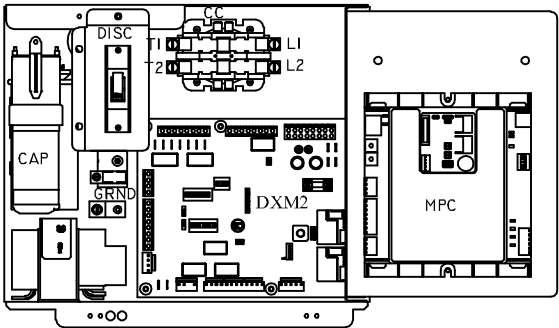


# Component Location TR



\* Optional for MV only

P2

HP

1

2

RED

RED

HP

hpws wtr in

red

wtr in