

DJ-70 MK II

SAMPLING WORKSTATION

SERVICE NOTES

First Edition

Issued by RES

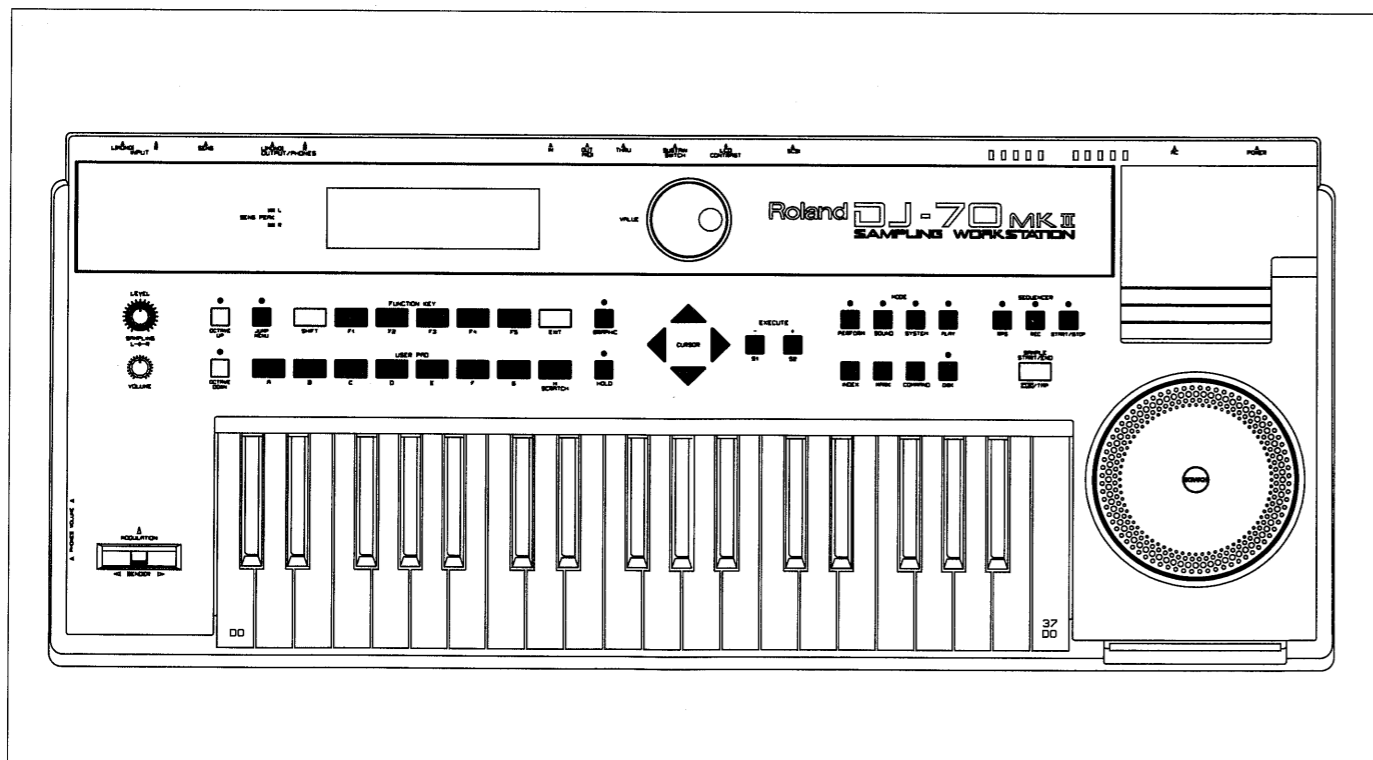
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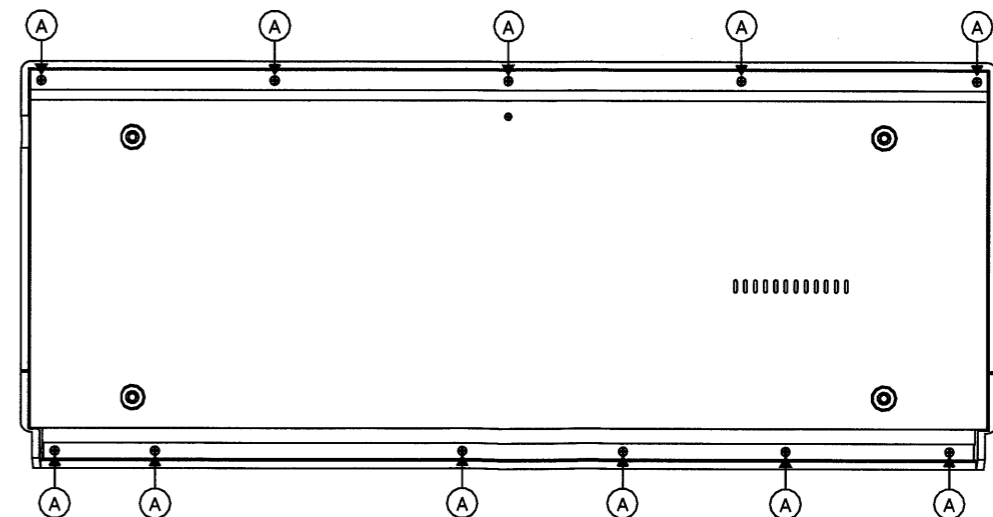
ATTENTION : The DJ-70MKII is different from DJ-70 only in some details such as digital boards, top and bottom cabinet, etc.
 In this manual we have only listed the differences between the two instruments. It is really necessary to refer to the DJ-70 Service Notes (RJA code : 17059654) for a deep knowledge of this instrument.
 In the Parts List (pag.5) this symbol " # " will help you to find the new parts used for the DJ-70MKII Sampling Workstation.

