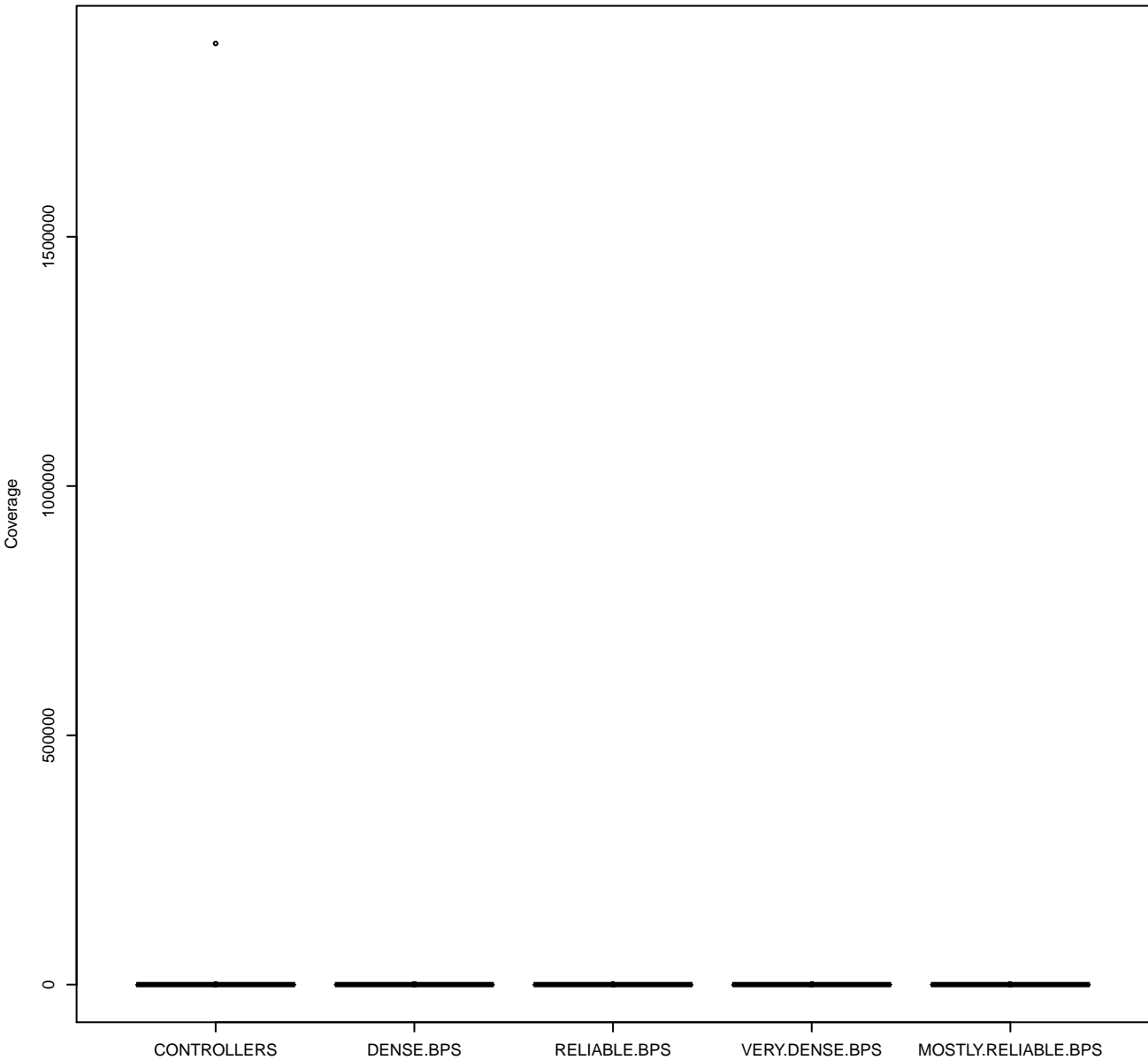
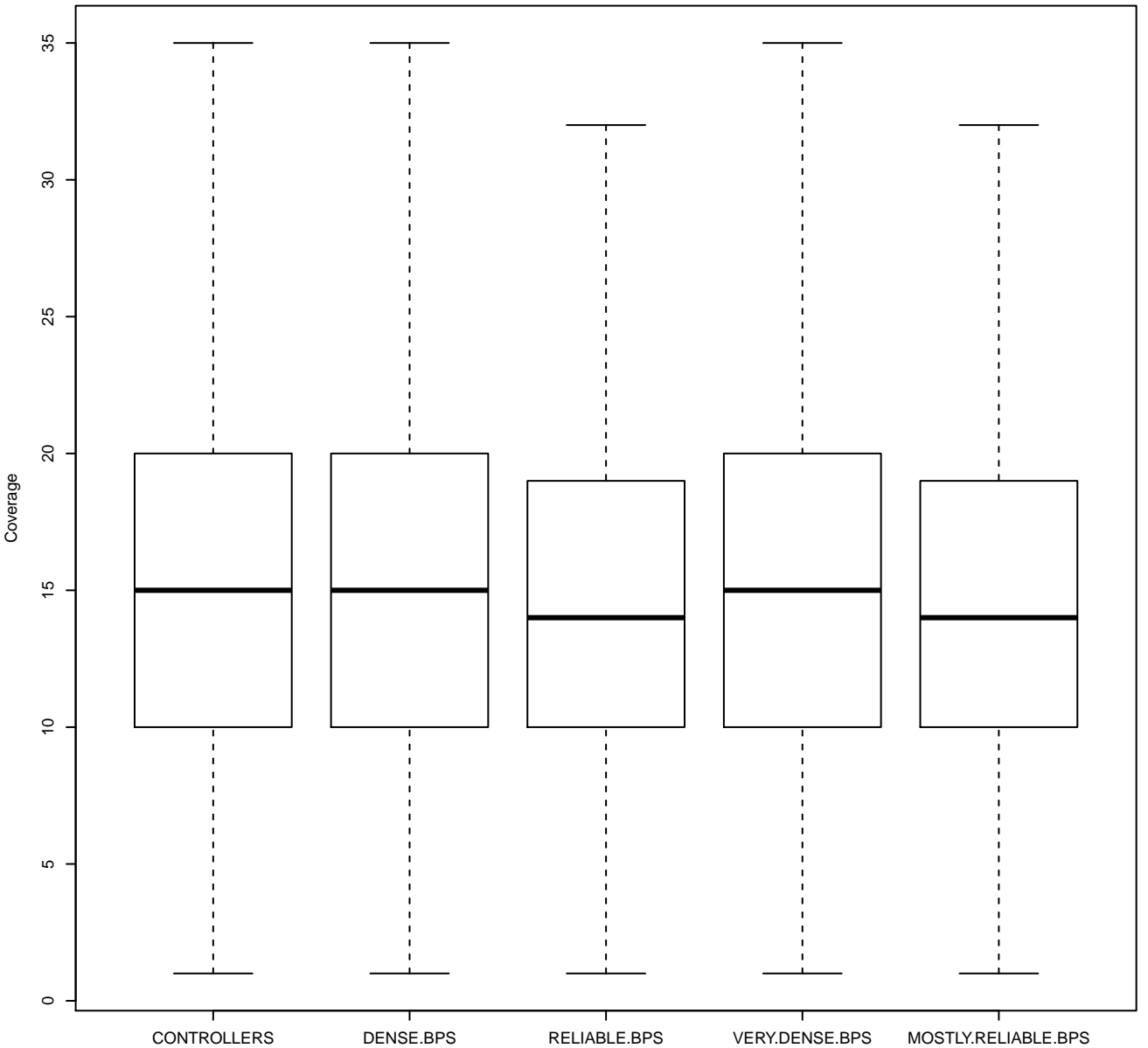
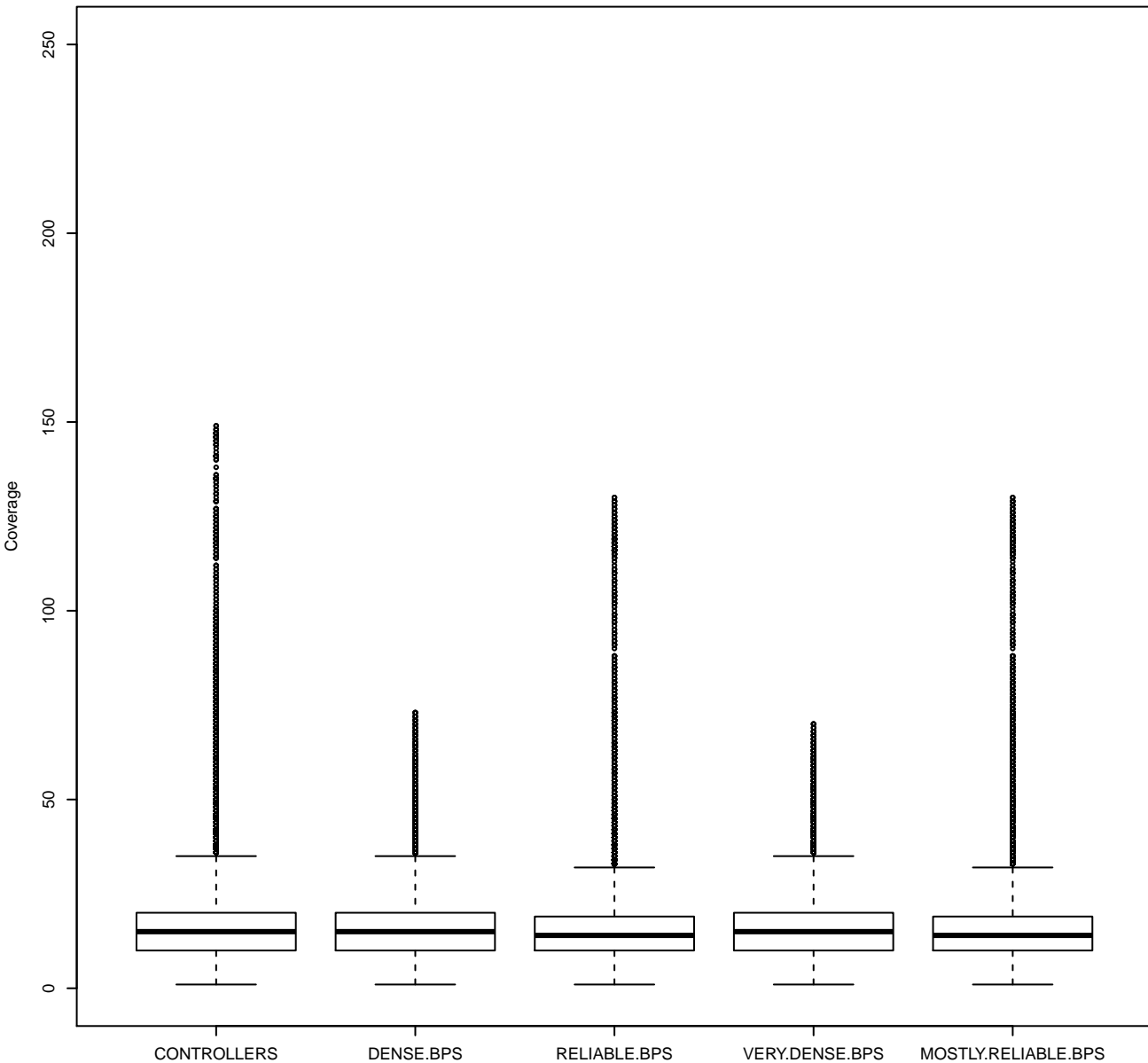


