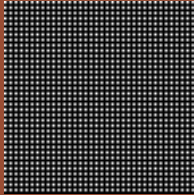


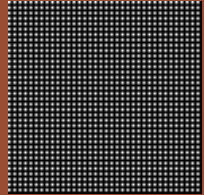
# GRAYSCALE - interpolation



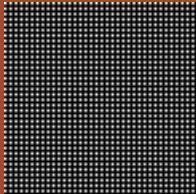
bits: 4, i: no, m:-, d:None



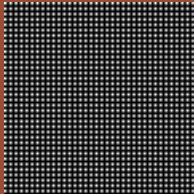
bits: 8, i: yes, m:-, d:None



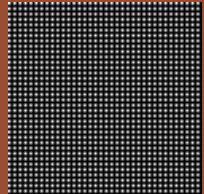
bits: 8, i: no, m:-, d:None



bits: 2, i: yes, m:-, d:None

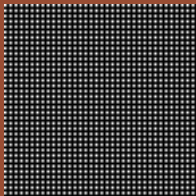


bits: 2, i: no, m:-, d:None

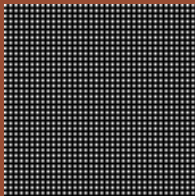


bits: 4, i: yes, m:-, d:None

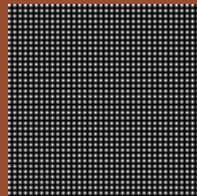
# GRAYSCALE - bit depth



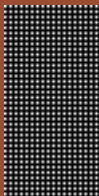
bits: 8, i: no, m:-, d:None



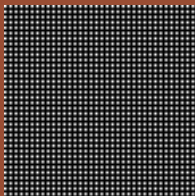
bits: 16, i: no, m:-, d:None



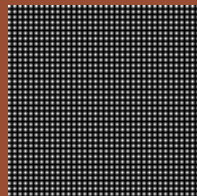
No mask.



bits: 1, i: no, m:-, d:None

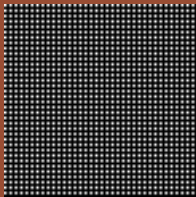


bits: 2, i: no, m:-, d:None

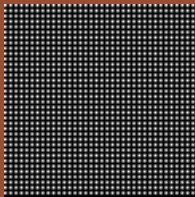


bits: 4, i: no, m:-, d:None

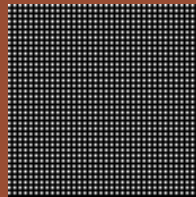
# GRAYSCALE - decode



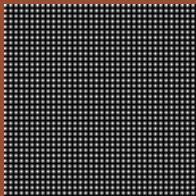
bits: 8, i: no, m:-, d:(0, 0.5)



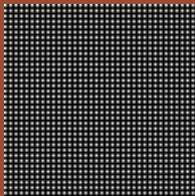
bits: 8, i: no, m:-, d:(0, 1)



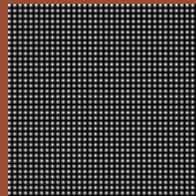
bits: 8, i: no, m:-, d:(1, 0)



bits: 8, i: no, m:-, d:(1, 0.5)

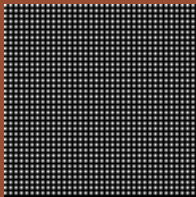


bits: 8, i: no, m:-, d:(0.5, 0)

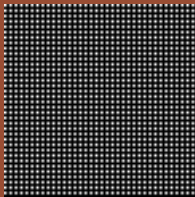


bits: 8, i: no, m:-, d:(0.5, 1)

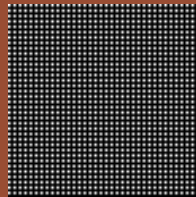
# GRAYSCALE - matte



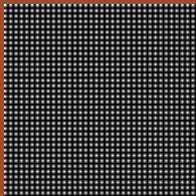
bits: 8, i: no, m:0.25, d:None



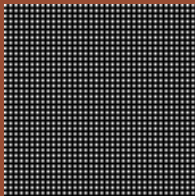
bits: 8, i: no, m:0, d:None



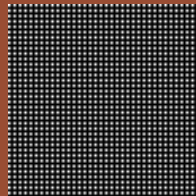
No mask.



bits: 8, i: no, m:1, d:None

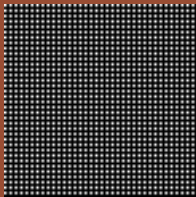


bits: 8, i: no, m:0.75, d:None

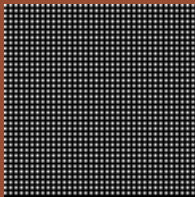


bits: 8, i: no, m:0.5, d:None

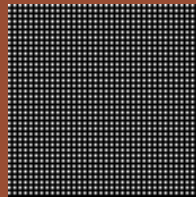
# GRAYSCALE - bit depth (from a file)



