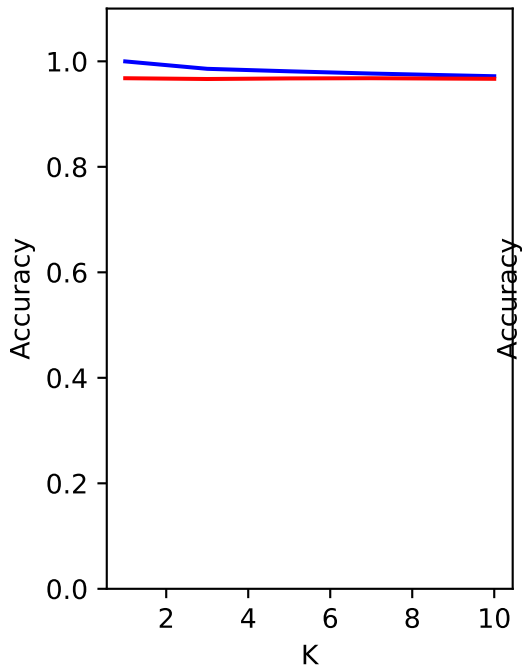


Weight = uniform



Weight = distance

