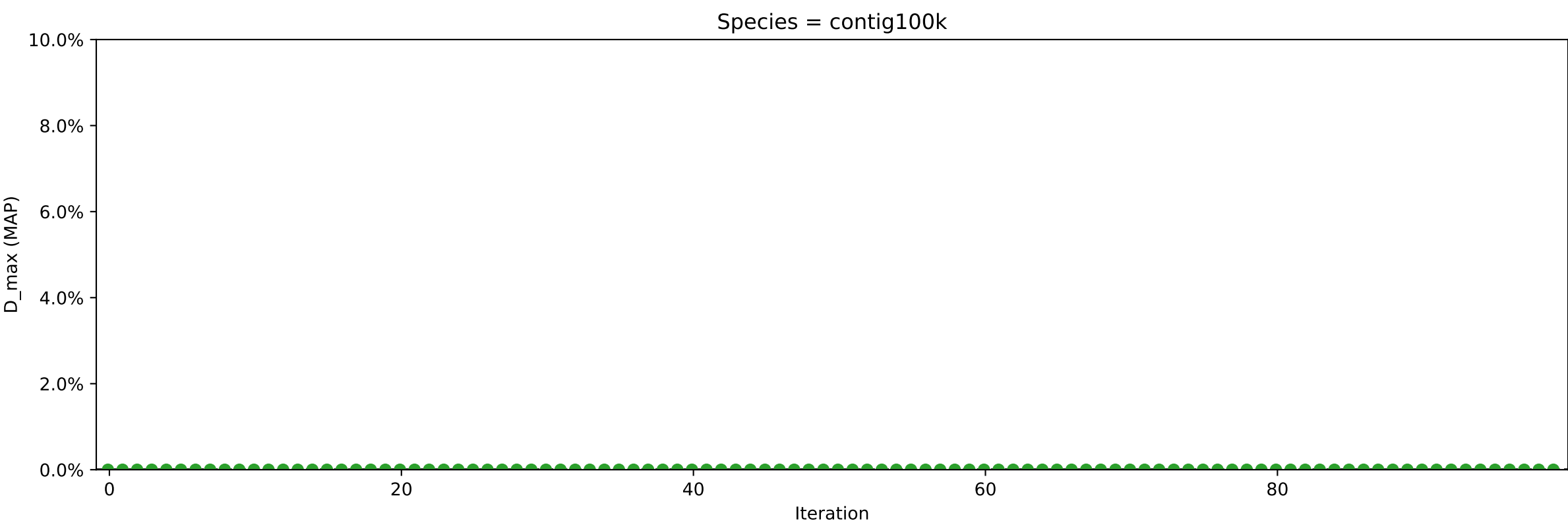
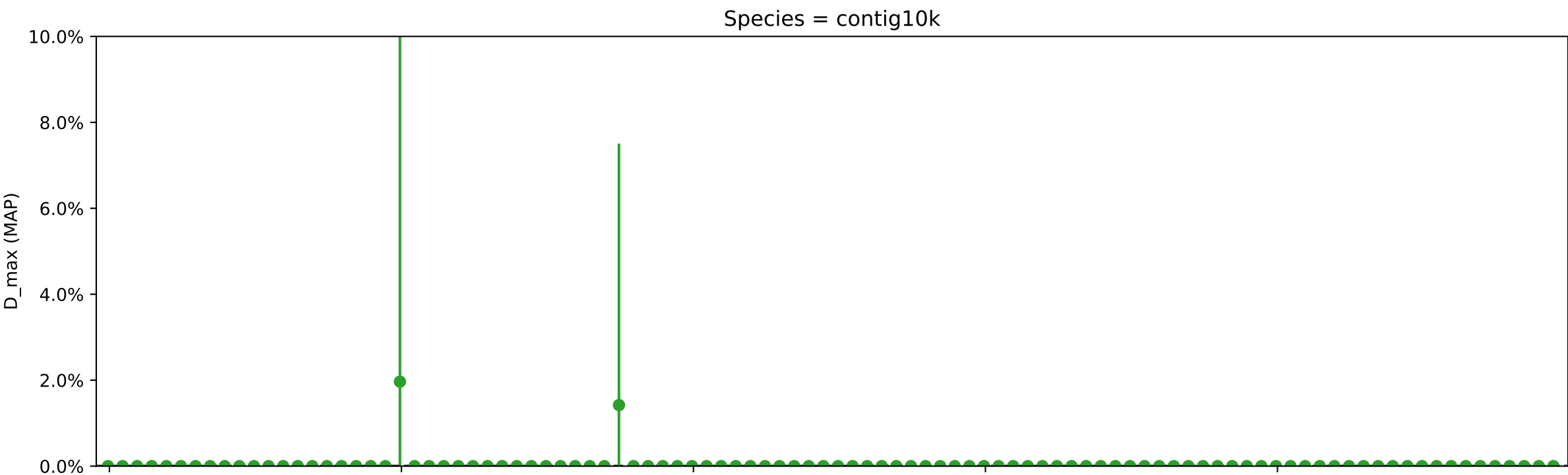
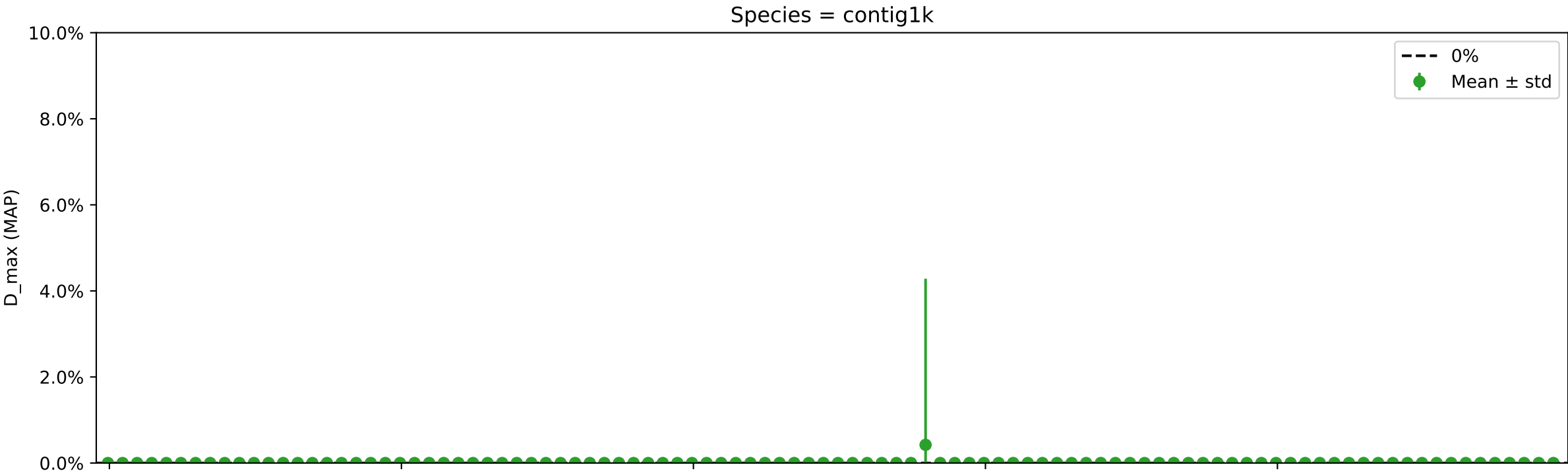
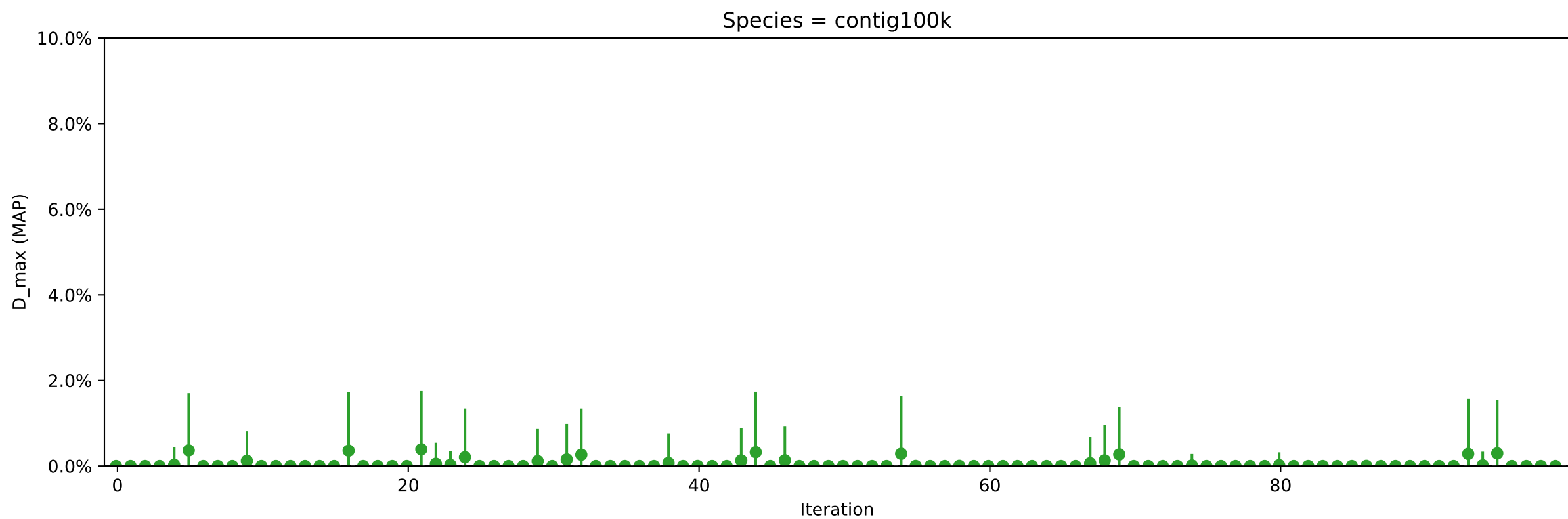
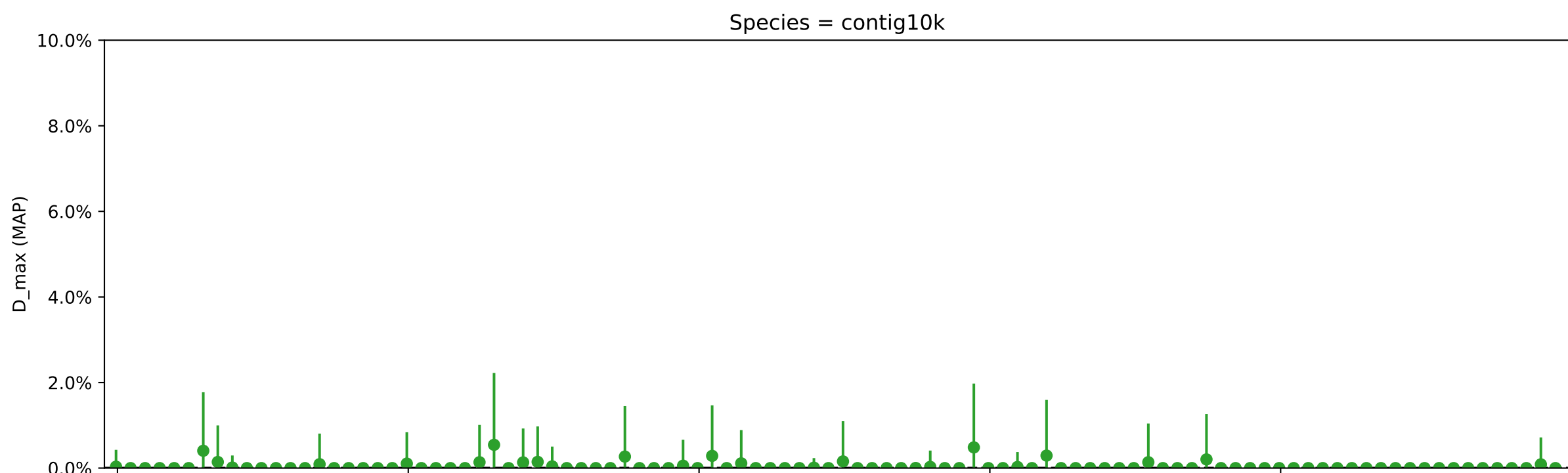
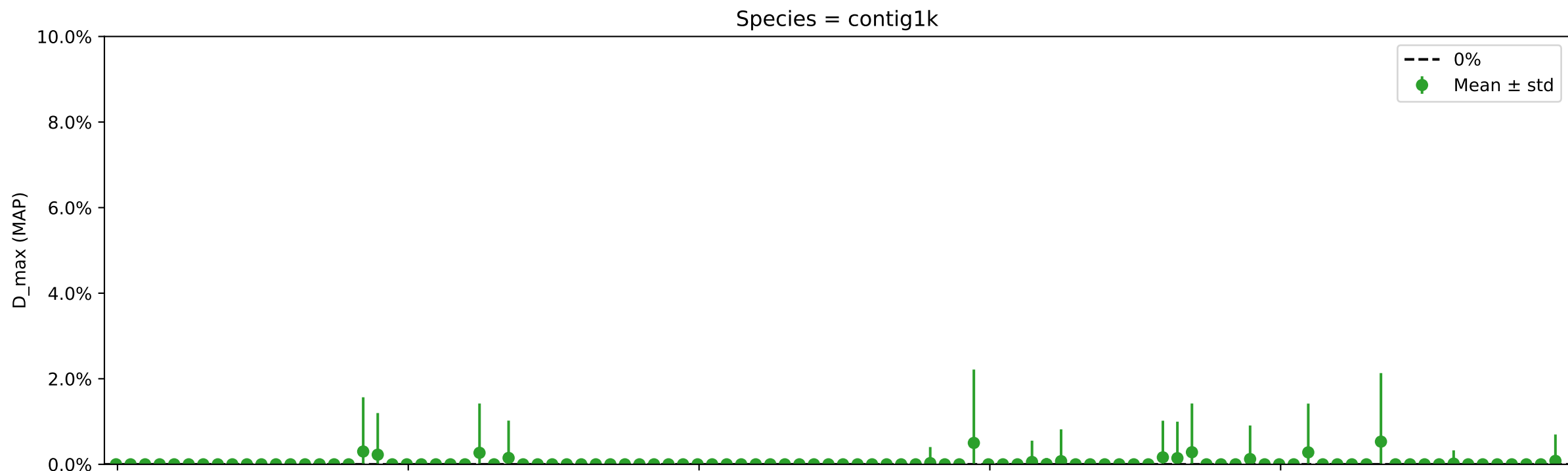


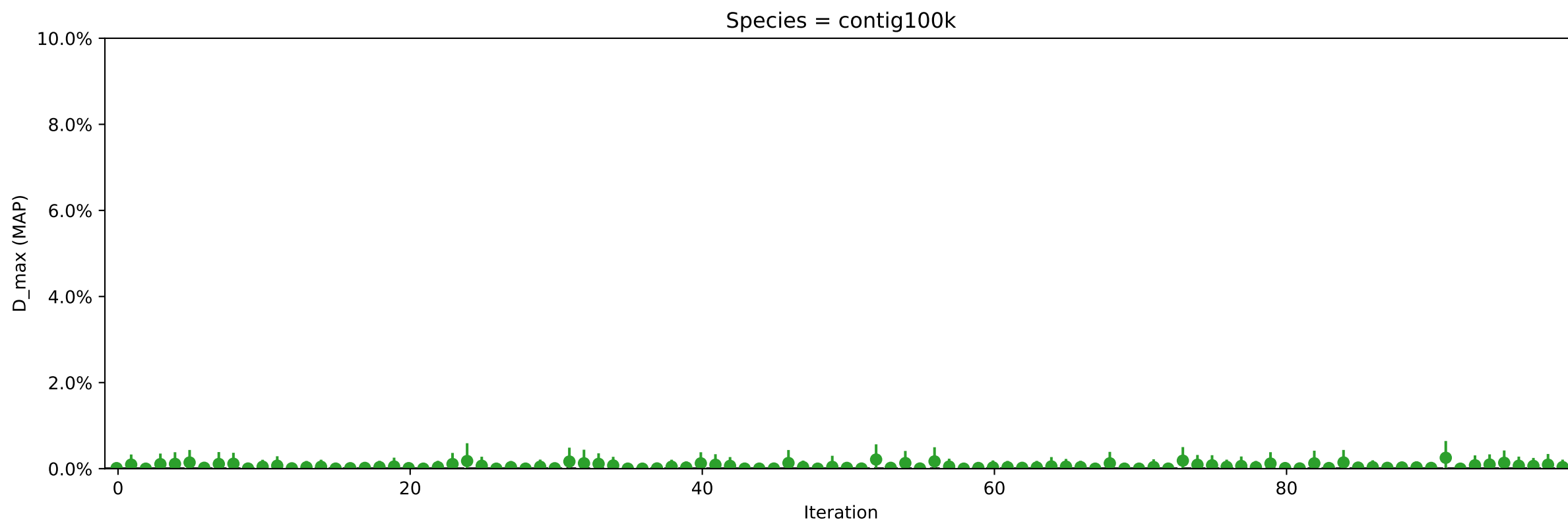
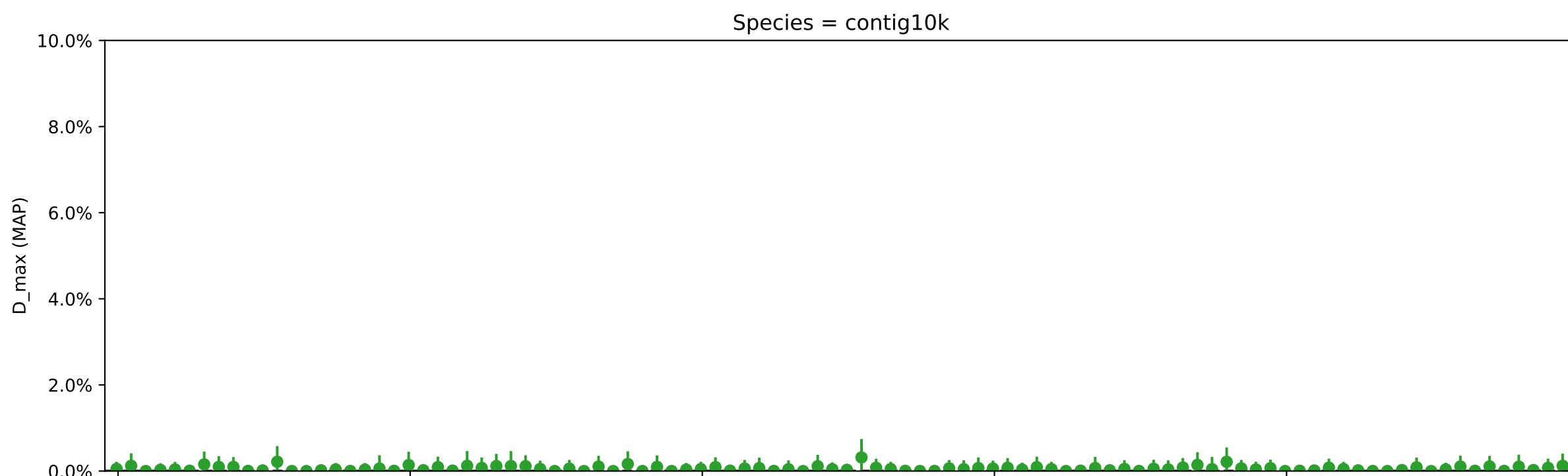
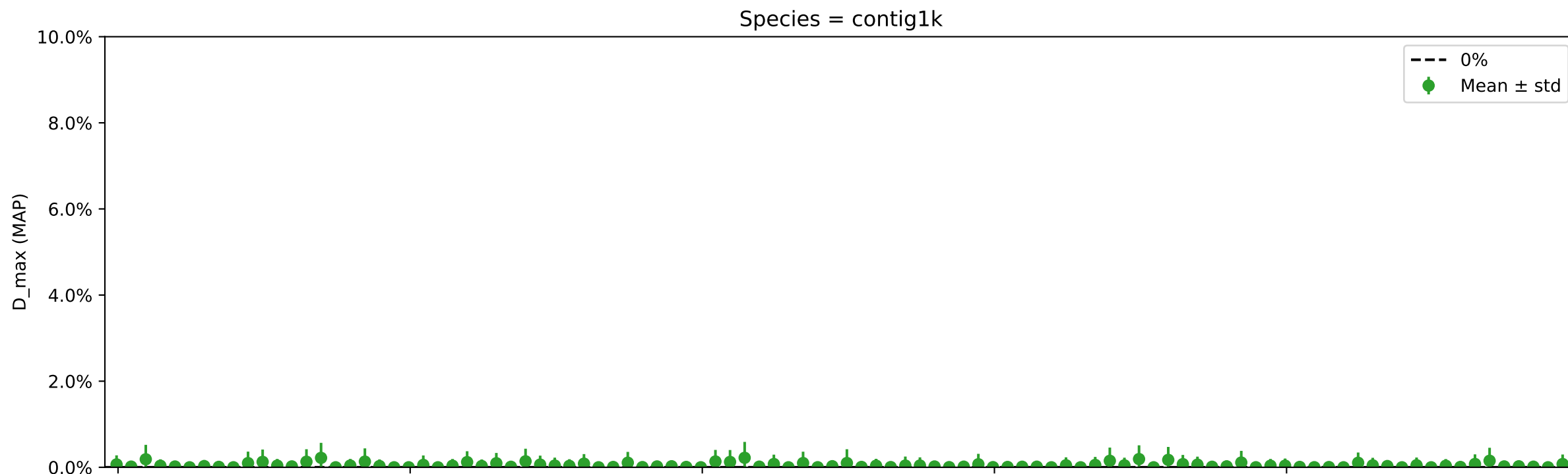
Individual damages:  
10 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



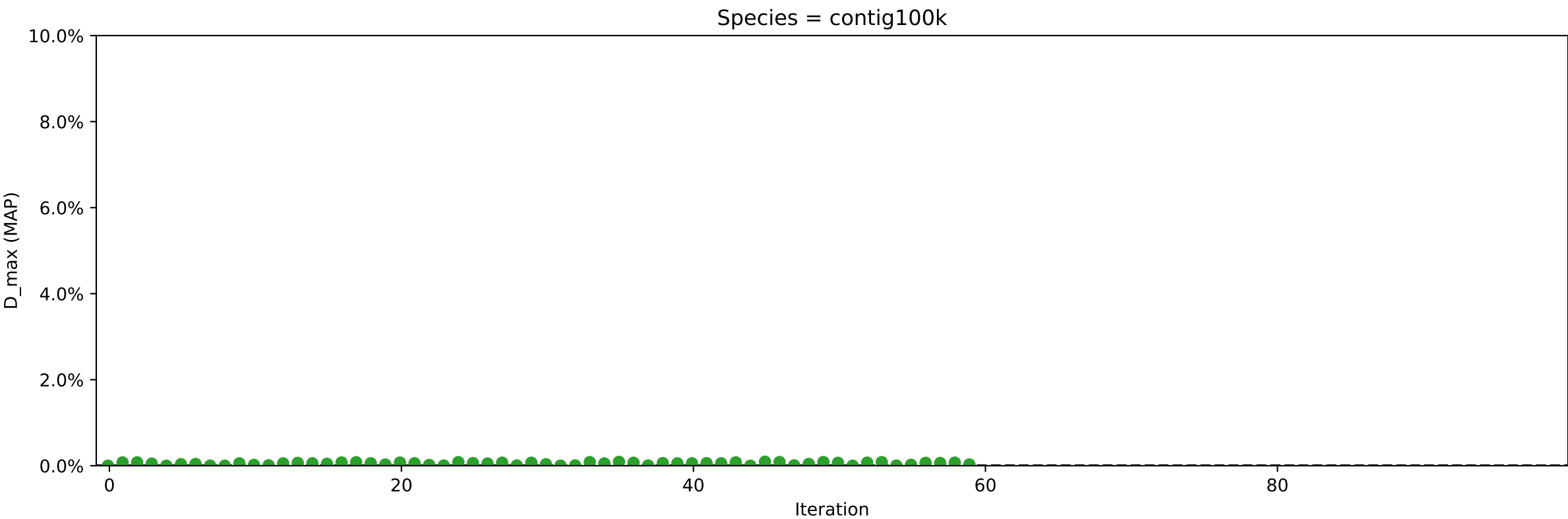
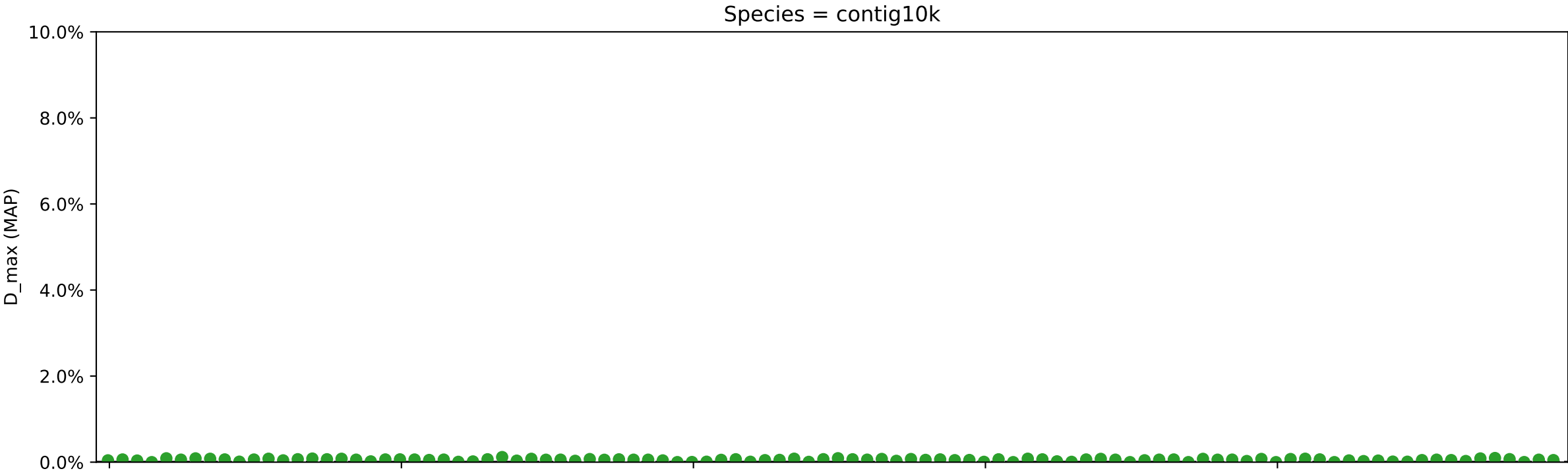
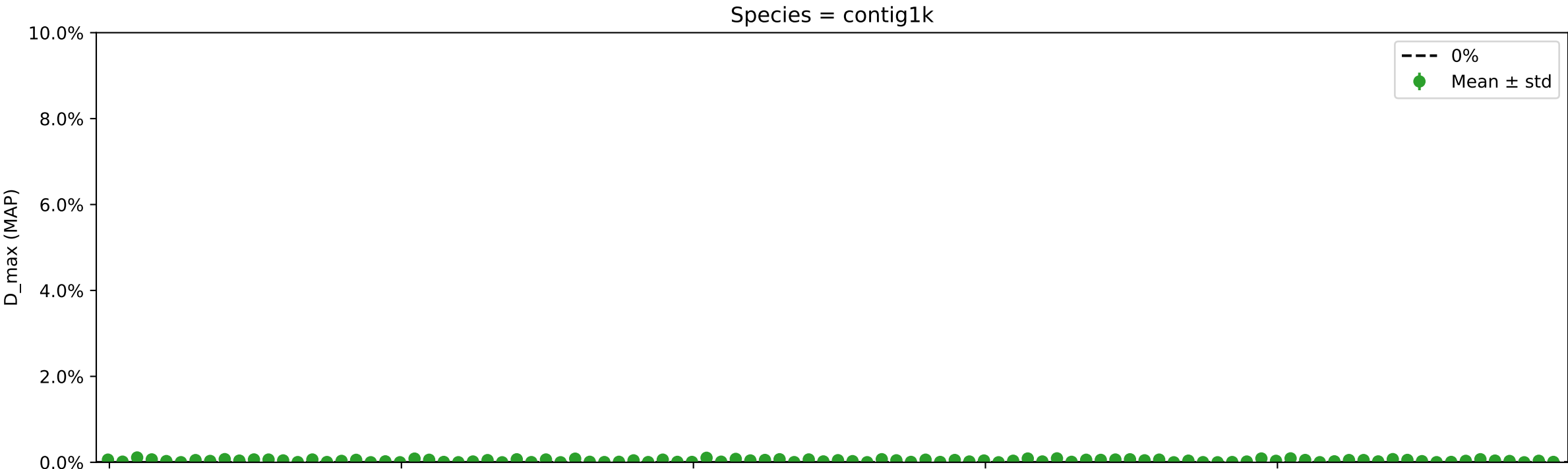
Individual damages:  
100 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



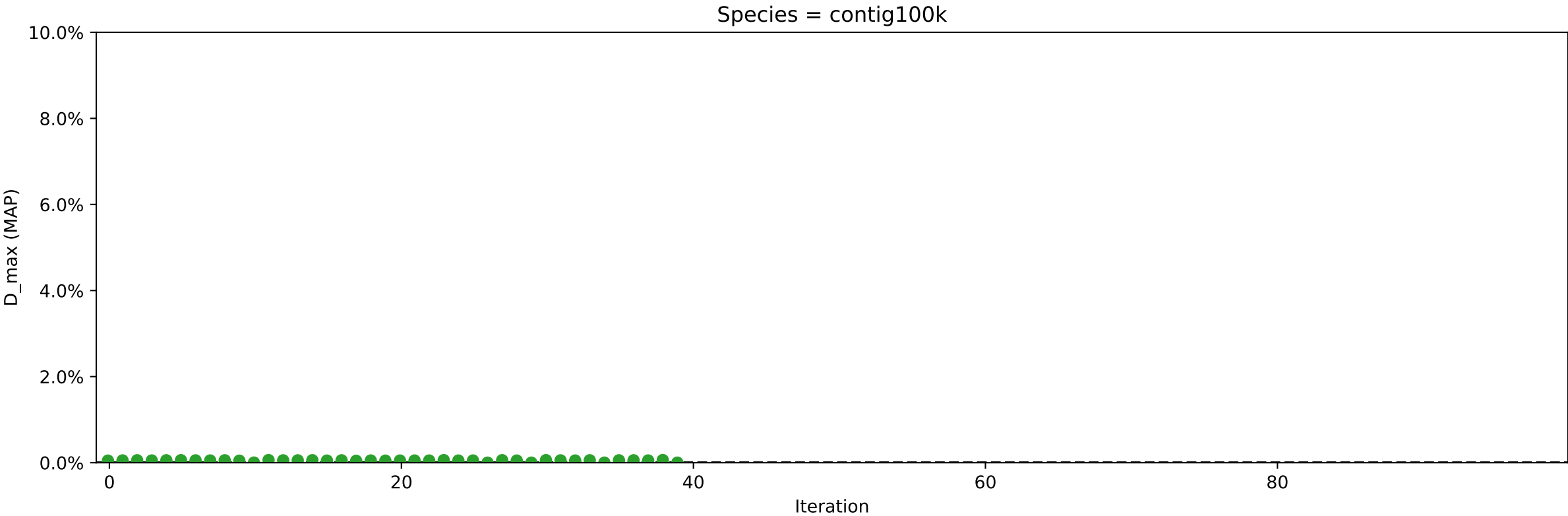
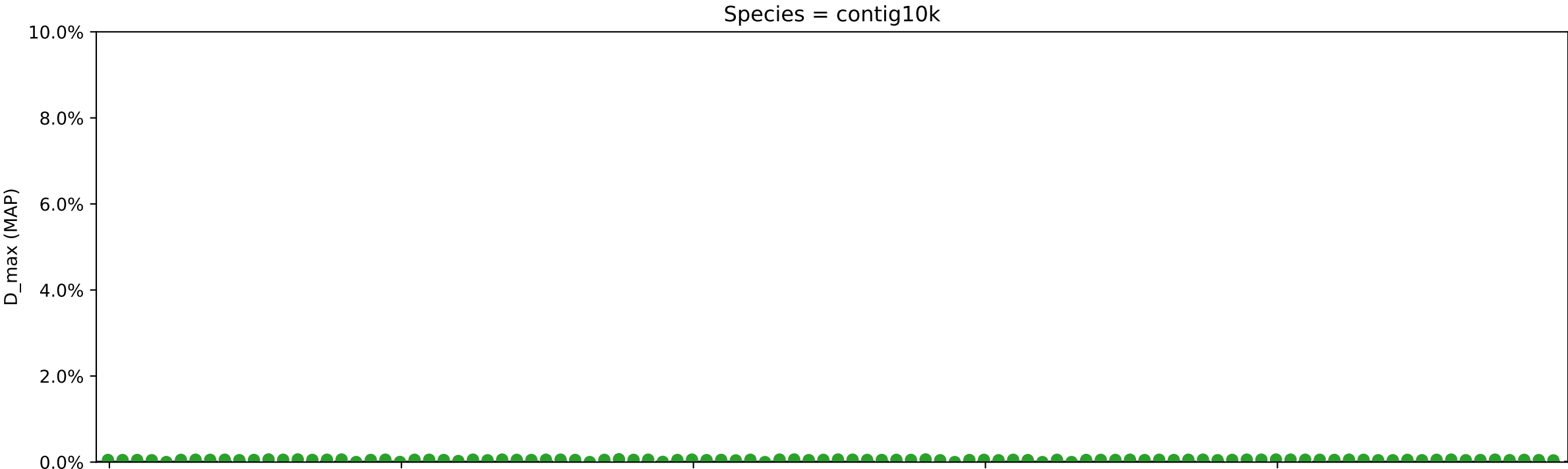
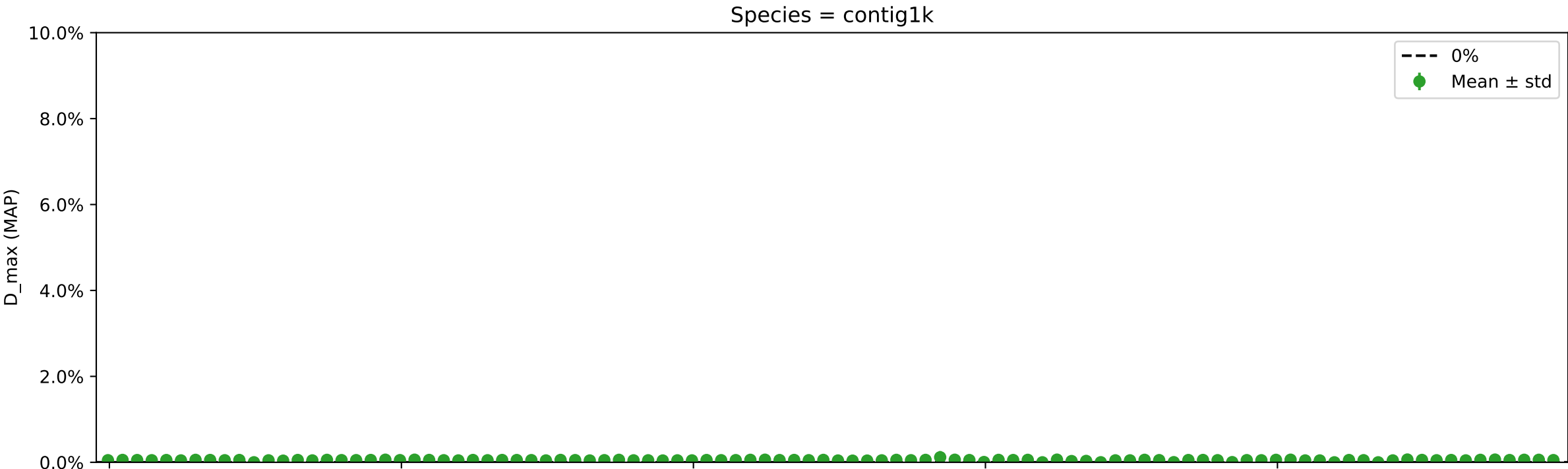
Individual damages:  
1000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



