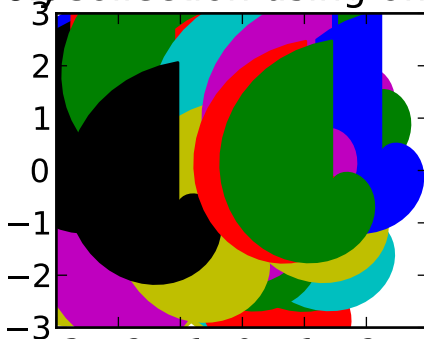
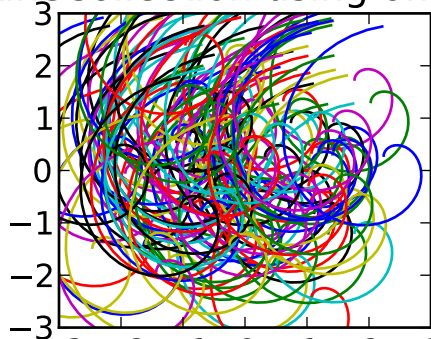


LineCollection using offsets PolyCollection using offsets



Regular PolyCollection using offsets

