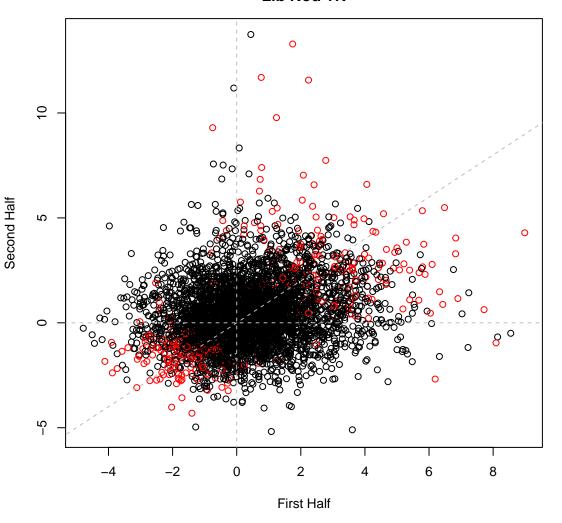
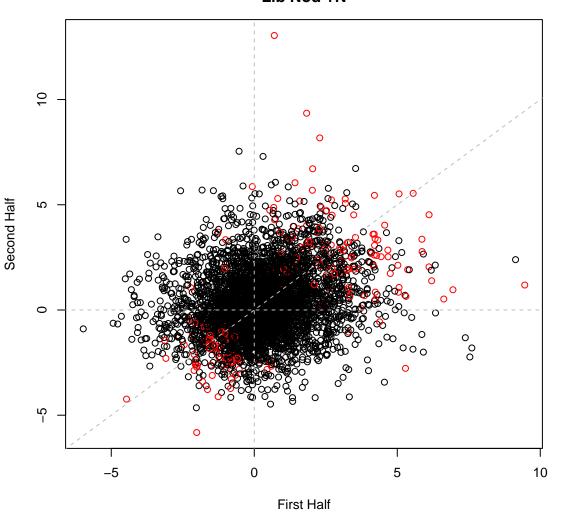
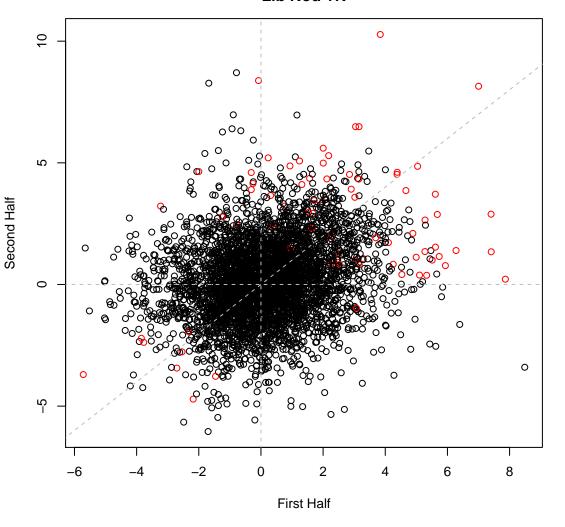
#### SmeliPlant setAlT021 #21 (gMed=2 rho12=0.233) Lib Nod +N



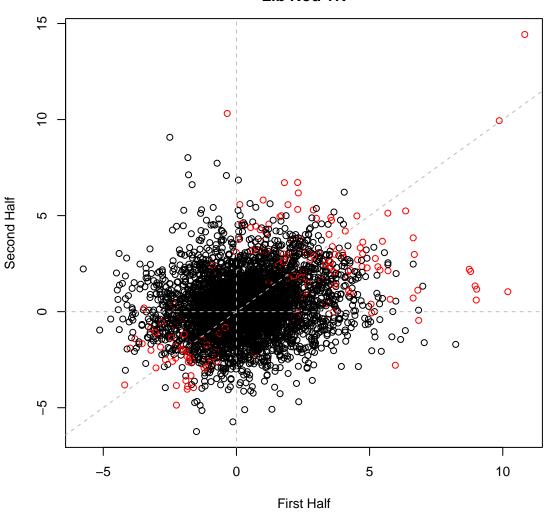
#### SmeliPlant setAIT022 #22 (gMed=1 rho12=0.219) Lib Nod +N



