FW gives realistic networks, except for higher link density, but connectance is pretty accurate, so I am wondering whether there is some mistake in the way I compute link density.

**TODO**

* **Revisit the way to compute phylogenetic signal – many warnings in the simulation when doing the Procrustes. Check it and think about other methods otherwise.**
* **Compute relationship of N species vs phylosignal, and not time vs phylosignal.**
* **Add the vertical lines for when maximum capacity is reached (or close, +-3 spp).**