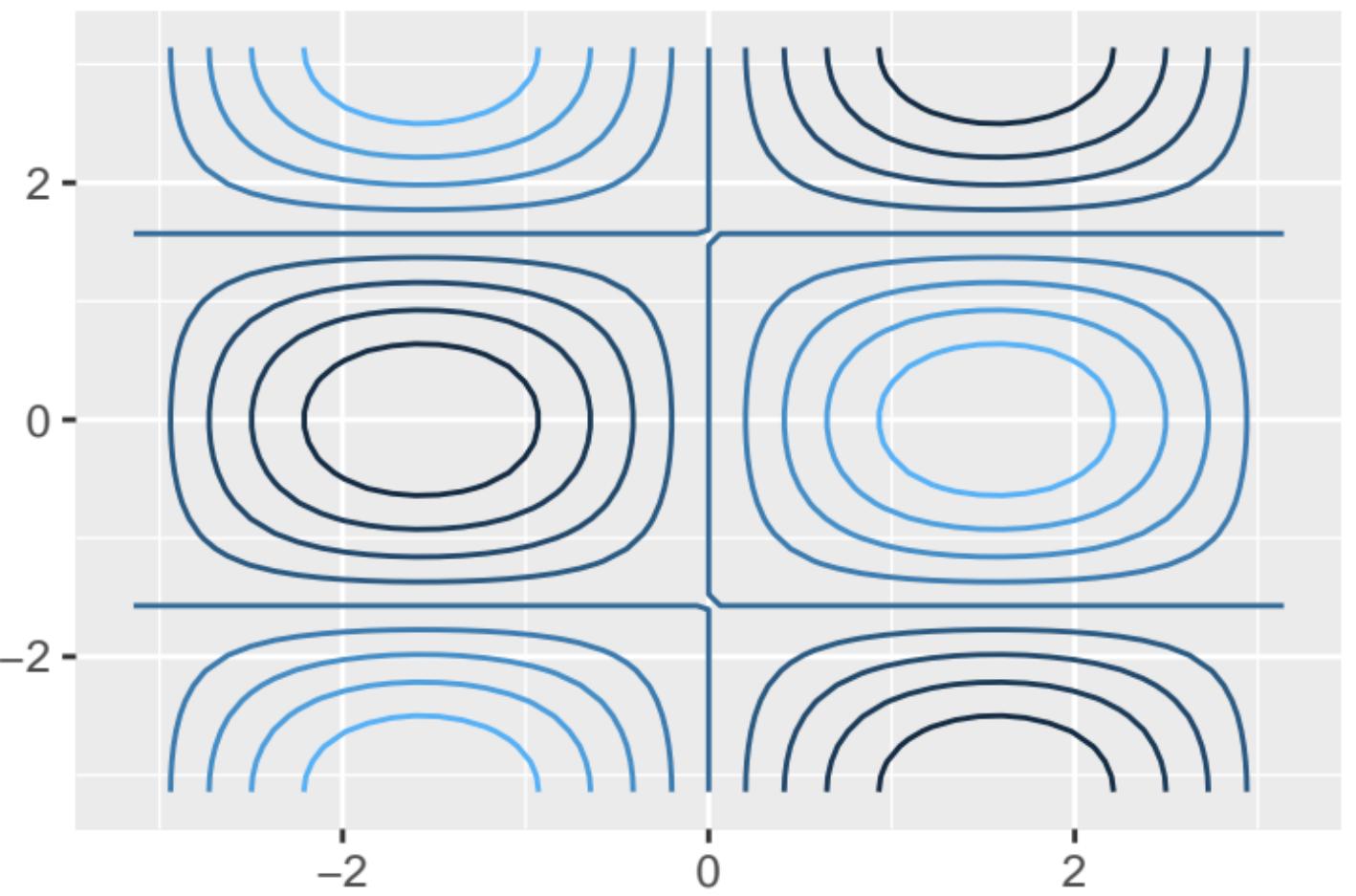
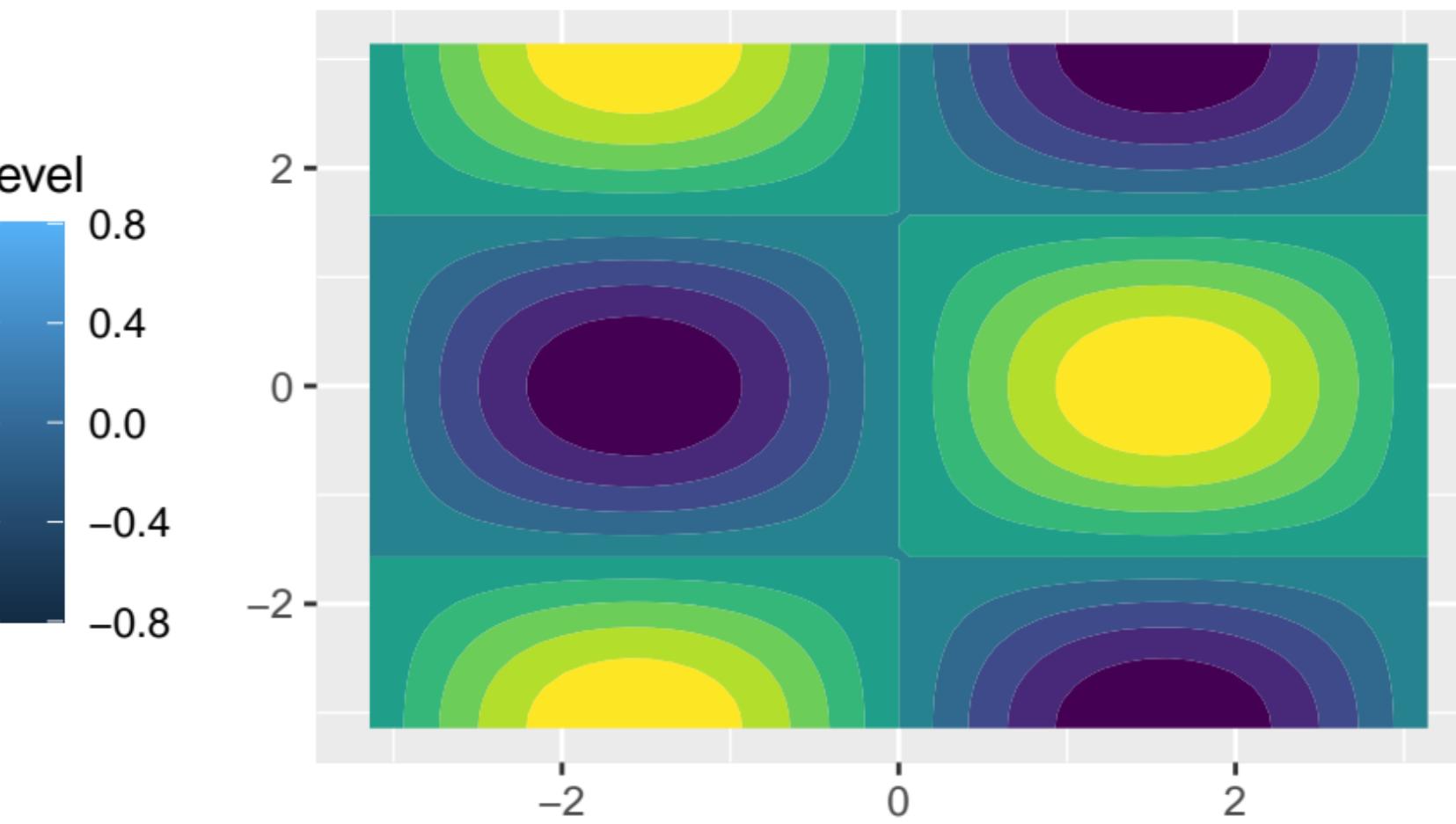


type = "contour"



type = "contour\_filled"



level

