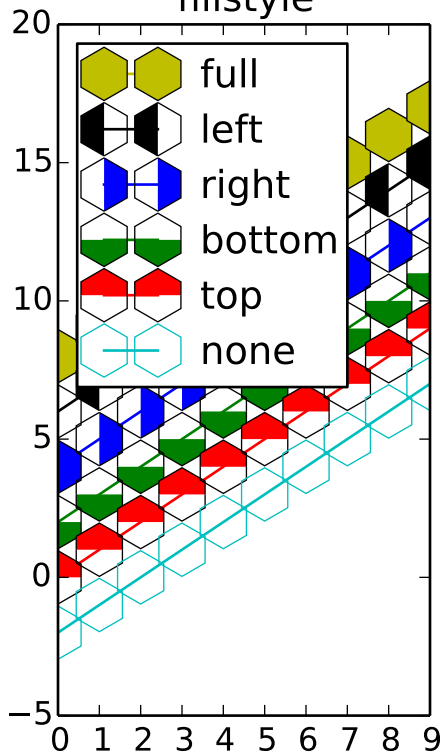


marker = 'h'

fillstyle



fillstyle

