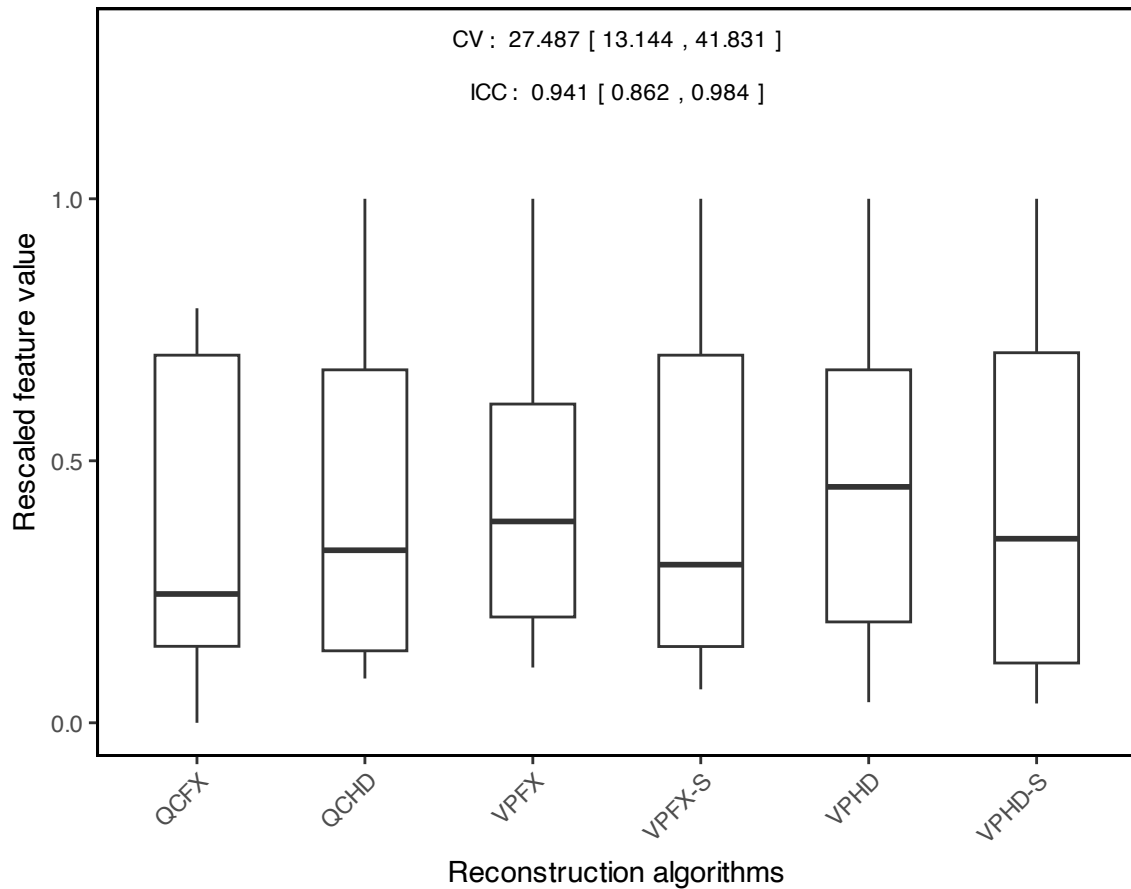


glszm ZonePercentage



Not robust