










3

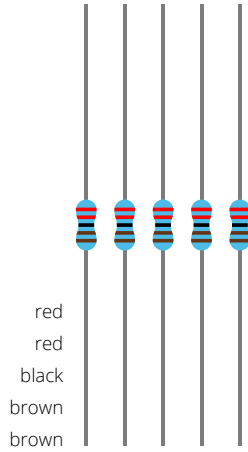
Control Boards

<p>R1_CB 4.7k</p>  <p>yellow purple black brown brown</p>	<p>R2_CB 22k</p>  <p>red red black red brown</p>	<p>R3_CB 16k</p>  <p>brown blue black red brown</p>	<p>R4_CB 2.7k</p>  <p>red purple black brown brown</p>	<p>R5_CB, R10_CB 4.99k</p>  <p>yellow white white brown brown</p>	<p>R6_CB, R11_CB 820R</p>  <p>gray red black black brown</p>
<p>R7_CB, R12_CB 510R</p>  <p>green brown black black brown</p>	<p>R8_CB, R13_CB 220R</p>  <p>red red black black brown</p>	<p>R9_CB, R14_CB 150R</p>  <p>brown green black black brown</p>			

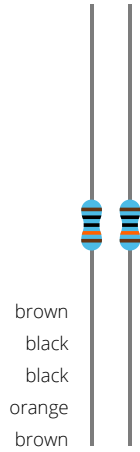
4

Relays and Misc

R1, R2, R6, R13
2.2k



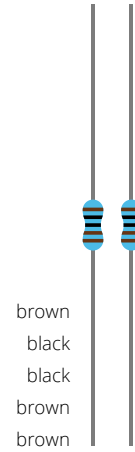
R10, R11
100k



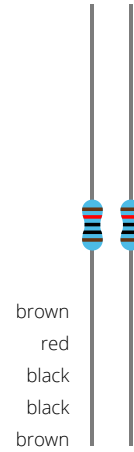
R12
360k



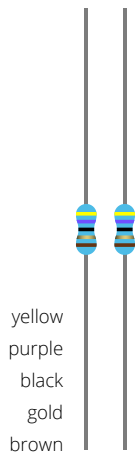
R14, R15
1k



R16, R17
120R



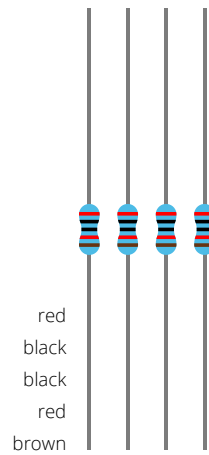
R18, R19
47R



R3, R9
10k

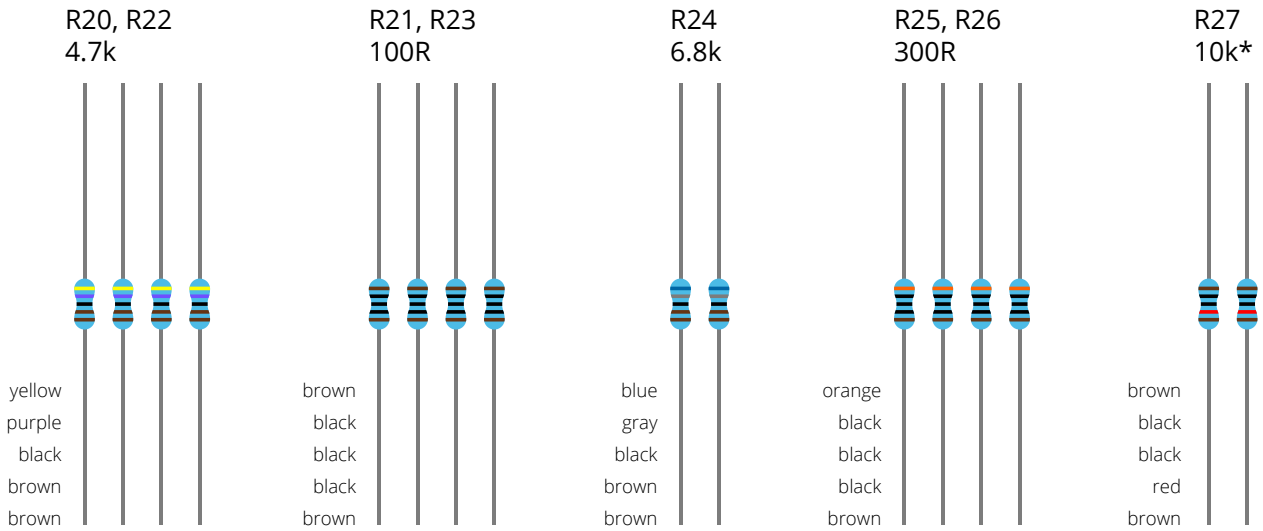


R4, R5, R7, R8
20k



6

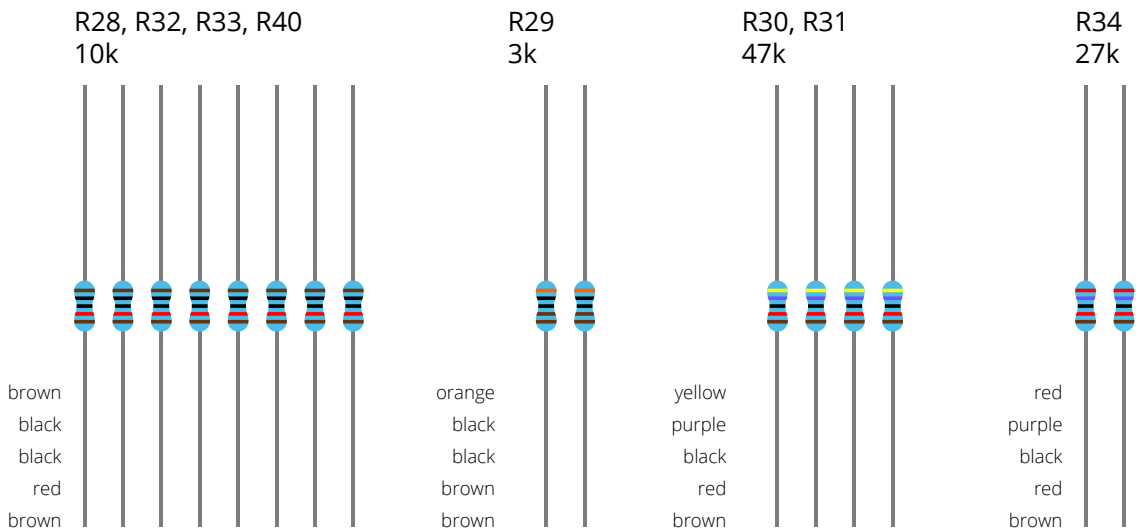
Balanced Input/Output and Unity Gain Trim



*In early 2024 this was changed from 25.5k to 10k.
v1.0 boards will show the old value.

