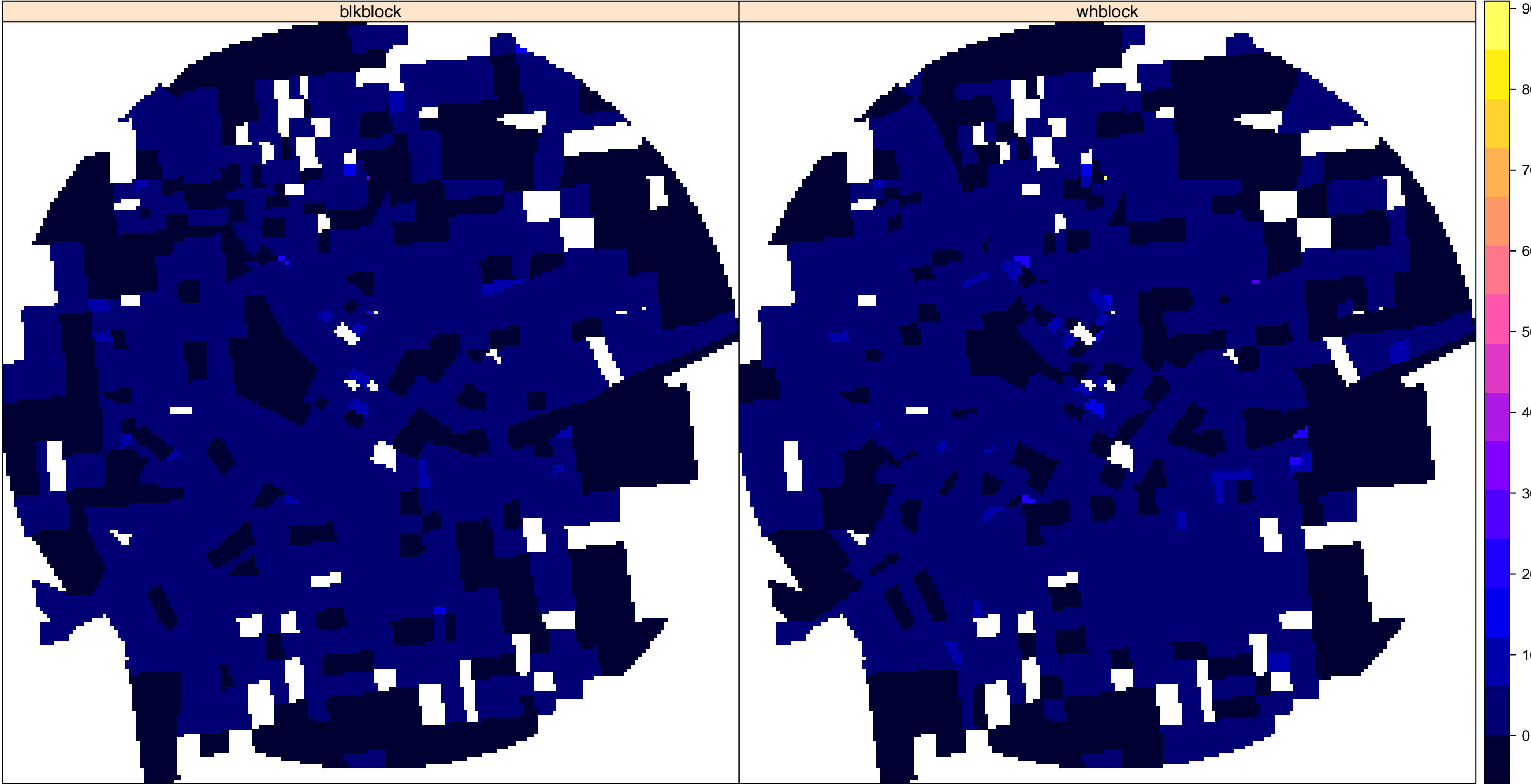**MaxDist=5 – Smoothing Equal – NROW=200, NCOL=200, POWER=0**
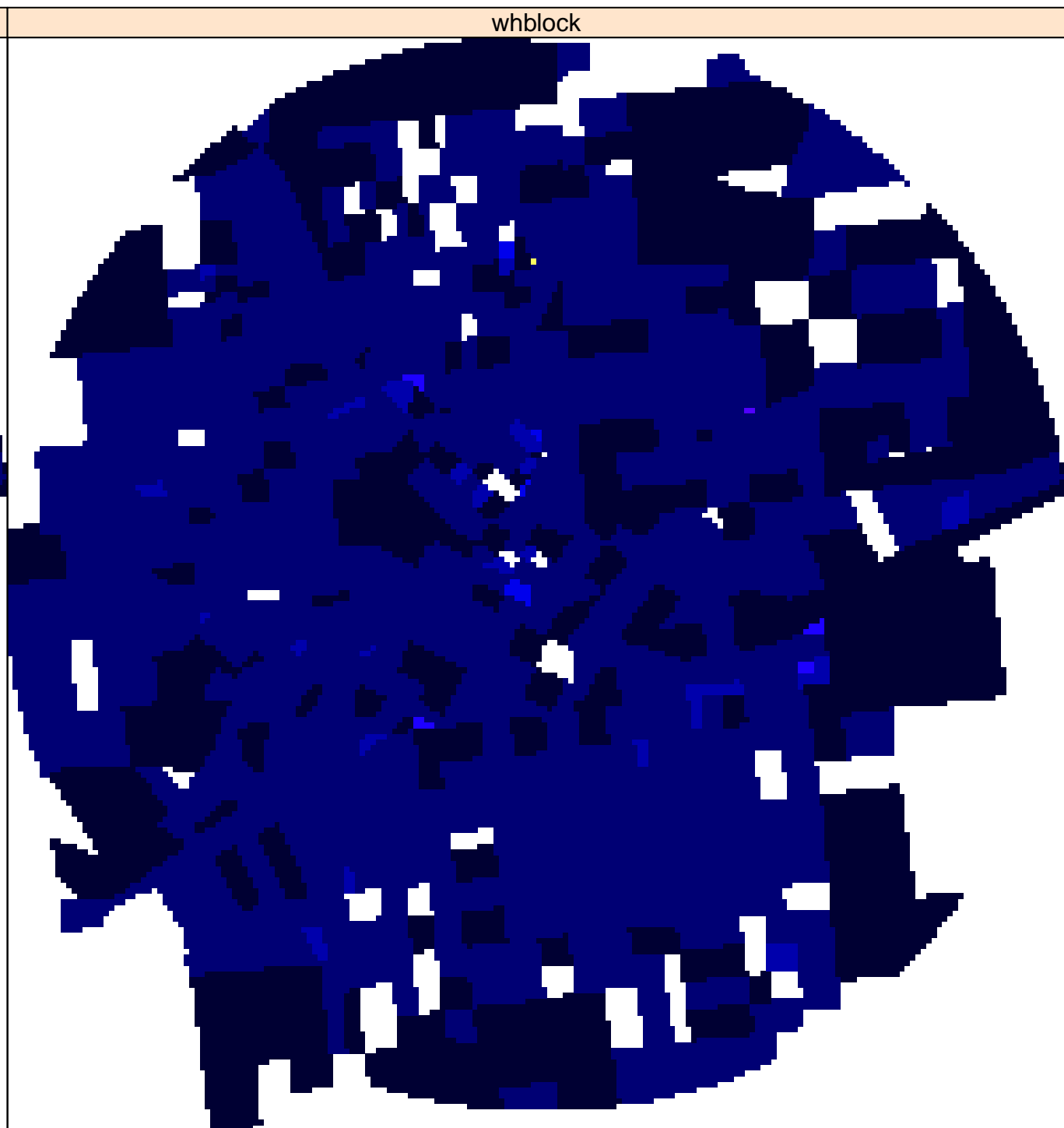