Let $m =$ base of the counter

$s =$ starting value of counter

$h = m^{\lceil \log_m s \rceil} - 1$, halting value of the counter

$d = \lceil \log_m s \rceil$, number of digits in each value of the counter

$d_r = \left\lceil \frac{d}{3} \right\rceil$, number of digit regions

$l = \lceil \log_2 m \rceil + 2$, number of bits needed to represent each digit plus 2 for MSR and MSD

$H_{d_r} = 3 \cdot (l + 30)$, height of a counter value

Warp Units

`Pre_First_Warp`
`First_Warp`
`Warp_Bridge`
`Second_Warp`
`Post_Warp`

Digit Top

`DigitTop`
`DigitTop_Digit1`
`DigitTop_Digit2`
`DigitTop_Digit3`

ReturnDigitNReadDigitN+1

`ReturnDigit1_ReadDigit2`
`ReturnDigit2_ReadDigit3`
`ReturnDigit3_ReadDigit1`

ReturnDigitNReadNextRow

`ReturnDigit1_ReadNextRow`
`ReturnDigit2_ReadNextRow`
`ReturnDigit3_ReadNextRow`