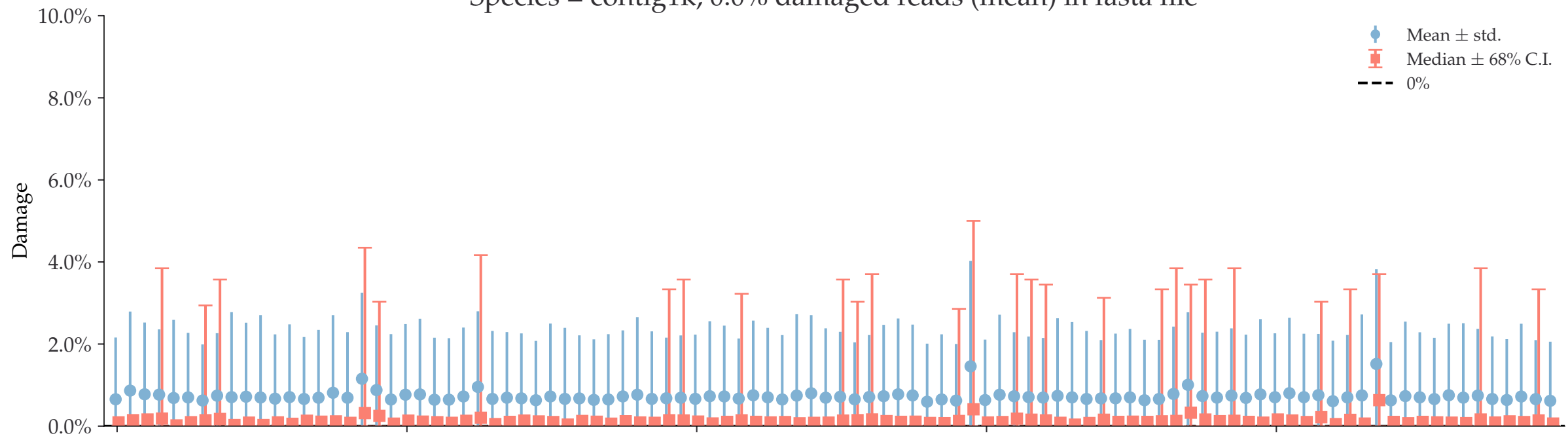


Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent = 0%

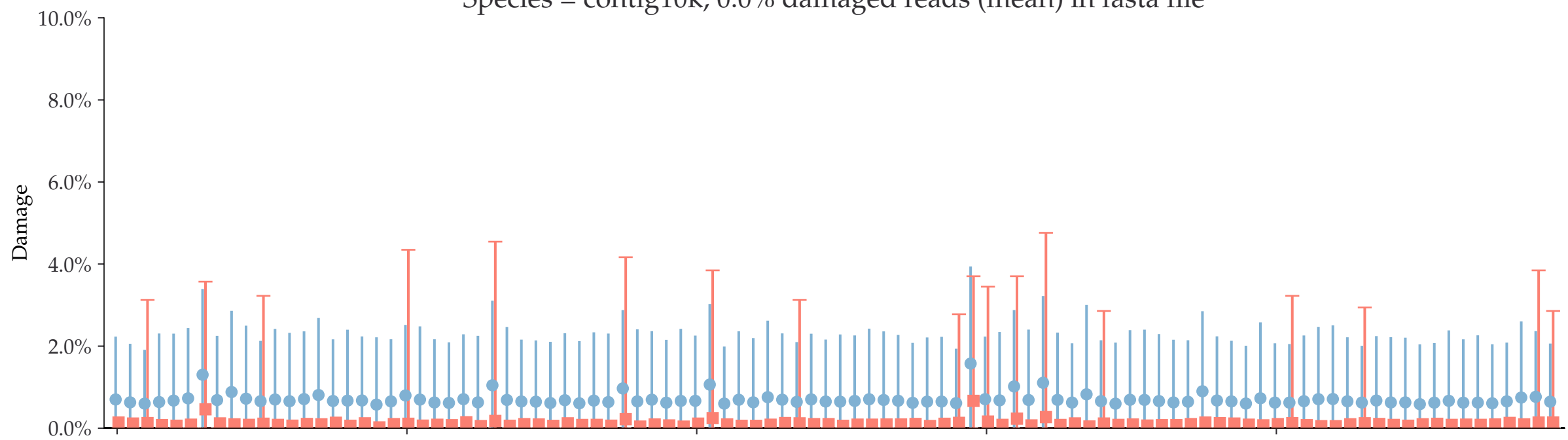


Individual damages:  
100 reads  
Briggs damage = 0.0  
Damage percent = 0%

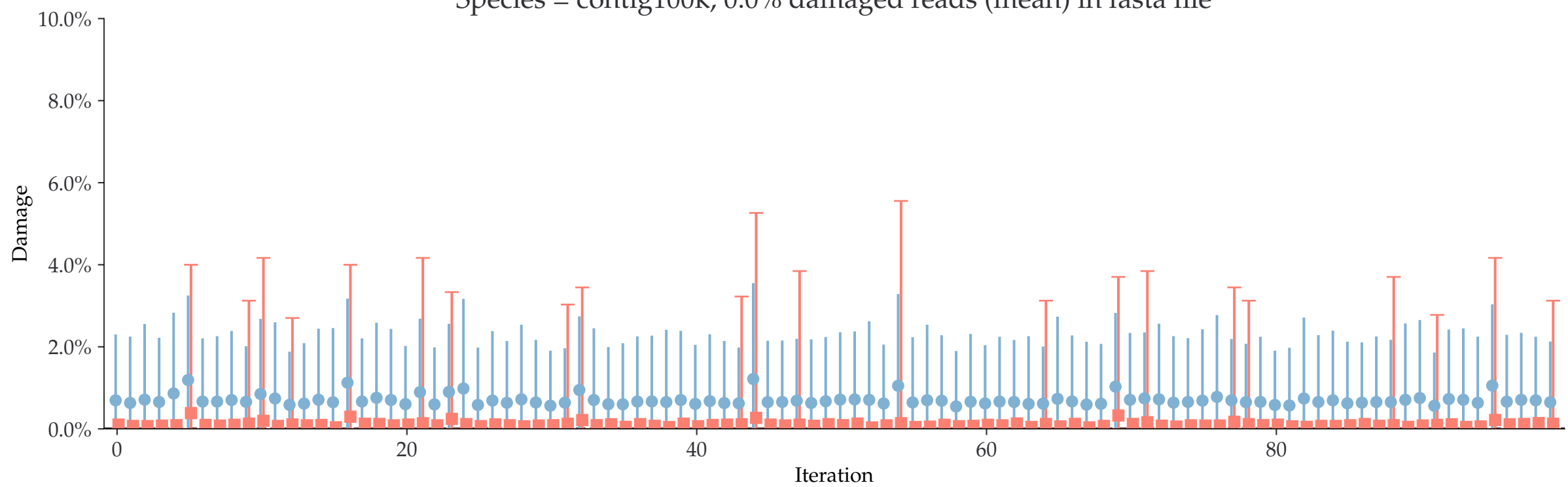
Species = contig1k, 0.0% damaged reads (mean) in fasta file



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

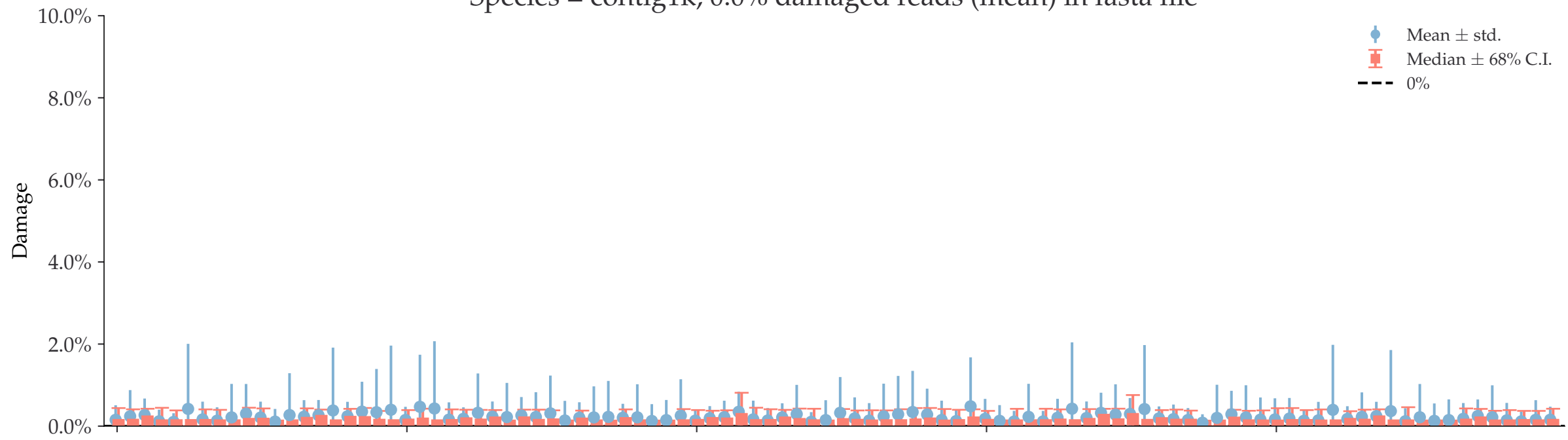


Species = contig100k, 0.0% damaged reads (mean) in fasta file

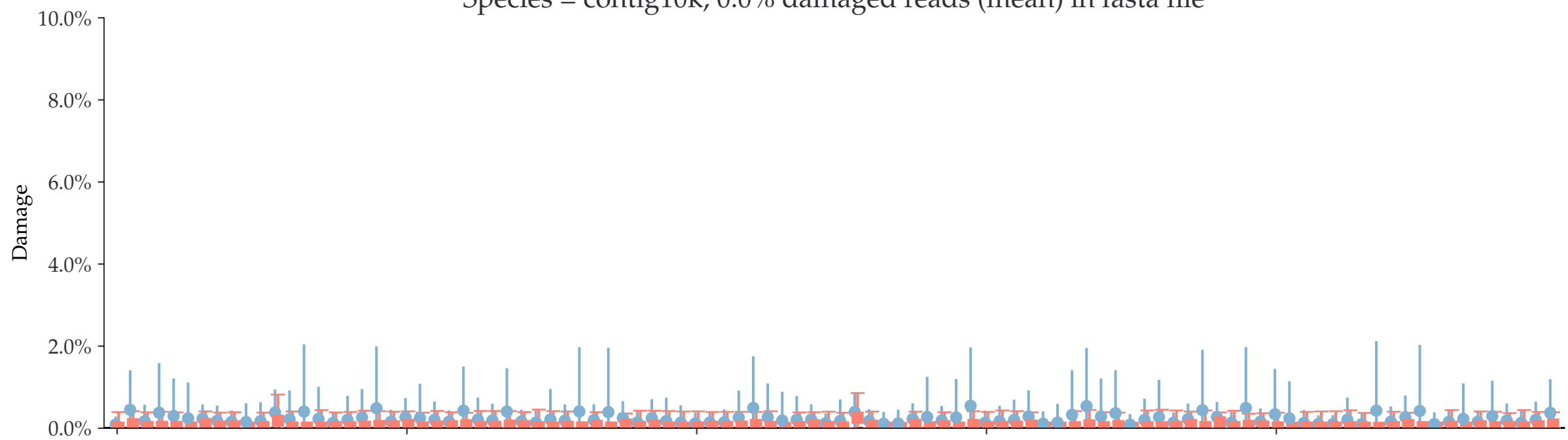


Individual damages:  
1000 reads  
Briggs damage = 0.0  
Damage percent = 0%

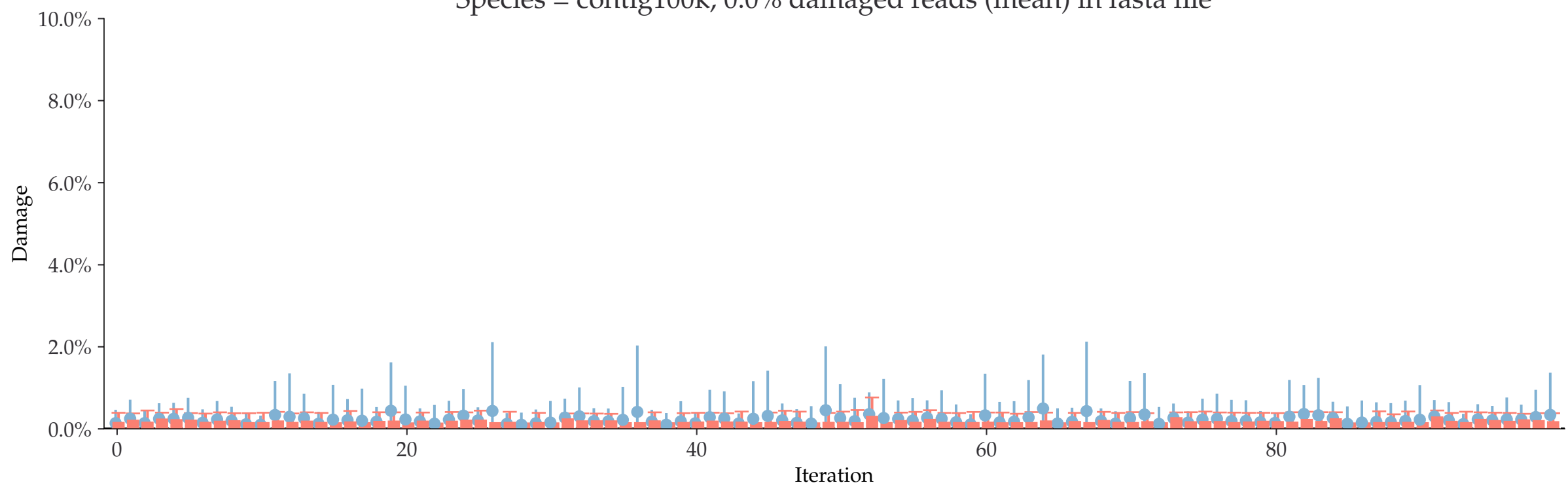
Species = contig1k, 0.0% damaged reads (mean) in fasta file



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



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



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

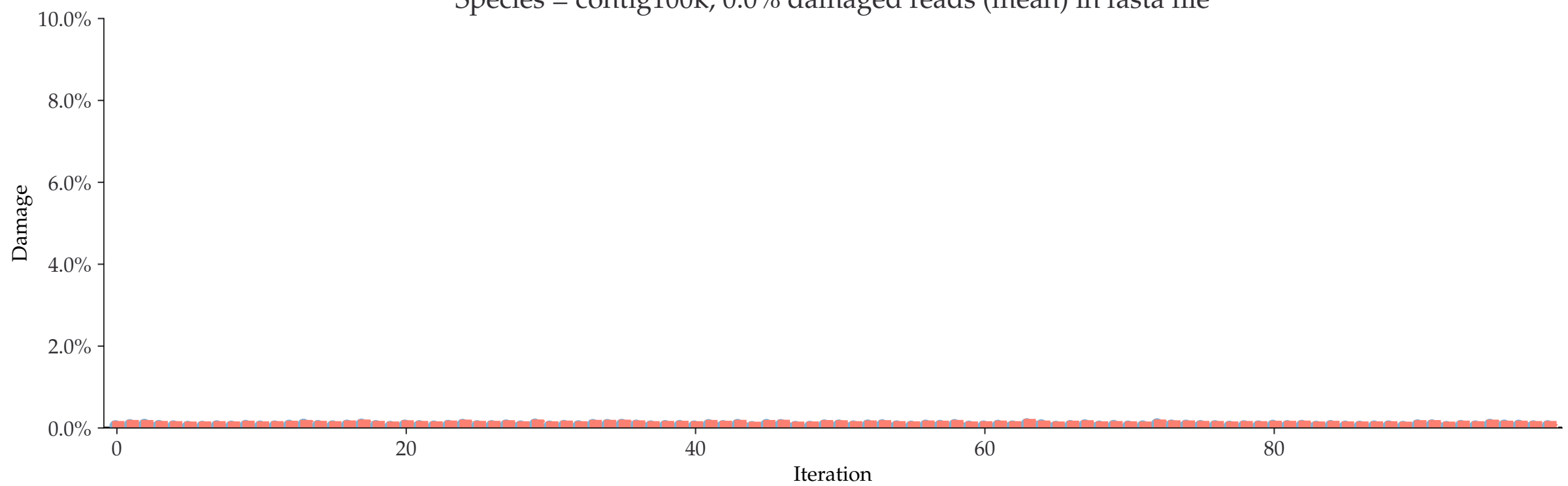
Species = contig1k, 0.0% damaged reads (mean) in fasta file



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

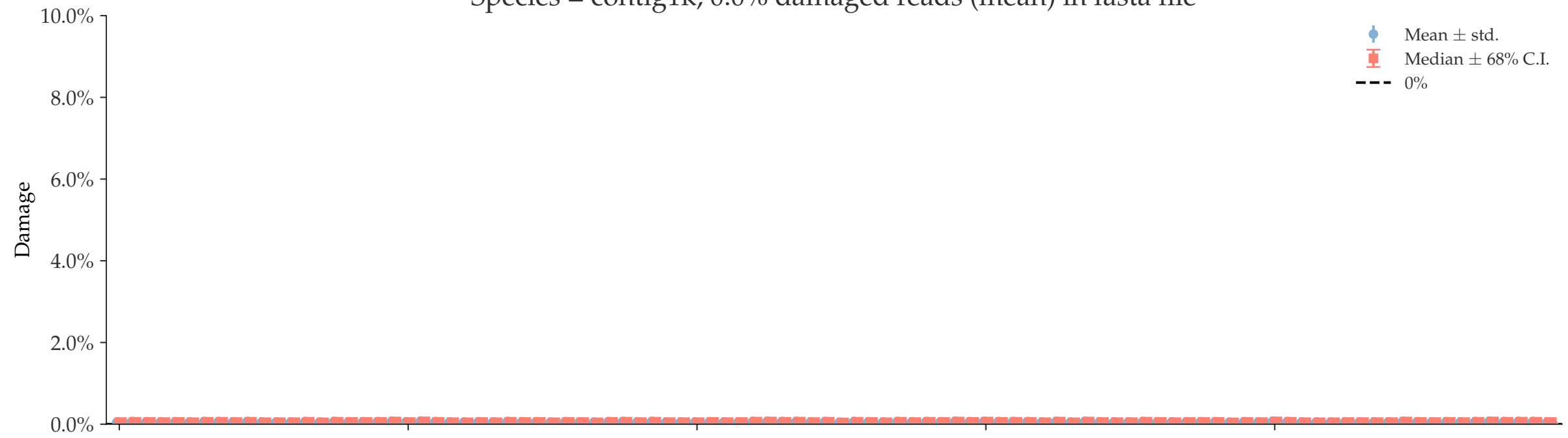


Species = contig100k, 0.0% damaged reads (mean) in fasta file

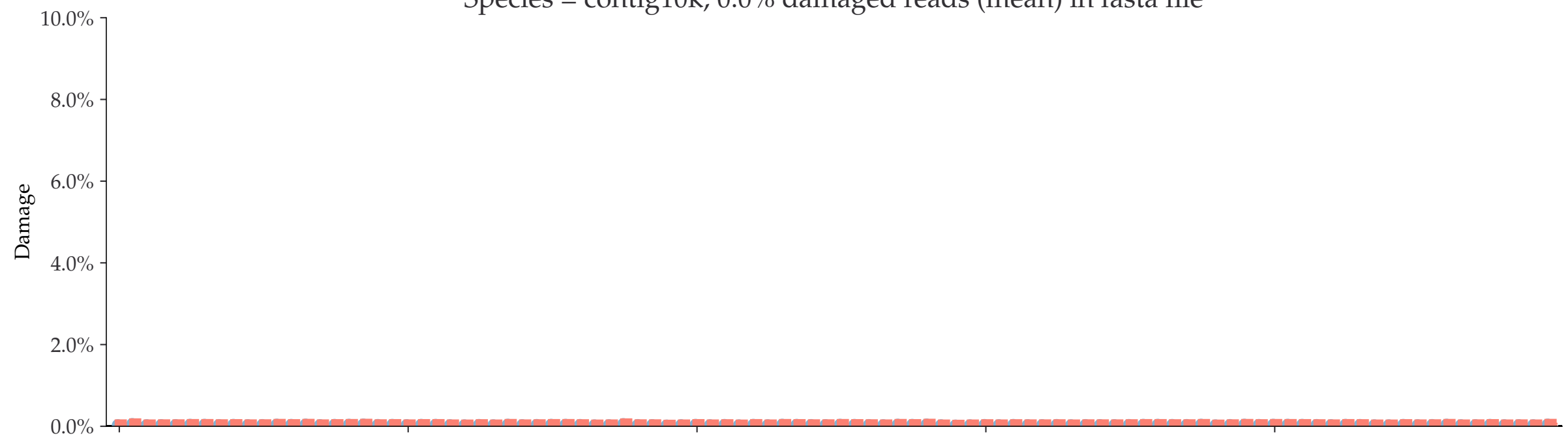


Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent = 0%

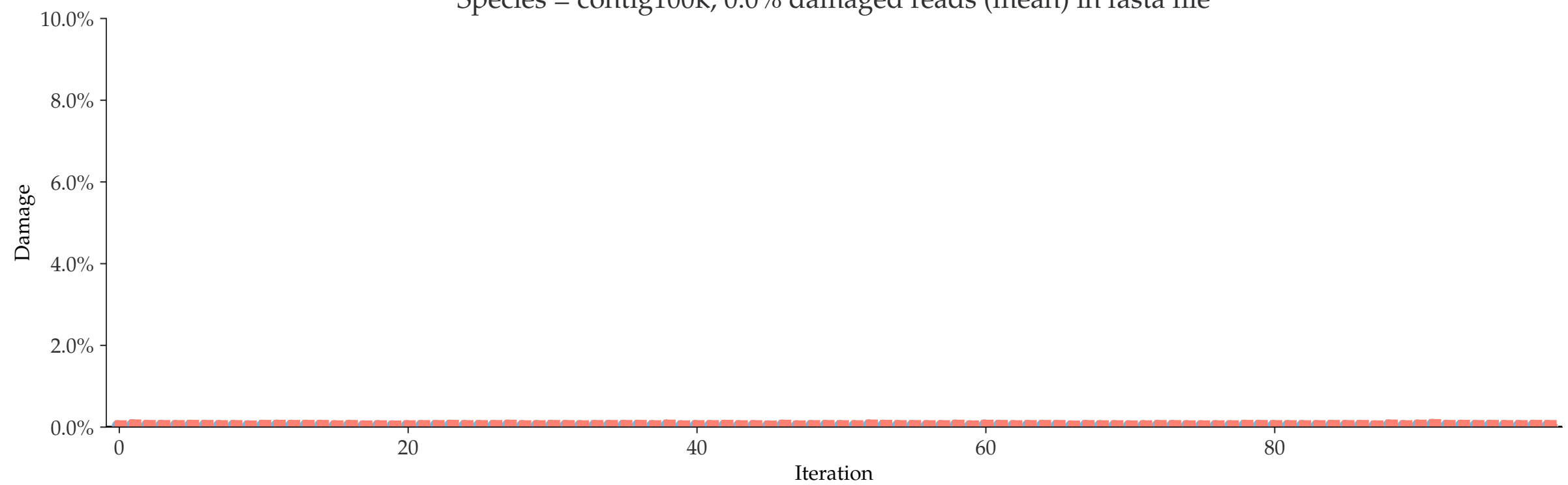
Species = contig1k, 0.0% damaged reads (mean) in fasta file



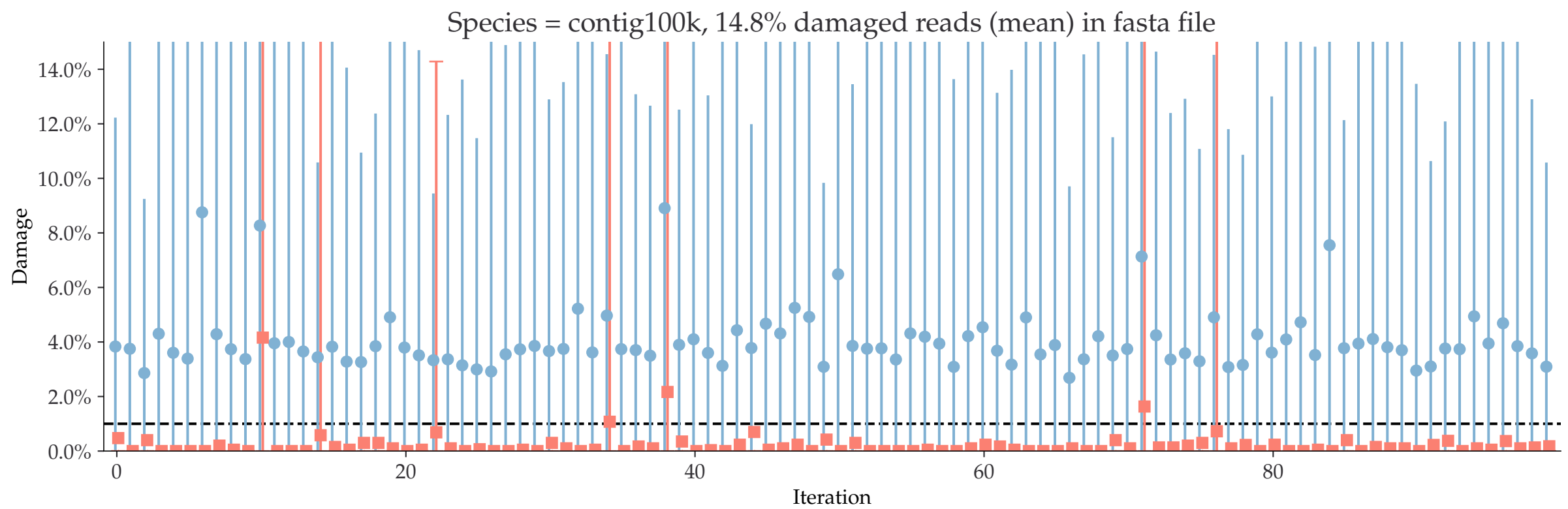
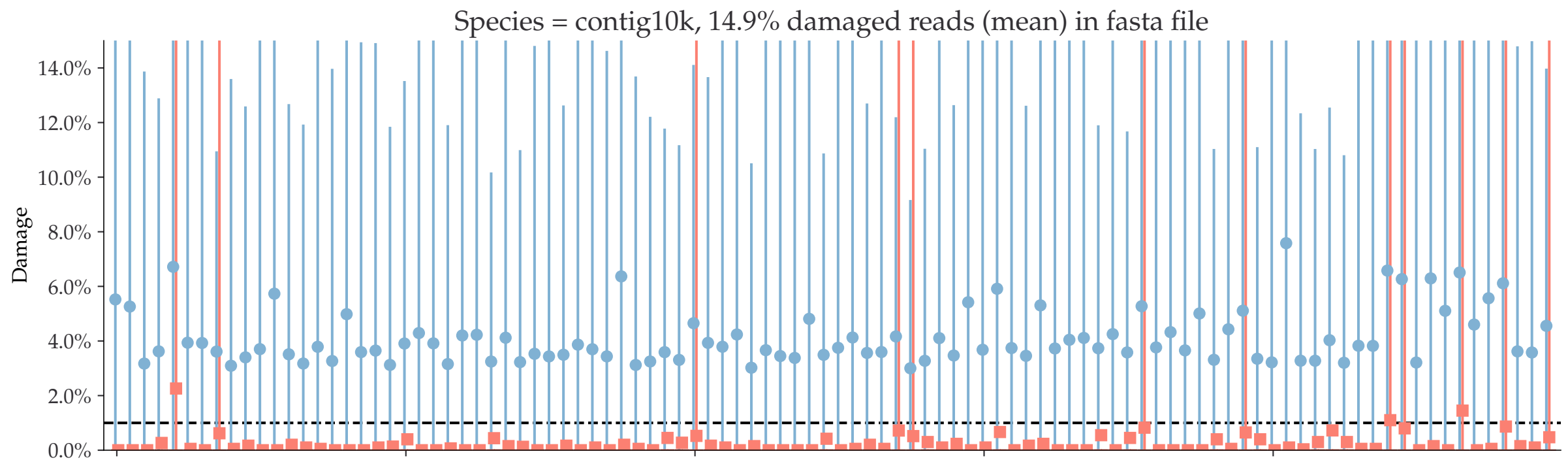
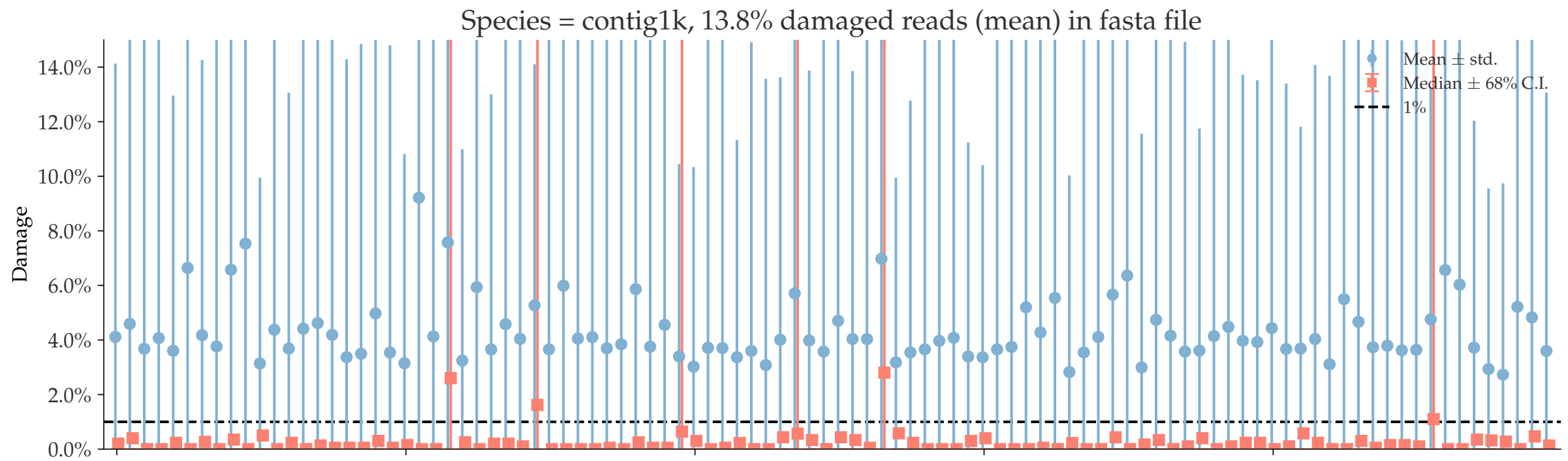
Species = contig10k, 0.0% damaged reads (mean) in fasta file