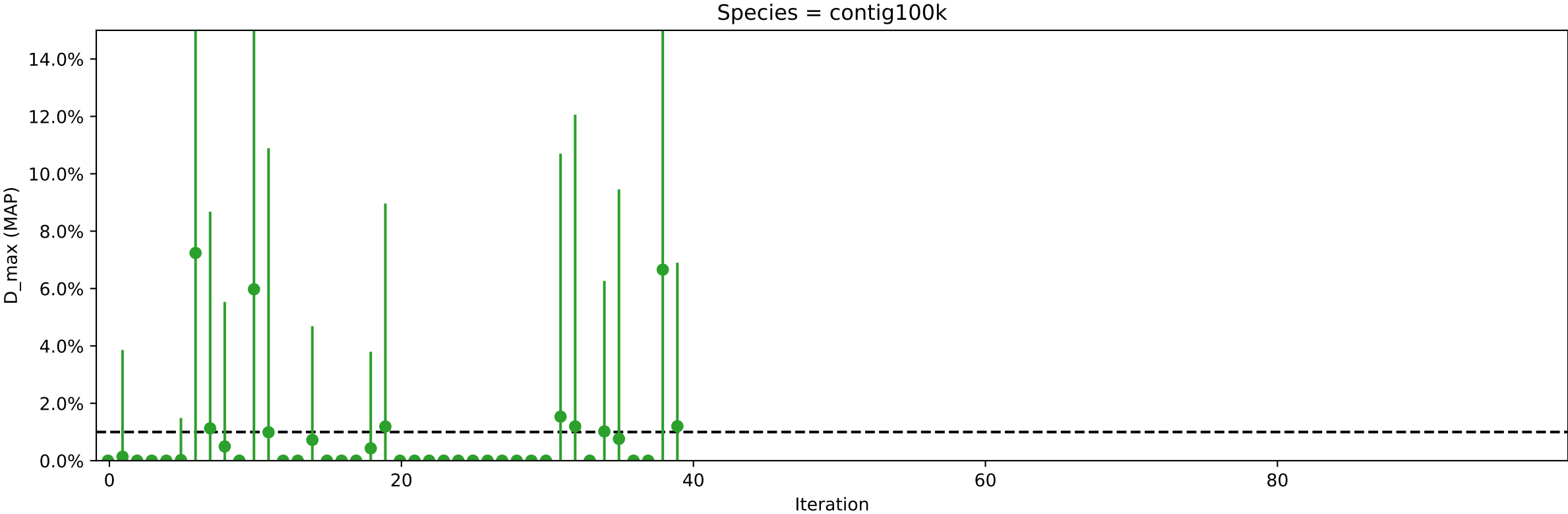
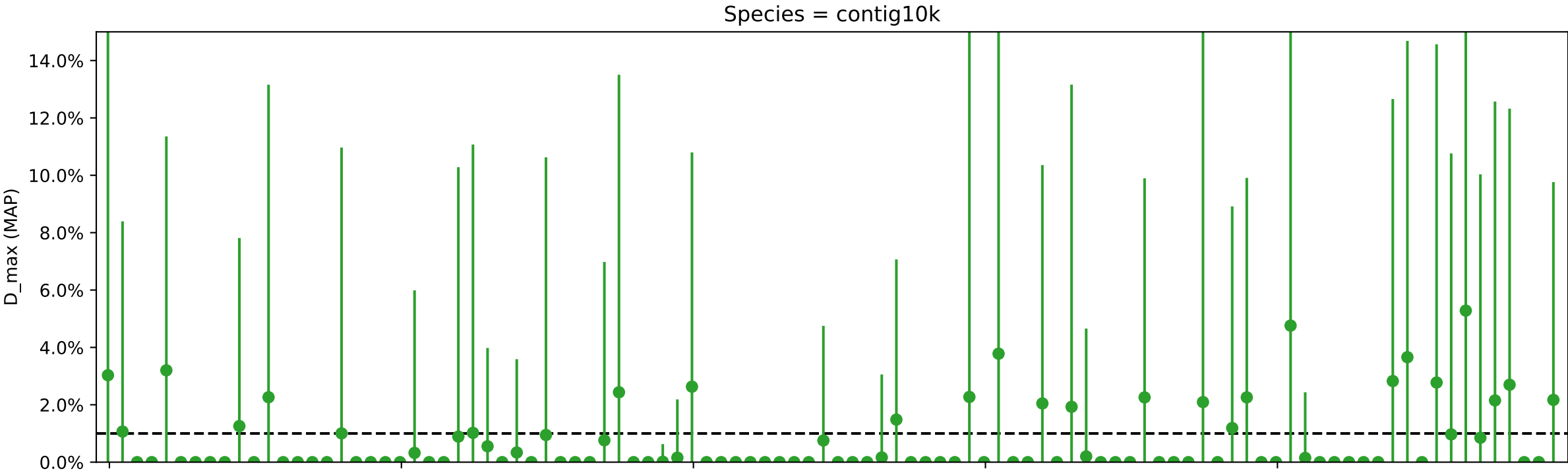
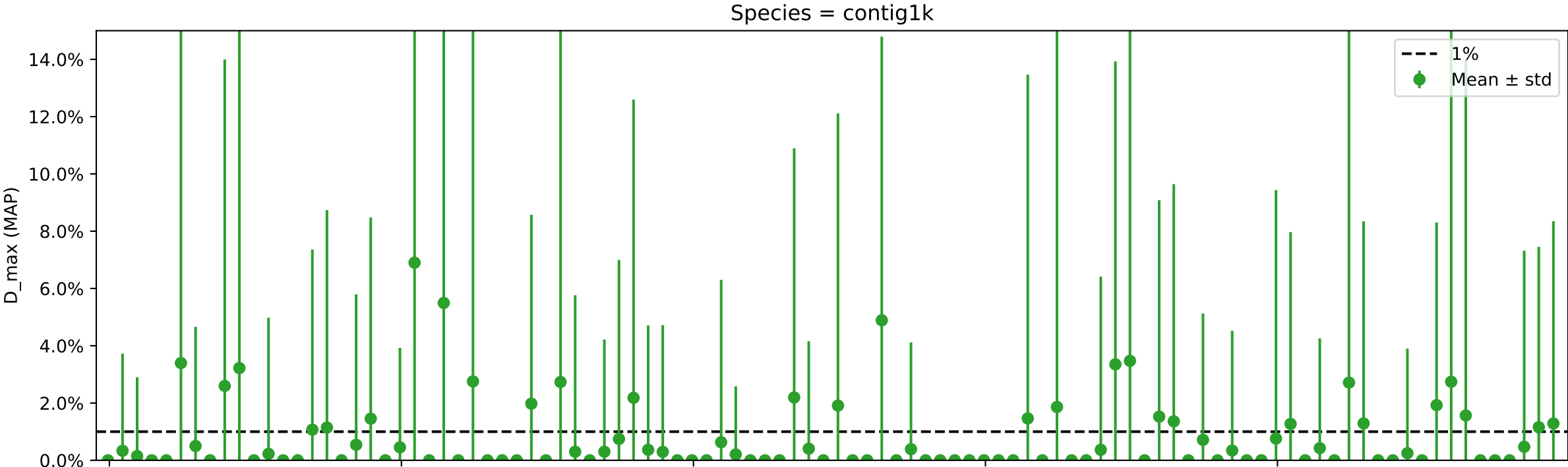
Individual damages:  
10000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)



Individual damages:  
100000 reads  
Briggs damage = 0.0  
Damage percent = 0%  
D\_max (MAP)

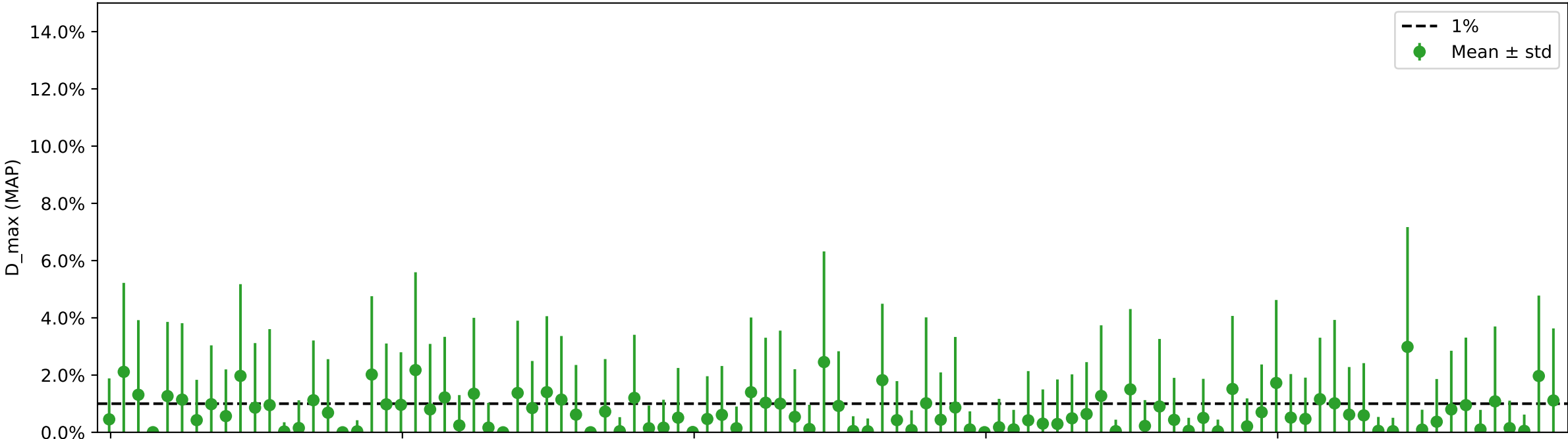


Individual damages:  
10 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)

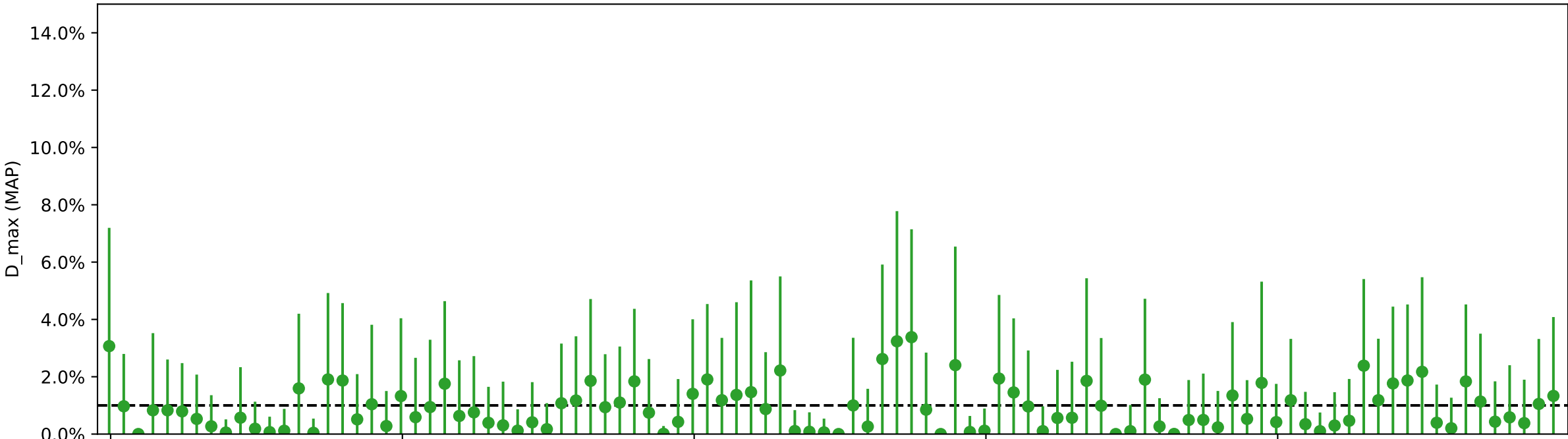


Individual damages:  
100 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)

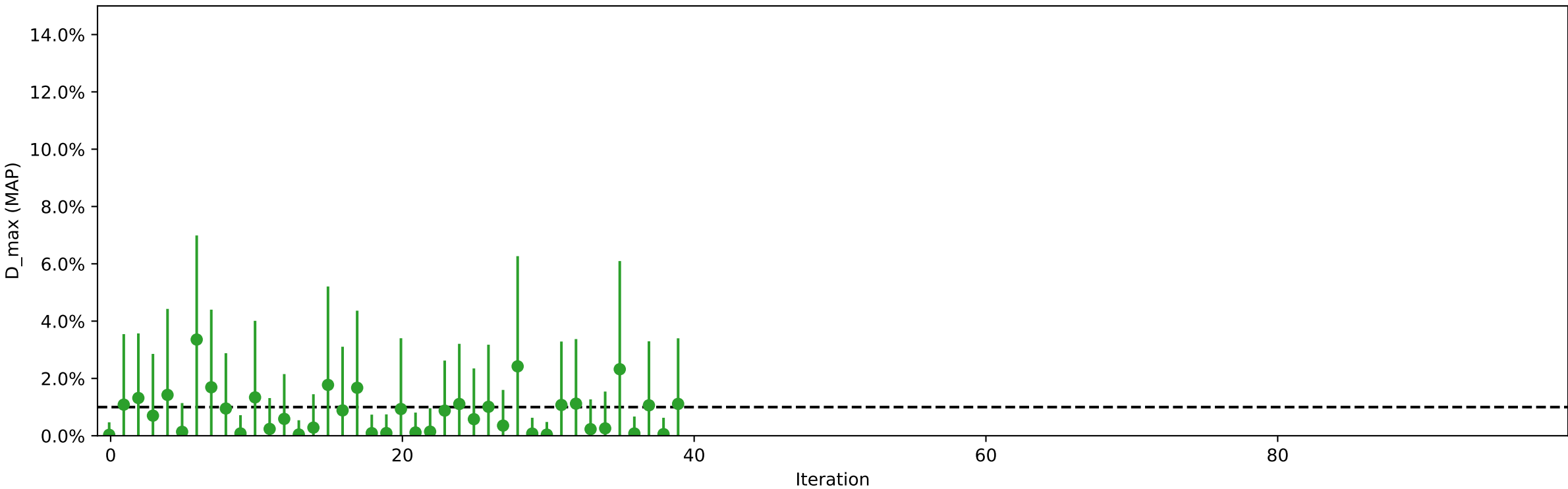
Species = contig1k



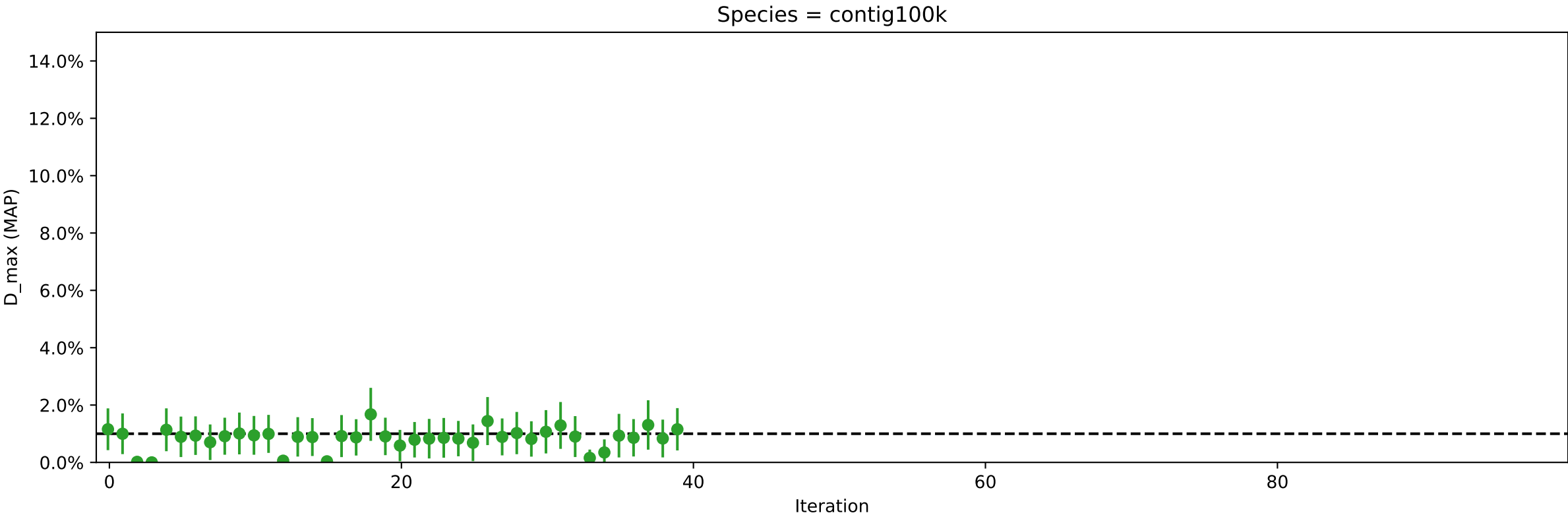
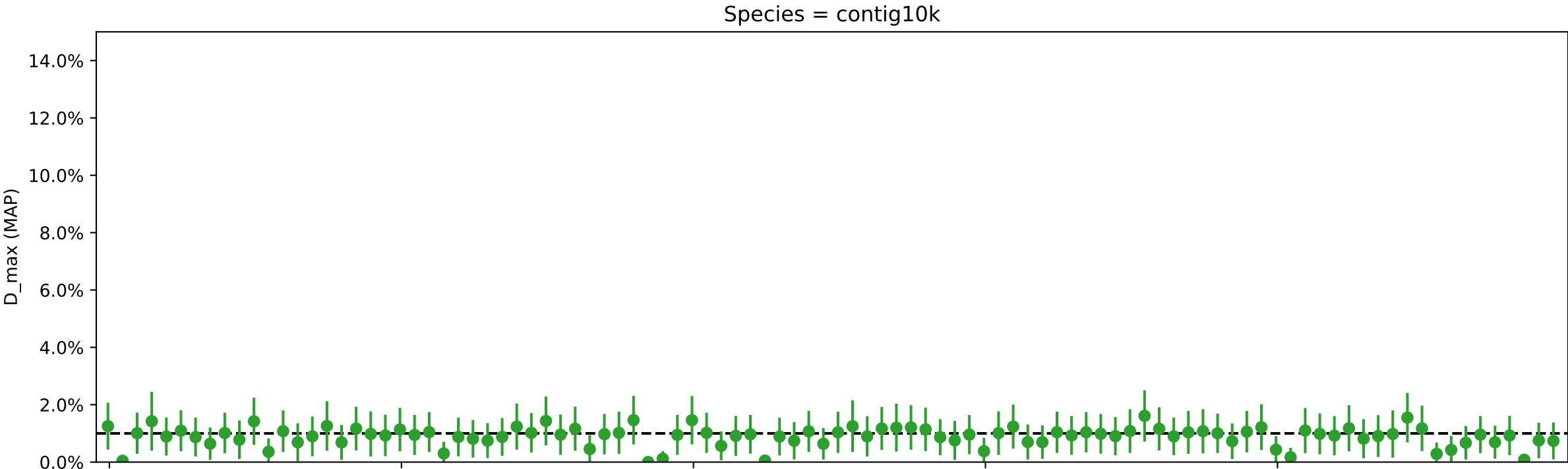
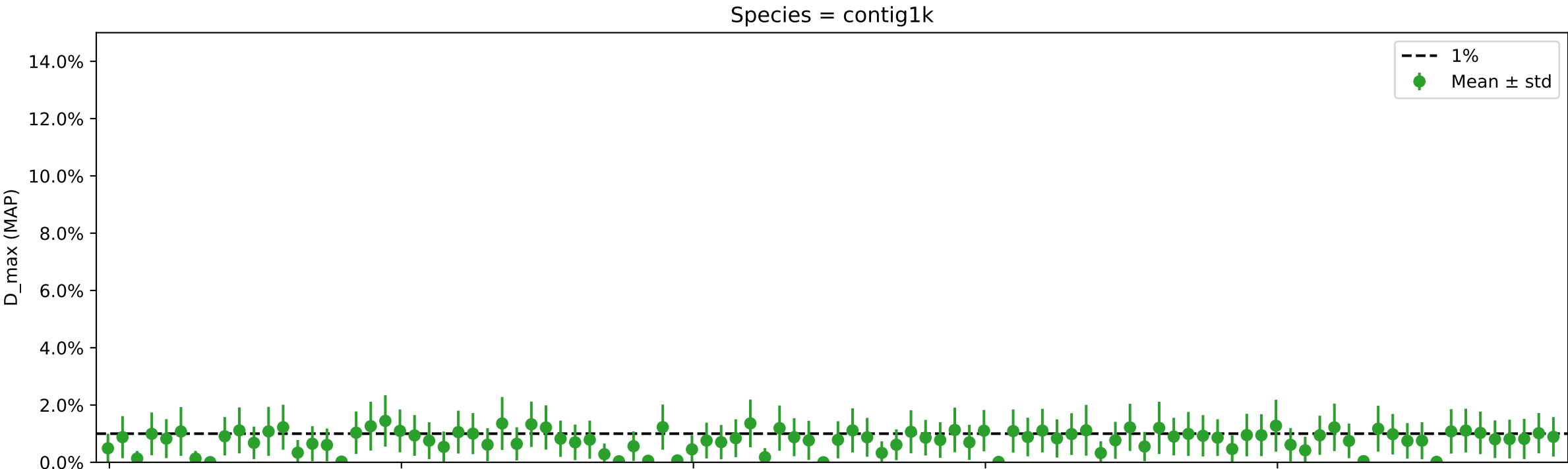
Species = contig10k



Species = contig100k

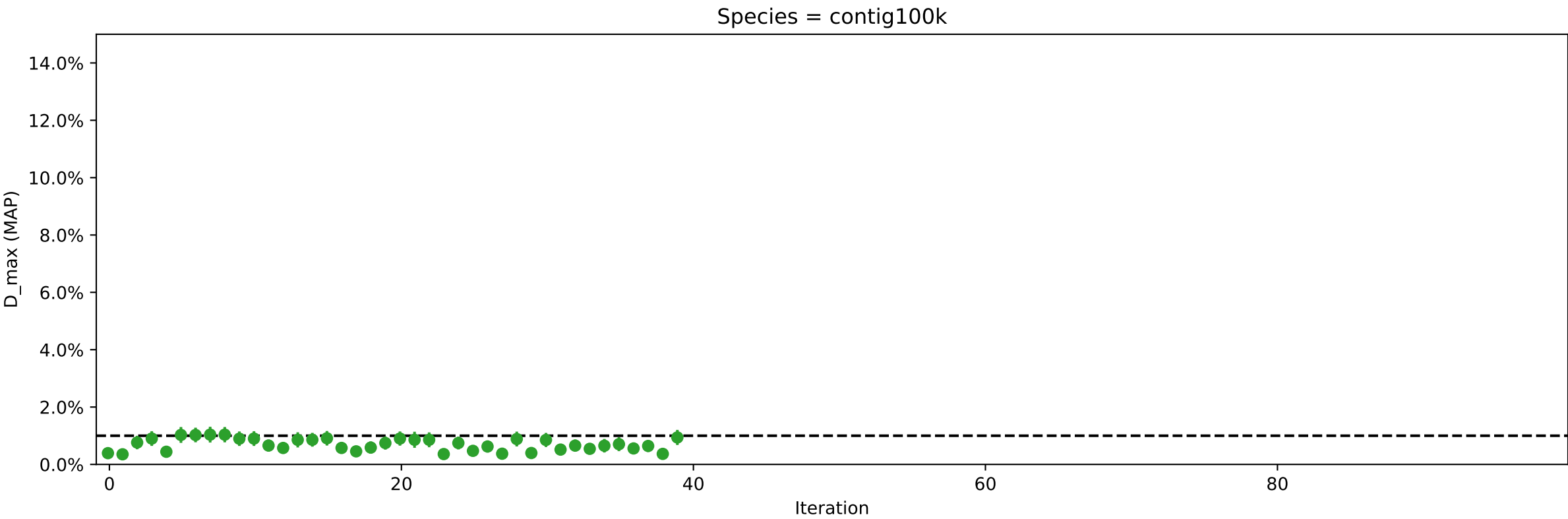
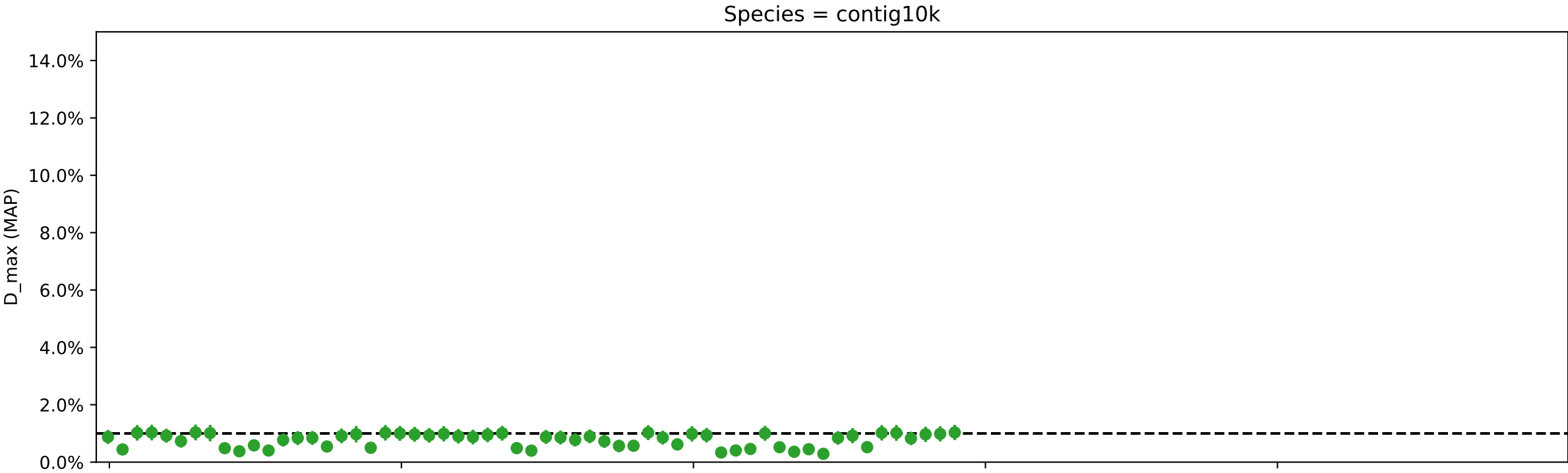
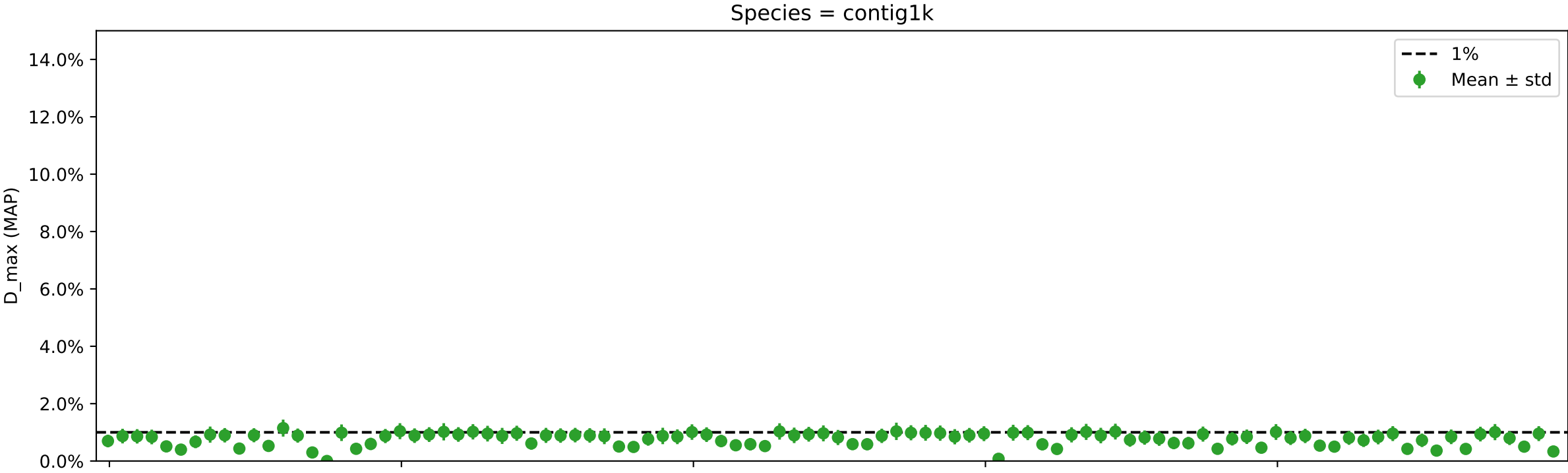


Individual damages:  
1000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)

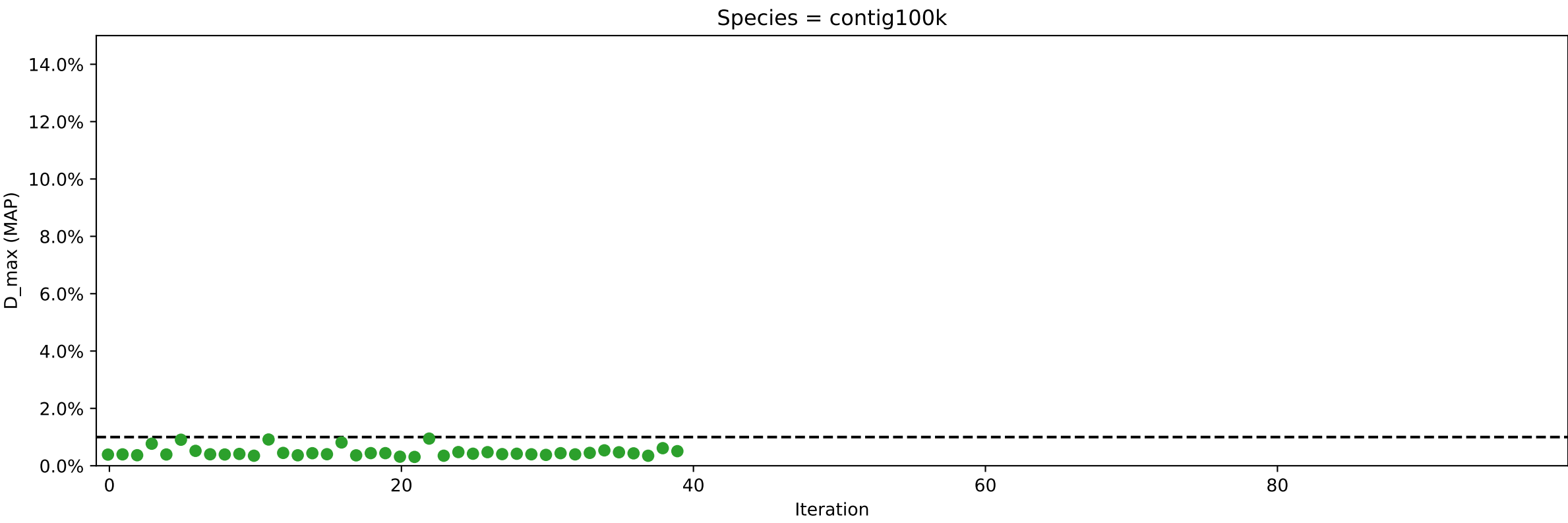
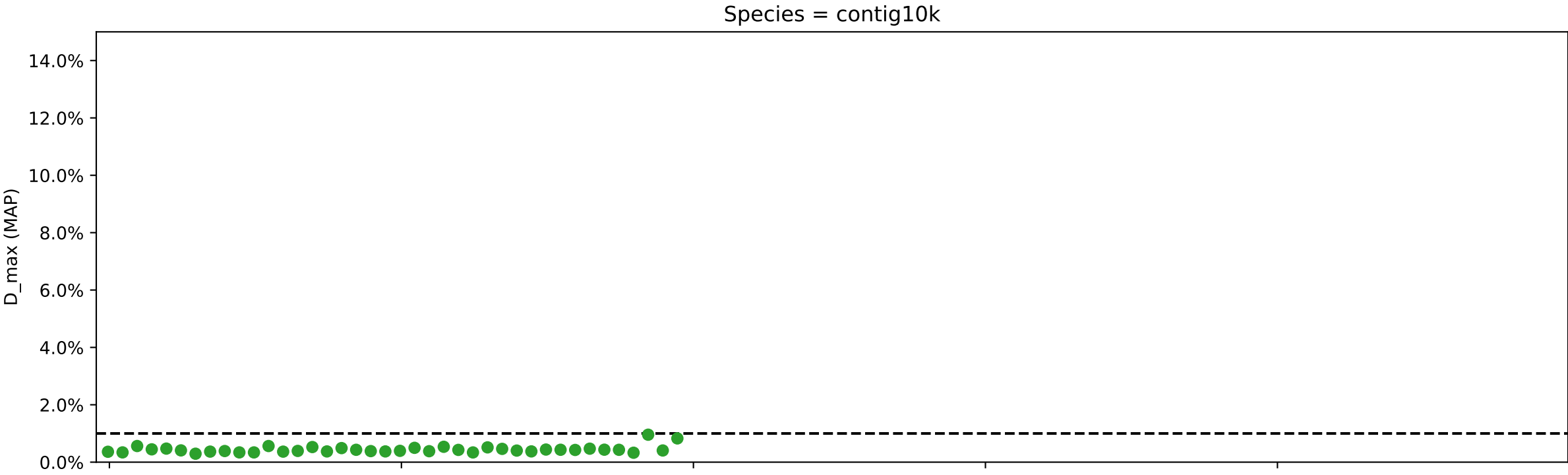
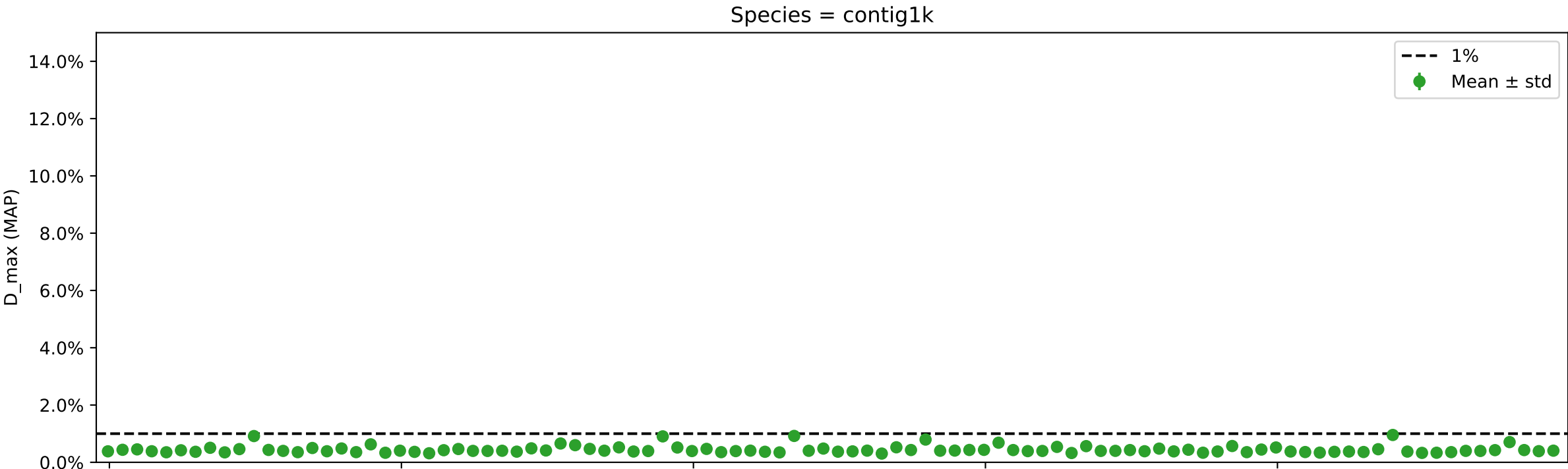




