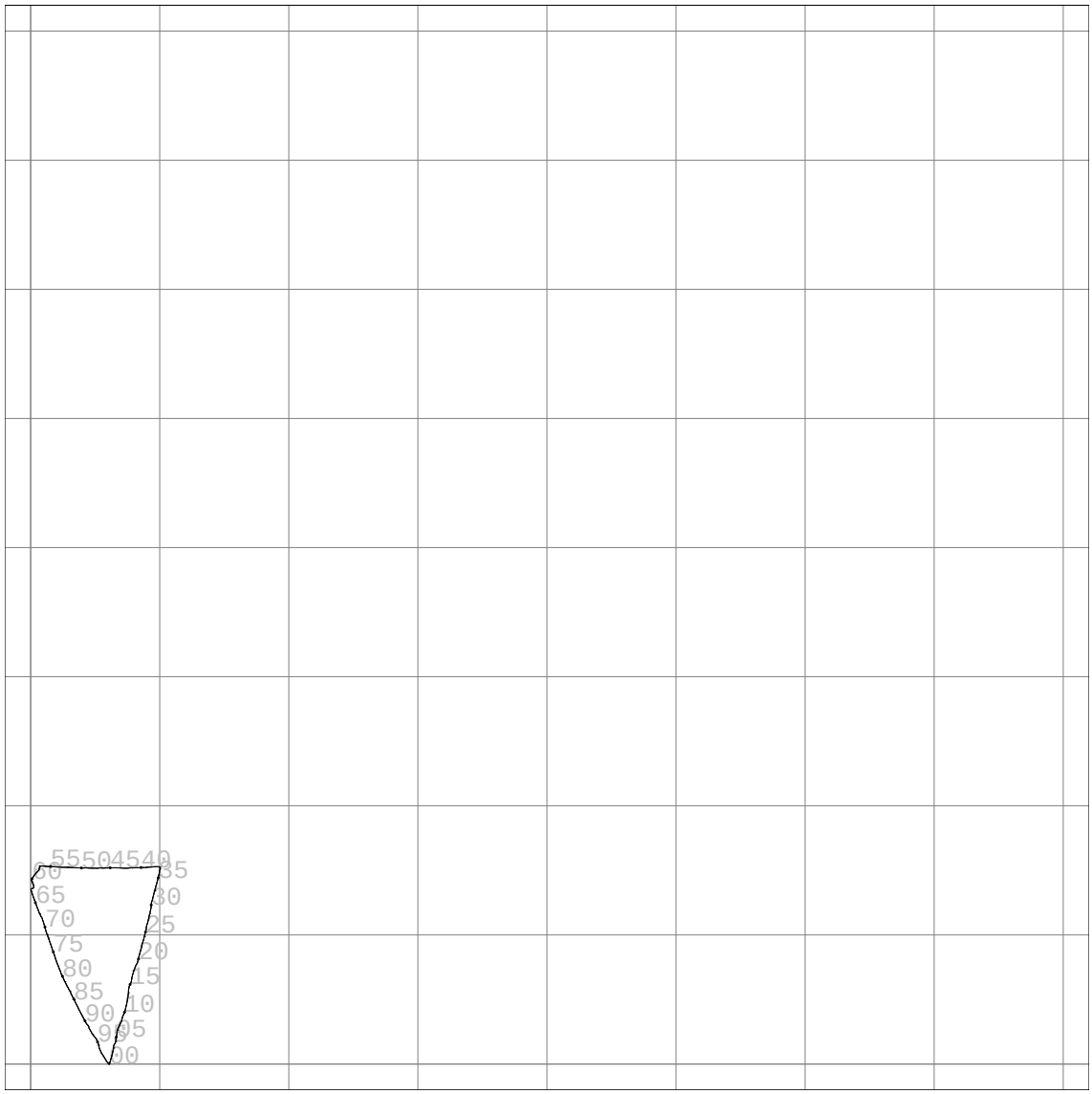

PZBoundary
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  black = 128 grey = 128
  pixelSize = 0.0428
  outUnit = 0.001