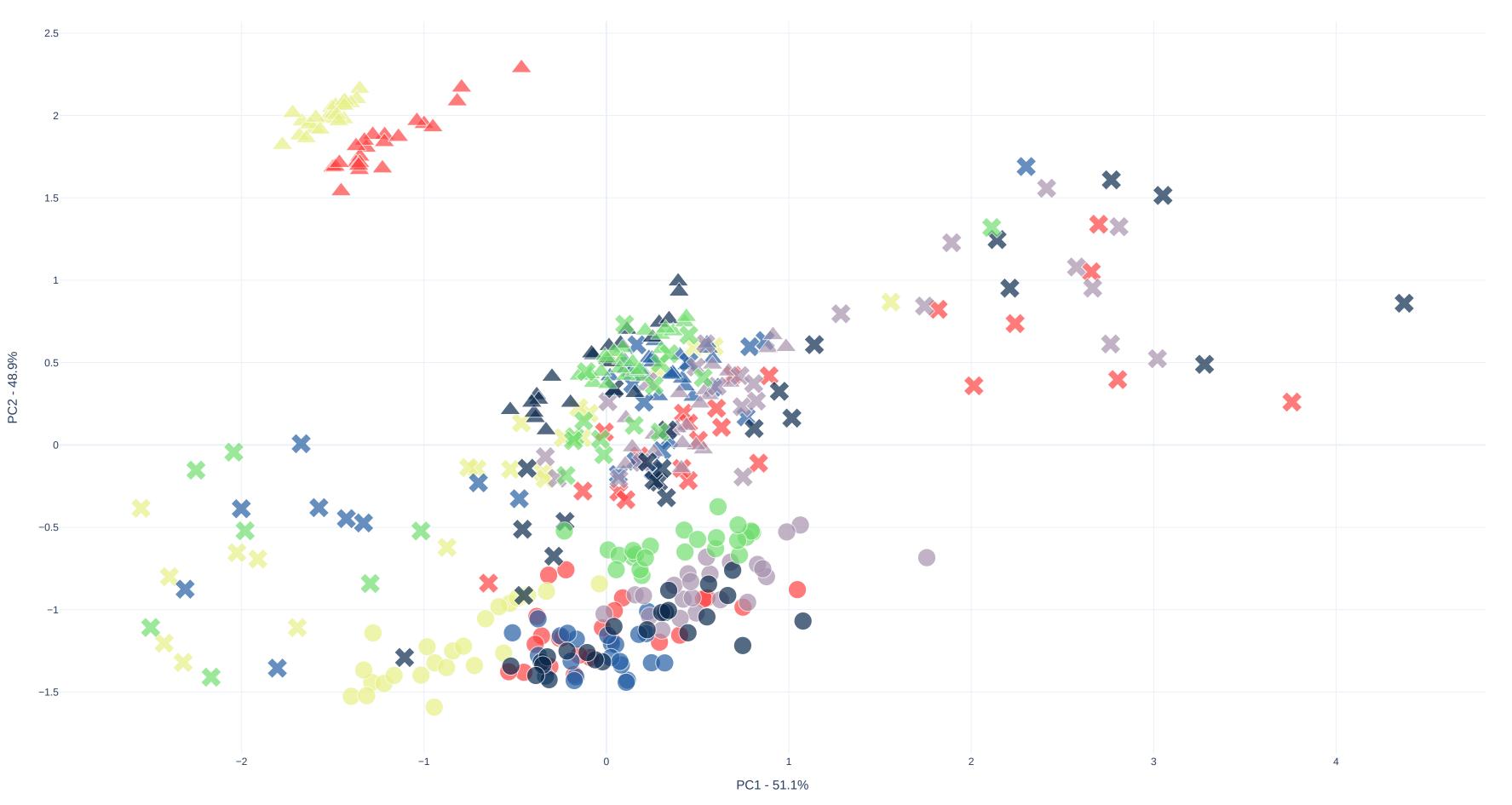
AT-GC skews by Chains



Charset, Position

- neg\_TM, First
- neg\_TM, Second
- × neg\_TM, Third
- pos\_TM, First
- pos\_TM, Second
- × pos\_TM, Third
- pos\_IM, First
- pos\_IM, Second
- × pos\_IM, Third
- neg\_MA, First
- neg\_MA, Second
- × neg\_MA, Third
- neg\_IM, First
- neg\_IM, Second
- × neg\_IM, Third
- pos\_MA, First
- pos\_MA Cos
- pos\_MA, Secondpos\_MA, Third