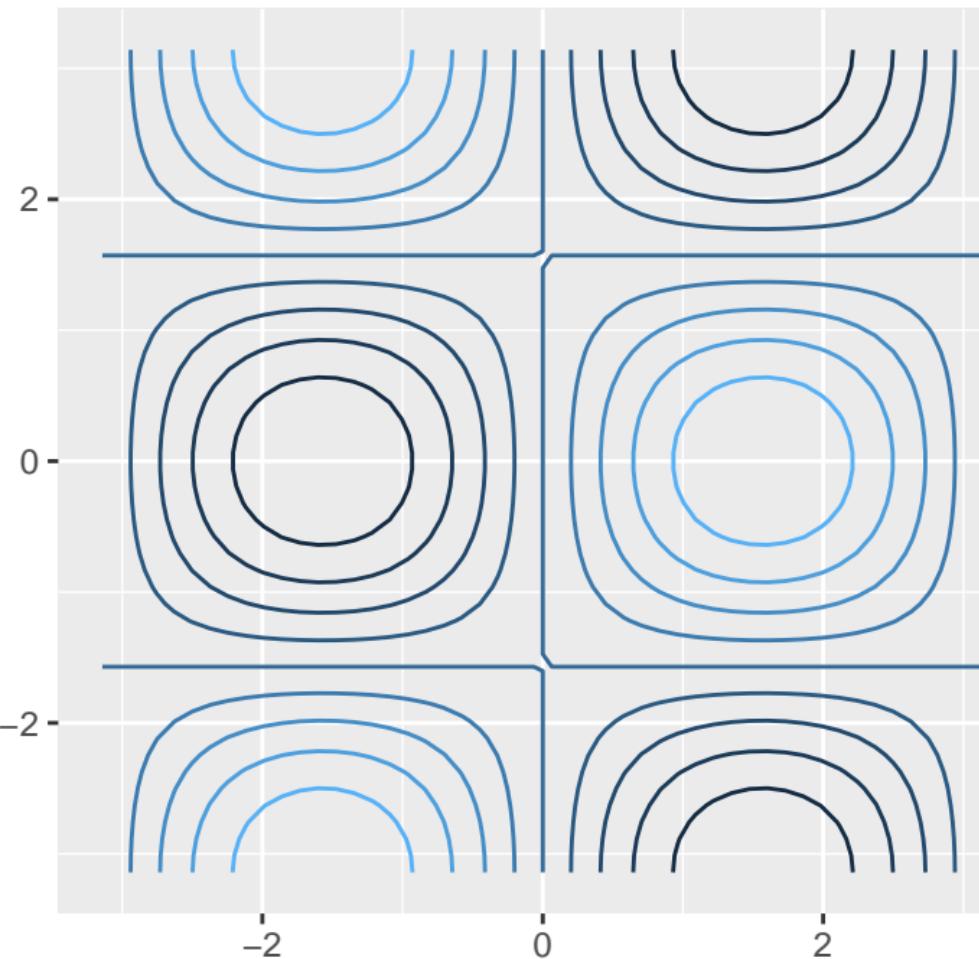
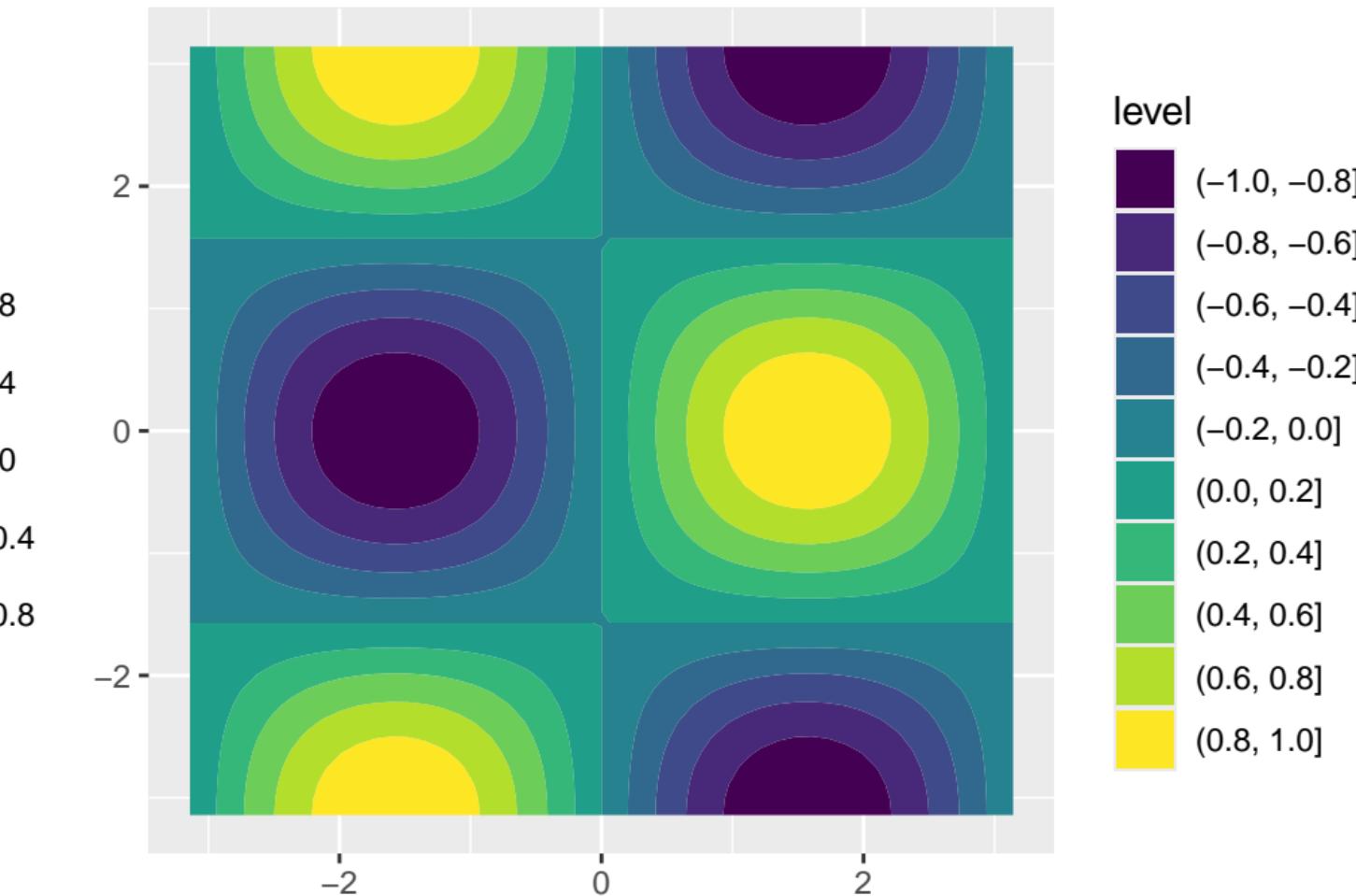


type = 'contour'



type = 'contour_filled'



level

(-1.0, -0.8]
(-0.8, -0.6]
(-0.6, -0.4]
(-0.4, -0.2]
(-0.2, 0.0]
(0.0, 0.2]
(0.2, 0.4]
(0.4, 0.6]
(0.6, 0.8]
(0.8, 1.0]