No.28, Basic Type CG1CG2G1G2
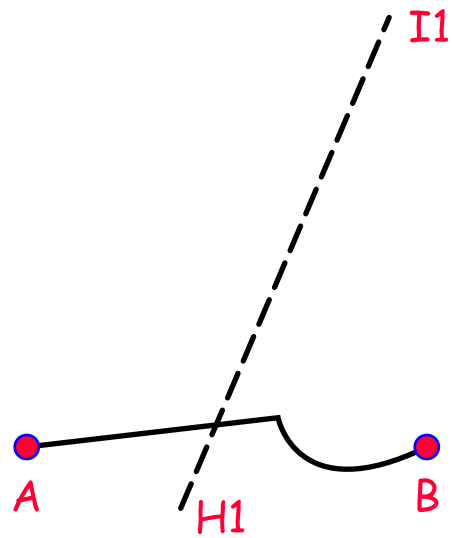
Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1).

A   B

No.28, Basic Type CG1CG2G1G2

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1).

I1

A   H1   B

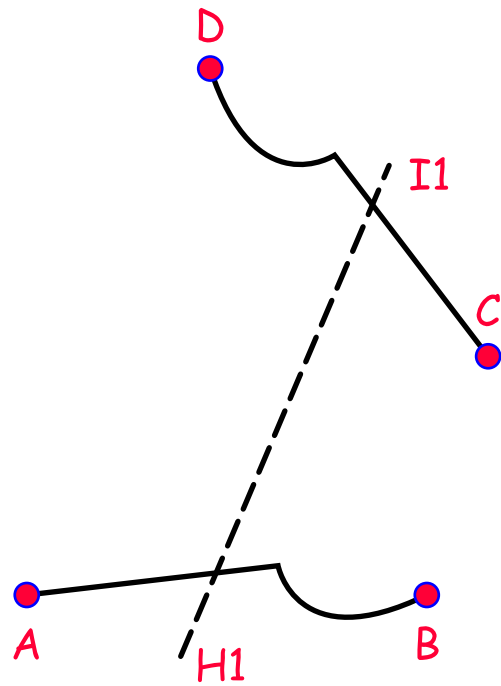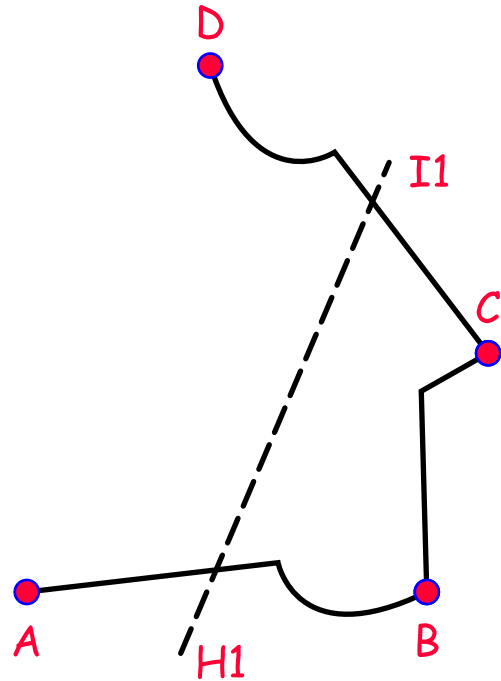# No.28, Basic Type CG1CG2G1G2

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1).

