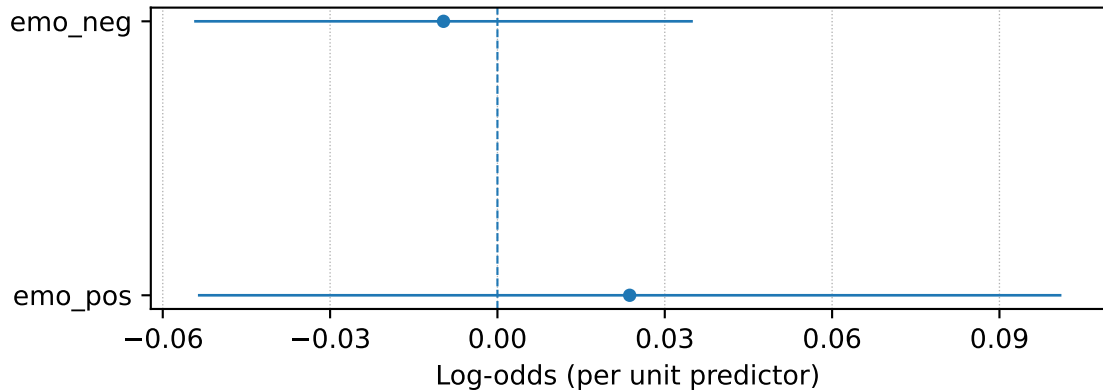


# ToneAffect — crt2\_plus\_core3 (full)



Points =  $\beta$  (log-odds). Bars = 95% CI. \* FDR<.05