

Measuring and quantifying dynamic visual signals in jumping spiders

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In the original publication, red color had been erroneously used for the lettering in Fig. 5.

Figure 5 is shown with correct lettering below.

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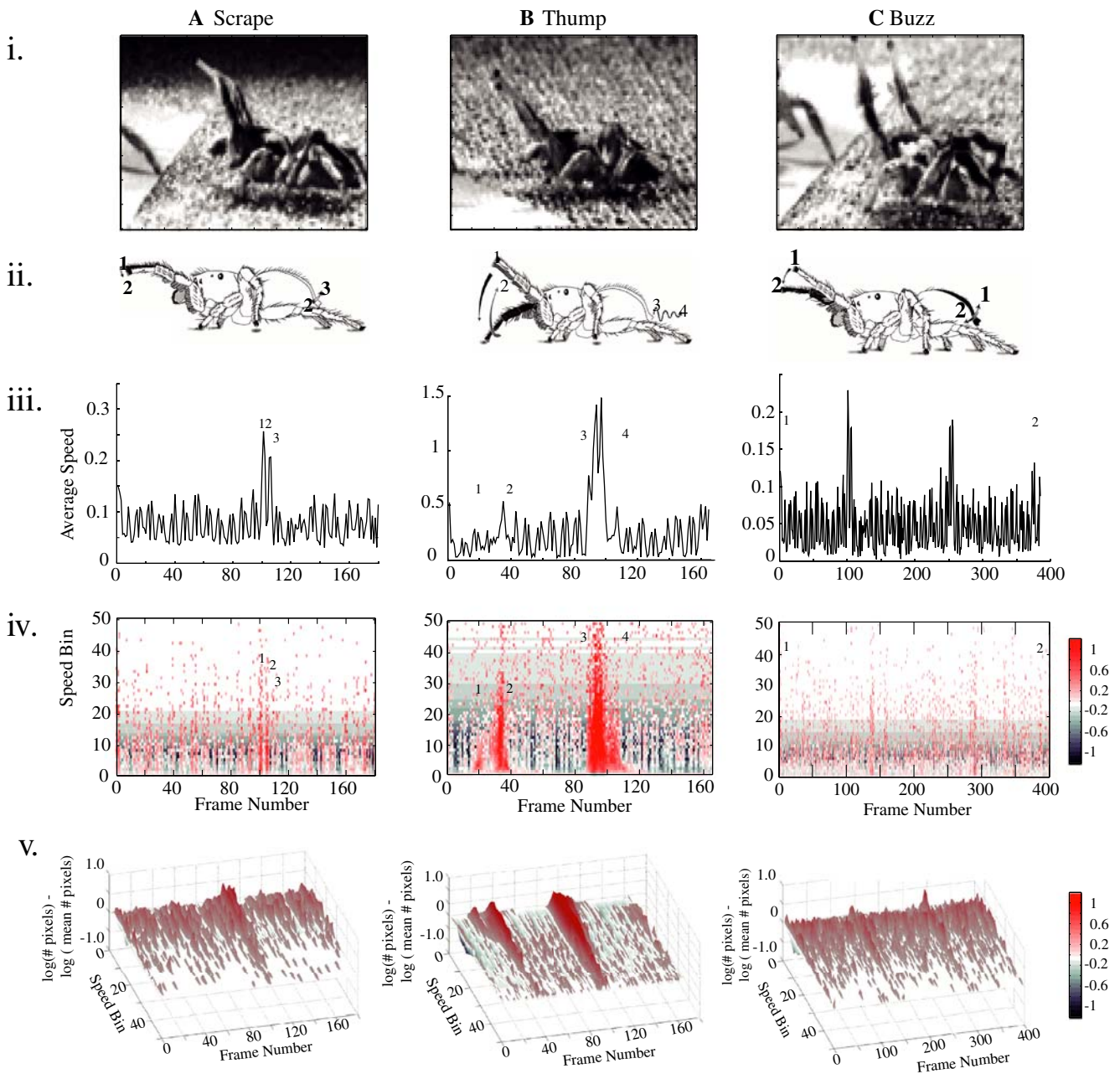


Fig. 5 Different signals of *Habronattus dossenus*. Representative examples of scrape (a), thump (b), and buzz (c) signals are shown. Top panel (i) shows an example of a single video frame at the resolution used in the analysis. Second panel (ii) illustrates body positions with numbers (1–4) illustrating movements of the forelegs and abdomen. Third panel (iii) shows the 2D “speed

waveform” plots. Fourth panel (iv) shows the 3D “speed surface” plots. Fifth panel (v) shows the 3D “speed waterfall plots”. Panels iii–v are shown in the same time scale, with numbers (1–4) corresponding to the body movements illustrated in panel ii. Frame rate is 250 fps (reduced from 500 fps)