

Figure 1. Outline representation

+ Origin

+ Origin of next character

Width = + +

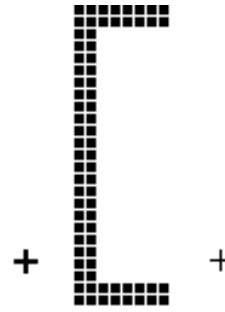


Figure 2. Raster representation

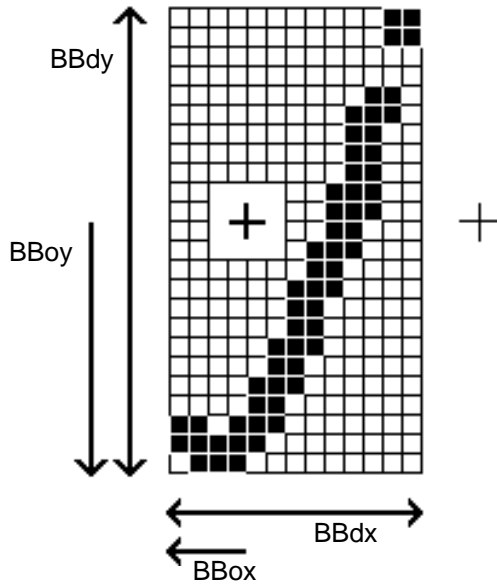


Figure 3. Bounding box conventions.  
In the example, BBdx=13, BBdy=24,  
BBox=-4, and BBoy=-13

+

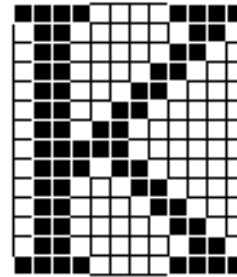


Figure 4. RLI coding example.

