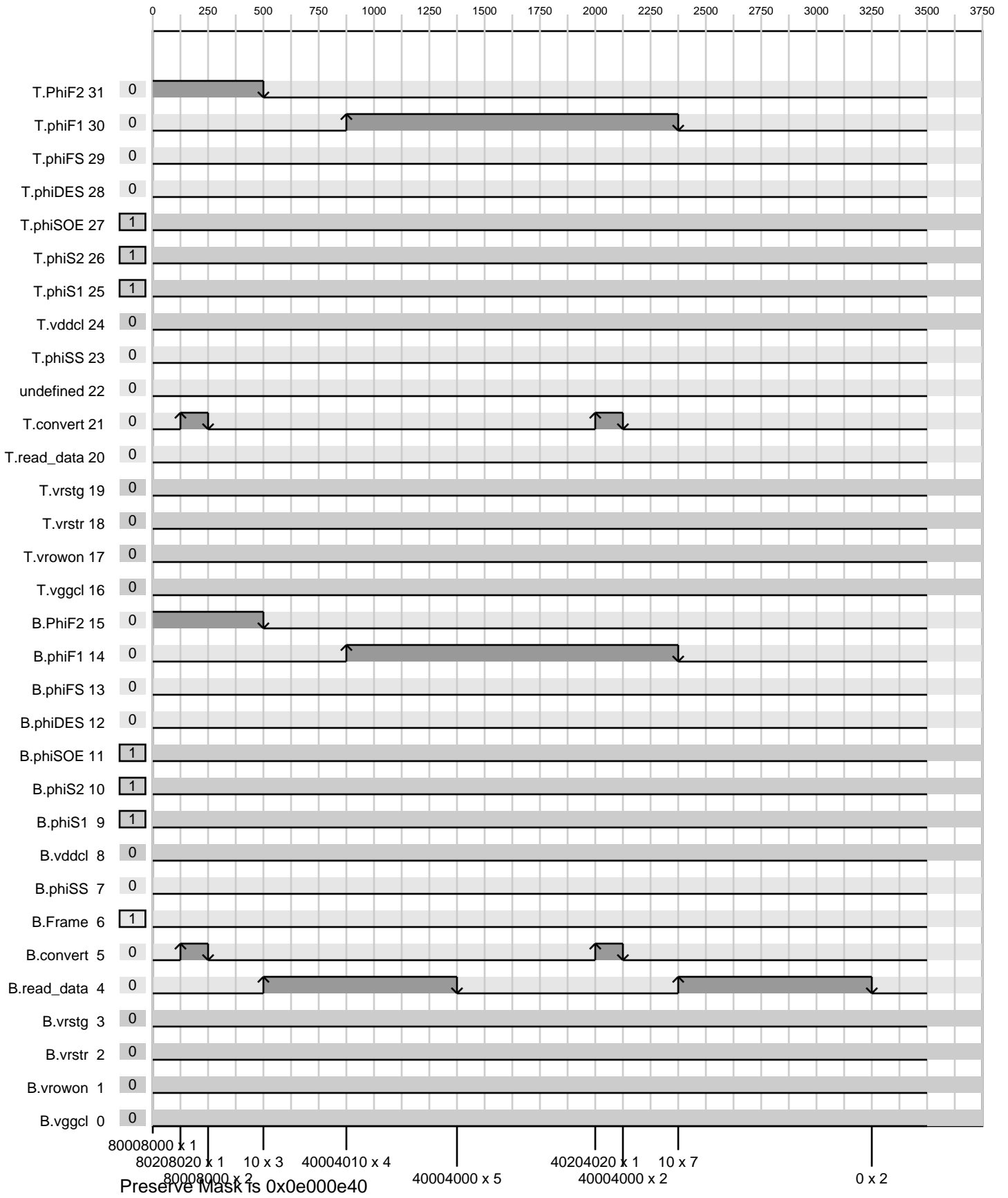
80208020 x 110 x 340004010 x 4

40204020 x 110 x 380008010 x 4

### p3m.pat - Convert 16 Middle N=28

