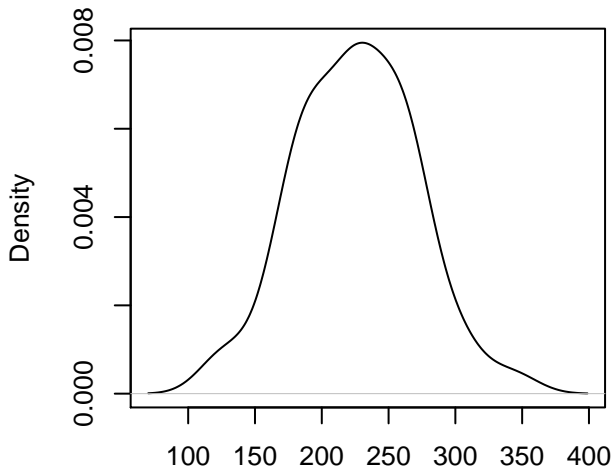
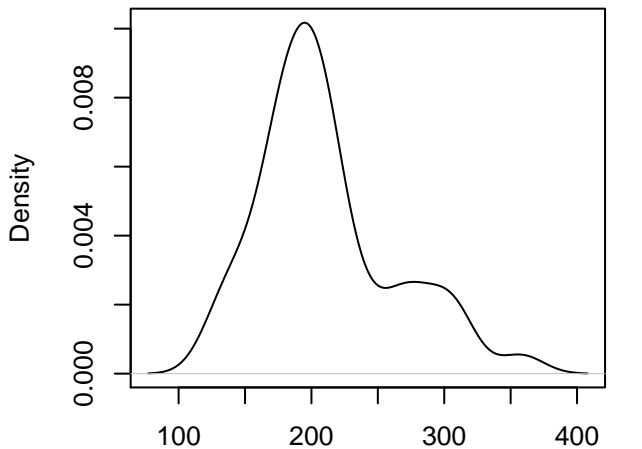


