



$$R2 // R3 = 1 / (1/R2 + 1/R3) = 1 / (255/256R + 1/256R) = 1 / (1/R) = R = R1$$

$$(U_{in} - VCC/2)/R = (VCC/2 - U_x)/(256R/255) + (VCC/2 - U_y)/(256R)$$

$$U_{in} - VCC/2 = (VCC/2 - U_x)/(256/255) + (VCC/2 - U_y)/256$$

$$U_{in} - VCC/2 = VCC/2 - (255*U_x + U_y)/256$$

$$U_{in} = VCC - (255*U_x + U_y)/256$$

$$U_{in} = VCC - VCC*(Nx + Ny/255)/256$$

$$U_{in} = VCC - VCC*(256*Nx + Ny + Ny/255)/65536 = (1 - K/65536)*VCC$$

$$K = 256*Nx + Ny$$

if $Ny \geq 128$ then $K = K+1$ (rounding)