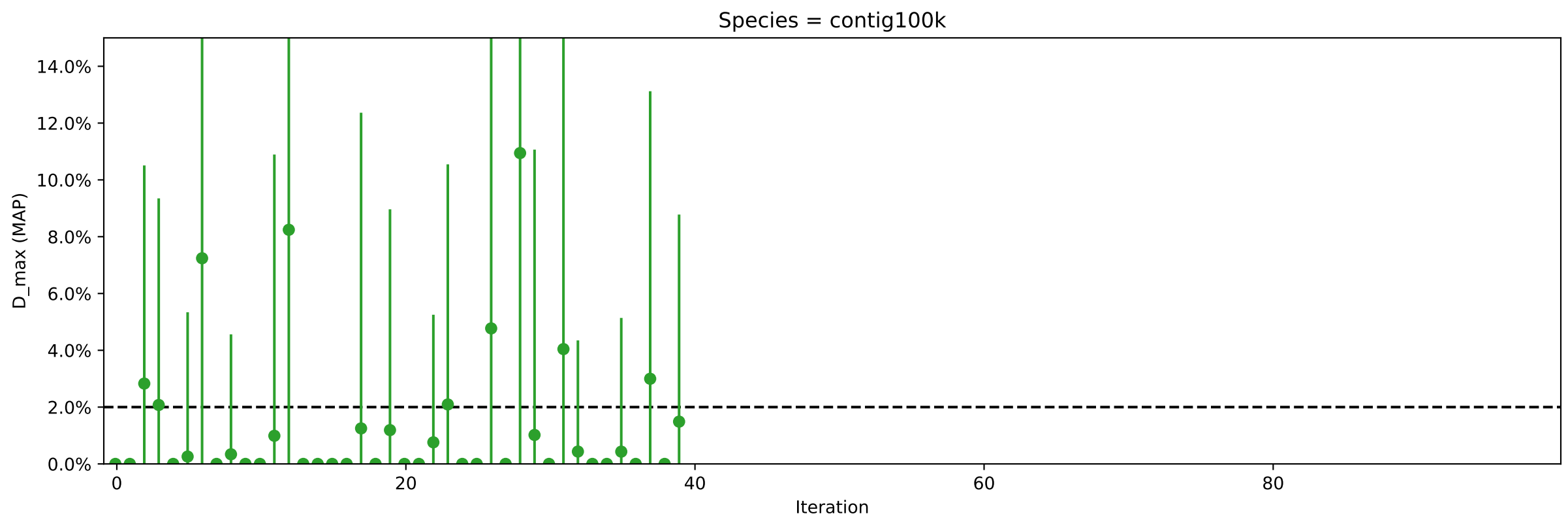
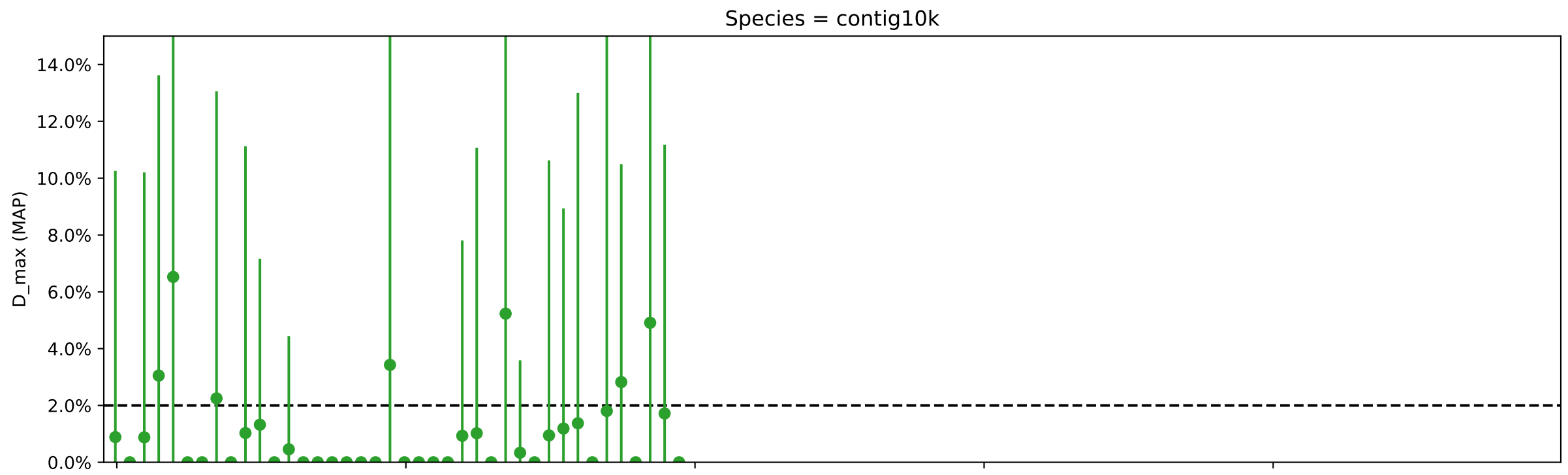
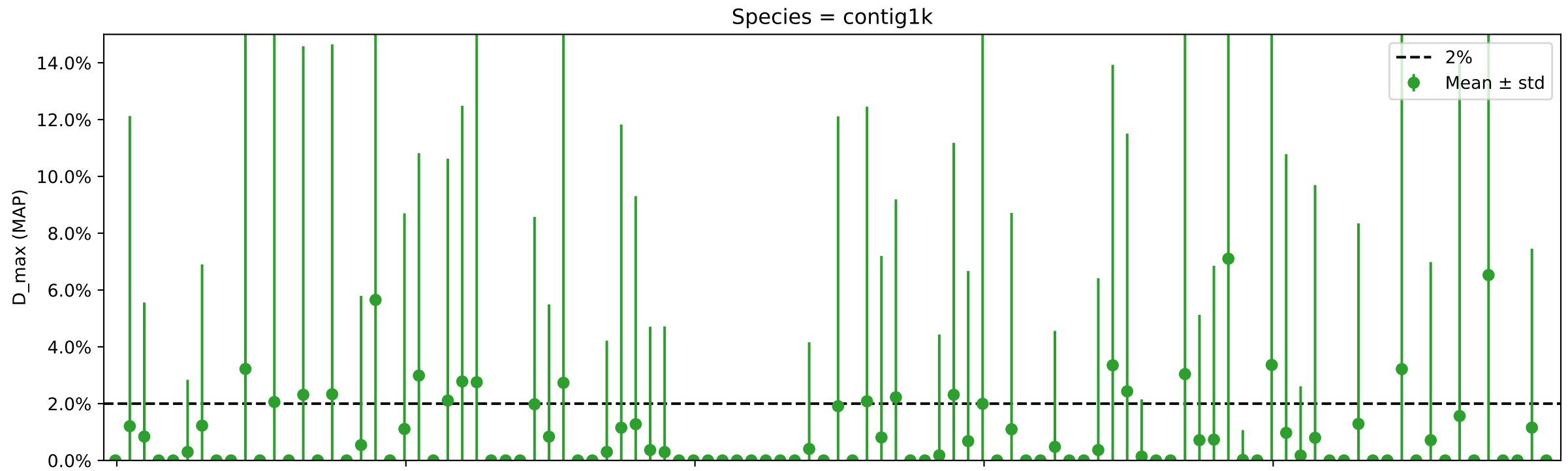
Individual damages:  
10000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



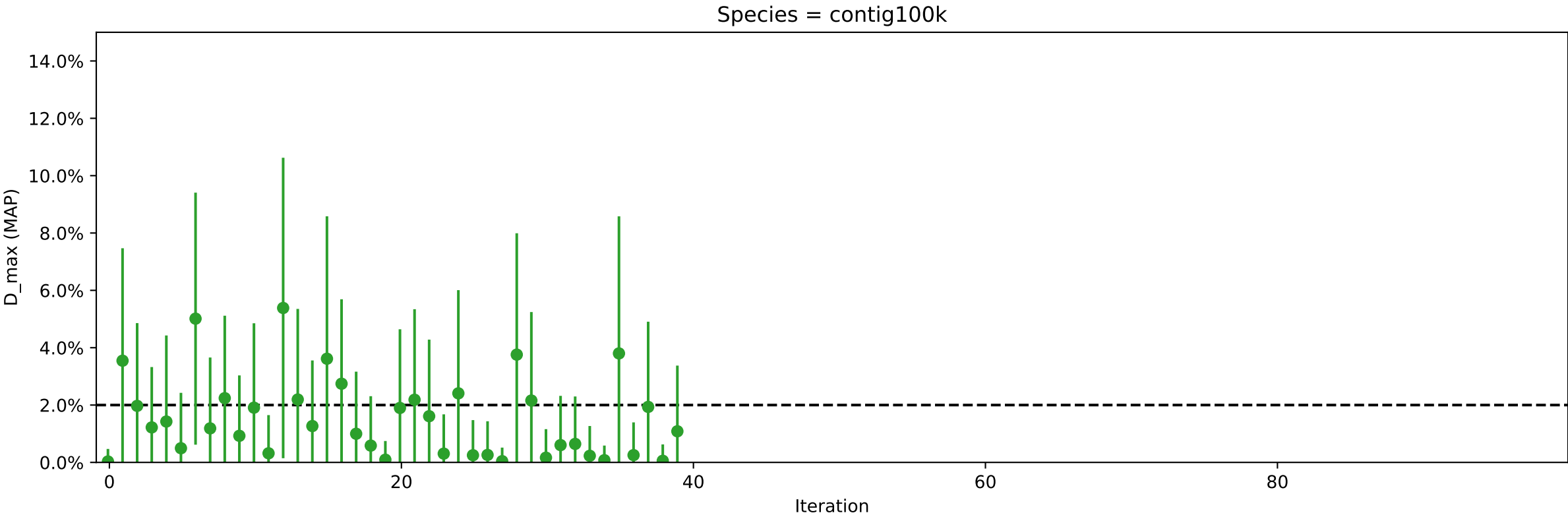
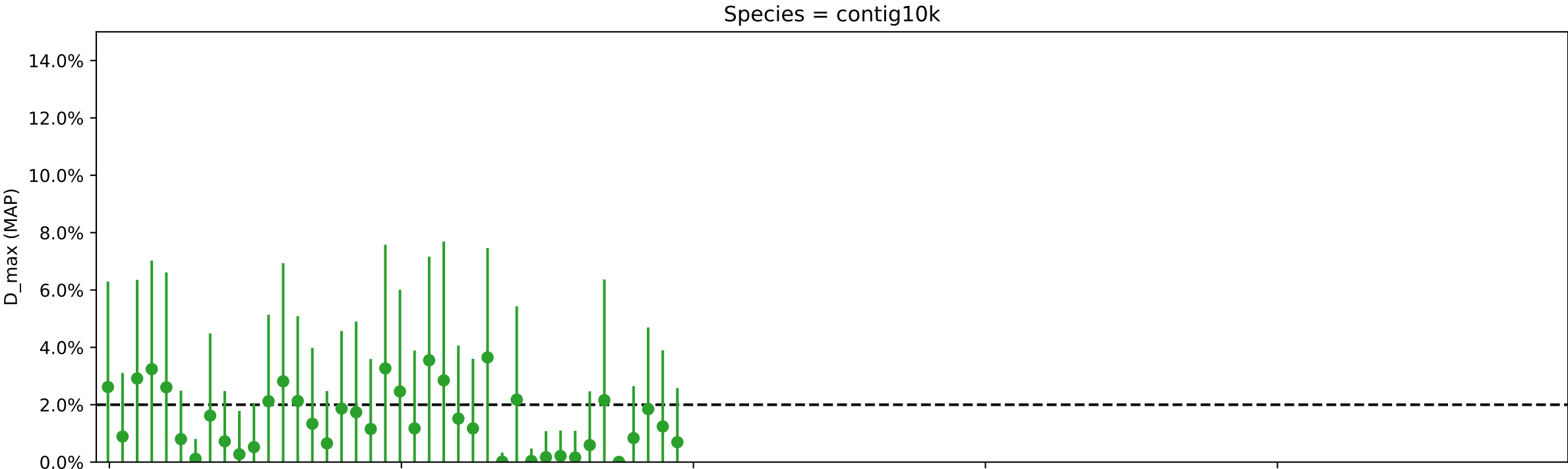
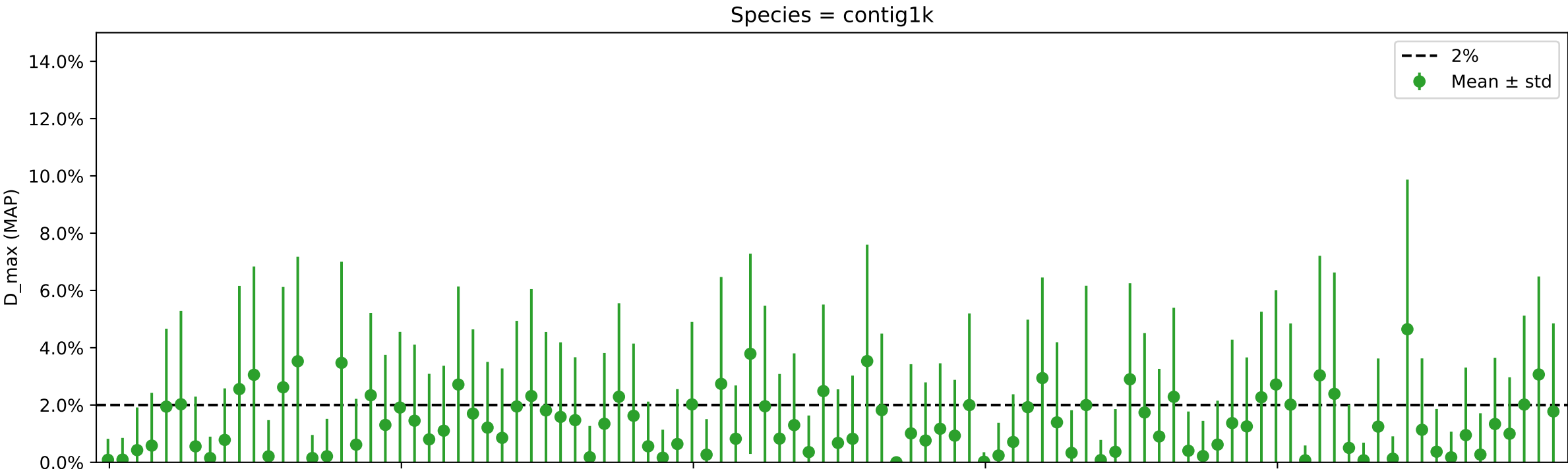
Individual damages:  
100000 reads  
Briggs damage = 0.014  
Damage percent = 1%  
D\_max (MAP)



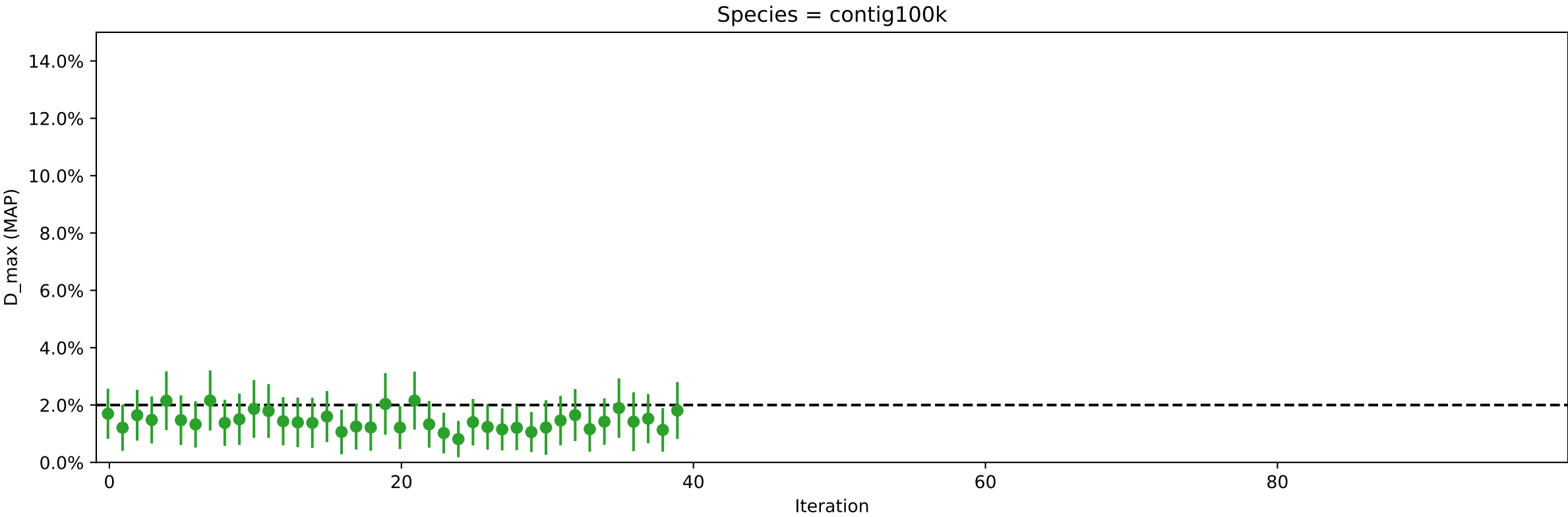
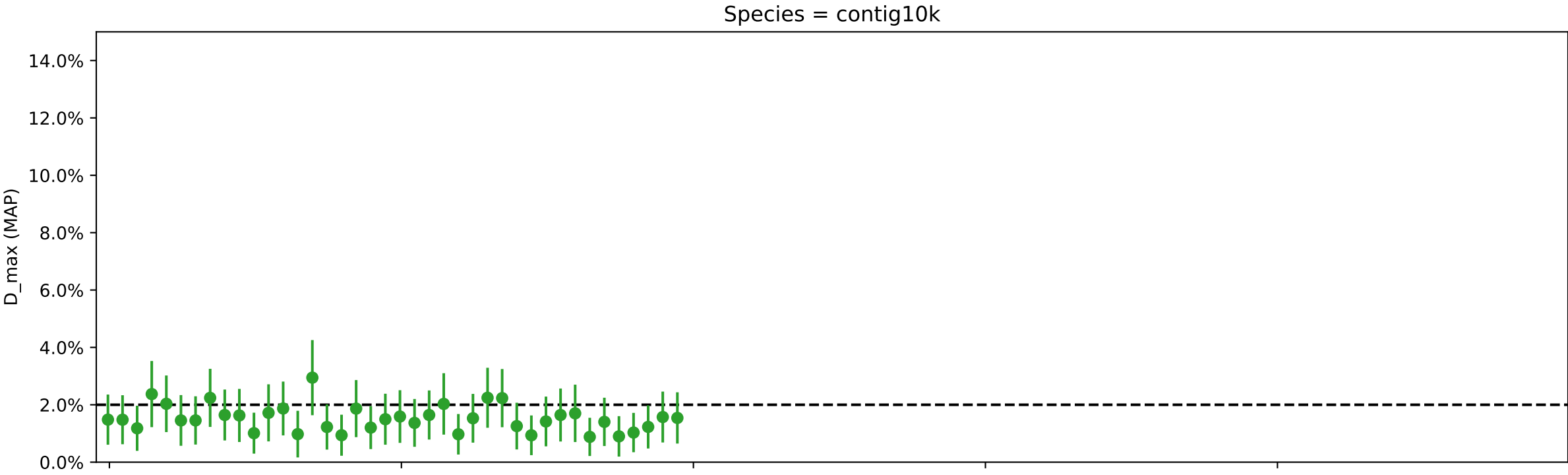
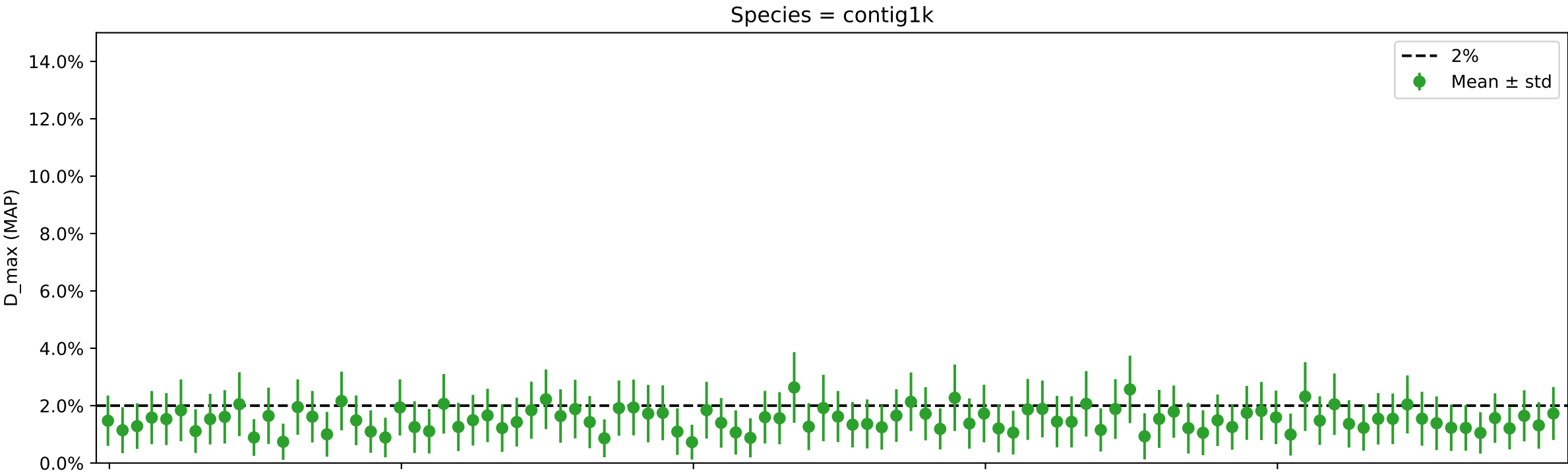
Individual damages:  
10 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)



Individual damages:  
100 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)

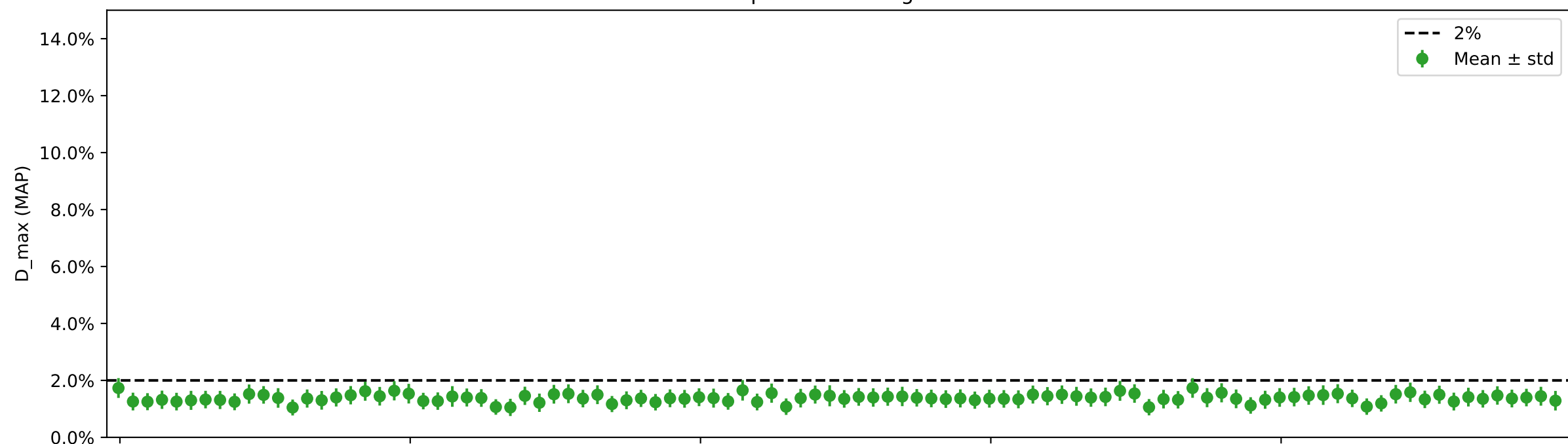


Individual damages:  
1000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)

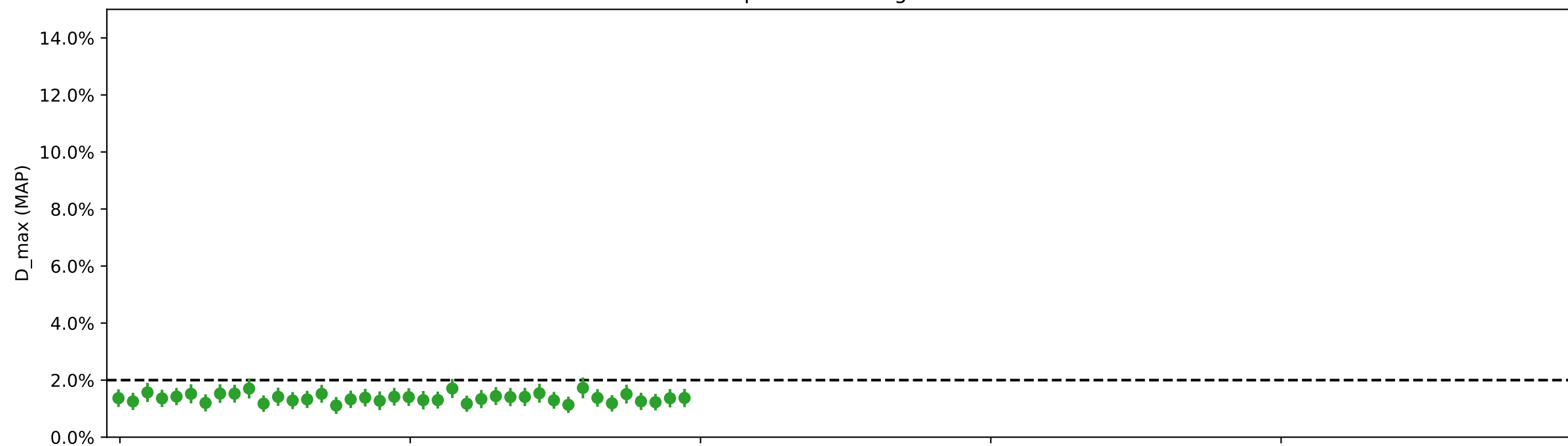


Individual damages:  
10000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)

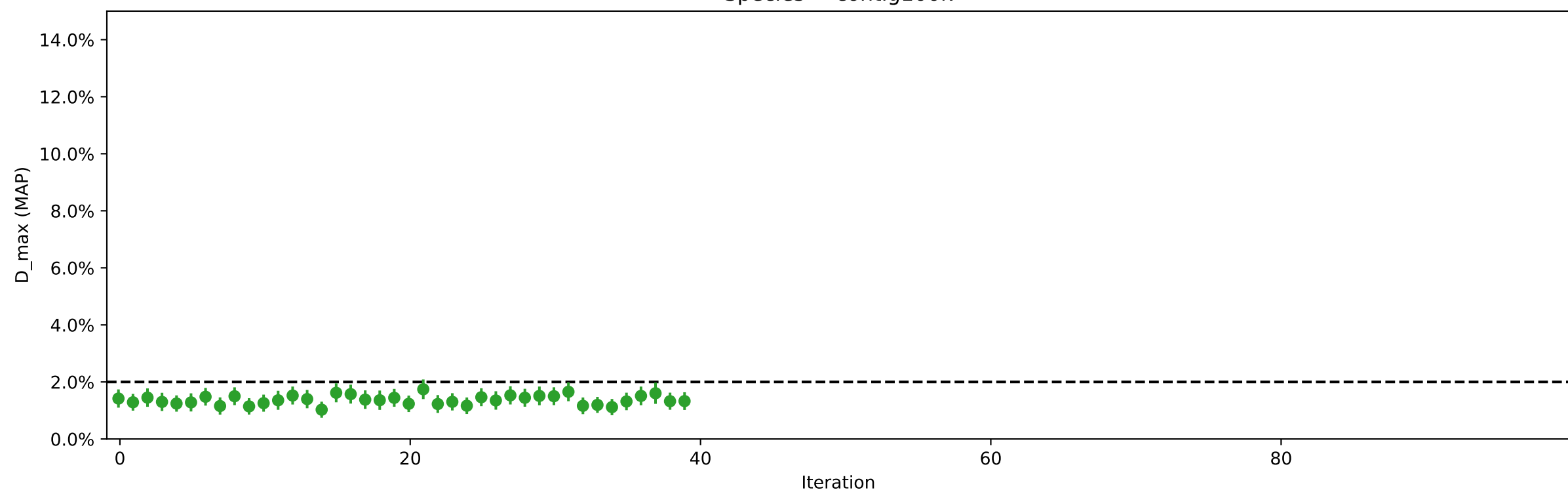
Species = contig1k



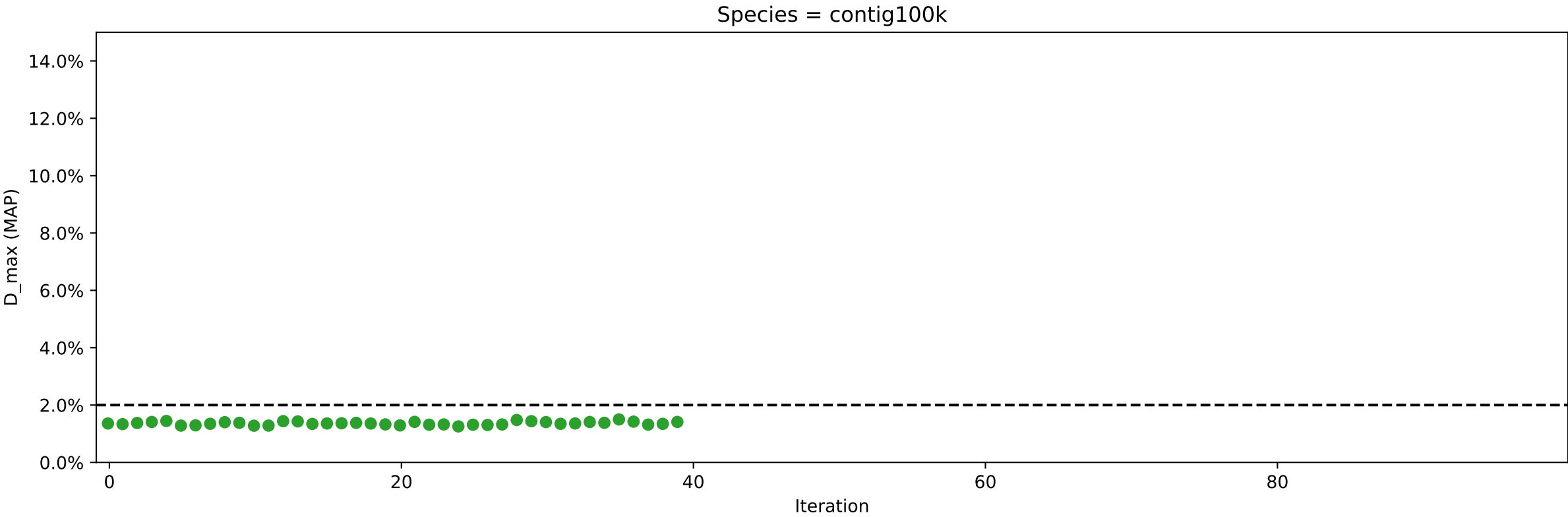
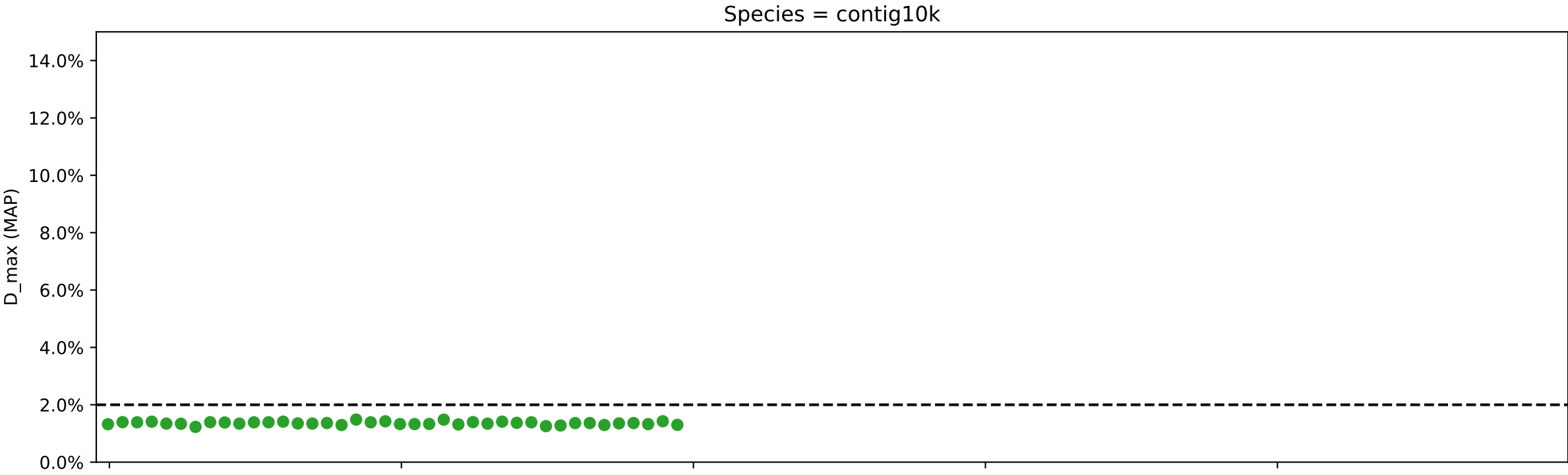
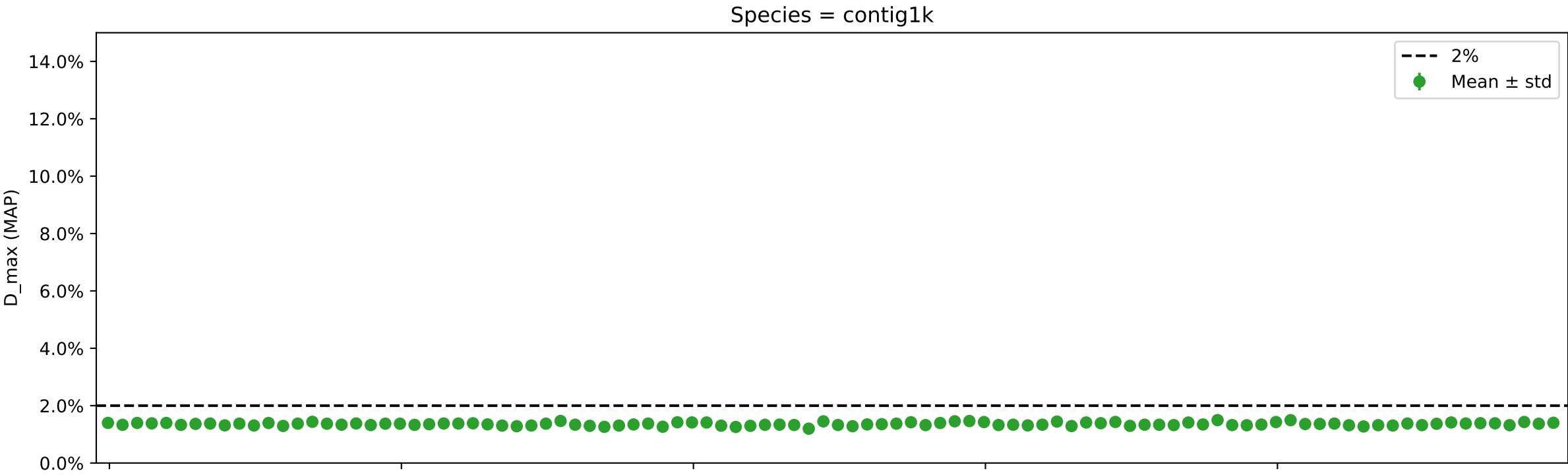
Species = contig10k



