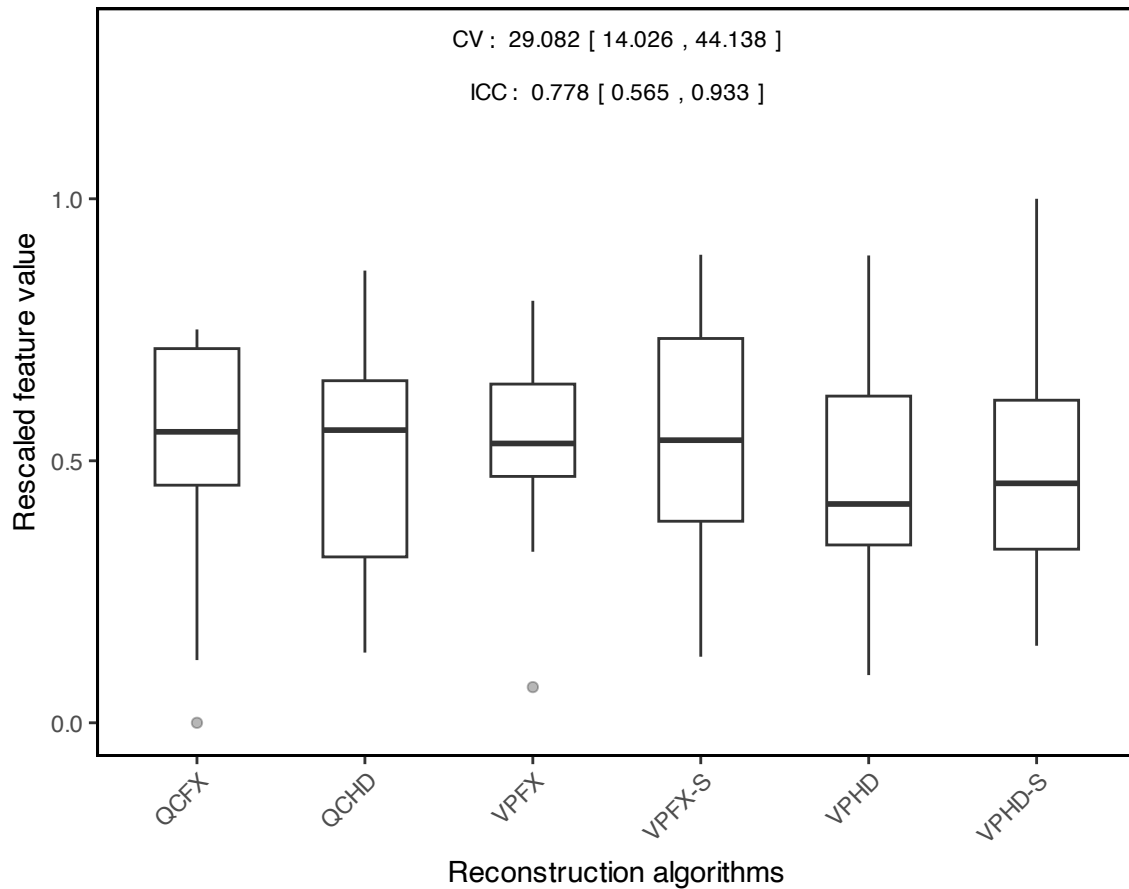


## gldm HighGrayLevelEmphasis



Not robust