

	R	W	A ₁	A ₂	A ₃	D3	T1	T2	alu-a	alu-b	AW	PC	t5	M-add	^{RW} RF	C	Z	IR	T4			
write-state	1	0	x	x	xx	xx	x	x	0	1	00	1	11	01	x	0	0	0	1	x		
bring-reqd	0	0	1	1	x	x	0	0	0	0	00	0	00	00	x	x	x	10	0	0	1	x
ALU-op-cz	0	0	x	x	xx	xx	x	x	1	0	01	0	10	00	x	x	x	00	1	1	0	x
write-back	0	0	x	x	00	01	x	x	0	0	00	0	00	00	x	x	x	01	0	0	0	x
write-backb	0	0	x	x	01	01	x	x	0	0	00	0	00	00	x	x	x	01	0	0	0	x
bring-imm	0	0	1	x	xx	xx	0	1	0	0	00	0	00	00	x	x	x	10	0	0	0	x
store-mem	0	1	1	x	xx	xx	x	x	0	0	00	0	00	00	x	0	1	00	0	0	0	x
load-frommem	1	0	x	x	10	11	x	x	0	0	00	0	00	00	x	0	1	00	0	0	0	x
ALU-op-z	0	0	x	x	xx	xx	x	x	1	0	01	0	10	00	x	x	x	00	0	1	0	x
store-PC	0	0	x	x	10	10	x	x	0	1	00	1	01	00	x	x	x	01	0	0	0	x
dec-PC	0	0	x	x	xx	xx	x	x	0	1	00	1	01	01	x	x	x	00	0	0	0	x
PC-offset-6	0	0	x	x	xx	xx	x	x	0	1	01	1	11	01	x	x	x	00	0	0	0	x
PC-offset-9	0	0	x	x	xx	xx	x	x	0	1	10	0	11	01	x	x	x	00	0	0	0	x
t2-PC	0	0	x	x	xx	xx	x	x	0	0	00	0	00	10	x	x	x	00	0	0	0	x
LM-load-reg	1	0	x	x	11	11	x	x	0	0	00	0	00	00	1	1	0	01	0	0	0	1
check-zz	0	0	x	x	xx	xx	x	x	0	0	00	0	00	00	0	x	x	00	0	0	0	0
SM-storemem	0	1	0	x	xx	xx	x	x	0	0	00	0	00	00	1	1	0	10	0	0	0	1
priority-out	0	0	x	x	xx	xx	x	x	0	0	00	0	00	00	x	x	x	00	0	0	0	1
data-ext	0	0	x	x	10	00	x	x	0	0	00	0	00	00	x	x	x	01	0	0	0	x
bring-imm2	0	0	x	1	xx	xx	1	1	0	0	00	0	00	00	x	x	x	10	0	0	0	x