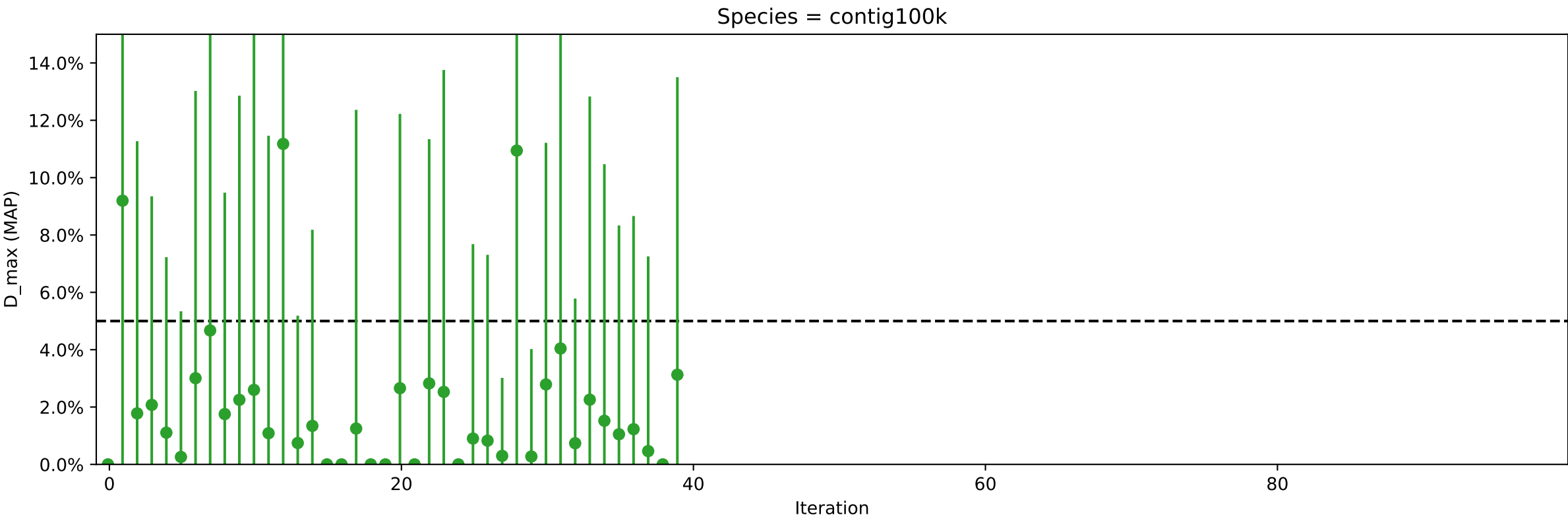
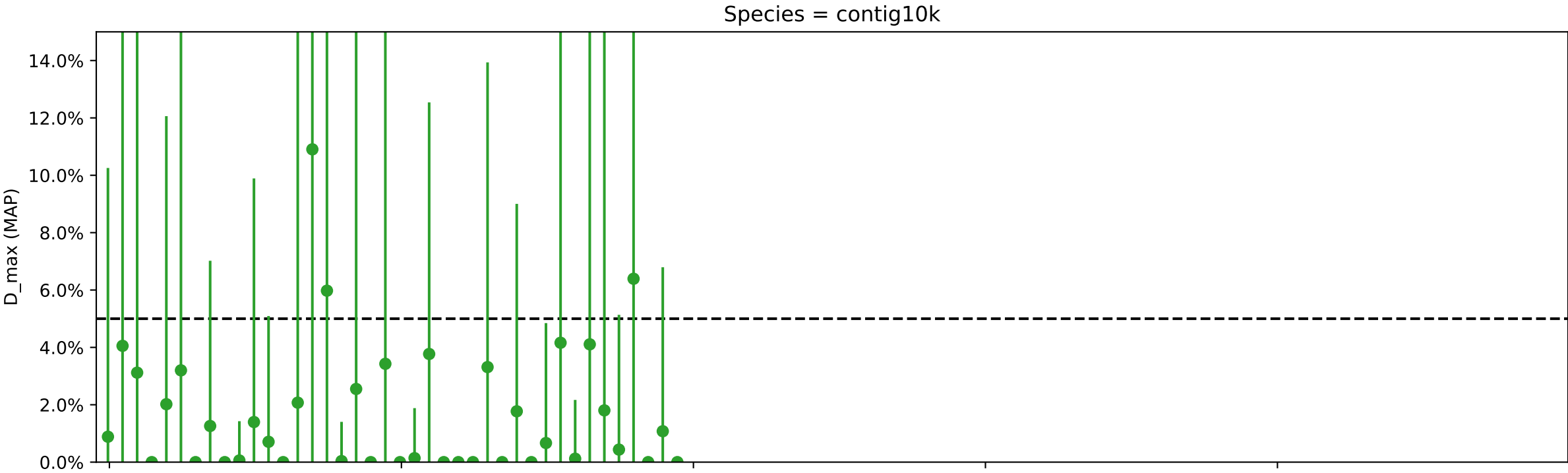
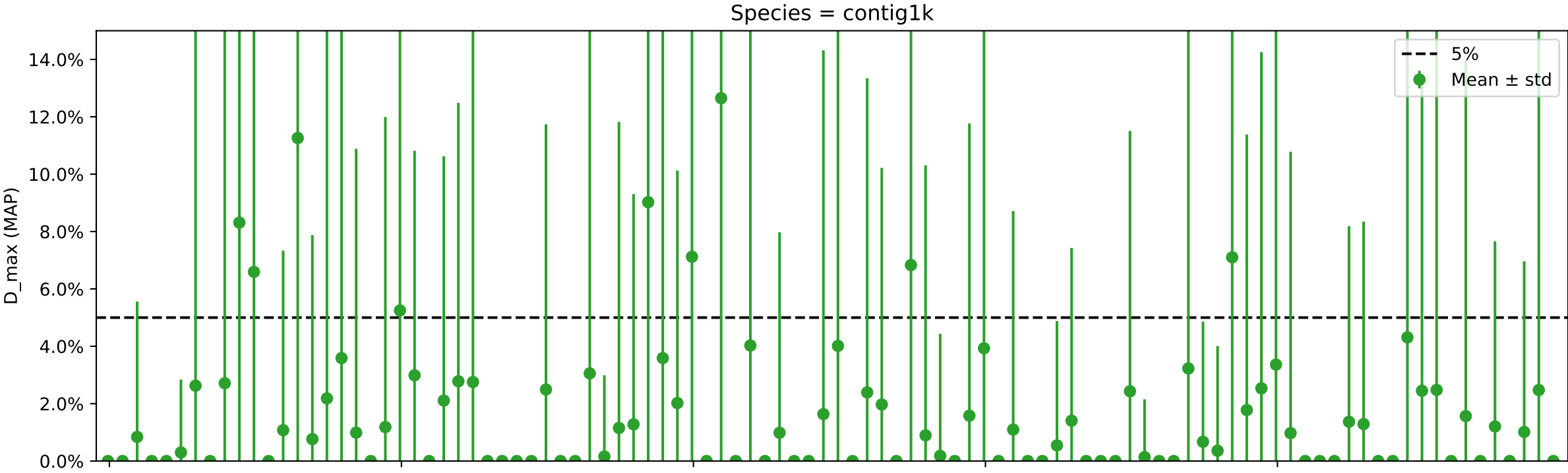
Species = contig100k



Individual damages:  
100000 reads  
Briggs damage = 0.047  
Damage percent = 2%  
D\_max (MAP)

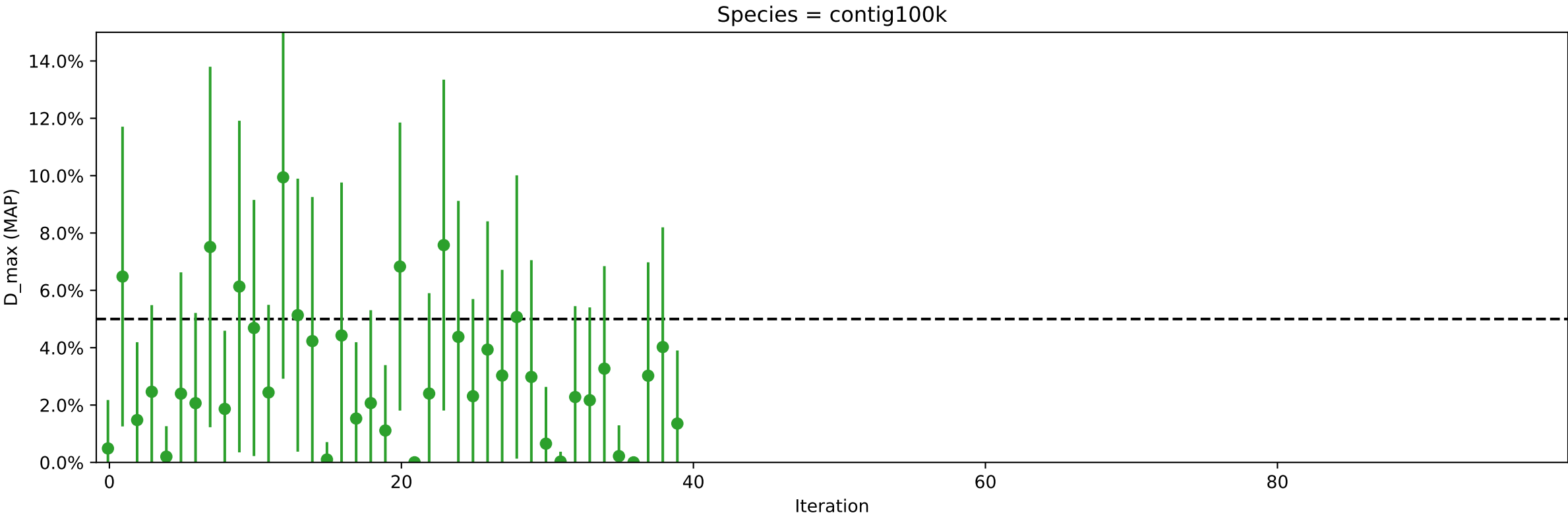
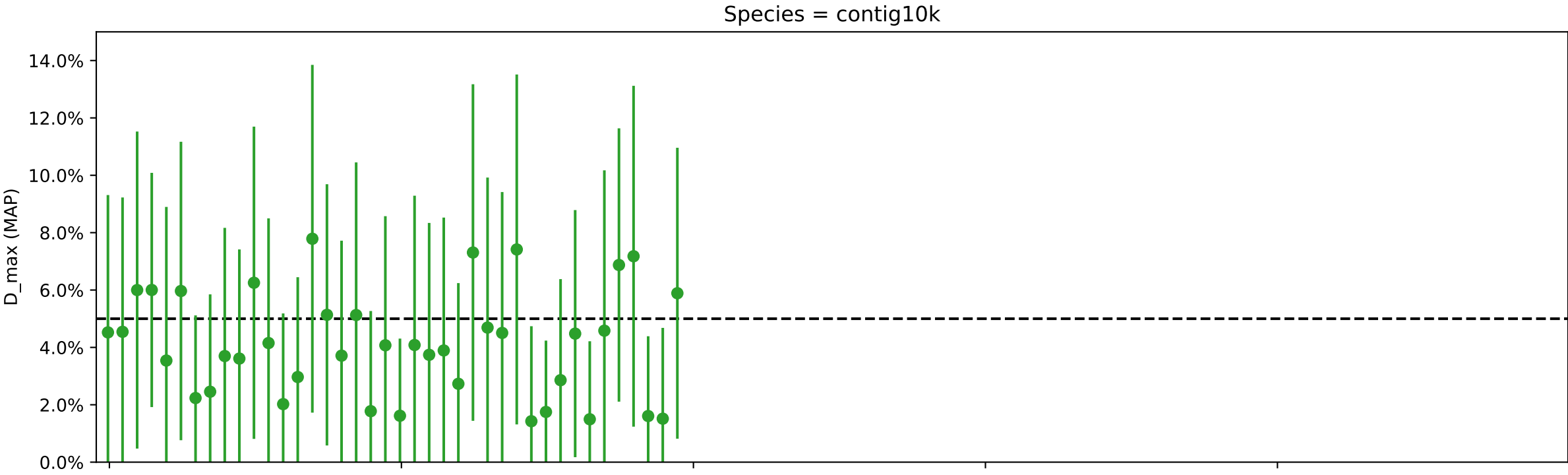
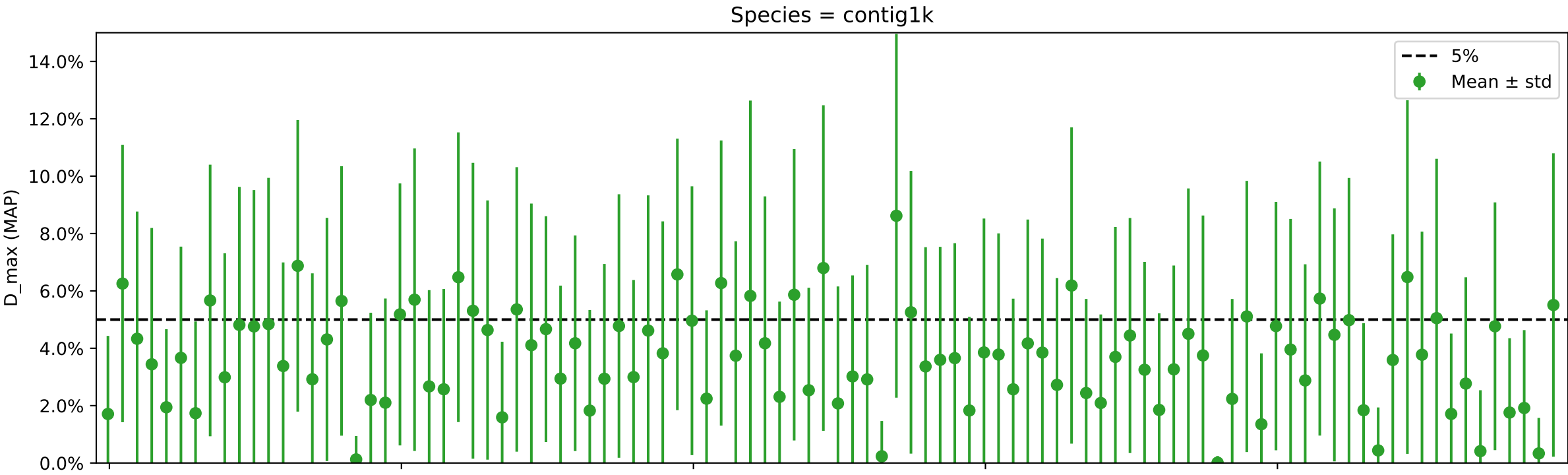


Individual damages:  
10 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)

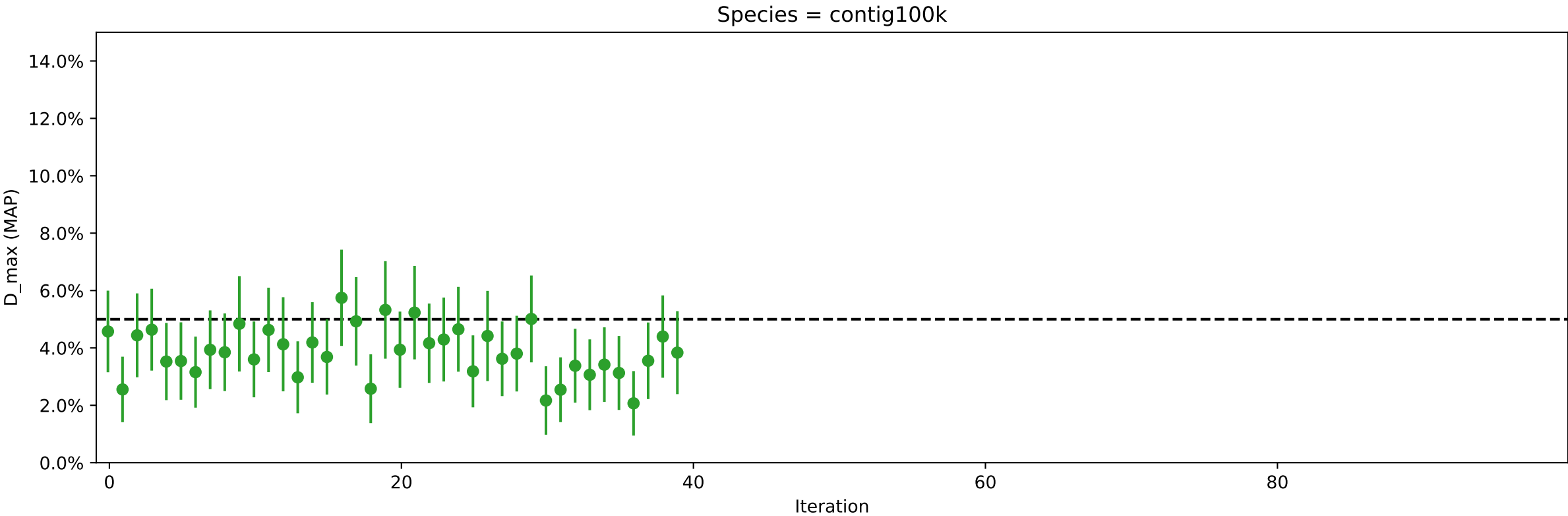
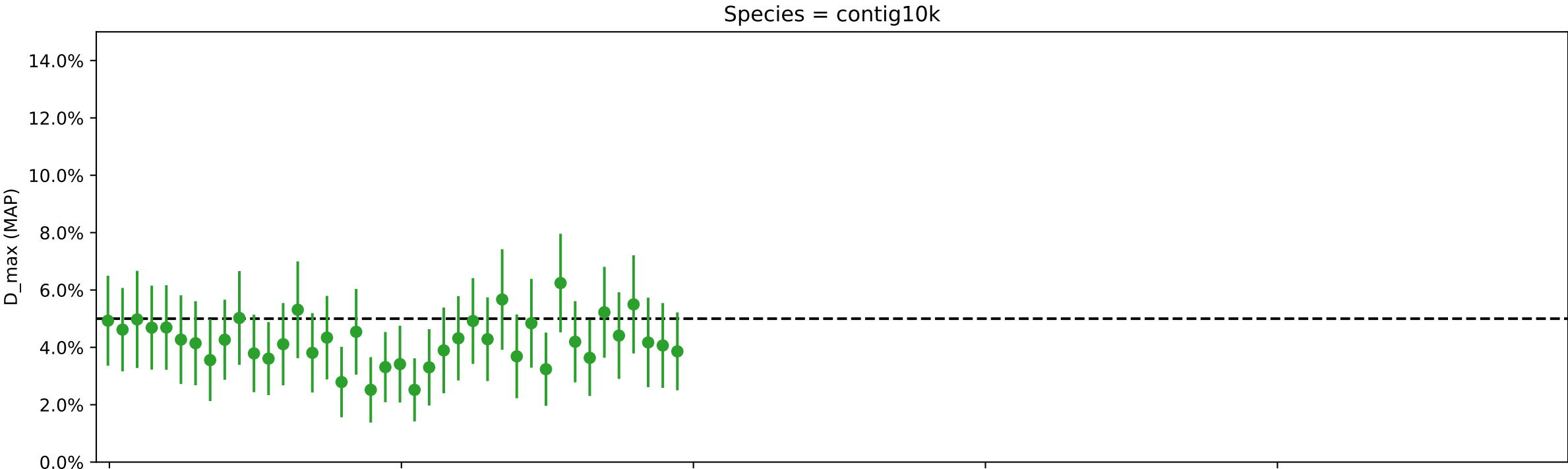
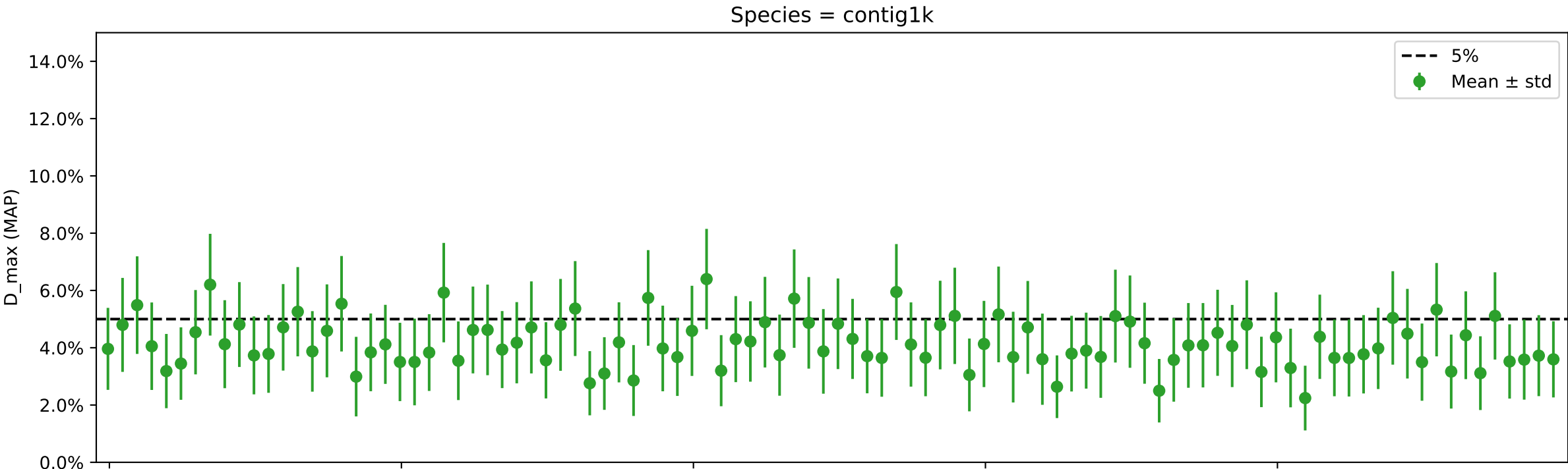




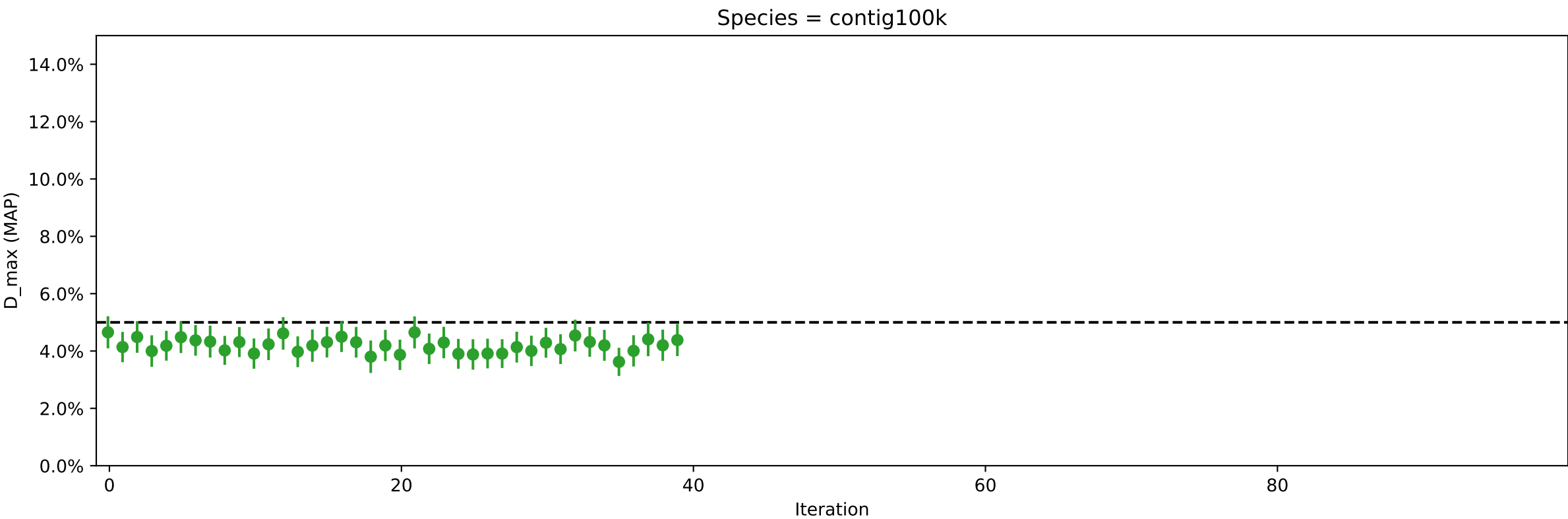
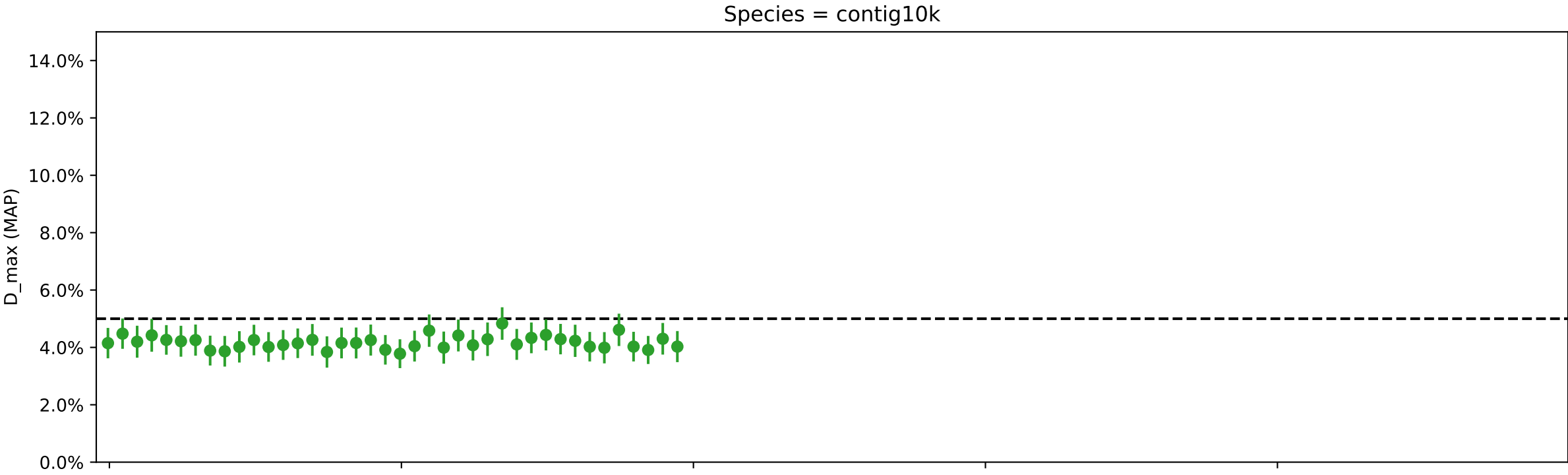
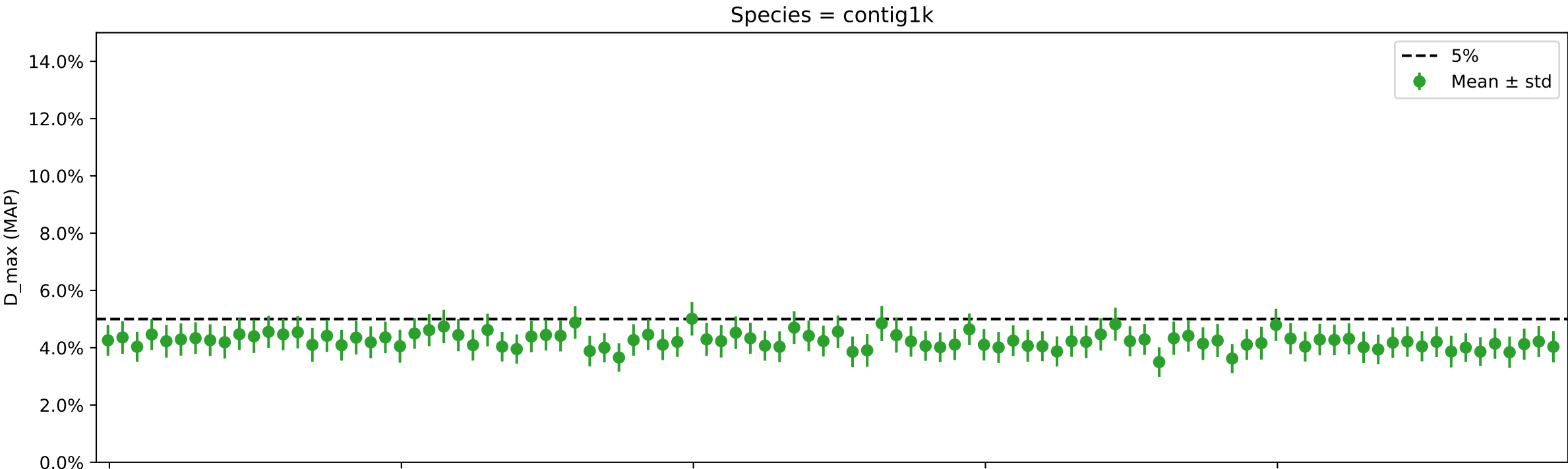
Individual damages:  
100 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