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

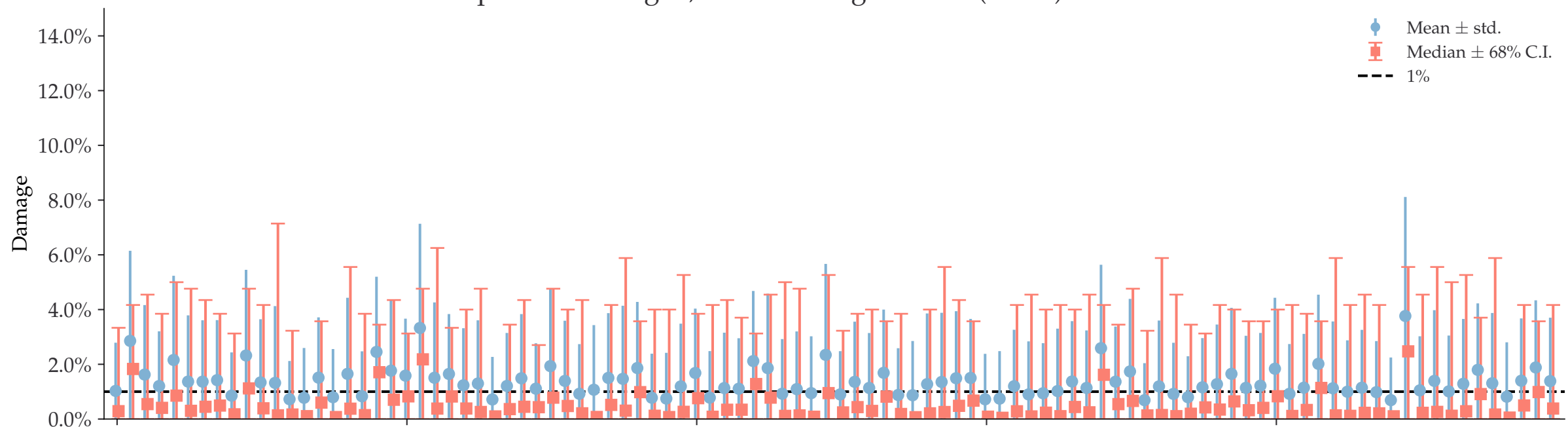


Individual damages:  
10 reads  
Briggs damage = 0.014  
Damage percent = 1%

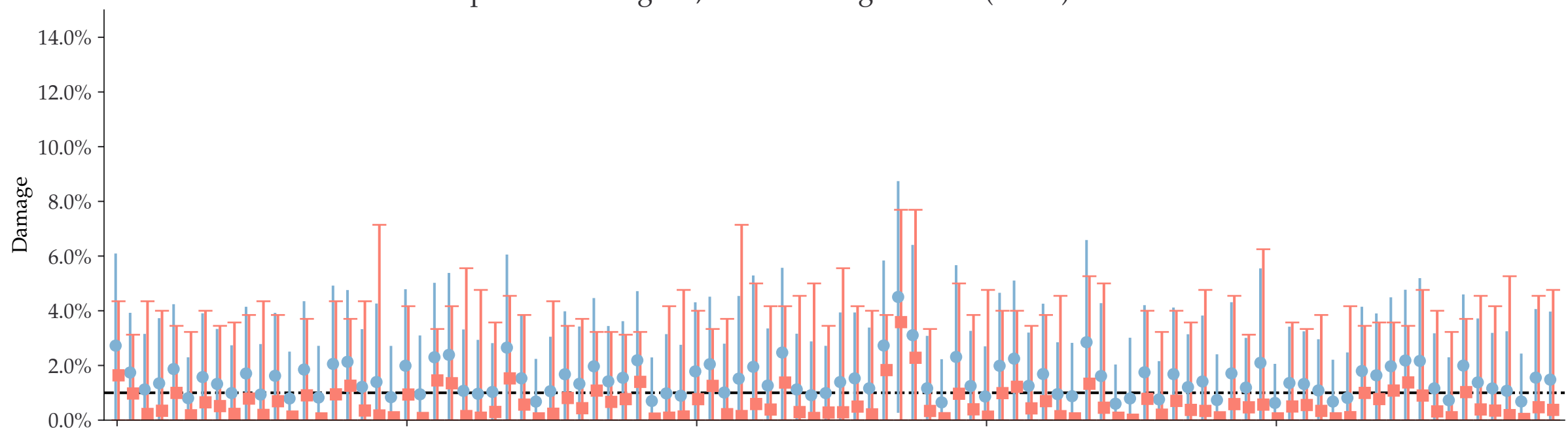


Individual damages:  
100 reads  
Briggs damage = 0.014  
Damage percent = 1%

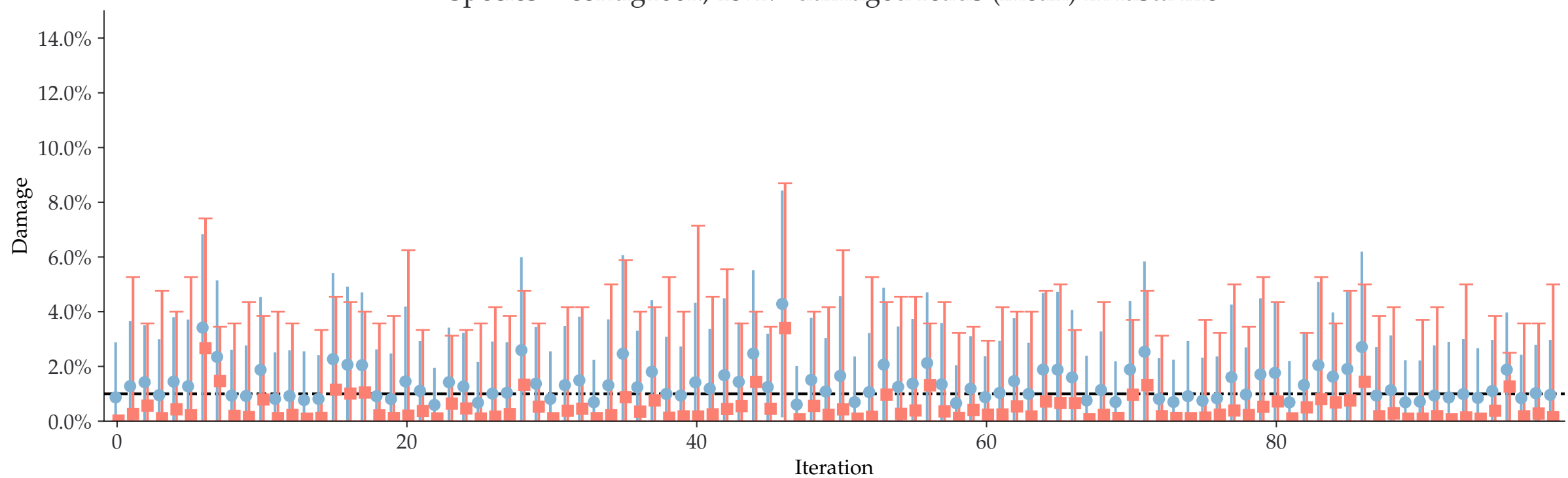
Species = contig1k, 13.0% damaged reads (mean) in fasta file



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

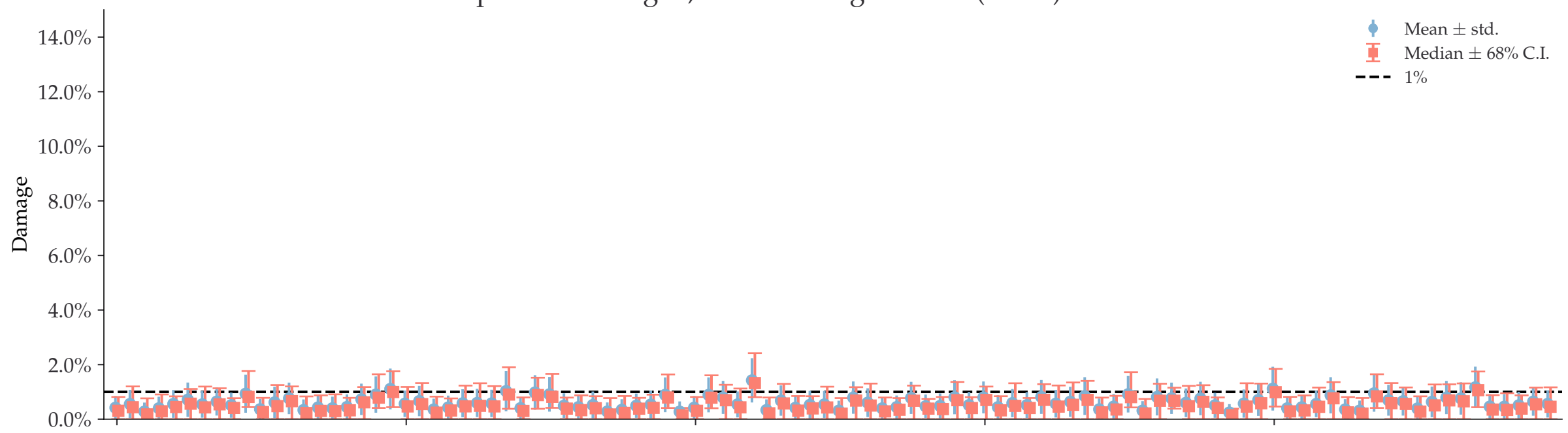


Species = contig100k, 13.4% damaged reads (mean) in fasta file

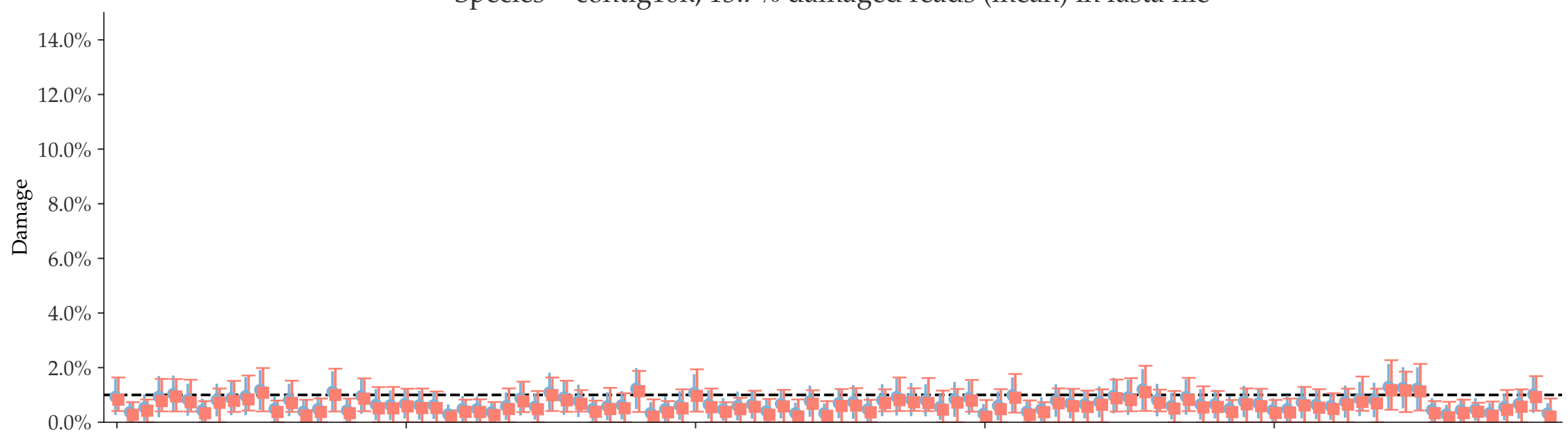


Individual damages:  
1000 reads  
Briggs damage = 0.014  
Damage percent = 1%

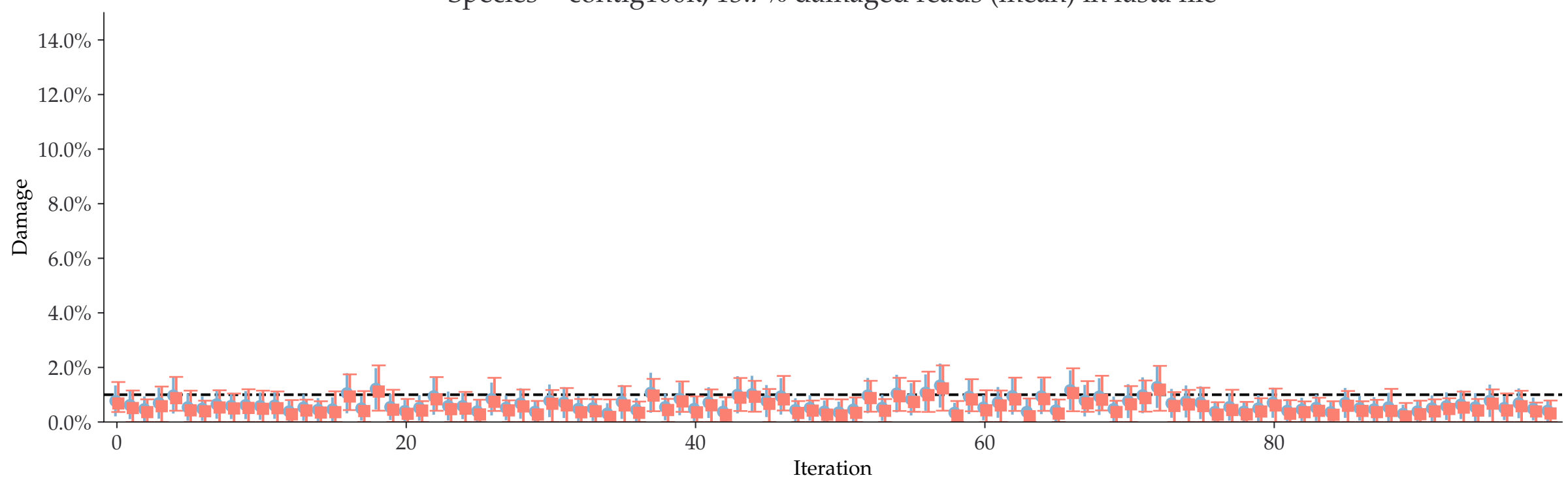
Species = contig1k, 12.3% damaged reads (mean) in fasta file



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



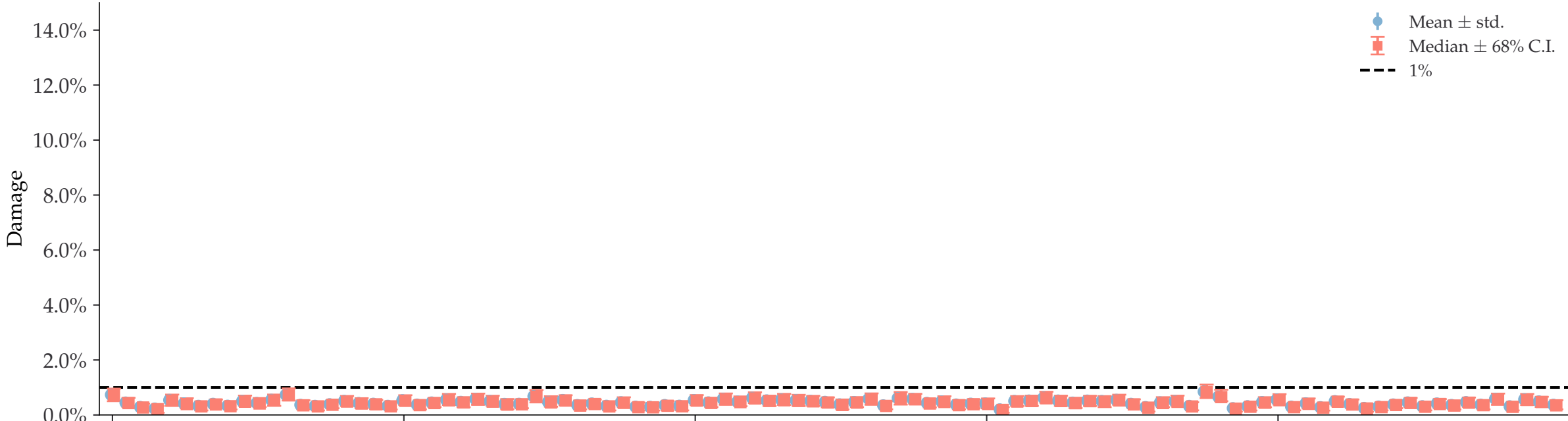
Species = contig100k, 13.7% damaged reads (mean) in fasta file





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

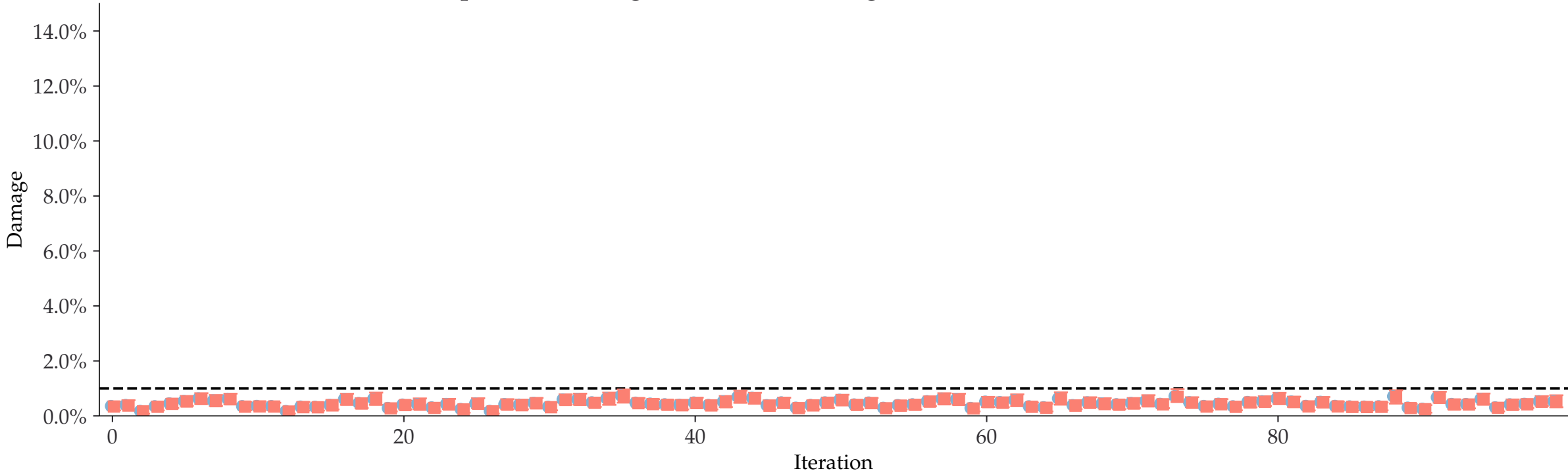
Species = contig1k, 12.4% damaged reads (mean) in fasta file



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

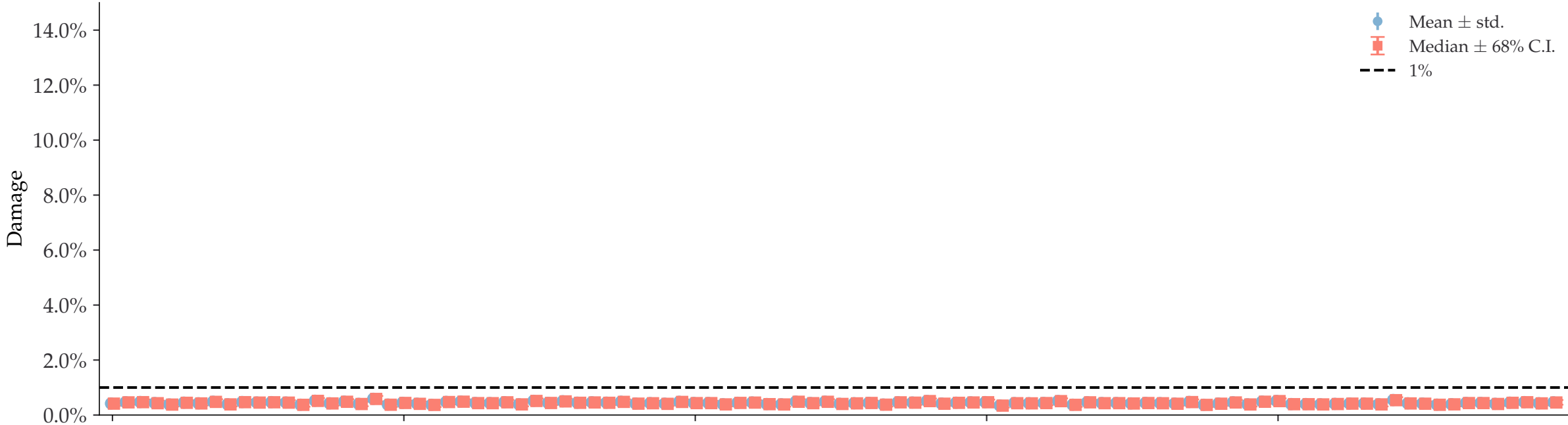


Species = contig100k, 13.6% damaged reads (mean) in fasta file

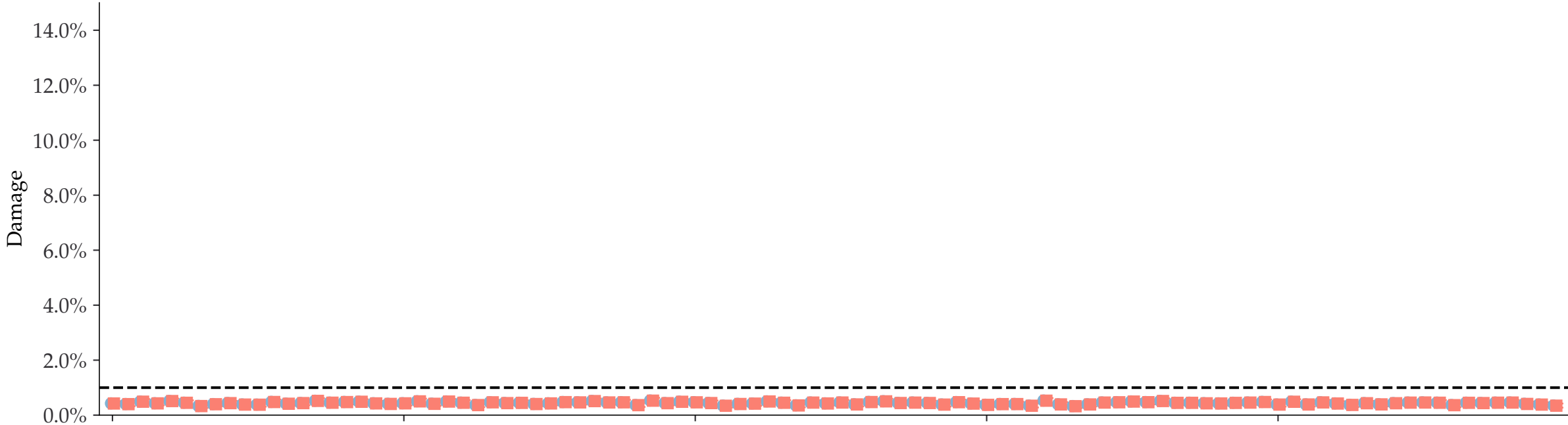


Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent = 1%

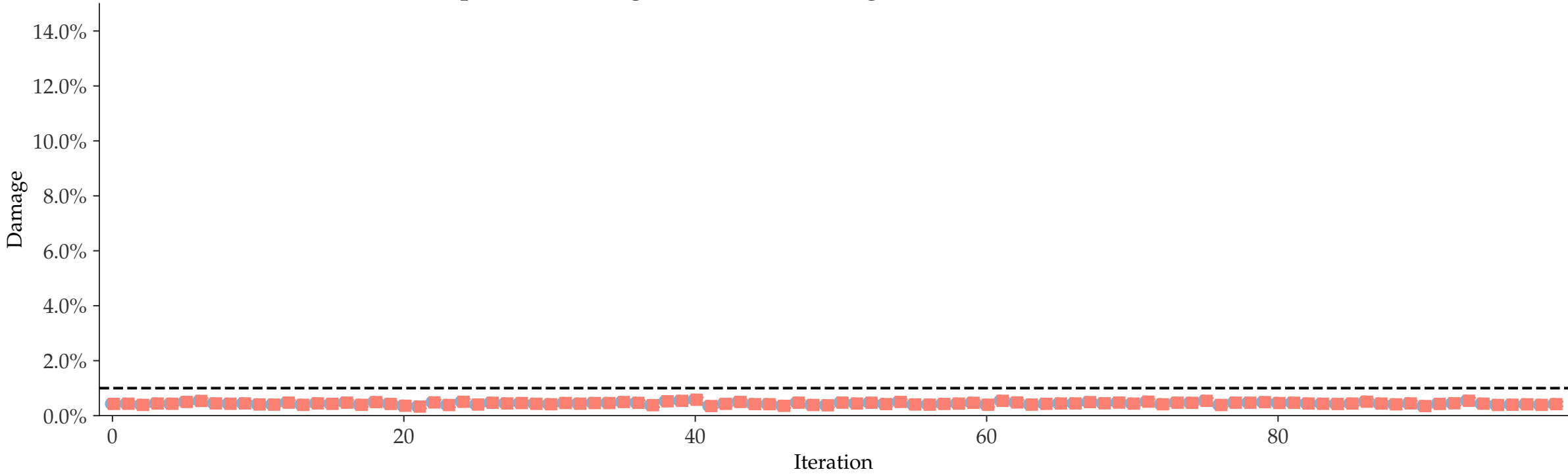
Species = contig1k, 12.4% damaged reads (mean) in fasta file



