A condition where memory is operating at the fastest speed possible. It is where in the repetitive course of operation of fetching and yielding data, there are no (zero) “no-op” cycles, normally called wait states. Memory expects the data to be in the buffers when it goes to get the data. In a wait condition, after the memory gets the command to fetch data, it will wait for one, two or more cycles to assure that the data has been placed into the buffer properly before it tries to get it.

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