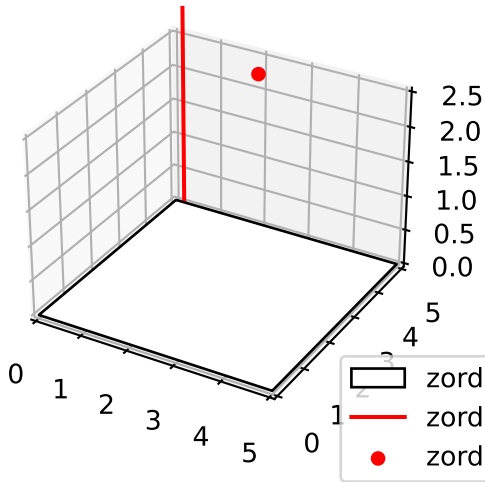


computed\_zorder = True (default)



computed\_zorder = False