SPECIFICATIONS

- **KEYBOARD** : 37 Keys with velocity
 - **MAX POLYPHONY** : 24 Voices
 - **INPUT IMPEDANCE** : 10K ohm
 - **INPUT LEVEL** : +4 dB to -50 dBm continuous variance.
 - **OUTPUT IMPEDANCE** : 200 ohm (stereo, out, R, L)
 - **RESIDUAL NOISE** : More than -80 dBm.
(Volume : Max., Input shored, IHF-A type)
 - **INTERFACE** : SCSI Connector
- Sampling System-**
- **SAMPLING RATE** : 44.1KHz, 22.05kHz
 - **DATA FORMAT** : 16 bit Linear with DI method.
 - **A/D** : 16 bit
 - **D/A** : 20 bit
 - **SOUND MEMORY** : Standard : 2M byte
(Fully expanded : 32M byte by 8/16 Mbyte 72 pins SIMMs)
 - **SIGNAL PROCESSING** : TVF (LPF, BPF, HPF, RING), TVA on 24 bit
 - **FREQUENCY RESPONSE** : 20 Hz to 20kHz (+0/-3dB)
 - **DINAMIC RANGE** : More than 87 dB (1 Voice at rated output)
 - **TOTAL HARMONIC DISTORSION** : Less than 0.01%. (A/D + D/A)
- Disk Drive System-**
- **FLOPPY DISK DRIVER** : FDD FZ-357 338F1DR
- Display System-**
- **DISPLAY** : LCD (64 x 240 dots)
- **POWER CONSUMPTION** : 25W (110V)
: 28W (117V)
: 37W (230V, 230VE, 240VA)
 - **DIMENSIONS** : 30-23/32(W) X 12-3/32(H) X 4-3/8(D) inches
: 780(W) X 330(H) X 126(D) mm
 - **WEIGHT** : 18lbs 15 oz. / 8.6 Kg.
 - **ACCESSORIES (STANDARD)** : Owners Manual (E) (K6018125)
: Owners Manual (I/E/D/F) (K6018228)
: Demo Disk (K2378105)
: Compact Disk w/Sample Sound (K2378102)



DISASSEMBLY

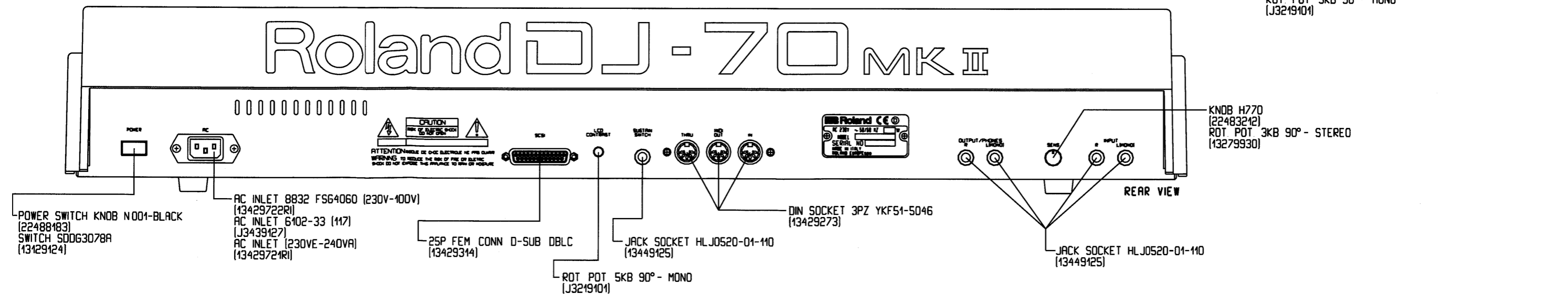
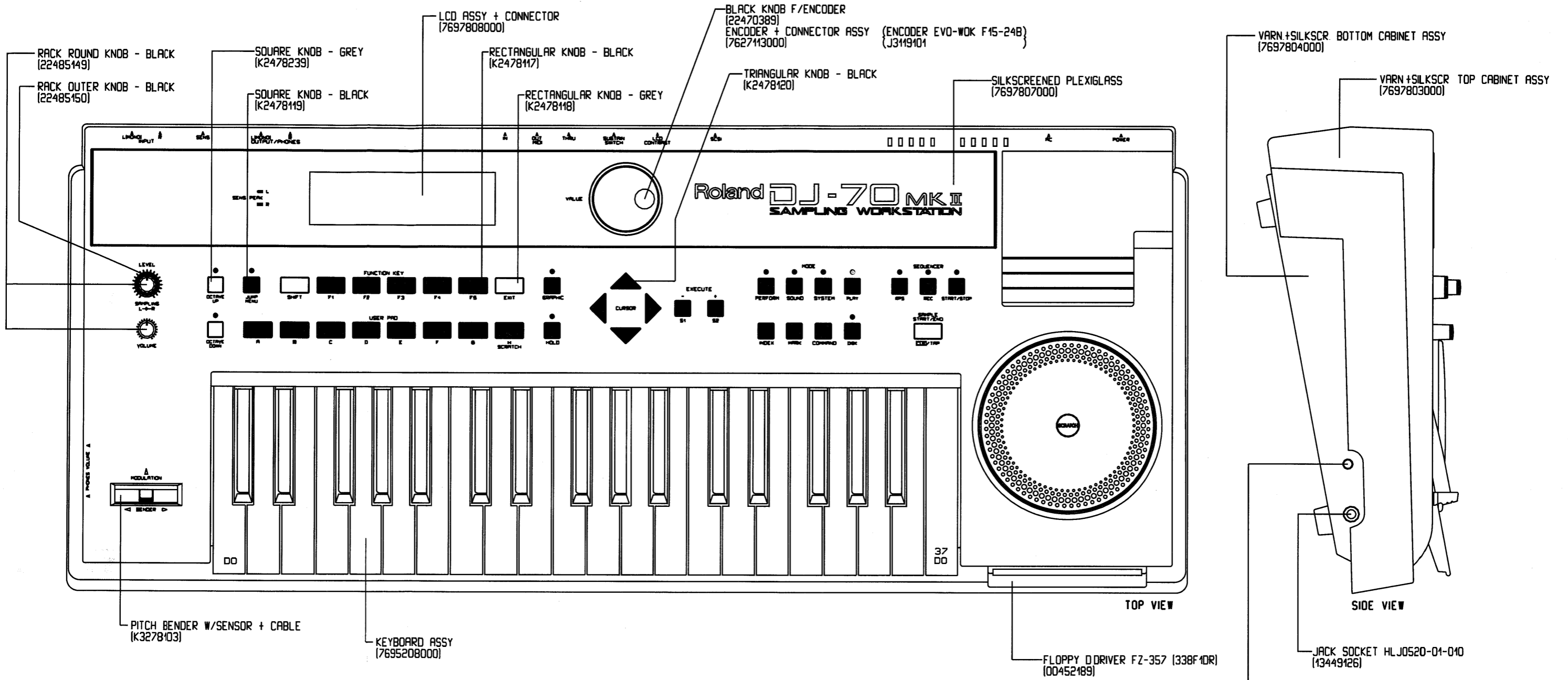


