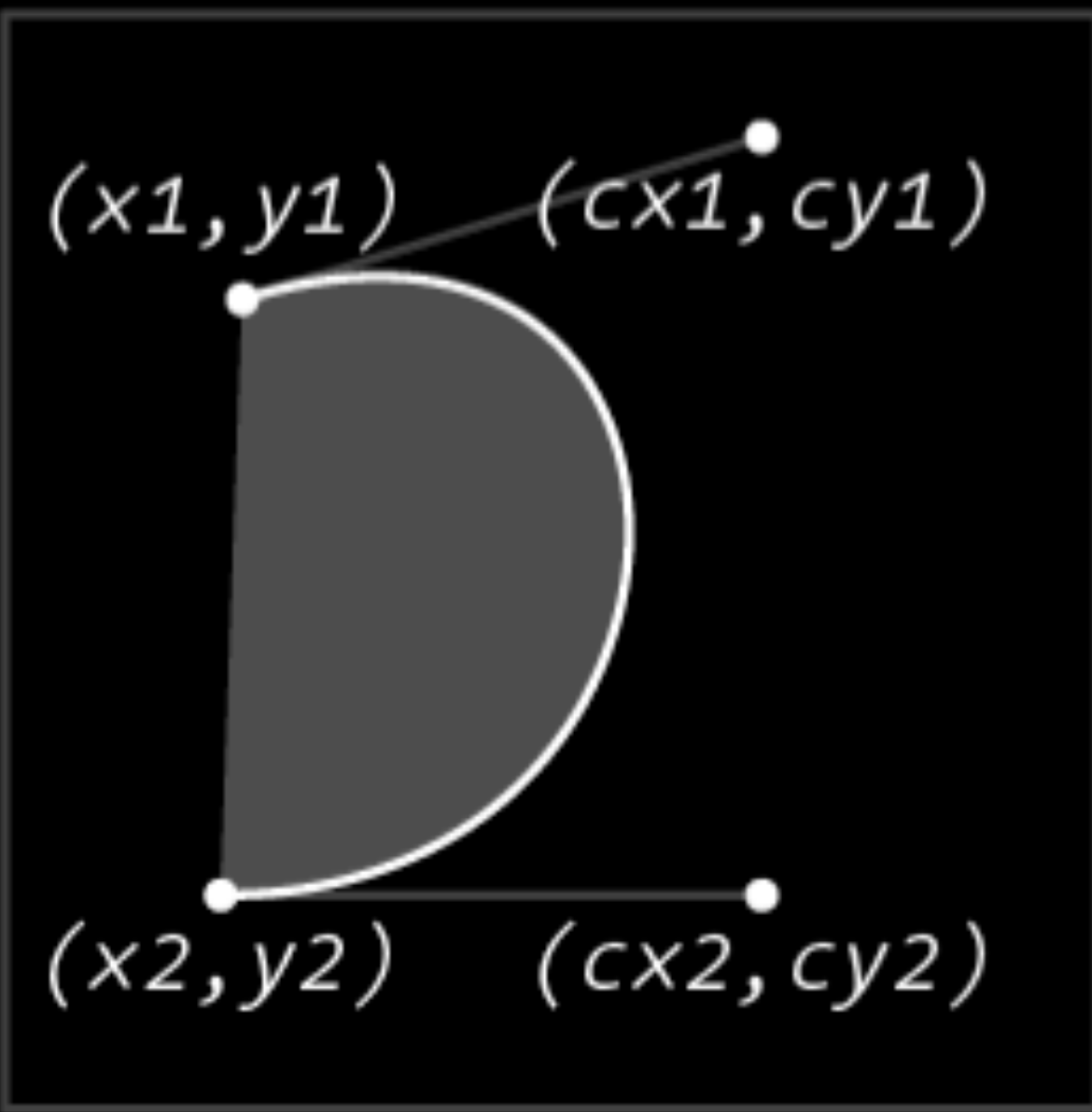
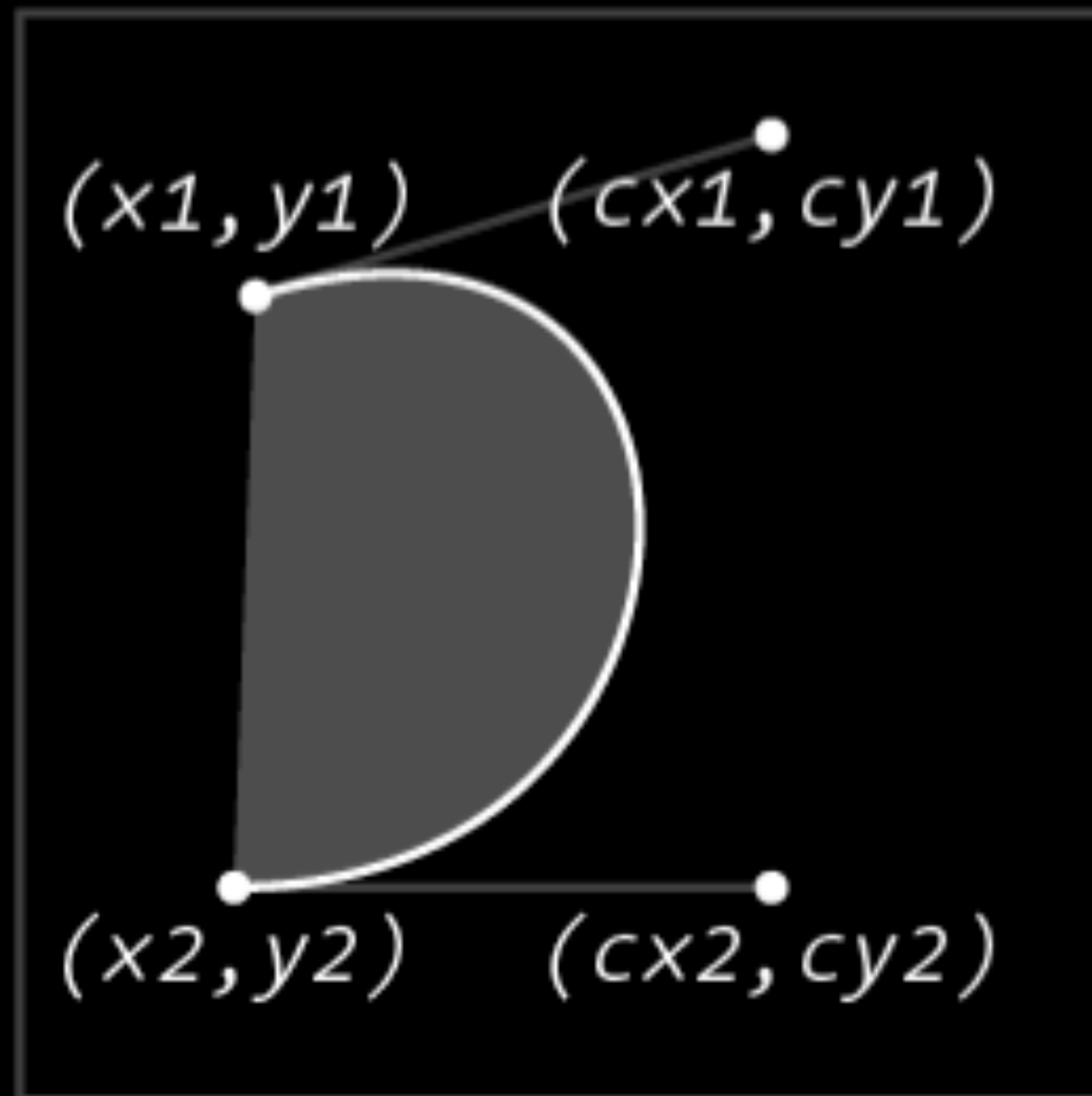


bezier();



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

bezier();



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