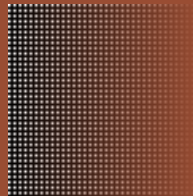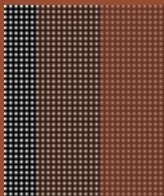# GRAYSCALE - interpolation

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

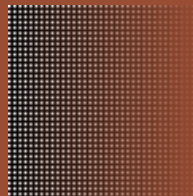bits: 8, i: yes, m:-, d:None

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

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

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

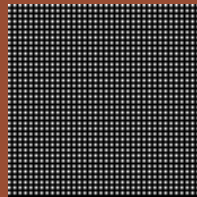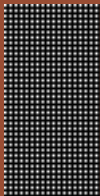bits: 4, i: yes, m:-, d:None

GRAYSCALE - bit depth

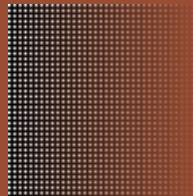bits: 8, i: no, m:-, d:None

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

No mask.
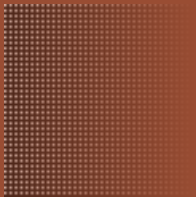
bits: 1, i: no, m:-, d:None
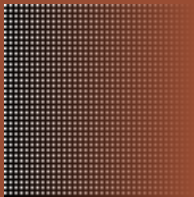
bits: 2, i: no, m:-, d:None
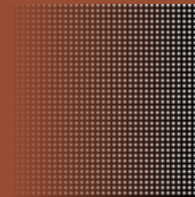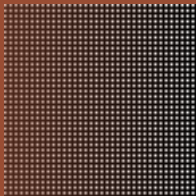
bits: 4, i: no, m:-, d:None

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)

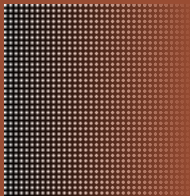bits: 8, i: no, m:-, d:(1, 0.5)
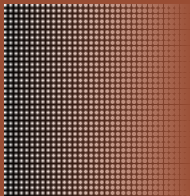
bits: 8, i: no, m:-, d:(0.5, 0)
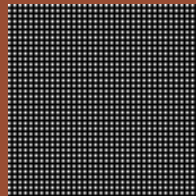
bits: 8, i: no, m:-, d:(0.5, 1)
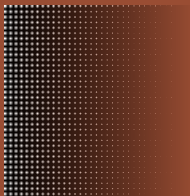
GRAYSCALE - matte

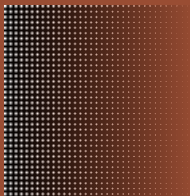

bits: 8, i: no, m:0.25, d:None

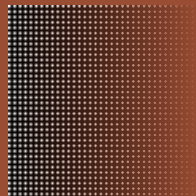bits: 8, i: no, m:0, d:None

No mask.

bits: 8, i: no, m:1, d:None
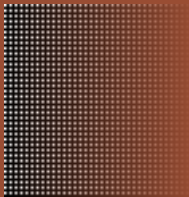
bits: 8, i: no, m:0.75, d:None
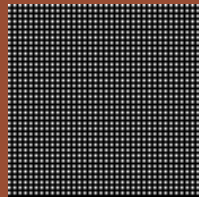
bits: 8, i: no, m:0.5, d:None

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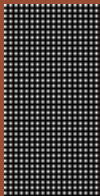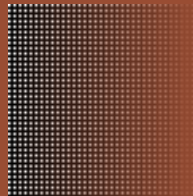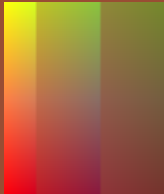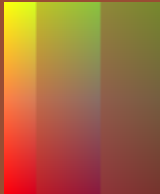
bits: 4, i: yes, m:-, d:None

RGB - bit depth

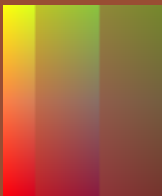bits: 8, i: no, m:-, d:None

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

No mask.

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

bits: 2, i: no, m:-, d:None
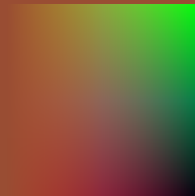
bits: 4, i: no, m:-, d:None

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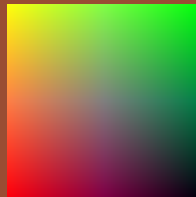
bits: 8, i: no, m:-, d:(0.5, 1)
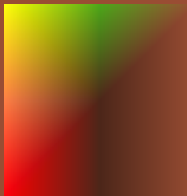
RGB - matte

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)
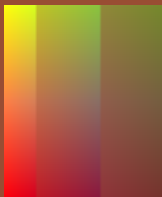

bits: 8, i: no, m:-, d:None

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

No mask.

