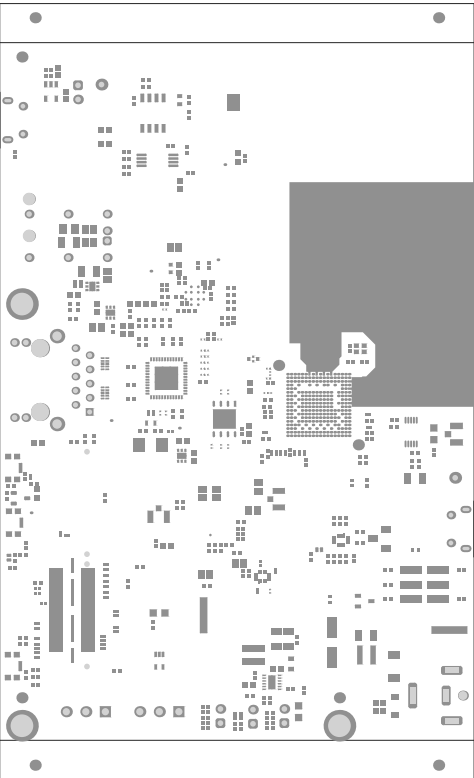
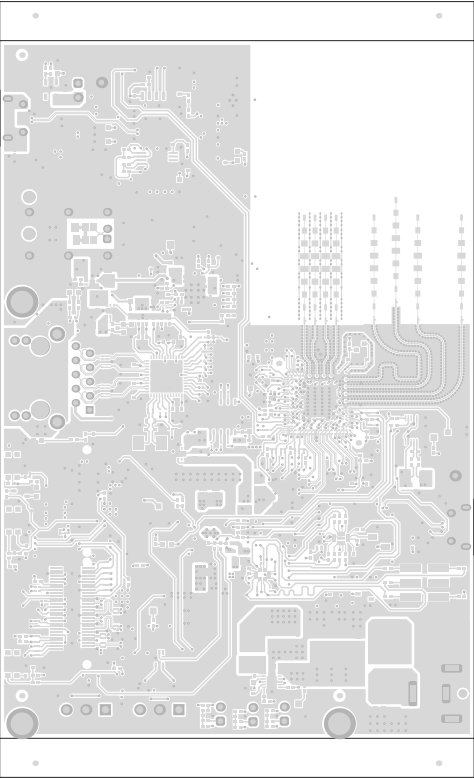


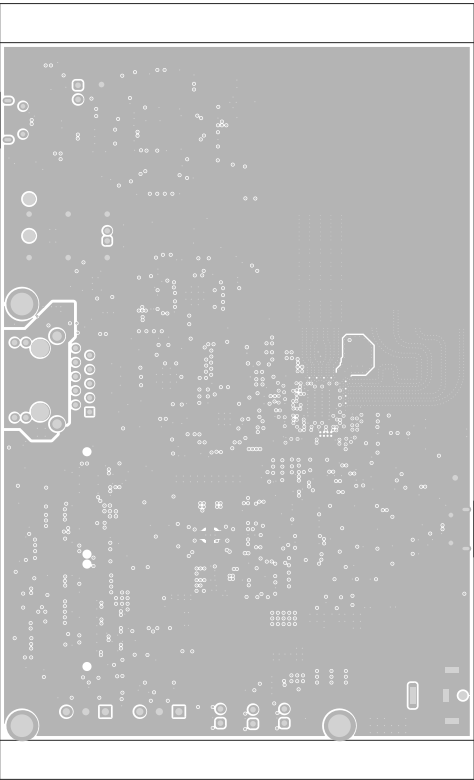
ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <sup>REF Board Outline</sup> Top Overlay	TID #: N/A		
PLOT NAME = Top Overlay	GENERATED : 1/19/2023 11:56:40 AM	TEXAS INSTRUMENTS	



ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #:	PROC113	REV:	D	SUN REV:	Not In VersionControl
LAYER NAME = <small>PC Board Outline</small> Top Solder	TID #:	N/A				
PLOT NAME = Top Solder Mask	GENERATED	: 1/19/2023	11:56:43 AM	TEXAS INSTRUMENTS		

