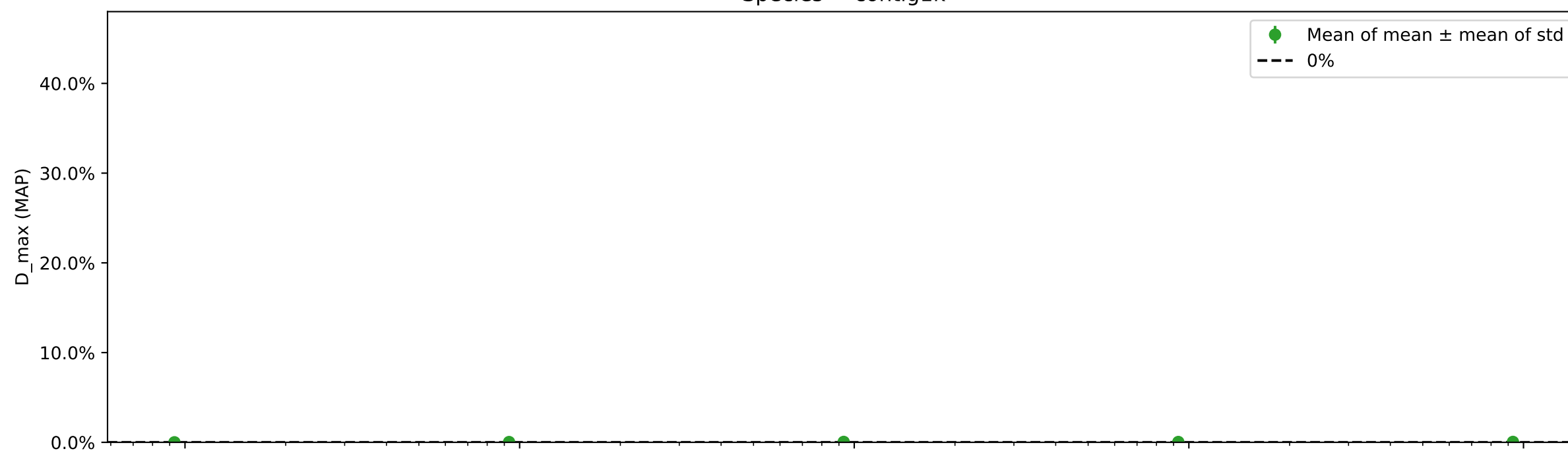
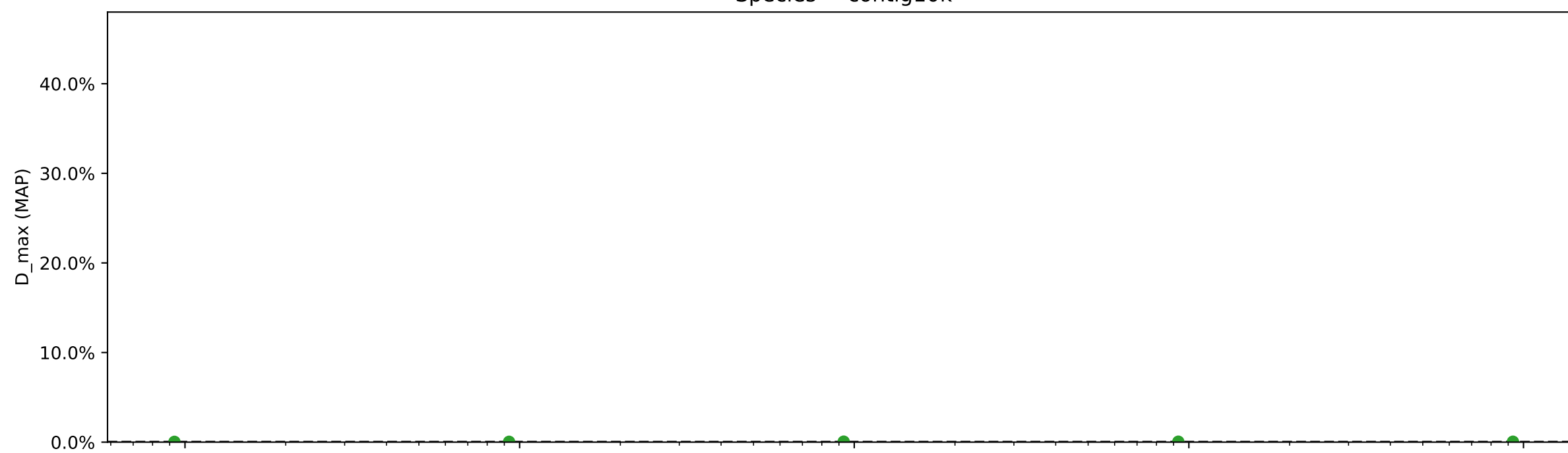