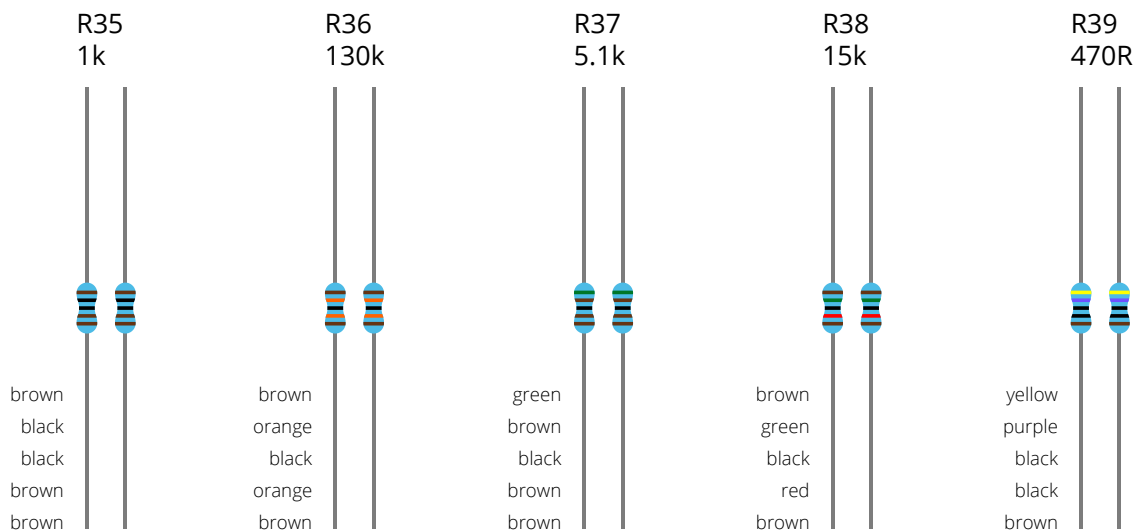
7

Audio VCA



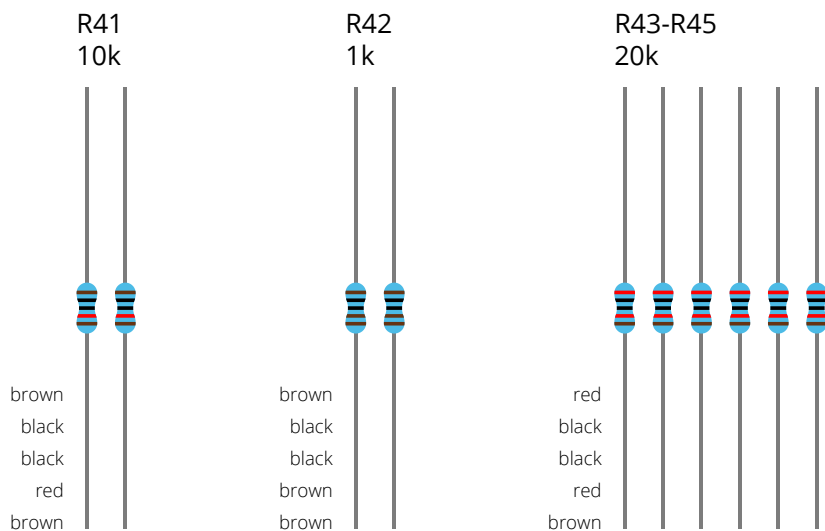
7

Audio VCA *continued*



