

```
load ("fl/notched_triangle.fl")

halfLen = 1
depth = 0.15
halfNotch = 0.05

shape ("notched")
  notched_triangle(:halfLen, :depth, :halfNotch)
done

draw ("notched")

from("notch a", "notch b", "notch c")
  left(180)
  pitch(270)
  draw("notched", "notch a")
  from("notch b", "notch c")
    left(180)
    pitch(270)
    draw("notched", "notch a")
  done
done
```

