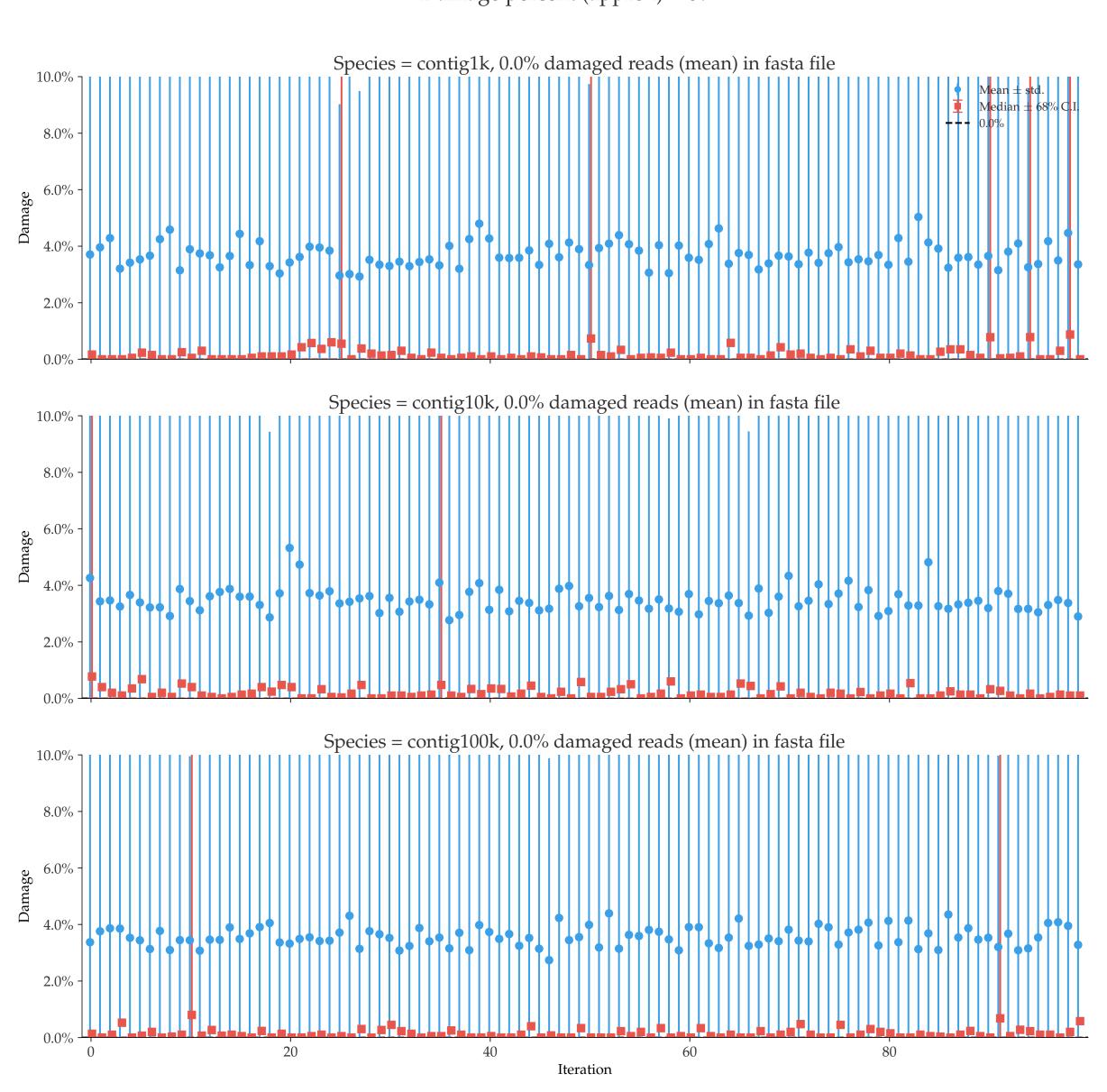
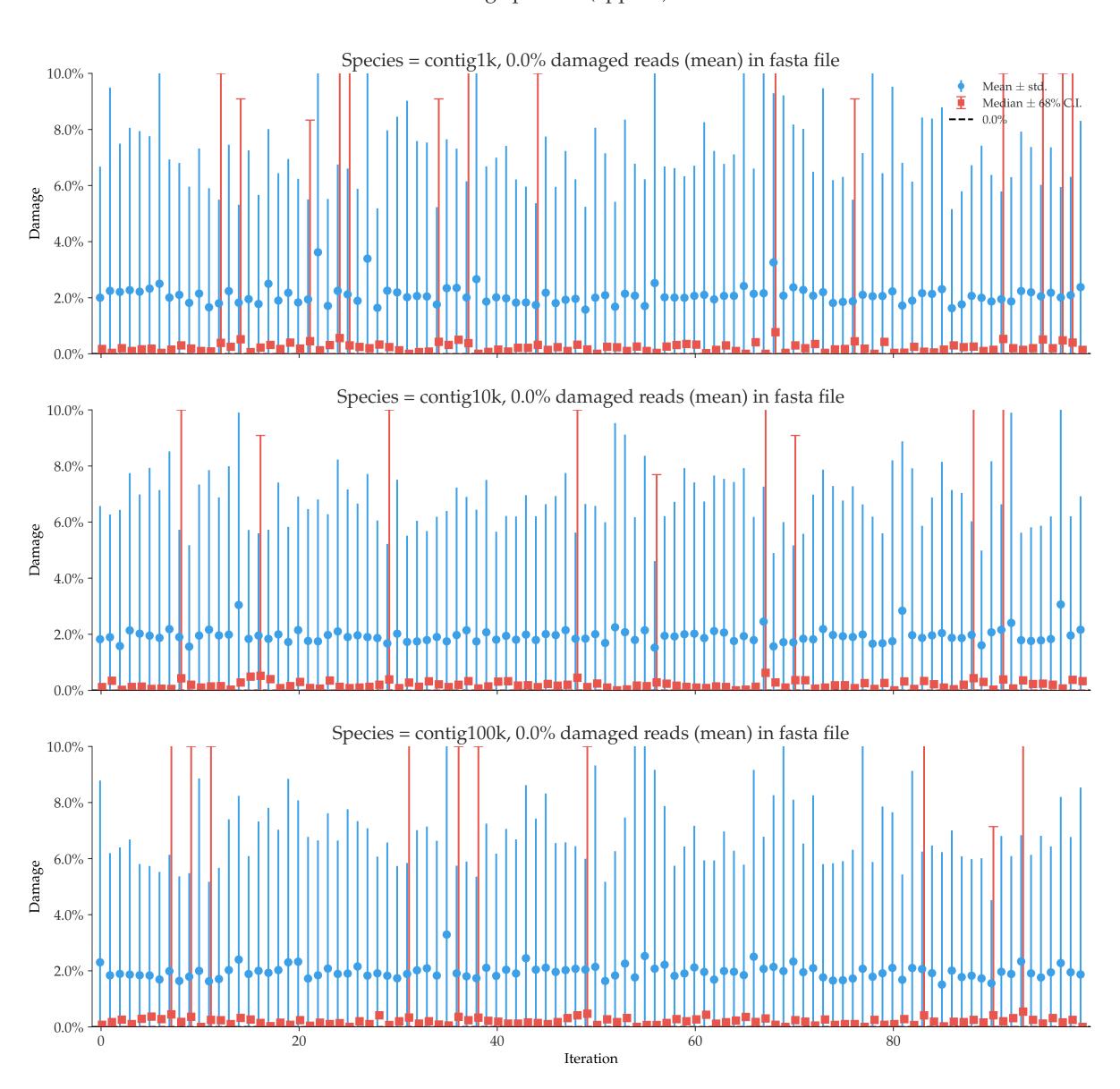
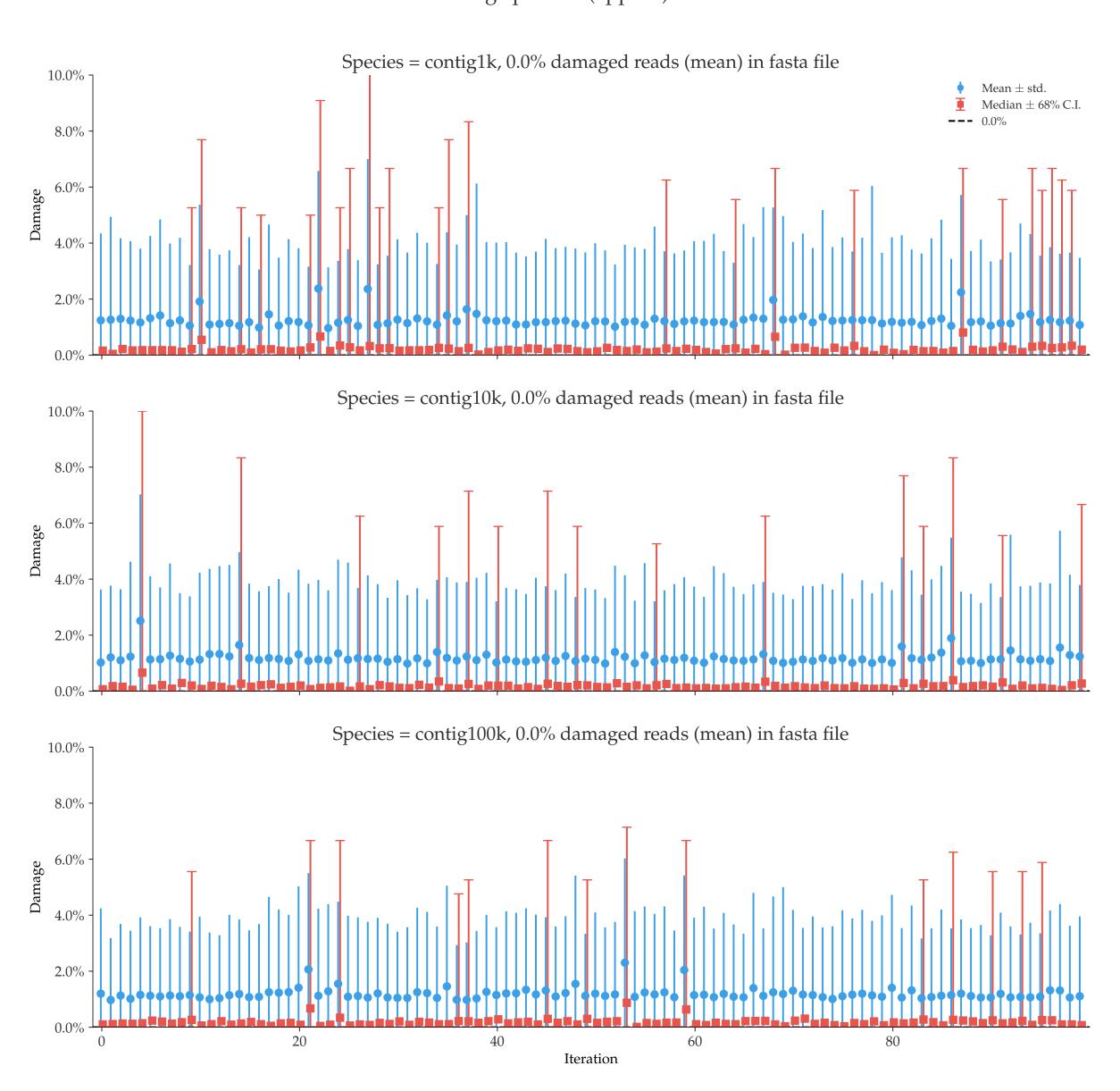
Individual damages: 10 reads Briggs damage = 0.0 Damage percent (approx) = 0%



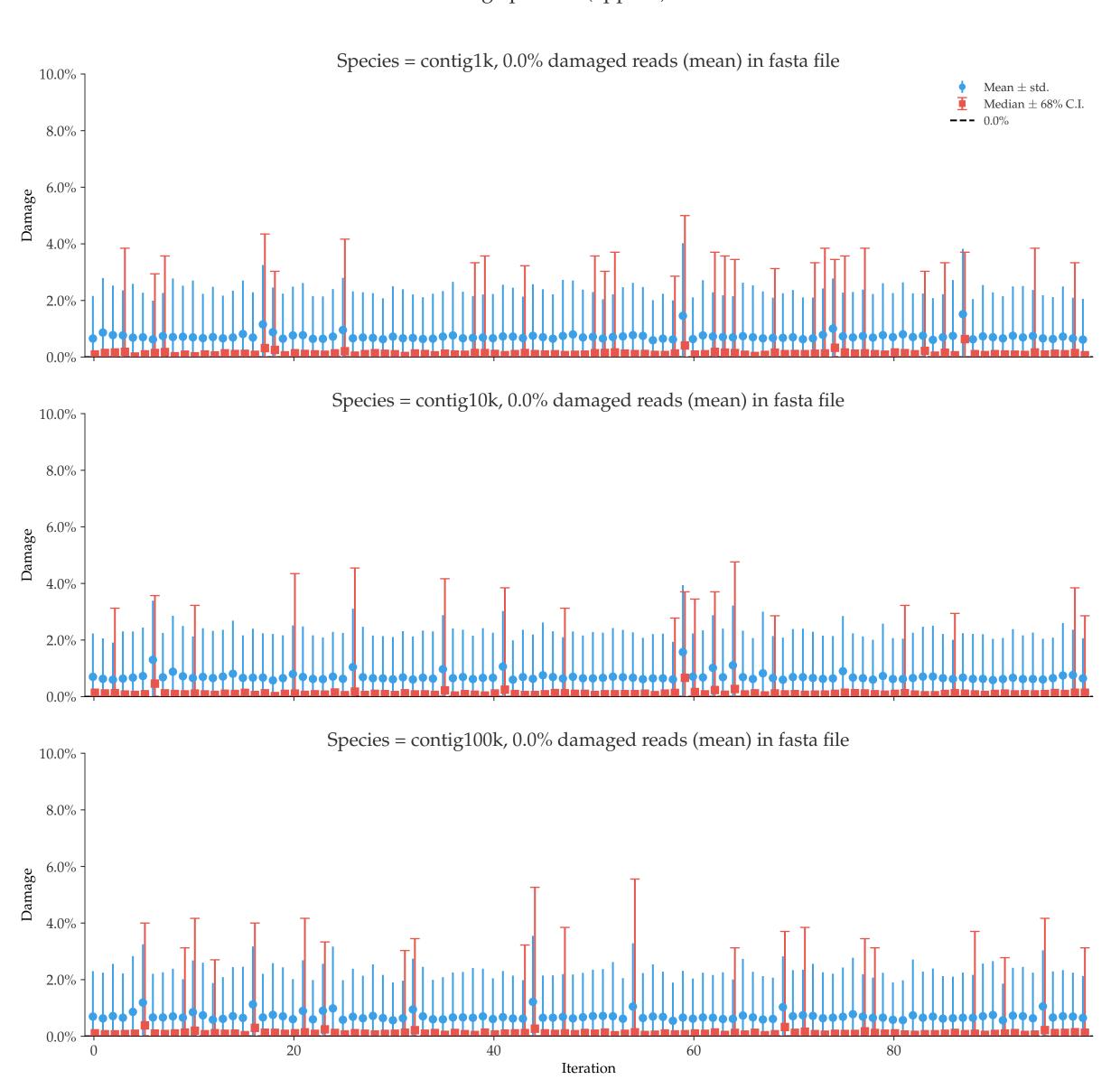
Individual damages:
25 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



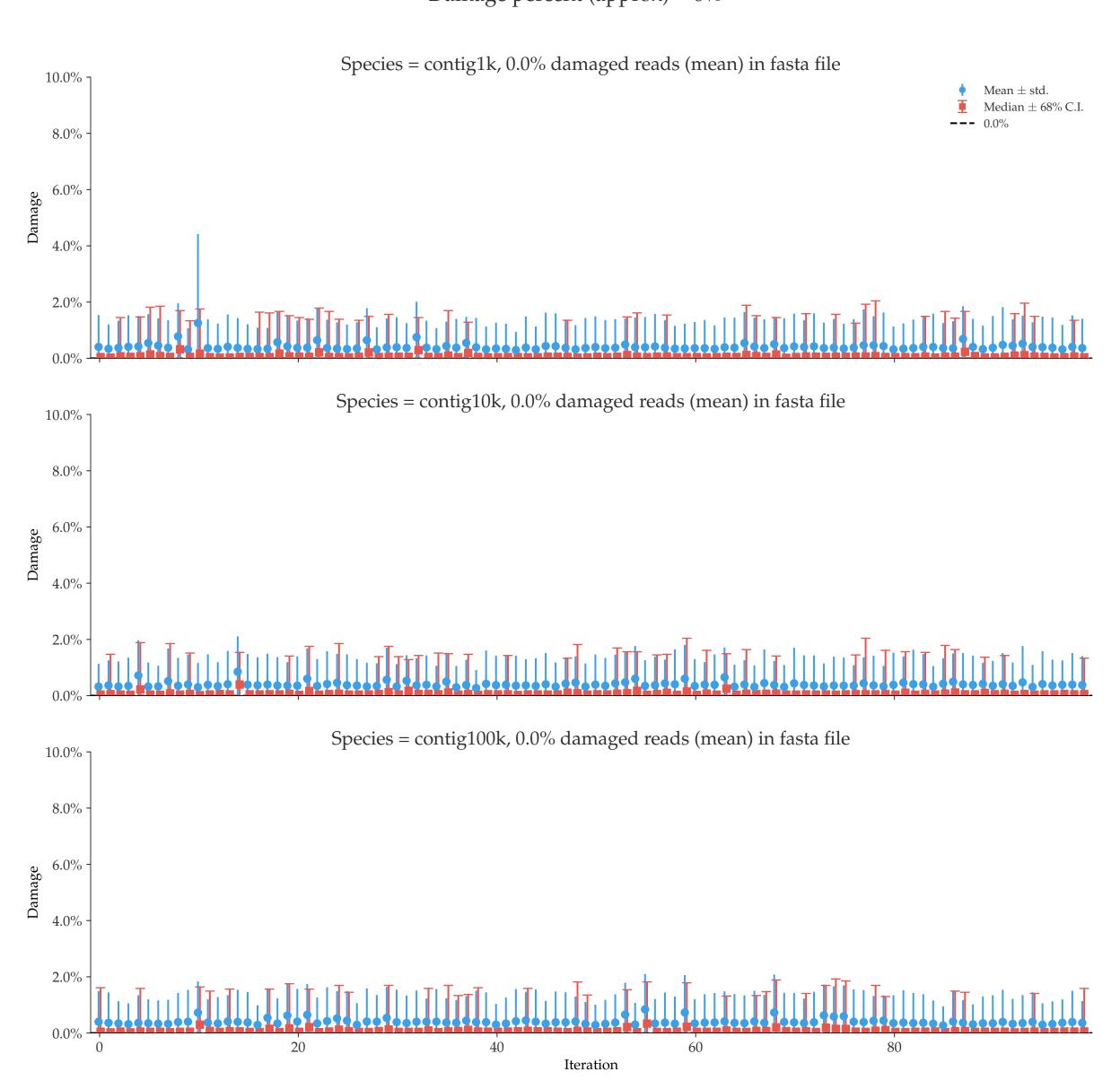
Individual damages: 50 reads Briggs damage = 0.0 Damage percent (approx) = 0%



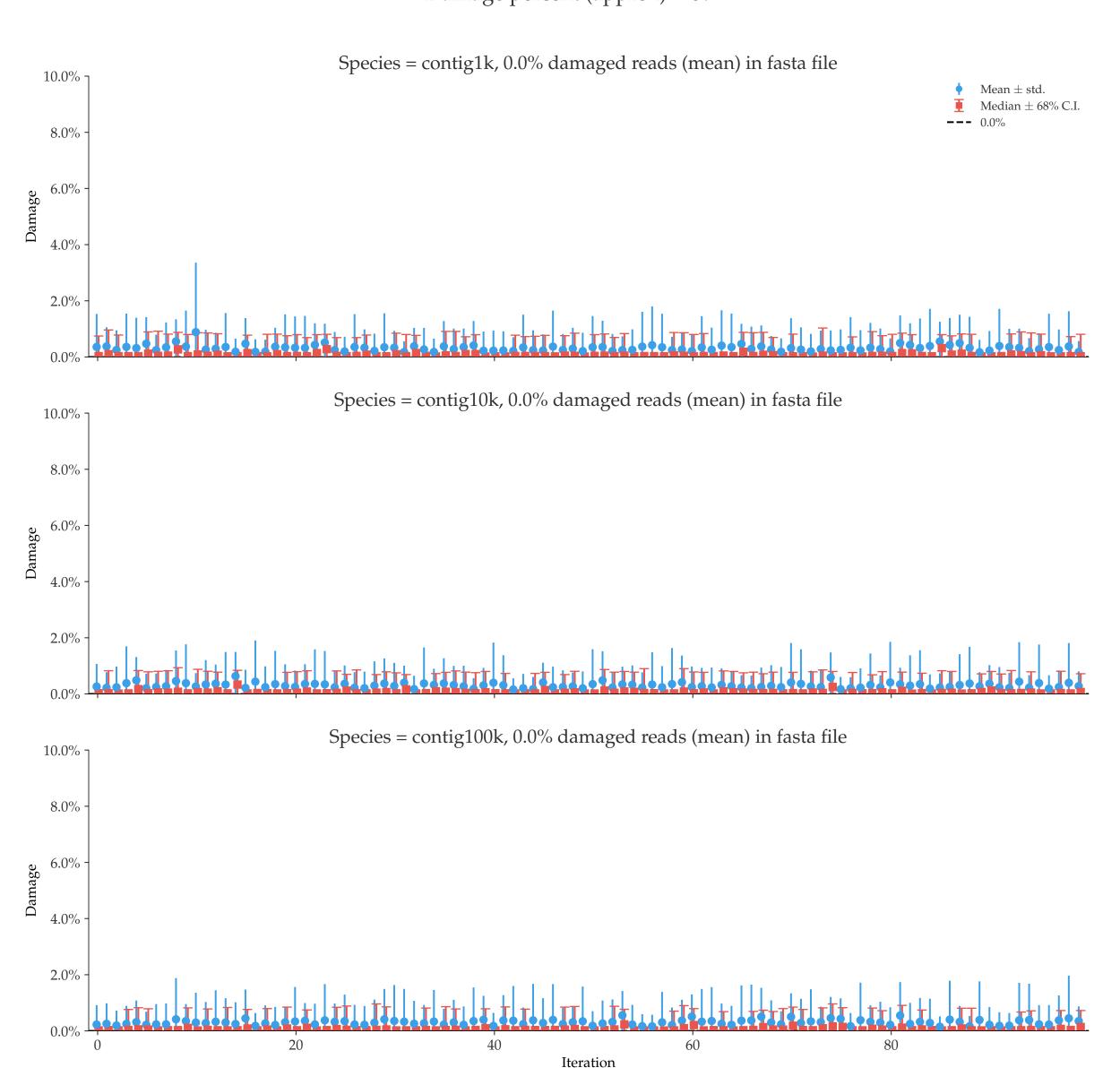
Individual damages: 100 reads Briggs damage = 0.0 Damage percent (approx) = 0%



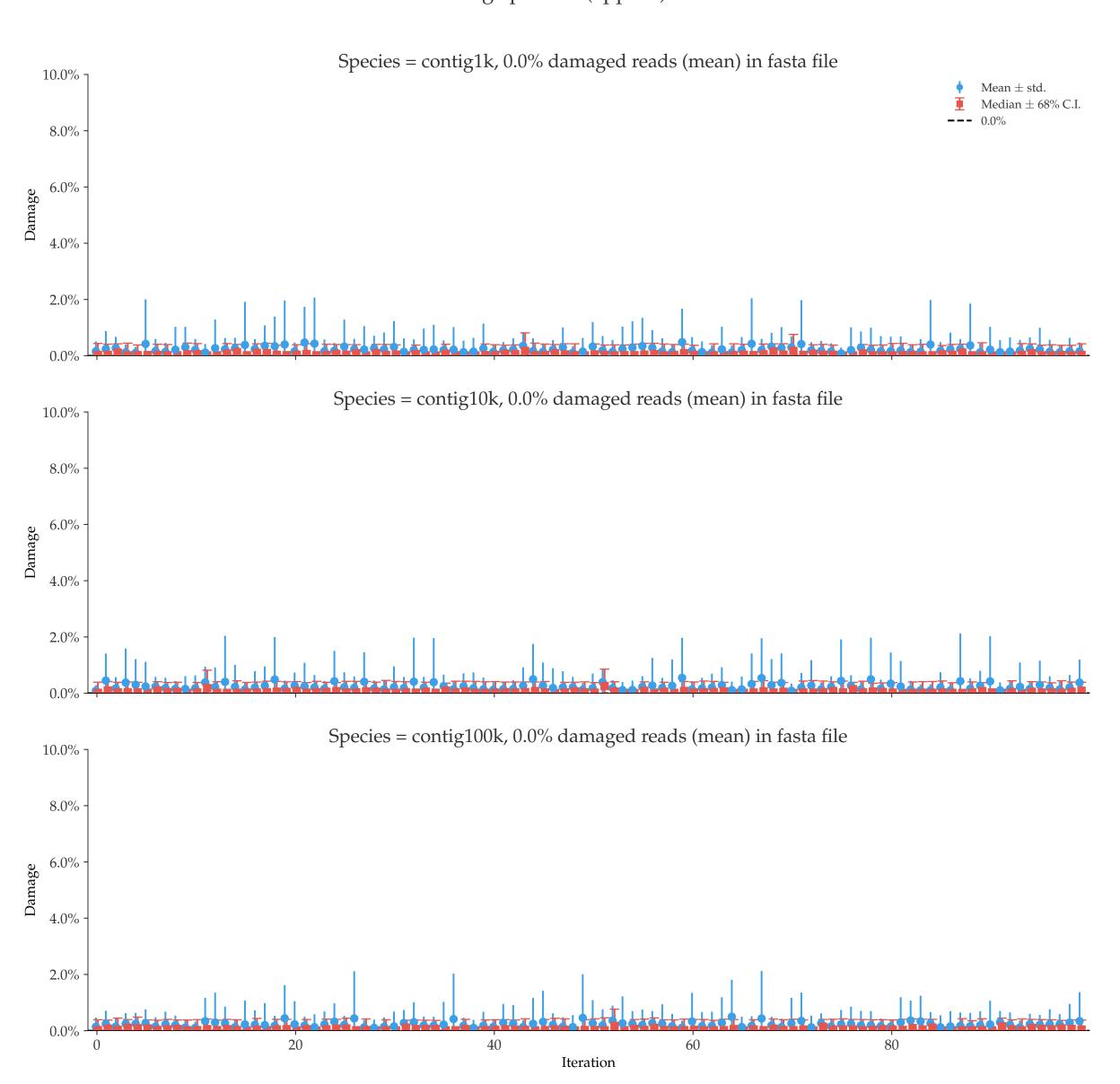
Individual damages: 250 reads Briggs damage = 0.0 Damage percent (approx) = 0%

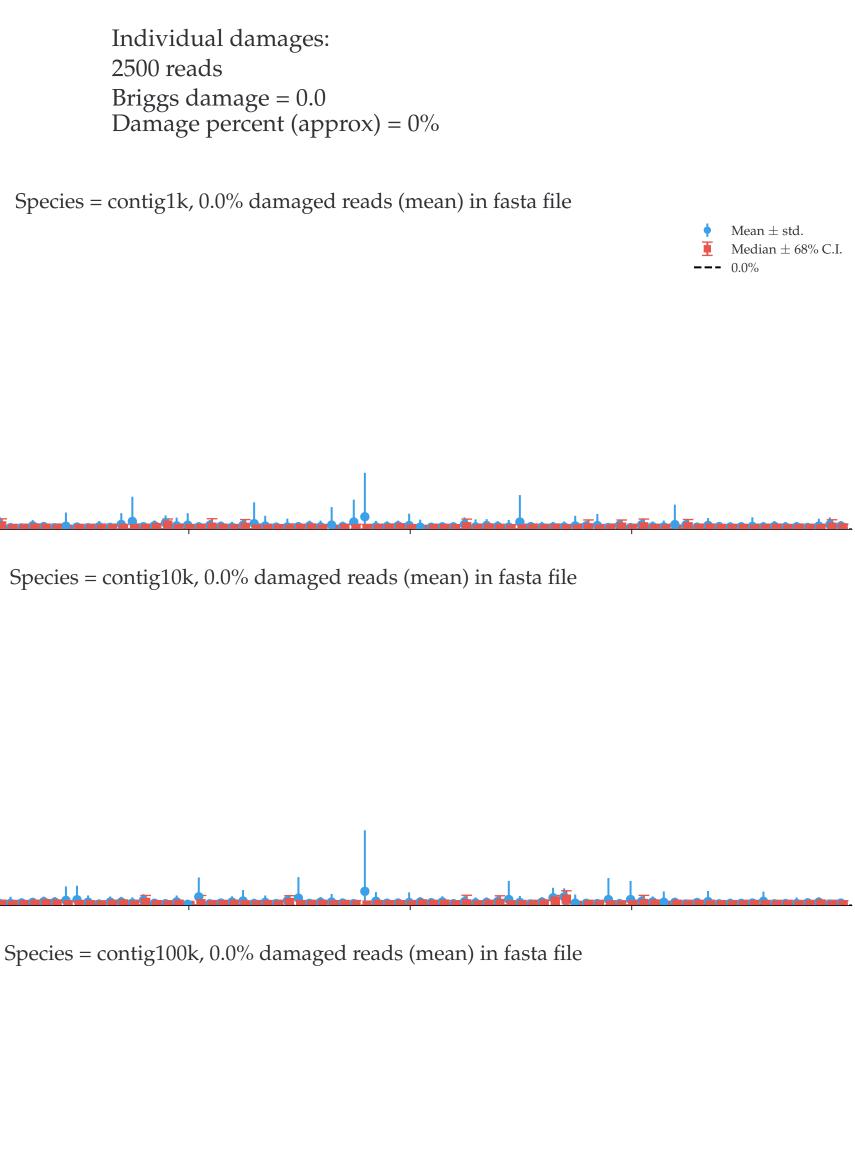


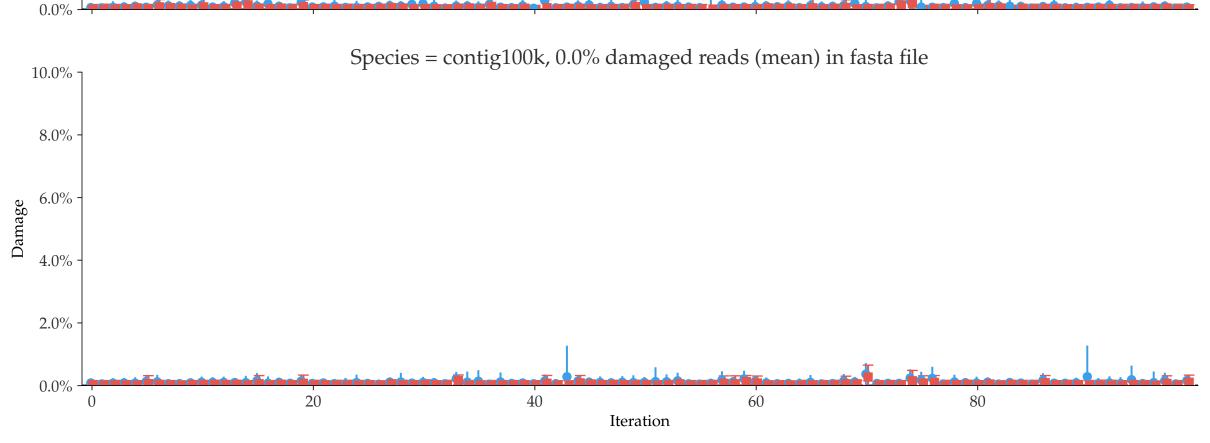
Individual damages: 500 reads Briggs damage = 0.0 Damage percent (approx) = 0%



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







10.0%

8.0%

6.0%

4.0%

2.0%

0.0%

10.0%

8.0%

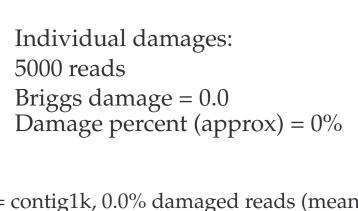
6.0%

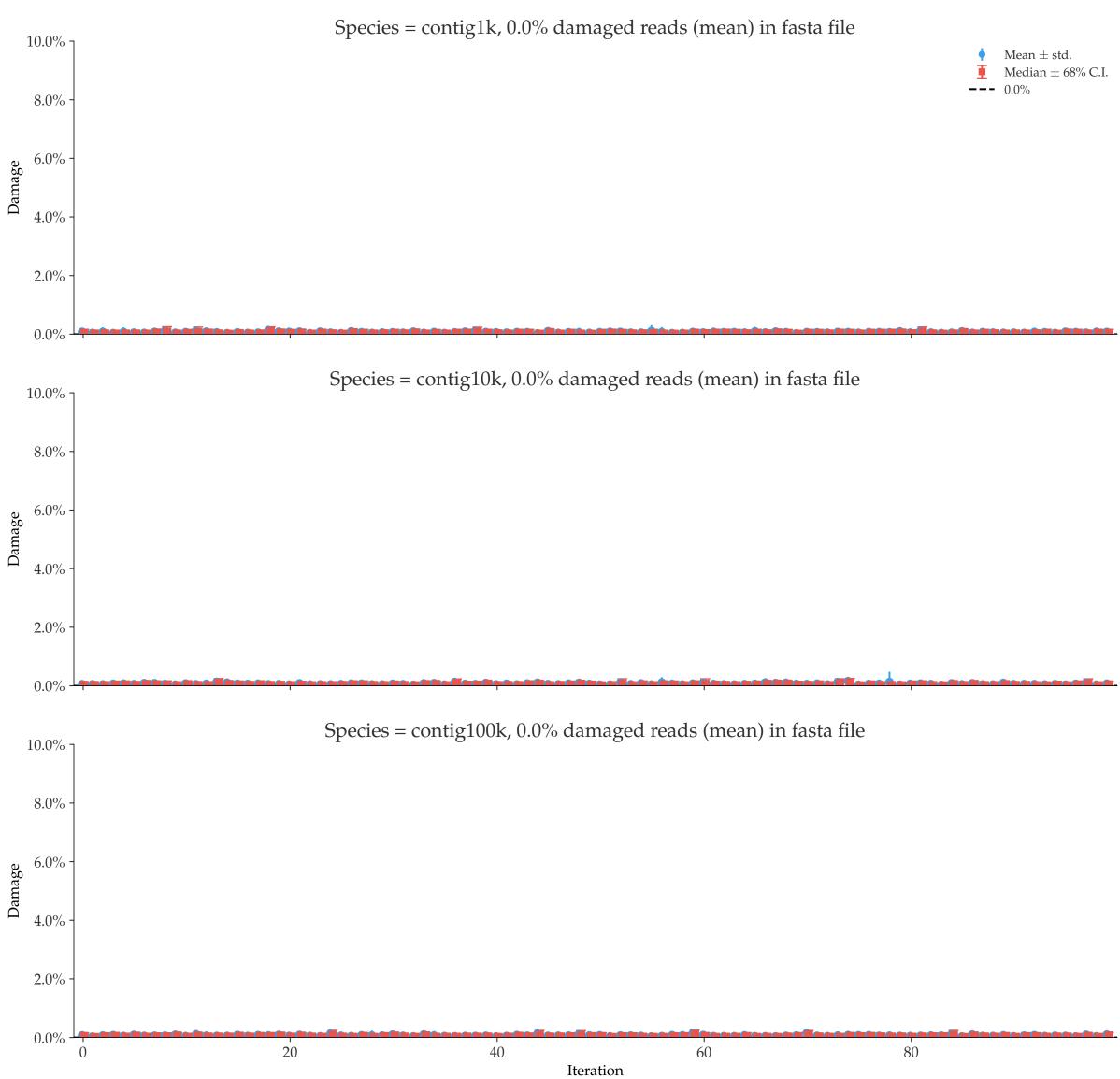
4.0%

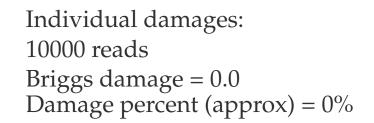
2.0%

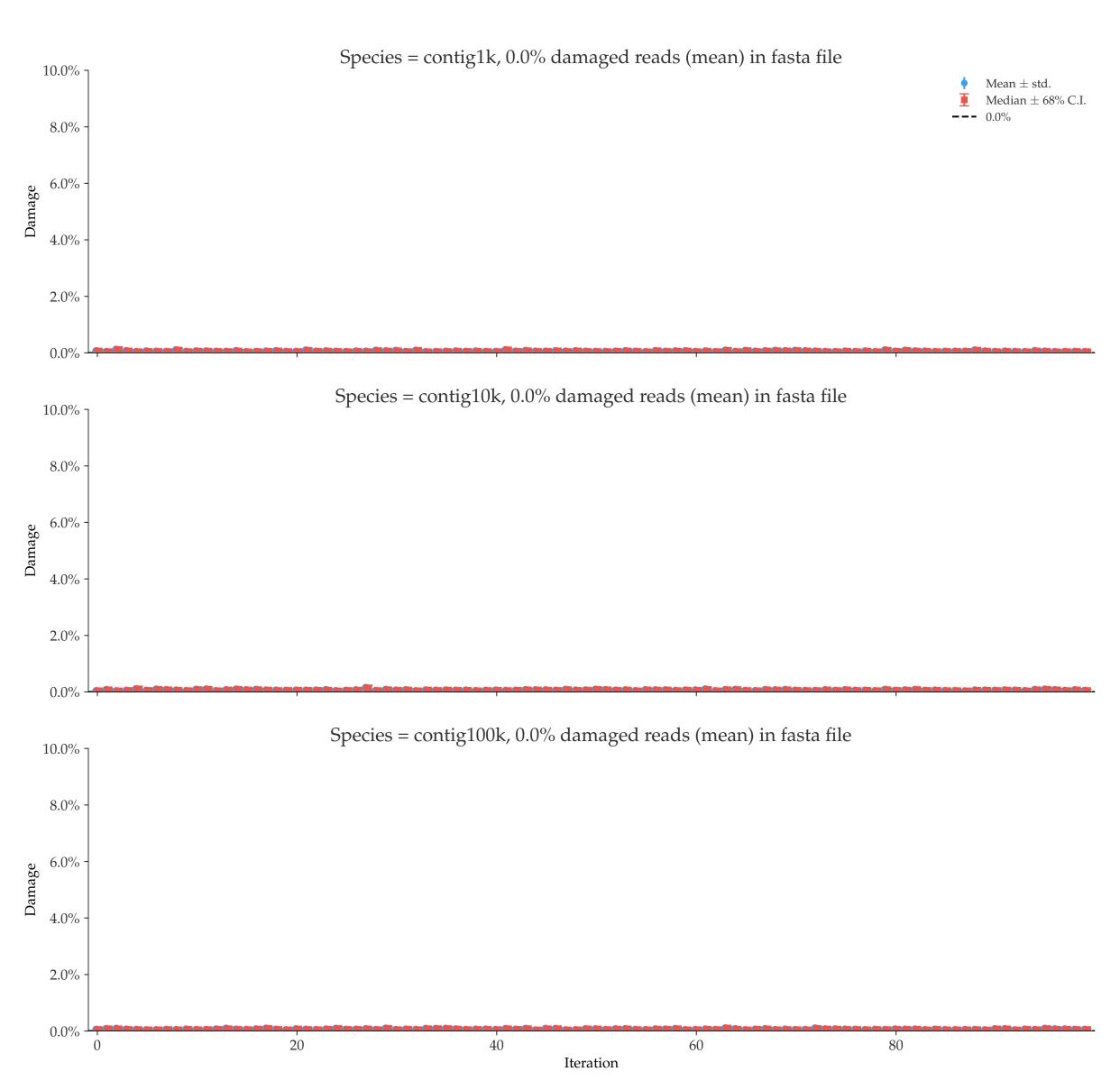
Damage

Damage

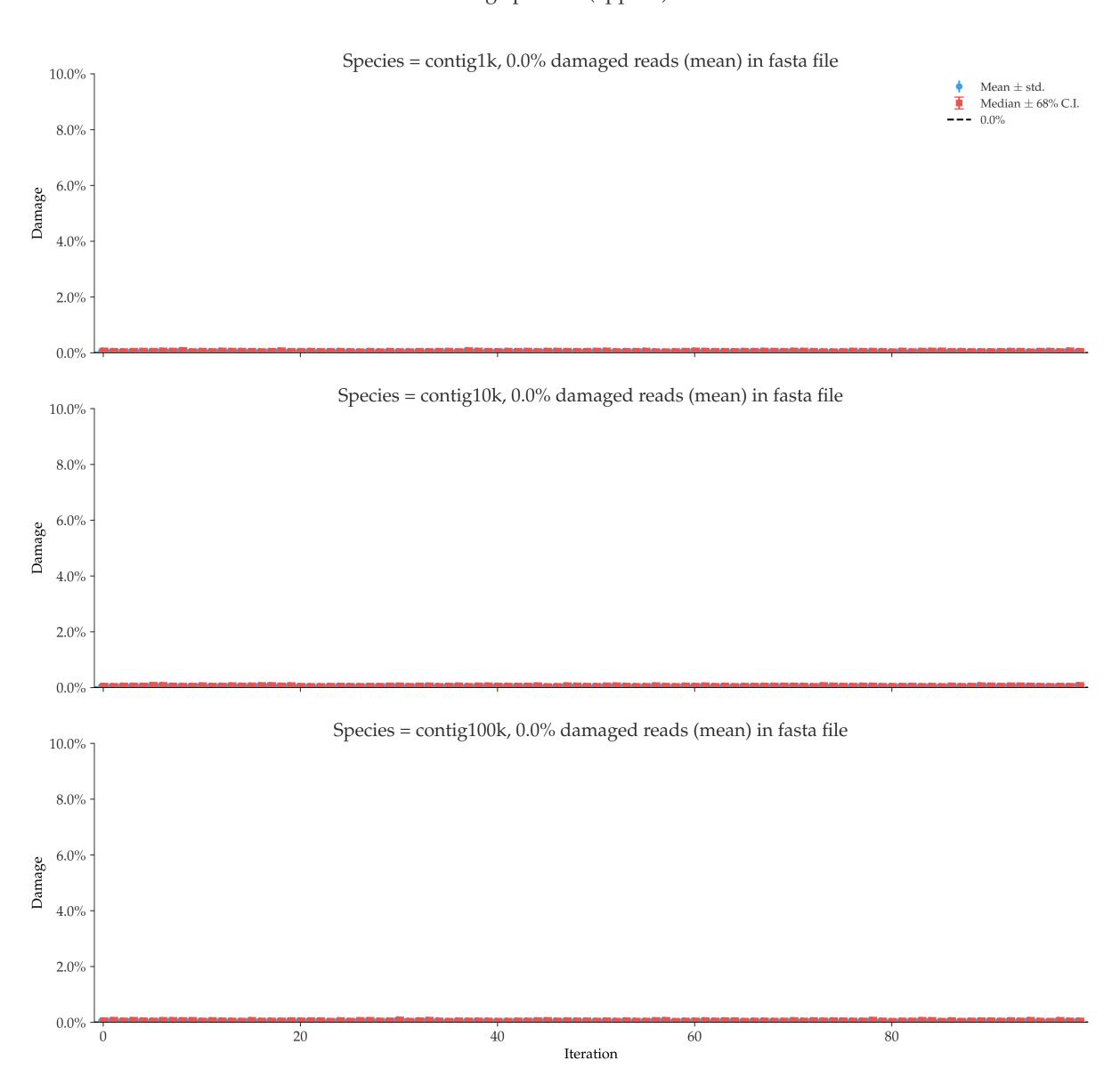




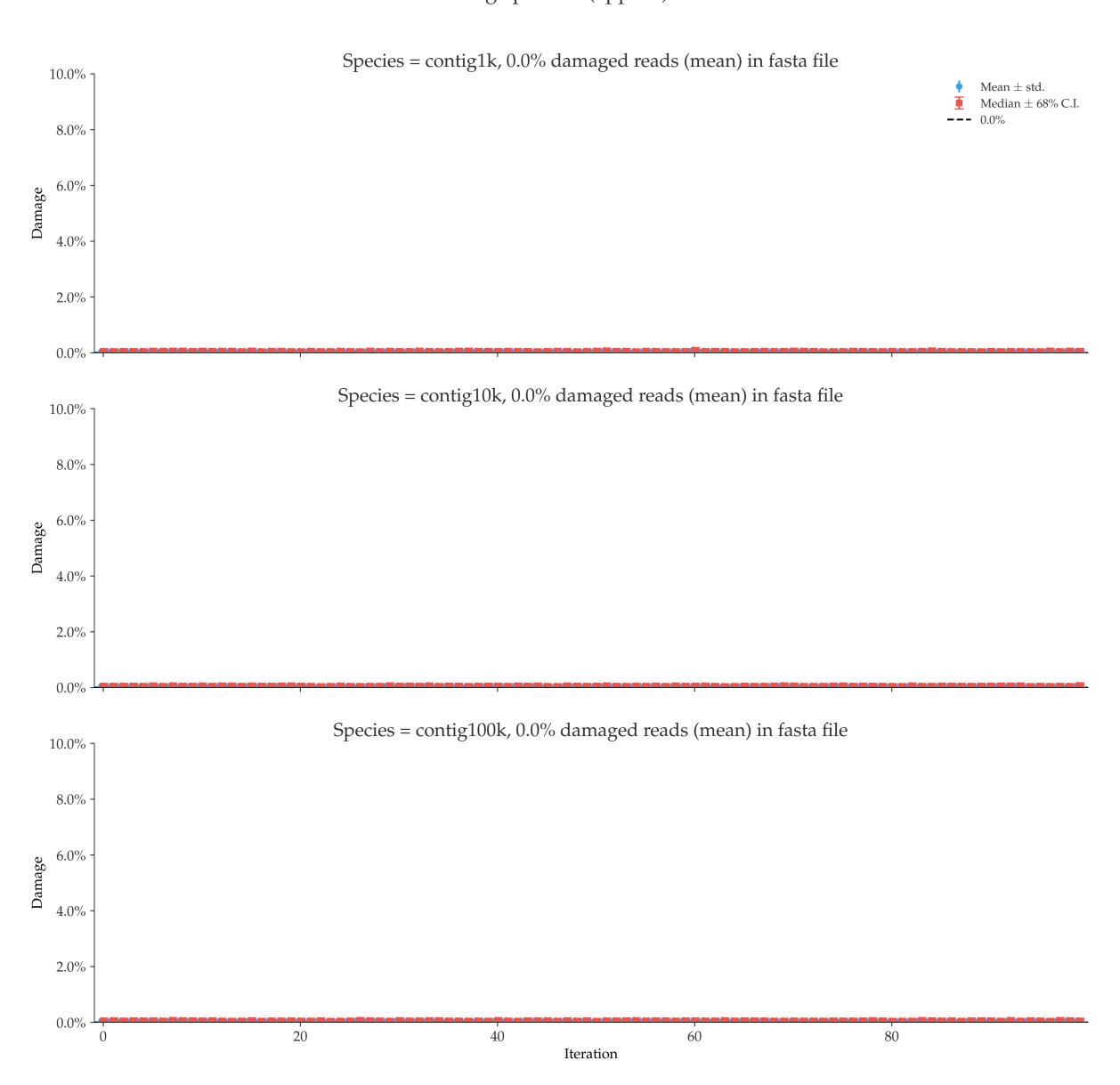




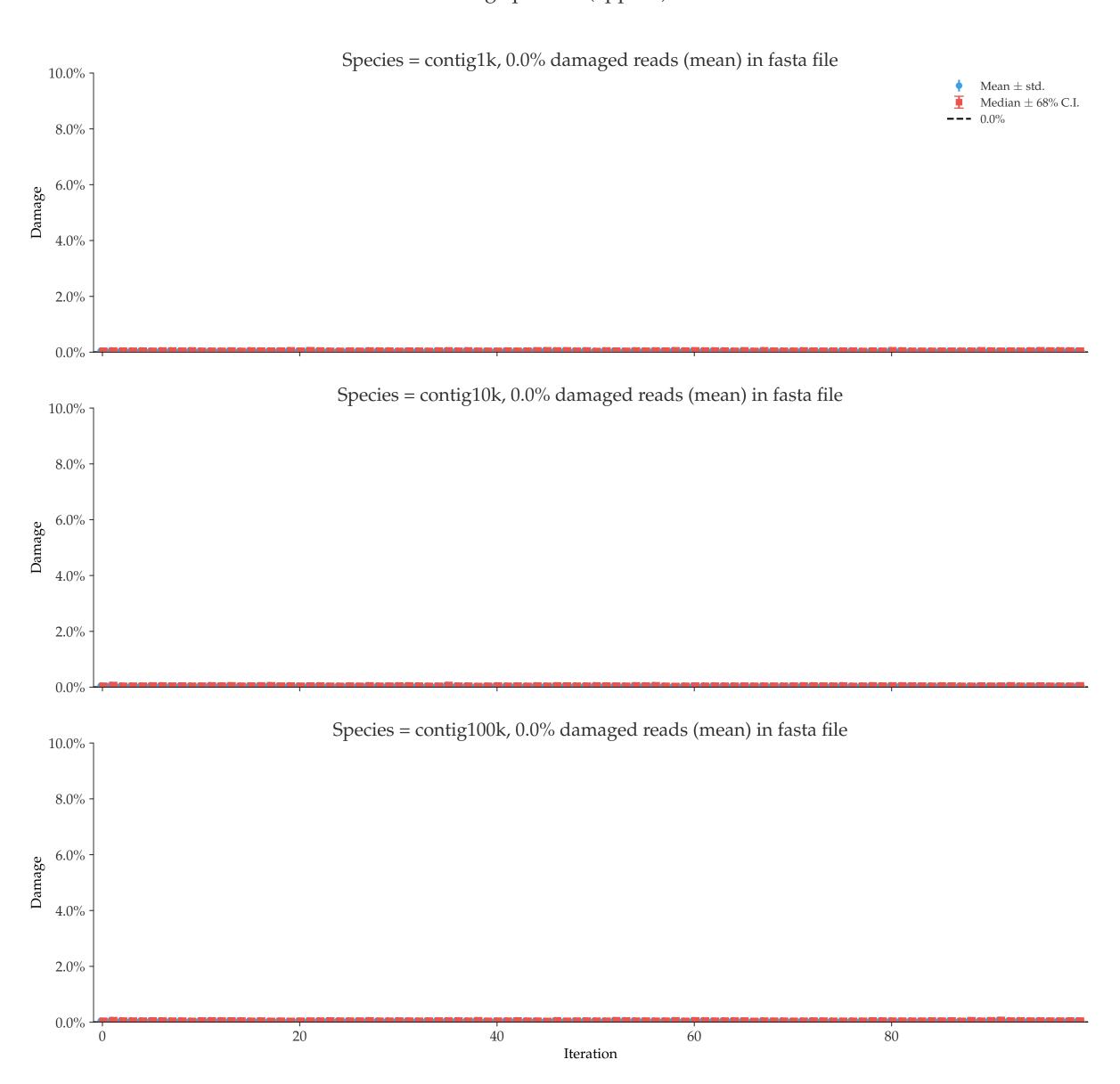
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent (approx) = 0%



