

Truncated normal survival rates

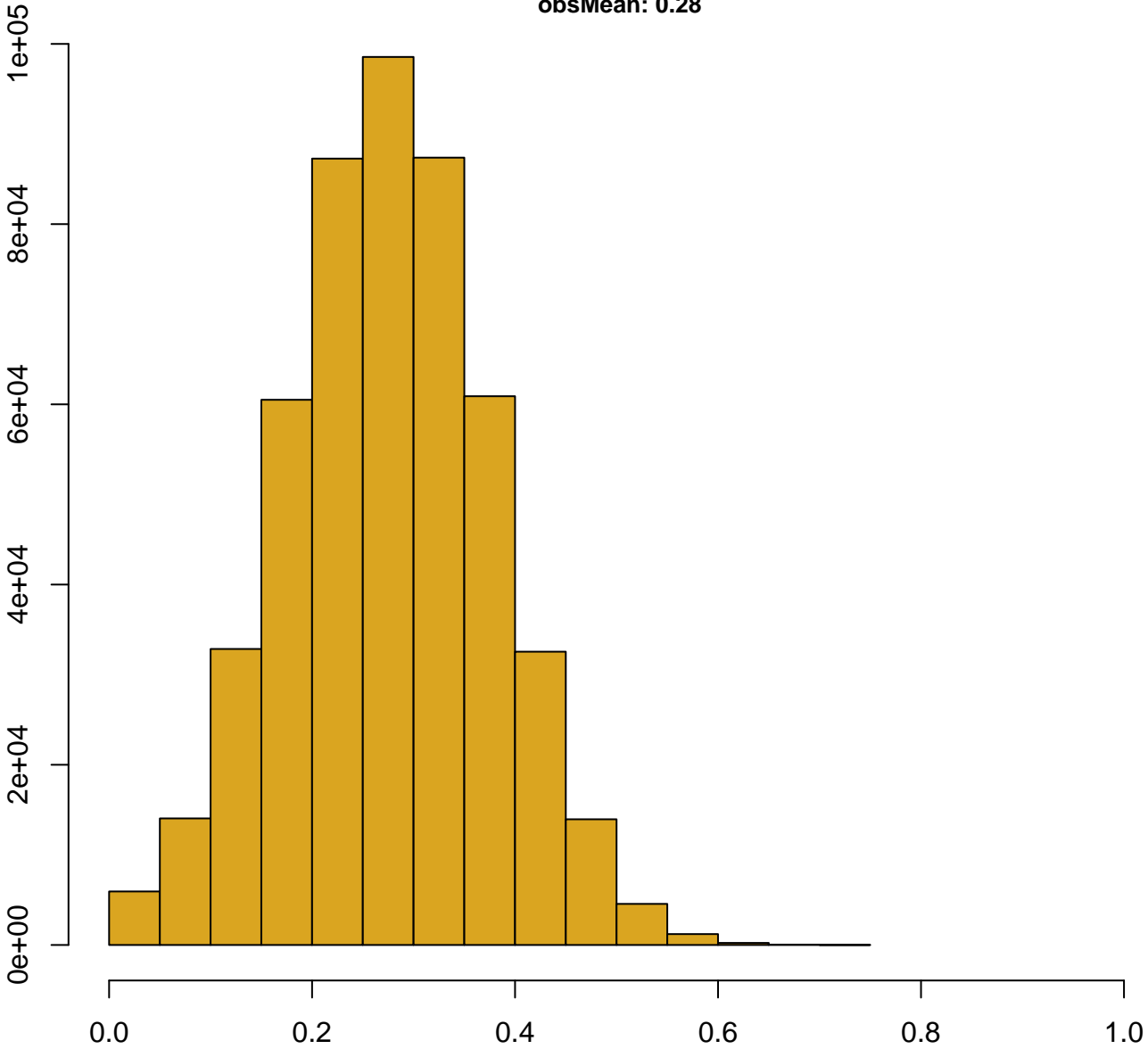
Frequency content: plt4

prespawn surv = 0.275

sigma\_env = 0.1

obs SD: 0.1

obsMean: 0.28



# Truncated normal survival rates

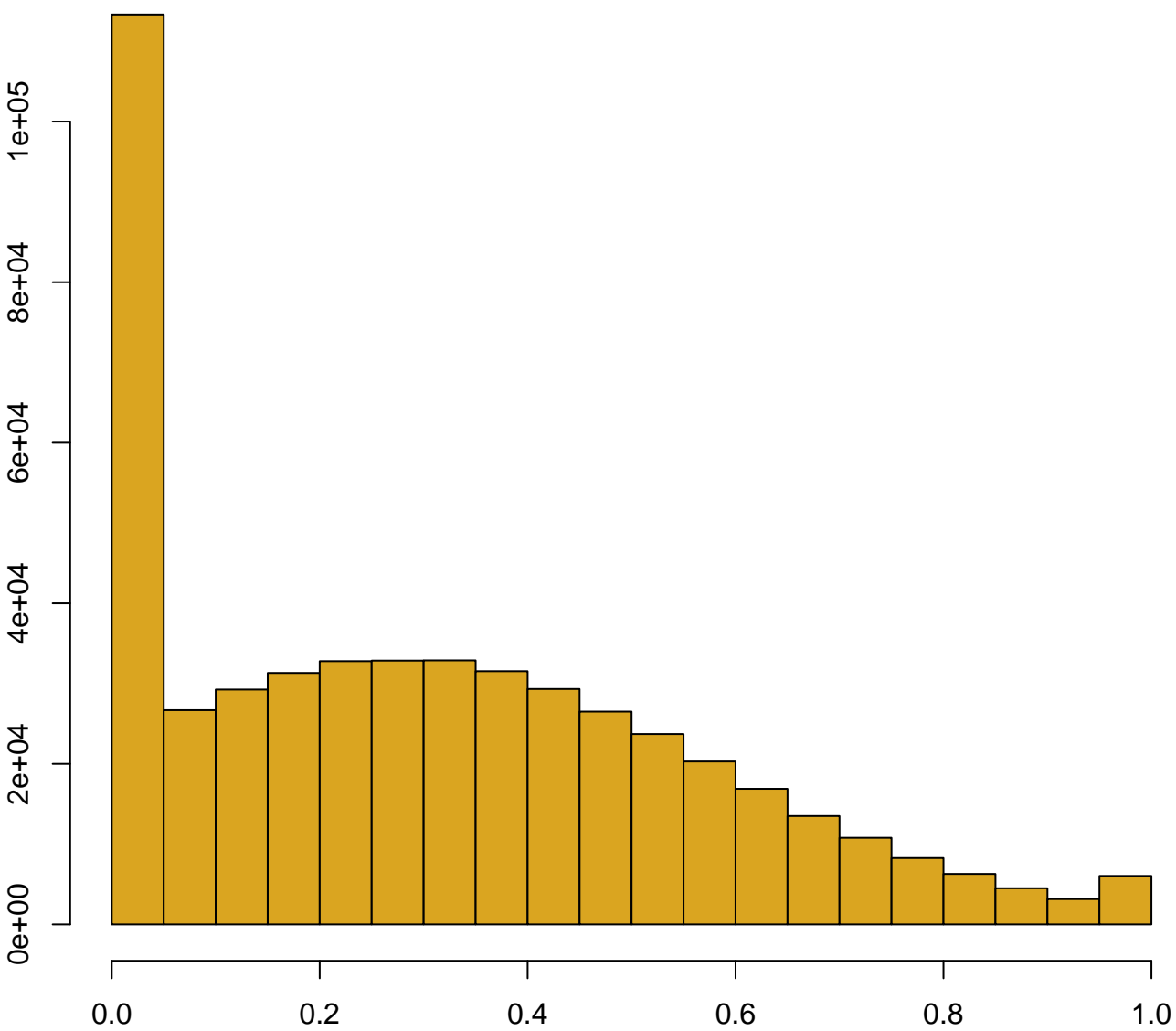
Frequency content: plt4

prespawn surv = 0.275

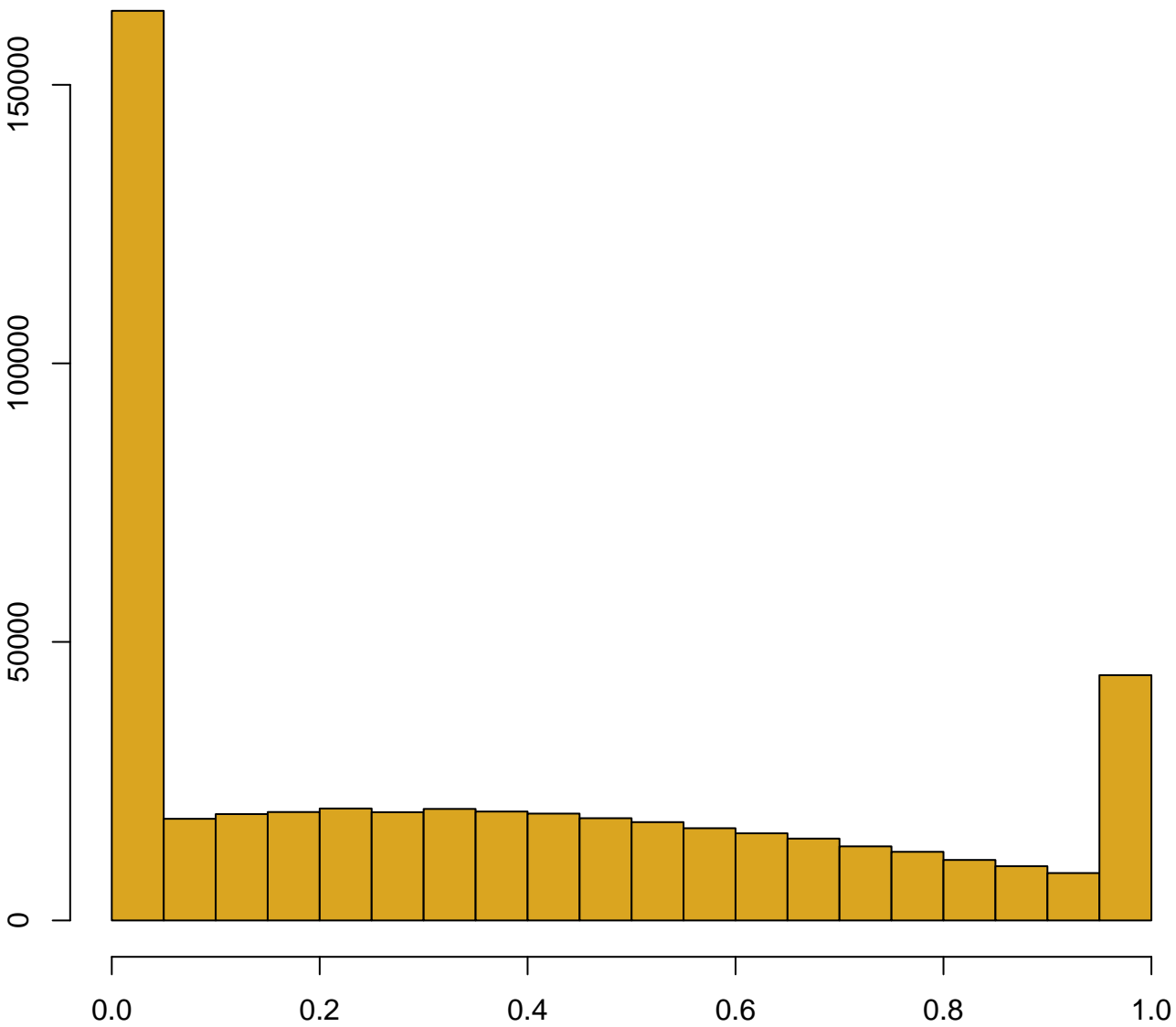
sigma\_env = 0.3

obs SD: 0.25

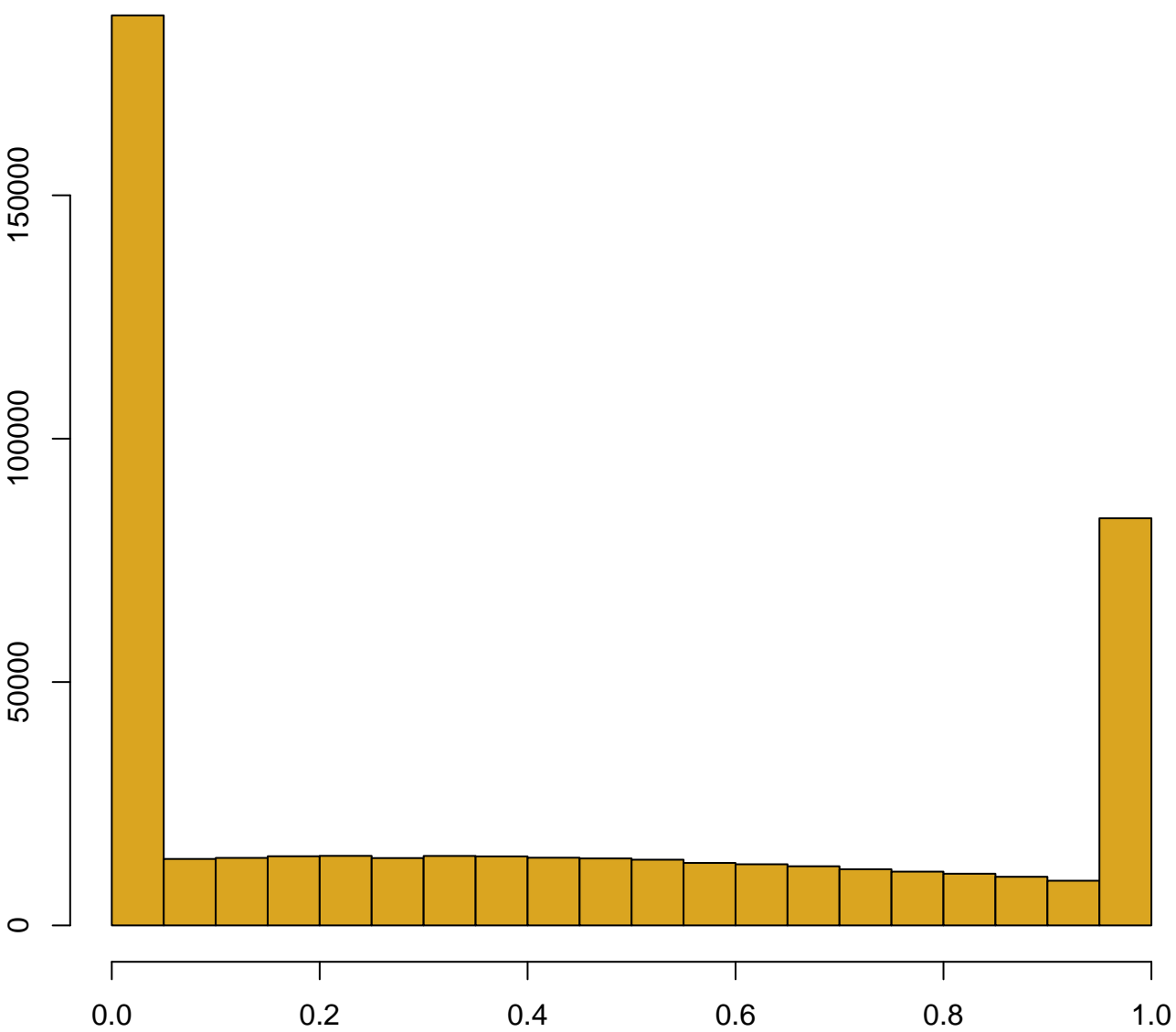
obsMean: 0.3



**Truncated normal survival rates**  
**Frequency content: plt4**  
**prespawn surv = 0.275**  
**sigma\_env = 0.5**  
**obs SD: 0.34**  
**obsMean: 0.35**



**Truncated normal survival rates**  
**Frequency content: plt4**  
**prespawn surv = 0.275**  
**sigma\_env = 0.7**  
**obs SD: 0.39**  
**obsMean: 0.38**



