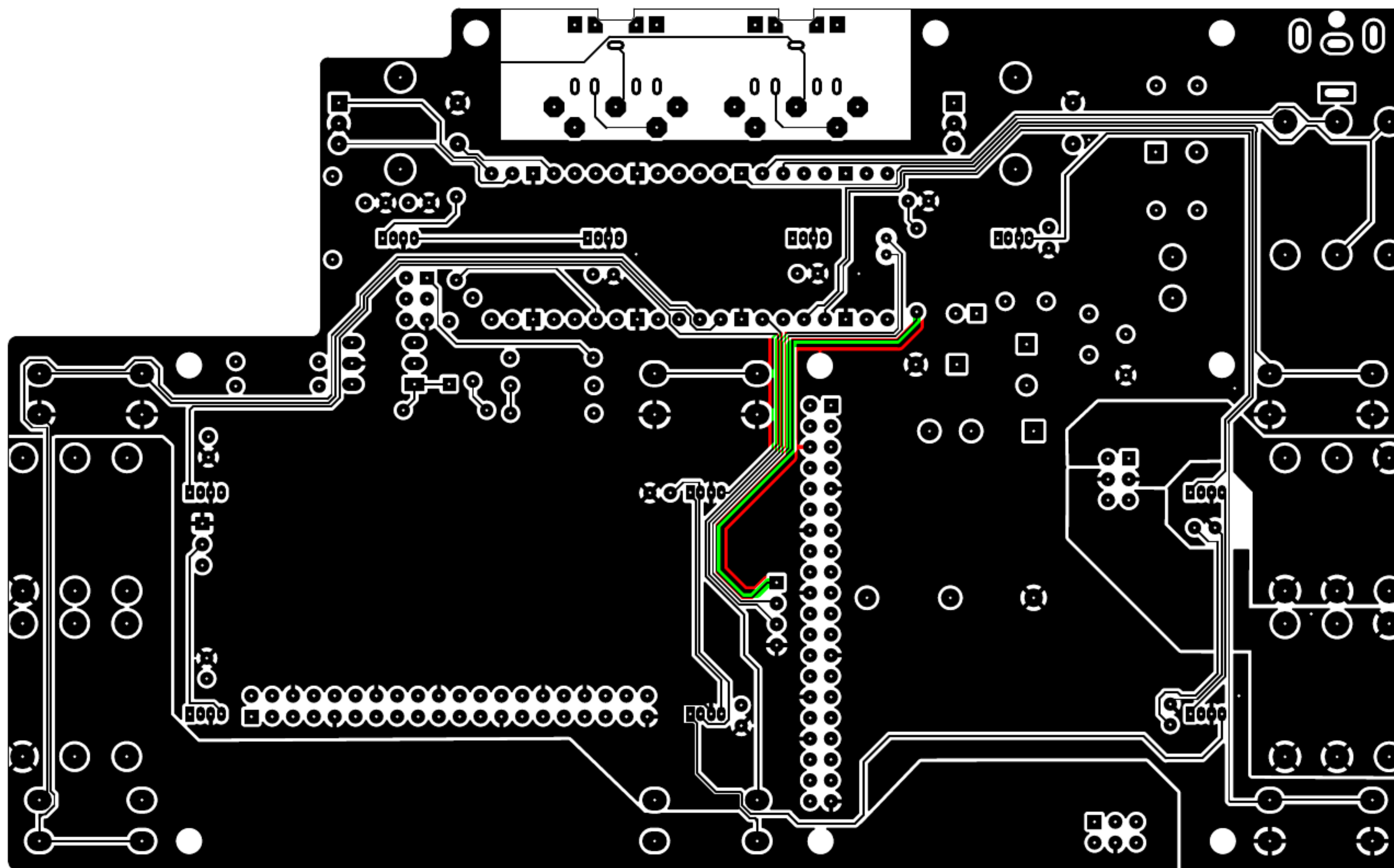
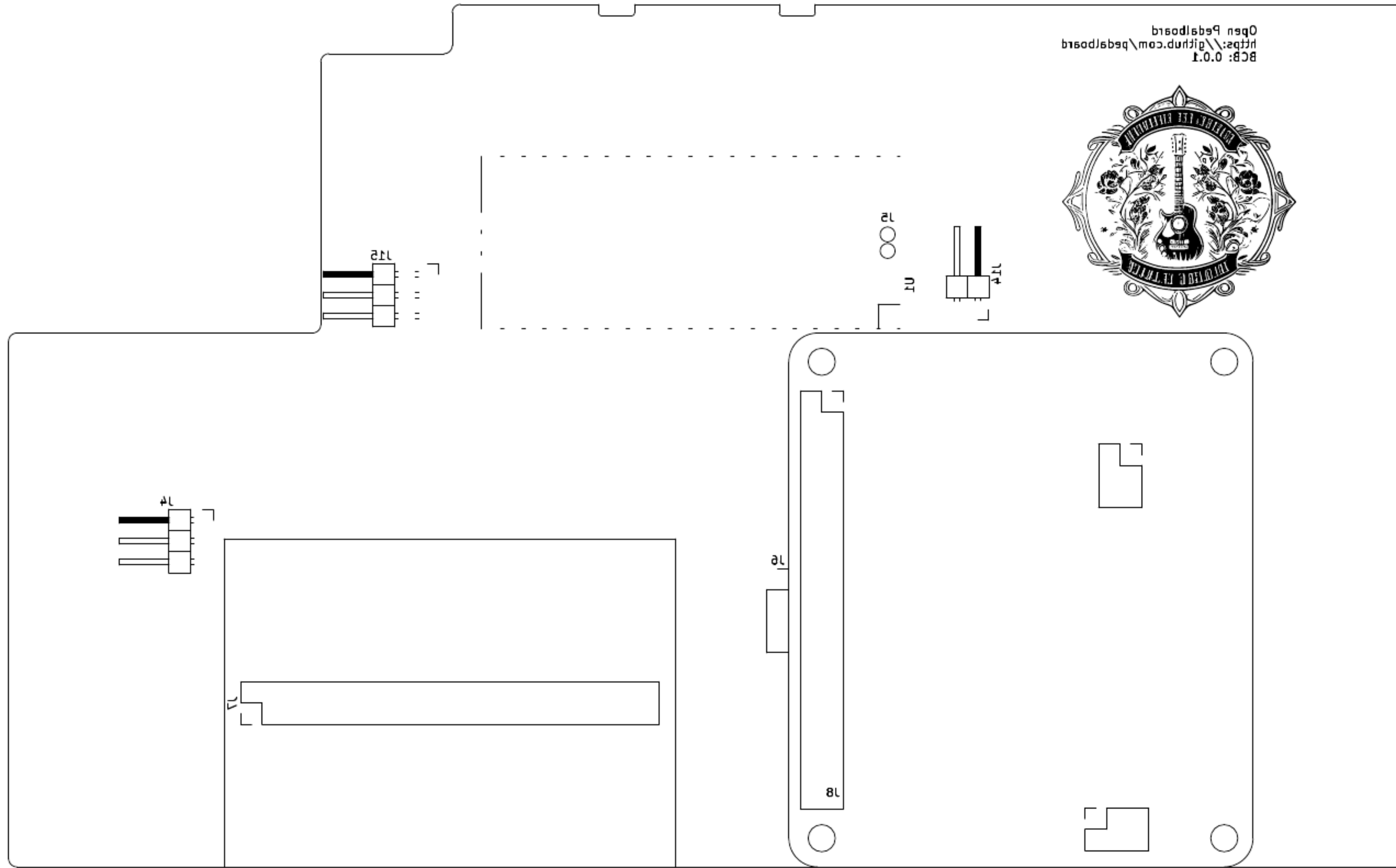
