

Han Xin of T0 - T4



Example Han Xin



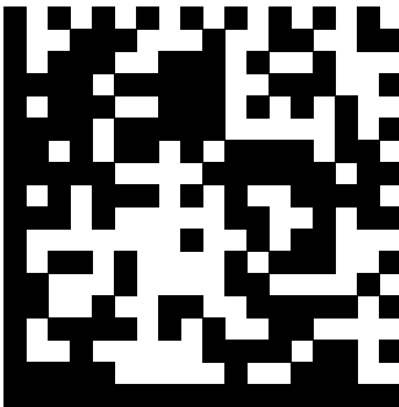
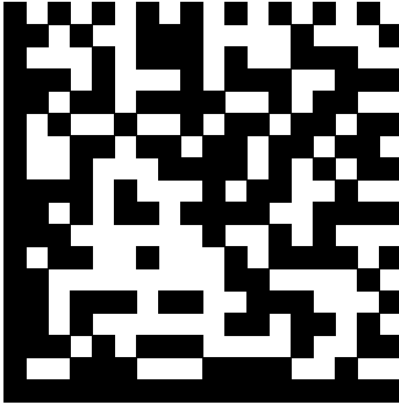
Difference Analysis - Bits which change = #. Static bits = 1/0

	0	0	1	1	#	0	#	#	0	0	1	1	0	0	0
	0	0	1	0	1	0	1	1	0	0	1	1	0	0	1
	0	1	0	1	1	0	1	1	0	0	1	1	0	0	1
	0	0	1	1	1	1	1	0	0	0	1	1	0	1	0
	1	0	0	0	0	0	1	0	0	0	1	1	1	1	0
	1	0	0	#	#	#	#	#	#	#	1	#	1	#	1
	0	0	1	1	0	0	1	0	0	0	#	#	#	1	#
	#	0	#	1	0	0	0	1	0	0	1	0	1	1	0
	0	#	#	#	0	#	#	1	0	#	#	1	1	1	0
	1	0	0	0	0	1	0	1	0	0	1	1	#	#	1
	1	#	#	#	#	#	1	0	0	0	1	0	1	1	1
	1	0	0	0	0	1	0	1	0	0	1	1	0	0	0
	0	0	#	#	0	0	0	1	1	0	0	1	0	1	#
	#	0	1	1	0	0	1	1	1	0	0	0	1	1	1
	1	0	0	1	0	1	0	1	1	0	0	0	1	1	1
	0	0	1	1	0	0	0	1	0	0	1	0	1	1	0

