Time	250 ns 260 ns	270 lns 280 lns	290 hs 300 hs	310 ths 330 ths 330 ths	340 nb 350 nb 360 nb	370 ns 380 ns
clk=1				*******		
enable=1						
reset=0						
call=0						
ret=0						
cansave[3:0]=0	3					
cansavenext[3:0]=0	3					
canrestore[3:0]=3	0					
canrestorenext[3:0]=3	0					
cwp[3:0]=3	5 X4		Y 3) (2		<u>γ</u> 1
swp[3:0]=0	4 X3		V2	χ ₁		χo
						^
currentstate=spillstate	fillstate (w+)fillstate		/w+/fillstate	/w+/fillst	ate	/w+/fillstate
nextstate=waitstate	fillstate /w+ /fillstate		/w+ /fillstate	/wa+/fillstat		/w+ /fillstate
spill=1				, , , , , , , , , , , , , , , , , , ,		
fill=0						
dataack=0						
mmustrobe=1						
wr=1						
datain_s[31:0]=DABBAD00	DEADBEEF					
add_wr[4:0]=2	16					
add_wr_out[5:0]=50	32 \ 16		χo	χ 48		X32
			1			^
rd1=0						
add_rd1[4:0]=0	0					
add_rd1_out[5:0]=48	16 X 0		X 48	Х32		X 16
out1_s[31:0]=F00DBABE	FOODBABE					, , , , , , , , , , , , , , , , , , ,
rd2=0						
add_rd2[4:0]=0	0					
add_rd2_out[5:0]=48	16 X 0		X 48	X32		X 16
out2_s[31:0]=DEADBEEF	DEADBEEF					
registers[0][31:0]=DEADBEEF	DABBAD00					
registers[16][31:0]=00000000	DEADBEEF					
registers[32][31:0]=F00DBABE	DEADBEEF					
registers[34][31:0]=DABBAD00	DABBAD00					
registers[50][31:0]=00000000	DABBAD00					