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Compensatory changes in natural mortality rate (*M*) can be simulated by combining two effects: nonzero ?Feeding time adjustment rate? (set on the <u>Group info?</u> form), and either high *EE* from Ecopath or high proportion of Mo due to predation (unexplained predation > 0). With these settings, especially when <u>Vulnerabilities?</u> of prey to a group are low, decreases in biomass lead to reduced feeding time, which leads to proportional reduction in natural mortality rate.