

Truncated normal survival rates

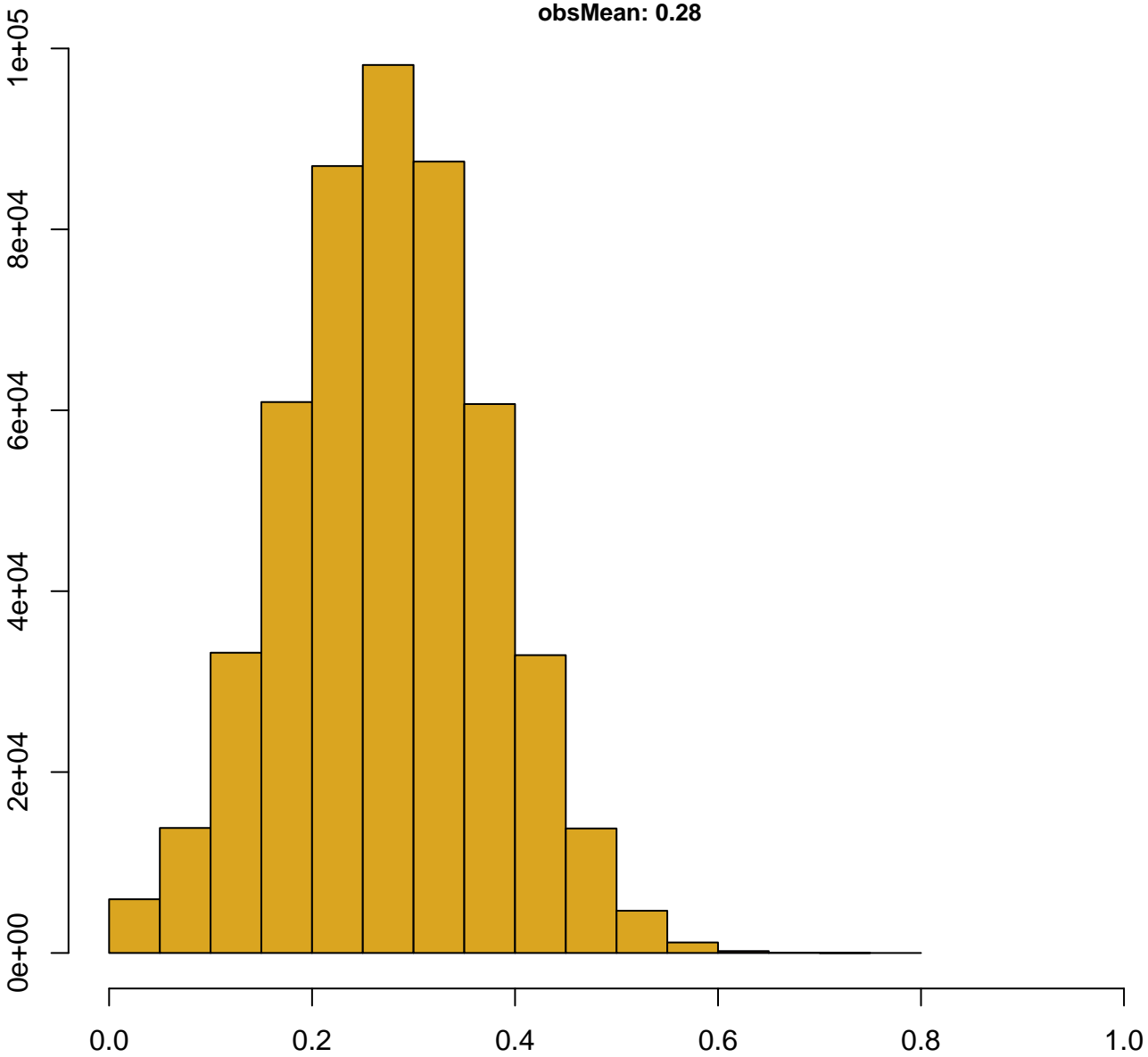
Frequency content: plt3

prespawn surv = 0.275

sigma_env = 0.1

obs SD: 0.1

obsMean: 0.28



Truncated normal survival rates

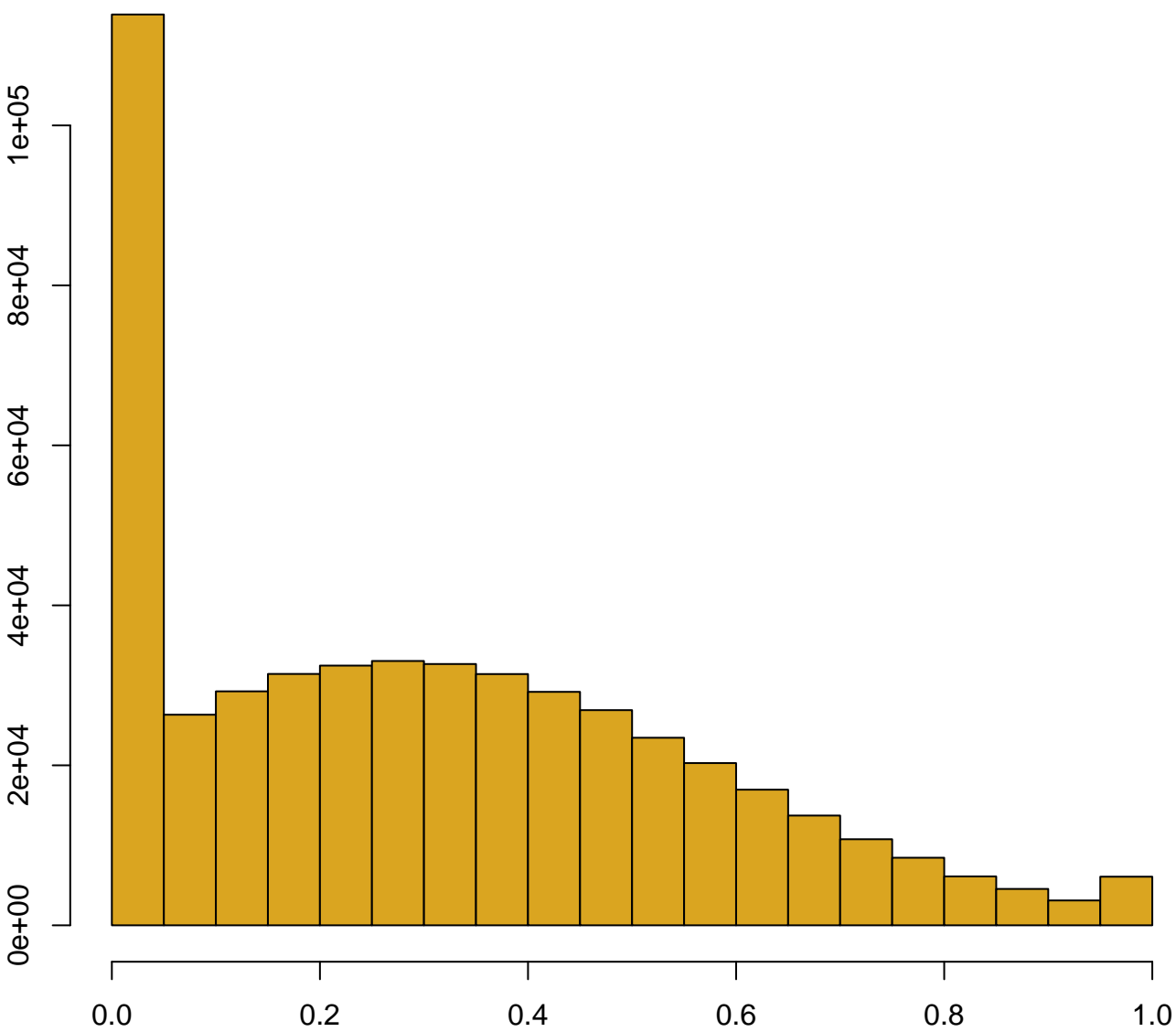
Frequency content: plt3

prespawn surv = 0.275

sigma_env = 0.3

obs SD: 0.25

obsMean: 0.3



Truncated normal survival rates

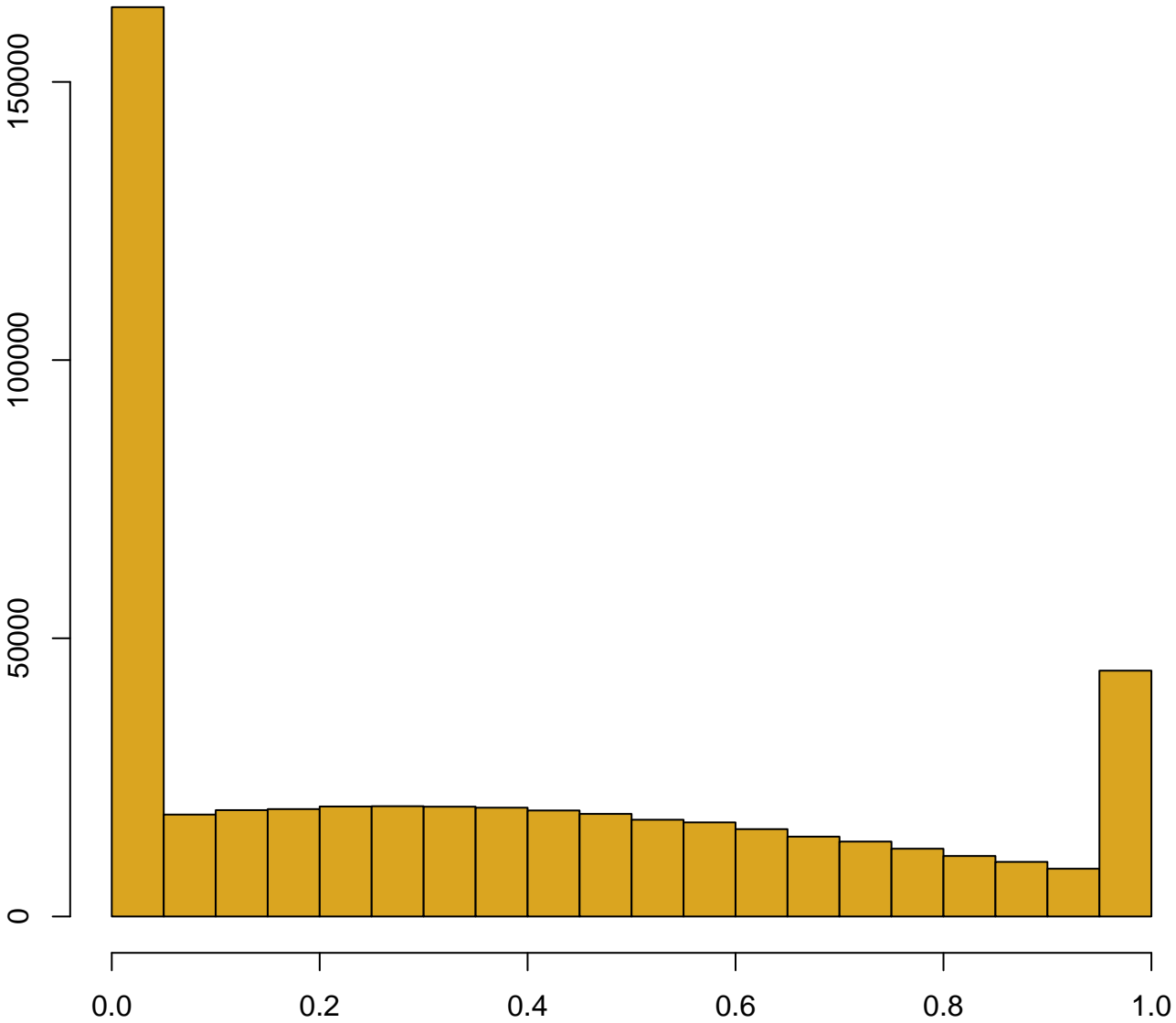
Frequency content: plt3

prespawn surv = 0.275

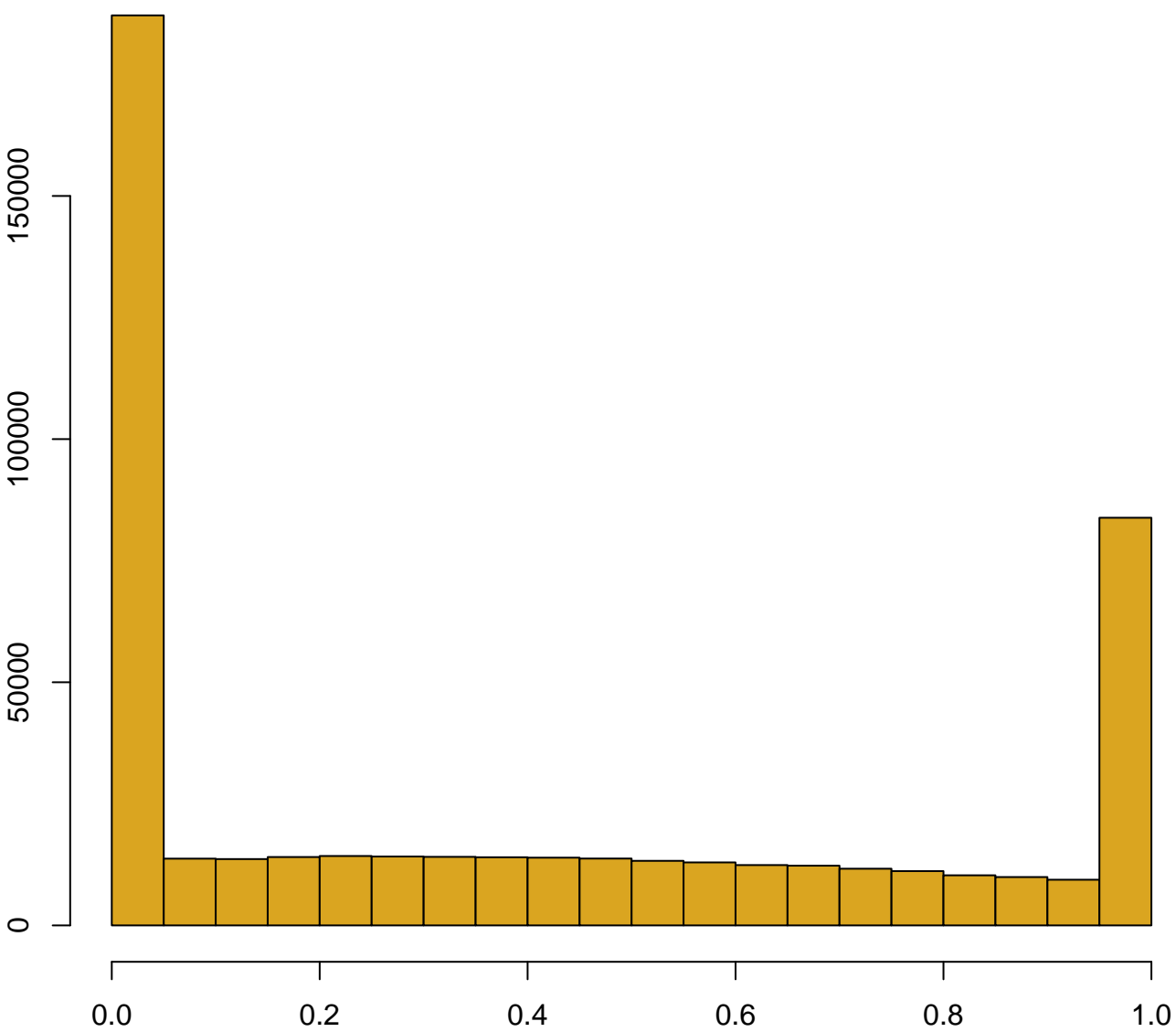
sigma_env = 0.5

obs SD: 0.34

obsMean: 0.35



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.275
sigma_env = 0.7
obs SD: 0.39
obsMean: 0.38