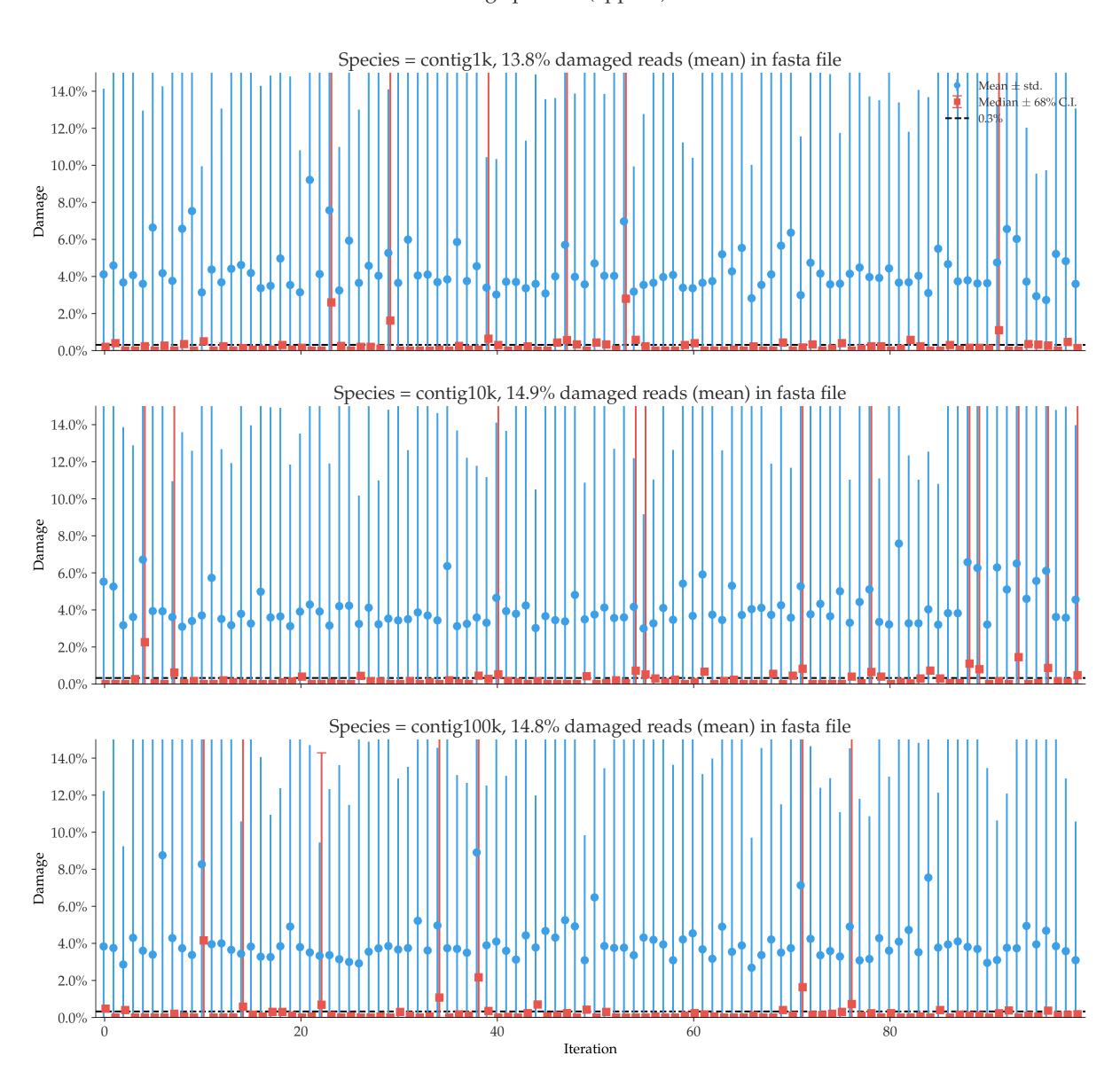
Individual damages: 50000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



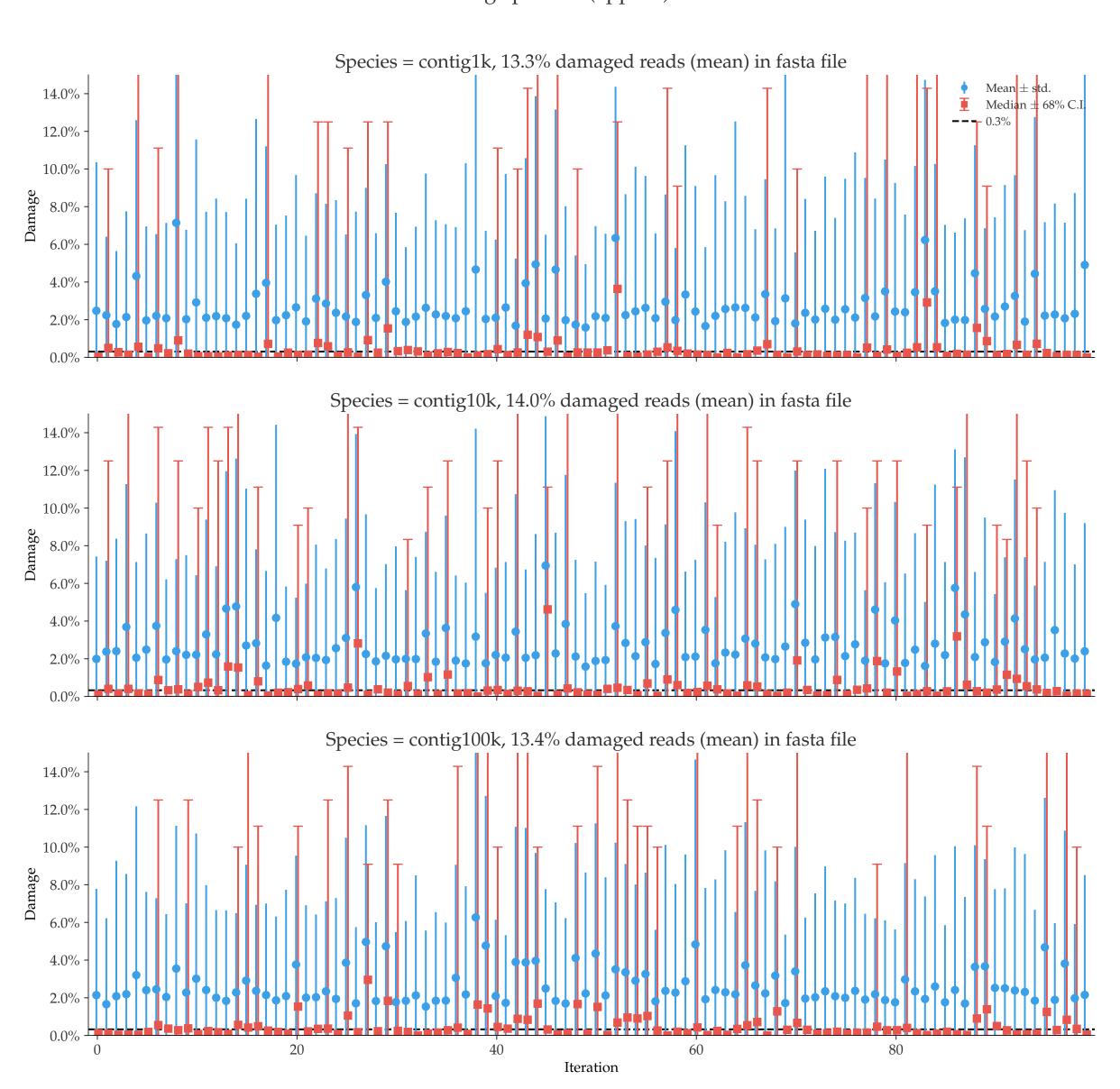
Individual damages: 100000 reads Briggs damage = 0.0 Damage percent (approx) = 0%



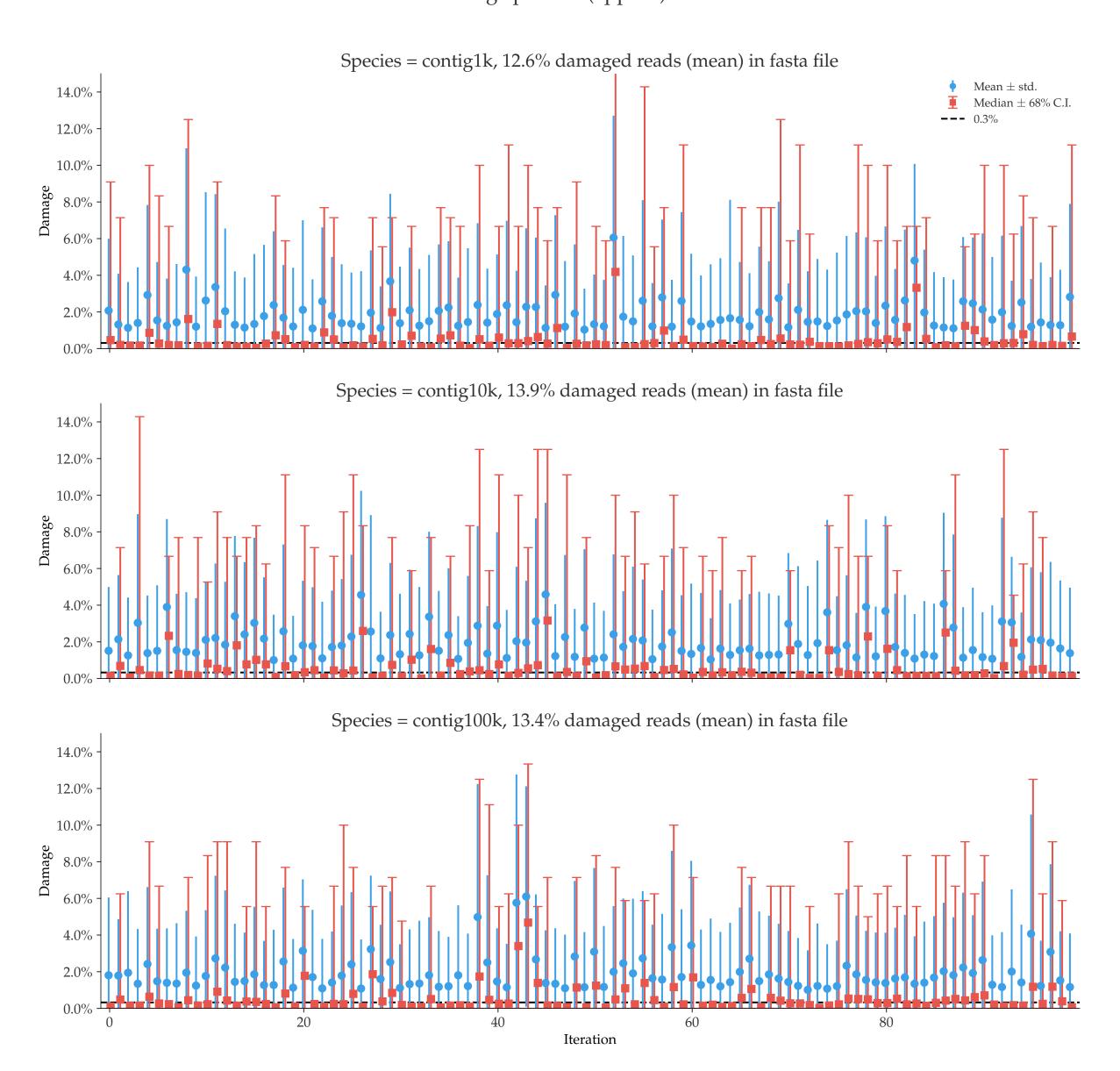
Individual damages: 10 reads Briggs damage = 0.014 Damage percent (approx) = 1%



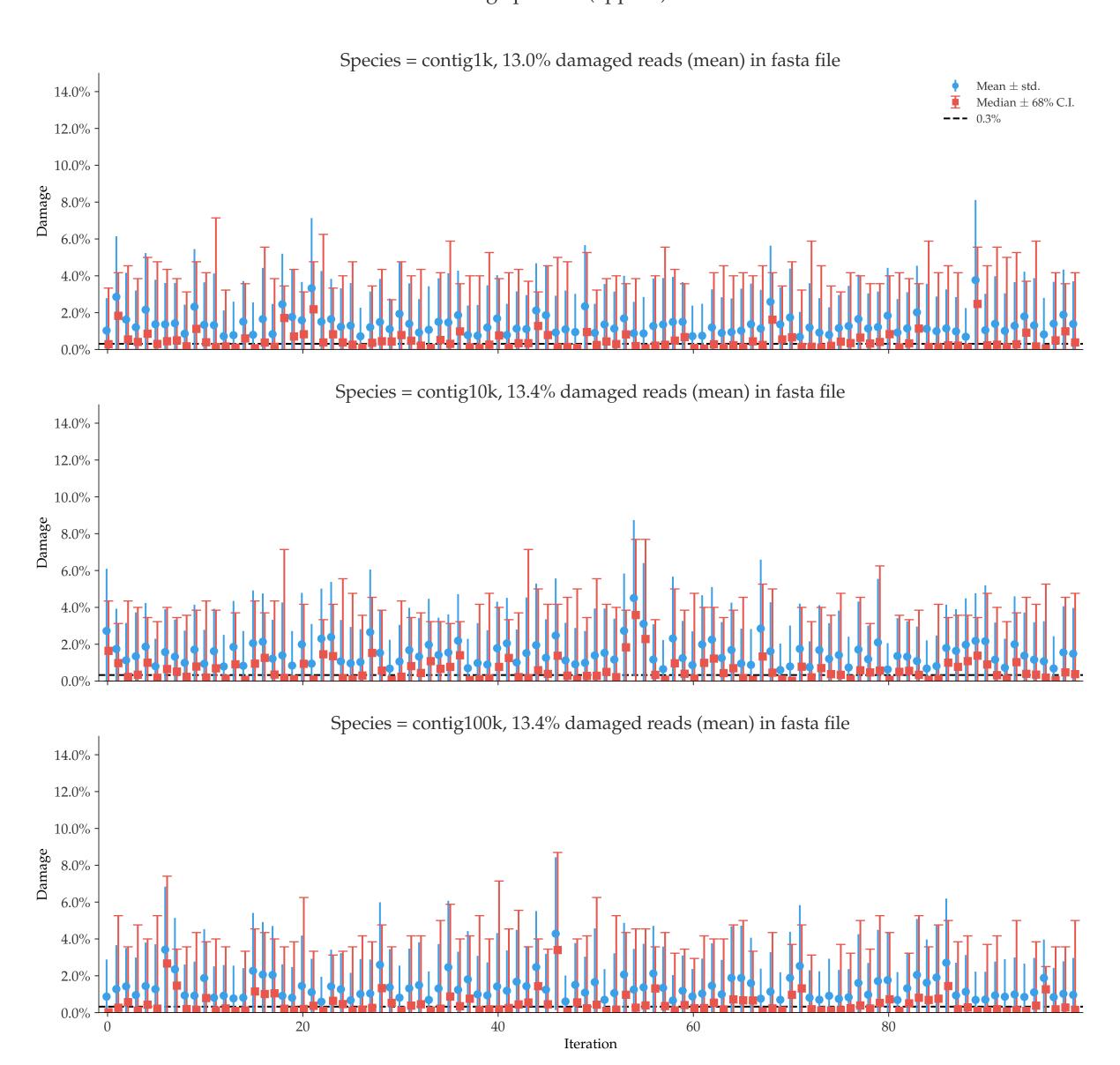
Individual damages:
25 reads
Briggs damage = 0.014
Damage percent (approx) = 1%



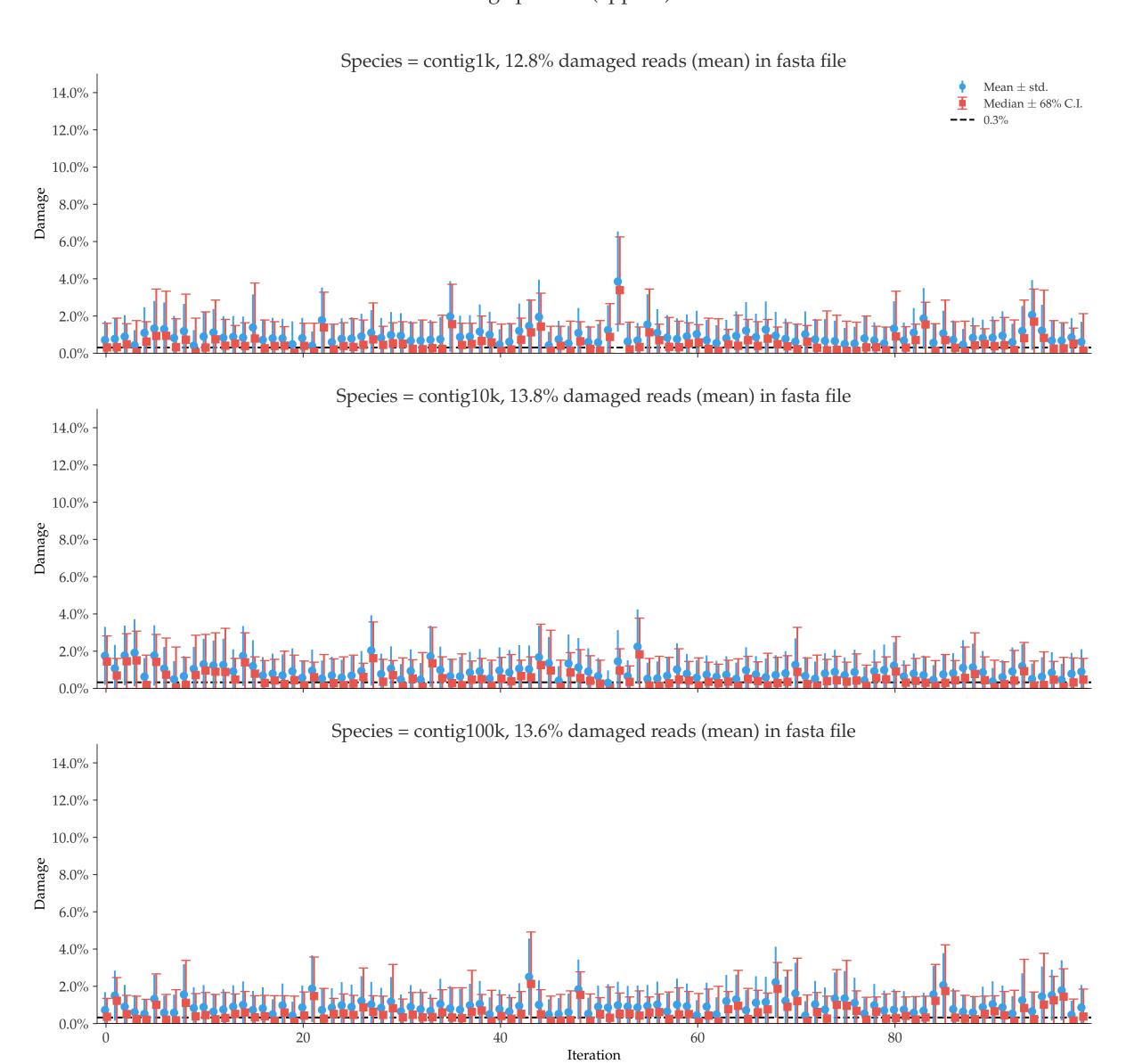
Individual damages: 50 reads Briggs damage = 0.014 Damage percent (approx) = 1%



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

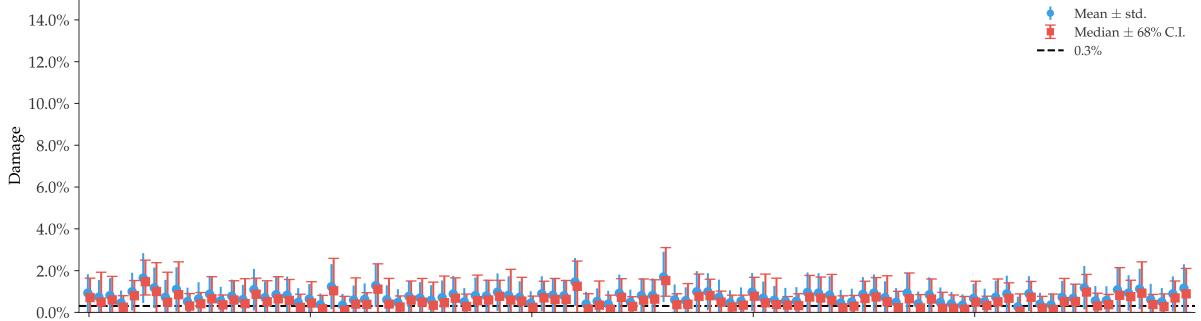


Individual damages: 250 reads Briggs damage = 0.014 Damage percent (approx) = 1%

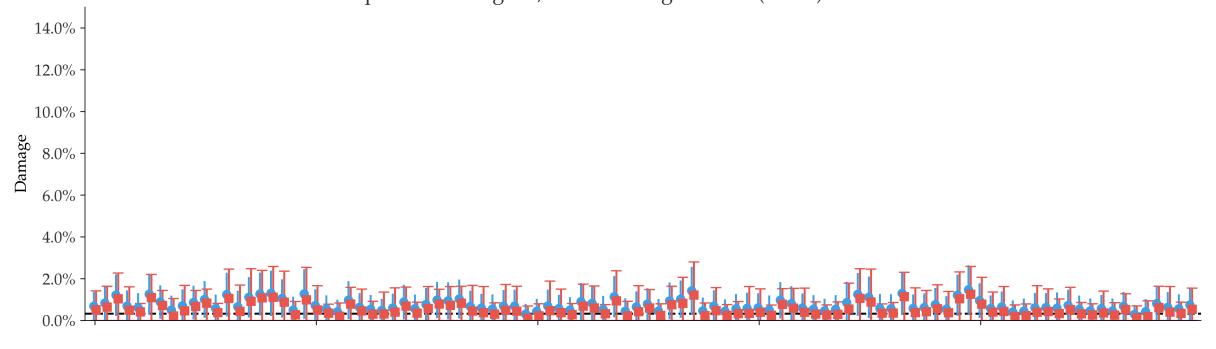


Individual damages: 500 reads Briggs damage = 0.014 Damage percent (approx) = 1%

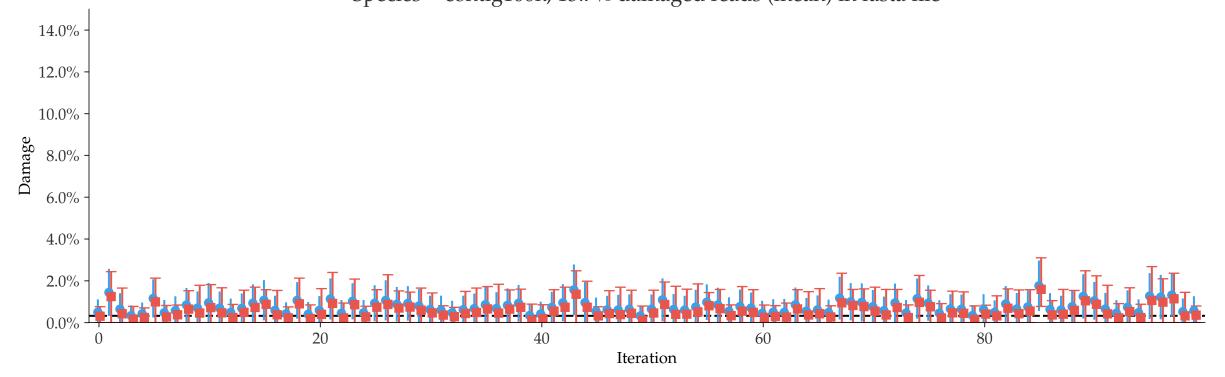




Species = contig10k, 13.7% damaged reads (mean) in fasta file

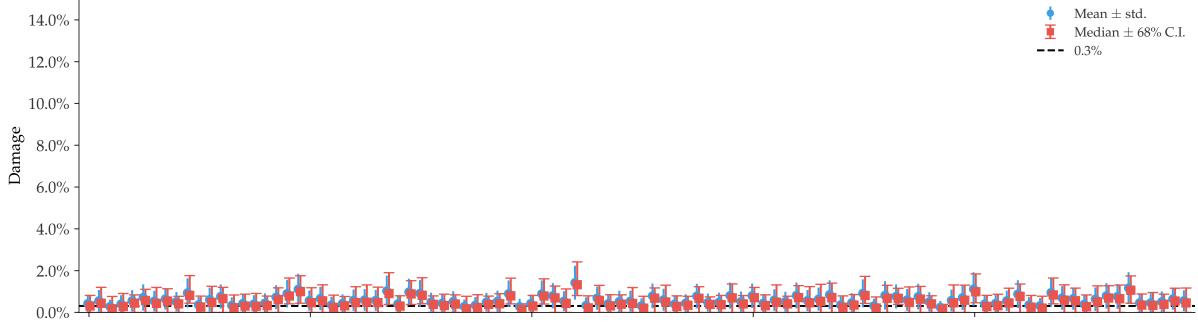


Species = contig100k, 13.7% damaged reads (mean) in fasta file

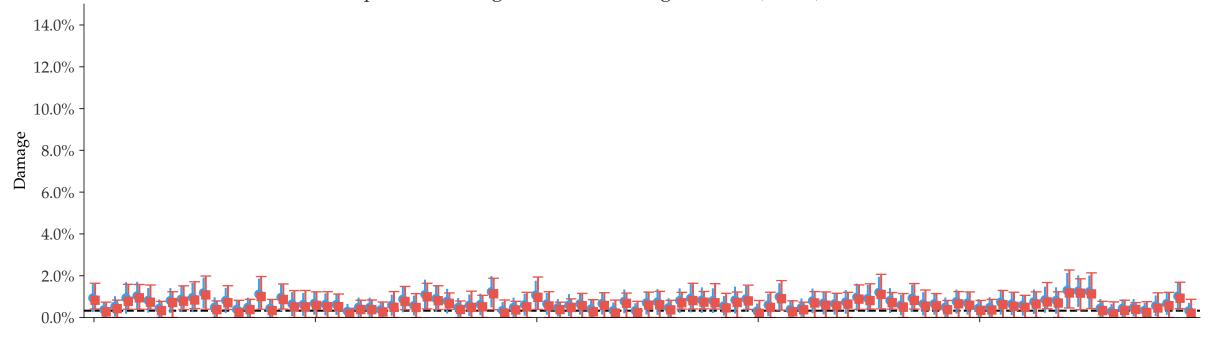


Individual damages: 1000 reads Briggs damage = 0.014 Damage percent (approx) = 1%

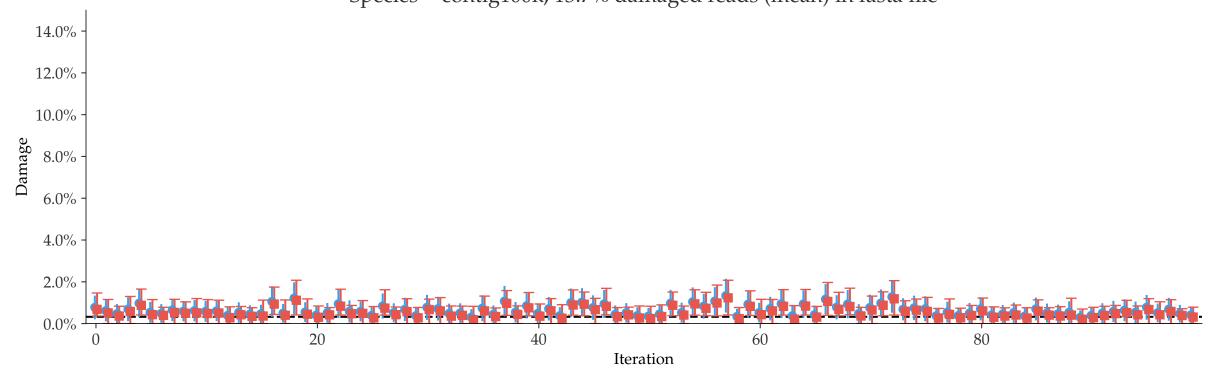




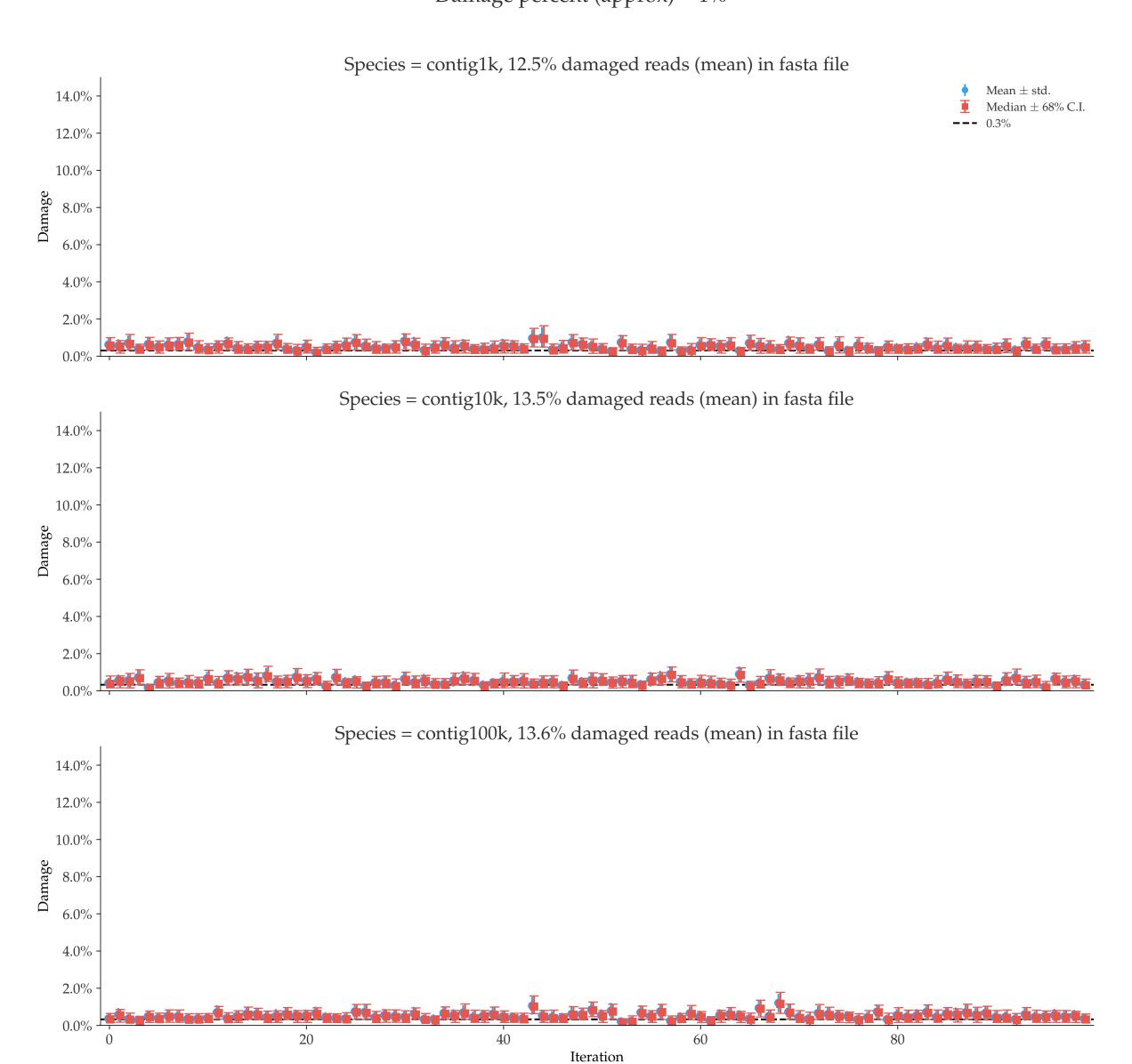
Species = contig10k, 13.7% damaged reads (mean) in fasta file



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



Individual damages: 2500 reads Briggs damage = 0.014 Damage percent (approx) = 1%



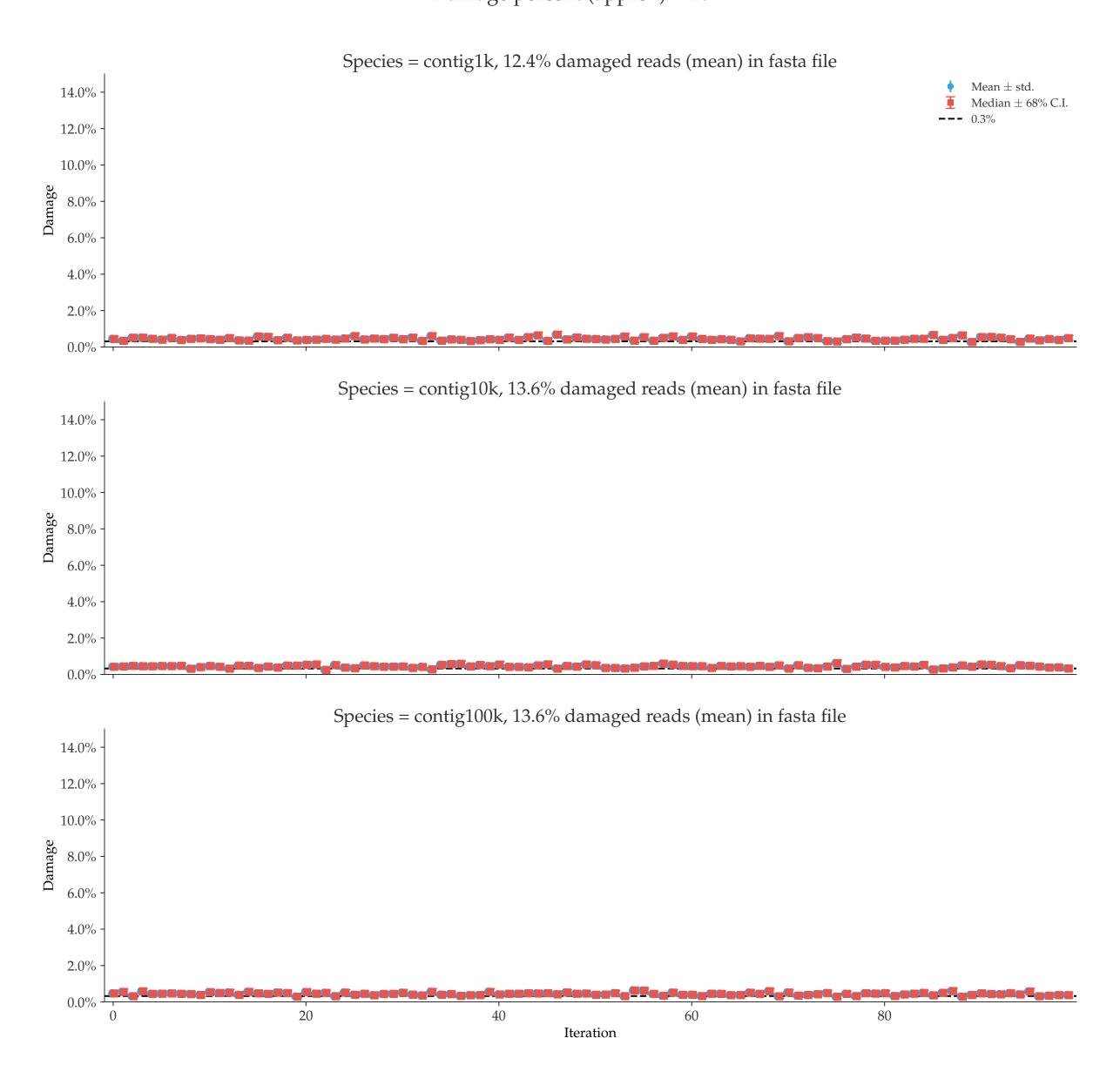
Individual damages: 5000 reads Briggs damage = 0.014 Damage percent (approx) = 1%



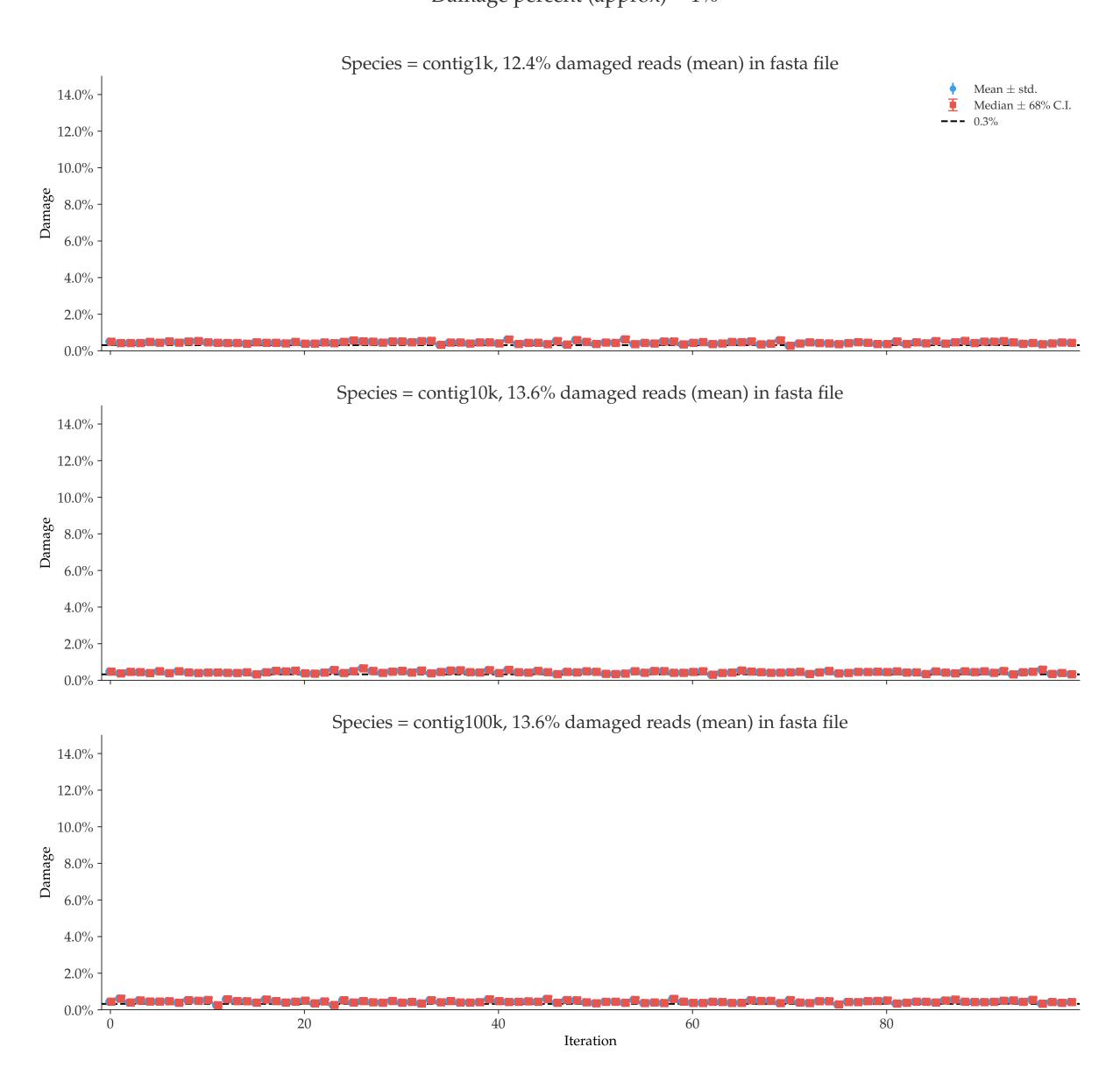
Individual damages: 10000 reads Briggs damage = 0.014 Damage percent (approx) = 1%



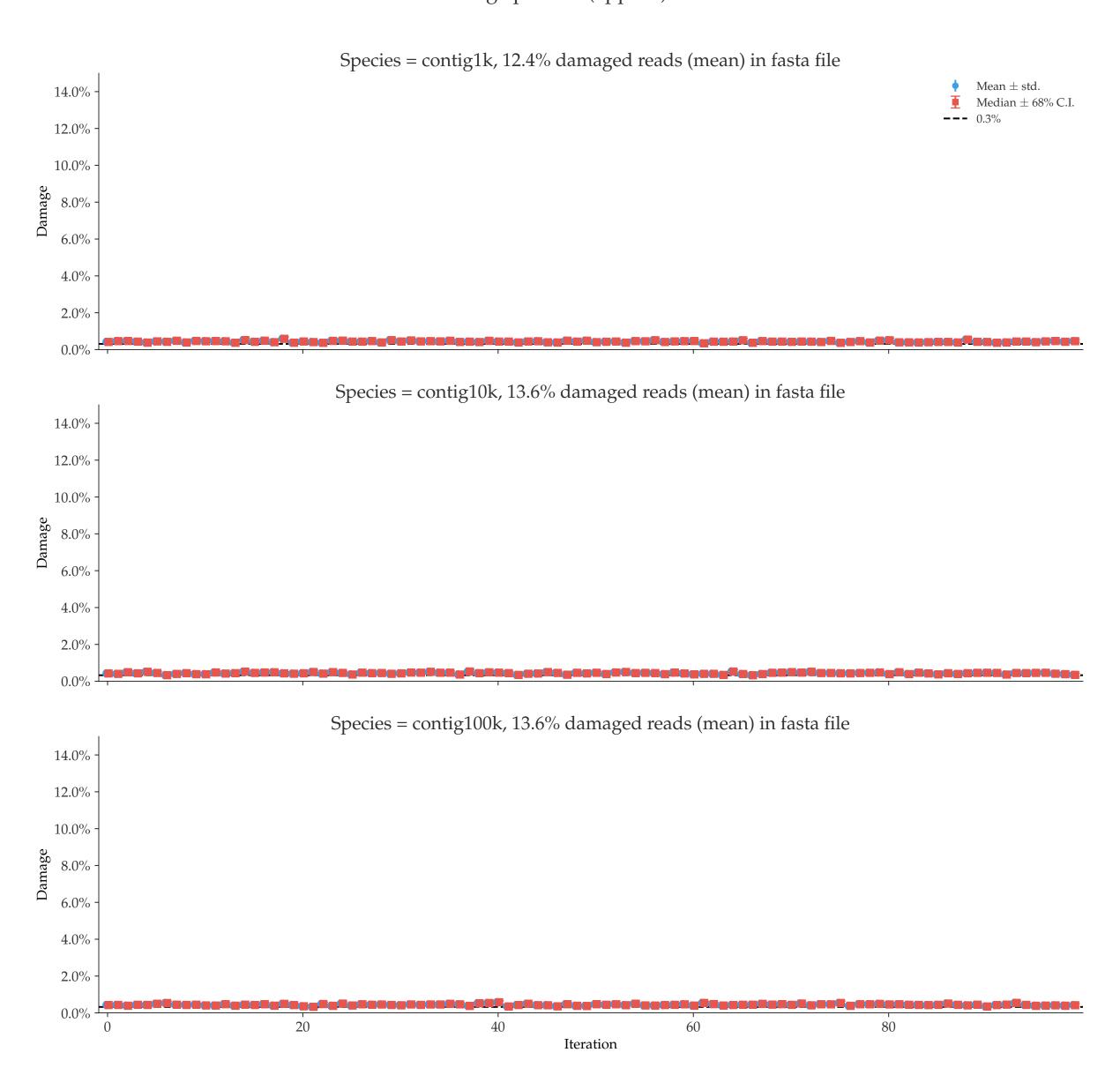
Individual damages: 25000 reads Briggs damage = 0.014 Damage percent (approx) = 1%



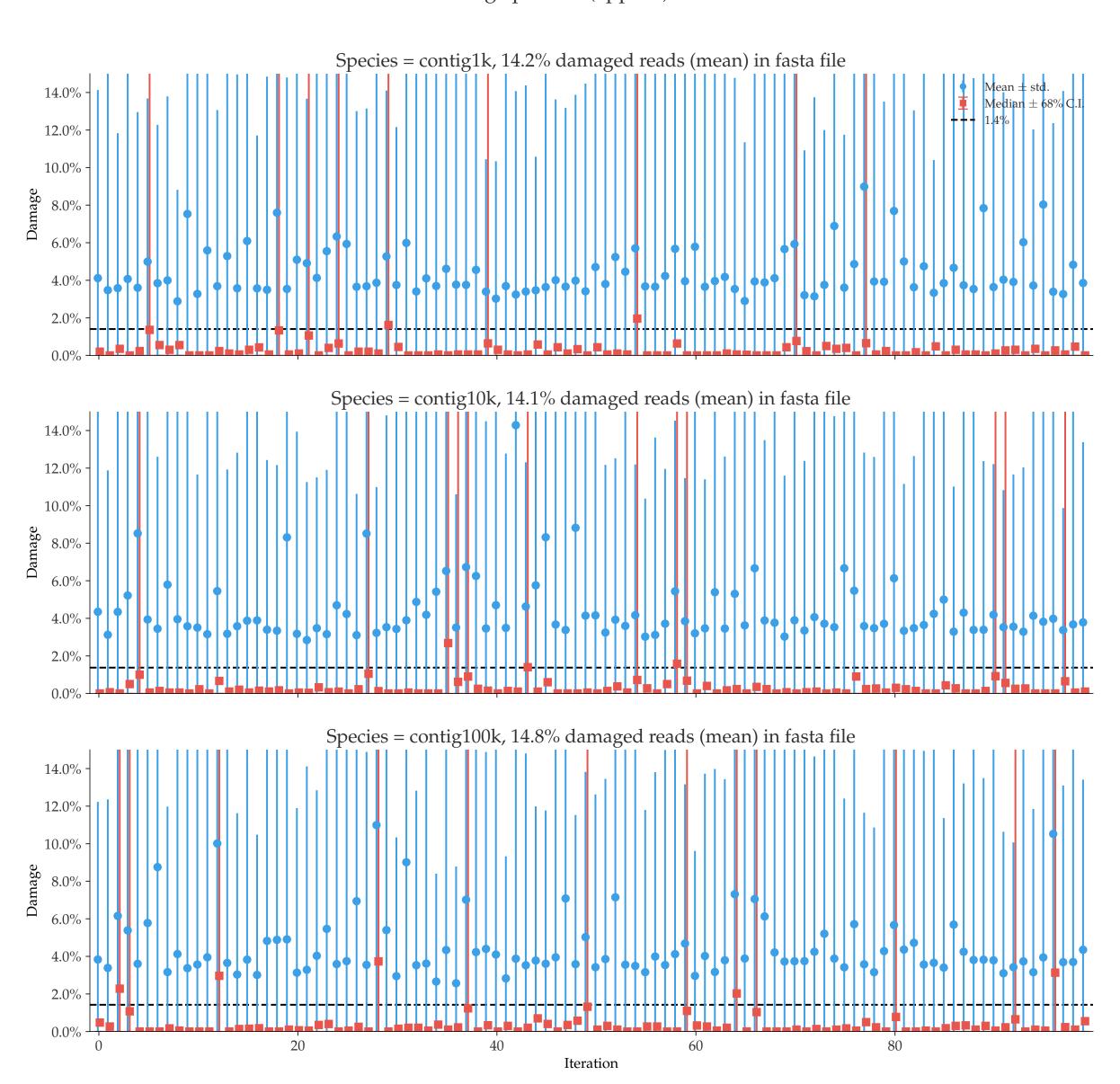
Individual damages: 50000 reads Briggs damage = 0.014 Damage percent (approx) = 1%



