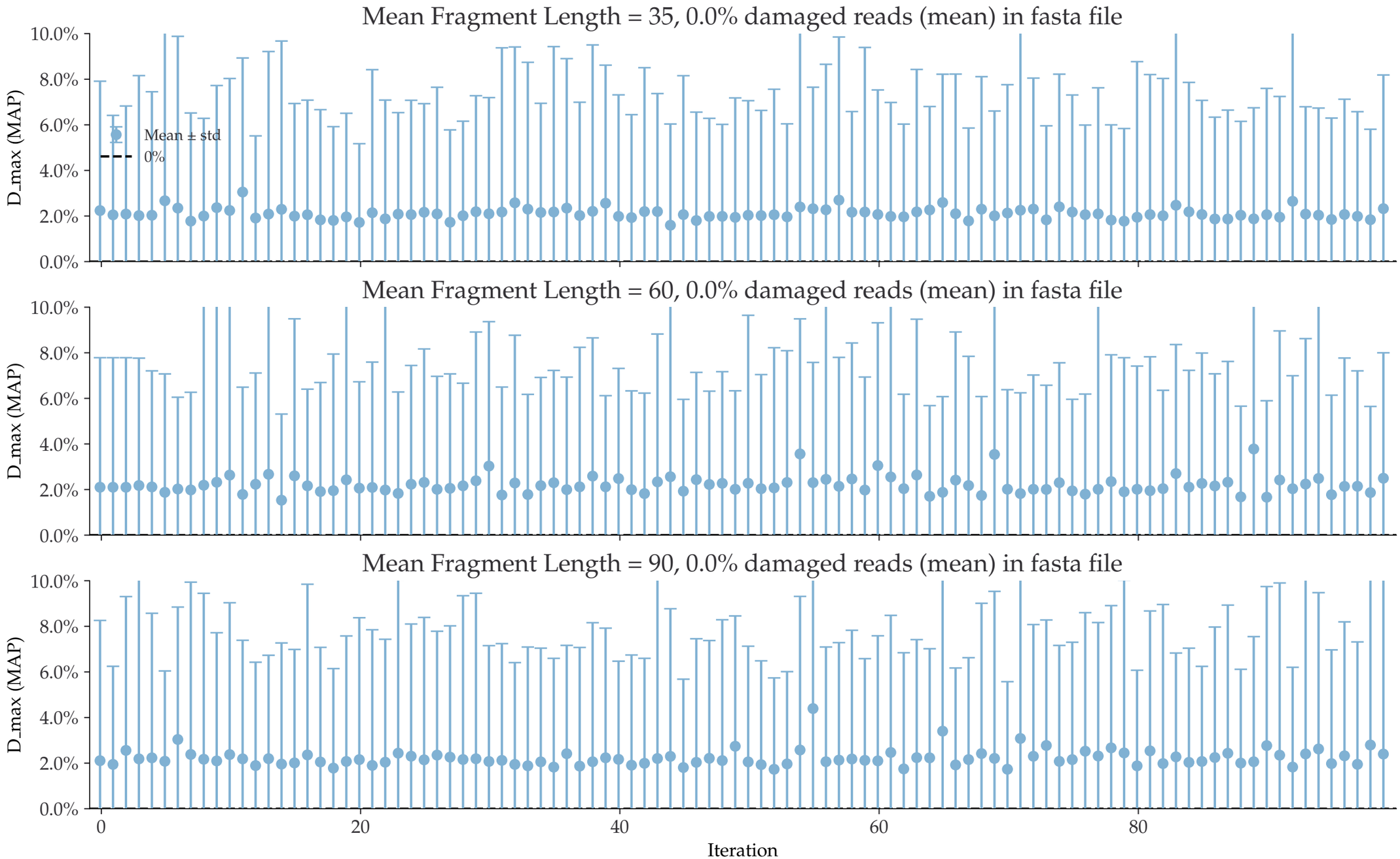
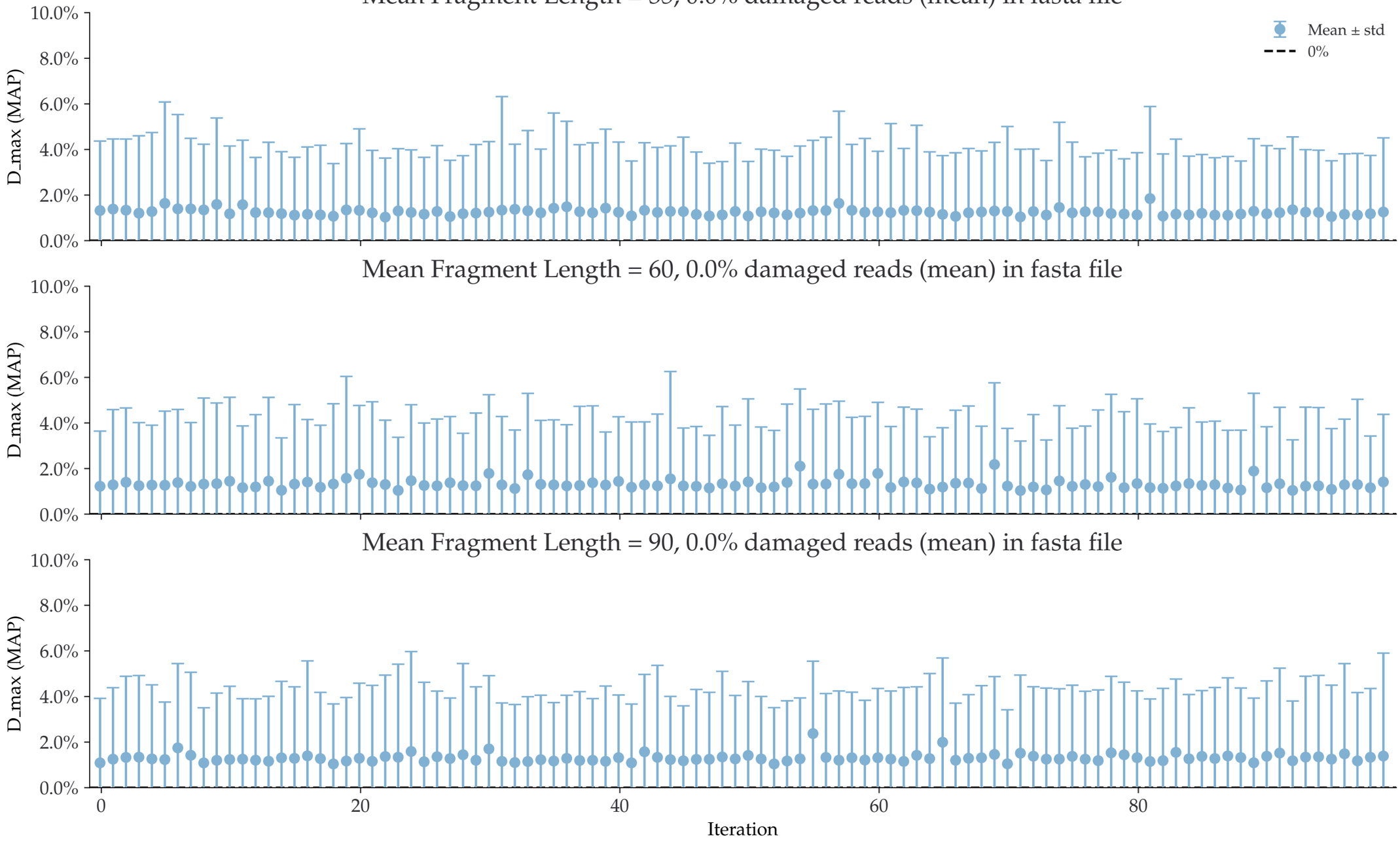
D_max (MAP)
Individual damages:
10 reads
Briggs damage = 0.0
Damage percent = 0%

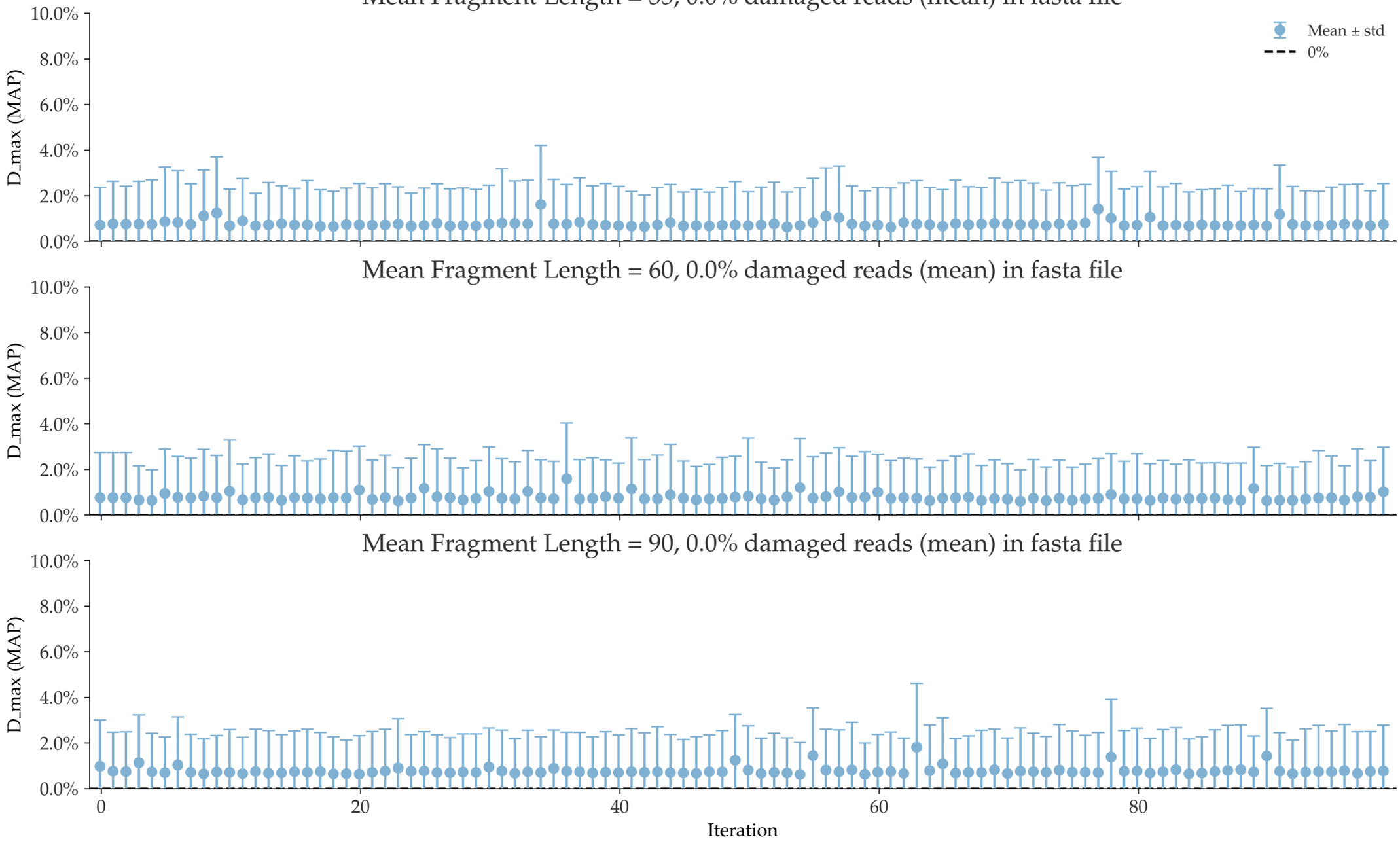
D_max (MAP)
Individual damages:
25 reads
Briggs damage = 0.0
Damage percent = 0%



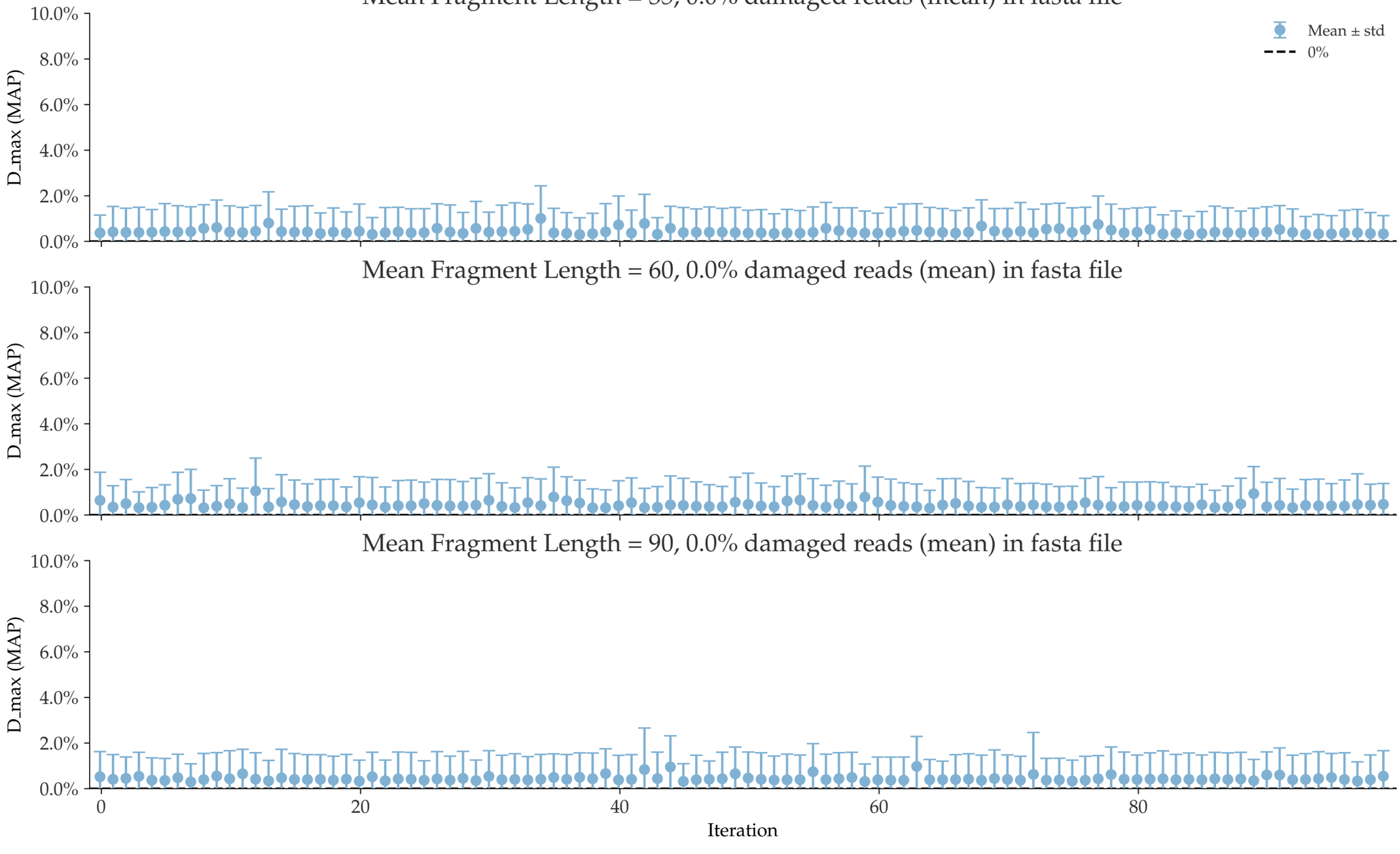
D_max (MAP)
Individual damages:
50 reads
Briggs damage = 0.0
Damage percent = 0%



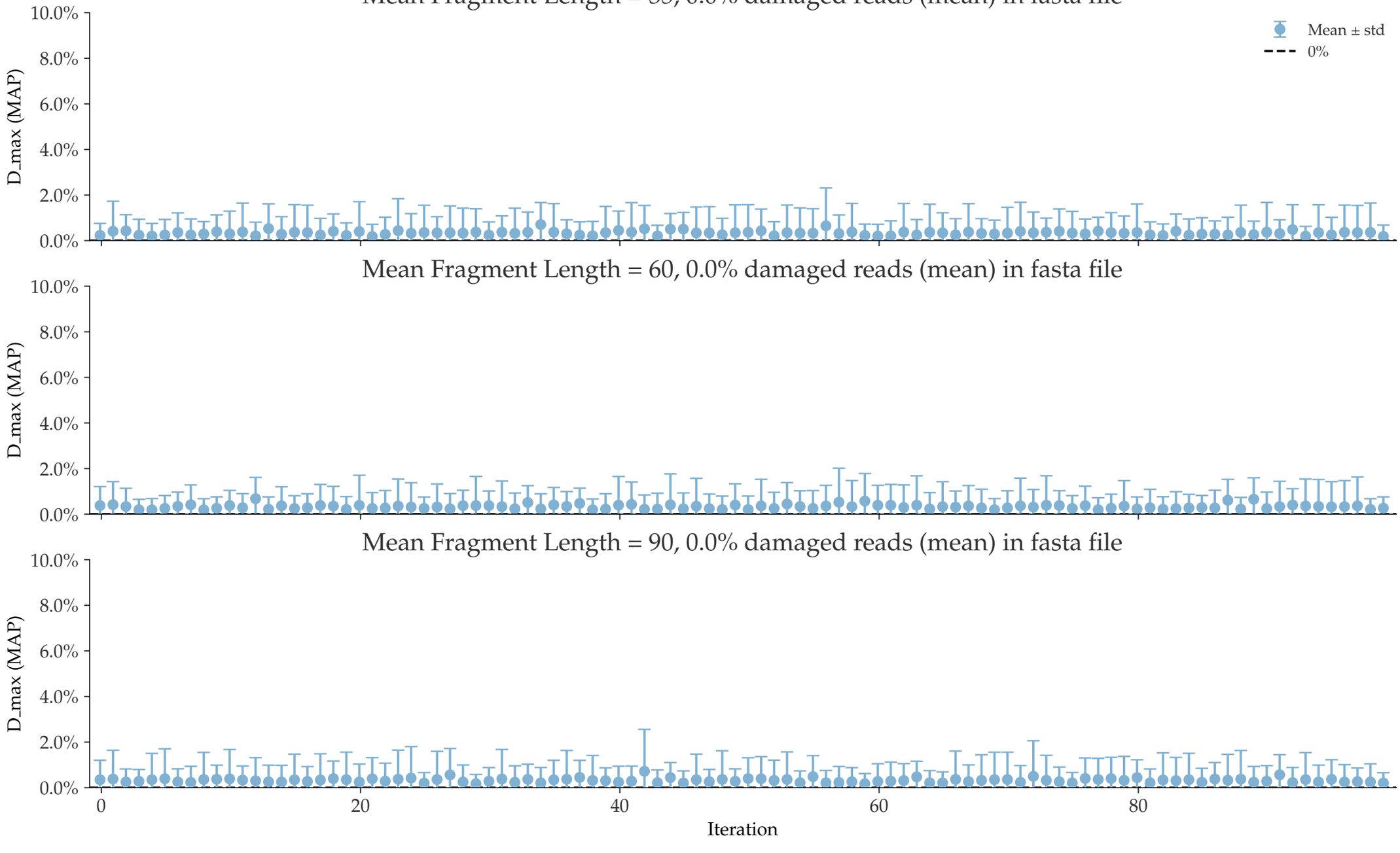
D_max (MAP)
Individual damages:
100 reads
Briggs damage = 0.0
Damage percent = 0%



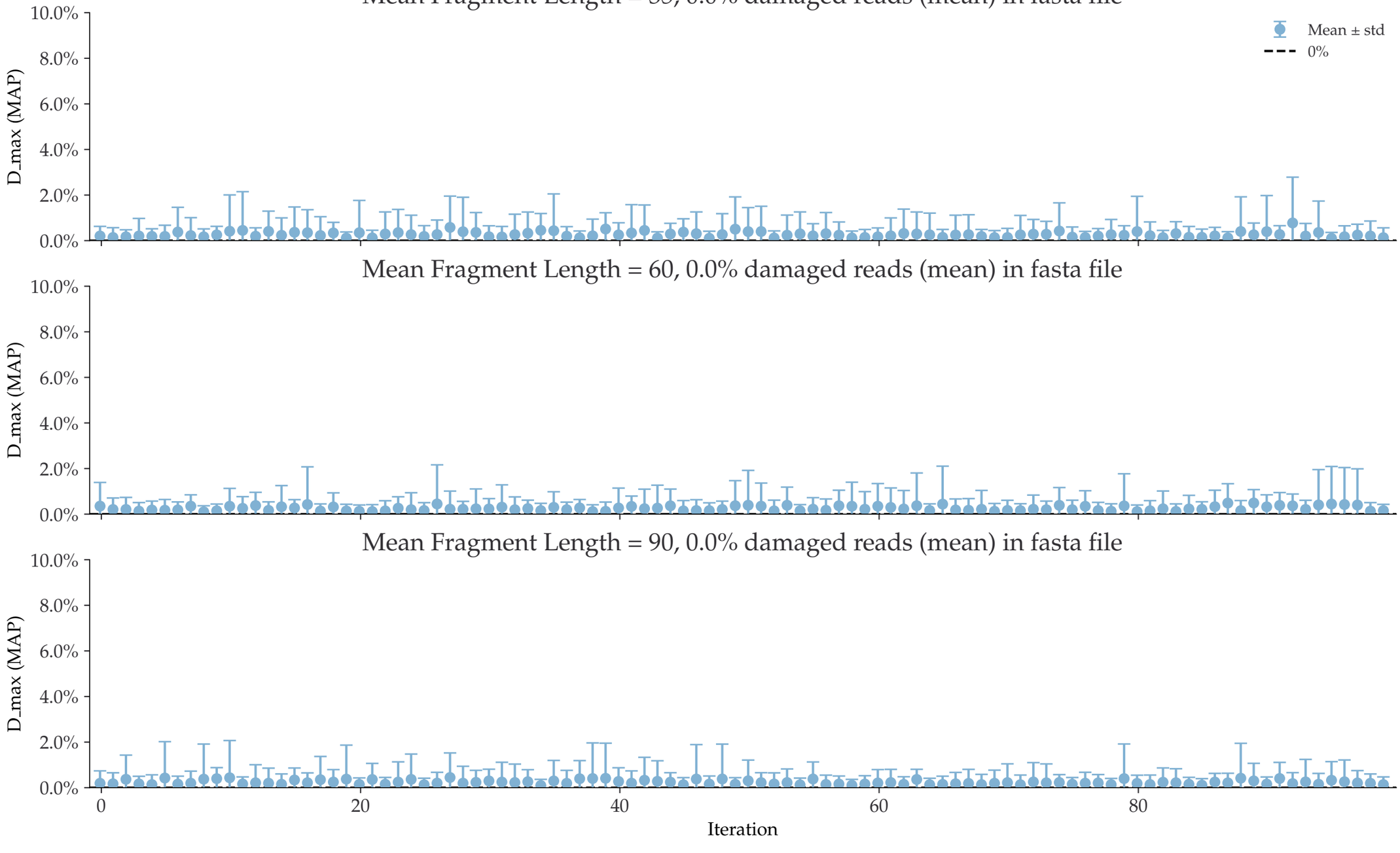
D_max (MAP)
Individual damages:
250 reads
Briggs damage = 0.0
Damage percent = 0%



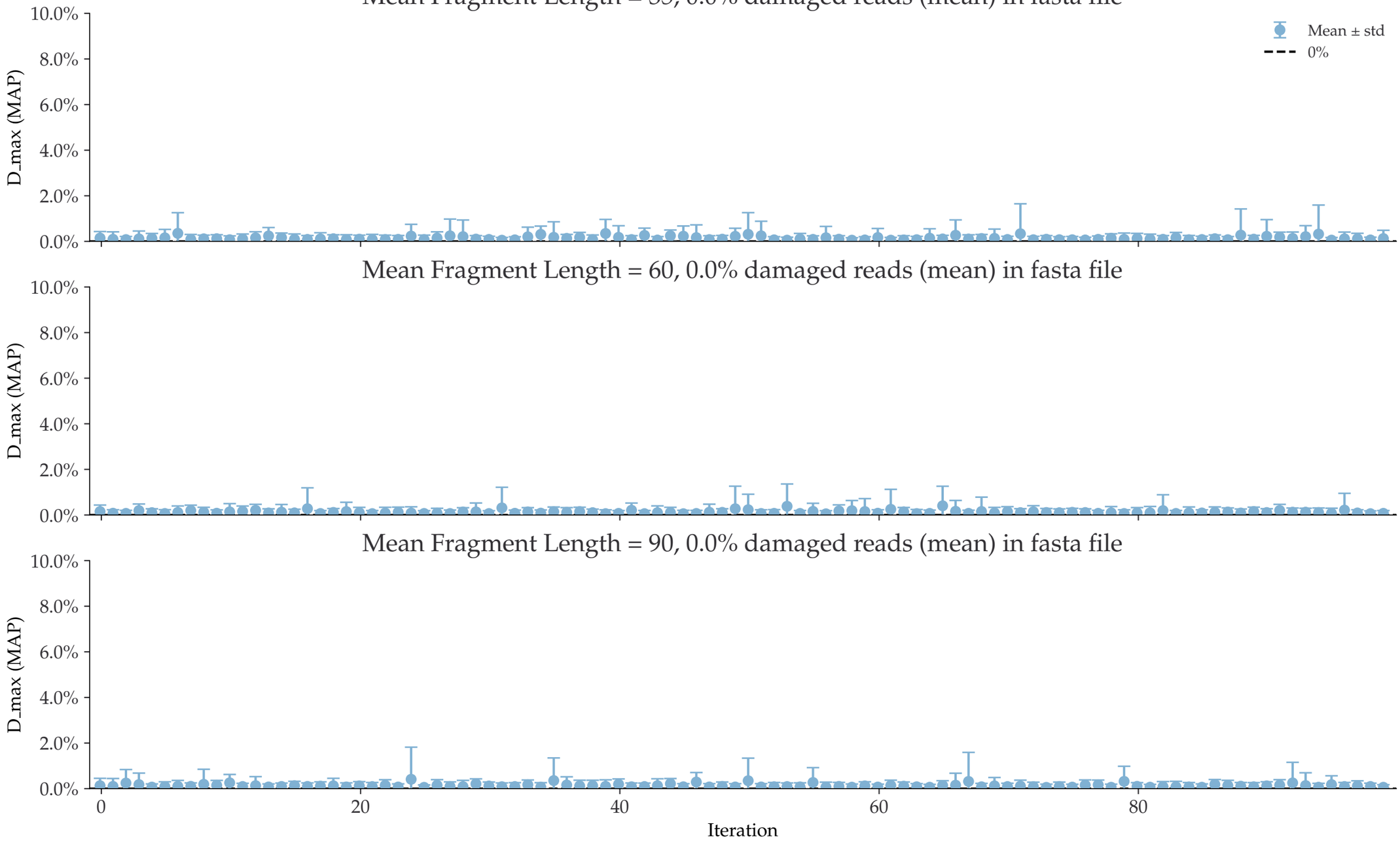
D_max (MAP)
Individual damages:
500 reads
Briggs damage = 0.0
Damage percent = 0%



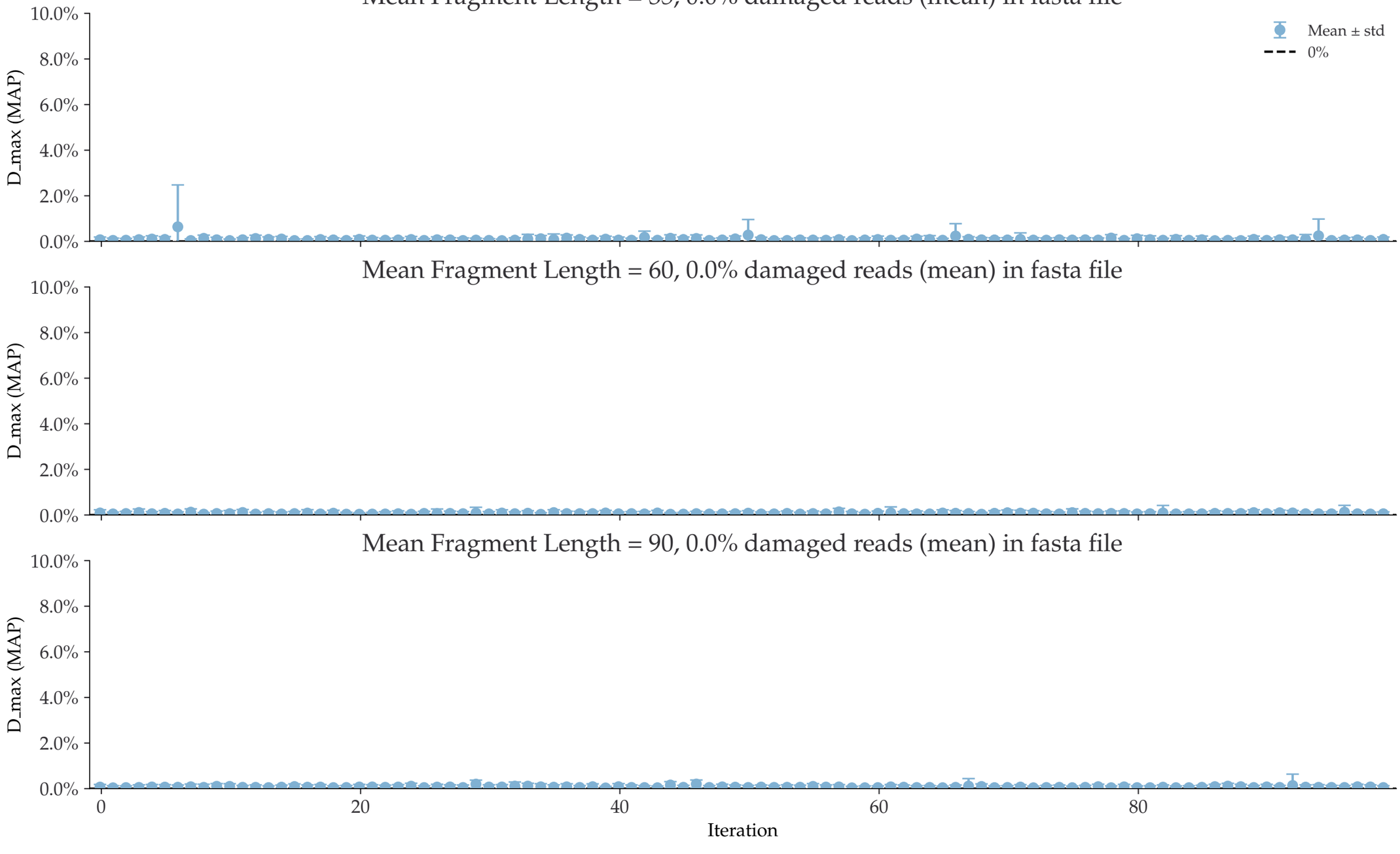
D_max (MAP)
Individual damages:
1000 reads
Briggs damage = 0.0
Damage percent = 0%



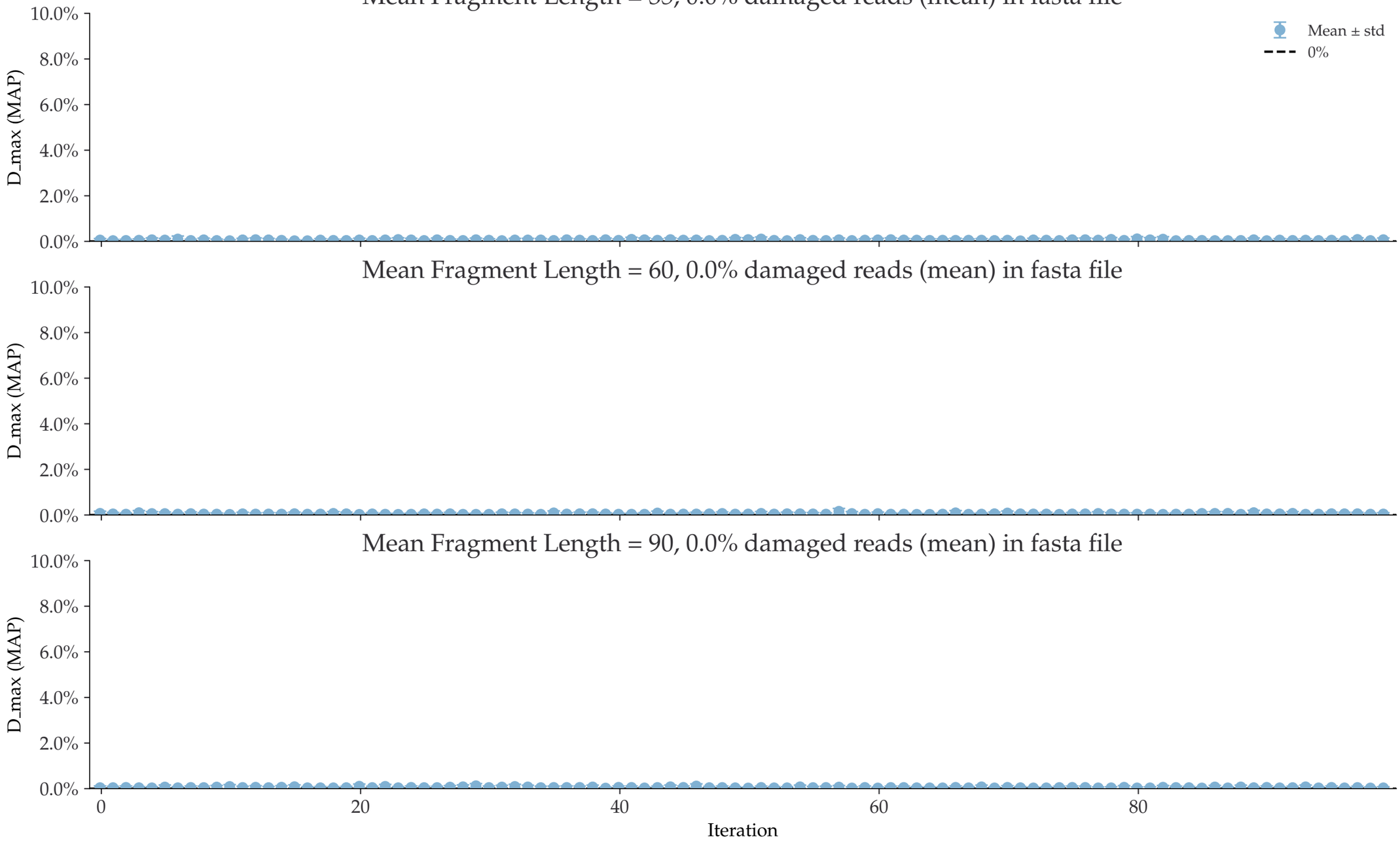
D_max (MAP)
Individual damages:
2500 reads
Briggs damage = 0.0
Damage percent = 0%



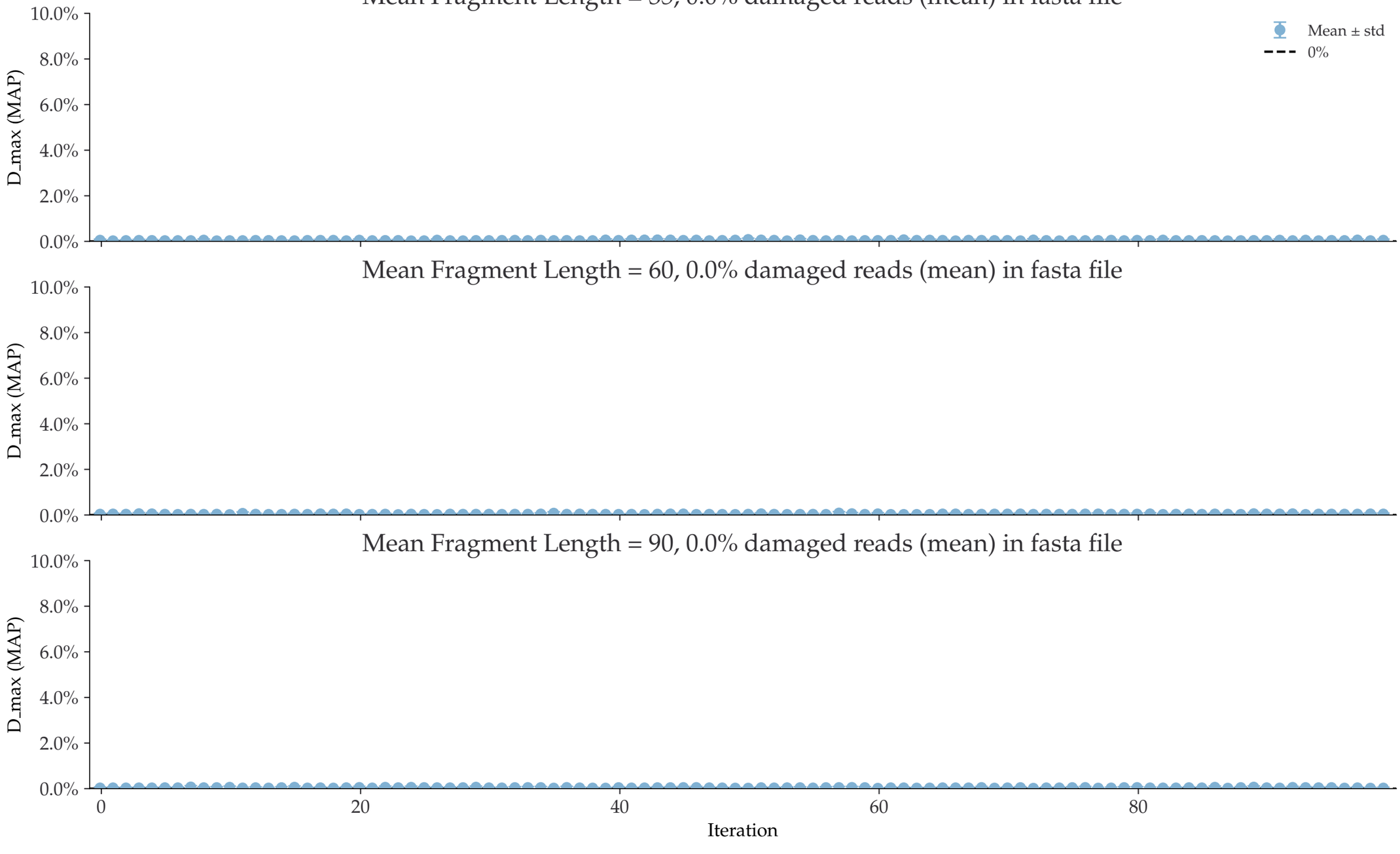
D_max (MAP)
Individual damages:
5000 reads
Briggs damage = 0.0
Damage percent = 0%



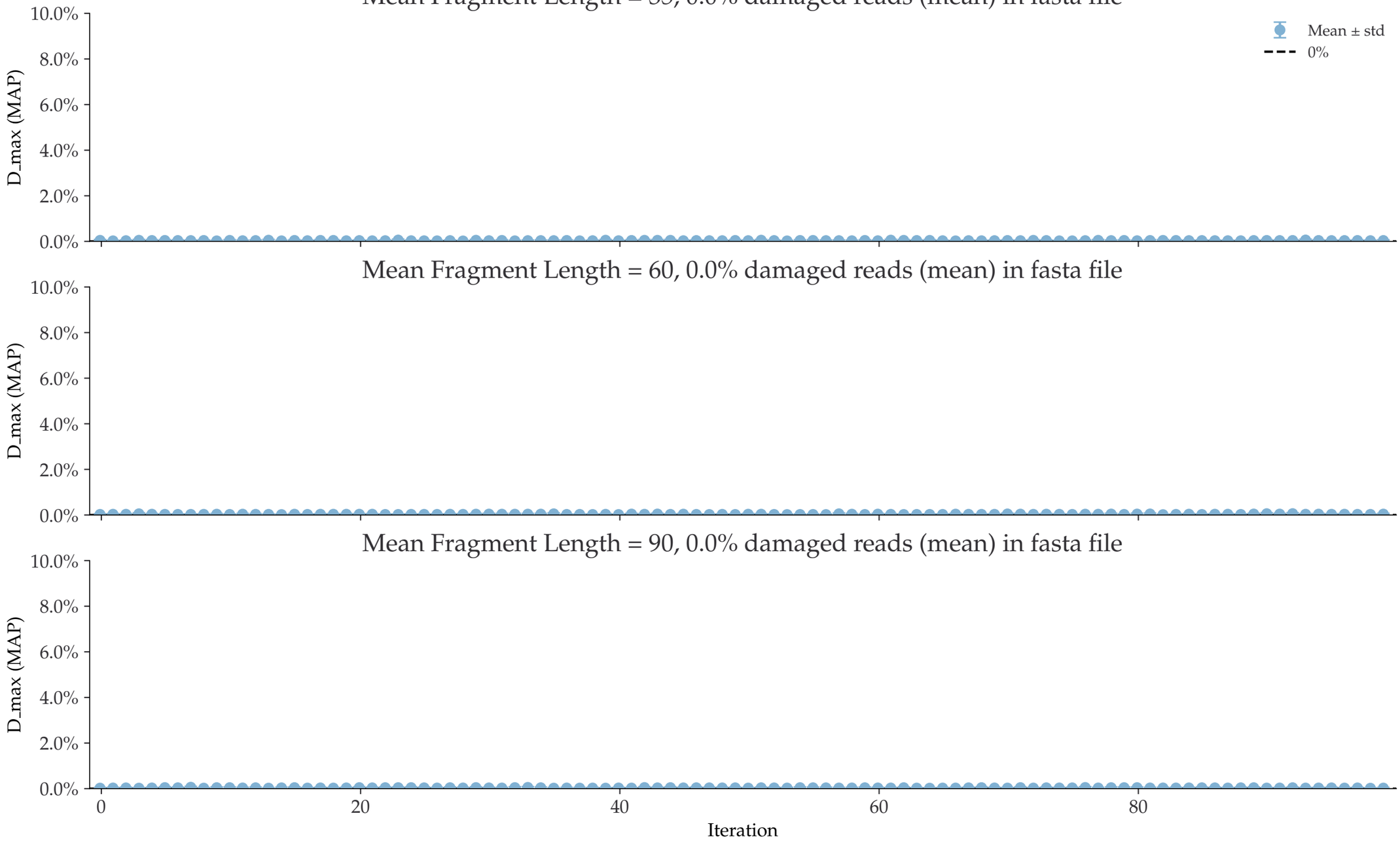
D_max (MAP)
Individual damages:
10000 reads
Briggs damage = 0.0
Damage percent = 0%



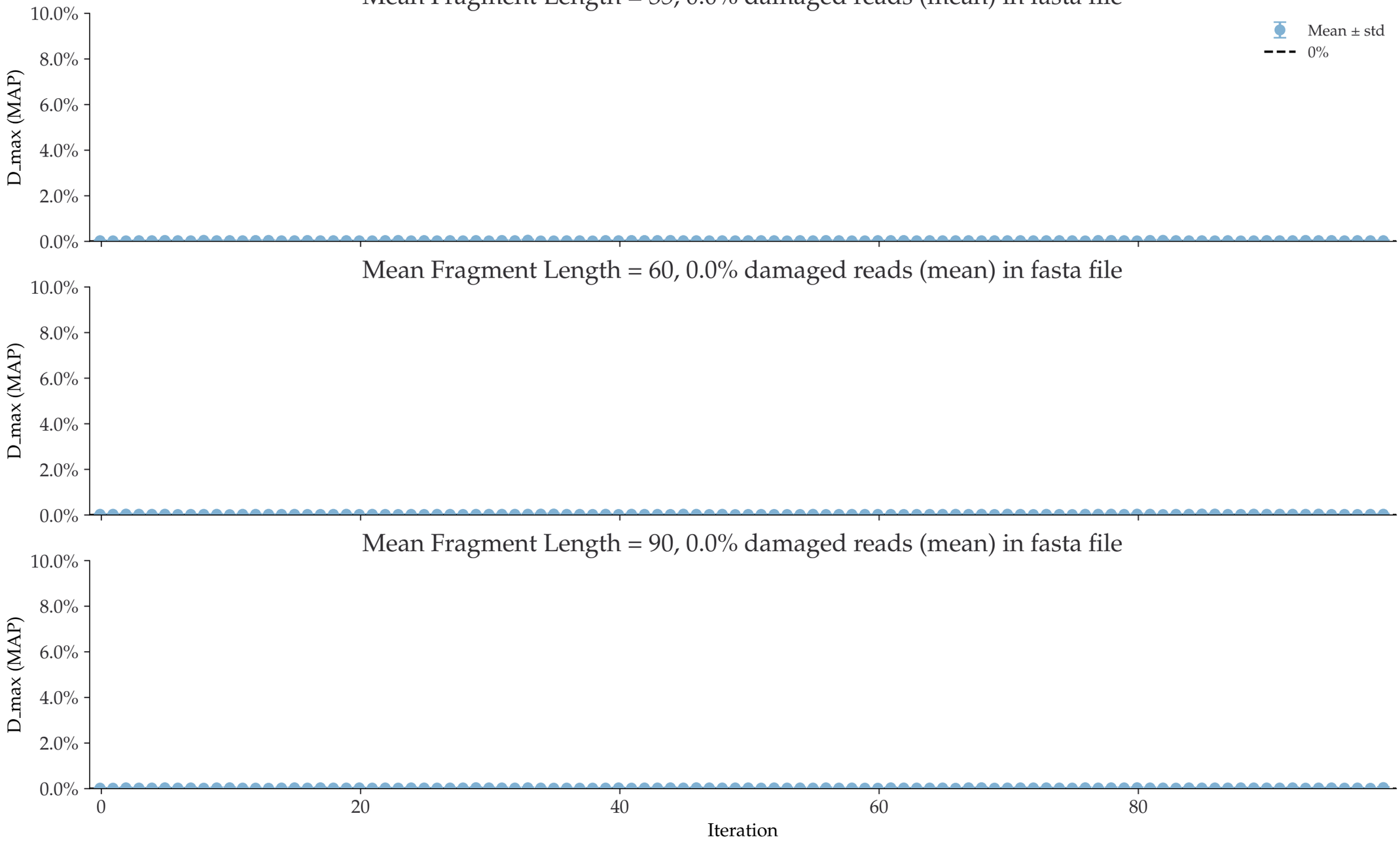
D_max (MAP)
Individual damages:
25000 reads
Briggs damage = 0.0
Damage percent = 0%



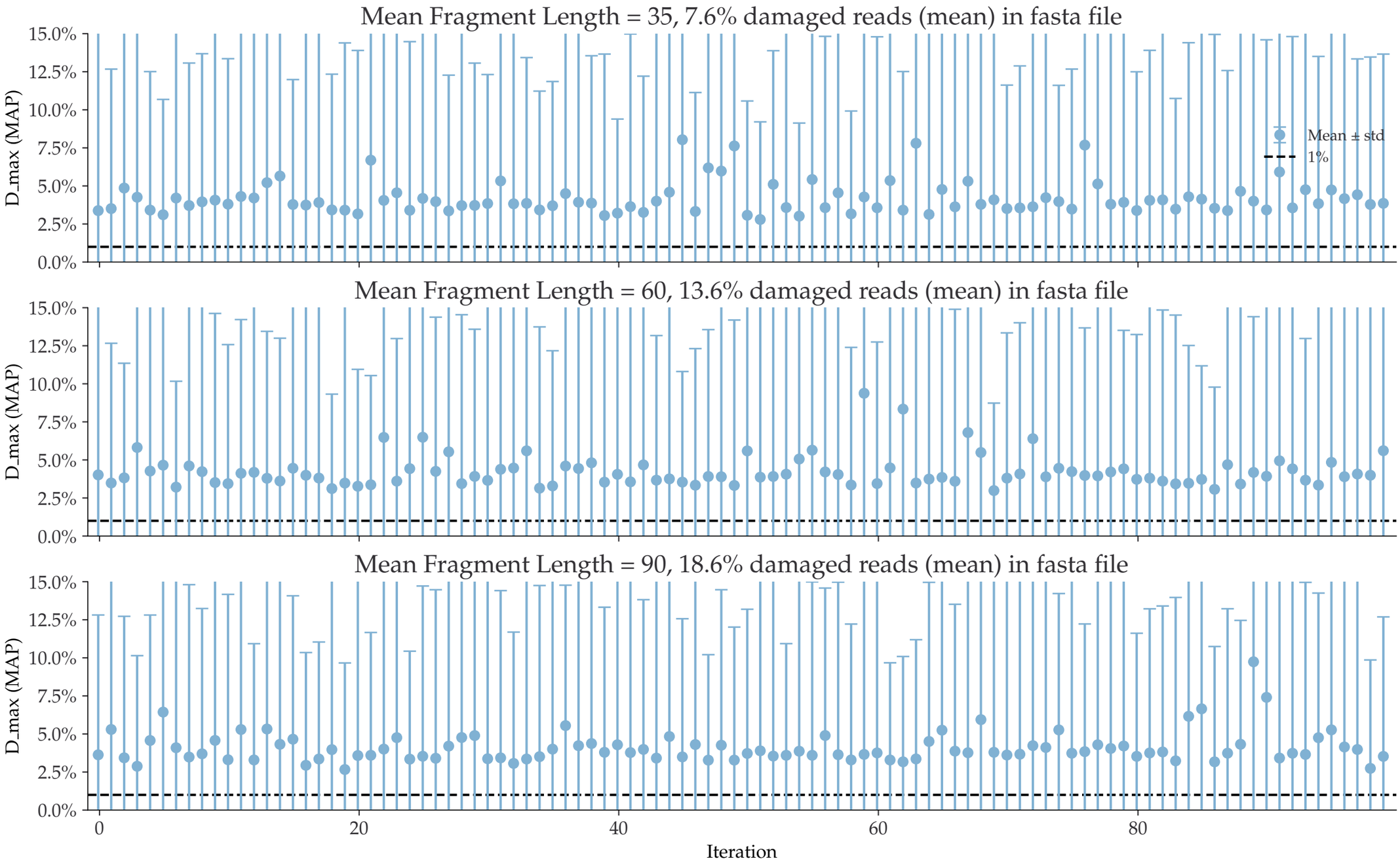
D_max (MAP)
Individual damages:
50000 reads
Briggs damage = 0.0
Damage percent = 0%