Truncated normal survival rates

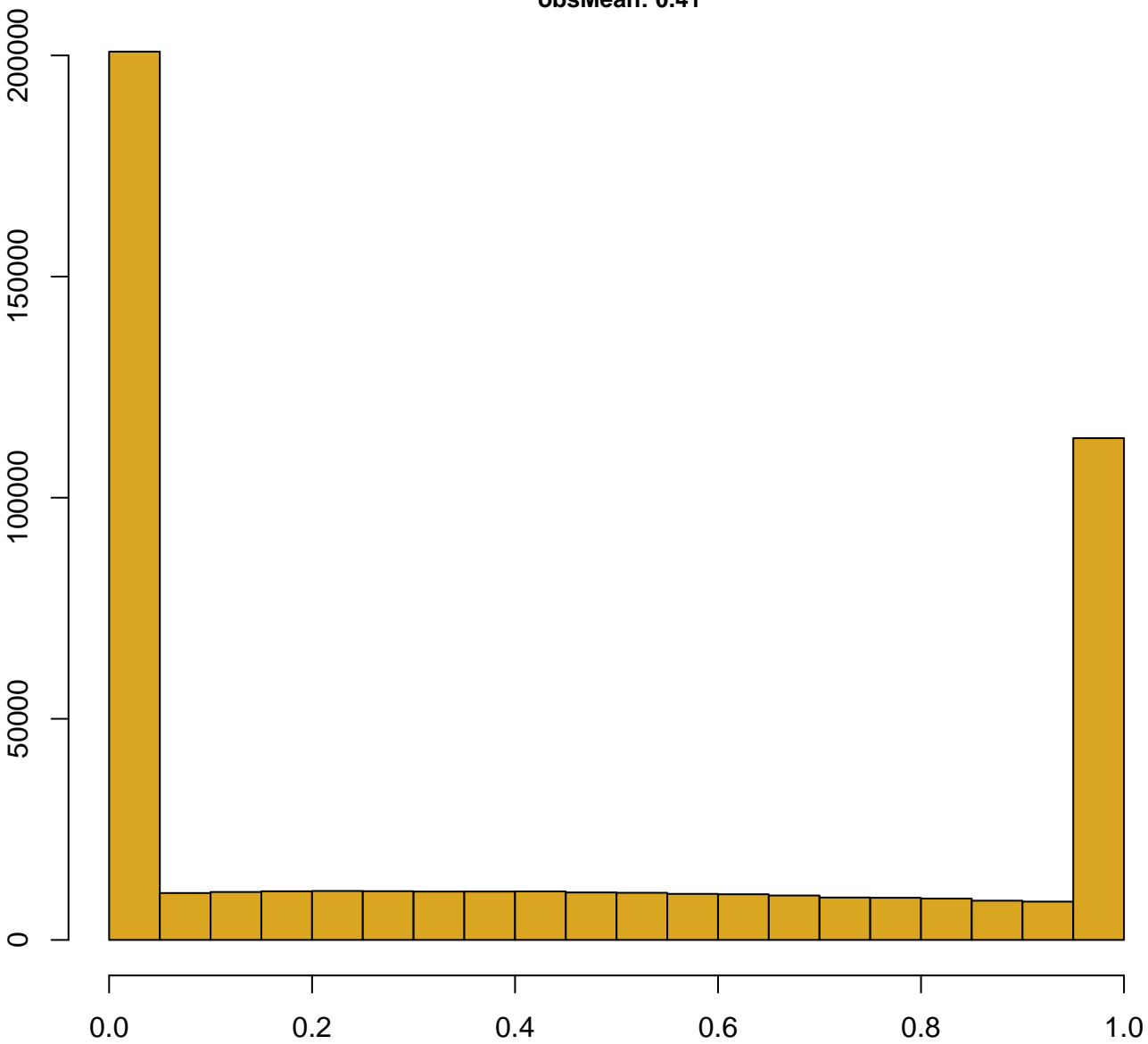
Frequency content: plt3

prespawn surv = 0.275

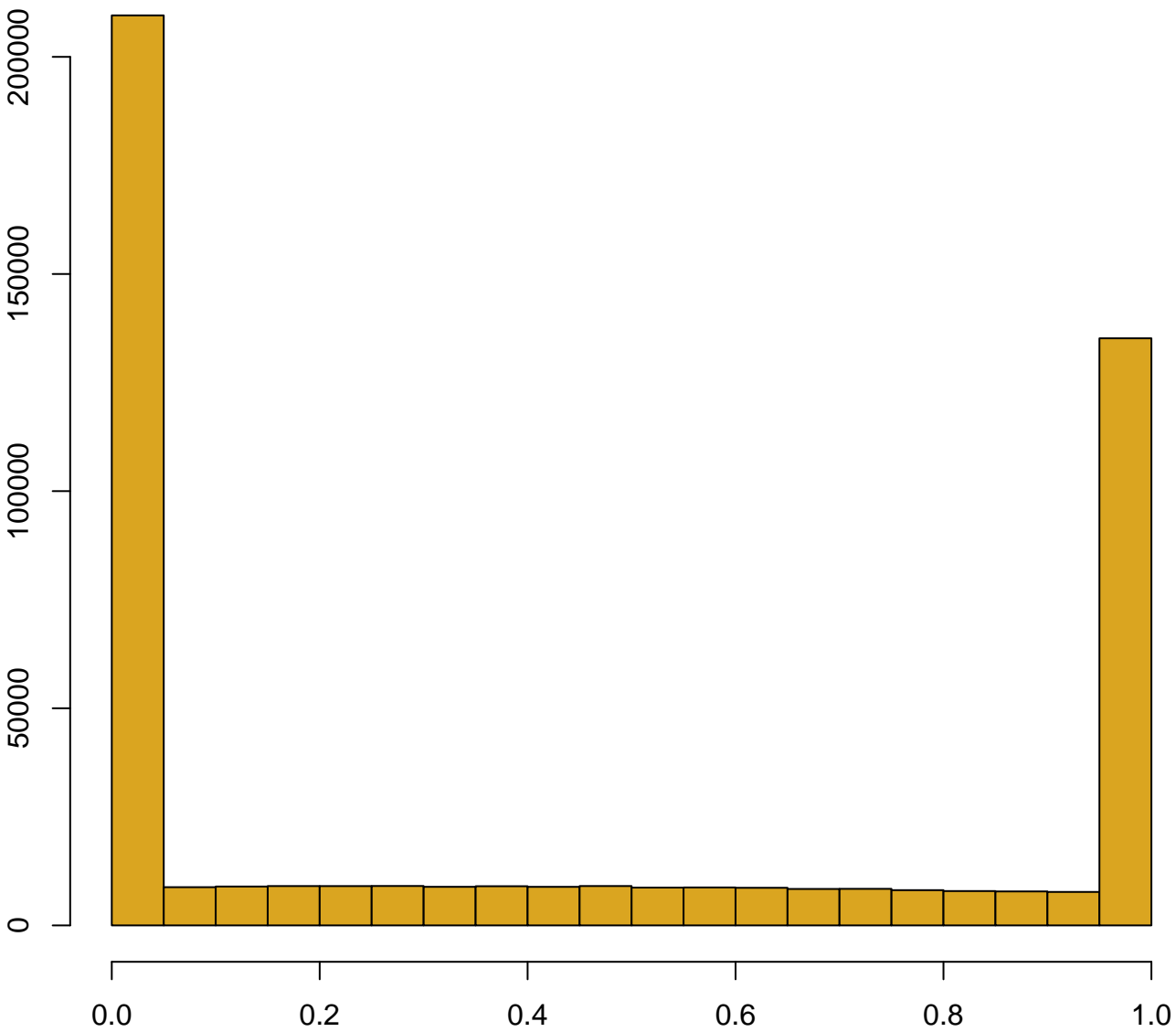
sigma_env = 0.9

obs SD: 0.41

obsMean: 0.41



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.275
sigma_env = 1.1
obs SD: 0.43
obsMean: 0.42



