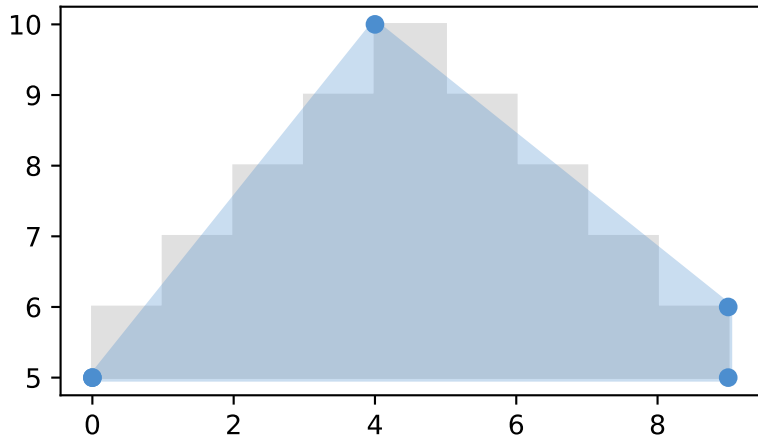


a) default



b) keep\_points\_on=poly.envelope.boundary