# Truncated normal survival rates

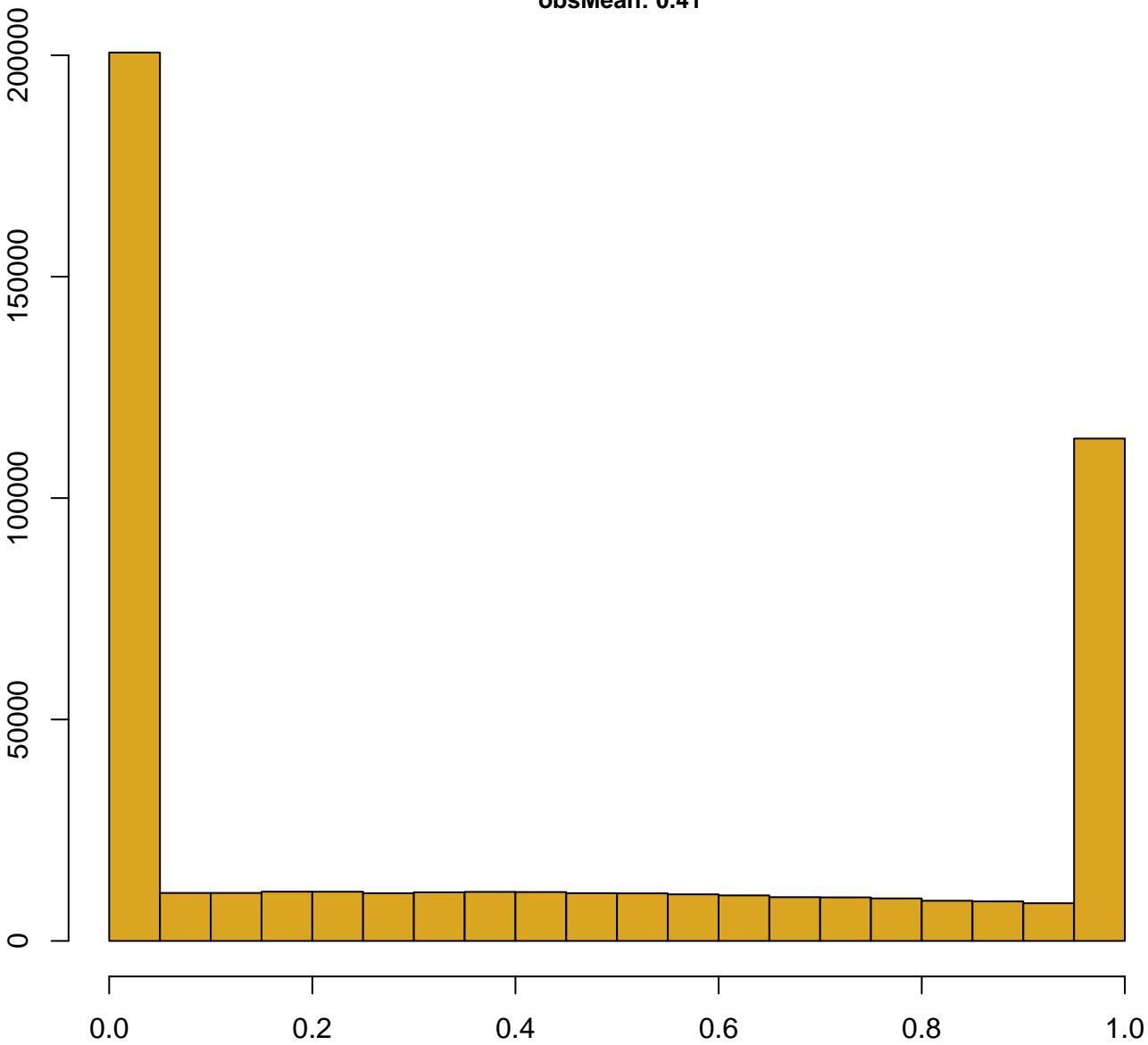
Frequency content: plt4

prespawn surv = 0.275

sigma\_env = 0.9

obs SD: 0.41

obsMean: 0.41



**Truncated normal survival rates**

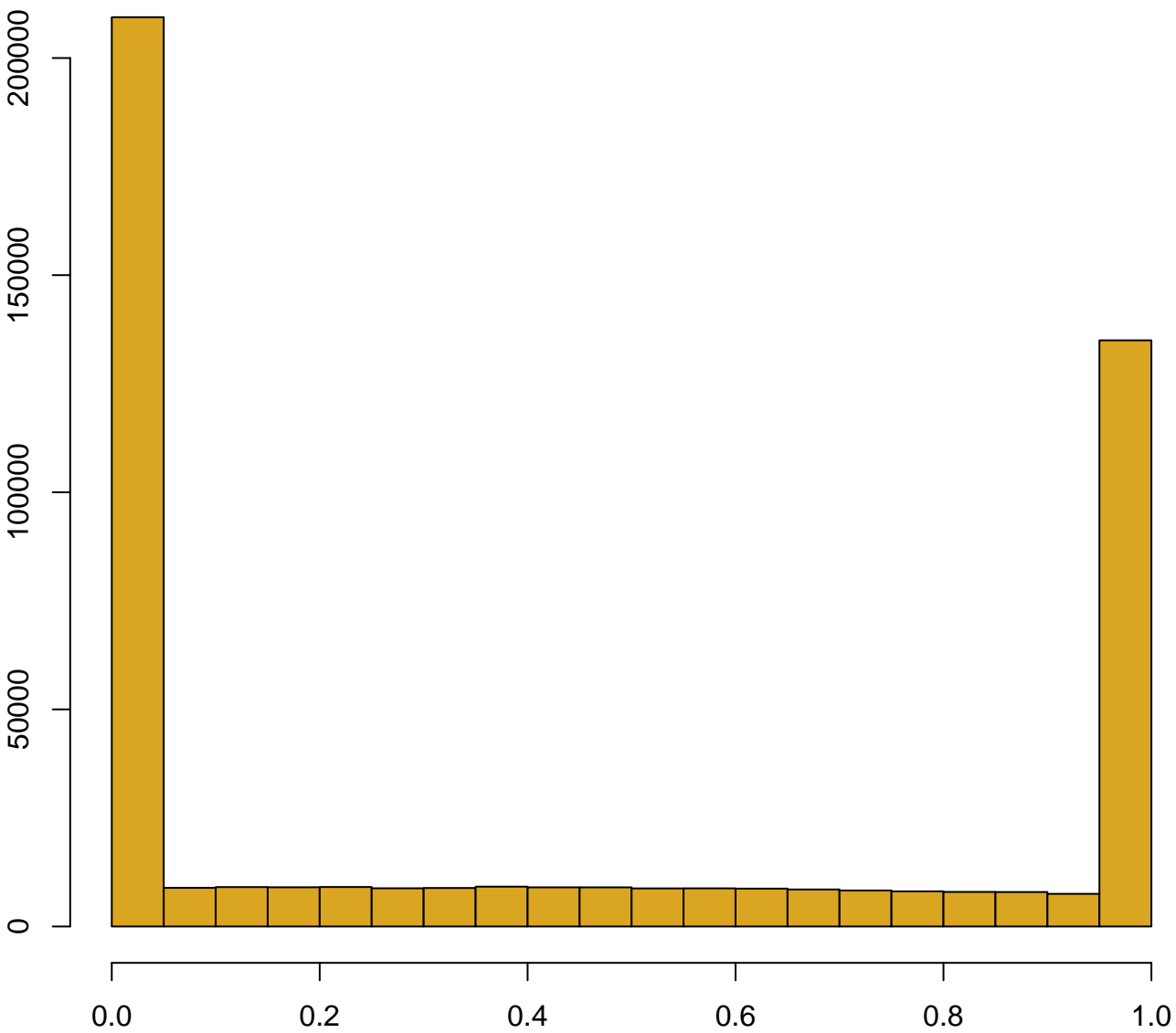
**Frequency content: plt4**

**prespawn surv = 0.275**

**sigma\_env = 1.1**

**obs SD: 0.43**

**obsMean: 0.42**



**Truncated normal survival rates**

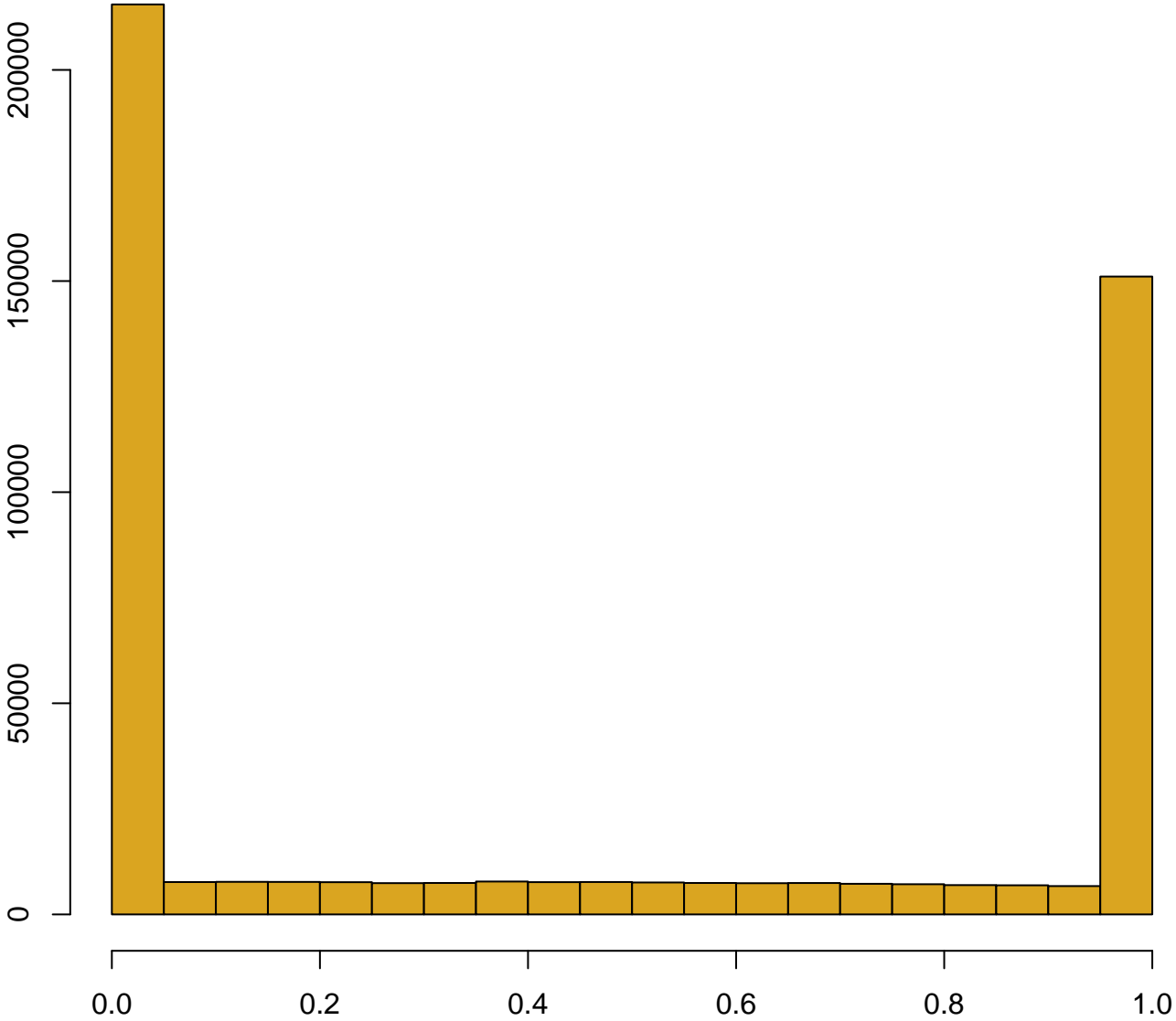
**Frequency content: plt4**

**prespawn surv = 0.275**

**sigma\_env = 1.3**

**obs SD: 0.44**

**obsMean: 0.43**



**Truncated normal survival rates**

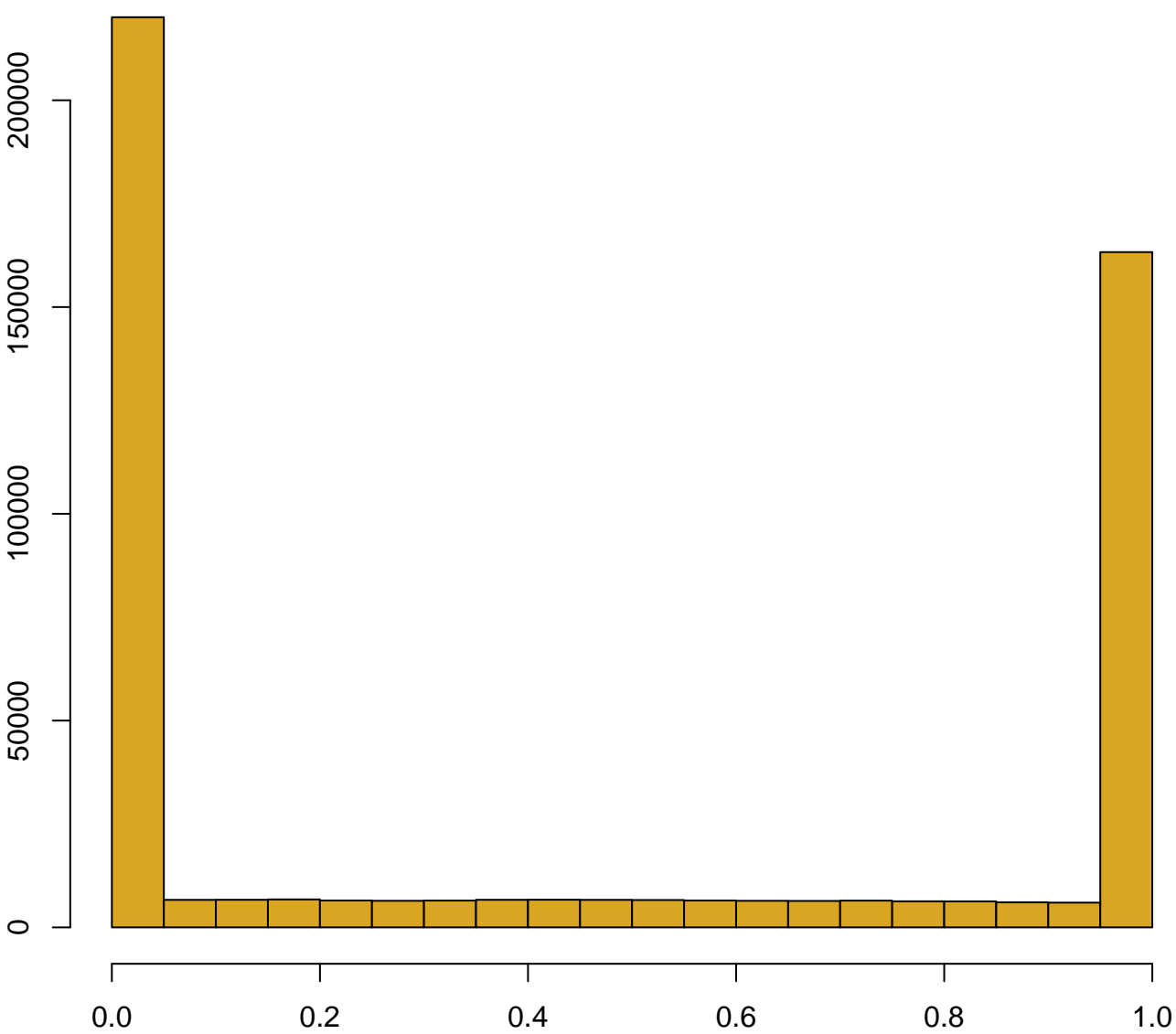
**Frequency content: plt4**

**prespawn surv = 0.275**

**sigma\_env = 1.5**

**obs SD: 0.45**

**obsMean: 0.44**





**Truncated normal survival rates**

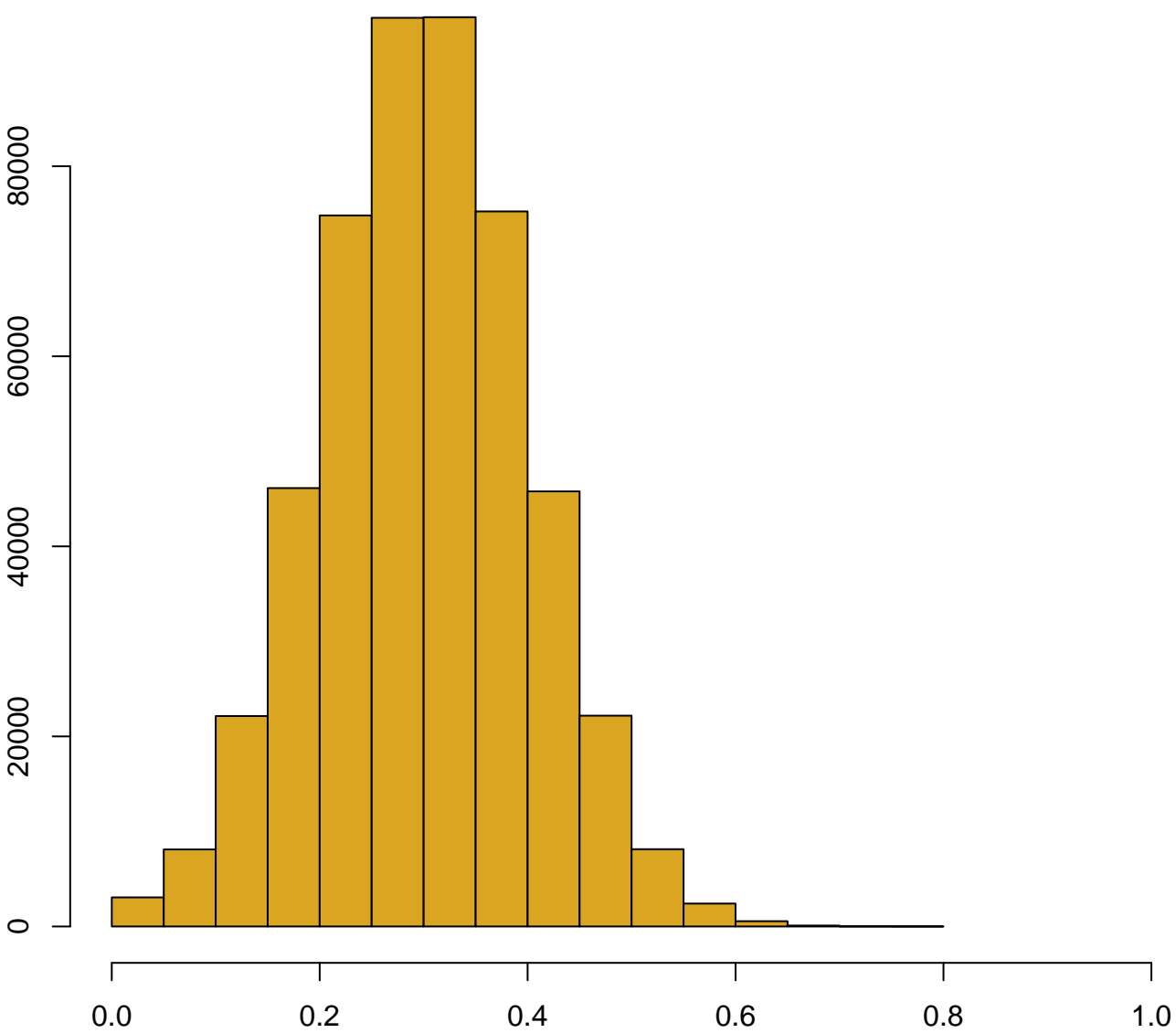