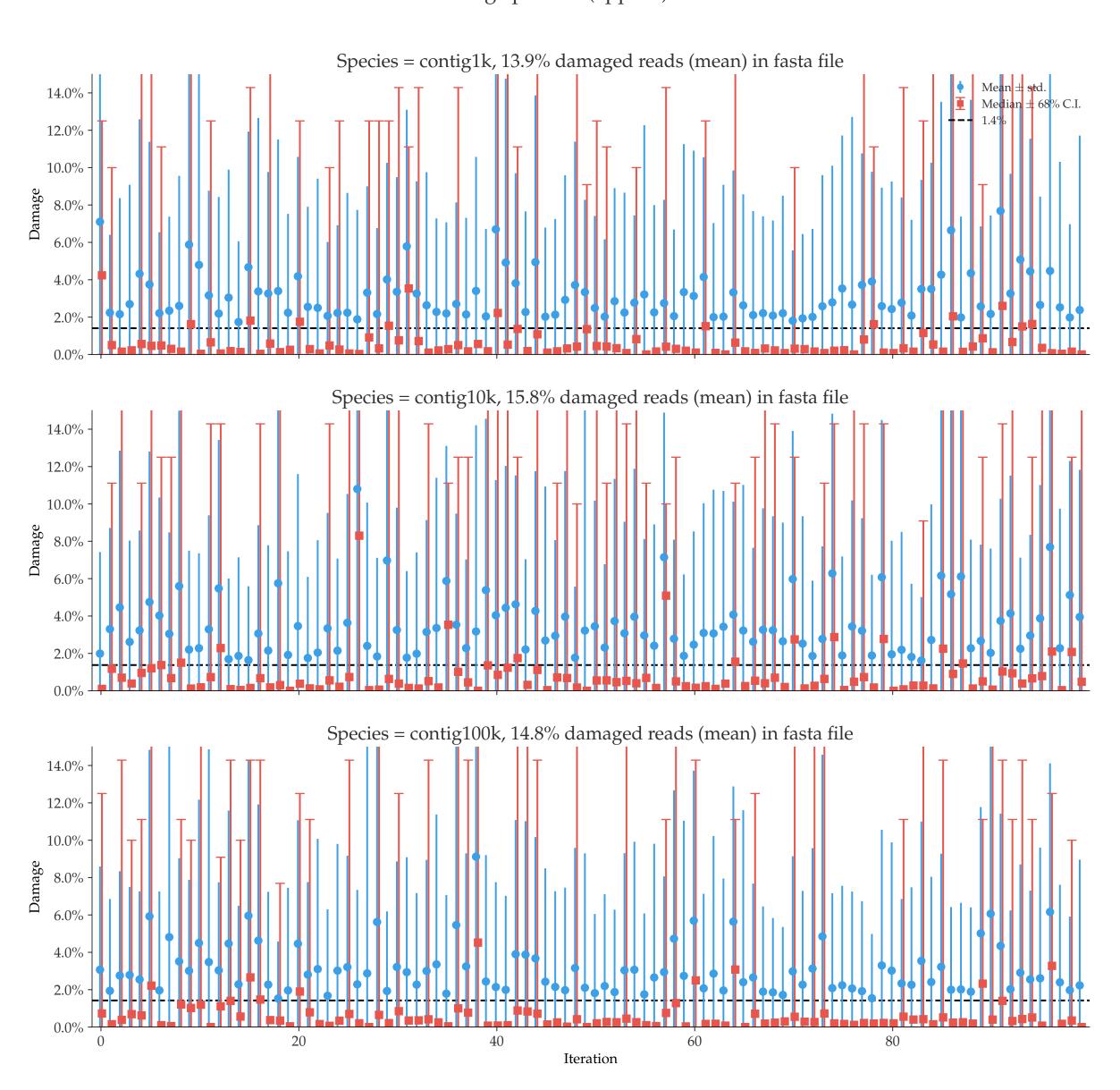
Individual damages: 100000 reads Briggs damage = 0.014 Damage percent (approx) = 1%



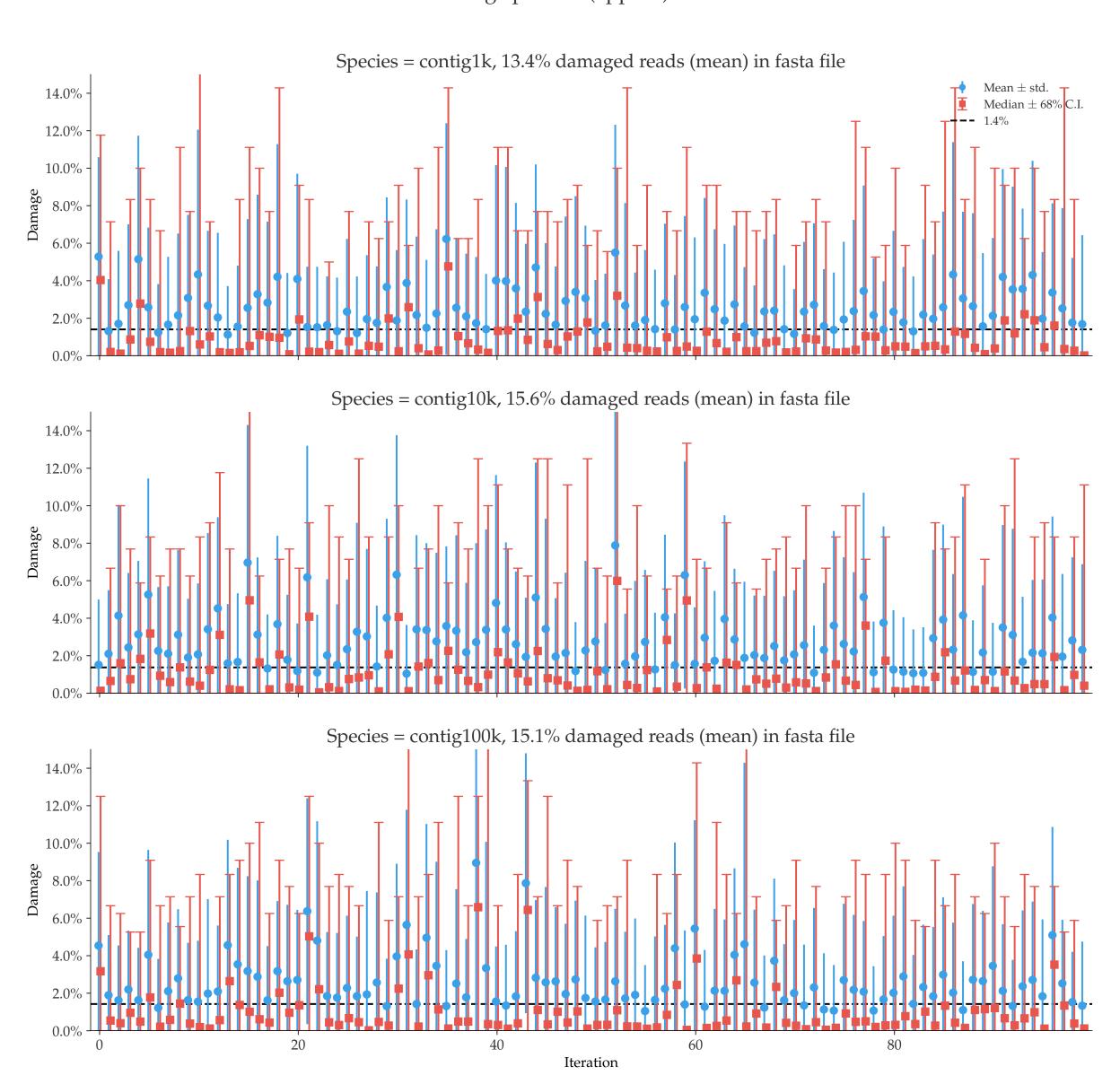
Individual damages: 10 reads Briggs damage = 0.047 Damage percent (approx) = 2%



Individual damages: 25 reads Briggs damage = 0.047 Damage percent (approx) = 2%

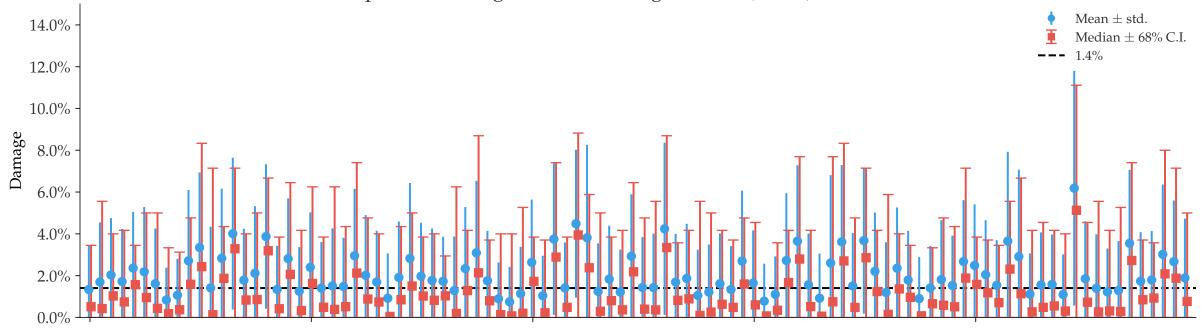


Individual damages: 50 reads Briggs damage = 0.047 Damage percent (approx) = 2%

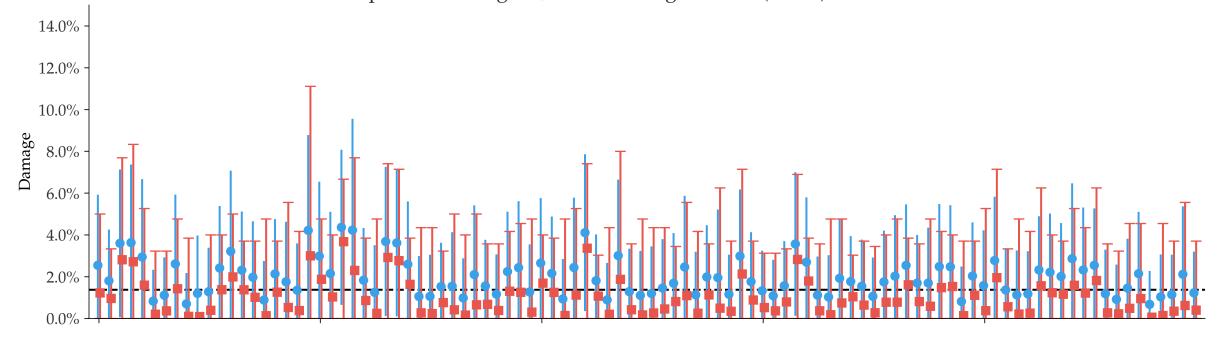


Individual damages: 100 reads Briggs damage = 0.047 Damage percent (approx) = 2%

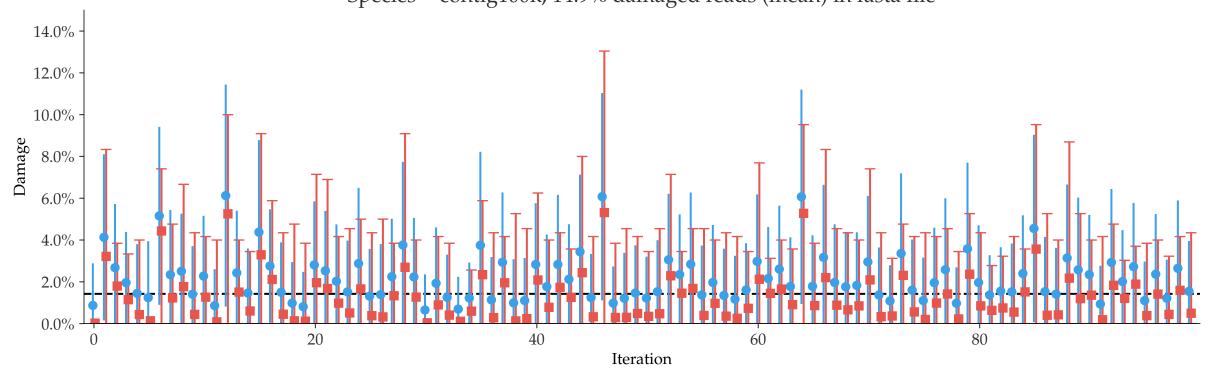




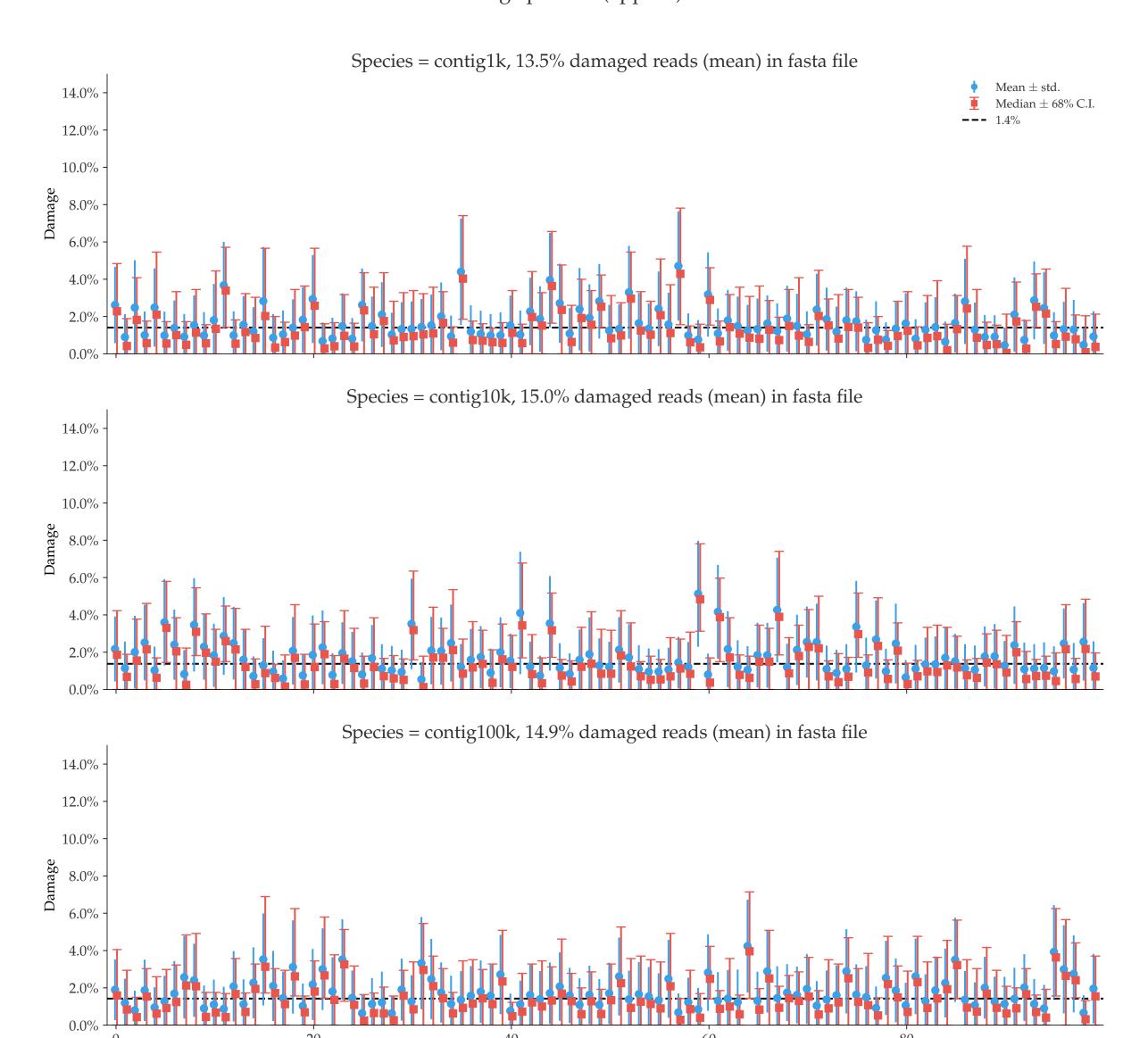
Species = contig10k, 15.2% damaged reads (mean) in fasta file



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

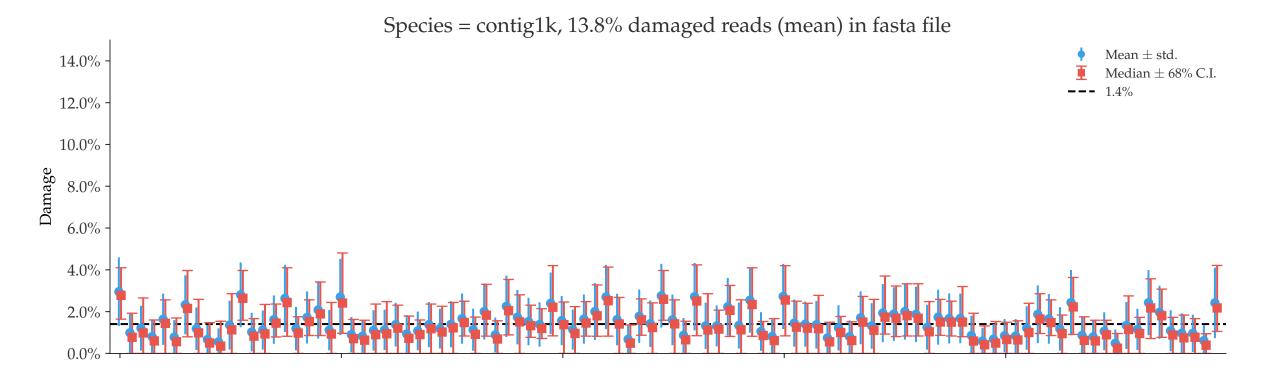


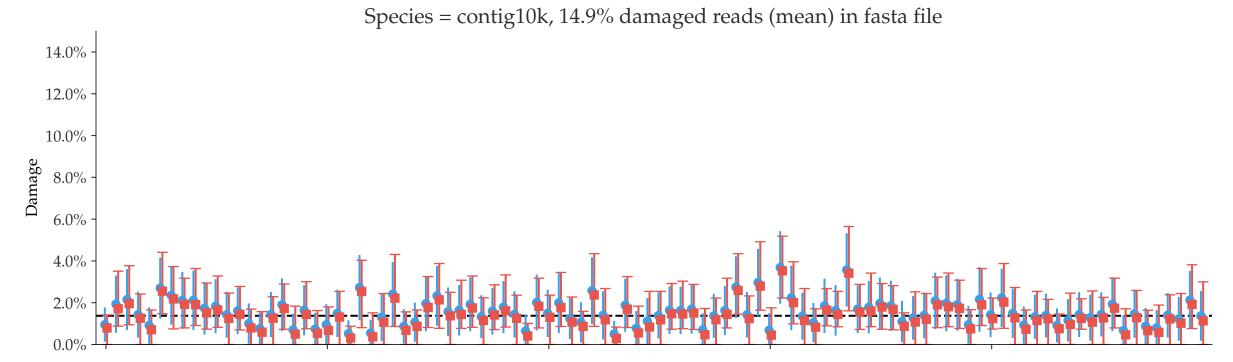
Individual damages: 250 reads Briggs damage = 0.047 Damage percent (approx) = 2%

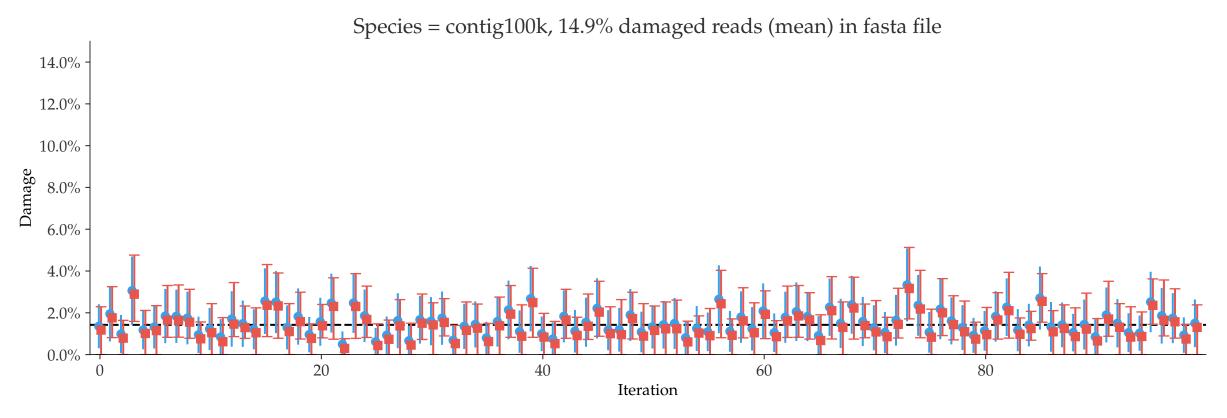


Iteration

Individual damages: 500 reads Briggs damage = 0.047 Damage percent (approx) = 2%

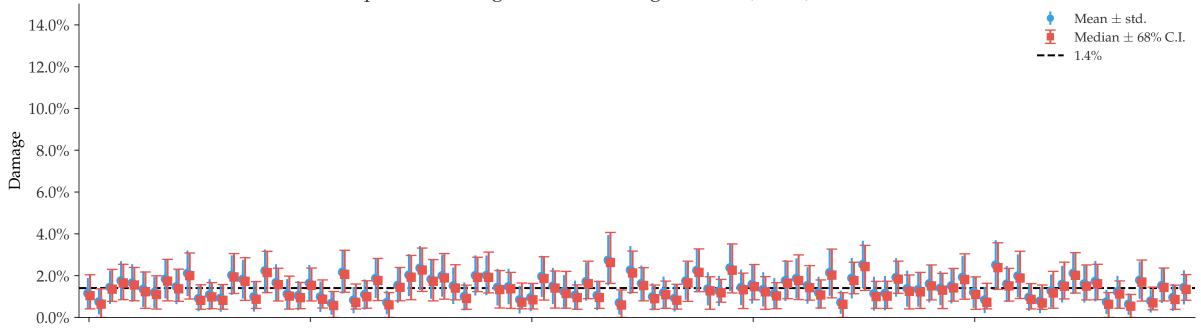




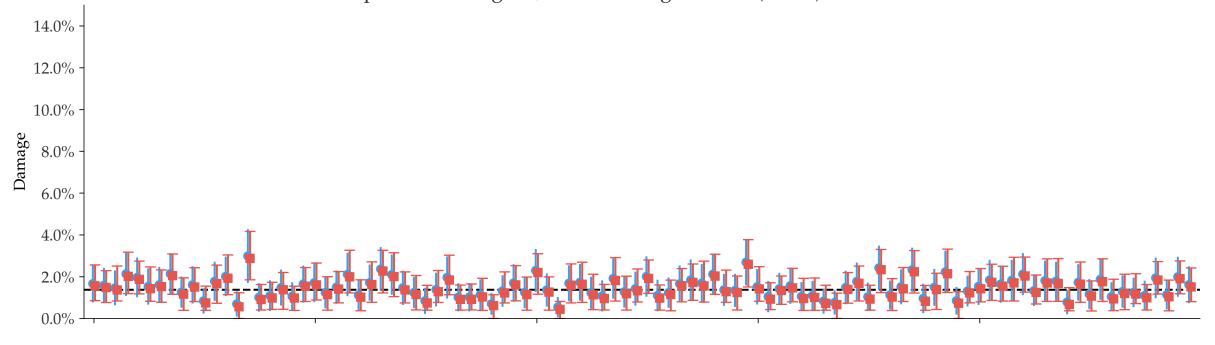


Individual damages: 1000 reads Briggs damage = 0.047 Damage percent (approx) = 2%

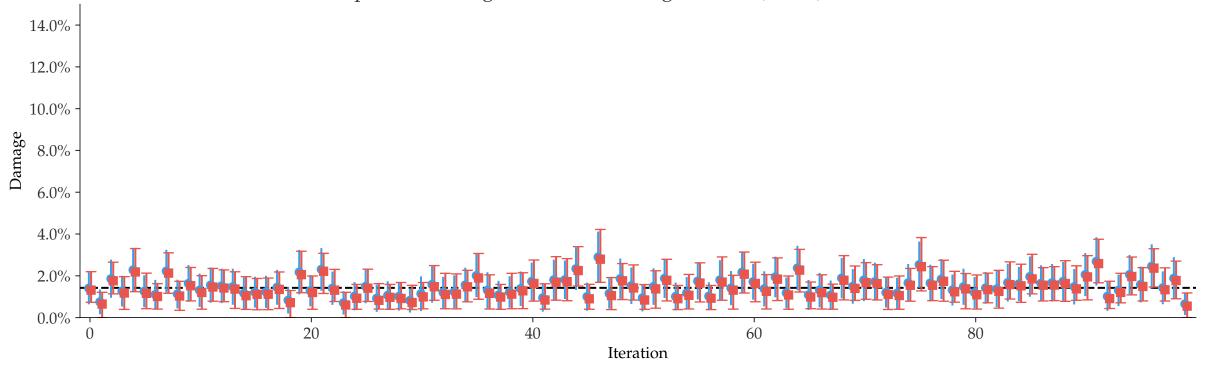




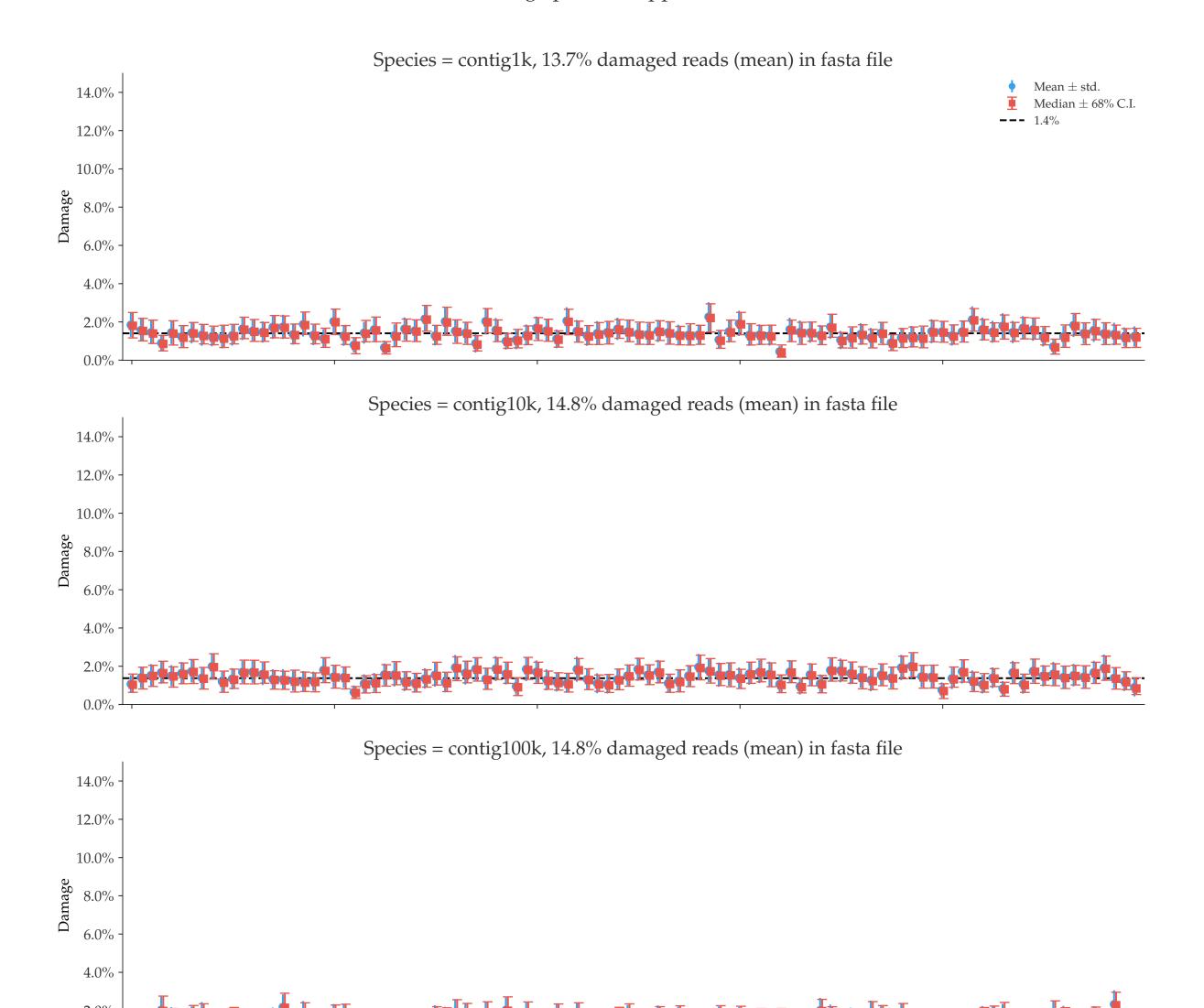
Species = contig10k, 14.8% damaged reads (mean) in fasta file



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



Individual damages: 2500 reads Briggs damage = 0.047 Damage percent (approx) = 2%



40

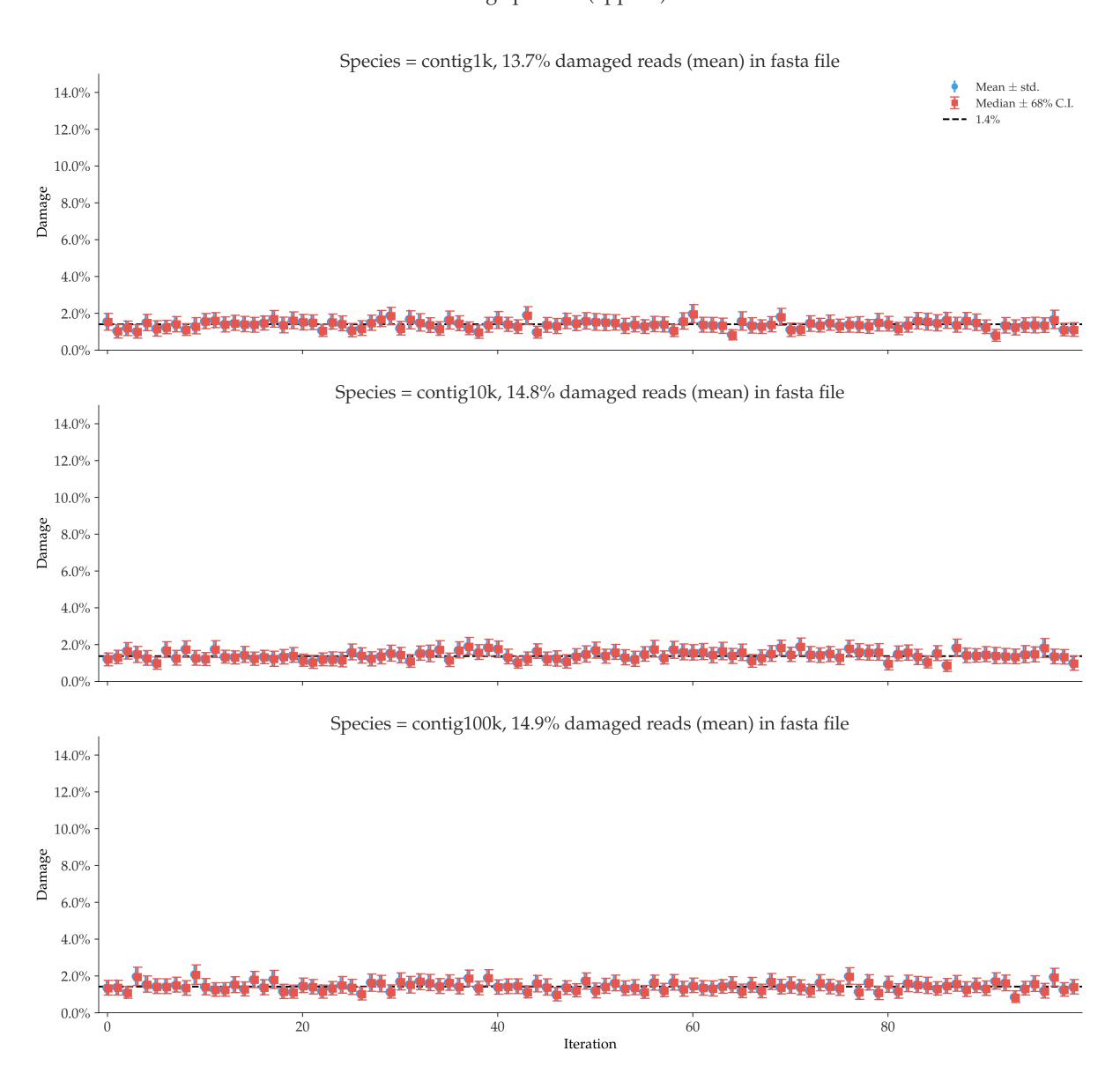
Iteration

60

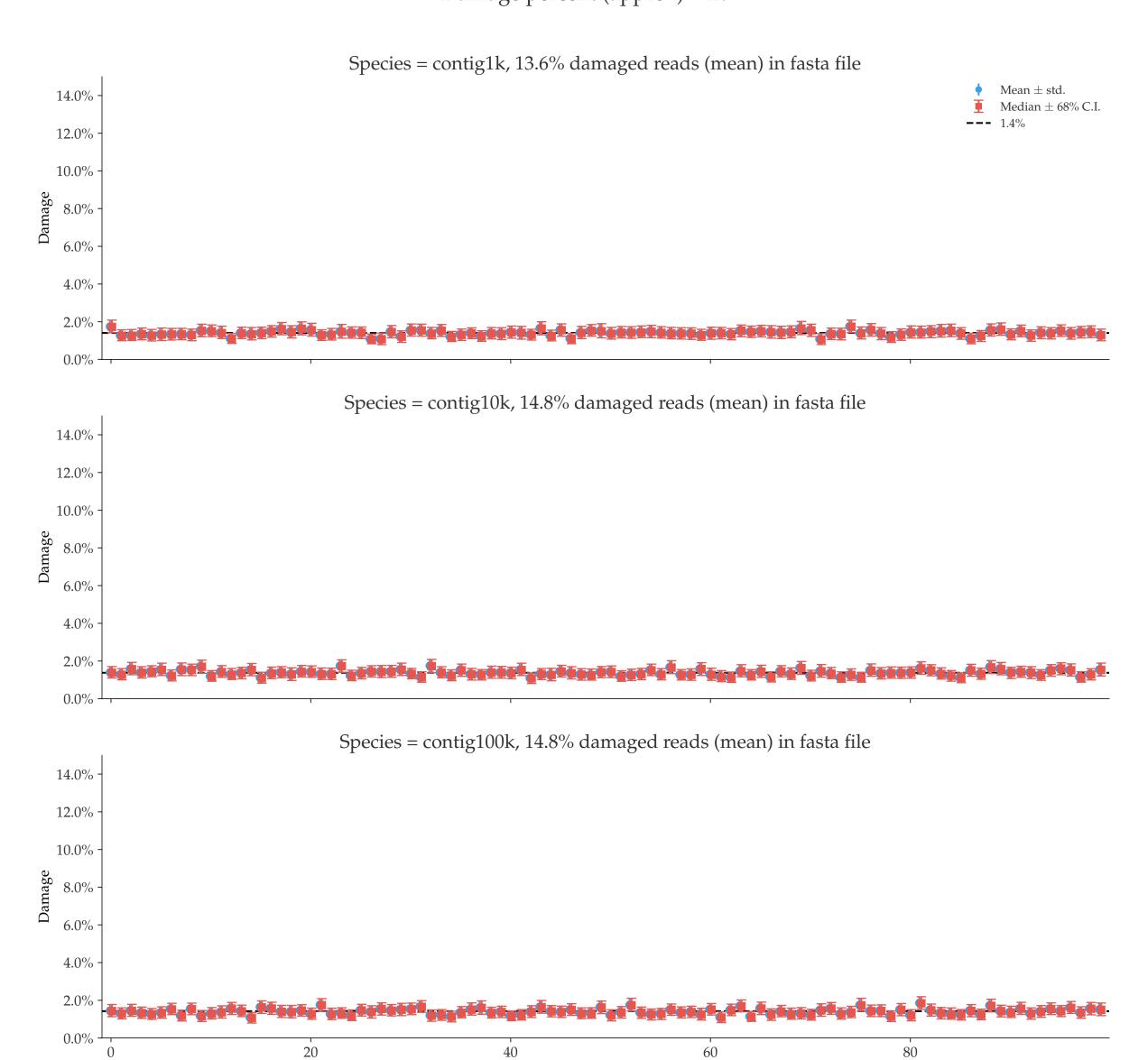
80

20

Individual damages: 5000 reads Briggs damage = 0.047 Damage percent (approx) = 2%

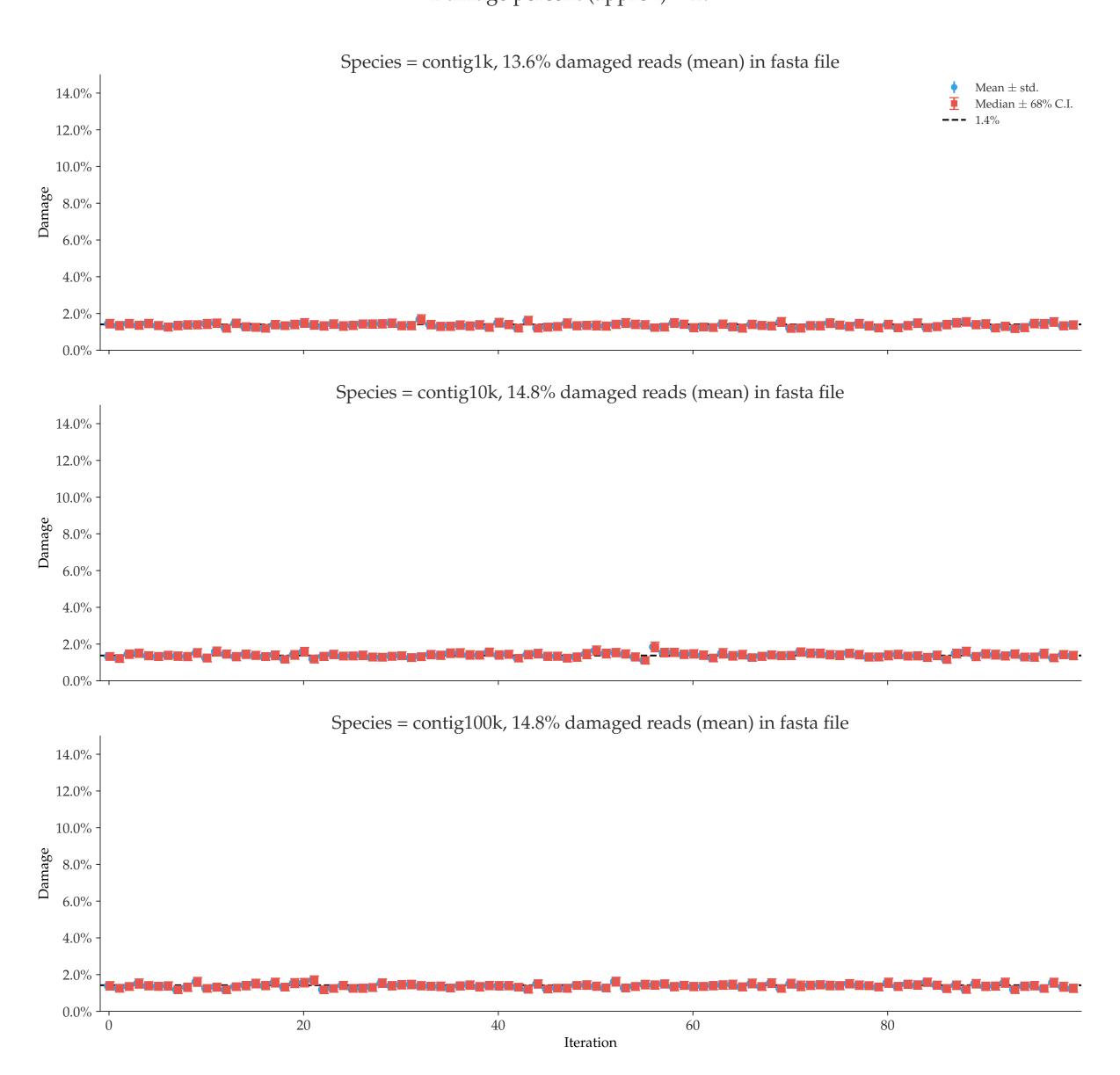


Individual damages: 10000 reads Briggs damage = 0.047 Damage percent (approx) = 2%

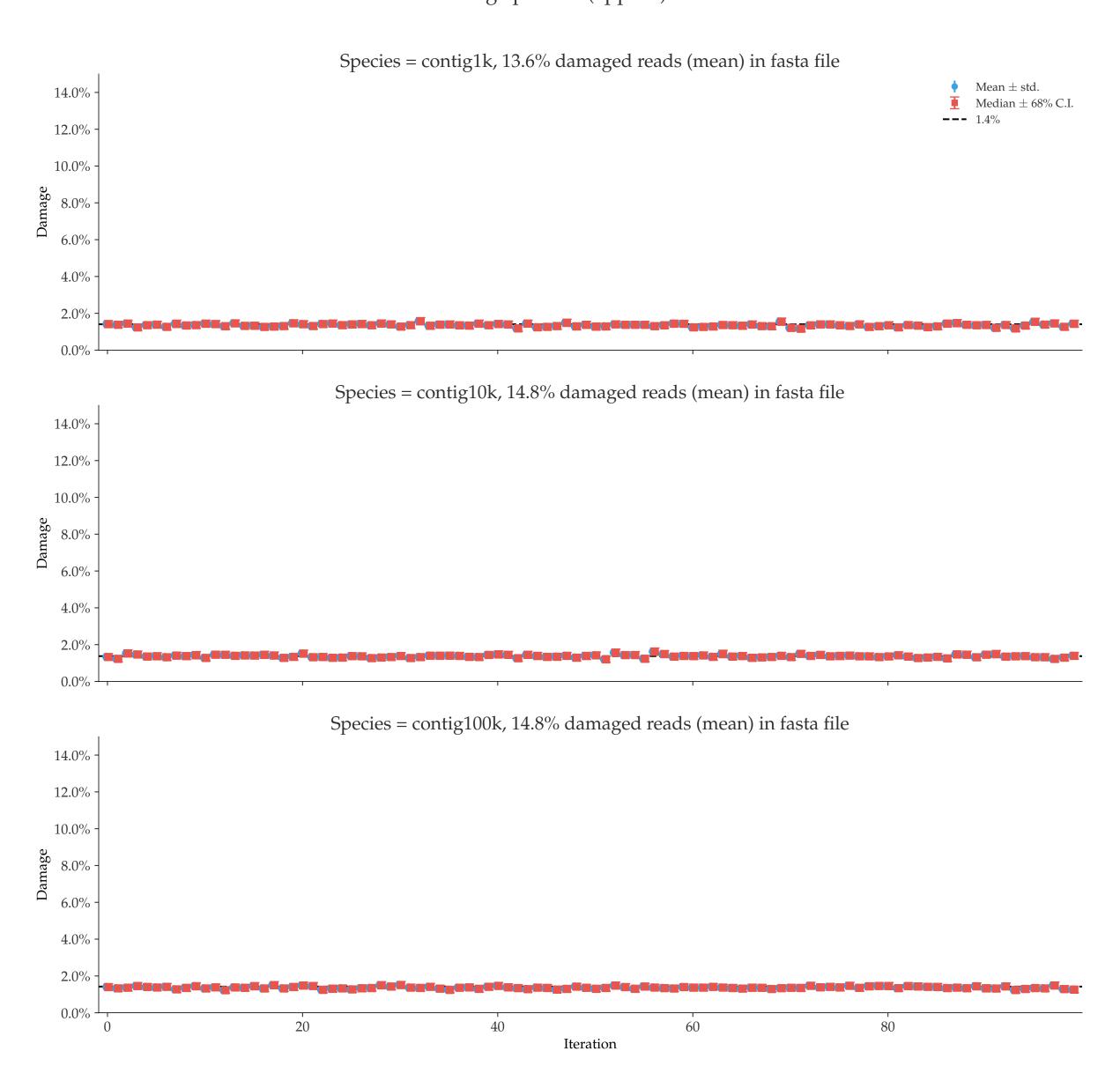


Iteration

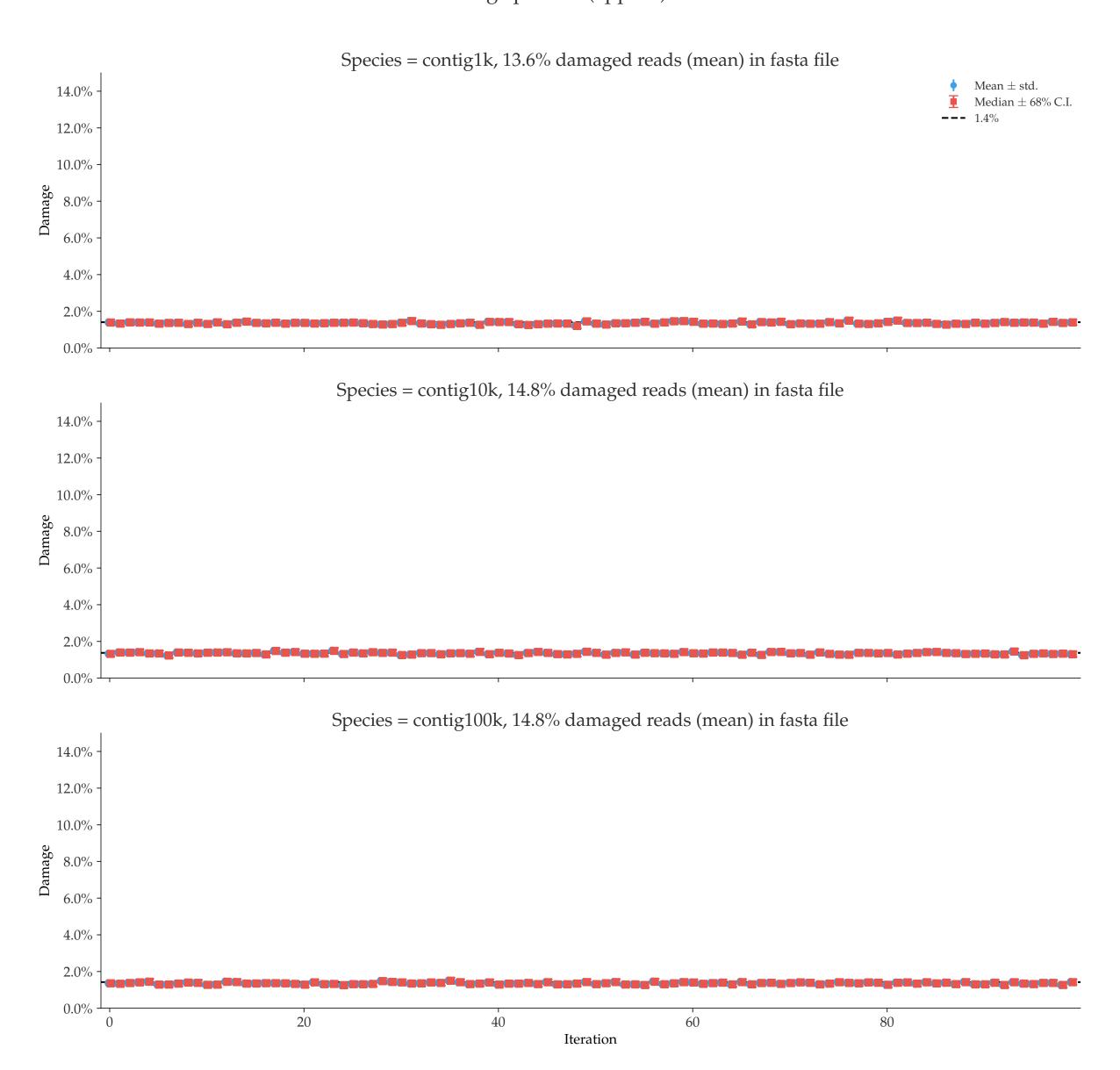
Individual damages: 25000 reads Briggs damage = 0.047 Damage percent (approx) = 2%



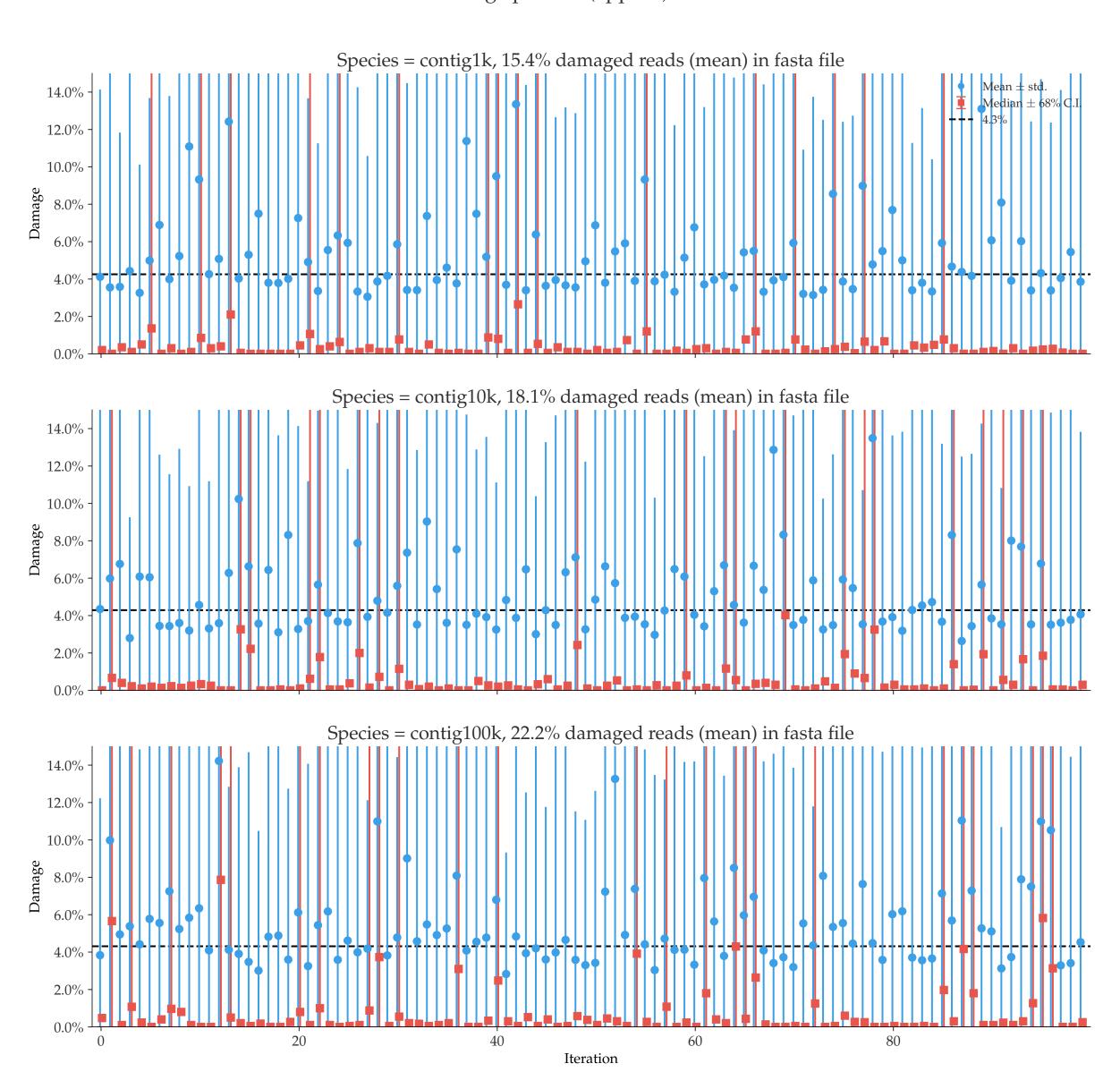
Individual damages: 50000 reads Briggs damage = 0.047 Damage percent (approx) = 2%



