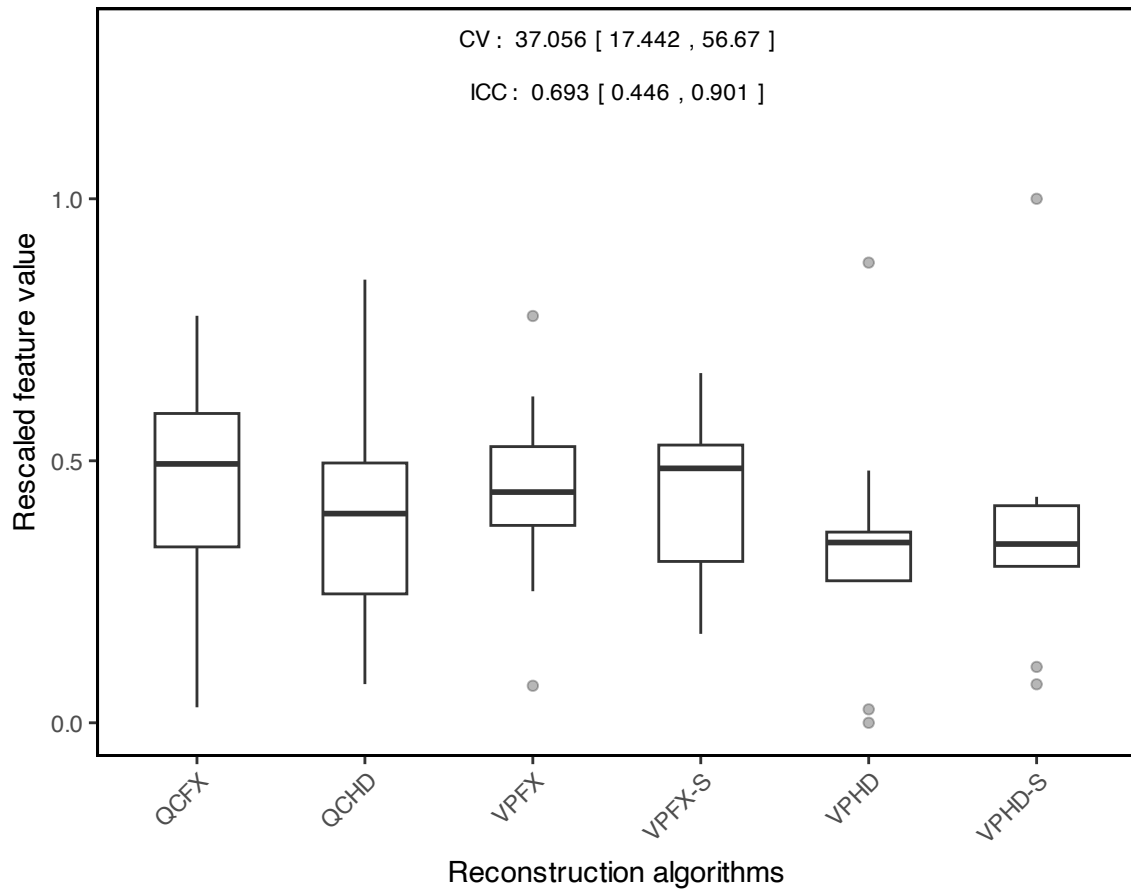


# glszm HighGrayLevelZoneEmphasis



Not robust