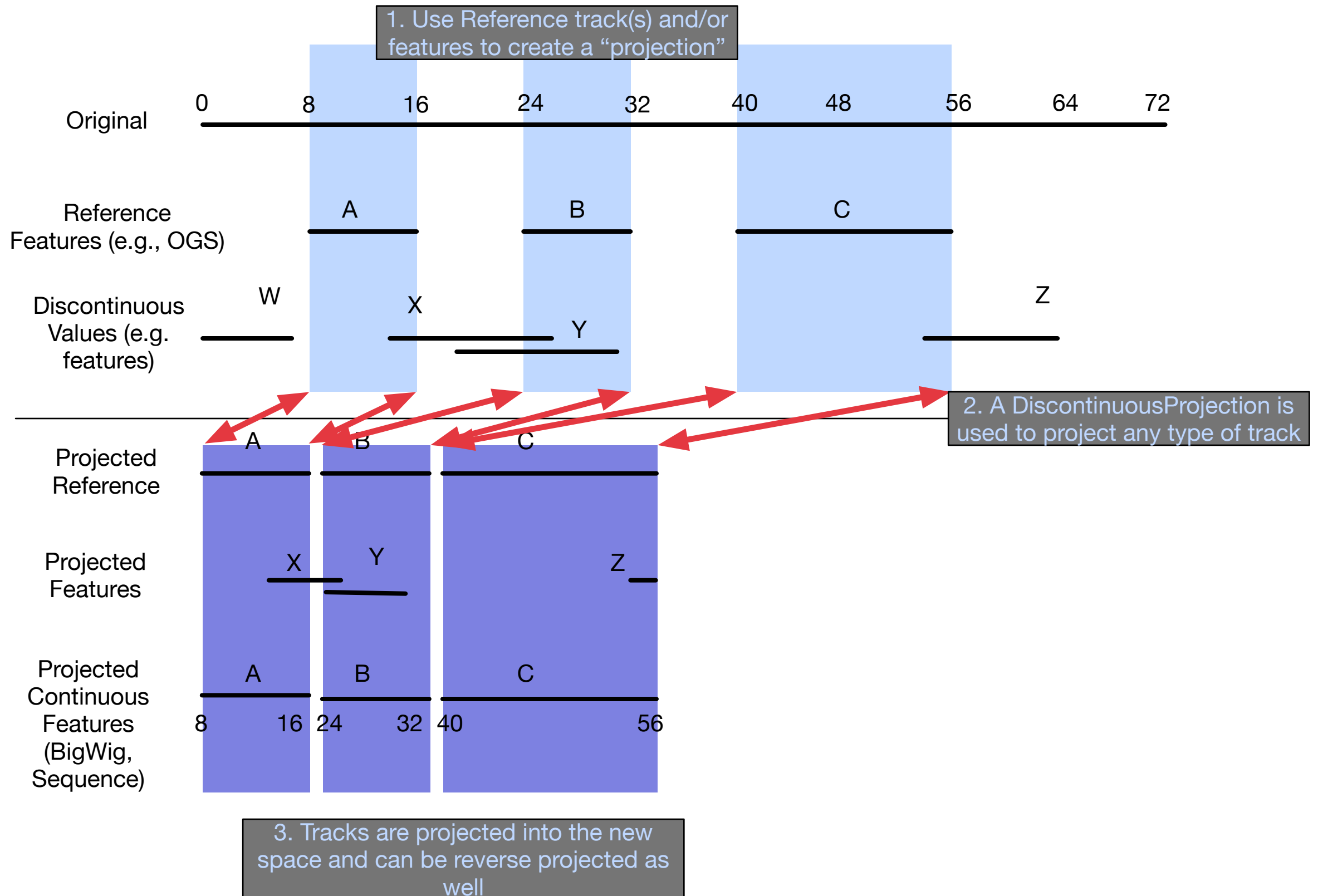


# Discontinuous Projection



# MultisequenceProjection - holds multiple Discontinuous Projections

1. Use Reference track(s) and/or features to create a "projection"

Scaffold I

Scaffold II

