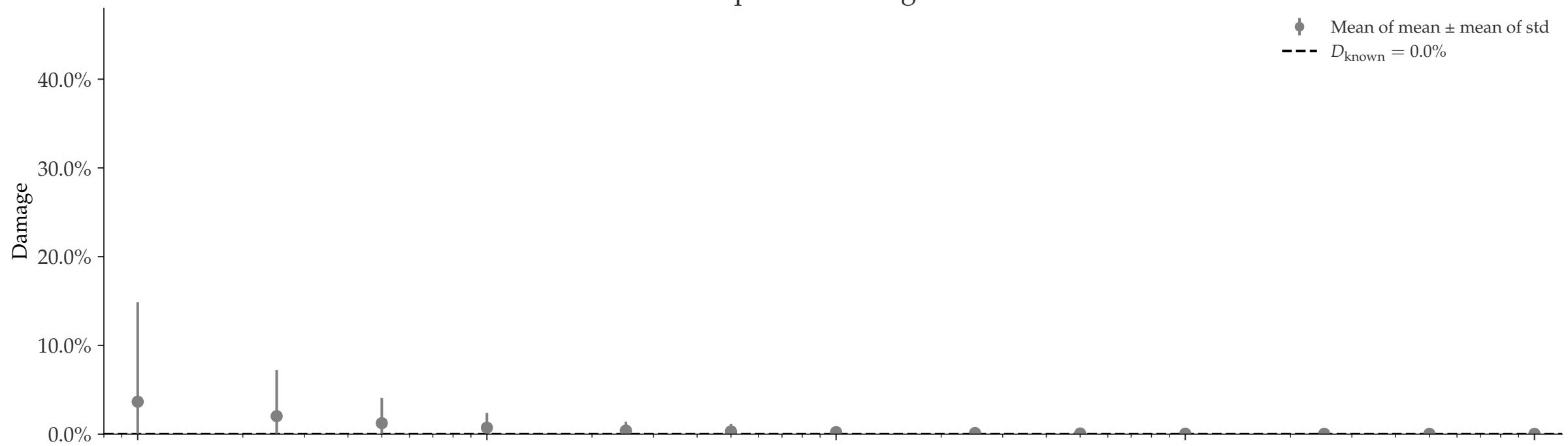
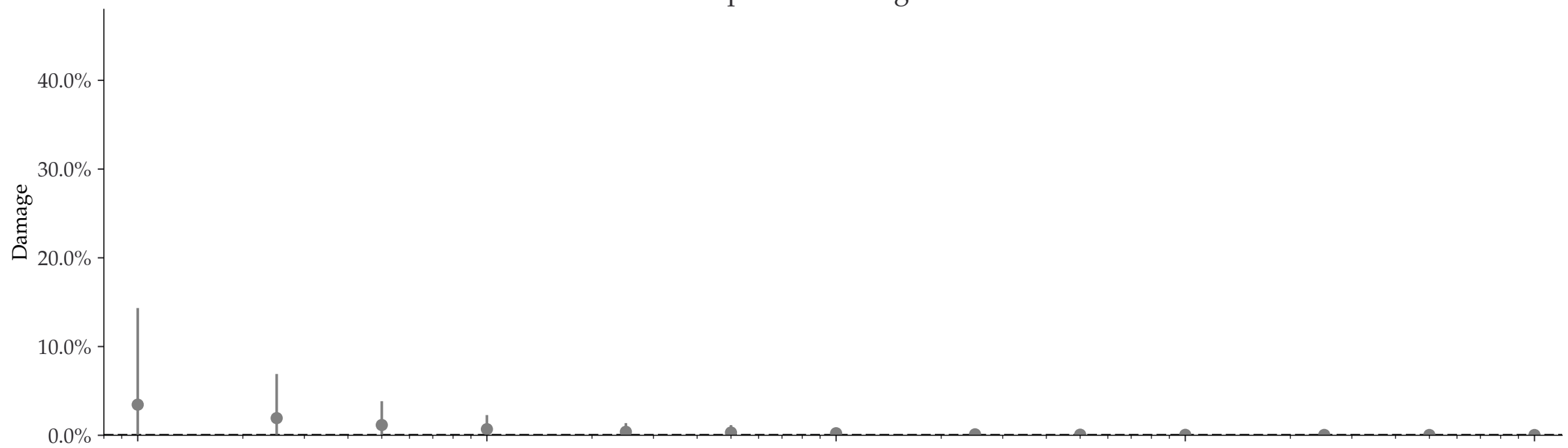


