



Track and Field



What is **Real Dial Size**?

All characters are measured from the lowest possible point to the highest. In Track and Field, the non-shift base characters are all the same height, and the shift characters and **Layer** features are designed to fit them proportionately. If **Real Dial Size** is selected, all characters will be cut according to the size specified.



■ No Shift ■ With Shift

Track and Field	Layer 1	Layer 2	Layer 3	Finished Image
<p><Runner> <Runner-s></p>				
<p><Hurdlr-s> <Hurdler></p>				
<p><FnshLn> <FnshLn-s></p>				
<p><Medal> <Medal-s></p>				
<p><Shoe> <Shoe-s></p>				
<p><Trophy> <Trophy-s></p>				