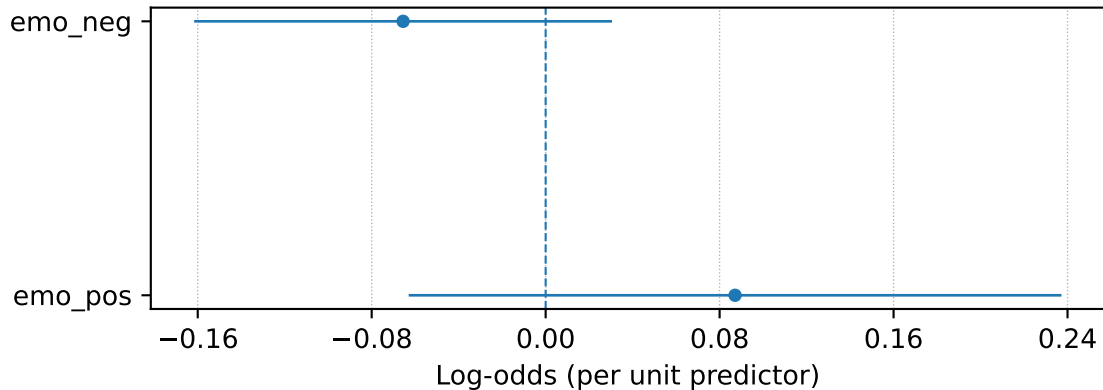


ToneAffect — crt2_plus_core3 (naive)



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