Time	420 ns 430 ns			0 ms 500 ms 530 ms 540 ms 550 m
clk=1				<u> </u>
enable=1				
reset=0				
call=0				
ret=0				
cansave[3:0]=0	3	X2 X1 X0	X1 X2 X3	
cansavenext[3:0]=0	3	X2 X1 X0	X1 X2 X3	
canrestore[3:0]=3	0	X1 X2 X3	X2 X1 X0	
canrestorenext[3:0]=3	0	XI X2 X3	X2 X1 X0	
cwp[3:0]=3	1	X0 X1 X2	)3	Xo
swp[3:0]=0	0	XF	χo	XF.
currentstate=spillstate	fillstate	/w+/callst+ /spillstate	/w+/retsta+ /fillstate	Yresets+ Ywaitstate
nextstate=waitstate	fillstate	/w+ /callst+/spillstate	/w+ /retsta+/fillstate	(rese+ )(waitstate
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	X16 X32X48	X0 X48X32	X16
rd1=0				
add_rd1[4:0]=0	0			
add_rd1_out[5:0]=48	16	X0 X16X32	X48 X32X16	χο
out1_s[31:0]=F00DBABE	FOODBABE			
rd2=0				
add_rd2[4:0]=0	0			
add_rd2_out[5:0]=48	16	X0 X16X32	<b>(48 )</b> (32 <b>)</b> (16	χο
out2_s[31:0]=DEADBEEF	DEADBEEF			
registers[0][31:0]=DEADBEEF	DABBAD00			<b>X</b> 00000000
registers[16][31:0]=00000000				X0000000
registers[32][31:0]=F00DBABB				X00000000
registers[34][31:0]=DABBAD00				X00000000
registers[50][31:0]=00000000	DABBAD00			(00000000