



```
vardef with_rounded_corners expr p =  
  for i=1 upto length p:  
    subpath (i-15/16, i-1/16) of p ..  
  endfor cycle  
enddef;
```

```
bboxmargin := 16;
```

```
draw with_rounded_corners bbox currentpicture  
  dashed evenly scaled 1/2;
```