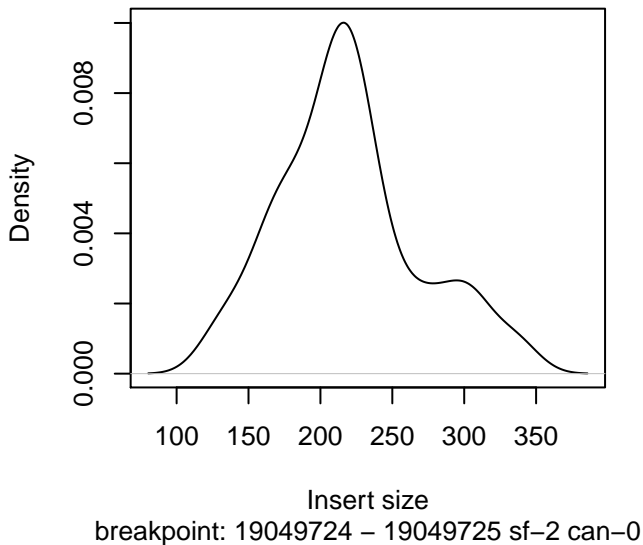
line = MAGIC.105 , Chr = 1



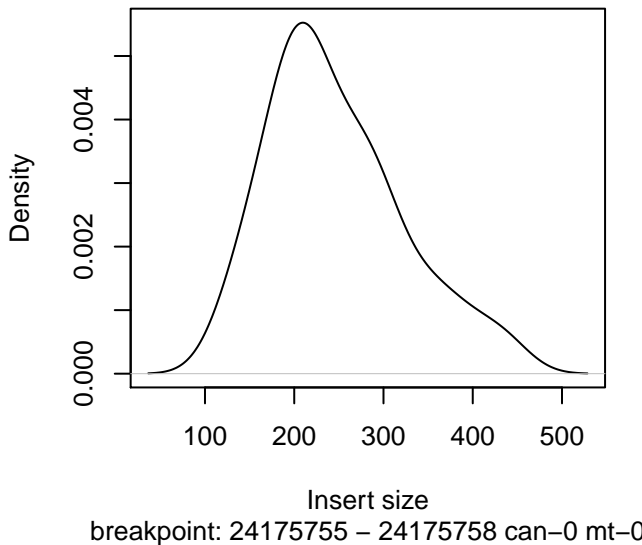
line = MAGIC.105 , Chr = 1



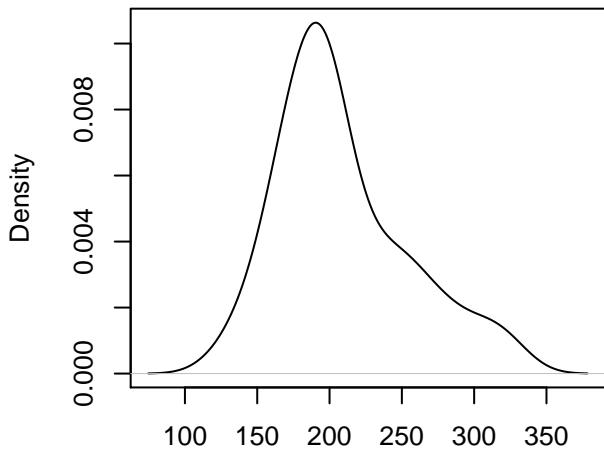
line = MAGIC.105 , Chr = 1



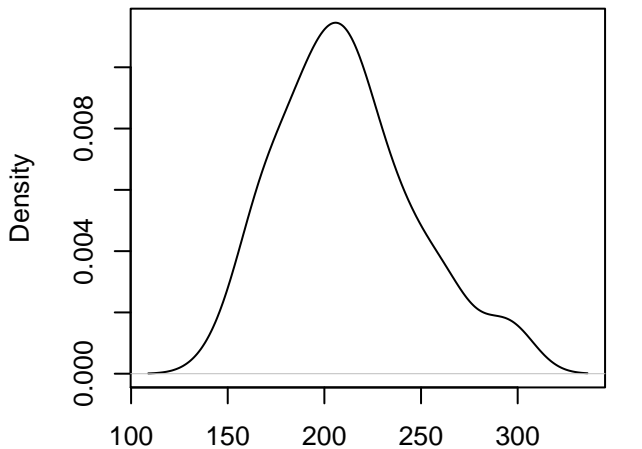
line = MAGIC.105 , Chr = 1



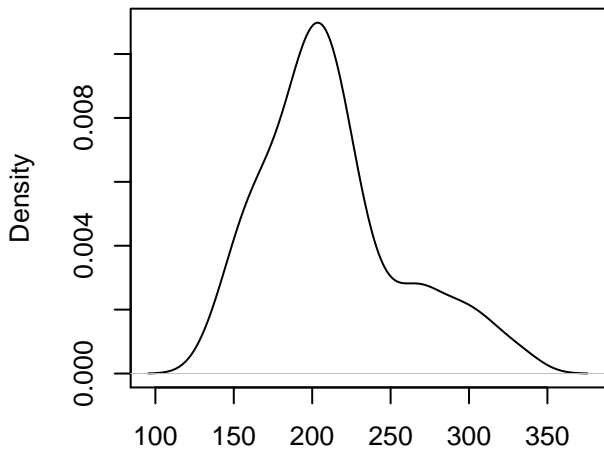
line = MAGIC.105 , Chr = 1



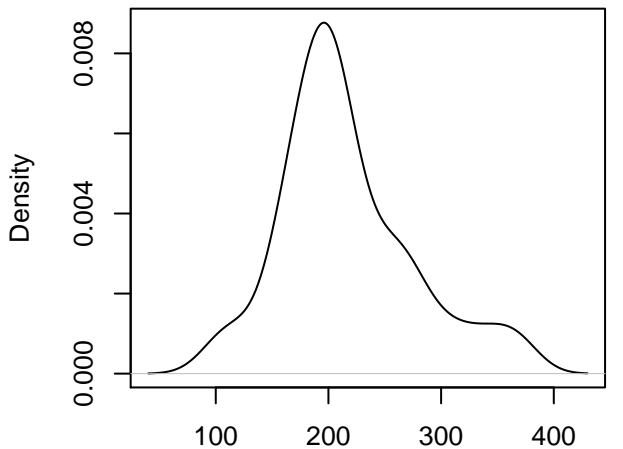
line = MAGIC.105 , Chr = 1



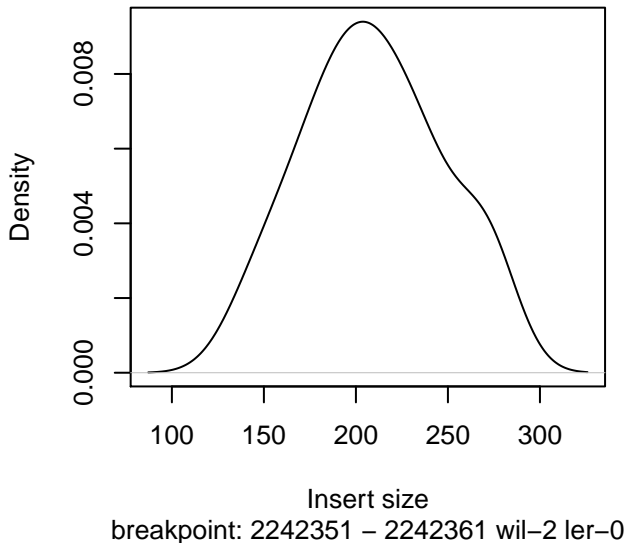
line = MAGIC.105 , Chr = 2



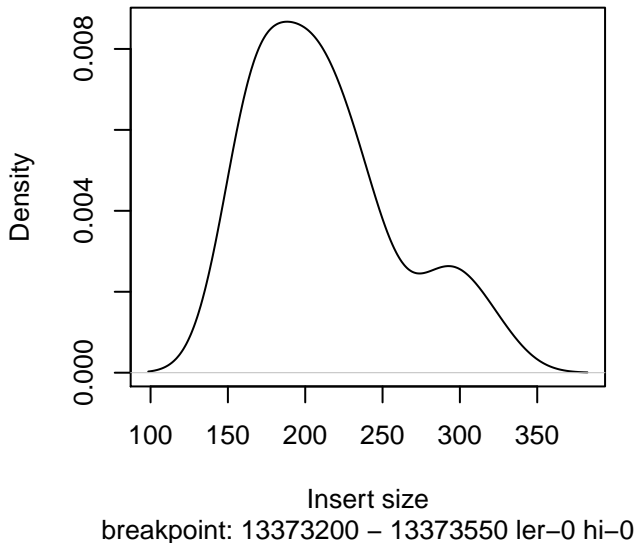
line = MAGIC.105 , Chr = 2



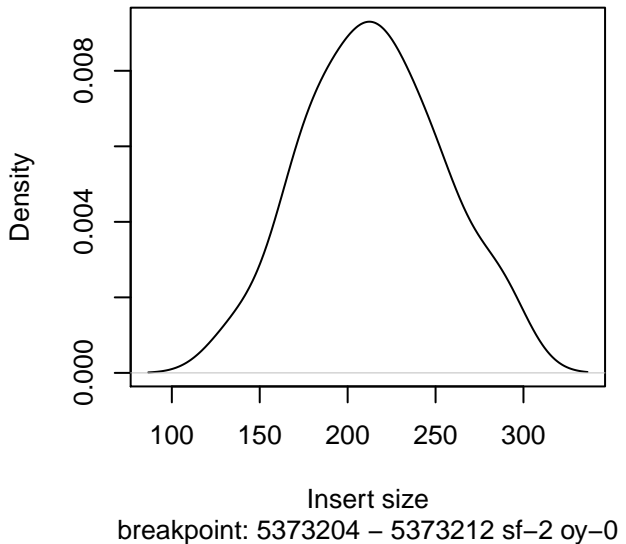
line = MAGIC.105 , Chr = 2



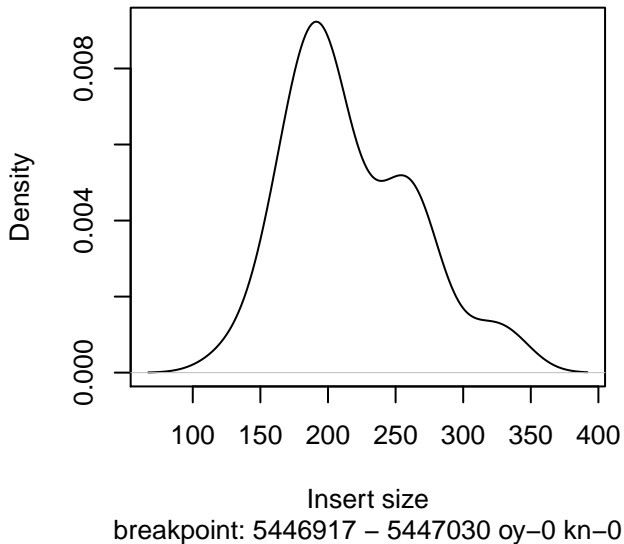
line = MAGIC.105 , Chr = 2



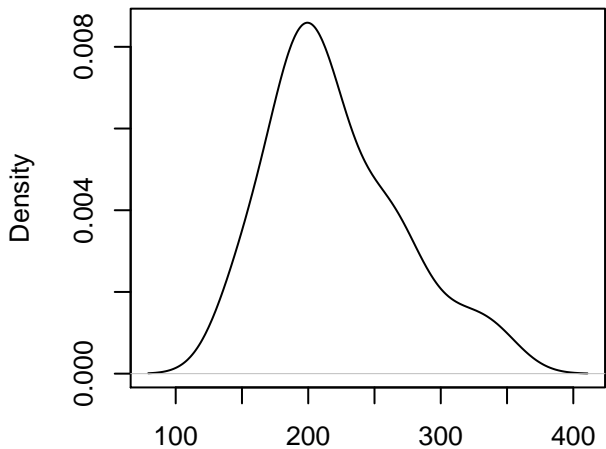
line = MAGIC.105 , Chr = 3



line = MAGIC.105 , Chr = 3

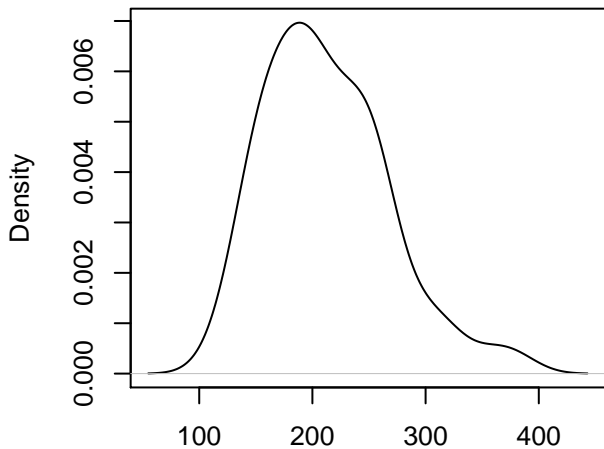


line = MAGIC.105 , Chr = 3



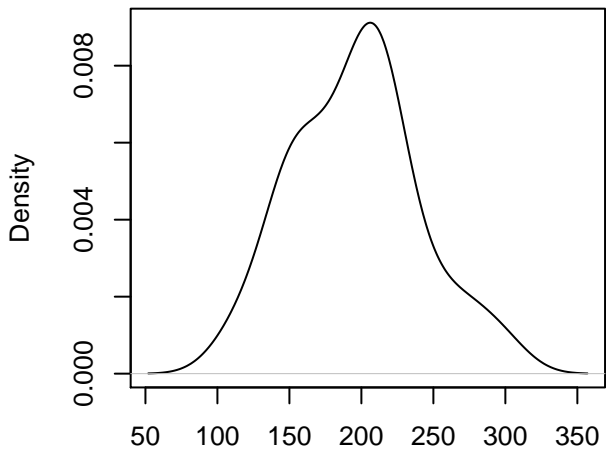
breakpoint: 9894925 – 9894983 kn-0 tsu-0