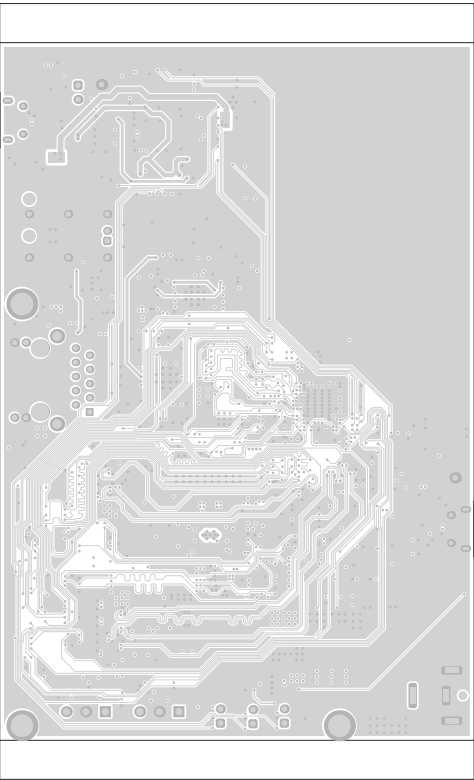


ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>11 Board Outline</small> Top Layer	TID #: N/A		
PLOT NAME = Top Layer	GENERATED : 1/19/2023 11:56:46 AM	TEXAS INSTRUMENTS	

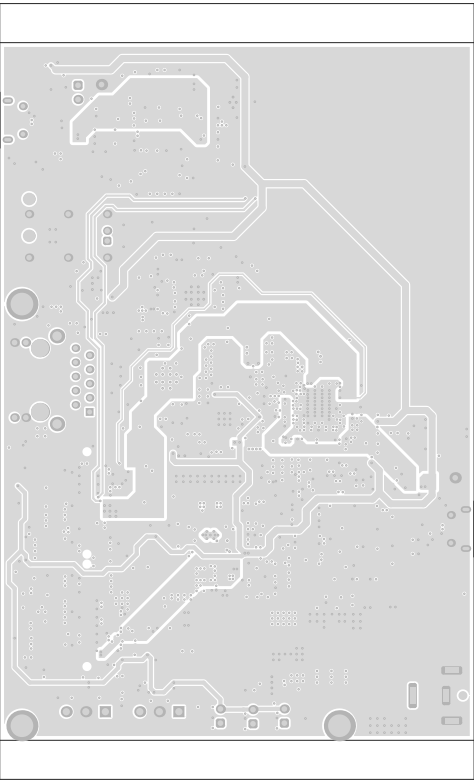


ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>PC Board Outline</small> GND1	TID #: N/A		
PLOT NAME = Ground Layer 1	GENERATED : 1/19/2023 11:56:49 AM	TEXAS INSTRUMENTS	

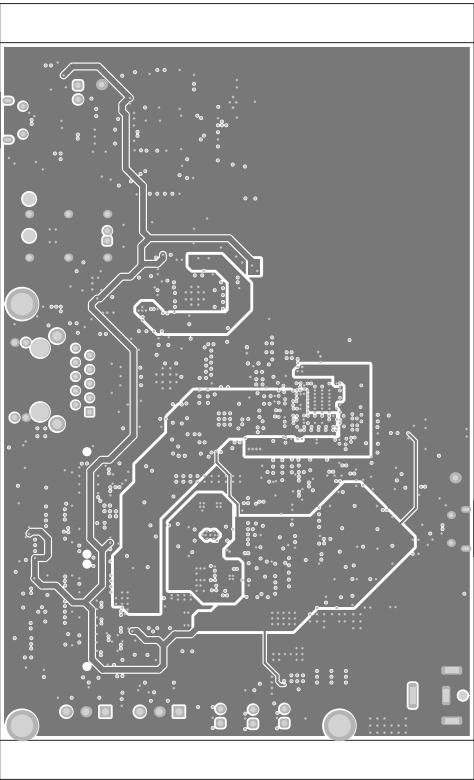




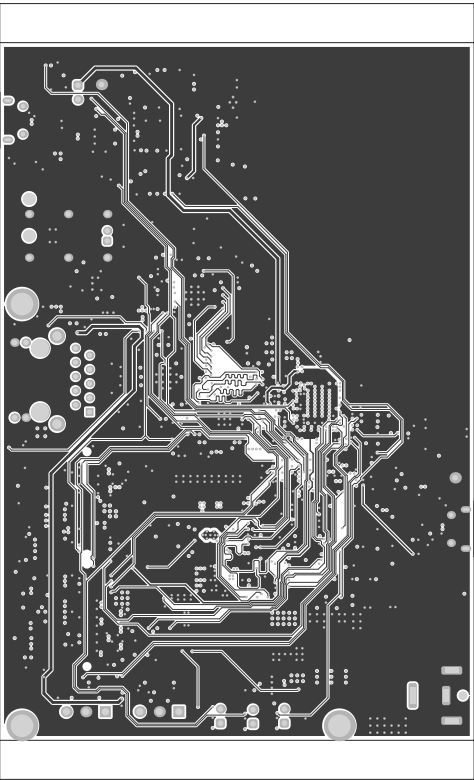
ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>PC Board Outline</small> SIG1	TID #: N/A		
PLOT NAME = Signal Layer 1	GENERATED : 1/19/2023 11:56:53 AM	TEXAS INSTRUMENTS	



