

Unidad controladora

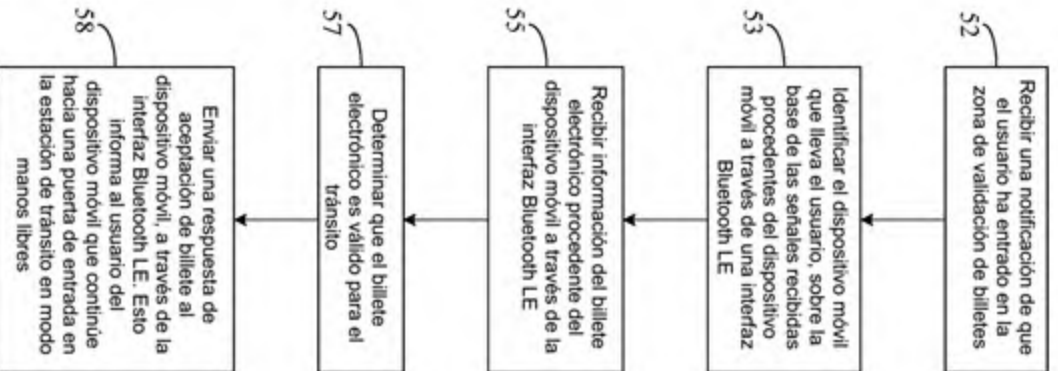


FIG. 4