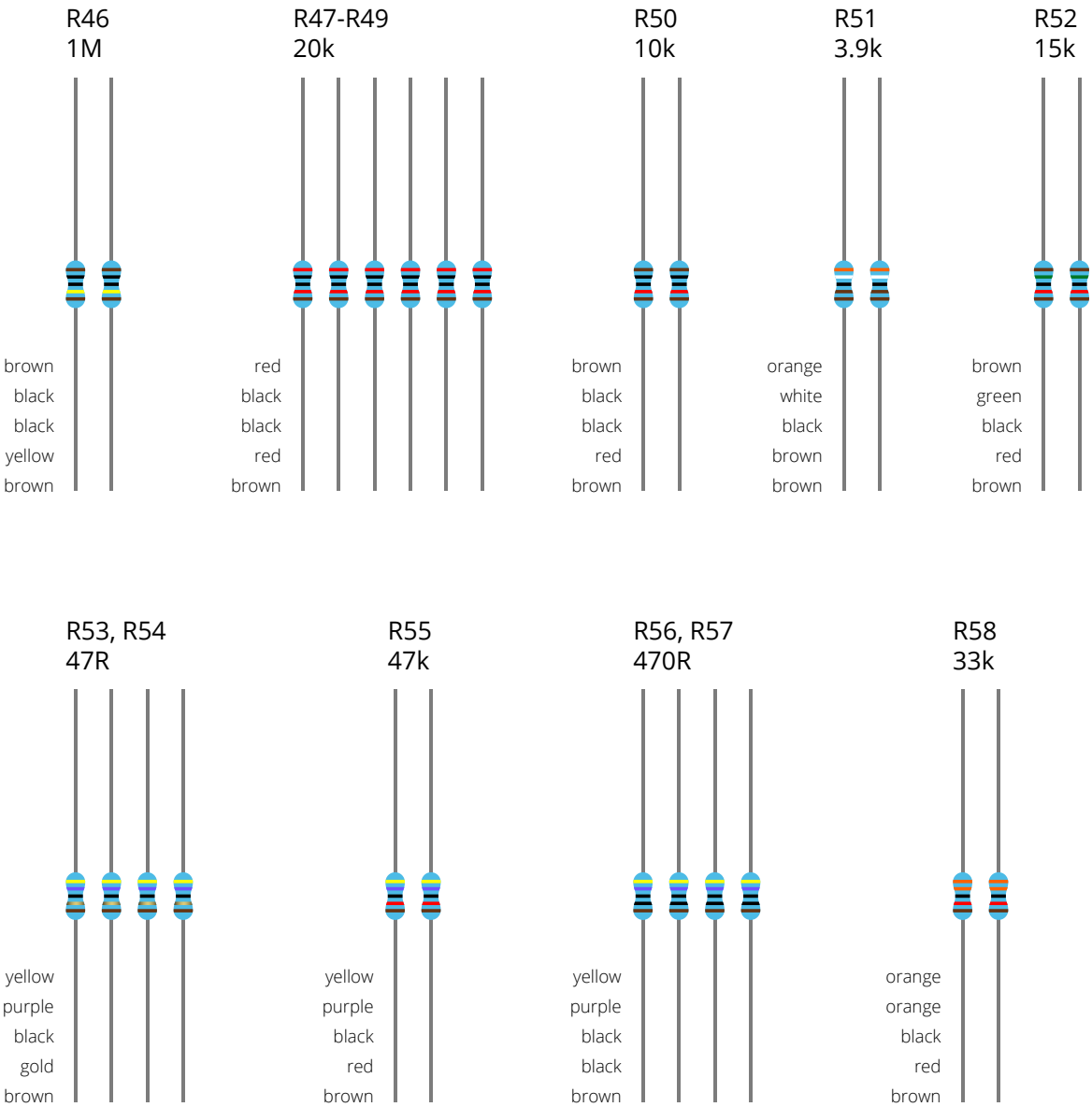
8

Filters



9

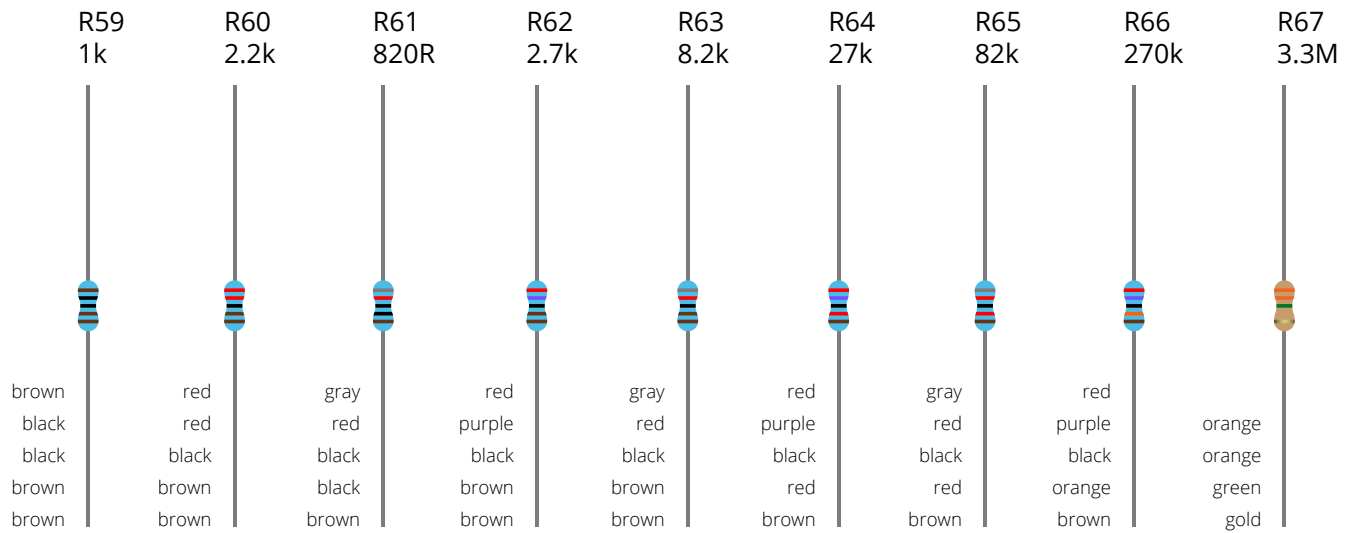
SC VCA



