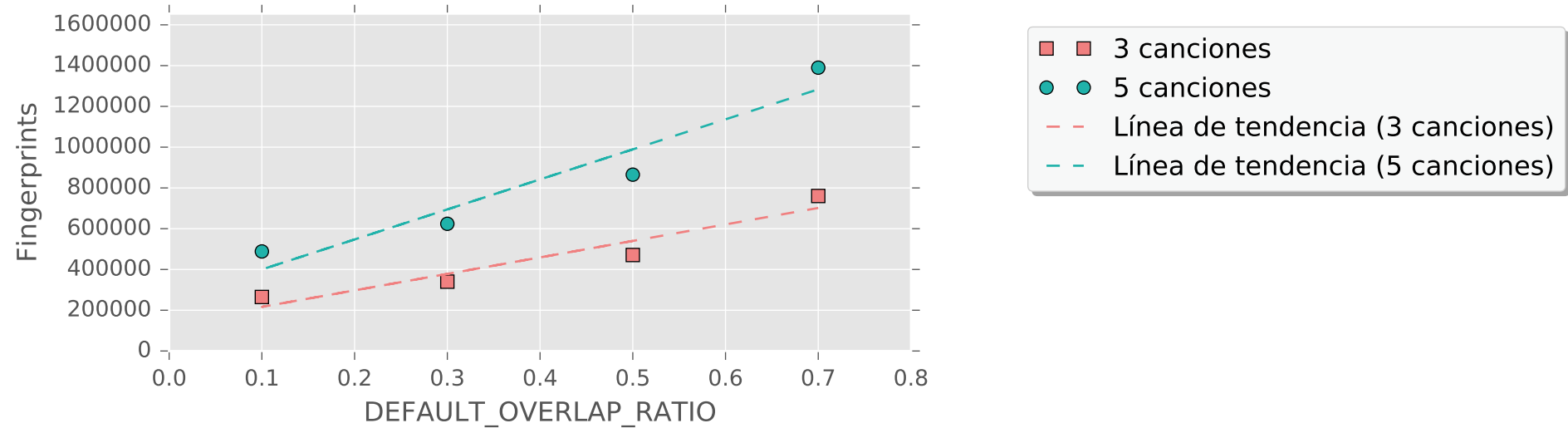
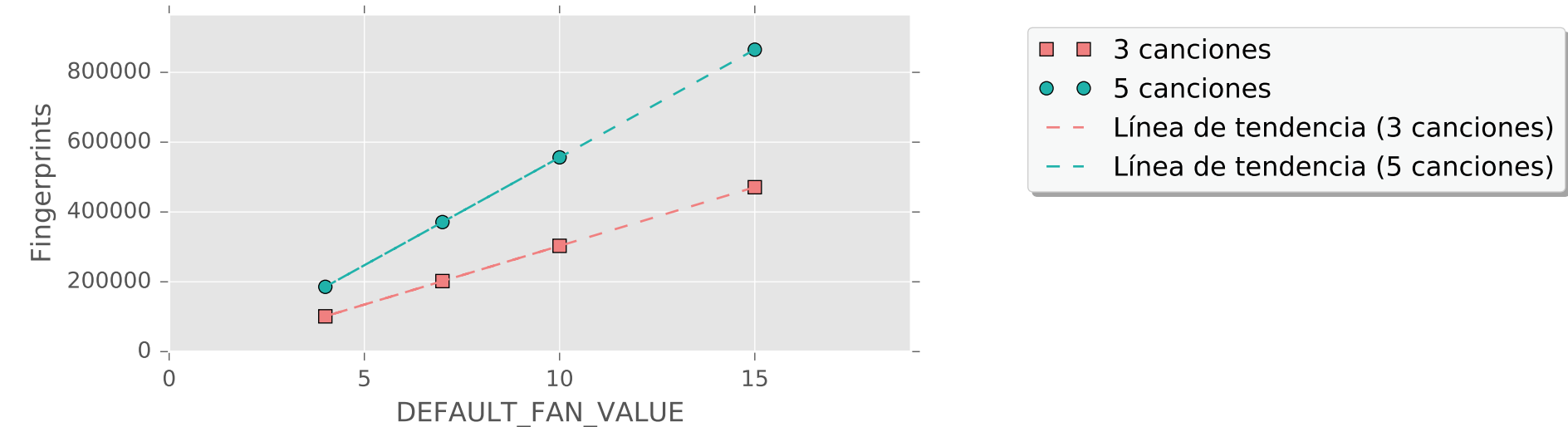


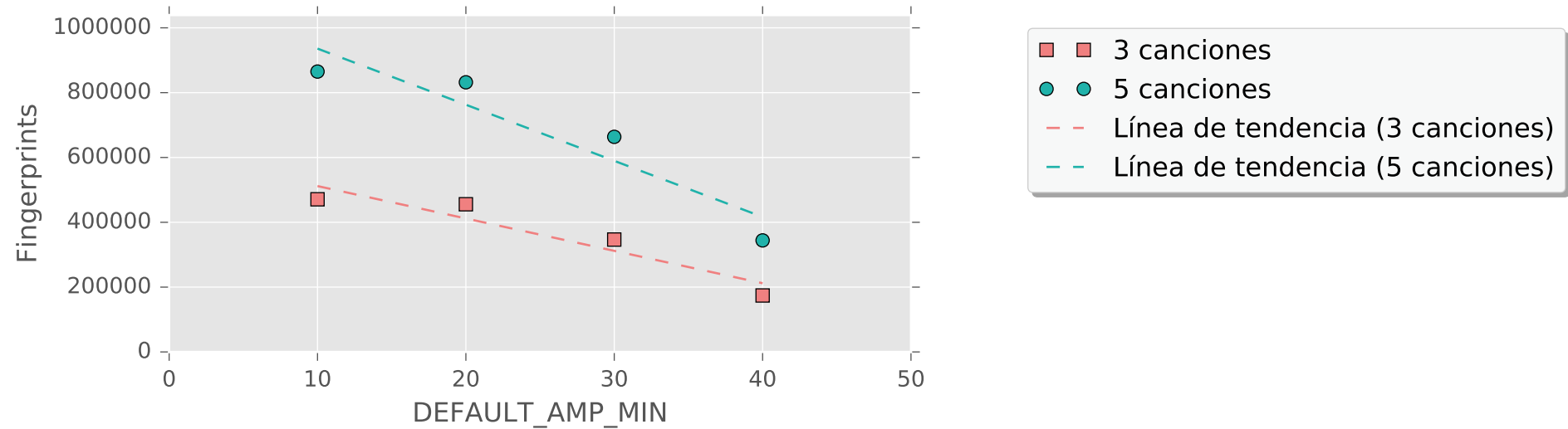
a) Fingerprints en función de la variable DEFAULT\_OVERLAP\_RATIO



b) Fingerprints en función de la variable DEFAULT\_FAN\_VALUE



c) Fingerprints en función de la variable DEFAULT\_AMP\_MIN



d) Fingerprints en función de la variable PEAK\_NEIGHBORHOOD\_SIZE

