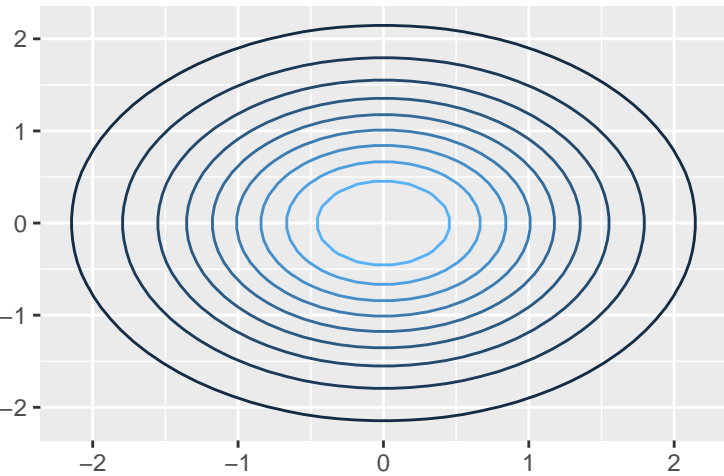
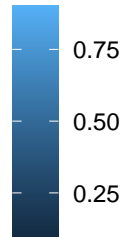


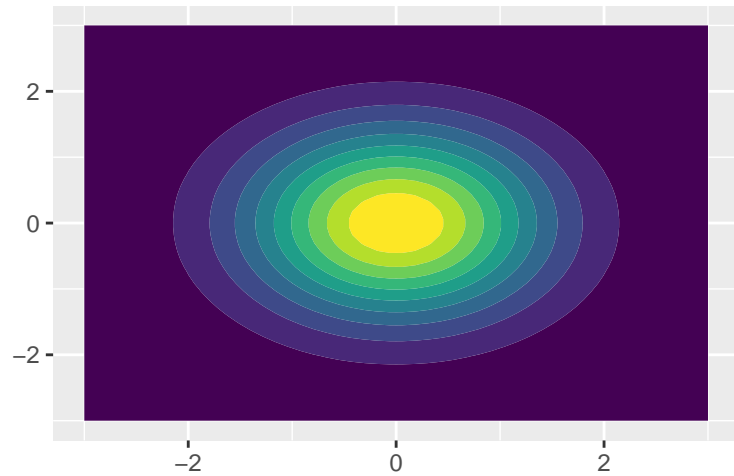
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level



type = "contour\_filled"



level

