

Table 1-1

	out0	out1	out2	out3	out4	out5	out6	out7	out8	out9	out10	out11	out12	out13	out14	out15	out16	out17	out18	out19	
	G	C	D	E	GRID 0	BOT COL	TOPC OL	PM IND	ALR IND	ALR MEN	GRID 7	GRID 6	GRID 5	GRID 4	GRID 3	GRID 2	GRID 1	F	A	B	
byte zeroSO[20] = {	0,	1,	1,	1,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1,	1	};
byte oneSO[20] = {	0,	1,	0,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1	};
byte twoSO[20] = {	1,	0,	1,	1,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1	};
byte threeSO[20] = {	1,	1,	1,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1	};
byte fourSO[20] = {	1,	1,	0,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	0,	1	};
byte fiveSO[20] = {	1,	1,	1,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1,	0	};
byte sixSO[20] = {	1,	1,	1,	1,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1,	0	};
byte sevenSO[20] = {	0,	1,	0,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1	};
byte eigSOSO[20] = {	1,	1,	1,	1,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1,	1	};
byte nineSO[20] = {	1,	1,	1,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1,	1	};

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	out0	out1	out2	out3	out4	out5	out6	out7	out8	out9	out10	out11	out12	out13	out14	out15	out16	out17	out18	out19	
	G	C	D	E	GRID 0	BOT COL	TOPC OL	PM IND	ALR IND	ALR MEN	GRID 7	GRID 6	GRID 5	GRID 4	GRID 3	GRID 2	GRID 1	F	A	B	
byte pmInd[20] = {	0,	0,	0,	0,	0,	0,	0,	1,	0,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0	};
byte alarmInd[20] = {	0,	0,	0,	0,	0,	0,	0,	0,	1,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0	};
byte alarmMenu[20] = {	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0	};
byte colonTop[20] = {	0,	0,	0,	0,	0,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	1,	0,	0,	0,	0	};
byte colonBottom[20] = {	0,	0,	0,	0,	0,	1,	0,	0,	0,	0,	0,	0,	0,	0,	0,	1,	0,	0,	0,	0	};