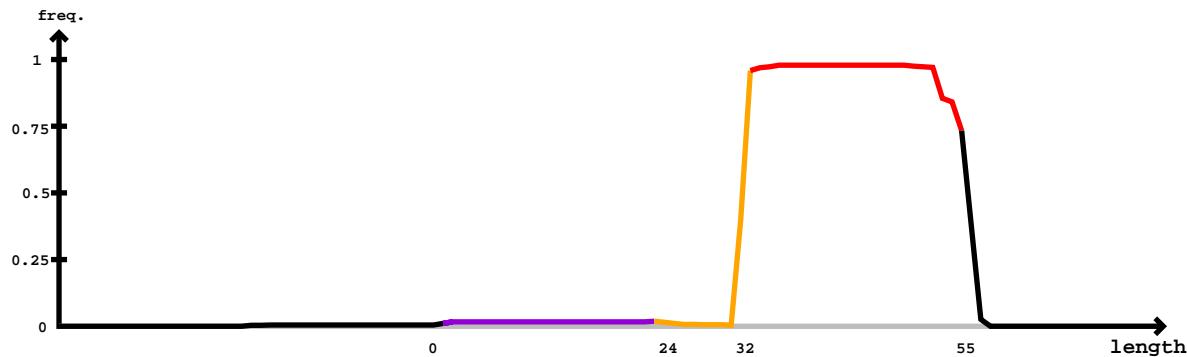
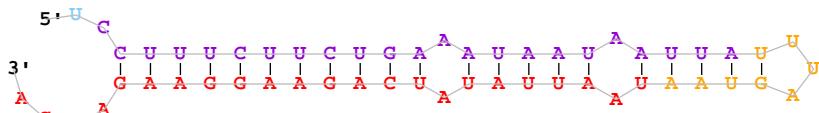


```

Provisional ID      : Porites_evermanni_scaffold_47_3092
Score total        : 426.7
Score for star read(s) : 3.9
Score for read counts : 420.2
Score for mfe       : 1
Score for randfold  : 1.6
Score for cons. seed :
Total read count   : 836
Mature read count  : 824
Loop read count    : 0
Star read count    : 12

```



	Star	Mature	-3'	obs
			exp	
5'-	augcaaaagaugacuacaugugguuuuuuuuucguuguu <u>ccuuuucuucugaaaaauaaaaauuuuaguu<u>aaauuuauaucagaaggaaaga<color>gaaa</color>caaaagaaagagacaagaauc</u></u>			
	augcaaaagaugacuacaugugguuuuuuuuucguuguu <u>ccuuuucuucugaaaaauaaaaauuuuaguu<u>aaauuuauaucagaaggaaaga<color>gaaa</color>caaaagaaagagacaagaauc</u></u>			
(((((.....))))(((((.....(((((((((.....(((((.....)))))))))))))))).....)))).....		reads	mm
uggguuuuucuuuuuuucguuguu.....		3	0
uggguuuuucuuuuuuucguuguu.....		1	0
uccuuuucuucugaaaaauaaaaau.....		1	0
uccuuuucuucugaaaaauaaaaau.....		1	0
uccuuuucuucugGaaaaauaaaaauuuu.....		1	1
uccuuuucuucugaaaaauaaaaauuuuagu.....		2	0
ccuuuucuucugGaaaaauaaaau.....		1	1
ccuuuucuucugaaaaauaaaau.....		3	0
ccuuuucuucugaaaaauaaaaauua.....		5	0
uauuuuagaaaaauuuauaucagaaggaaagacU.....		3	1
auaaaaauauaucagaaggaa.....		3	0
auaaaaauauaucagaaggaaag.....		1	0
auaaaaauauaucagaaggGaga.....		2	1
auaaaaauauCcagaaggaaaga.....		1	1
auaaaaauauaucagaaggaaaga.....		32	0
auaaaaauauaucagaaggaaagaa.....		3	0
auaaaaauauaucagaaggaaagaaU.....		2	1
auaaaaauauaucagaaggaaagaa.....		37	0
auaaaaauauaucagaaggaaUgaag.....		1	1
auaaaaauauaucagaaggaaagaaA.....		1	1
auaaaaauauaucagaaggaaagaaC.....		1	1
auaaaaauauaucagaaggaaagaaC.....		3	1
auaaaaauauaucagaaggaaaga.....		209	0
auaGuuauauaucagaaggaaaga.....		2	1
auaaaaauauaucagGaggaaaga.....		1	1
auaaaaauauaucagaaggUagaaga.....		1	1
auaaaaauauaucagaaggaaagaa.....		17	1
auaaaaauauaucagaaggaaagaaG.....		2	1
auaaaaauauaucagaaggaaagaaG.....		2	1
auaaaaauauaucagaaggGaga.....		2	1
aAaaaaauauaucagaaggaaaga.....		1	1
auaaaaauauaucagaaggaaGaga.....		2	1
auaaaaauauaucagaaggaaagaA.....		9	1