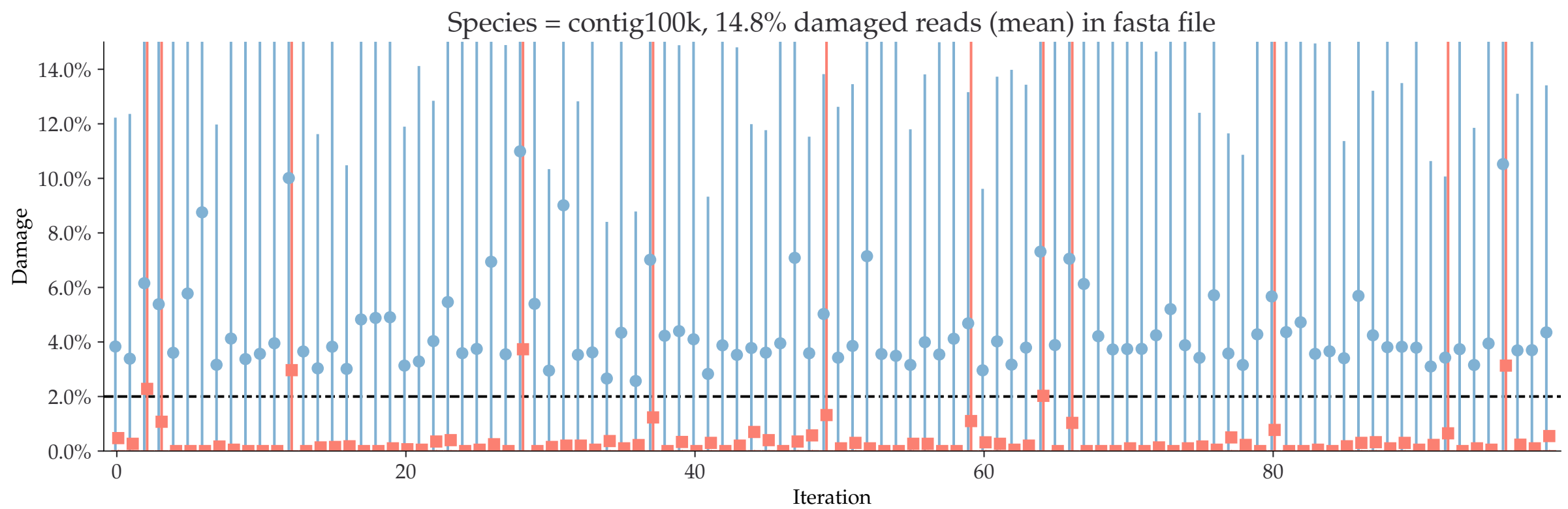
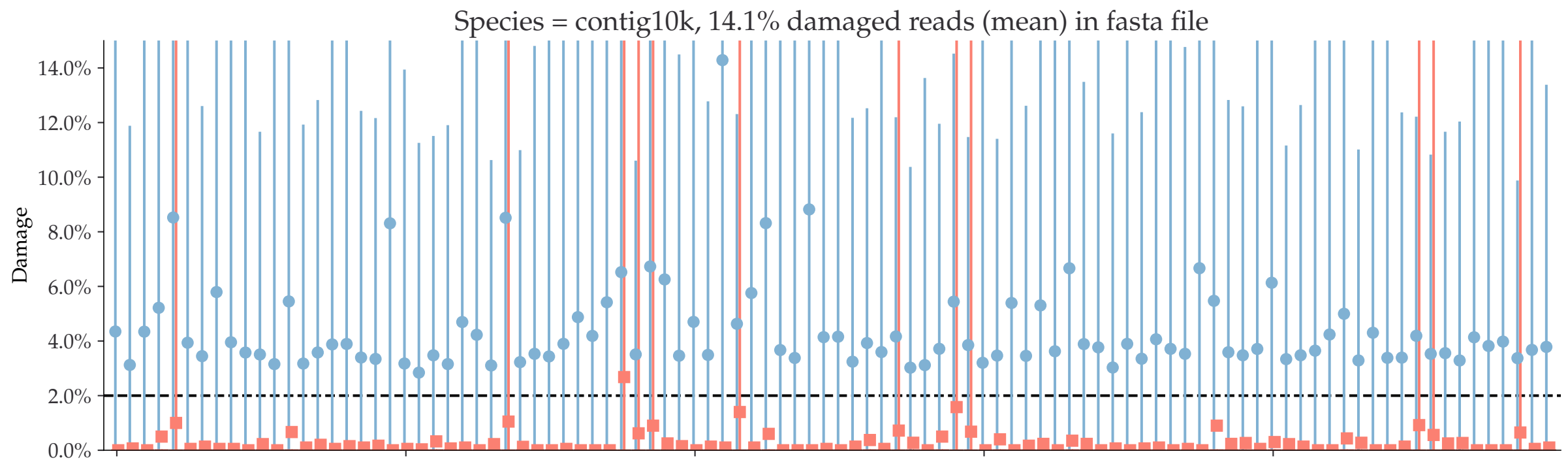
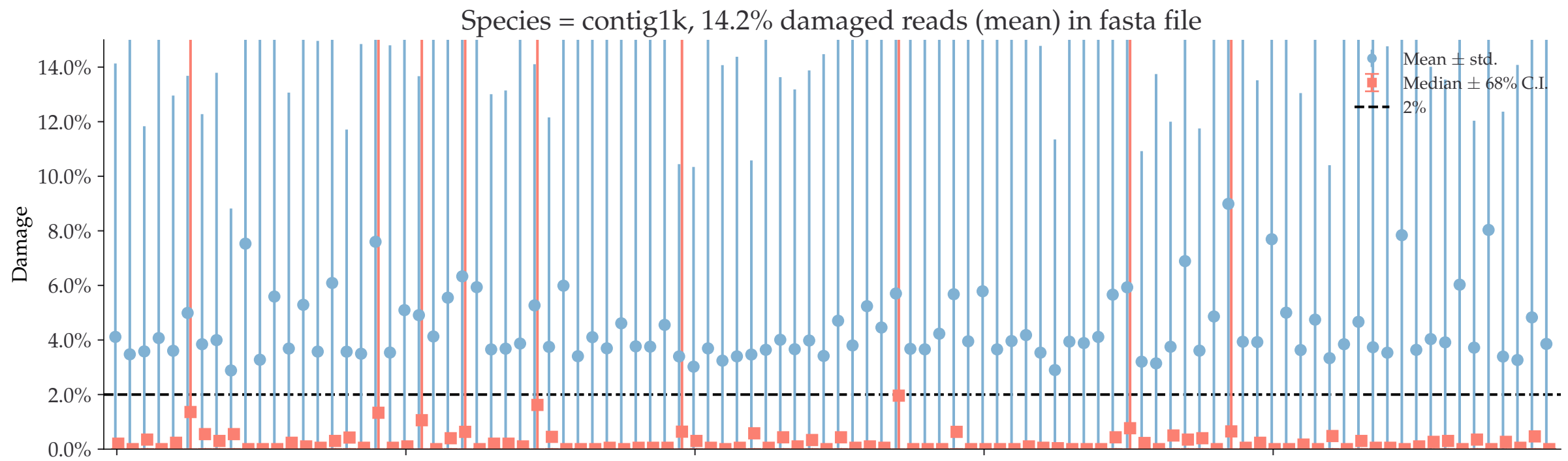
Species = contig10k, 13.6% damaged reads (mean) in fasta file



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

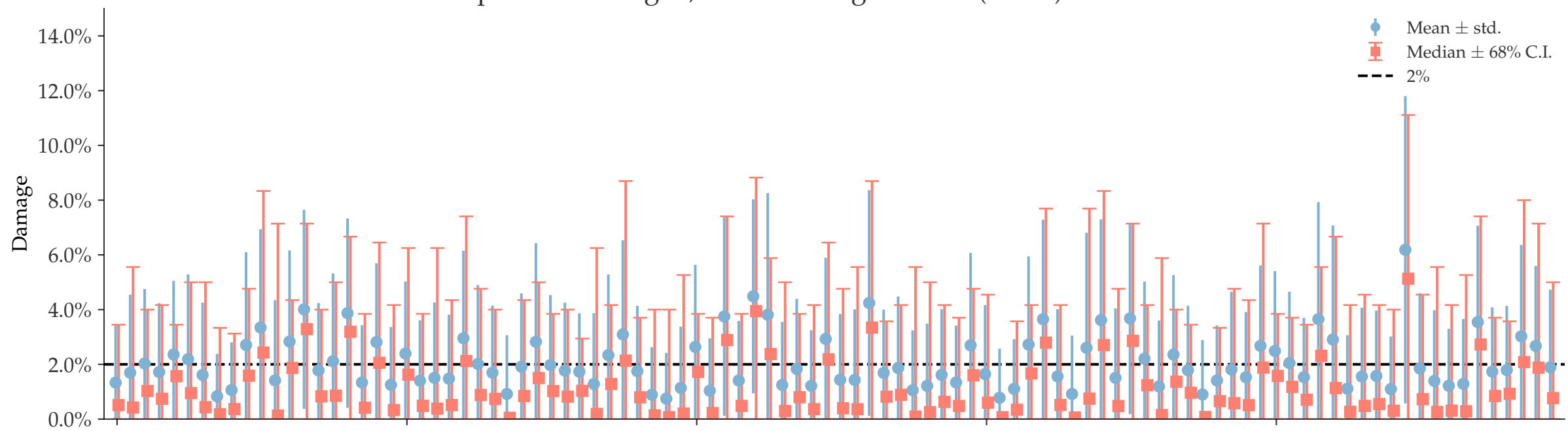


Individual damages:  
10 reads  
Briggs damage = 0.047  
Damage percent = 2%

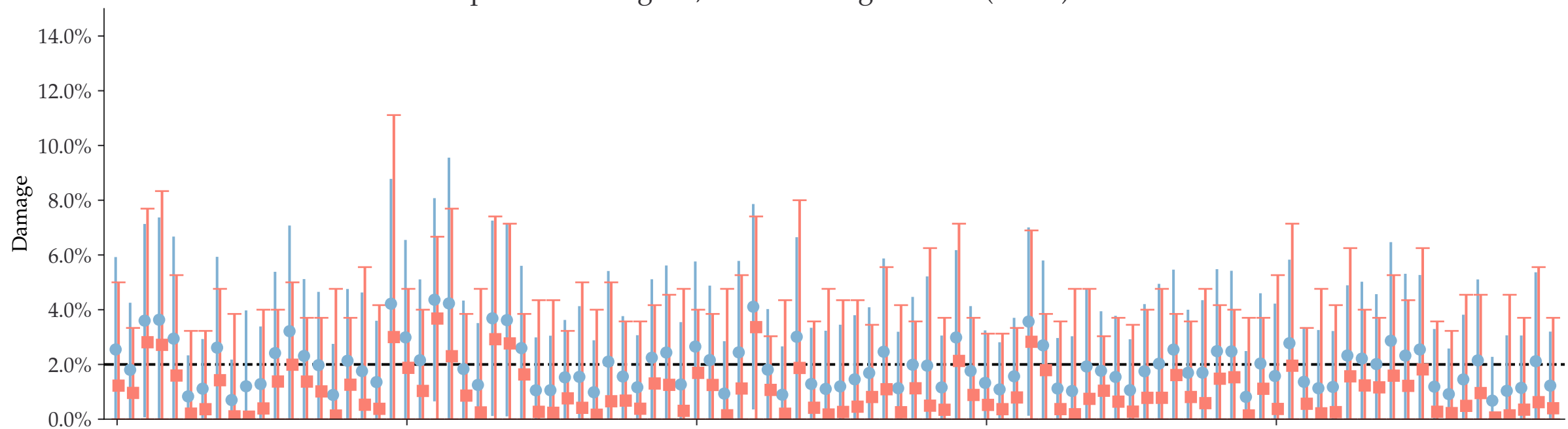


Individual damages:  
100 reads  
Briggs damage = 0.047  
Damage percent = 2%

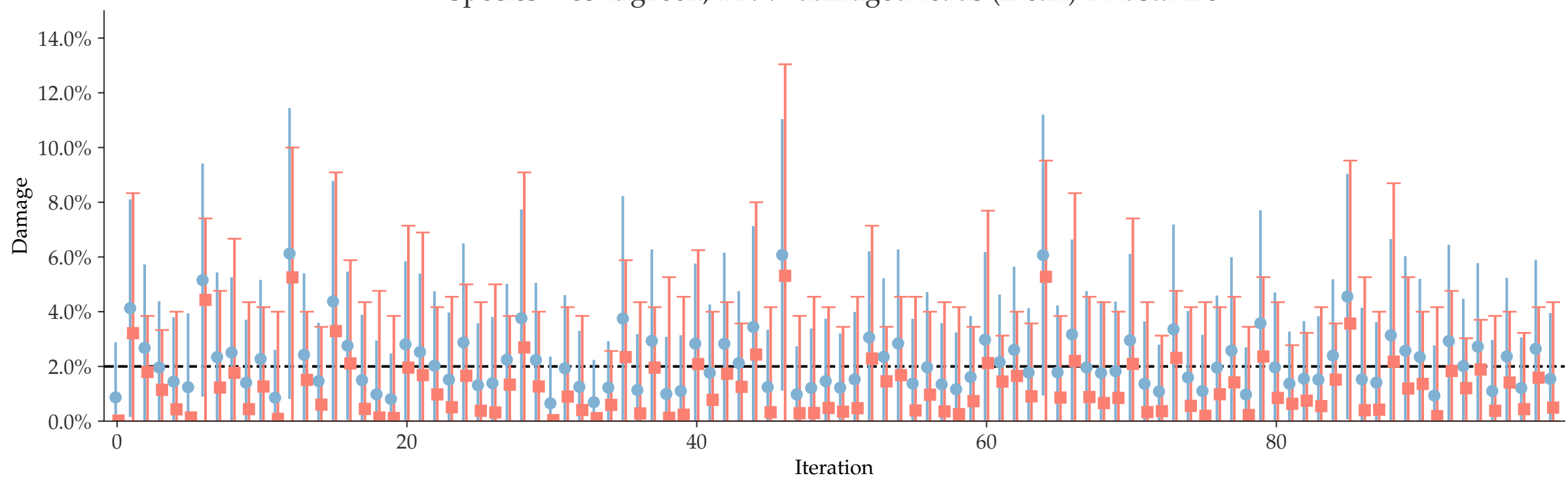
Species = contig1k, 13.9% damaged reads (mean) in fasta file



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

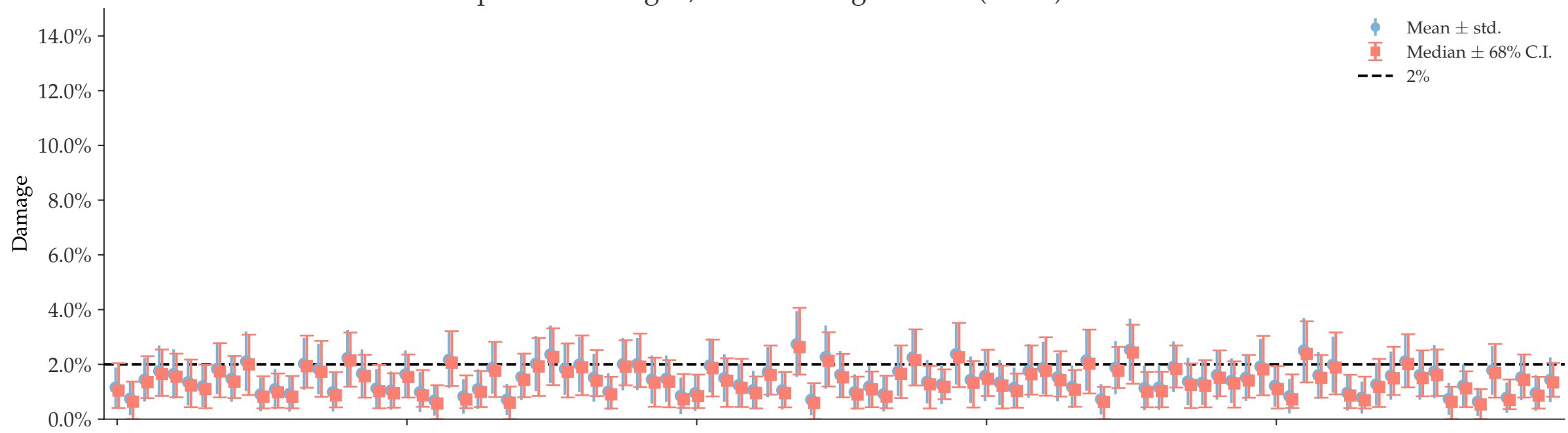


Species = contig100k, 14.9% damaged reads (mean) in fasta file

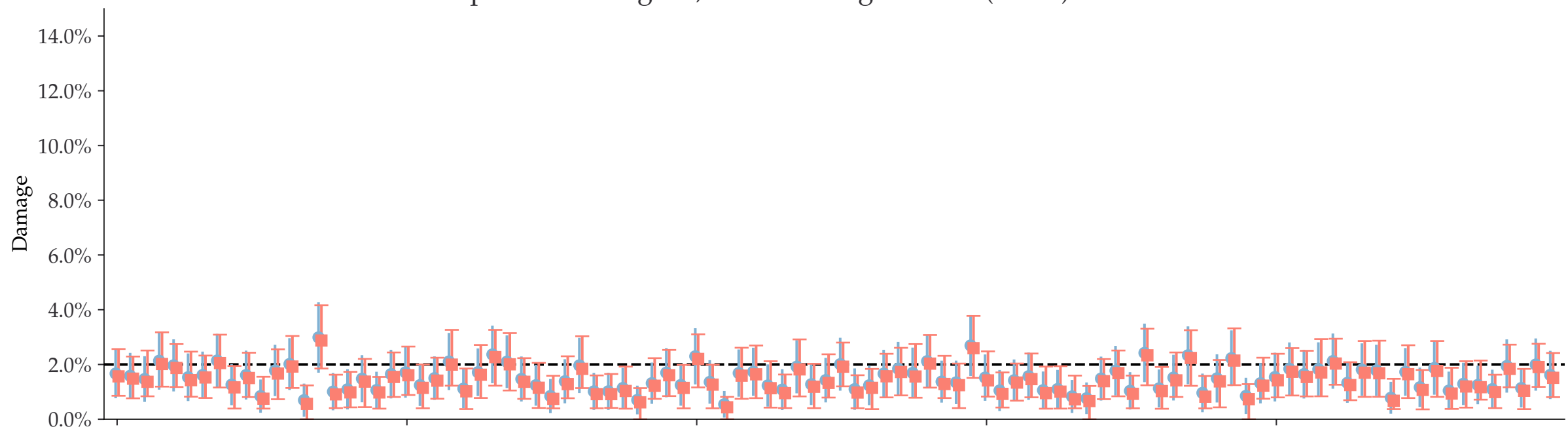


Individual damages:  
1000 reads  
Briggs damage = 0.047  
Damage percent = 2%

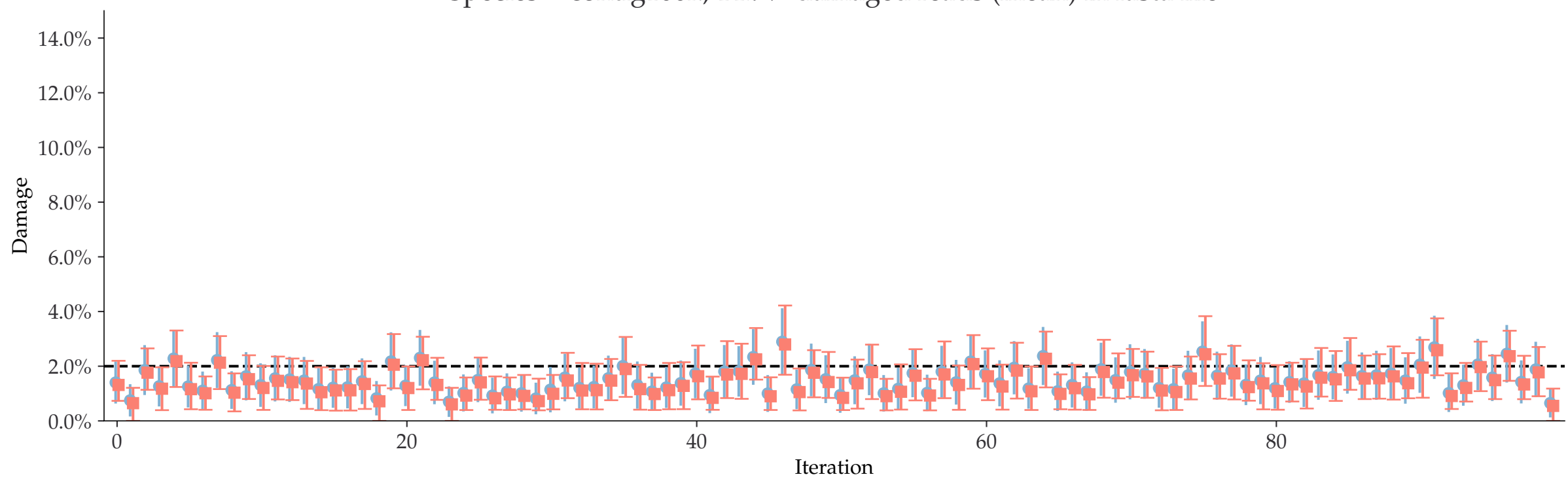
Species = contig1k, 13.6% damaged reads (mean) in fasta file



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

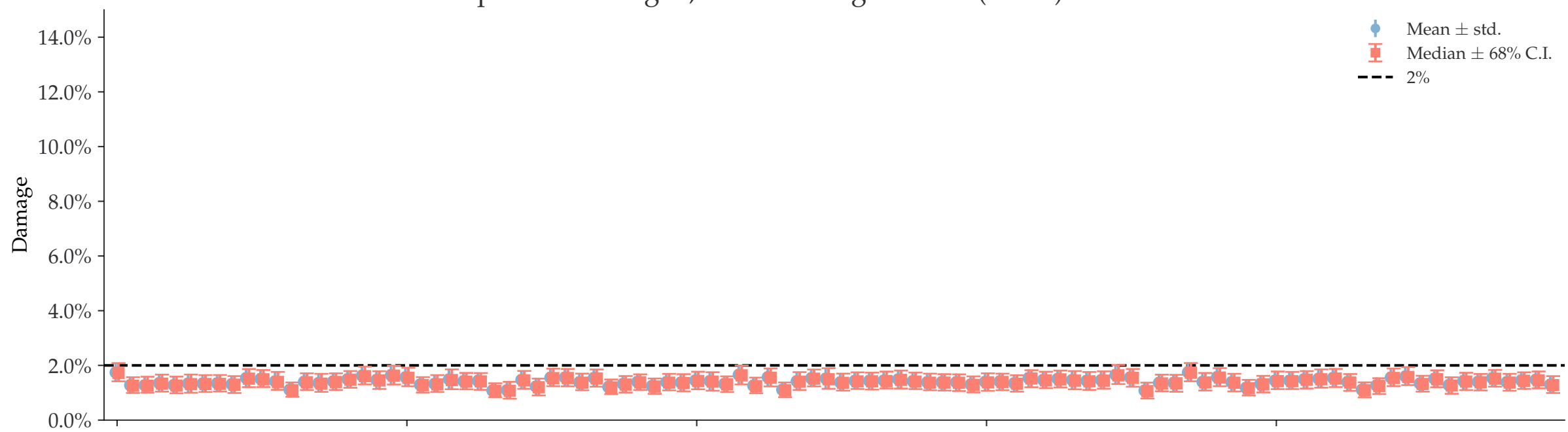


Species = contig100k, 14.9% damaged reads (mean) in fasta file

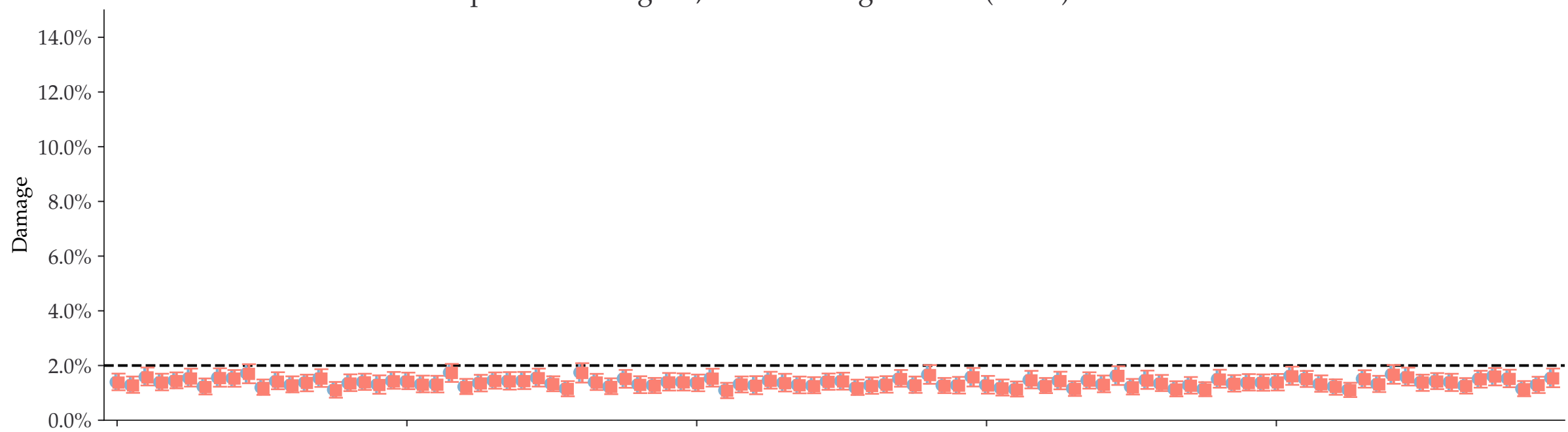


Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent = 2%

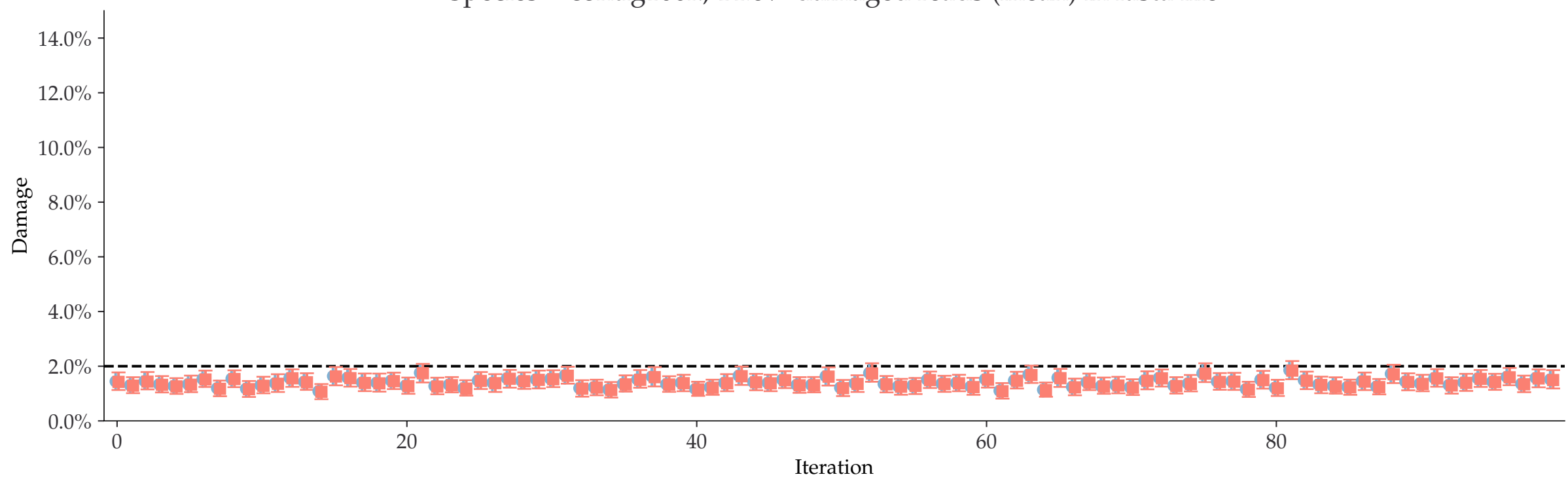
Species = contig1k, 13.6% damaged reads (mean) in fasta file