D_max (MAP)
Briggs damage = 0.0
Damage percent = 0%

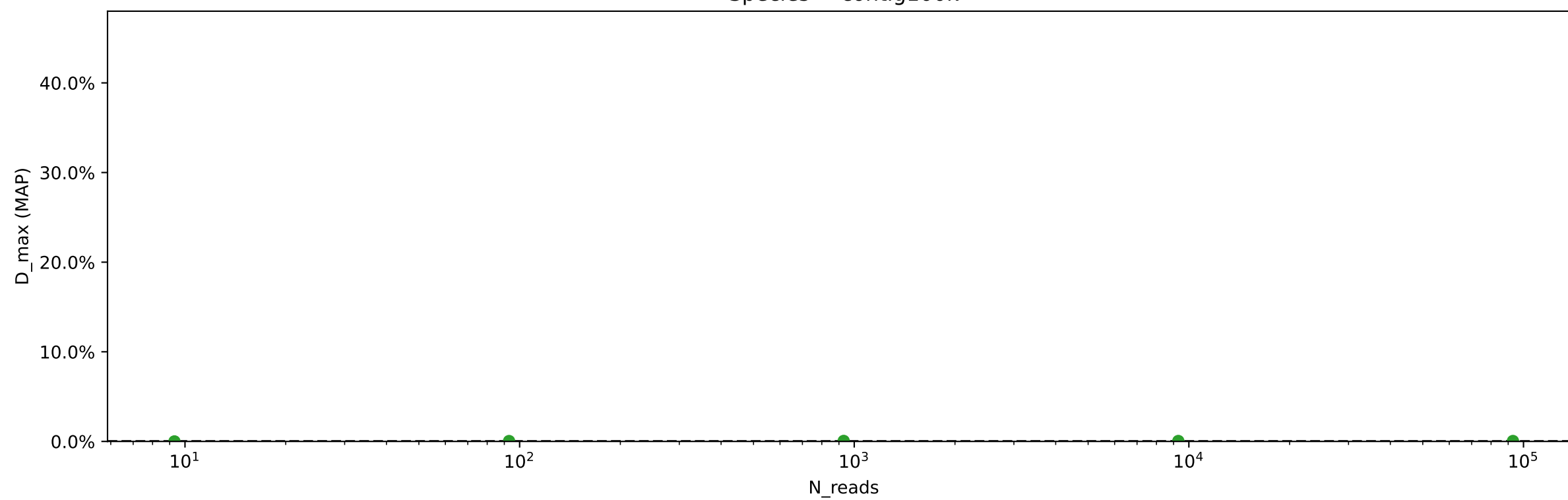
Species = contig1k



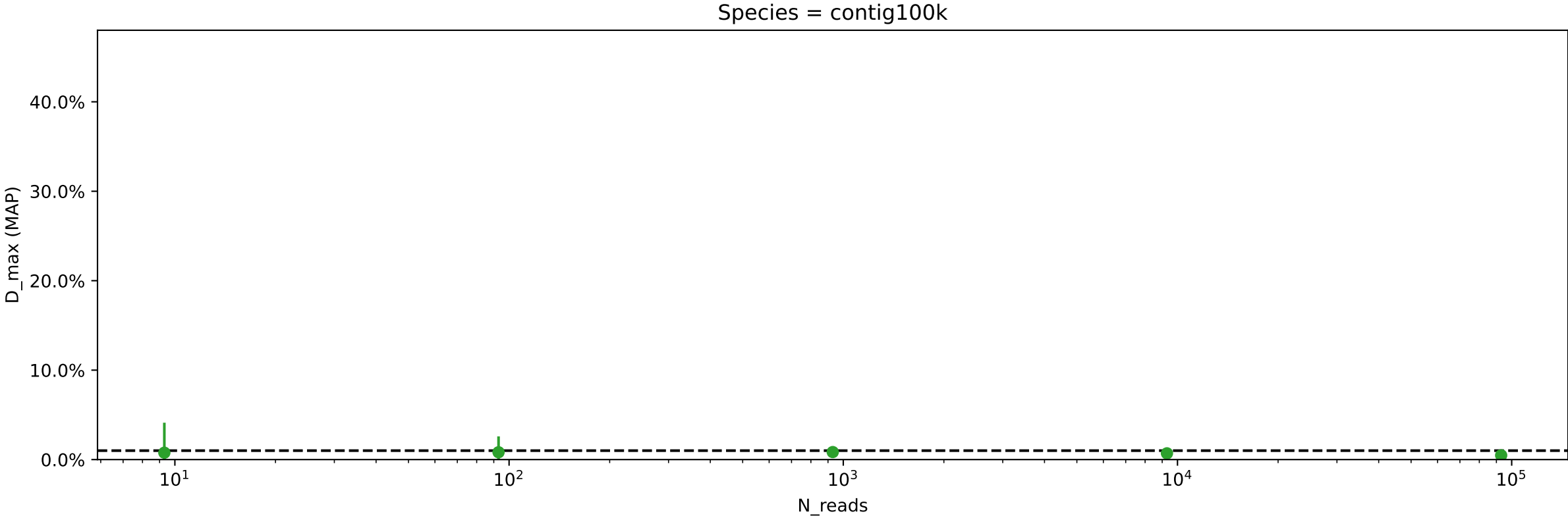
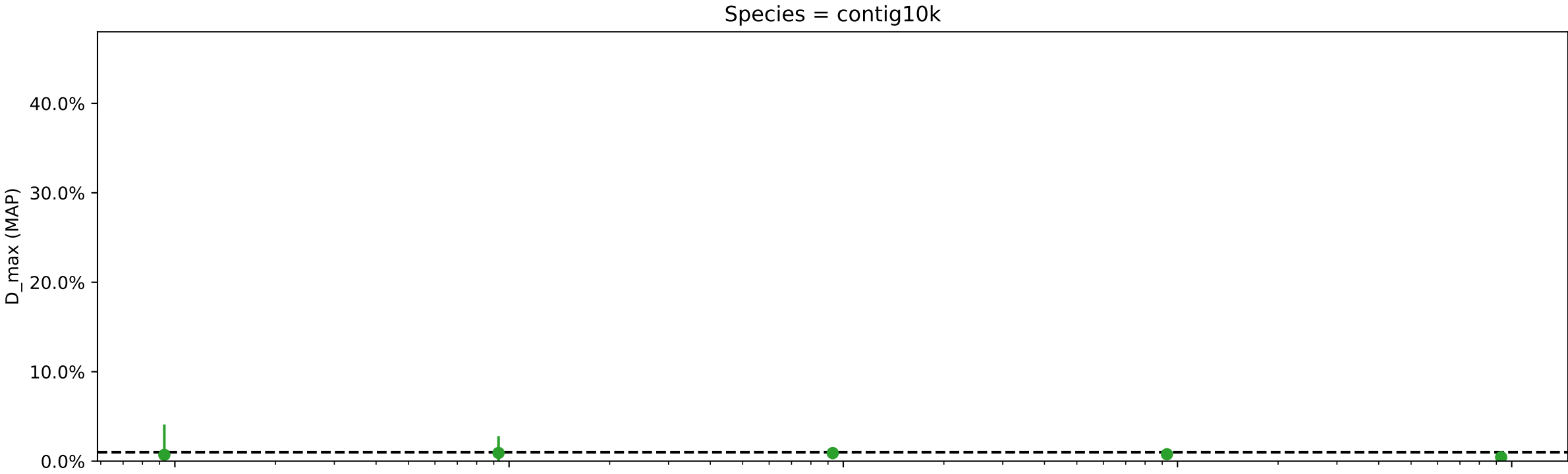
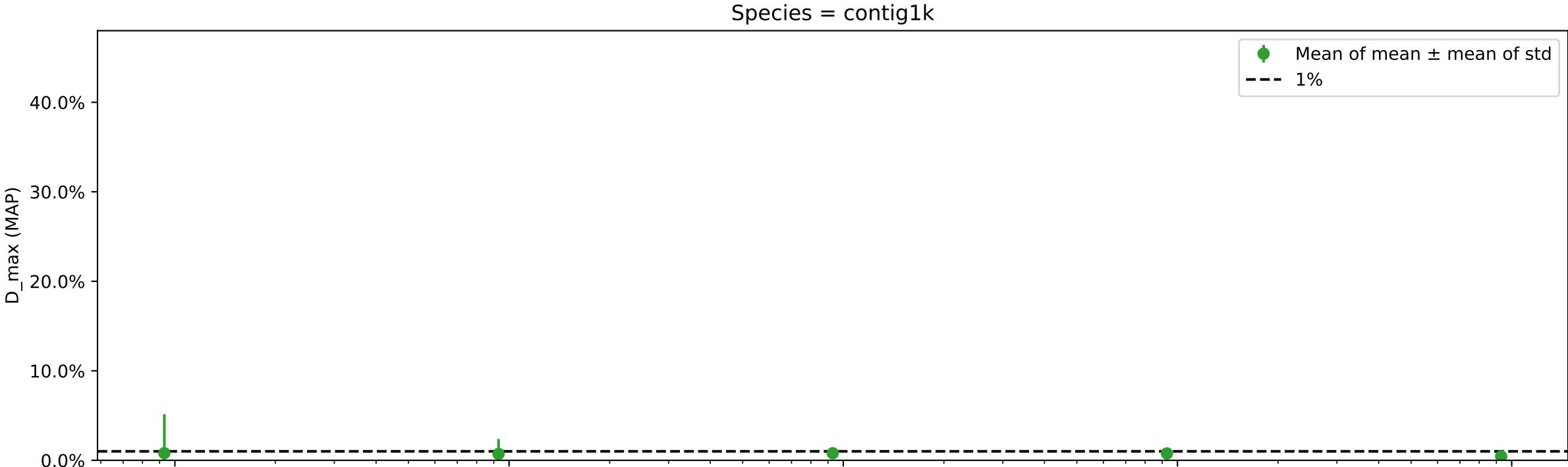
Species = contig10k