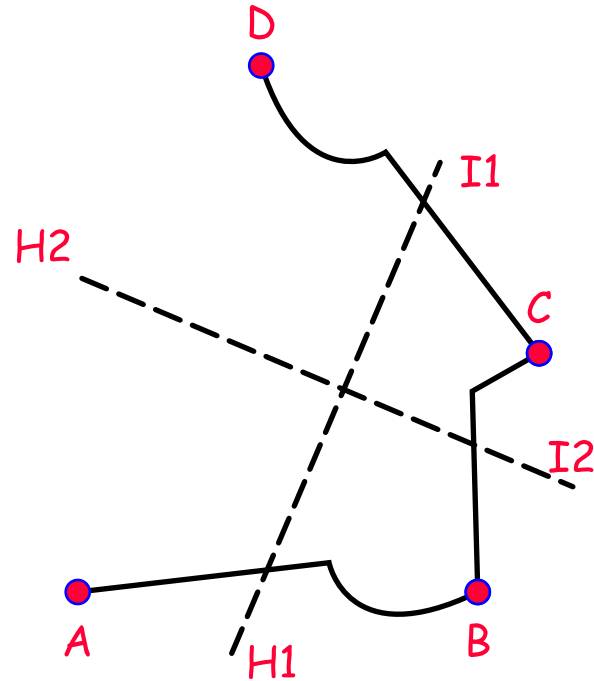# No.28, Basic Type CG1CG2G1G2

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1). Draw the arbitrary line
BC and glide-reflect it in the glide-reection axis H2I2 which is perpendicular to H1I1,
towards FE (E arbitrary.)

No.28, Basic Type *CG1CG2G1G2*

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1). Draw the arbitrary line BC and glide-reflect it in the glide-reection axis H2I2 which is perpendicular to H1I1, towards FE (E arbitrary.)
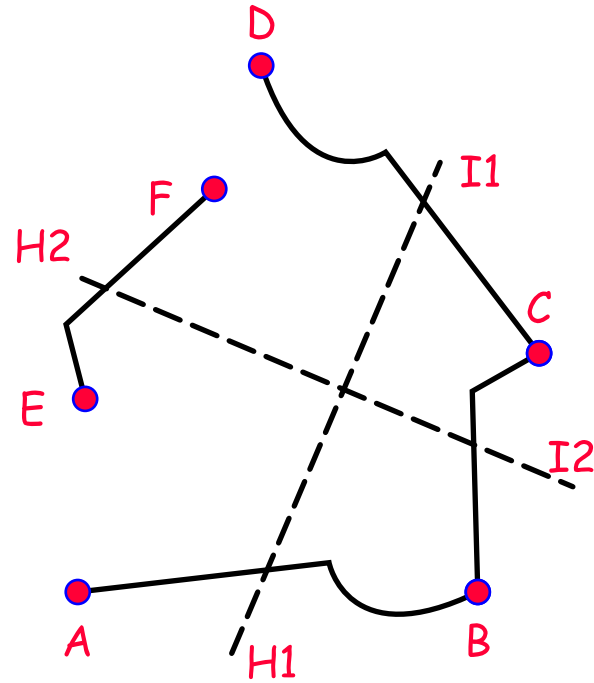
No.28, Basic Type CG1CG2G1G2

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1). Draw the arbitrary line

BC and glide-reflect it in the glide-reection axis H2I2 which is perpendicular to H1I1,
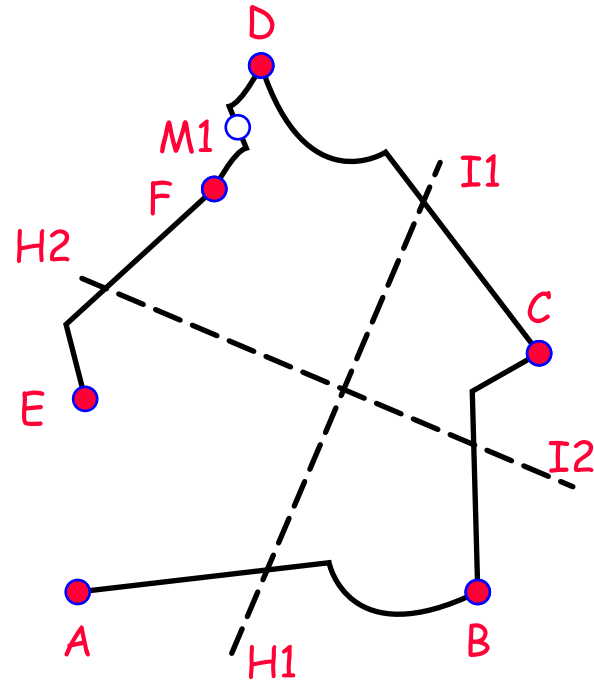
towards FE (E arbitrary.)

