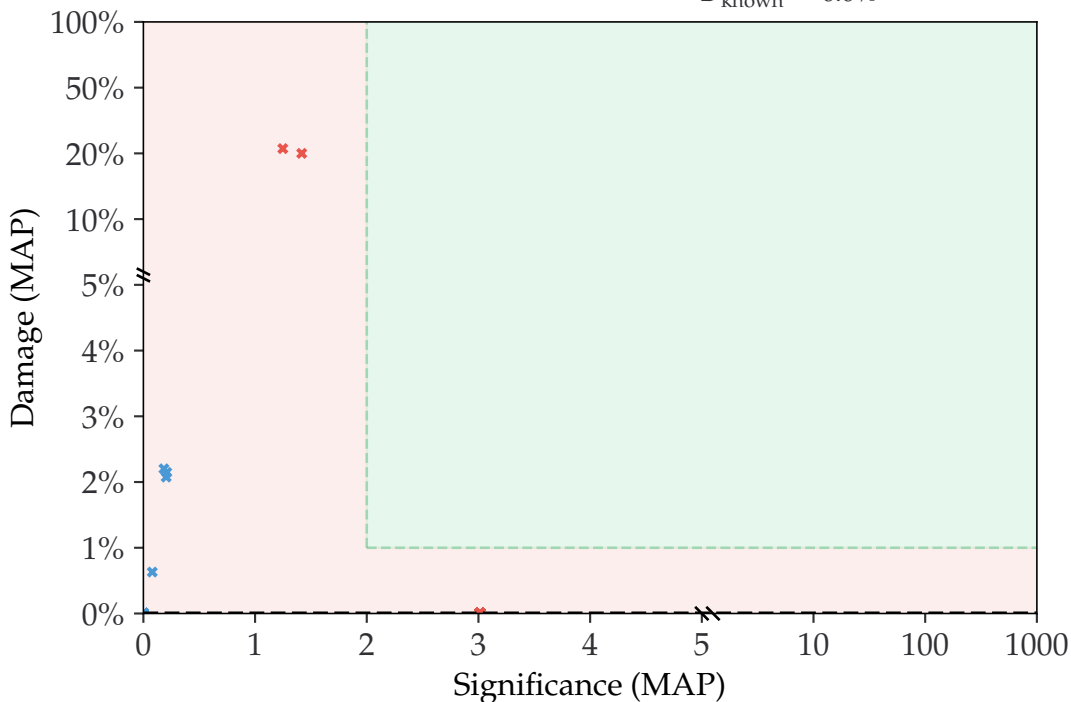


10 reads

Briggs damage = 0.0

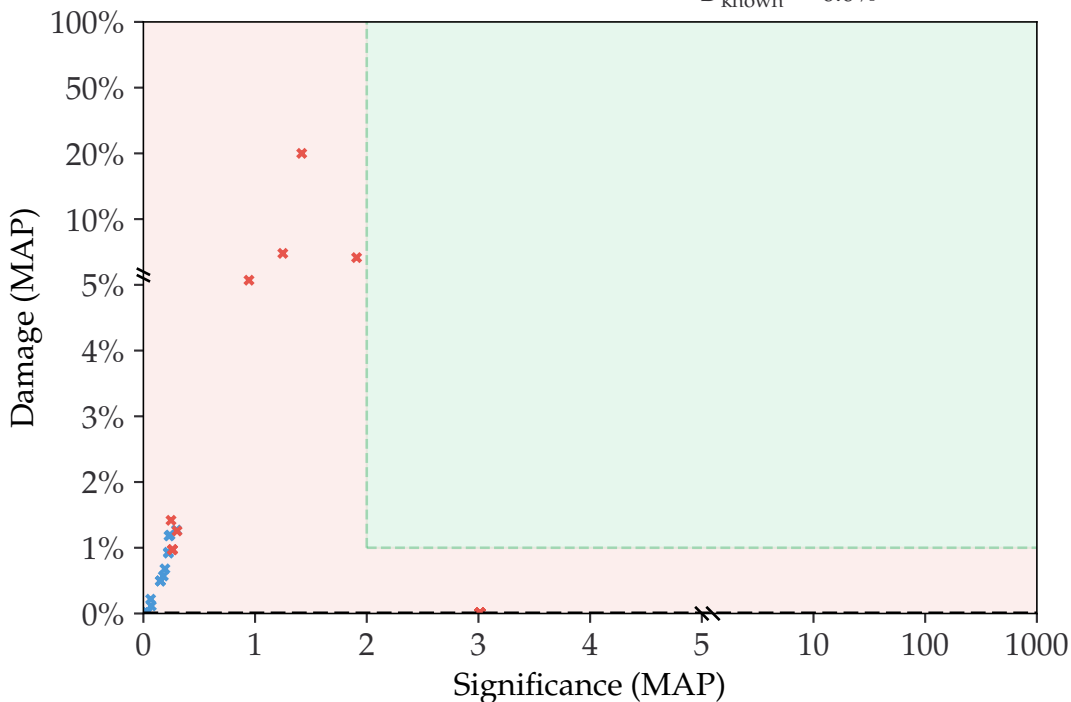
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



25 reads

Briggs damage = 0.0

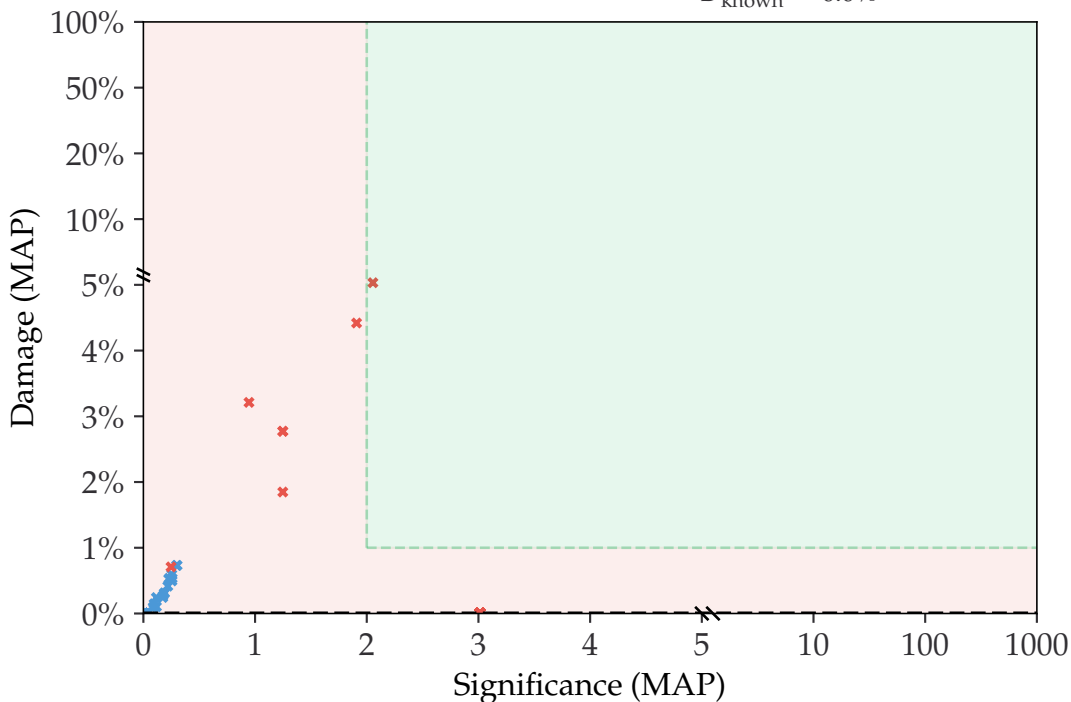
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



50 reads

Briggs damage = 0.0

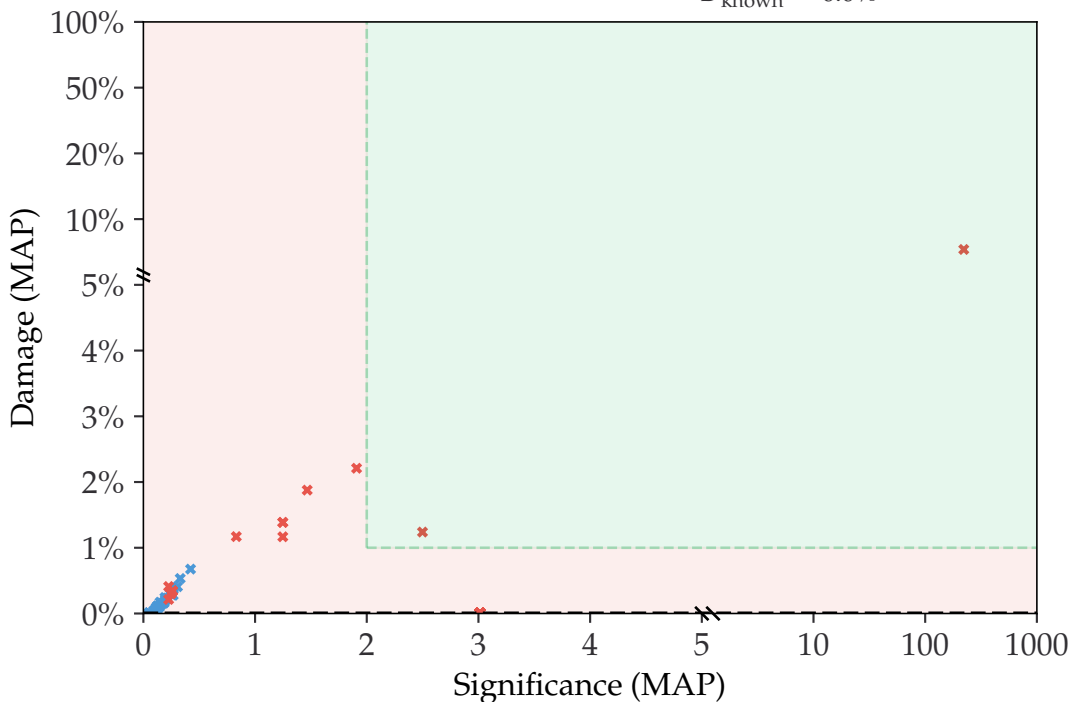
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



100 reads

Briggs damage = 0.0

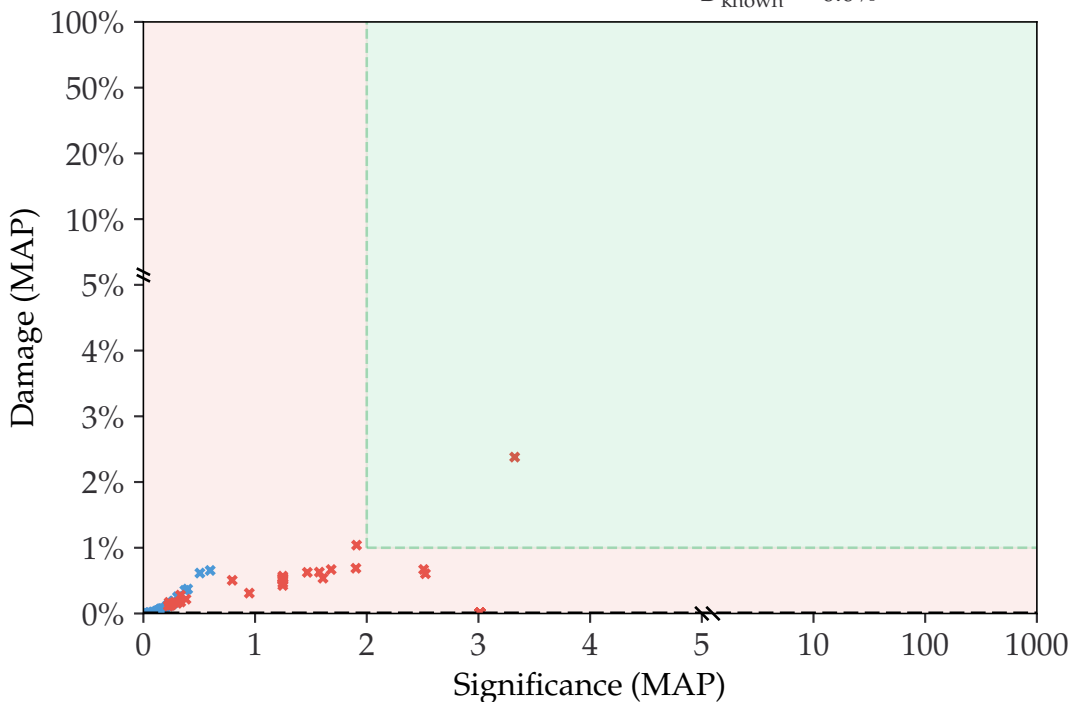
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



250 reads

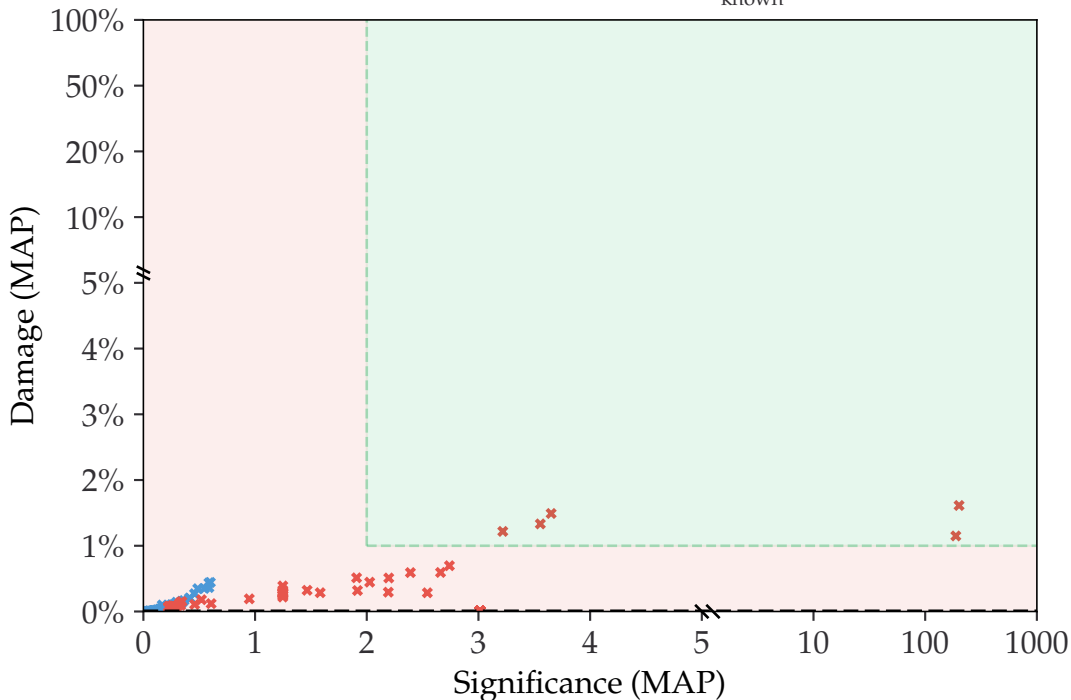
Briggs damage = 0.0

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



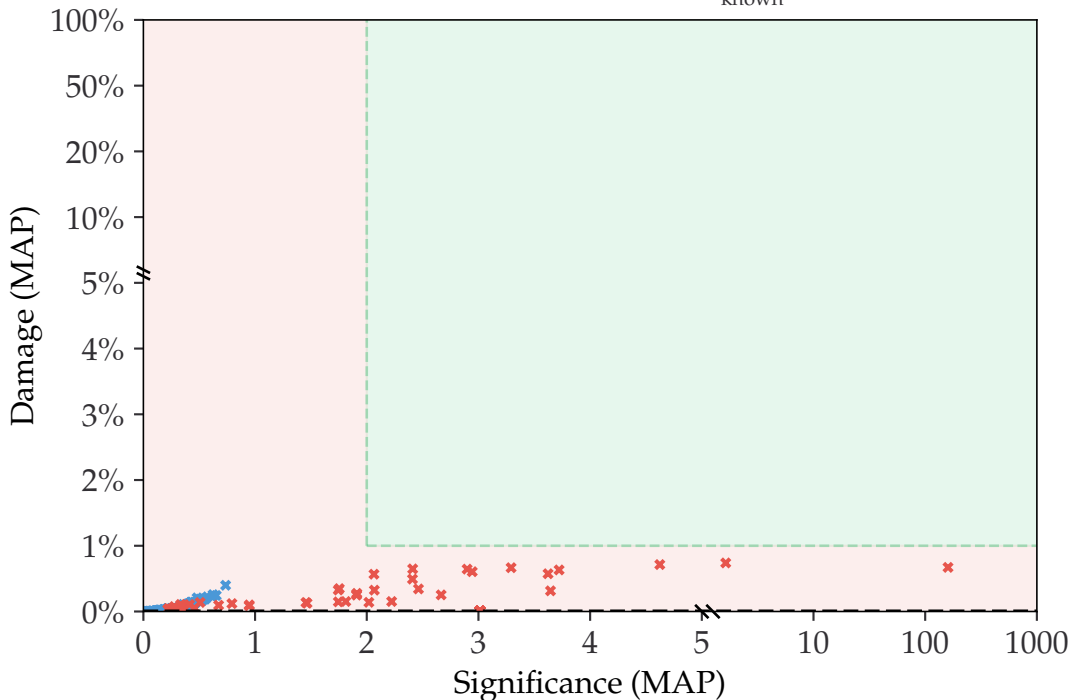
Briggs damage = 0.0

- $D_{\text{known}} = 0.0\%$



Briggs damage = 0.0

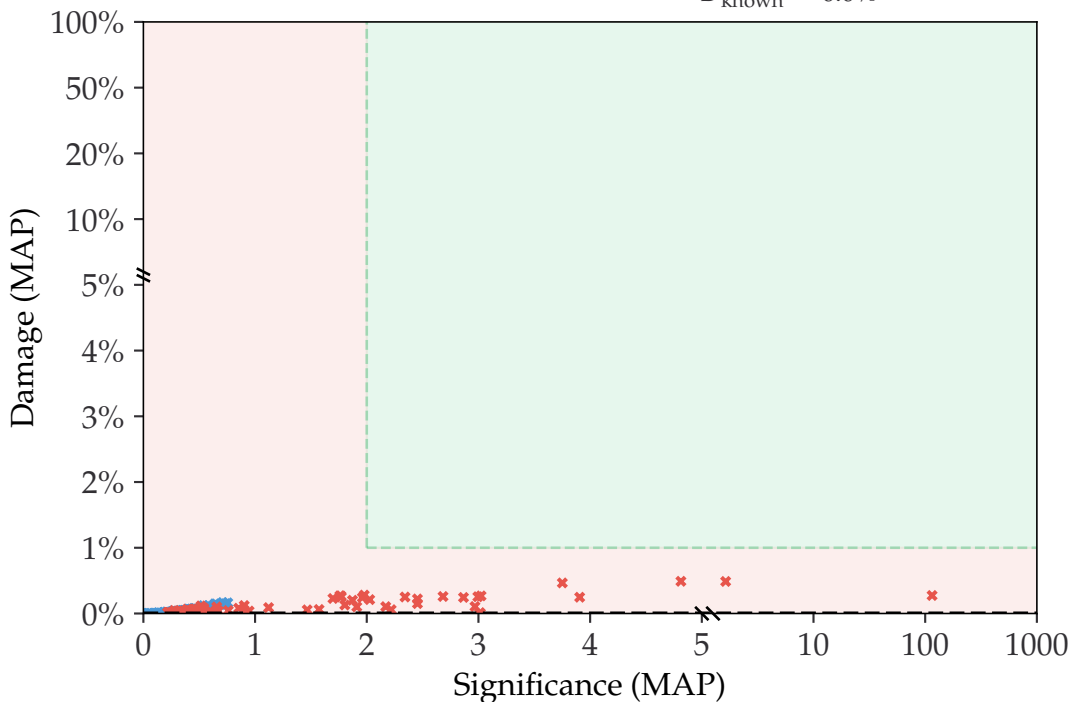
- ★ metaDMG (damaged)
- ✖ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✖ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



2500 reads

Briggs damage = 0.0

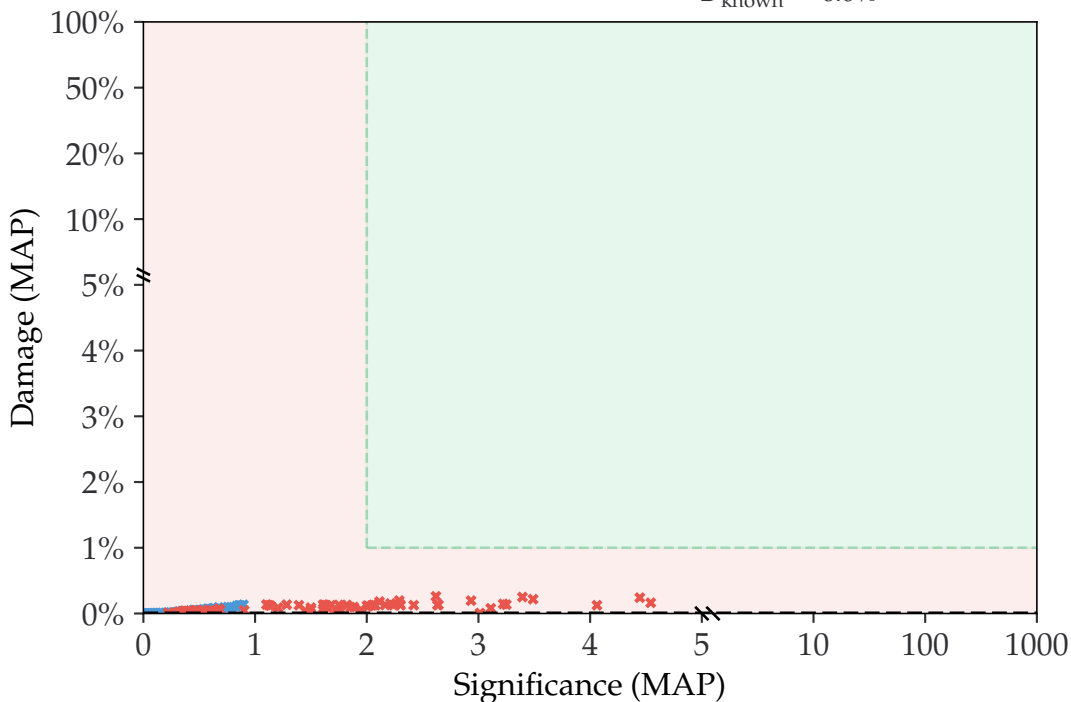
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



5000 reads

Briggs damage = 0.0

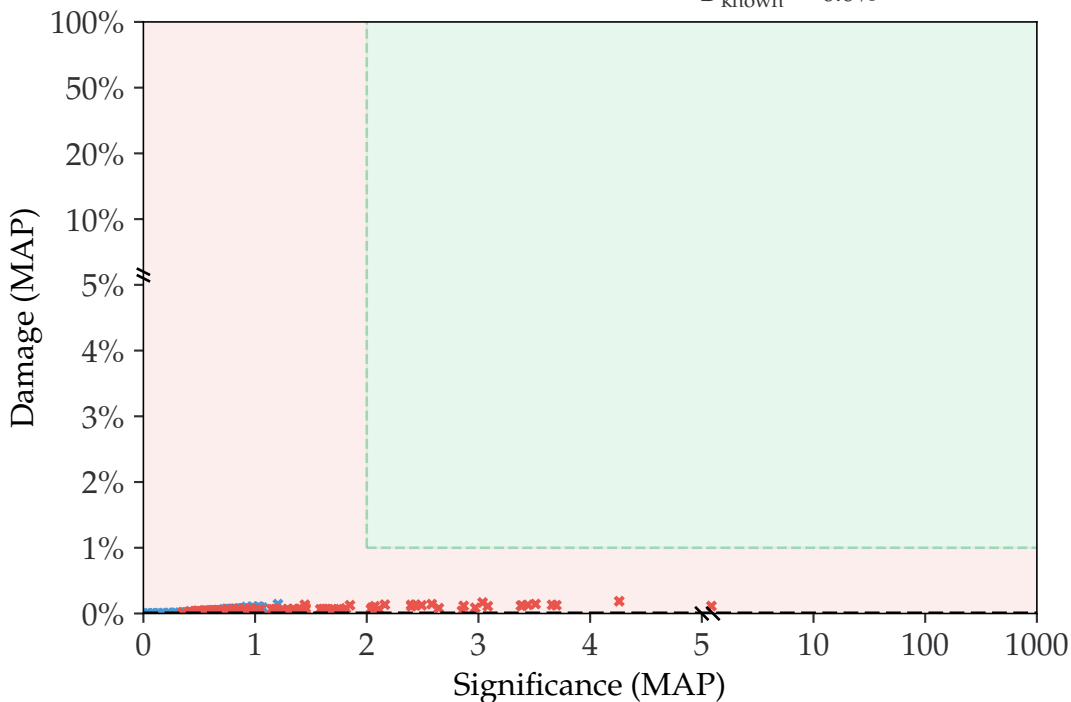
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



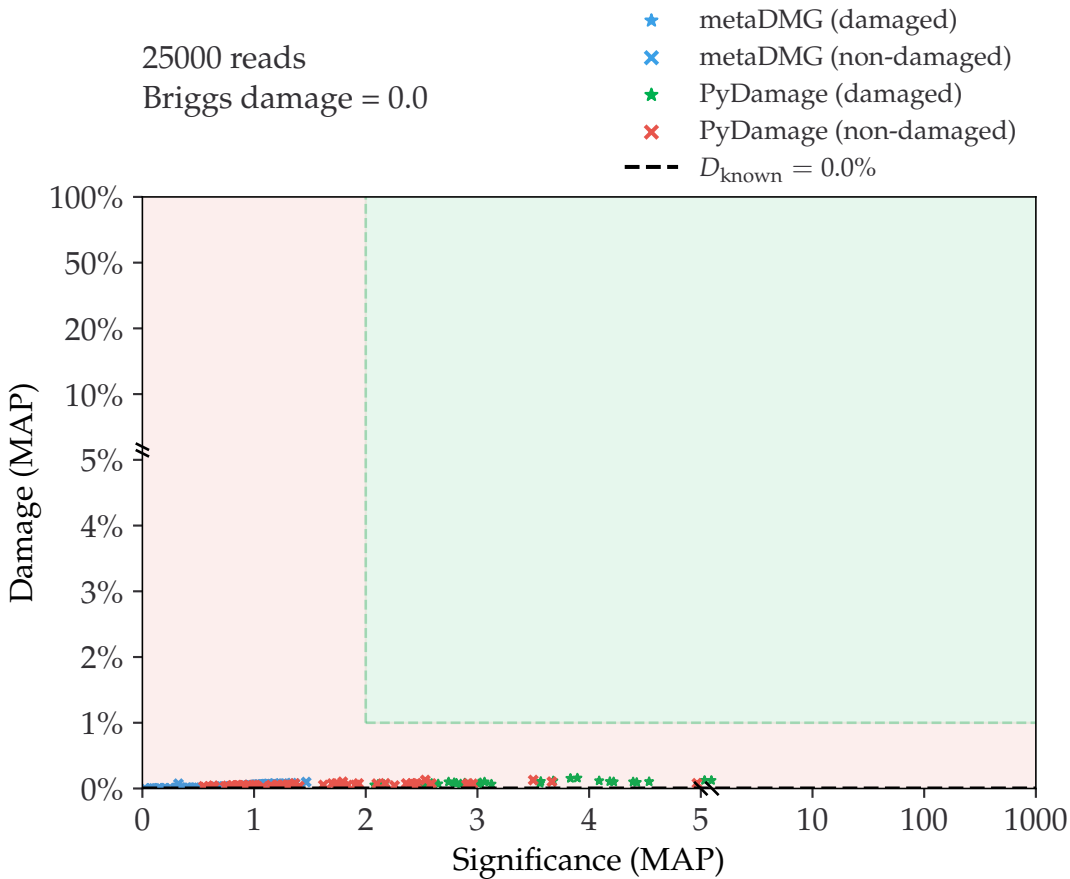
10000 reads

Briggs damage = 0.0

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



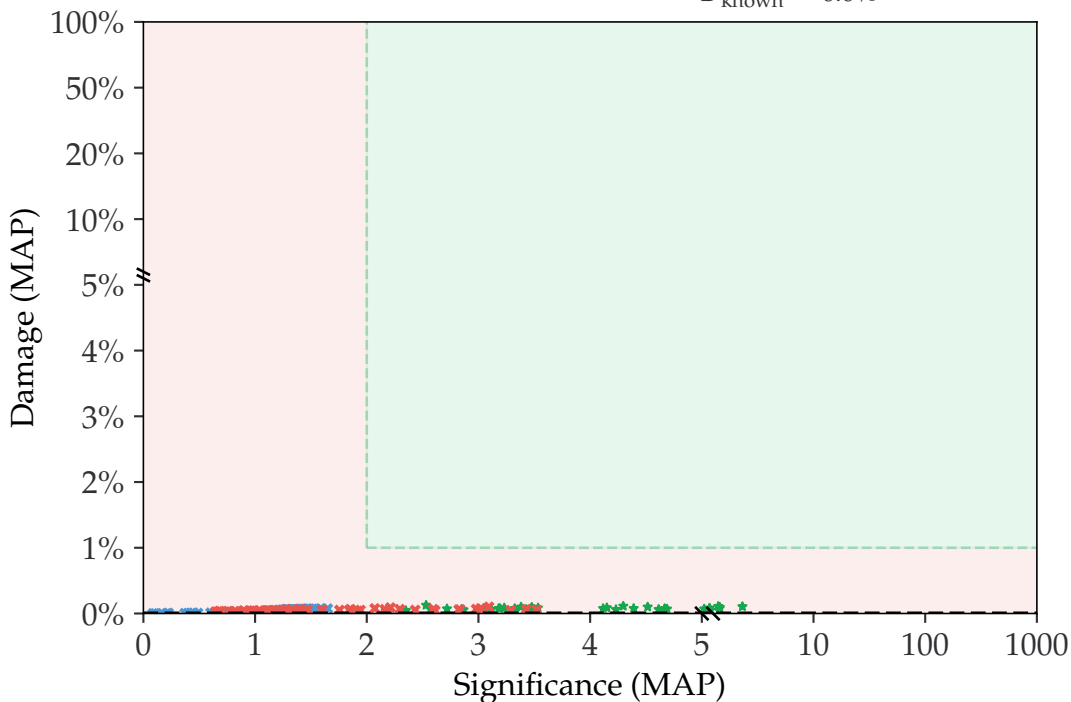
Briggs damage = 0.0



50000 reads

Briggs damage = 0.0

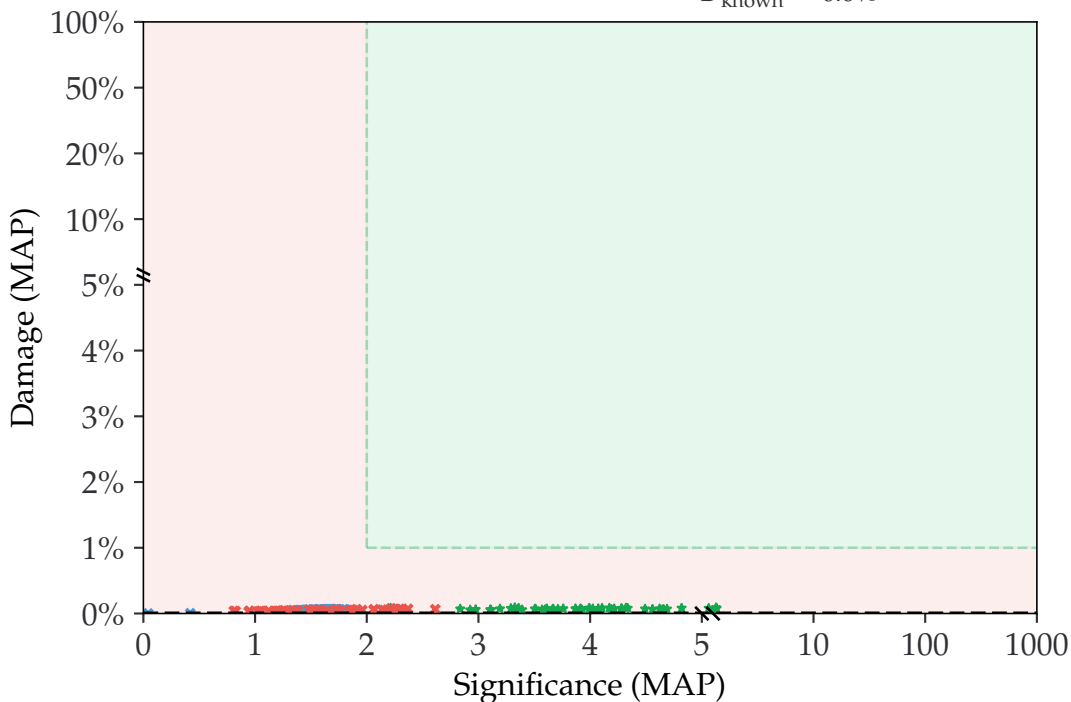
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



