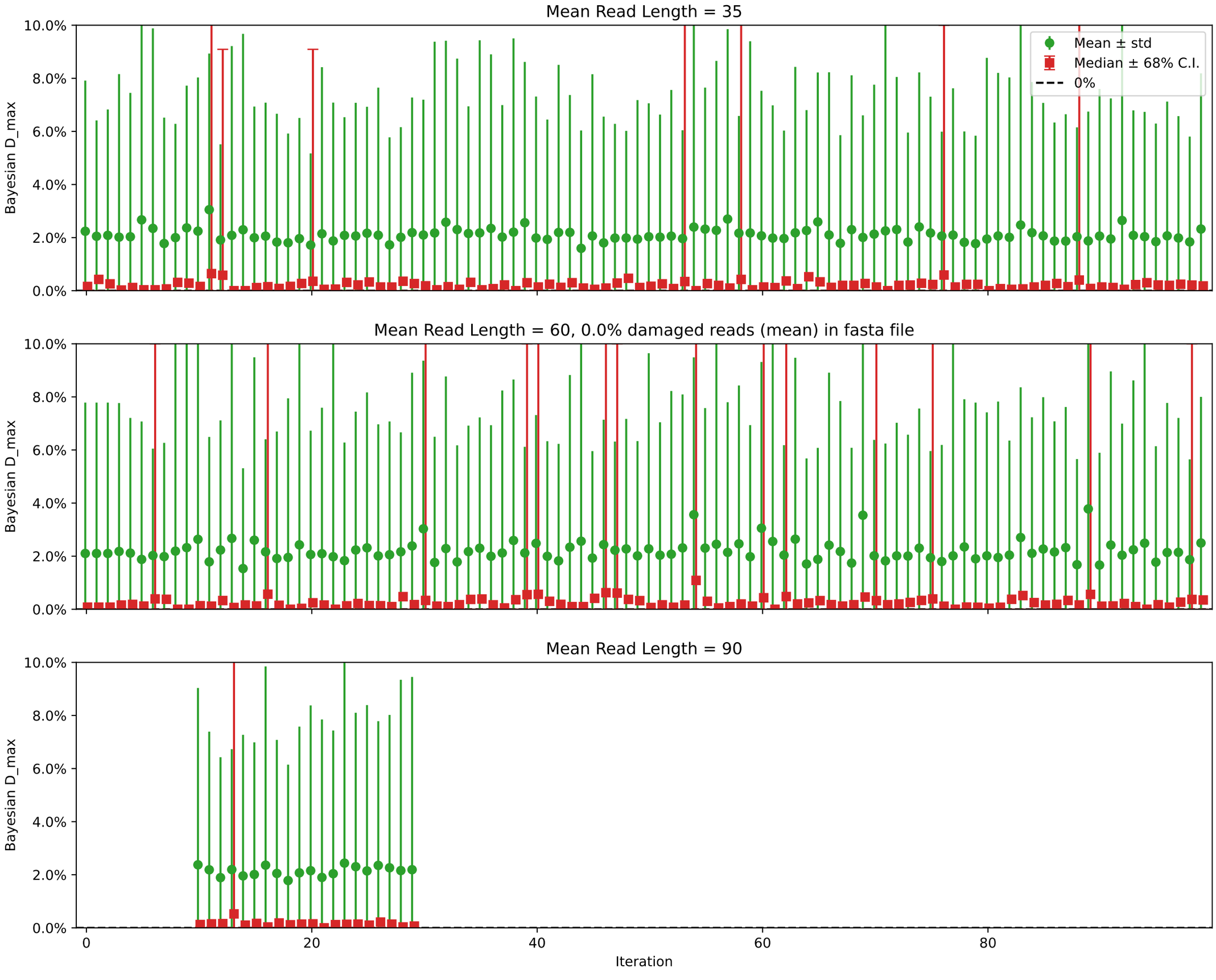
Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%

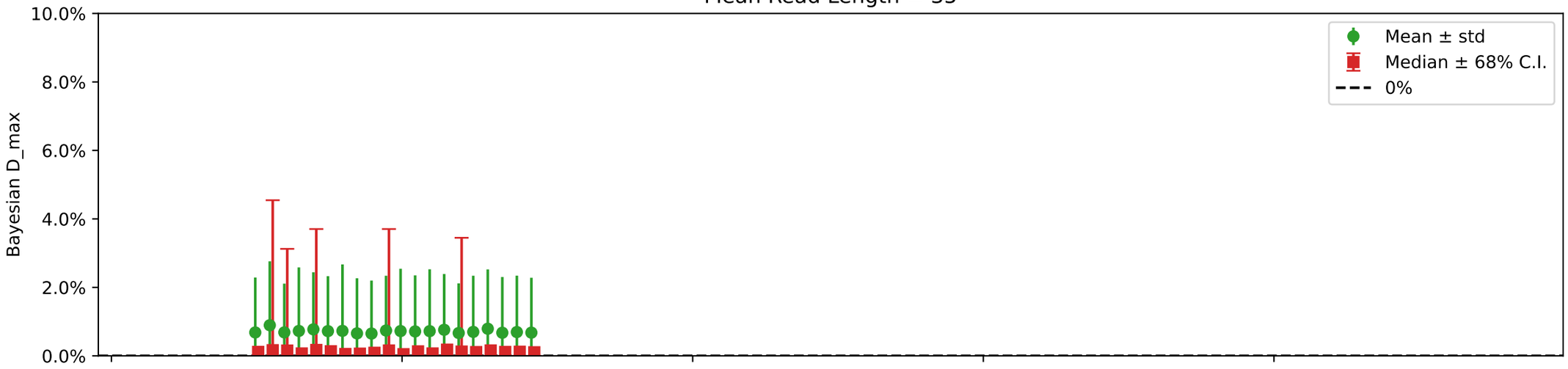
Individual damages:
25 reads
Briggs damage = 0.0
Damage percent = 0%



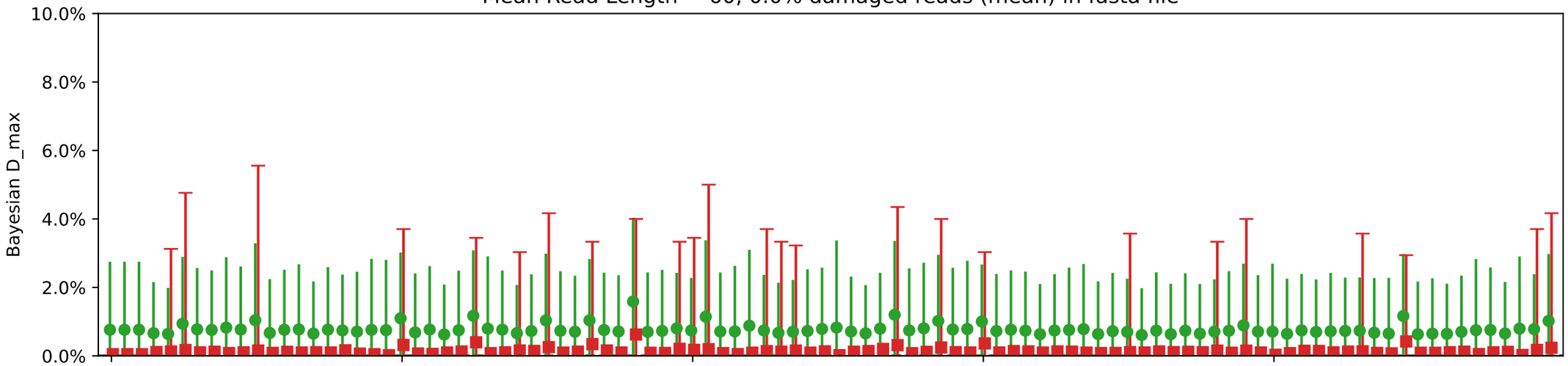
Individual damages:
50 reads
Briggs damage = 0.0
Damage percent = 0%

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

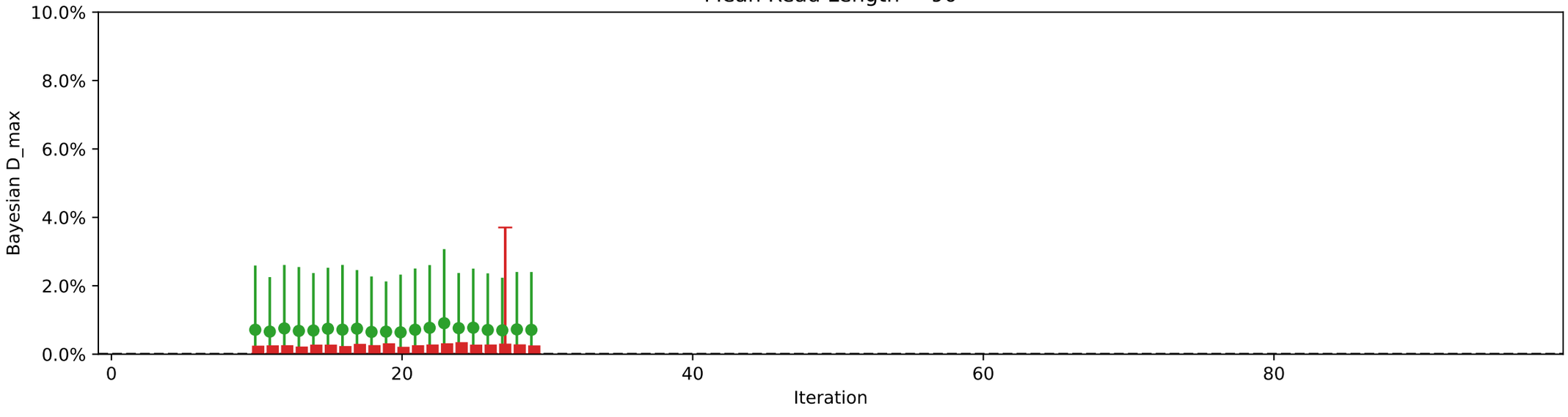
Mean Read Length = 35



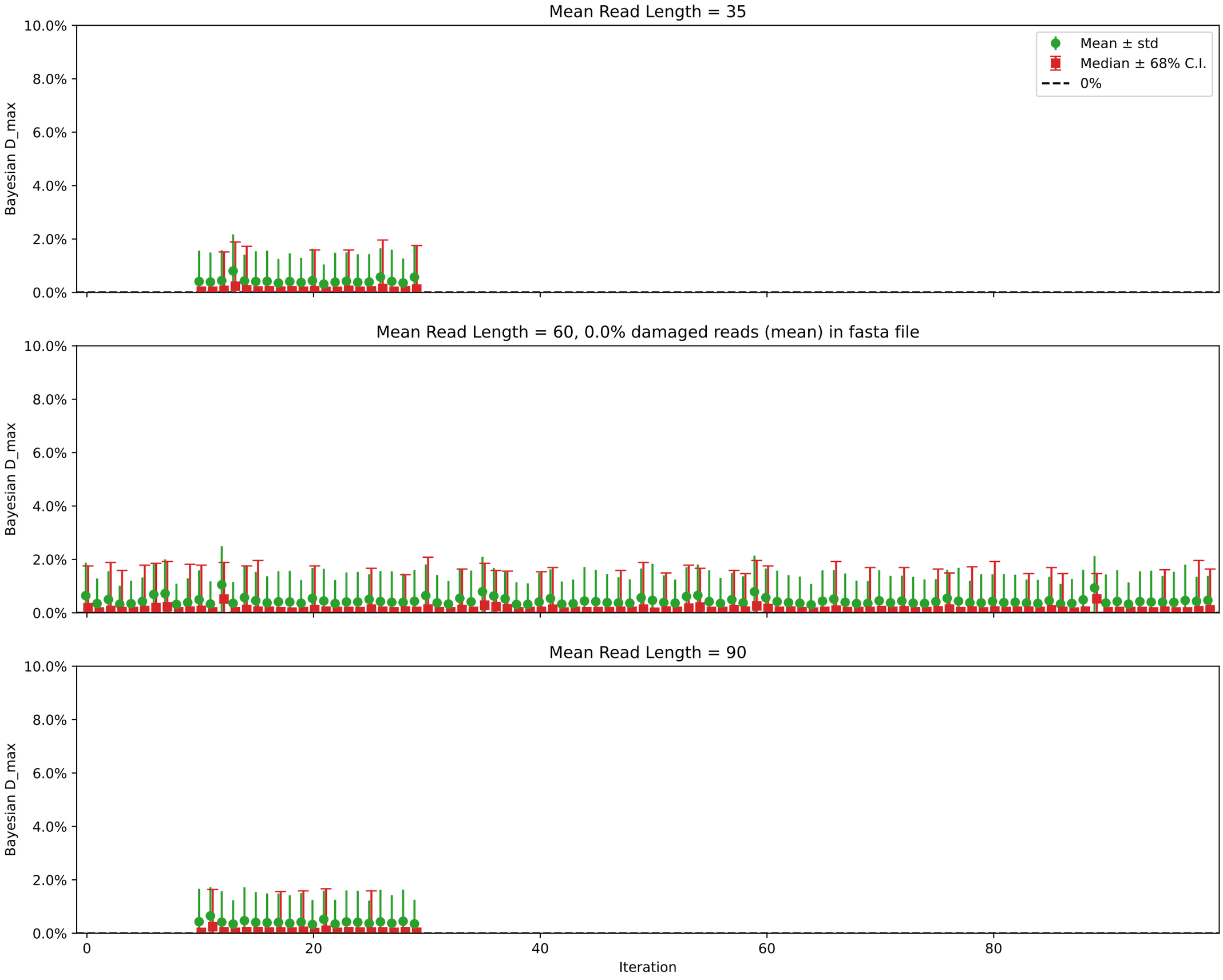
Mean Read Length = 60, 0.0% damaged reads (mean) in fasta file



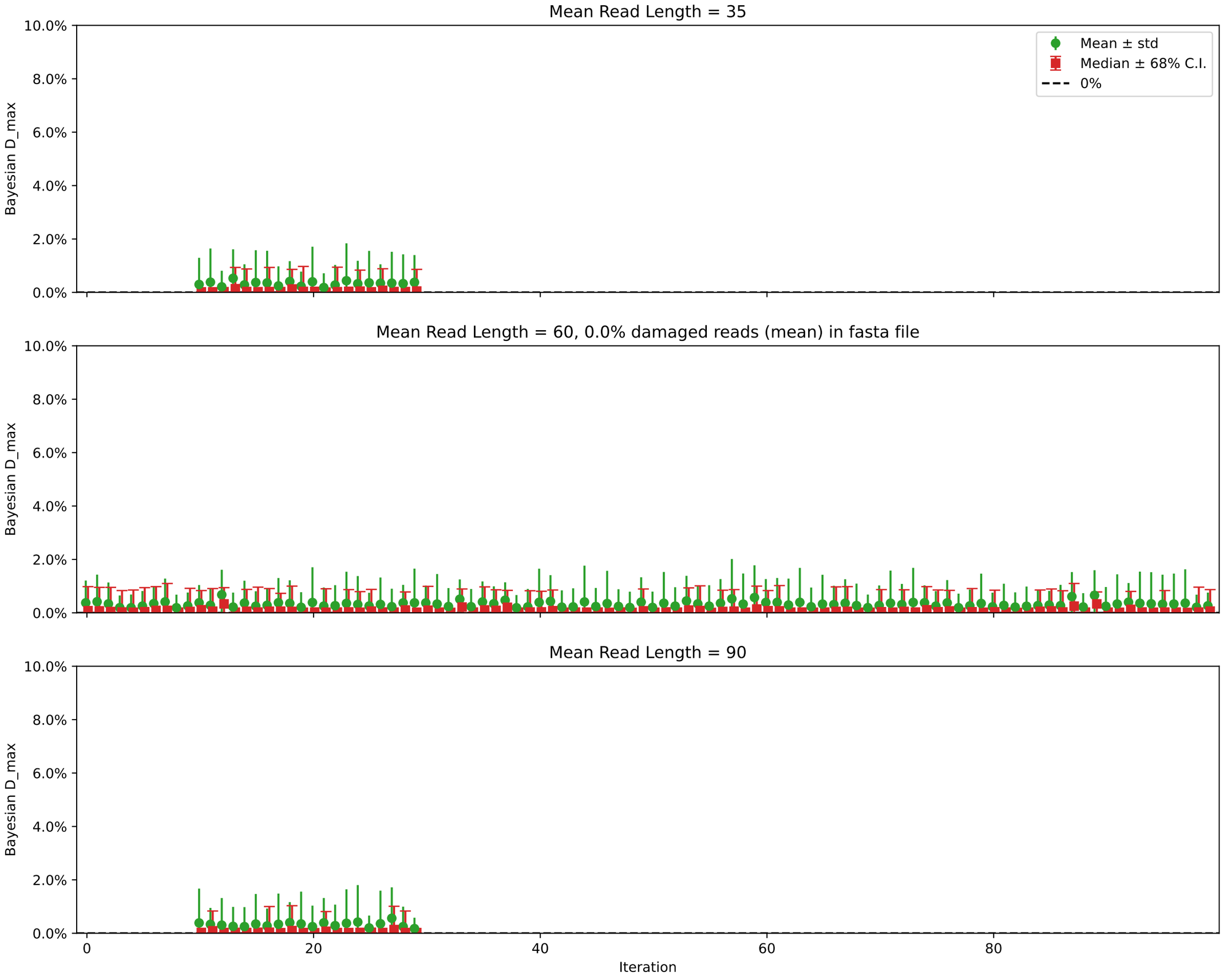
Mean Read Length = 90



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

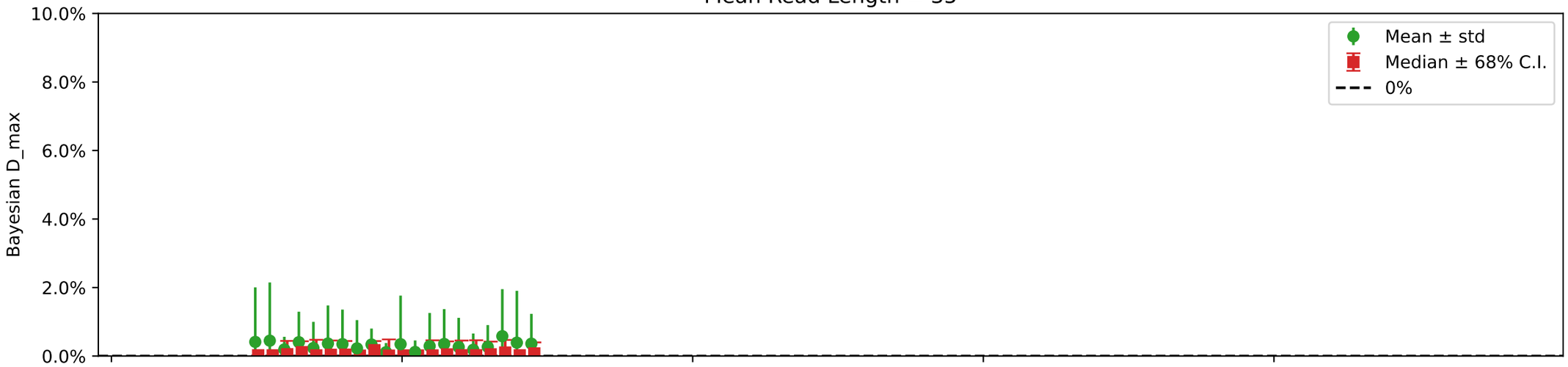


Individual damages:
500 reads
Briggs damage = 0.0
Damage percent = 0%

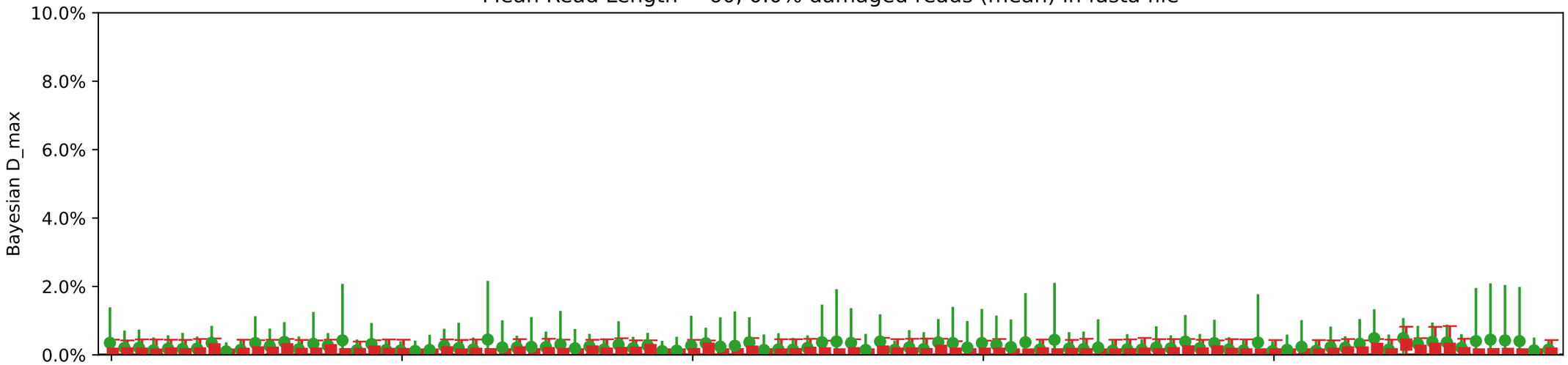


Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent = 0%

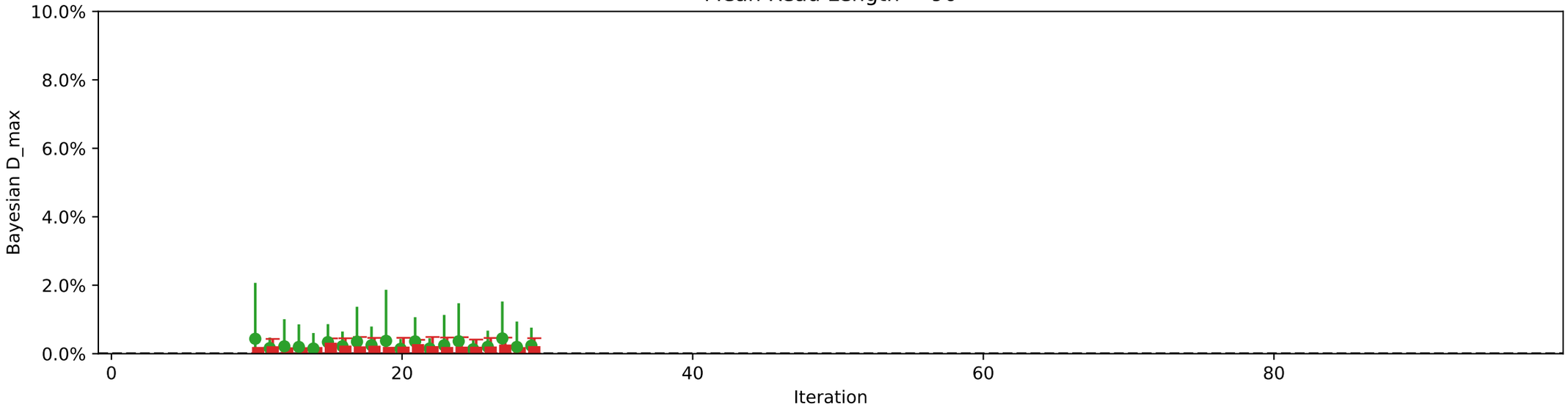
Mean Read Length = 35



Mean Read Length = 60, 0.0% damaged reads (mean) in fasta file

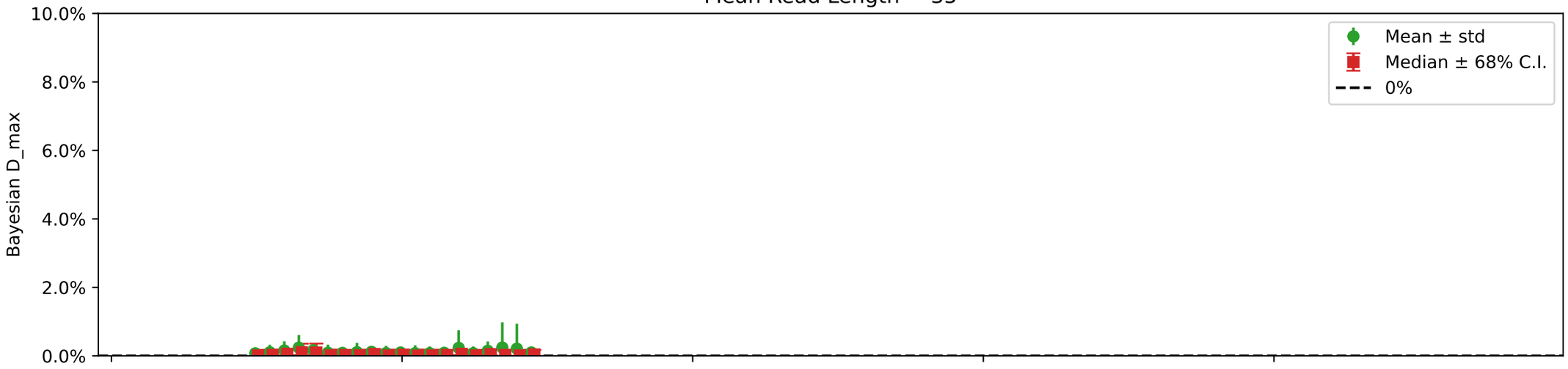


Mean Read Length = 90

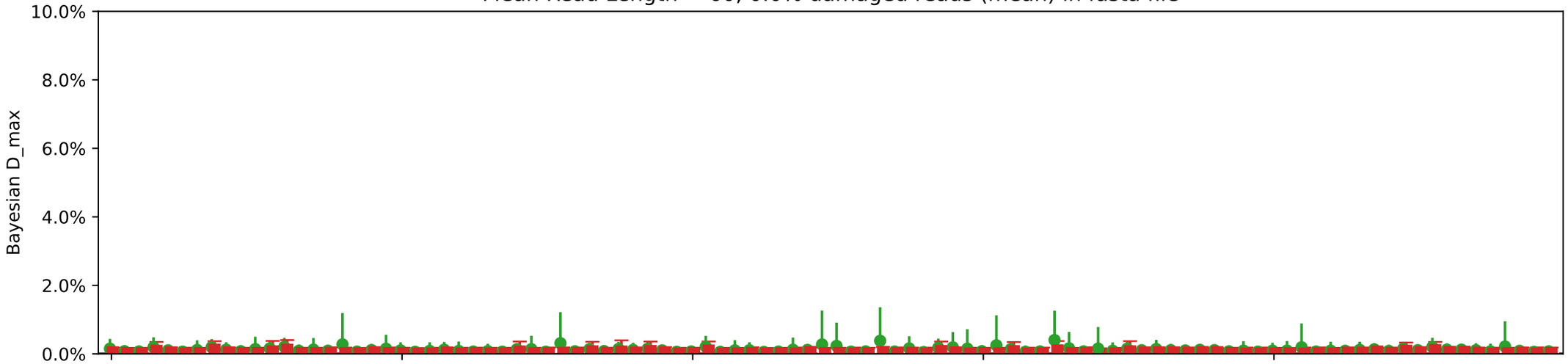


Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent = 0%

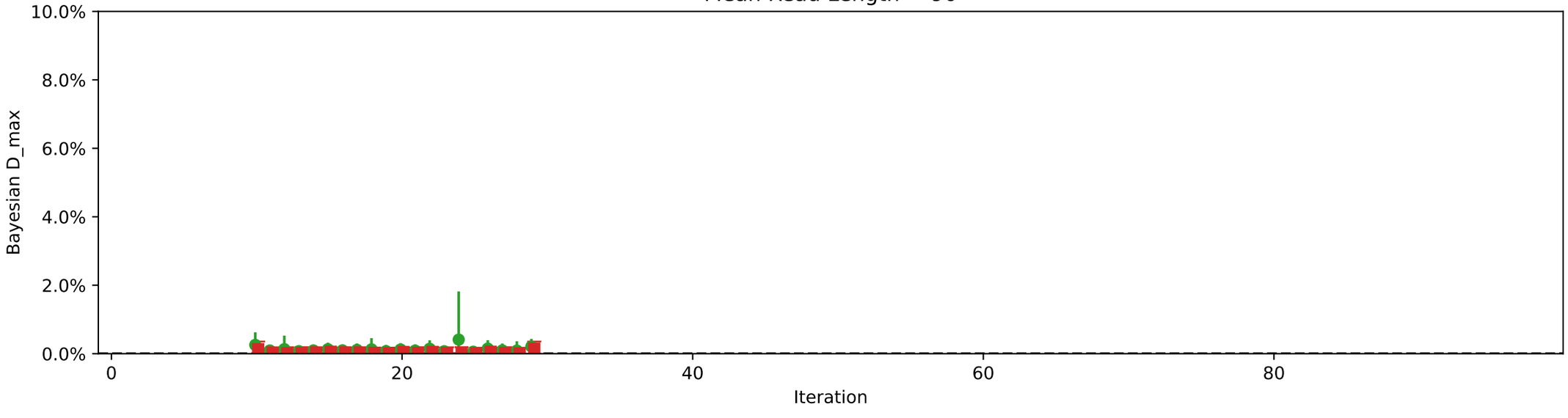
Mean Read Length = 35



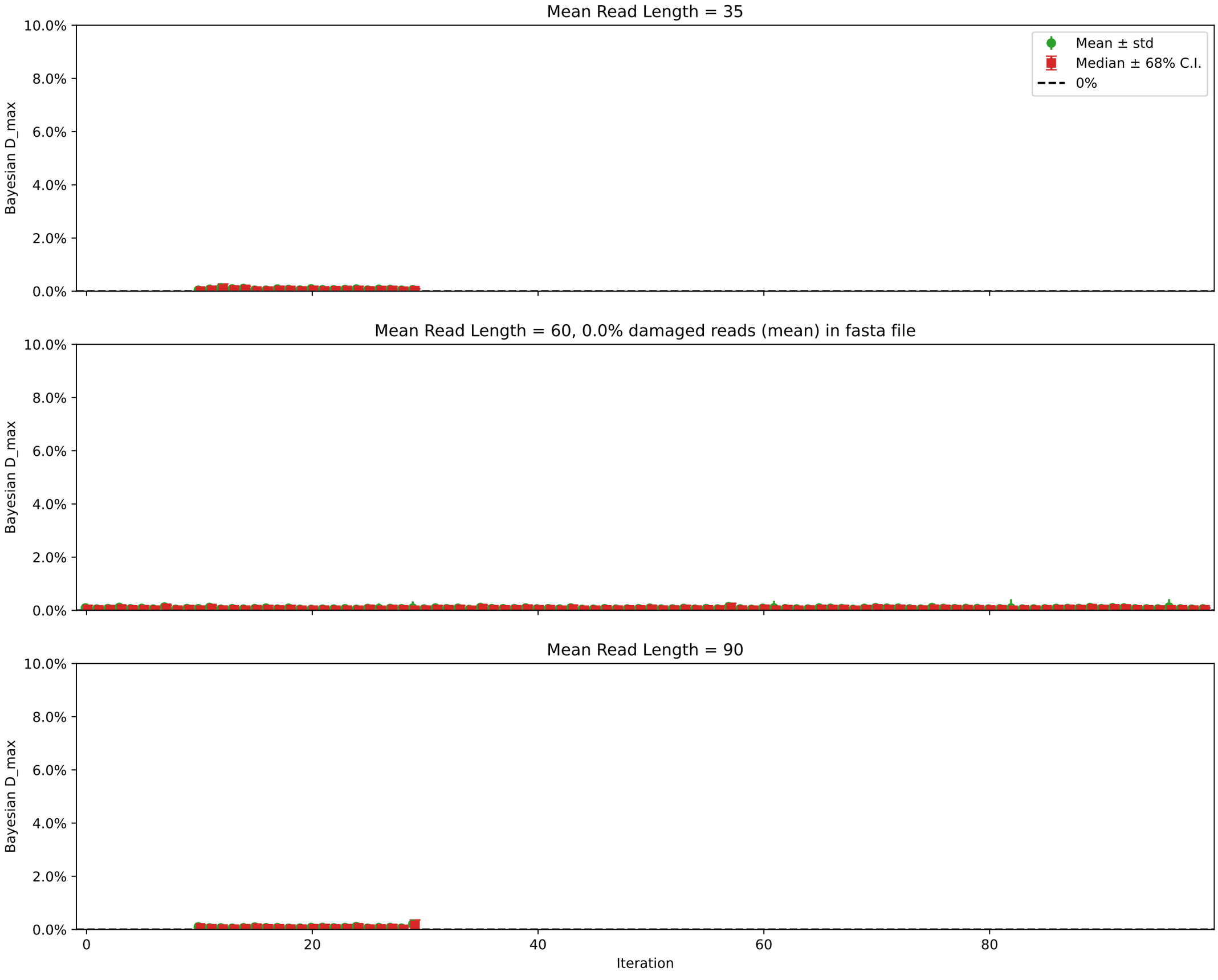
Mean Read Length = 60, 0.0% damaged reads (mean) in fasta file



Mean Read Length = 90

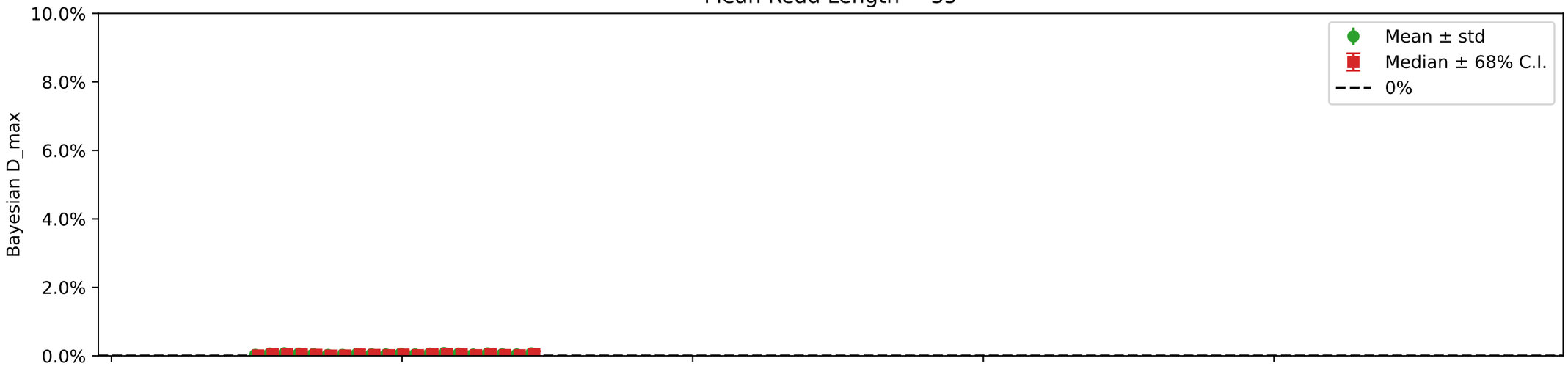


Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent = 0%

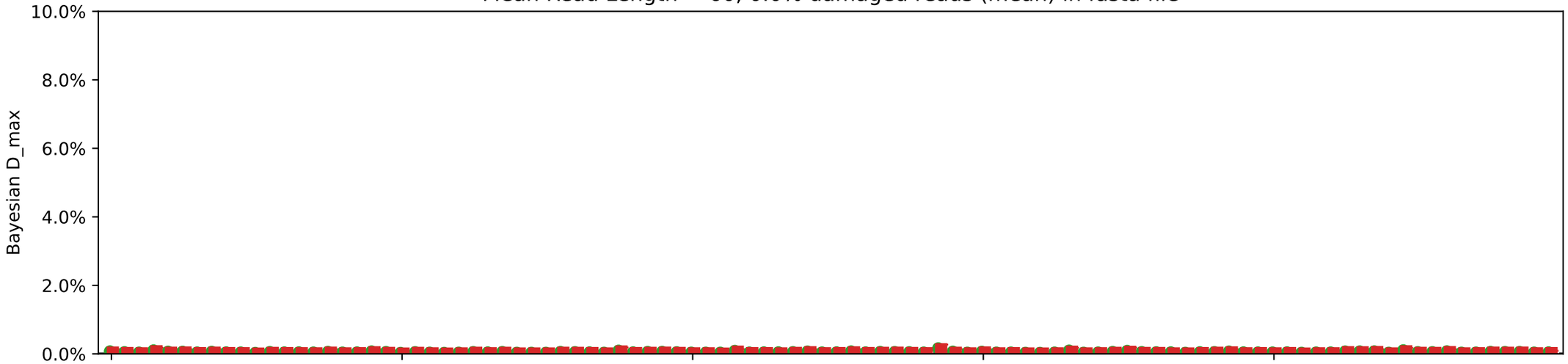


Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent = 0%

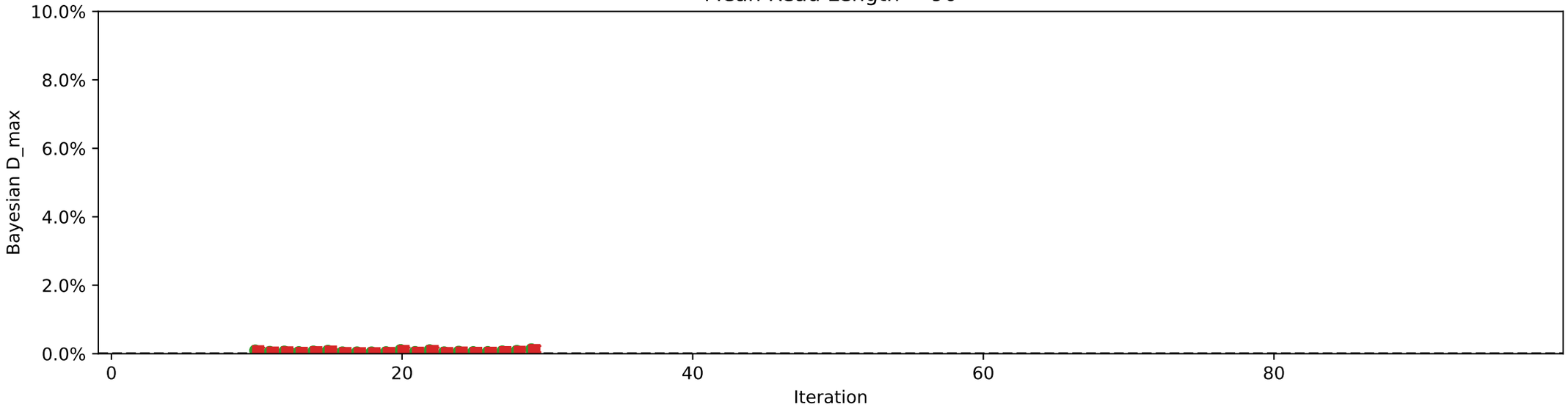
Mean Read Length = 35



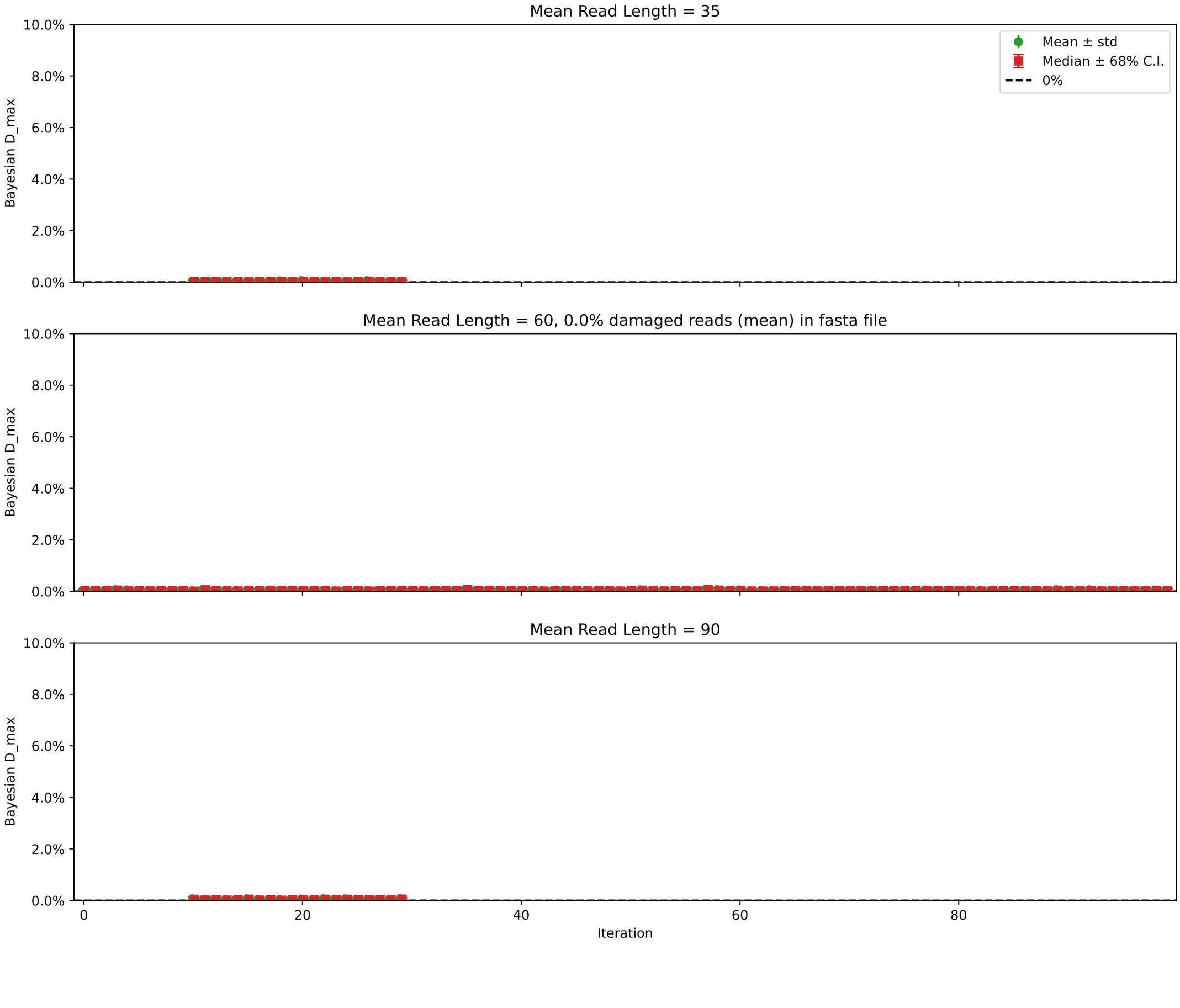
Mean Read Length = 60, 0.0% damaged reads (mean) in fasta file



Mean Read Length = 90

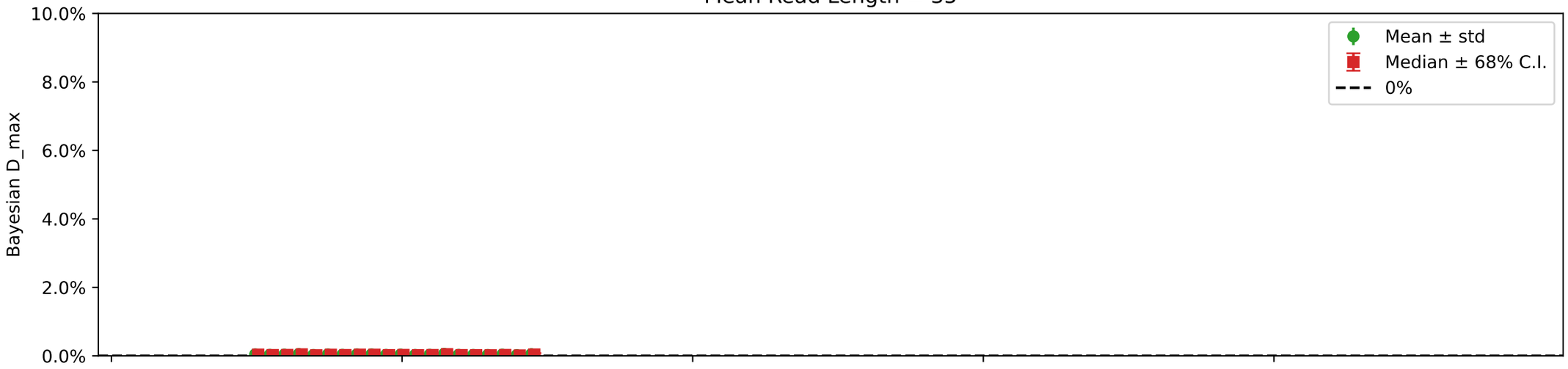


Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent = 0%



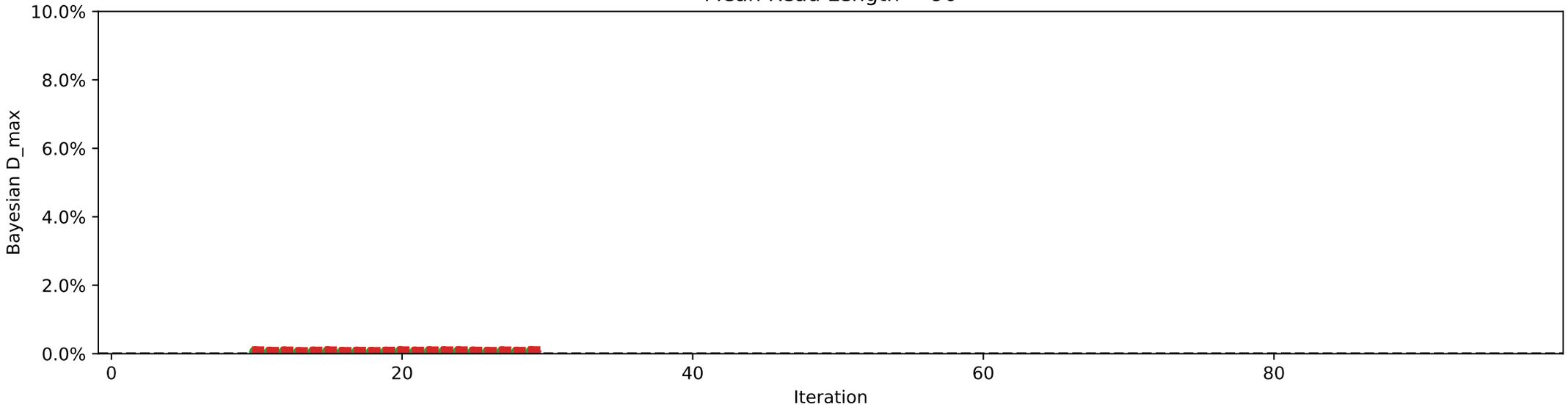
Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent = 0%

