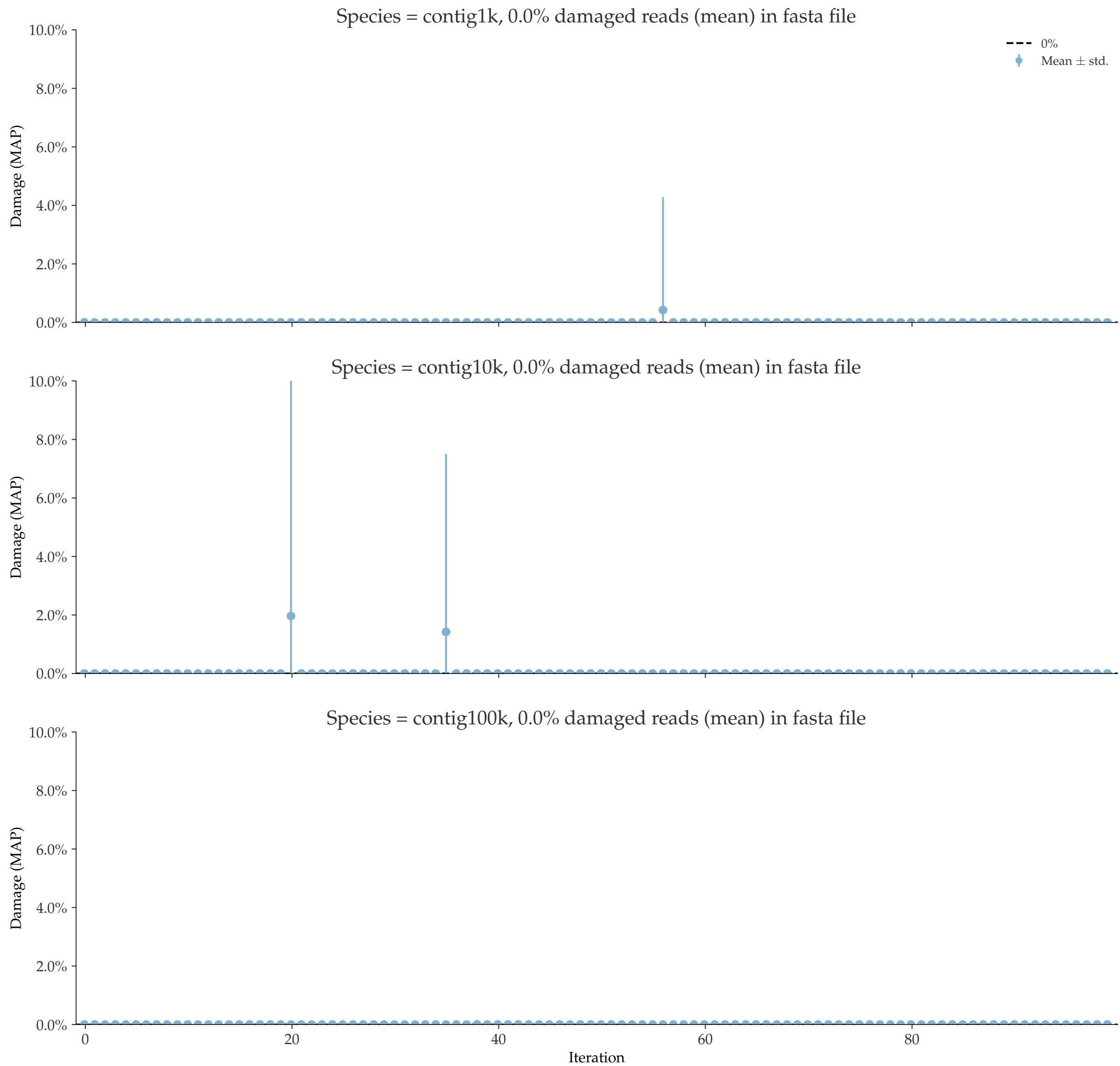
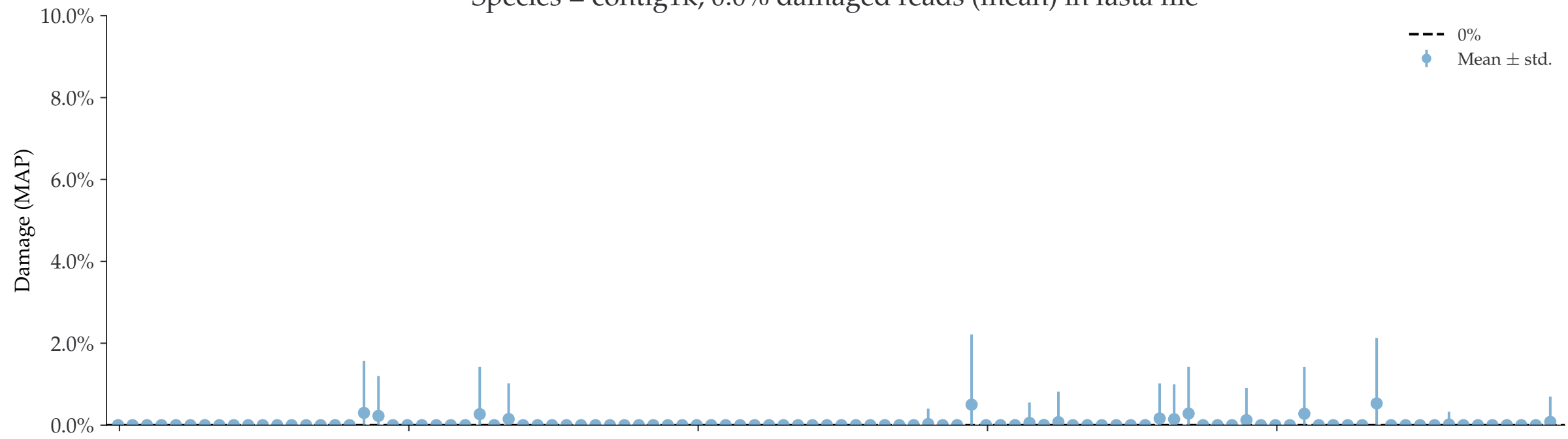


Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%

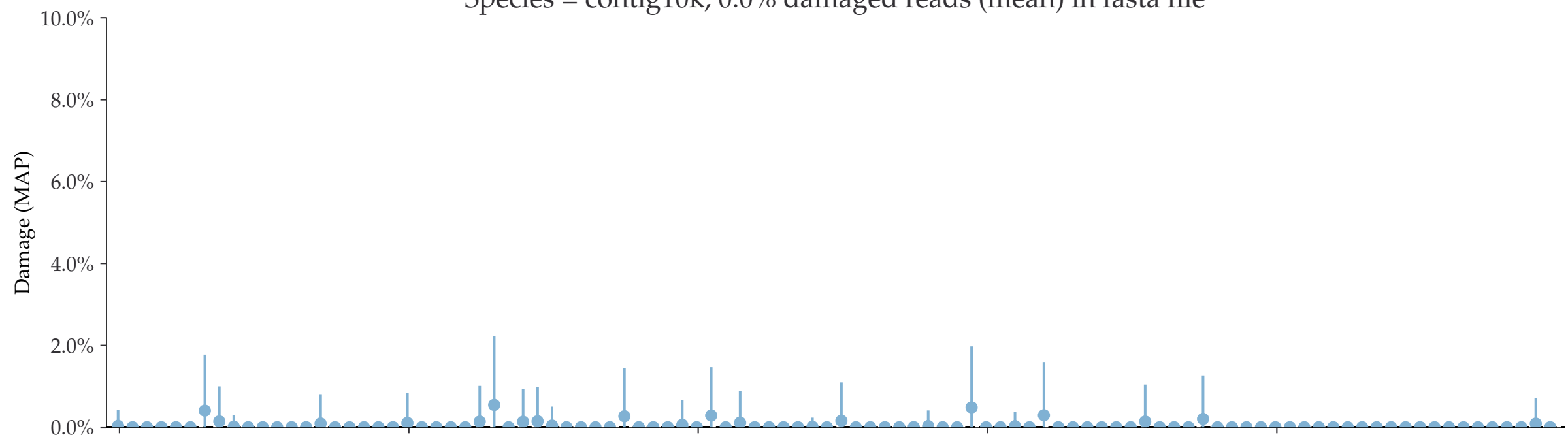


Individual damages:
100 reads
Briggs damage = 0.0
Damage percent = 0%

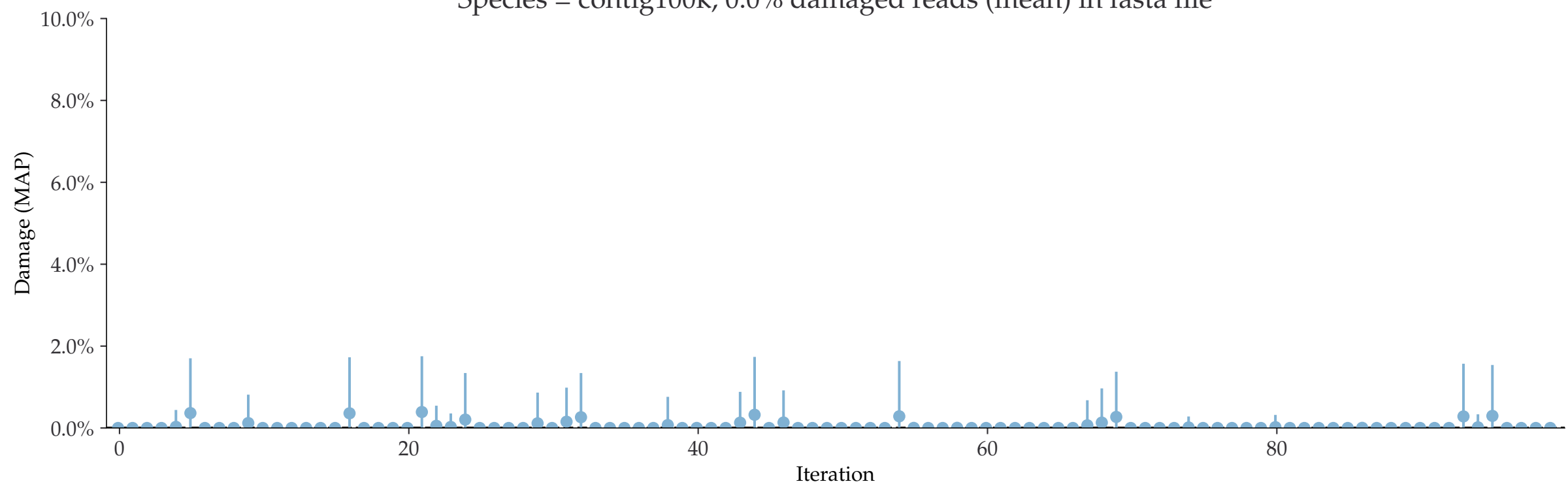
Species = contig1k, 0.0% damaged reads (mean) in fasta file



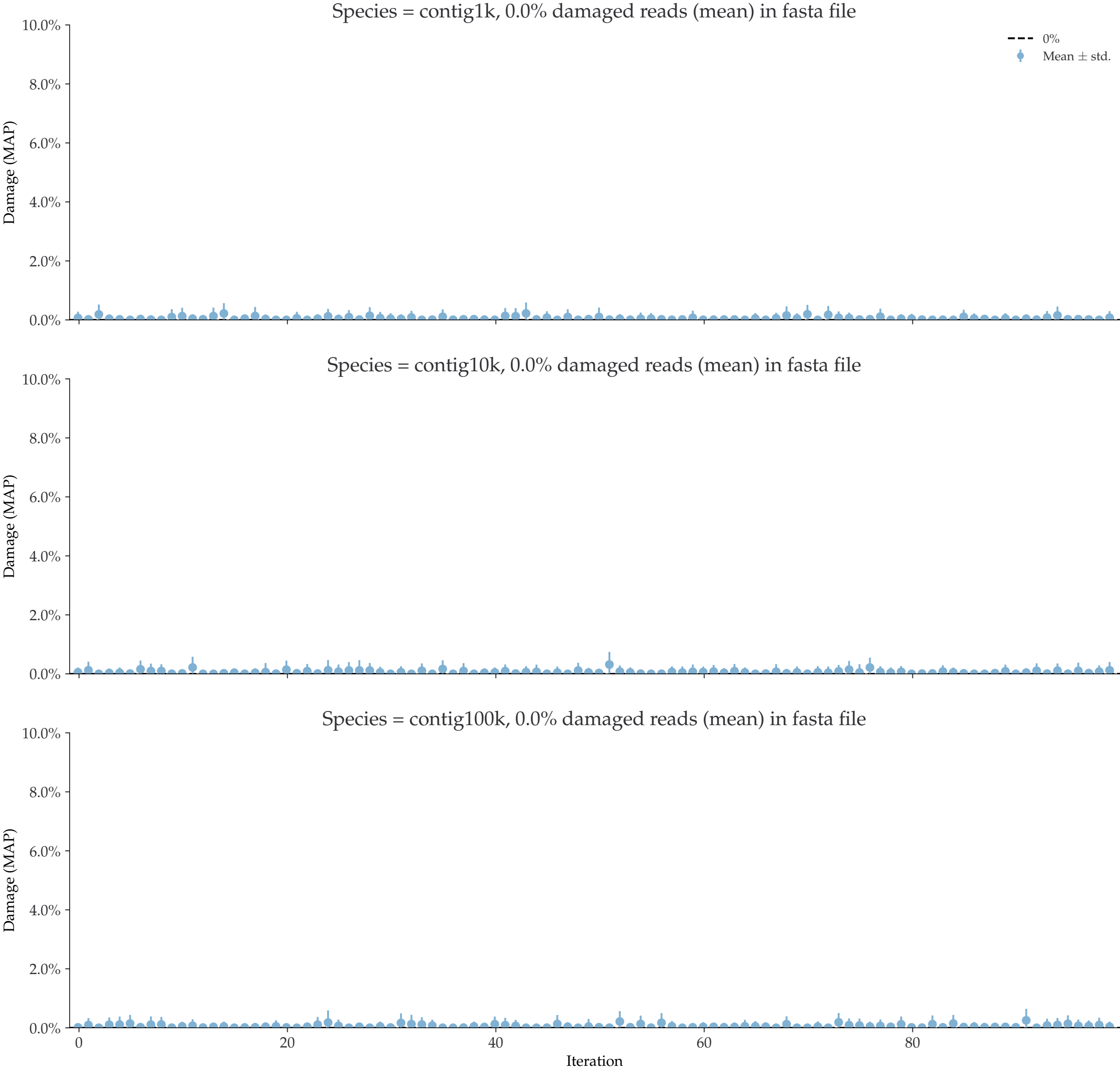
Species = contig10k, 0.0% damaged reads (mean) in fasta file



Species = contig100k, 0.0% damaged reads (mean) in fasta file

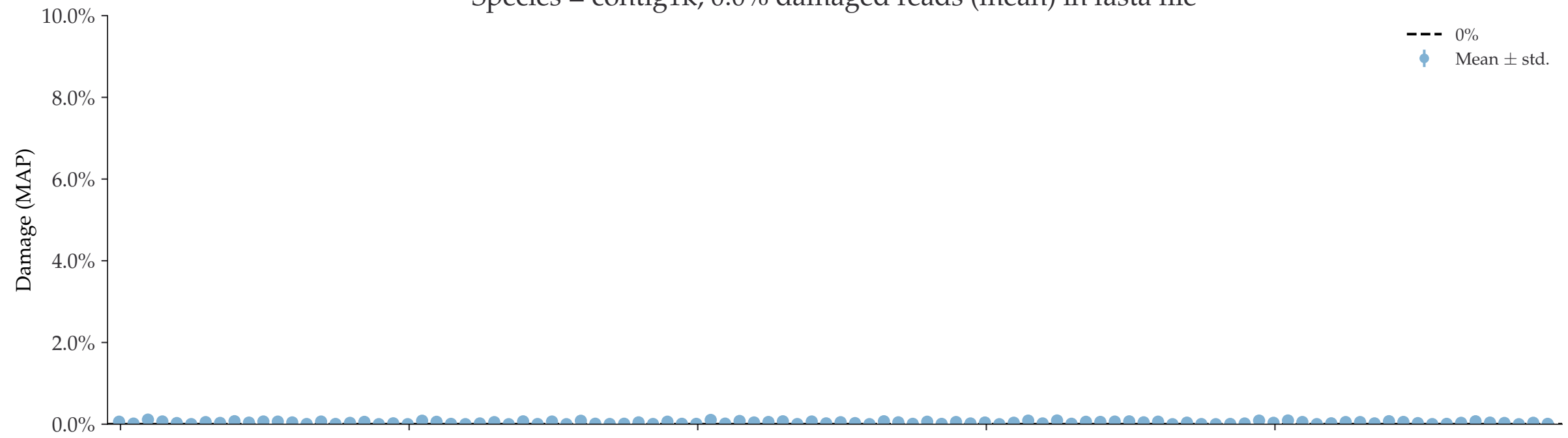


Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent = 0%

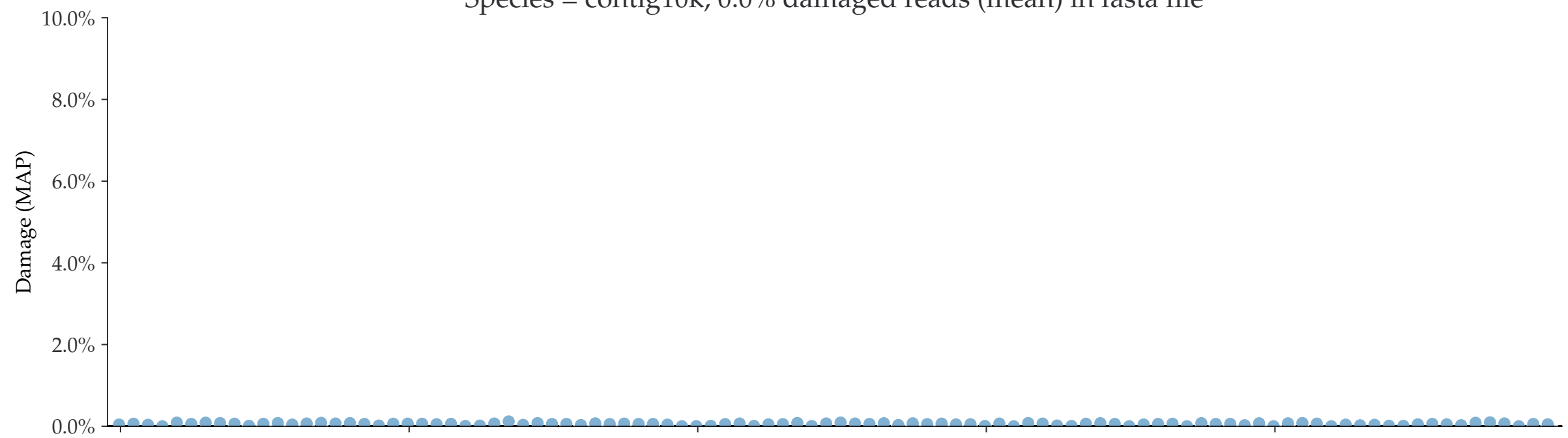


Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent = 0%

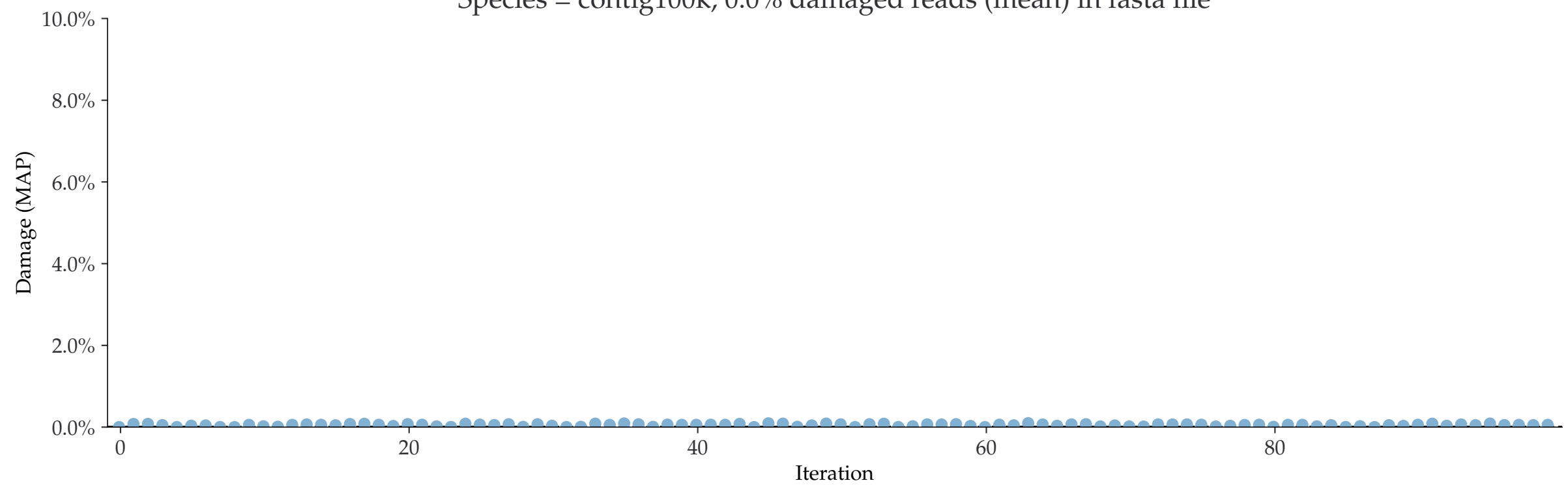
Species = contig1k, 0.0% damaged reads (mean) in fasta file



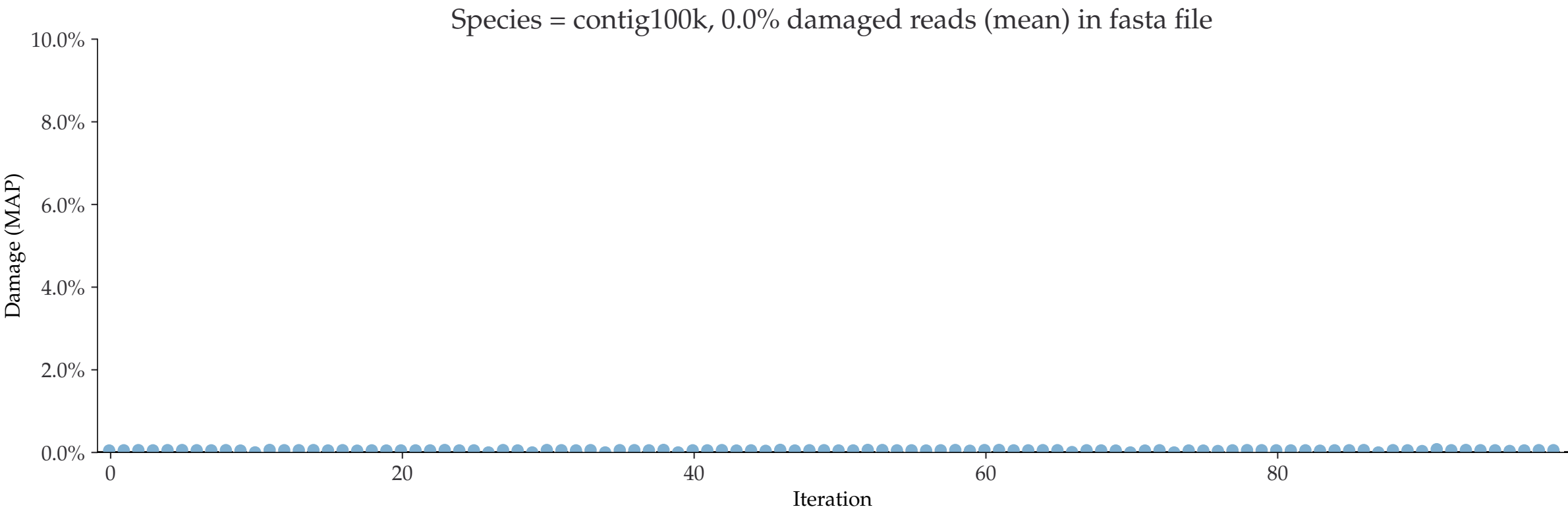
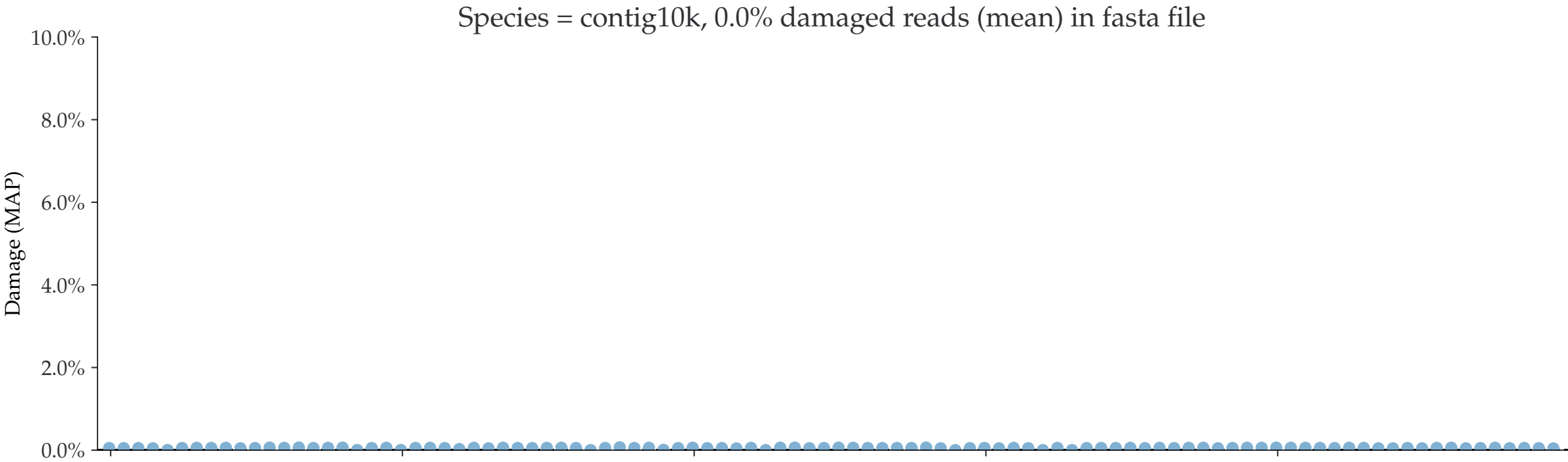
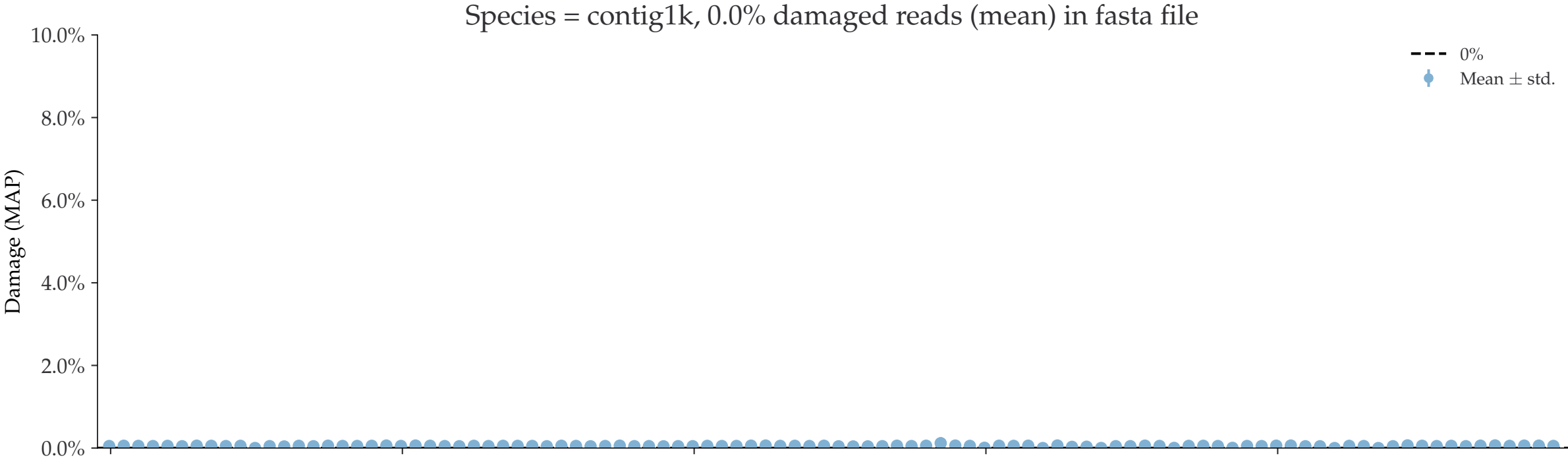
Species = contig10k, 0.0% damaged reads (mean) in fasta file