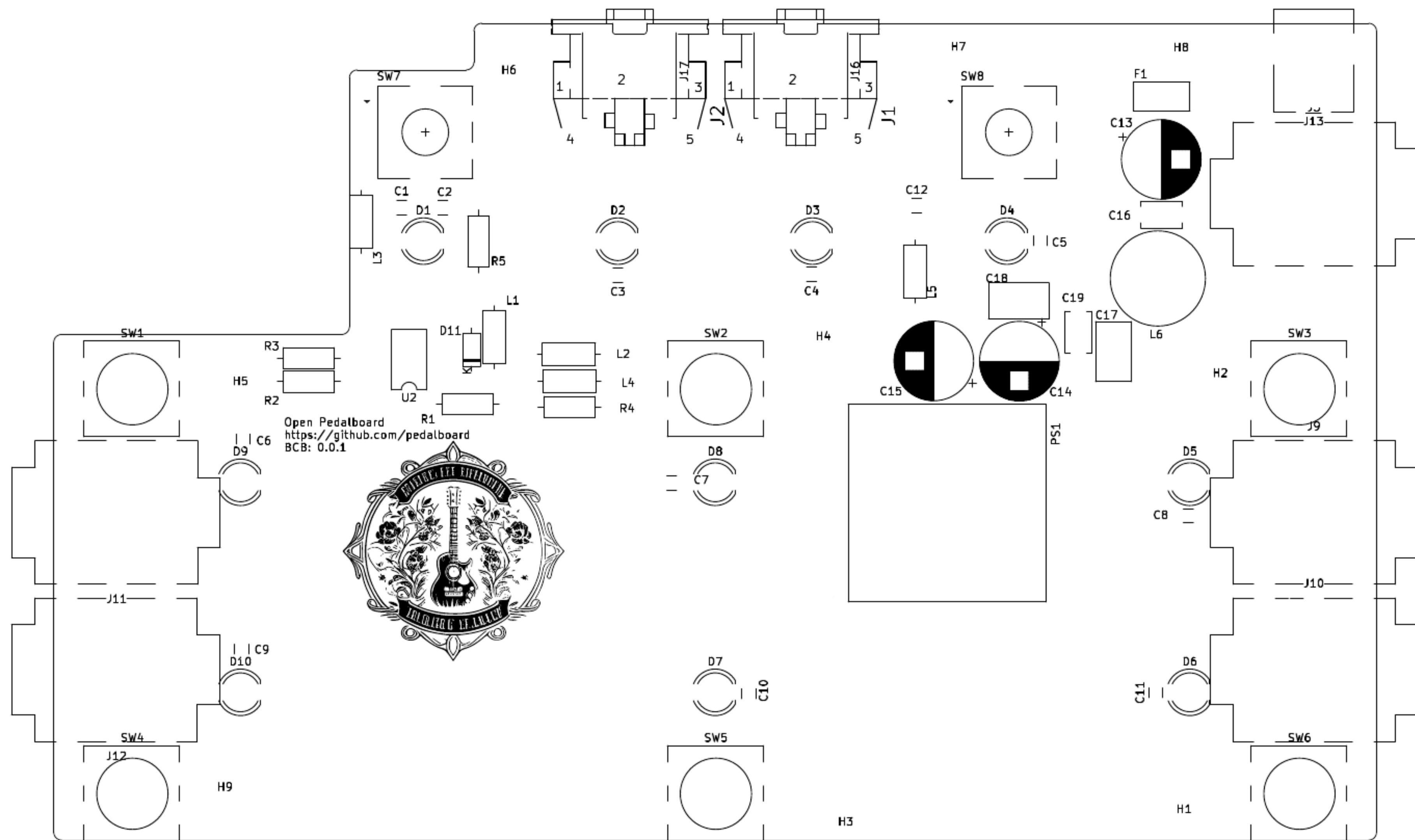


Layer: B.Cu

