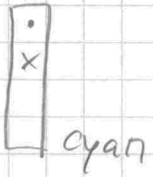


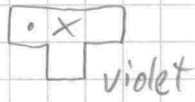
I



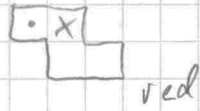
O



T



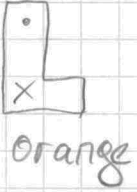
Z



S



L



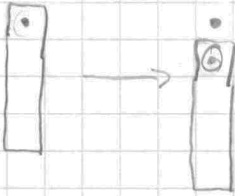
3





draw: 0,0; 0,1; 0,2; 0,3

• Origin
⊙ new Origin



move down, $0^\circ + 180^\circ$

set: 0,4

offset: 0,1

reset: 0,0

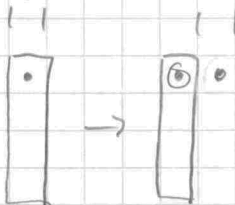


move down, $90^\circ + 270^\circ$

set: 0,1; 1,1; 2,1; 3,1

reset: 0,0; 1,0; 2,0; 3,0

offset: 0,1



move left $0^\circ + 180^\circ$

set: -1,0; -1,1; -1,2; -1,3

reset: 0,0; 0,1; 0,2; 0,3

offset: -1,0

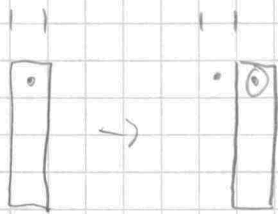


move left $90^\circ + 270^\circ$

set: -1,0

reset: 3,0

offset: -1,0



move right, $0^\circ + 180^\circ$

set: $1, 0; 1, 1; 1, 2; 1, 3$

reset: $0, 0; 0, 1; 0, 2; 0, 3$

offset: $1, 0$

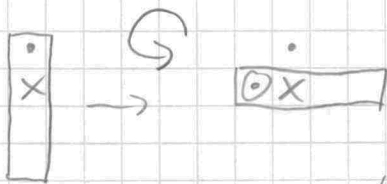


move right, $90^\circ + 270^\circ$

set: $4, 0$

reset: $0, 0$

offset: $1, 0$



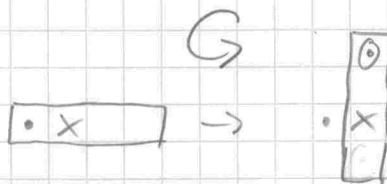
rotate left, $0^\circ + 180^\circ$

x Pivot

set: $-1, 1; 1, 1; 2, 1$

reset: $0, 0; 0, 2; 0, 3$

offset: $-1, 1$



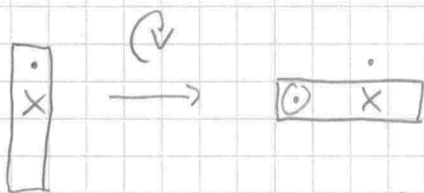
rotate left, $90^\circ + 270^\circ$

$90^\circ + 270^\circ$

set: $1, -2; 1, -1; 1, 1$

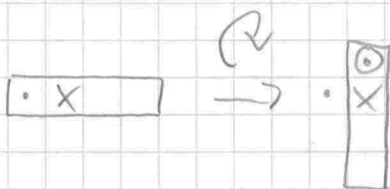
reset: $0, 0; 2, 0; 3, 0$

offset: $1, -2$



rotate right, $0^\circ + 180^\circ$

set: $-2, 1$; $-1, 1$; $1, 1$
 reset: $0, 0$; $0, 2$; $0, 3$
 offset: $-2, 1$



rotate right, $90^\circ + 270^\circ$

set: $1, -1$; $1, 1$; $1, 2$
 reset: $0, 0$; $2, 0$; $3, 0$
 offset: $1, -1$



draw : 0,0 ; 0,1 ; 1,0 ; 1,1

move

down

$0^\circ + 90^\circ + 180^\circ + 270^\circ$



set: ~~0,0~~ ; ~~0,1~~ ; 0,2 ; 1,2

reset: 0,0 ; 1,0

offset: 0,1

move left

$0^\circ + 90^\circ + 180^\circ + 270^\circ$



set: -1,0 ; -1,1

reset: 1,0 ; 1,1

offset: -1,0

move right

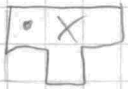


set: 2,0 ; 2,1

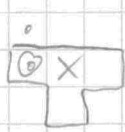
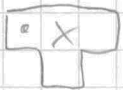
reset: 0,0 ; 0,1