Difference Analysis - Colored bits change, Black/White bits stay constant



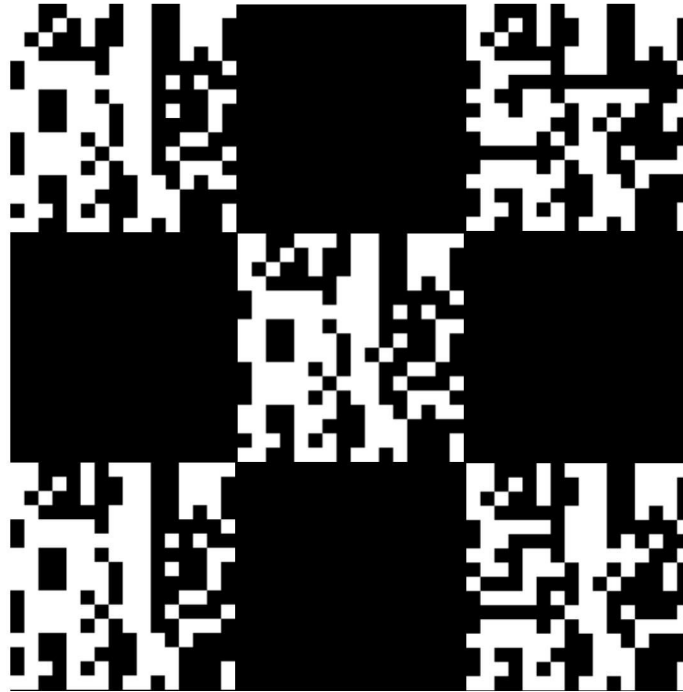
Blinking statue data as data matrices



T0 - T4 as PDF417



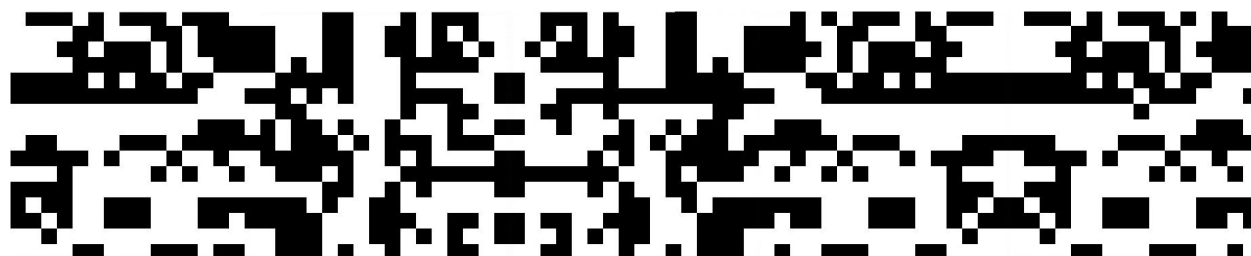
T0 - T4 arranged according to how they are projected in-game



T0 - T4 arranged as a data matrix

[illegible]

T0 - T4 Side-by-side



T0 as a Data Matrix at each possible rotation of T0



Original ----- 90 Degrees CW ----- 180 Degrees ----- 90 Degrees CCW

T1 as a Data Matrix at each possible rotation of T1



Original ----- 90 Degrees CW ----- 180 Degrees ----- 90 Degrees CCW

T2 as a Data Matrix at each possible rotation of T2



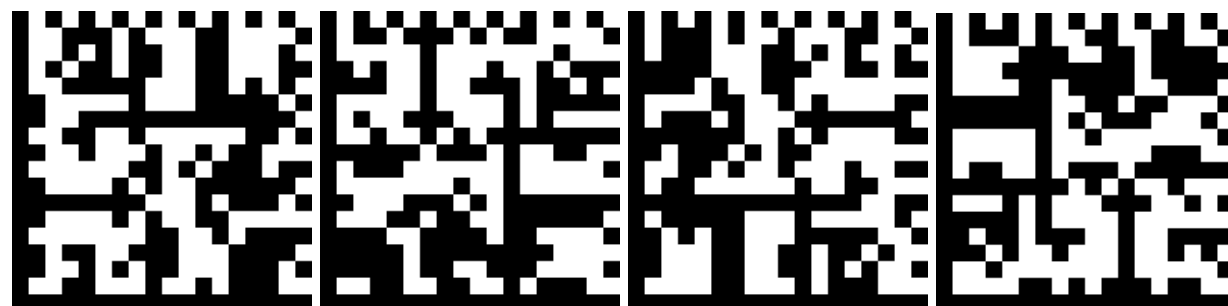
Original ----- 90 Degrees CW ----- 180 Degrees ----- 90 Degrees CCW

