.notdef

min = 0, 0 max = 0, 0
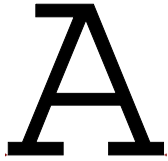L = 0, R = 600 Width = 600
T = 1000, B = 0, vAdv = 1000
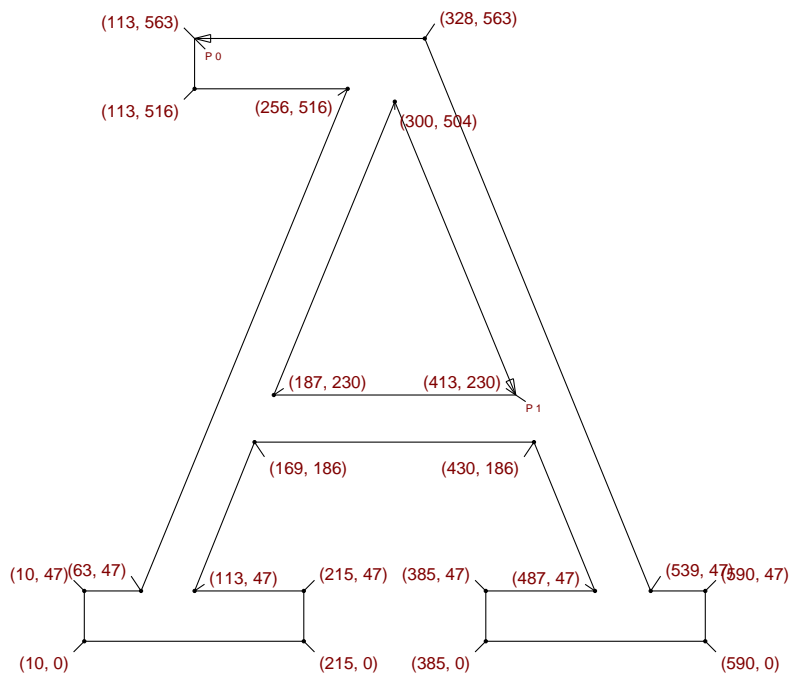Parts: m = 0, l = 0, c = 0, total = 0
Paths: 0
Hints: 0 horiz: 0, vert: 0

A

A
min = 10, 0 max = 590, 563
L = 10, R = 10 Width = 600
T = 437, B = 0, vAdv = 1000
Parts: m = 2, l = 19, c = 0, total = 21
Paths: 2
Hints: 6 horiz: 3, vert: 3

(113, 563)   (328, 563)

P 0

(113, 516)   (256, 516)   (300, 504)

(187, 230)   (413, 230)

P 1

(169, 186)   (430, 186)

(10, 47)(63, 47)   (113, 47)   (215, 47)   (385, 47)   (487, 47)   (539, 47)(590, 47)

(10, 0)   (215, 0)   (385, 0)   (590, 0)
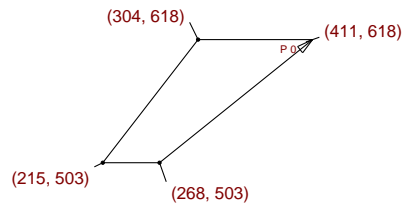
acute

min = 215, 503 max = 411, 618
L = 215, R = 189 Width = 600
T = 382, B = 503, vAdv = 1000
Parts: m = 1, l = 3, c = 0, total = 4
Paths: 1
Hints: 2 horiz: 1, vert: 1

(304, 618)

(411, 618)

P 0

(215, 503)

(268, 503)
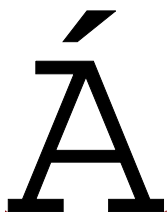
Aacute
min = 10, 0 max = 590, 751
L = 10, R = 10 Width = 600
T = 249, B = 0, vAdv = 1000
Parts: m = 3, l = 22, c = 0, total = 25
Paths: 3
Hints: 0 horiz: 0, vert: 0

(304, 751)   (411, 751)
                P 2

(215, 636)   (268, 636)

(113, 563)   (328, 563)
  P 0

(113, 516)   (256, 516)   (300, 504)

(187, 230)   (413, 230)
                P 1

(169, 186)   (430, 186)

(10, 47)(63, 47)   (113, 47) (215, 47) (385, 47)   (487, 47)   (539, 47)(590, 47)

(10, 0)   (215, 0)   (385, 0)   (590, 0)