MAGIC.287

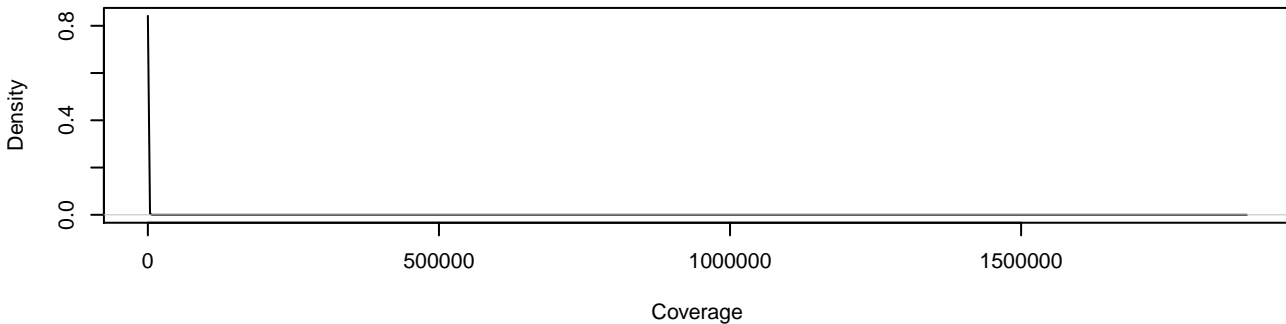


# MAGIC.287

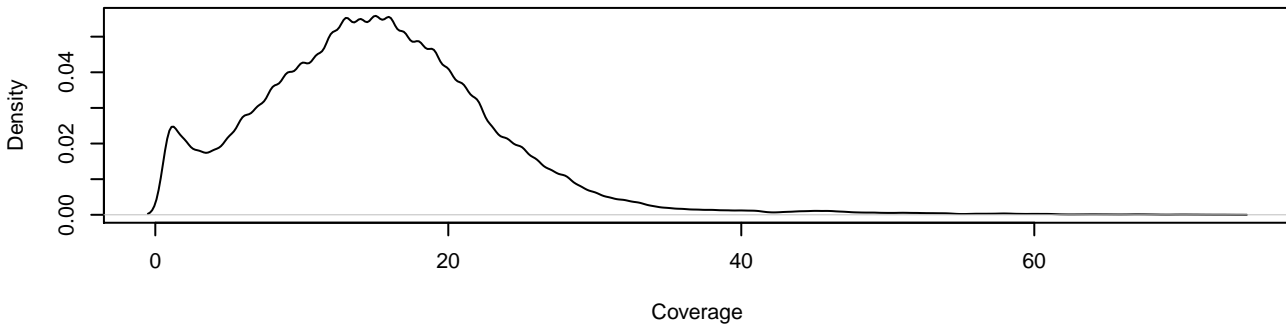




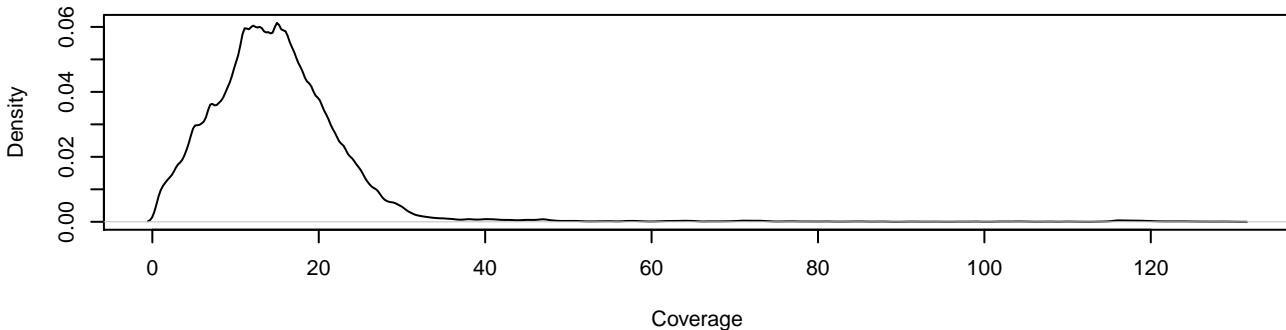
**Coverage inside haplotype blocks (controllers)**