T3 as a Data Matrix at each possible rotation of T3



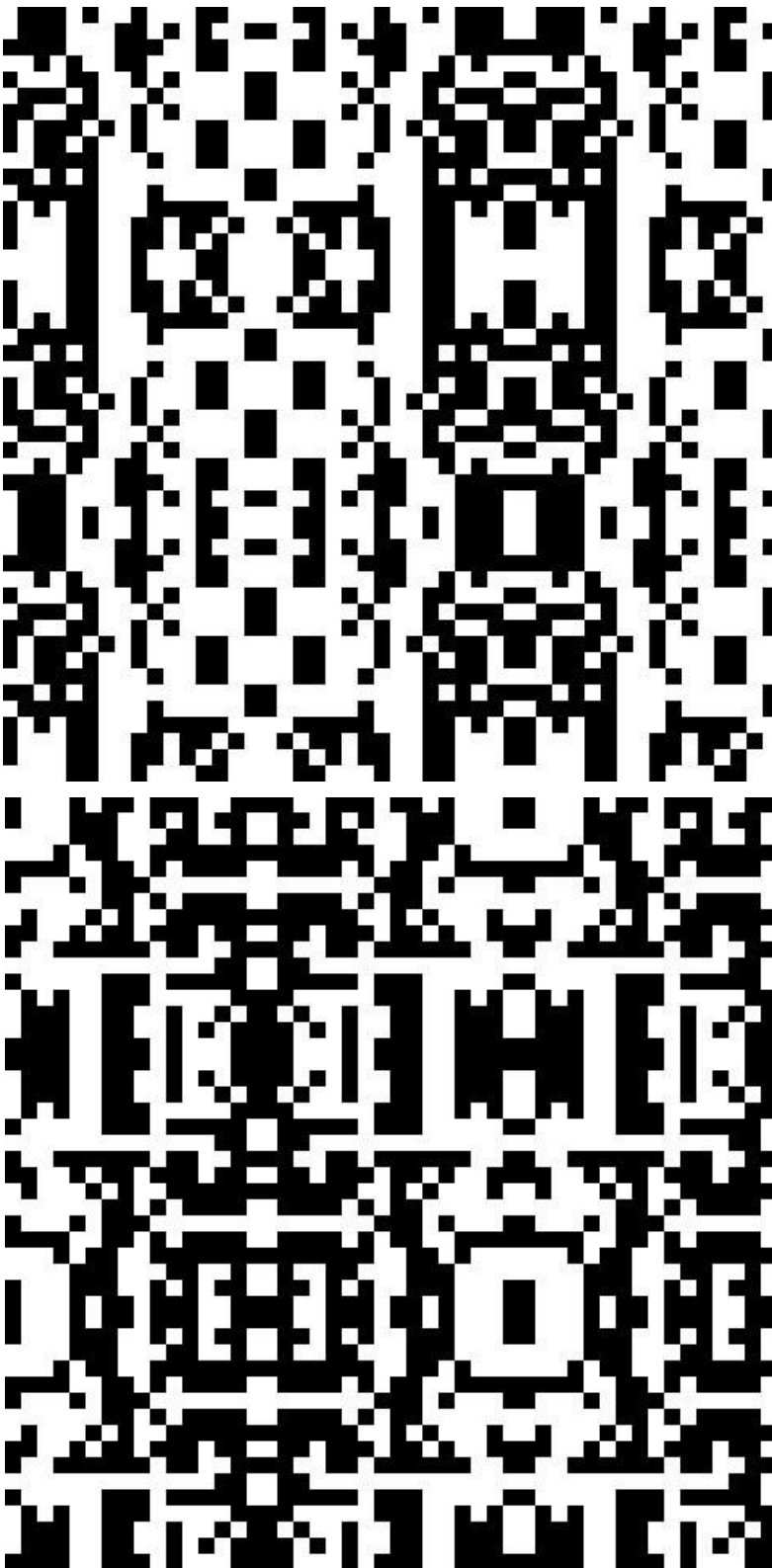
Original ----- 90 Degrees CW ----- 180 Degrees ----- 90 Degrees CCW