Mean Read Length = 35

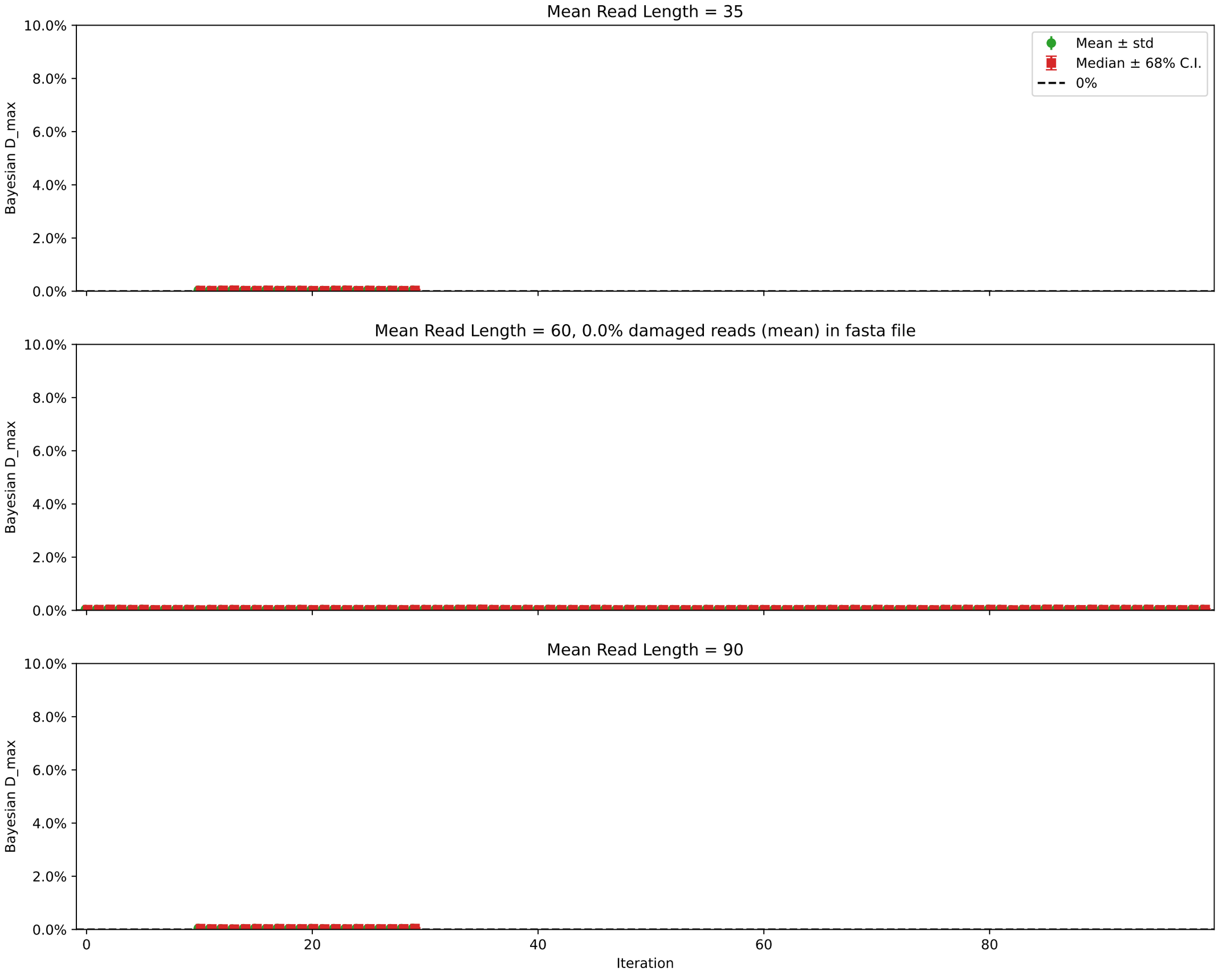


Mean Read Length = 60, 0.0% damaged reads (mean) in fasta file

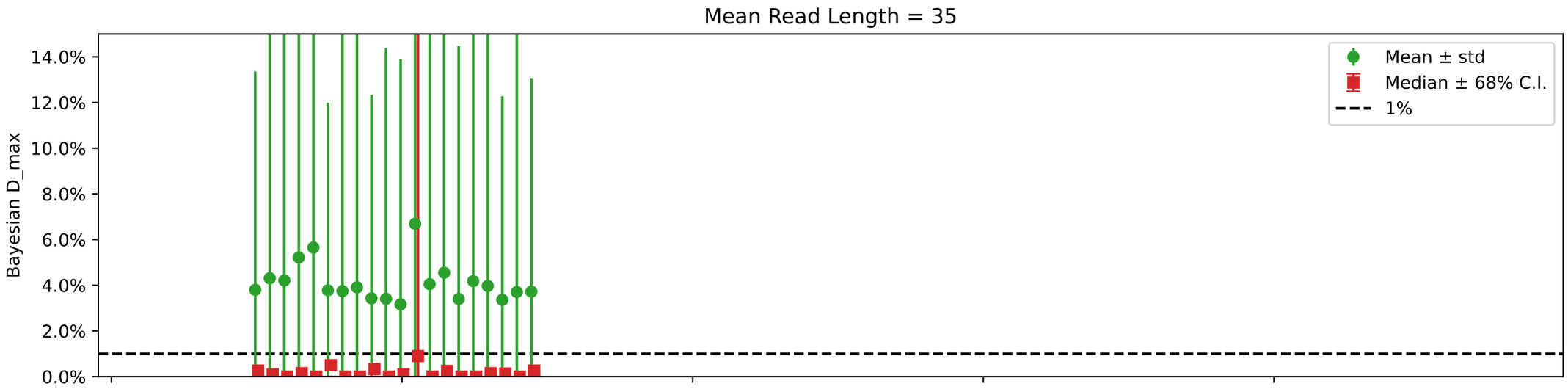
Mean Read Length = 90

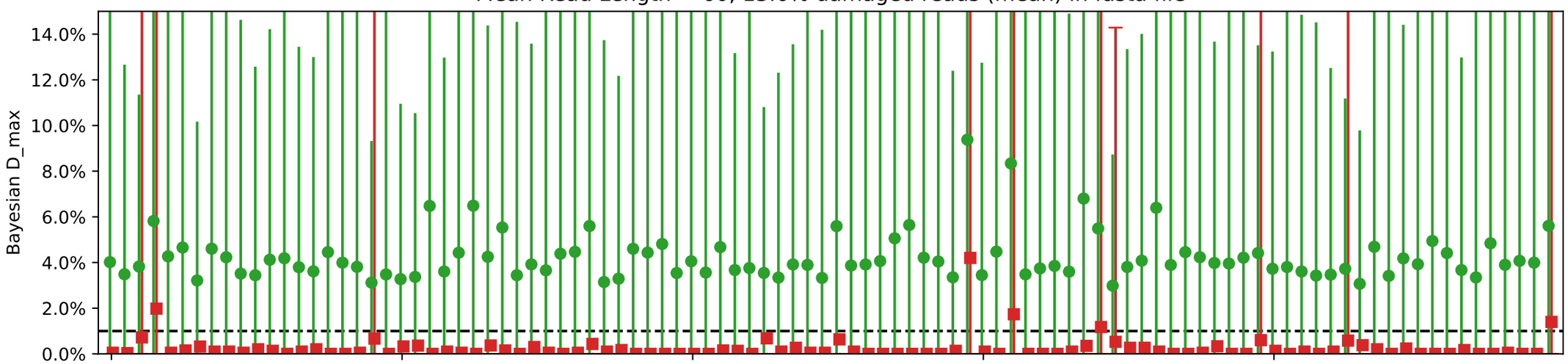


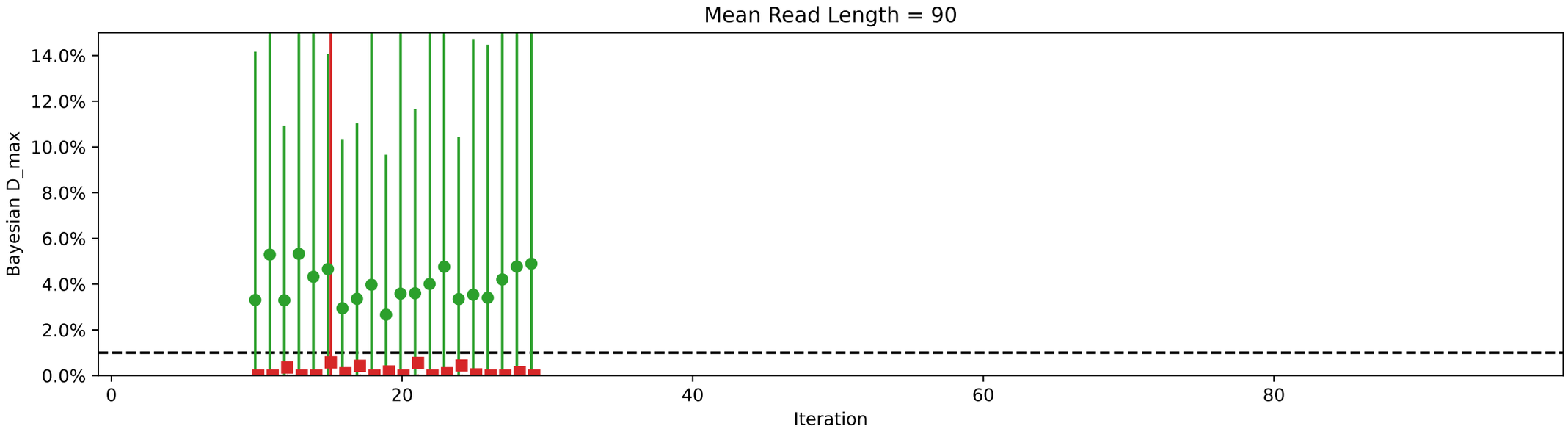
Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%



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

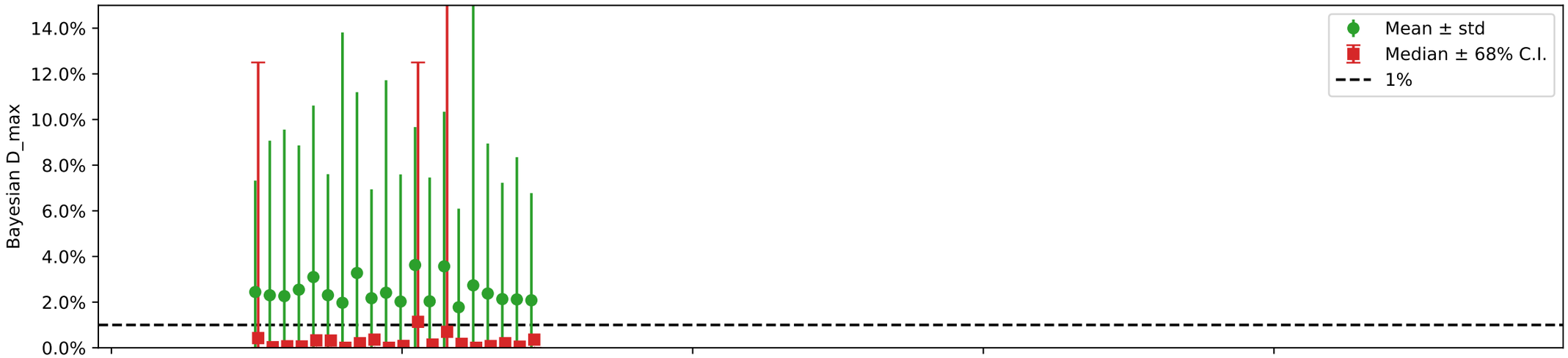




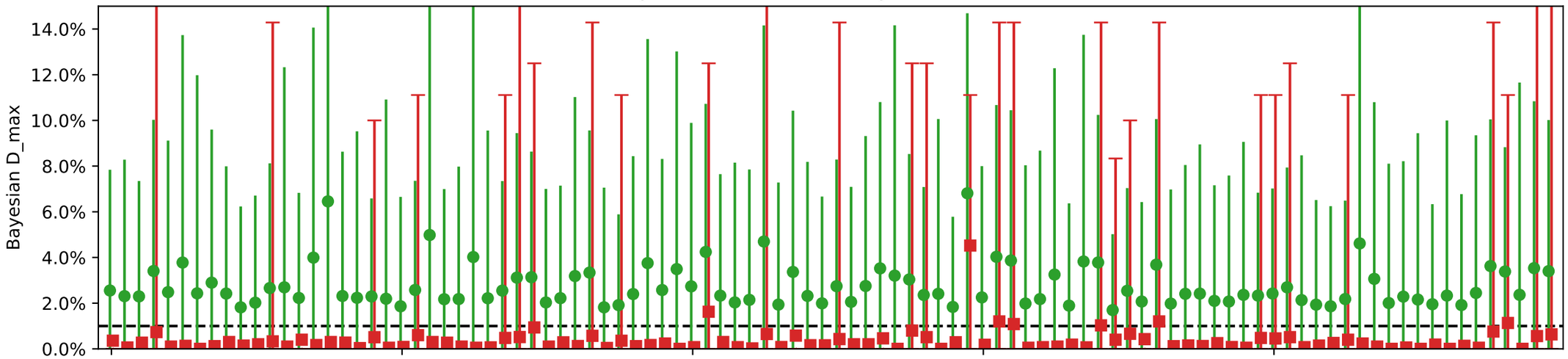


Individual damages:
25 reads
Briggs damage = 0.014
Damage percent = 1%

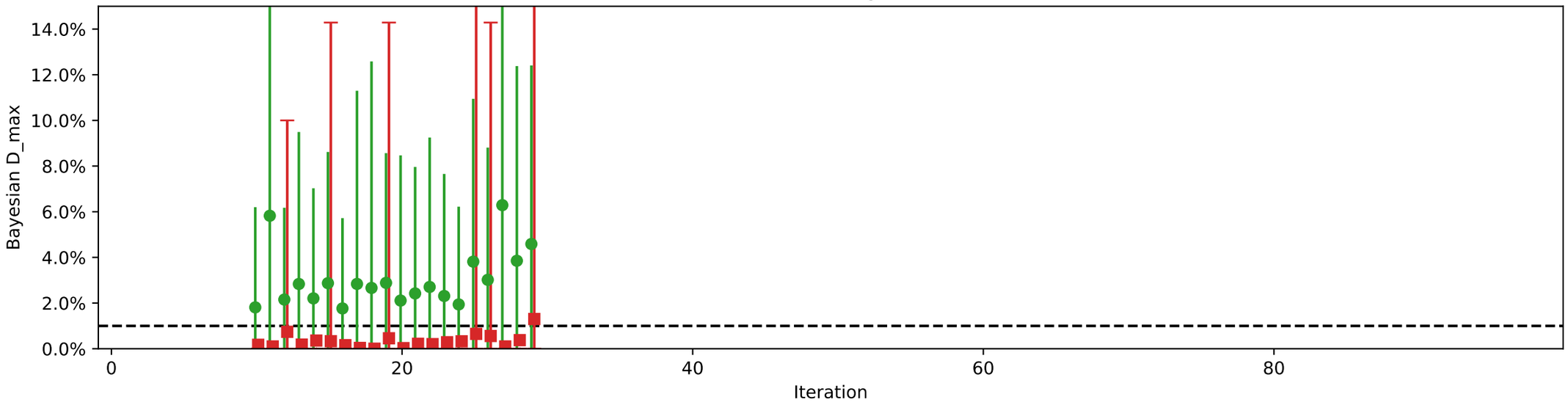
Mean Read Length = 35



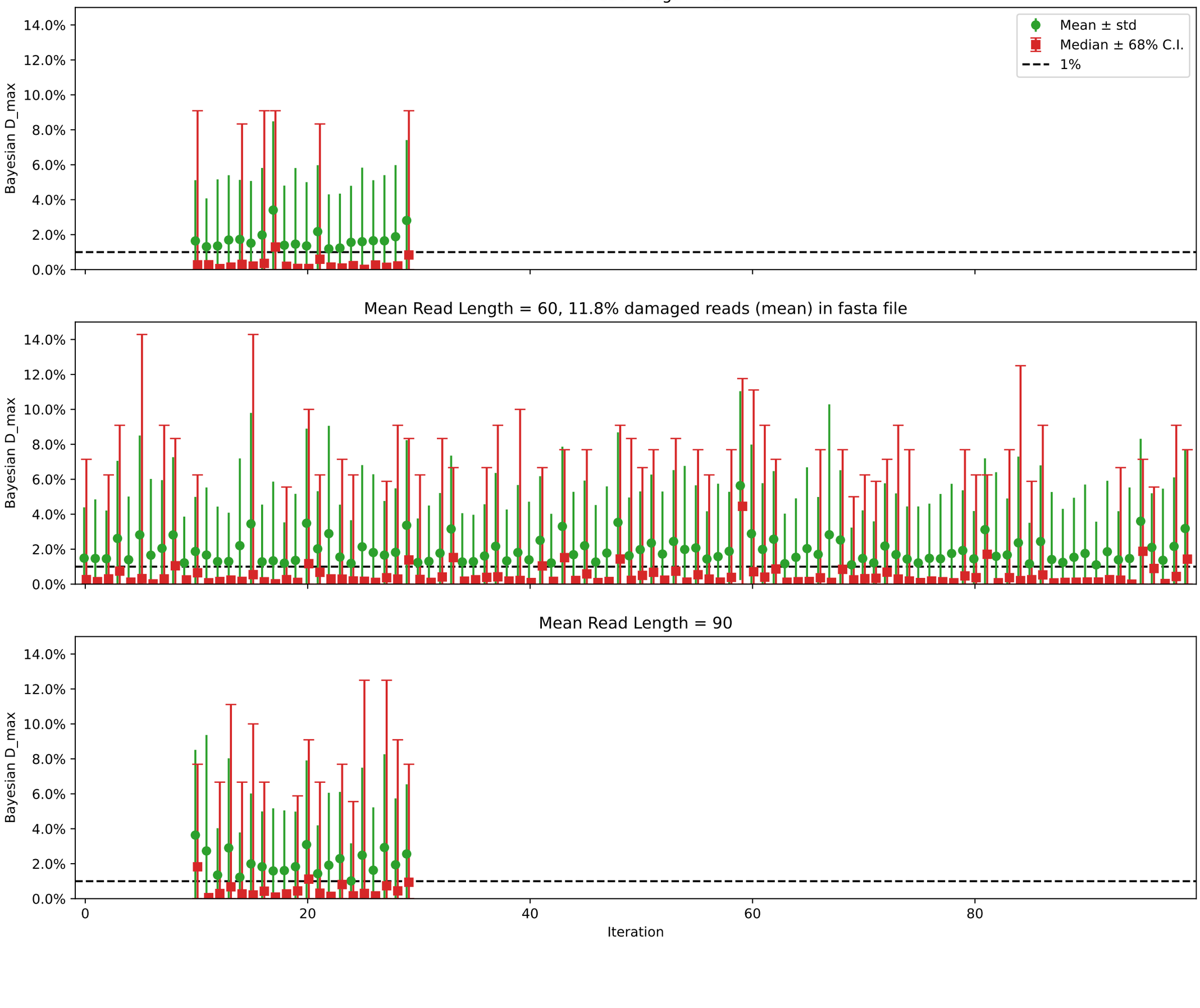
Mean Read Length = 60, 11.9% damaged reads (mean) in fasta file



Mean Read Length = 90



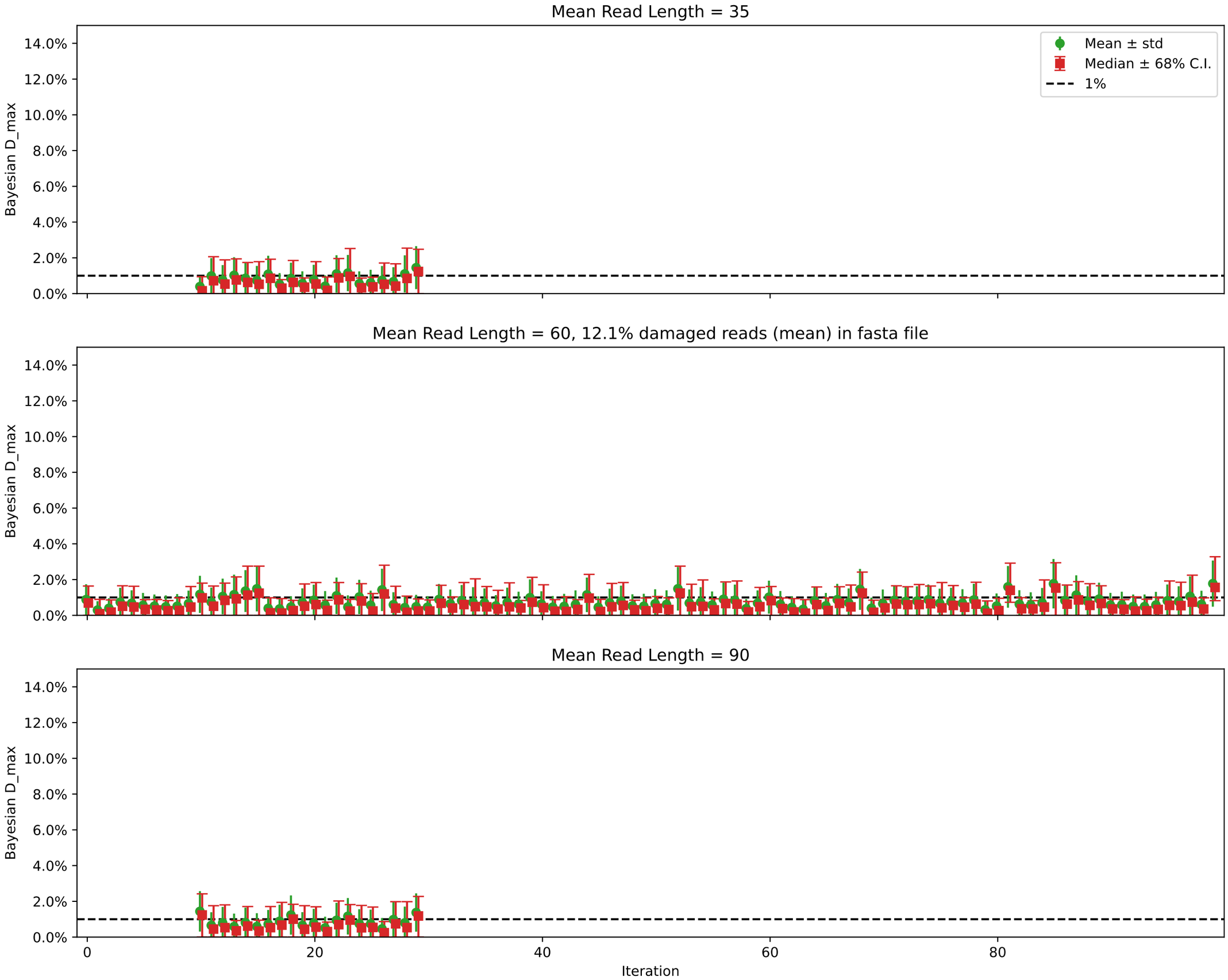
Individual damages:
50 reads
Briggs damage = 0.014
Damage percent = 1%



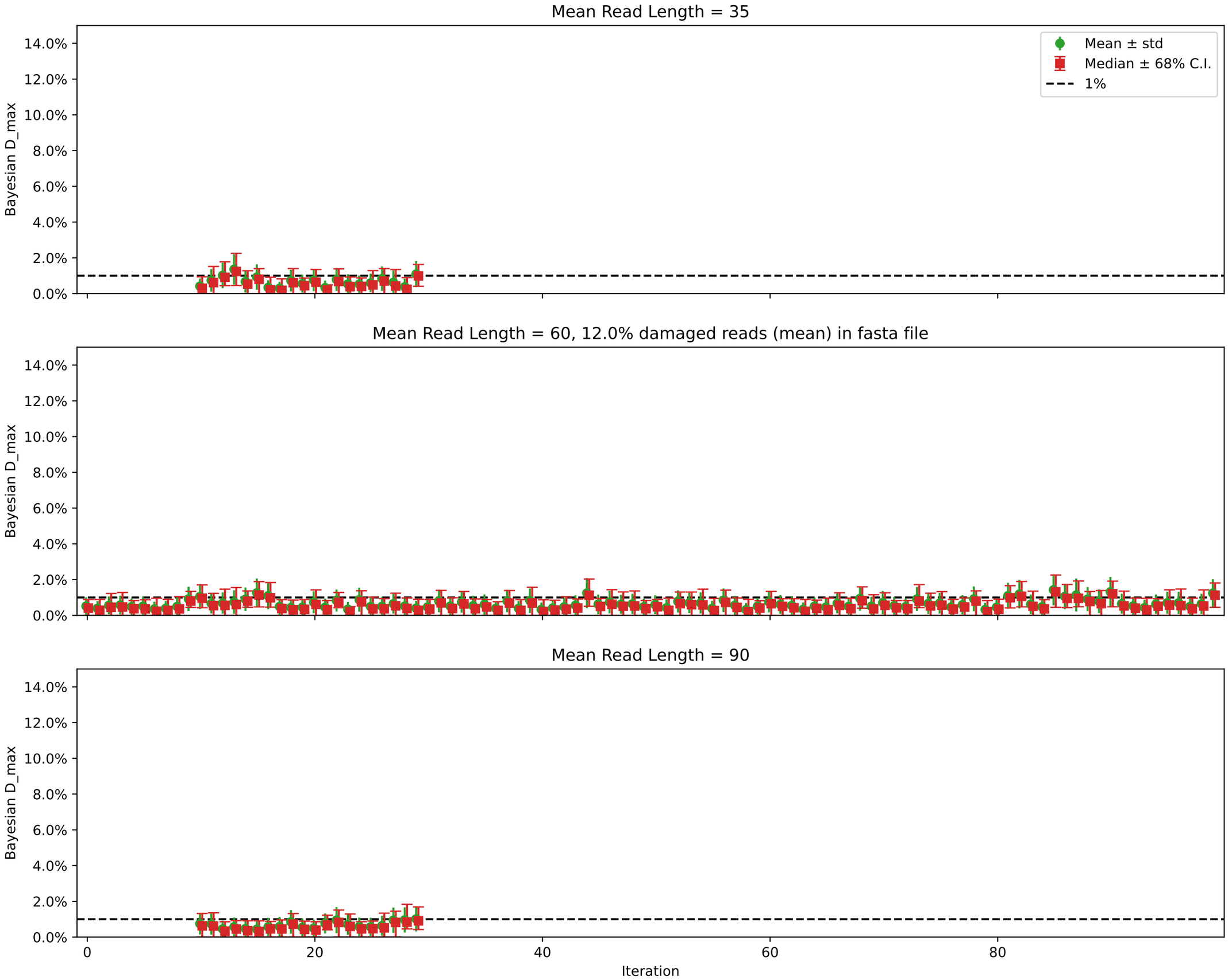
Individual damages:
100 reads
Briggs damage = 0.014
Damage percent = 1%

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

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

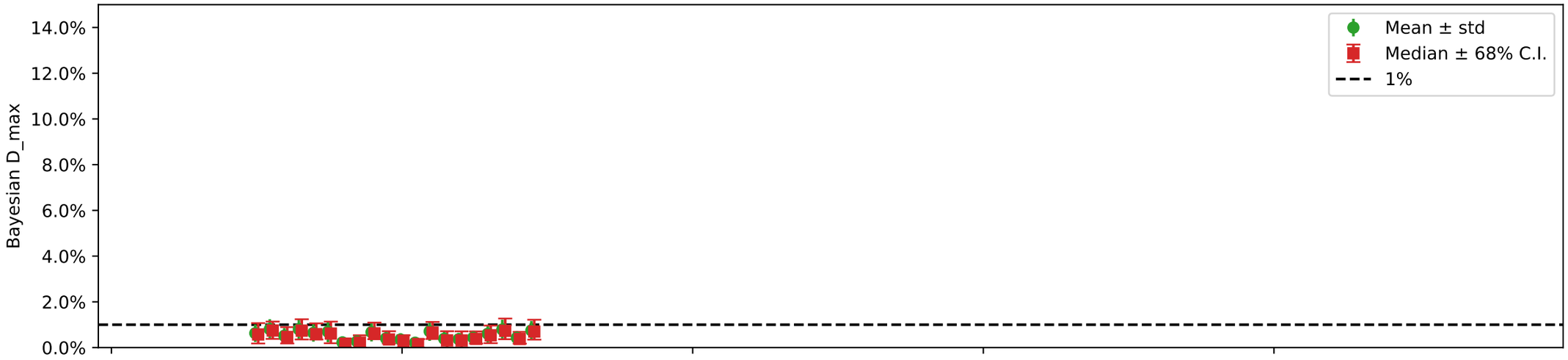


Individual damages:
1000 reads
Briggs damage = 0.014
Damage percent = 1%

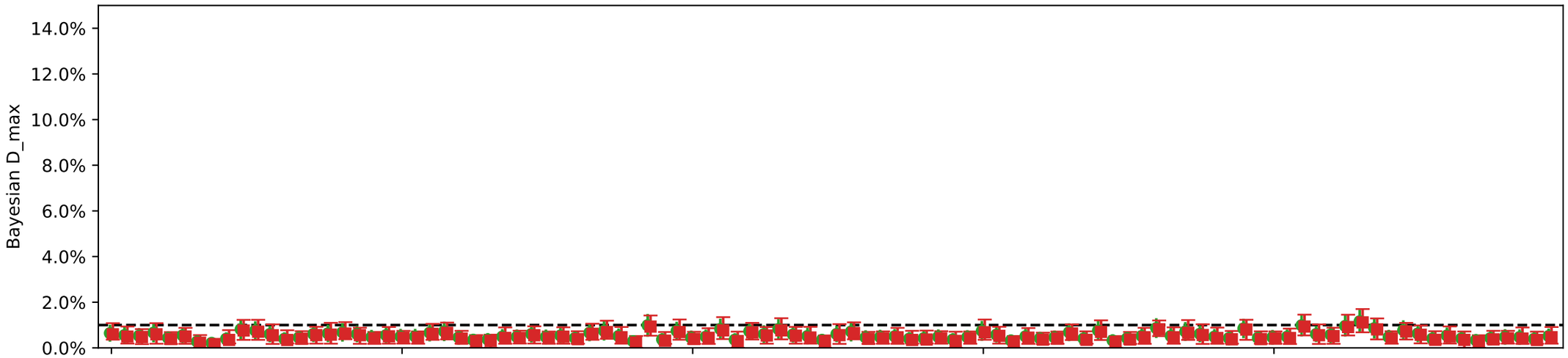


Individual damages:
2500 reads
Briggs damage = 0.014
Damage percent = 1%

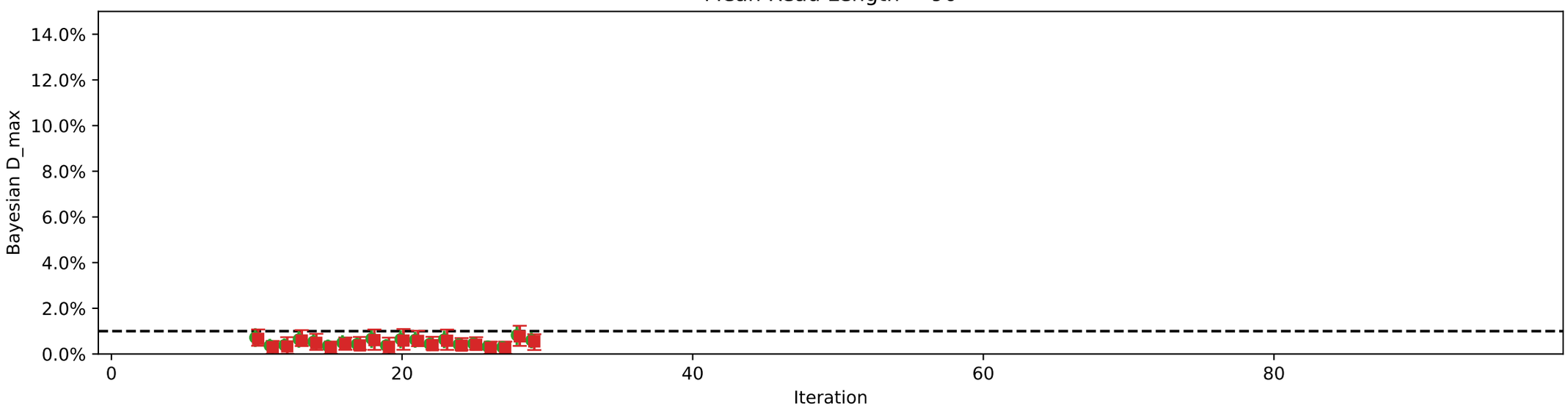
Mean Read Length = 35



Mean Read Length = 60, 12.1% damaged reads (mean) in fasta file

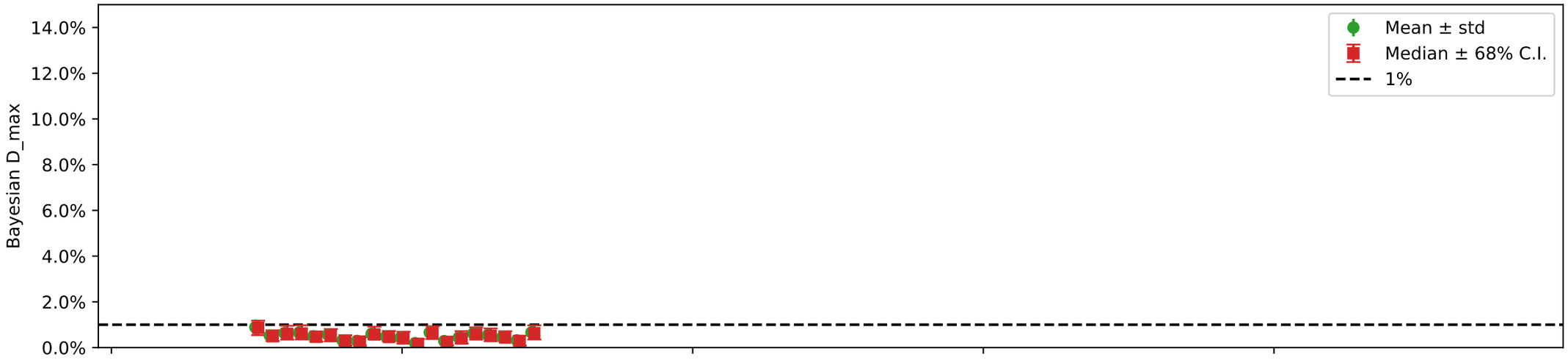


Mean Read Length = 90

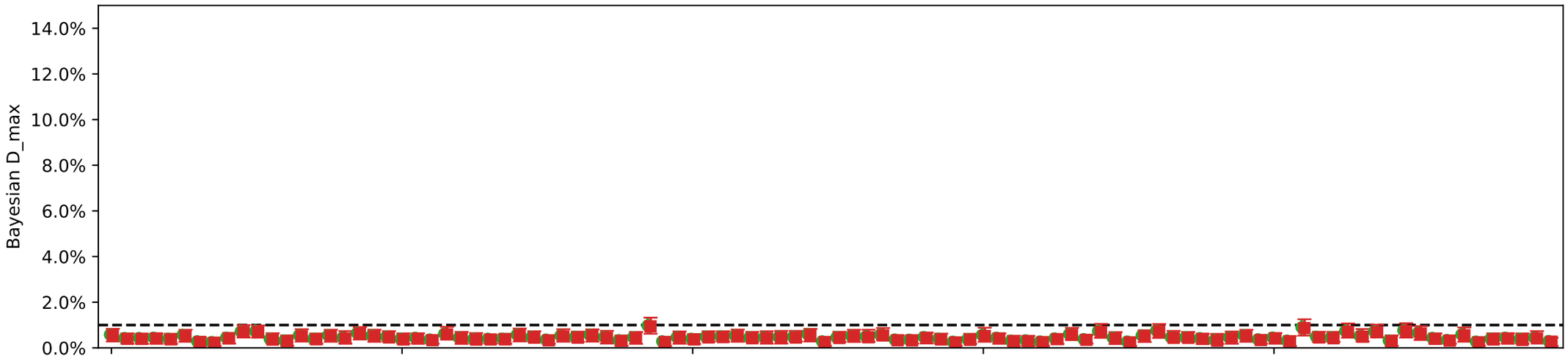


Individual damages:
5000 reads
Briggs damage = 0.014
Damage percent = 1%

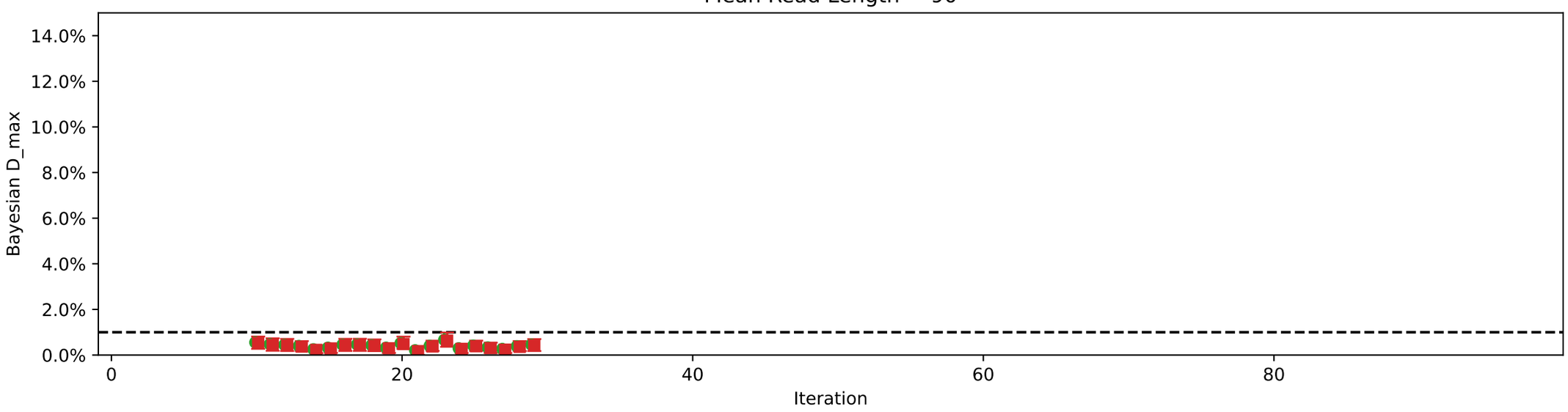
Mean Read Length = 35



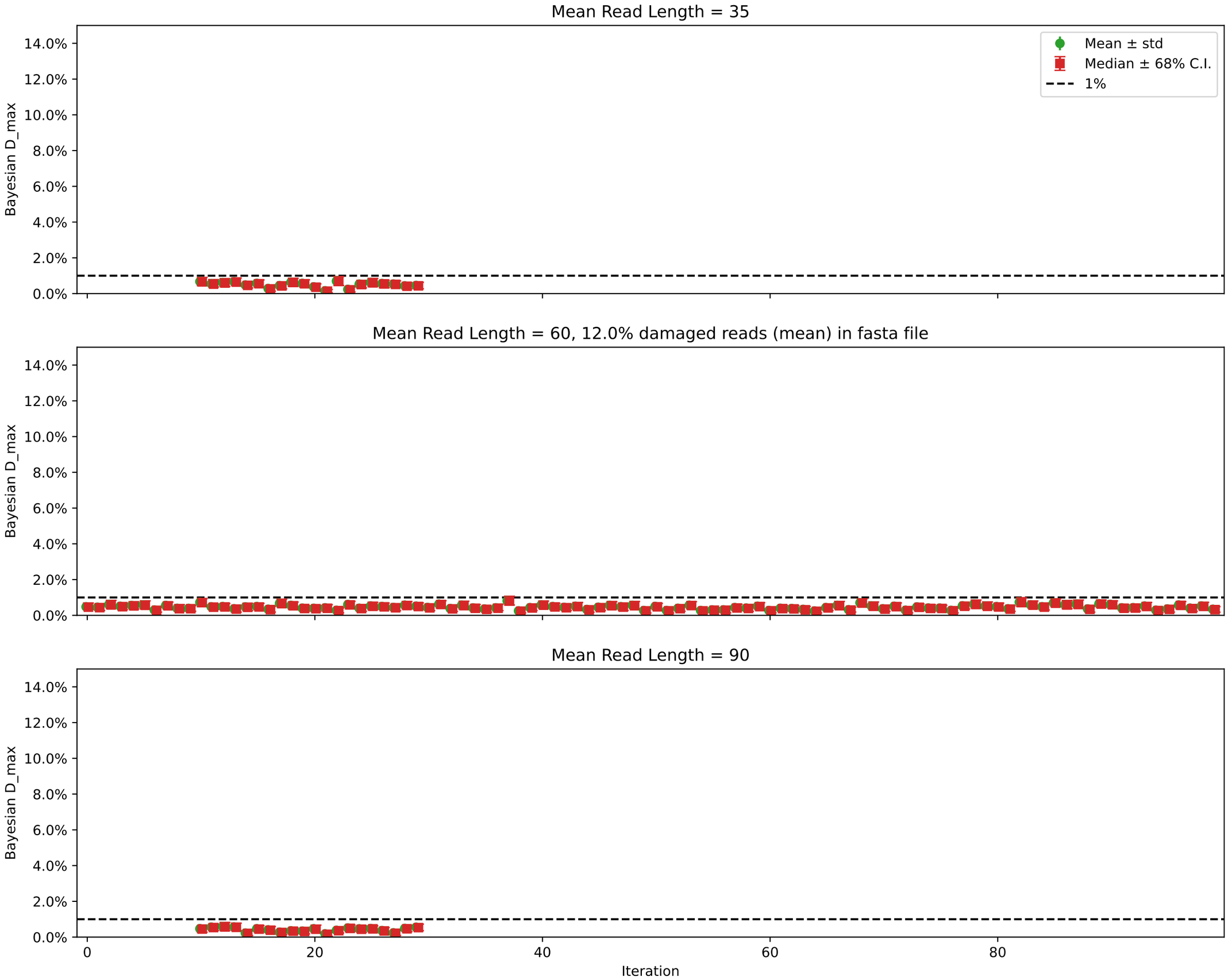
Mean Read Length = 60, 12.0% damaged reads (mean) in fasta file



