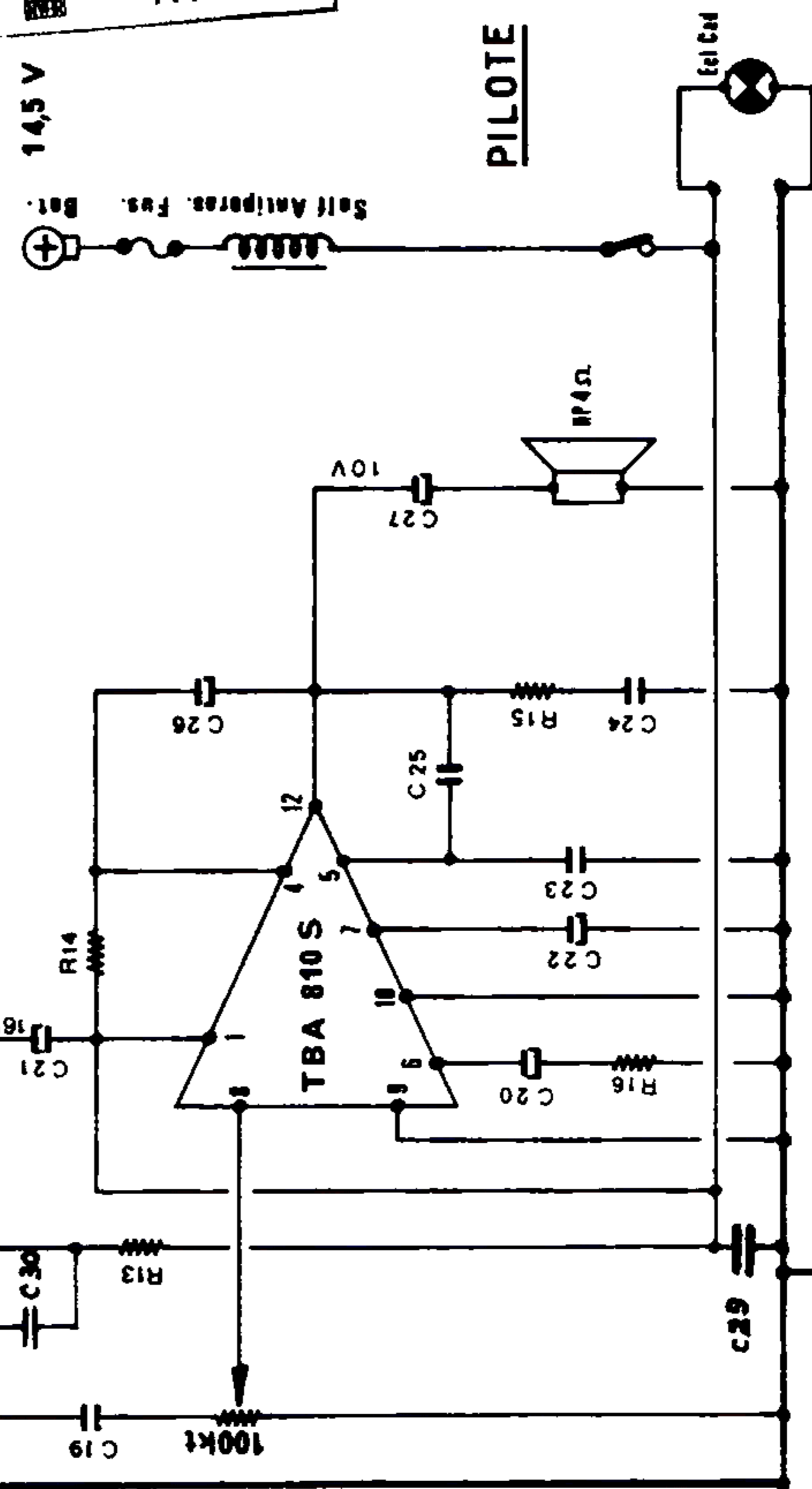
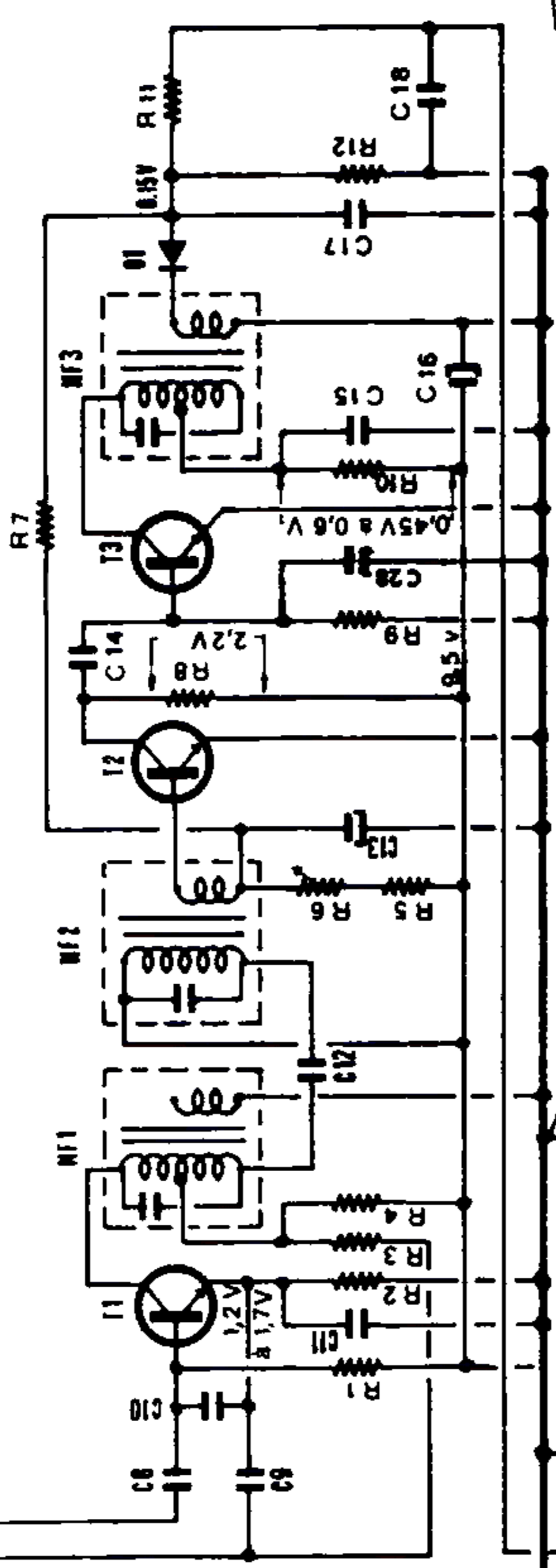