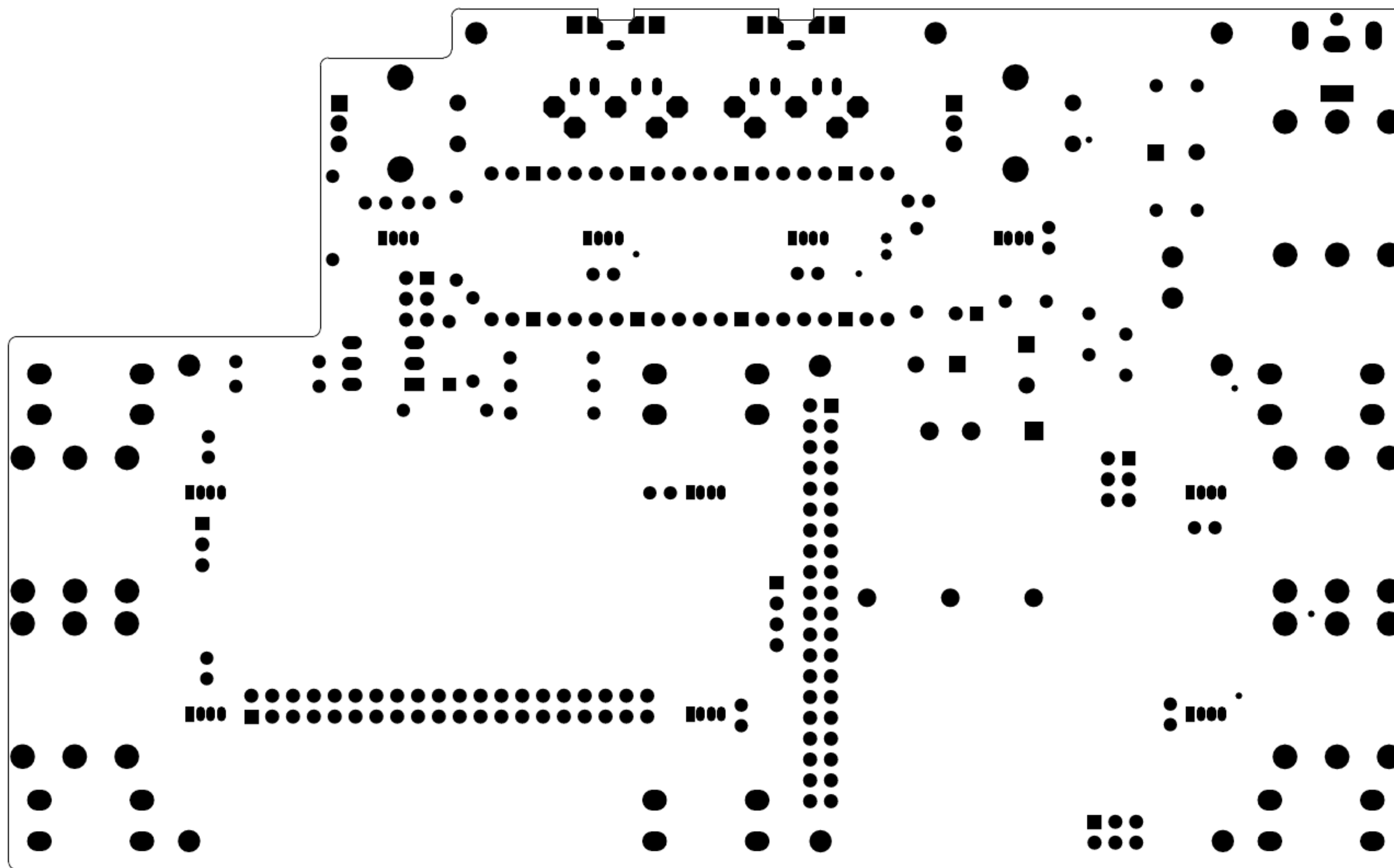




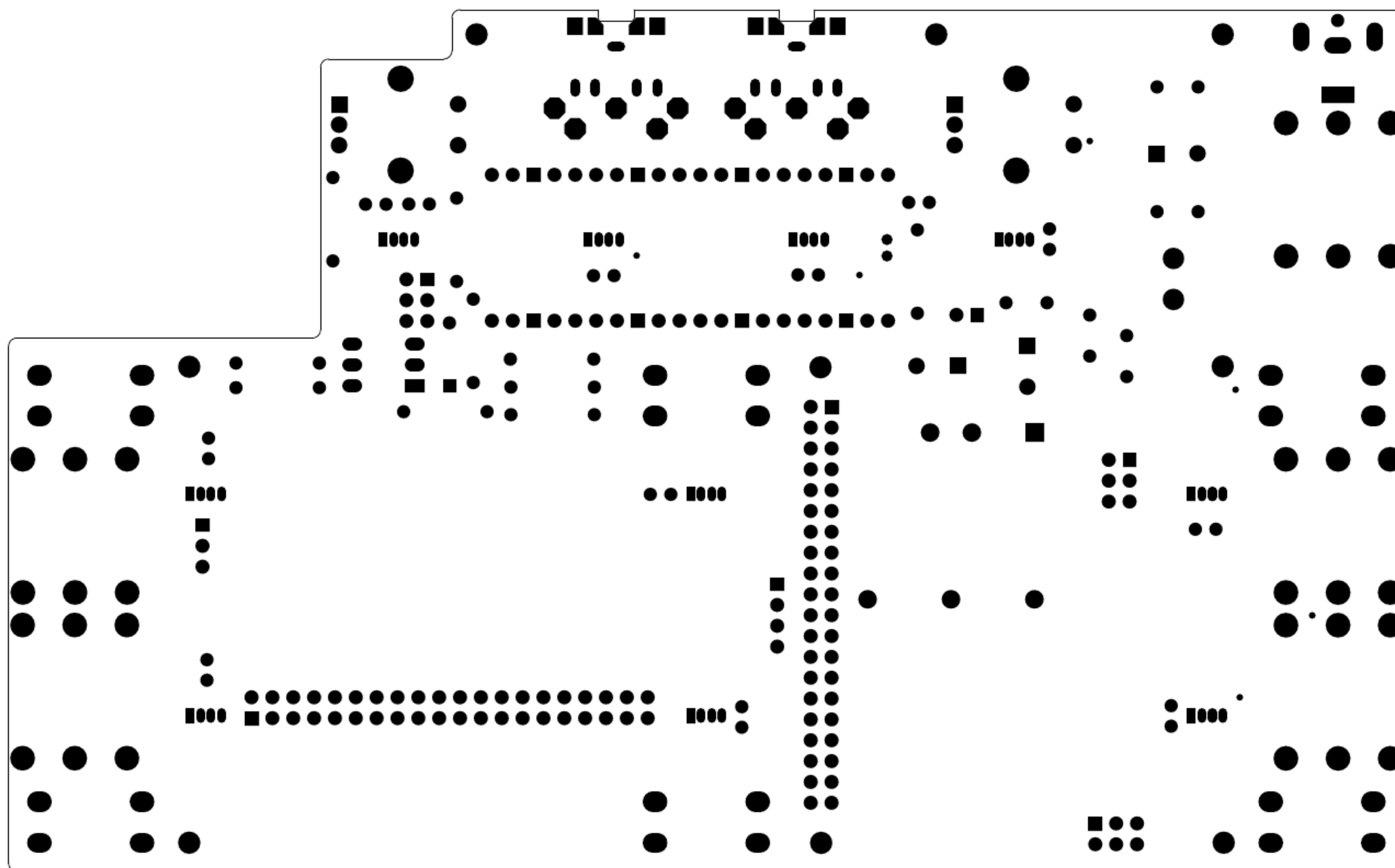