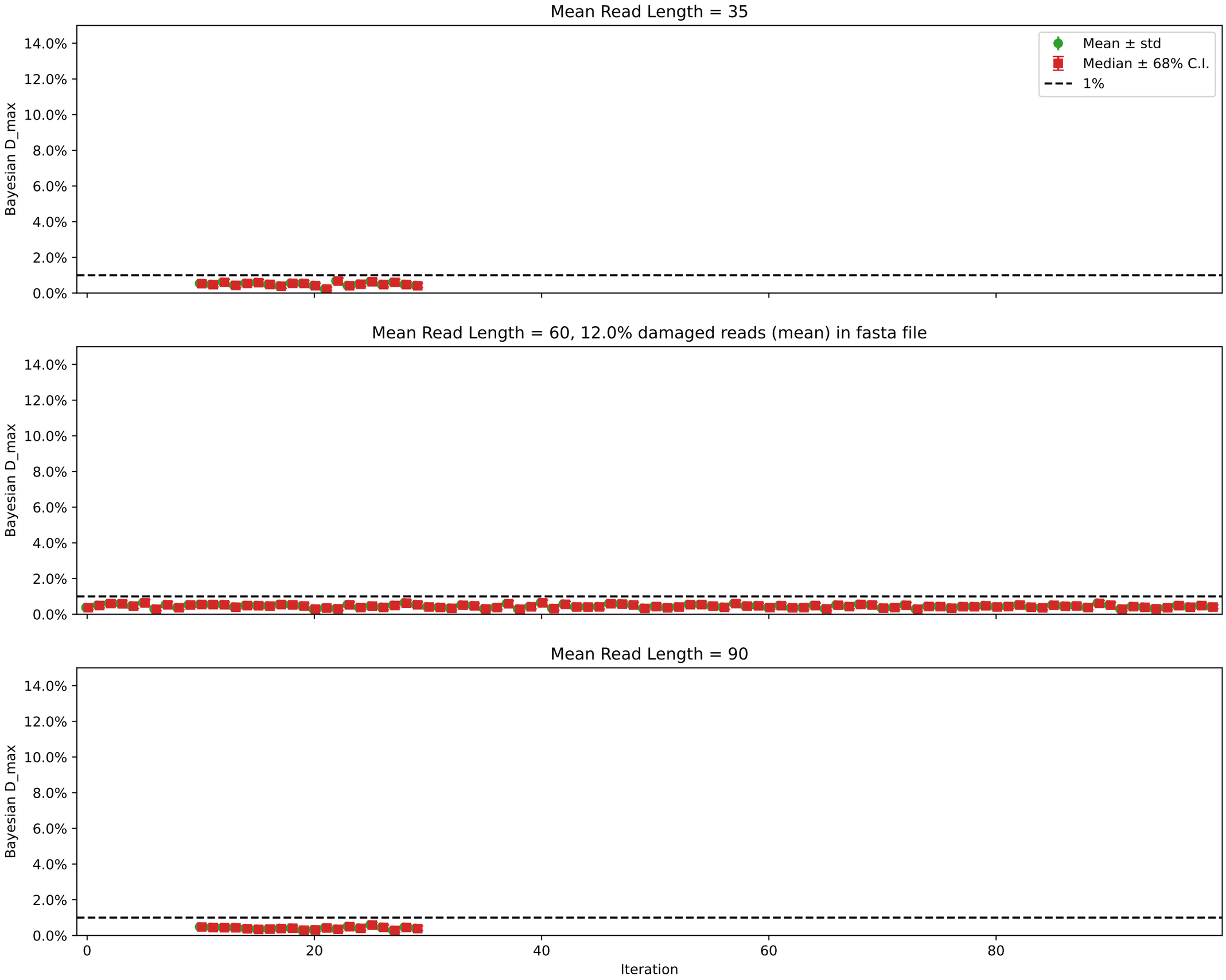
Mean Read Length = 90



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

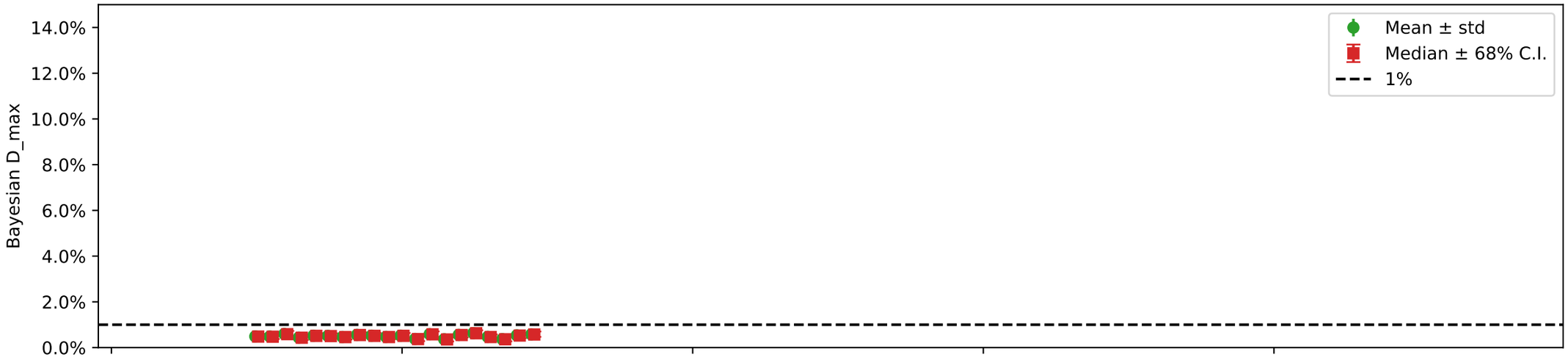


Individual damages:
25000 reads
Briggs damage = 0.014
Damage percent = 1%

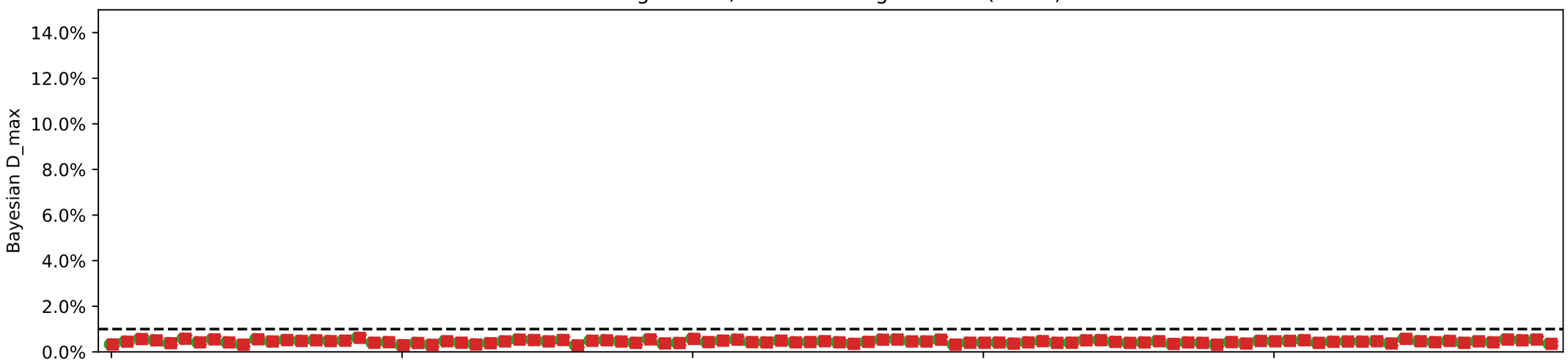


Individual damages:
50000 reads
Briggs damage = 0.014
Damage percent = 1%

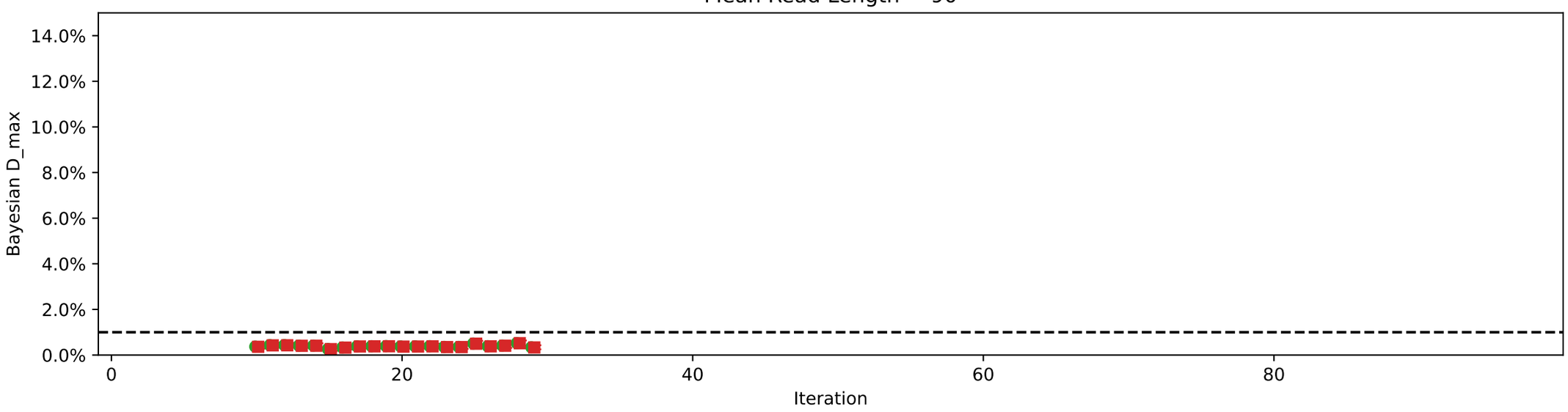
Mean Read Length = 35



Mean Read Length = 60, 12.0% damaged reads (mean) in fasta file

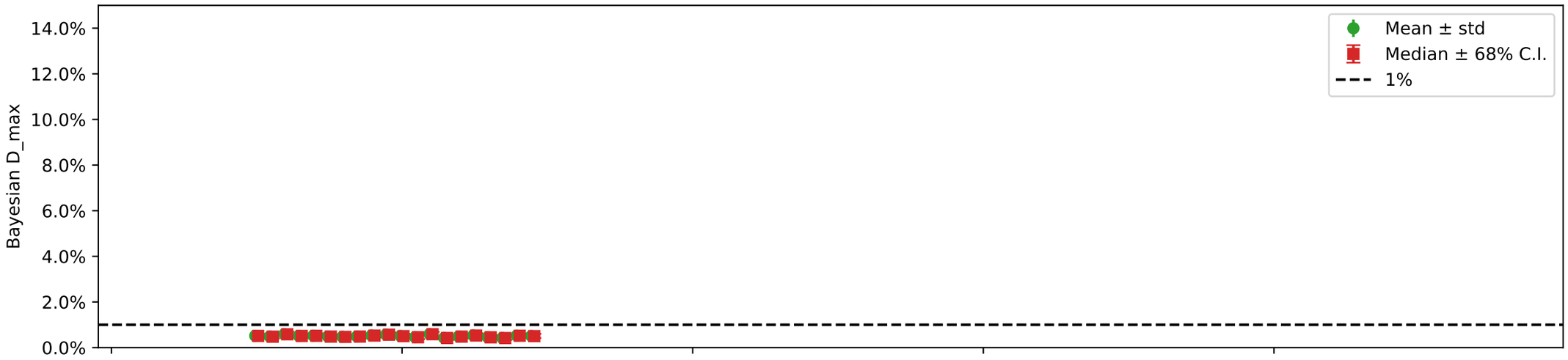


Mean Read Length = 90

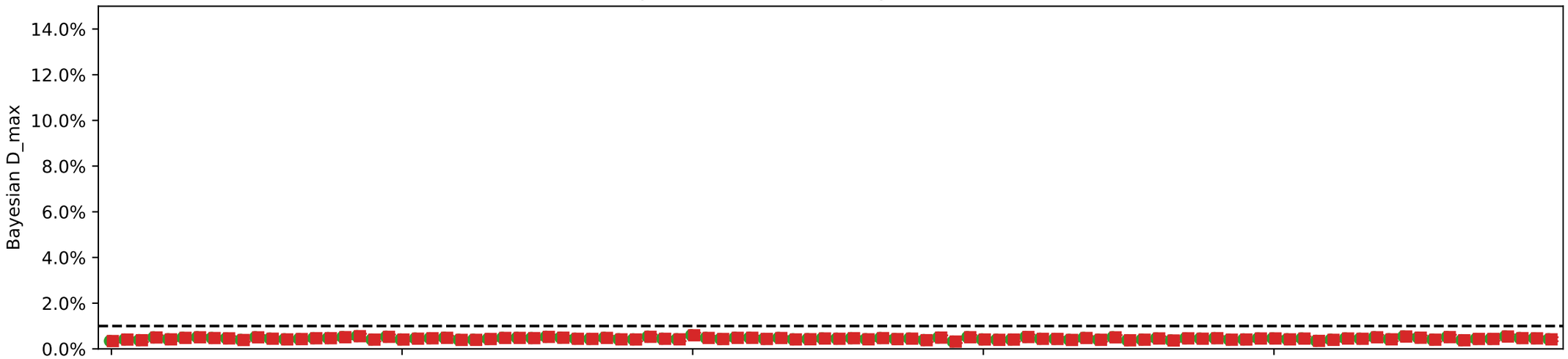


Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent = 1%

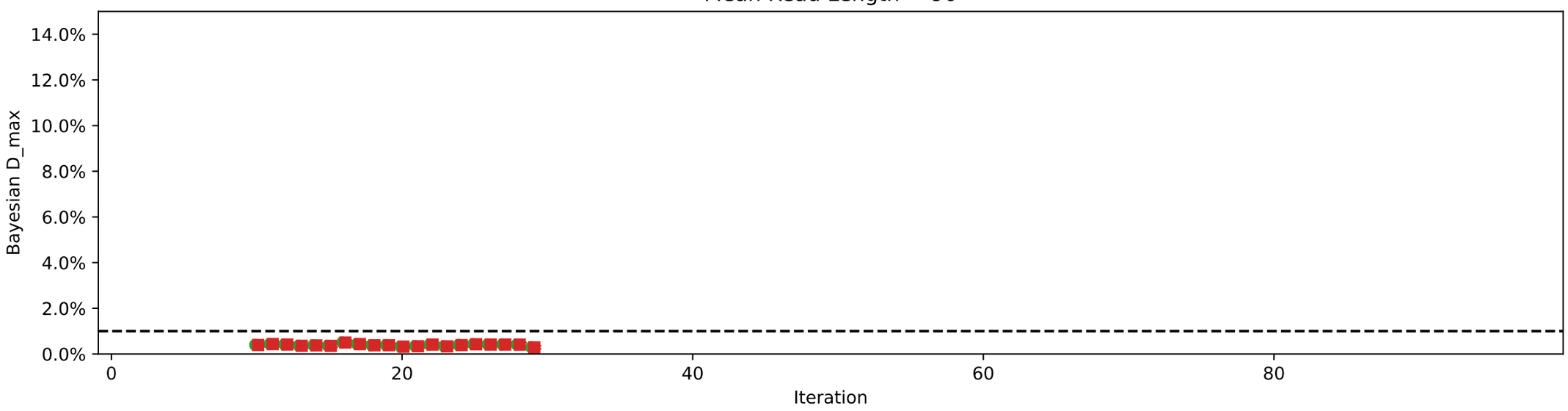
Mean Read Length = 35



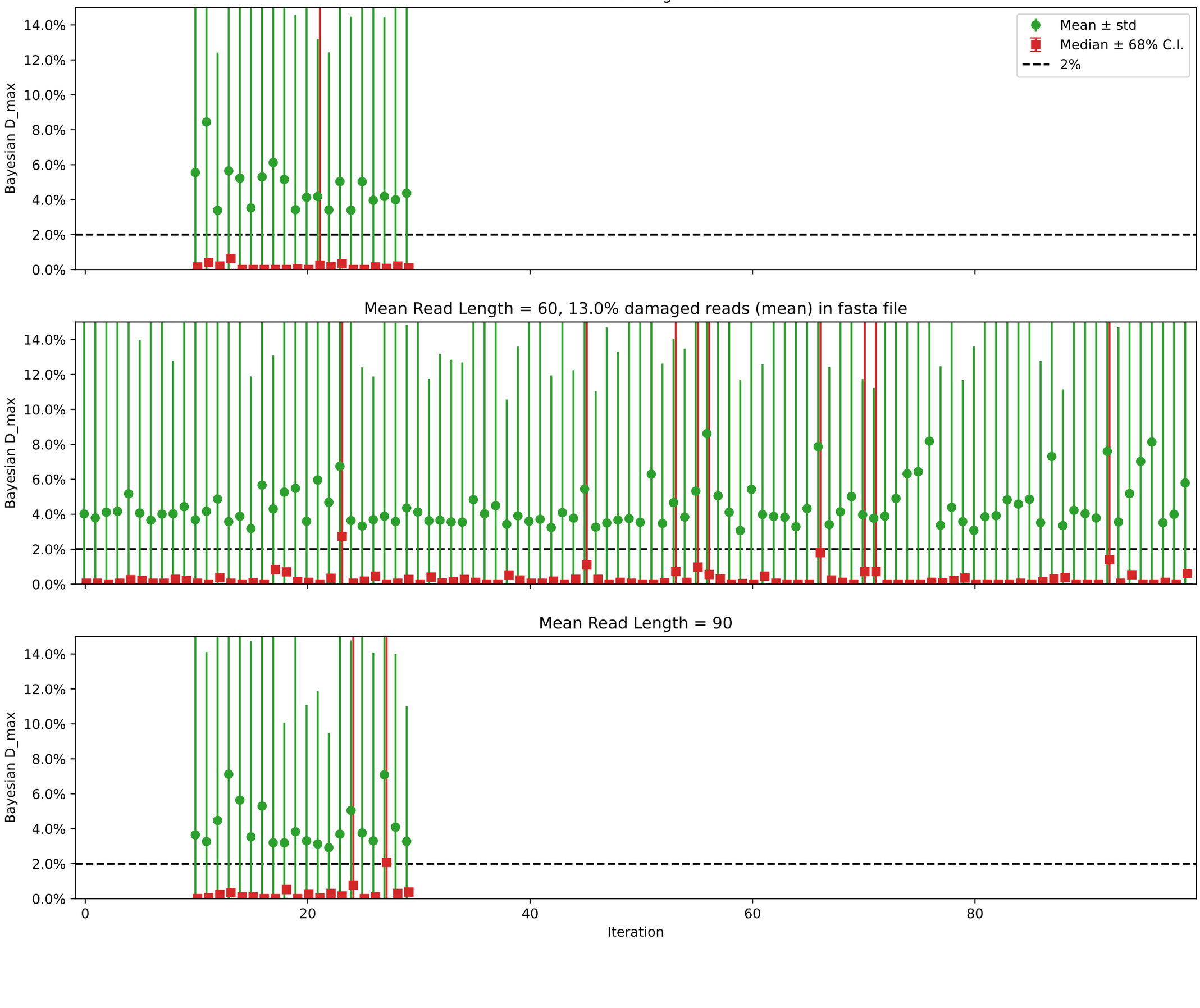
Mean Read Length = 60, 12.0% damaged reads (mean) in fasta file



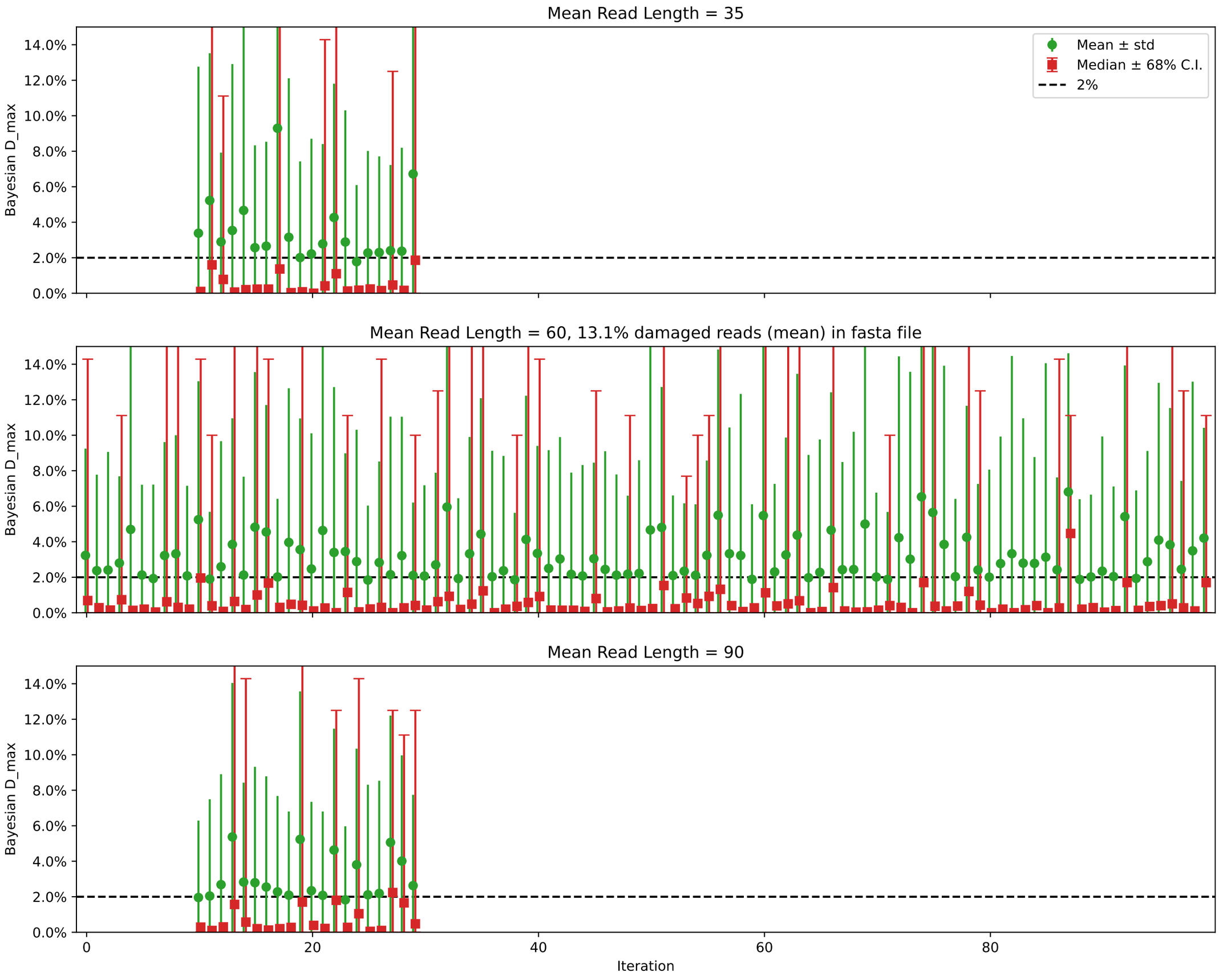
Mean Read Length = 90



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

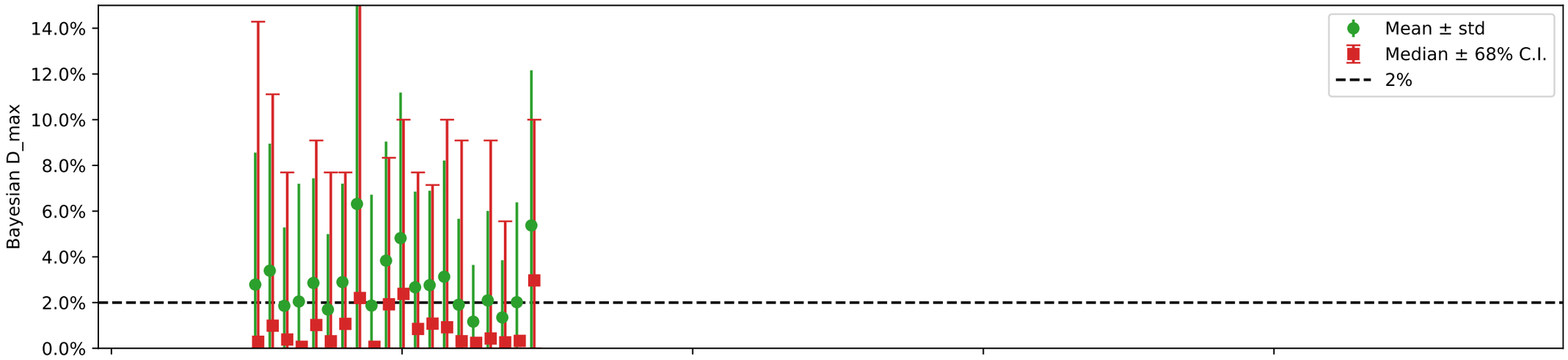


Individual damages:
25 reads
Briggs damage = 0.047
Damage percent = 2%

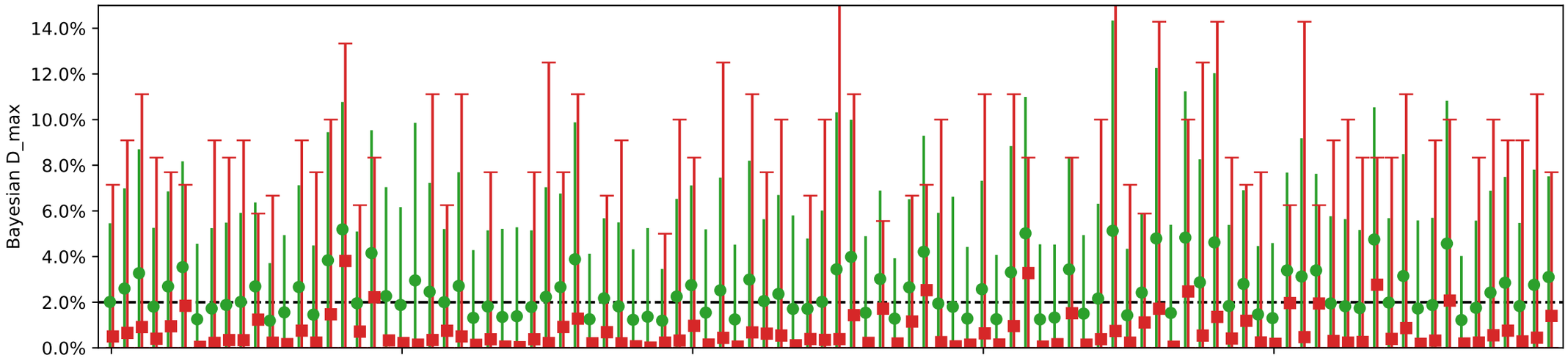


Individual damages:
50 reads
Briggs damage = 0.047
Damage percent = 2%

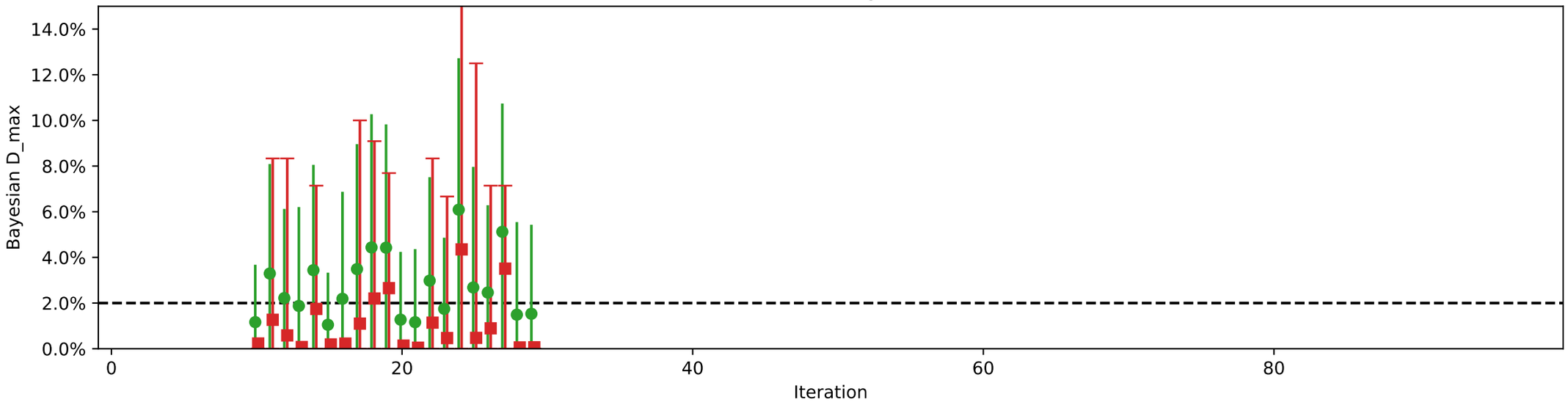
Mean Read Length = 35



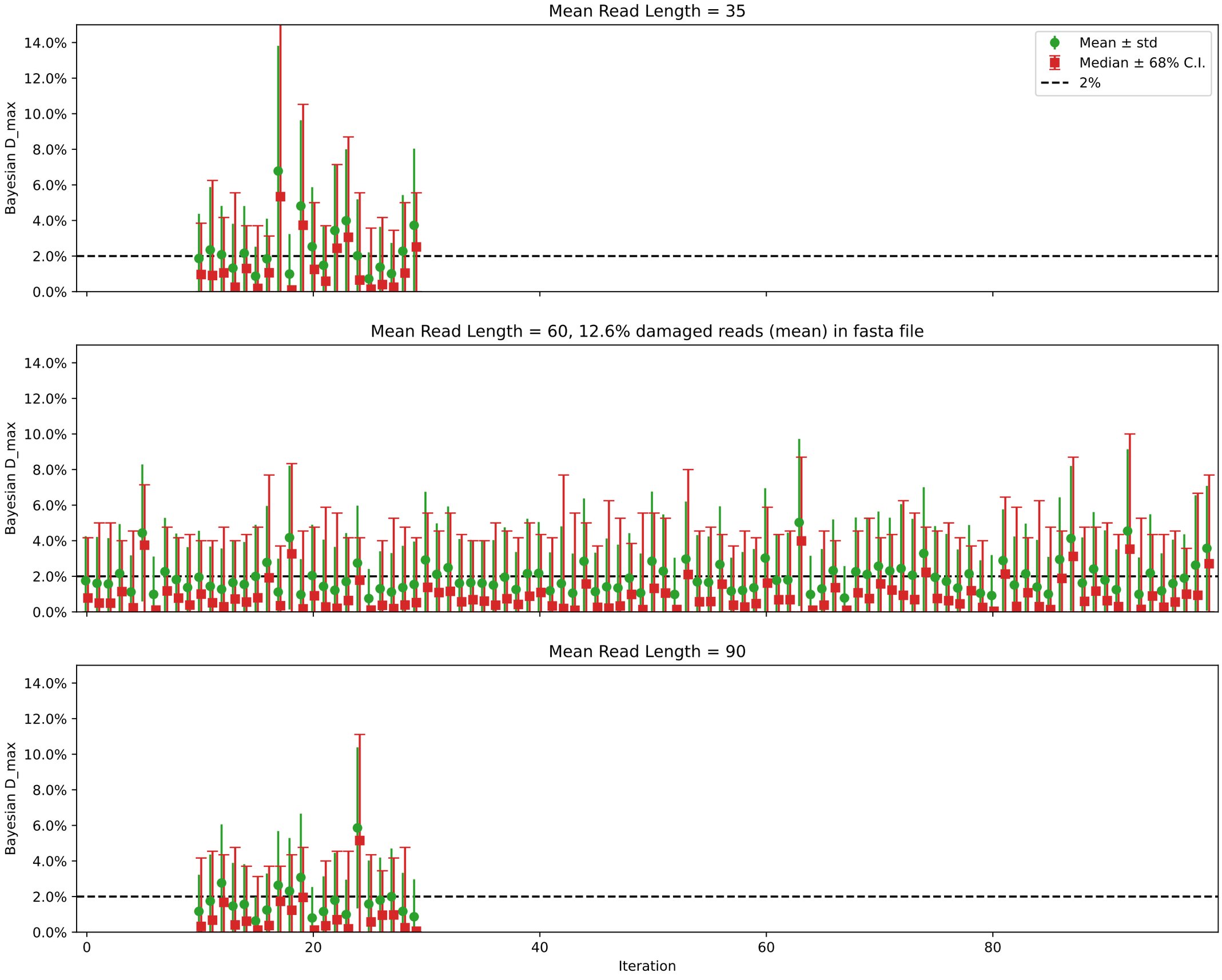
Mean Read Length = 60, 12.6% damaged reads (mean) in fasta file



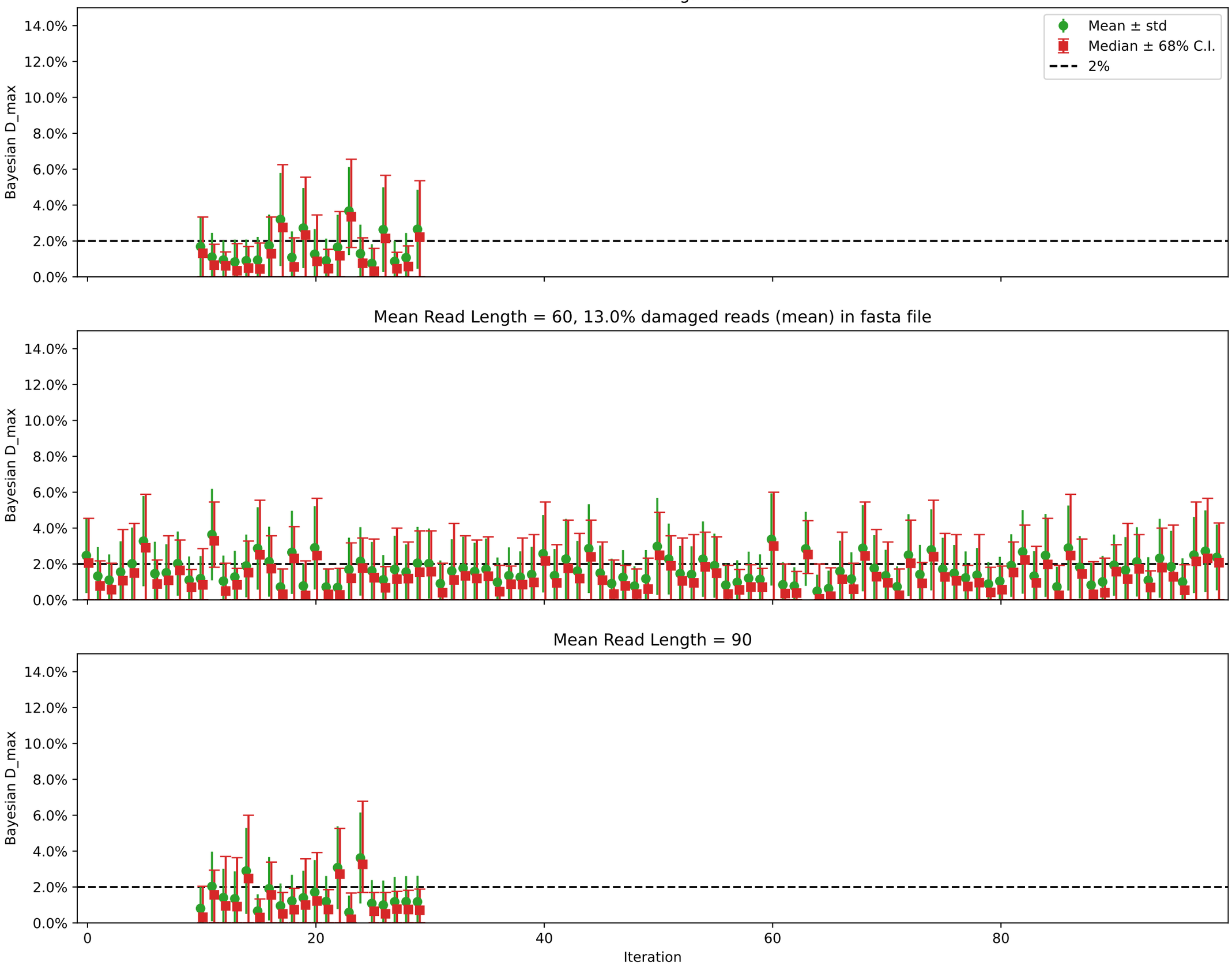
Mean Read Length = 90



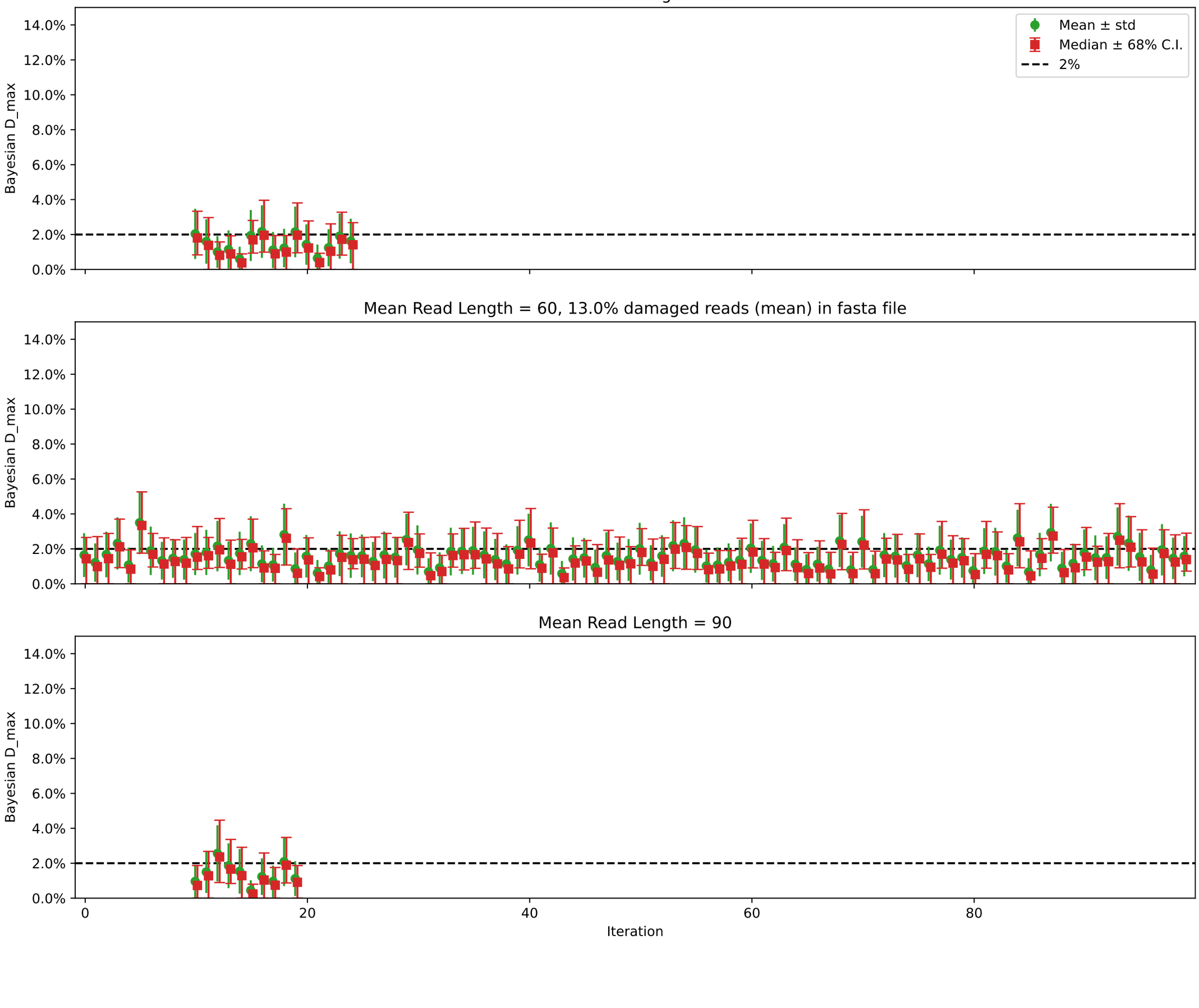
Individual damages:
100 reads
Briggs damage = 0.047
Damage percent = 2%



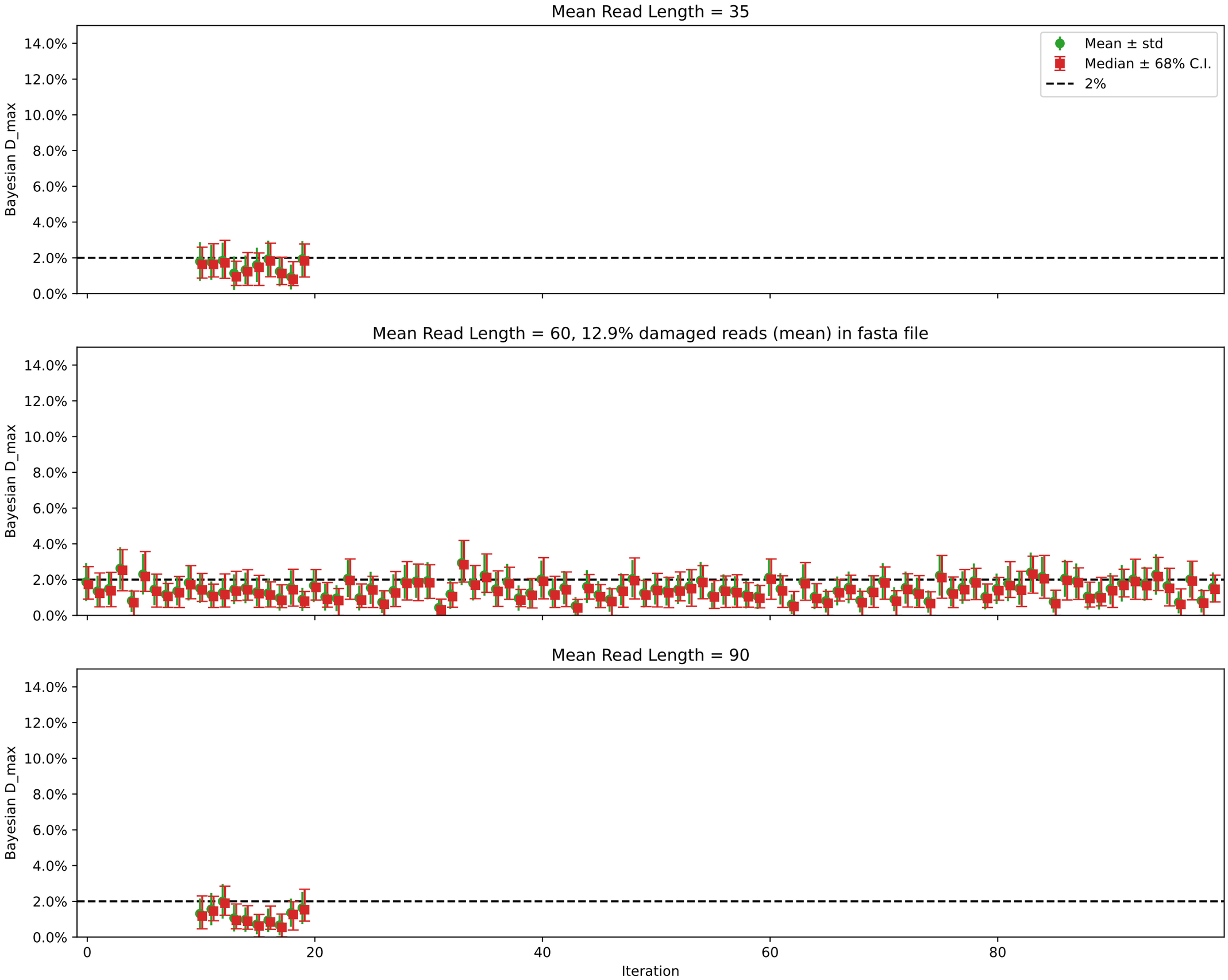
Individual damages:
250 reads
Briggs damage = 0.047
Damage percent = 2%



