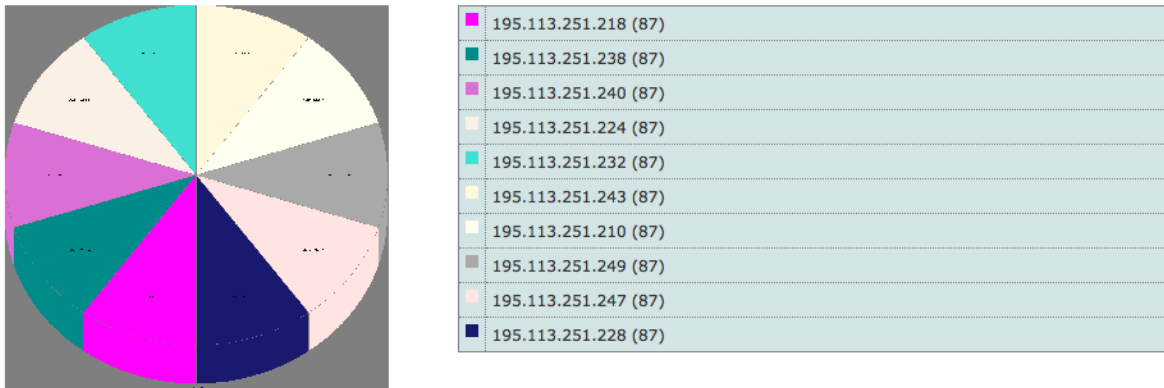


```
use constant DFLT_GRAPH_WIDTH_SRC => 1300;
use constant DFLT_GRAPH_HEIGHT_SRC => 1300;
use constant DFLT_GRAPH_WIDTH_DST => 300;
use constant DFLT_GRAPH_HEIGHT_DST => 300;
use constant DFLT_GRAPH_RESAMPLE => 1;
use constant DFLT_GRAPH_3D      => 1;

...
my $thumb = new GD::Image($GRAPH_WIDTH_DST, $GRAPH_HEIGHT_DST);
$thumb->copyResampled($gd,0,0,0,0,$thumb->width, $thumb->height, $gd->width, $gd->height);
```



2d, bile cary

