clk
light reset
light load
light run
light i[7:0]
light sel_in
light op[3:0]
light sel_out
light r[7:0]
light z
light cout
light v
light n
light x_bin_pal
light x_prime
light f_active

760 ns	765 ns	770 ns	775 ns	780 ns	785 ns	790 ns	795 ns
			1011	0110			
			11	01			
	00000000			11011011		0000	0000