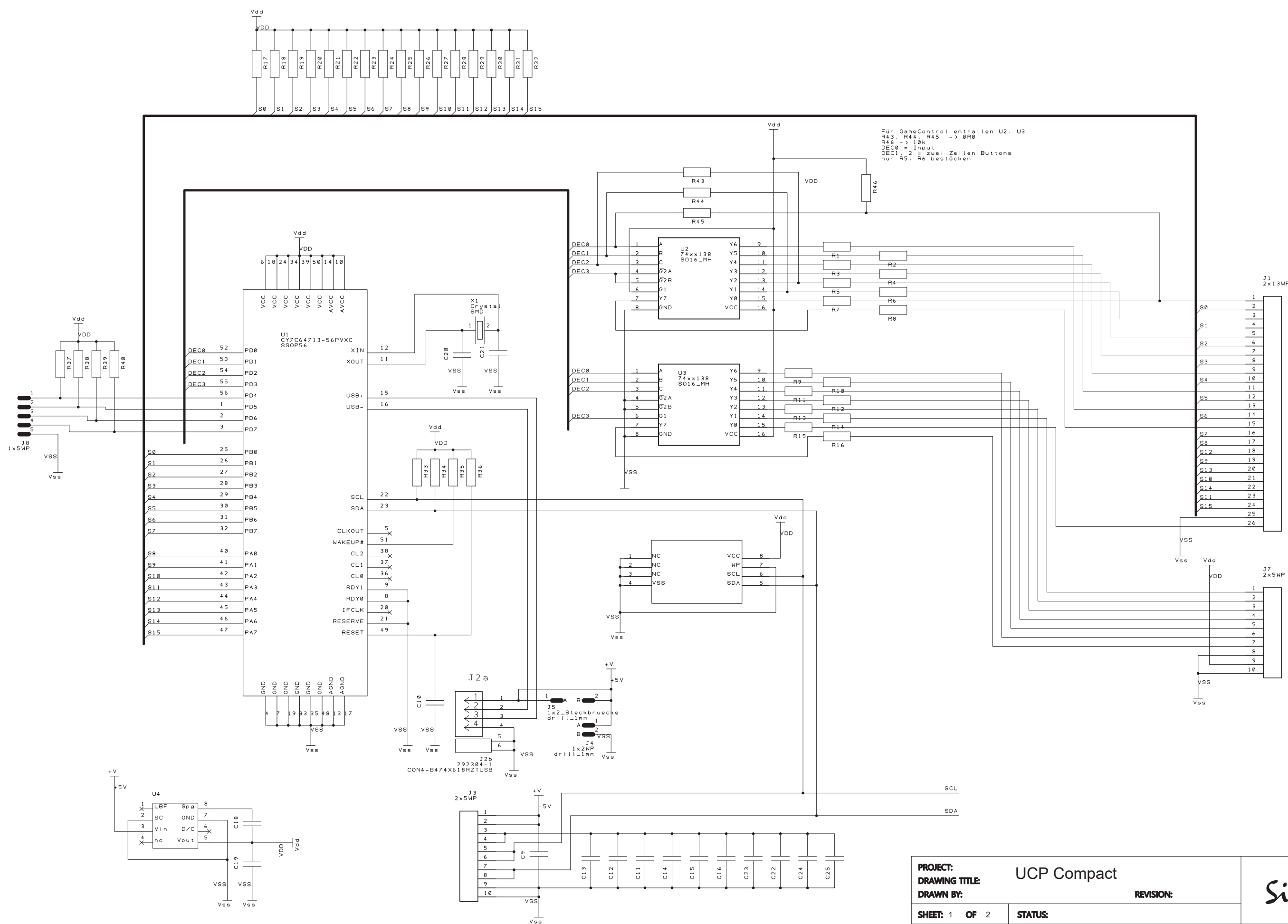


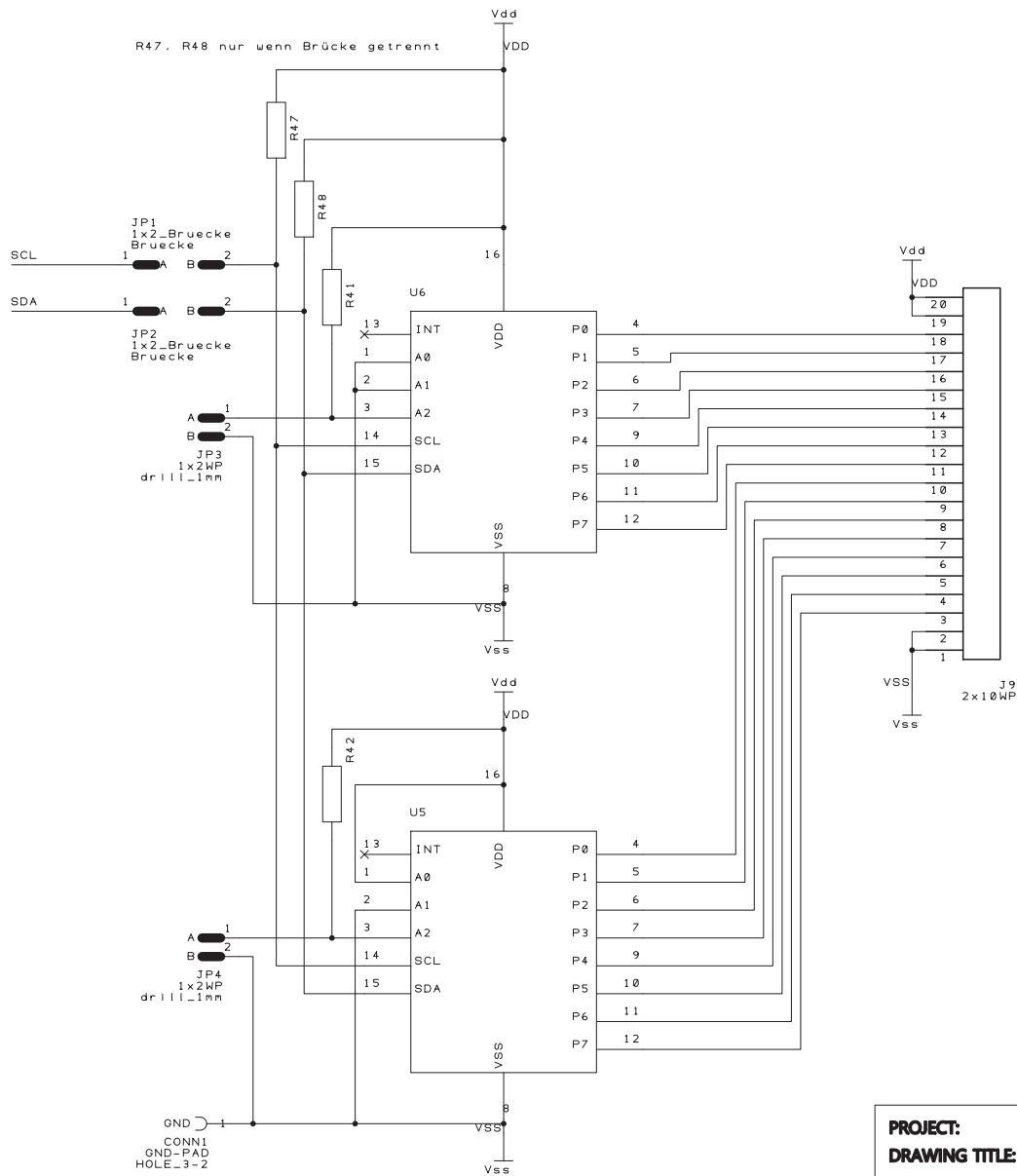
1
2
3
4
5
6

A B C D E F G H



Für GameControl entfallen U2, U3
 R43, R44, R45 -> 0R0
 R46 -> 10k
 DEC0 = Input
 DEC1-2 = zwei Zellen Buttons
 nur R5, R6 bestücken

PROJECT: UCP Compact		REVISION:	<i>Sim&IT</i>
DRAWING TITLE:			
DRAWN BY:		STATUS:	
SHEET: 1 OF 2		DATE:	

A**B****C****D****E****F**

PROJECT:

UCP Compact

DRAWING TITLE:

DRAWN BY:

REVISION:

SHEET: 2 OF 2

STATUS:

DATE:

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