Silkscreened Bottom Cabinet Assy removal screw (A) x 11 pcs

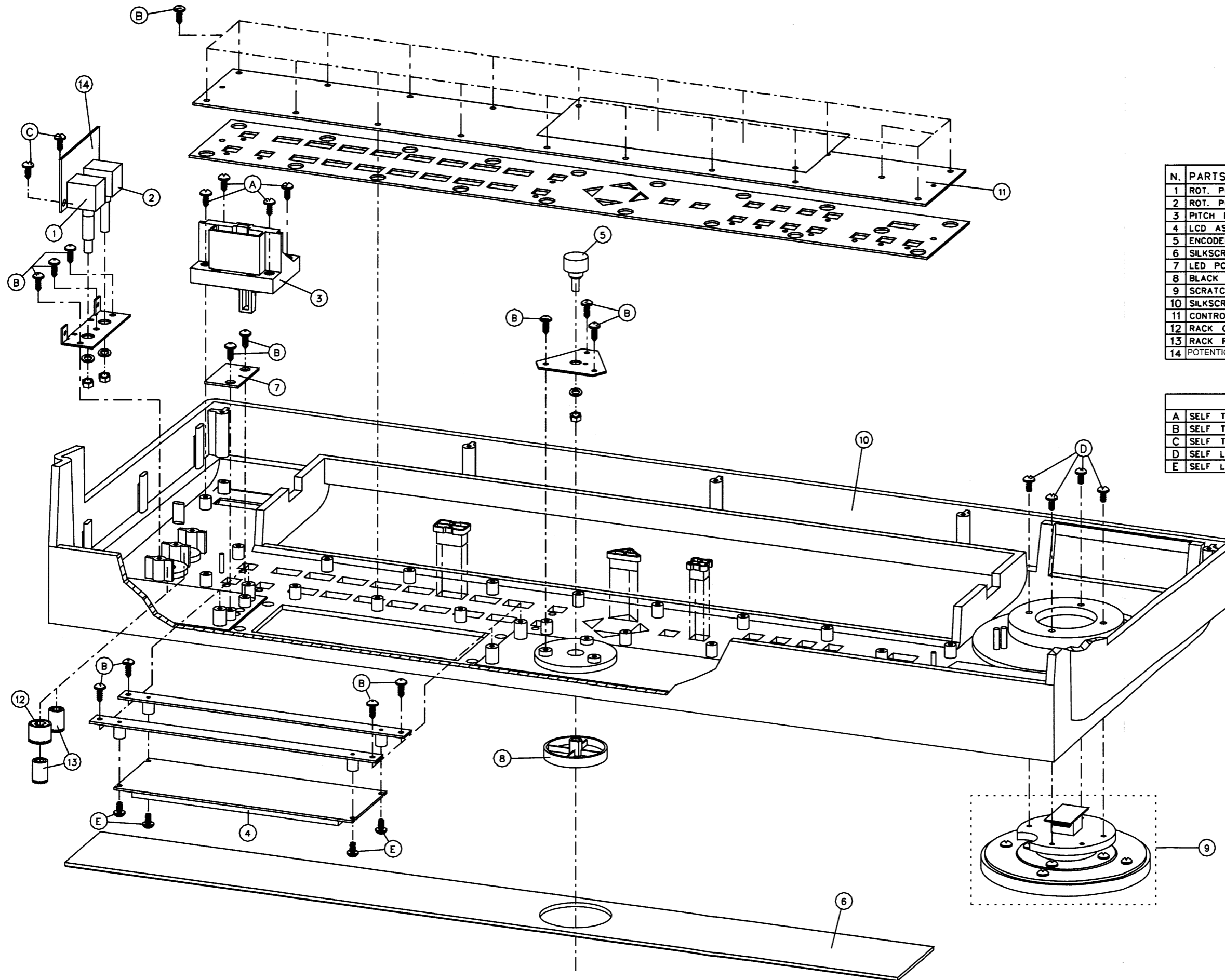
(A) : 3.5x19 mm Self tap. screw TCTCPRBZ

LOCATION OF CONTROLS

• ALL LEADS ARE LED DIODE TLHR4401-RED (15029284R)



