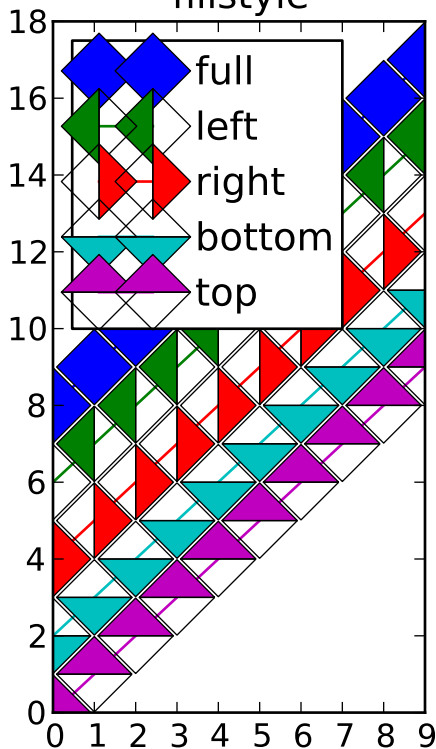


marker = 'D'

fillstyle



fillstyle