Truncated normal survival rates

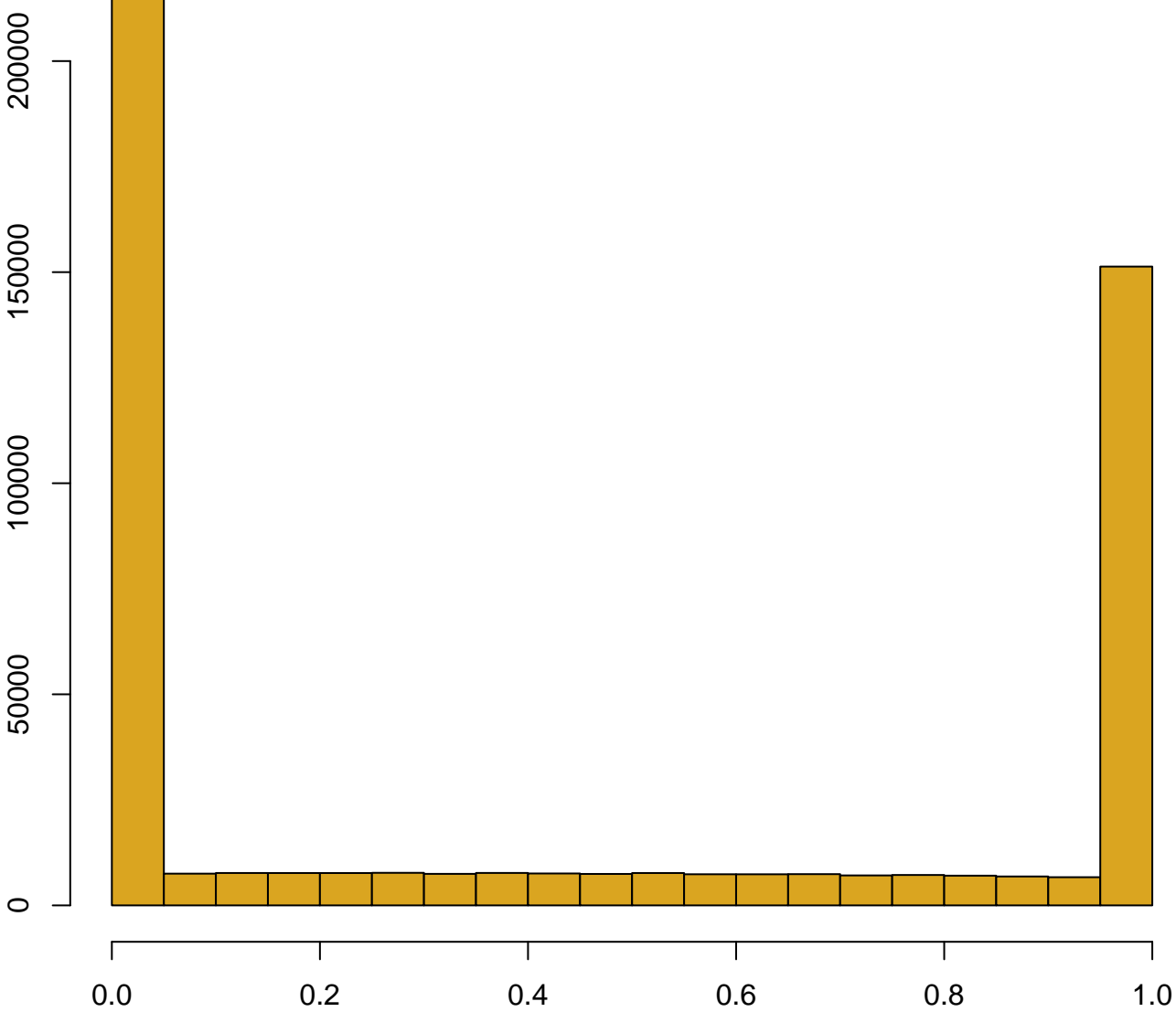
Frequency content: plt3

prespawn surv = 0.275

sigma_env = 1.3

obs SD: 0.44

obsMean: 0.43



Truncated normal survival rates

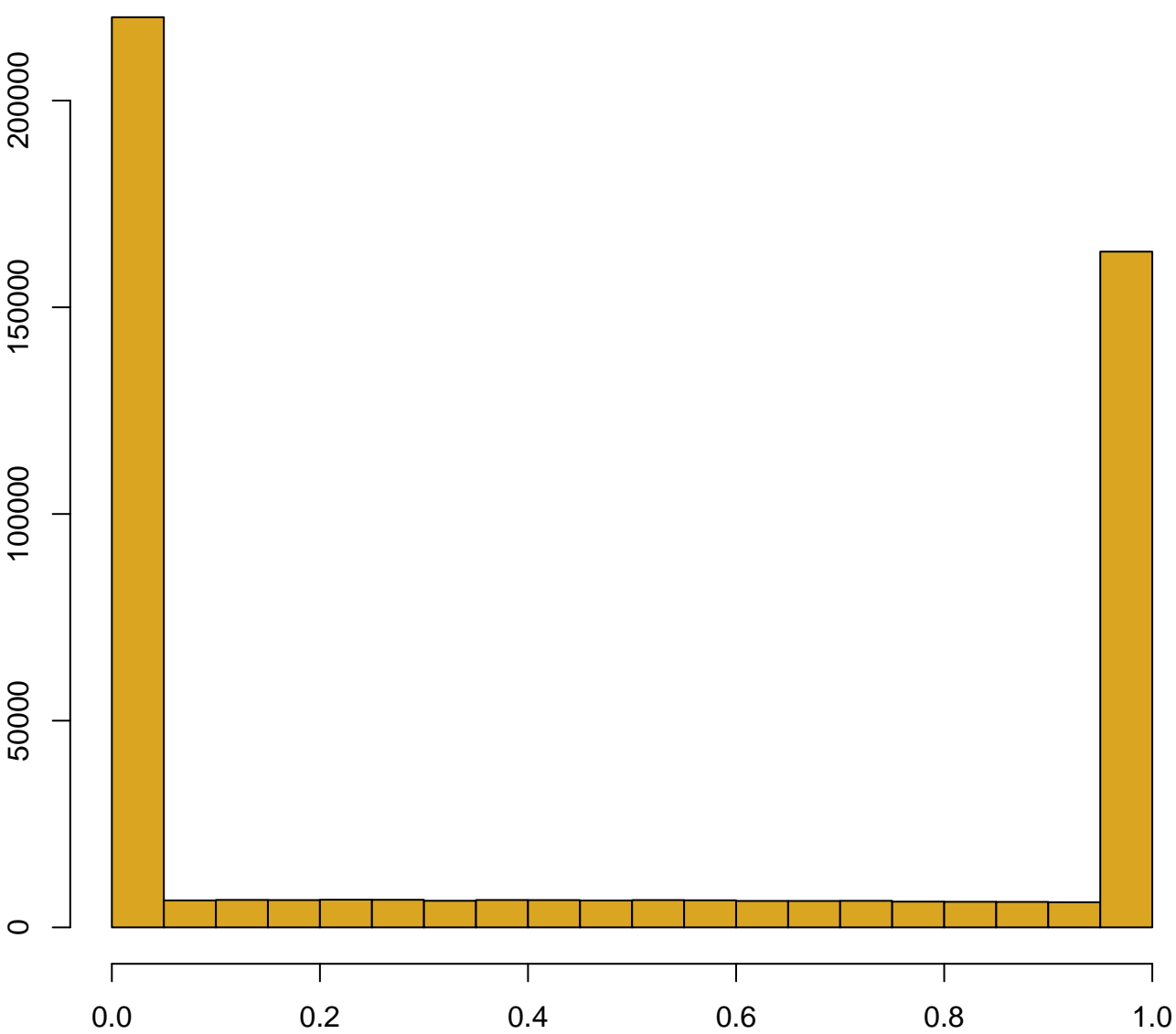
Frequency content: plt3

prespawn surv = 0.275

sigma_env = 1.5

obs SD: 0.45

obsMean: 0.44



Truncated normal survival rates

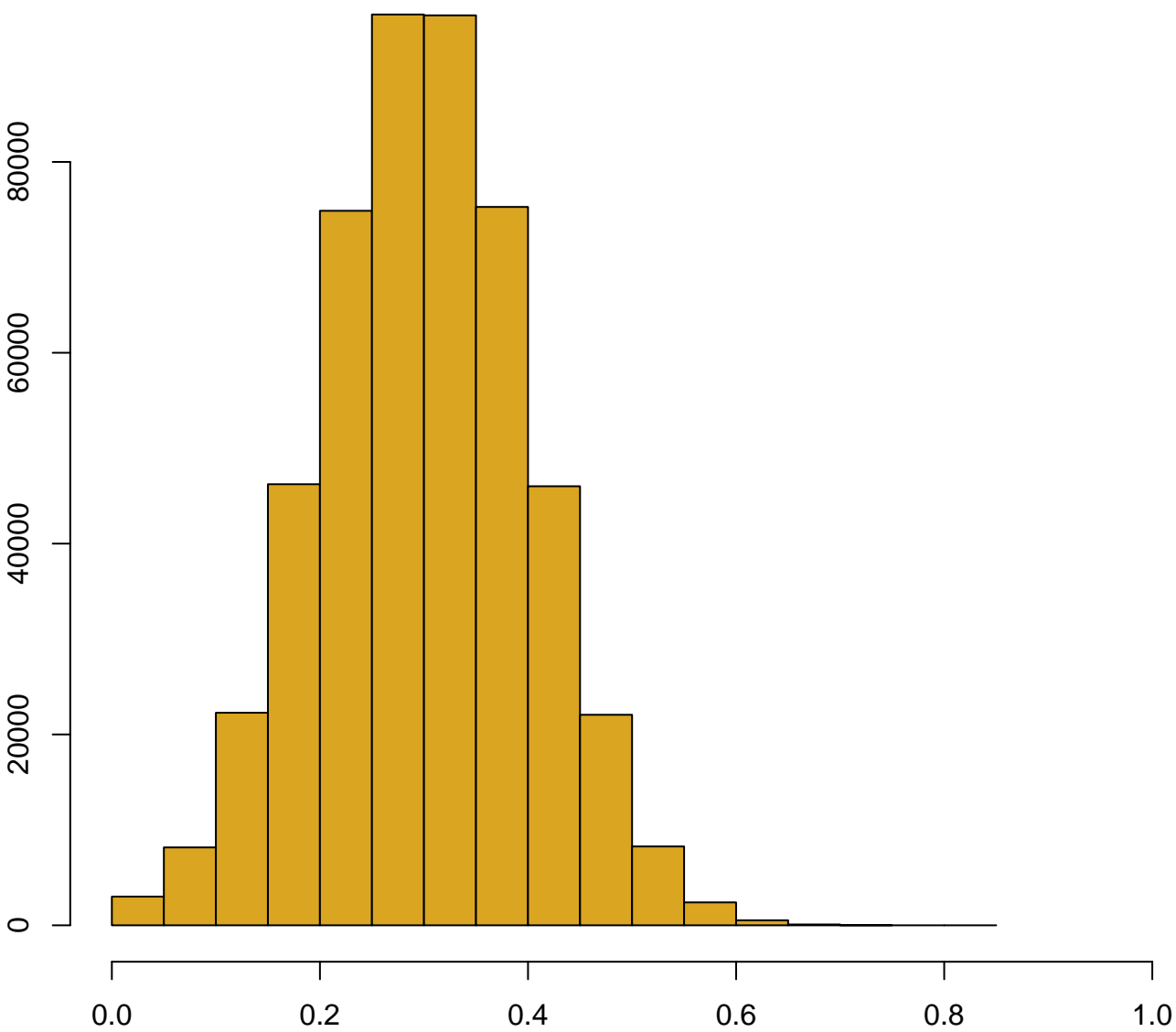
Frequency content: plt3

prespawn surv = 0.3

sigma_env = 0.1

obs SD: 0.1

obsMean: 0.3



Truncated normal survival rates

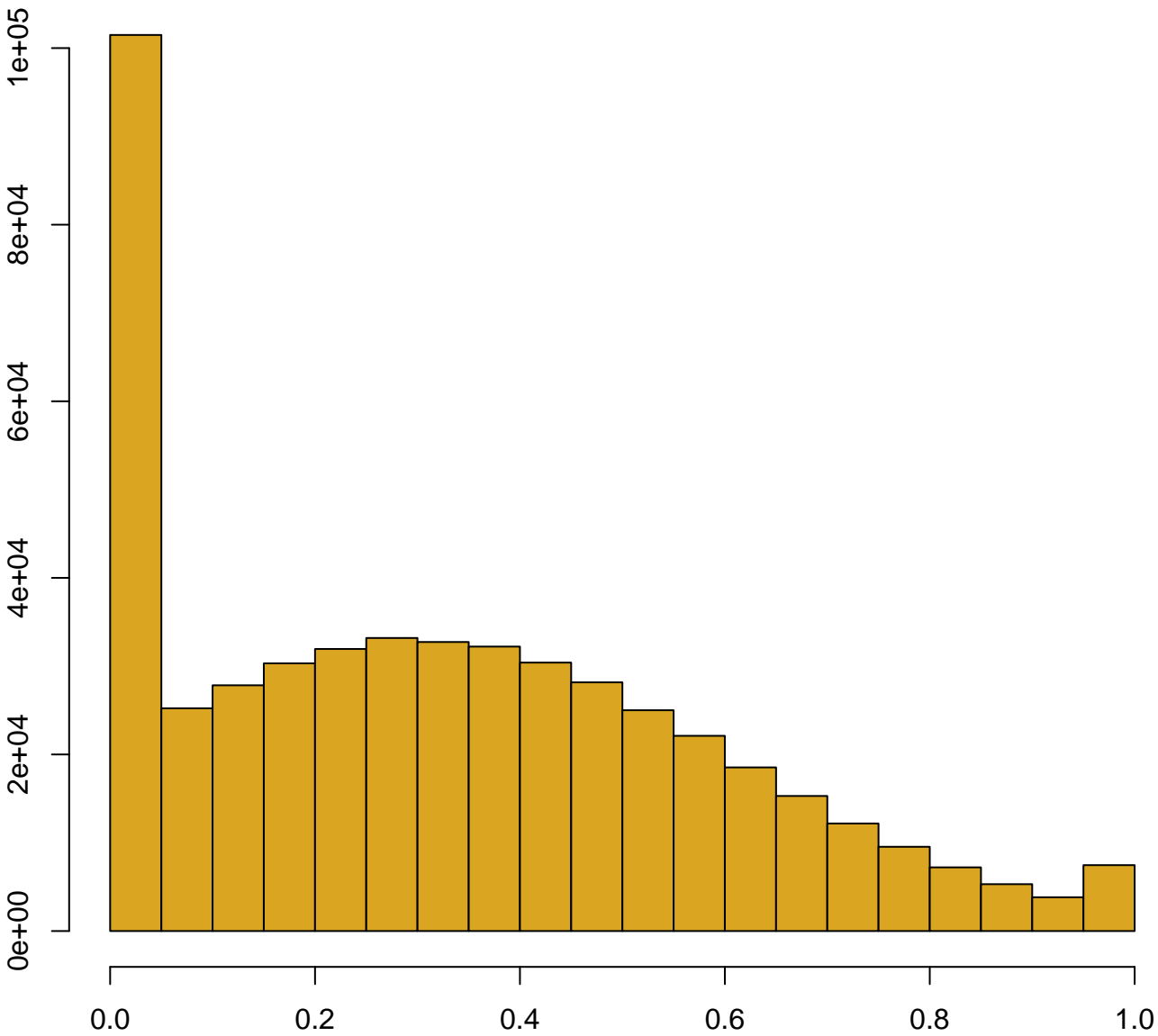
Frequency content: plt3

prespawn surv = 0.3

sigma_env = 0.3

obs SD: 0.26

obsMean: 0.32



Truncated normal survival rates

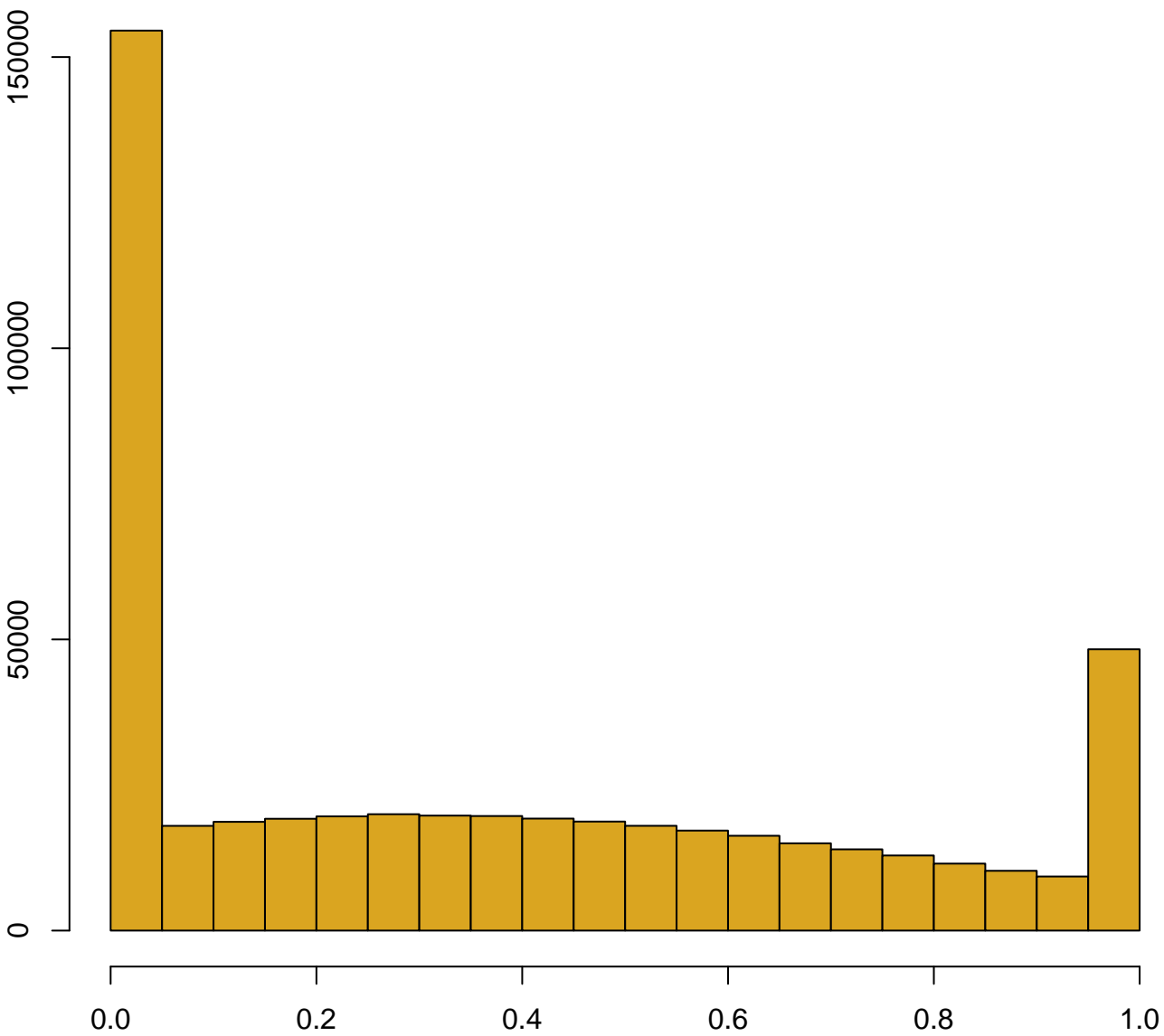
Frequency content: plt3

prespawn surv = 0.3

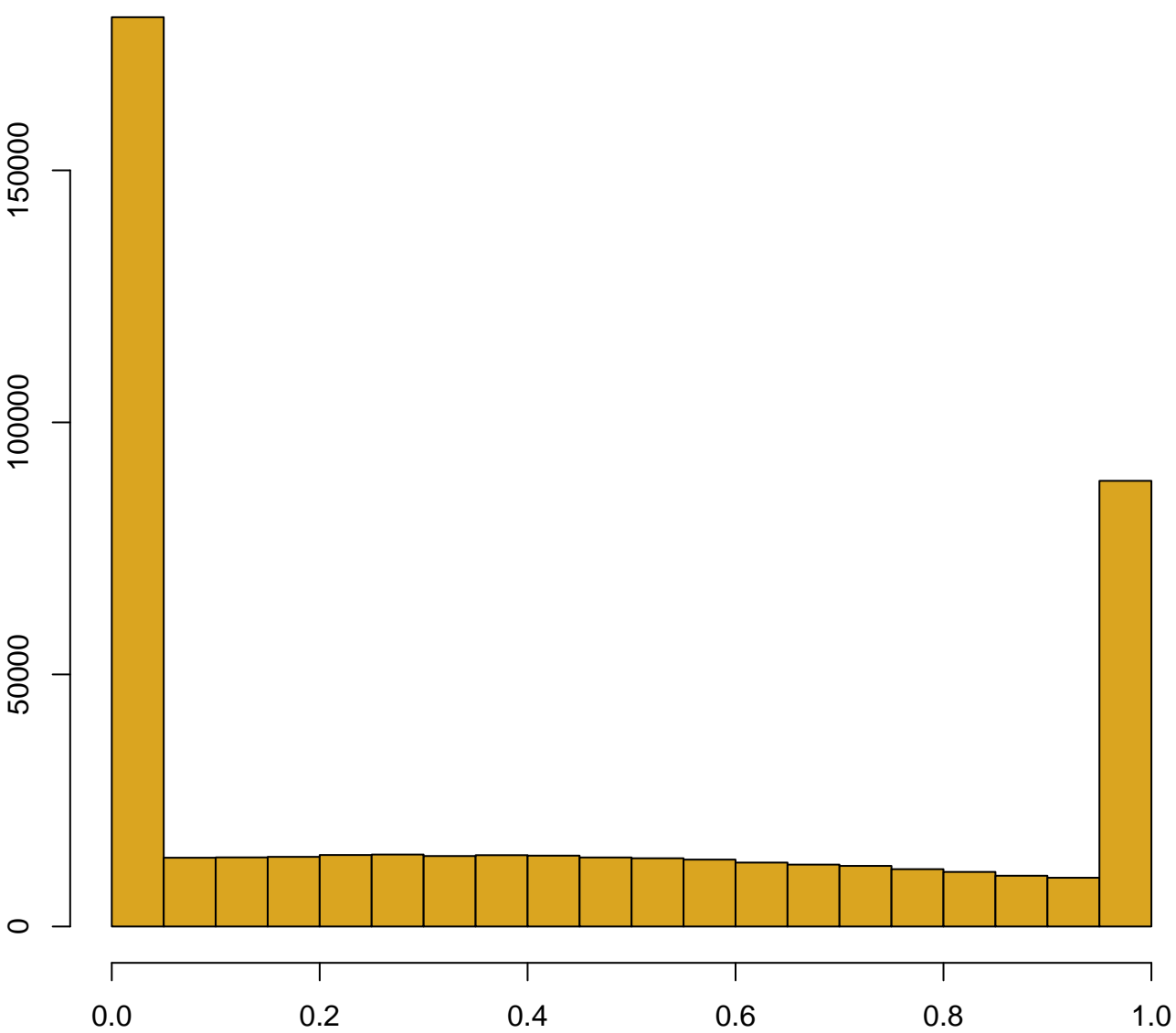
sigma_env = 0.5

obs SD: 0.34

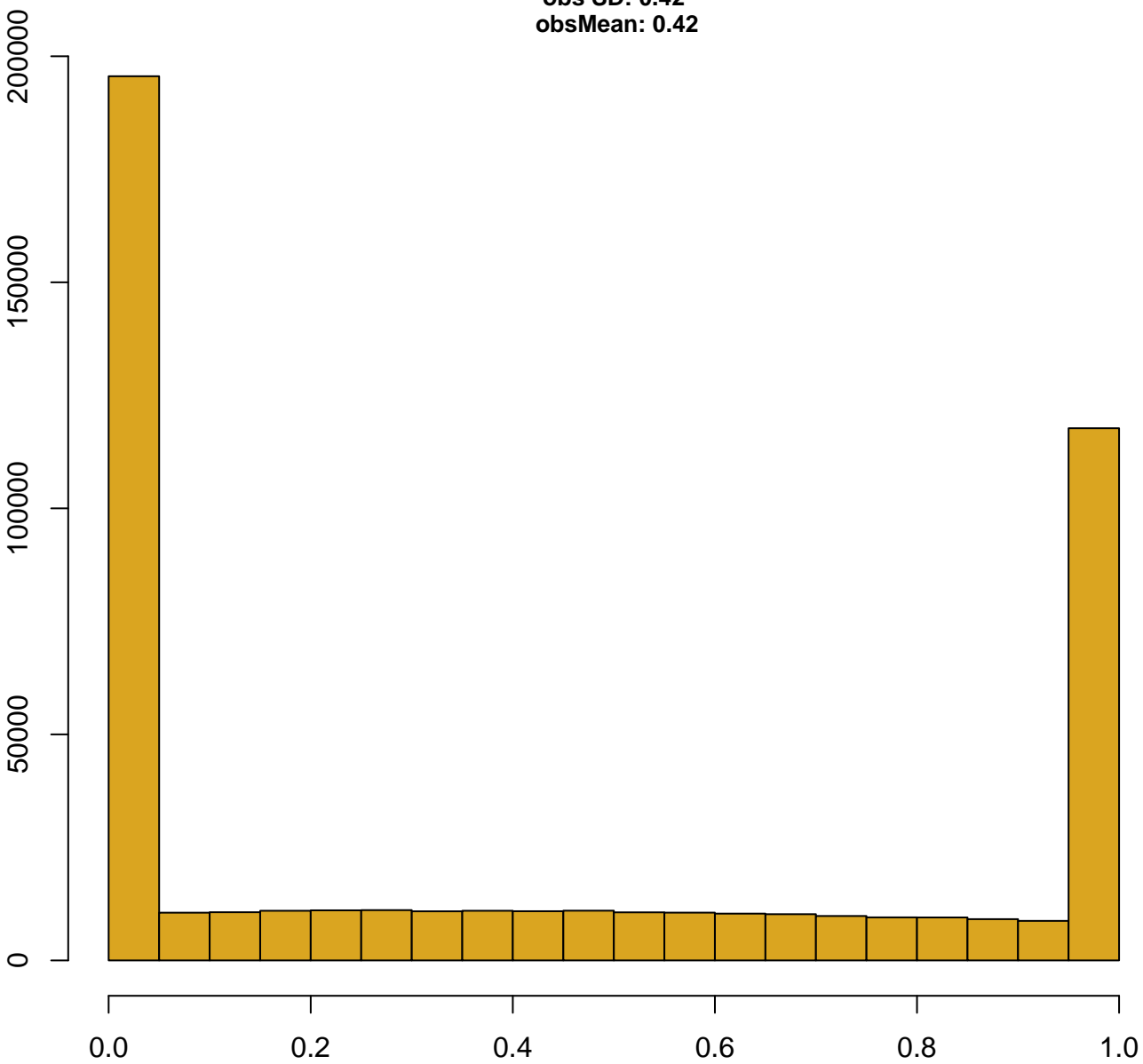
obsMean: 0.37



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.3
sigma_env = 0.7
obs SD: 0.39
obsMean: 0.4



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.3
sigma_env = 0.9
obs SD: 0.42
obsMean: 0.42