Damage
Briggs damage = 0.0
Damage percent (approx) = 0%

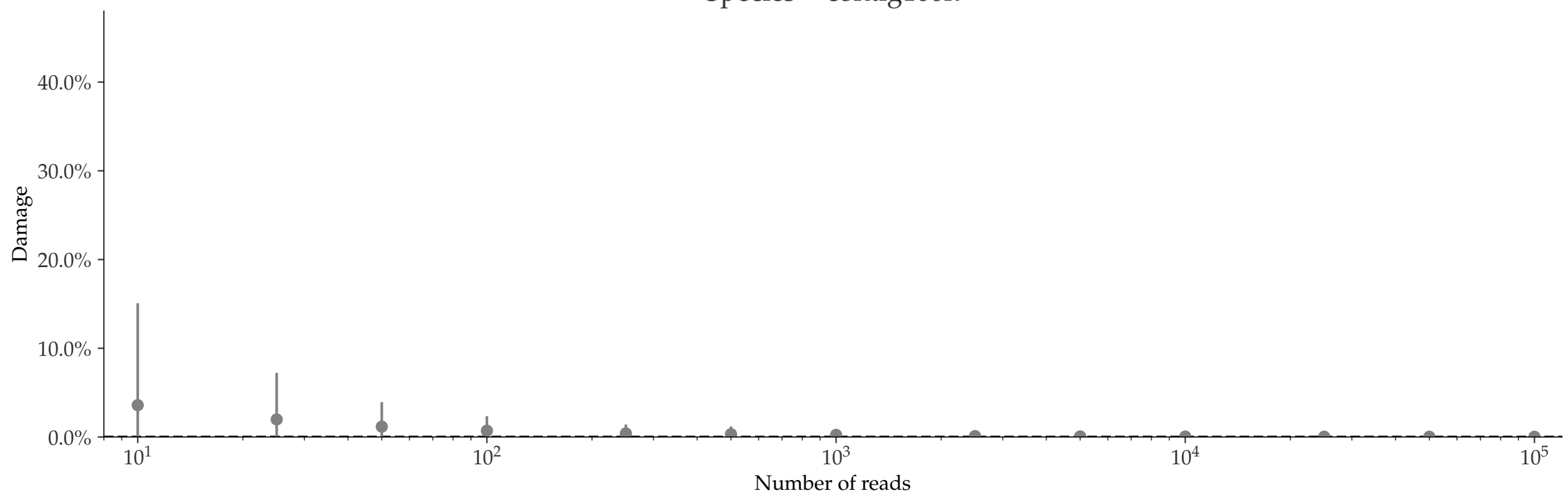
Species = contig1k



Species = contig10k

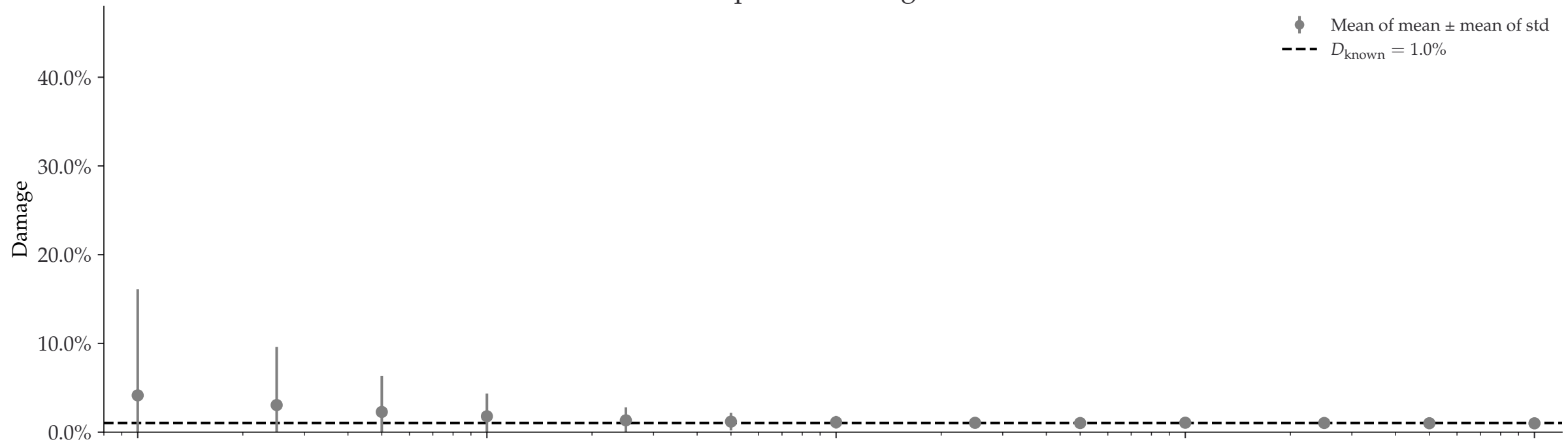


Species = contig100k

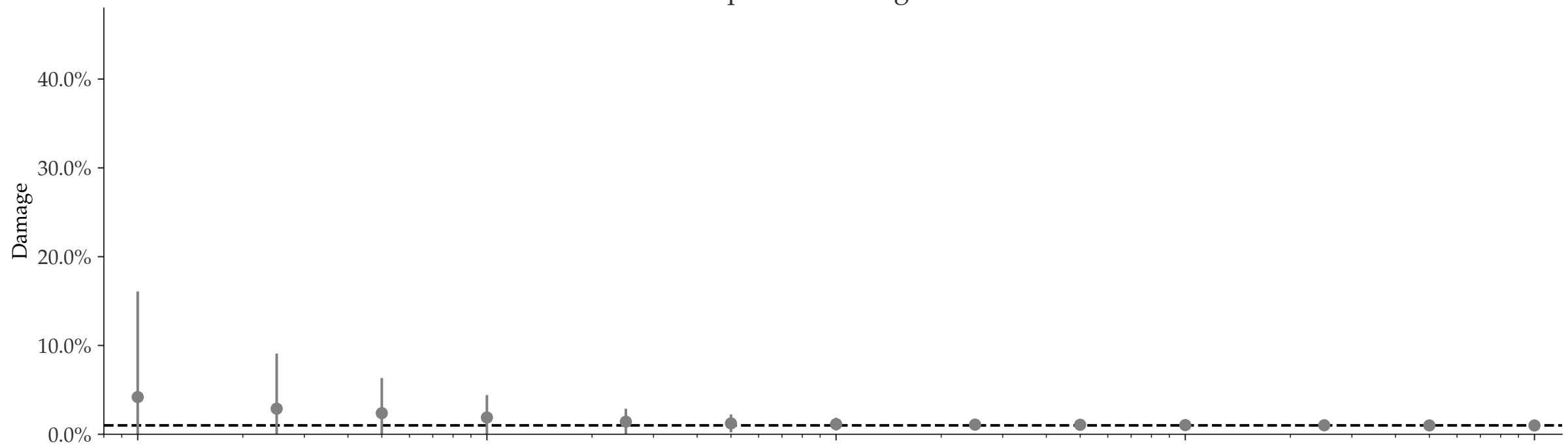


Damage