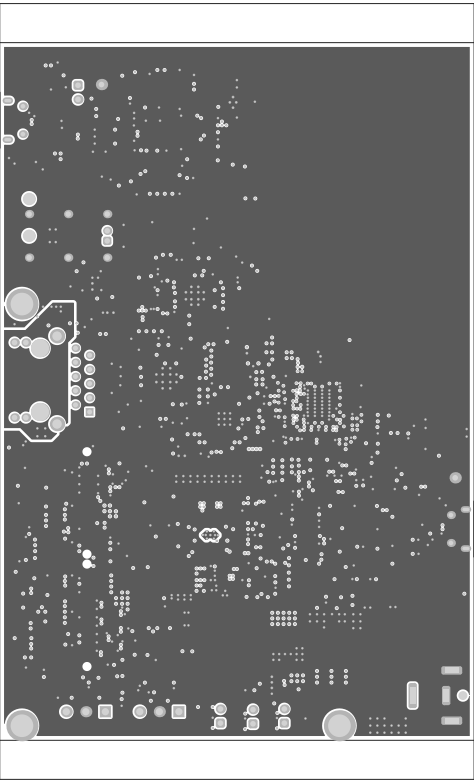
ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>PC Board Outline</small> PWR1	TID #: N/A		
PLOT NAME = Power Layer 1	GENERATED : 1/19/2023 11:56:56 AM	TEXAS INSTRUMENTS	



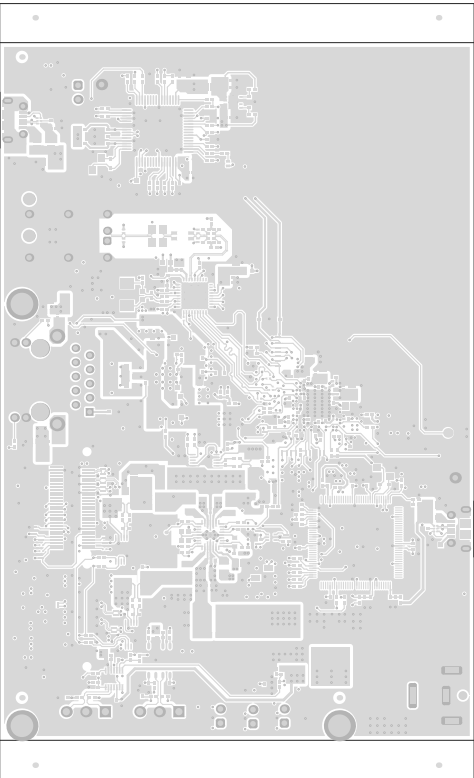
ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>PC Board Outline</small> PWR2	TID #: N/A		
PLOT NAME = Power Layer 2	GENERATED : 1/19/2023 11:56:59 AM	TEXAS INSTRUMENTS	



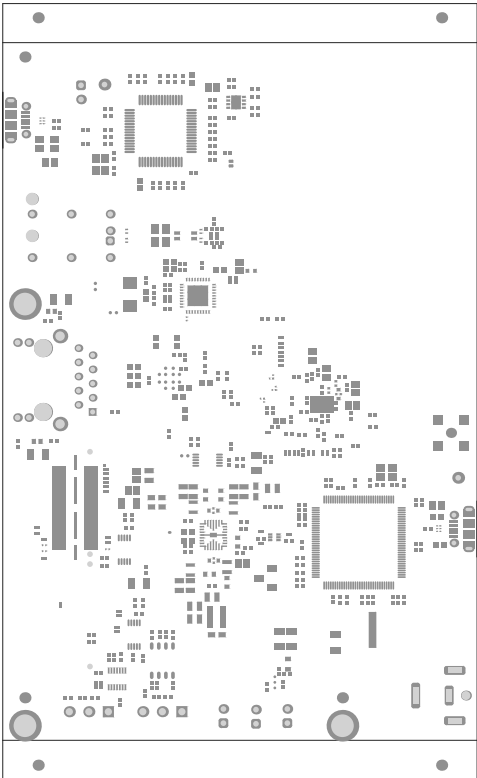
ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #:	PROC113	REV:	D	SUN REV:	Not In VersionControl
LAYER NAME = <small>≡ Board Outline</small> SIG2	TID #:	N/A				
PLOT NAME = Signal Layer 2	GENERATED	: 1/19/2023	11:57:02 AM	TEXAS INSTRUMENTS		