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

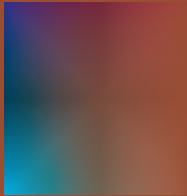bits: 2, i: no, m:-, d:None

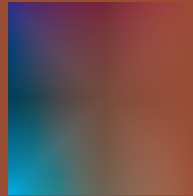bits: 4, i: no, m:-, d:None

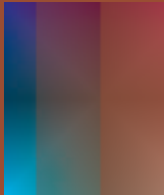# CMYK - interpolation

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

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

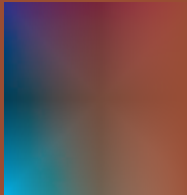bits: 8, i: no, m:-, d:None

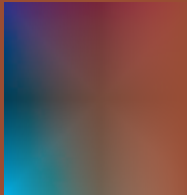bits: 2, i: yes, m:-, d:None

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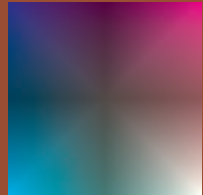

bits: 4, i: yes, m:-, d:None
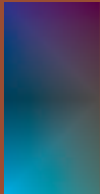
CMYK - bit depth
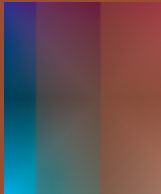

bits: 8, i: no, m:-, d:None
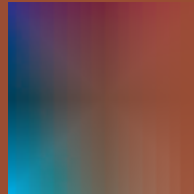

bits: 16, i: no, m:-, d:None
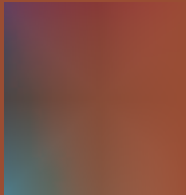

No mask.

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

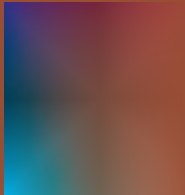bits: 2, i: no, m:-, d:None

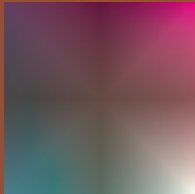bits: 4, i: no, m:-, d:None

CMYK - decode

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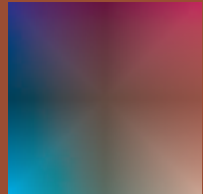

bits: 8, i: no, m:-, d:(0, 1)

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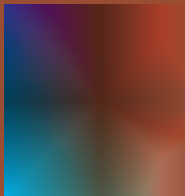

bits: 8, i: no, m:-, d:(1, 0.5)

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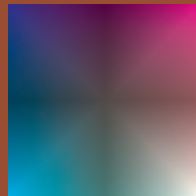

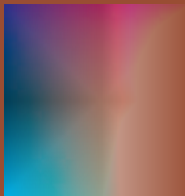bits: 8, i: no, m:-, d:(0.5, 1)

CMYK - matte
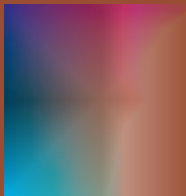

bits: 8, i: no, m:0.25, d:None

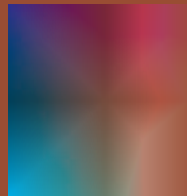
bits: 8, i: no, m:0, d:None

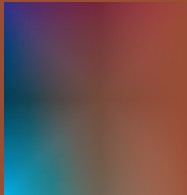

No mask.

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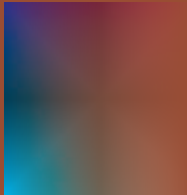

bits: 8, i: no, m:0.75, d:None
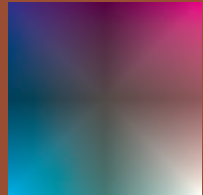

bits: 8, i: no, m:0.5, d:None

CMYK - bit depth (from a file)
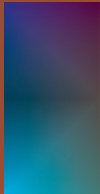

bits: 8, i: no, m:-, d:None
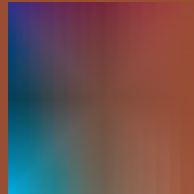

bits: 16, i: no, m:-, d:None

No mask.

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

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

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