100000 reads

Briggs damage = 0.0

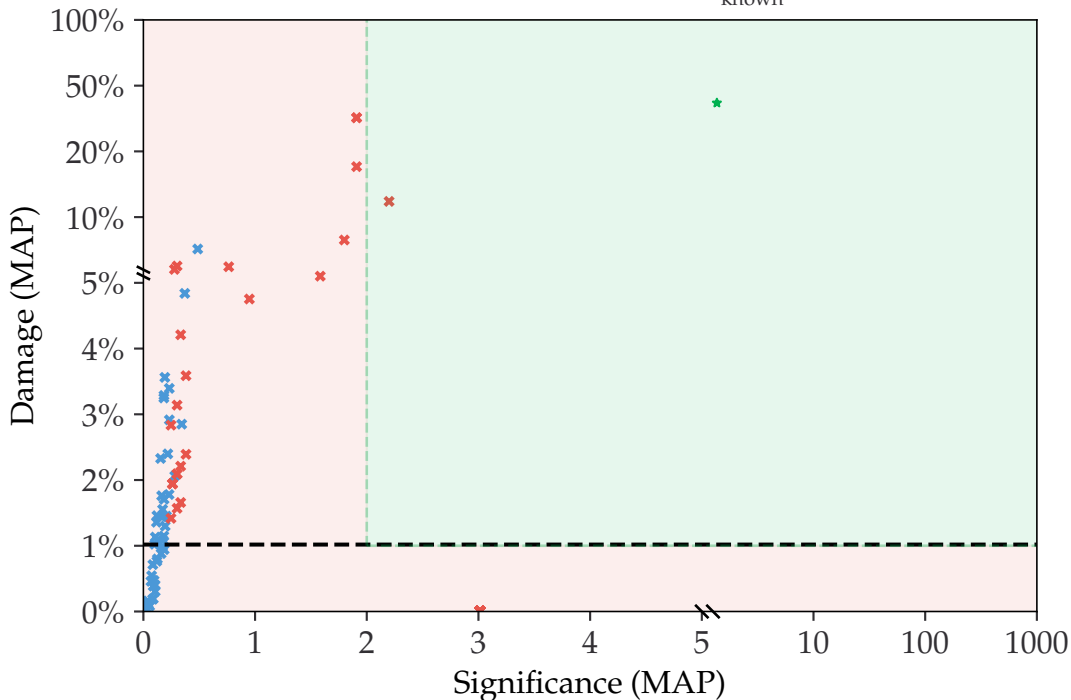
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 0.0\%$



10 reads

Briggs damage = 0.035

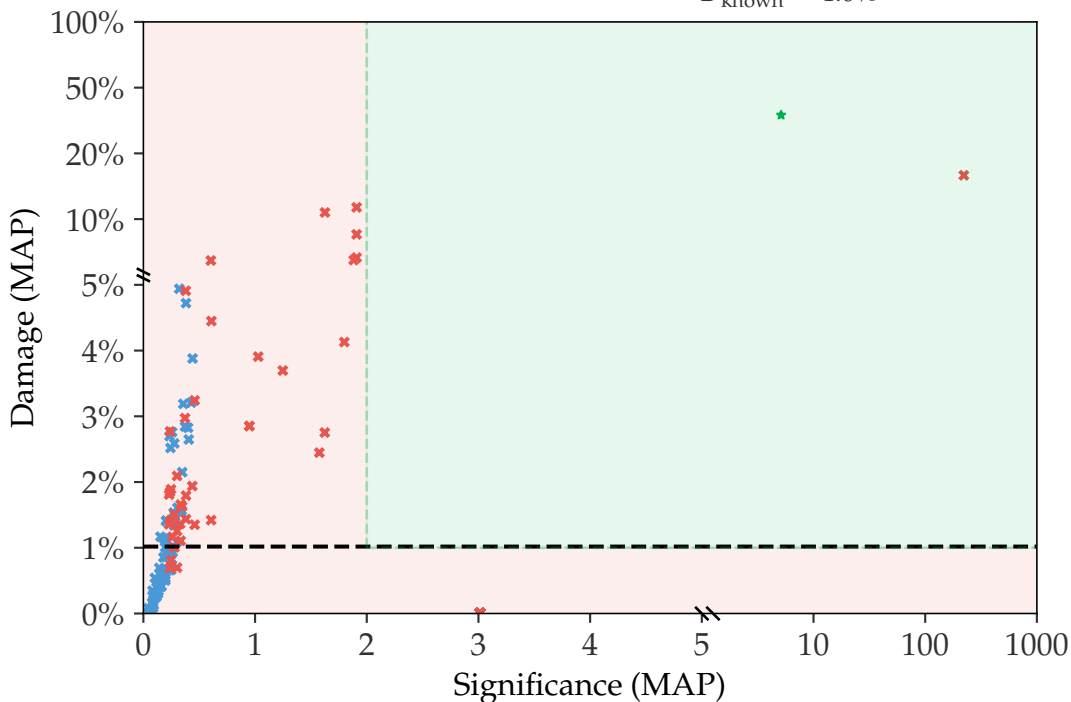
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



25 reads

Briggs damage = 0.035

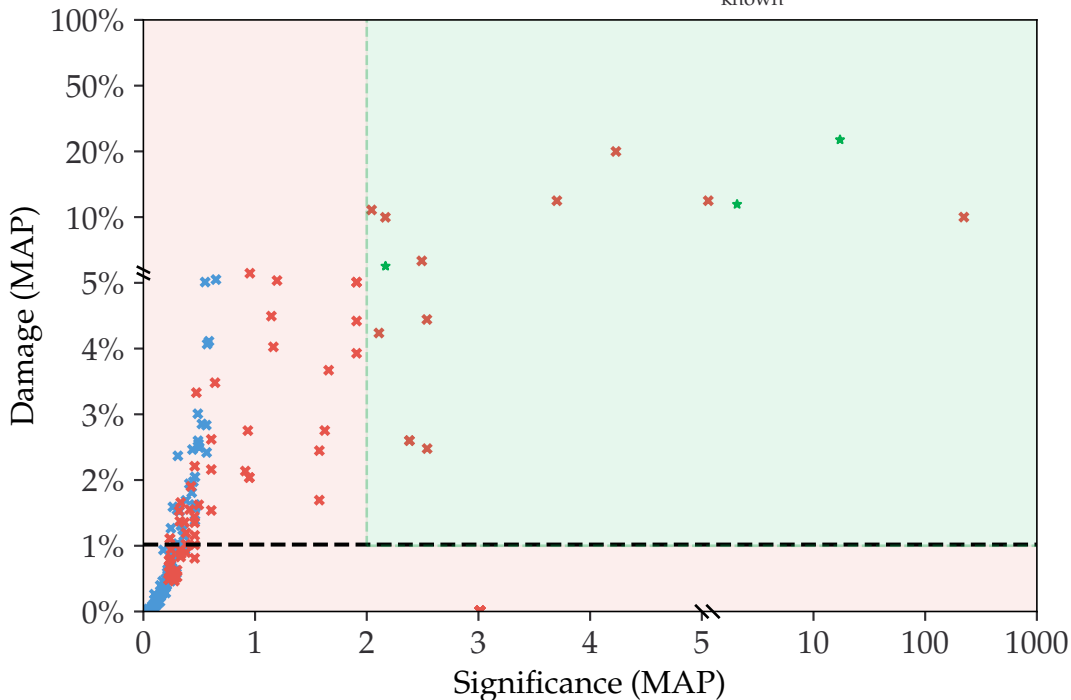
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



50 reads

Briggs damage = 0.035

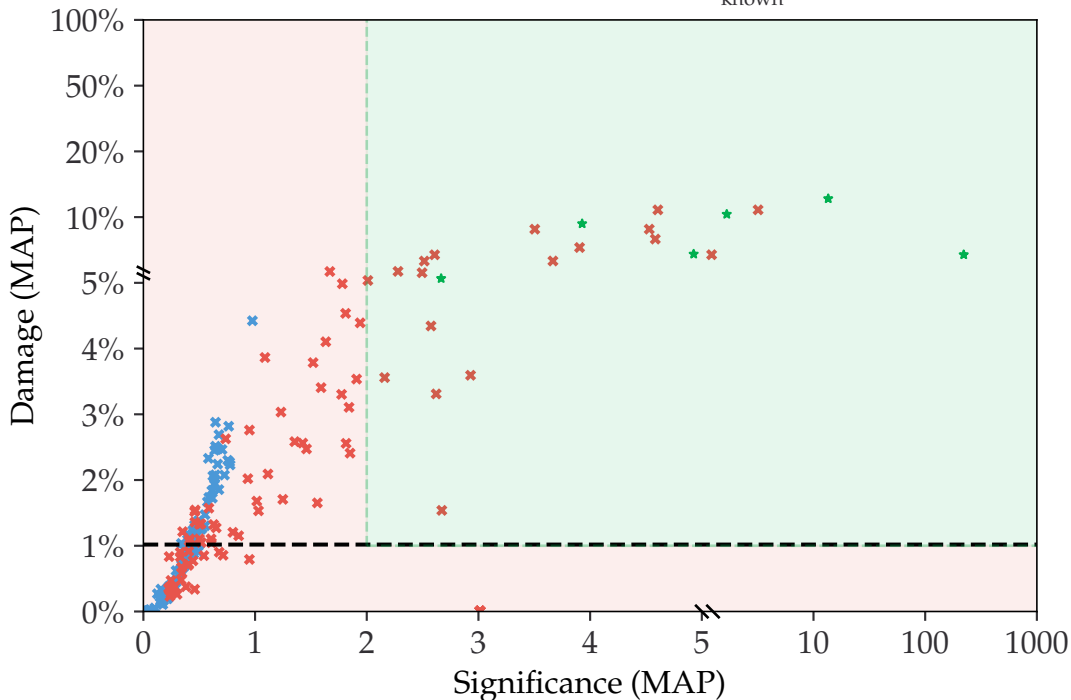
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



100 reads

Briggs damage = 0.035

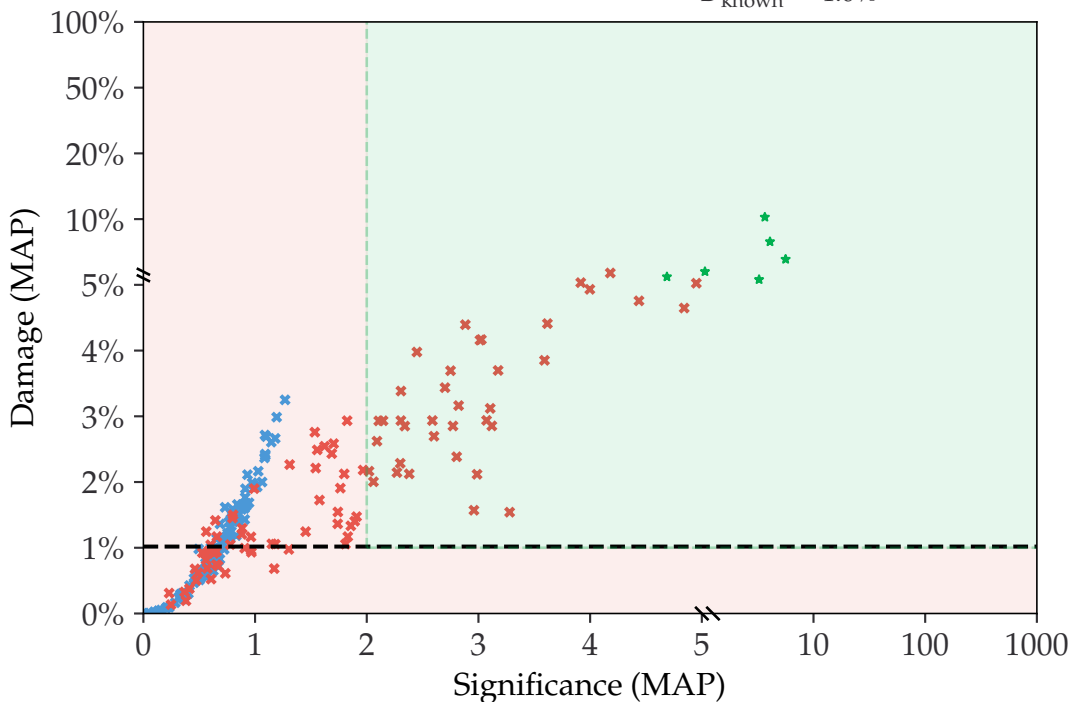
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



250 reads

Briggs damage = 0.035

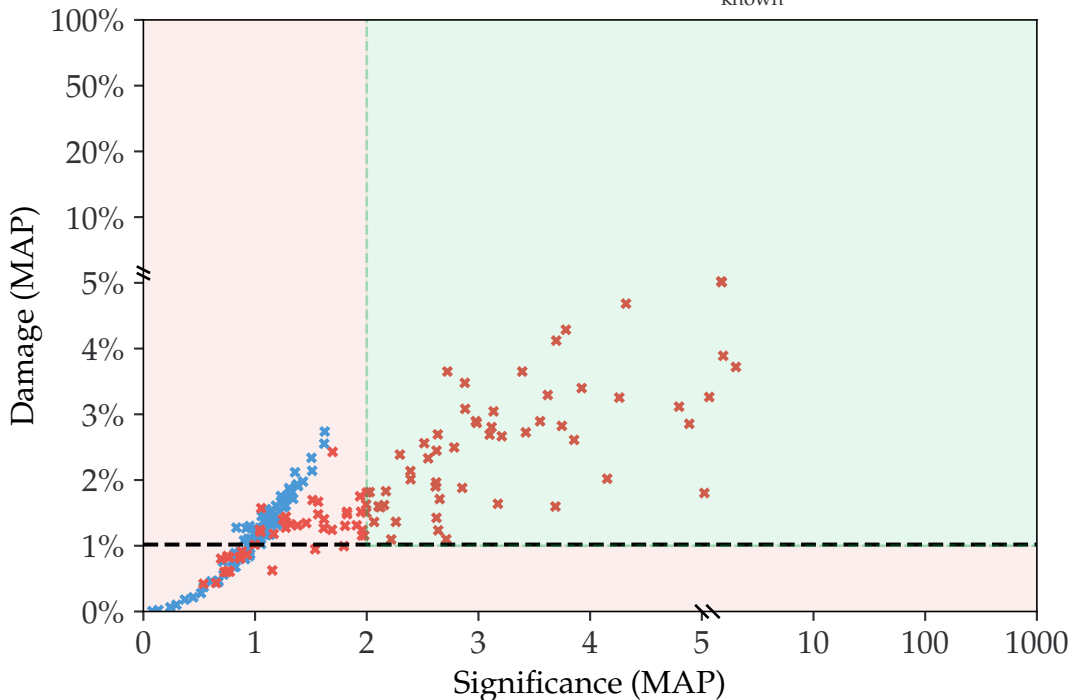
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



500 reads

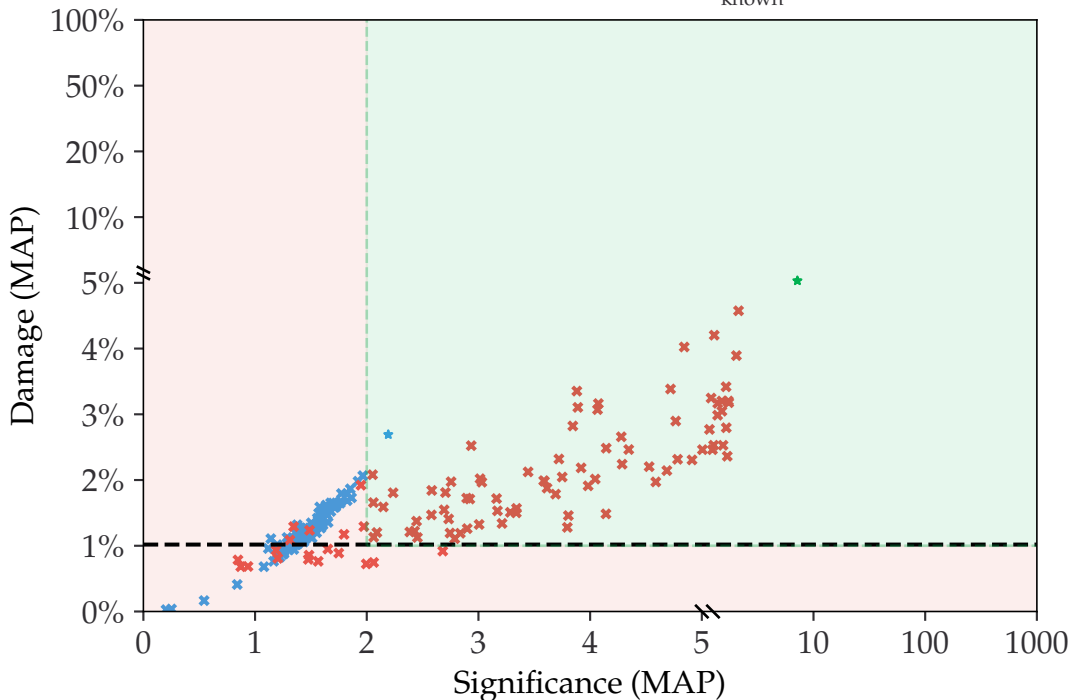
Briggs damage = 0.035

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



Briggs damage = 0.035

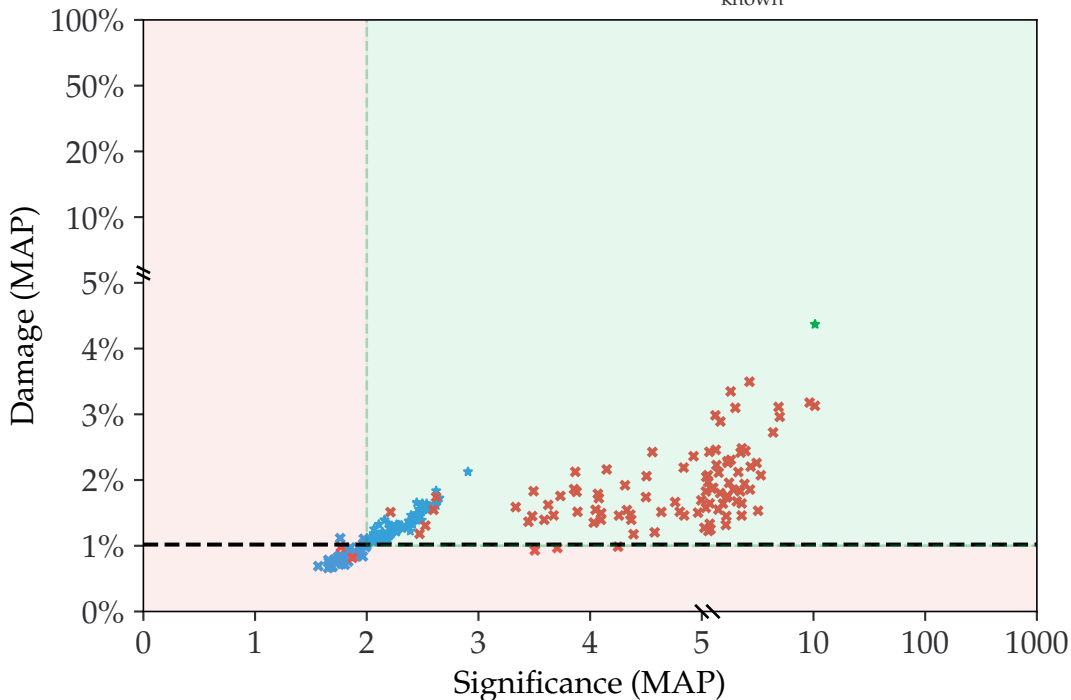
- ★ metaDMG (damaged)
- ✖ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✖ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



2500 reads

Briggs damage = 0.035

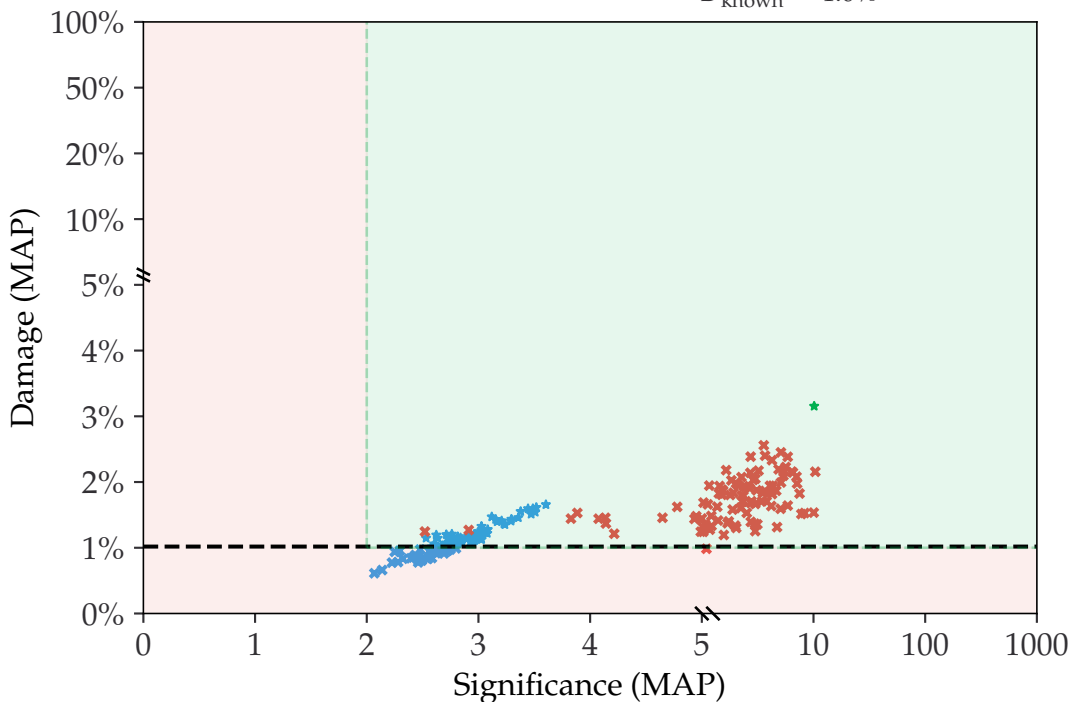
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



5000 reads

Briggs damage = 0.035

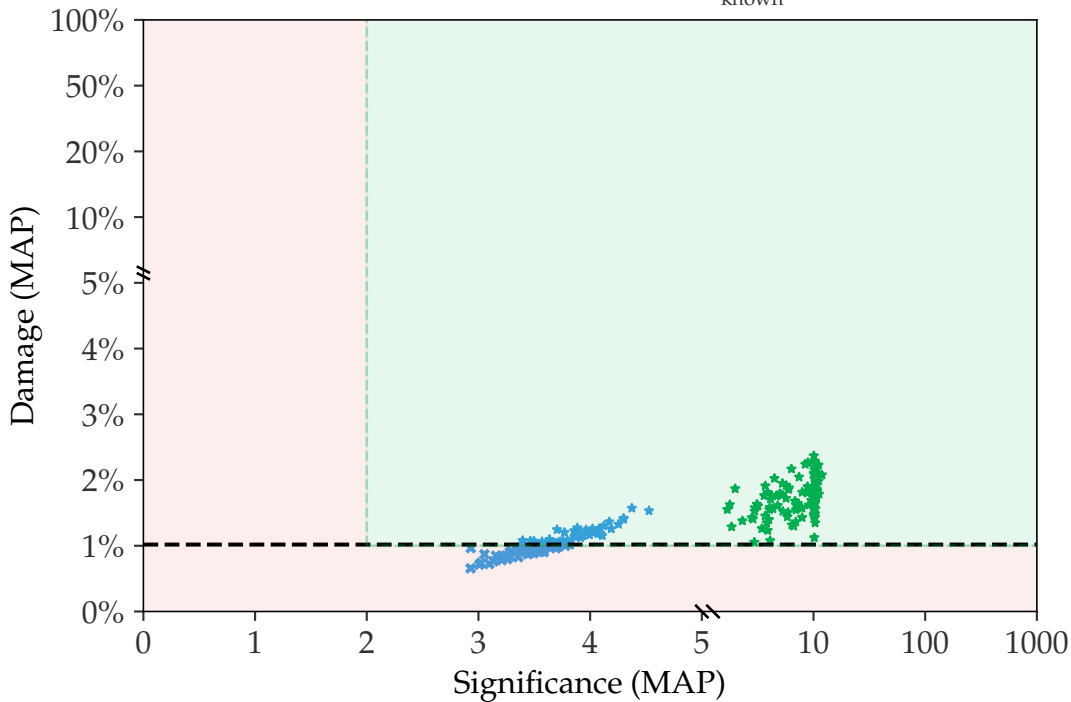
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



10000 reads

Briggs damage = 0.035

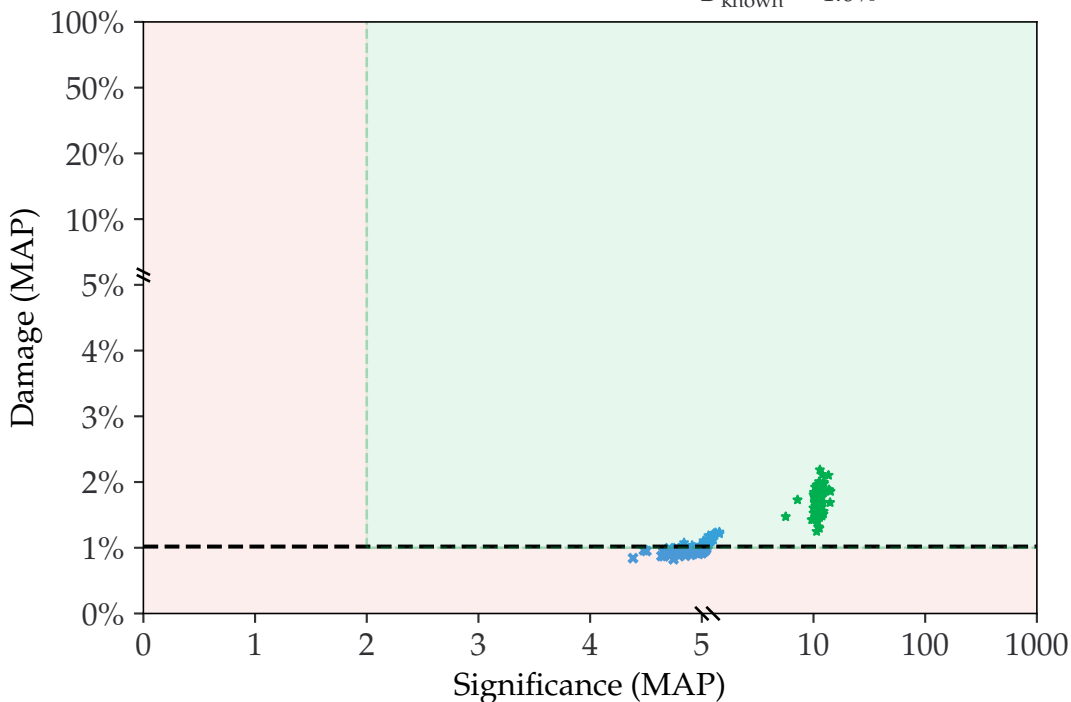
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



25000 reads

Briggs damage = 0.035

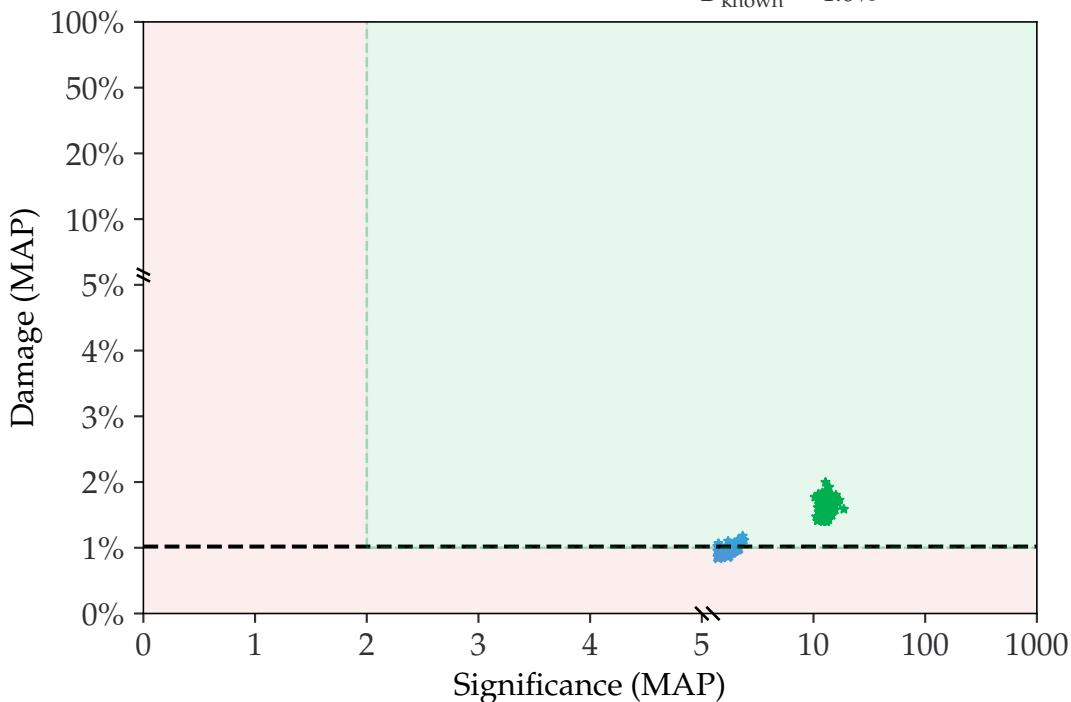
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



50000 reads

Briggs damage = 0.035

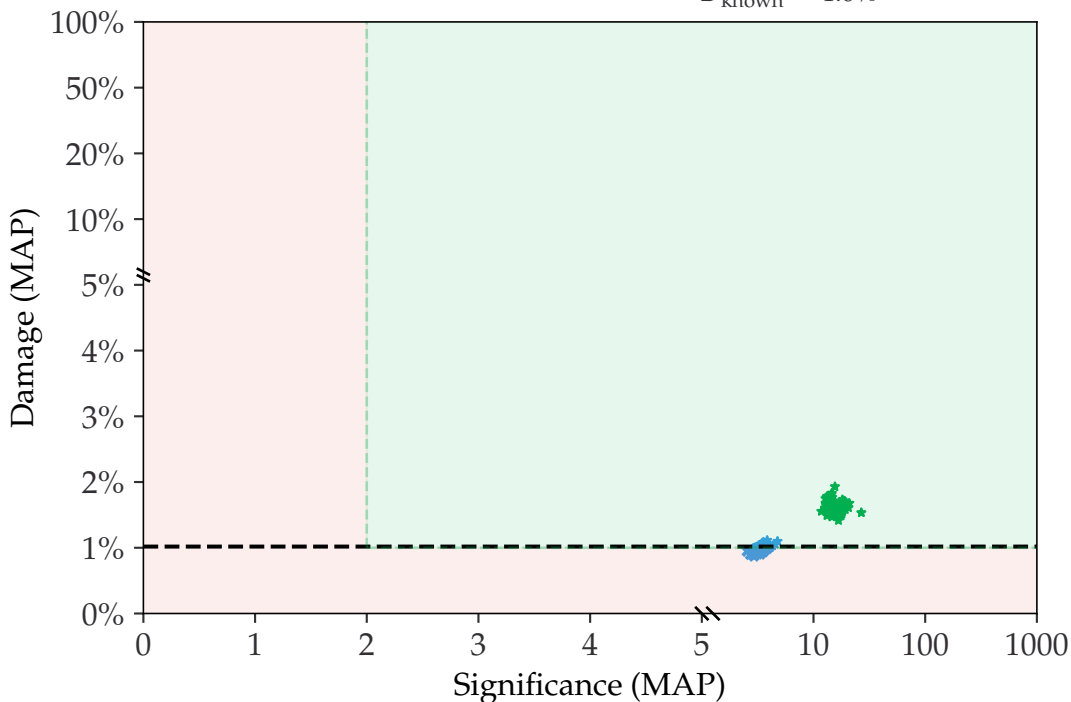
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