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

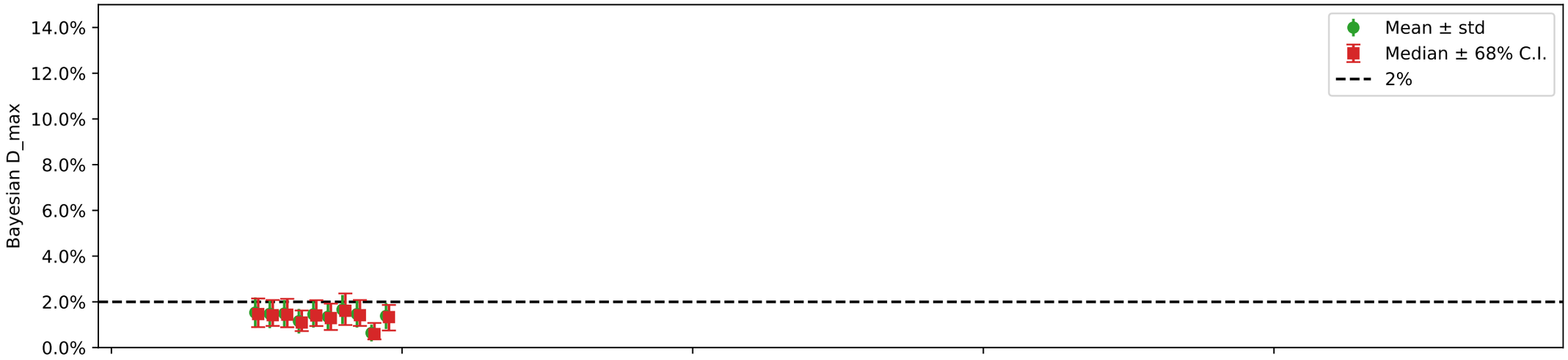


Individual damages:
1000 reads
Briggs damage = 0.047
Damage percent = 2%

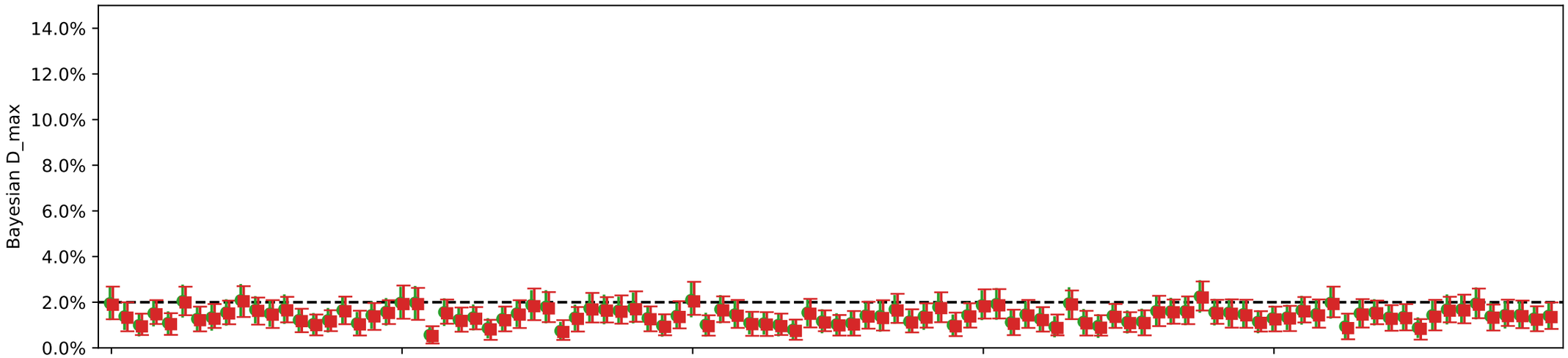


Individual damages:
2500 reads
Briggs damage = 0.047
Damage percent = 2%

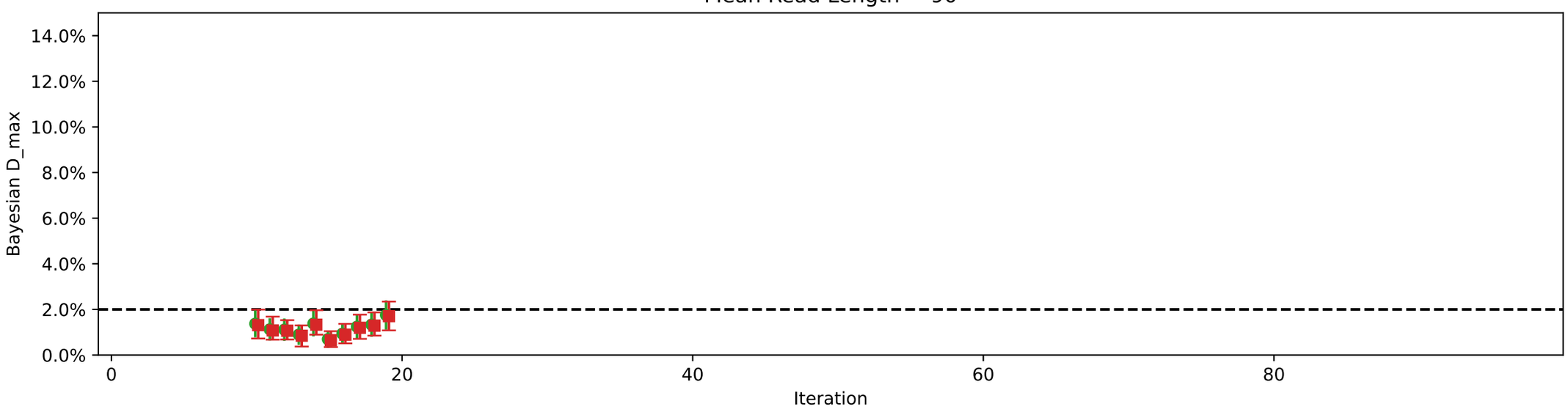
Mean Read Length = 35



Mean Read Length = 60, 13.1% damaged reads (mean) in fasta file

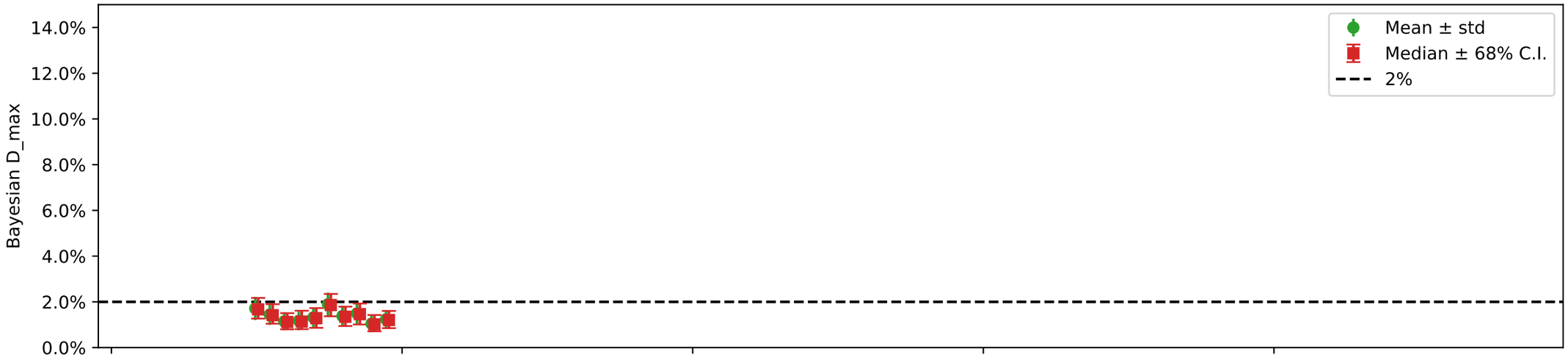


Mean Read Length = 90

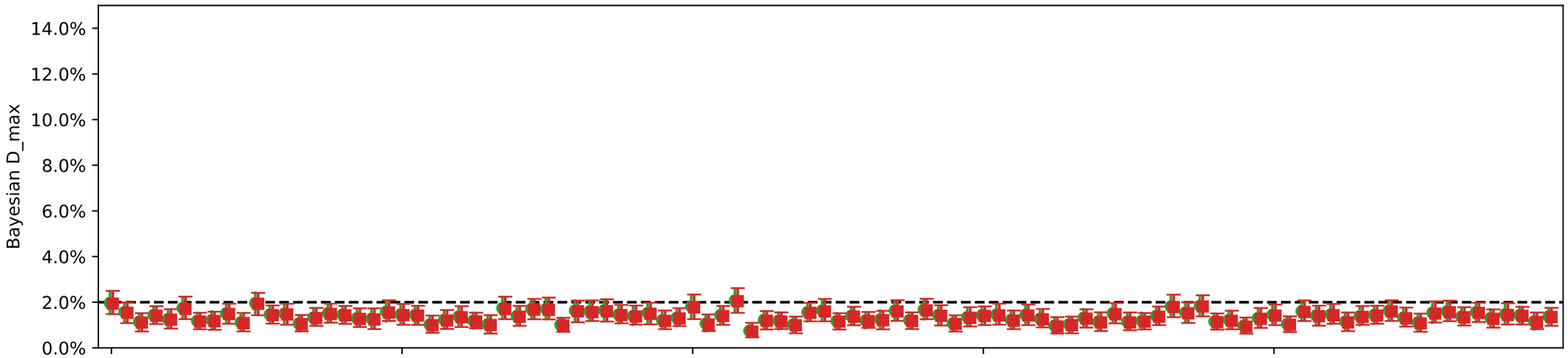


Individual damages:
5000 reads
Briggs damage = 0.047
Damage percent = 2%

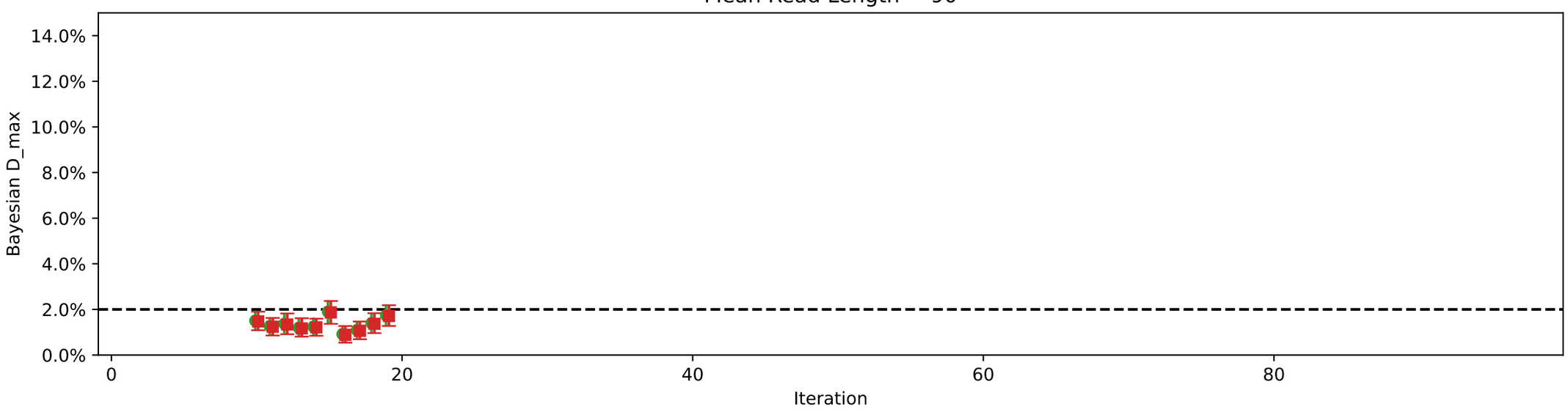
Mean Read Length = 35



Mean Read Length = 60, 13.1% damaged reads (mean) in fasta file

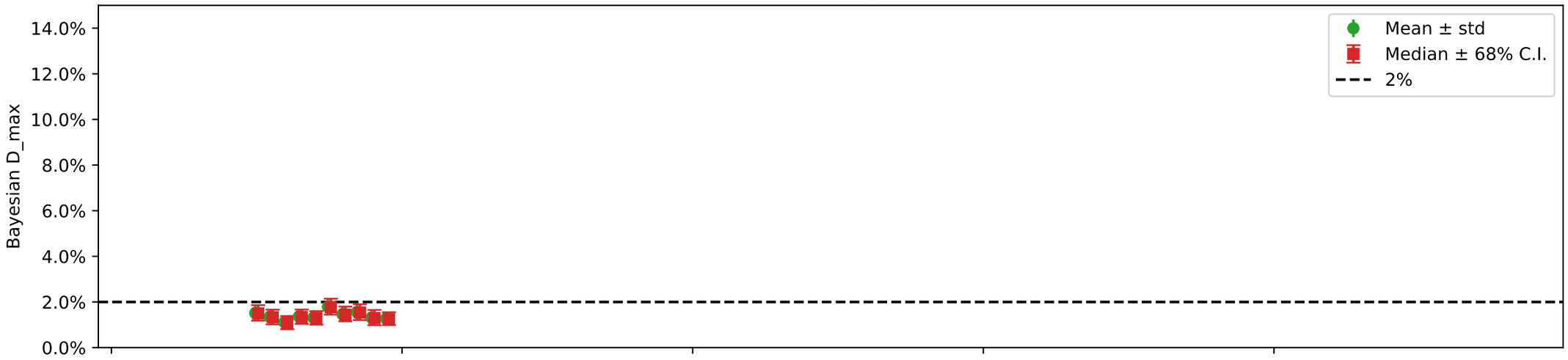


Mean Read Length = 90

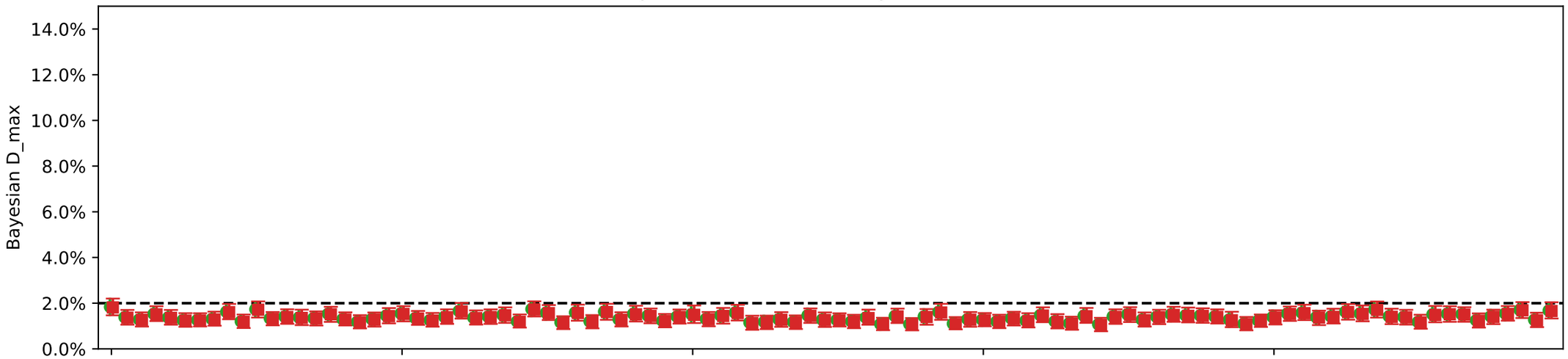


Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent = 2%

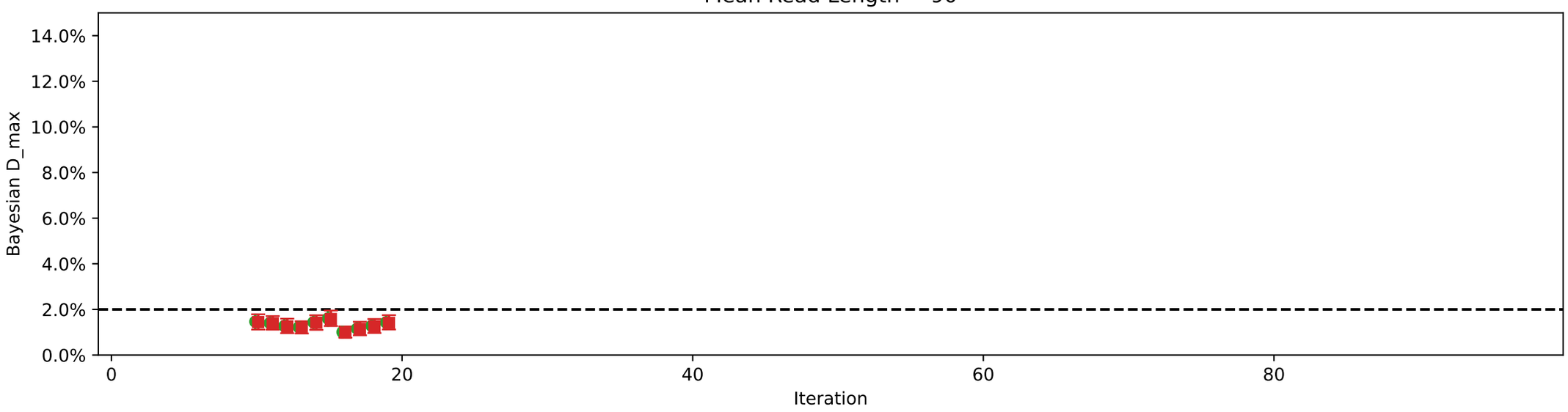
Mean Read Length = 35



Mean Read Length = 60, 13.2% damaged reads (mean) in fasta file

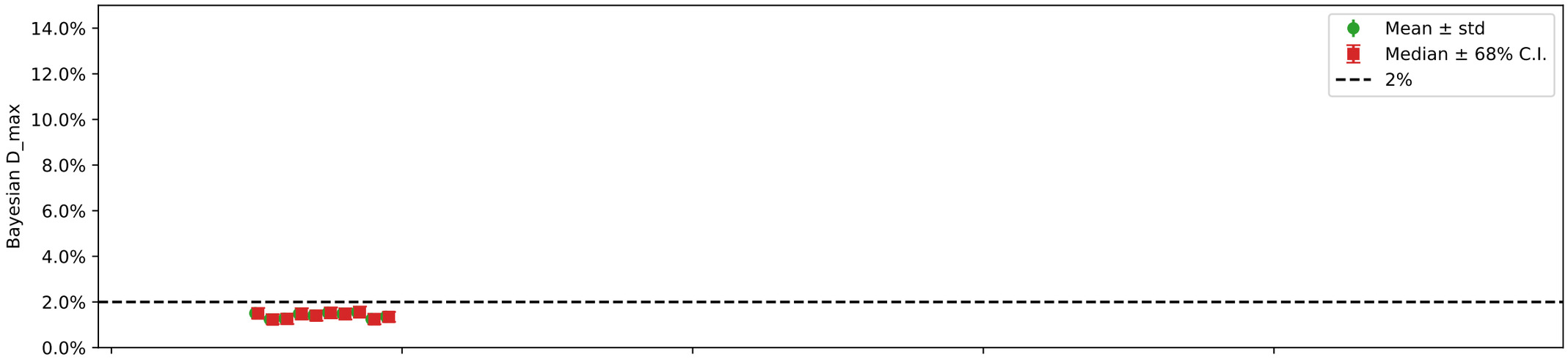


Mean Read Length = 90

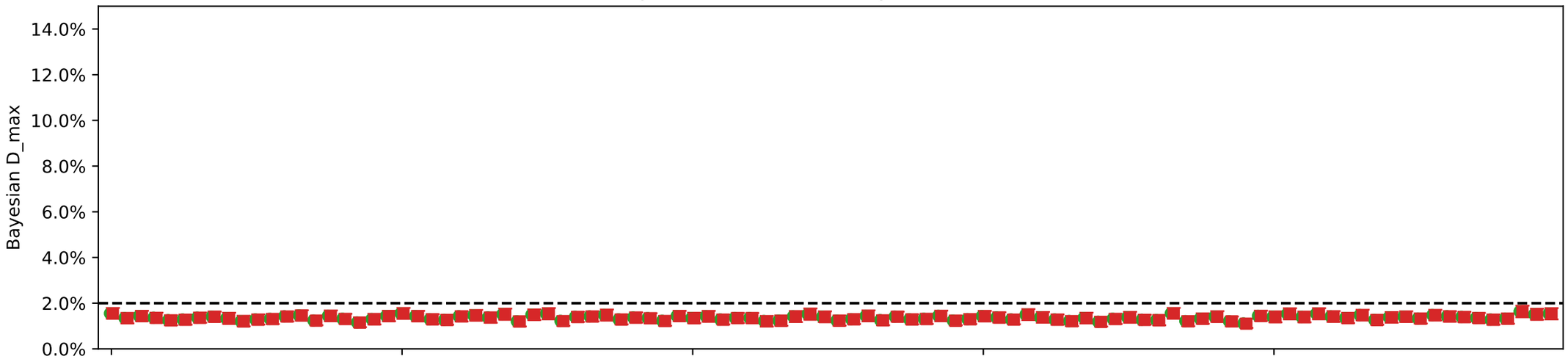


Individual damages:
25000 reads
Briggs damage = 0.047
Damage percent = 2%

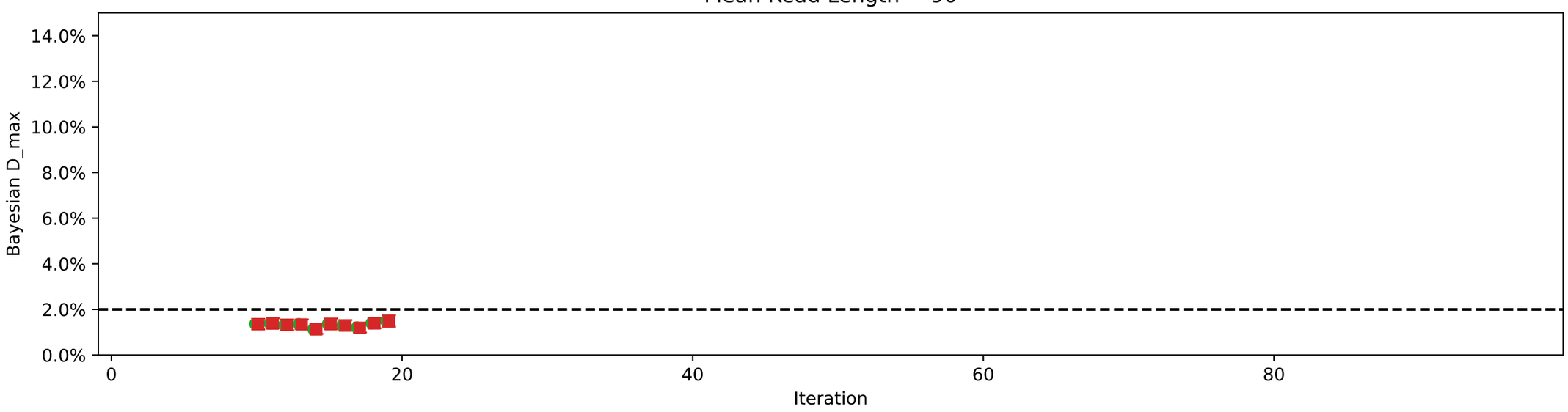
Mean Read Length = 35



Mean Read Length = 60, 13.2% damaged reads (mean) in fasta file

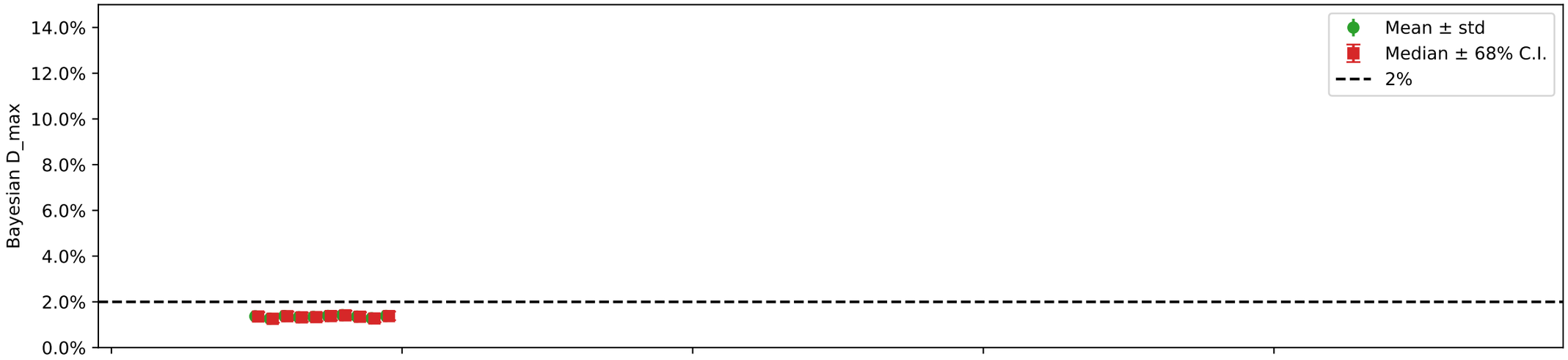


Mean Read Length = 90

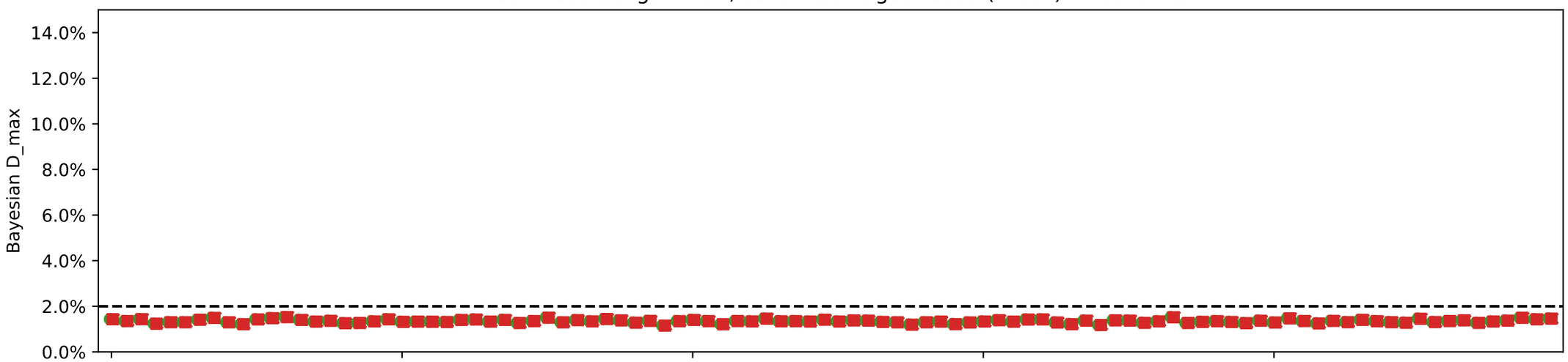


Individual damages:
50000 reads
Briggs damage = 0.047
Damage percent = 2%

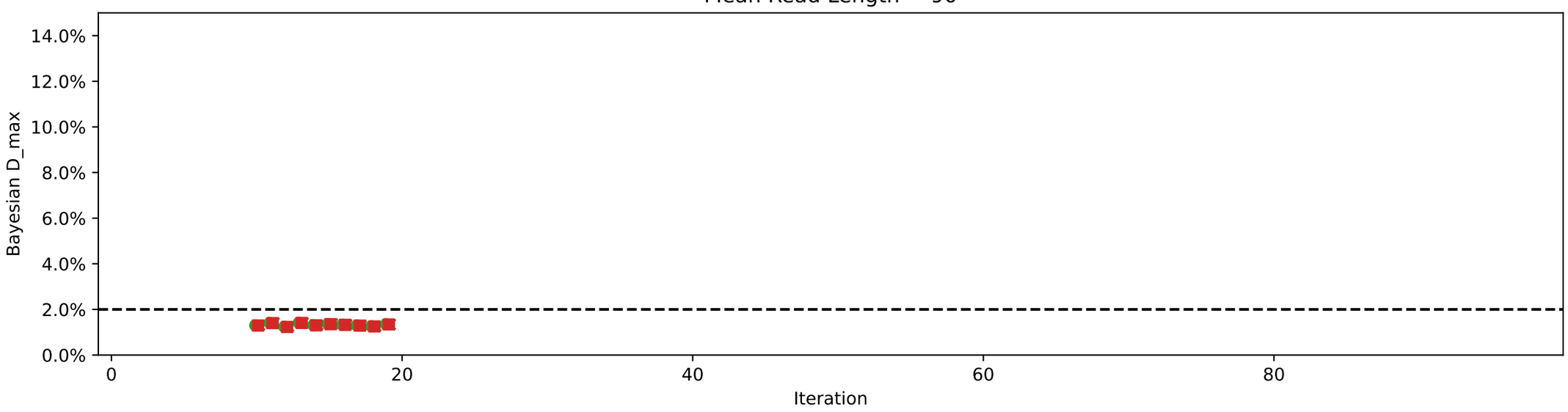
Mean Read Length = 35



Mean Read Length = 60, 13.2% damaged reads (mean) in fasta file

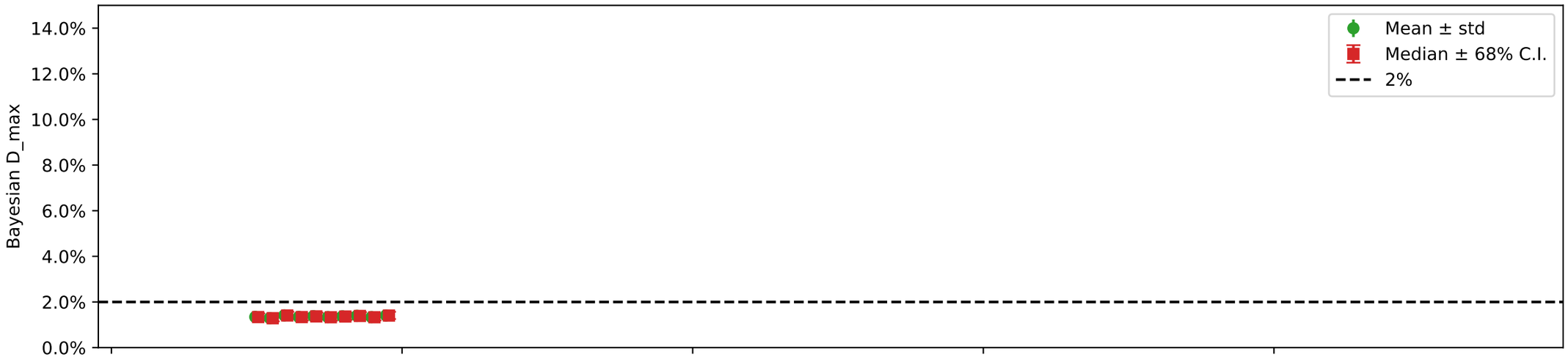


Mean Read Length = 90

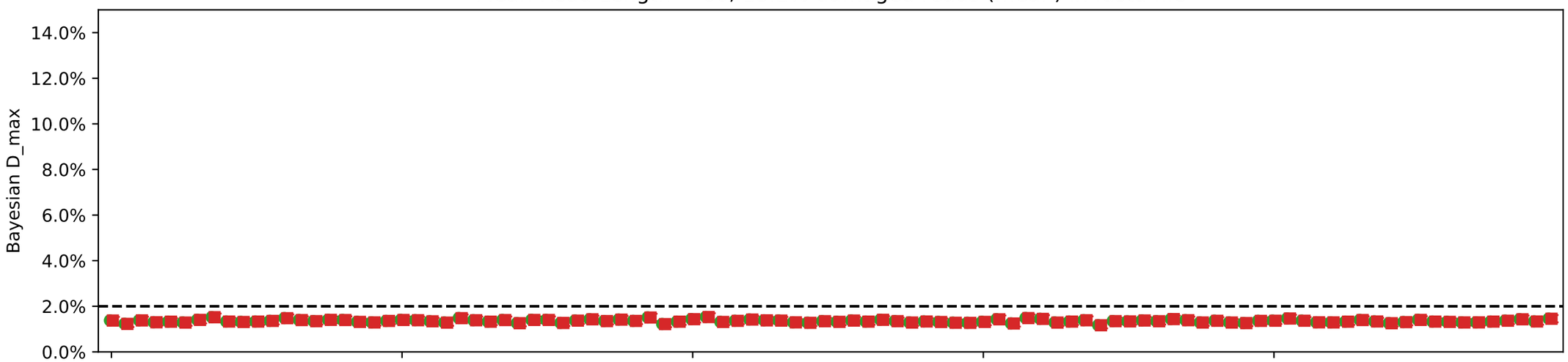


Individual damages:
100000 reads
Briggs damage = 0.047
Damage percent = 2%

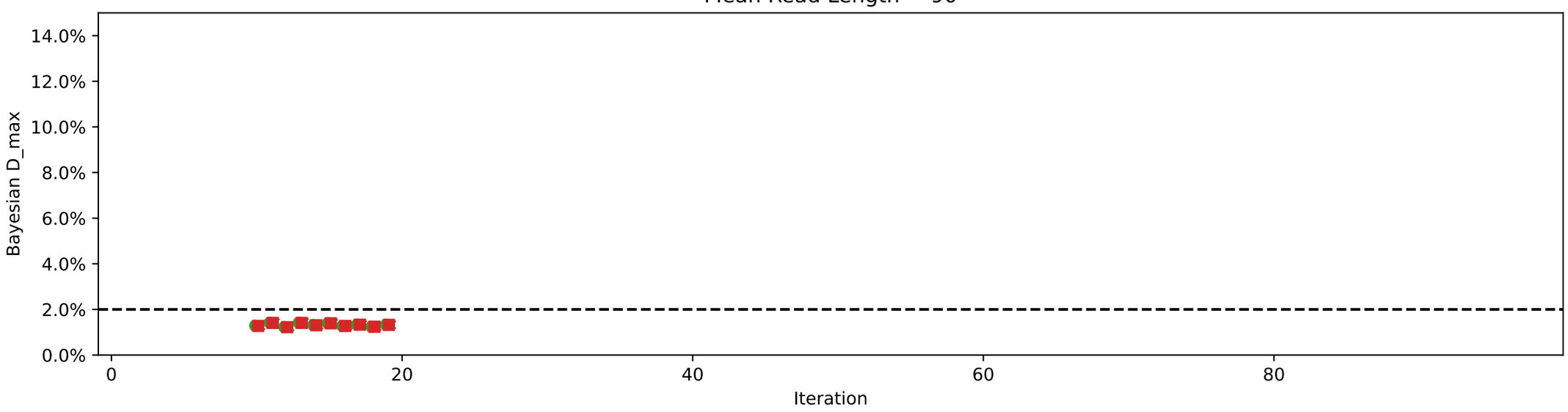
Mean Read Length = 35



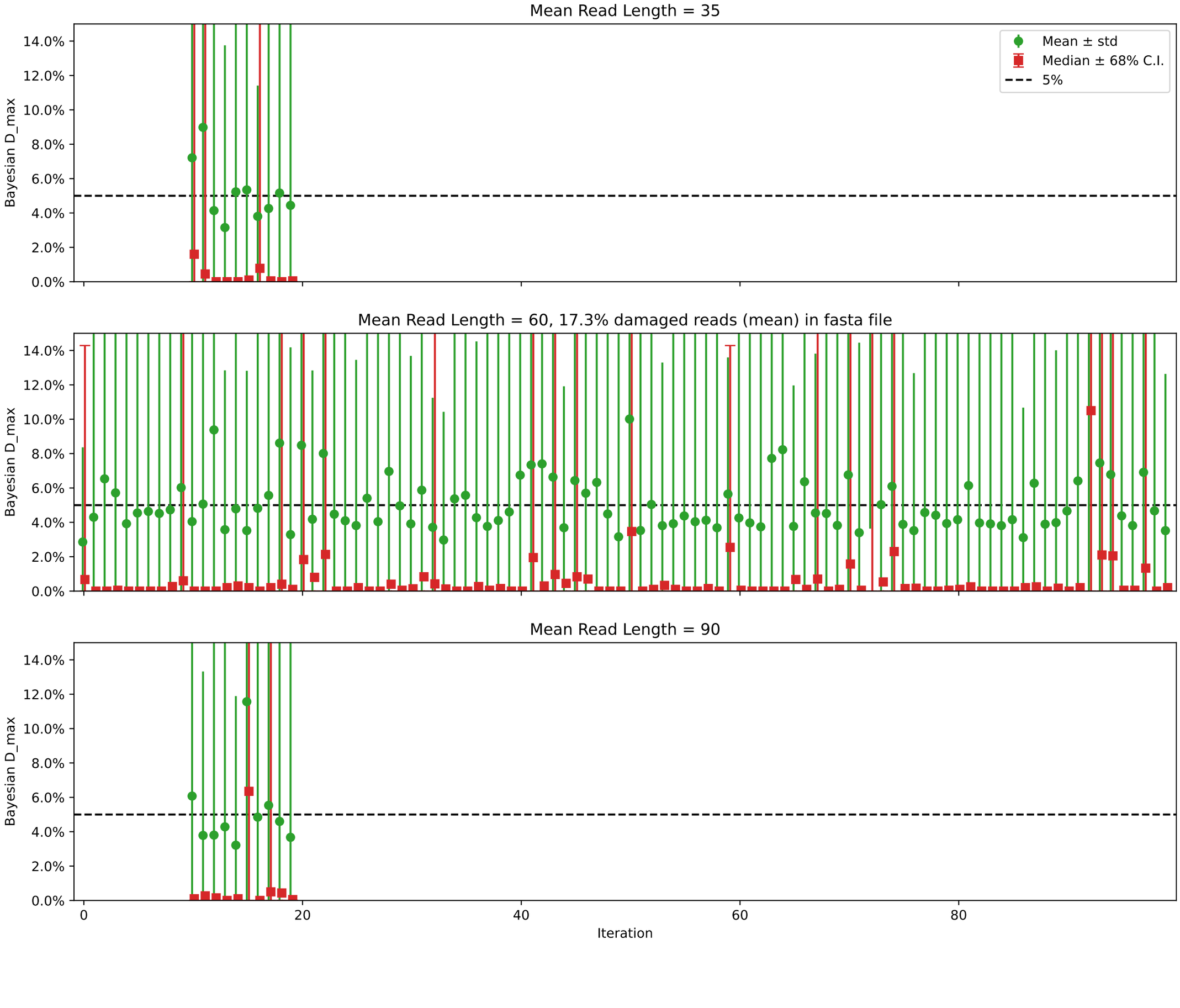
Mean Read Length = 60, 13.2% damaged reads (mean) in fasta file



Mean Read Length = 90

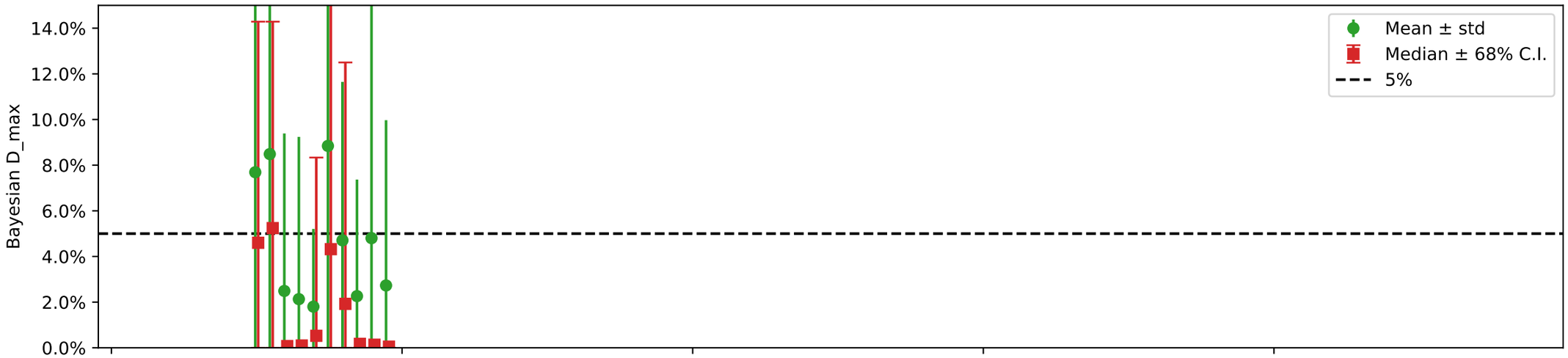


Individual damages:
10 reads
Briggs damage = 0.138
Damage percent = 5%

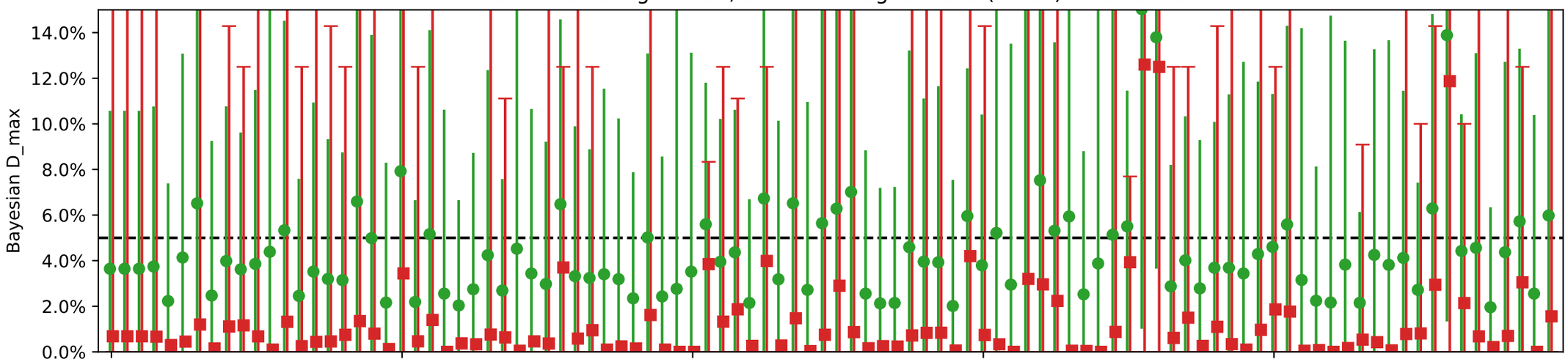


Individual damages:
25 reads
Briggs damage = 0.138
Damage percent = 5%

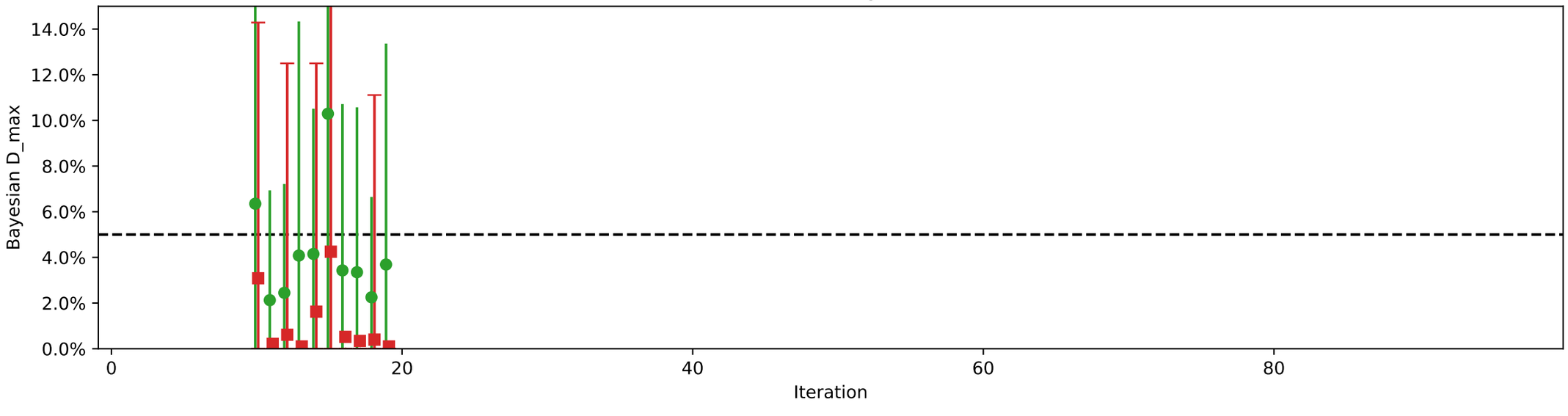
Mean Read Length = 35



Mean Read Length = 60, 17.1% damaged reads (mean) in fasta file

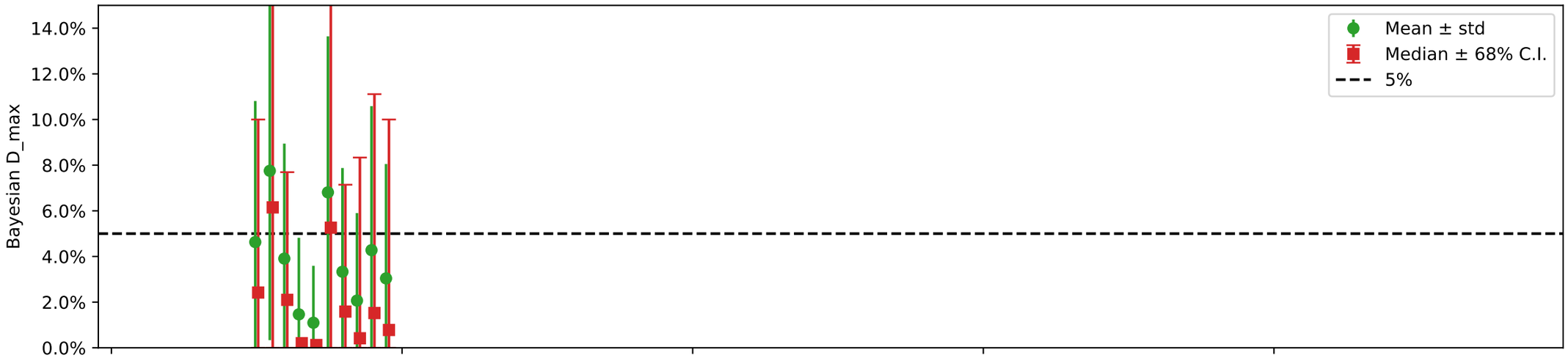


Mean Read Length = 90

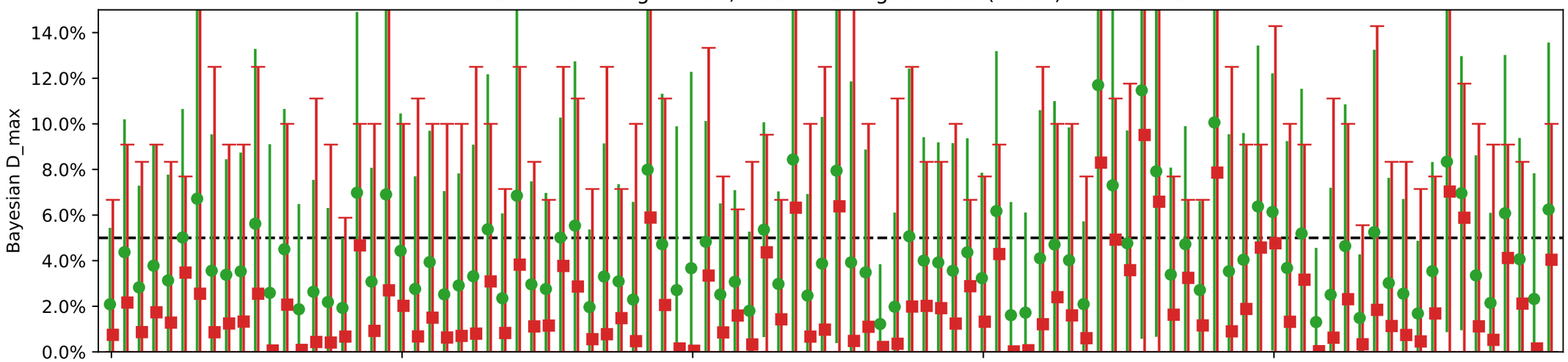


Individual damages:
50 reads
Briggs damage = 0.138
Damage percent = 5%

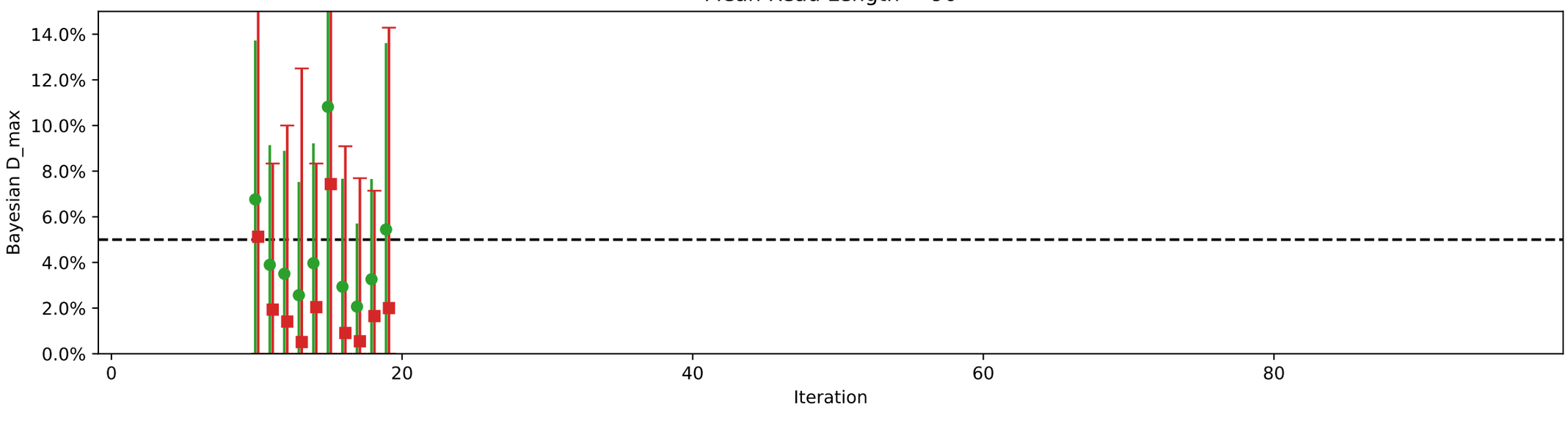
Mean Read Length = 35



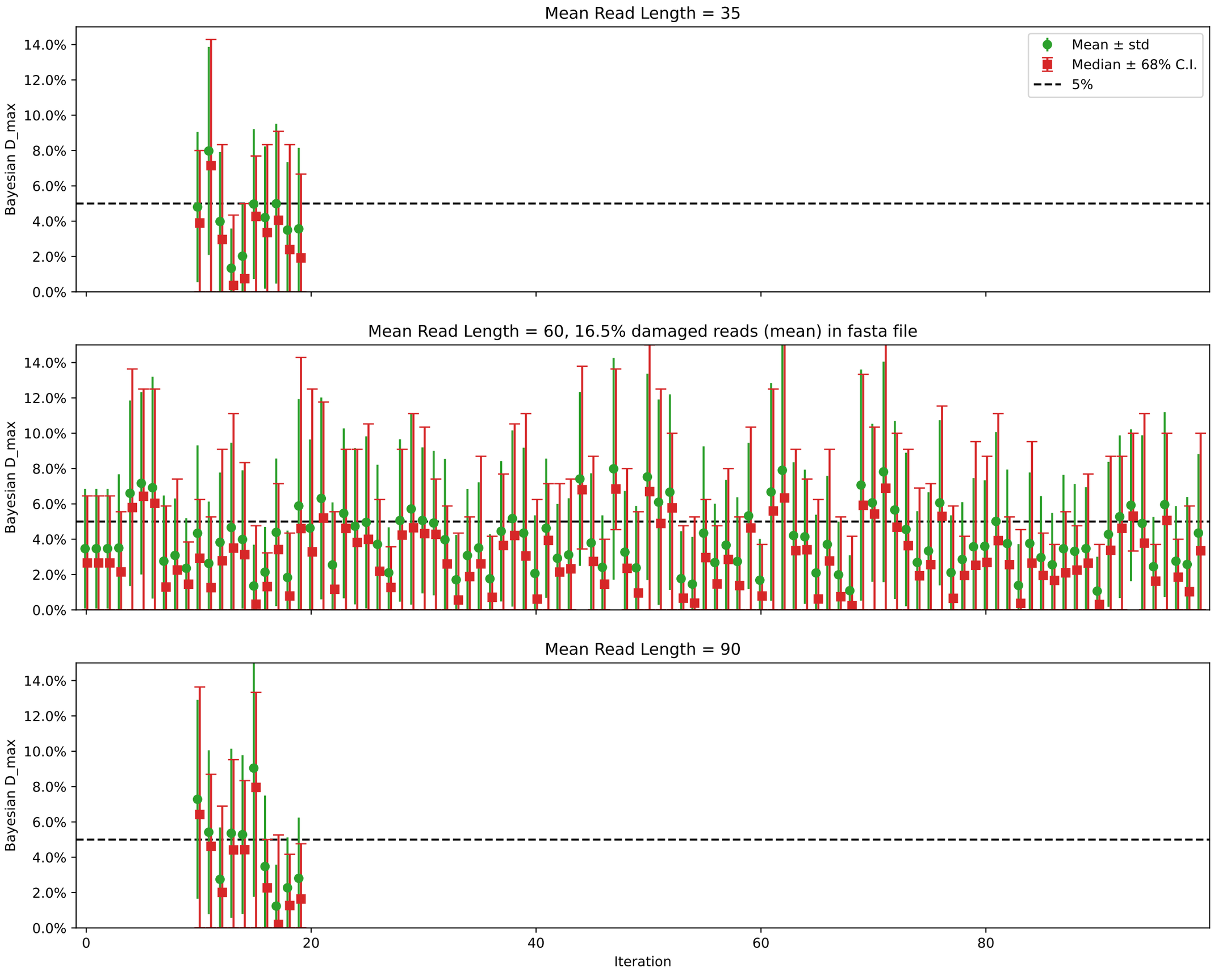
Mean Read Length = 60, 16.3% damaged reads (mean) in fasta file



