

Time ratio to stationary guild

1.00
0.75
0.50
0.25
0.00

hump4

linear

random

0.01 (100)

0.09 (100)

0.81 (20)

0.01 (100)

0.09 (100)

0.81 (20)

0.01 (100)

0.09 (100)

0.81 (20)

Dispersal rate

