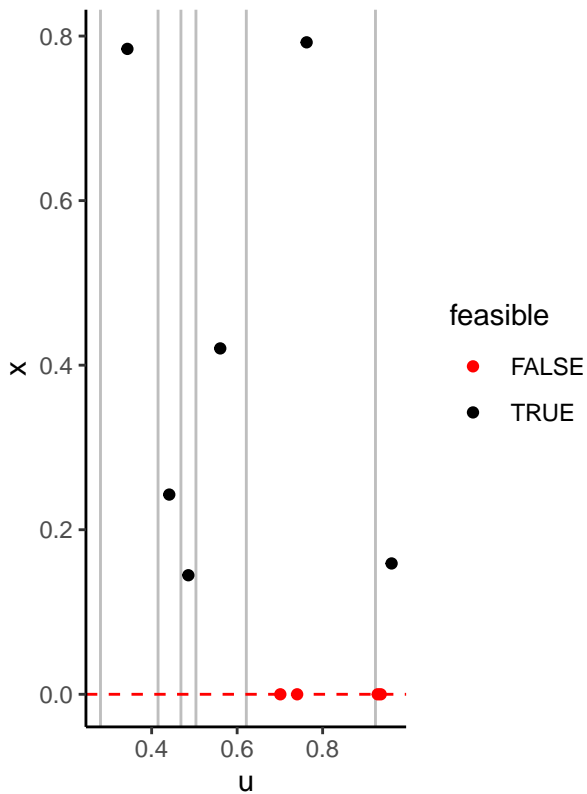


Species EQ. density



EQ. density / light absorbed per spe
1/(k*minimum light requirement