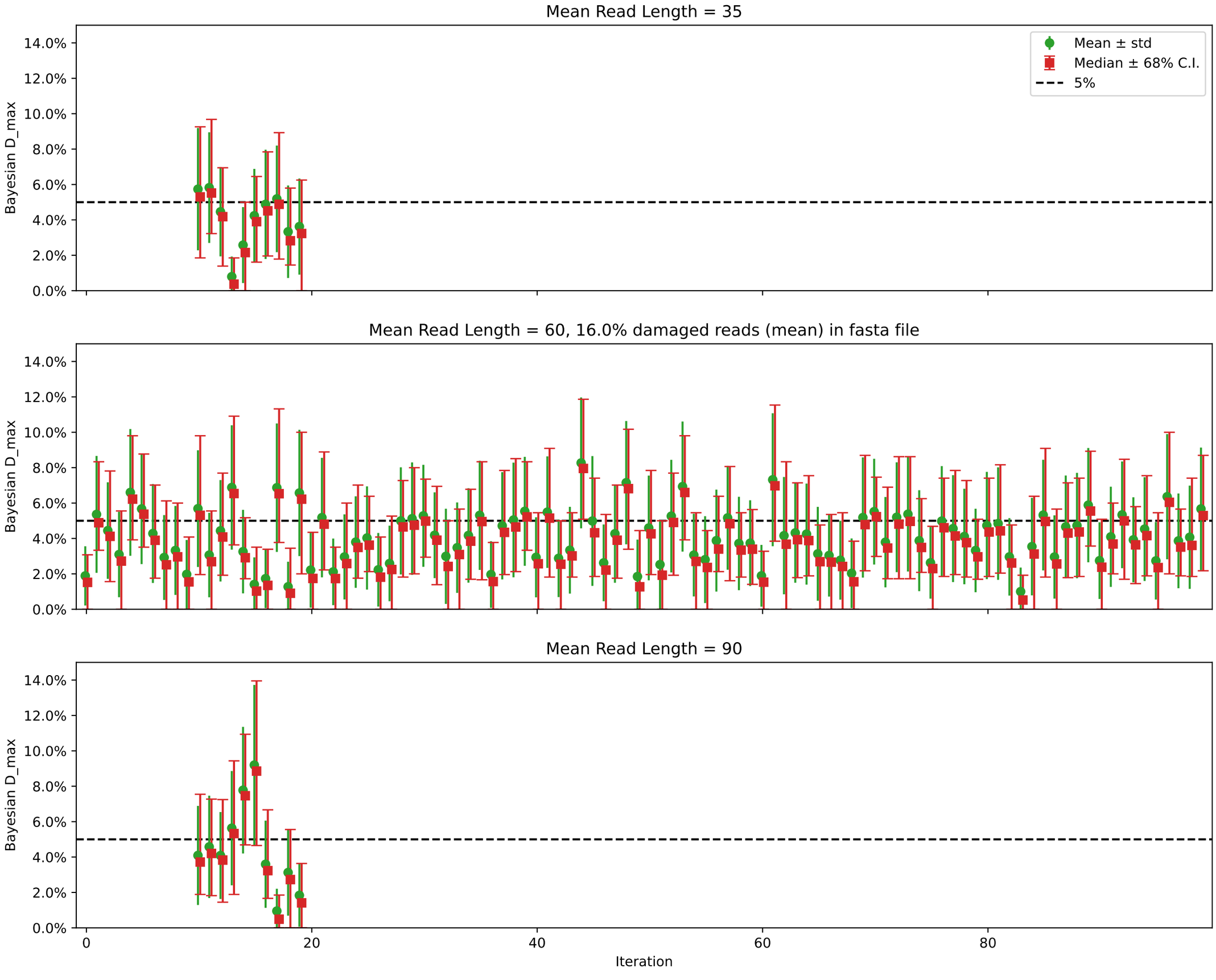
Mean Read Length = 90



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

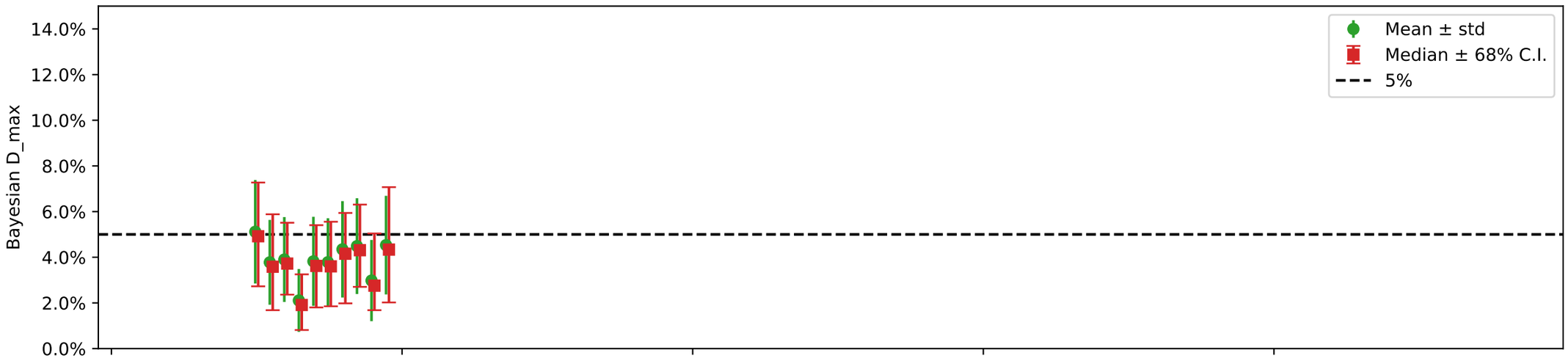


Individual damages:
250 reads
Briggs damage = 0.138
Damage percent = 5%

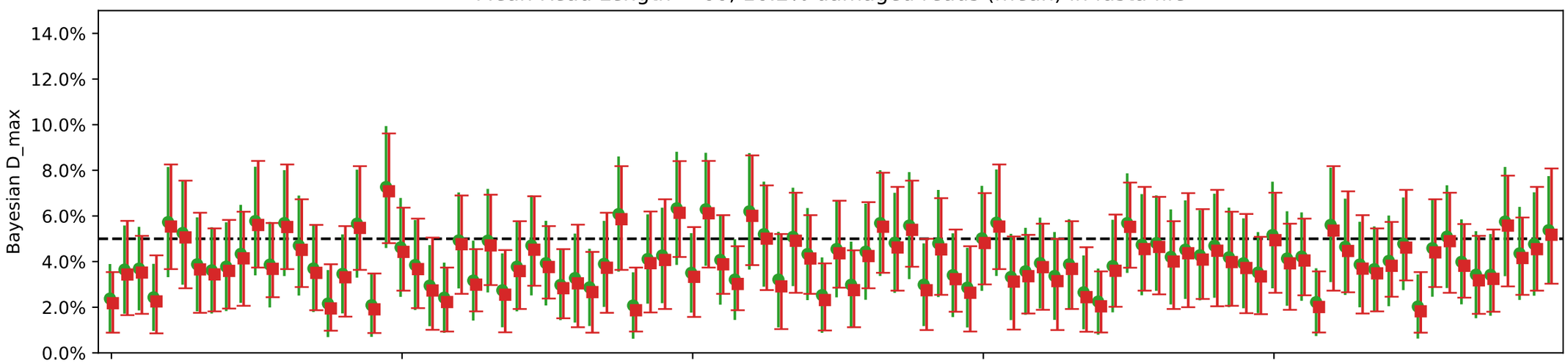


Individual damages:
500 reads
Briggs damage = 0.138
Damage percent = 5%

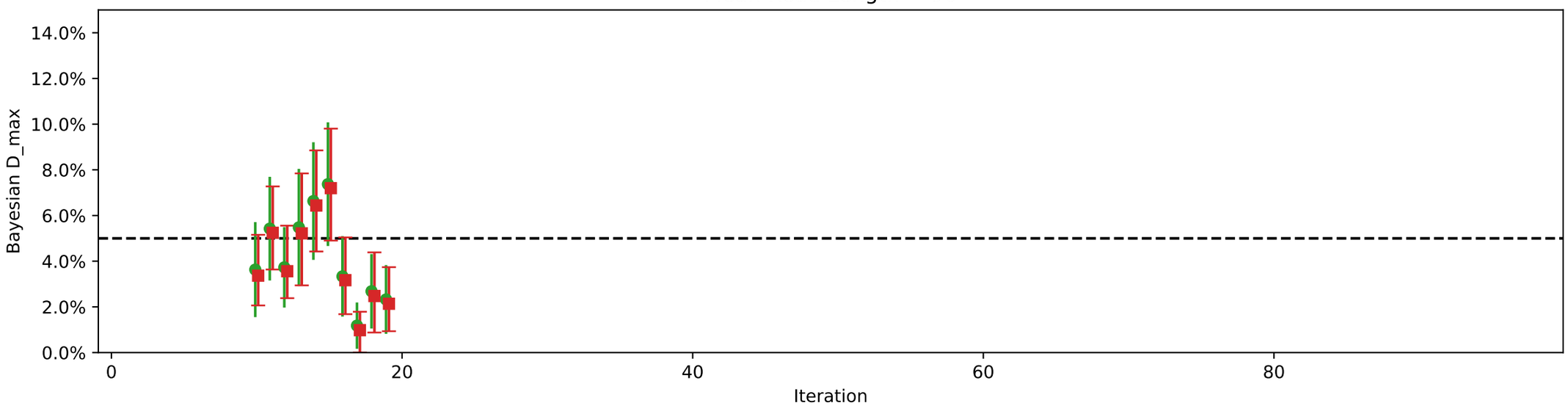
Mean Read Length = 35



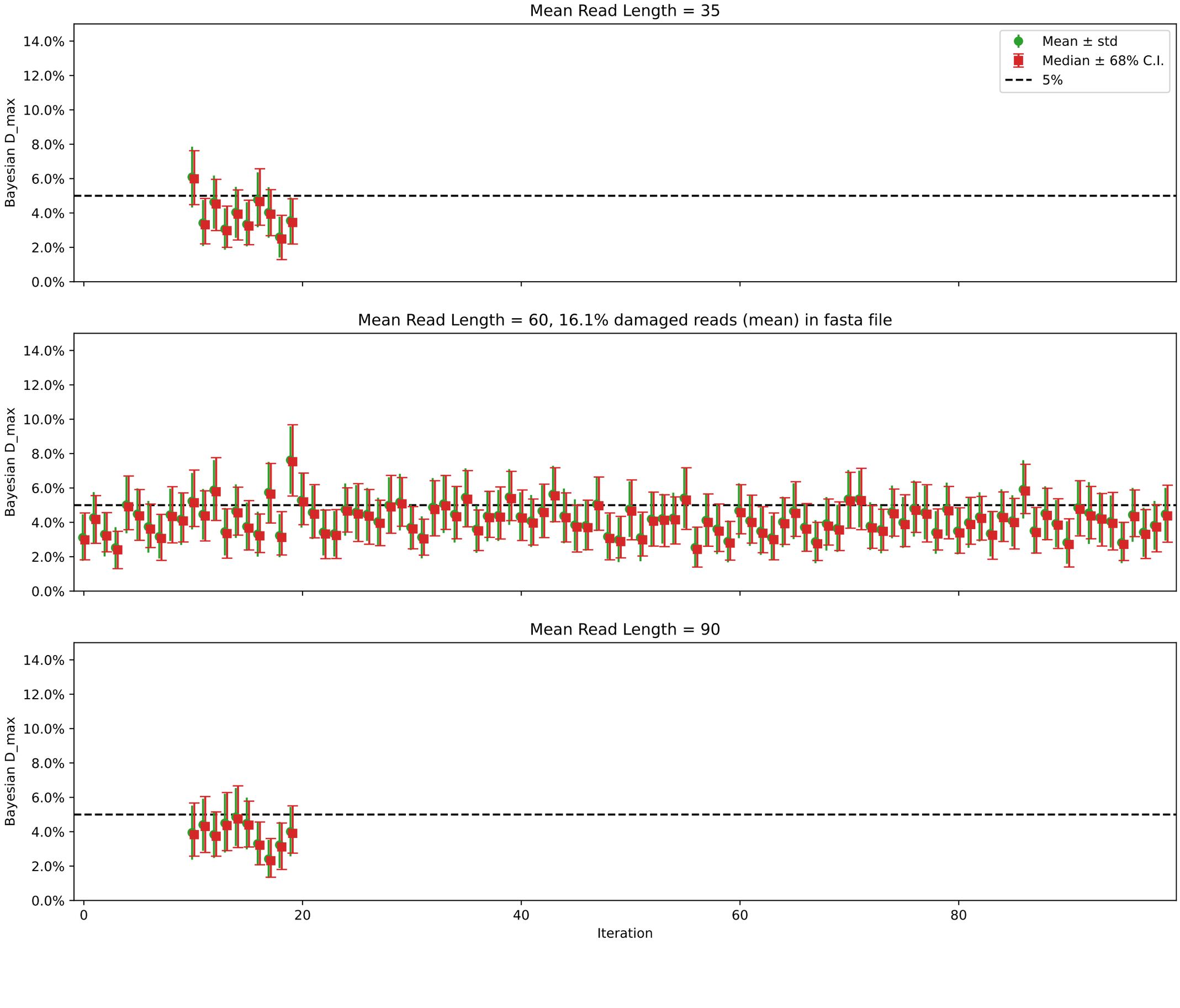
Mean Read Length = 60, 16.2% damaged reads (mean) in fasta file



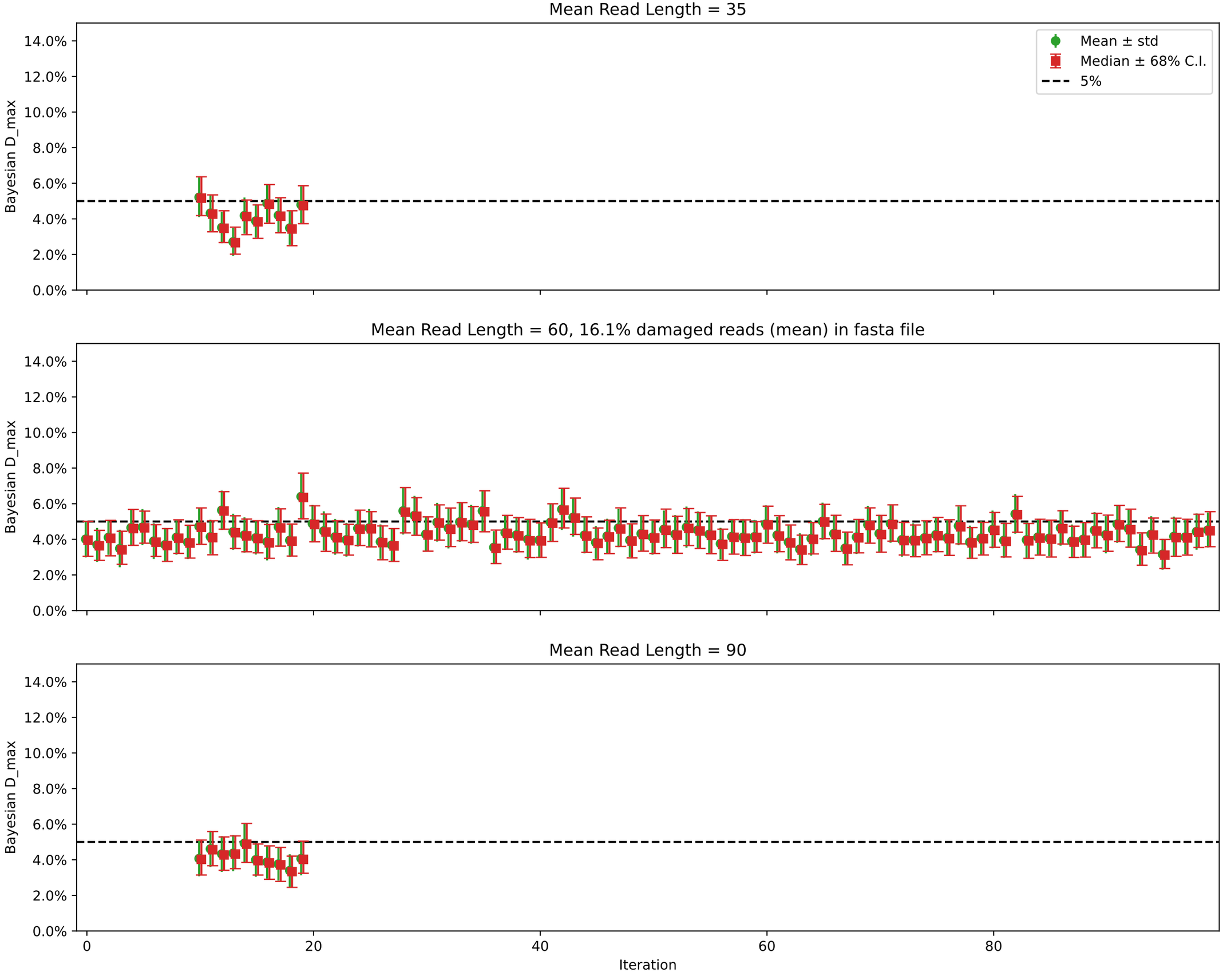
Mean Read Length = 90



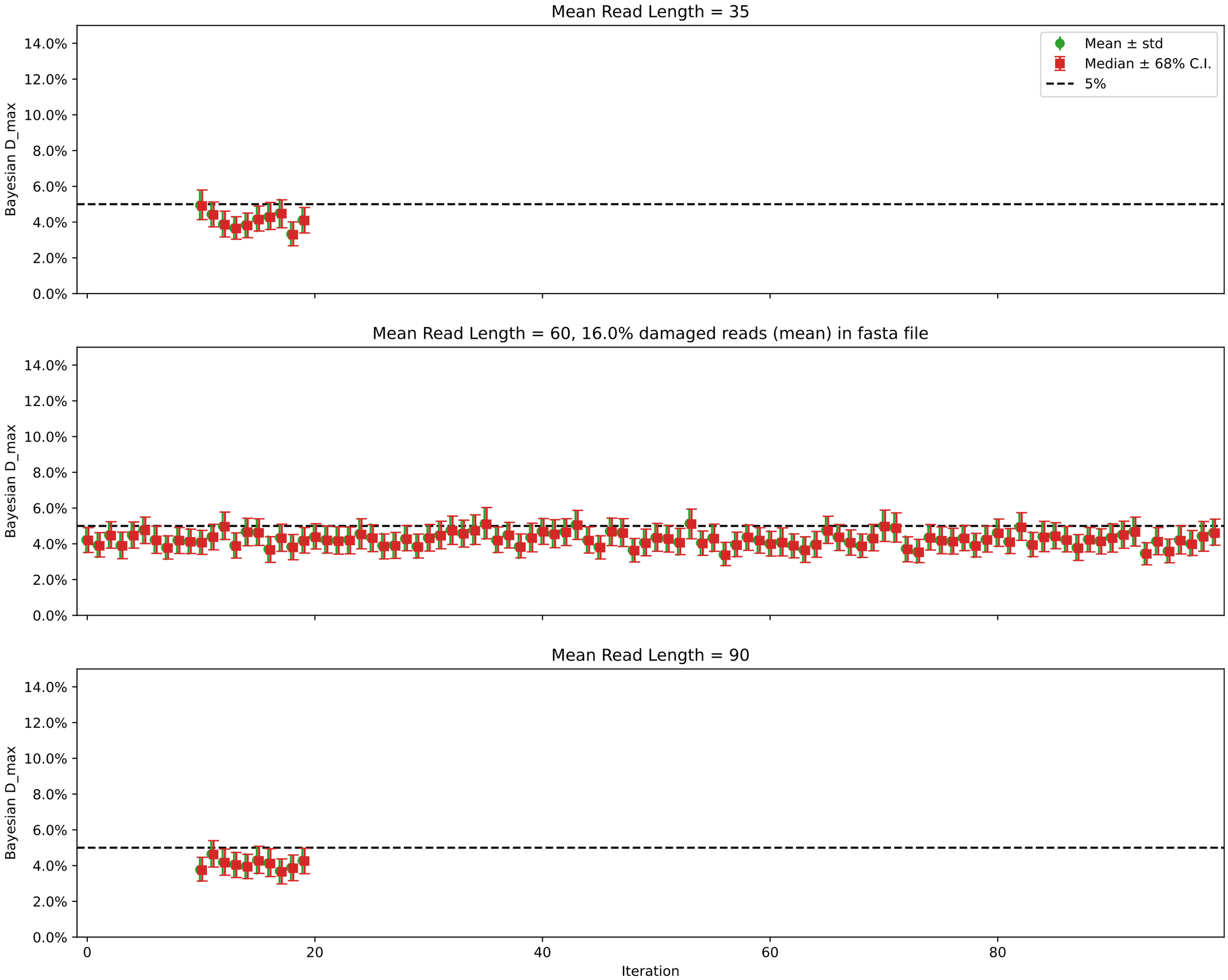
Individual damages:
1000 reads
Briggs damage = 0.138
Damage percent = 5%



