

Just et al.—*Ecologies* – Figure S1

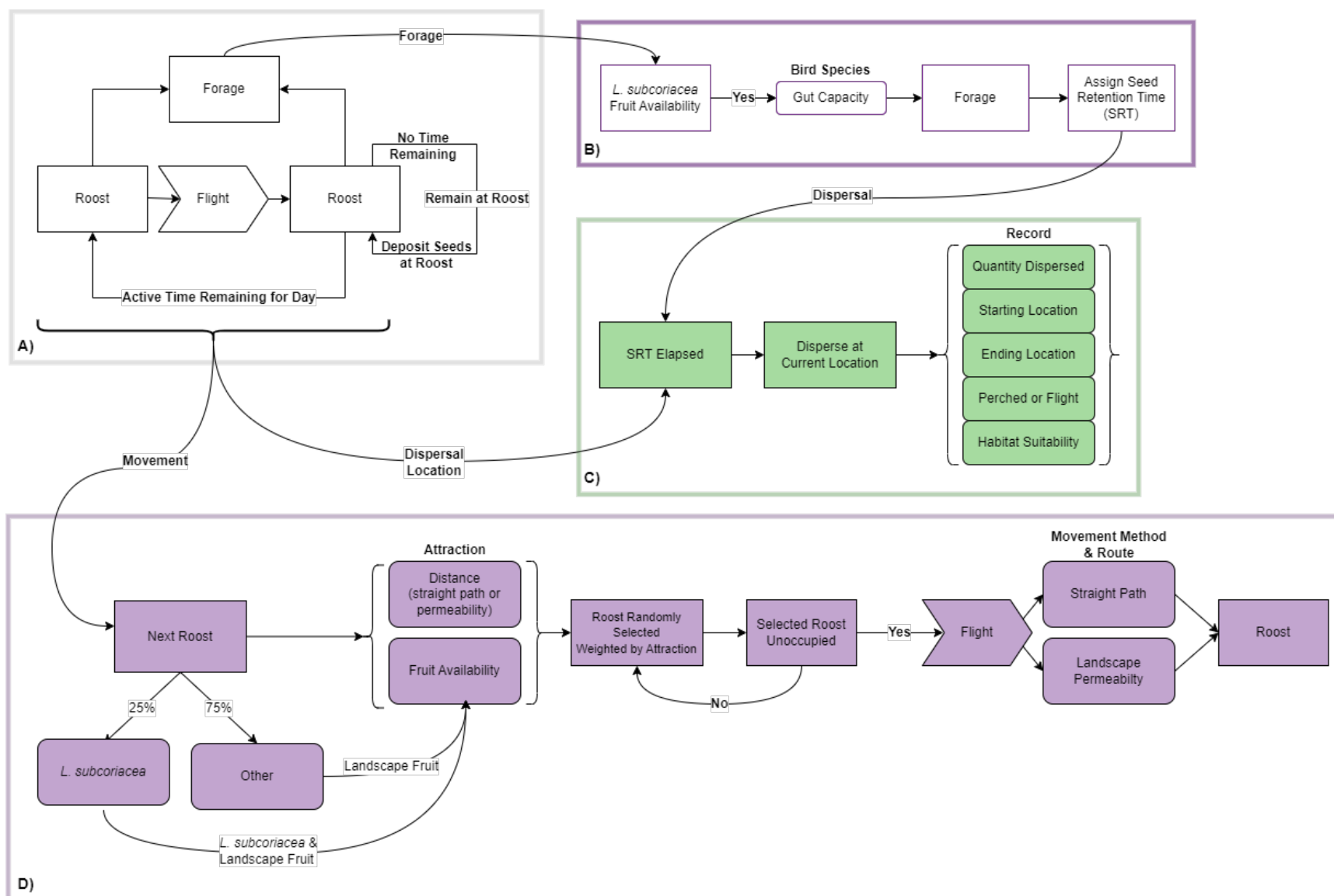


Figure S1 Conceptual diagram of our *L. subcoriacea* seed dispersal simulation experiments. A) In our experiments, individual avian dispersers perch, forage, deposit seeds, and/or move between locations (cells across our experimental landscape) for a set, arbitrary amount of time each day. Each experimental instance has 5 individuals of one of the five study avian disperser species. B) A disperser can forage if they are perched at a *L. subcoriacea* cell (LISU cell) and the cell has available fruit. Dispersers do not forage at cells without *L. subcoriacea*. If the cell has fruit and the disperser has gut capacity, they will forage. All seeds consumed during a foraging event are assigned a seed retention time (SRT). C) Seed dispersal occurs when the SRT has elapsed and the seeds are located at a non-origin location; seeds are dispersed at the current perch or randomly along the route between cells if in movement. If any seeds remain in the gut at the final perch of the day, they are dispersed (see Panel A). Upon seed deposition, information is recorded about the dispersal event. D) The movement between roosts is decided based on an attraction value comprised of distance to and fruit availability of the other cells in the landscape. The distance values differ based on movement type; each movement may use a different route. The fruit availability differs based on movement to a *L. subcoriacea* cell or cell without *L. subcoriacea*. The next cell is selected randomly, weighted by the attraction value, and the disperser will move to the selected cell unless it is currently occupied. The route that the disperser will use to move between cells differs based on movement method of the experiment. Movement is based on landscape permeability or straight path-based rules.