

# Controller, Display & µSD

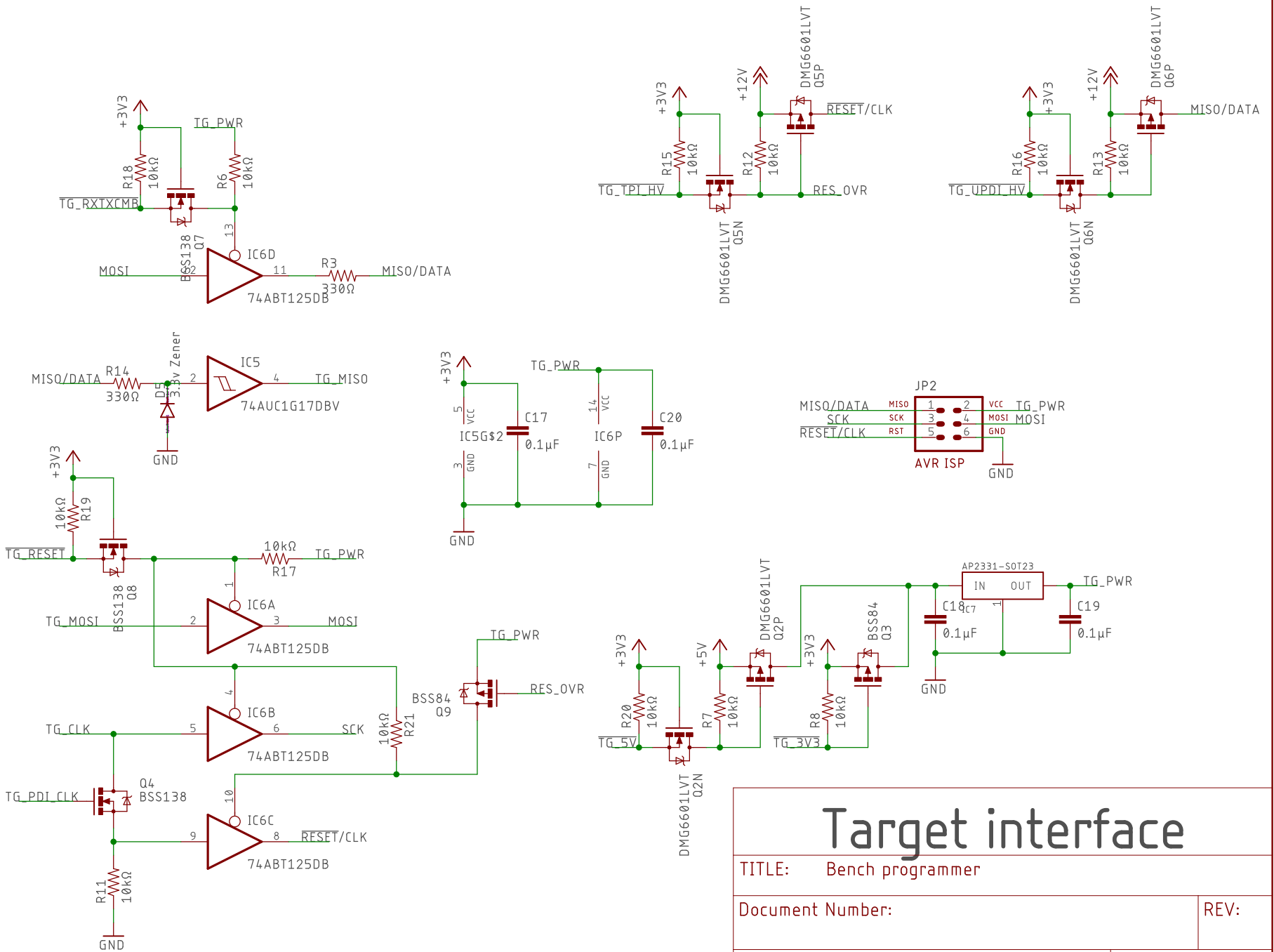
TITLE: Bench programmer

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Date: 10/24/20 8:54 PM

Sheet: 1/3



# Target interface

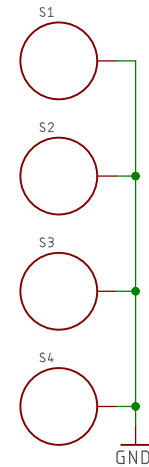
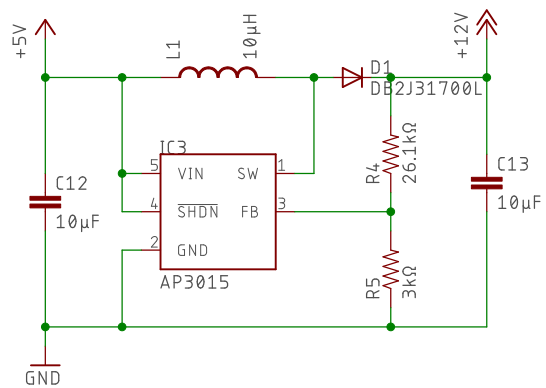
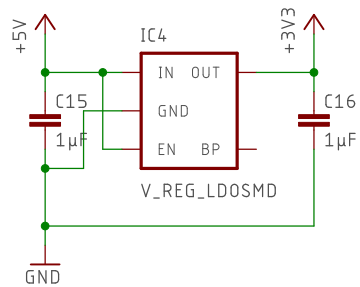
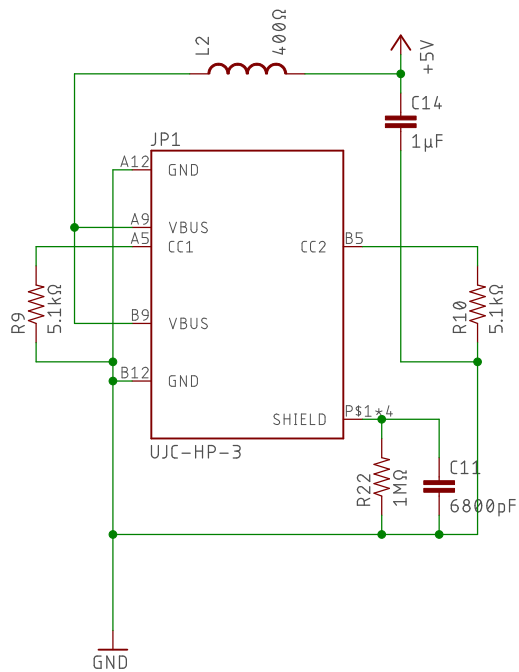
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Sheet: 2/3



# Power

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Sheet: 3/3