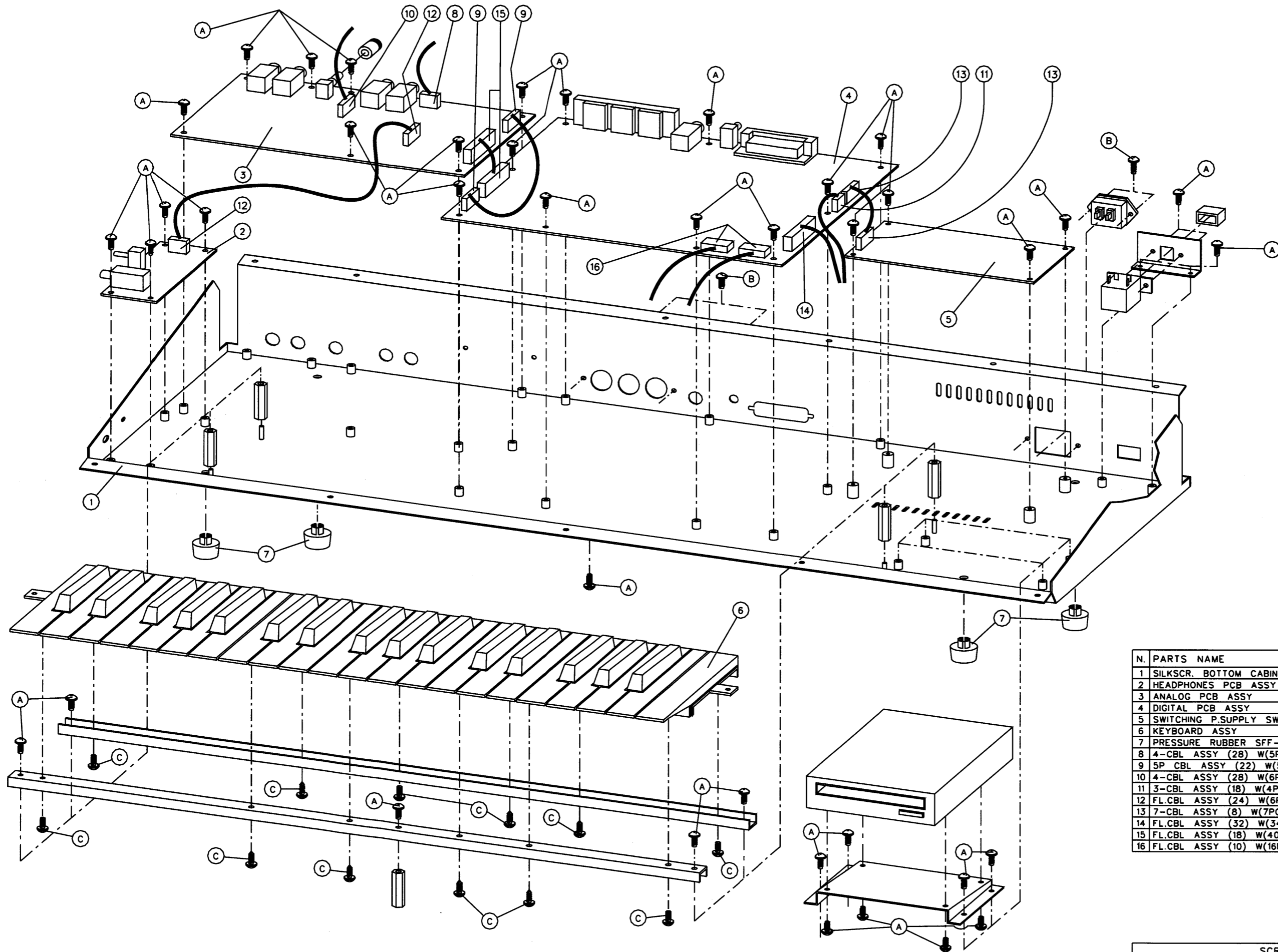
EXPLODED VIEW N.1



N.	PARTS NAME	PARTS N.
1	ROT. POT. 10KB - RK18122F0	13239137
2	ROT. POT. 10KB - RK18112A0	13239138
3	PITCH BENDER W/SENSOR + CABLE	K3278103
4	LCD ASSY + CONNECTOR	7697808000
5	ENCODER EVO-WOK F15-24B	J3119101
6	SILKSCREENED PLEXIGLASS	7697807000
7	LED PCB ASSY	7695206000
8	BLACK KNOB F/ENCODER	22470389
9	SCRATCH ASSY	7695228000
10	SILKSCR. TOP CABINET ASSY	7697803000
11	CONTROLS PCB ASSY	7695203000
12	RACK OUTER KNOB - BLACK	22485150
13	RACK ROUND KNOB - BLACK	22485149
14	POTENTIOMETER PCB ASSY	7695204000

SCREW		
A	SELF TAP.SCREW 2.9x10 TCTCPBZ	J2289125
B	SELF TAP.SCREW 3.5x9.5 TCPRTFR H.8	J2289115
C	SELF TAP.SCREW 2.9x6 TCTC	J2289101
D	SELF LOCK.SCREW M4x14 TCTC H.9.5	J2289109
E	SELF LOCK.SCREW M3x6 TCTC H.6	J2289193

EXPLODED VIEW N.2



N.	PARTS NAME	PARTS N.
1	SILKSCR. BOTTOM CABINET ASSY	7697804000
2	HEADPHONES PCB ASSY	7695205000
3	ANALOG PCB ASSY	7695202000
4	DIGITAL PCB ASSY	7697801000
5	SWITCHING P.SUPPLY SWM25N UNIV.	K2458136
6	KEYBOARD ASSY	7695208000
7	PRESSURE RUBBER SFF-018	J2359105
8	4-CBL ASSY (28) W(5PC-5PC)	7695215000
9	5P CBL ASSY (22) W(5PC-5PC)	7695219000
10	4-CBL ASSY (28) W(6PC-6PC)	7695220000
11	3-CBL ASSY (18) W(4PC-4PC)	7697802000
12	FL.CBL ASSY (24) W(6PC-6PC)	7316406000
13	7-CBL ASSY (8) W(7PC-7PC)	7695222000
14	FL.CBL ASSY (32) W(34PC-34PC)	7695225000
15	FL.CBL ASSY (18) W(40PC-40PC)	7695226000
16	FL.CBL ASSY (10) W(16PC-16PC)	7695223001

SCREW		
A	SELF LOCK.SCREW M3x6 TC TC H.6	J2289193
B	SELF TAP.SCREW 2.9x10 TC TC	J2289102
C	SELF TAP.SCREW 2.9x10 TCTCPRBZ	J2289125

DJ-70MKII TEST MODE

Equipment required:

Foot switch (DP2 or equivalent).
 Midi cable.
 2 SIMM memory modules.
 A formatted DD or HD floppy disk.
 A monitor speaker.
 A stereo headphone.
 An oscilloscope.

Entering TEST MODE

While pressing the “^” button on the front panel, turn the power on.
 The LCD display will show:

```

**  DJ70MKII TEST MODE  **

VER XX.XX      MM/DD/YY

Program DRAM OK
  
```

VER = Release Number of TEST MODE S/W

Program DRAM Test is automatically run and the result is displayed.
 If nothing is displayed any problem on Program DRAM may be present and the test program cannot be run.

After 5/6 seconds the display will show:

```

**  MAIN MENU  **

A = MEMORY          D = KEYBOARD
B = PANEL           E = FLOPPY DD
C = CONTROLS        F = ANALOG BOARD

TURN OFF THE INSTRUMENT TO EXIT
  
```

This is the TEST MAIN MENU.

Exiting TEST MODE

Turn the power off.

MEMORY TEST

Pressing the “A” button of the front panel while the TEST MAIN MENU is shown, the display will show:

```

**  MEMORY MENU  **

A = BOOT ROM          C= WAVE DRAM SHORT
B = EEPROM            D= WAVE DRAM LONG

PRESS EXIT TO MAIN MENU
  
```

This is the MEMORY TEST MENU.

Pressing “EXIT” you will come back to the MAIN MENU.

Memory Menu - A

Pressing “A” the display will show:

```

**  BOOT ROM TEST  **

Ic22 = xxxxxx

PRESS EXIT TO MEMORY MENU
  
```

XXXXX = OK (In case of normal condition)
 XXXXX = ERROR (In case of Error condition)

Pressing “EXIT” you will come back to the MEMORY TEST MENU.

Memory Menu - B

Pressing "B" the display will show:

```

** EEPROM TEST **

DATA WILL BE CLEARED
ARE YOU SURE?

YES=S1          NO=EXIT

```

Pressing "EXIT" this TEST will be aborted and you will come back to the MEMORY TEST MENU.

