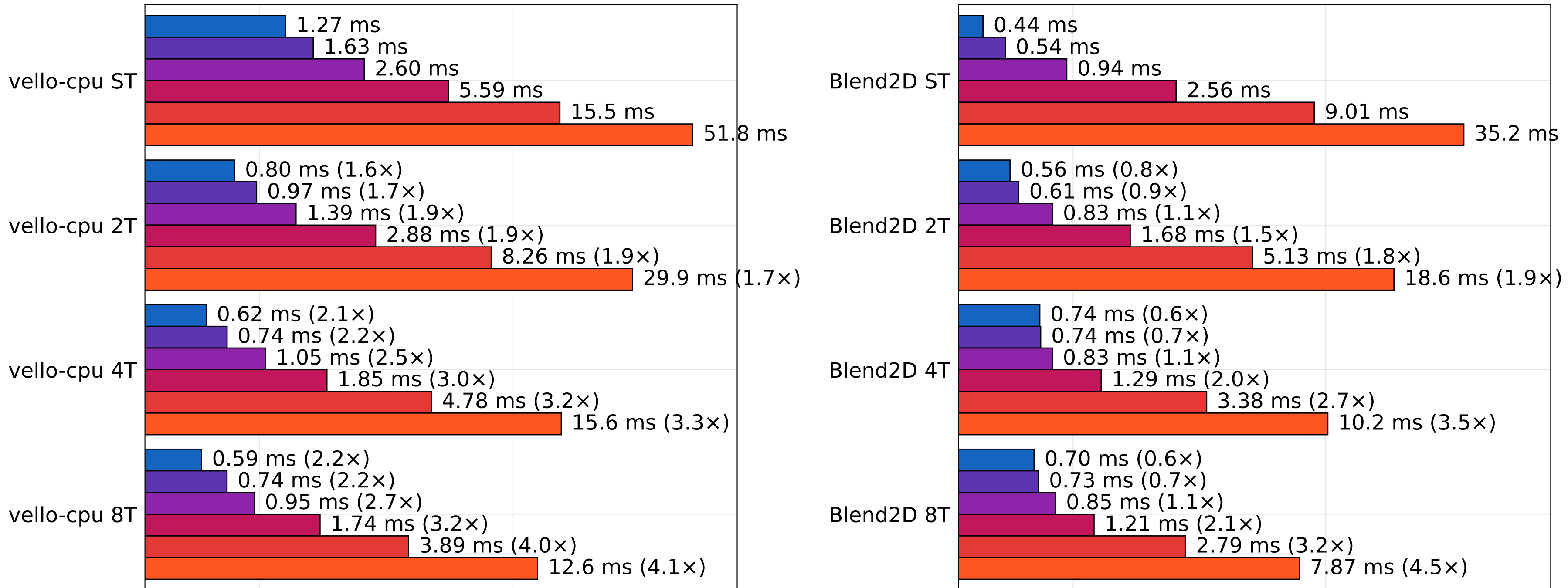


# Fill - Linear - RectA

## (Time for 1000 render calls in ms)



Shape Size