line = MAGIC.105 , Chr = 4



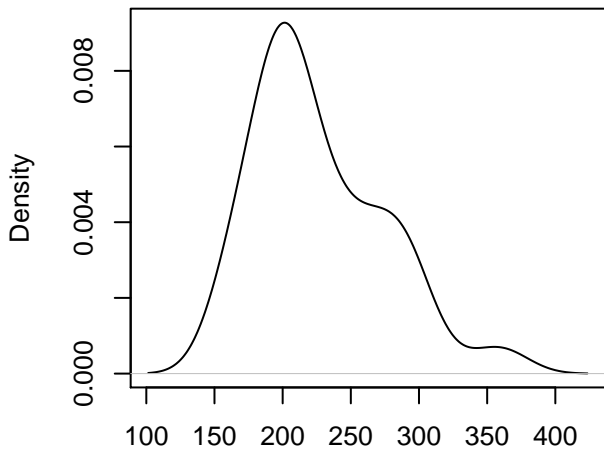
breakpoint: 123599 – 123600 tsu-0 zu-0

line = MAGIC.105 , Chr = 4



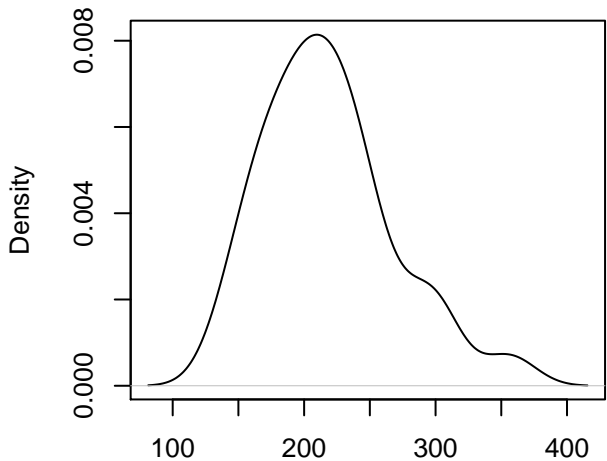
breakpoint: 126589 – 126646 zu-0 tsu-0

line = MAGIC.105 , Chr = 4

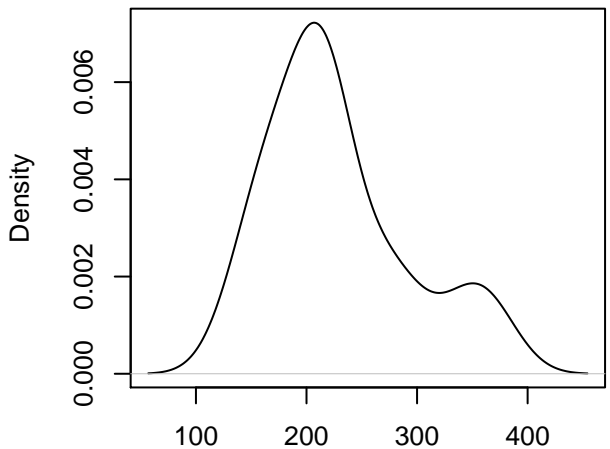


breakpoint: 528694 – 528707 tsu-0 po-0

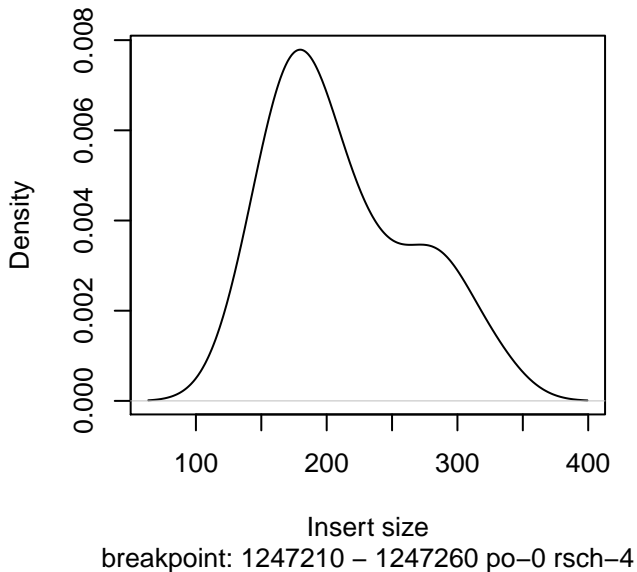
line = MAGIC.105 , Chr = 4



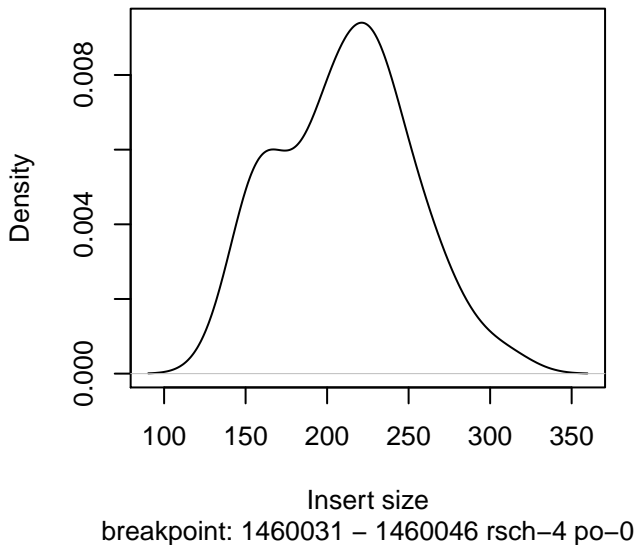
line = MAGIC.105 , Chr = 4



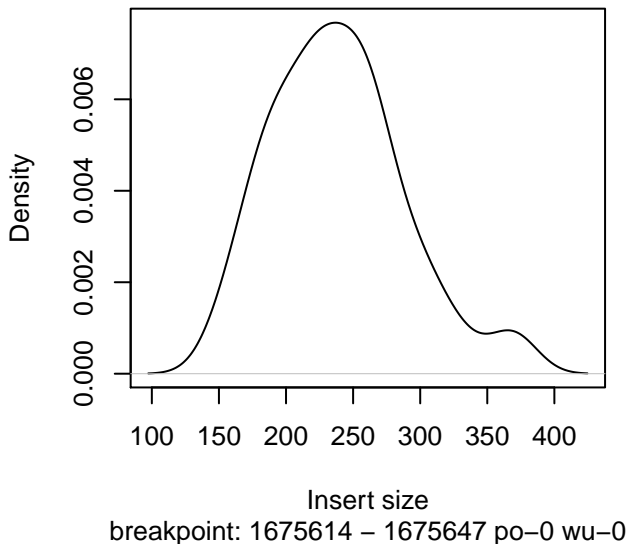
line = MAGIC.105 , Chr = 4



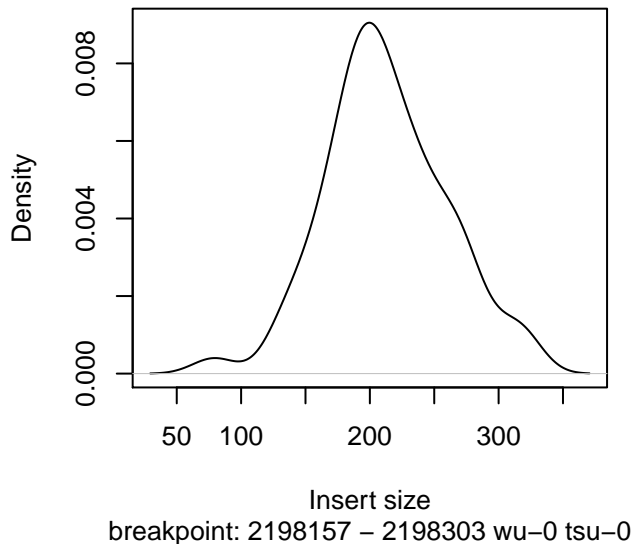
line = MAGIC.105 , Chr = 4



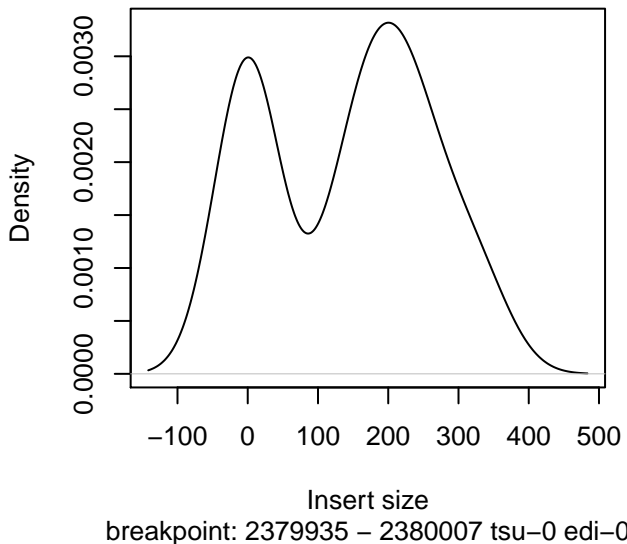
line = MAGIC.105 , Chr = 4



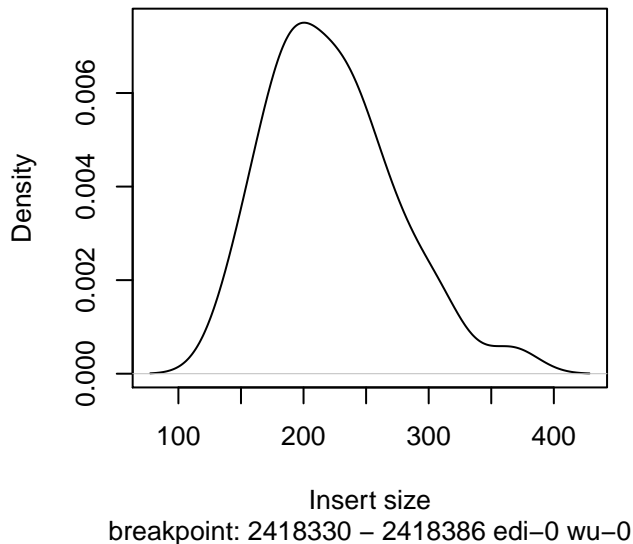
line = MAGIC.105 , Chr = 4



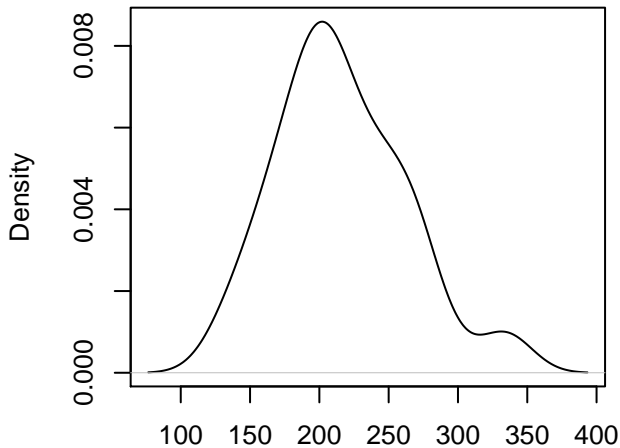
line = MAGIC.105 , Chr = 4



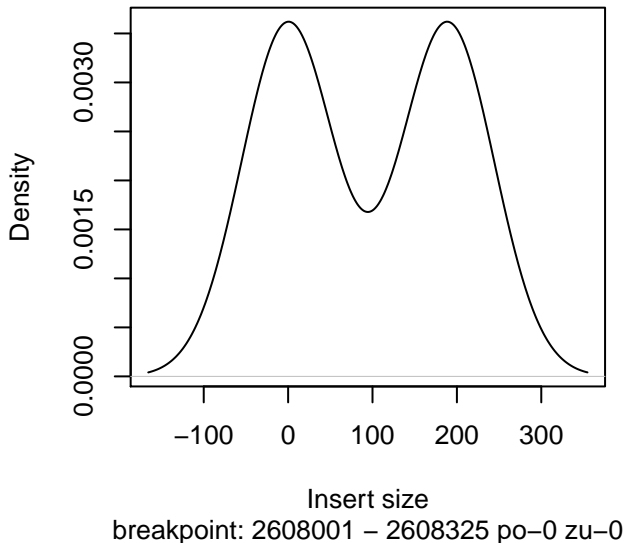
line = MAGIC.105 , Chr = 4



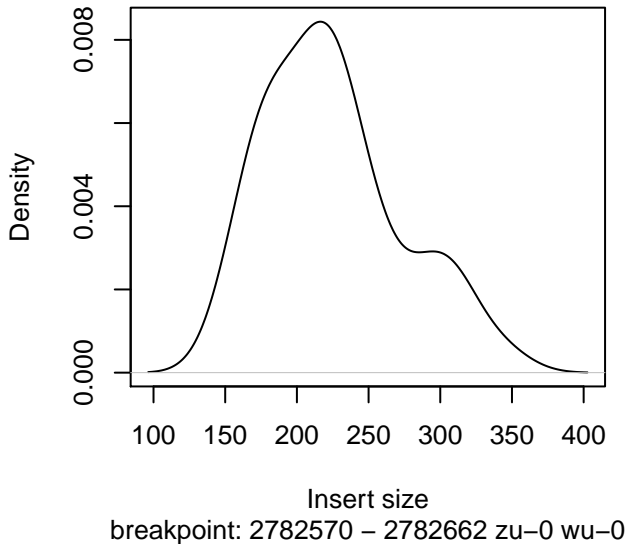
line = MAGIC.105 , Chr = 4



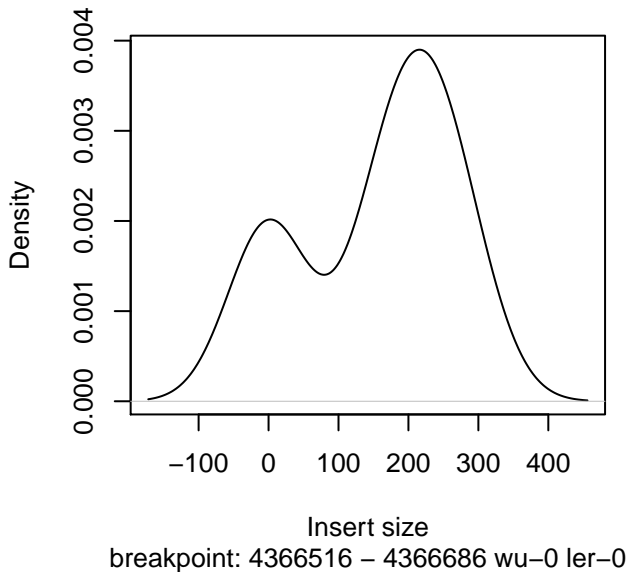
line = MAGIC.105 , Chr = 4



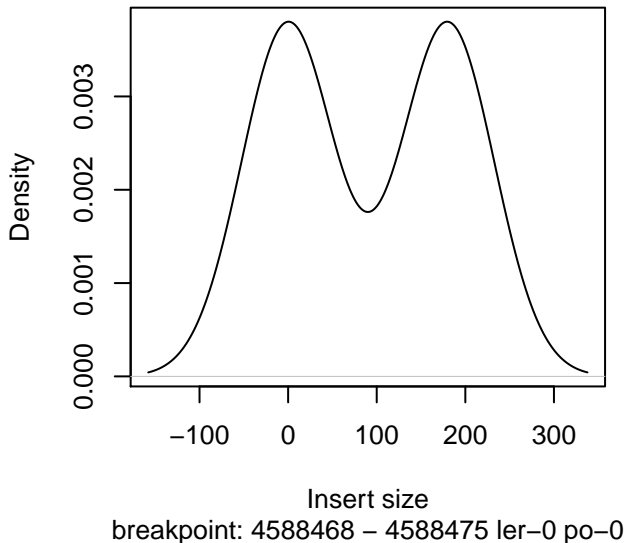
line = MAGIC.105 , Chr = 4



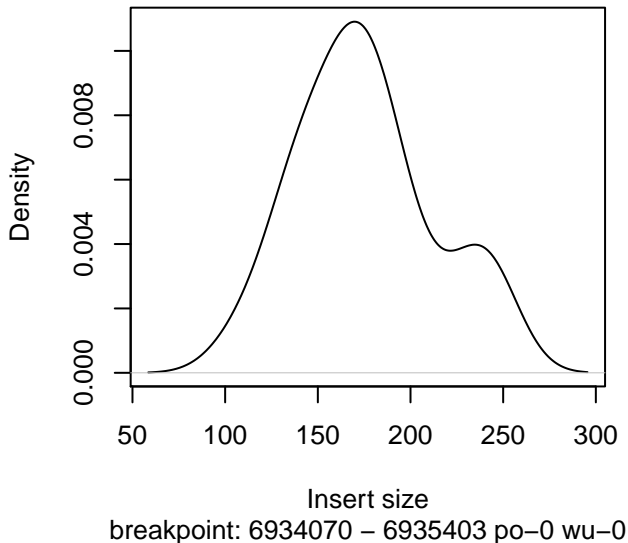
line = MAGIC.105 , Chr = 4



