

STREAM_1D:

START_IDX: 0

STATE: GENERATE

X_MODIFY: +1

X_COUNT: X

WAIT:

START_IDX: 0

STATE: GENERATE

X_MODIFY: +1

X_COUNT: i

STREAM_1D:

START_IDX: 0

STATE: GENERATE

X_MODIFY: +1

X_COUNT: X

