

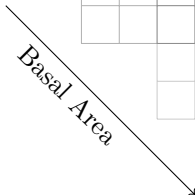
L $size_t$ U

Gauss-Legendre

Midbin

 $size_{t+1}$

Basal Area



Legend

S3 Class object

list object

vector object

function()

Forest class (community/plot)

harv_rules [Pmax, dBAmIn, freq, alpha]

info list

Species name and clim_lab

Species class

Species A

Species B

init_pop(mesh, SurfEch)

recruit_fun(BATOTSP, BATOTNonSP, mesh, SurfEch)

harv_fun(x, species, ...)

harv_lim vector

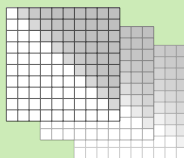
rdi_coef vector

disturb_fun(x, species, disturb, ...)

disturb_coef vector

IPM class, matrices after integration from fitted models

Growth * Mortality matrices



Dimensions:
 $m * m * BA$

Names : BA
 $m = \text{length}(\text{mesh})$

BA vector

mesh vector

climatic vector : named clim variable

int vector : log of integration param

Fit class (function params)

Survival

Growth

Recruitment

species name and *max_dbh*

info vector

species name,
correction,
clim_lab, surv,
compress, delay