No.28, Basic Type CG1CG2G1G2

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1). Draw the arbitrary line BC and glide-reflect it in the glide-reection axis H2I2 which is perpendicular to H1I1, towards FE (E arbitrary.) Connect D to F by a C-line and connect A to E in the same way.
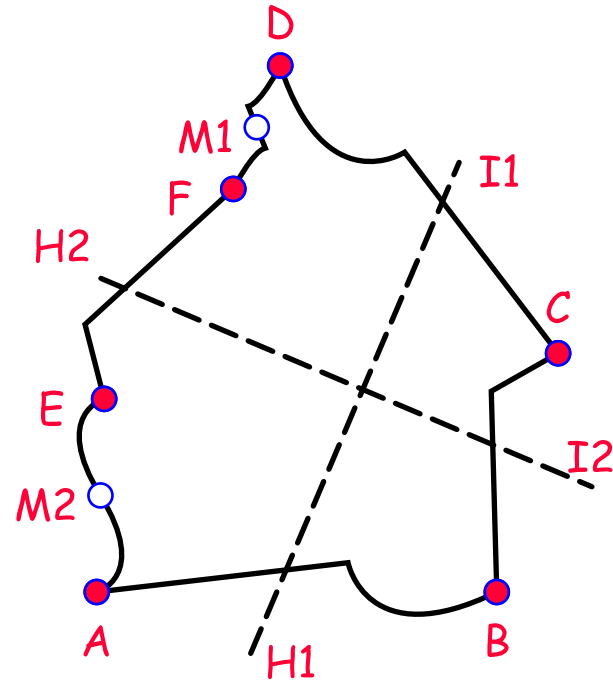
No.28, Basic Type CG1CG2G1G2

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1). Draw the arbitrary line BC and glide-reflect it in the glide-reection axis H2I2 which is perpendicular to H1I1, towards FE (E arbitrary.) Connect D to F by a C-line and connect A to E in the same way.
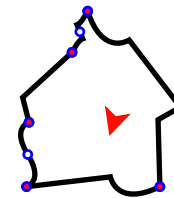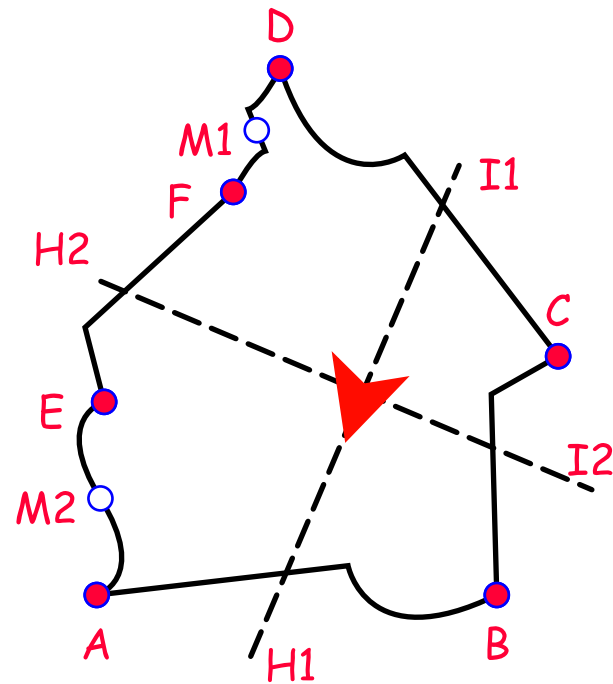
No.28, Basic Type CG1CG2G1G2

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1). Draw the arbitrary line BC and glide-reflect it in the glide-reection axis H2I2 which is perpendicular to H1I1, towards FE (E arbitrary.) Connect D to F by a C-line and connect A to E in the same way.

Number of arbitrary lines: 4

Network: 333333

4 Positions.

No.28, Basic Type CG1CG2G1G2

Glide-reflect the arbitrary line AB to CD (glide-reection axis H1I1). Draw the arbitrary line BC and glide-reflect it in the glide-reection axis H2I2 which is perpendicular to H1I1, towards FE (E arbitrary.) Connect D to F by a C-line and connect A to E in the same way.

