{[t,i,j] -> [k0,k1,k2, t, i, j] : Exists (r0,r1,r2: 0 <=r0<3 && 0<=r1<3 && 0<=r2<3
&& 3*k0+r0 = t+i && 3*k1+r1 = t+j && 3*k2+r2 = t-i-j) };

N=10 T=4
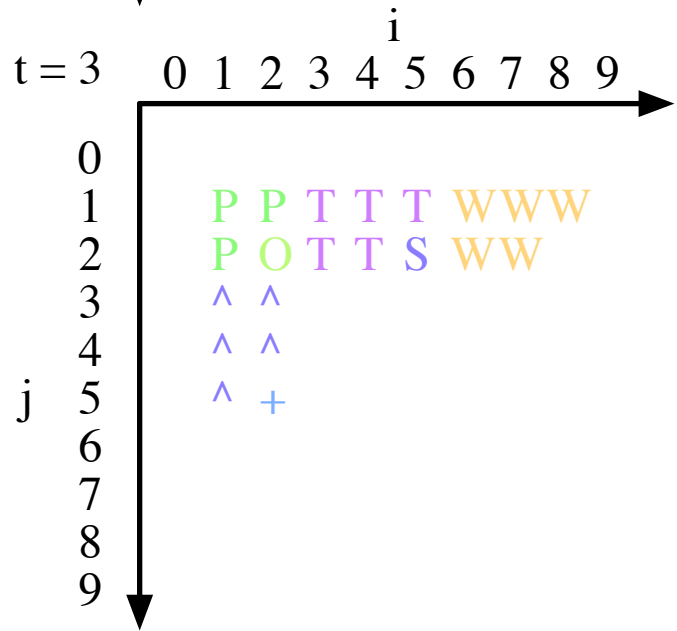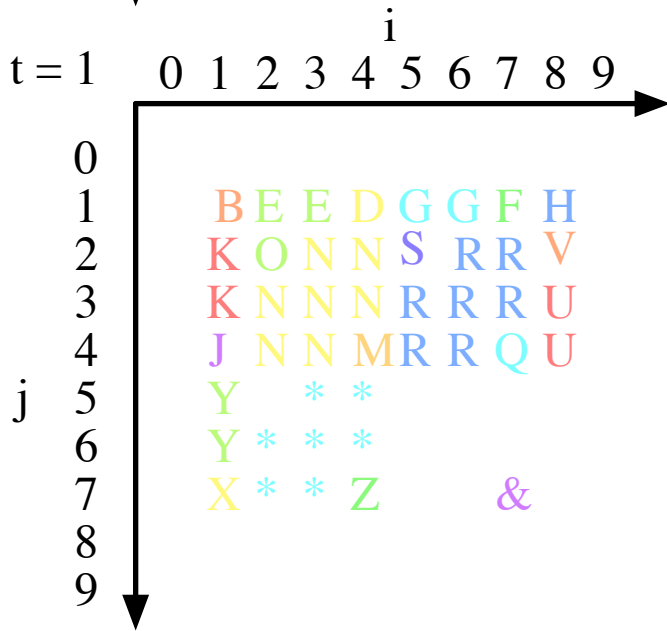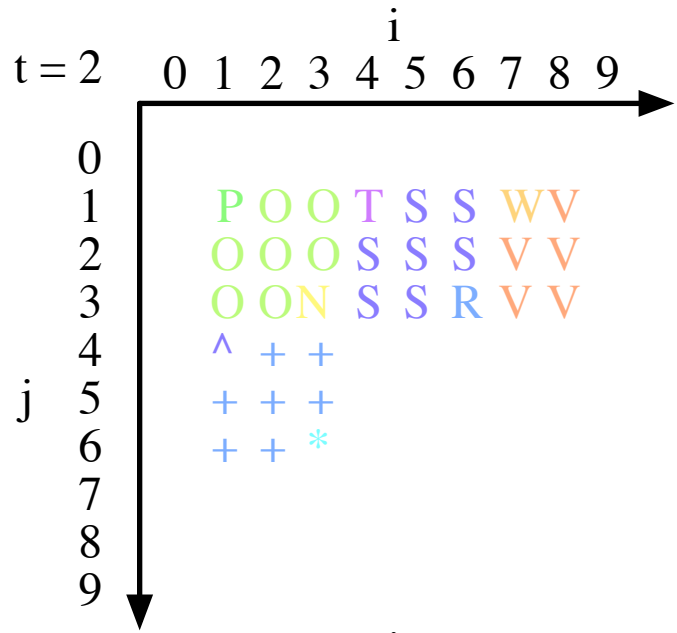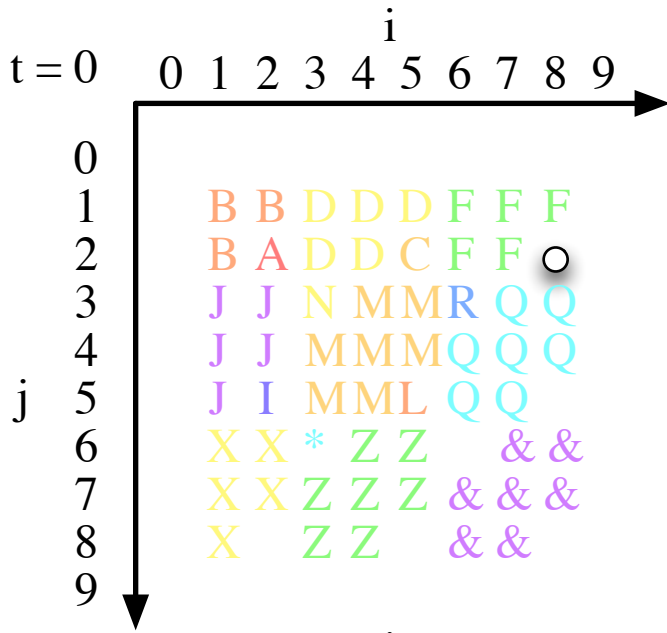
tile coordinate

A = 0,0,-2	K = 1,0,-1	U = 1,3,-4
B = 0,0,-1	L = 1,1,-4	V = 1,3,-3
C = 0,1,-3	M = 1,1,-3	W = 1,3,-2
D = 0,1,-2	N = 1,1,-2	X = 2,0,-3
E = 0,1,-1	O = 1,1,-1	Y = 2,0,-2
F = 0,2,-3	P = 1,1,0	Z = 2,1,-4
G = 0,2,-2	Q = 1,2,-4	* = 2,1,-3
H = 0,3,-3	R = 1,2,-3	+ = 2,1,-2
I = 1,0,-3	S = 1,2,-2	^ = 2,1,-1
J = 1,0,-2	T = 1,2,-1	& = 2,2,-5