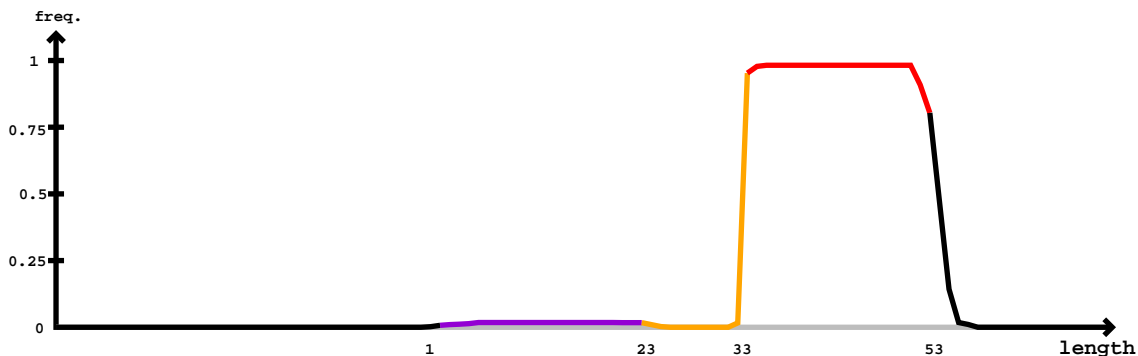
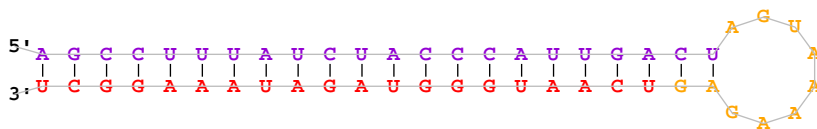


Provisional ID : Porites_evermani_scaffold_25_2133
 Score total : 2.9
 Score for star read(s) : -1.3
 Score for read counts : 0
 Score for mfe : 2.6
 Score for randfold : 1.6
 Score for cons. seed :
 Total read count : 1901
 Mature read count : 1871
 Loop read count : 0
 Star read count : 30



Star Mature

5' -	reads	mm	sample
uguaaaaagaccuuguucuaauuuguacauaggacagagccuuuaucuaacccauugacuaguaaaaagagucaauuggguagauaaaaggcucugucccaucaacuuiu	1	1	seq
uguaaaaagaccuuguucuaauuuguacauaggacagagccuuuaucuaacccauugacuaguaaaaagagucaauuggguagauaaaaggcucugucccaucaacuuiu	1	0	seq
.....gagccuuuaucuaacccauugacG.....	1	1	seq
.....gagccuuuaucuaacccauugacu.....	1	0	seq
.....gagccuuuaucuaacccauugacC.....	1	1	seq
.....gagccuuuaucUcccauugacu.....	1	1	seq
.....agccuuuaucuaacccauug.....	1	0	seq
.....agccuuuaucuaacccauugacu.....	8	0	seq
.....agccuuuaucuaacccauugacC.....	1	1	seq
.....gccuuuaucuaacccauugacu.....	5	0	seq
.....ccuAuaucuaacccauugacu.....	2	1	seq
.....ccuuuaucuaacccauugacu.....	1	0	seq
.....cuuuuaucuaacccauugacu.....	3	0	seq
.....cuuuuaucuaacccauugacuU.....	1	1	seq
.....uuuaucuaacccauugacua.....	2	0	seq
.....uuuaucuaacccauugacuU.....	1	1	seq
.....uuuaucuaacccauugacuaU.....	3	1	seq
.....uuuaucuaacccauugacuCg.....	2	1	seq
.....gucaauuggguagauaaaaggA.....	1	1	seq
.....gucaGuggguagauaaaaggC.....	1	1	seq
.....gucaauuggguagauaaaaggC.....	11	0	seq
.....gucaauuggguagauaaaaggU.....	4	1	seq
.....gCcaauuggguagauaaaaggC.....	1	1	seq
.....gucaauugggCagauaaaaggC.....	1	1	seq
.....gucaauuggguagauGaaaggC.....	1	1	seq
.....gucaauuggguagauaaaaggC.....	1	1	seq
.....gucaauuggguagauaaaaggcu.....	7	0	seq
.....gucaauuggguagauaaaaggcucuU.....	2	1	seq
.....gucaauuggguagauaaaaggcucuUu.....	1	1	seq
.....ucaauugggCagauaaaagg.....	1	1	seq
.....ucaauuggguagauaaaAg.....	1	1	seq
.....ucaauuggguagauaaaAgC.....	5	1	seq
.....ucaGuggguagauaaaagg.....	2	1	seq
.....ucaauuggguagauaaaagA.....	5	1	seq
.....ucaauuggguagauaaaagg.....	38	0	seq

Star

Mature

uguauaaagaccuuguucuuuguacauagggacagagccuuuaucuacccaugacuaguaaaaagagucaaauggguagauaaaggcucugucccaucaacuuuu
.....caauggguagauaaaggcu..... 7 0 seq
.....aauggguagauaaaggcu..... 3 0 seq
.....aauggguagauaaaggcu..... 2 0 seq
.....aauggguagauaaaggcu..... 3 1 seq