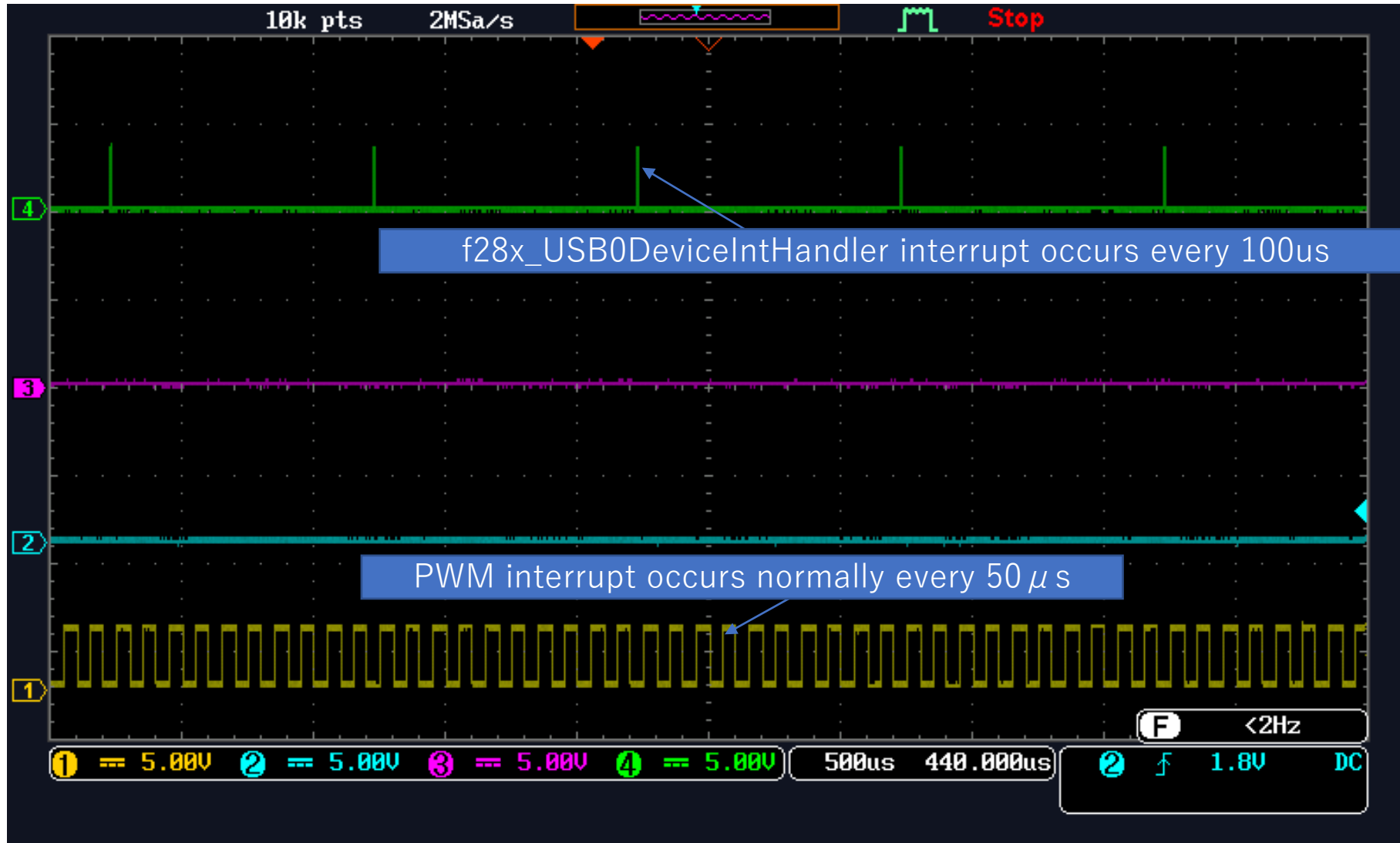


# 1. Waveform before PC and USB connection



## 2. Waveform when connected to PC via USB and transmitting/receiving

