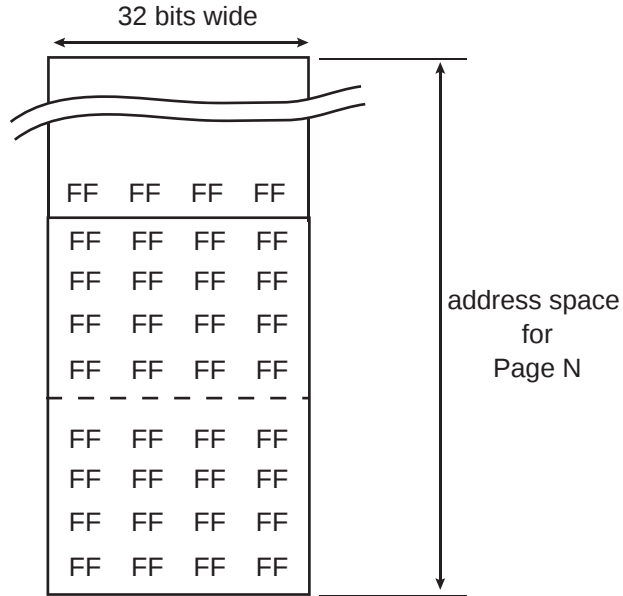
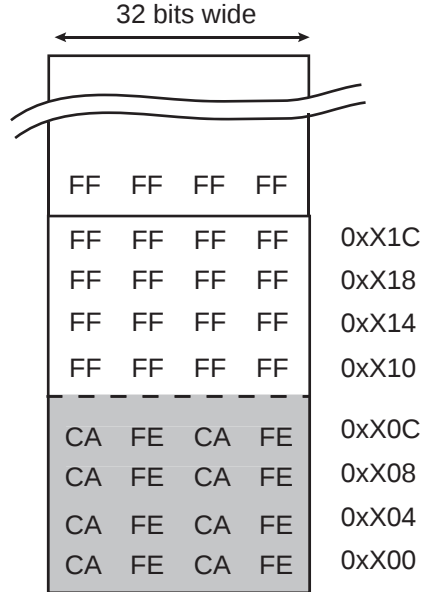
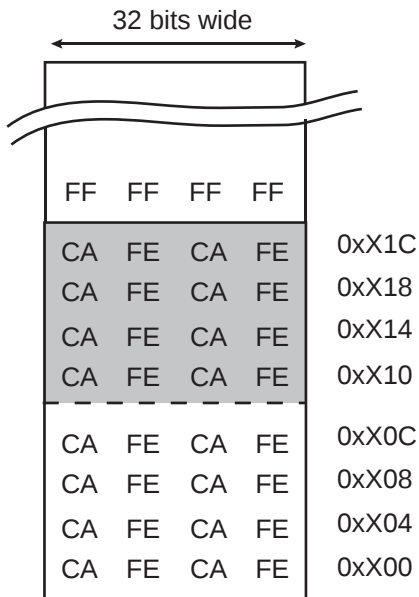




Step 1: Flash array after page erase



Step 2: Flash array after programming
128-bit at address 0xX00 (write latch buffer + WP)



Step 3: Flash array after programming
a second 128-bit data at address 0xX10
(write latch buffer + WP)