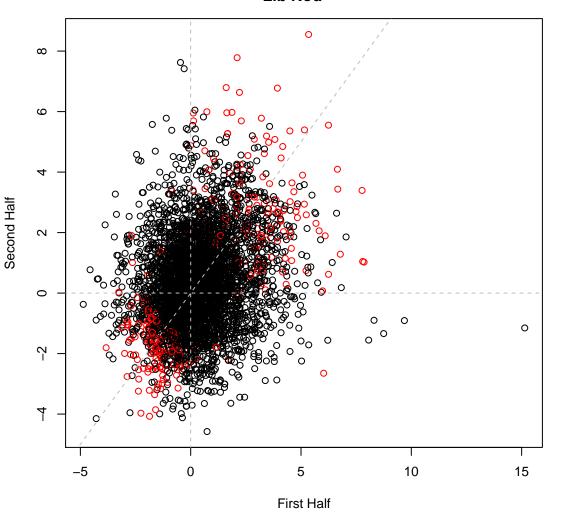
## SmeliPlant setAlT023 #23 (gMed=0 rho12=0.227) Lib Nod +N



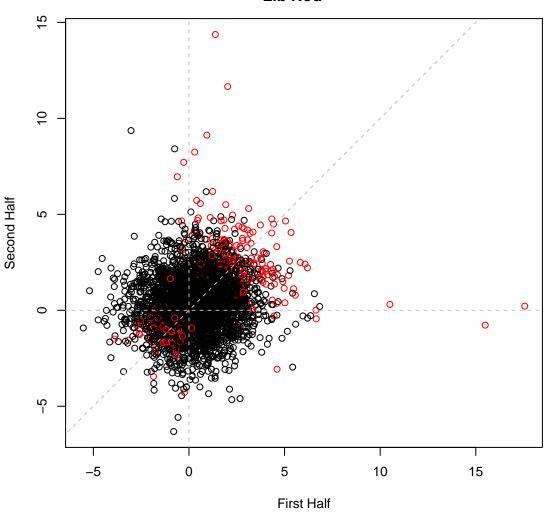
#### SmeliPlant setAIT024 #24 (gMed=0 rho12=0.211) Lib Nod +N



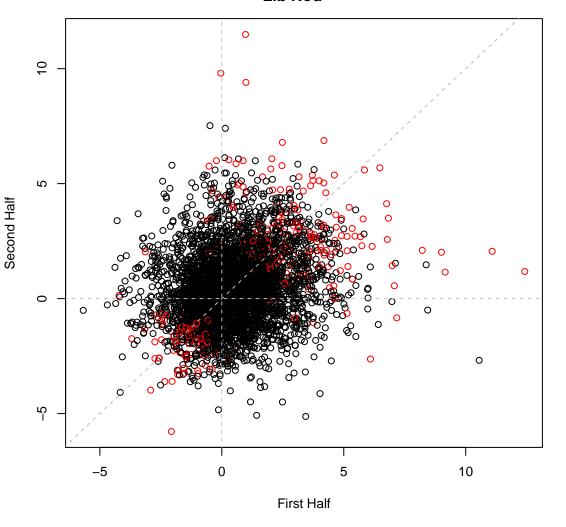
#### SmeliPlant setAIT026 #26 (gMed=2 rho12=0.235) Lib Nod --



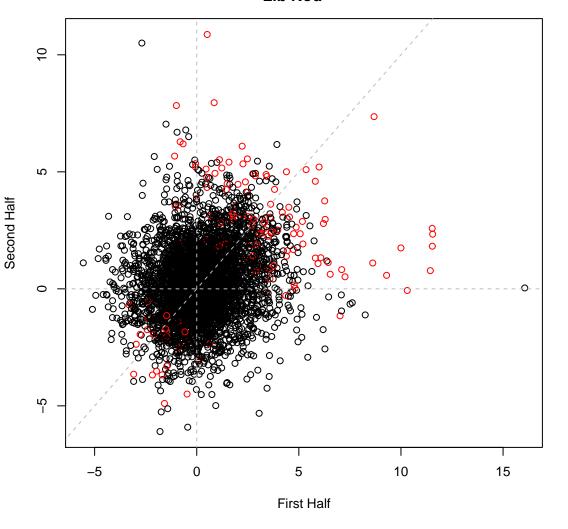
SmeliPlant setAlT027 #27 (gMed=1 rho12=0.172) Lib Nod --



