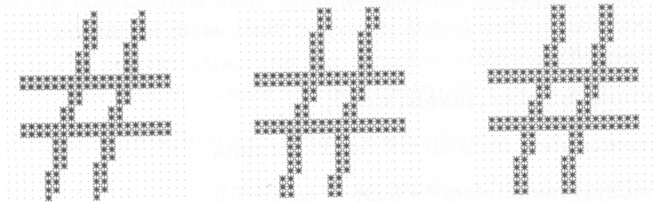If we digitize this character according to *lowres* mode at 200 pixels per inch, we get the following results:

The left-hand example was obtained by omitting the 'round' and '*good.x*' instructions in the equations for x_6 and x_8. This meant that points z_6 and z_8 fell into different, possibly unlucky, raster positions, so the two diagonal strokes digitized differently even