Area				
Area Shadow Transpare	ncy Colors	Gradients	Hatching	Bitmaps
Transparency mode —				
Transparency	50%	A. V		
<u> Gradient</u>				
Туре	Linear	•		
Center <u>X</u>	50%	×		
Center <u>Y</u>	50%	A.V		
<u>A</u> ngle	0 degrees	÷		
<u>B</u> order	0%	*		
<u>S</u> tart value	1%	•		
<u>E</u> nd value	1%	* *		

Please modify end value to 2% and see the result!