Briggs damage = 0.035
Damage percent (approx) = 1%

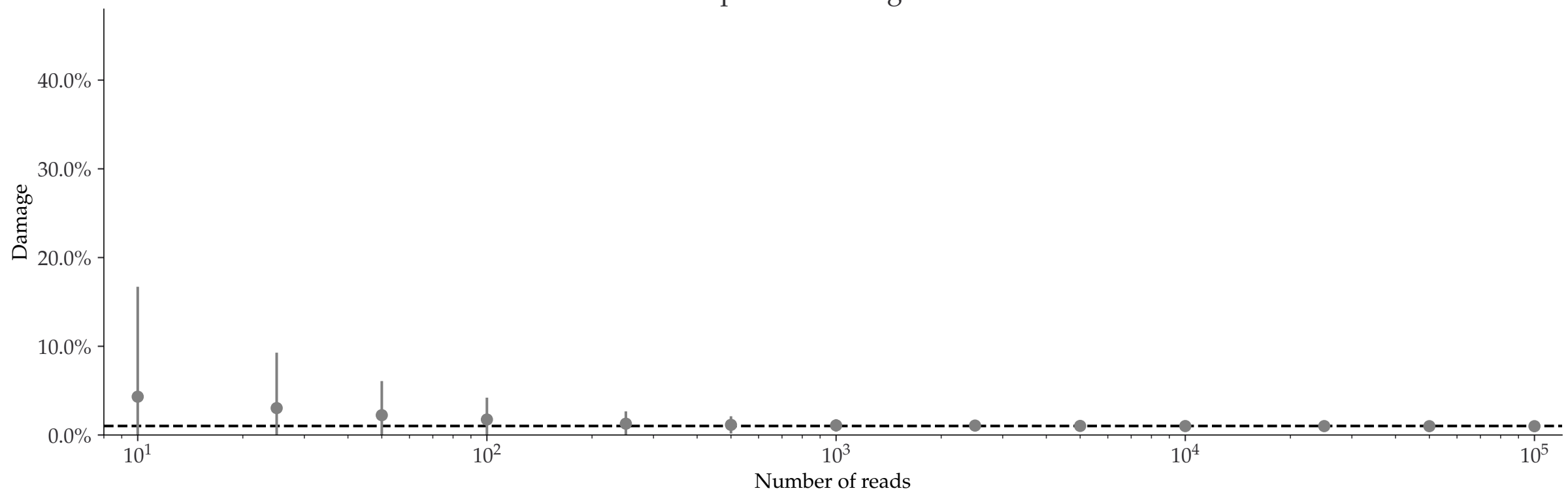
Species = contig1k



Species = contig10k

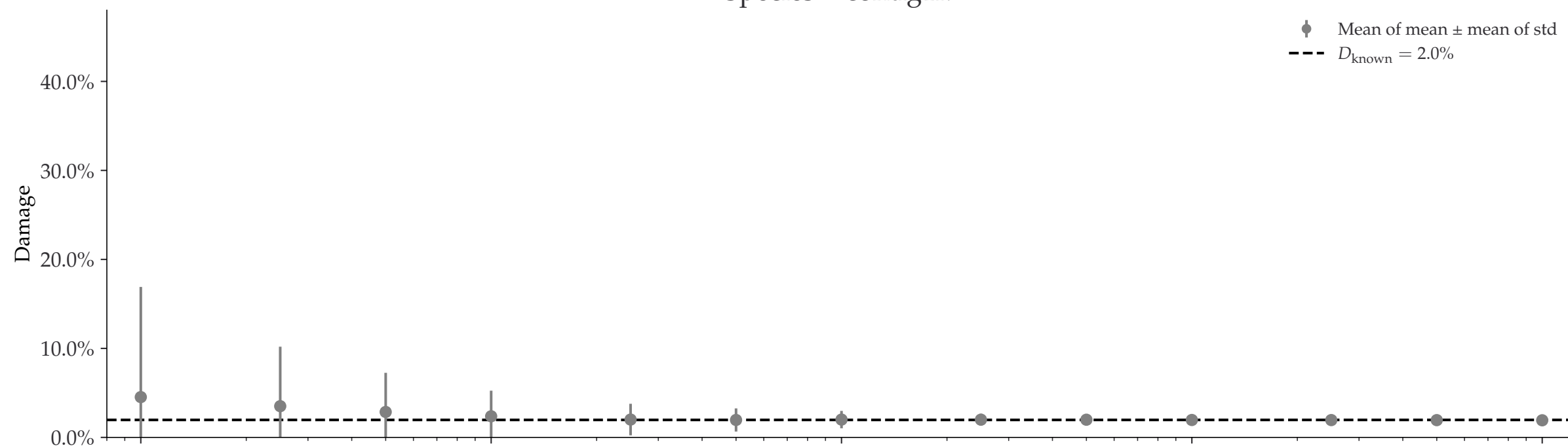


Species = contig100k

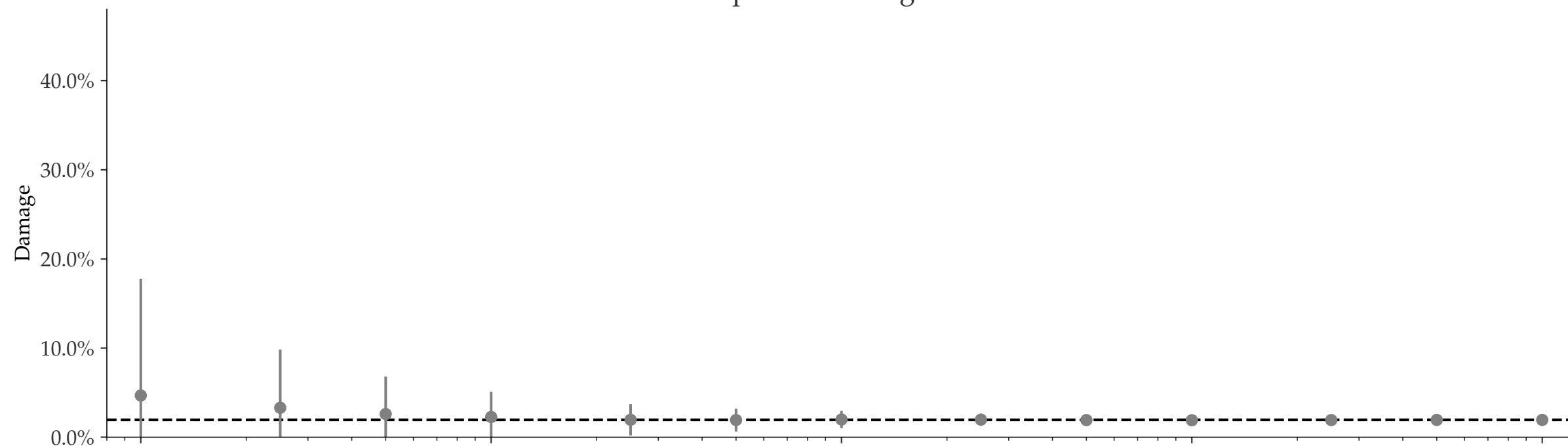


Damage