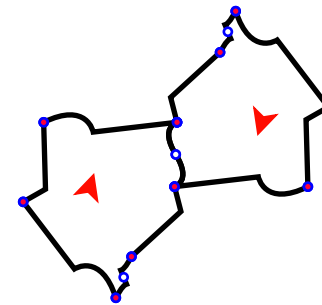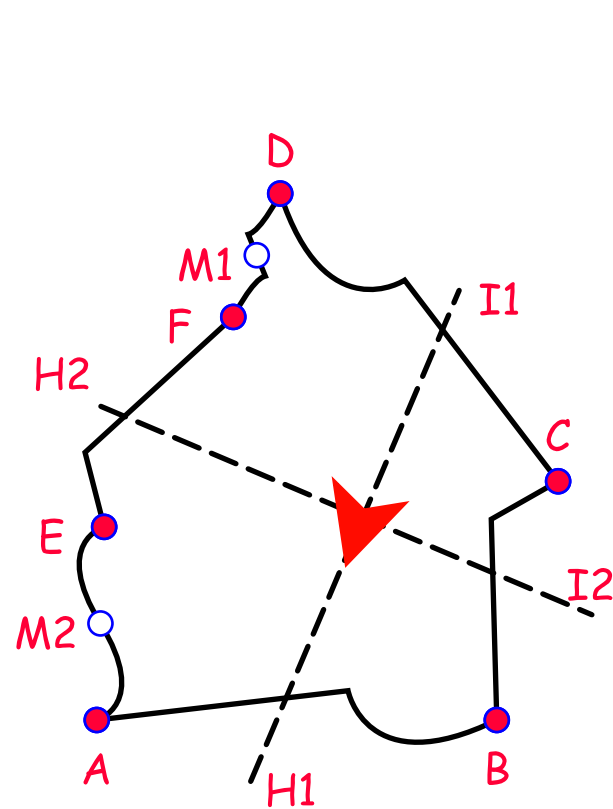Number of arbitrary lines: 4

Network: 333333

4 Positions.

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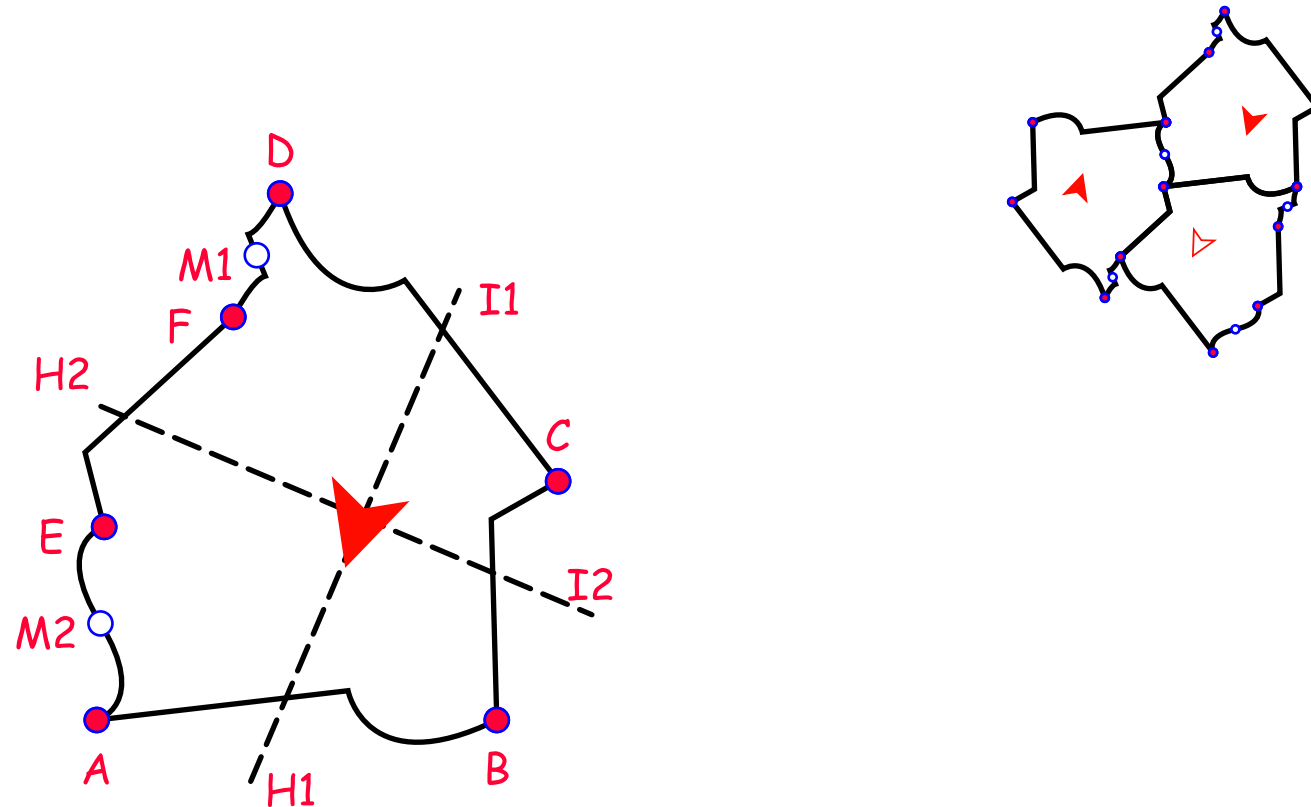Number of arbitrary lines: 4

