



Binary
 128 Permutations

0000000	1000000
0000001	1000001
0000010	1000010
0000011	1000011
0000100	1000100
0000101	1000101
0000110	1000110
0000111	1000111
0001000	1001000
0001001	1001001
0001010	1001010
0001011	1001011
0001100	1001100
0001101	1001101
0001110	1001110
0001111	1001111
0010000	1010000
0010001	1010001
0010010	1010010
0010011	1010011
0010100	1010100
0010101	1010101
0010110	1010110
0010111	1010111
0011000	1011000
0011001	1011001
0011010	1011010
0011011	1011011
0011100	1011100
0011101	1011101
0011110	1011110
0011111	1011111
0100000	1100000
0100001	1100001
0100010	1100010
0100011	1100011
0100100	1100100
0100101	1100101
0100110	1100110
0100111	1100111
0101000	1101000
0101001	1101001
0101010	1101010
0101011	1101011
0101100	1101100
0101101	1101101
0101110	1101110
0101111	1101111
0110000	1110000
0110001	1110001
0110010	1110010
0110011	1110011
0110100	1110100
0110101	1110101
0110110	1110110
0110111	1110111
0111000	1111000
0111001	1111001
0111010	1111010
0111011	1111011
0111100	1111100
0111101	1111101
0111110	1111110
0111111	1111111

- 1 = on
The user can see this shape illuminated - the shapes defined by "1" combine to create what the user is able to see
- 0 = off
The user will not see this shape illuminated
- Counting moves clockwise starting from the top right corner/shape