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

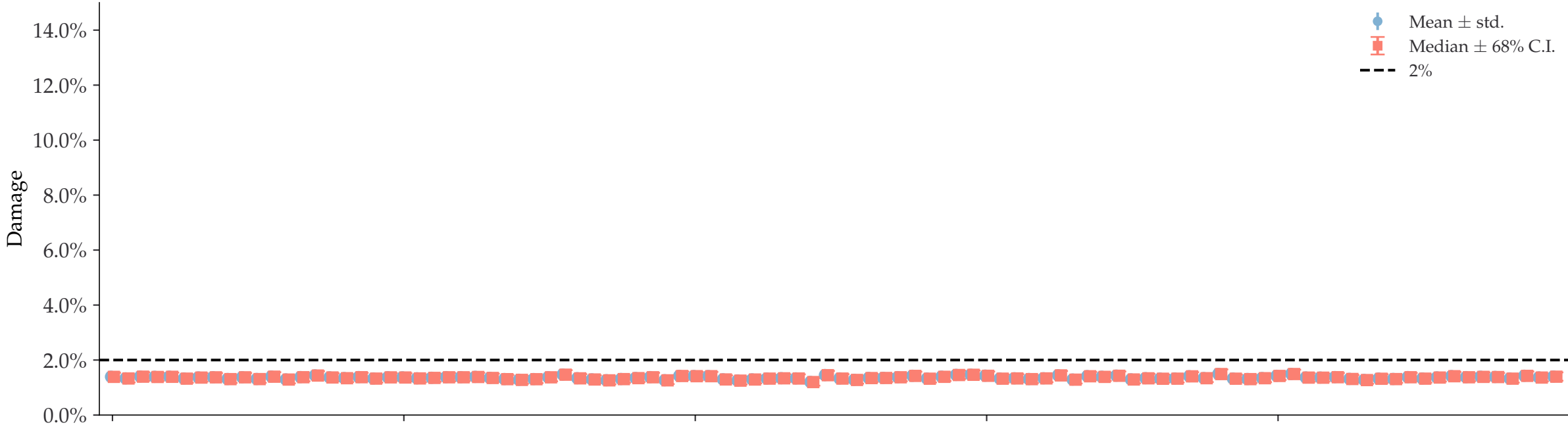


Species = contig100k, 14.8% damaged reads (mean) in fasta file

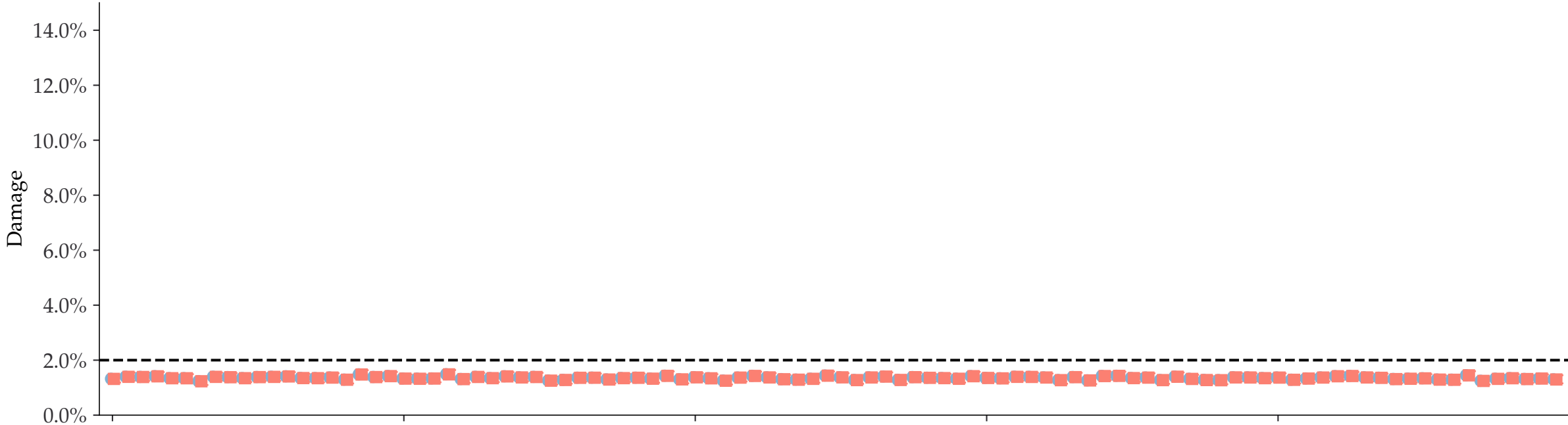


Individual damages:  
100000 reads  
Briggs damage = 0.047  
Damage percent = 2%

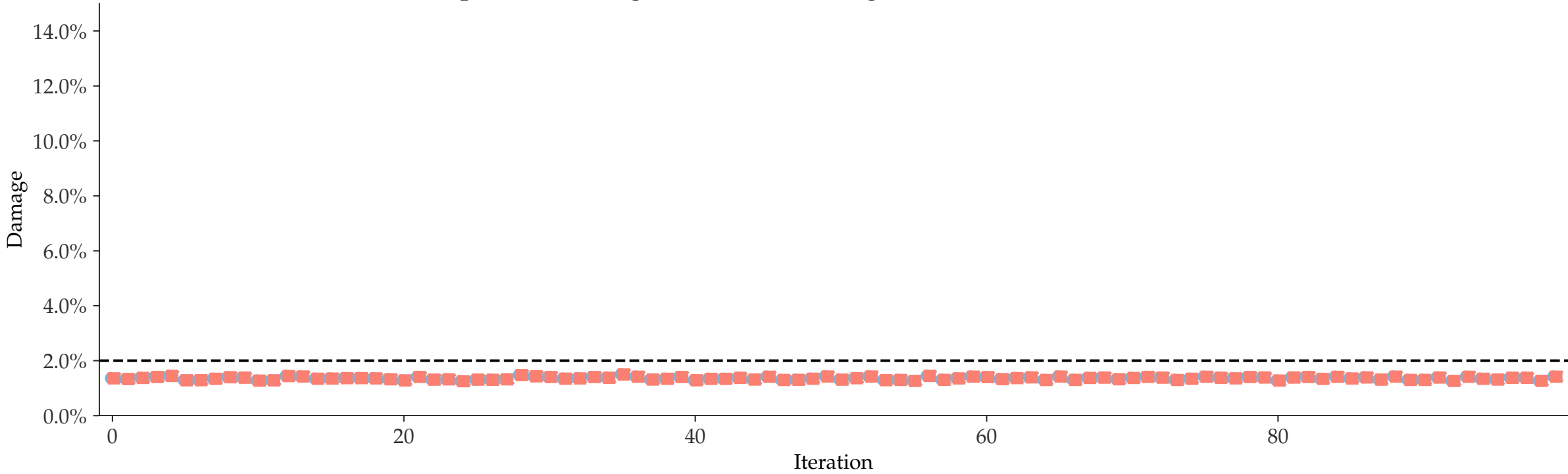
Species = contig1k, 13.6% damaged reads (mean) in fasta file



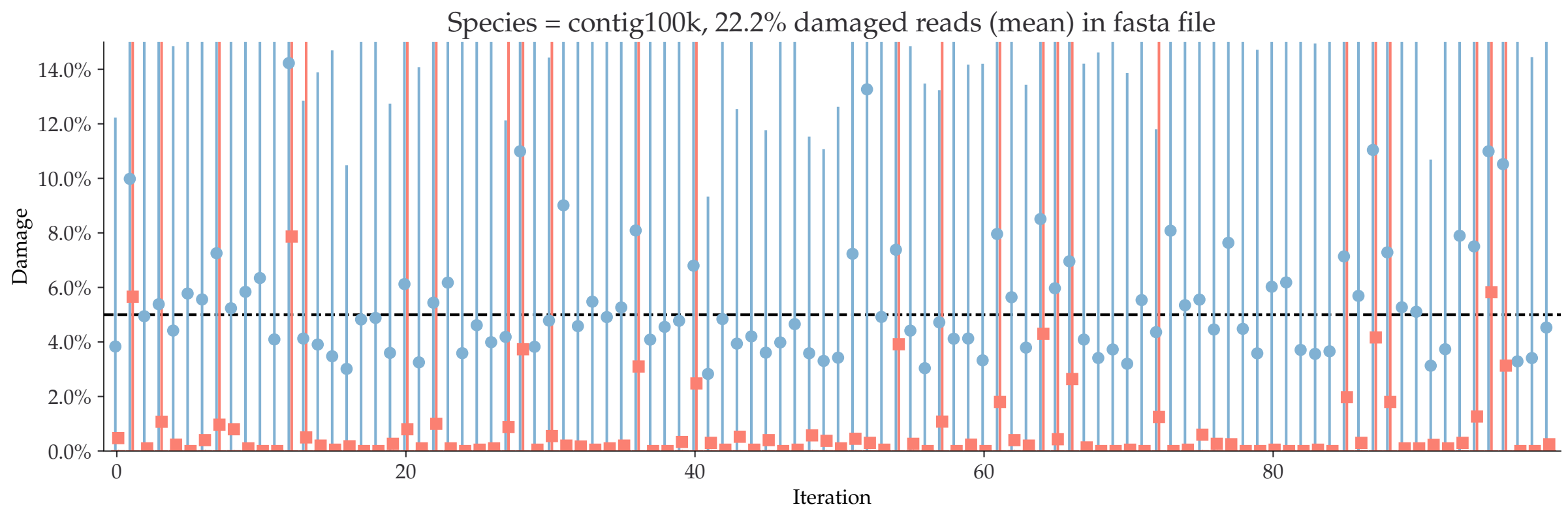
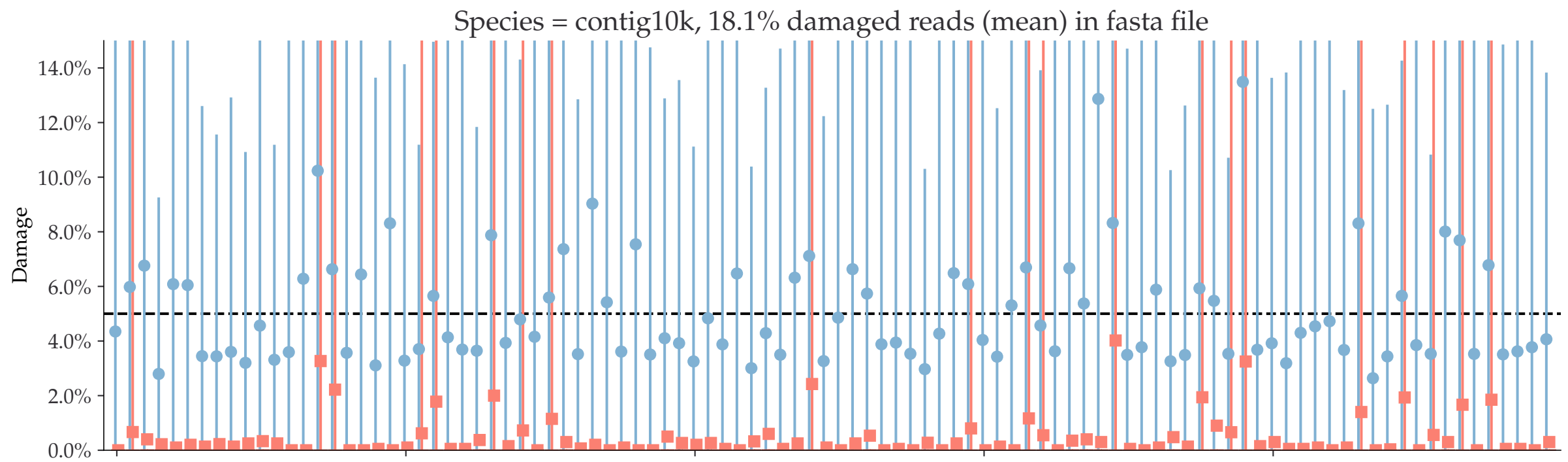
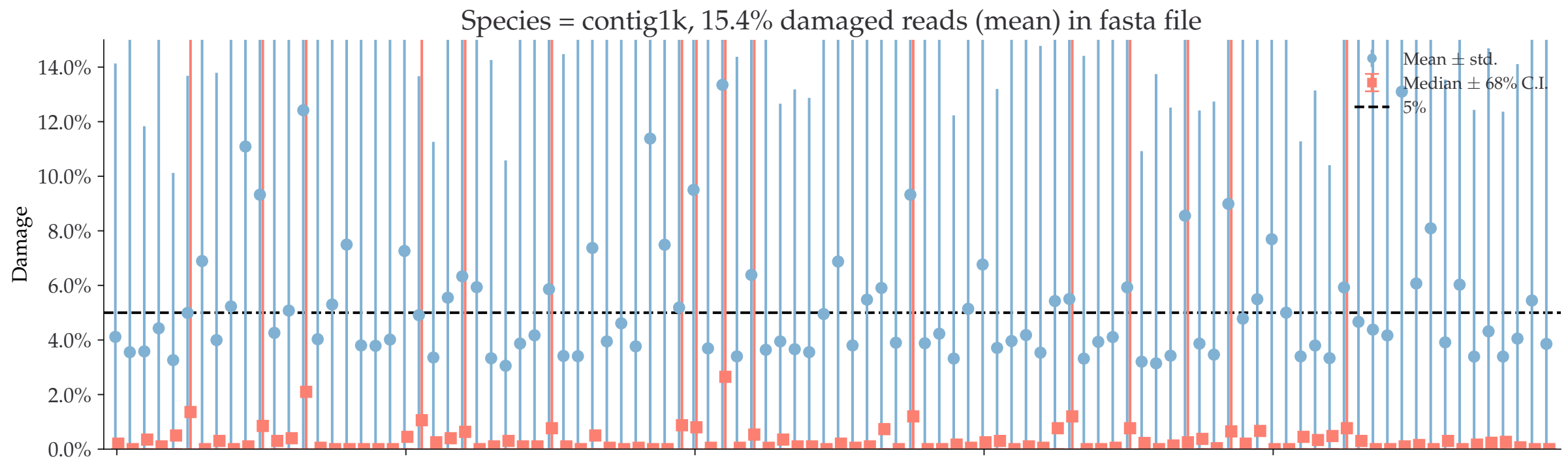
Species = contig10k, 14.8% damaged reads (mean) in fasta file



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



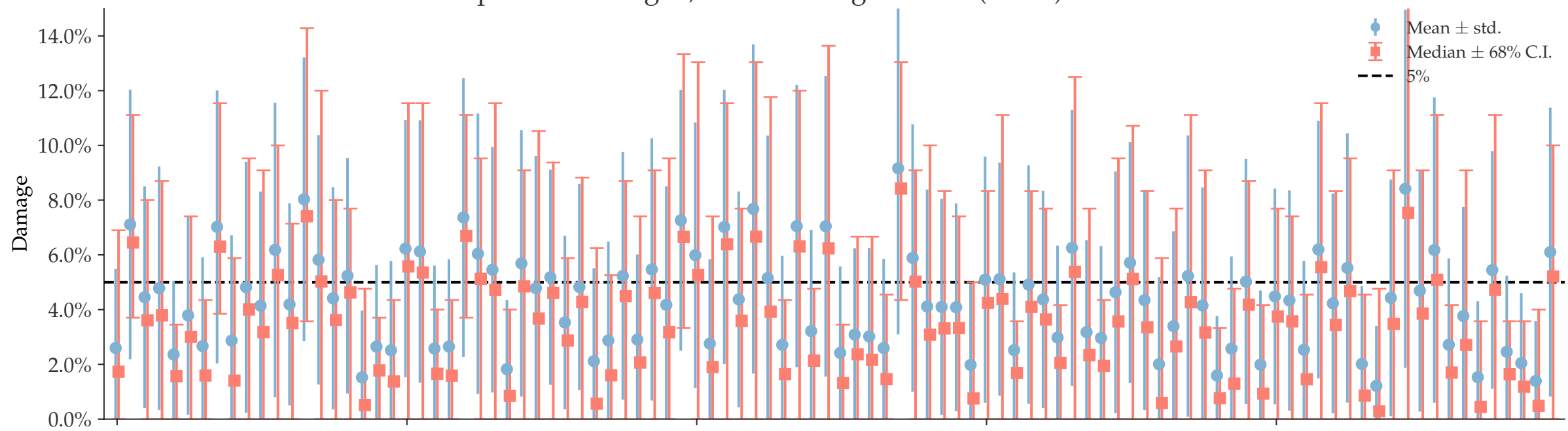
Individual damages:  
10 reads  
Briggs damage = 0.138  
Damage percent = 5%



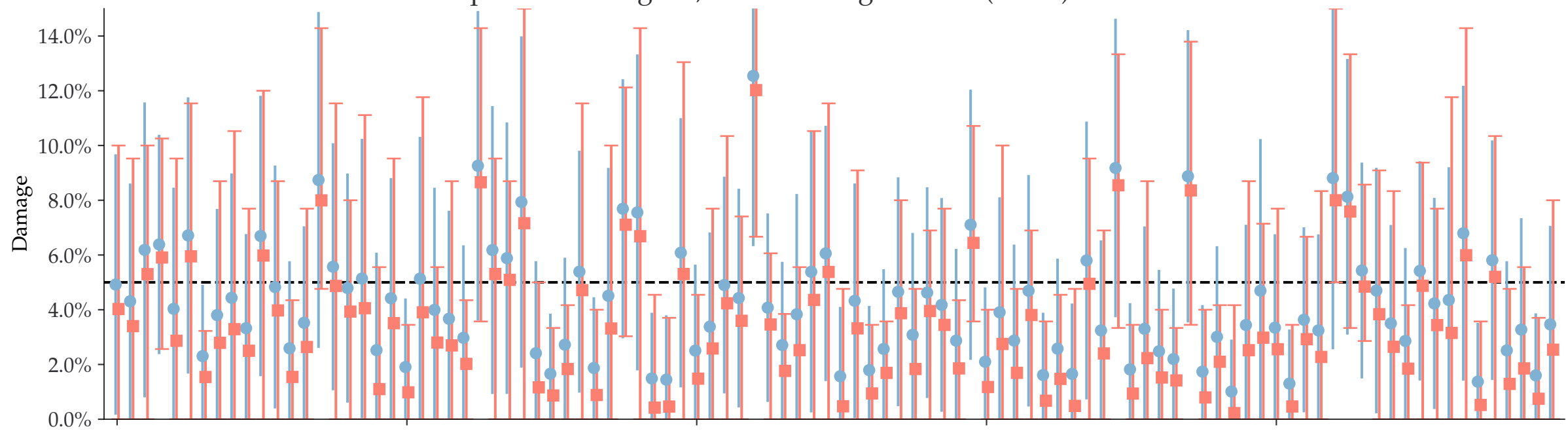


Individual damages:  
100 reads  
Briggs damage = 0.138  
Damage percent = 5%

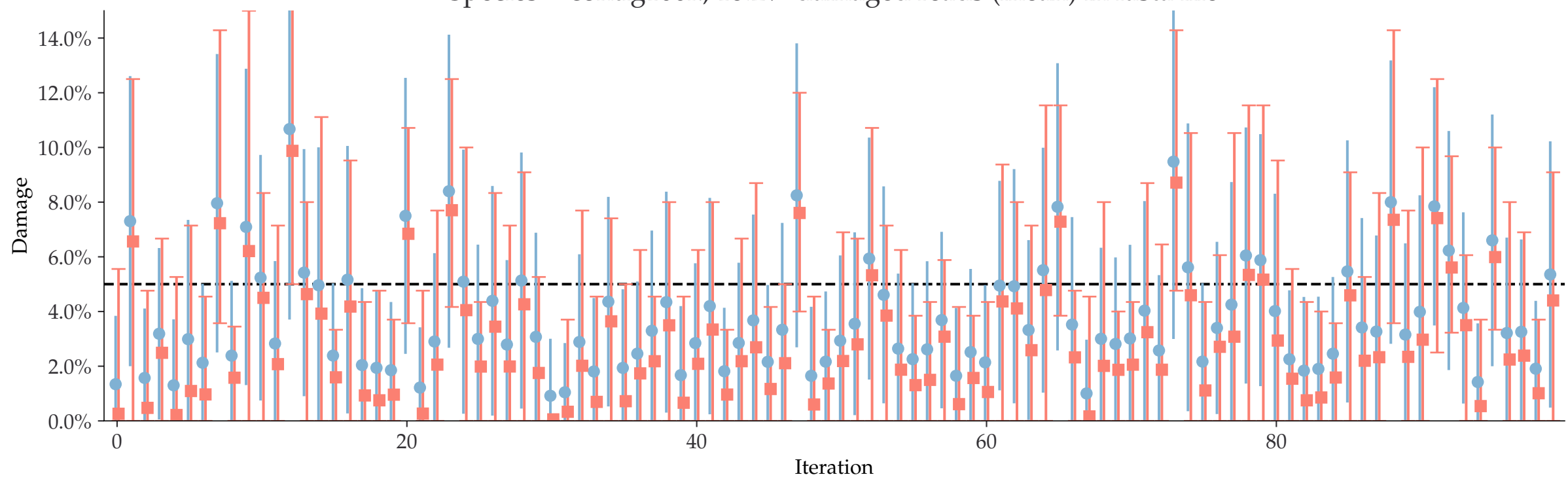
Species = contig1k, 17.3% damaged reads (mean) in fasta file



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

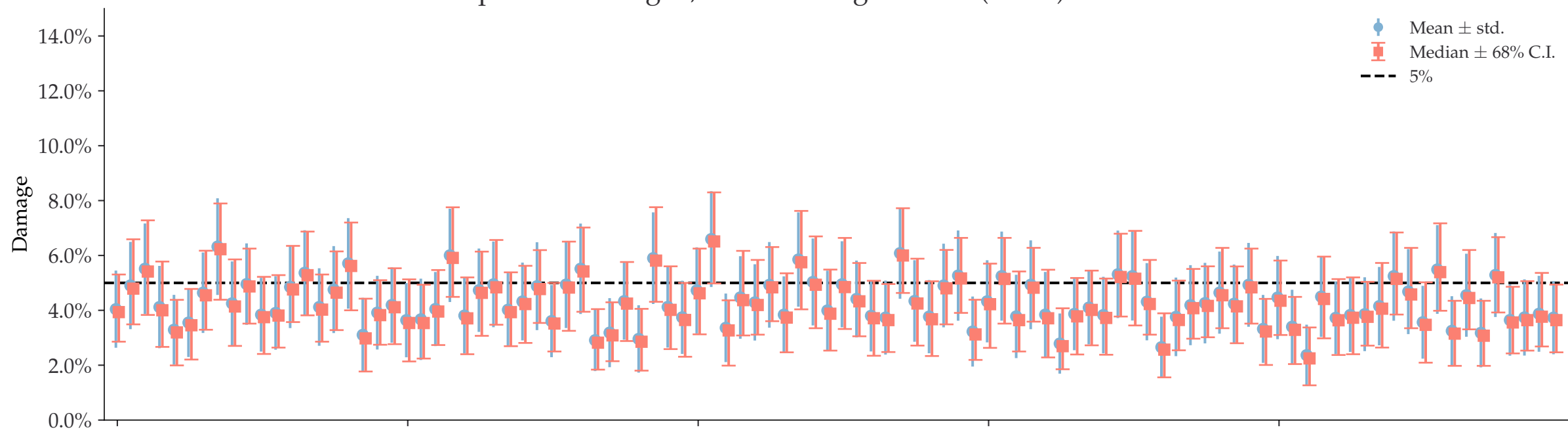


Species = contig100k, 18.2% damaged reads (mean) in fasta file

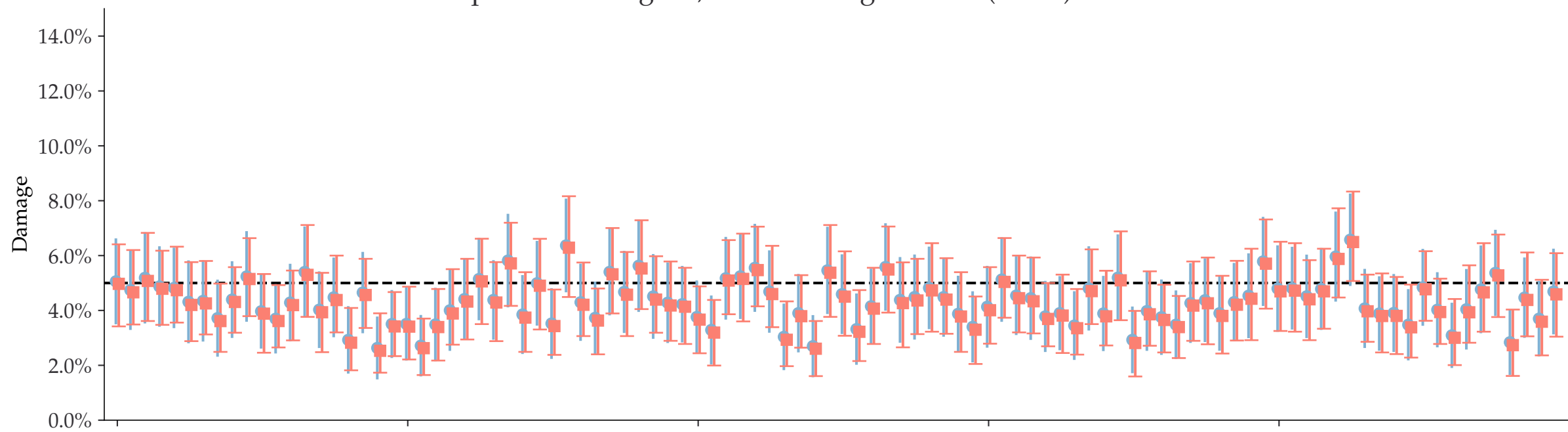


Individual damages:  
1000 reads  
Briggs damage = 0.138  
Damage percent = 5%

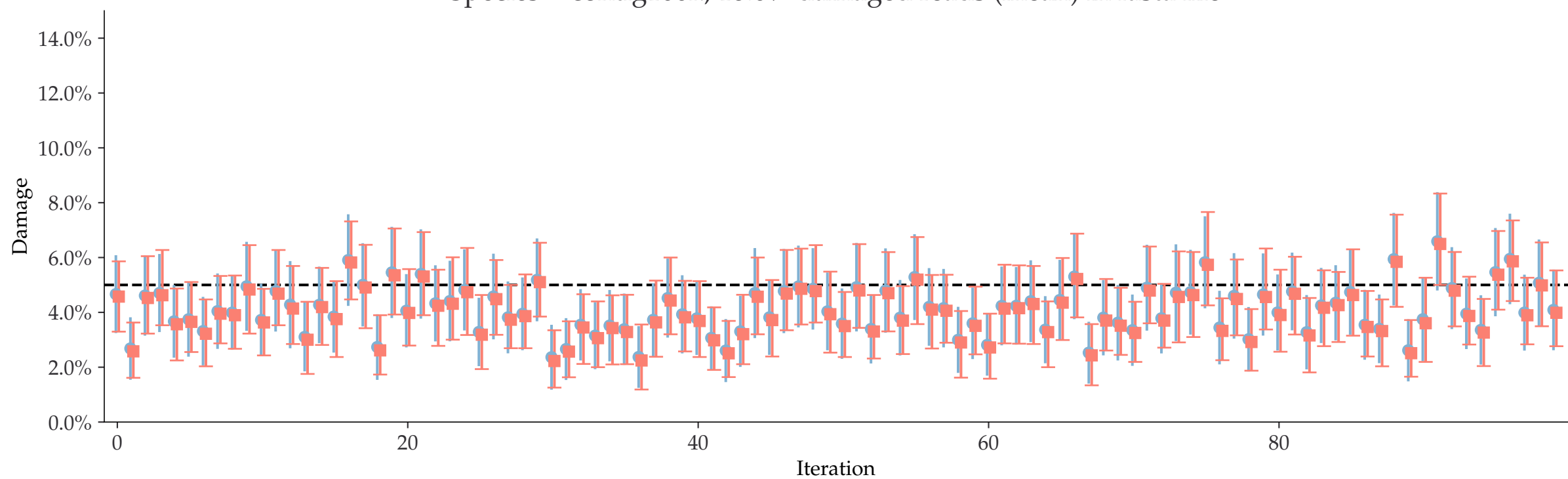
Species = contig1k, 16.9% damaged reads (mean) in fasta file