T4 as a Data Matrix at each possible rotation of T4



Original ----- 90 Degrees CW ----- 180 Degrees ----- 90 Degrees CCW

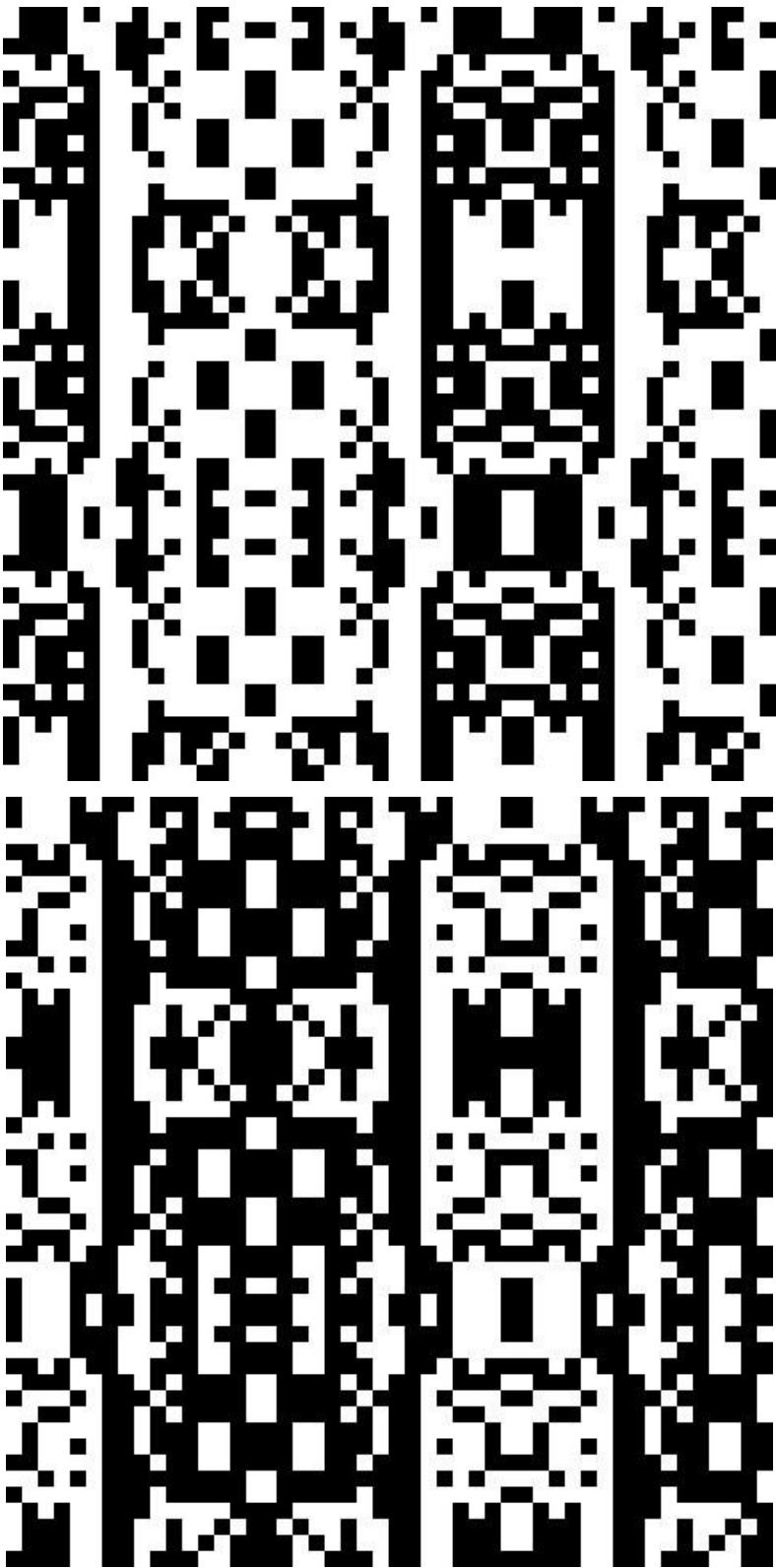
T0 3x3 & T0 3x3 Inverted



T0 & T0 Inverted



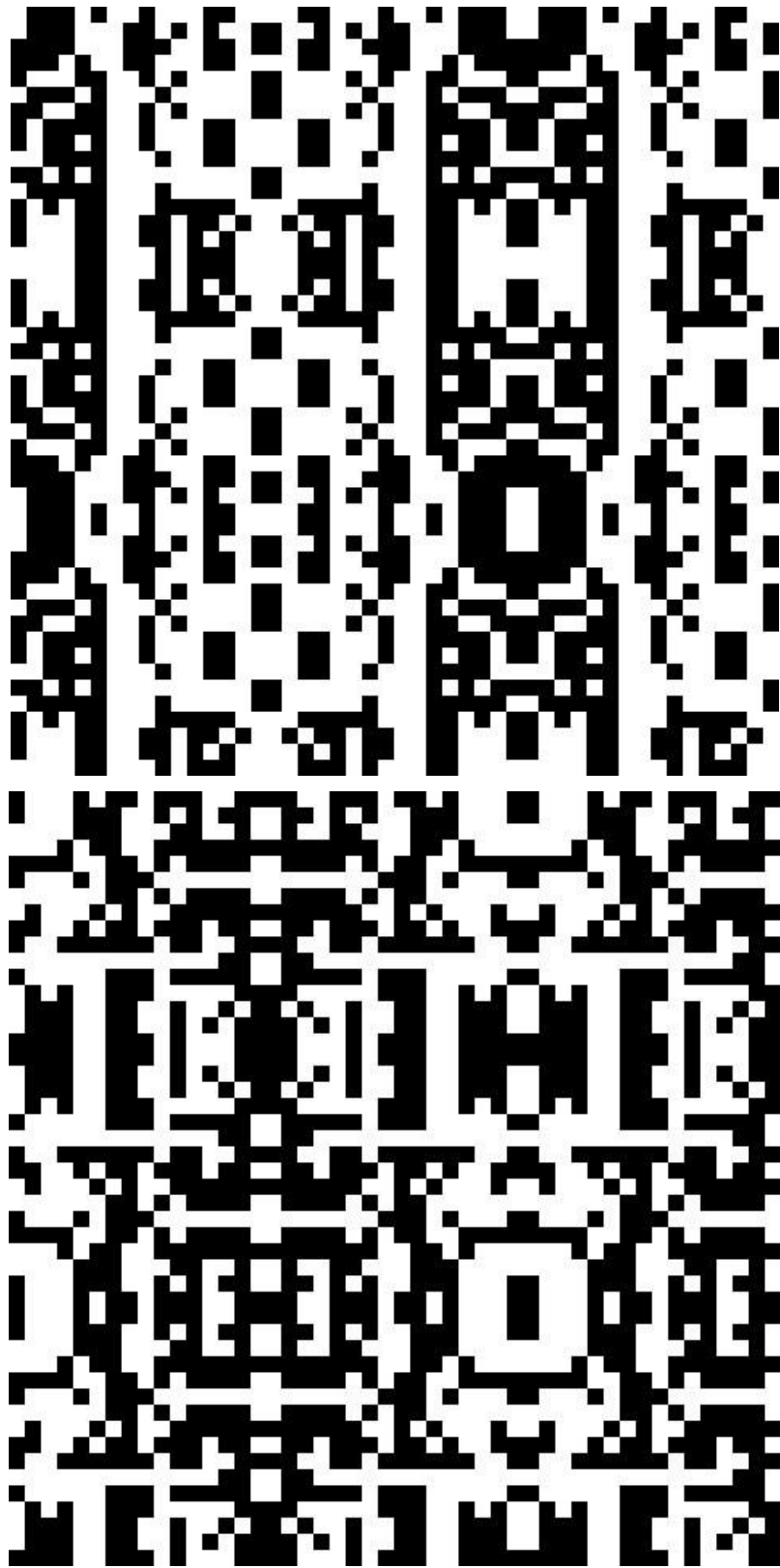