offset: 1,0

no notations



draw: $0,0$; $1,0$; $2,0$; $1,1$

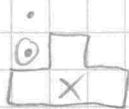
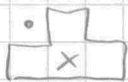


move down, 0°

set: $0,1$; $2,1$; $1,2$

reset: $0,0$; $1,0$; $2,0$

offset: $0,1$

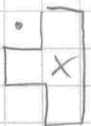


move down, 180°

set: $0,2$; $1,2$; $2,2$

reset: $1,0$; $0,1$; $2,1$

offset: $0,1$



move down, 90° ✓

set: $0,2$; $1,3$

reset: $1,0$; $0,1$

offset: $0,1$

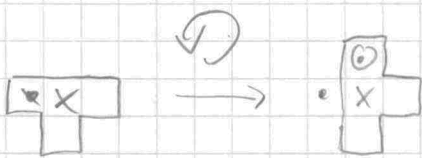


move down, 270° ✓

set: $0,3$; $1,2$

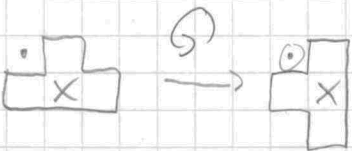
reset: $0,0$; $1,1$

offset: $0,1$



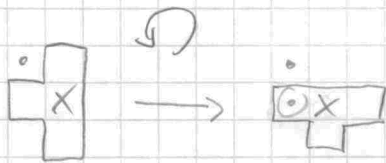
rotate left 90°

set: $1, -1$
 reset: $0, 0$
 offset: $1, -1$



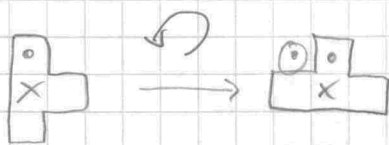
rotate left 180°

set: $1, 2$
 reset: $2, 1$
 offset: $0, 0$



rotate left 270°

set: $2, 1$
 reset: $1, 0$
 offset: $0, 1$



rotate left 0°

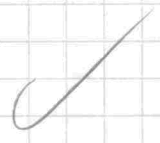
set: $-1, 1$
 reset: $0, 2$
 offset: $-1, 0$



move left, 0°
 set: $-1, 0; 0, 1$
 reset: $1, 1; 2, 0$
 offset: $-1, 0$



move left, 270°
 set: $-1, 0; -1, 1; -1, 2$
 reset: $0, 0; 0, 2; 1, 1$
 offset: $-1, 0$



move left, 180°
 set: $-1, 1; 0, 0$
 reset: $1, 0; 2, 1$
 offset: $-1, 0$



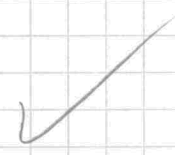
move left, 90°
 set: $0, 0; -1, 1; 0, 2$
 reset: $1, 0; 1, 1; 1, 2$
 offset: $-1, 0$





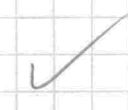
move right, 0°

set: 3,0 ; 2,1
 reset: 0,0 ; 1,1
 offset: 1,0



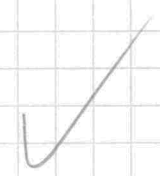
move right, 90°

set: 2,0 ; 2,1 ; 2,2
 reset: 0,1 ; 1,0 ; 1,2
 offset: 1,0



move right, 180°

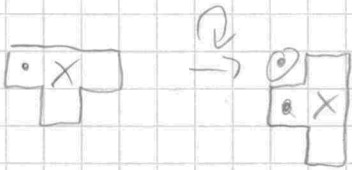
set: 3,1 ; 2,0
 reset: 0,0 ; 0,1 ; 1,0
 offset: 1,0