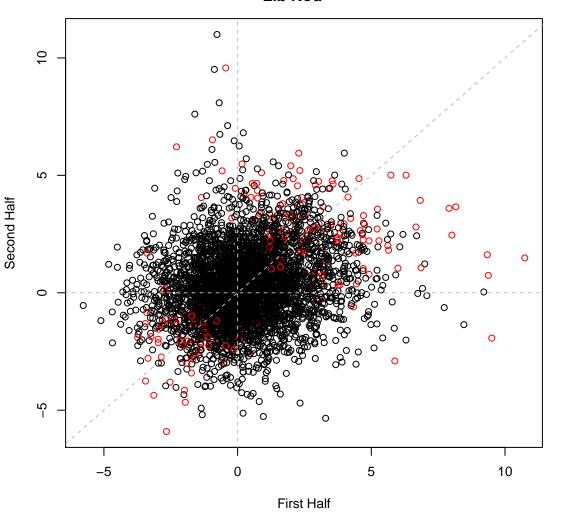
### SmeliPlant setAIT028 #28 (gMed=1 rho12=0.225) Lib Nod --



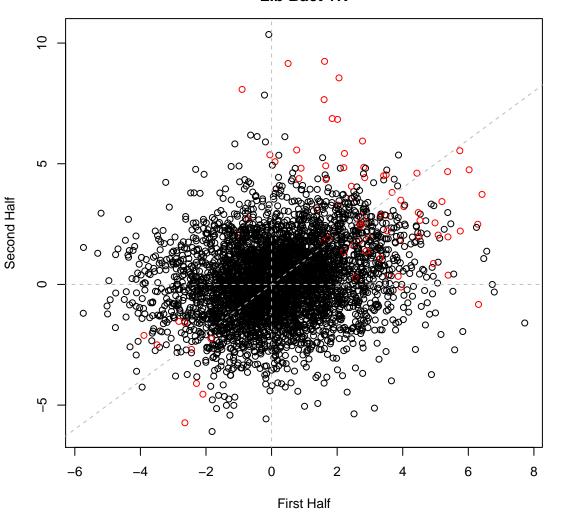
#### SmeliPlant setAIT029 #29 (gMed=0 rho12=0.213) Lib Nod --



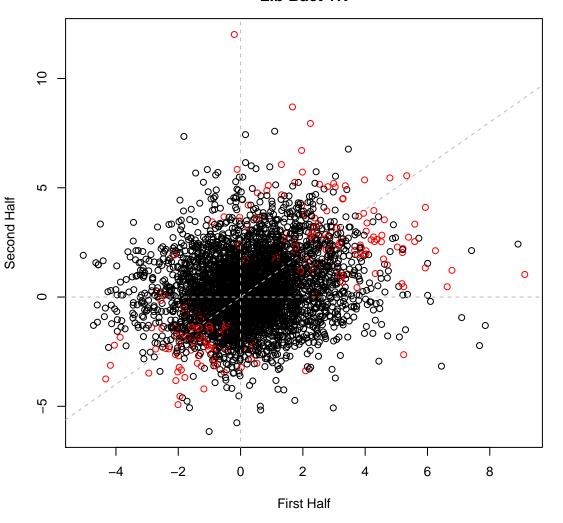
#### SmeliPlant setAIT030 #30 (gMed=0 rho12=0.215) Lib Nod --



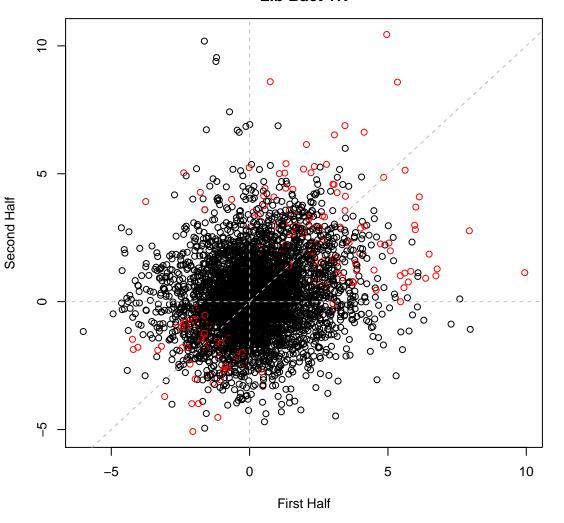
#### SmeliPlant setAlT031 #31 (gMed=0 rho12=0.224) Lib Bact +N