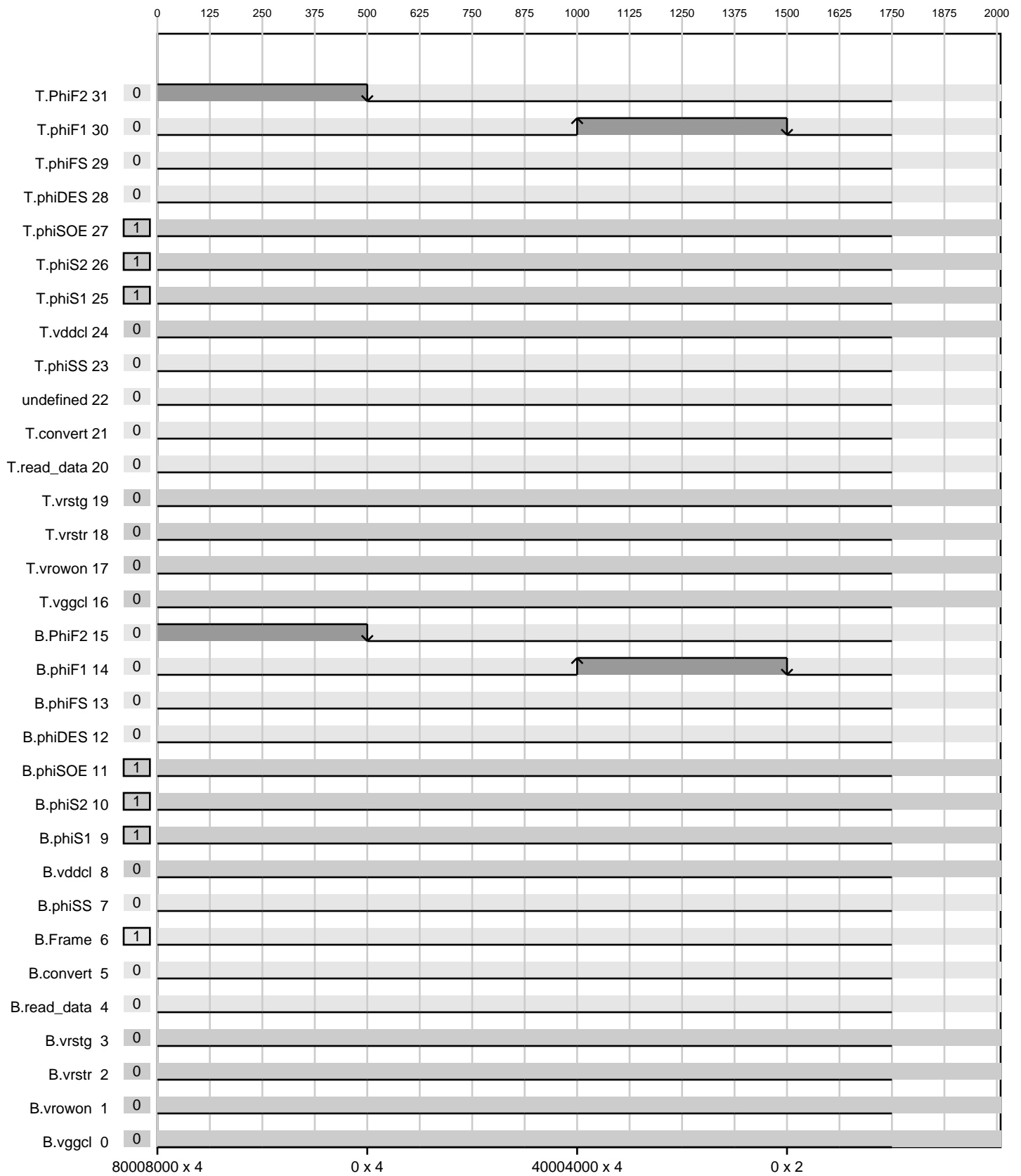


### p3l.pat - Convert 16 Last N=28



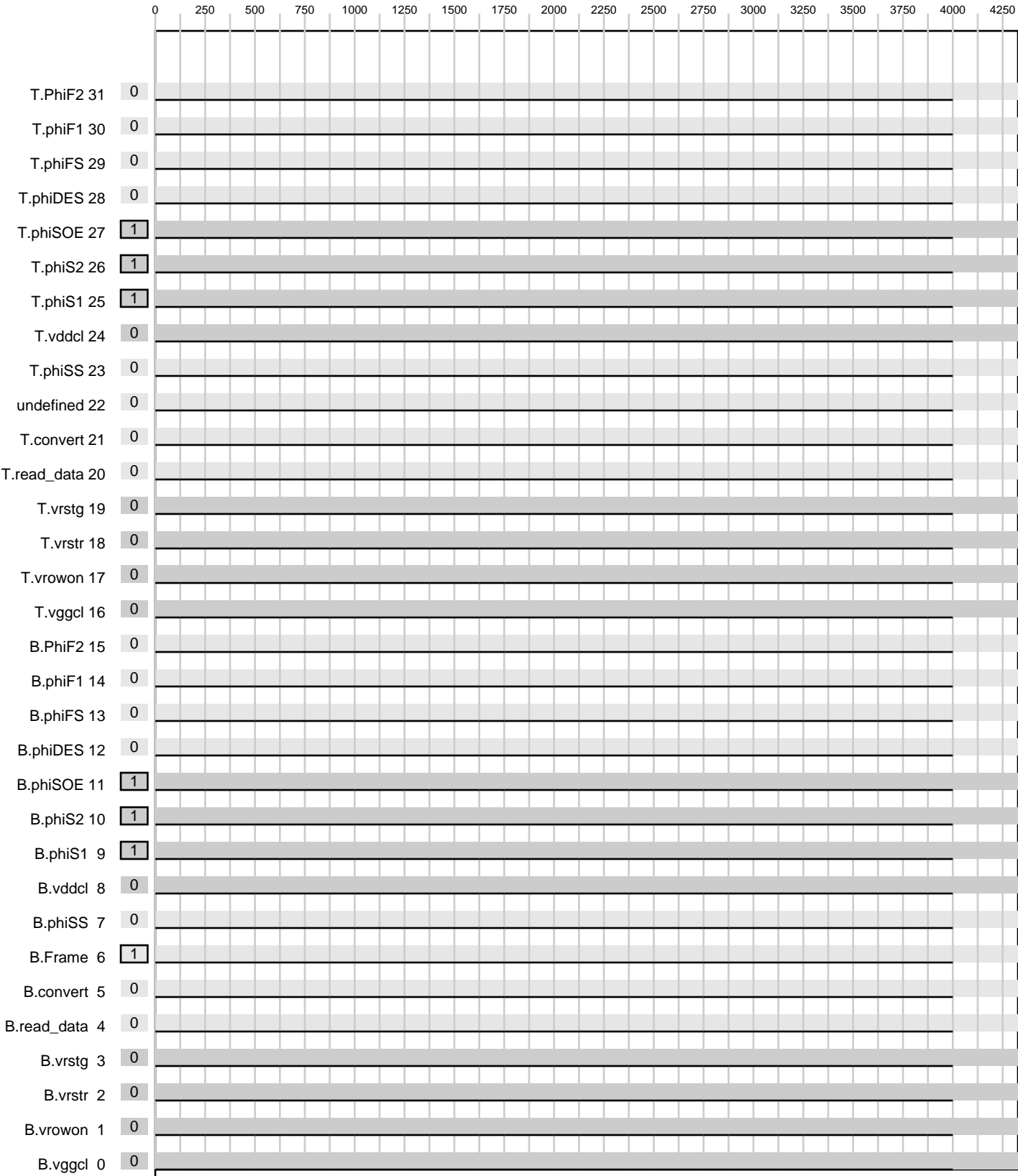
80008000 x 1  
80208020 x 1  
80008000 x 2  
10 x 3  
40004010 x 4  
40004000 x 5  
40204020 x 1  
40004000 x 2  
10 x 7  
0 x 2  
Preserve Mask is 0x0e000e40