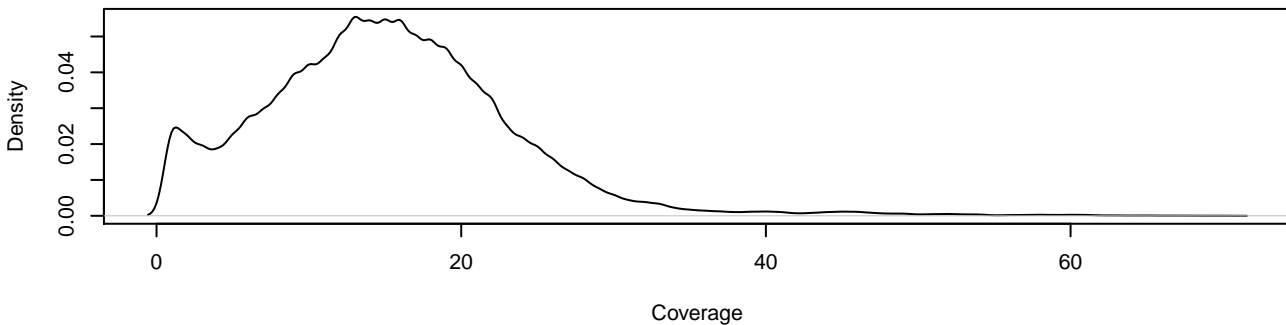
**Coverage of dense breakpoints (distance < 100kb)**



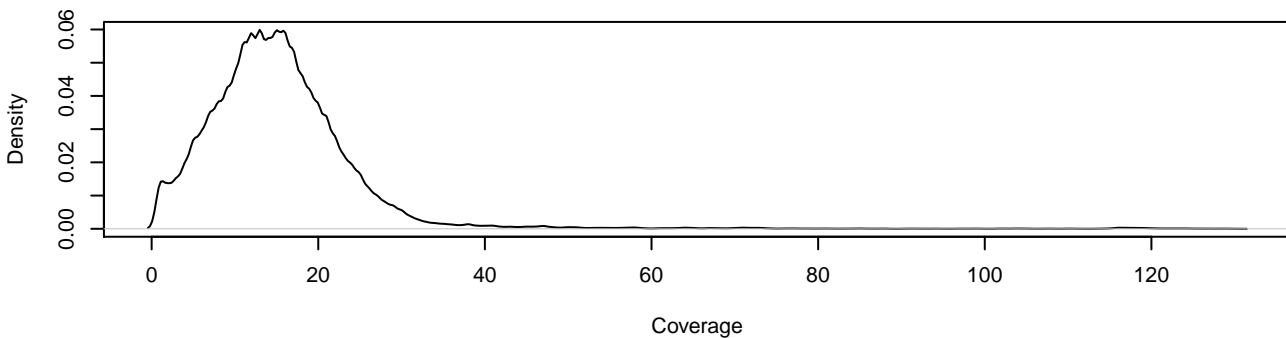
**Coverage of reliable breakpoints (distance > 100kb)**



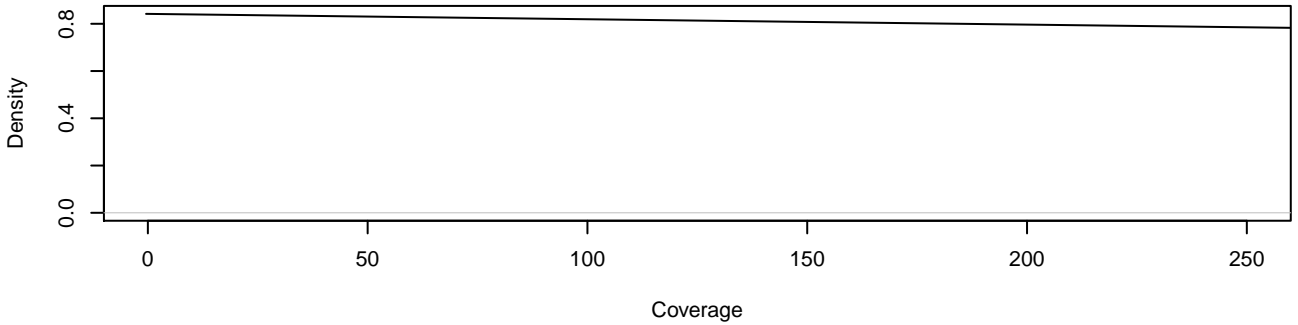
**Coverage of very dense breakpoints (distance < 50kb)**



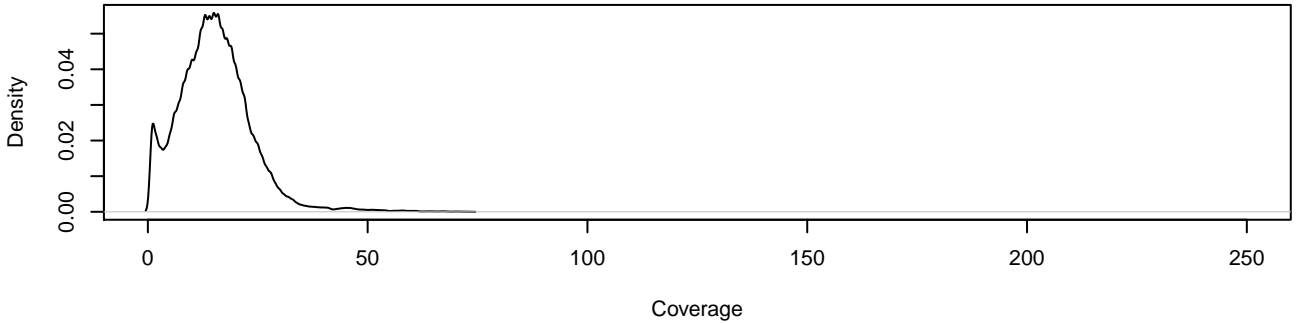
**Coverage of mostly reliable breakpoints (distance > 50kb)**



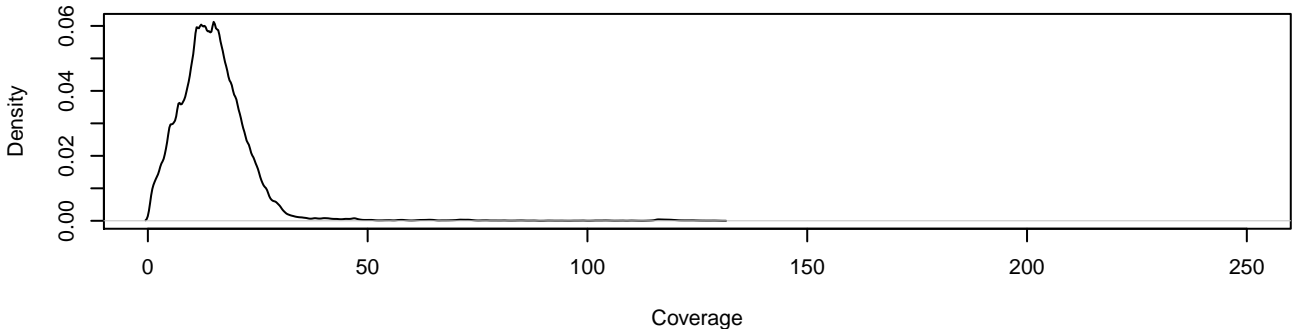
**Coverage inside haplotype blocks (controllers)(zoom in – xlim = 250)**