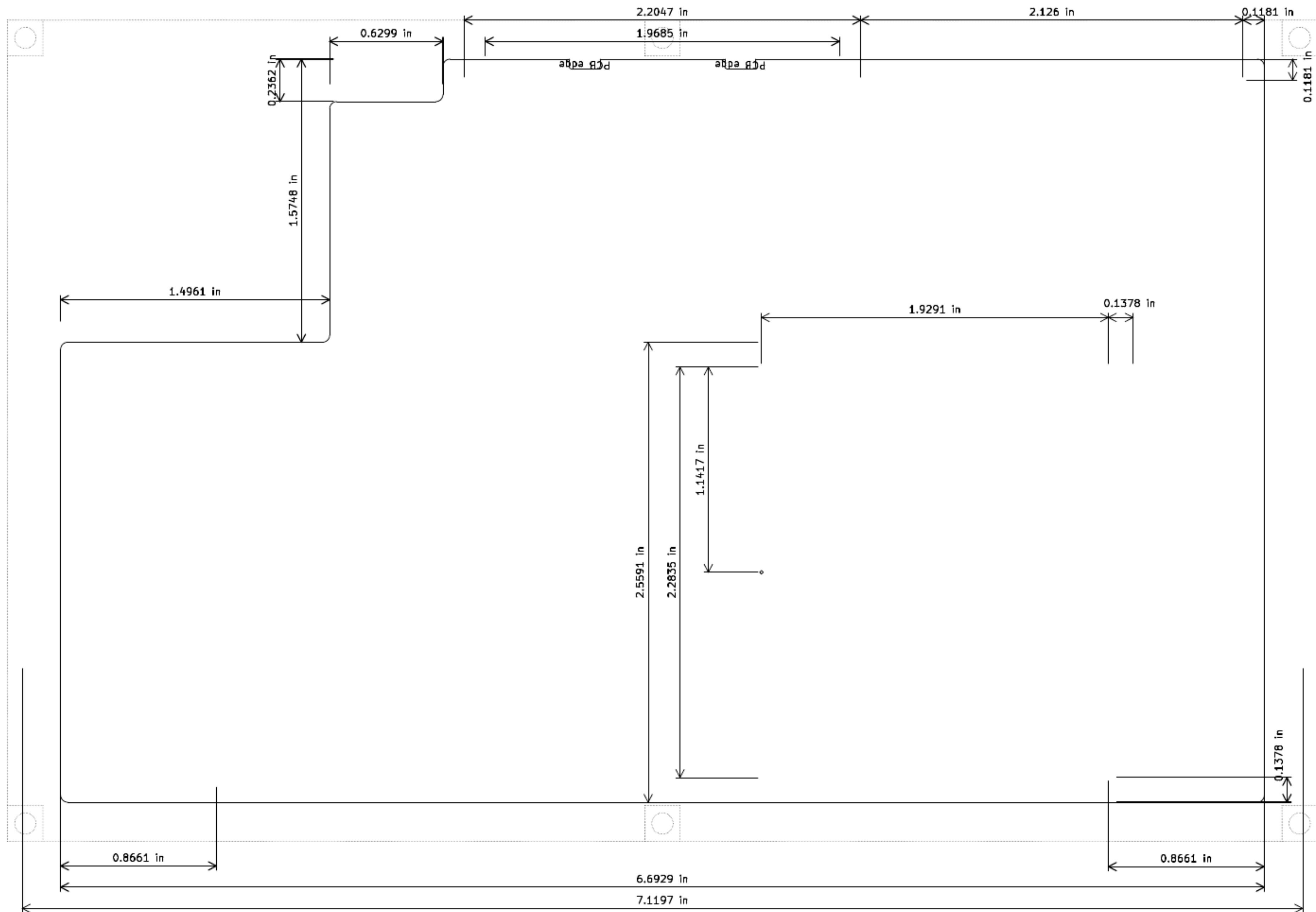


