

BBP::Graphics::R2D  
::fill

BBP::Graphics::R2D  
::stroke

BBP::Graphics::R2D  
::convertINTtoUCHAR



```
graph LR; A[BBP::Graphics::R2D::fill] --> C[BBP::Graphics::R2D::convertINTtoUCHAR]; B[BBP::Graphics::R2D::stroke] --> C;
```