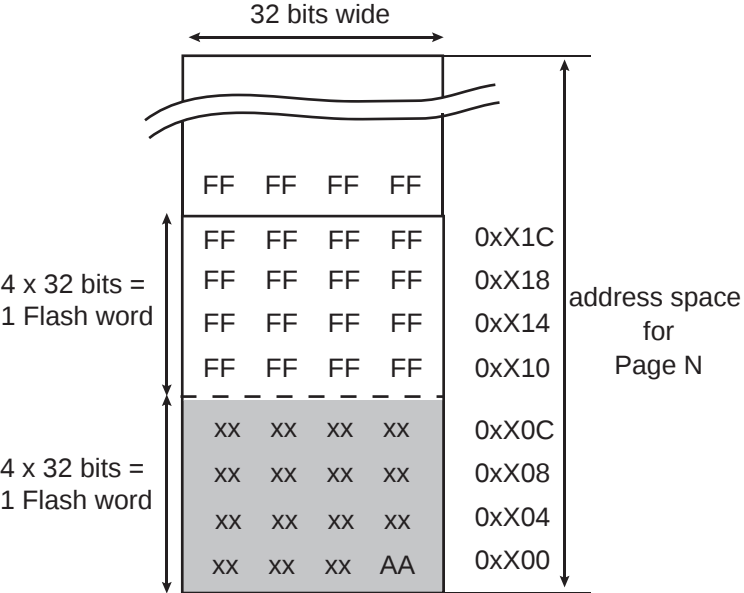
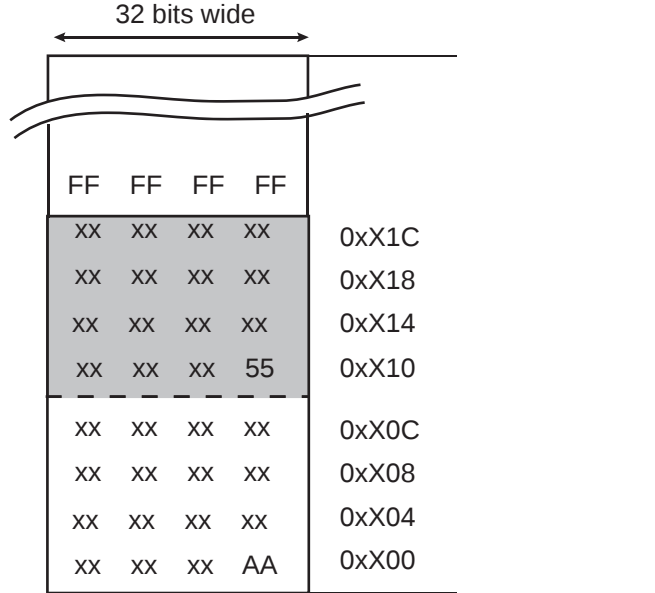




Step 1: Flash array after programming first byte (0xAA)
128-bit used at address 0xX00 (write latch buffer + WP)



Step 2: Flash array after programming second byte (0x55)
128-bit used at address 0xX10 (write latch buffer + WP)

Note: The byte location shown here is for example only, it can be any byte location within a 64-bit word