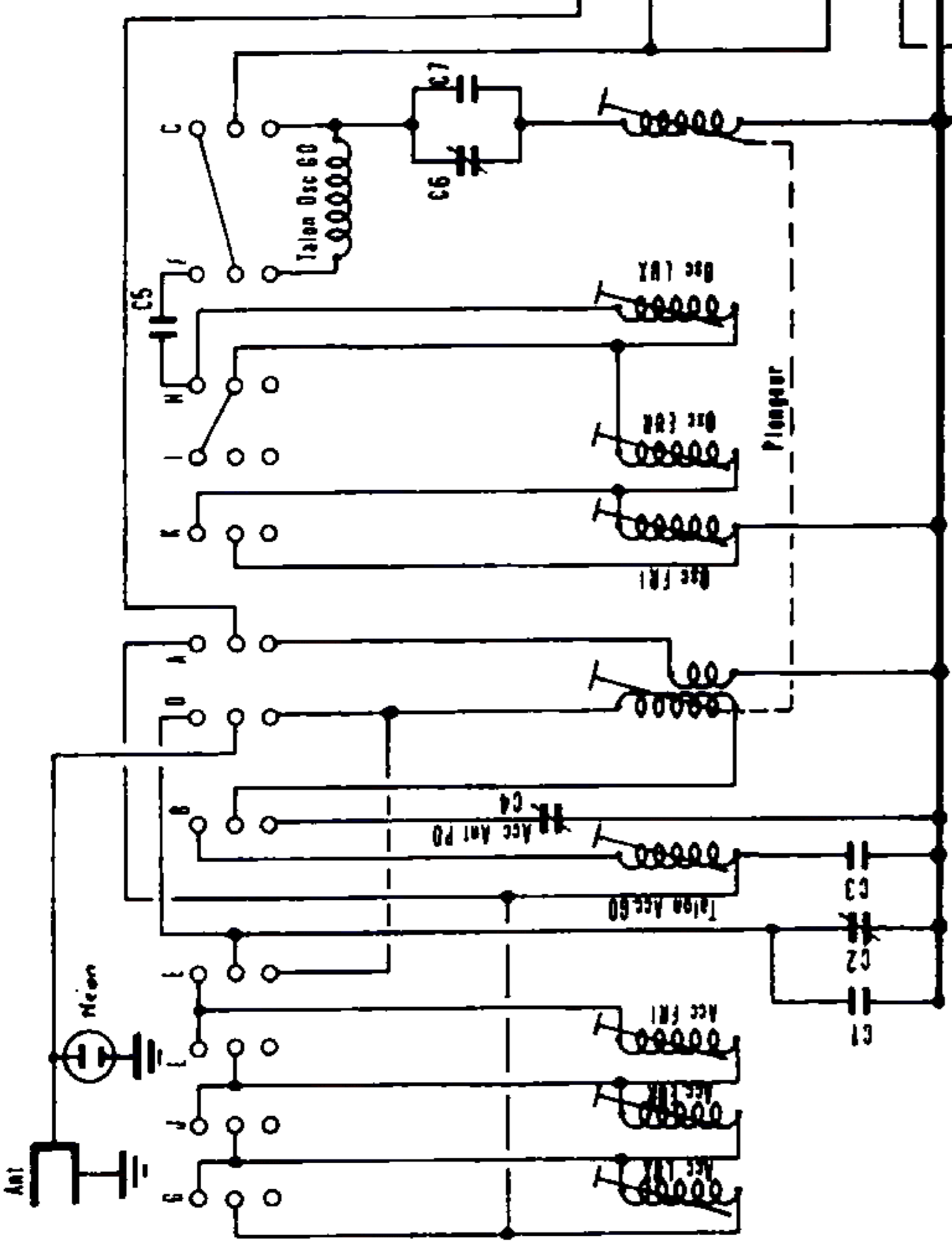