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

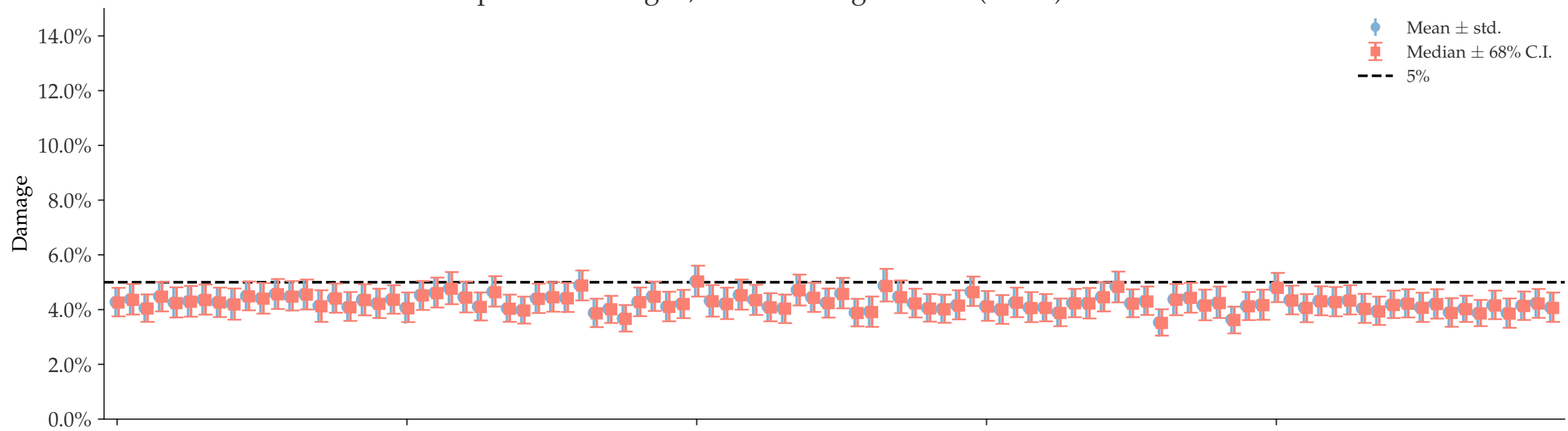


Species = contig100k, 18.0% damaged reads (mean) in fasta file

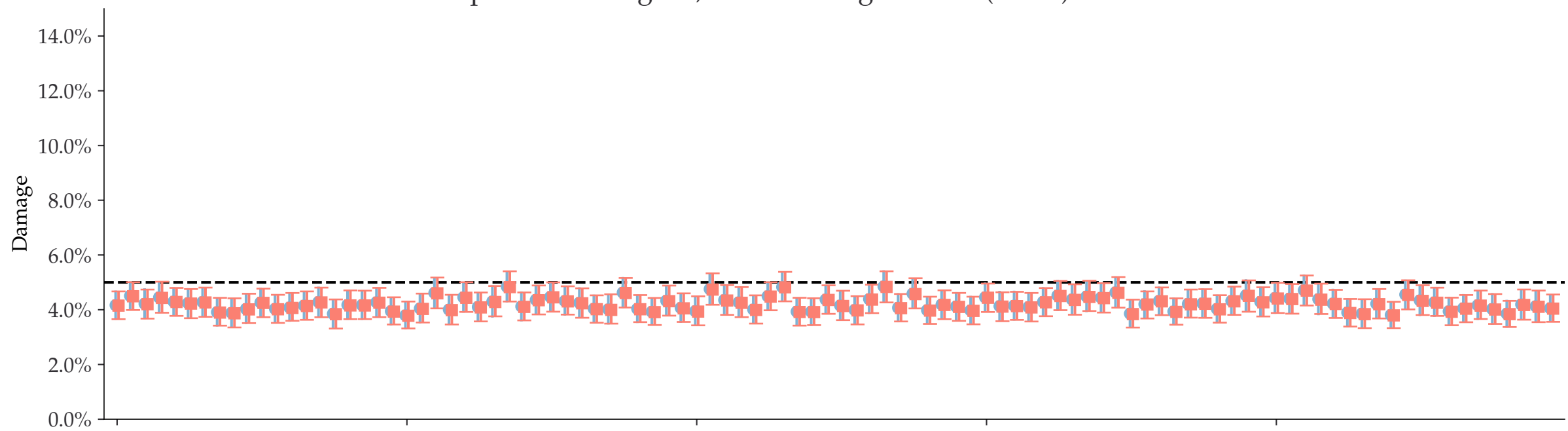


Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent = 5%

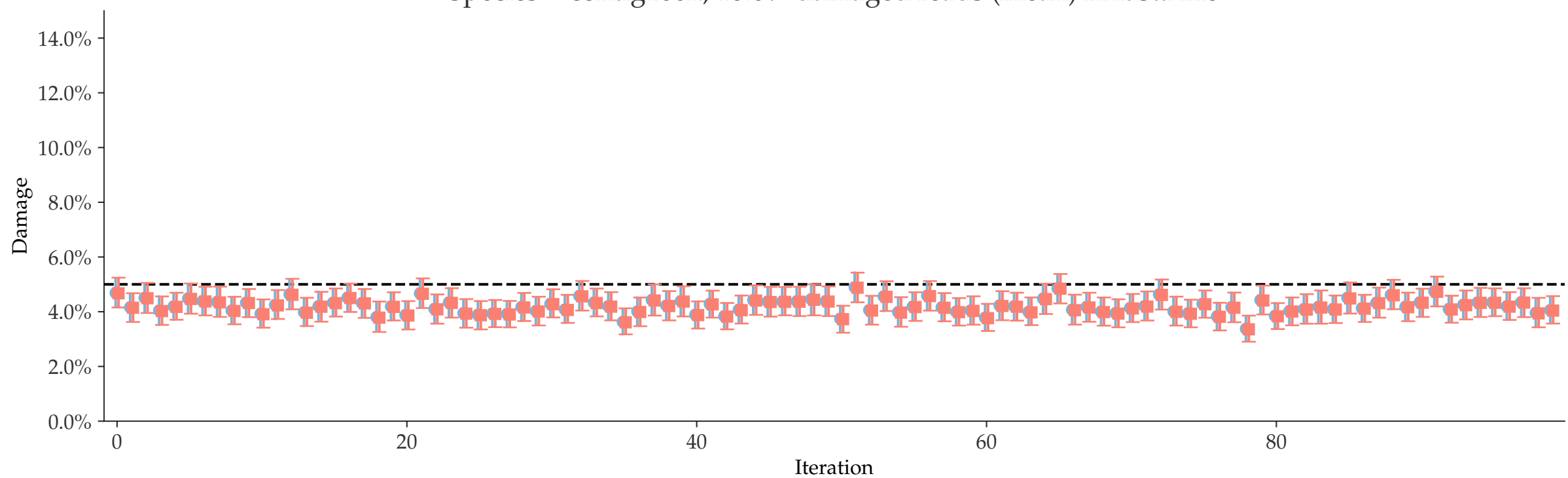
Species = contig1k, 16.6% damaged reads (mean) in fasta file



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

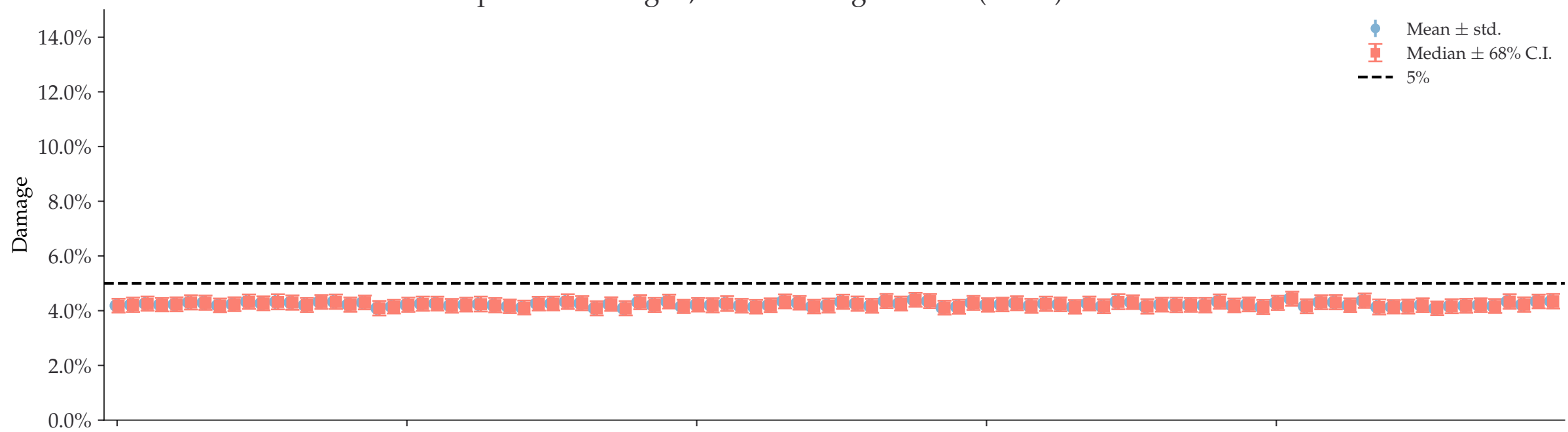


Species = contig100k, 18.0% damaged reads (mean) in fasta file

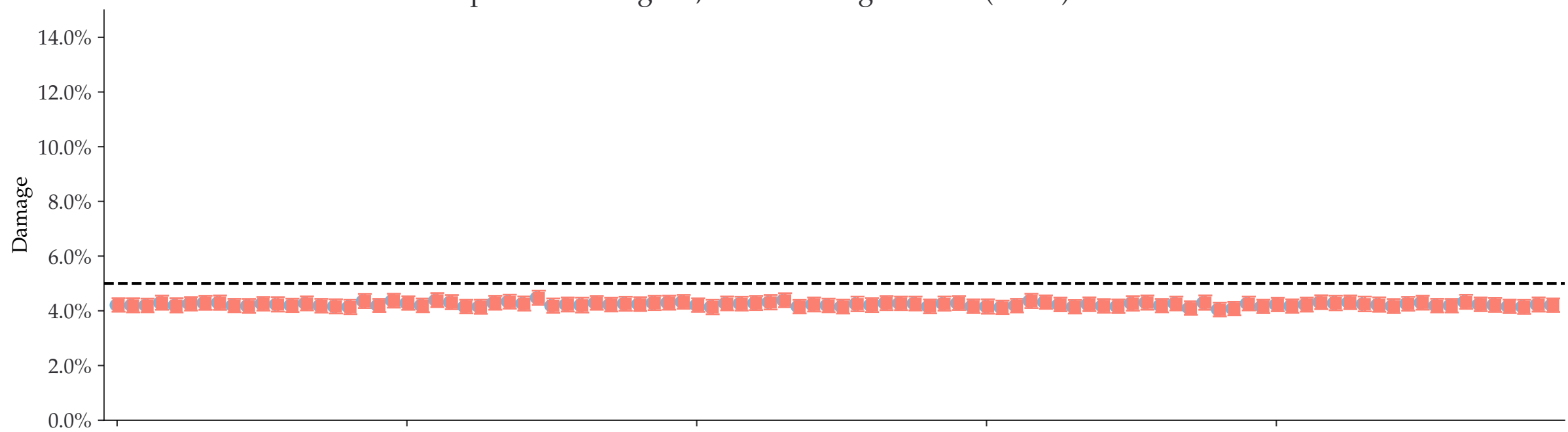


Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent = 5%

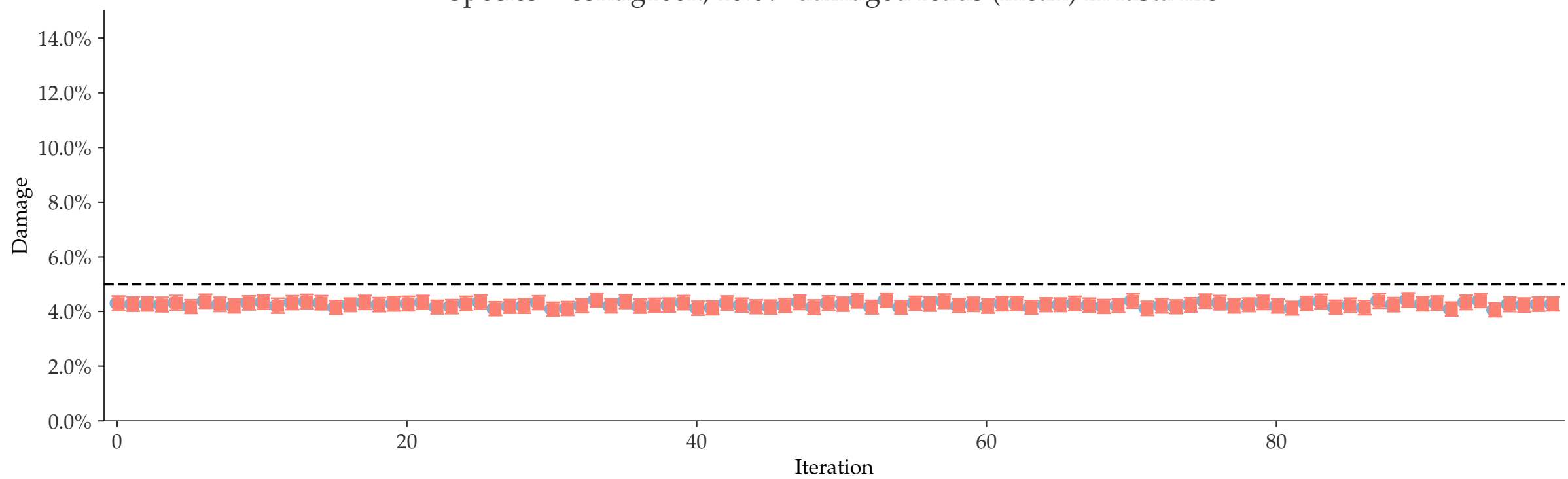
Species = contig1k, 16.6% damaged reads (mean) in fasta file



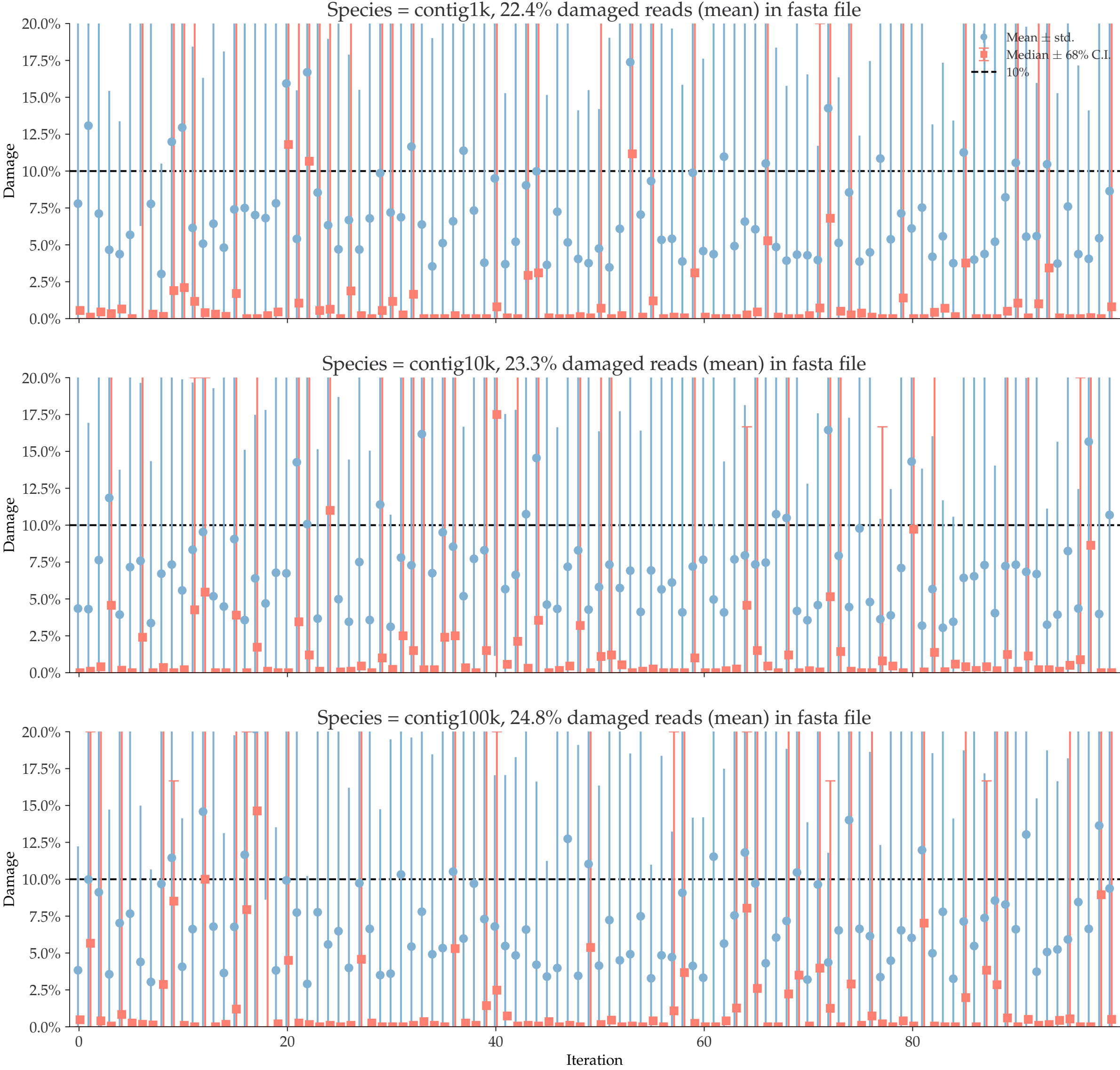
Species = contig10k, 18.0% damaged reads (mean) in fasta file



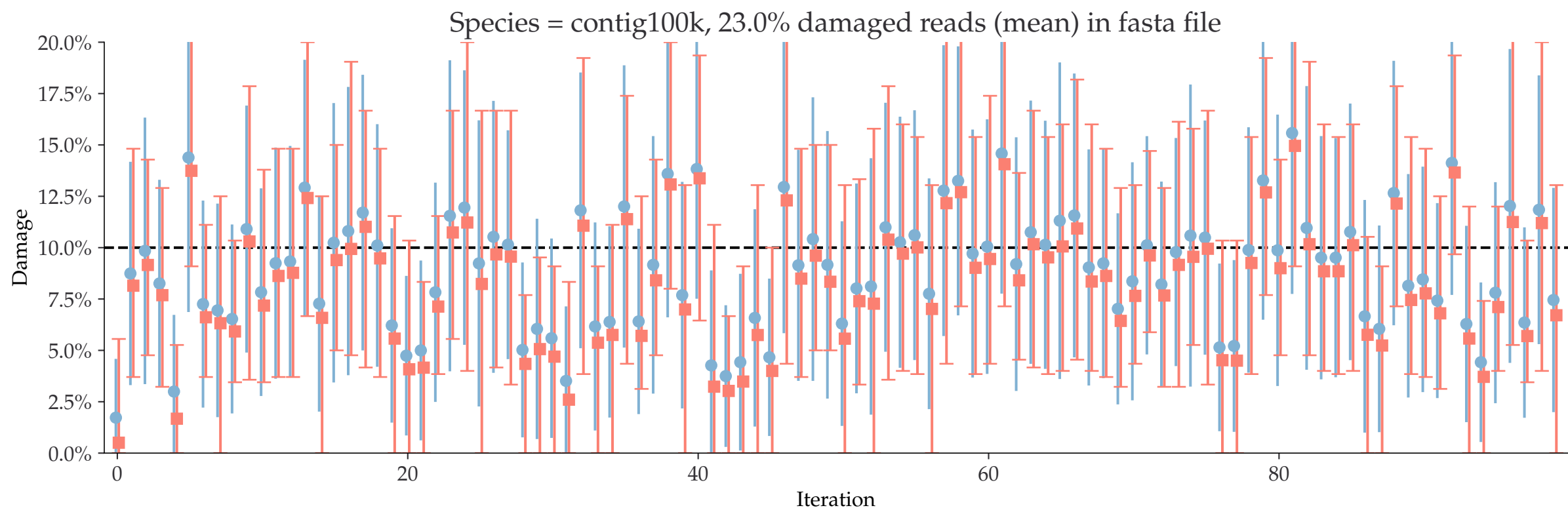
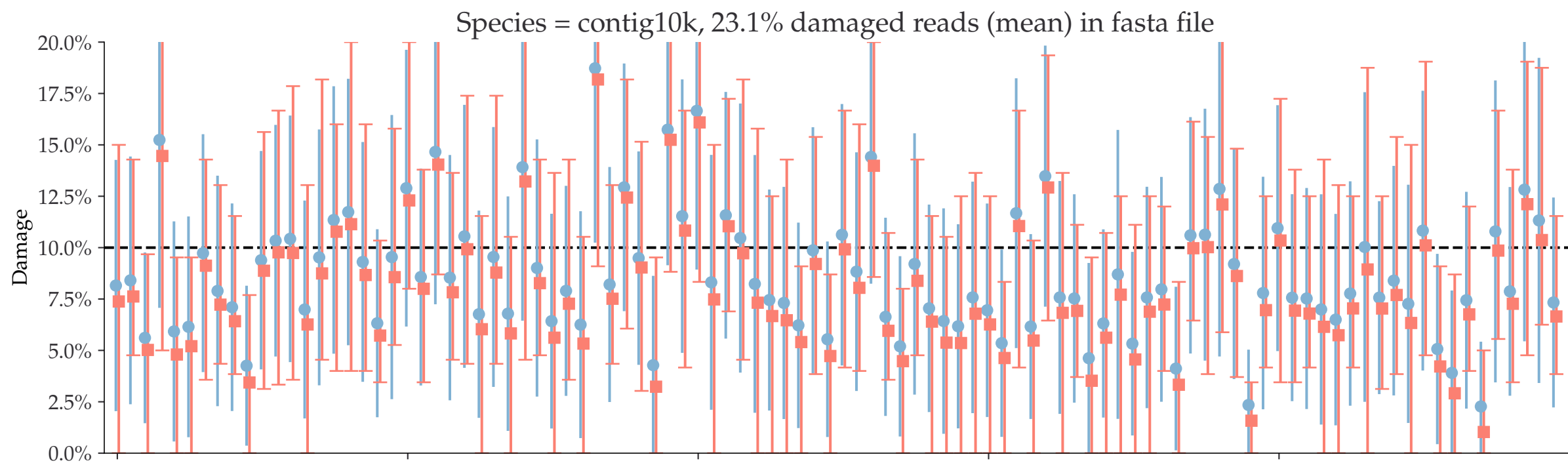
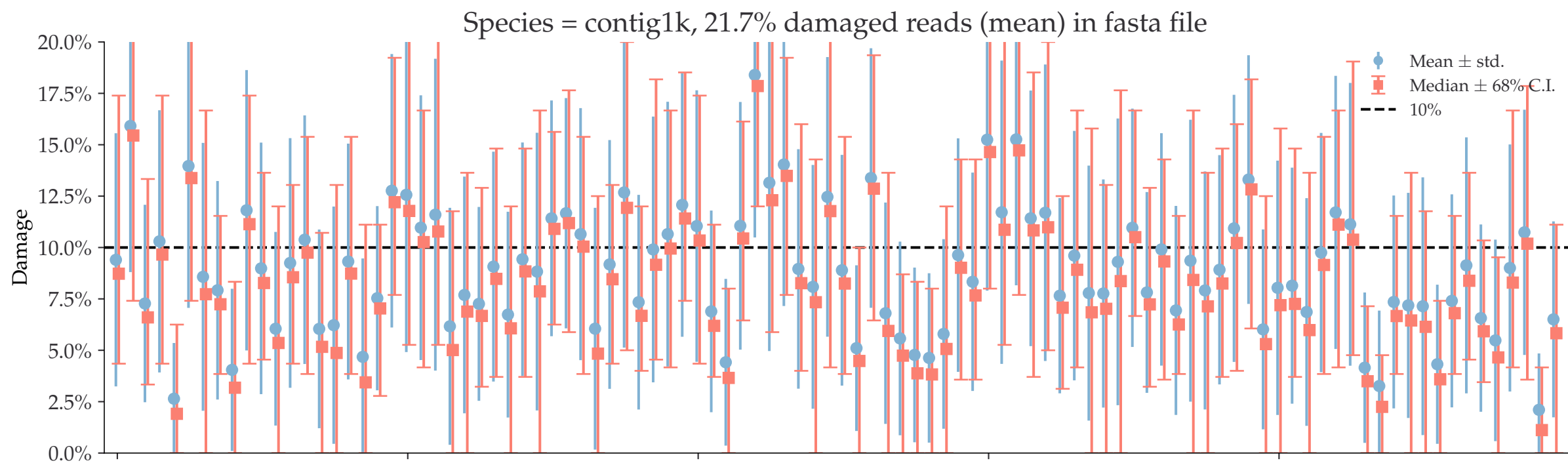
Species = contig100k, 18.0% damaged reads (mean) in fasta file



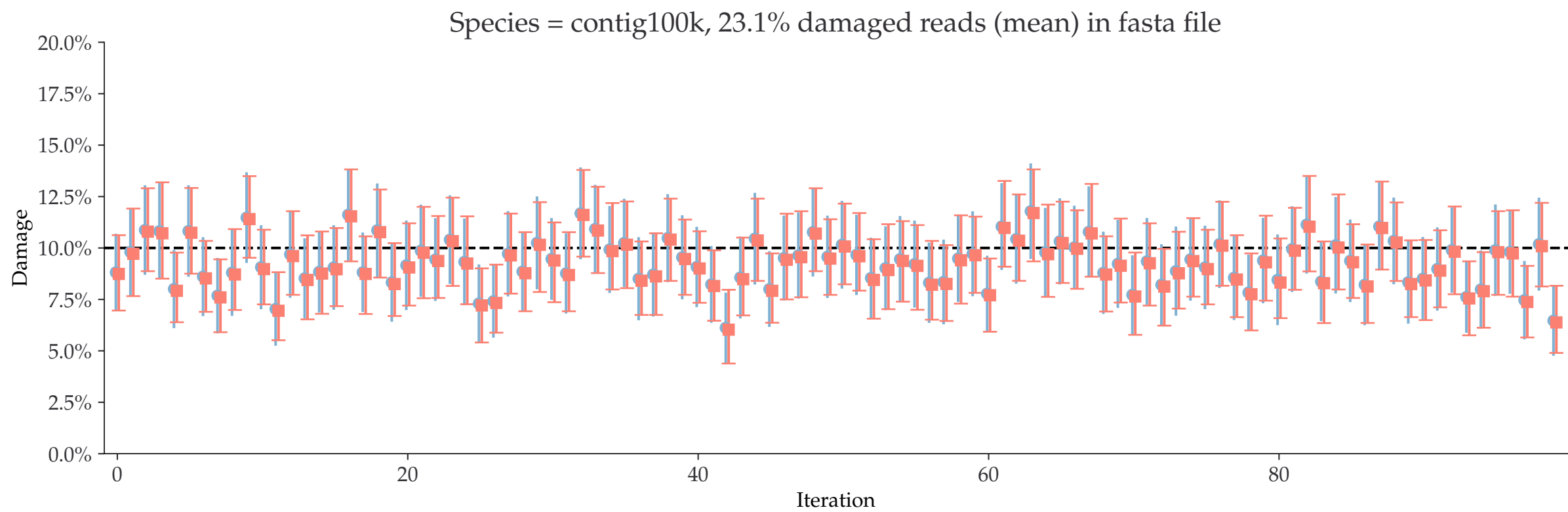
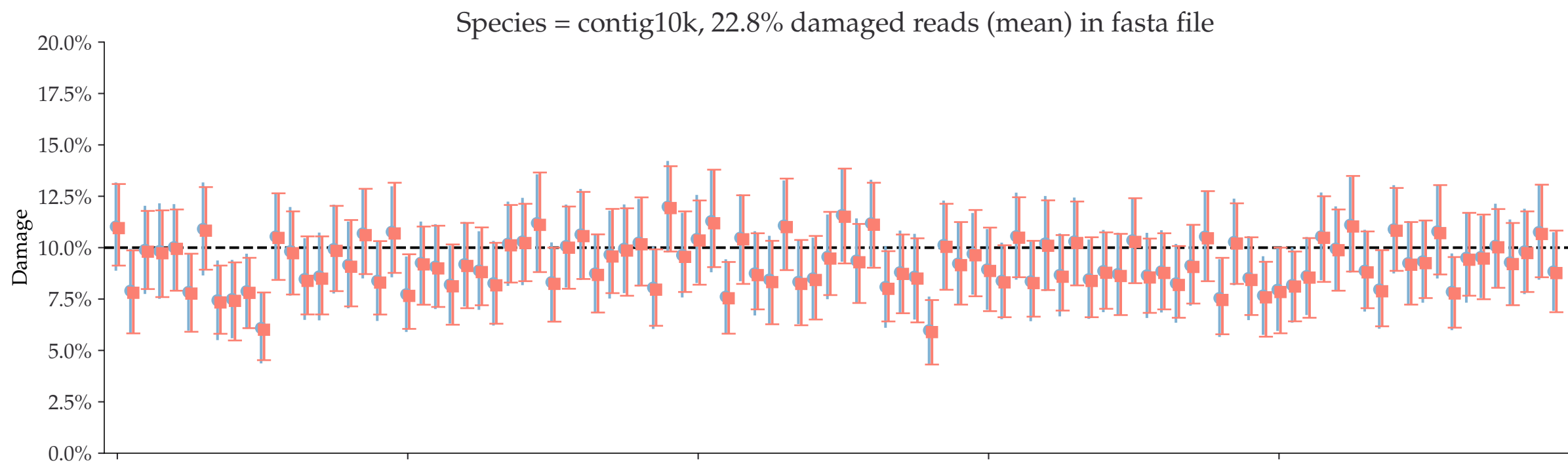
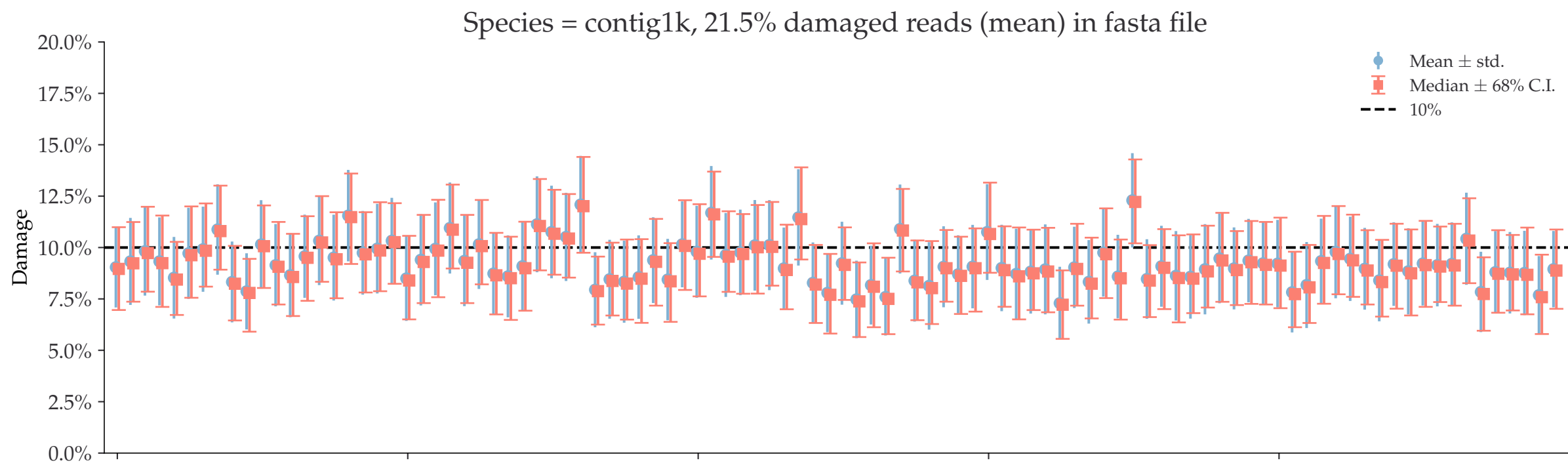
Individual damages:  
10 reads  
Briggs damage = 0.303  
Damage percent = 10%