Network: 333333

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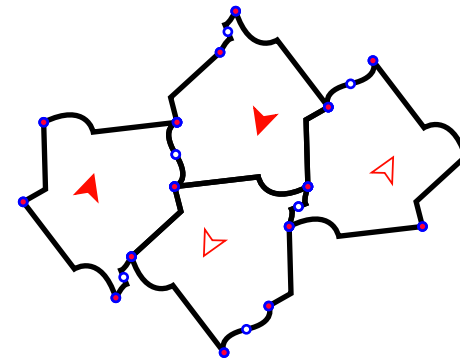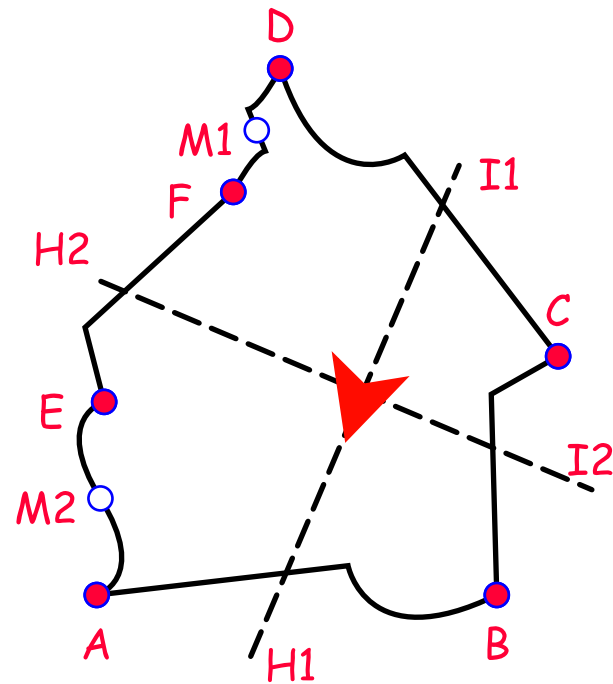Number of arbitrary lines: 4

Network: 333333

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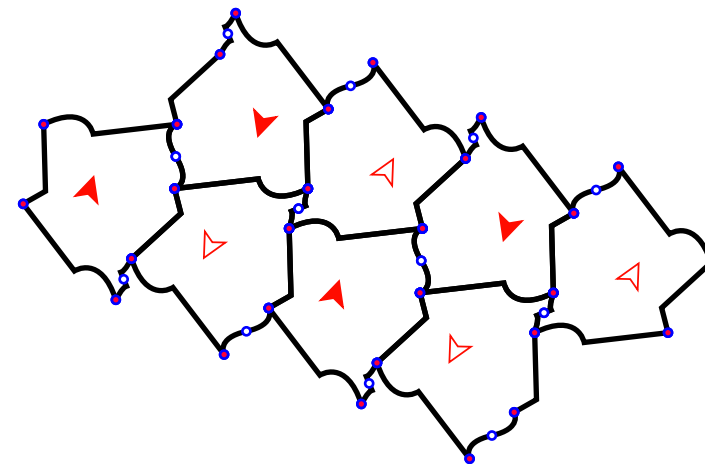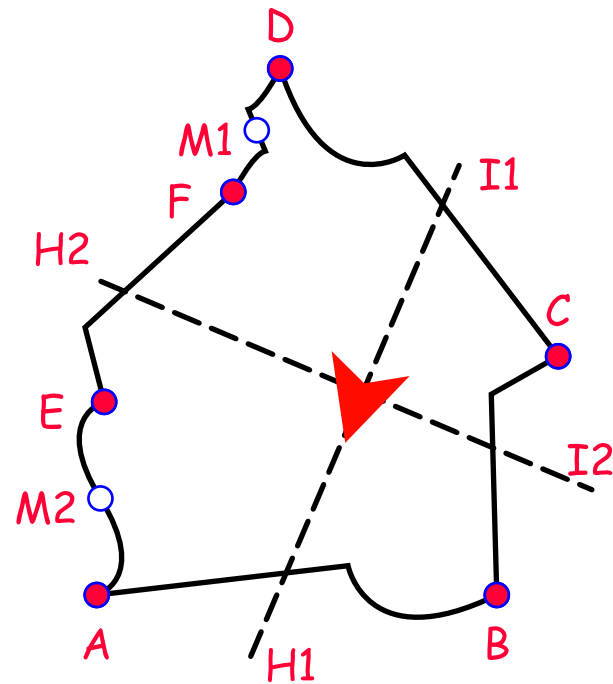Number of arbitrary lines: 4