100000 reads

Briggs damage = 0.035

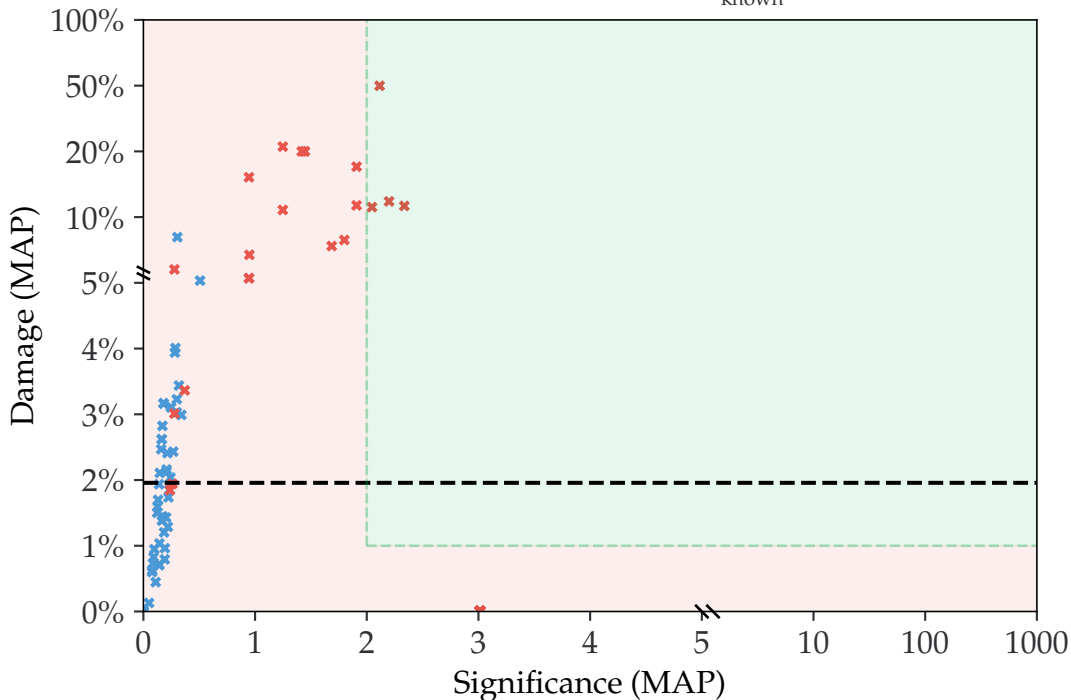
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 1.0\%$



10 reads

Briggs damage = 0.065

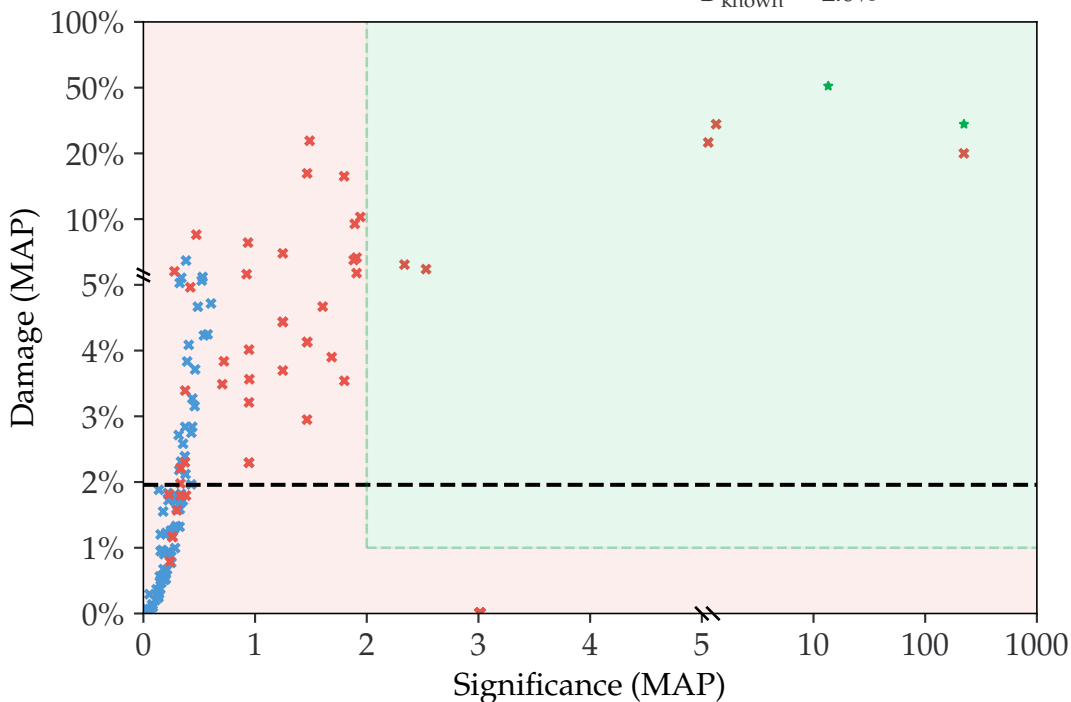
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



25 reads

Briggs damage = 0.065

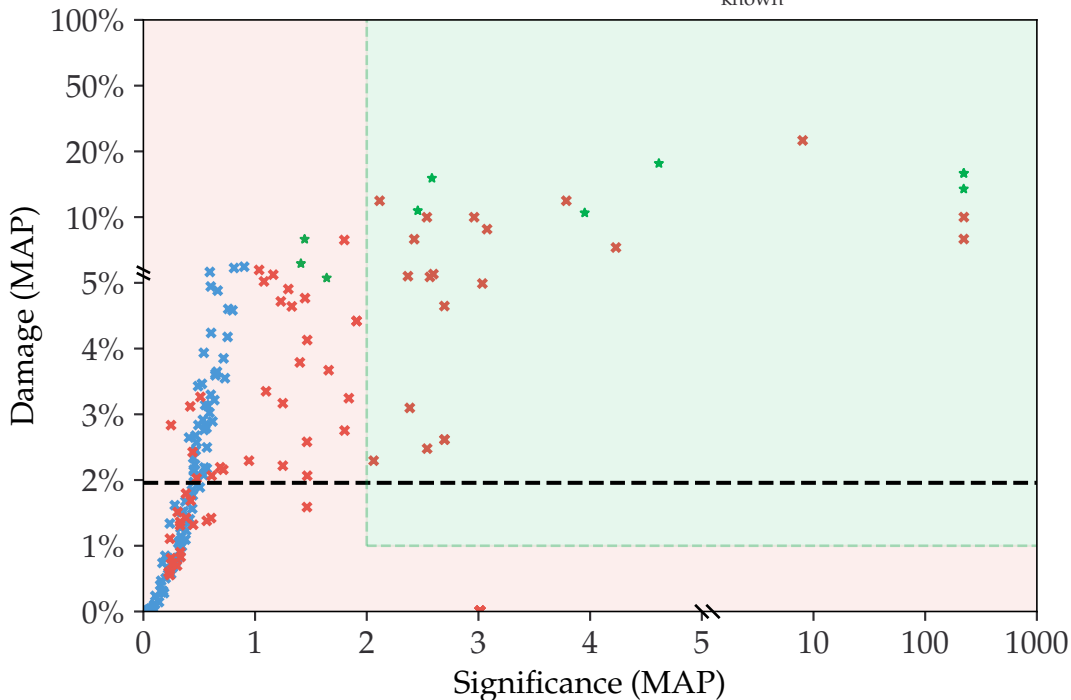
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



50 reads

Briggs damage = 0.065

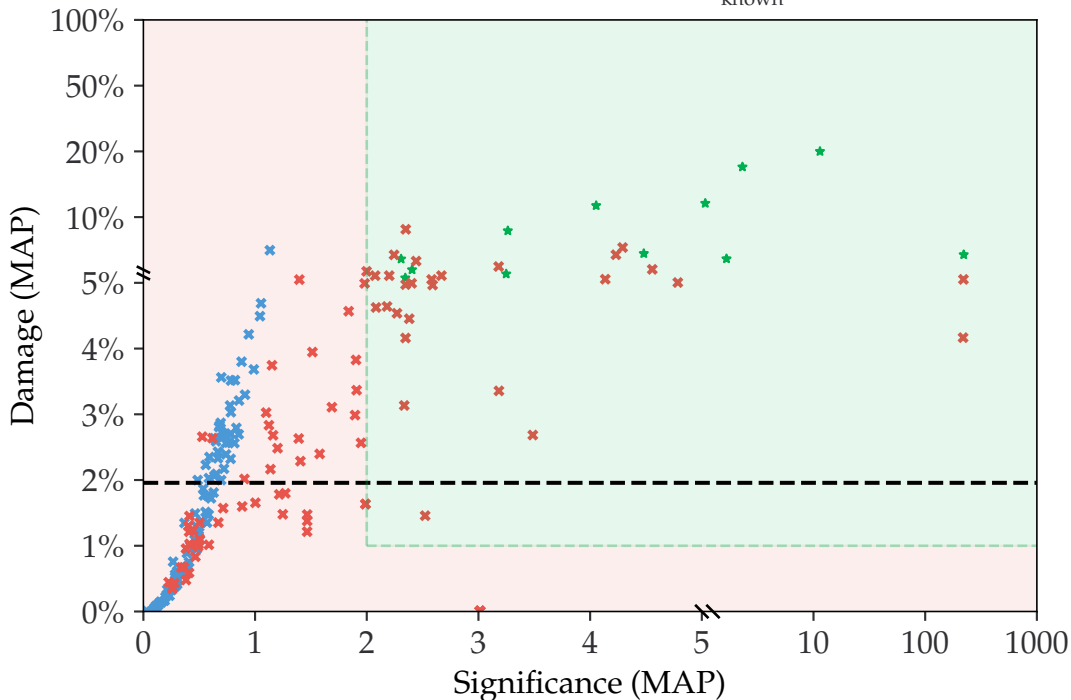
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



100 reads

Briggs damage = 0.065

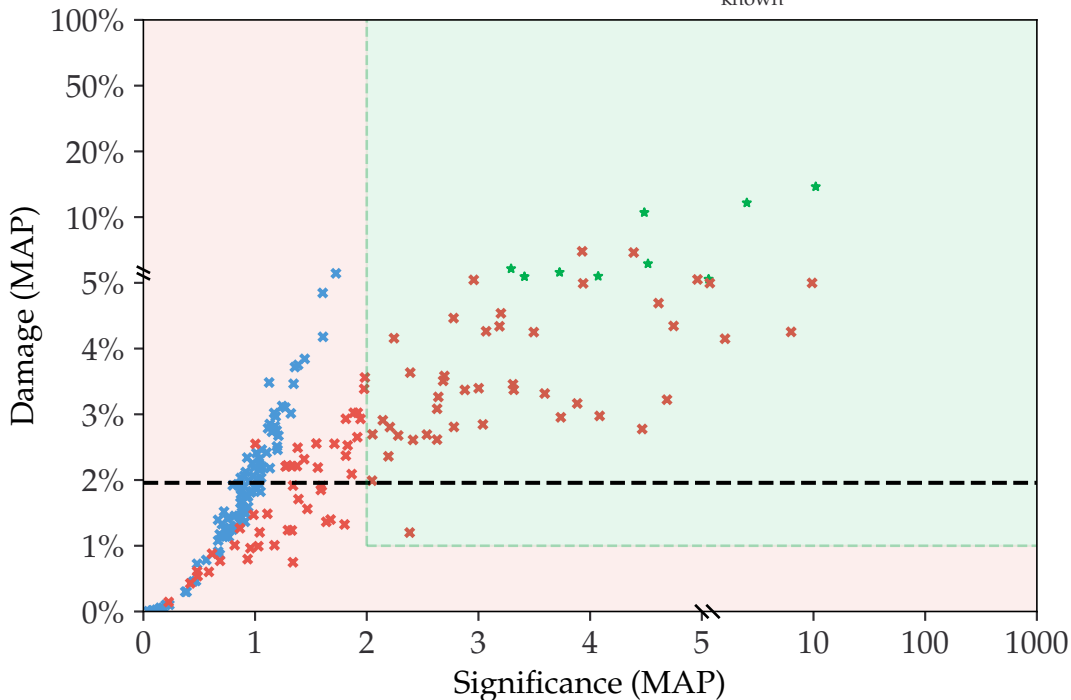
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



250 reads

Briggs damage = 0.065

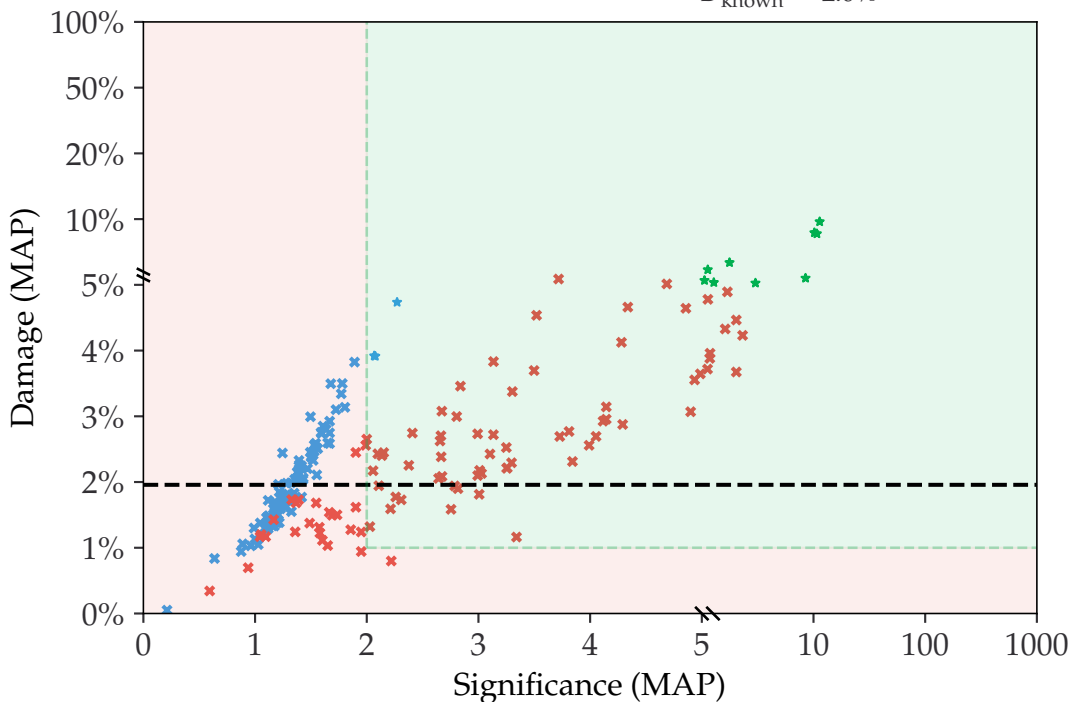
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



500 reads

Briggs damage = 0.065

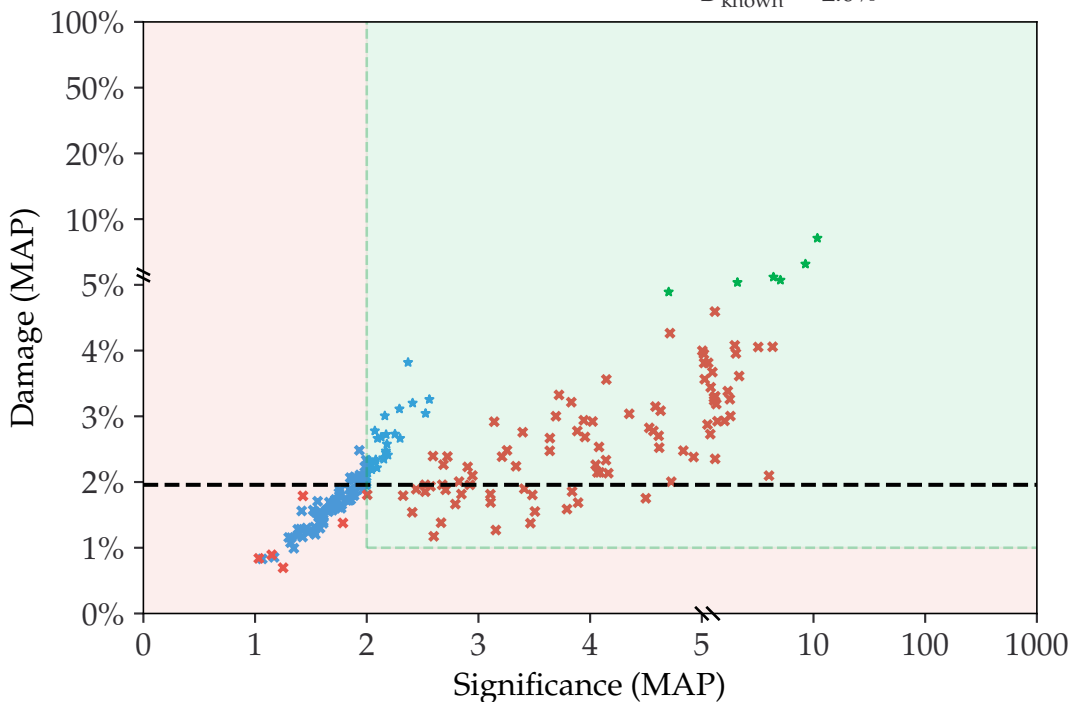
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



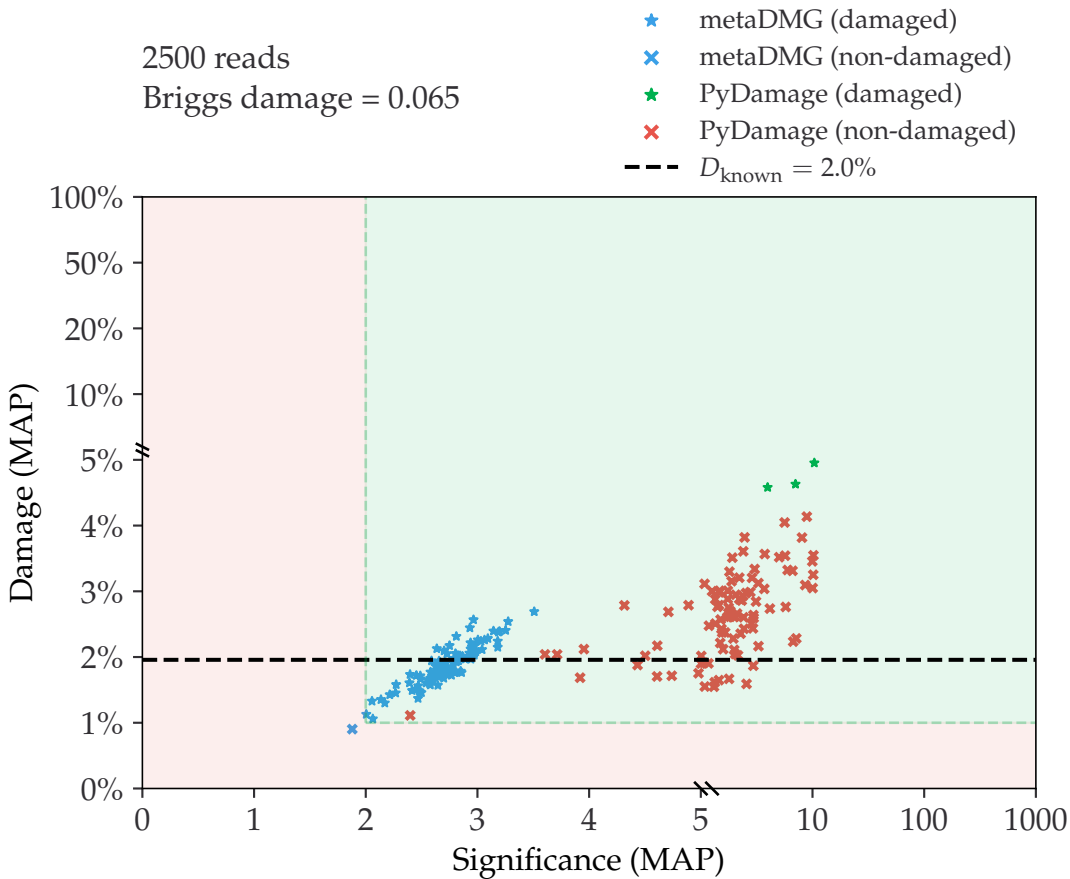
1000 reads

Briggs damage = 0.065

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



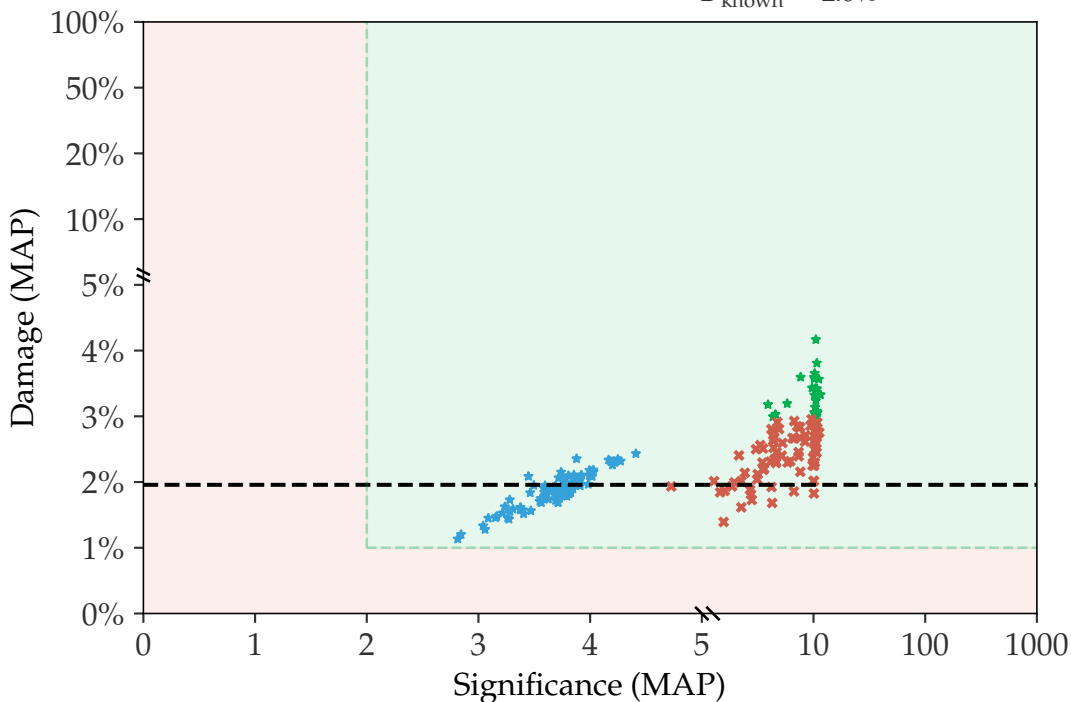
Briggs damage = 0.065



5000 reads

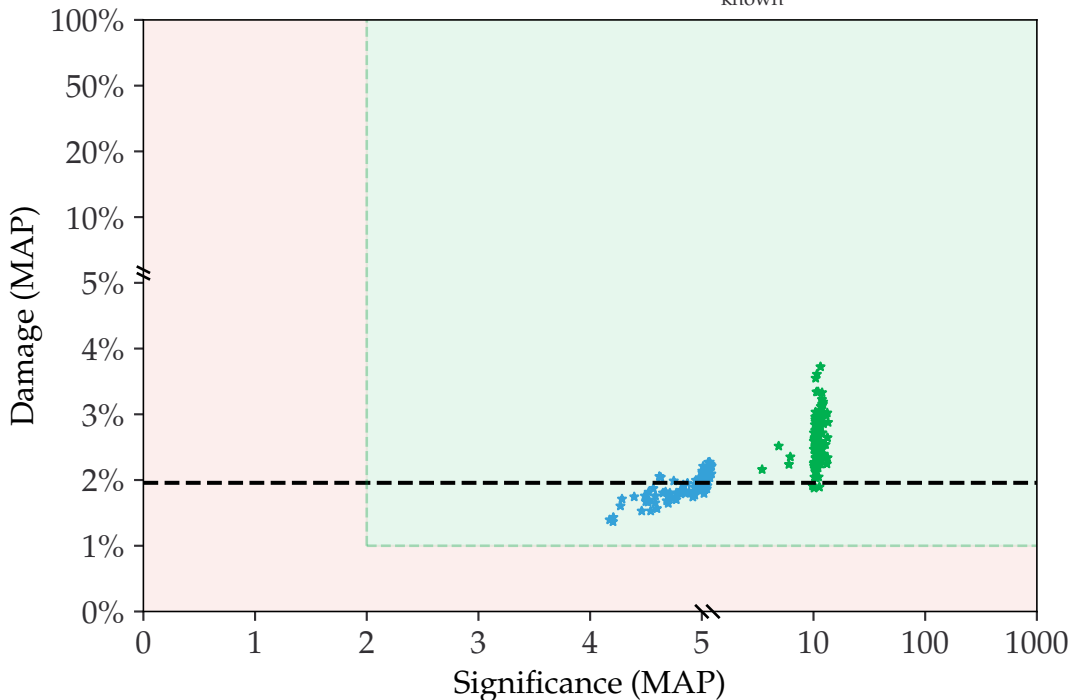
Briggs damage = 0.065

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



Briggs damage = 0.065

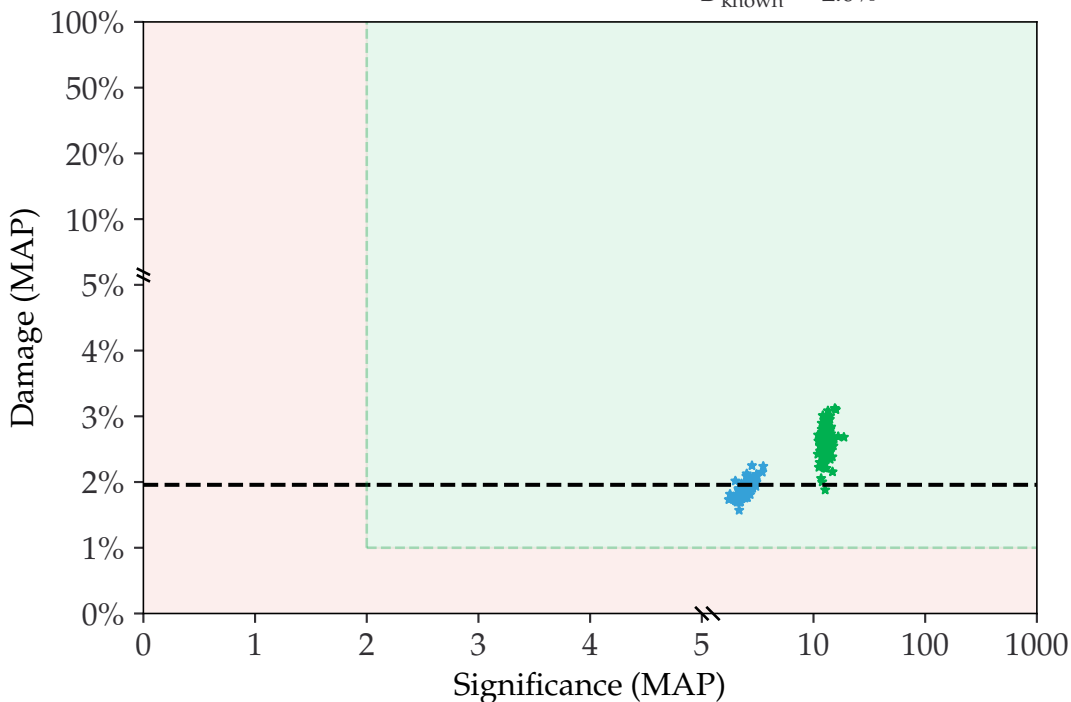
- ★ metaDMG (damaged)
- ✖ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✖ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



25000 reads

Briggs damage = 0.065

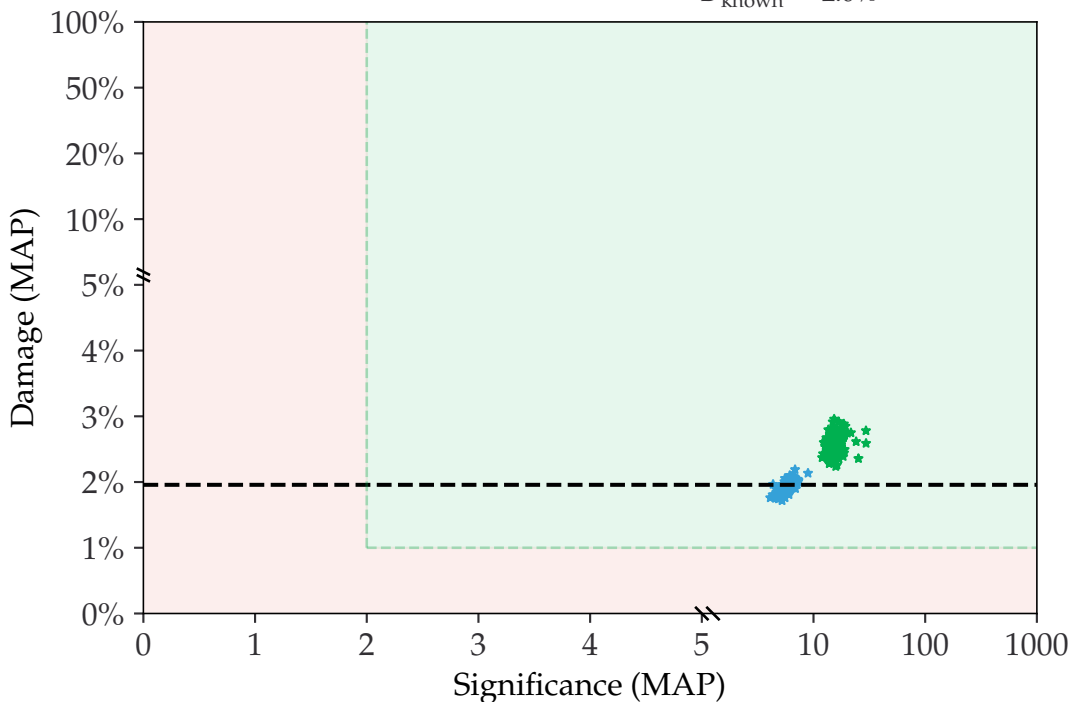
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



