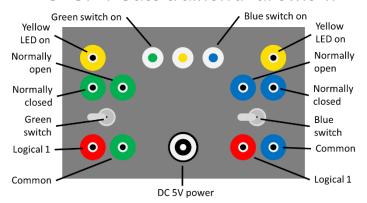
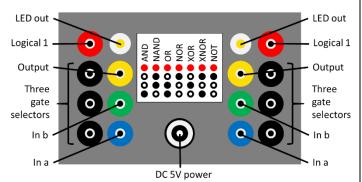


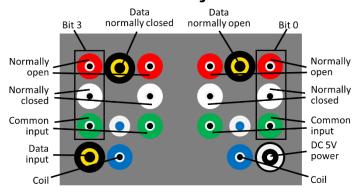
ULU.01 Gate trainer/dual switch



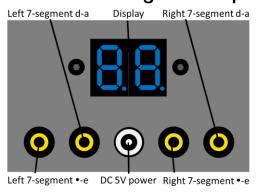
ULU.02 Dual multi gate



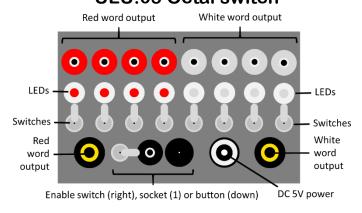
ULU.03 Dual relay/data switch



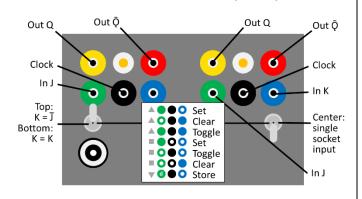
ULU.04 Dual 7-segment display



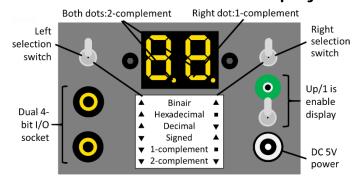
ULU.05 Octal switch



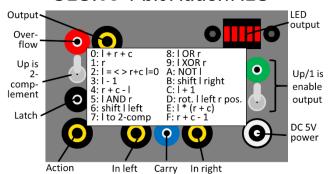
ULU.06 Dual JK flip-flop



ULU.07 Universal 4-bit display

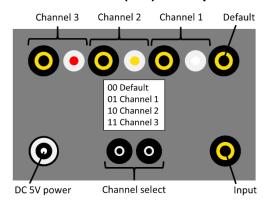


ULU.08 4-bit Adder/ALU

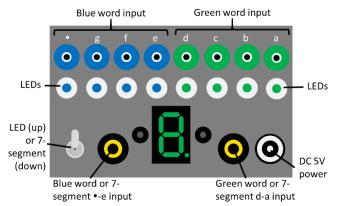




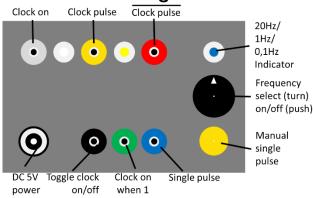
ULU.09 4x4 (de)multiplexer



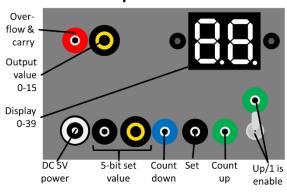
ULU.10 Octal LED



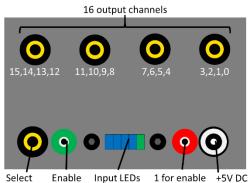
ULU.11 Clock generator



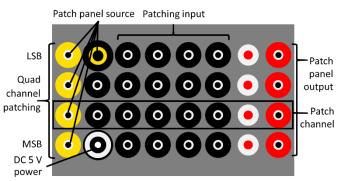
ULU.12 Up- & down counter



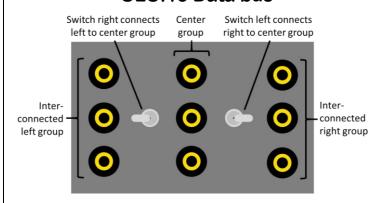
ULU.13 1x16 (de)multiplexer



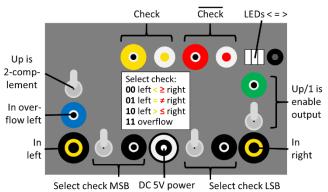
ULU.14 Patch panel



ULU.15 Data bus

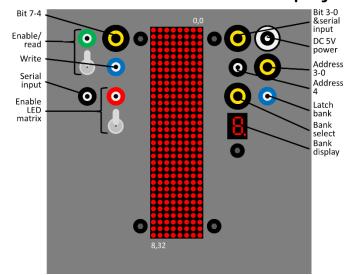


ULU.16 4-bit comparator

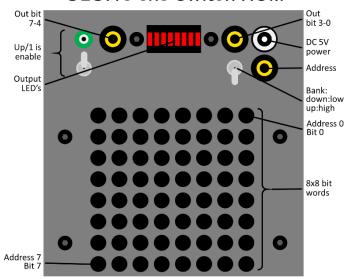




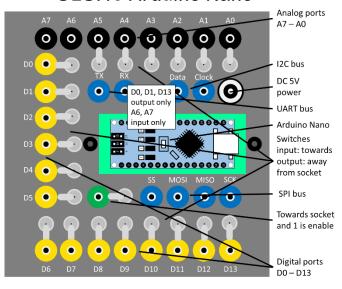
ULU.17 512x8 bit RAM & display



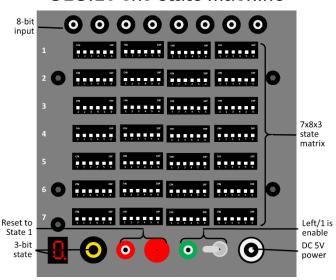
ULU.18 8x8 Switch ROM



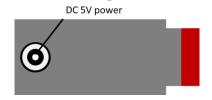
ULU.19 Arduino Nano