move right, 270°

set: 1,0 ; 1,2 ; 2,1
 reset: 0,0 ; 0,1 ; 0,2
 offset: 1,0

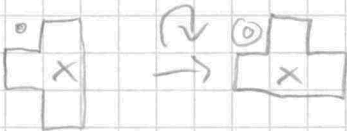




rotate right, 0°

set: 1, -1
 reset: 2, 0
 offset: 0, -1

✓



rotate right, 90°

set: 2, 1
 reset: 1, 2
 offset: 0, 0

✓



rotate right, 180°

set: 1, 2
 reset: 0, 1
 offset: 1, 0

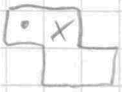
✓



rotate right, 270°

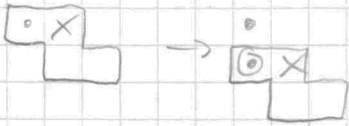
set: -1, 1
 reset: 0, 0
 offset: -1, 1

✓



draw

0,0 ; 1,0 ; 1,1 ; 2,1



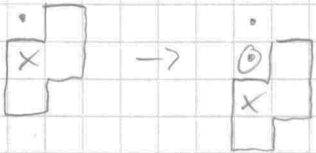
down, 0°, 180°

set: 0,1 ; 1,2 ; 2,2

offset:

reset: 0,0 ; 1,0 ; 2,1

0,1

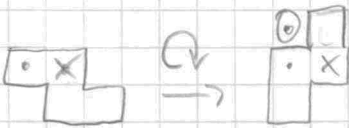


down, 90°, 270°

set: 1,2 ; 0,3

offset: 0,1

reset: 1,0 ; 0,1



+ left

rotate right, 0°, 180°

set: 1,-1 ; 0,1

reset: 2,1 ; 1,1

offset: 0,-1



+ left

rotate right, 90°, 270°

set: 0,0 ; 2,1

reset: 0,2 ; 0,1

offset: 0,0



→



move right, $0^\circ, 180^\circ$

set: $3, 1; 2, 0$
 reset: $0, 0; 1, 1$
 offset: $1, 0$

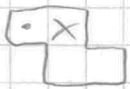


→



move right, $90^\circ, 270^\circ$

set: $2, 0; 2, 1; 1, 2$
 reset: $0, 1; 0, 2; 1, 0$
 offset: $1, 0$



→



move left, $0^\circ, 180^\circ$

set: $-1, 0; 0, 1$
 reset: $1, 0; 2, 0$
 offset: $-1, 0$

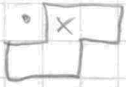


→



move left, $90^\circ, 270^\circ$

set: $-1, 1; -1, 2; 0, 0$
 reset: $1, 0; 1, 1; 0, 2$
 offset: $-1, 0$



draw

0,1 ; 1,1 ; 1,0 ; 2,0



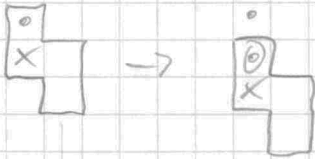
down

$0^\circ, 180^\circ$

set: 0,2 ; 1,2 ; 2,1

reset: 0,1 ; 1,0 ; 2,0

offset: 0,1



down

$90^\circ, 270^\circ$

set: 0,2 ; 1,3

reset: 0,0 ; 1,1

offset: 0,1



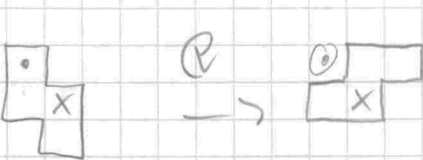
rotate right ^{+left}

$0^\circ, 180^\circ$

set: 0,0 ; 0,-1

reset: 0,1 ; 2,0

offset: 0,-1



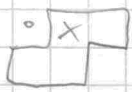
rotate right ^{+left}

$90^\circ, 270^\circ$

set: 1,0 ; 2,0

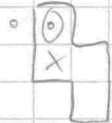
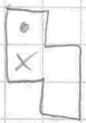
reset: 0,0 ; 1,2

