```
restart
add force clk {0 0} {1 5ns} -repeat every 10ns
run 100us
add force Reset 1
add force Sin 1
add force Received 0
run 100us
add_force Reset 0
run 100us
add force Sin 0
run 52us
add force Sin 1
run 468us
#add force Sin 0
#run 104us
#add force Sin 1
#run 156us
#add force Sin 0
#run 208us
#add force Sin 0
#run 52us
add force Sin 1
add_force Received 1
run 100us
#####
add force Sin 0
add_force Received 0
run 52us
add force Sin 1
run 52us
add force Sin 0
run 104us
add force Sin 1
run 208us
add force Sin 0
run 52us
add force Sin 1
```

run 52us

add_force Sin 1
add_force Received 1
run 100us