



**Figure E-2**  
Bit ordering in graphics displays

## Graphics bits and pieces

Table E-5 is a quick guide to the hexadecimal values corresponding to seven-bit high-resolution patterns on the display screen. Since the bits are displayed in reverse order, it takes some calculation to determine these values. Table E-5 should make it easy.

**Table E-5**  
Hexadecimal values for high-resolution dot patterns

Bit pattern	x=0	x=1	Bit pattern	x=0	x=1
x0000000	\$00	\$80	x0100000	\$02	\$82
x0000001	\$40	\$C0	x0100001	\$42	\$C2
x0000010	\$20	\$A0	x0100010	\$22	\$A2
x0000011	\$60	\$E0	x0100011	\$62	\$E2
x0000100	\$10	\$90	x0100100	\$12	\$92
x0000101	\$50	\$D0	x0100101	\$52	\$D2
x0000110	\$30	\$B0	x0100110	\$32	\$B2
x0000111	\$70	\$F0	x0100111	\$72	\$F2
x0001000	\$08	\$88	x0101000	\$0A	\$8A
x0001001	\$48	\$C8	x0101001	\$4A	\$CA
x0001010	\$28	\$A8	x0101010	\$2A	\$AA
x0001011	\$68	\$E8	x0101011	\$6A	\$EA
x0001100	\$18	\$98	x0101100	\$1A	\$9A
x0001101	\$58	\$D8	x0101101	\$5A	\$DA
x0001110	\$38	\$B8	x0101110	\$3A	\$BA
x0001111	\$78	\$F8	x0101111	\$7A	\$FA
x0010000	\$04	\$84	x0110000	\$06	\$86
x0010001	\$44	\$C4	x0110001	\$46	\$C6
x0010010	\$24	\$A4	x0110010	\$26	\$A6
x0010011	\$64	\$E4	x0110011	\$66	\$E6
x0010100	\$14	\$94	x0110100	\$16	\$96
x0010101	\$54	\$D4	x0110101	\$56	\$D6
x0010110	\$34	\$B4	x0110110	\$36	\$B6
x0010111	\$74	\$F4	x0110111	\$76	\$F6
x0011000	\$0C	\$8C	x0111000	\$0E	\$8E
x0011001	\$4C	\$CC	x0111001	\$4E	\$CE
x0011010	\$2C	\$AC	x0111010	\$2E	\$AE
x0011011	\$6C	\$EC	x0111011	\$6E	\$EE
x0011100	\$1C	\$9C	x0111100	\$1E	\$9E
x0011101	\$5C	\$DC	x0111101	\$5E	\$DE
x0011110	\$3C	\$BC	x0111110	\$3E	\$BE
x0011111	\$7C	\$FC	x0111111	\$7E	\$FE