## ./scripts/02.R

```
generatePatchySpecies <-
     function(nb.sim = 1, nb.sp = 20)
 3
       richness <- stack()
 5
       richness.patch <- stack()
       for (j in 1:nb.sim)
 8
        sp.traits <- data.frame(T.optimum = sample(temperature.gradient,
 9
                                      nb.sp, replace = T),
10
                         T.tolerance = sample(seq(50, 100,
11
                                          length = 1000),
12
                                       nb.sp, replace = T))
13
        species <- list() # All the species will be stored in this list
14
        range.stack <- stack() # Species ranges will be stored in this stack
15
        range.patch.stack <- stack() # Species ranges with patched distributions will be stored in this stack
16
17
        for (i in 1:nb.sp)
18
19
         # Step 1: generating the species environmental suitability
20
         # (i.e., transforming from E-space to G-space)
21
22
         species[[i]] <- generateSpFromFun(bio1,
                                 list(bio1 = list(fun = "gauss.resp",
23
24
25
                                             args = list(mean. = sp.traits[i, "T.optimum"],
                                                     diff. = sp.traits[i, "T.tolerance"],
                                                     prob. = 0.99)))
26
                                 rescale.each.response = FALSE,
27
28
                                 rescale = FALSE)
         # Step 2: converting environmental suitability to presence-absence,
29
30
         # using the probabilistic conversion
         species[[i]] <- convertToPA(species[[i]], # PA.method = "threshold",
31
32
33
                             beta = 0.7, alpha = -0.05,
                             plot = FALSE)
34
35
36
         # Step 2.5: generate habitat patches
         patches <- generate.patches(bio1, n.patches = 50, patch.size = 10) species[[i]]$patched.pa.raster <- overlay(species[[i]]$pa.raster,
37
                                       patches,
38
                                       fun = function(x, y){return(x * y)})
39
40
41
         # Step 3: we store ranges to calculate richness par cell
42
         range.stack <- addLayer(range.stack,
43
                          species[[i]]$pa.raster)
44
         range.patch.stack <- addLayer(range.patch.stack,
45
                              species[[i]]$patched.pa.raster)
46
47
48
49
        # Richness calculation
50
51
        richness <- addLayer(richness,
                       sum(range.stack))
52
53
54
        richness.patch <- addLayer(richness.patch,
                           sum(range.patch.stack))
55
56
        # Saving the files
        save(species, file = paste0("./data/S1_sim", j, "_species")) save(sp.traits, file = paste0("./data/S1_sim", j, "_traits"))
57
58
        writeRaster(range.stack, paste0("./data/S1_sim", j, "_rangestacks"),
59
                overwrite = T)
60
        writeRaster(richness, paste0("./data/S1_sim", j, "_richness"),
61
                overwrite = T)
62
        writeRaster(range.patch.stack, paste0("./data/S1_sim", j, "_rangestacks_patch"),
63
64
                overwrite = T)
        writeRaster(richness.patch, paste0("./data/S1_sim", j, "_richness_patch"),
65
                overwrite = T)
66
```

```
Density in execution time(s)
0
```