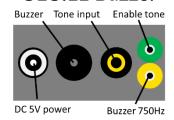
ULU.20 8x8 state machine



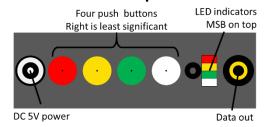
ULU.21 Signal alarm



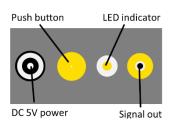
ULU.22 Buzzer



ULU.23 Quad push button

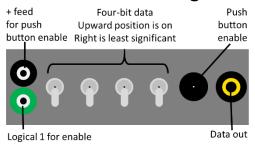


ULU.24 Push button

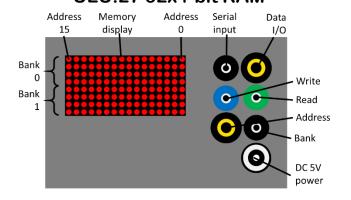




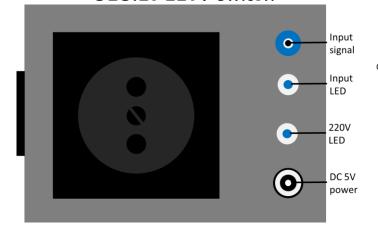
ULU.25 Data word giver



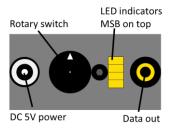
ULU.27 32x4-bit RAM



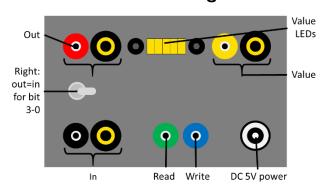
ULU.29 220V switch



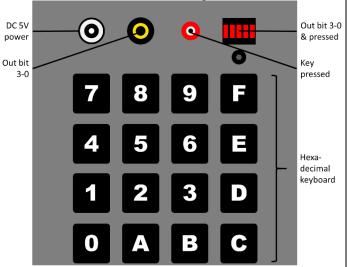
ULU.26 Rotary word giver



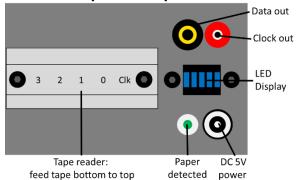
ULU.28 5-bit register



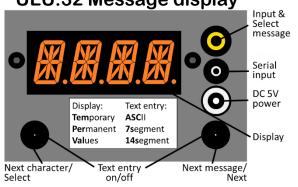
ULU.30 Hex keyboard



ULU.31 Optical tape reader



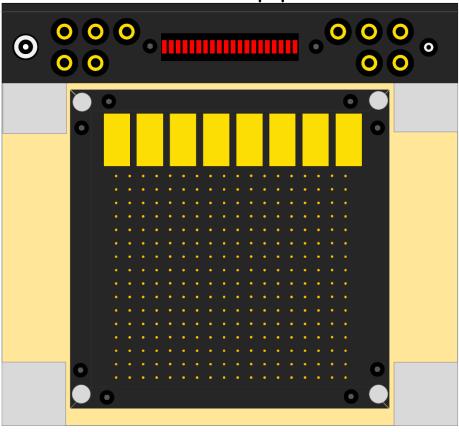
ULU.32 Message display



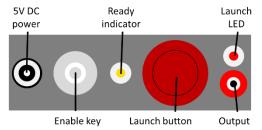




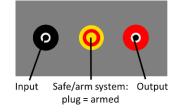
ULU.33 16x18-bit paper ROM



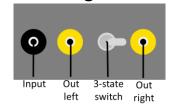
ULU.34 Launch control



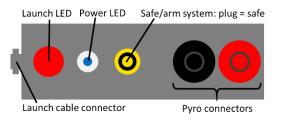
ULU.36 Launch enable



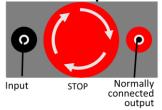
ULU.38 Signal switch



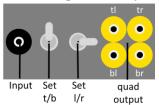
ULU.35 Ignition box



ULU.37 Stop button

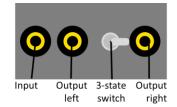


ULU.39 Signal dispatch

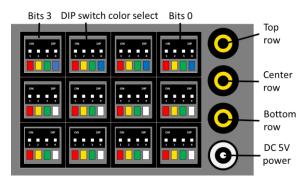




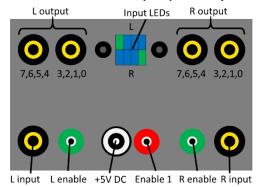
ULU.40 Data switch



ULU.42 Status lights