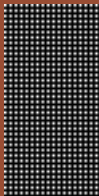
bits: 8, i: no, m:-, d:None



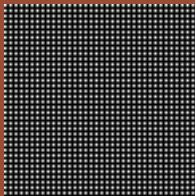
bits: 16, i: no, m:-, d:None



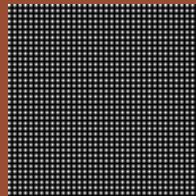
No mask.



bits: 1, i: no, m:-, d:None



bits: 2, i: no, m:-, d:None



bits: 4, i: no, m:-, d:None

# RGB - interpolation



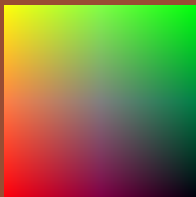
bits: 4, i: no, m:-, d:None



bits: 8, i: yes, m:-, d:None



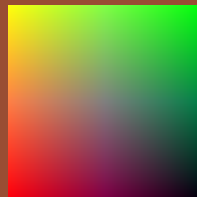
bits: 8, i: no, m:-, d:None



bits: 2, i: yes, m:-, d:None



bits: 2, i: no, m:-, d:None

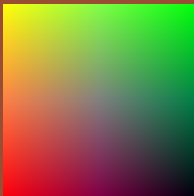


bits: 4, i: yes, m:-, d:None

# RGB - bit depth



bits: 8, i: no, m:-, d:None



bits: 16, i: no, m:-, d:None



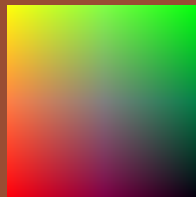
No mask.



bits: 1, i: no, m:-, d:None



bits: 2, i: no, m:-, d:None

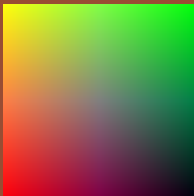


bits: 4, i: no, m:-, d:None

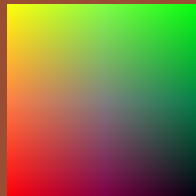
# RGB - decode



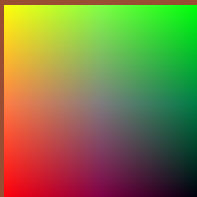
bits: 8, i: no, m:-, d:(0, 0.5)



bits: 8, i: no, m:-, d:(0, 1)



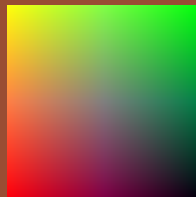
bits: 8, i: no, m:-, d:(1, 0)



bits: 8, i: no, m:-, d:(1, 0.5)



bits: 8, i: no, m:-, d:(0.5, 0)



bits: 8, i: no, m:-, d:(0.5, 1)



# RGB - matte



bits: 8, i: no, m:0.25, d:None



bits: 8, i: no, m:0, d:None



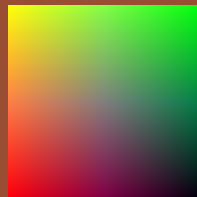
No mask.



bits: 8, i: no, m:1, d:None



bits: 8, i: no, m:0.75, d:None



bits: 8, i: no, m:0.5, d:None

# RGB - bit depth (from a file)



bits: 8, i: no, m:-, d:None



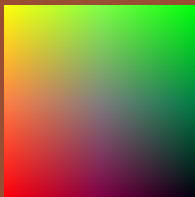
bits: 16, i: no, m:-, d:None



No mask.