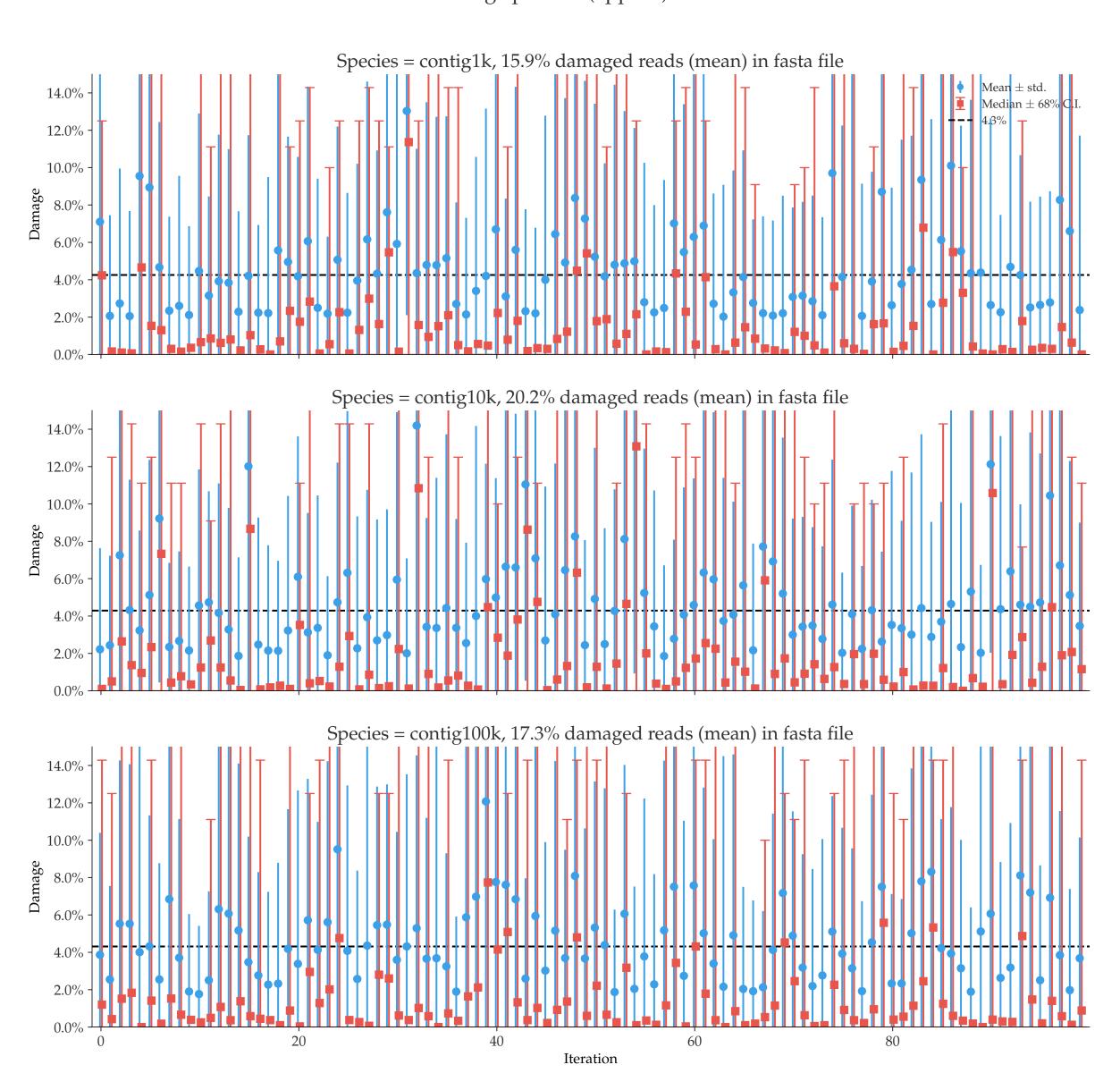
Individual damages: 100000 reads Briggs damage = 0.047 Damage percent (approx) = 2%



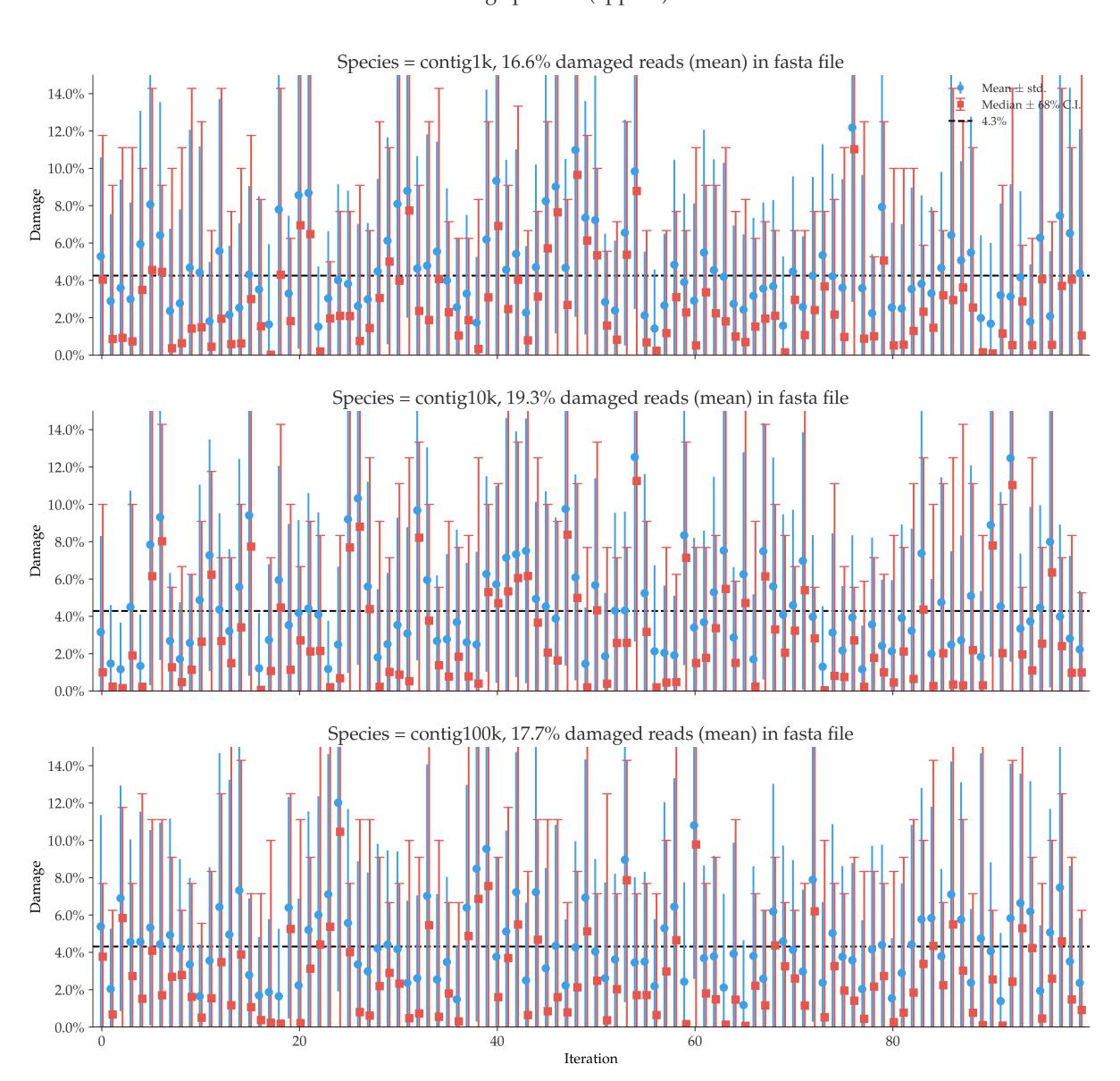
Individual damages: 10 reads Briggs damage = 0.138 Damage percent (approx) = 5%



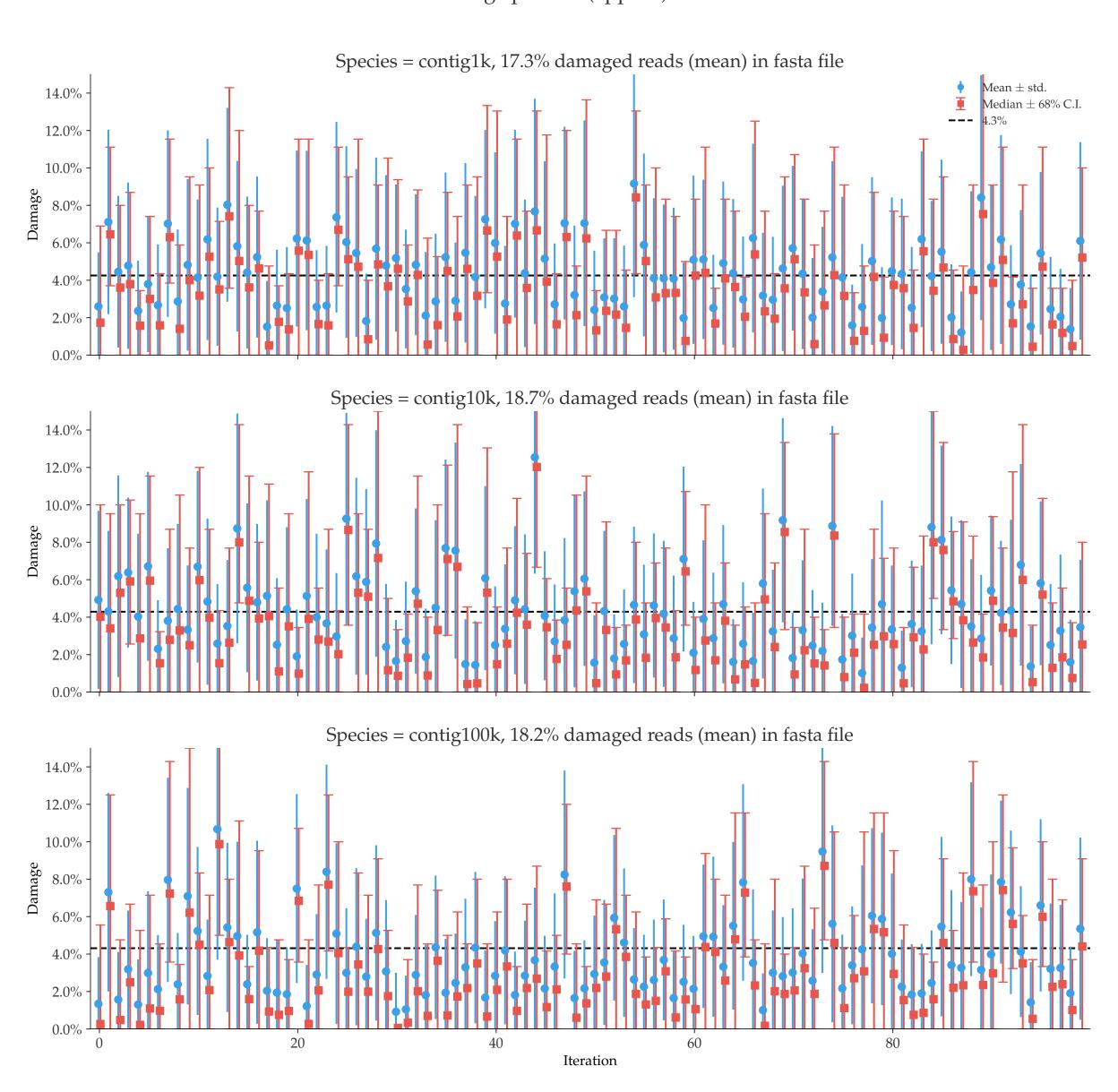
Individual damages: 25 reads Briggs damage = 0.138 Damage percent (approx) = 5%



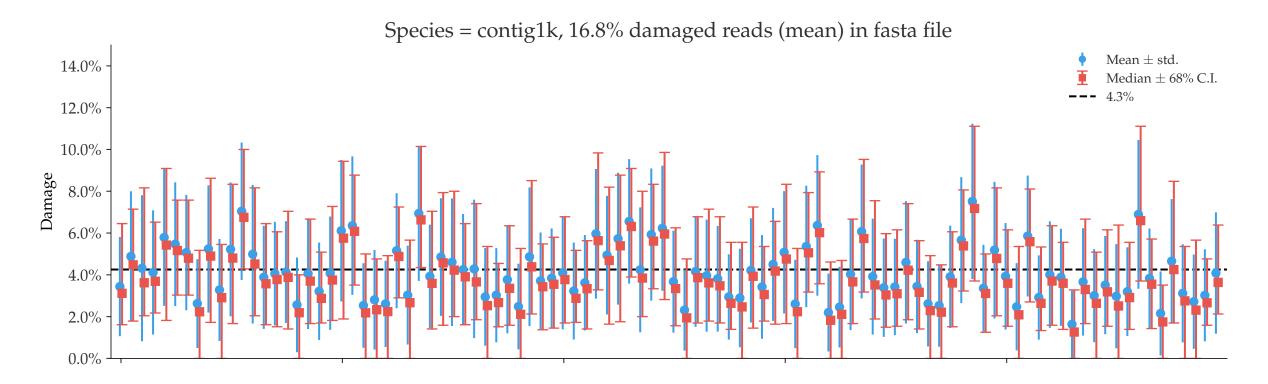
Individual damages: 50 reads Briggs damage = 0.138 Damage percent (approx) = 5%

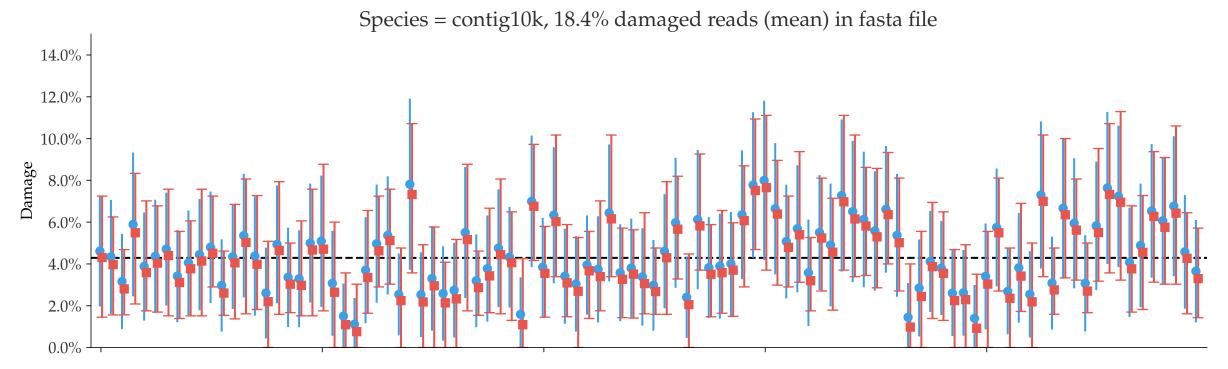


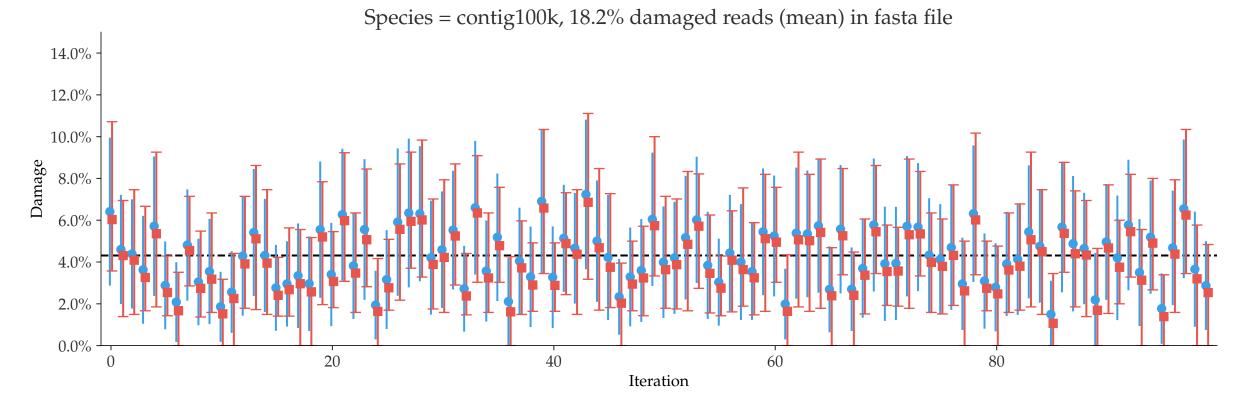
Individual damages: 100 reads Briggs damage = 0.138 Damage percent (approx) = 5%



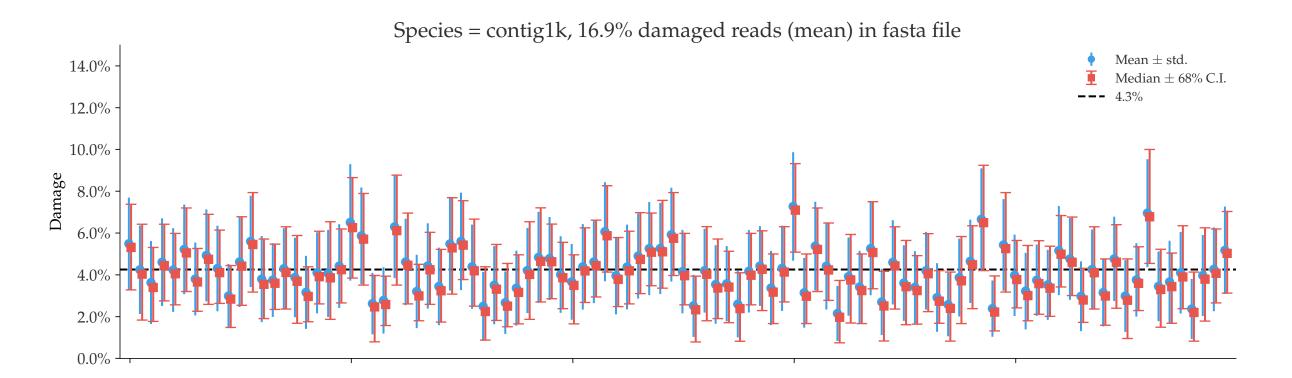
Individual damages: 250 reads Briggs damage = 0.138 Damage percent (approx) = 5%

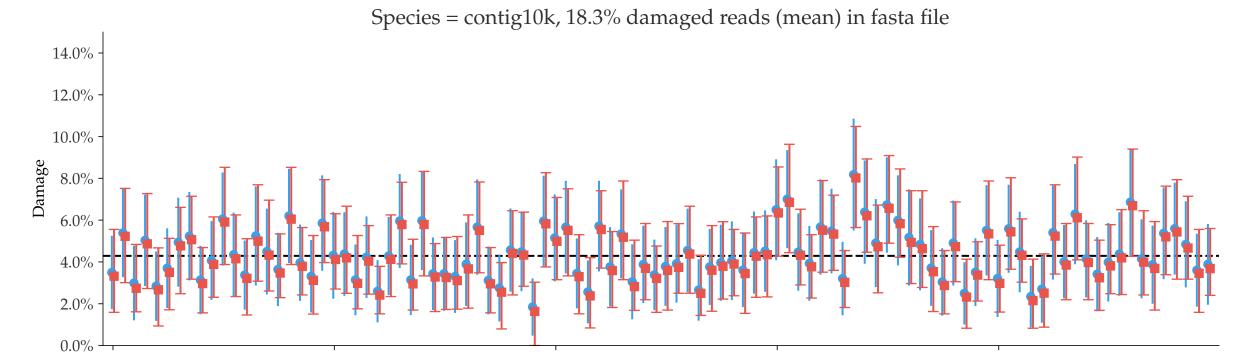


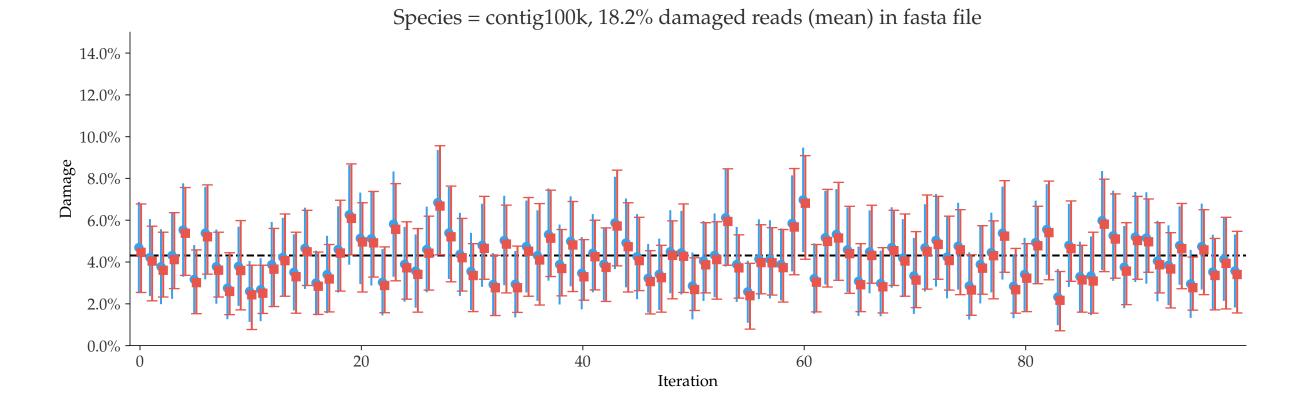




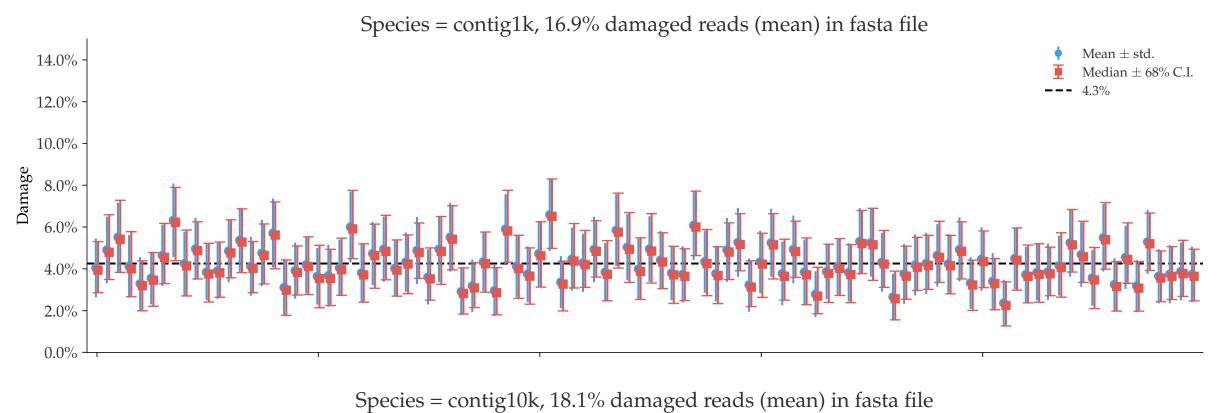
Individual damages: 500 reads Briggs damage = 0.138 Damage percent (approx) = 5%

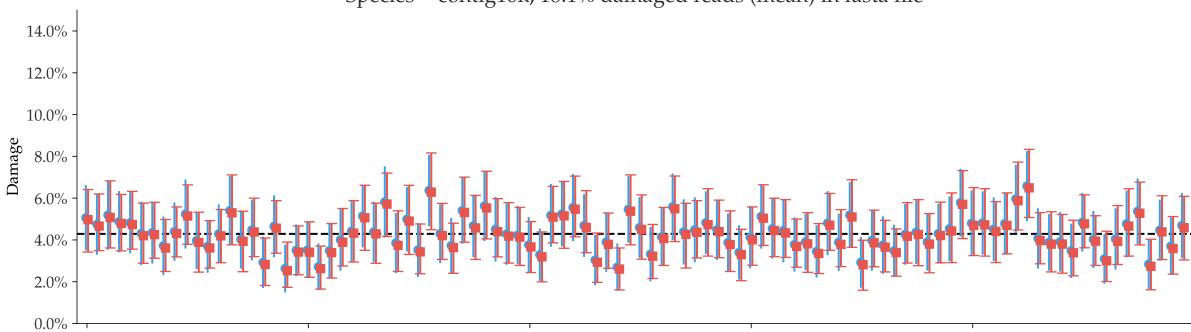


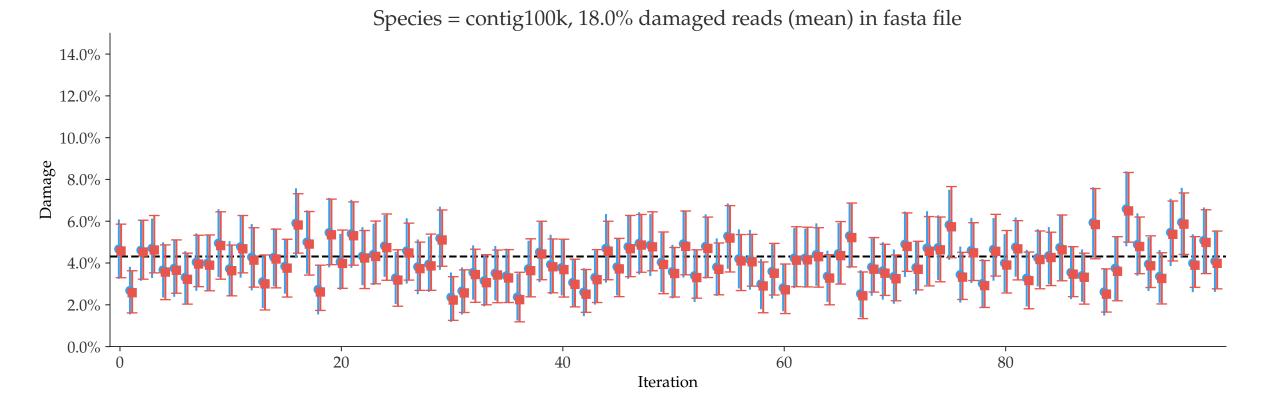




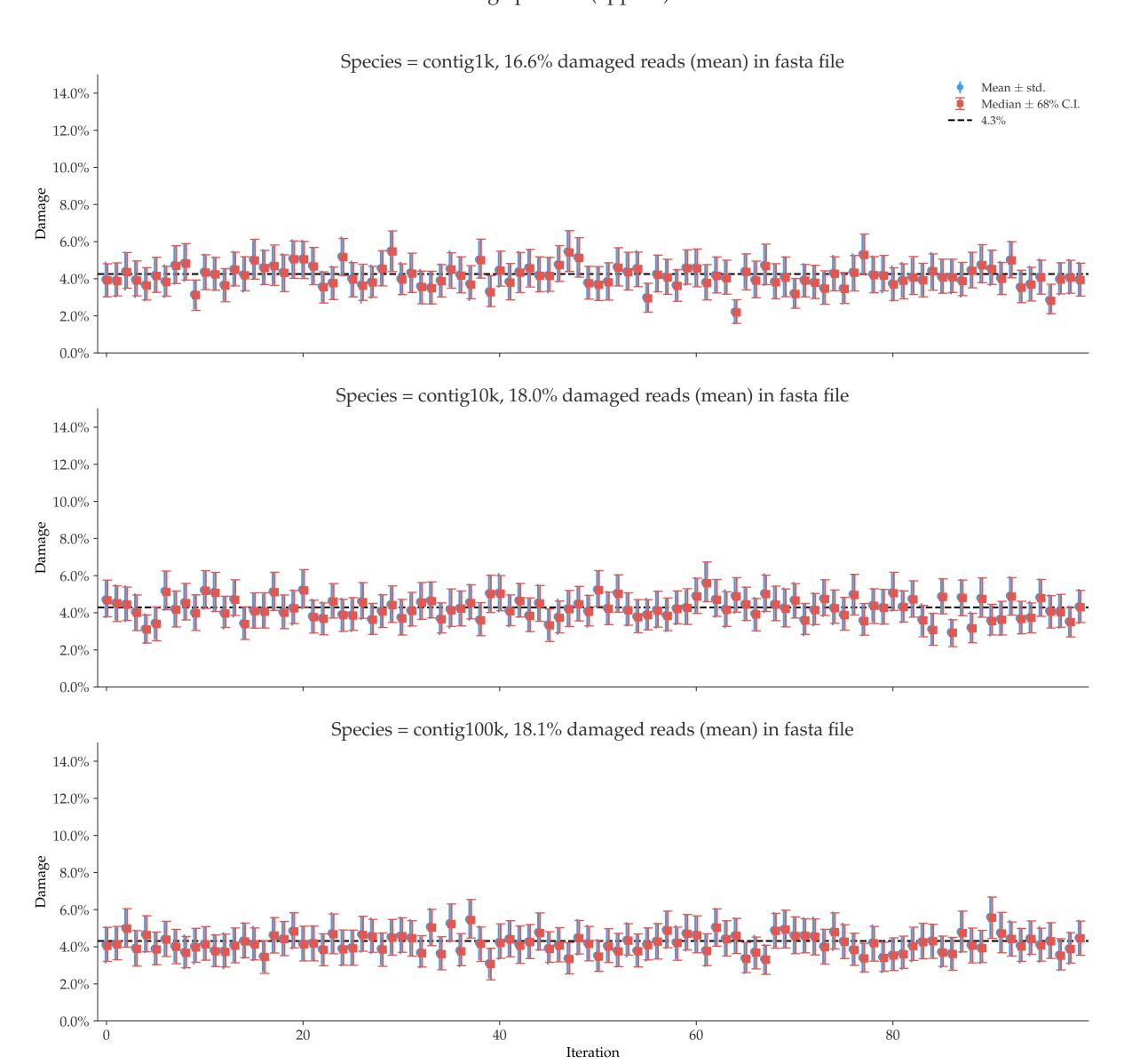
Individual damages: 1000 reads Briggs damage = 0.138 Damage percent (approx) = 5%



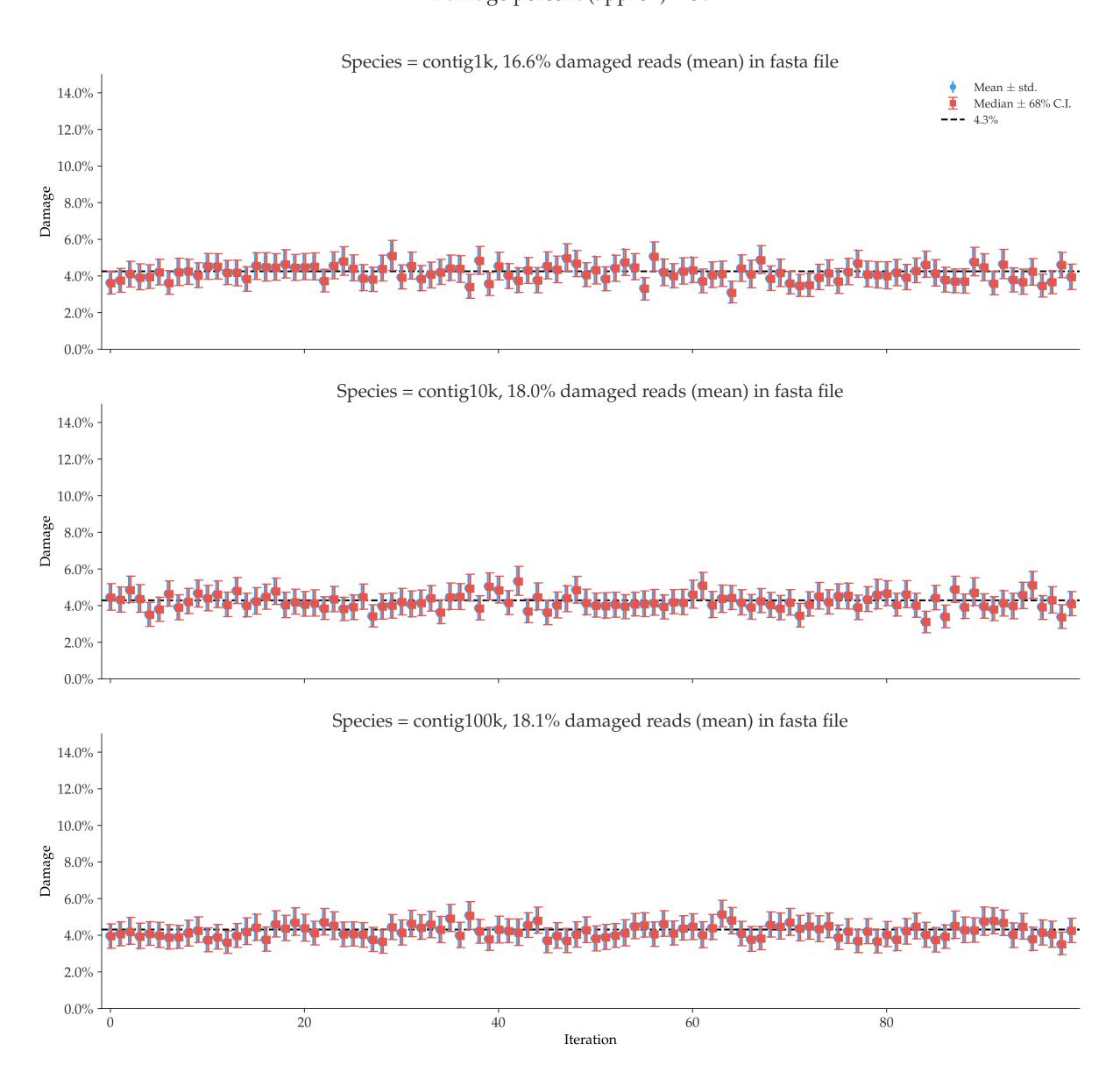




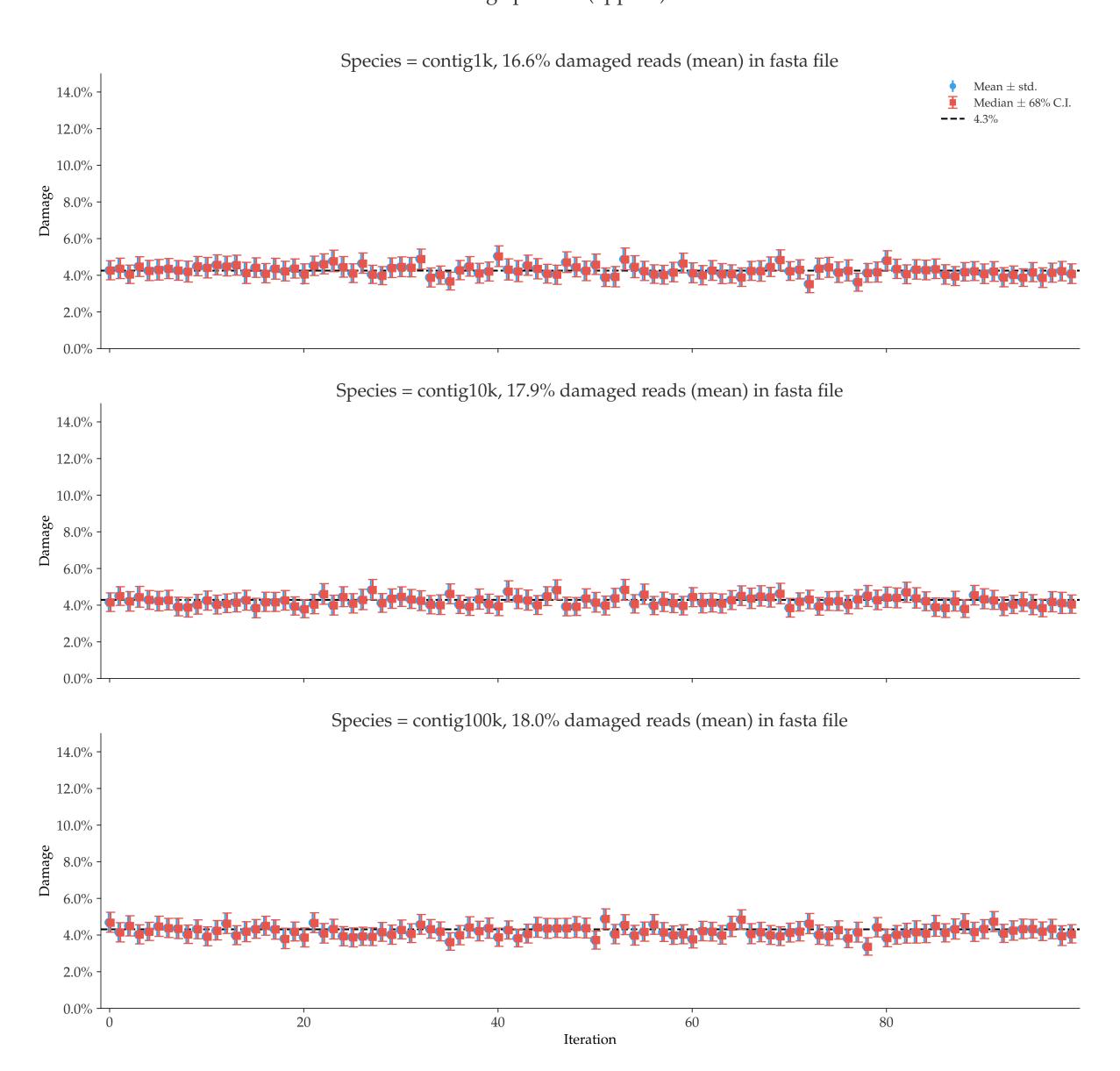
Individual damages: 2500 reads Briggs damage = 0.138 Damage percent (approx) = 5%



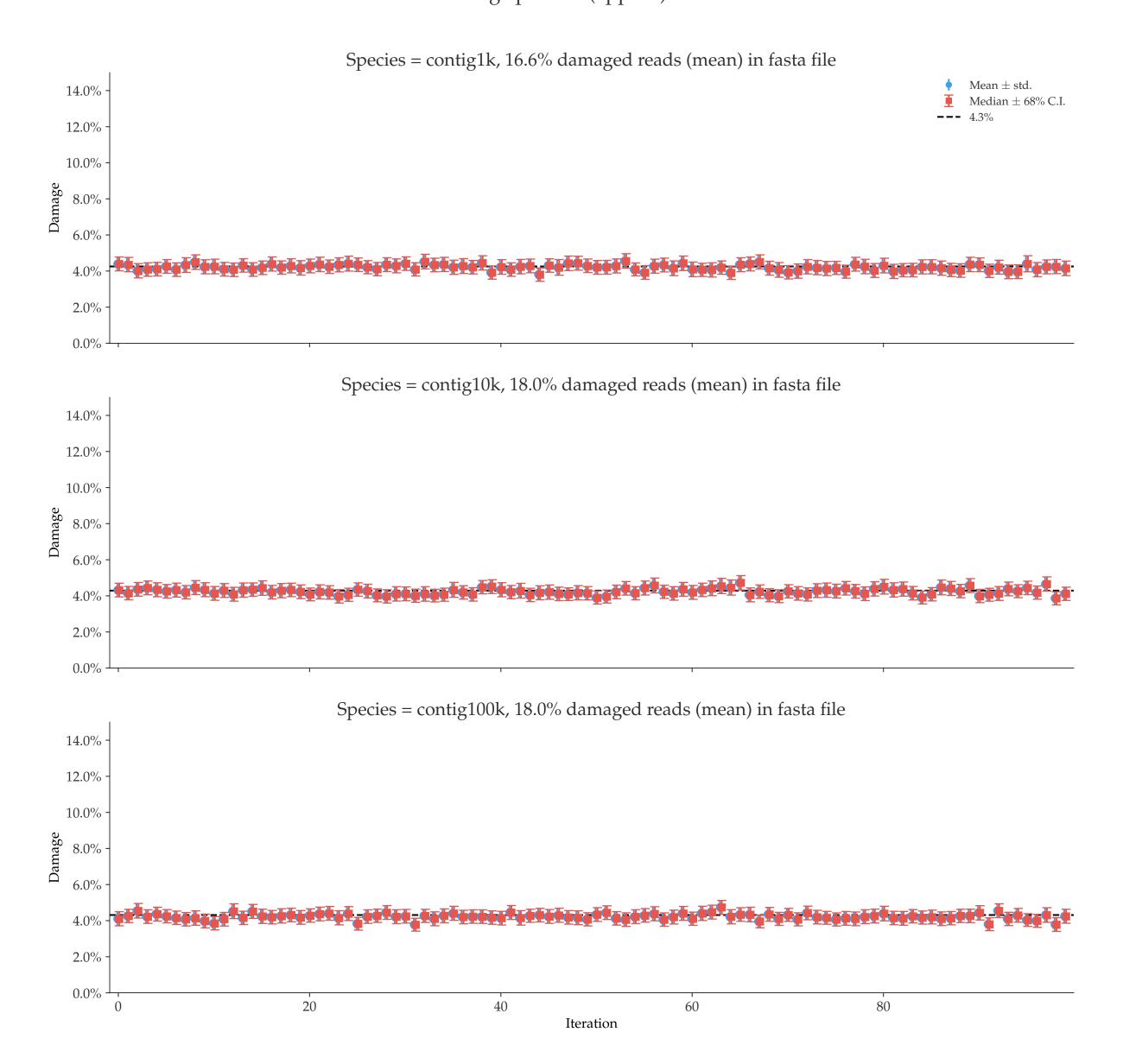
Individual damages: 5000 reads Briggs damage = 0.138 Damage percent (approx) = 5%



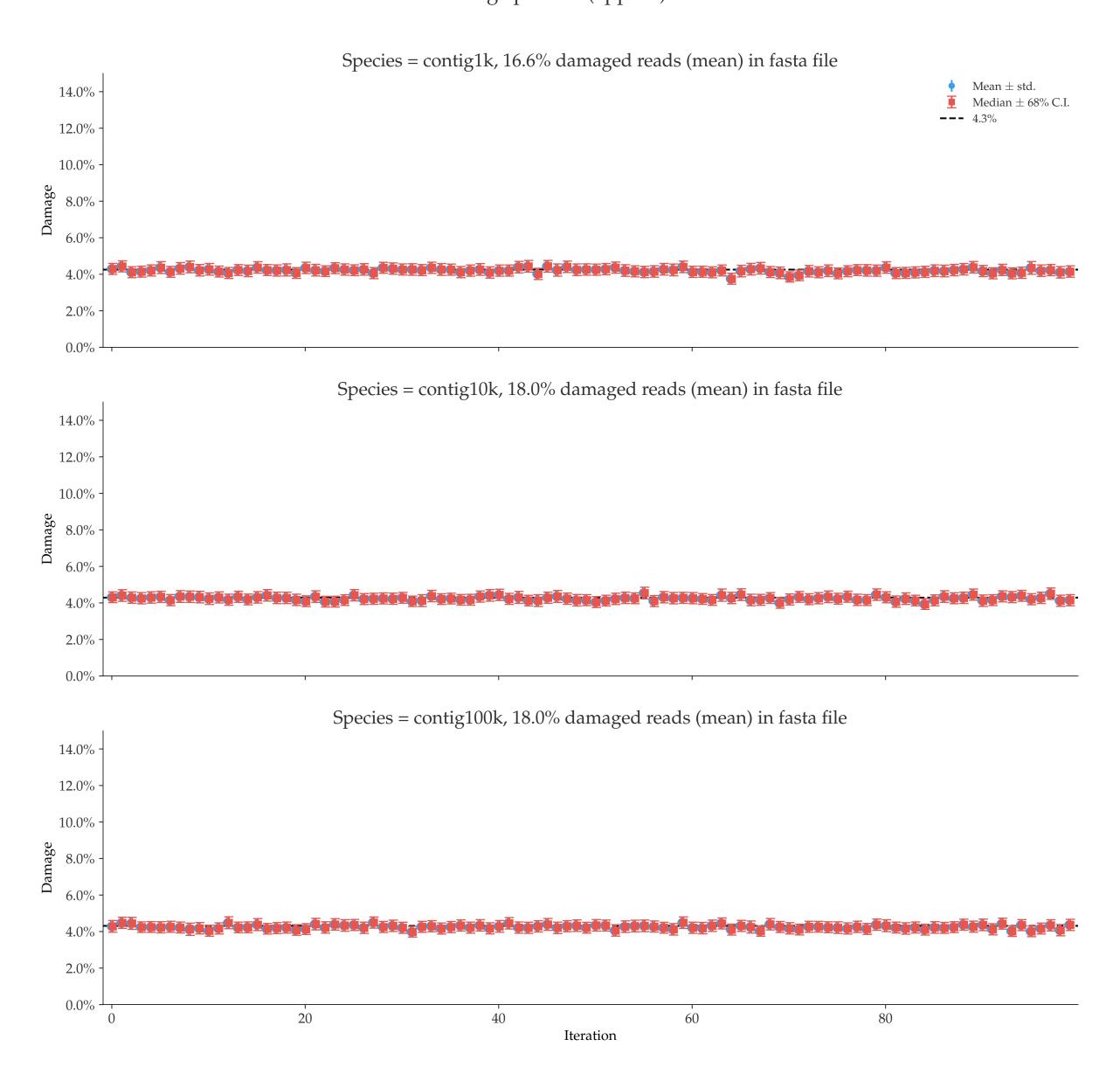
Individual damages: 10000 reads Briggs damage = 0.138 Damage percent (approx) = 5%



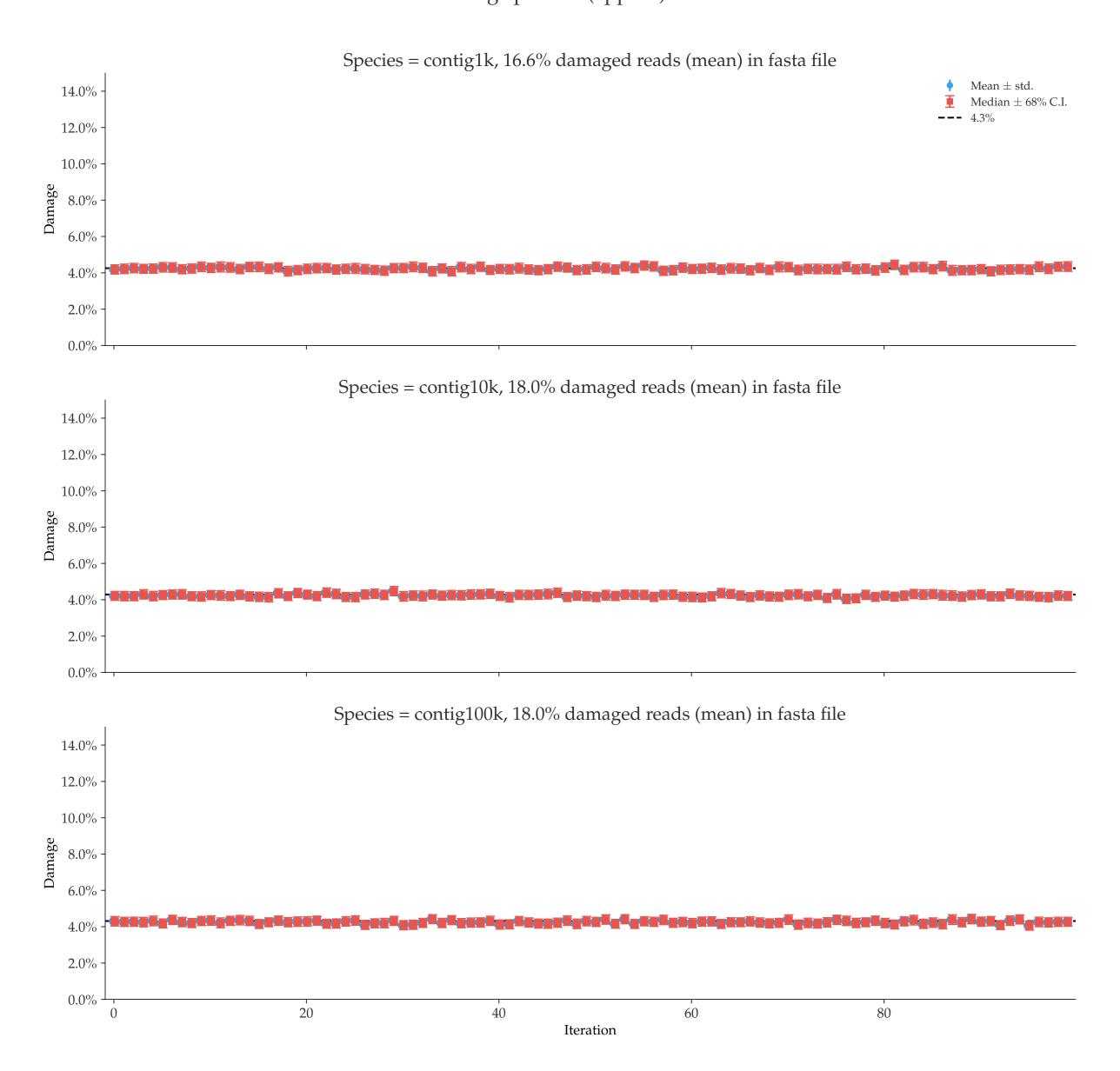
Individual damages: 25000 reads Briggs damage = 0.138 Damage percent (approx) = 5%