### p3s.pat - Skip 16 pixels N=14



Preserve Mask is 0x0e000e40

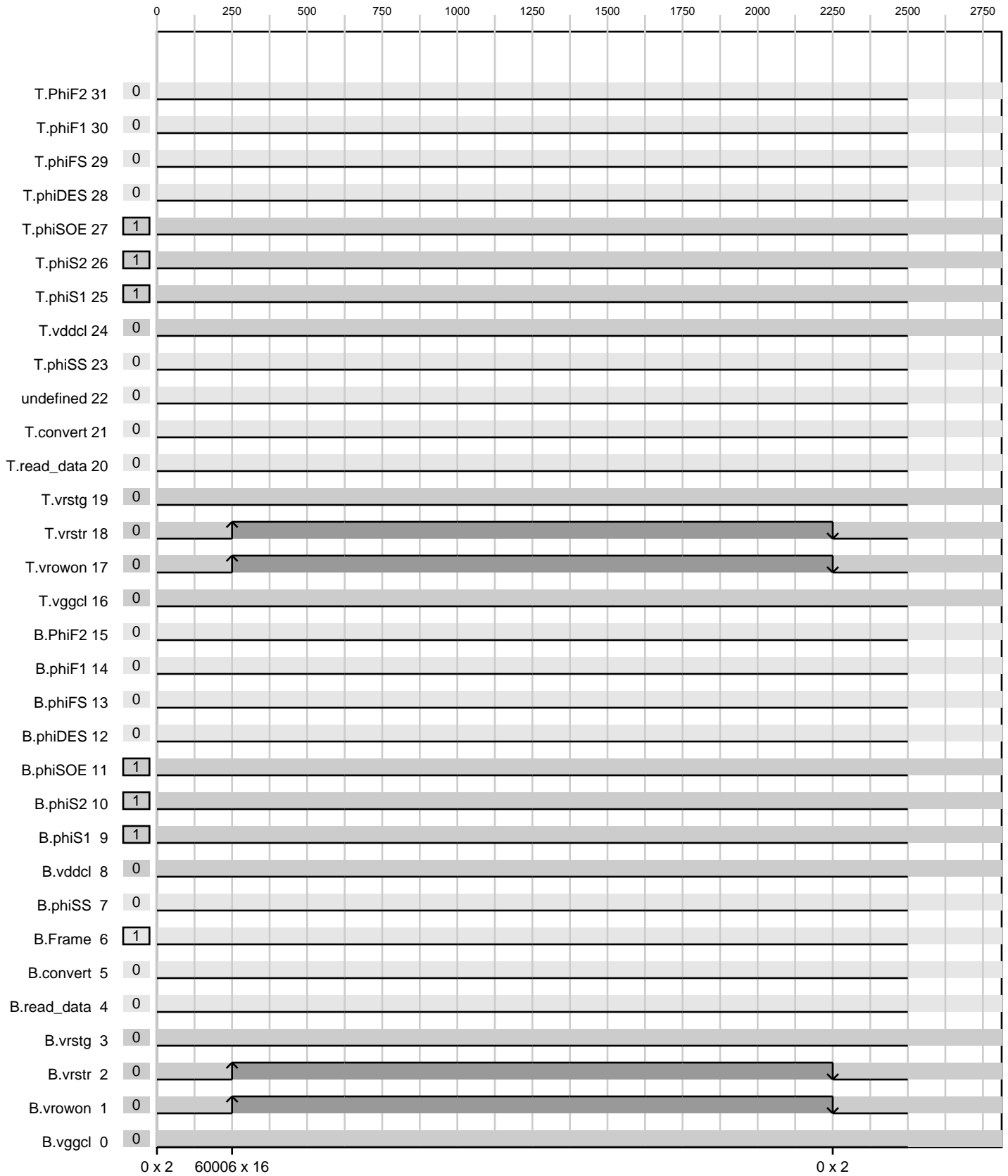
p3q.pat - P3Quiet - Quiet after p2 for settling before col address N=32