**Frequency content: plt4**

**prespawn surv = 0.3**

**sigma\_env = 0.1**

**obs SD: 0.1**

**obsMean: 0.3**



# Truncated normal survival rates

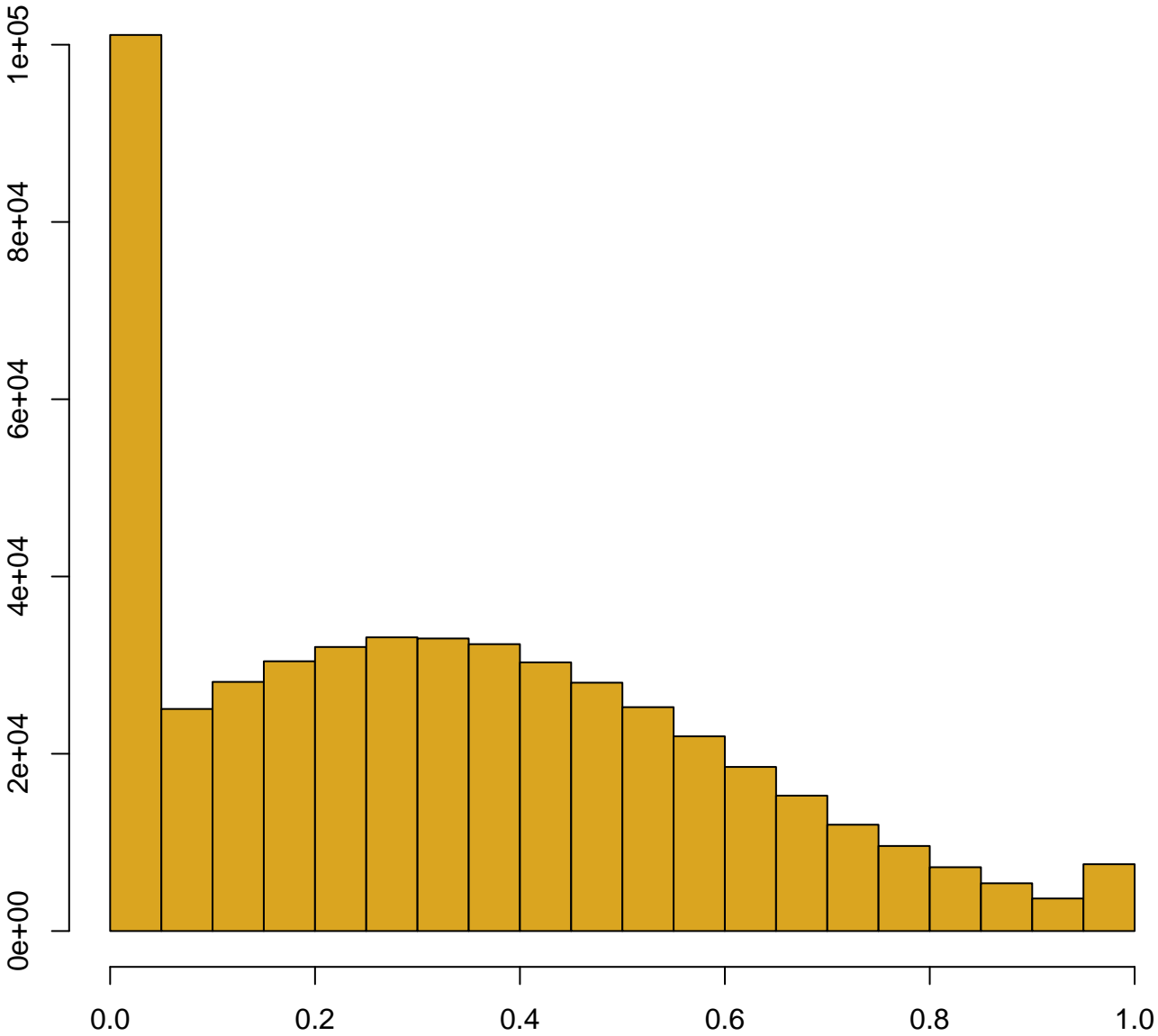
Frequency content: plt4

prespawn surv = 0.3

sigma\_env = 0.3

obs SD: 0.26

obsMean: 0.32



**Truncated normal survival rates**

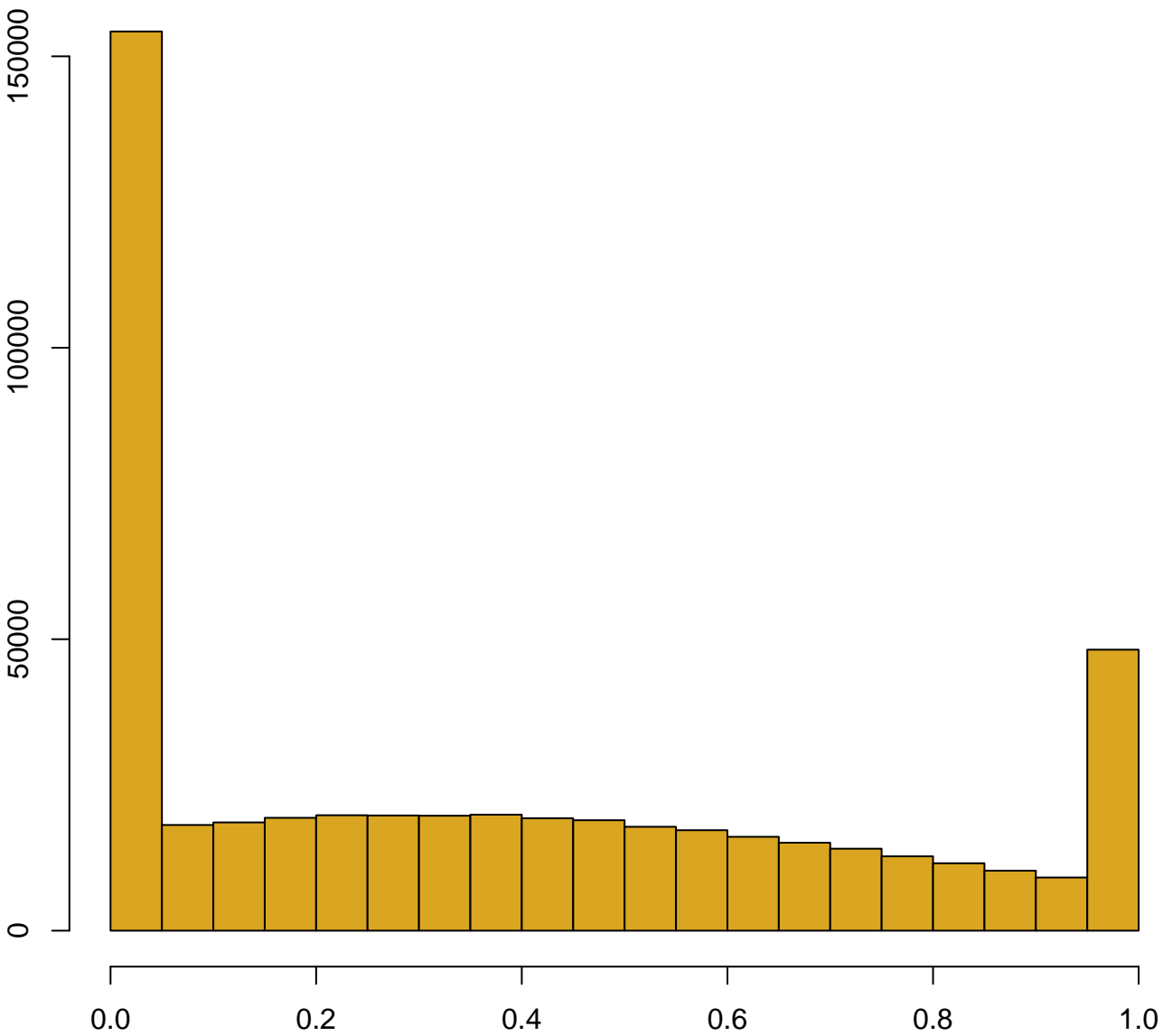
**Frequency content: plt4**

**prespawn surv = 0.3**

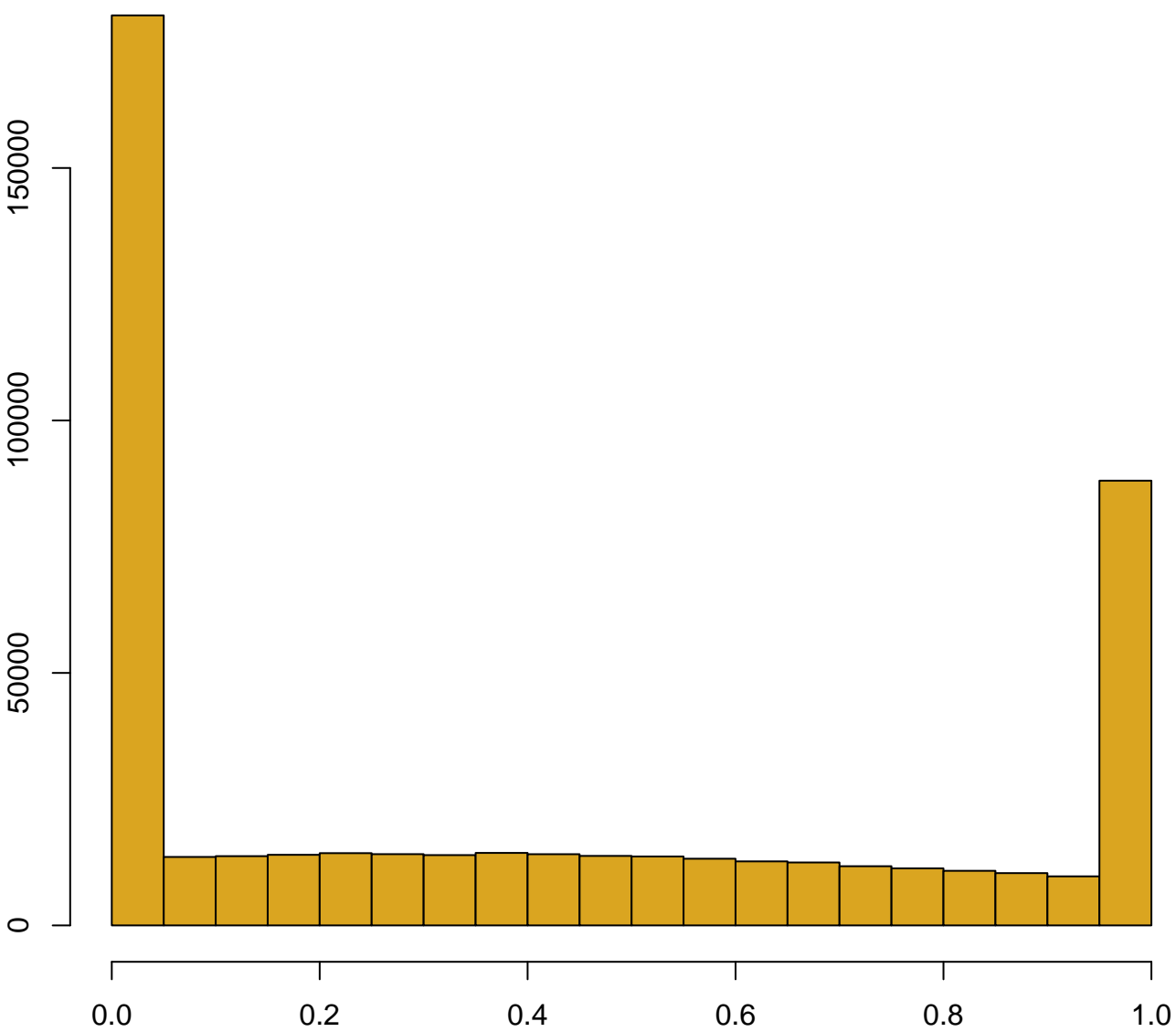
**sigma\_env = 0.5**

**obs SD: 0.34**

**obsMean: 0.37**



Truncated normal survival rates  
Frequency content: plt4  
prespawn surv = 0.3  
sigma\_env = 0.7  
obs SD: 0.39  
obsMean: 0.4



