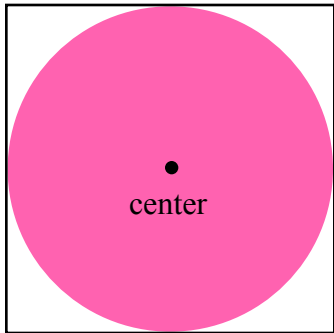


(center.x - radius,  
center.y - radius)



(center.x + radius,  
center.y + radius)