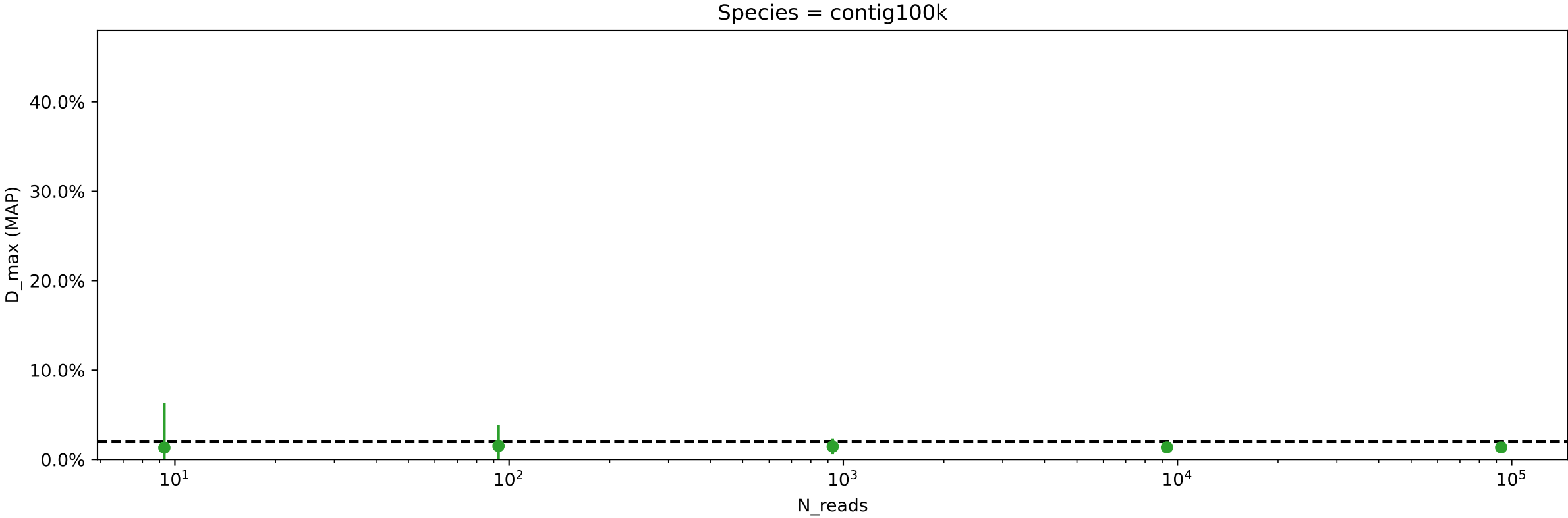
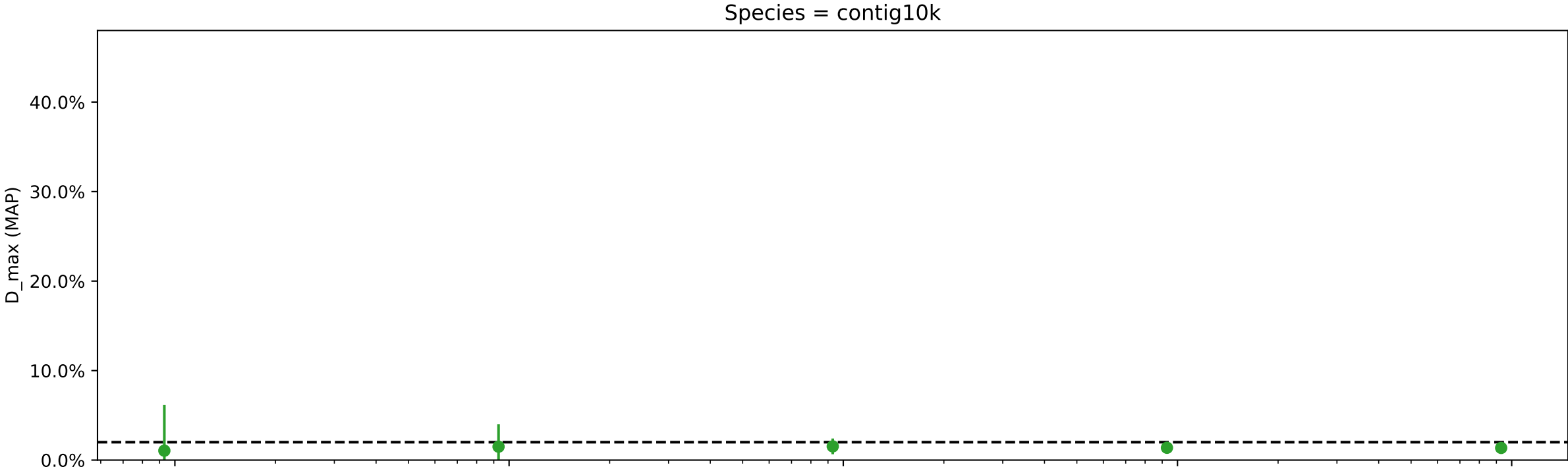
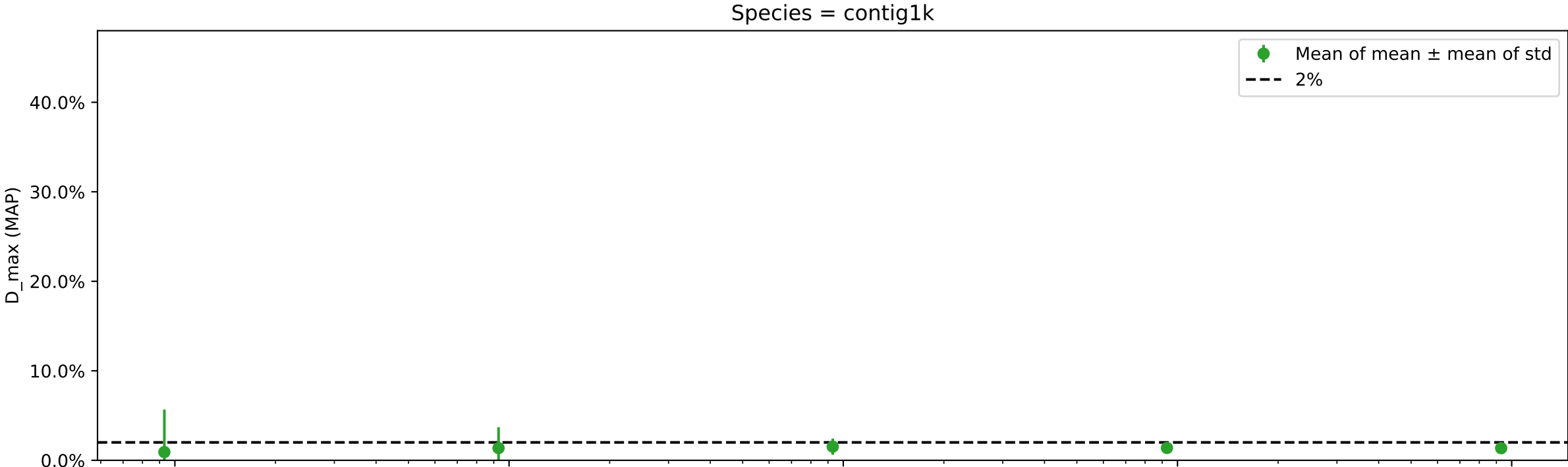
Species = contig100k



