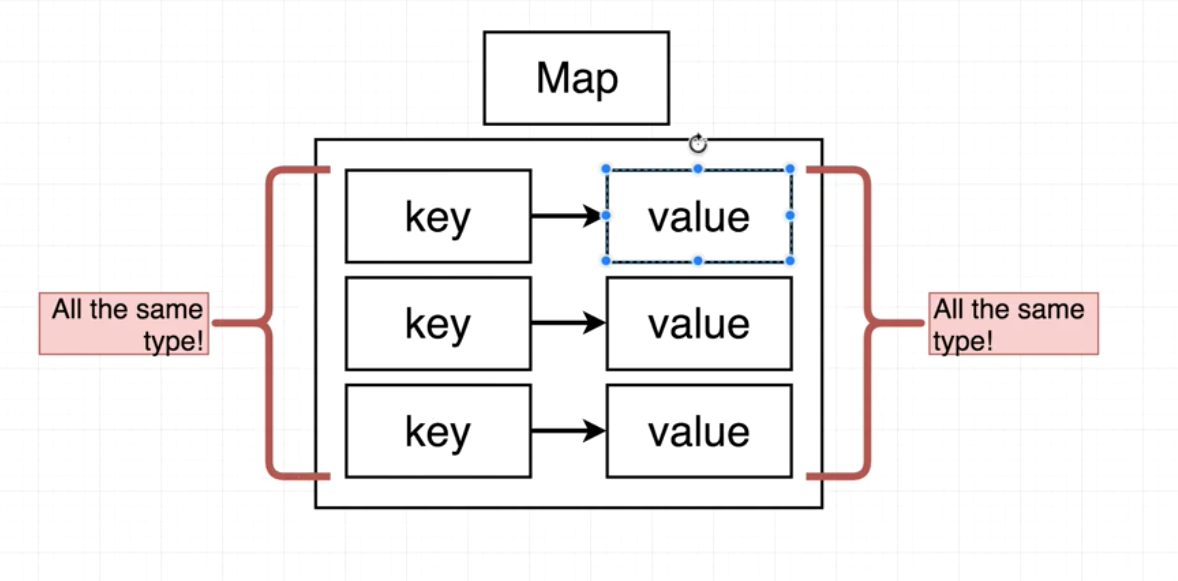


Map:

Var colors map[string]string

Colors := make(map[string]string)

