

Image Volume Reading

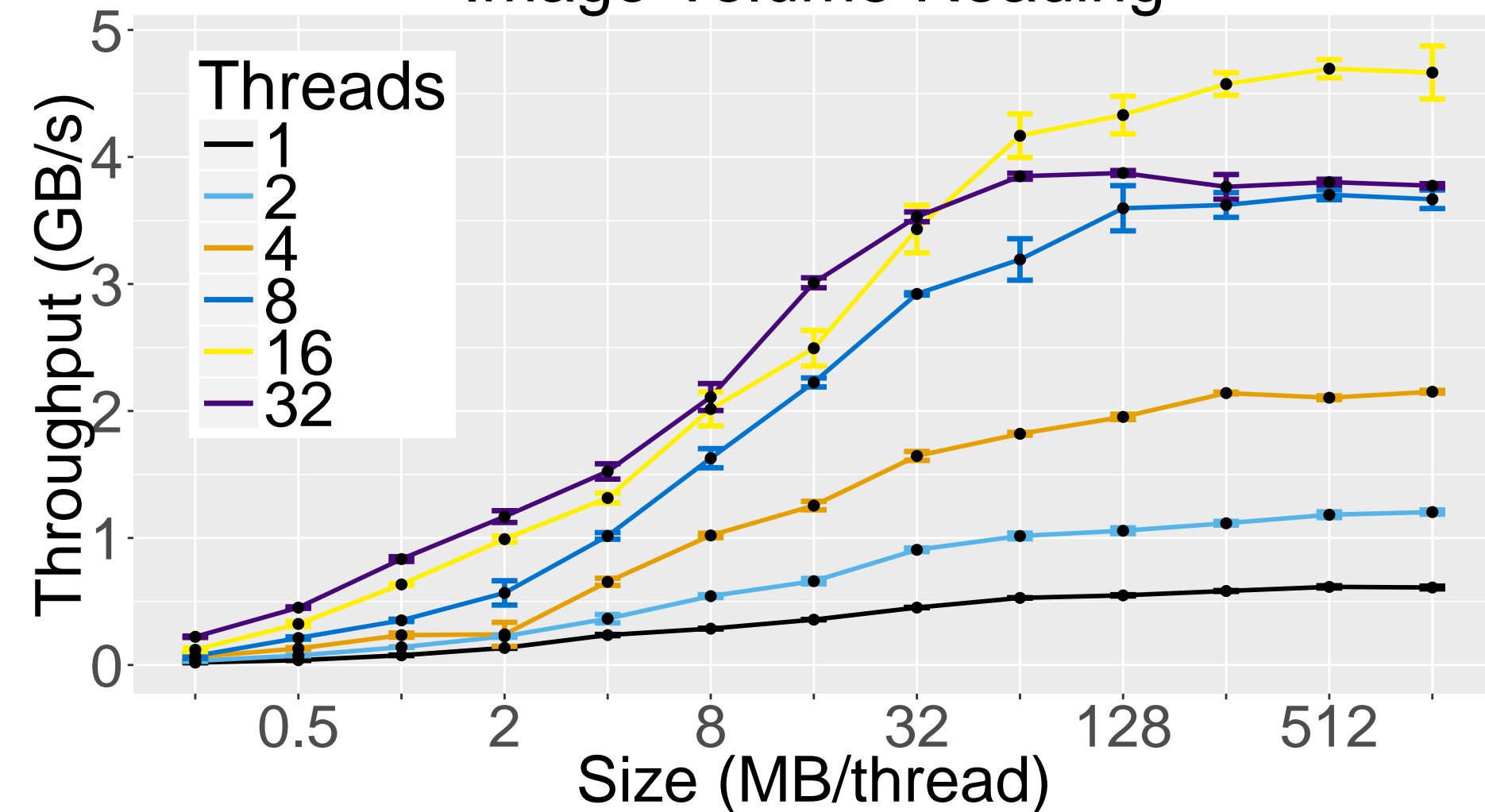


Image Tile Reading (1024 x 1024 tiles)