Truncated normal survival rates

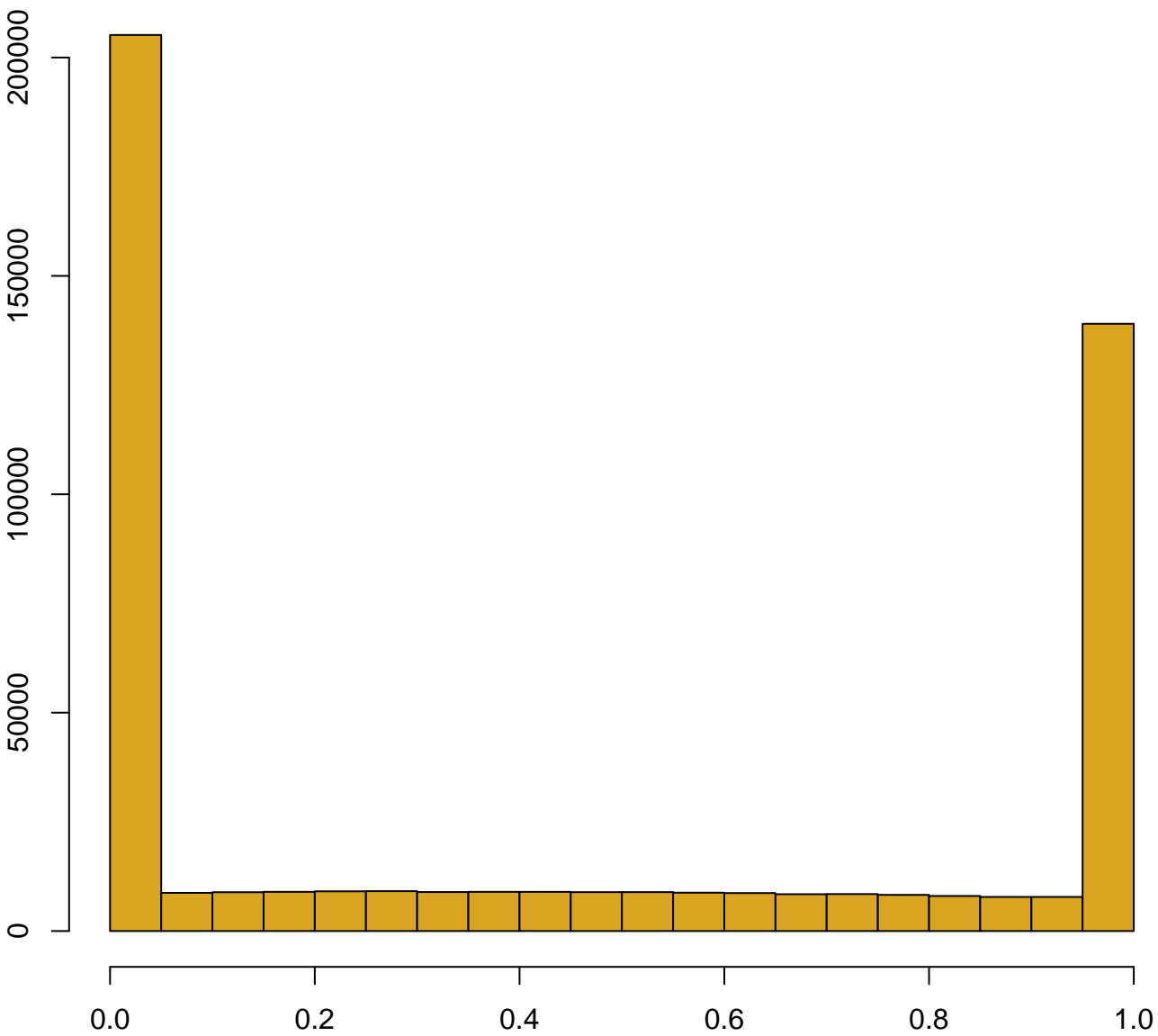
Frequency content: plt3

prespawn surv = 0.3

sigma_env = 1.1

obs SD: 0.43

obsMean: 0.43



Truncated normal survival rates

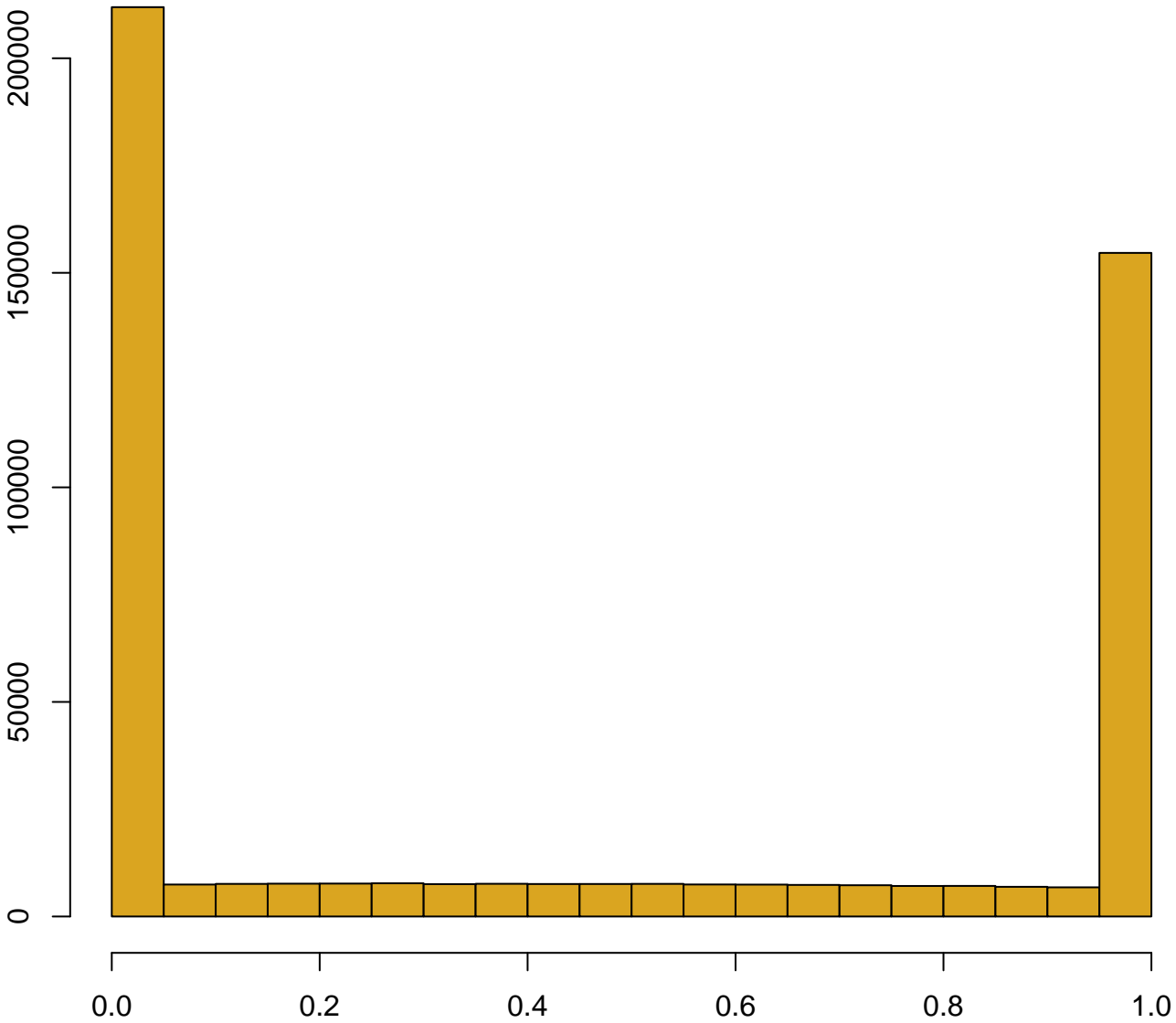
Frequency content: plt3

prespawn surv = 0.3

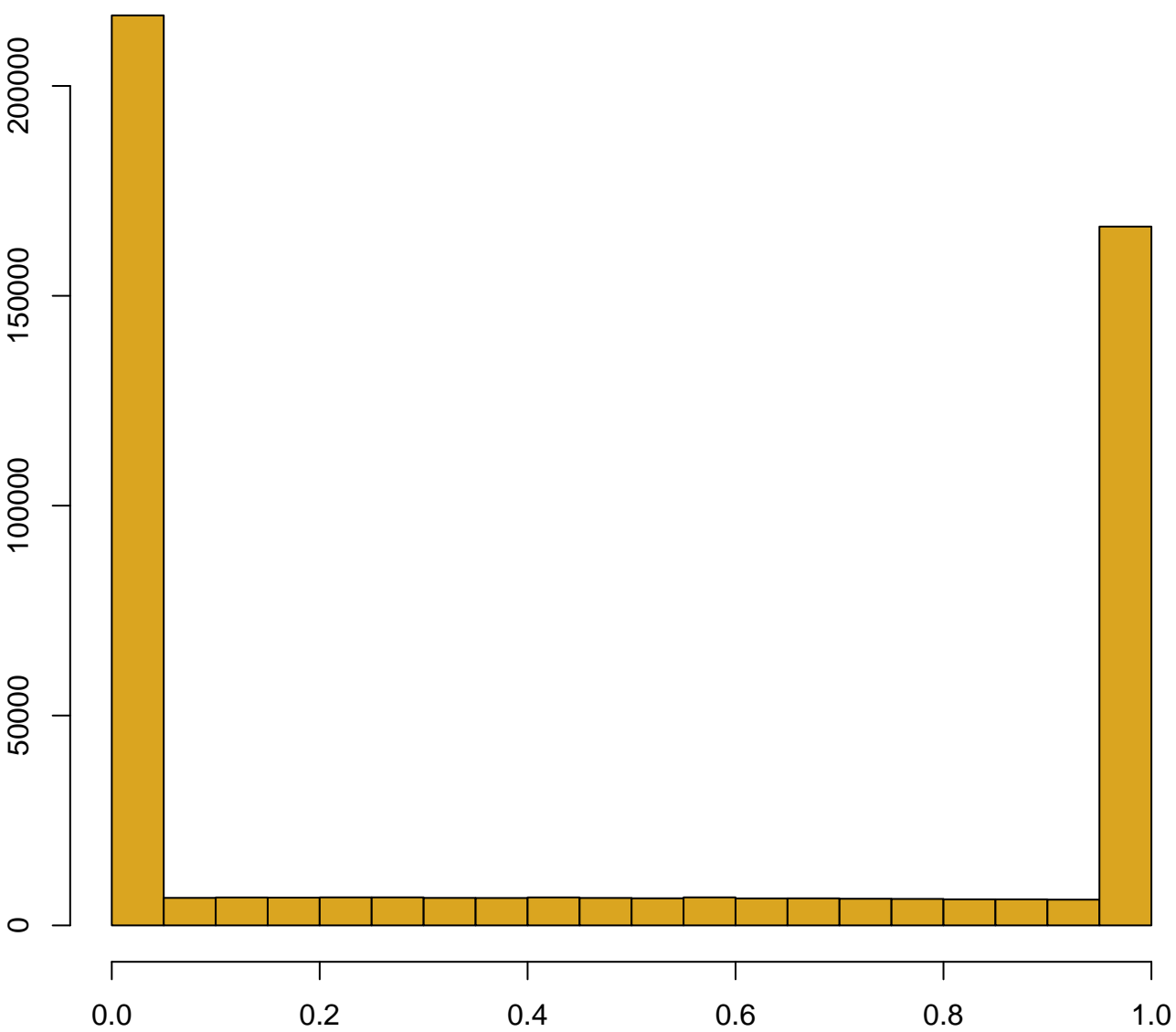
sigma_env = 1.3

obs SD: 0.44

obsMean: 0.44



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.3
sigma_env = 1.5
obs SD: 0.45
obsMean: 0.45