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

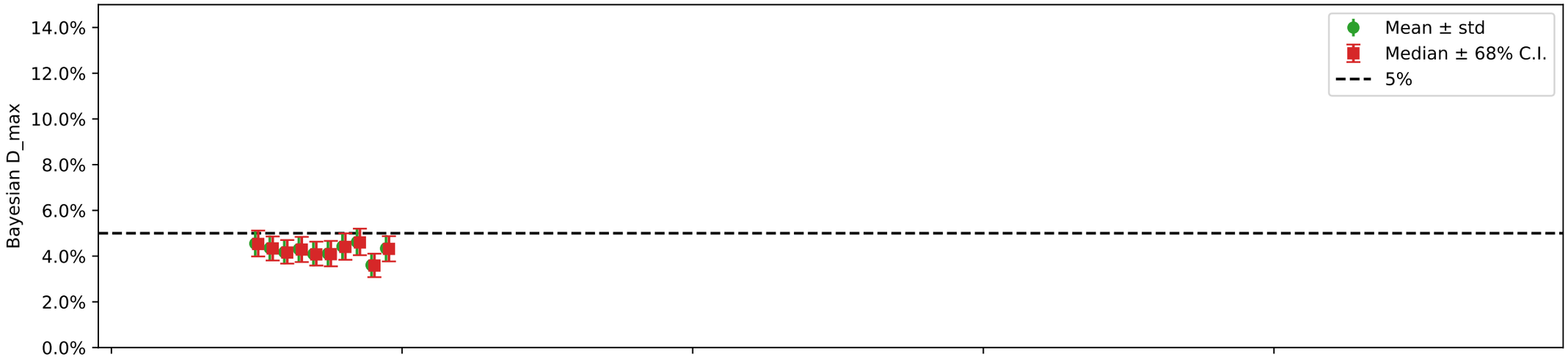


Individual damages:
5000 reads
Briggs damage = 0.138
Damage percent = 5%

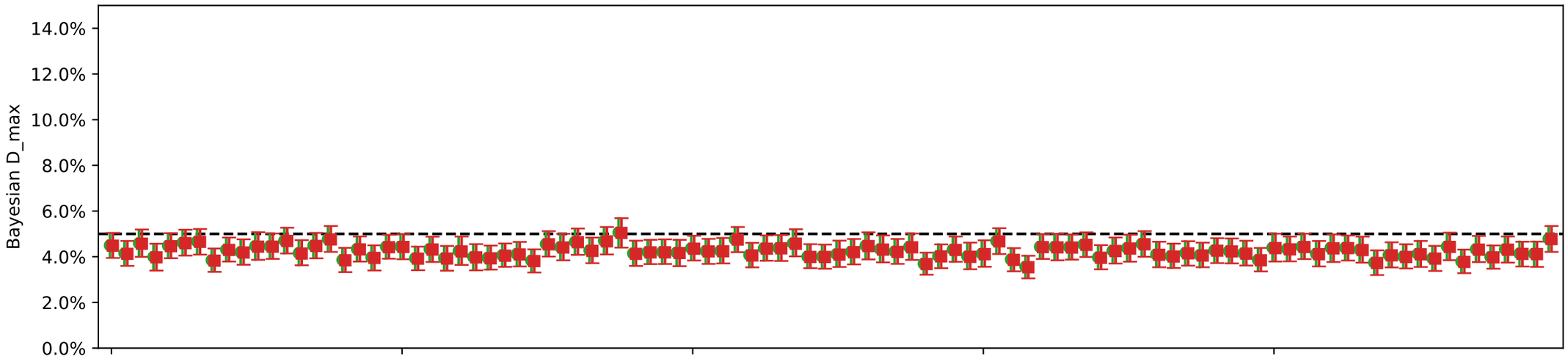


Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent = 5%

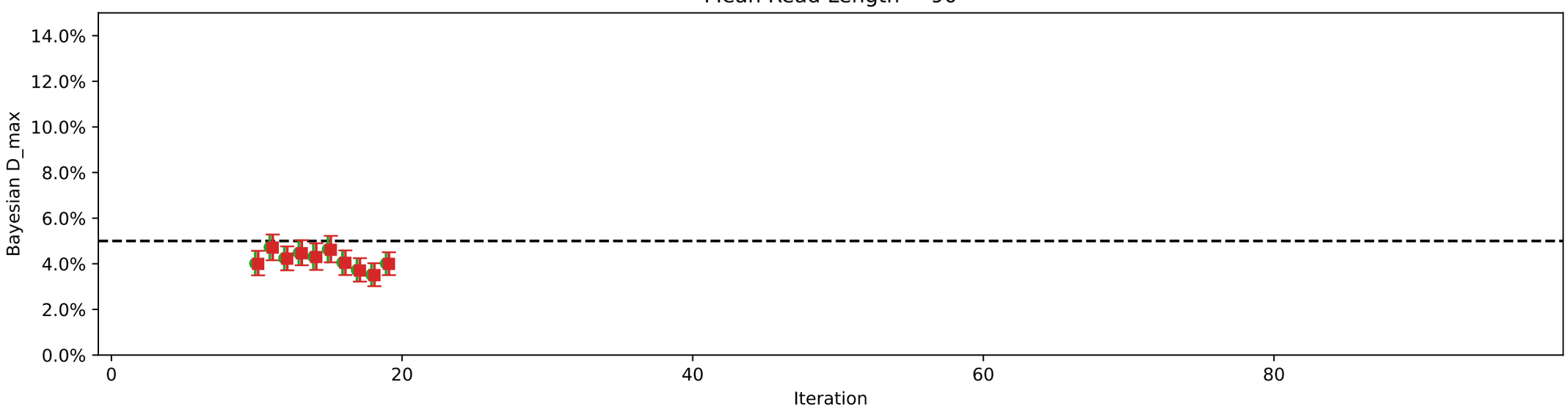
Mean Read Length = 35



Mean Read Length = 60, 16.1% damaged reads (mean) in fasta file

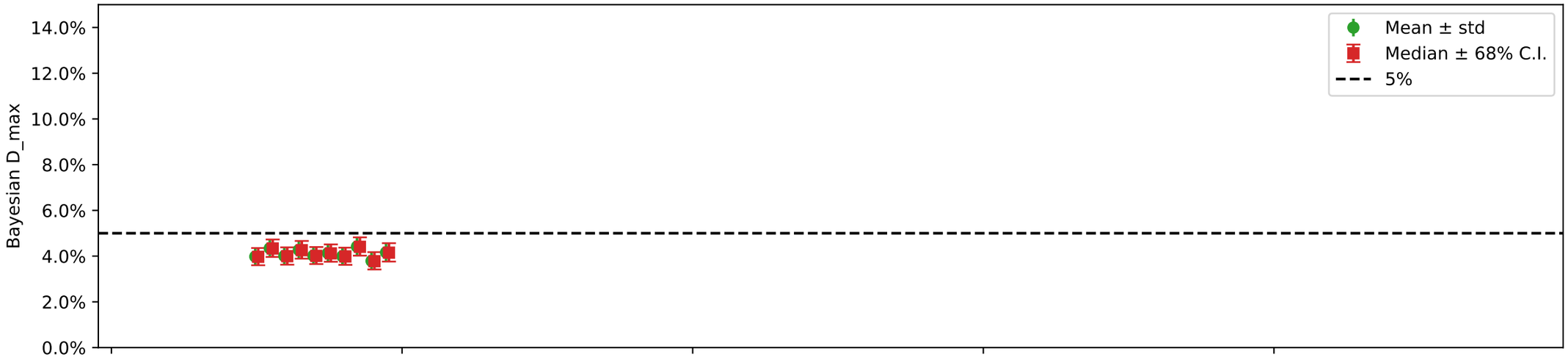


Mean Read Length = 90

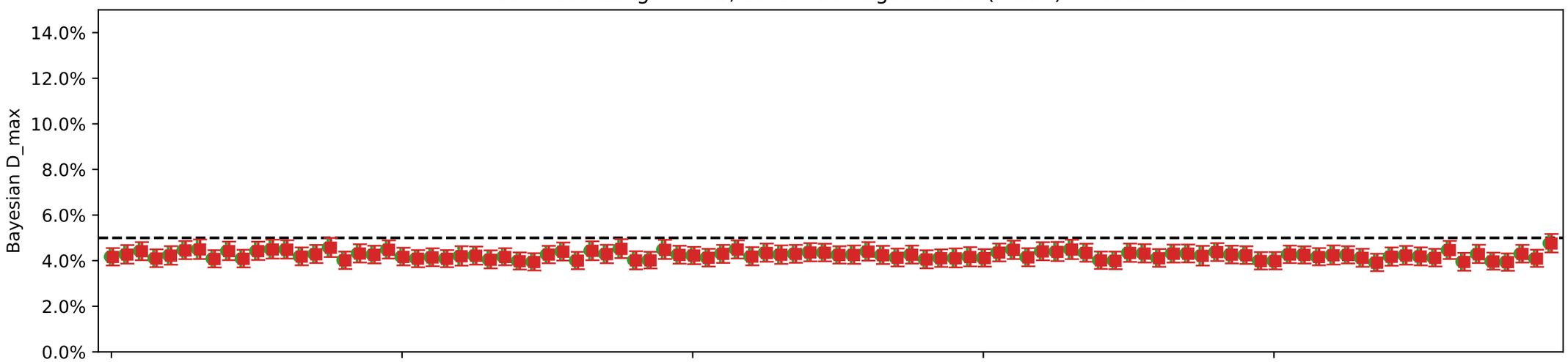


Individual damages:
25000 reads
Briggs damage = 0.138
Damage percent = 5%

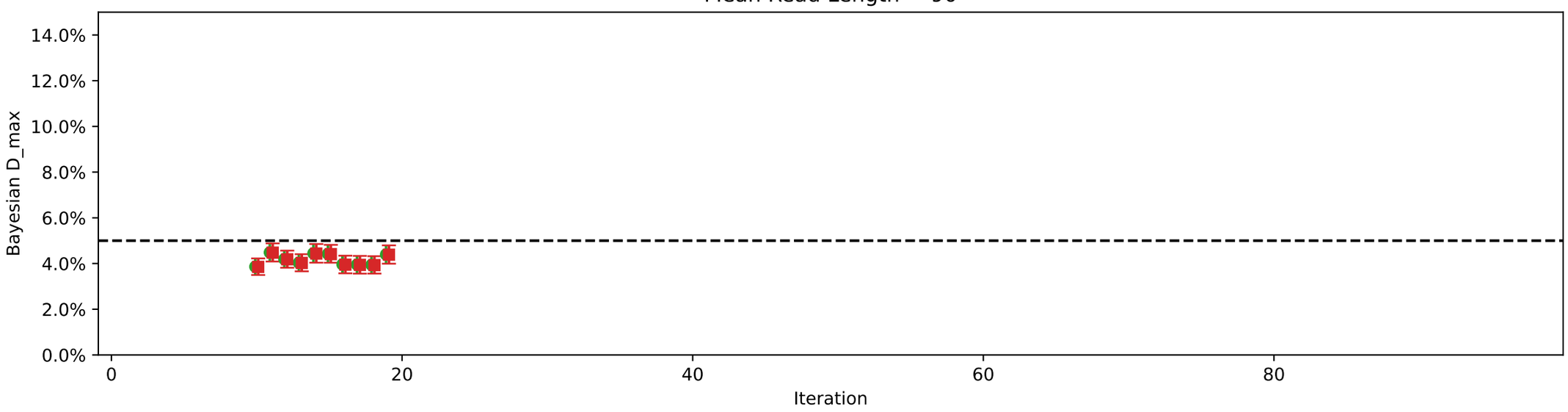
Mean Read Length = 35



Mean Read Length = 60, 16.1% damaged reads (mean) in fasta file

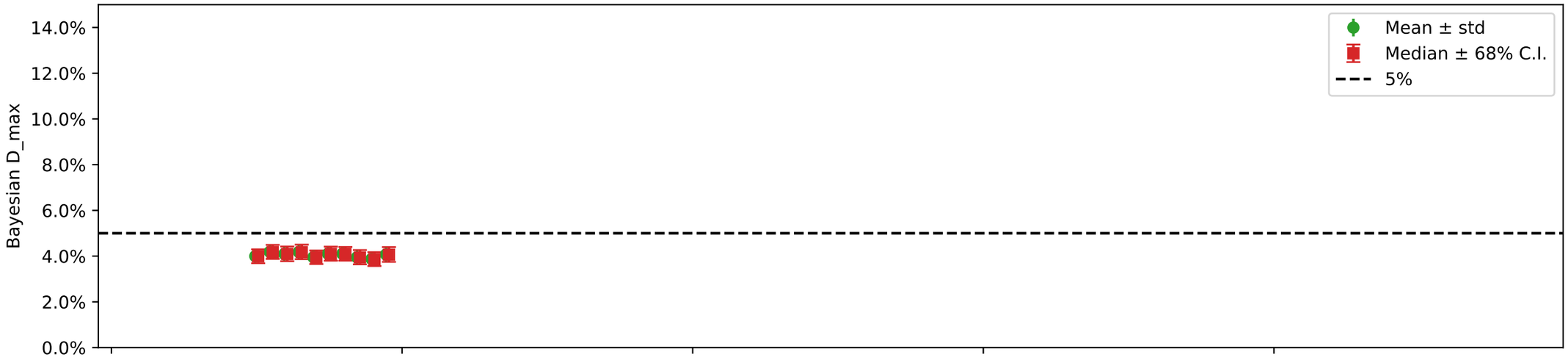


Mean Read Length = 90

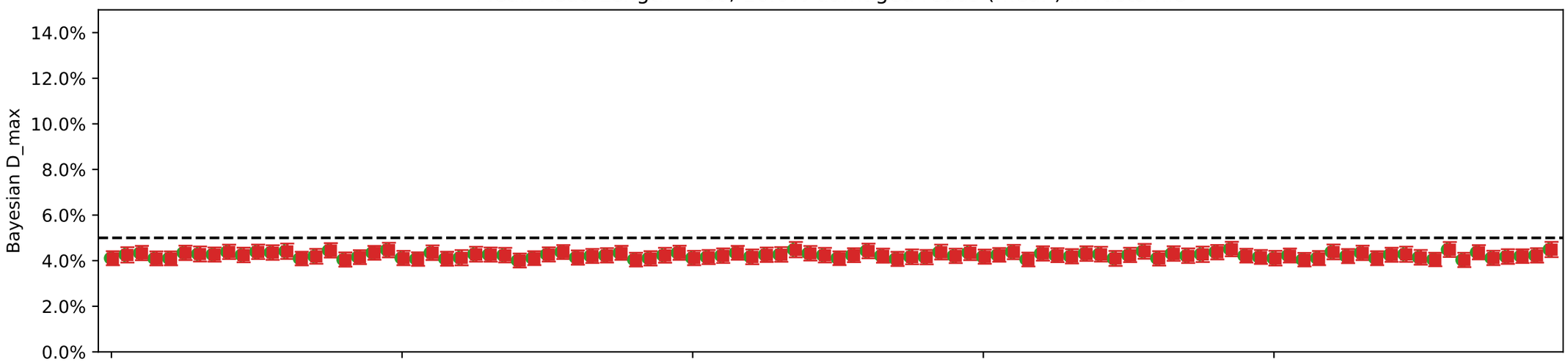


Individual damages:
50000 reads
Briggs damage = 0.138
Damage percent = 5%

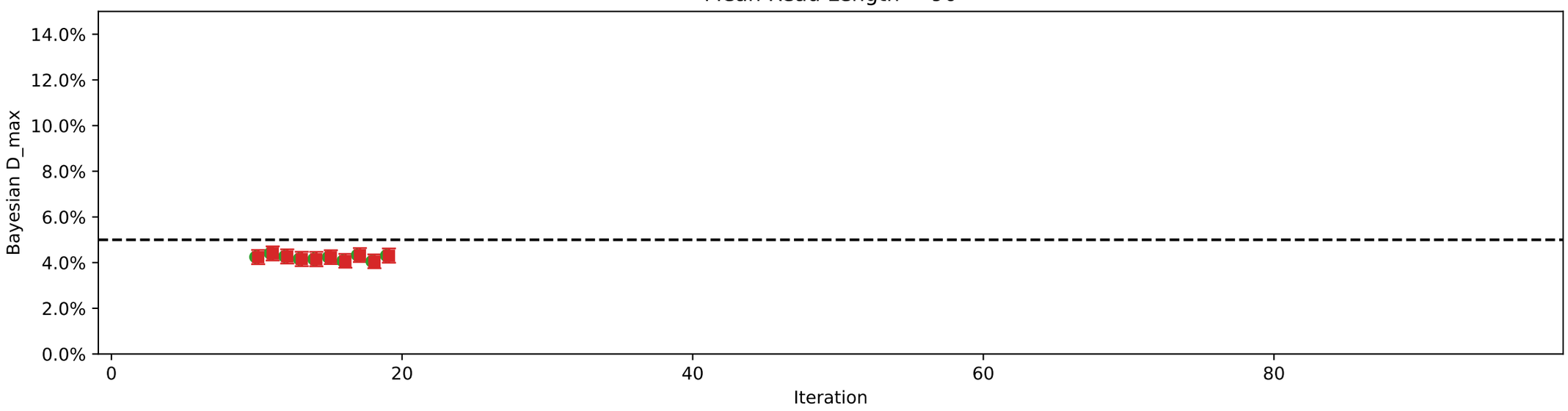
Mean Read Length = 35



Mean Read Length = 60, 16.0% damaged reads (mean) in fasta file

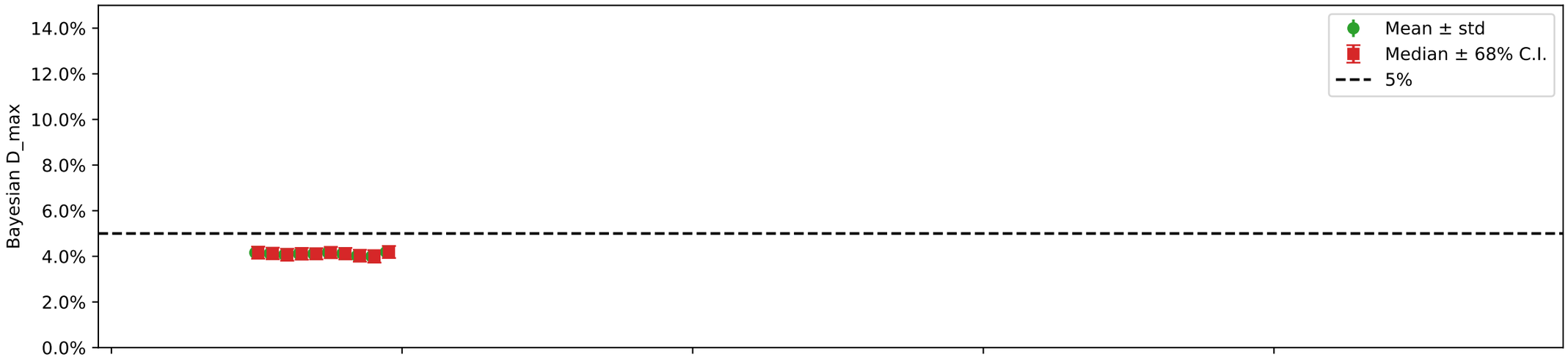


Mean Read Length = 90

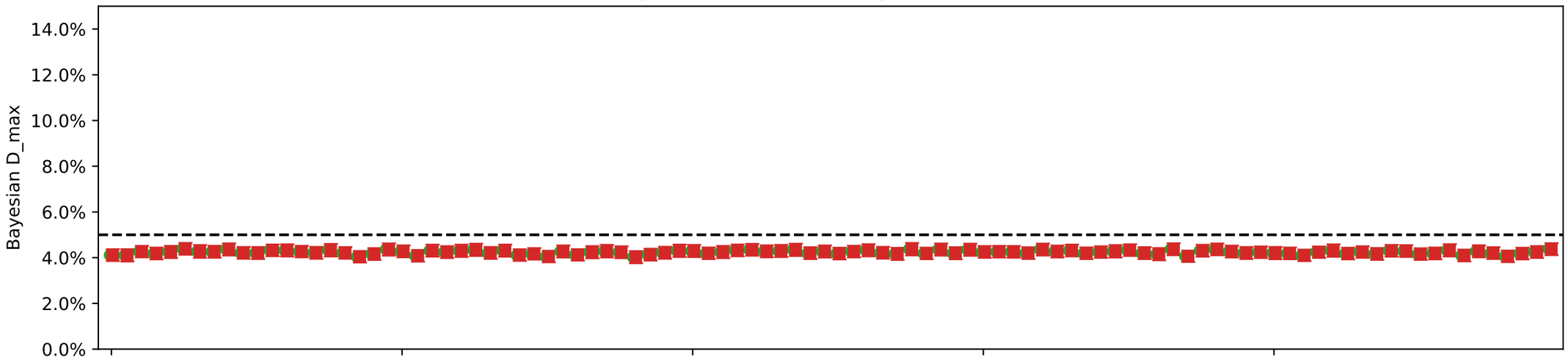


Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent = 5%

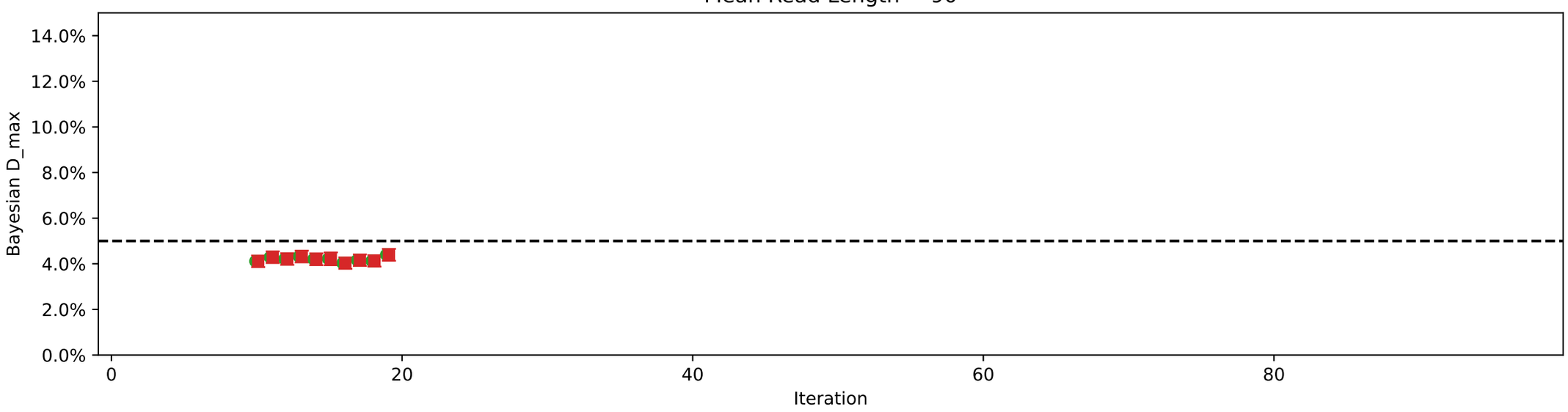
Mean Read Length = 35



Mean Read Length = 60, 16.0% damaged reads (mean) in fasta file

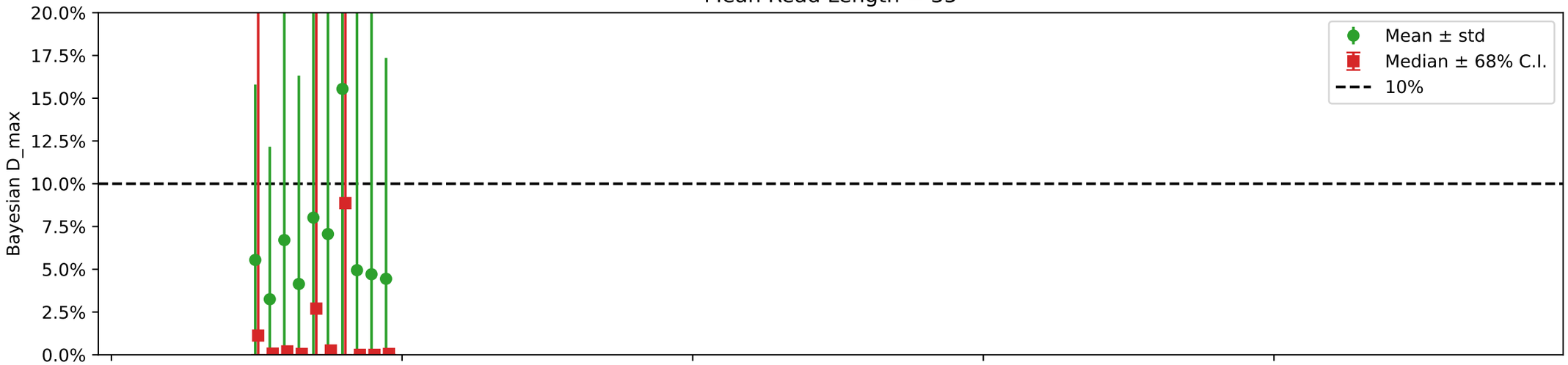


Mean Read Length = 90

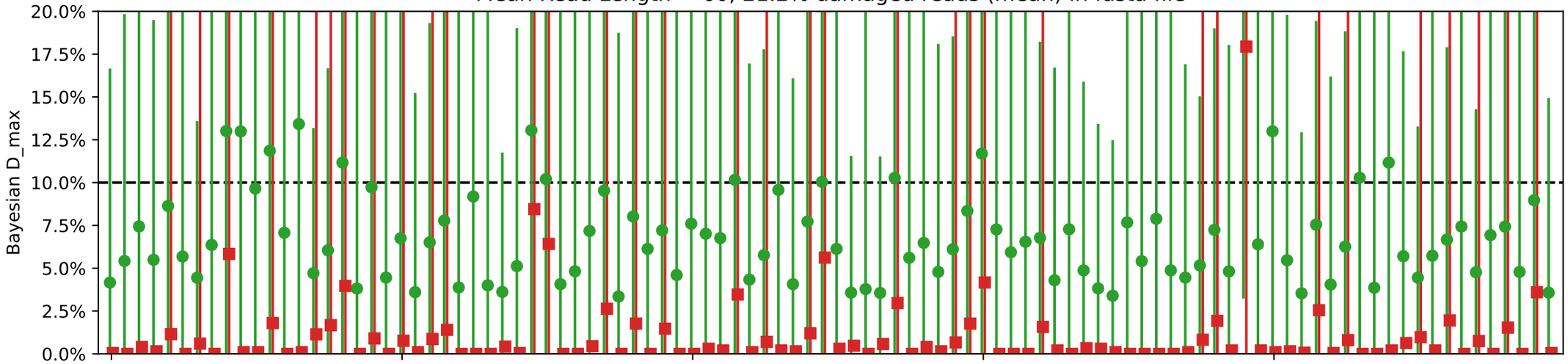


Individual damages:
10 reads
Briggs damage = 0.303
Damage percent = 10%

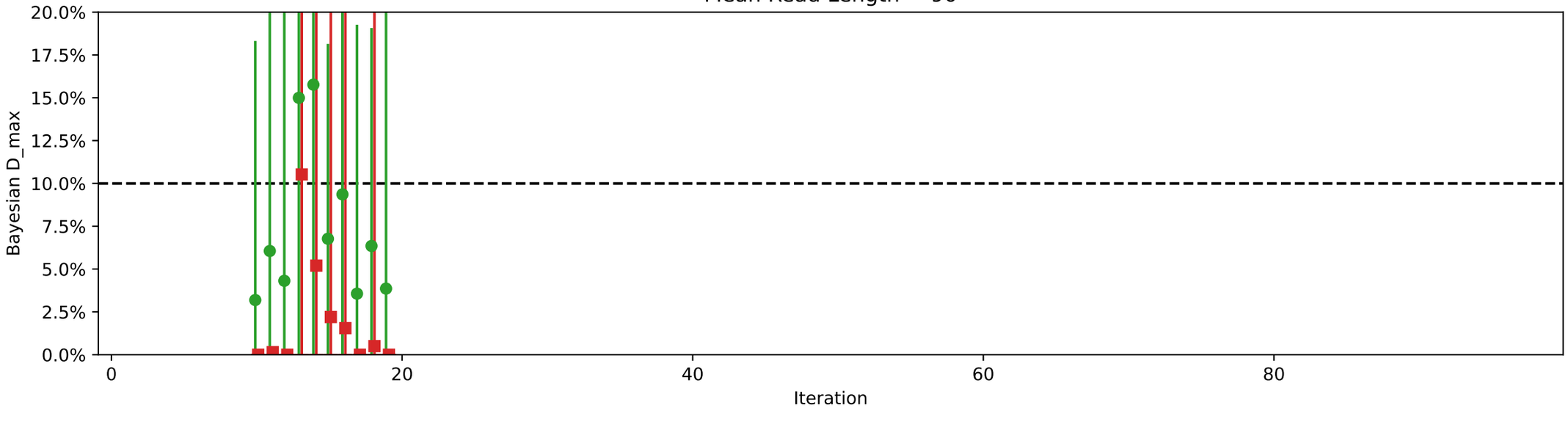
Mean Read Length = 35



Mean Read Length = 60, 21.2% damaged reads (mean) in fasta file

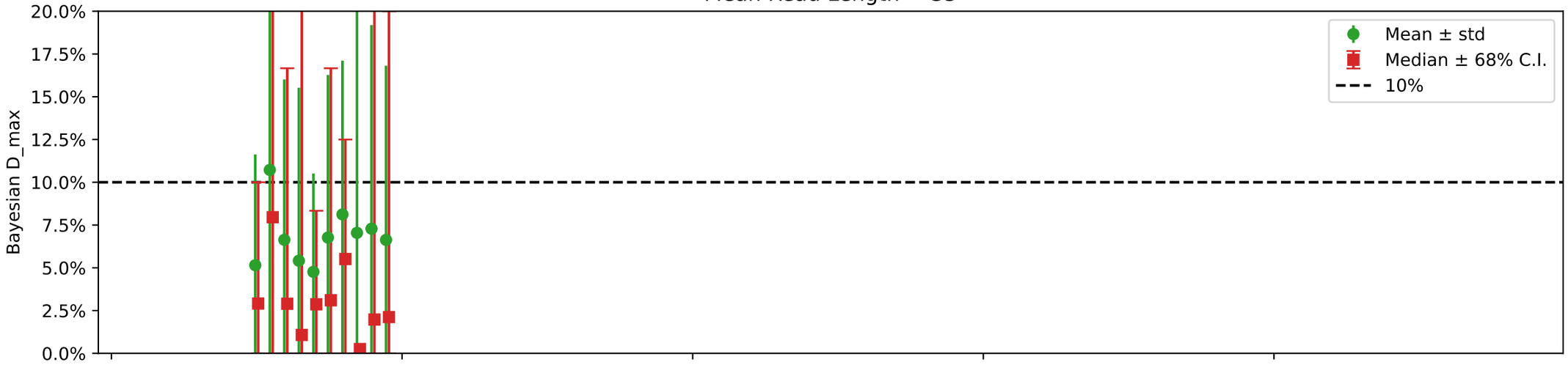


Mean Read Length = 90

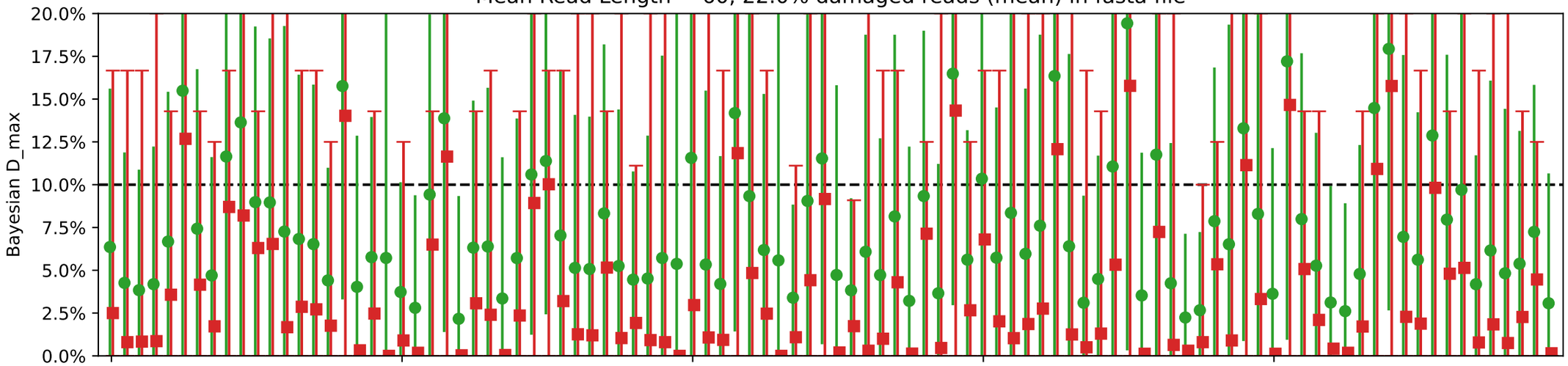


Individual damages:
25 reads
Briggs damage = 0.303
Damage percent = 10%

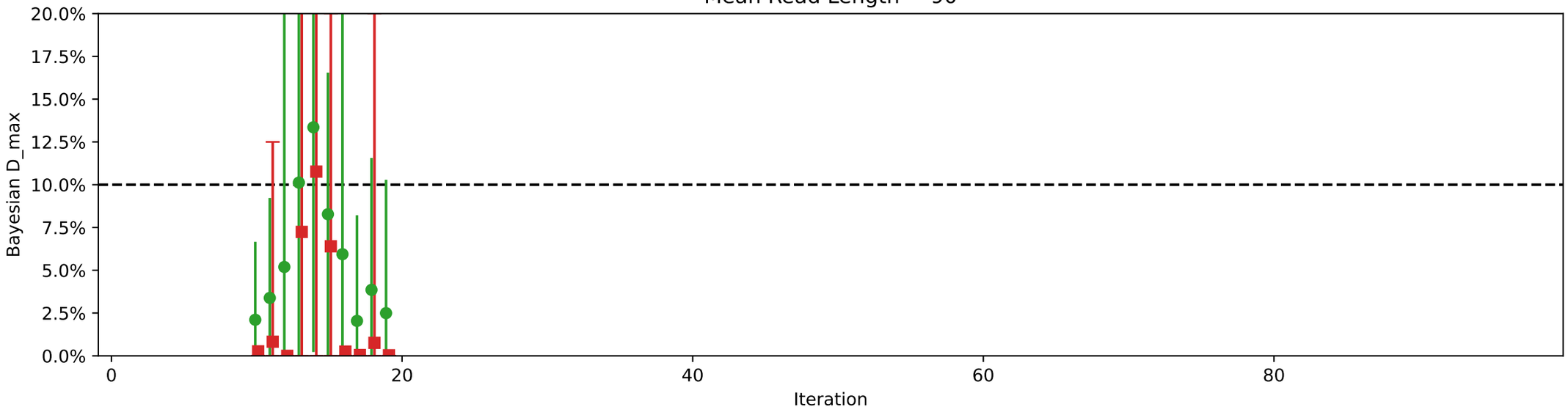
Mean Read Length = 35



Mean Read Length = 60, 22.0% damaged reads (mean) in fasta file

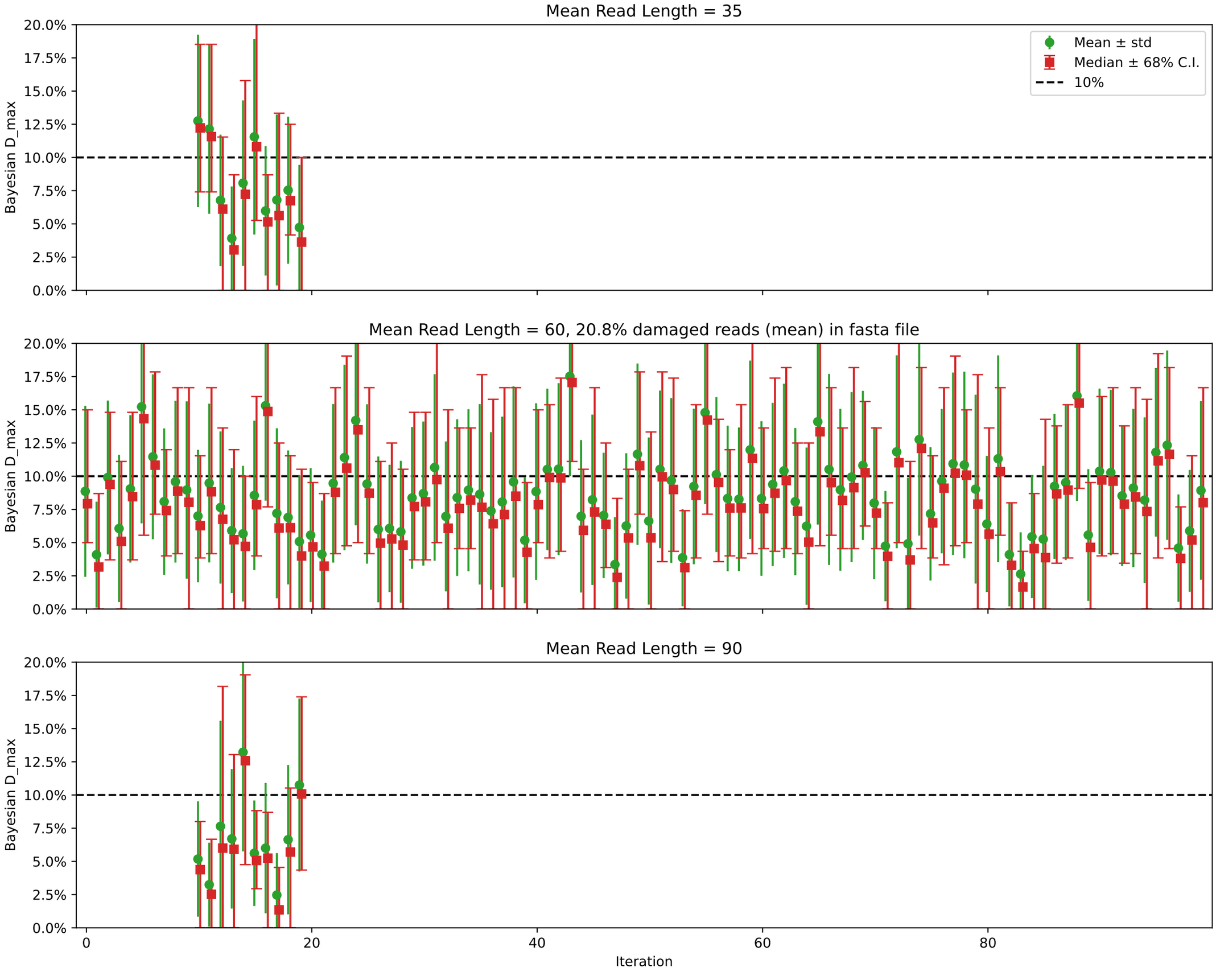


Mean Read Length = 90

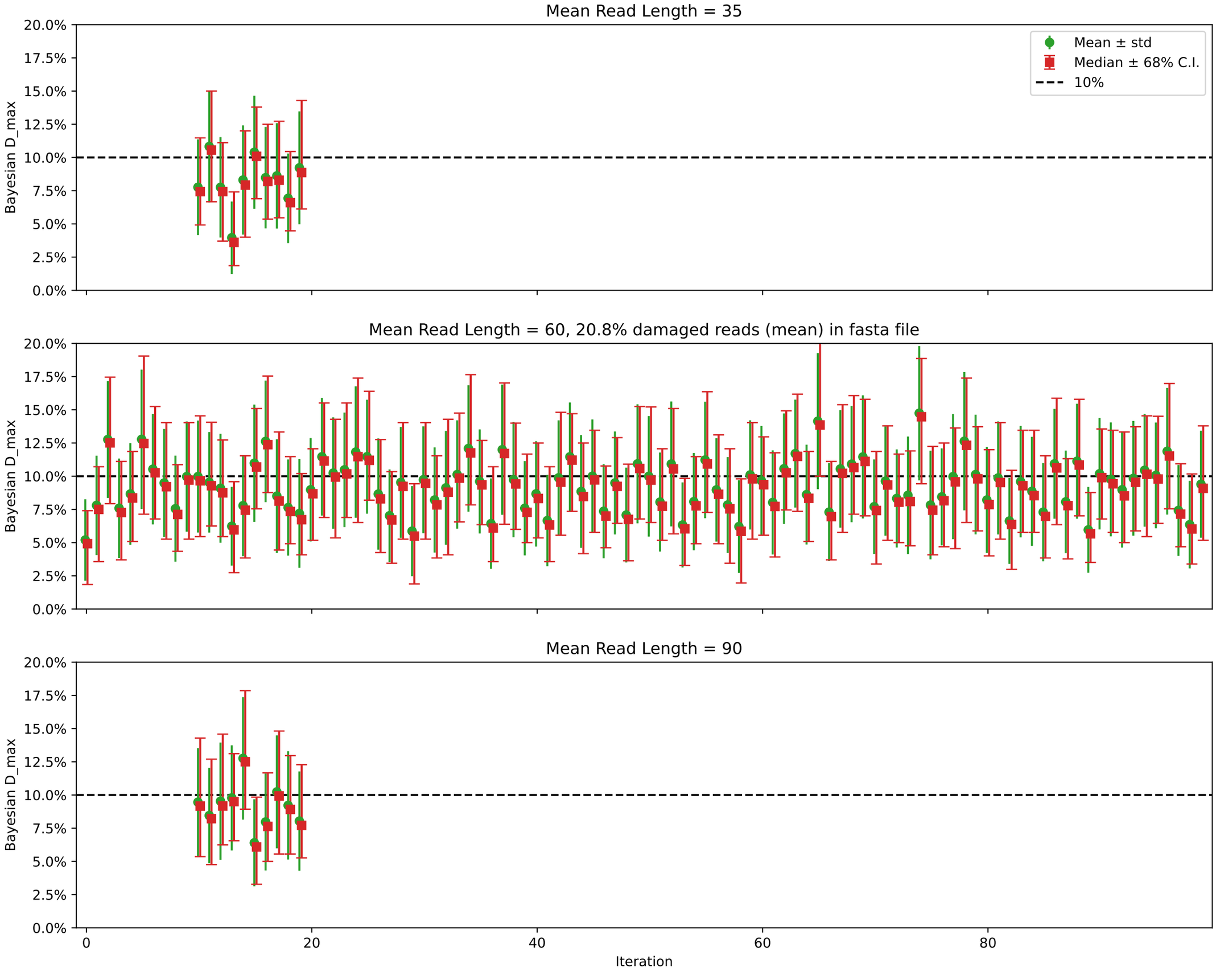


Individual damages:
50 reads
Briggs damage = 0.303
Damage percent = 10%

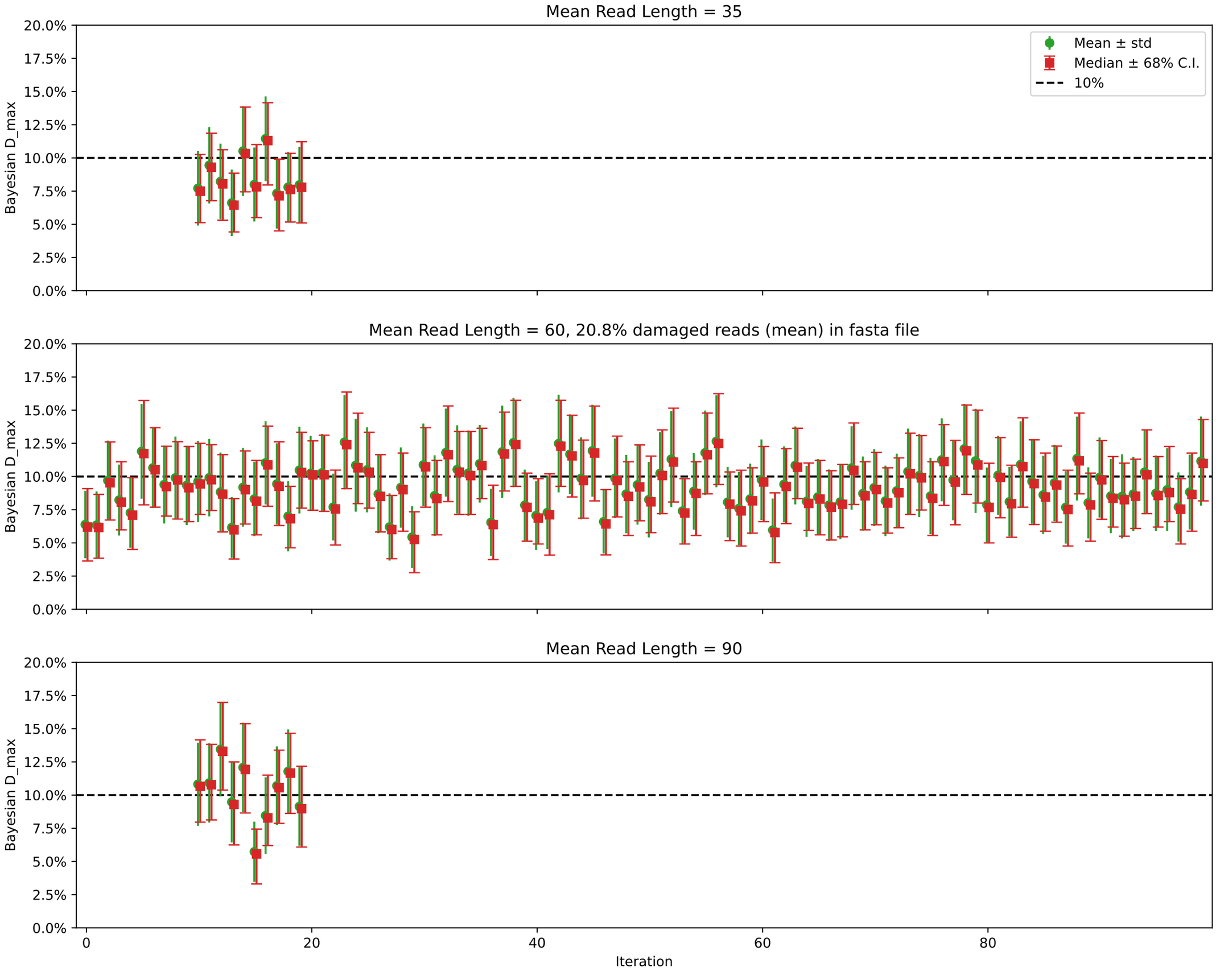
Individual damages:
100 reads
Briggs damage = 0.303
Damage percent = 10%



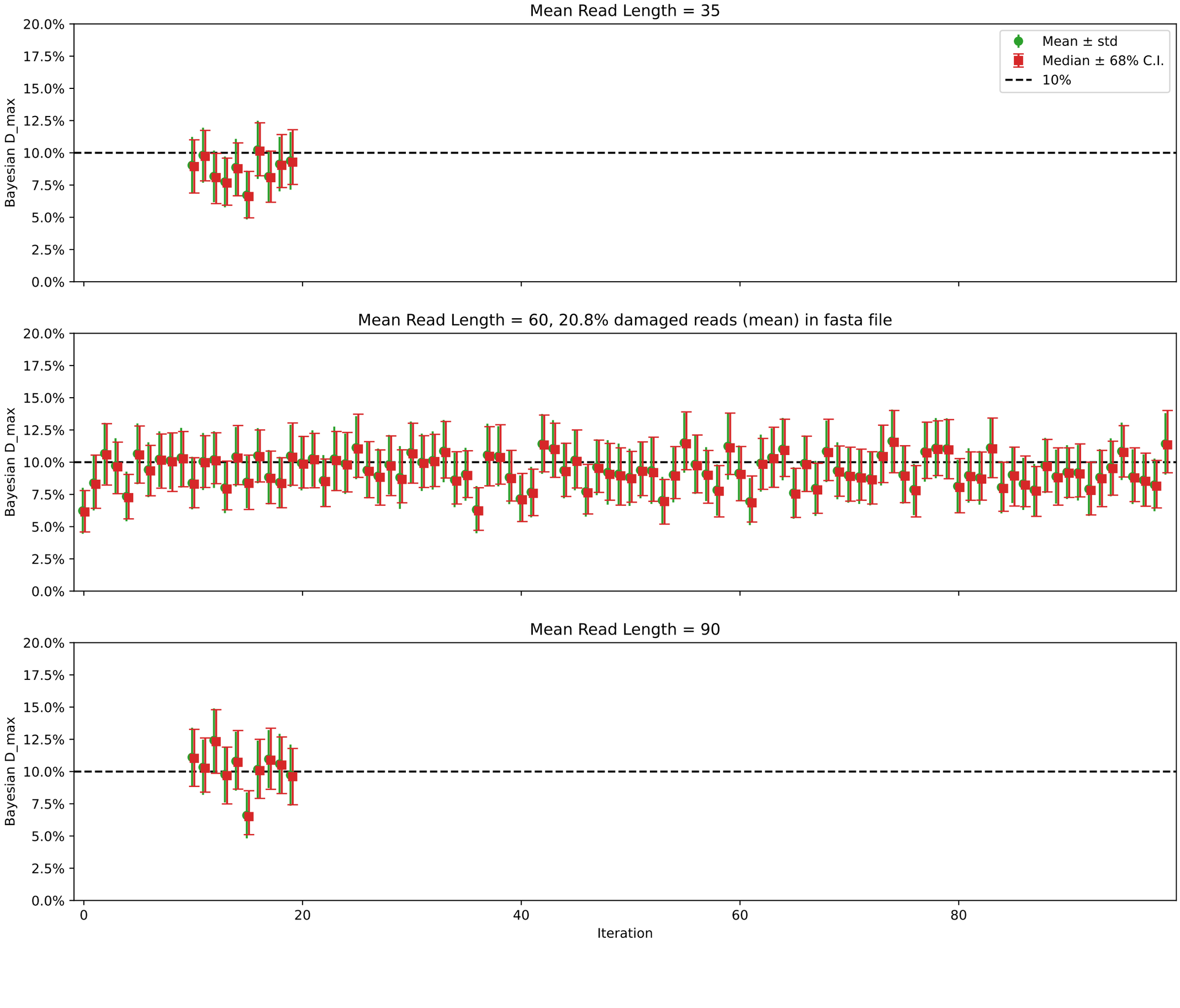
Individual damages:
250 reads
Briggs damage = 0.303
Damage percent = 10%



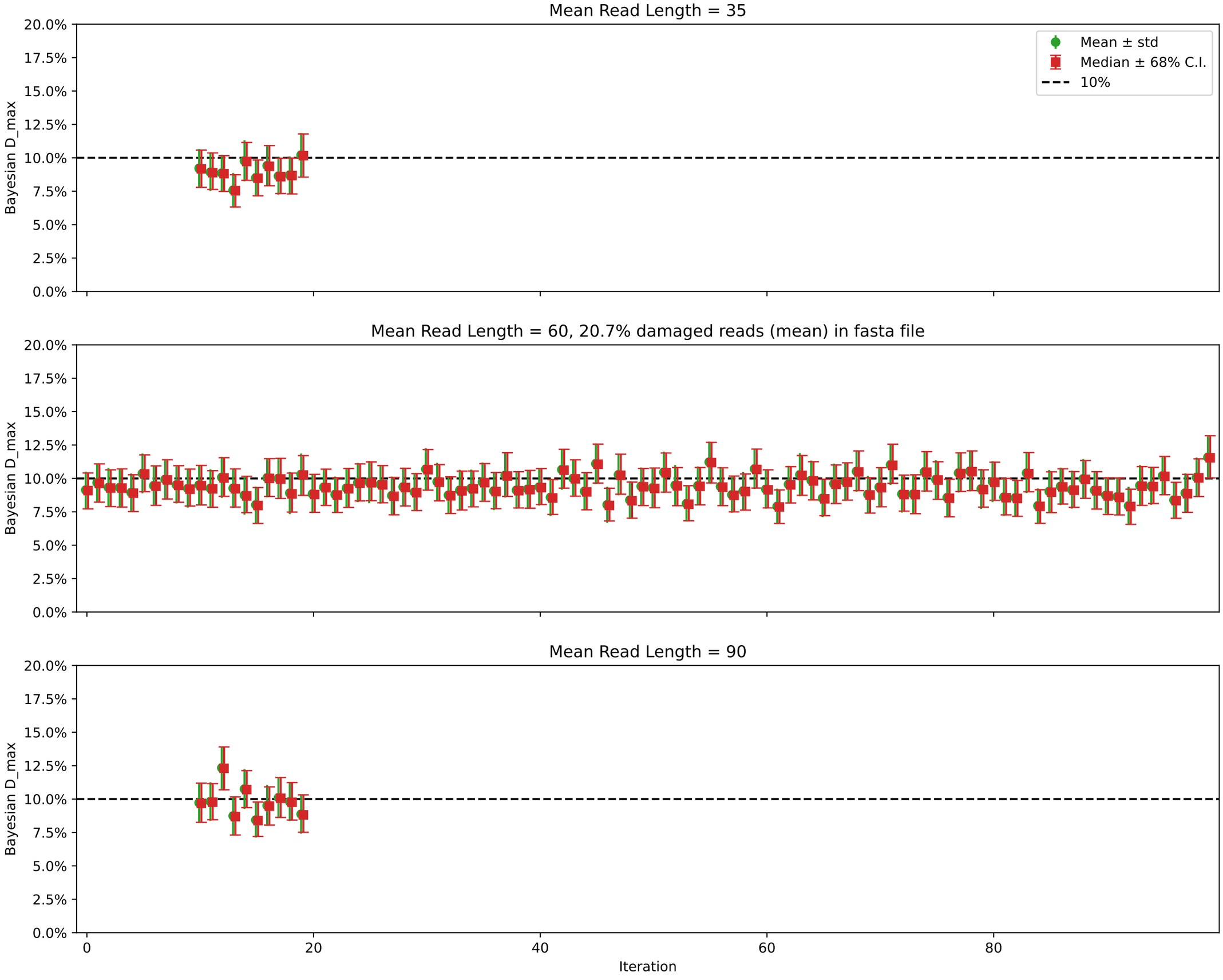
Individual damages:
500 reads
Briggs damage = 0.303
Damage percent = 10%



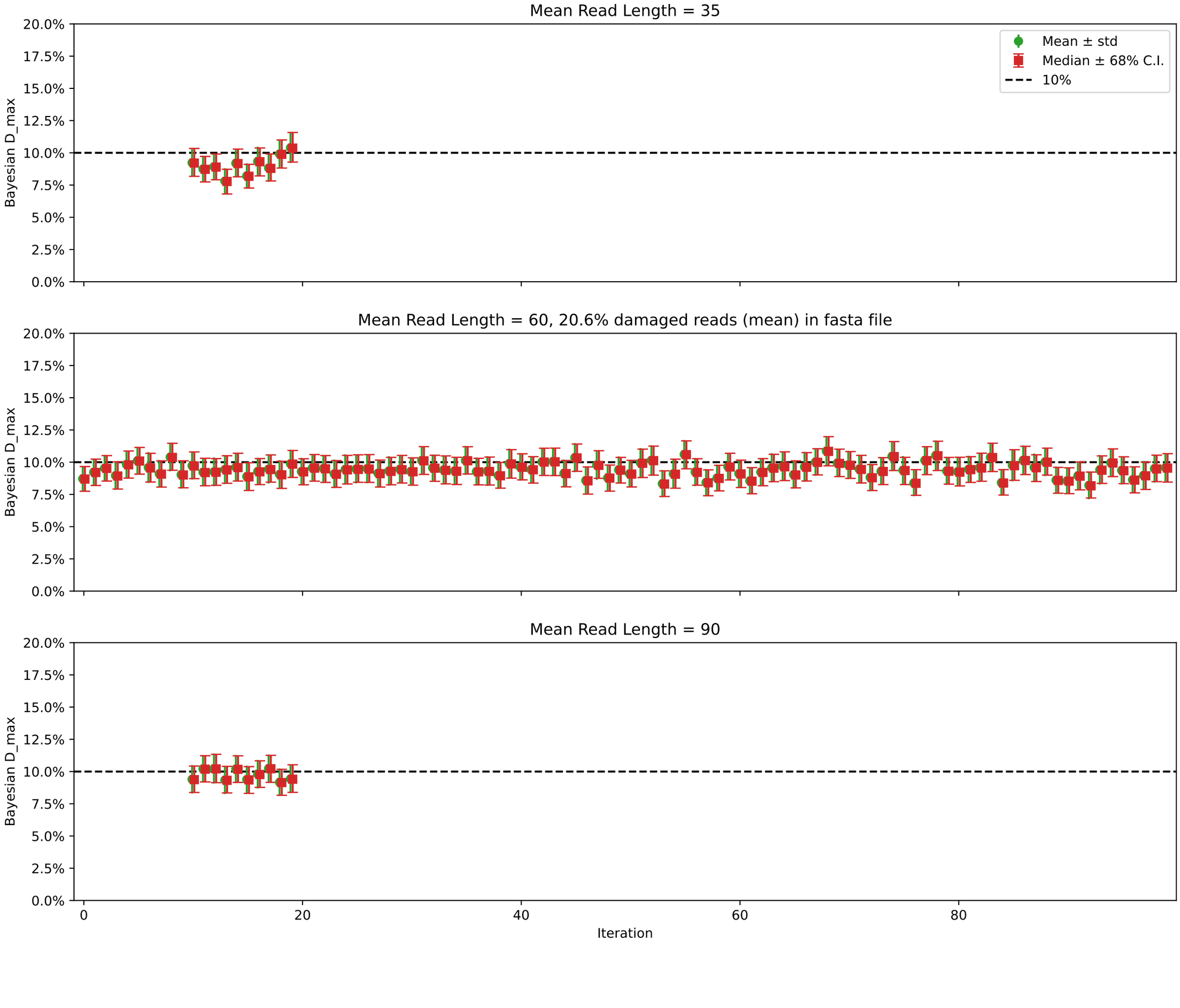
Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent = 10%



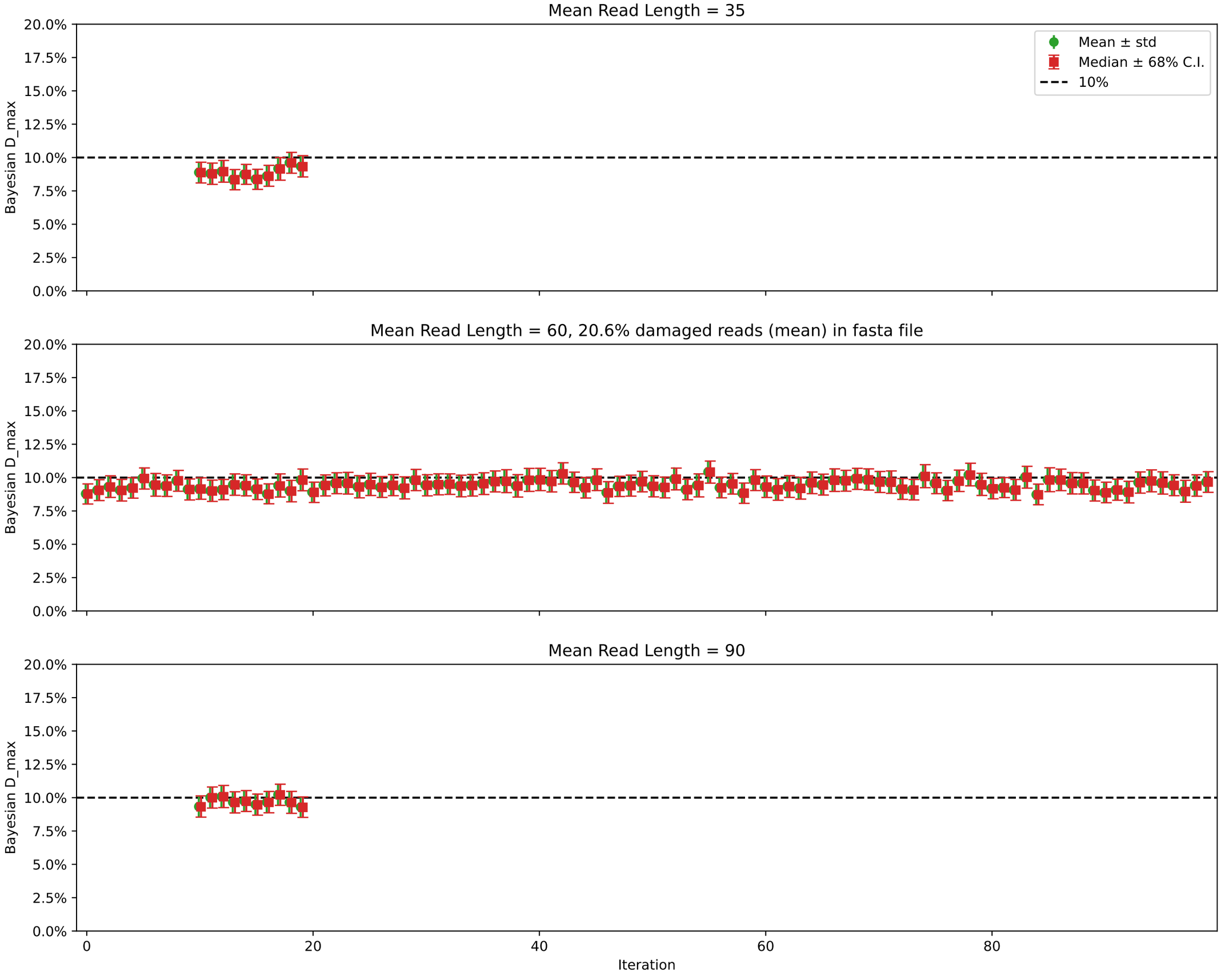
Individual damages:
2500 reads
Briggs damage = 0.303
Damage percent = 10%



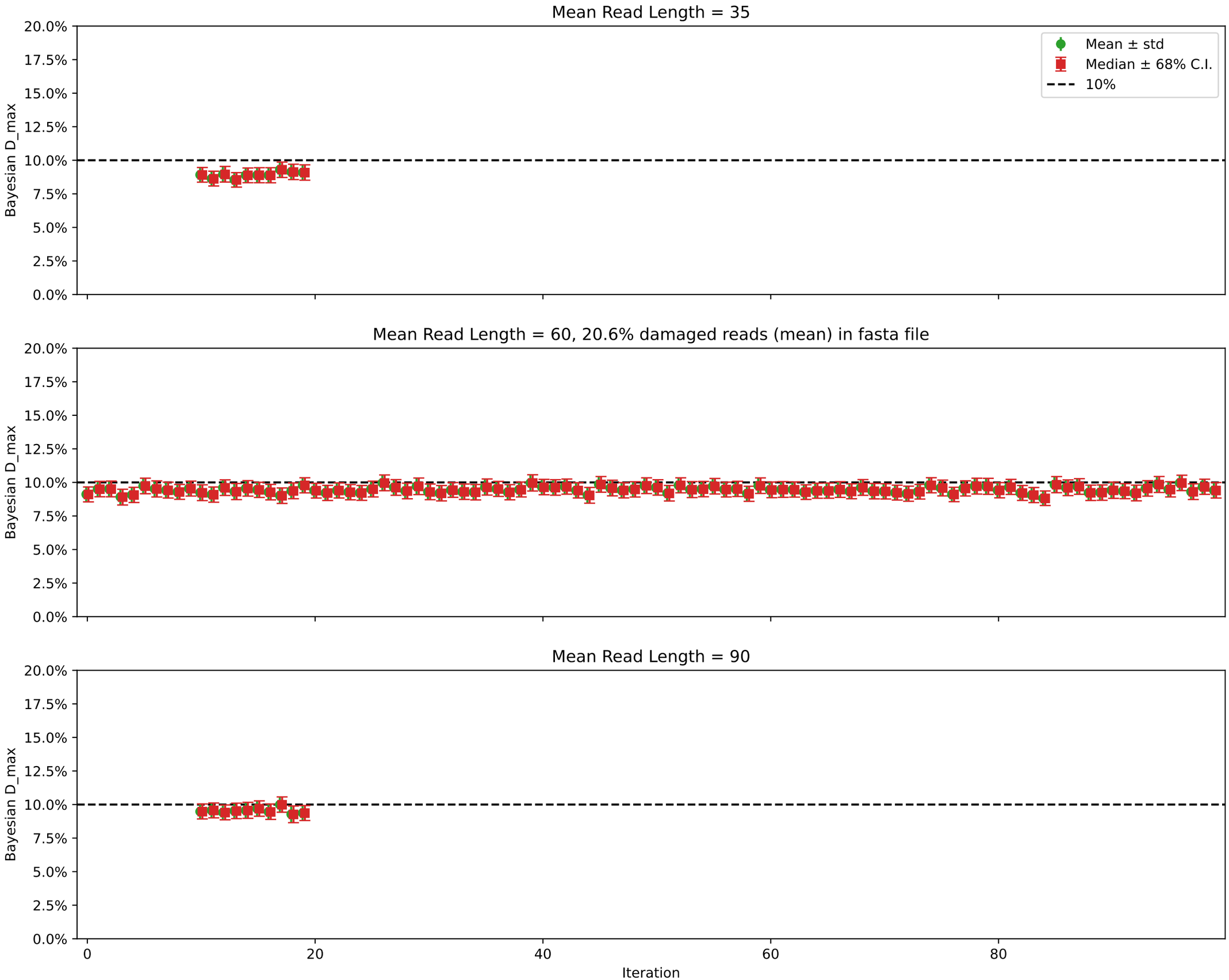
Individual damages:
5000 reads
Briggs damage = 0.303
Damage percent = 10%