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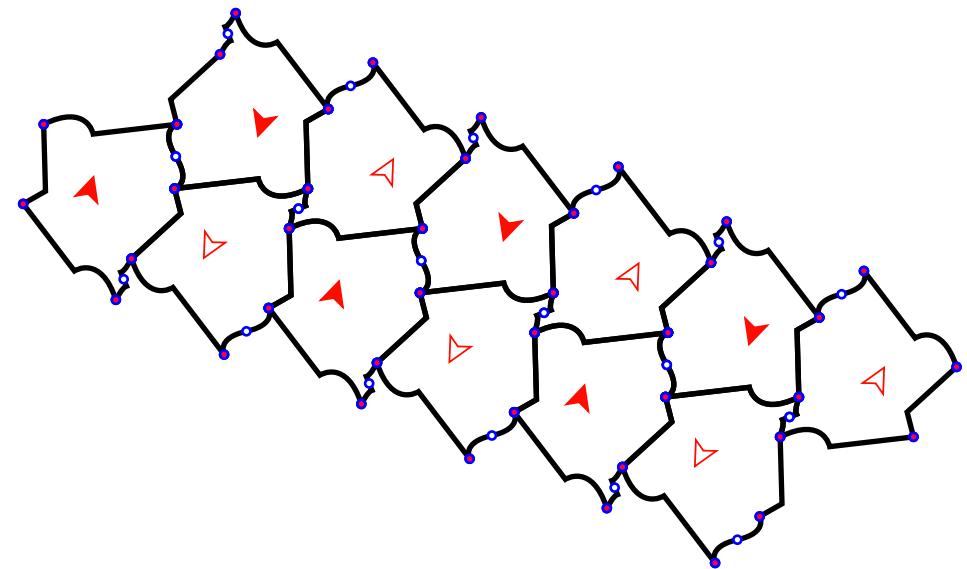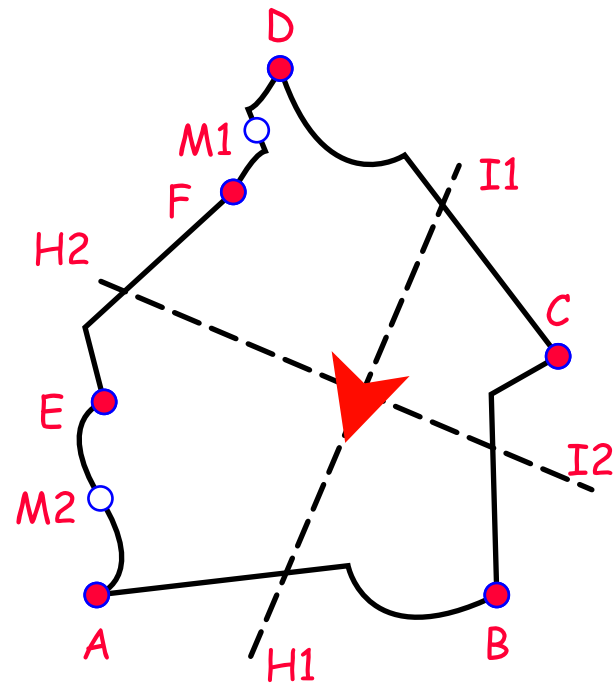Number of arbitrary lines: 4