**Truncated normal survival rates**

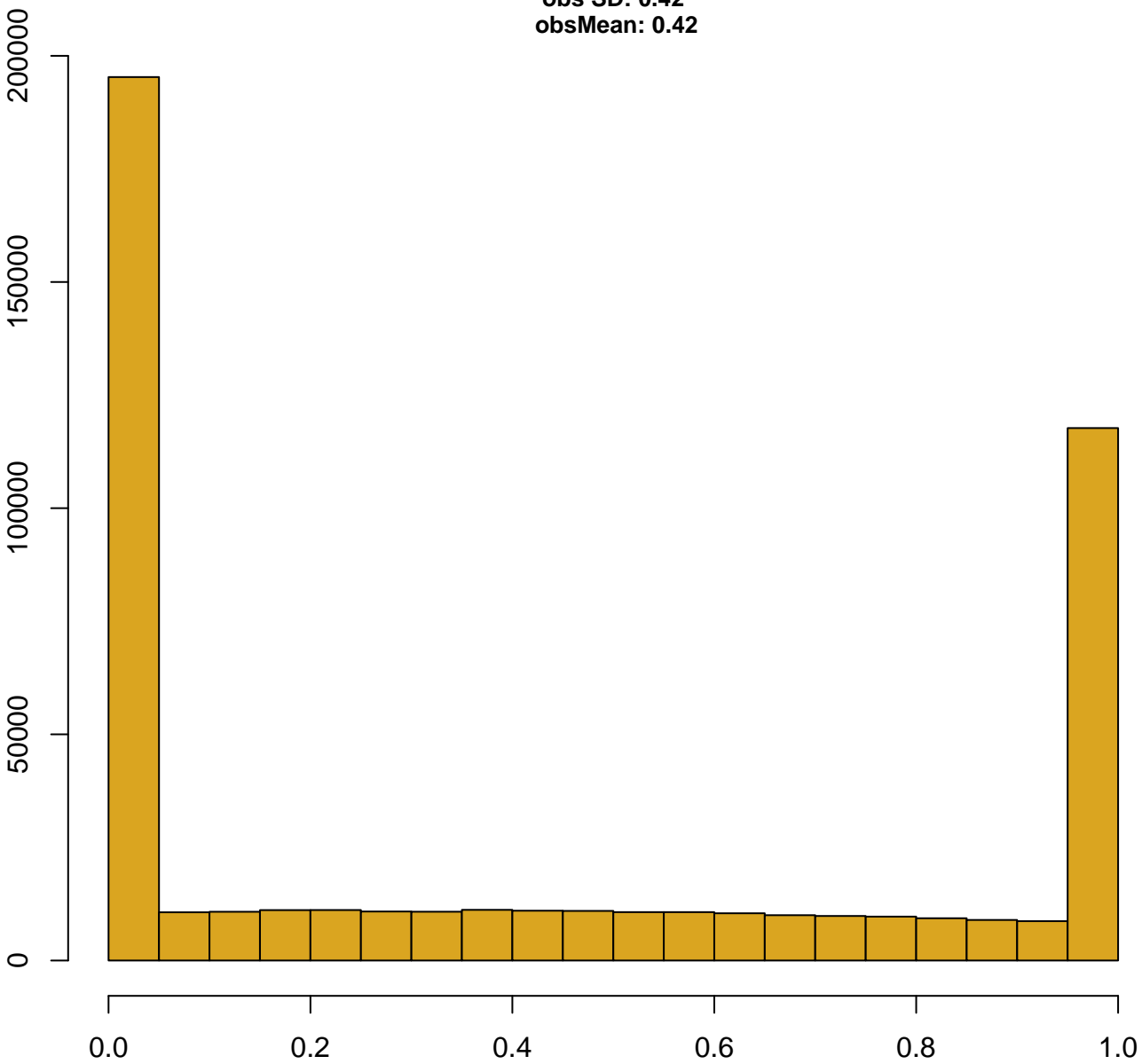
**Frequency content: plt4**

**prespawn surv = 0.3**

**sigma\_env = 0.9**

**obs SD: 0.42**

**obsMean: 0.42**



**Truncated normal survival rates**

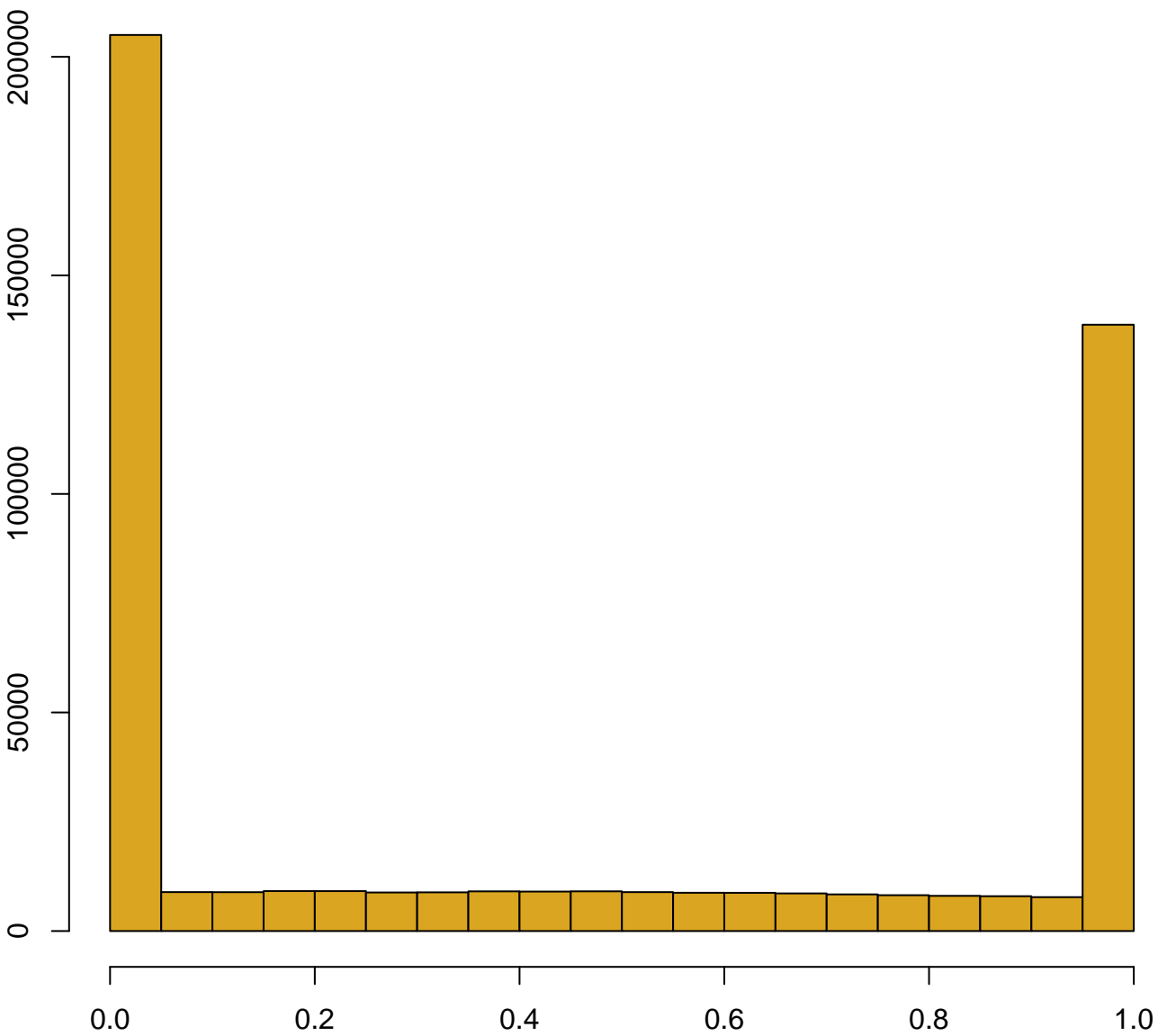
**Frequency content: plt4**

**prespawn surv = 0.3**

**sigma\_env = 1.1**

**obs SD: 0.43**

**obsMean: 0.43**



# Truncated normal survival rates

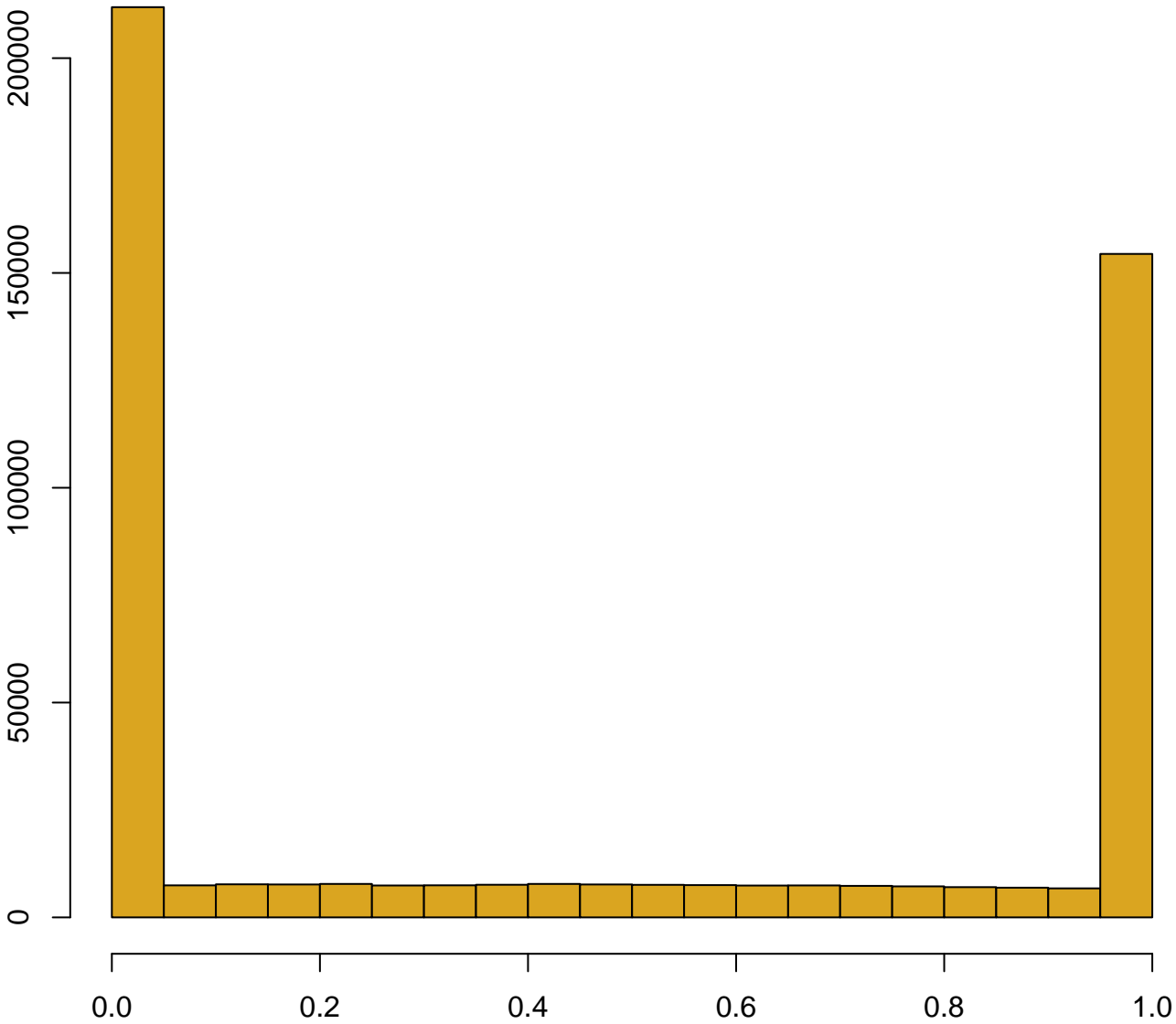
Frequency content: plt4

prespawn surv = 0.3

sigma\_env = 1.3

obs SD: 0.44

obsMean: 0.44



**Truncated normal survival rates**

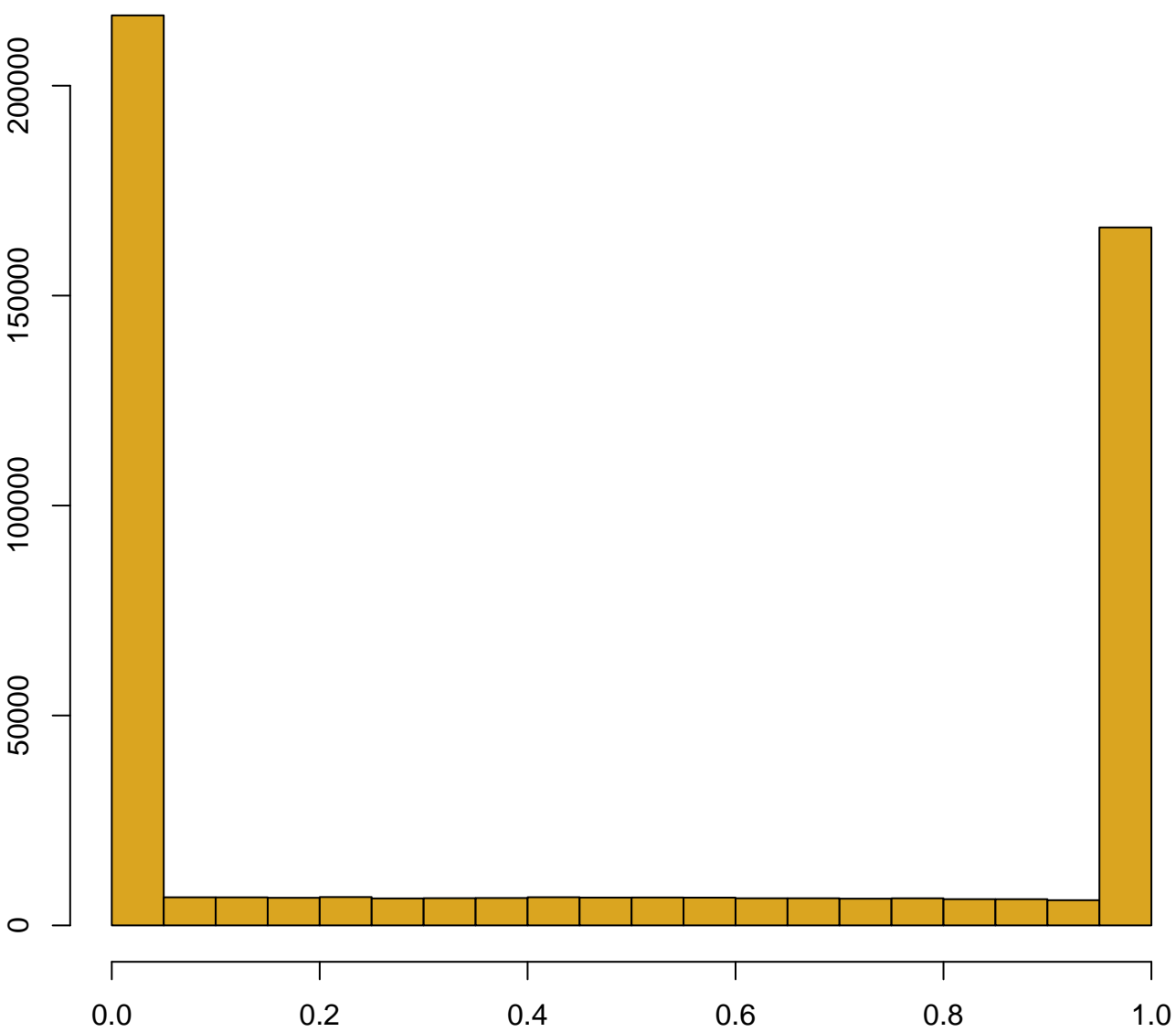
**Frequency content: plt4**

**prespawn surv = 0.3**

**sigma\_env = 1.5**

**obs SD: 0.45**

**obsMean: 0.45**





Truncated normal survival rates

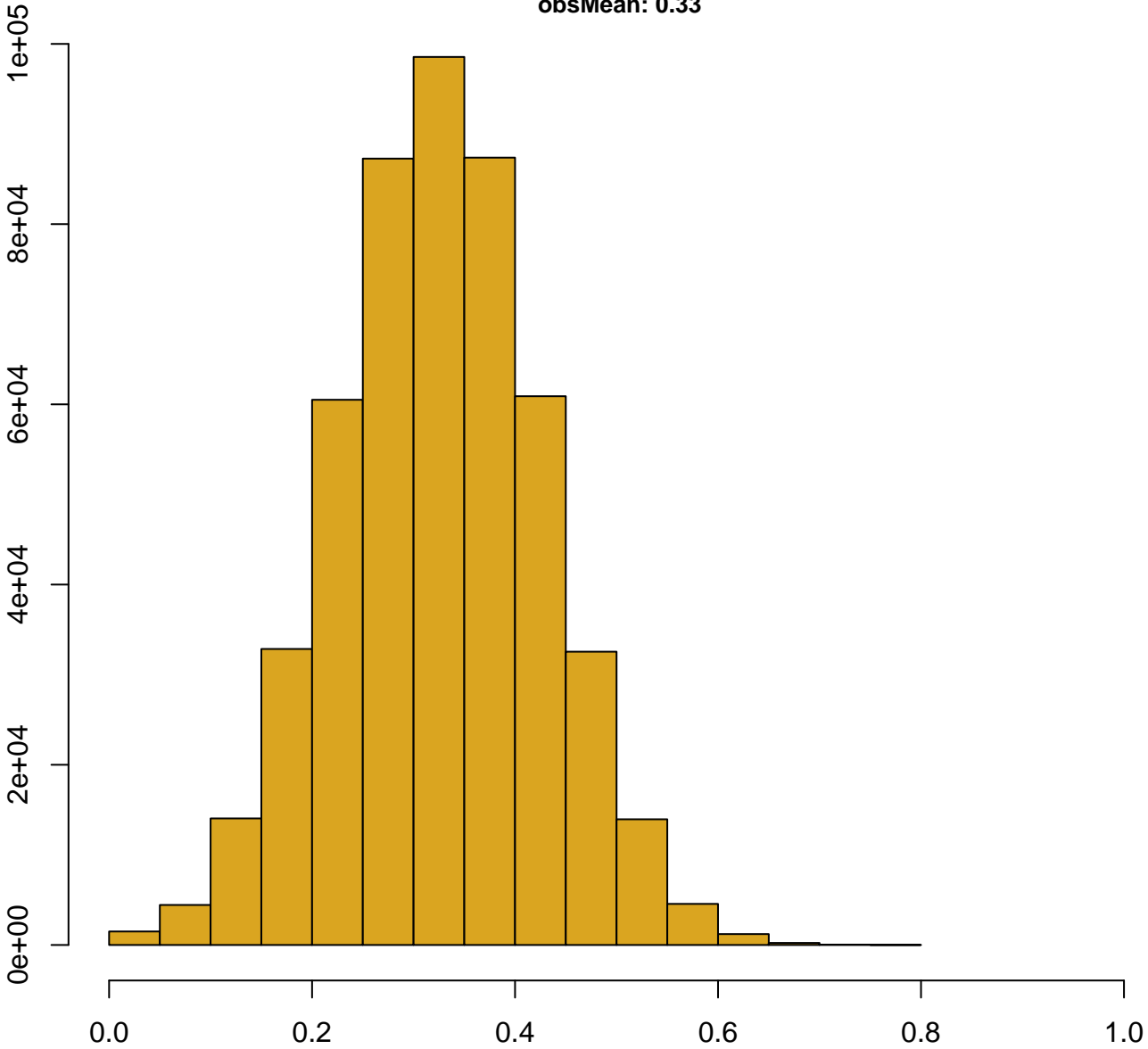
Frequency content: plt4

prespawn surv = 0.325

sigma\_env = 0.1

obs SD: 0.1

obsMean: 0.33



**Truncated normal survival rates**

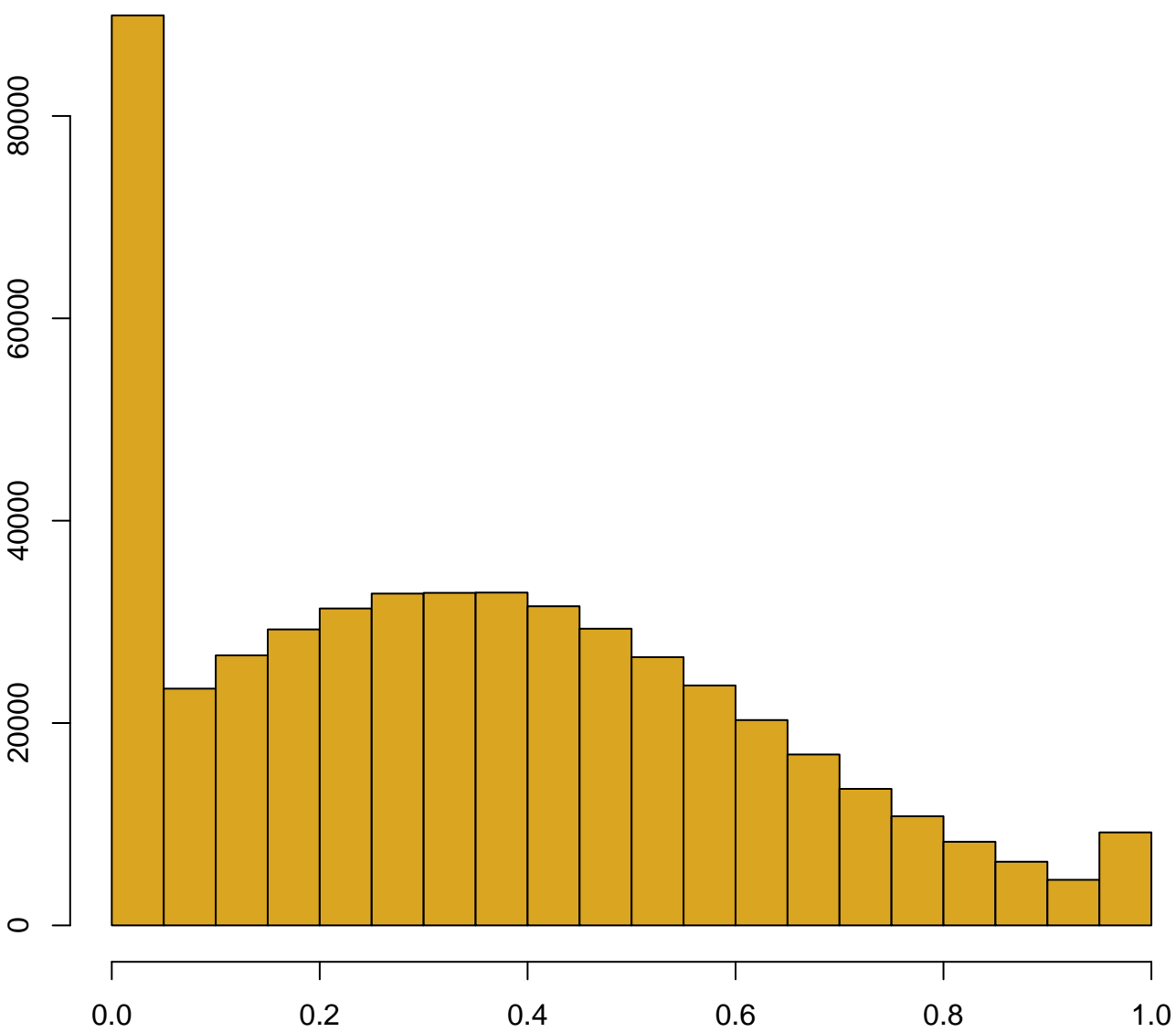