50000 reads

Briggs damage = 0.065

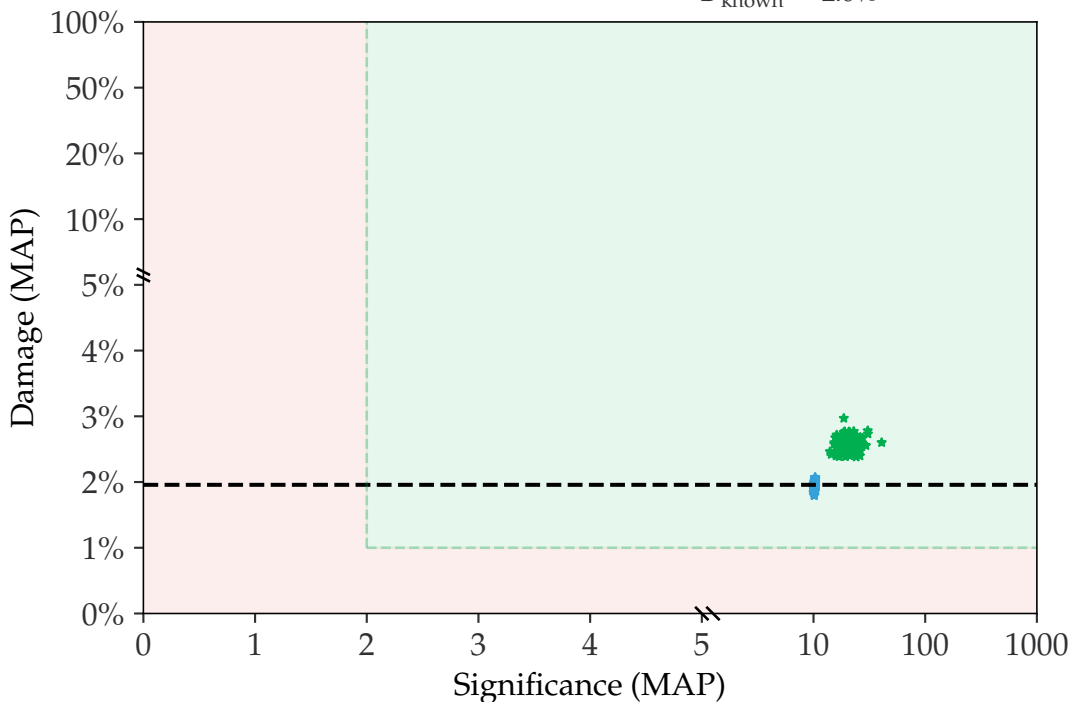
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



100000 reads

Briggs damage = 0.065

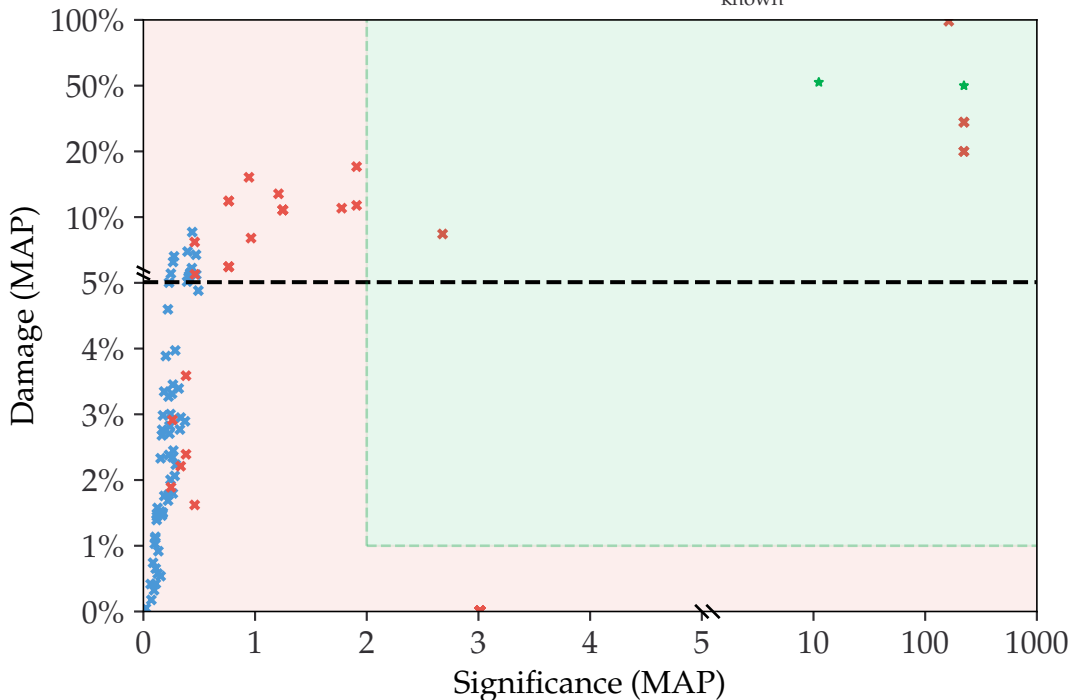
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 2.0\%$



10 reads

Briggs damage = 0.162

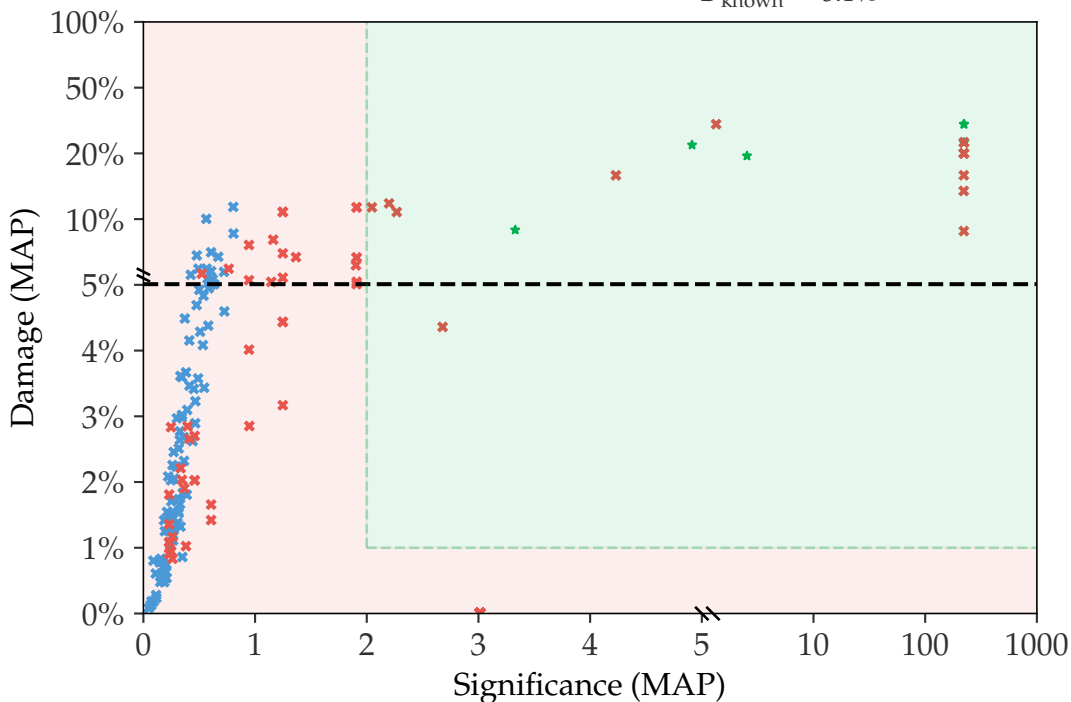
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



25 reads

Briggs damage = 0.162

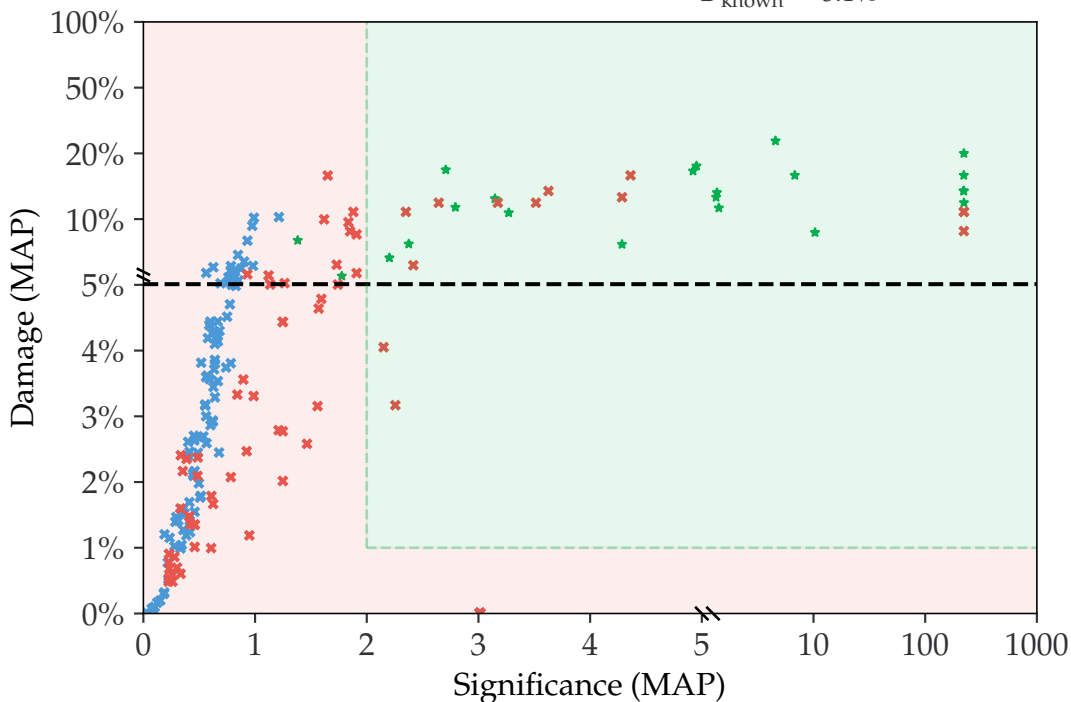
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



50 reads

Briggs damage = 0.162

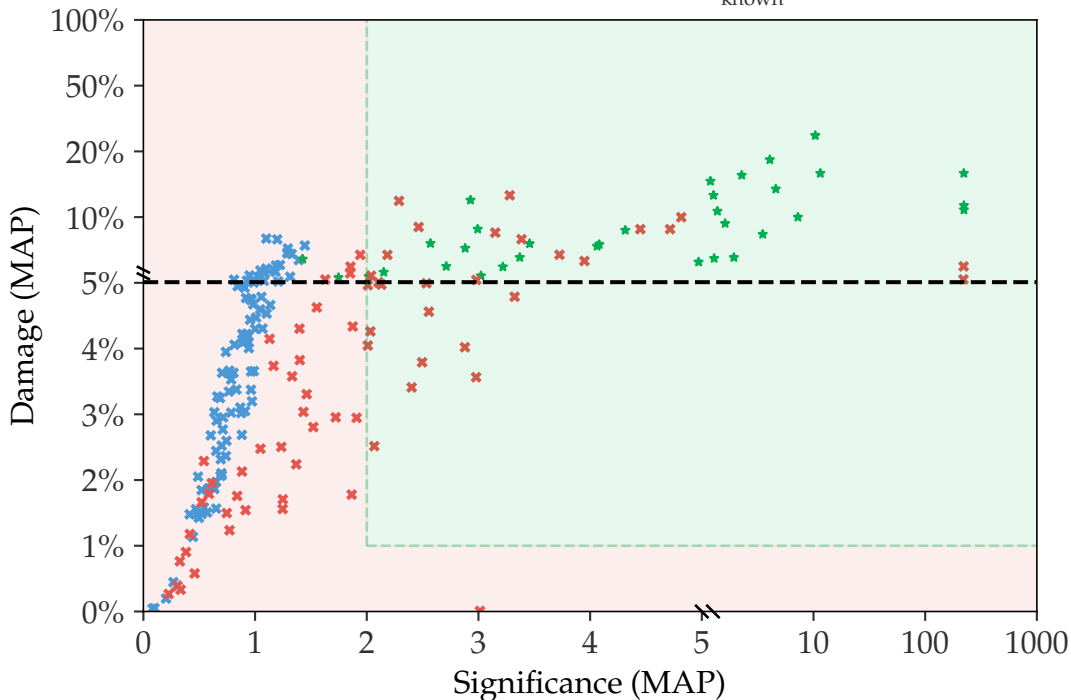
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



100 reads

Briggs damage = 0.162

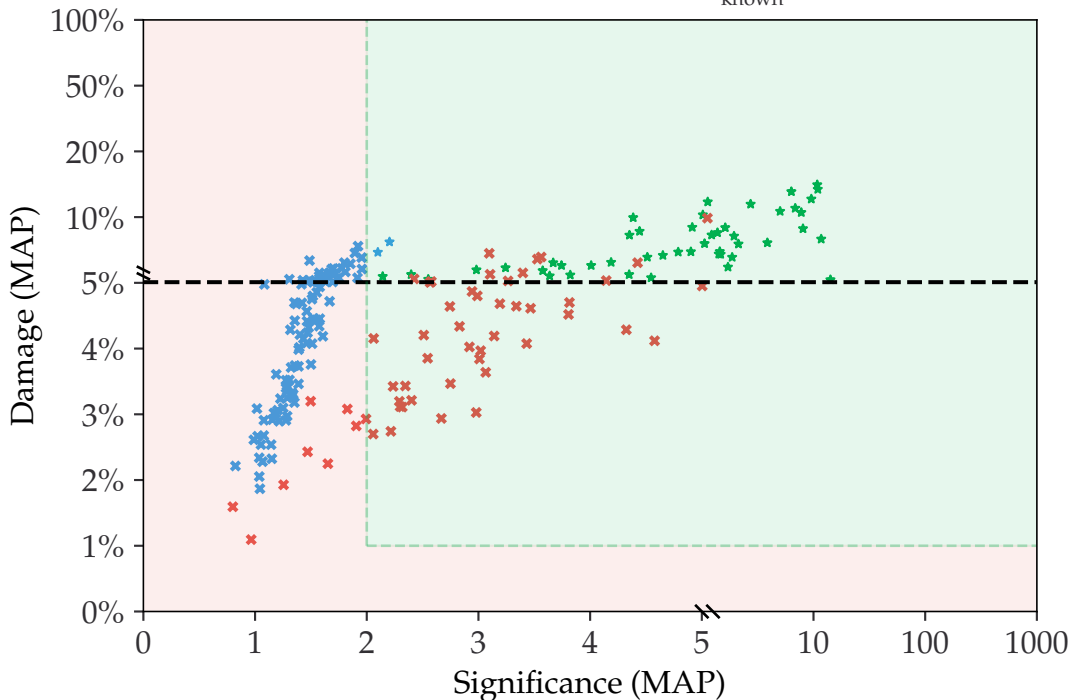
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



250 reads

Briggs damage = 0.162

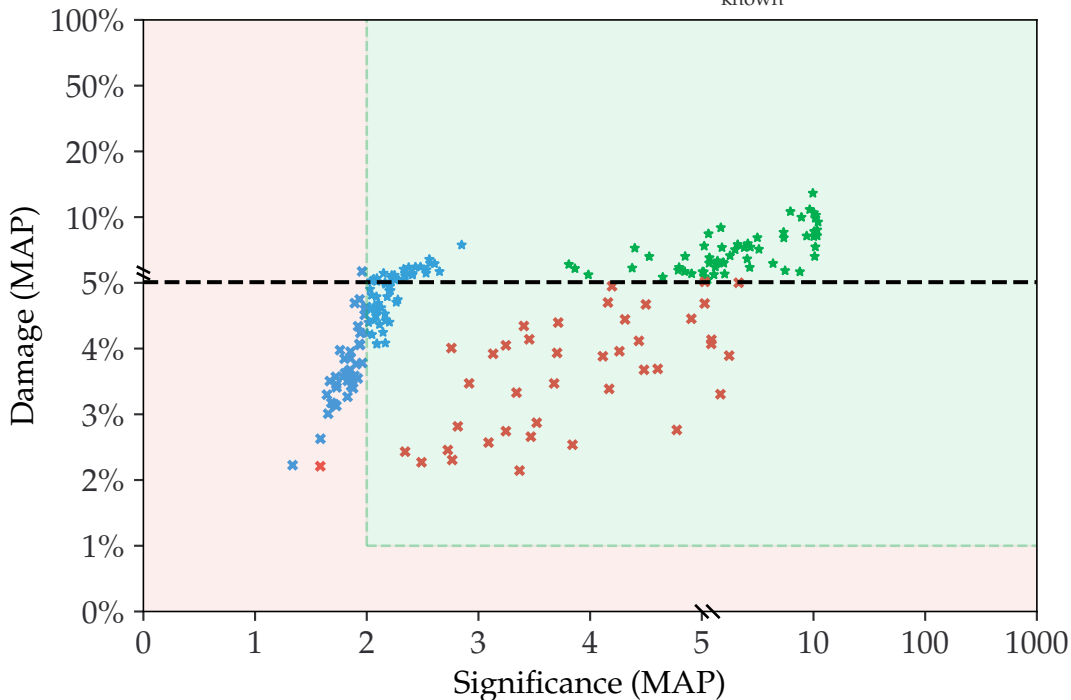
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



500 reads

Briggs damage = 0.162

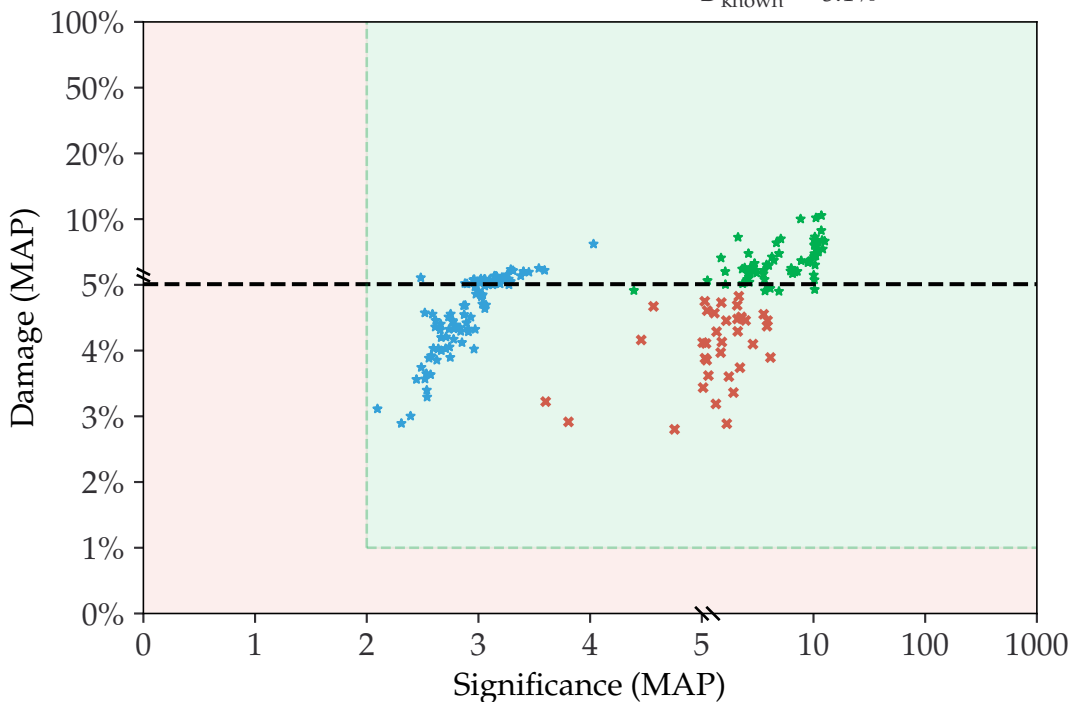
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



1000 reads

Briggs damage = 0.162

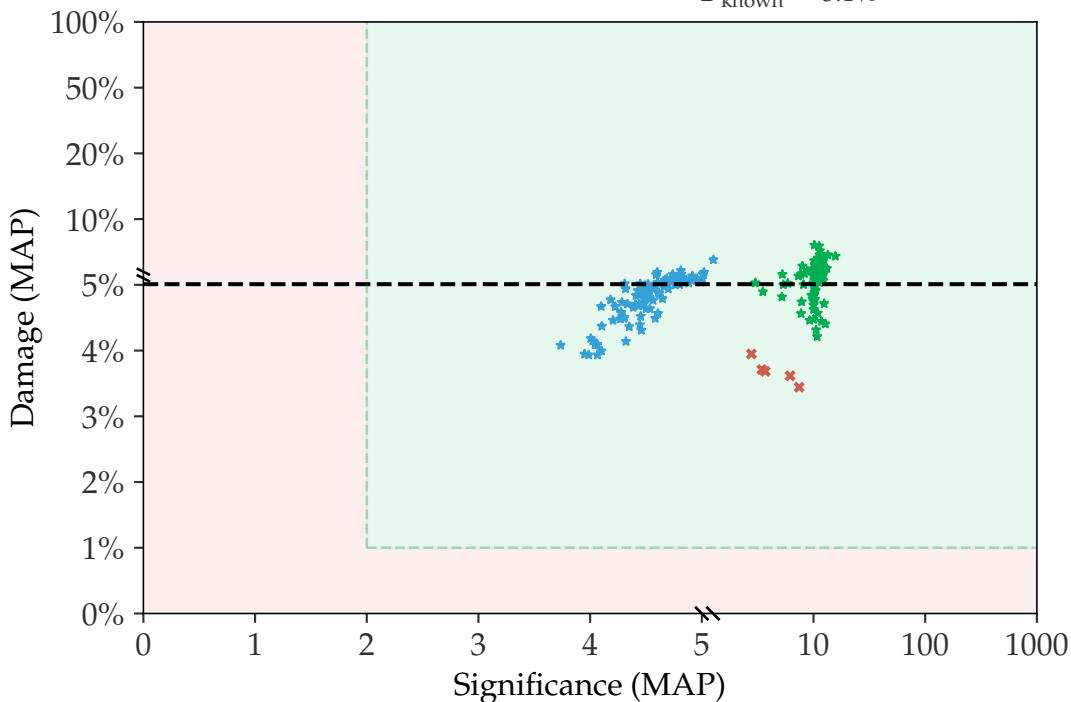
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



2500 reads

Briggs damage = 0.162

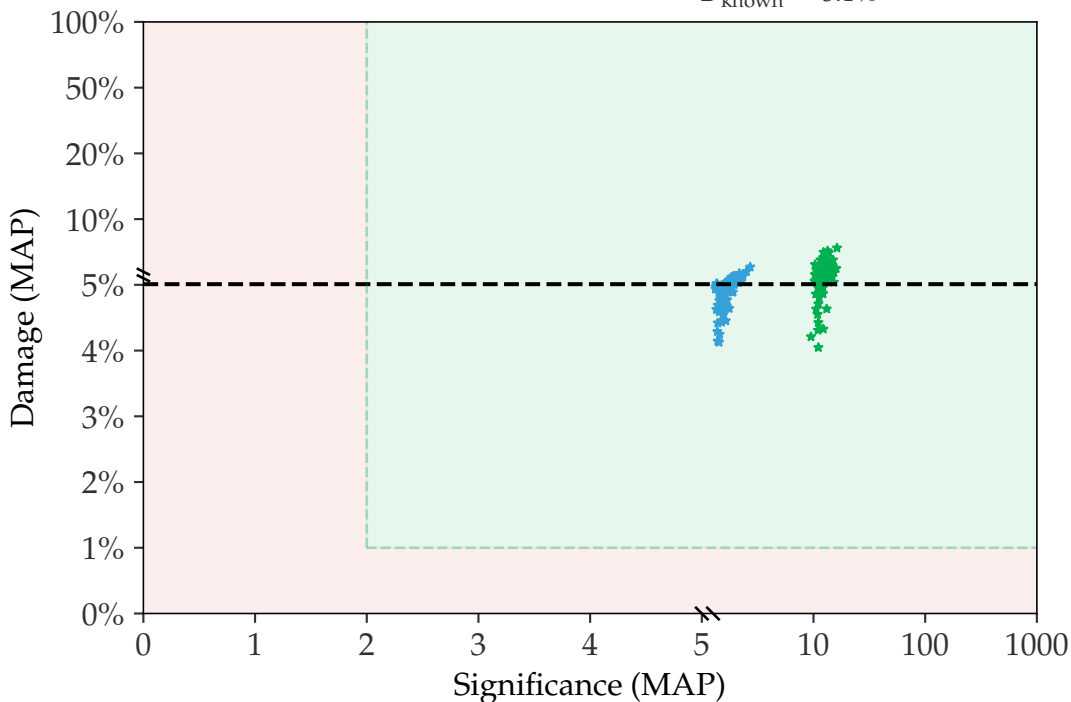
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



5000 reads

Briggs damage = 0.162

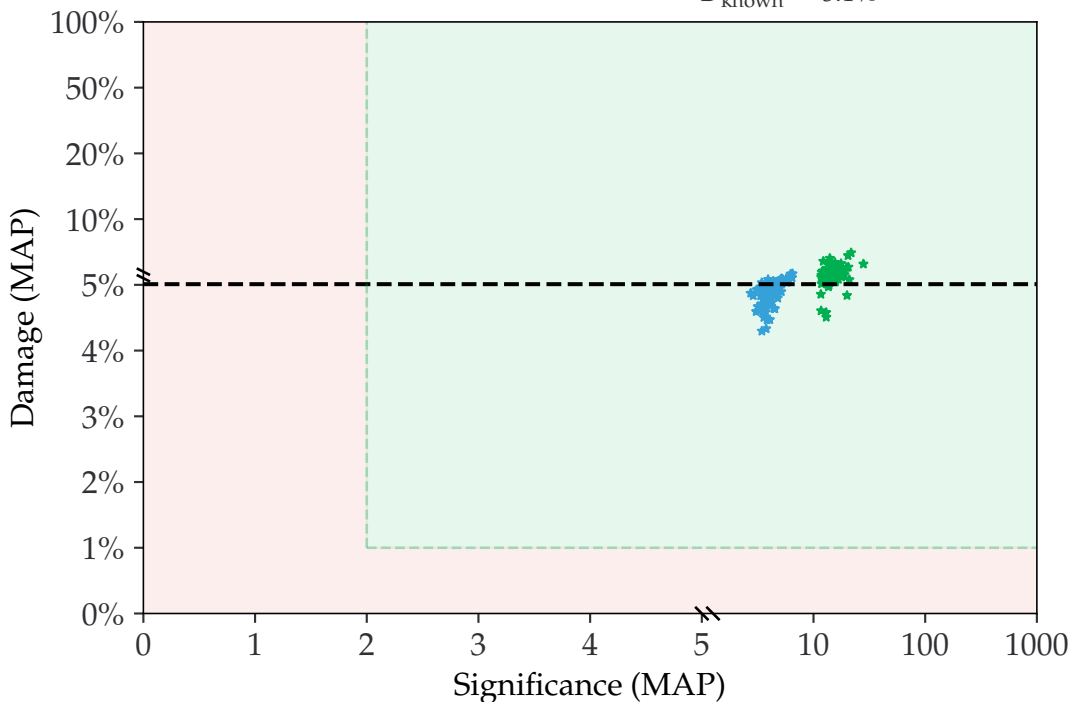
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



10000 reads

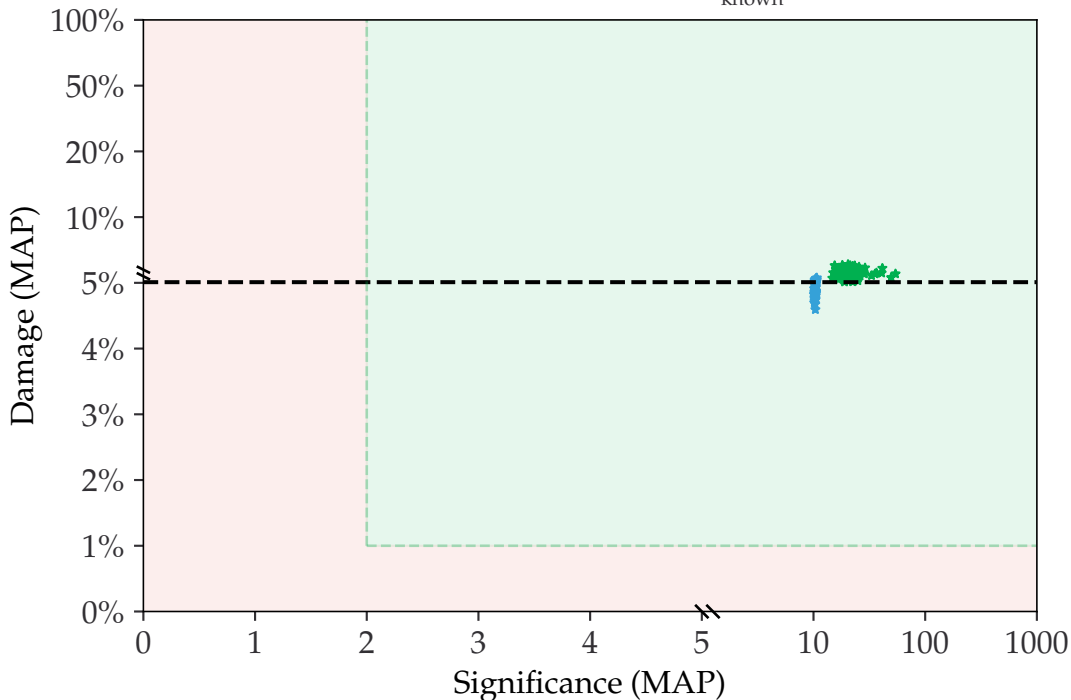
Briggs damage = 0.162

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



Briggs damage = 0.162

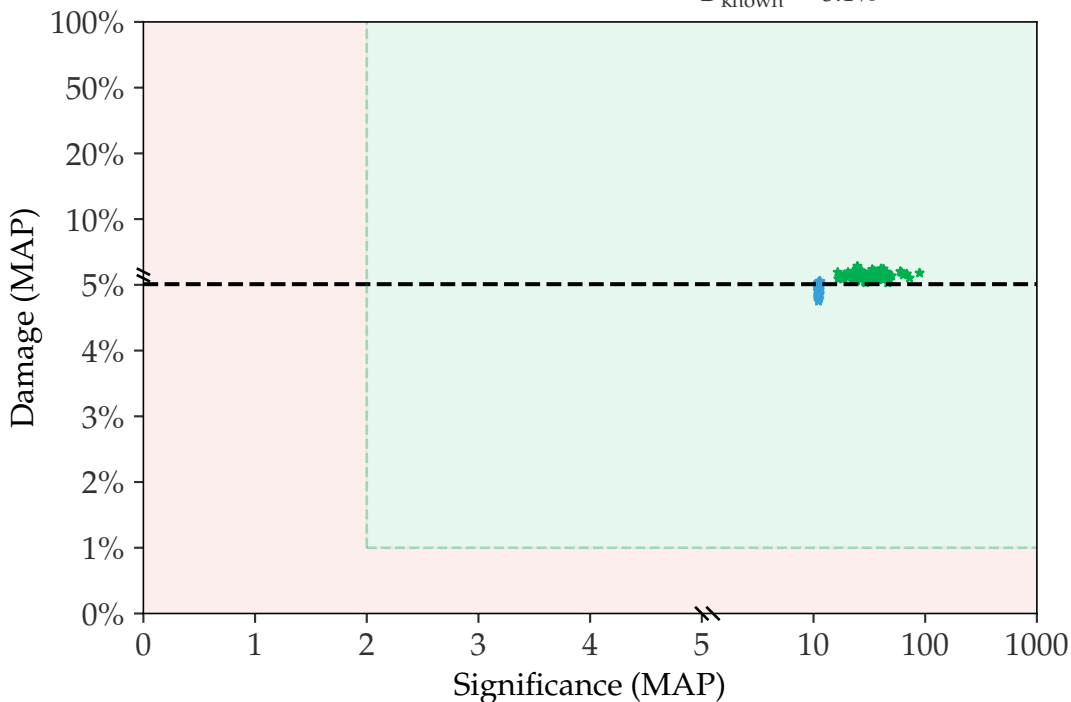
- ★ metaDMG (damaged)
- ✖ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✖ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