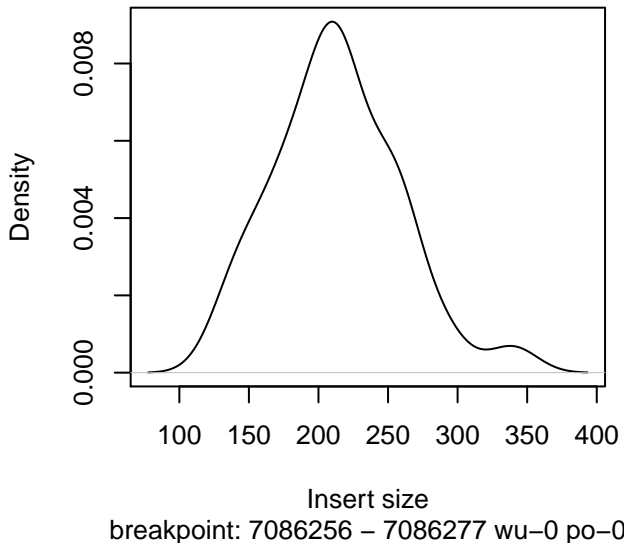
line = MAGIC.105 , Chr = 4



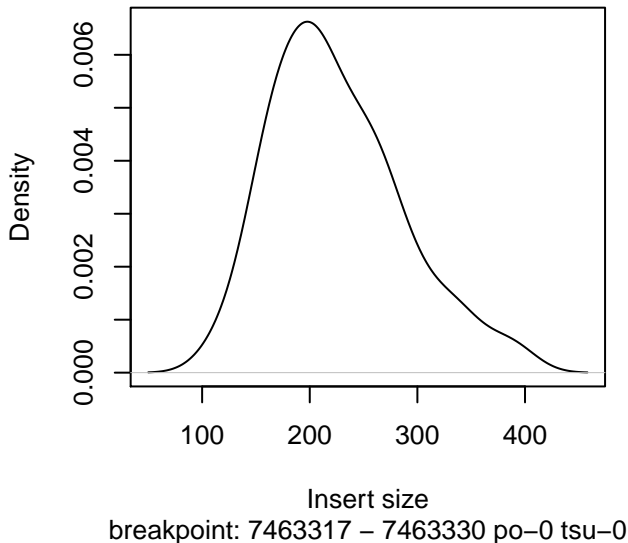
line = MAGIC.105 , Chr = 4



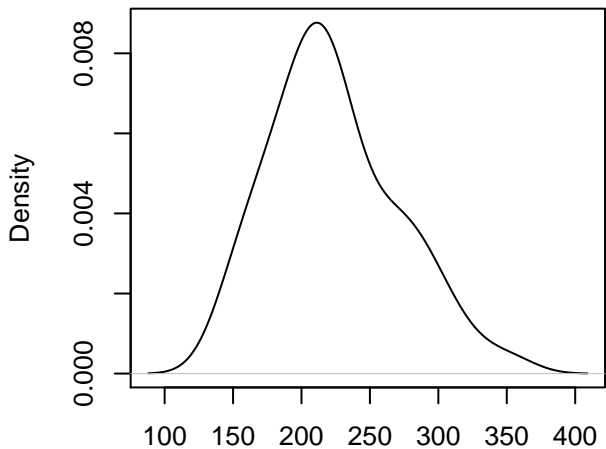
line = MAGIC.105 , Chr = 4



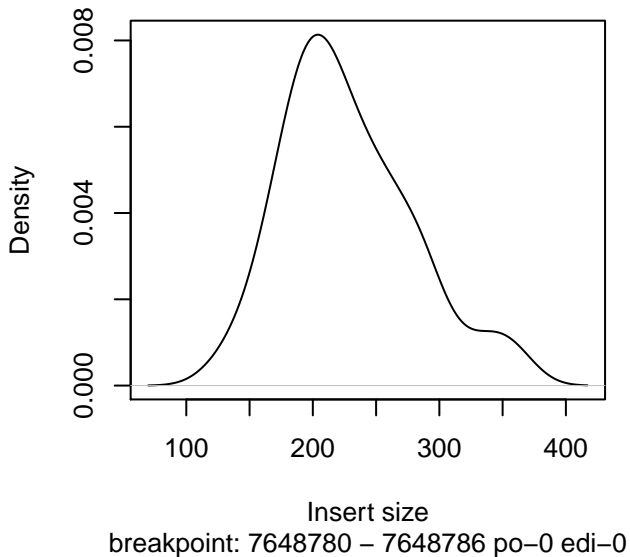
line = MAGIC.105 , Chr = 4



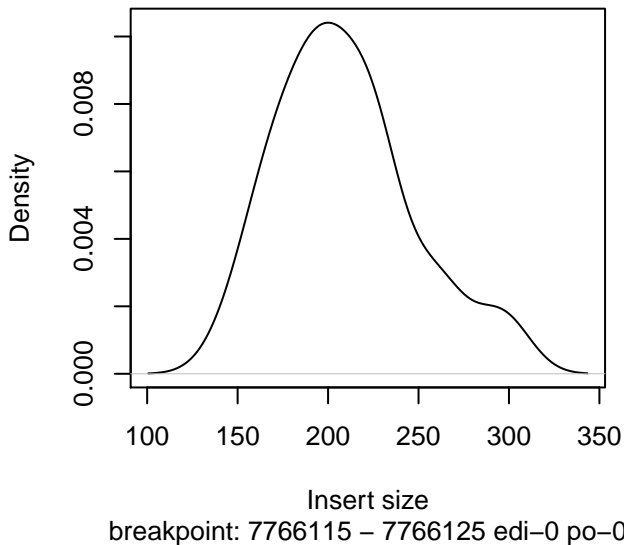
line = MAGIC.105 , Chr = 4



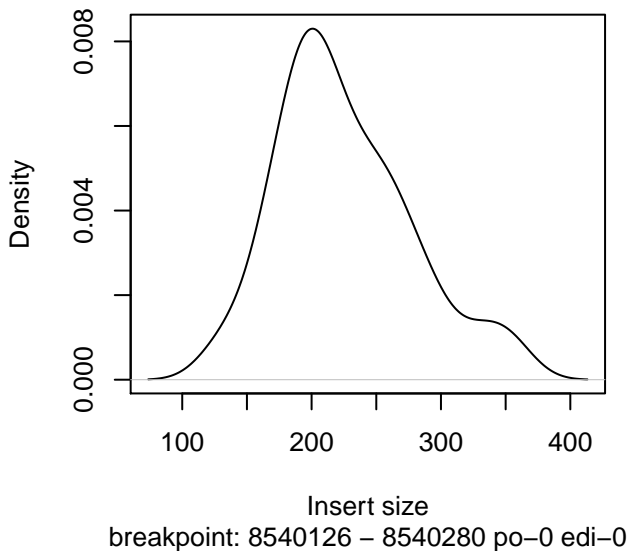
line = MAGIC.105 , Chr = 4



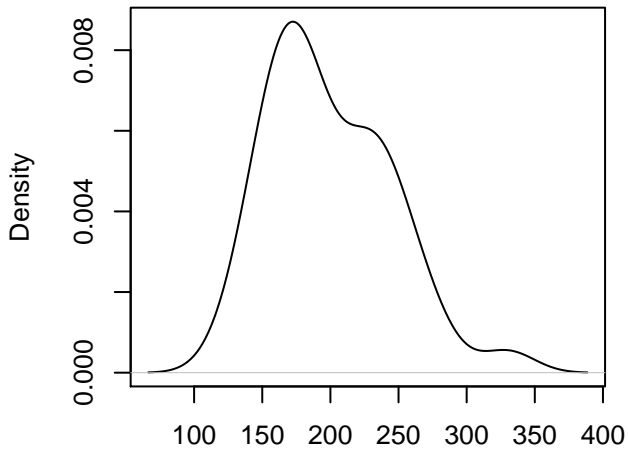
line = MAGIC.105 , Chr = 4



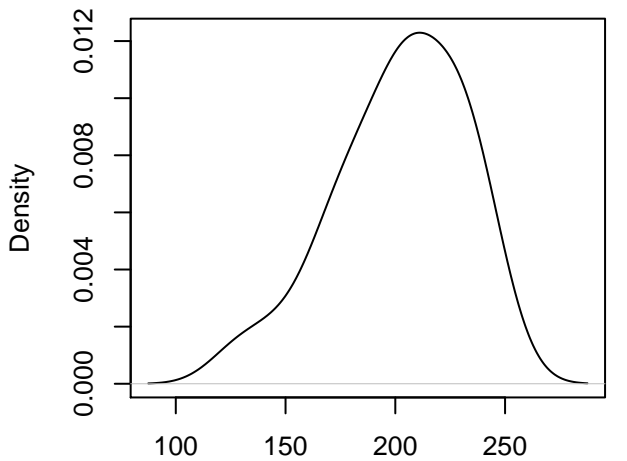
line = MAGIC.105 , Chr = 4



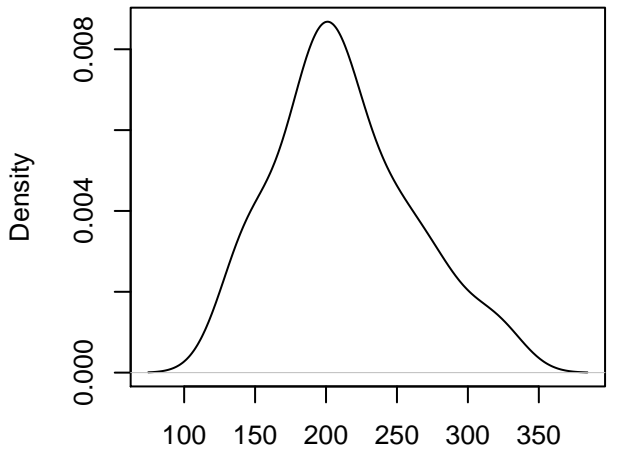
line = MAGIC.105 , Chr = 4



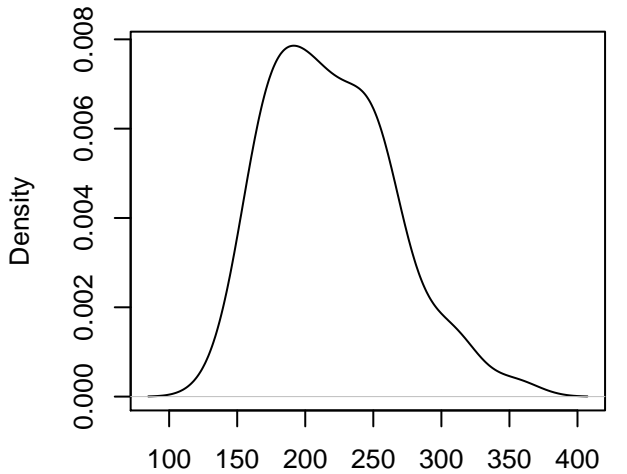
line = MAGIC.105 , Chr = 4



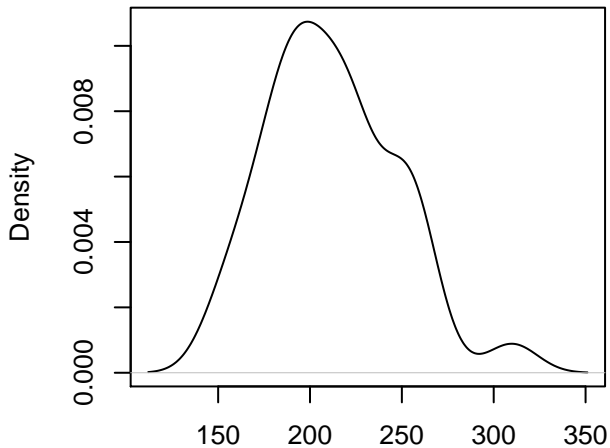
line = MAGIC.105 , Chr = 4



line = MAGIC.105 , Chr = 4

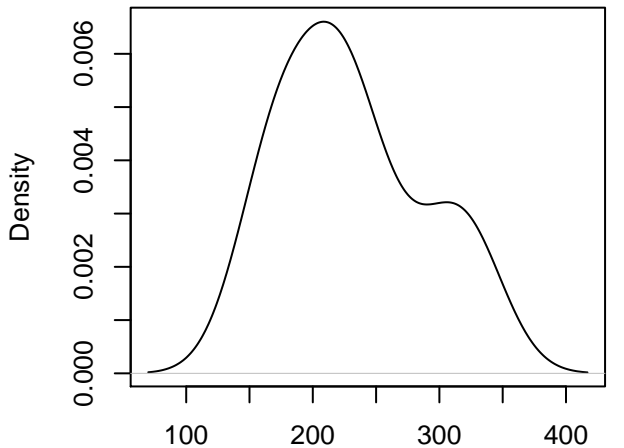


line = MAGIC.105 , Chr = 4



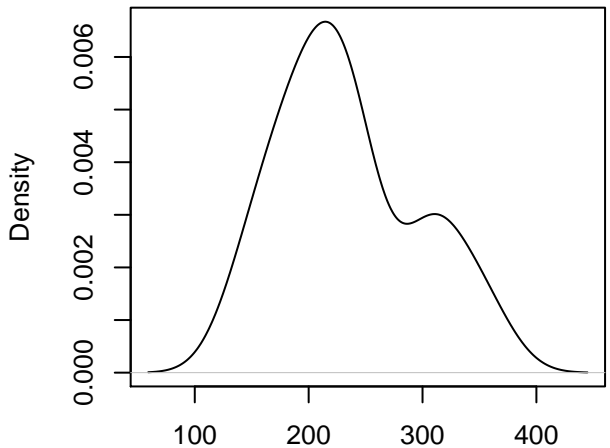
Insert size
breakpoint: 9154978 - 9155037 po-0 ler-0

line = MAGIC.105 , Chr = 4



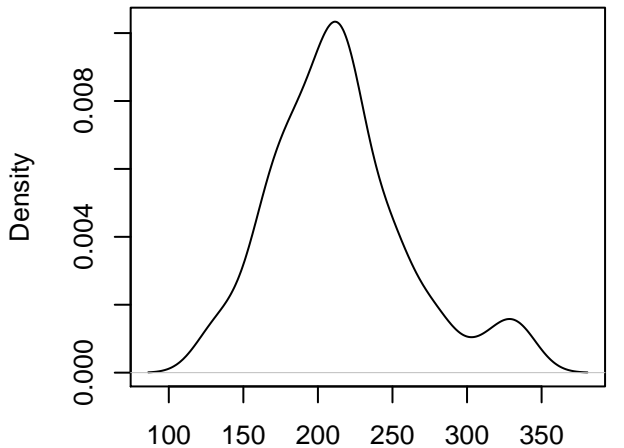
Insert size
breakpoint: 9175452 - 9175484 ler-0 po-0

line = MAGIC.105 , Chr = 4



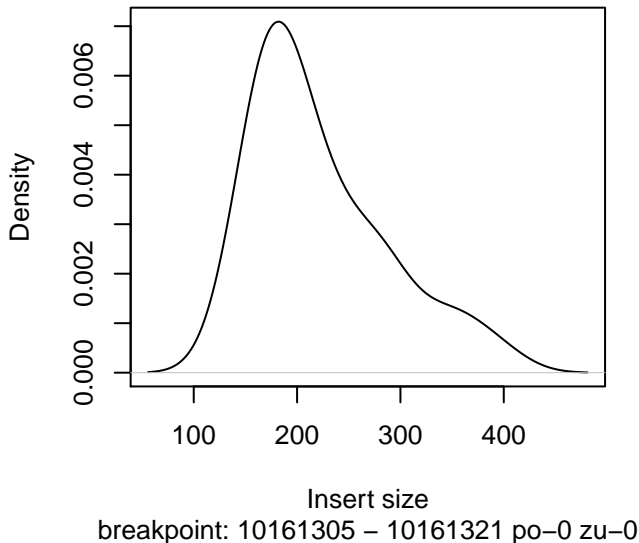
Insert size
breakpoint: 9480387 - 9480394 po-0 kn-0

