

X1

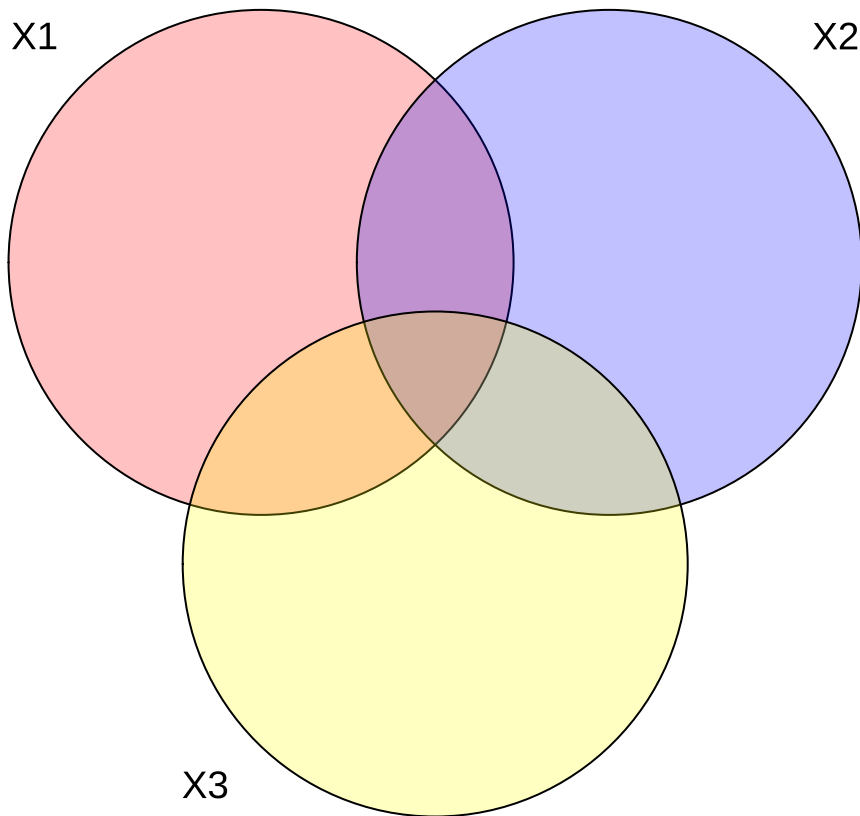
X2

X3

Residuals =

Fine Scale Varpart Forest Guilds,
X1 = Soil
X2 = Litter
X3 = Distance

Values <0 not shown



X1

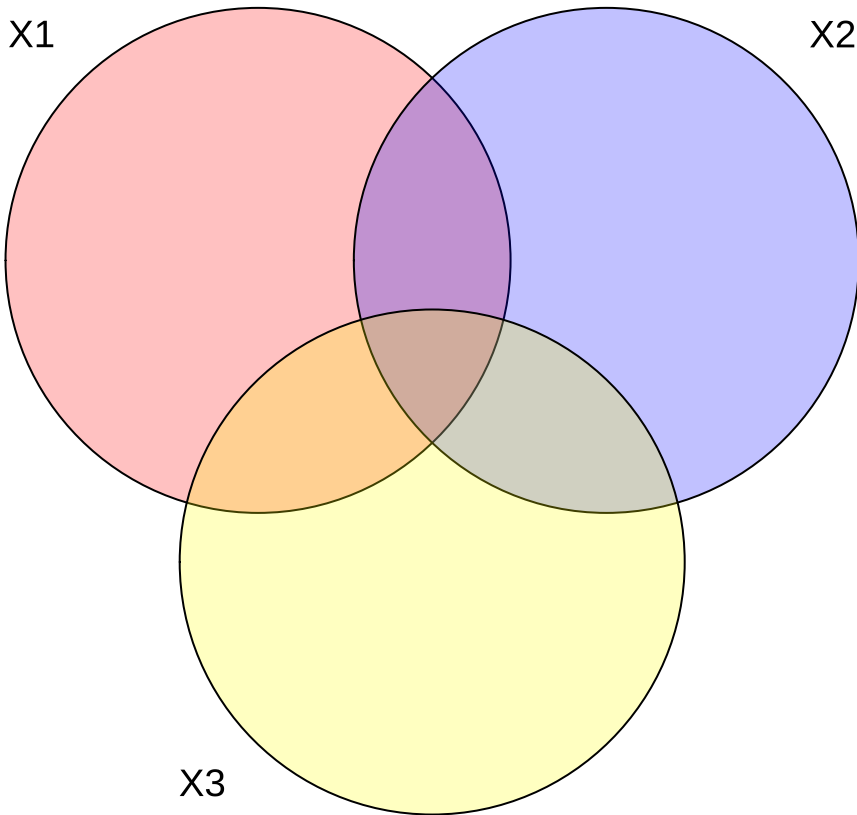
X2

X3

Residuals =

Fine Scale Varpart FEI Guilds, Litt
X1 = Soil
X2 = Litter
X3 = Distance

Values <0 not shown



X1

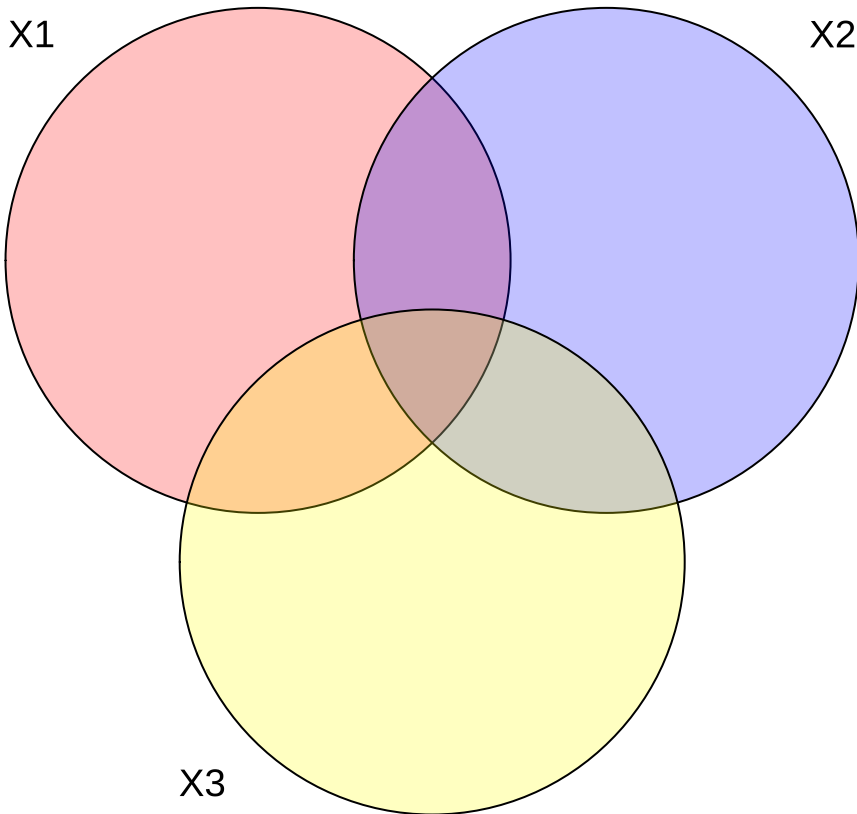
