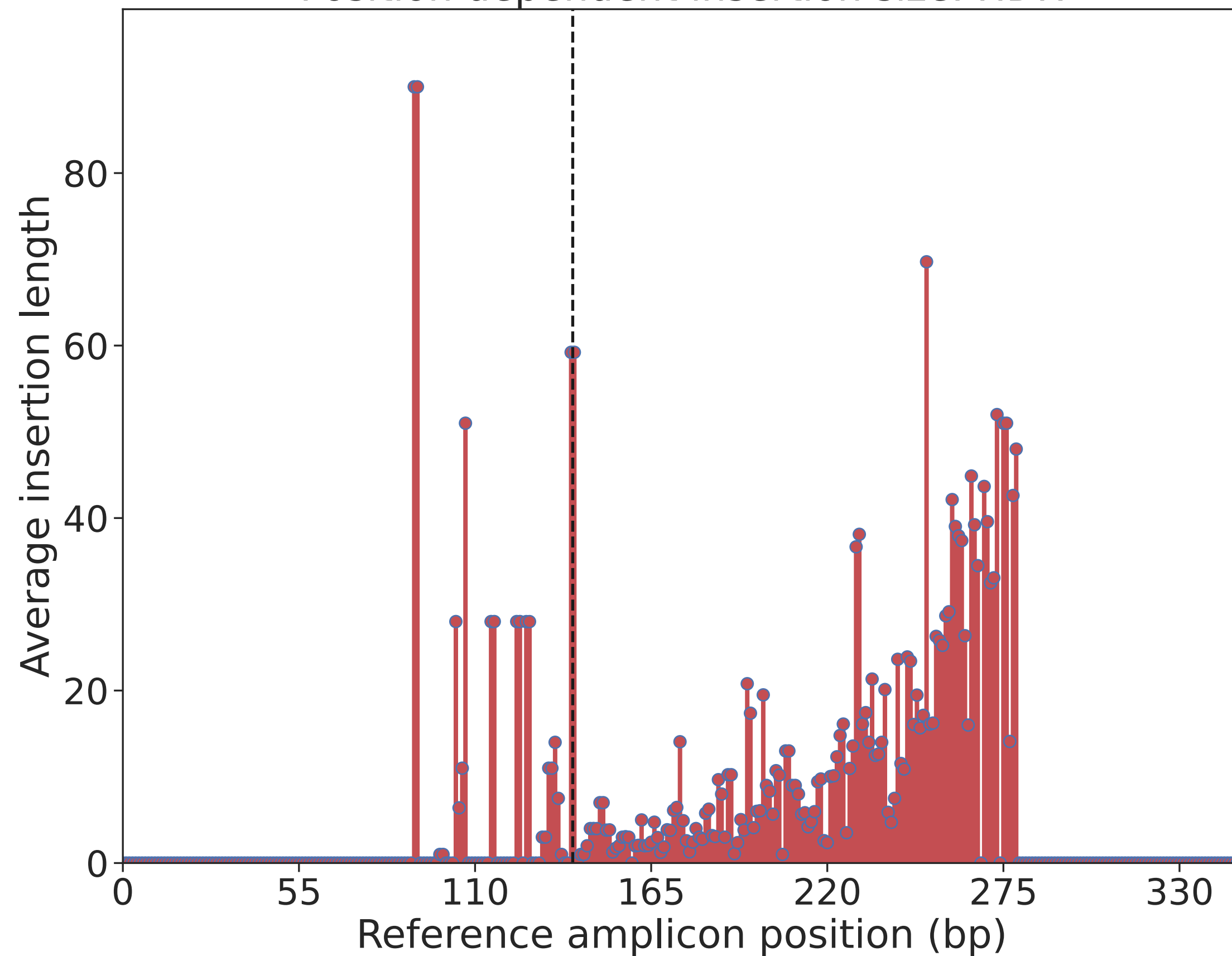


Position dependent insertion size: HDR



Position dependent deletion size: HDR