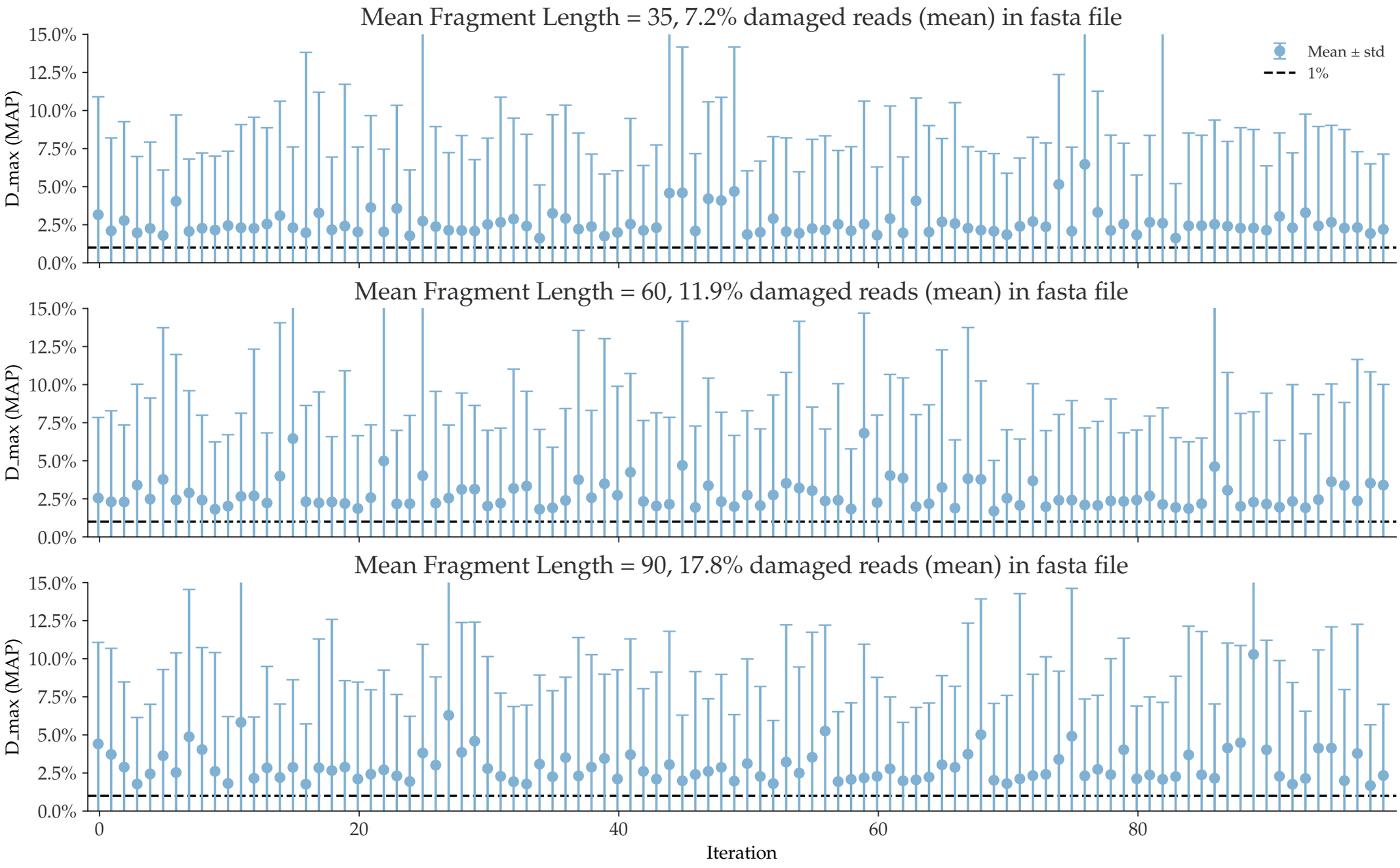
D_max (MAP)
Individual damages:
100000 reads
Briggs damage = 0.0
Damage percent = 0%



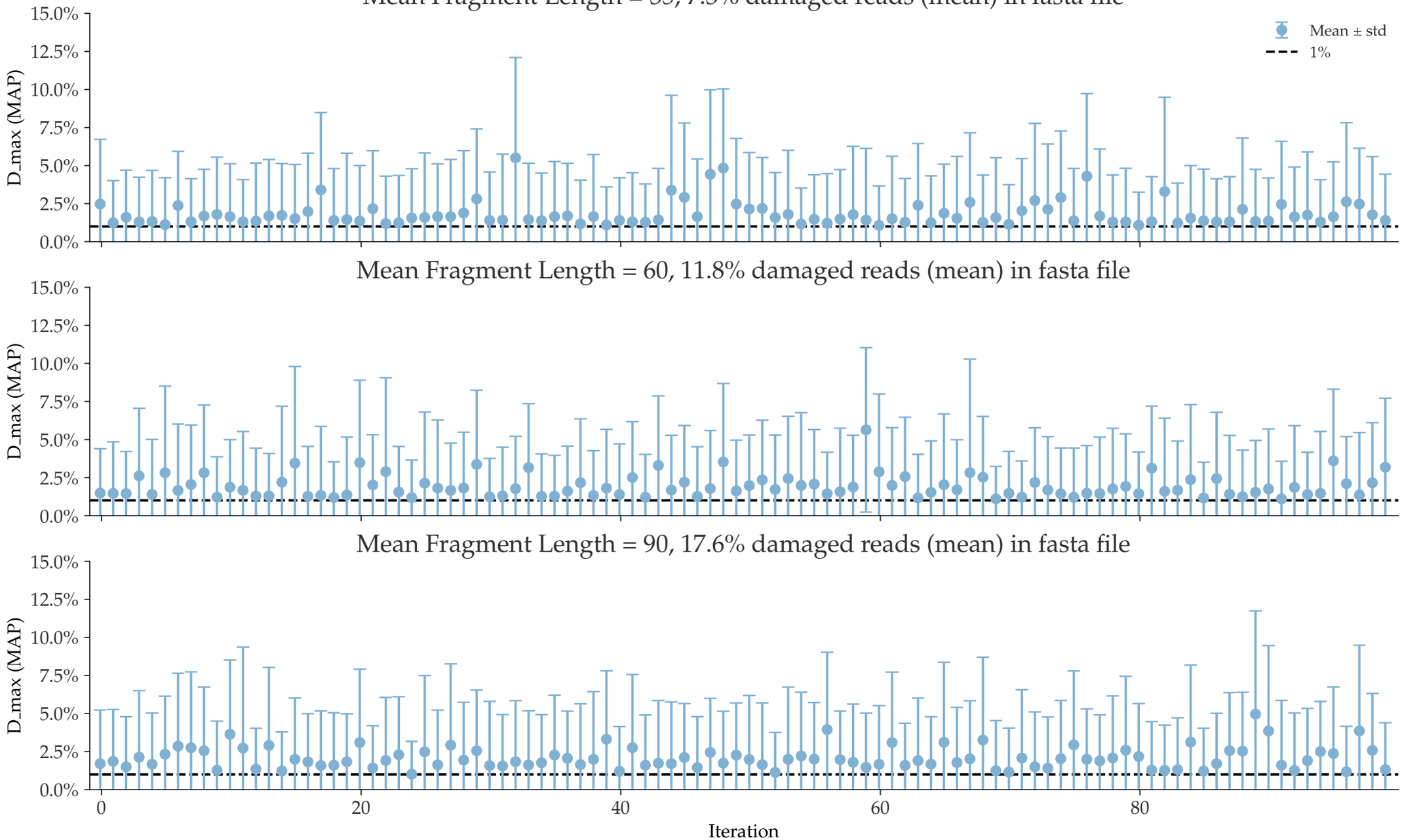
D_max (MAP)
Individual damages:
10 reads
Briggs damage = 0.014
Damage percent = 1%



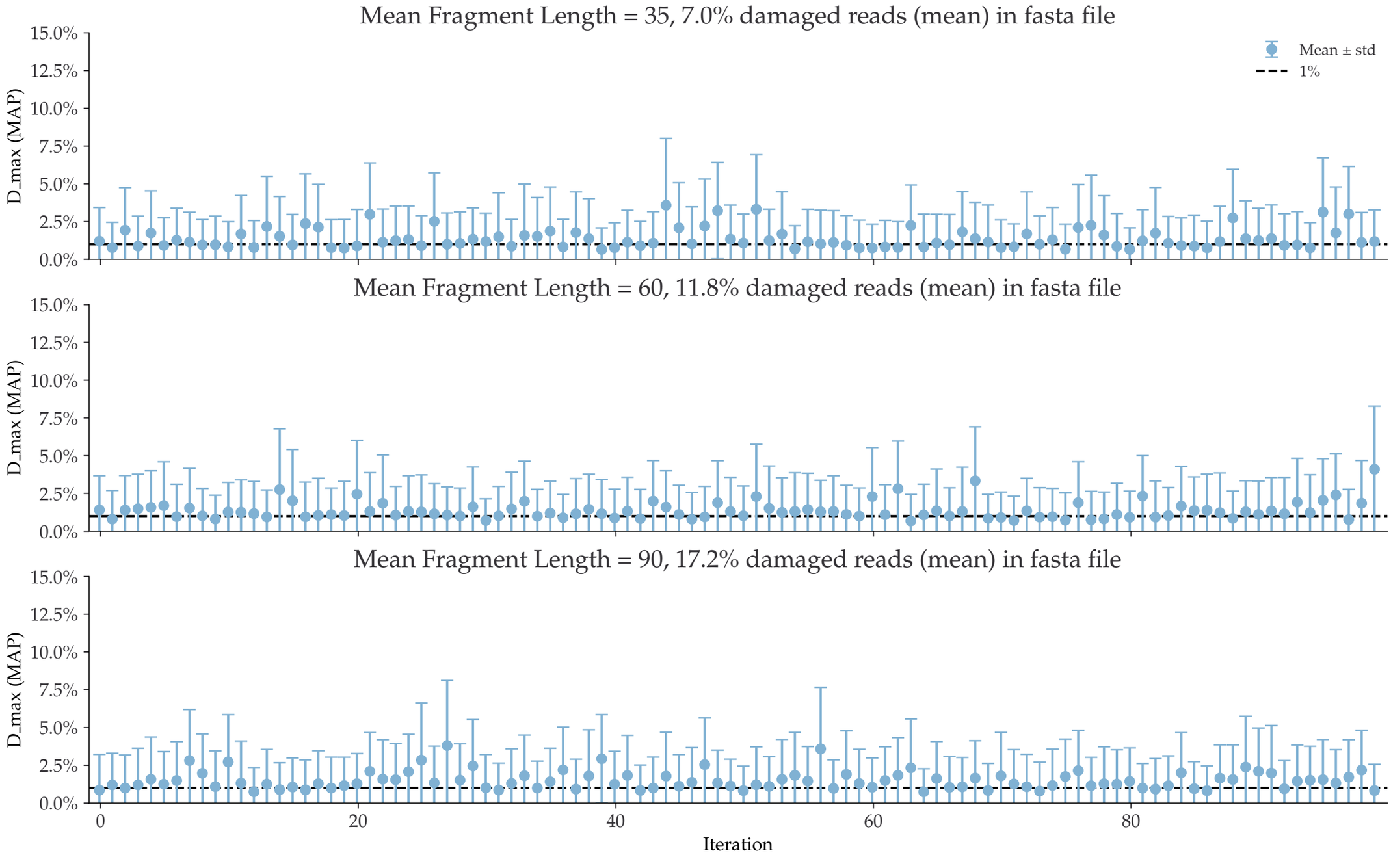
D_max (MAP)
Individual damages:
25 reads
Briggs damage = 0.014
Damage percent = 1%



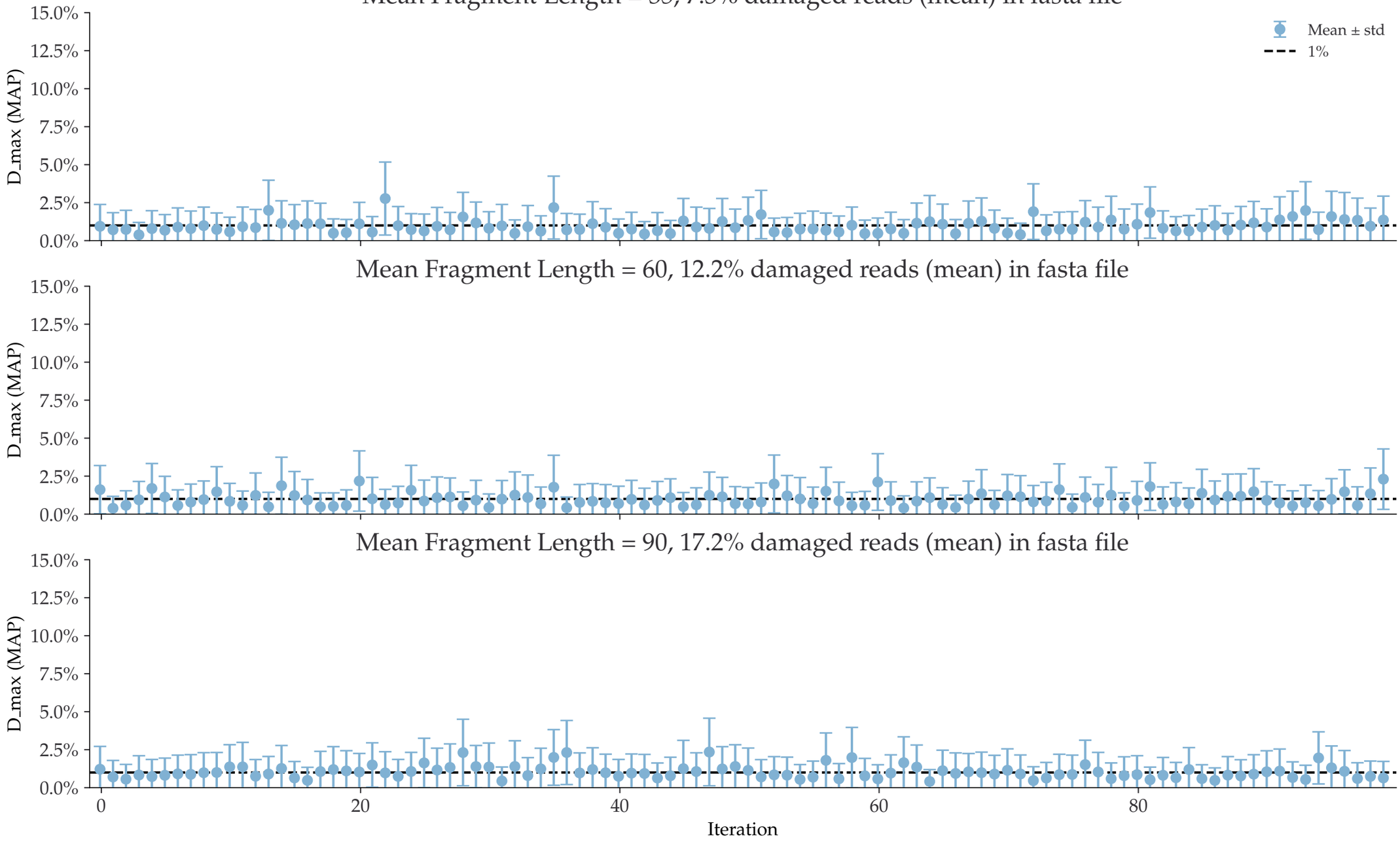
D_max (MAP)
Individual damages:
50 reads
Briggs damage = 0.014
Damage percent = 1%



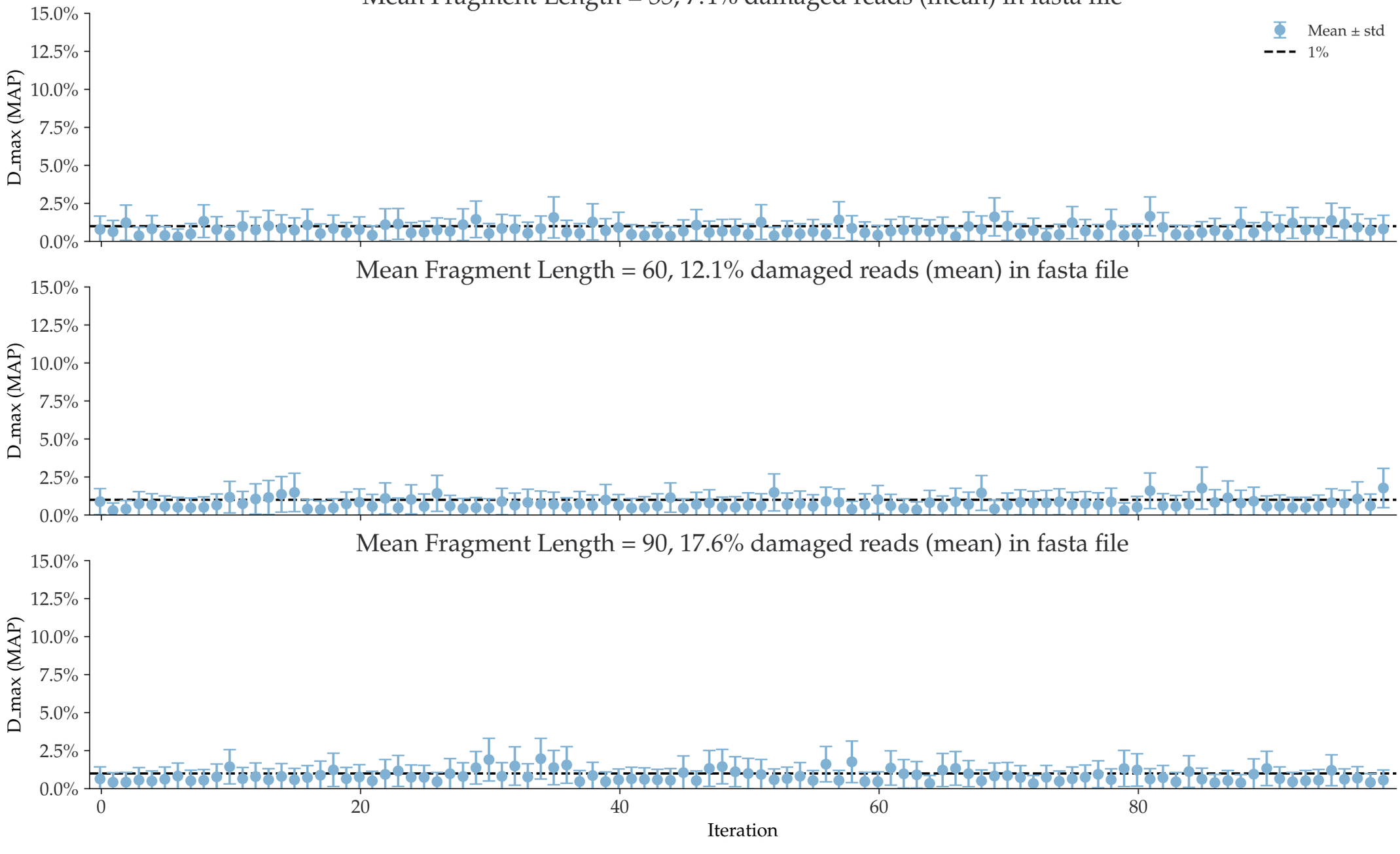
D_max (MAP)
Individual damages:
100 reads
Briggs damage = 0.014
Damage percent = 1%



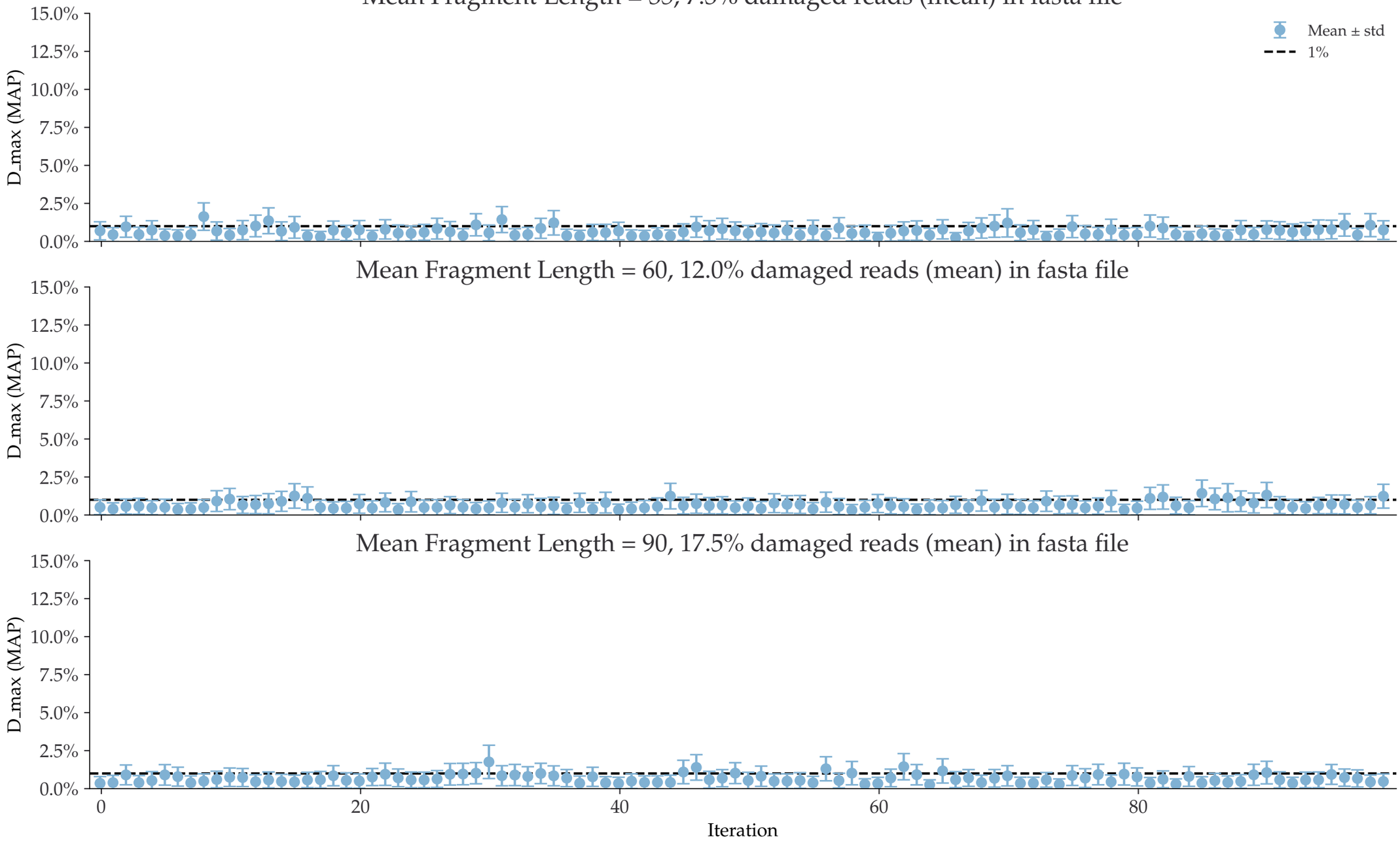
D_max (MAP)
Individual damages:
250 reads
Briggs damage = 0.014
Damage percent = 1%



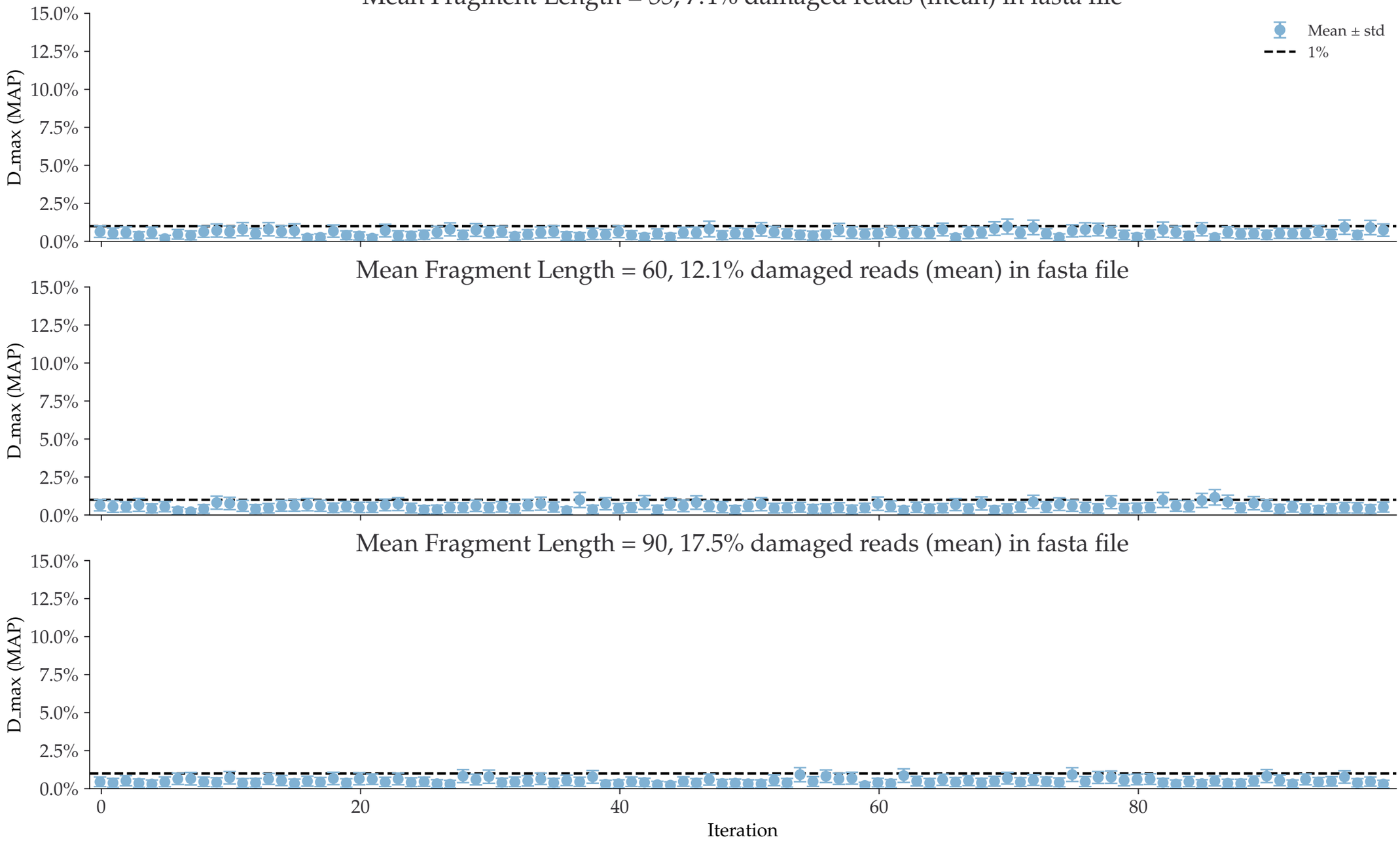
D_max (MAP)
Individual damages:
500 reads
Briggs damage = 0.014
Damage percent = 1%



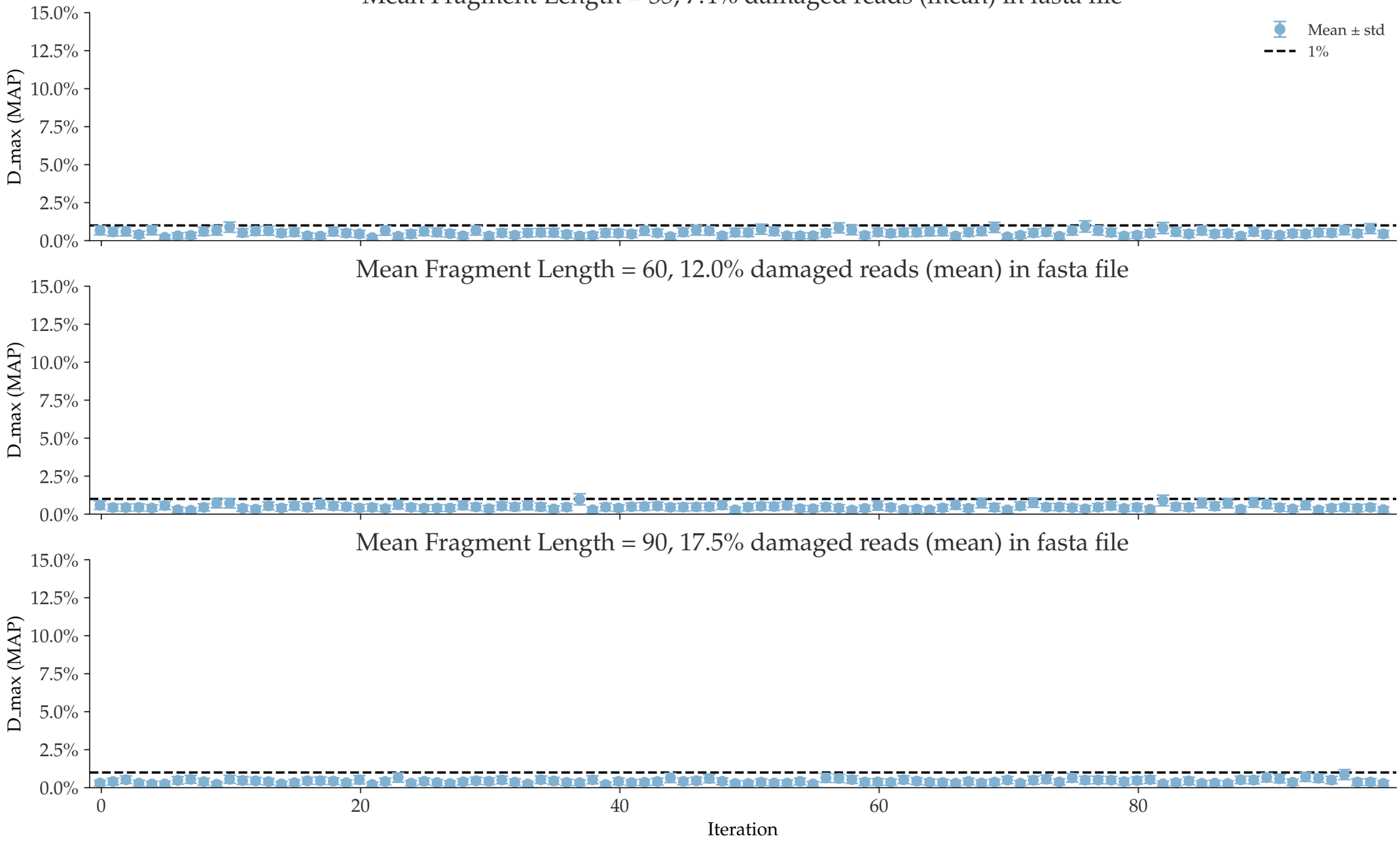
D_max (MAP)
Individual damages:
1000 reads
Briggs damage = 0.014
Damage percent = 1%



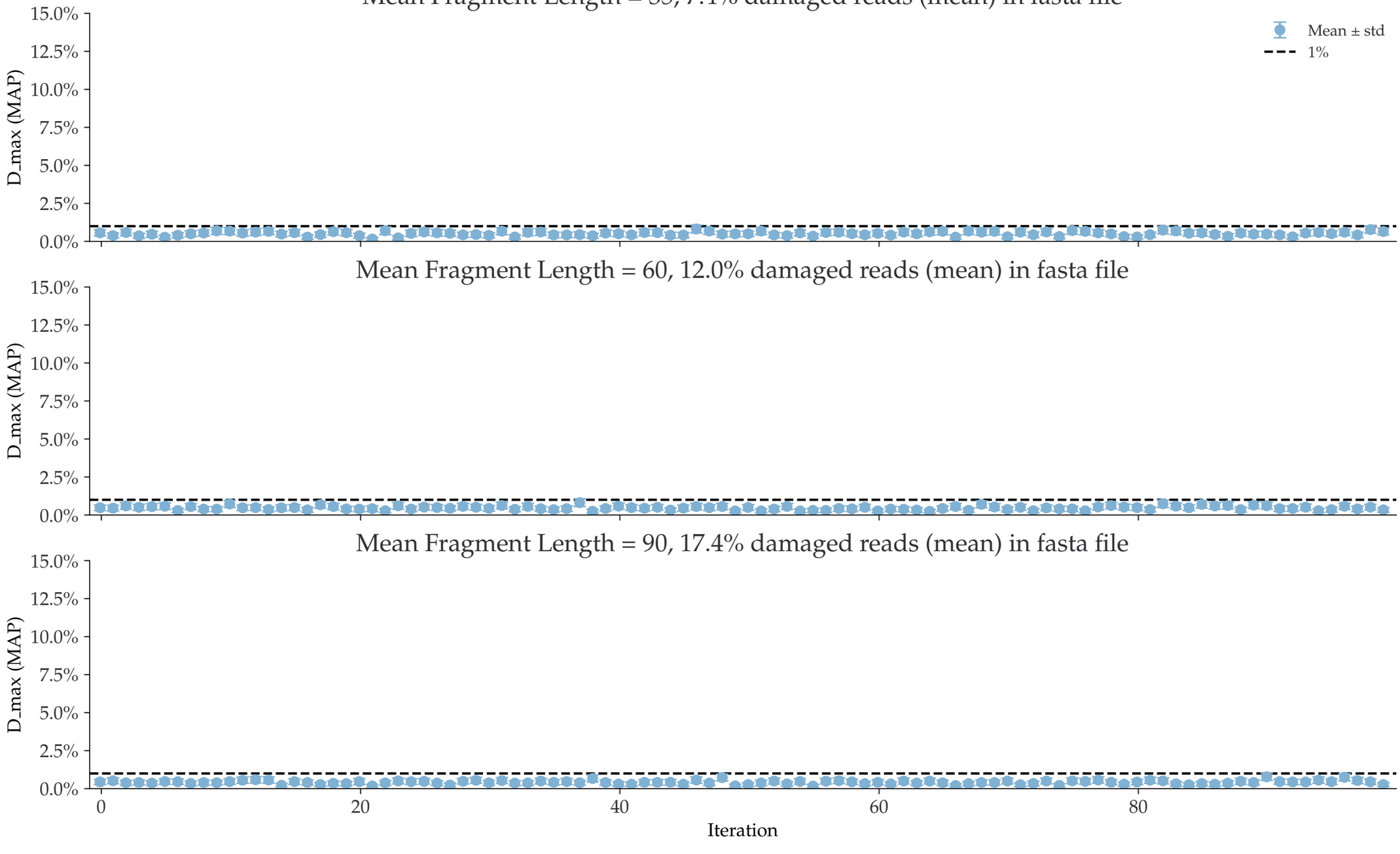
D_max (MAP)
Individual damages:
2500 reads
Briggs damage = 0.014
Damage percent = 1%



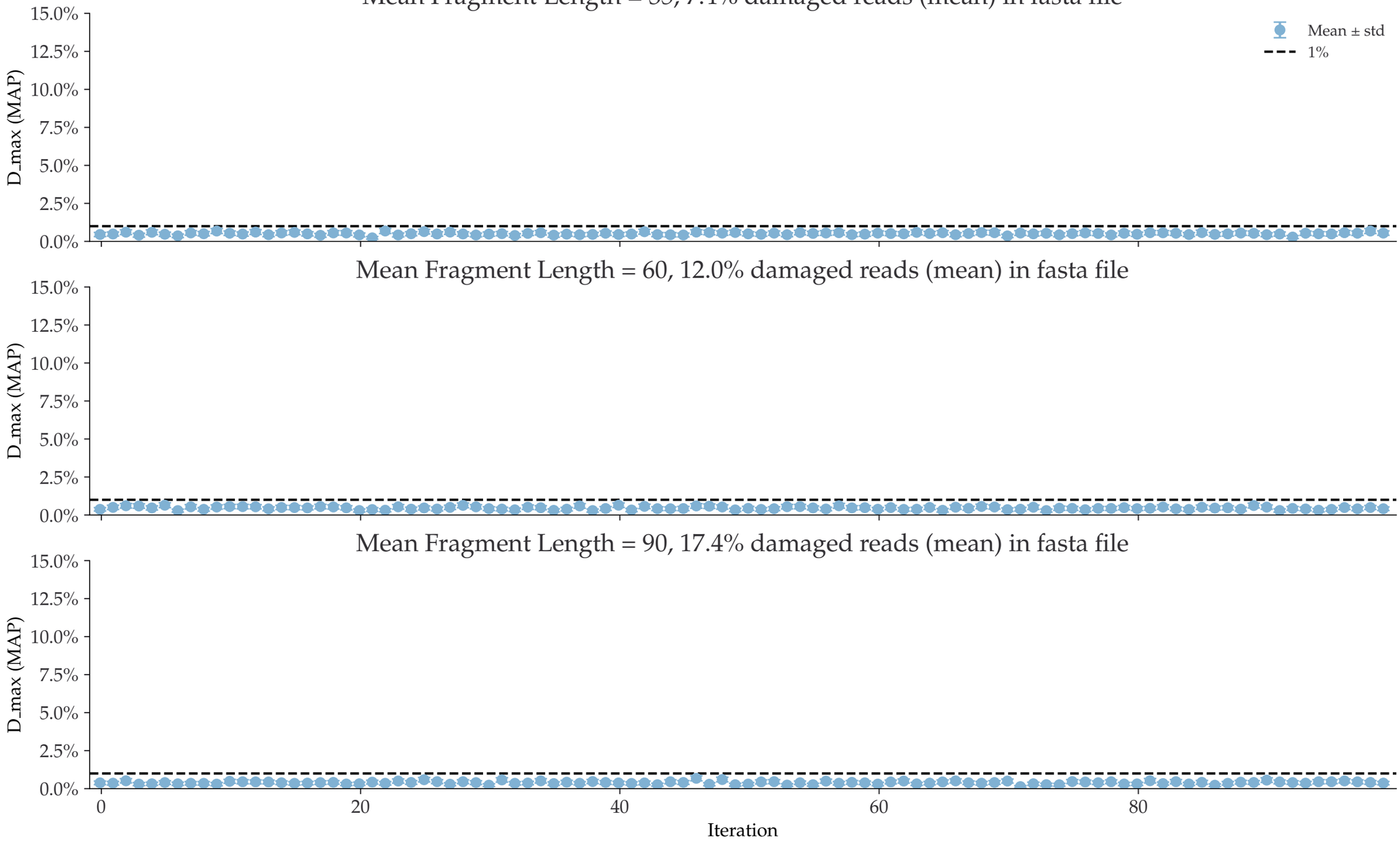
D_max (MAP)
Individual damages:
5000 reads
Briggs damage = 0.014
Damage percent = 1%



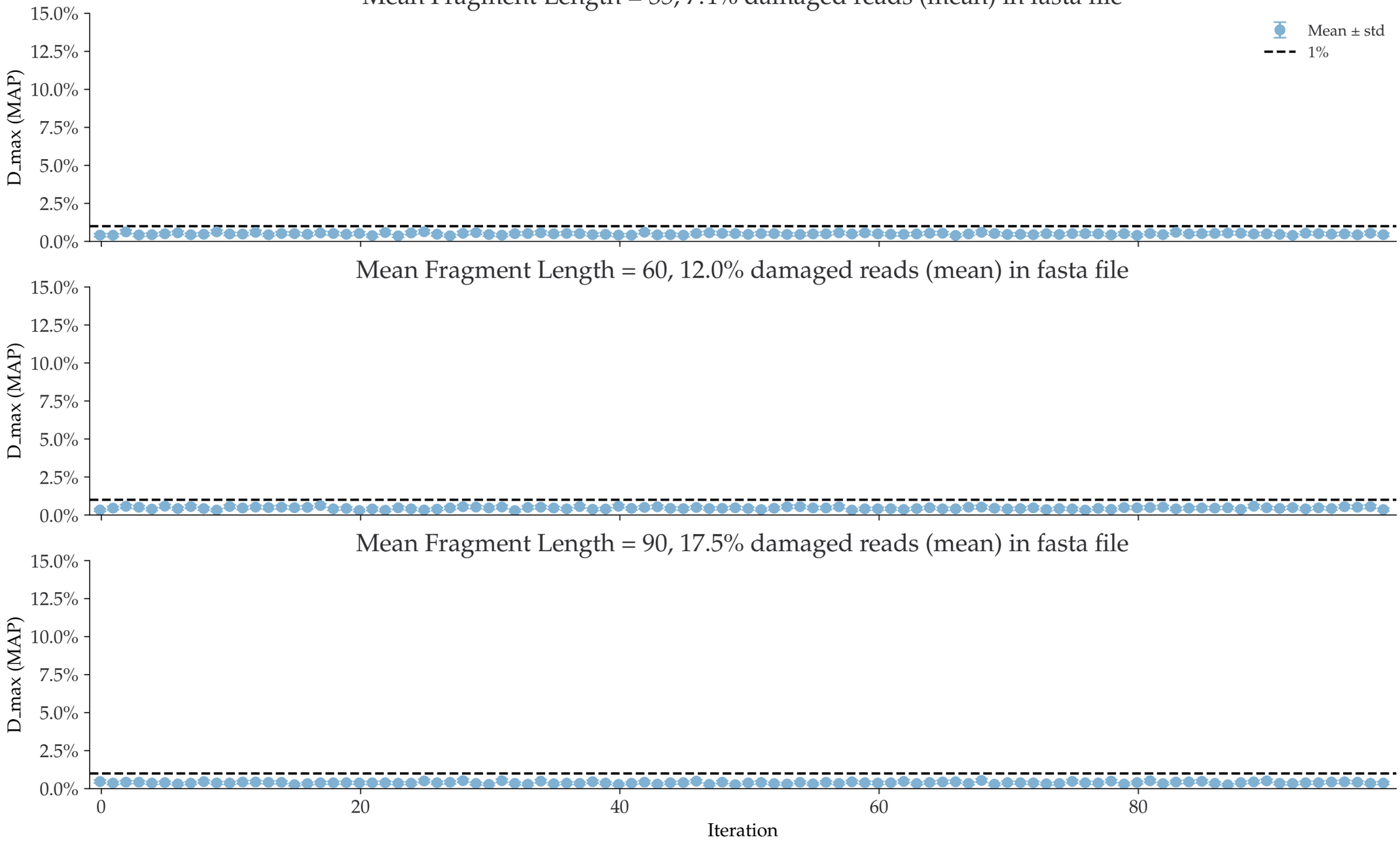
D_max (MAP)
Individual damages:
10000 reads
Briggs damage = 0.014
Damage percent = 1%



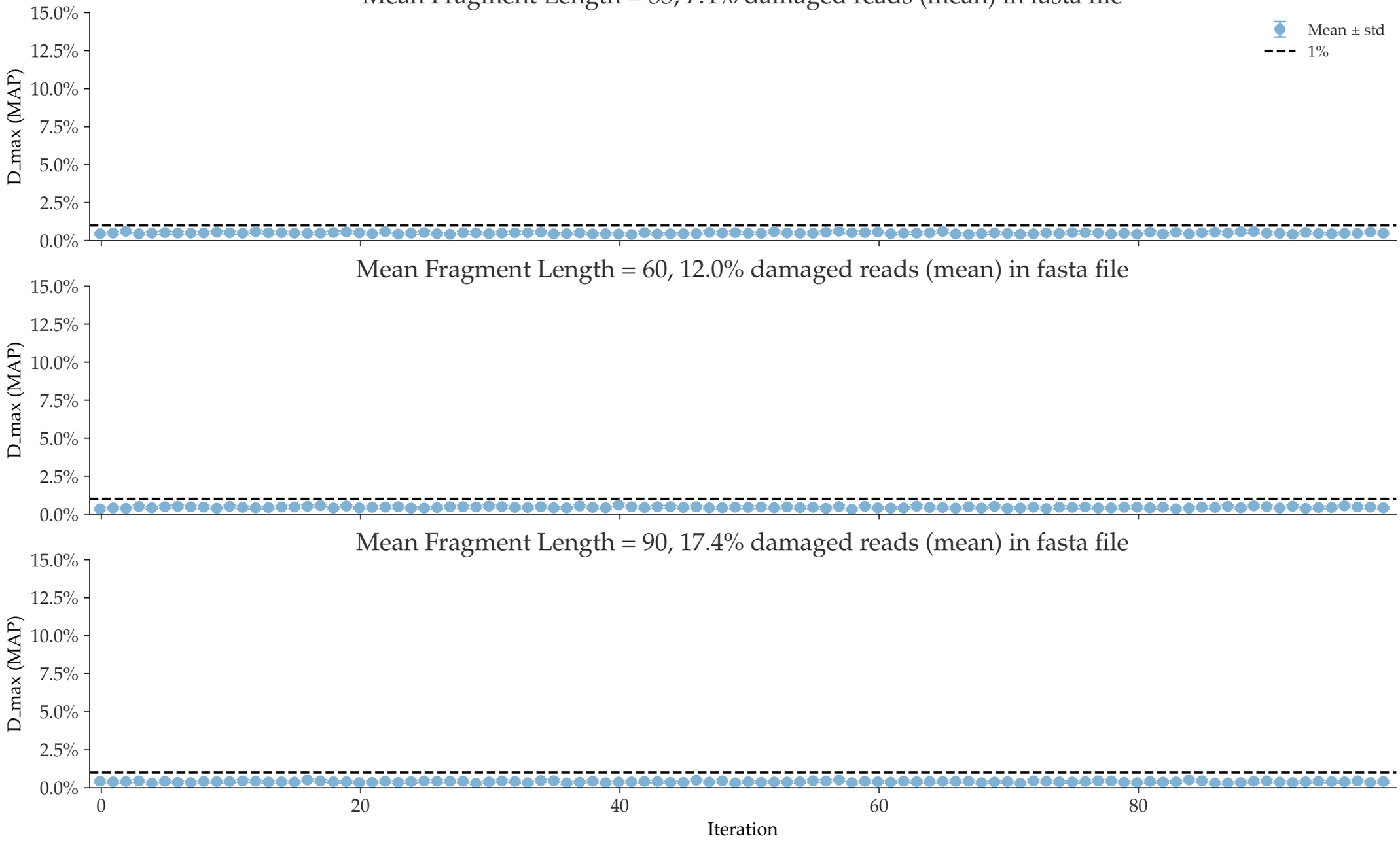
D_max (MAP)
Individual damages:
25000 reads
Briggs damage = 0.014
Damage percent = 1%



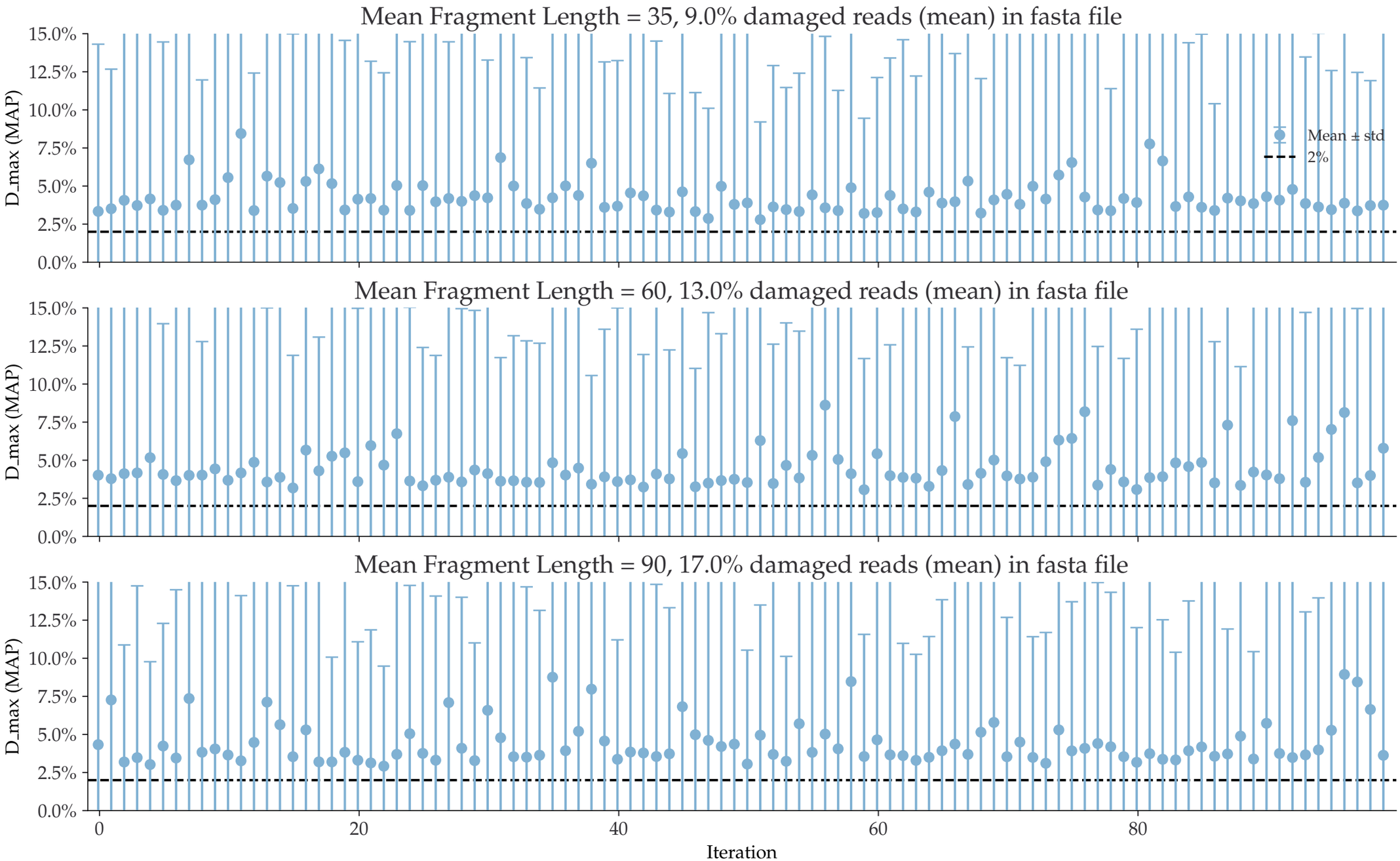
D_max (MAP)
Individual damages:
50000 reads
Briggs damage = 0.014
Damage percent = 1%



