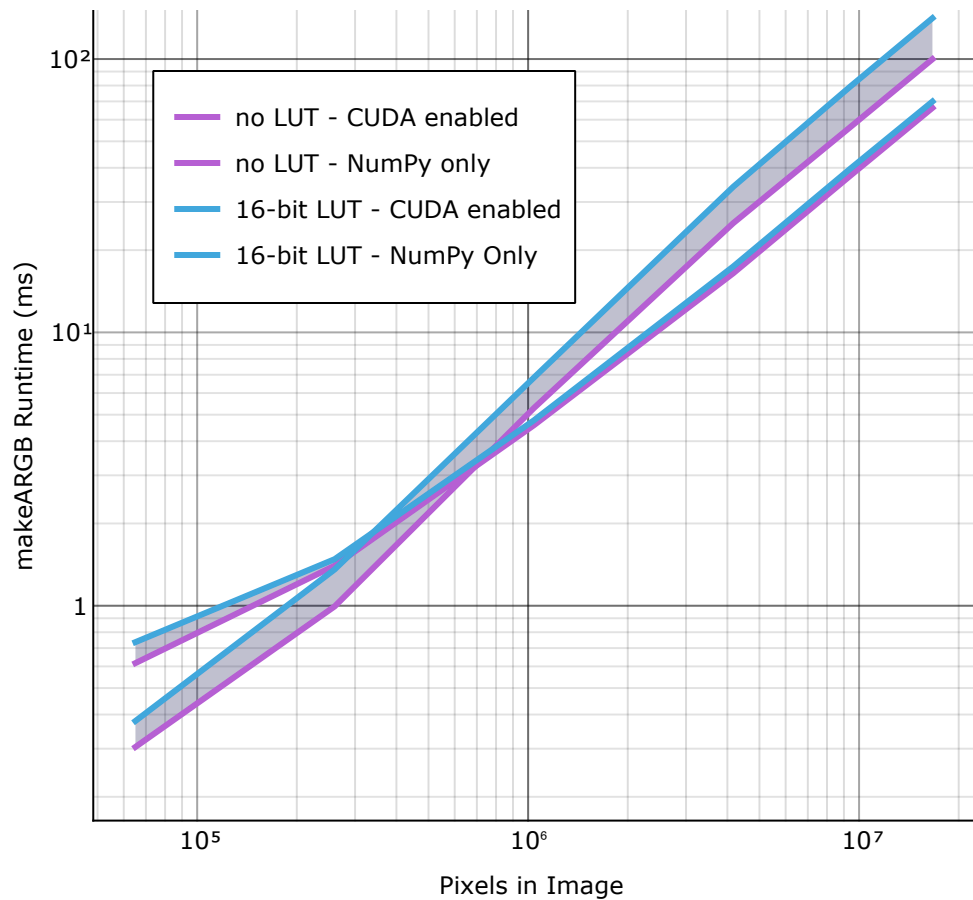


makeARGB Runtime for float dtype



makeARGB Runtime for uint16 dtype

