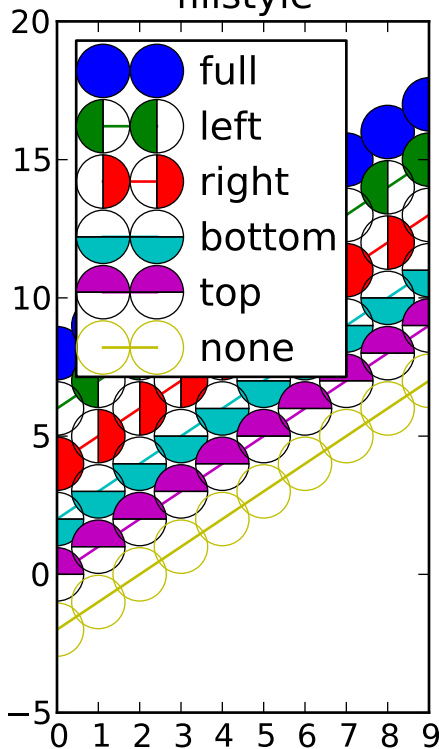


marker = 'o'

fillstyle



fillstyle