Games couvertes

PO	520-1620kHz	Acc 1620kHz
GO	150-264kHz	Acc 165-245kHz
EUR		182 kHz
FR1		164 kHz
LUX		238 kHz

FR1	EUR	LUX	GO	PO	PO
o	o	o	o	o	o
o	o	o	o	o	o
o	o	o	o	o	o
L	K	J	I	H	G
F	E	D	C	B	A



Repère	Valeur	Repère	Valeur	Repère	Valeur	Repère	Valeur
R1	470 K	R9	470 K	C1	220	C15	50K
R2	1,5 K	R10	470	C2	10/140	C16	320µF
R3	330 K	R11	33K	C3	4,7K	C17	22K
R4	1,8 K	R12	33K	C4	10/140	C18	1,5K
R5	150K	R13	1,5K	C5	470	C19	50K
R6	470K	R14	100	C6	10/140	C20	330µF
R7	47K	R15	2,2	C7	470	C21	1000µF
R8	2,2K	R16	56	C8	50K	C22	100µF
C29	100K	C30	50K	C9	4,7K	C23	2,2K
T1	BF 233/3	C11	1K	C10	68	C24	220K
T2	BF 233/3	C12	2,2	C25	470	C26	100µF
T3	BF 233/2	C13	4,7µF	C27	1000µF	C28	470
D1	OF 305	C14	4,7K				

Schéma de principe "Pilote"