Star

Mature

augcaaaaagacuacaugugguuucuuuuucguuguuccuuucuucugaaaaaaauuauuuaguuaaaauuuauaucagaaggagaagaacaagaaaagagacaagaauc
..... auaauuuauaucagaaggagaagaU..... 1 1 seq
..... auaauuuauaucagaaggagaagacU..... 1 1 seq
..... .uaauuuauaucagaaggaa..... 2 0 seq
..... .uaauuuauaucagaaggaa..... 1 0 seq
..... .uaauuuauaucagaaggGaga..... 1 1 seq
..... .uaauuuauGuucagaaggaga..... 1 1 seq
..... .uaauuuauaucagaaggaga..... 56 0 seq
..... .uaauuuauaucagaagUaaga..... 1 1 seq
..... .uaauuuauaucagaaggaaG..... 1 1 seq
..... .uaauuuauaucagaaggaaG..... 1 1 seq
..... .uaauuuauaucagaaggaa..... 8 0 seq
..... .uaauuuauaucagaaggaaU..... 4 1 seq
..... .uaauuuauaucagaaggGgaag..... 1 1 seq
..... .uaauuuauaucagaaggaaGag..... 41 0 seq
..... .uaauuuauaucagaaggaaA..... 1 1 seq
..... .uaauuuauuuUagaaggaaGag..... 1 1 seq
..... .uaauuuauaucagaaggaaagC..... 2 1 seq
..... .uaauuuauaCcagaaggaaaga..... 1 1 seq
..... .uaauuuauaucagaaggaaaga..... 295 0 seq
..... uaGuuuauaucagaaggaaaga..... 2 1 seq
..... uaauuuauaucagaaggaaAgaaga..... 1 1 seq
..... uaauuuauaucGgaaggaaaga..... 1 1 seq
..... uaauuuauaucagaaggaaagU..... 9 1 seq
..... uGauuuauaucagaaggaaaga..... 1 1 seq
..... uaauuuauaucagaaggGagaaga..... 1 1 seq
..... Aaauuuauaucagaaggaaaga..... 1 1 seq
..... uaauuuauaucagaaggaaGga..... 1 1 seq
..... uaauuuauaucagaaggaaGgaaga..... 2 1 seq
..... uaauuuauaucagGgagaagaaga..... 2 1 seq
..... uaauuuauaucagaaggaaGga..... 2 1 seq
..... uaauuuauaucagaaggaaaga..... 1 1 seq
..... uGauuuauaucagaaggaaagac..... 1 1 seq
..... uaauuuauaucagaaggaaagaA..... 3 1 seq
..... uaauuuauaucagaaggaaagaU..... 3 1 seq
..... uaauuuauaucagaaggaaagac..... 3 0 seq
..... uaauuuauaucagaaggaaagacU..... 12 1 seq
..... uaauuuauaucagaaggaaagacC..... 2 1 seq
..... uaauuuauaucagaaggaaagaAa..... 1 1 seq
..... uaauuuauaucagaaggaaagaca..... 3 0 seq
..... aauuuauaucagaaggaaaga..... 2 0 seq
..... aauuuauaucagaaggaaG..... 3 1 seq
..... aauuuauaucagaaggaaaga..... 3 0 seq
..... aauuuauaucagaaggaaAa..... 1 1 seq
..... aauuuauaucagaaggaaaga..... 1 0 seq
..... aauuuauaucagaaggaaaga..... 2 0 seq
..... uuaauaucagaaggaaaga..... 4 0 seq
..... uuaauaucagaaggaaagacU..... 1 1 seq