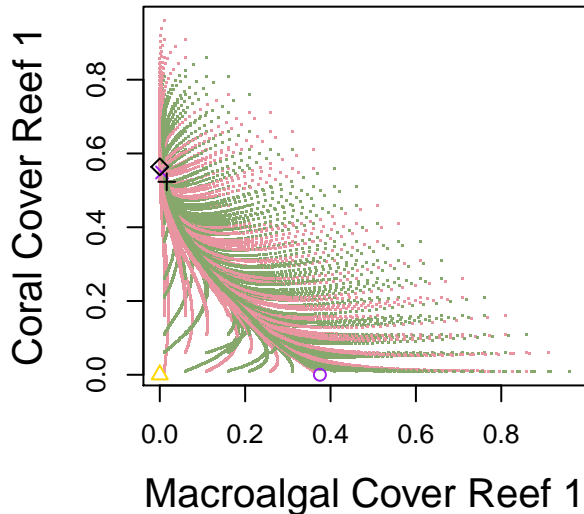
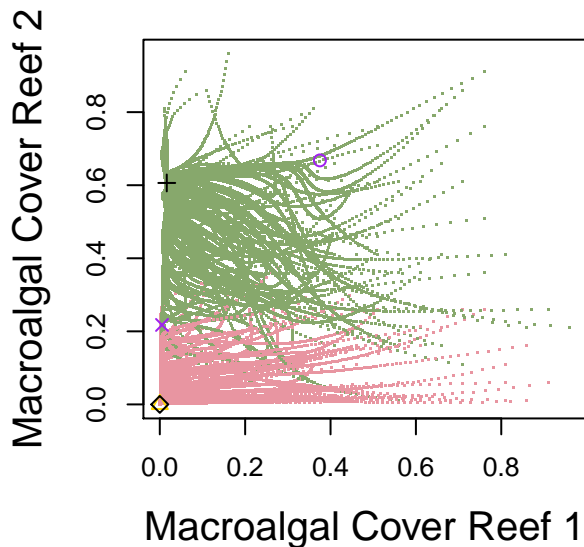


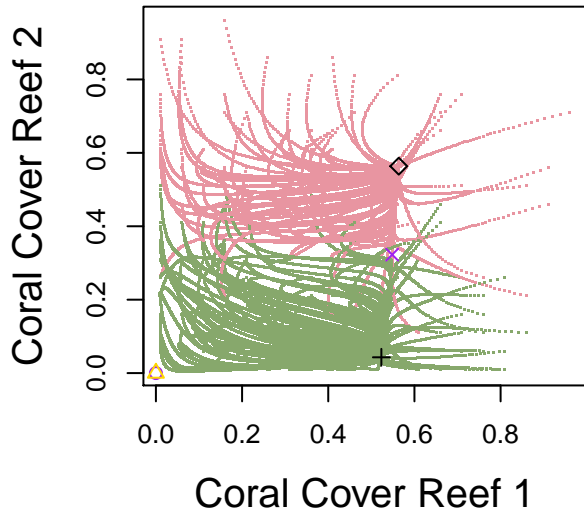
Dispersal = 0.05 , grazing = 0.25 glvl



Dispersal = 0.05 , grazing = 0.25 glvl



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