**Frequency content: plt4**

**prespawn surv = 0.325**

**sigma\_env = 0.3**

**obs SD: 0.26**

**obsMean: 0.34**



**Truncated normal survival rates**

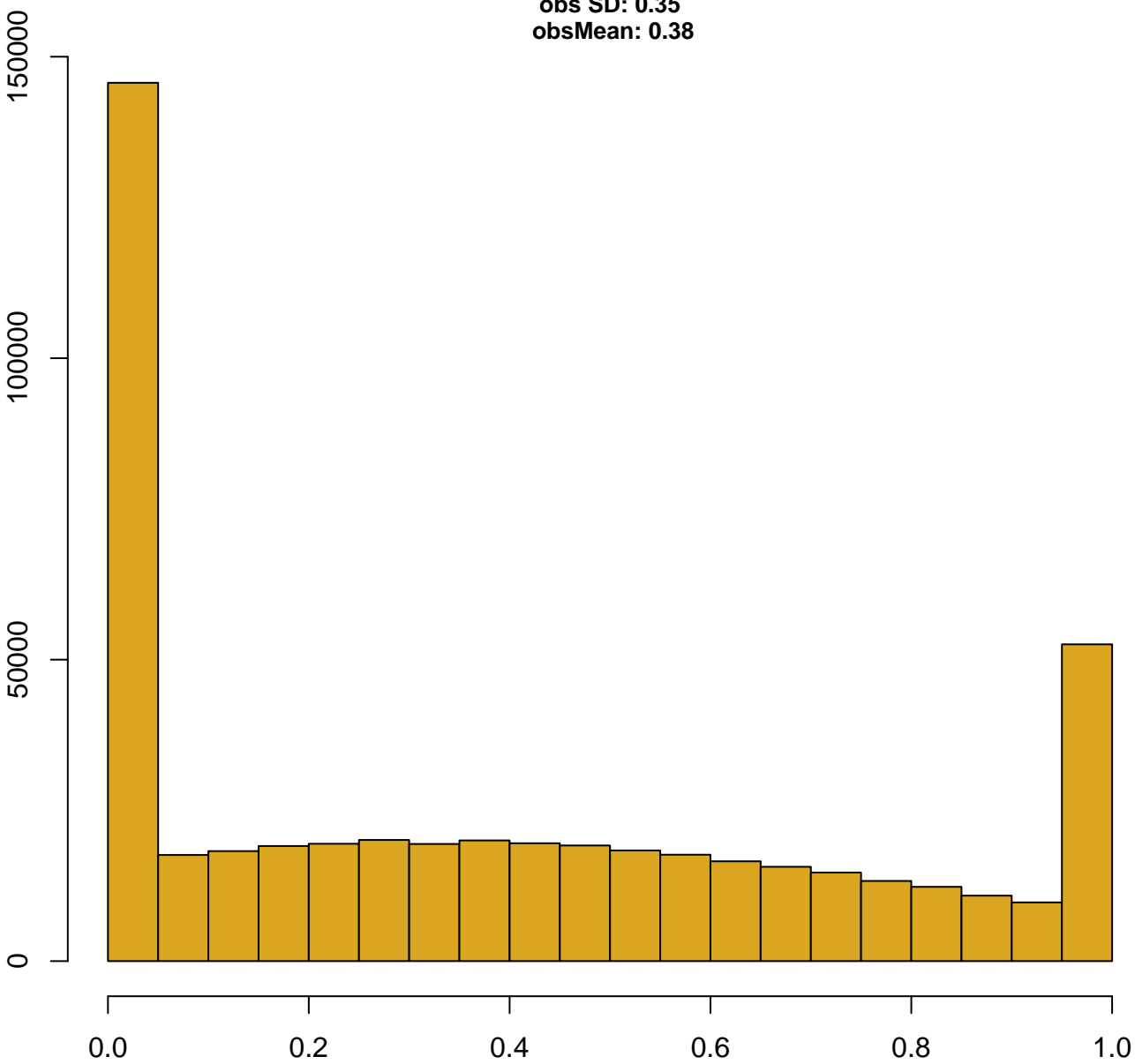
**Frequency content: plt4**

**prespawn surv = 0.325**

**sigma\_env = 0.5**

**obs SD: 0.35**

**obsMean: 0.38**



**Truncated normal survival rates**

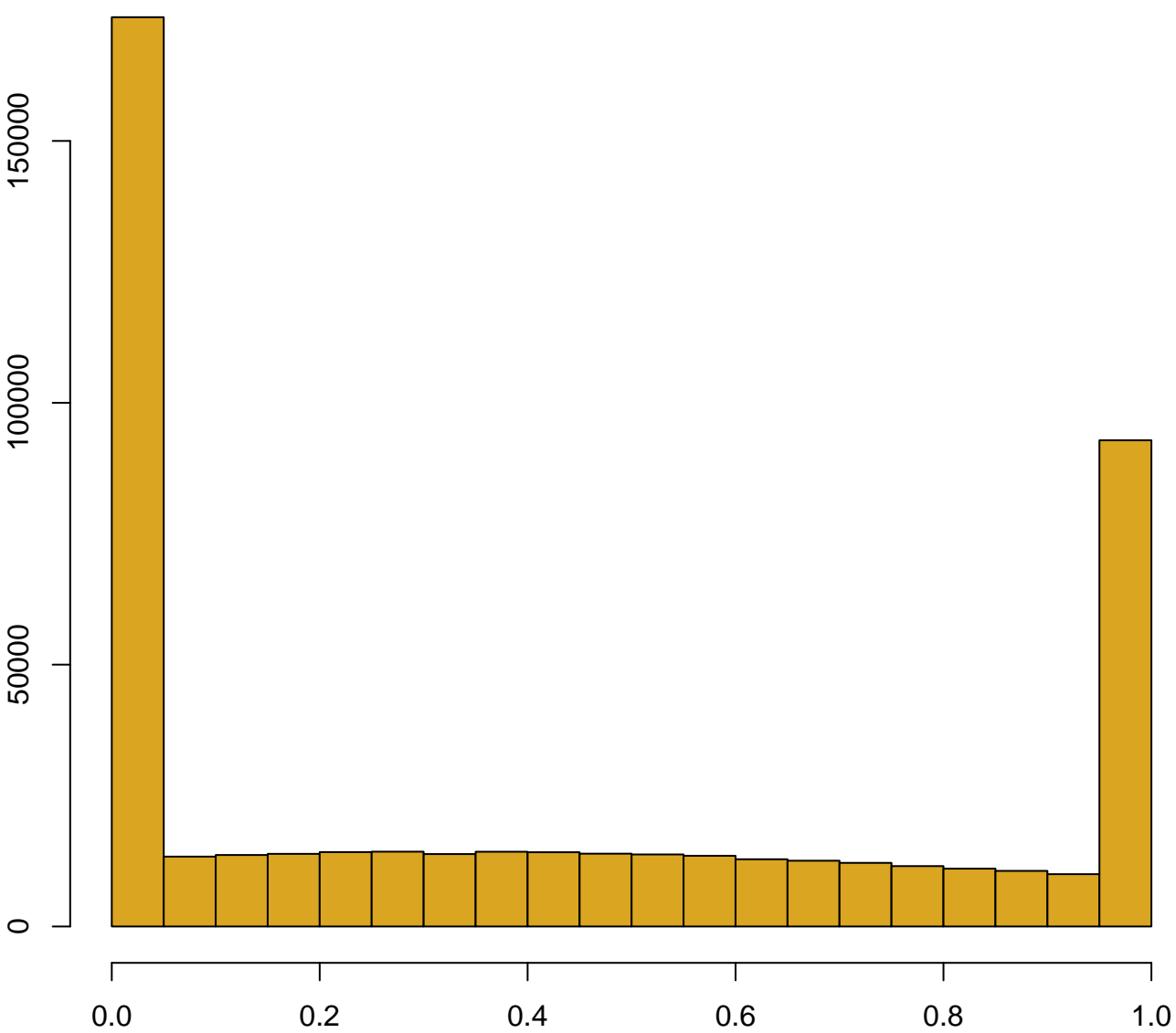
**Frequency content: plt4**

**prespawn surv = 0.325**

**sigma\_env = 0.7**

**obs SD: 0.39**

**obsMean: 0.41**



# Truncated normal survival rates

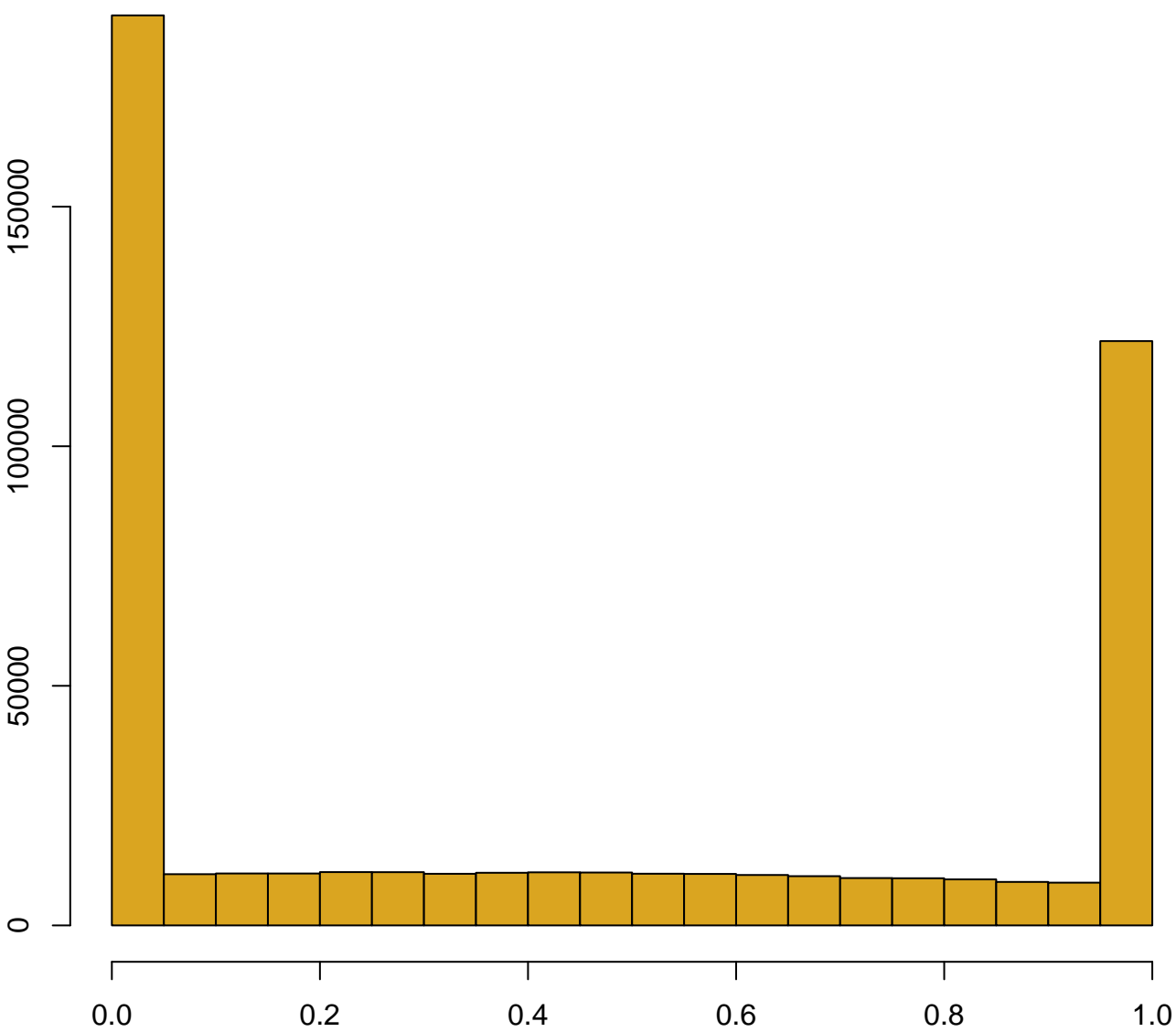
Frequency content: plt4

prespawn surv = 0.325

sigma\_env = 0.9

obs SD: 0.42

obsMean: 0.43



**Truncated normal survival rates**

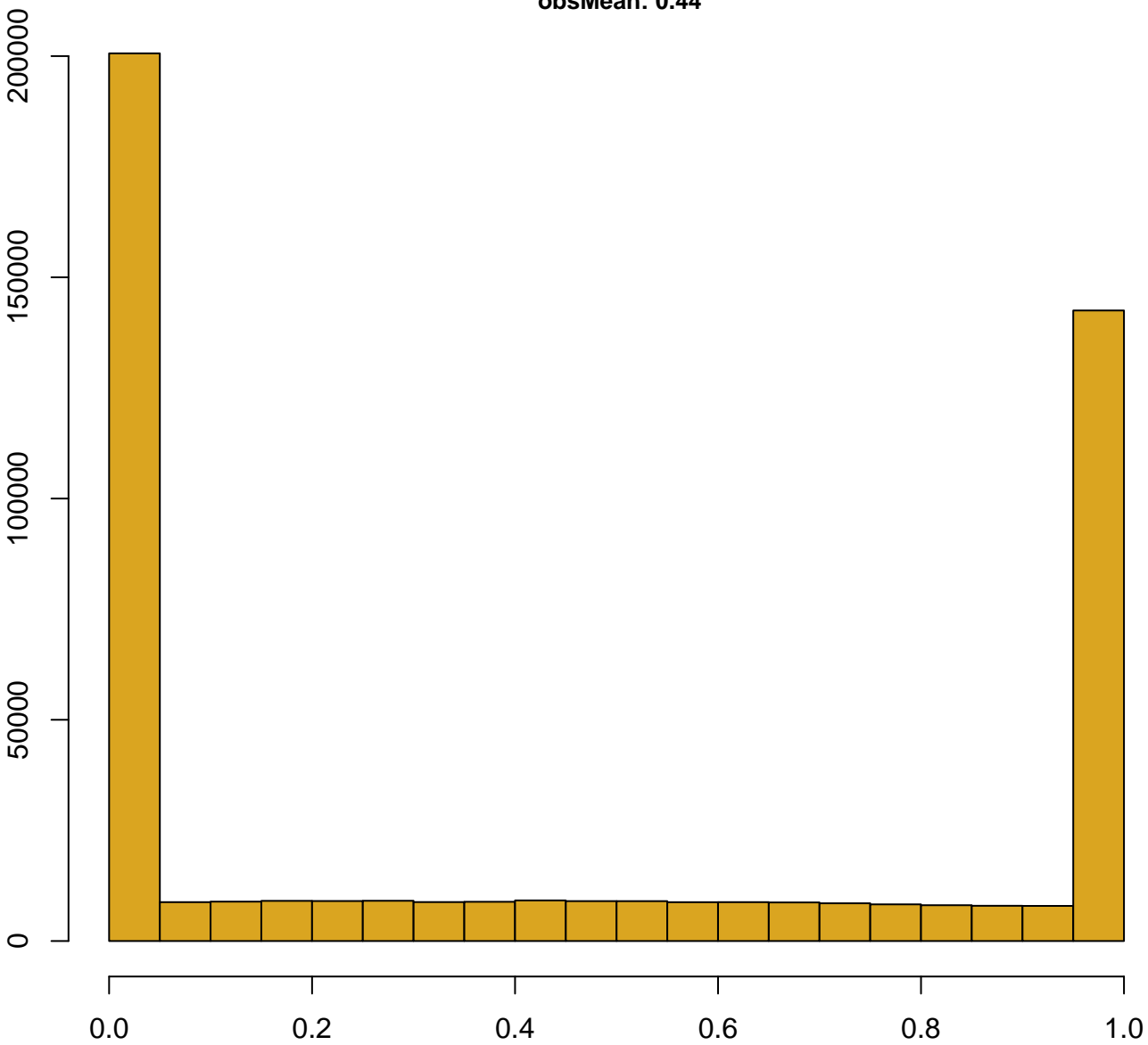
**Frequency content: plt4**

**prespawn surv = 0.325**

**sigma\_env = 1.1**

**obs SD: 0.43**

**obsMean: 0.44**



**Truncated normal survival rates**

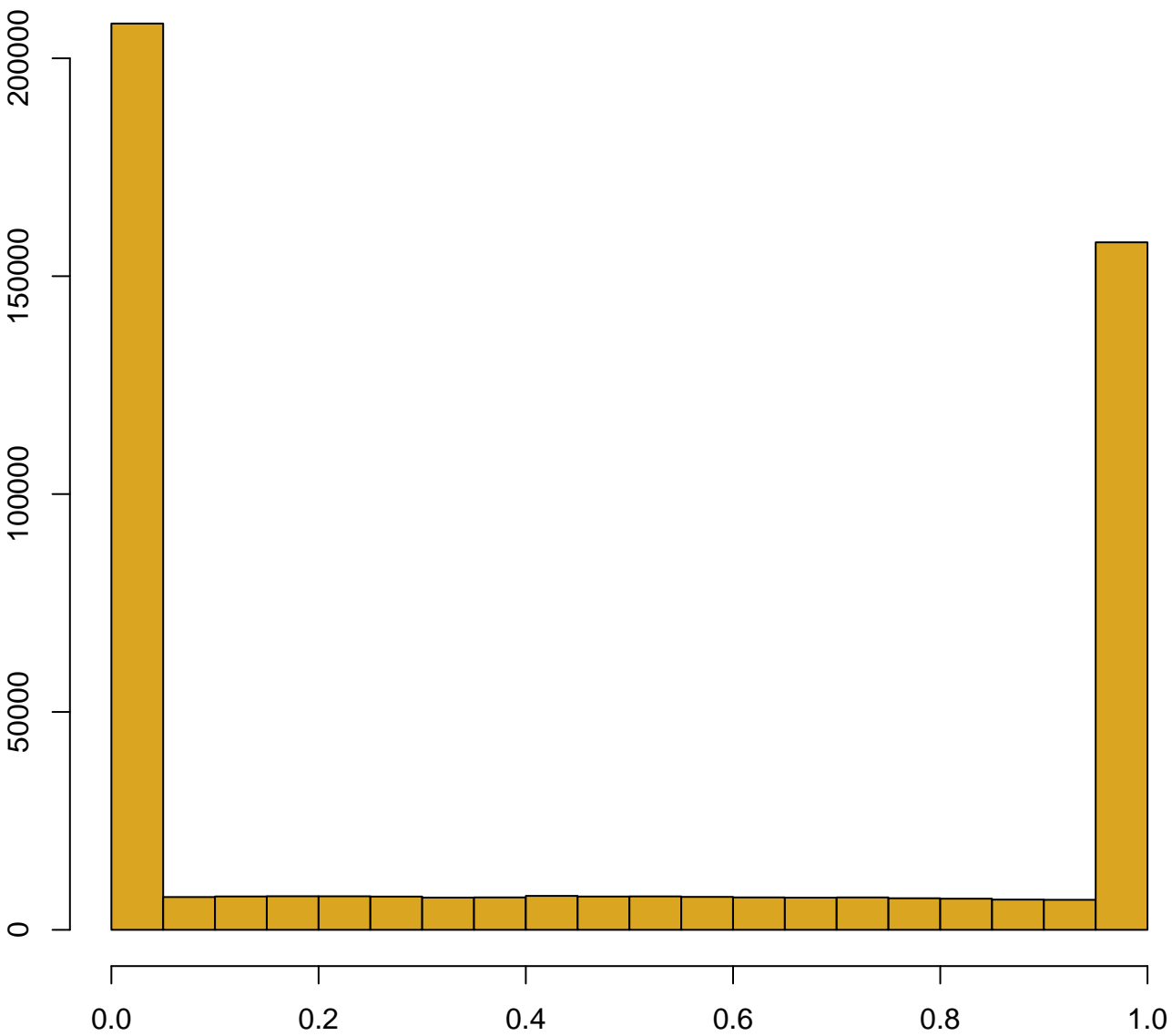