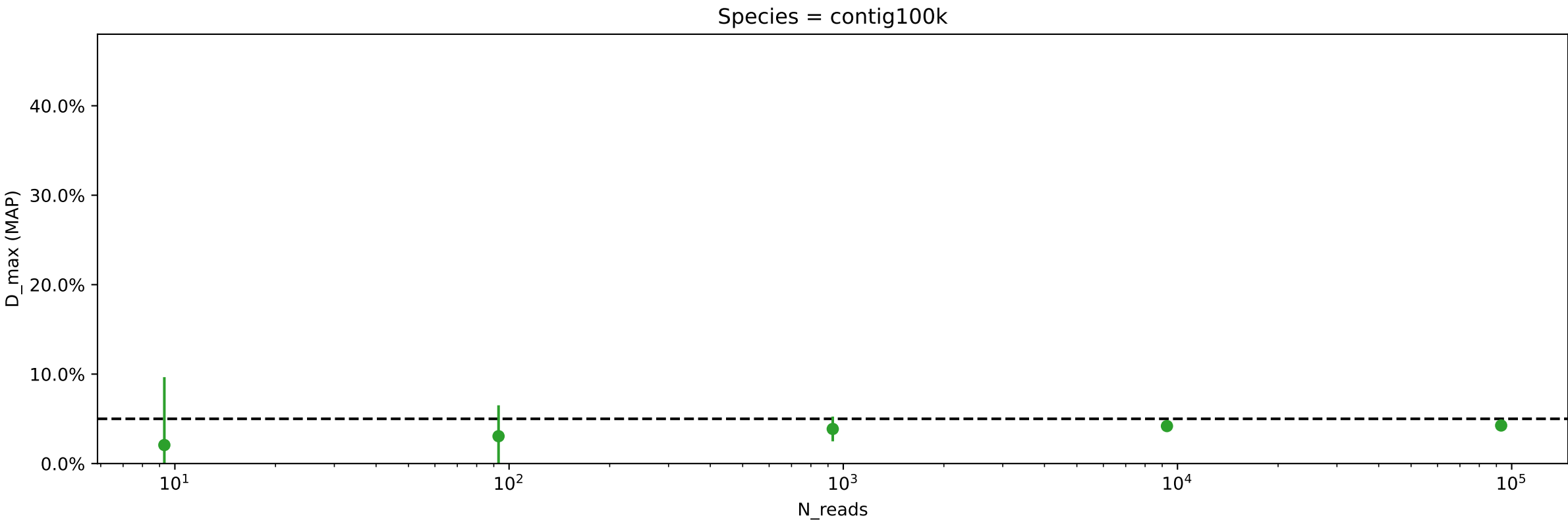
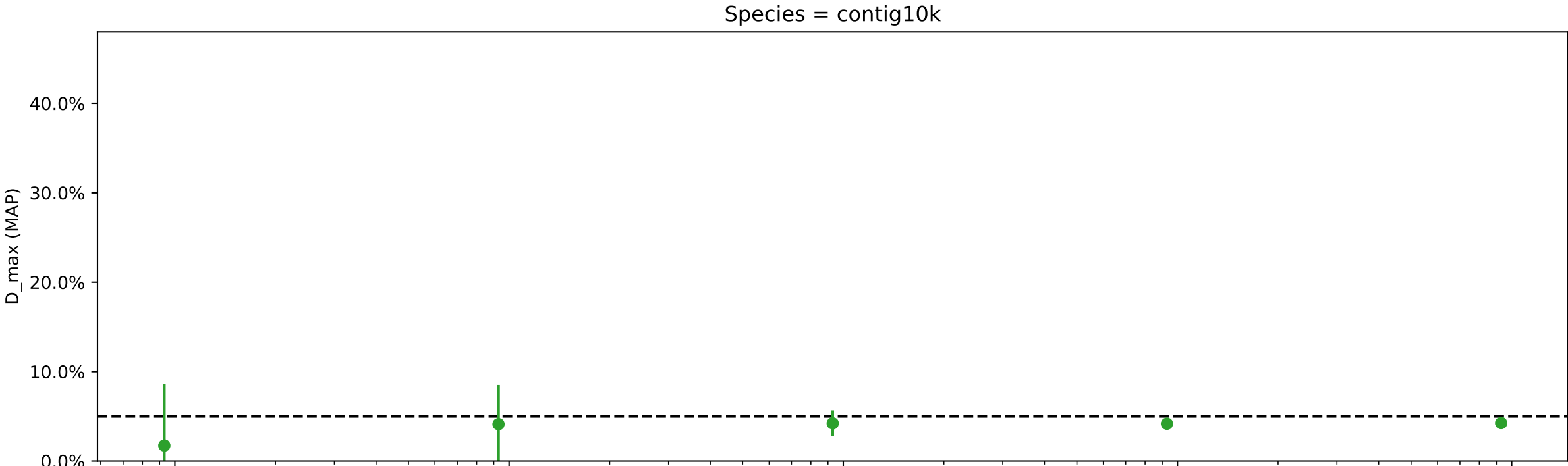
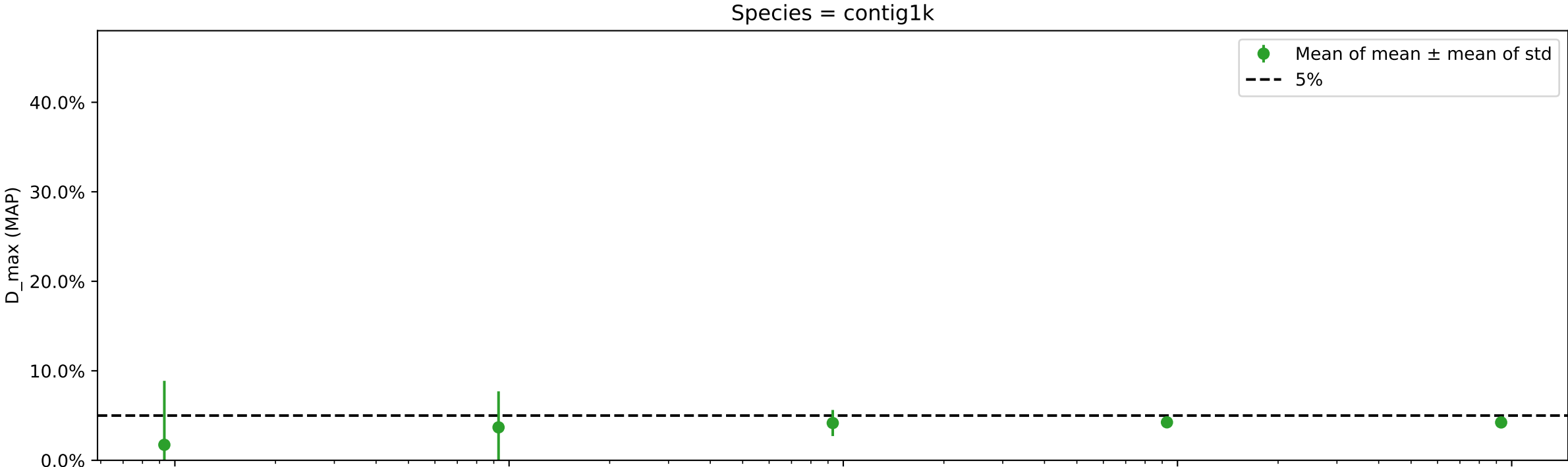
D_max (MAP)
Briggs damage = 0.014
Damage percent = 1%



