



Jumper Positions

The red jumper can be placed in one of three positions;

- (1) On the test mode pins - ignores input, generates a test pattern on display
- (2) On the two pins (of 3) farthest from pushbutton, RS232 signal input is inverted and level shifted from TTL level
- (3) On the two pins (of 3) nearer to pushbutton, TTL signal input is passed through as is.

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