**Frequency content: plt4**

**prespawn surv = 0.325**

**sigma\_env = 1.3**

**obs SD: 0.44**

**obsMean: 0.45**



**Truncated normal survival rates**

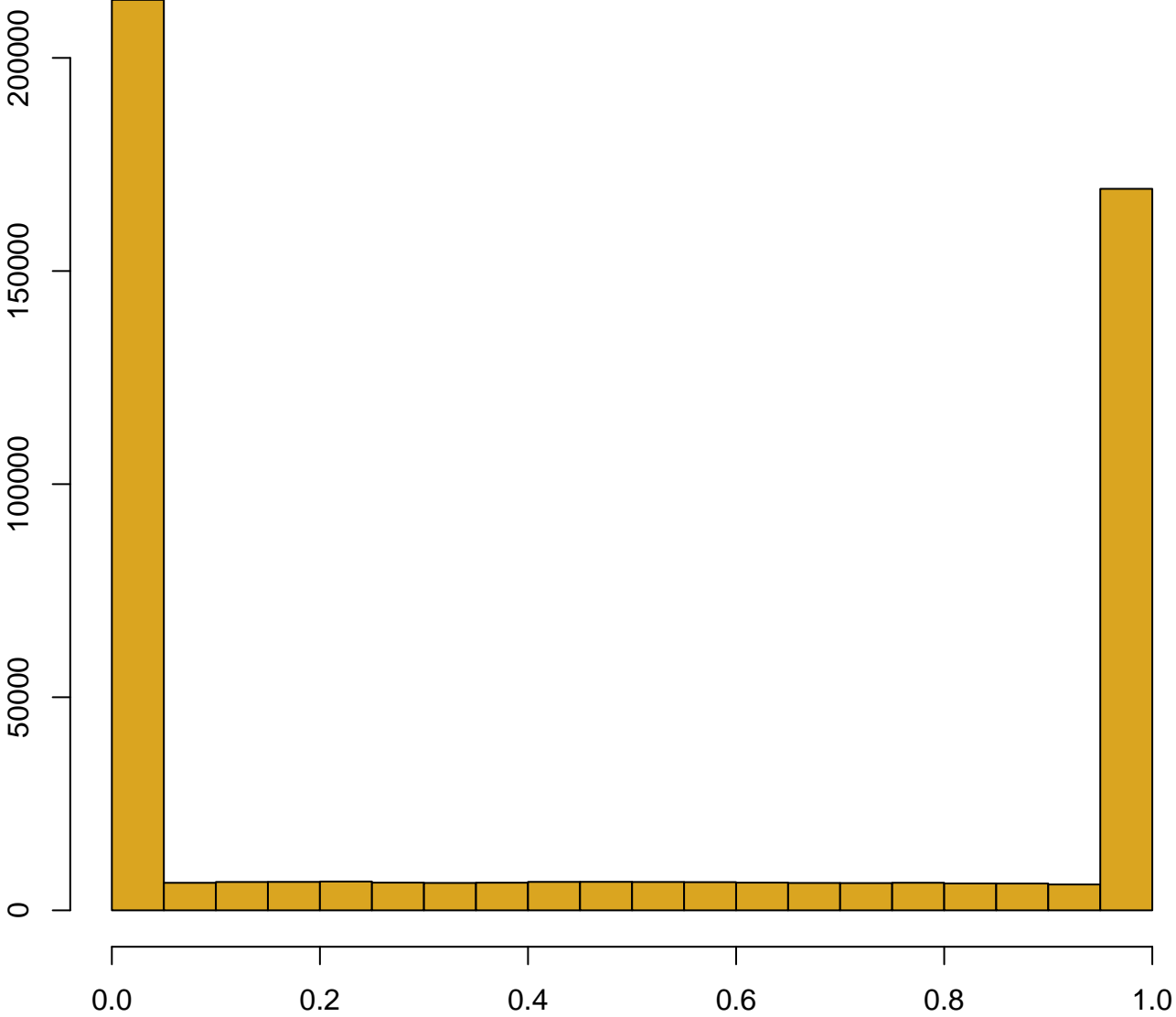
**Frequency content: plt4**

**prespawn surv = 0.325**

**sigma\_env = 1.5**

**obs SD: 0.45**

**obsMean: 0.45**





**Truncated normal survival rates**

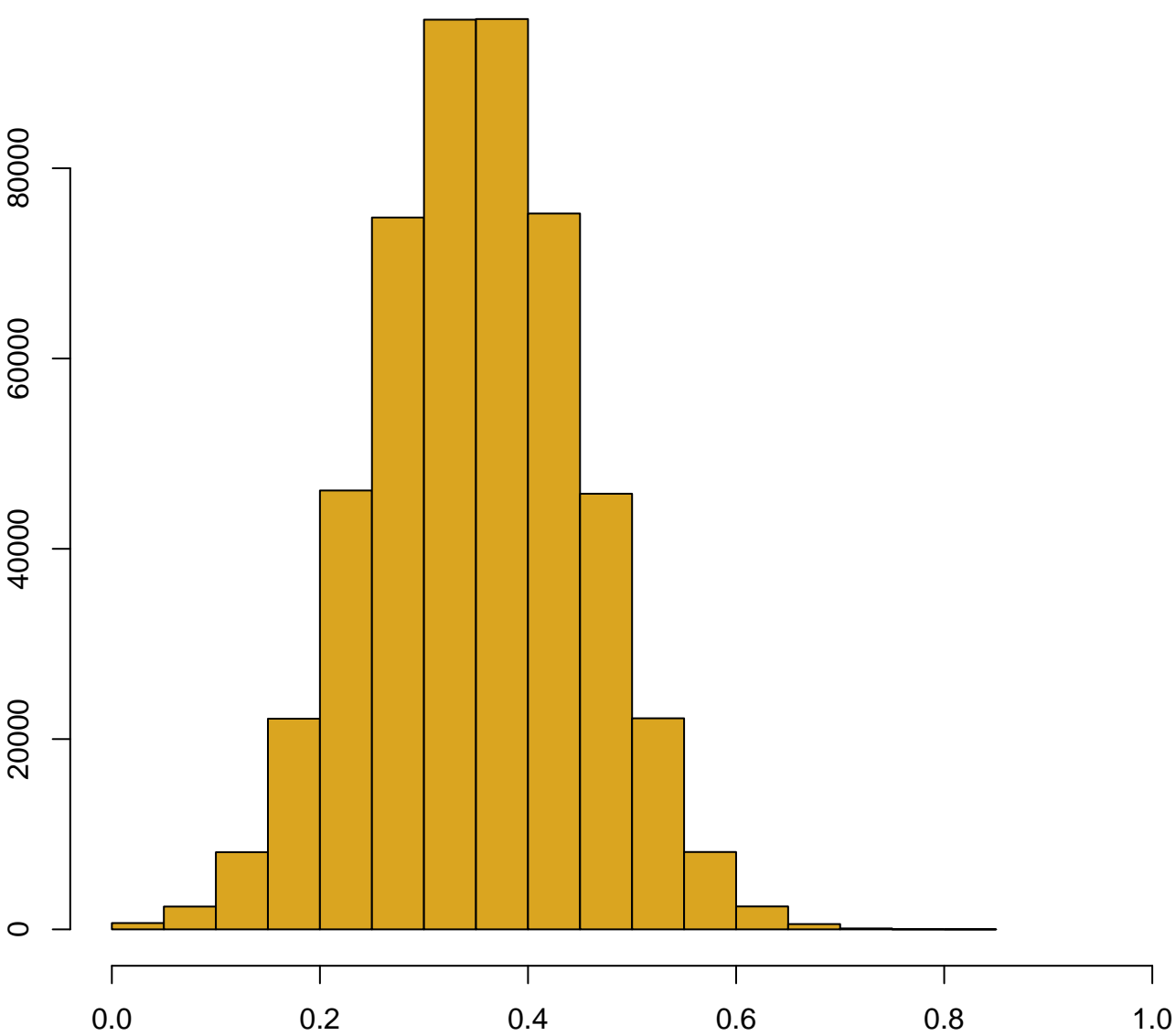
**Frequency content: plt4**

**prespawn surv = 0.35**

**sigma\_env = 0.1**

**obs SD: 0.1**

**obsMean: 0.35**



**Truncated normal survival rates**

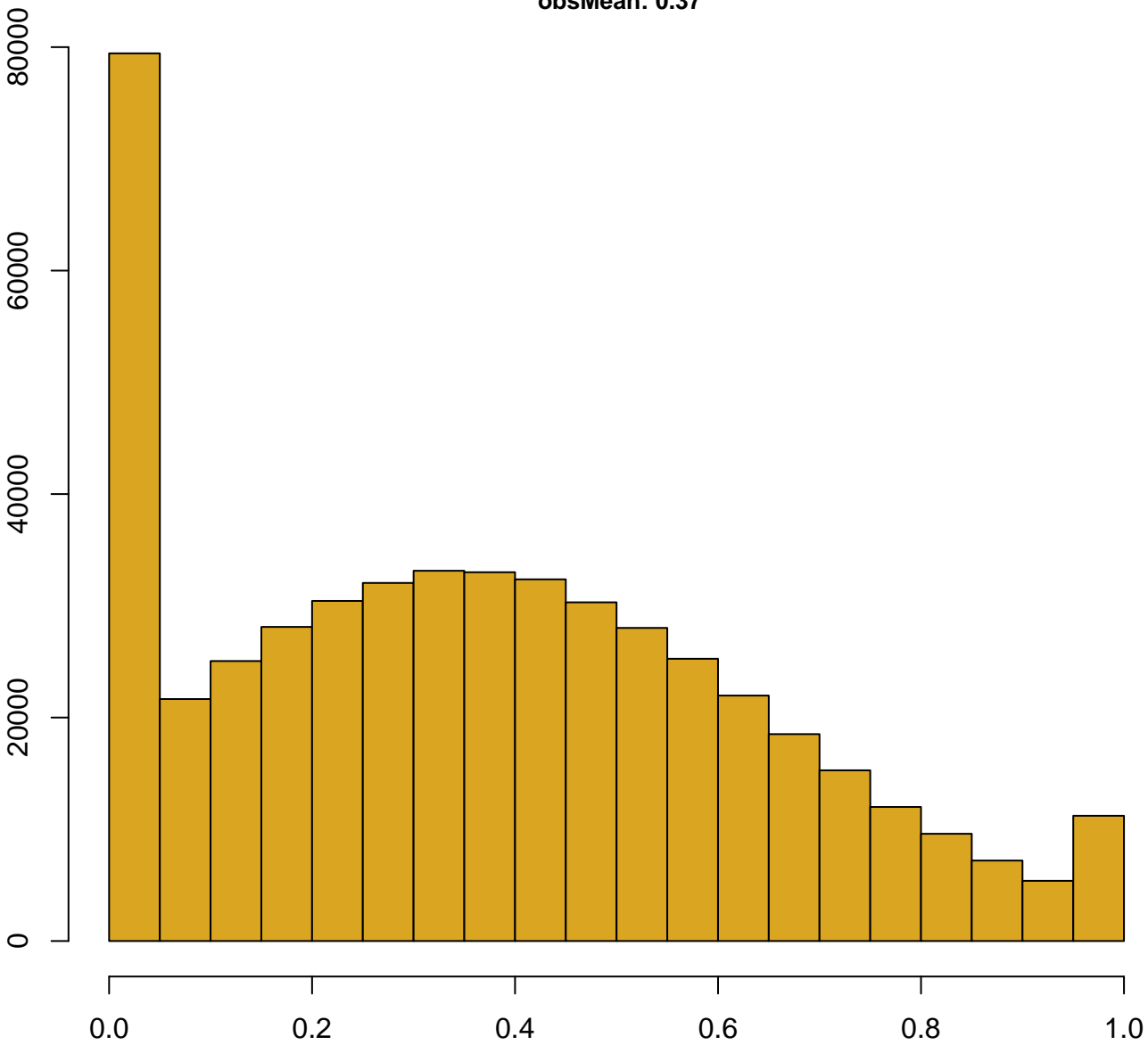
**Frequency content: plt4**

**prespawn surv = 0.35**

**sigma\_env = 0.3**

**obs SD: 0.26**

**obsMean: 0.37**



**Truncated normal survival rates**

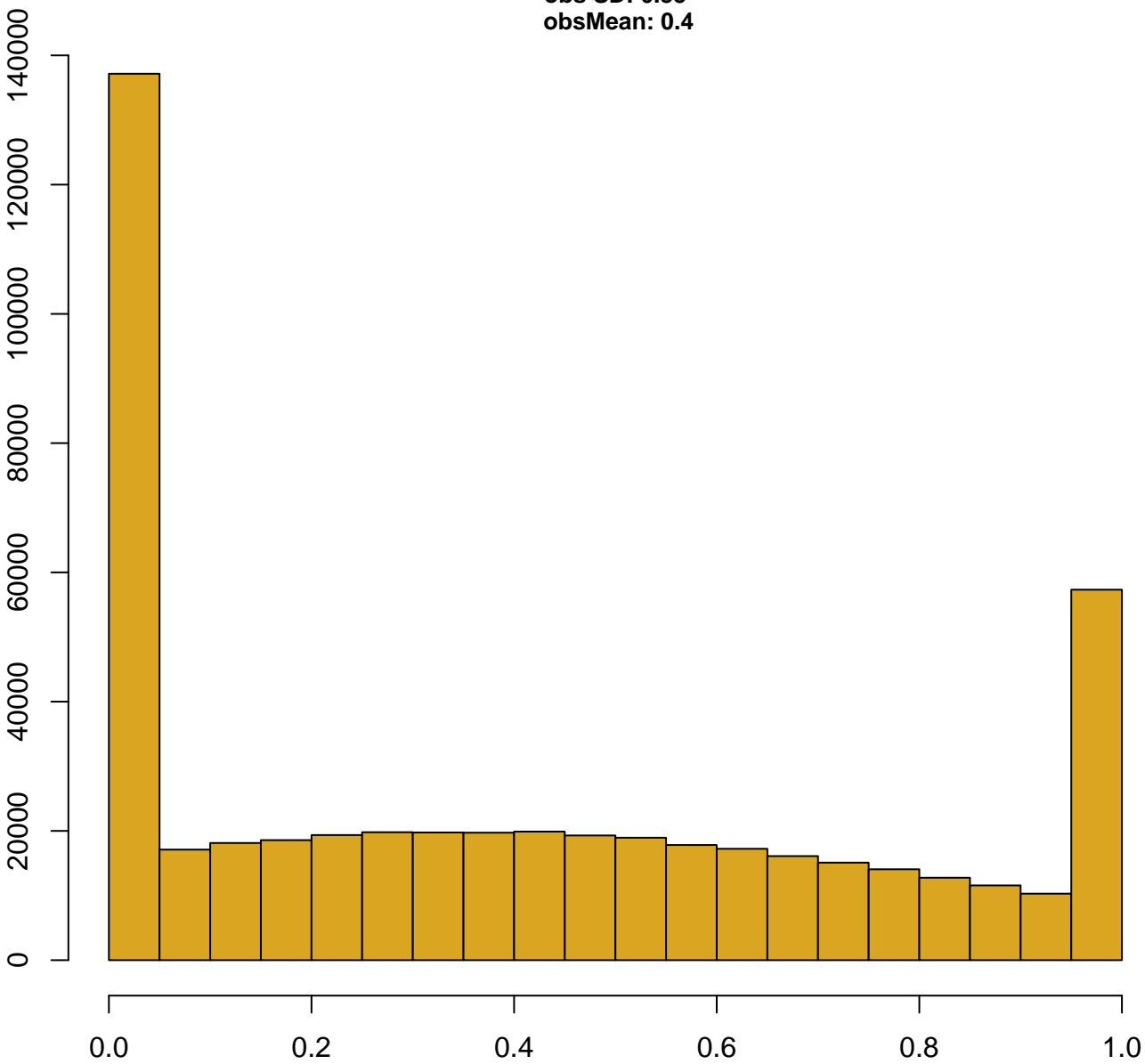
**Frequency content: plt4**

**prespawn surv = 0.35**

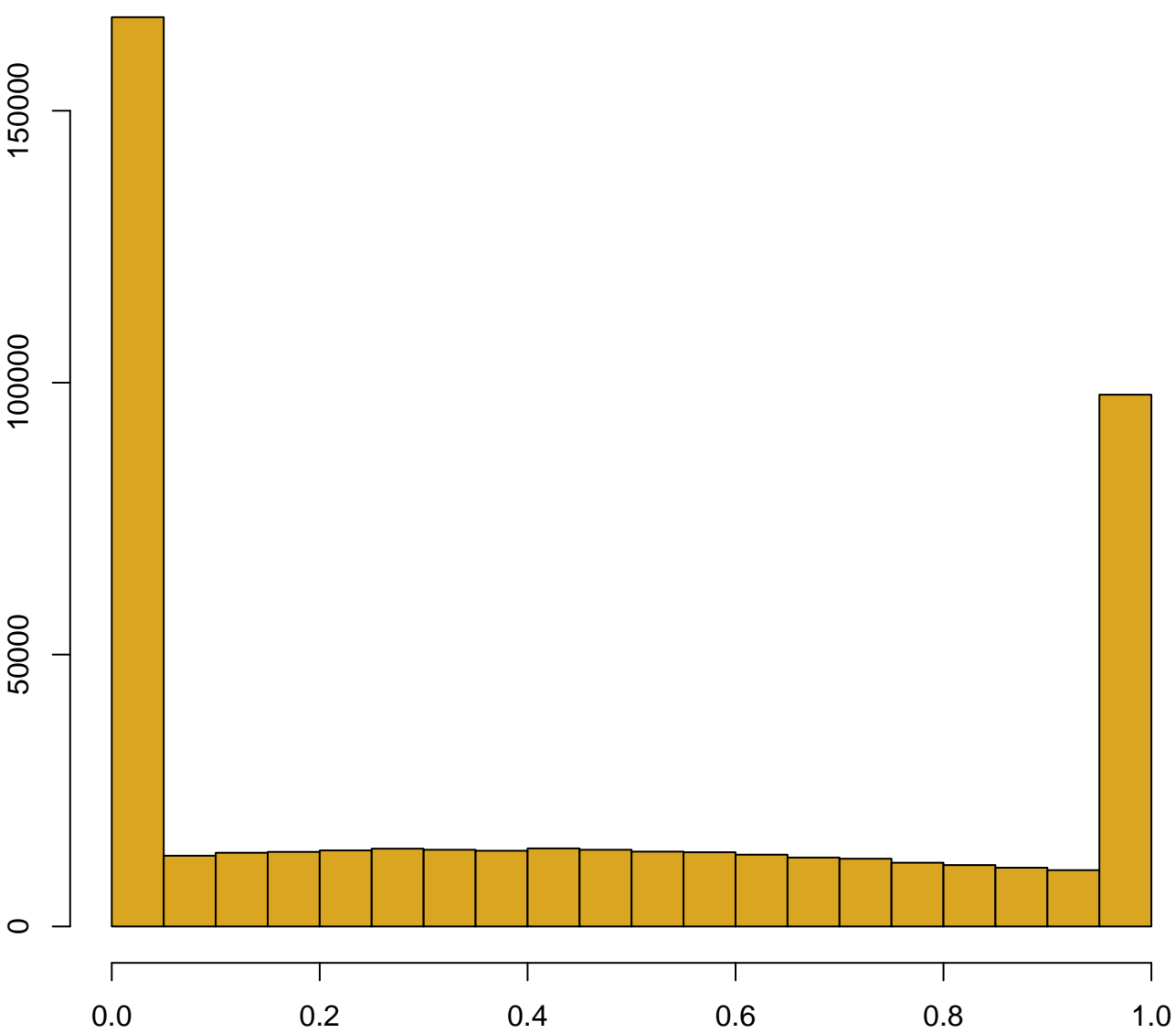
**sigma\_env = 0.5**

**obs SD: 0.35**

**obsMean: 0.4**



**Truncated normal survival rates**  
**Frequency content: plt4**  
**prespawn surv = 0.35**  
**sigma\_env = 0.7**  
**obs SD: 0.39**  
**obsMean: 0.42**



