

Charset, Position

- neg_TM, First
- neg_TM, Second
- × neg_TM, Third
- pos_TM, First
- pos_TM, Second
- × pos_TM, Third
- pos_IM, First
- pos_IM, Second
- × pos_IM, Third
- neg_MA, First
- neg_MA, Second
- × neg_MA, Third
- neg_IM, First
- ▲ neg_IM, Second
- × neg_IM, Third
- pos_MA, First
- pos_MA, Second
- × pos_MA, Third