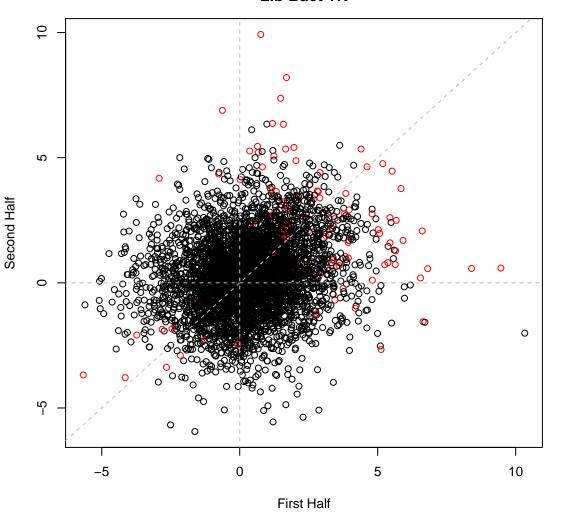
#### SmeliPlant setAIT032 #32 (gMed=1 rho12=0.211) Lib Bact +N



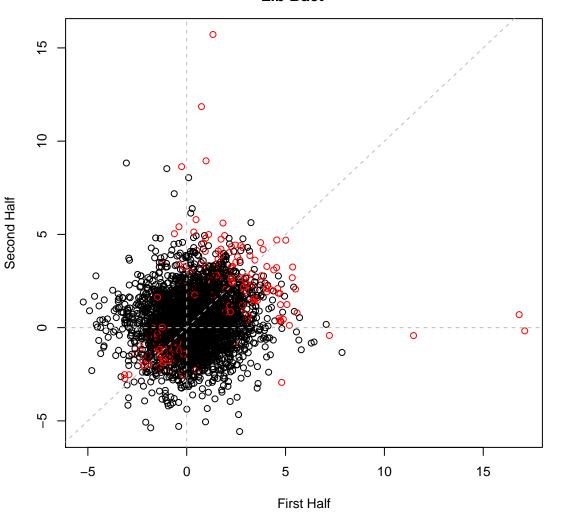
#### SmeliPlant setAIT033 #33 (gMed=1 rho12=0.206) Lib Bact +N



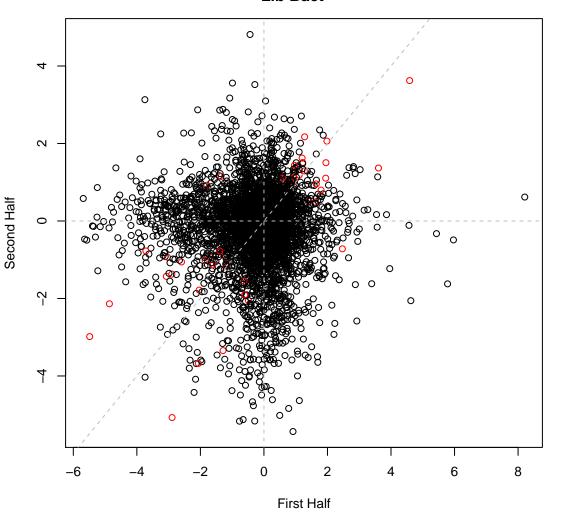
#### SmeliPlant setAIT035 #35 (gMed=0 rho12=0.206) Lib Bact +N



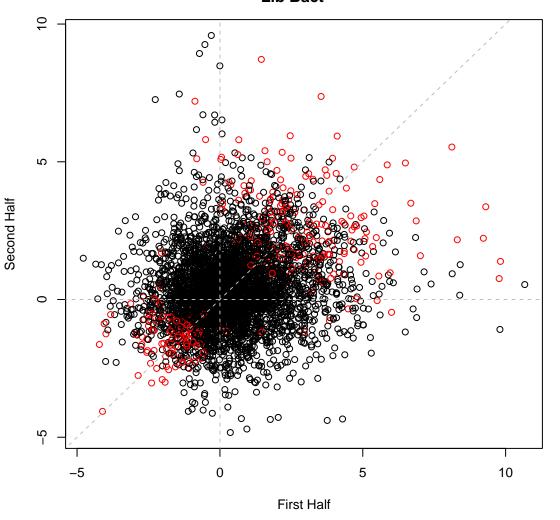
#### SmeliPlant setAIT037 #37 (gMed=2 rho12=0.175) Lib Bact --



