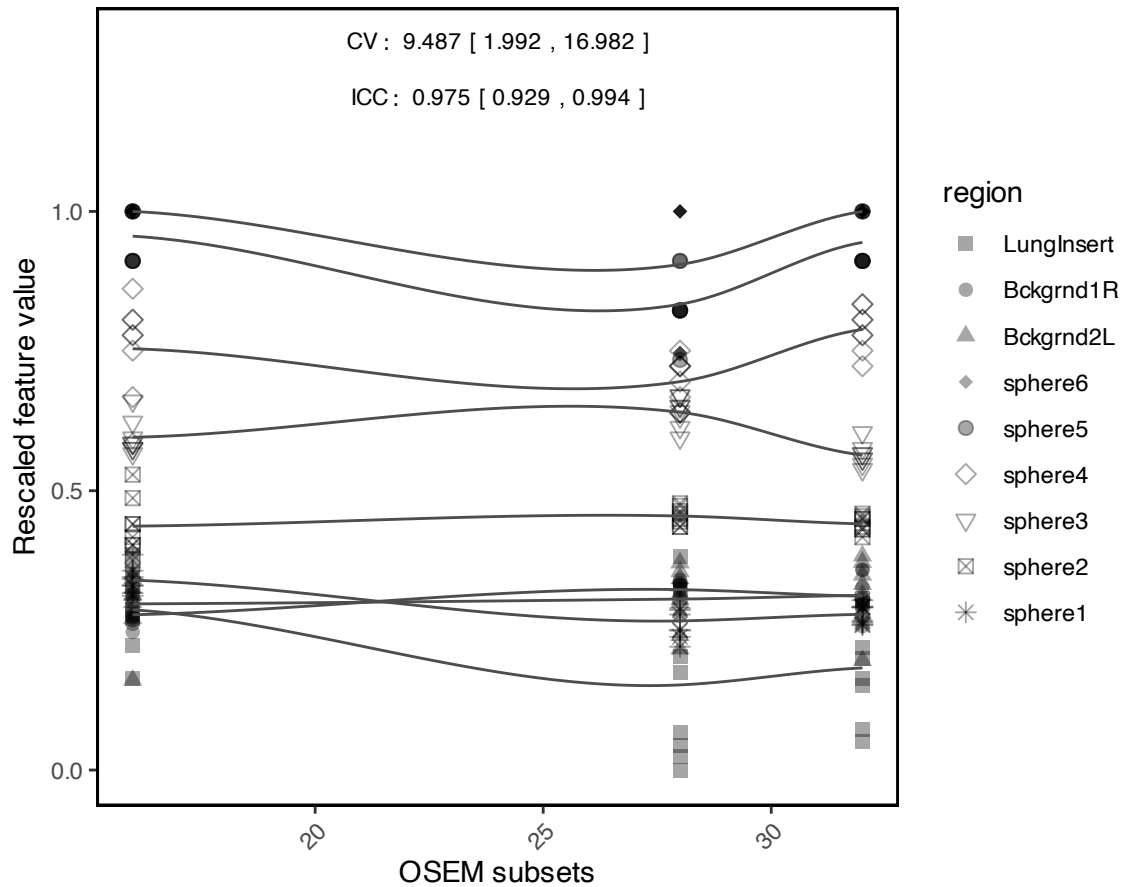


glszm ZonePercentage



Robust