Truncated normal survival rates

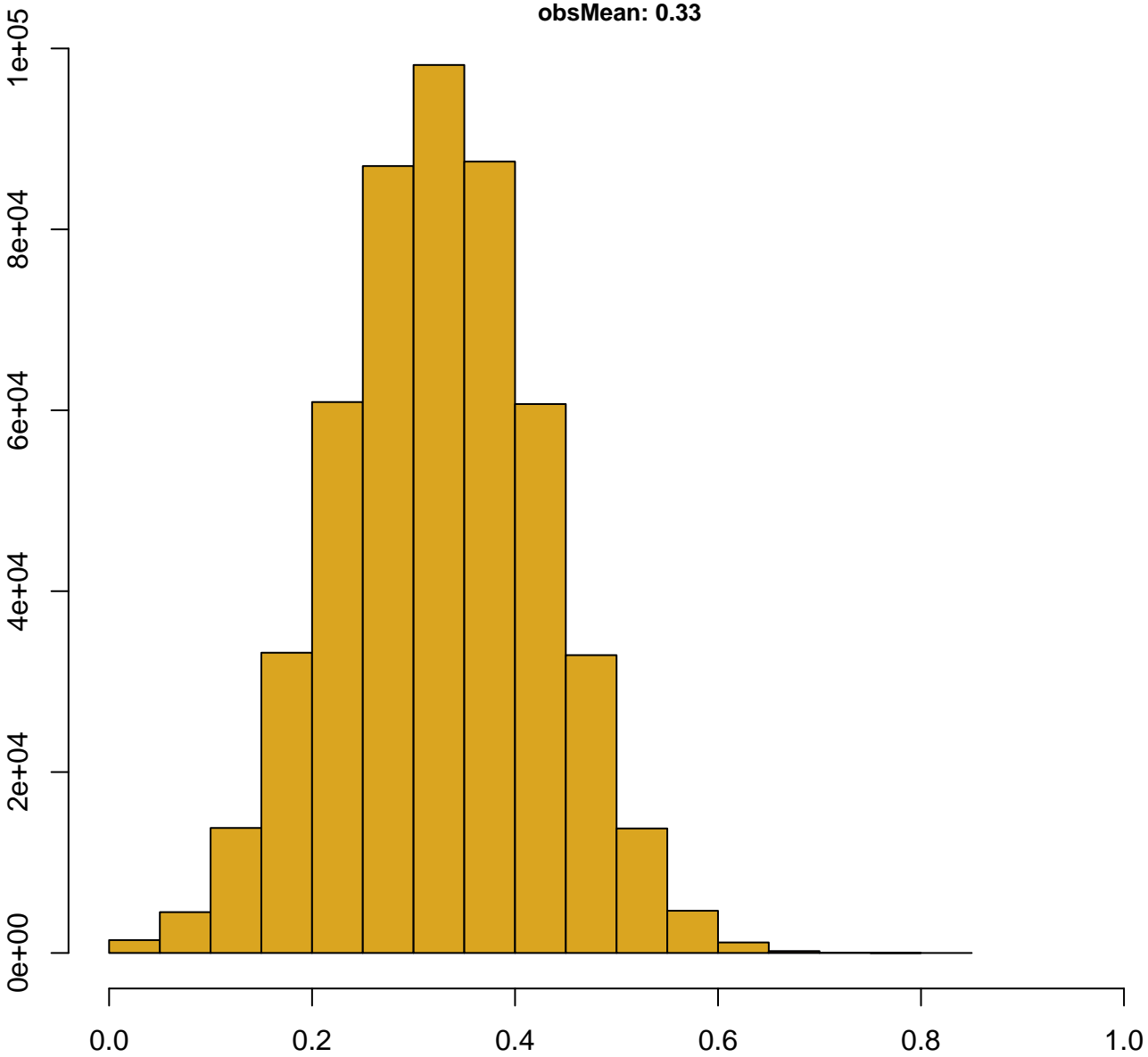
Frequency content: plt3

prespawn surv = 0.325

sigma_env = 0.1

obs SD: 0.1

obsMean: 0.33



Truncated normal survival rates

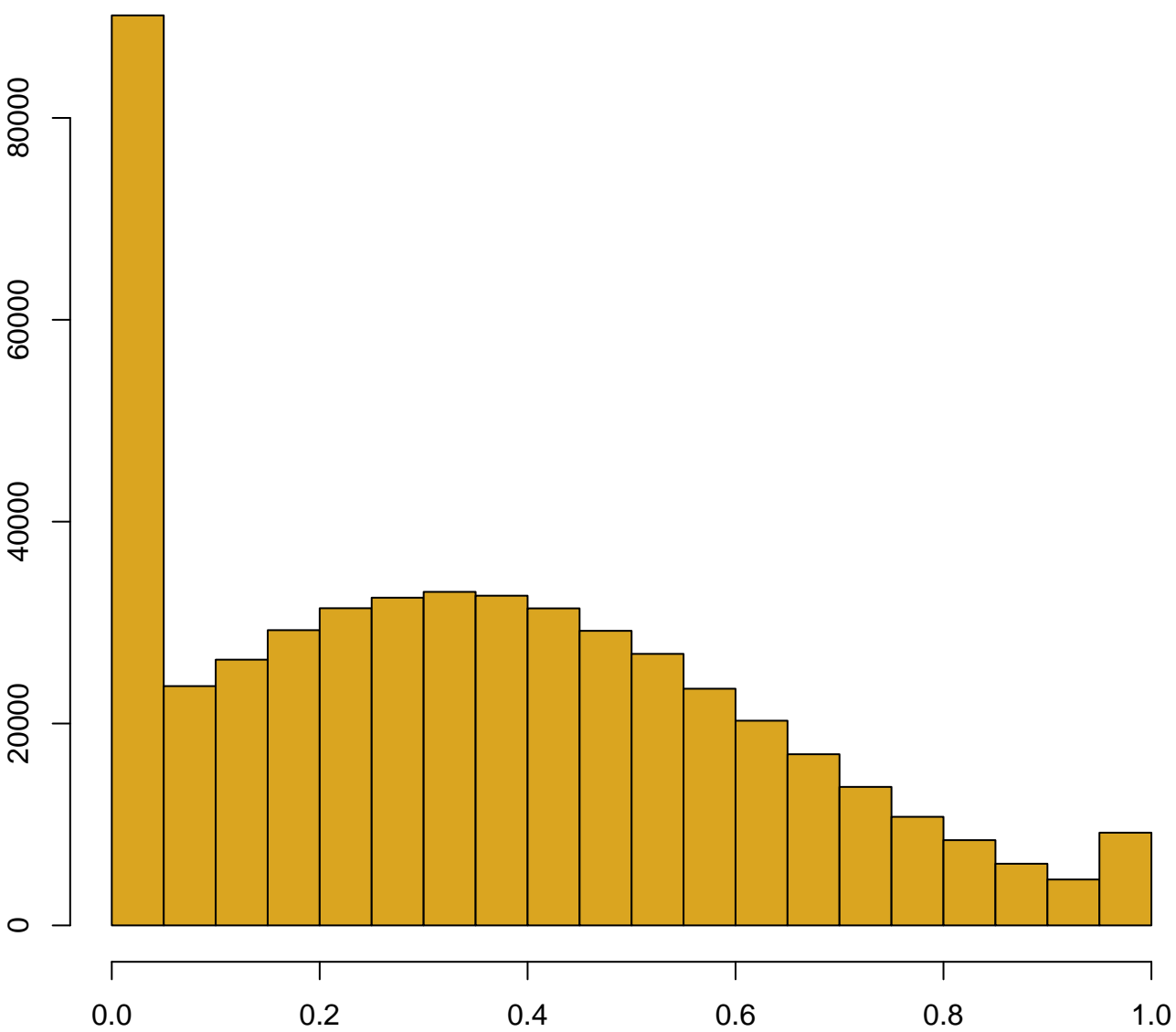
Frequency content: plt3

prespawn surv = 0.325

sigma_env = 0.3

obs SD: 0.26

obsMean: 0.34



Truncated normal survival rates

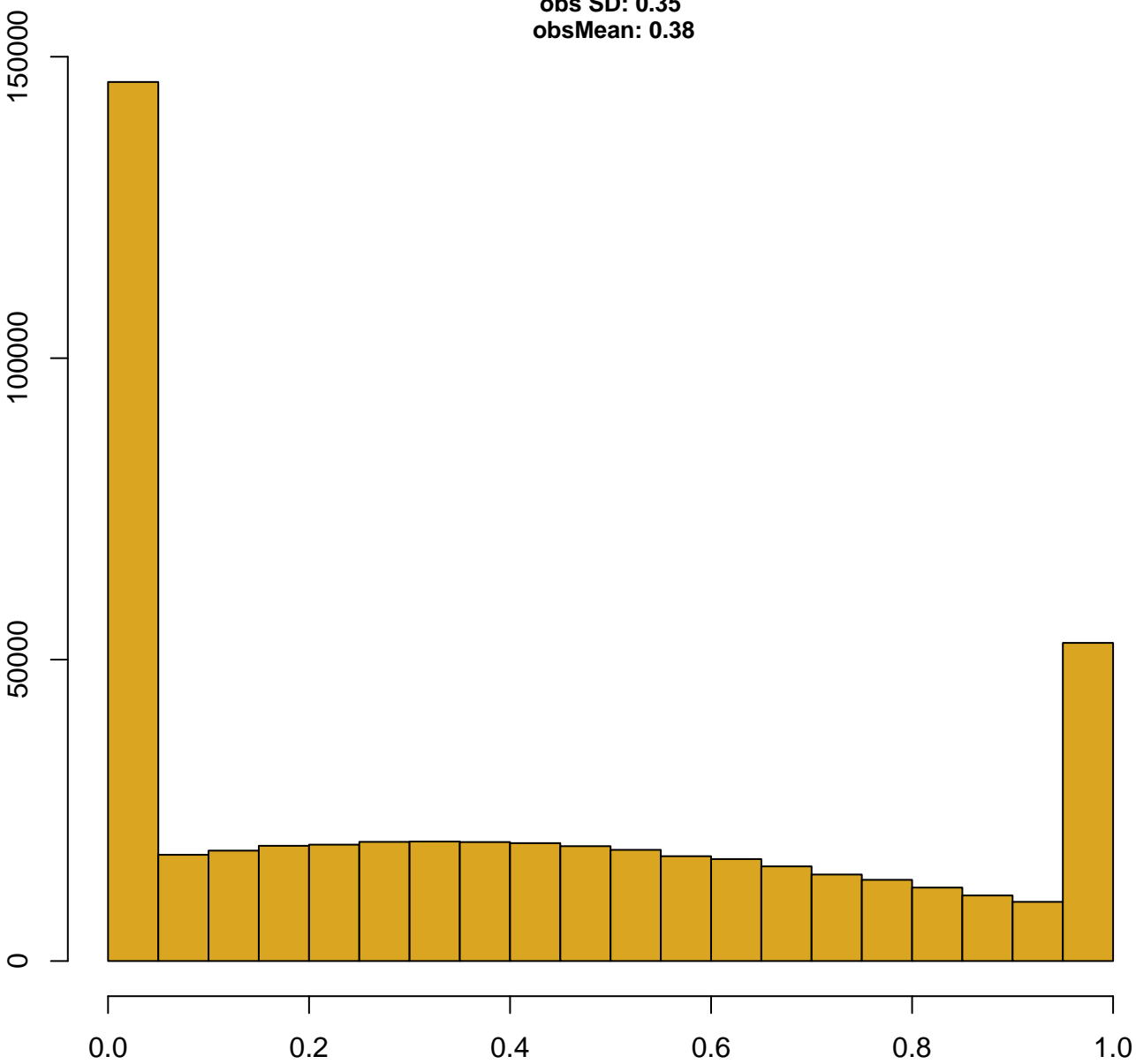
Frequency content: plt3

prespawn surv = 0.325

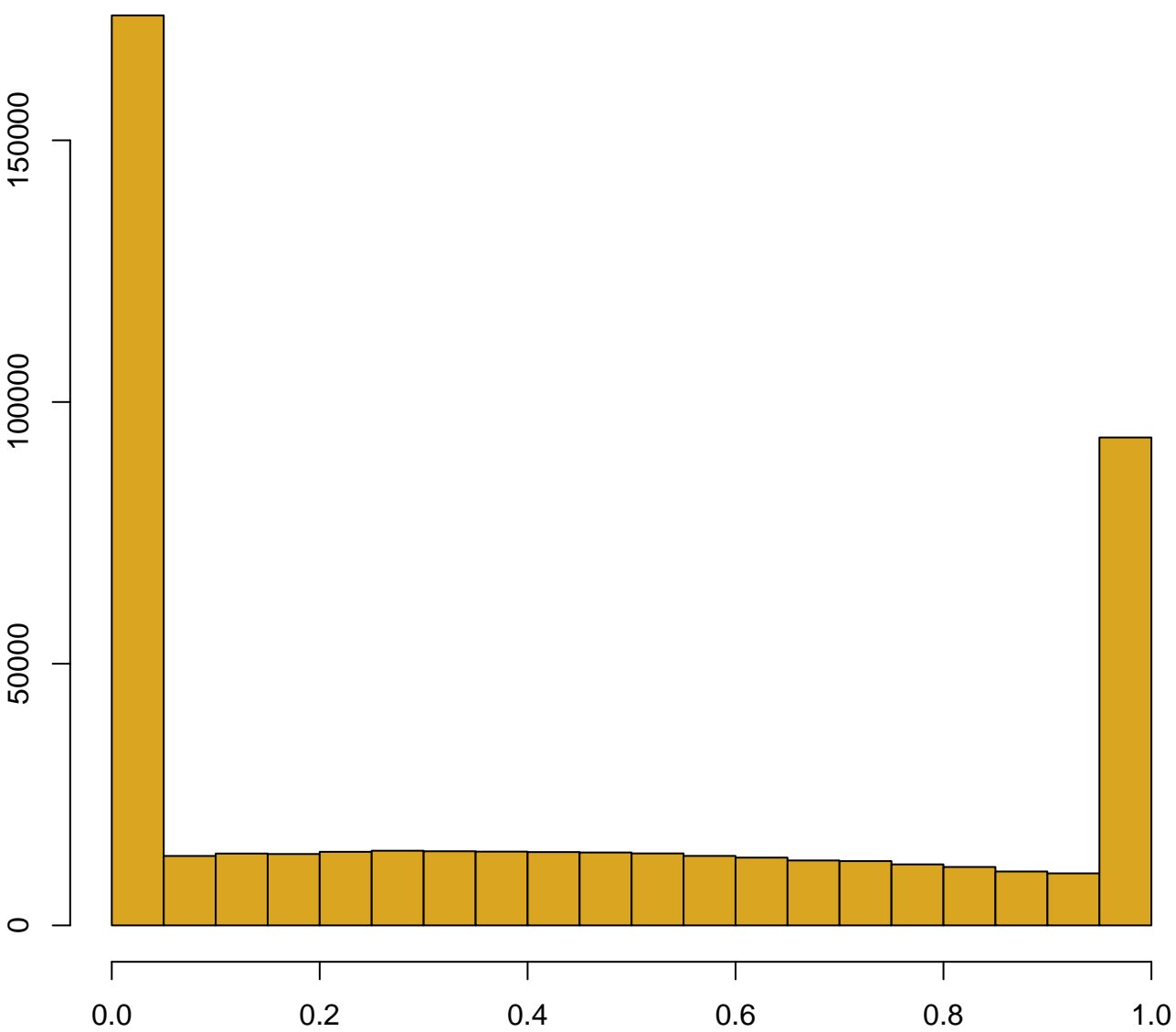
sigma_env = 0.5

obs SD: 0.35

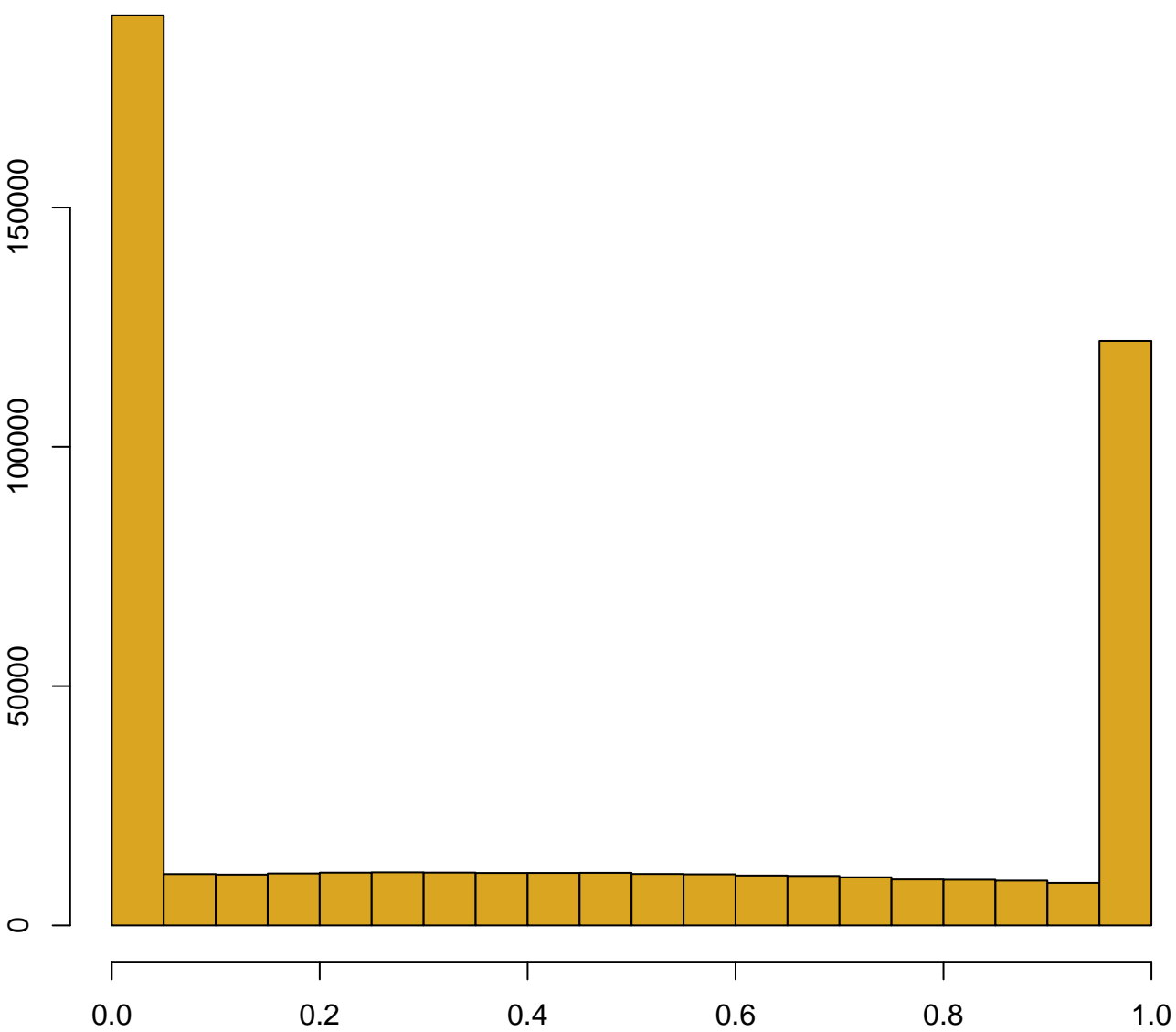
obsMean: 0.38



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.325
sigma_env = 0.7
obs SD: 0.39
obsMean: 0.41



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.325
sigma_env = 0.9
obs SD: 0.42
obsMean: 0.43



Truncated normal survival rates

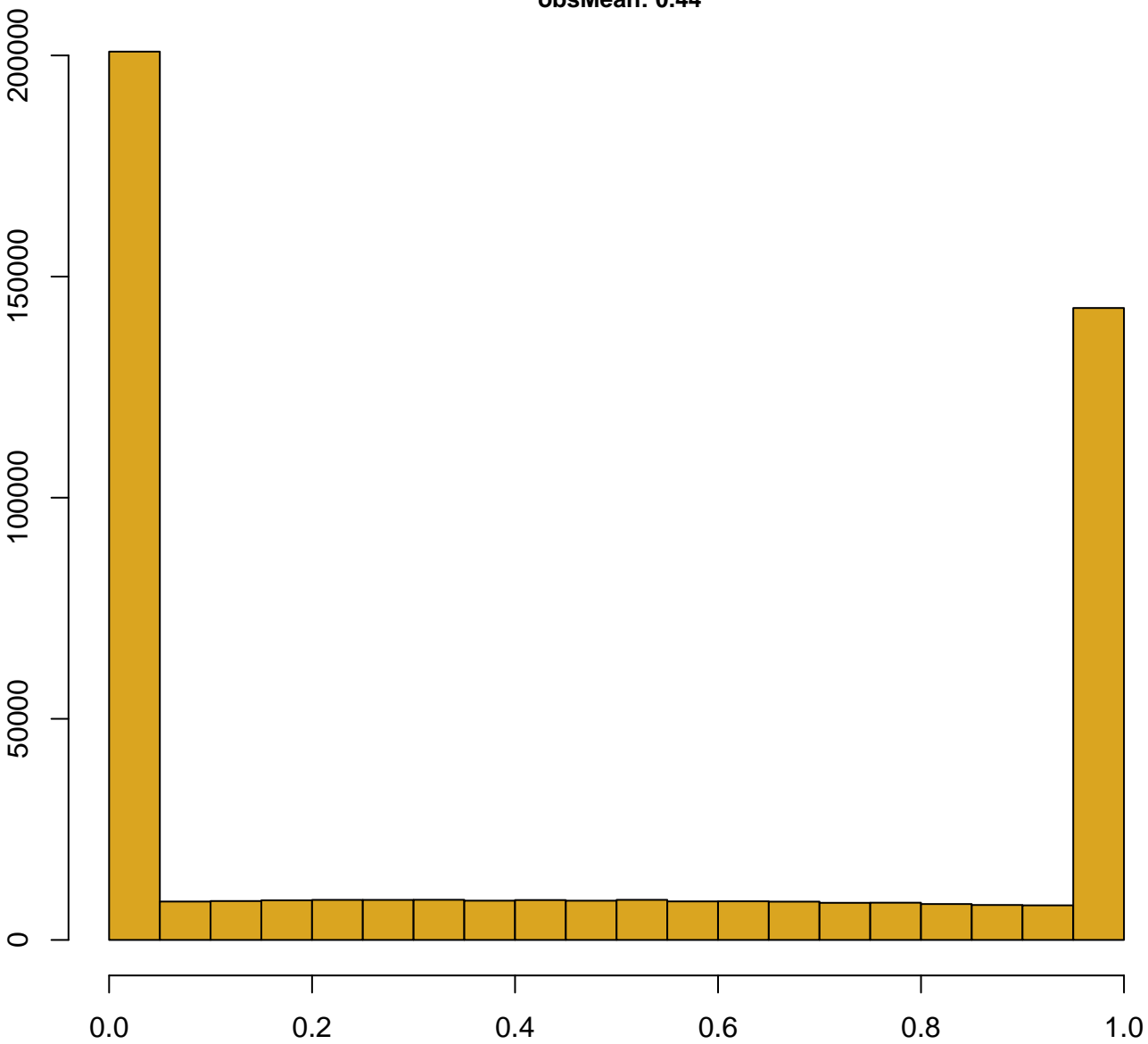
Frequency content: plt3

prespawn surv = 0.325

sigma_env = 1.1

obs SD: 0.43

obsMean: 0.44



Truncated normal survival rates

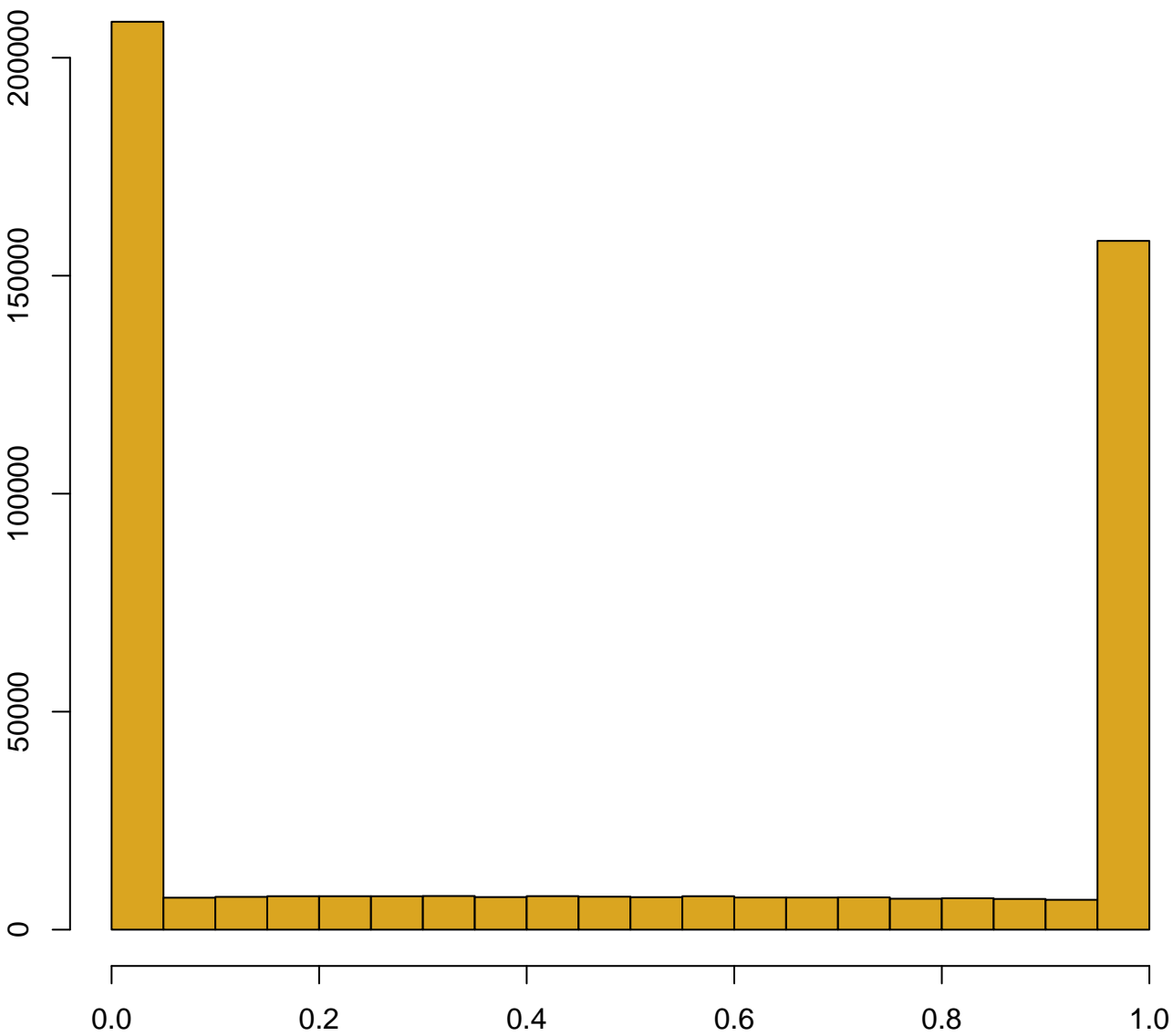
Frequency content: plt3

prespawn surv = 0.325

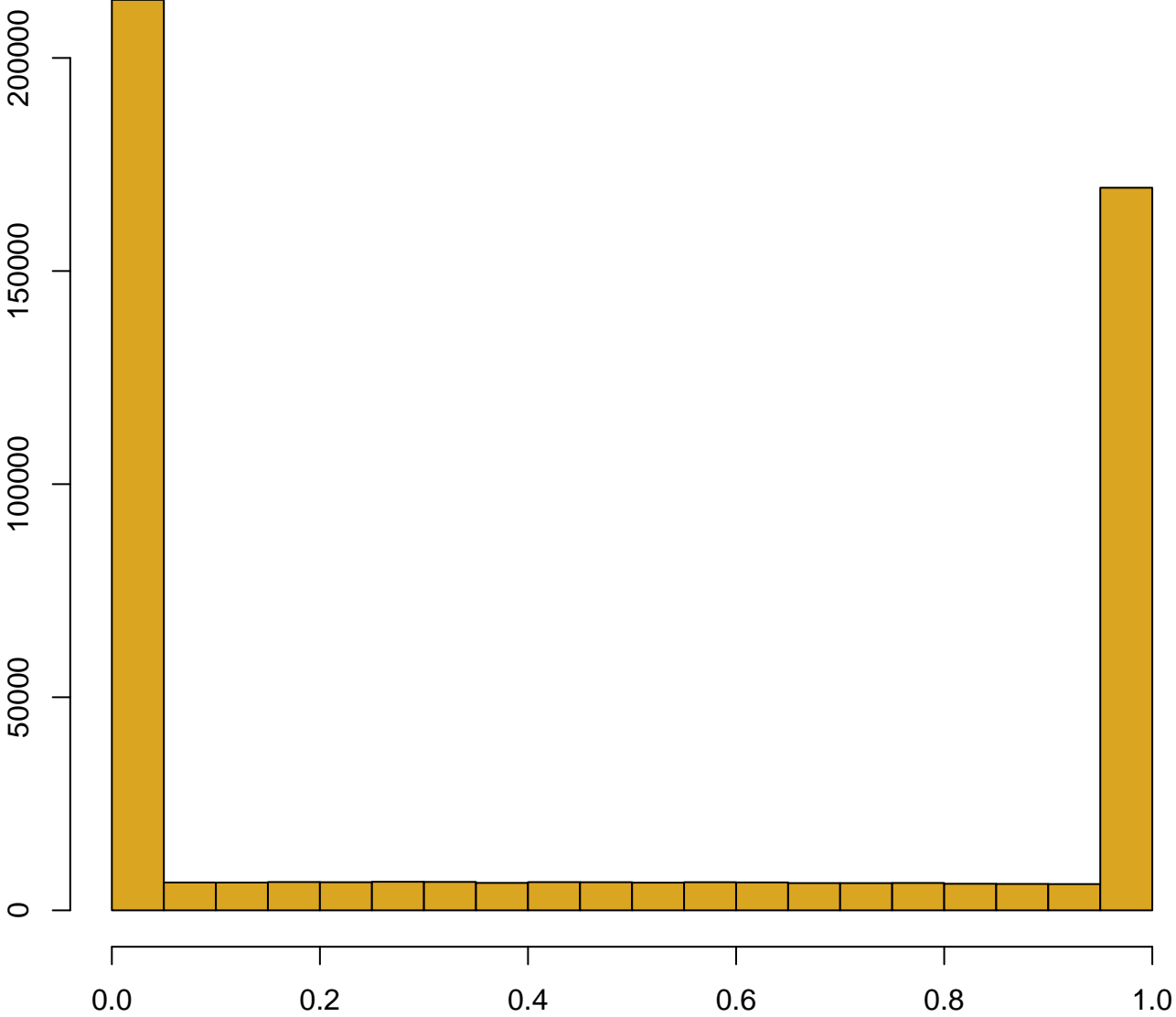
sigma_env = 1.3

obs SD: 0.44

obsMean: 0.45



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.325
sigma_env = 1.5
obs SD: 0.45
obsMean: 0.45