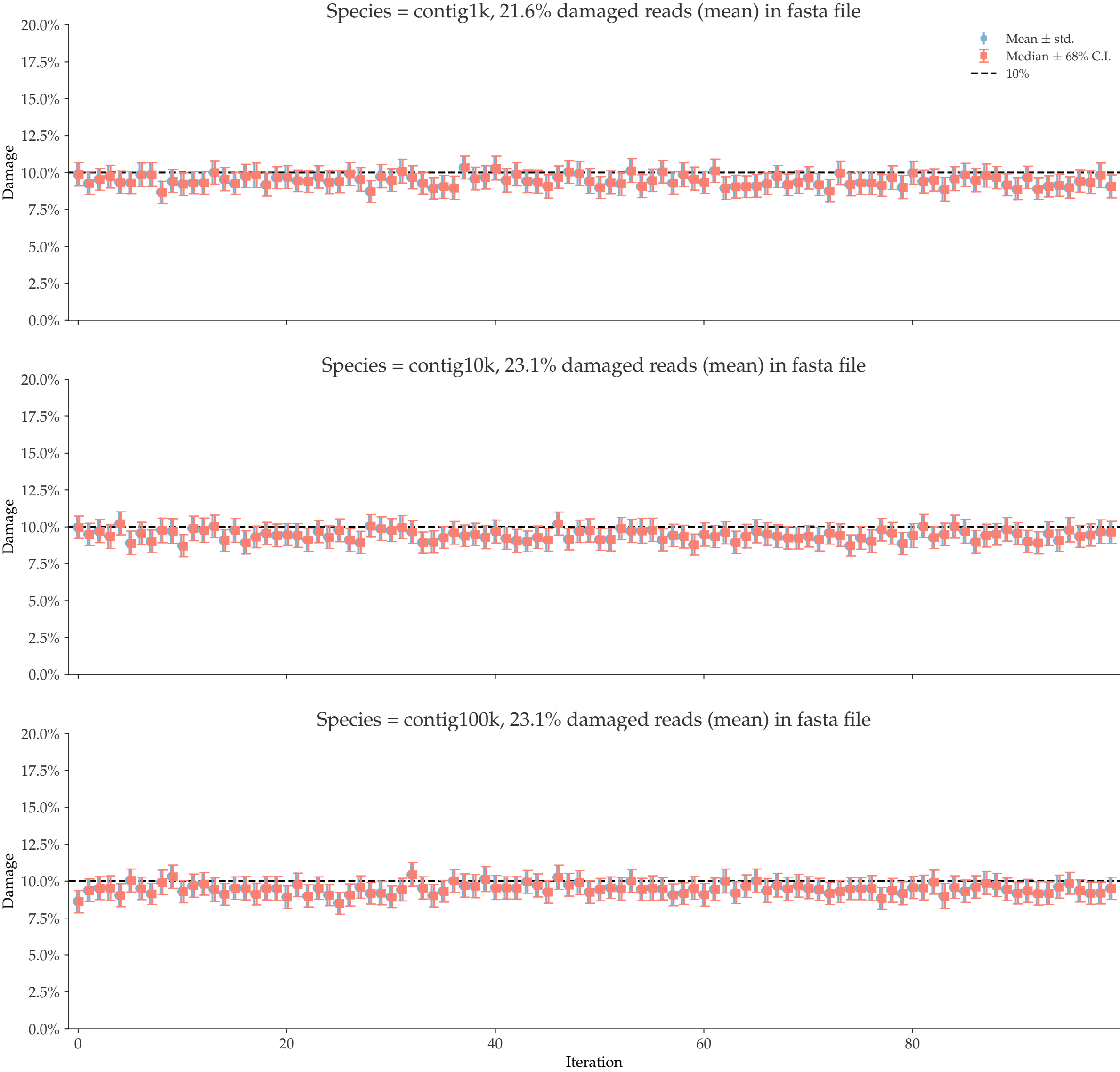
Individual damages:  
100 reads  
Briggs damage = 0.303  
Damage percent = 10%



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

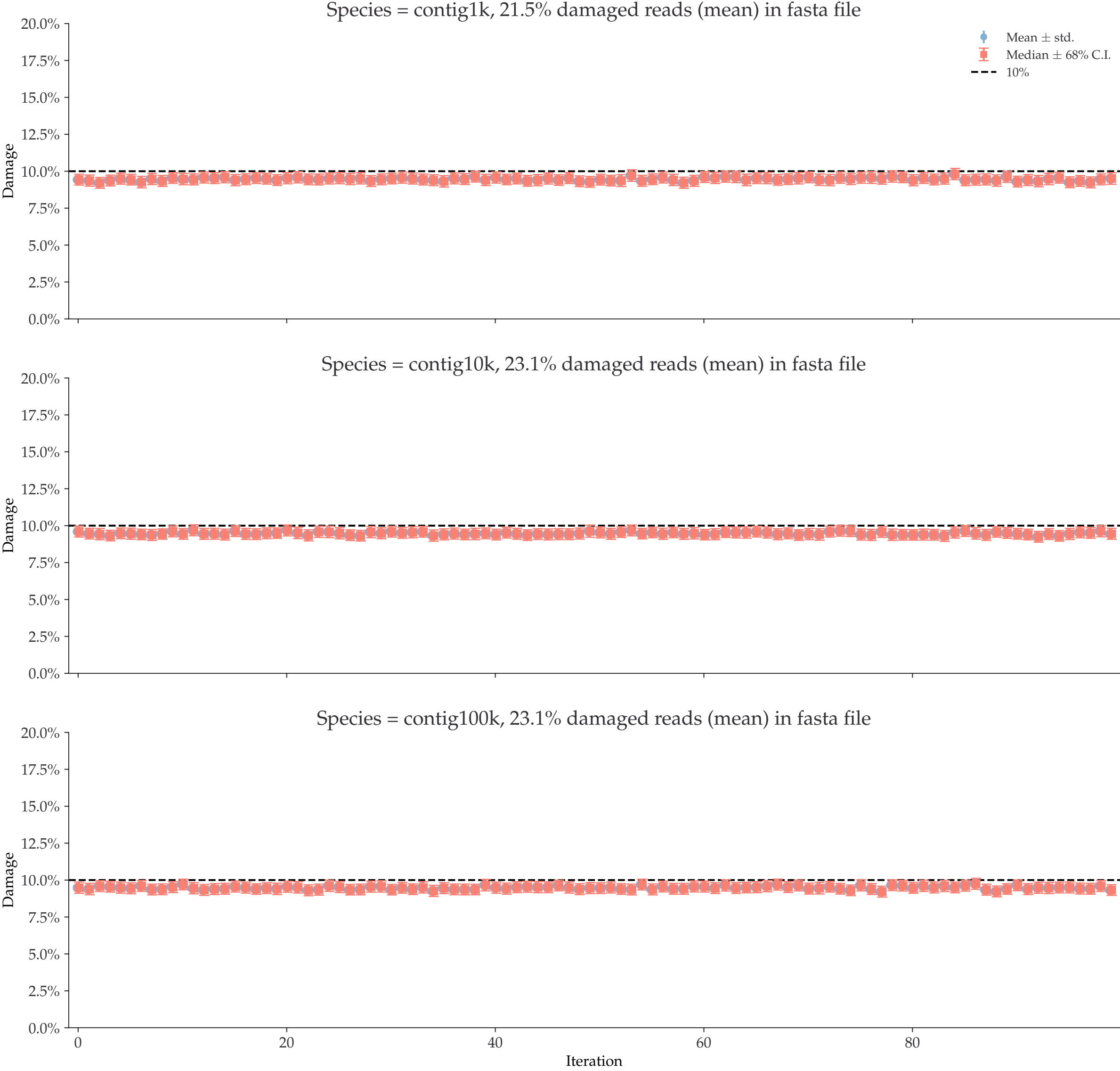


Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent = 10%

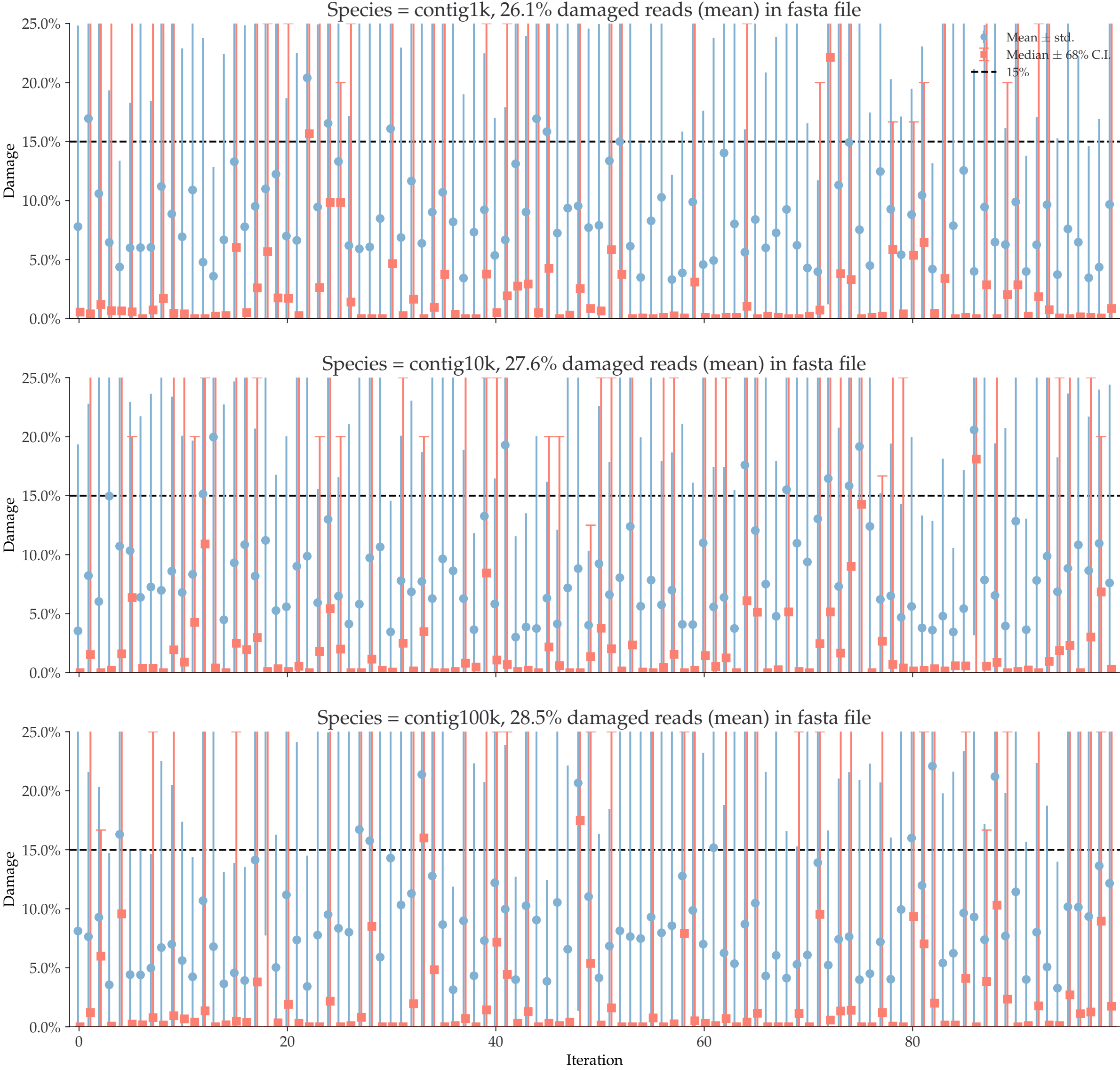




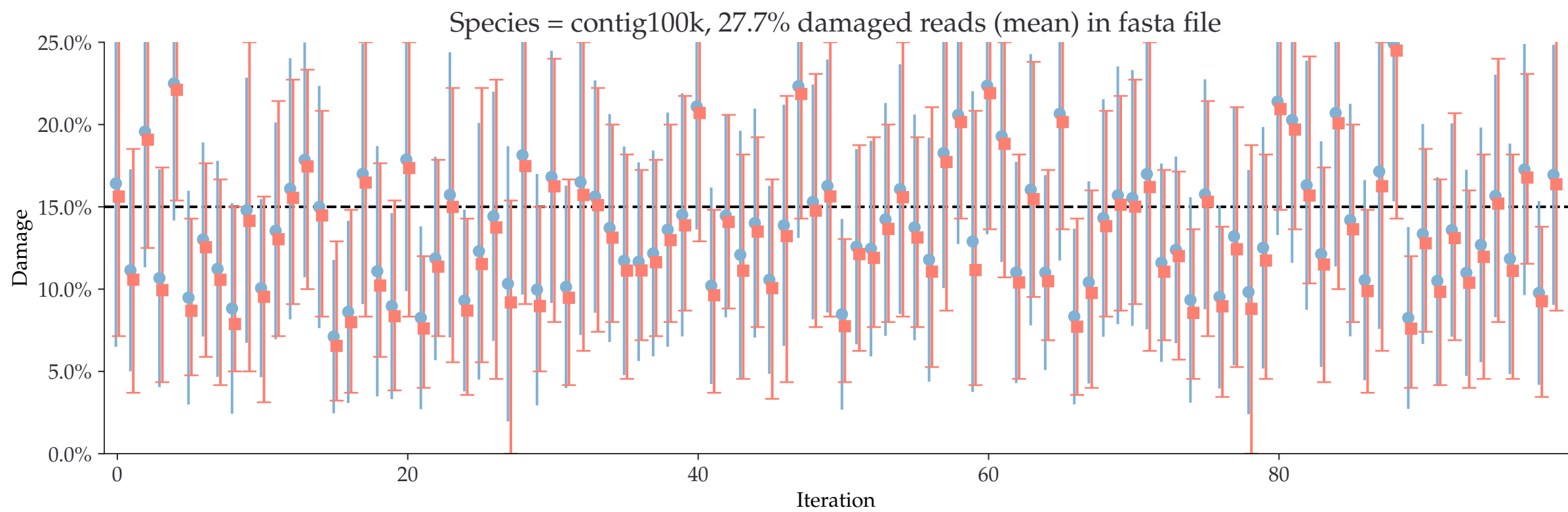
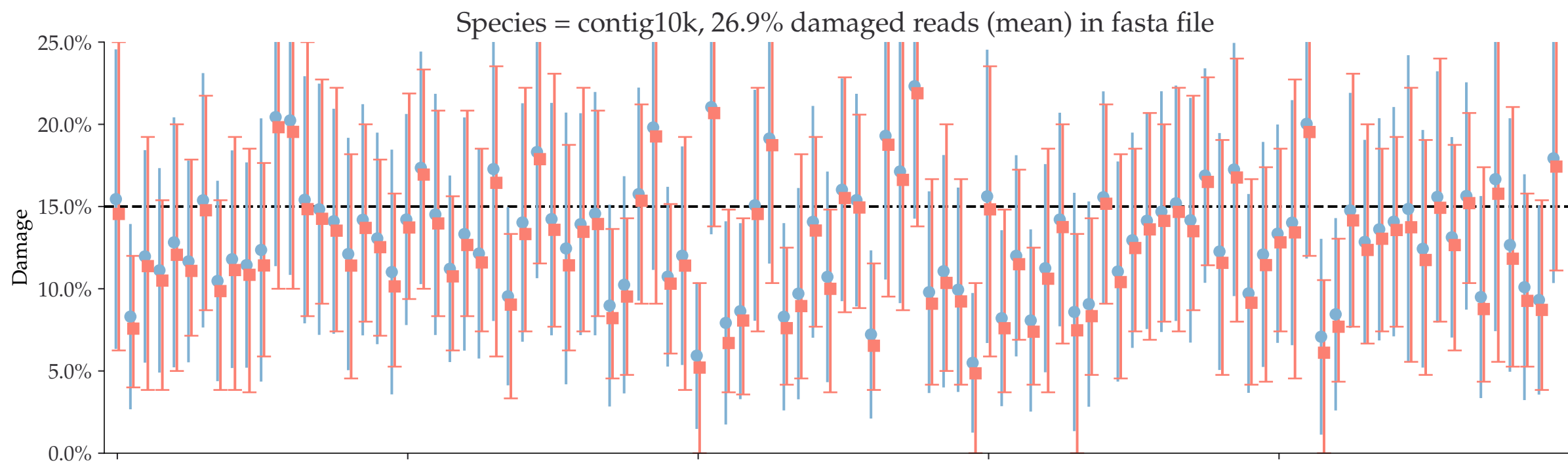
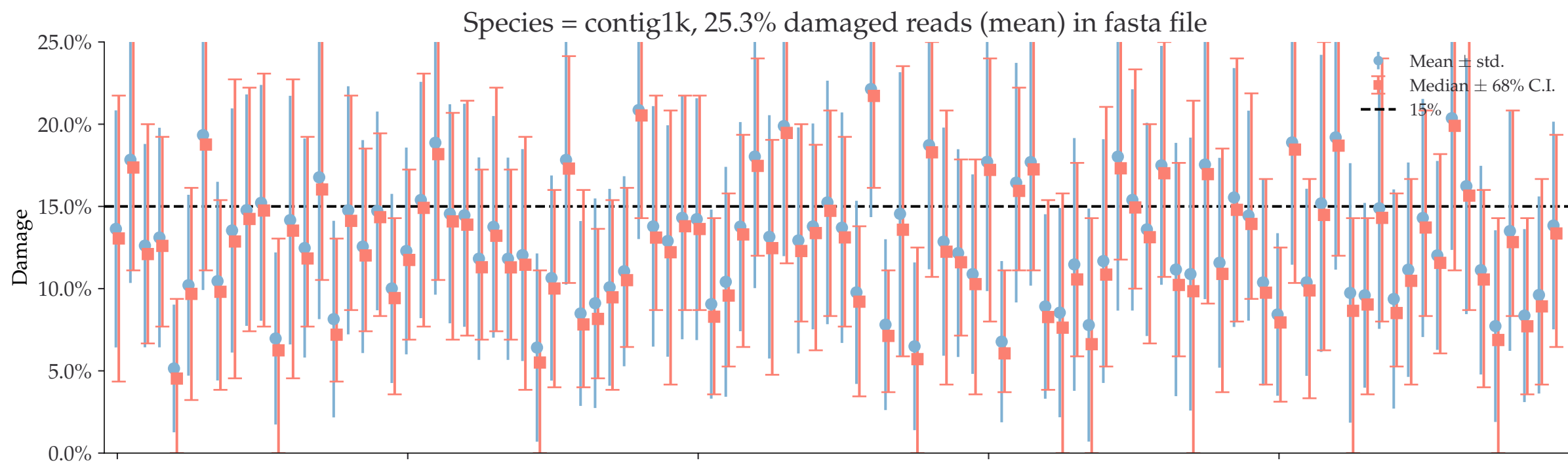
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent = 10%



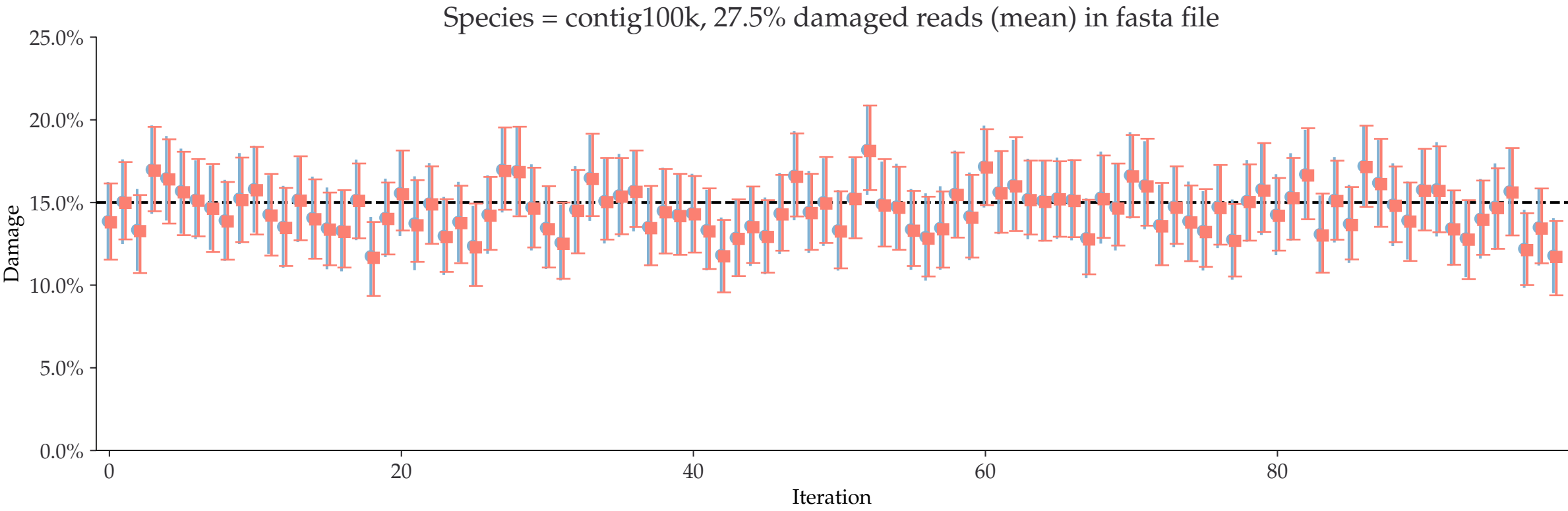
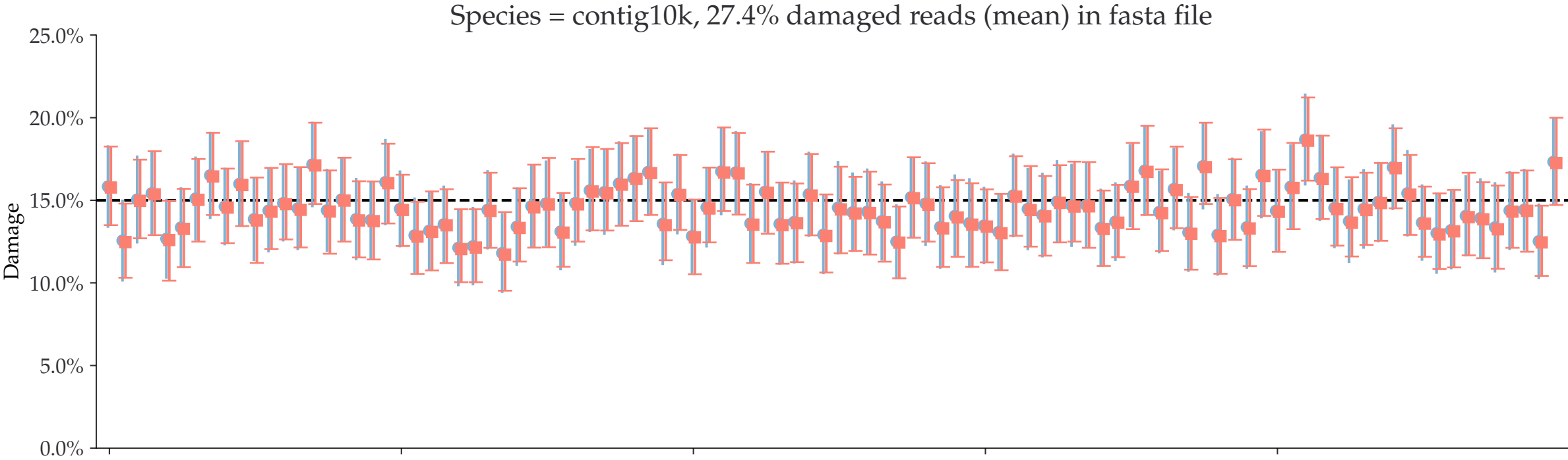
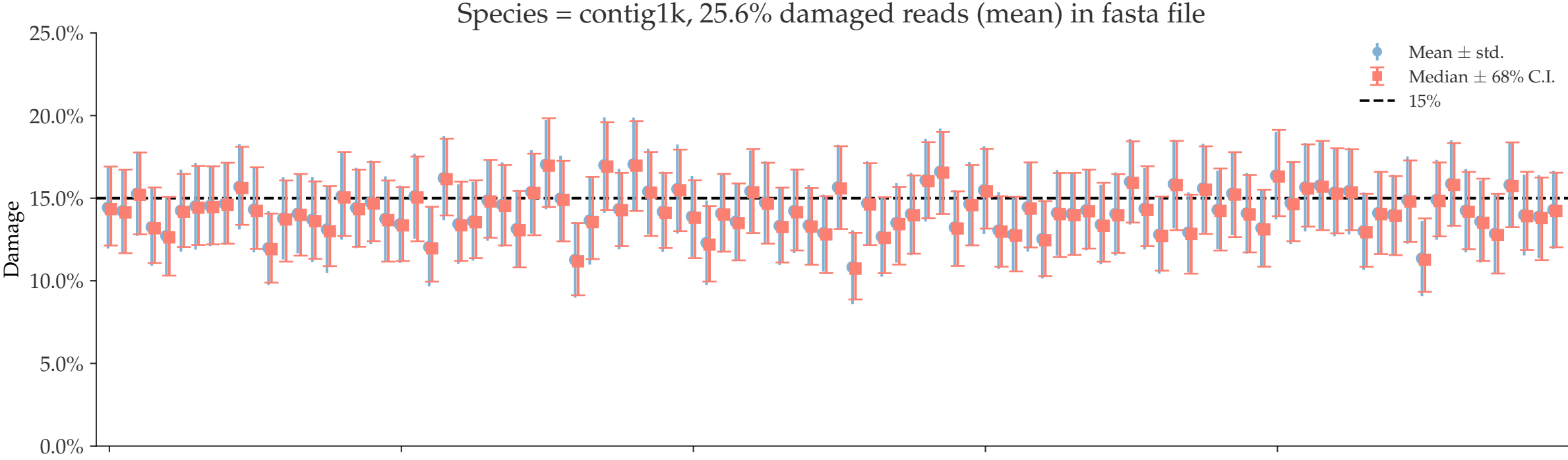
Individual damages:  
10 reads  
Briggs damage = 0.466  
Damage percent = 15%



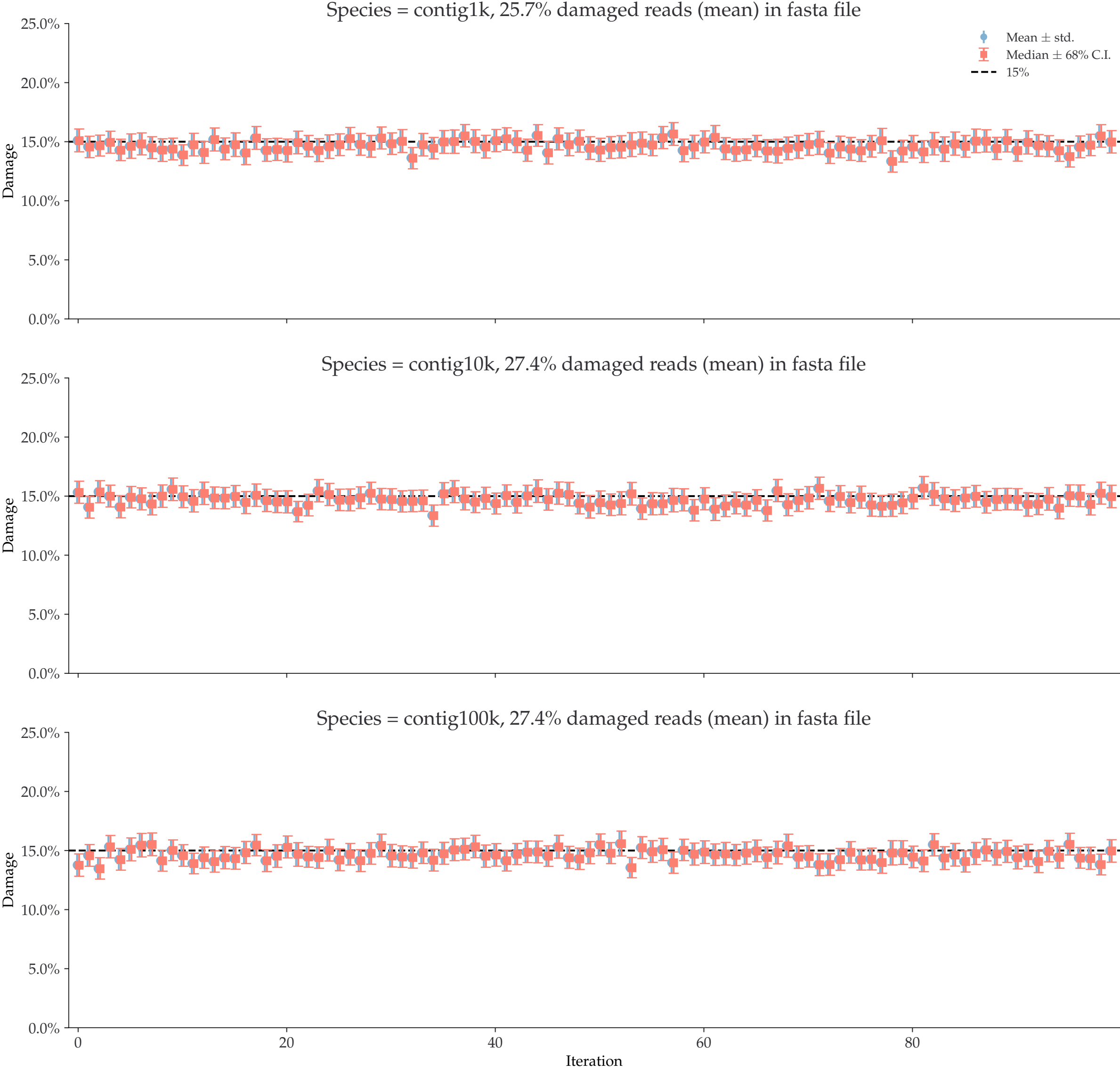
Individual damages:  
100 reads  
Briggs damage = 0.466  
Damage percent = 15%