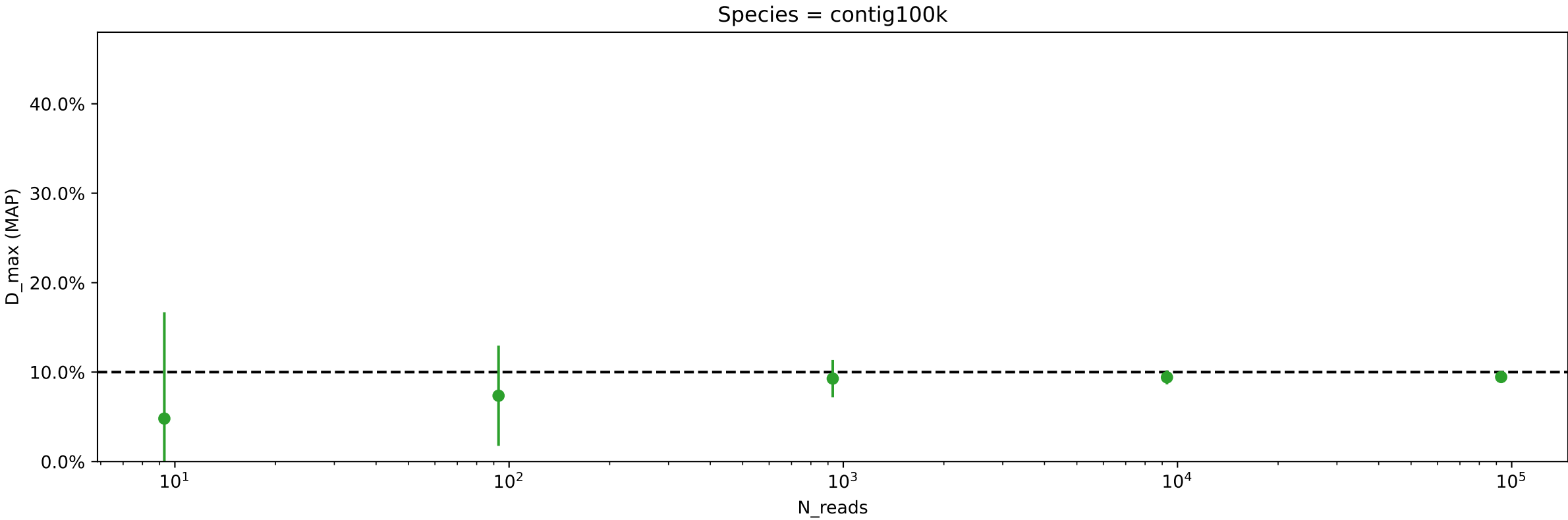
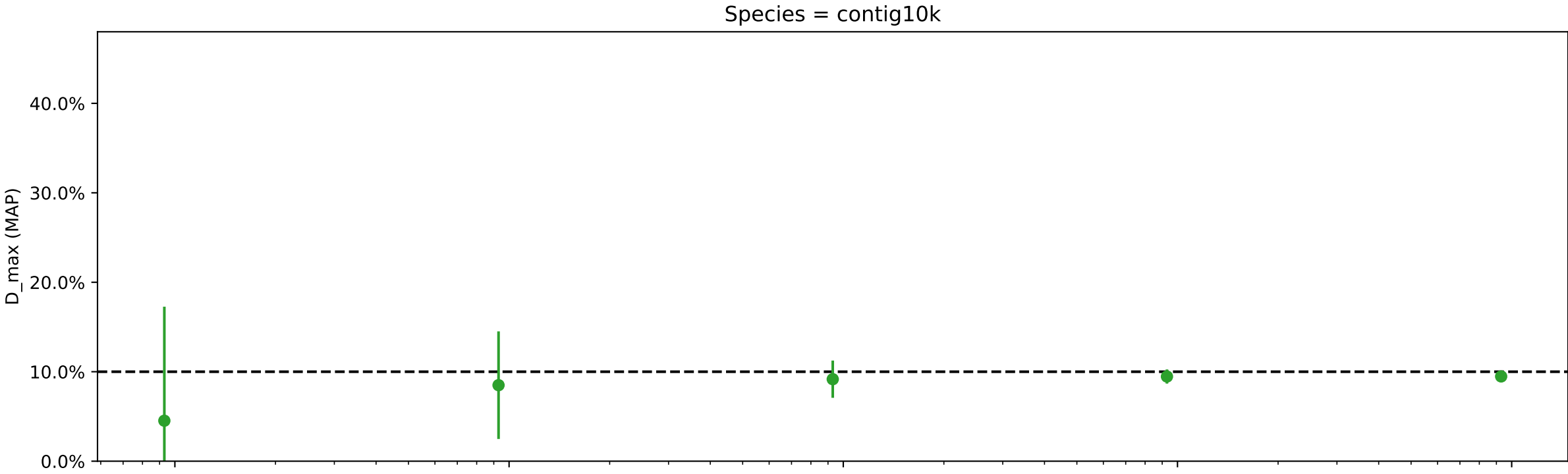
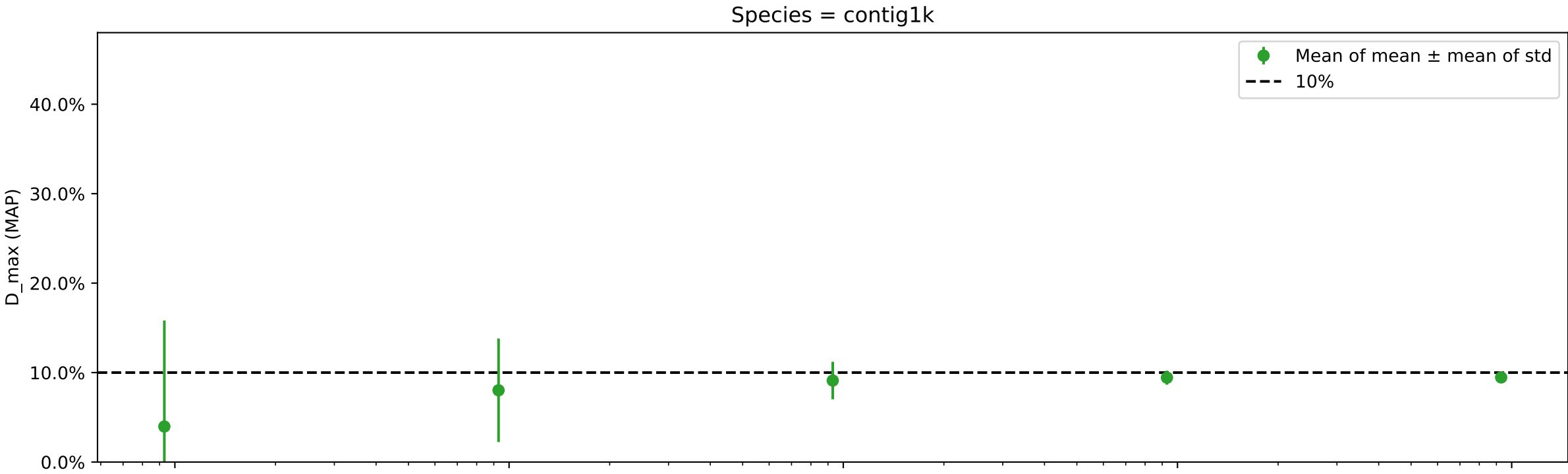
D_max (MAP)
Briggs damage = 0.047
Damage percent = 2%



