## Crystal ID to be mapped with Board/channel (Back view)

32	30	31	14	12	13	5	3	4	23	21	22	41	39	40	<b>59</b>	<b>57</b>	58
29	27	28	11	9	10	2	0	1	20	18	<mark>19</mark>	38	36	37	<b>56</b>	<b>54</b>	<b>55</b>
35	33	34	17	15	16	8	6	7	26	24	25	44	42	43	62	60	61
<b>50</b>	48	49															
47	AE	46															