Time	10 ns	is 20 lts	30 tis	40 ti	s 50	ns 60 r	s 70 ms	80 ns 90 ns	100 ns	110 ns	130 ns
clk=1											
enable=1											
reset=0											
call=0											
ret=0											
cansave[3:0]=0	u (3)(2	2 X 3	X2 X1 X0								
cansavenext[3:0]=0		χ3	XX 1 X 0								
canrestore[3:0]=3	u (0)(1	1 X 0	X1 X2 X3								
canrestorenext[3:0]=3		X 0	XX2 X3								
cwp[3:0]=3	u (0		<u>X1 X2</u>				(3		<u>/4</u>		
swp[3:0]=0	u (F						X 0		<u> </u>		
currentstate=spillstate	w+Xresets+ Xwait	t+ X r+ X waitstate	(callst+ (s	spillstate			/w+/spillstate		χ _{w+}	spillstate	
nextstate=waitstate	w+Xresets+X+XXw-		(call+ (spi)				w+ Xspillstate			illstate	
spill=1											
fill=0											
dataack=0											
mmustrobe=1											
wr=1	II		1								
datain_s[31:0]=DABBAD00	uuuuuuu	DEADBEEF	V _E	FOODBABE	Δυσ	BBAD00			(DEADB	P.F.	
add_wr[4:0]=2	XXX	Y0		VVDD11D1	Y2	5.20	X 16		,521.25		
add_wr_out[5:0]=50	0	No.	X 16 X 32		X34		(50 X0		X 16		
							1		1		
rd1=0	U										
add_rd1[4:0]=0	XXX	(8		χο							
add_rd1_out[5:0]=48	0	χ8	(24)(40	χ32	2		(48		χο		
out1_s[31:0]=F00DBABE	uuuuuuu	(00000000		X	F00DBABE						
rd2=0	U		I								
add_rd2[4:0]=0	XXX	X 0									
add_rd2_out[5:0]=48	0	·	X 16 X 32				48		χo		
out2_s[31:0]=DEADBEEF	uuuuuuu	(0+)(DEADB	EEF								
registers[0][31:0]=DEADBEEF	(u+)(00000000	XDEADB!	EEF				XDABBAD00				
	u+ 00000000	AS 23, 185 B.	•				No. more		Yor	ADBEEF	
registers[32][31:0]=F00DBABE				XF00DBABE					, ASE		
	u+ 00000000			N- 1 4 D D 1 D D		DABBAD00					
registers[50][31:0]=00000000						A	DABBAD00				
		1				1			-	1	-