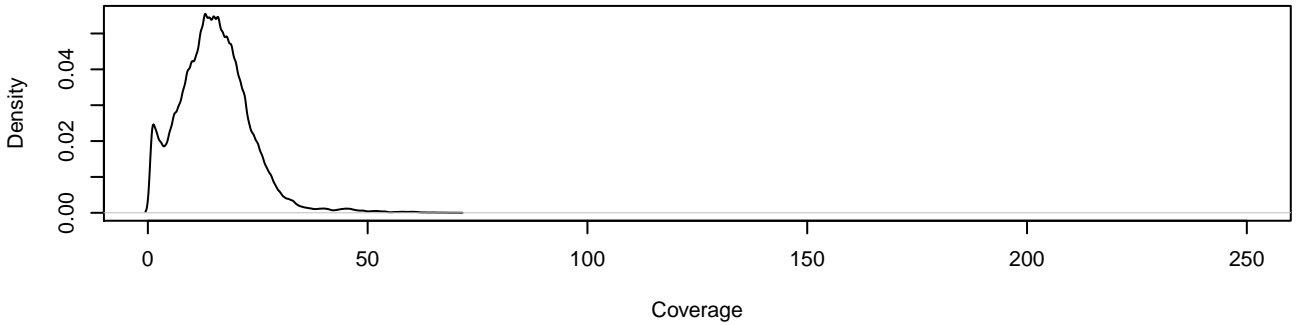
**Coverage of dense breakpoints (distance < 100kb)(zoom in – xlim = 250)**



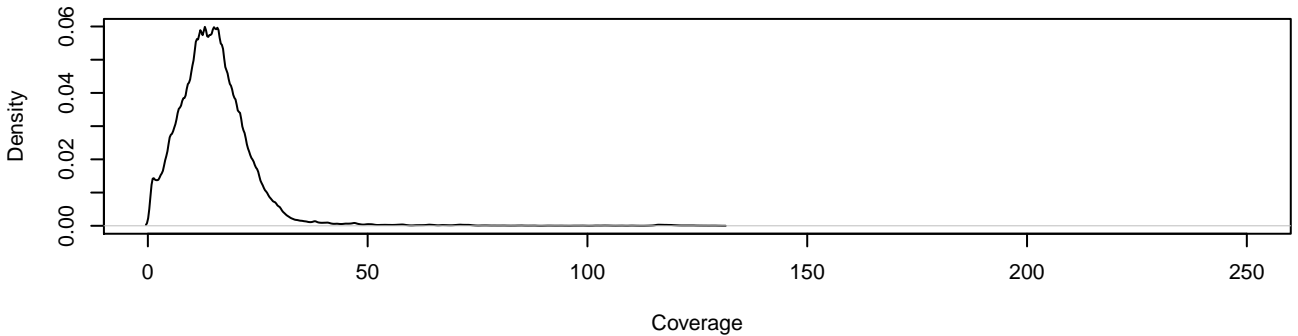
**Coverage of reliable breakpoints (distance > 100kb)(zoom in – xlim = 250)**



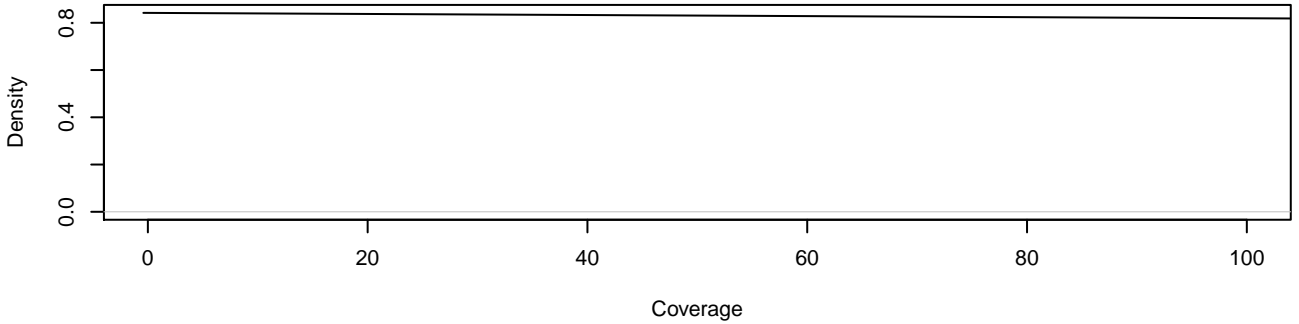
**Coverage of very dense breakpoints (distance < 50kb)(zoom in - xlim = 250)**



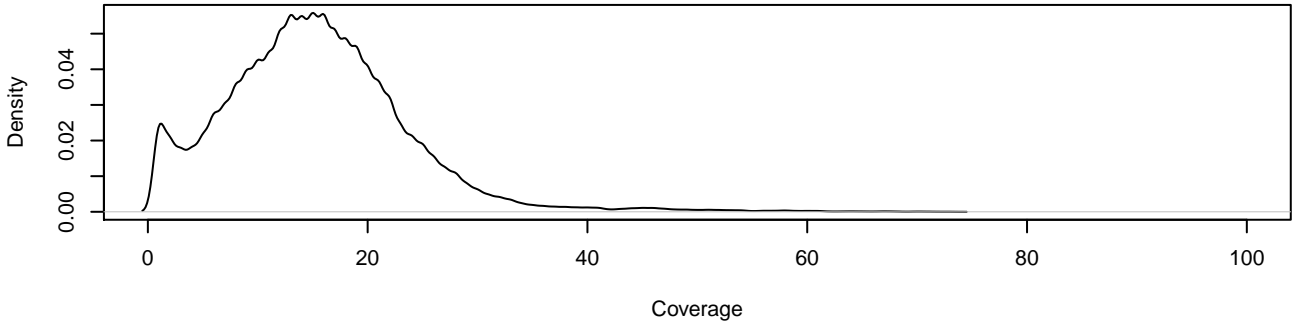
**Coverage of mostly reliable breakpoints (distance > 50kb)(zoom in - xlim = 250)**



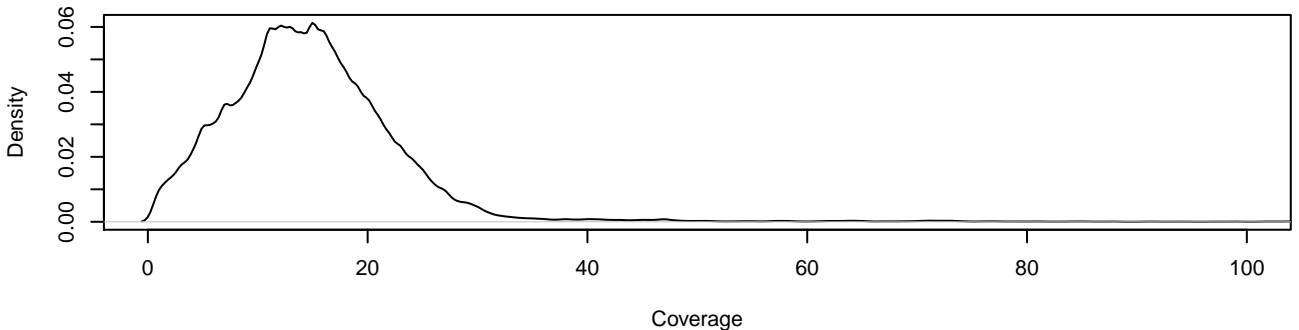
**Coverage inside haplotype blocks (controllers)(zoom in – xlim = 100)**



