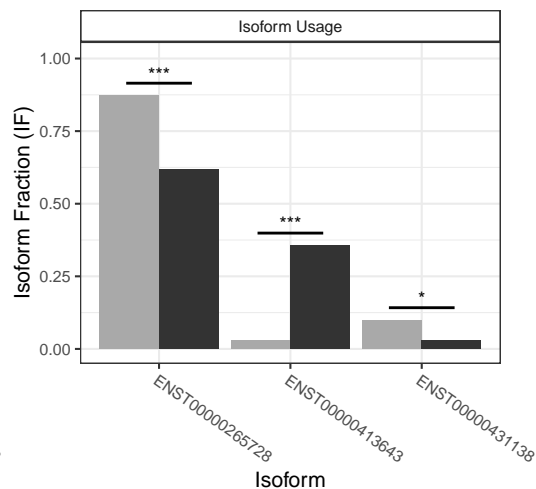
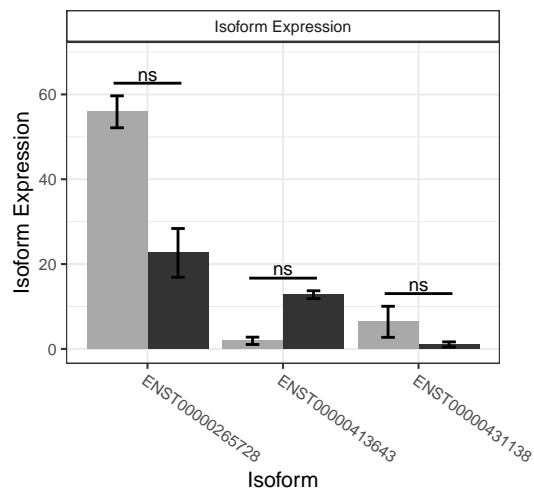
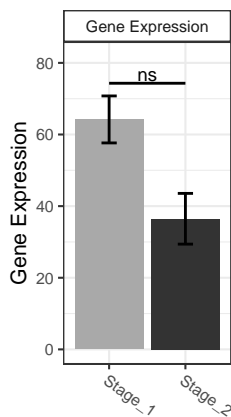
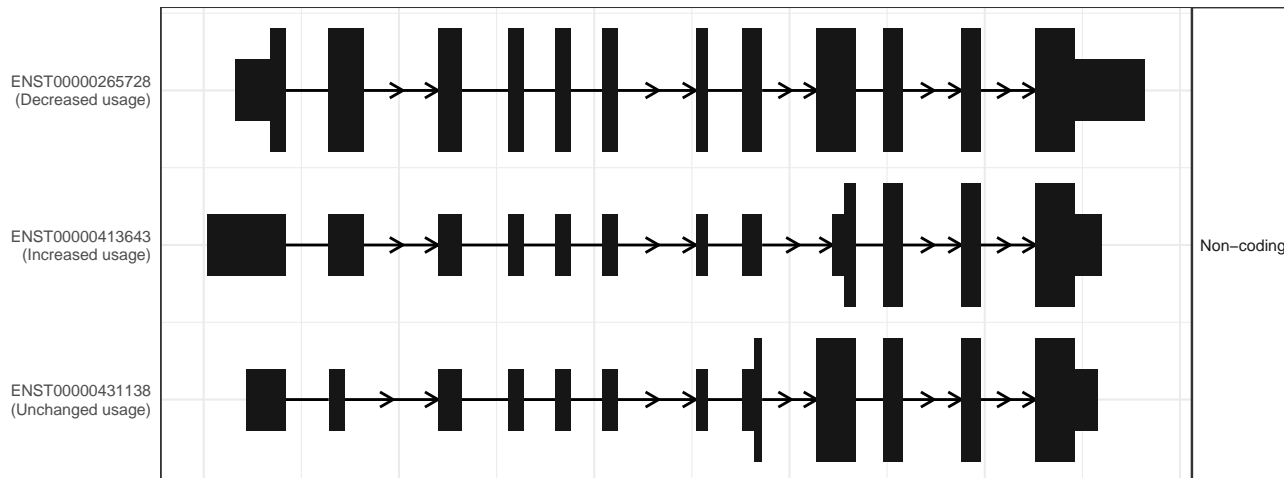


# The isoform switch in DBF4 (Stage\_1 vs Stage\_2)



Condition

