Time	360 ns 370	1) ns 380 ns	390 hs 400	0 hs 410 hs	420 tis 4	130 nis 440 nis	450 ns		0 ns 400 ns	
clk=1										
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						X1 X2 X3			X2 X1 X0
cwp[3:0]=3	2 X1						X0 X1 X2		X	3 X2 X1
swp[3:0]=0	1 X0						χF		X	0
currentstate=spillstate	fillstate (w+)	fillstate					/w+/callst+ /spi	.lstate		/w+/retsta+ /fillstate
nextstate=waitstate	fillstate /w+ /fi	llstate					/wa+/callst+/spills	ate	X	w+ Xretsta+Xfillstate
spill=1										
fill=0			i		i					
dataack=0										
mmustrobe=1										
wr=1										
datain_s[31:0]=DABBAD00	DEADBEEF									
add_wr[4:0]=2	16									
add_wr_out[5:0]=50	48 (32						X16 X32 X48		X	0 (48)(32
rd1=0										
add_rd1[4:0]=0	0									
add_rd1_out[5:0]=48	32 (16						X0 X16 X32		X	48) (32) (16
out1_s[31:0]=F00DBABE	F00DBABE									
rd2=0										
add_rd2[4:0]=0	0									
add_rd2_out[5:0]=48	32 (16						X0 X16 X32		X	48 X 32 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									
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