X2

X3

Residuals =

Fine Scale Varpart FEE Guilds, Li
X1 = Soil
X2 = Litter
X3 = Distance

Values <0 not shown



X1

X2

X3

Residuals =

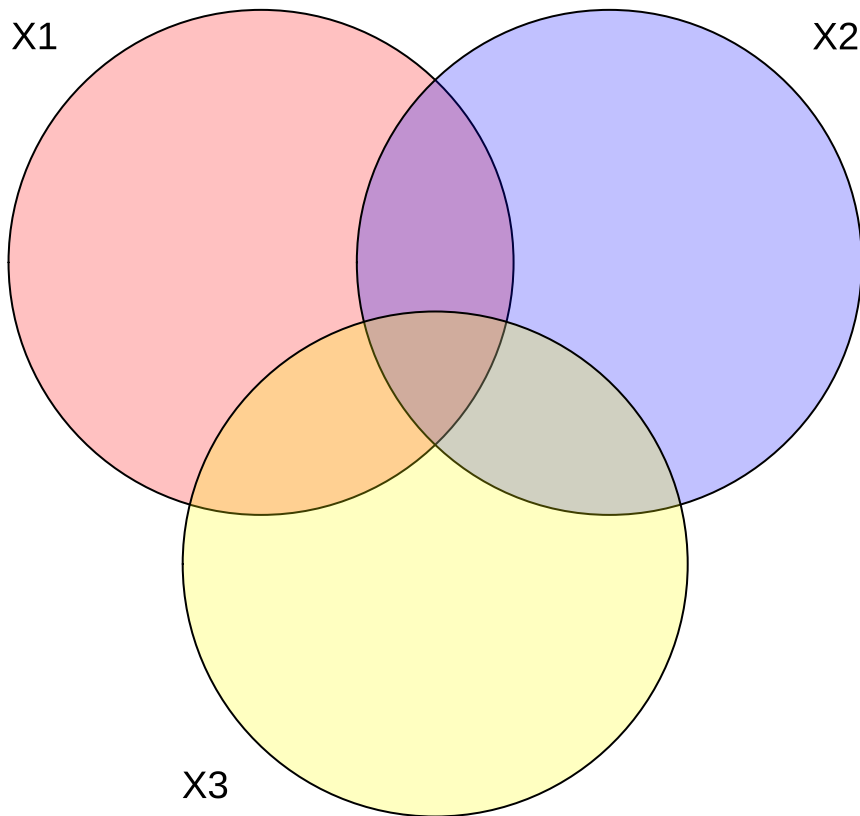
Fine Scale Varpart PN Guilds, Litt

X1 = Soil

X2 = Litter

X3 = Distance

Values <0 not shown



X1

X2

X3

Residuals =

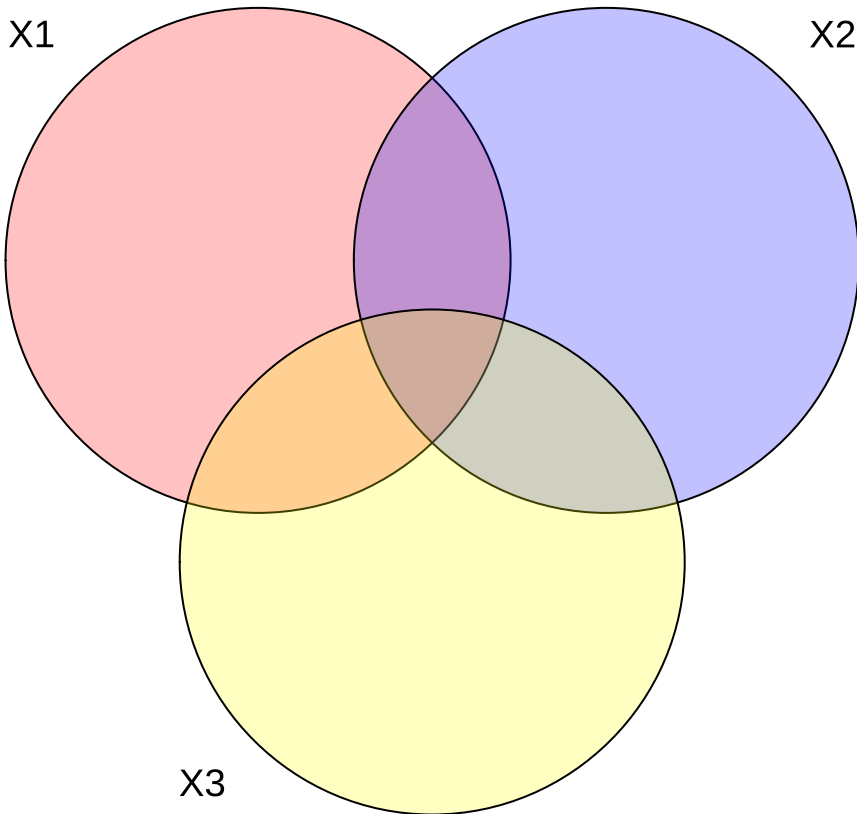
