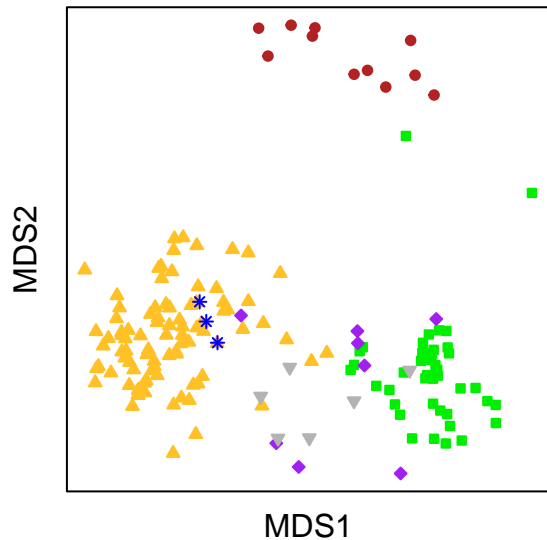
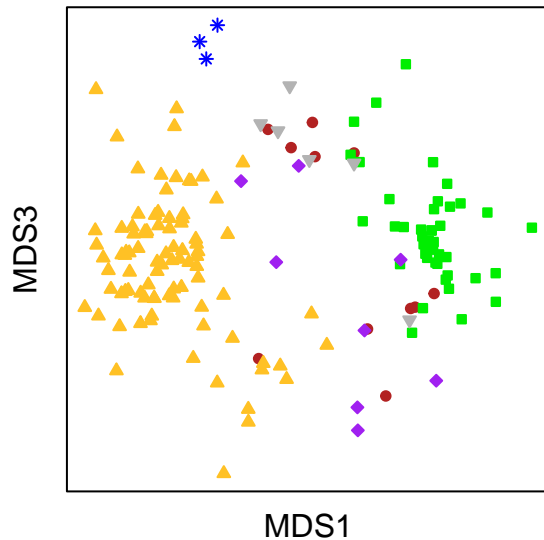


Character F1: Ridge System Type

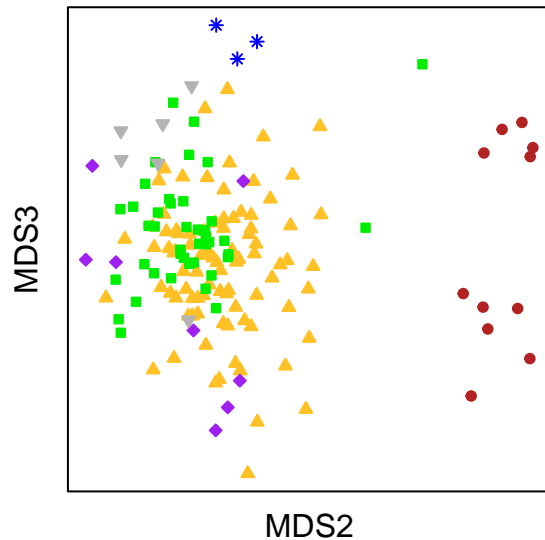
MDS1 / MDS2



MDS1 / MDS3



MDS2 / MDS3



● Smooth ▲ Linear ■ Geometric ◆ Meandering * Spine ▼ Branching