Truncated normal survival rates

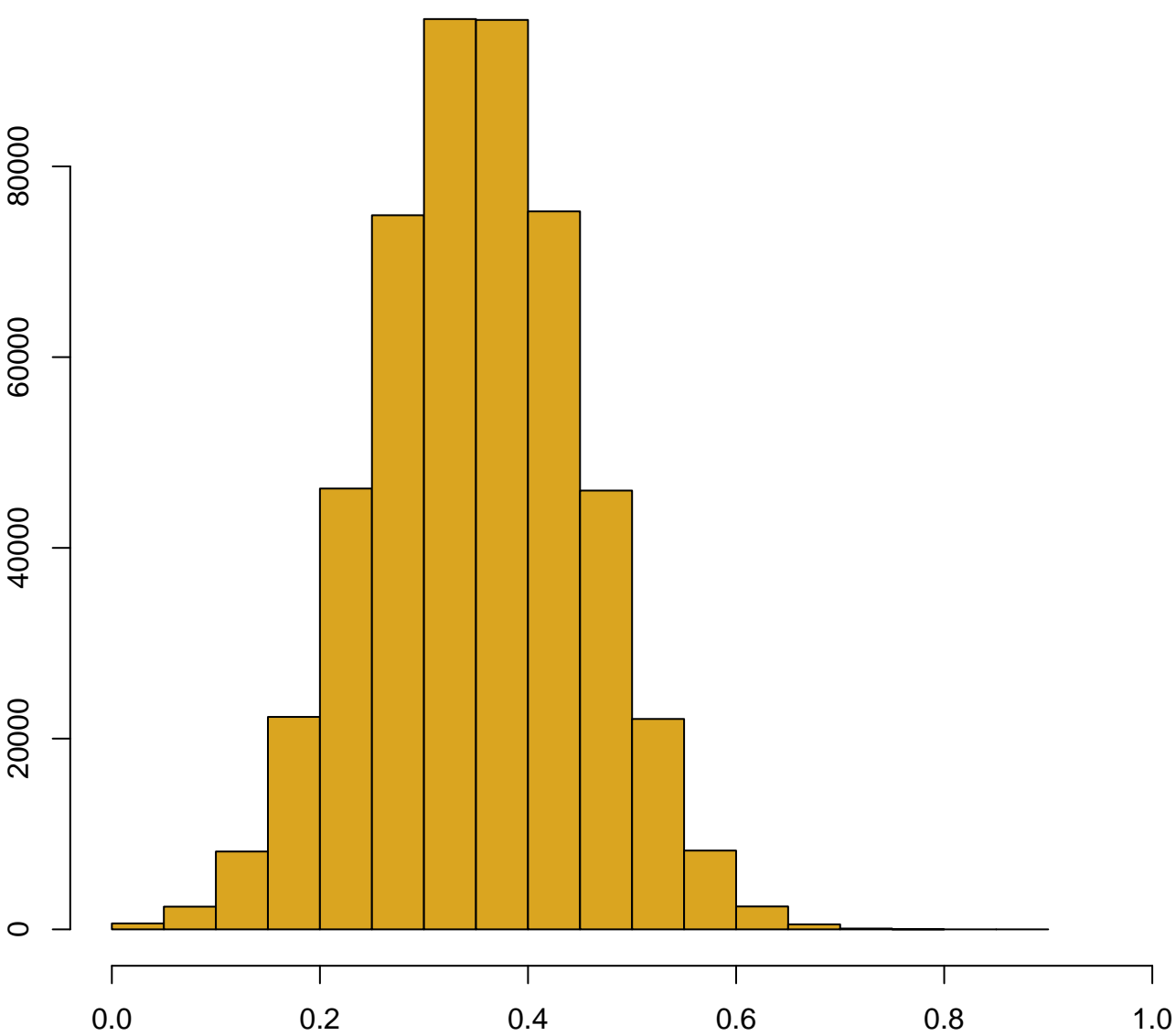
Frequency content: plt3

prespawn surv = 0.35

sigma_env = 0.1

obs SD: 0.1

obsMean: 0.35



Truncated normal survival rates

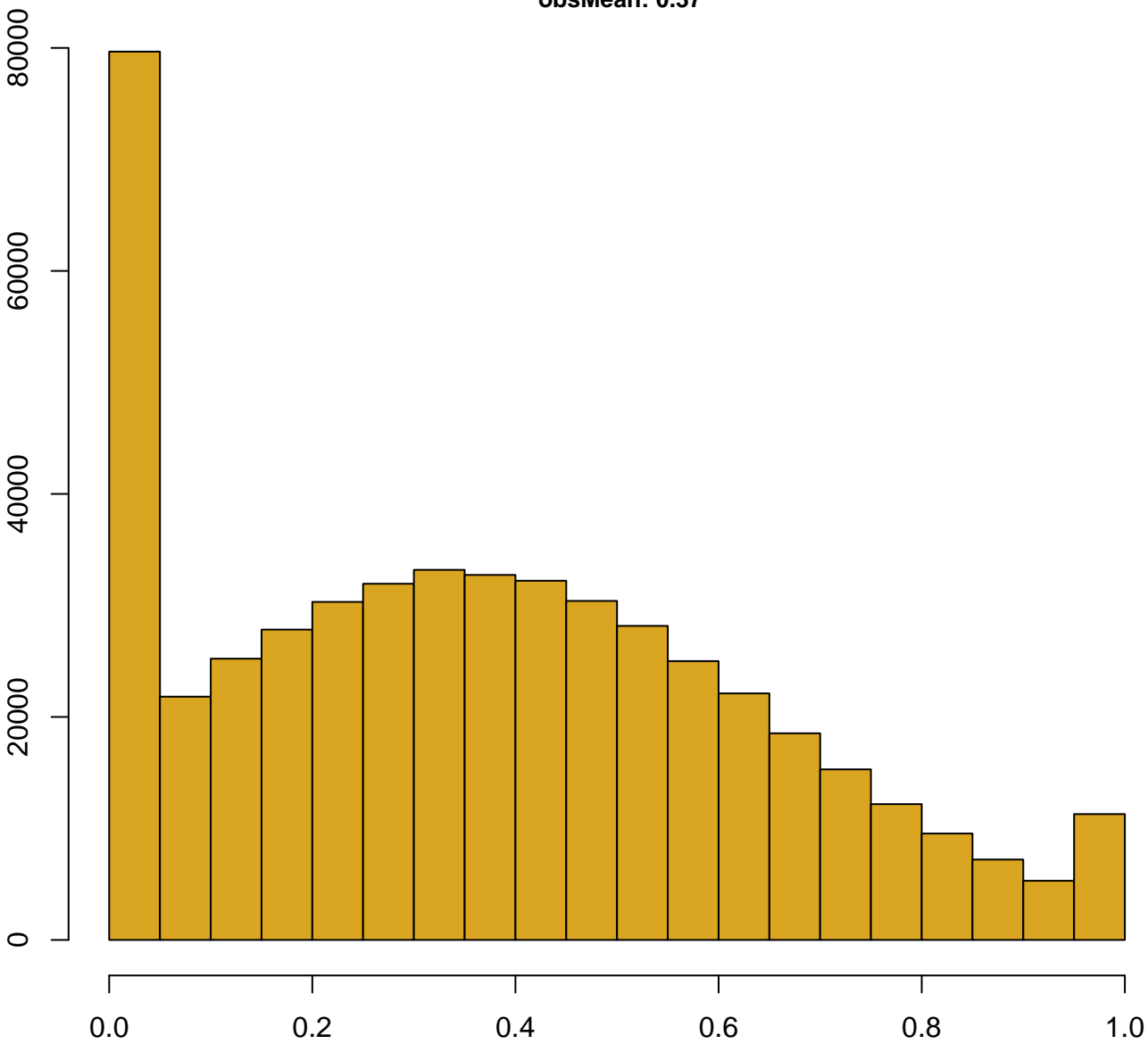
Frequency content: plt3

prespawn surv = 0.35

sigma_env = 0.3

obs SD: 0.26

obsMean: 0.37



Truncated normal survival rates

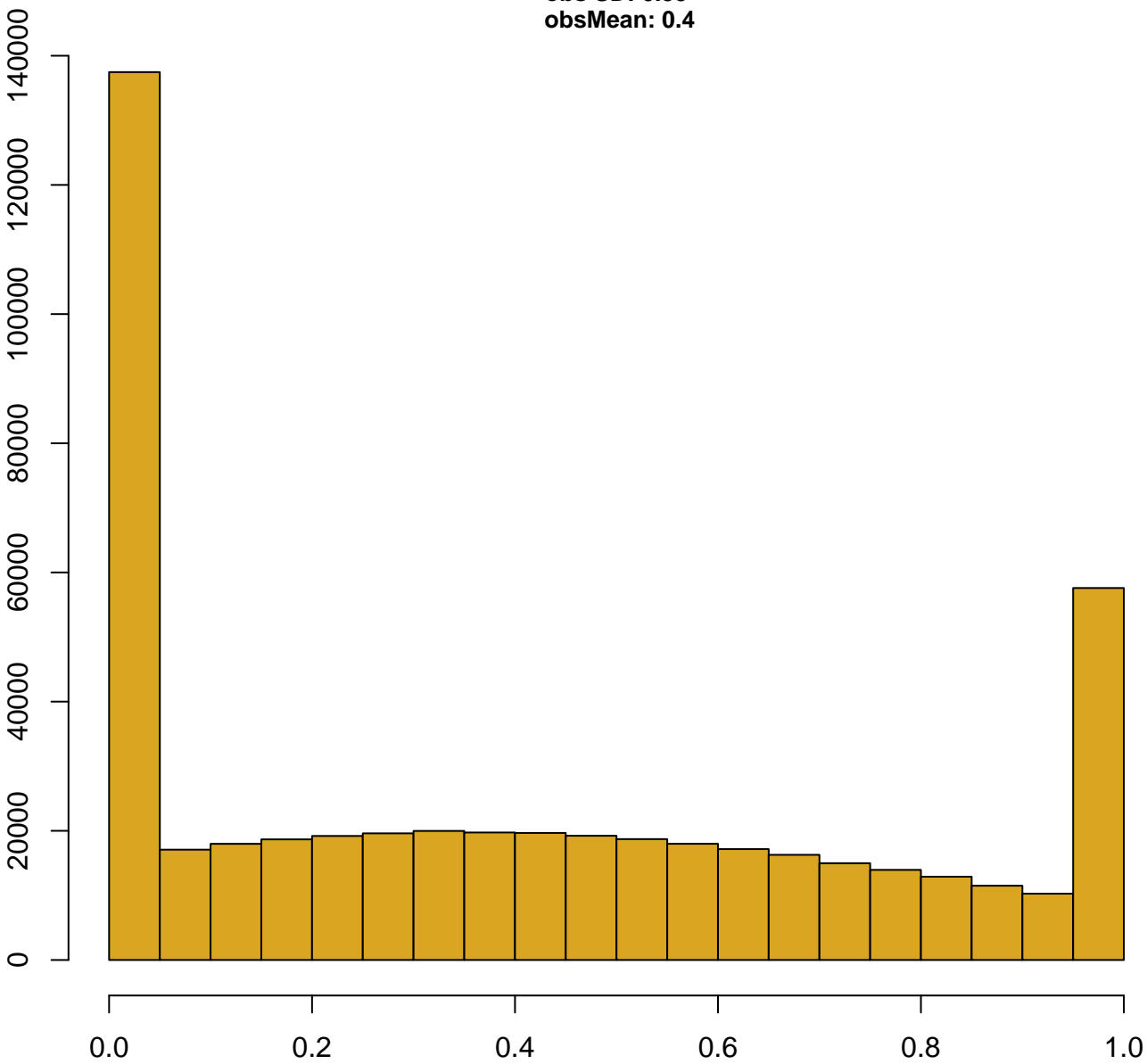
Frequency content: plt3

prespawn surv = 0.35

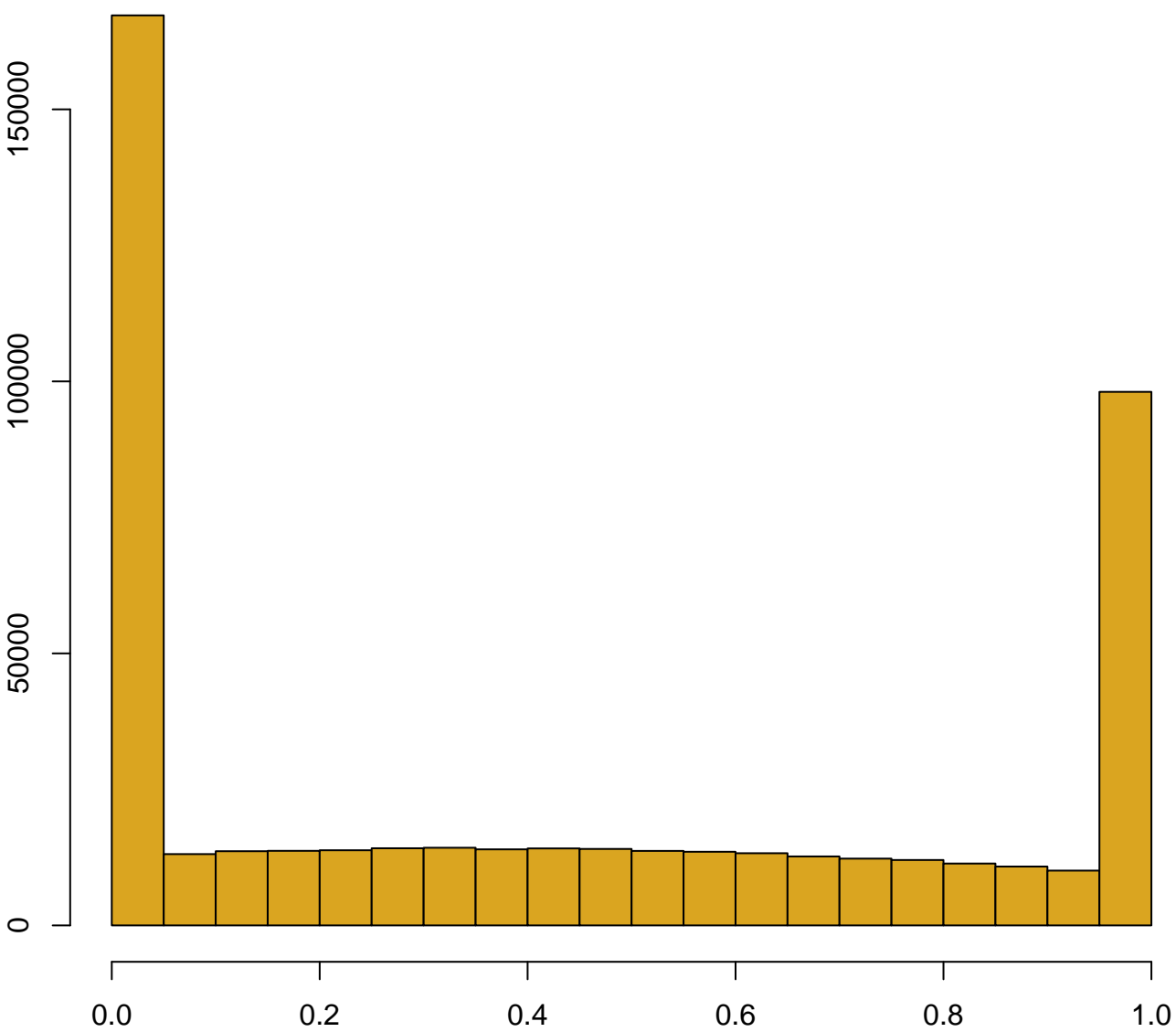
sigma_env = 0.5

obs SD: 0.35

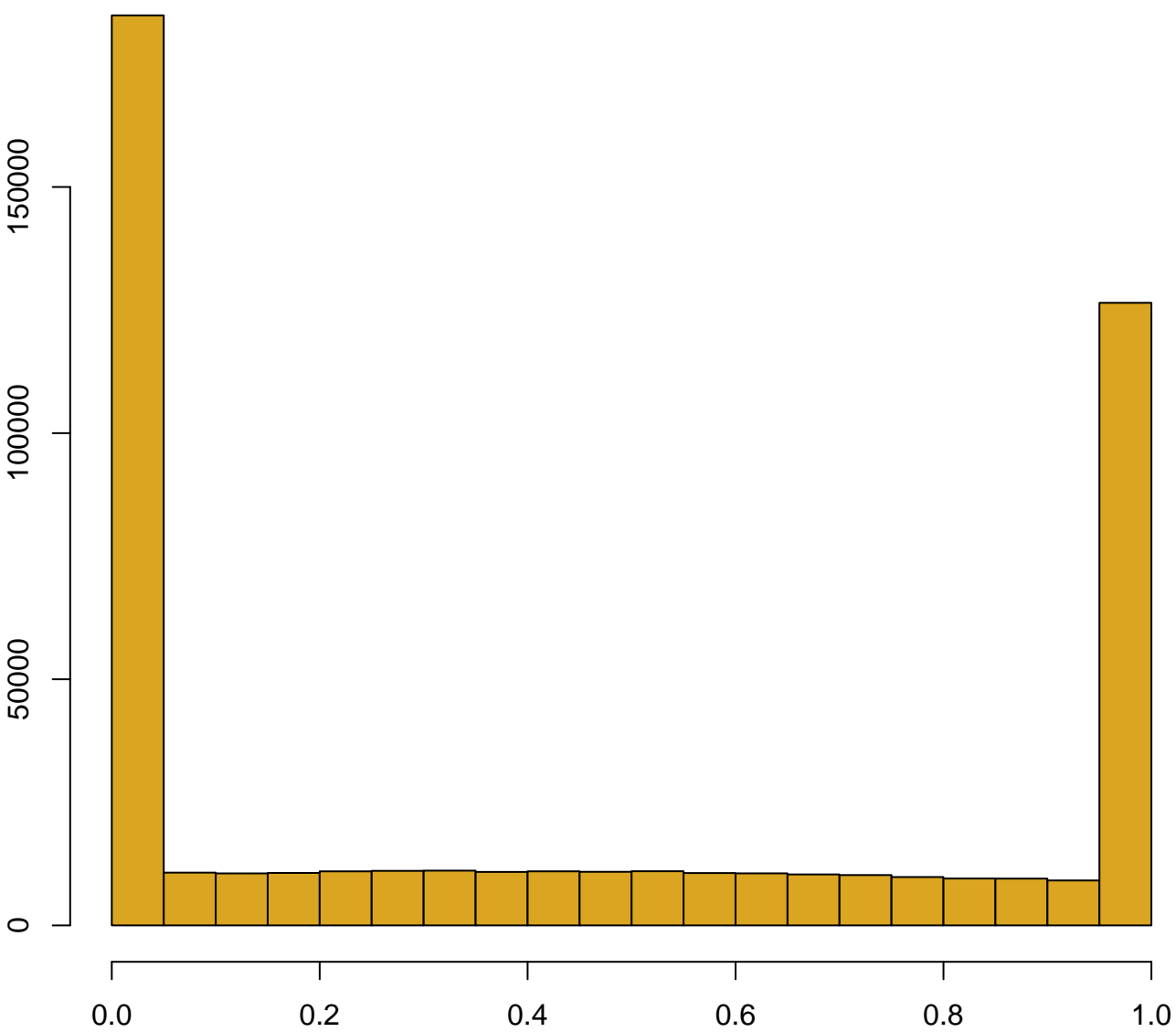
obsMean: 0.4



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.35
sigma_env = 0.7
obs SD: 0.39
obsMean: 0.42



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.35
sigma_env = 0.9
obs SD: 0.42
obsMean: 0.44



