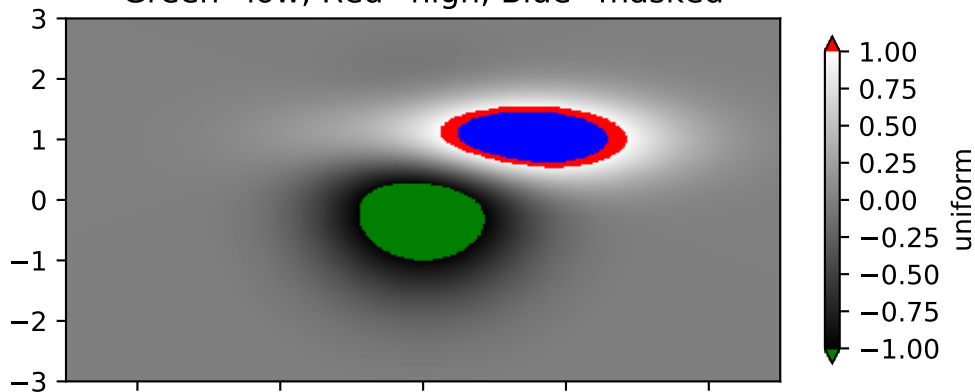


imshow, with out-of-range and masked data

Green=low, Red=high, Blue=masked



With BoundaryNorm