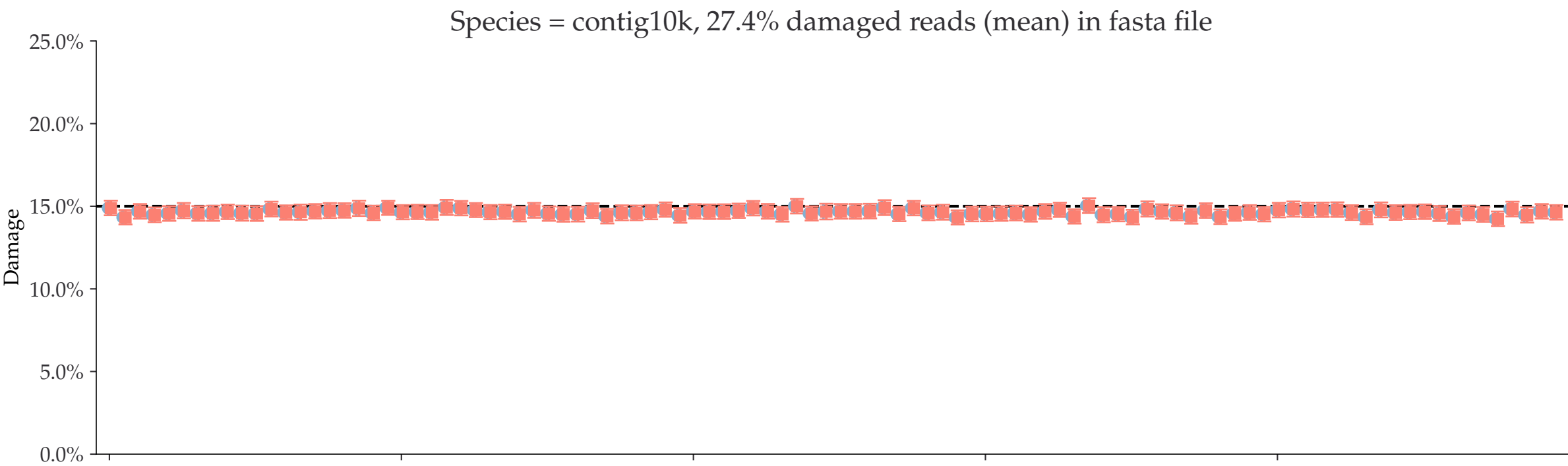
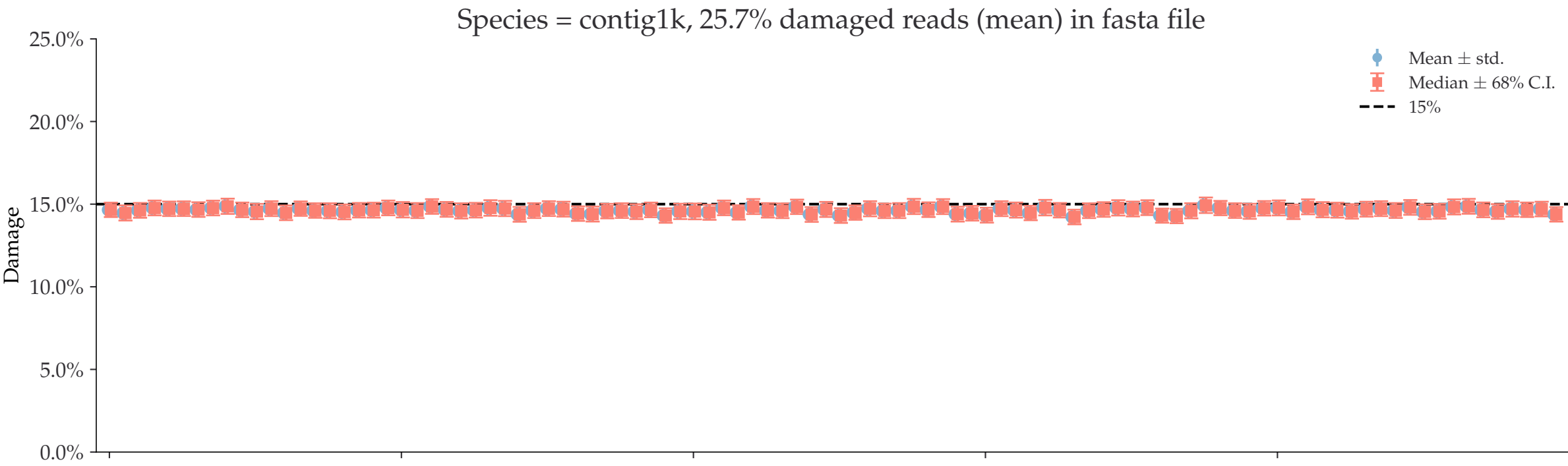
Individual damages:  
1000 reads  
Briggs damage = 0.466  
Damage percent = 15%



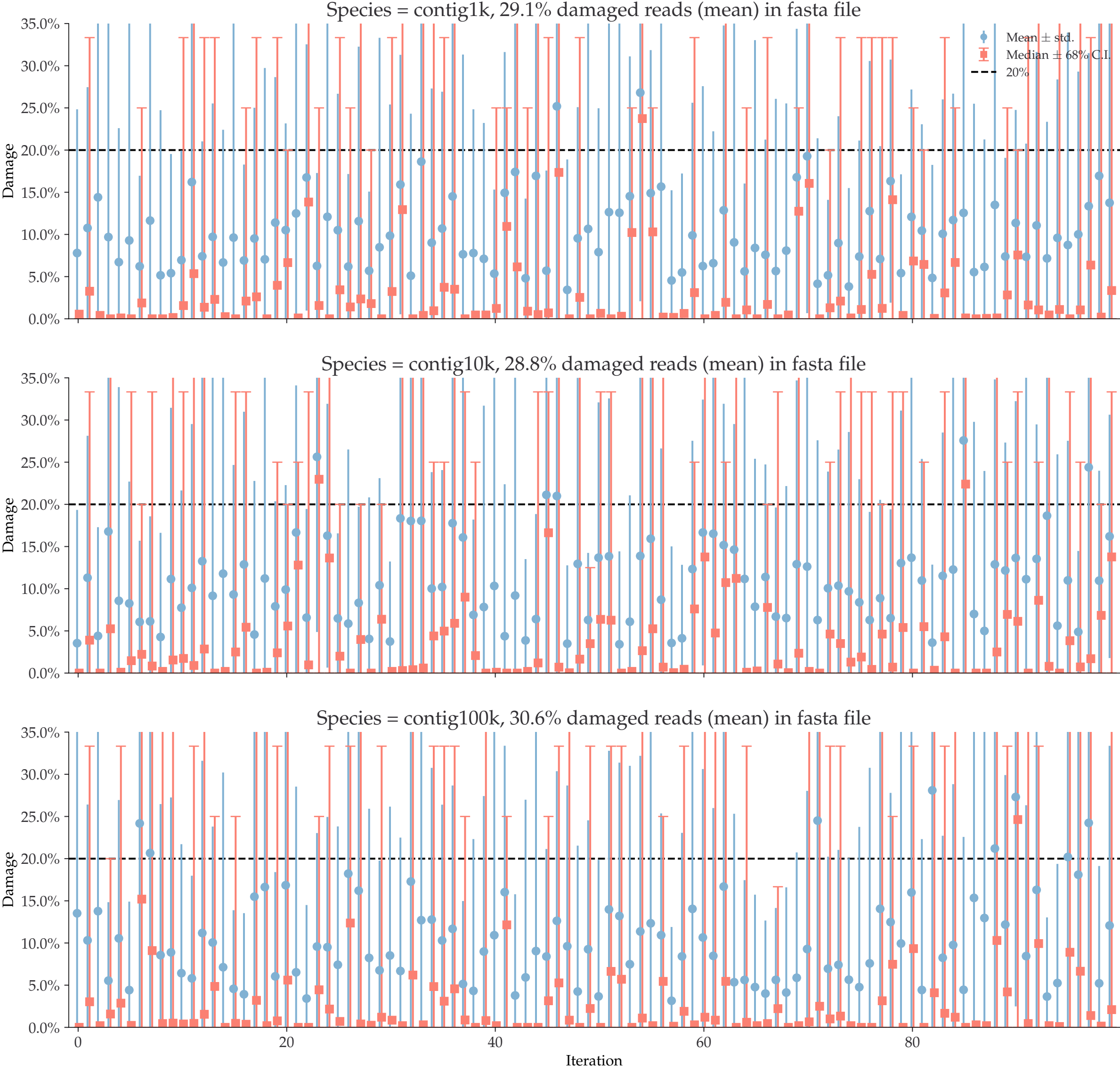
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent = 15%



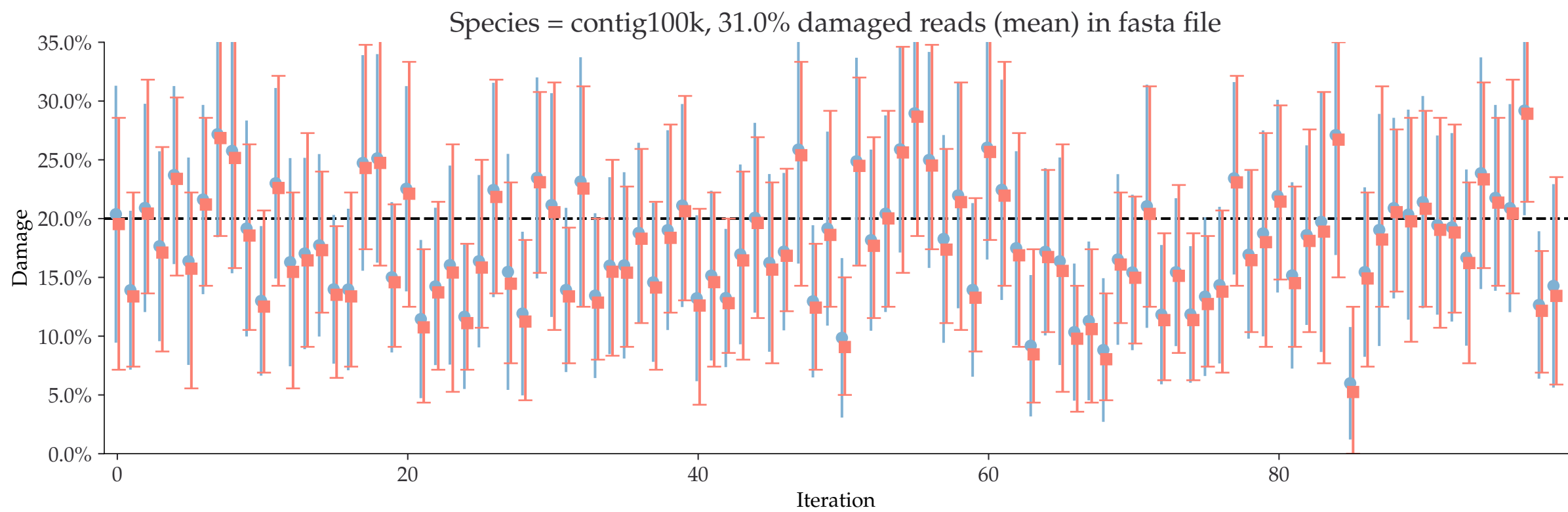
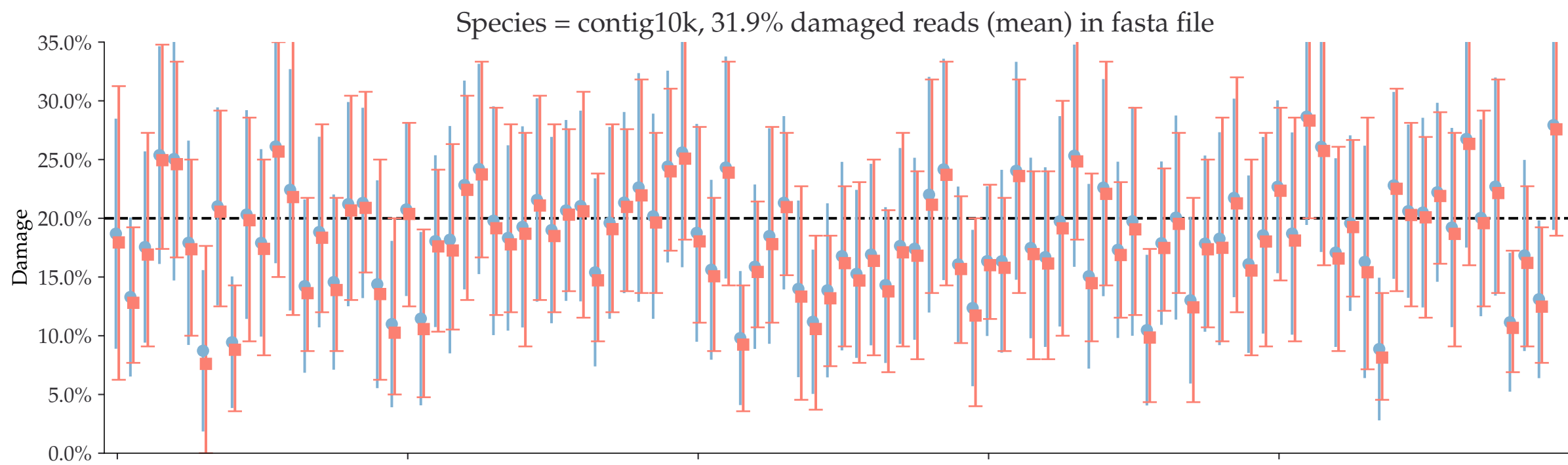
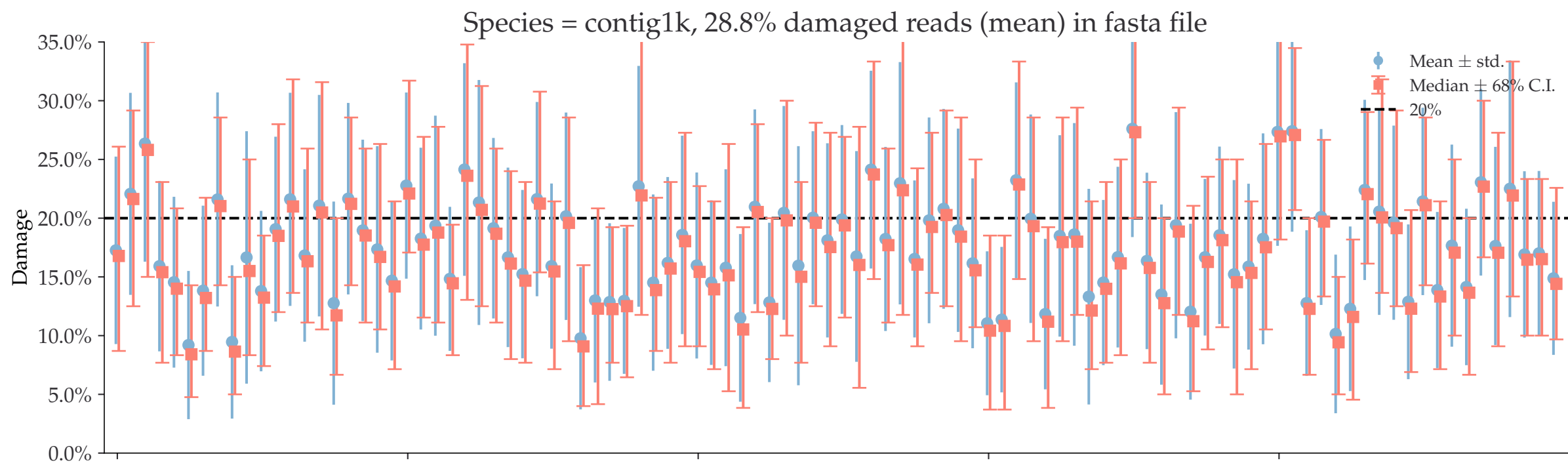
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent = 15%



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

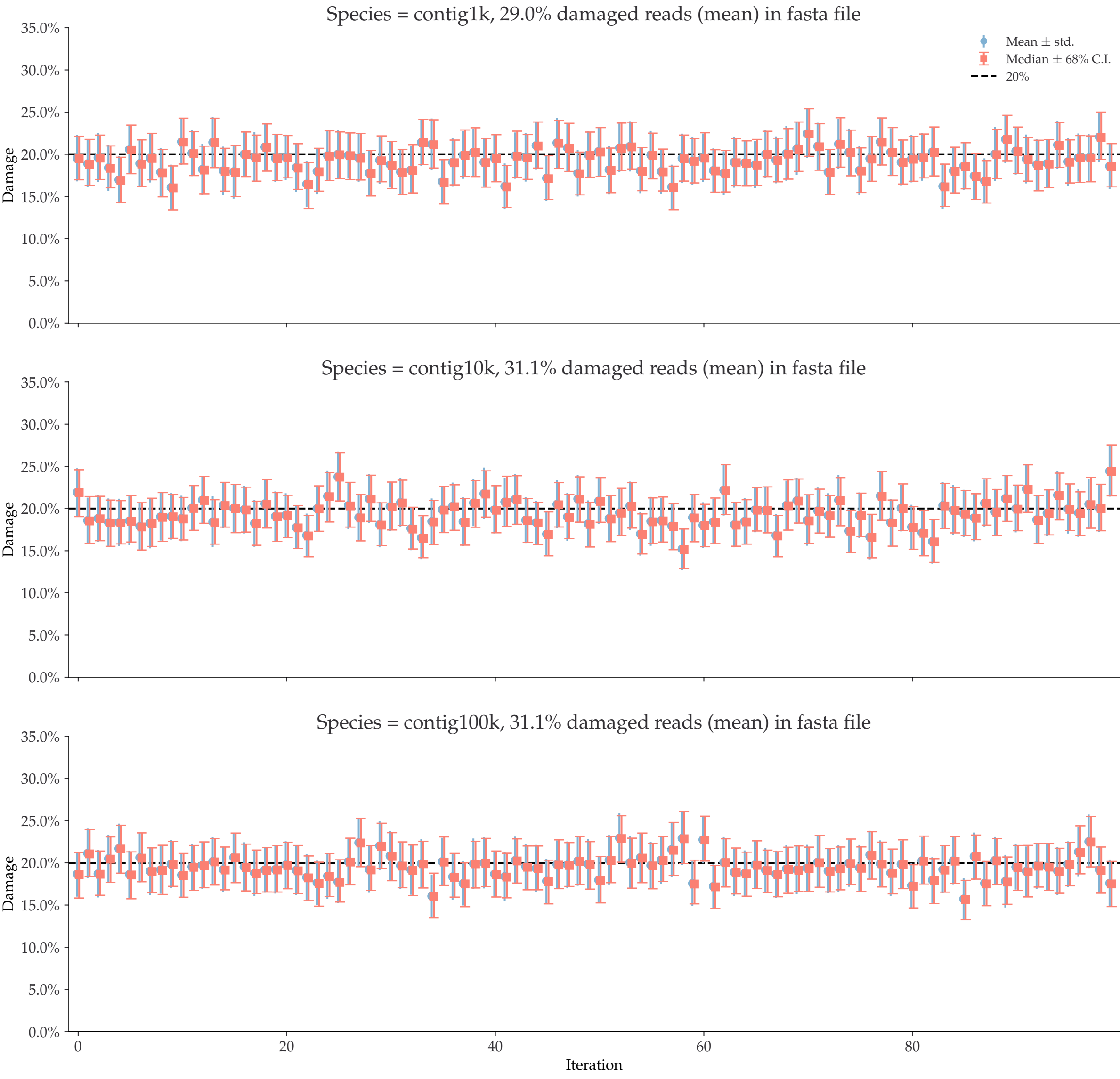


Individual damages:  
100 reads  
Briggs damage = 0.626  
Damage percent = 20%

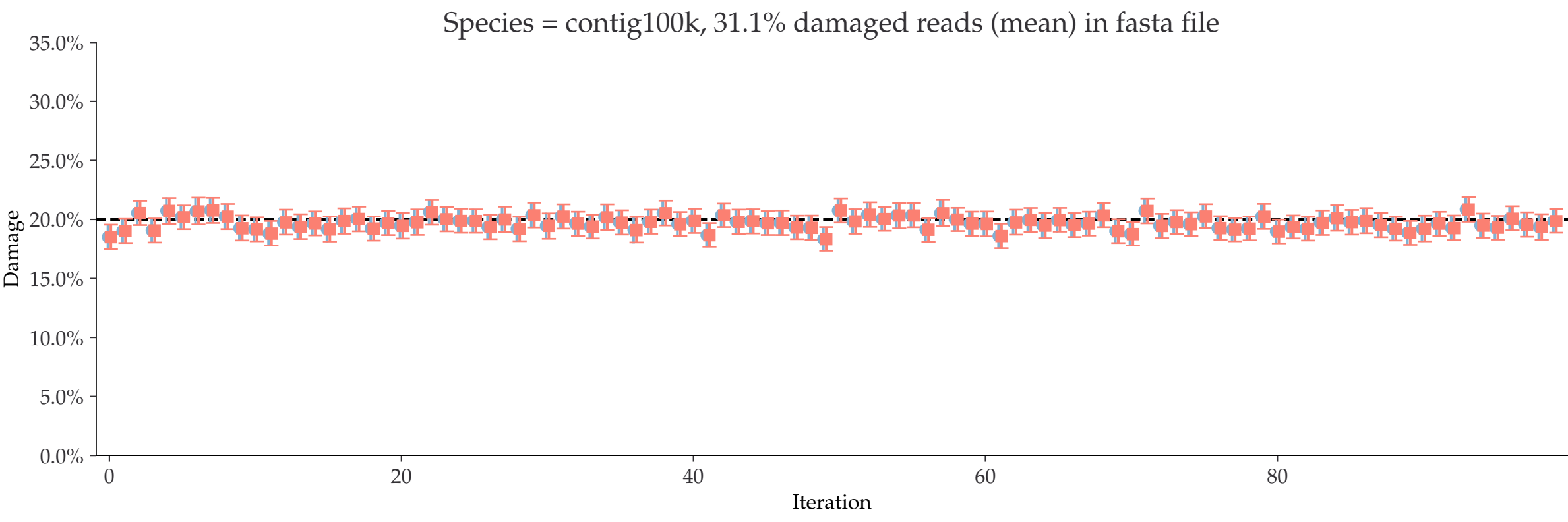
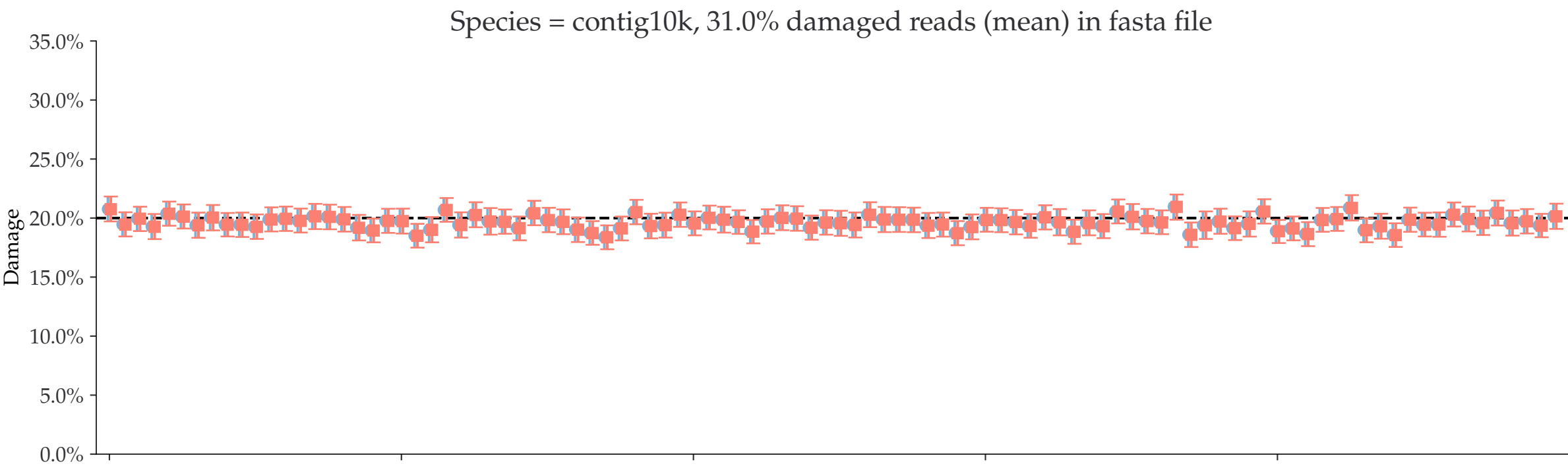
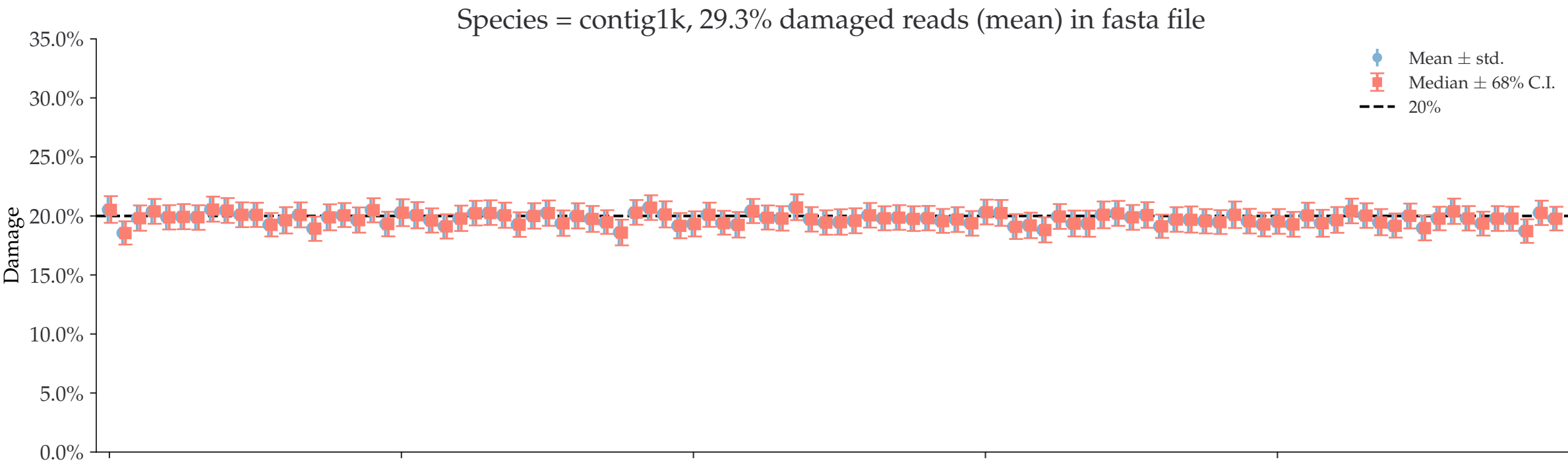