line = MAGIC.105 , Chr = 4

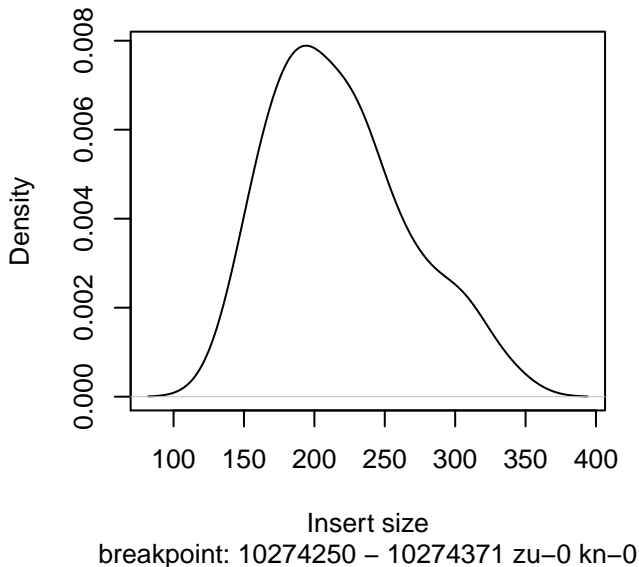


Insert size
breakpoint: 9582151 - 9582249 kn-0 po-0

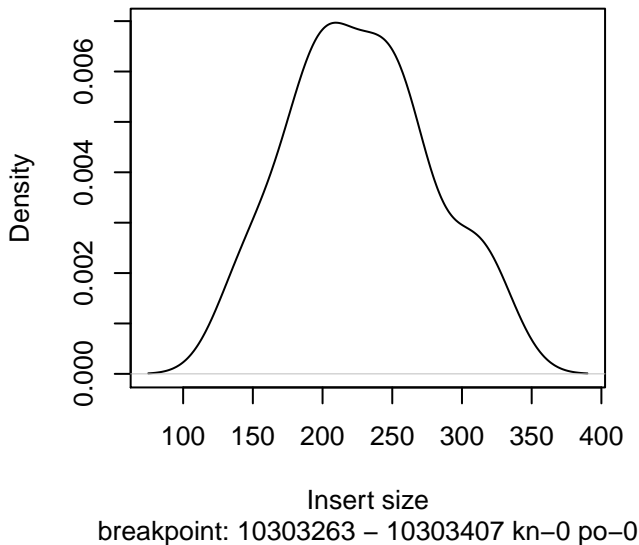
line = MAGIC.105 , Chr = 4



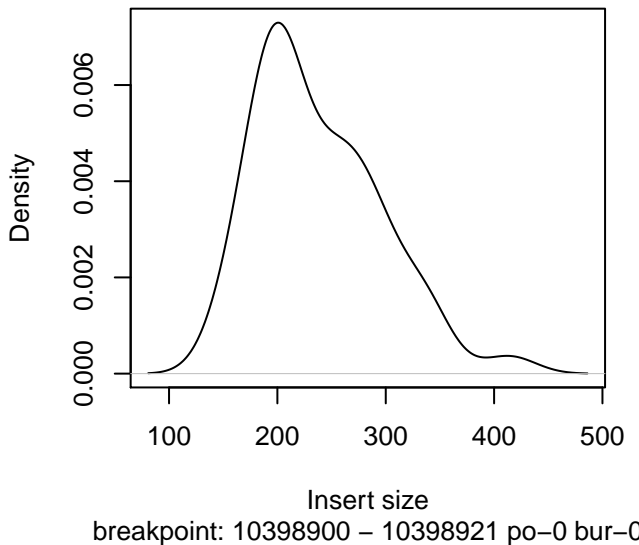
line = MAGIC.105 , Chr = 4



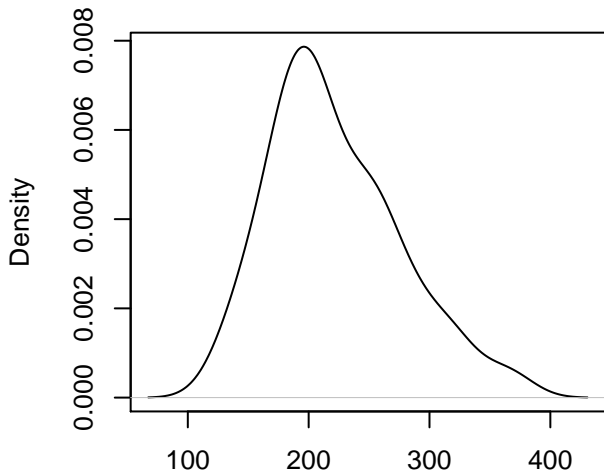
line = MAGIC.105 , Chr = 4



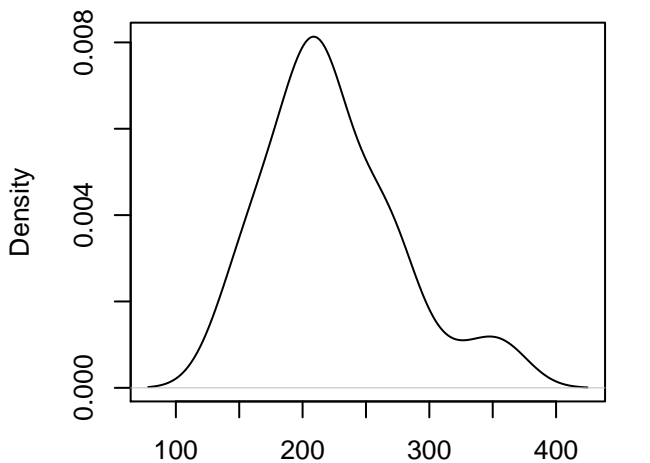
line = MAGIC.105 , Chr = 4



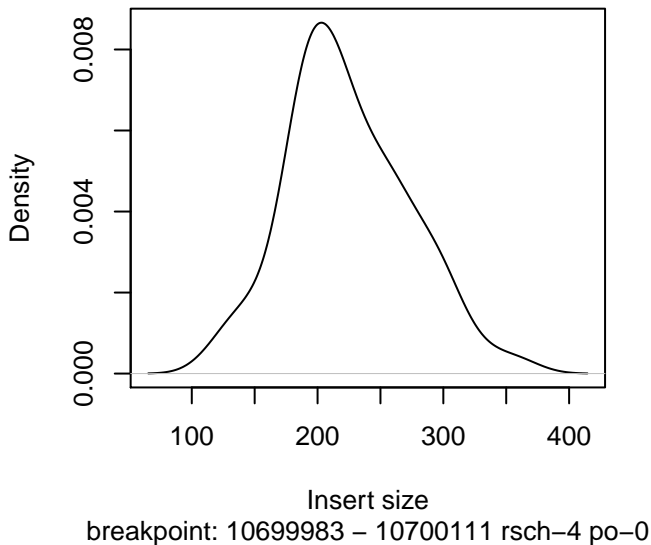
line = MAGIC.105 , Chr = 4



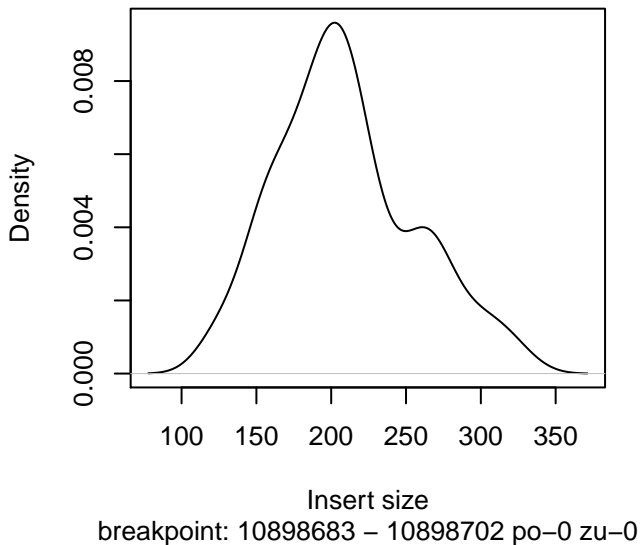
line = MAGIC.105 , Chr = 4



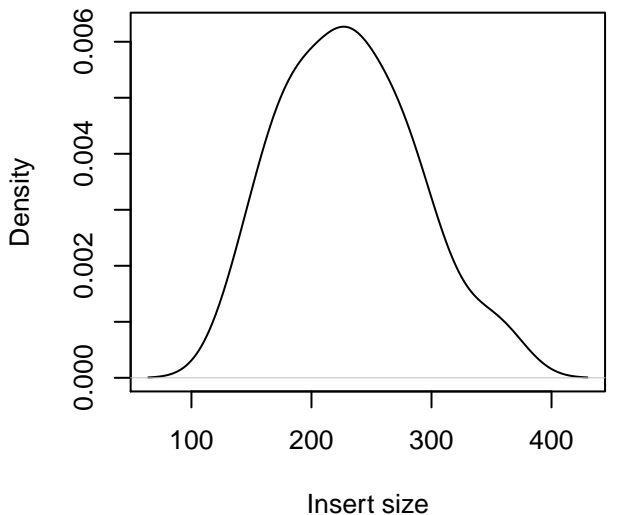
line = MAGIC.105 , Chr = 4



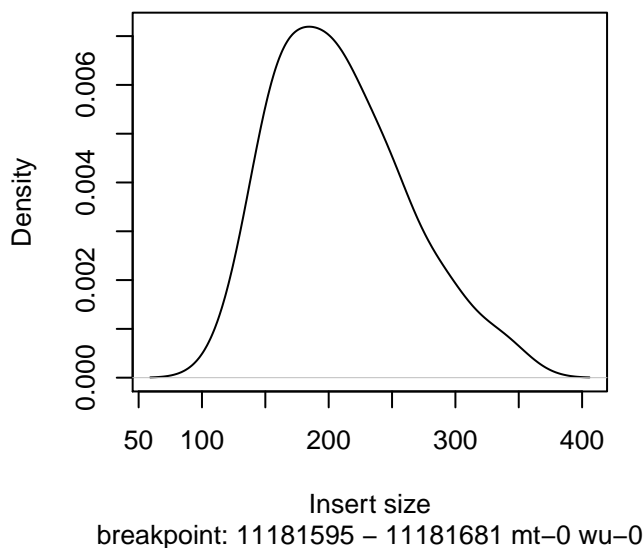
line = MAGIC.105 , Chr = 4



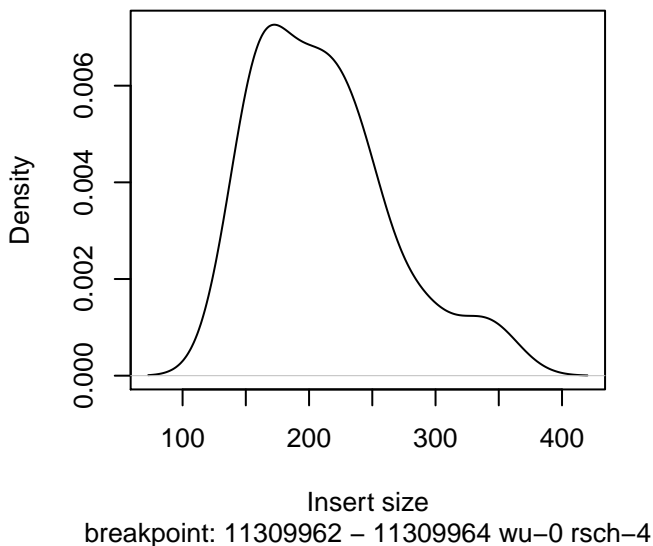
line = MAGIC.105 , Chr = 4



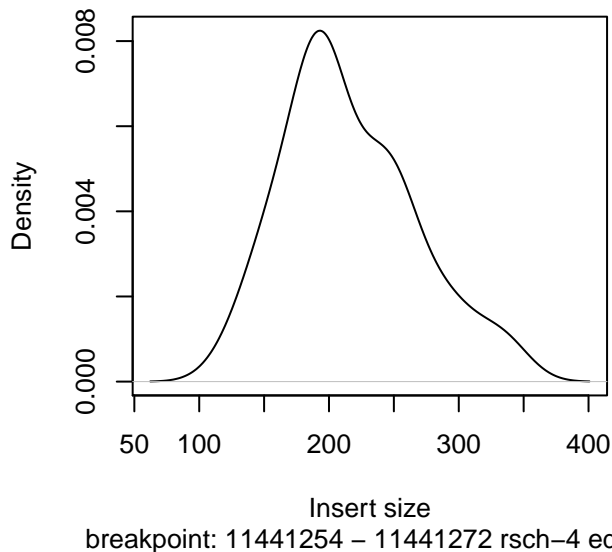
line = MAGIC.105 , Chr = 4



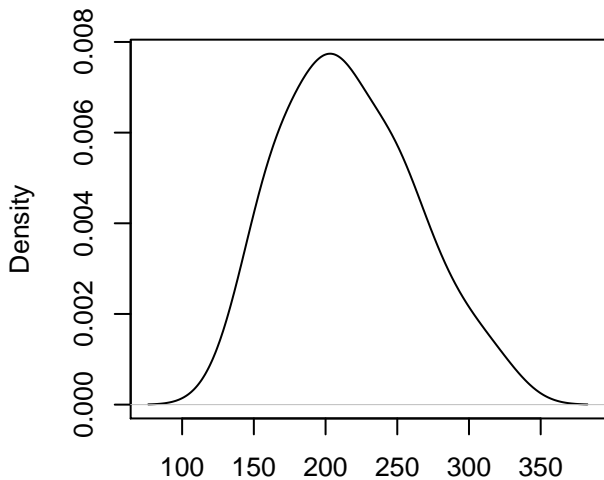
line = MAGIC.105 , Chr = 4



