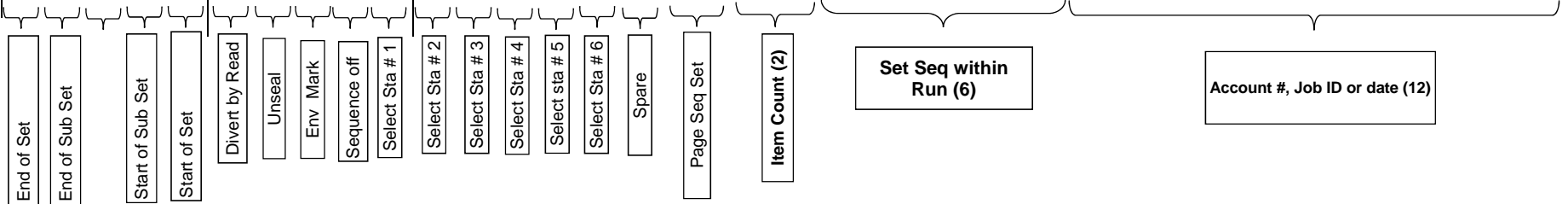


Sample 2D Input

Char #	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
Bit #	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5																								
Set # 1	0	0	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	1	0	4	0	0	0	0	0	0	1	1	2	3	4	5	6	7	8	9	1	2	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	4	0	0	0	0	0	0	1	1	2	3	4	5	6	7	8	9	1	2	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0	4	0	0	0	0	0	0	1	1	2	3	4	5	6	7	8	9	1	2	3
	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4	0	4	0	0	0	0	0	0	1	1	2	3	4	5	6	7	8	9	1	2	3
Set # 2	0	0	0	0	1	0	0	0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	5	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	2	7	8	3	4	5	6	7	8	9	1	2	3
Set # 3	1	0	0	0	1	0	0	0	0	1	1	1	0	0	0	0	0	1	0	1	0	0	0	0	0	0	3	1	2	6	7	5	6	7	8	9	1	2	3
Set # 4	0	0	0	0	1	0	0	1	0	1	1	1	1	0	0	0	0	1	0	2	0	0	0	0	0	0	4	0	0	3	4	5	6	7	8	9	1	2	3
	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	2	0	0	0	0	0	0	4	0	0	3	4	5	6	7	8	9	1	2	3
Set # 5	0	0	0	0	1	1	0	1	0	1	1	1	1	1	0	0	0	1	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	8	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	2	1	2	0	0	0	0	0	0	5	1	2	3	4	5	6	7	8	3	4	5	6
Set # 6	0	0	0	0	1	0	0	0	0	1	1	1	1	1	1	0	0	1	0	3	0	0	0	0	0	0	6	1	2	3	4	5	6	7	8	1	2	3	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	3	0	0	0	0	0	0	6	1	2	3	4	5	6	7	8	1	2	3	3
	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	3	0	3	0	0	0	0	0	0	6	1	2	3	4	5	6	7	8	1	2	3	3



Sample 2D Breakdown

Character Value	Bit Value
Select Pocket	
None	0 0 0 0 0 0
6	1 0 0 0 0 1
5	2 0 0 0 1 0
5,6	3 0 0 0 1 1
4	4 0 0 1 0 0
4,6	5 0 0 1 0 1
4,5	6 0 0 1 1 0
4,5,6	7 0 0 1 1 1
3	8 0 1 0 0 0
3,6	9 0 1 0 0 1
3,5	A 0 1 0 1 0
3,5,6	B 0 1 0 1 1
3,4	C 0 1 1 0 0
2,4,6	D 0 1 1 0 1
3,4,5	E 0 1 1 1 0
3,4,5,6	F 0 1 1 1 1
2	G 1 0 0 0 0
2,6	H 1 0 0 0 1
2,5	I 1 0 0 1 0
2,5,6	J 1 0 0 1 1
2,4	K 1 0 1 0 0
2,4,6	L 1 0 1 0 1
2,4,5	M 1 0 1 1 0
2,4,5,6	N 1 0 1 1 1
2,3	O 1 1 0 0 0
2,3,6	P 1 1 0 0 1
2,3,5	Q 1 1 0 1 0
2,3,5,6	R 1 1 0 1 1
2,3,4	S 1 1 1 0 0
2,3,4,6	T 1 1 1 0 1
2,3,4,5	U 1 1 1 1 0
2,3,4,5,6	V 1 1 1 1 1

Set # 1 = 4 pages, select sta 1

Set # 2 = 10 pages, 4 page and 6 page subsets, select stations 1-2

Set # 3 = 1 page, select stations 1-2-3

Set # 4 = 2 pages, select stations 1-2-3-4, Env Mark

Set # 5 = 12 pages, 7 page and 5 page subsets, select stations 1-2-3-4-5, Divert

Set # 6 = 3 pages, select stations 1-2-3-4-5-6

Demand Feed = A value of "1" indicates "End of Set" or "Start of Set"(By bit)

Place value of "1" on LAST Sheet of the set. This indicates set is complete.

Place value of "1" on First Sheet of the set. This indicates set is starting.

SubSet = A value of "1" indicates "End of SubSet" or "Start of SubSet"(By bit)

Place value of "1" on LAST Sheet of the subset. This indicates subset is complete.

Place value of "1" on First Sheet of the subset. This indicates the next subset is starting.

Divert by Read = A value of "1" indicates a Divert set (By bit). The set is sent to the appropriate programmed bypass conveyor.

Unseal = A value of "1" indicates an Unseal set (By bit). The set's envelope will be let unsealed.

Envelope Mark by Read = A value of "1" indicates a Marked set (By bit). The set will receive a colored mark on the top edge of the envelope.

Sequence Off by Read = A value of "1" indicates the last set of a Batch set (By bit). The next set is held in the input section as the machine is cleared out.

Station Select 1 thru 6 = A value of "1" indicates pull insert station (By Bit)

Primary Integrity Features:

Page Sequence Within a Set = Increments by "1" for each page within the set.

Item Count Verify = Number of physical pages (sheets) in the Set

Set Sequence Within a Run = increments by "1" for each set of a run

Account #, Job ID or Date: Normally for Internal use and/or for IQ Item processing

Glossary:

SET = Number of physical 'sheets' to insert in the same envelope.

SHEET = One single physical piece of paper