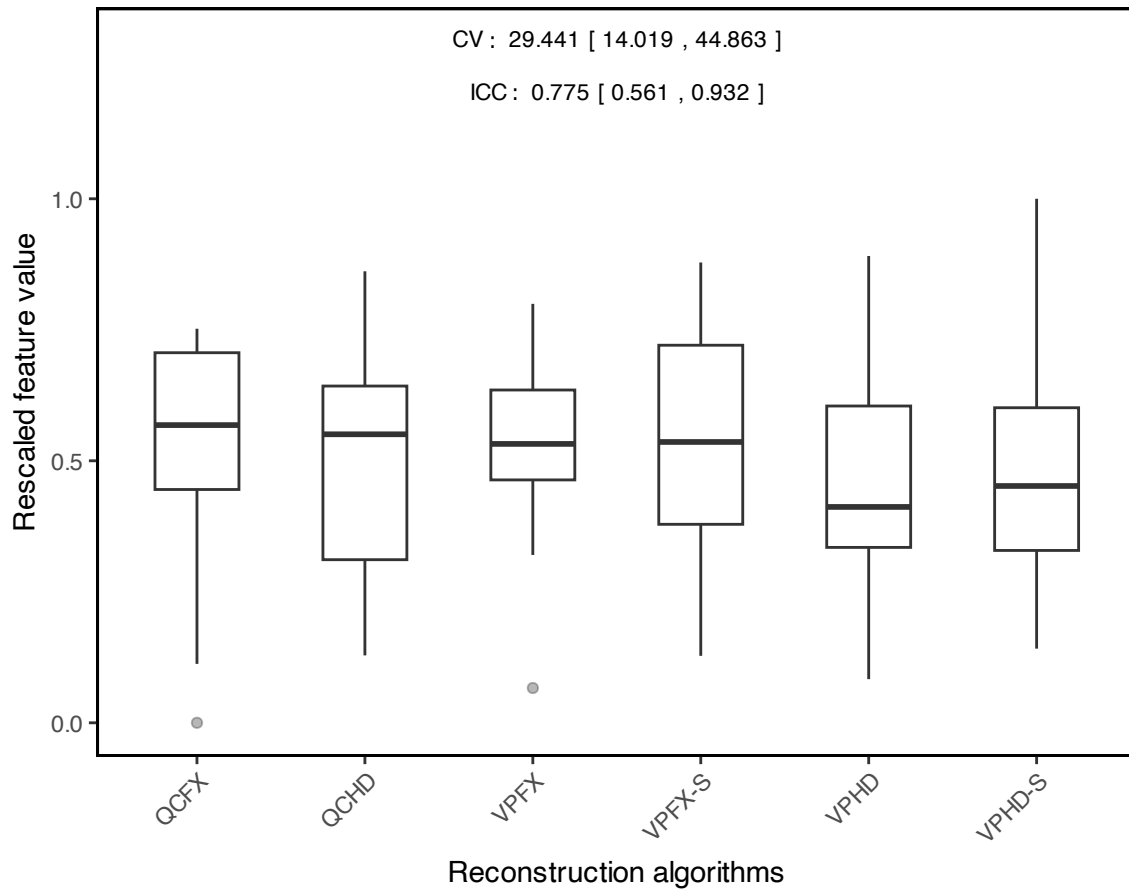


# glrlm HighGrayLevelRunEmphasis



Not robust