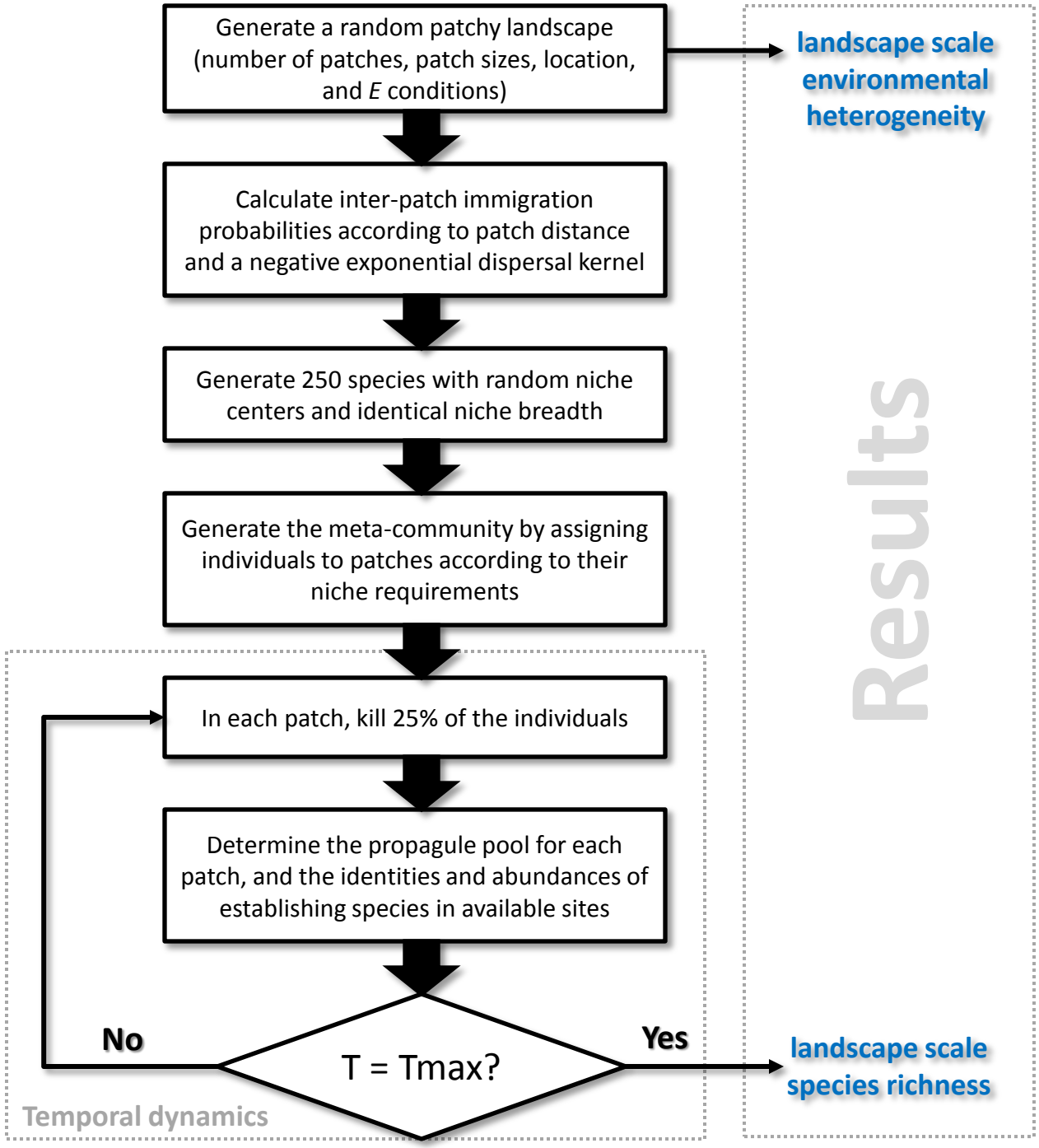
Generate a random patchy landscape (number of patches, patch sizes, location, and E conditions)
landscape scale environmental heterogeneity
Calculate inter-patch immigration probabilities according to patch distance and a negative exponential dispersal kernel
Generate 250 species with random niche centers and identical niche breadth
Generate the meta-community by assigning individuals to patches according to their niche requirements
Results
In each patch, kill 25% of the individuals
Determine the propagule pool for each patch, and the identities and abundances of establishing species in available sites
No
T = Tmax?
Yes
landscape scale species richness
Temporal dynamics