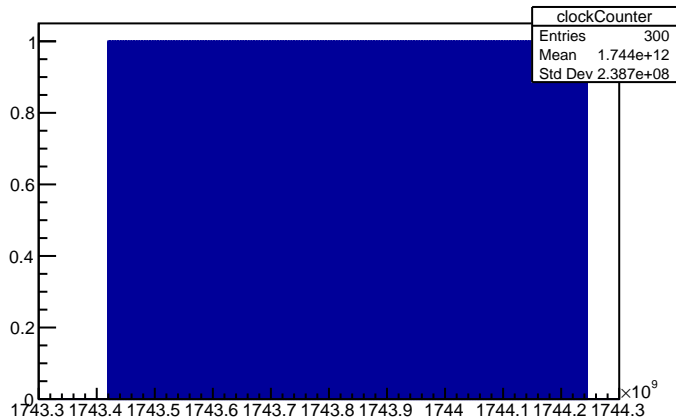
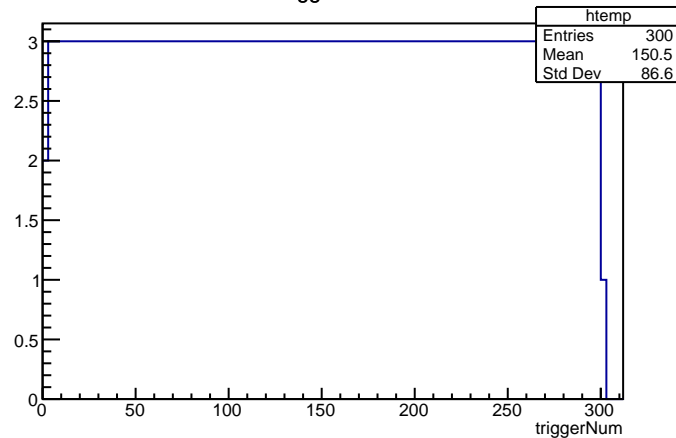


clockCounter



triggerNum



clockCounter vs trigNum

