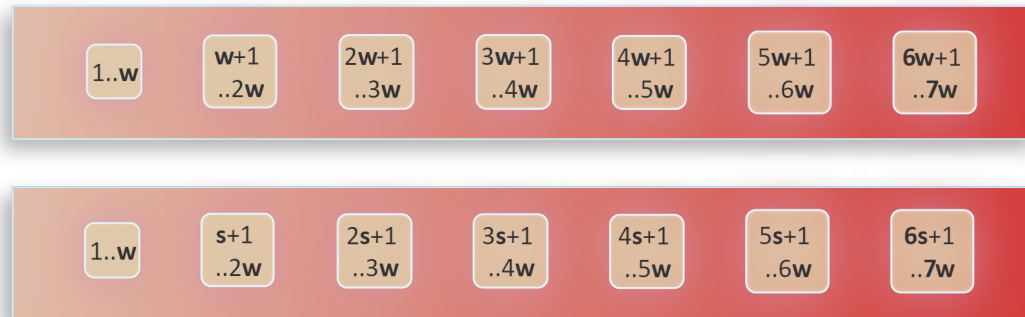


Tiling Windows Over Data



w is the width spanning each window

s is the slide between windows and **s == w**

all currently windowed items expire with each slide