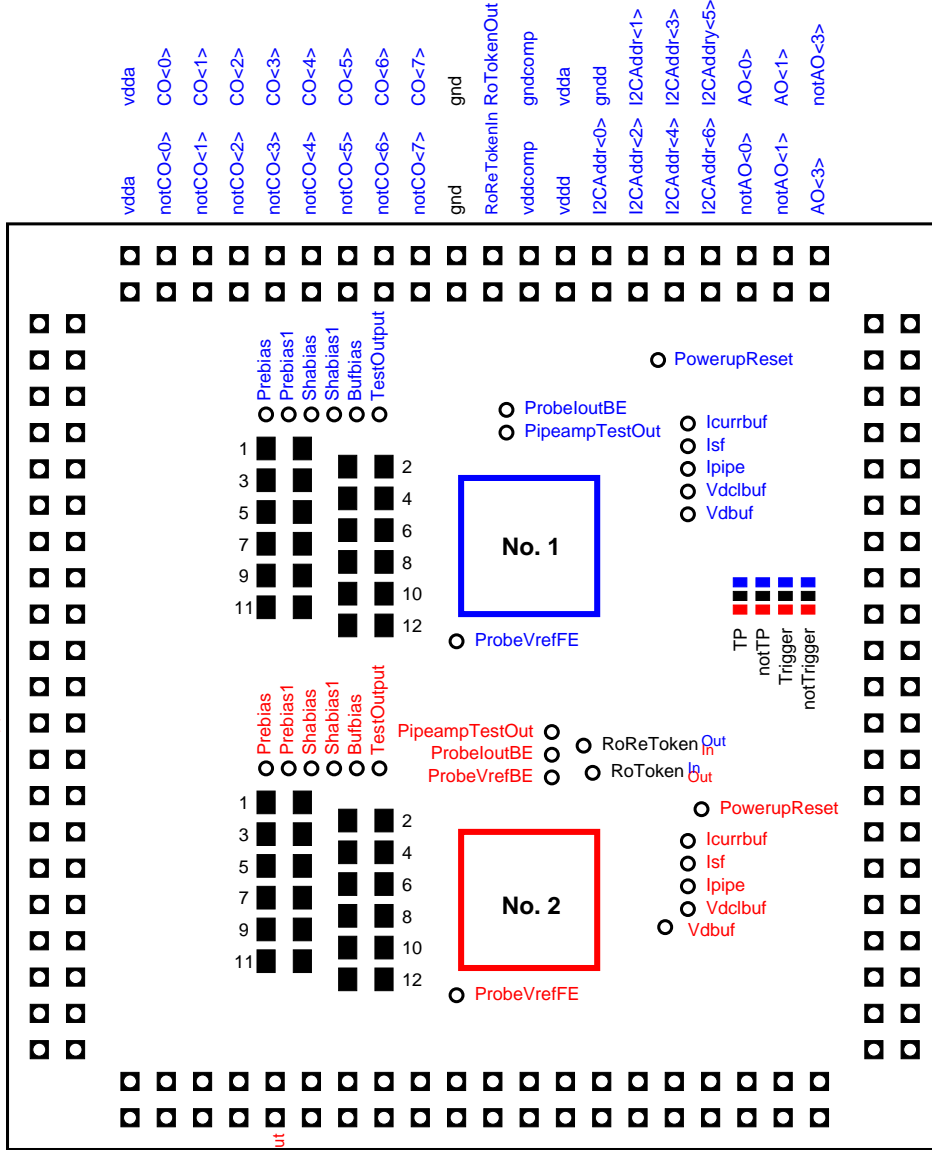


AI<1> AI<2>
 AI<3> AI<4>
 AI<5> AI<6>
 AI<7> AI<8>
 AI<9> AI<10>
 AI<11> AI<12>
 vdda notCompClk
 CompClk CO<8>
 notCO<8> CO<9>
 notCO<9> CO<10>
 notCO<10> CO<11>
 notCO<11> **ProbeloutBE**
 vdda gnd
 vdda AI<1>
 AI<2> AI<3>
 AI<4> AI<5>
 AI<6> AI<7>
 AI<8> AI<9>
 AI<10> AI<11>
 AI<12> vdda
 notCompClk CompClk



notCO<8> CO<8>
 notCO<9> CO<9>
 notCO<10> CO<10>
 notCO<11> CO<11>
 RoTokenIn RoReTokenOut
 notCO<15> FifoFull
 notCO<14> CO<15>
 notCO<13> CO<14>
 notCO<12> CO<13>
 gndcomp CO<12>
 EnableEDC vddcomp
 gnd gnd
 WriteMon TrigMon
 Trigger notTrigger
 Clock notClock
 TP notTP
 Reset notReset
 DV notDV
 gnd gnd
 SDA SCL

AO<2> notAO<2>
 notDV DV
 notTP TP
 notTrigger Trigger
 TrigMon WriteMon
 vddcomp EnableEDC
 CO<12> gndcomp
 CO<13> notCO<12>
 CO<14> notCO<13>
 CO<15> notCO<14>
 FifoFull notCO<15>
 vddcomp gndcomp
 vddd vdda
 I2CAddr<0> gndd
 I2CAddr<2> I2CAddr<1>
 I2CAddr<4> I2CAddr<3>
 I2CAddr<6> I2CAddr<5>
 notAO<0> AO<0>
 notAO<1> AO<1>
 AO<3> notAO<3>
 AO<2> notAO<2>