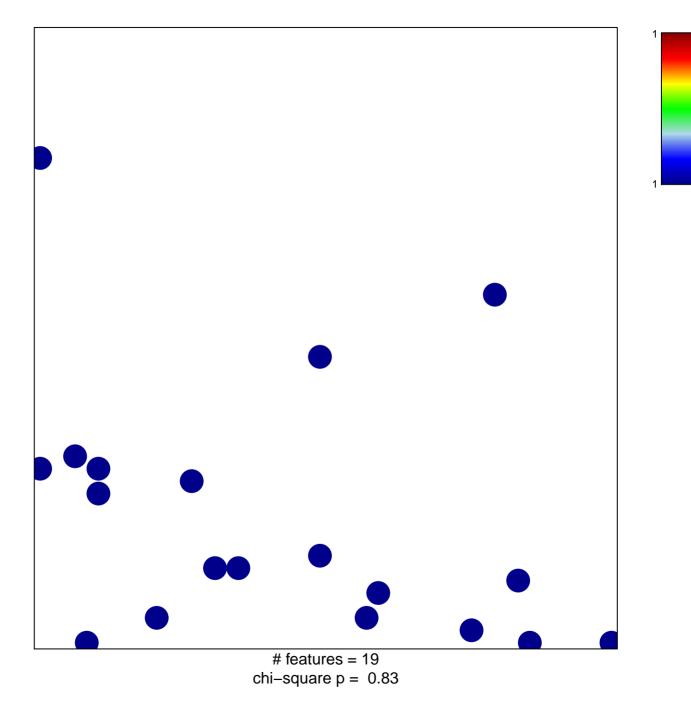
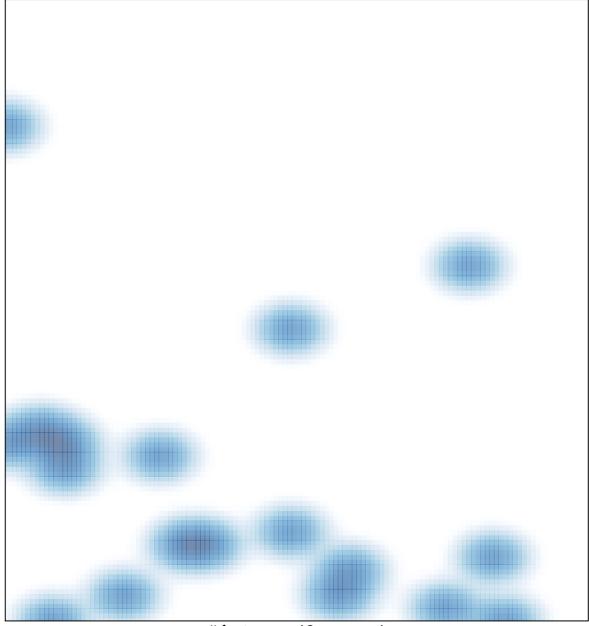
## REACTOME\_SIGNALING\_BY\_BMP



## **REACTOME\_SIGNALING\_BY\_BMP**



# features = 19, max = 1