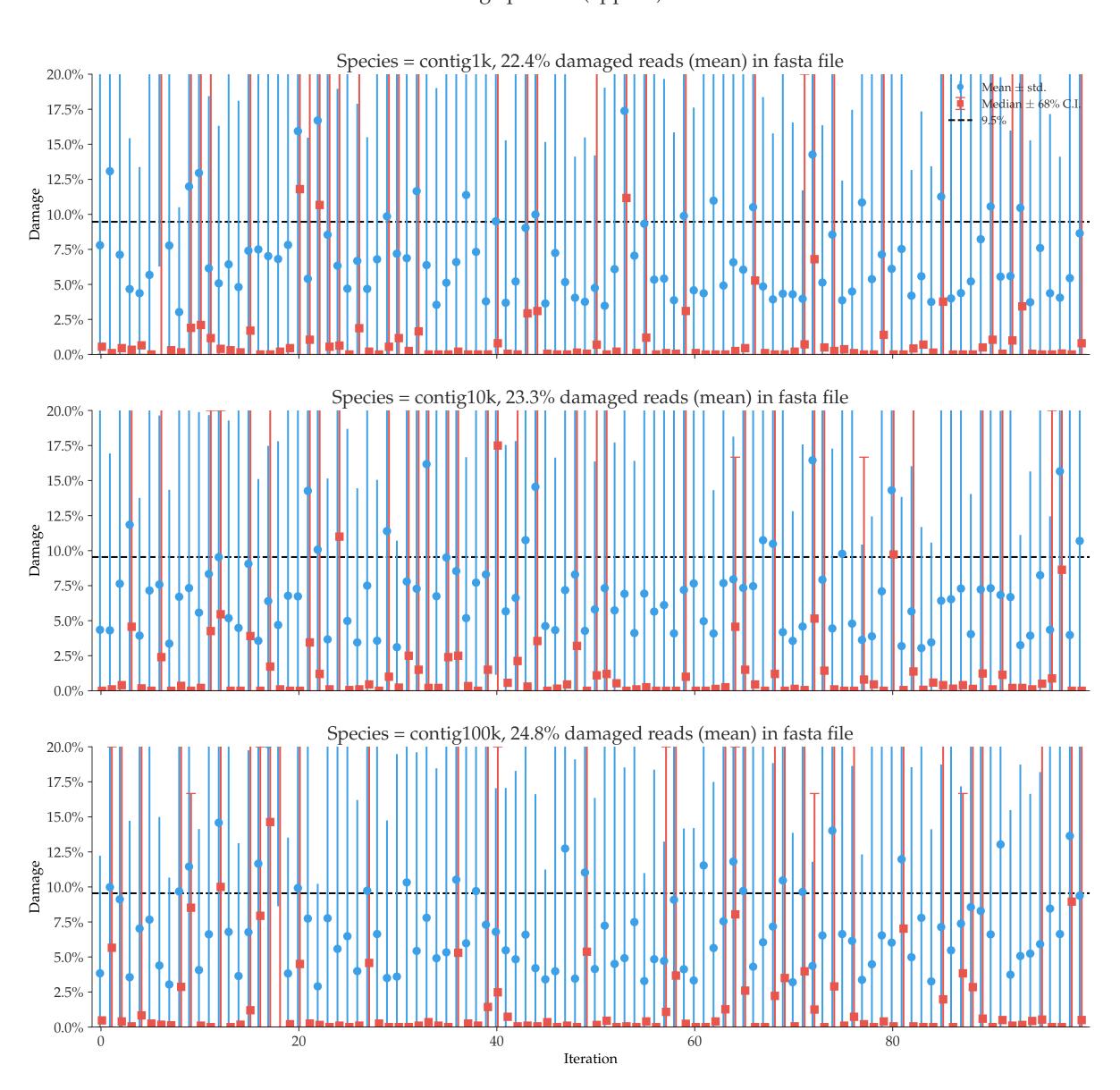
Individual damages: 50000 reads Briggs damage = 0.138 Damage percent (approx) = 5%



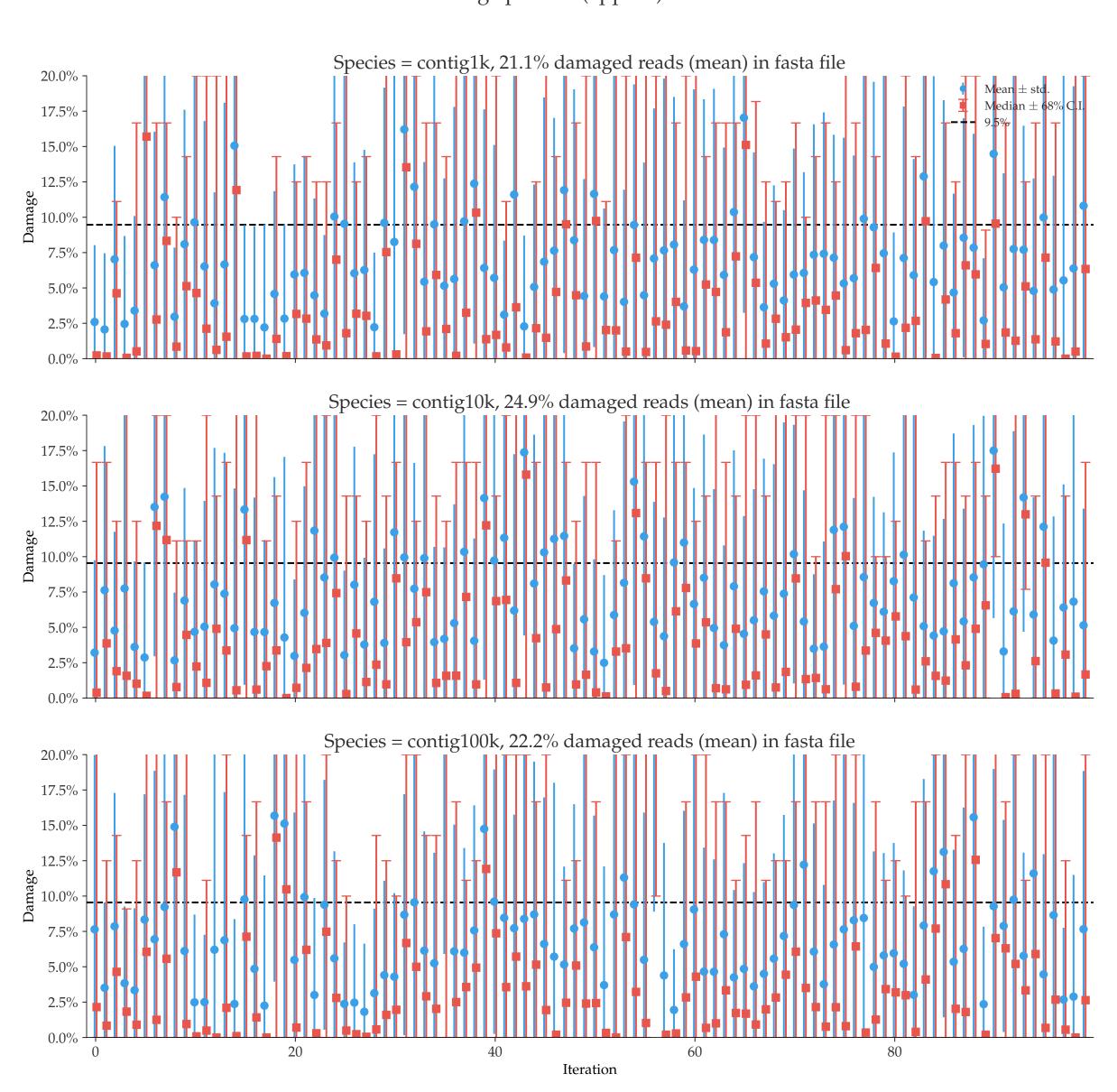
Individual damages: 100000 reads Briggs damage = 0.138 Damage percent (approx) = 5%



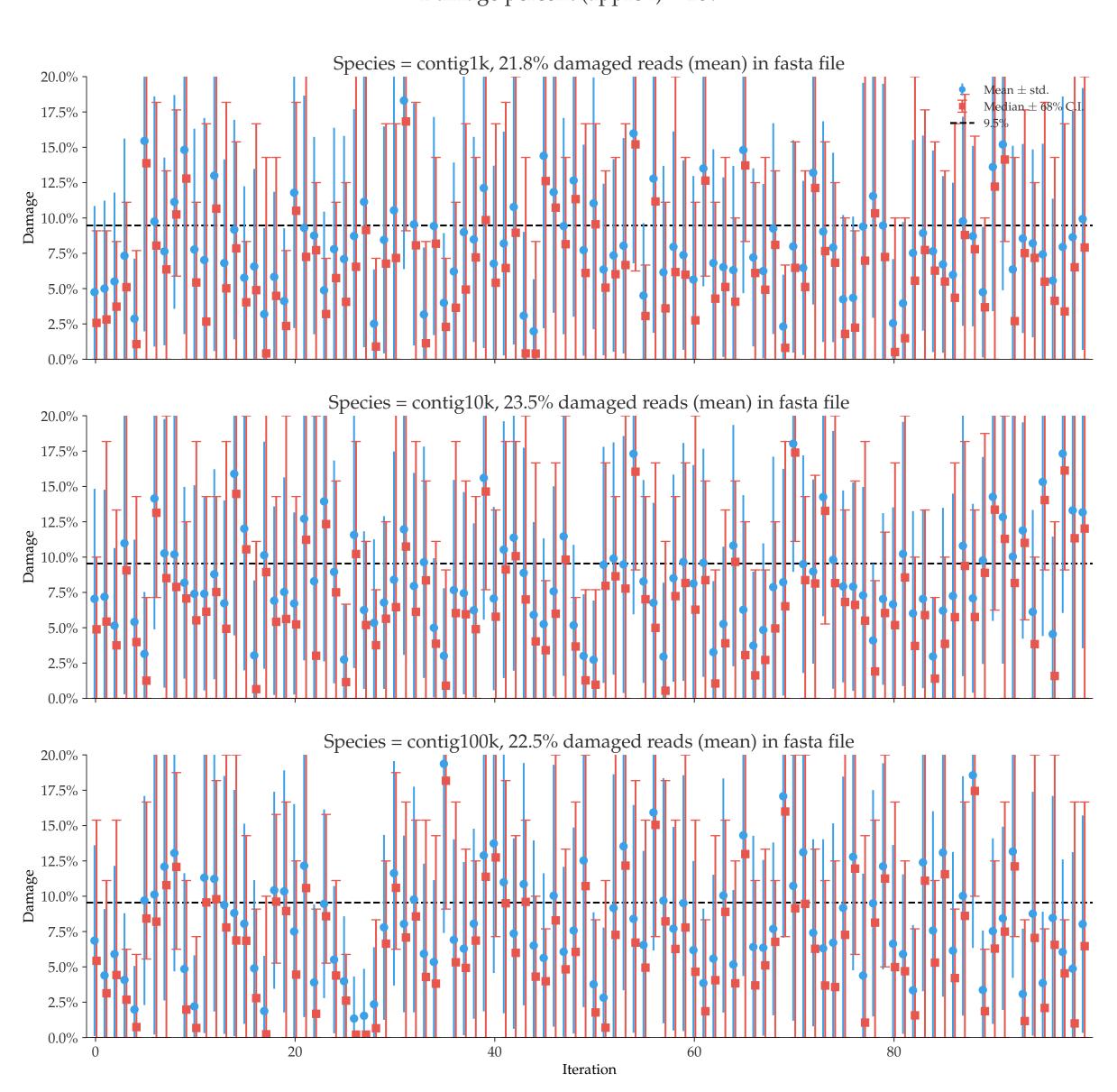
Individual damages: 10 reads Briggs damage = 0.303 Damage percent (approx) = 10%



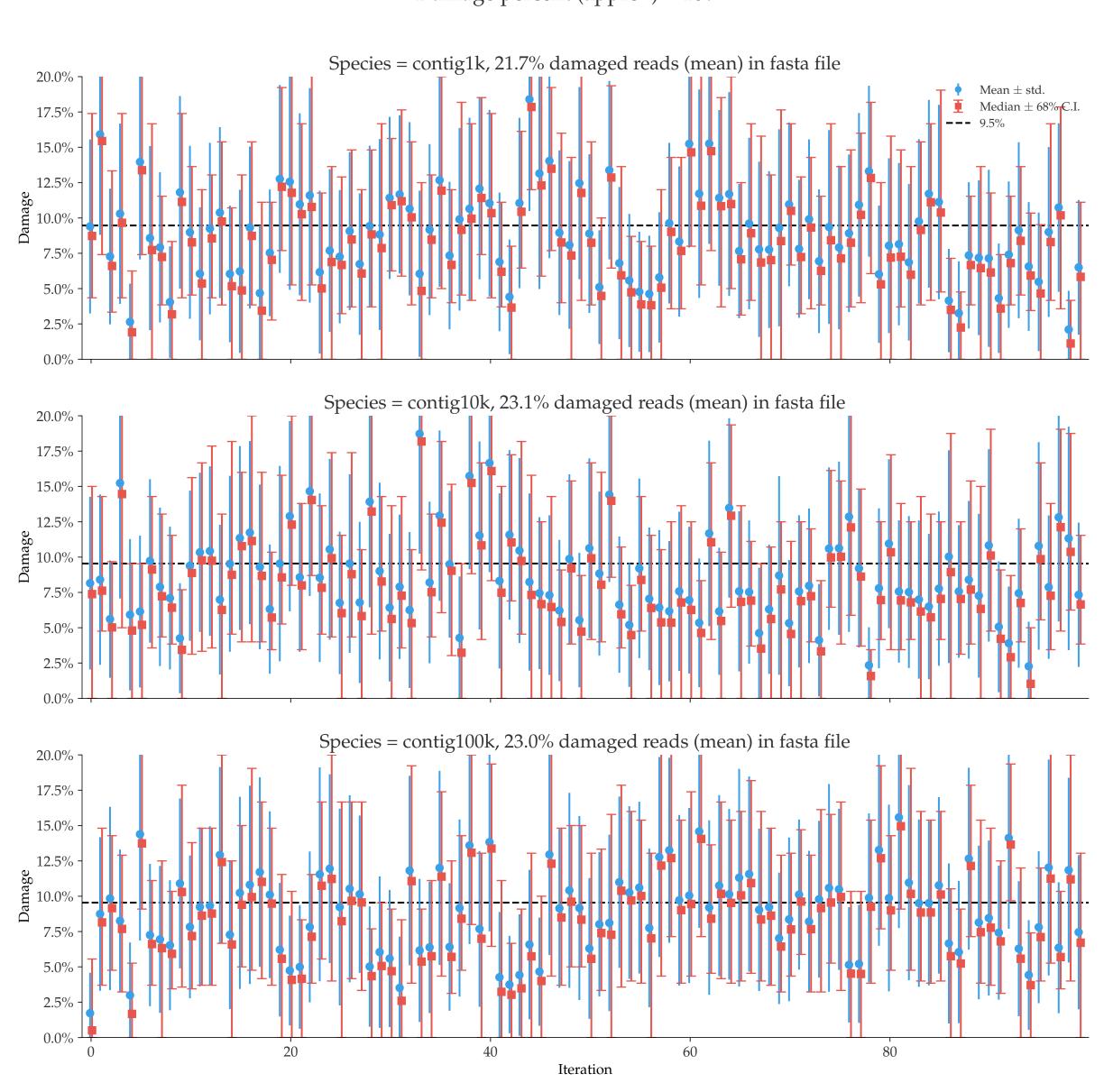
Individual damages: 25 reads Briggs damage = 0.303 Damage percent (approx) = 10%



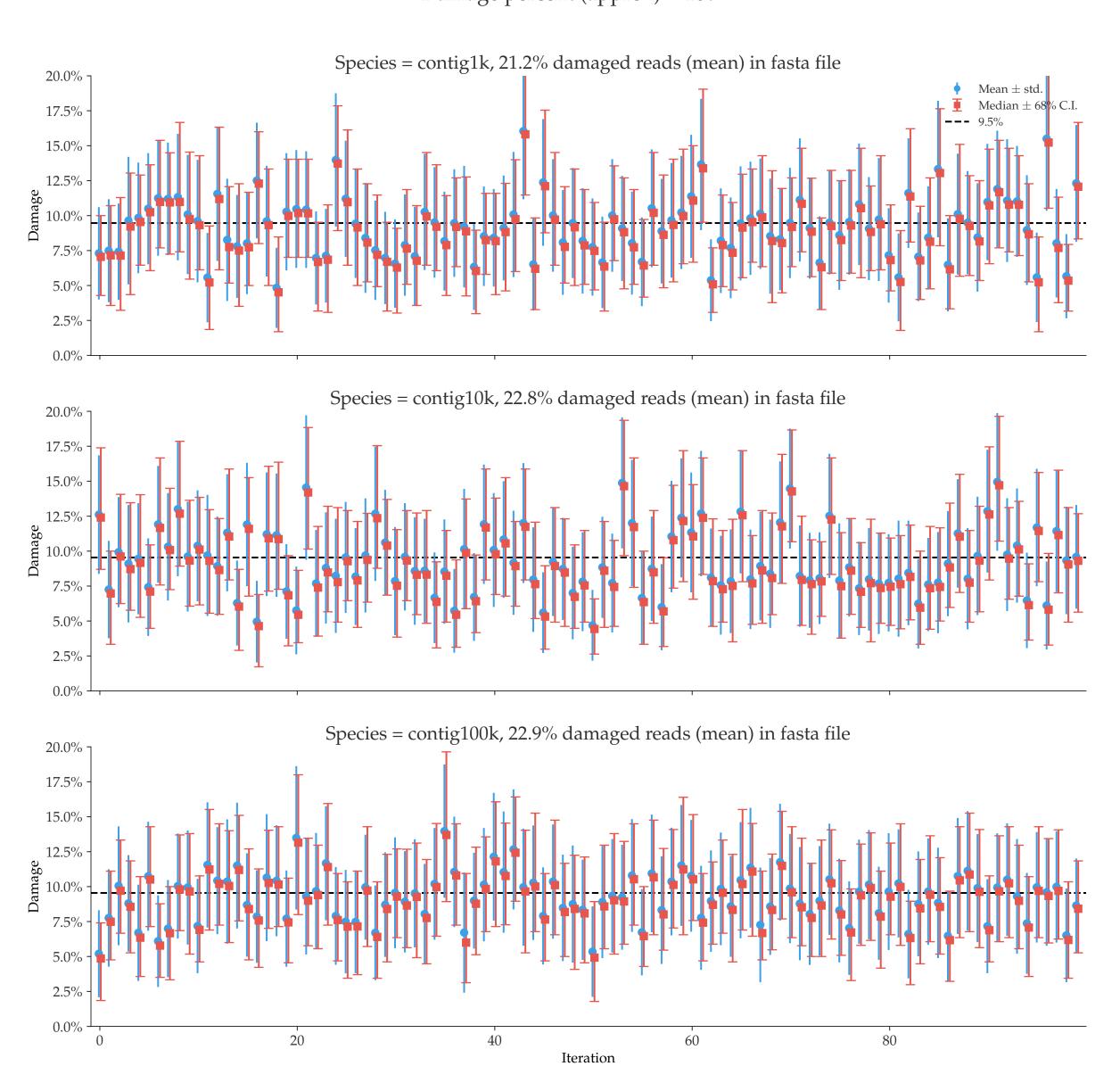
Individual damages: 50 reads Briggs damage = 0.303 Damage percent (approx) = 10%



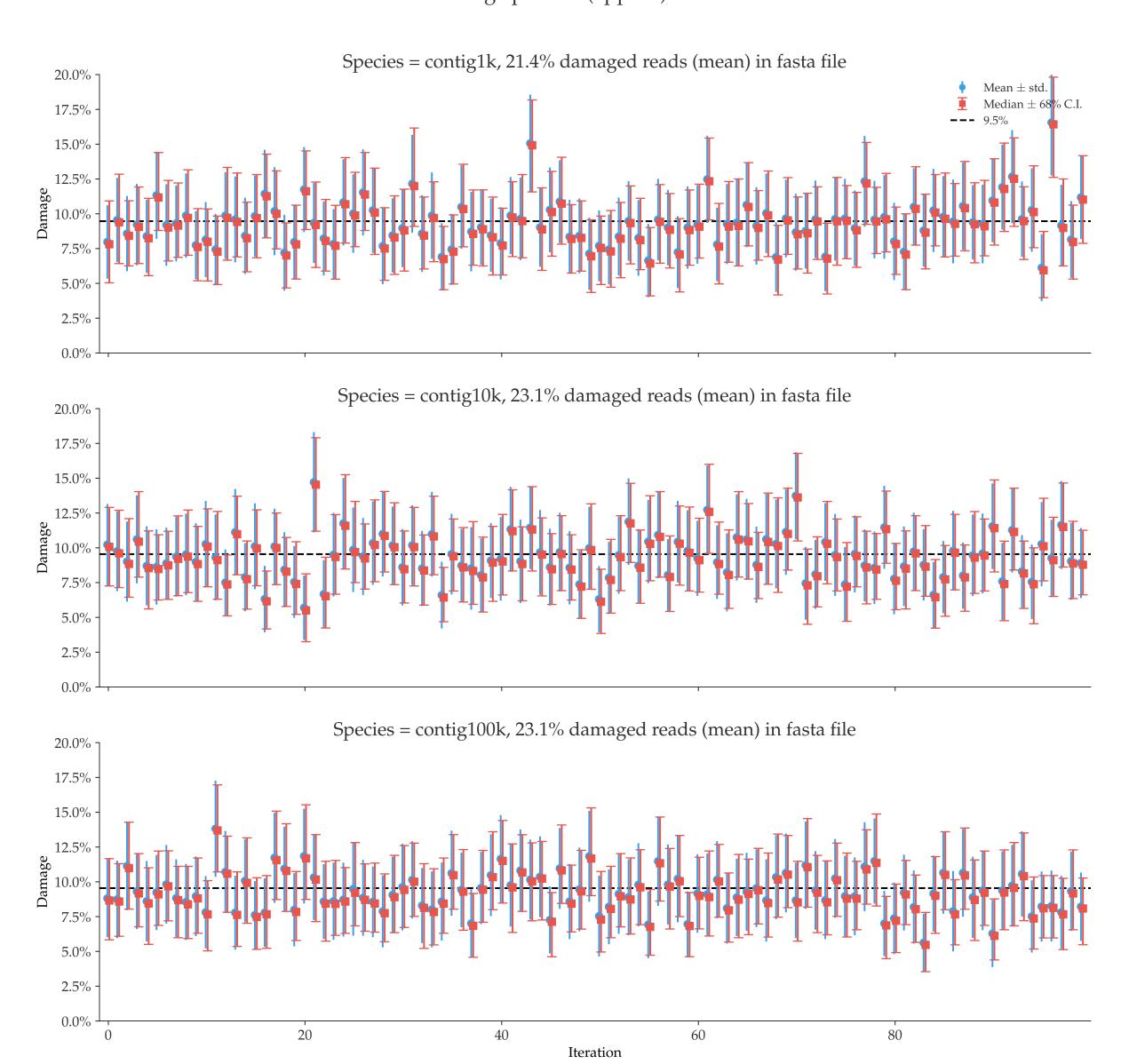
Individual damages: 100 reads Briggs damage = 0.303 Damage percent (approx) = 10%



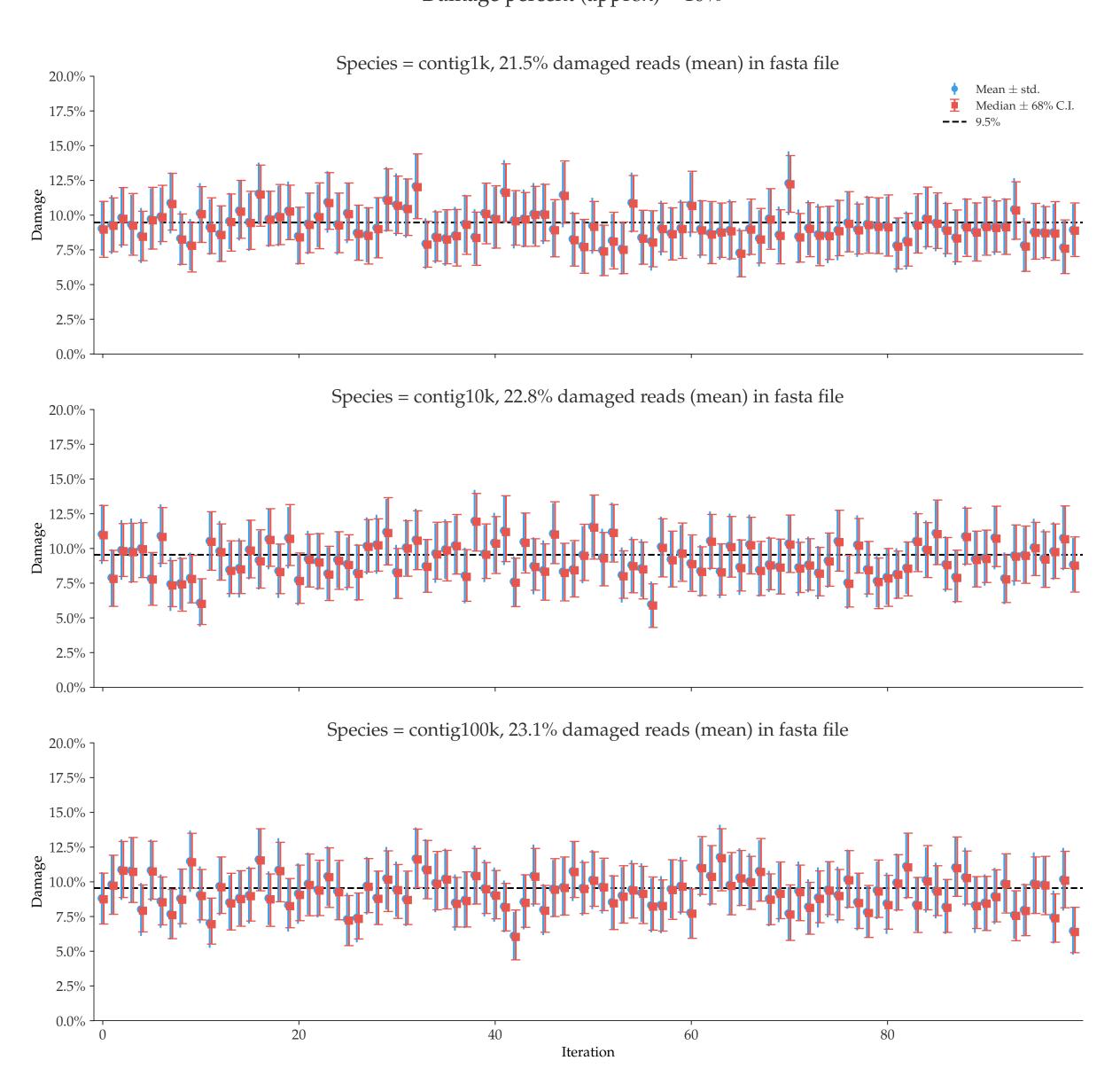
Individual damages: 250 reads Briggs damage = 0.303 Damage percent (approx) = 10%



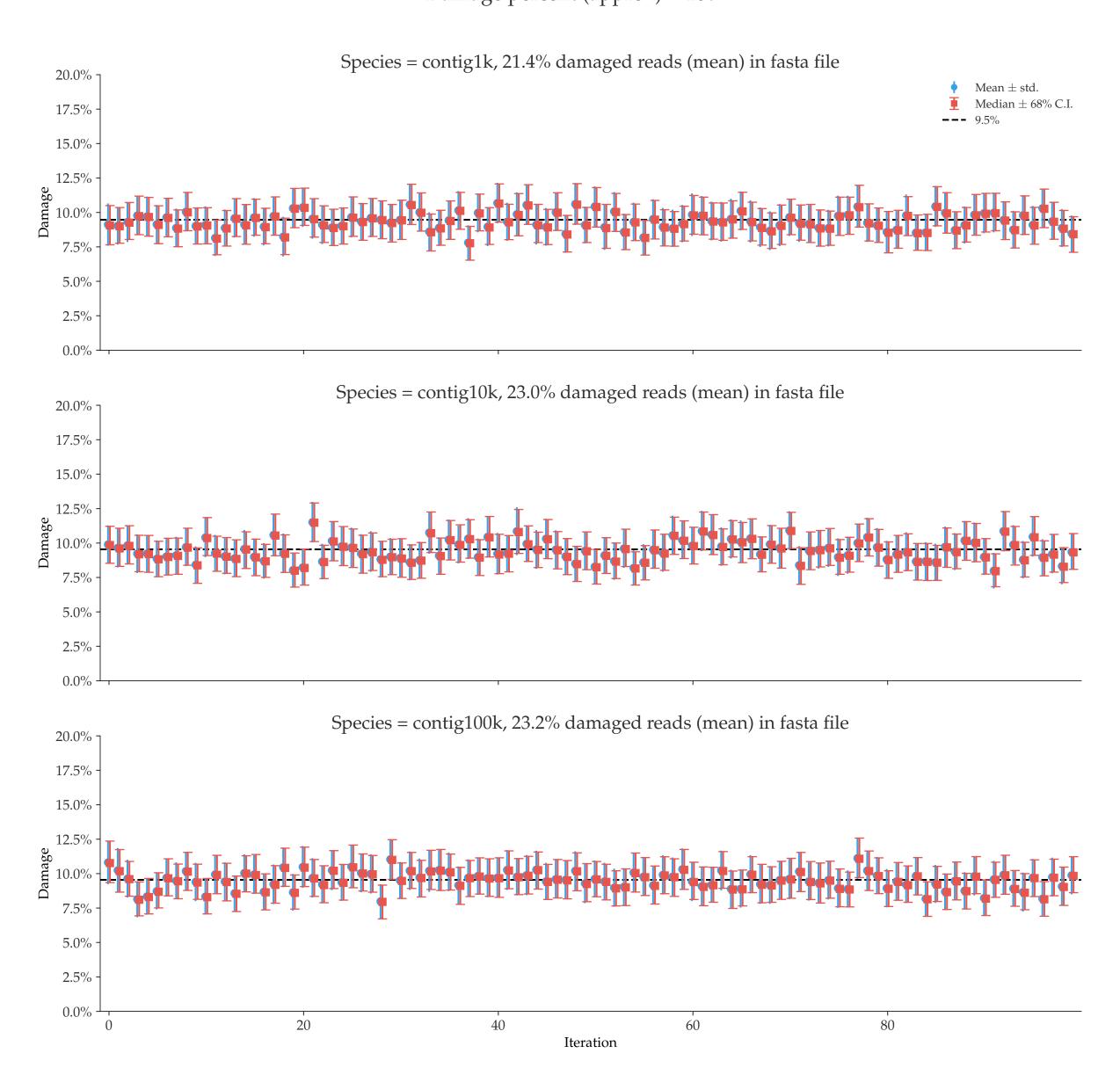
Individual damages: 500 reads Briggs damage = 0.303 Damage percent (approx) = 10%



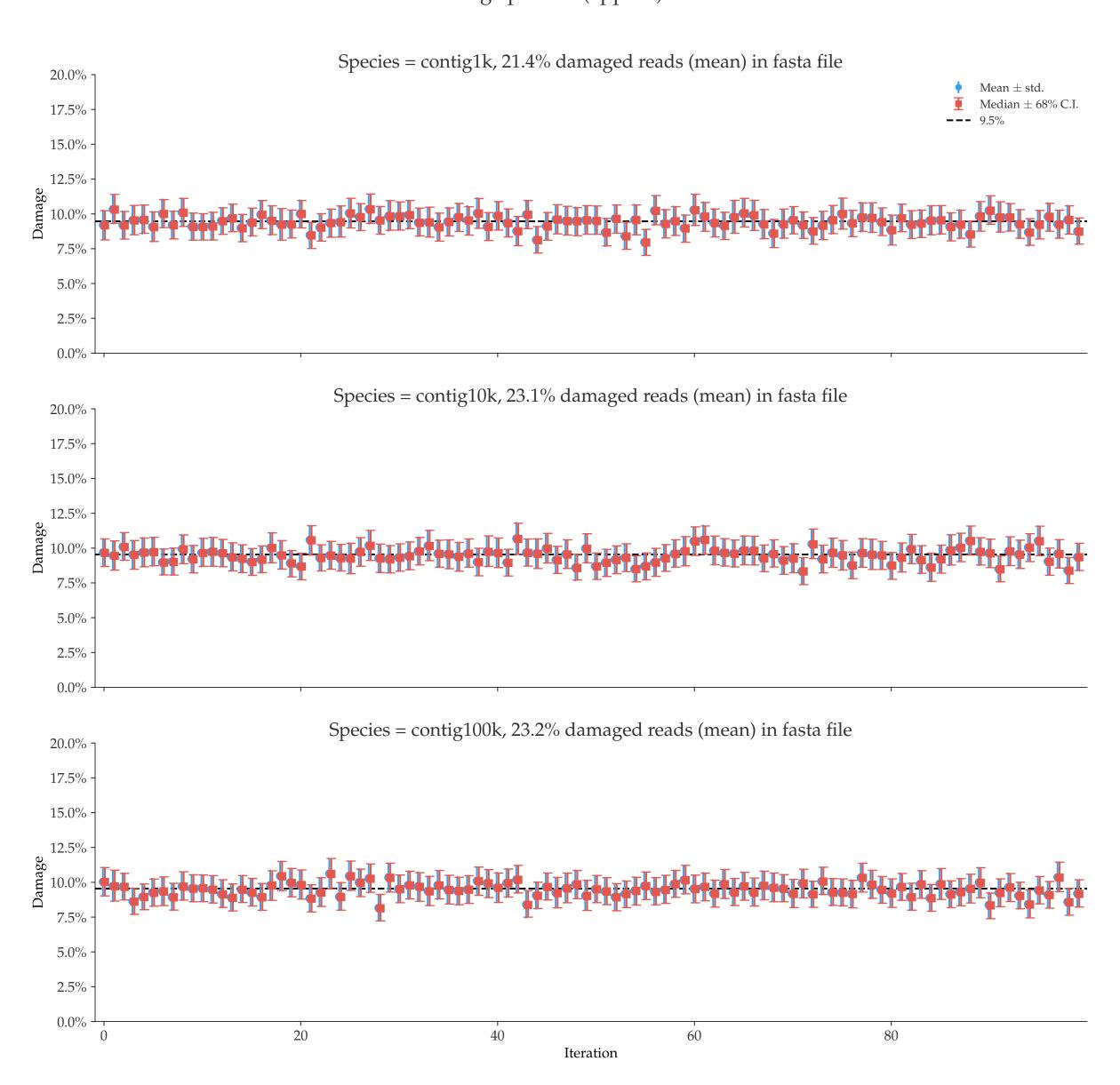
Individual damages: 1000 reads Briggs damage = 0.303 Damage percent (approx) = 10%



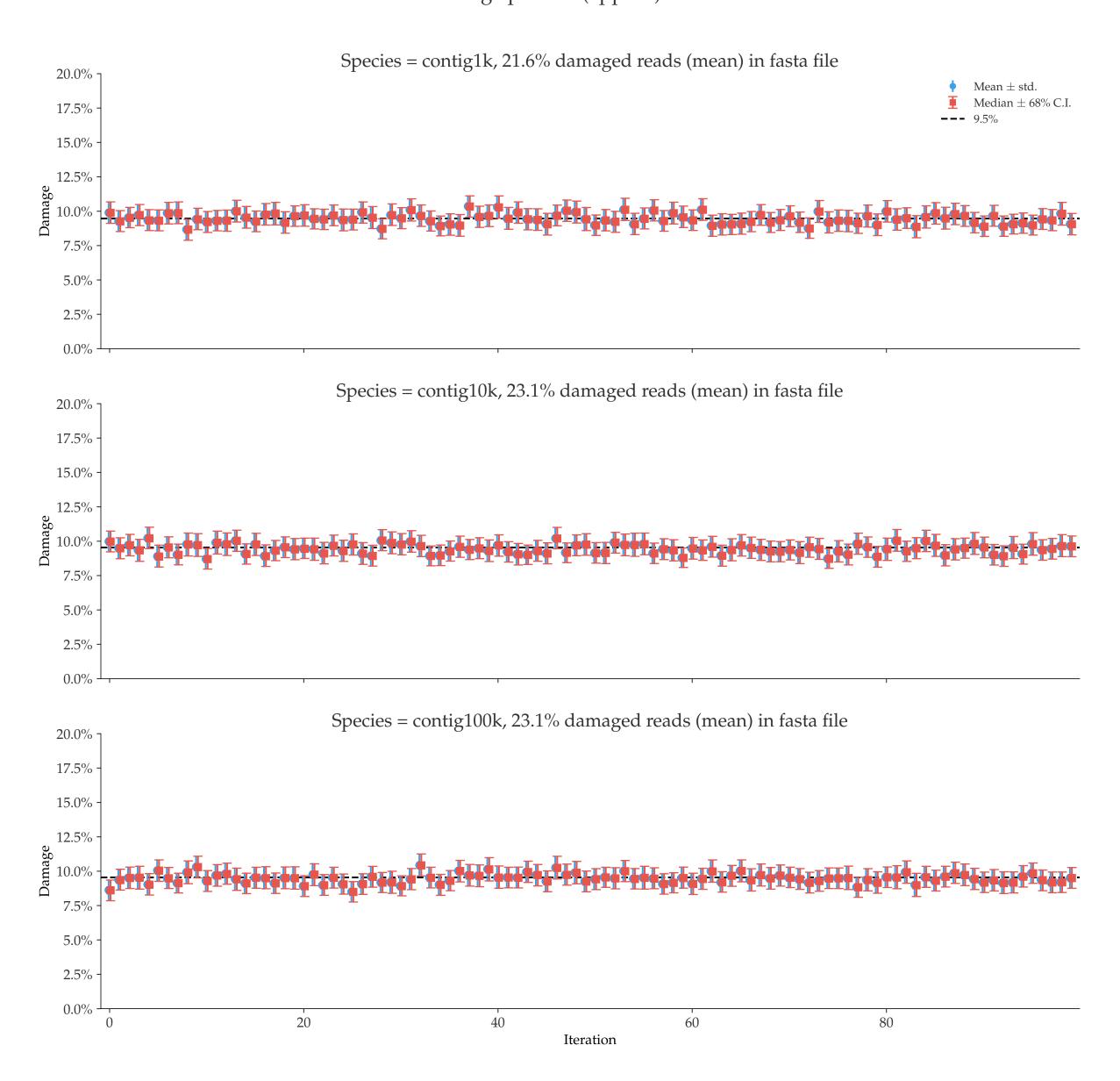
Individual damages: 2500 reads Briggs damage = 0.303 Damage percent (approx) = 10%



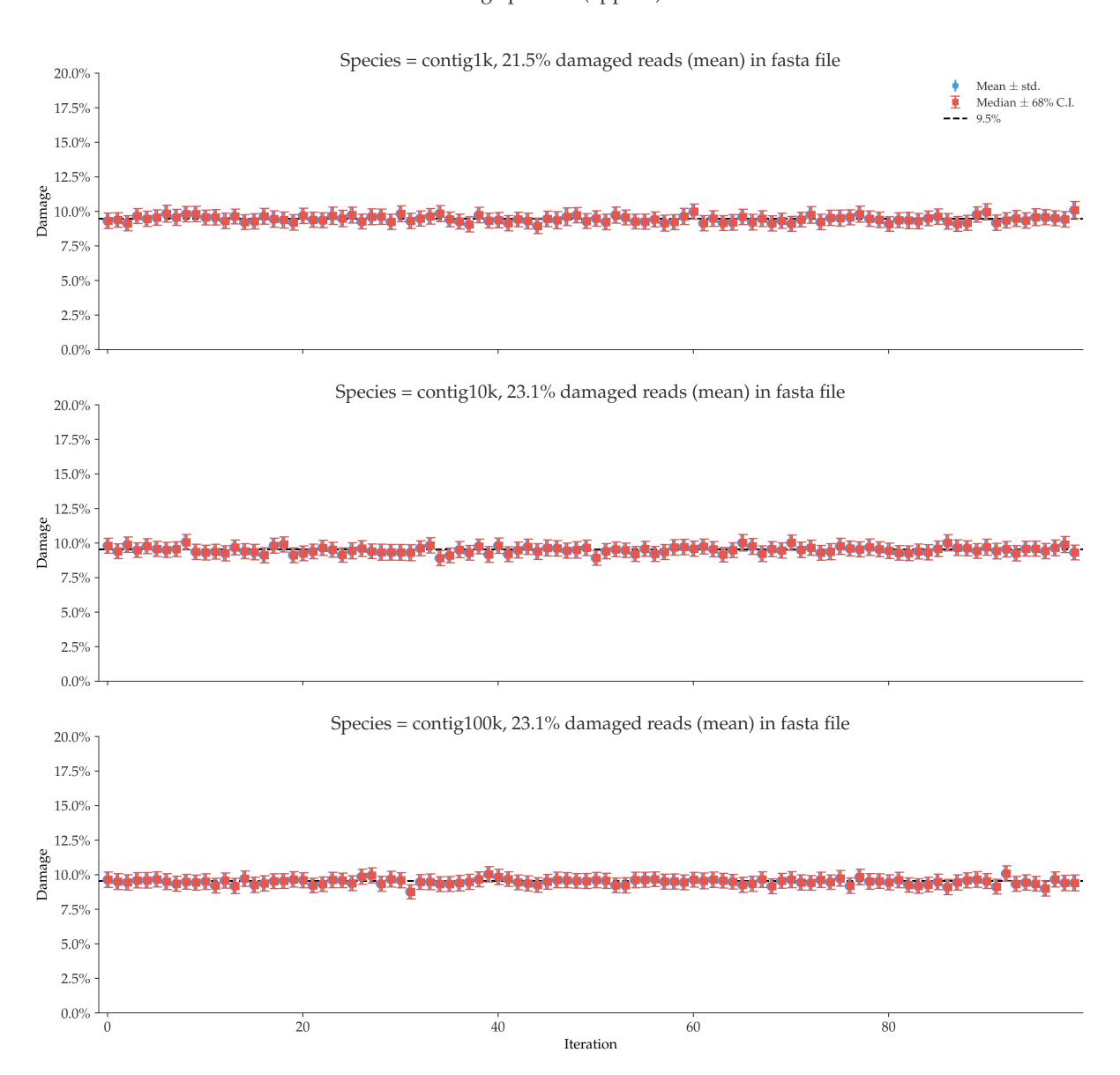
Individual damages: 5000 reads Briggs damage = 0.303 Damage percent (approx) = 10%



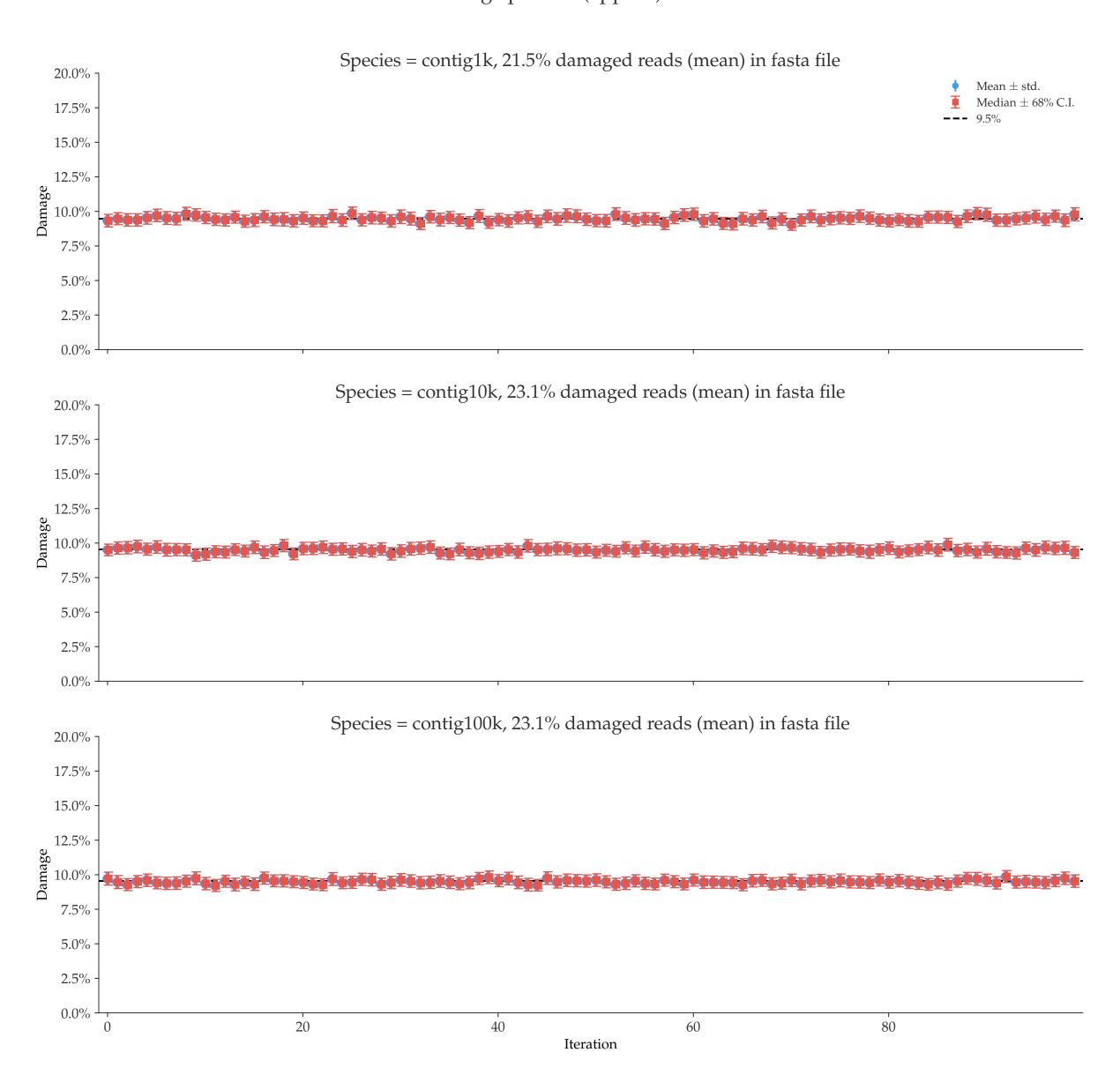
Individual damages: 10000 reads Briggs damage = 0.303 Damage percent (approx) = 10%



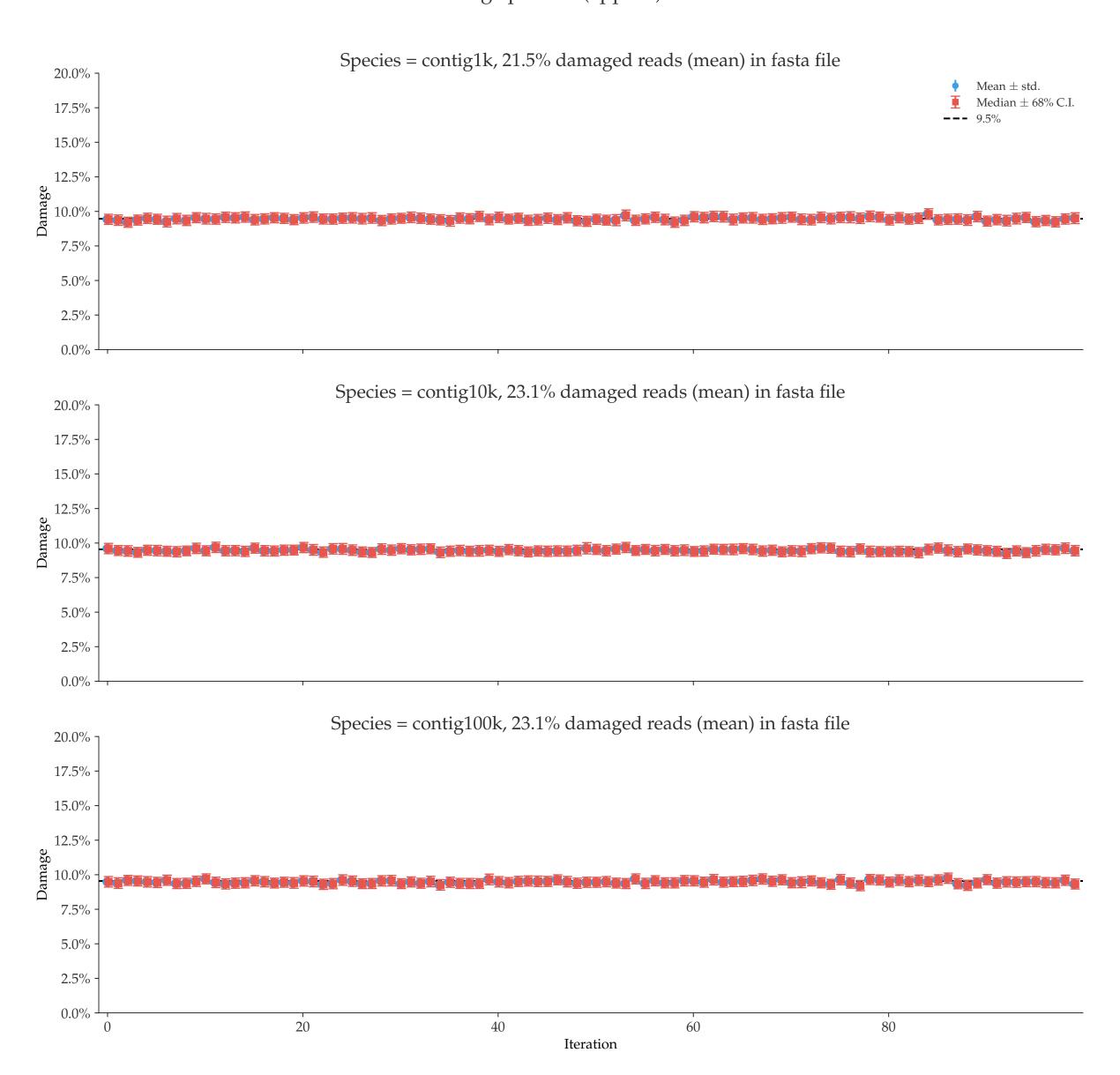
Individual damages: 25000 reads Briggs damage = 0.303 Damage percent (approx) = 10%



