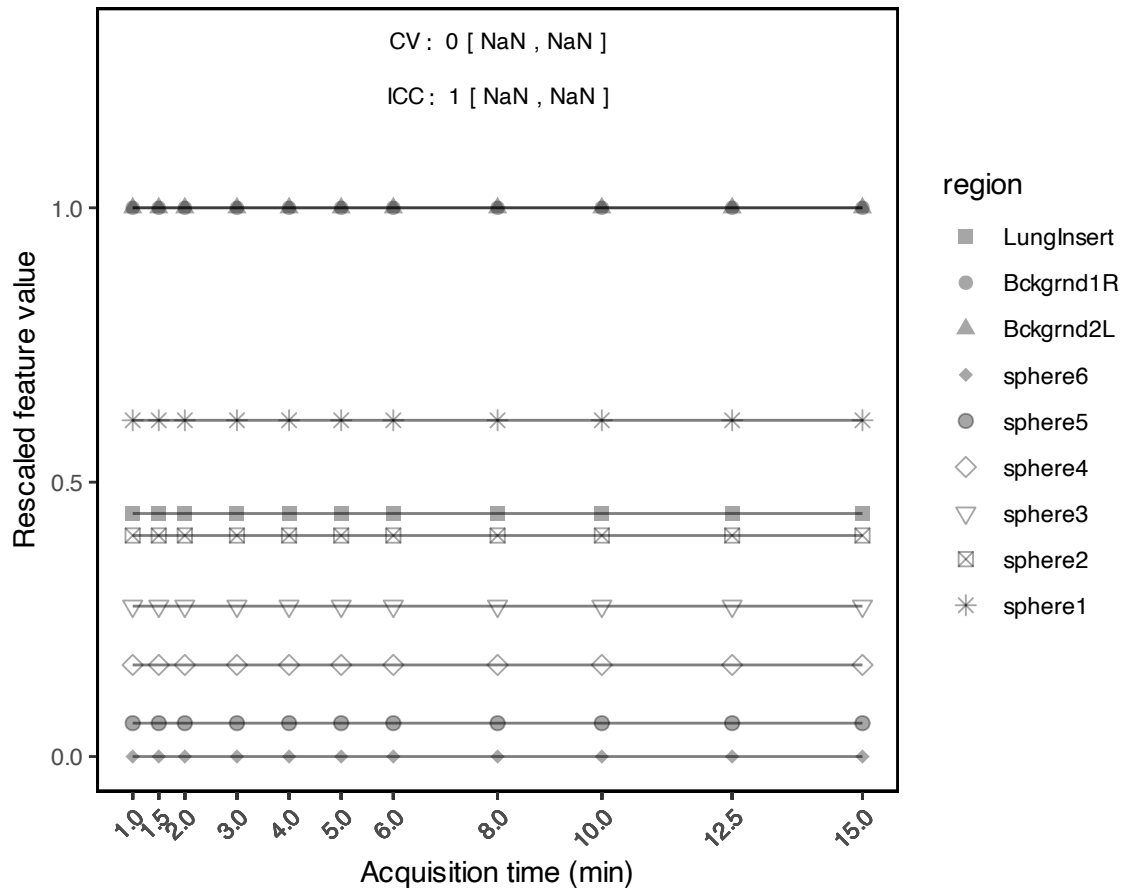


# shape Maximum2DDiameterSlice



Robust