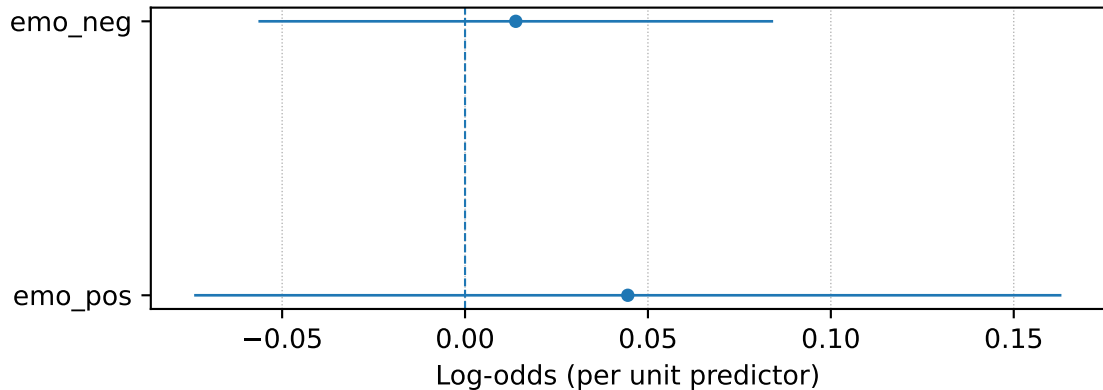


ToneAffect — bcrt_core3 (full)



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