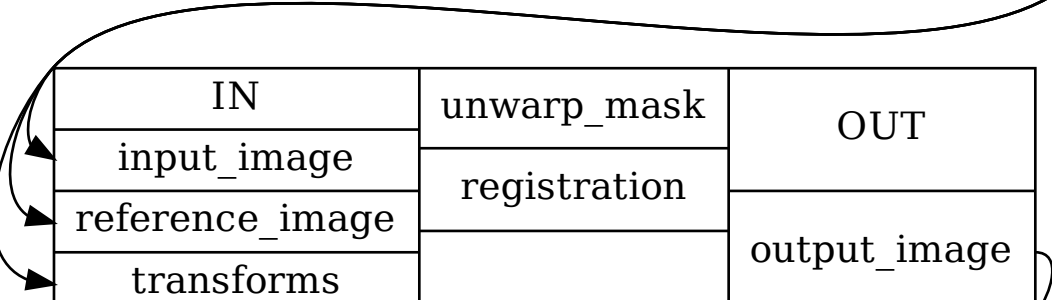
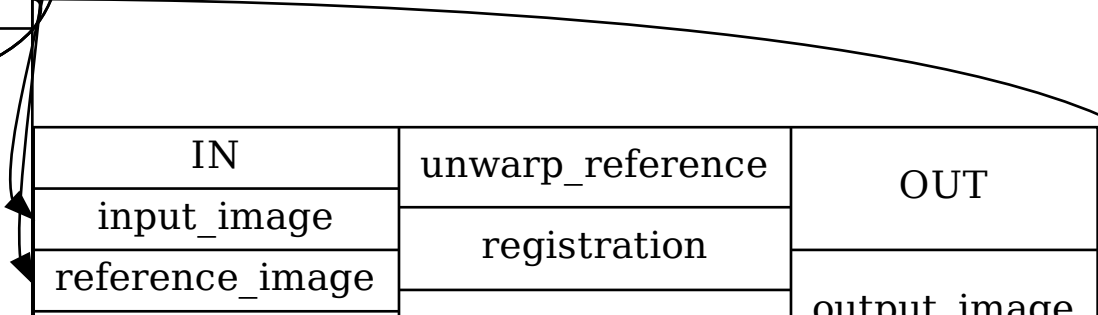


IN	inputnode	OUT
	utility	in_reference
		in_reference_mask
		in_warp

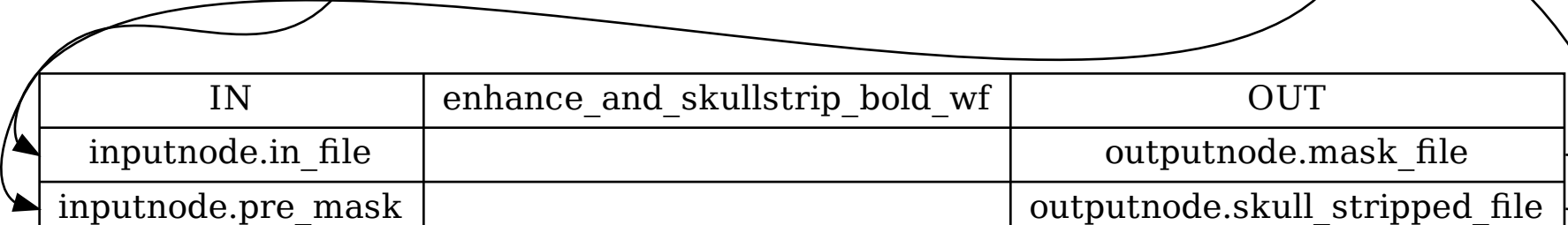
IN	unwarp_mask	OUT
input_image	registration	output_image
reference_image		
transforms		



IN	unwarp_reference	OUT
input_image	registration	output_image
reference_image		
transforms		



IN	enhance_and_skullstrip_bold_wf	OUT
inputnode.in_file		outputnode.mask_file
inputnode.pre_mask		outputnode.skull_stripped_file



IN	outputnode	OUT
out_mask		
out_reference	utility	
out_reference_brain		
out_warp		