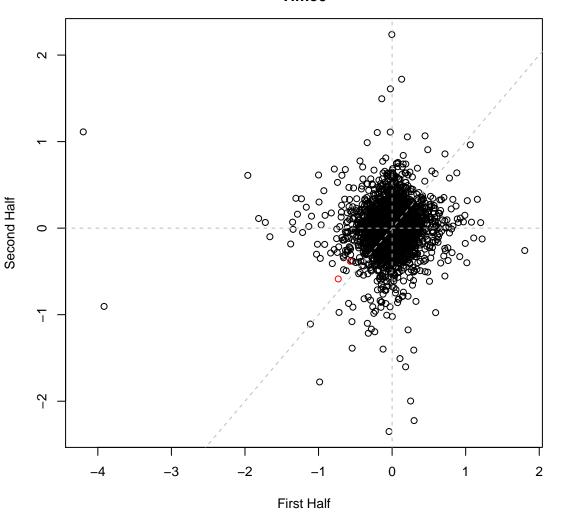
#### SmeliPlant setAlT039 #39 (gMed=14 rho12=-0.003) Lib Bact --



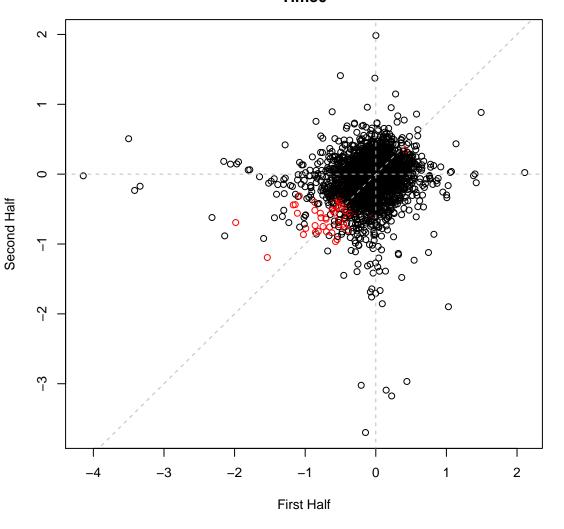
#### SmeliPlant setAlT040 #40 (gMed=2 rho12=0.209) Lib Bact --



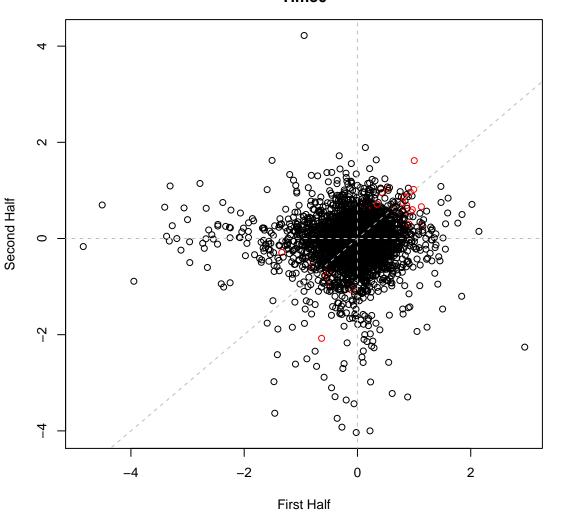
# SmeliPlant setAlT041 #41 (gMed=1658 rho12=0.091) Time0



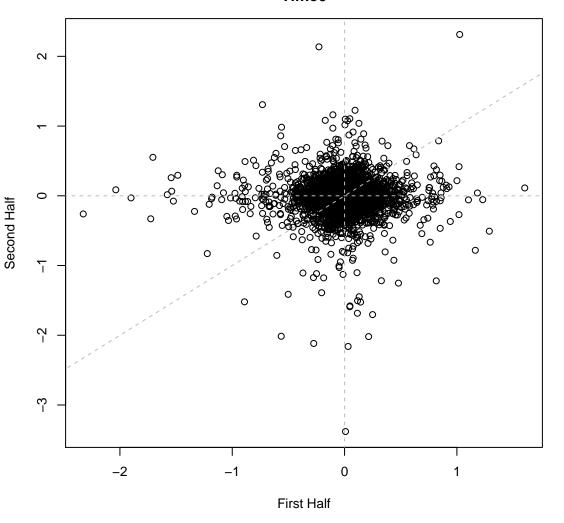
### SmeliPlant setAIT042 #42 (gMed=1096 rho12=0.256) Time0



#### SmeliPlant setAlT043 #43 (gMed=1079 rho12=0.077) Time0



## SmeliPlant setAlT044 #44 (gMed=1305 rho12=0.029) Time0



# SmeliPlant setAIT045 #45 (gMed=1647 rho12=0.068) Time0