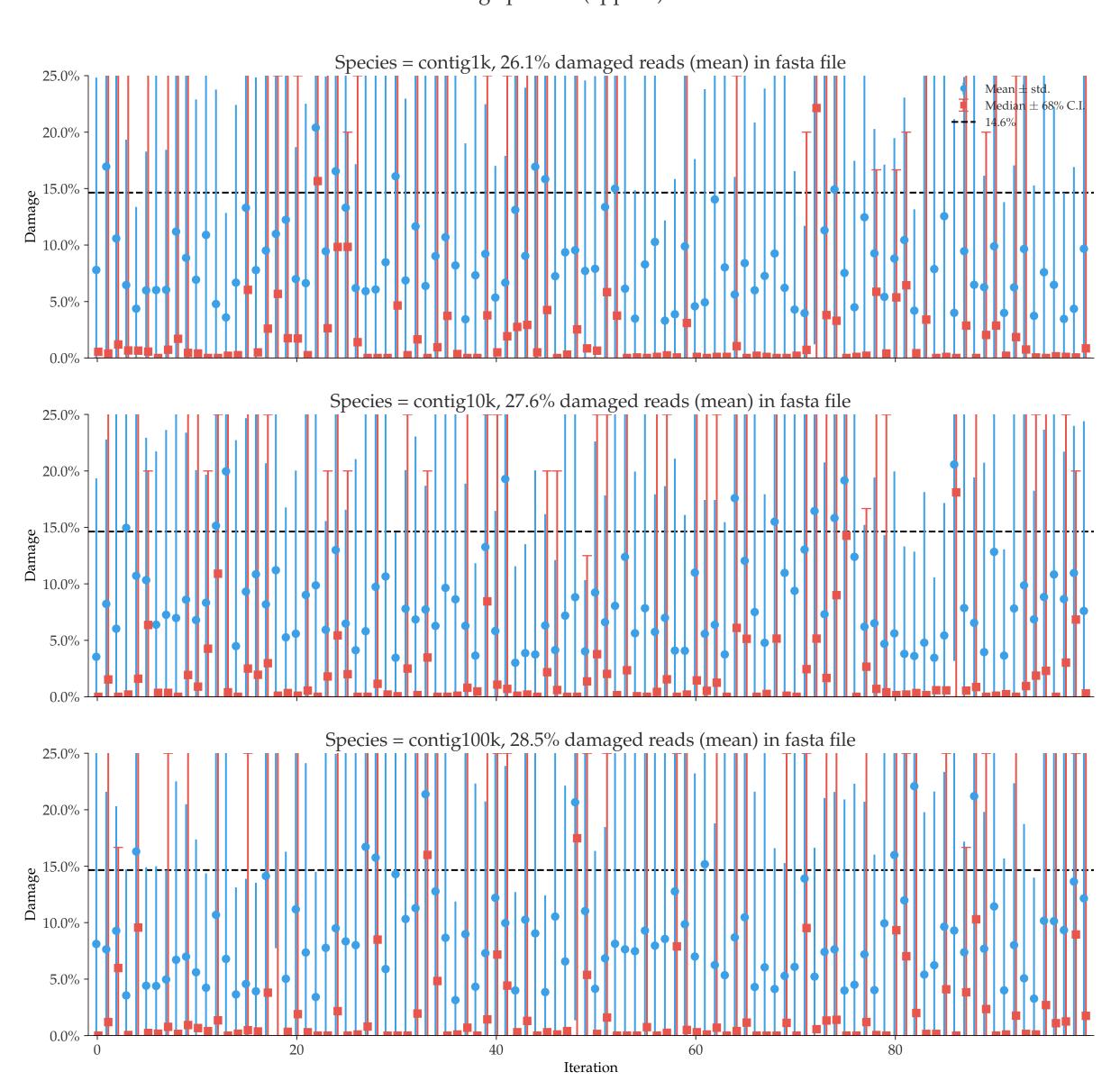
Individual damages: 50000 reads Briggs damage = 0.303 Damage percent (approx) = 10%



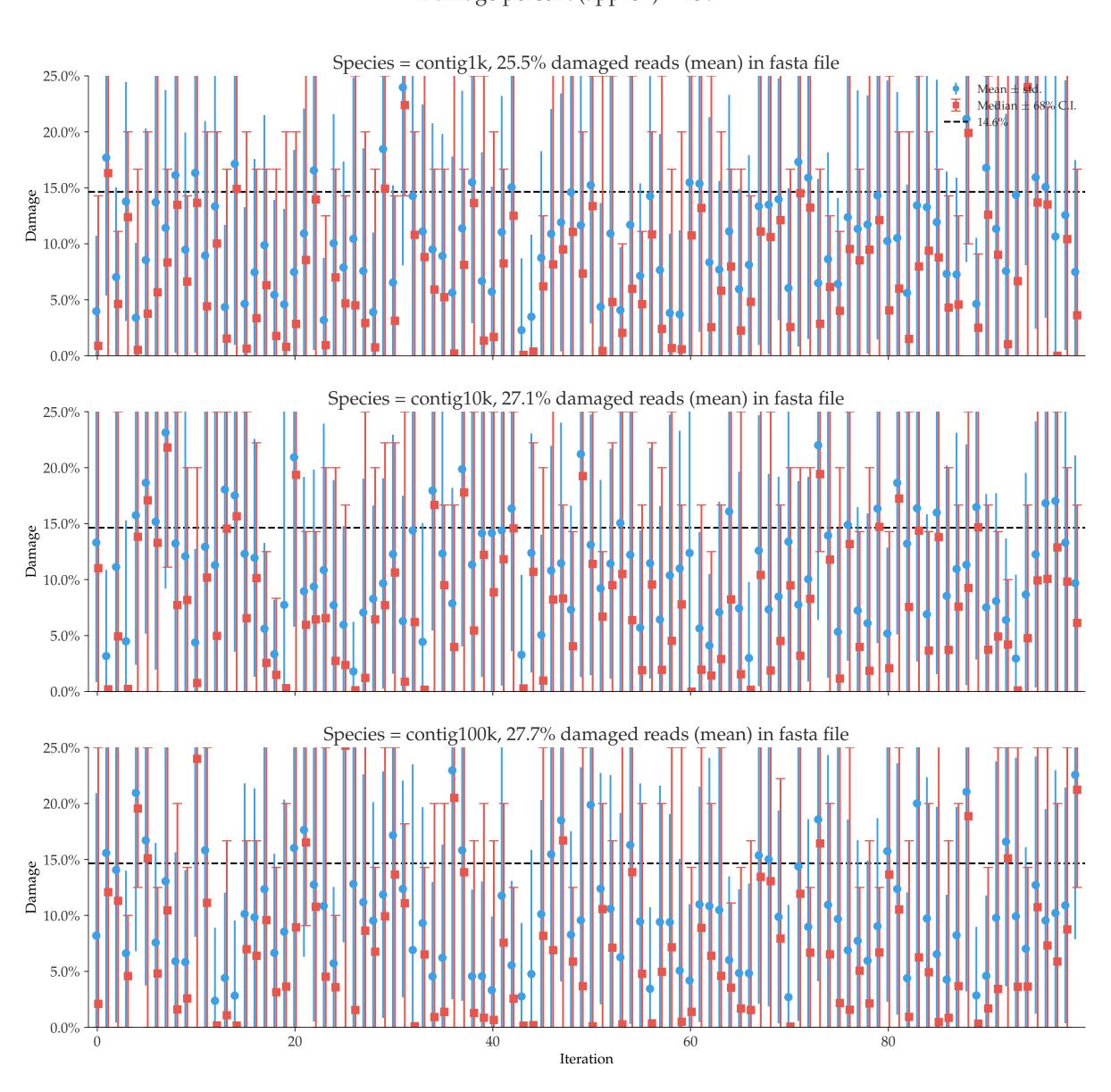
Individual damages: 100000 reads Briggs damage = 0.303 Damage percent (approx) = 10%



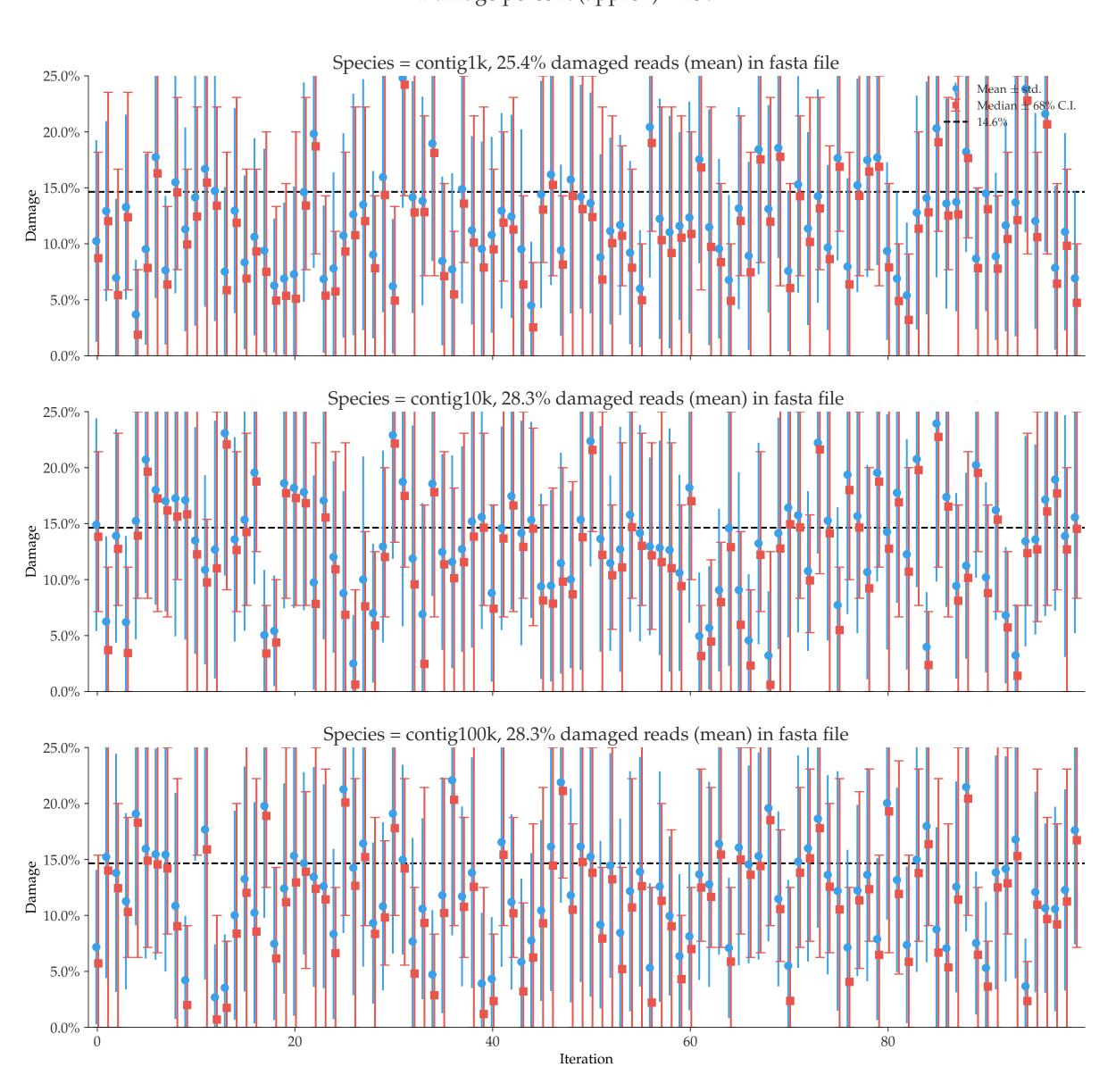
Individual damages: 10 reads Briggs damage = 0.466 Damage percent (approx) = 15%



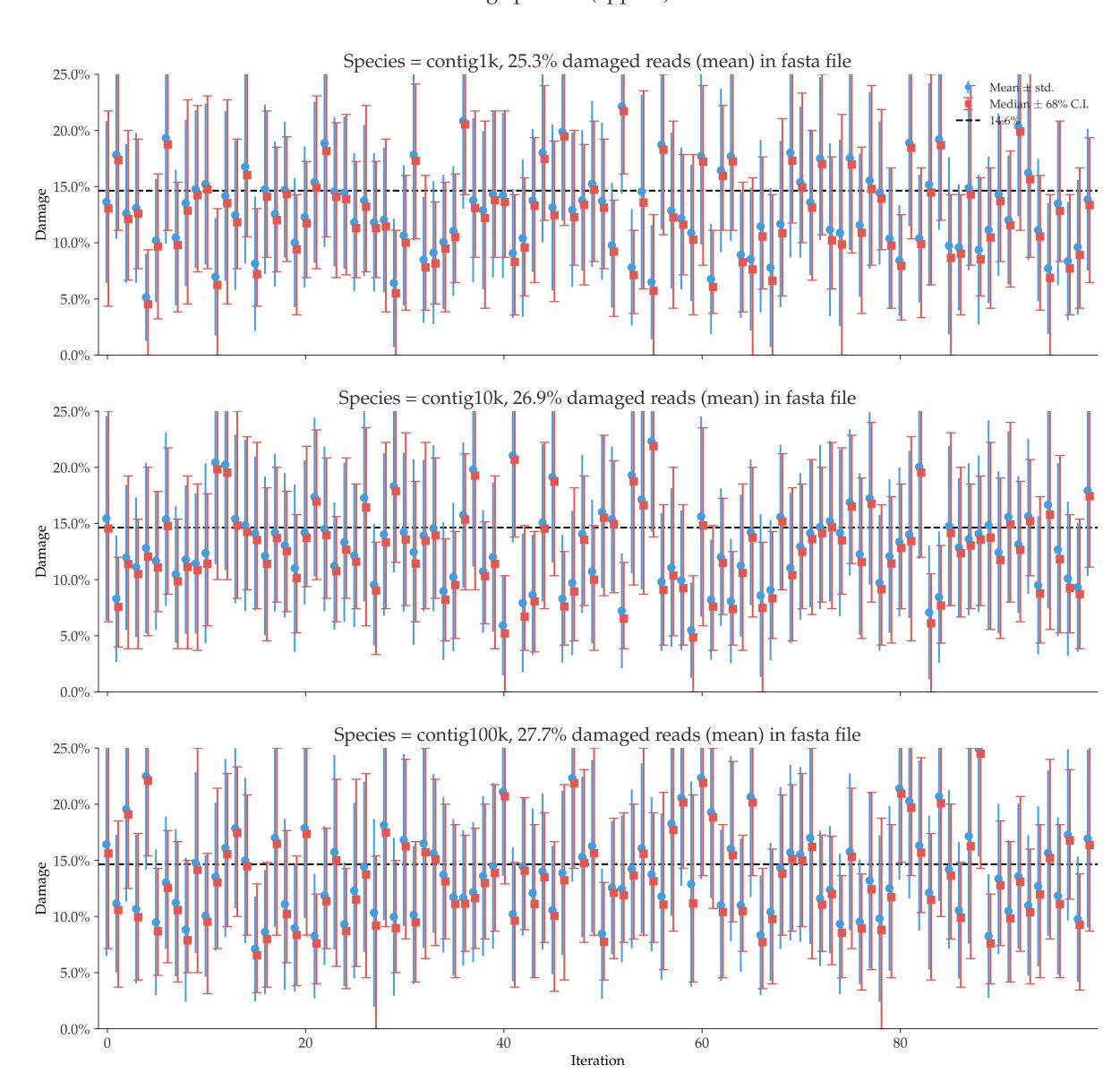
Individual damages: 25 reads Briggs damage = 0.466 Damage percent (approx) = 15%



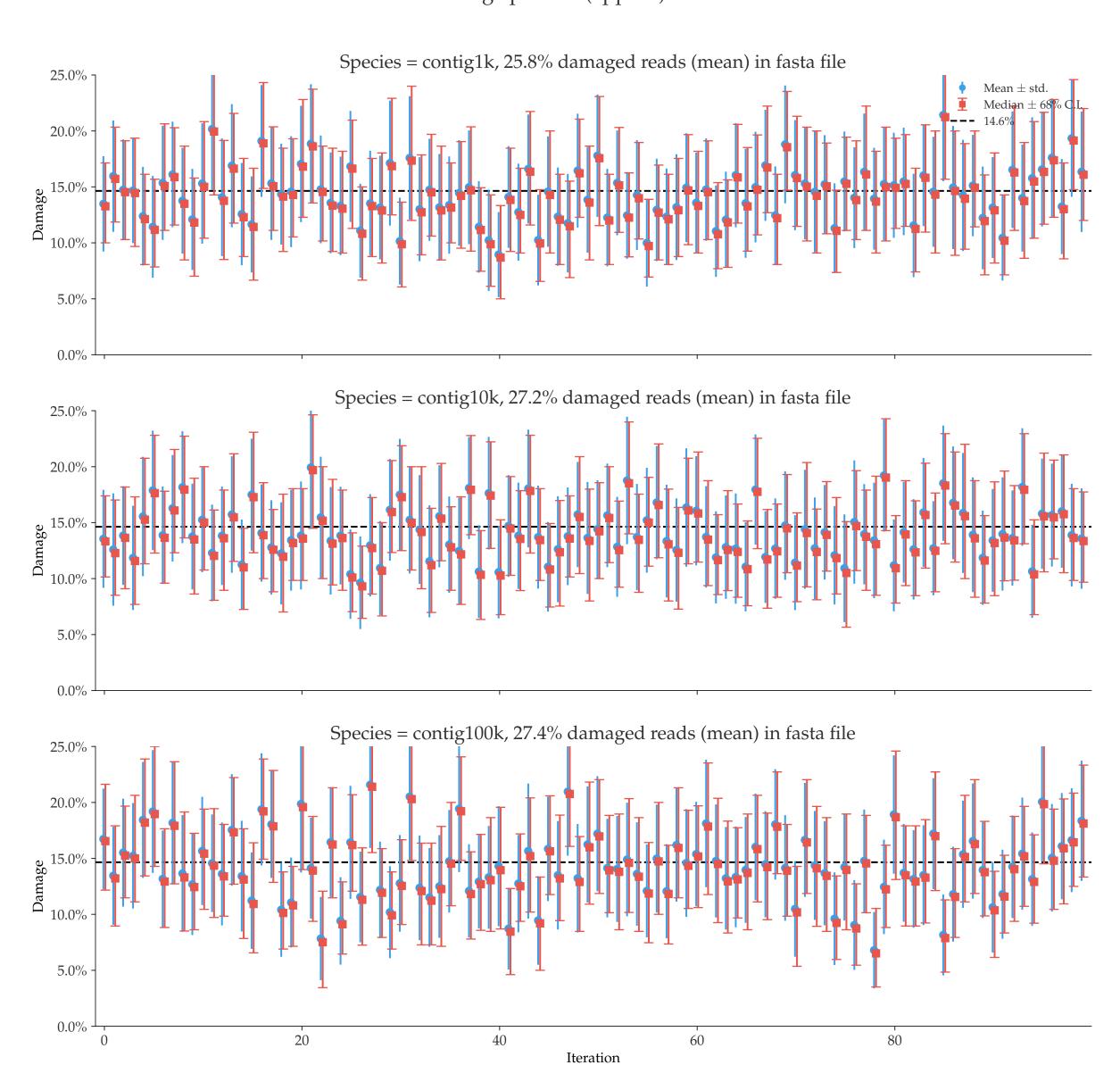
Individual damages: 50 reads Briggs damage = 0.466 Damage percent (approx) = 15%



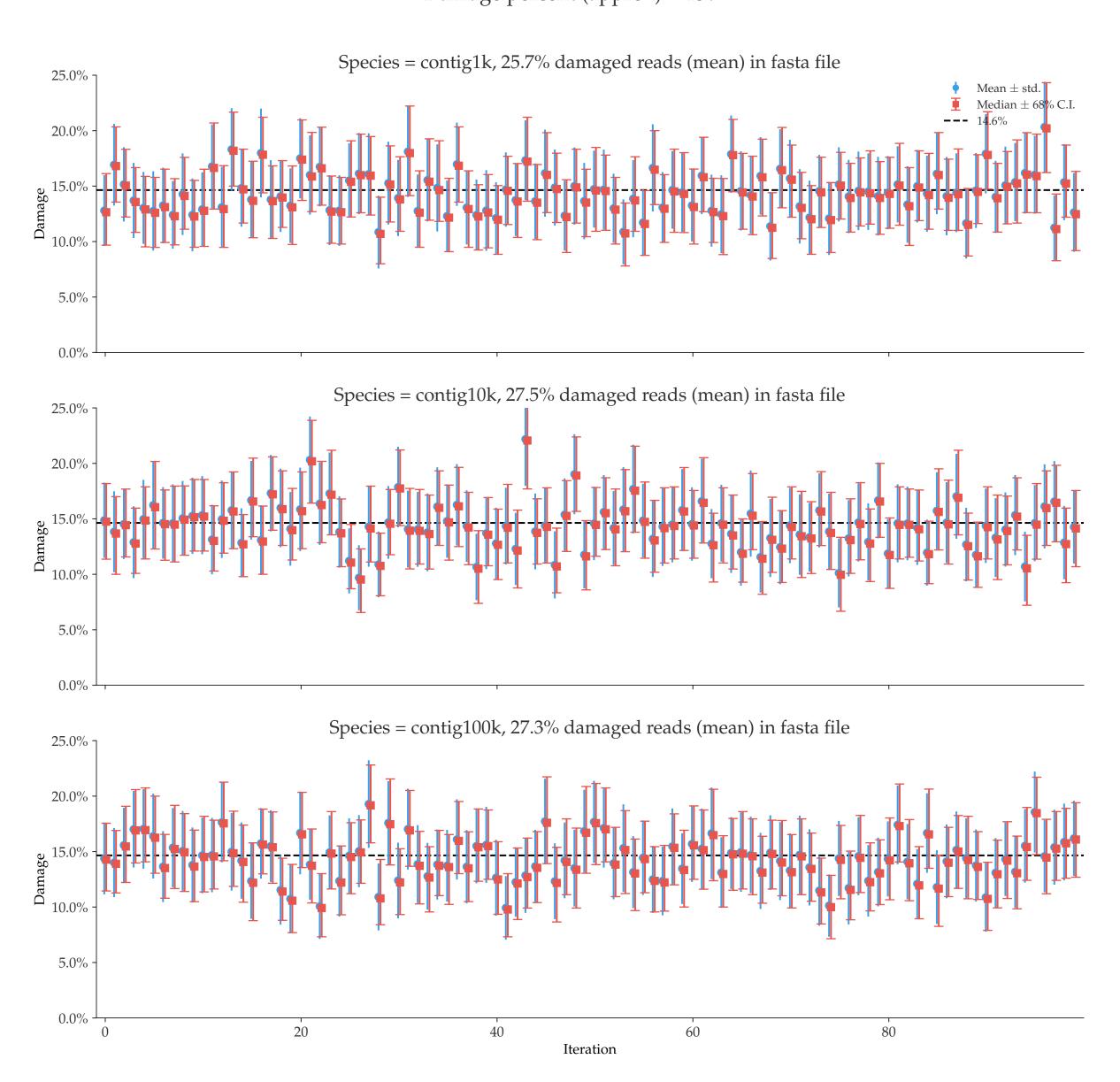
Individual damages: 100 reads Briggs damage = 0.466 Damage percent (approx) = 15%



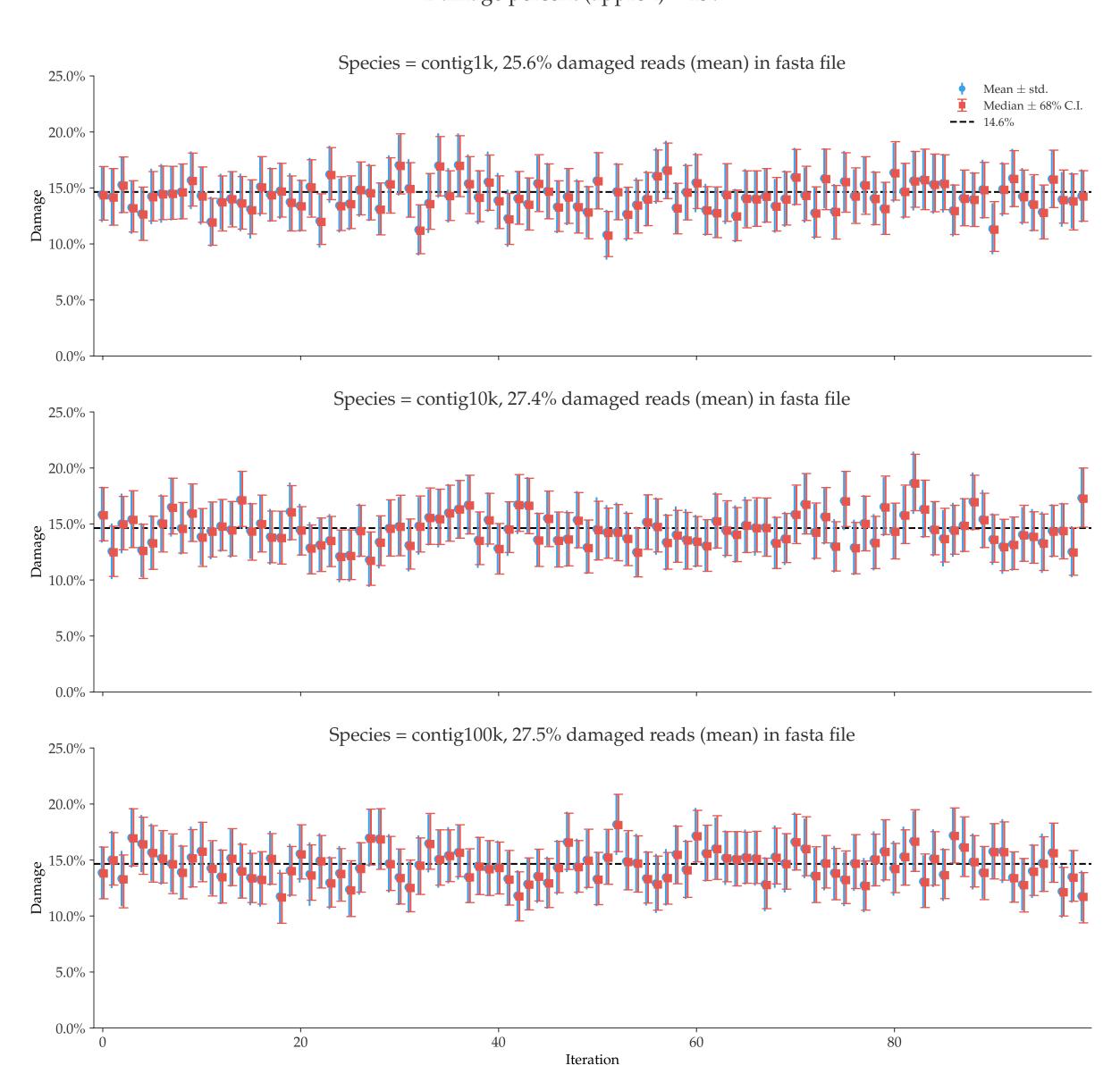
Individual damages: 250 reads Briggs damage = 0.466 Damage percent (approx) = 15%



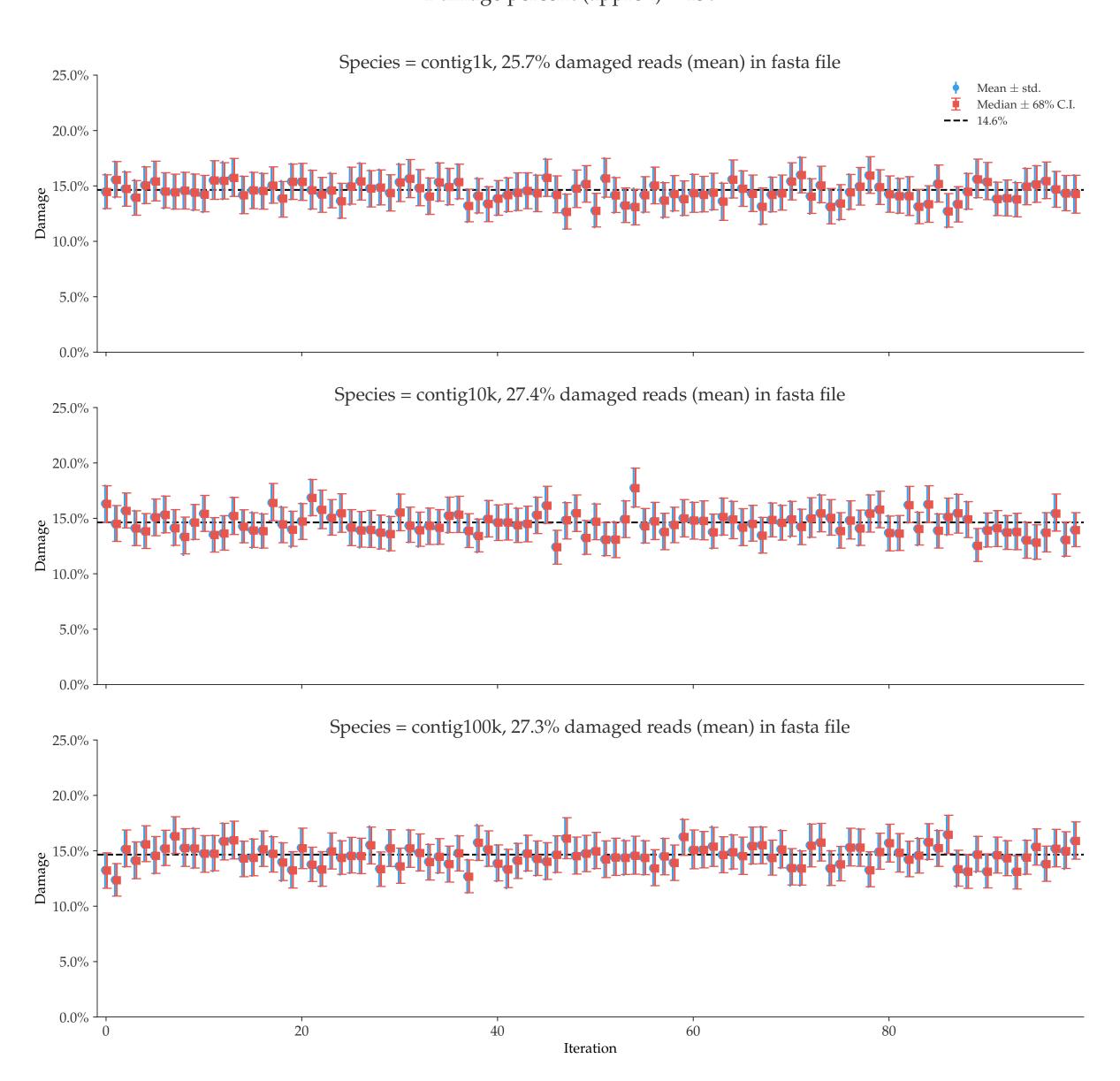
Individual damages: 500 reads Briggs damage = 0.466 Damage percent (approx) = 15%



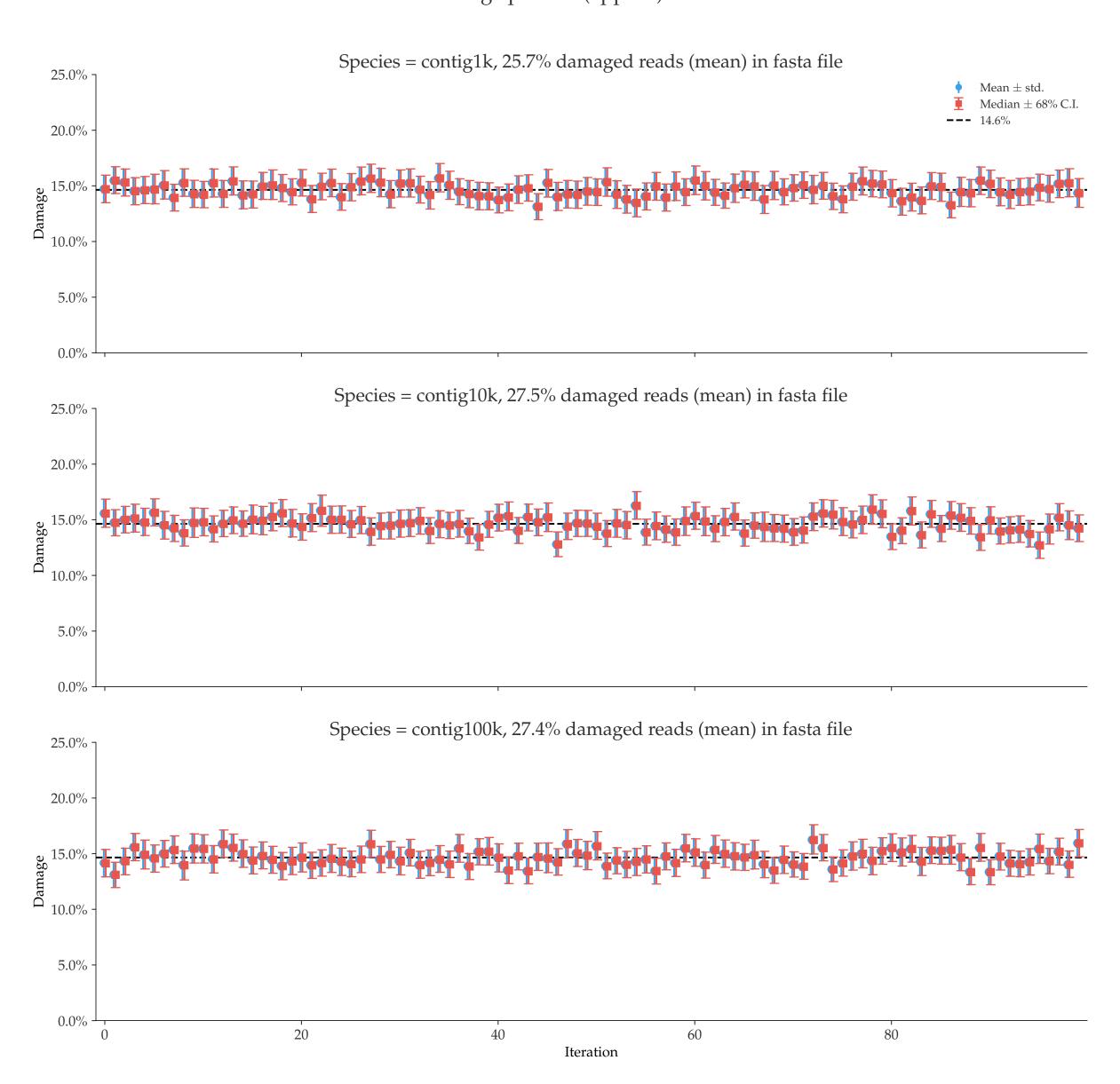
Individual damages: 1000 reads Briggs damage = 0.466 Damage percent (approx) = 15%



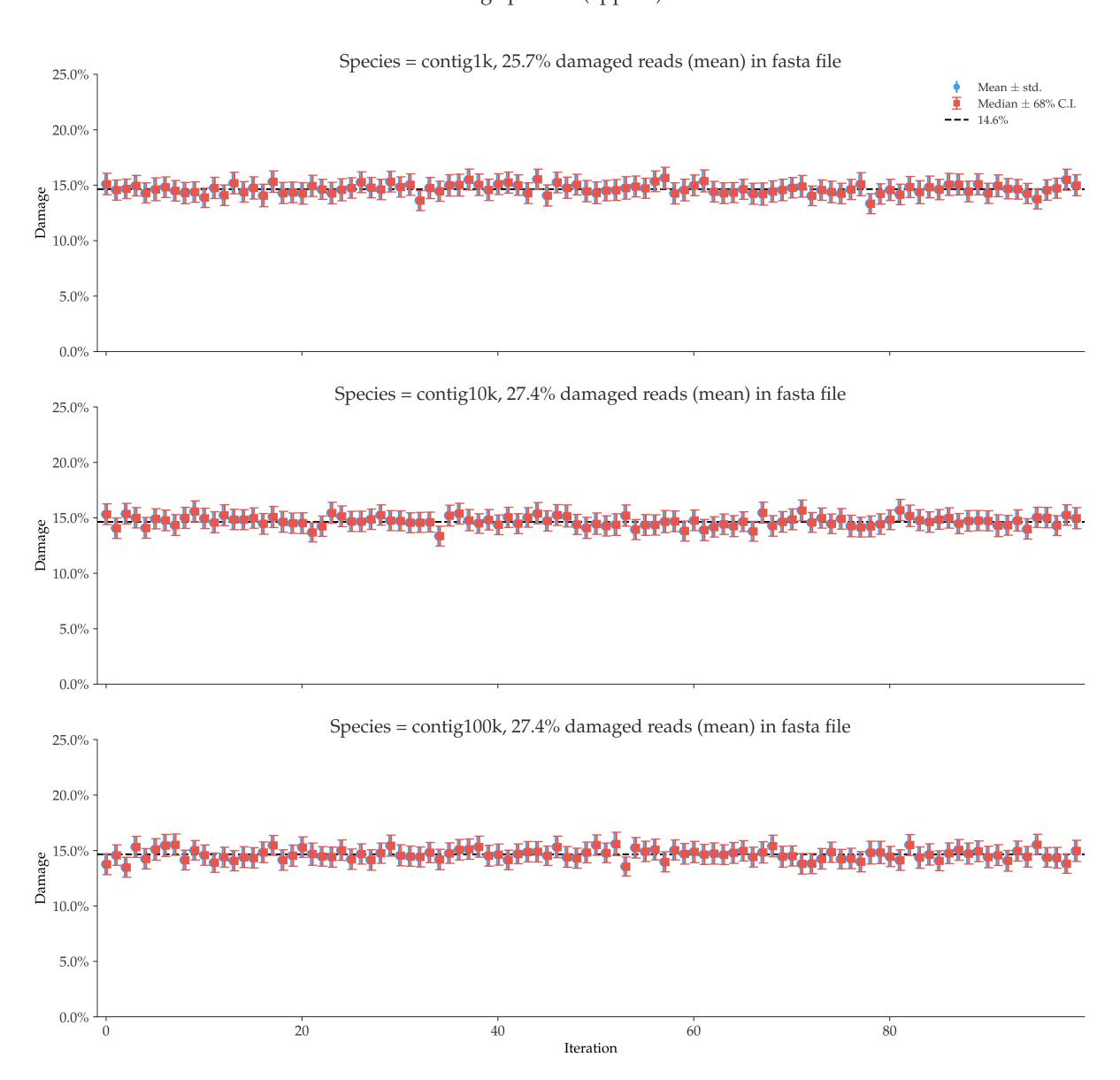
Individual damages: 2500 reads Briggs damage = 0.466 Damage percent (approx) = 15%



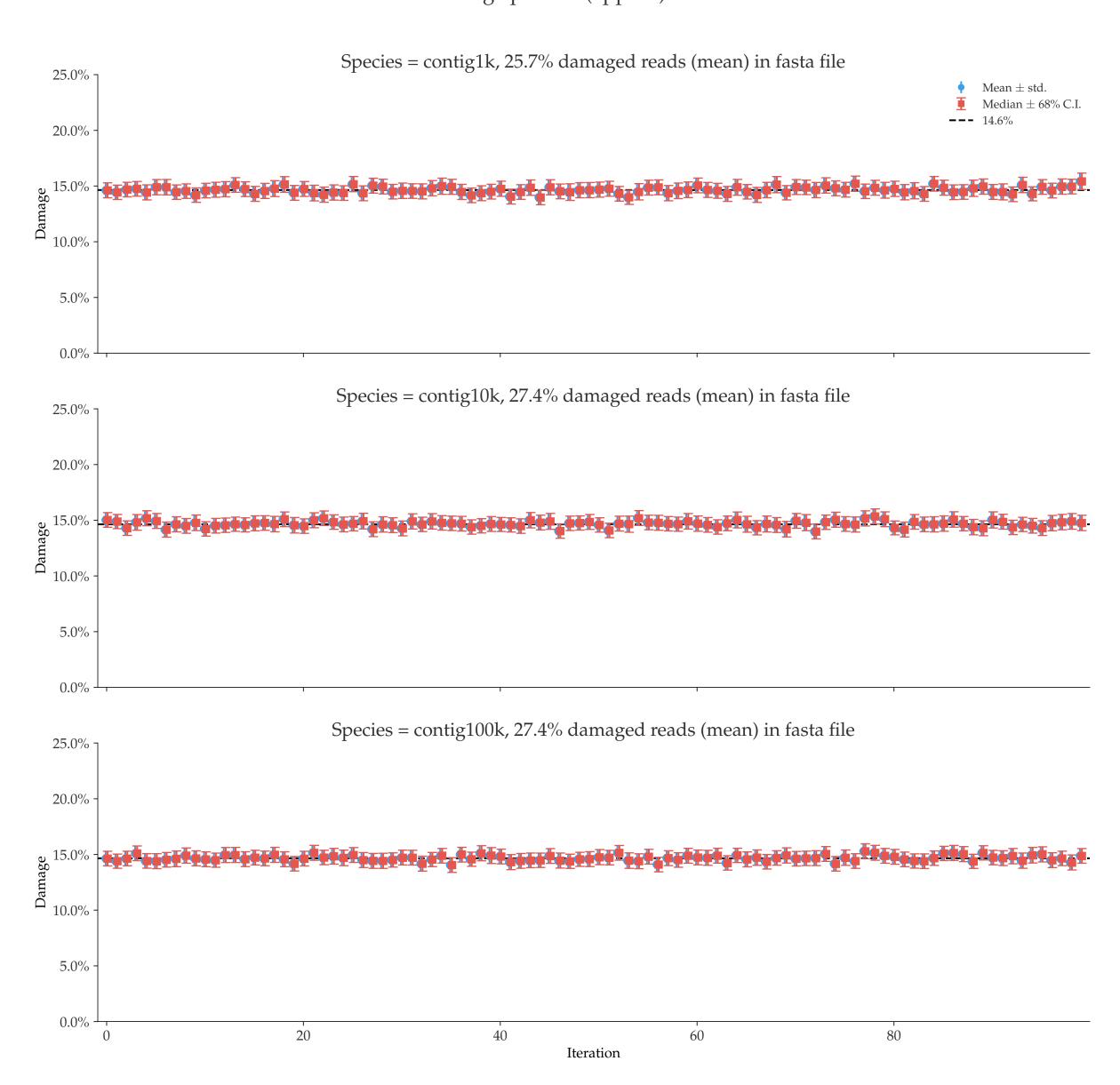
Individual damages: 5000 reads Briggs damage = 0.466 Damage percent (approx) = 15%



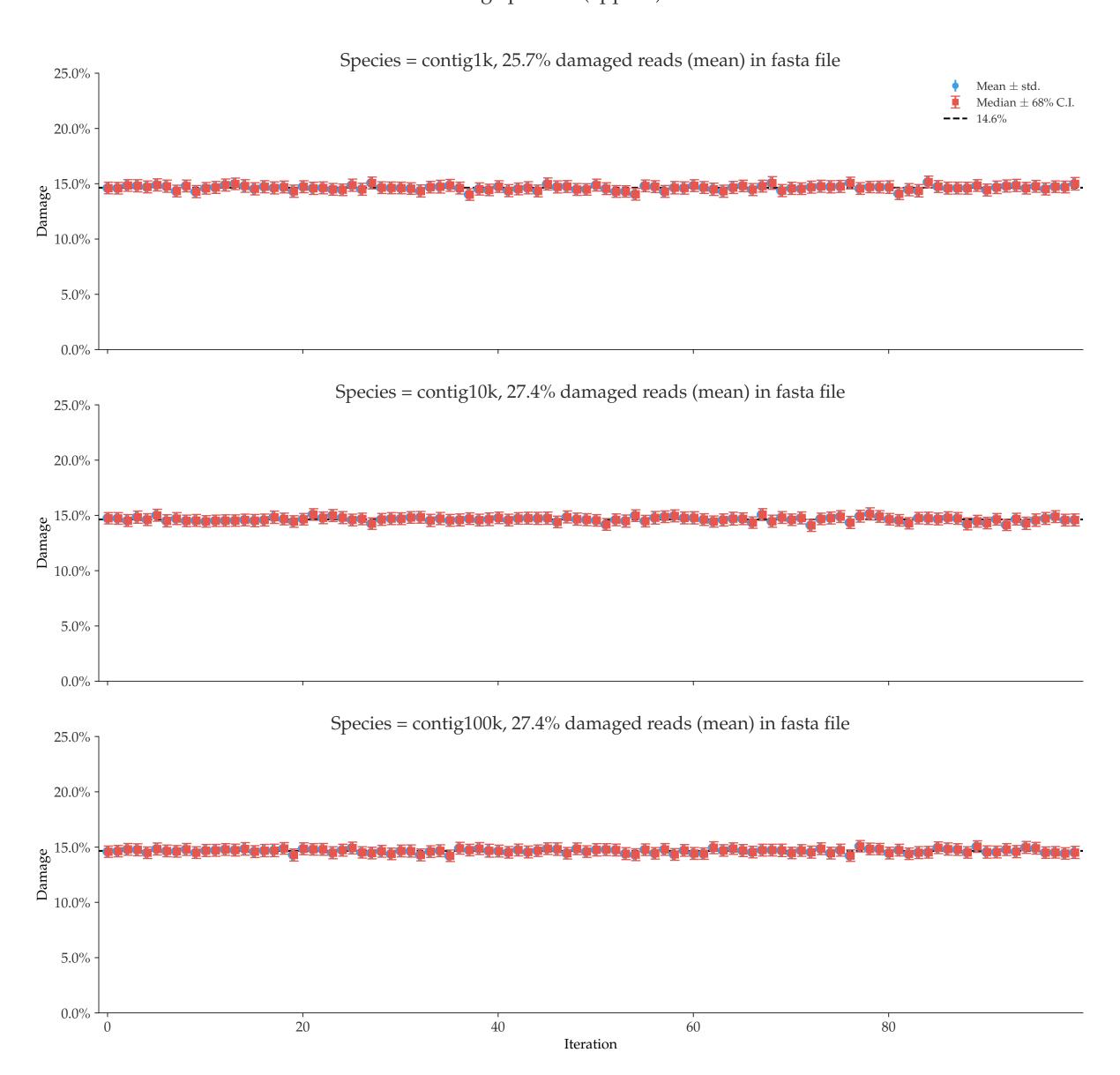
Individual damages: 10000 reads Briggs damage = 0.466 Damage percent (approx) = 15%



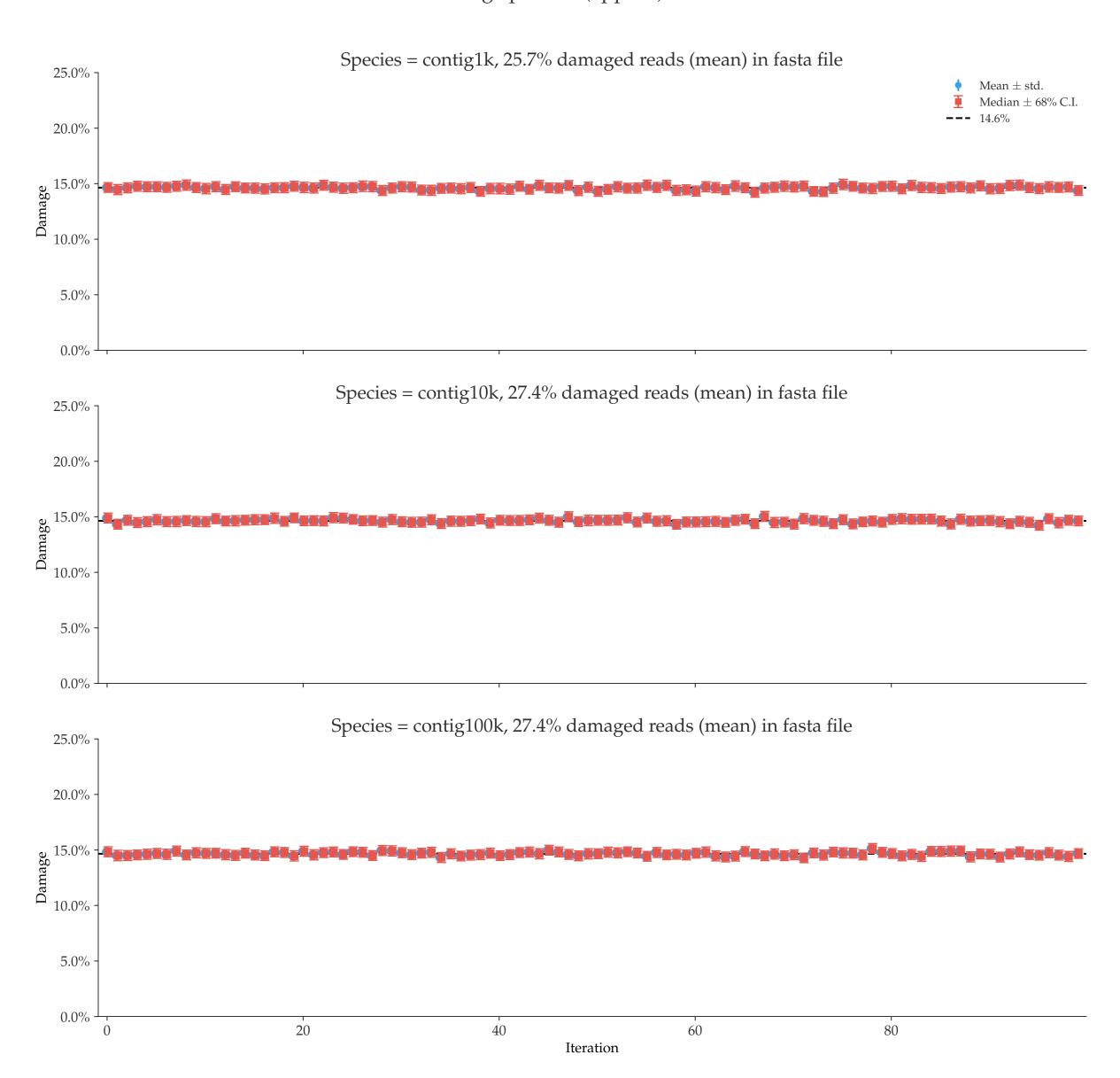
Individual damages: 25000 reads Briggs damage = 0.466 Damage percent (approx) = 15%