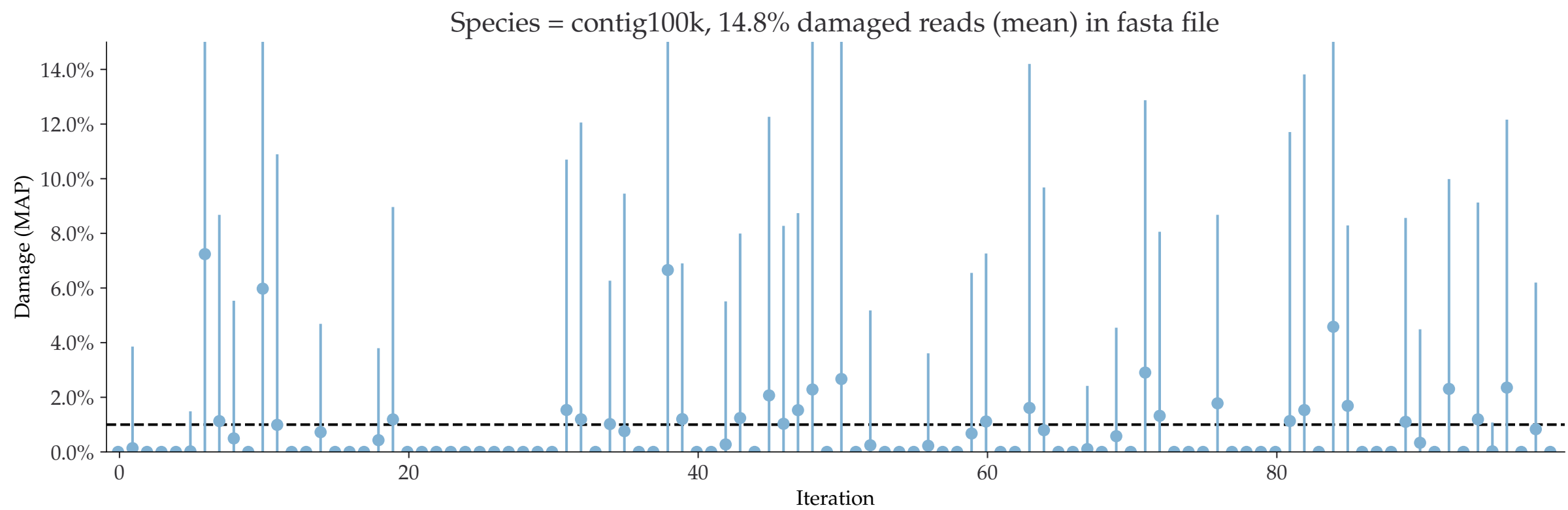
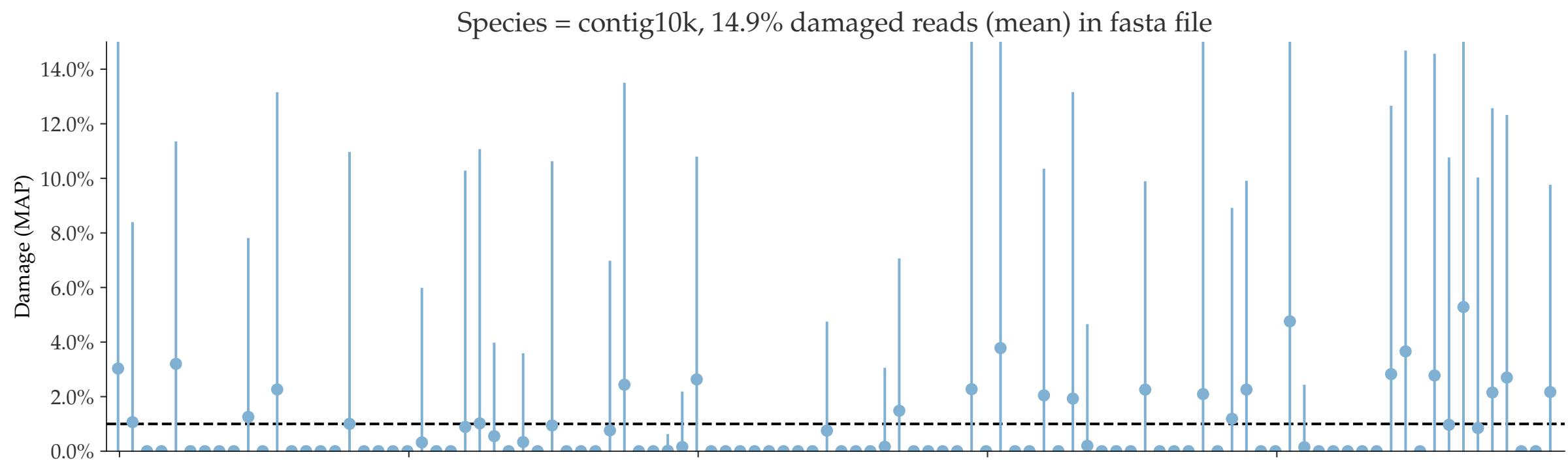
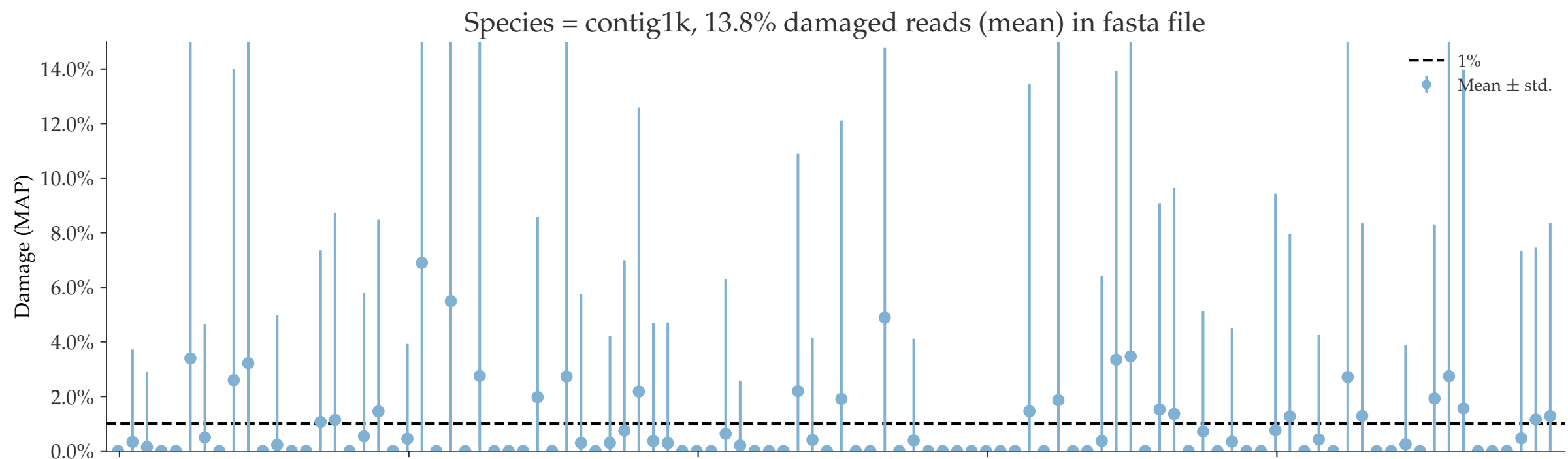
Species = contig100k, 0.0% damaged reads (mean) in fasta file



Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%

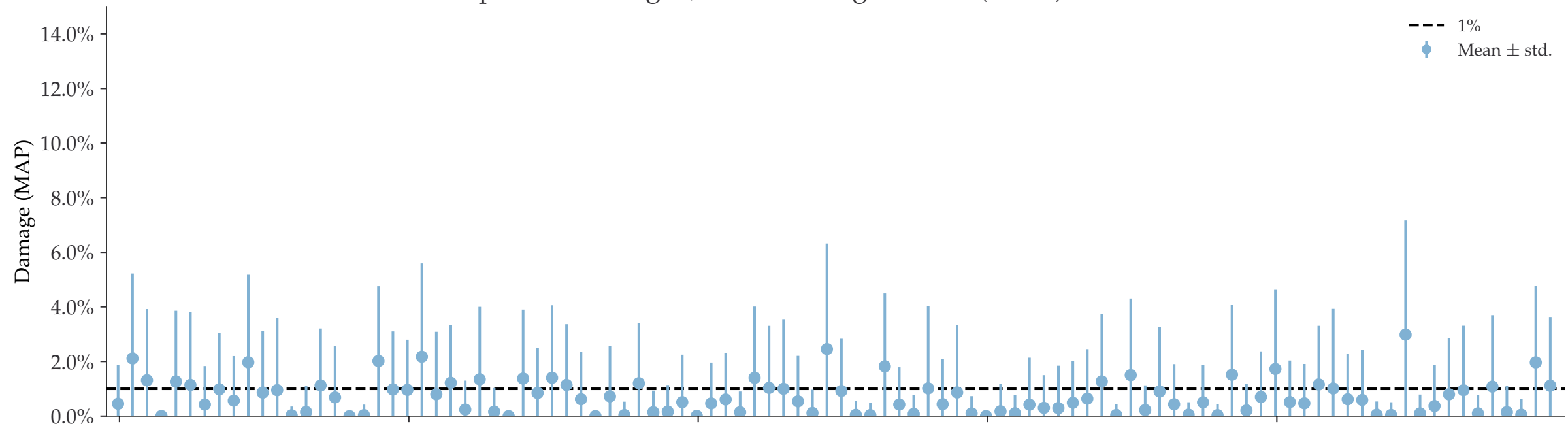


Individual damages:
10 reads
Briggs damage = 0.014
Damage percent = 1%

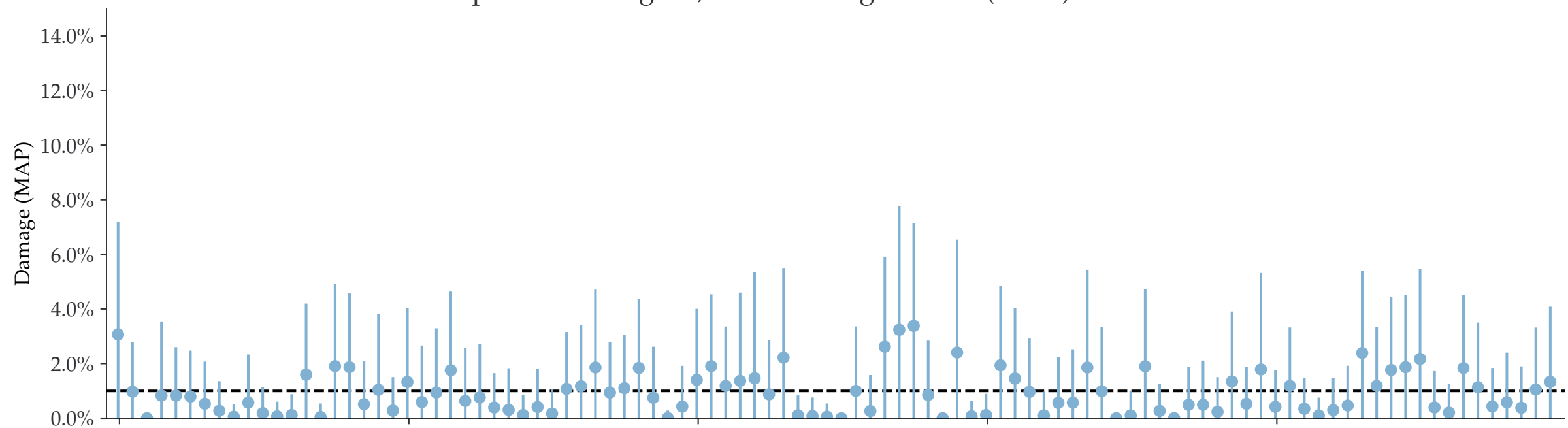


Individual damages:
100 reads
Briggs damage = 0.014
Damage percent = 1%

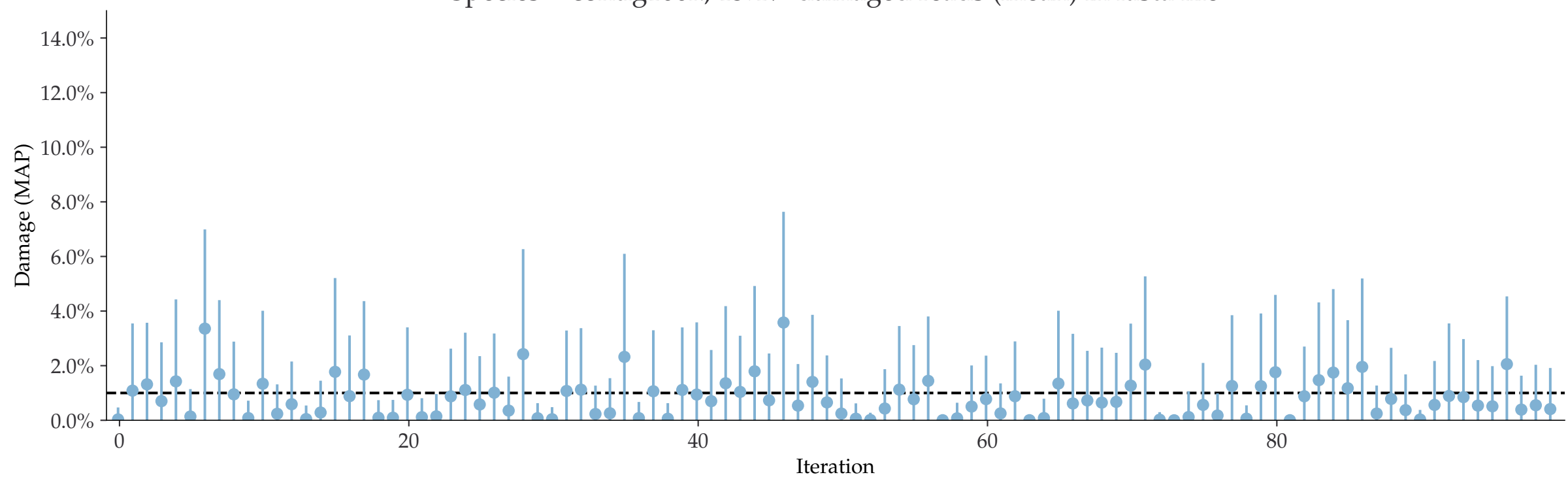
Species = contig1k, 13.0% damaged reads (mean) in fasta file



Species = contig10k, 13.4% damaged reads (mean) in fasta file

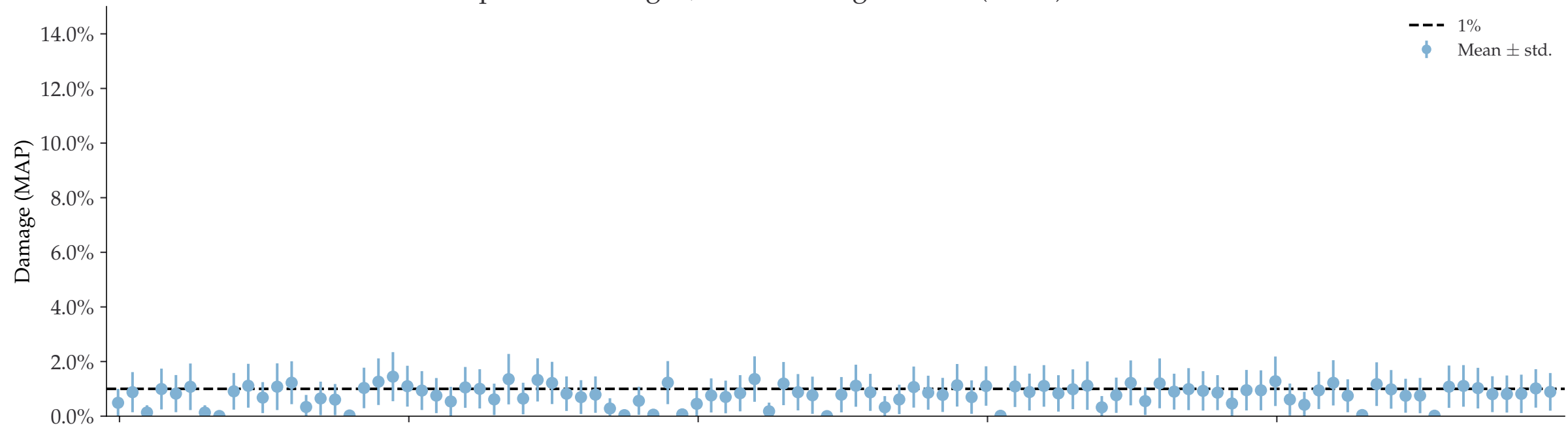


Species = contig100k, 13.4% damaged reads (mean) in fasta file

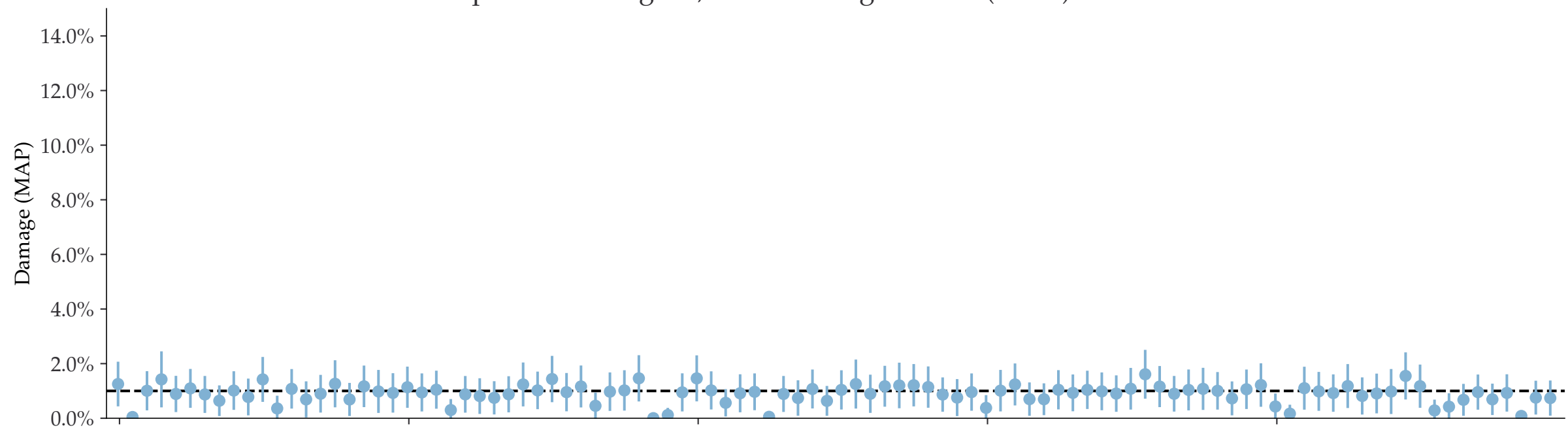


Individual damages:
1000 reads
Briggs damage = 0.014
Damage percent = 1%

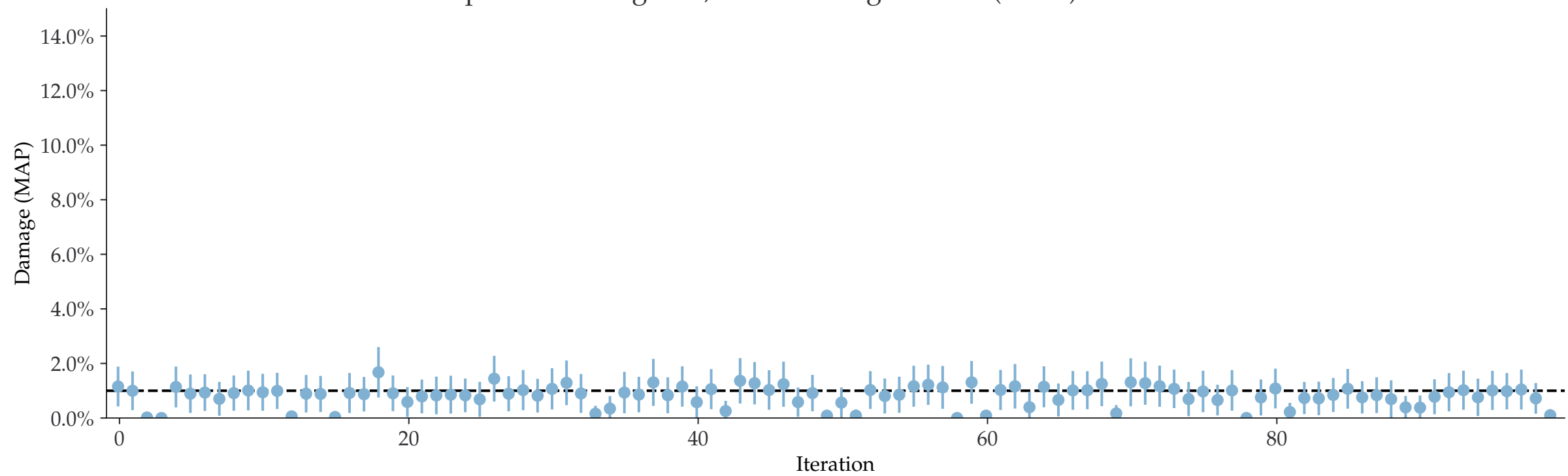
Species = contig1k, 12.3% damaged reads (mean) in fasta file



Species = contig10k, 13.7% damaged reads (mean) in fasta file

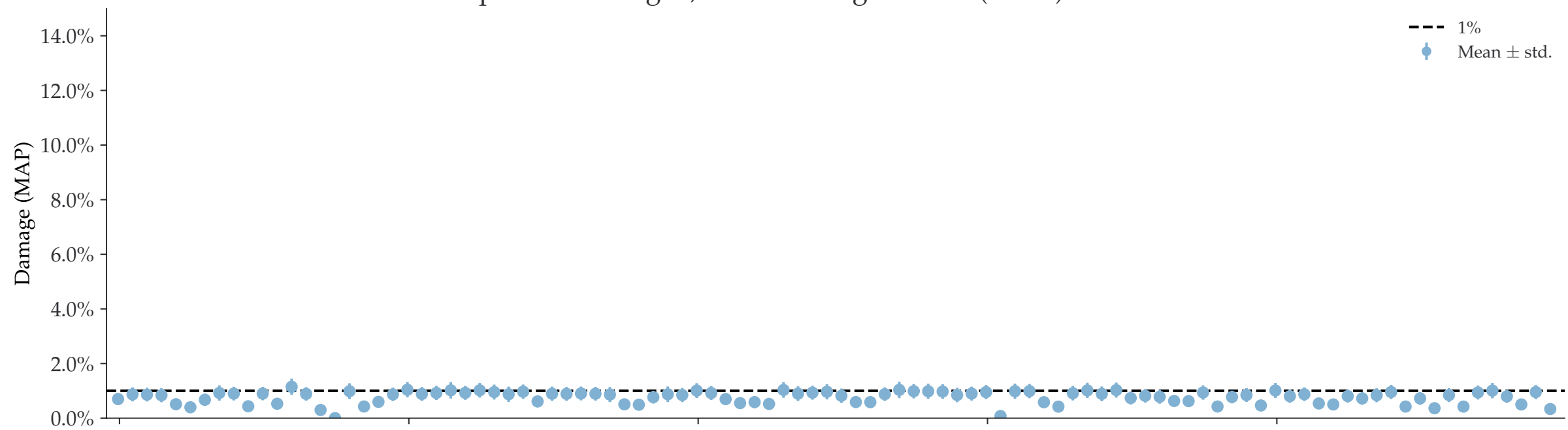


Species = contig100k, 13.7% damaged reads (mean) in fasta file

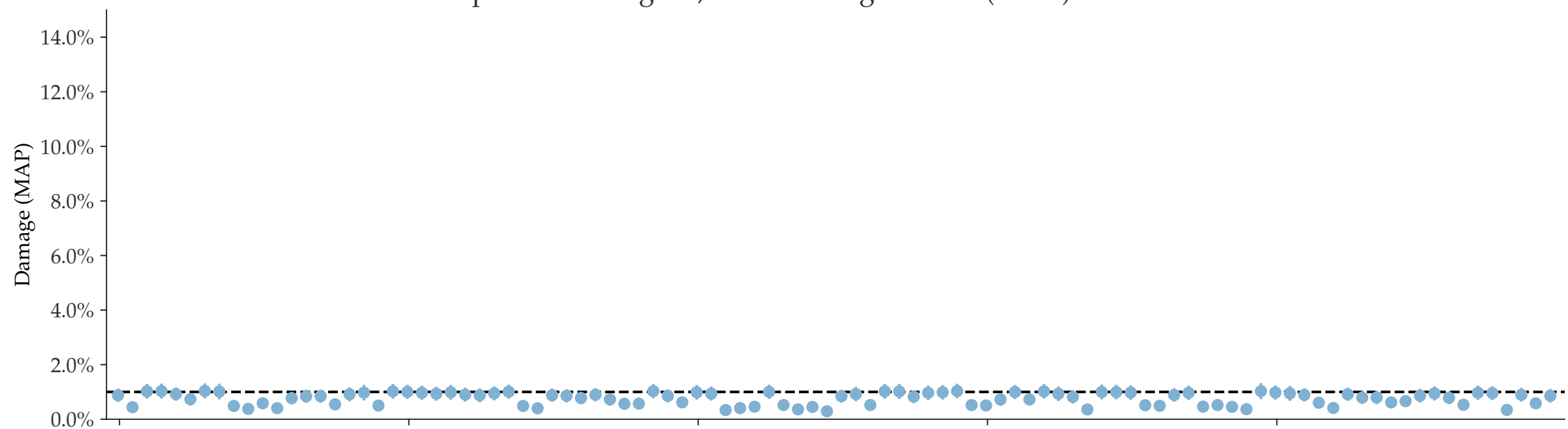


Individual damages:
10000 reads
Briggs damage = 0.014
Damage percent = 1%

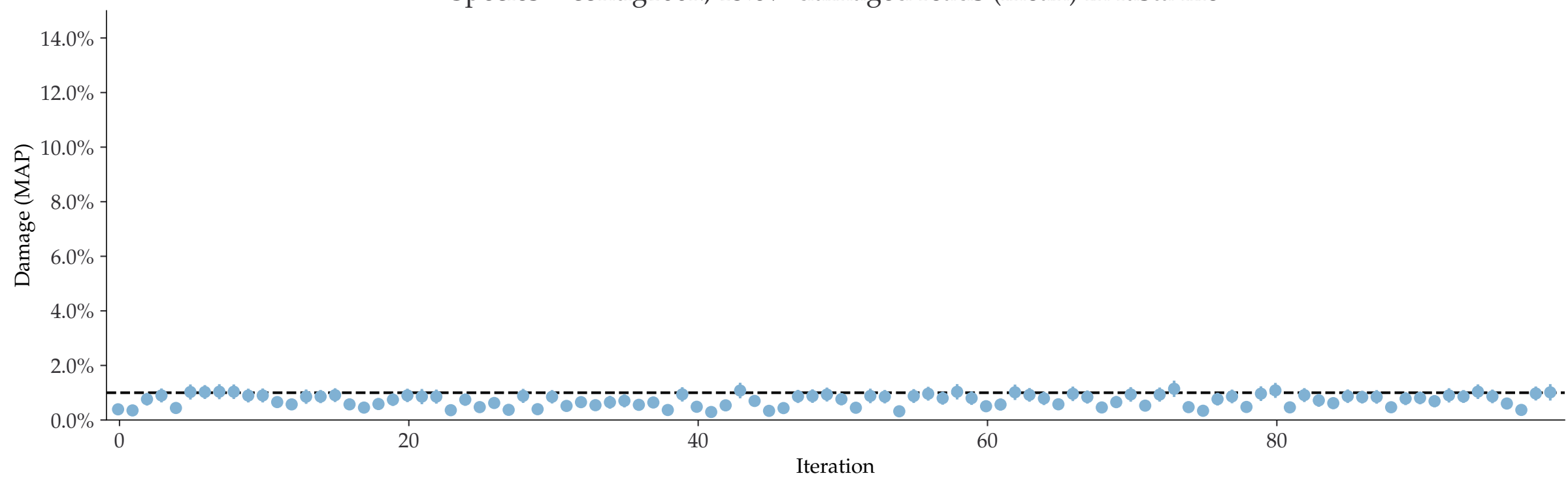
Species = contig1k, 12.4% damaged reads (mean) in fasta file