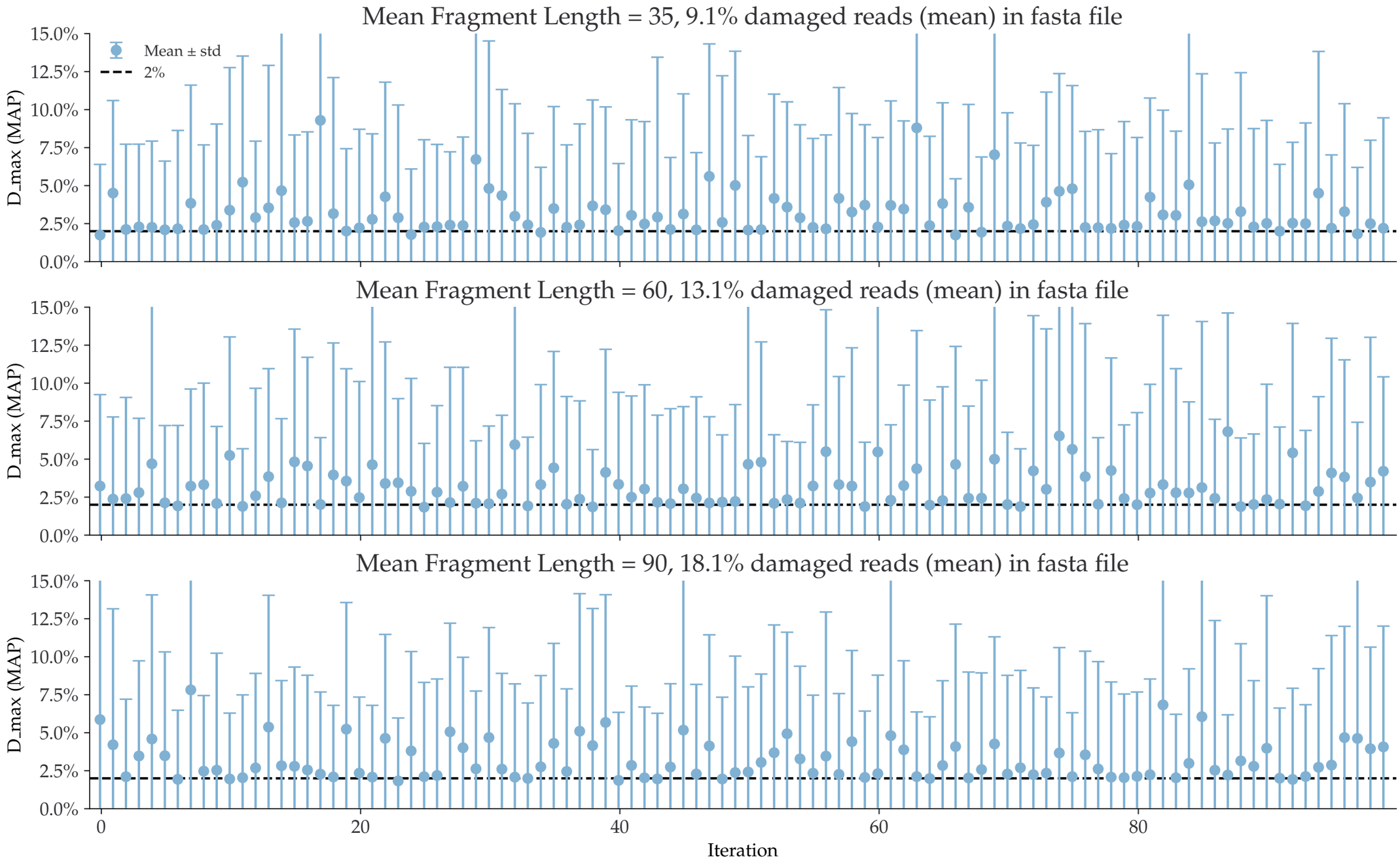
D_max (MAP)
Individual damages:
100000 reads
Briggs damage = 0.014
Damage percent = 1%



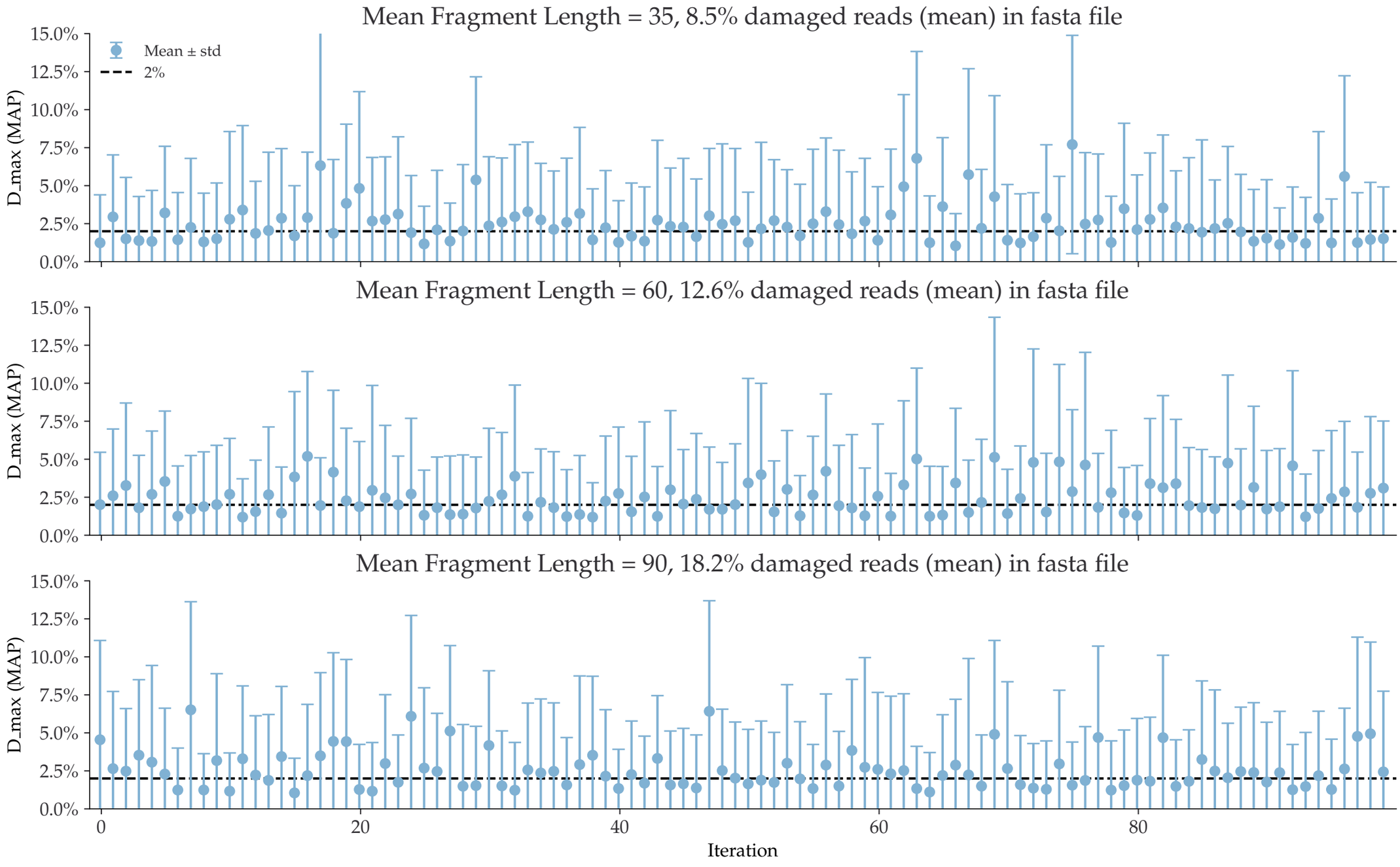
D_max (MAP)
Individual damages:
10 reads
Briggs damage = 0.047
Damage percent = 2%



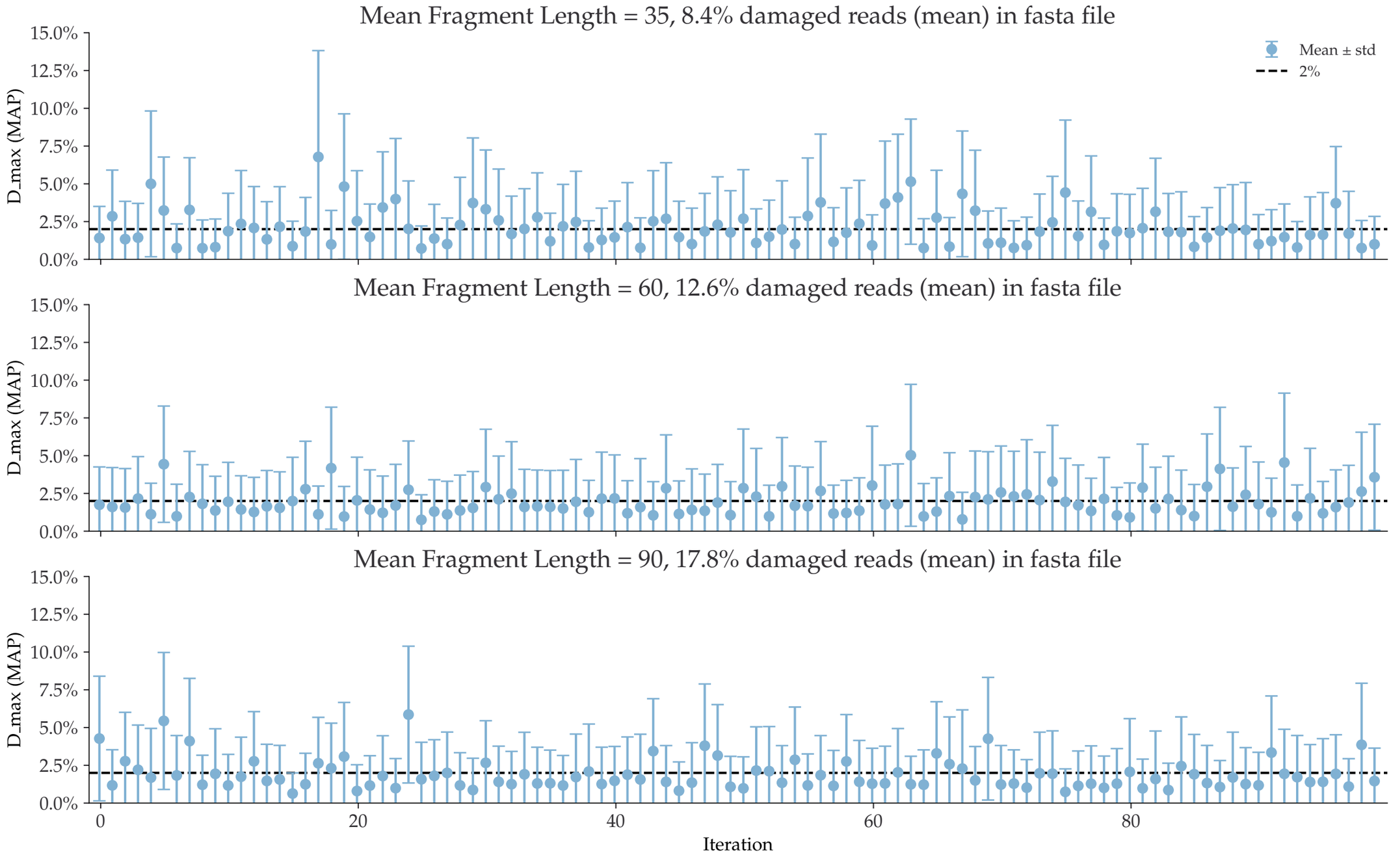
D_max (MAP)
Individual damages:
25 reads
Briggs damage = 0.047
Damage percent = 2%



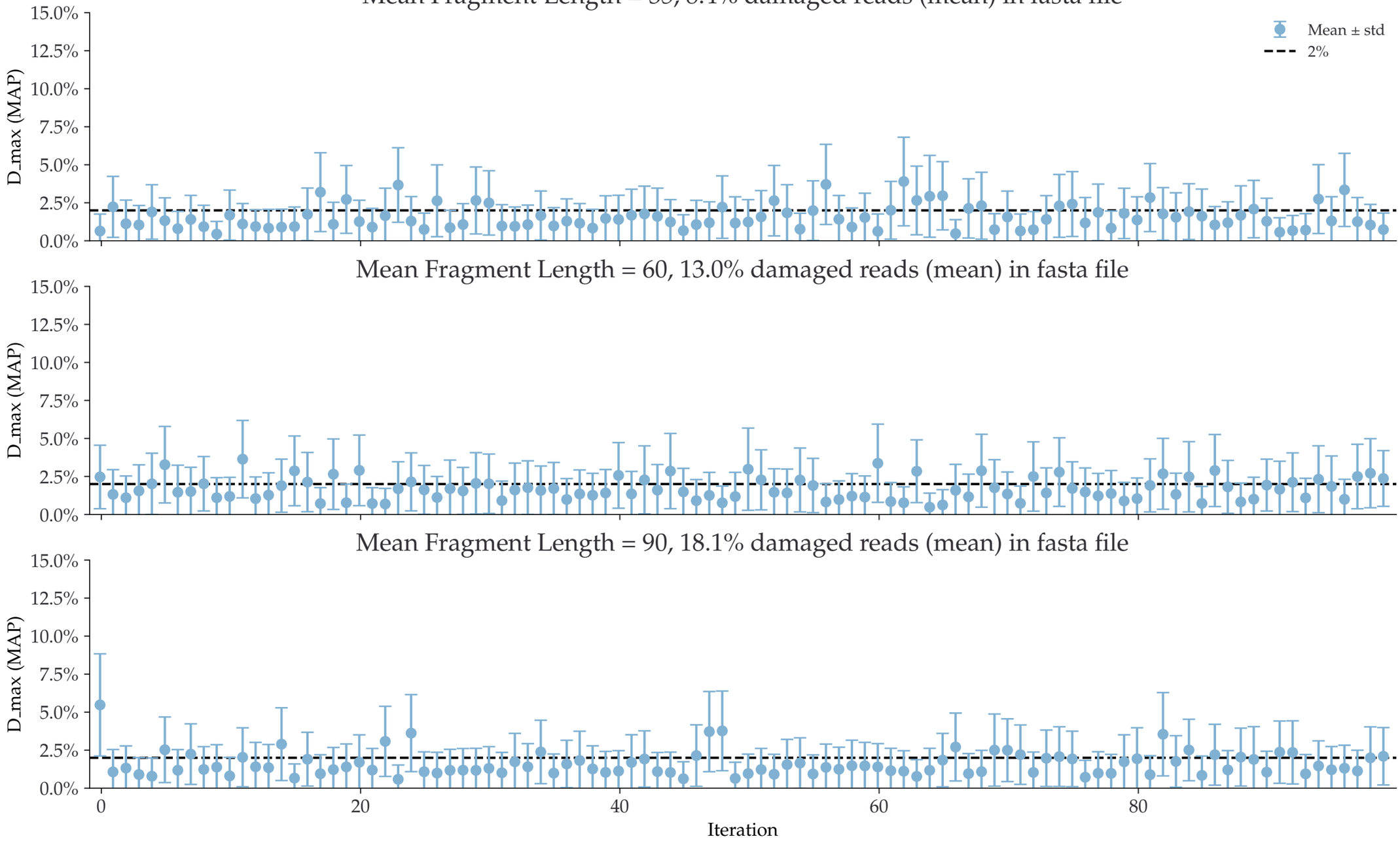
D_max (MAP)
Individual damages:
50 reads
Briggs damage = 0.047
Damage percent = 2%



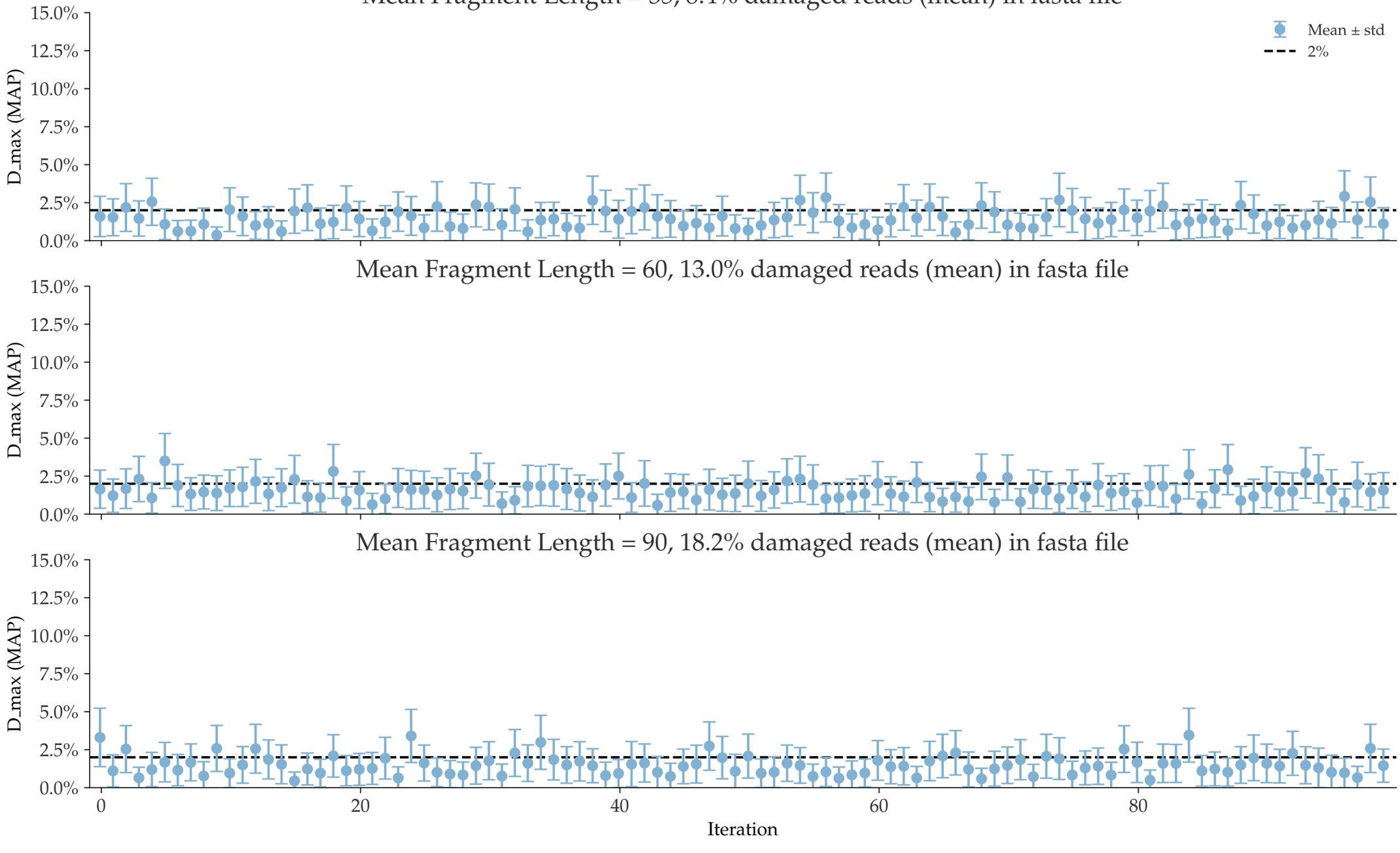
D_max (MAP)
Individual damages:
100 reads
Briggs damage = 0.047
Damage percent = 2%



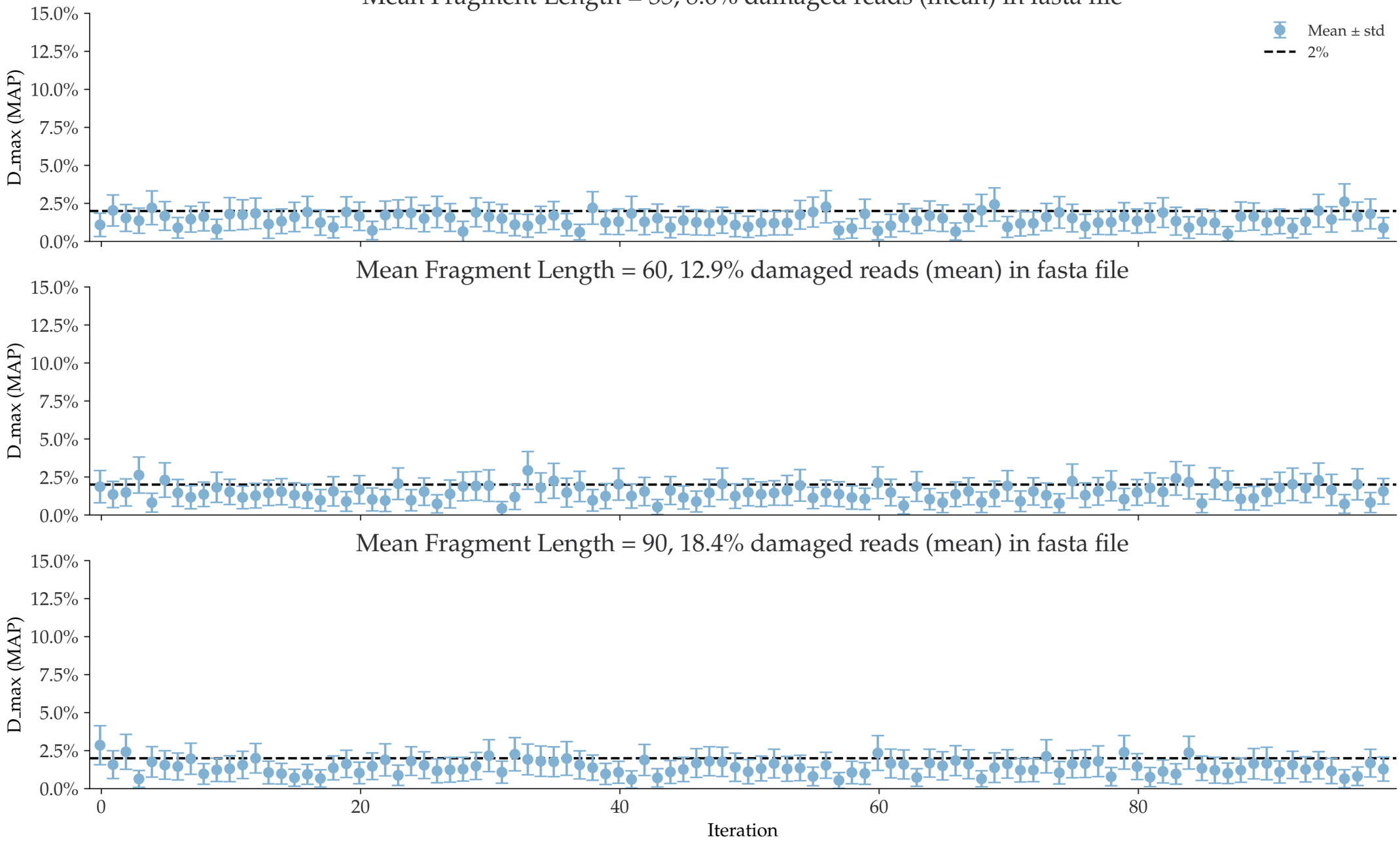
D_max (MAP)
Individual damages:
250 reads
Briggs damage = 0.047
Damage percent = 2%



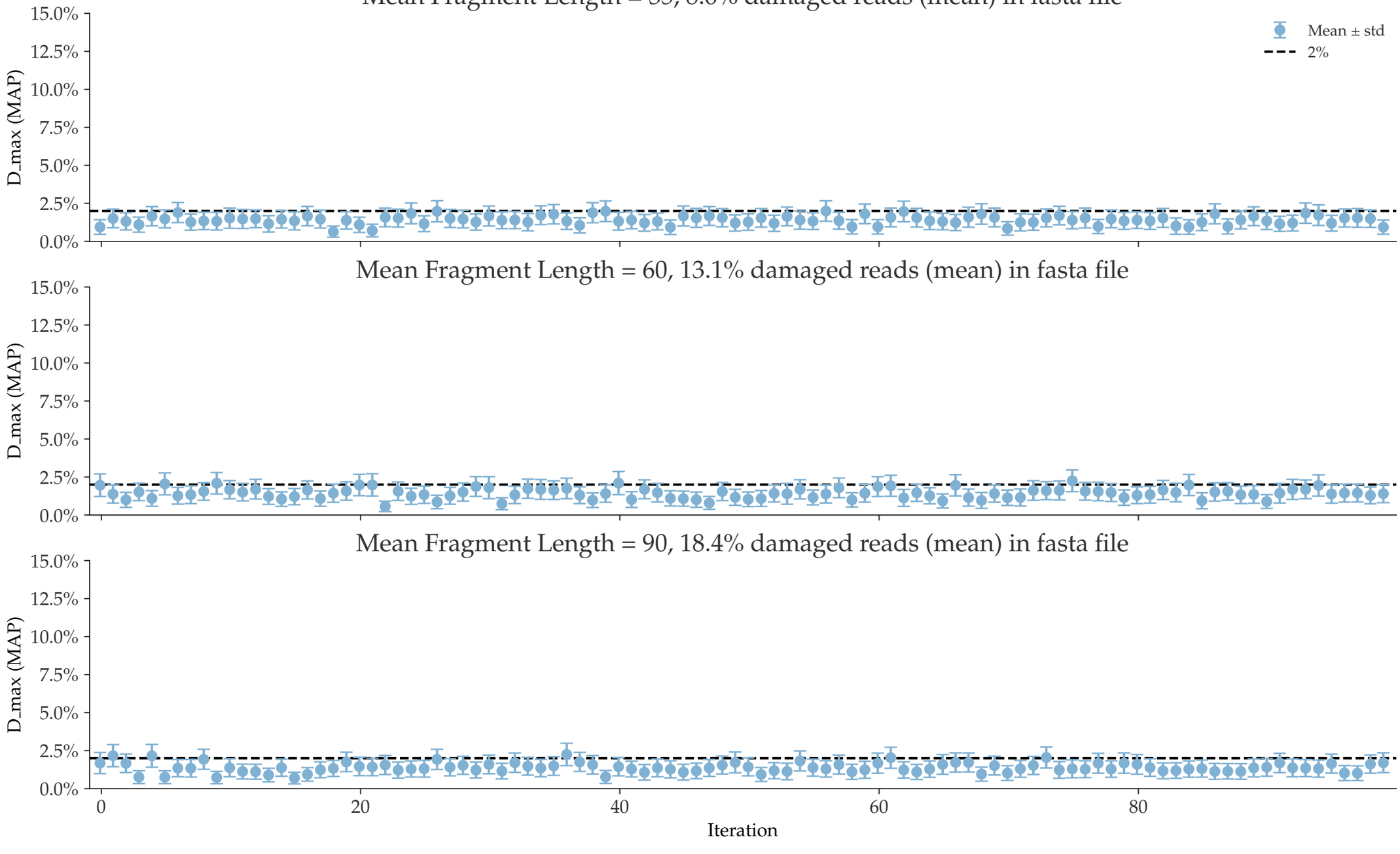
D_max (MAP)
Individual damages:
500 reads
Briggs damage = 0.047
Damage percent = 2%



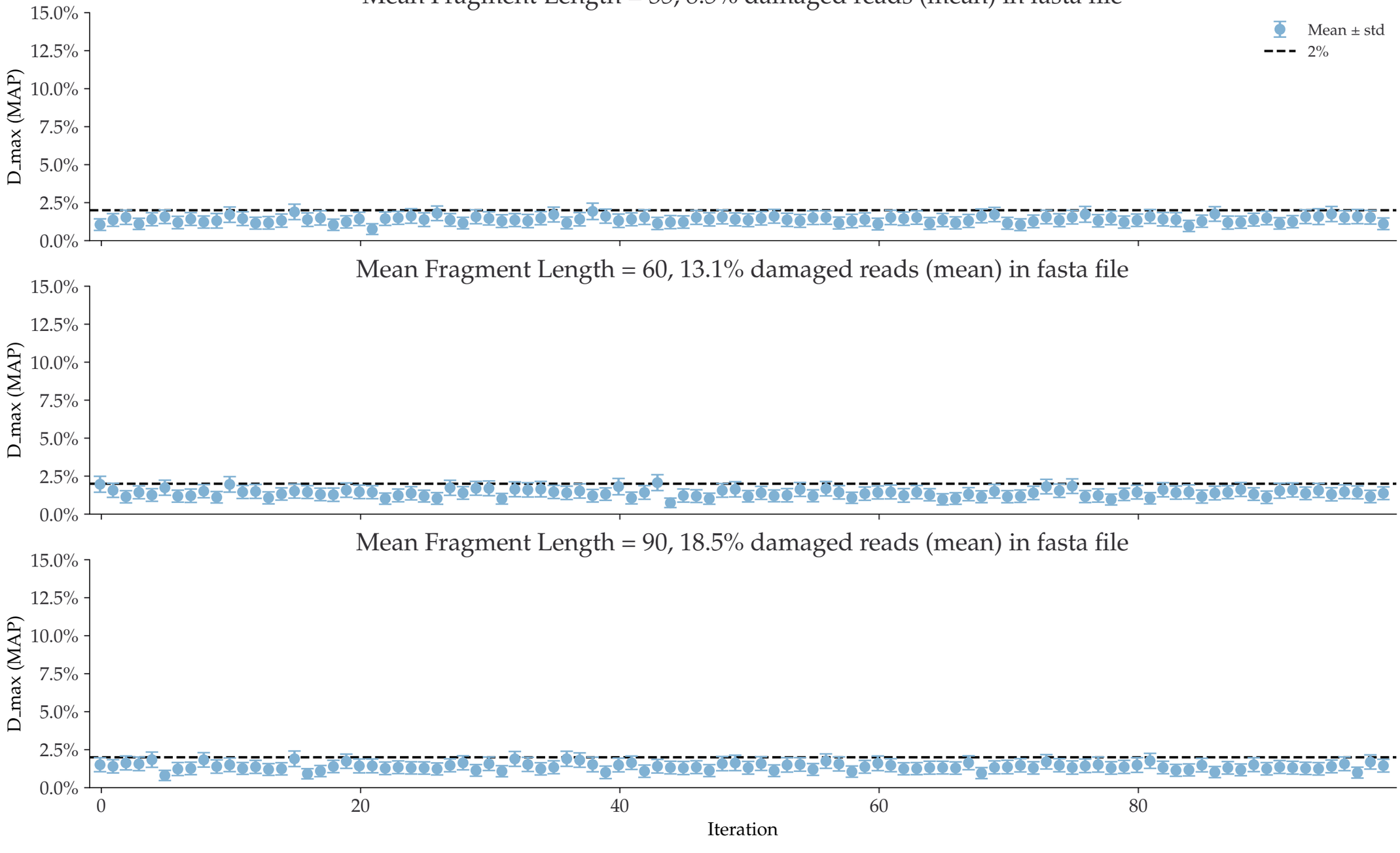
D_max (MAP)
Individual damages:
1000 reads
Briggs damage = 0.047
Damage percent = 2%



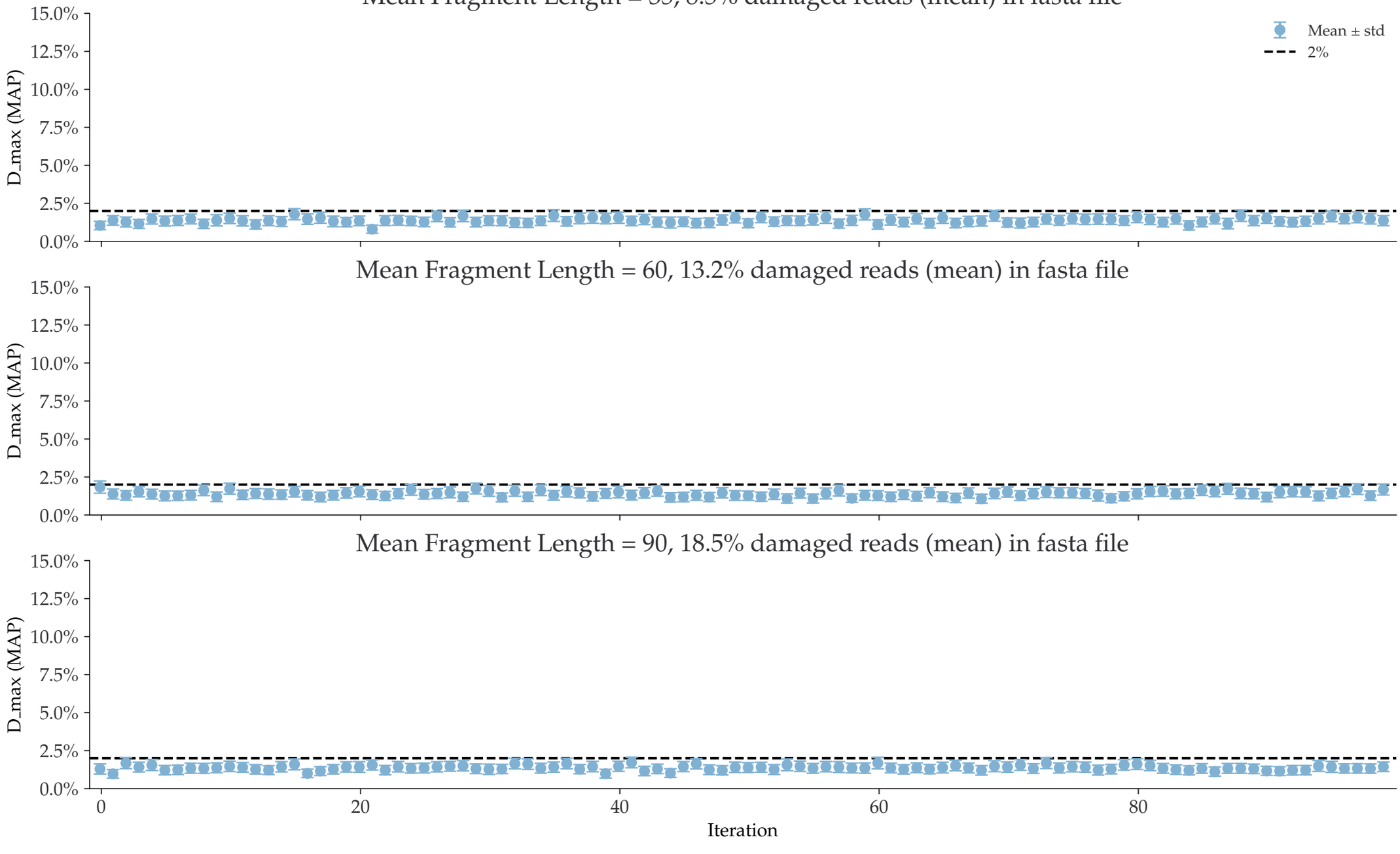
D_max (MAP)
Individual damages:
2500 reads
Briggs damage = 0.047
Damage percent = 2%



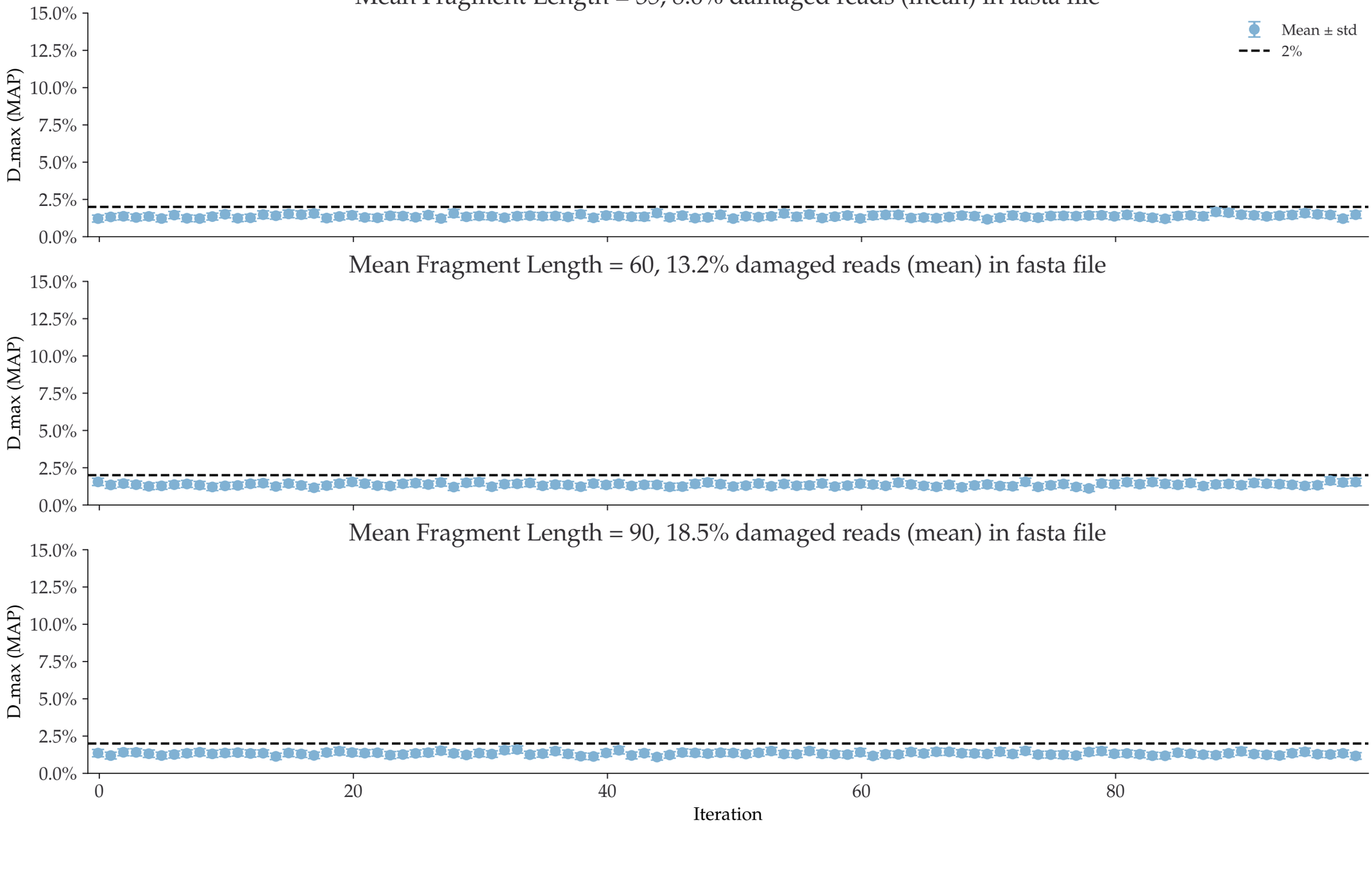
D_max (MAP)
Individual damages:
5000 reads
Briggs damage = 0.047
Damage percent = 2%



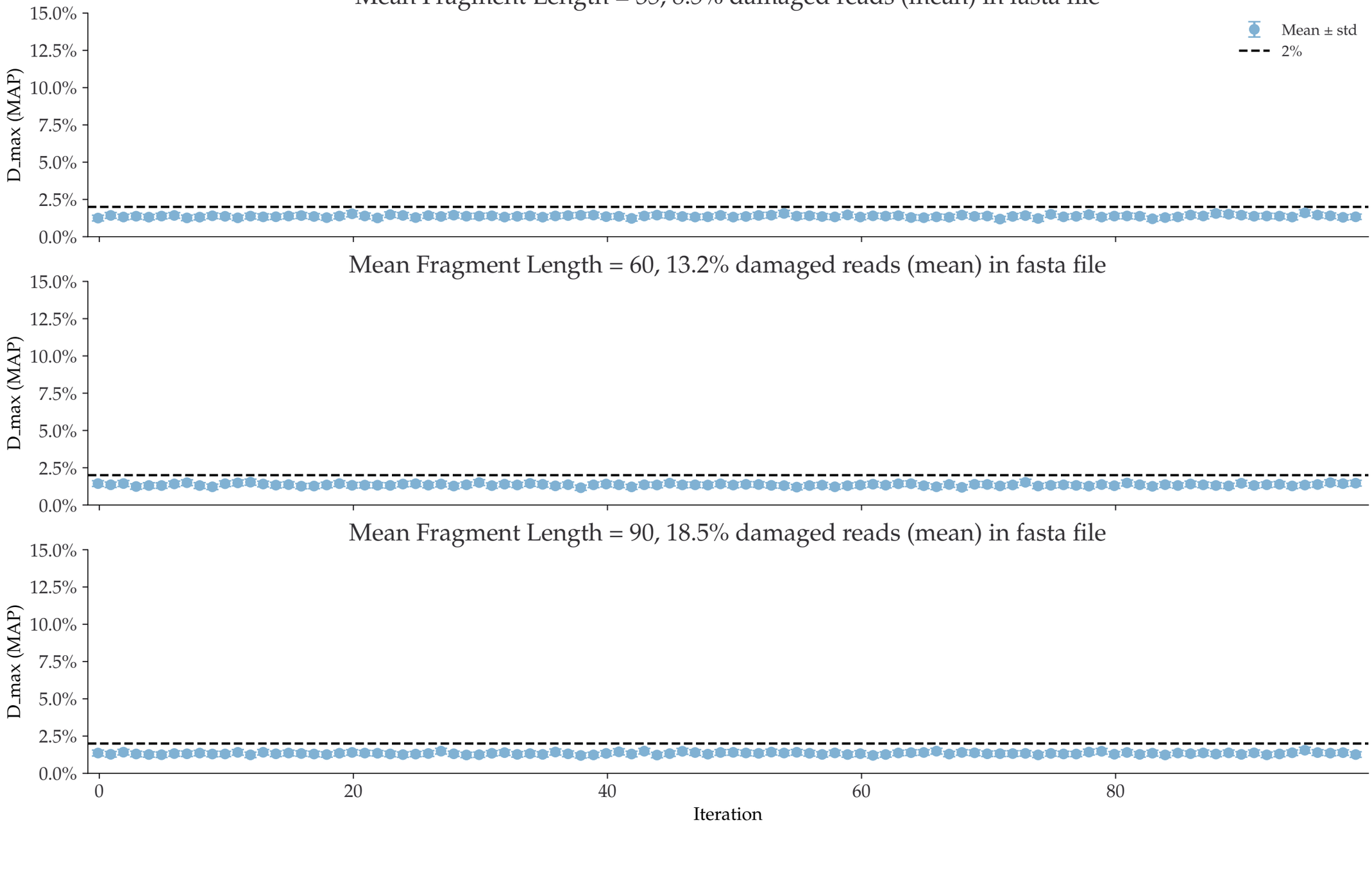
D_max (MAP)
Individual damages:
10000 reads
Briggs damage = 0.047
Damage percent = 2%



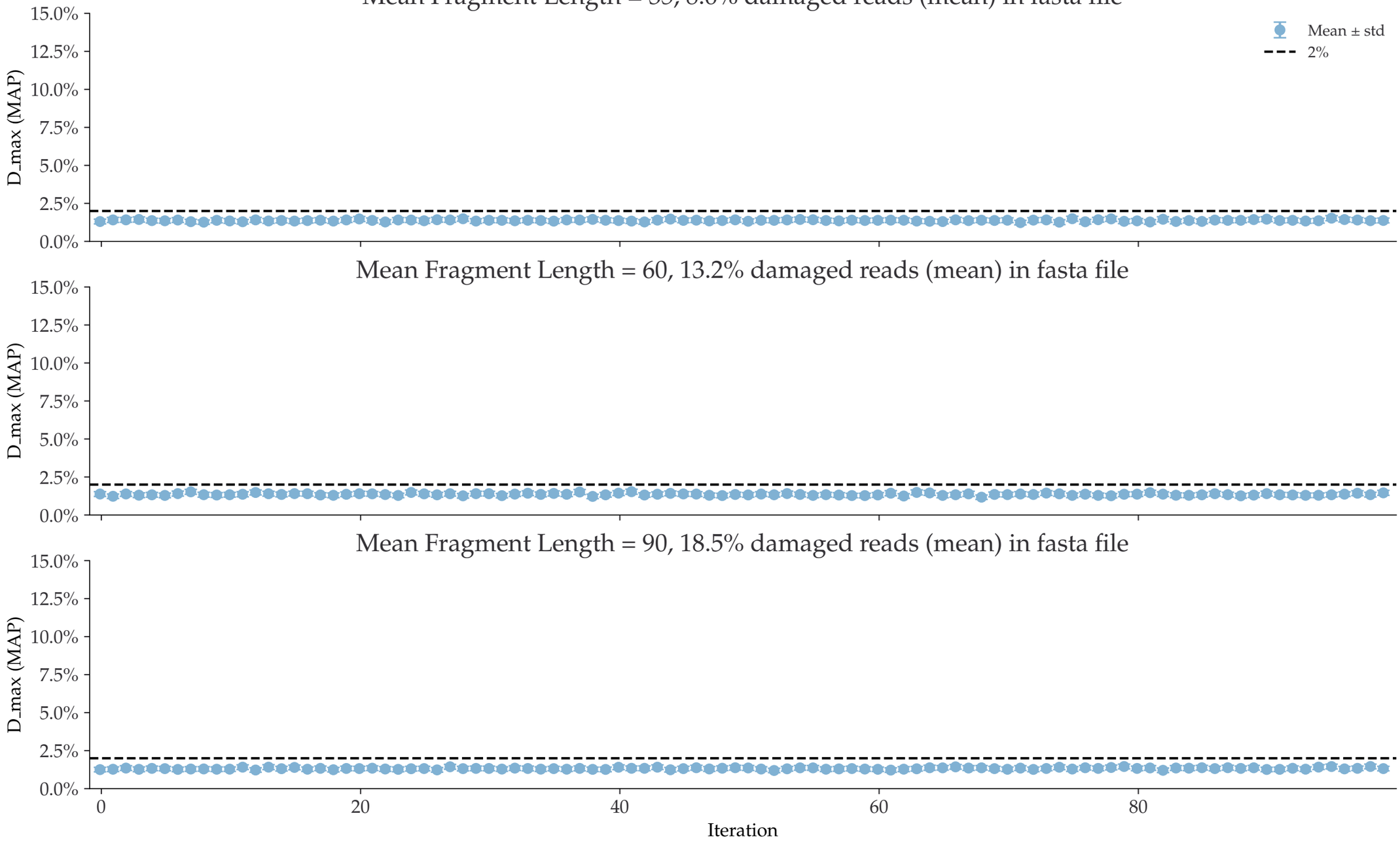
D_max (MAP)
Individual damages:
25000 reads
Briggs damage = 0.047
Damage percent = 2%



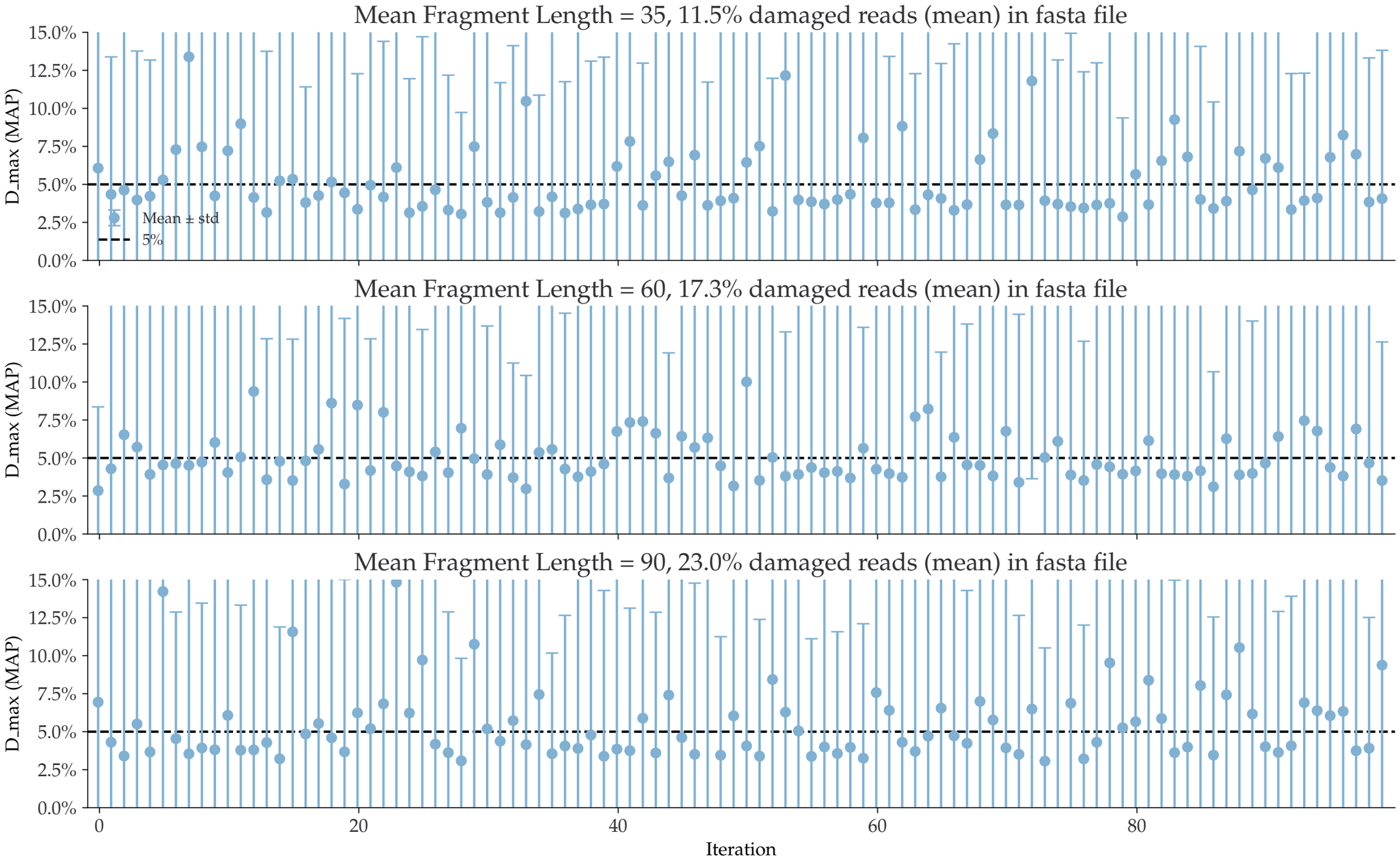
D_max (MAP)
Individual damages:
50000 reads
Briggs damage = 0.047
Damage percent = 2%