**Coverage of dense breakpoints (distance < 100kb)(zoom in – xlim = 100)**

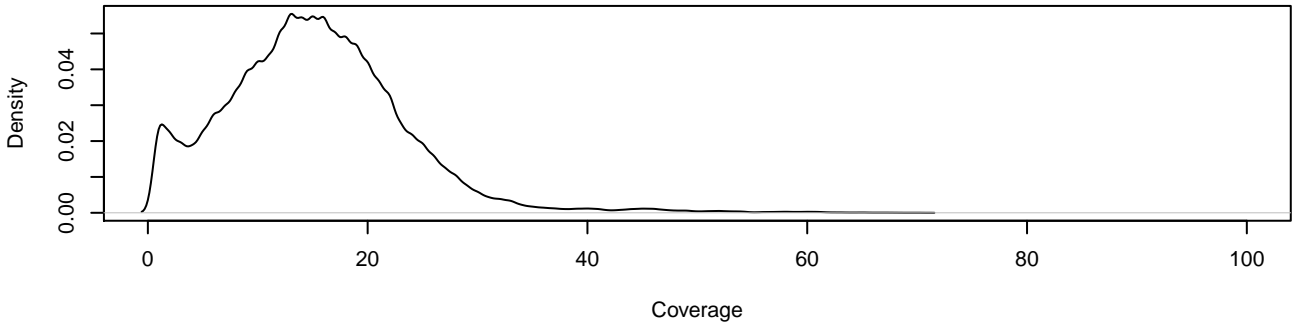


**Coverage of reliable breakpoints (distance > 100kb)(zoom in – xlim = 100)**

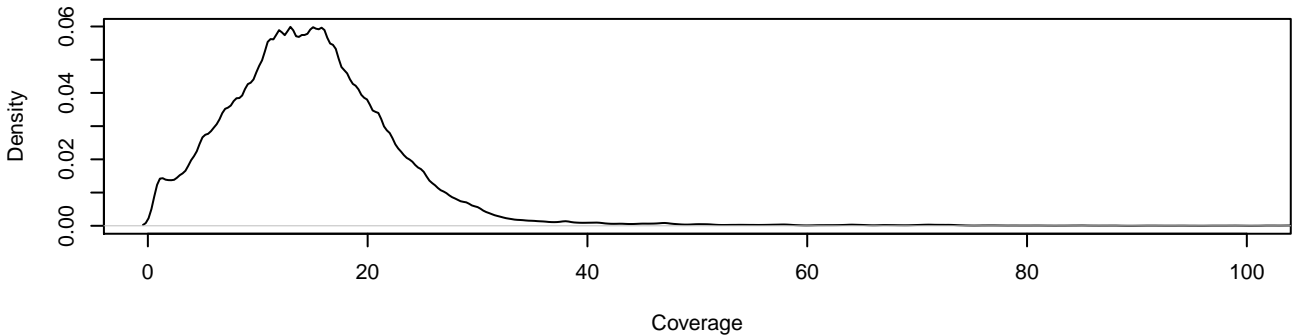




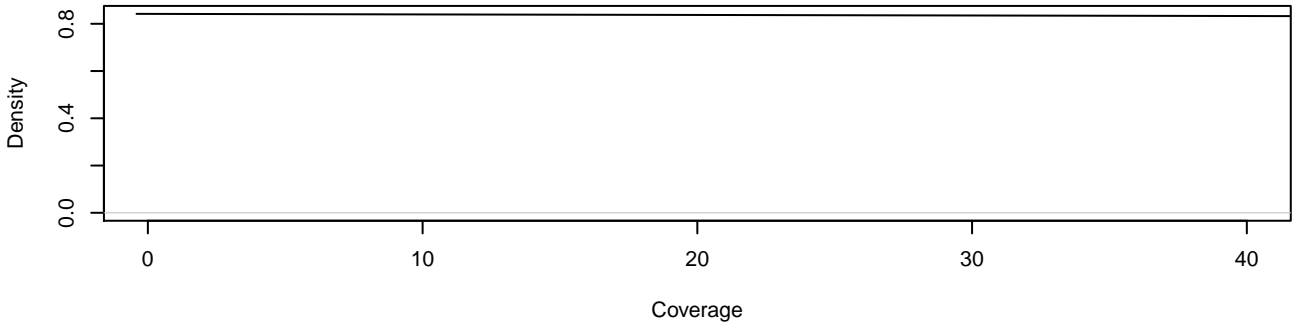
**Coverage of very dense breakpoints (distance < 50kb)(zoom in - xlim = 100)**



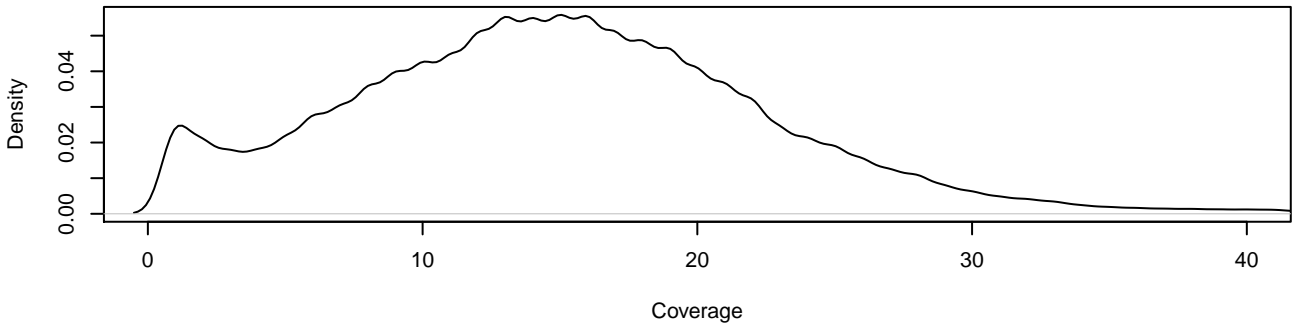
**Coverage of mostly reliable breakpoints (distance > 50kb)(zoom in - xlim = 100)**



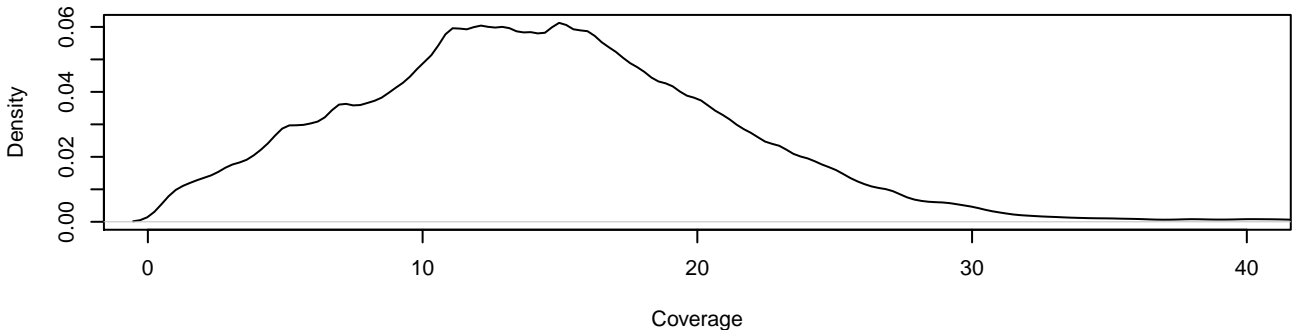
**Coverage inside haplotype blocks (controllers)(zoom in – xlim = 40)**



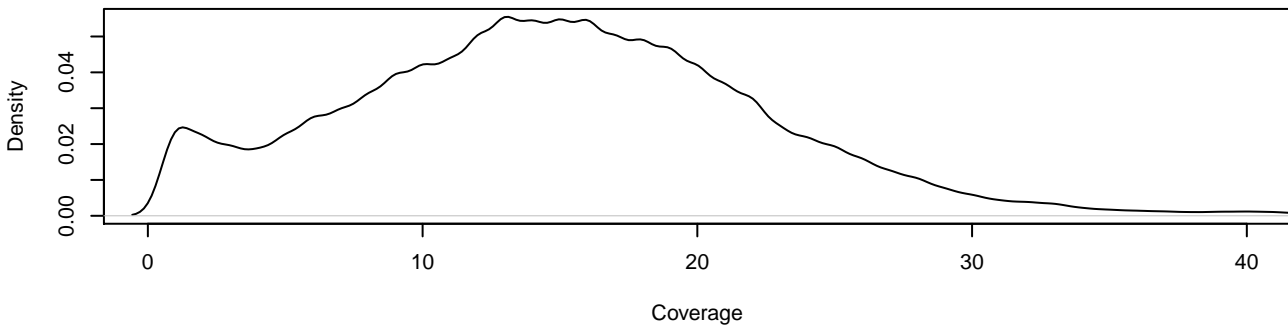
**Coverage of dense breakpoints (distance < 100kb)(zoom in – xlim = 40)**