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

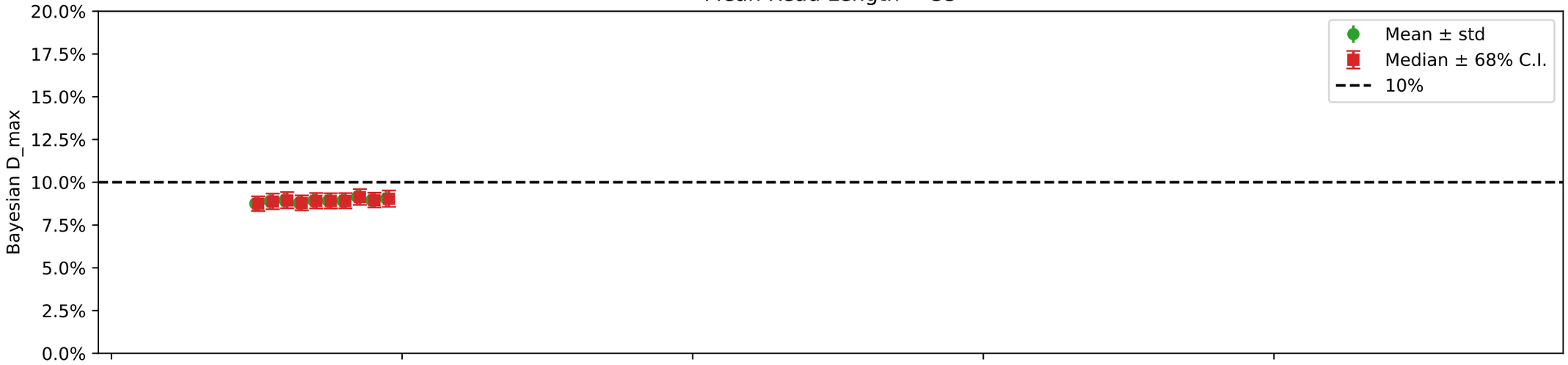


Individual damages:
25000 reads
Briggs damage = 0.303
Damage percent = 10%

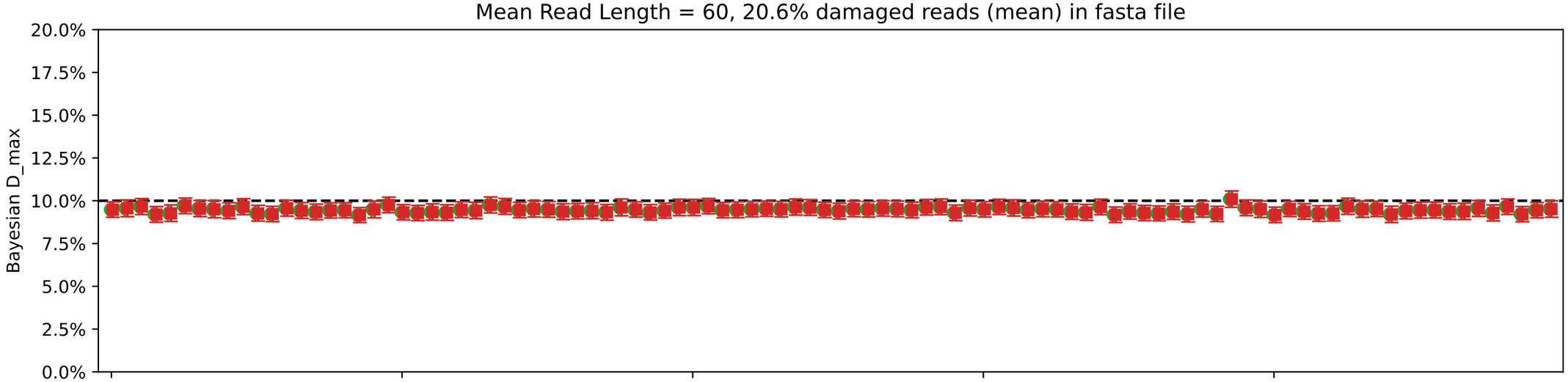


Individual damages:
50000 reads
Briggs damage = 0.303
Damage percent = 10%

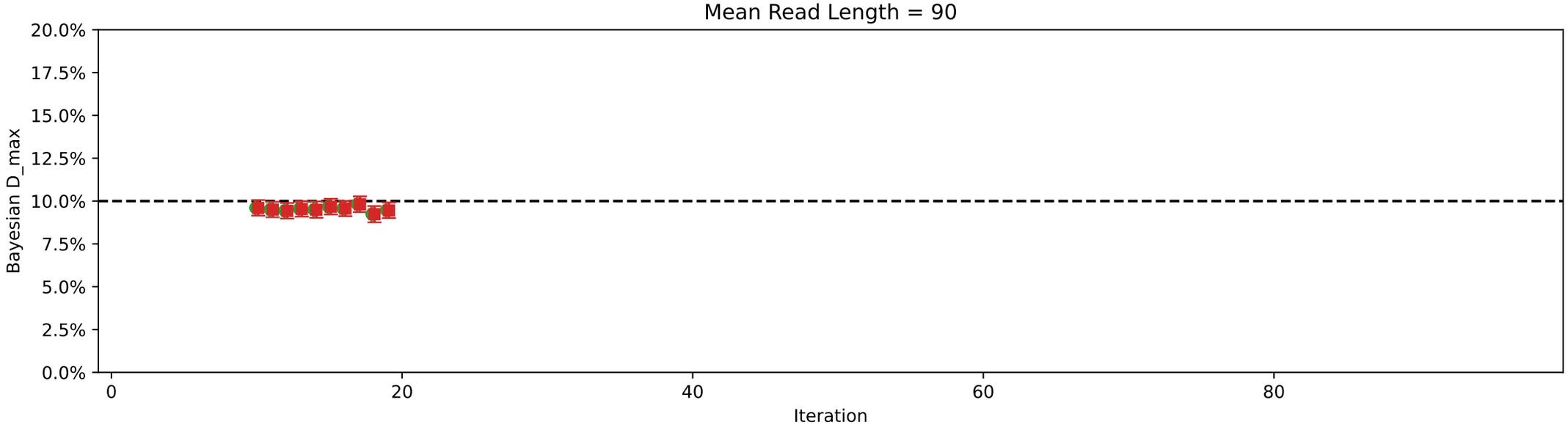
Mean Read Length = 35



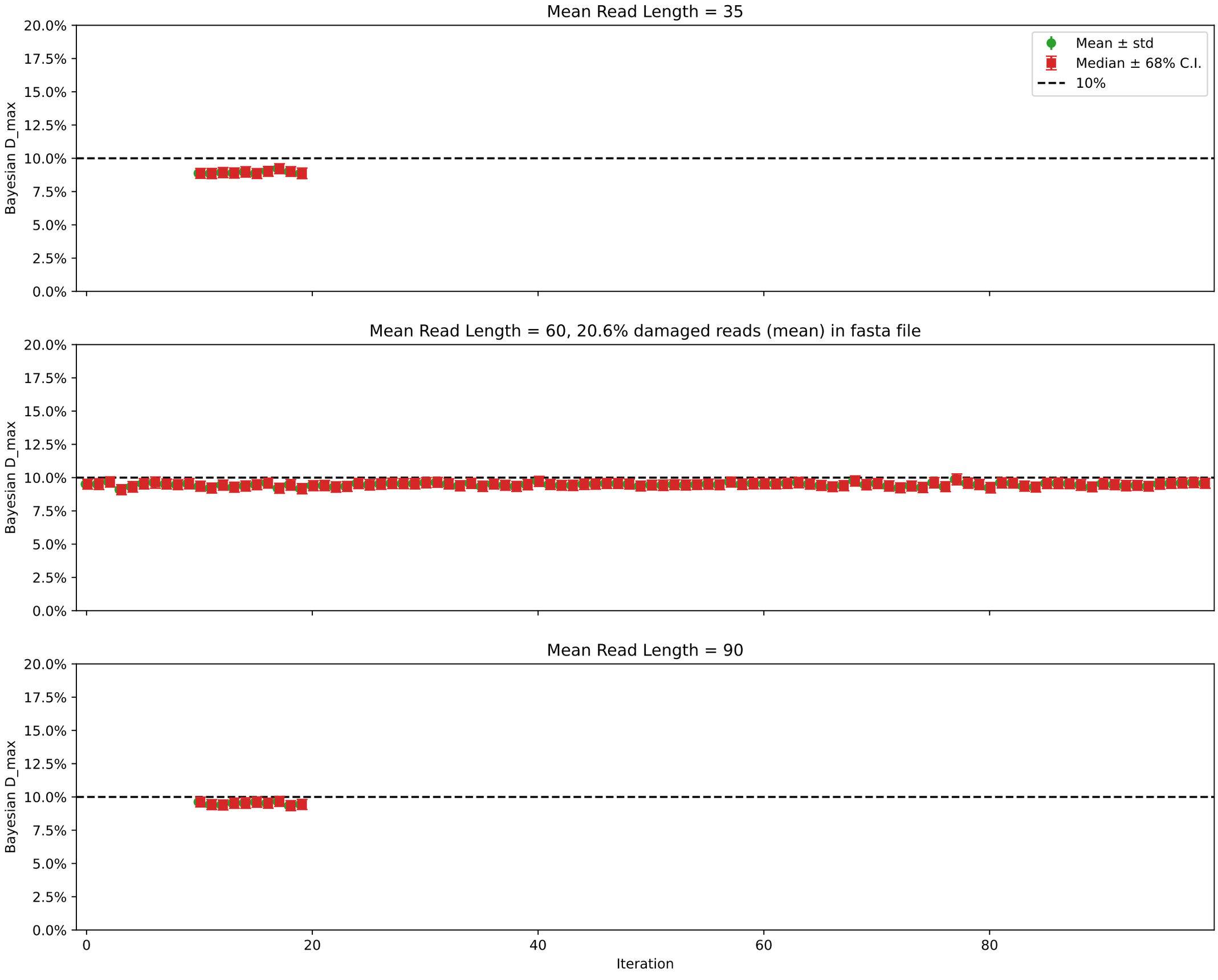
Mean Read Length = 60, 20.6% damaged reads (mean) in fasta file



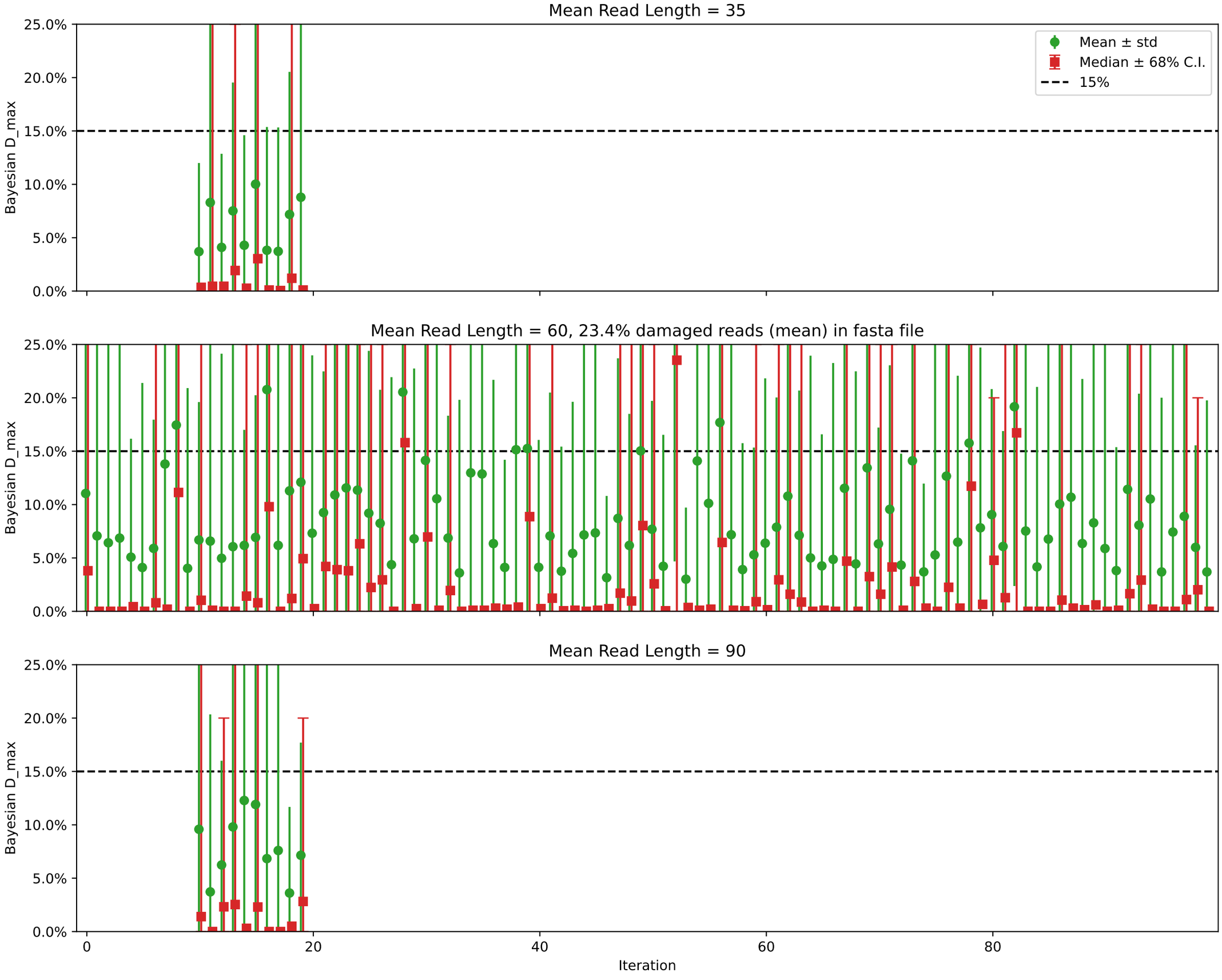
Mean Read Length = 90



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



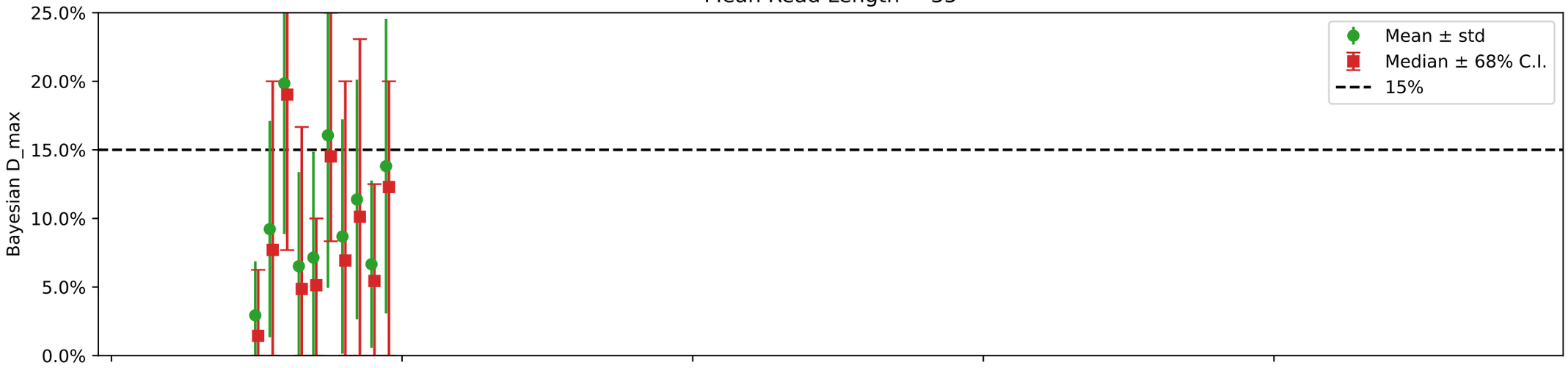
Individual damages:
10 reads
Briggs damage = 0.466
Damage percent = 15%



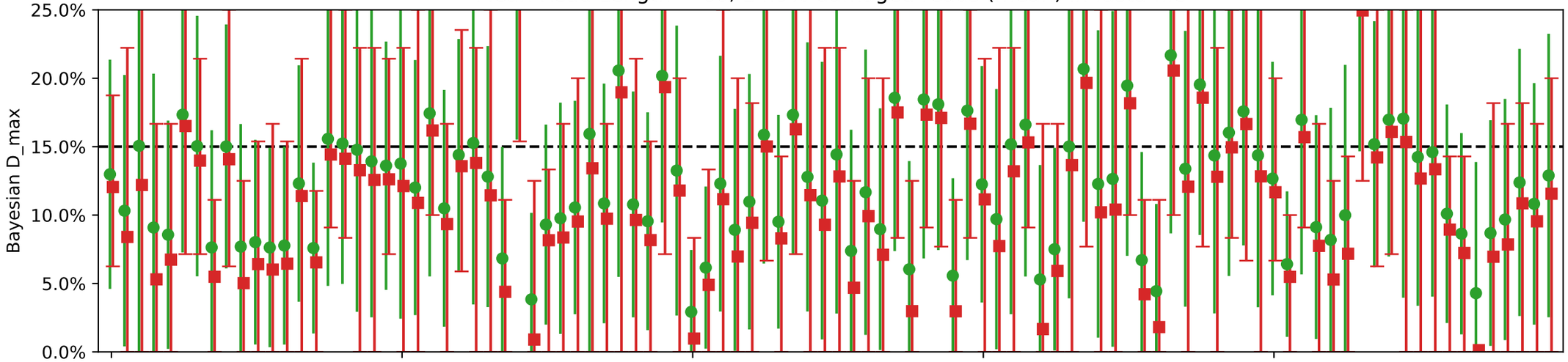
Individual damages:
25 reads
Briggs damage = 0.466
Damage percent = 15%

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

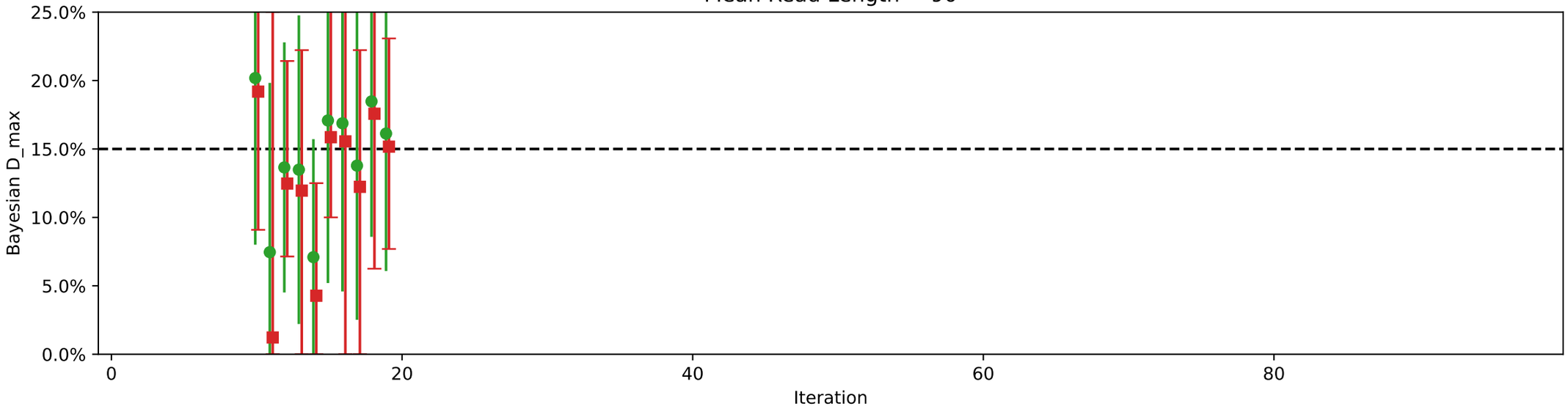
Mean Read Length = 35



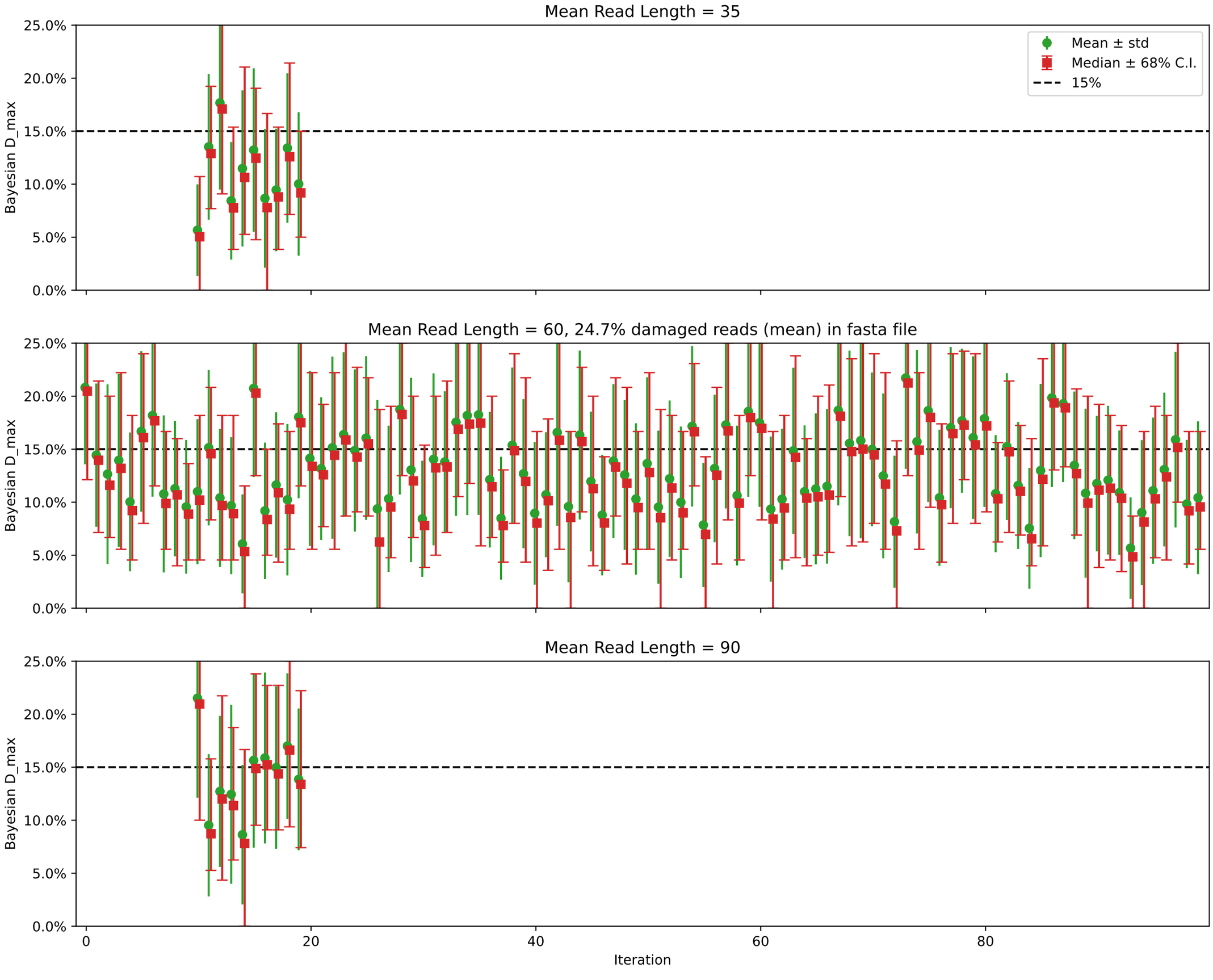
Mean Read Length = 60, 24.9% damaged reads (mean) in fasta file



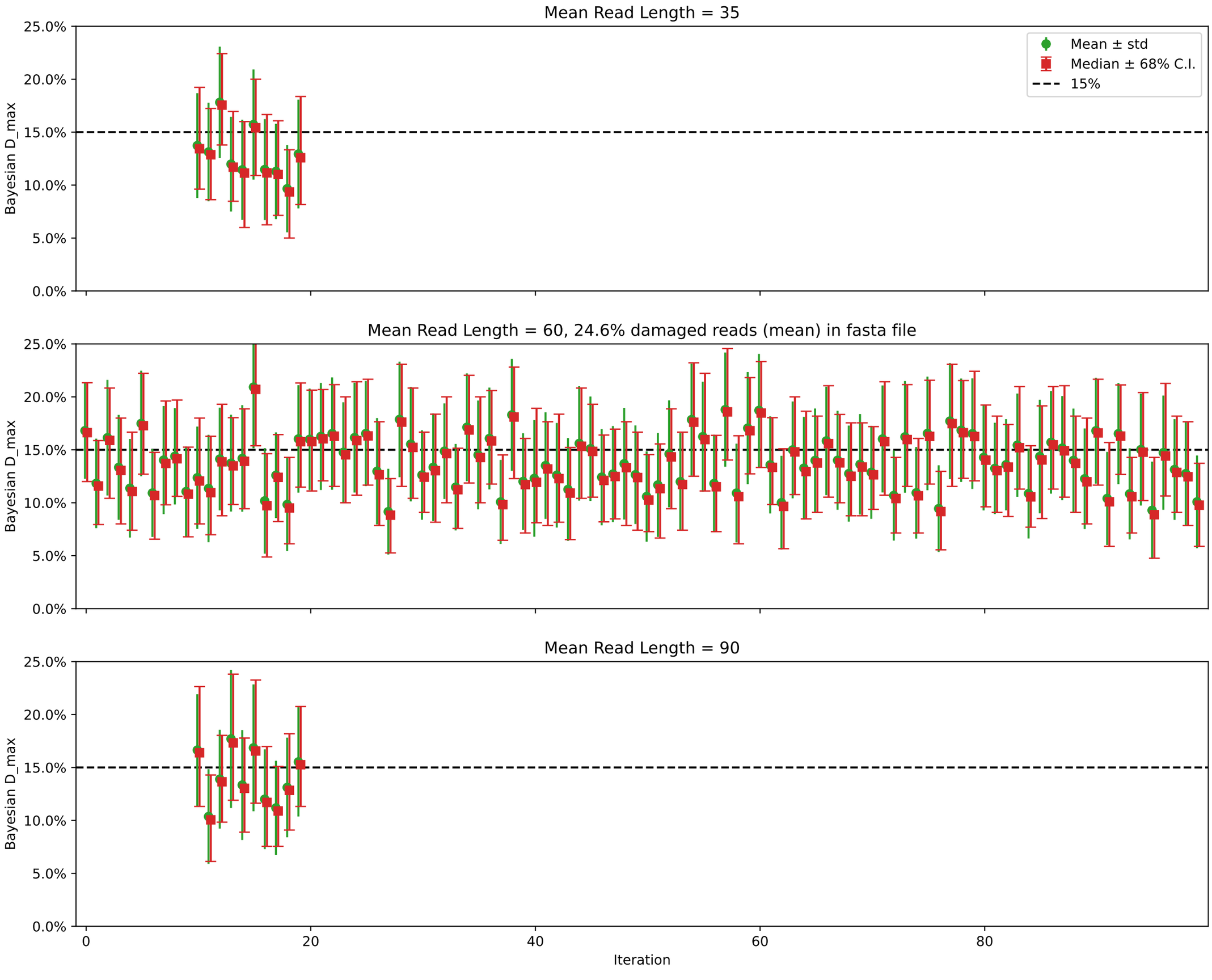
Mean Read Length = 90



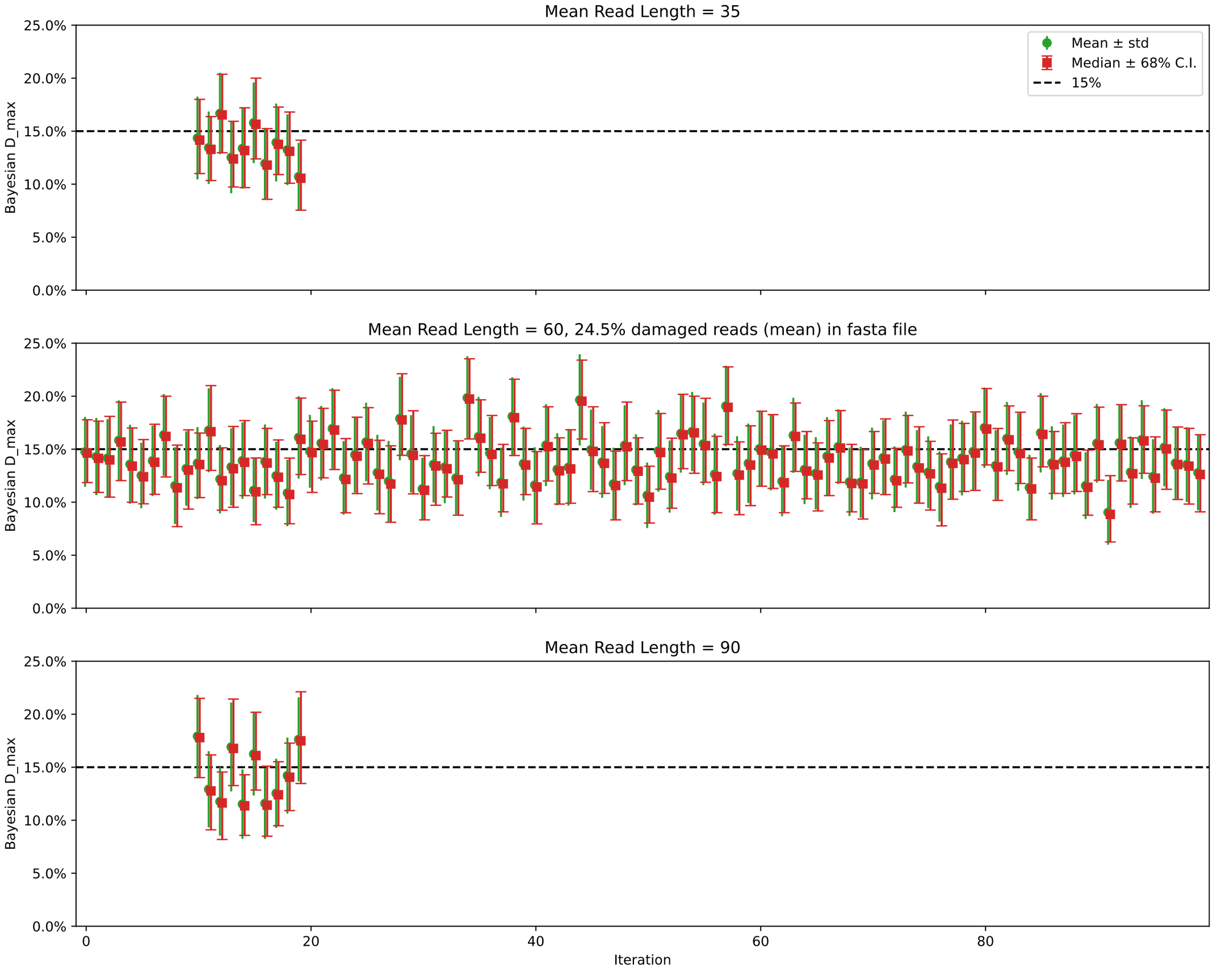
Individual damages:
100 reads
Briggs damage = 0.466
Damage percent = 15%



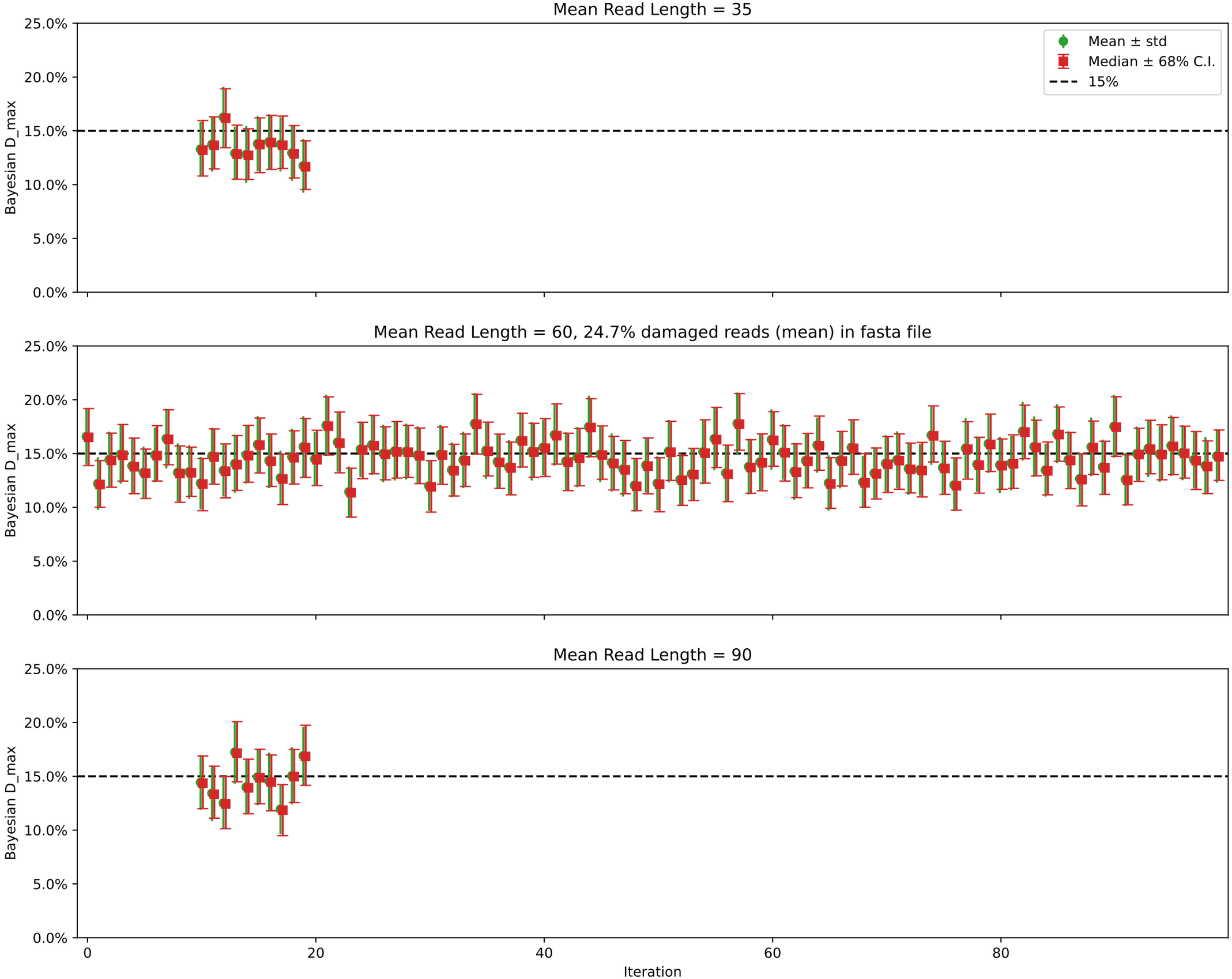
Individual damages:
250 reads
Briggs damage = 0.466
Damage percent = 15%



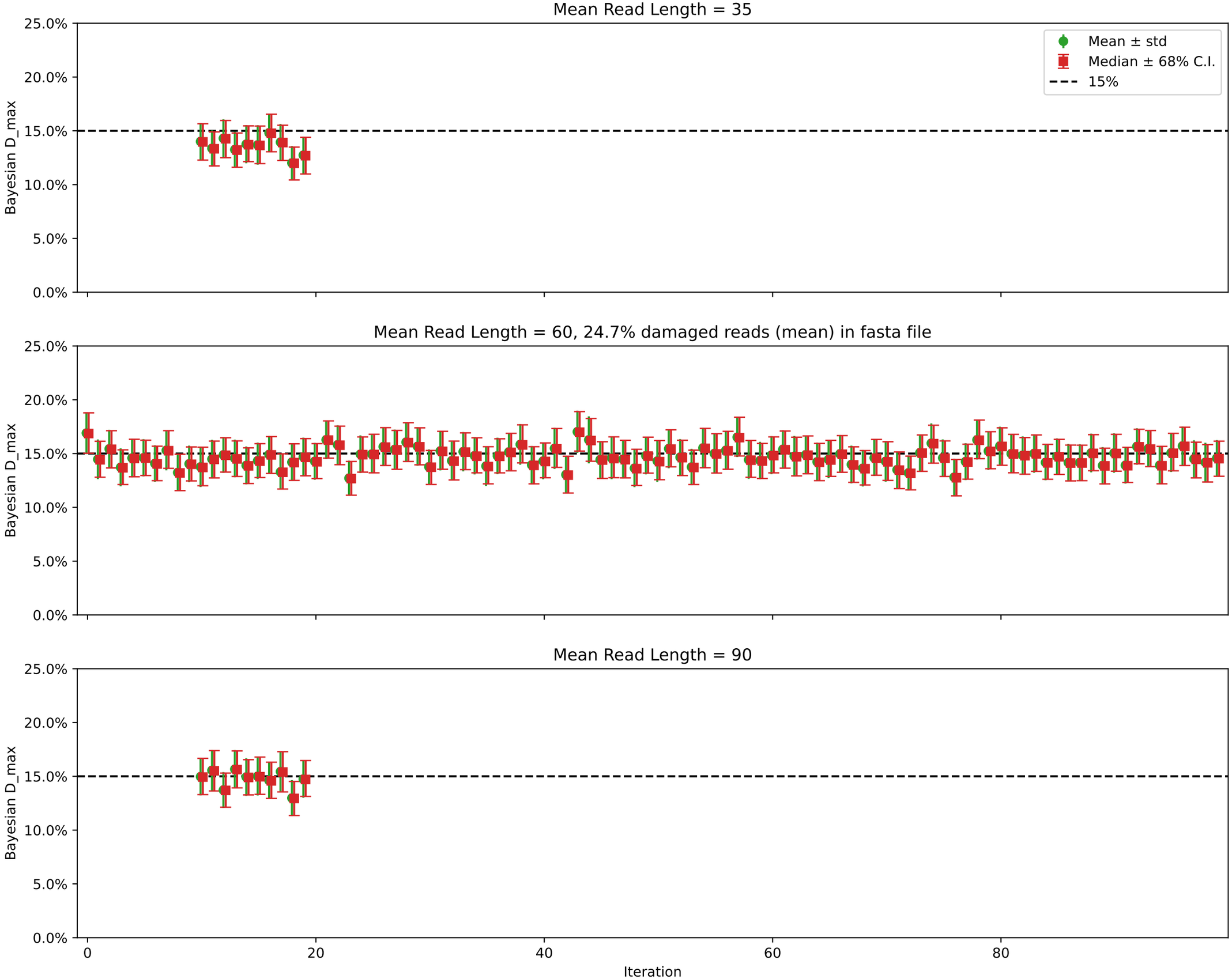
Individual damages:
500 reads
Briggs damage = 0.466
Damage percent = 15%



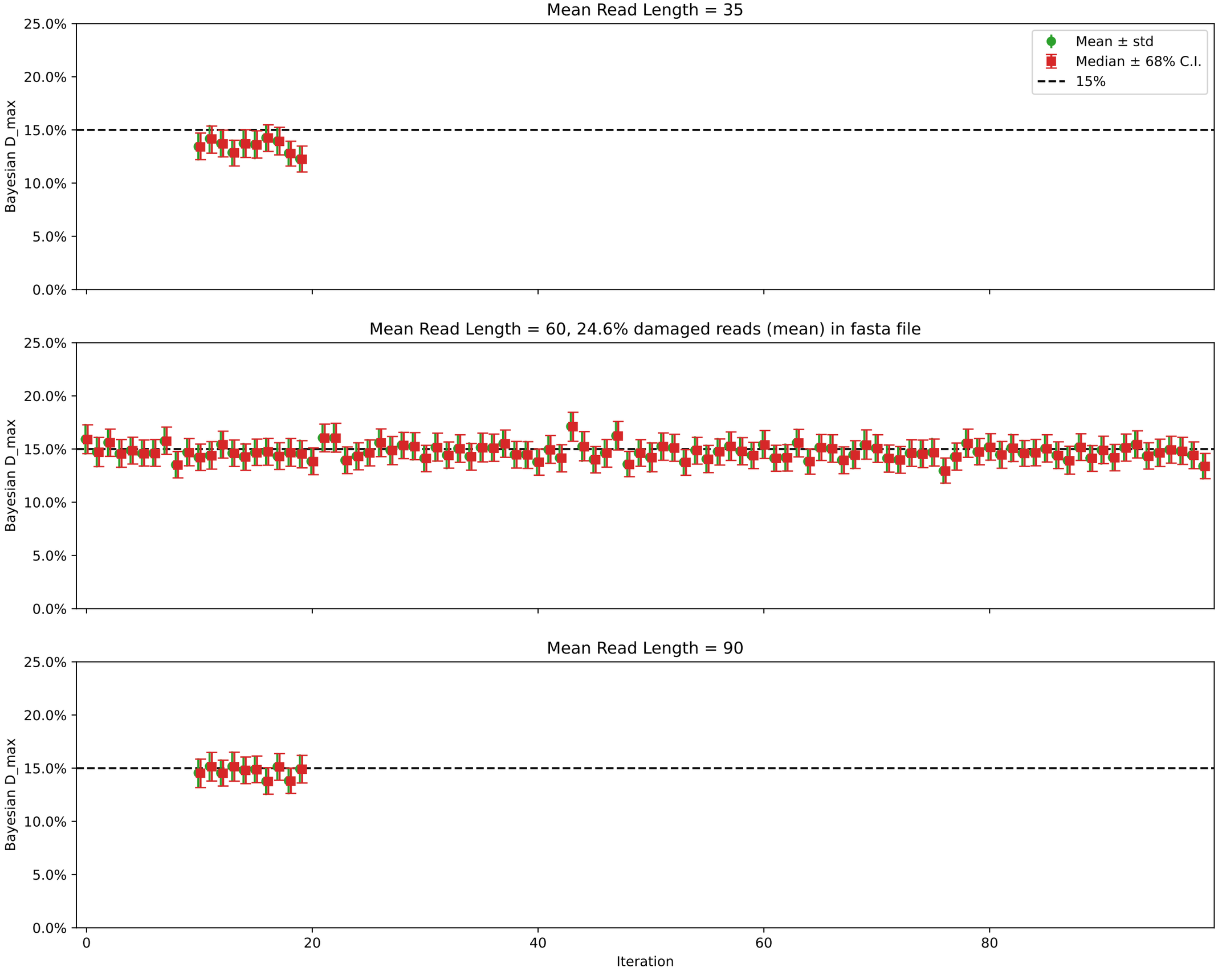
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent = 15%



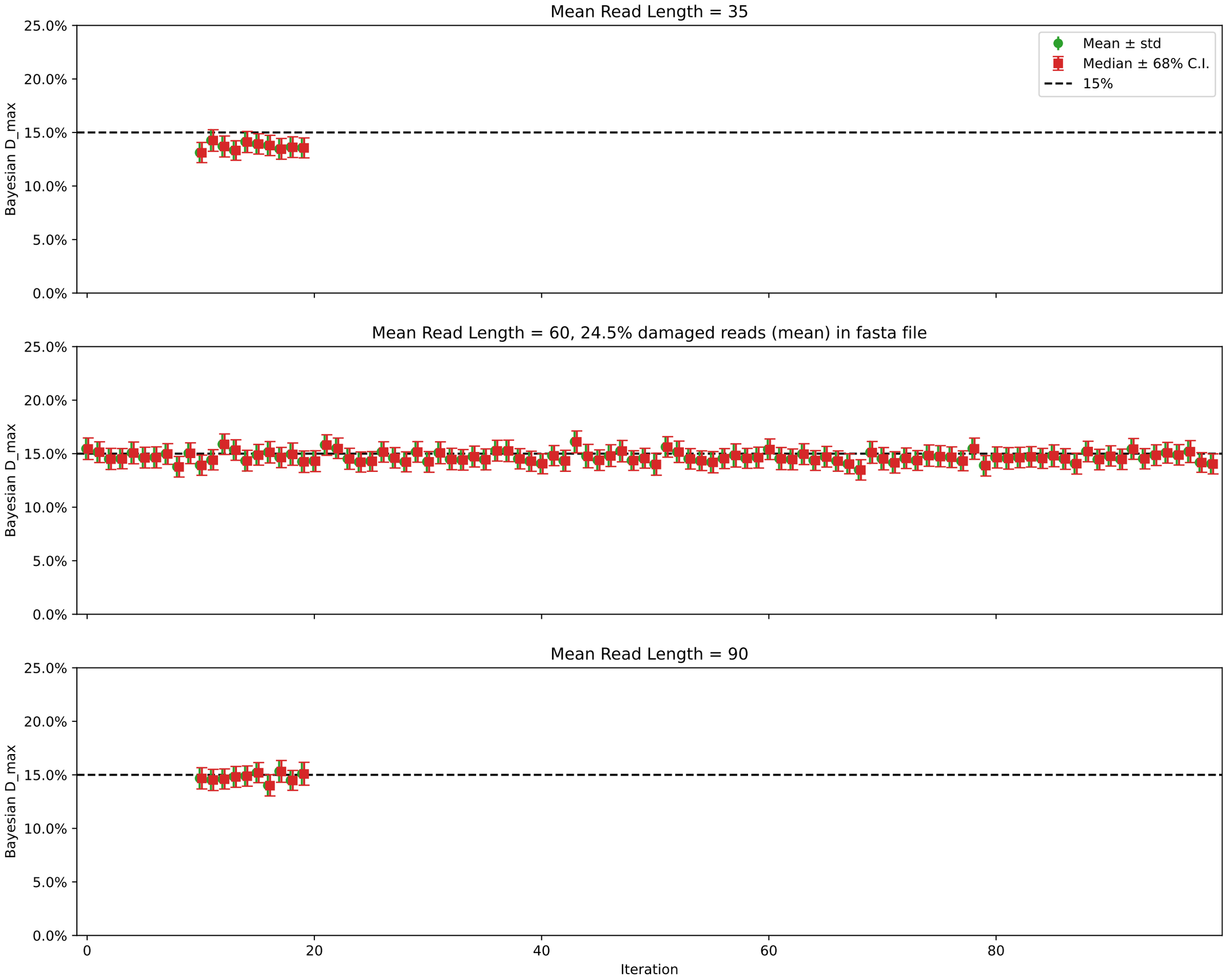
Individual damages:
2500 reads
Briggs damage = 0.466
Damage percent = 15%



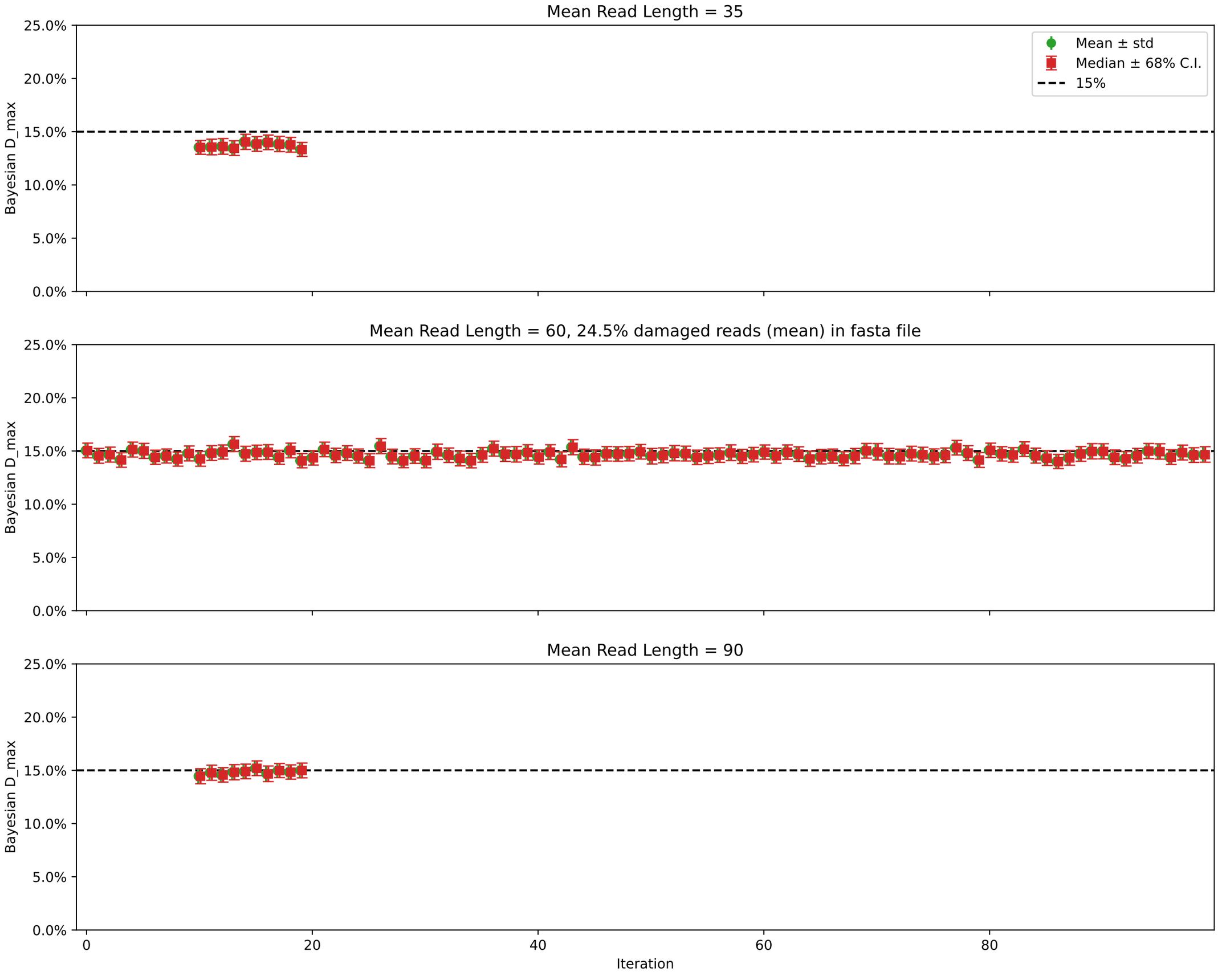
Individual damages:
5000 reads
Briggs damage = 0.466
Damage percent = 15%