Species = contig10k, 13.6% damaged reads (mean) in fasta file

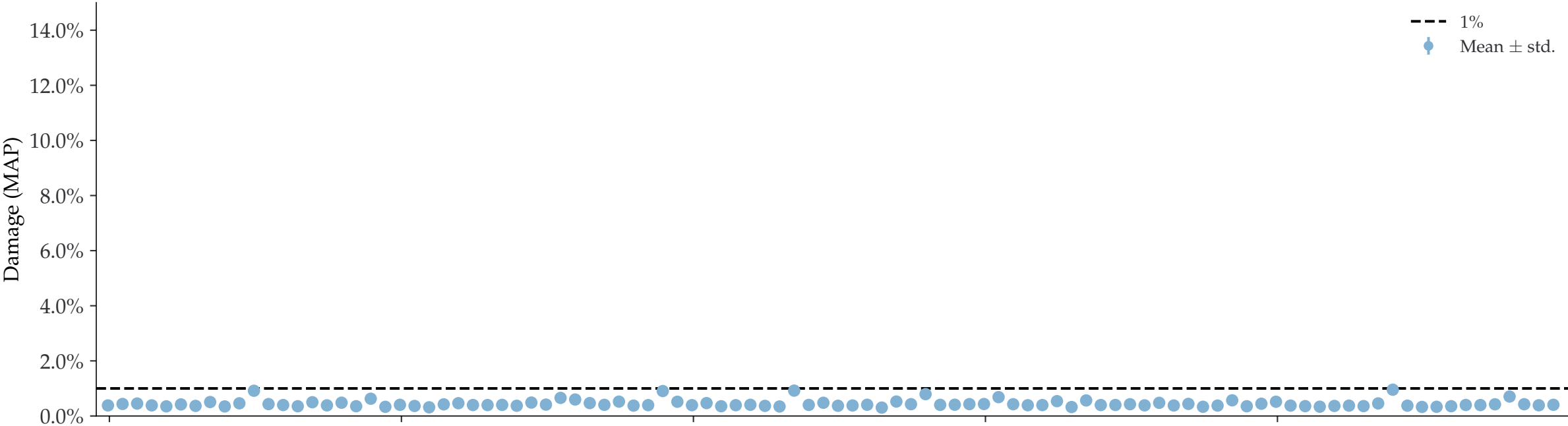


Species = contig100k, 13.6% damaged reads (mean) in fasta file

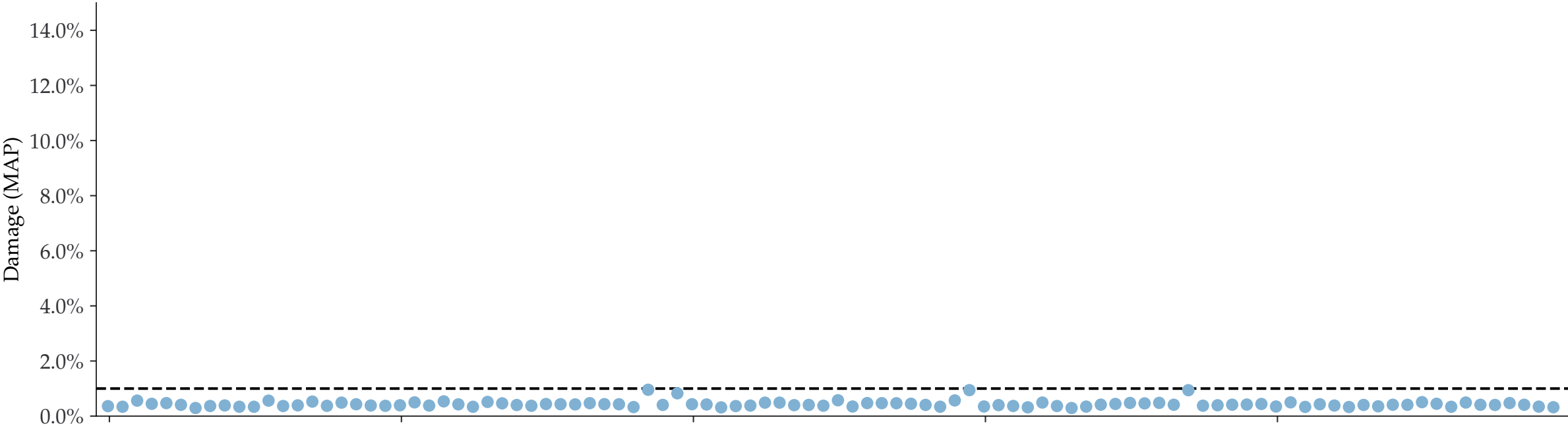


Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent = 1%

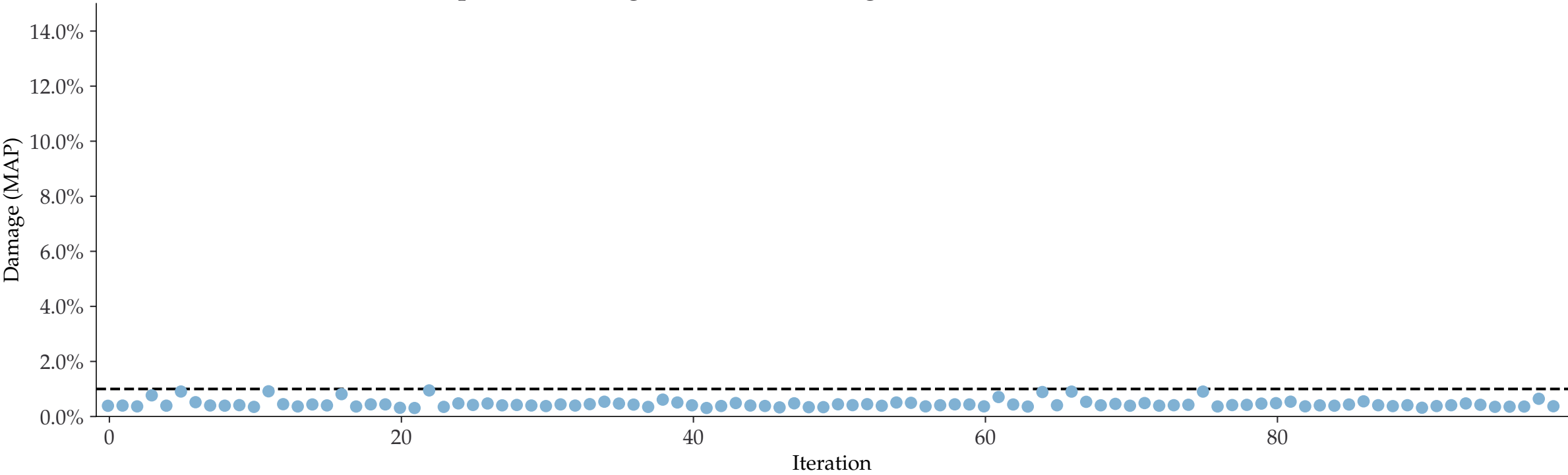
Species = contig1k, 12.4% damaged reads (mean) in fasta file



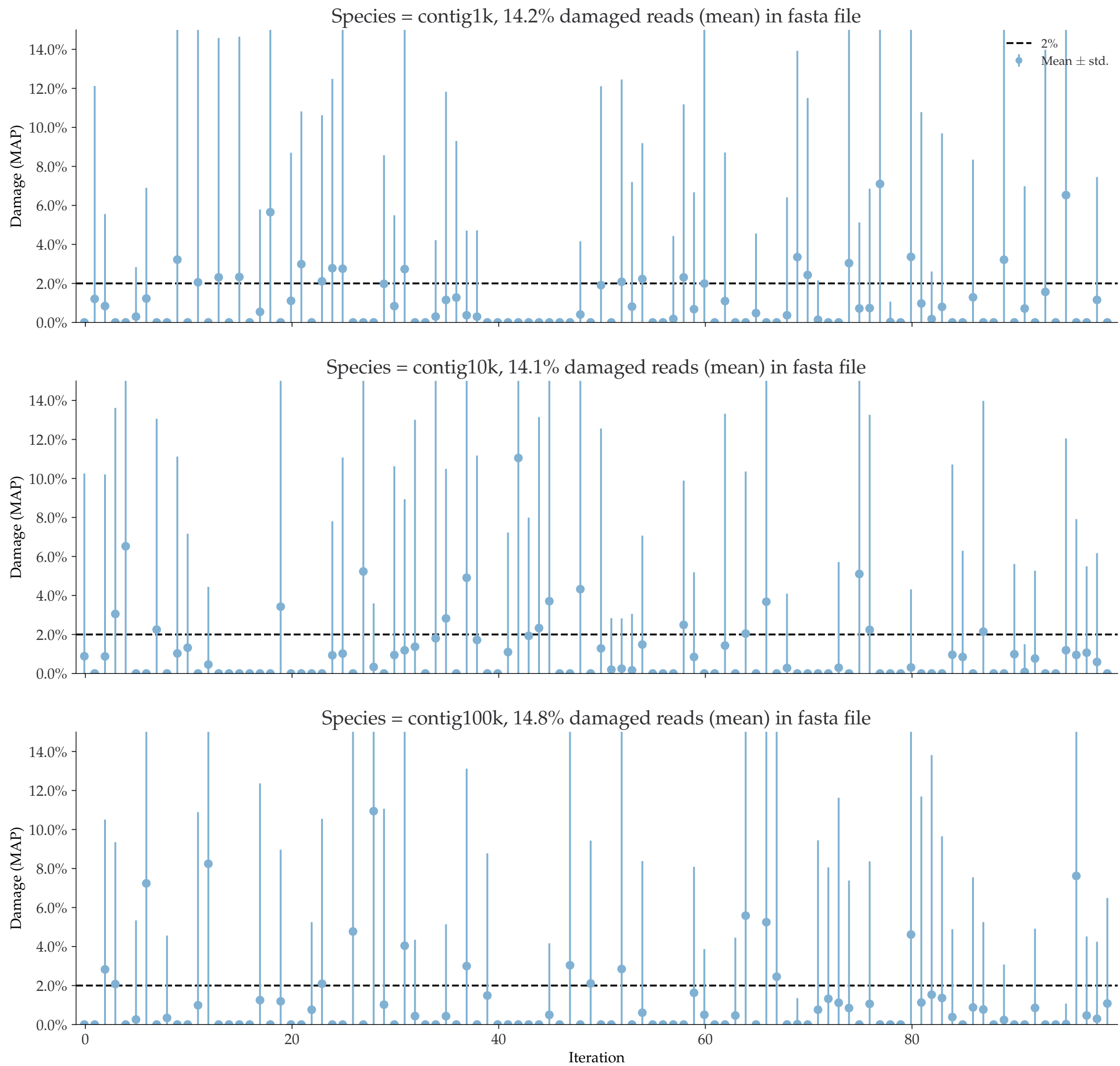
Species = contig10k, 13.6% damaged reads (mean) in fasta file



Species = contig100k, 13.6% damaged reads (mean) in fasta file

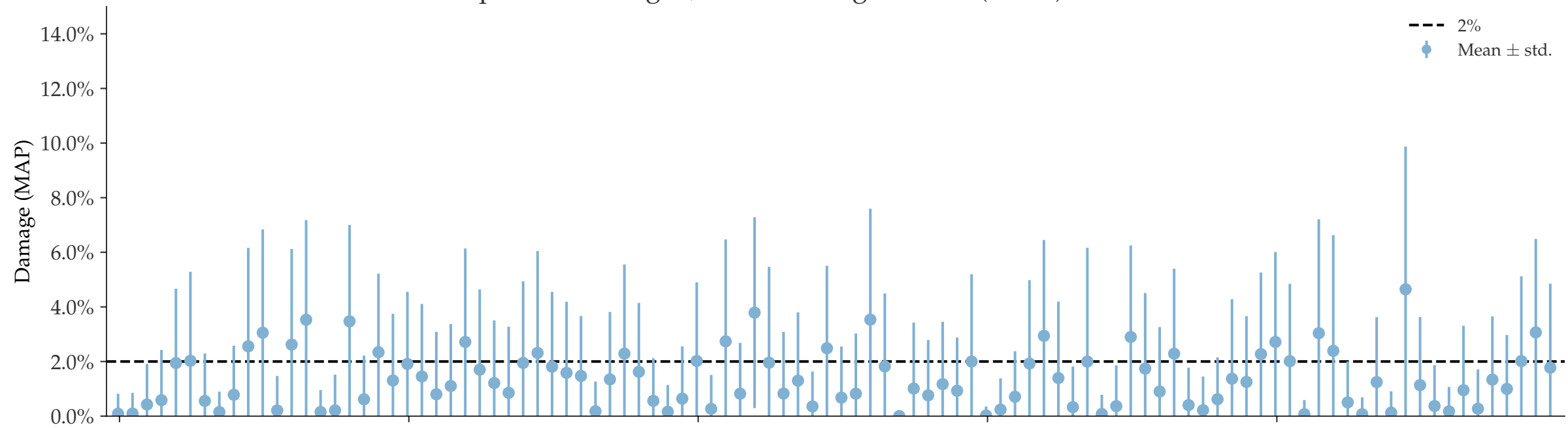


Individual damages:
10 reads
Briggs damage = 0.047
Damage percent = 2%

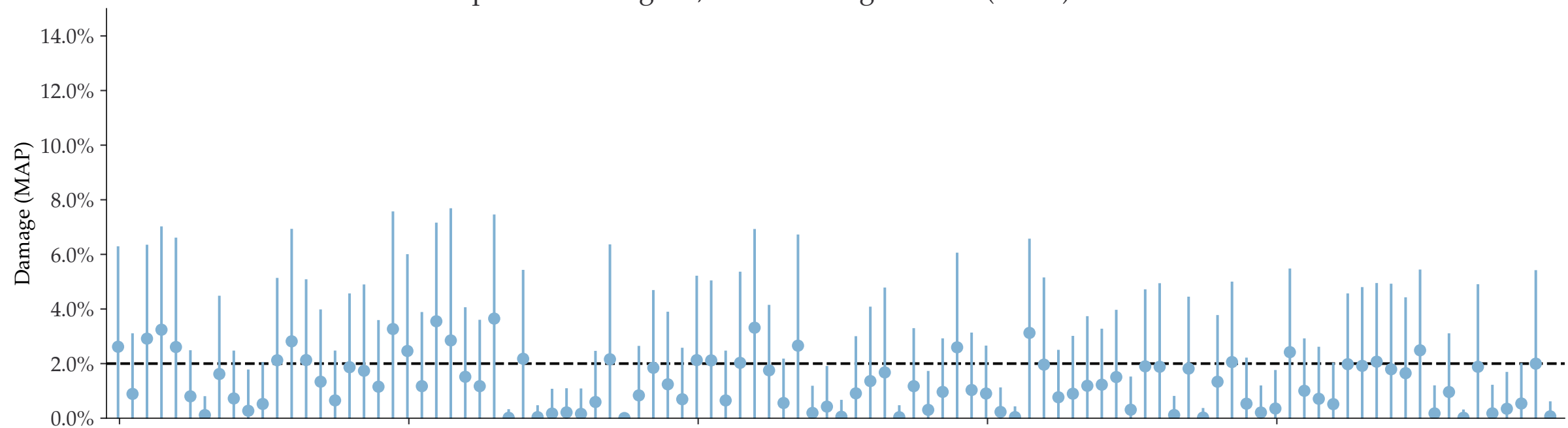


Individual damages:
100 reads
Briggs damage = 0.047
Damage percent = 2%

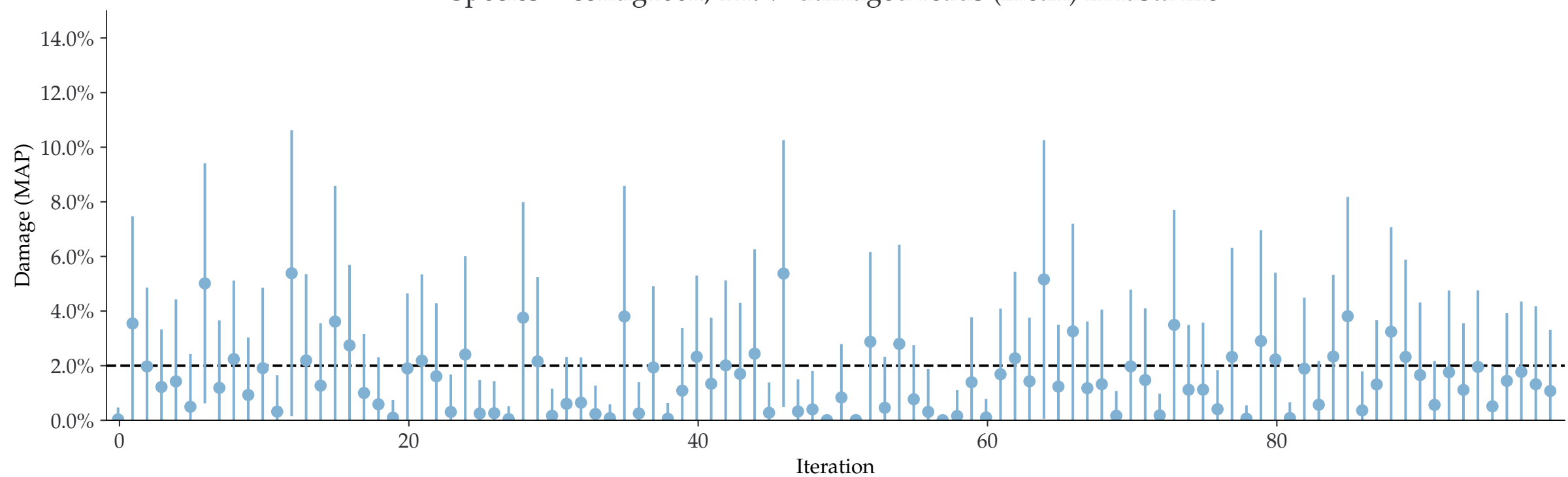
Species = contig1k, 13.9% damaged reads (mean) in fasta file



Species = contig10k, 15.2% damaged reads (mean) in fasta file

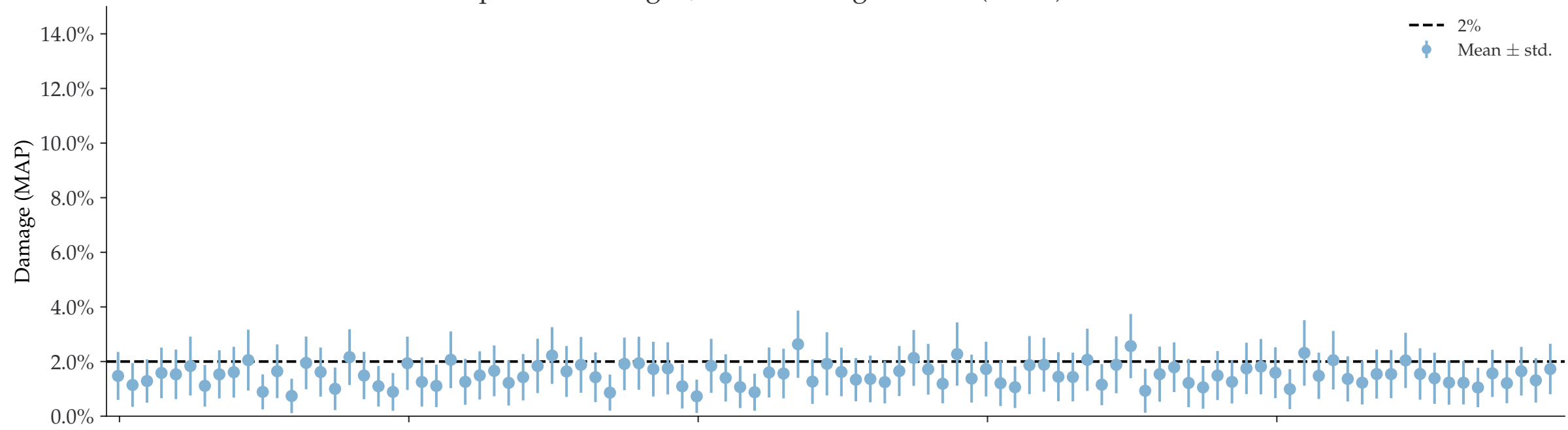


Species = contig100k, 14.9% damaged reads (mean) in fasta file

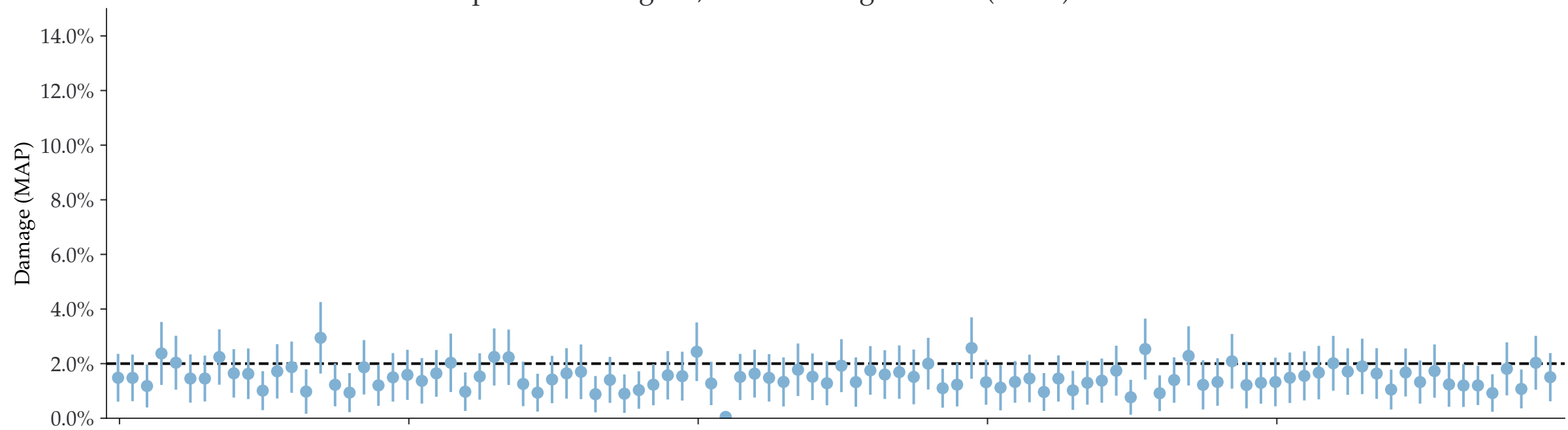


Individual damages:
1000 reads
Briggs damage = 0.047
Damage percent = 2%

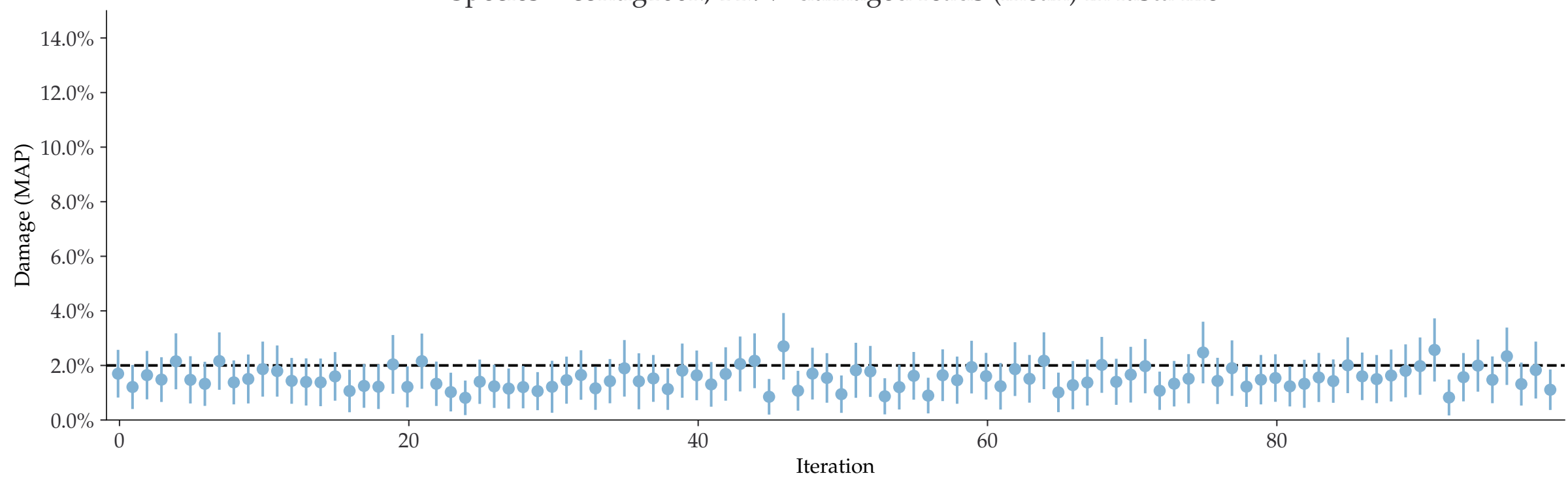
Species = contig1k, 13.6% damaged reads (mean) in fasta file