Briggs damage = 0.065
Damage percent (approx) = 2%

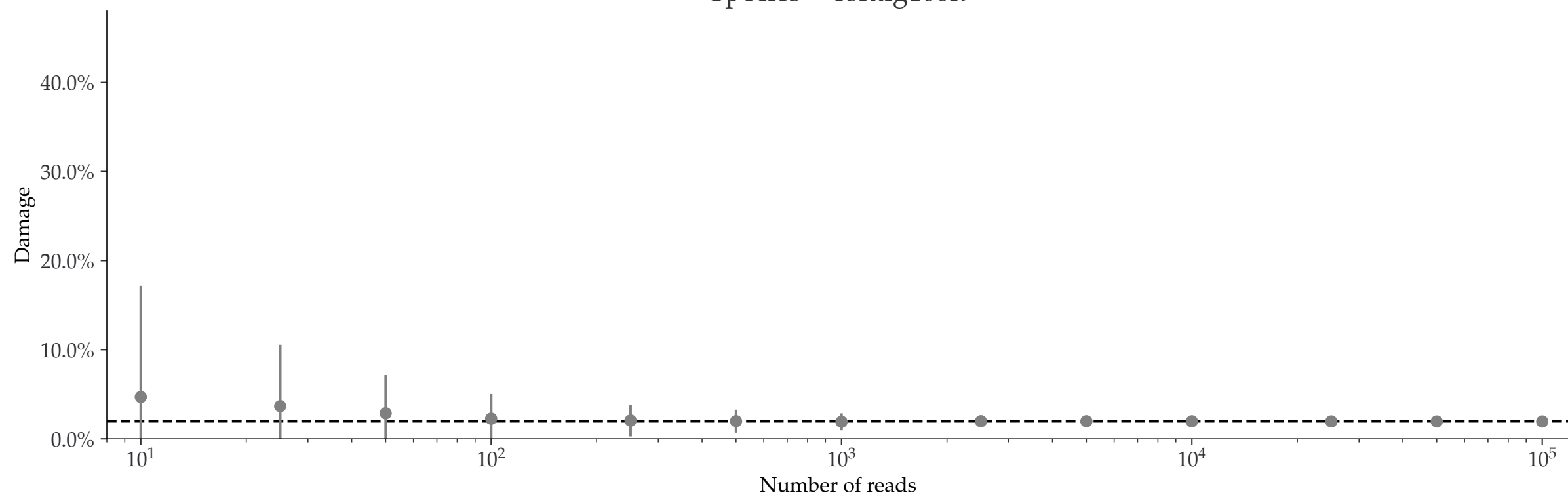
Species = contig1k



Species = contig10k

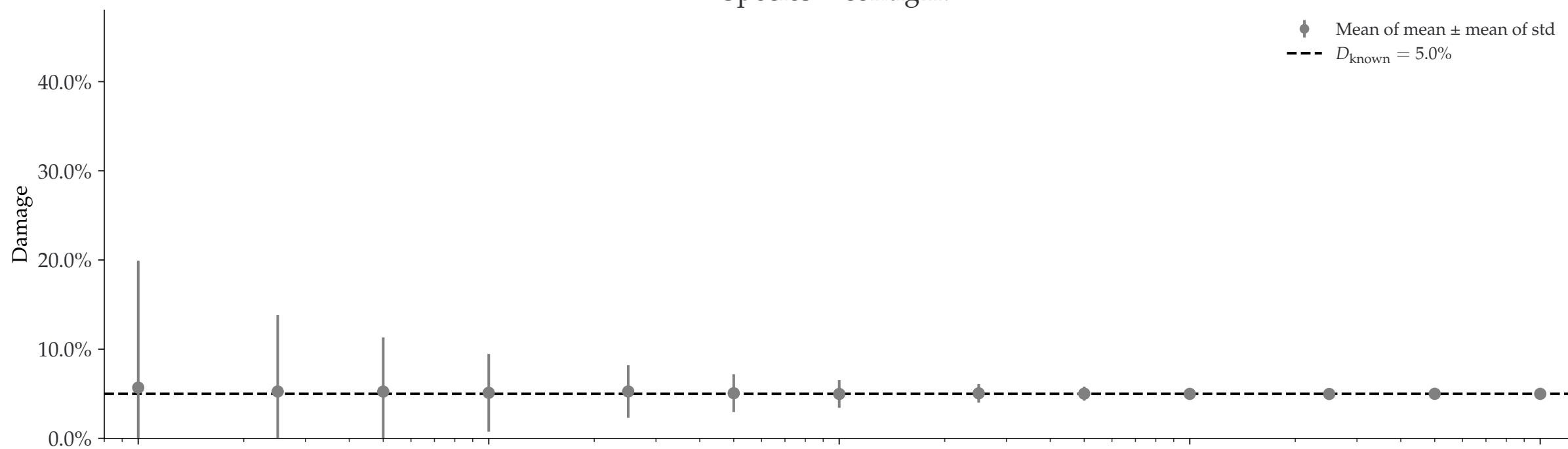


Species = contig100k

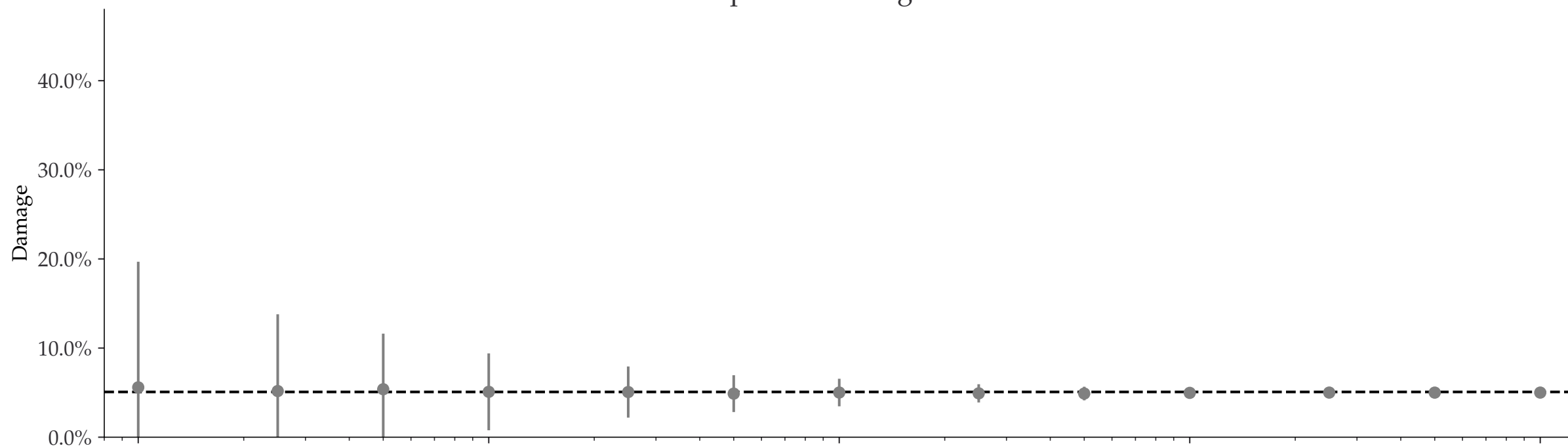


Damage