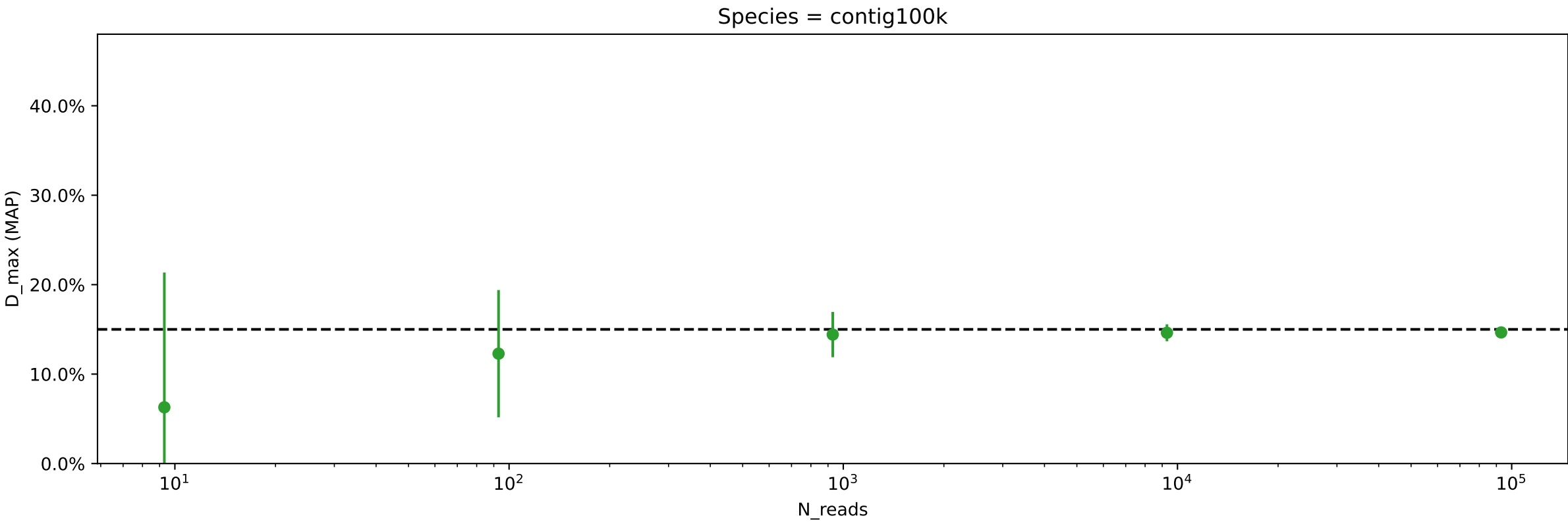
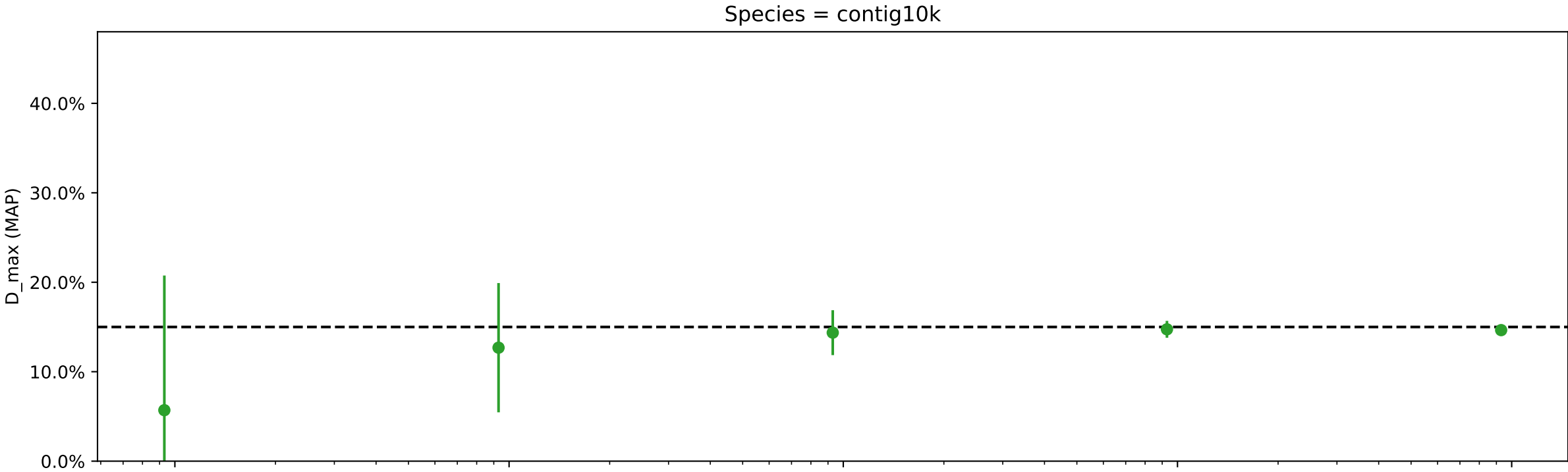
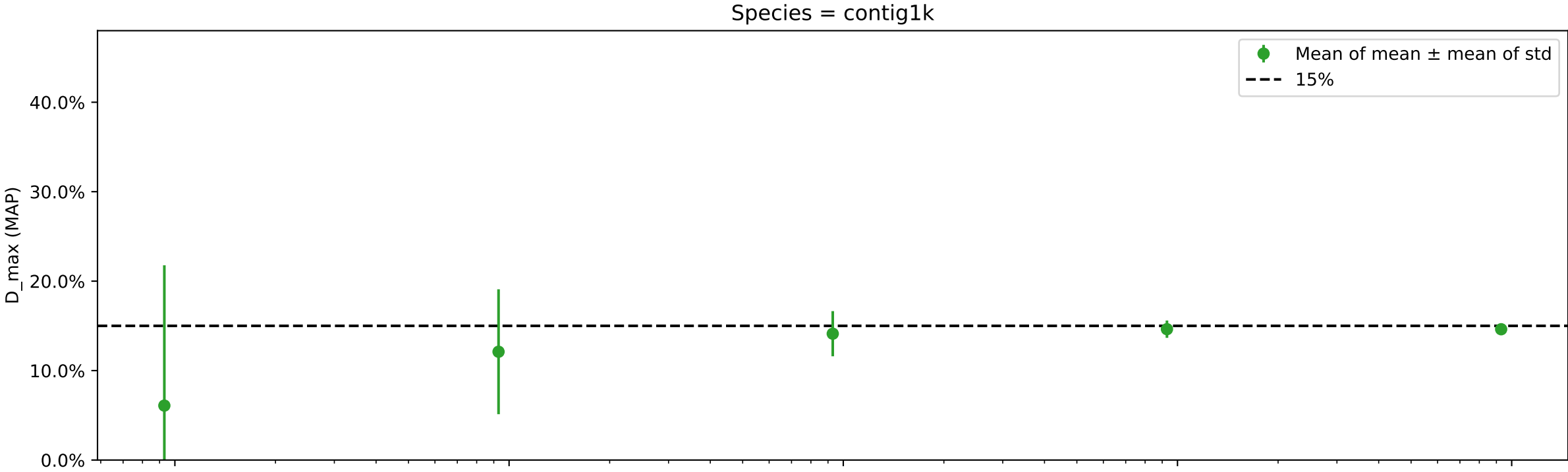
D_max (MAP)
Briggs damage = 0.138
Damage percent = 5%



