

Target counters 2 0 2 1: p

reset

Counter 1: level 0

Counter 2: level 0

Counter 3: target level 0

reset

Counter 3.1: target level 1

Counter 3.2: level 1

Counter 3.3: container

reset

Counter 3.3.1: level 2

Counter 3.3.2: level 2

Counter 3.3.3: target level 2

reset

Counter 3.3.3.1: level 3

Counter 3.3.3.2: target level 3

Counter 3.3.4: level 2

Counter 3.4: level 1

Counter 4: level 0