0 x 32

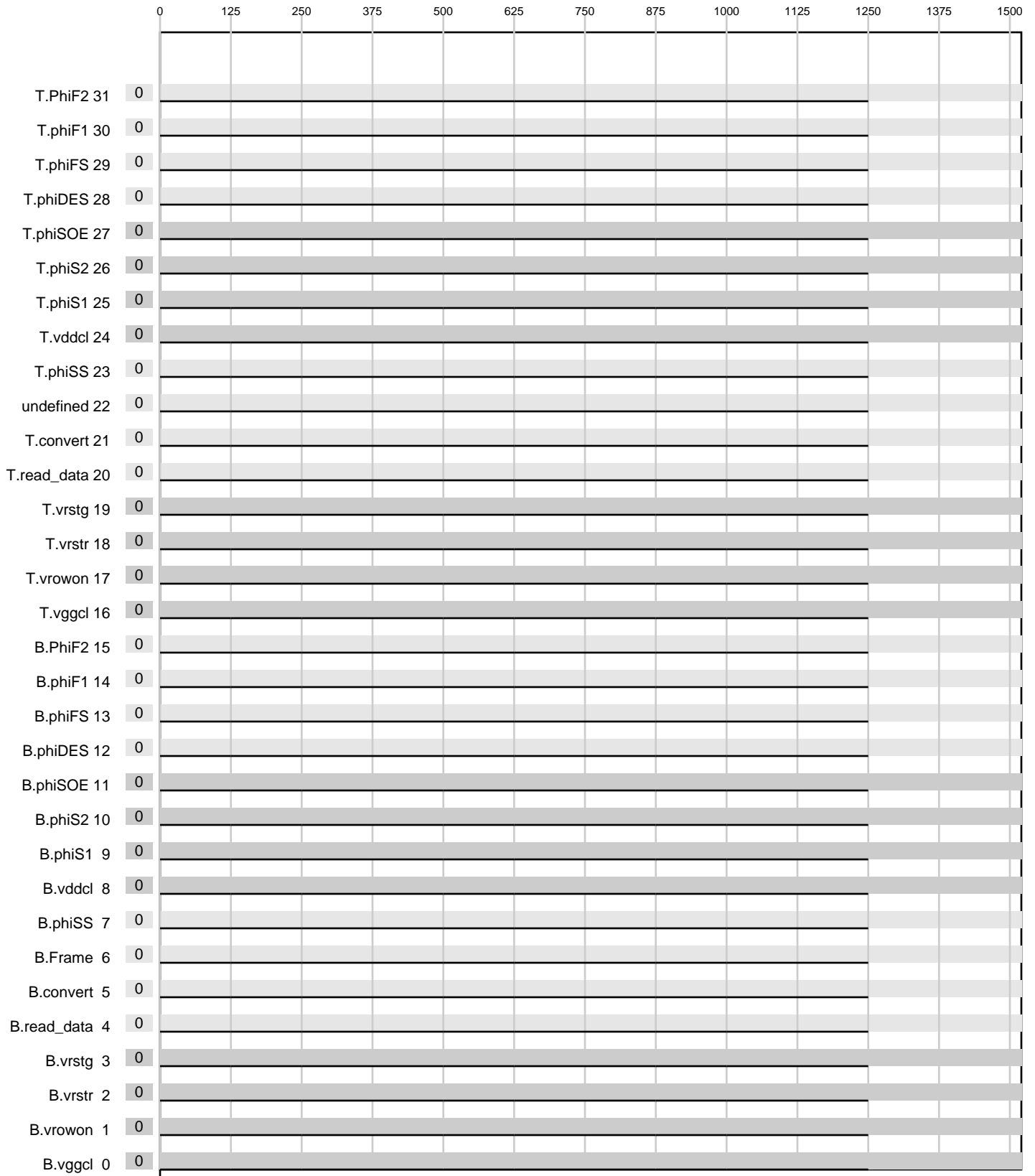
Preserve Mask is 0x0e000e40

### p4.pat - Reset the Row-Pair N=20



Preserve Mask is 0x0e000e40

