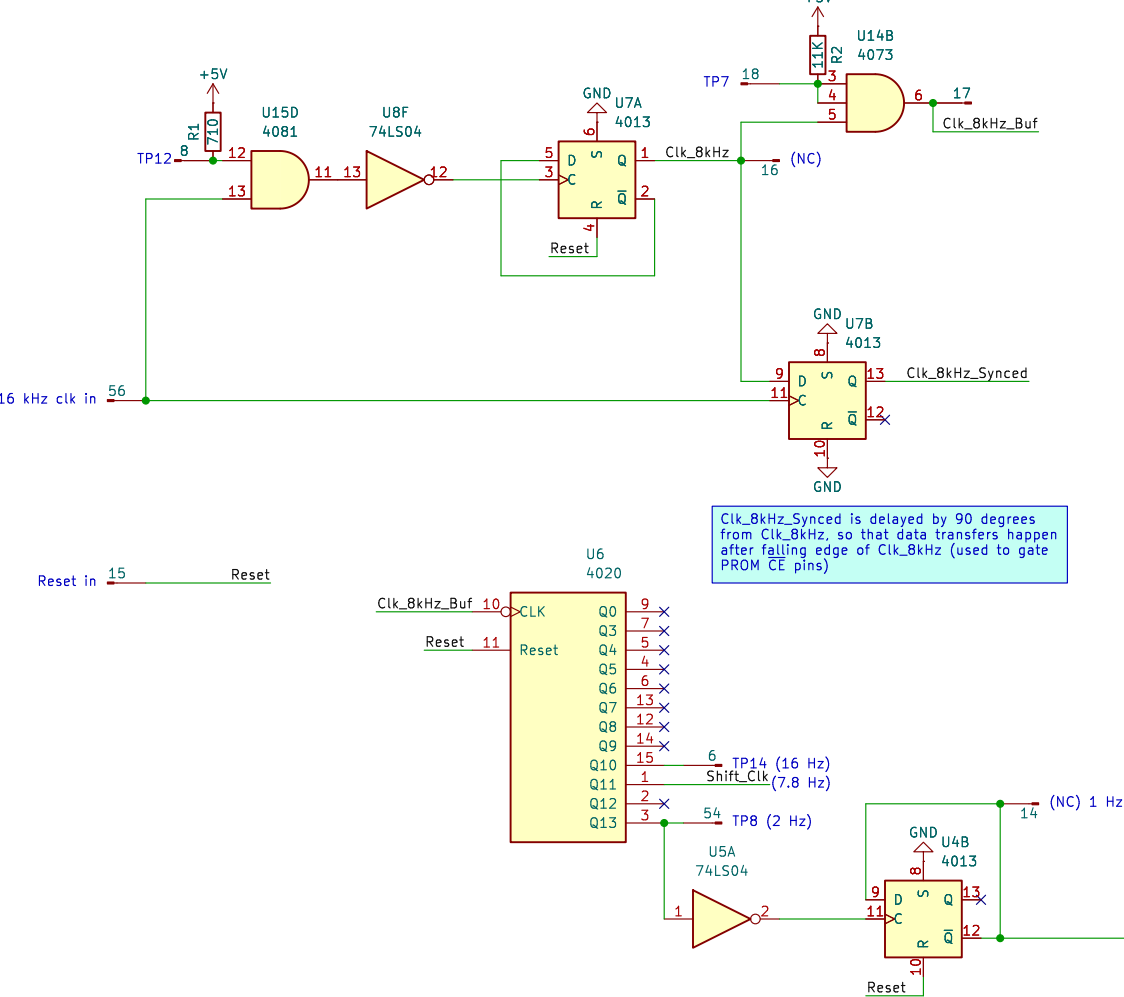
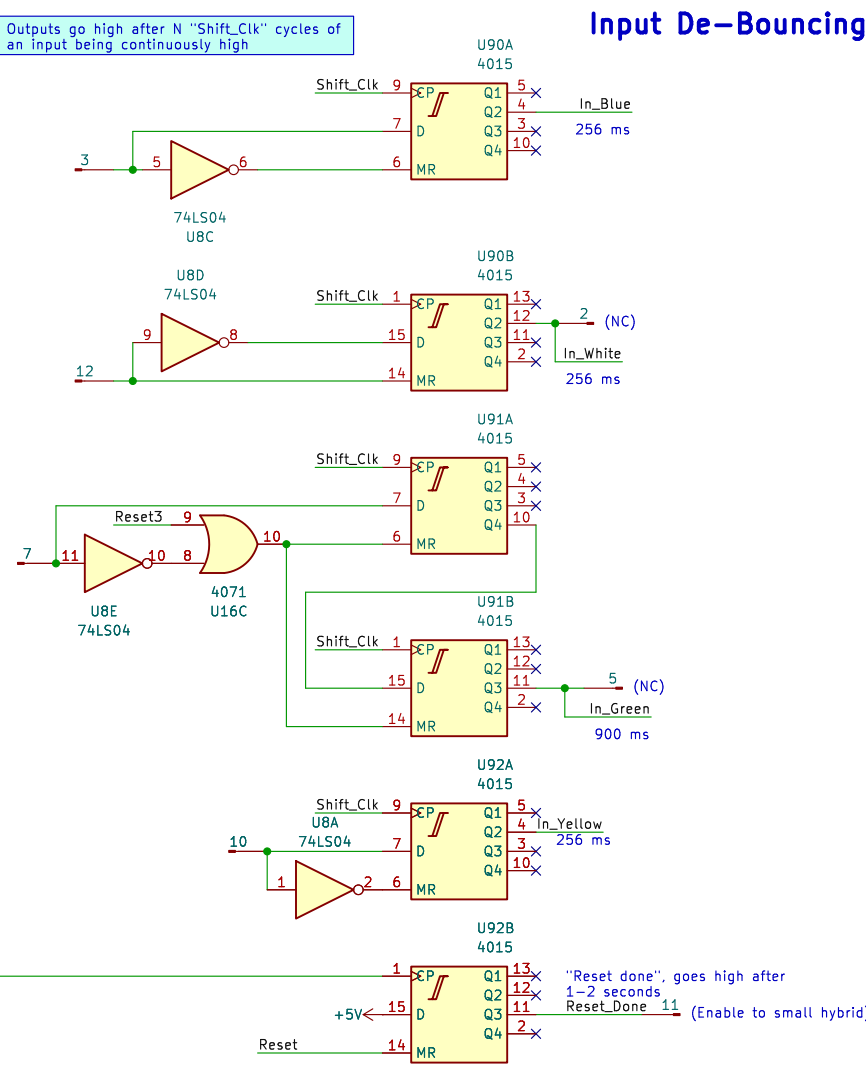