offset: 0,0



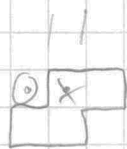
move right $0^\circ, 180^\circ$

set: $2, 1; 3, 0$
 reset: $1, 0; 0, 1$
 offset: $1, 0$



move right, $90^\circ, 270^\circ$

set: $1, 0; 2, 1; 2, 2$
 reset: $0, 0; 0, 1; 1, 2$
 offset: $1, 0$



move left, $0^\circ, 180^\circ$

set: $0, 0; -1, 1$
 reset: $2, 0; 1, 1$
 offset: $-1, 0$



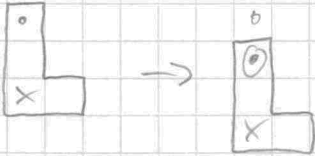
move left, $90^\circ, 270^\circ$

set: $-1, 0; -1, 1; 0, 2$
 reset: $0, 0; 1, 1; 1, 2$
 offset: $-1, 0$



draw

$0,0$; $0,1$; $0,2$; $1,2$



down 0°

set: $0,3$; $1,3$

rest: $0,0$; $1,2$

offset: $0,1$

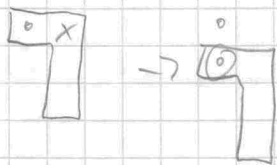


down 90°

set: $1,1$; $2,1$; $0,2$

rest: $0,0$; $1,0$; $2,0$

offset: $0,1$

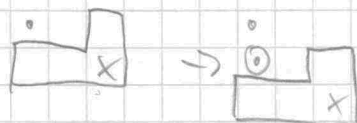


down 180°

set: $0,1$; $1,3$

rest: $0,0$; $1,0$

offset $0,1$



down 270°

set: $0,2$; $1,2$; $2,2$

rest: $2,0$; $0,1$; $1,1$

offset: $0,1$



move right, 0°

set: 1, 0; 1, 1; 2, 2

reset: 0, 0; 0, 1; 0, 2

offset: 1, 0

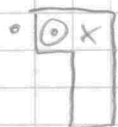


move right, 270°

set: 3, 0; 3, 1

reset: 0, 1; 2, 0

offset: 1, 0

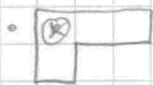


move right, 180°

set: 2, 0; 2, 1; 2, 2

reset: 0, 0; 1, 1; 1, 2

offset: 1, 0



move right, 90°

set: 1, 1; 3, 0

reset: 0, 0; 0, 1

offset: 1, 0



move left, 0°

set: $-1, 0; -1, 1; -1, 2$
 reset: $0, 0; 0, 1; 1, 2$
 offset: $-1, 0$



move left, 270°

set: $-1, 1; 1, 0$
 reset: $2, 0; 2, 1$
 offset: $-1, 0$



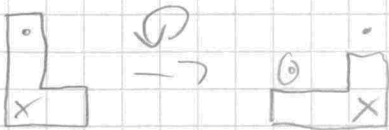
move left, 180°

set: $0, 1; 0, 2; -1, 0$
 reset: $1, 0; 1, 1; 1, 2$
 offset: $-1, 0$



move left, 90°

set: $-1, 0; -1, 1$
 reset: $0, 1; 2, 0$
 offset: $-1, 0$



rotate left, 90°

set: $-1, 2; -2, 2$

reset: $0, 0; 1, 2$

offset: $-2, 1$



rotate left, 270°

set: $2, 2; 2, 3$

reset: $0, 1; 2, 0$

offset: $1, 1$

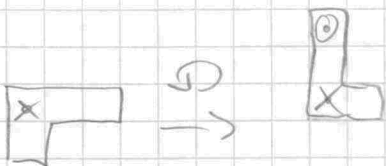


rotate left, 180°

set: $2, 0; 3, 0$

reset: $0, 0; 1, 2$

offset: $1, 0$



rotate left, 90°

set: $0, -1; 0, -2$

reset: $0, 1; 2, 0$

offset: $0, -2$