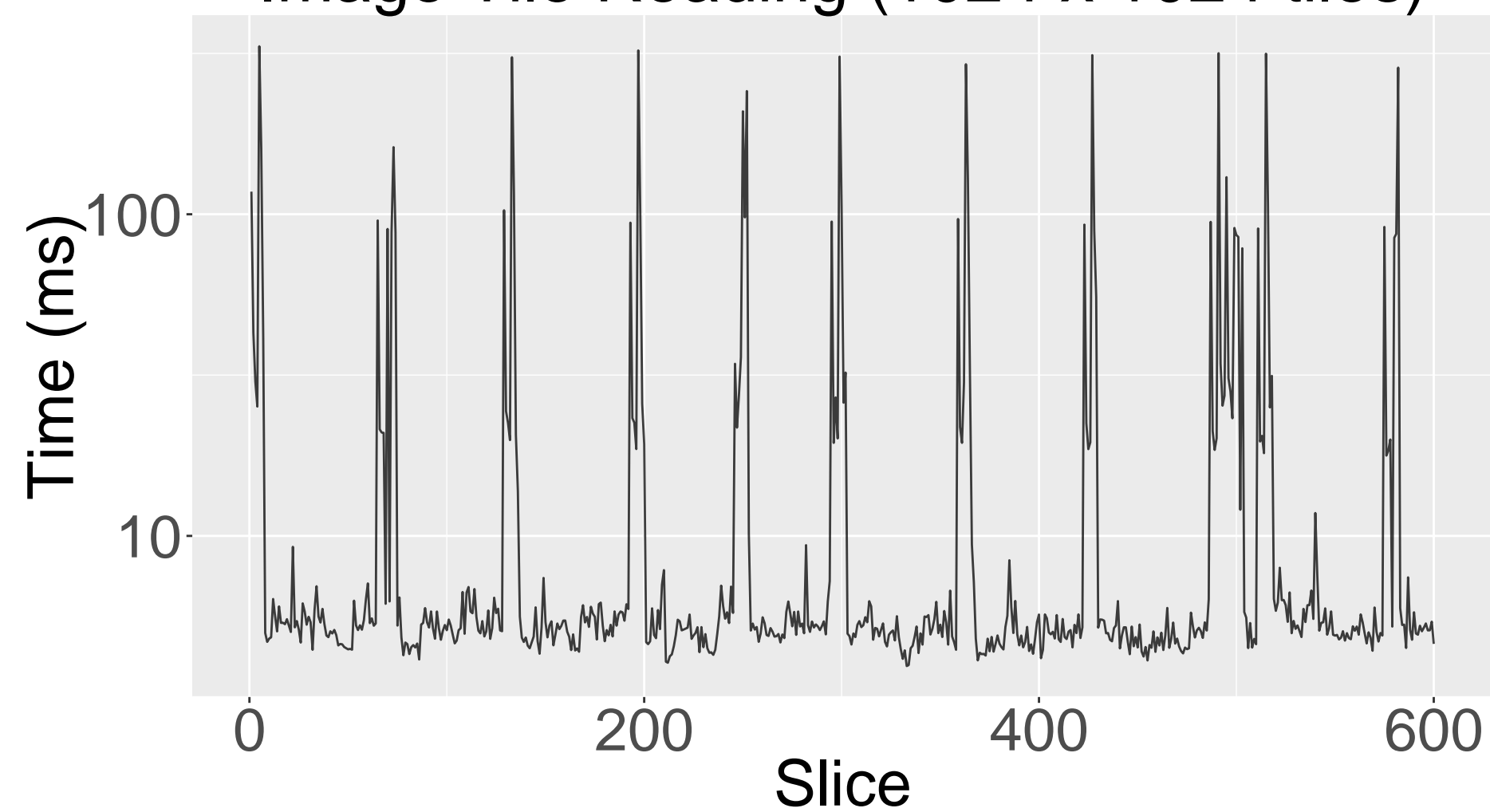
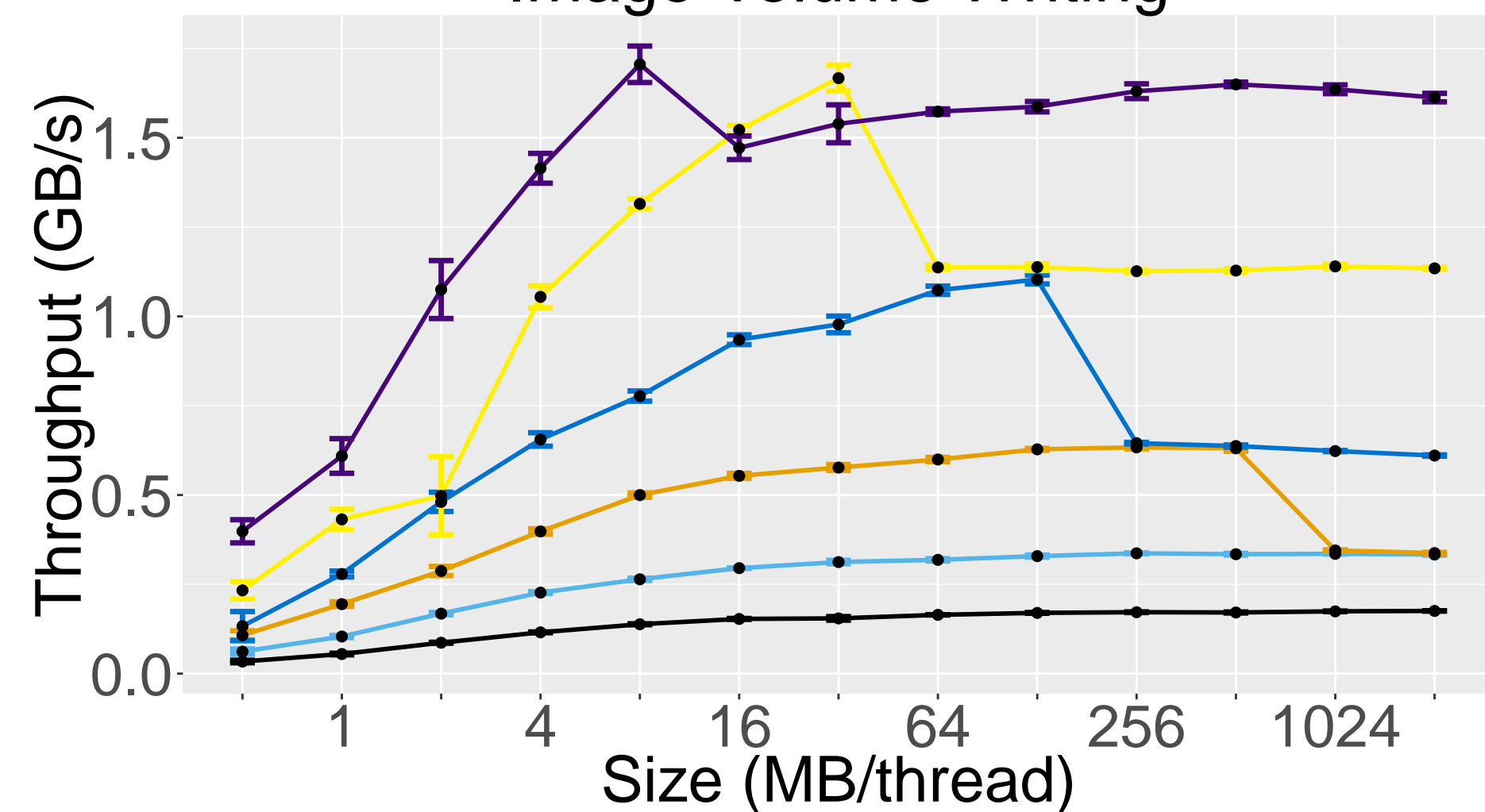


Image Volume Writing



Annotation Volume Writing