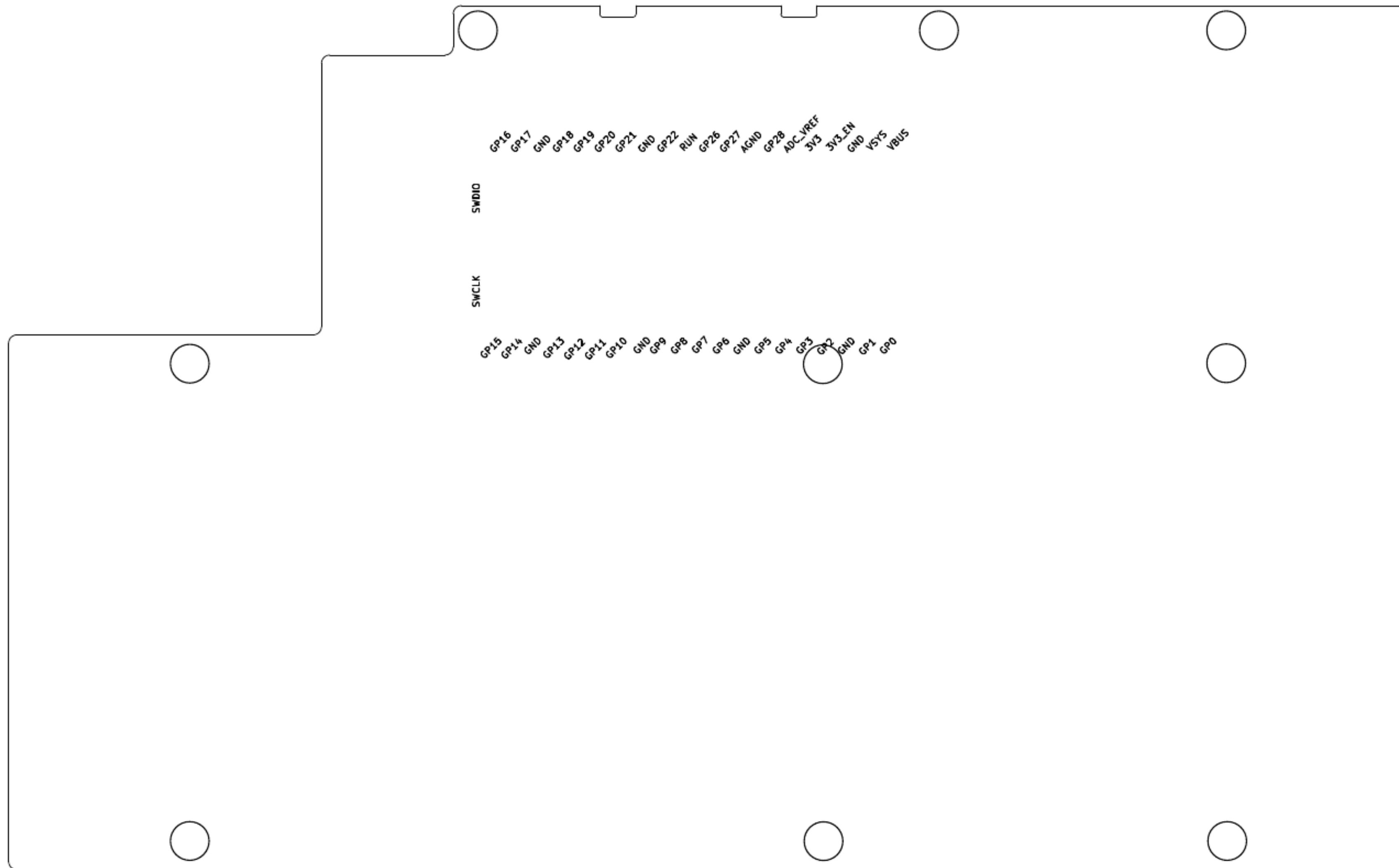
Layer: B.Mask



Layer: F.Mask

