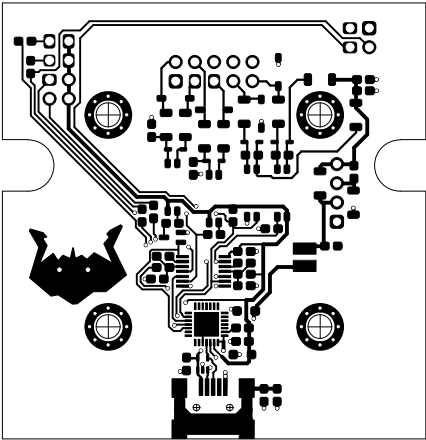


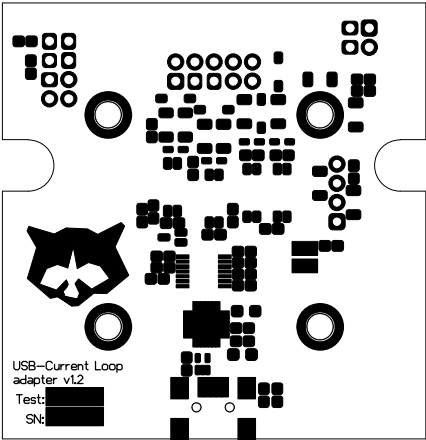
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TopSilk	<input checked="" type="checkbox"/>
TopMask	<input type="checkbox"/>
Bottom	<input type="checkbox"/>
BotSilk	<input type="checkbox"/>
BotMask	<input type="checkbox"/>
Board	<input checked="" type="checkbox"/>

*Relative coordinate 0

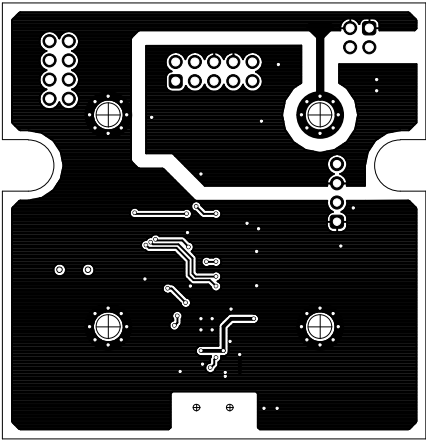
					Current loop interface v1.2			Proj. method	Scale
									1:1
Design	Doc.Nr.	Sign.	Date					Sheet 1	Sheets 6
Checked	Balins								



Top	<input checked="" type="checkbox"/>
TopSilk	<input type="checkbox"/>
TopMask	<input type="checkbox"/>
Bottom	<input type="checkbox"/>
BotSilk	<input type="checkbox"/>
BotMask	<input type="checkbox"/>
Board	<input checked="" type="checkbox"/>

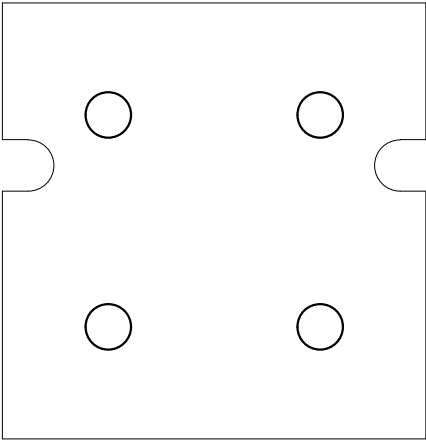


Top	<input type="checkbox"/>
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TopMask	<input checked="" type="checkbox"/>
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BotMask	<input type="checkbox"/>
Board	<input checked="" type="checkbox"/>

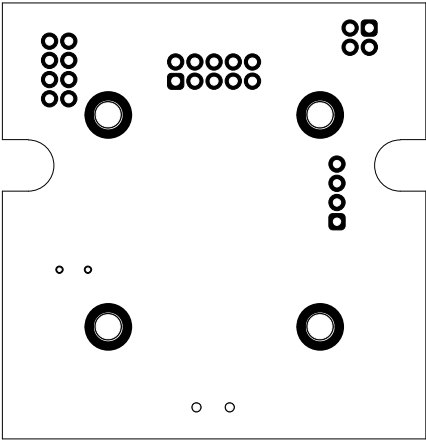


Top	<input type="checkbox"/>
TopSilk	<input type="checkbox"/>
TopMask	<input type="checkbox"/>
Bottom	<input checked="" type="checkbox"/>
BotSilk	<input type="checkbox"/>
BotMask	<input type="checkbox"/>
Board	<input checked="" type="checkbox"/>

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Top	<input type="checkbox"/>
TopSilk	<input type="checkbox"/>
TopMask	<input type="checkbox"/>
Bottom	<input type="checkbox"/>
BotSilk	<input checked="" type="checkbox"/>
BotMask	<input type="checkbox"/>
Board	<input checked="" type="checkbox"/>



Top	<input type="checkbox"/>
TopSilk	<input type="checkbox"/>
TopMask	<input type="checkbox"/>
Bottom	<input type="checkbox"/>
BotSilk	<input type="checkbox"/>
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Board	<input checked="" type="checkbox"/>