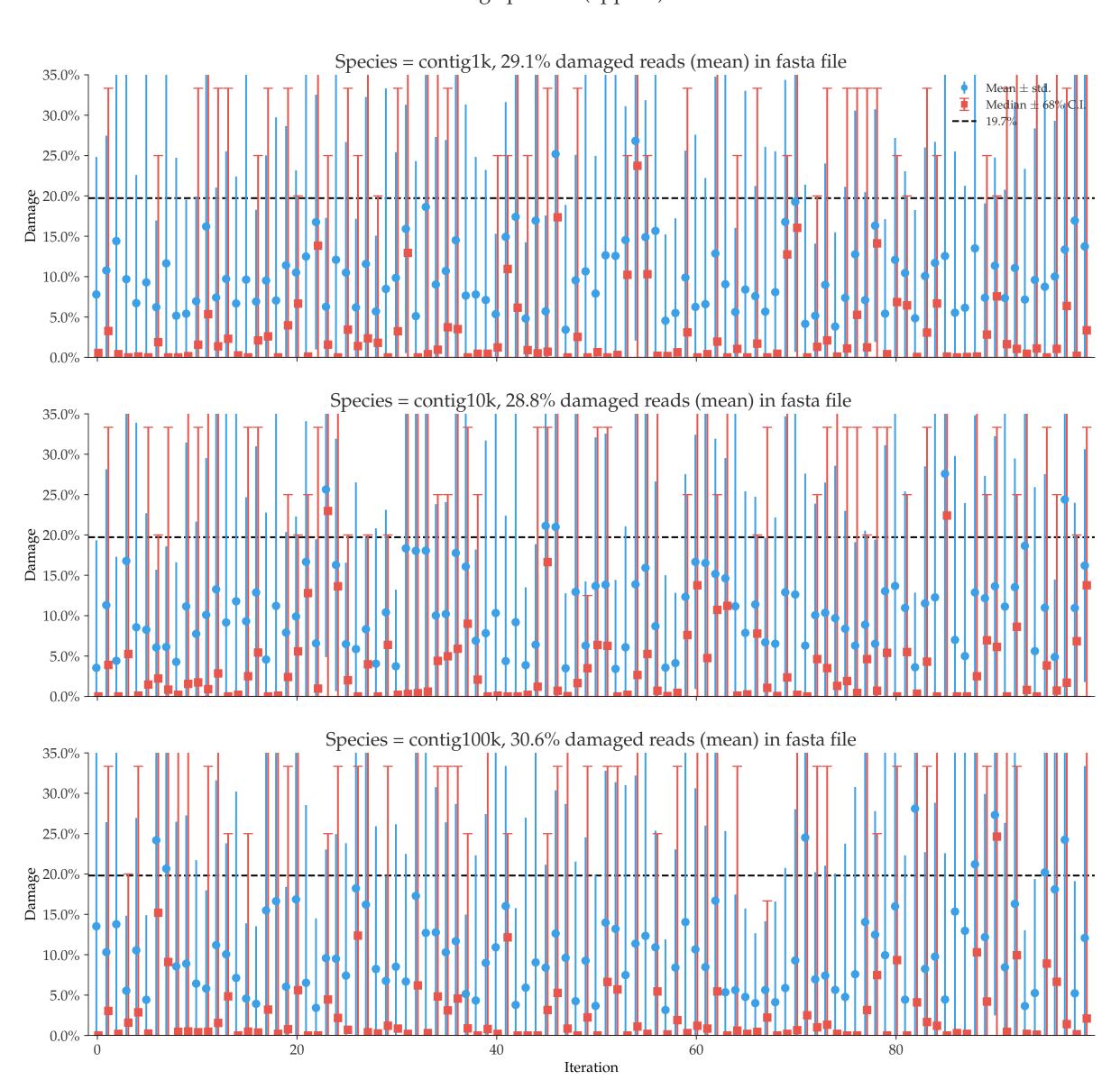
Individual damages: 50000 reads Briggs damage = 0.466 Damage percent (approx) = 15%



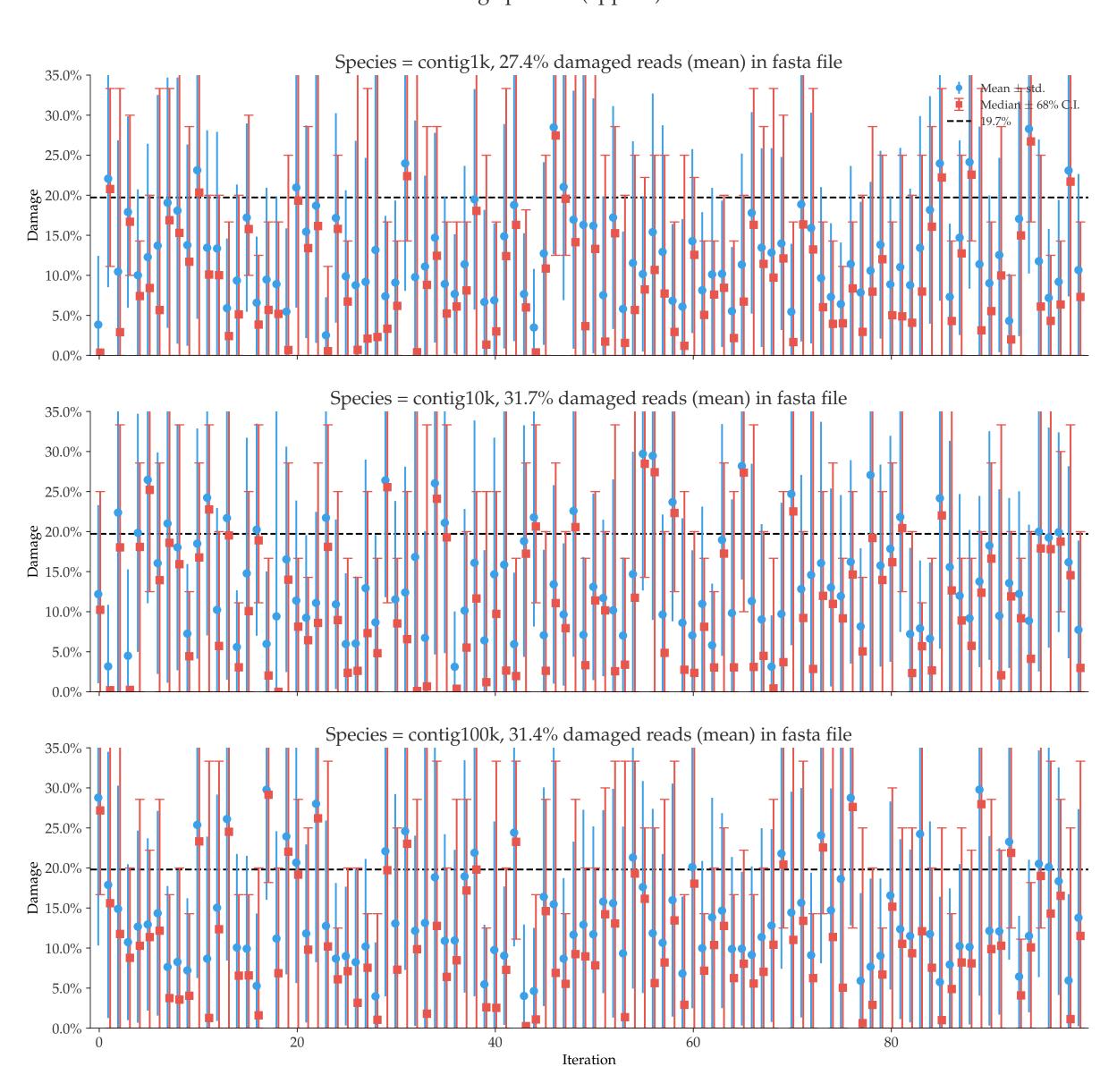
Individual damages: 100000 reads Briggs damage = 0.466 Damage percent (approx) = 15%



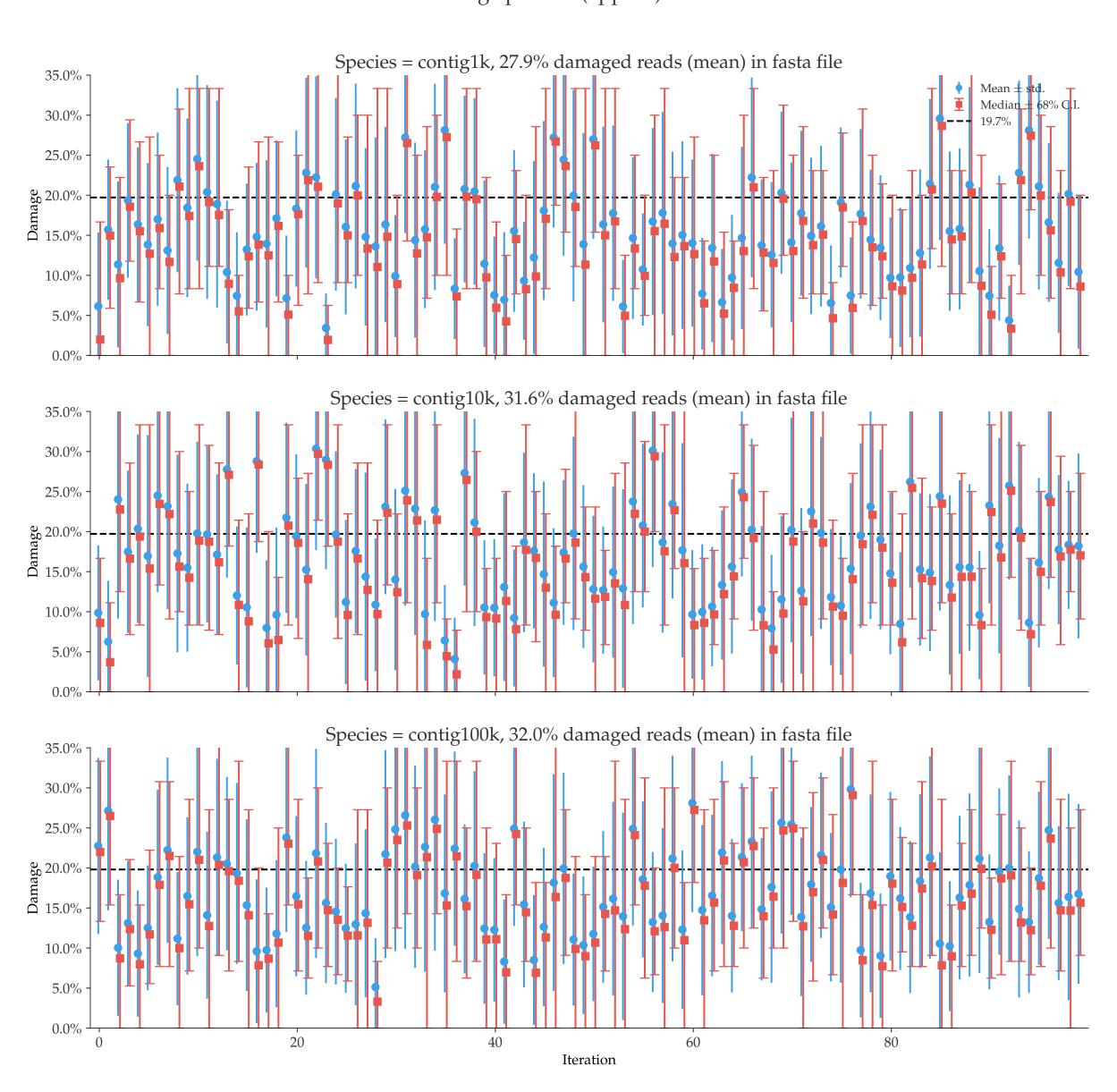
Individual damages: 10 reads Briggs damage = 0.626 Damage percent (approx) = 20%



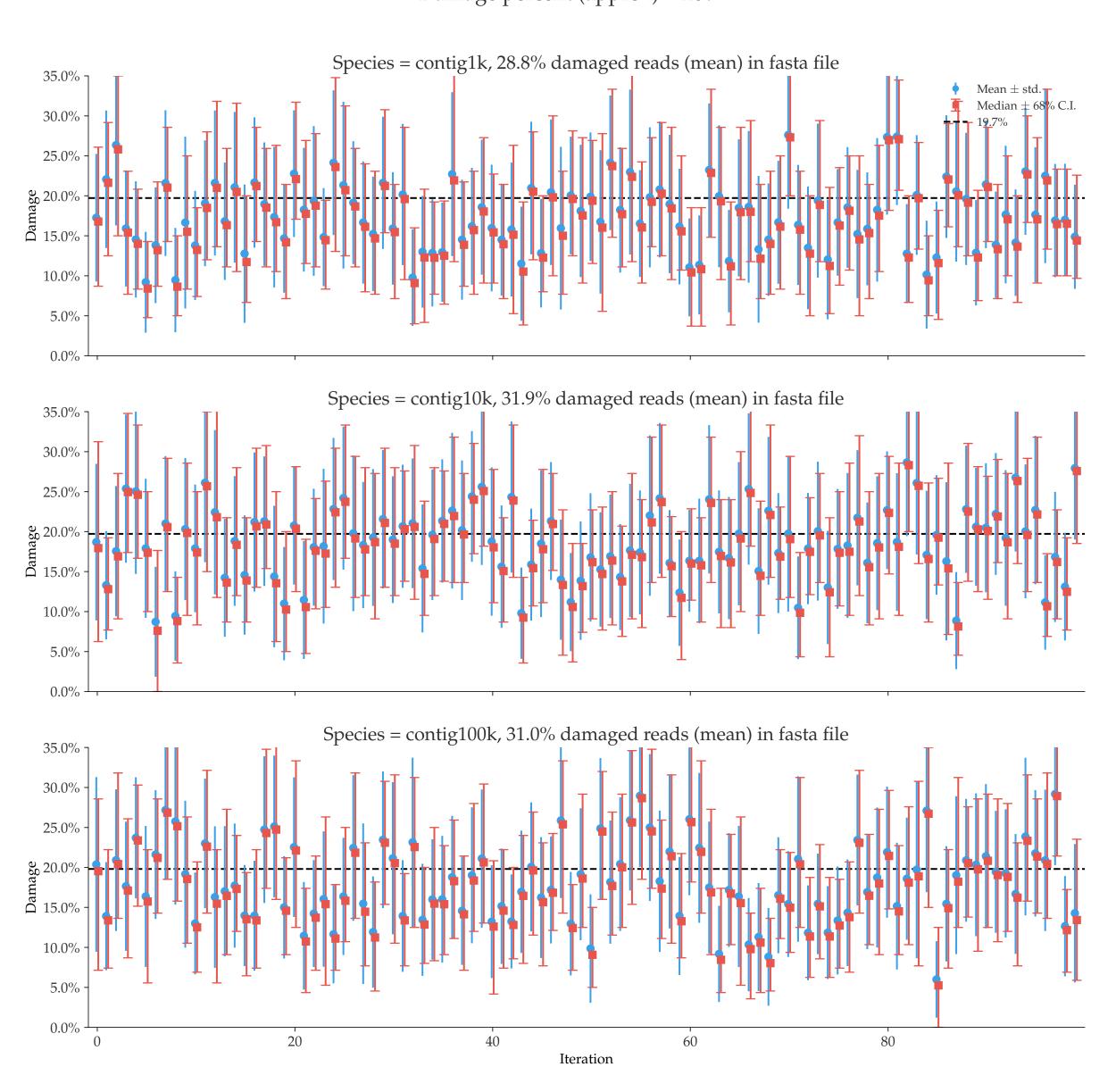
Individual damages: 25 reads Briggs damage = 0.626 Damage percent (approx) = 20%



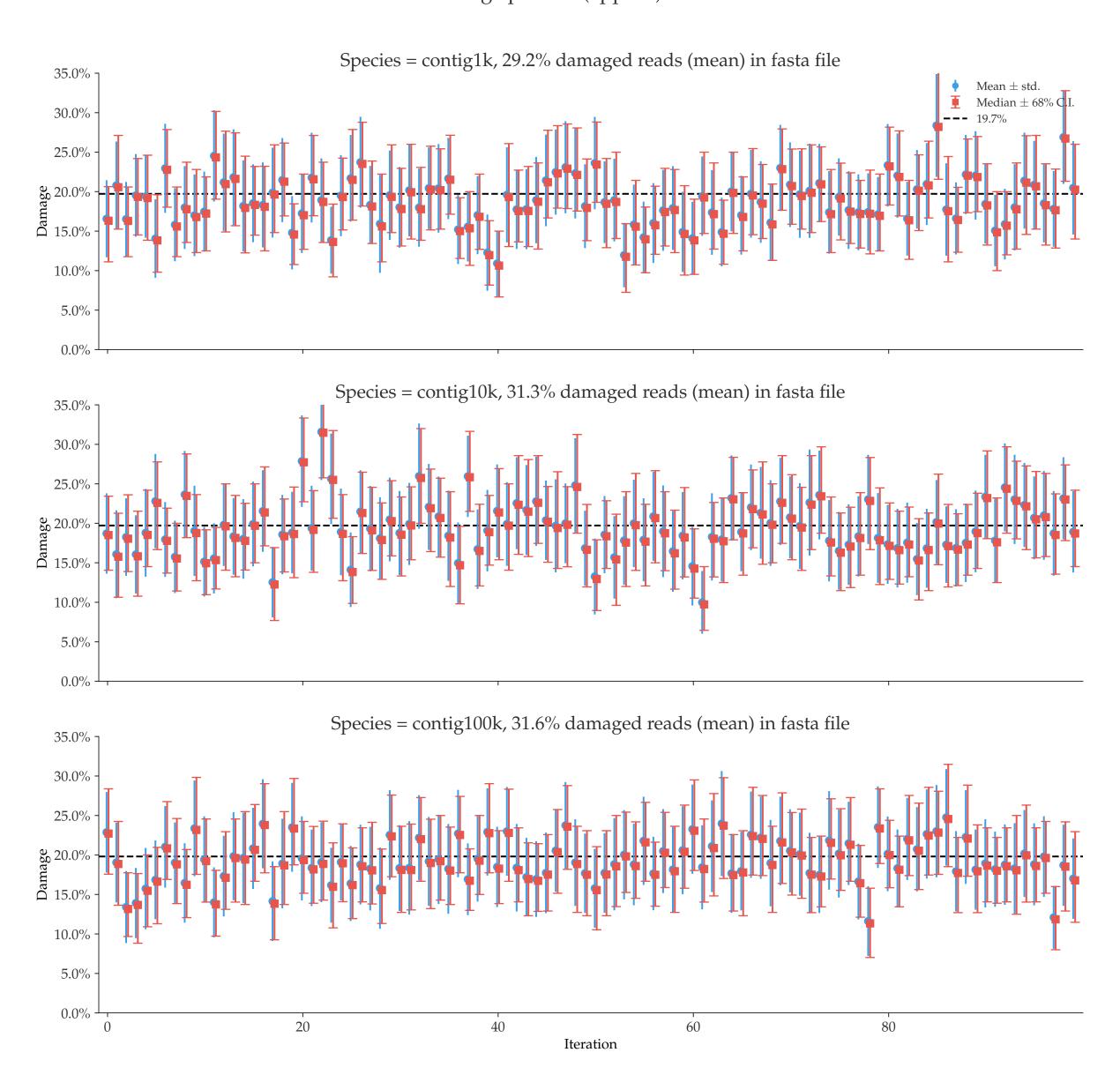
Individual damages: 50 reads Briggs damage = 0.626 Damage percent (approx) = 20%



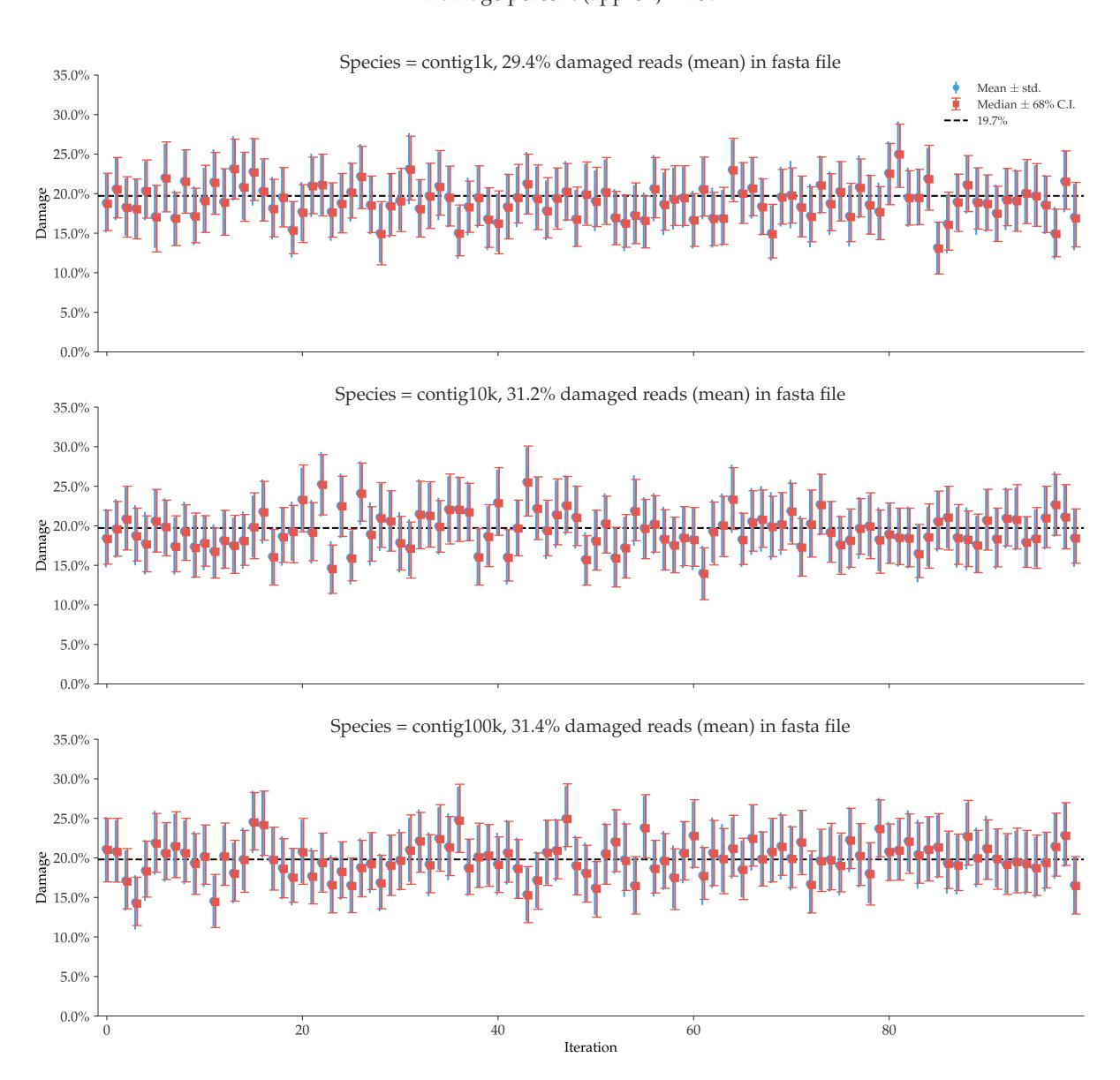
Individual damages: 100 reads Briggs damage = 0.626 Damage percent (approx) = 20%



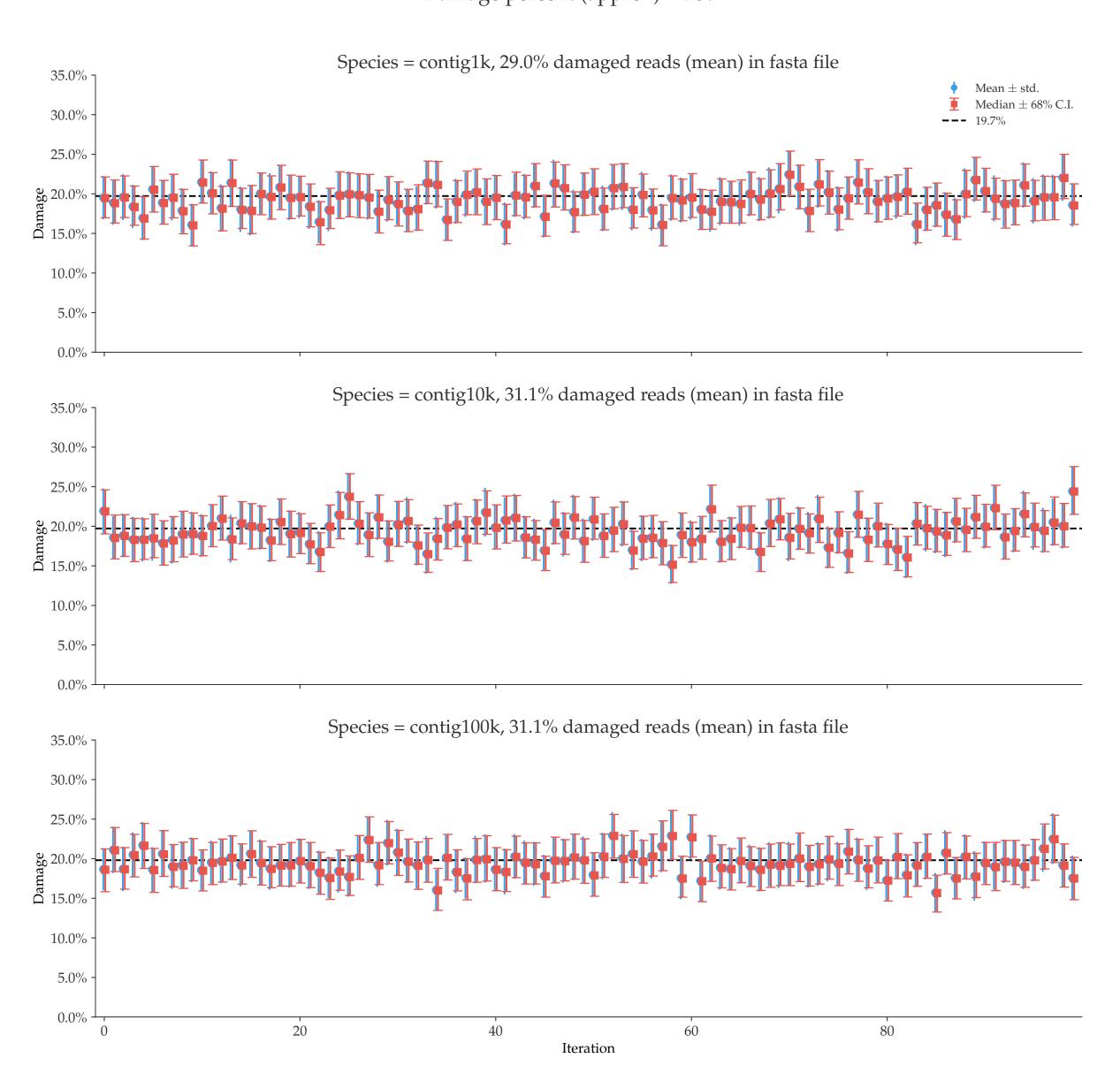
Individual damages: 250 reads Briggs damage = 0.626 Damage percent (approx) = 20%



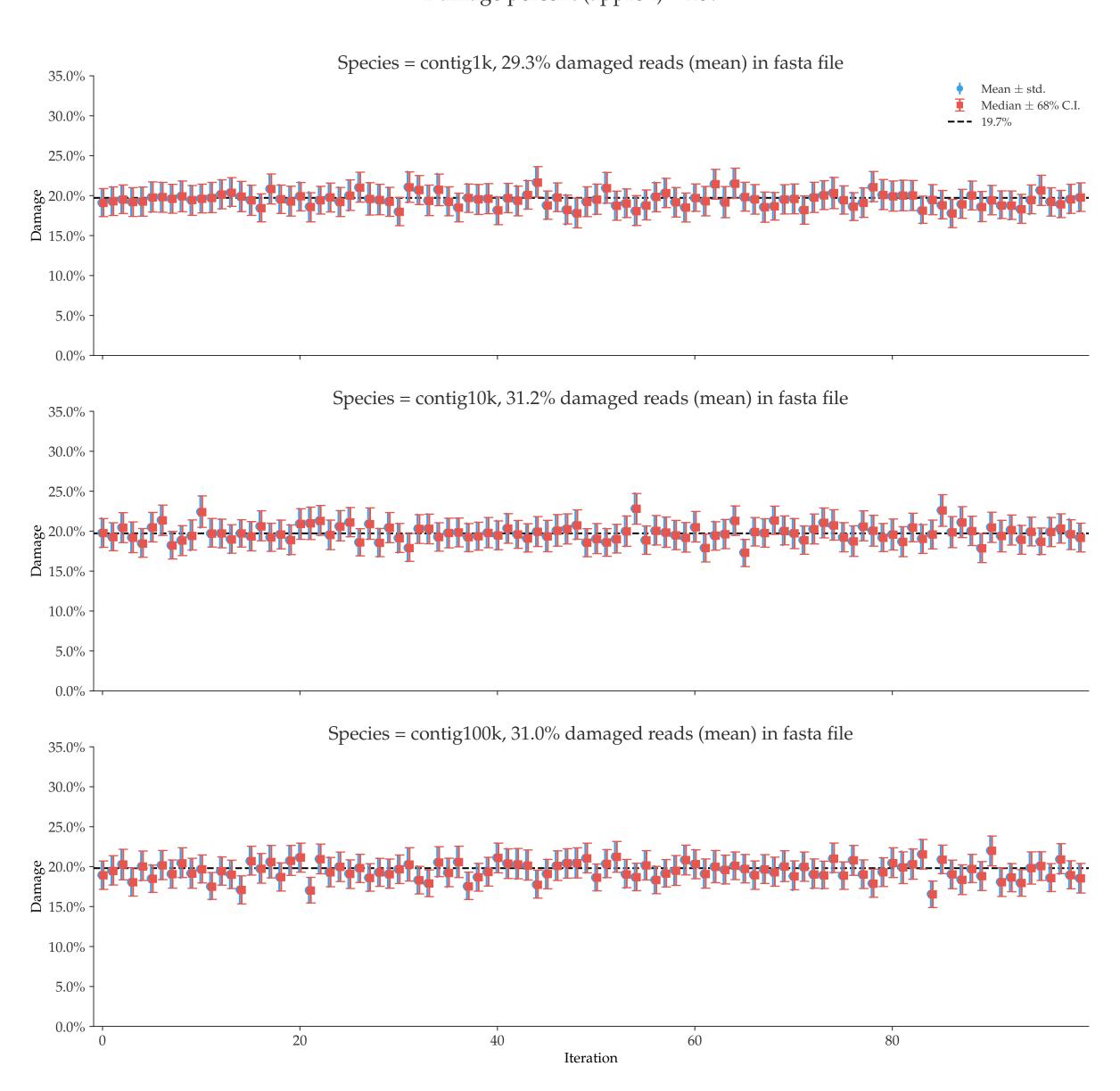
Individual damages: 500 reads Briggs damage = 0.626 Damage percent (approx) = 20%



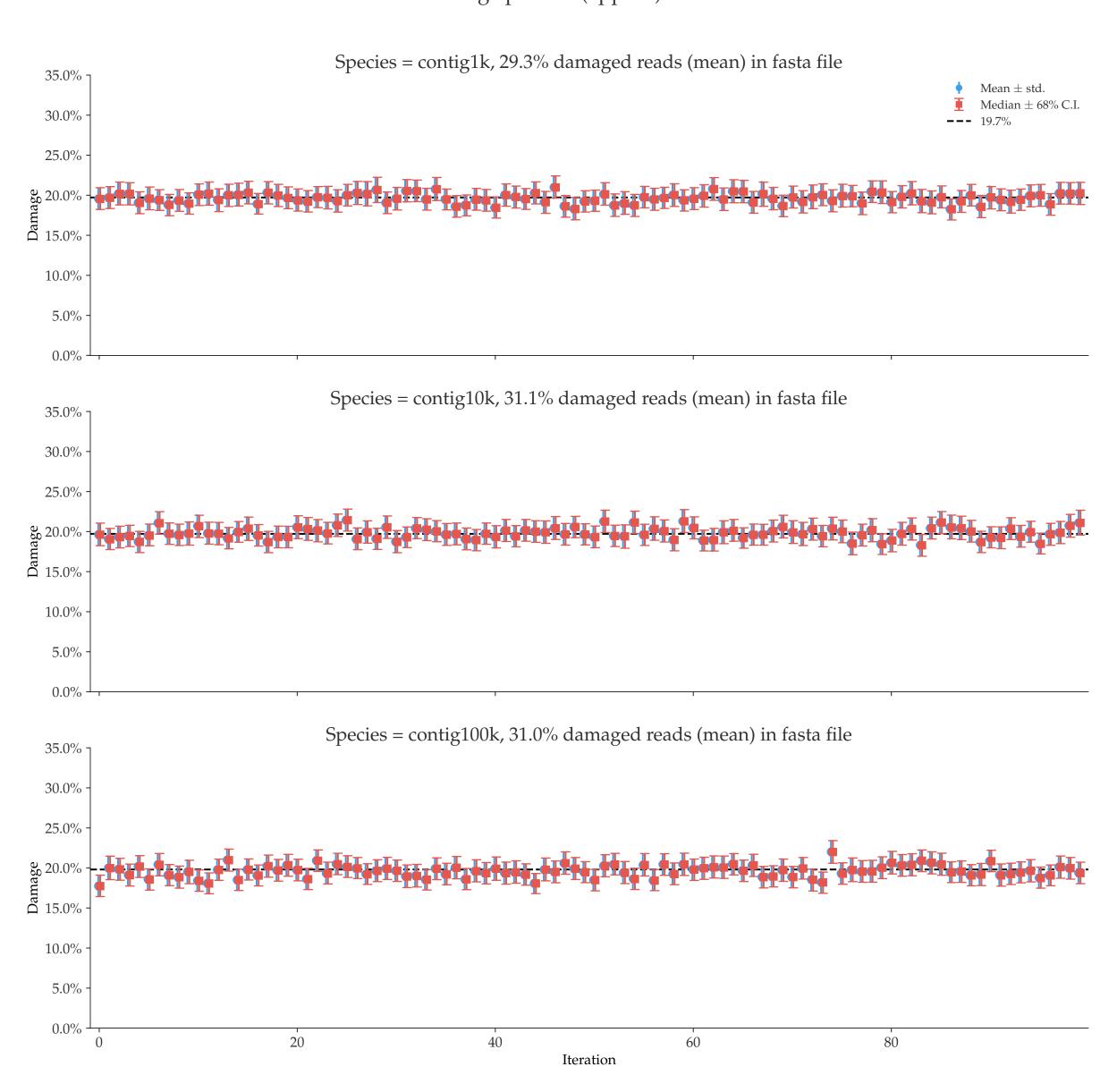
Individual damages: 1000 reads Briggs damage = 0.626 Damage percent (approx) = 20%



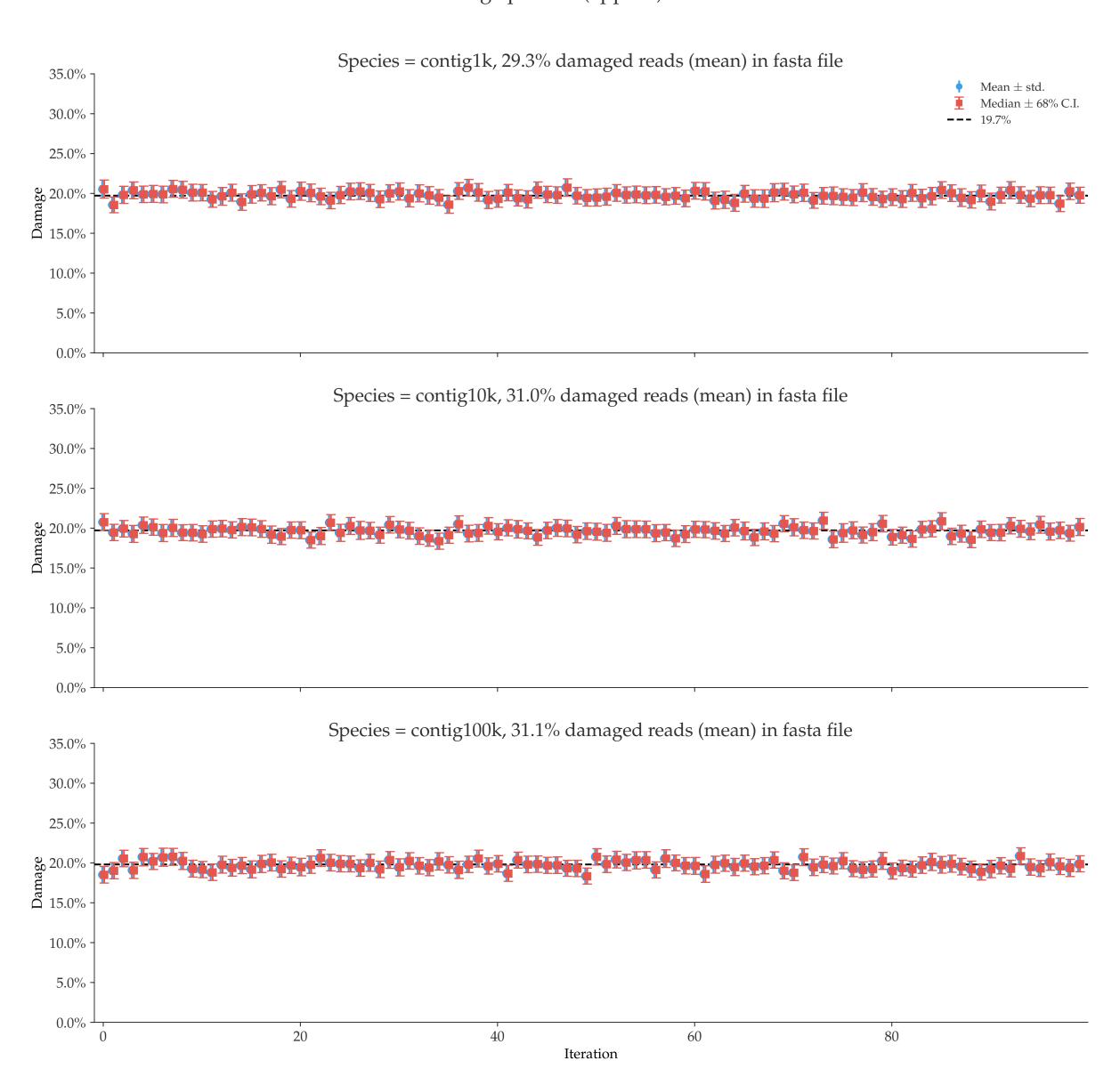
Individual damages: 2500 reads Briggs damage = 0.626 Damage percent (approx) = 20%



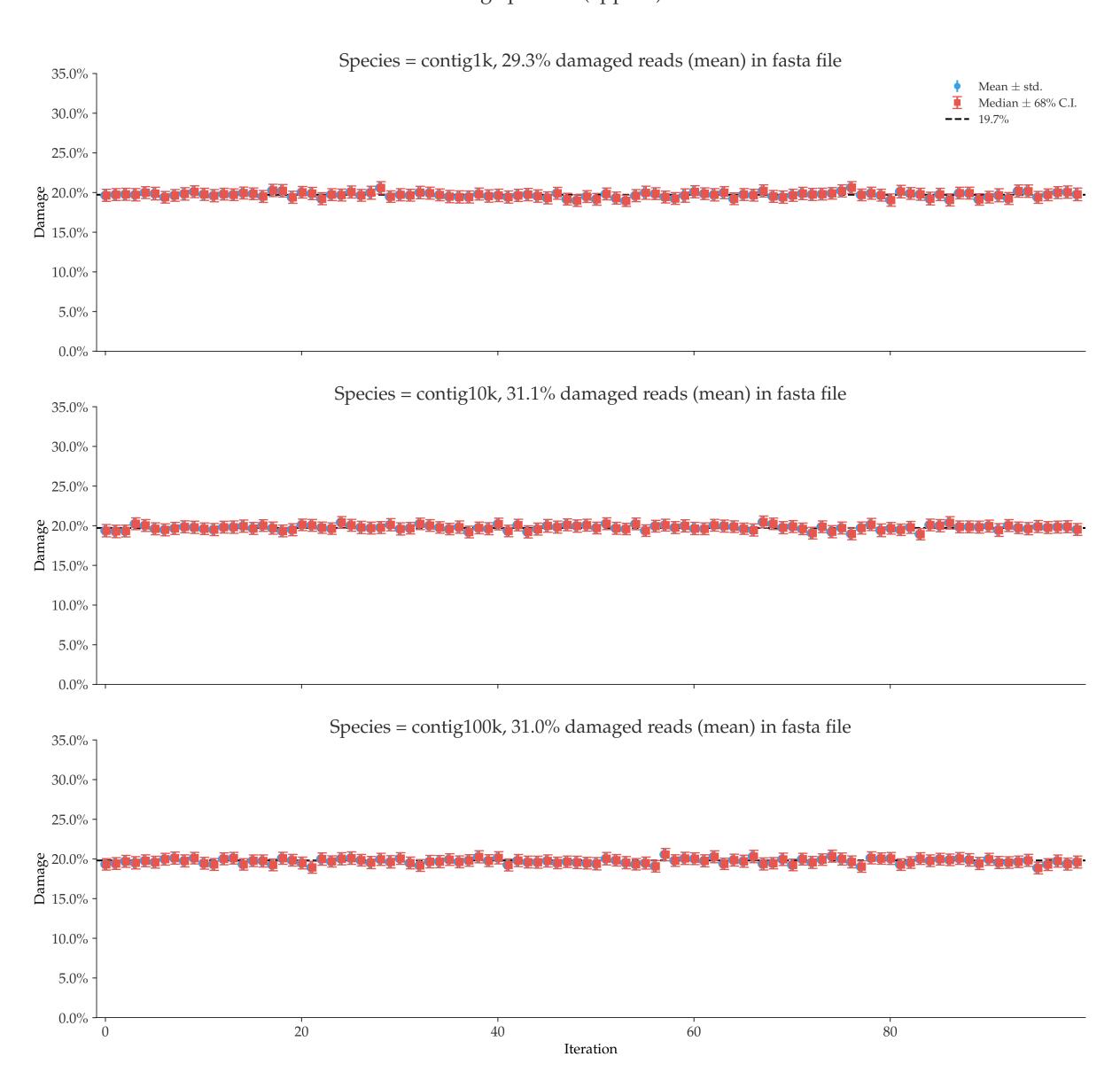
Individual damages: 5000 reads Briggs damage = 0.626 Damage percent (approx) = 20%



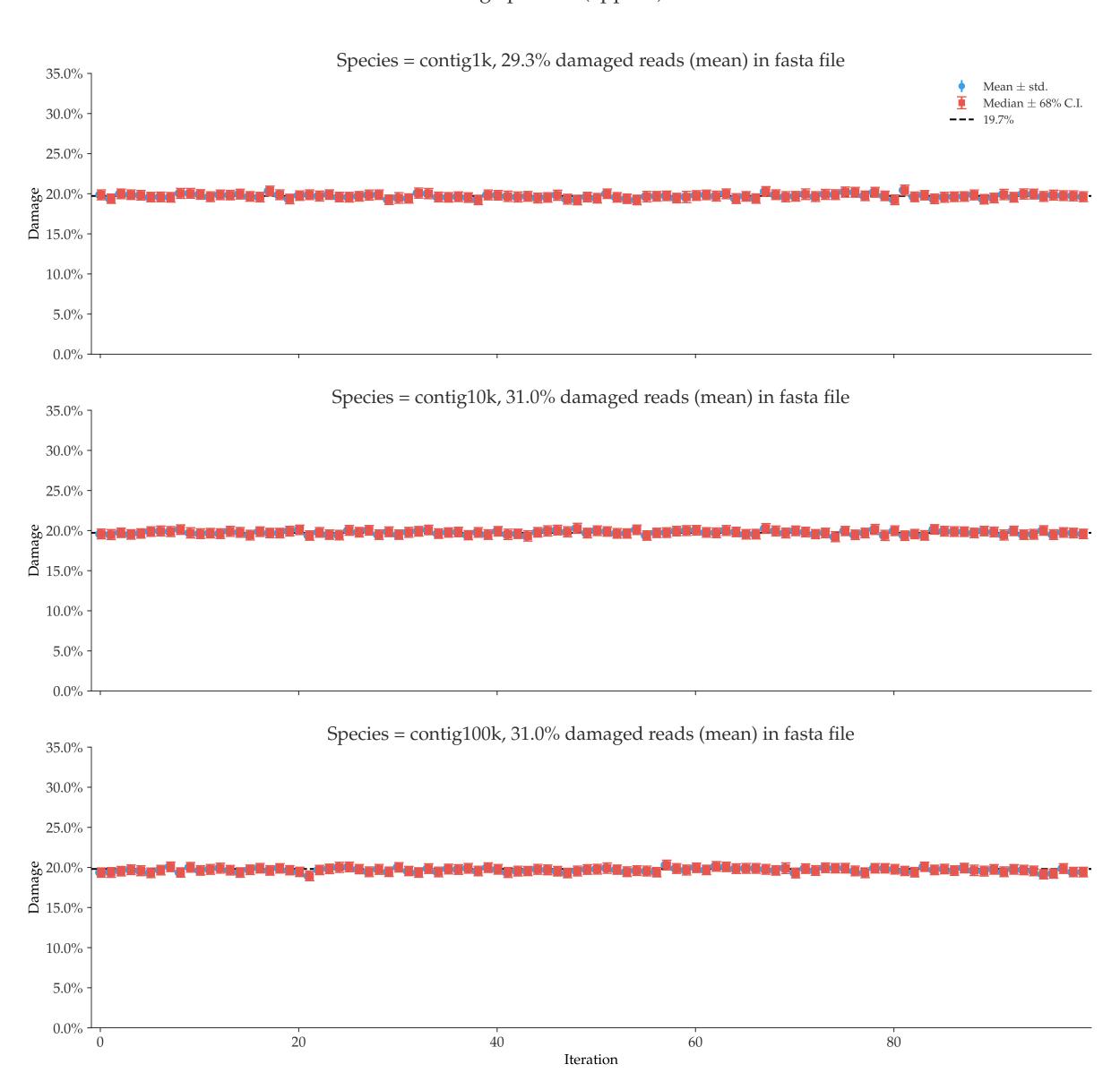
Individual damages: 10000 reads Briggs damage = 0.626 Damage percent (approx) = 20%



