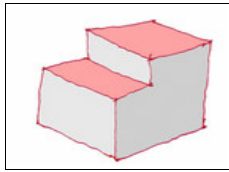
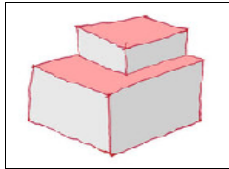


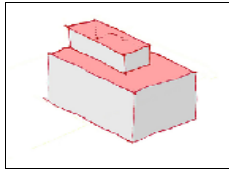
0.0 = flat



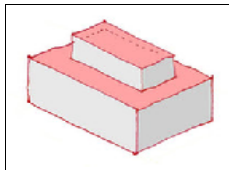
0.1 =



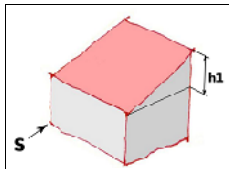
0.2 =



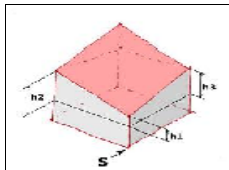
0.3 =



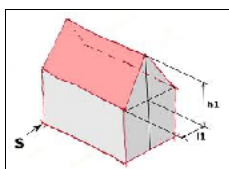
0.4 =



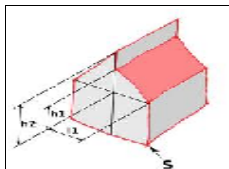
1.0 = skillion



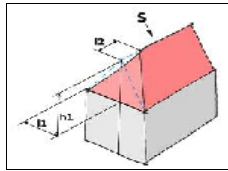
1.1 =



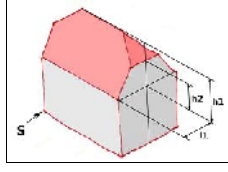
2.0 = gabled



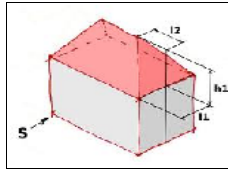
2.1 =



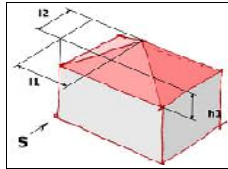
2.2 =



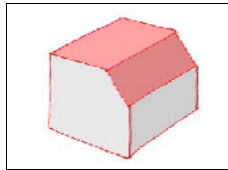
2.3 = half_hipped



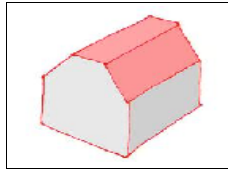
2.4 = hipped



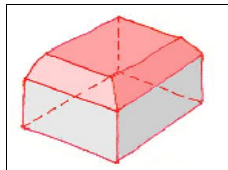
2.5 = pyramidal
[2.6](#), [2.7](#), [2.8](#).



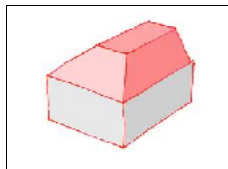
3.0 = saltbox



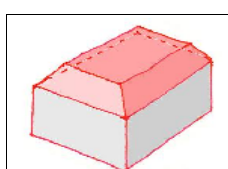
3.1 = double saltbox



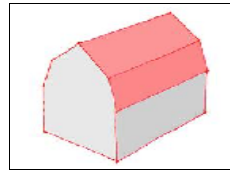
3.2 = corner saltbox



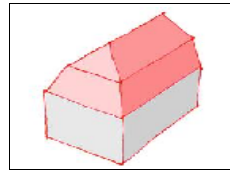
3.3 = triple saltbox



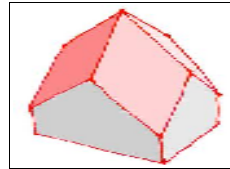
3.4 = quadruple saltbox



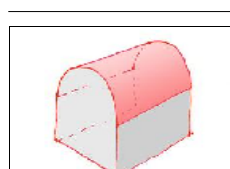
4.0 = gambrel



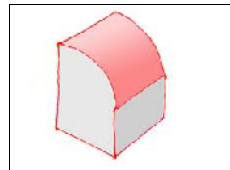
4.1, 4.2 = mansard



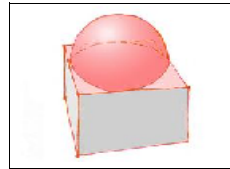
4.3 = helm



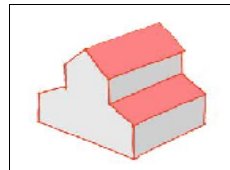
5.0 = round



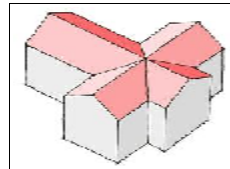
5.2 = half_round



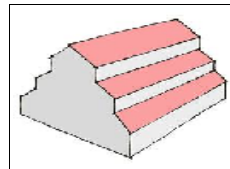
5.6 = dome



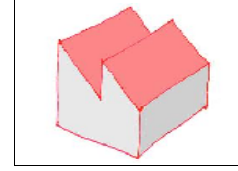
6.0 = three_aisled



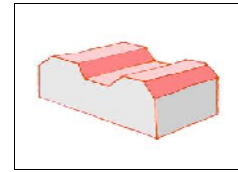
6.2 = crosspitched



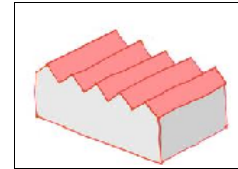
6.3 = five_aisled



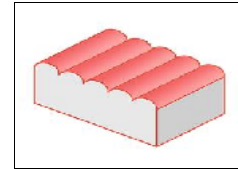
7.1.n = sawtooth



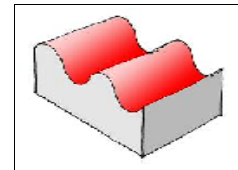
7.2.n = trapeze



7.3.n = gabled_row



7.4.n = round_row



7.5.n = wave