Figure 1. Outline representation

+ Origin
+ Origin of next character
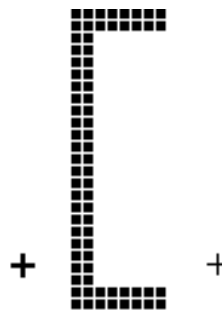Width = +   +

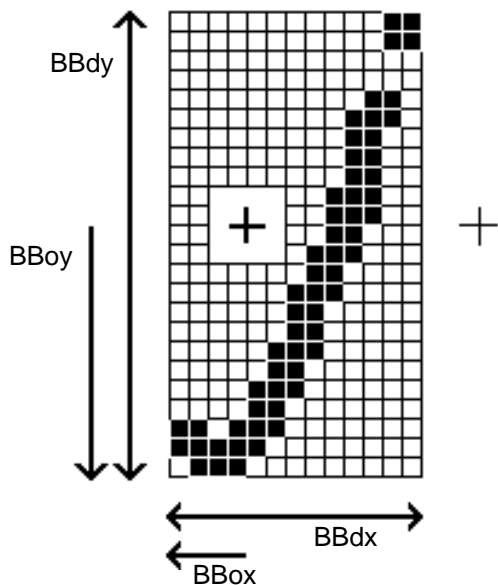Figure 2. Raster representation
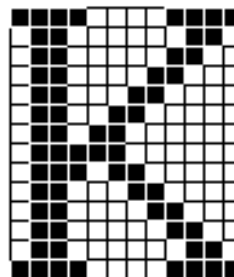

Figure 3. Bounding box conventions.
In the example, BBdx=13, BBdy=24,
BBox=-4, and BBoy=-13

Figure 4. RLI coding example.