Briggs damage = 0.162
Damage percent (approx) = 5%

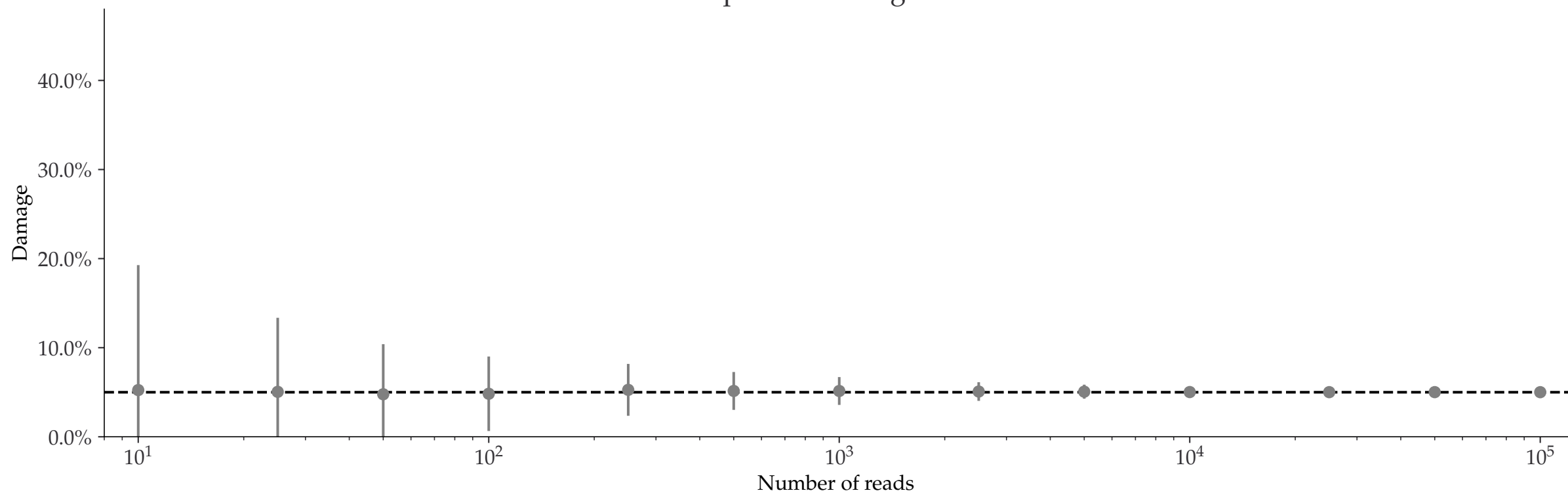
Species = contig1k



Species = contig10k

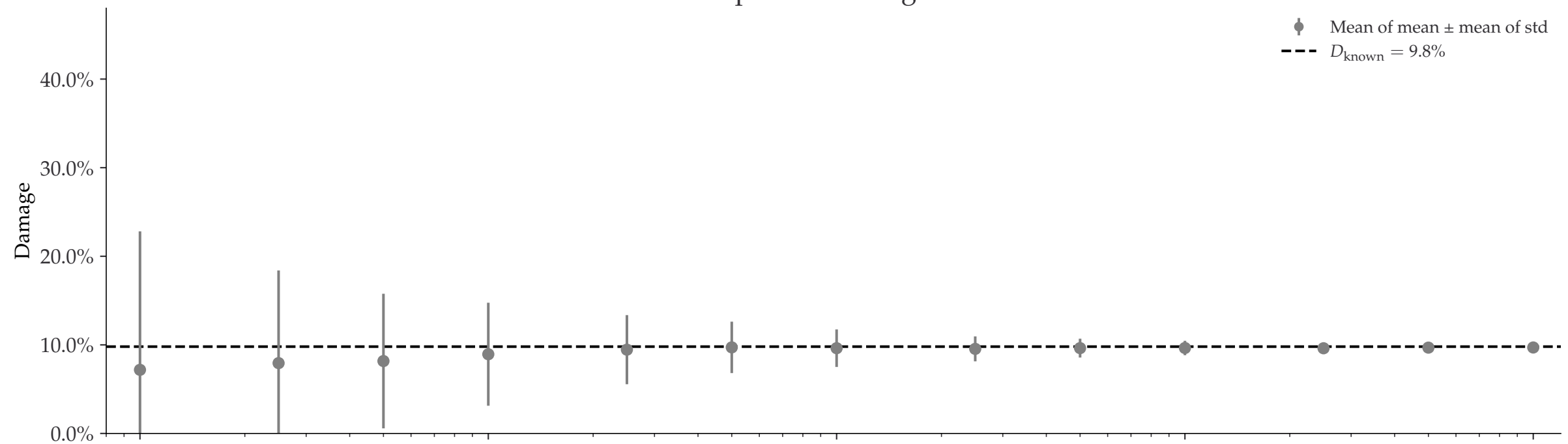


Species = contig100k

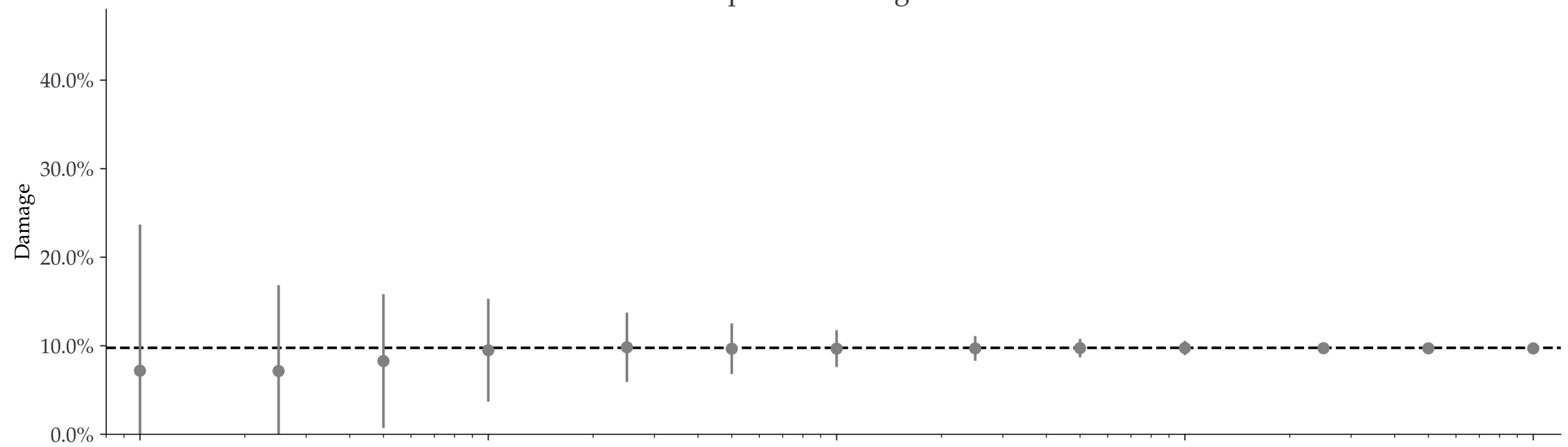


Damage
