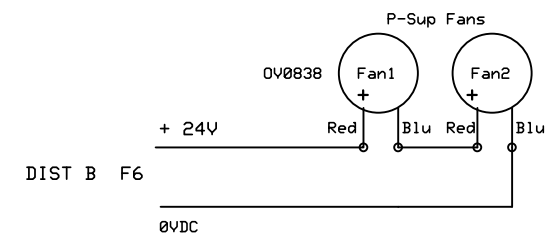
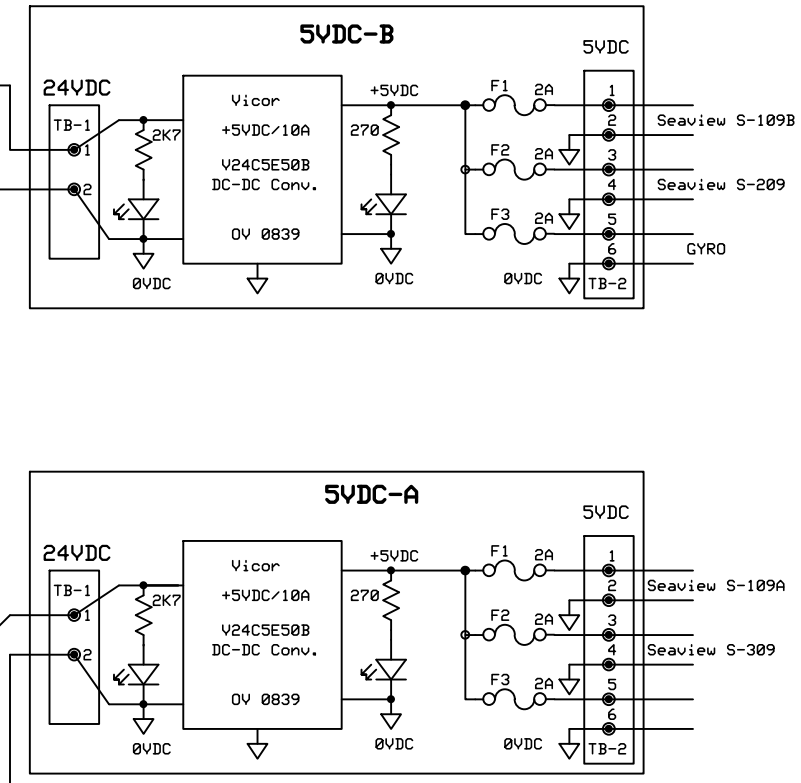
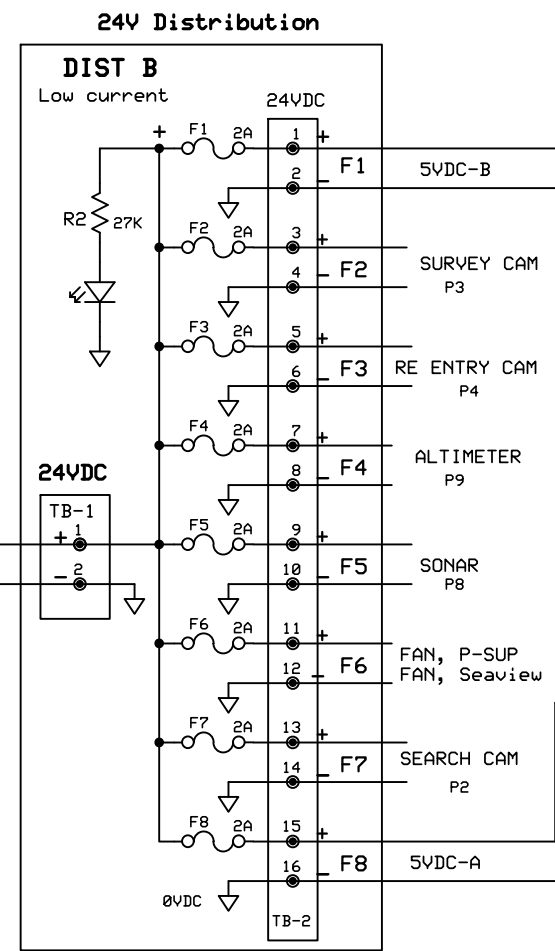