50000 reads

Briggs damage = 0.162

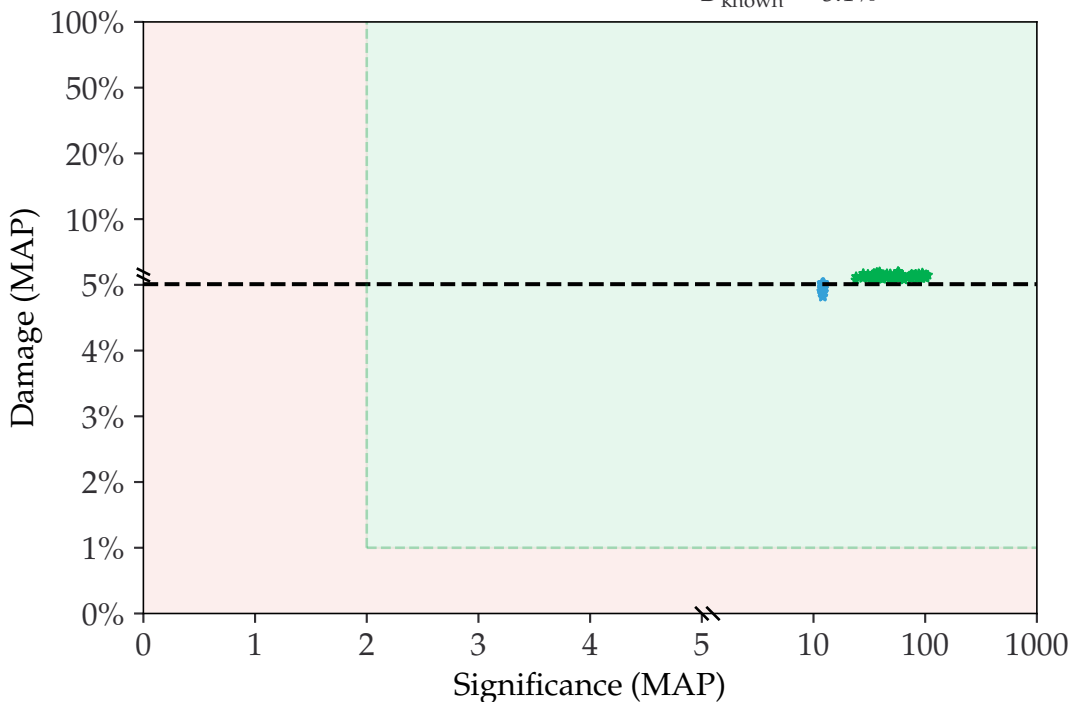
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



100000 reads

Briggs damage = 0.162

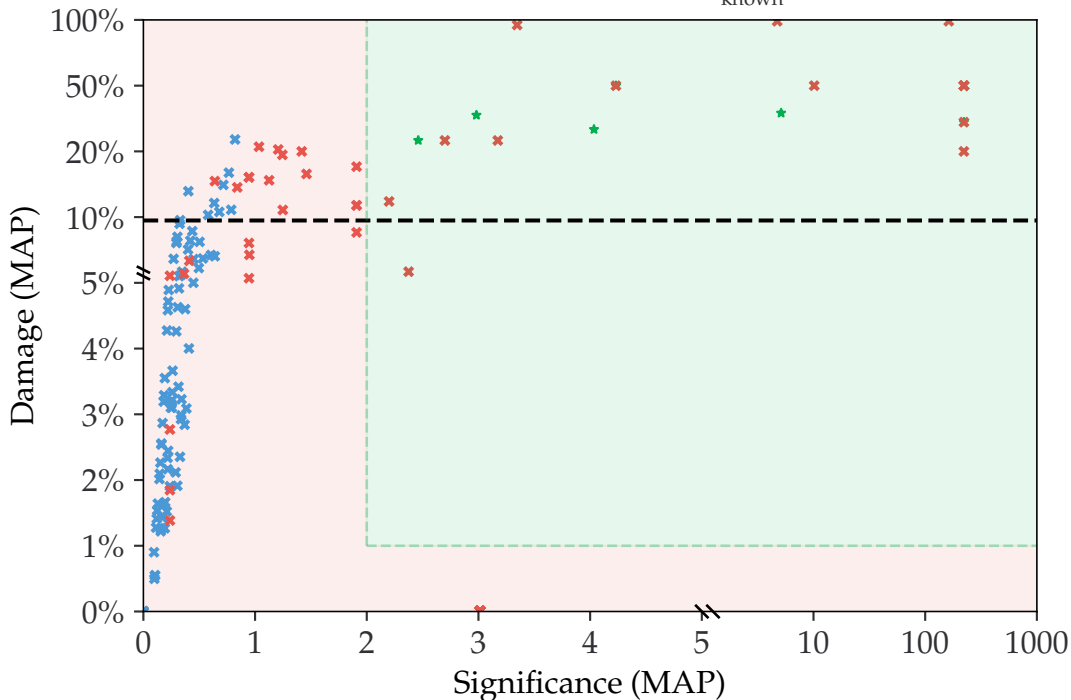
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 5.1\%$



10 reads

Briggs damage = 0.31

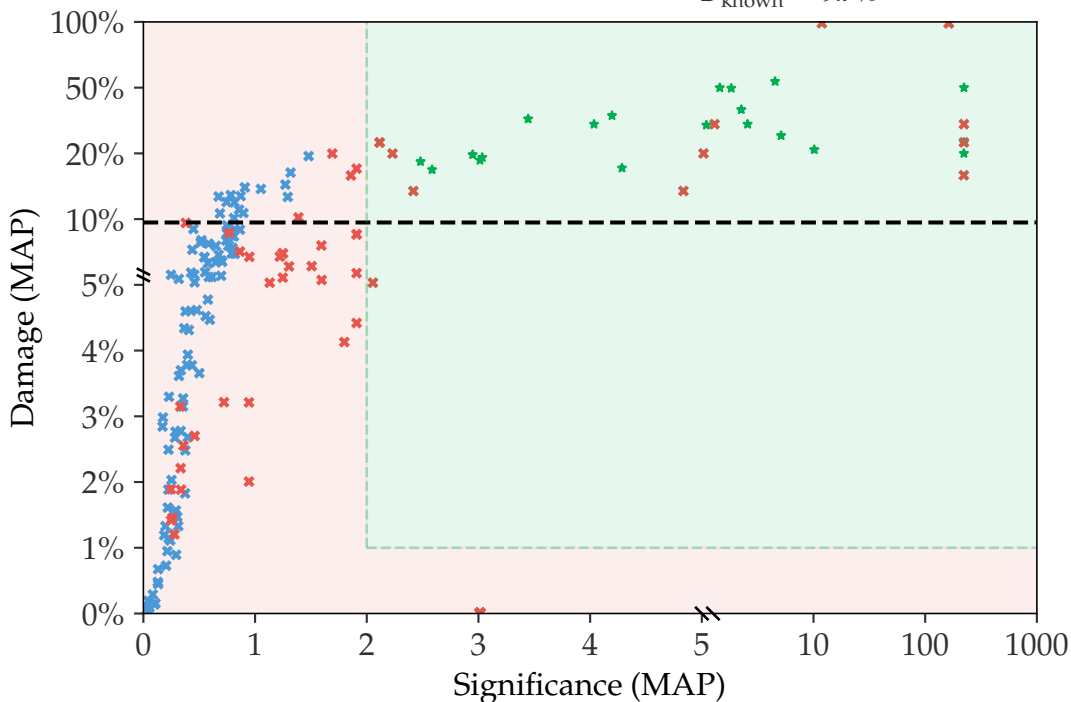
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



25 reads

Briggs damage = 0.31

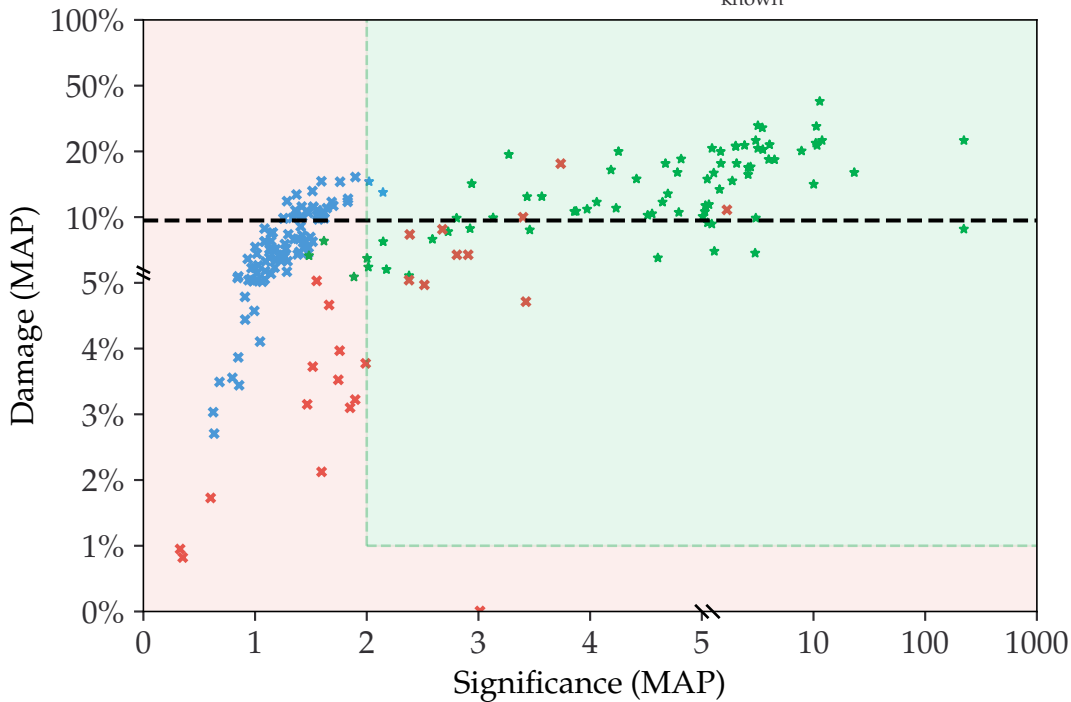
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



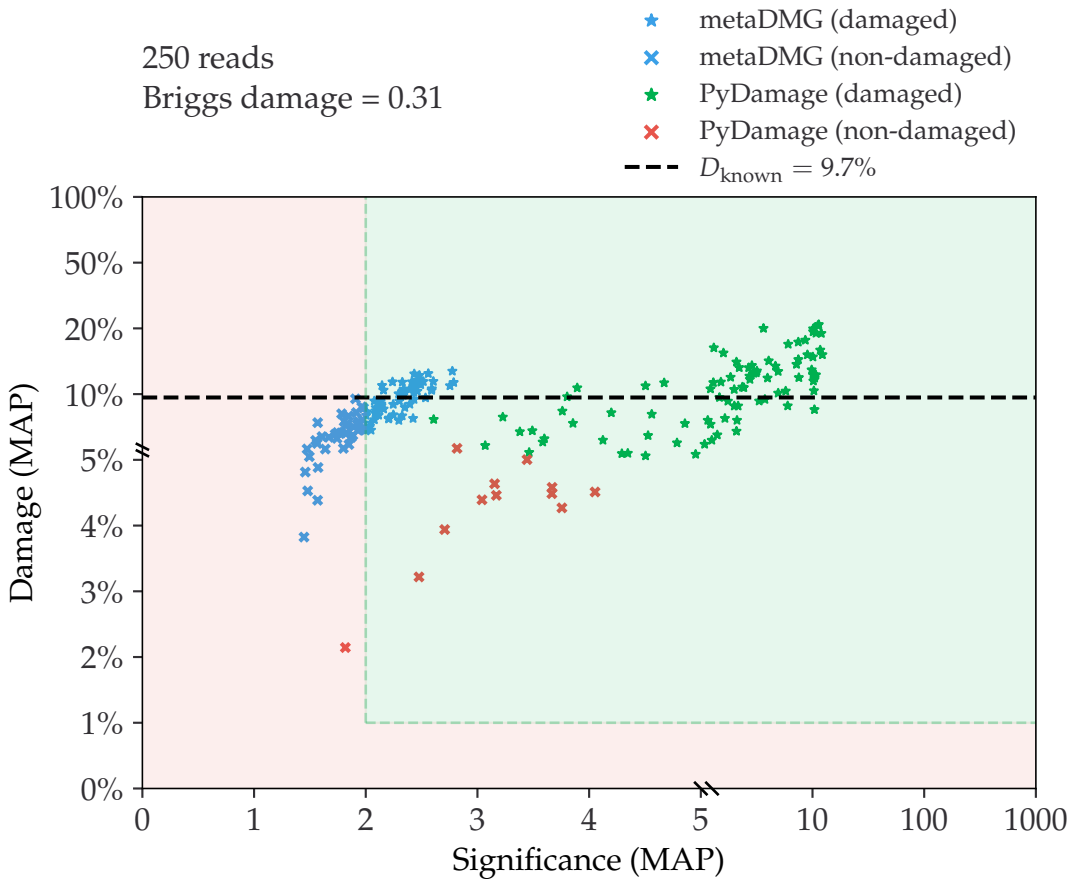
100 reads

Briggs damage = 0.31

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



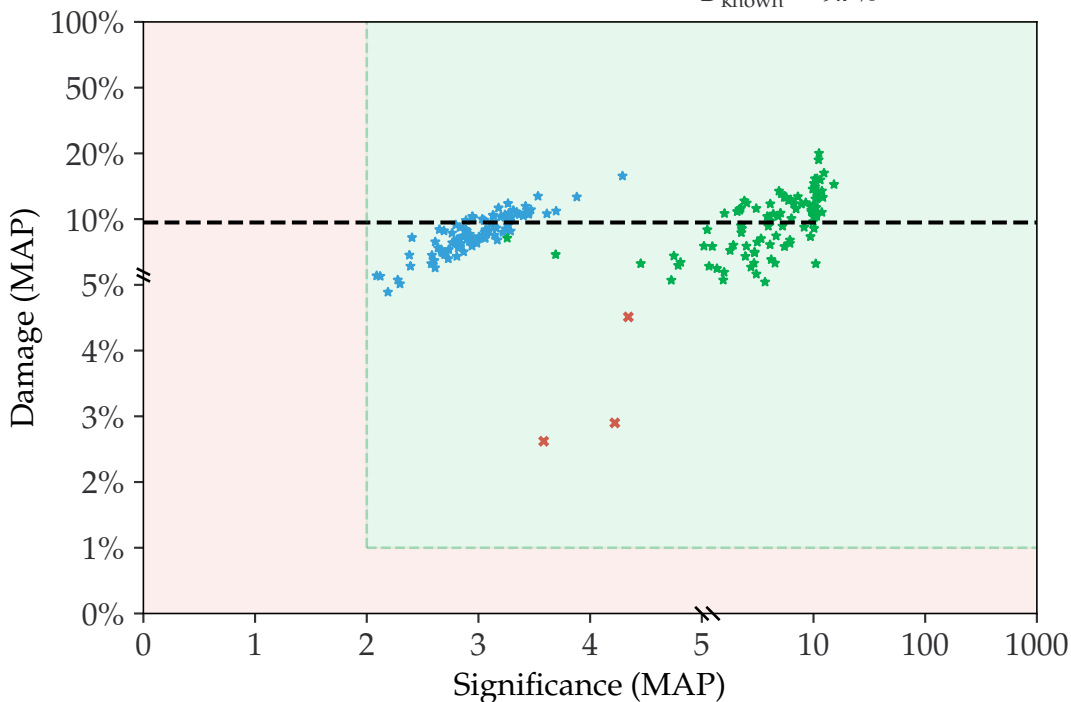
Briggs damage = 0.31



500 reads

Briggs damage = 0.31

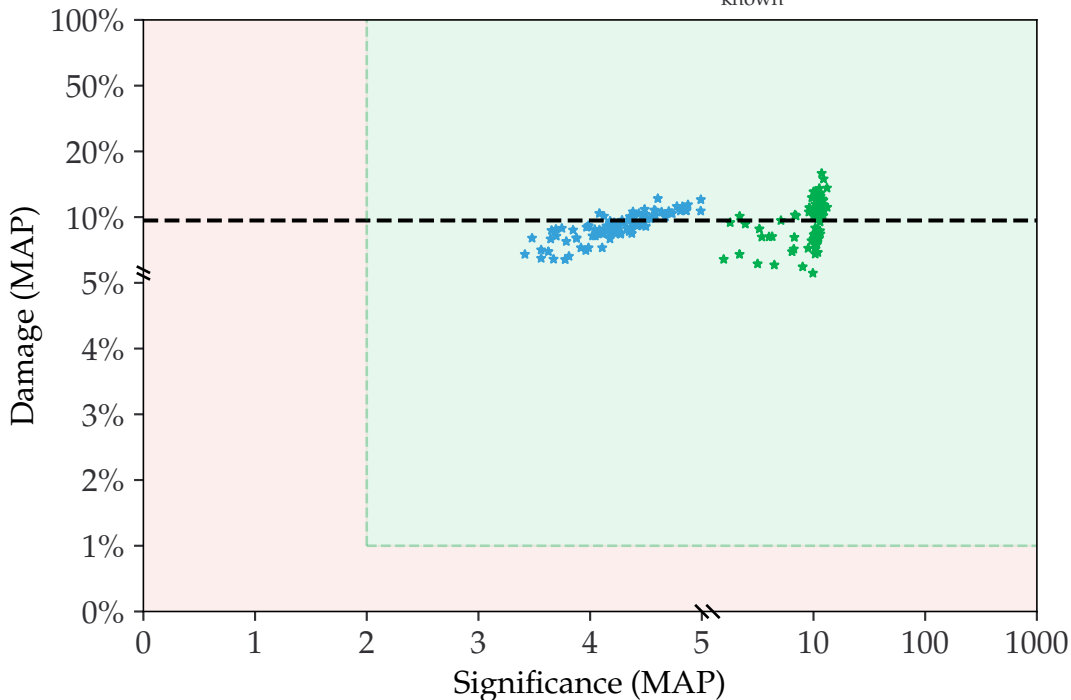
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



1000 reads

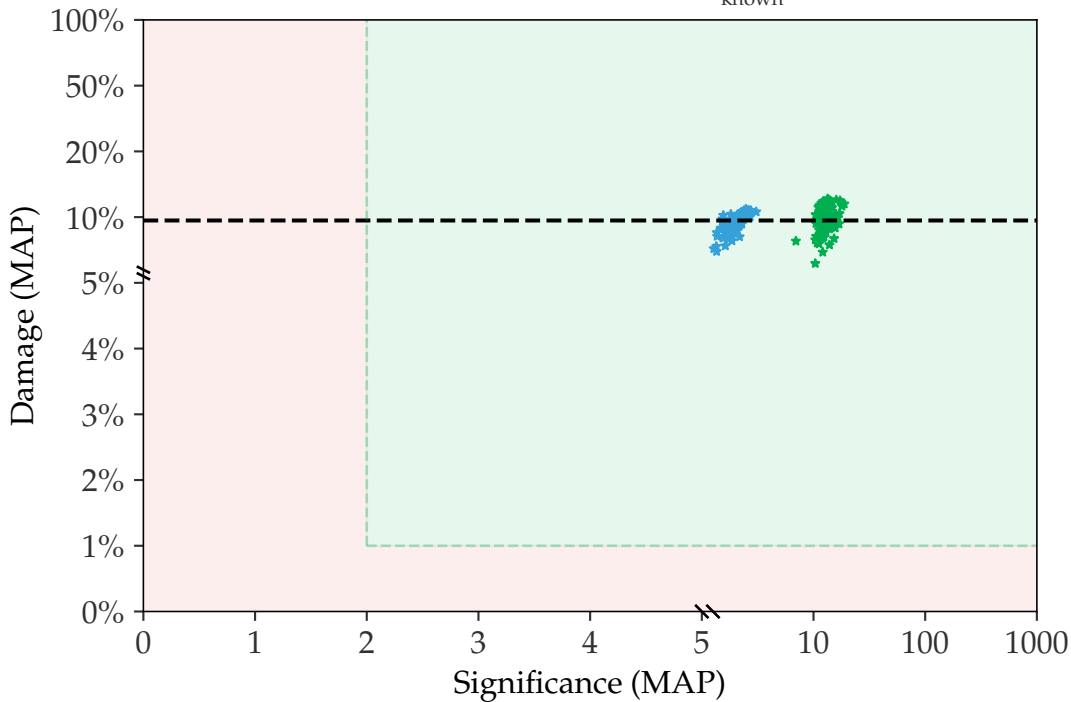
Briggs damage = 0.31

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



Briggs damage = 0.31

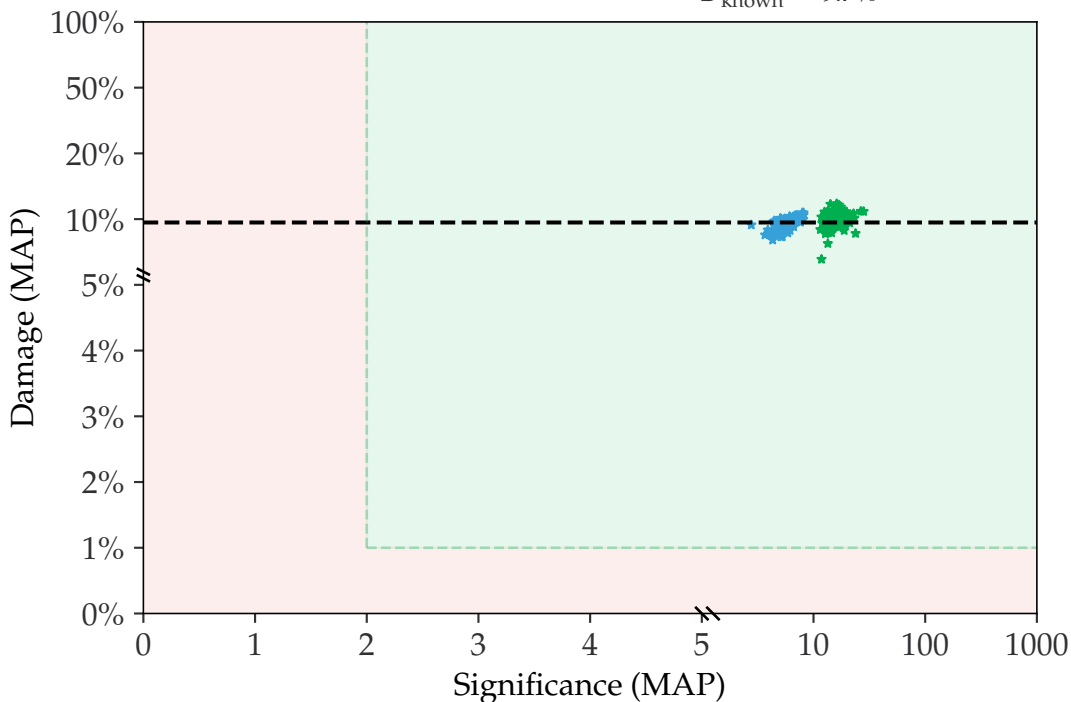
- ★ metaDMG (damaged)
- ✖ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✖ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



5000 reads

Briggs damage = 0.31

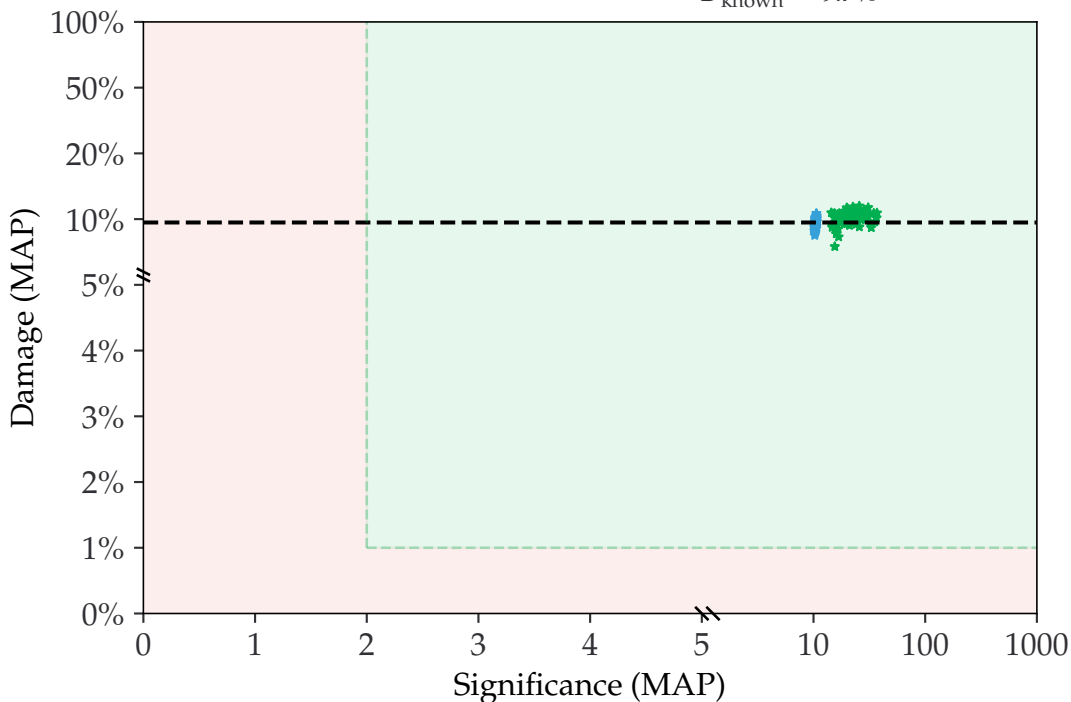
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



10000 reads

Briggs damage = 0.31

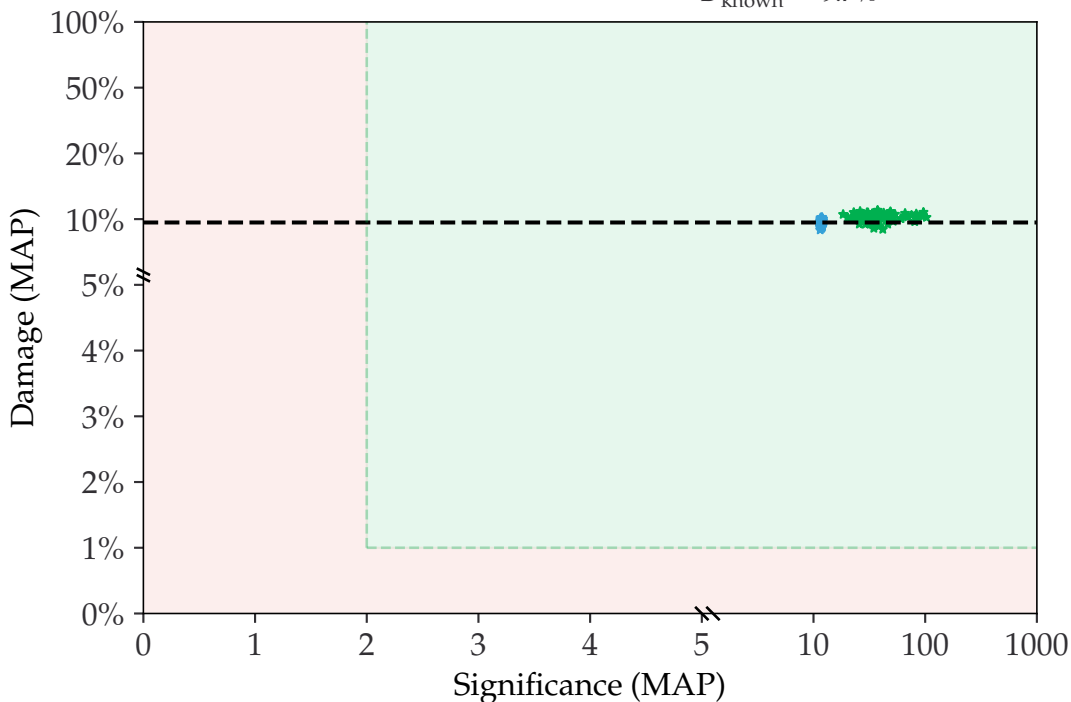
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



25000 reads

Briggs damage = 0.31

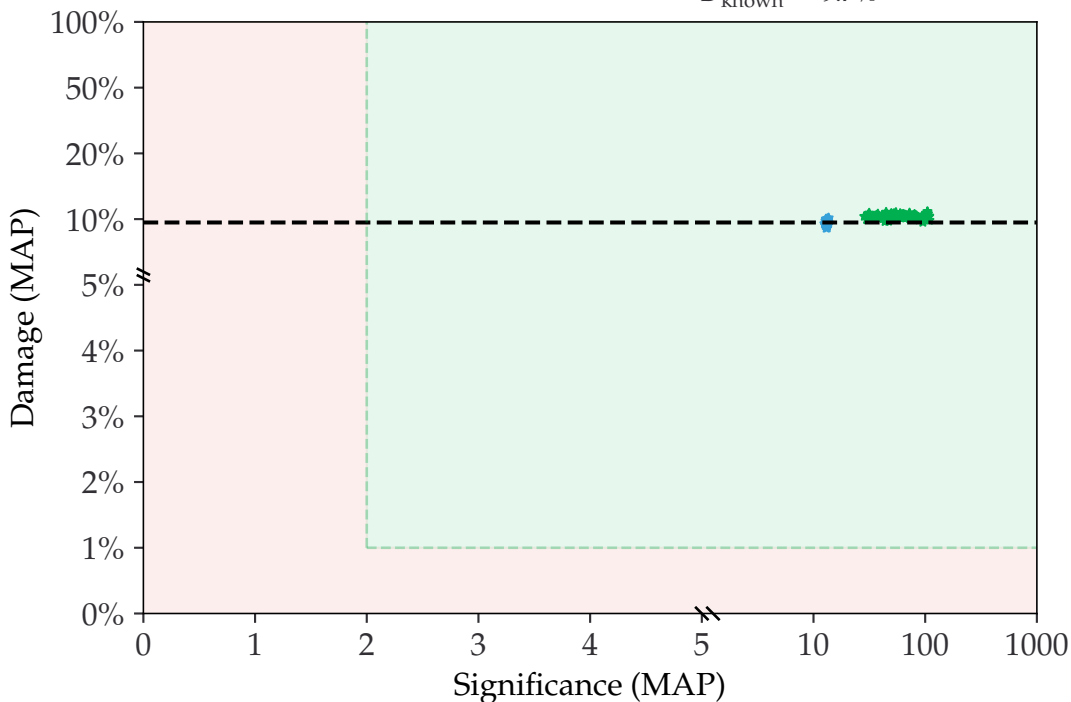
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



50000 reads

Briggs damage = 0.31

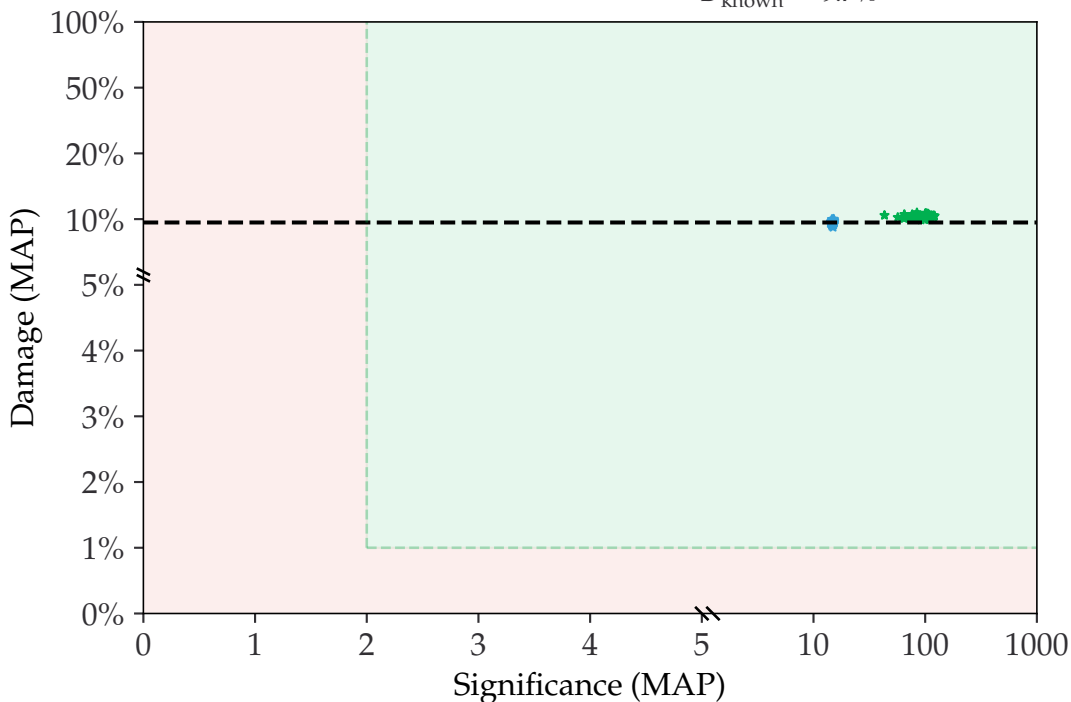
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