T1 3x3 & T1 3x3 Inverted



T1 & T1 Inverted



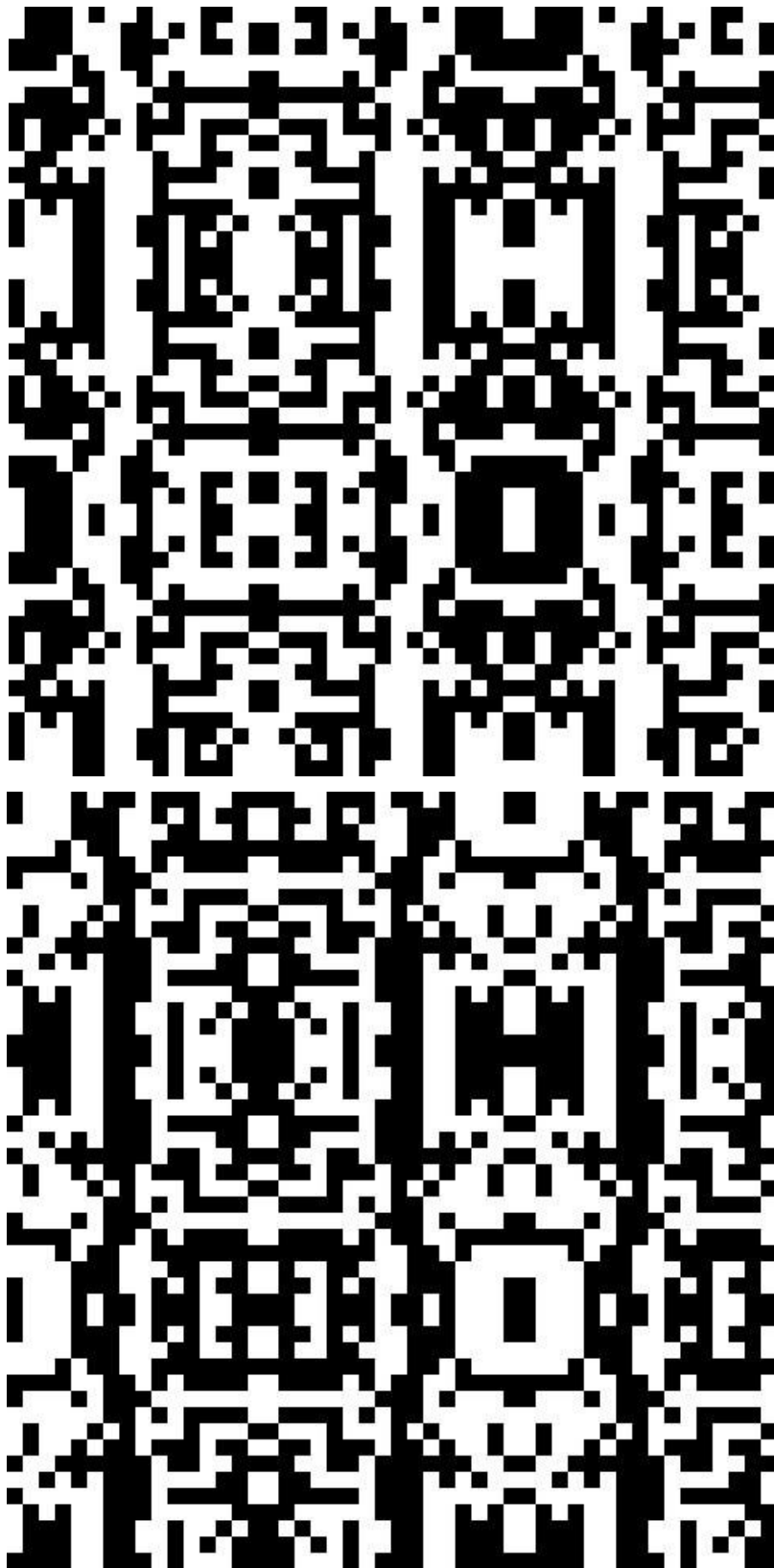
T2 3x3 & T2 3x3 Inverted



T2 & T2 Inverted