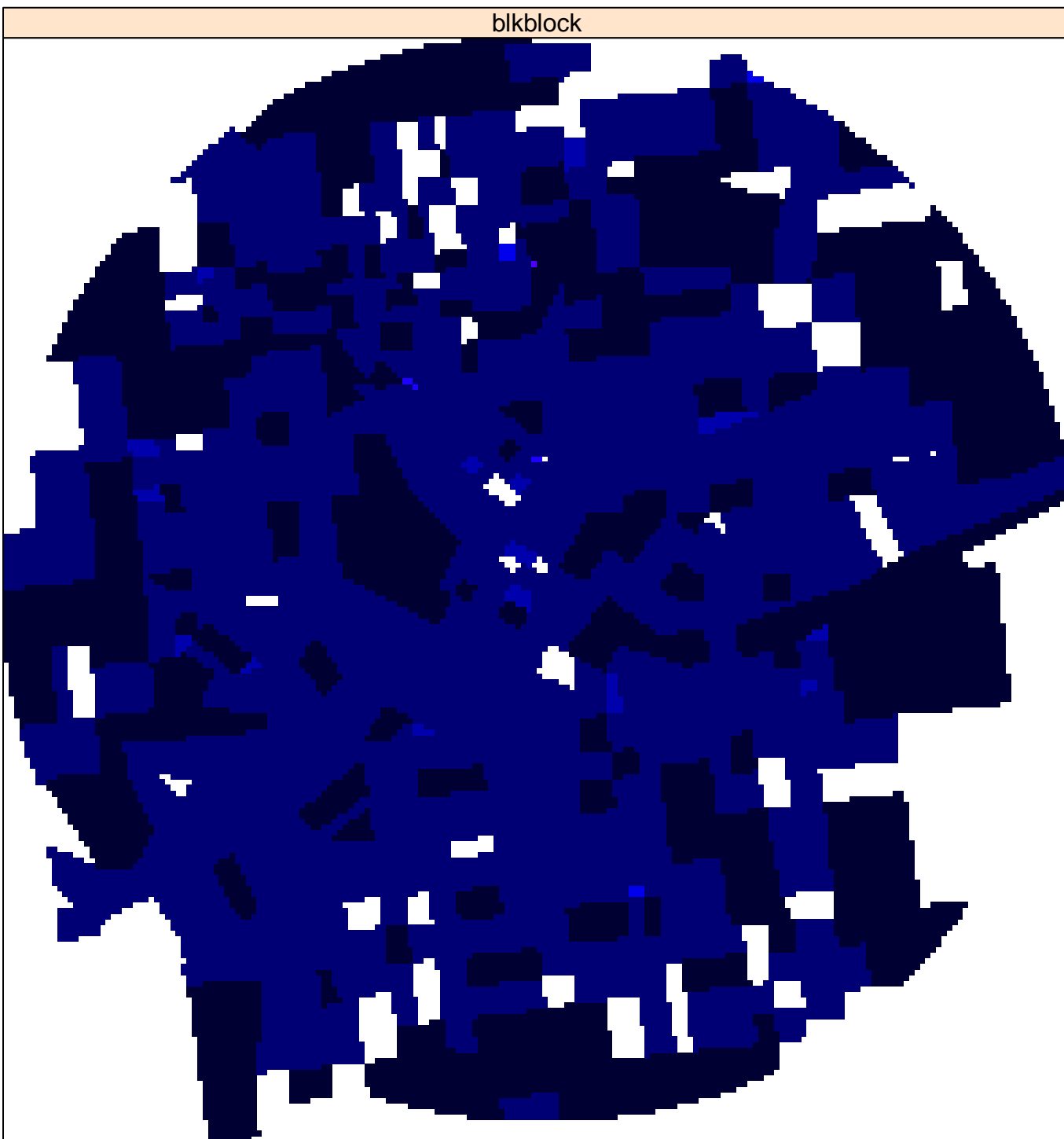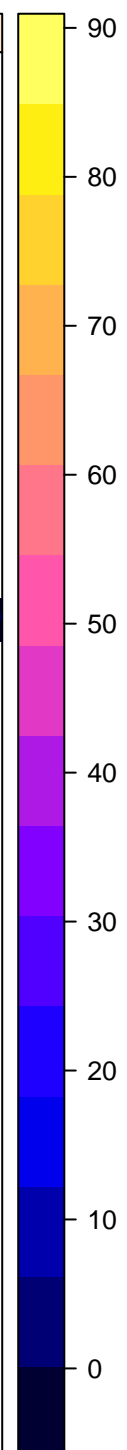
MaxDist=50 – Smoothing Equal – NROW=200, NCOL=200, POWER=0