100000 reads

Briggs damage = 0.31

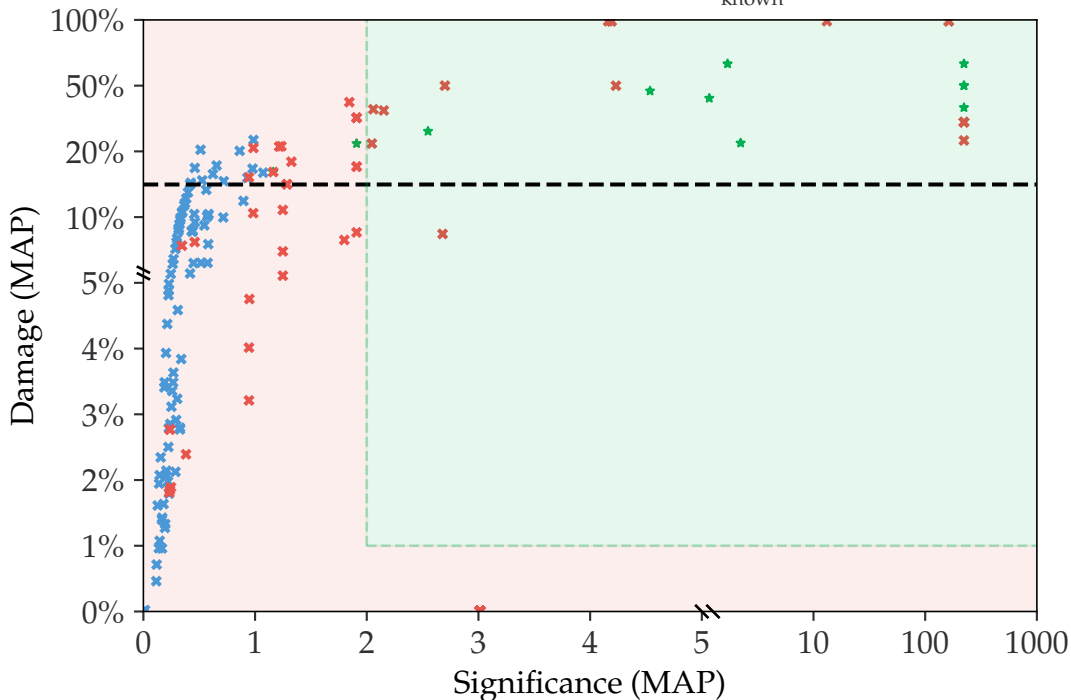
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 9.7\%$



10 reads

Briggs damage = 0.472

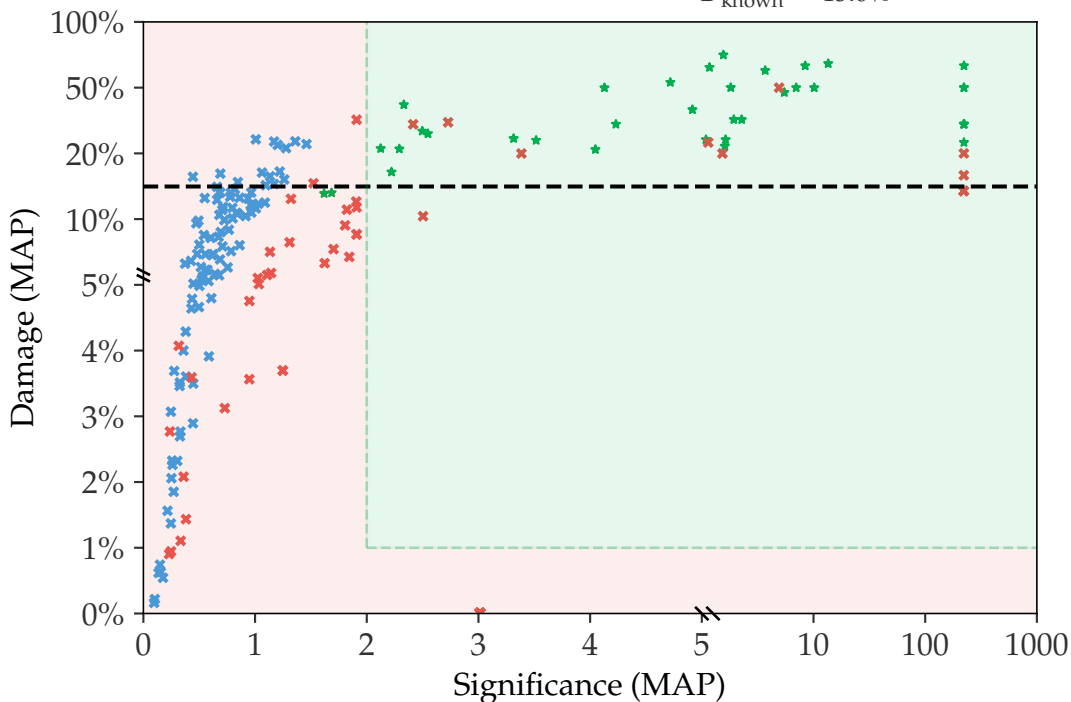
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



25 reads

Briggs damage = 0.472

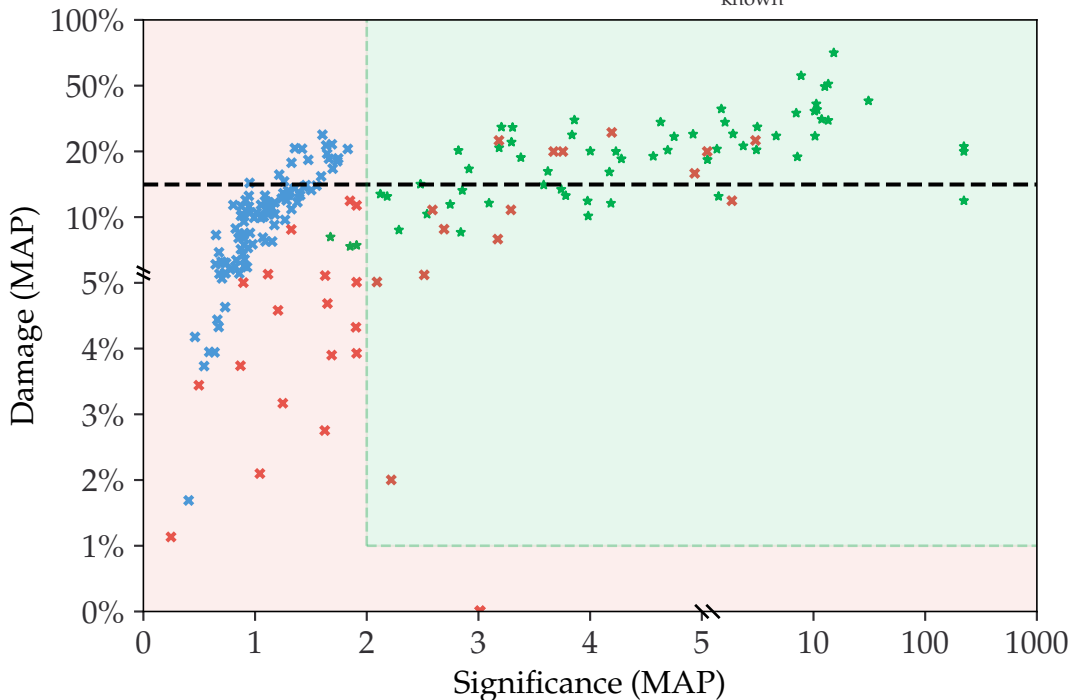
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



50 reads

Briggs damage = 0.472

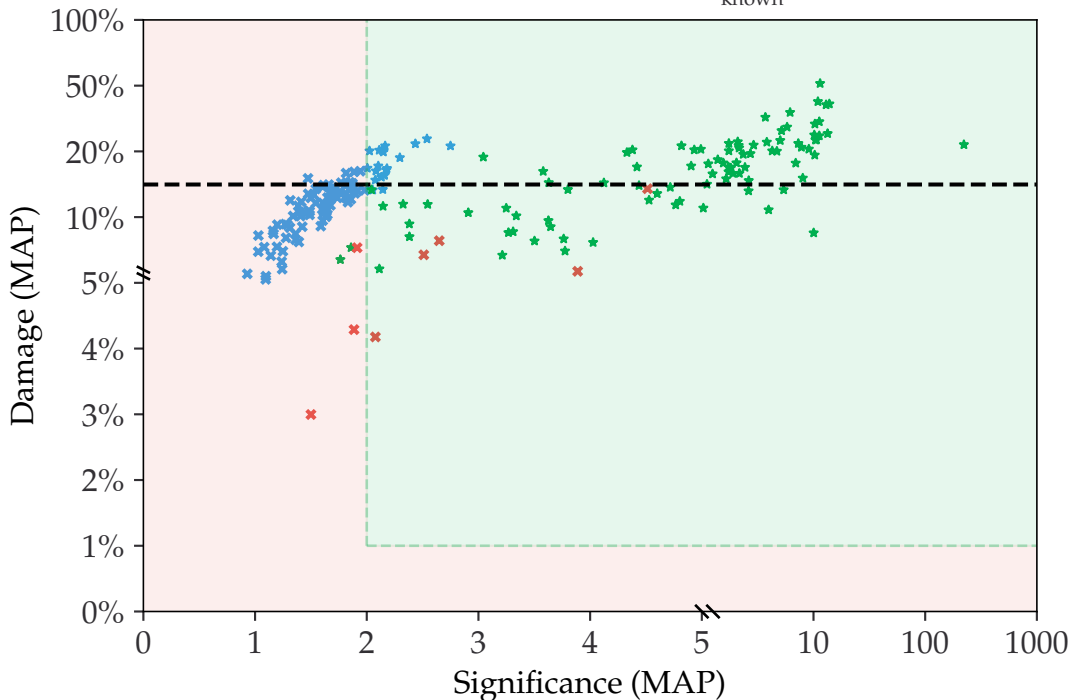
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



100 reads

Briggs damage = 0.472

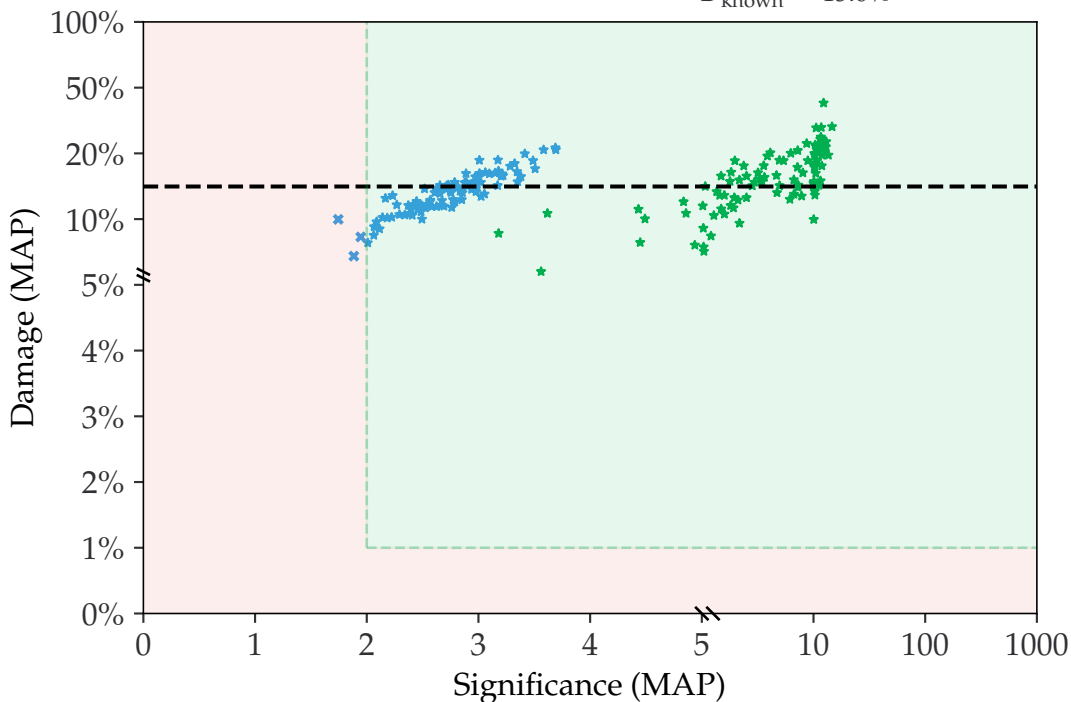
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



250 reads

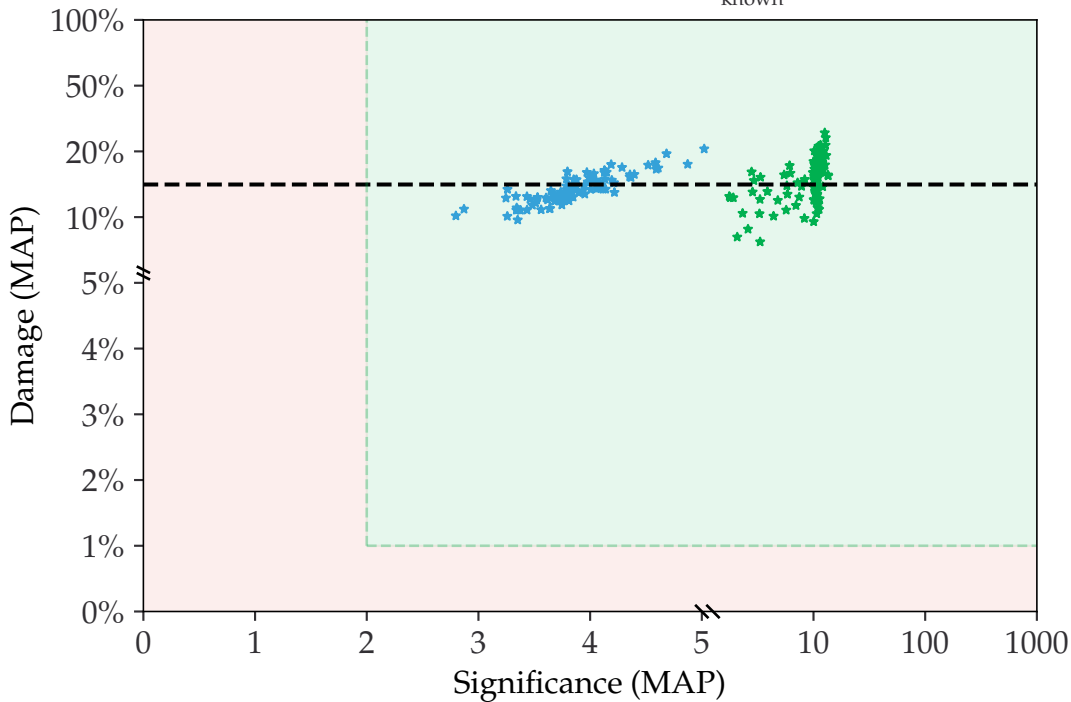
Briggs damage = 0.472

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



Briggs damage = 0.472

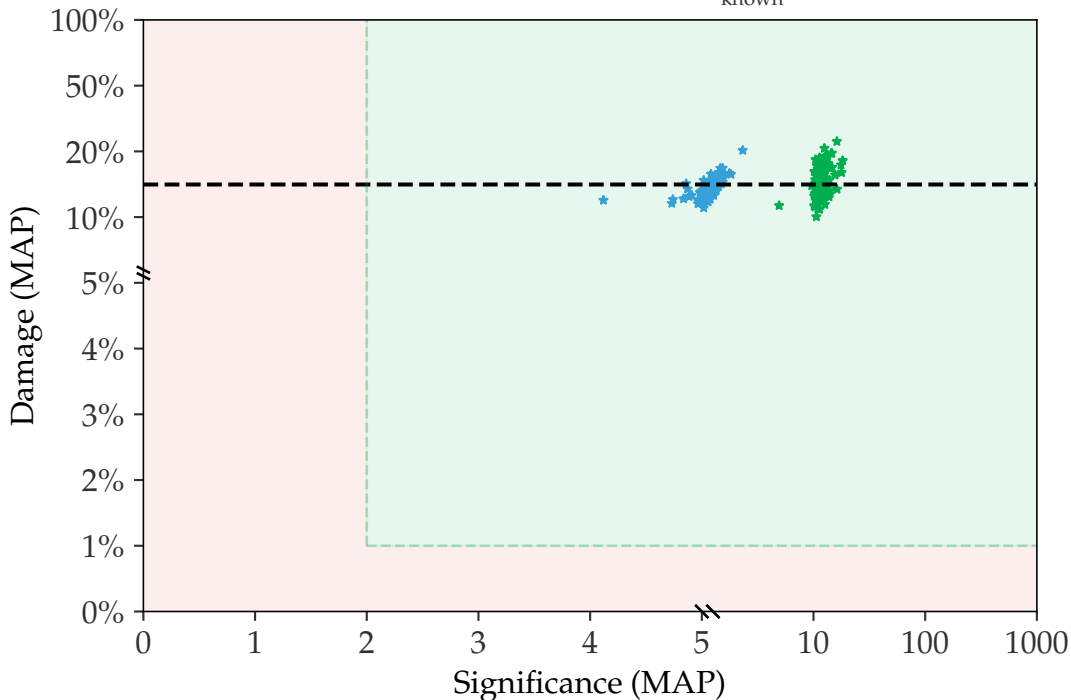
- ★ metaDMG (damaged)
- ✖ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✖ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



1000 reads

Briggs damage = 0.472

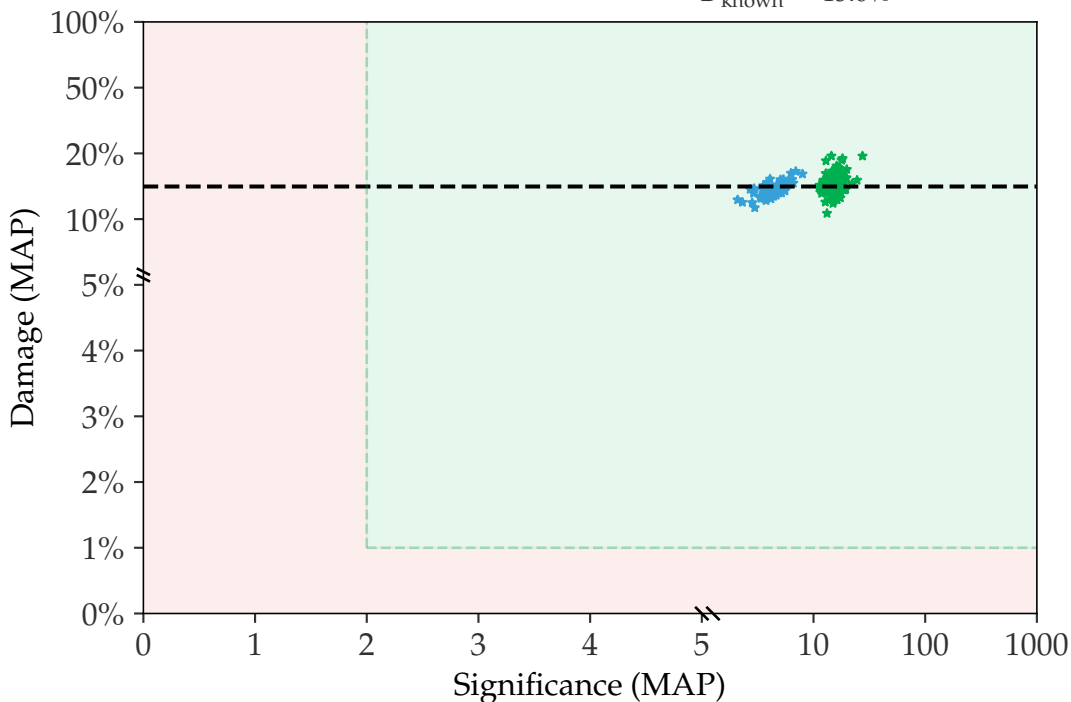
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



2500 reads

Briggs damage = 0.472

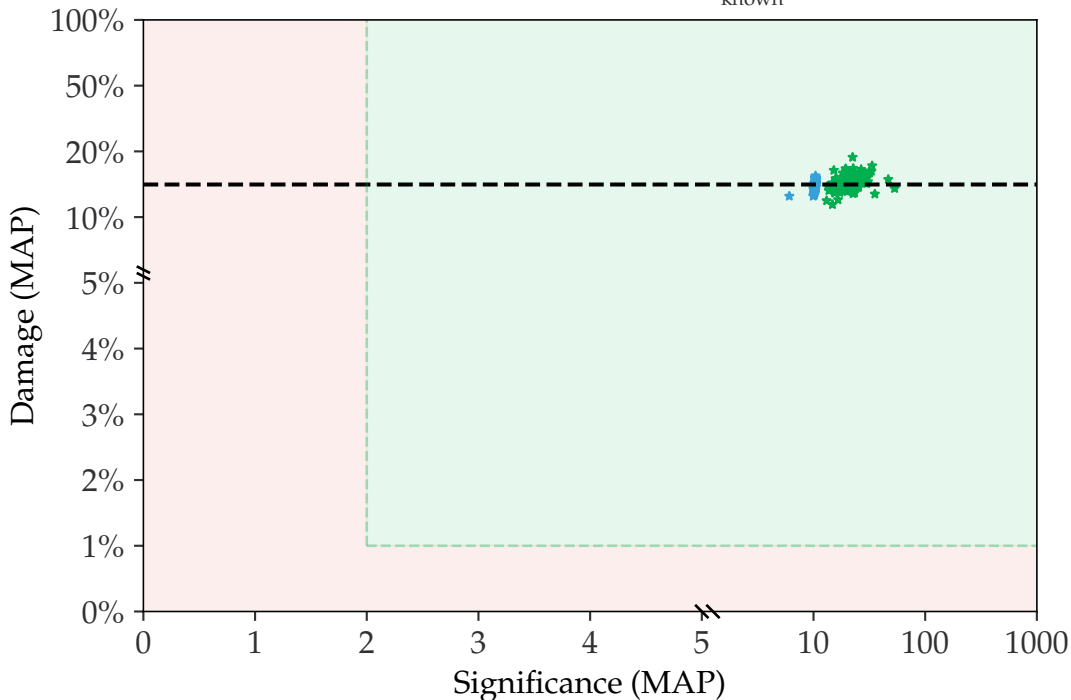
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



5000 reads

Briggs damage = 0.472

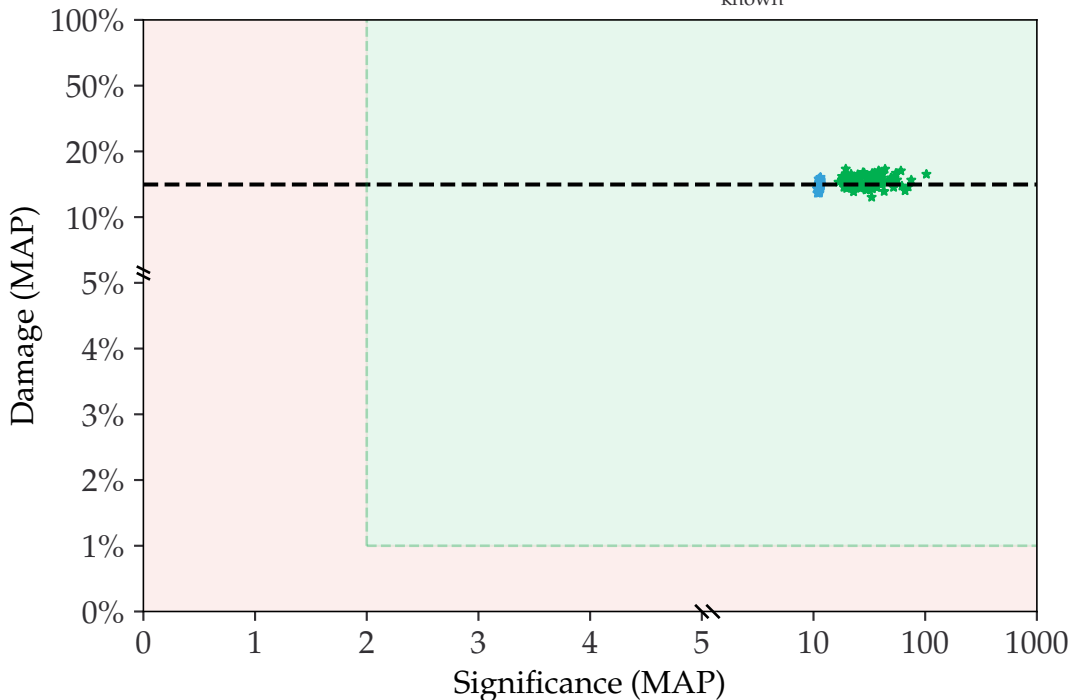
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



10000 reads

Briggs damage = 0.472

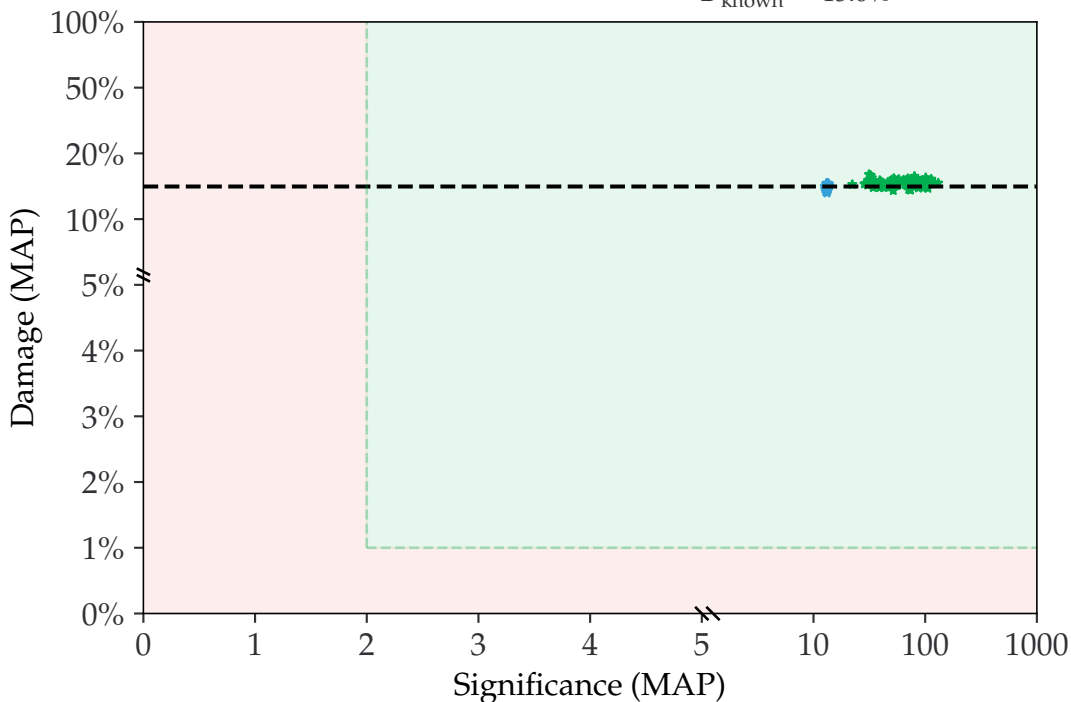
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



25000 reads

Briggs damage = 0.472

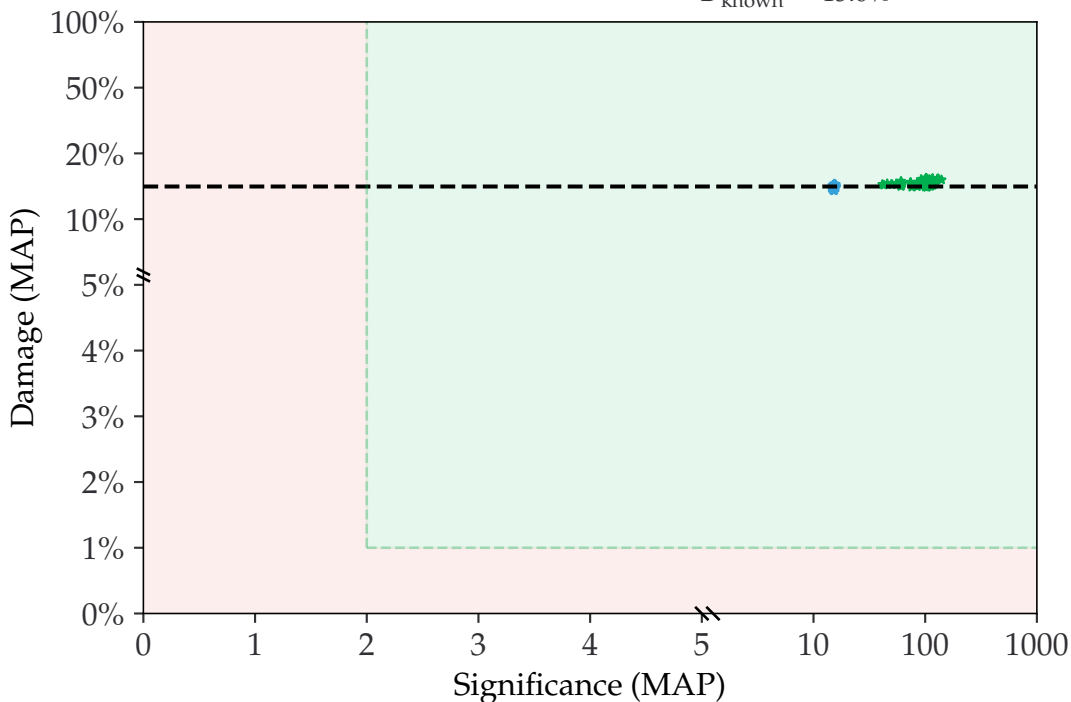
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



50000 reads

Briggs damage = 0.472

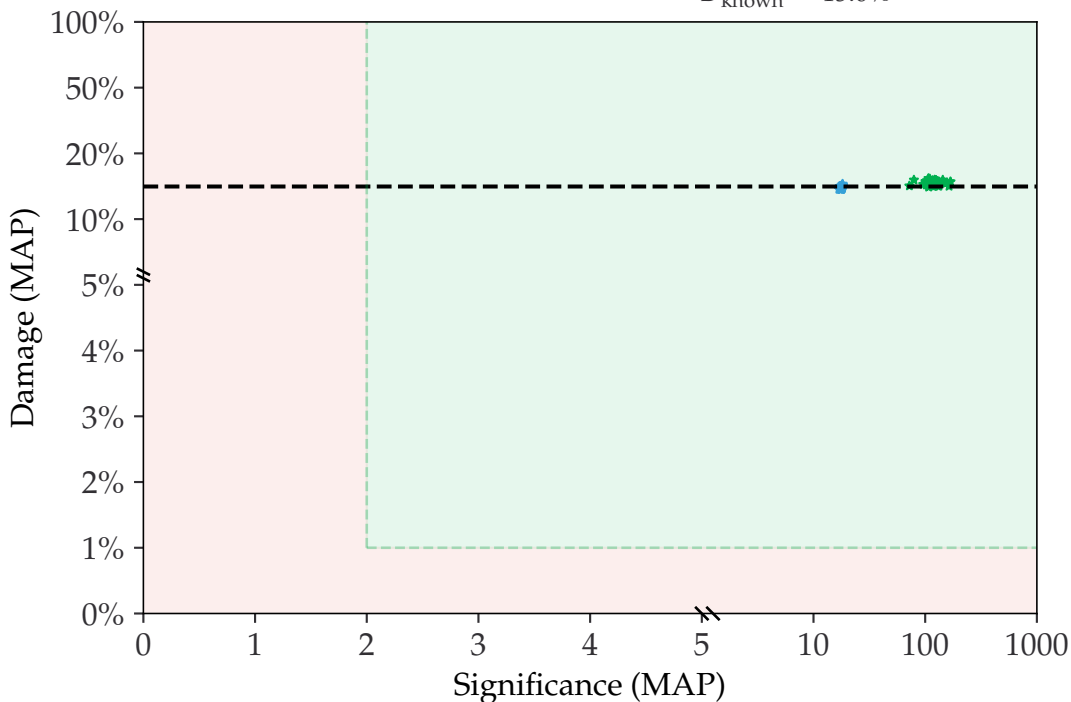
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