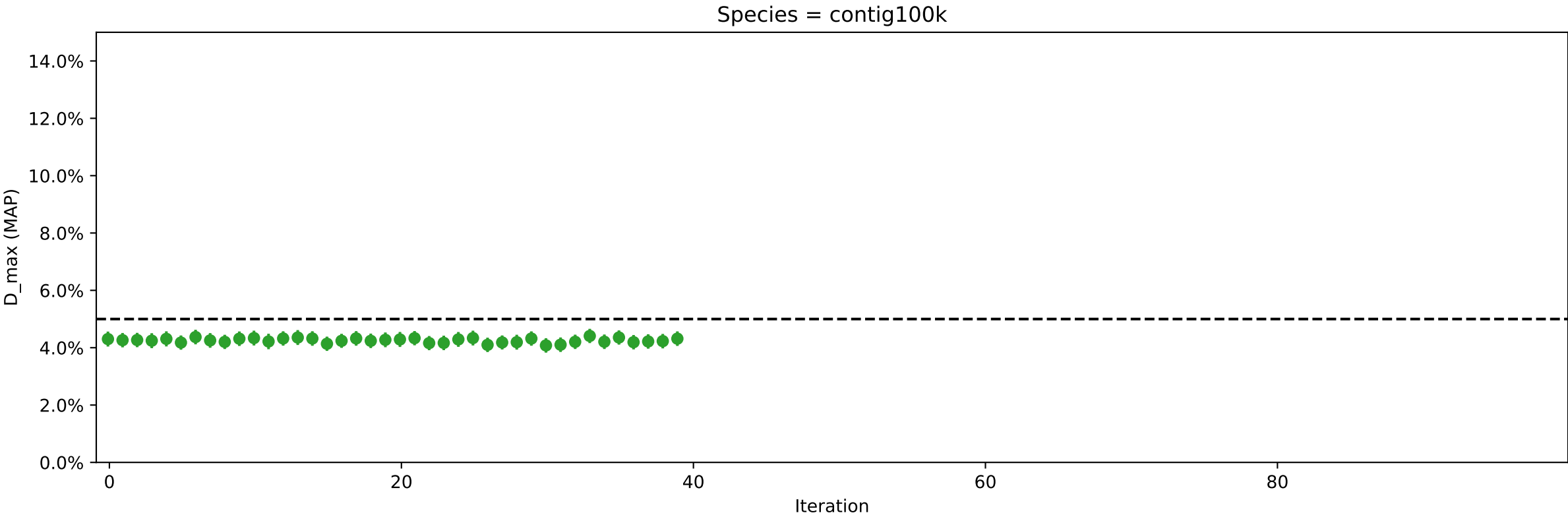
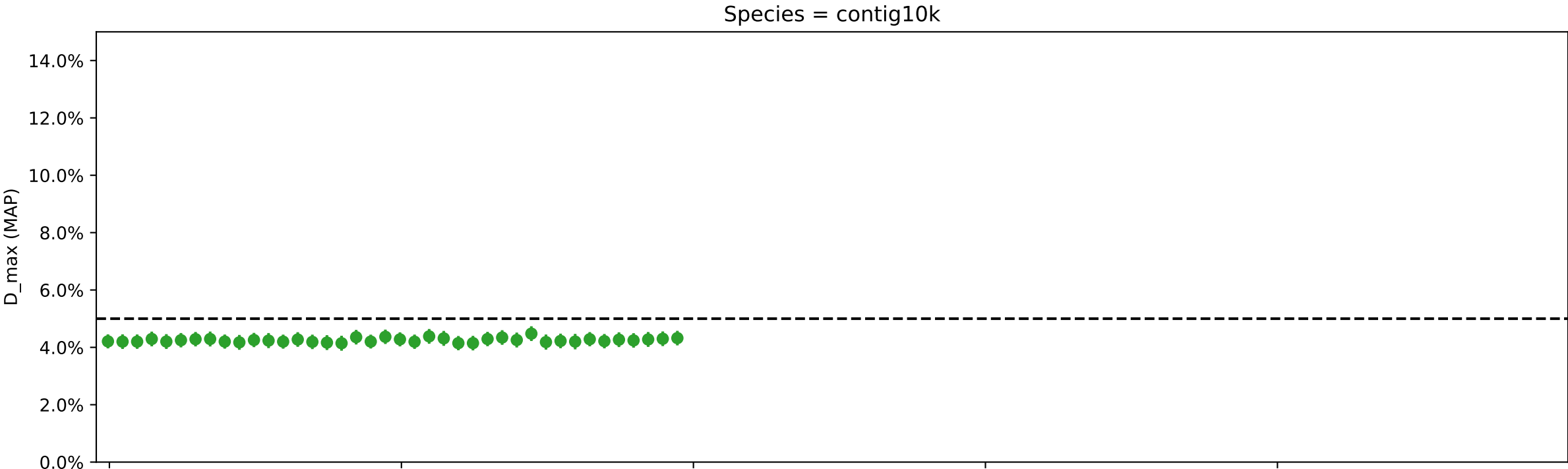
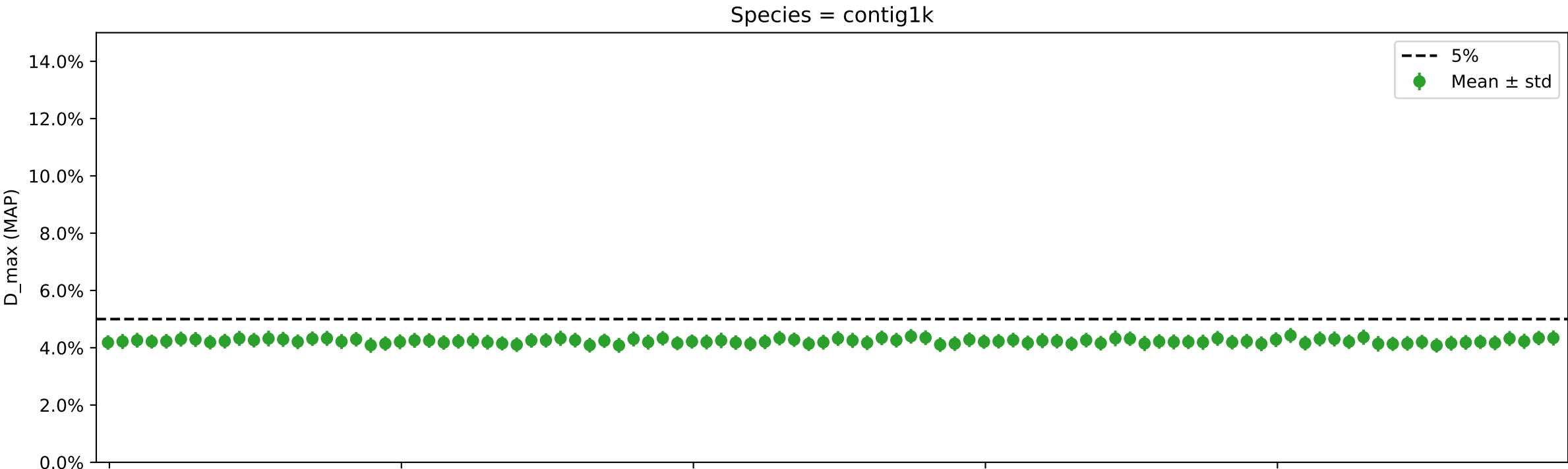
Individual damages:  
1000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



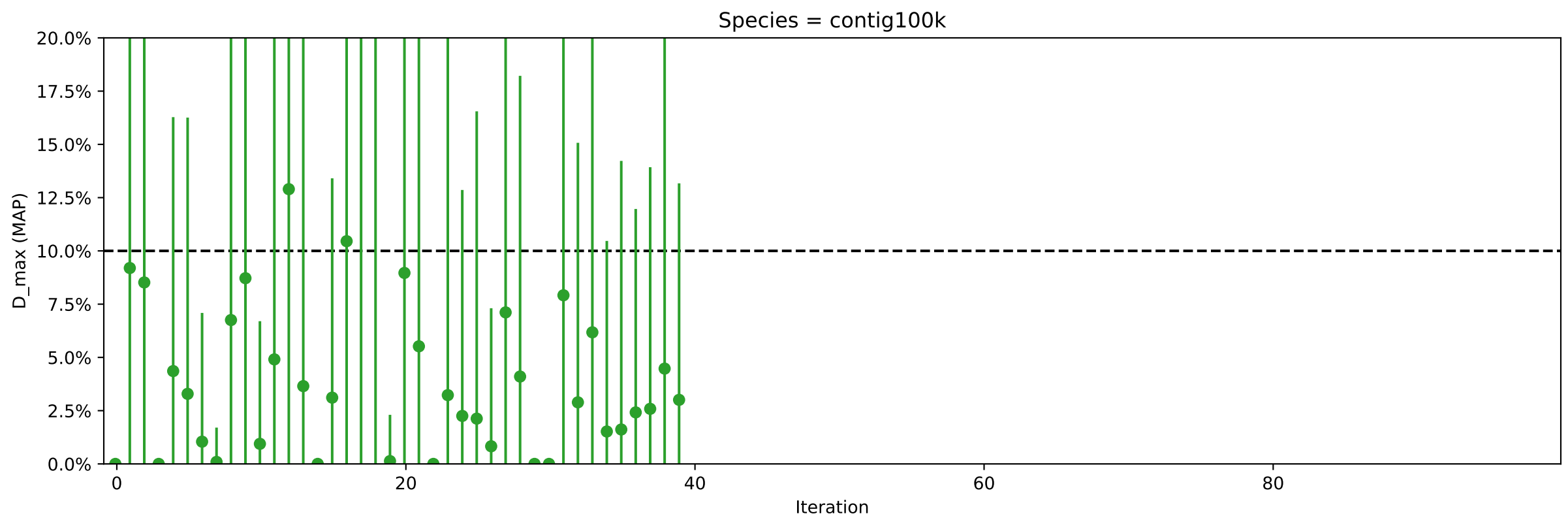
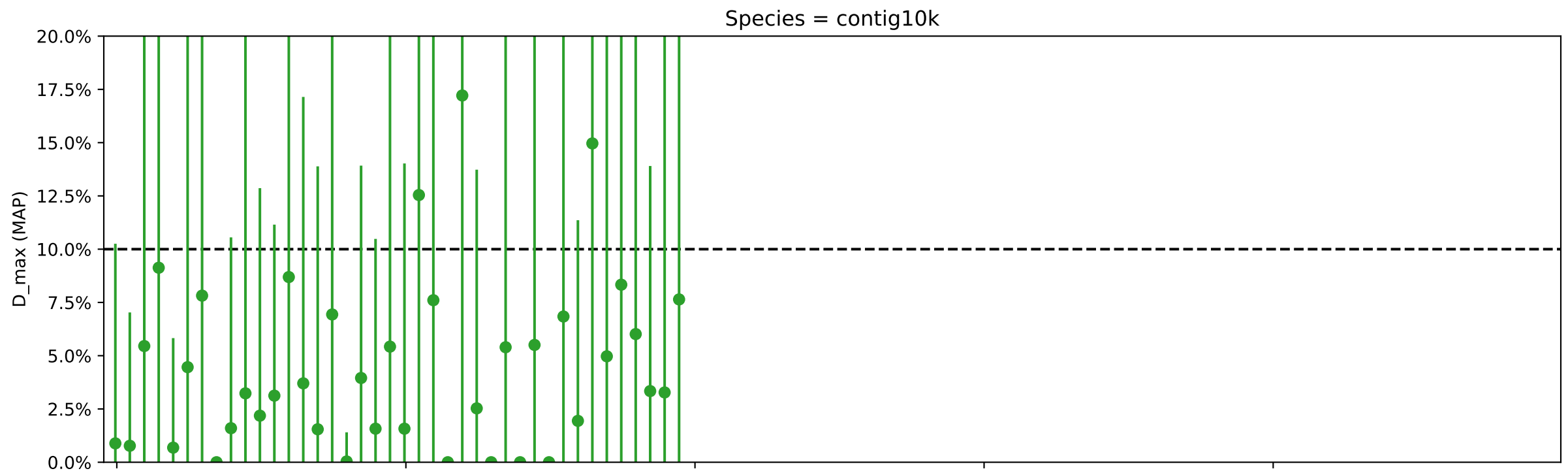
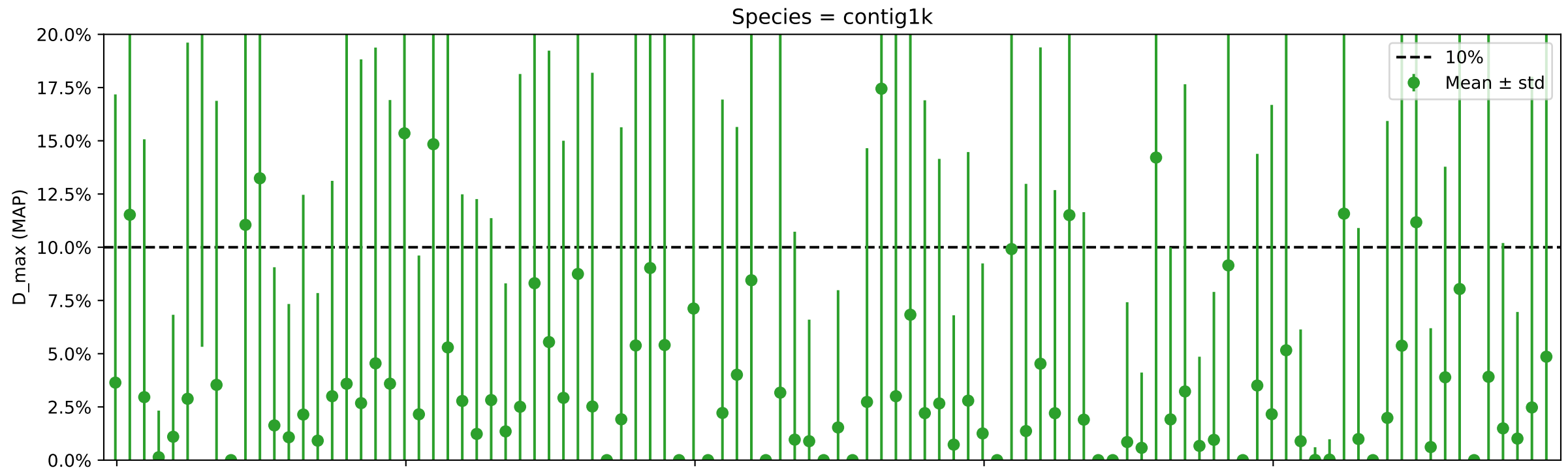
Individual damages:  
10000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



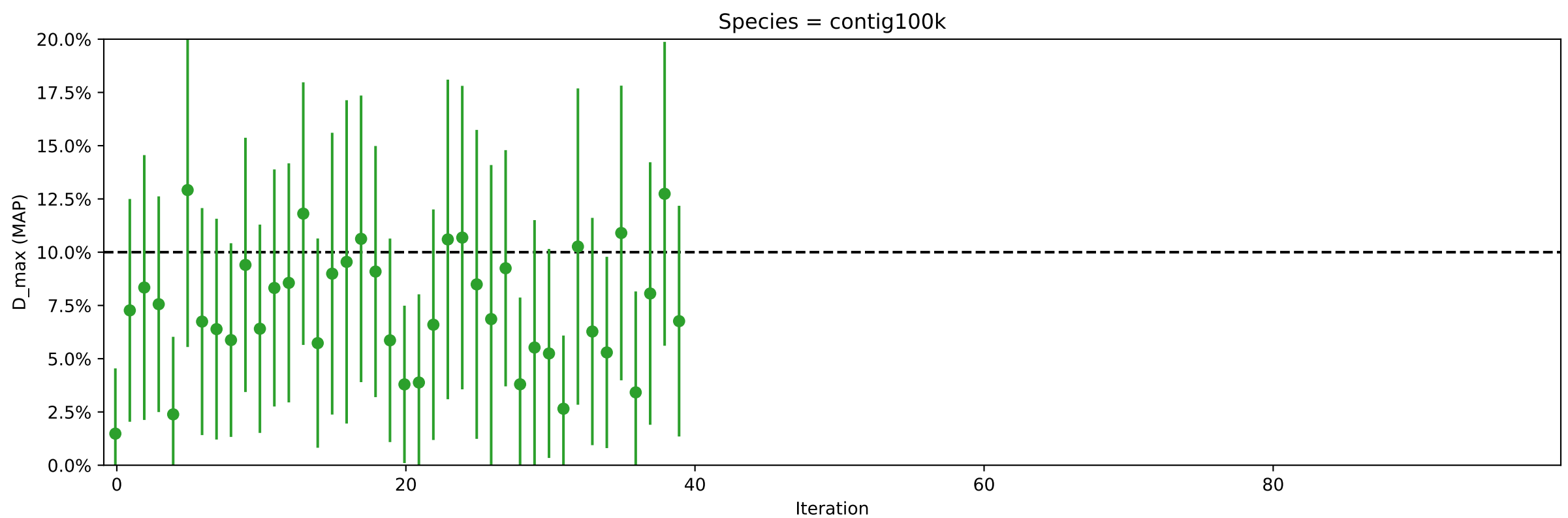
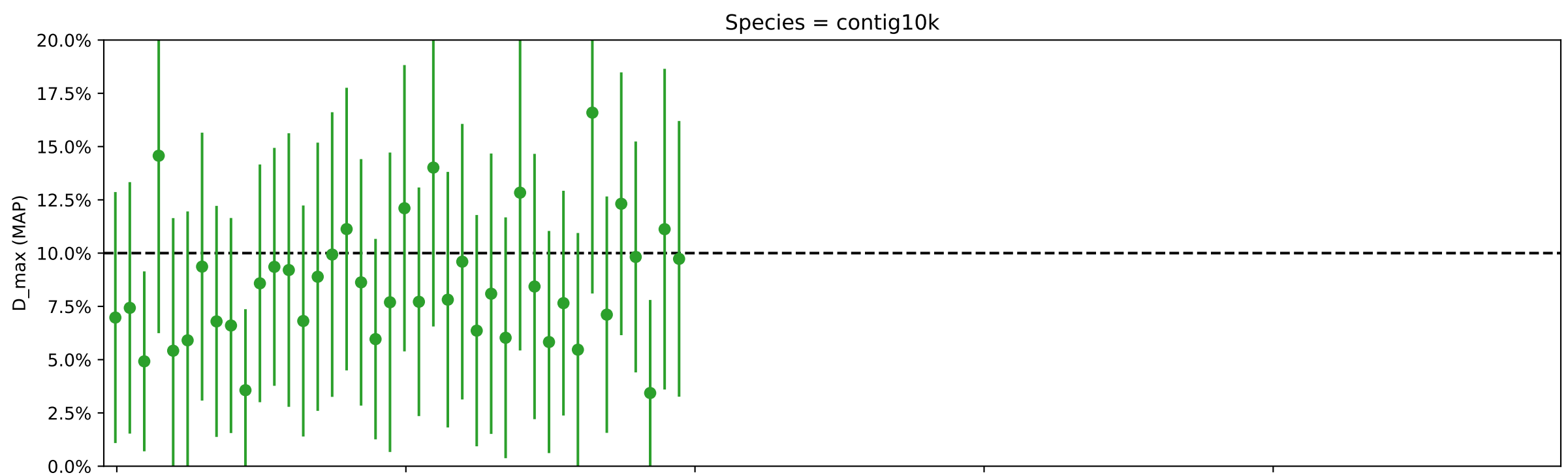
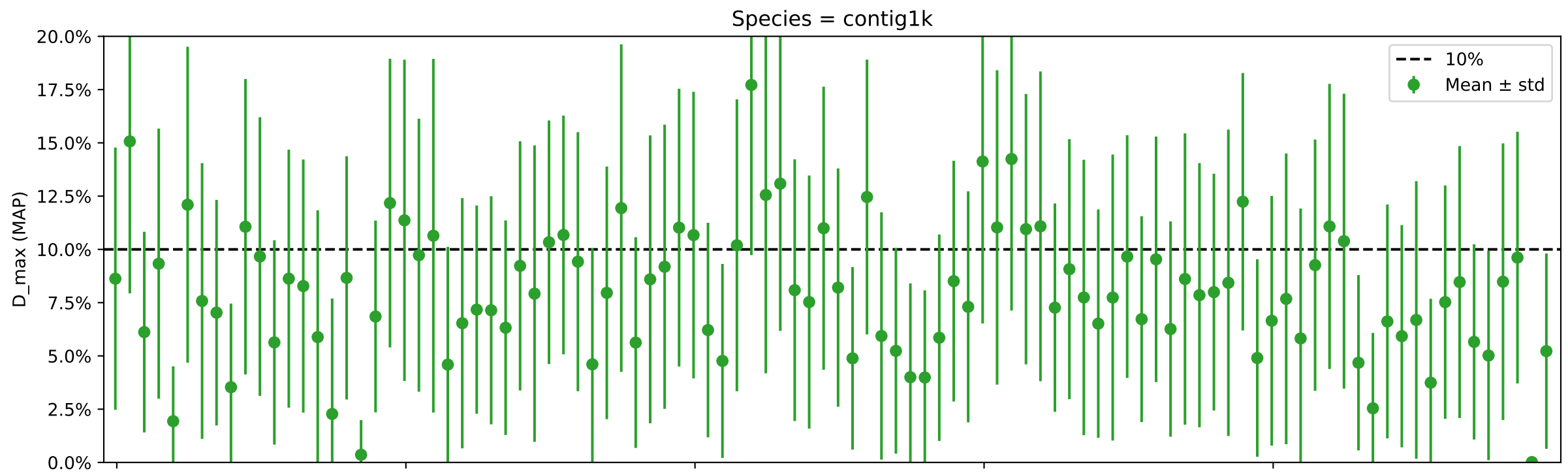
Individual damages:  
100000 reads  
Briggs damage = 0.138  
Damage percent = 5%  
D\_max (MAP)



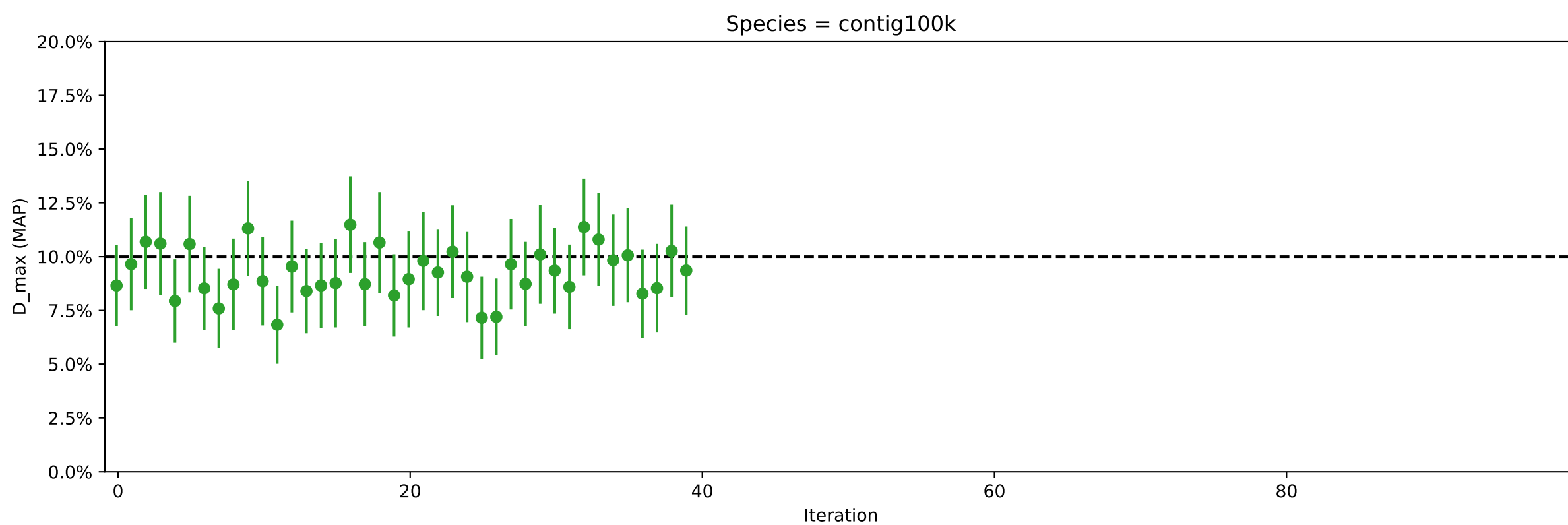
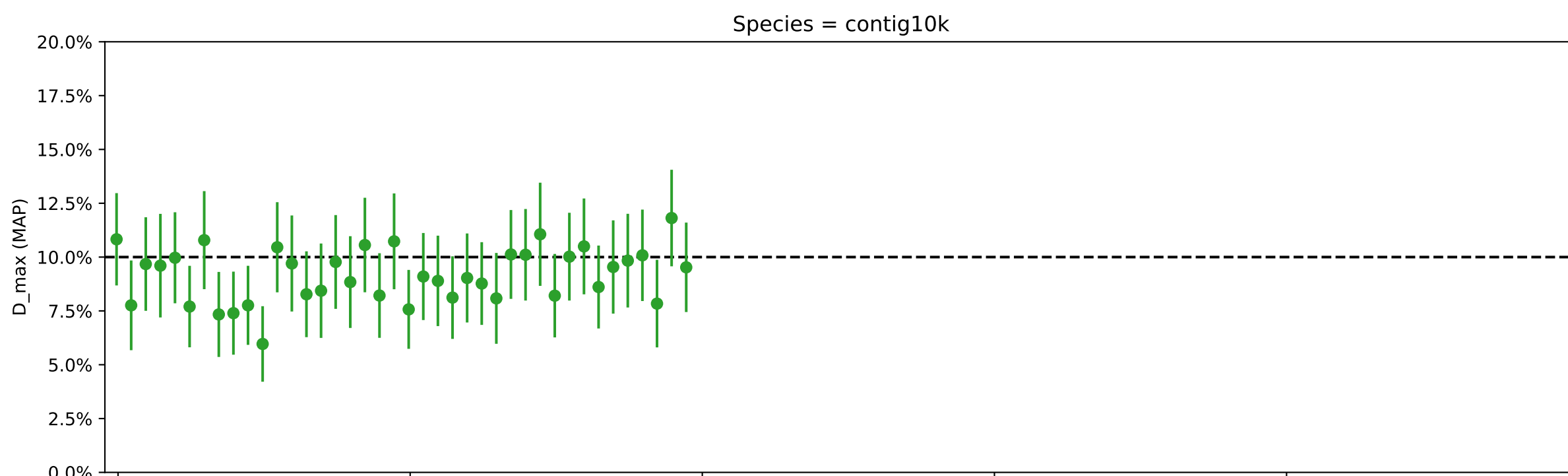
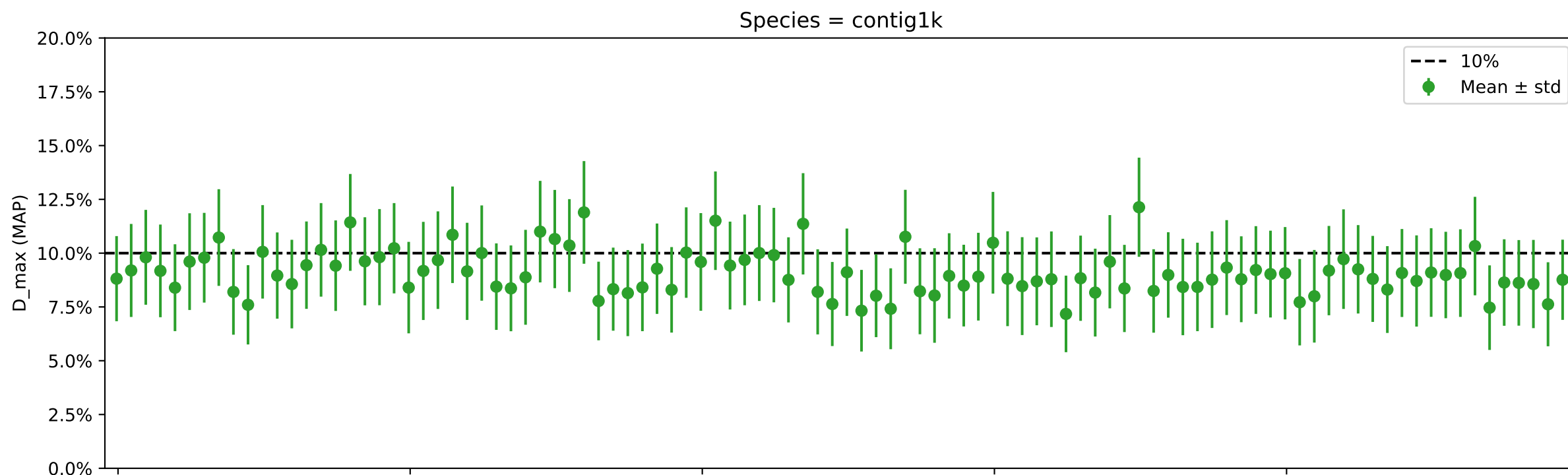
Individual damages:  
10 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



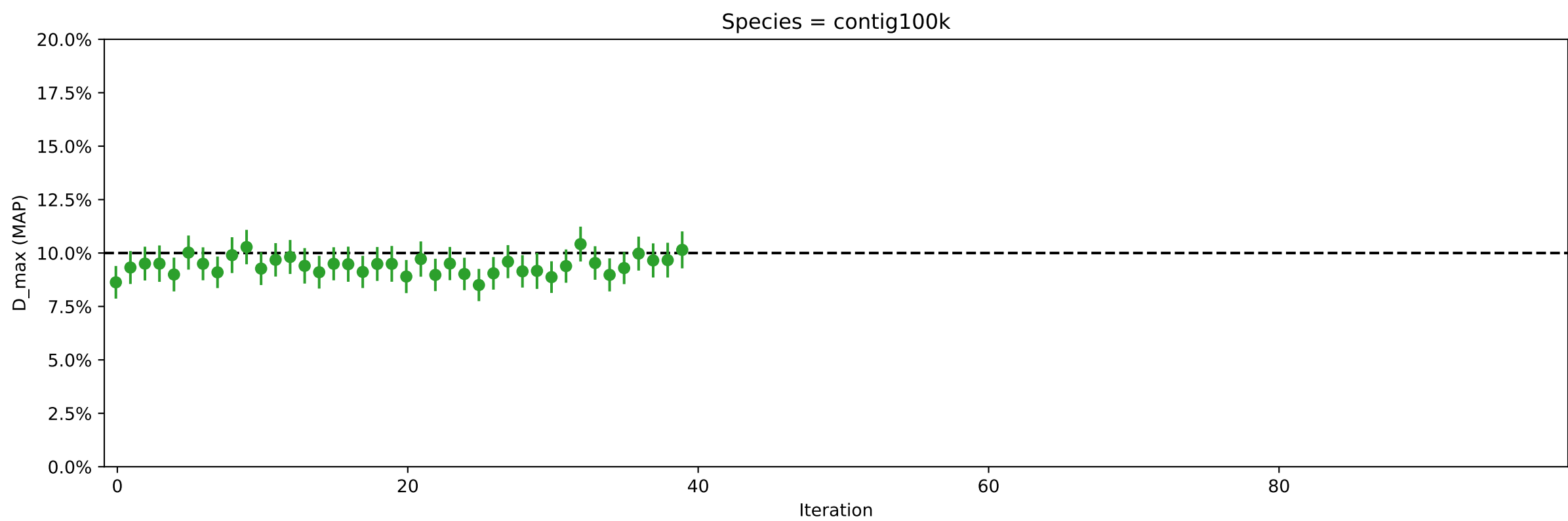
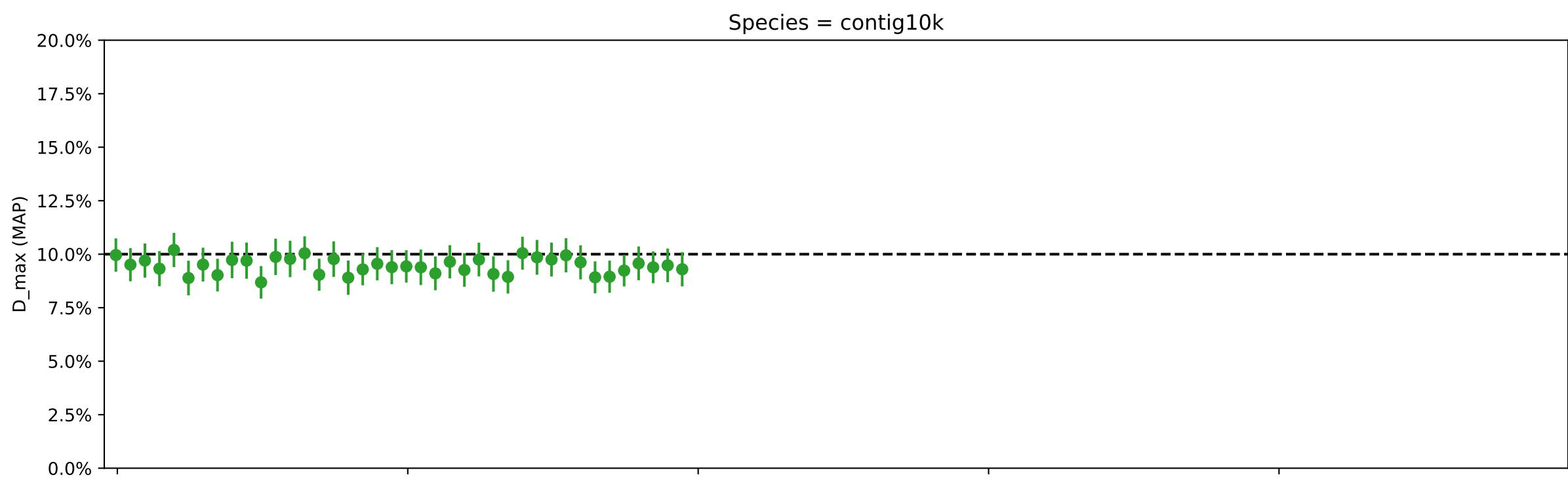
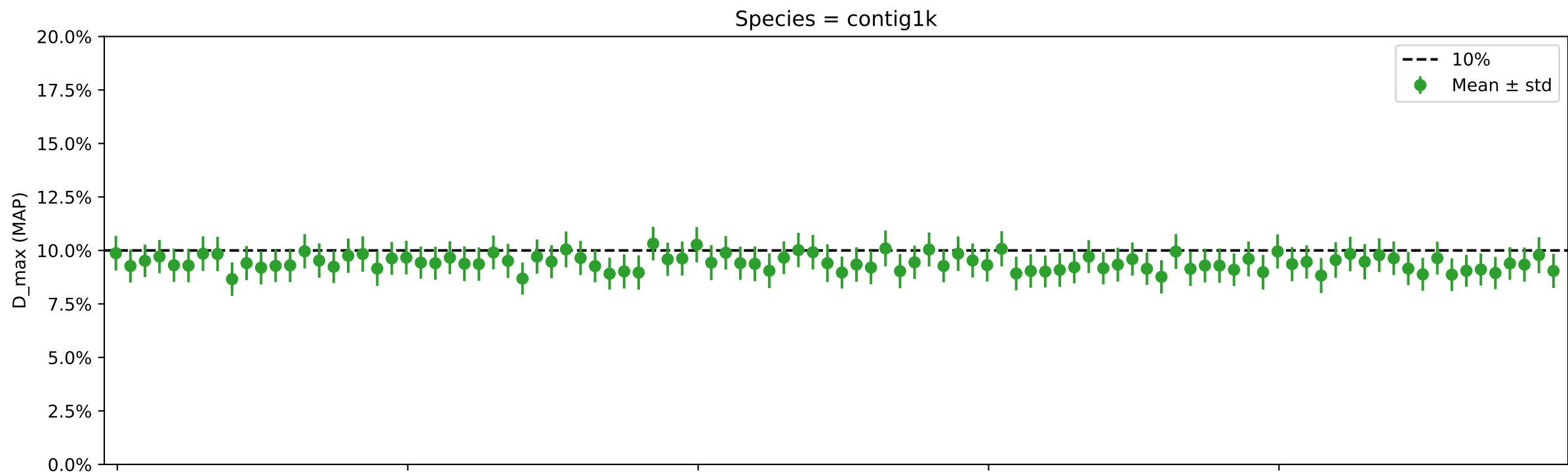
Individual damages:  
100 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



Individual damages:  
1000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)

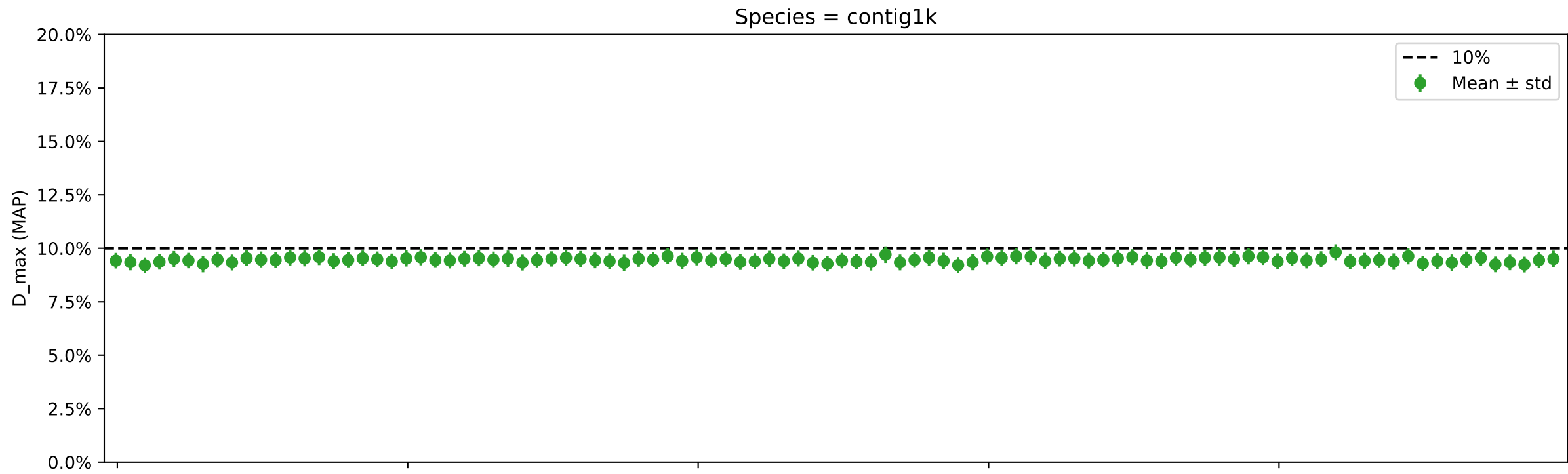


Individual damages:  
10000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)

