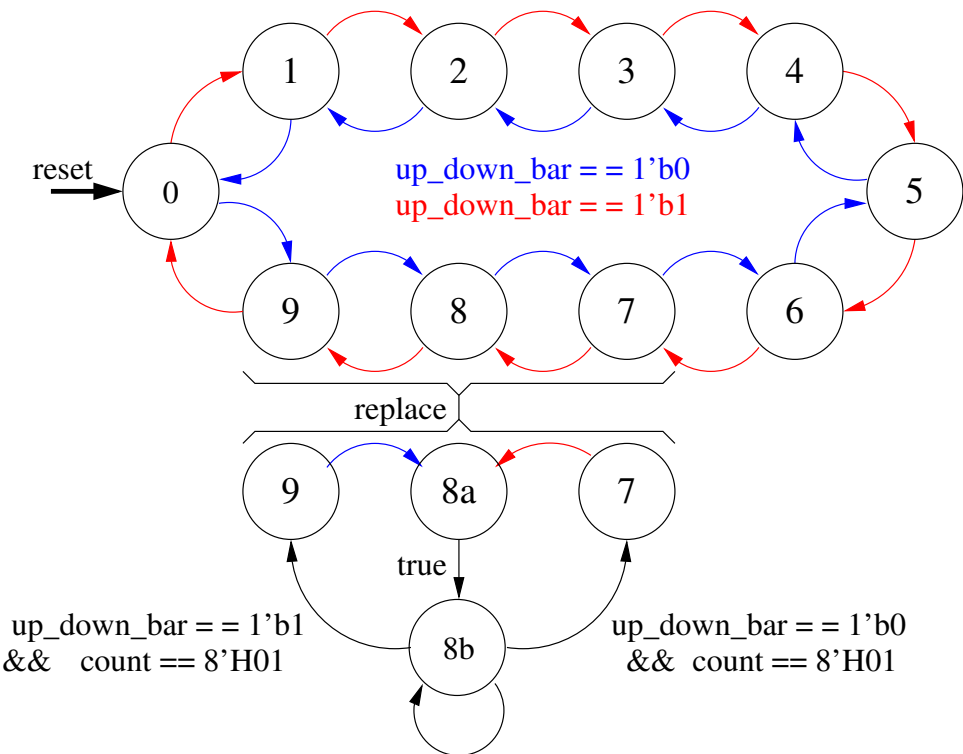


# Methods for Waiting in a State



This counter resets to some positive value, then counts down to and stops at 8'H1 until it is reset