100000 reads

Briggs damage = 0.472

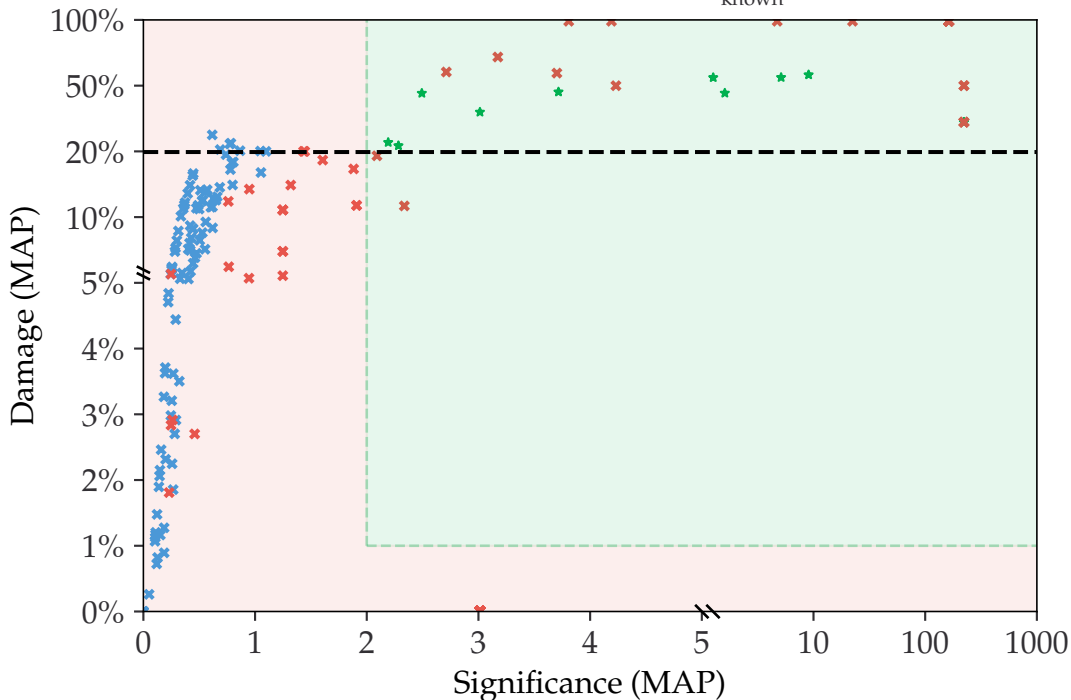
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 15.0\%$



10 reads

Briggs damage = 0.633

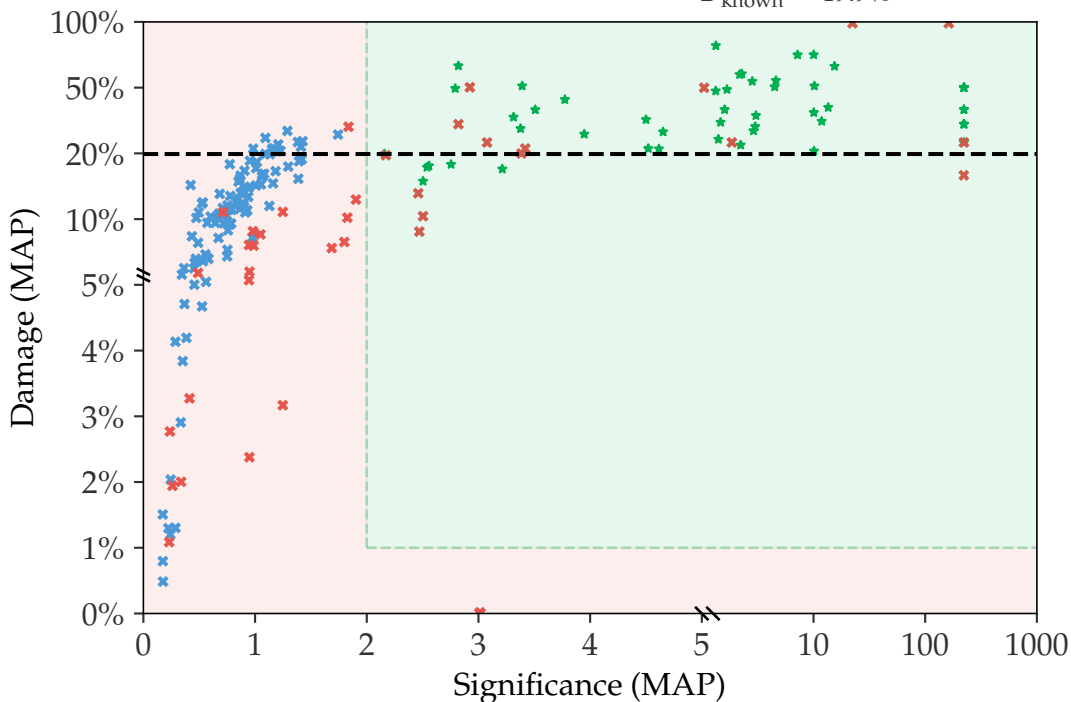
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



25 reads

Briggs damage = 0.633

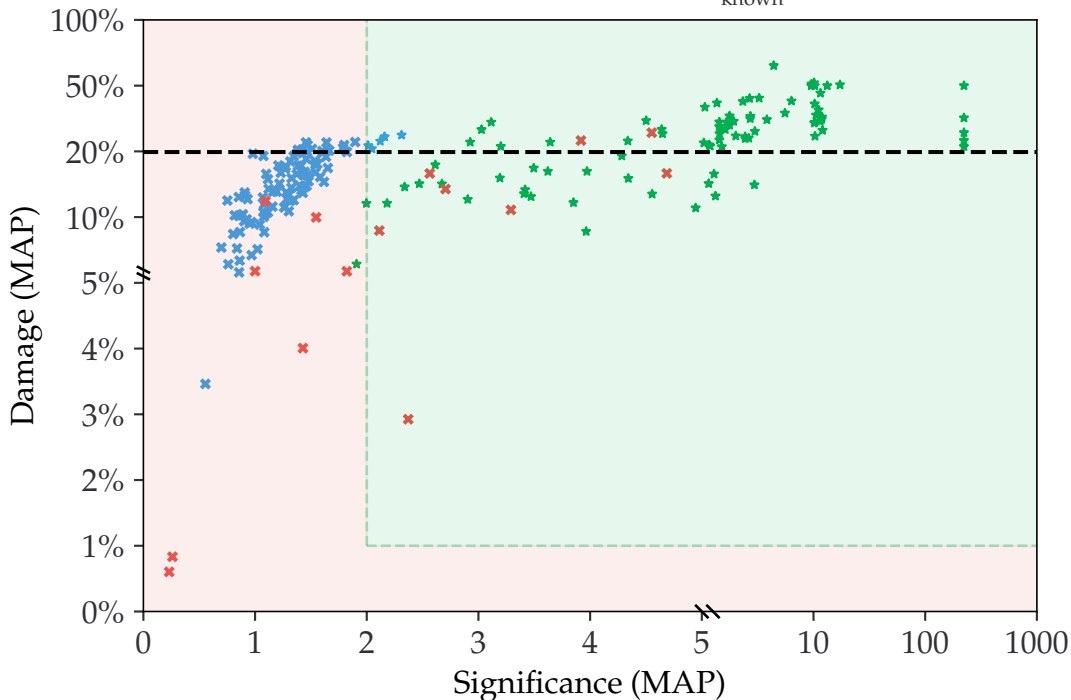
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



50 reads

Briggs damage = 0.633

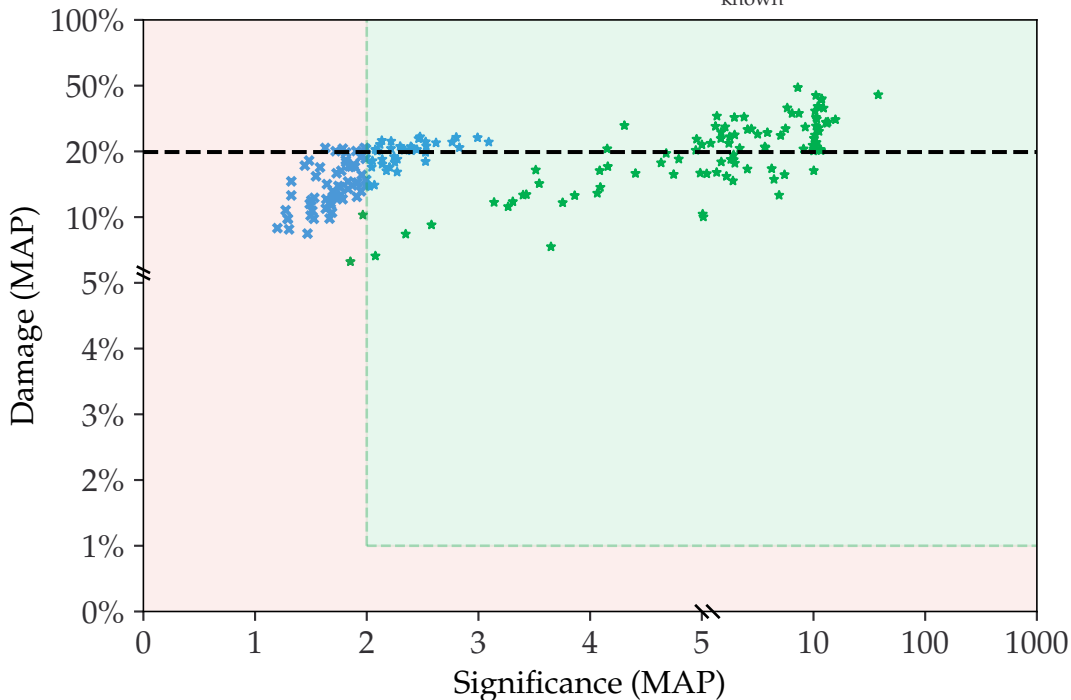
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



100 reads

Briggs damage = 0.633

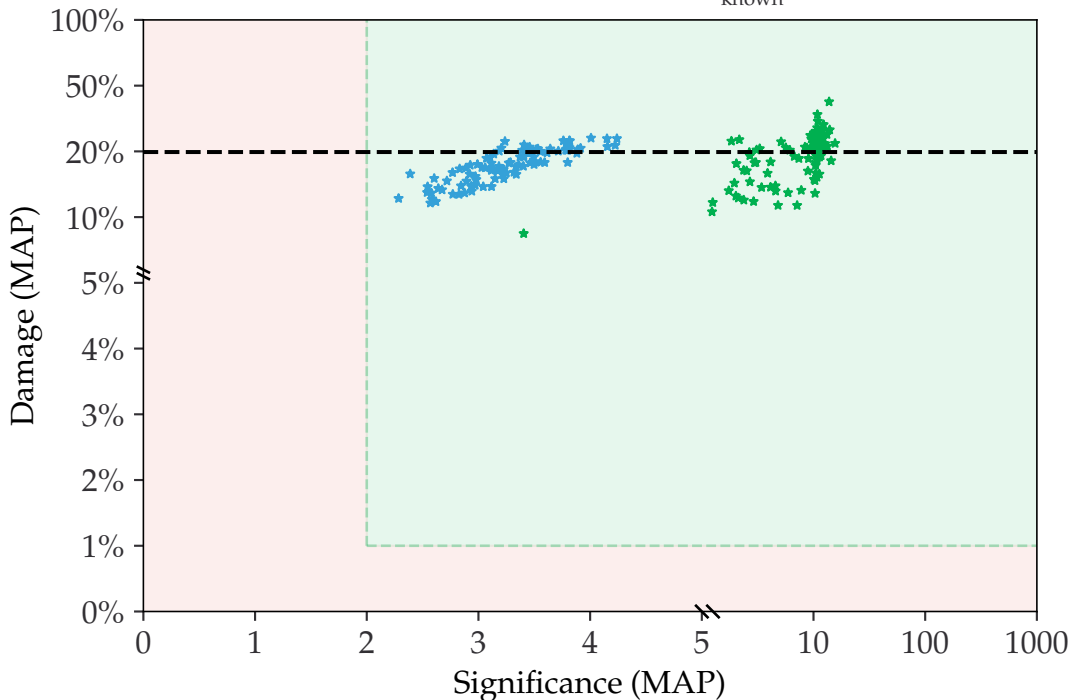
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



250 reads

Briggs damage = 0.633

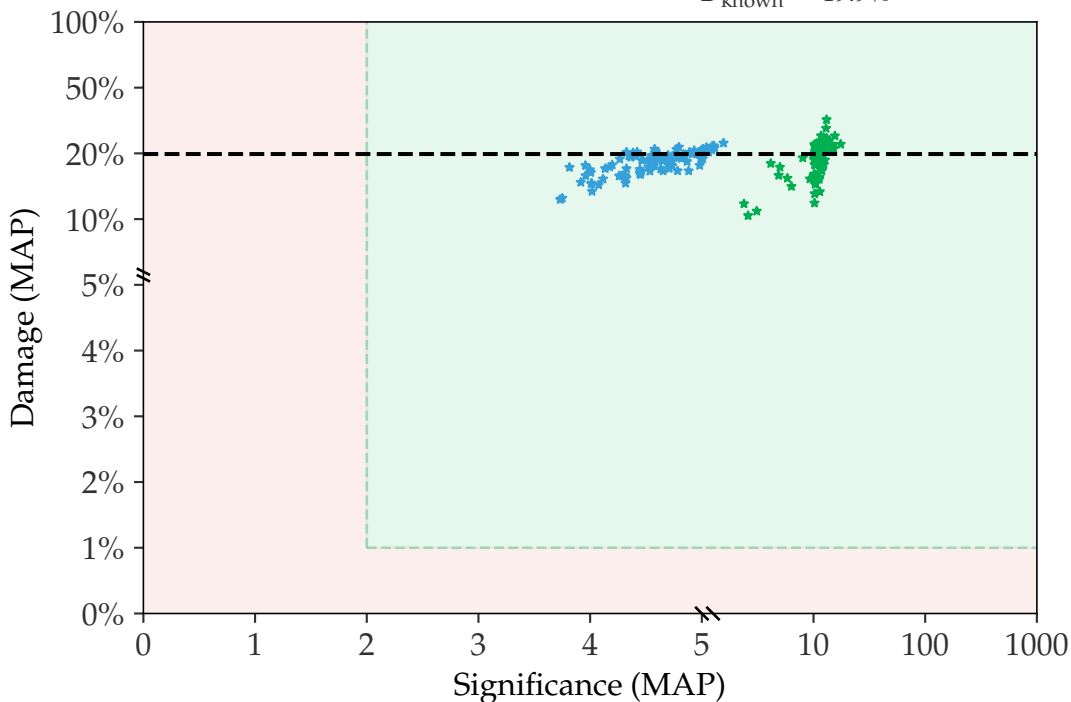
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



500 reads

Briggs damage = 0.633

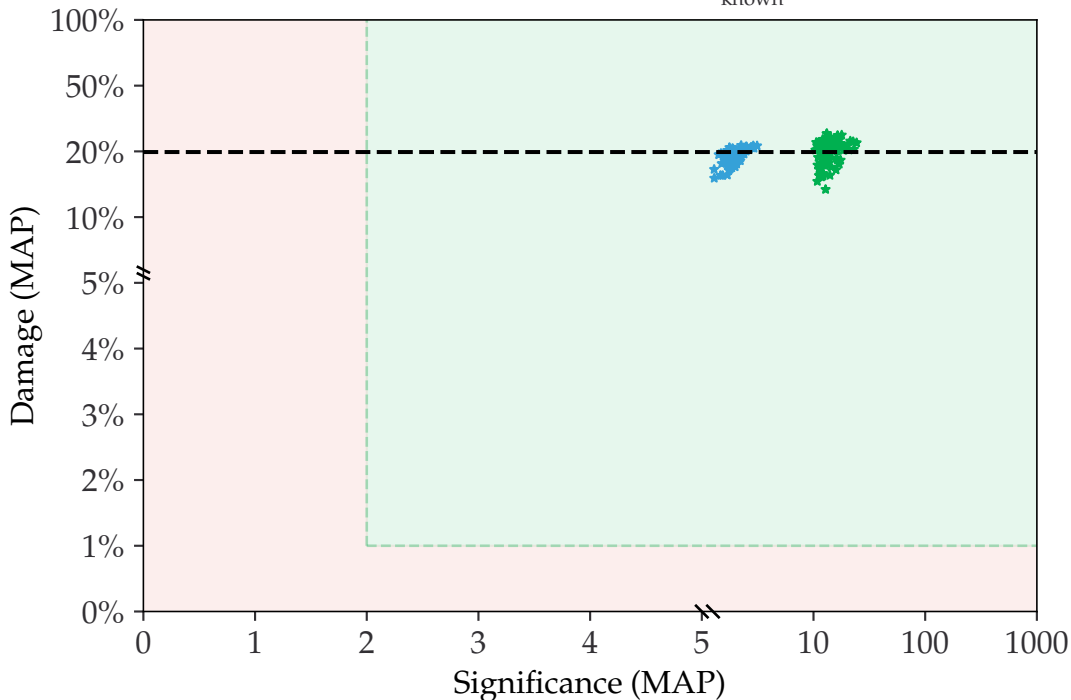
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



1000 reads

Briggs damage = 0.633

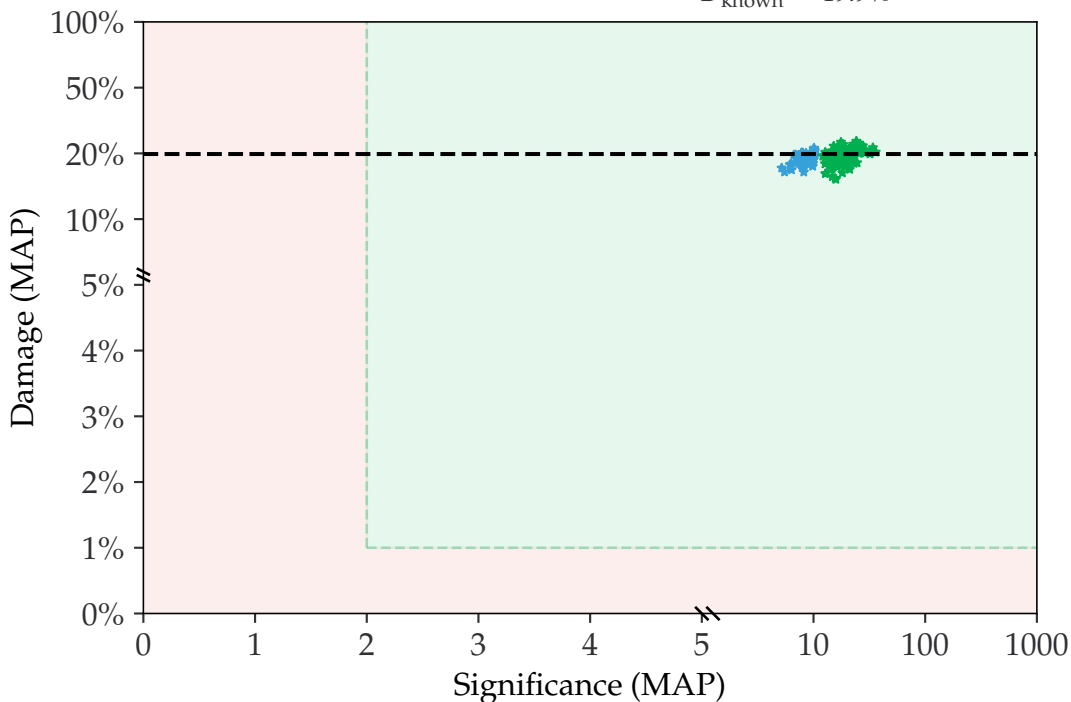
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



2500 reads

Briggs damage = 0.633

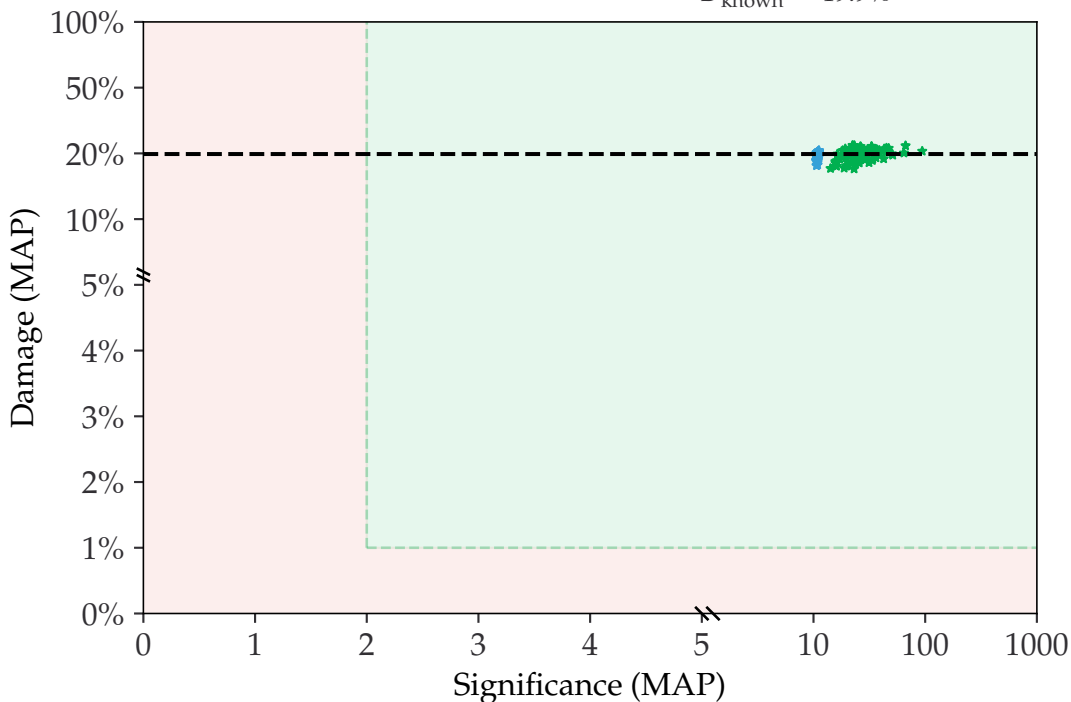
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



5000 reads

Briggs damage = 0.633

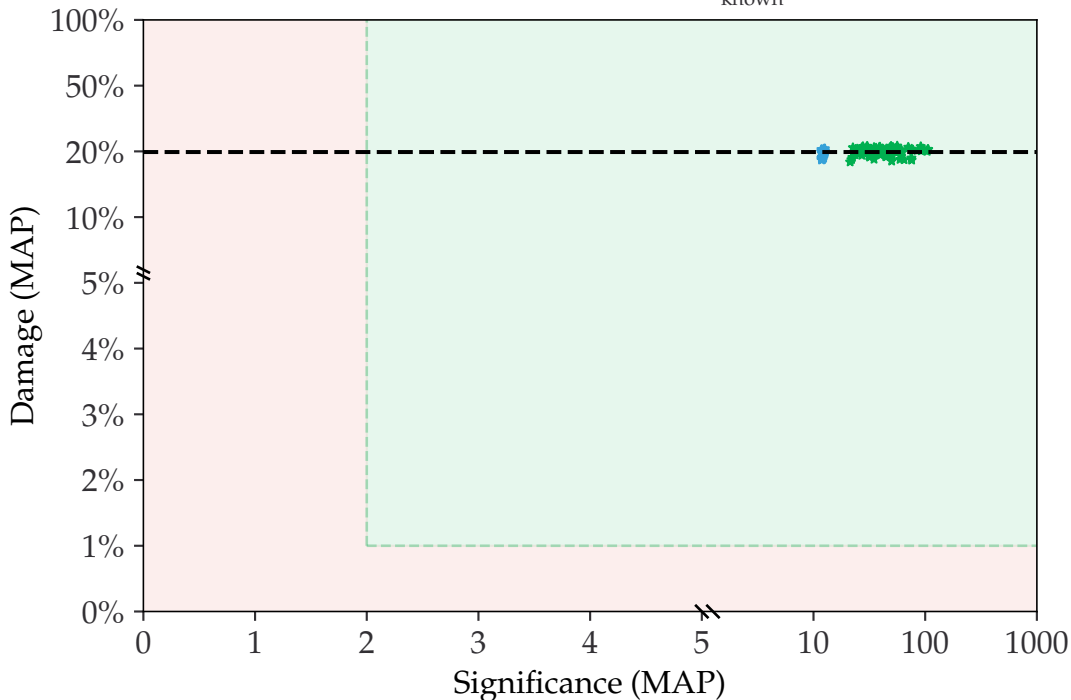
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



10000 reads

Briggs damage = 0.633

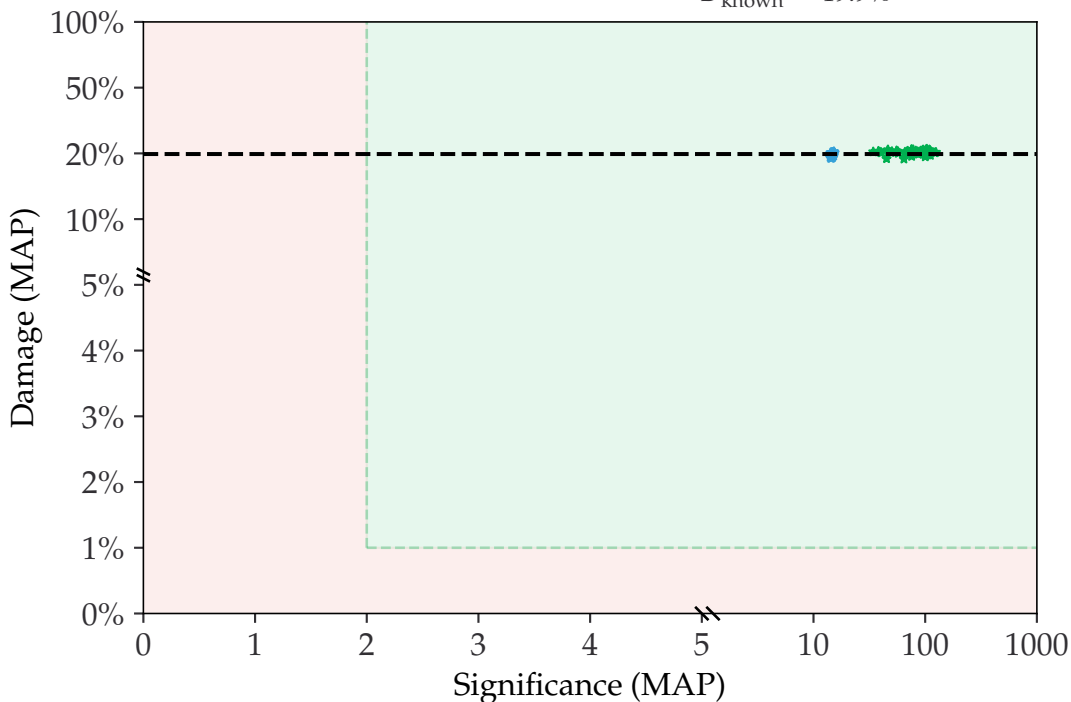
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



25000 reads

Briggs damage = 0.633

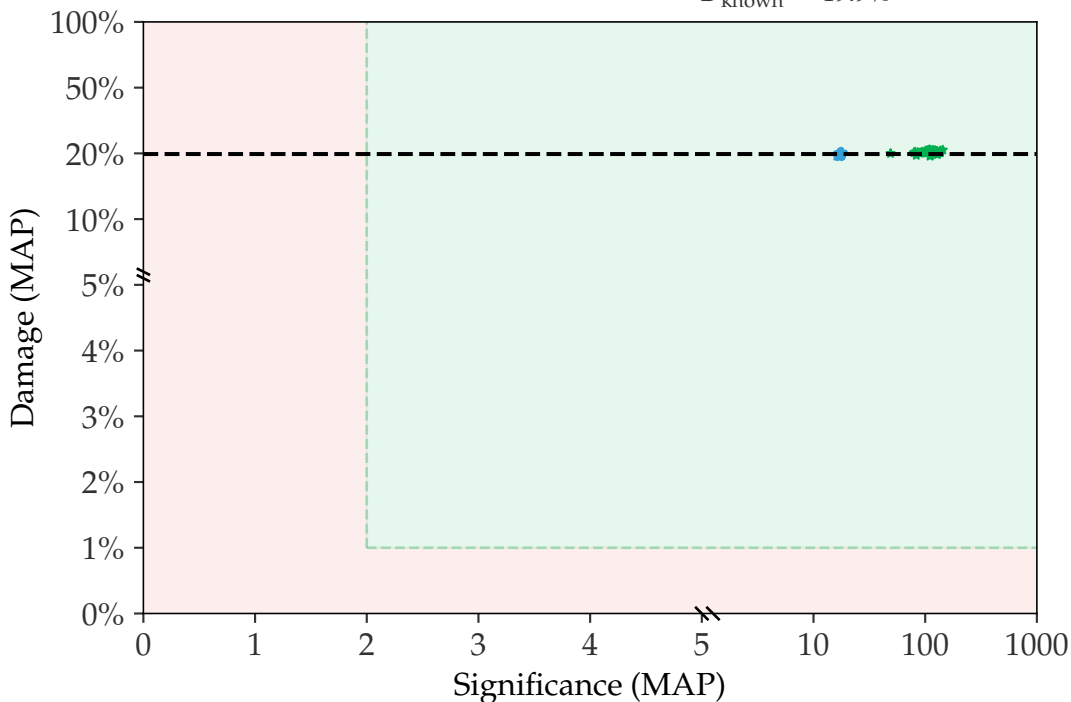
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



50000 reads

Briggs damage = 0.633

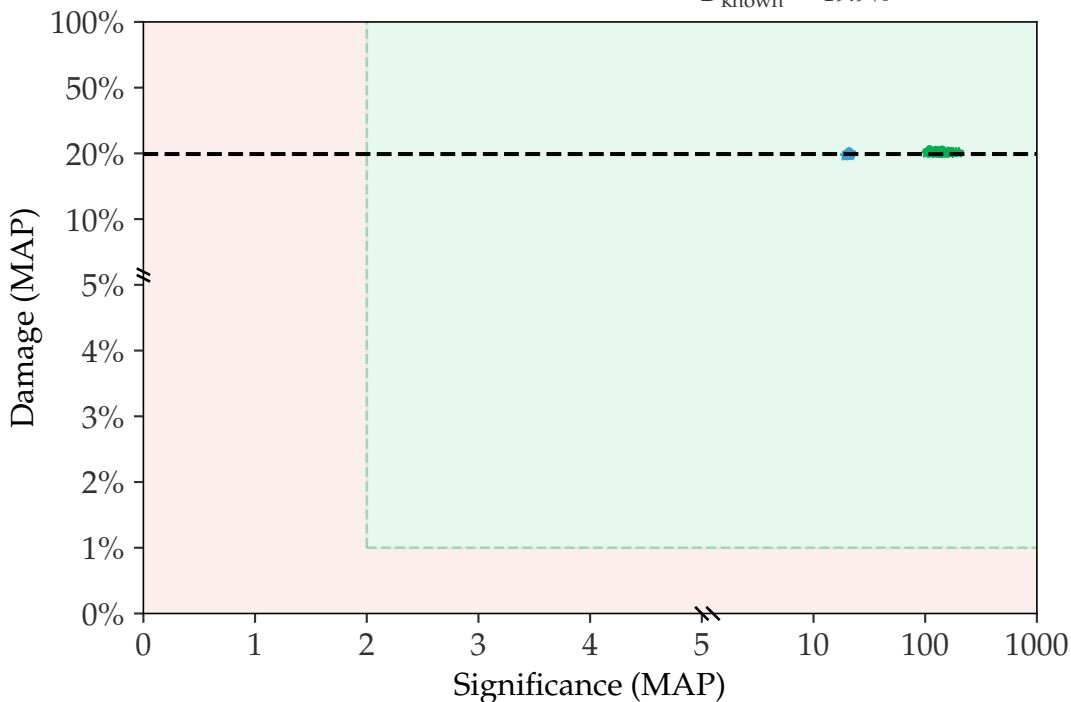
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



