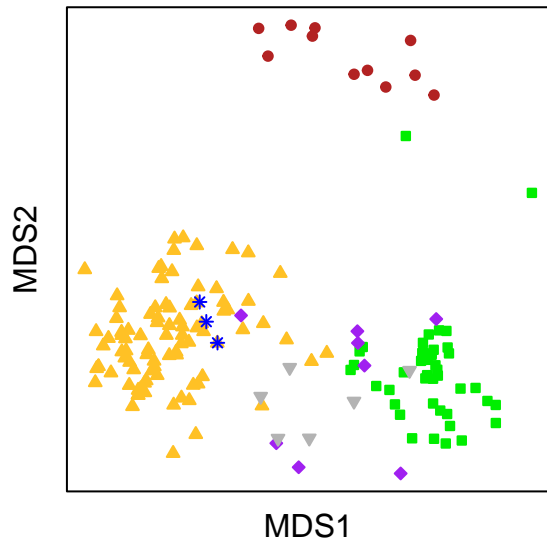
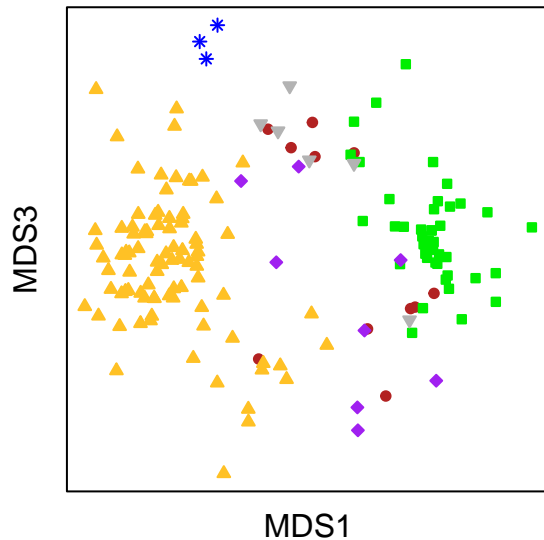


# Character F1: Ridge System Type

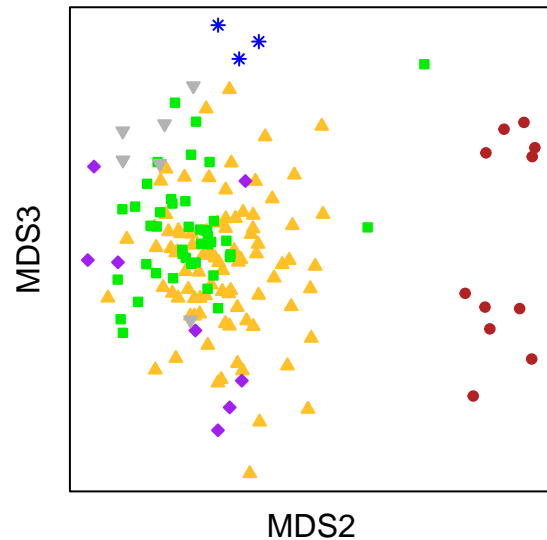
MDS1 / MDS2



MDS1 / MDS3



MDS2 / MDS3



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