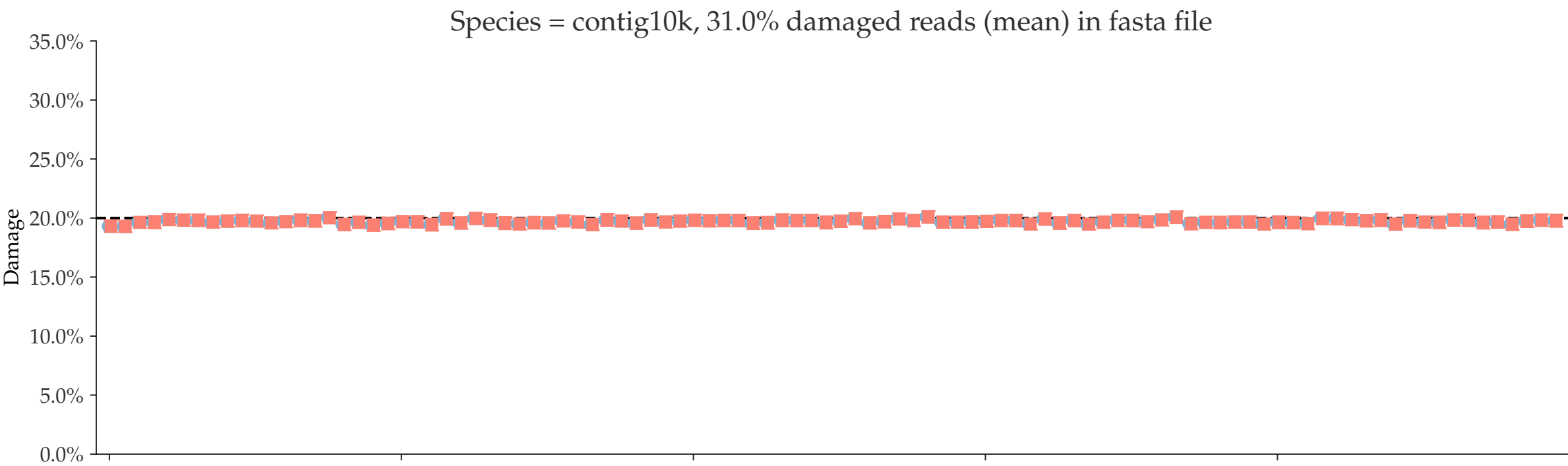
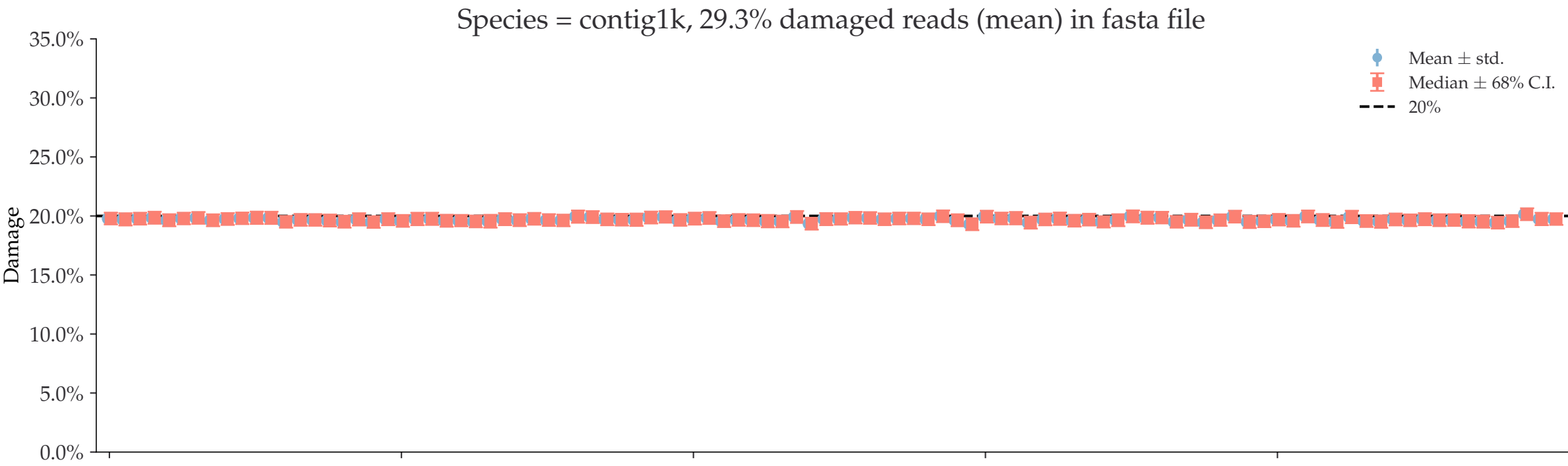
Individual damages:  
1000 reads  
Briggs damage = 0.626  
Damage percent = 20%



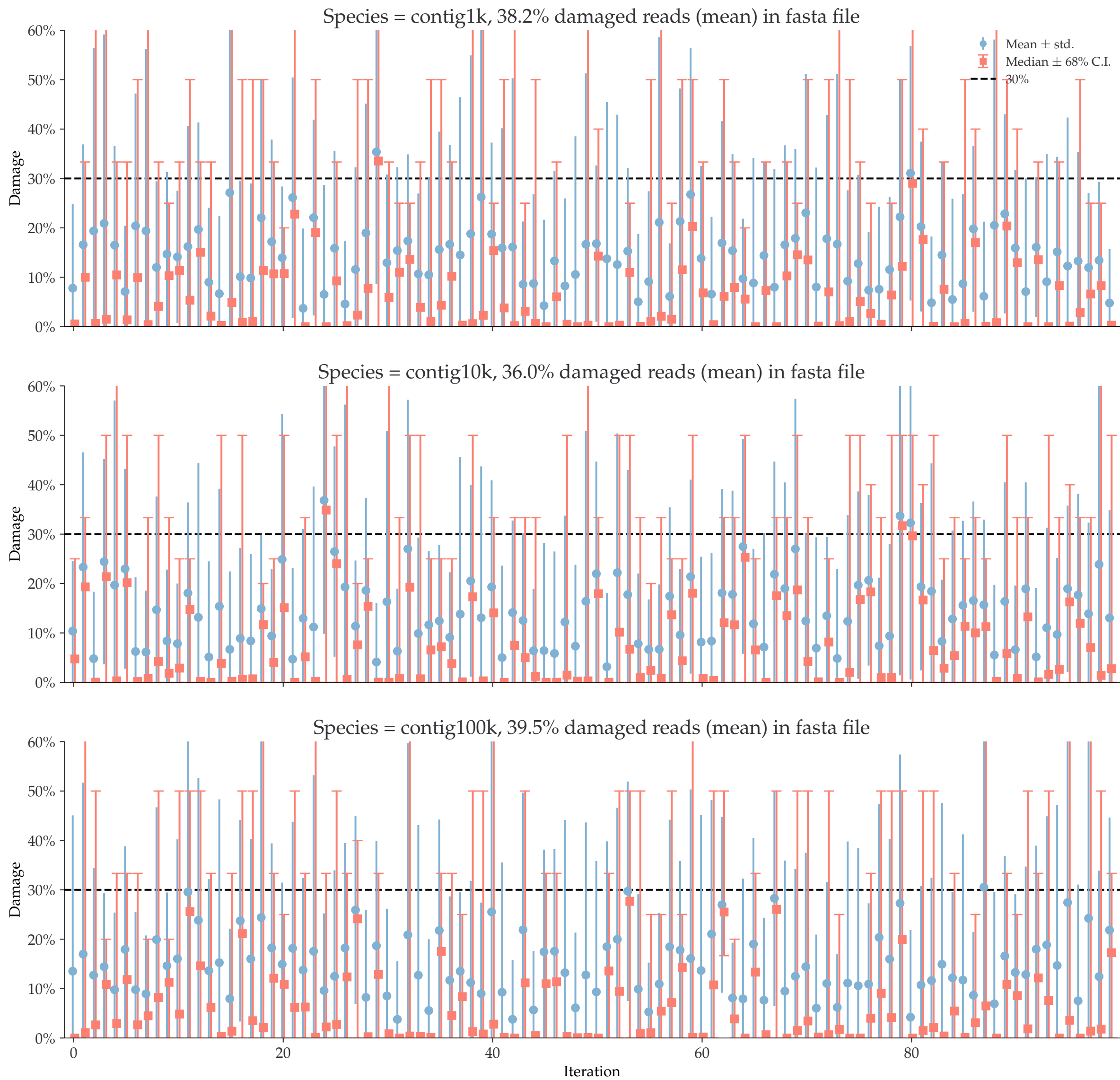
Individual damages:  
10000 reads  
Briggs damage = 0.626  
Damage percent = 20%



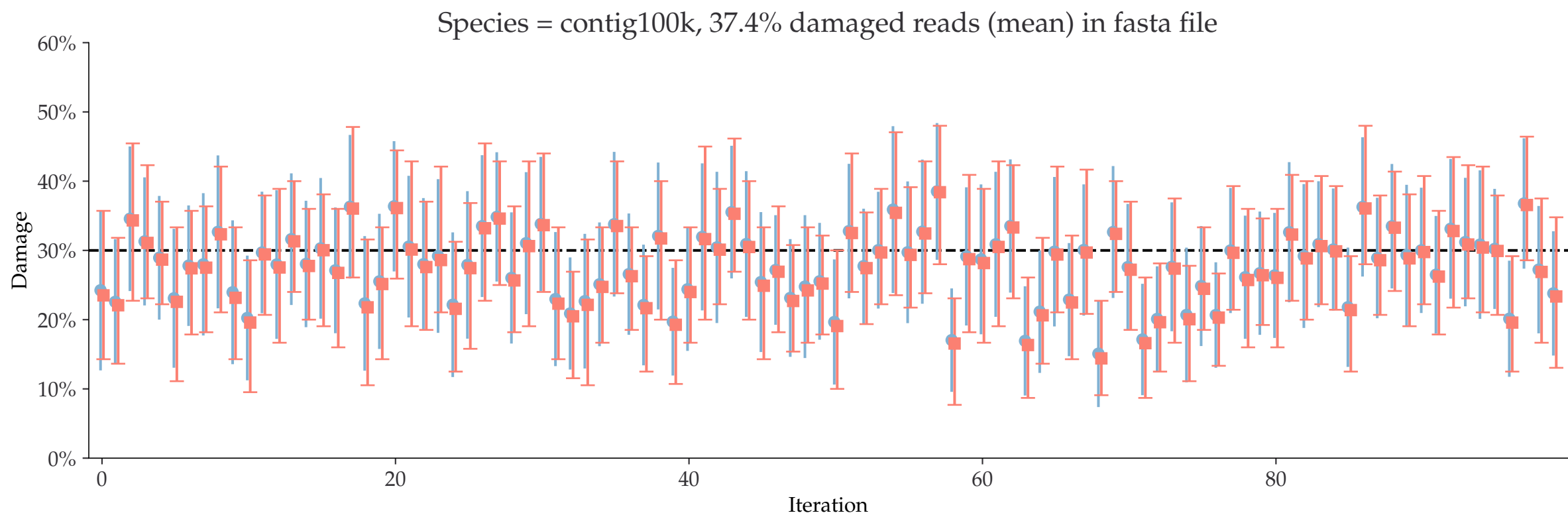
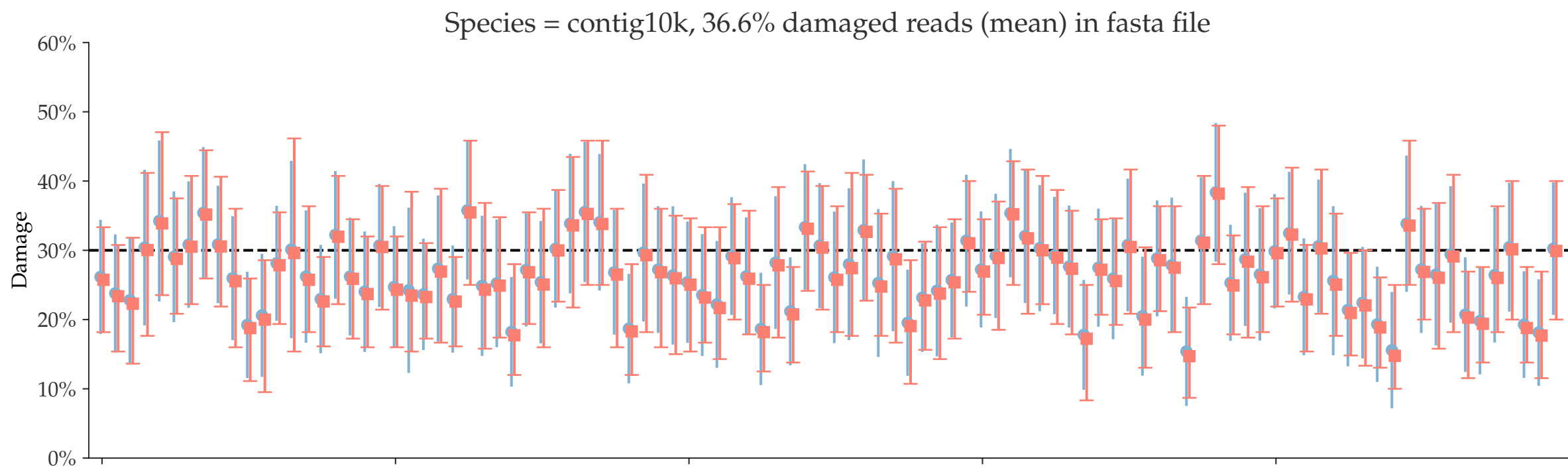
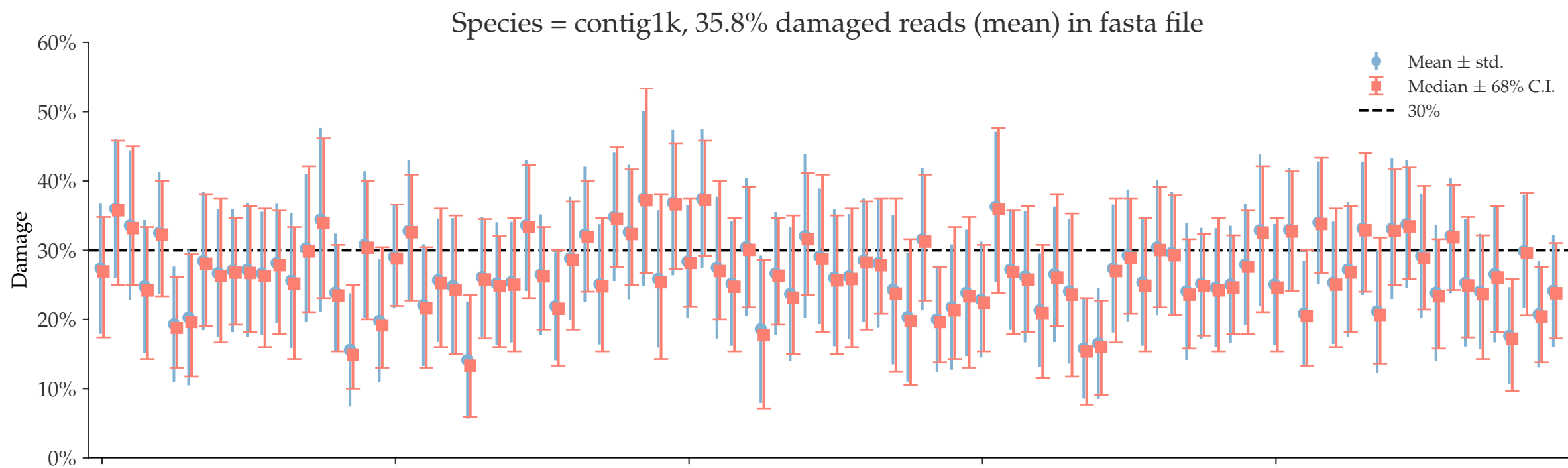
Individual damages:  
100000 reads  
Briggs damage = 0.626  
Damage percent = 20%



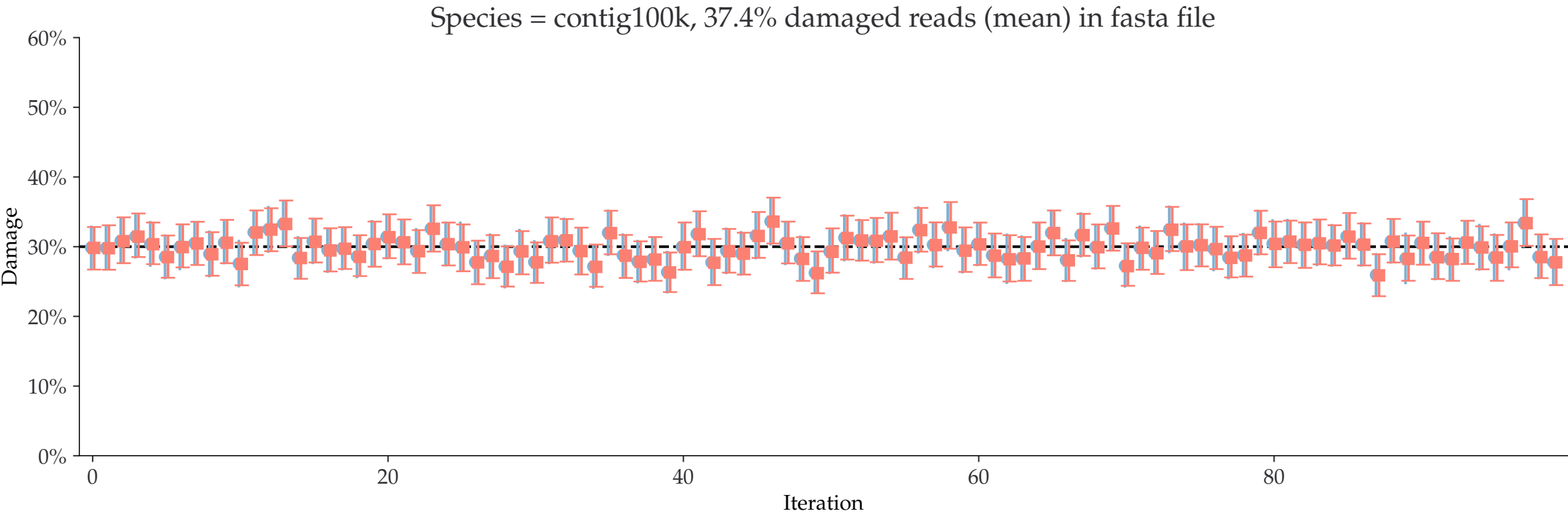
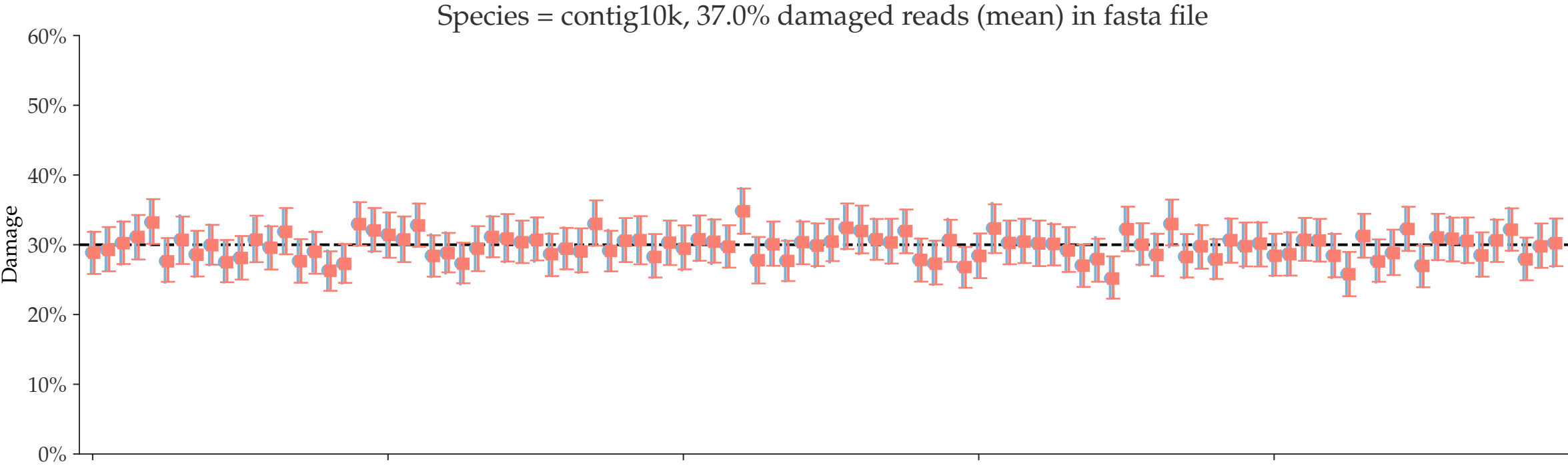
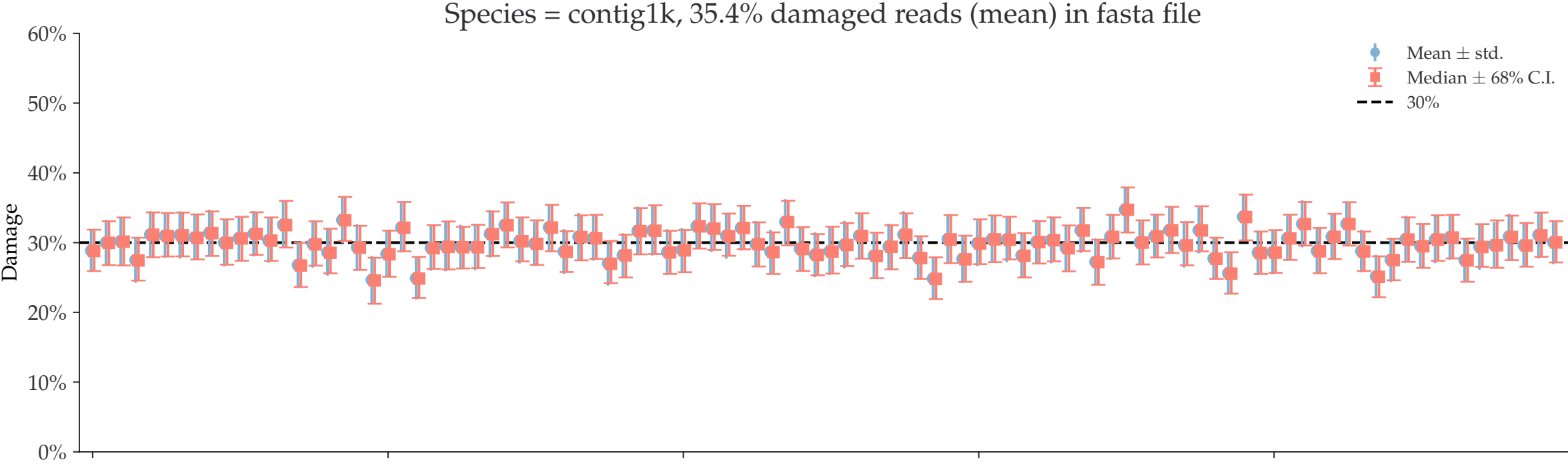
Individual damages:  
10 reads  
Briggs damage = 0.96  
Damage percent = 30%



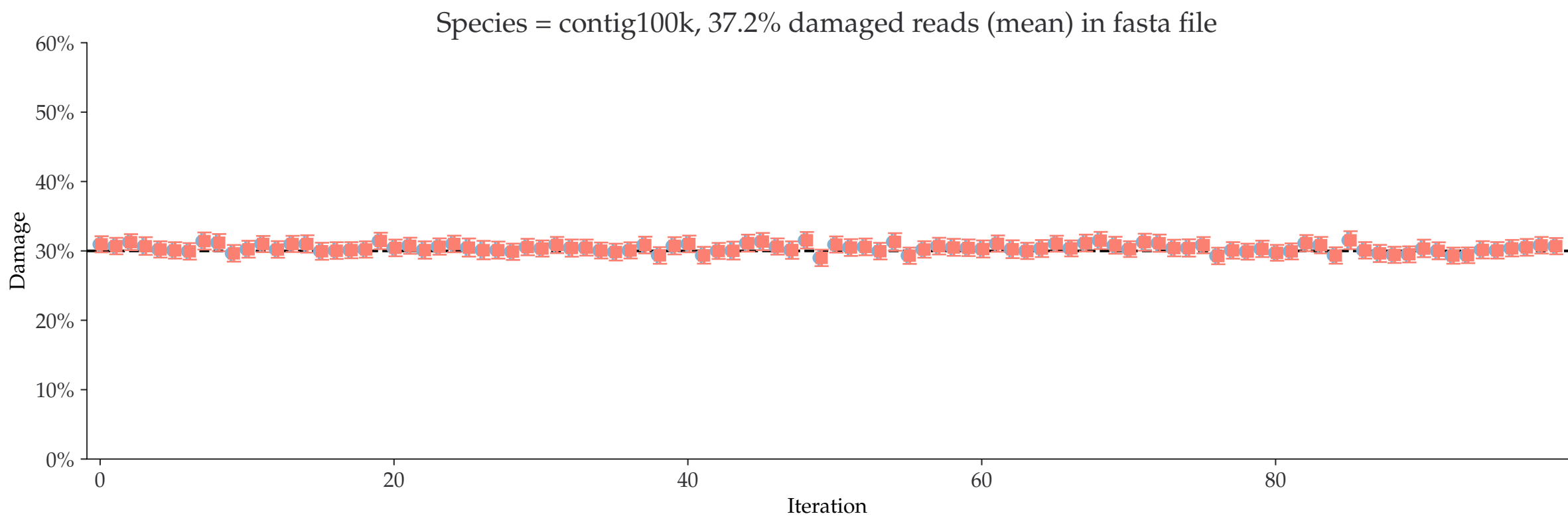
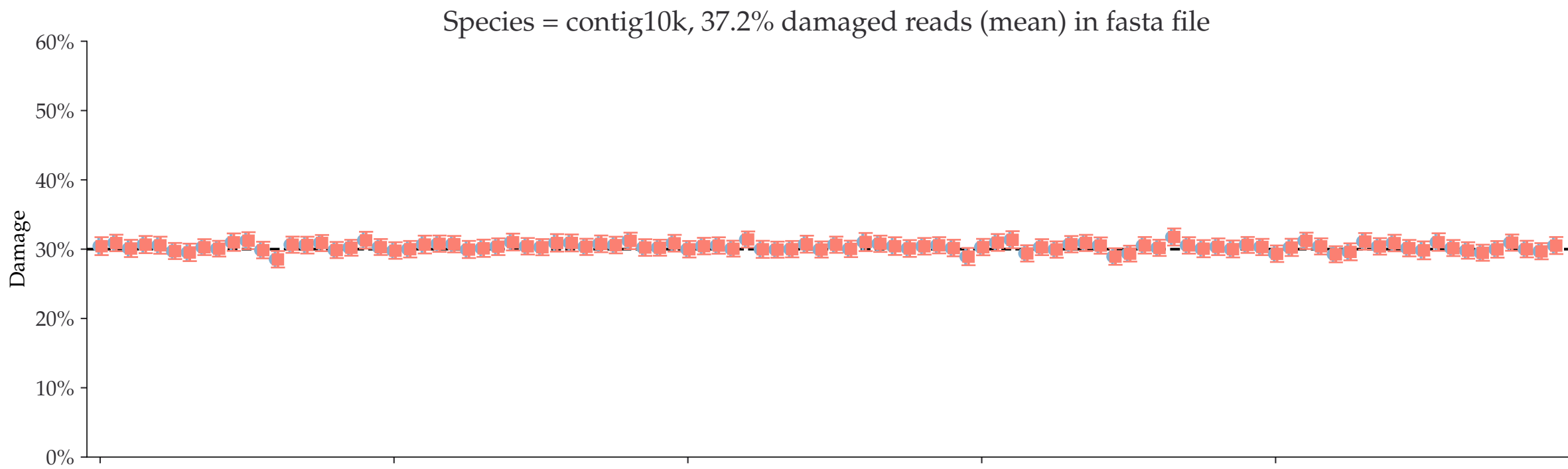
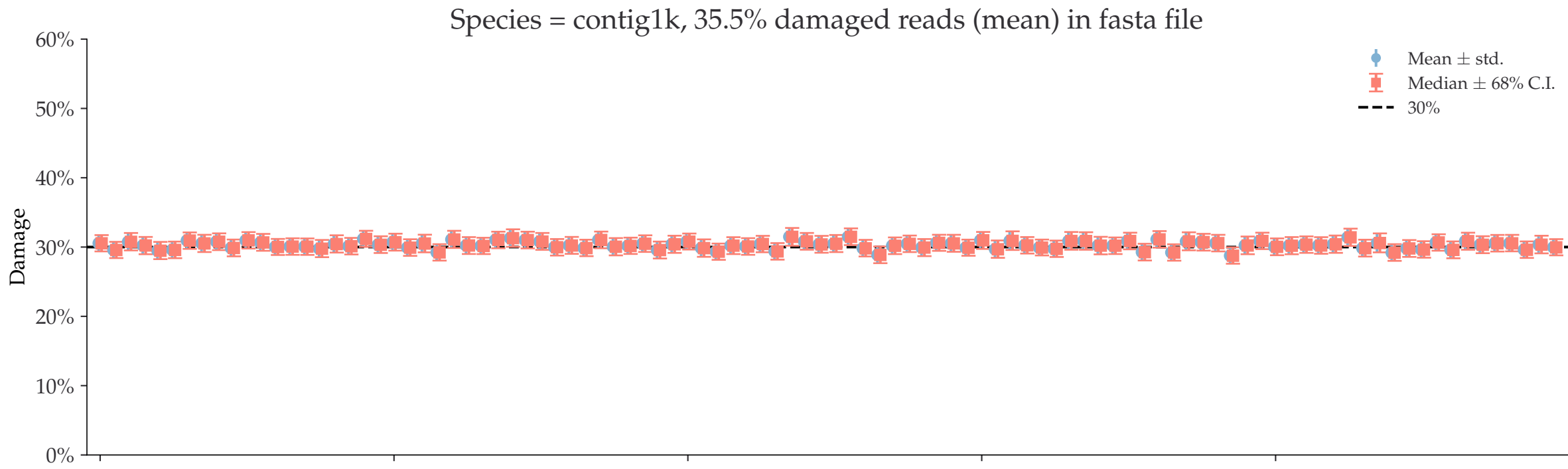
Individual damages:  
100 reads  
Briggs damage = 0.96  
Damage percent = 30%



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



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



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