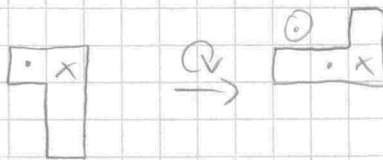
rotate right, 90°

set: $0, 3; 2, 2$
 reset: $0, 0; 0, 1;$
 offset: $0, 2$



rotate right, 90°

set: $-1, 0; 0, 2$
 reset: $1, 0; 2, 0$
 offset: $-1, 0$



rotate right, 180°

set: $-1, 0; 1, -1$
 reset: $1, 1; 1, 2$
 offset: $-1, -1$



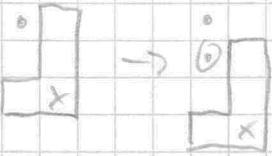
rotate right, 270°

set: $2, -1; 3, 1$
 reset: $0, 1; 1, 1$
 offset: $2, -1$



draw

0,2; 1,0; 1,1; 1,2



down 0°

set: 0,3; 1,3

reset: 0,2; 1,0

offset: 0,1

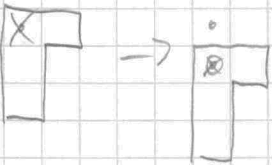


down 90°

set: 0,2; 1,2; 2,2

reset: 0,0; 1,1; 2,1

offset: 0,1

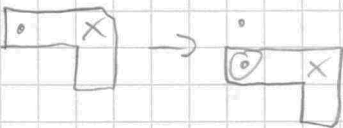


down 180°

set: 0,3; 1,1

reset: 0,0; 1,0

offset: 0,1

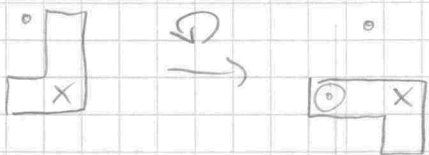


down 270°

set: 0,1; 1,1; 2,2

reset: 0,0; 1,0; 2,0

offset: 0,1



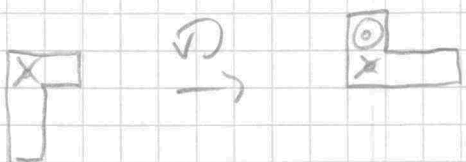
rotate left, 90°

set: 1, 3 ; -1, 2
 reset: 1, 0 ; 1, 1
 offset: -1, 2



rotate left, 270°

set: 2, 2 ; 3, 0
 reset: 0, 0 ; 1, 0
 offset: 2, 0



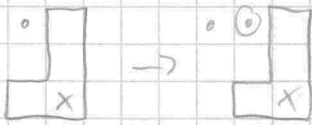
rotate left, 180°

set: 2, 0 ; 0, -1
 reset: 0, 1 ; 0, 2
 offset: 0, -1



rotate left, 90°

set: -1, 1 ; 0, -1
 reset: 1, 1 ; 2, 1
 offset: -1, -1



move right, 0°
 set: 2,0; 2,1; 2,2
 reset: 1,0; 1,1; 0,2
 offset: 1,0



move right, 270°
 set: 3,0; 3,1
 reset: 0,0; 2,1
 offset: 1,0



move right, 180°
 set: 1,1; 1,2; 2,0
 reset: 0,0; 0,1; 0,2
 offset: 1,0



move right, 90°
 set: 1,0; 3,1
 reset: 0,0; 0,1
 offset: 1,0



move left, 0°

set: $0,0; 0,1; -1,2$

reset: $1,0; 1,1; 1,2$

offset: $-1,0$



move left, 270°

set: $-1,0; 1,1$

reset: $2,0; 2,1$

offset: $-1,0$



move left, 180°

set: $-1,0; -1,1; -1,2$

reset: $1,0; 0,1; 0,2$

offset: $-1,0$



move left, 90°

set: $-1,0; -1,1$

reset: $0,0; 2,1$

offset: $-1,0$



rotate right, 0°
 rot: 2, 2; 3, 2
 reset: 1, 0; 0, 2
 offset: 1, 1



rotate right, 90°
 rot: 0, 2; 0, 3
 reset: 0, 0; 2, 1
 offset: 0, 1



rotate right, 180°
 rot: -1, 0; -2, 0
 reset: 1, 0; 0, 2
 offset: -2, 0



rotate right, 270°
 rot: 2, -1; 2, -2
 reset: 0, 0; 2, 1
 offset: 1, -2