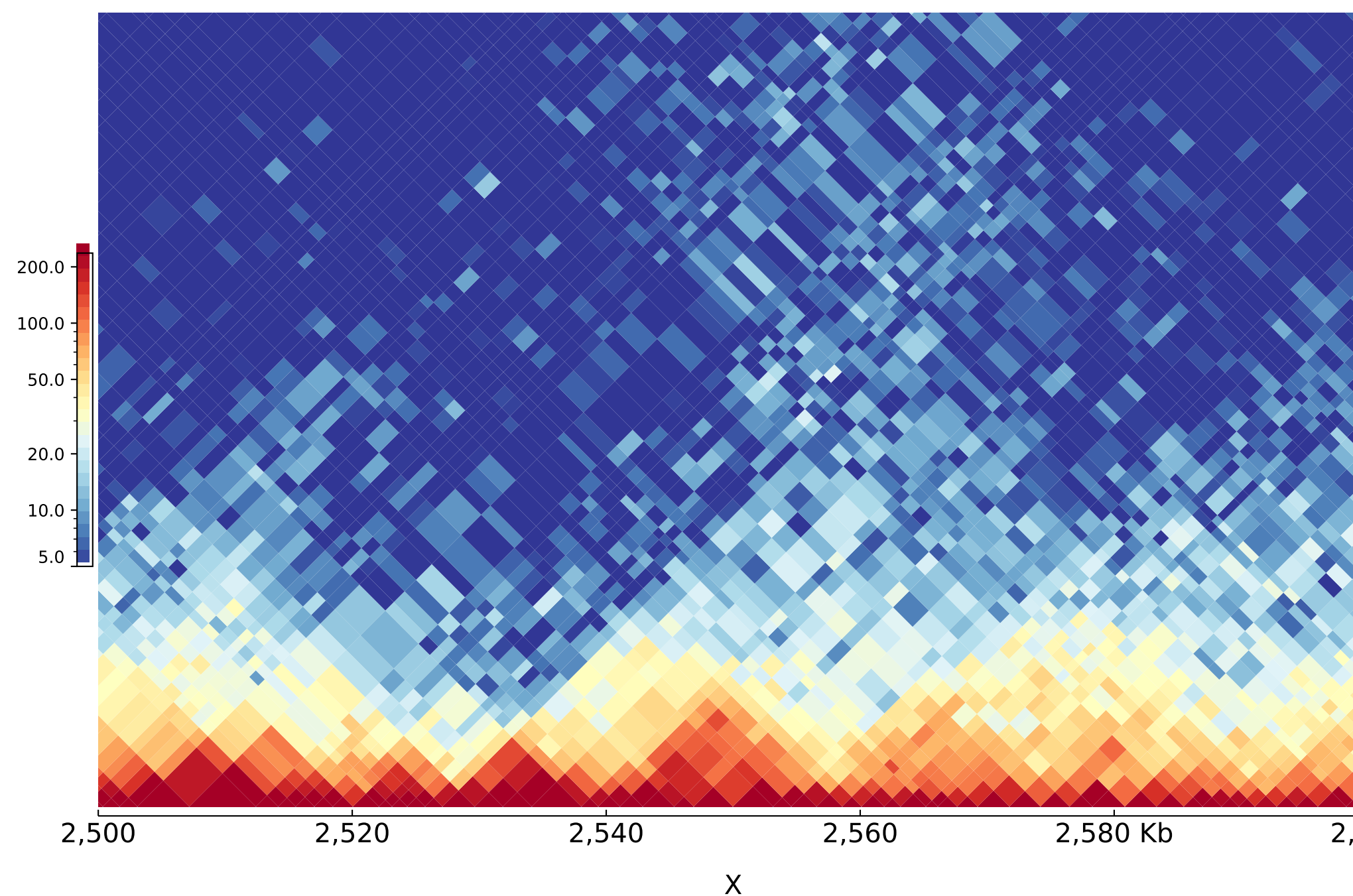


depth = 200000; transform = log1p;  
min\_value = 5; height = 5

same but orientation=inverted; no height



same rasterize = false

2,500 2,520 2,540 2,560 2,580 Kb 2,600

X