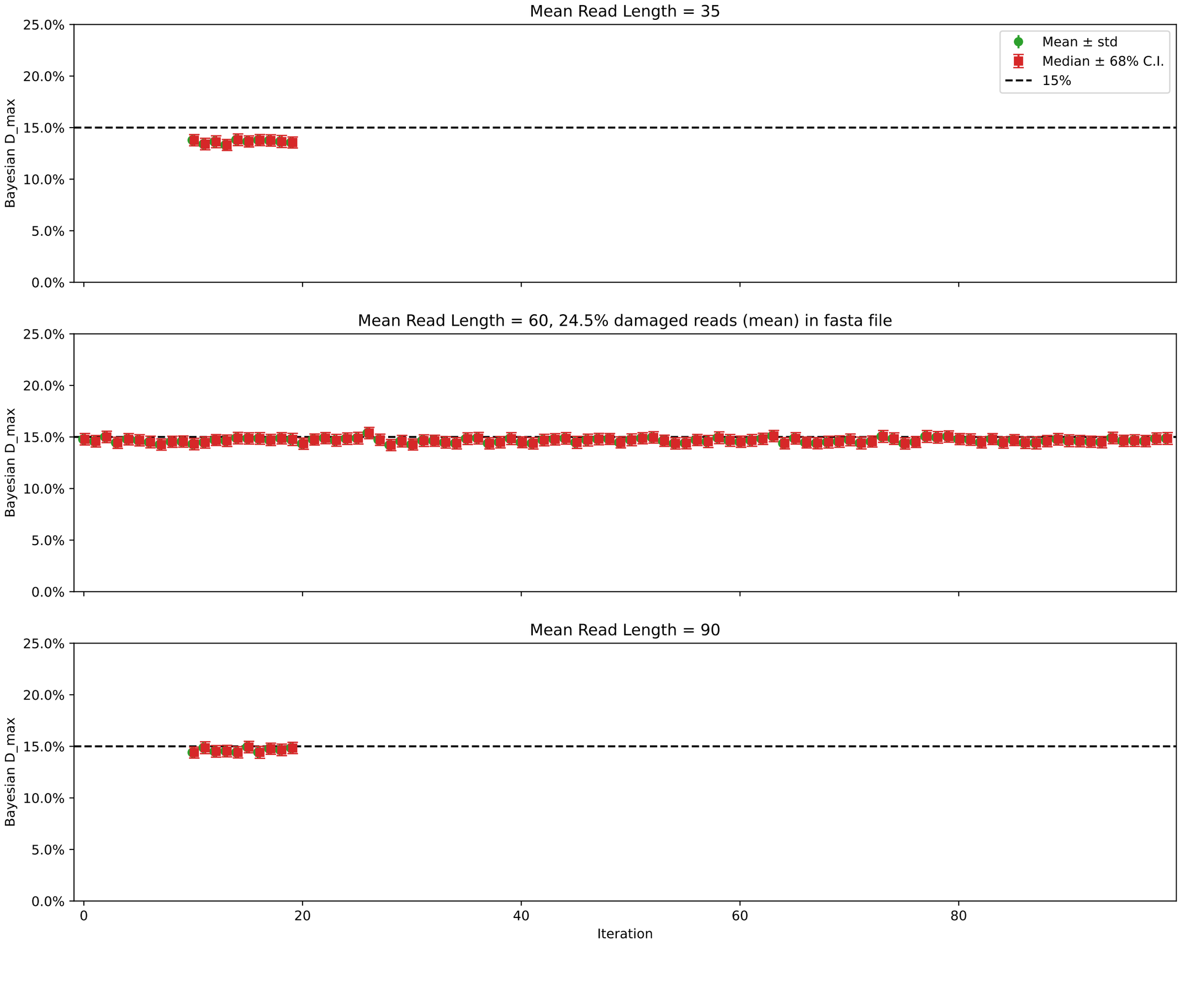
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent = 15%



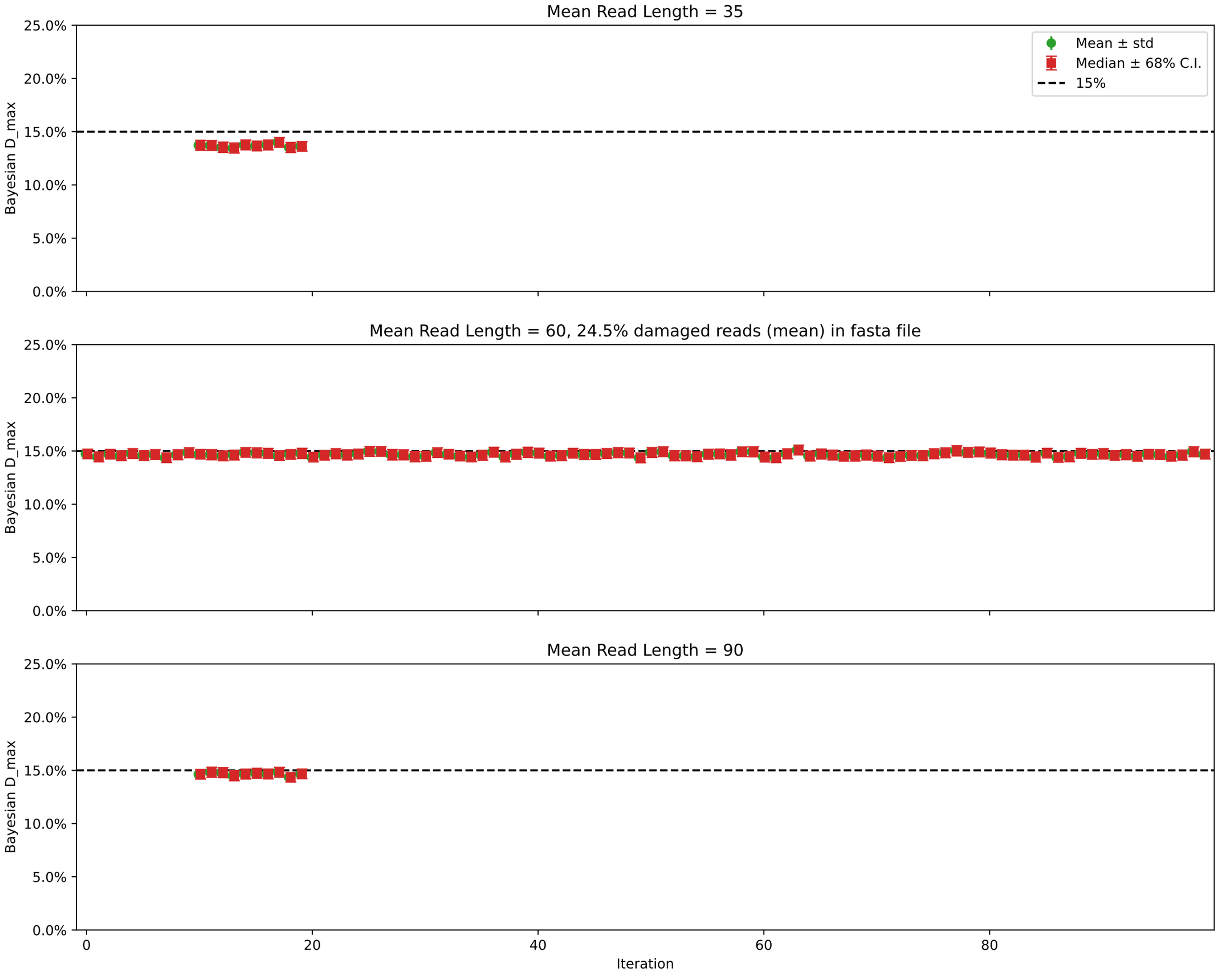
Individual damages:
25000 reads
Briggs damage = 0.466
Damage percent = 15%



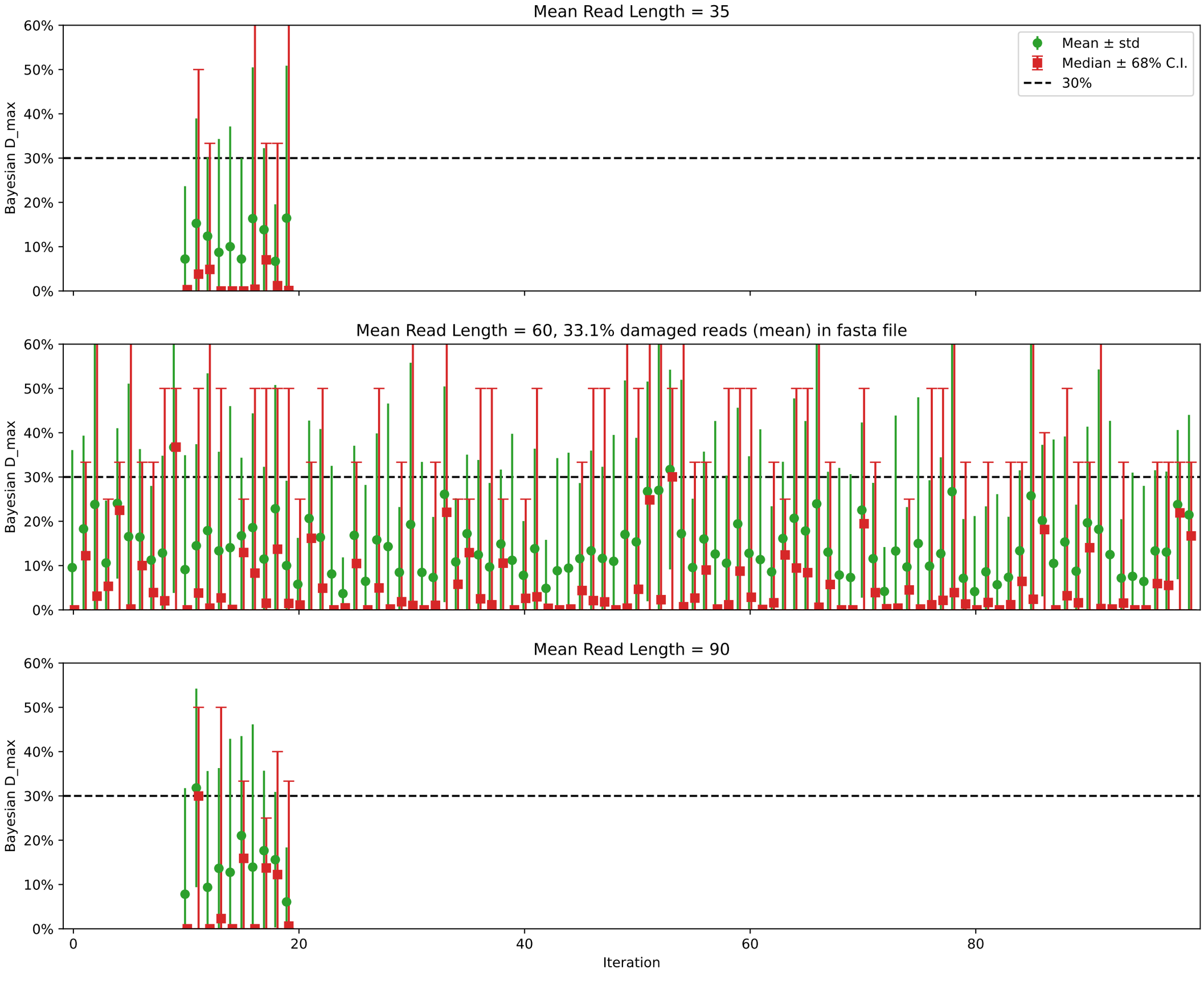
Individual damages:
50000 reads
Briggs damage = 0.466
Damage percent = 15%



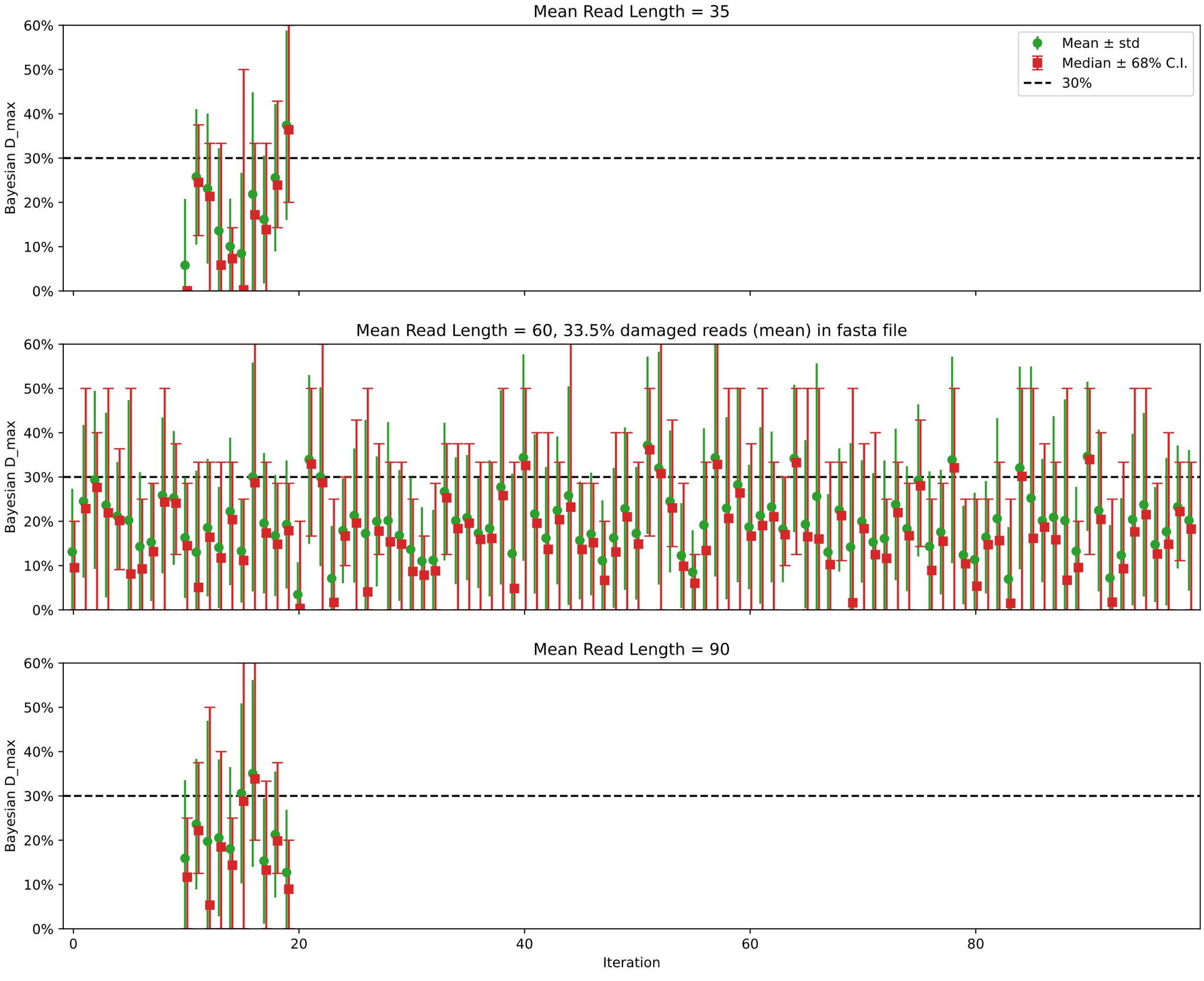
Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent = 15%



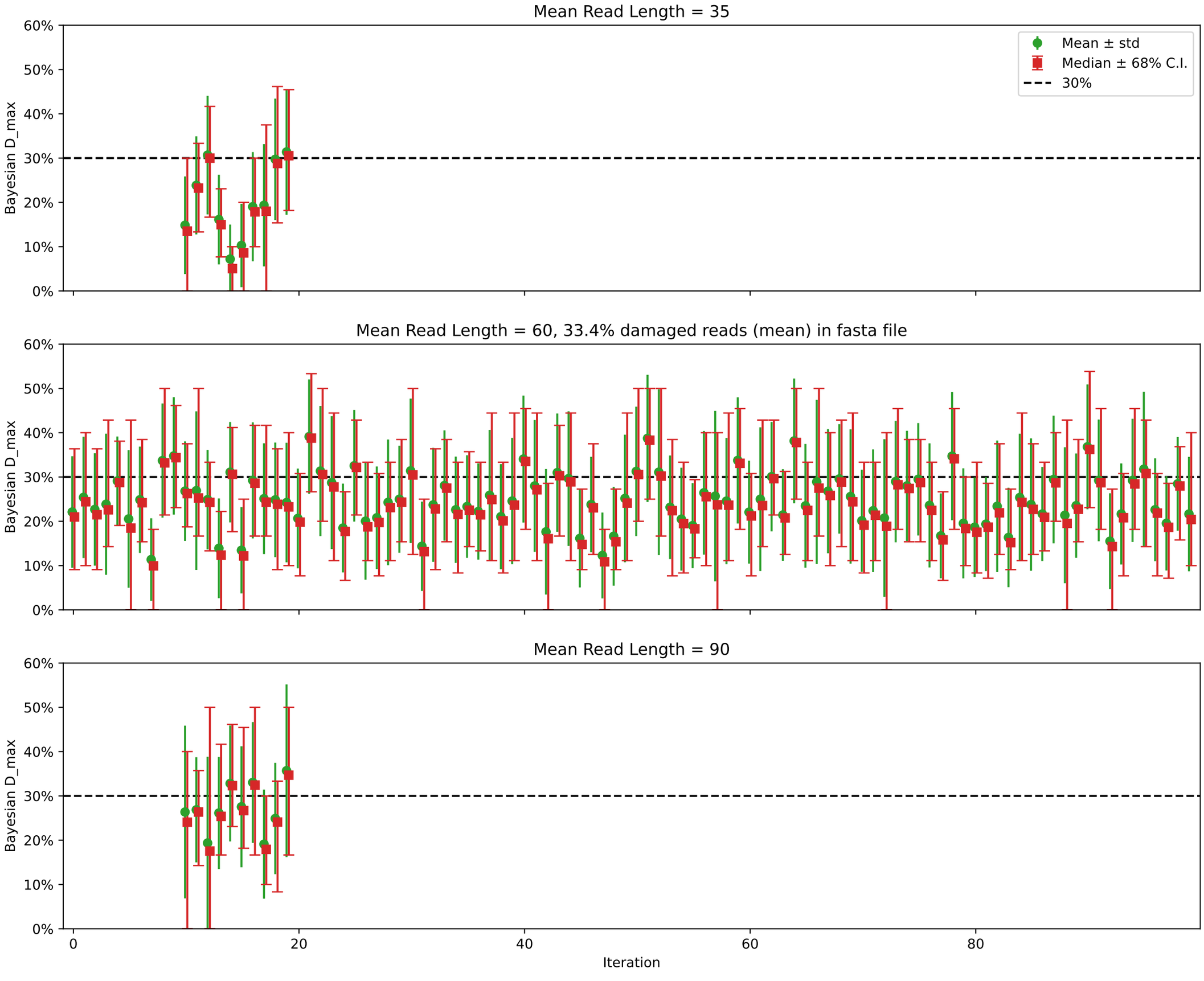
Individual damages:
10 reads
Briggs damage = 0.96
Damage percent = 30%



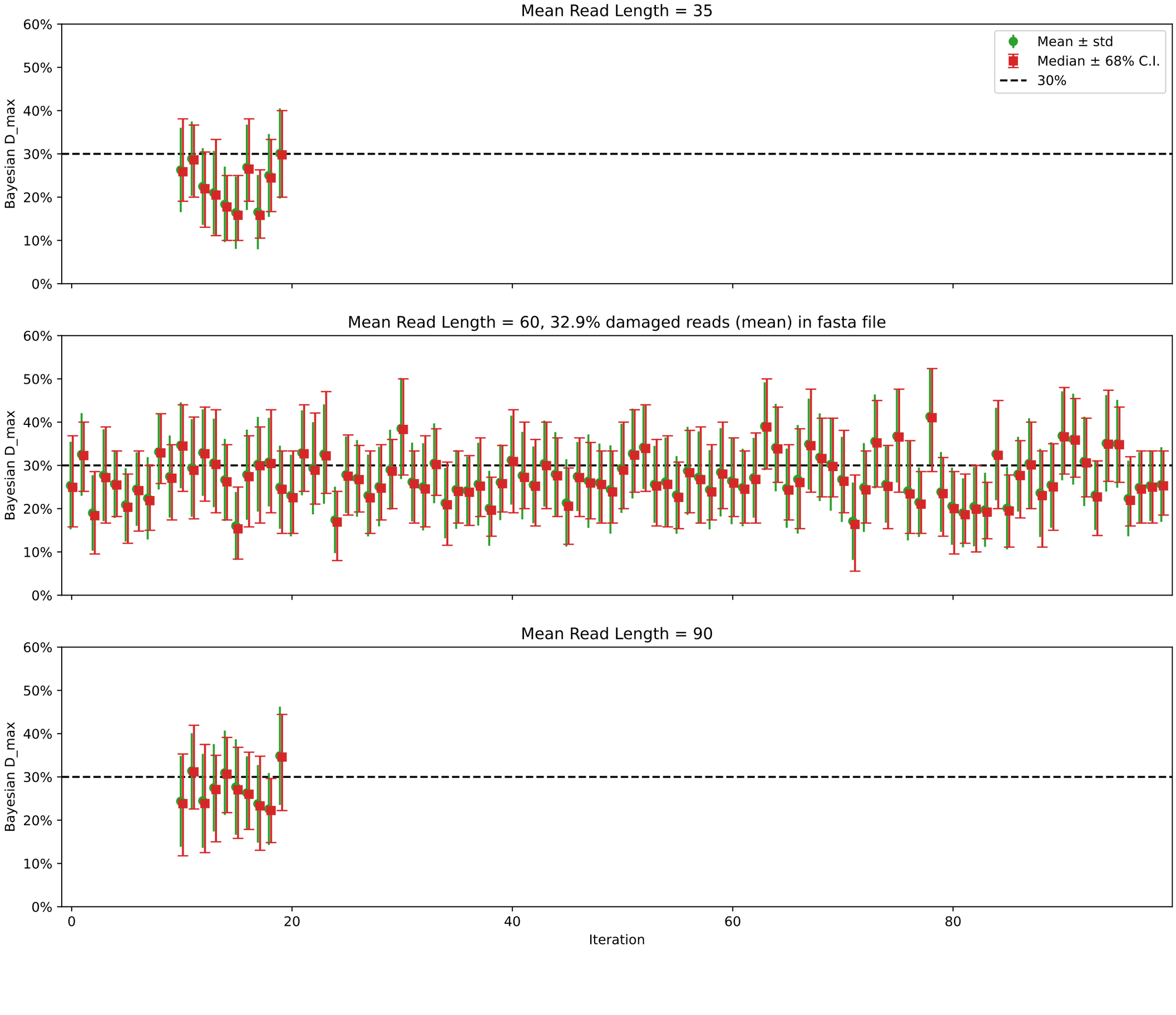
Individual damages:
25 reads
Briggs damage = 0.96
Damage percent = 30%



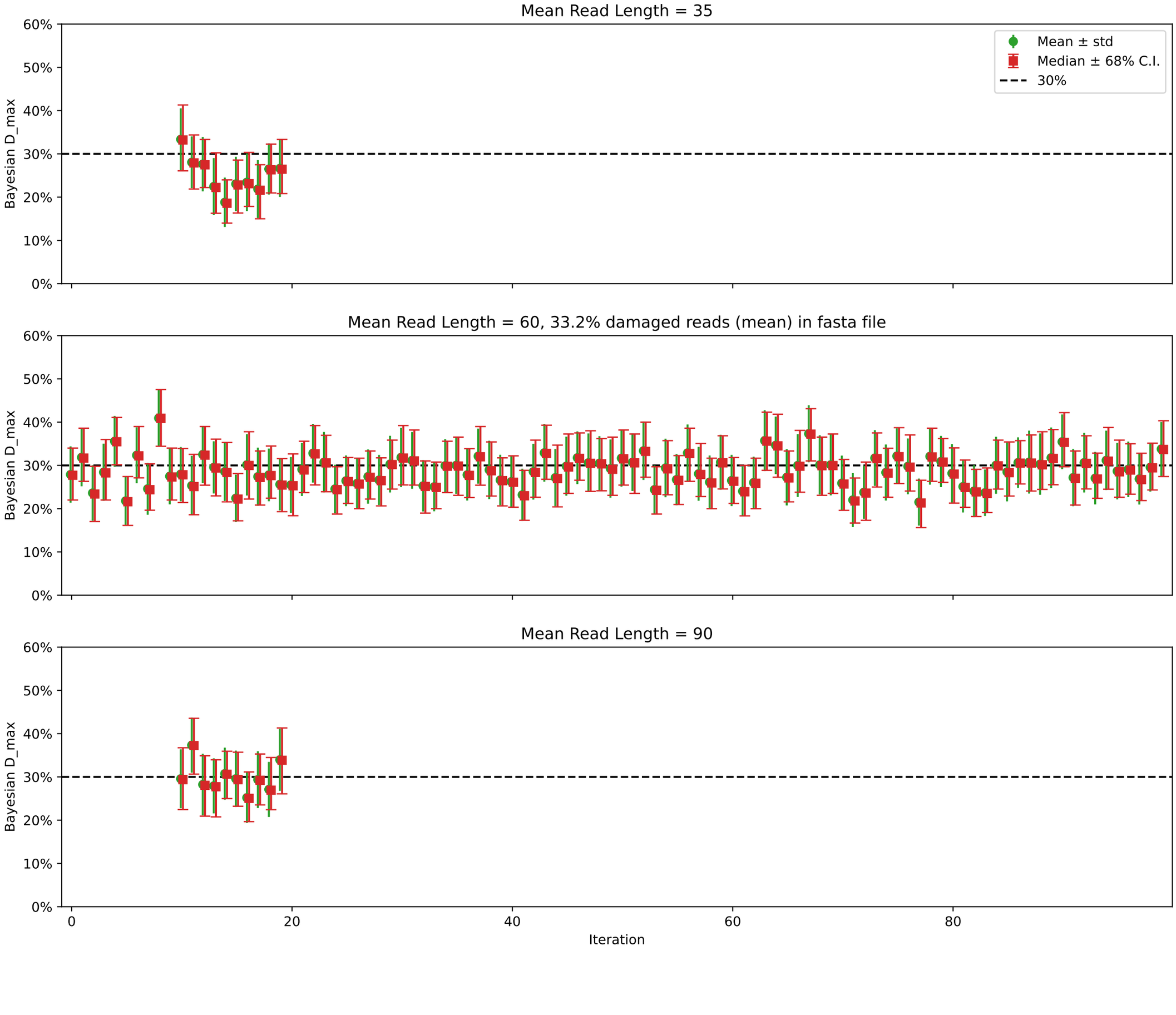
Individual damages:
50 reads
Briggs damage = 0.96
Damage percent = 30%



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



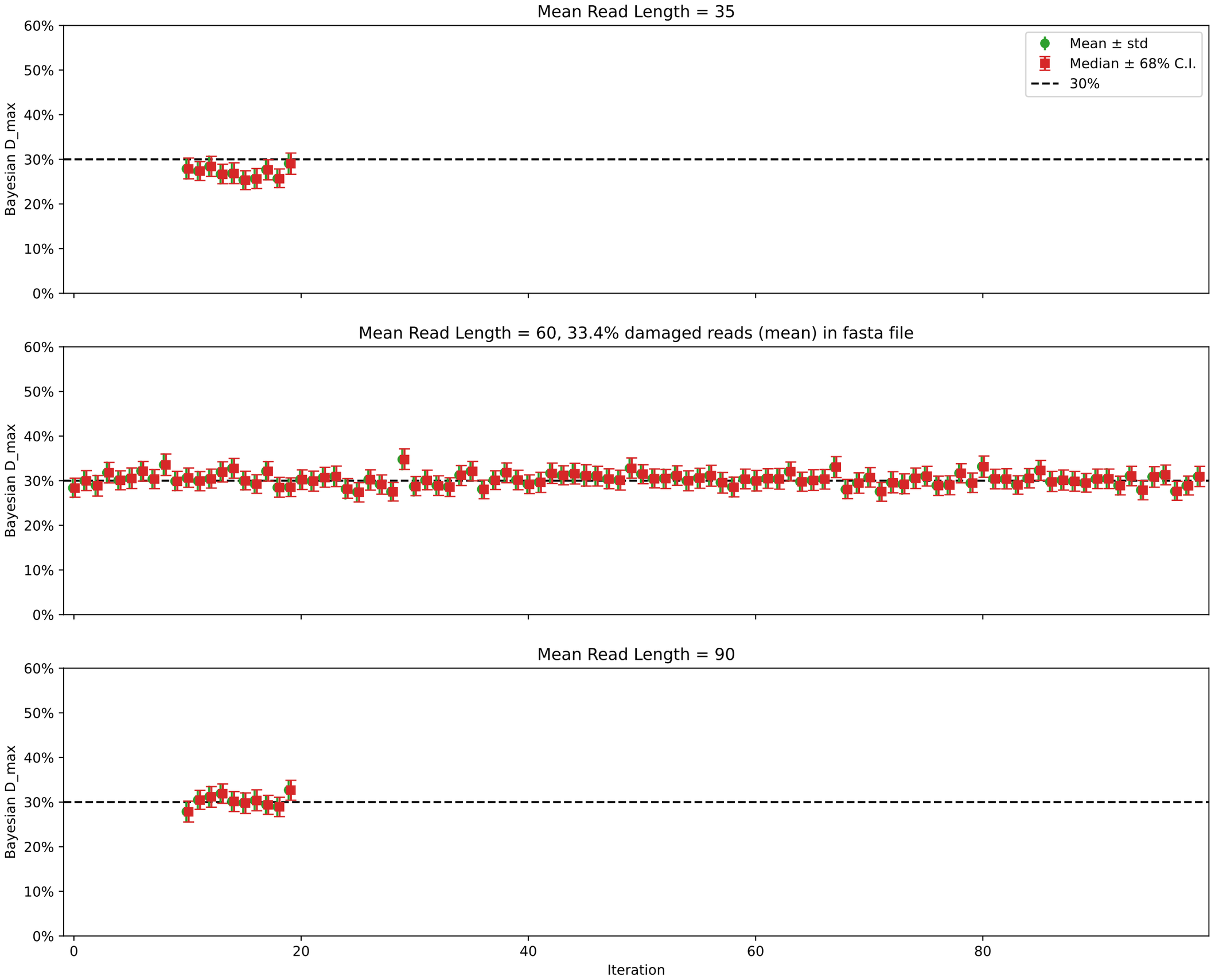
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent = 30%



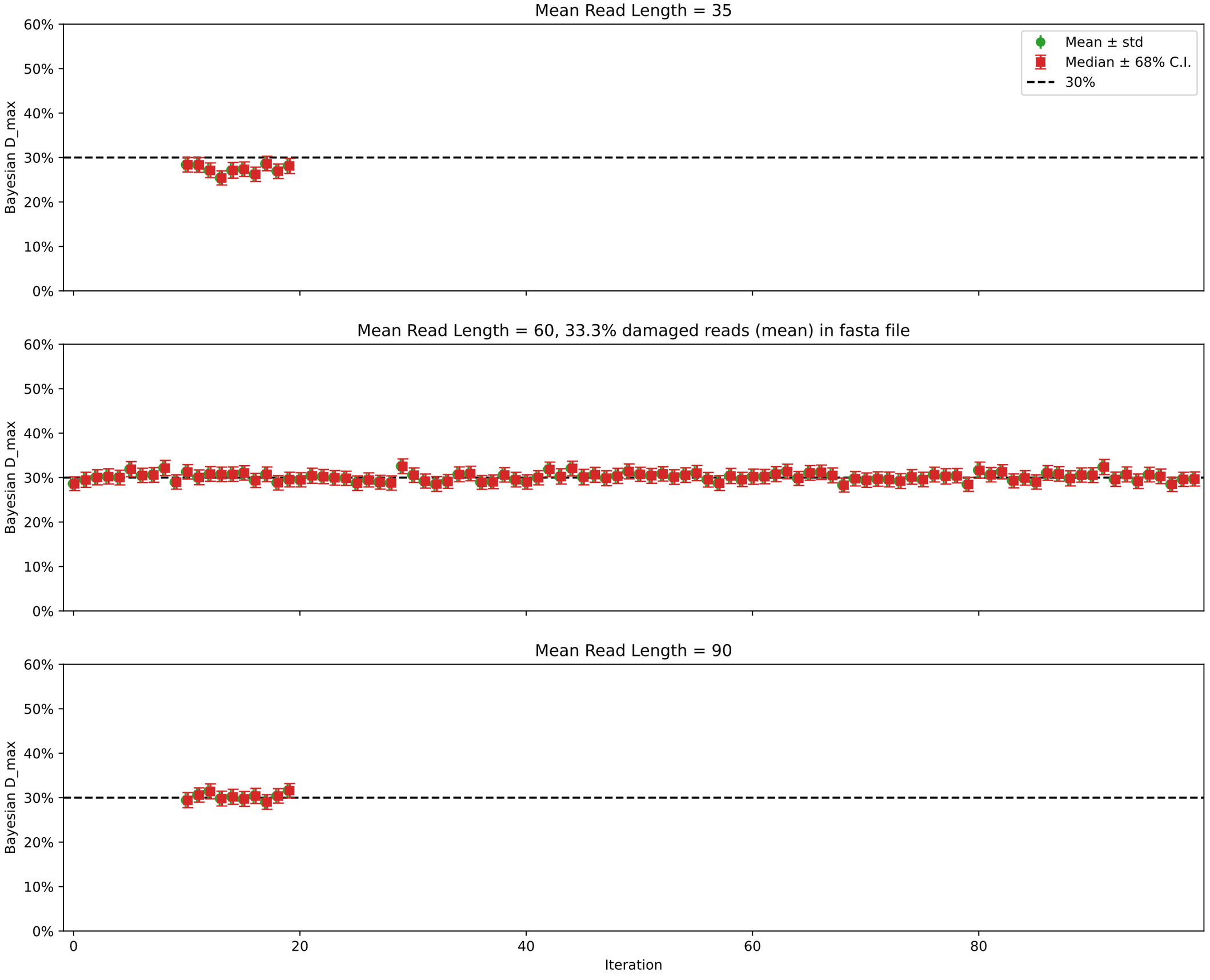
Individual damages:
500 reads
Briggs damage = 0.96
Damage percent = 30%

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

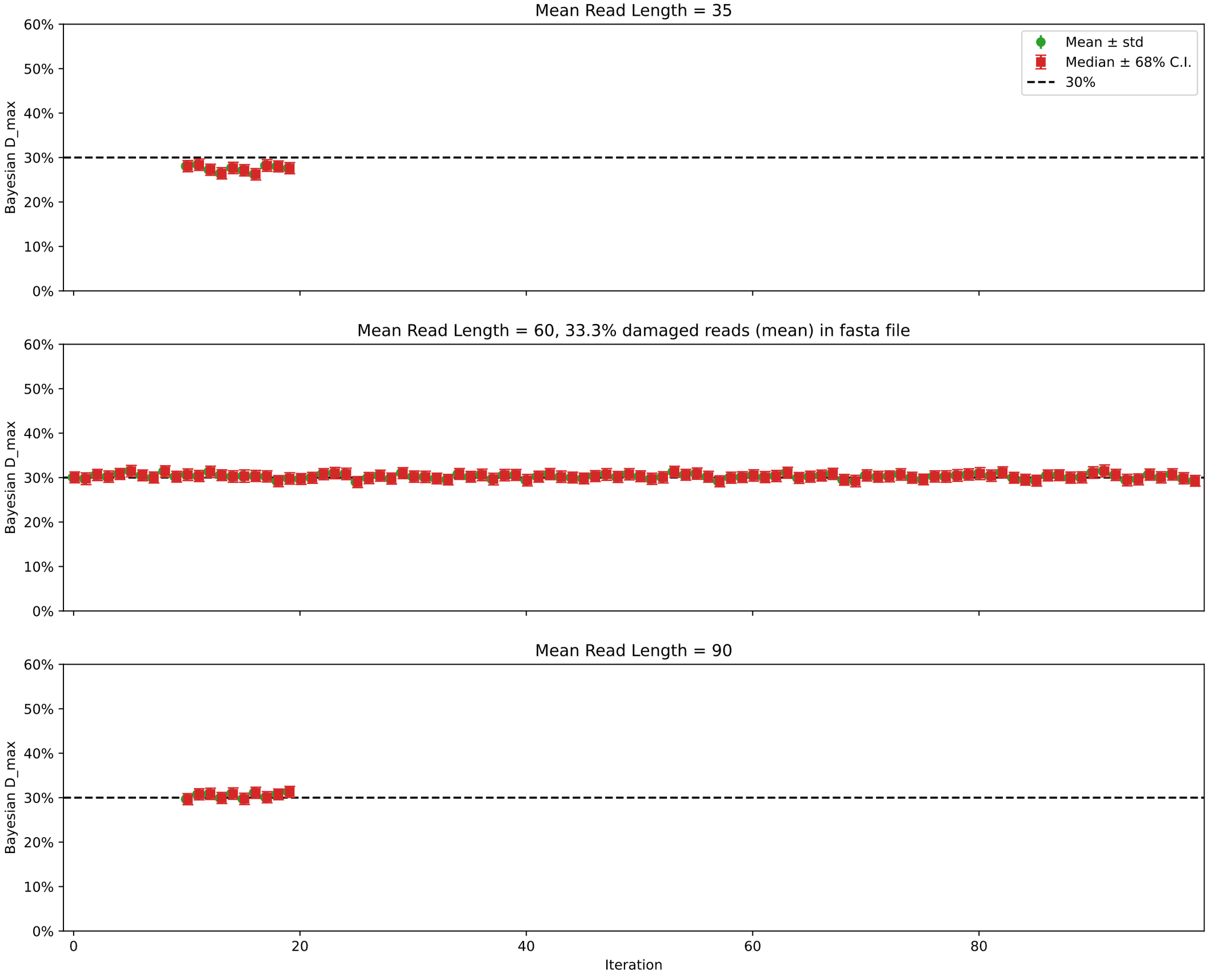
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent = 30%



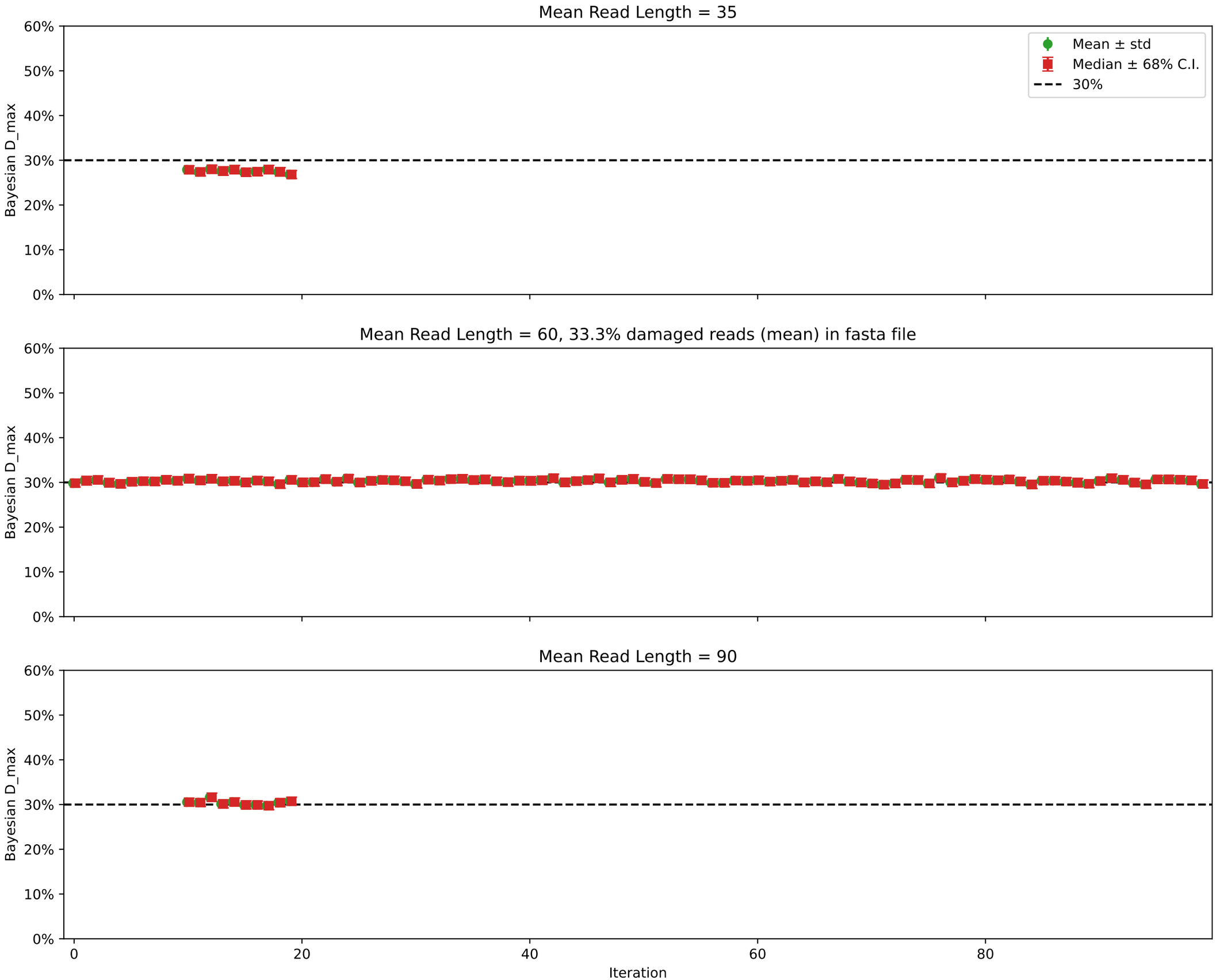
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent = 30%



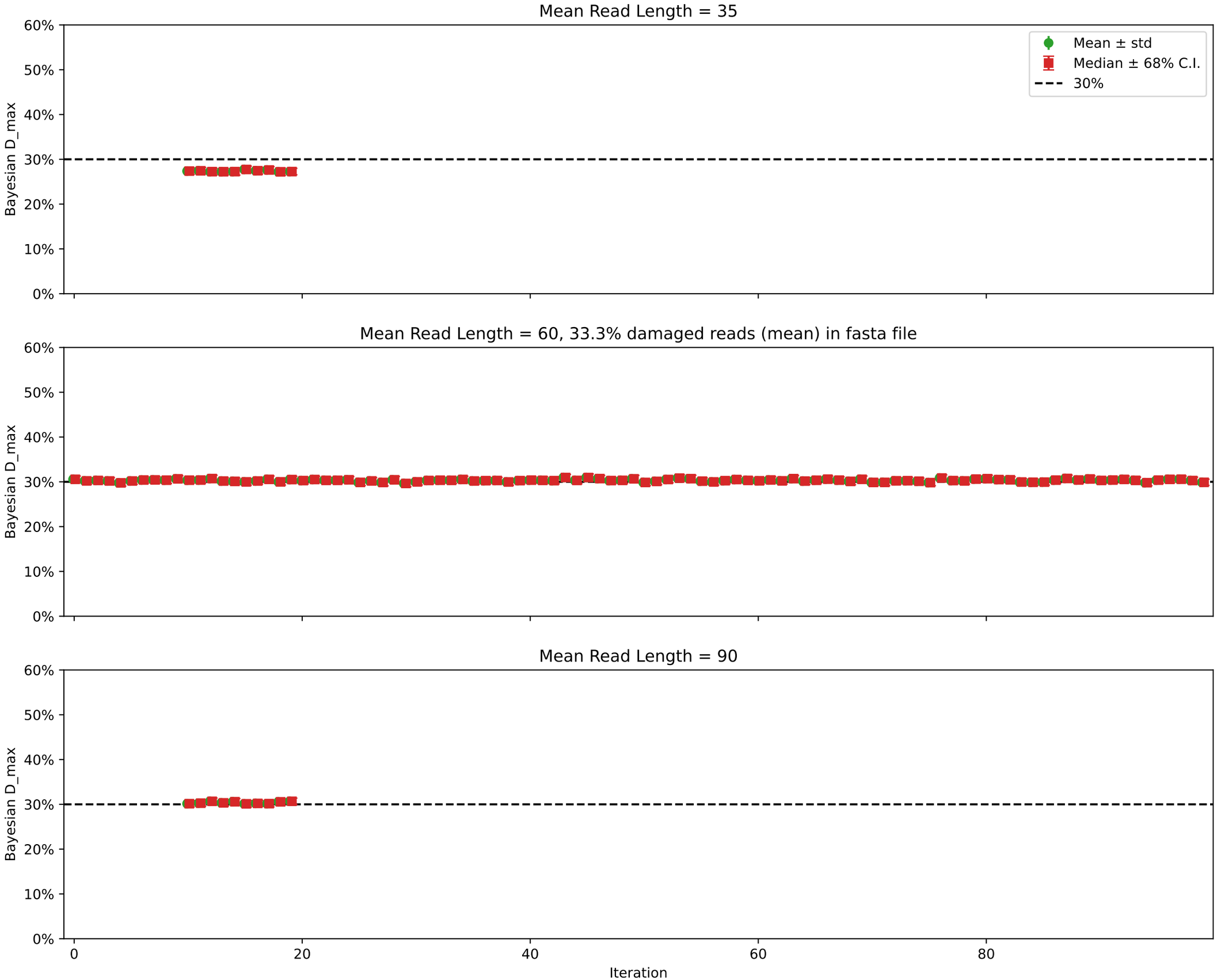
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent = 30%



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



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



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