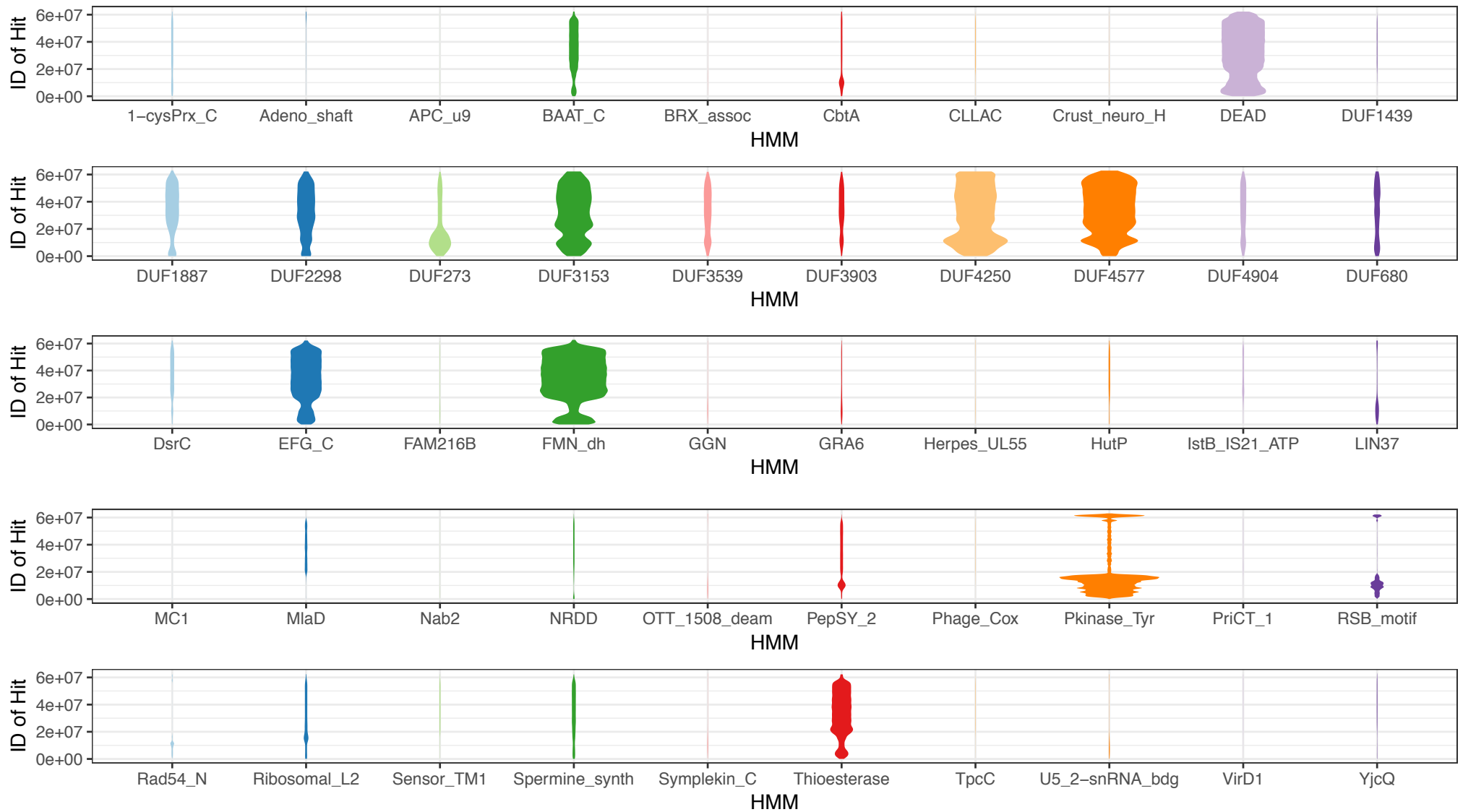


Width based on #of hits



Width Constant

