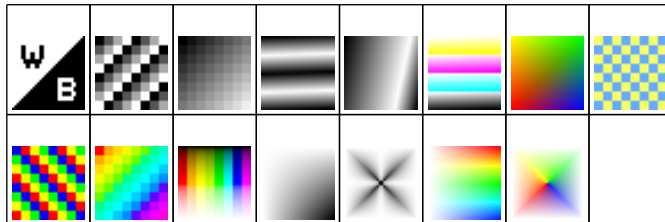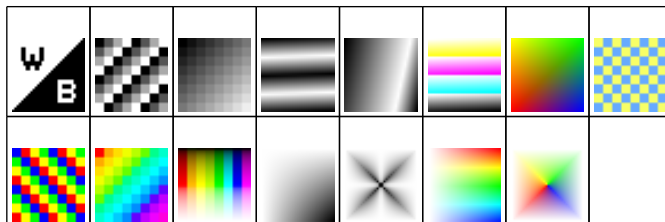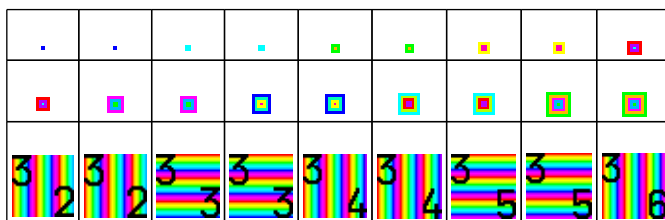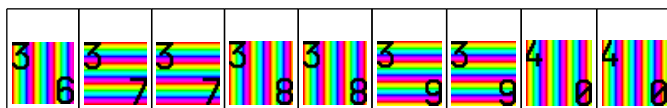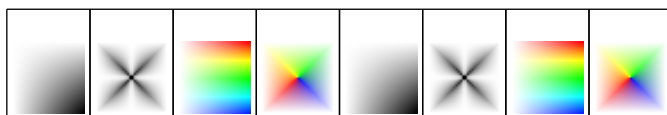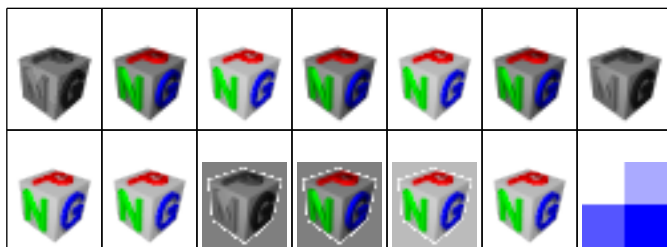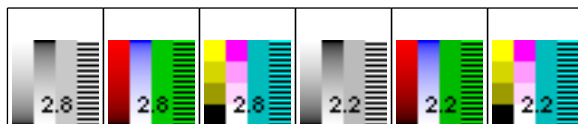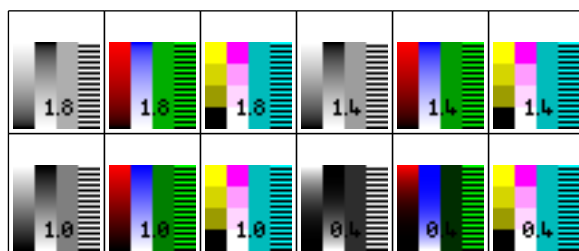# 1 Basic formats

2 Interlacing

3 Odd sizes

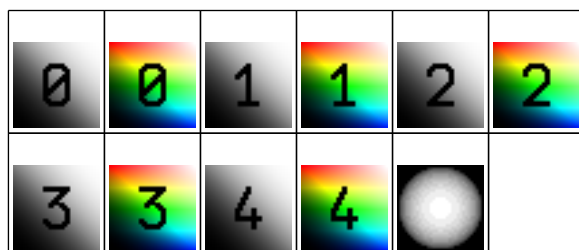# 4 Background colors

5 Transparency
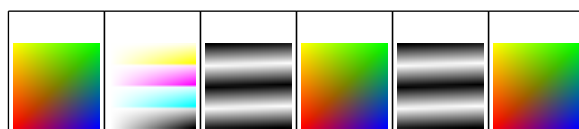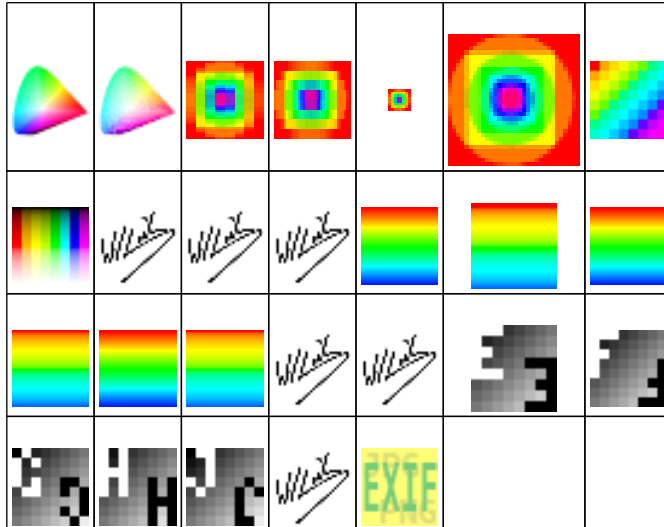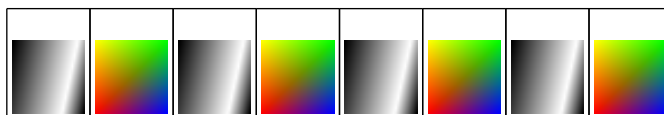

6 Gamma values

7 Image filtering

8 Additional palettes

9 Ancillary chunks

10 Chunk ordering

11 Zlib compression