ULU.44 Dual 1x8 (de)multiplexer

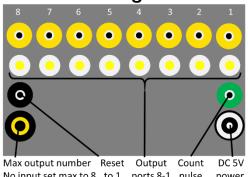


ULU.41 Data Y-splitter



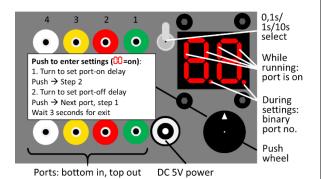
3 interconnected data-buses

ULU.43 Ring counter

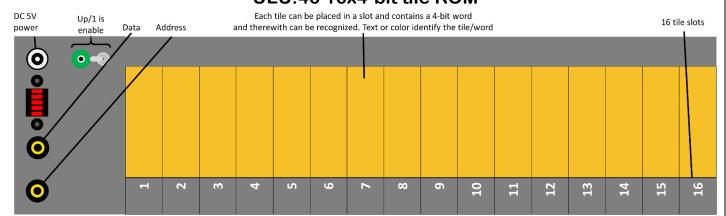


No input set max to 8 to 1 ports 8-1 pulse power

ULU.45 Quad sigal delay

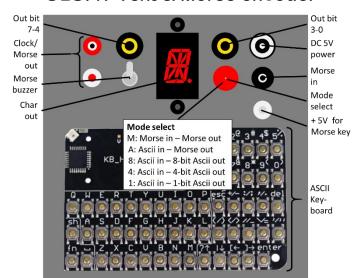


ULU.46 16x4-bit tile ROM

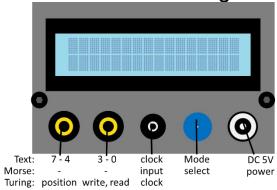




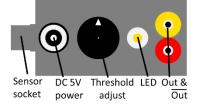
ULU.47 Text & Morse encoder



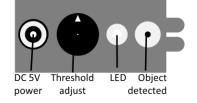
ULU.49 Text & Turing box



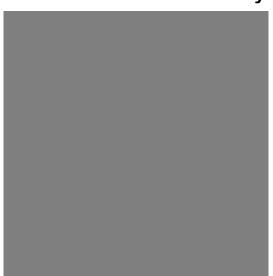
ULU.51 - Sensor trigger



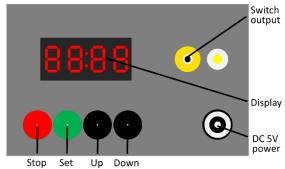
ULU.53 Object sensor



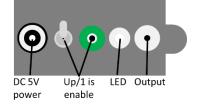
ULU.48 4x4-bit core memory



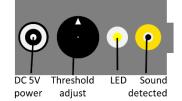
ULU.50 Switch clock



ULU.52 – Motion sensor



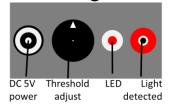
ULU.54 Sound sensor



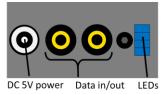




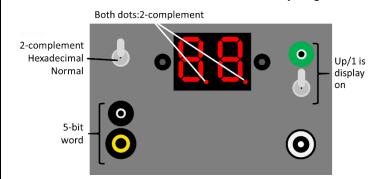
ULU.55 - Light sensor



ULU.57 - Data sniffer



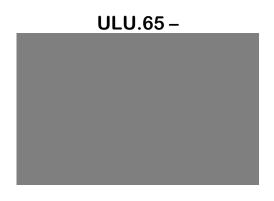
ULU.59 5-bit numeric display



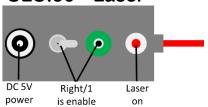
ULU.61 - Infrared link



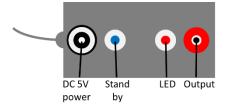
ULU.63 - Range sensor



ULU.56 - Laser



ULU.58 - Remote switch



ULU.60 Random gen. & AD conv.



ULU.62 - Radio link



ULU.64 -

ULU.66 –