Truncated normal survival rates

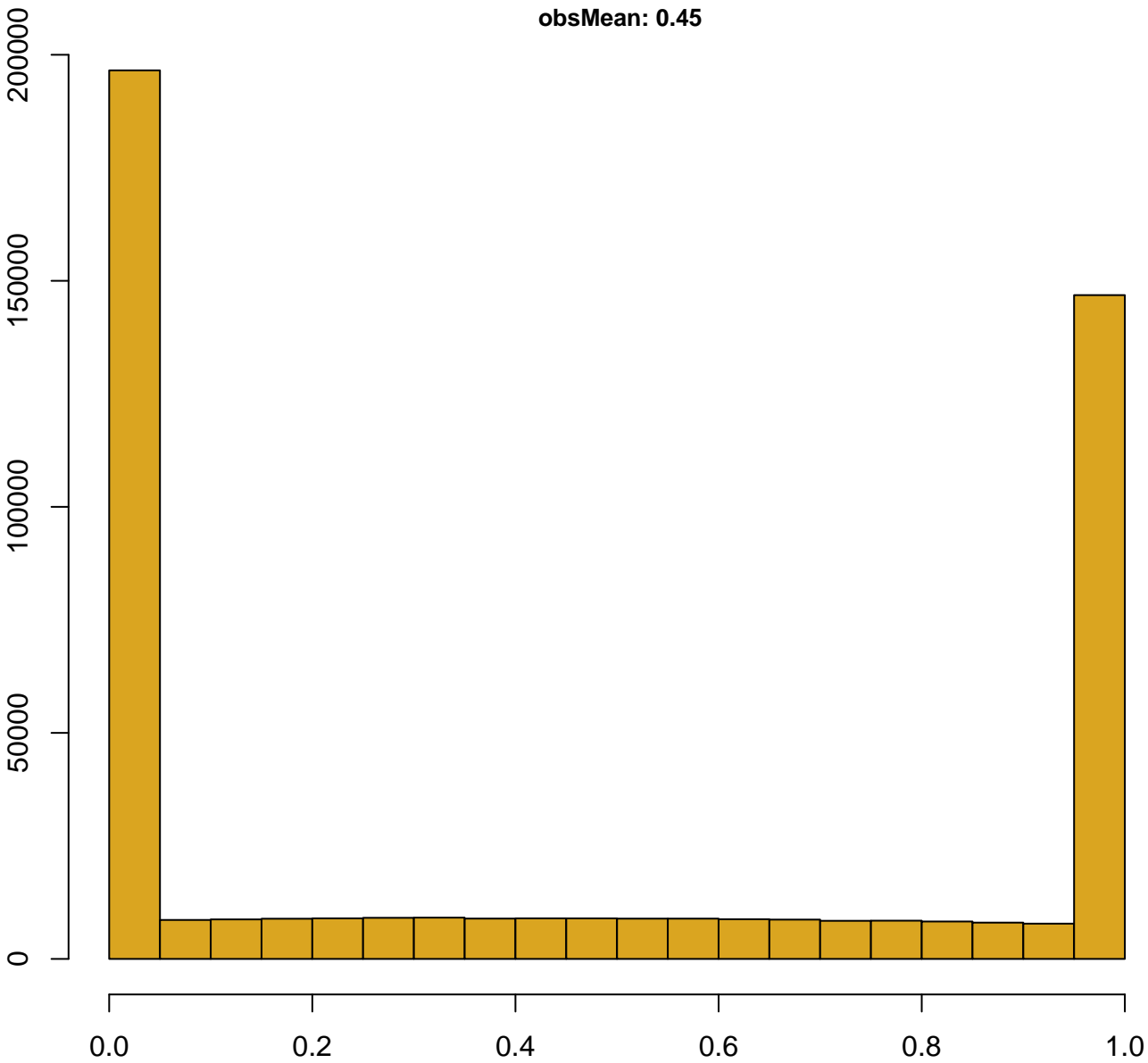
Frequency content: plt3

prespawn surv = 0.35

sigma_env = 1.1

obs SD: 0.43

obsMean: 0.45



Truncated normal survival rates

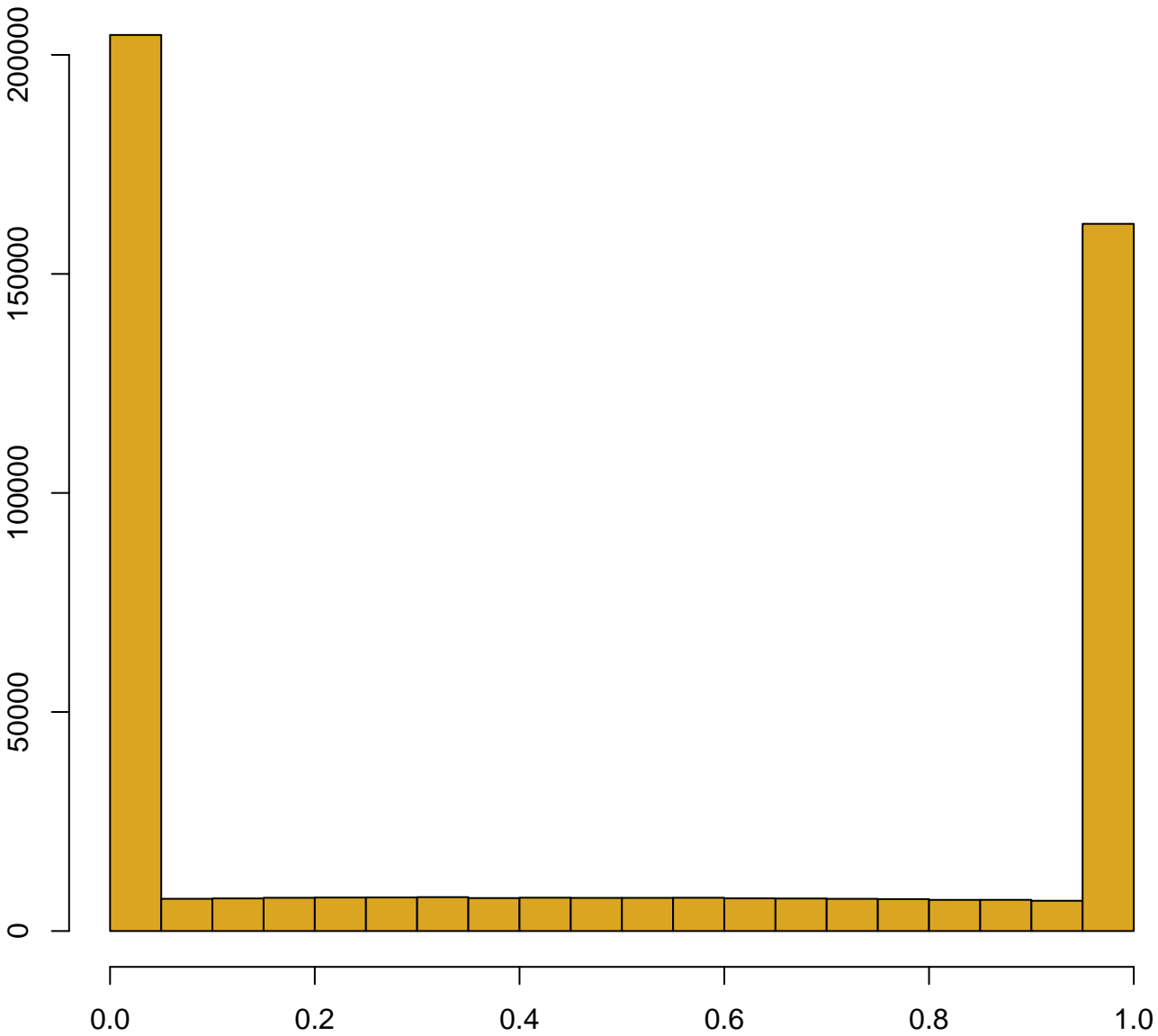
Frequency content: plt3

prespawn surv = 0.35

sigma_env = 1.3

obs SD: 0.45

obsMean: 0.46



Truncated normal survival rates

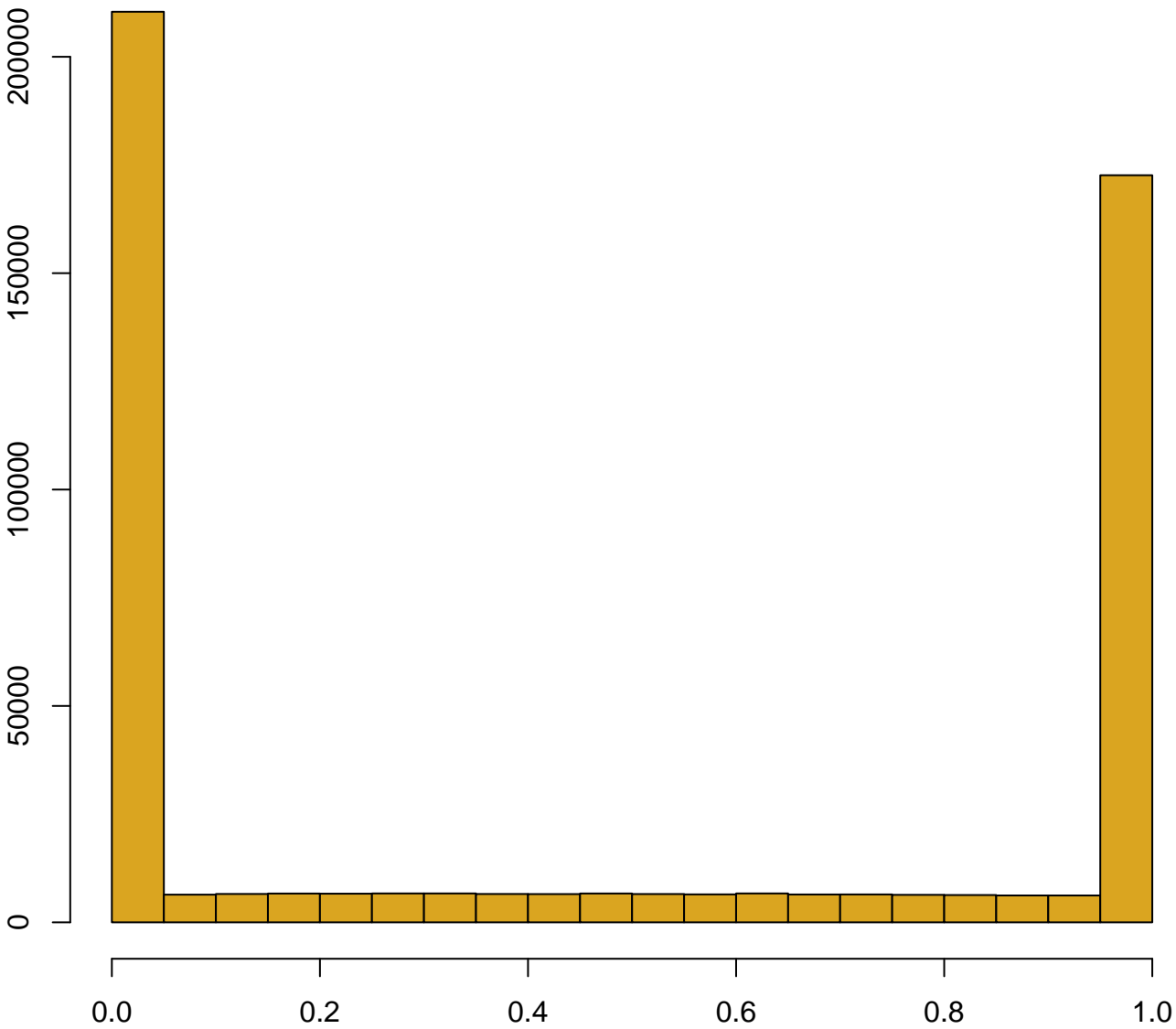
Frequency content: plt3

prespawn surv = 0.35

sigma_env = 1.5

obs SD: 0.45

obsMean: 0.46



Truncated normal survival rates

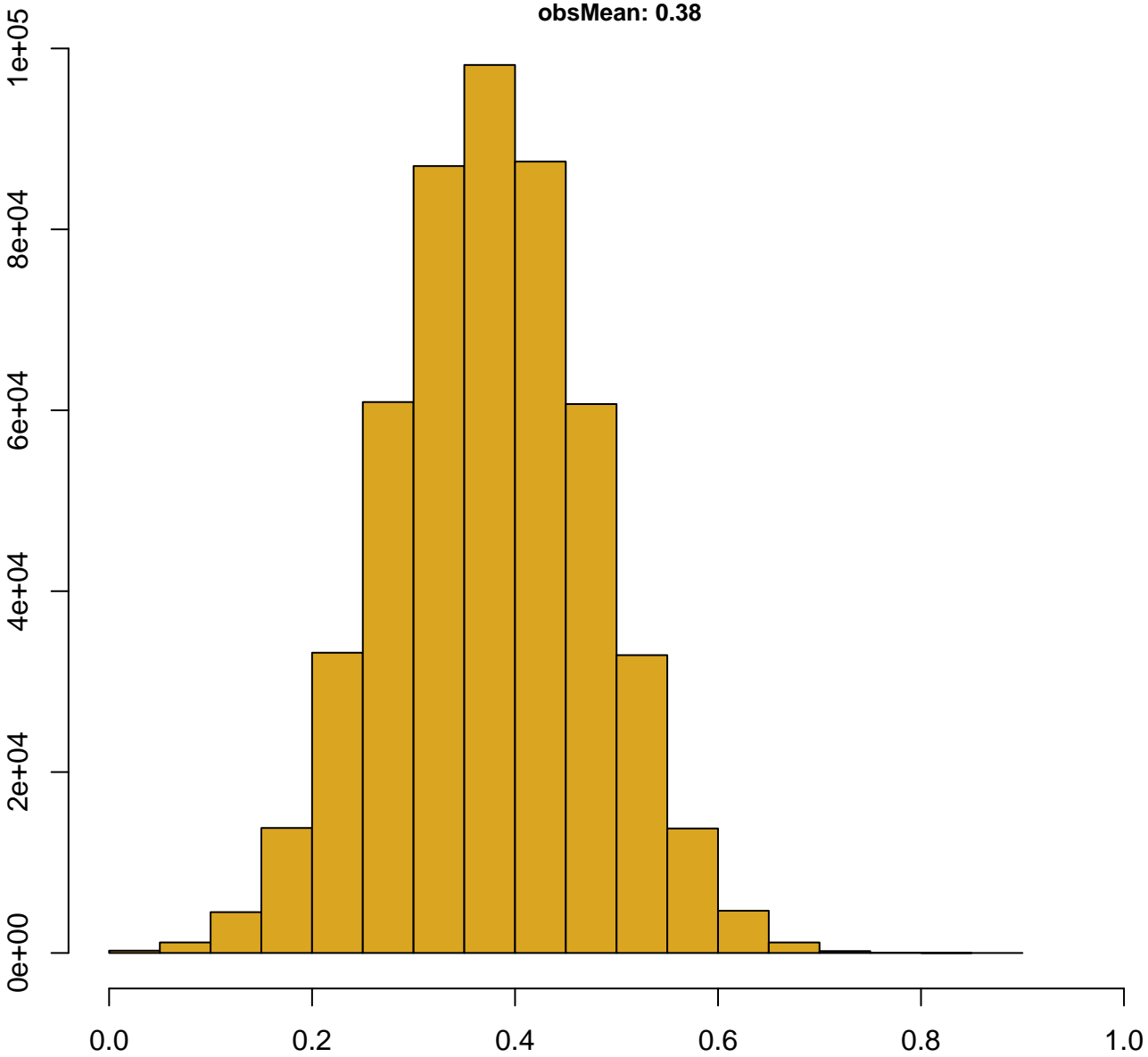
Frequency content: plt3

prespawn surv = 0.375

sigma_env = 0.1

obs SD: 0.1

obsMean: 0.38



Truncated normal survival rates

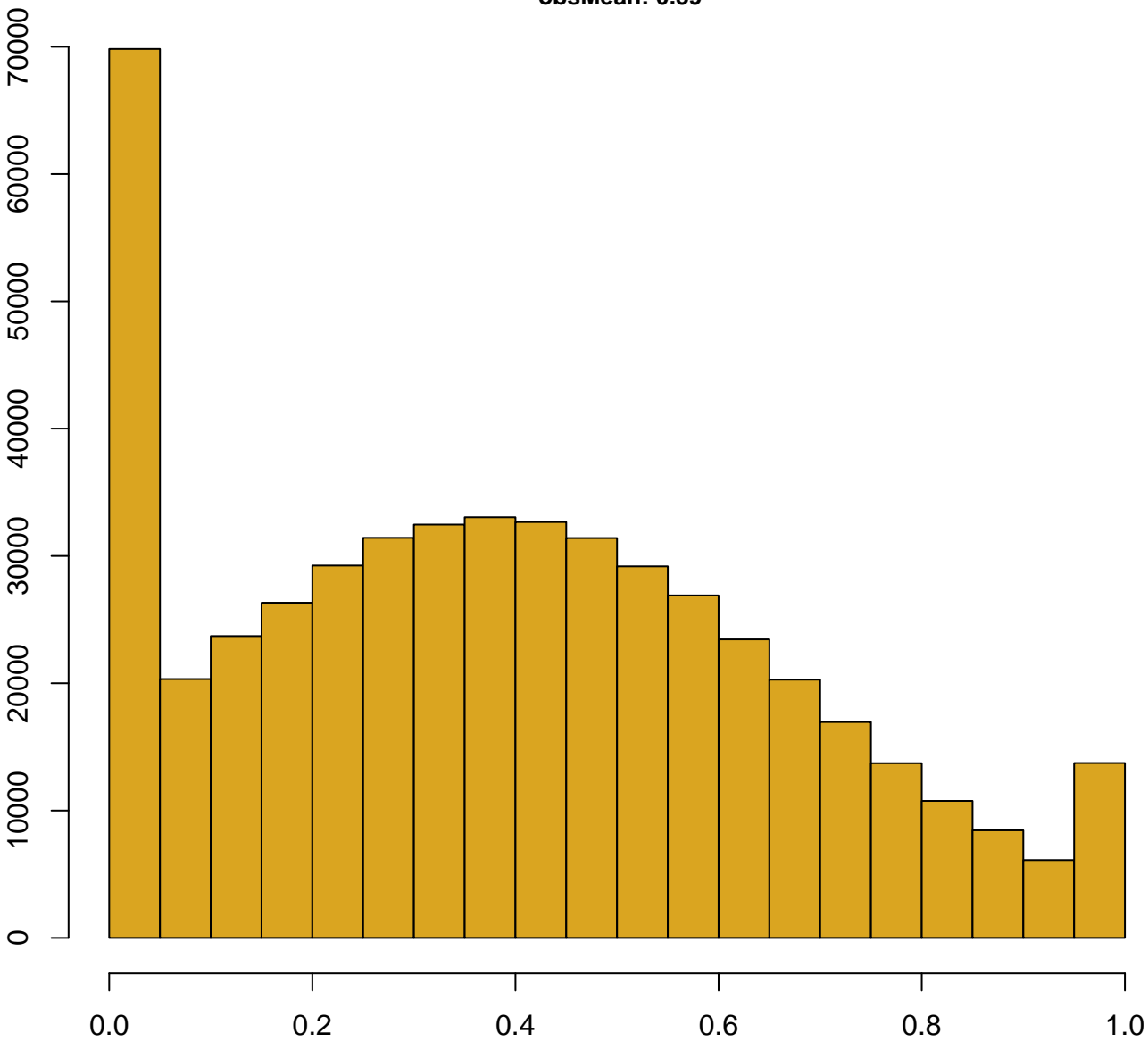
Frequency content: plt3

prespawn surv = 0.375

sigma_env = 0.3

obs SD: 0.27

obsMean: 0.39



Truncated normal survival rates

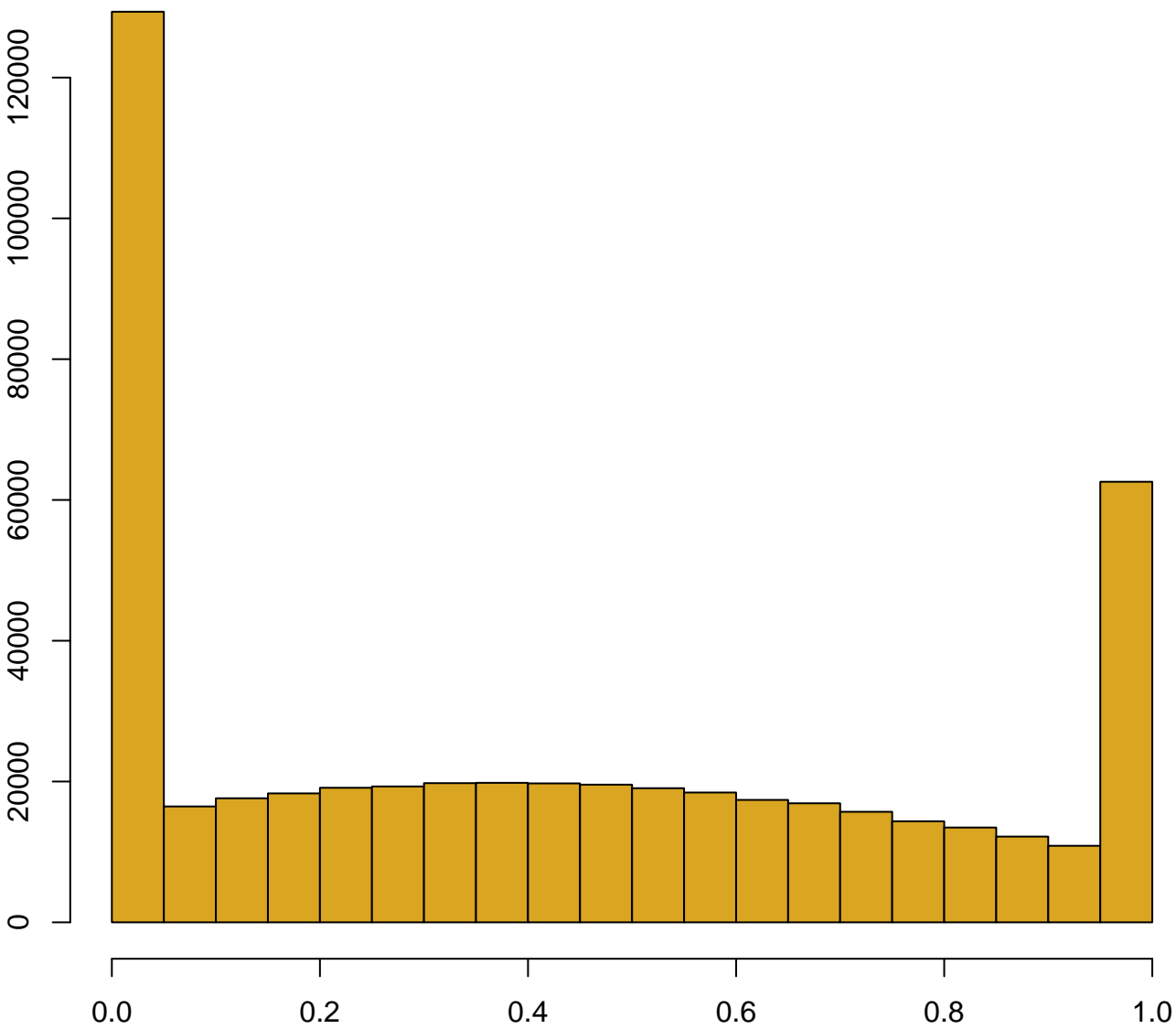
