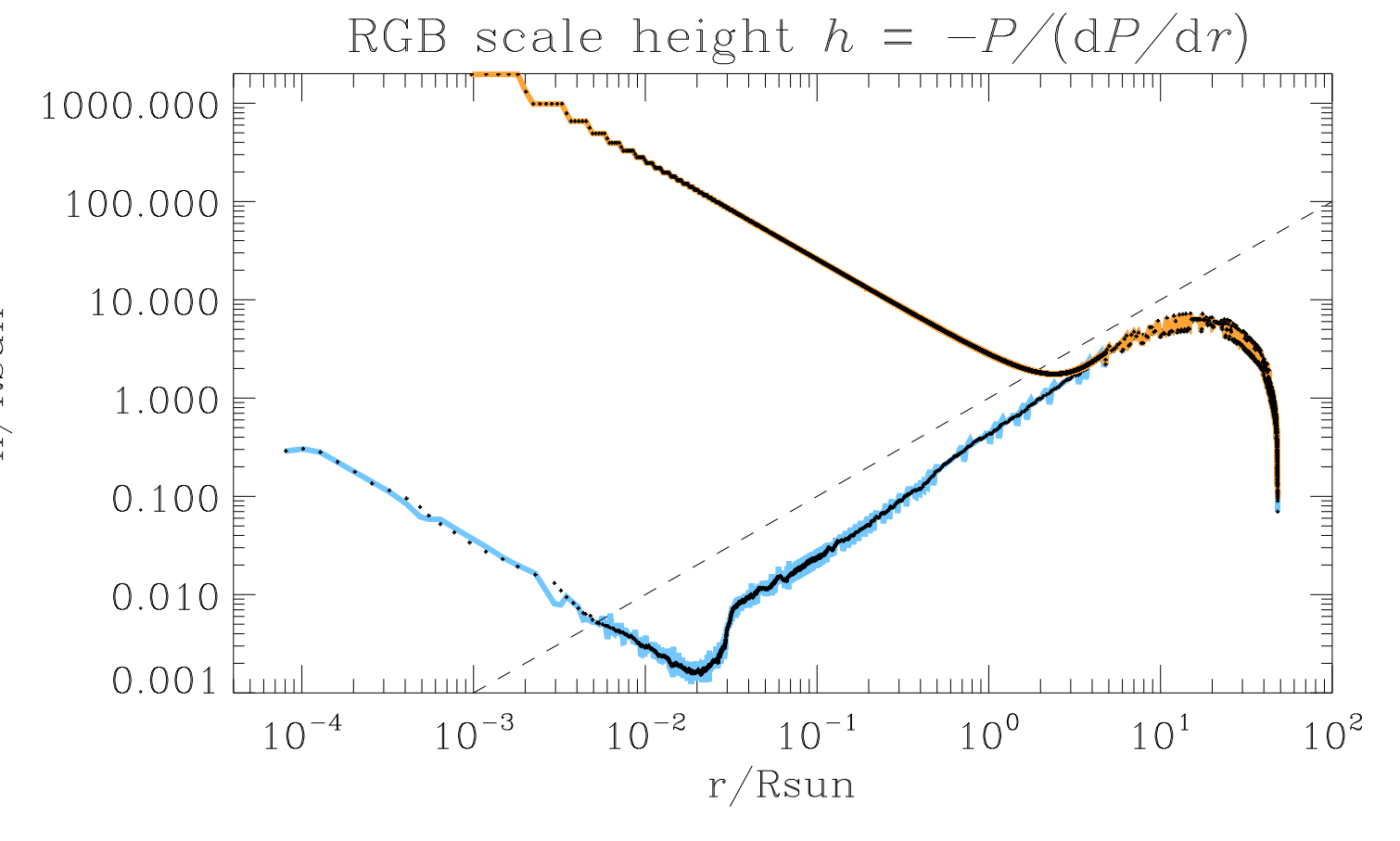
RGB scale height $h = -P/(\mathrm{d}P/\mathrm{d}r)$
1000.000
100.000
10.000
1.000
0.100
0.010
0.001
10^{-4}
10^{-3}
10^{-2}
10^{-1}
10^{0}
10^{1}
10^{2}
r/Rsun