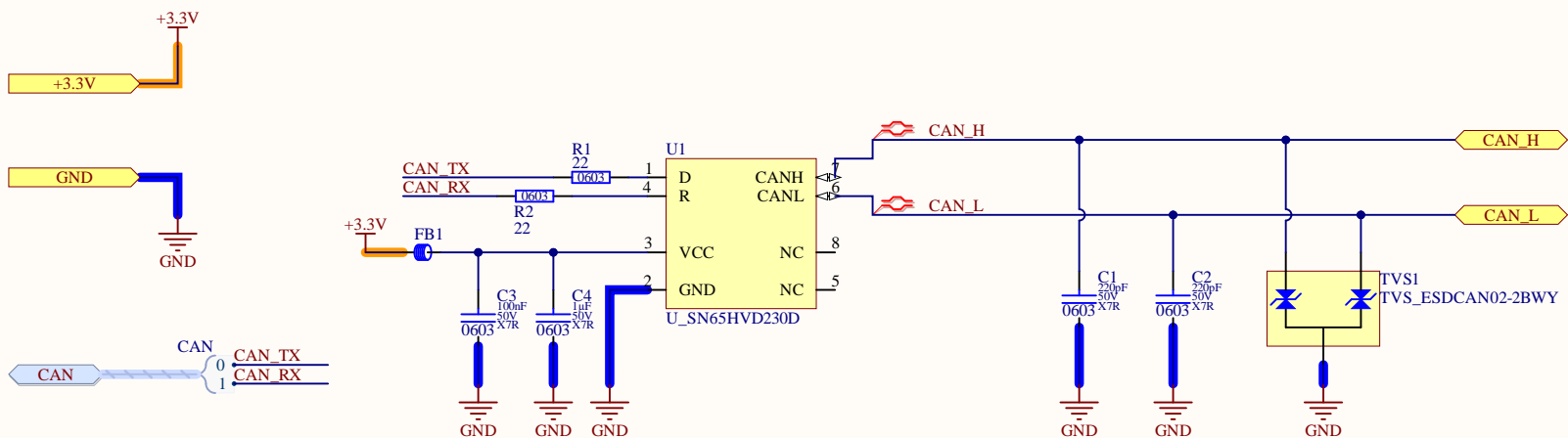
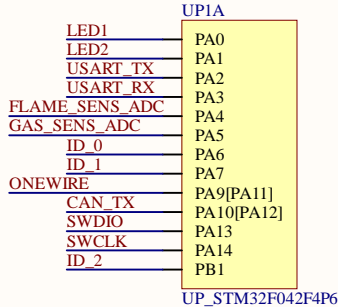
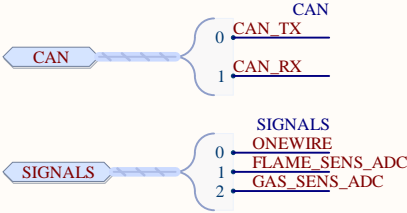
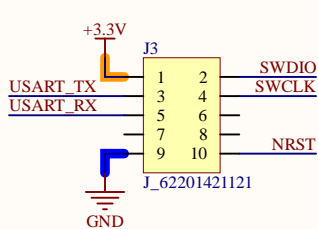
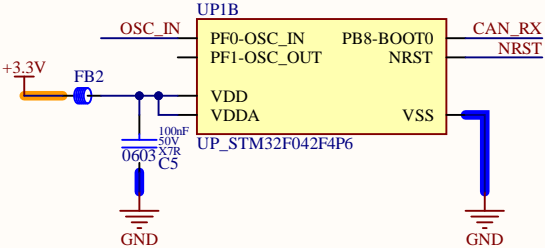
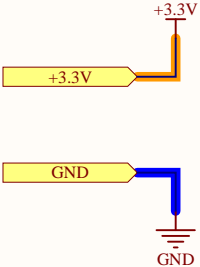


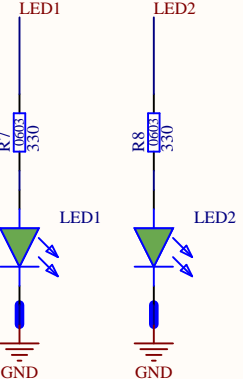
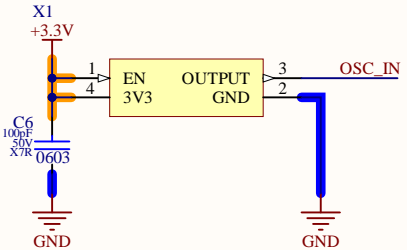
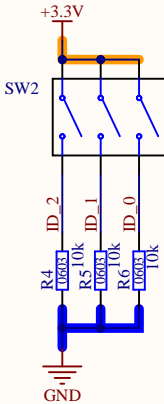
Name: Main.SchDoc			
Project: FPS_Slave.PrjPcb			
Author: *	Version:	Revision: *	Date: *