D_max (MAP)
Briggs damage = 0.303
Damage percent = 10%

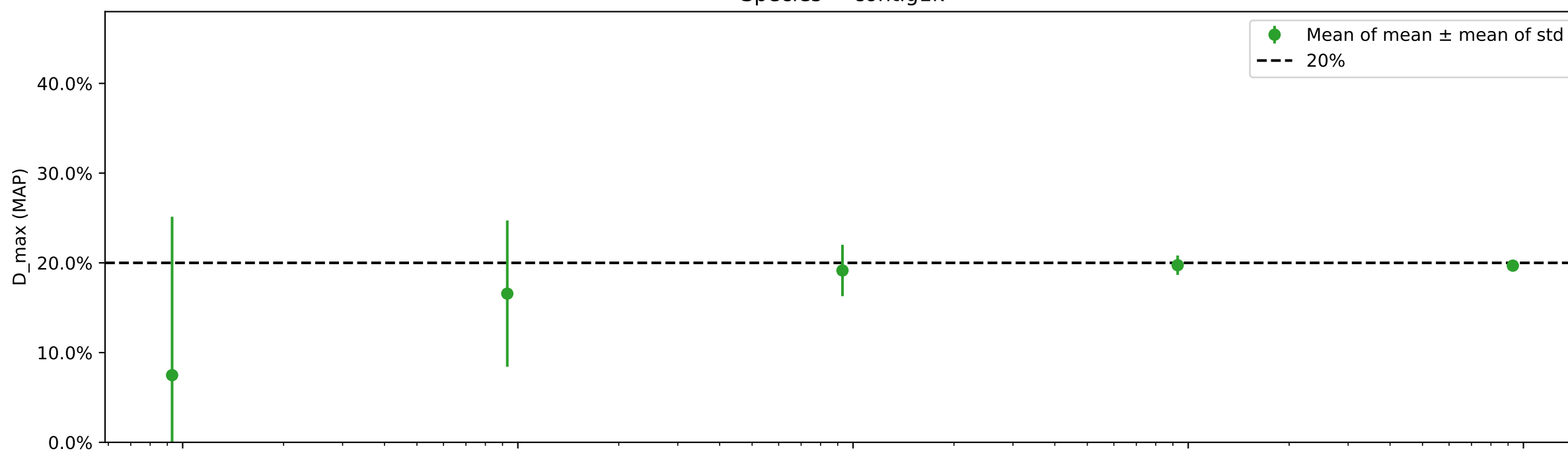


D_max (MAP)
Briggs damage = 0.466
Damage percent = 15%

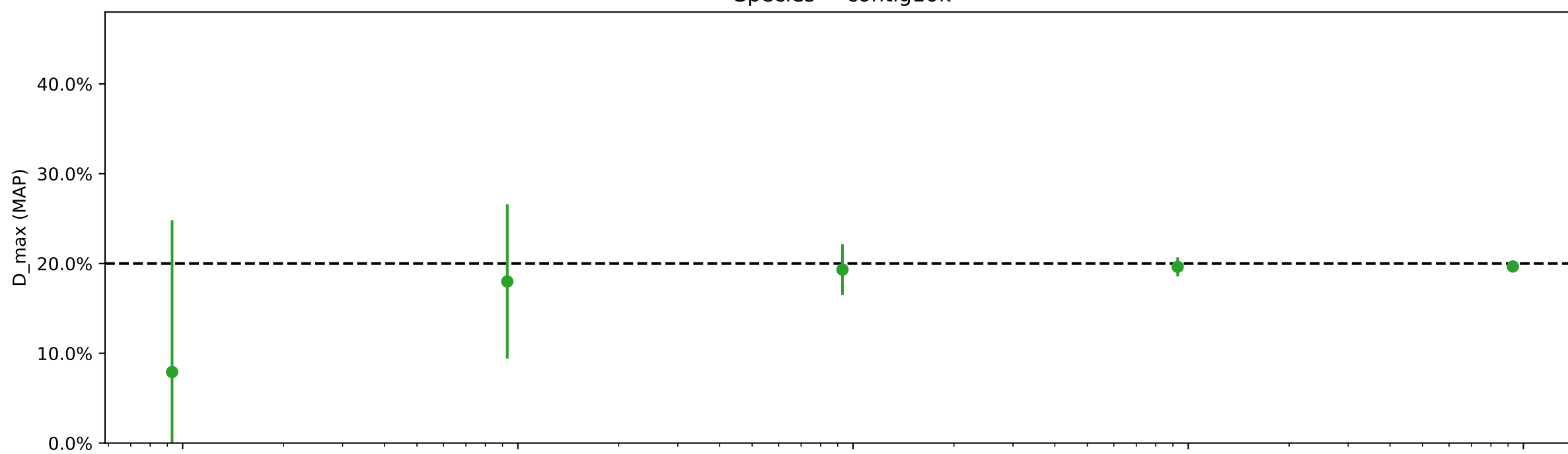


D_max (MAP)
Briggs damage = 0.626
Damage percent = 20%

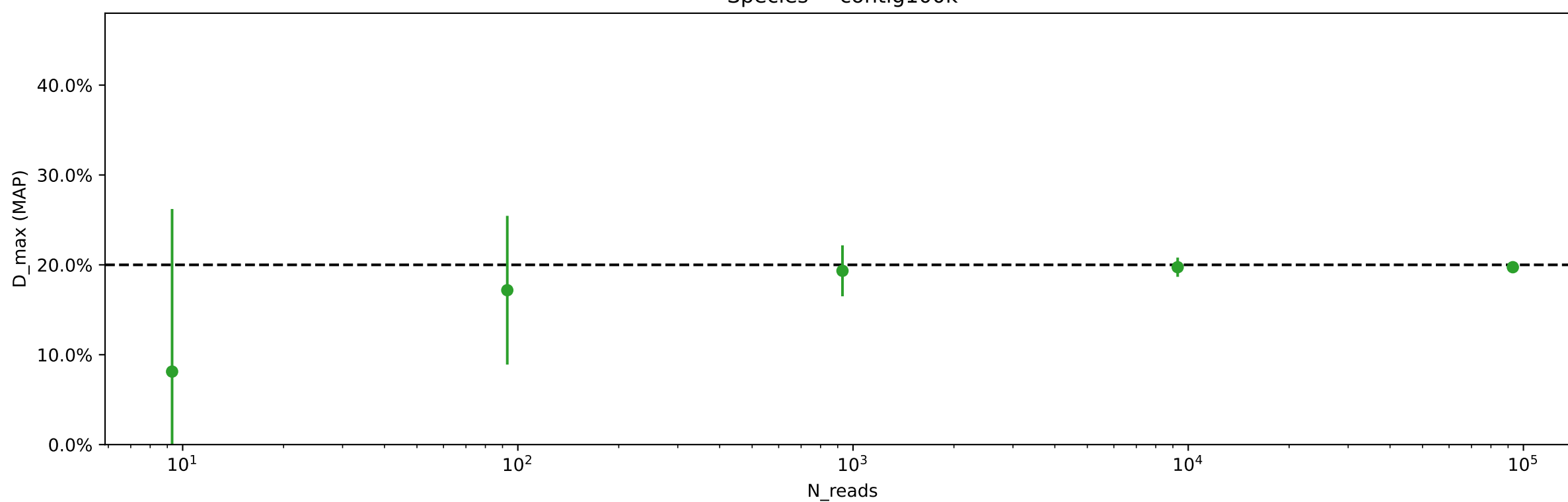
