Top-Down effects

Bottom-Up effects

cP = 0.3;   dPz = 0.3;   dP + dPz = 0.9
aP = 0.25;   eP = 1.5;   BDofP = 0

initial = 100;   sh = 1000
resTD: 28.7   16.48   8.573   0.5257
resBU: 13.11   6.778   4.713   0.2657