U DB1.DBX 3.0

U "PS13"

O

UN "PS8"

U DB1.DBX 2.0

= DB1.DBX 3.1

U "PS8"

U DB1.DBX 2.0

O

UN "D5D"

U DB1.DBX 2.1

= DB1.DBX 3.2

U "D5D"

U DB1.DBX 2.1

O

UN "PS12"

U DB1.DBX 2.2

= DB1.DBX 3.3

U "PS12"

U DB1.DBX 2.2

O

UN "D6D"

U DB1.DBX 2.3

= DB1.DBX 3.4

U "D6D"

U DB1.DBX 2.3

O

UN "PS8"

U DB1.DBX 2.4

= DB1.DBX 3.5

U "PS8"

U DB1.DBX 2.4

O

UN "D5G"

U DB1.DBX 2.5

= DB1.DBX 3.6

U "D5G"

U DB1.DBX 2.5

O

UN "PS11"

U DB1.DBX 2.6

= DB1.DBX 3.7

U "PS11"

U DB1.DBX 2.6

O

UN "D6G"

U DB1.DBX 2.7

= DB1.DBX 4.0

U "D6G"

U DB1.DBX 2.7

O

UN "PS13"

U DB1.DBX 3.0

= DB1.DBX 4.1

//Bloc M

U DB1.DBX 3.1

= DB1.DBX 2.0

U DB1.DBX 3.2

= DB1.DBX 2.1

U DB1.DBX 3.3

= DB1.DBX 2.2

U DB1.DBX 3.4

= DB1.DBX 2.3

U DB1.DBX 3.5

= DB1.DBX 2.4

U DB1.DBX 3.6

= DB1.DBX 2.5

U DB1.DBX 3.7

= DB1.DBX 2.6

U DB1.DBX 4.0

= DB1.DBX 2.7

U DB1.DBX 4.1

= DB1.DBX 3.0

//Bloc G

U DB1.DBX 2.1

O DB1.DBX 2.5

= "D5"

U DB1.DBX 2.1

= "R5D"

U DB1.DBX 2.2

O DB1.DBX 2.6

= "V5"

U DB1.DBX 2.2

O DB1.DBX 2.6

= "ST8"

U DB1.DBX 2.2

= "ST10"

U DB1.DBX 2.2

= "ST9"

U DB1.DBX 2.3

O DB1.DBX 2.7

= "D6"

U DB1.DBX 2.3

= "R6D"

U DB1.DBX 2.4

O DB1.DBX 3.0

= "V6"

U DB1.DBX 2.4

= "ST12"

U DB1.DBX 2.5

= "R5G"

U DB1.DBX 2.7

= "R6G"

U DB1.DBX 3.0

= "ST11"