```
xB = xC - v_edge_offset * sin(phi)
yB = yC + v_edge_offset * cos(phi)
                                           <-- correct w signs
xD = xB - font dist * cos(phi)
yD = yB - font dist *sin(phi)
       Delta Pvt pt / C
                                                         X
                       phi
                                               phi
           C (if sign y = -1) phi
font_dist
                                              C (if sign_x = -1)
                                               2*v_edge_offset
 bl
                                               xE = xF + sign_y * font_dist * sin(phi)
                                               yE = yF - sign_y * font_dist * cos(phi)
                                         xF = xC + sign_x * h_edge_offset * cos(phi)
                                         yF = yC + sign_x * h_edge_offset * sin(phi)
             У
                     2*x_font_offset
       curr label pos
```