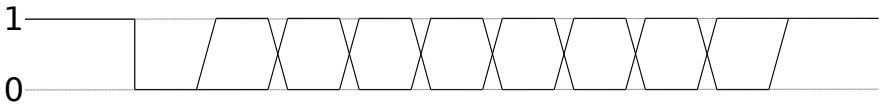
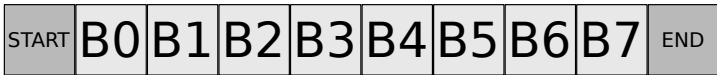


Bit de inicio (0)

Datos

Bit de parada (1)



Reloj

