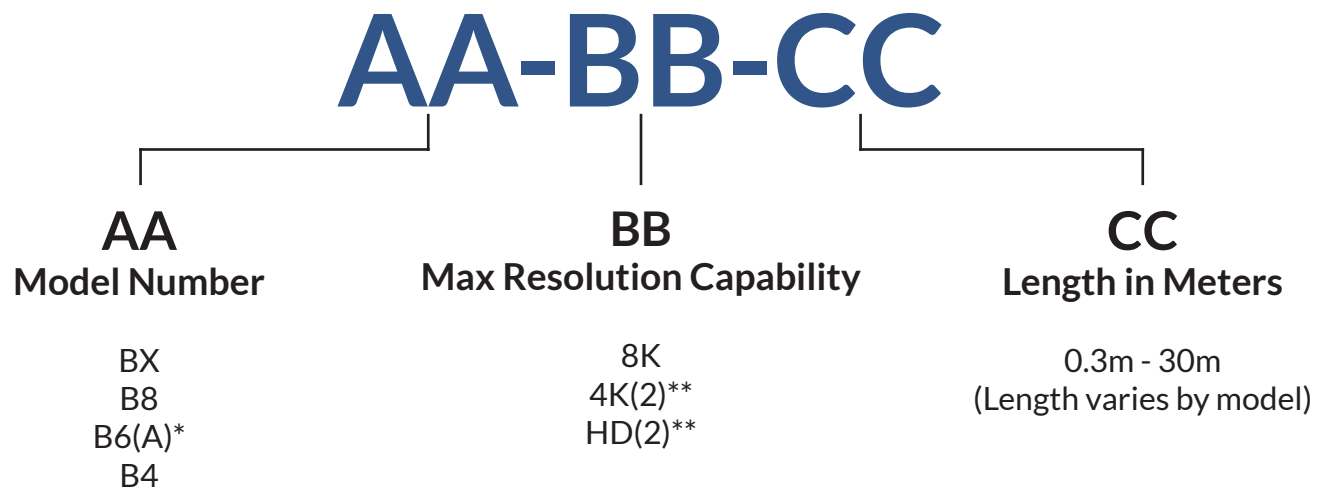


## TRADITIONAL BINARY HDMI NAMING



\* (A) represents active if present

\* (2) represents model refresh if present