100000 reads

Briggs damage = 0.633

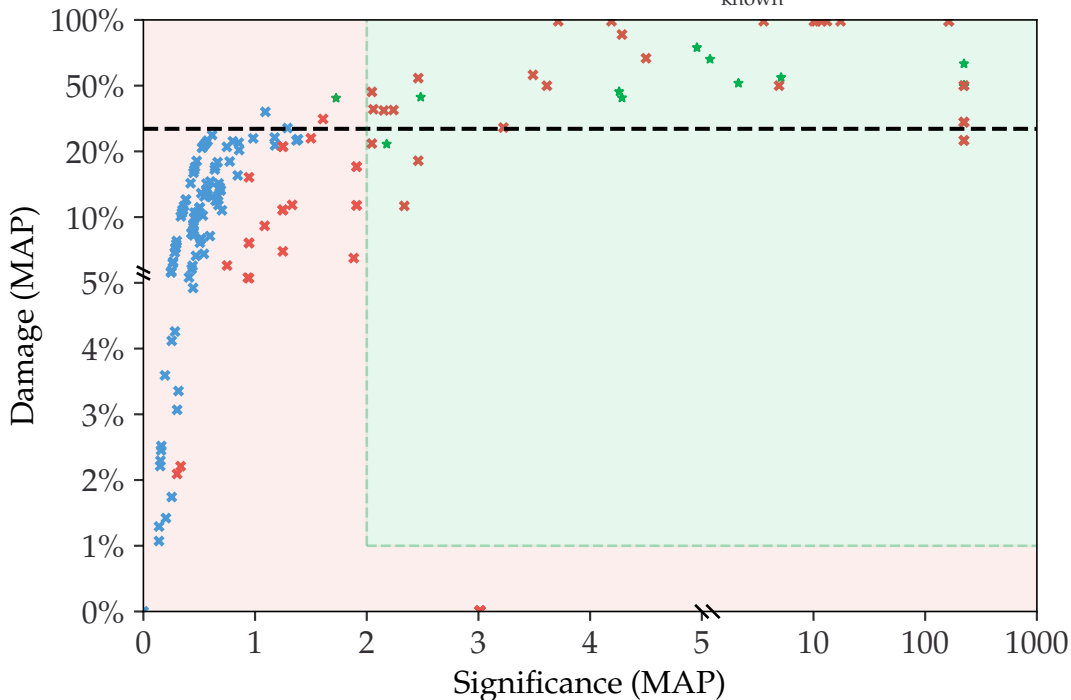
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 19.9\%$



10 reads

Briggs damage = 0.96

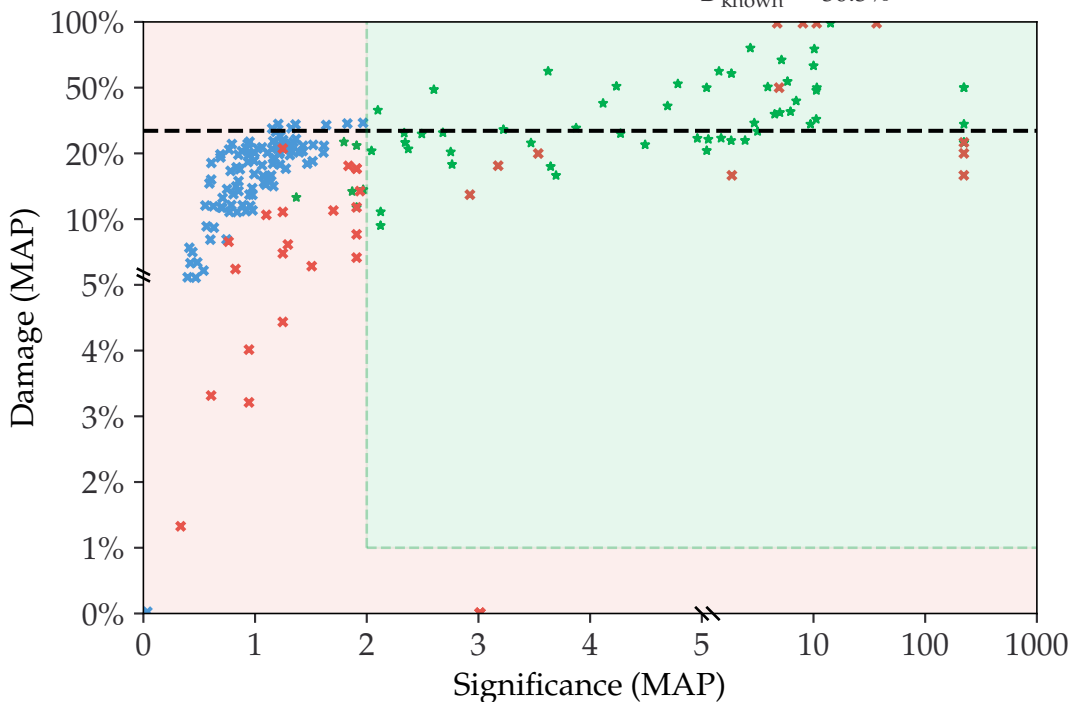
- ★ metaDMG (damaged)
- × metaDMG (non-damaged)
- ★ PyDamage (damaged)
- × PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



25 reads

Briggs damage = 0.96

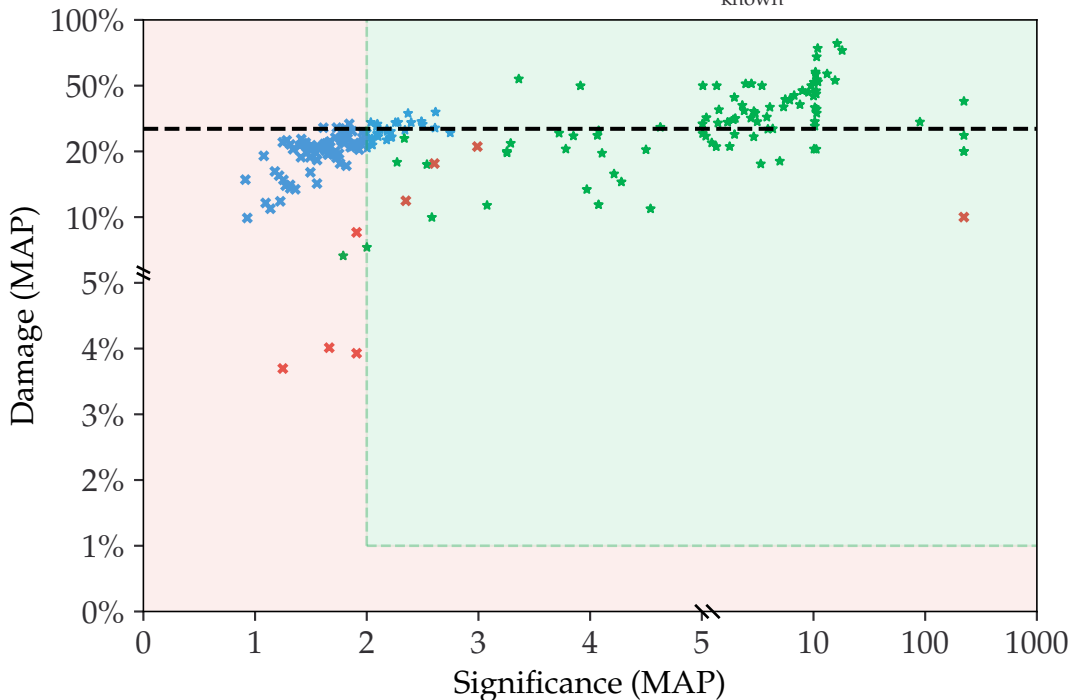
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



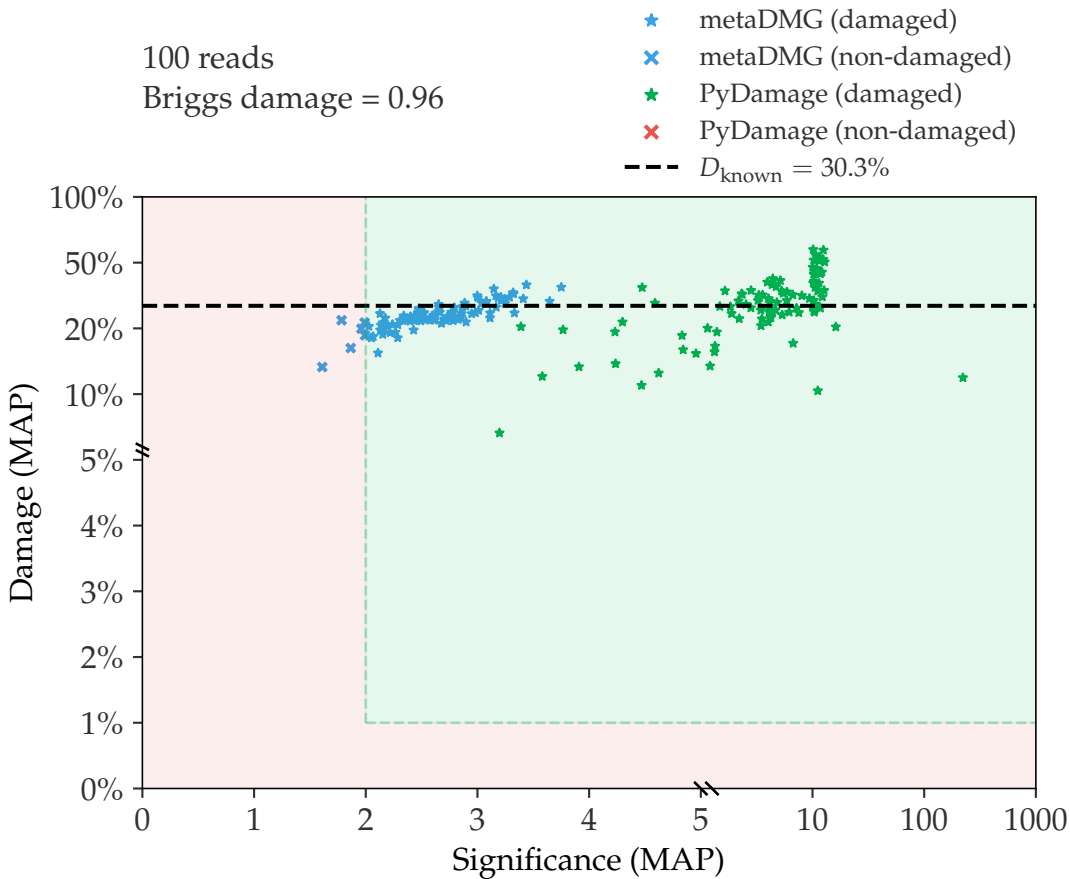
50 reads

Briggs damage = 0.96

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



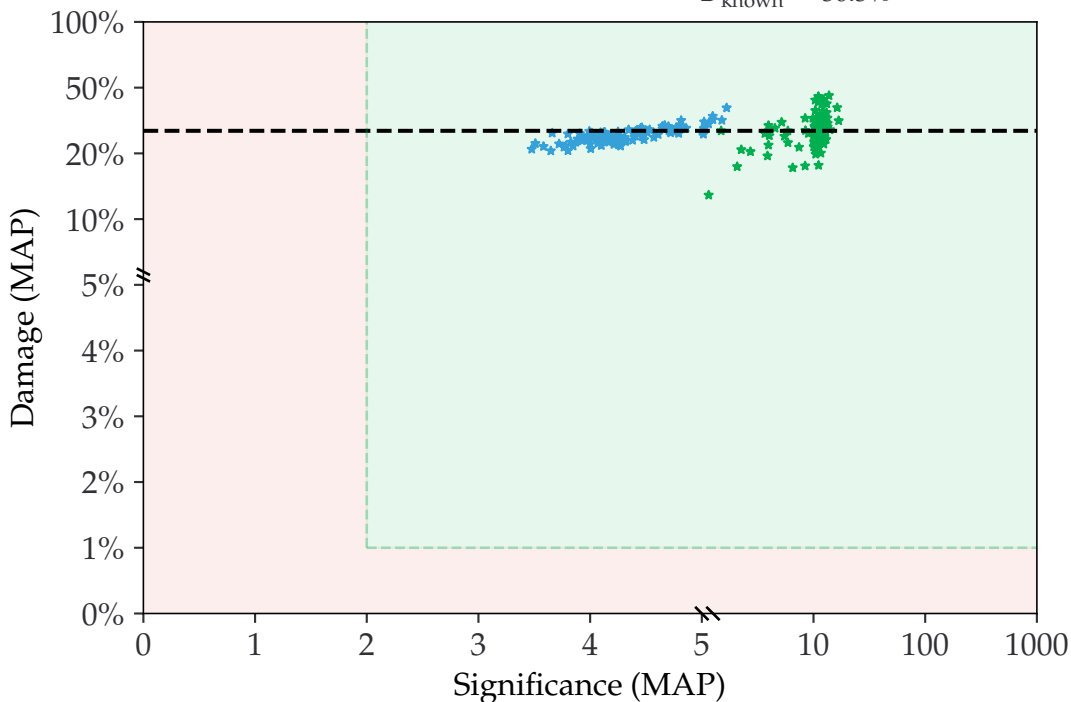
Briggs damage = 0.96



250 reads

Briggs damage = 0.96

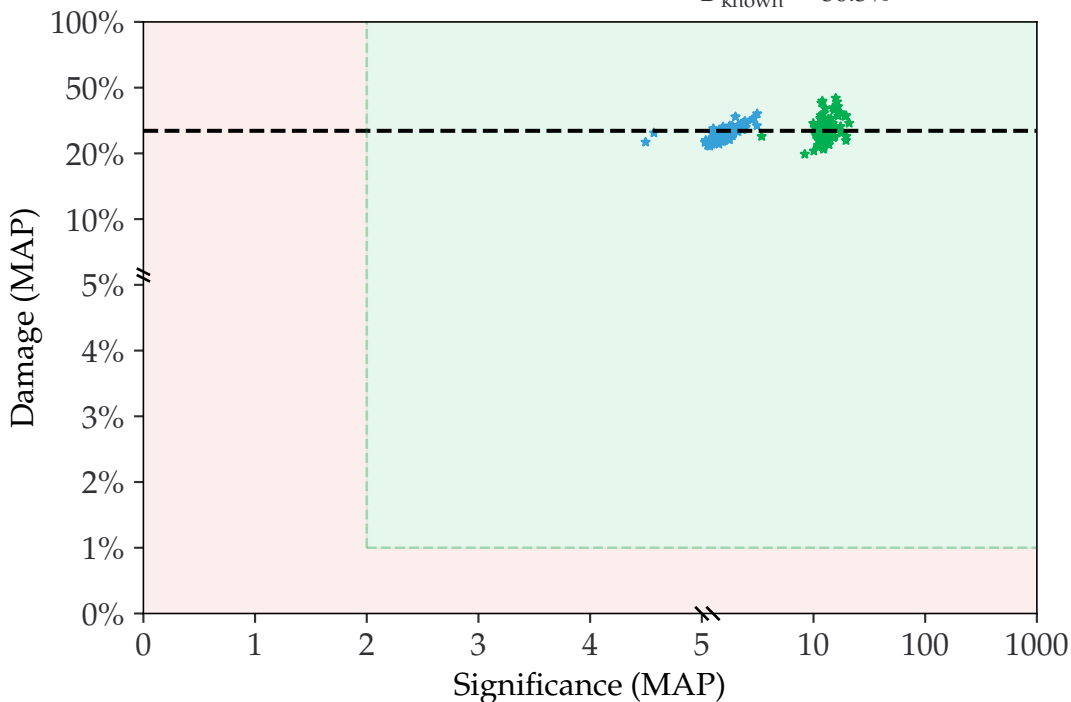
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



500 reads

Briggs damage = 0.96

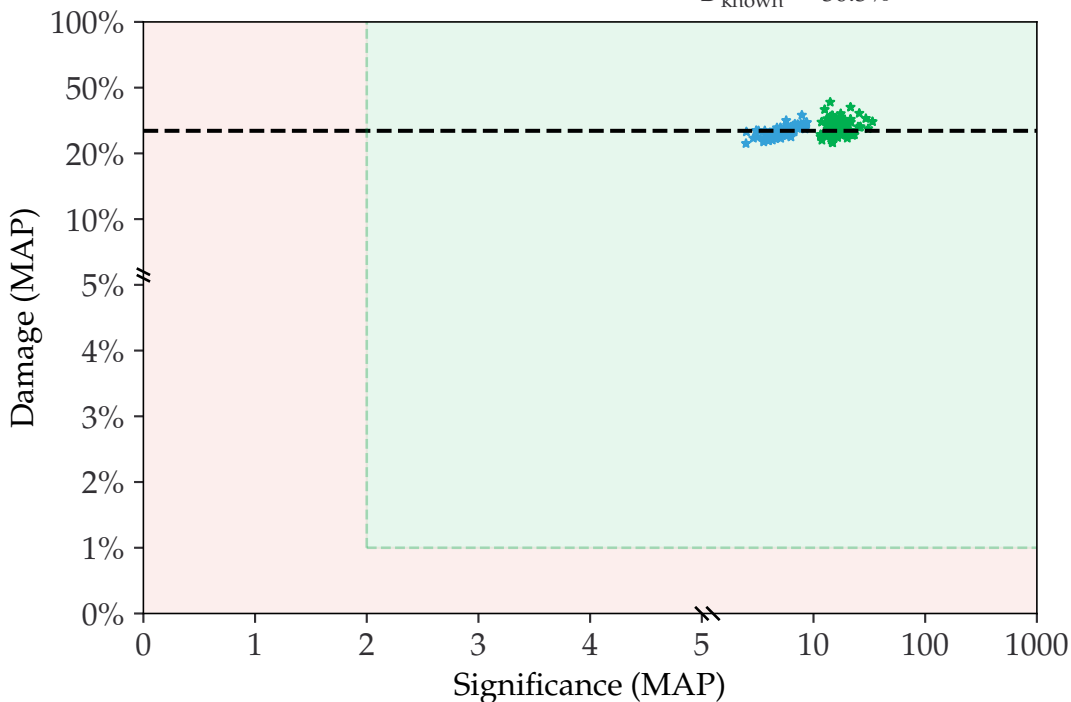
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



1000 reads

Briggs damage = 0.96

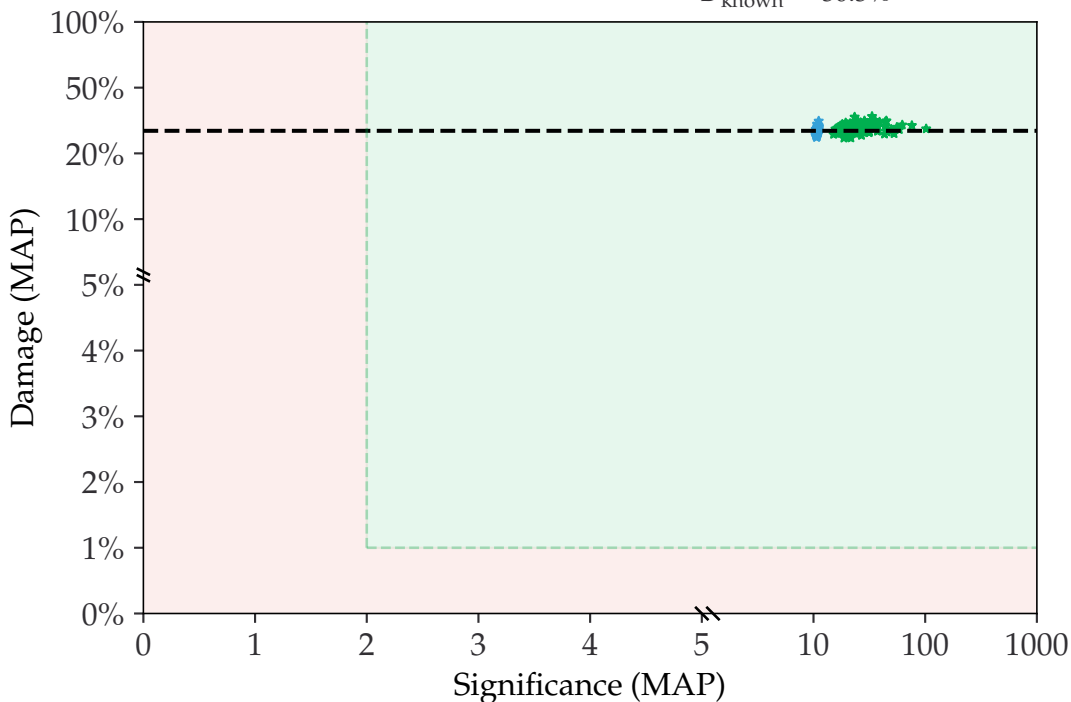
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



2500 reads

Briggs damage = 0.96

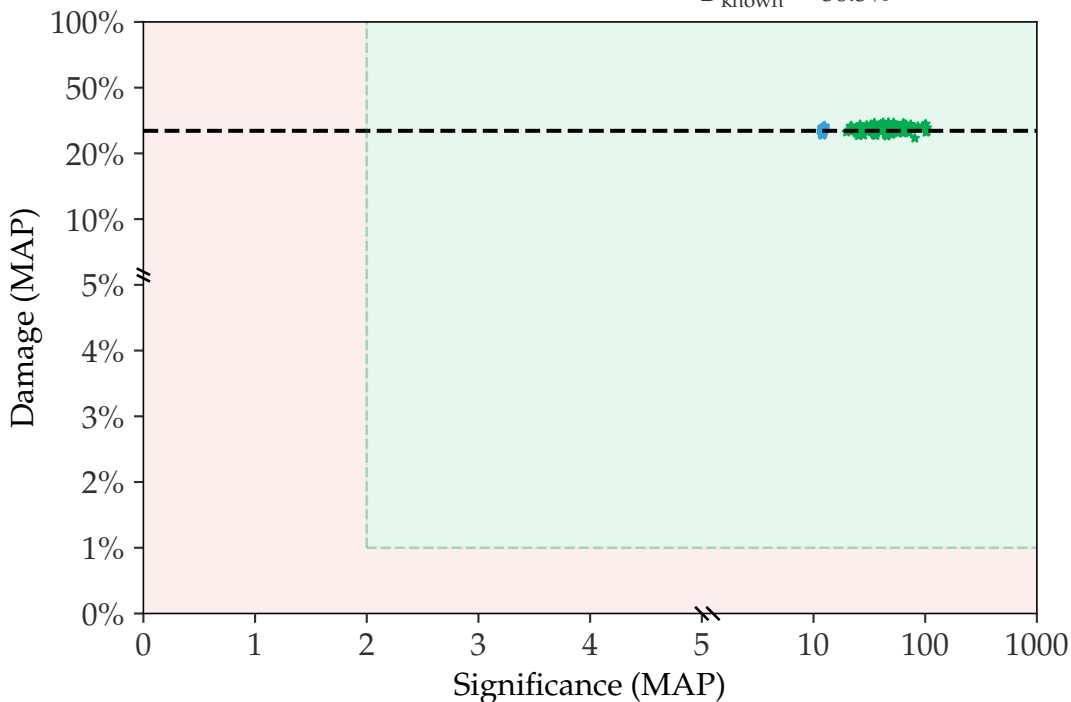
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



5000 reads

Briggs damage = 0.96

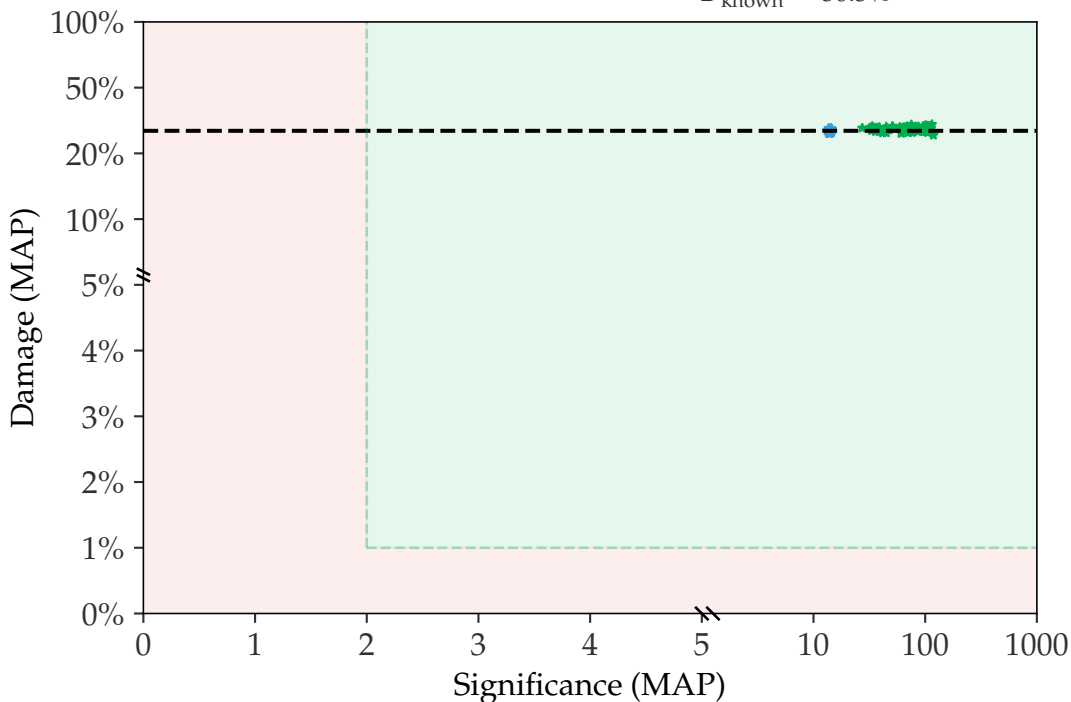
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



10000 reads

Briggs damage = 0.96

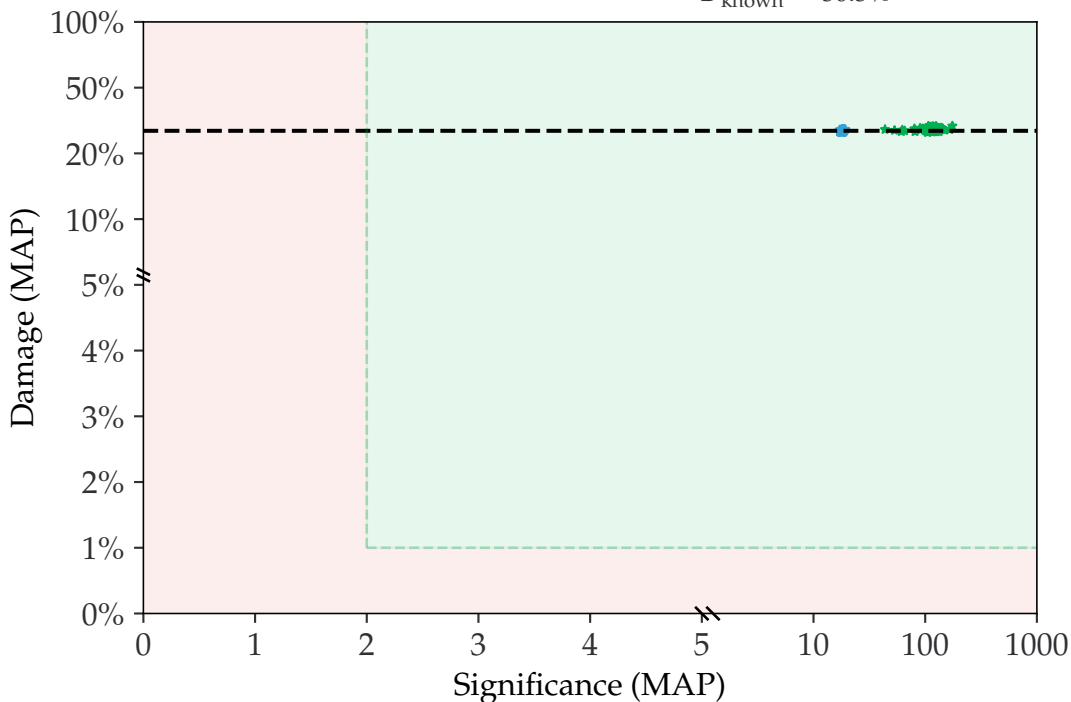
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



25000 reads

Briggs damage = 0.96

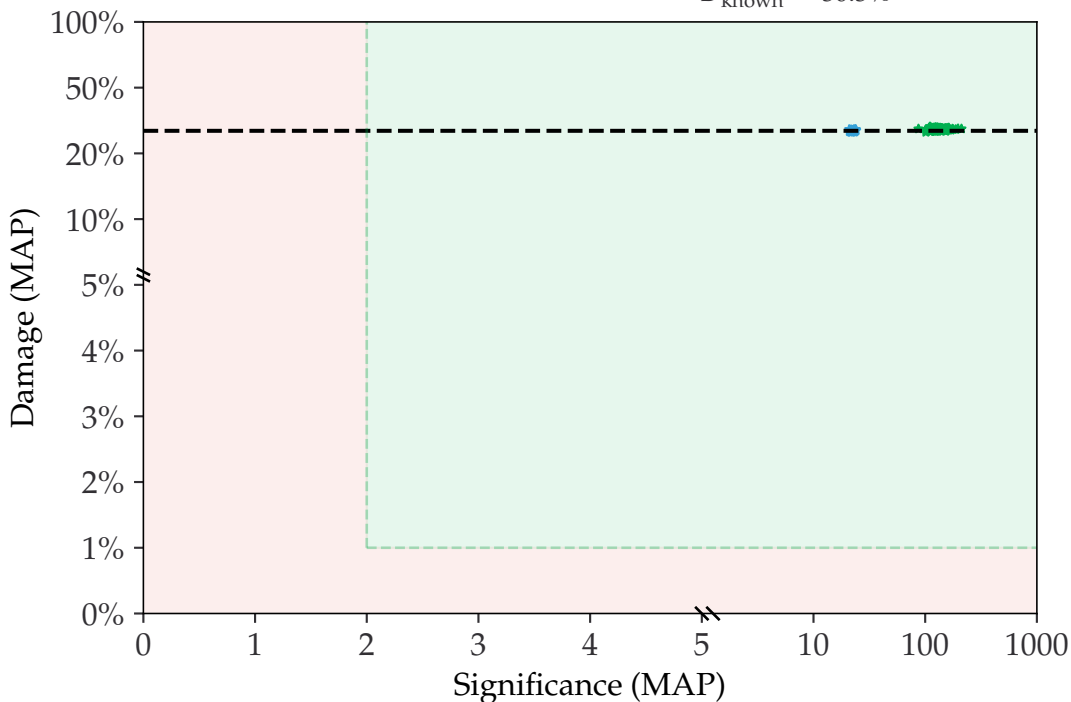
- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



50000 reads

Briggs damage = 0.96

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$



100000 reads

Briggs damage = 0.96

- ★ metaDMG (damaged)
- ✕ metaDMG (non-damaged)
- ★ PyDamage (damaged)
- ✕ PyDamage (non-damaged)
- $D_{\text{known}} = 30.3\%$

