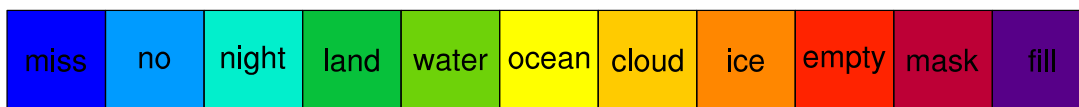
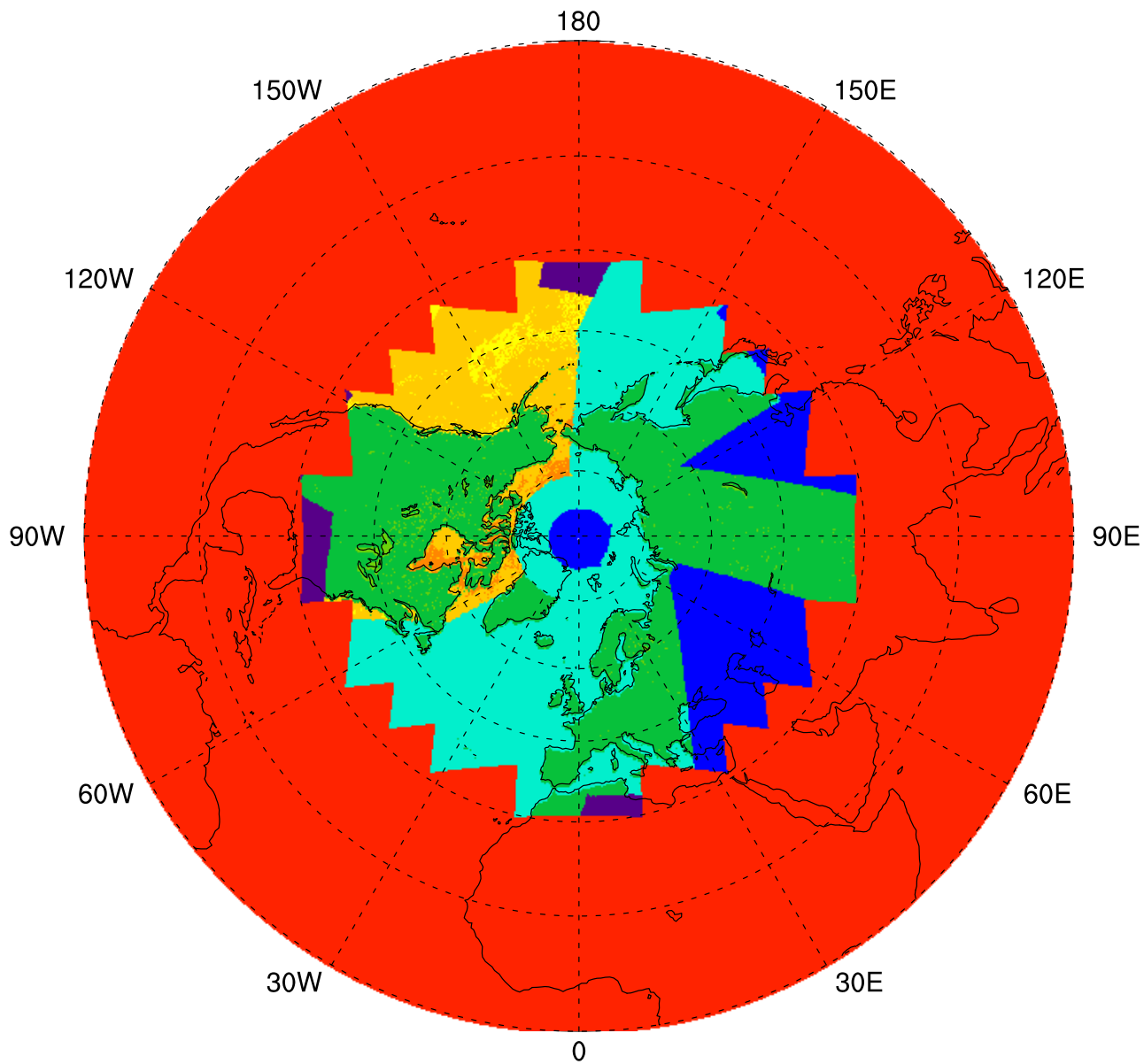


# MOD29E1D.A2000055.005.2006268025009.hdf.he2

Sea\_Ice\_by\_Reflectance\_NP



miss=missing, no=no decision, water=inland water, ice=sea ice, empty=no input tile expected, mask=non-production mask