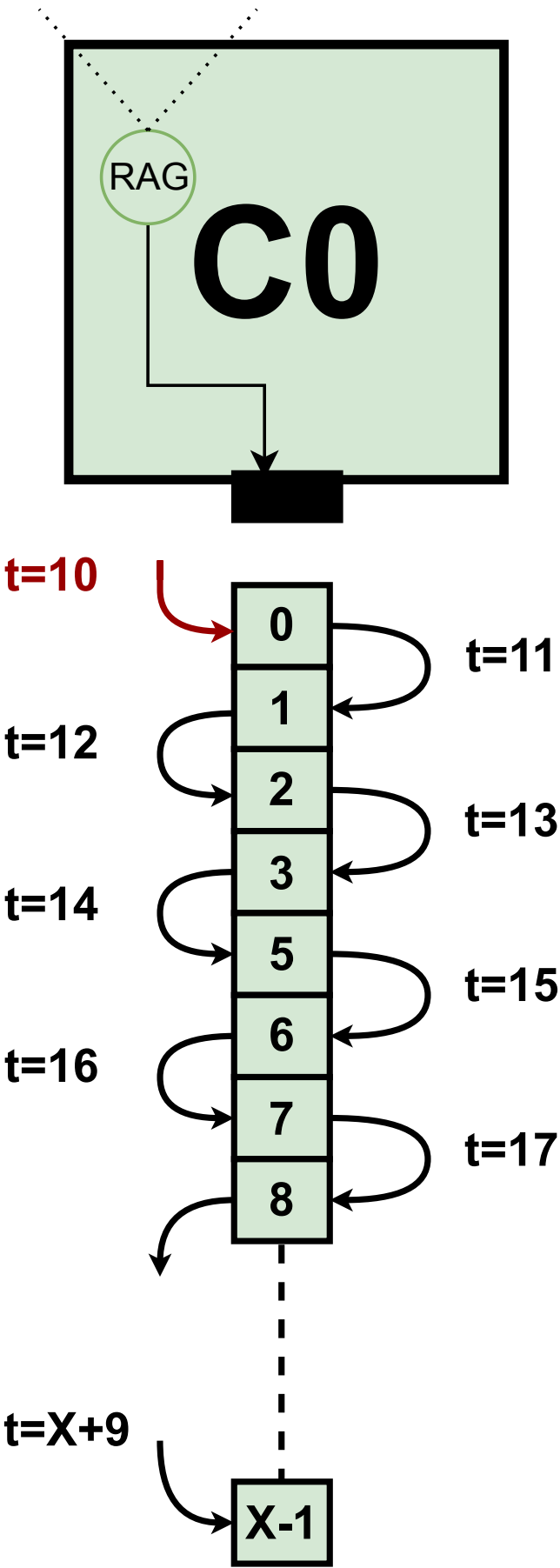
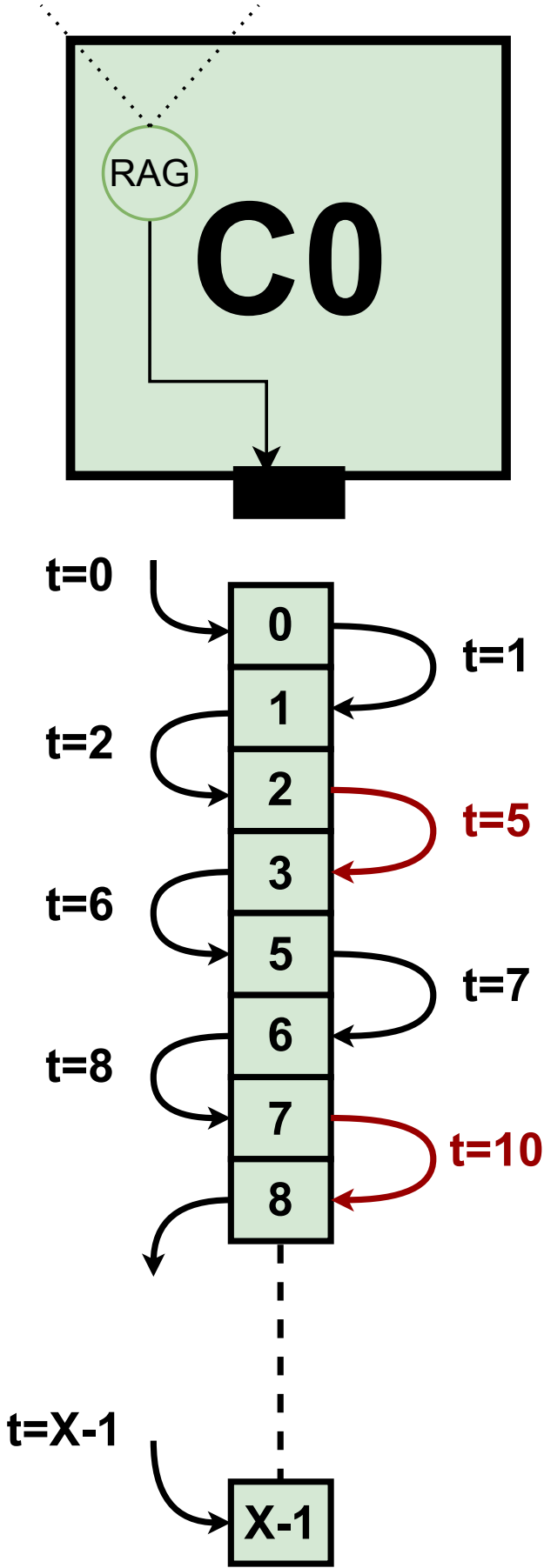


WAIT:
START_IDX: 0
STATE: GENERATE
X_MODIFY: +1
X_COUNT: 10
STREAM_1D:
START_IDX: 0
STATE: GENERATE
X_MODIFY: +1
X_COUNT: X

STUTTERED_STREAM:
START_IDX: 0
STATE: STUT
X_MODIFY: +1
X_COUNT: 3
Y_COUNT: 2
REPEAT: 10



a



b