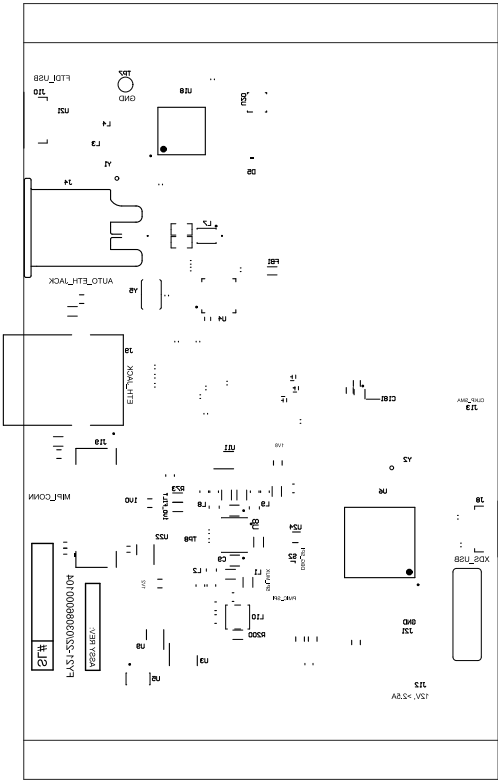
ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>Pl Board Outline</small> GND4	TID #: N/A		
PLOT NAME = Ground Layer 2	GENERATED : 1/19/2023 11:57:06 AM	TEXAS INSTRUMENTS	



ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>PC Board Outline</small> Bottom Layer	TID #: N/A		
PLOT NAME = Bottom Layer	GENERATED : 1/19/2023 11:57:09 AM	TEXAS INSTRUMENTS	



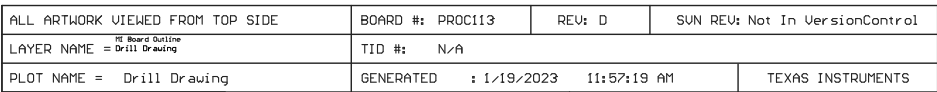
ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>PC Board Outline</small> Bottom Solder	TID #: N/A		
PLOT NAME = Bottom Solder Mask	GENERATED : 1/19/2023 11:57:13 AM	TEXAS INSTRUMENTS	

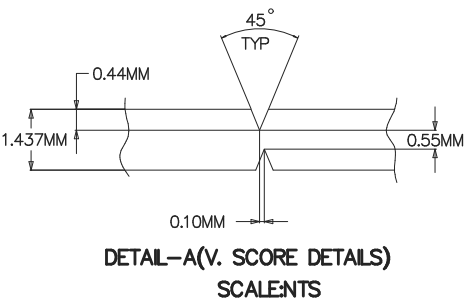
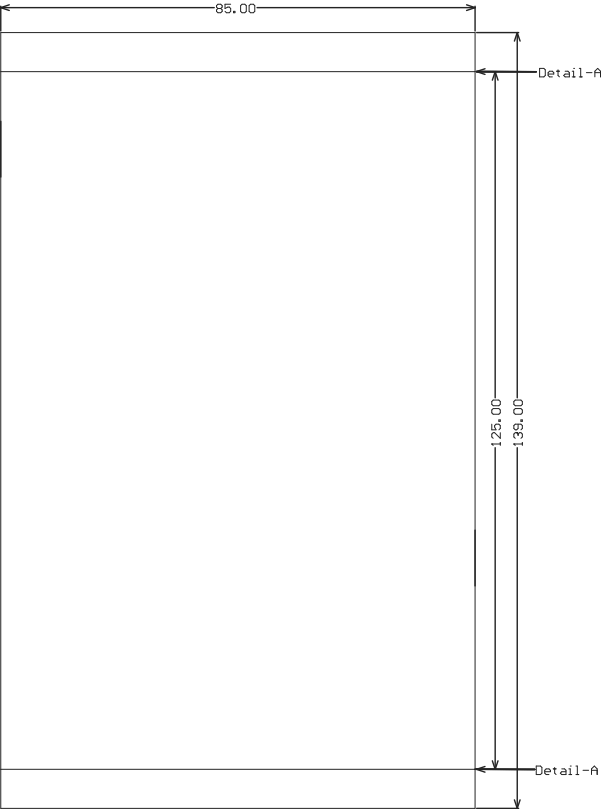


ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <sup>PC Board Outline</sup> Bottom Overlay	TID #: N/A		
PLOT NAME = Bottom Overlay	GENERATED : 1/19/2023 11:57:16 AM	TEXAS INSTRUMENTS	



Slot definitions : Routed Path Length = Calculated from tool start centre position to tool end centre position.  
Hole Length = Routed Path Length + Tool Size = Slot length as defined in the PCB layout





ALL ARTWORK VIEWED FROM TOP SIDE	BOARD #: PROC113	REV: D	SUN REV: Not In VersionControl
LAYER NAME = <small>R1: Board Outline R2: Board Dimensions</small>	TID #: N/A		
PLOT NAME = Board Dimensions	GENERATED : 1/19/2023 11:57:23 AM	TEXAS INSTRUMENTS	