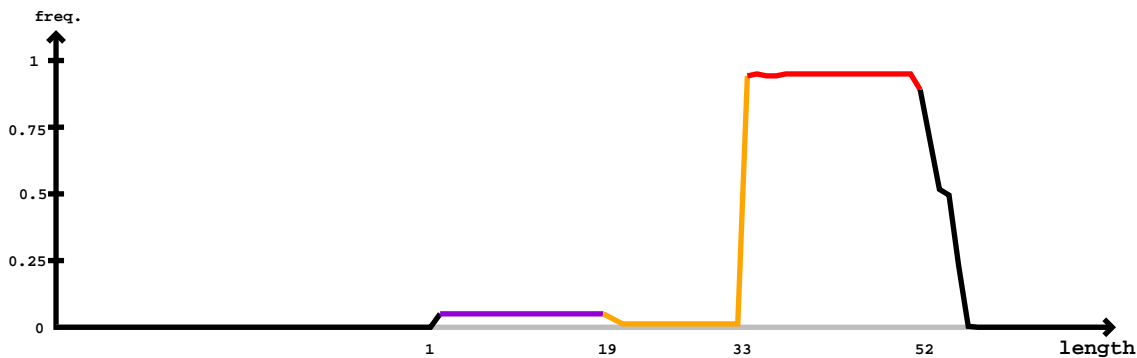
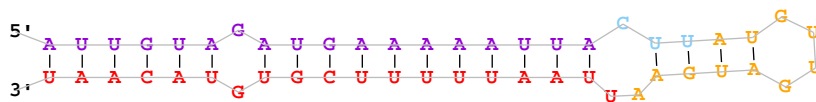


Provisional ID : Porites_evermani_scaffold_4405_40411
 Score total : 0.3
 Score for star read(s) : -1.3
 Score for read counts : 0
 Score for mfe : 0
 Score for randfold : 1.6
 Score for cons. seed :
 Total read count : 550
 Mature read count : 529
 Loop read count : 0
 Star read count : 21



Star **Mature**

5'	obs	exp	reads	mm	sample
gcucucuauucaagaugacagauuaaaucugcagcugauuuguagugaaaauuacuuauuguugaugaauuuuuuucguguaacaauaacaguugcuugguuaaug	19	0	19	0	seq
gcucucuauucaagaugacagauuaaaucugcagcugauuuguagugaaaauuacuuauuguugaugaauuuuuuucguguaacaauaacaguugcuugguuaaug	1	1	1	1	seq
..((((.....))..)).....((((.....))..)).....((((.....))..)).....((((.....))..)).....((((.....))..)).....((((.....))..)).....	1	0	1	0	seq
.....auuguagugaaaauuac.....	7	0	1	0	seq
.....auuguagugaaaauuU.....	31	0	7	0	seq
.....uuuuuuuuucguguaaca.....	2	1	31	0	seq
.....uuuuuuuuucguguaacaU.....	1	1	2	1	seq
.....uuuuuuuuucguguaacaau.....	3	1	1	1	seq
.....uuuuuuuuucguguaacaag.....	1	1	3	1	seq
.....uuuuuuuuucguguaacaGu.....	5	1	1	1	seq
.....uuuuuuuuucguguaacaac.....	1	1	5	1	seq
.....uuuuuuuuucguguaacaau.....	3	1	1	1	seq
.....uuuuuuuuucguguaacaau.....	8	1	3	1	seq
.....uuuuuuuuucguguaacaA.....	153	0	8	1	seq
.....uuuuuuuuucguguaacaau.....	2	1	153	0	seq
.....uuuuuuuuucguguaacaAu.....	5	1	2	1	seq
.....uuuuuuuuucguguaacaAA.....	25	0	5	1	seq
.....uuuuuuuuucguguaacaau.....	1	1	25	0	seq
.....uuuuuuuuucguguaacaG.....	1	1	1	1	seq
.....uuuuuuuuucguguaacaGaa.....	10	0	1	1	seq
.....uuuuuuuuucguguaacaaua.....	1	1	10	0	seq
.....uuuuuuuuucguguaacaaua.....	1	1	1	1	seq
.....uuuuuuuuucguguaacaaua.....	3	1	1	1	seq
.....uuuuuuuuucguguaacaaua.....	3	1	3	1	seq
.....uuuuuuuuucguguaacaaua.....	1	1	3	1	seq
.....uuuuuuuuucguguaacaaua.....	130	0	1	1	seq
.....uuuuuuuuucguguaacaaua.....	2	1	130	0	seq
.....uuuuuuuuucguguaacaaua.....	2	1	2	1	seq
.....uuuuuuuuucguguaacaaua.....	1	1	2	1	seq
.....uuuuuuuuucguguaacaaua.....	1	1	1	1	seq
.....uuuuuuuuucguguaacaaua.....	9	1	1	1	seq
.....uuuuuuuuucguguaacaaua.....	2	1	9	1	seq
.....uuuuuuuuucguguaacaaua.....	1	1	2	1	seq
.....uuuuuuuuucguguaacaaua.....	1	1	1	1	seq
.....uuuuuuuuucguguaacaaua.....	1	1	1	1	seq