Pressing "S1" the display will show:

```

** EEPROM TEST **

Ic21 = XXXXX

PRESS EXIT TO MEMORY MENU

```

XXXXX = OK (In case of normal condition)
XXXXX = ERROR (In case of Error condition)

Pressing "EXIT" you will come back to the MEMORY TEST MENU.

Memory Menu - C/D

Pressing "C" or "D" the display will show:

```

** WAVE MEMORY MENU **

A = MEMORY TYPE
B = MEMORY CHECK
C = MEMORY VERIFY

PRESS EXIT TO MEMORY MENU

```

This is the WAVE MEMORY TEST MENU.

If "D" is pressed in the Memory Menu, the Wave Memory Check and/or Verify will be more accurate but longer in time. In most of cases, short wave test ("C" in the Memory Menu) will be sufficient.

Pressing "EXIT" you will come back to the MEMORY TEST MENU.

Wave Memory Menu - A

Pressing "A" the display will show:

```

** WAVE MEMORY TYPE **

TYPE = [tttttttttttttttttt]
ADDRESS = sssssh~eeeeeh

PRESS EXIT TO WAVE MEMORY MENU

```

tttttttttttt is the description of wave memory configuration.
ssssh is the wave memory start address (hex)
eeeeeh is the wave memory end address (hex)

Pressing "EXIT" you will come back to the WAVE MEMORY TEST MENU.

Wave Memory Menu - B

Pressing "B" the display will show:

```

** WAVE MEMORY CHECK

WRITE ADDRESS = wwwwwh wwwwh
READ ADDRESS = rrrrrh rrrrh
ERROR ADDRESS = eeeeeh eeeh

PRESS EXIT TO WAVE MEMORY MENU

```

wwwwwh wwwwh is the running wave memory write address and data (hex)
rrrrrh rrrrh is the running wave memory read address and data (hex)
eeeeeh eeeh is the wave memory error address and data (hex) (if any)

Pressing "EXIT" you will come back to the WAVE MEMORY TEST MENU.

Wave Memory Menu - C

Pressing "C" the display will show:

```

** WAVE MEMORY VERIFY **

WRITE ADDRESS =
READ  ADDRESS = rrrrrrh rrrrh
ERROR ADDRESS = eeeeeeh eeeeh

PRESS EXIT TO WAVE MEMORY MENU

```

rrrrrh rrrrh is the running wave memory read address and data (hex)
 eeeeeeh eeeeh is the wave memory error address and data (hex) (if any)

Pressing "EXIT" you will come back to the WAVE MEMORY TEST MENU.

PANEL TEST

Pressing the "B" button of the front panel while the TEST MAIN MENU is shown, the display will show:

```

** PANEL TEST MENU **

A = SWITCHES  B = LED  C = LCD

PRESS EXIT TO MAIN MENU

```

This is the PANEL TEST MENU.

Pressing "EXIT" you will come back to the MAIN MENU.

Panel Menu - A

Pressing "A" the display will show:

```

HIT ANY BUTTON

XXXXXXXXXXXXX = 000

PRESS SHIFT & EXIT TO PANEL MENU

```

XXXXXXXXXXXXX = Name of the pressed button.
 000 = ON (if pressed) / OFF (if released)

Pressing together "SHIFT" and "EXIT" you will come back to the PANEL TEST MENU.

Panel Menu - B

Pressing "B" the display will show:

```

** LEDS TEST **

PRESS EXIT TO PANEL MENU

```

This is the LEDS TEST MENU.

All leds are lighted ON sequentially and, at the end of the sequence, all leds will light simultaneously.

Pressing "EXIT" you will come back to the PANEL TEST MENU.

Panel Menu - C

Pressing "C" the display will show:

```

** LCD TEST **

A = LCD ON           D = CROSS DOTS 2
B = LCD OFF          E = CROSS DOTS 3
C = CROSS DOTS 1     F = RETURN

PRESS EXIT TO PANEL MENU

```

This is the LCD TEST MENU.

Pressing "A" all dots are turned ON (SOLID BLACK)
 Pressing "B" all dots are turned OFF (SOLID WHITE)
 Pressing "C" dots are turned ON/OFF alternatively
 Pressing "D" characters are turned ON/OFF alternatively
 Pressing "E" characters are turned ON/OFF alternatively (opposite way of previous)
 Pressing "F" you will come back to the LCD TEST MENU

Pressing "EXIT" you will come back to the PANEL TEST MENU.

CONTROLS TEST

Pressing the "B" button of the front panel while the TEST MAIN MENU is shown, the display will show:

```

** CONTROLS TEST MENU **

A = PANEL CONTROLS      B = MIDI

PRESS EXIT TO MAIN MENU
    
```

This is the CONTROLS TEST MENU

Controls Menu - A

Pressing "A" the display will show:

```

** PANEL CONTROLS MENU **

MOD  BEND  ENCODER  SCRATCH  FOOTSW
MMM  BBBB   EEE     SSS     FFF

PRESS EXIT TO CONTROLS MENU
    
```

MMM = Modulation value from 0 to 127
 BBBB = Pitch Bender value from -127 to +127
 EEE = Alpha Dial value from 0 to 127
 SSS = Scratch Wheel value from 0 to 127
 FFF = ON (if DP2 pressed) / OFF (if DP2 not pressed)

NOTE: Connect the DP2 Footswitch to the FOOTSWITCH jack.

Pressing "EXIT" you will come back to the CONTROLS TEST MENU.

Controls Menu - B

Pressing "B" the display will show:

```

** MIDI TEST **

CONNECT MIDI OUT TO MIDI IN
AND PRESS S1 BUTTON TO START
MIDI = XXXXX

PRESS EXIT TO CONTROLS MENU
    
```

XXXXX = OK (In case of normal condition) / ERROR (In case of error condition)

Pressing "EXIT" you will come back to the CONTROLS TEST MENU.

KEYBOARD TEST

Pressing the "D" button of the front panel while the TEST MAIN MENU is shown, the display will show:

```

** KEYBOARD TEST MENU **

HIT ANY KEY

KEY = KKK      VELOCITY = VVV

PRESS EXIT TO MAIN MENU
    
```

KKK = Key name from C3 to C6
 VVV = Velocity value from 0 to 127

NOTE: When any key is released VVV = 0; if more than one key is pressed or released, the last will be recognized.

Pressing "EXIT" you will come back to the MAIN MENU.

