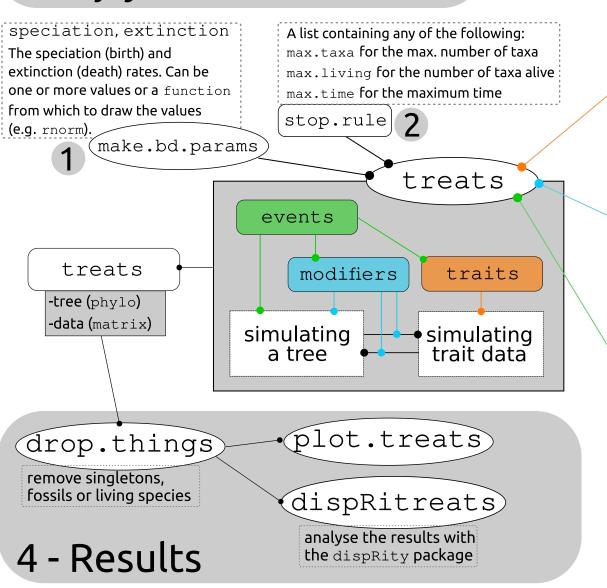# BUILD YOUR OWN TREE!
1- Choose your parameters
2- Choose a stop rule
3 - Why not adding extras?
4 - Enjoy the results!

3 -Extra options

`speciation, extinction`
The speciation (birth) and extinction (death) rates. Can be one or more values or a `function` from which to draw the values (e.g. `rnorm`).

A list containing any of the following:
`max.taxa` for the max. number of taxa
`max.living` for the number of taxa alive
`max.time` for the maximum time

1 `make.bd.params`

`stop.rule` **2**

`treats`

```
events
    modifiers    traits
    simulating   simulating
    a tree       trait data
```

`treats`
-tree (`phylo`)
-data (`matrix`)

`drop.things`   `plot.treats`

remove singletons, fossils or living species

`dispRitreats`

analyse the results with the `dispRity` package

4 - Results

`make.traits`

`traits`

`process`
A function that takes at least `x0` and `edge.length` as inputs

`start`
A numeric value for starting the the trait (default is 0).

`n`
The number of dimensions for the trait (default is 1).

? **?**
A
  A.1
  A.2
B
† ?
C

branch.length
A function with the inputs `bd.params, lineage, trait.values` and `modify.fun`

`make.modifiers`

`modifiers`

selection
A function with the inputs `bd.params, lineage, trait.values` and `modify.fun`

speciation
A function with the inputs `bd.params, lineage, trait.values` and `modify.fun`

`target`
What does the event targets?
"taxa" to change the `lineage` list,
"bd.params", to change `bd.params`,
"traits" to change the `traits` object,
"modifiers" to change the `modifiers` object,
"founding" to generate a new `treats` simulation

`events`

`make.events`

`condition`
A function that outputs a `logical` for when to trigger the event

`modification`
A function for modifying the target