Species = contig10k, 14.8% damaged reads (mean) in fasta file

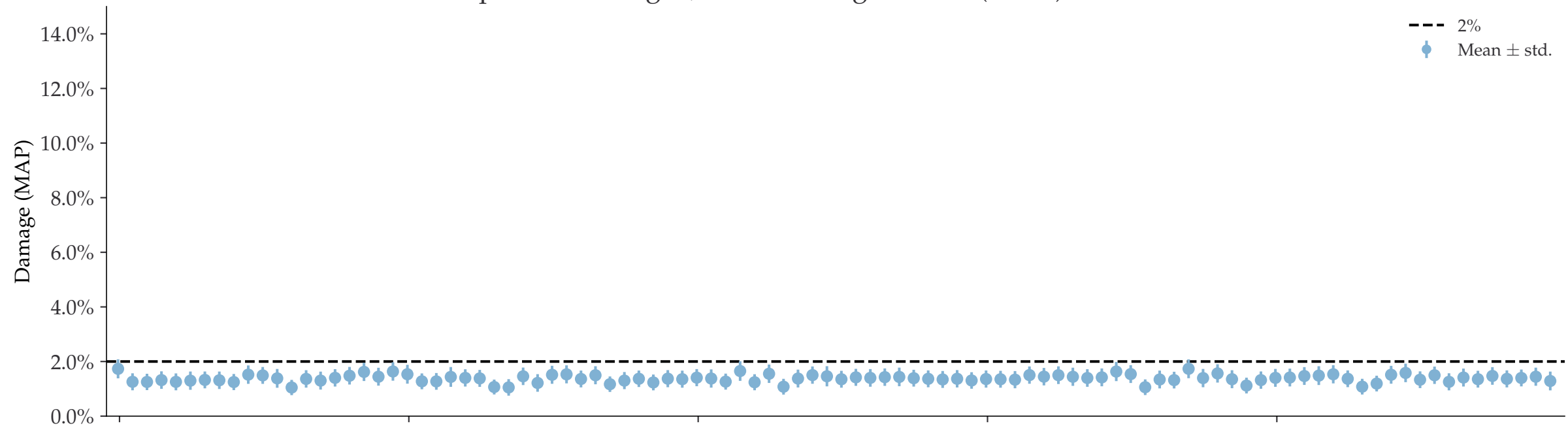


Species = contig100k, 14.9% damaged reads (mean) in fasta file

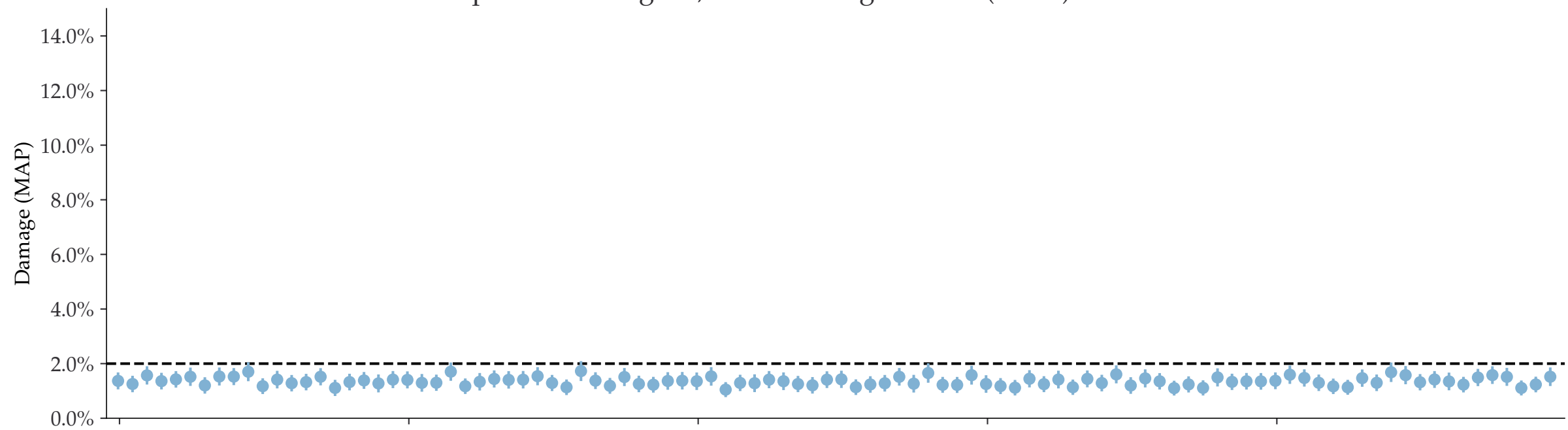


Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent = 2%

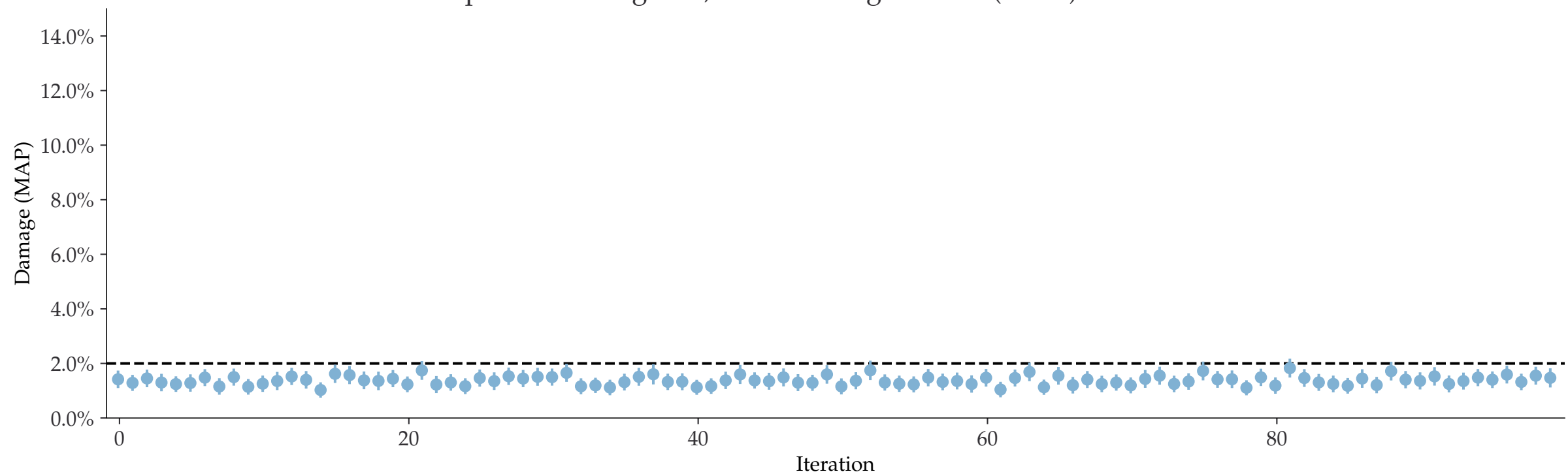
Species = contig1k, 13.6% damaged reads (mean) in fasta file



Species = contig10k, 14.8% damaged reads (mean) in fasta file

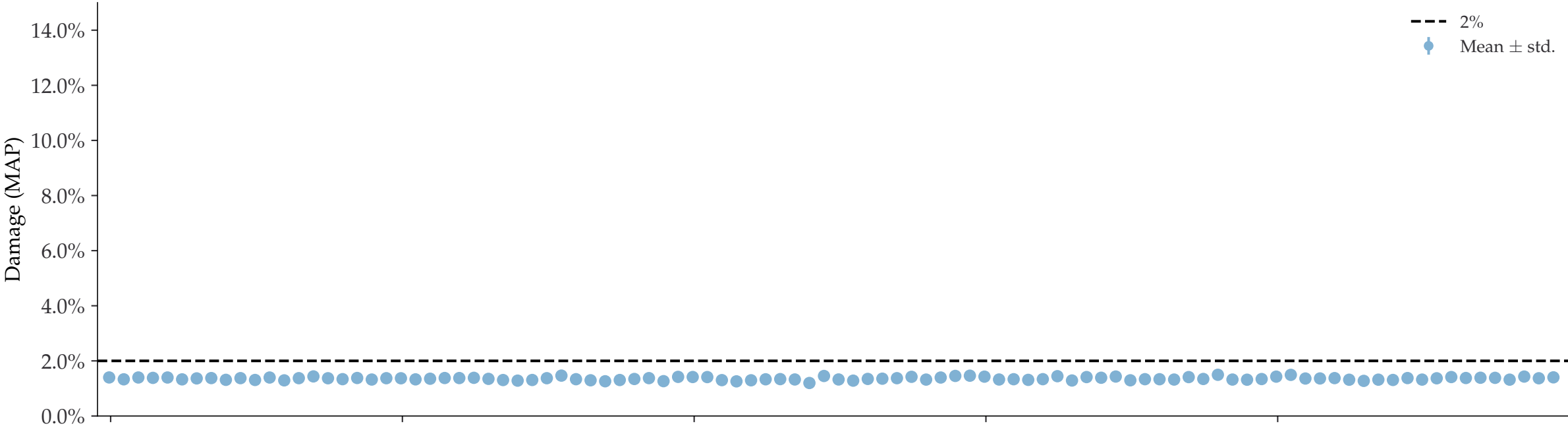


Species = contig100k, 14.8% damaged reads (mean) in fasta file

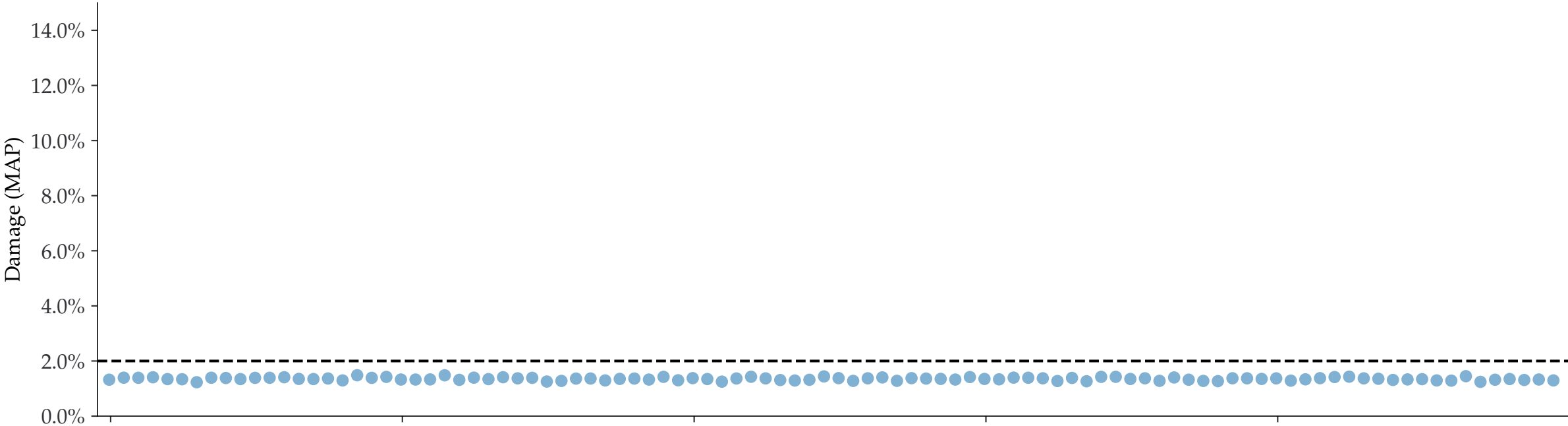


Individual damages:
100000 reads
Briggs damage = 0.047
Damage percent = 2%

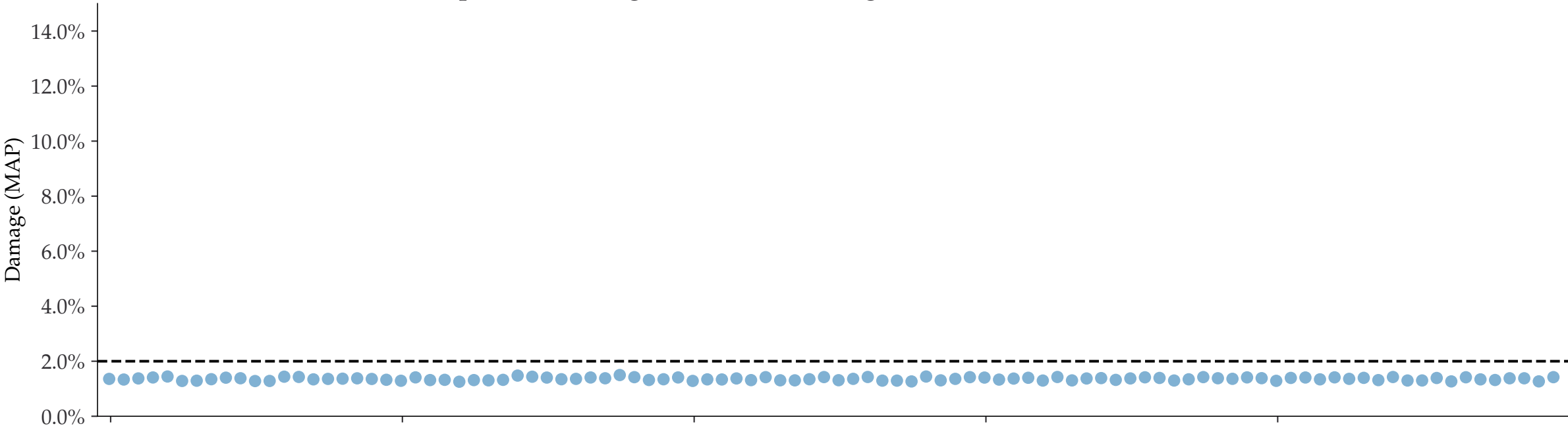
Species = contig1k, 13.6% damaged reads (mean) in fasta file



Species = contig10k, 14.8% damaged reads (mean) in fasta file

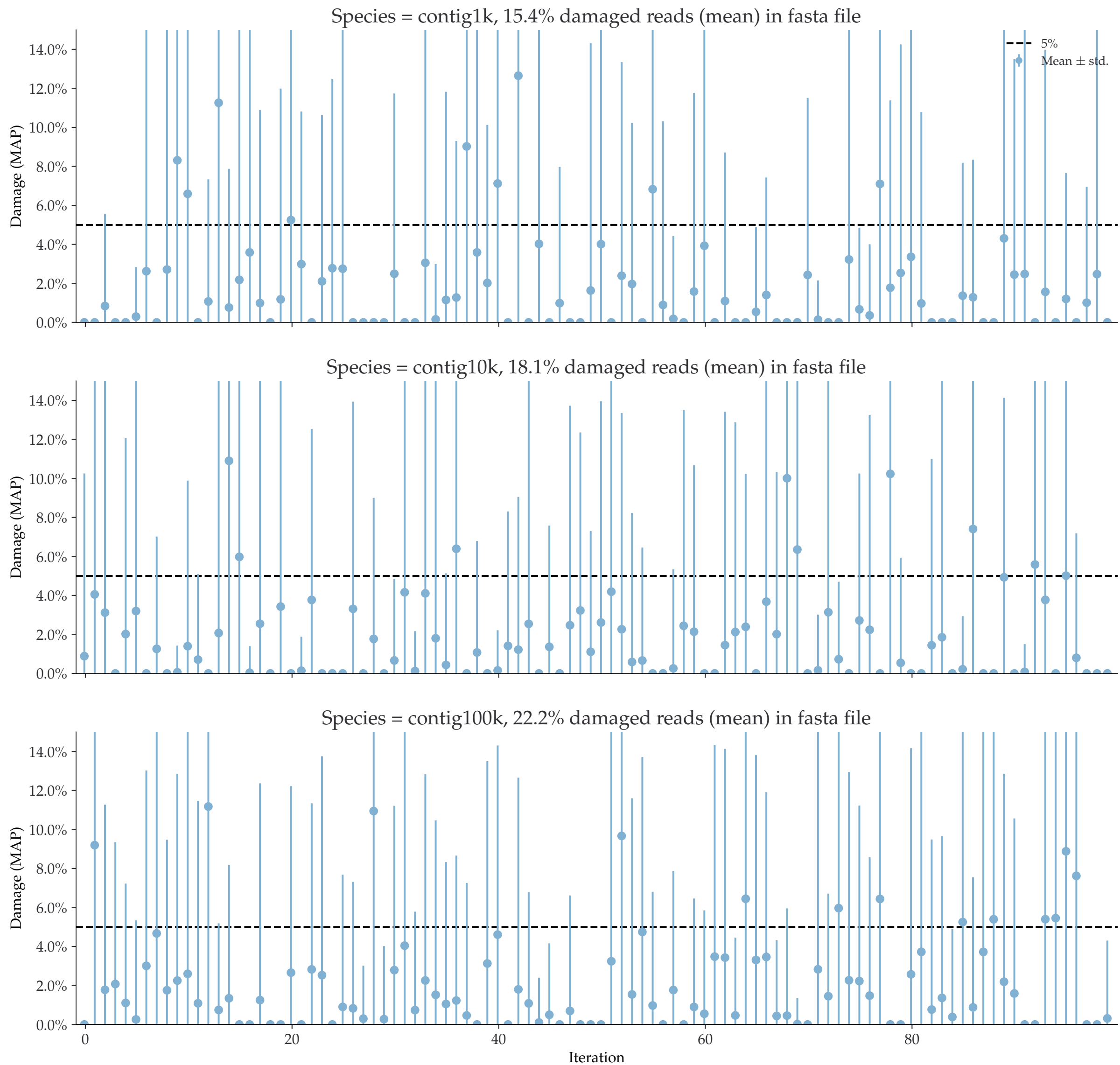


Species = contig100k, 14.8% damaged reads (mean) in fasta file



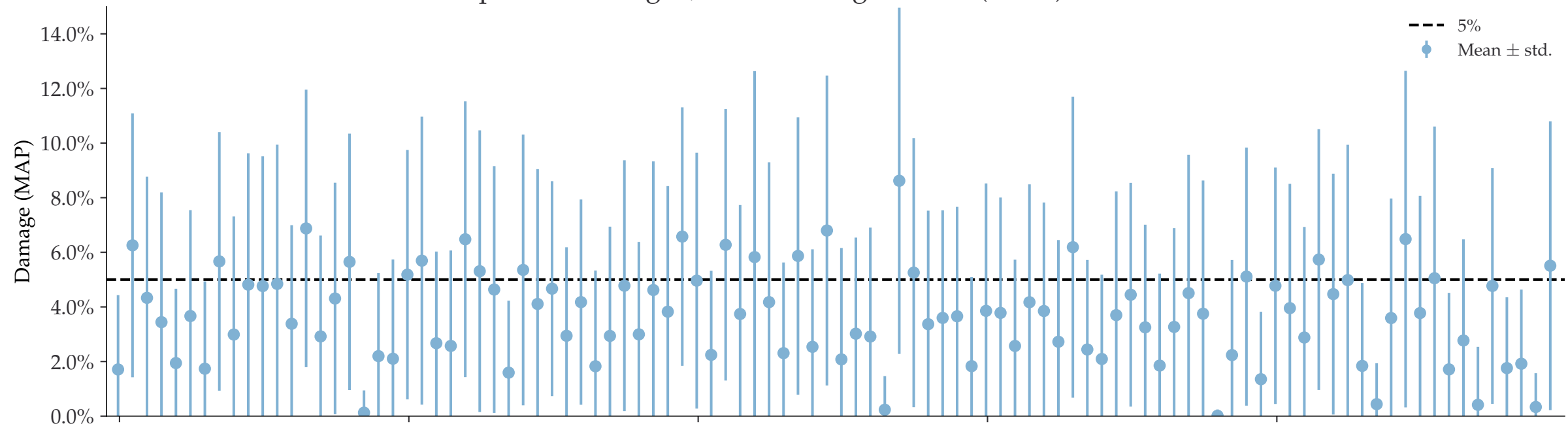
Iteration

Individual damages:
10 reads
Briggs damage = 0.138
Damage percent = 5%

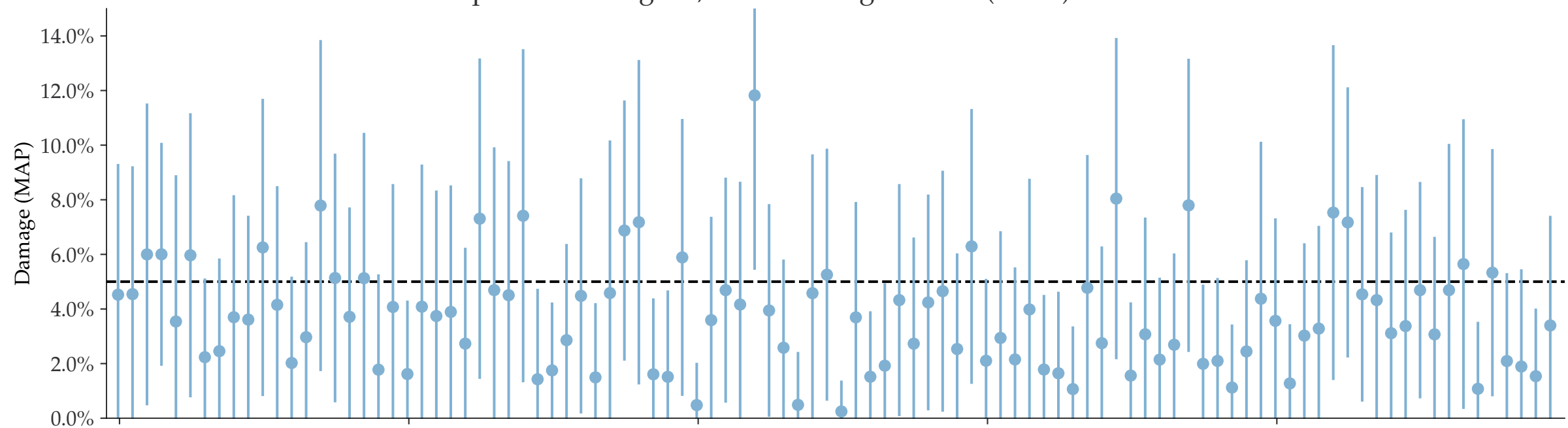


Individual damages:
100 reads
Briggs damage = 0.138
Damage percent = 5%

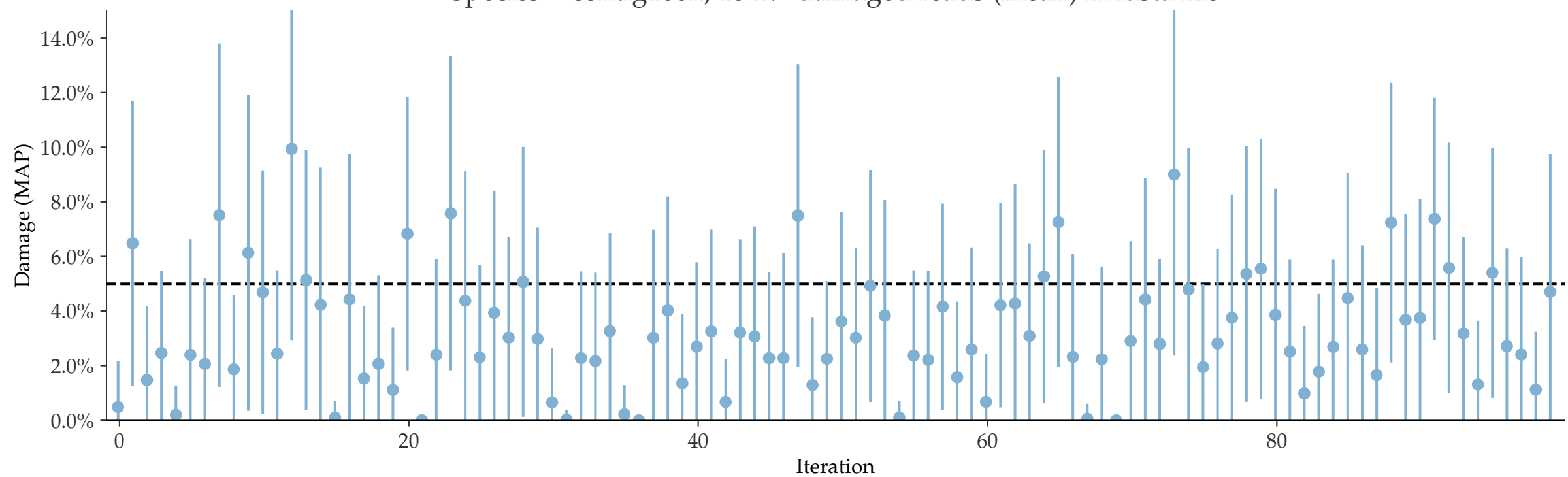
Species = contig1k, 17.3% damaged reads (mean) in fasta file