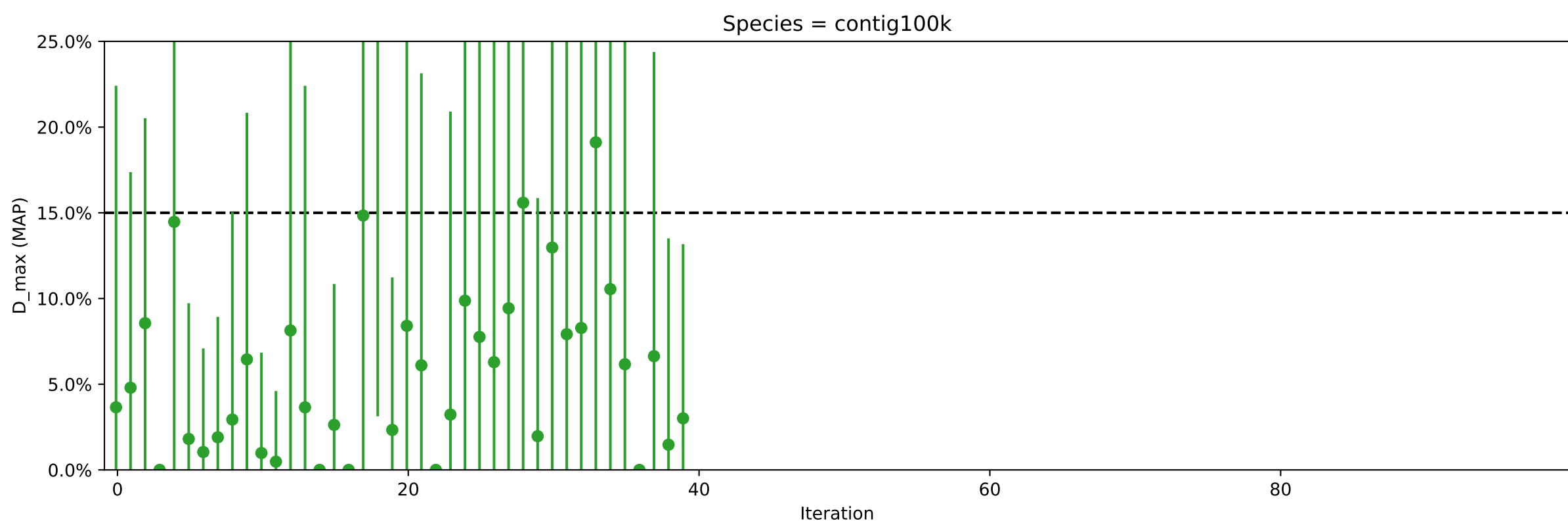
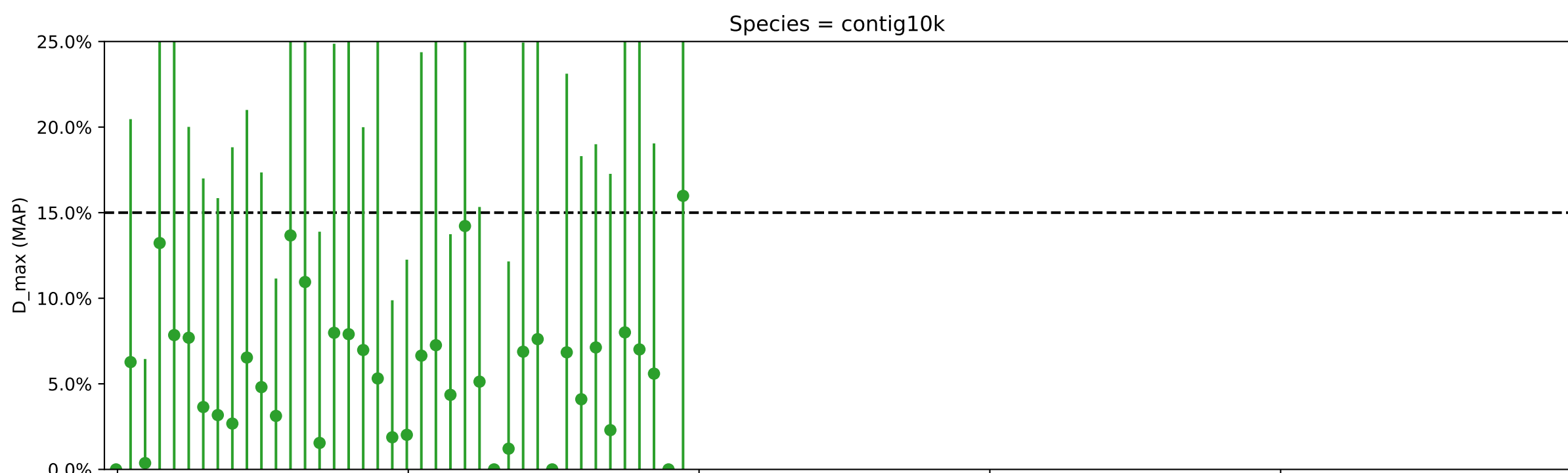
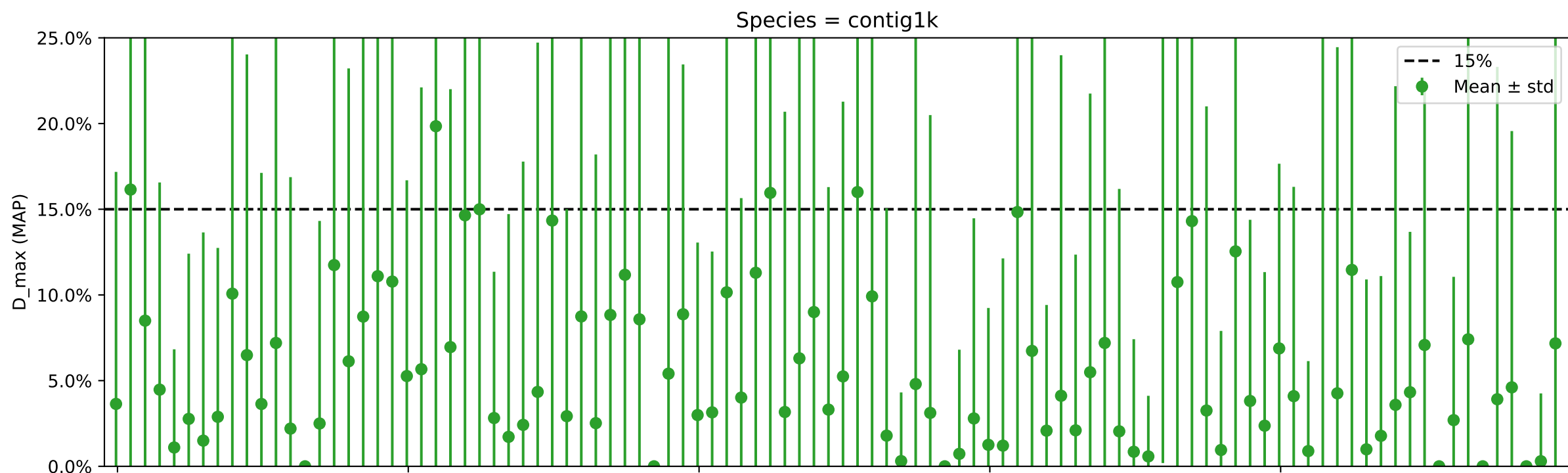




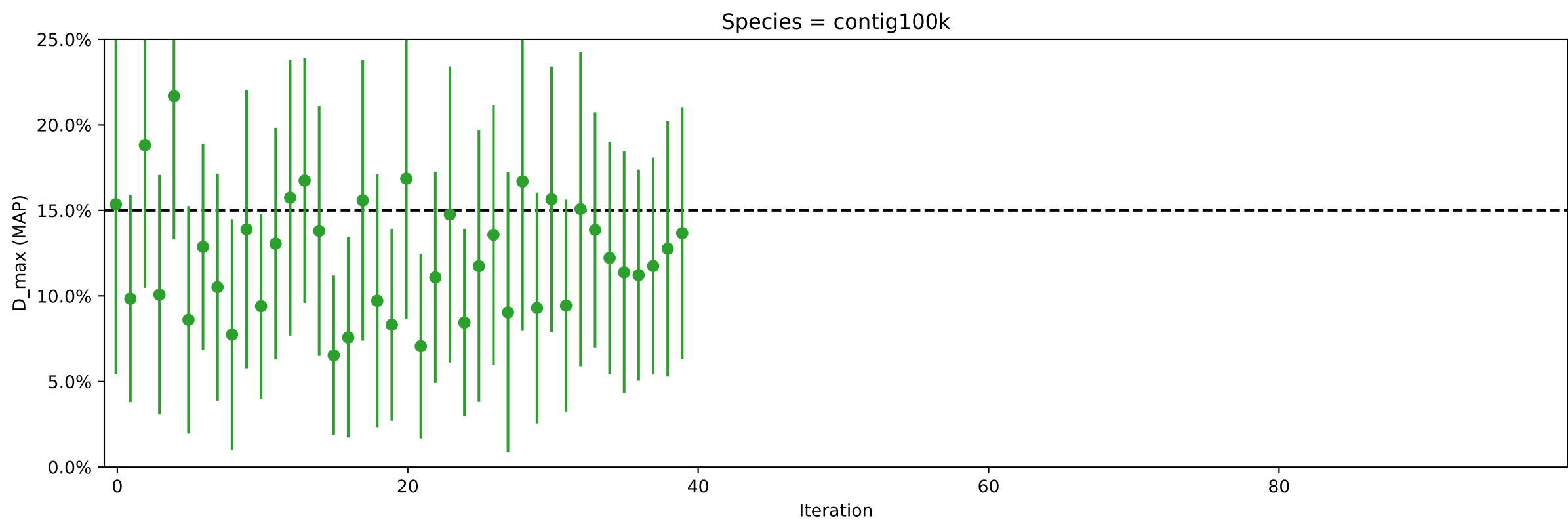
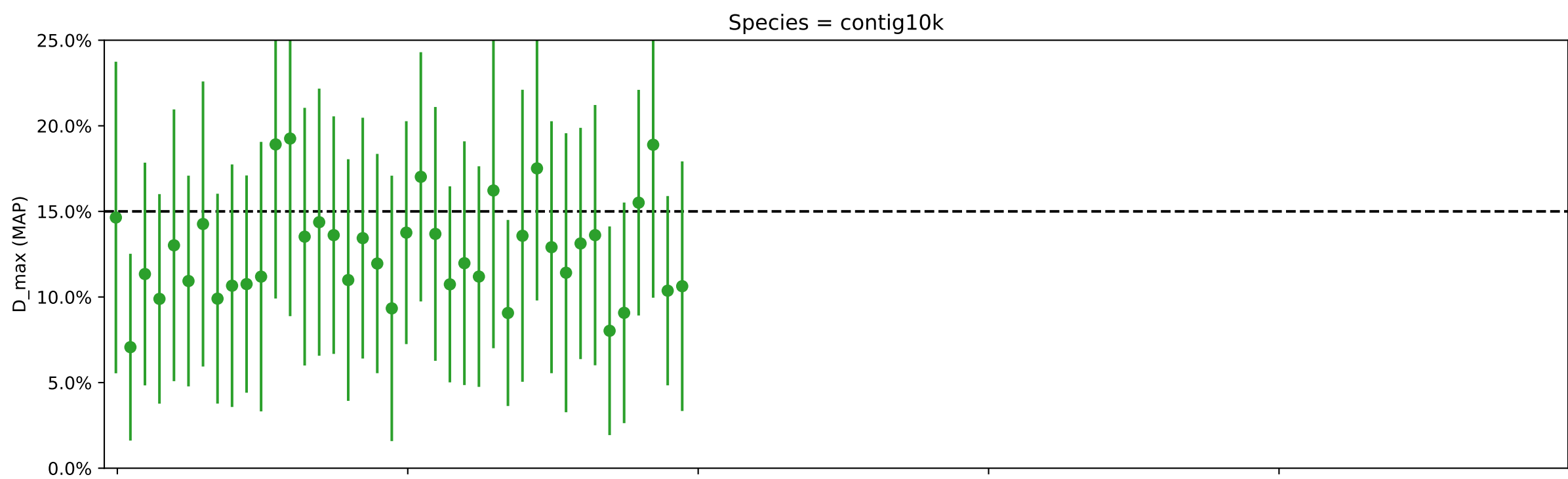
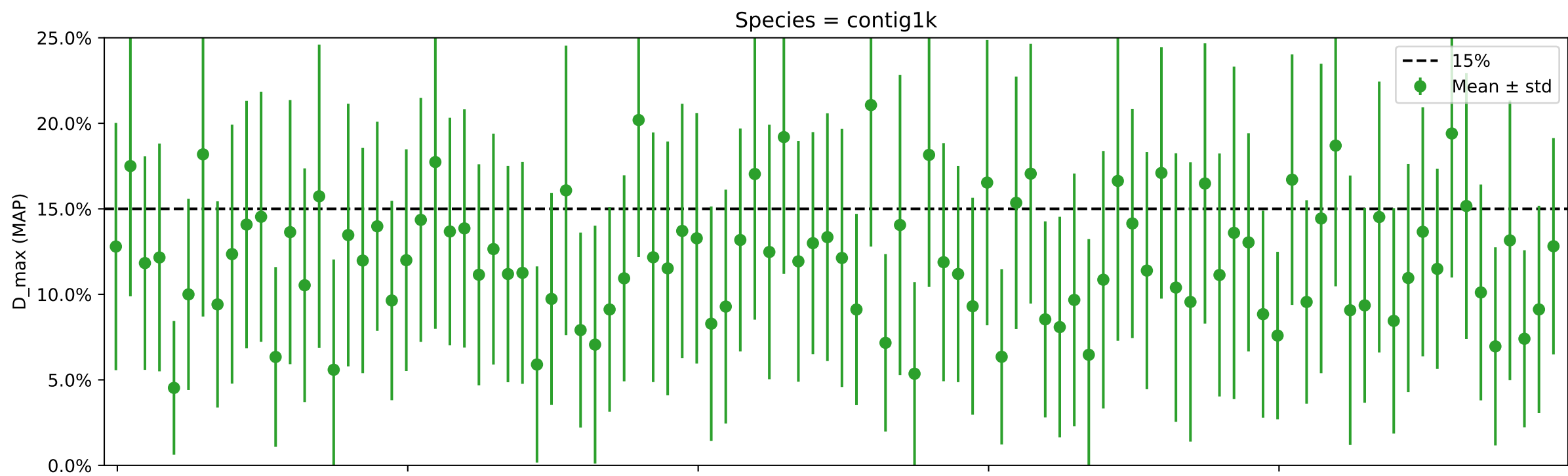
Individual damages:  
100000 reads  
Briggs damage = 0.303  
Damage percent = 10%  
D\_max (MAP)



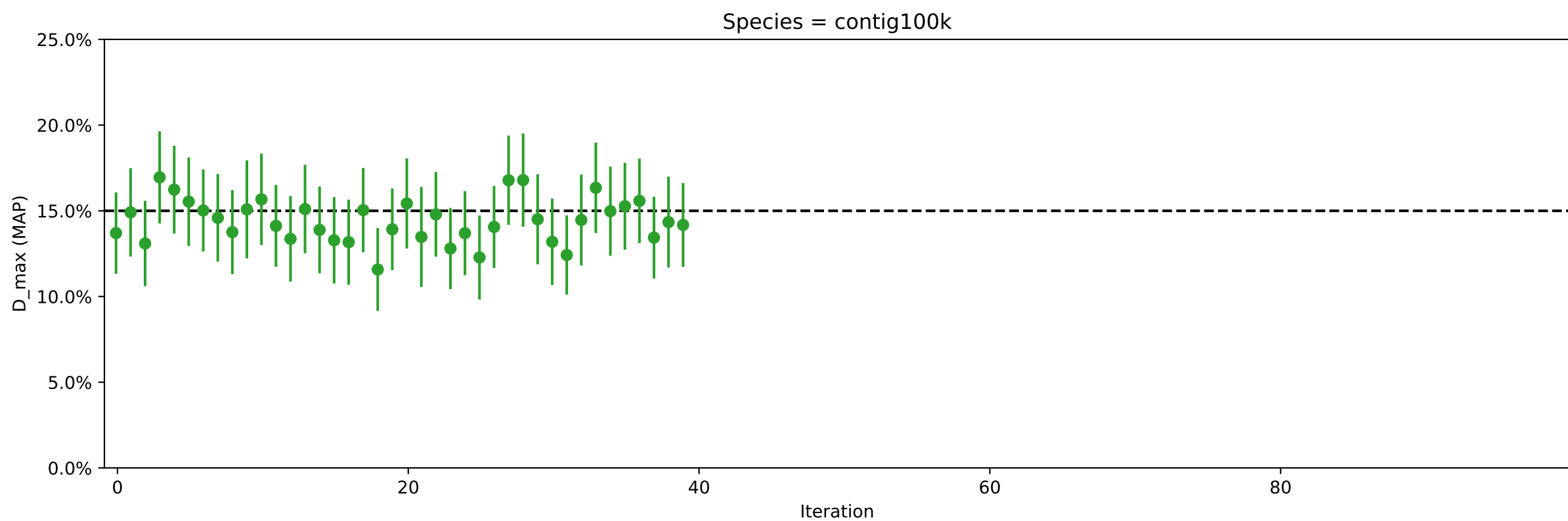
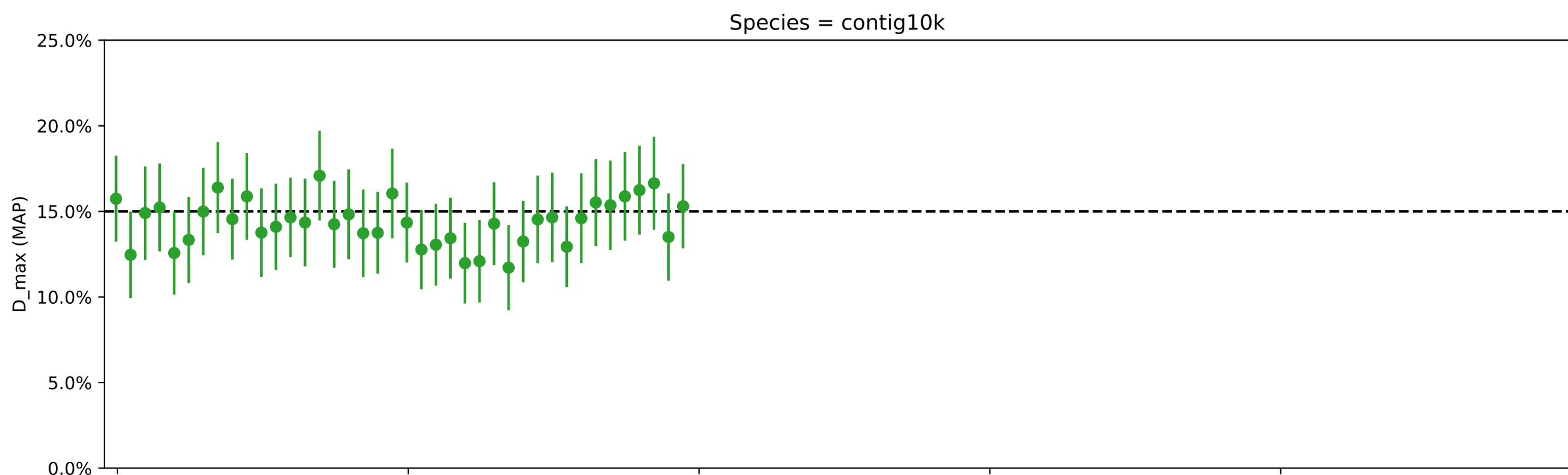
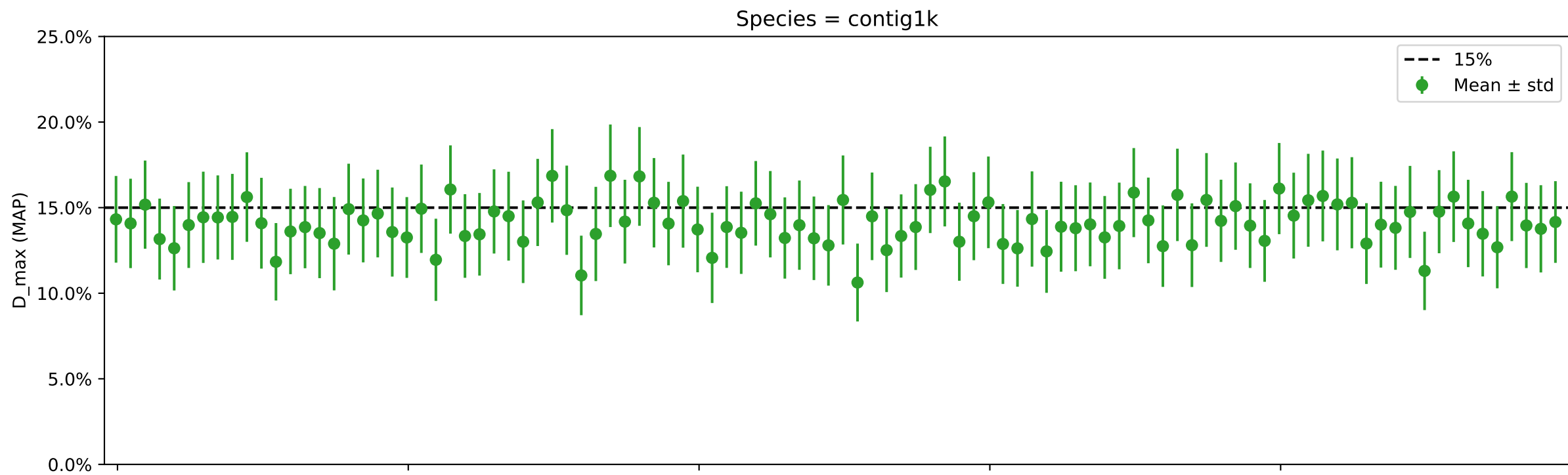
Individual damages:  
10 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



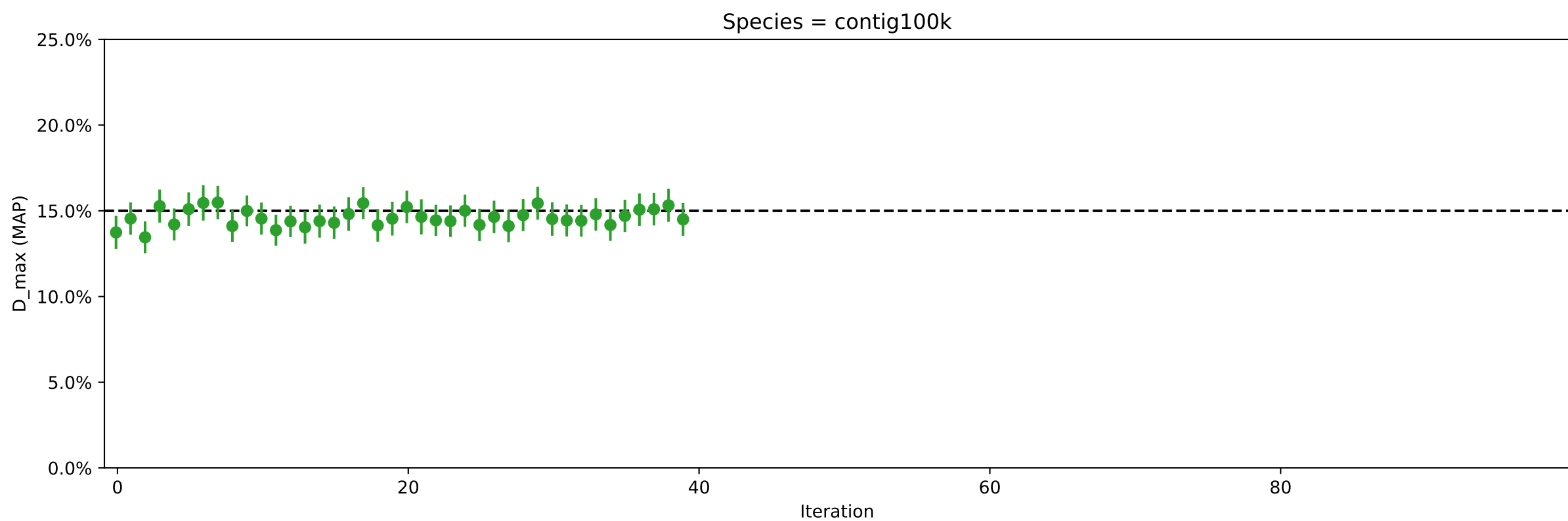
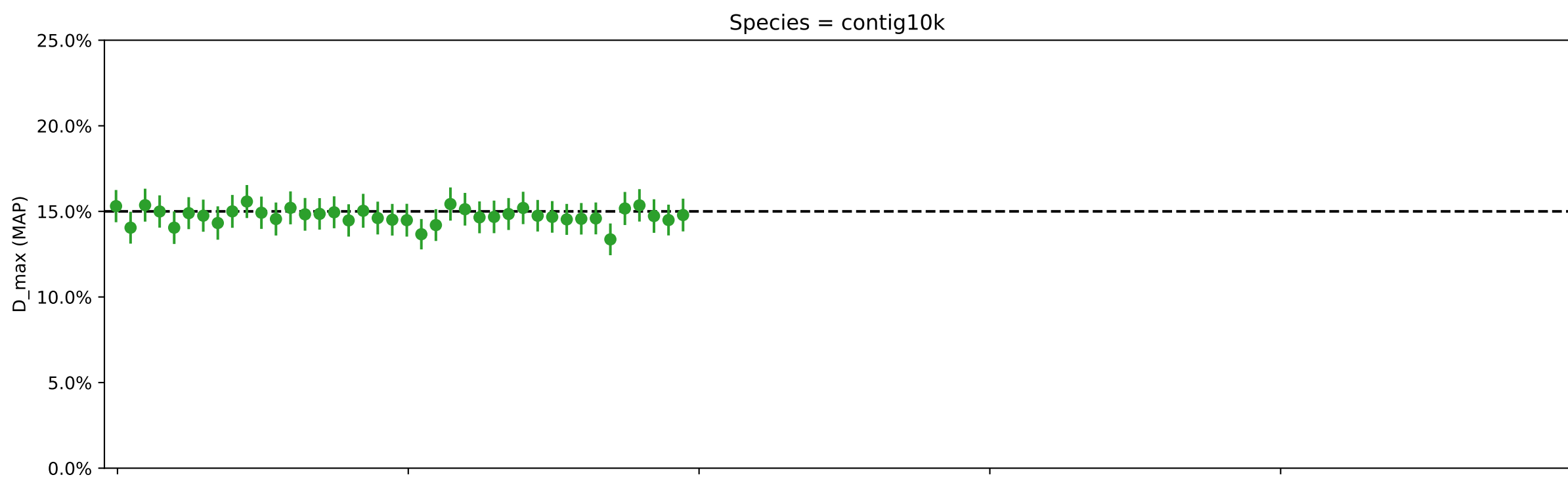
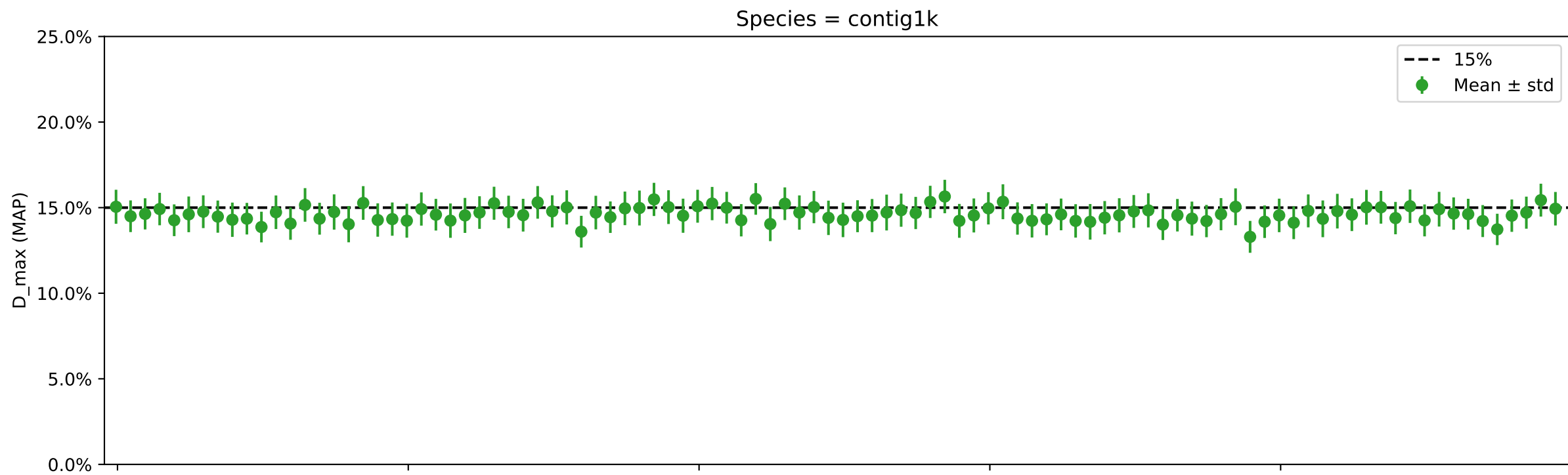
Individual damages:  
100 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



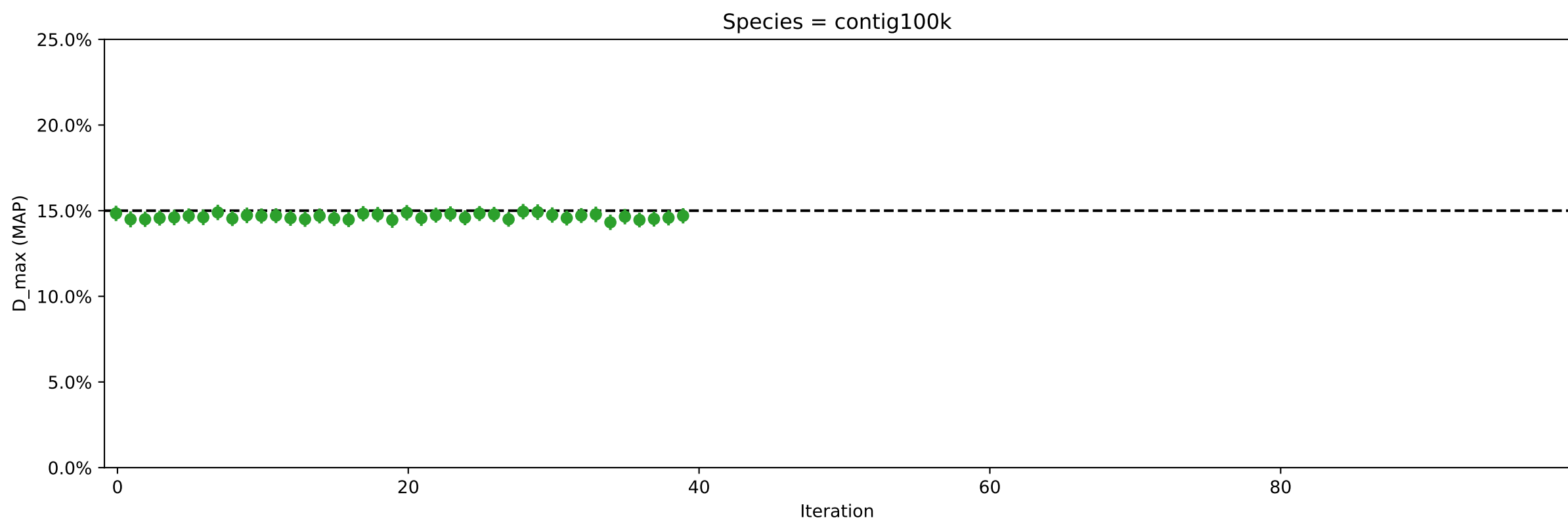
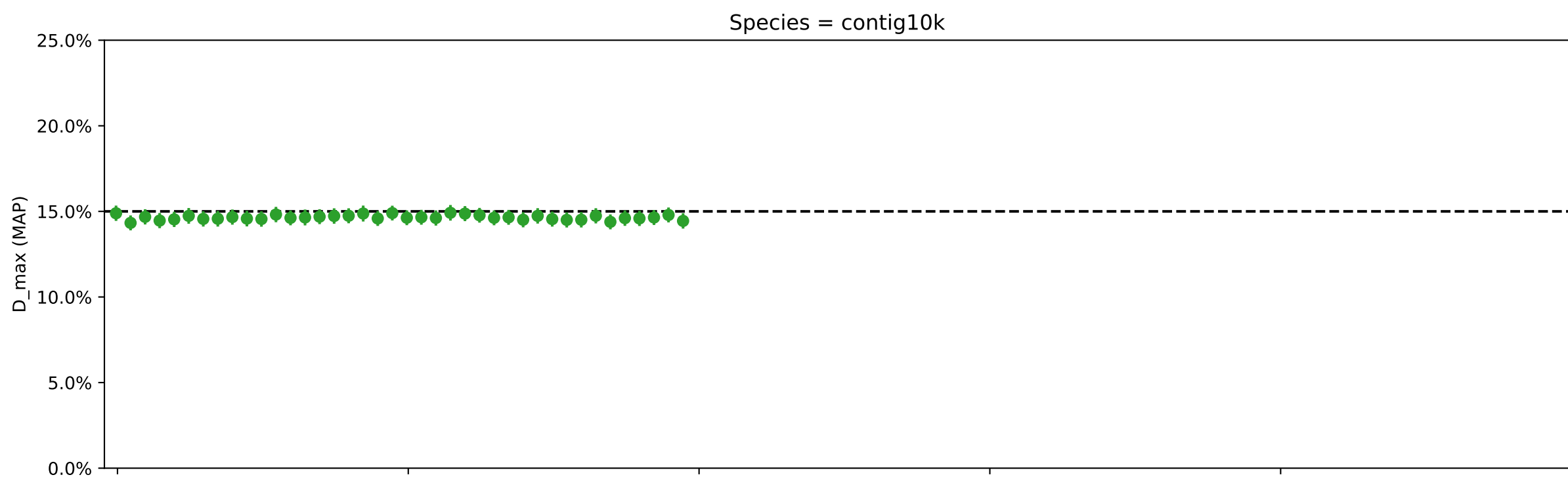
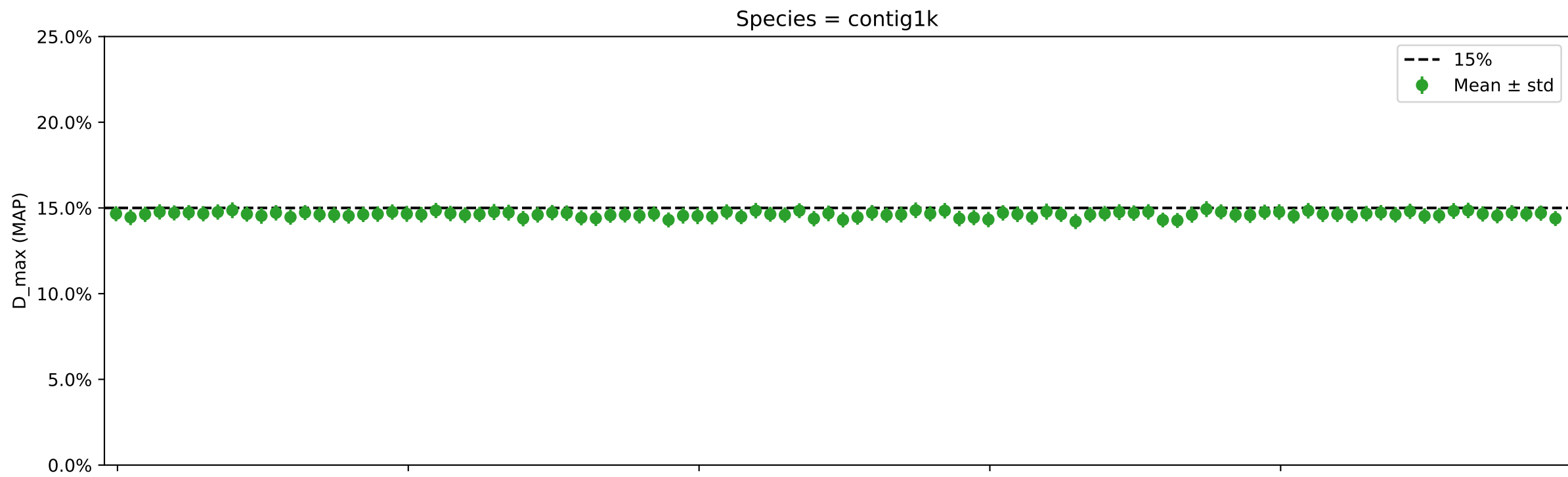
Individual damages:  
1000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