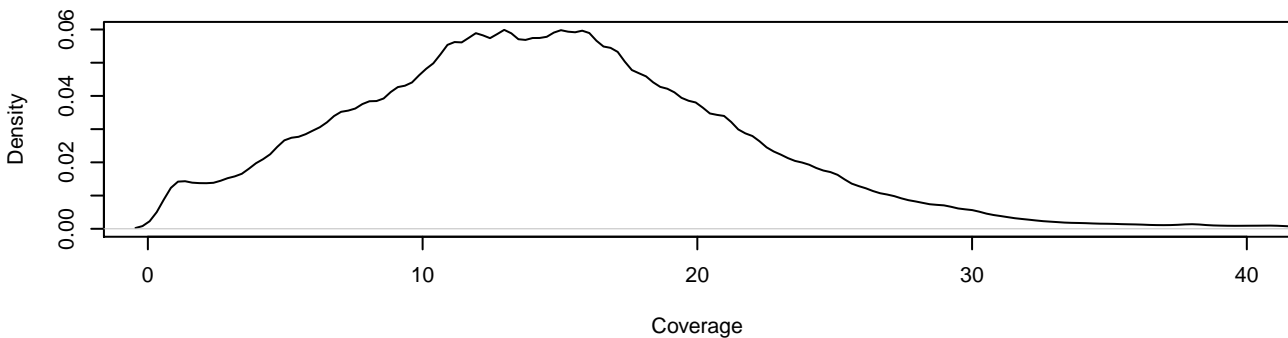
**Coverage of reliable breakpoints (distance > 100kb)(zoom in – xlim = 40)**



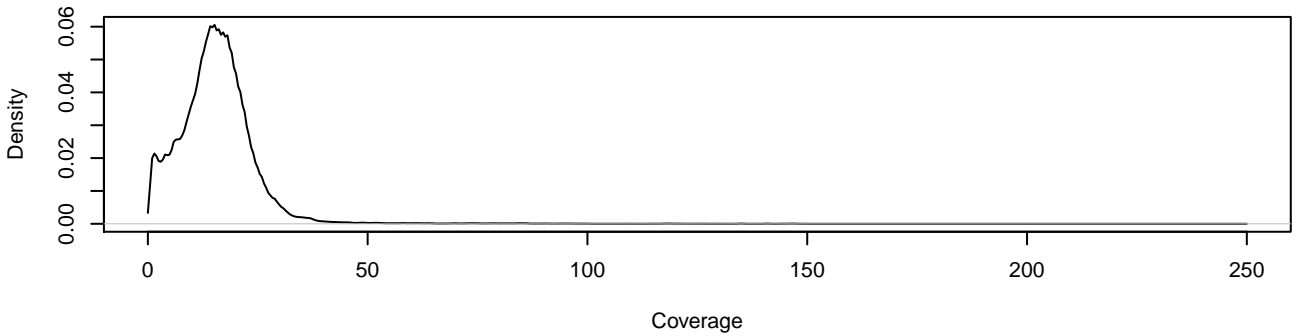
**Coverage of very dense breakpoints (distance < 50kb)(zoom in - xlim = 40)**



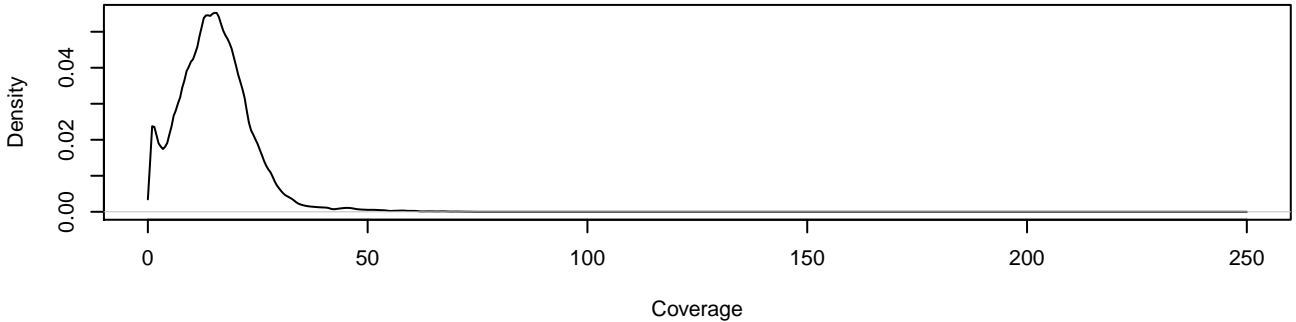
**Coverage of mostly reliable breakpoints (distance > 50kb)(zoom in - xlim = 40)**



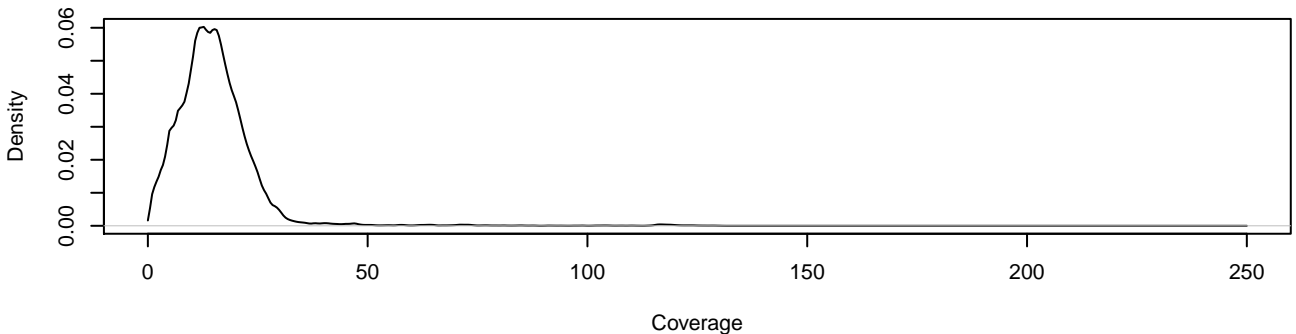
**Coverage inside haplotype blocks (controllers)from = 0 to = 250**



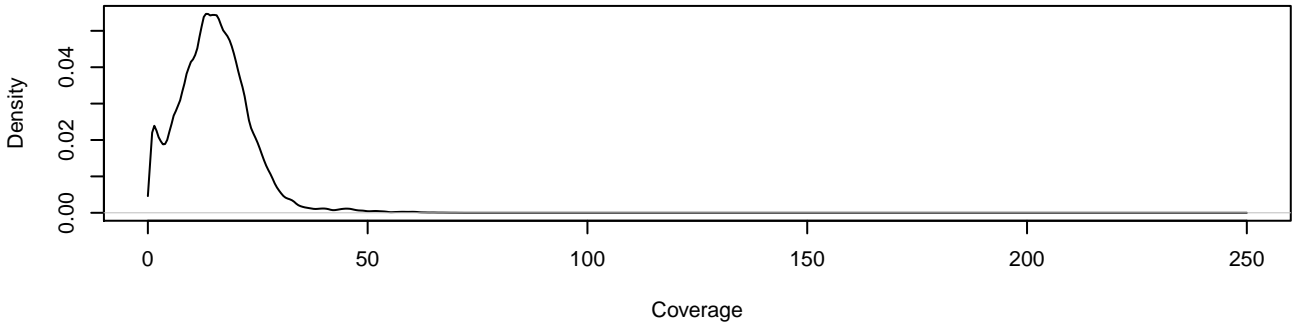
**Coverage of dense breakpoints (distance < 100kb)from = 0 to = 250**