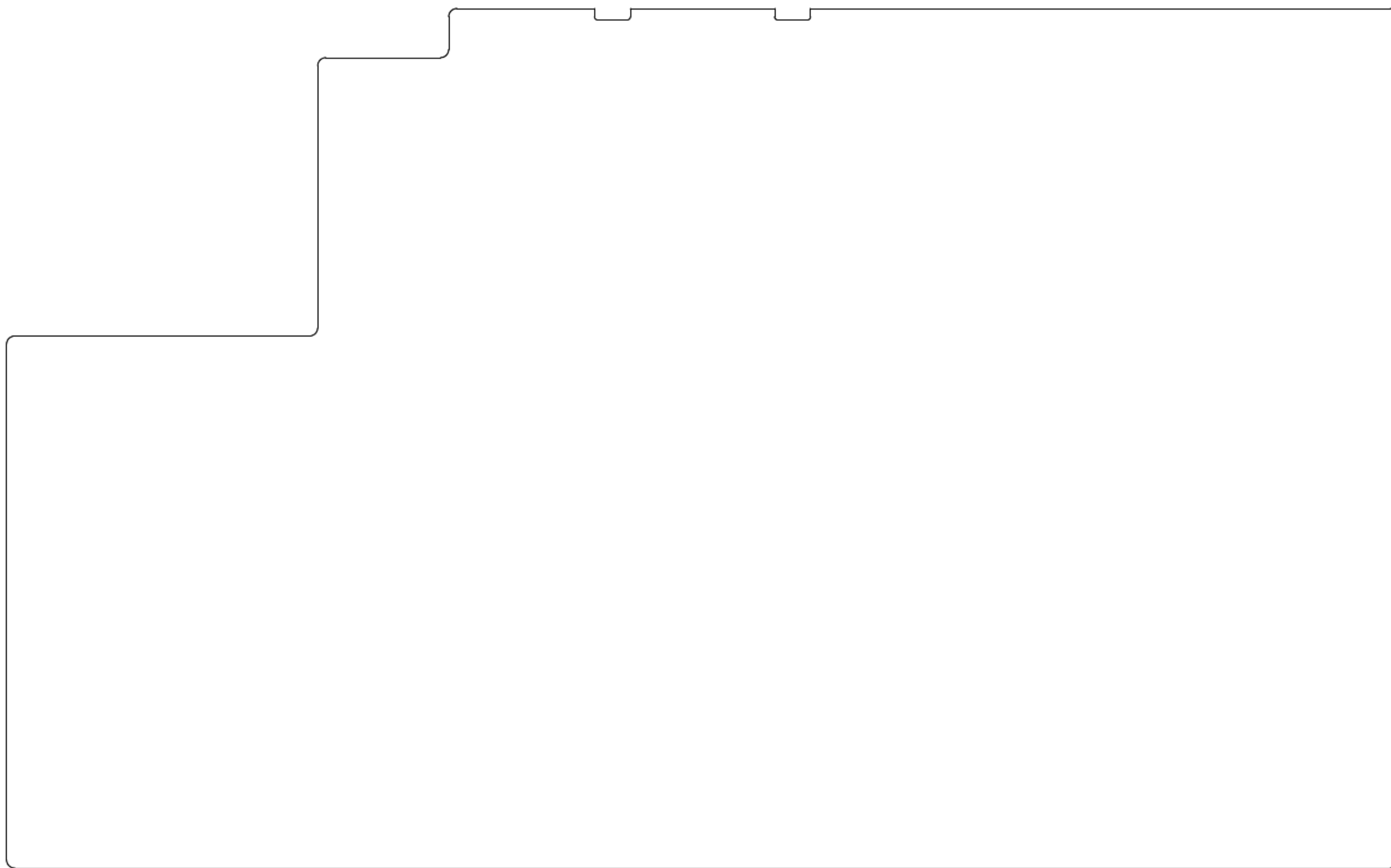




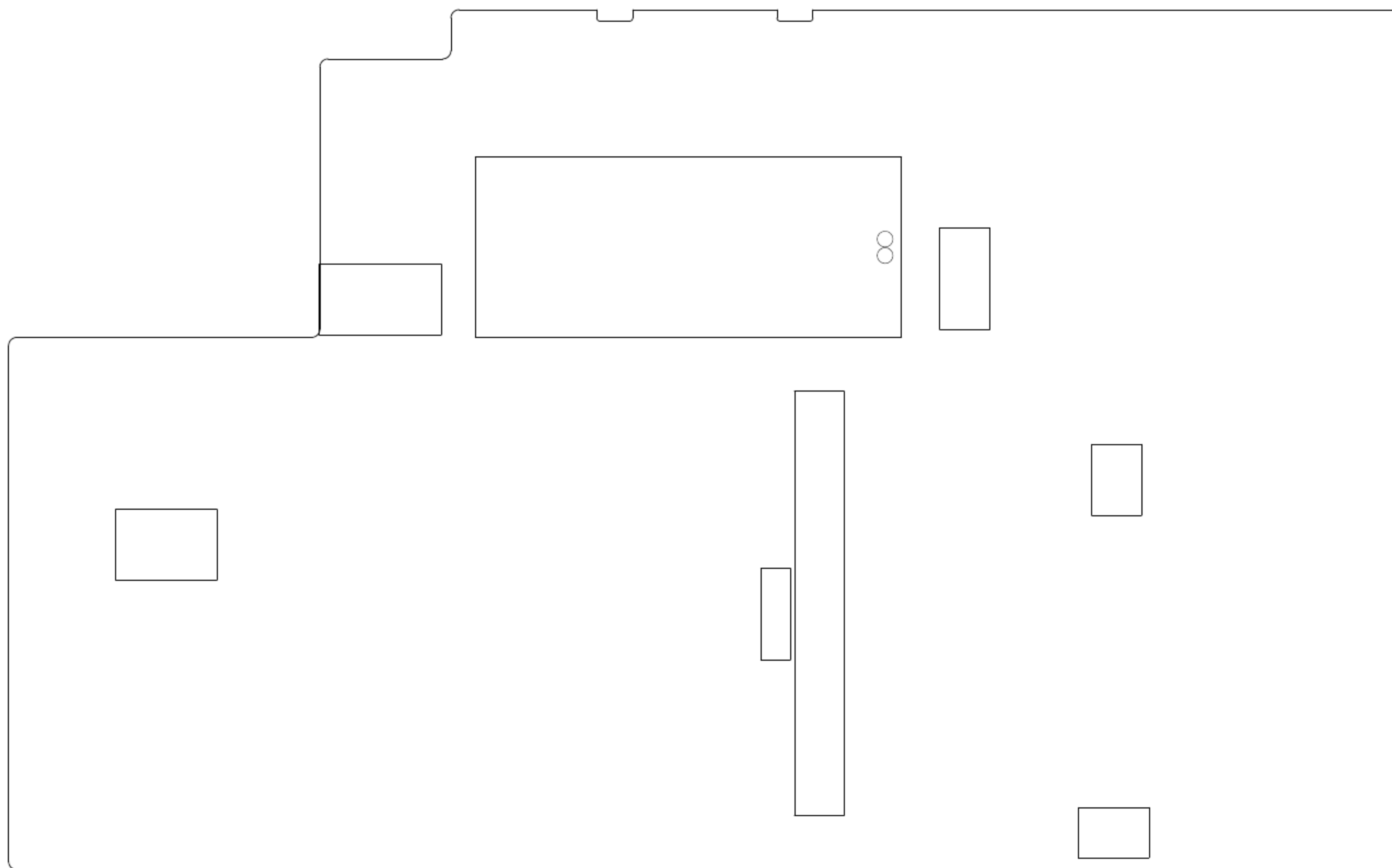