Fine Scale Varpart PF Guilds, Litter

X1 = Soil

X2 = Litter

X3 = Distance

Values <0 not shown



X1

X2

X3

Residuals =

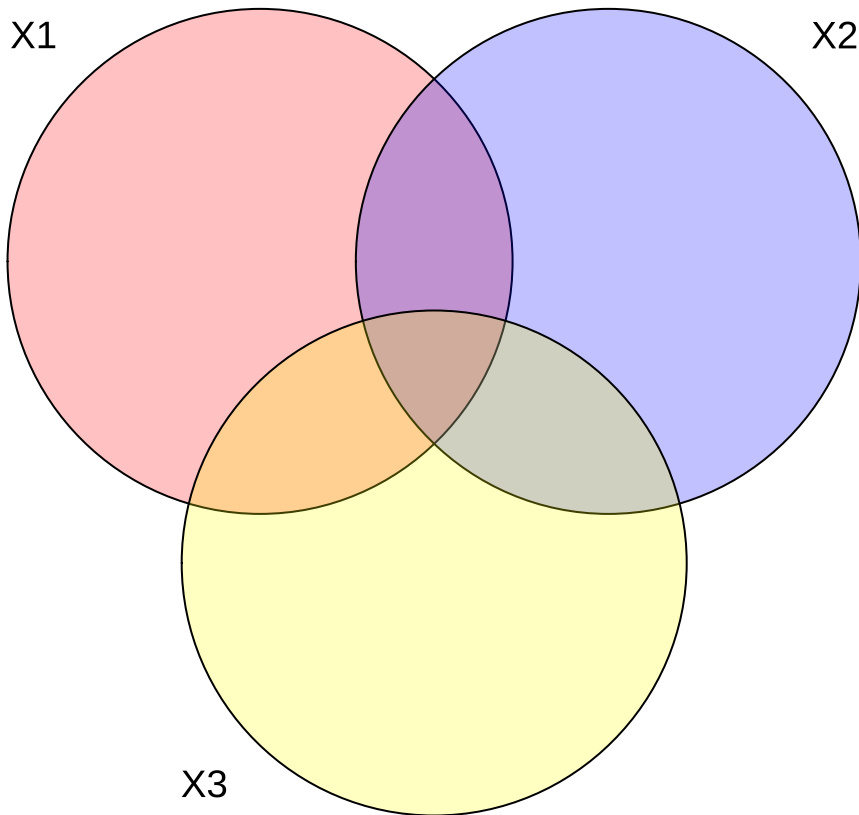
Fine Scale Varpart GN Guilds, Litt

X1 = Soil

X2 = Litter

X3 = Distance

Values <0 not shown



X1

X2

X3

Residuals =

Fine Scale Varpart GF Guilds, Litt

X1 = Soil

X2 = Litter

X3 = Distance

Values <0 not shown