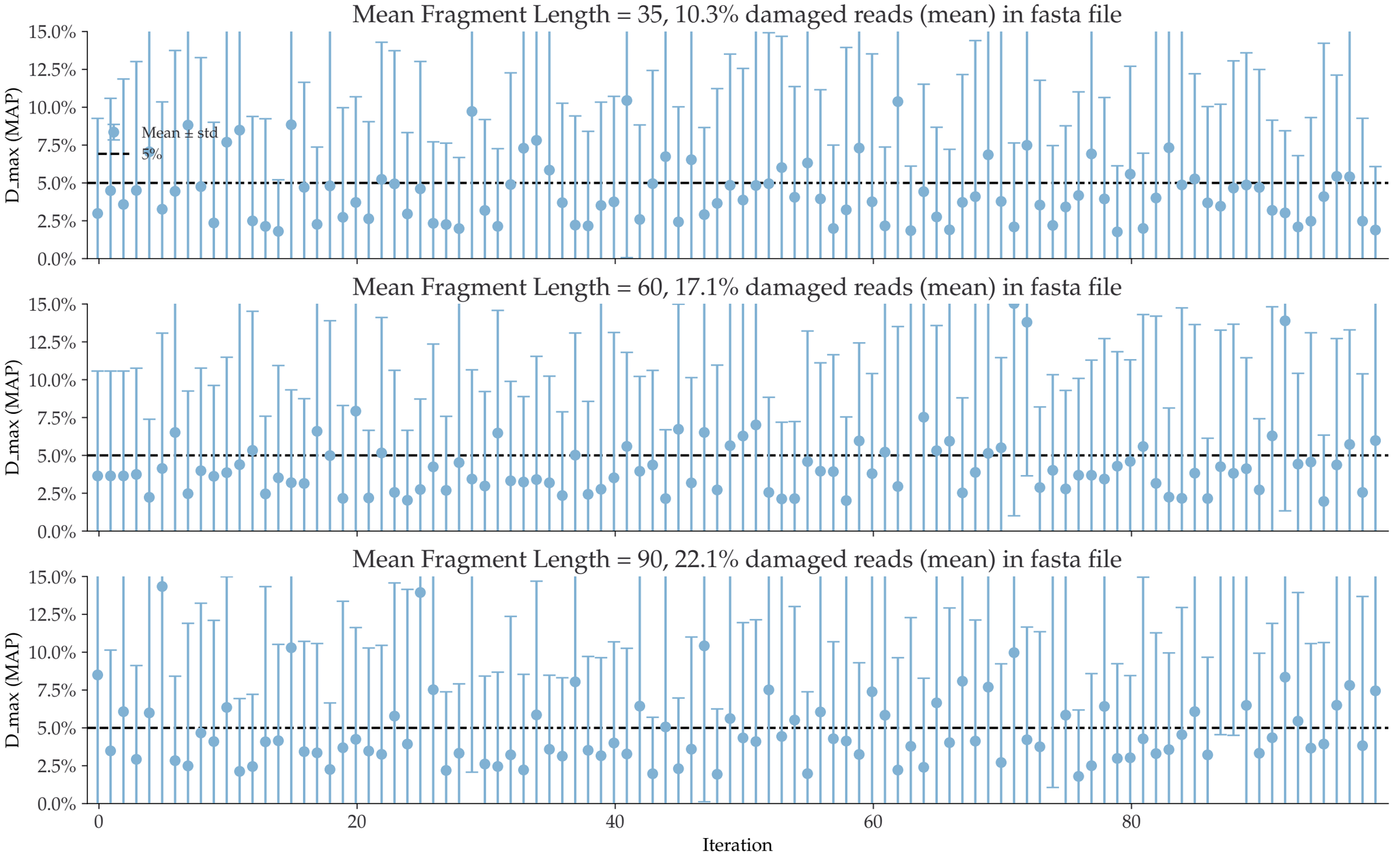
D_max (MAP)
Individual damages:
100000 reads
Briggs damage = 0.047
Damage percent = 2%



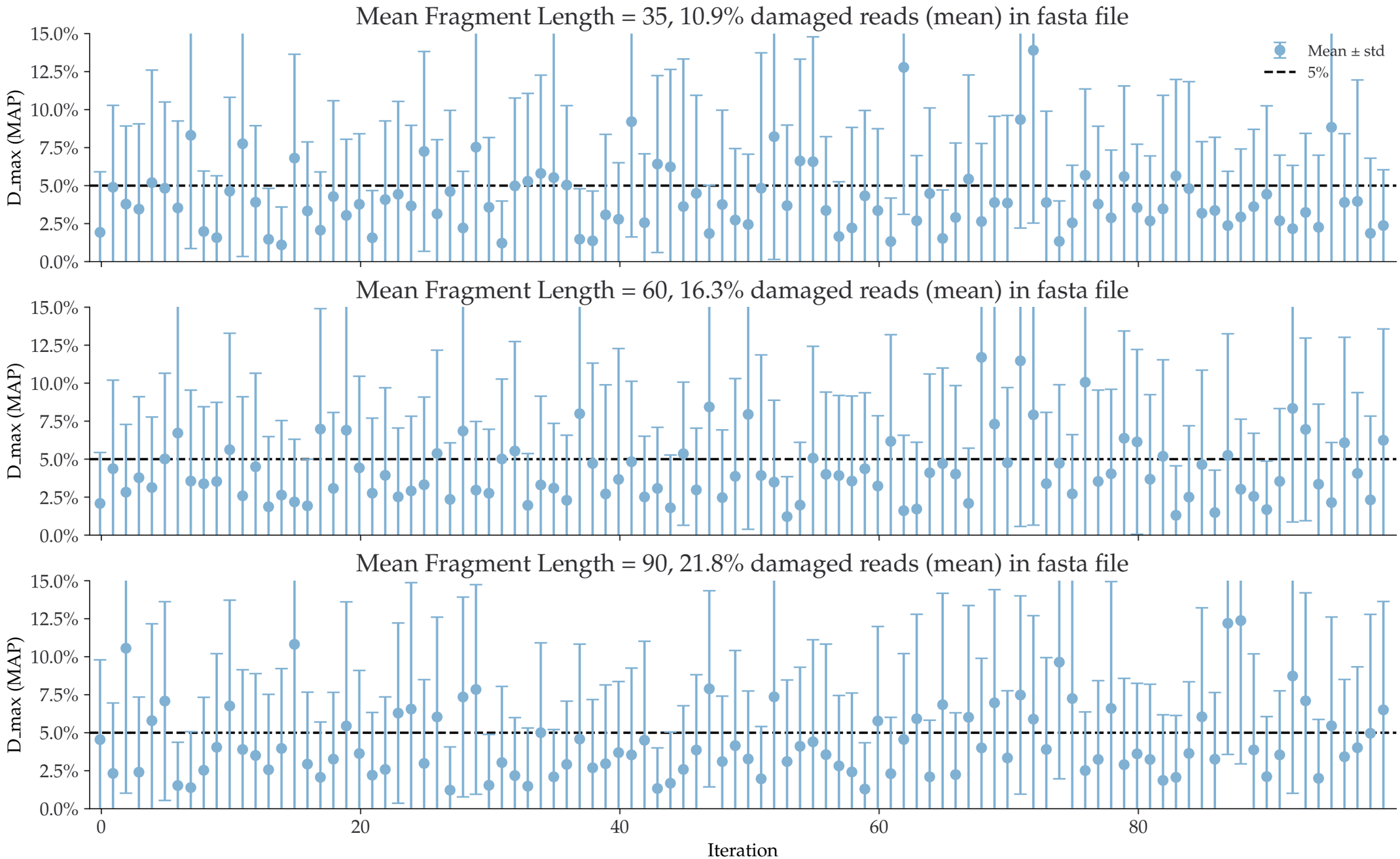
D_max (MAP)
Individual damages:
10 reads
Briggs damage = 0.138
Damage percent = 5%



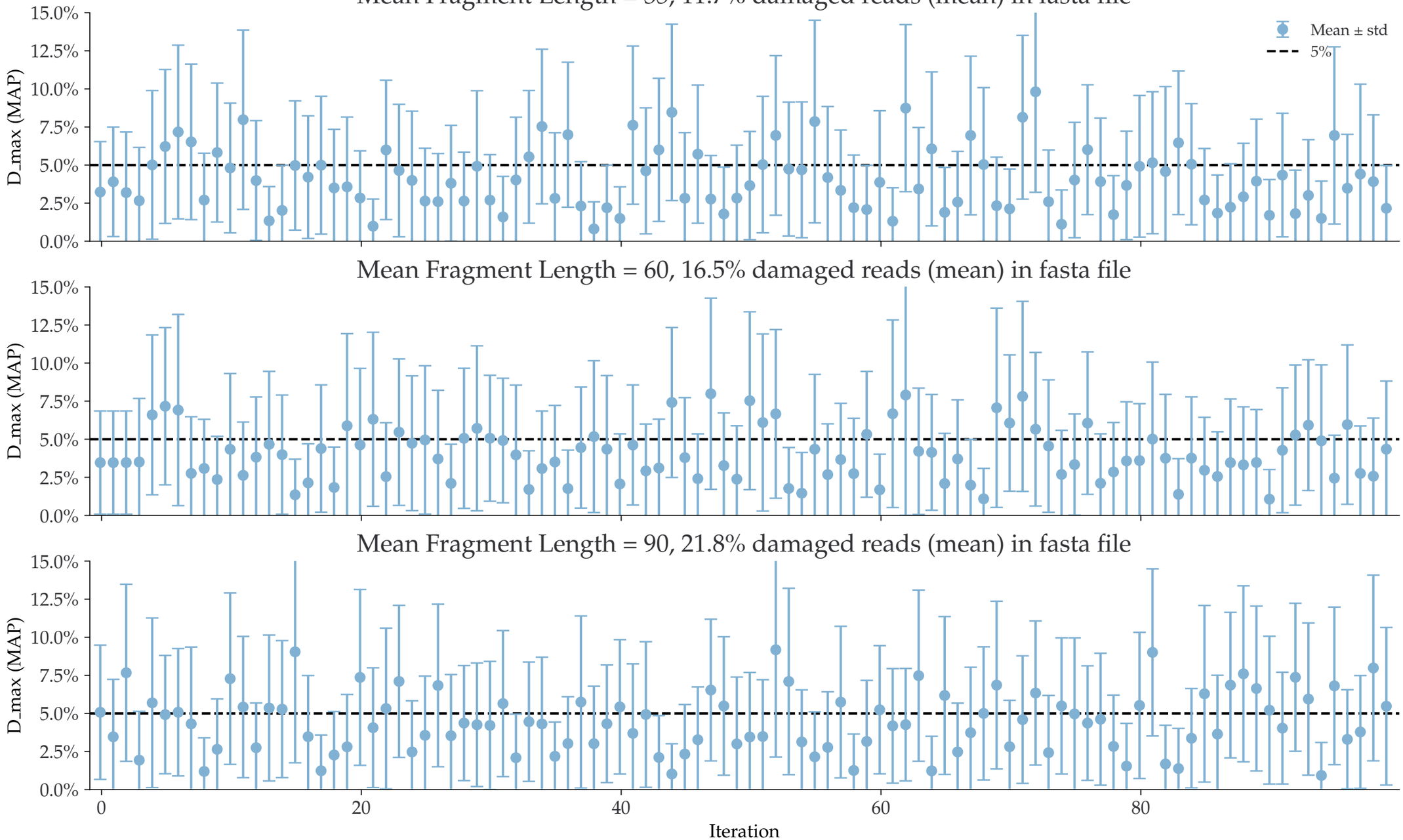
D_max (MAP)
Individual damages:
25 reads
Briggs damage = 0.138
Damage percent = 5%



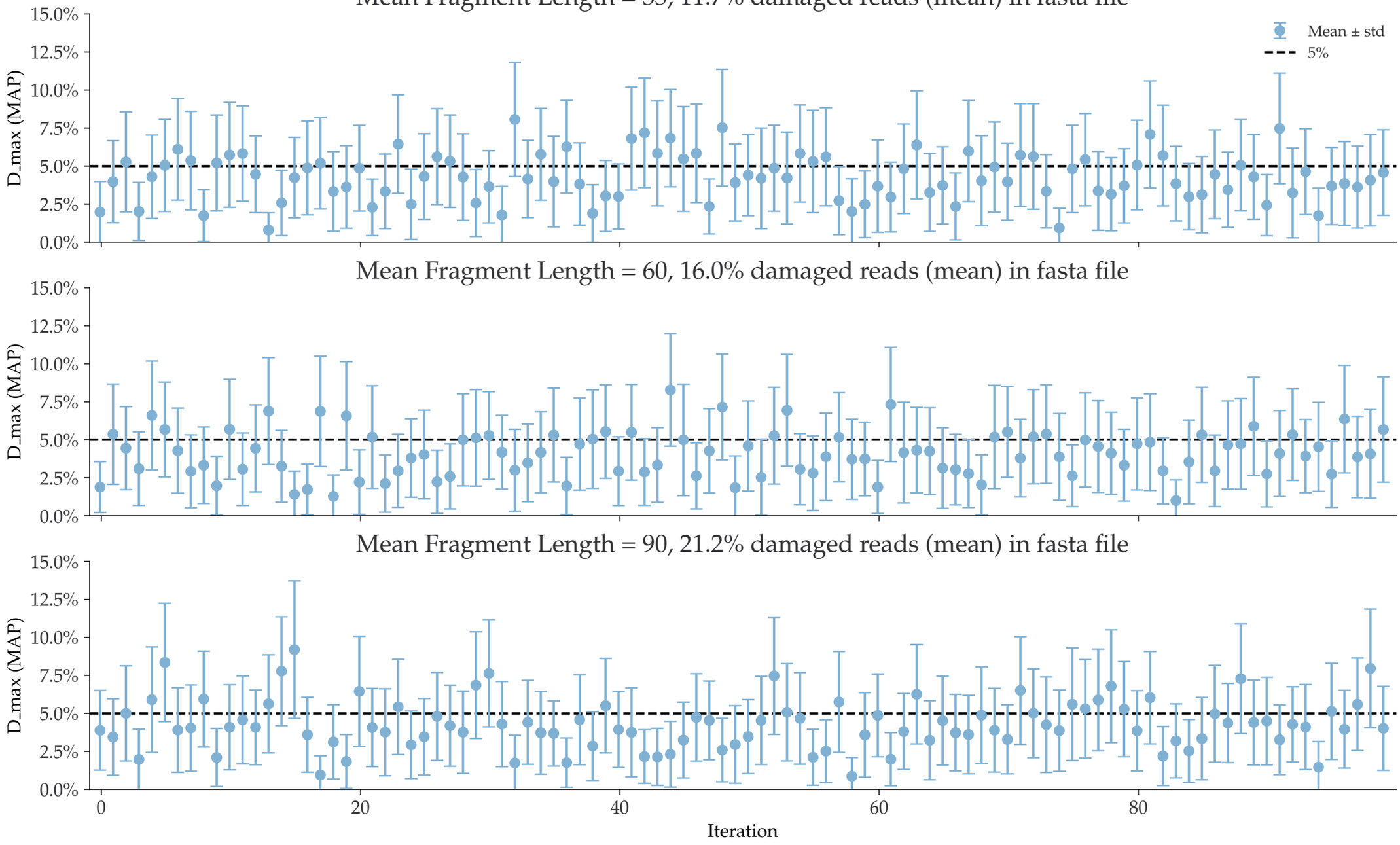
D_max (MAP)
Individual damages:
50 reads
Briggs damage = 0.138
Damage percent = 5%



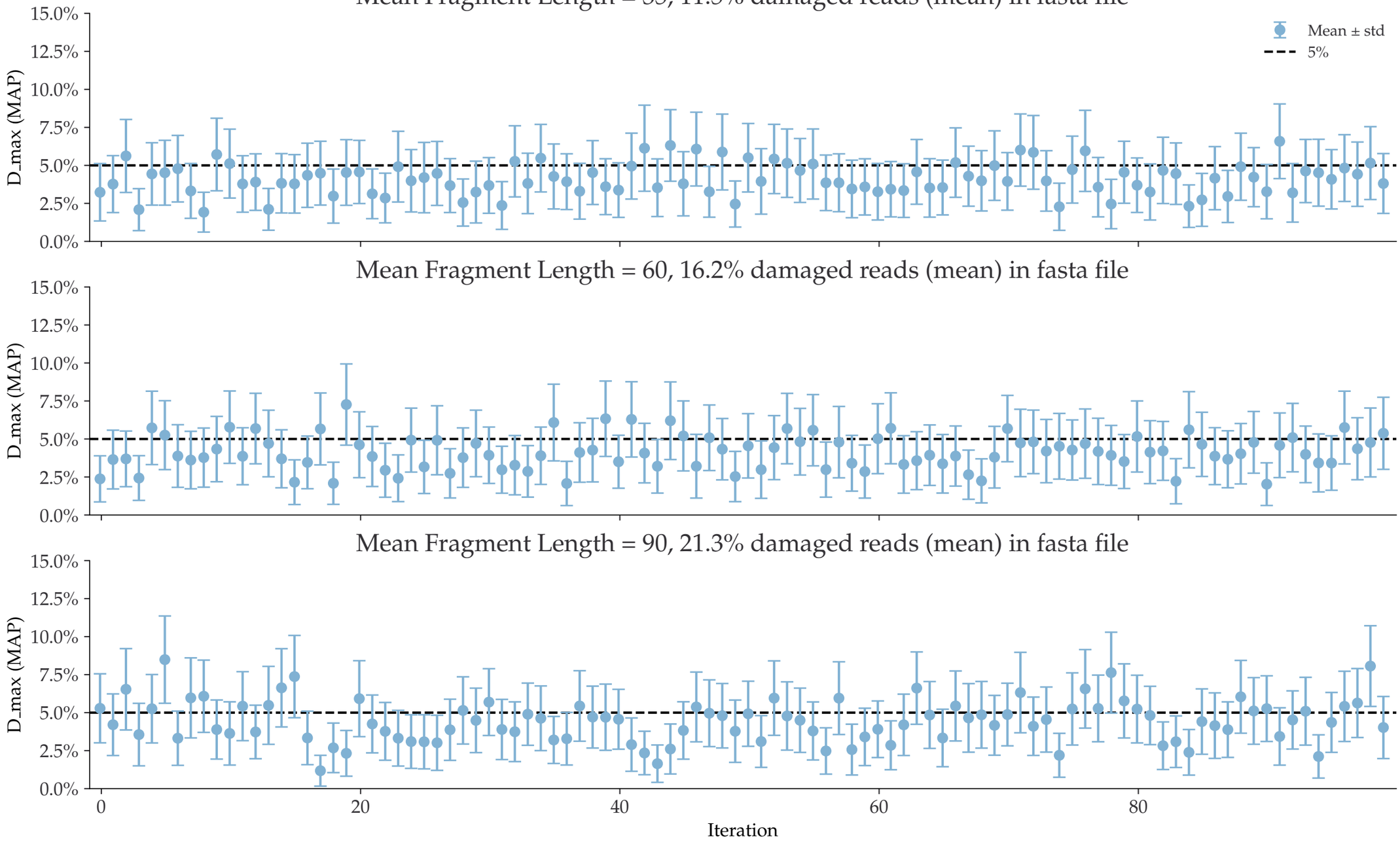
D_max (MAP)
Individual damages:
100 reads
Briggs damage = 0.138
Damage percent = 5%



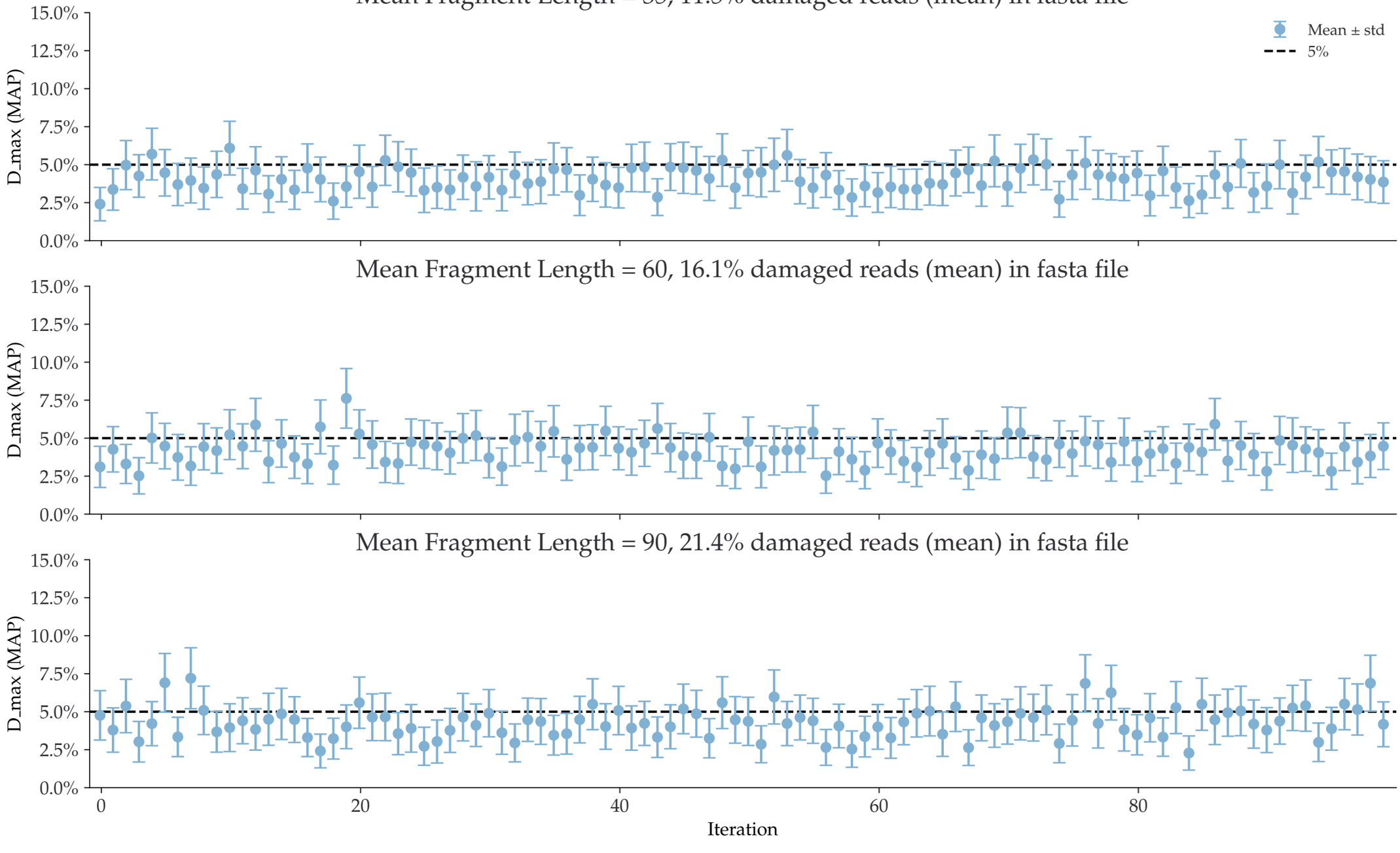
D_max (MAP)
Individual damages:
250 reads
Briggs damage = 0.138
Damage percent = 5%



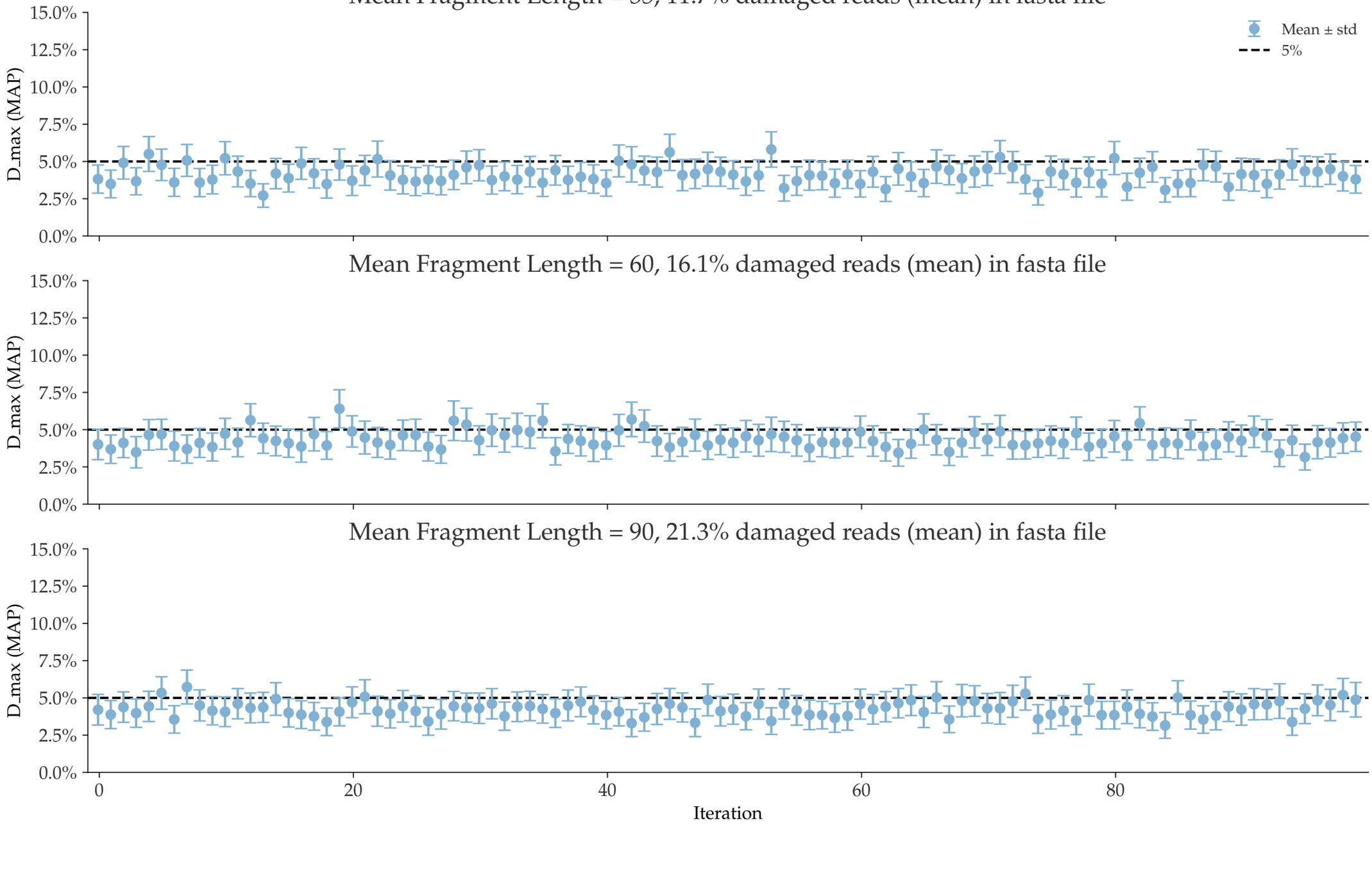
D_max (MAP)
Individual damages:
500 reads
Briggs damage = 0.138
Damage percent = 5%



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

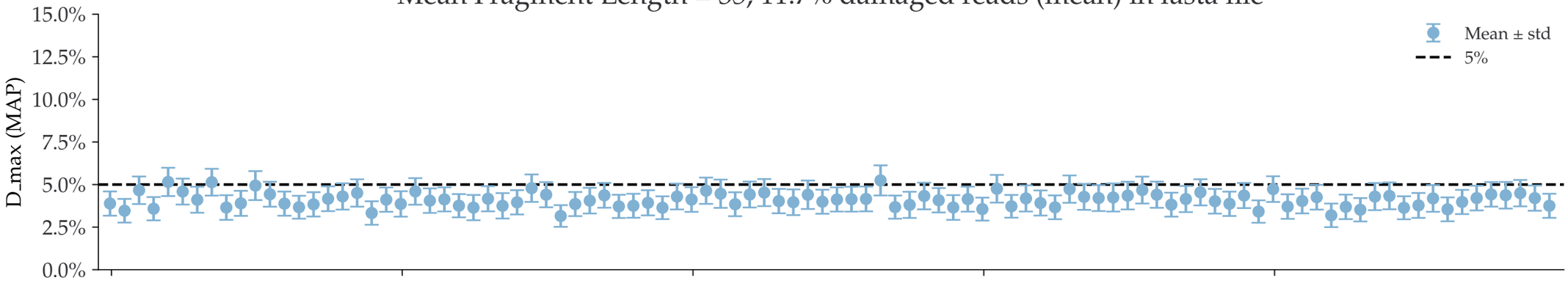


D_max (MAP)
Individual damages:
2500 reads
Briggs damage = 0.138
Damage percent = 5%

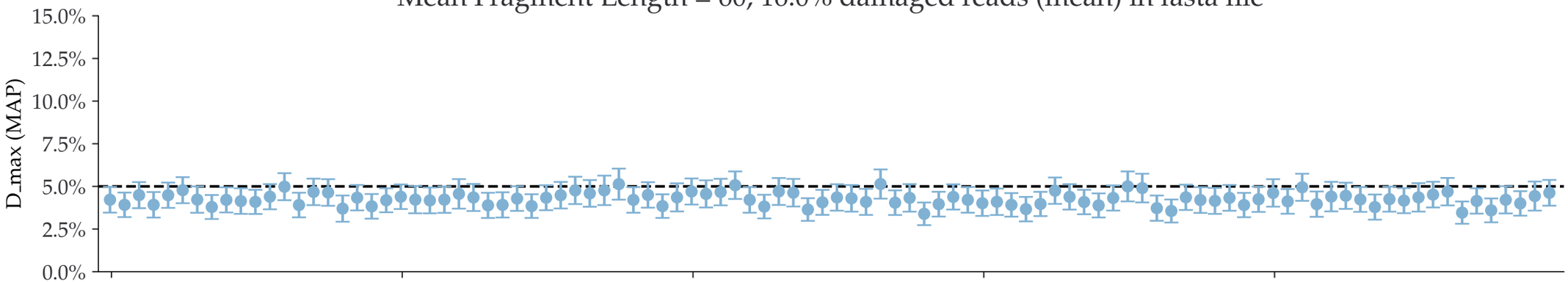


D_max (MAP)
Individual damages:
5000 reads
Briggs damage = 0.138
Damage percent = 5%

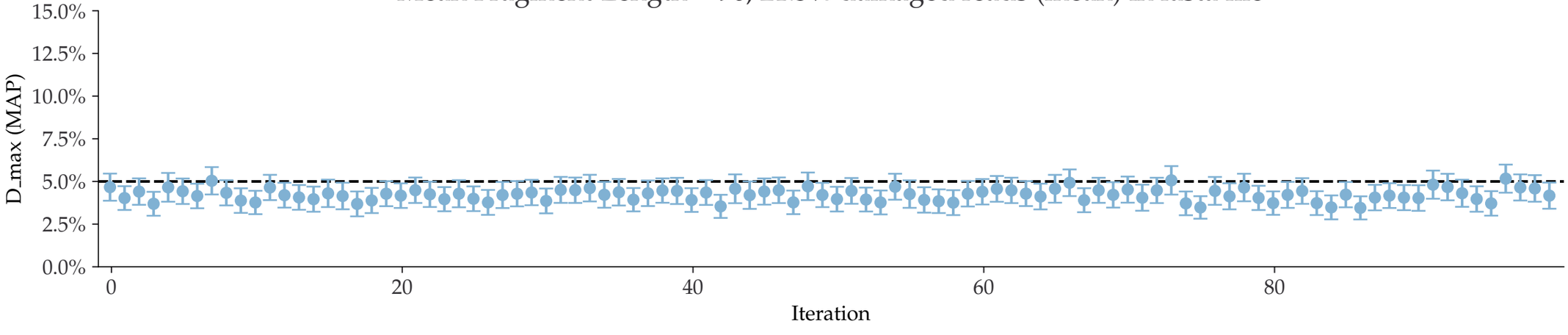
Mean Fragment Length = 35, 11.7% damaged reads (mean) in fasta file



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

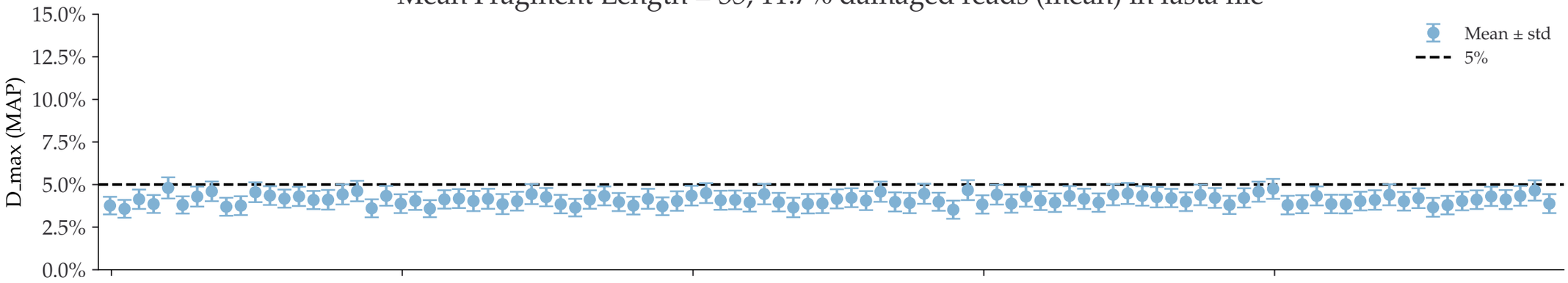


Mean Fragment Length = 90, 21.3% damaged reads (mean) in fasta file

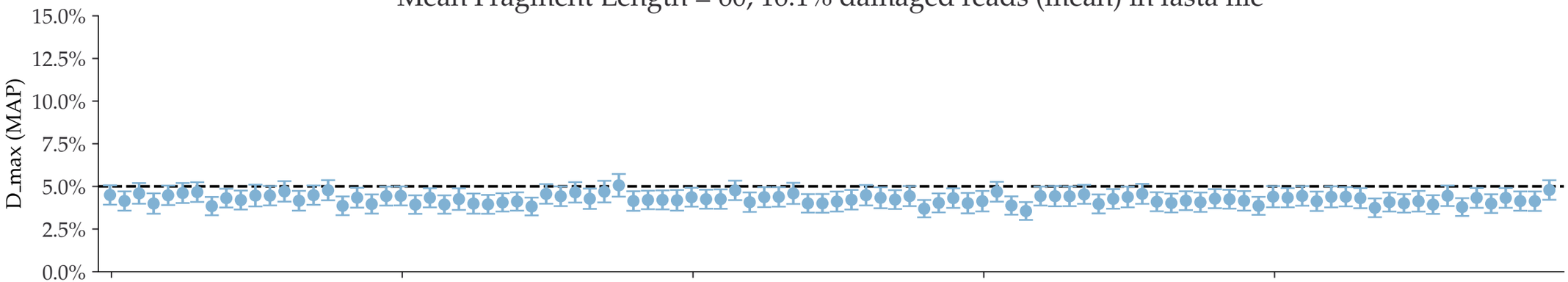


D_max (MAP)
Individual damages:
10000 reads
Briggs damage = 0.138
Damage percent = 5%

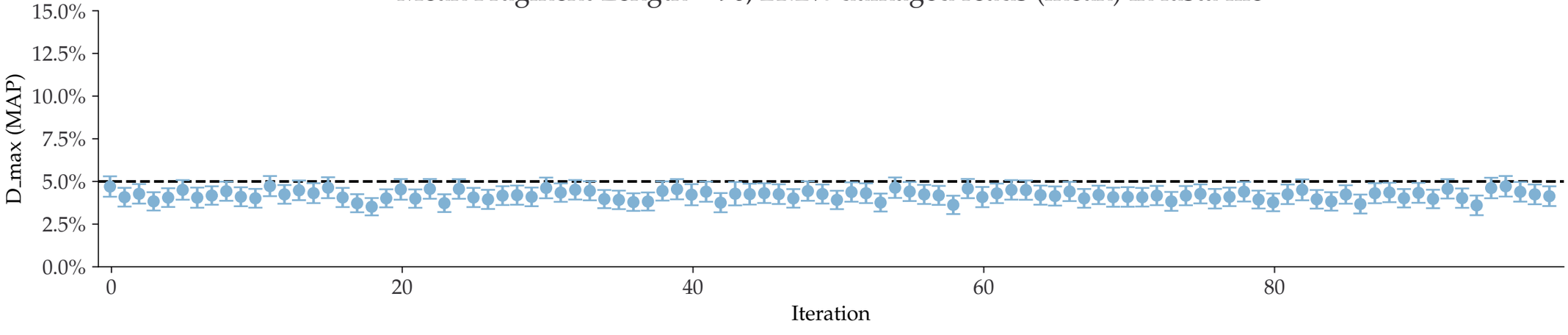
Mean Fragment Length = 35, 11.7% damaged reads (mean) in fasta file



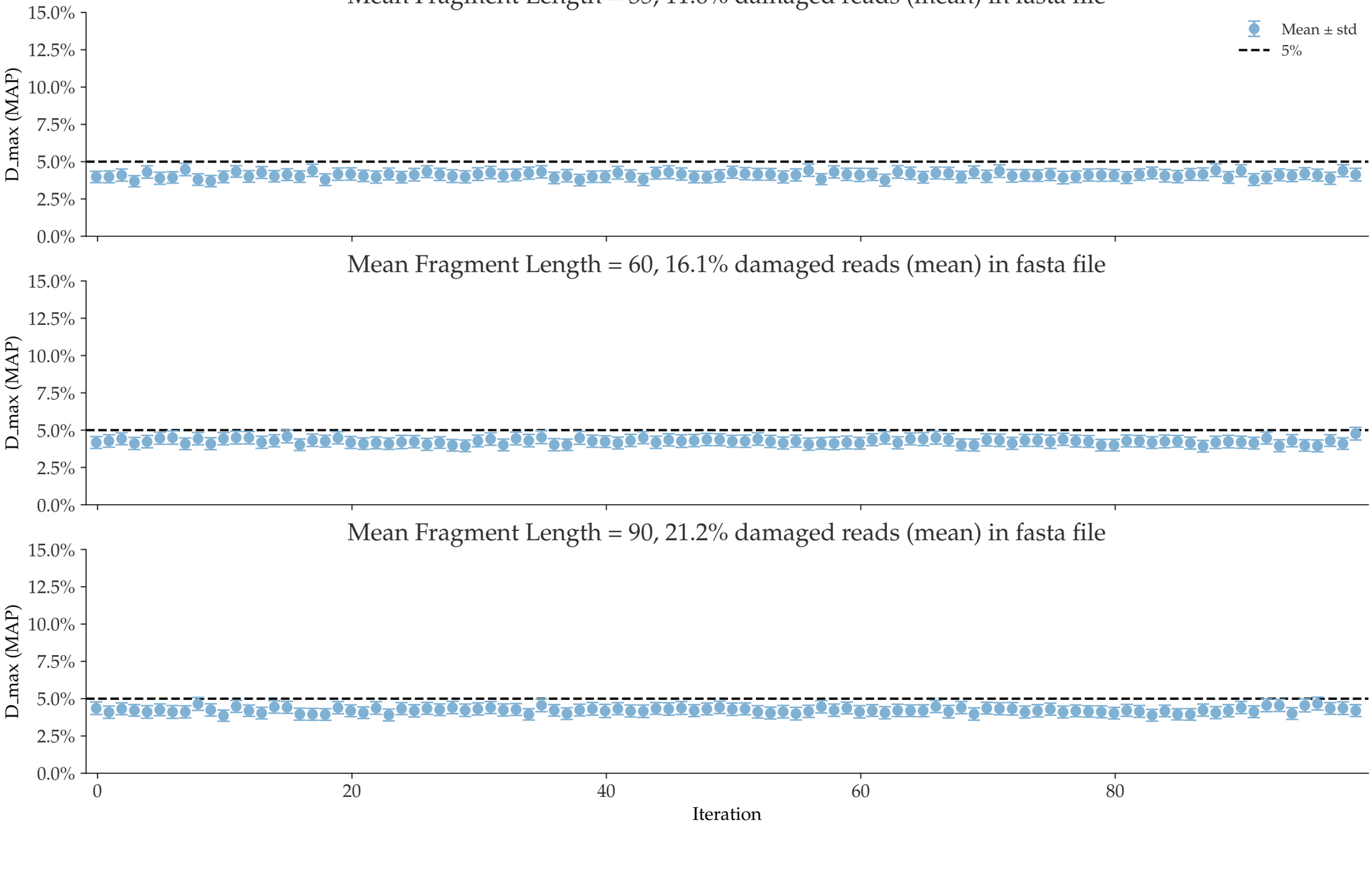
Mean Fragment Length = 60, 16.1% damaged reads (mean) in fasta file



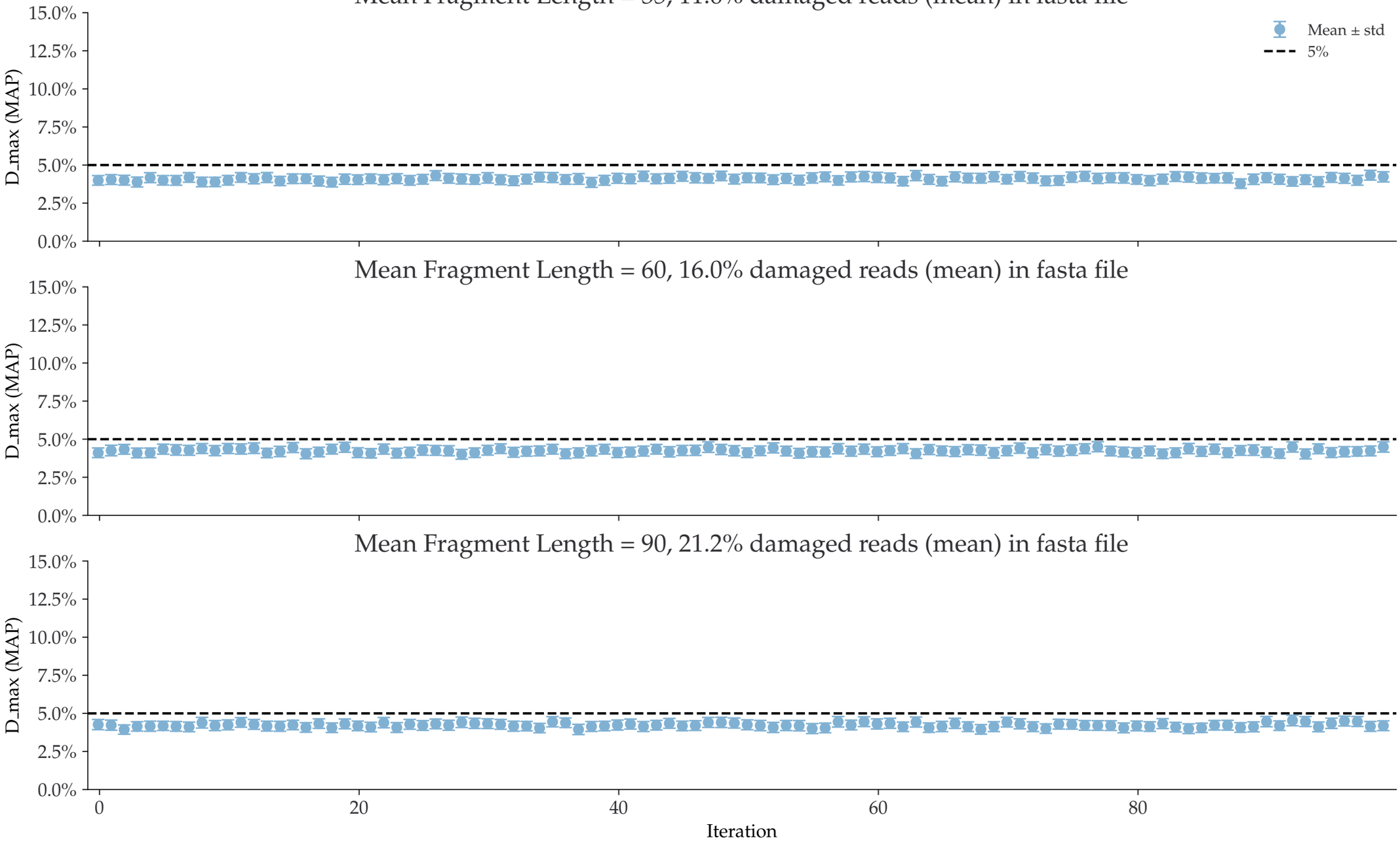
Mean Fragment Length = 90, 21.2% damaged reads (mean) in fasta file



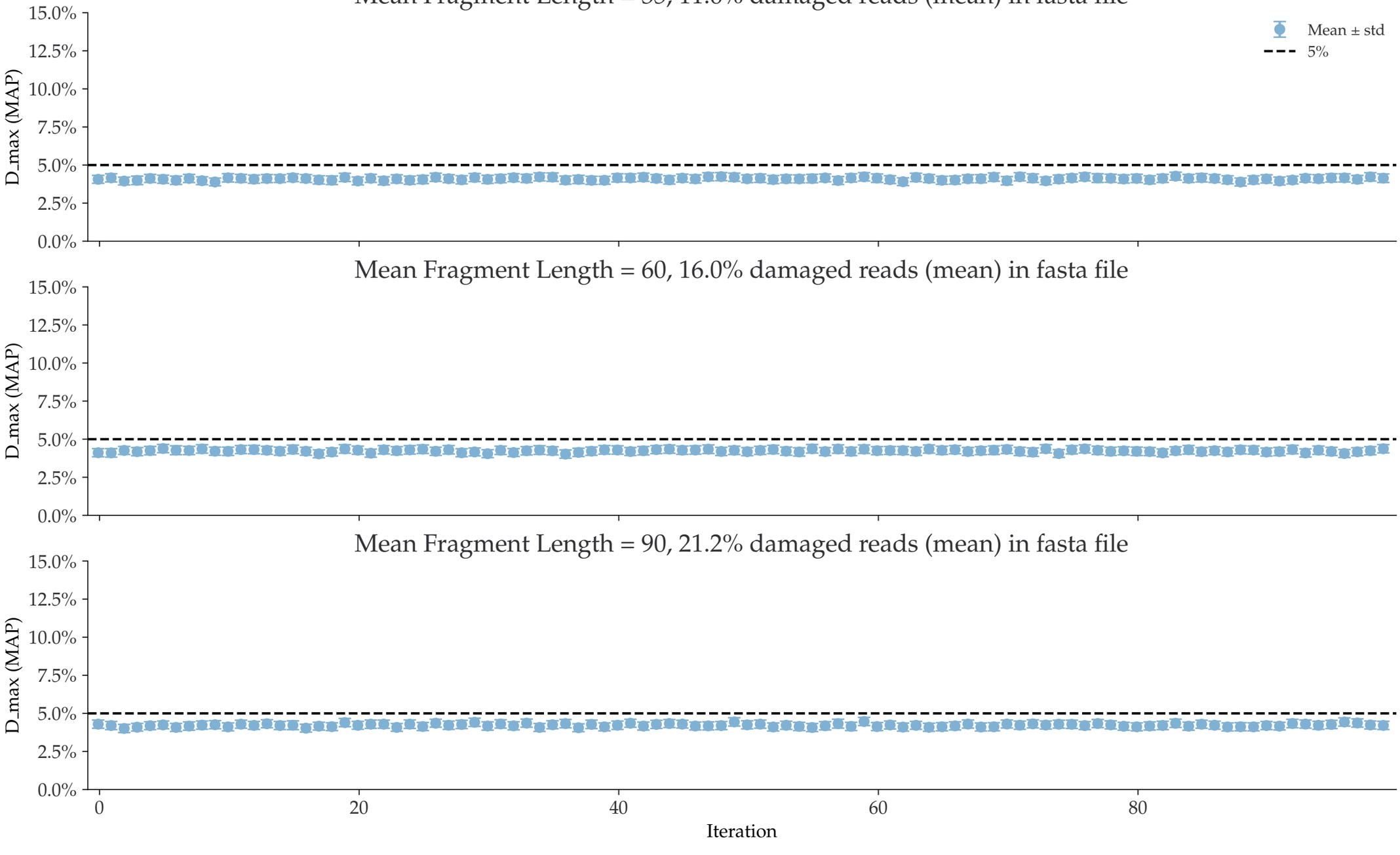
D_max (MAP)
Individual damages:
25000 reads
Briggs damage = 0.138
Damage percent = 5%