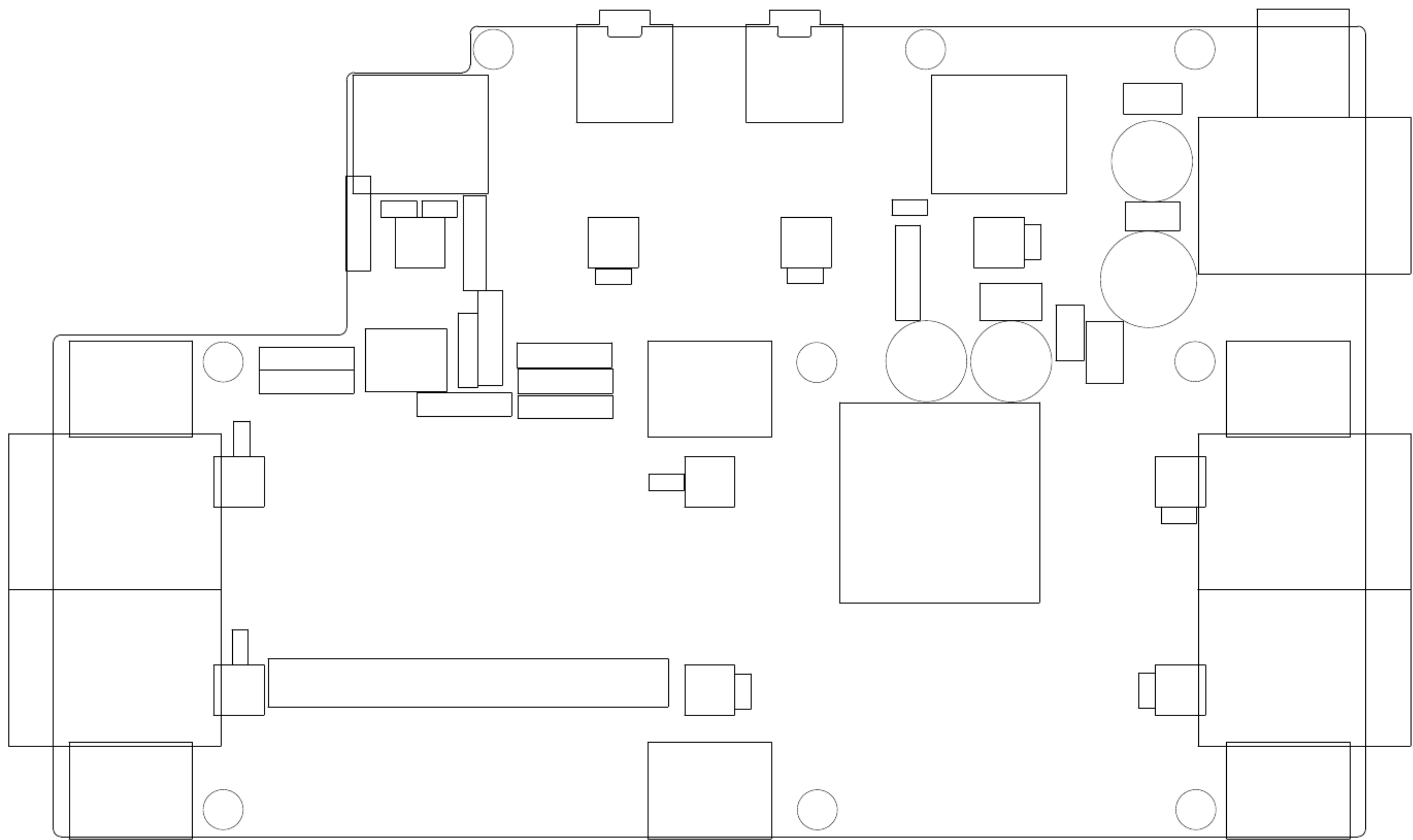
Layer: Edge.Cuts



Layer: B.CrtYd (B.Courtyard)



Layer: F.CrtYd (F.Courtyard)



Layer: B.Fab

