

STREAM\_1D:  
START\_IDX: 0  
STATE: GENERATE  
X\_MODIFY: +1  
X\_COUNT: X

Data Transfer Direction

WAIT:  
START\_IDX: 0  
STATE: GENERATE  
X\_MODIFY: +1  
X\_COUNT: 1  
STREAM\_1D:  
START\_IDX: 0  
STATE: GENERATE  
X\_MODIFY: +1  
X\_COUNT: X

