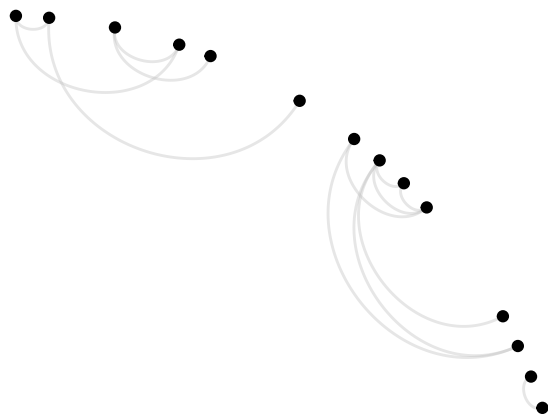
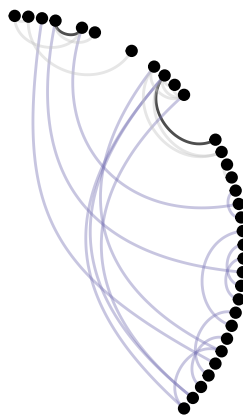


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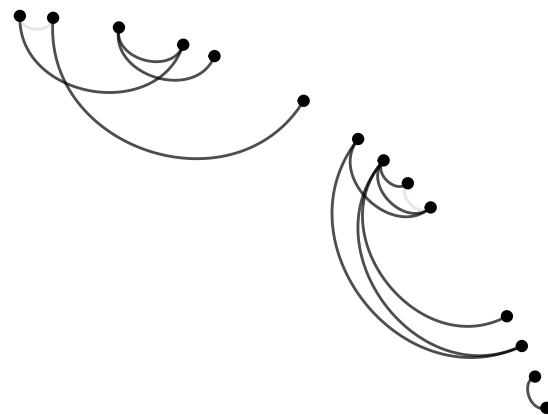
default



TA=BLAST(NCBI)



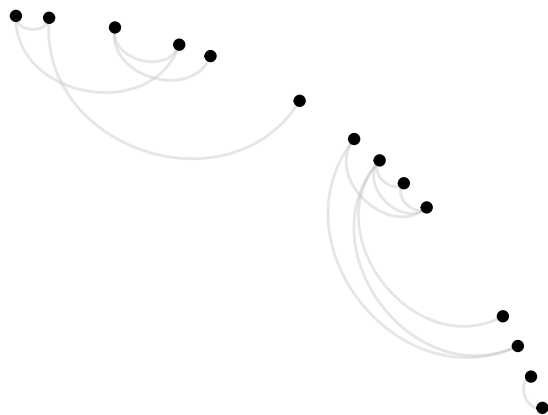
CC=uchime



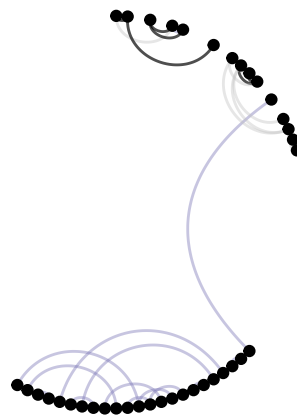
layer

— foreground

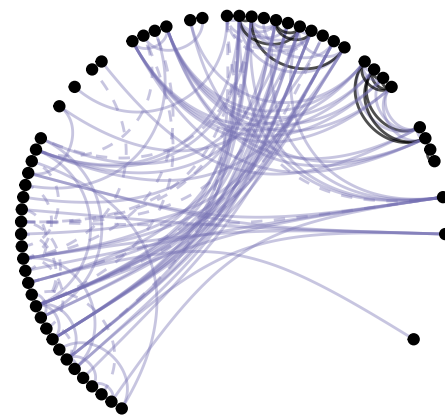
DC=CR



OP=Filter(off)



NI=SparCC



color

— positive