**Truncated normal survival rates**

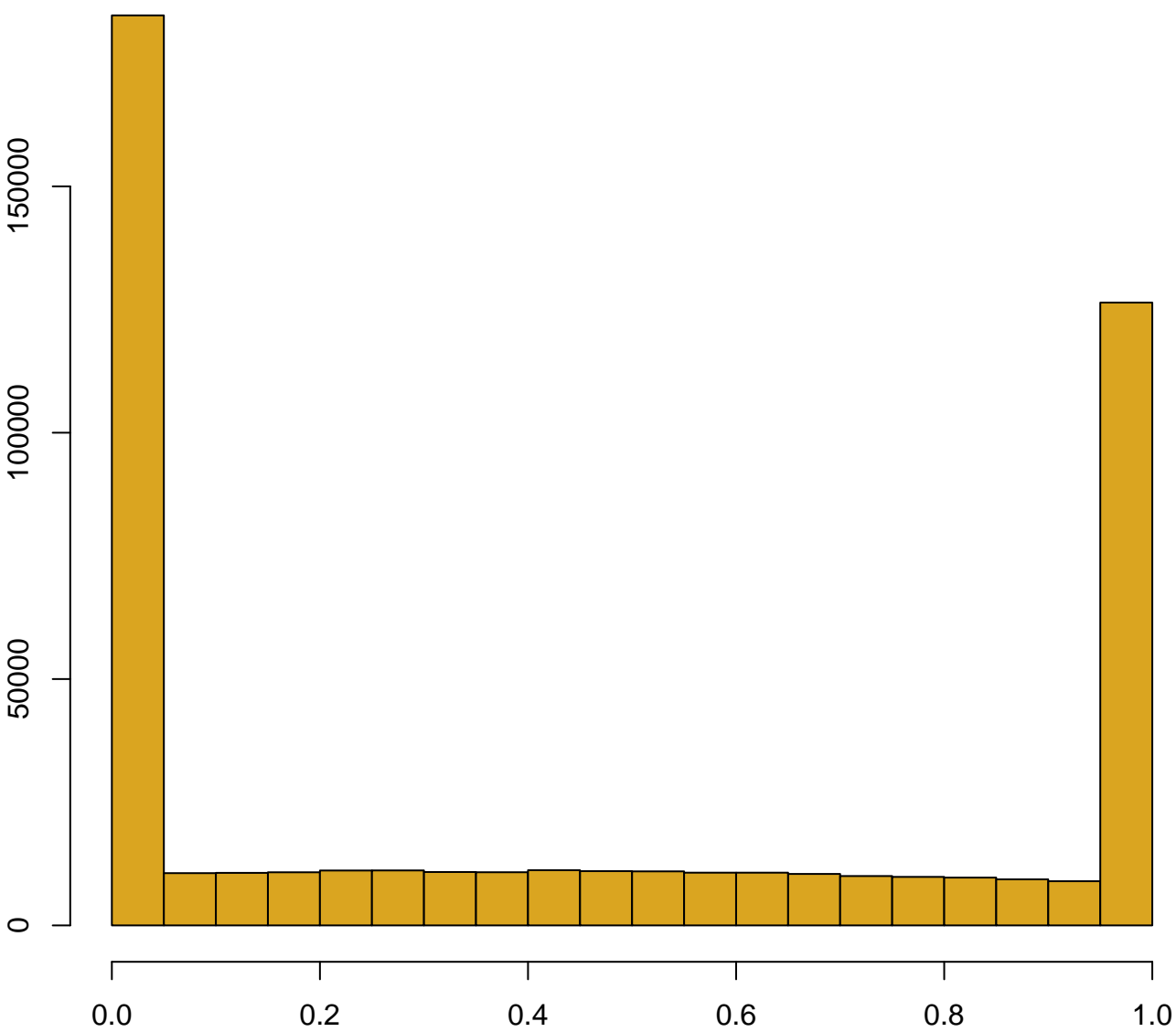
**Frequency content: plt4**

**prespawn surv = 0.35**

**sigma\_env = 0.9**

**obs SD: 0.42**

**obsMean: 0.44**



# Truncated normal survival rates

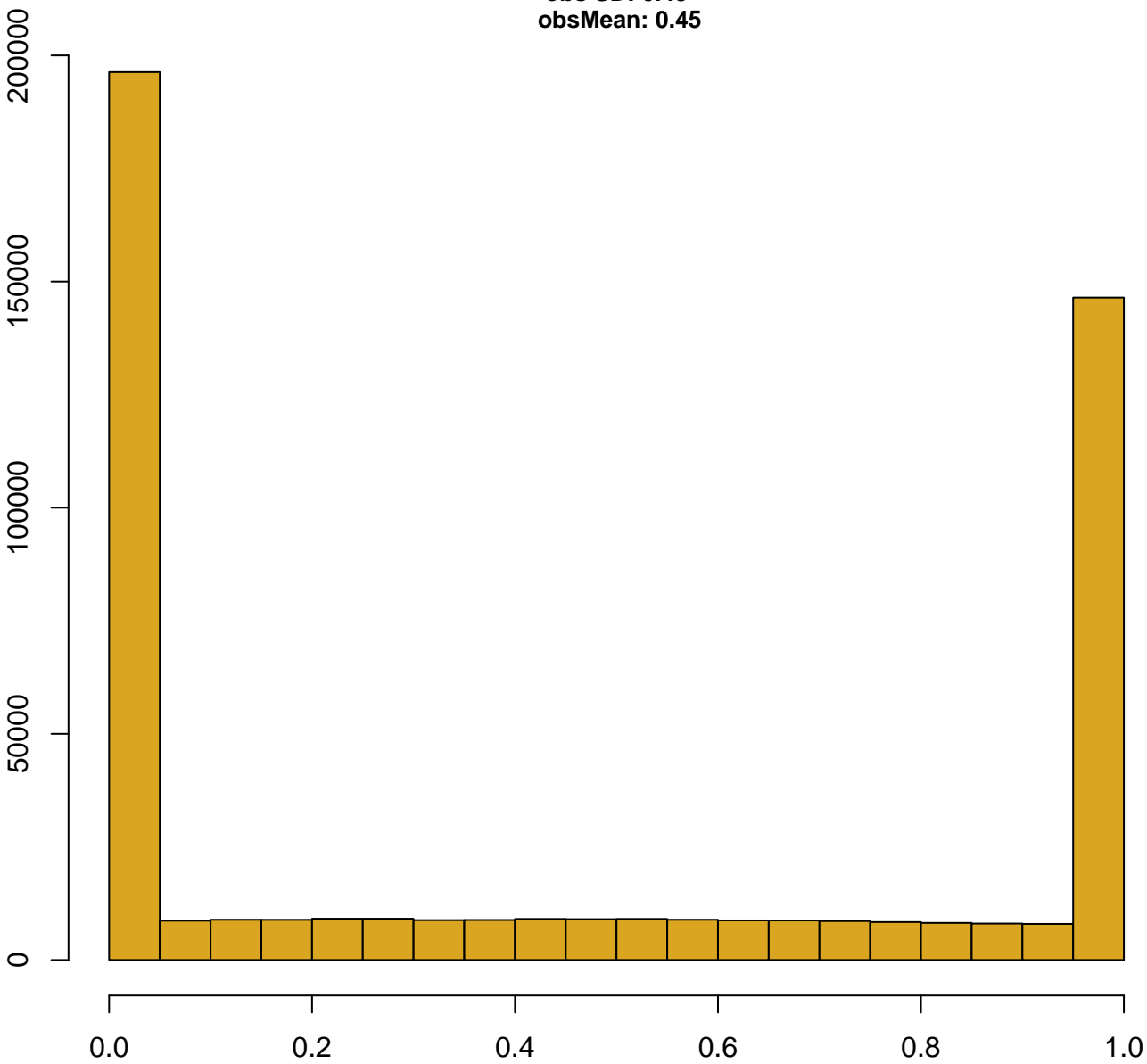
Frequency content: plt4

prespawn surv = 0.35

sigma\_env = 1.1

obs SD: 0.43

obsMean: 0.45



**Truncated normal survival rates**

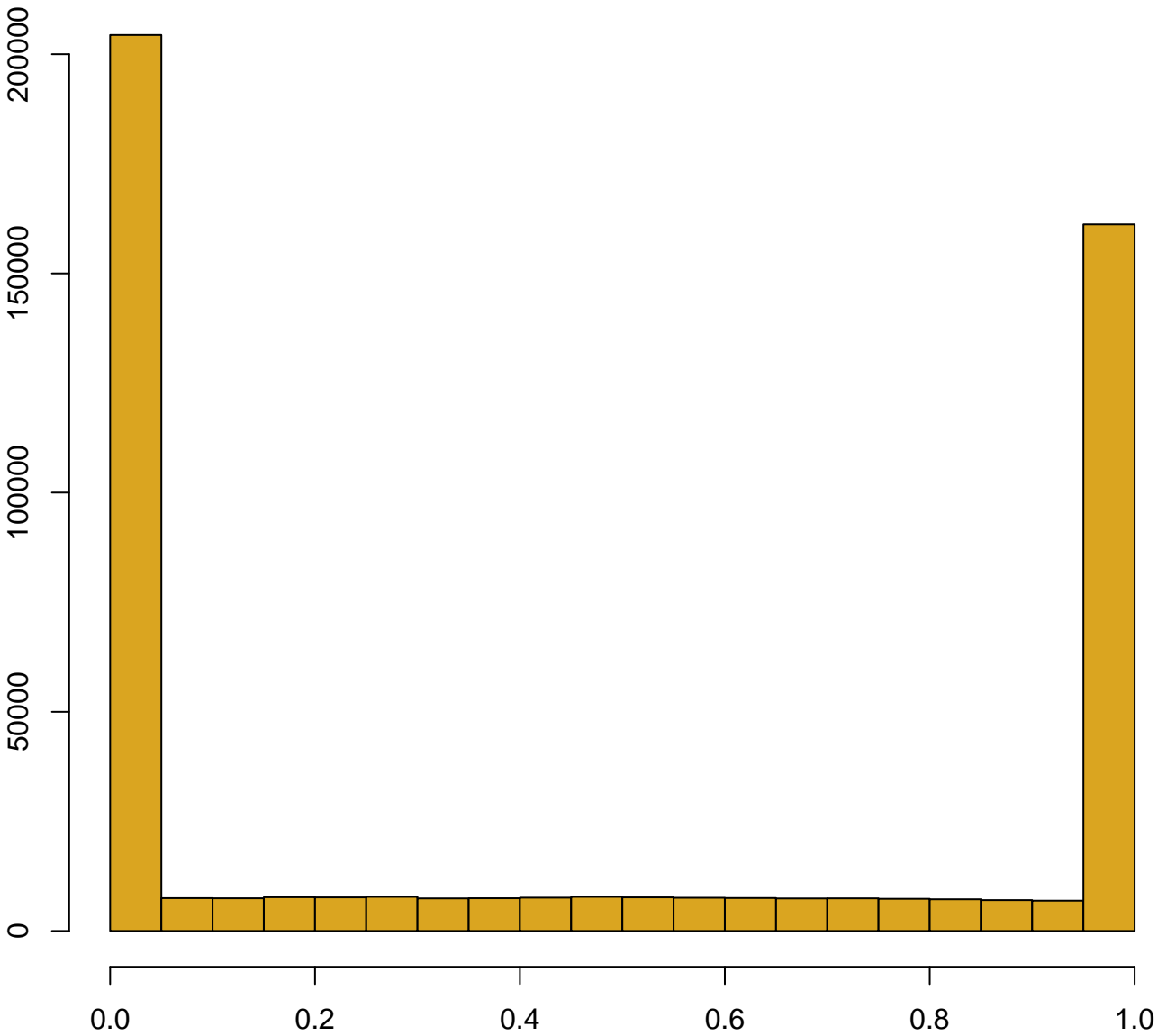
**Frequency content: plt4**

**prespawn surv = 0.35**

**sigma\_env = 1.3**

**obs SD: 0.44**

**obsMean: 0.46**



**Truncated normal survival rates**

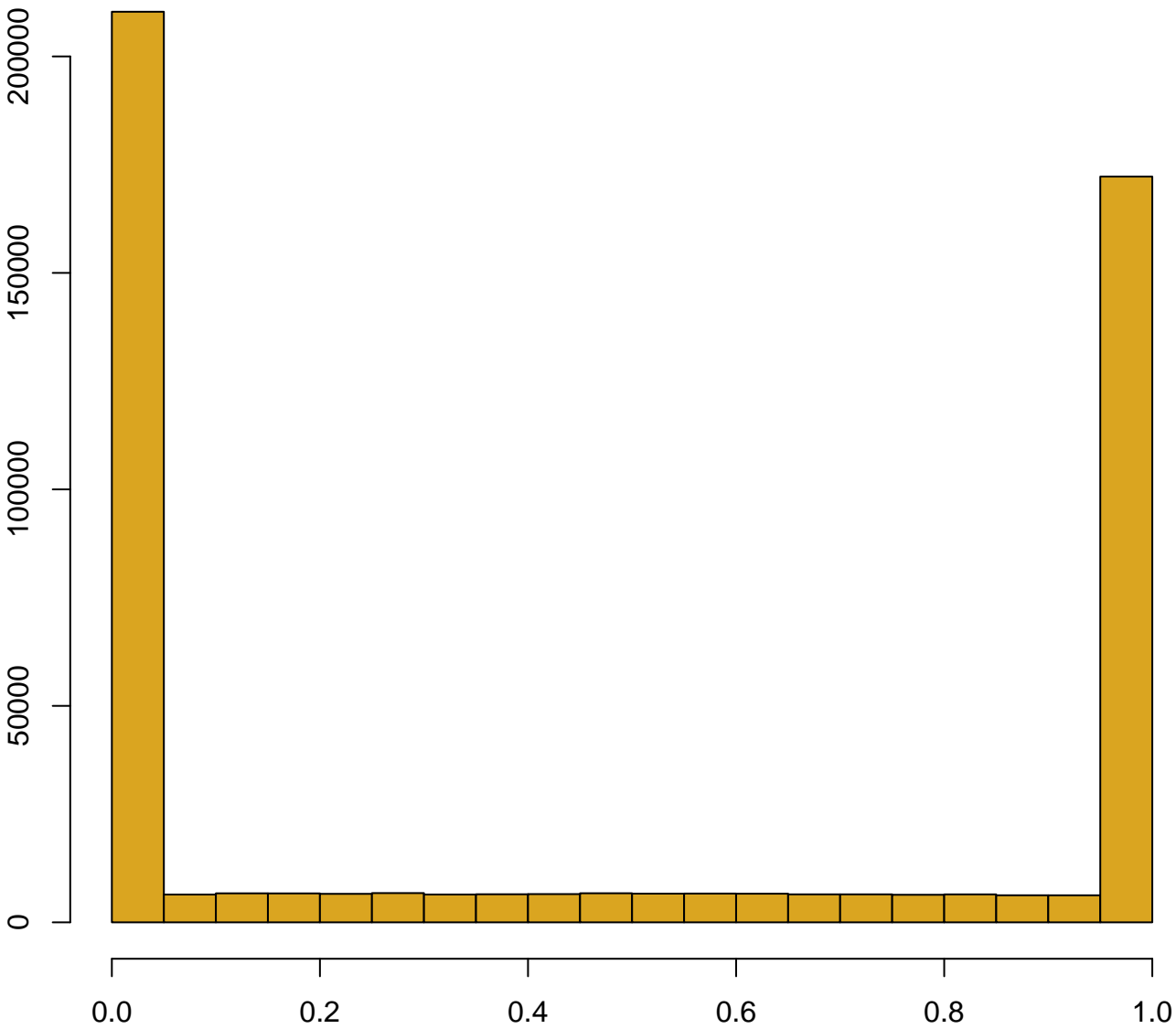
**Frequency content: plt4**

**prespawn surv = 0.35**

**sigma\_env = 1.5**

**obs SD: 0.45**

**obsMean: 0.46**





# Truncated normal survival rates

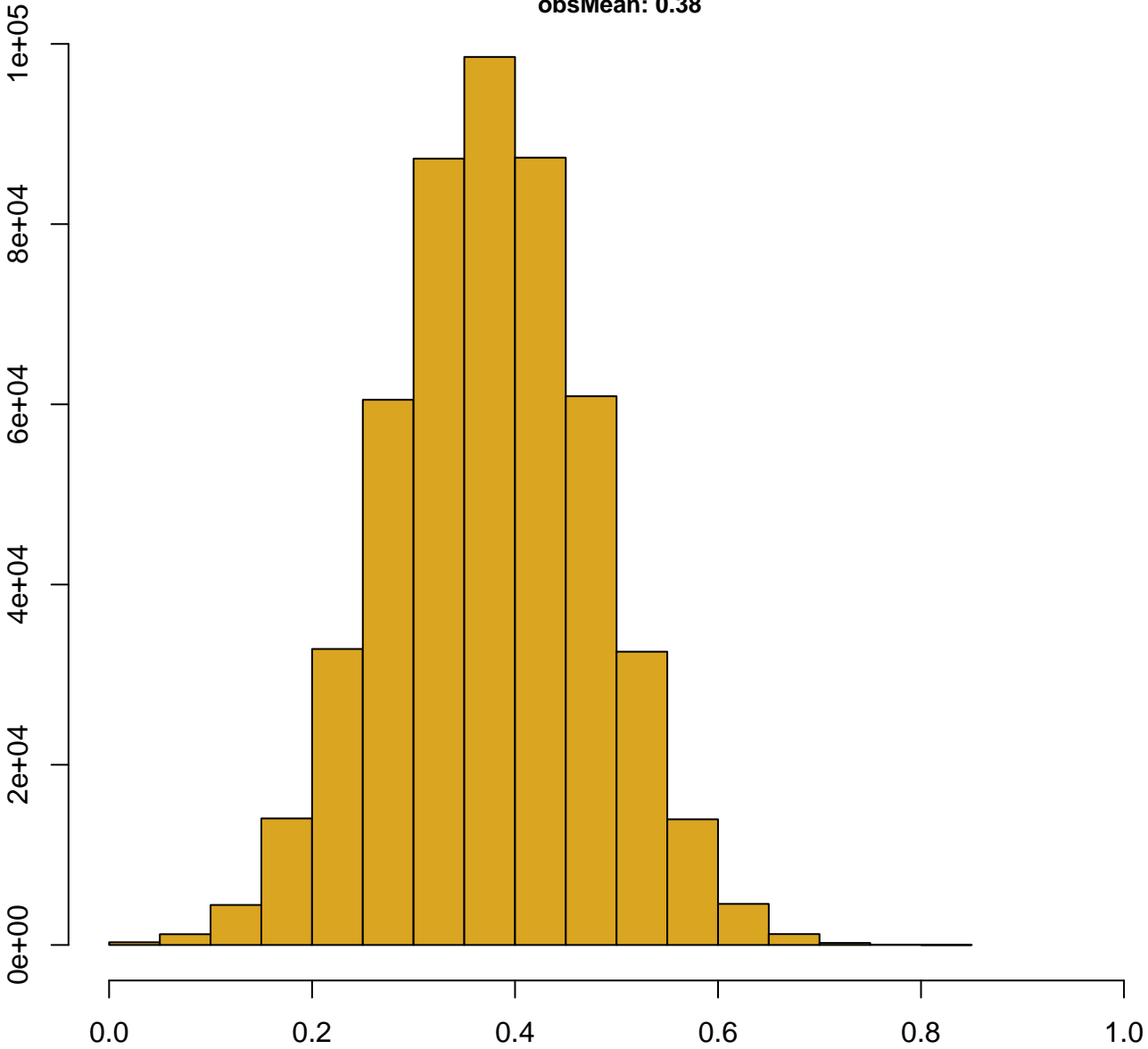
Frequency content: plt4

prespawn surv = 0.375

sigma\_env = 0.1

obs SD: 0.1

obsMean: 0.38



# Truncated normal survival rates

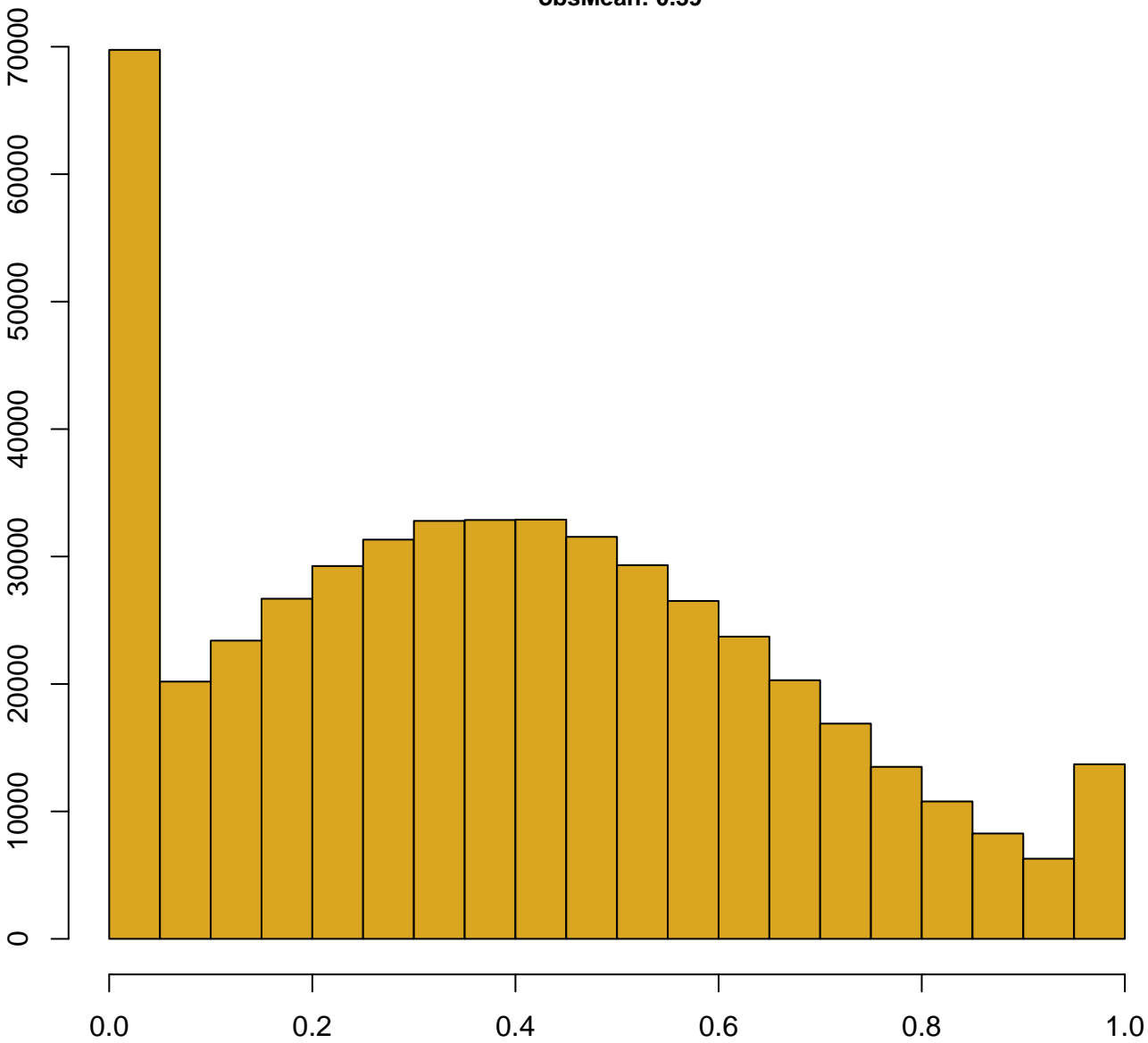
Frequency content: plt4

prespawn surv = 0.375

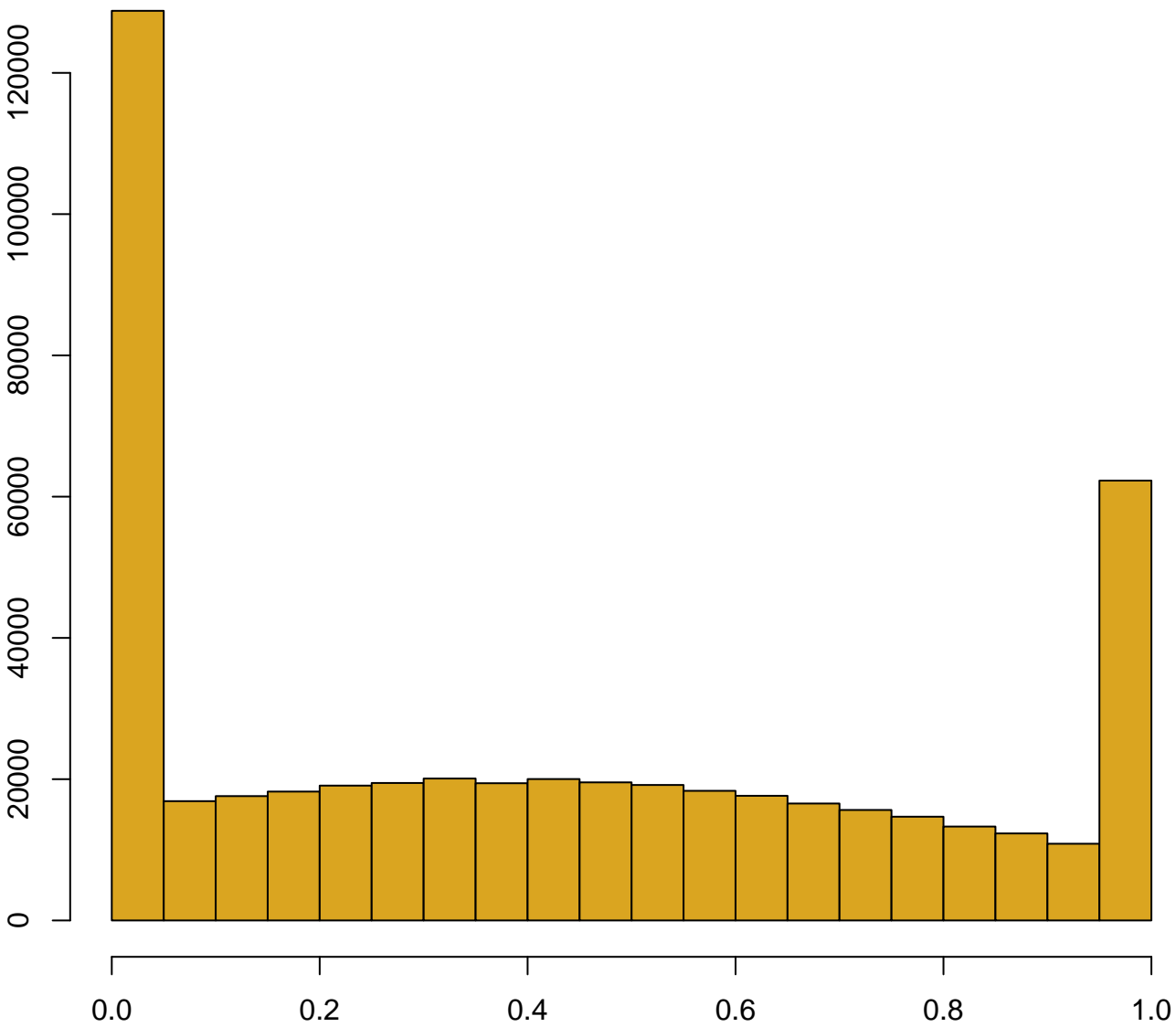
sigma\_env = 0.3

