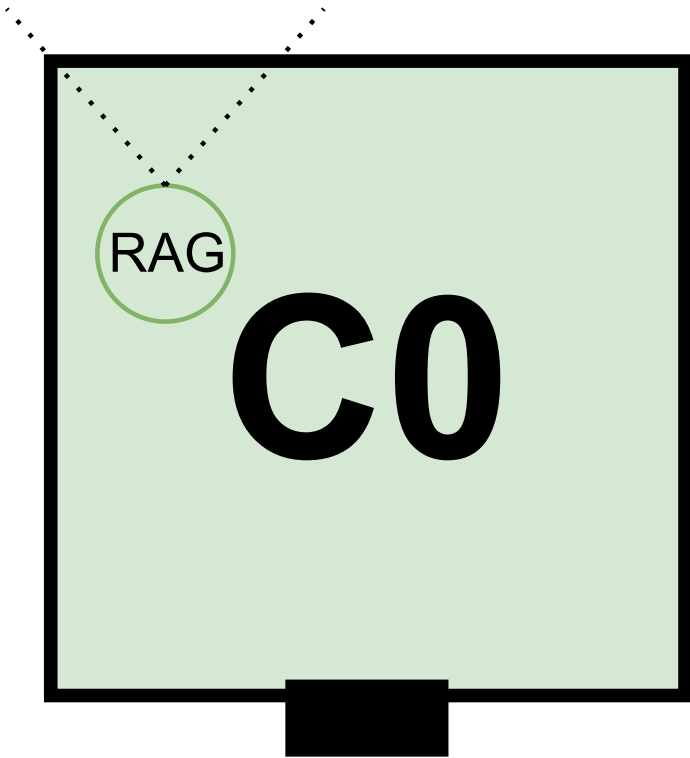


WAIT:

START_IDX: 0
STATE: GENERATE
X_MODIFY: +1
X_COUNT: 10

LOOP:

START_IDX: 0
STATE: GENERATE
X_MODIFY: +1
X_COUNT: X



SRAM Contents