SCSI/FLOPPY DISK DRIVER TEST

Pressing the "E" button of the front panel while the TEST MAIN MENU is shown, the display will show:

```

** SCSI/FLOPPY TEST MENU **

A = SCSI (ID=0)      B = FLOPPY

PRESS EXIT TO MAIN MENU
    
```

This is the SCSI/FLOPPY TEST MENU.

SCSI/Floppy Menu - A

Pressing "A" the display will show:

```

*** SCSI TEST ***

MMMMMMMMMMMMMMMMMM

PRESS EXIT TO SCSI/FLOPPY MENU

```

MMMMMMMMMM = SCSI TEST OK (all is OK)
 SCSI Connection Error (Error during device connection)
 SCSI Device Error (Error reading Disk ID)

NOTE: Be sure to set ID Number of external SCSI device to ID=0.

Pressing "EXIT" you will come back to the SCSI/FLOPPY TEST MENU.

SCSI/Floppy Menu - B

Pressing "B" the display will show:

```

** FLOPPY DISK TEST **

DISK XX TESTING
TRACK = TT    SECTOR = SS 000000

MMMMMMMMMMMMMM

PRESS EXIT TO SCSI/FLOPPY MENU

```

XX = DD / HD TT = Track number SS = Sector number

000000 = LOADING / SAVING / VERIFY

MMMMMMMM = DISK TEST OK (all is OK)
 DISK TEST ERROR (floppy disk error)
 NO DISK ! (no disk into driver or cables disconnected)
 NOT FORMATTED

This test writes data to the floppy disk and then reads it. However if the write protect slides of the inserted floppy disk is ON, the display will show "protected", and the test will not be executed. In this case, set the write protect slider OFF, and execute the test. When the test is executed, Save, Load and Verify operations will be automatically performed at three locations on the disk: track 1 sector 1, track 40 sector 8 and track 79 sector 16. If all operations are ok, the test will be exited automatically. If an error occurs, testing will halt.

Pressing "EXIT" you will come back to the SCSI/FLOPPY TEST MENU.

ANALOG BOARD TEST

Pressing the "F" button of the front panel while the TEST MAIN MENU is shown, the display will show:

```

** ANALOG BOARD TEST **

A = D/A MSB ADJUST
B = D/A CHECK
C = A/D OFFSET ADJUST

PRESS EXIT TO MAIN MENU

```

This is ANALOG BOARD TEST MENU

Pressing "EXIT" you will come back to the MAIN MENU.

Analog Board Menu - A

Pressing "A" the display will show:

```

** D/A MSB ADJUST **

INSERT STEREO PHONES ON PHONES JACK
& SET PHONES VOLUME TO MAX

A=VOICE START          EXIT=RETURN

```

This test allows you to adjust the MSB of the D/A converter. Before entering this test, connect a stereo phones to the PHONES jack and set phones volume to maximum position. When you press "A" a continuous tone will be output from the PHONES jack. Adjust the trimmer potentiometer (VR1) on the analog board to reduce the continuous tone to the lowest possible volume.

When you press "B" the continuous tone will be stopped.

When you have completed the operation press "EXIT" to exit to return to ANALOG BOARD TEST MENU.

Analog Board Menu - B

Pressing "B" the display will show:

```

          ** SINE D/A CHECK **

OUT LEFT  = 880Hz      PHONES = 440Hz
OUT RIGHT = 1760Hz

LEVEL    = XX      (S1=DEC : S2 = INC)

A=VOICE START      EXIT=RETURN
  
```

XX = 1 - 13

This test checks the operations of the D/A converter.

Before you enter this test, connect a monitor speaker and an oscilloscope (1V/div., 0.2mS/div.) to the rear panel STEREO OUT L (mono) jack, and set the front panel VOLUME knob to maximum (MAX).

Use the panel switches, "S1" to decrement and "S2" to increment, to adjust the displayed level over the range 1-13, and the level of the continuous tone, being output from OUT will change accordingly.

The level will double for each increment and, at the maximum (13), it will be equal to ~4 Vpp.

Connect the oscilloscope to the PHONES jack, set the PHONES volume to MAX and decrement the displayed level to 12 using "S1" button.

The level of the continuous tone will be equal to ~13 Vpp.

Pressing "EXIT" you will come back to the ANALOG BOARD TEST MENU.

Analog Board Menu - C

Pressing "C" the display will show:

```

          ** D/A OFFSET ADJUST **

VR3  _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
      +
VR2  _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

          EXIT TO RETURN
  
```

This test allows you to adjust the offset of the A/D converter input.

While viewing the bar graph display in the LCD, rotate the trimmer potentiometer in the analog board (VR2 for the left channel, VR3 for the right channel) so that the "+" mark is at the center (+).

When you have completed the operation press "EXIT" to return to the ANALOG BOARD TEST MENU.

WAVE MEMORY EXPANSION - (SIM72-8 / SIM72-16)

SIM72-8 8 Mbyte SIMM
SIM72-16 16 Mbyte SIMM

These SIMMs are 72 pin type, 1.27 mm pitch, and not interchangeable with 30 pin type SIMMs, 2.54 mm pitch (OMS-770, OMS-750, SIM-8, SIM-2).

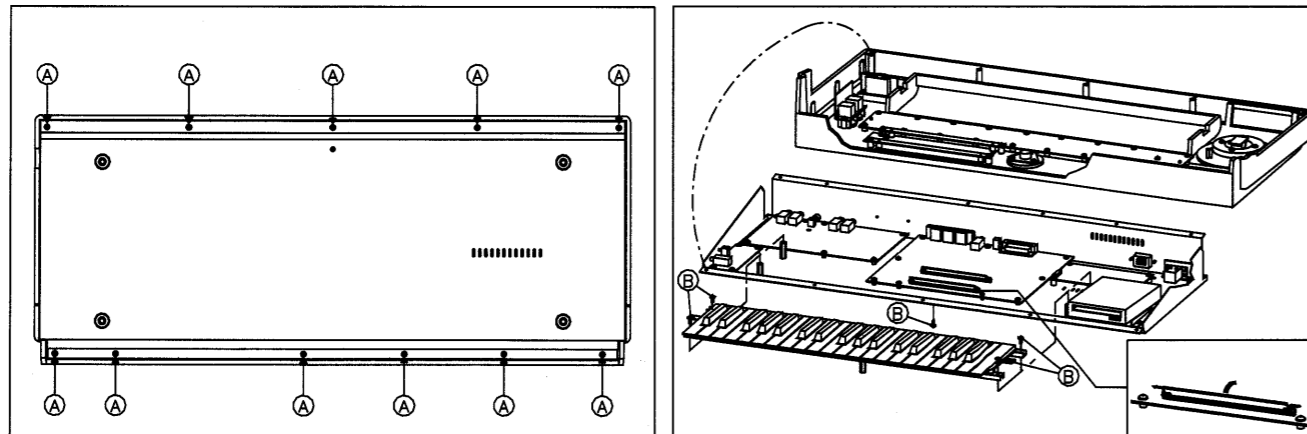
Allowed combinations

Do not use them in any other combinations then listed above.