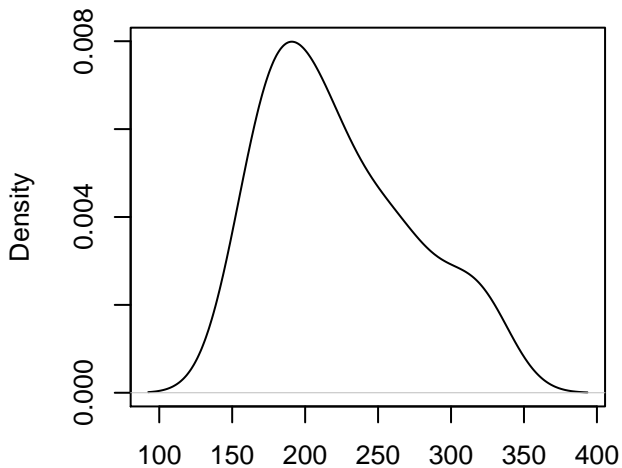
line = MAGIC.105 , Chr = 4



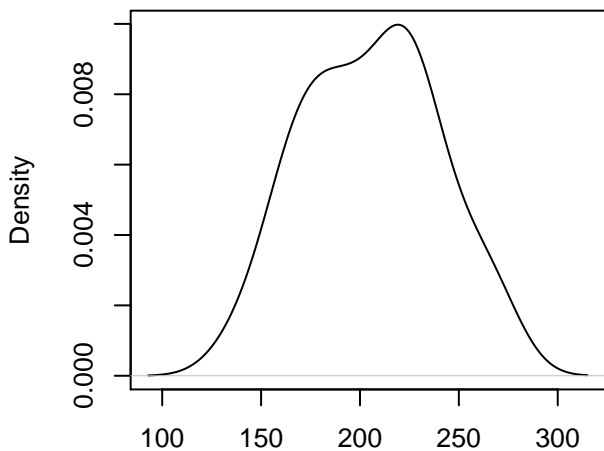
line = MAGIC.105 , Chr = 4



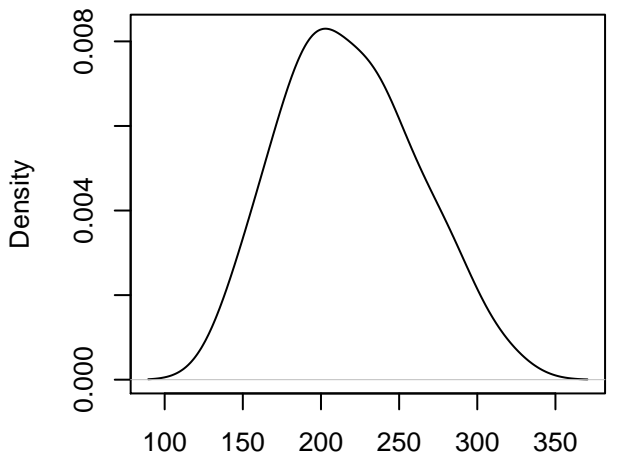
line = MAGIC.105 , Chr = 4



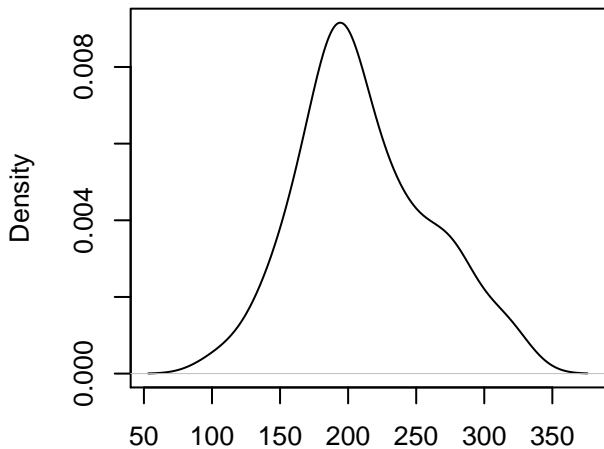
line = MAGIC.105 , Chr = 4



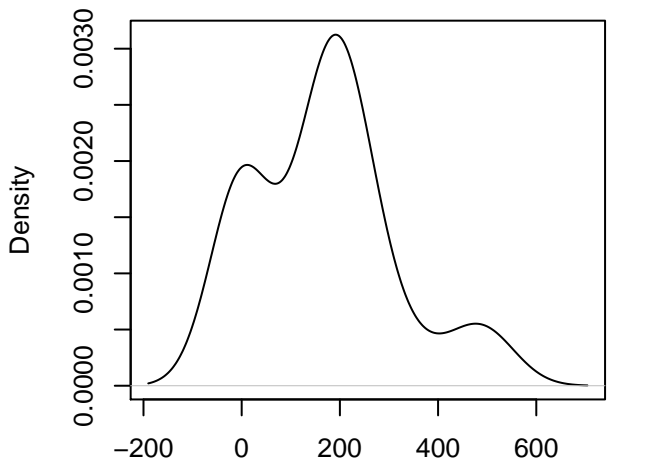
line = MAGIC.105 , Chr = 4



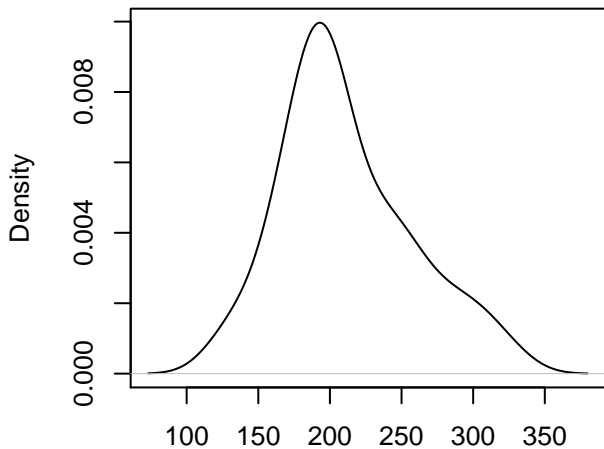
line = MAGIC.105 , Chr = 4



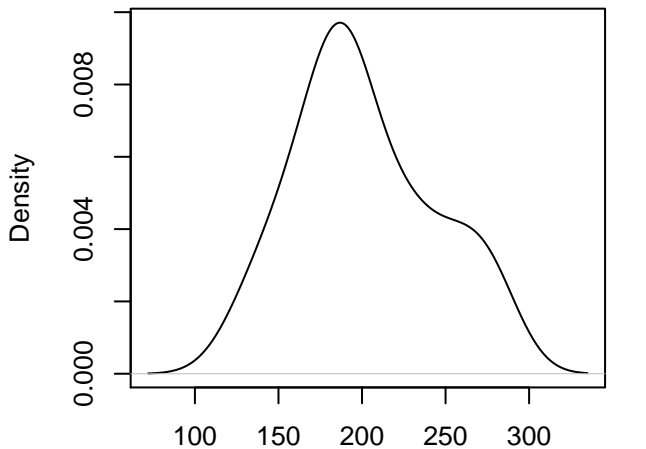
line = MAGIC.105 , Chr = 4



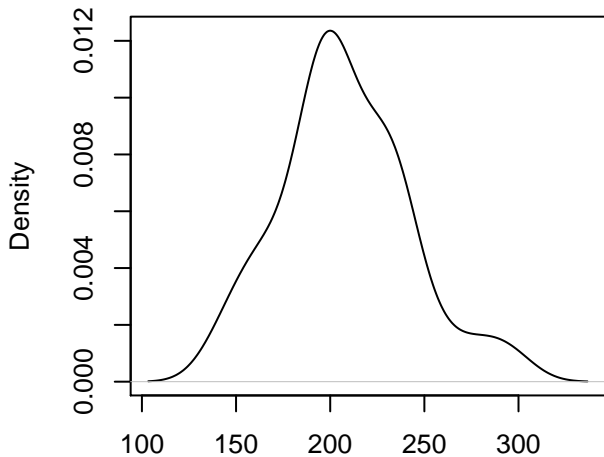
line = MAGIC.105 , Chr = 4



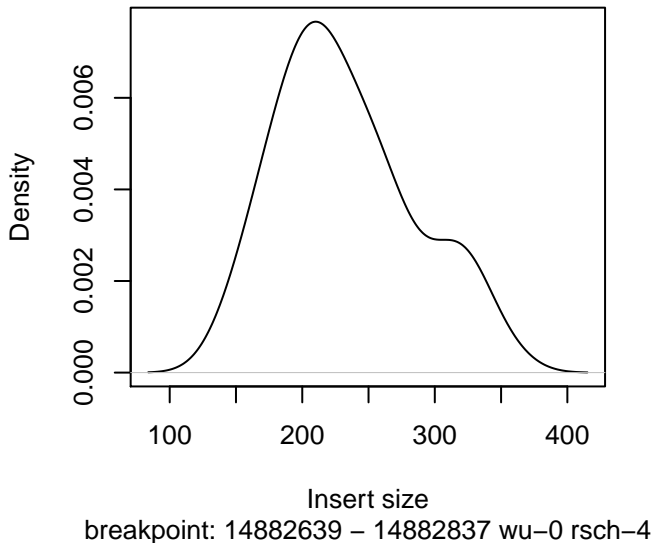
line = MAGIC.105 , Chr = 4



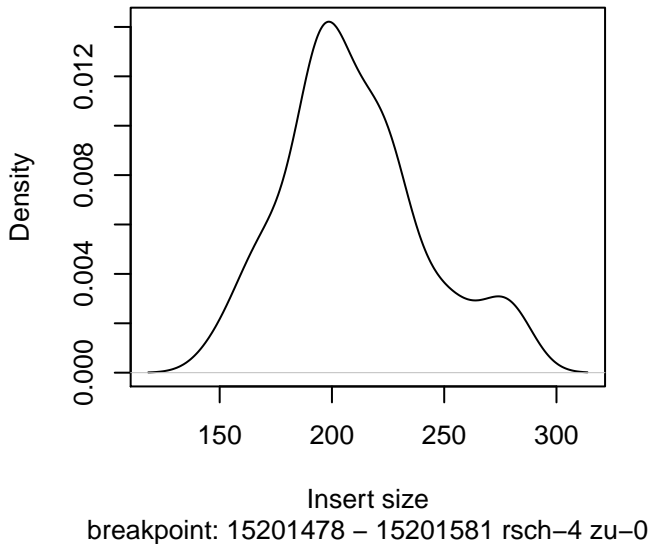
line = MAGIC.105 , Chr = 4



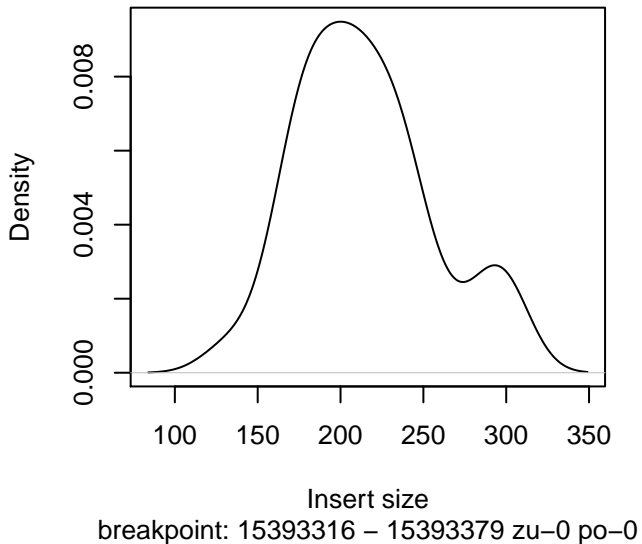
line = MAGIC.105 , Chr = 4



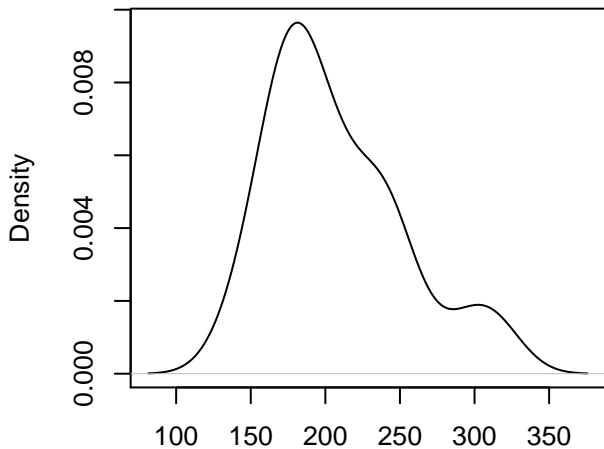
line = MAGIC.105 , Chr = 4



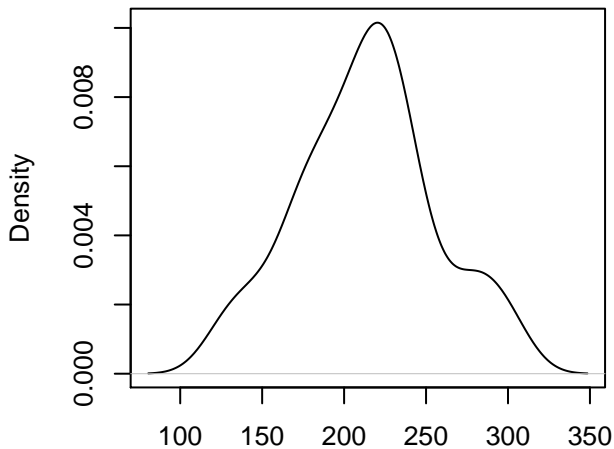
line = MAGIC.105 , Chr = 4



