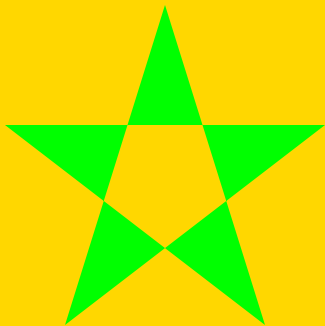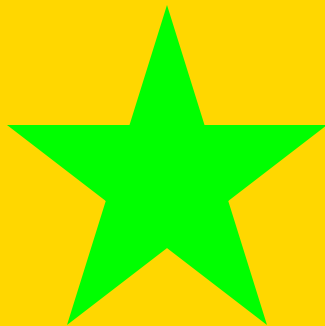# Basic paint: fill properties.

fill-rule="evenodd"   fill-rule="nonzero"

$Revision: 1.7 $