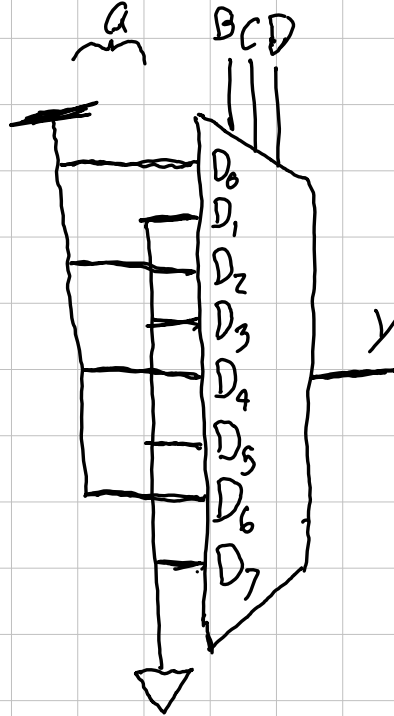


# MUX

A	B	C	D	Y
0	0	0	0	X
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	1
1	0	1	1	0
1	1	0	0	1
1	1	0	1	X
1	1	1	0	X
1	1	1	1	X



PWR	B	C	D	Y
	1	1	0	1
6	0	0	1	1
94	0	1	1	1
3	1	0	1	1
5	1	1	1	1
7	0	0	0	1
0	0	1	0	1
2	1	0	0	1
4				
PWR				