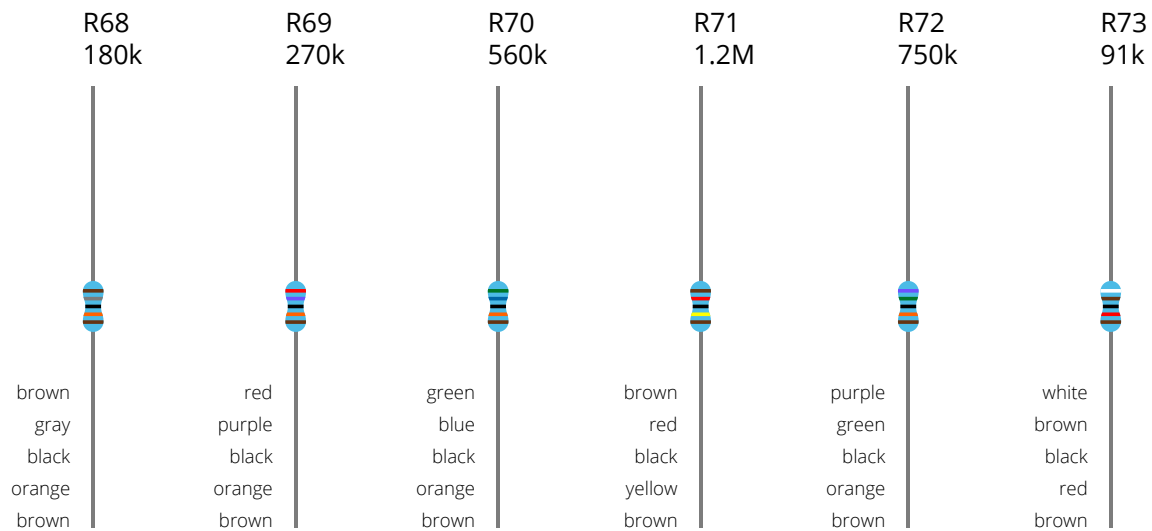
10

Meter, Attack, Release, and Ratio

Sub bag 1



Sub bag 2



Sub bag 3