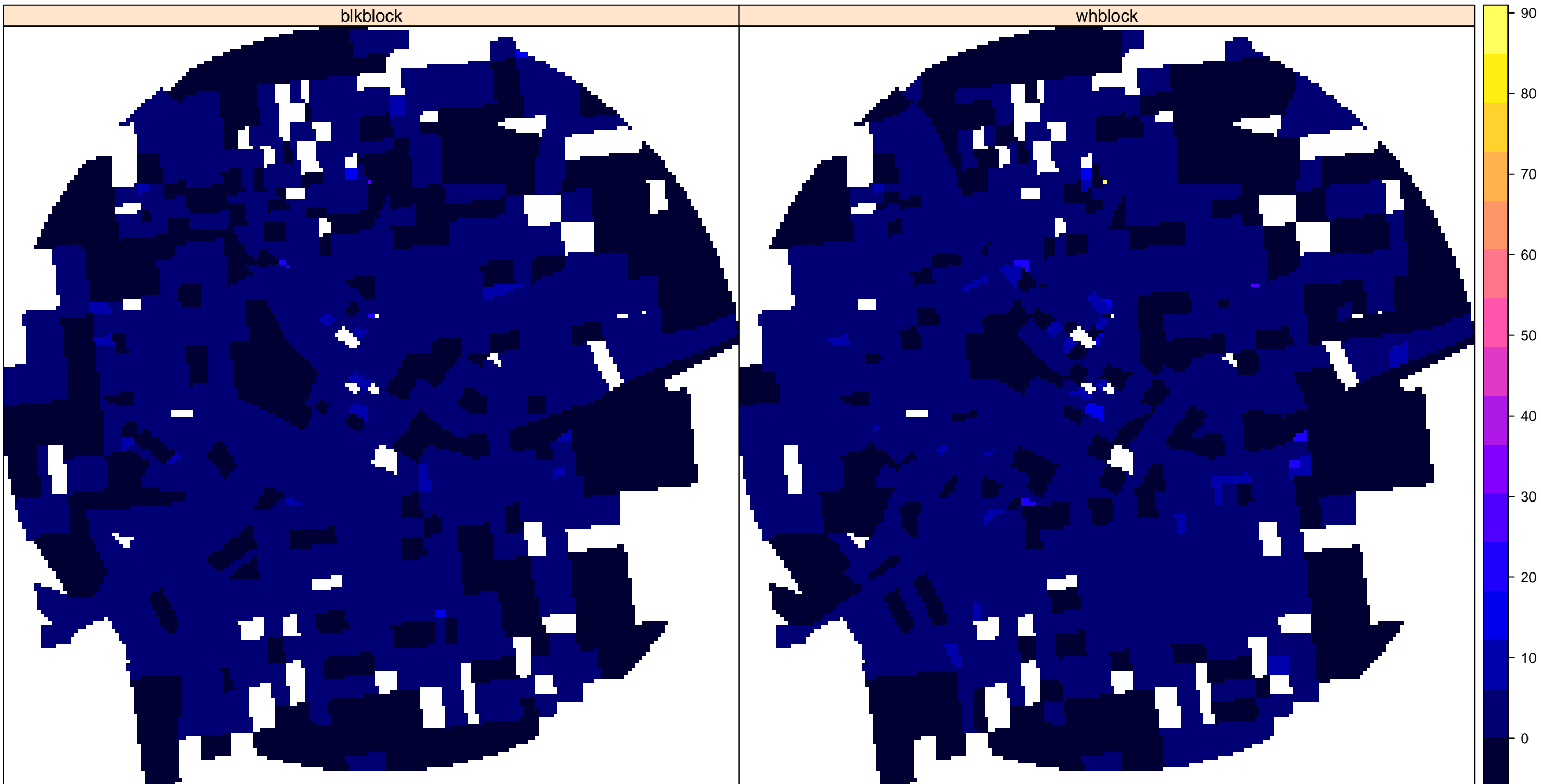**MaxDist=150 – Smoothing Equal – NROW=200, NCOL=200, POWER=0**