Species = contig10k, 18.7% damaged reads (mean) in fasta file

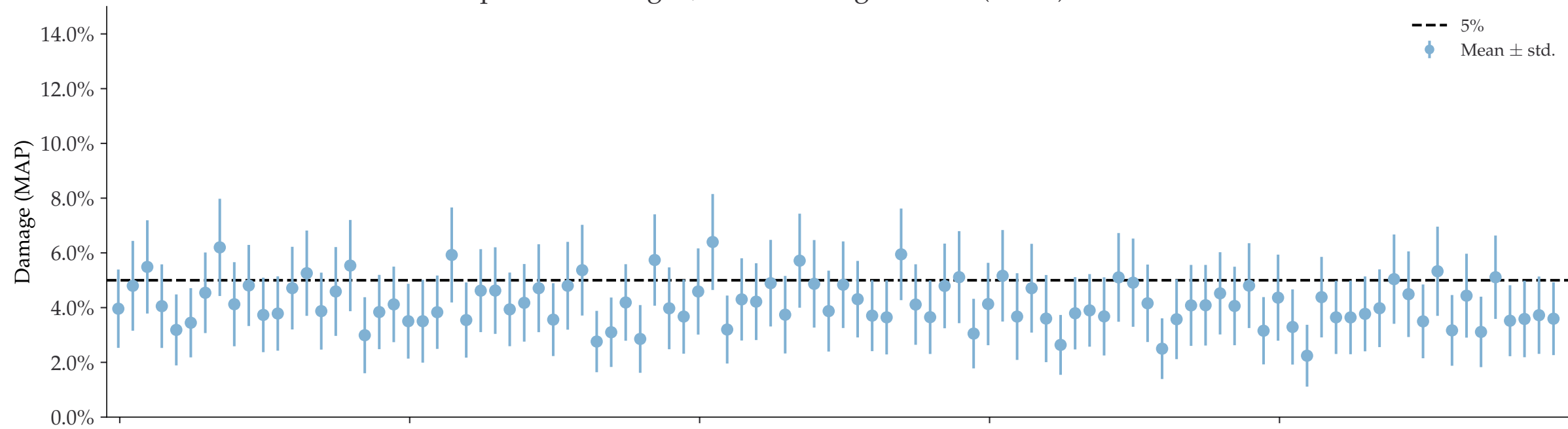


Species = contig100k, 18.2% damaged reads (mean) in fasta file

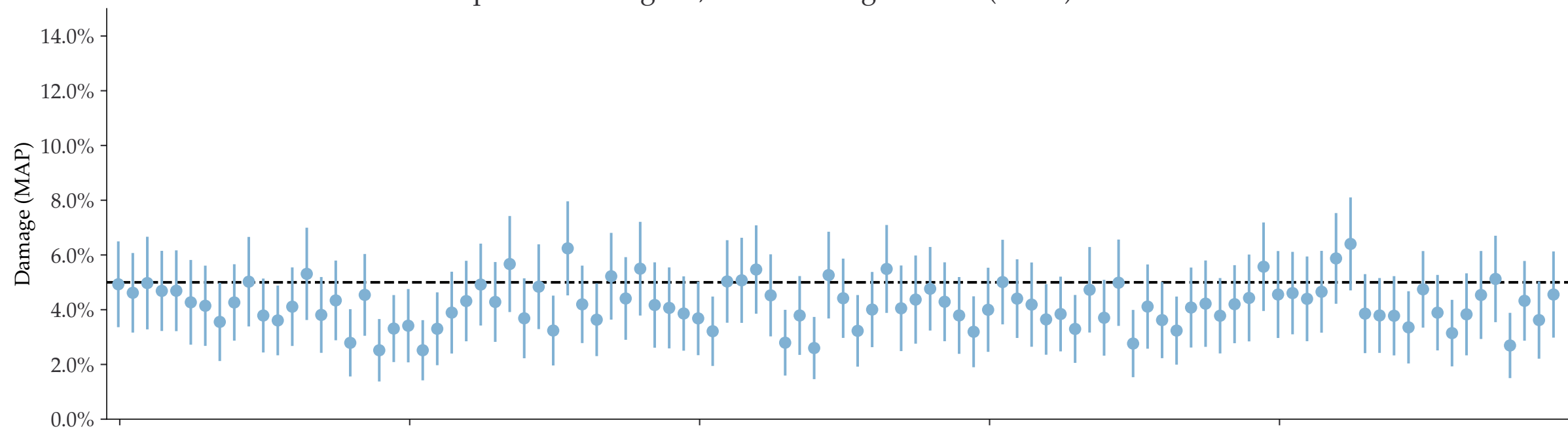


Individual damages:
1000 reads
Briggs damage = 0.138
Damage percent = 5%

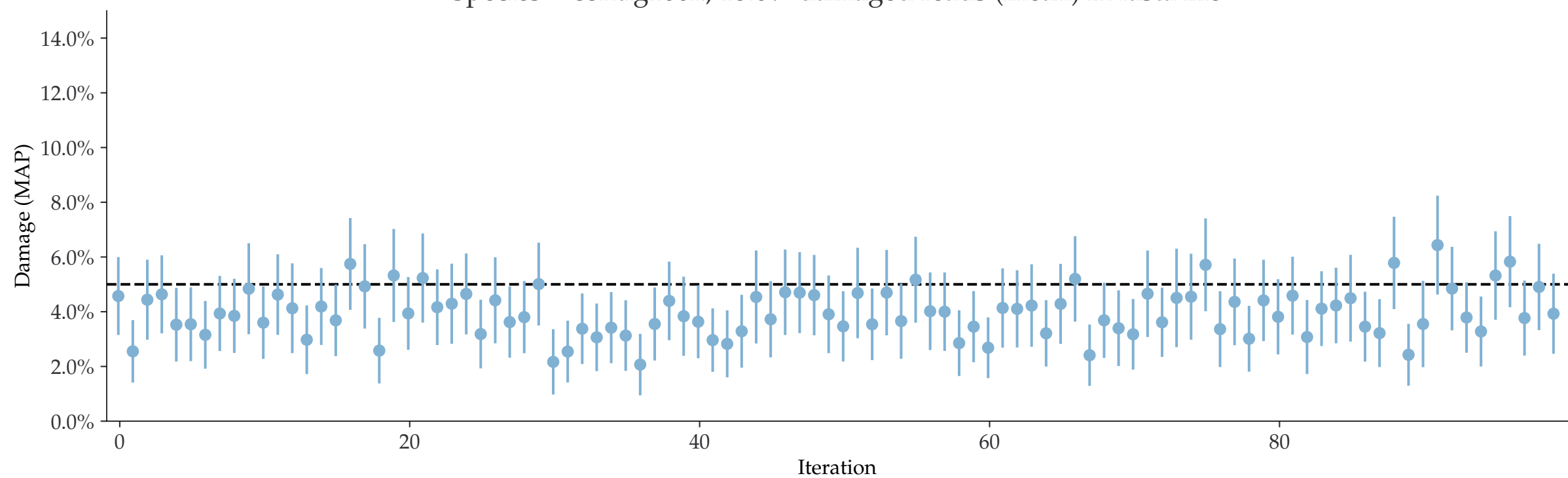
Species = contig1k, 16.9% damaged reads (mean) in fasta file



Species = contig10k, 18.1% damaged reads (mean) in fasta file

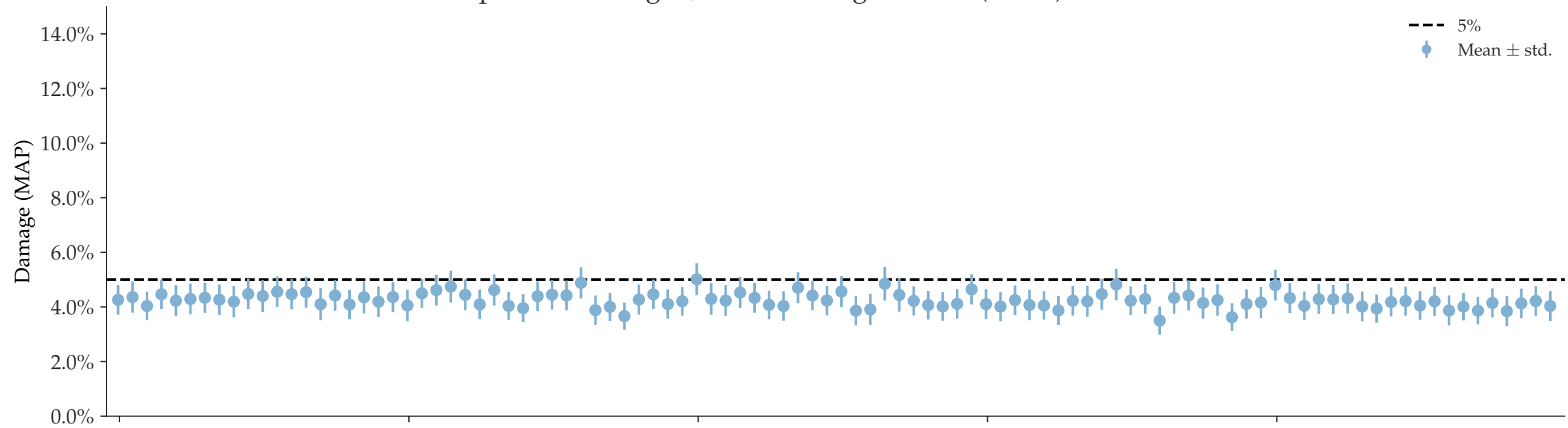


Species = contig100k, 18.0% damaged reads (mean) in fasta file

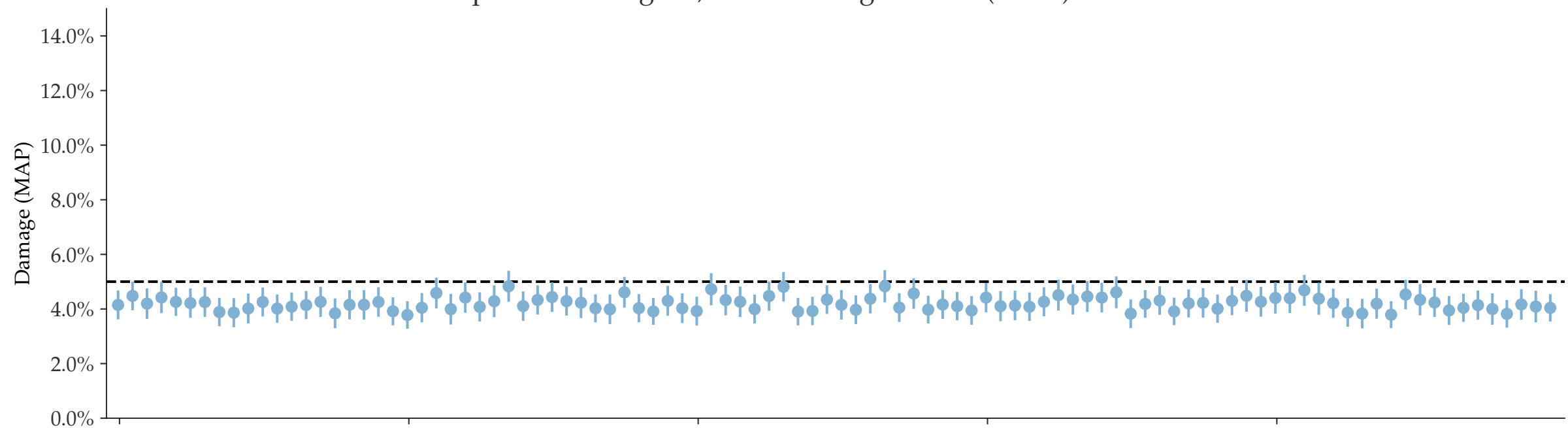


Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent = 5%

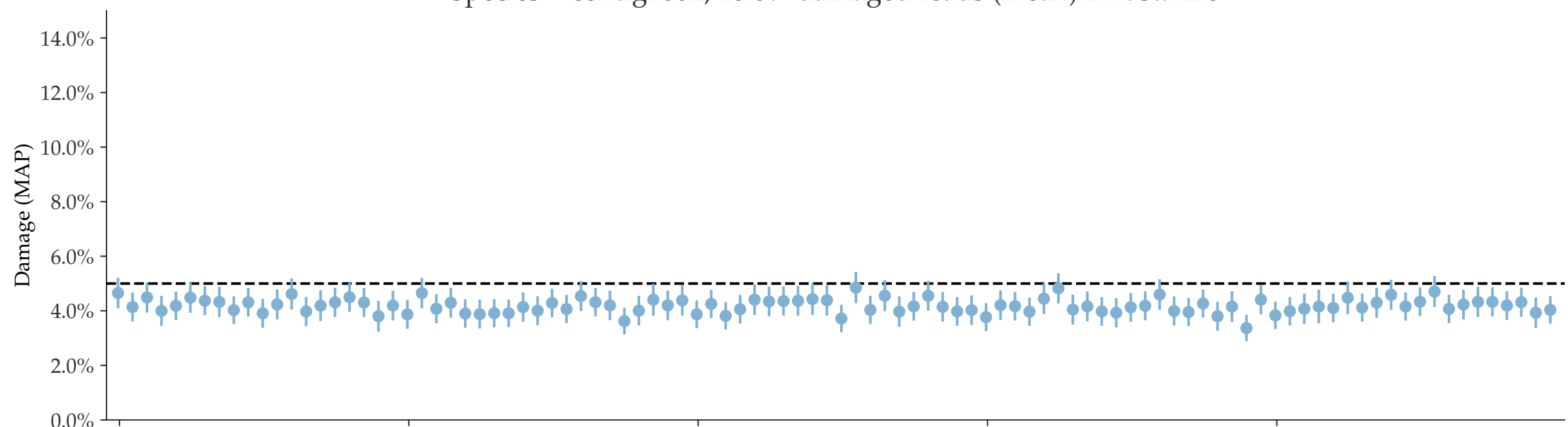
Species = contig1k, 16.6% damaged reads (mean) in fasta file



Species = contig10k, 17.9% damaged reads (mean) in fasta file



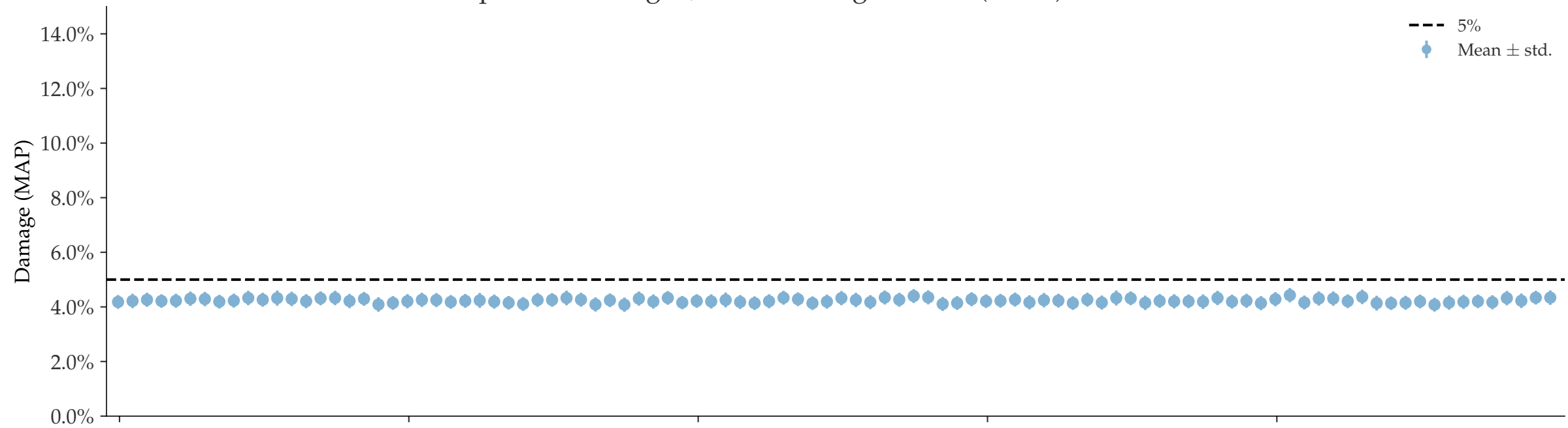
Species = contig100k, 18.0% damaged reads (mean) in fasta file



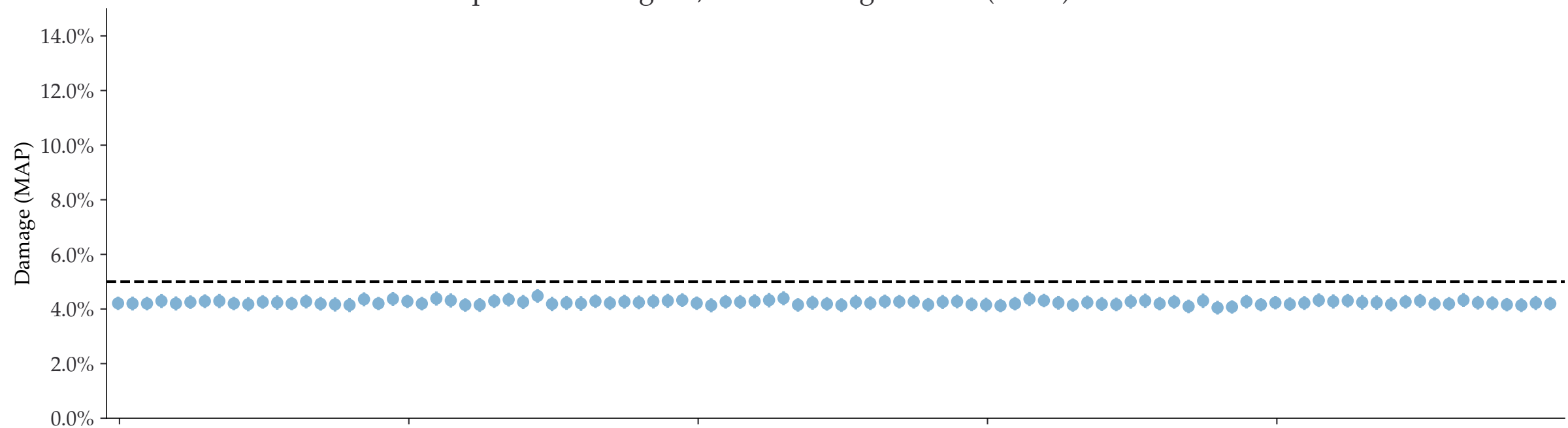
Iteration

Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent = 5%

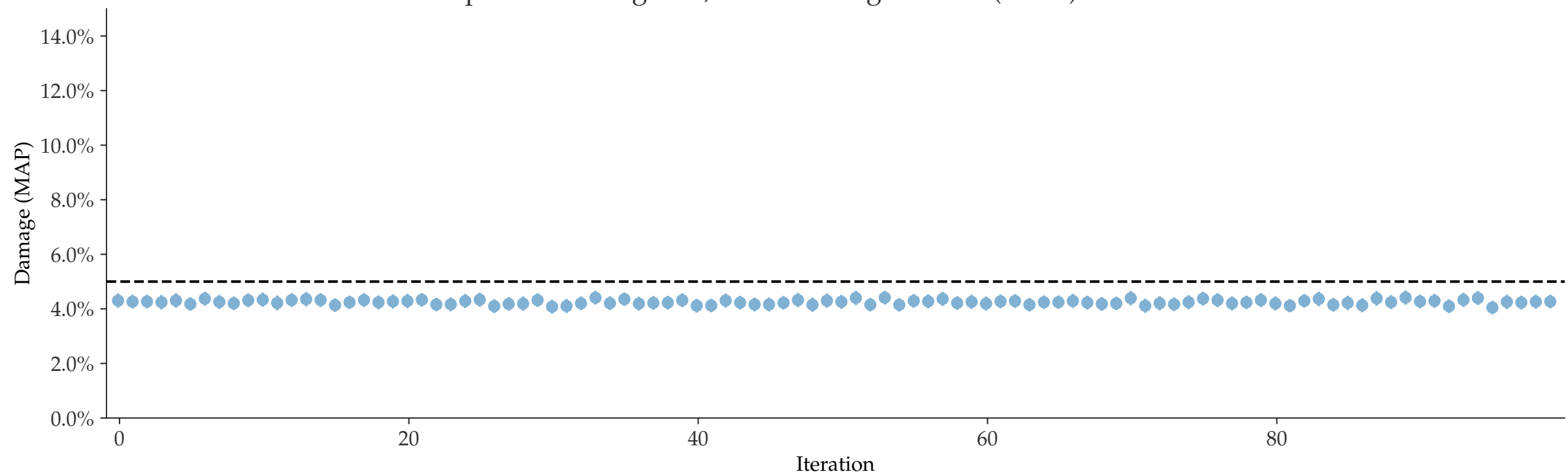
Species = contig1k, 16.6% damaged reads (mean) in fasta file



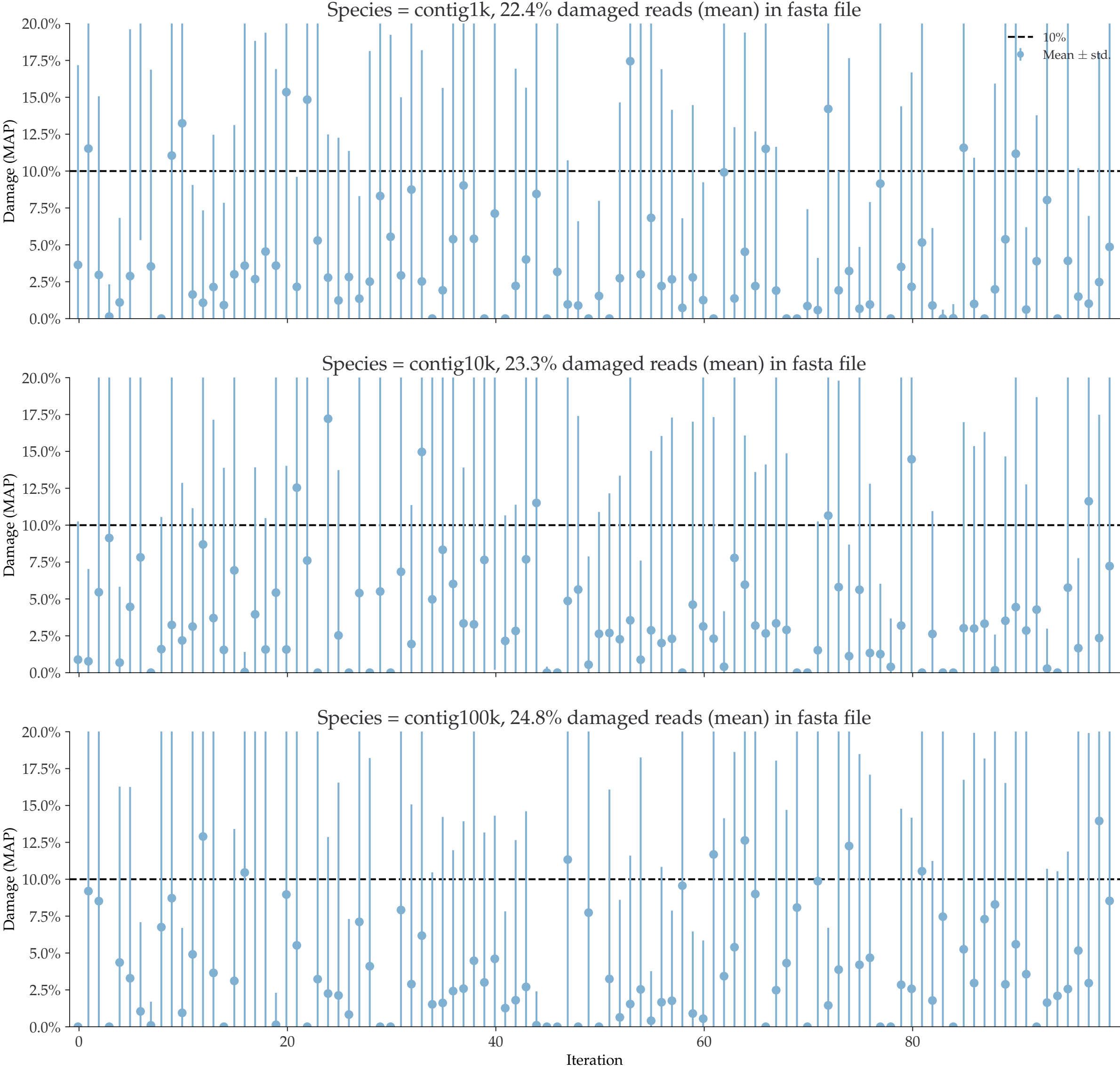
Species = contig10k, 18.0% damaged reads (mean) in fasta file



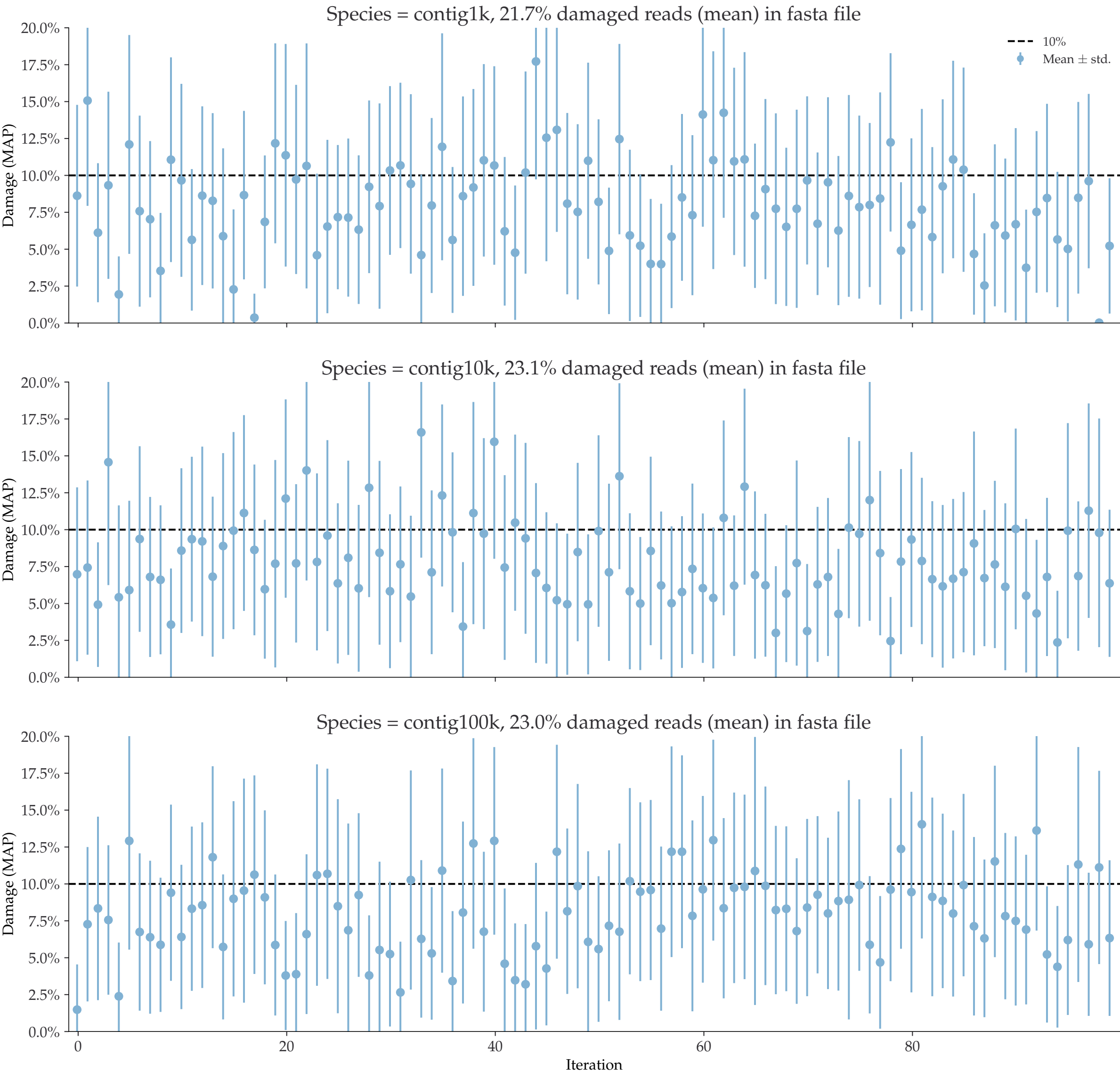
Species = contig100k, 18.0% damaged reads (mean) in fasta file