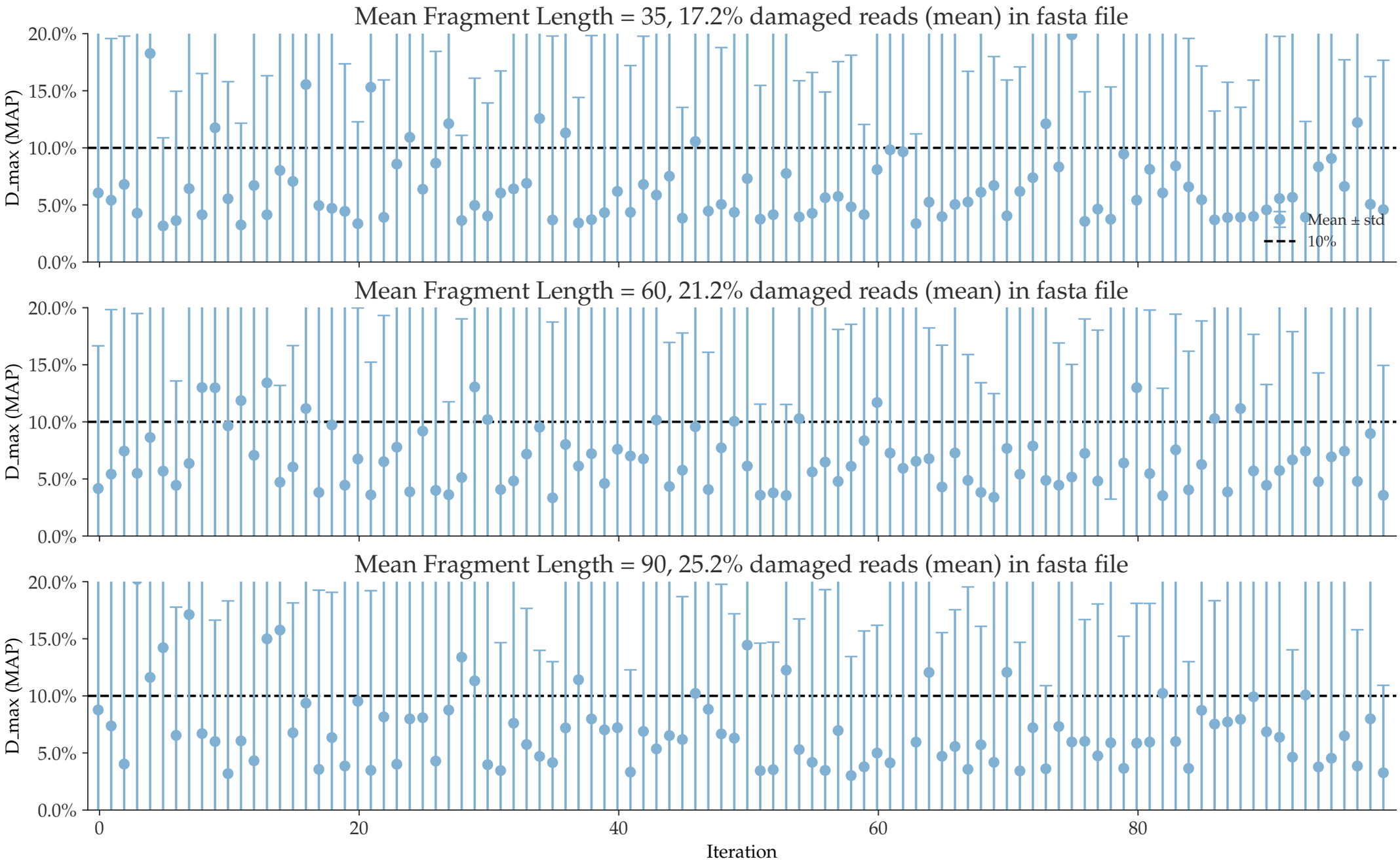
D_max (MAP)
Individual damages:
50000 reads
Briggs damage = 0.138
Damage percent = 5%



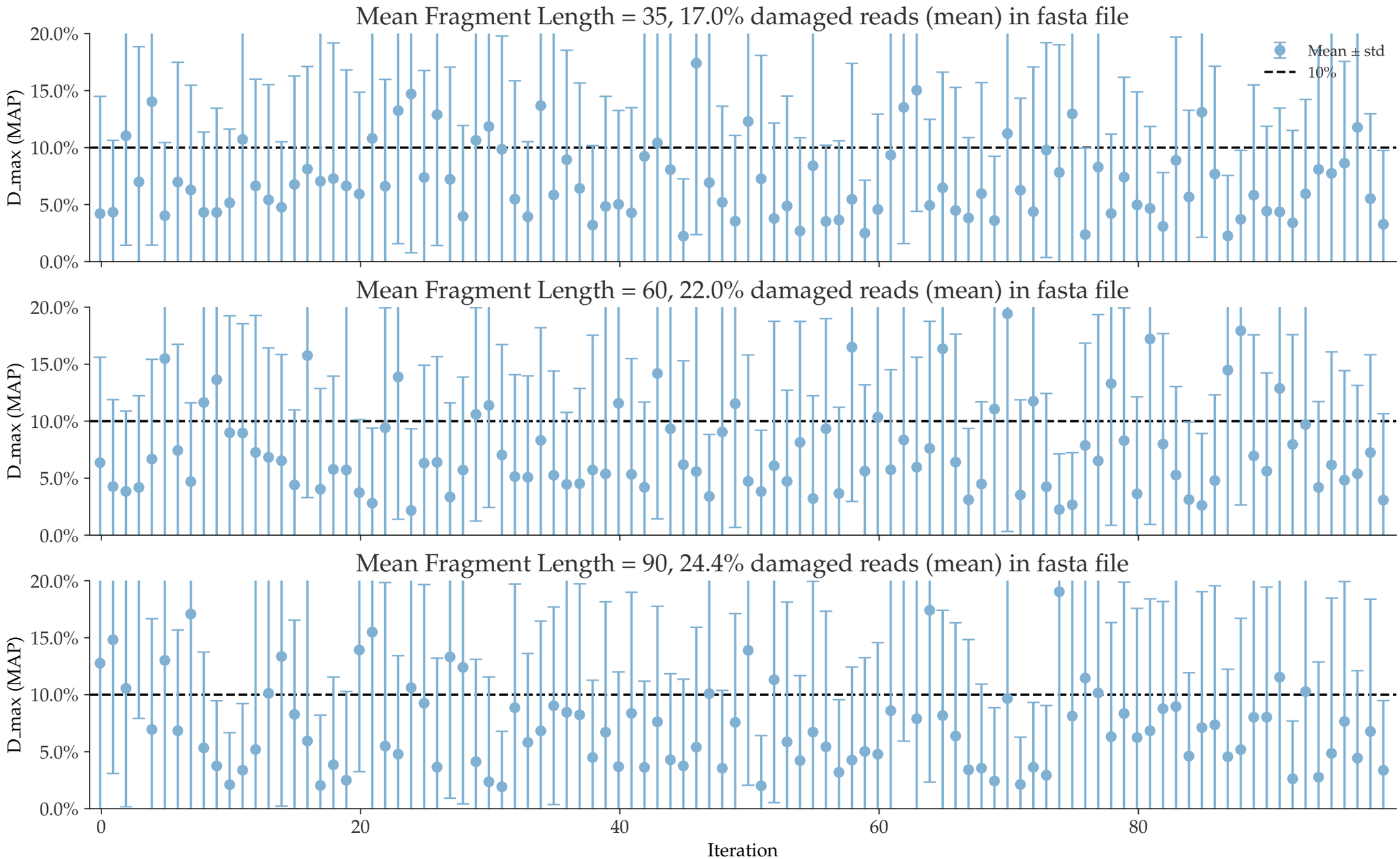
D_max (MAP)
Individual damages:
100000 reads
Briggs damage = 0.138
Damage percent = 5%



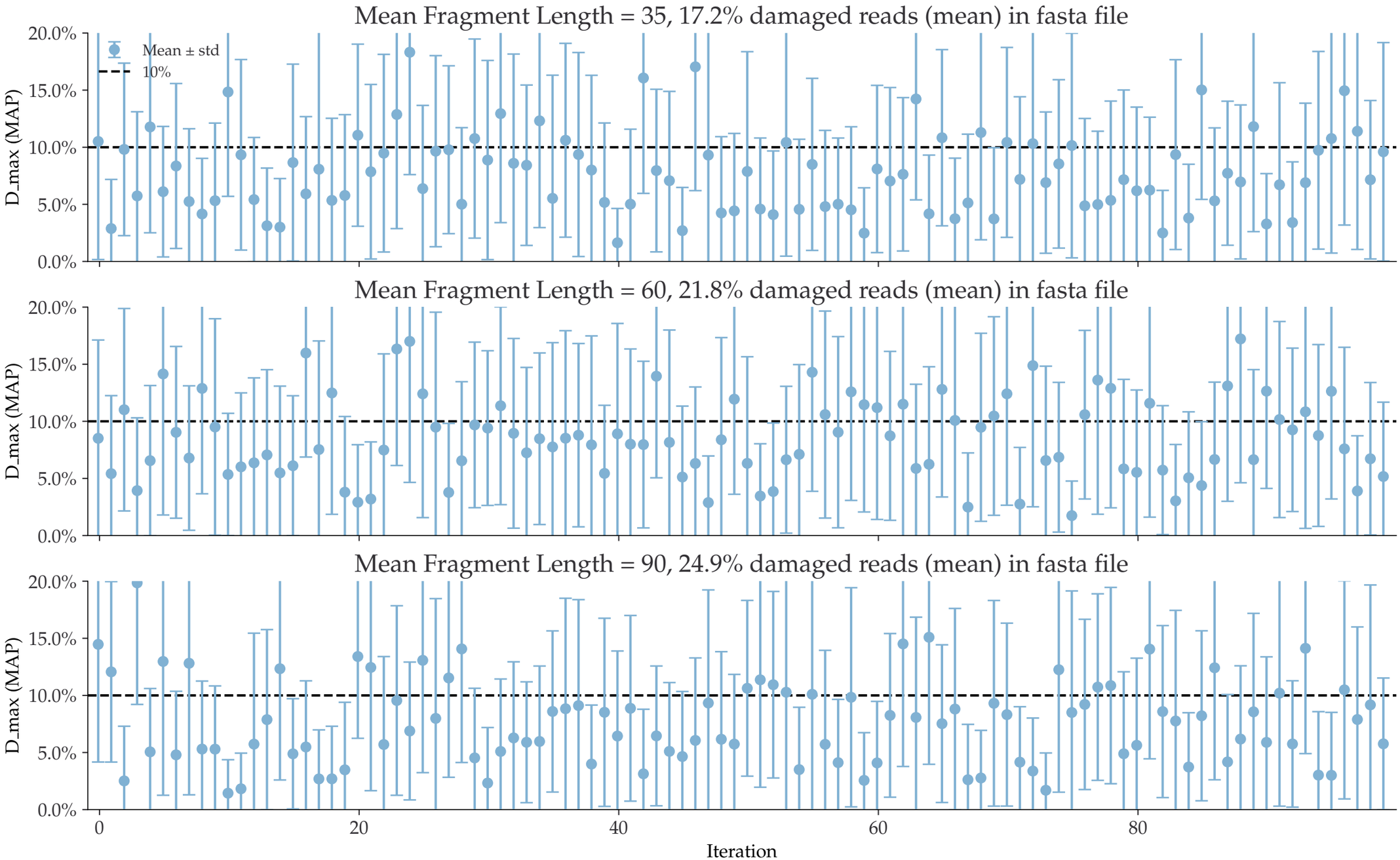
D_max (MAP)
Individual damages:
10 reads
Briggs damage = 0.303
Damage percent = 10%



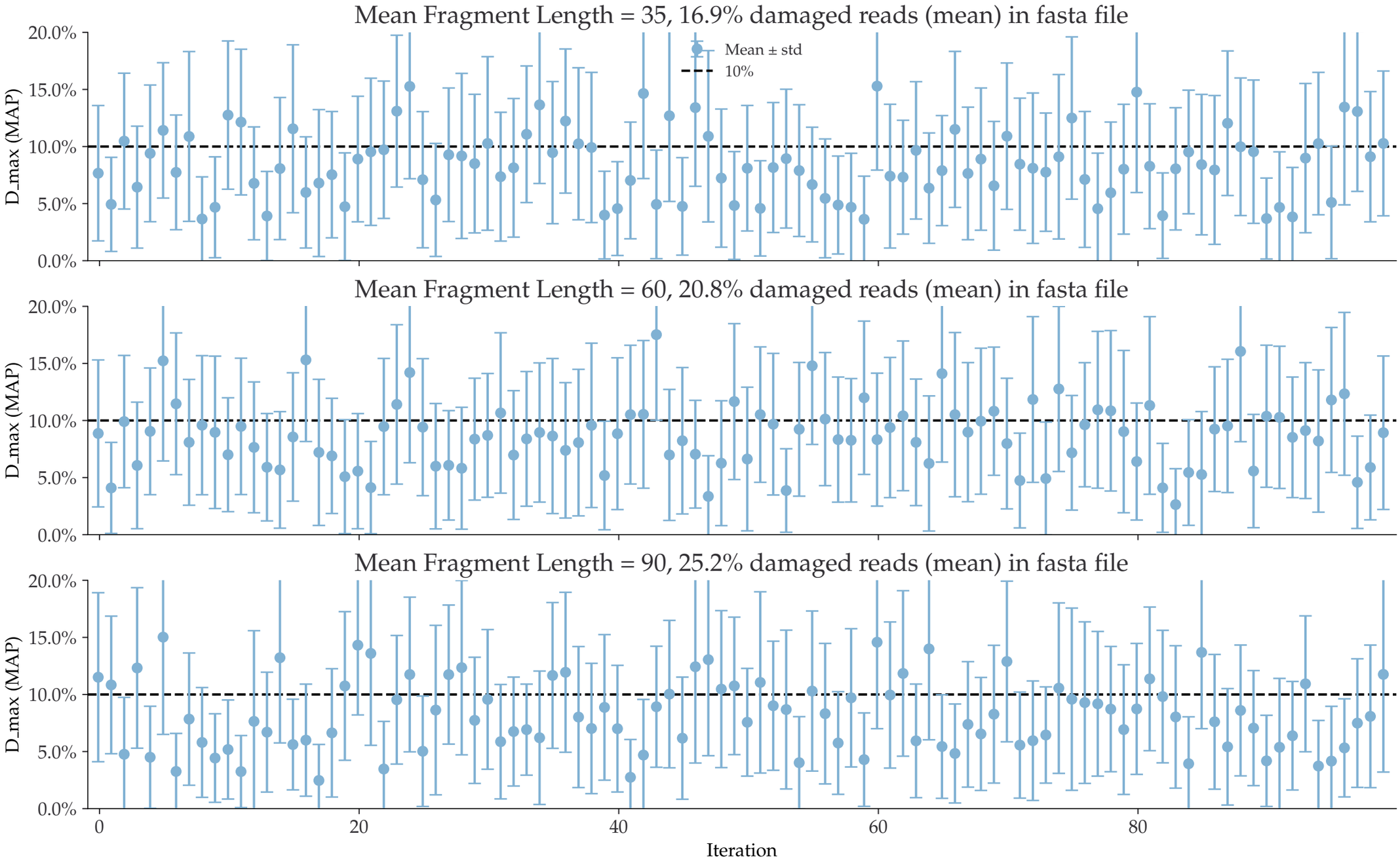
D_max (MAP)
Individual damages:
25 reads
Briggs damage = 0.303
Damage percent = 10%



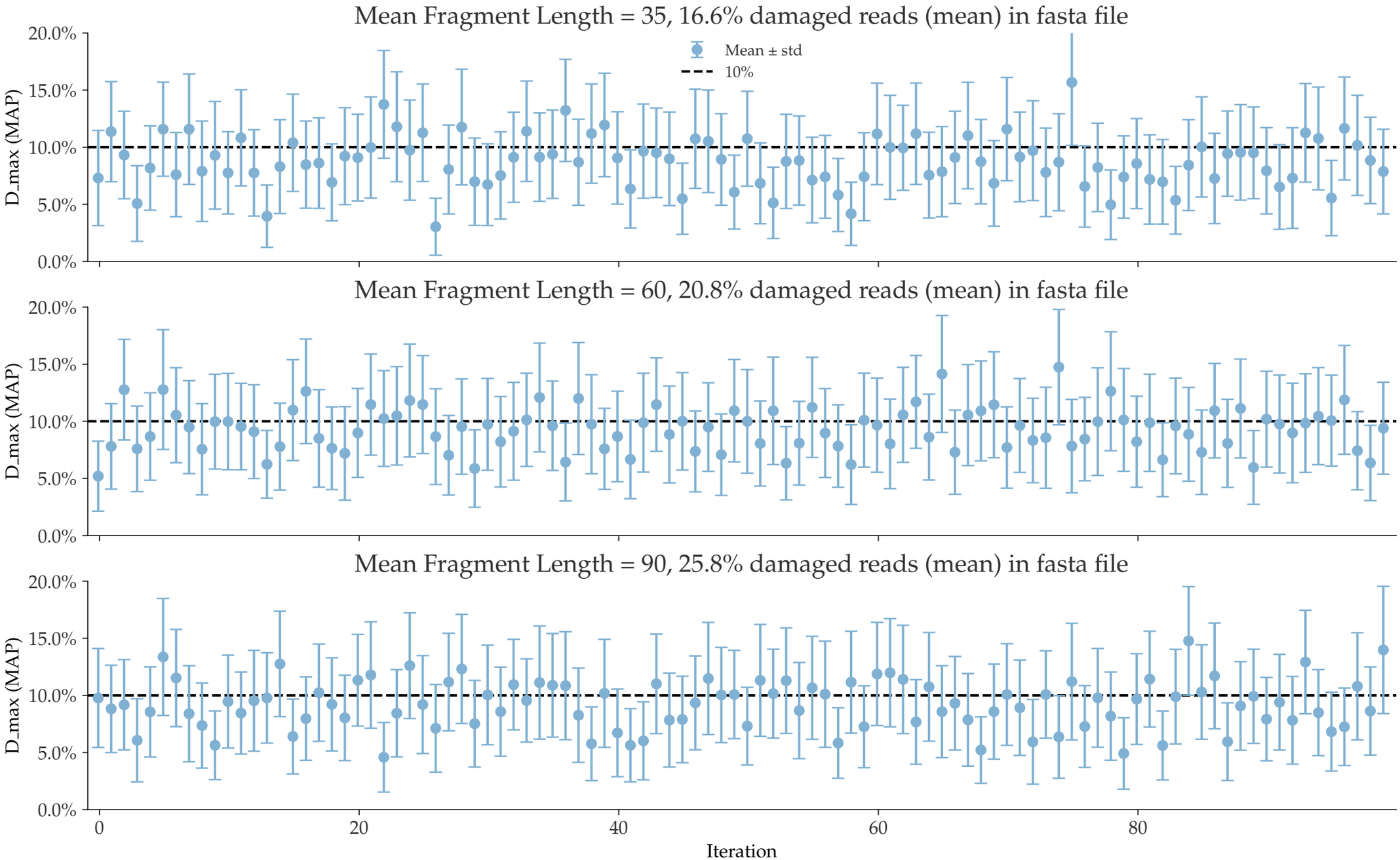
D_max (MAP)
Individual damages:
50 reads
Briggs damage = 0.303
Damage percent = 10%



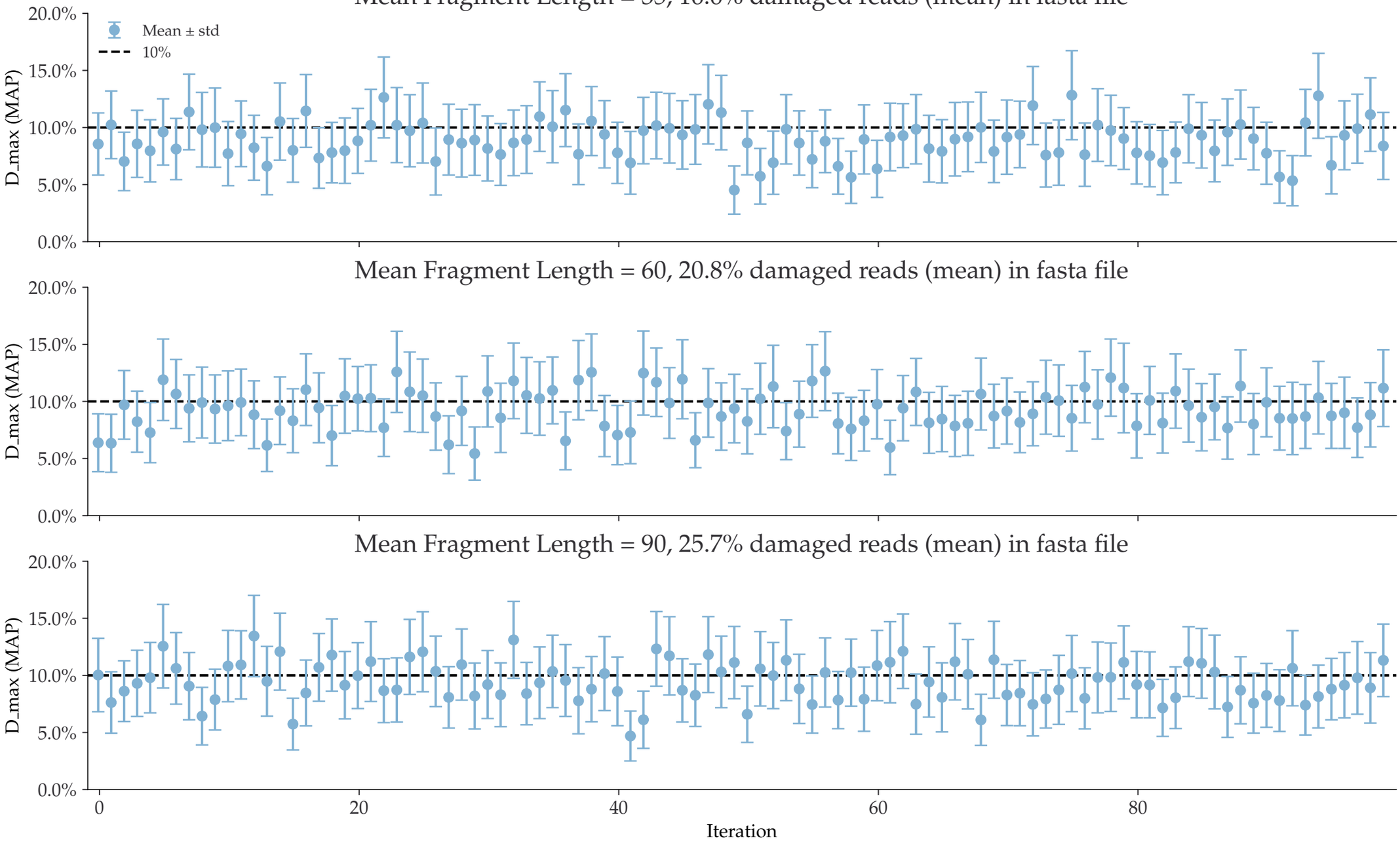
D_max (MAP)
Individual damages:
100 reads
Briggs damage = 0.303
Damage percent = 10%



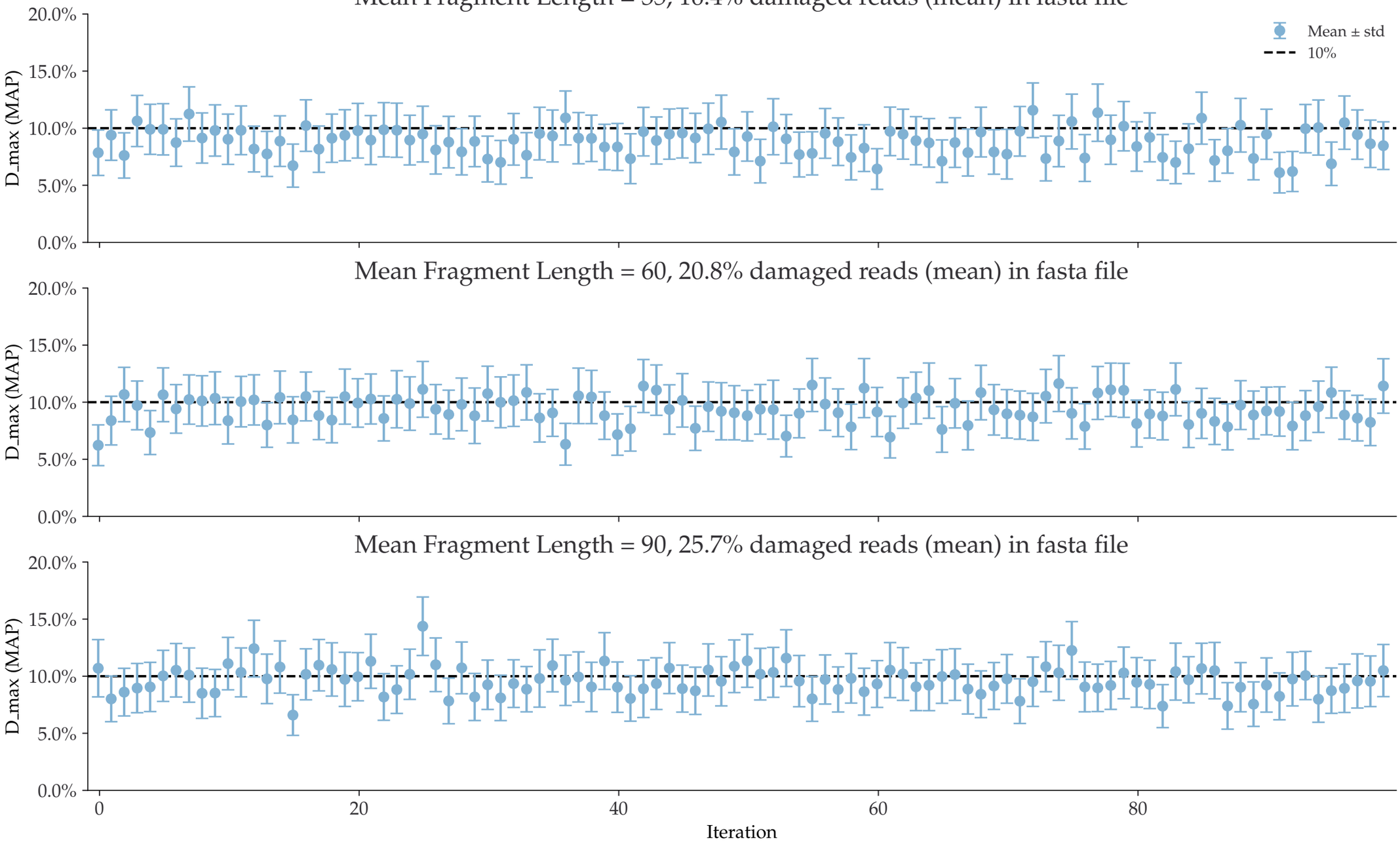
D_max (MAP)
Individual damages:
250 reads
Briggs damage = 0.303
Damage percent = 10%



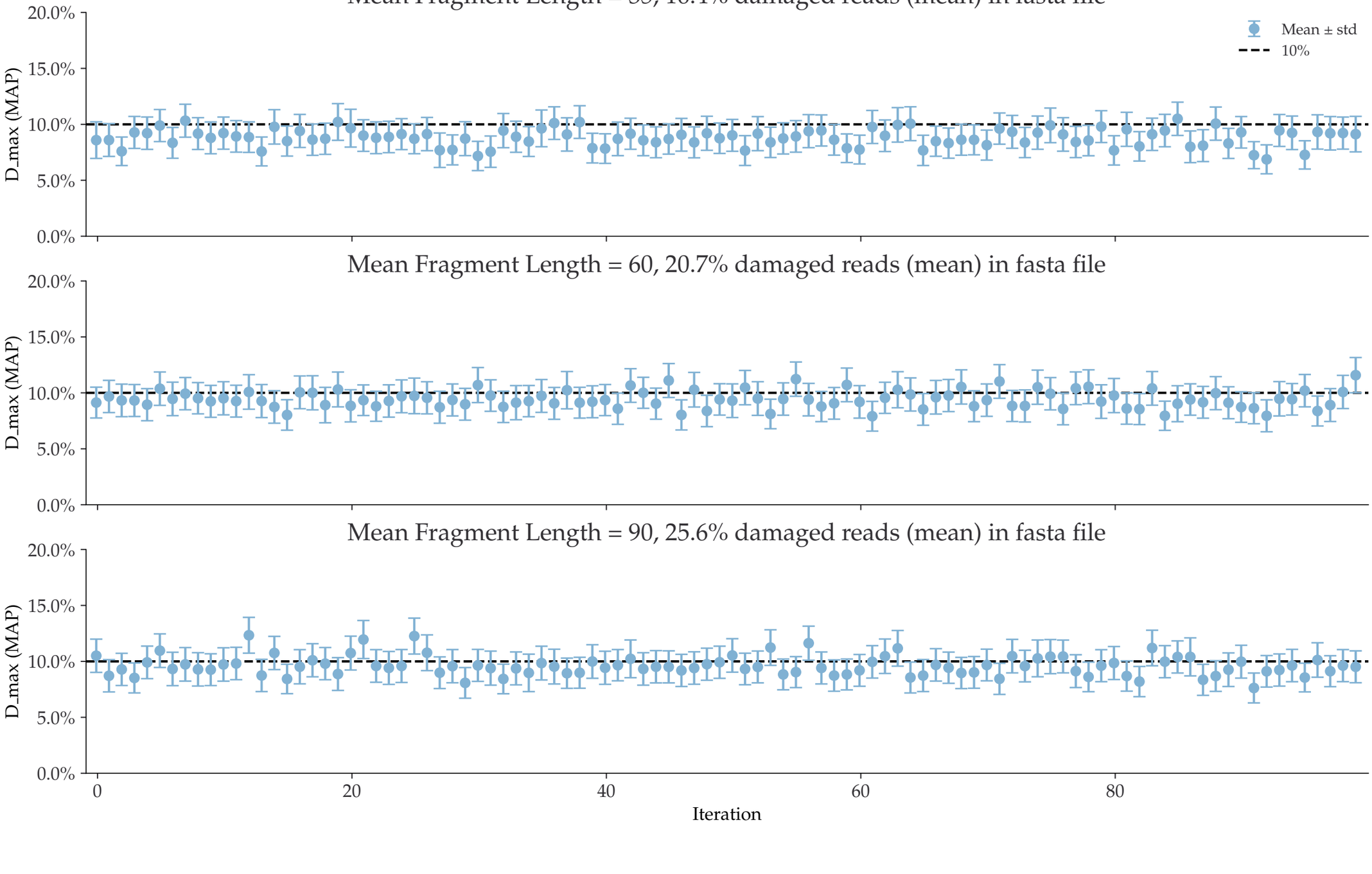
D_max (MAP)
Individual damages:
500 reads
Briggs damage = 0.303
Damage percent = 10%



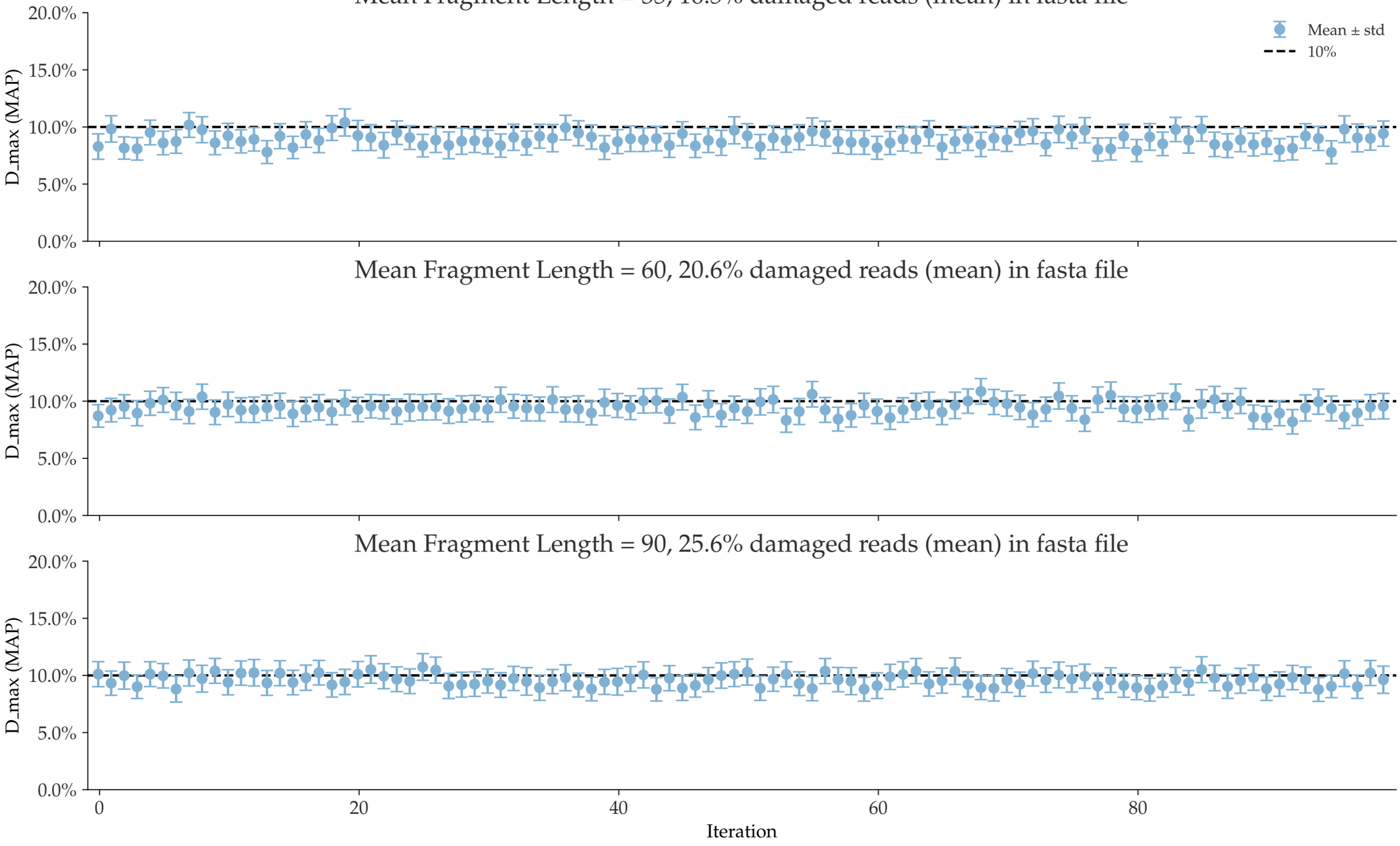
D_max (MAP)
Individual damages:
1000 reads
Briggs damage = 0.303
Damage percent = 10%



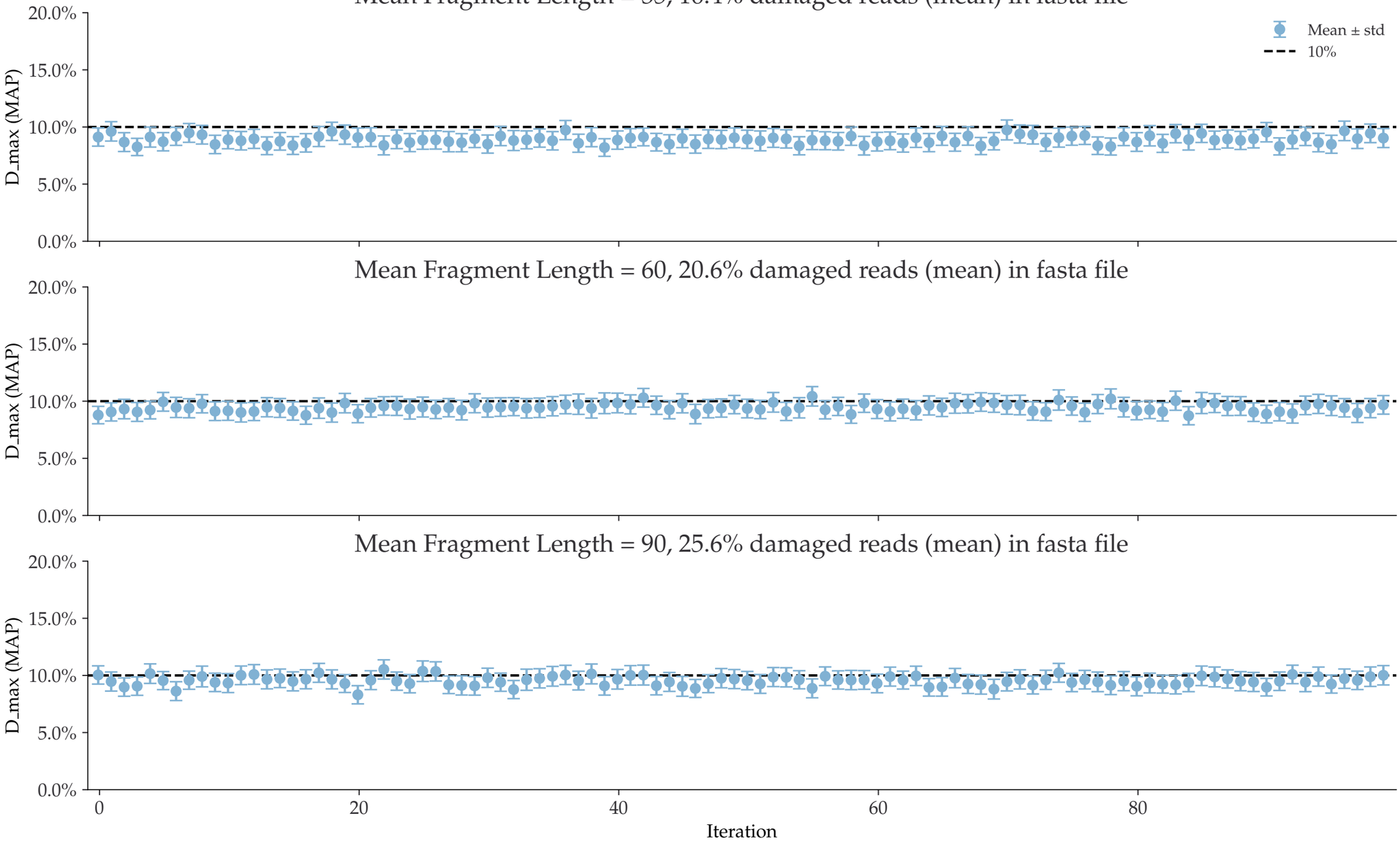
D_max (MAP)
Individual damages:
2500 reads
Briggs damage = 0.303
Damage percent = 10%



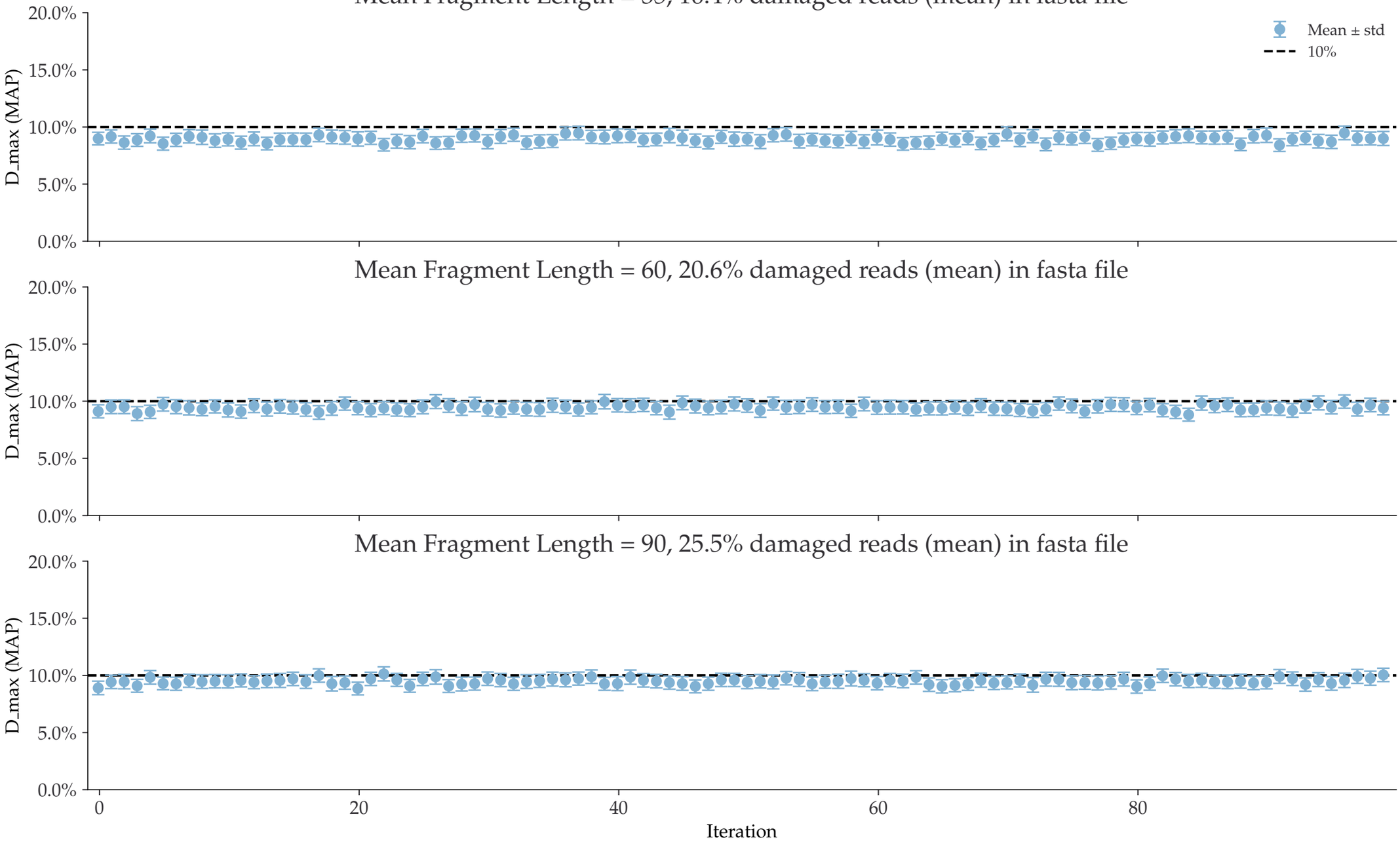
D_max (MAP)
Individual damages:
5000 reads
Briggs damage = 0.303
Damage percent = 10%



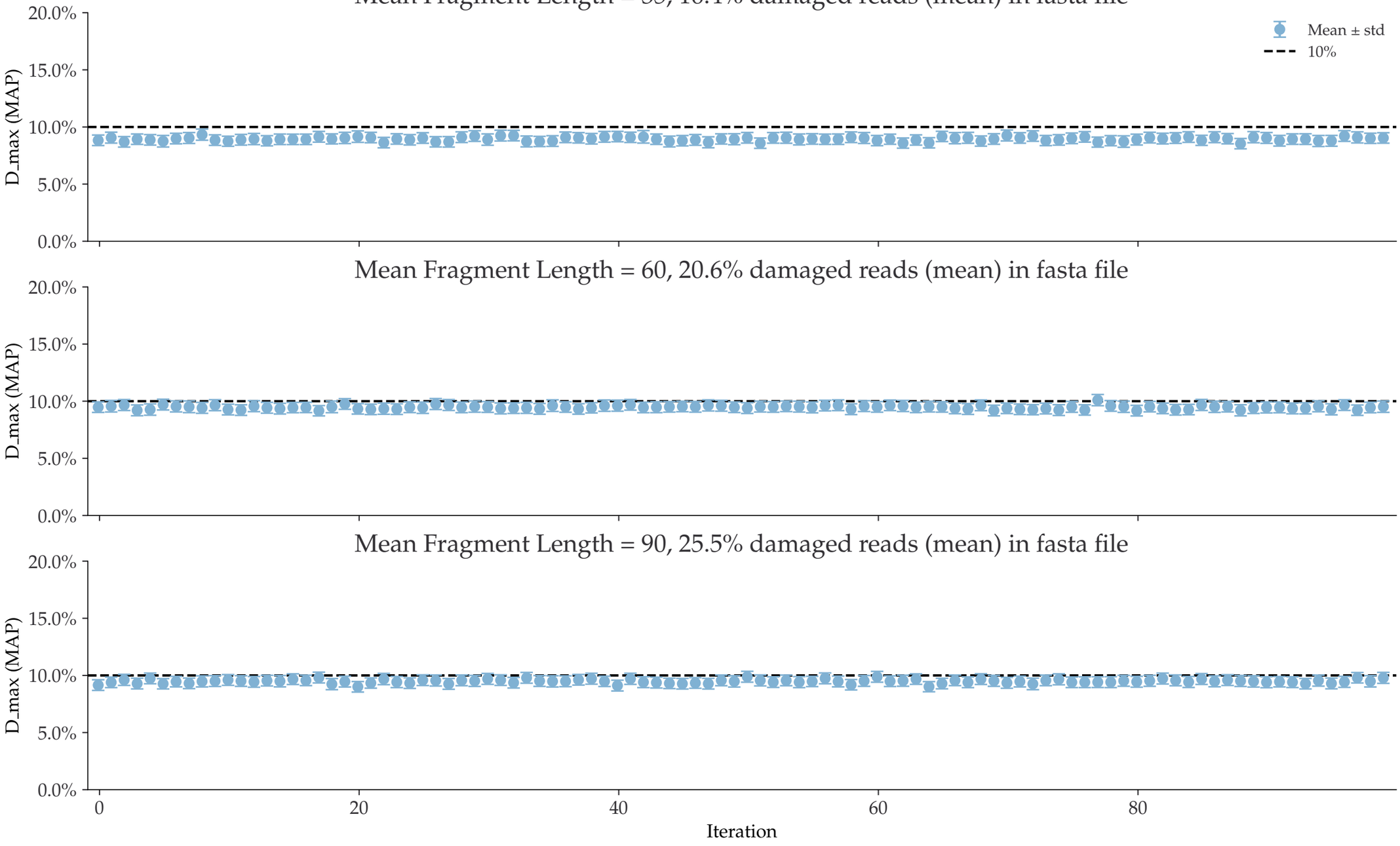
D_max (MAP)
Individual damages:
10000 reads
Briggs damage = 0.303
Damage percent = 10%



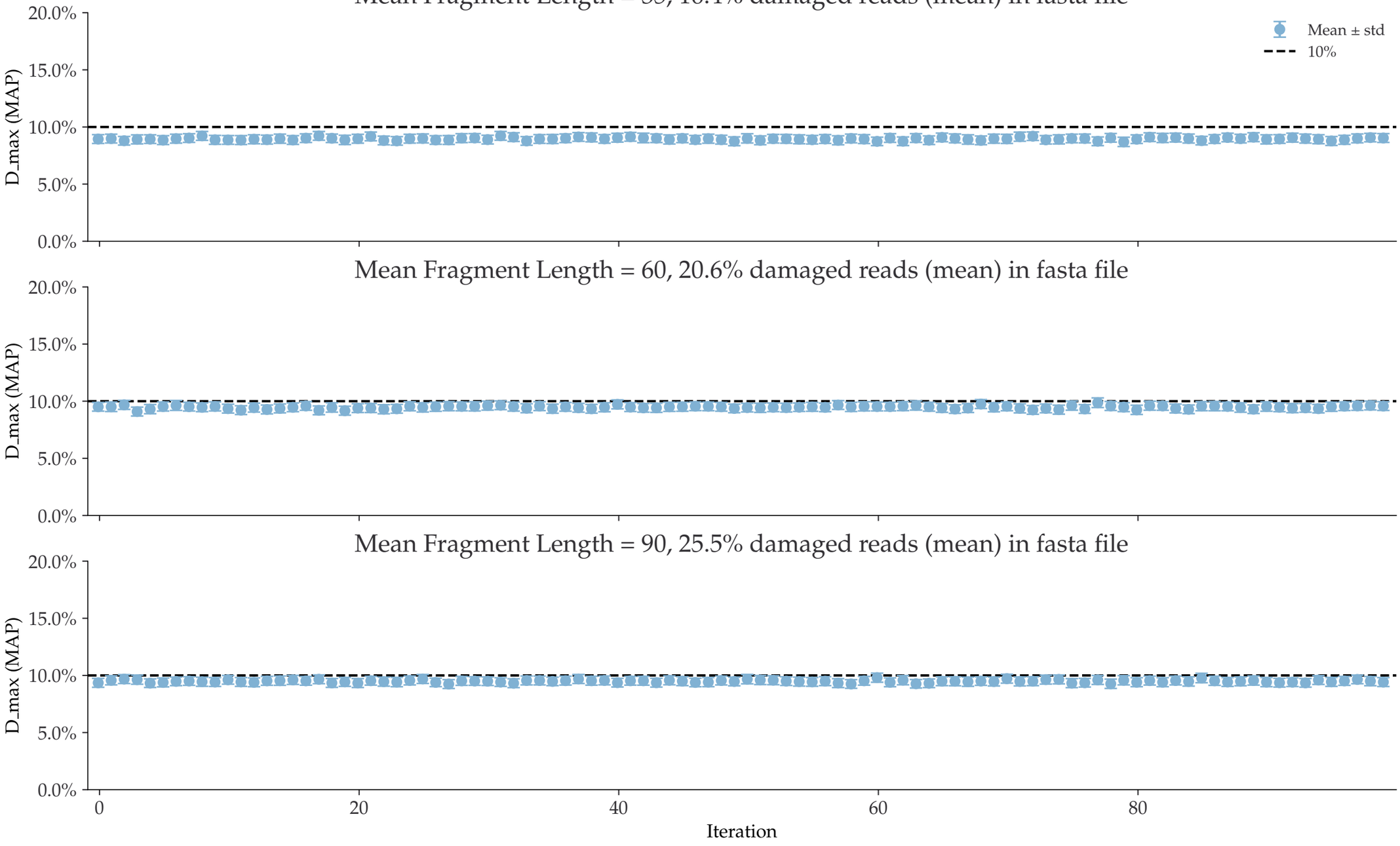
D_max (MAP)
Individual damages:
25000 reads
Briggs damage = 0.303
Damage percent = 10%