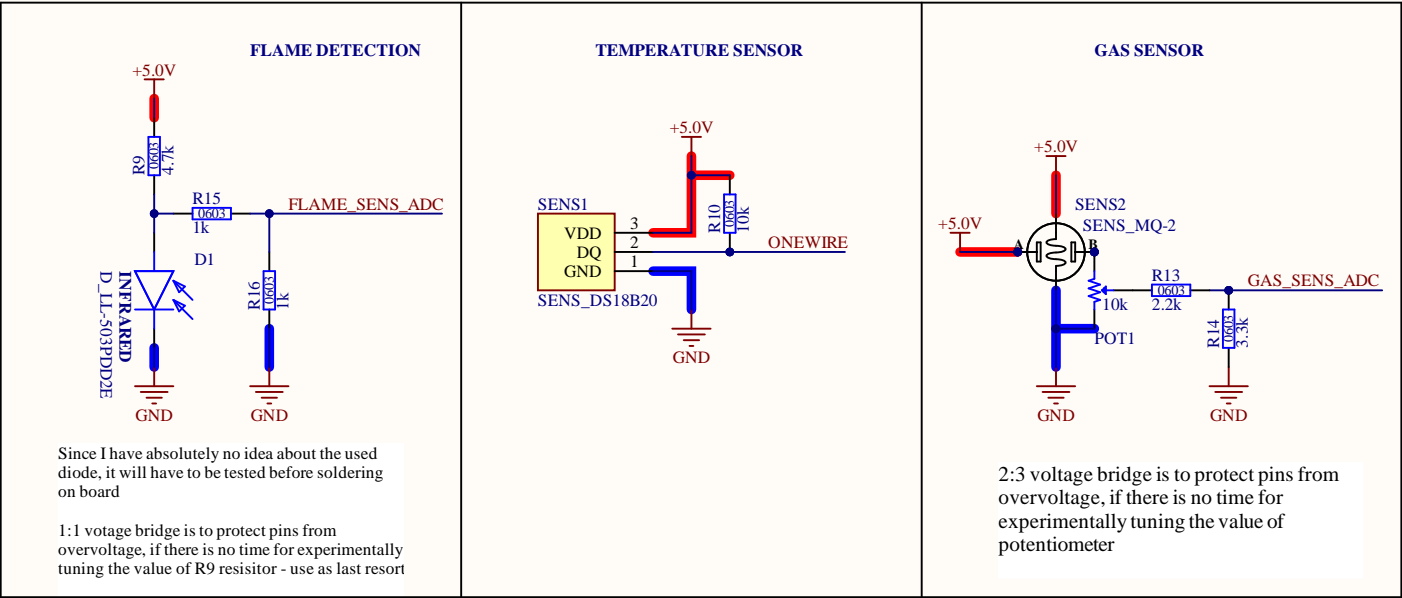
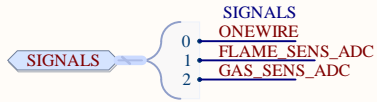
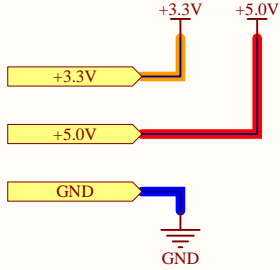
Name: CAN.SchDoc			
Project: FPS_Slave.PrjPcb			
Author: *	Version: *	Revision: *	Date: *



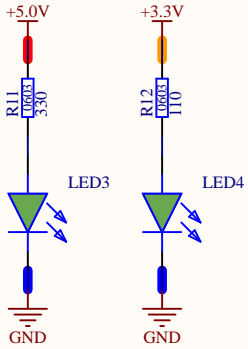
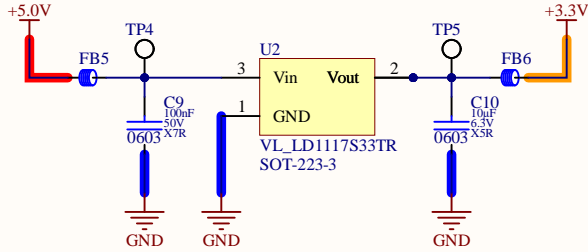
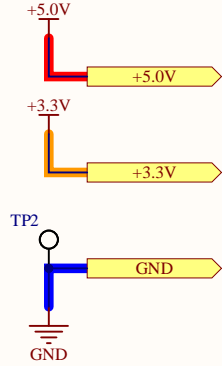
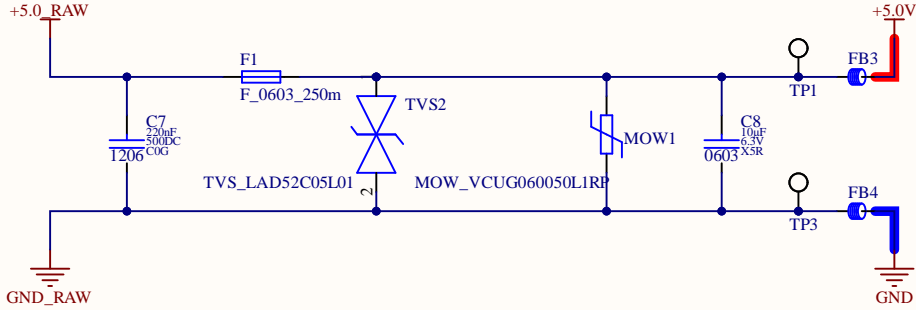
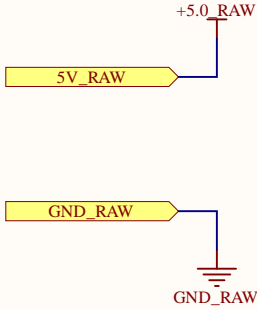
Switches are used to set Slave ID (in binary number, ID_0 should be LSB)



Name: MCU.SchDoc			
Project: FPS_Slave.PrjPcb			
Author: *	Version:	Revision: *	Date: *



	Name: Sensors.SchDoc			
	Project: FPS_Slave.PrjPcb			
	Author: *	Version:	Revision: *	Date: *



Name: PowerManagement.SchDoc			
Project: FPS_Slave.PrjPcb			
Author: *	Version:	Revision: *	Date: *