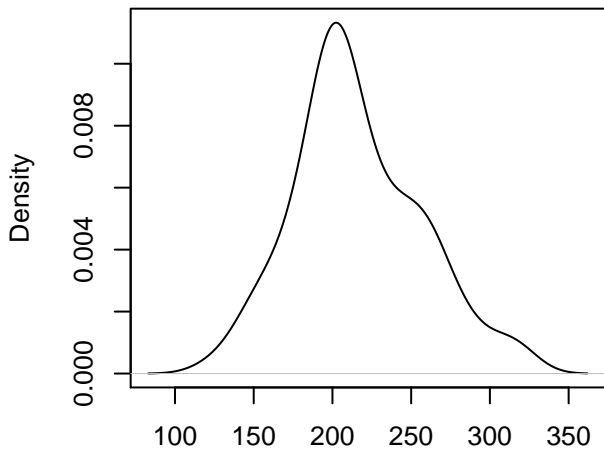
line = MAGIC.105 , Chr = 4



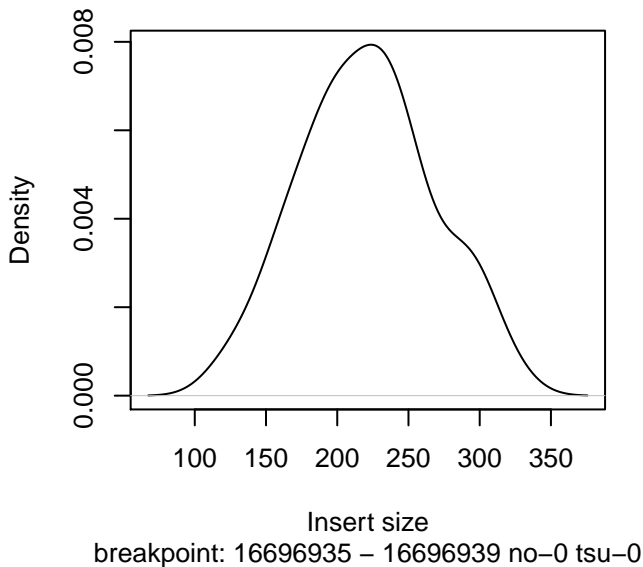
line = MAGIC.105 , Chr = 4



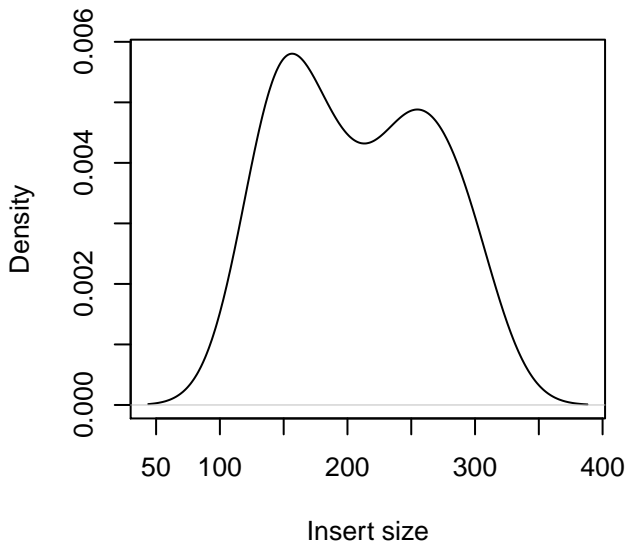
line = MAGIC.105 , Chr = 4



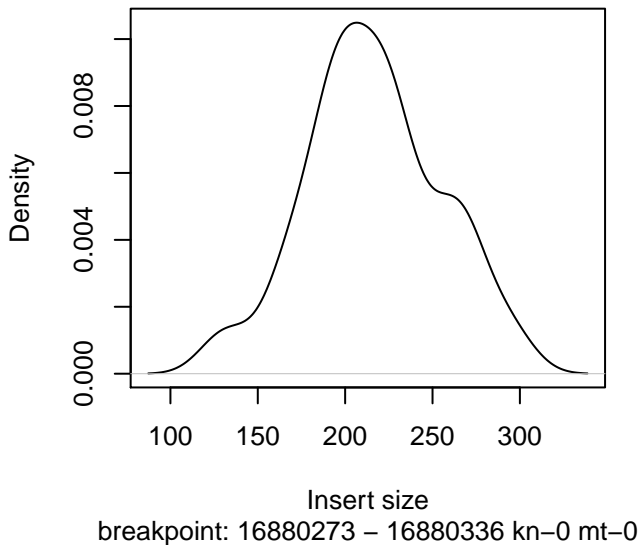
line = MAGIC.105 , Chr = 4



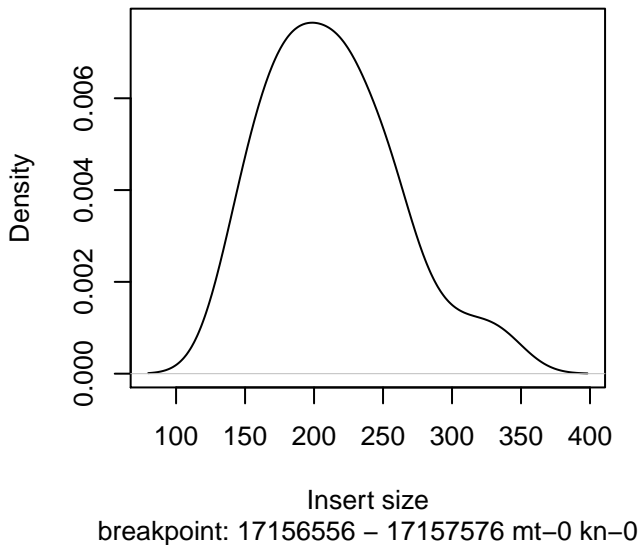
line = MAGIC.105 , Chr = 4



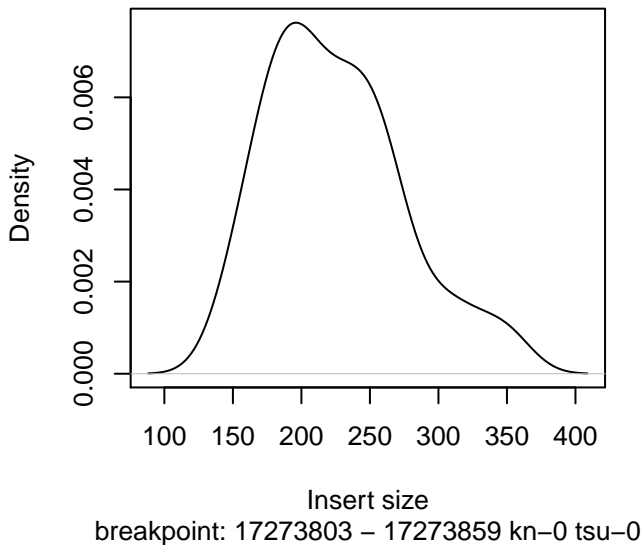
line = MAGIC.105 , Chr = 4



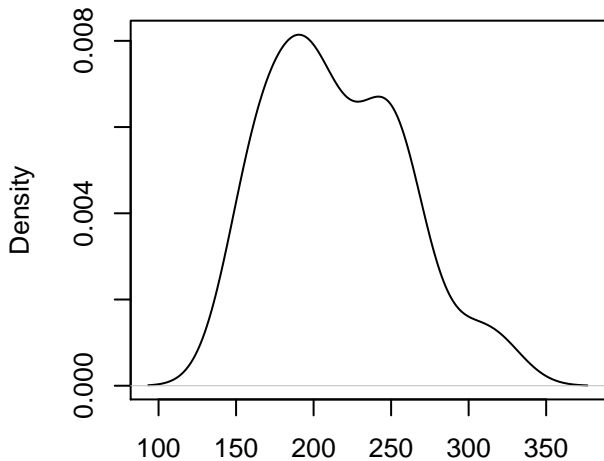
line = MAGIC.105 , Chr = 4



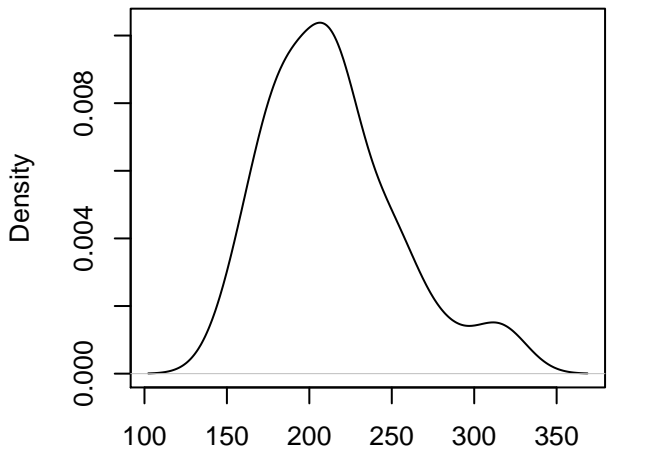
line = MAGIC.105 , Chr = 4



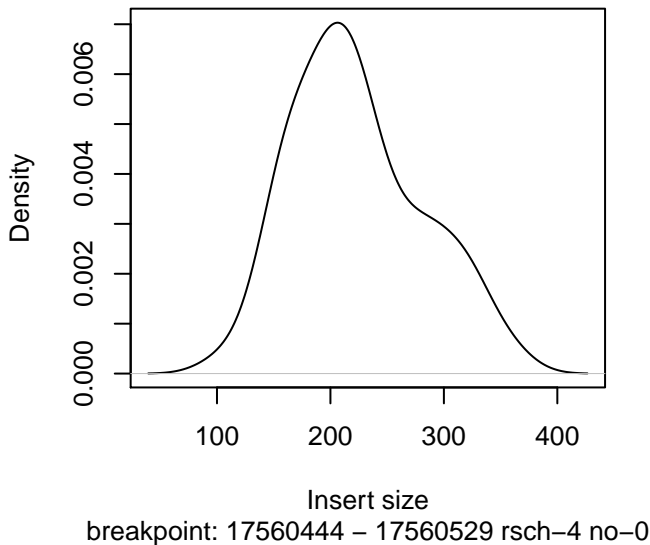
line = MAGIC.105 , Chr = 4



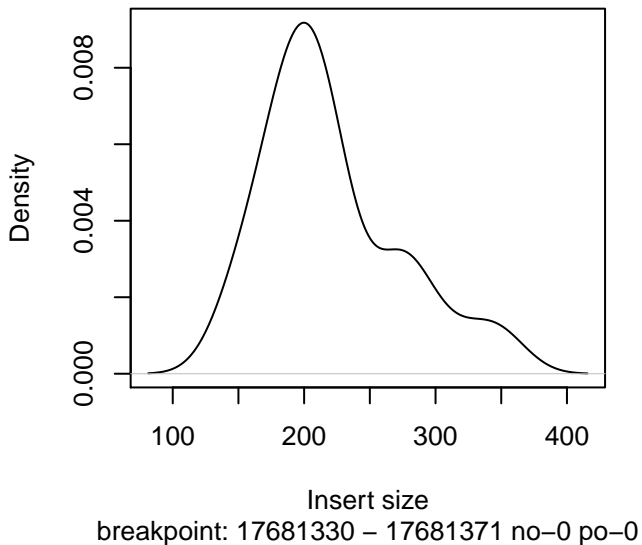
line = MAGIC.105 , Chr = 4



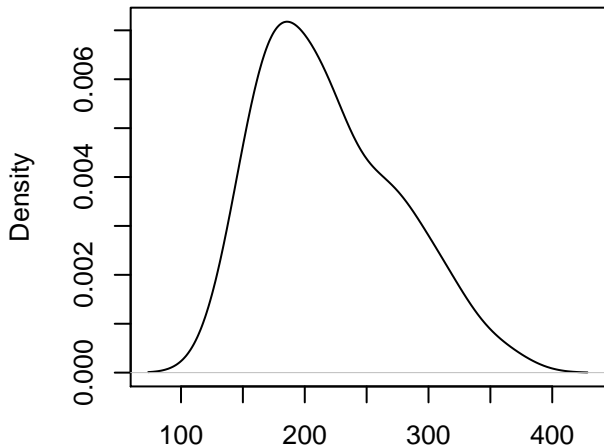
line = MAGIC.105 , Chr = 4



line = MAGIC.105 , Chr = 4

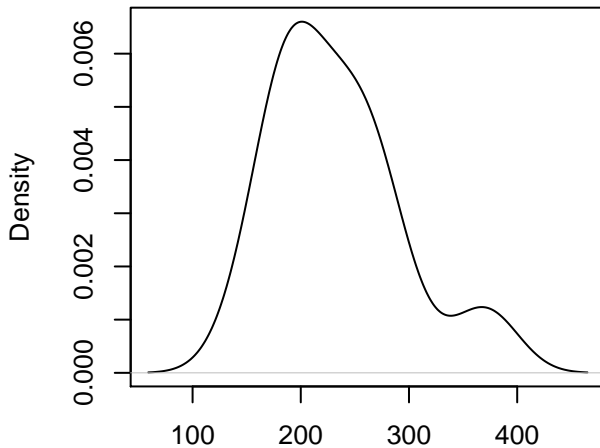


line = MAGIC.105 , Chr = 4



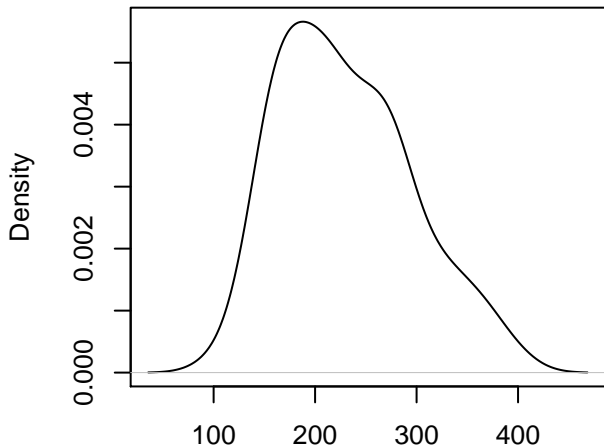
