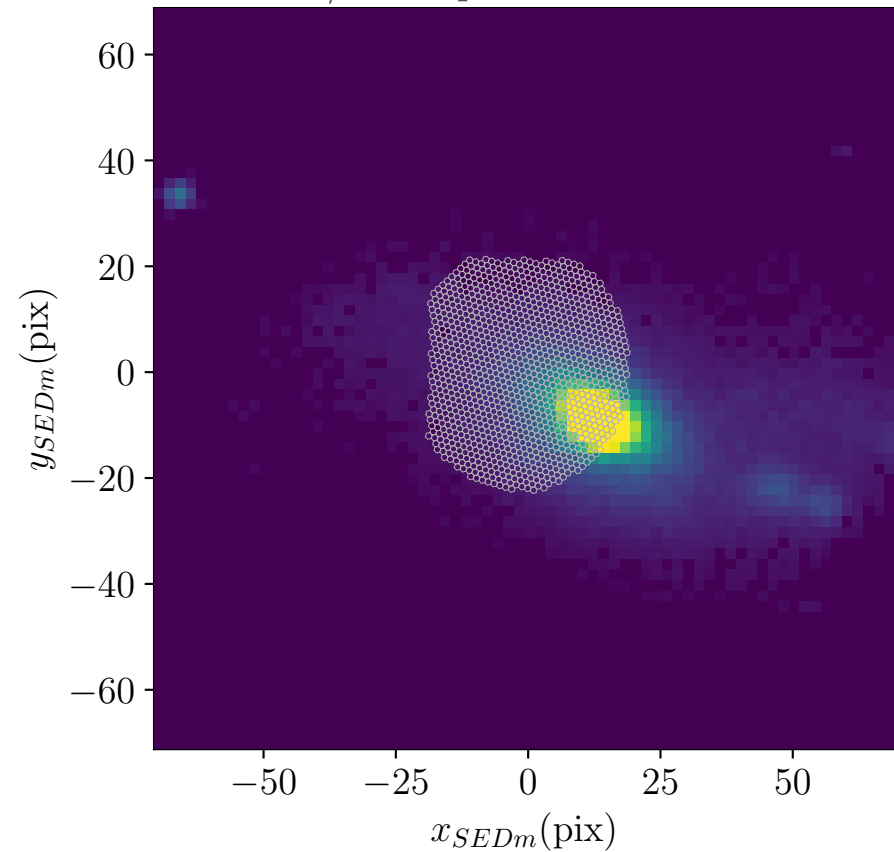


SEDm/PS1 spaxel size not scaled



SEDm/PS1 spaxel size scaled

