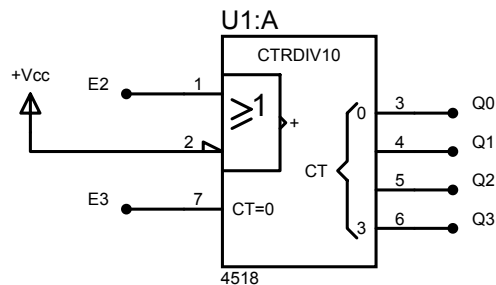
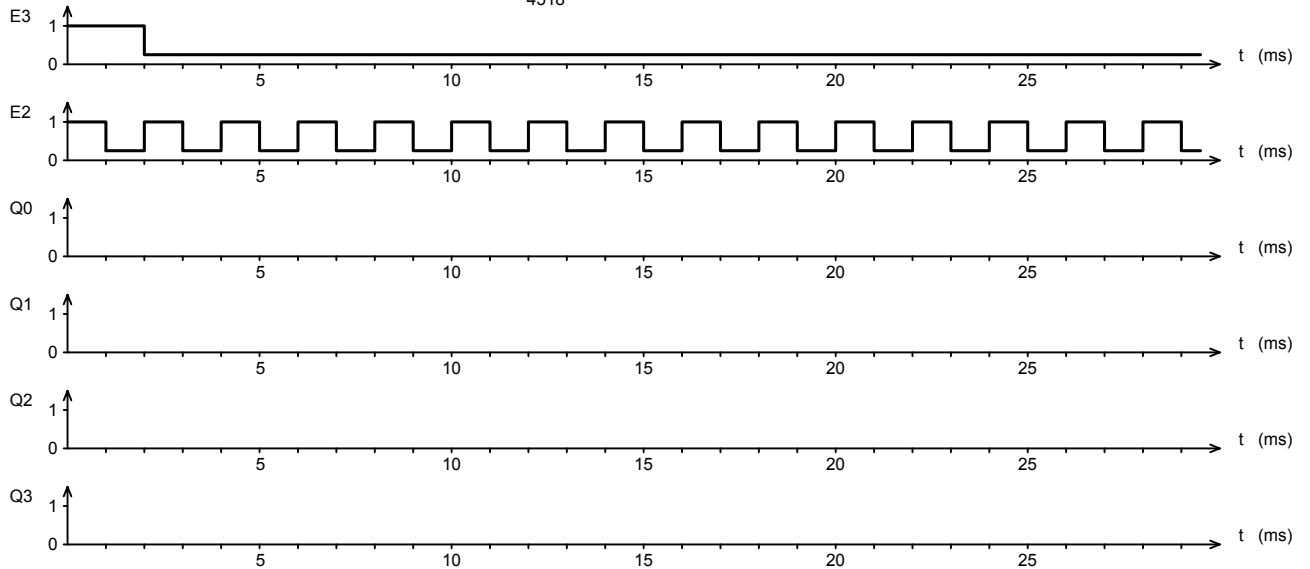
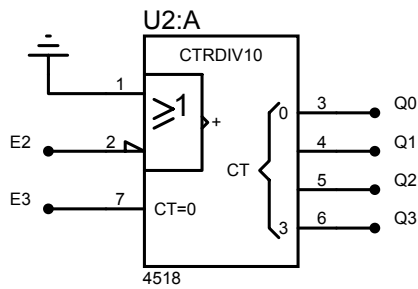


Identifier la structure

En simulation :

- pour E3 DEDGE

- pour E2 DCLOCK



En simulation :

- pour E3 PATTERN

- pour E2 DCLOCK

