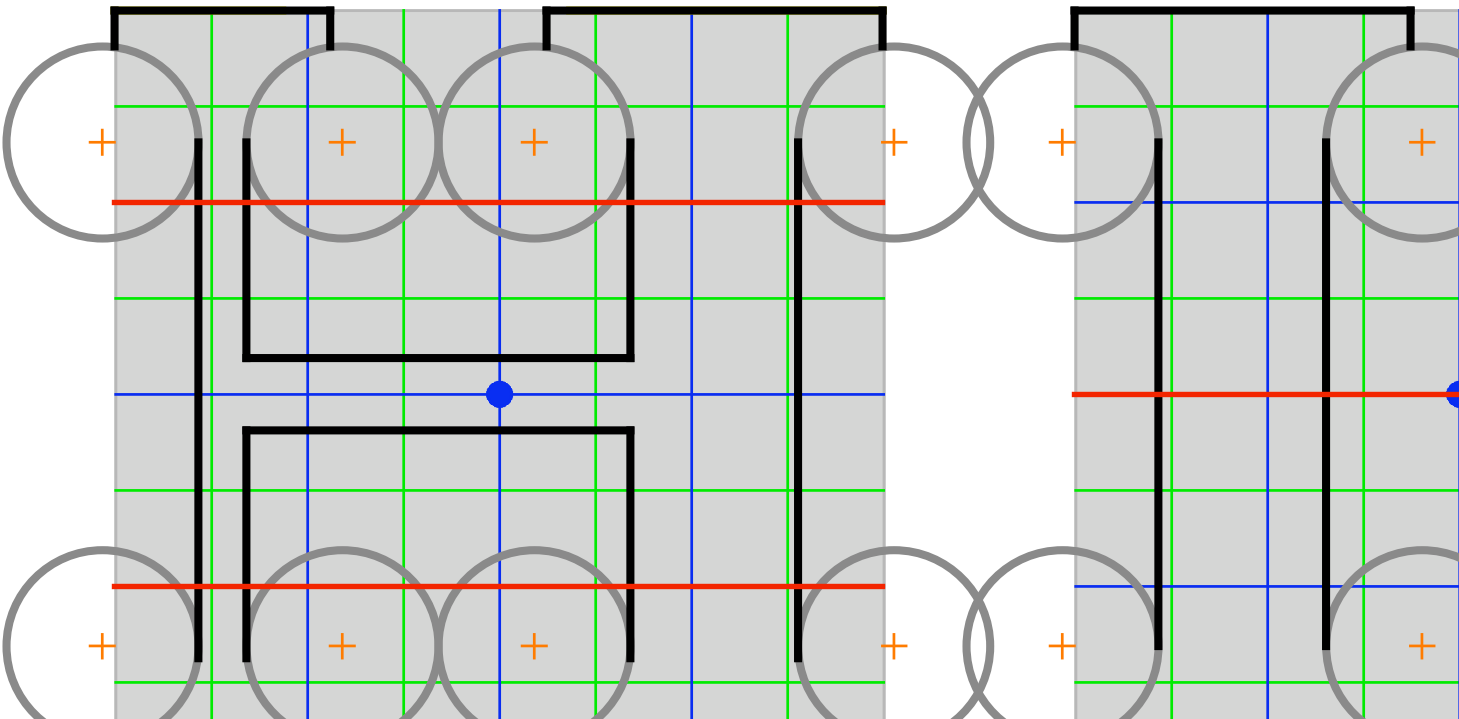
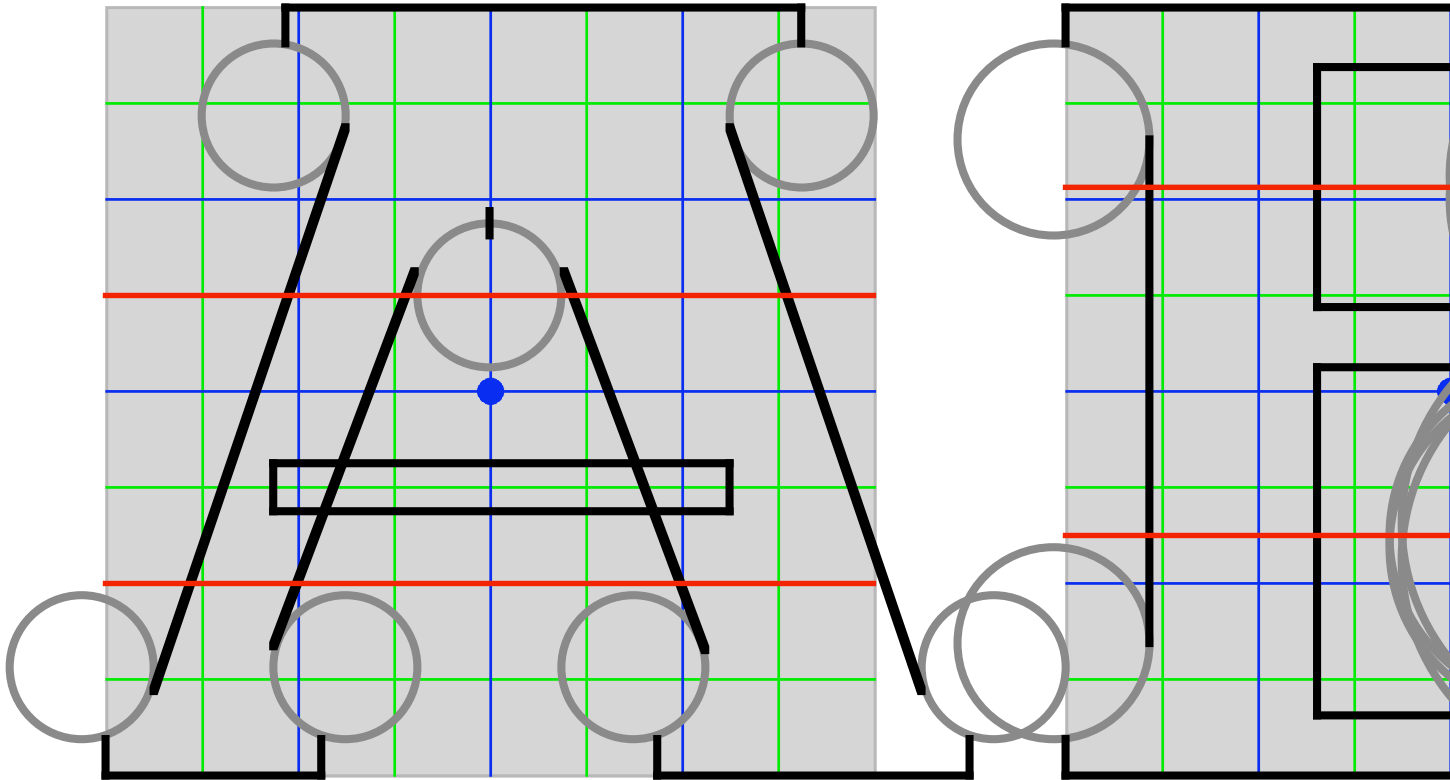


Important: Keep in mind that every vector font glyph in this TSG project (Distributor or Film Company) is a position (-16 or -1, depending on the scale), and that both the left-edge alignment and the calculated width corners, arc centers, or the horizontal reach of curves.

Note: It is OK for consecutive spline corners to straddle a redline. The code creates the interpolated hard been subjected to distortion functions (e.g. “compress..” and “wrap..”).



assumed to have its left edge lined up with the leftmost X
h of the character are based on *hard corners only*, not spline

lcorner inbetween them only *after* both spline corners have

