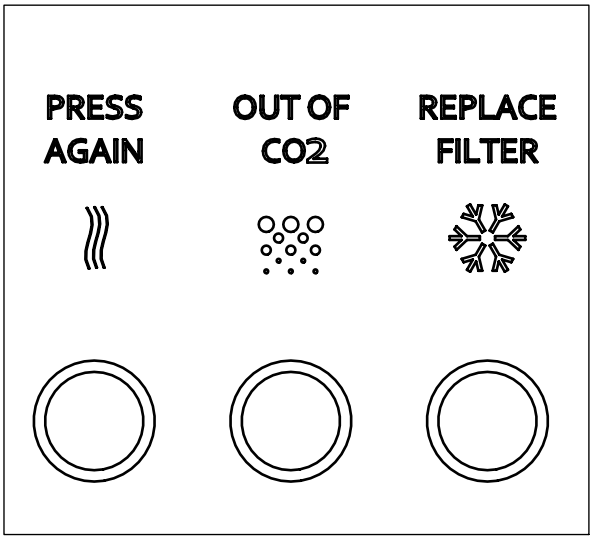
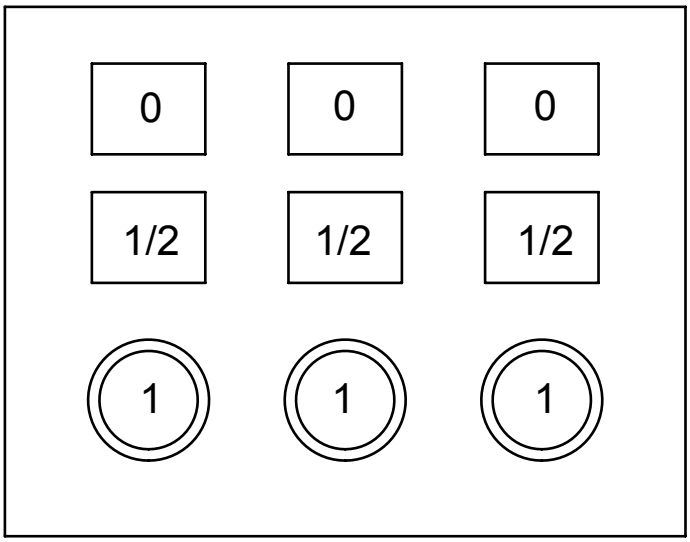
Icons on a glass example



Indications example shown in a text



Sign	Description
0	*doesn't shine*
1	*shines brightly*
1/2	*shines dimly*
blinks	*icon blinks*
var	*icon may show different glows*
	*press un release button*
	*press un keep hold of the button*
	*press un release 2 or 3 buttons*
	*press un keep hold of the 2 or 3 buttons*
	*diods light up consequently left-to-right*
	diods light up consequently right-to-left
	*status selection by sequential press the button*