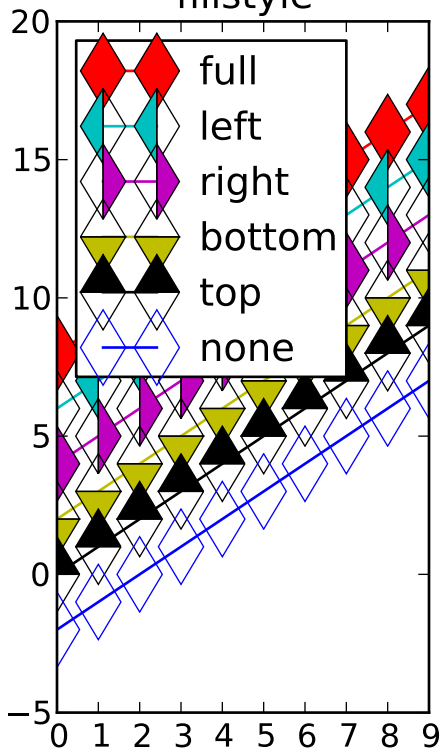


marker = 'd'

fillstyle



fillstyle