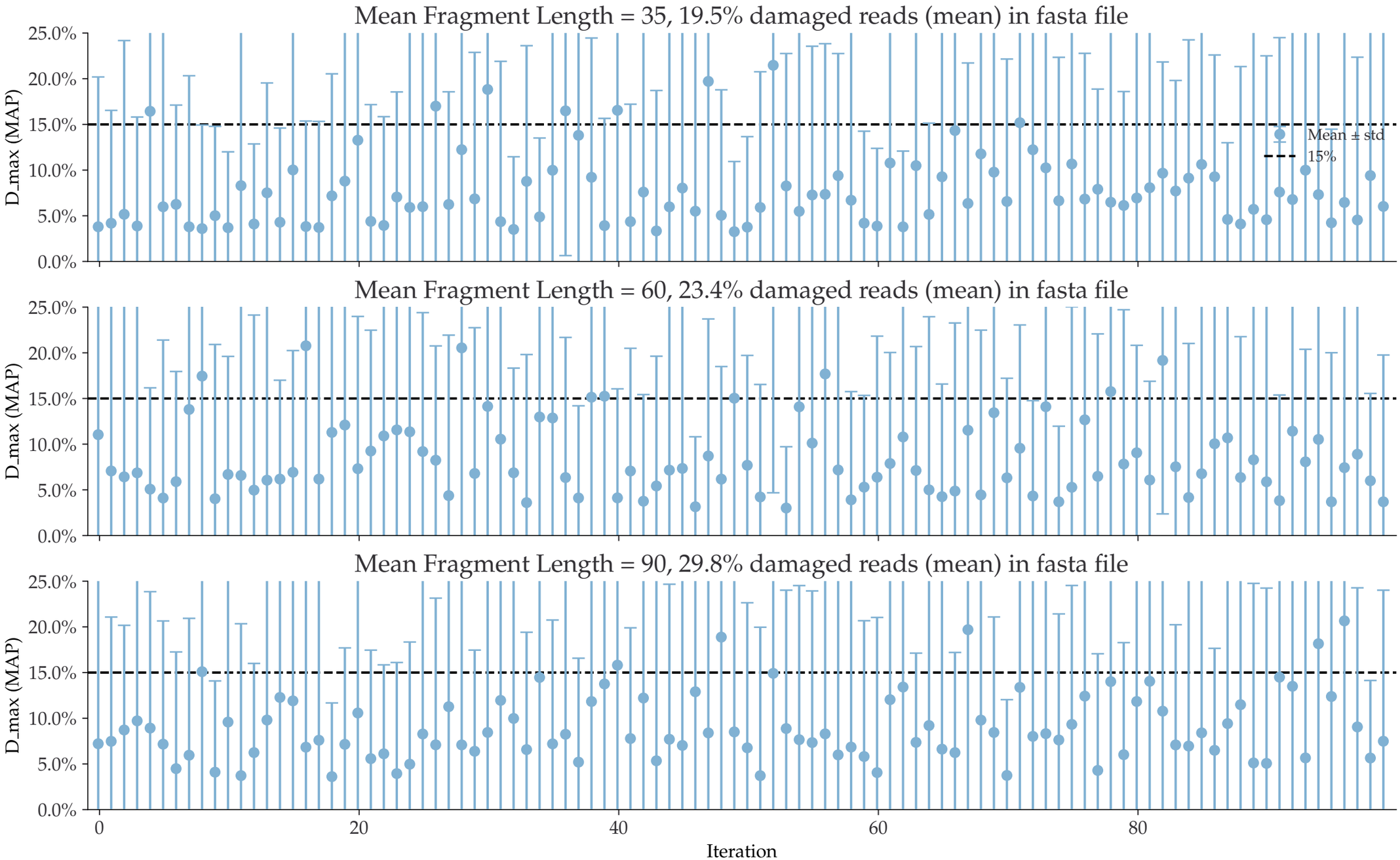
D_max (MAP)
Individual damages:
50000 reads
Briggs damage = 0.303
Damage percent = 10%



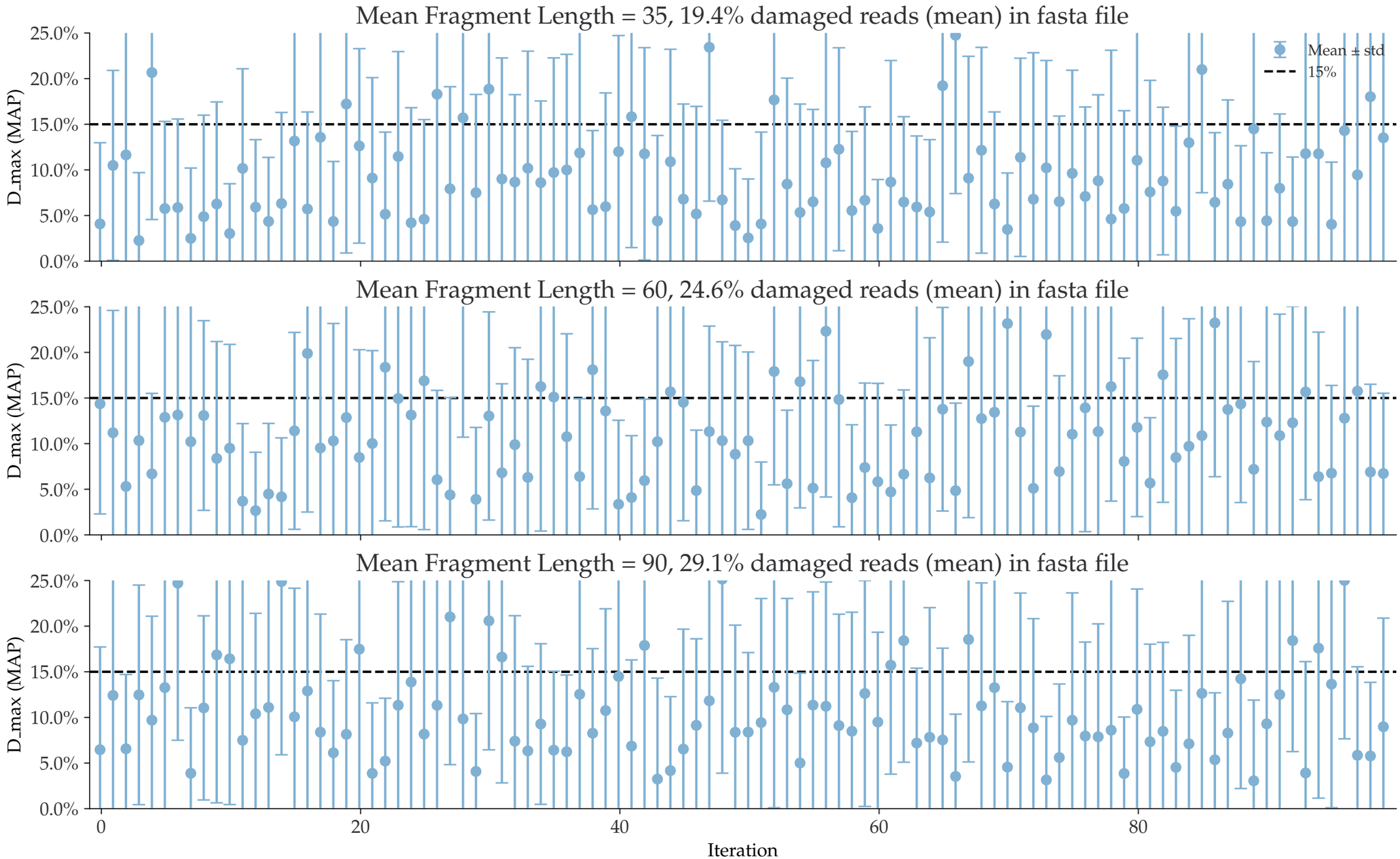
D_max (MAP)
Individual damages:
100000 reads
Briggs damage = 0.303
Damage percent = 10%



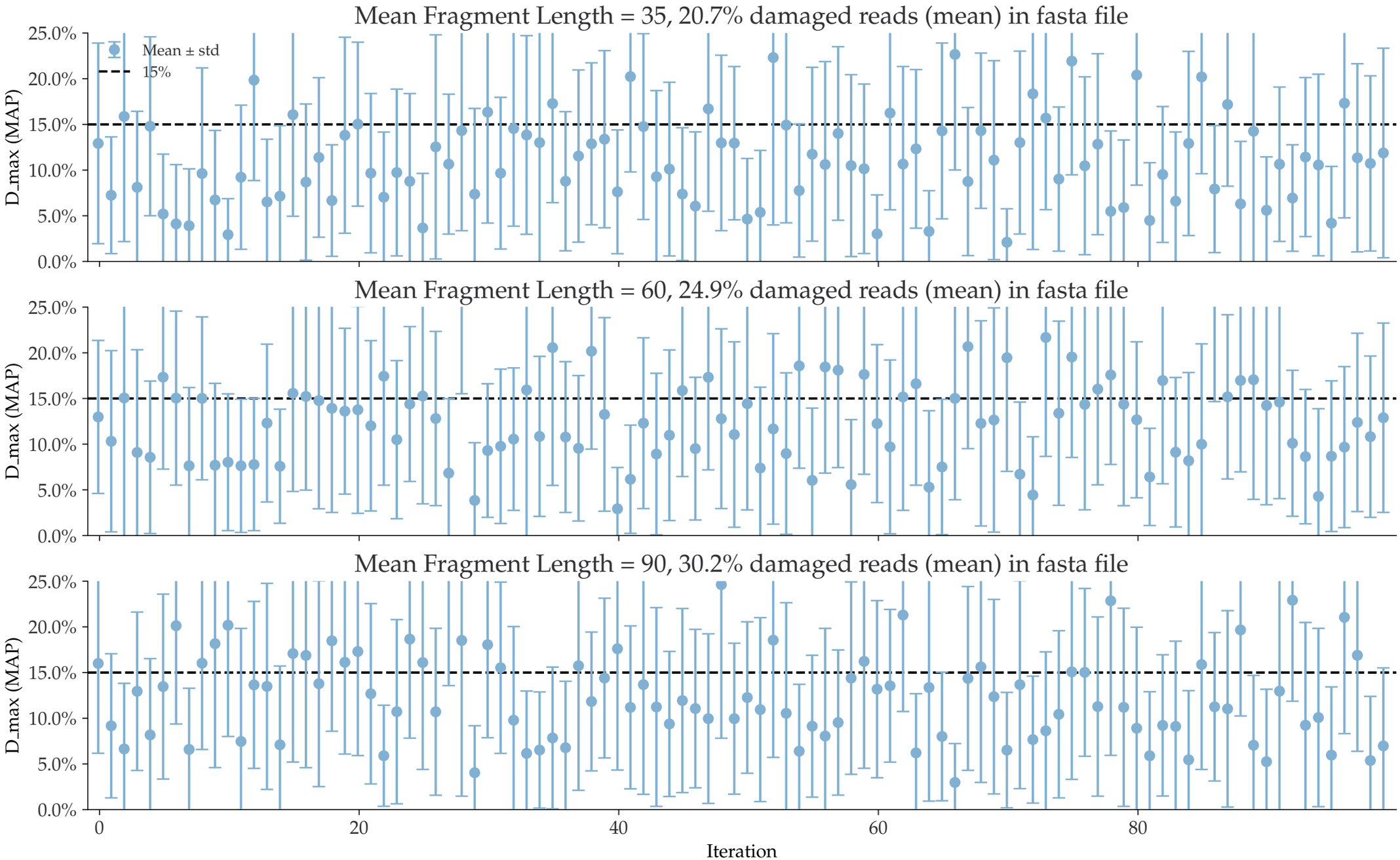
D_max (MAP)
Individual damages:
10 reads
Briggs damage = 0.466
Damage percent = 15%



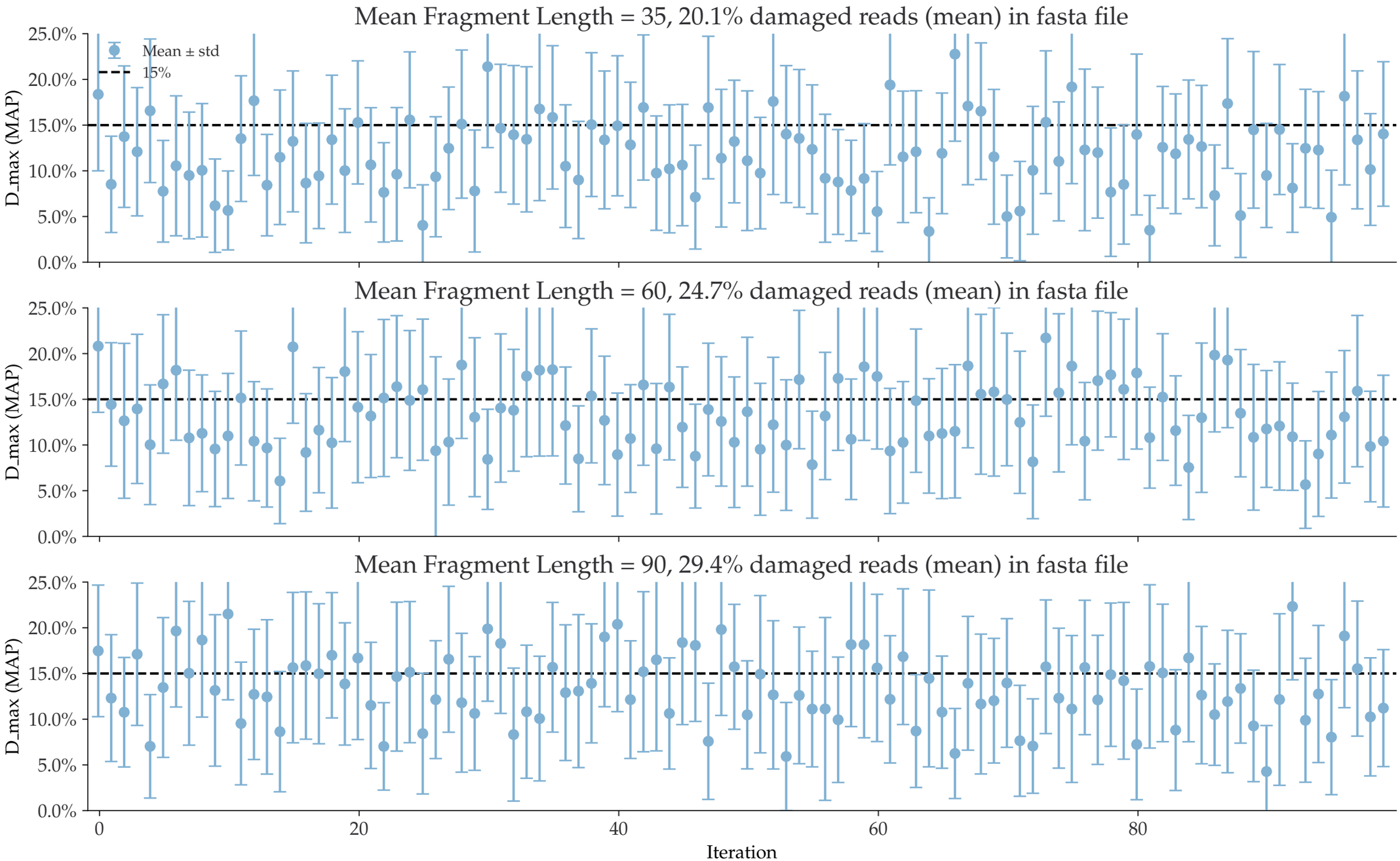
D_max (MAP)
Individual damages:
25 reads
Briggs damage = 0.466
Damage percent = 15%



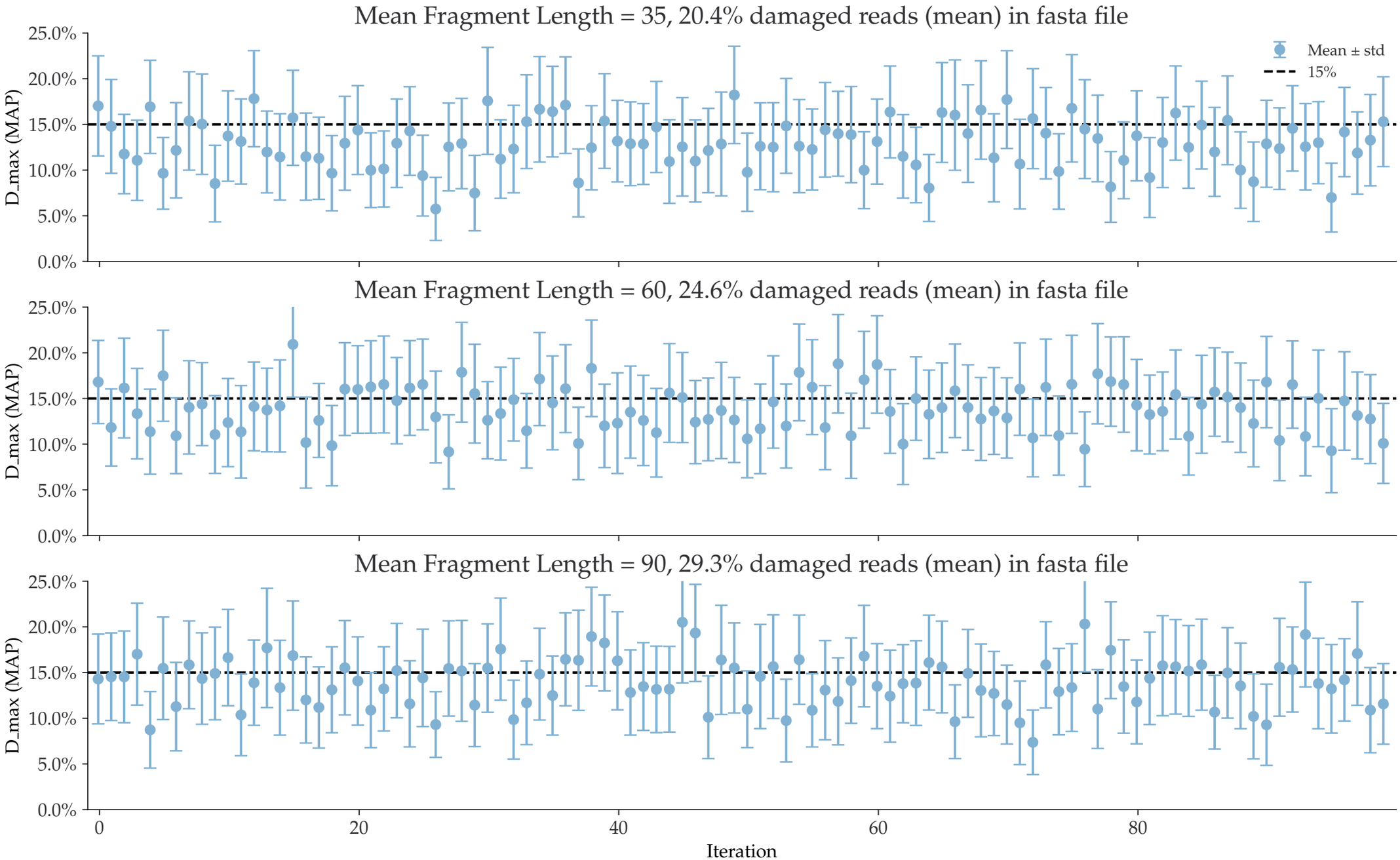
D_max (MAP)
Individual damages:
50 reads
Briggs damage = 0.466
Damage percent = 15%



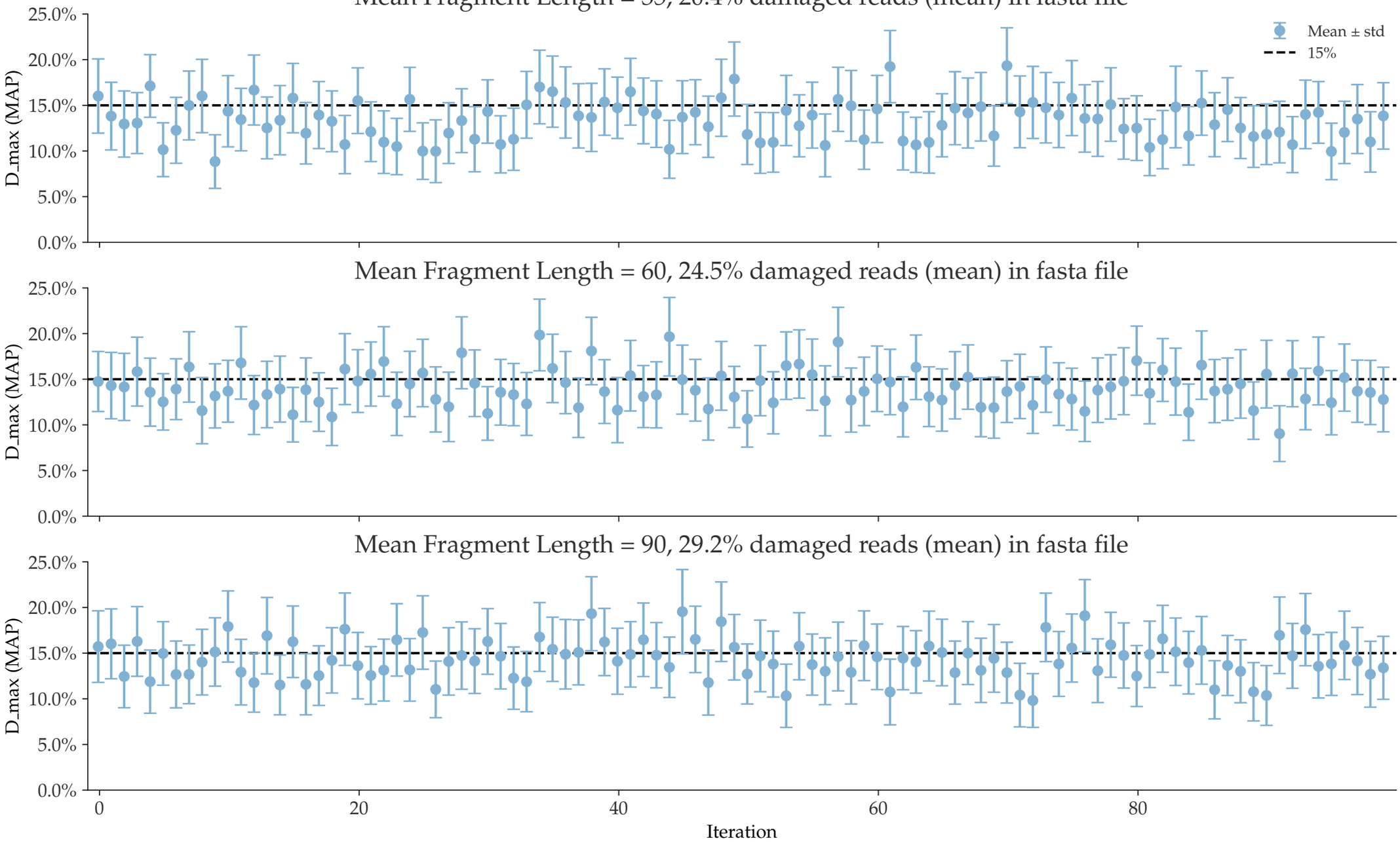
D_max (MAP)
Individual damages:
100 reads
Briggs damage = 0.466
Damage percent = 15%



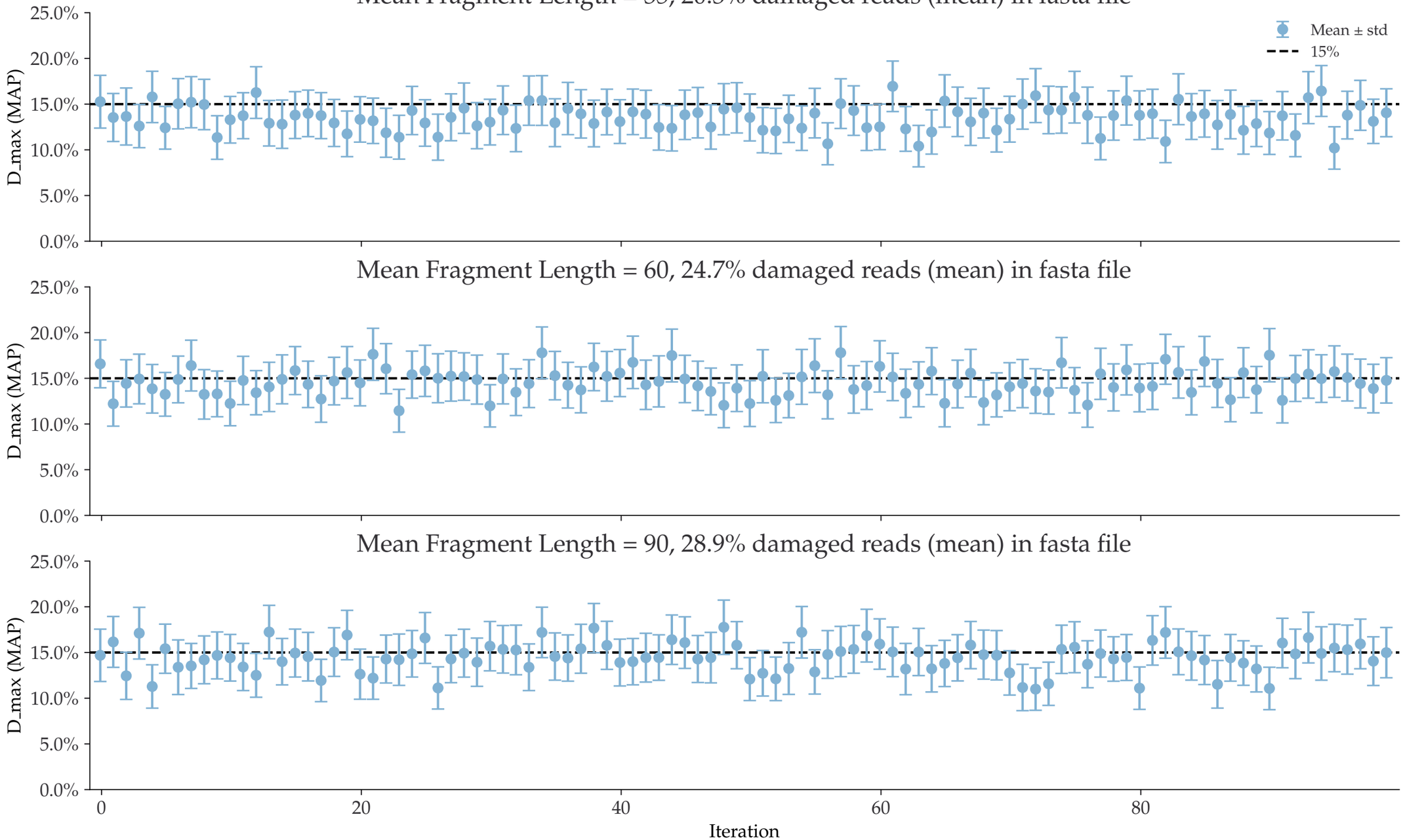
D_max (MAP)
Individual damages:
250 reads
Briggs damage = 0.466
Damage percent = 15%



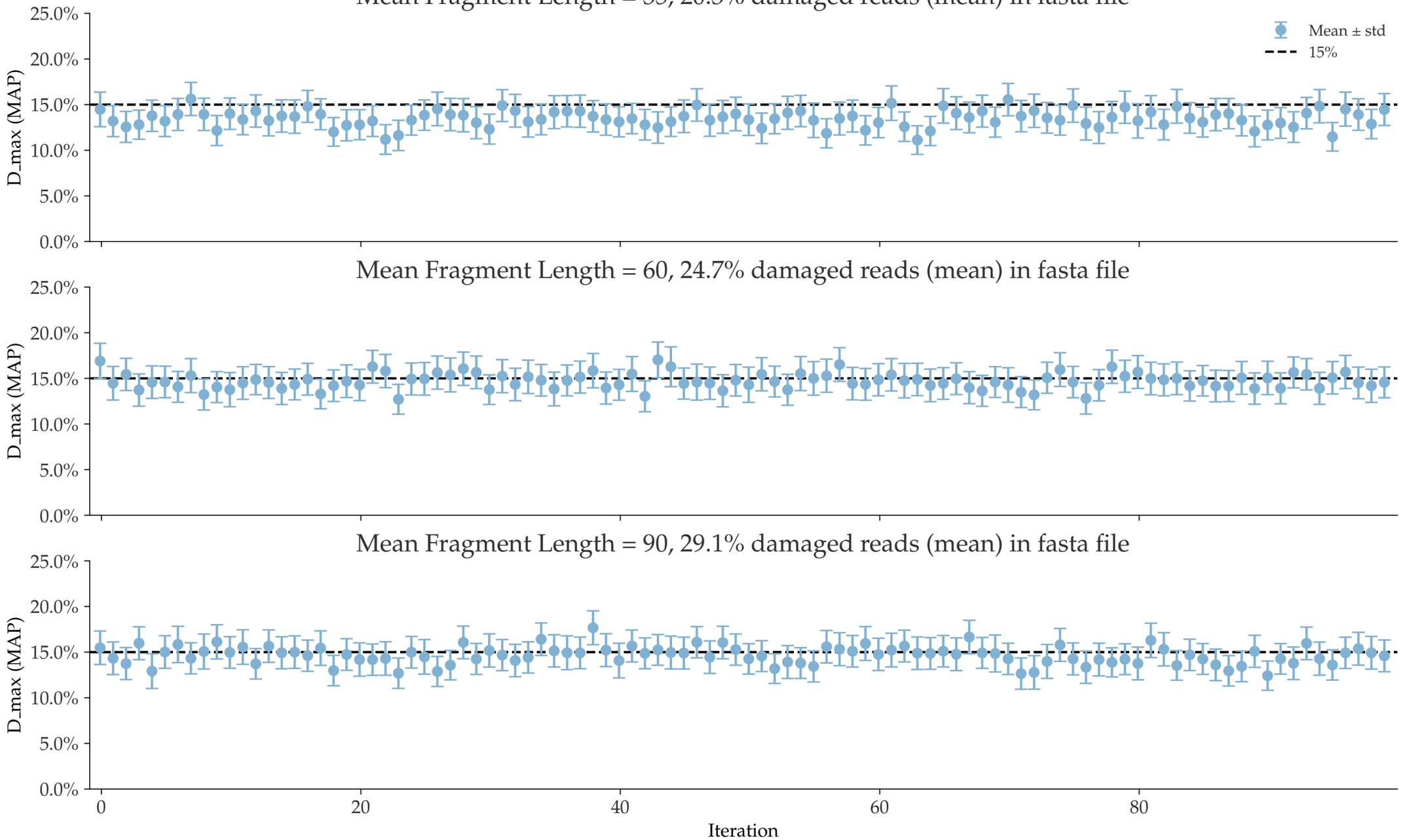
D_max (MAP)
Individual damages:
500 reads
Briggs damage = 0.466
Damage percent = 15%



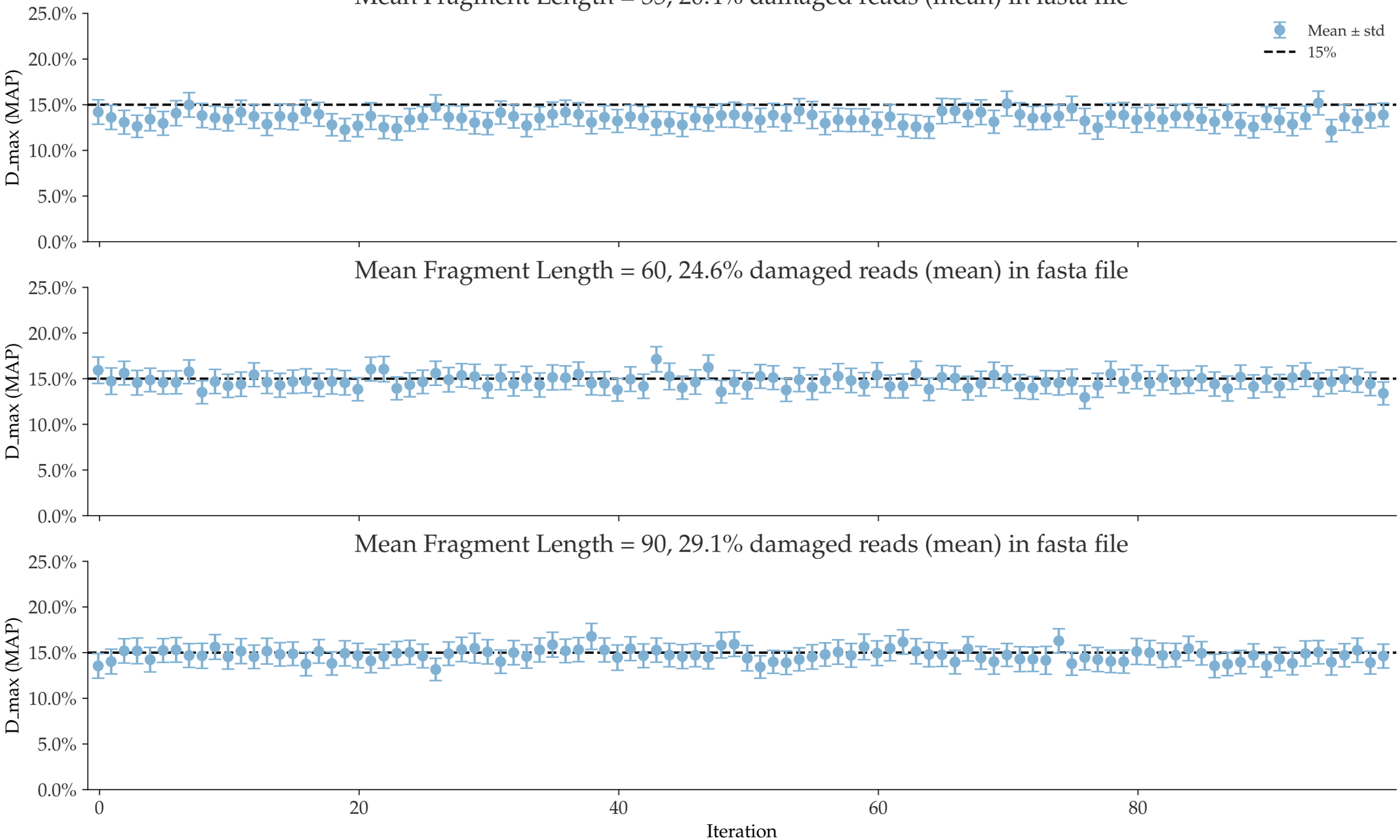
D_max (MAP)
Individual damages:
1000 reads
Briggs damage = 0.466
Damage percent = 15%



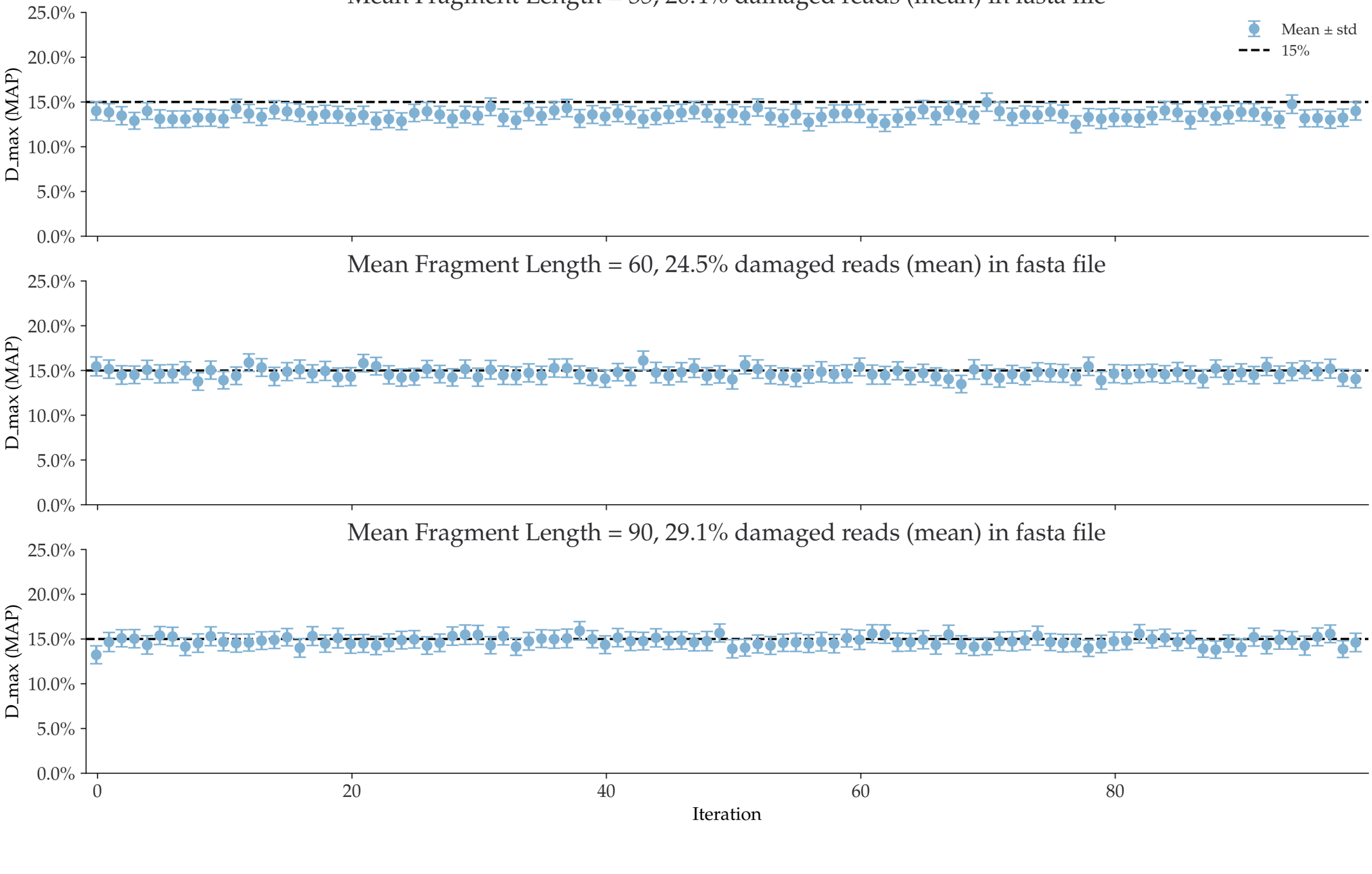
D_max (MAP)
Individual damages:
2500 reads
Briggs damage = 0.466
Damage percent = 15%



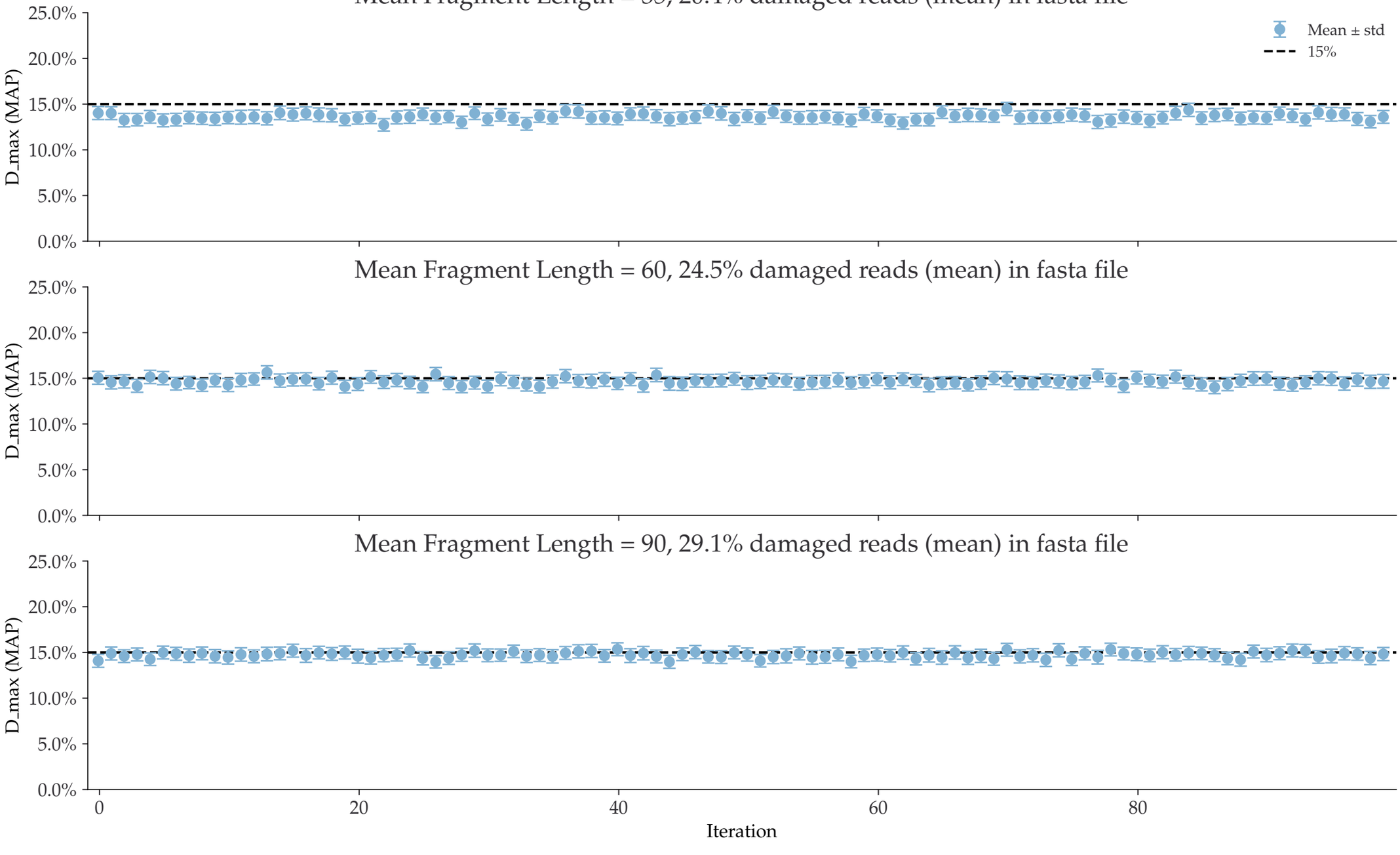
D_max (MAP)
Individual damages:
5000 reads
Briggs damage = 0.466
Damage percent = 15%



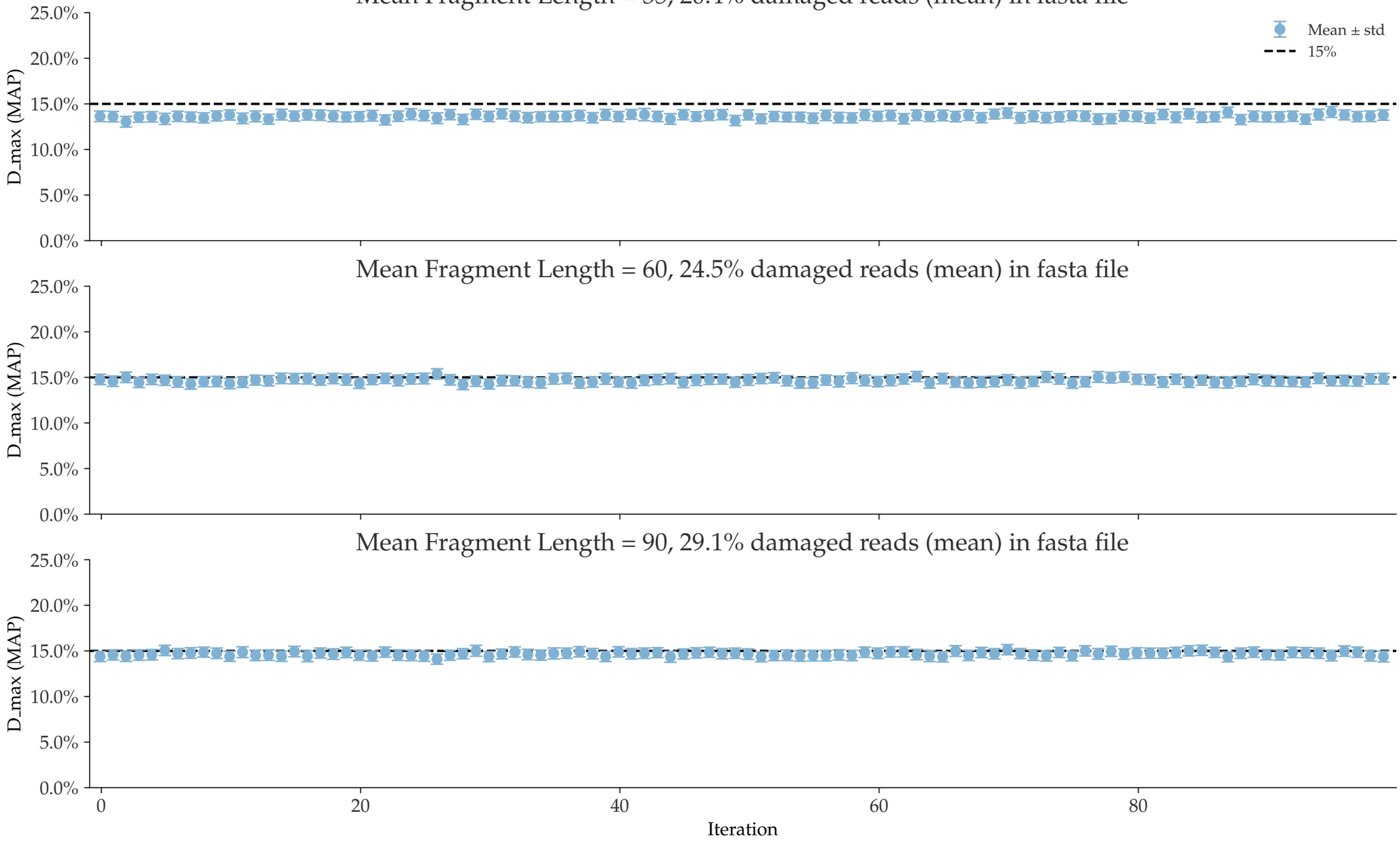
D_max (MAP)
Individual damages:
10000 reads
Briggs damage = 0.466
Damage percent = 15%



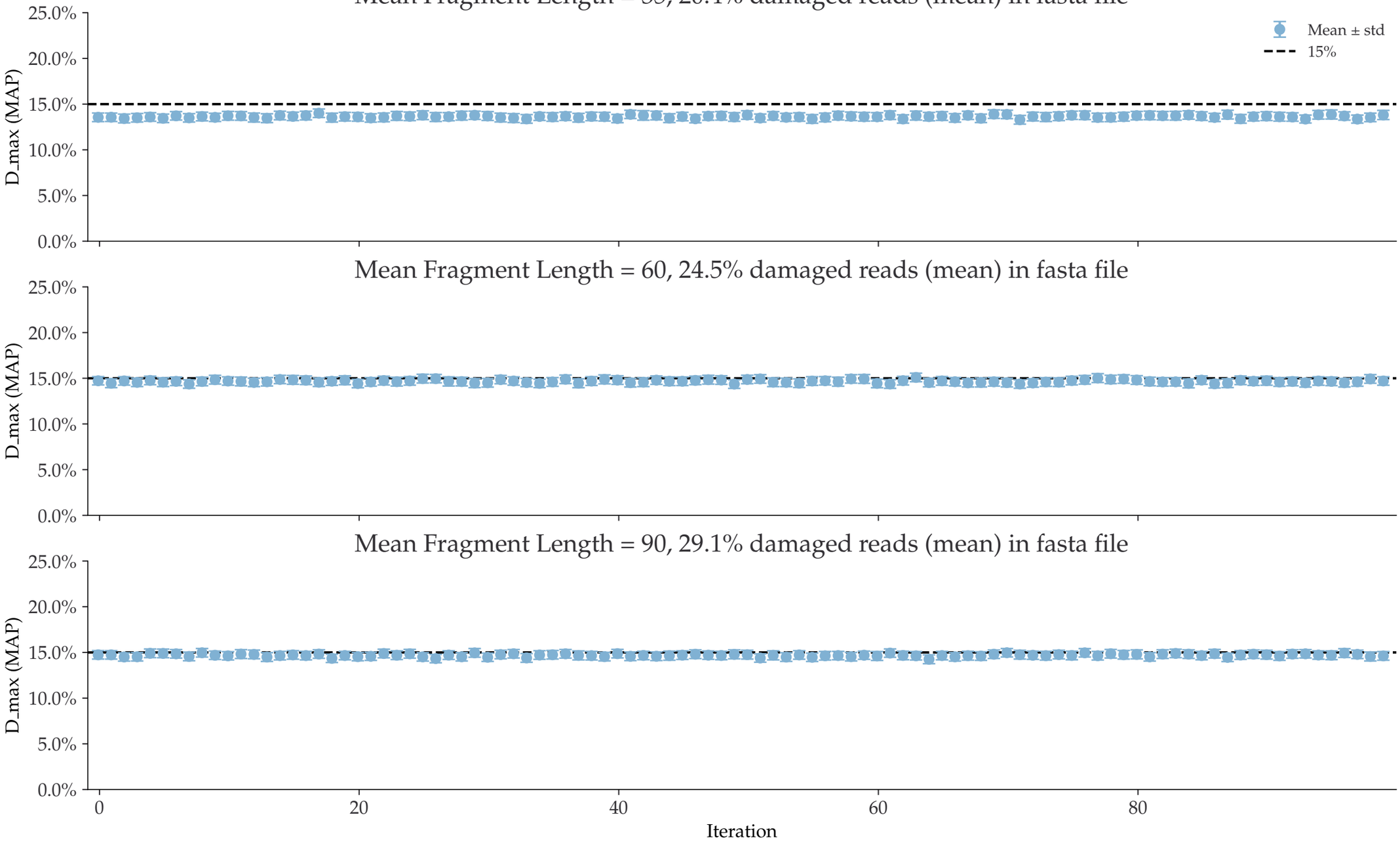
D_max (MAP)
Individual damages:
25000 reads
Briggs damage = 0.466
Damage percent = 15%



