Dispersal

- # disp_rate
- # max_disp
- # connec indices
- # connec weights
- # boundary strategy
- + Dispersal()
- + ~Dispersal()
- + set connecs()
- + adults disperse()
- # M dispersing out()
- # F_dispersing_out()

DistanceKernelDispersal

- + DistanceKernelDispersal()
- + set_connecs()
- + adults_disperse()
- compute connecs()

RadialDispersal

- connec_weights_sum
- + RadialDispersal()
- + set_connecs()
- + adults disperse()
- compute_connecs()
- compute_interval_union()
- wrap around()
- get_sorted_positions()
- compute_distances()