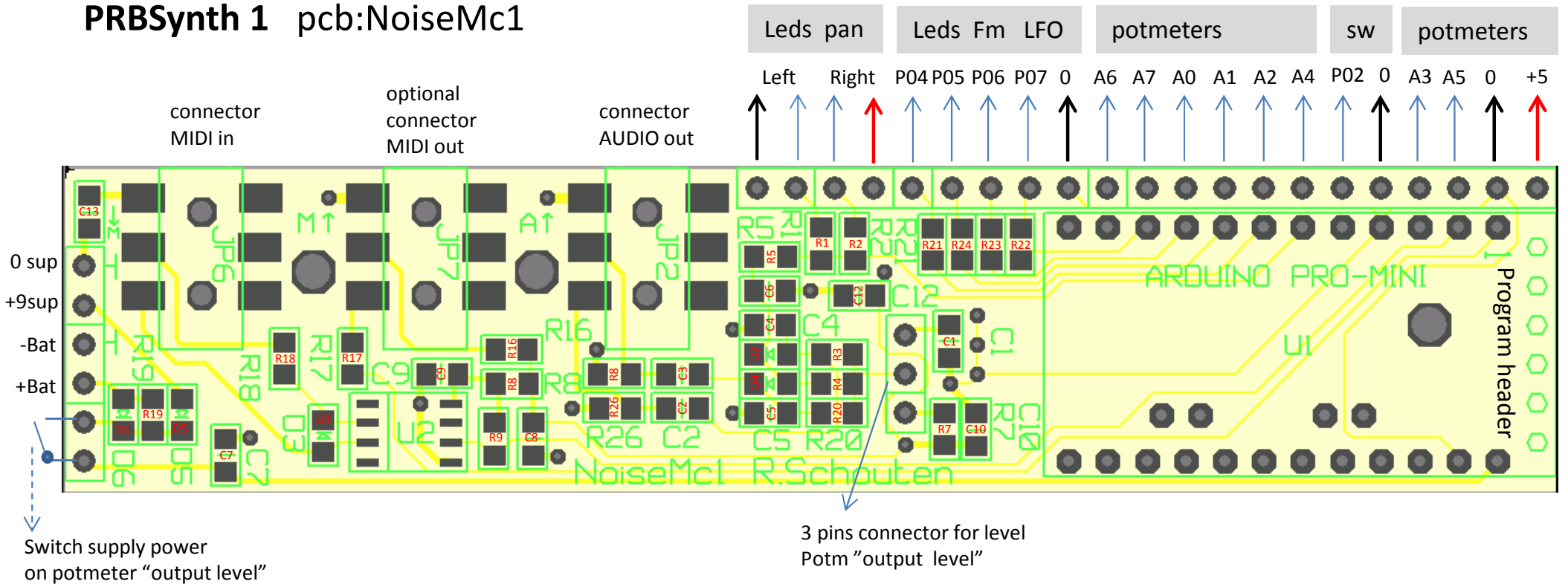


# PRBSynth 1 pcb:NoiseMc1



## PCB bottom view:

