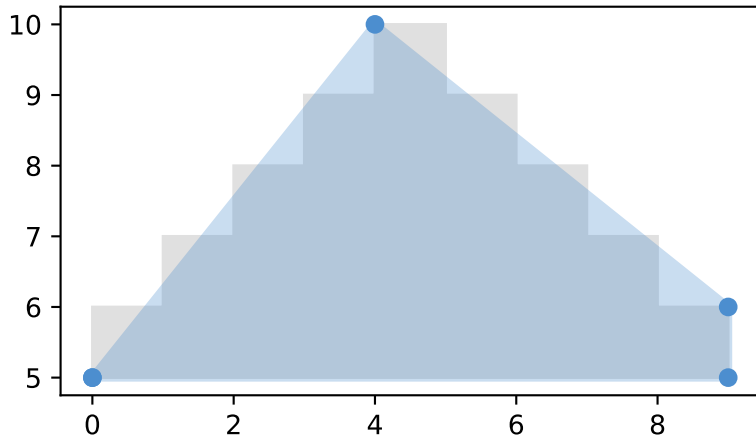


a) default



b) keep_points_on=poly.envelope.boundary