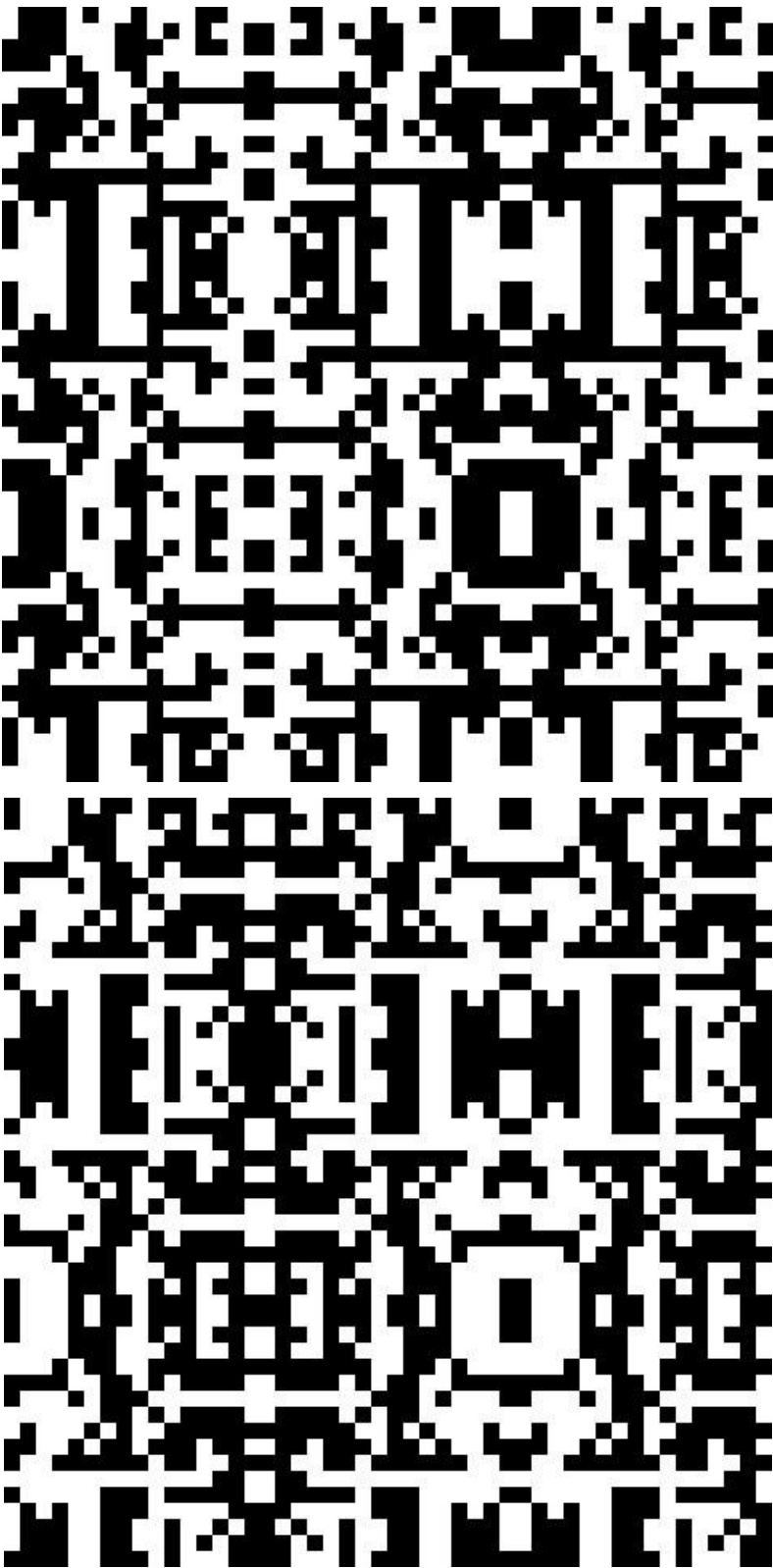
T3 3x3 & T3 3x3 Inverted



T3 & T3 Inverted



T4 3x3 & T4 3x3 Inverted



T4 & T4 Inverted

