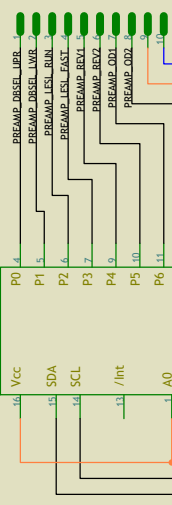


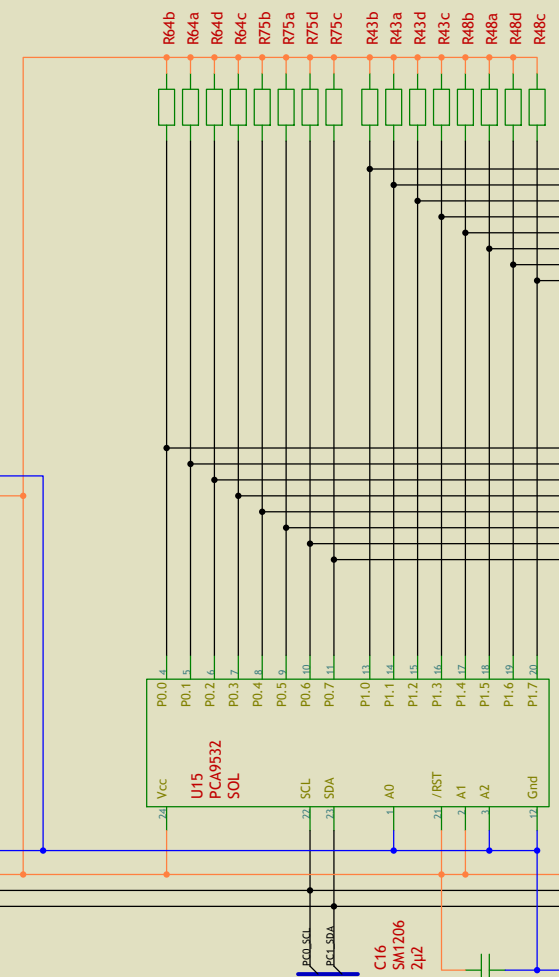
HOAX 3.4 Switch I/O I2C

- Pins PL17**
- 1: PREAMP_DISELECT_UPPER
 - 2: PREAMP_DISELECT_LOWER
 - 3: PREAMP_LESLIE_RUN
 - 4: PREAMP_LESLIE_FAST
 - 5: PREAMP_LESLIE_SLOW
 - 6: PREAMP_REV1
 - 7: PREAMP_REV2
 - 8: PREAMP_OD1
 - 9: PREAMP_OD2
 - 10: GND

- PL17 PREAMP CTRL**
- 1: PREAMP_DISELECT_UPPER
 - 2: PREAMP_DISELECT_LOWER
 - 3: PREAMP_LESLIE_RUN
 - 4: PREAMP_LESLIE_FAST
 - 5: PREAMP_LESLIE_SLOW
 - 6: PREAMP_REV1
 - 7: PREAMP_REV2
 - 8: PREAMP_OD1
 - 9: PREAMP_OD2
 - 10: GND



- U10 PCA9554A SOL**
- 1: Vcc
 - 2: SDA
 - 3: SCL
 - 4: /Int
 - 5: AO
 - 6: A1
 - 7: A2
 - 8: Gnd



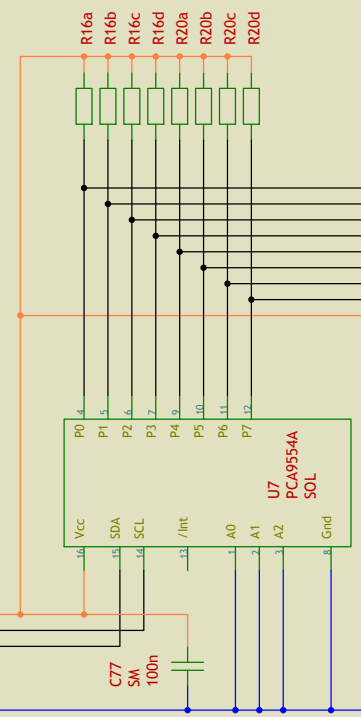
- U15 PCA9532 SOL**
- 1: Vcc
 - 2: SDA
 - 3: SCL
 - 4: /RST
 - 5: AO
 - 6: A1
 - 7: A2
 - 8: Gnd

- R64b R64a R64d R64c R75b R75a R75d R75c R43b R43a R43d R43c R48b R48a R48d R48c**

- C16 SM1206 2µ2**

- PL11 PRESET/EFX/SPLIT**
- 1: PRESET
 - 2: EFX
 - 3: SPLIT
 - 4: GND
 - 5: GND
 - 6: GND
 - 7: GND
 - 8: GND
 - 9: GND
 - 10: GND

- PL7 PERC/VIBON/LESL**
- 1: PERC
 - 2: VIBON
 - 3: LESL
 - 4: GND
 - 5: GND
 - 6: GND
 - 7: GND
 - 8: GND
 - 9: GND
 - 10: GND



- U7 PCA9554A SOL**
- 1: Vcc
 - 2: SDA
 - 3: SCL
 - 4: /Int
 - 5: AO
 - 6: A1
 - 7: A2
 - 8: Gnd

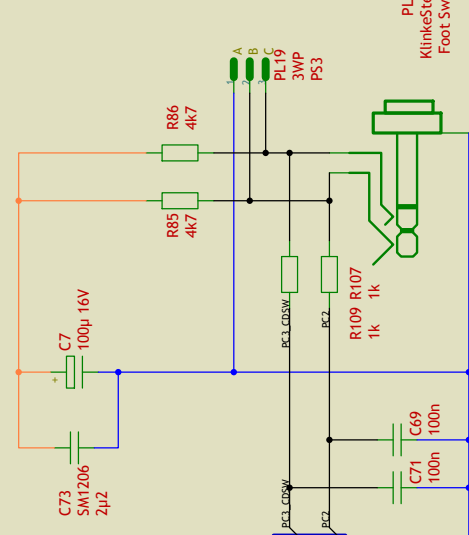
- R16a R16b R16c R16d R20a R20b R20c R20d**

- C77 SM 100n**

- Pins PL5**
- Pin Number: Function (active low)
- 1: Cho1
 - 2: Vib2
 - 3: Cho2
 - 4: Vib3
 - 5: Cho3
 - 6: nc
 - 7: CTRL_0 (Leslie Slow)
 - 8: CTRL_1 (Leslie Fast)
 - 9: Vcc
 - 10: Common GND switch center

- Pins PL7 LED Button I/O**
- Pin Number - Function (active low)
- 1: Perc ON, iike B3
 - 2: Perc SOFT (NORMAL)
 - 3: Perc FAST (SLOW)
 - 4: Perc THIRD (SECOND)
 - 5: Vib ON upper
 - 6: Vib ON lower
 - 7: Leslie ON
 - 8: Leslie FAST
 - 9: (Vcc)
 - 10: Common Gnd

- Pins PL11 LED Button I/O**
- Pin Number - Function (active low)
- 1: Common Preset 1
 - 2: Common Preset 2
 - 3: Common Preset 3
 - 4: Common Preset 4
 - 5: EFX1 (Reverb 1)
 - 6: EFX2 (Reverb 2)
 - 7: Bass on Leslie
 - 8: Split Lower
 - 9: (Vcc)
 - 10: Common Gnd



PL24 KlinkeStereo Foot Switch