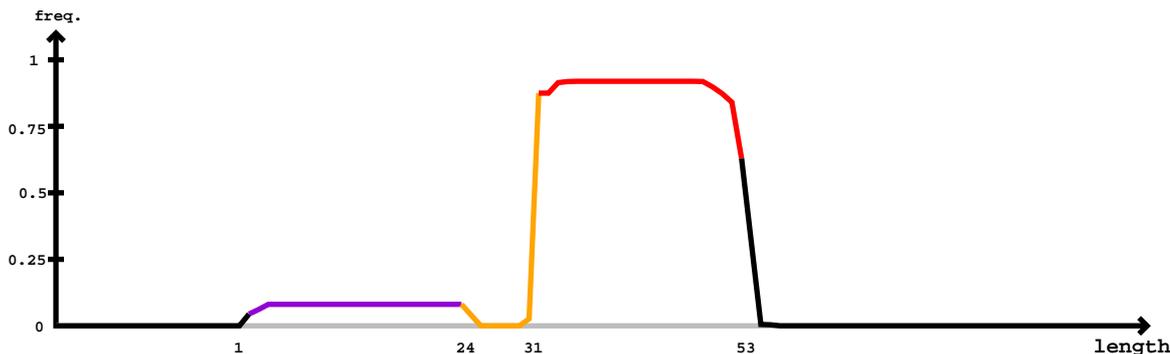
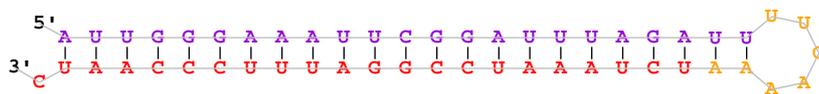


Provisional ID : Porites\_evermani\_scaffold\_434\_15365  
 Score total : 506.7  
 Score for star read(s) : 3.9  
 Score for read counts : 498.7  
 Score for mfe : 2.5  
 Score for randfold : 1.6  
 Score for cons. seed :  
 Total read count : 990  
 Mature read count : 910  
 Loop read count : 0  
 Star read count : 80



**Star** **Mature**

5'	Star	Mature	-3'	obs	exp	reads	mm	sample
5'	aaauuuguggugcguucga	uugggaaaucggauuuagauu	uucaaaucuaaaucggauuuccaaucgaaacgcgaaaucgaaaacggauuucaccucgagaaauc	-3'				
	aaauuuguggugcguucga	uugggaaaucggauuuagauu	uucaaaucuaaaucggauuuccaaucgaaacgcgaaaucgaaaacggauuucaccucgagaaauc					
	...	(((.....)))))))))	(((.....)))))))))					
	.....auugggaaaucggauuuagauu.....			15	0			seq
	.....auugggaaaucggauuuagauu.....			27	1			seq
	.....auugggaaaucggauuuuaUauu.....			1	1			seq
	.....auCgggaaaucggauuuagauu.....			1	1			seq
	.....uugggaaaucggauuuagauC.....			1	1			seq
	.....uugggaaaucggauuuagauu.....			16	0			seq
	.....ugggaaaucggauuuagauC.....			1	1			seq
	.....ugggaaaucggauuuagauu.....			18	0			seq
	.....aucuaaaucggauuucc.....			1	0			seq
	.....aucuaaaucggauuuccc.....			2	0			seq
	.....aucuaaaucggauuucccC.....			2	1			seq
	.....aAucuaaaucggauuuccca.....			1	1			seq
	.....aucuaaaucggauuucccaaA.....			1	1			seq
	.....aucuaaaucggauuucccaau.....			13	0			seq
	.....aucuaaaucggauuucUcaau.....			1	1			seq
	.....aucuaaaucggauuucccaauc.....			3	0			seq
	.....aucuaaaucggauuucccaauU.....			1	1			seq
	.....aucuaaaucggauuucccaauU.....			1	1			seq
	.....ucCaaaucggauuuccc.....			1	1			seq
	.....ucuaaaucggauuucccA.....			1	1			seq
	.....ucuaaaucggauuuccc.....			16	0			seq
	.....ucuaaaucggauuucccU.....			1	1			seq
	.....ucuaaaucggauuucccG.....			3	1			seq
	.....ucuaaaucggauuuccca.....			18	0			seq
	.....ucuaaaucggauuucccaC.....			3	1			seq
	.....ucuaaaucggauuucccaa.....			13	0			seq
	.....ucuaaaucggauuucccaG.....			1	1			seq
	.....ucuaaaucggauuucccaU.....			15	1			seq
	.....ucuaaaucggauuucccaaC.....			9	1			seq
	.....ucCaaaucggauuucccaau.....			1	1			seq
	.....ucuaaaucggauuucccaGu.....			4	1			seq
	.....ucuaaaucggauuucccaaA.....			3	1			seq
	.....ucuaaaucggauuucccaaG.....			2	1			seq

