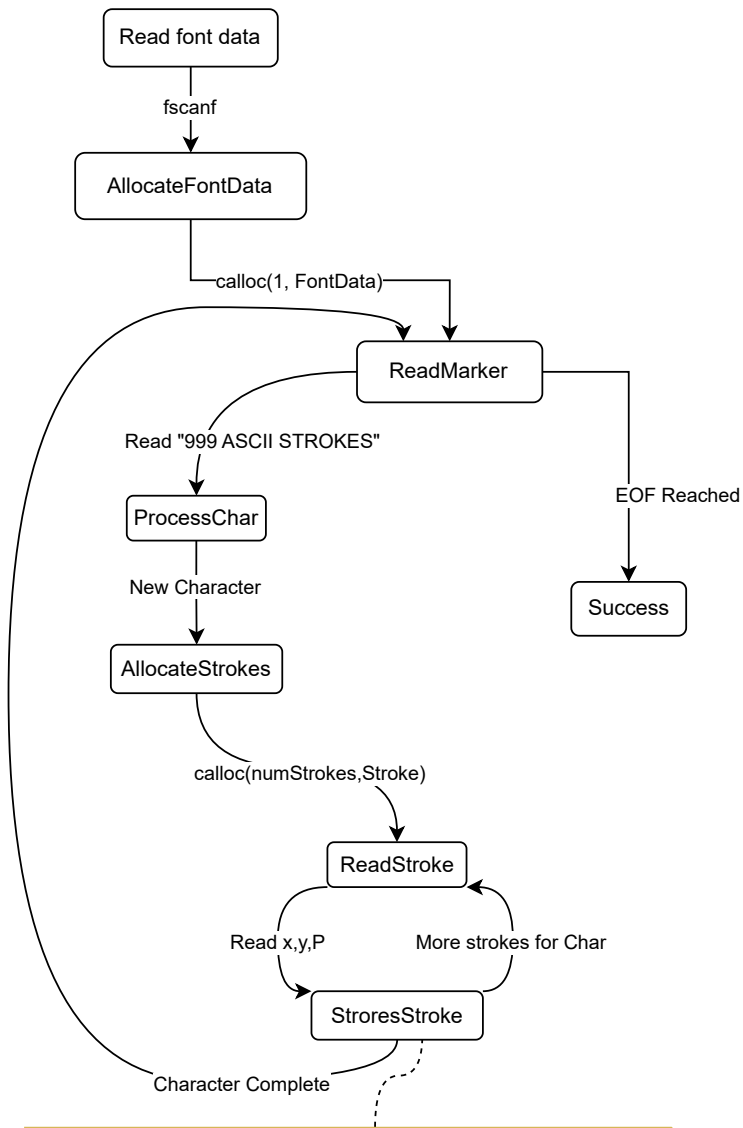


# Call: storeFontData



Store in memory:  
chars[ascii].strokes[currentStroke].x  
chars[ascii].strokes[currentStroke].y  
chars[ascii].strokes[currentStroke].pen