A

```
intermediate/demo1-iii.cons.sto
demo1-iii.sto        oneseq bigfoot
intermediate/demo1-iii.cons.sto                skeleton-with-pairbonds
```

tab character

**B**

```
# STOCKHOLM 1.0
human                   ACACGCGAAA.GCGCAA.CAAACGUGCACGG
chimp                   GAAUGUGAAAAACACCA.CUCUUGAGGACCU
bigfoot                 UUGAG.UUCG..CUCGUUUUCUCGAGUACAC
#=GR bigfoot DEL_COLS   ..........................-----
#=GC SS_cons            ...<<<.....>>>....<<....>>.....
#=GC R2R_LABEL          --...<.....>...1.2.....Lsssss--
#=GC R2R_XLABEL_bf      ......UUUU.....................
#=GC R2R_XLABEL_bfl     ........U......................
#=GF R2R var_hairpin < >
#=GF R2R var_backbone_range 1 2
#=GF R2R tick_label L magic G
#=GF R2R_oneseq bigfoot outline_nuc bf:U
#=GF R2R_oneseq bigfoot tick_label bfl:U bigfoot UNCG loop
#=GF R2R if_skeleton SetDrawingParam pairBondWidth 0.5pt
#=GF R2R if_skeleton shade_along_backbone s rgb:255,0,0
//
```
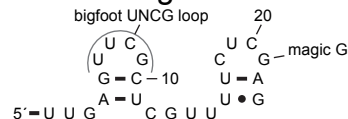
C

demo1-iii
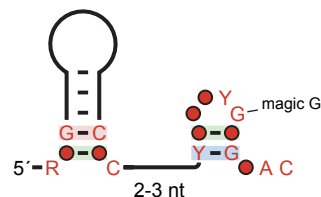
demo1-iii bigfoot

demo1-iii skeleton-with-bp