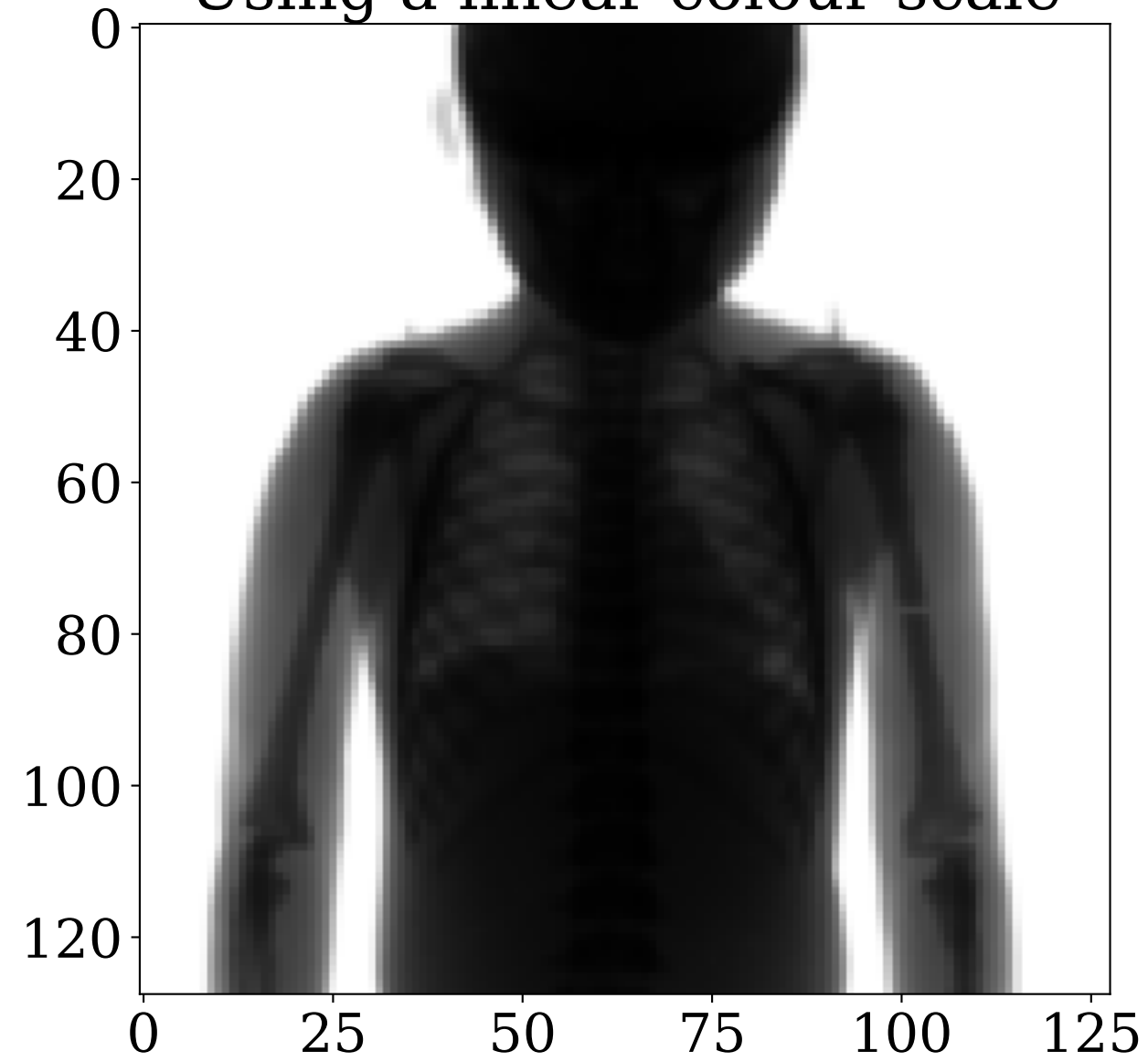


image simulated using givimray,
integration on GPU

Using a linear colour scale



Using a Power-law colour scale