Individual damages:
10 reads
Briggs damage = 0.303
Damage percent = 10%



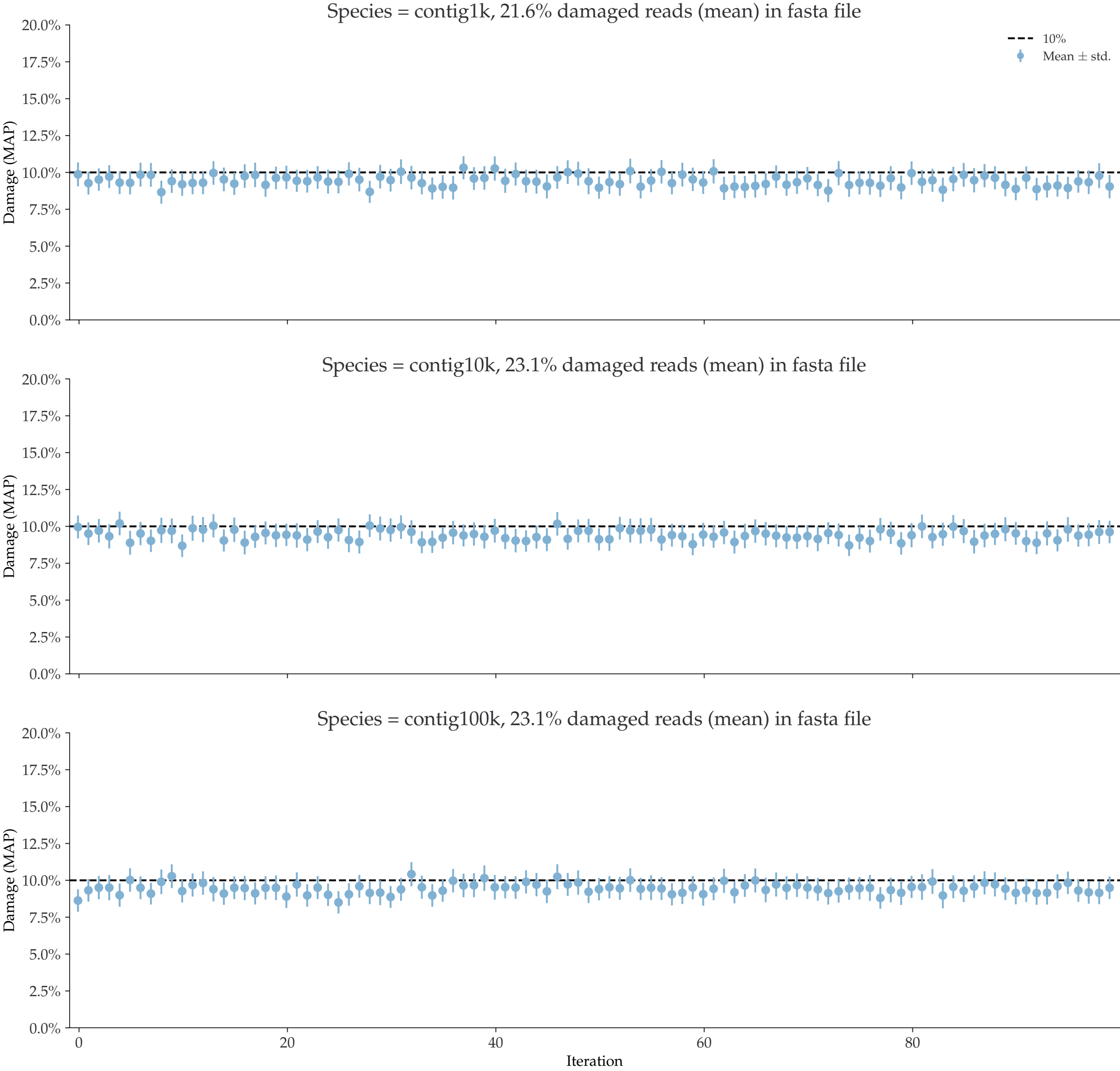
Individual damages:
100 reads
Briggs damage = 0.303
Damage percent = 10%



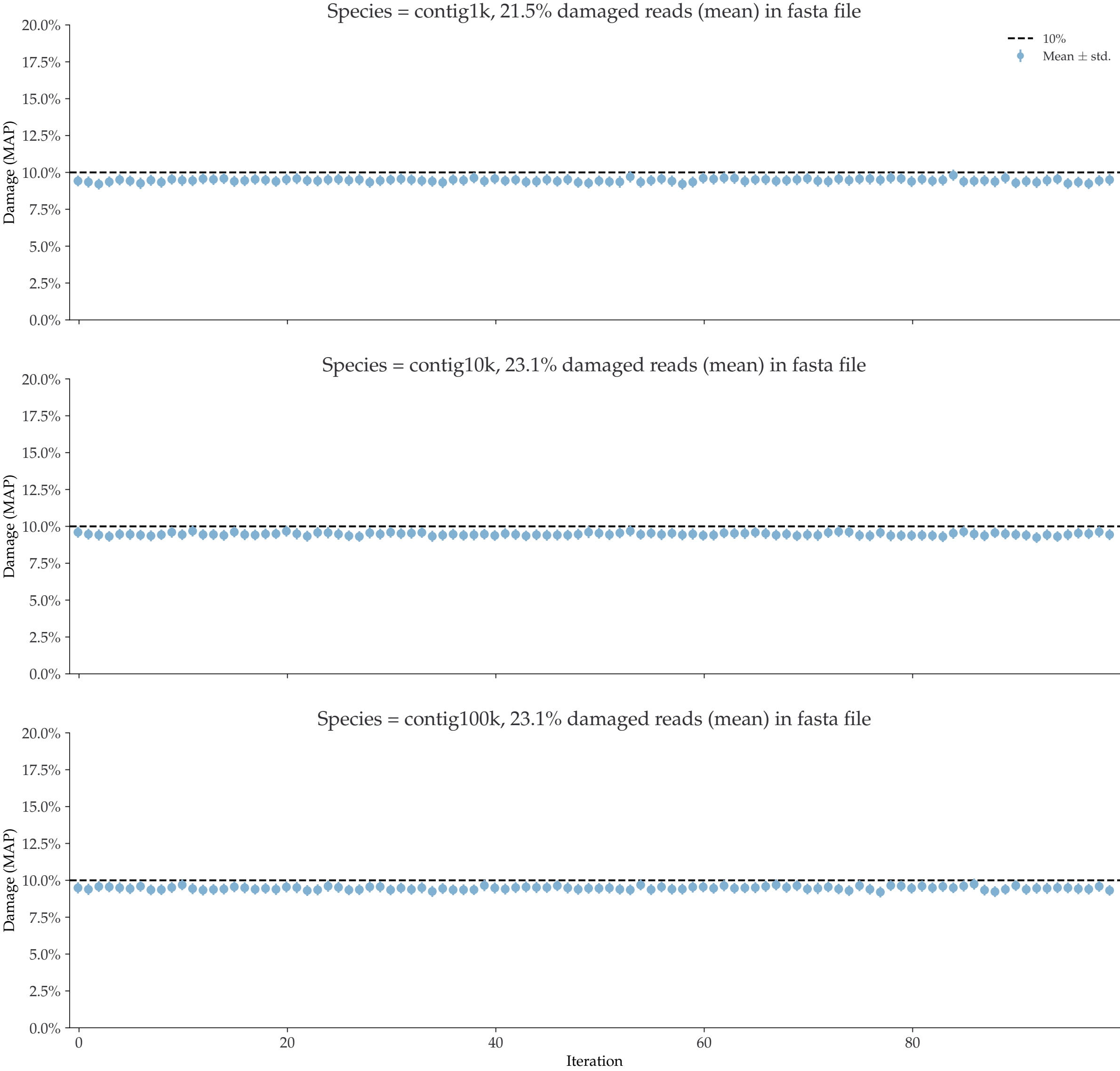
Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent = 10%



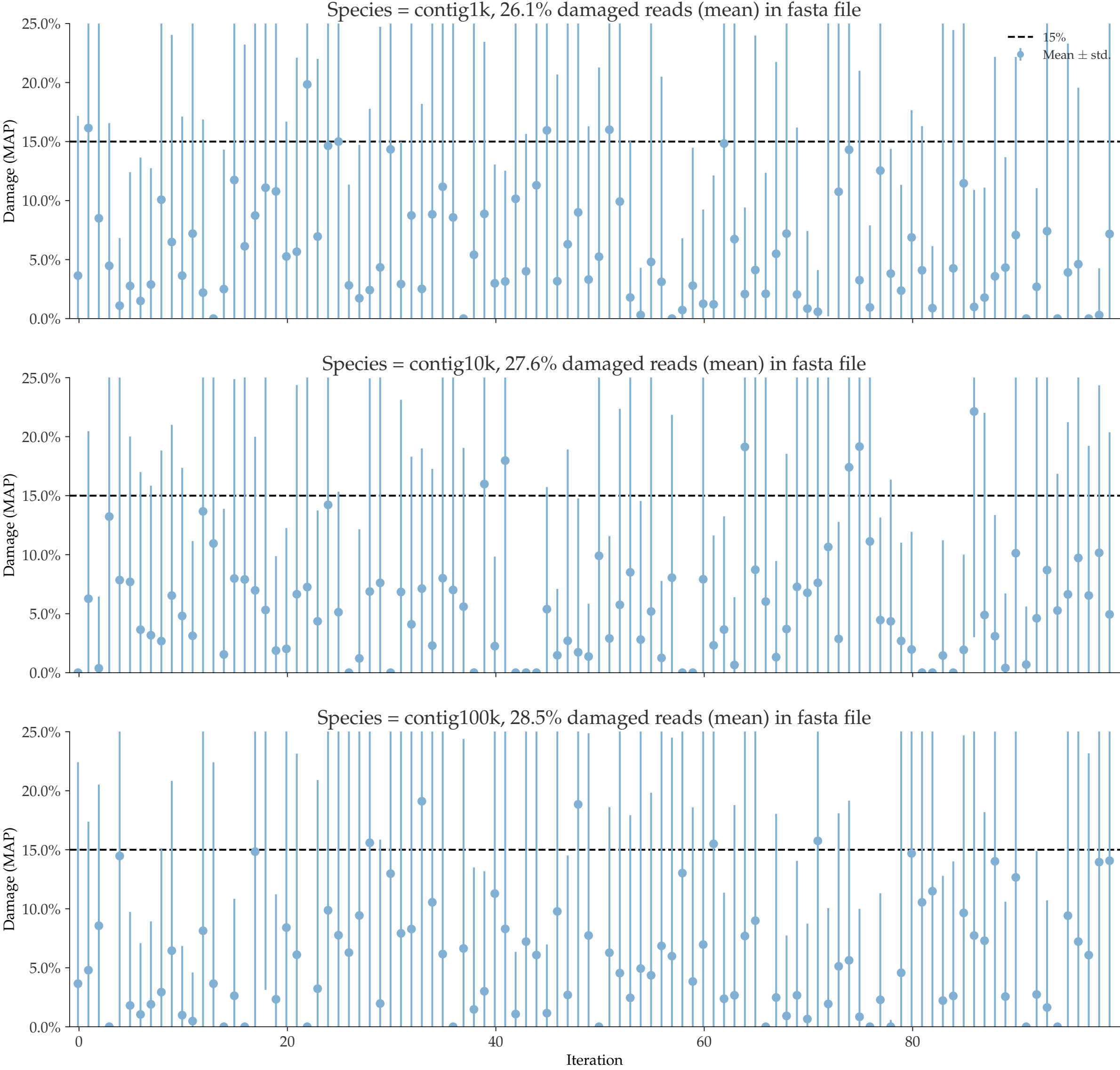
Individual damages:
10000 reads
Briggs damage = 0.303
Damage percent = 10%



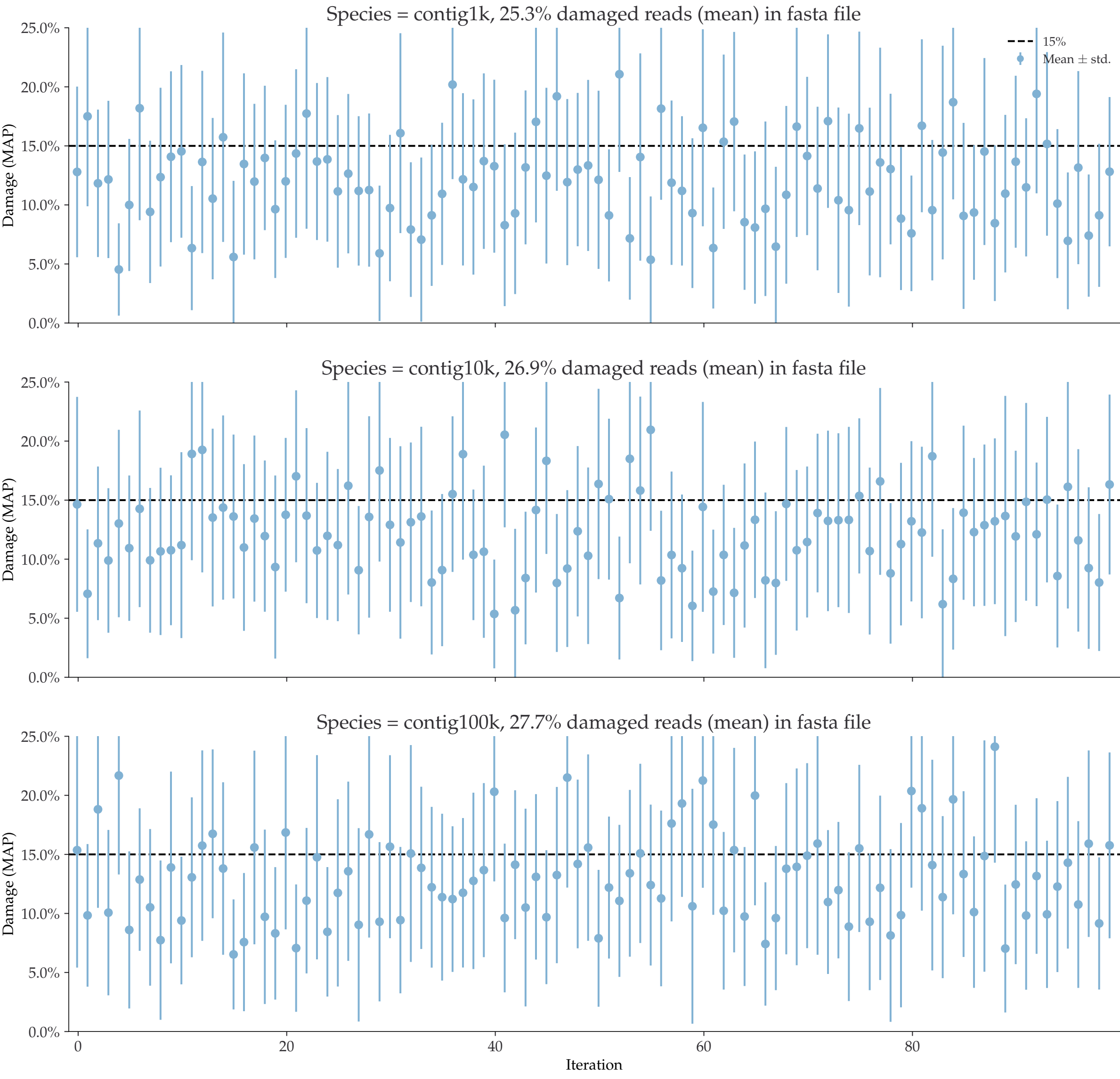
Individual damages:
100000 reads
Briggs damage = 0.303
Damage percent = 10%



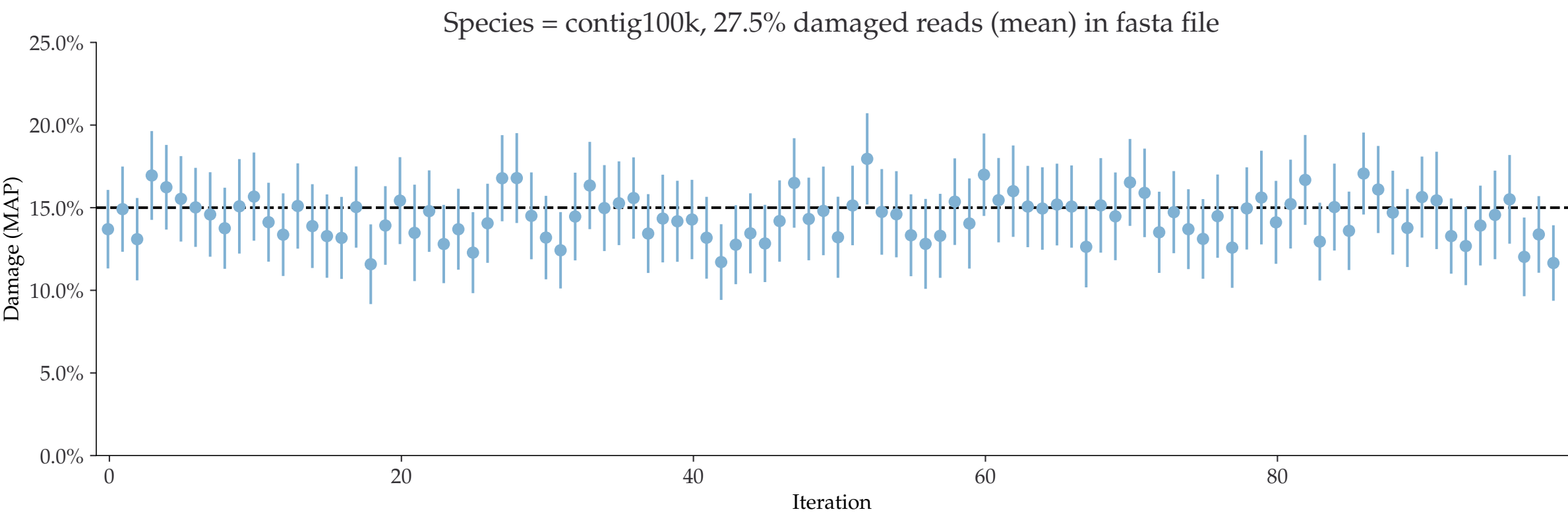
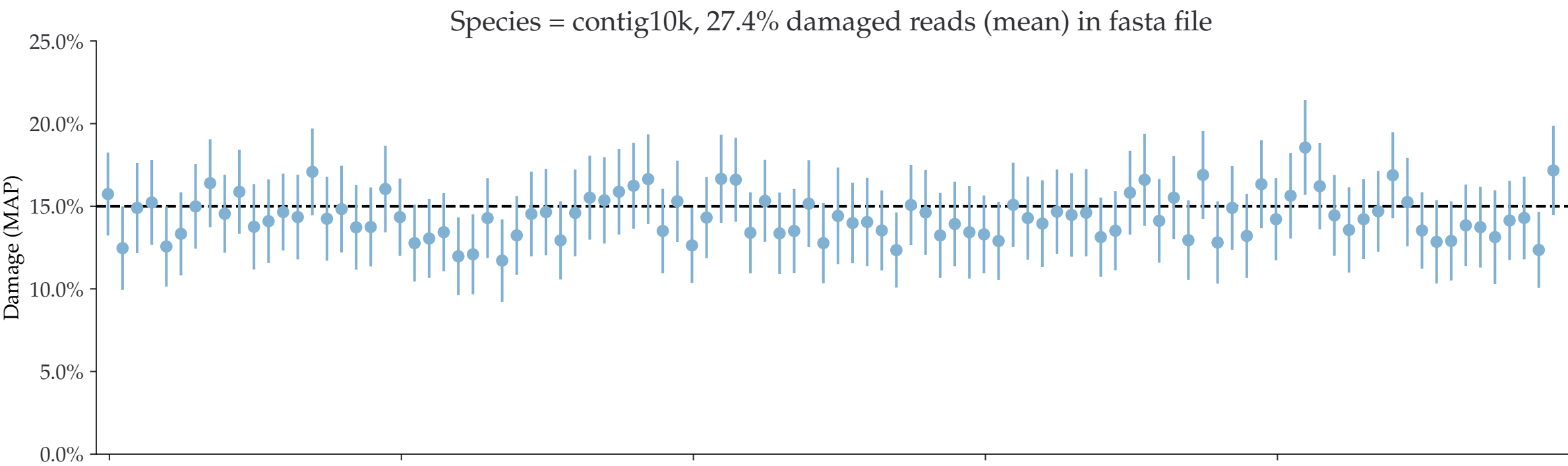
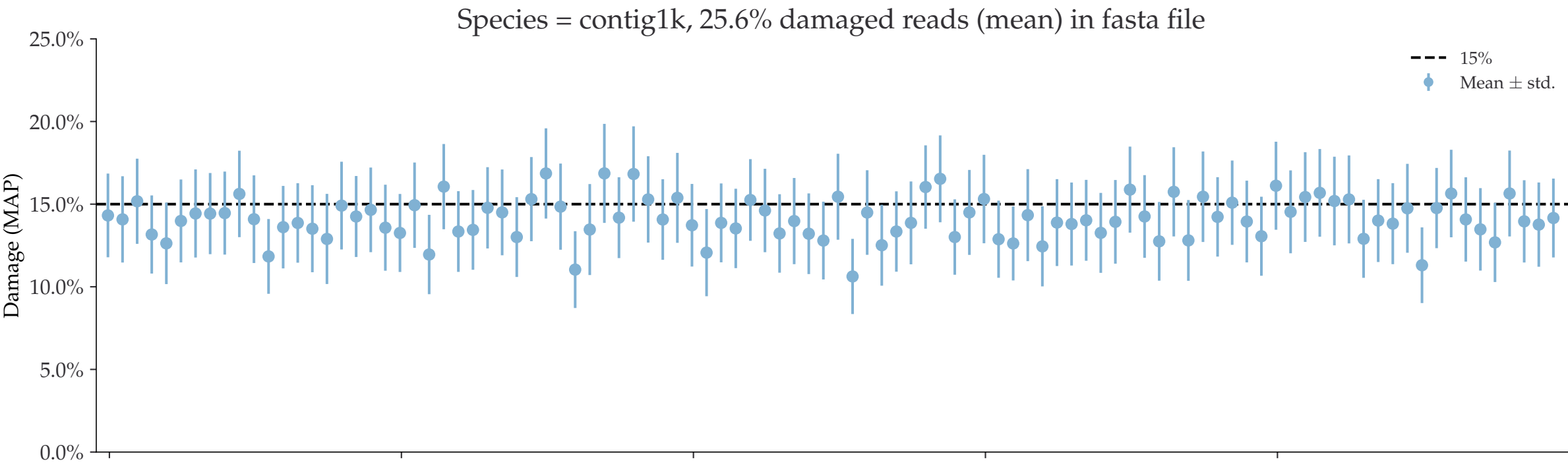
Individual damages:
10 reads
Briggs damage = 0.466
Damage percent = 15%



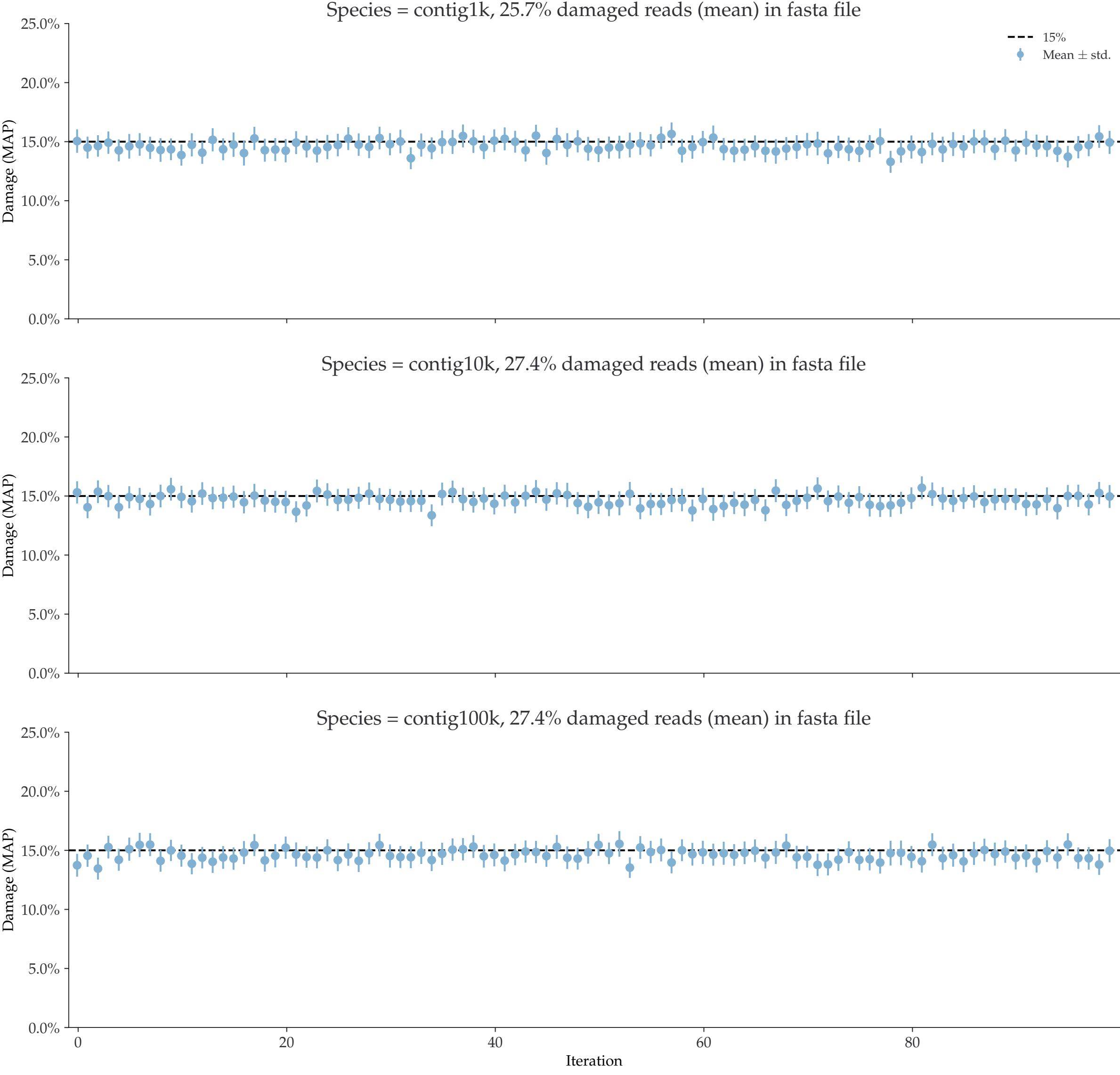
Individual damages:
100 reads
Briggs damage = 0.466
Damage percent = 15%