breakpoint: 17794674 – 17794714 po-0 tsu-0

line = MAGIC.105 , Chr = 4



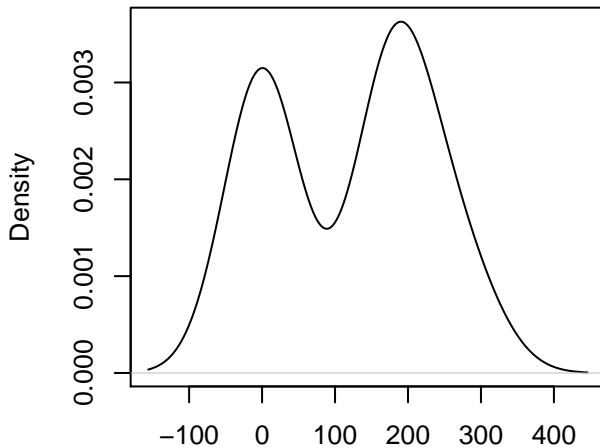
breakpoint: 18319817 – 18319892 tsu-0 hi-0

line = MAGIC.105 , Chr = 5



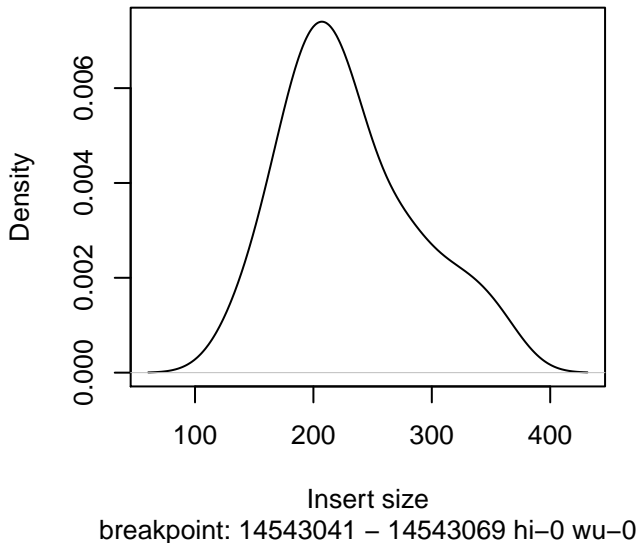
breakpoint: 13770649 – 13770690 hi-0 tsu-0

line = MAGIC.105 , Chr = 5

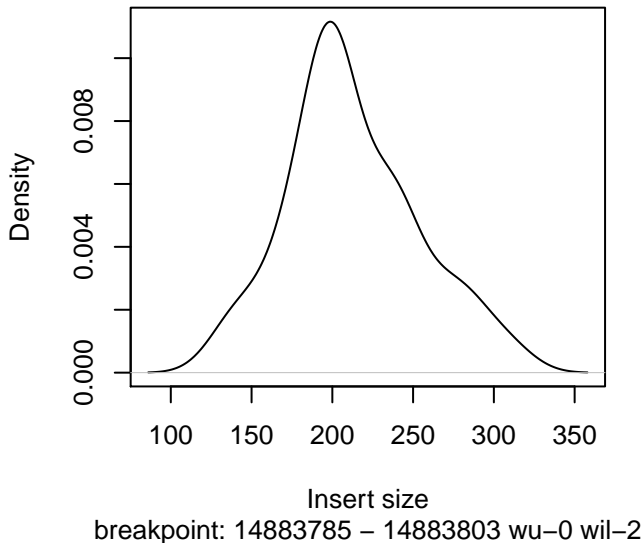


breakpoint: 14082893 – 14082905 tsu-0 hi-0

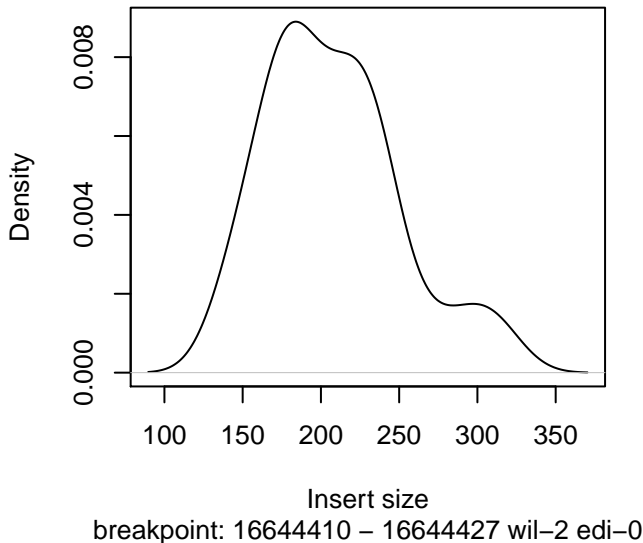
line = MAGIC.105 , Chr = 5



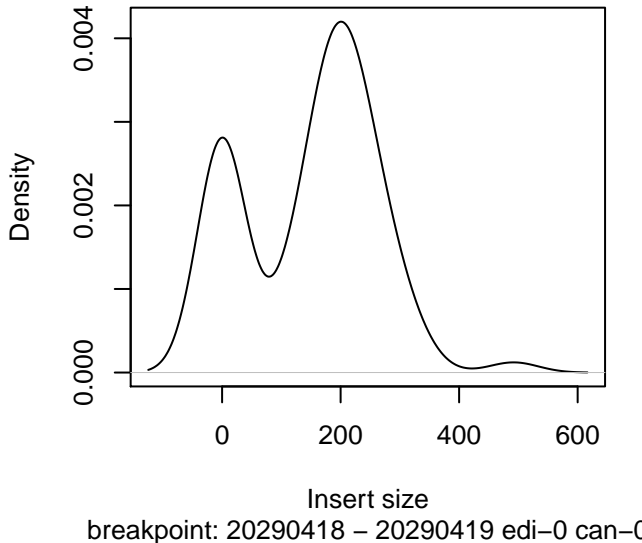
line = MAGIC.105 , Chr = 5



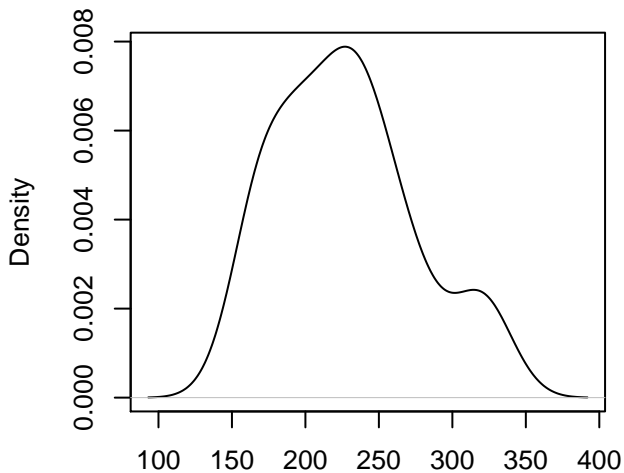
line = MAGIC.105 , Chr = 5



line = MAGIC.105 , Chr = 5

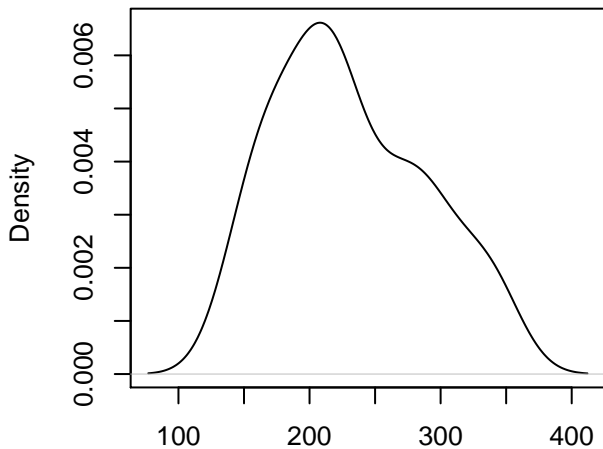


line = MAGIC.105 , Chr = 5



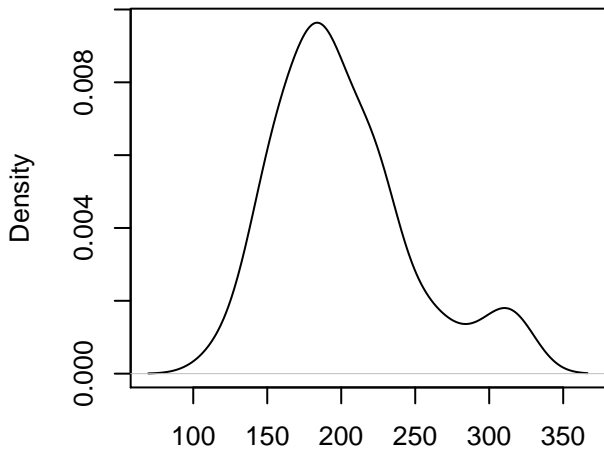
breakpoint: 22985754 – 22985793 can-0 bur-0

line = MAGIC.105 , Chr = 5



breakpoint: 23523539 – 23523540 bur-0 hi-0

line = MAGIC.105 , Chr = 5



breakpoint: 23524401 – 23524420 hi-0 bur-0