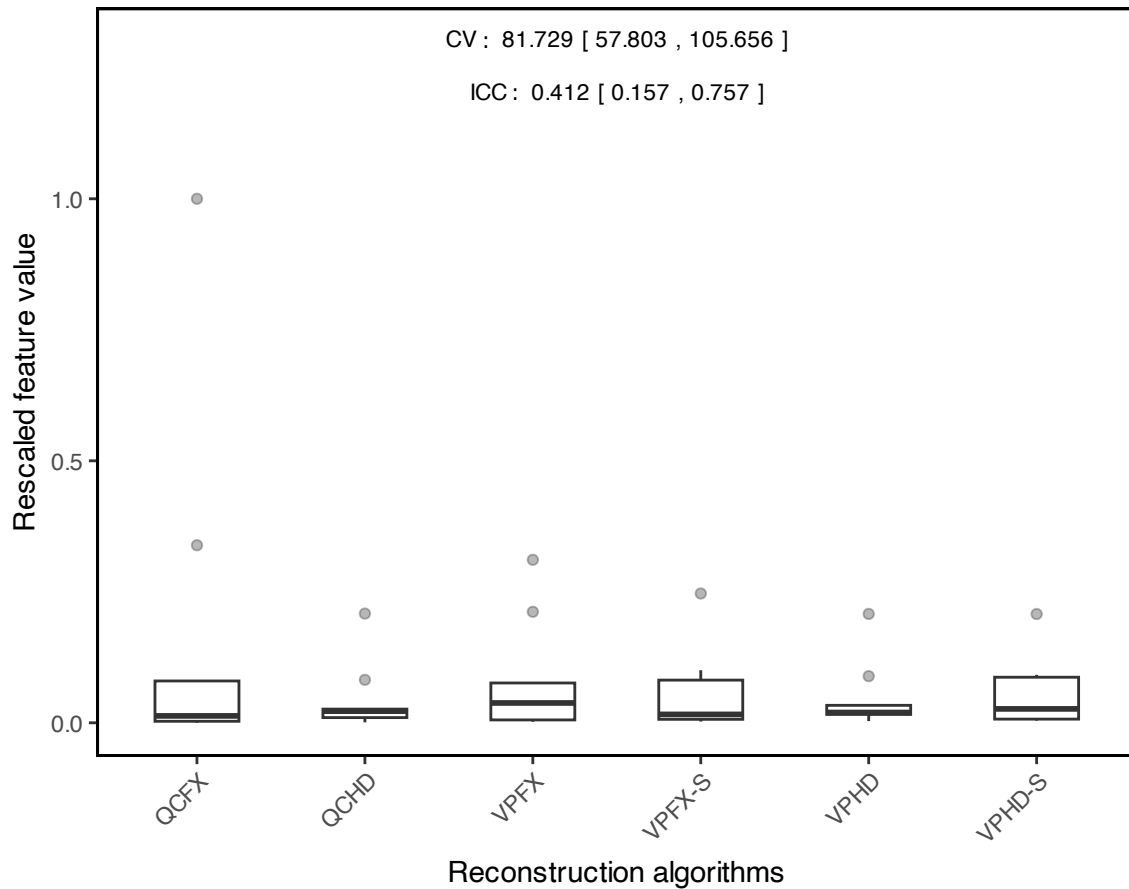


# glszm LargeAreaLowGrayLevelEmphasis



Not robust