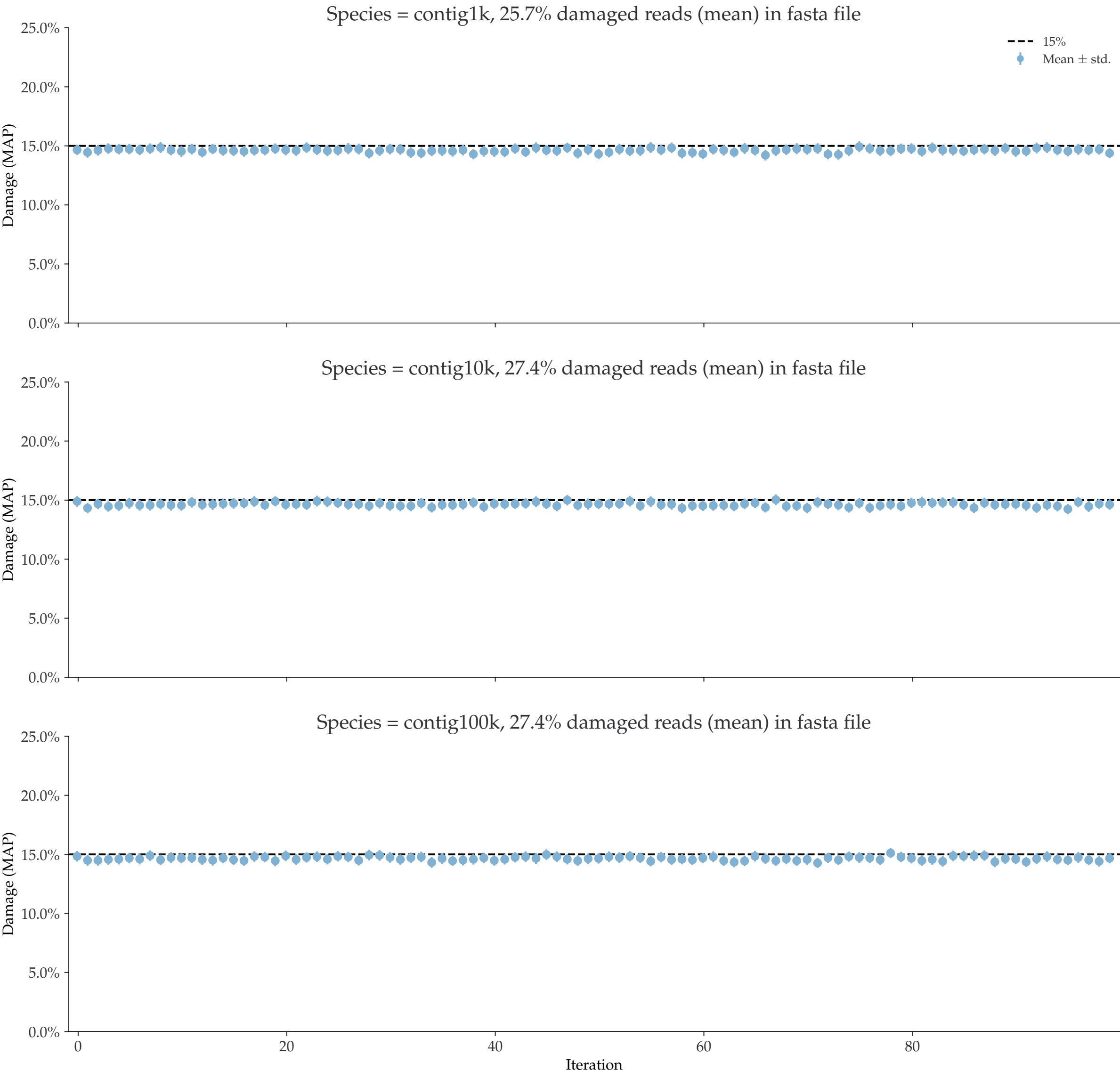
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent = 15%



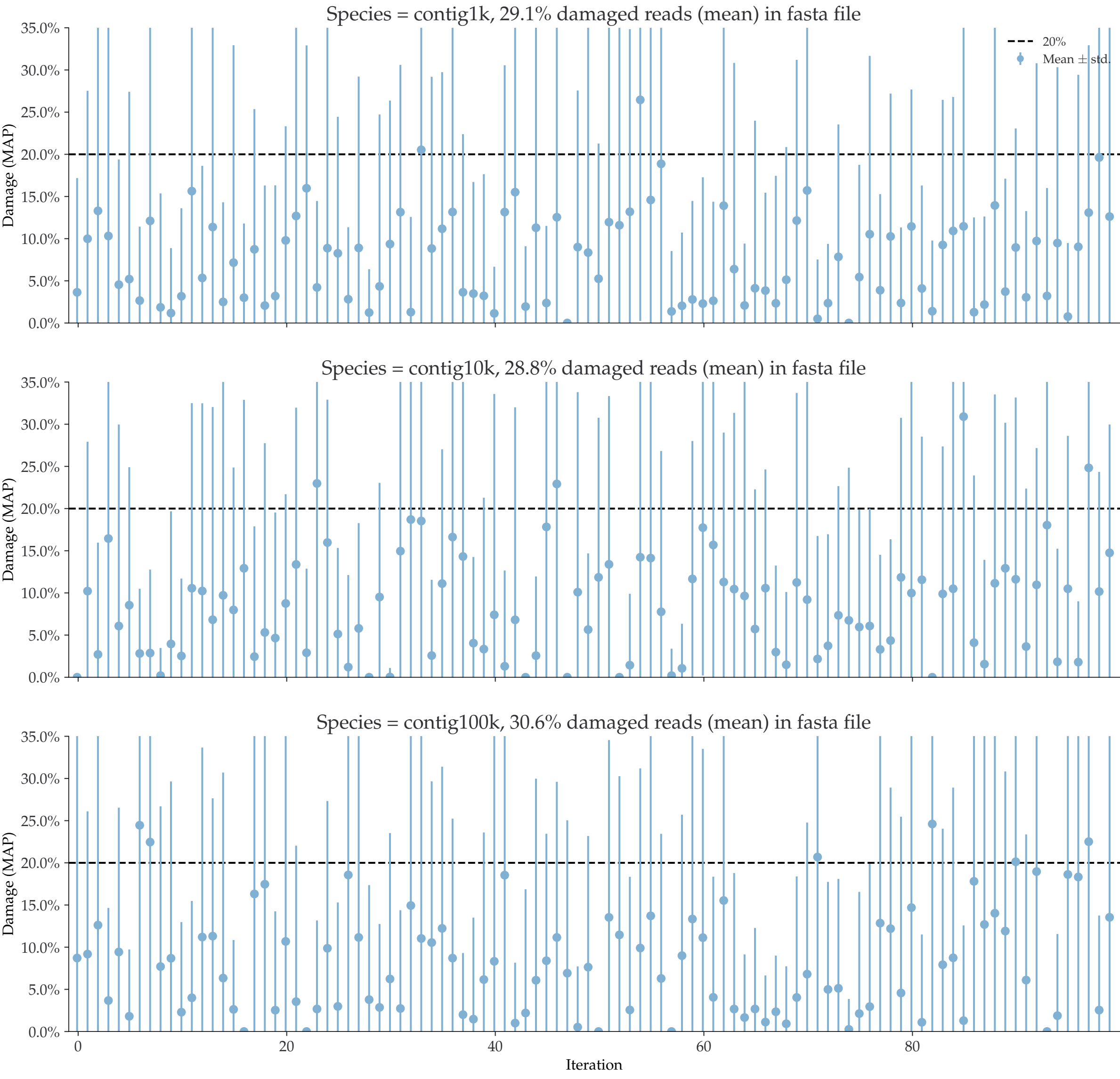
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent = 15%



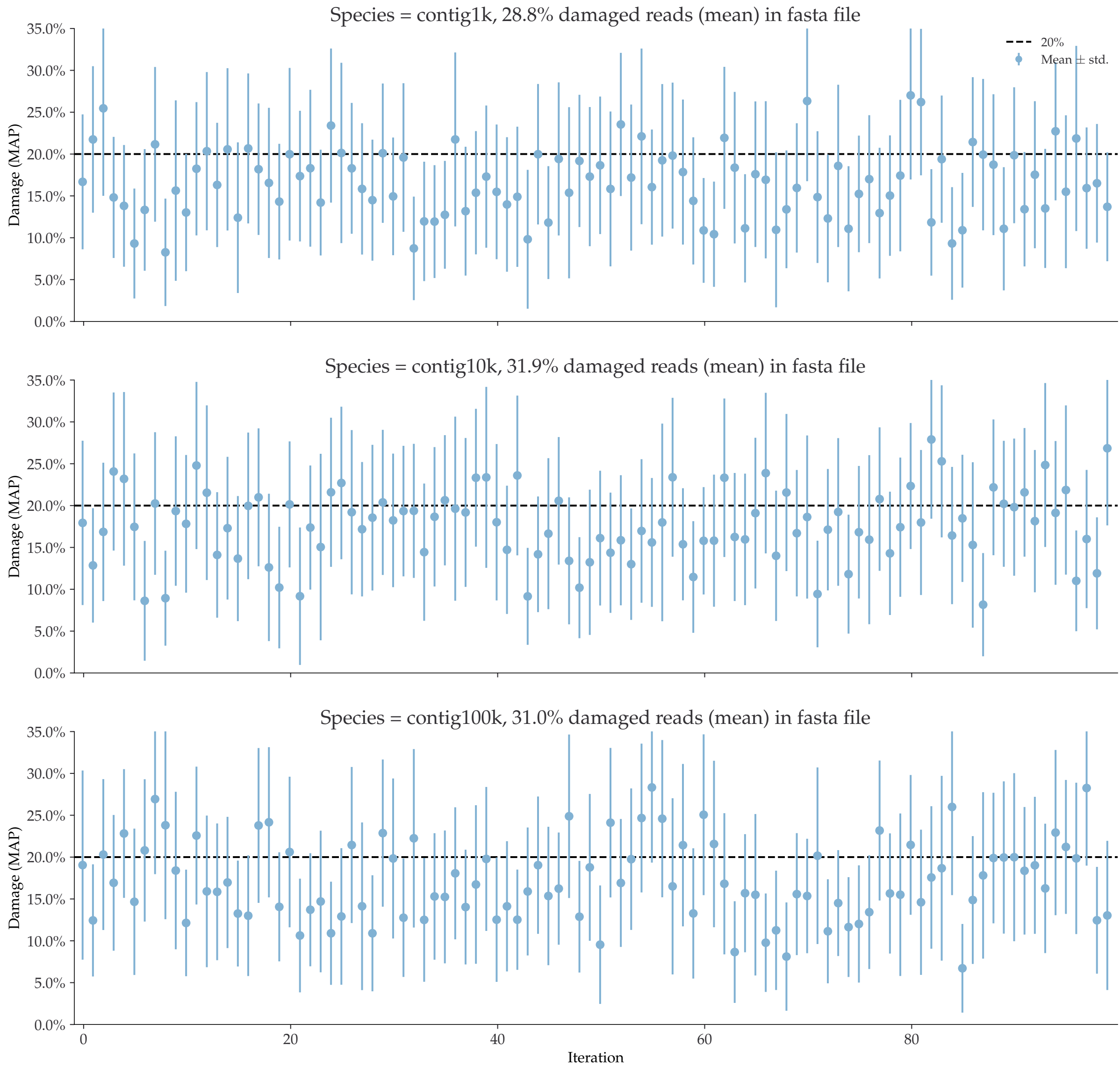
Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent = 15%



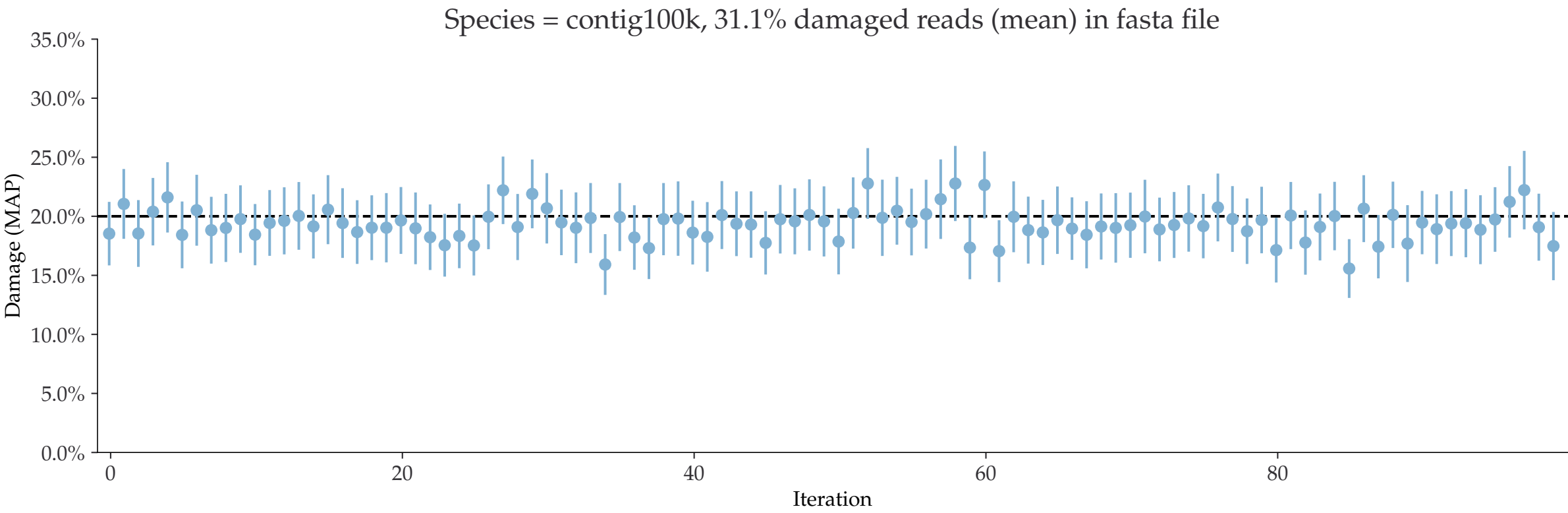
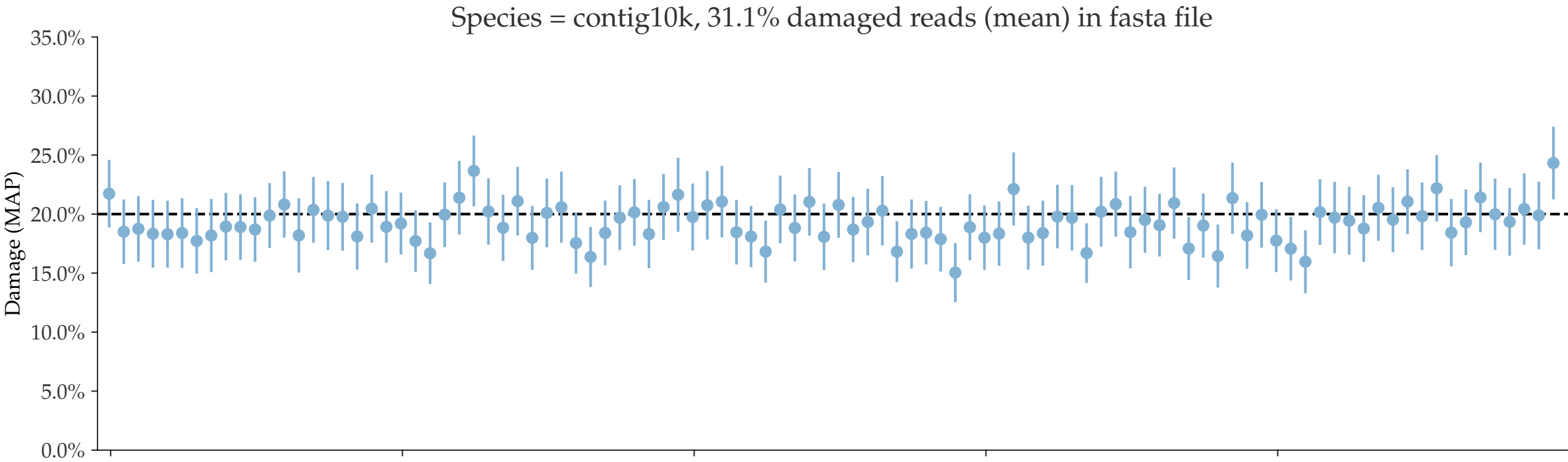
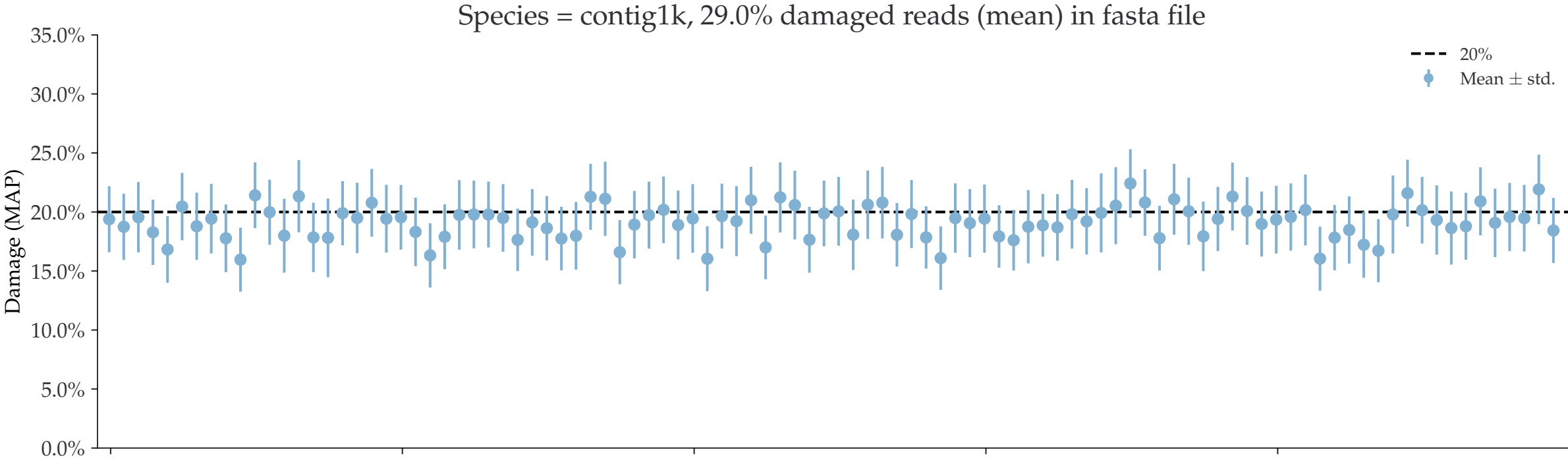
Individual damages:
10 reads
Briggs damage = 0.626
Damage percent = 20%



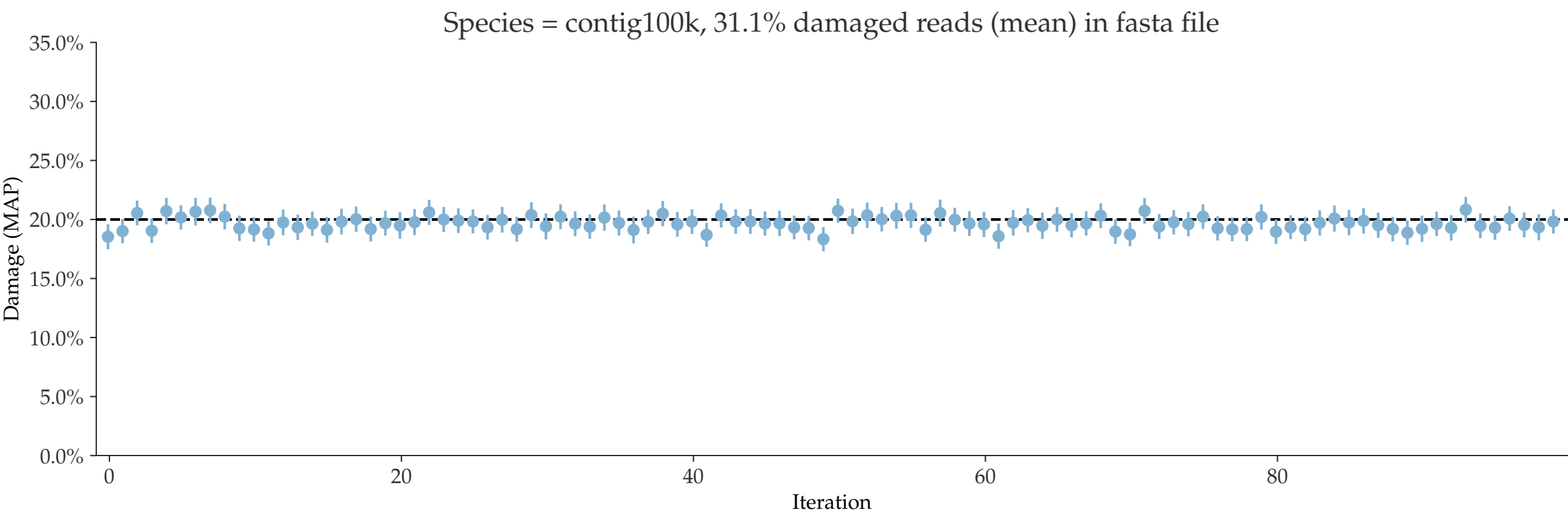
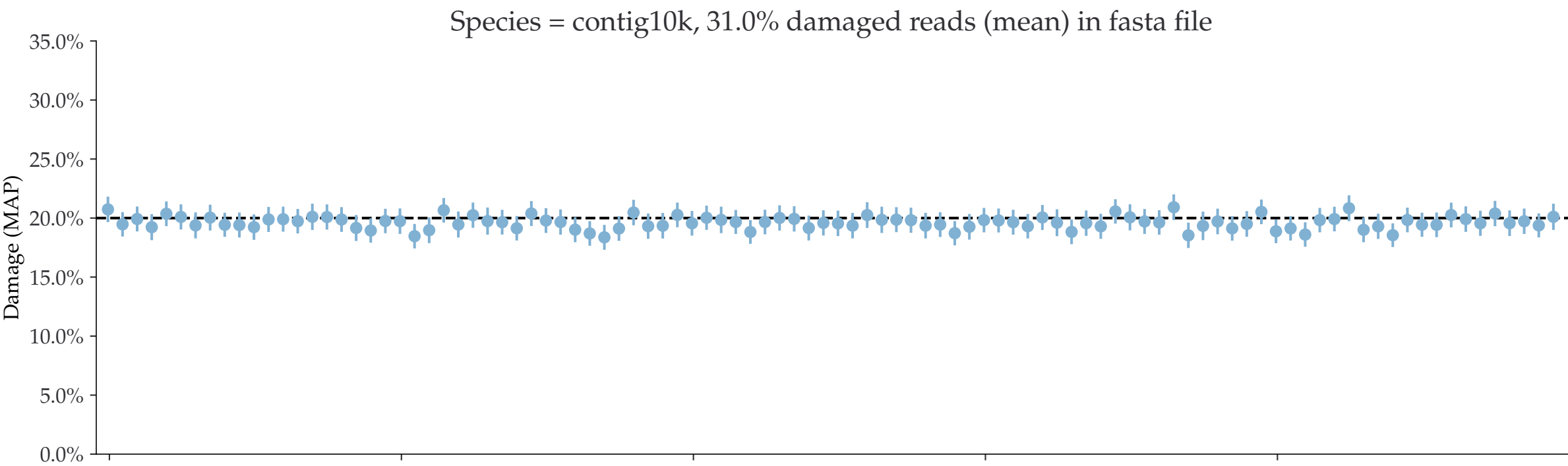
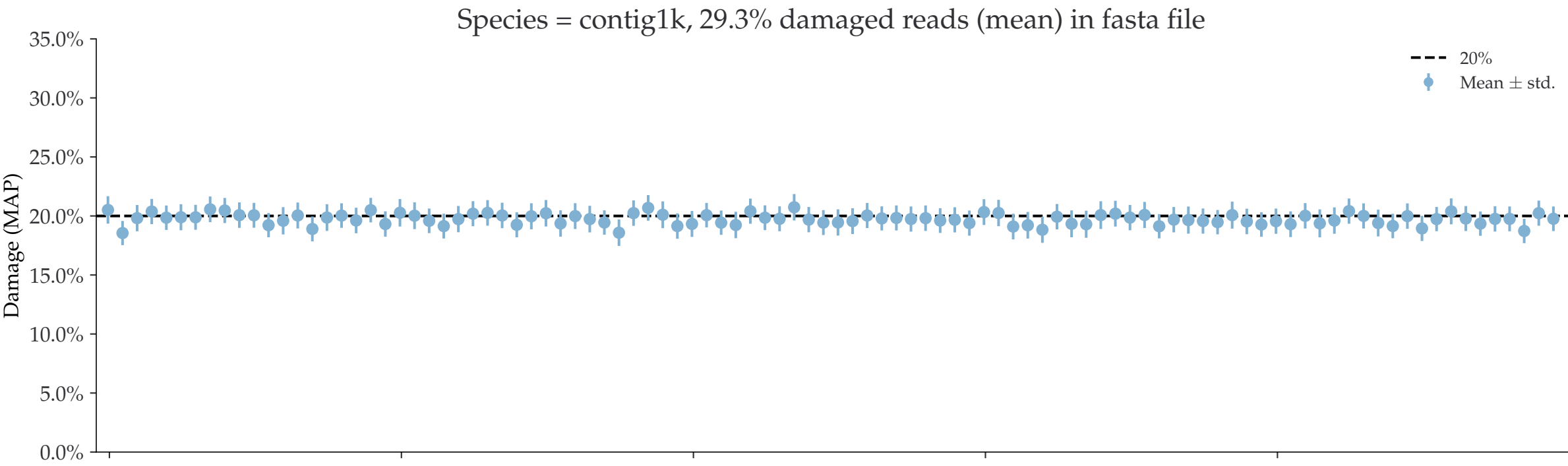
Individual damages:
100 reads
Briggs damage = 0.626
Damage percent = 20%



