```
add_force clk {0 0} {1 5ns} -repeat_every 10ns
add_force noisy 0
add_force reset 1
run 1ms

add_force reset 0
add_force noisy 1
run 1ms

add_force noisy 0
run 1ms

add_force noisy 1
run 1ms

add_force noisy 0
run 1ms

add_force noisy 1
run 10ms
```

restart run 100 ns

run 10ms