Briggs damage = 0.31
Damage percent (approx) = 10%

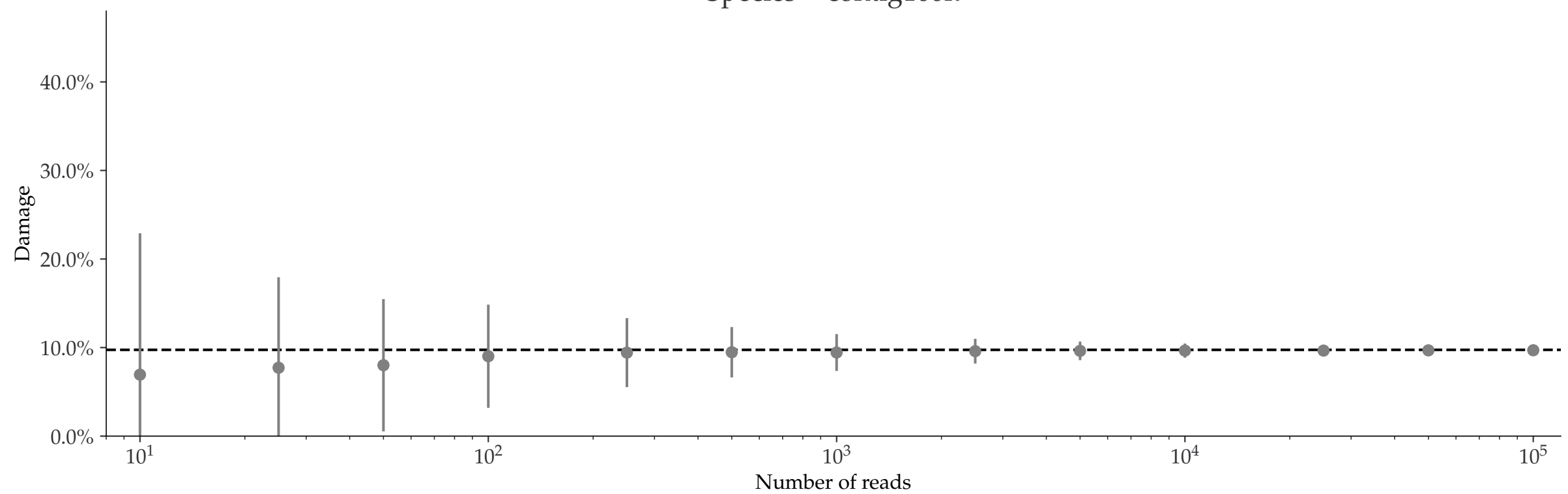
Species = contig1k



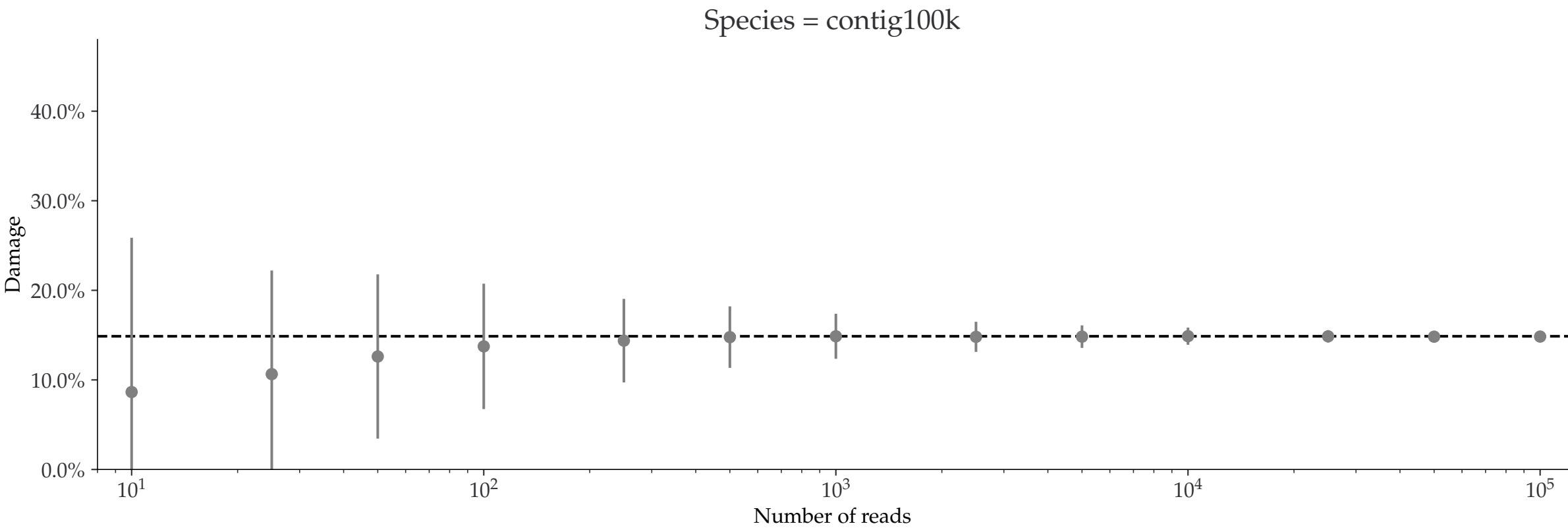
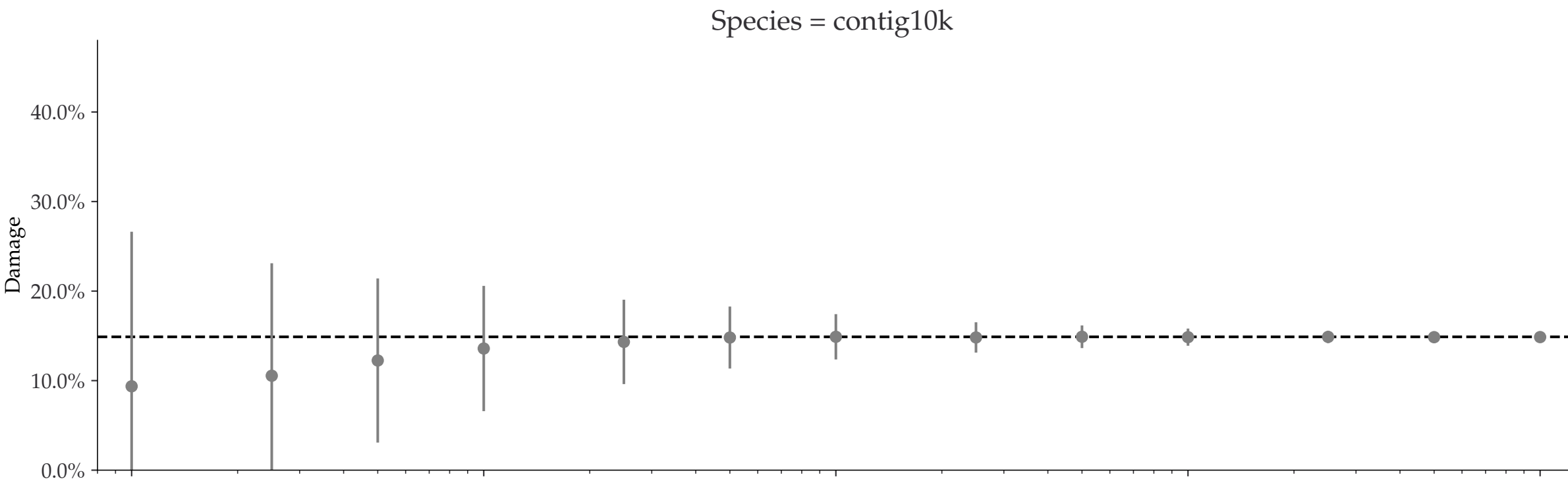
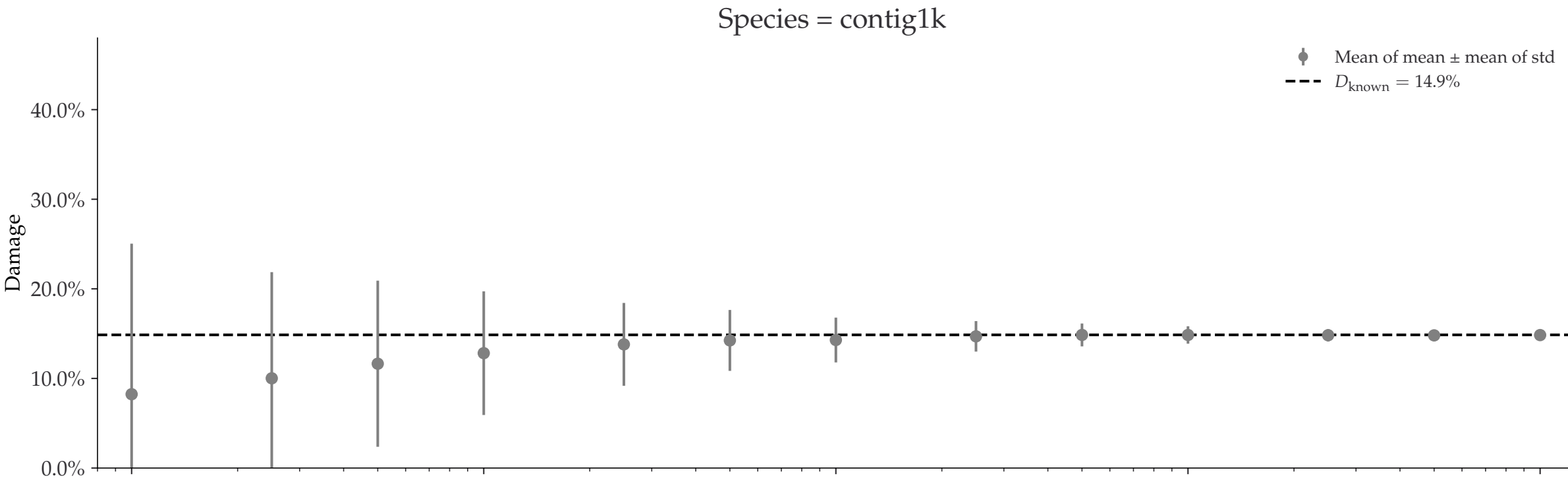
Species = contig10k



