andy

		Cursor = 20,000ns Baseline = 0										Tir	neA = 20,000ns
	Cu	rsor-Baseline = 20,000ns		18,000ns	18,200ns	18,400ns	18,600ns	18,800ns	19,000ns	19,200ns	19,400ns	19,600ns	19,800ns
		Jump_and_Zero	1										
+	响	¶X_Wi t ePegi st er_out [4: 0]	'hxx	xx									
		MemRead	0										
		MemWrite	0										
		MemtoReg	х										
	响	Out4[31:0]	'h00000004	00000004									
			'h0000104C	0000104C									
	响		'h00001048	00001048									
+ + + + +	响	PC_out[31:0]	'h00001048	00001048									
	响	ReadData1_out[31:0]	'h00000000	0000000									
	响		'h00000000	0000000									
	响	ReadData_out[31:0]	'hxxxxxxxx	xxxxxxx									
		RegDst	x										
		RegWrite	0										
	响	Shift_left_2_32_out[31:0]	'hFFFFFFFC	FFFFFFC									
	响	Sign_extended_out[31:0]	'hffffffff	FFFFFFF									
	响	WriteData_in[31:0]	'hxxxxxxxx	xxxxxxx									
		Zero_out	1										