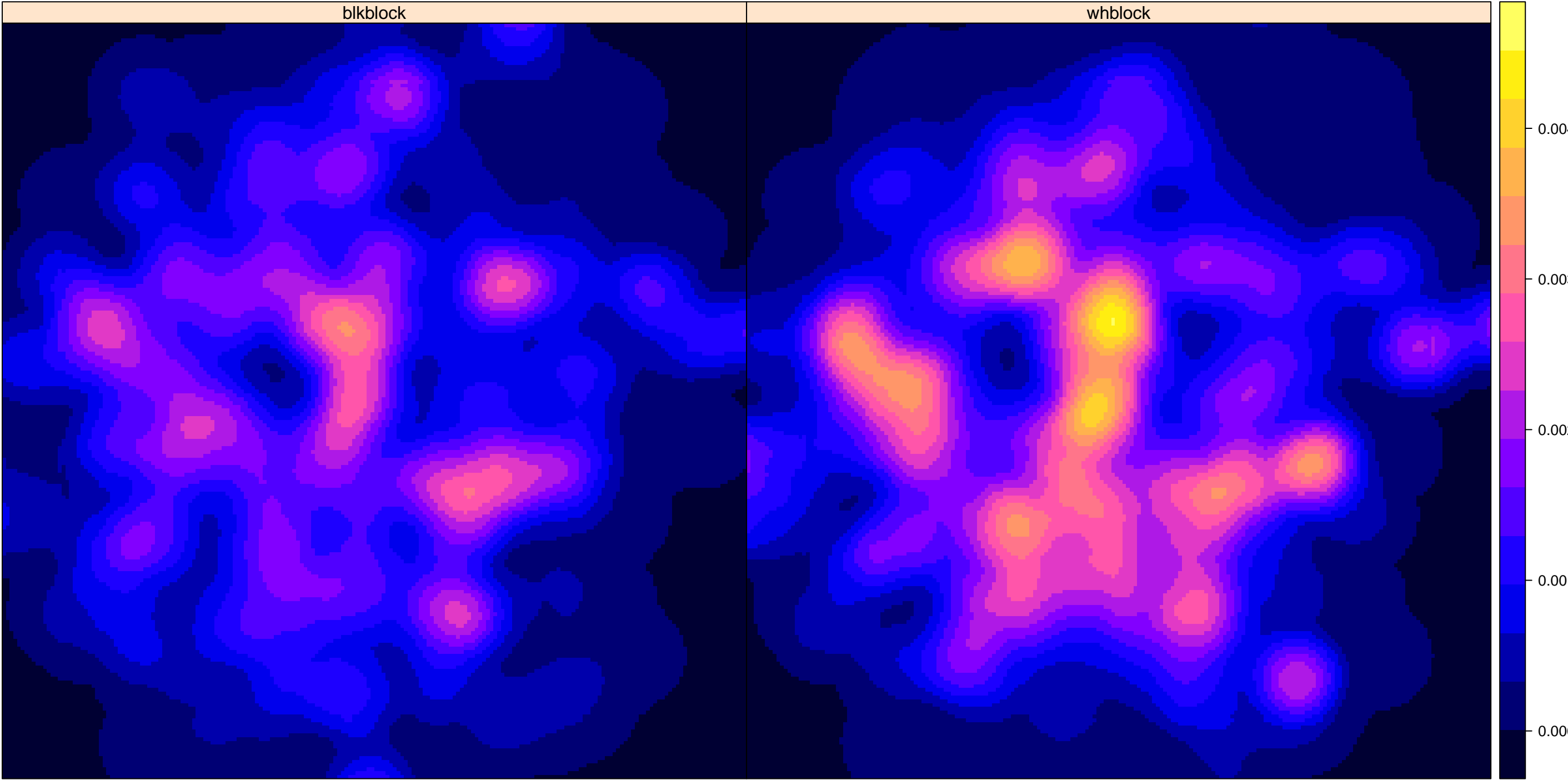**MaxDist=5 – Smoothing Kernel – NROW=20, NCOL=20, POWER=0**

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MaxDist=50 – Smoothing Kernel – NROW=20, NCOL=20, POWER=0

MaxDist=150 – Smoothing Kernel – NROW=20, NCOL=20, POWER=0

blkblock | whblock