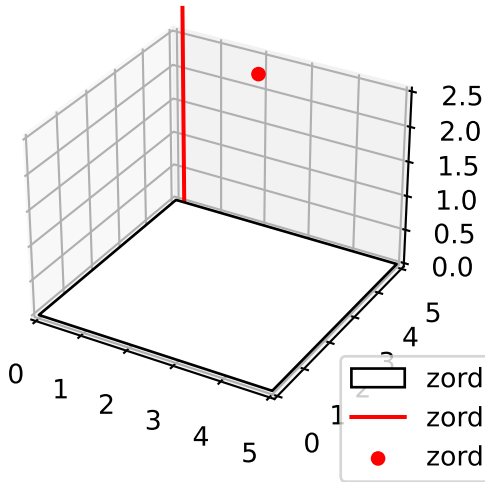


computed_zorder = True (default)



computed_zorder = False

