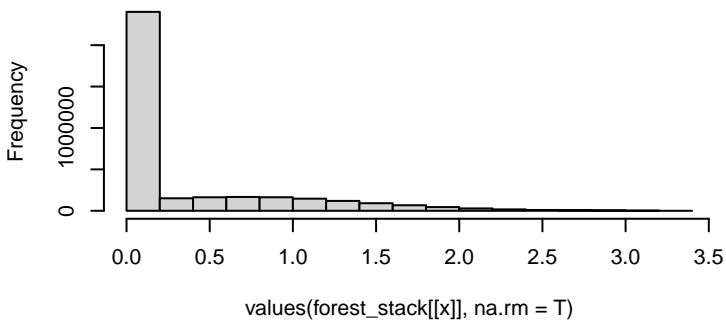
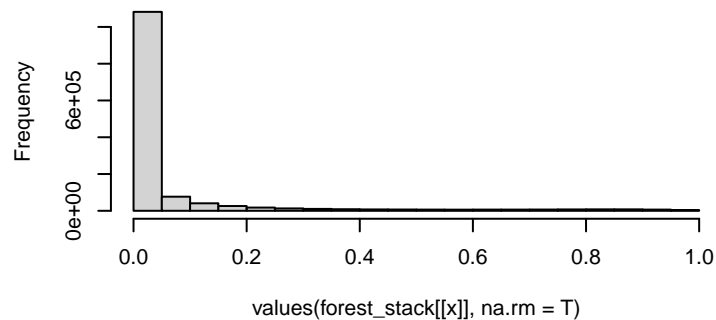


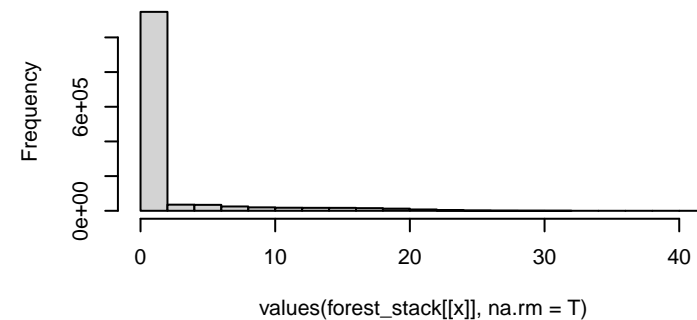
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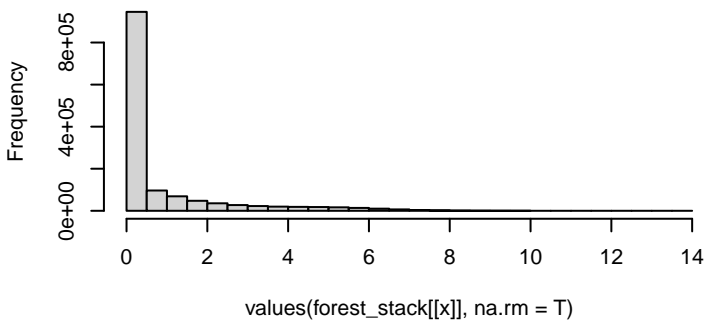
cover_VOM



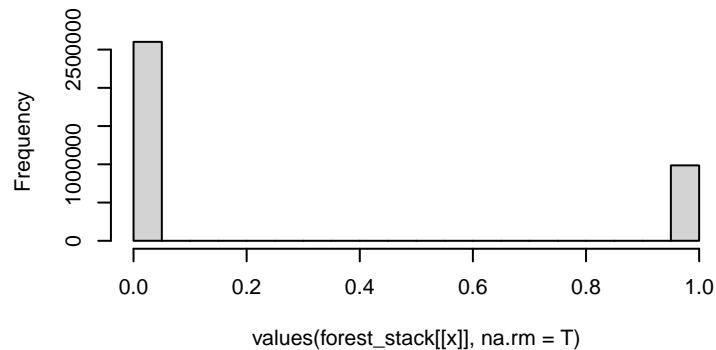
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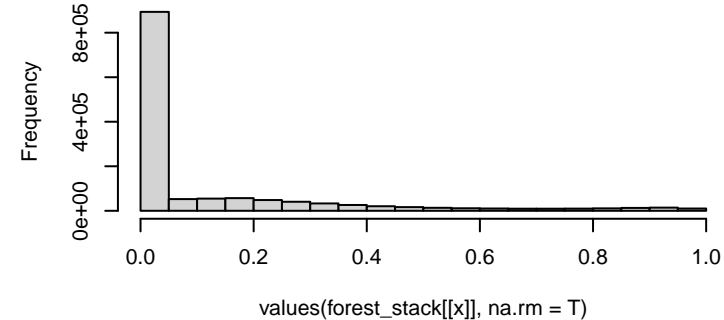
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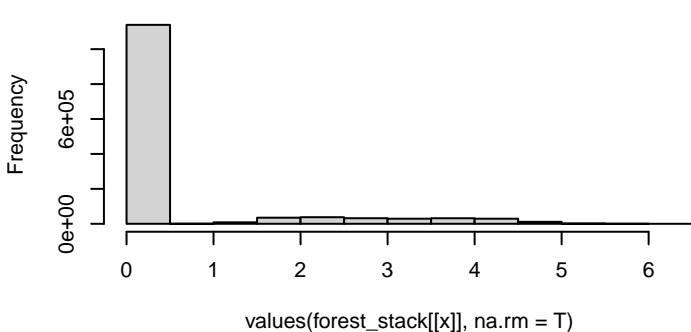
forest_mask_buff



cover_VOM_sqrt



perc09_height_VOM_sqrt



sd_height_VOM_sqrt

