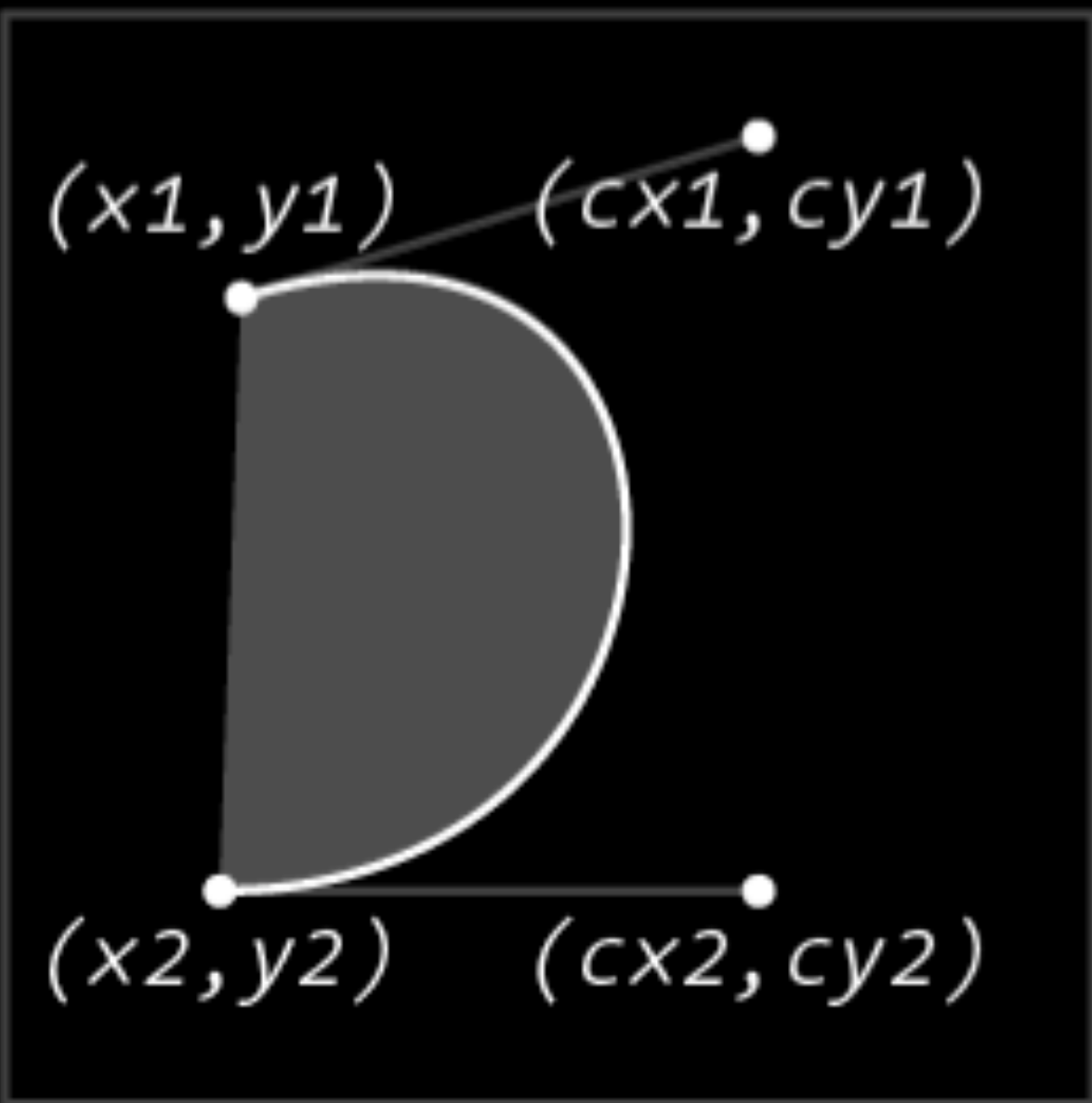




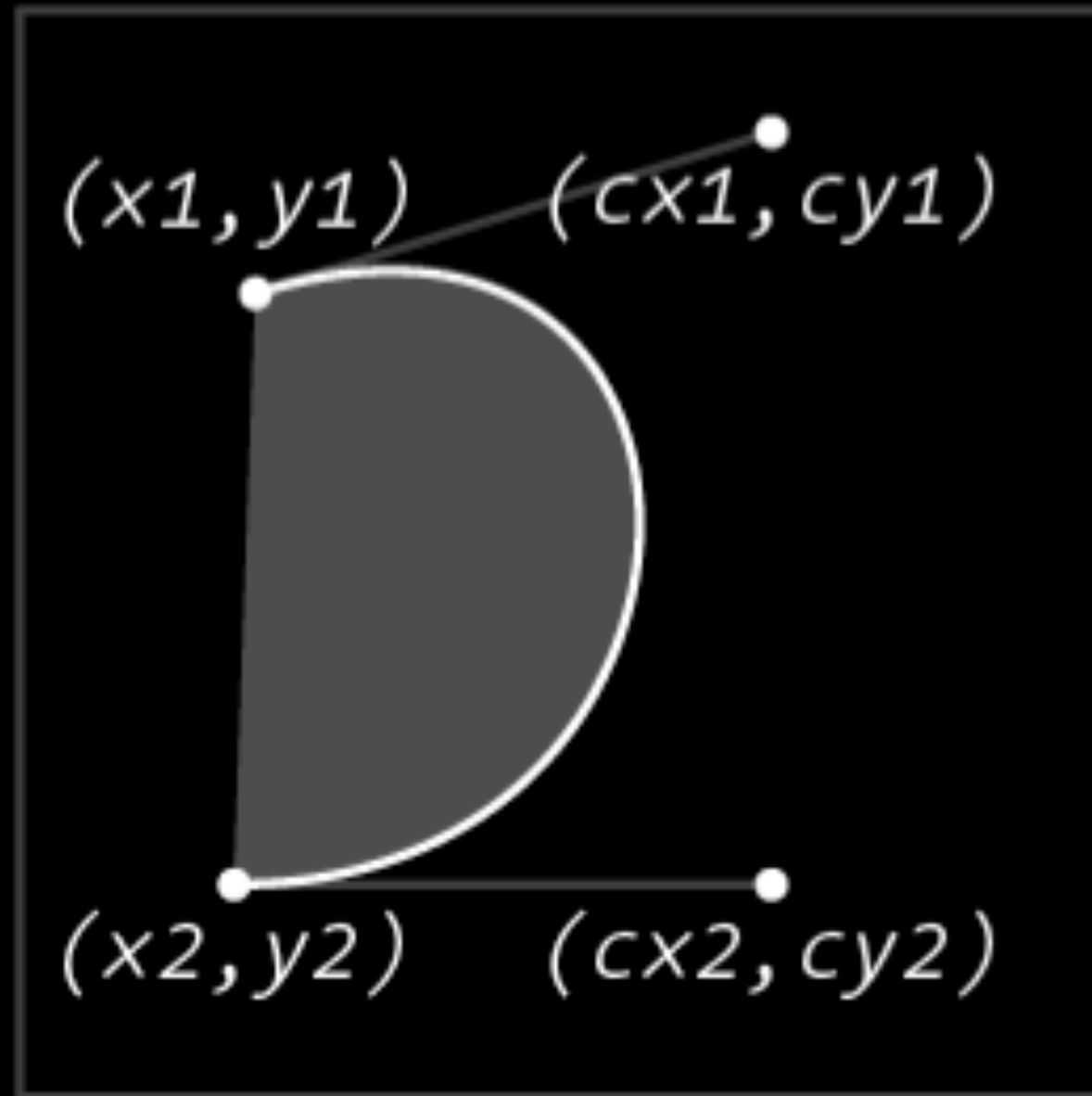
bezier();



*bezier*( $x1, y1, cx1, cy1, cx2, cy2, x2, y2$ )



# bezier();



*bezier(x1, y1, cx1, cy1, cx2, cy2, x2, y2)*