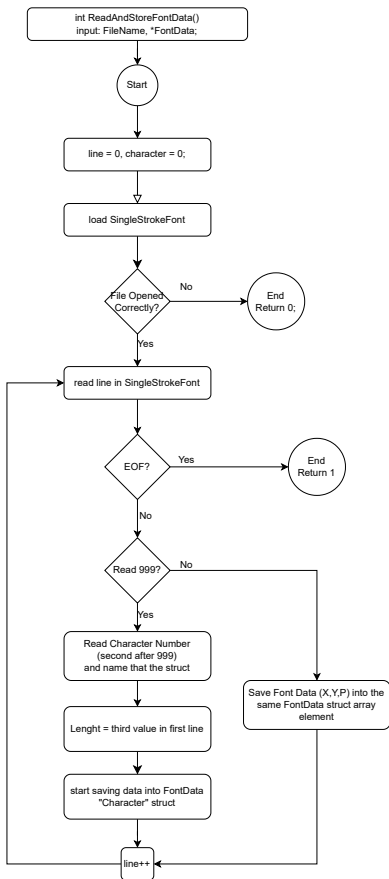
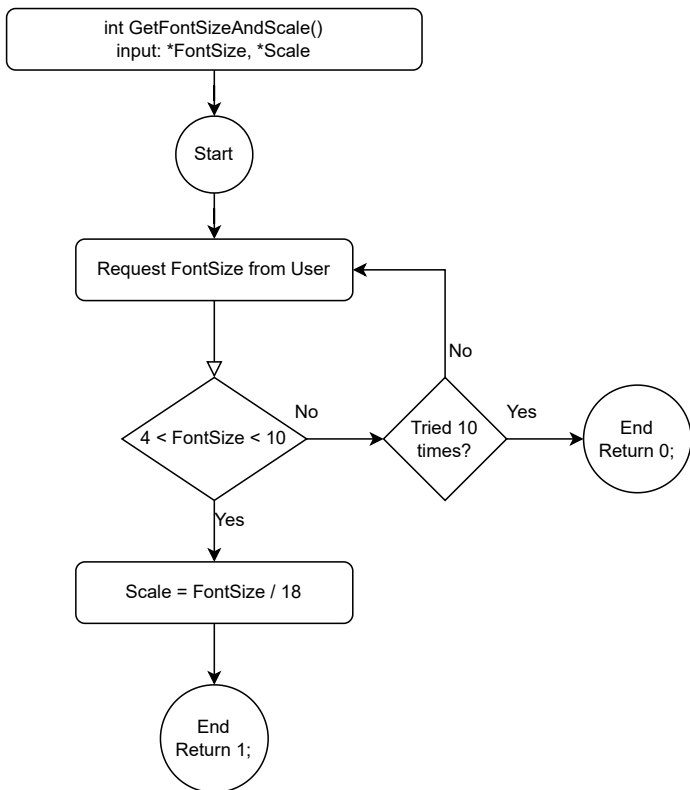


```
//struct FontData Character[]
fontX[Length], fontY[Length], P[Length]
```





```
//struct FontData "Character"
Length, fontX[Length], fontY[Length], P[Length]
```

```
int GenerateGCode()
input: Scale, Character, FontData, *GCode[], OffsetX, OffsetY,
*CharacterX
```