Frequency content: plt3

prespawn surv = 0.375

sigma_env = 0.5

obs SD: 0.35

obsMean: 0.42



Truncated normal survival rates

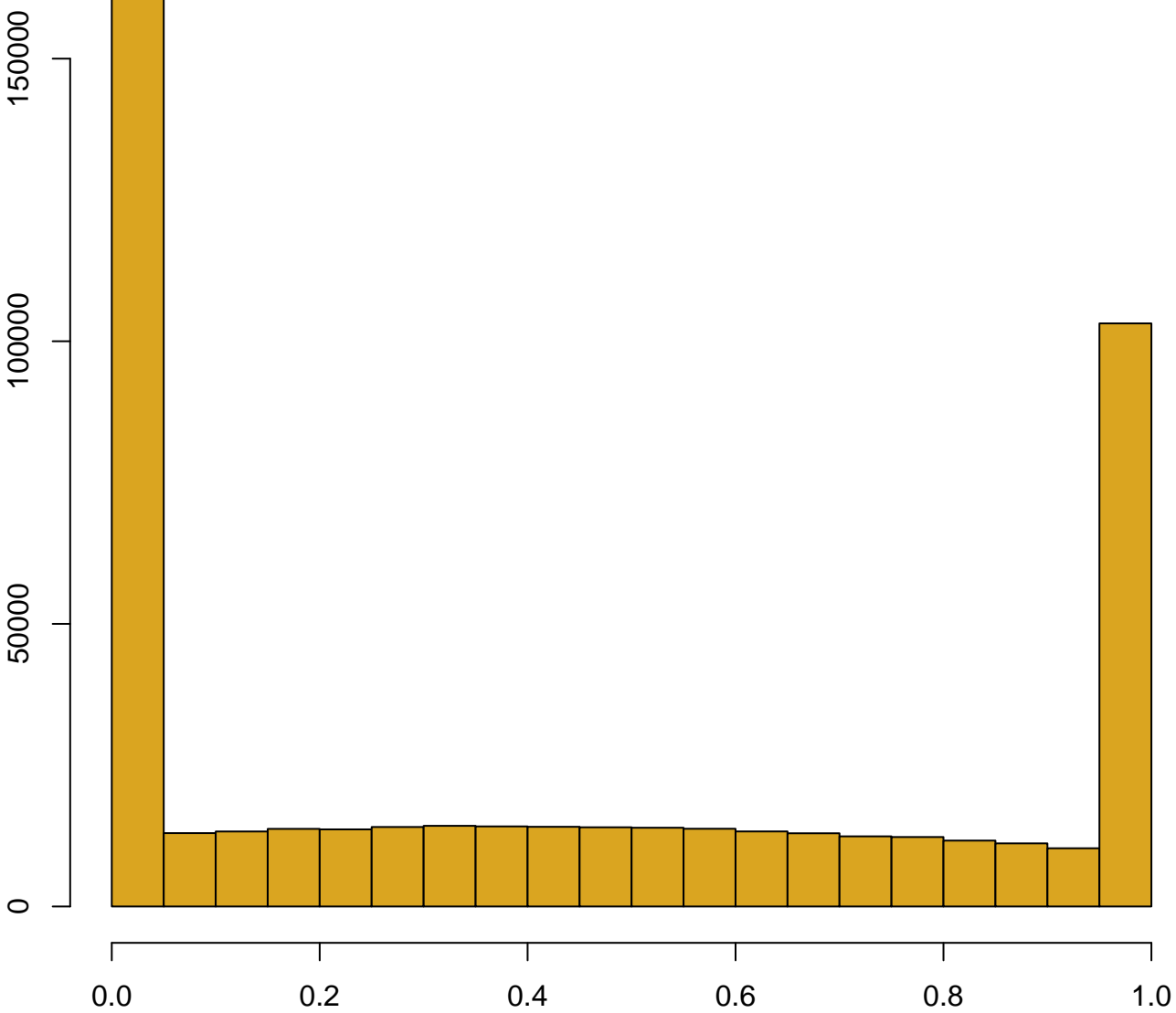
Frequency content: plt3

prespawn surv = 0.375

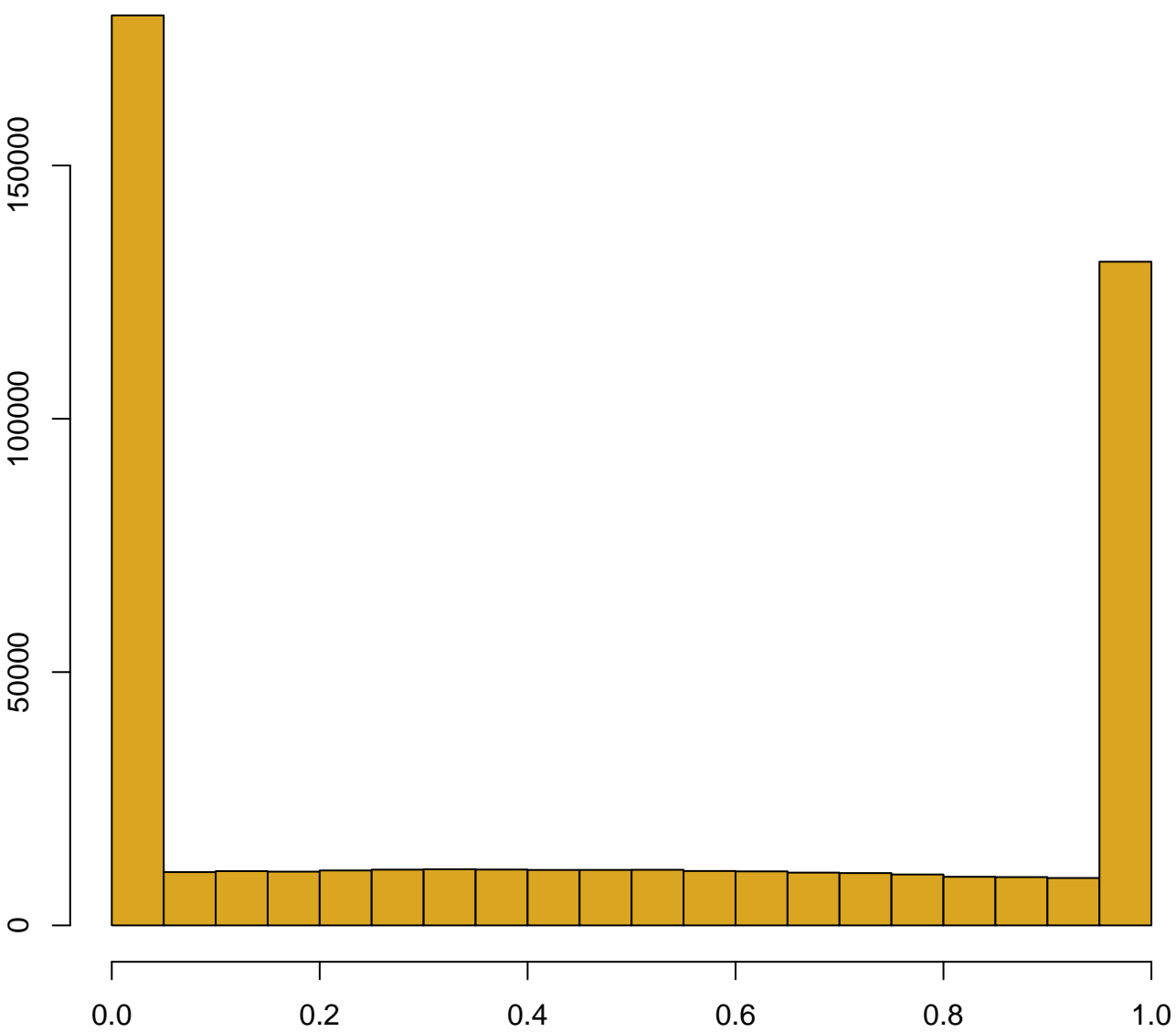
sigma_env = 0.7

obs SD: 0.4

obsMean: 0.43



Truncated normal survival rates
Frequency content: plt3
prespawn surv = 0.375
sigma_env = 0.9
obs SD: 0.42
obsMean: 0.45



Truncated normal survival rates

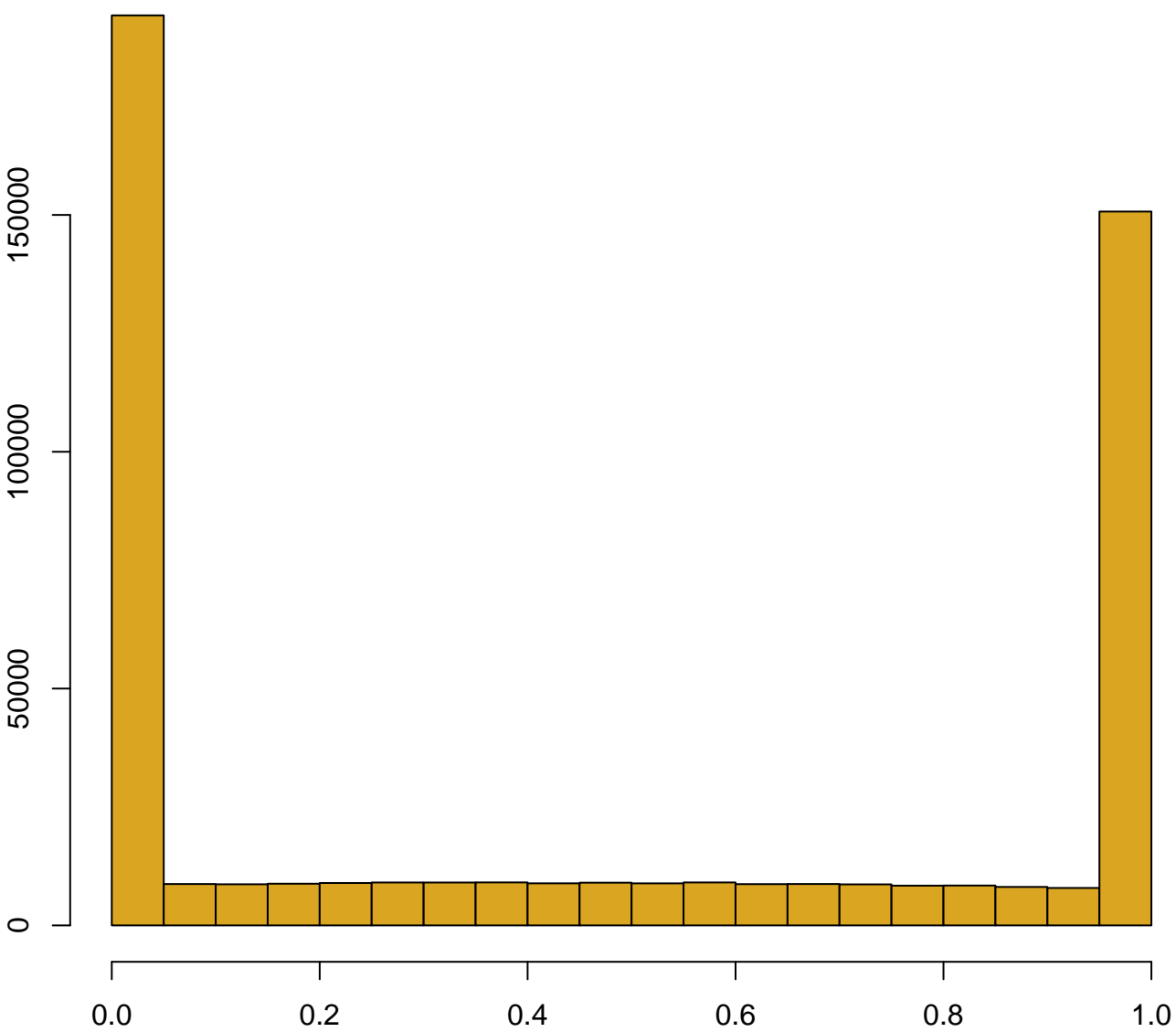
Frequency content: plt3

prespawn surv = 0.375

sigma_env = 1.1

obs SD: 0.44

obsMean: 0.46



Truncated normal survival rates

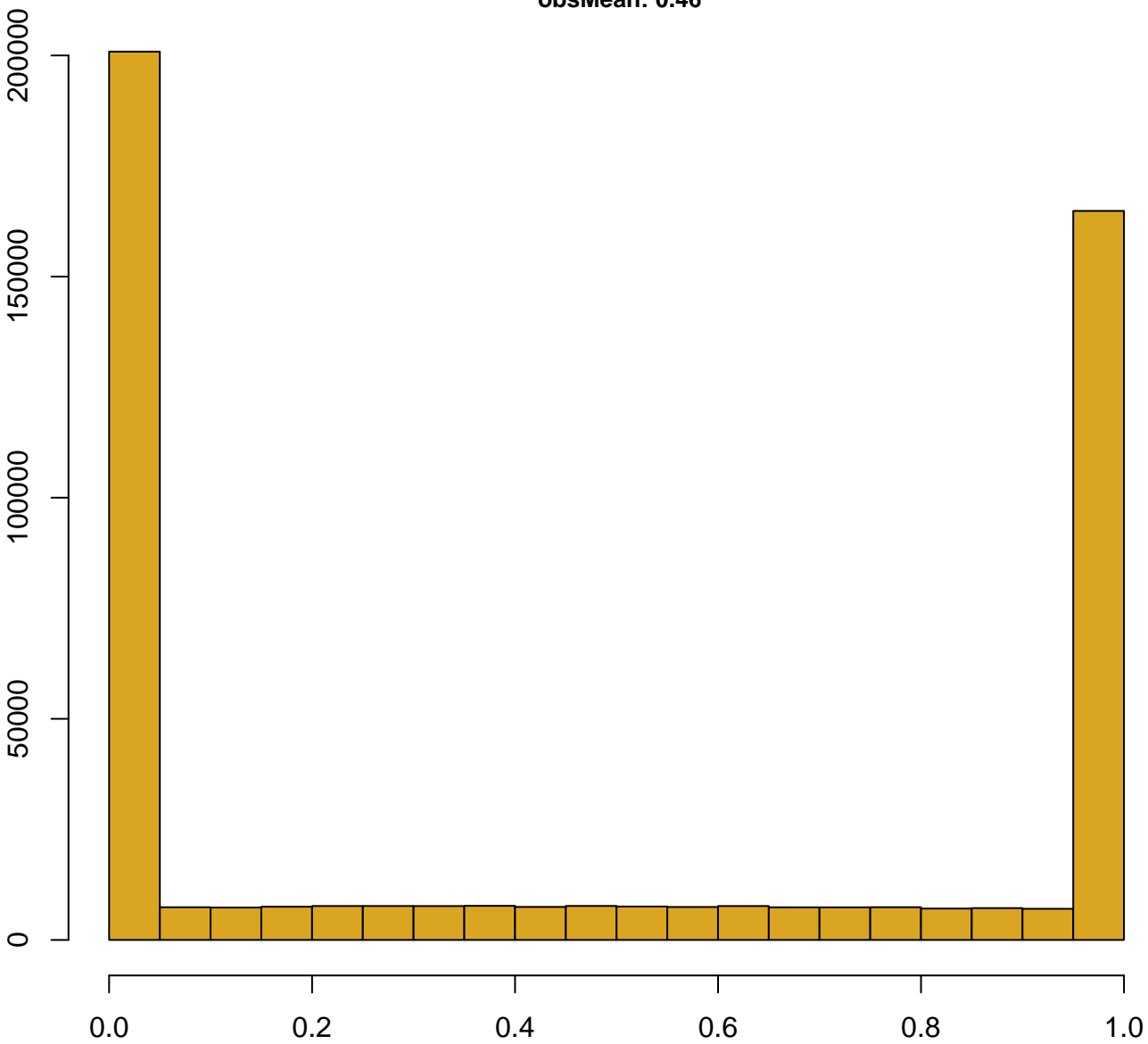
Frequency content: plt3

prespawn surv = 0.375

sigma_env = 1.3

obs SD: 0.45

obsMean: 0.46



Truncated normal survival rates

Frequency content: plt3

prespawn surv = 0.375

sigma_env = 1.5

obs SD: 0.45

obsMean: 0.47

