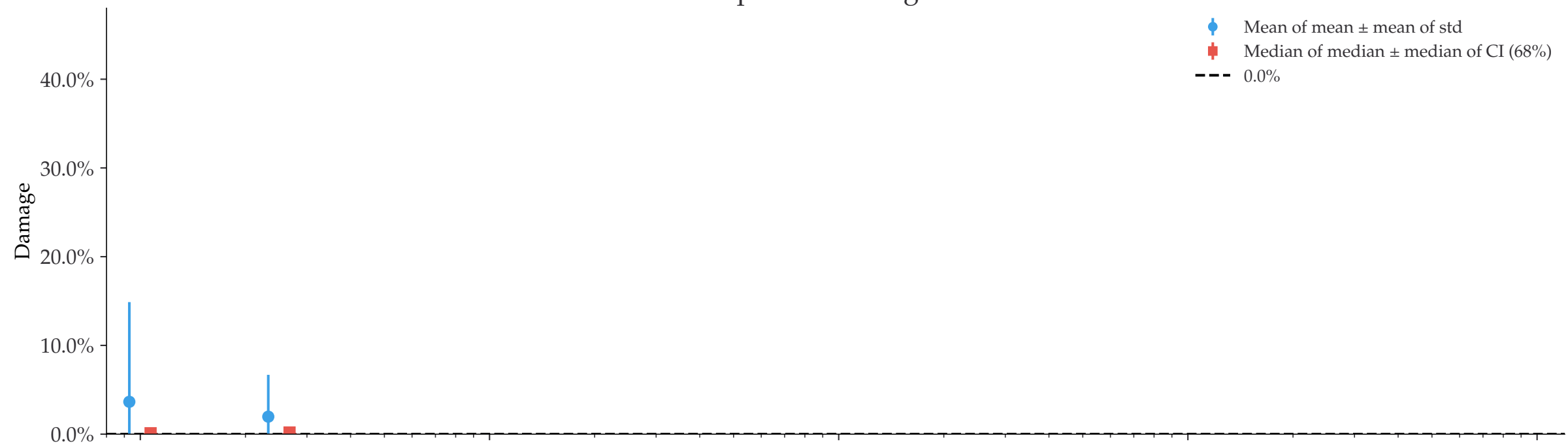
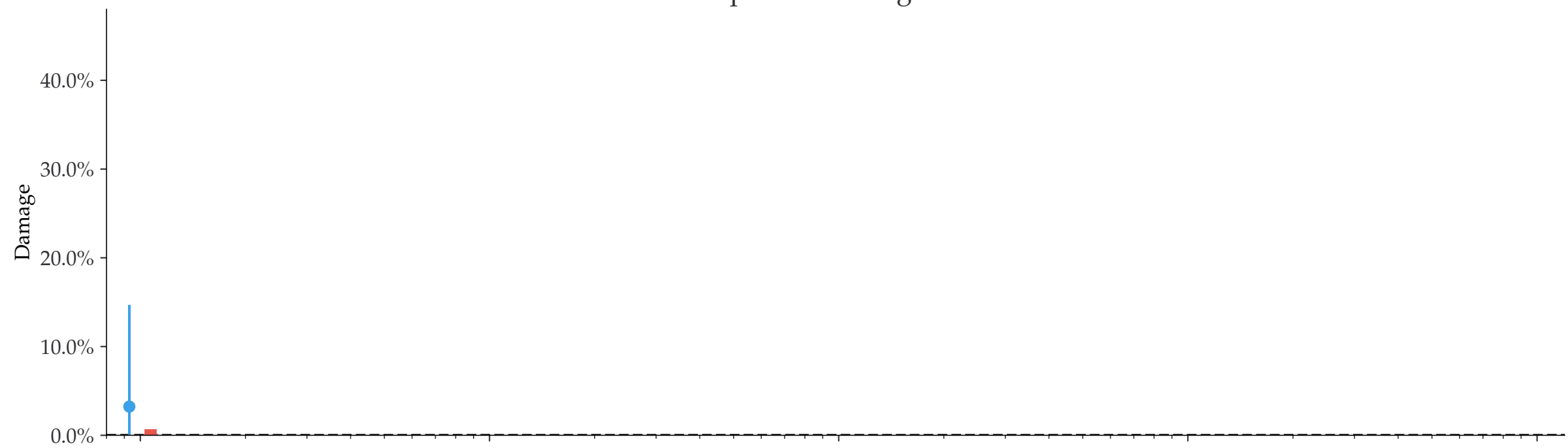


Damage
Briggs damage = 0.0
Damage percent (approx) = 0%

Species = contig1k



Species = contig10k



Species = contig100k

