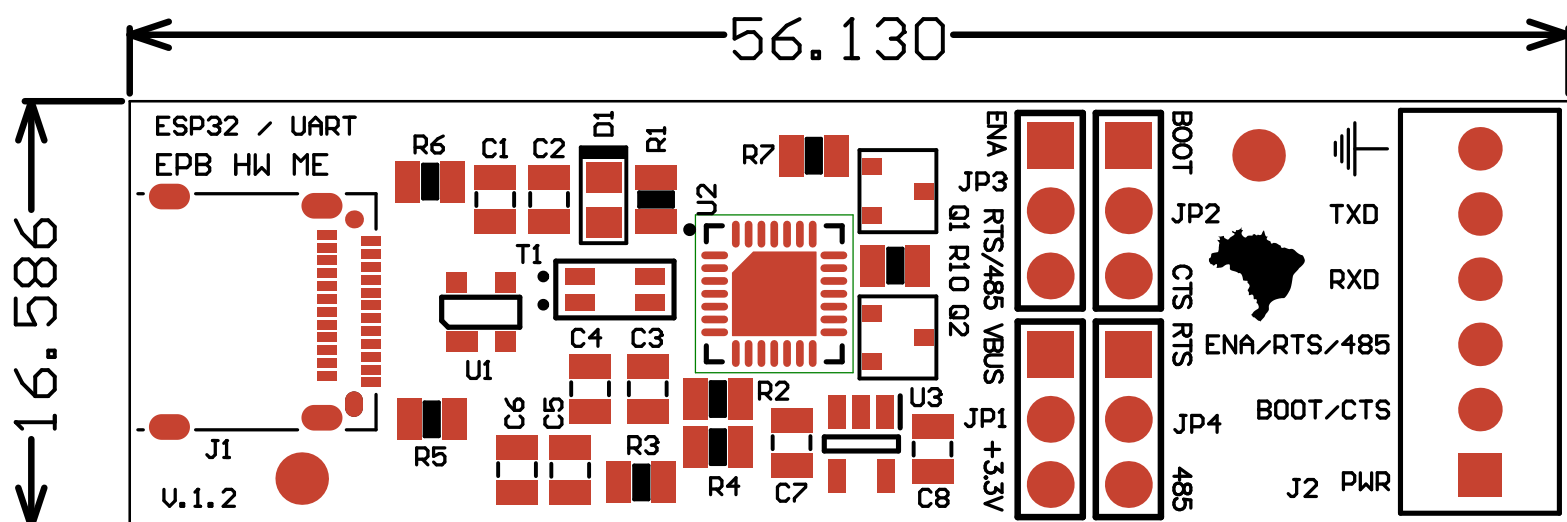


# Open Hardware. free to Copy.



U.1.1 = layout improvement only

U.1.2 = OVERLAY CORRECTIONS