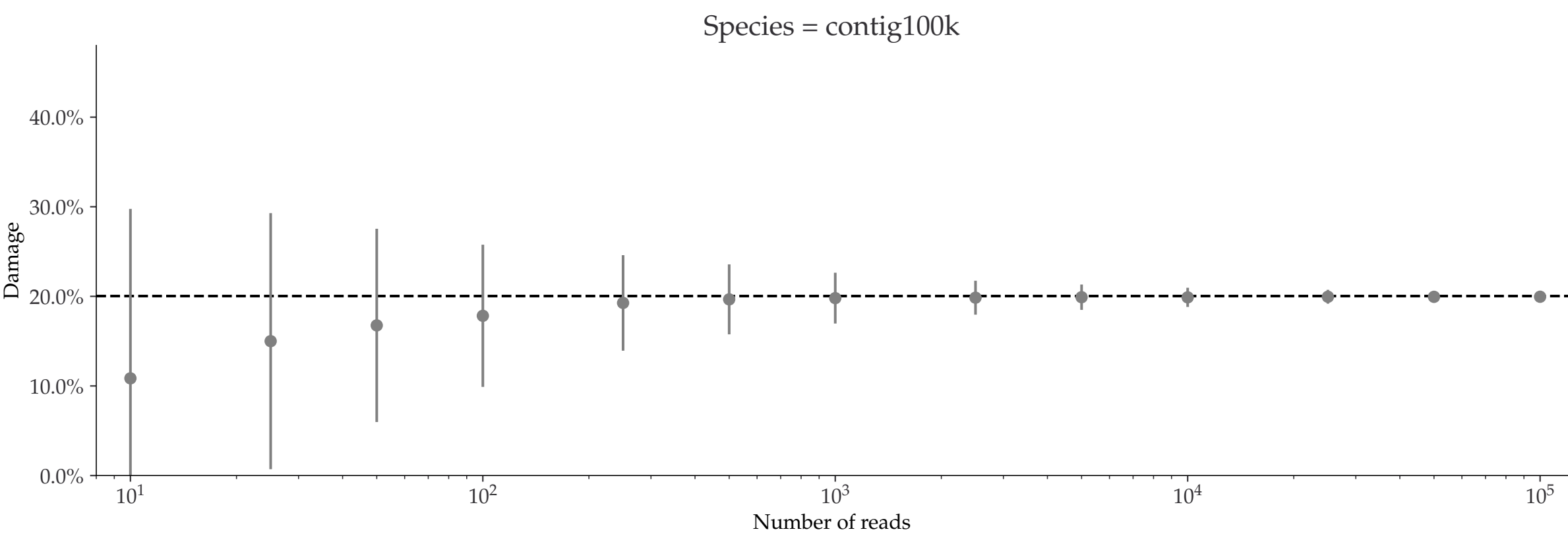
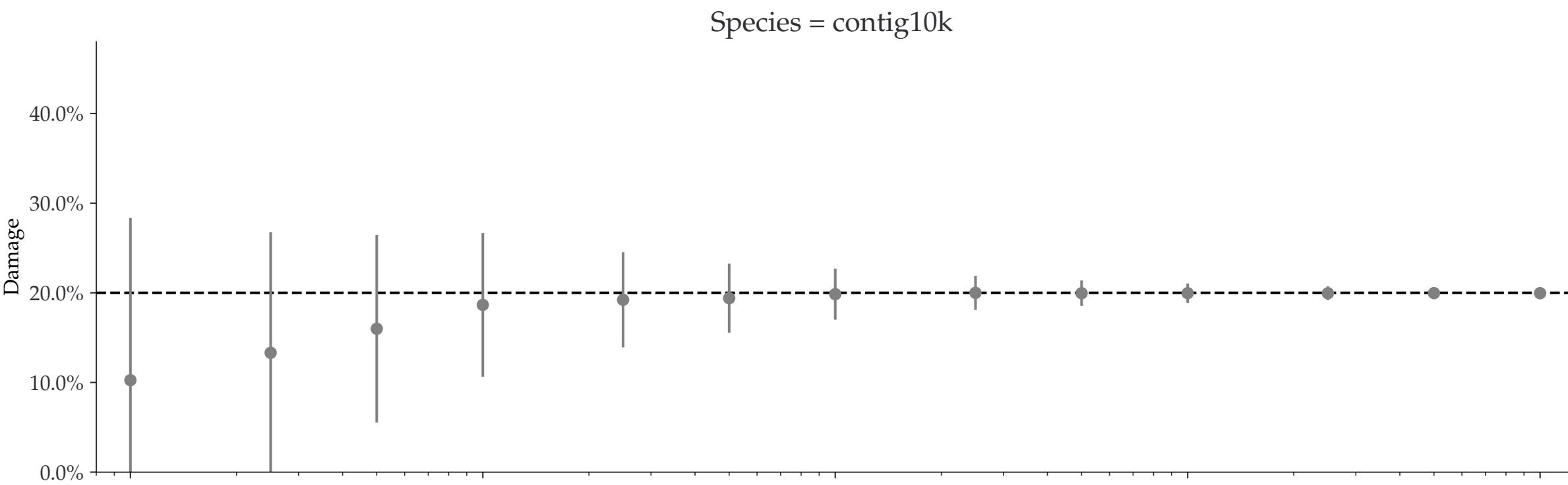
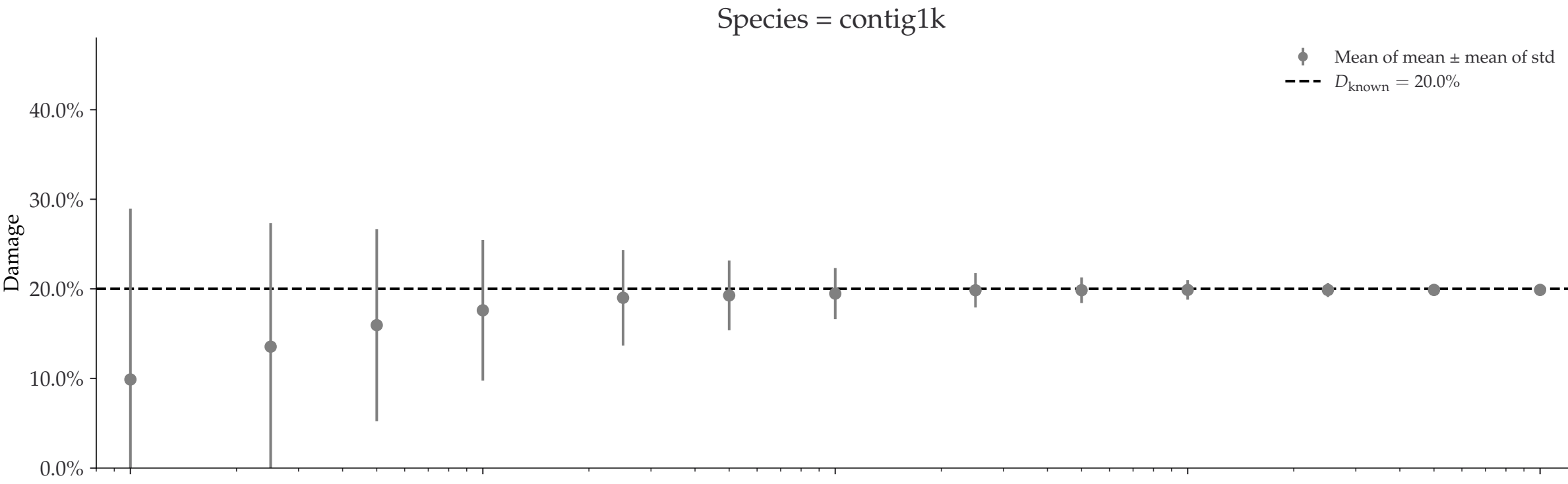
Species = contig100k



