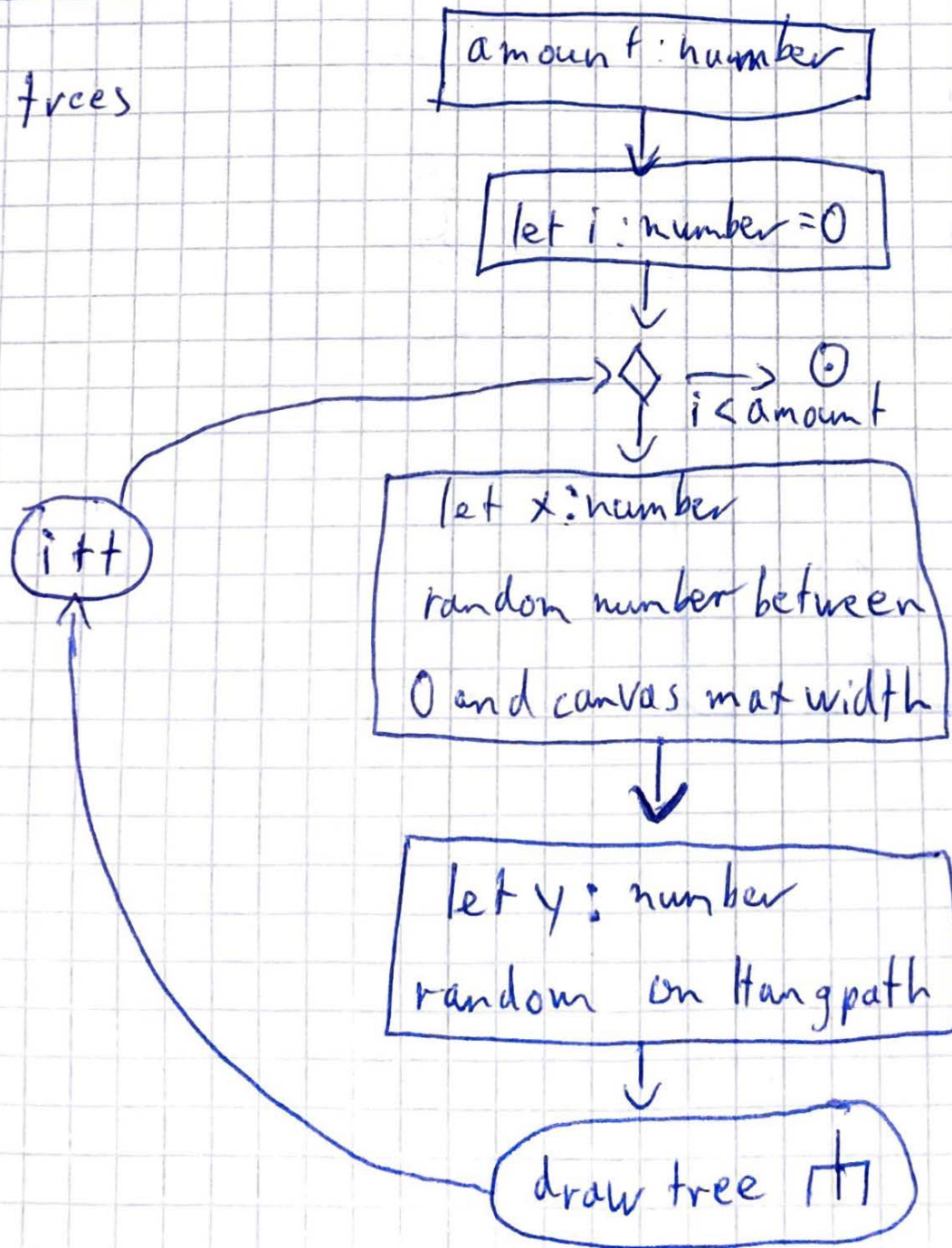


tree





draw tree

- x: number, ~~any~~ y: number

create path

fill path