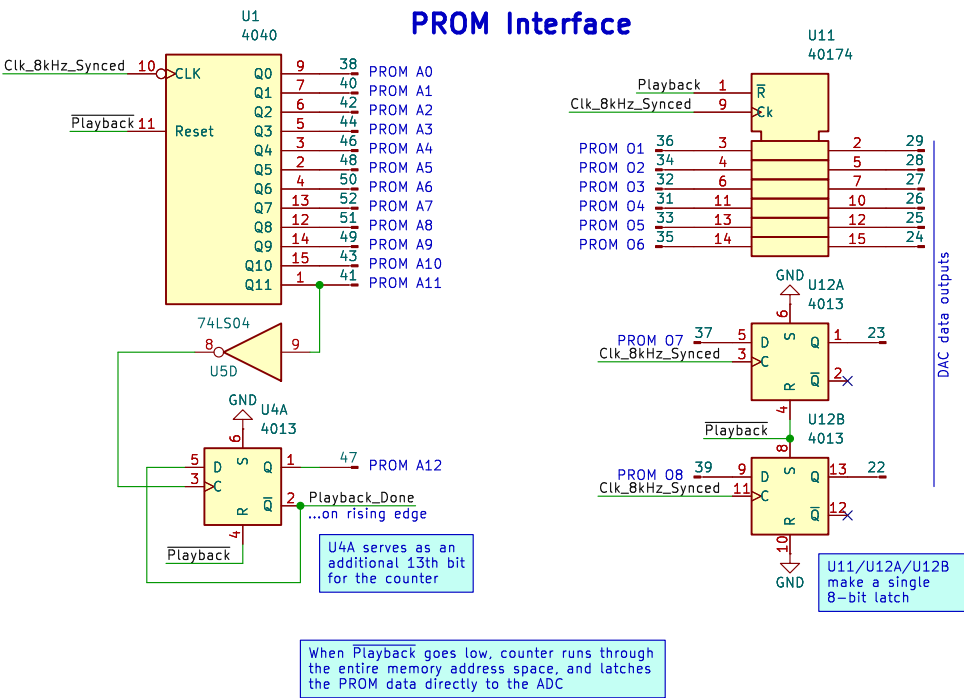
Clock Generation



Input De-Bouncing



PROM Interface



Playback Sequencing