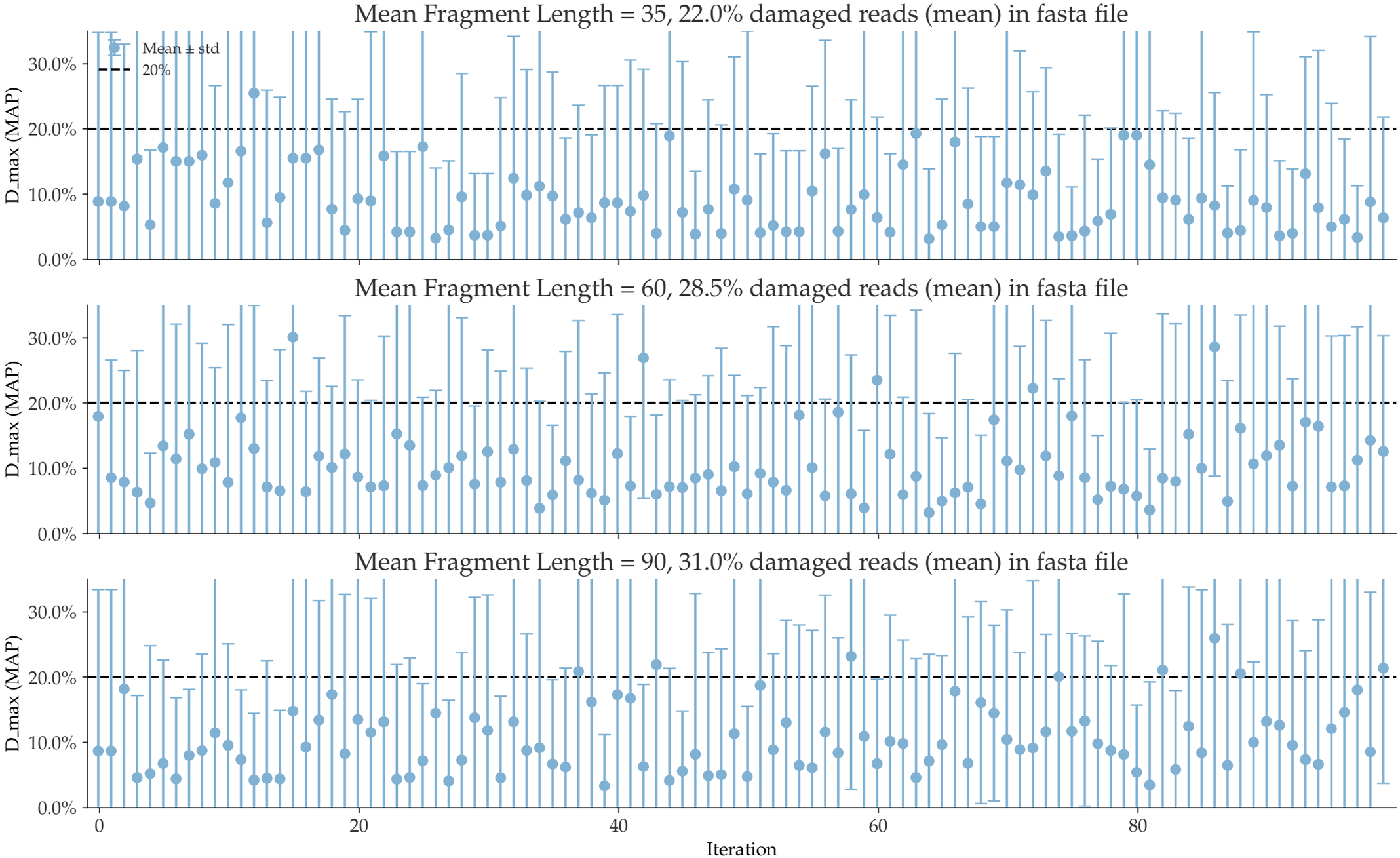
D_max (MAP)
Individual damages:
50000 reads
Briggs damage = 0.466
Damage percent = 15%



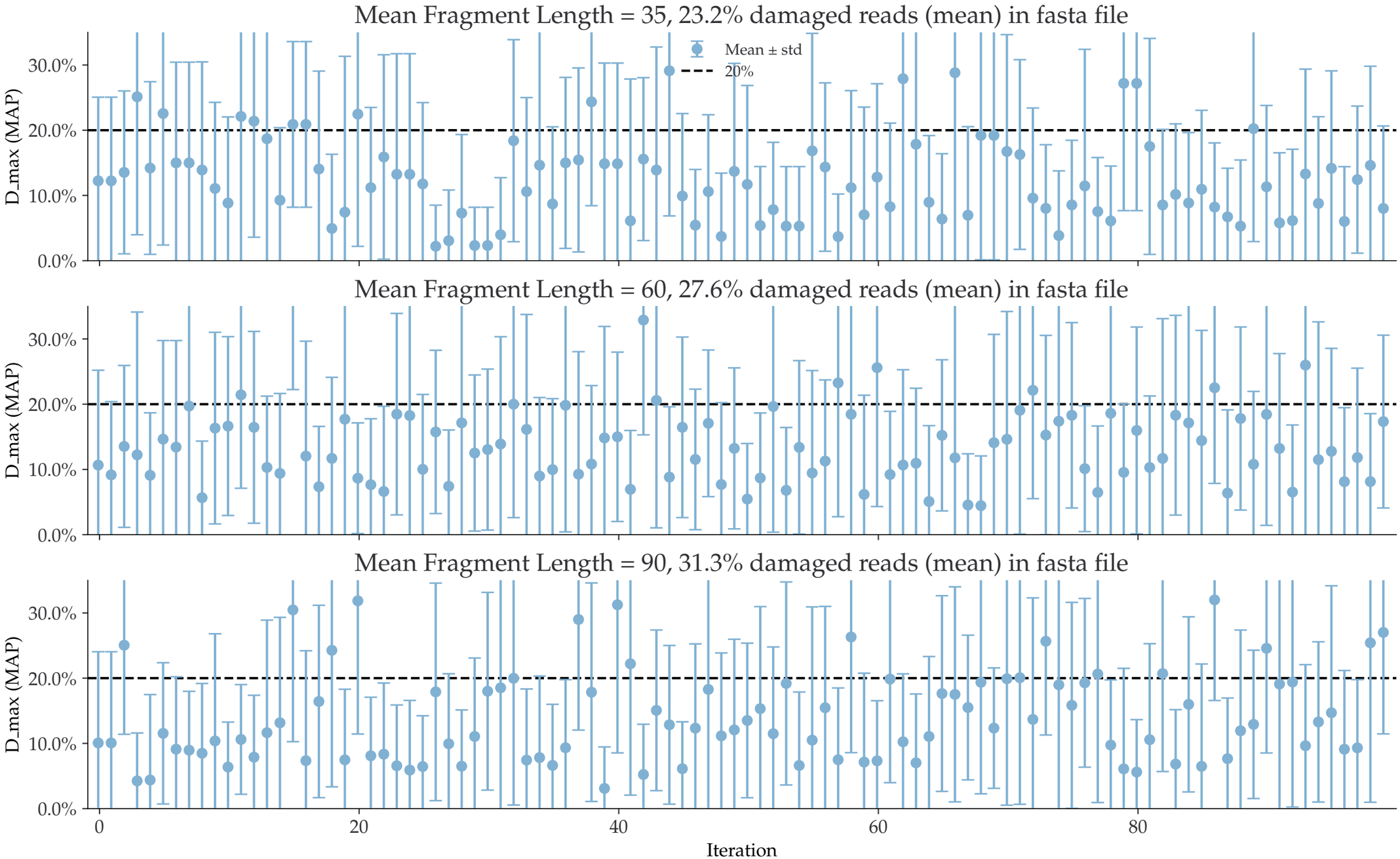
D_max (MAP)
Individual damages:
100000 reads
Briggs damage = 0.466
Damage percent = 15%



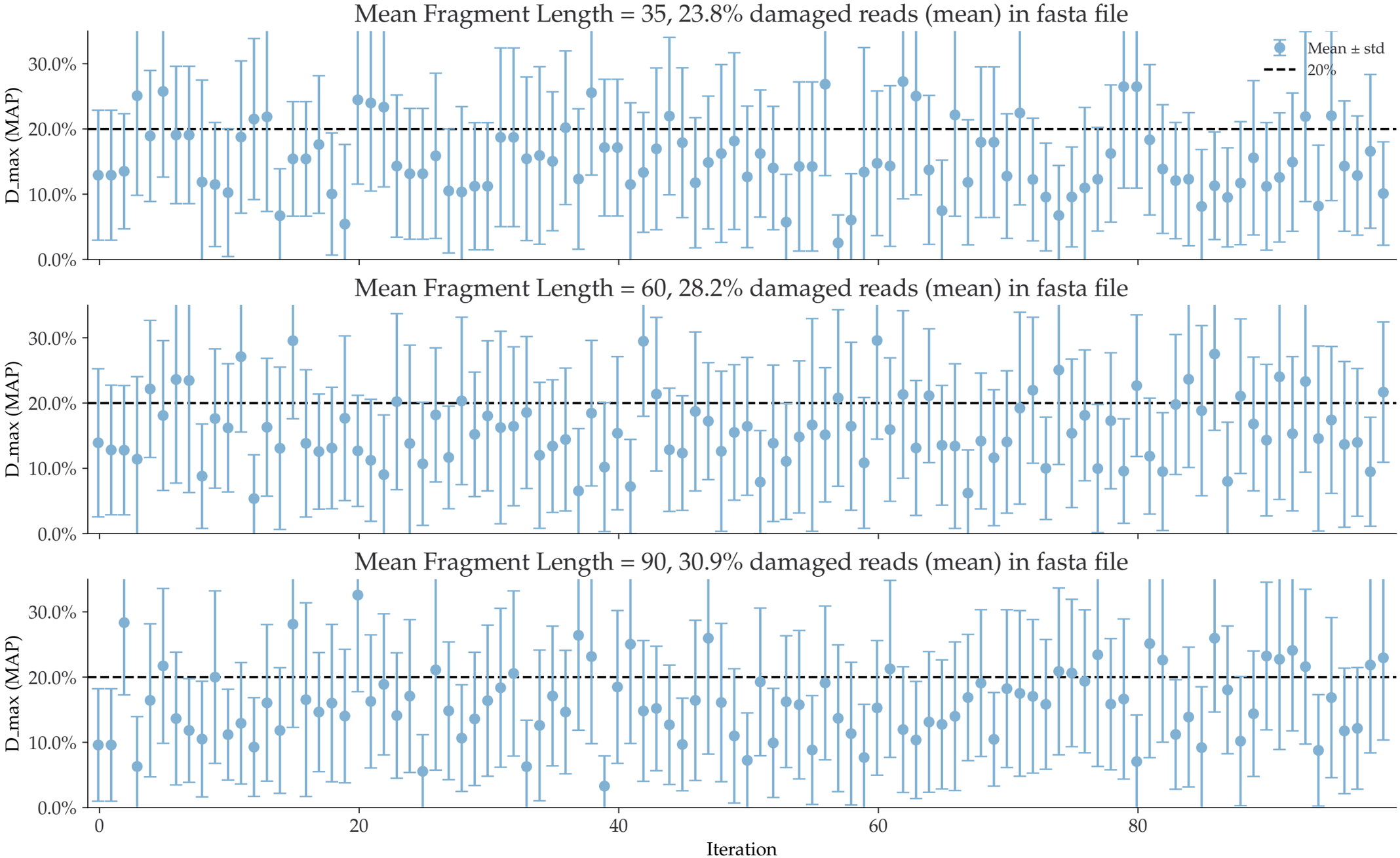
D_max (MAP)
Individual damages:
10 reads
Briggs damage = 0.626
Damage percent = 20%



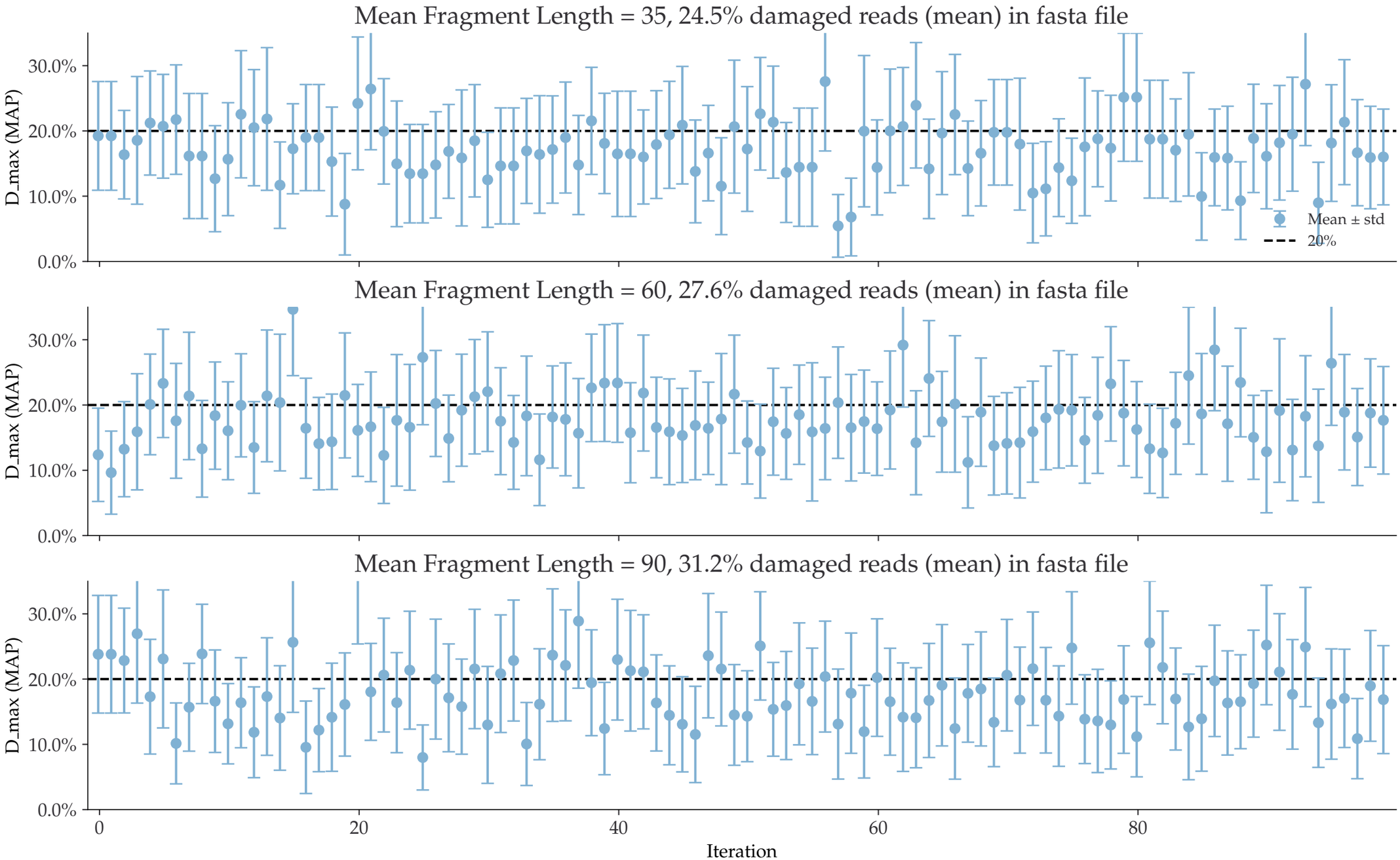
D_max (MAP)
Individual damages:
25 reads
Briggs damage = 0.626
Damage percent = 20%



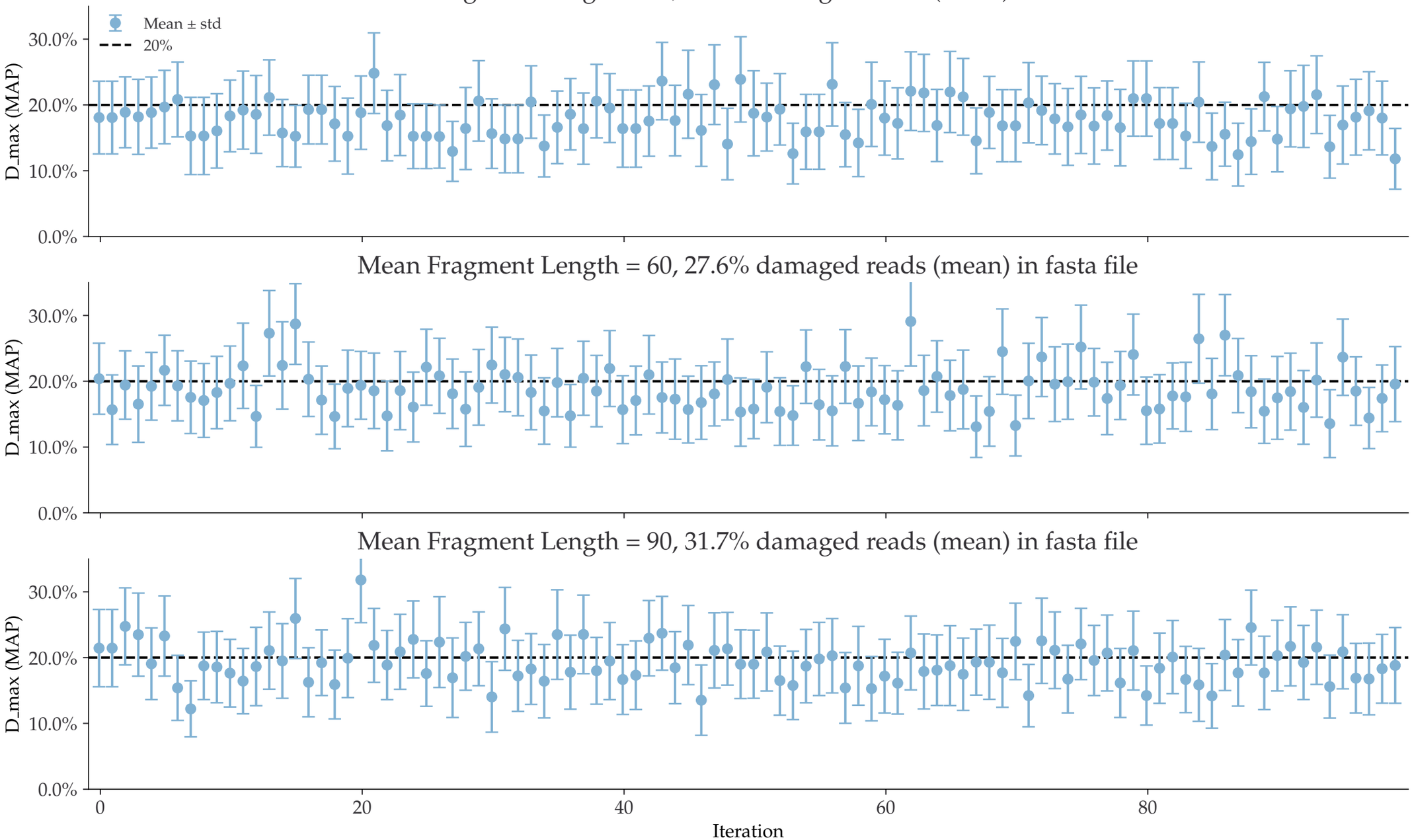
D_max (MAP)
Individual damages:
50 reads
Briggs damage = 0.626
Damage percent = 20%



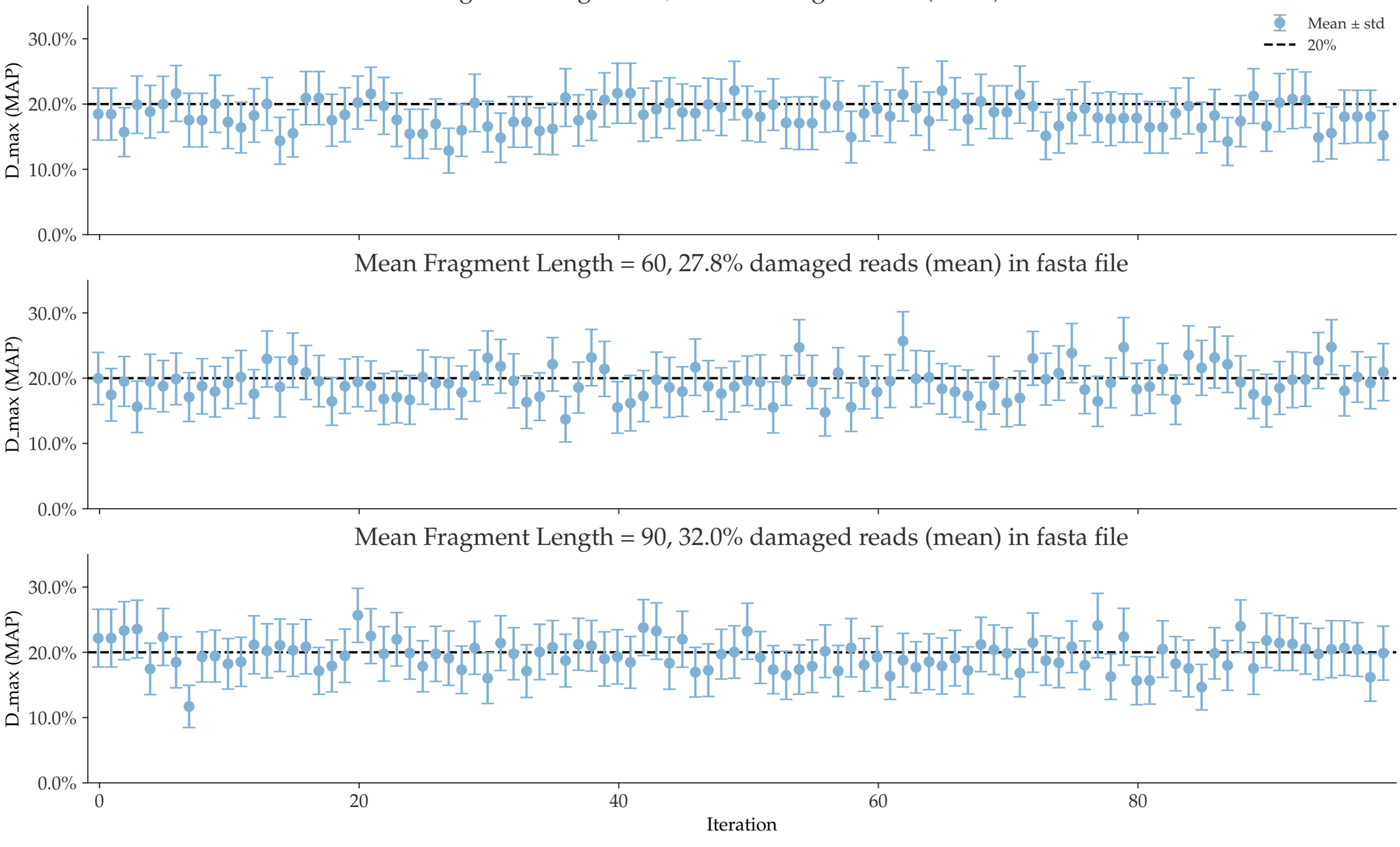
D_max (MAP)
Individual damages:
100 reads
Briggs damage = 0.626
Damage percent = 20%



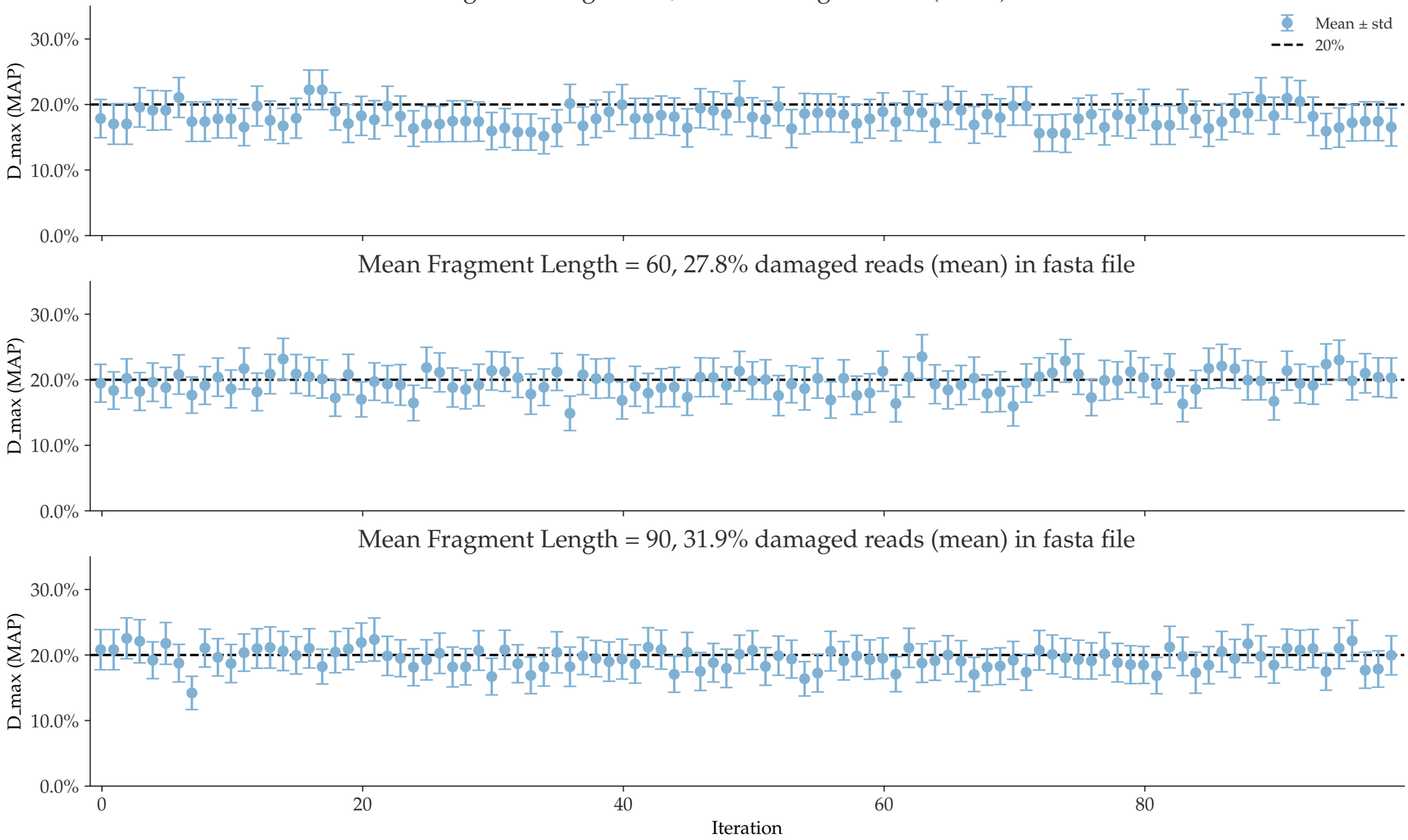
D_max (MAP)
Individual damages:
250 reads
Briggs damage = 0.626
Damage percent = 20%



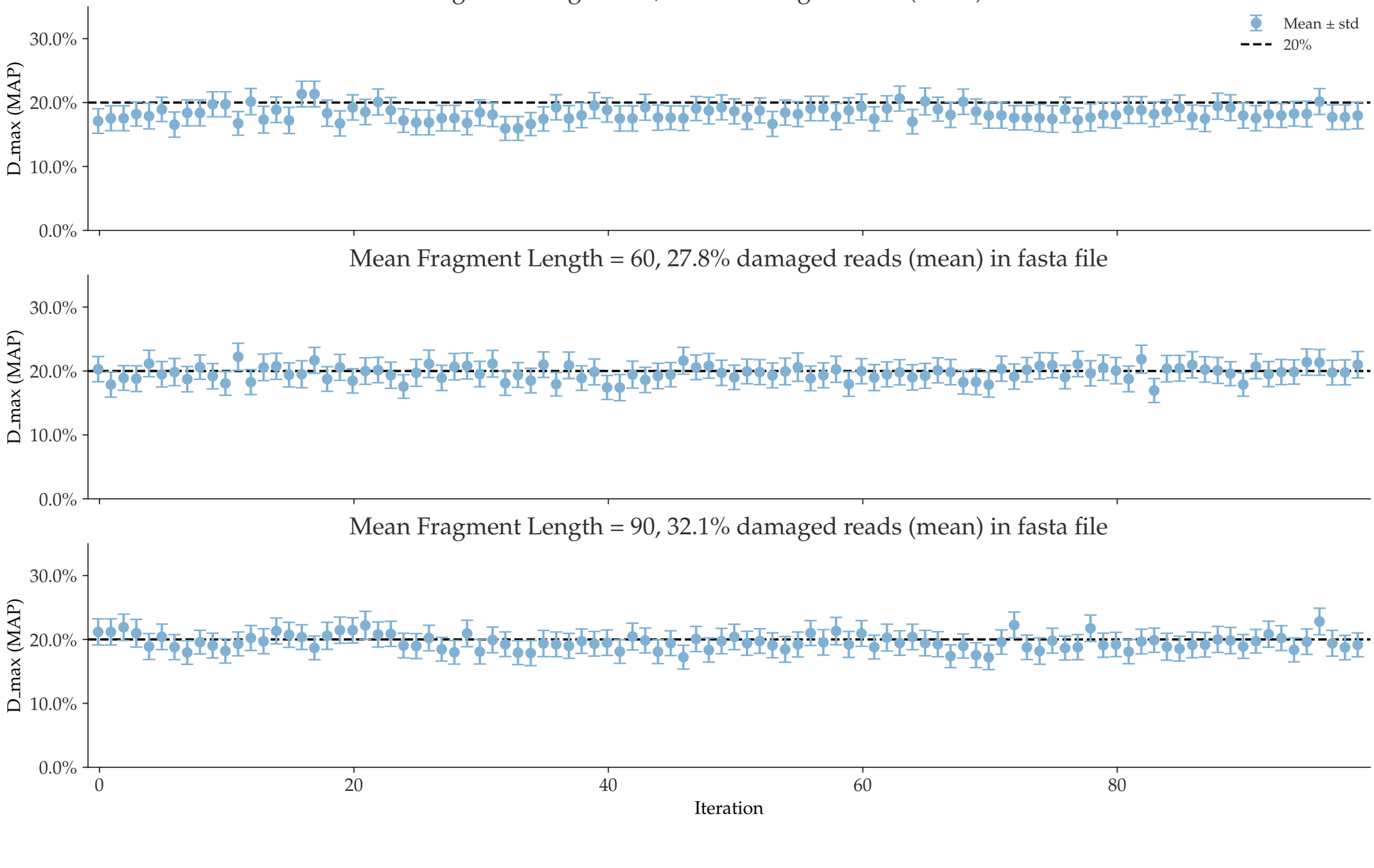
D_max (MAP)
Individual damages:
500 reads
Briggs damage = 0.626
Damage percent = 20%



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

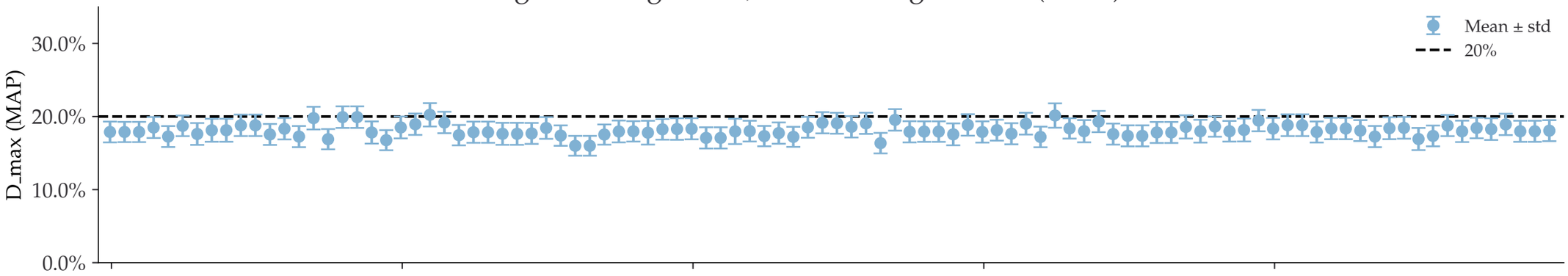


D_max (MAP)
Individual damages:
2500 reads
Briggs damage = 0.626
Damage percent = 20%

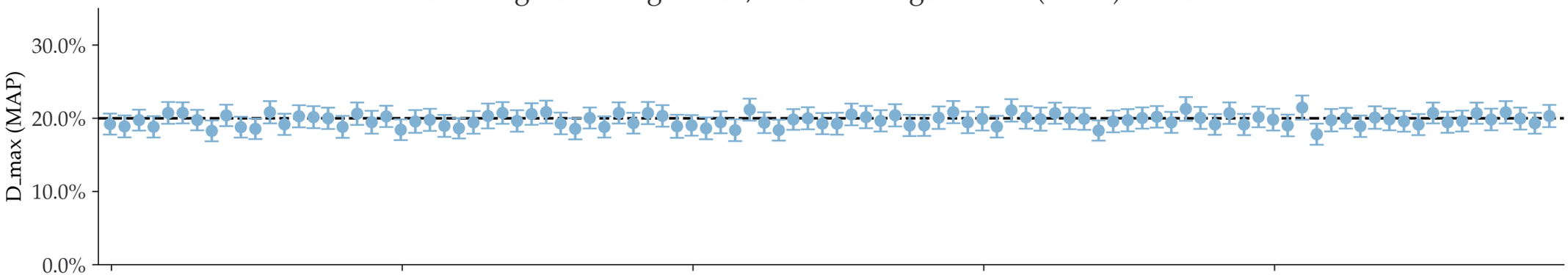


D_max (MAP)
Individual damages:
5000 reads
Briggs damage = 0.626
Damage percent = 20%

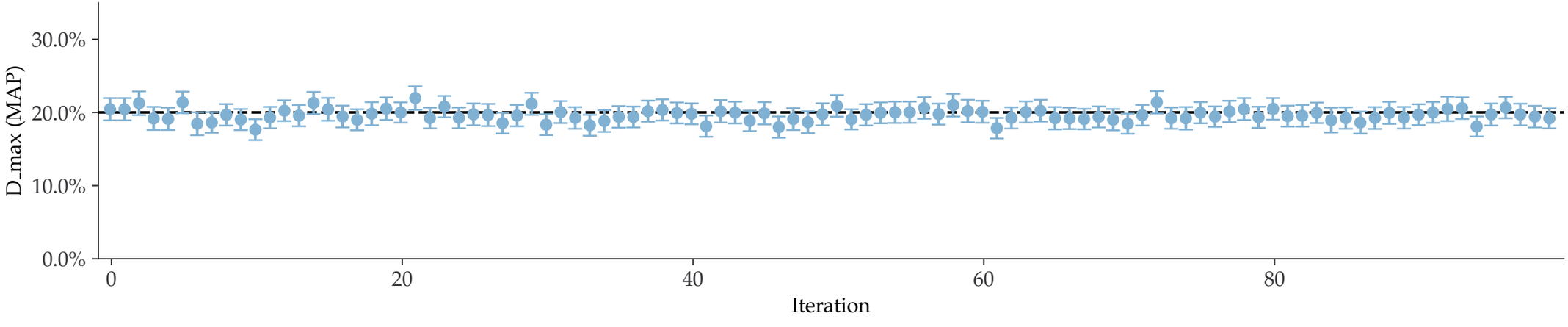
Mean Fragment Length = 35, 23.9% damaged reads (mean) in fasta file



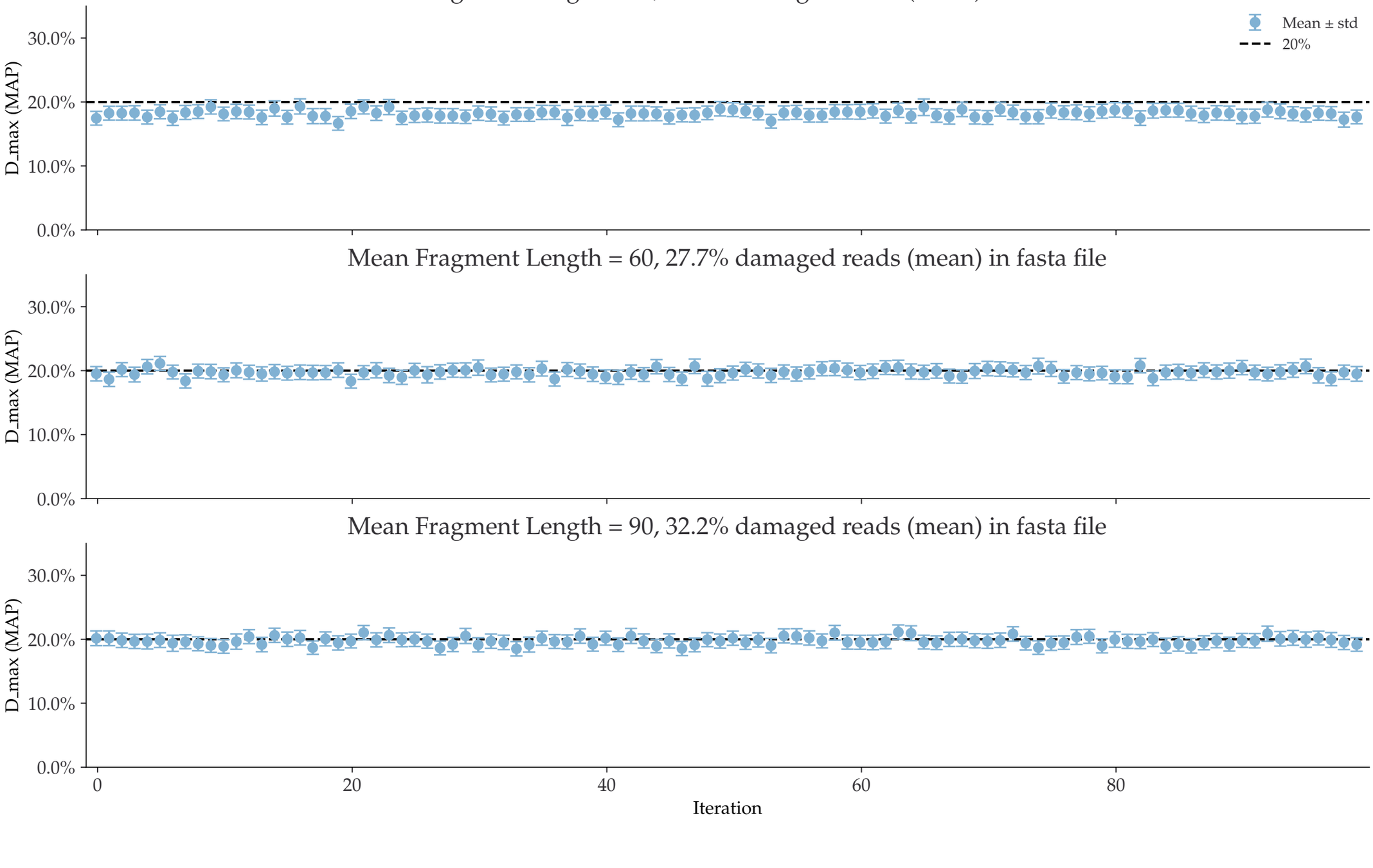
Mean Fragment Length = 60, 27.8% damaged reads (mean) in fasta file



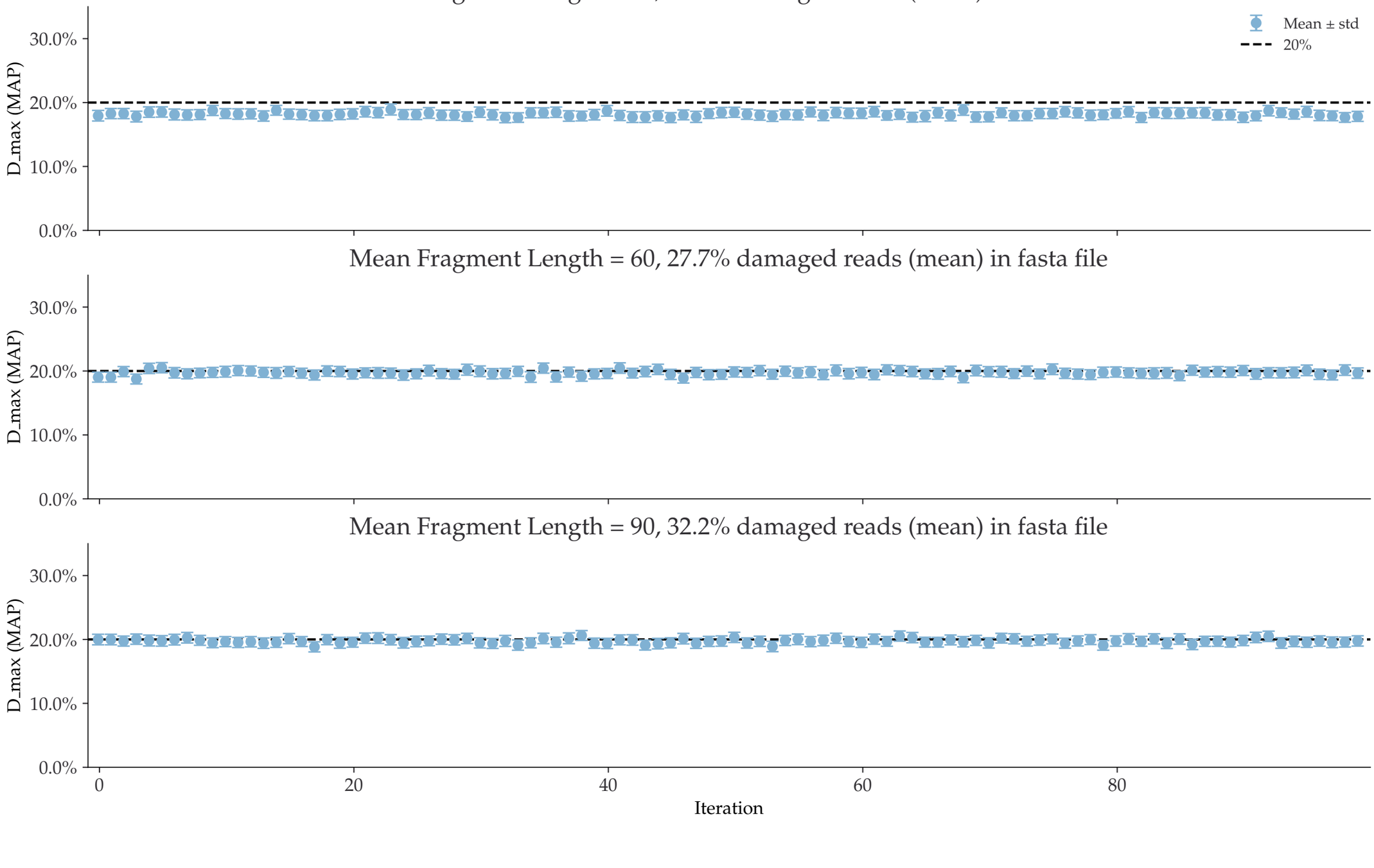
Mean Fragment Length = 90, 32.2% damaged reads (mean) in fasta file



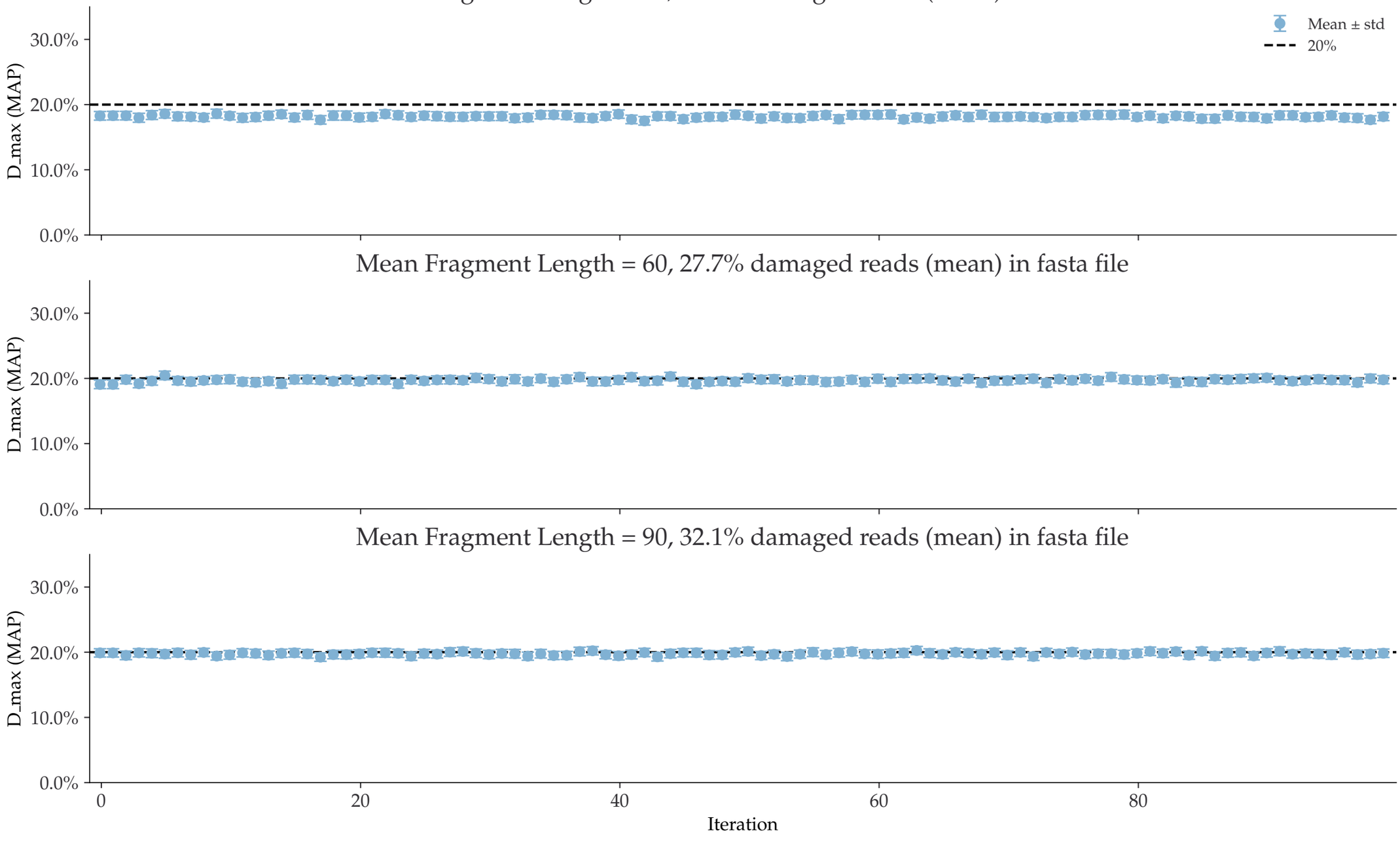
D_max (MAP)
Individual damages:
10000 reads
Briggs damage = 0.626
Damage percent = 20%