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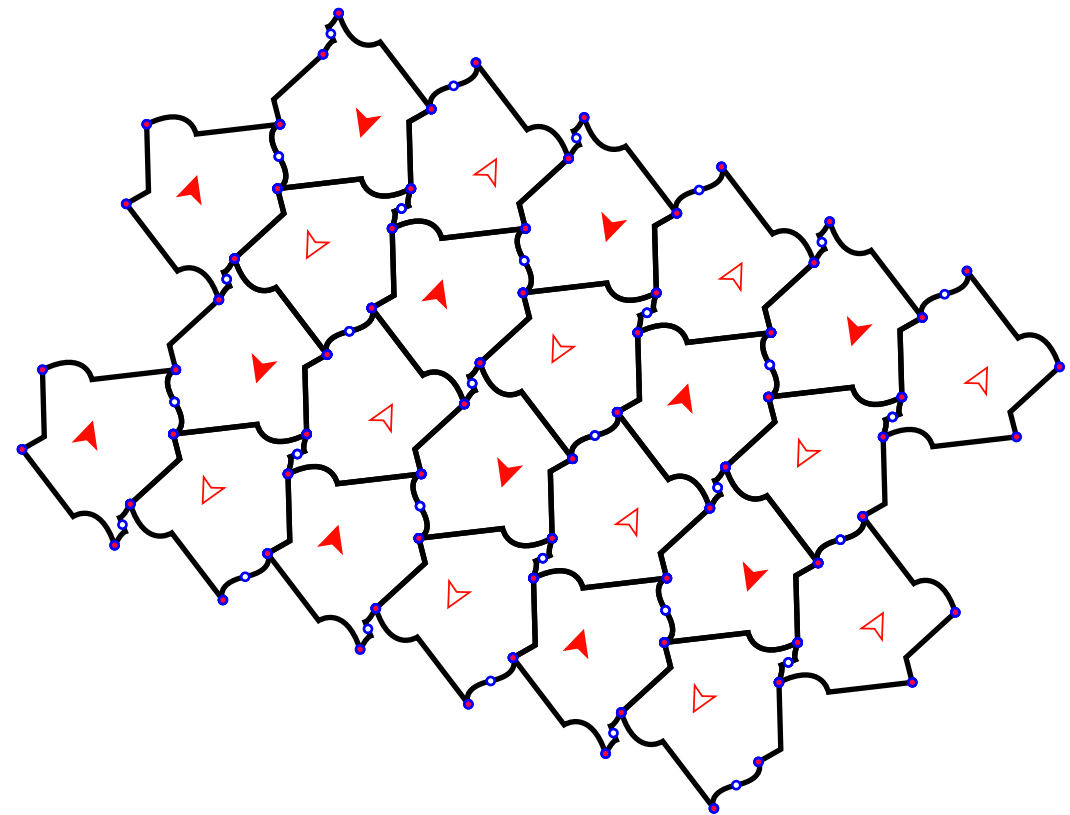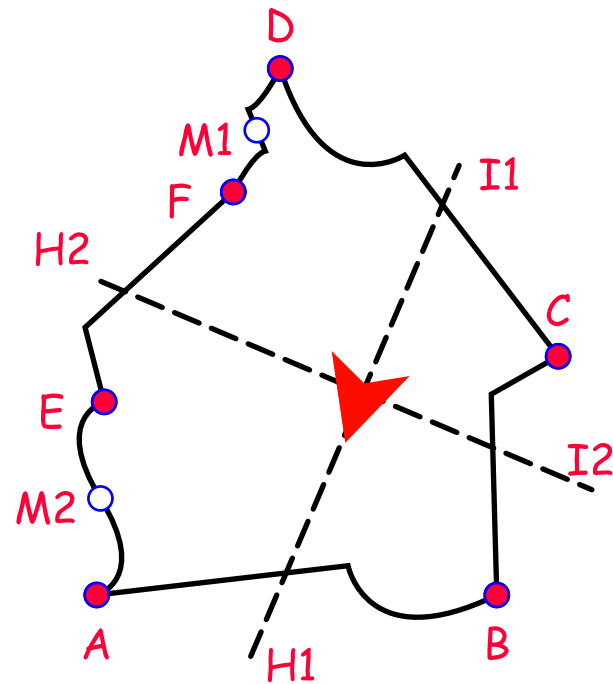Number of arbitrary lines: 4

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