bits: 1, i: no, m:-, d:None

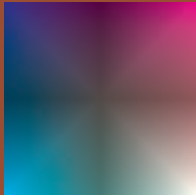


bits: 2, i: no, m:-, d:None

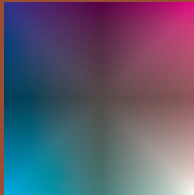


bits: 4, i: no, m:-, d:None

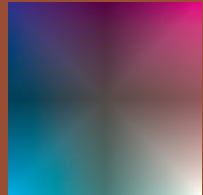
# CMYK - interpolation



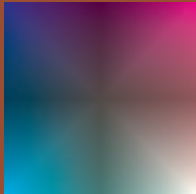
bits: 4, i: no, m:-, d:None



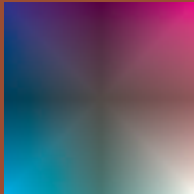
bits: 8, i: yes, m:-, d:None



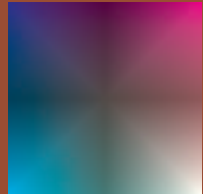
bits: 8, i: no, m:-, d:None



bits: 2, i: yes, m:-, d:None

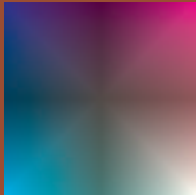


bits: 2, i: no, m:-, d:None

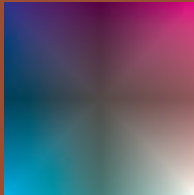


bits: 4, i: yes, m:-, d:None

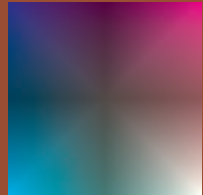
# CMYK - bit depth



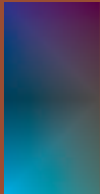
bits: 8, i: no, m:-, d:None



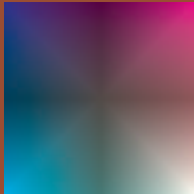
bits: 16, i: no, m:-, d:None



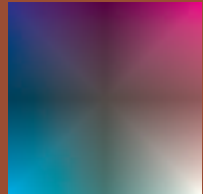
No mask.



bits: 1, i: no, m:-, d:None

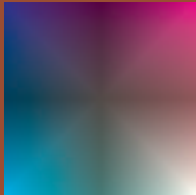


bits: 2, i: no, m:-, d:None

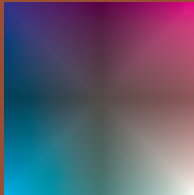


bits: 4, i: no, m:-, d:None

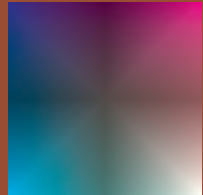
# CMYK - decode



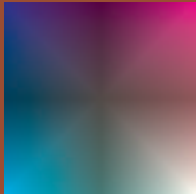
bits: 8, i: no, m:-, d:(0, 0.5)



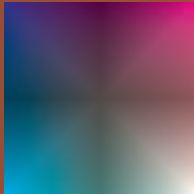
bits: 8, i: no, m:-, d:(0, 1)



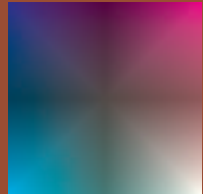
bits: 8, i: no, m:-, d:(1, 0)



bits: 8, i: no, m:-, d:(1, 0.5)

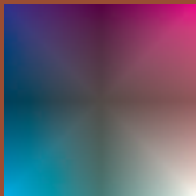


bits: 8, i: no, m:-, d:(0.5, 0)

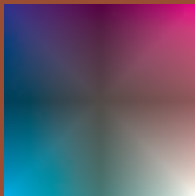


bits: 8, i: no, m:-, d:(0.5, 1)

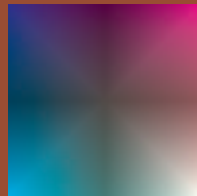
# CMYK - matte



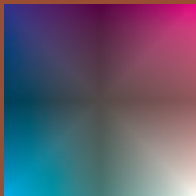
bits: 8, i: no, m:0.25, d:None



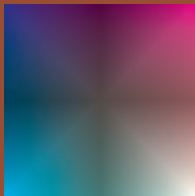
bits: 8, i: no, m:0, d:None



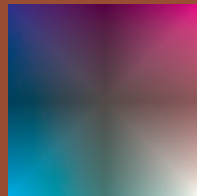
No mask.



bits: 8, i: no, m:1, d:None

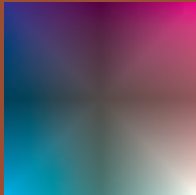


bits: 8, i: no, m:0.75, d:None

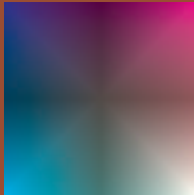


bits: 8, i: no, m:0.5, d:None

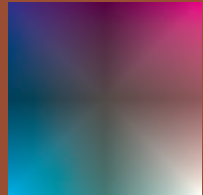
# CMYK - bit depth (from a file)



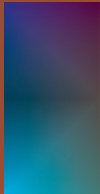
bits: 8, i: no, m:-, d:None



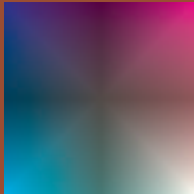
bits: 16, i: no, m:-, d:None



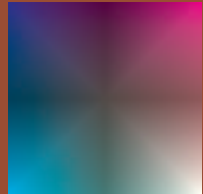
No mask.



bits: 1, i: no, m:-, d:None



bits: 2, i: no, m:-, d:None



bits: 4, i: no, m:-, d:None