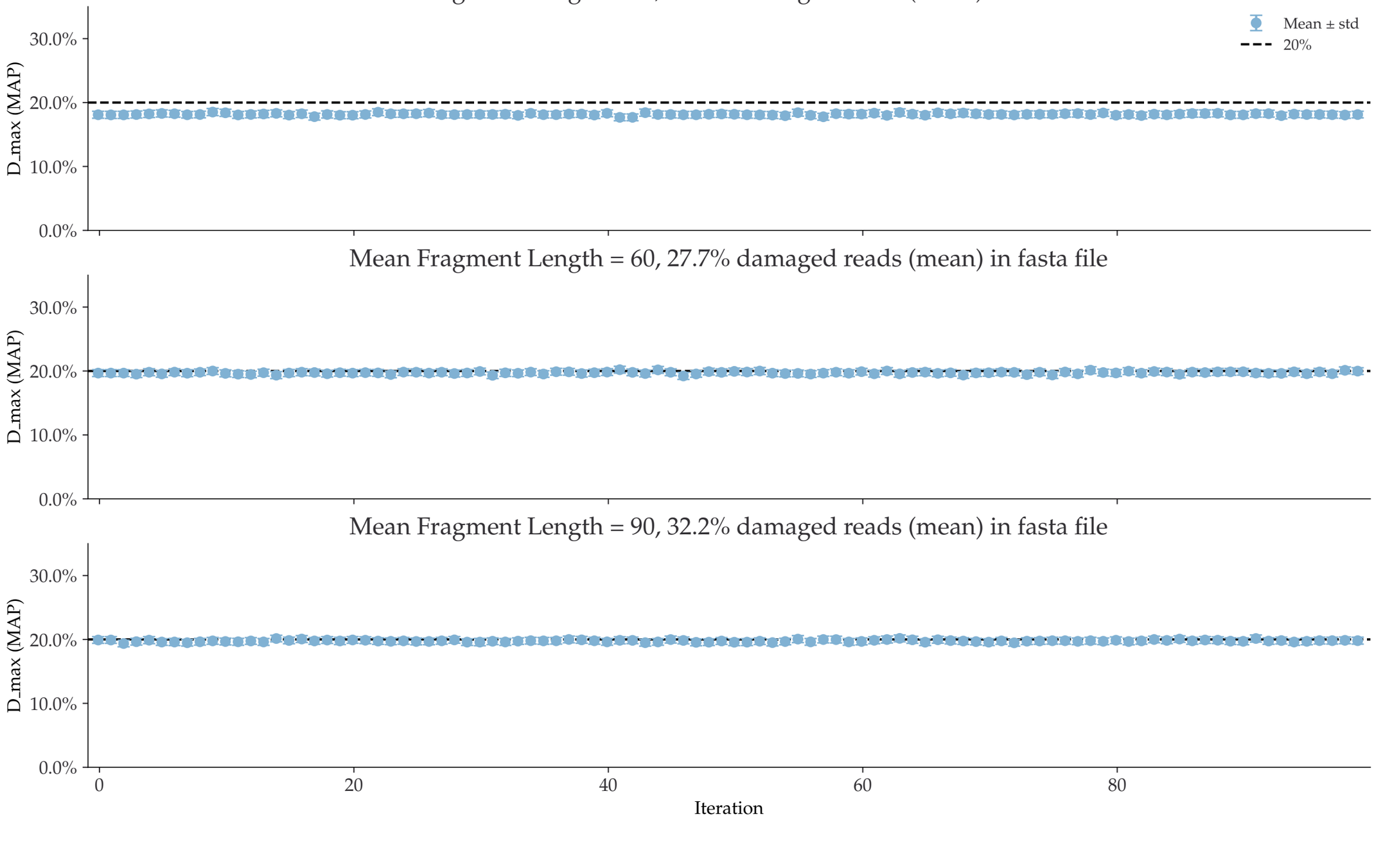
D_max (MAP)
Individual damages:
25000 reads
Briggs damage = 0.626
Damage percent = 20%



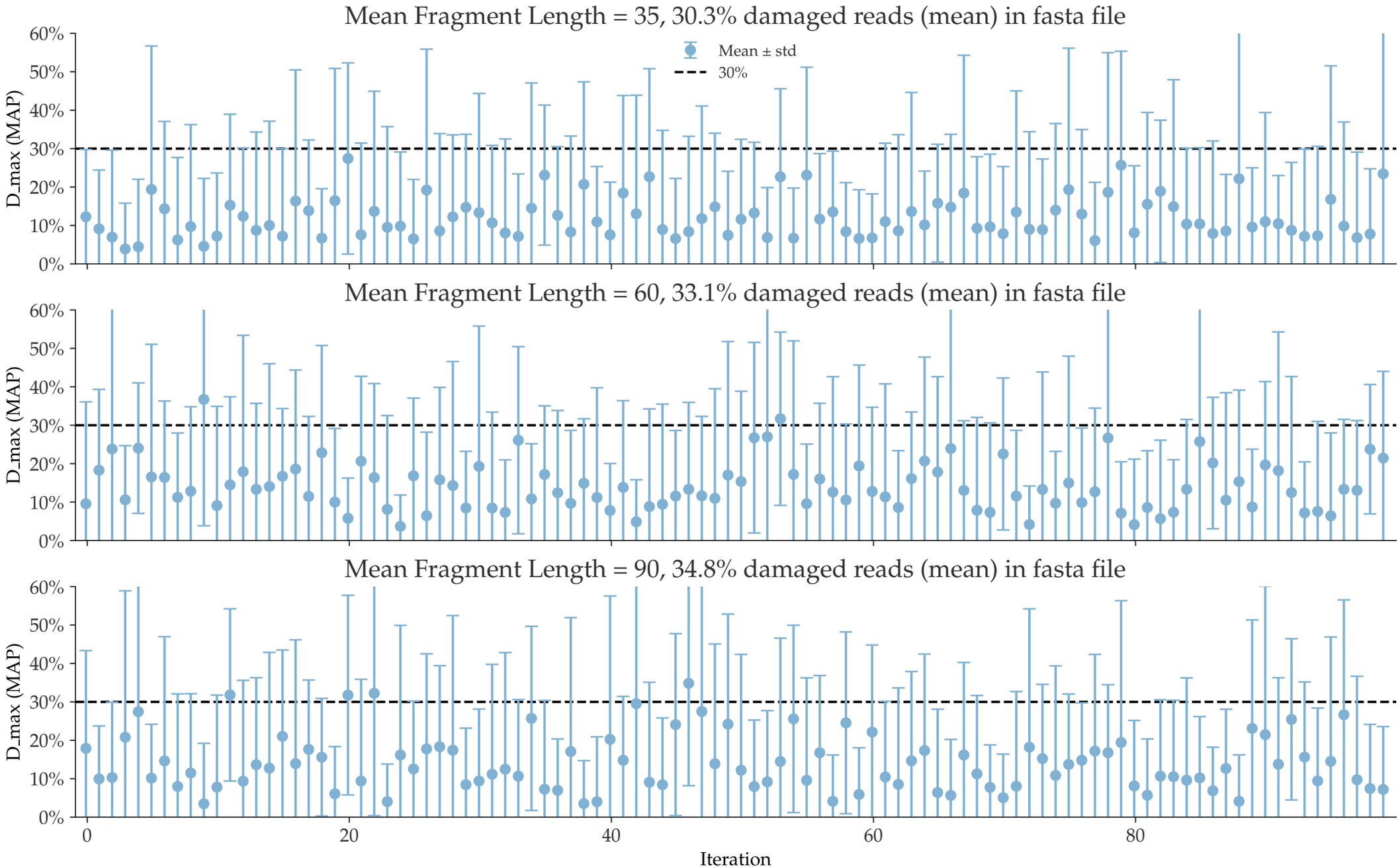
D_max (MAP)
Individual damages:
50000 reads
Briggs damage = 0.626
Damage percent = 20%



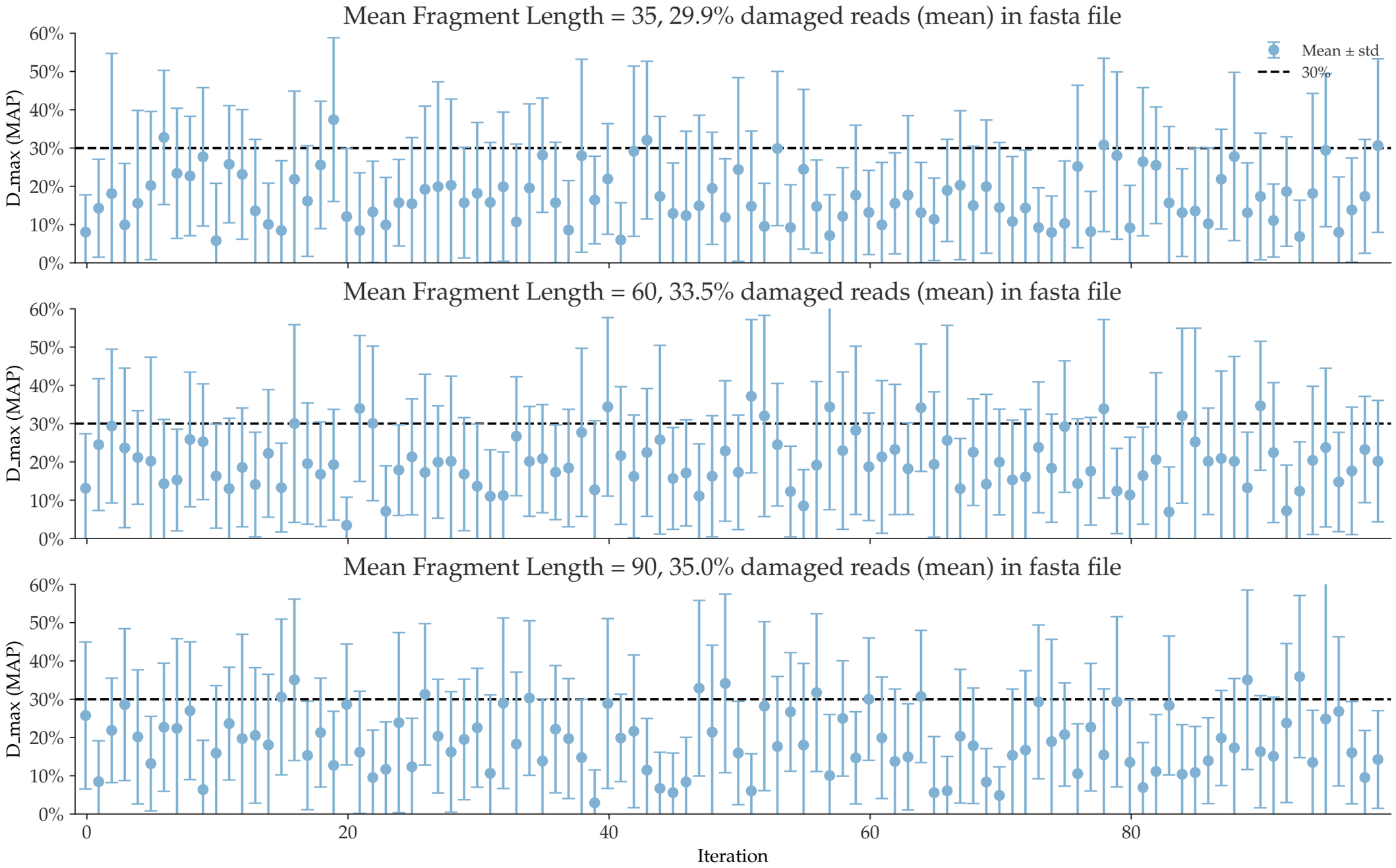
D_max (MAP)
Individual damages:
100000 reads
Briggs damage = 0.626
Damage percent = 20%



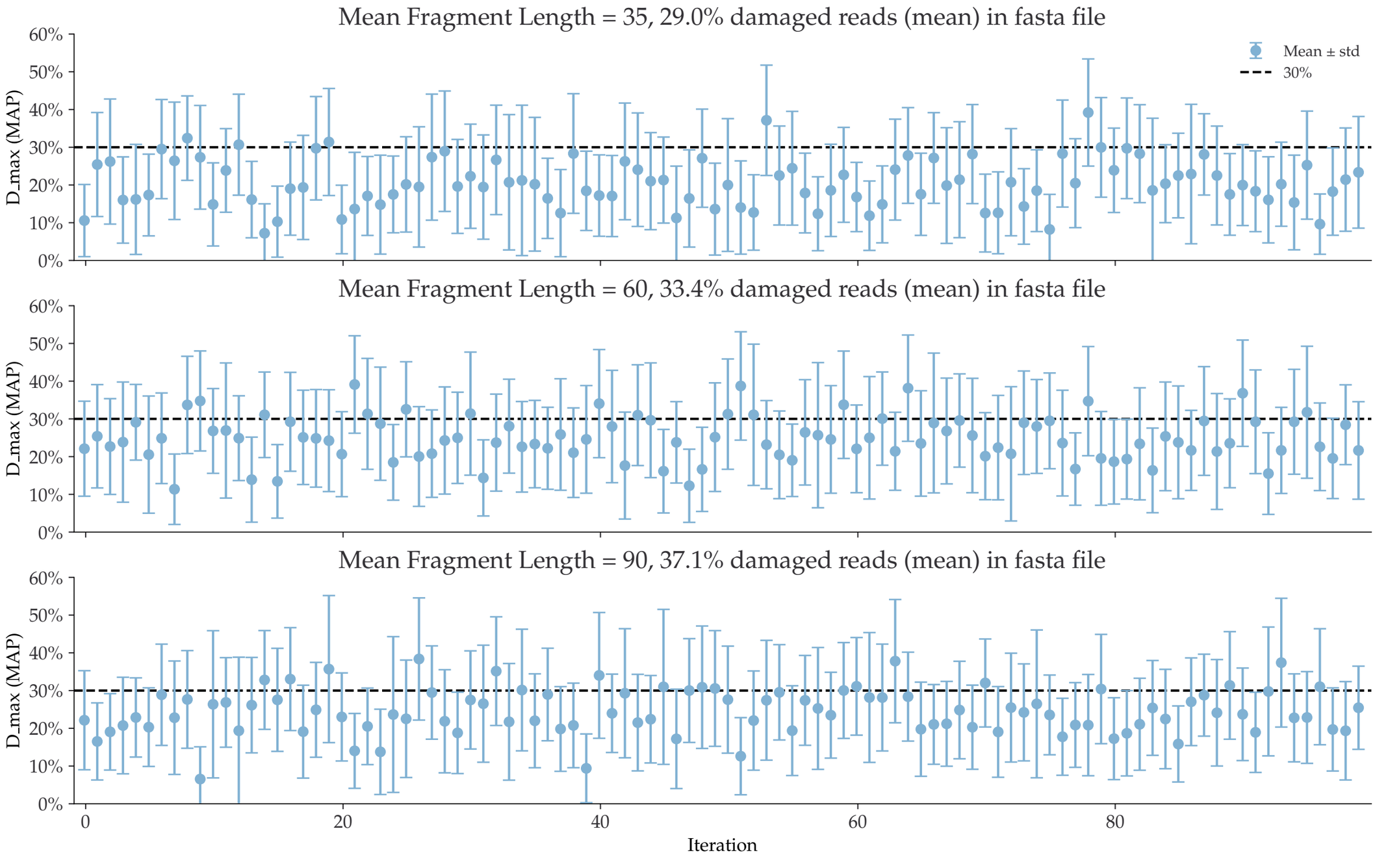
D_max (MAP)
Individual damages:
10 reads
Briggs damage = 0.96
Damage percent = 30%



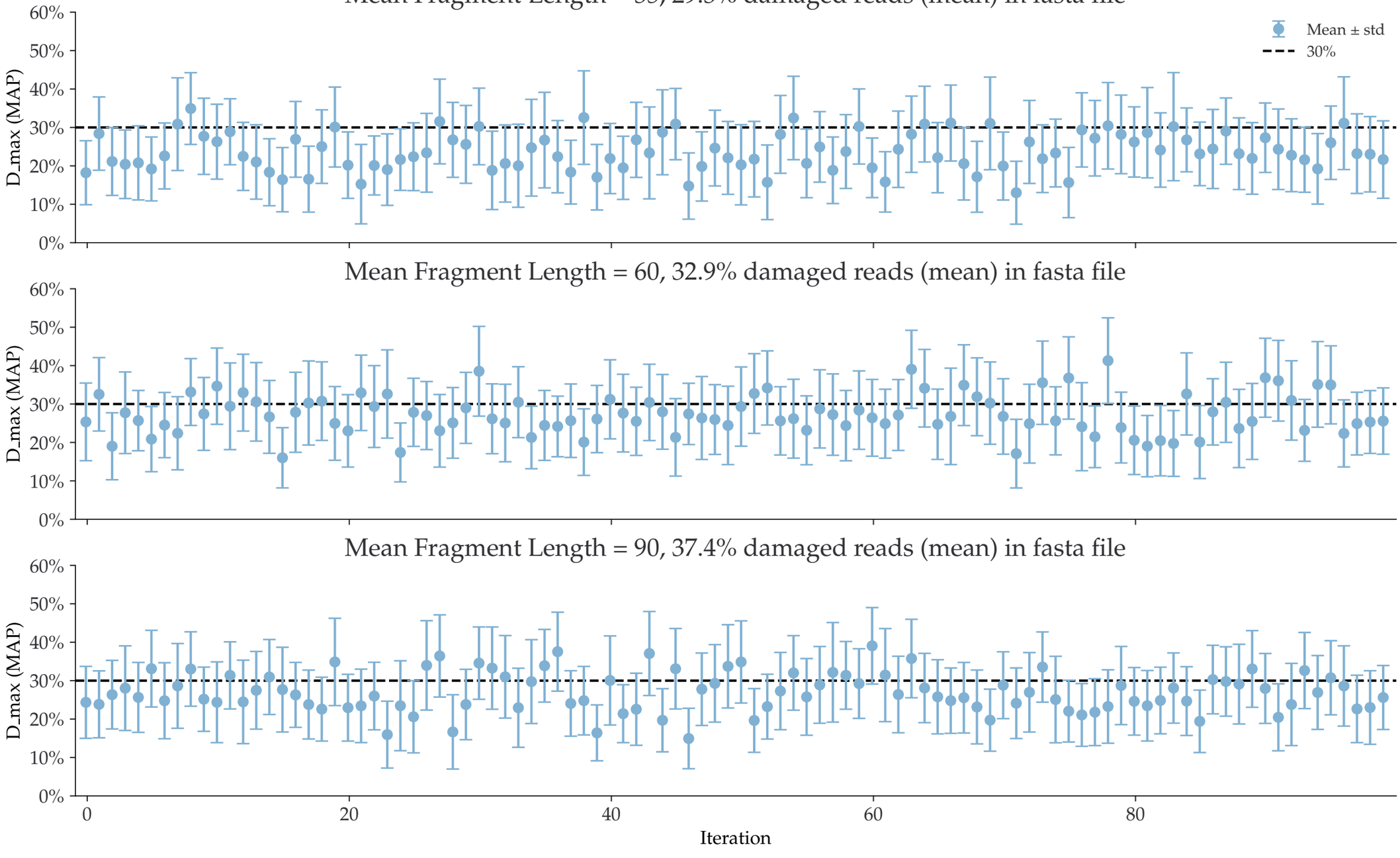
D_max (MAP)
Individual damages:
25 reads
Briggs damage = 0.96
Damage percent = 30%



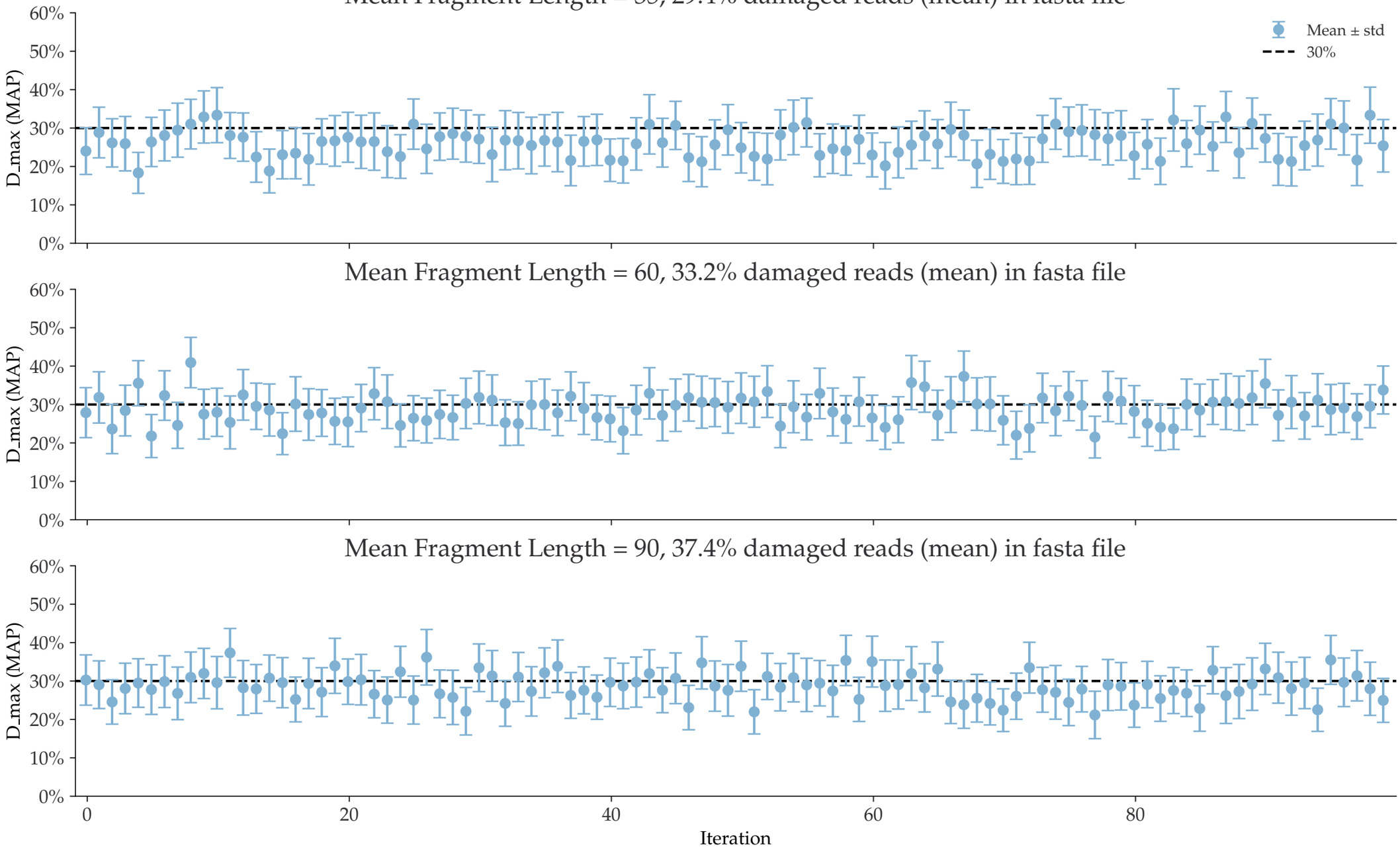
D_max (MAP)
Individual damages:
50 reads
Briggs damage = 0.96
Damage percent = 30%



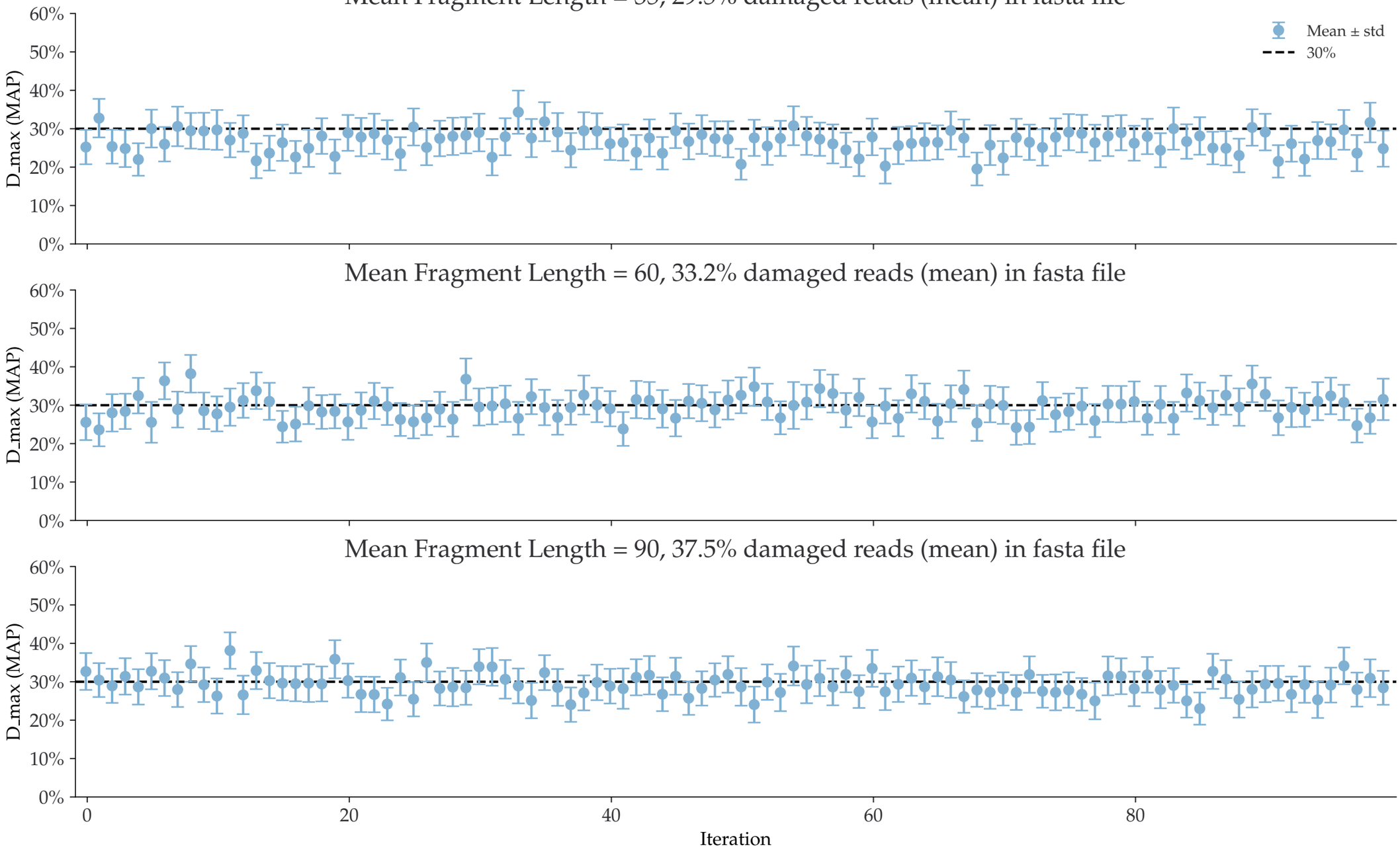
D_max (MAP)
Individual damages:
100 reads
Briggs damage = 0.96
Damage percent = 30%



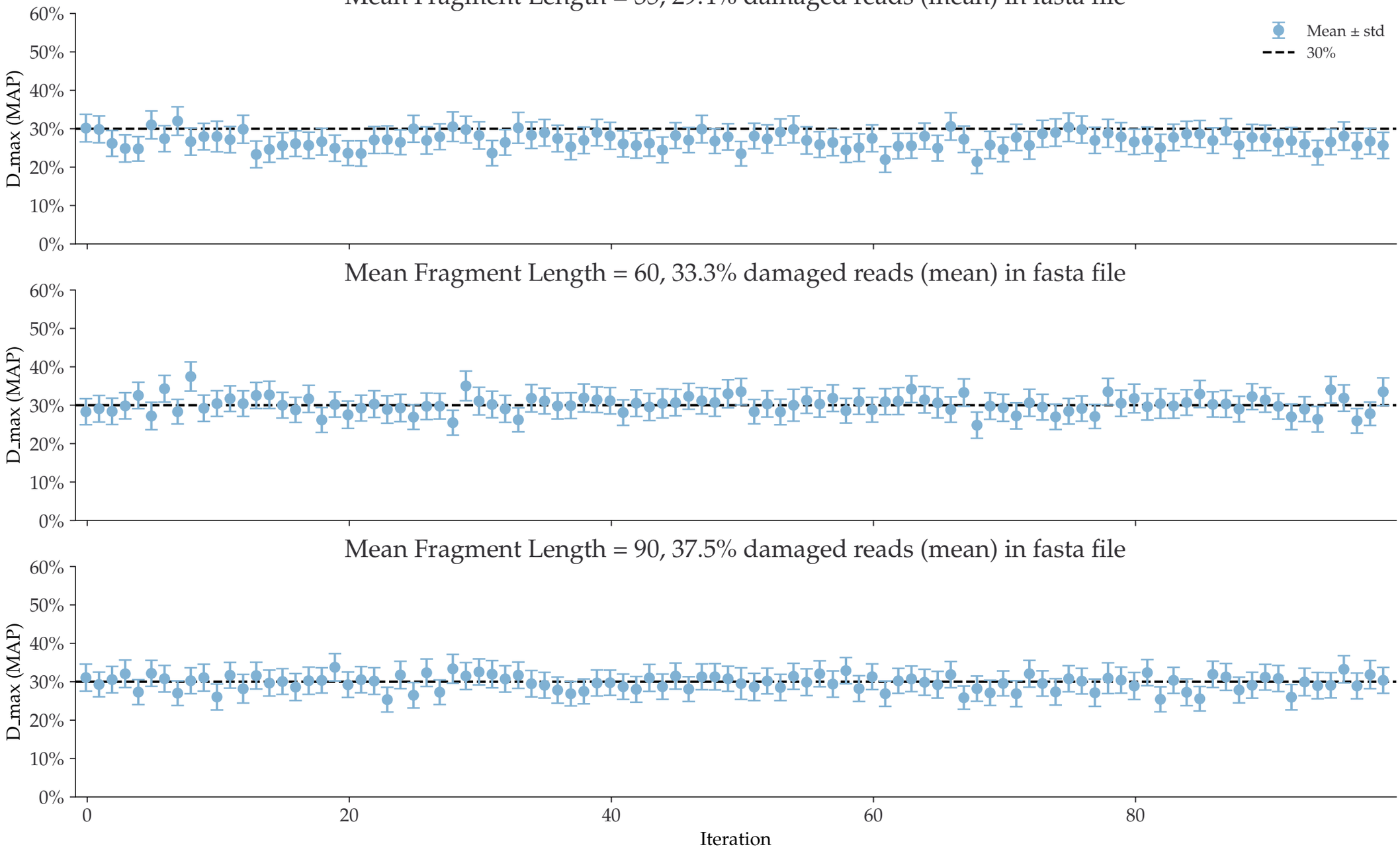
D_max (MAP)
Individual damages:
250 reads
Briggs damage = 0.96
Damage percent = 30%



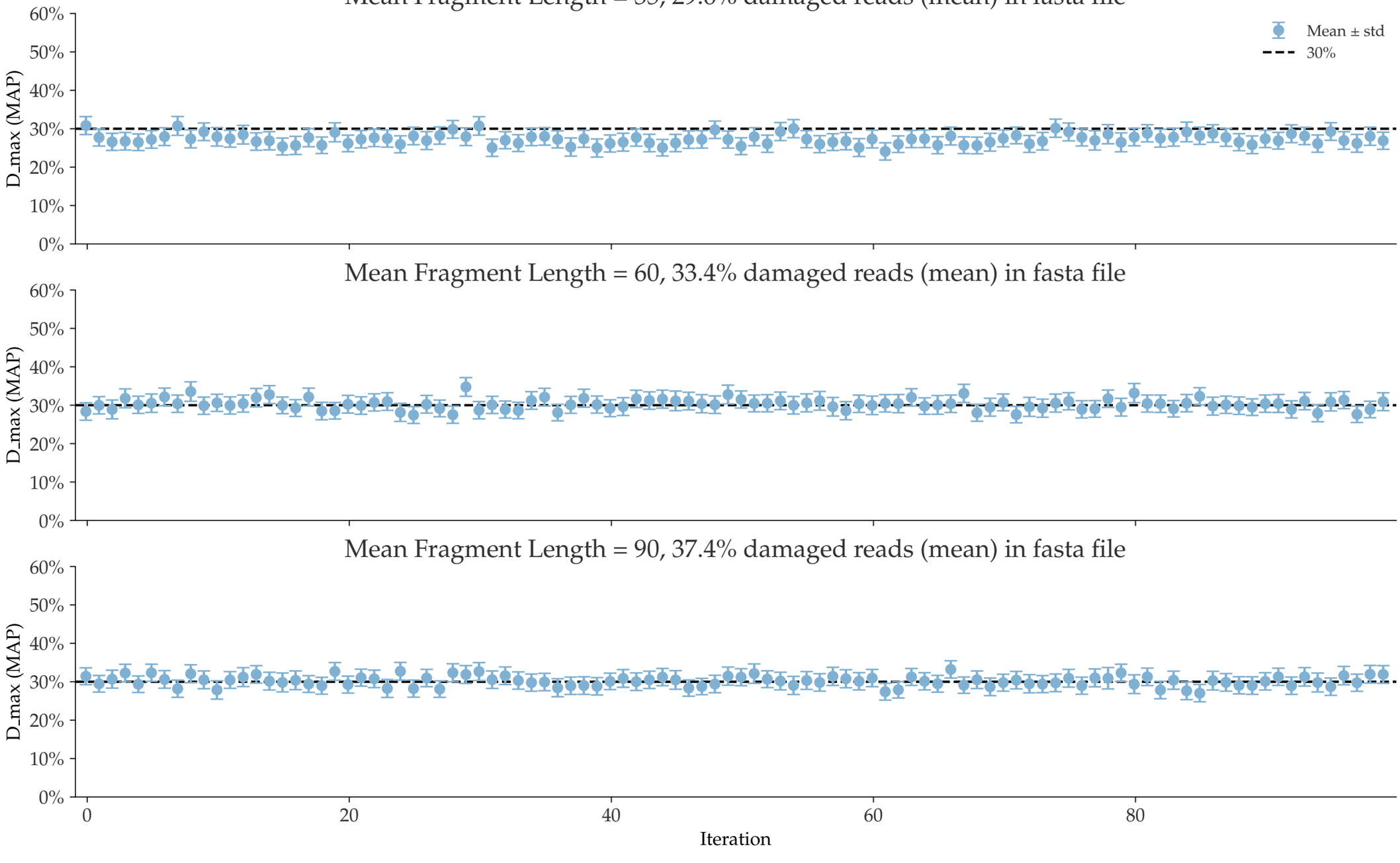
D_max (MAP)
Individual damages:
500 reads
Briggs damage = 0.96
Damage percent = 30%



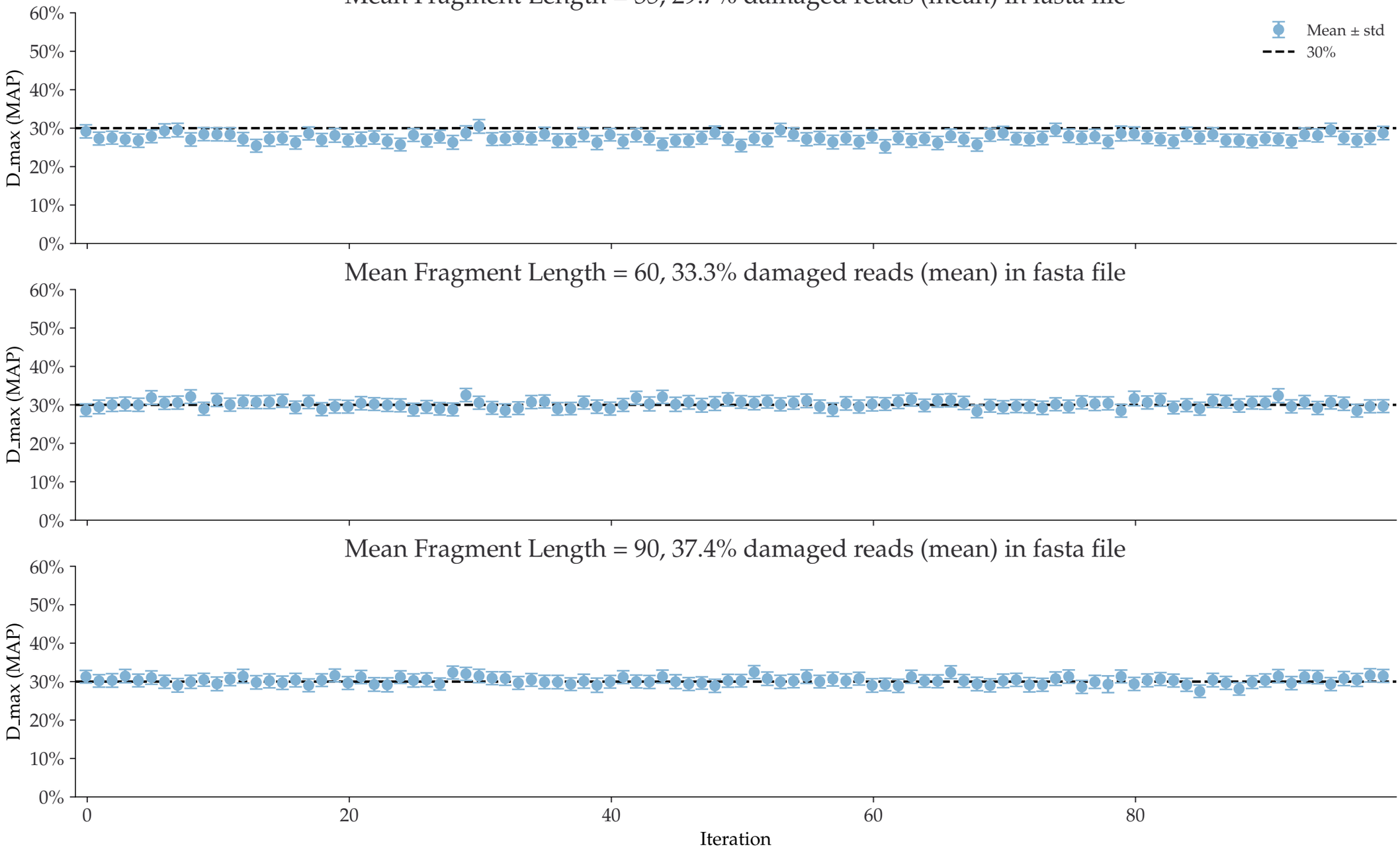
D_max (MAP)
Individual damages:
1000 reads
Briggs damage = 0.96
Damage percent = 30%



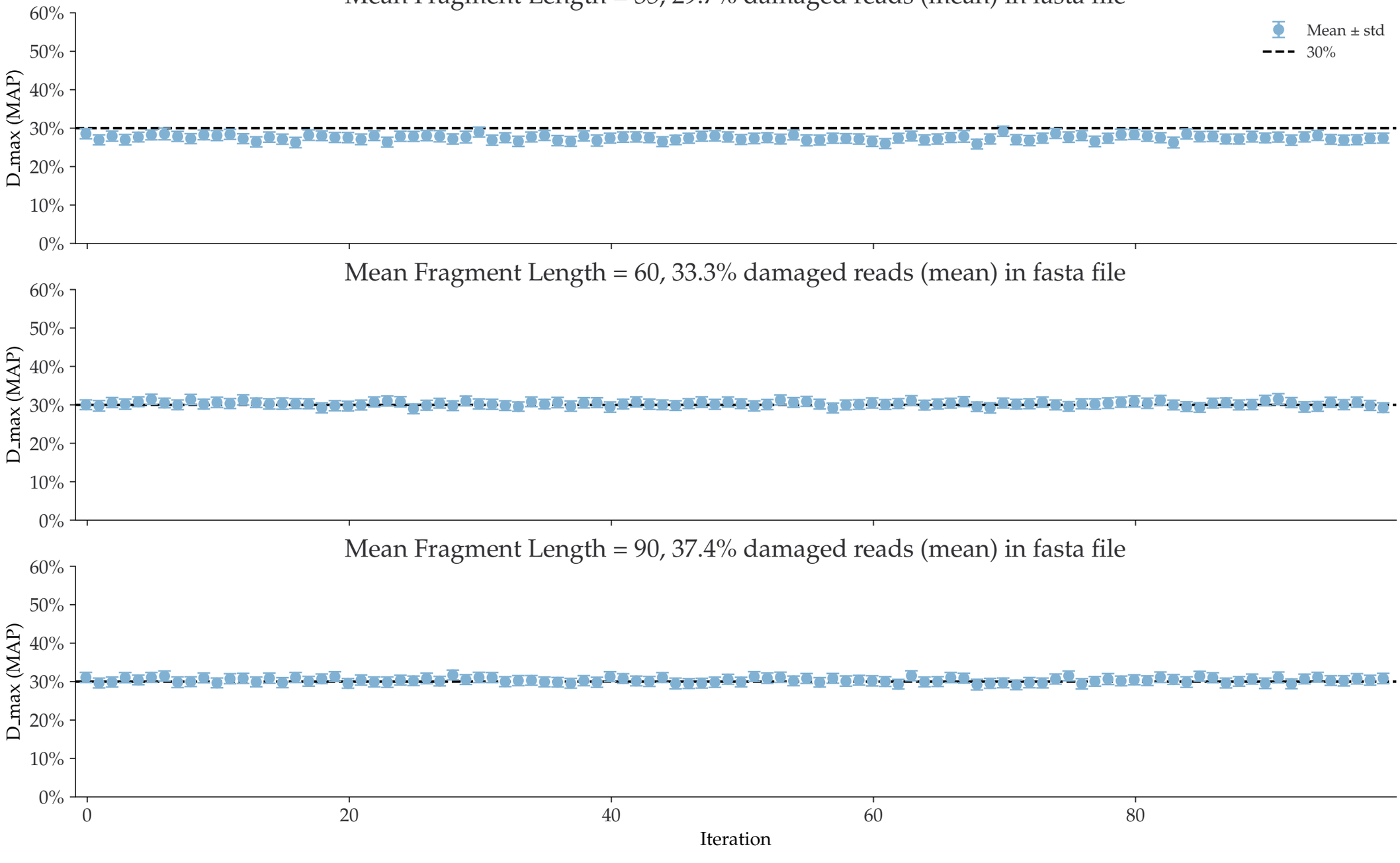
D_max (MAP)
Individual damages:
2500 reads
Briggs damage = 0.96
Damage percent = 30%



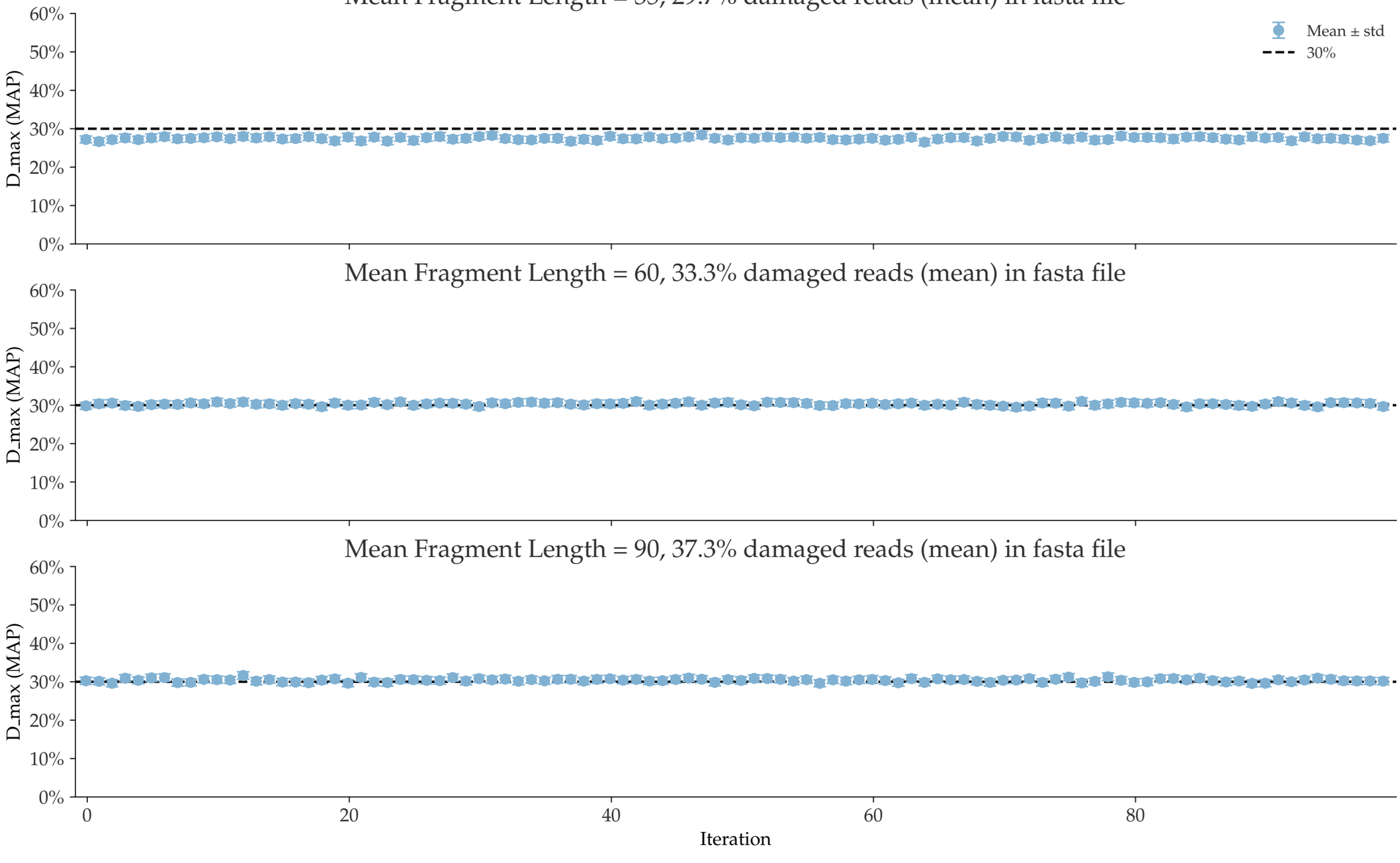
D_max (MAP)
Individual damages:
5000 reads
Briggs damage = 0.96
Damage percent = 30%



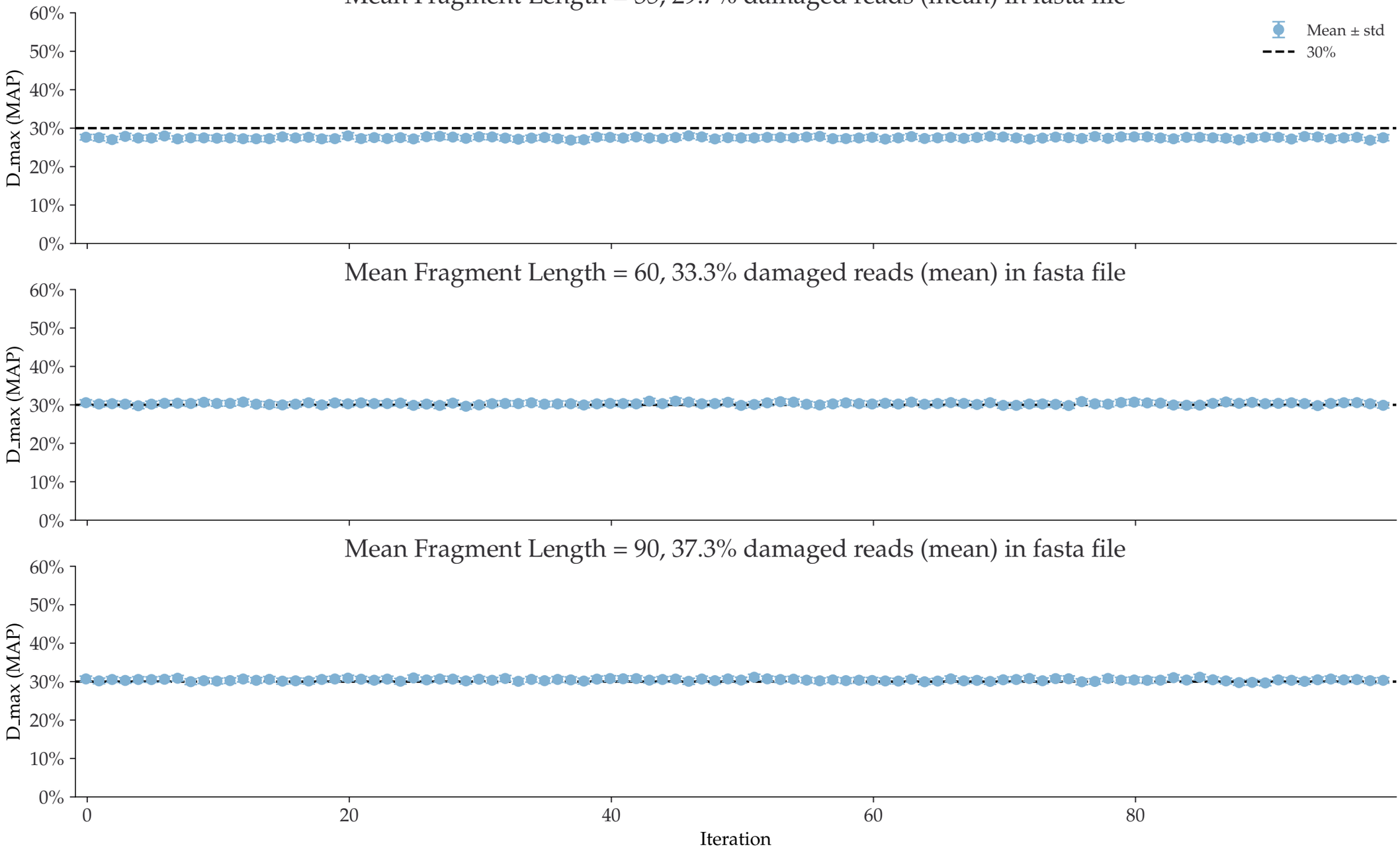
D_max (MAP)
Individual damages:
10000 reads
Briggs damage = 0.96
Damage percent = 30%



D_max (MAP)
Individual damages:
25000 reads
Briggs damage = 0.96
Damage percent = 30%



D_max (MAP)
Individual damages:
50000 reads
Briggs damage = 0.96
Damage percent = 30%



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