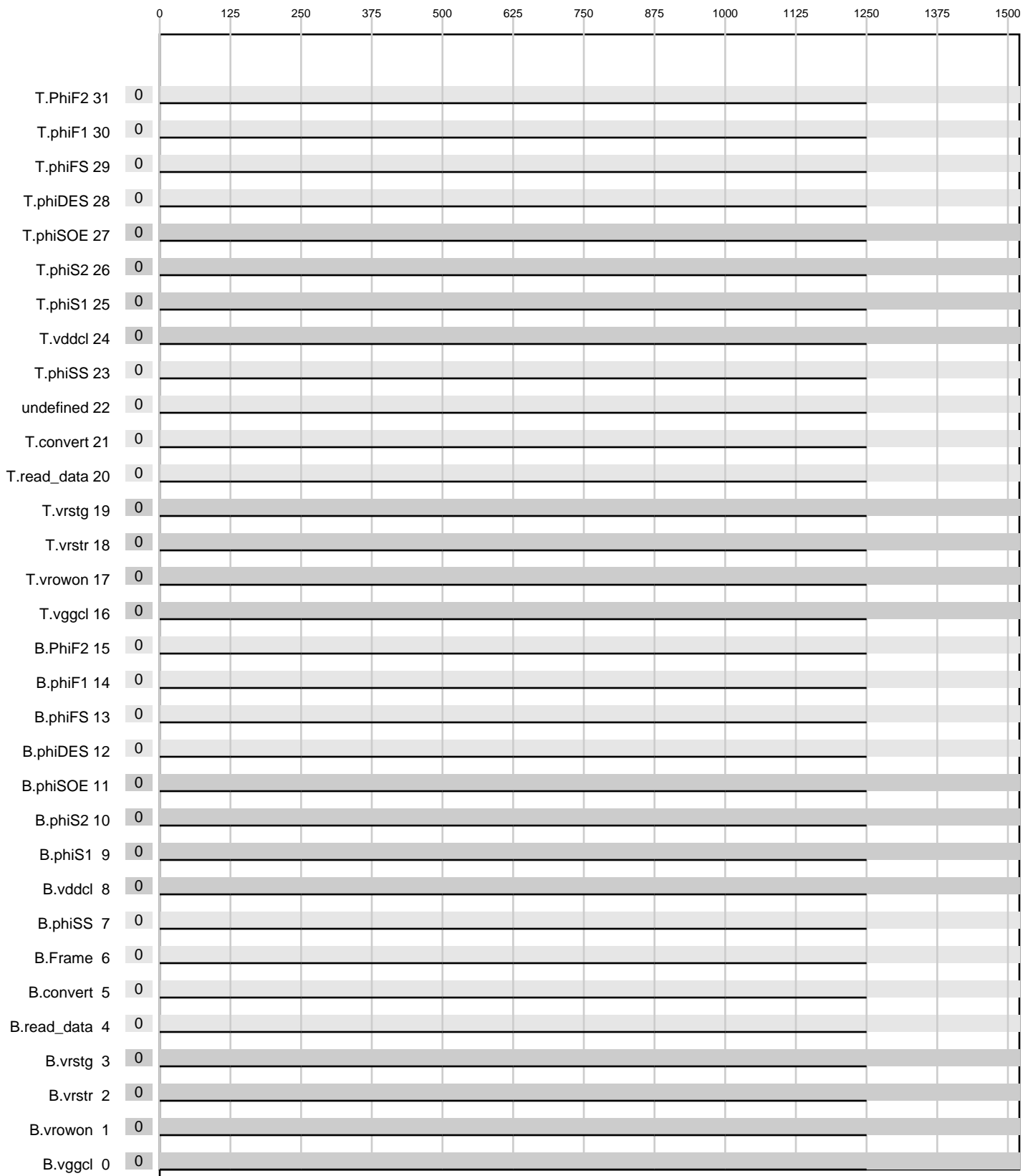
### p5.pat - Idle/Integrating pattern N=10



0 x 10

Preserve Mask is 0x00000000

pnull.pat - NULL N=10



0 x 10

Preserve Mask is 0x00000000