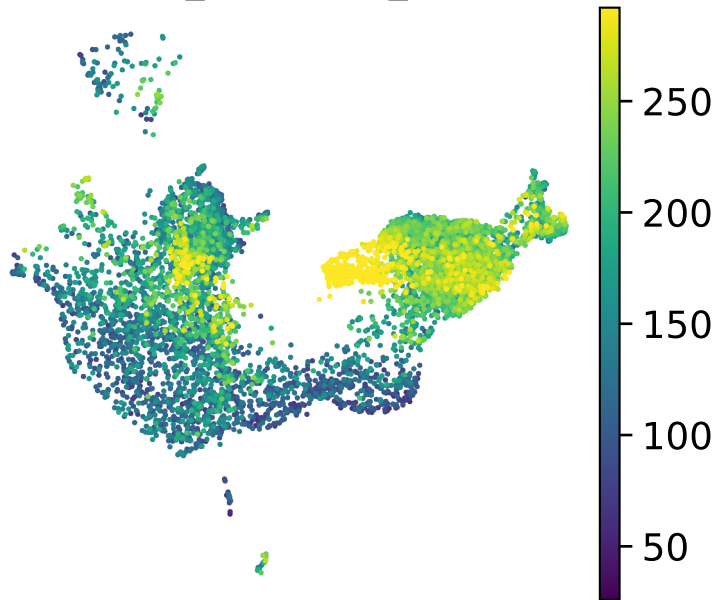


Fezf2\_repressed\_num



Fezf2\_repressed\_frac