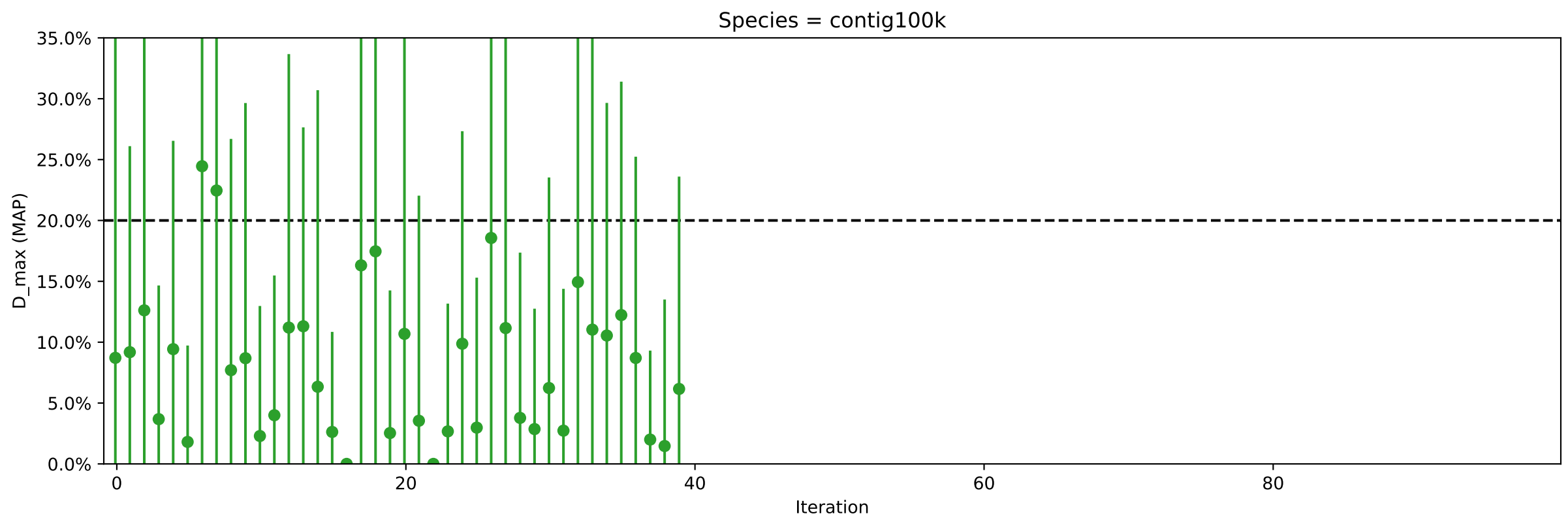
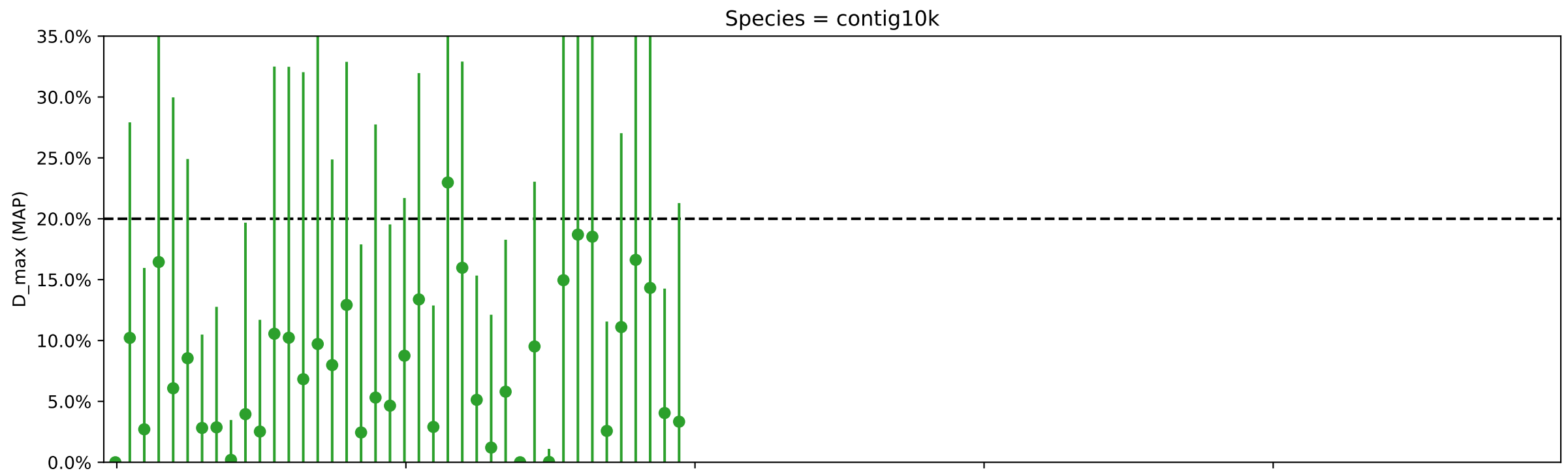
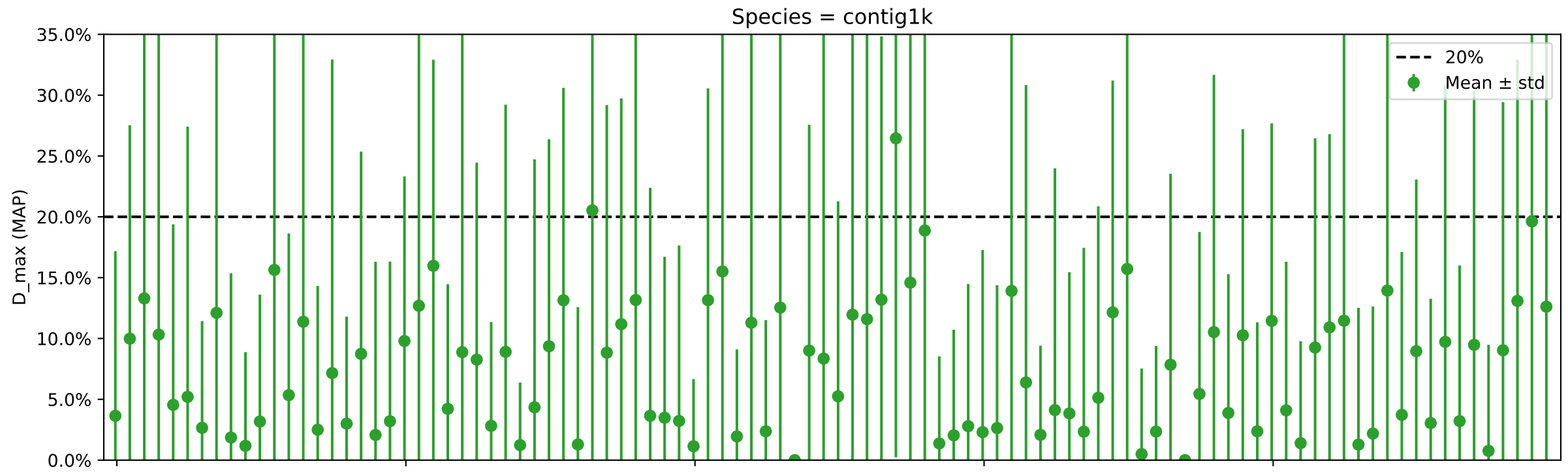
Individual damages:  
10000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



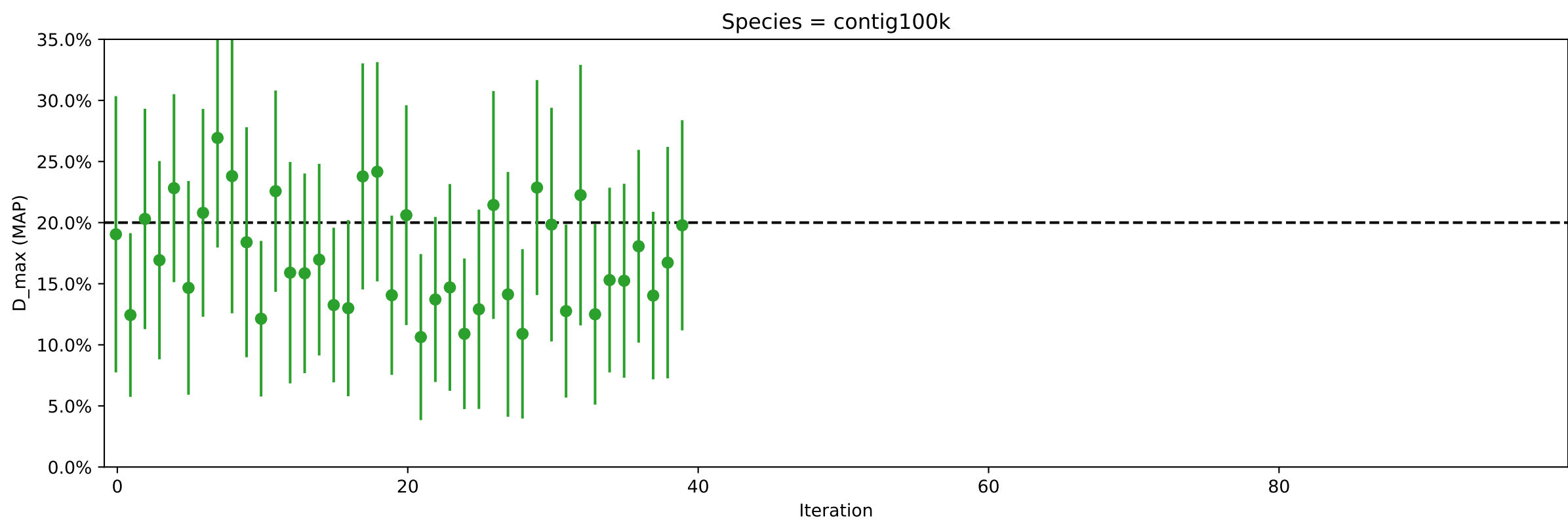
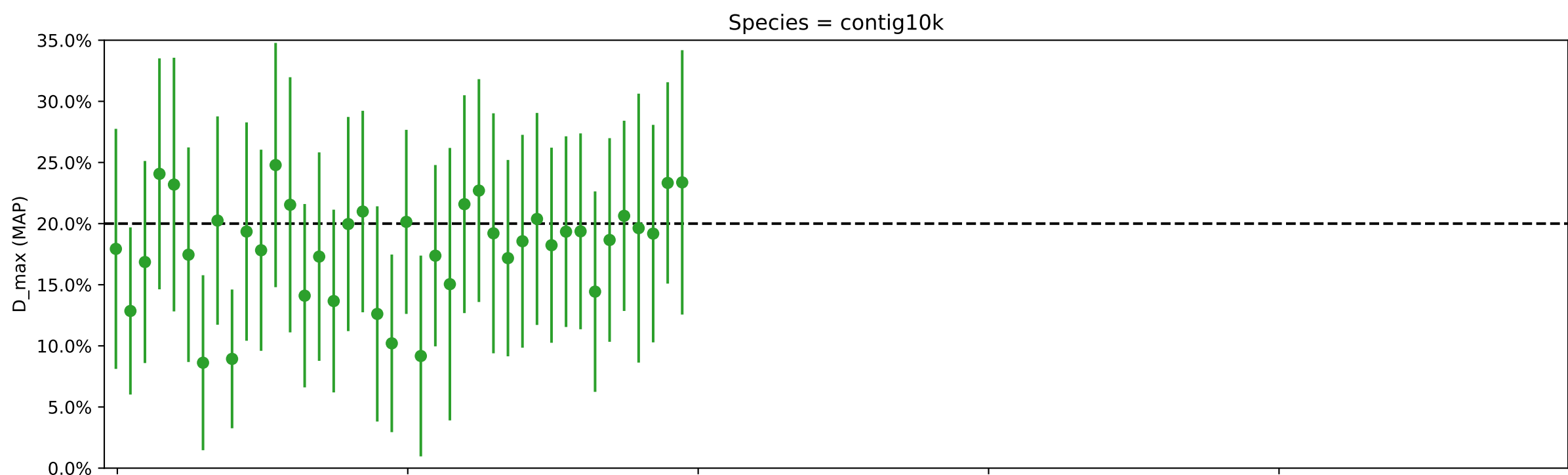
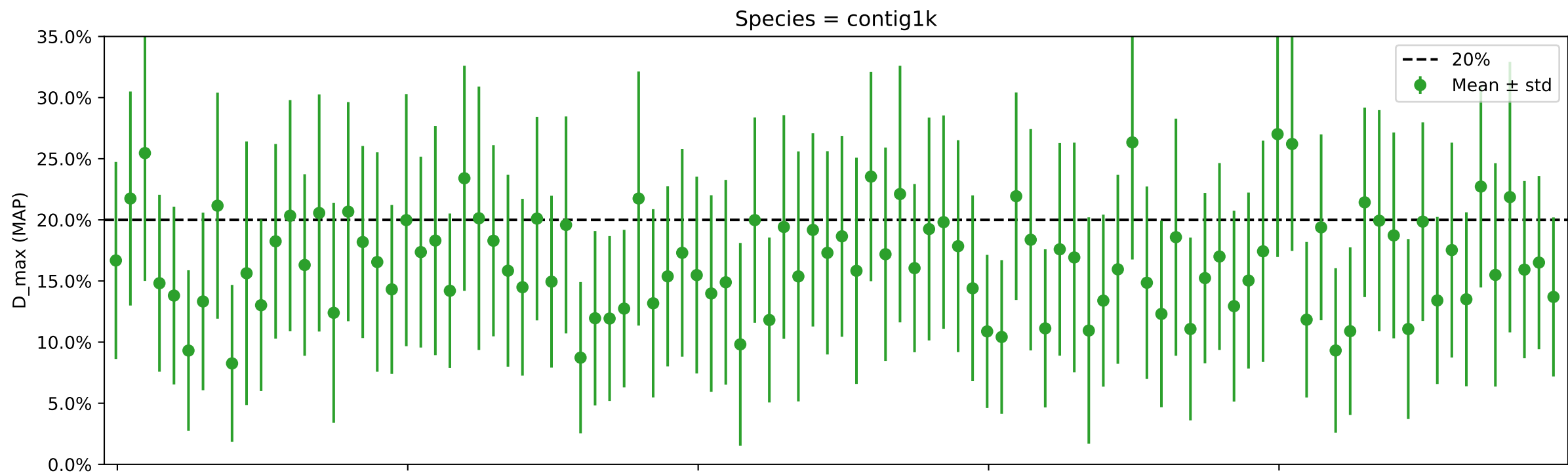
Individual damages:  
100000 reads  
Briggs damage = 0.466  
Damage percent = 15%  
D\_max (MAP)



Individual damages:  
10 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)

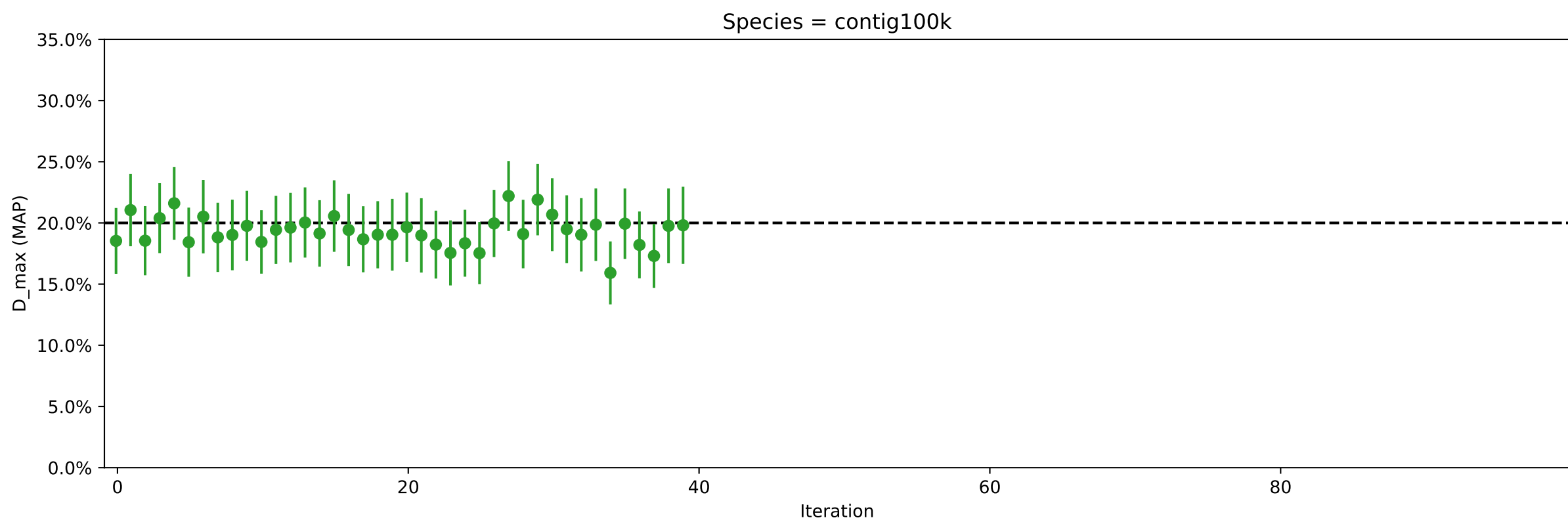
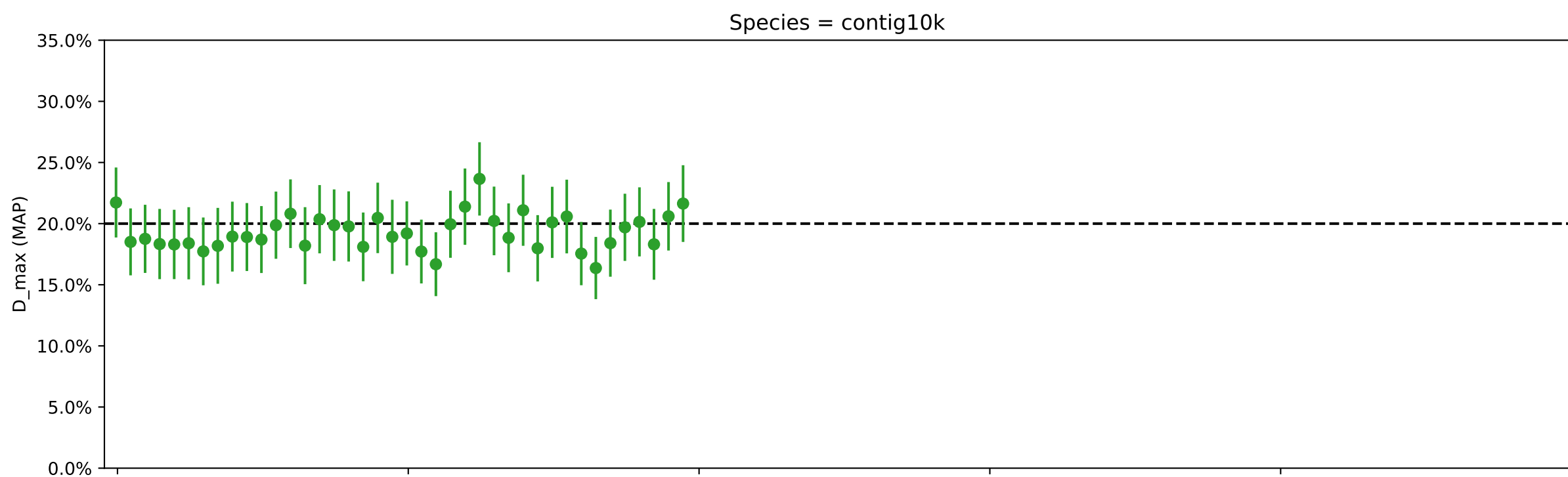
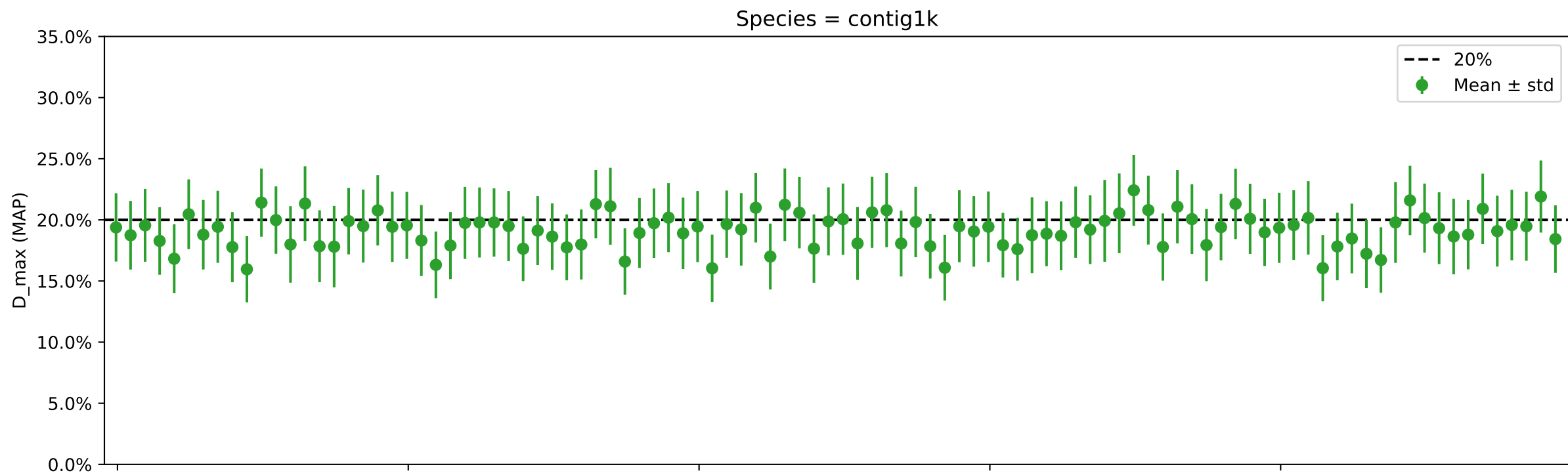


Individual damages:  
100 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)

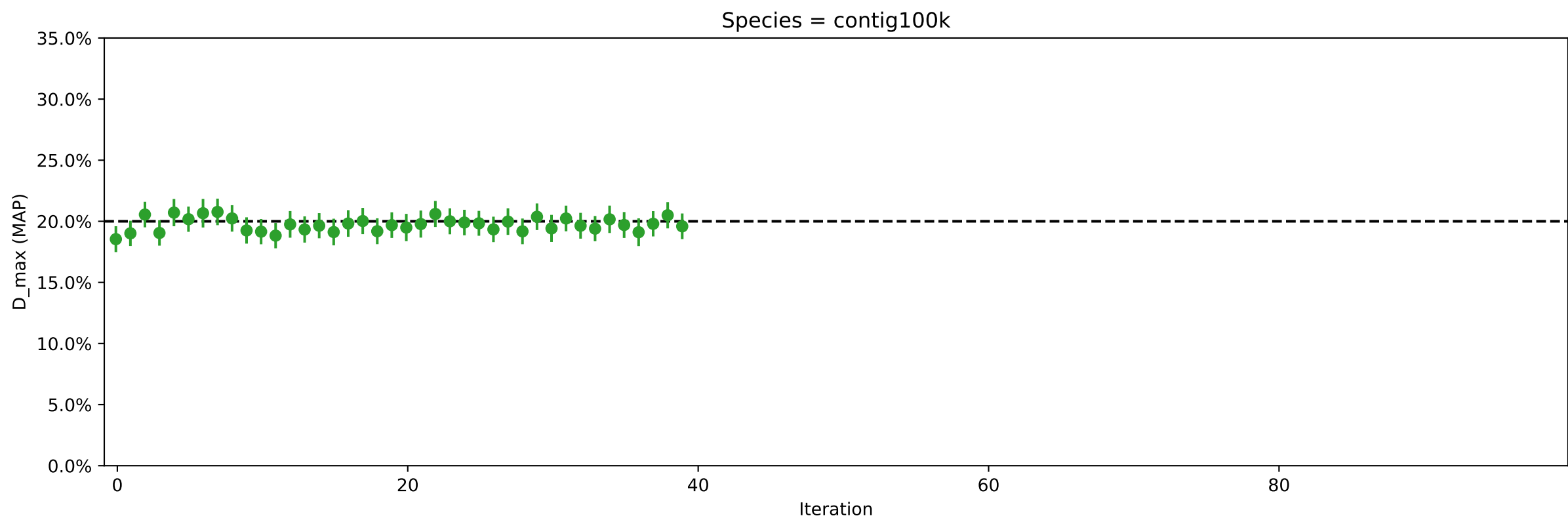
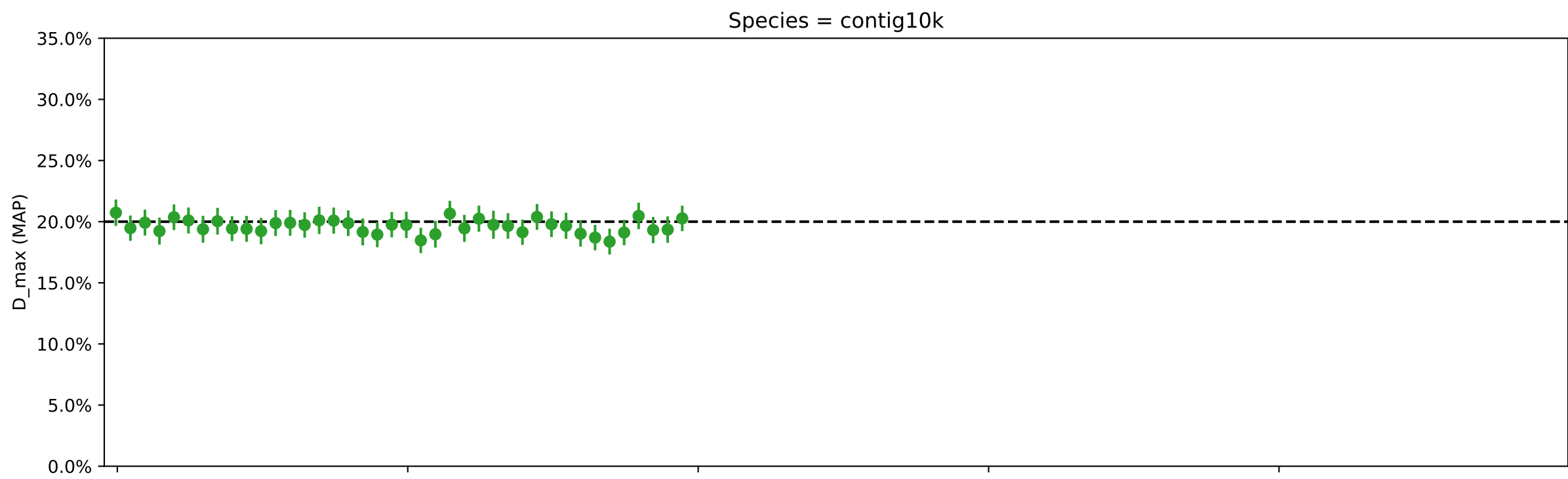
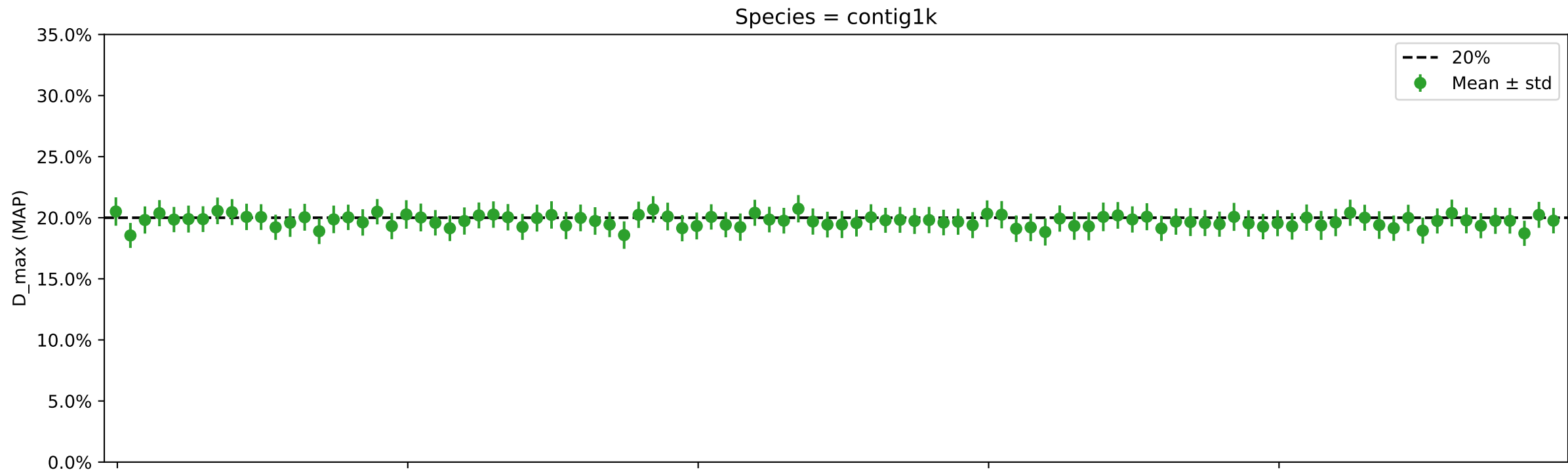