Standard (2M)	Socket IC32	Socket IC33	Total Memory	Mono Sampling Time (44.1KHz)
0	empty	empty	2 M	22.5 sec
0	SIM72-8	empty	10 M	113.5 sec
0	SIM72-16	empty	18 M	204.6 sec
0	SIM72-8	SIM72-16	26 M	295.6 sec
X	SIM72-16	SIM72-16	32 M	363.8 sec

Tab 1

Installing procedure



CAUTION!

- No.1:** Remove the screws (11pcs) as indicated by "A" arrows to open cabinet of DJ-70 MKII, and rotate top cover (see fig1).
- No.2:** Remove the screws (5pcs) as indicated by "B" arrows to take out the keyboard (see fig2)
- No.3:** Install the SIMMs (Tab.1) into the sockets as shown in Fig.3 and press them until you hear a click.
- No.4:** Verify the expanded memory capacity by following the procedure shown below. Turn on DJ-70MKII and the LCD will read the amount of currently operative memory immediately after the initial screen. In this case, the value should be as shown in Tab1.

Testing Wave Memory

While pressing the "A" button on the front panel, turn the power on. The LCD display will show:

```
** DJ70MKII TEST MODE **
```

```
VER XX.XX MM/DD/YY
```

```
Program DRAM OK
```

VER = Release Number of TEST MODE S/W

After 5/6 seconds the display will show:

```
** MAIN MENU **
```

```
A = MEMORY          D = KEYBOARD
B = PANEL            E = FLOPPY DD
C = CONTROLS        F = ANALOG BOARD
```

```
TURN OFF THE INSTRUMENT TO EXIT
```

Pressing the "A" button of the front panel the display will show:

```
** MEMORY MENU **
```

```
A = BOOT ROM        C = WAVE DRAM SHORT
B = EEPROM           D = WAVE DRAM LONG
```

```
PRESS EXIT TO MAIN MENU
```

Pressing "C" or "D" the display will show:

```
** WAVE MEMORY MENU **
```

```
A = MEMORY TYPE
B = MEMORY CHECK
C = MEMORY VERIFY
```

```
PRESS EXIT TO MEMORY MENU
```

Pressing "A" the display will show:

```

** WAVE MEMORY TYPE **

TYPE = [tttttttttttttttttt]
ADDRESS =      sssssh~eeeeeh

PRESS EXIT TO WAVE MEMORY MENU
    
```

tttttttttttt is the description of wave memory configuration

Configuration	Total Memory	Mono Sampling Time (44.1 kHz)
2M+0M+0M	2 M bytes	22.5 sec
2M+8M+0M	10 M bytes	113.5 sec
2M+16M+0M	18 M bytes	204.6 sec
2M+8M+16M	26 M bytes	295.6 sec
0M+16M+16M	32 M bytes	363.8 sec

sssssh is the wave memory start address (hex)
 eeeeeeh is the wave memory end address (hex)

NOTE:

If 0M + 16M + 0M is displayed when one SIM72-8 and one SIM72-16 are installed, check connection of SIM72-8 at Socket IC32.
 If 0M + 16M + 0M is displayed when one SIM72-16 is installed, remove the SIM72-16 from Socket IC33 and insert it into Socket IC32.
 When two SIM72-16s are installed, the display should show 0M + 16M + 16M , indicating that available wave memory is 32 Mbytes (standard memory is not used).

Turn off the instrument to exit from test mode.

Replacements

SIM72-8 and SIM72-16 are not available as spare parts but as commercial products.

Guarantee

A label bearing the Roland logo is attached on the SIM72-8 and SIM72-16. Roland Corp. will not assure proper performance if a SIM72-8 or SIM72-16 having no Roland label is used.

SIMMs having no Roland label

The SIMMs listed below may be used with the DJ-70 mkII but Roland will not assure correct performance of the SIMMs and DJ-70 mkII.

8 Mbyte SIMM

72 pin, 2 Mword x 32 bits D-RAM module
 4 Mbit D-RAM x 16
 Access time 80 ns or better
 Suggested: THM322020AS-70

16 Mbyte SIMM

72 pin, 4 Mword x 32 bits D-RAM module
 16 Mbit D-RAM x 8
 Access time 80 ns or better
 Suggested: THM324000BSG-70