Damage
Briggs damage = 0.472
Damage percent (approx) = 15%

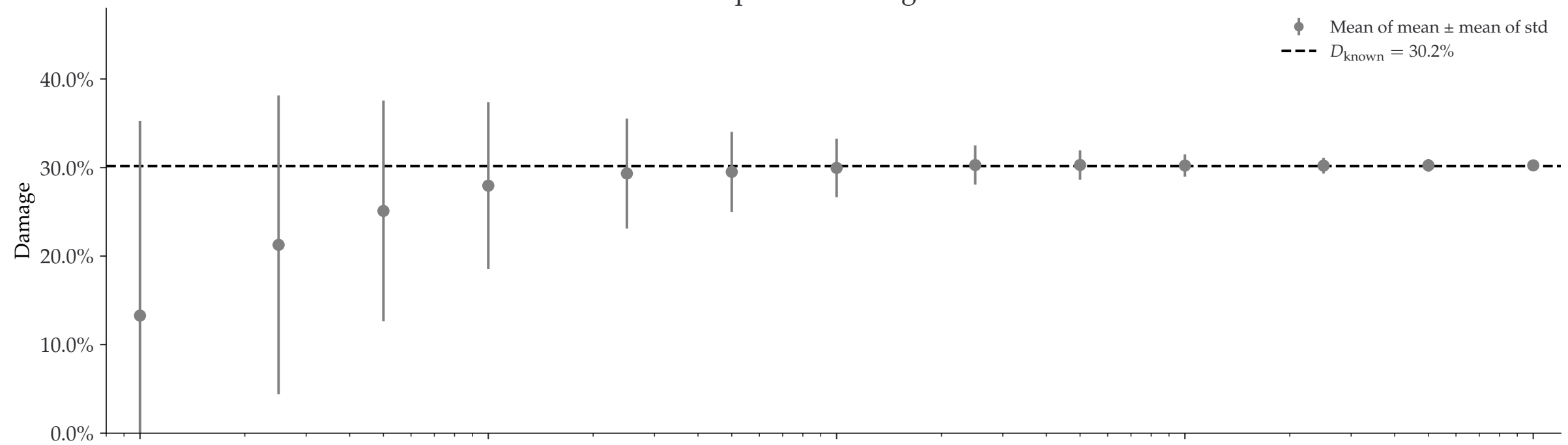


Damage
Briggs damage = 0.633
Damage percent (approx) = 20%

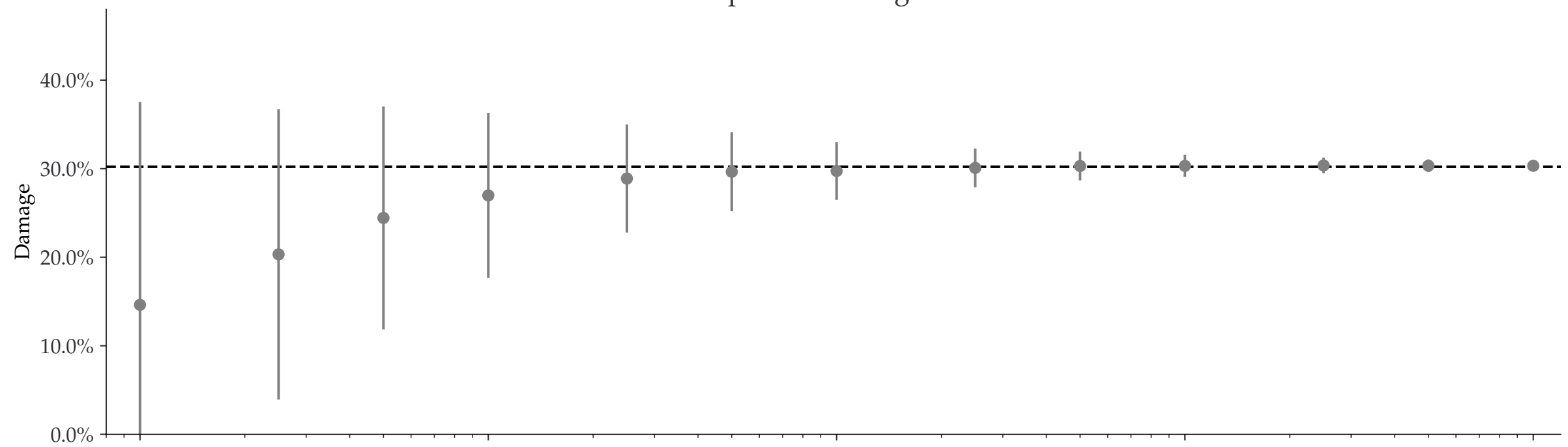


Damage
Briggs damage = 0.96
Damage percent (approx) = 30%

Species = contig1k



Species = contig10k



Species = contig100k