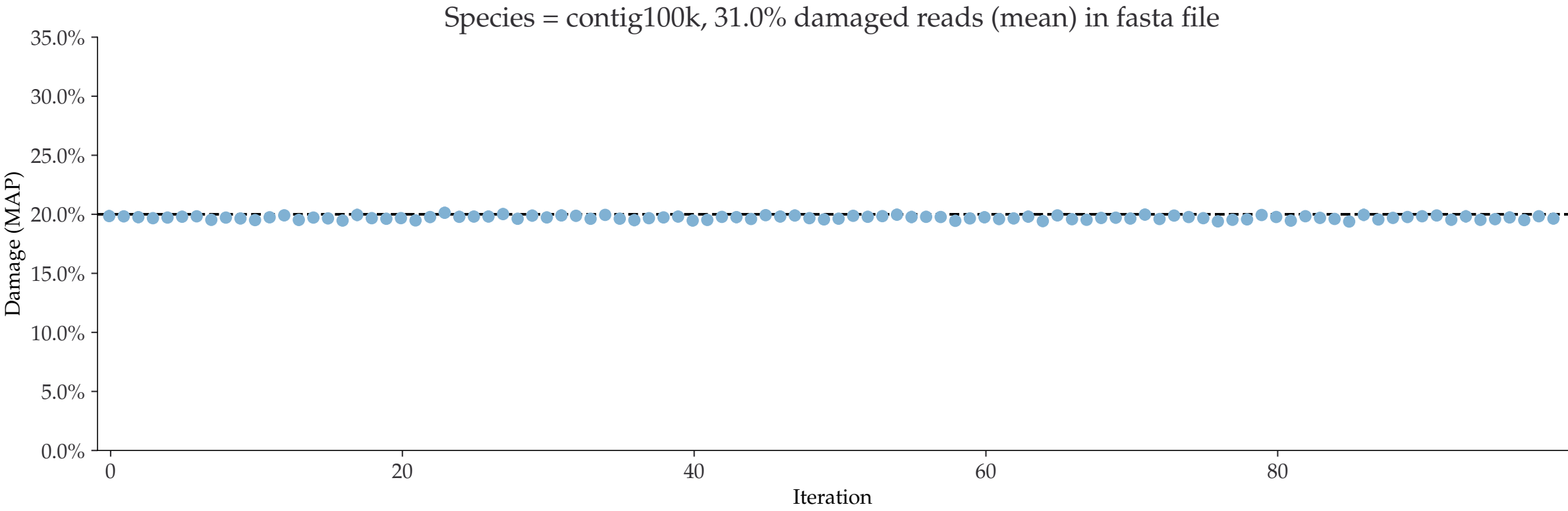
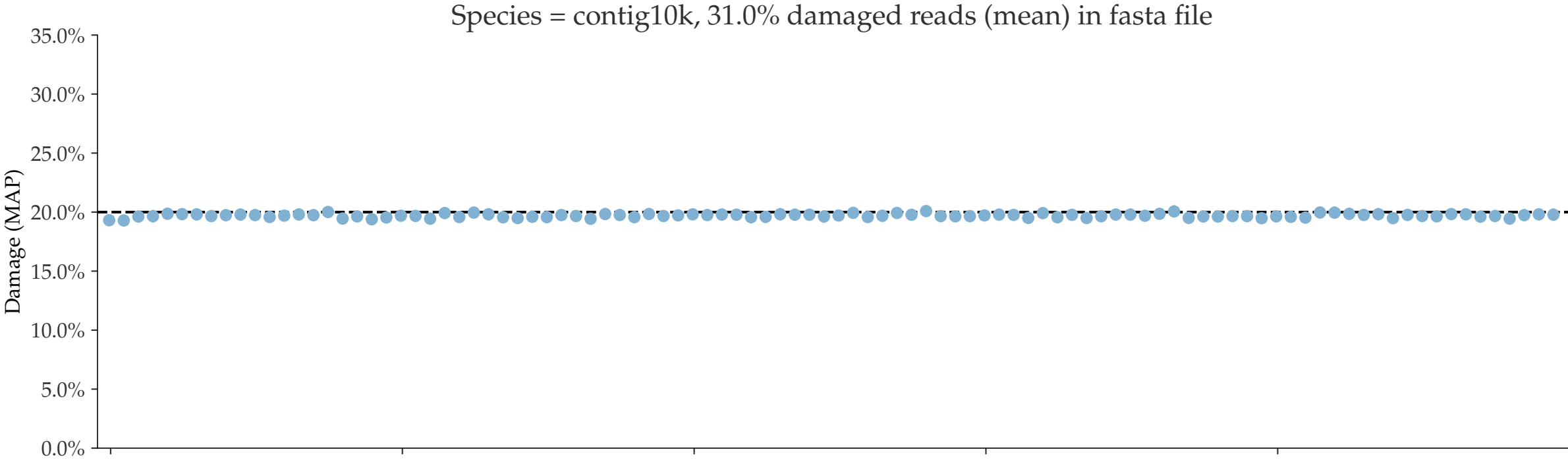
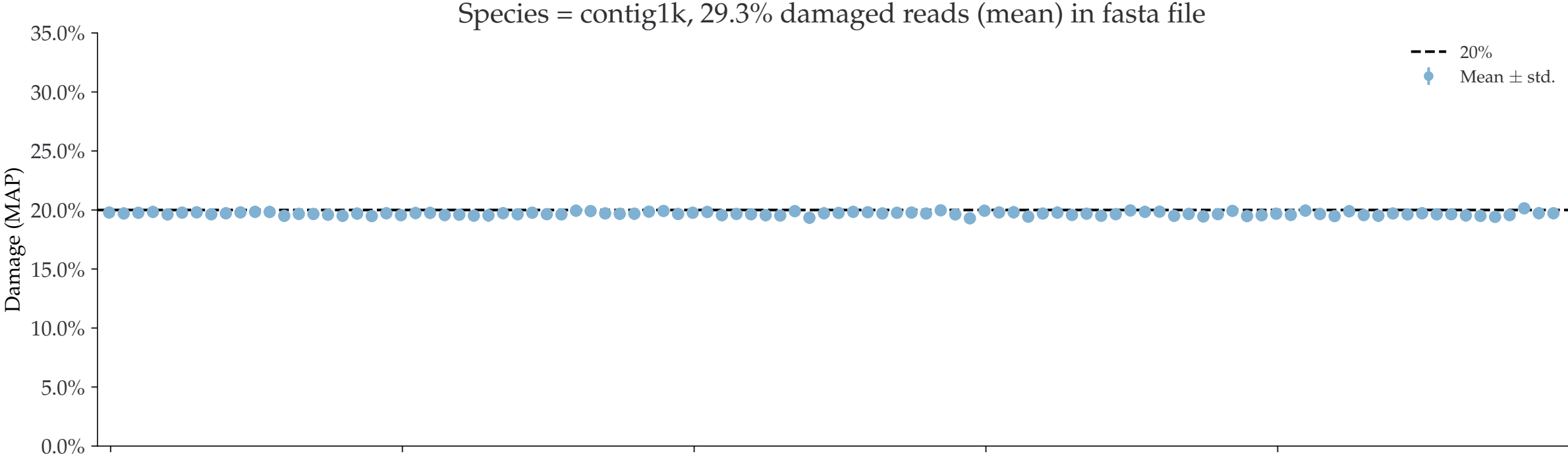
Individual damages:
1000 reads
Briggs damage = 0.626
Damage percent = 20%



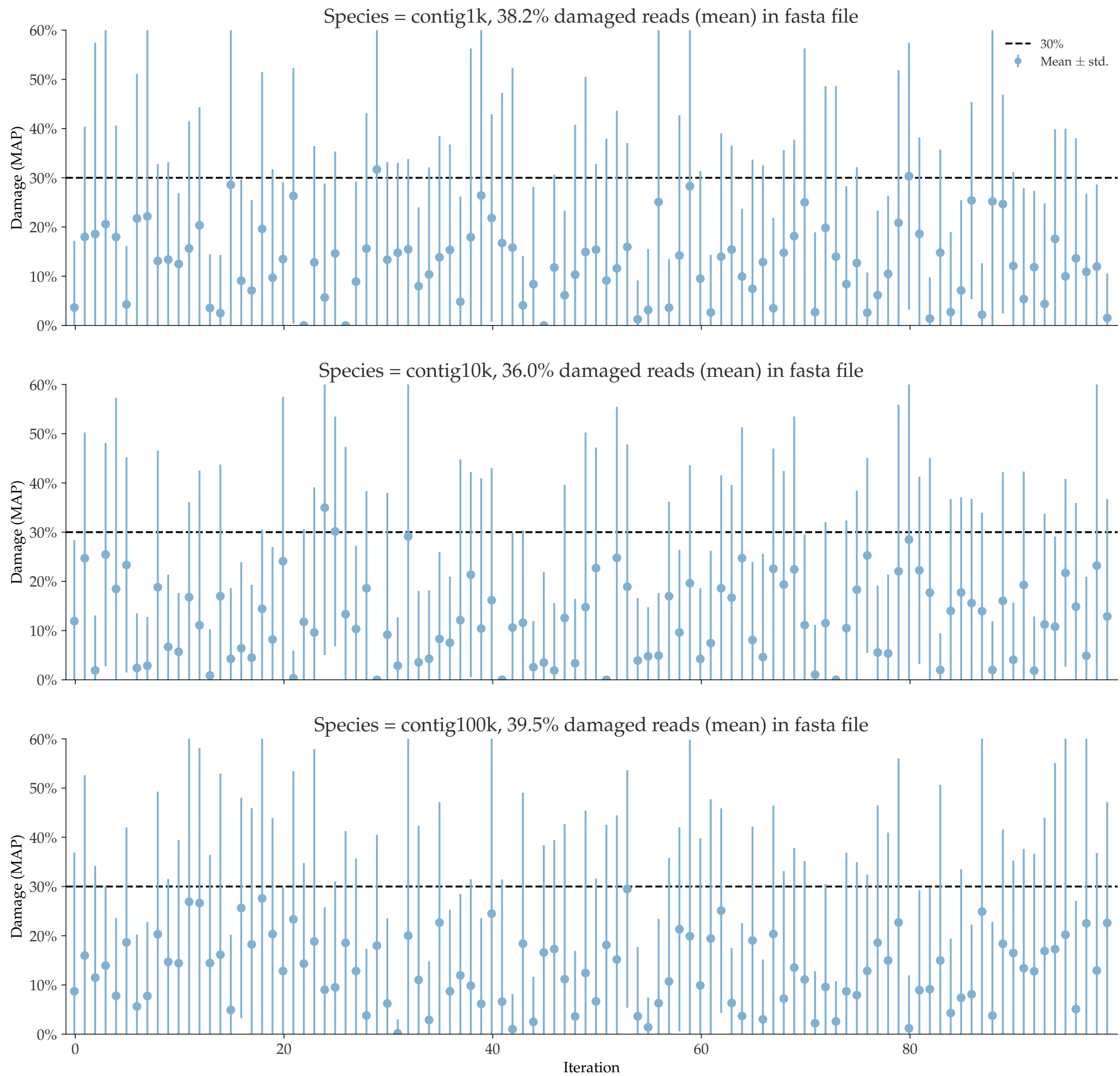
Individual damages:
10000 reads
Briggs damage = 0.626
Damage percent = 20%



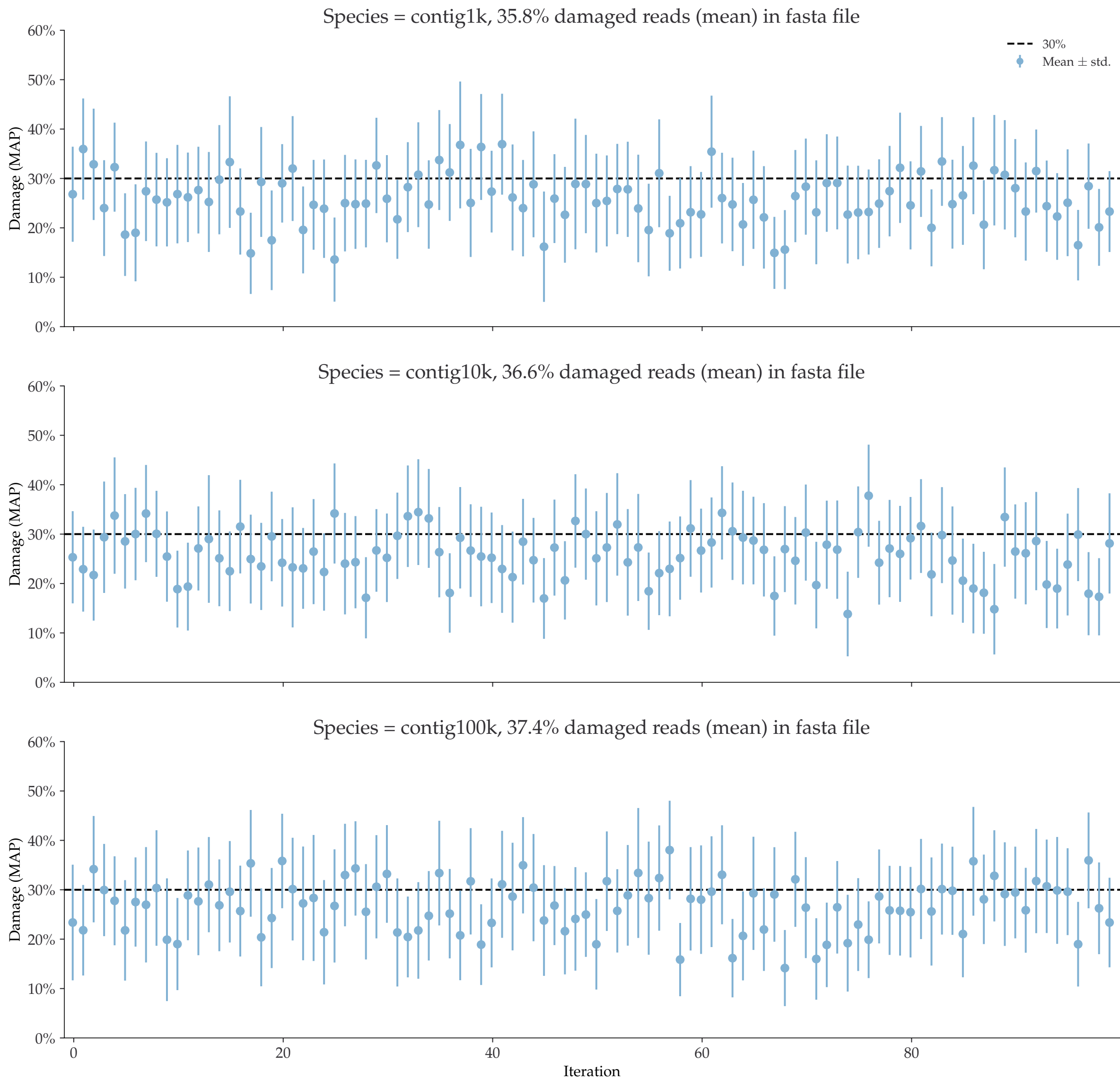
Individual damages:
100000 reads
Briggs damage = 0.626
Damage percent = 20%



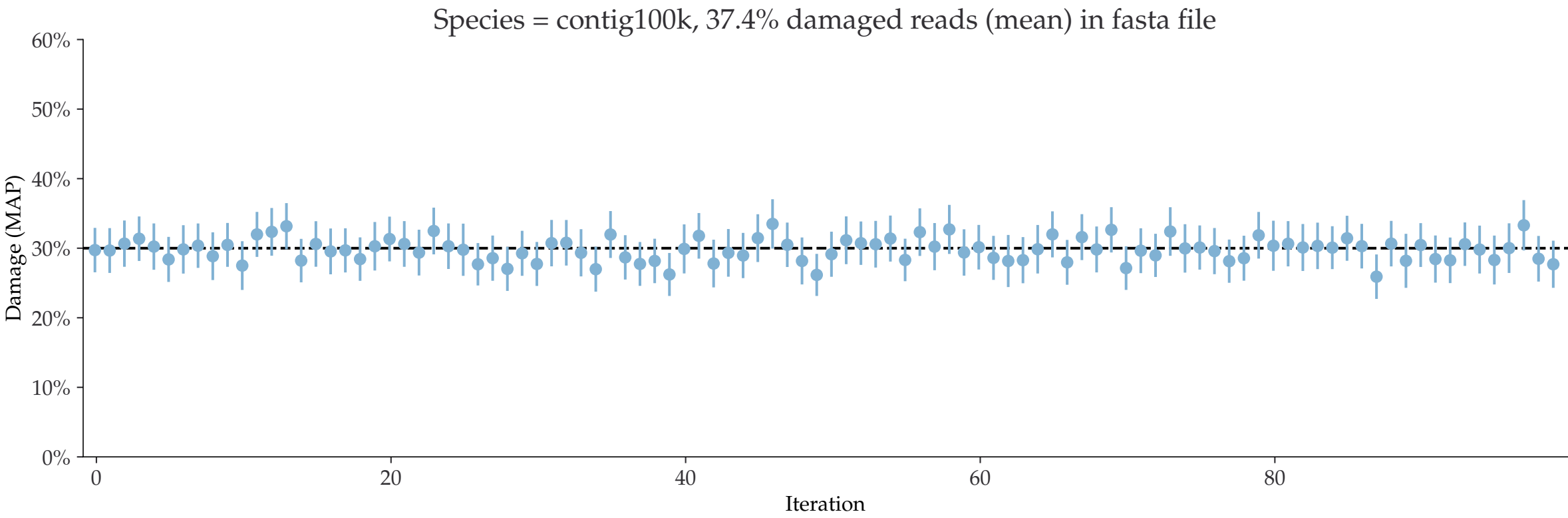
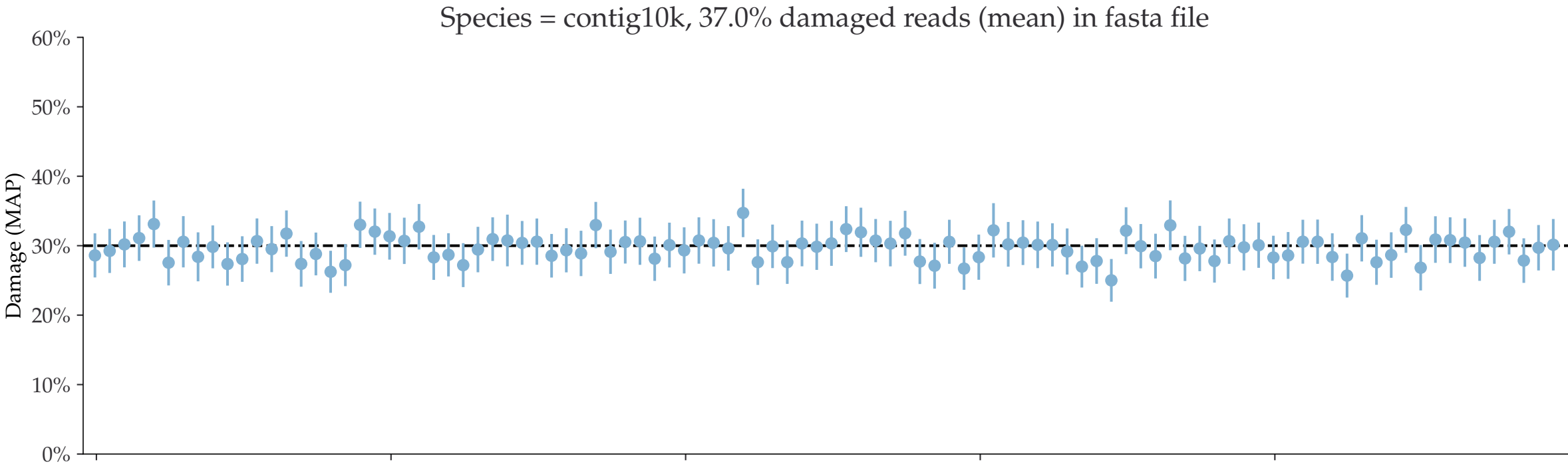
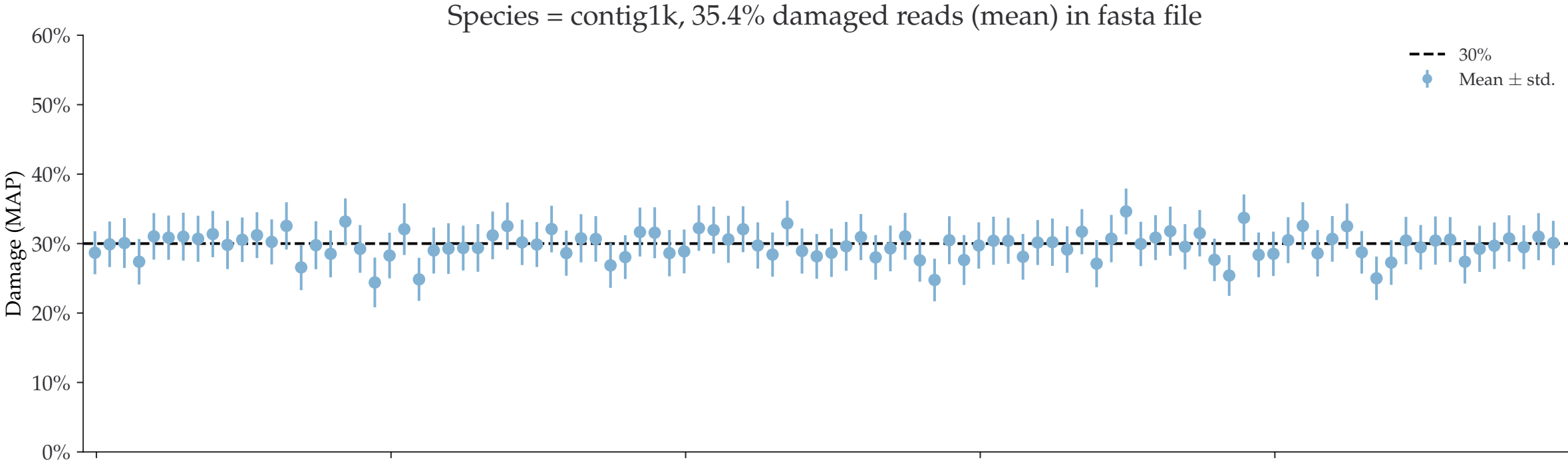
Individual damages:
10 reads
Briggs damage = 0.96
Damage percent = 30%



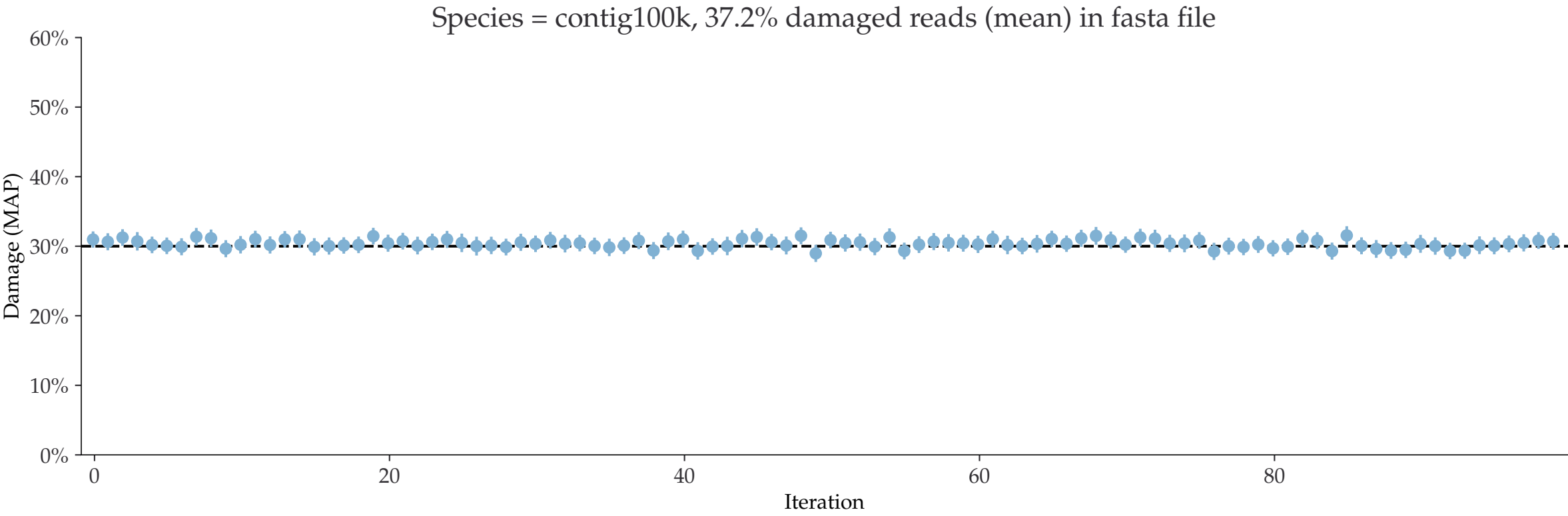
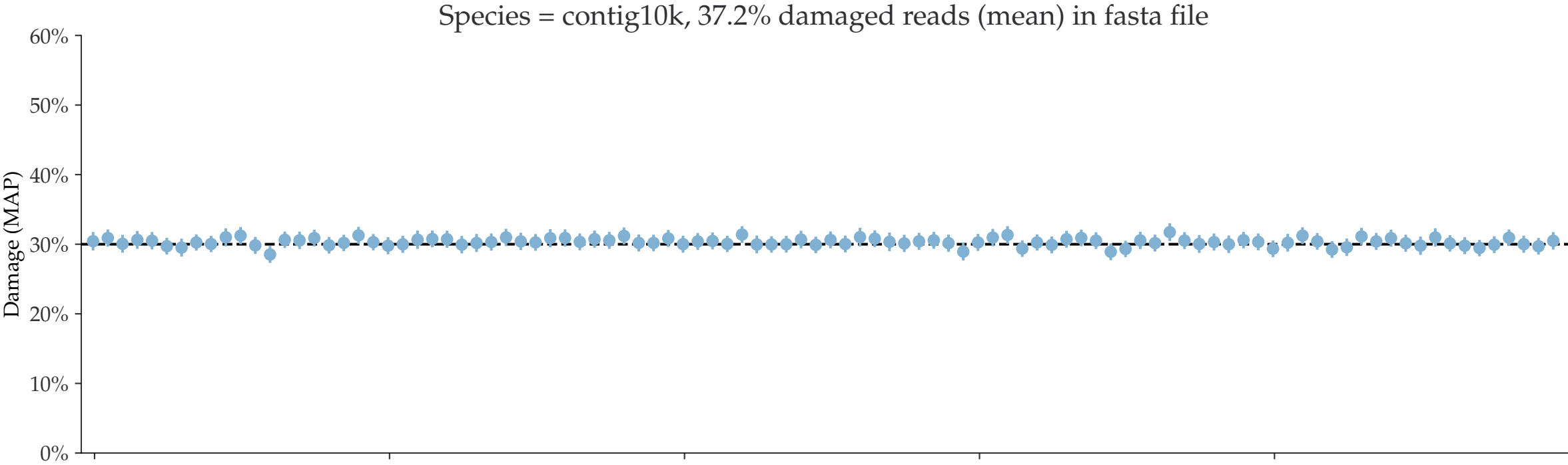
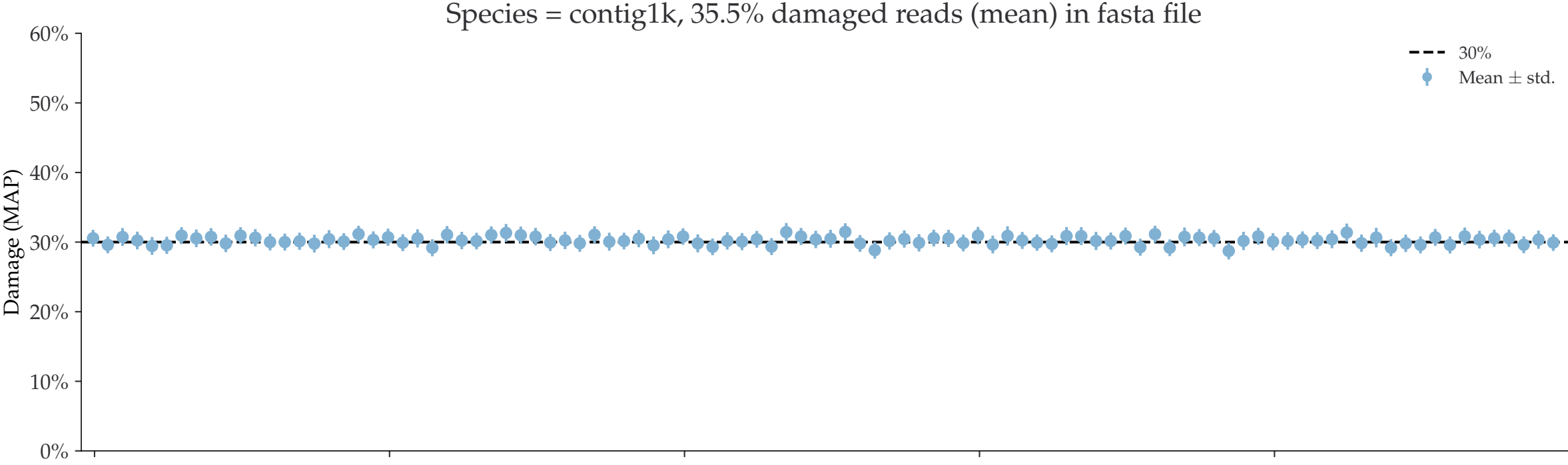
Individual damages:
100 reads
Briggs damage = 0.96
Damage percent = 30%



Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent = 30%



Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent = 30%



Individual damages:
100000 reads
Briggs damage = 0.96
Damage percent = 30%

