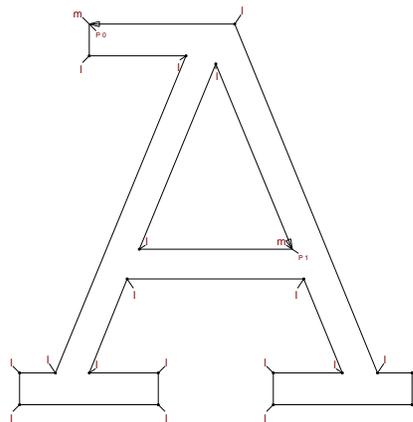
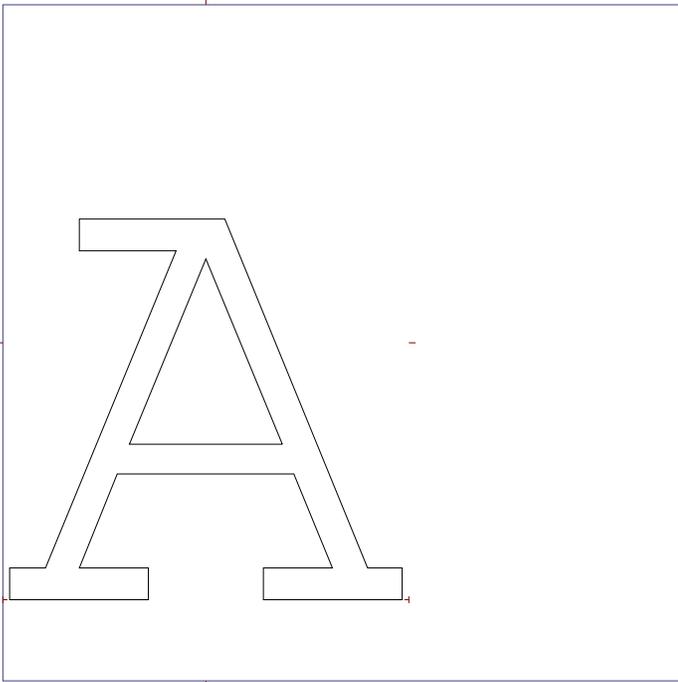
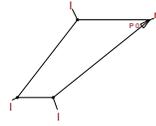
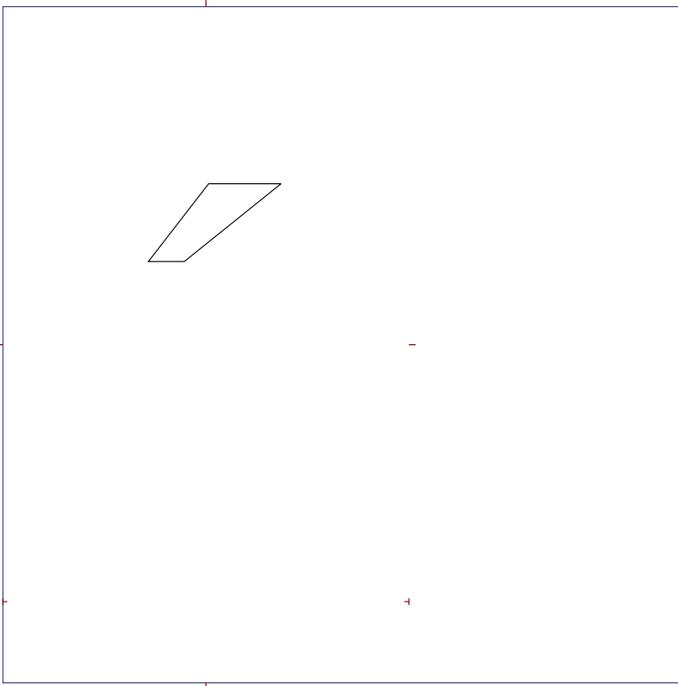


.notdef

min = 0, 0 max = 0, 0
L = 0, R = 600 Width = 600
T = 760, B = 120, vAdv = 1000
Parts: m = 0, l = 0, c = 0, total = 0
Paths: 0
Hints: 0 horiz: 0, vert: 0

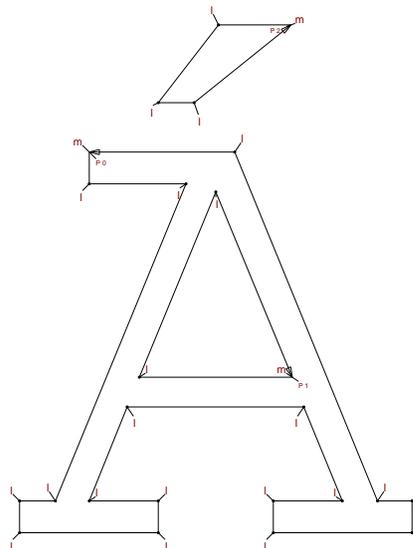
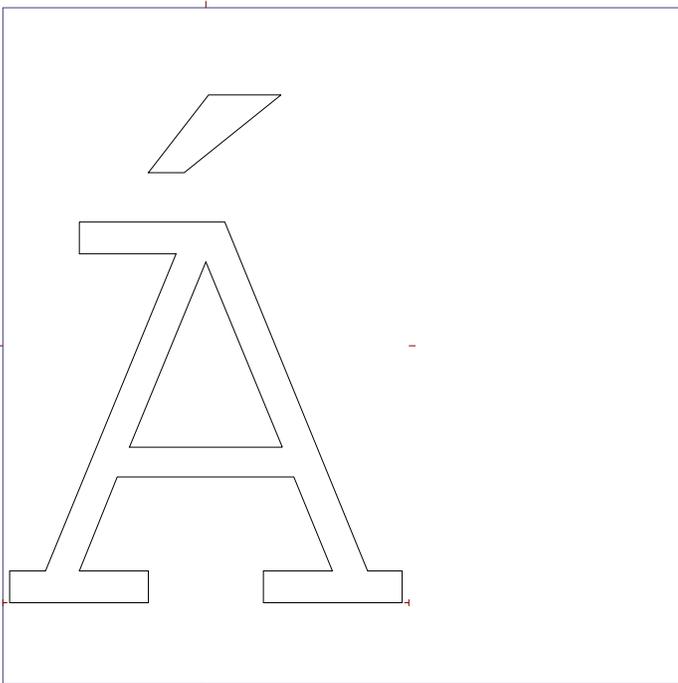


A
min = 10, 0 max = 590, 563
L = 10, R = 10 Width = 600
T = 197, B = 120, vAdv = 1000
Parts: m = 2, l = 19, c = 0, total = 21
Paths: 2
Hints: 6 horiz: 3, vert: 3



acute

min = 215, 503 max = 411, 618
L = 215, R = 189 Width = 600
T = 142, B = 623, vAdv = 1000
Parts: m = 1, l = 3, c = 0, total = 4
Paths: 1
Hints: 2 horiz: 1, vert: 1



Aacute

min = 10, 0 max = 590, 751
L = 10, R = 10 Width = 600
T = 9, B = 120, vAdv = 1000
Parts: m = 3, l = 22, c = 0, total = 25
Paths: 3
Hints: 0 horiz: 0, vert: 0

