Using d3-timer

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```
1  var t = d3.timer(function(elapsed) {
2      console.log(elapsed);
3      if (elapsed > 200) t.stop();
4  }, 150);
5
6  var i = 0;
7  var print = function() {
8      i++;
9      console.log(i)
10     if (i<10) window.setTimeout(print,10);
11  }
12  print();
```