Species = contig1k



Species = contig10k

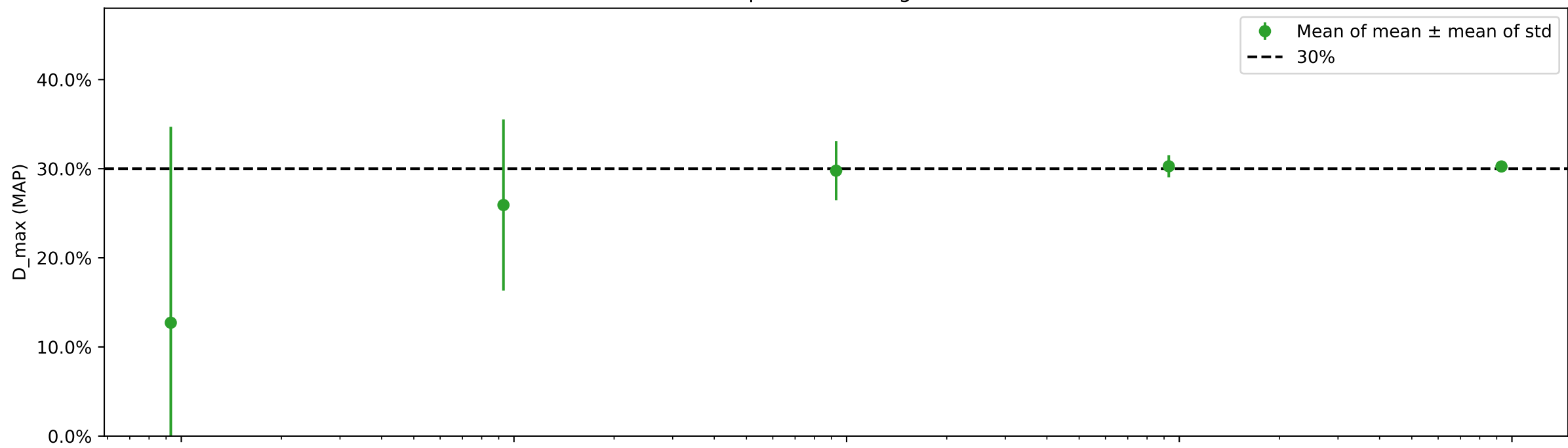


Species = contig100k

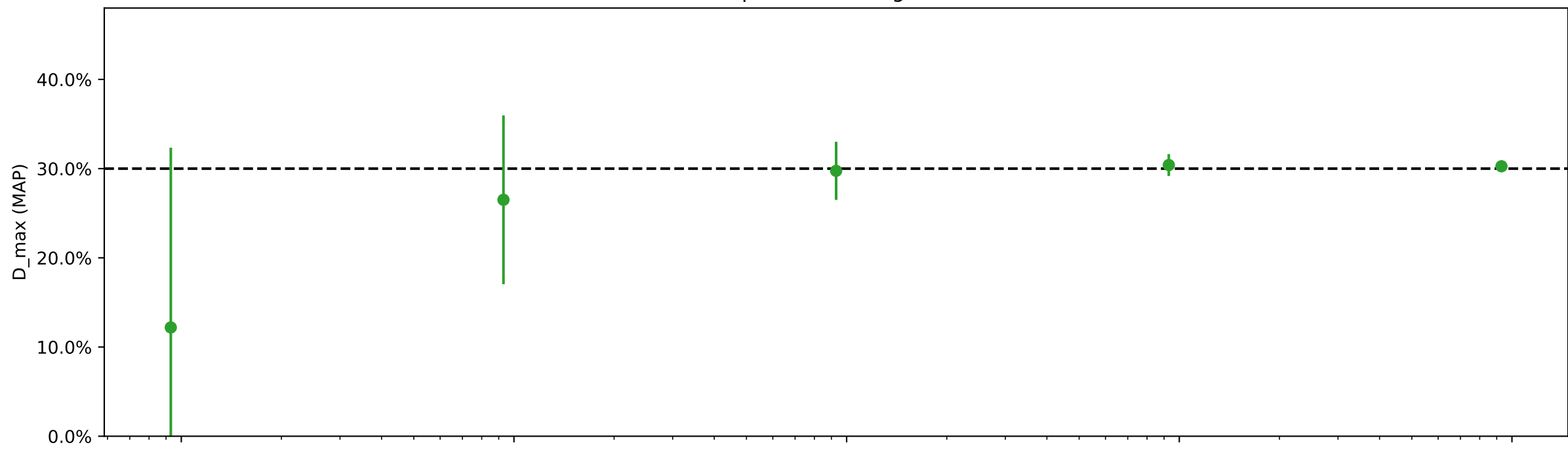


D_max (MAP)
Briggs damage = 0.96
Damage percent = 30%

Species = contig1k



Species = contig10k



Species = contig100k

