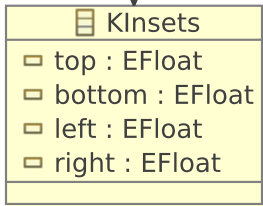


0..1 insets



sourcePoint 1
bendPoints 0..*
targetPoint 1