Star

Mature

aaaauuguggugcguucgauugggaaauucggauuuagauuucaaaaucuaaaucggauuucccaaucgaacgcgaaauccgaaaacggauuuccaccuccgagaaaucc			
.....ucuaaaucggauuCcccaau.....	1	1	seq
.....ucuaaaucggauuucccaau.....	150	0	seq
.....ucuaaaucggauuucccGau.....	1	1	seq
.....ucuaaaucggauuucccaau.....	1	1	seq
.....ucuaaaucggauuucccaUu.....	7	1	seq
.....ucuaaaucggauuucccaau.....	1	1	seq
.....uAuaaaucggauuucccaauc.....	1	1	seq
.....ucuaaaucggauuucccaUuc.....	1	1	seq
.....ucuaaaucggGuuucccaauc.....	1	1	seq
.....ucuaaaucggauuuccAaauc.....	1	1	seq
.....ucuaaaucggauuucccaauA.....	3	1	seq
.....Ccuuaaaucggauuucccaauc.....	1	1	seq
.....ucuaaaucggauuucccaauc.....	255	0	seq
.....ucuaaaucAggauuucccaauc.....	2	1	seq
.....ucuaaaucggGuuucccaauc.....	1	1	seq
.....ucuaaaucggGauuucccaauc.....	2	1	seq
.....ucuaaaucggGauuucccGauc.....	2	1	seq
.....ucuaaaucggGauuucccaauU.....	53	1	seq
.....ucuaaaucggGauuucccaauA.....	27	1	seq
.....ucuaaaucggGauuucccaauU.....	97	1	seq
.....ucuaaaucggGauuucccaAacg.....	1	1	seq
.....AcuaaaucggGauuucccaaucg.....	1	1	seq
.....ucuaaaucggGauuucccaaucC.....	8	1	seq
.....ucuaaaucggGauuucccaaucg.....	1	1	seq
.....ucuaaaucggGauuucccaaucg.....	118	0	seq
.....ucuaaaucggGauuucccaaucg.....	2	1	seq
.....ucuaaaucggGauuucccaaucg.....	1	1	seq
.....ucuaaaucggGauuucccGaucg.....	2	1	seq
.....ucuaaaucggGauuucccaauUg.....	2	1	seq
.....ucuaaaucggGauuucccaaucga.....	1	0	seq
.....ucuaaaucggGauuucccaaucgaU.....	4	1	seq
.....uaaaucggGauuucccaau.....	9	0	seq
.....uaaaucggGauuucccaac.....	2	1	seq
.....uaaaucggGauuucccaGuc.....	1	1	seq
.....uaaaucggGauuucccaauA.....	1	1	seq
.....uaaaucggGauuucccaauU.....	1	1	seq
.....uaaaucggGauuucccaauc.....	6	0	seq
.....uaaaucggGauuucccaaucg.....	8	0	seq
.....uaaaucggGauuucccaaucC.....	1	1	seq
.....uaaaucggGauuucccaaucA.....	4	1	seq
.....uaaaucgUauuucccaaucg.....	1	1	seq
.....uaaaucggGauuucccaauU.....	5	1	seq
.....aaaucggGauuucccaau.....	3	0	seq
.....aaaucggGauuucccaaucg.....	1	0	seq
.....aaaucggGauuucccaauc.....	1	0	seq