Top-Down effects

Bottom-Up effects

cP = 0.2;   dPz = 0.4;   dP + dPz = 1
aP = 0.25;   eP = 1.5;   BDofP = 1

initial = 100;   sh = 1000
resTD: 18.66   12.8   8.939   5.876
resBU: 8.462   5.302   7.104   8.143