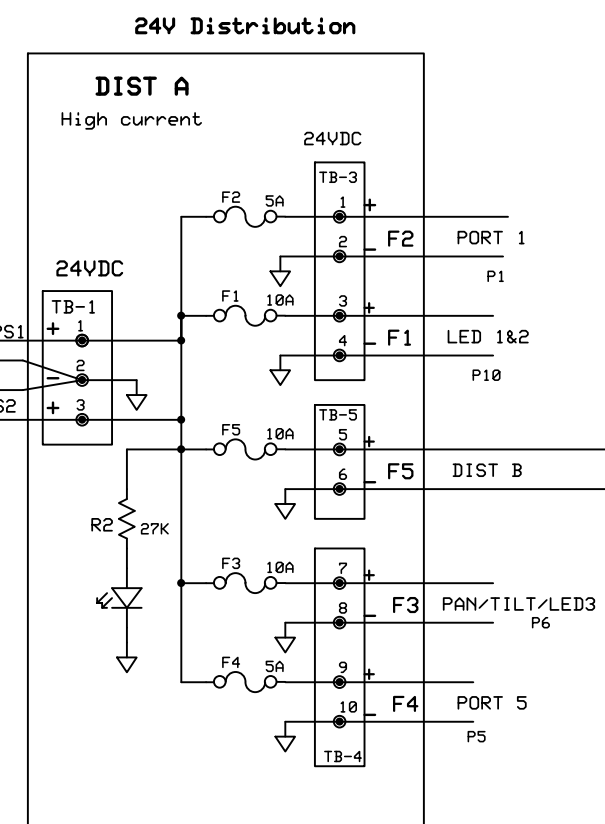
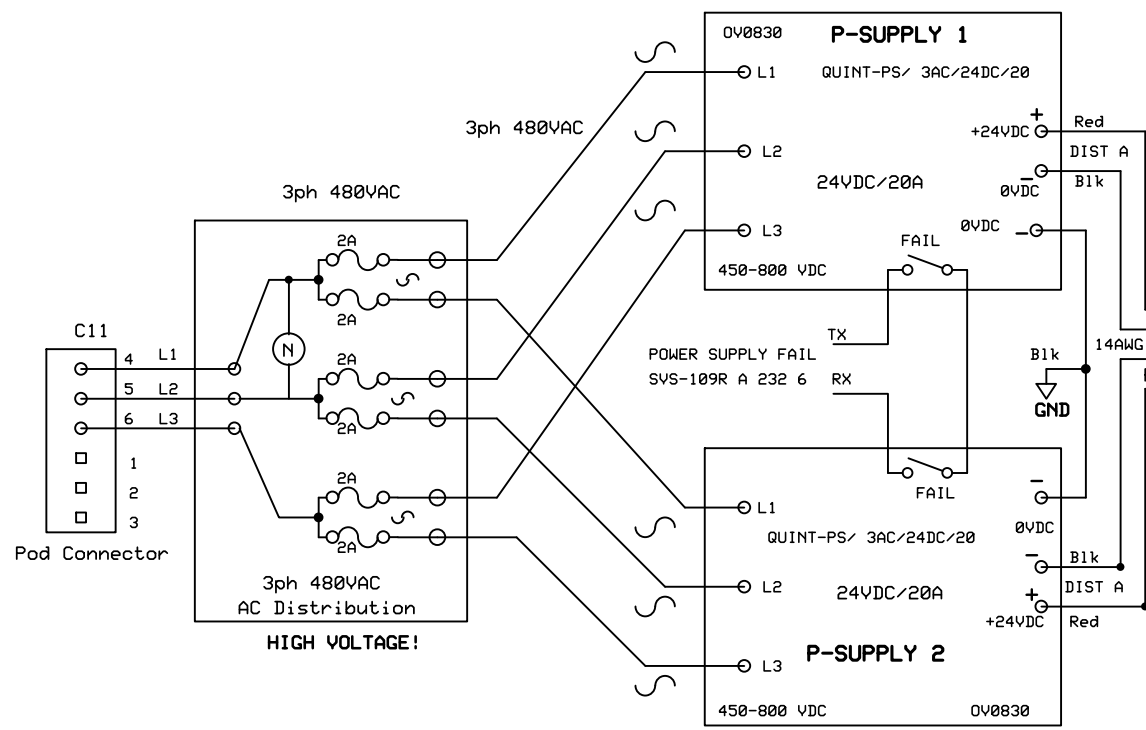
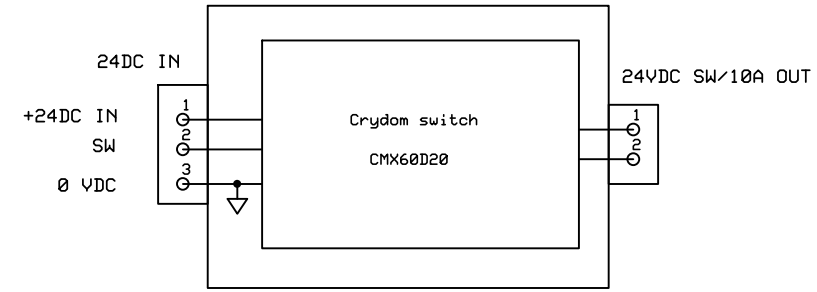


# AS BUILT



0V = GND