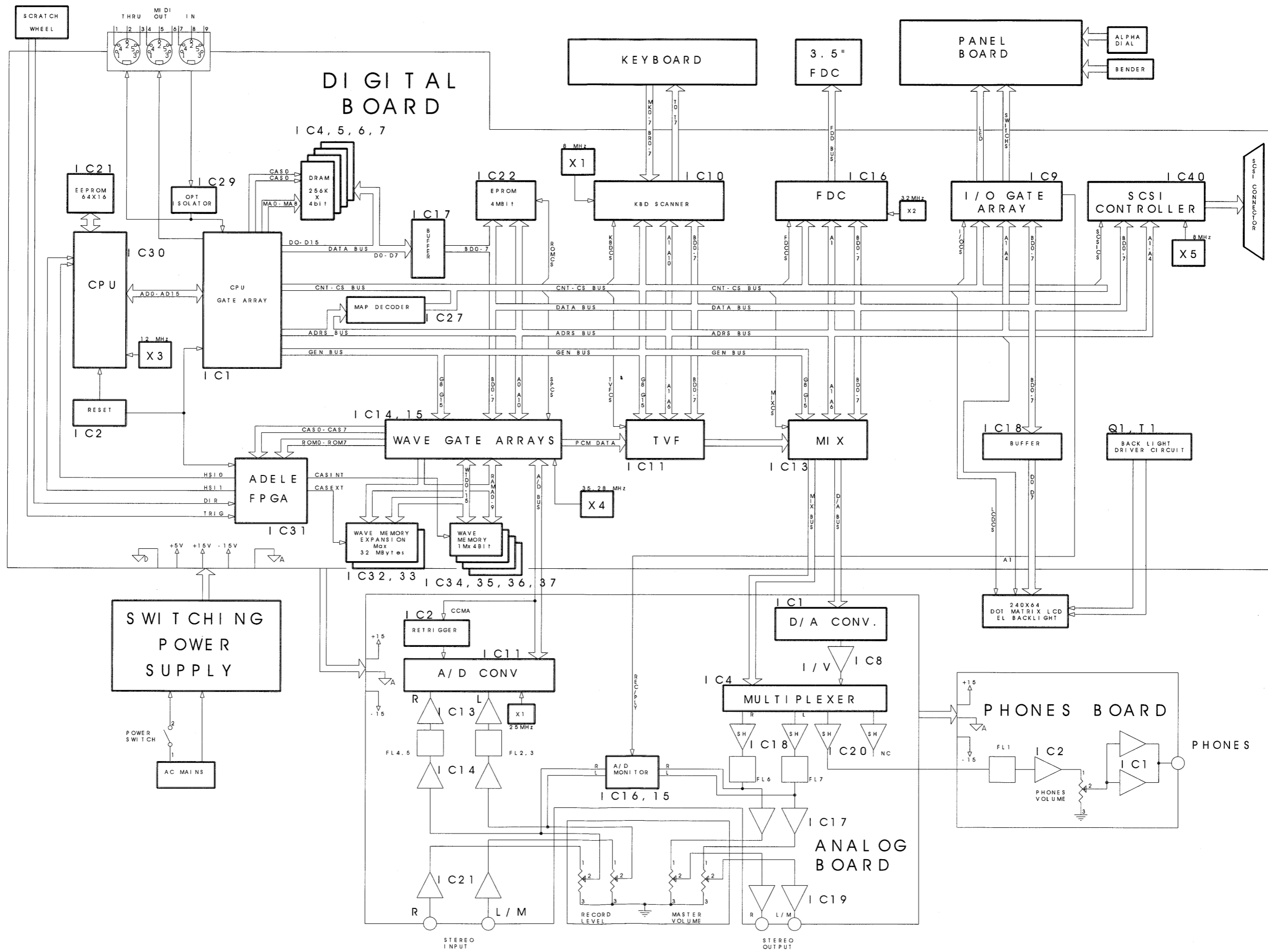
NOTE:

OMS-770, OMS-750, SIM-8 and SIM-2 cannot be used with the DJ-70 mkII.
 16 Mbyte SIMMs with 32 4-Mbit D-RAMs cannot be used with the DJ-70 mkII.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

BLOCK DIAGRAM

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U

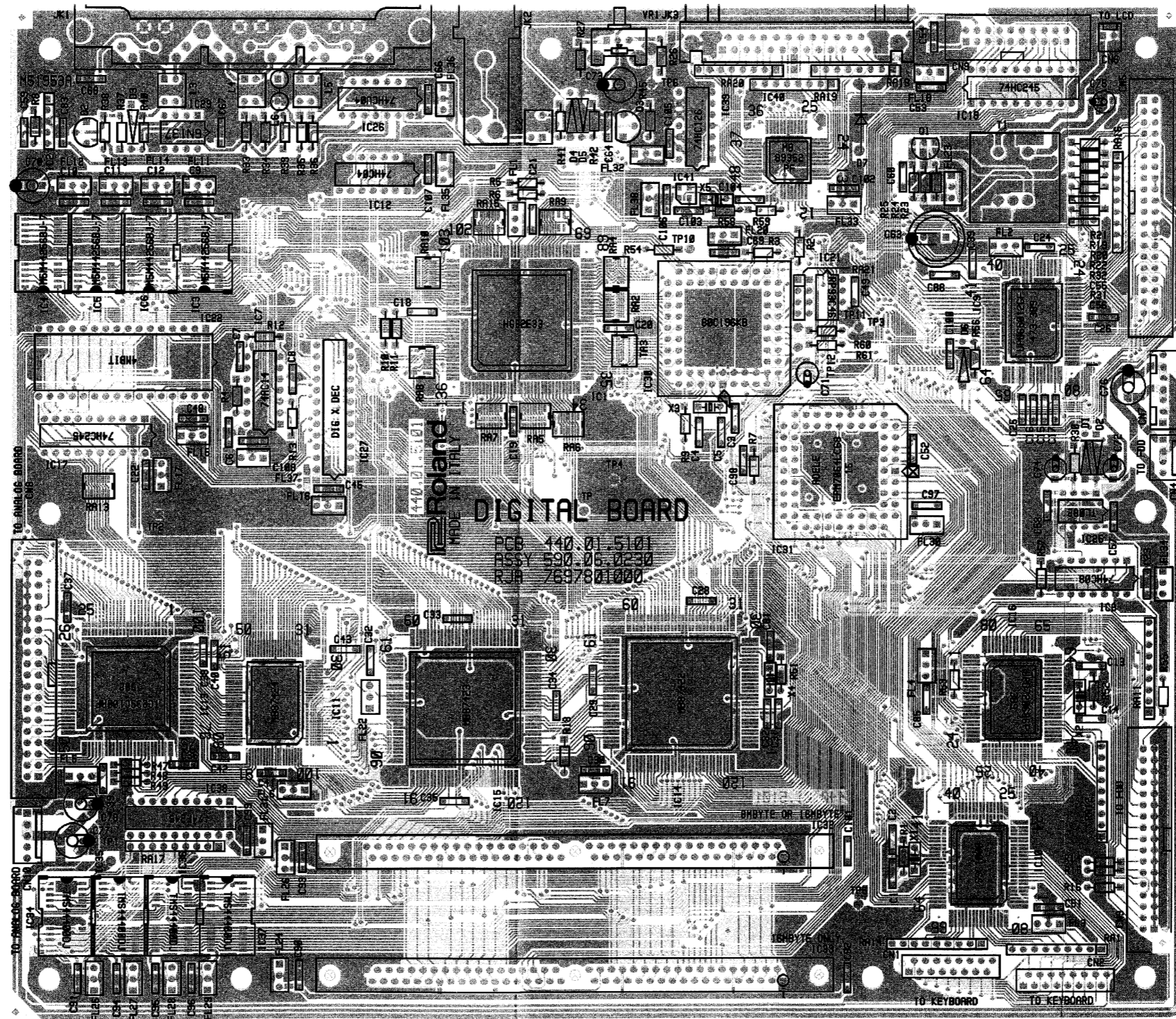


1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U

DIGITAL PCB ASSY

ASSY 7697801000



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43

CIRCUIT DIAGRAM (DIGITAL PCB ASSY)

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