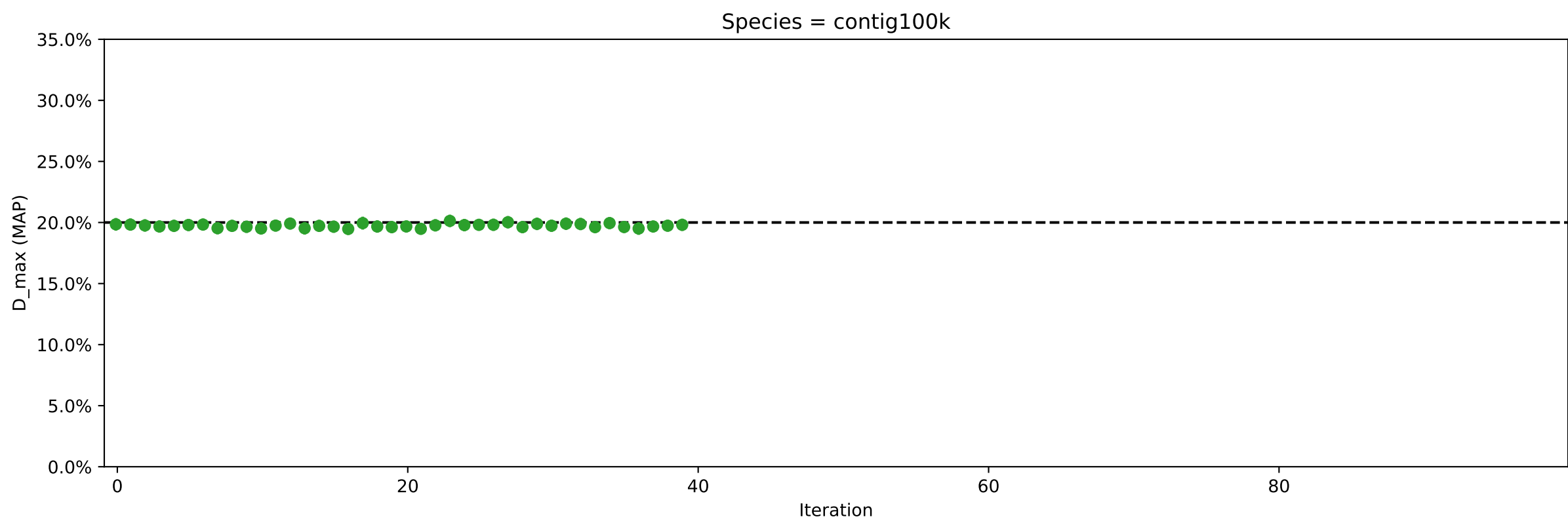
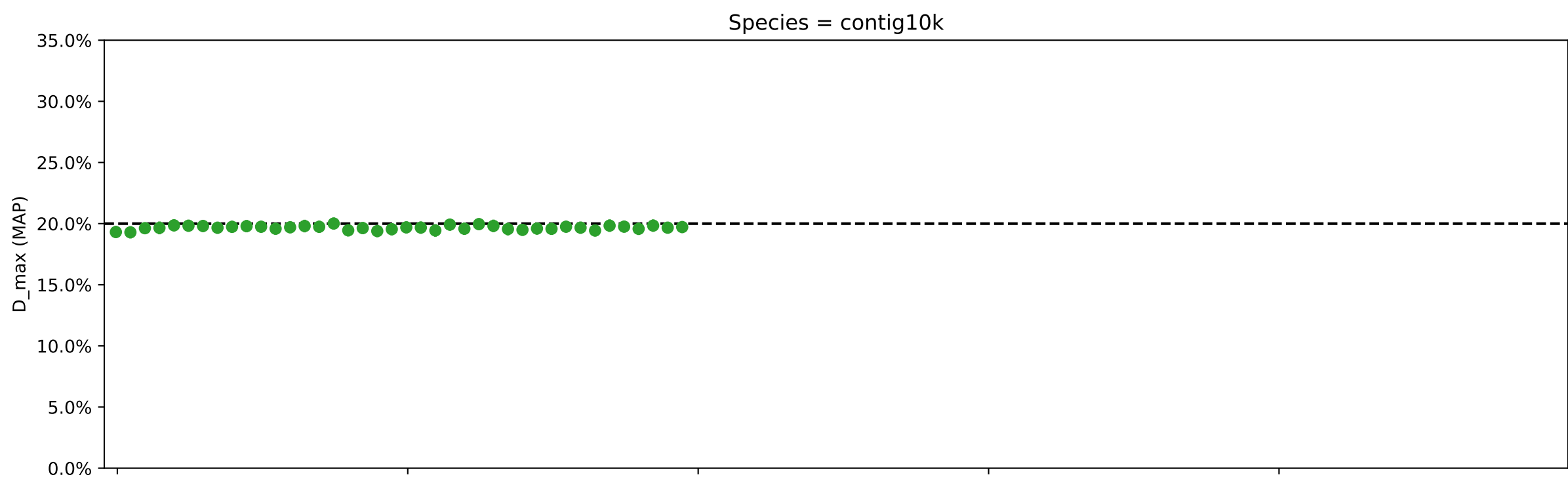
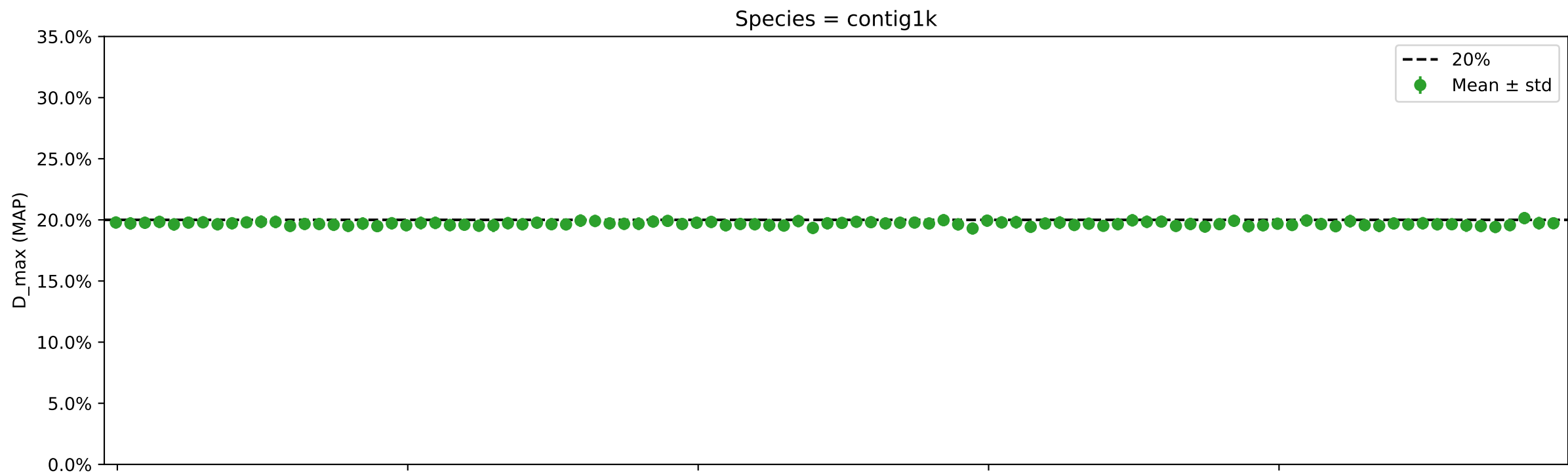
Individual damages:  
1000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



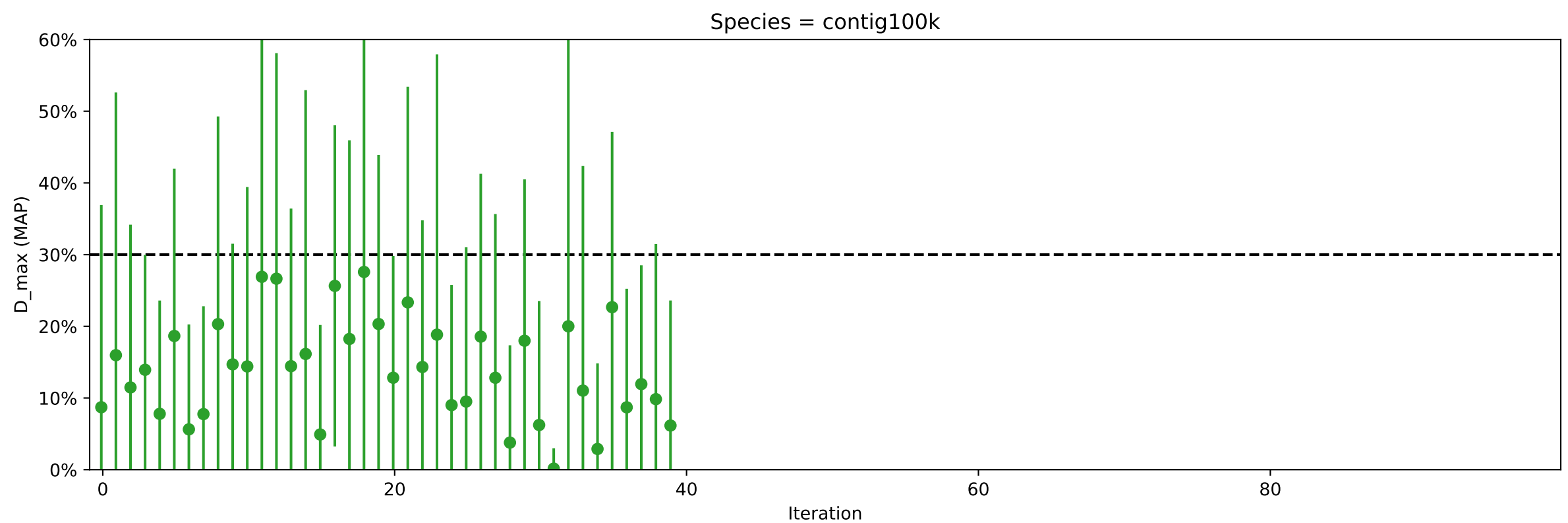
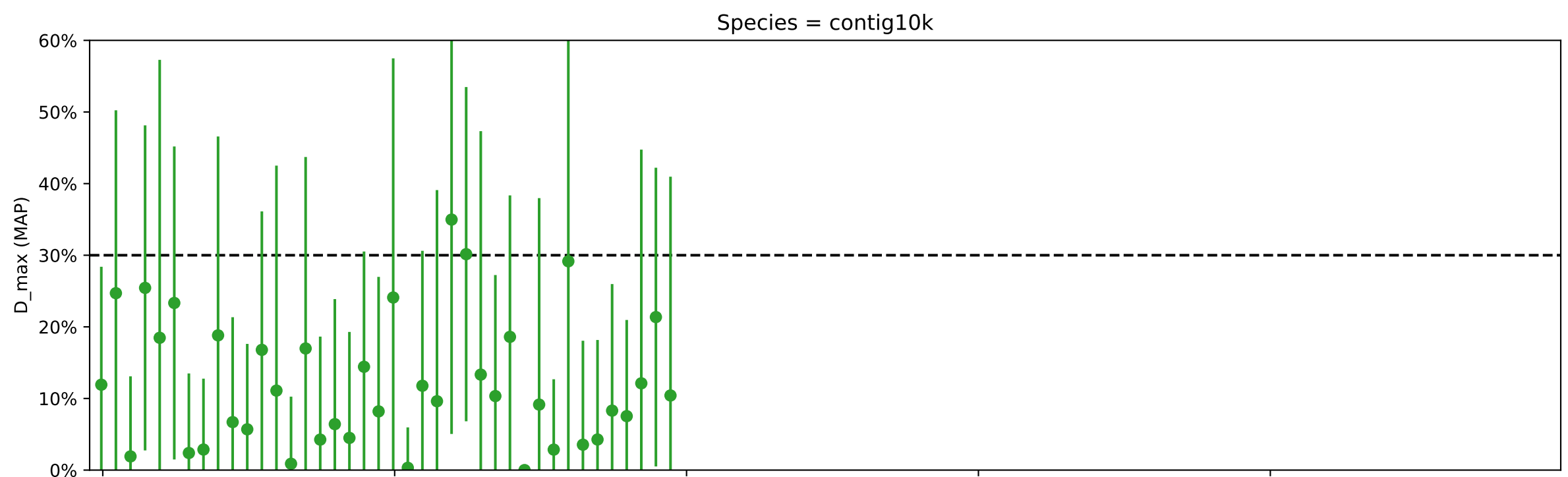
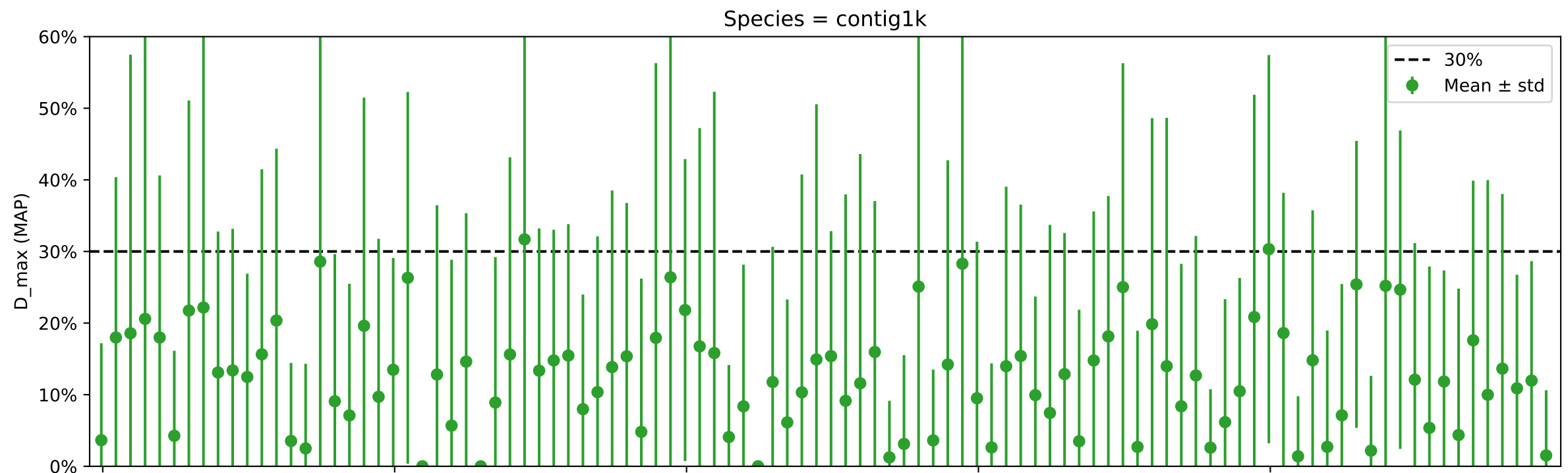
Individual damages:  
10000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



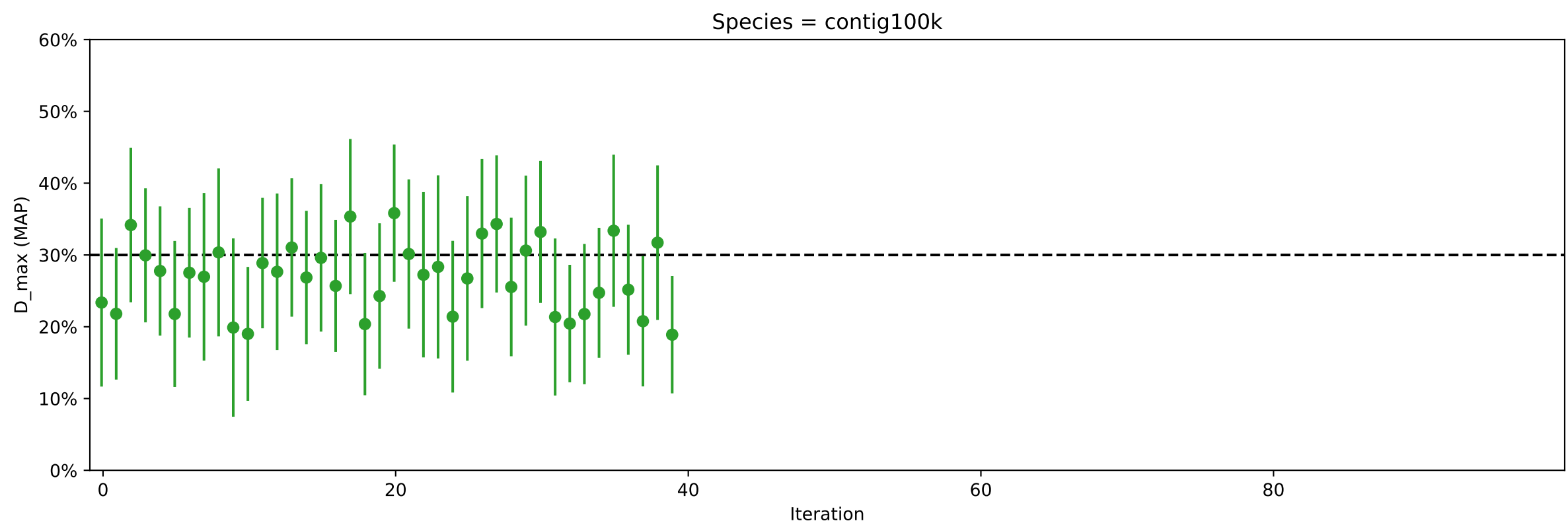
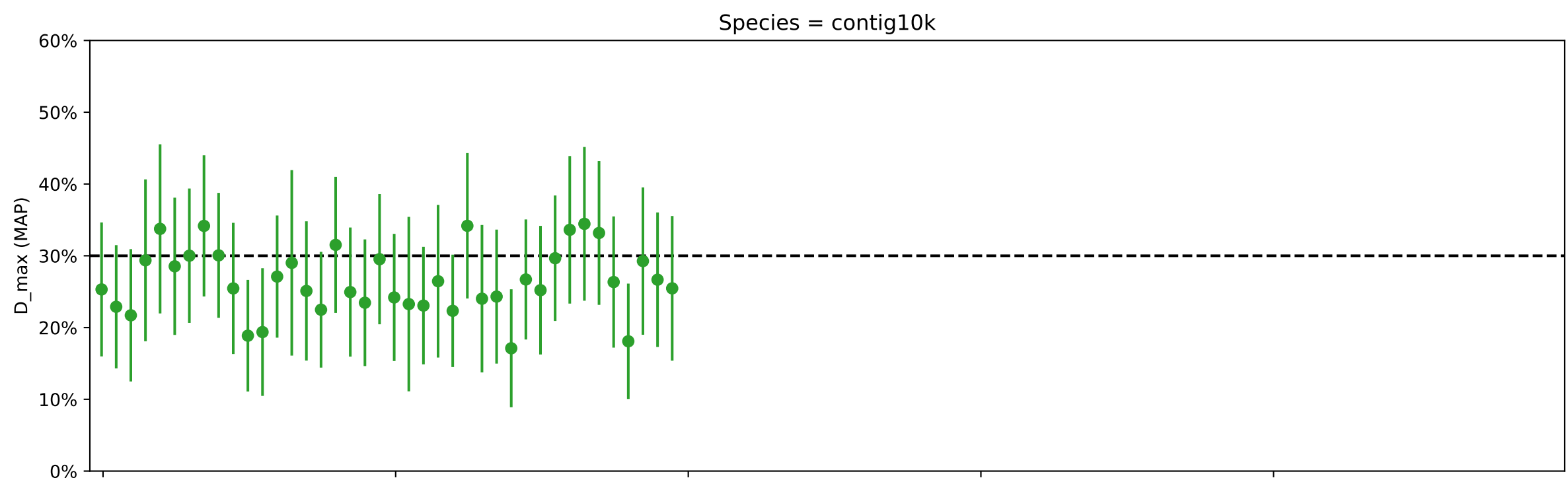
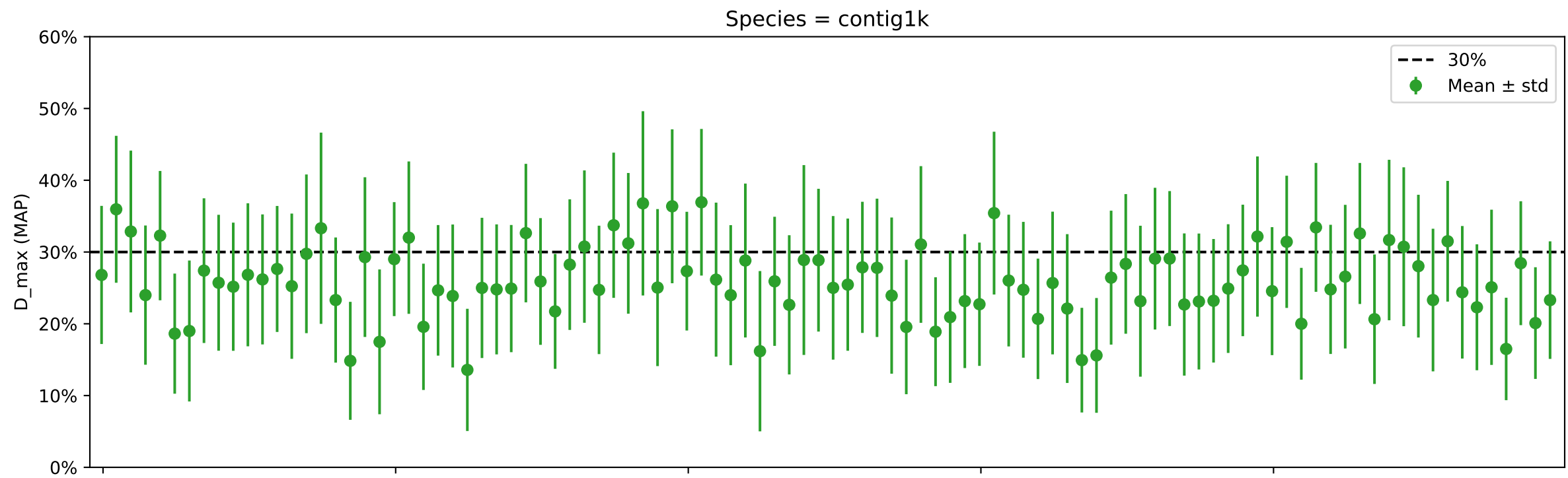
Individual damages:  
100000 reads  
Briggs damage = 0.626  
Damage percent = 20%  
D\_max (MAP)



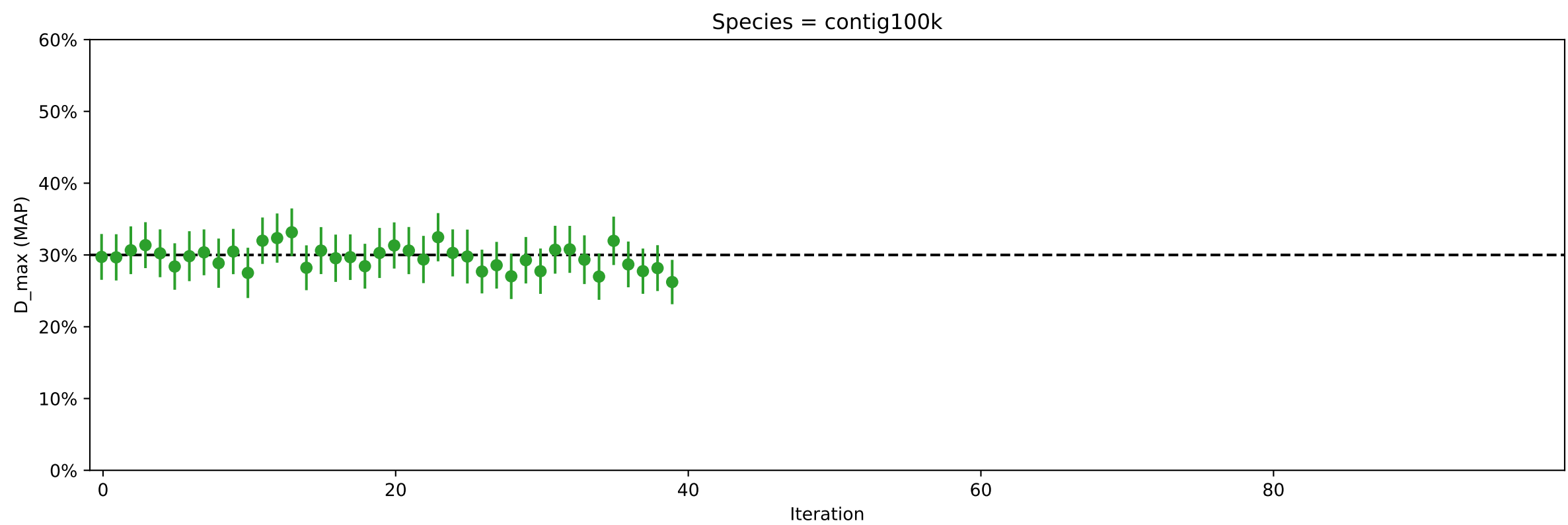
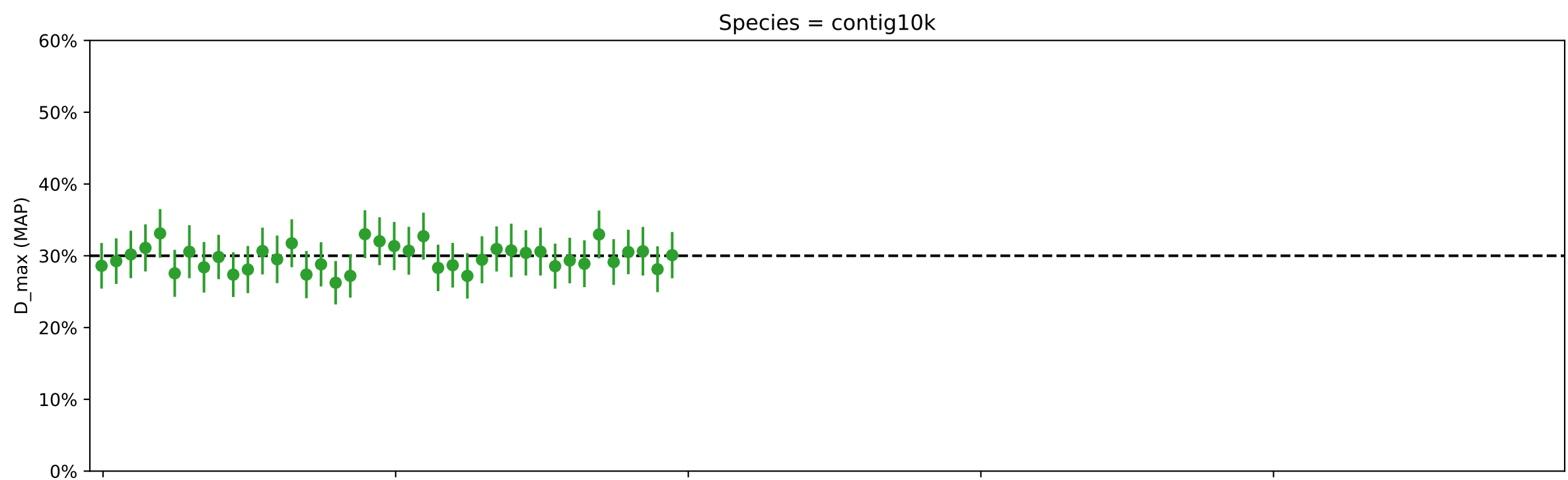
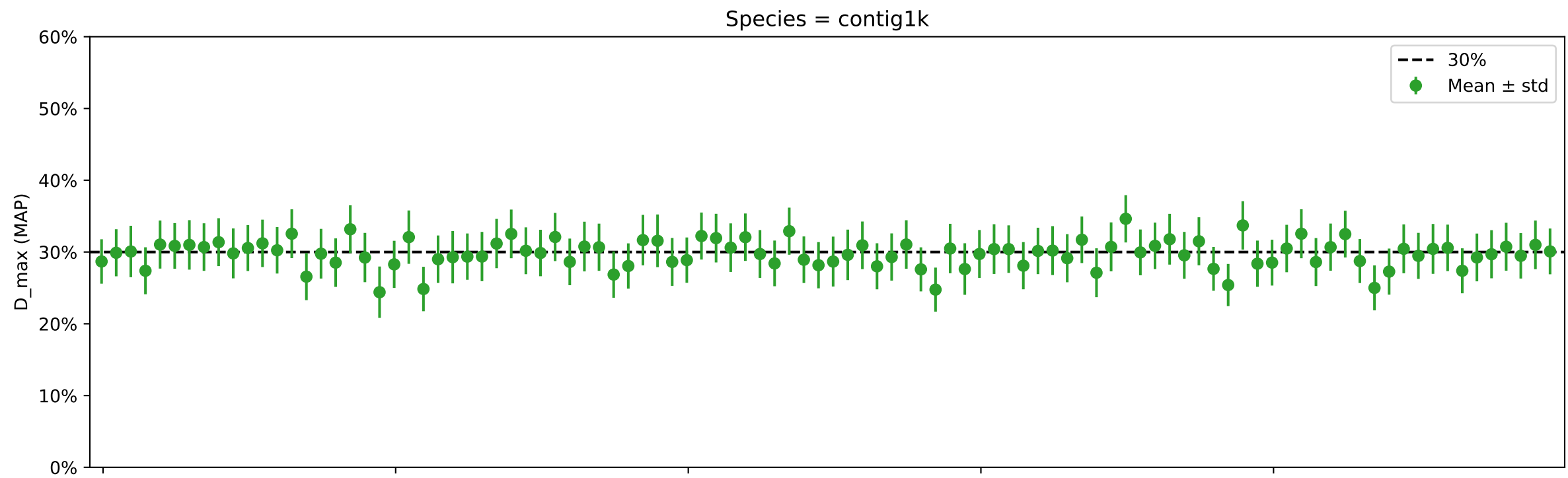
Individual damages:  
10 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



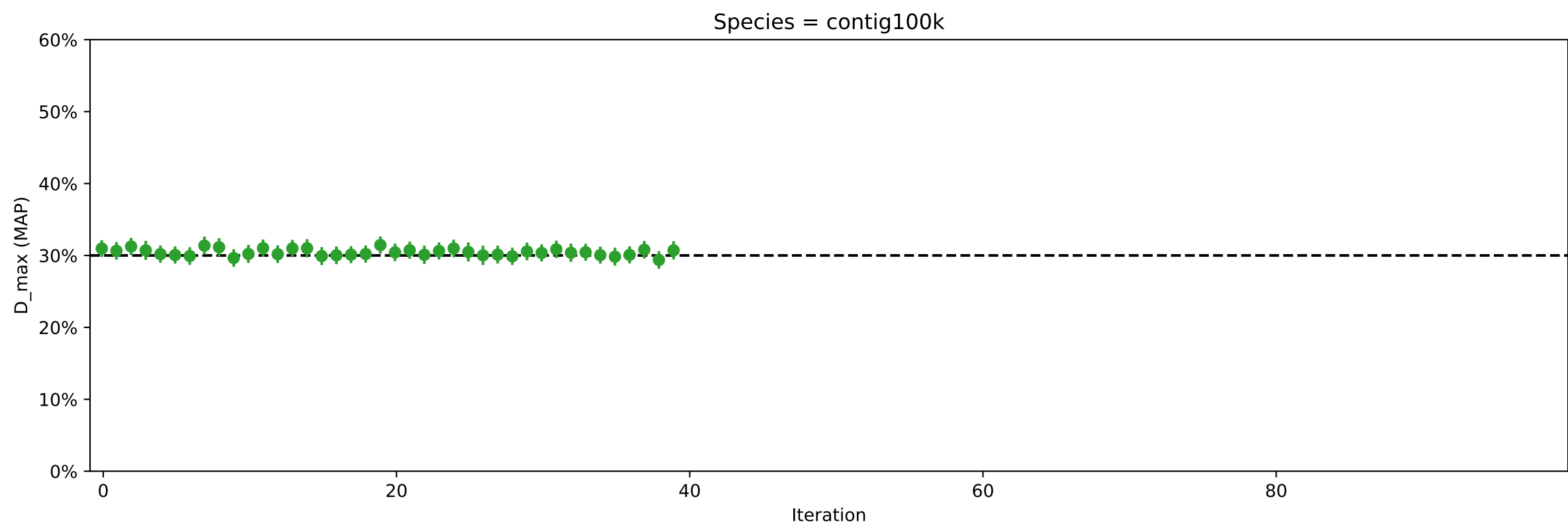
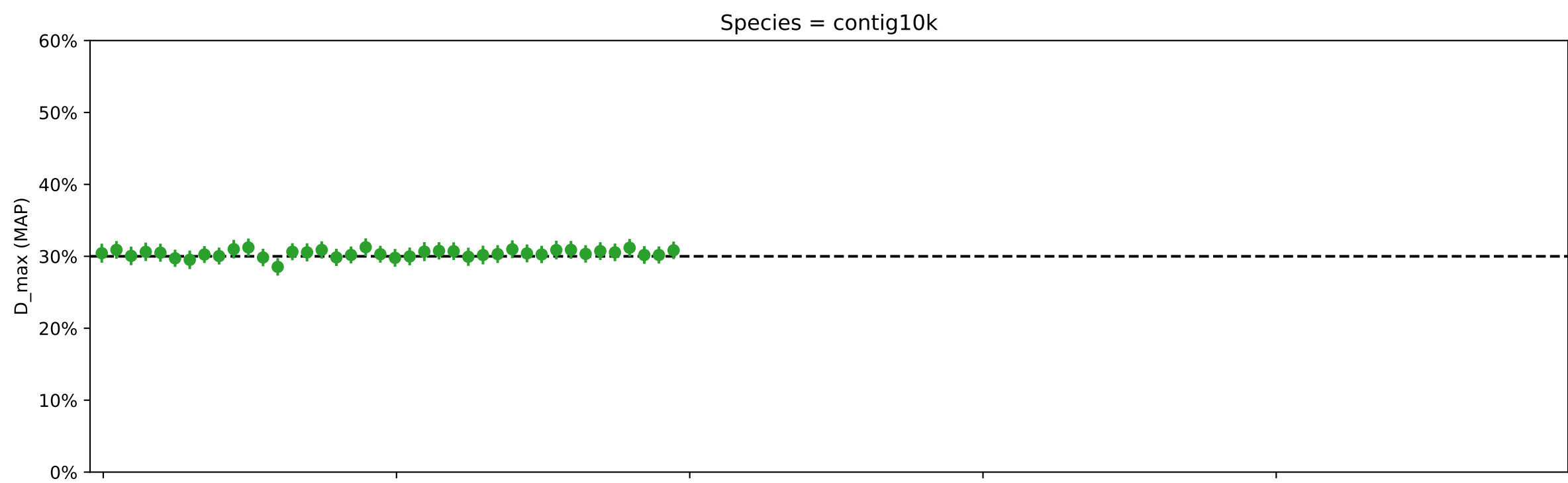
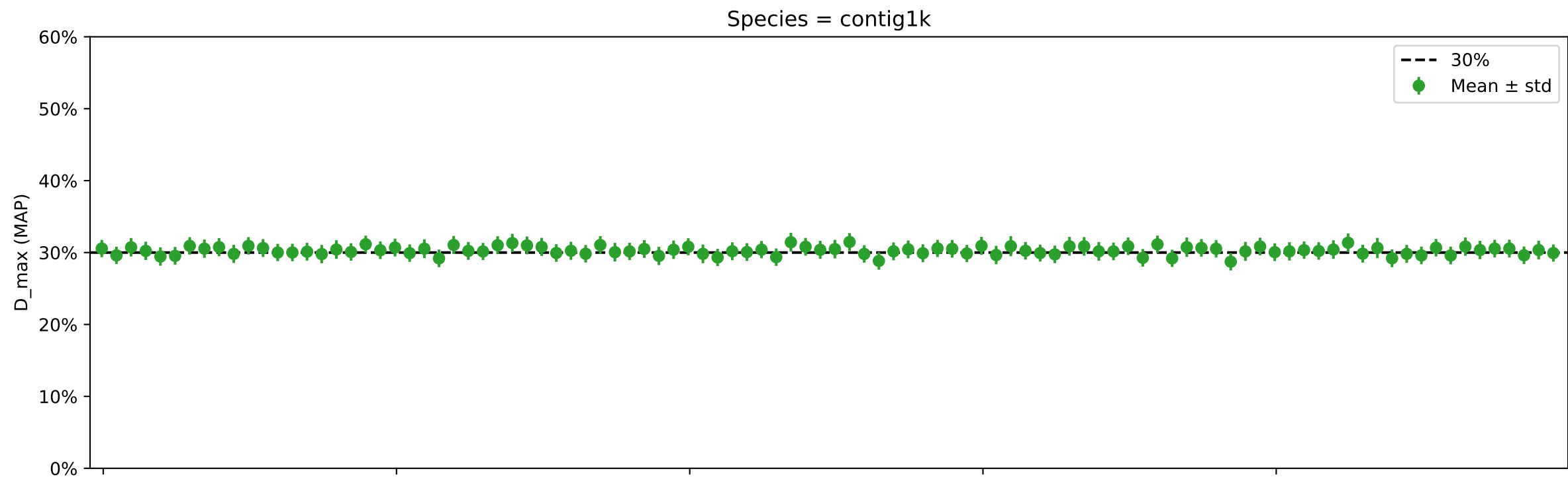
Individual damages:  
100 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



Individual damages:  
1000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



Individual damages:  
10000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)



Individual damages:  
100000 reads  
Briggs damage = 0.96  
Damage percent = 30%  
D\_max (MAP)

