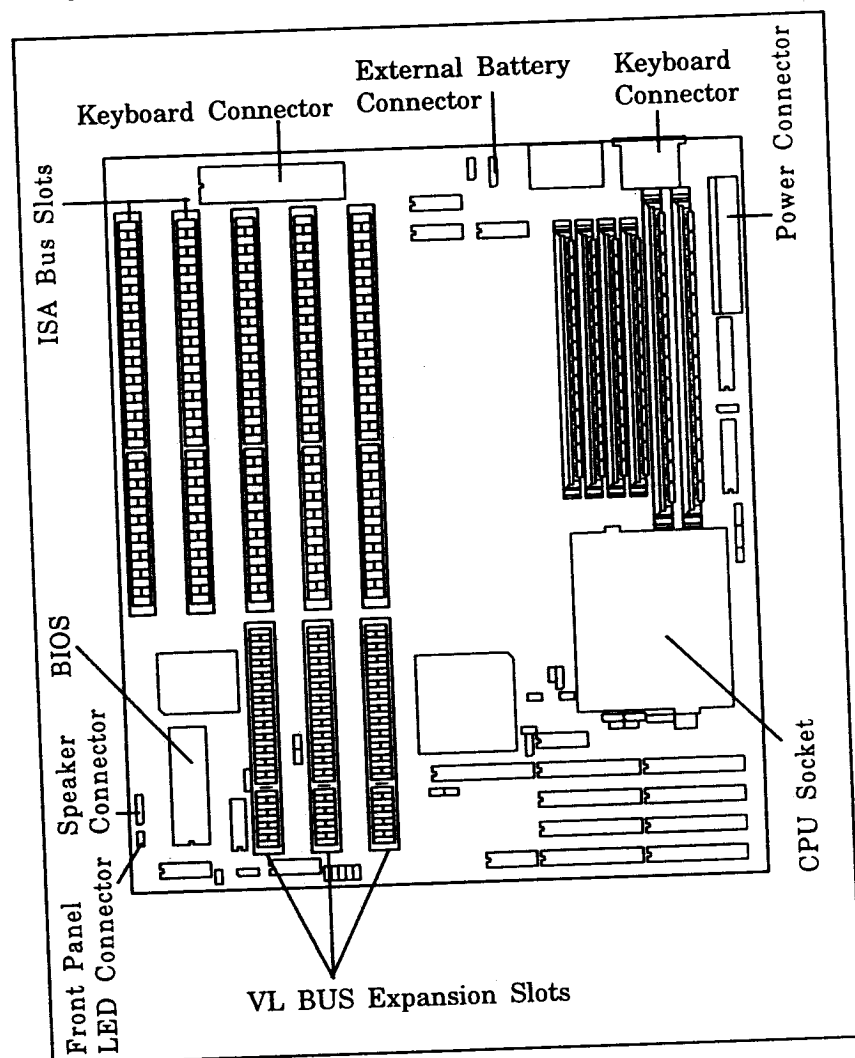


## Major Component Locations (VL Ver.)



## Jumper Locations (VL Ver.)