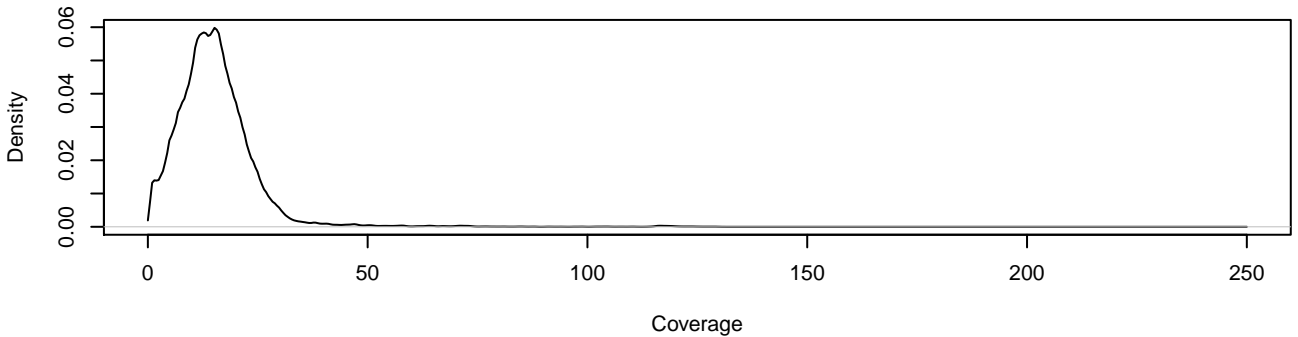
**Coverage of reliable breakpoints (distance > 100kb)from = 0 to = 250**



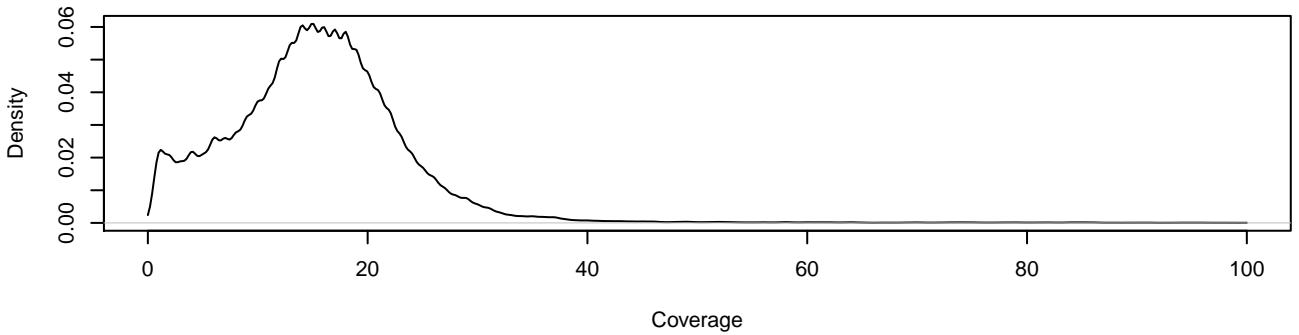
**Coverage of very dense breakpoints (distance < 50kb) from = 0 to = 250**



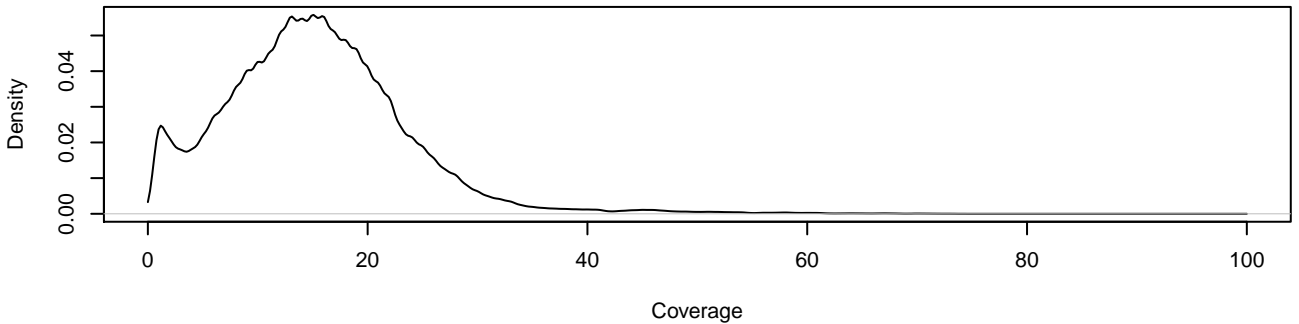
**Coverage of mostly reliable breakpoints (distance > 50kb) from = 0 to = 250**



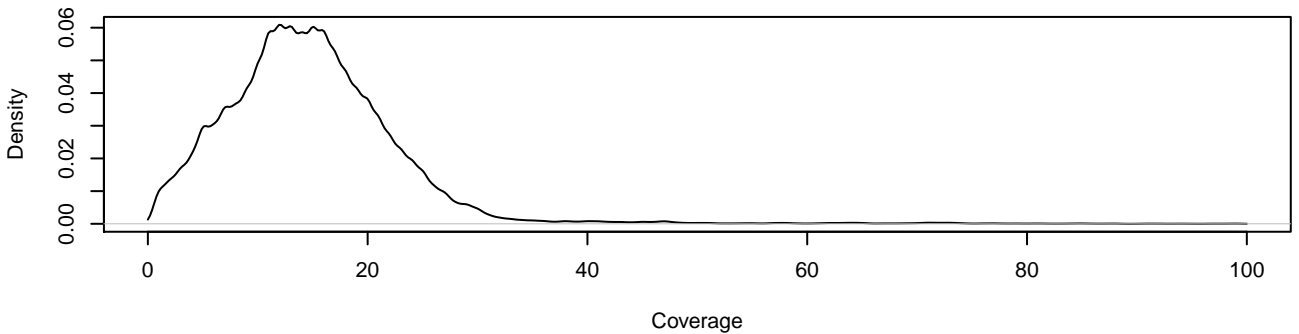
**Coverage inside haplotype blocks (controllers)from = 0 to = 100**



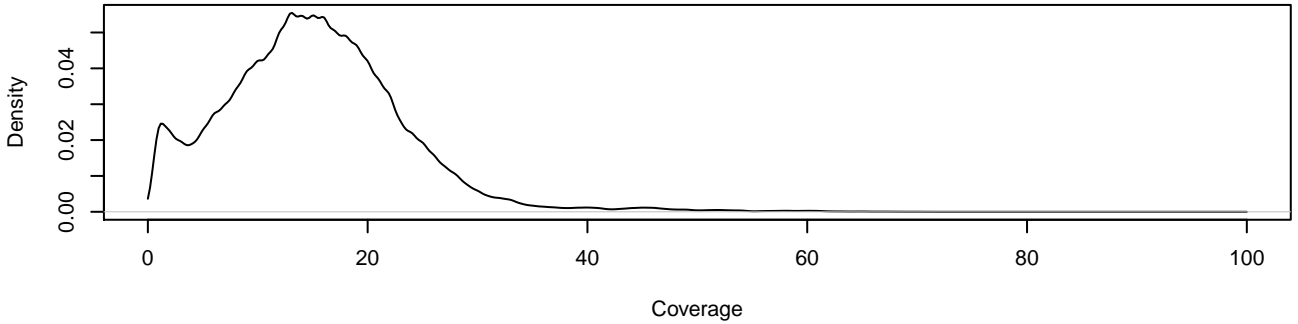
**Coverage of dense breakpoints (distance < 100kb)from = 0 to = 100**



