

SUPERSHOOTER 4 PRODUCTION WALL

| | | | | | | | | | | | | | |
|------|------|------|------|------|------|--|------|------|------|------|------|------|------|
| 2H13 | 2H14 | 2H25 | 2H26 | 2K9 | 2K10 | 2K17 | 2K18 | 2K21 | 2K22 | 2K25 | 2K26 | 2M9 | 2M10 |
| 13 | 14 | 25 | 26 | 37 | 38 | 45 | 46 | 49 | 50 | 53 | 54 | 65 | 66 |
| 2H15 | 2H16 | 2H27 | 2H28 | 2K11 | 2K12 | 2K19 | 2K20 | 2K23 | 2K24 | 2K27 | 2K28 | 2M11 | 2M12 |
| 15 | 16 | 27 | 28 | 39 | 40 | 47 | 48 | 51 | 52 | 55 | 56 | 67 | 68 |
| 2H17 | 2H18 | 2K1 | 2K2 | 2K13 | 2K14 |  | | | | 2M1 | 2M2 | 2M13 | 2M14 |
| 17 | 18 | 29 | 30 | 41 | 42 | | | | | 57 | 58 | 69 | 70 |
| 2H19 | 2H20 | 2K3 | 2K4 | 2K15 | 2K16 | | | | | 2M3 | 2M4 | 2M15 | 2M16 |
| 19 | 20 | 31 | 32 | 43 | 44 | | | | | 59 | 60 | 71 | 72 |
| 2H21 | 2H22 | 2K5 | 2K6 | 2H1 | 2H2 | | | | | 2H3 | 2H4 | 2H5 | 2H6 |
| 21 | 22 | 33 | 34 | 1 | 2 | 3 | 4 | 5 | 6 | 61 | 62 | | |
| 2H23 | 2H24 | 2K7 | 2K8 | 2H7 | 2H8 | 2H9 | 2H10 | 2H11 | 2H12 | 2M7 | 2M8 | | |
| 23 | 24 | 35 | 36 | 7 | 8 | 9 | 10 | 11 | 12 | 63 | 64 | | |

All 9 inch monitors are color and capable of standard 4 x 3 as well as wide screen 16 x 9. There are 2 20 Inch color monitors to serve as program and preview monitors. They as well are 4x3 and 16x9 compatible

revised 6May08 JGL