obs SD: 0.27

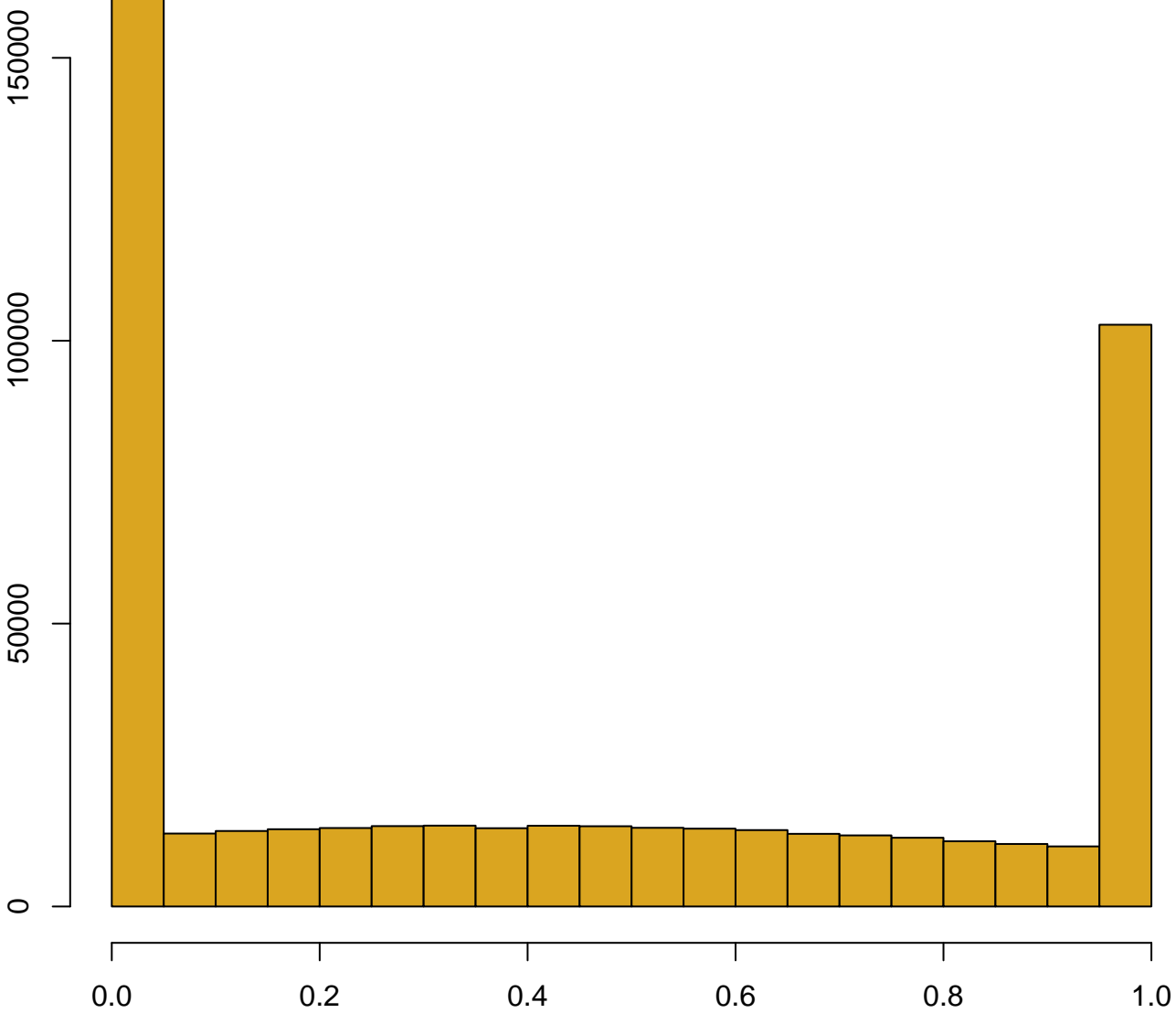
obsMean: 0.39



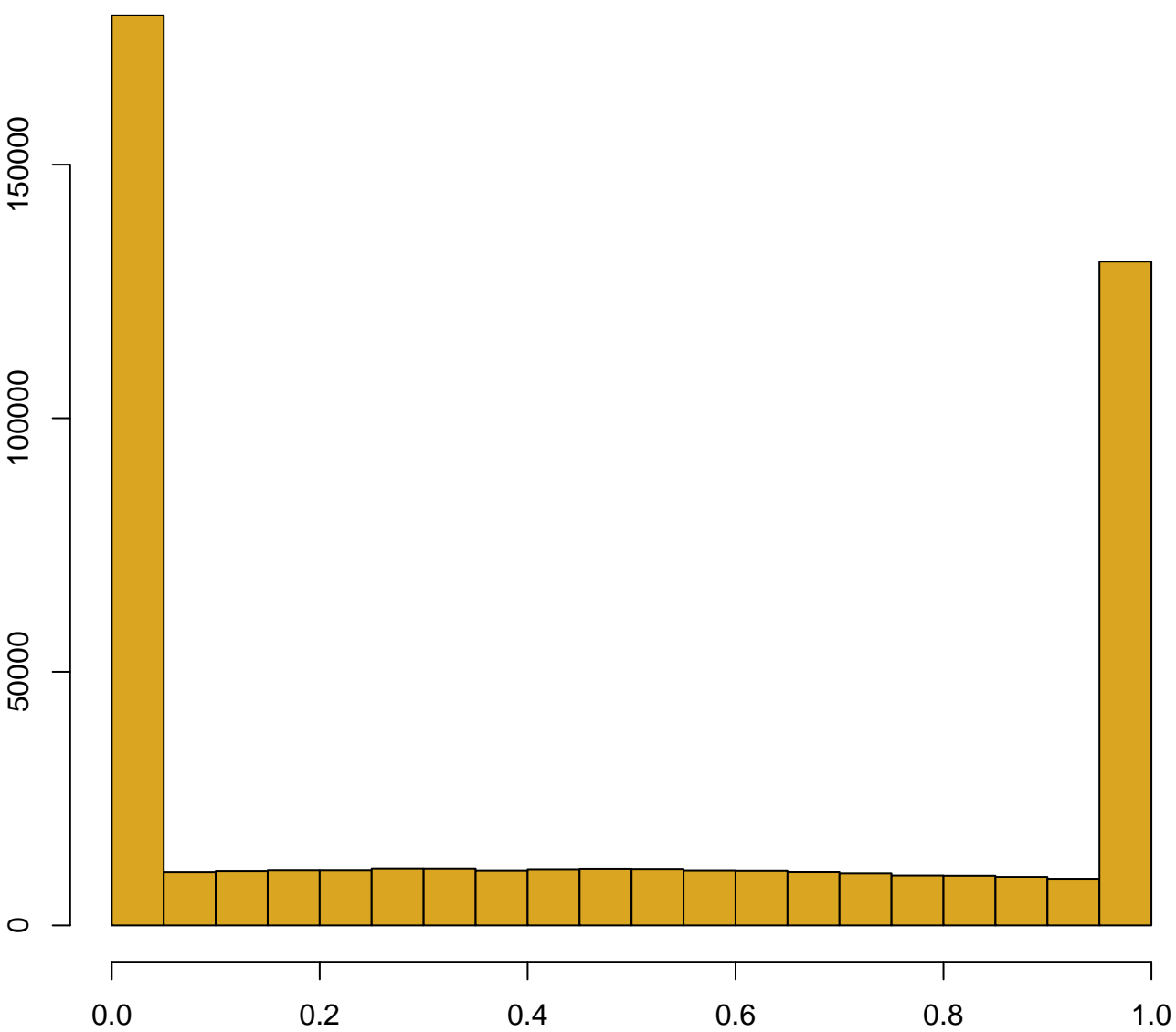
**Truncated normal survival rates**  
**Frequency content: plt4**  
**prespawn surv = 0.375**  
**sigma\_env = 0.5**  
**obs SD: 0.35**  
**obsMean: 0.42**



Truncated normal survival rates  
Frequency content: plt4  
prespawn surv = 0.375  
sigma\_env = 0.7  
obs SD: 0.4  
obsMean: 0.43



**Truncated normal survival rates**  
**Frequency content: plt4**  
**prespawn surv = 0.375**  
**sigma\_env = 0.9**  
**obs SD: 0.42**  
**obsMean: 0.45**



**Truncated normal survival rates**

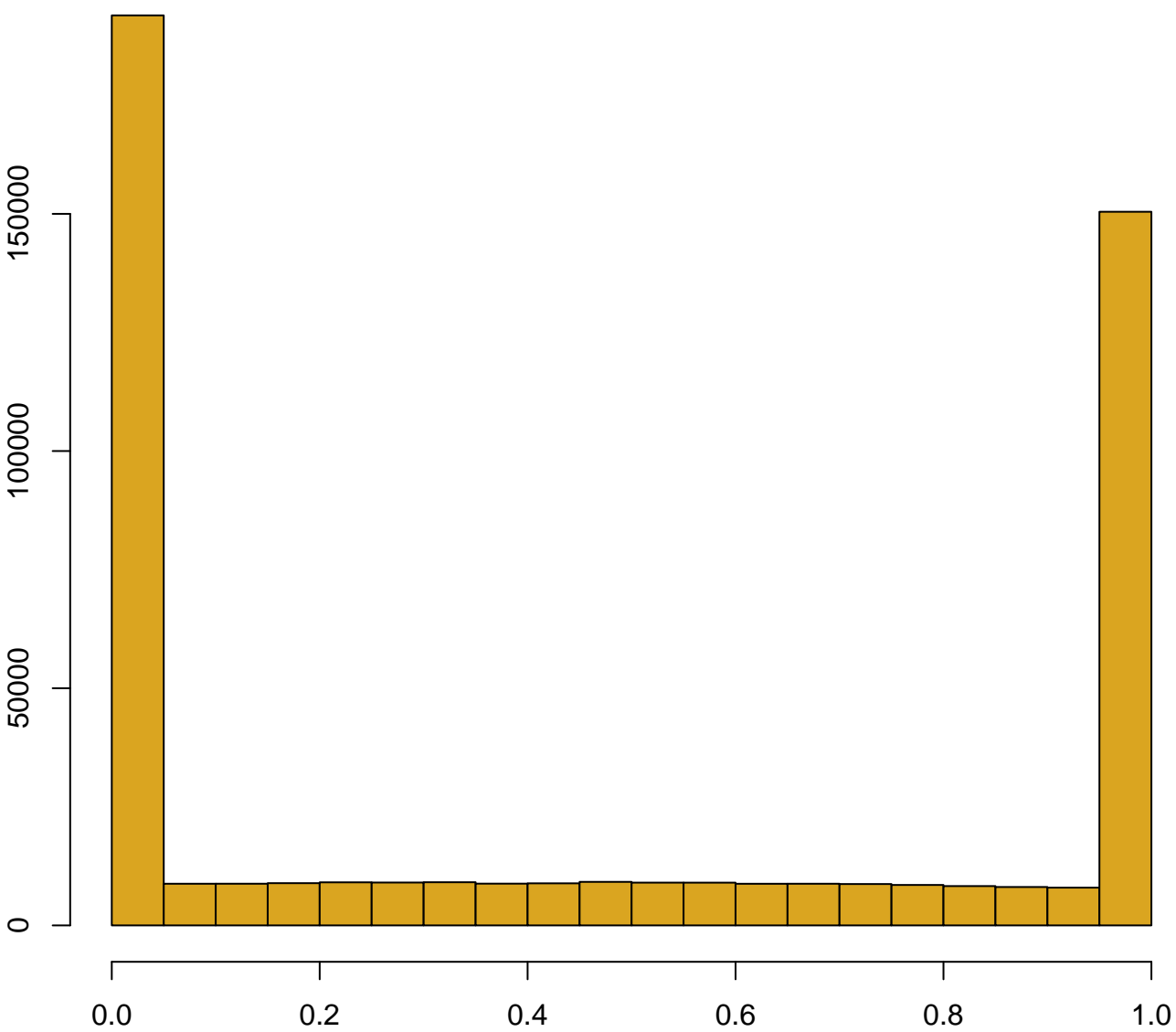
**Frequency content: plt4**

**prespawn surv = 0.375**

**sigma\_env = 1.1**

**obs SD: 0.44**

**obsMean: 0.46**



**Truncated normal survival rates**

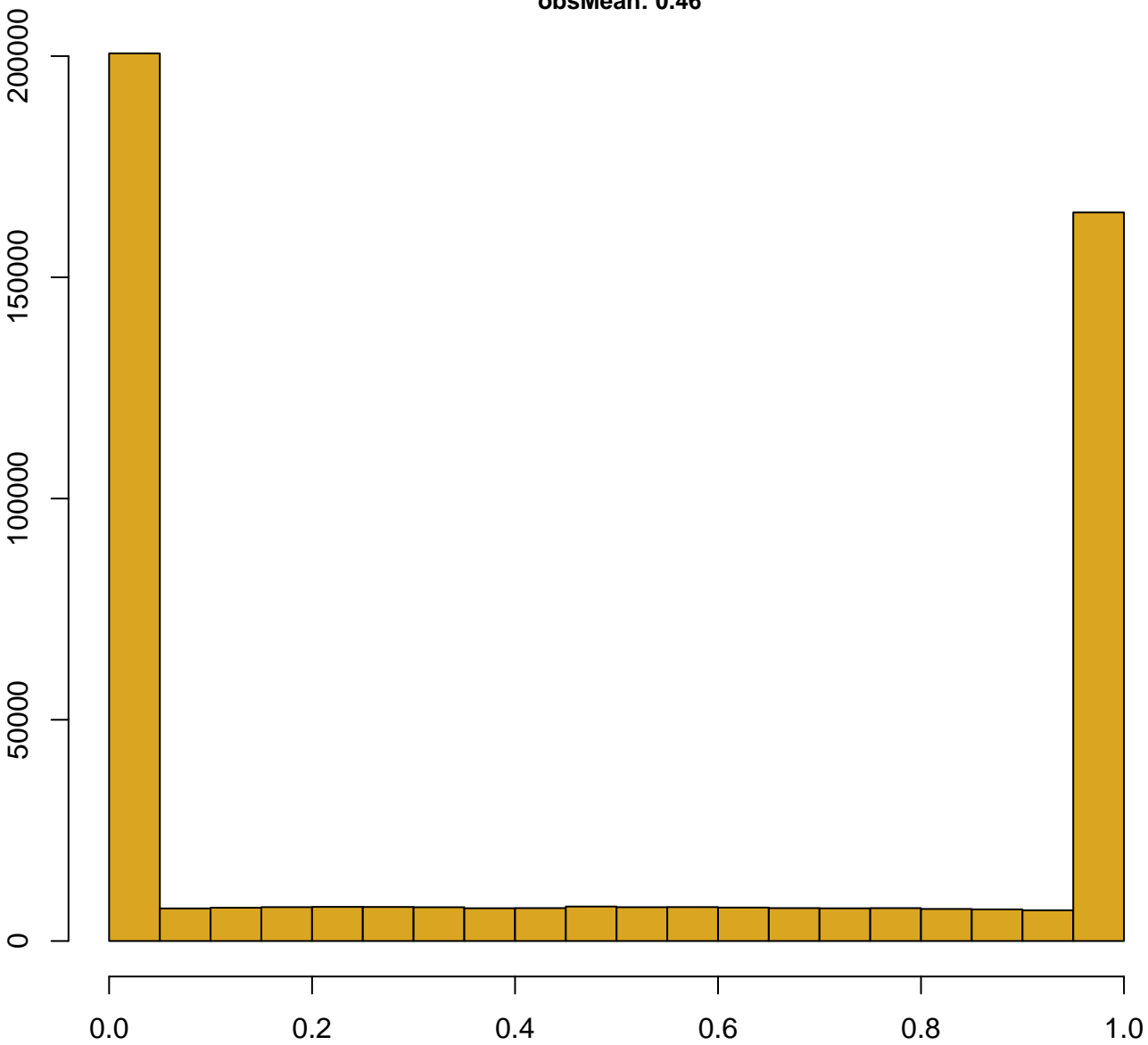
**Frequency content: plt4**

**prespawn surv = 0.375**

**sigma\_env = 1.3**

**obs SD: 0.45**

**obsMean: 0.46**



**Truncated normal survival rates**

**Frequency content: plt4**

**prespawn surv = 0.375**

**sigma\_env = 1.5**

**obs SD: 0.45**

**obsMean: 0.47**