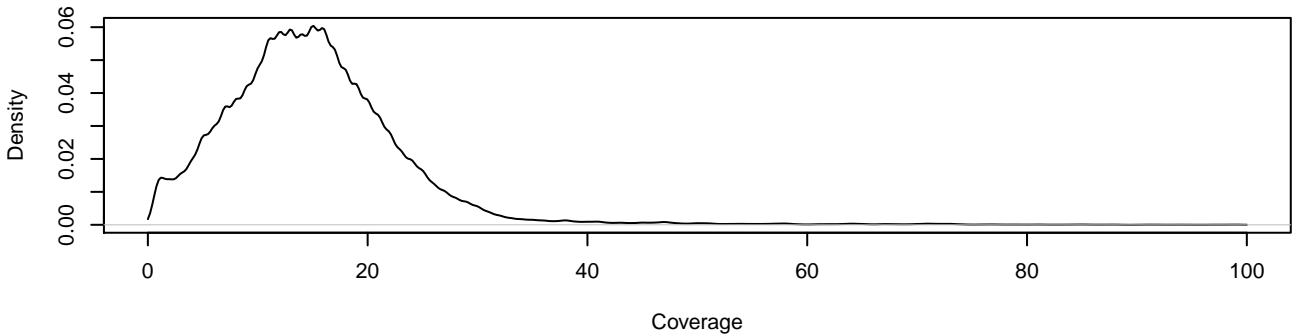
**Coverage of reliable breakpoints (distance > 100kb)from = 0 to = 100**



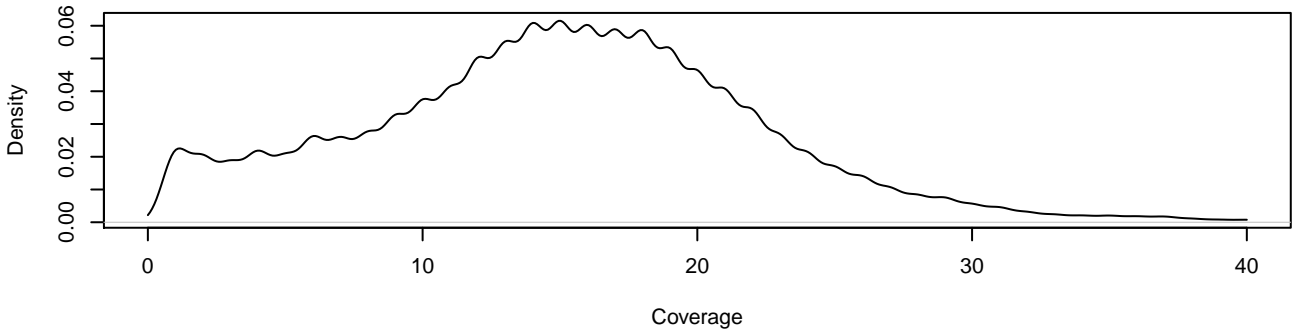
**Coverage of very dense breakpoints (distance < 50kb)from = 0 to = 100**



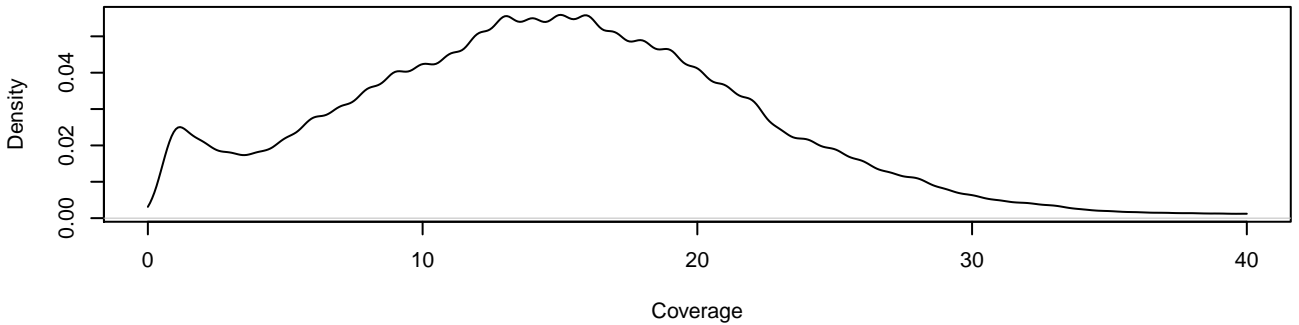
**Coverage of mostly reliable breakpoints (distance > 50kb)from = 0 to = 100**



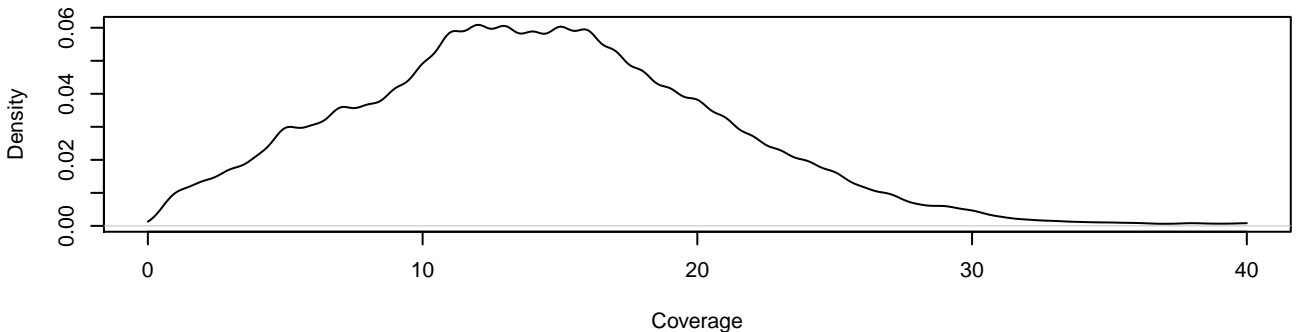
**Coverage inside haplotype blocks (controllers)from = 0 to = 40**



**Coverage of dense breakpoints (distance < 100kb)from = 0 to = 40**

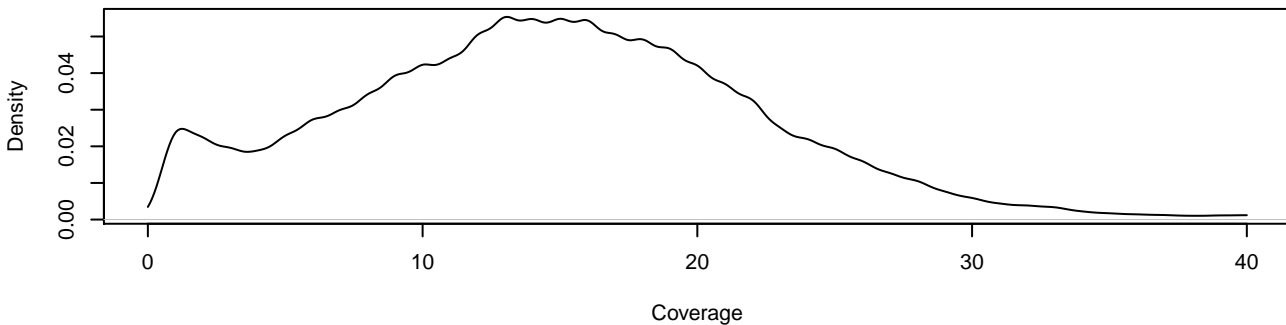


**Coverage of reliable breakpoints (distance > 100kb)from = 0 to = 40**





**Coverage of very dense breakpoints (distance < 50kb) from = 0 to = 40**



**Coverage of mostly reliable breakpoints (distance > 50kb) from = 0 to = 40**