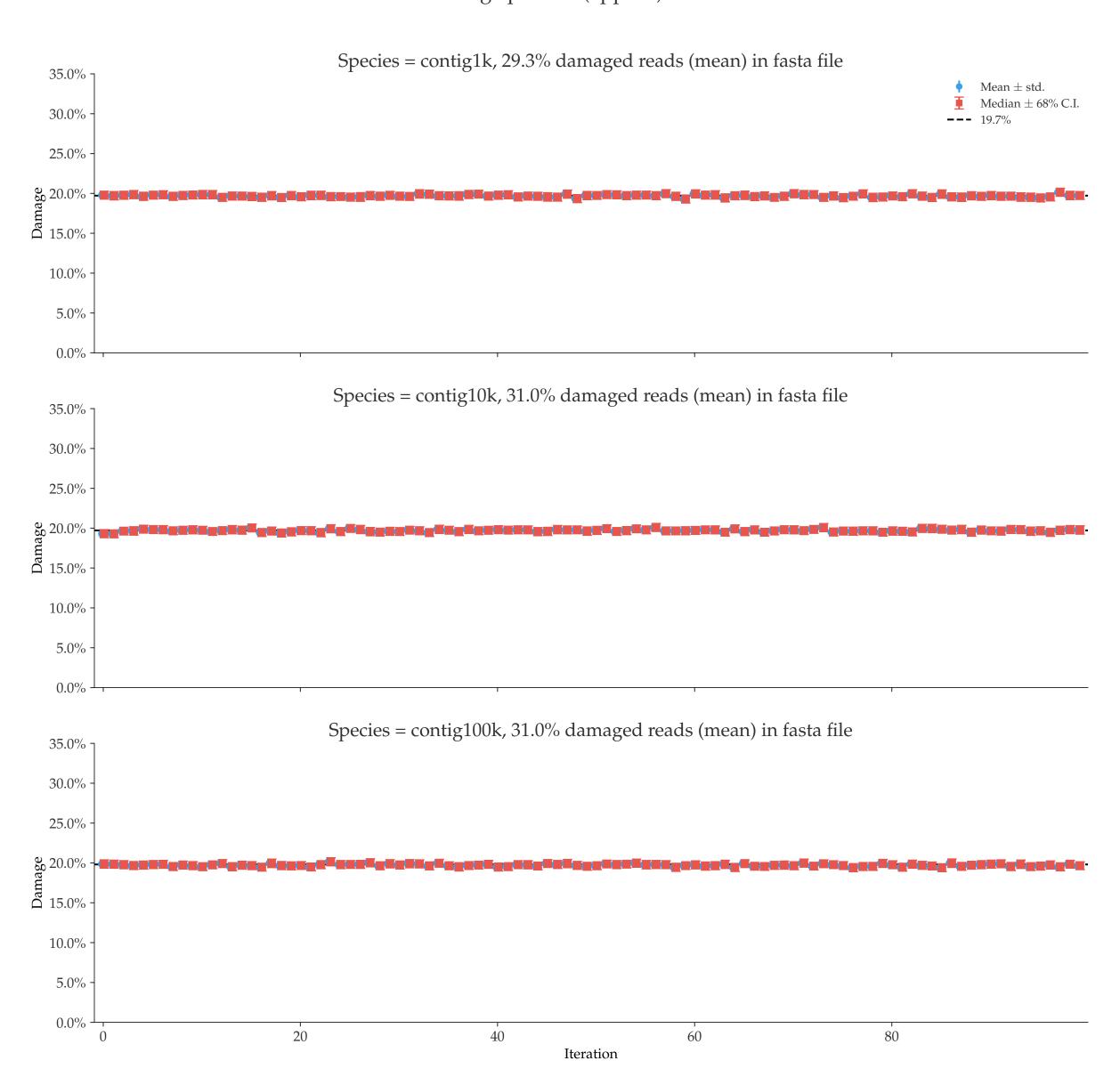
Individual damages: 25000 reads Briggs damage = 0.626 Damage percent (approx) = 20%



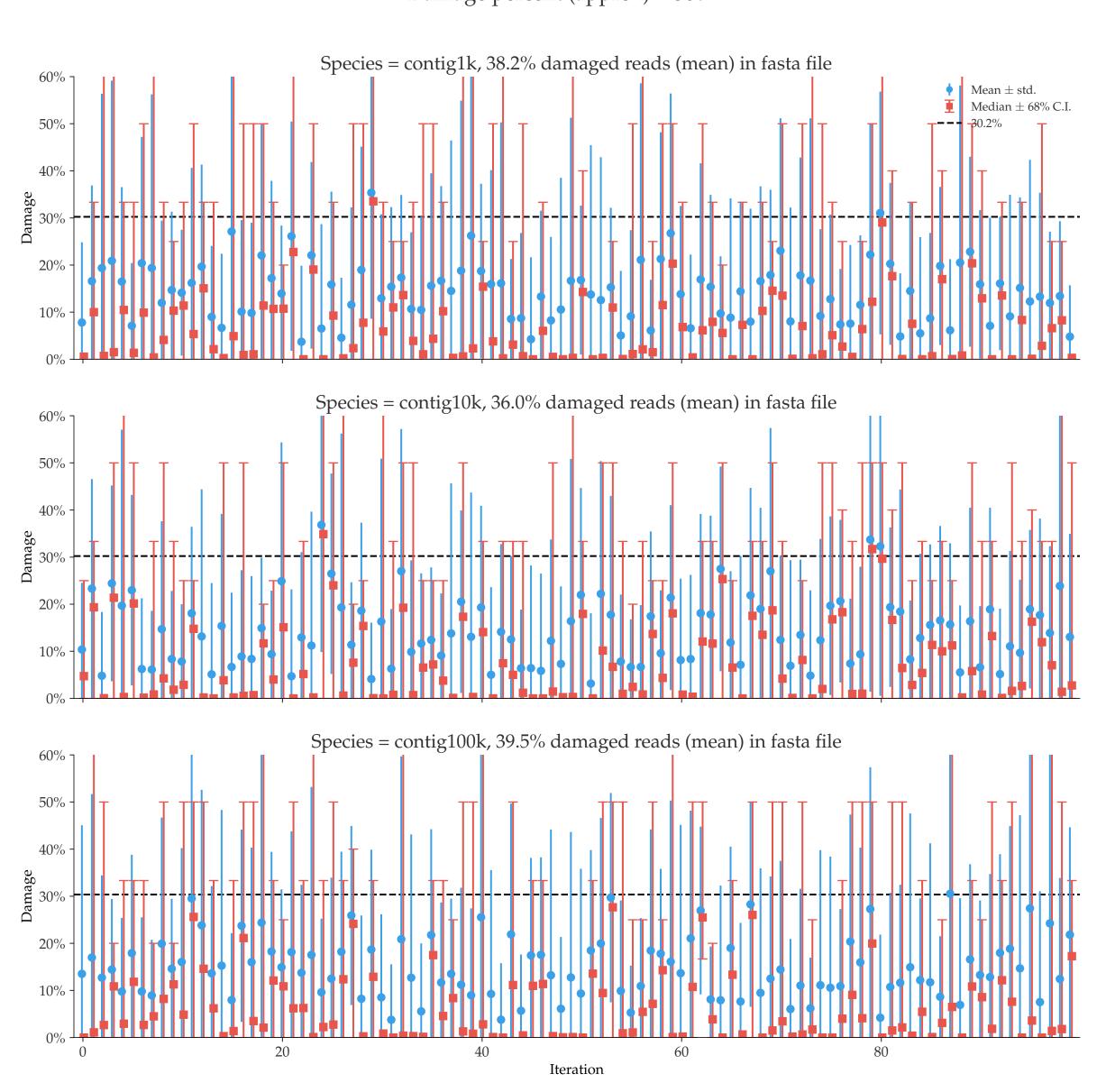
Individual damages: 50000 reads Briggs damage = 0.626 Damage percent (approx) = 20%



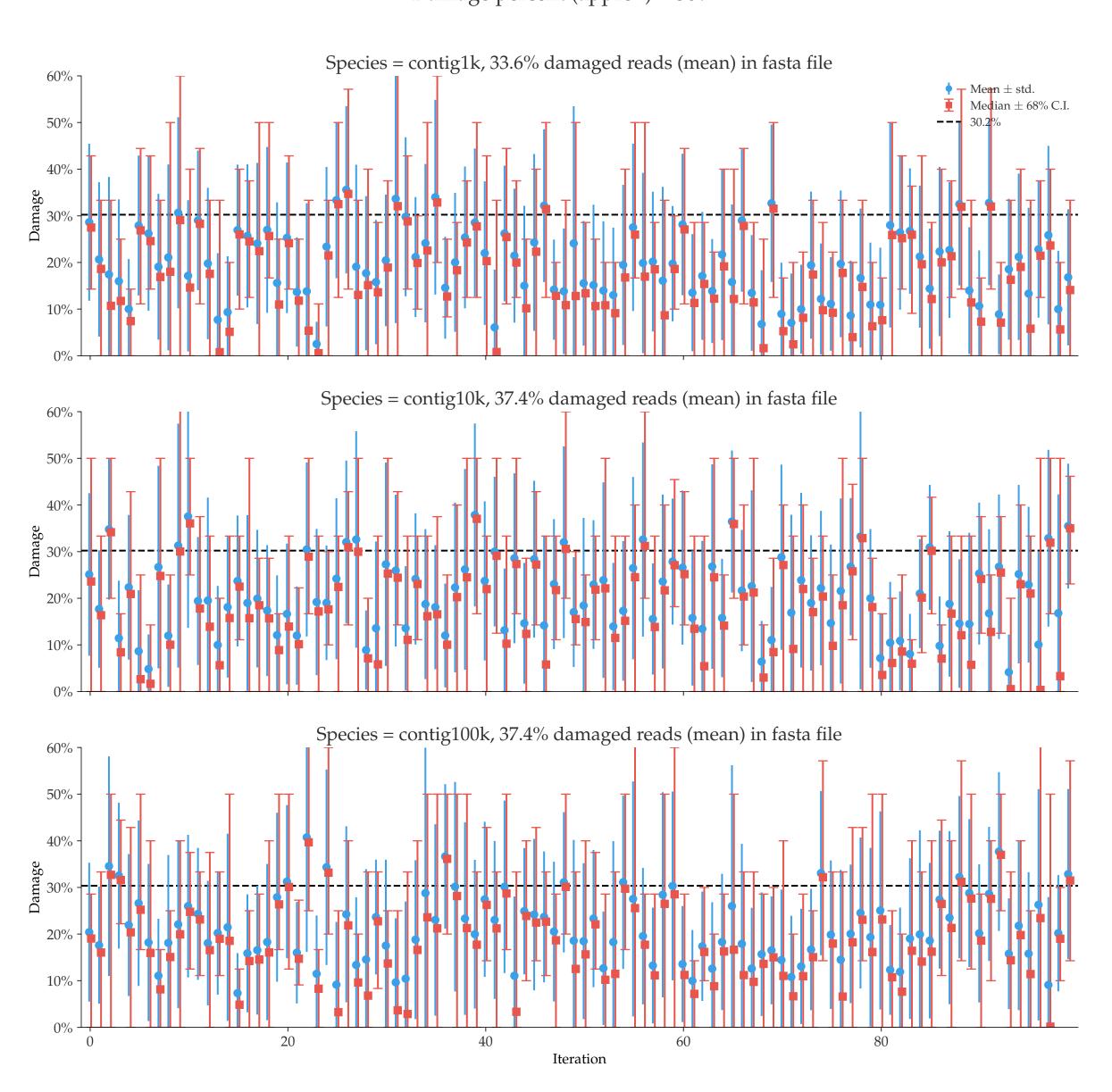
Individual damages: 100000 reads Briggs damage = 0.626 Damage percent (approx) = 20%



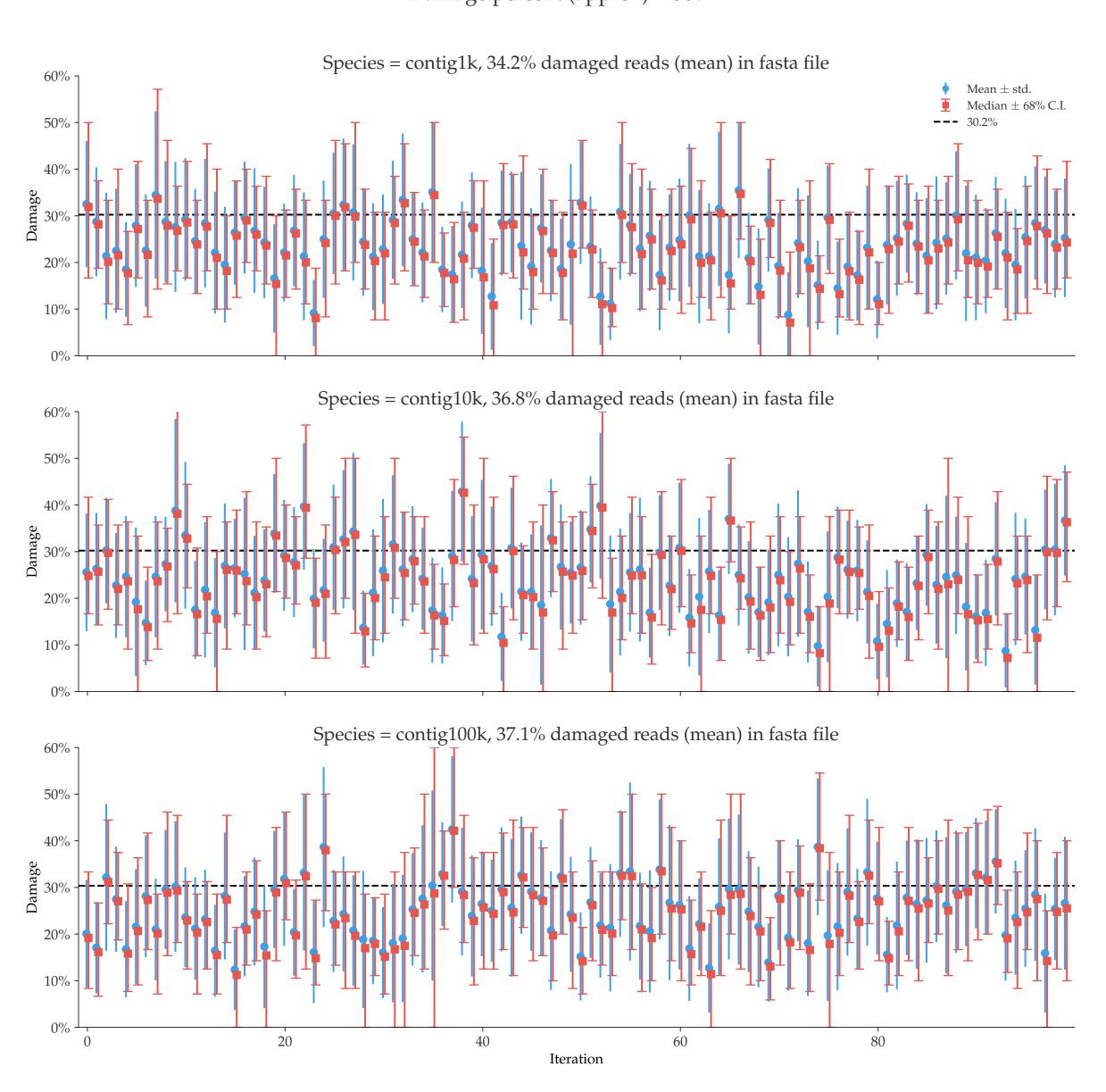
Individual damages: 10 reads Briggs damage = 0.96 Damage percent (approx) = 30%



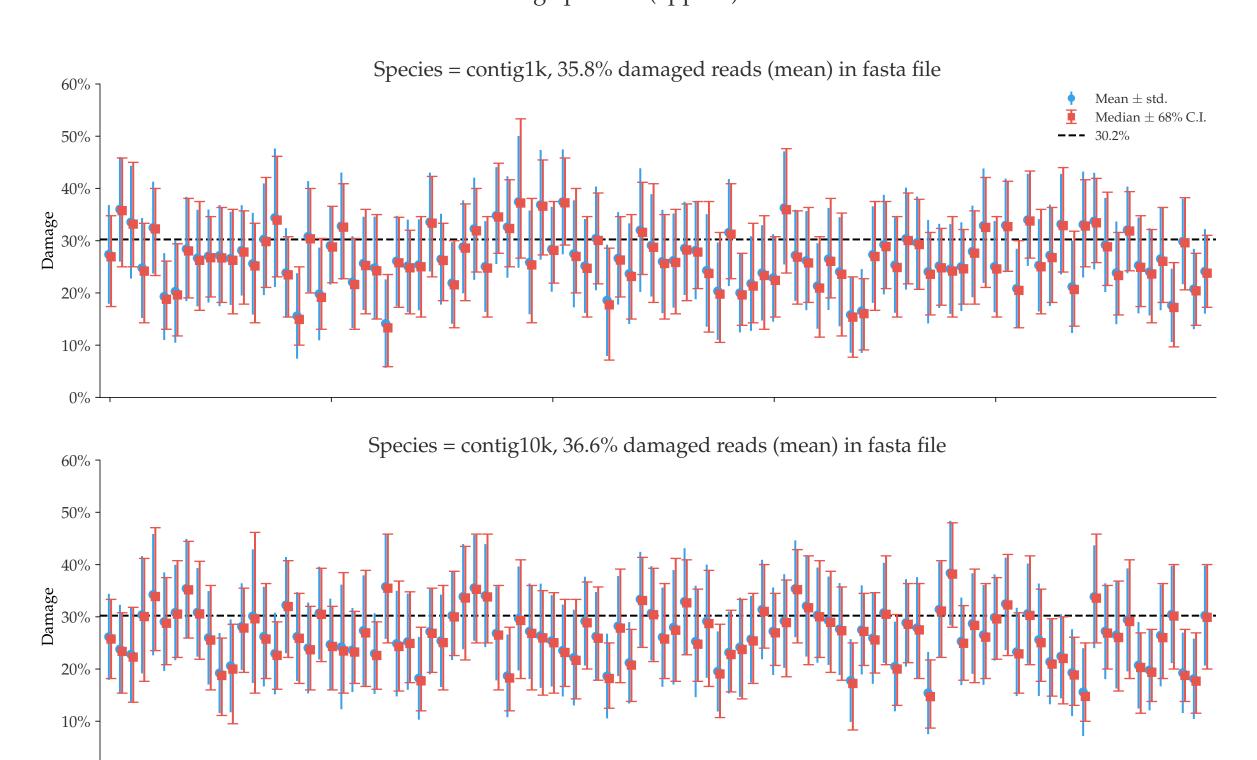
Individual damages: 25 reads Briggs damage = 0.96 Damage percent (approx) = 30%

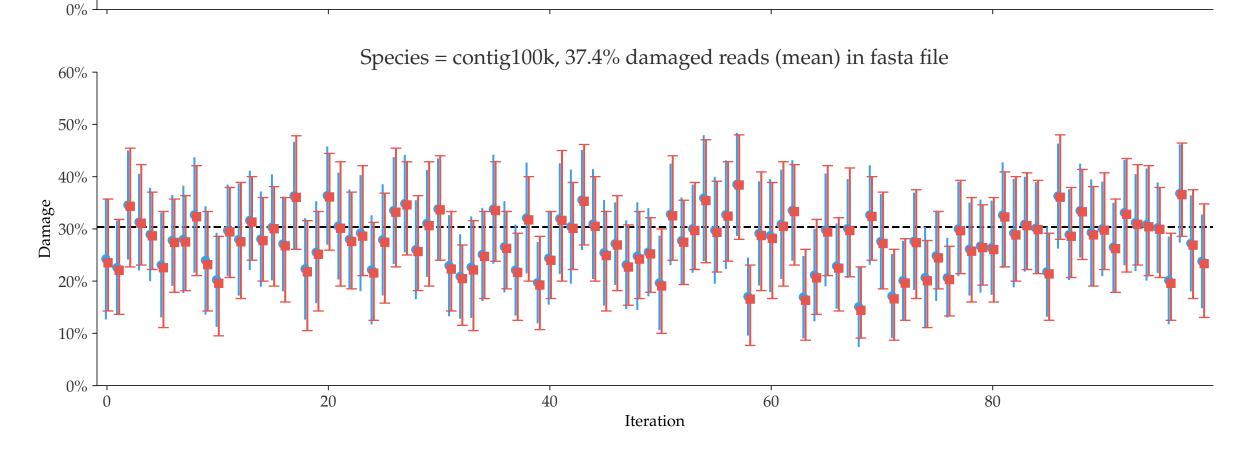


Individual damages: 50 reads Briggs damage = 0.96 Damage percent (approx) = 30%

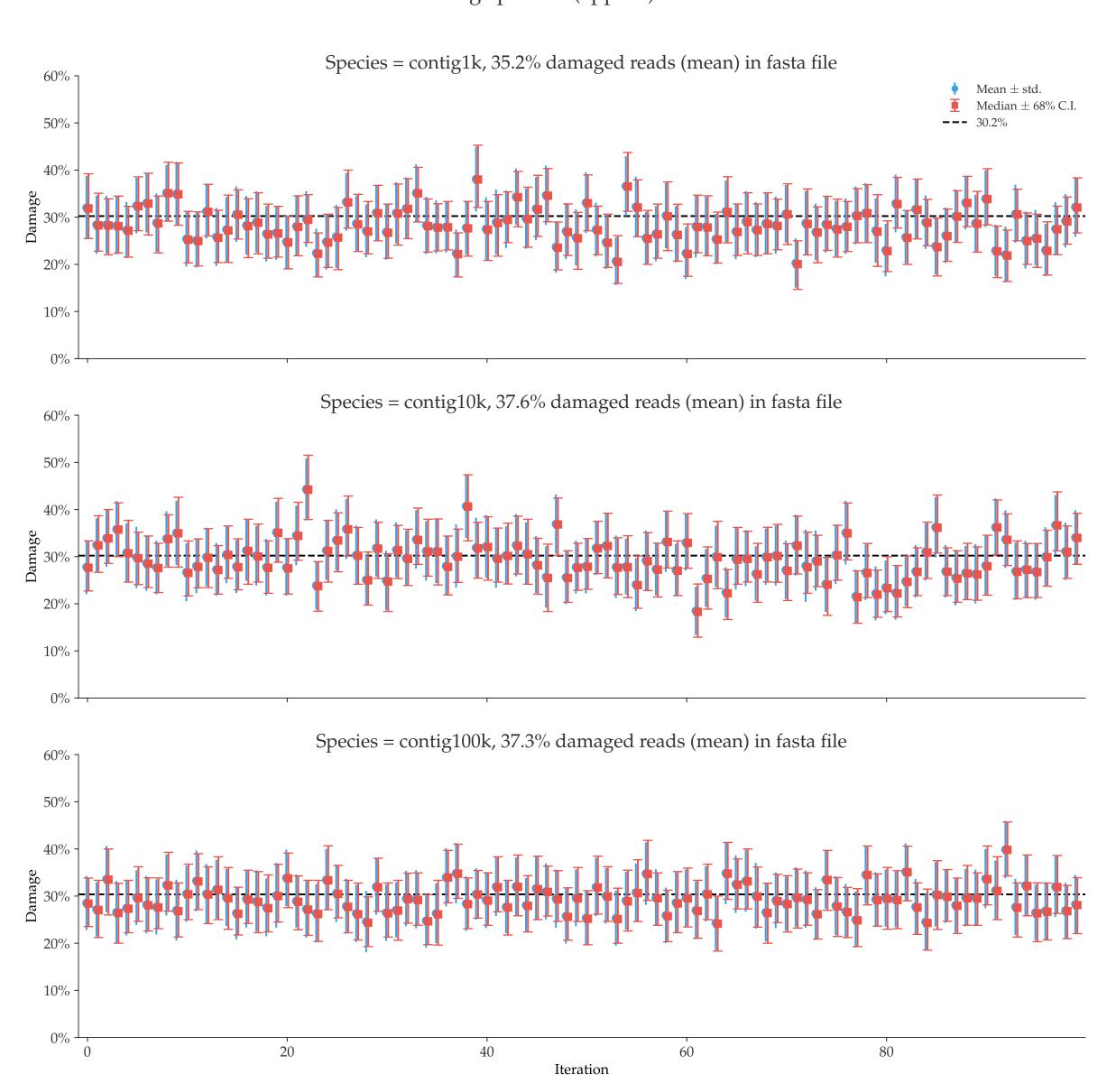


Individual damages: 100 reads Briggs damage = 0.96 Damage percent (approx) = 30%

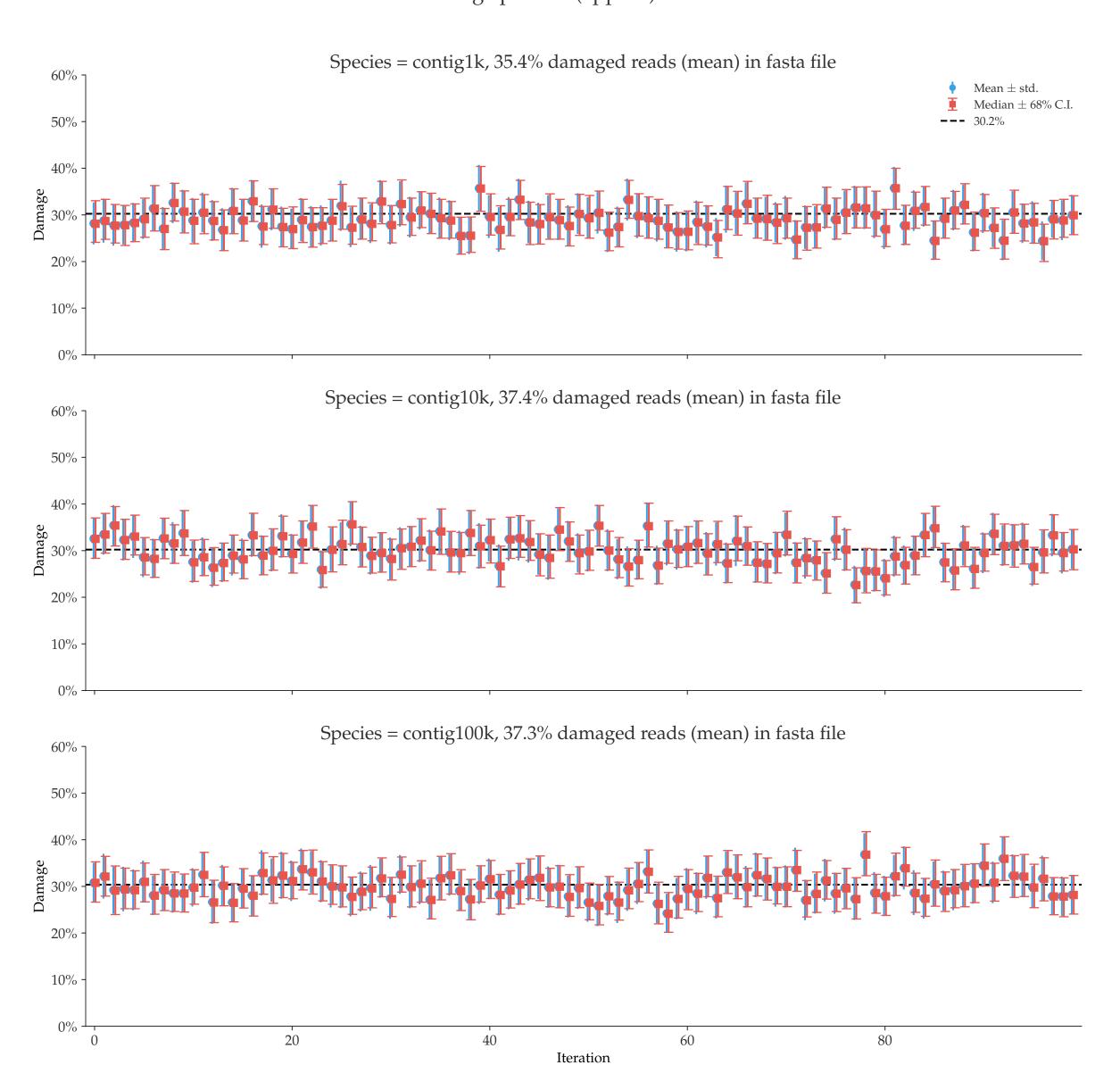




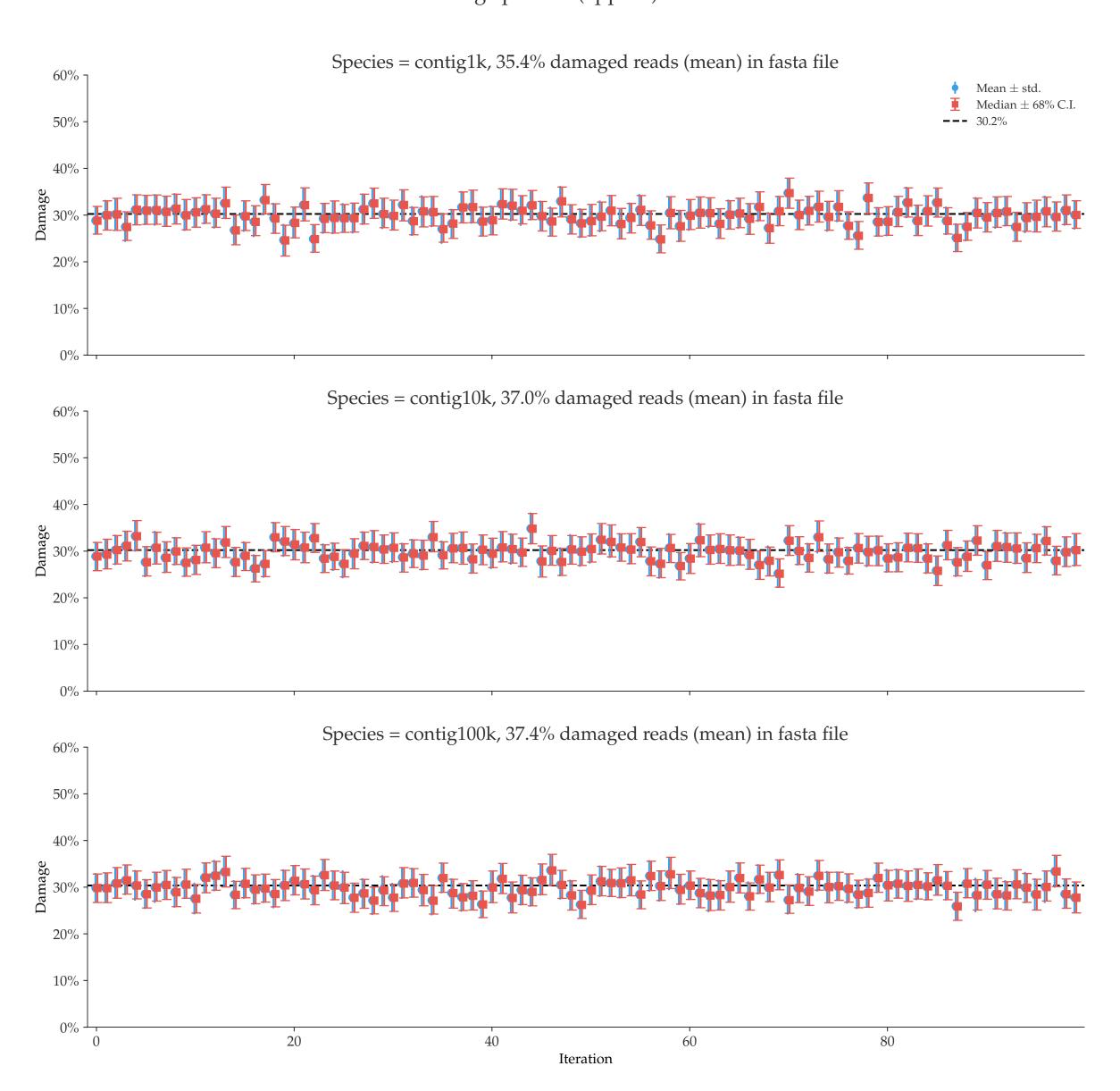
Individual damages: 250 reads Briggs damage = 0.96 Damage percent (approx) = 30%



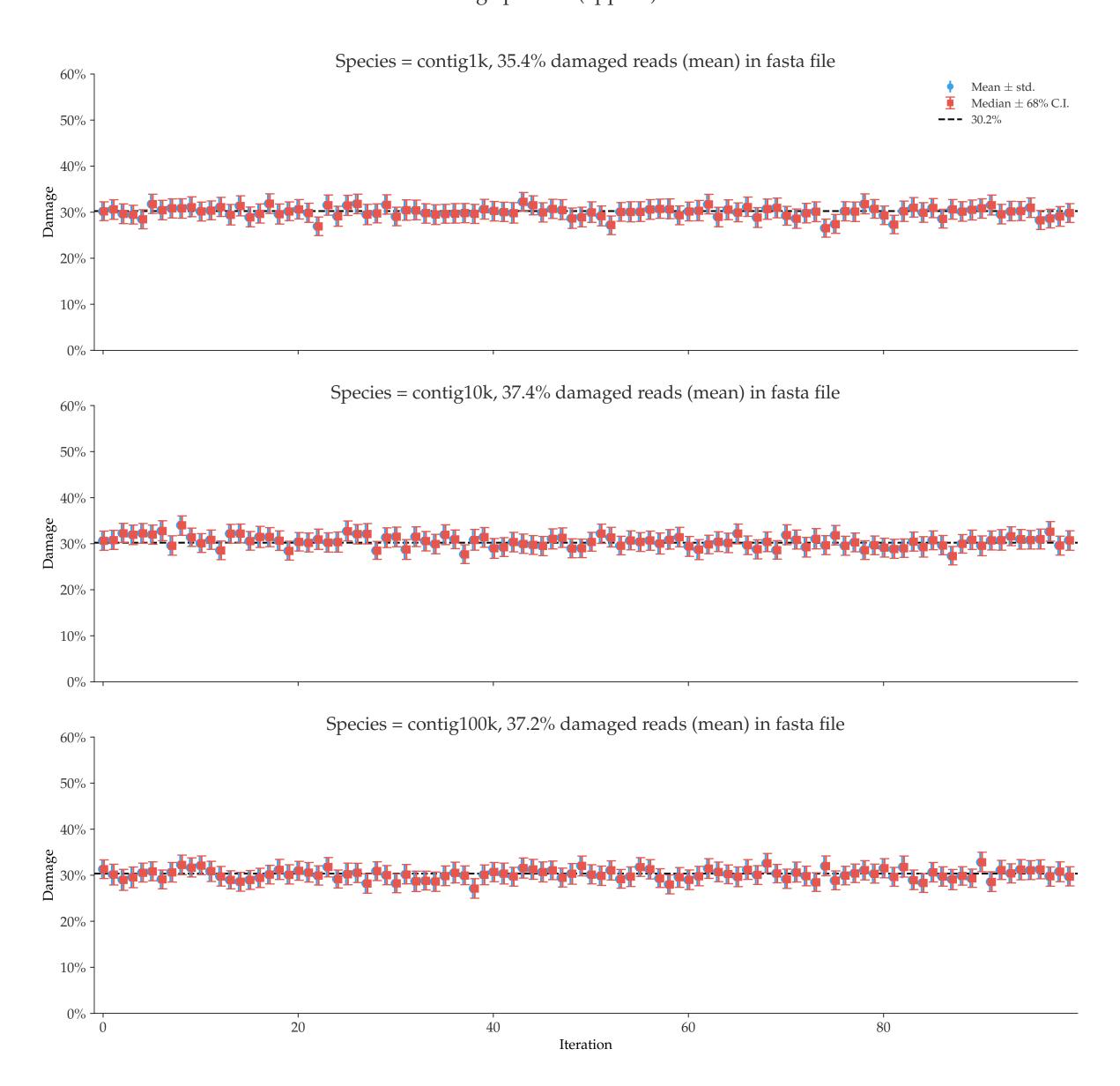
Individual damages: 500 reads Briggs damage = 0.96 Damage percent (approx) = 30%



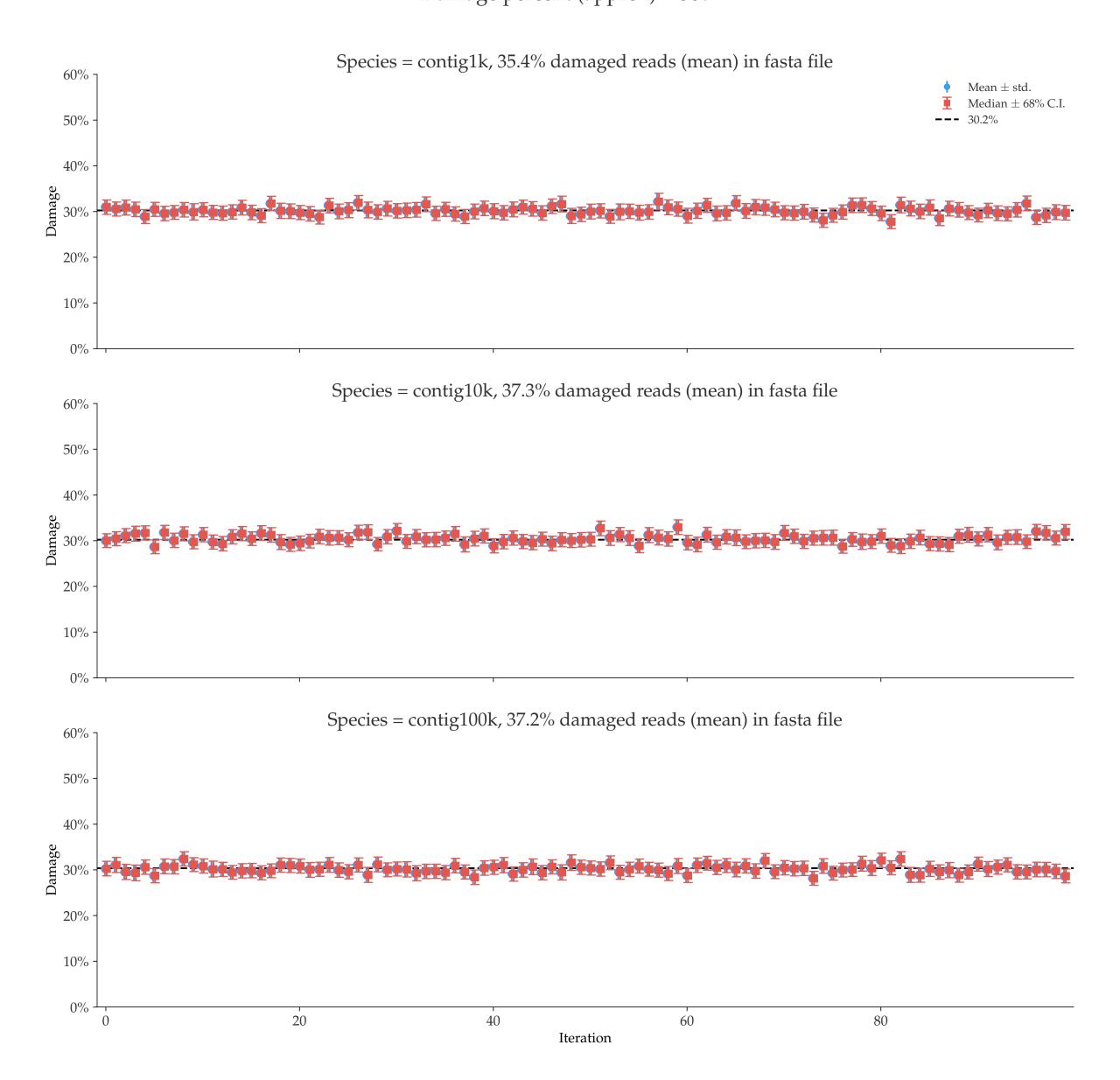
Individual damages: 1000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



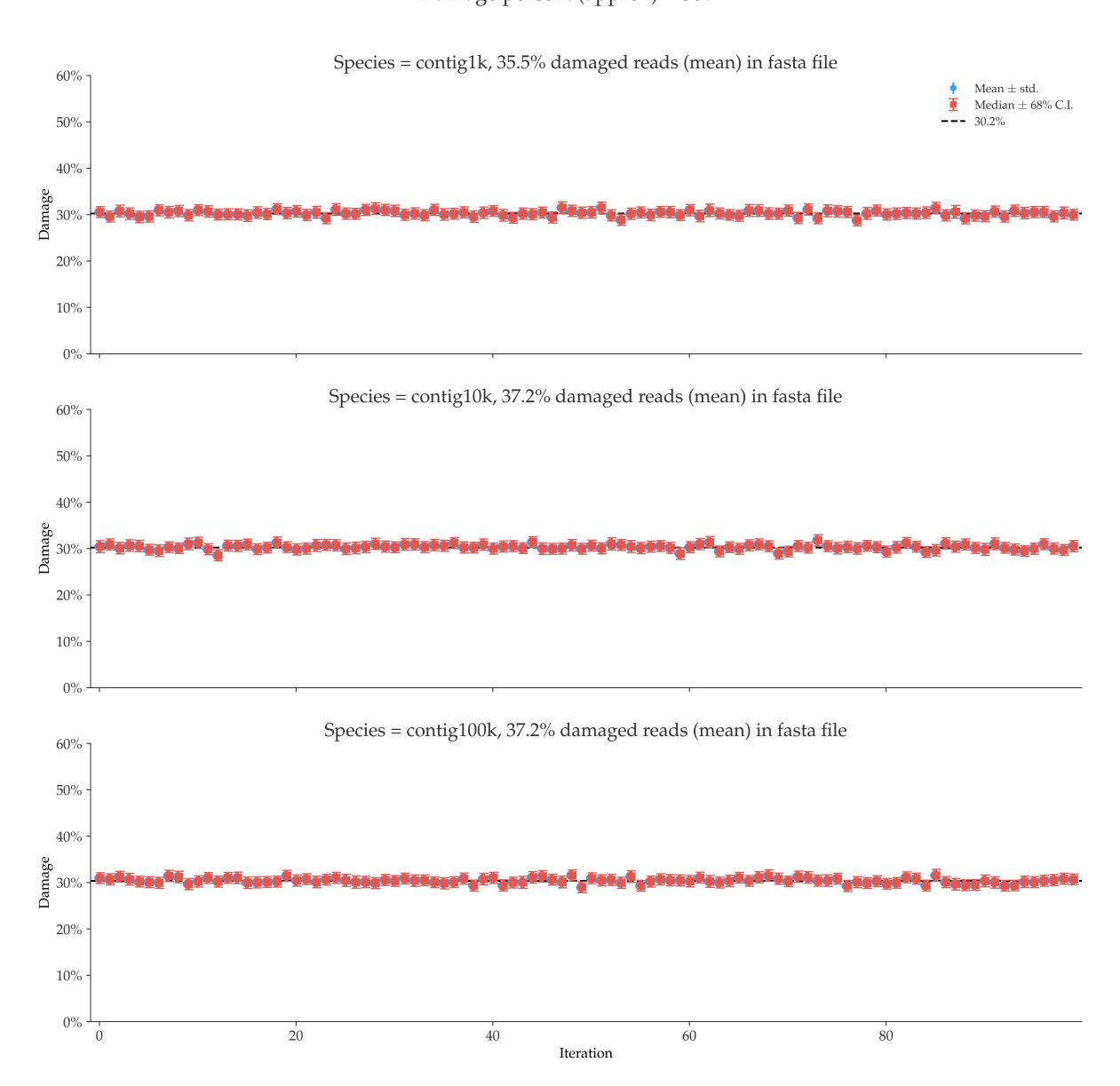
Individual damages: 2500 reads Briggs damage = 0.96 Damage percent (approx) = 30%



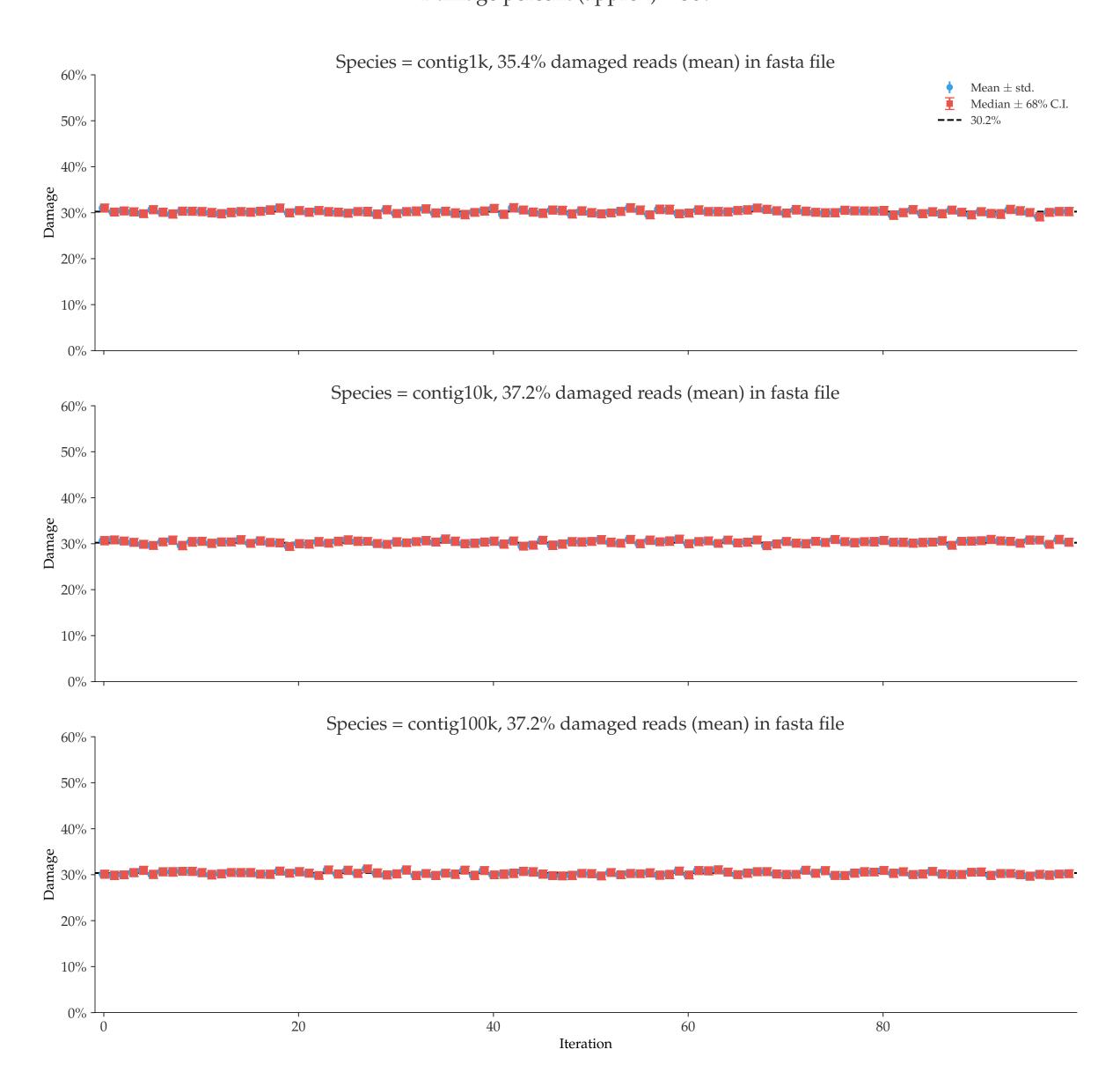
Individual damages: 5000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



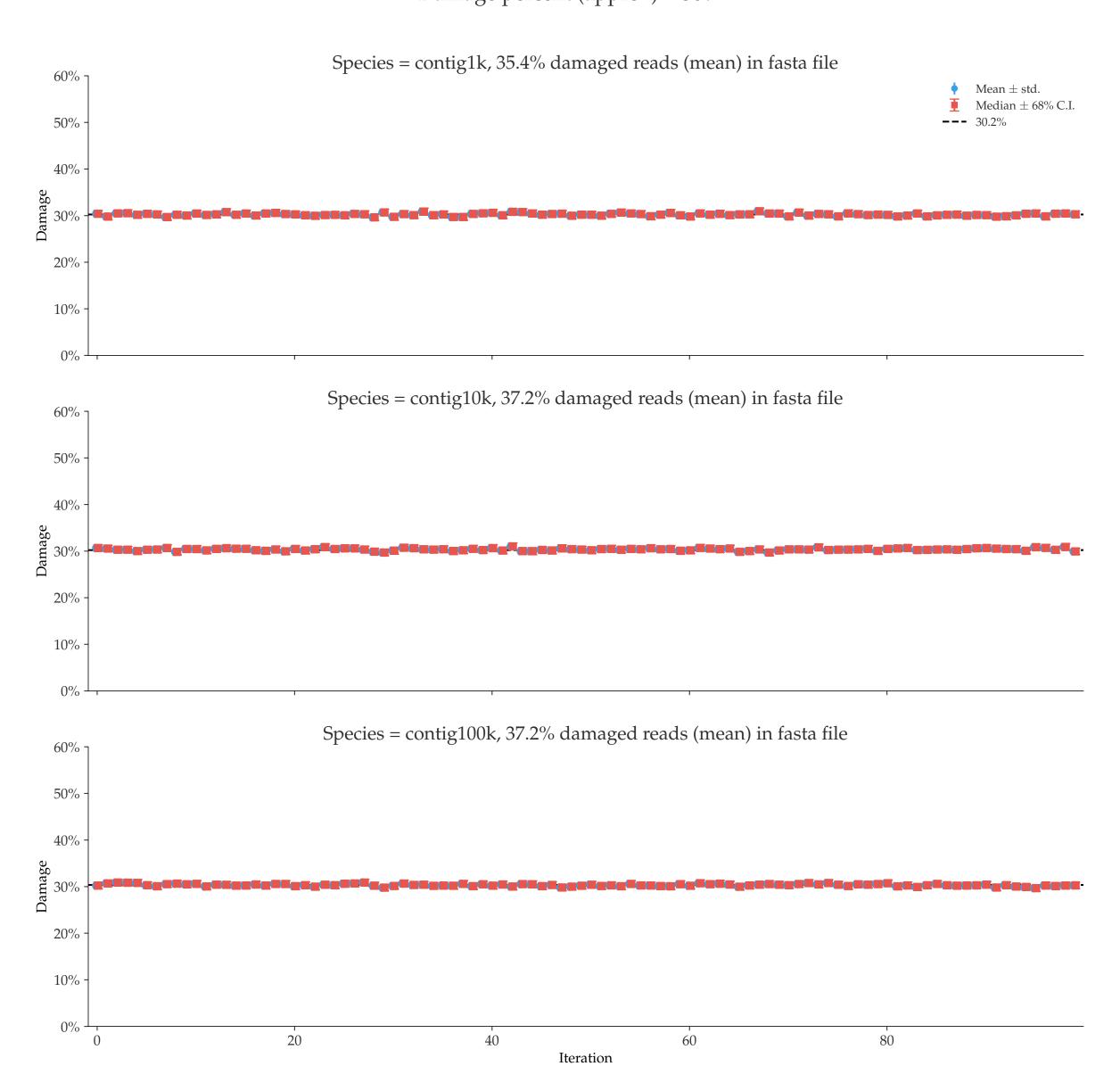
Individual damages: 10000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



Individual damages: 25000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



Individual damages: 50000 reads Briggs damage = 0.96 Damage percent (approx) = 30%



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

