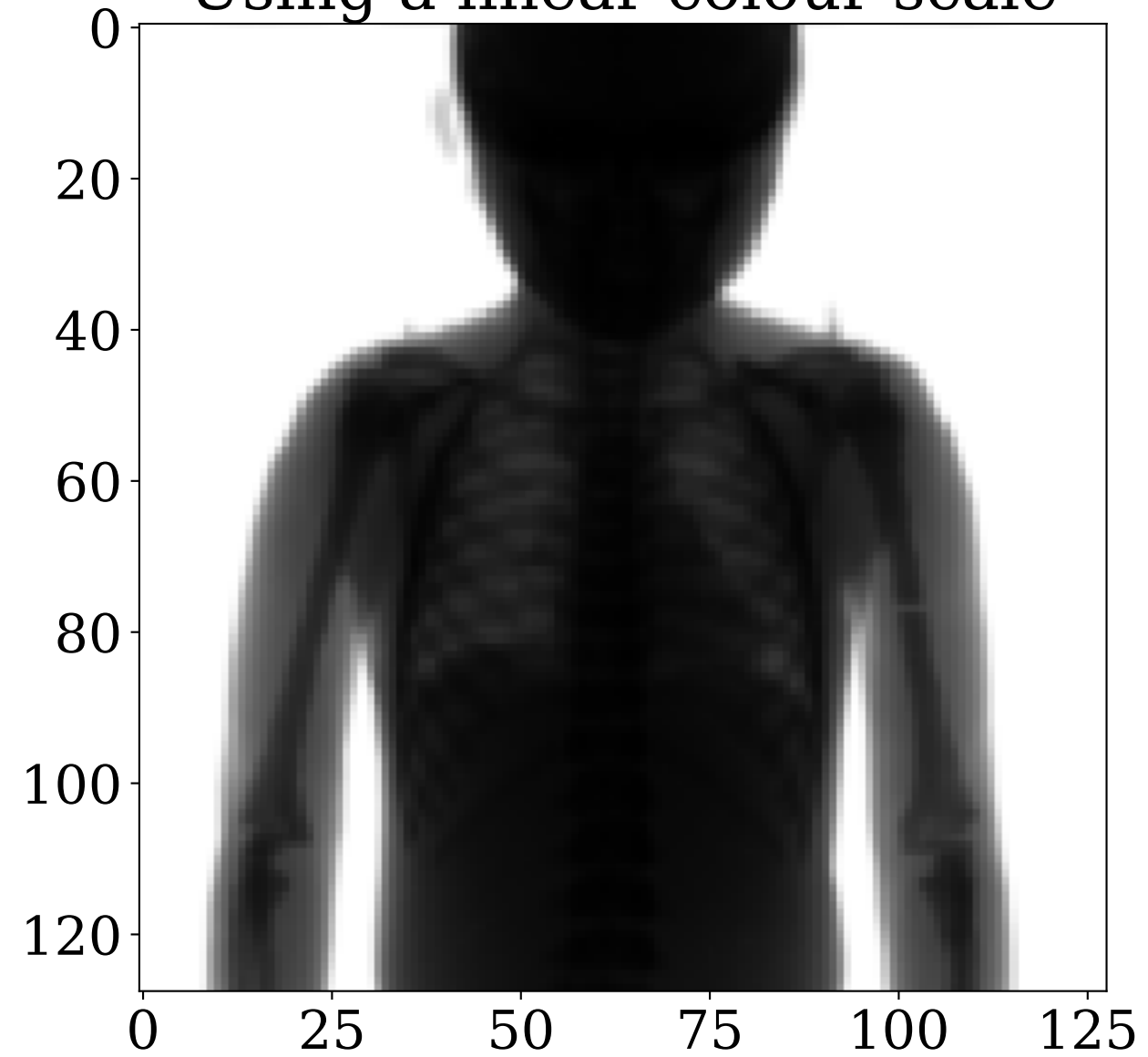


Image simulated using givimray, integration on GPU

Using a linear colour scale



Using a Power-law colour scale

