

State	Hex Number	Number	IntACK	DrEnInt	LdEnInt	chkZ	OPTest	ALUHi	ALULo	RegSelHi
FETCH0	0	0	0	0	0	1	1	0	0	0
FETCH1	1	1	0	0	1	0	0	0	0	1
FETCH2	2	2	1	0	0	0	0	0	0	0
FETCH3	3	3	0	0	0	0	0	0	0	0
FETCH4	4	4	0	0	0	0	0	0	0	0
FETCH5	5	5	0	0	0	0	0	1	1	0
FETCH6	6	6	0	0	0	0	1	0	0	0
ADD0	7	7	0	0	0	0	0	0	0	0
ADD1	8	8	0	0	0	0	0	0	0	1
ADD2	9	9	0	0	0	0	0	0	0	0
NAND0	A	10	0	0	0	0	0	0	0	0
NAND1	B	11	0	0	0	0	0	0	0	1
NAND2	C	12	0	0	0	0	0	0	1	0
ADDI0	D	13	0	0	0	0	0	0	0	0
ADDI1	E	14	0	0	0	0	0	0	0	0
ADDI2	F	15	0	0	0	0	0	0	0	0
LW0	10	16	0	0	0	0	0	0	0	0
LW1	11	17	0	0	0	0	0	0	0	0
LW2	12	18	0	0	0	0	0	0	0	0
LW3	13	19	0	0	0	0	0	0	0	0
SW0	14	20	0	0	0	0	0	0	0	0
SW1	15	21	0	0	0	0	0	0	0	0
SW2	16	22	0	0	0	0	0	0	0	0
SW3	17	23	0	0	0	0	0	0	0	0
BEQ0	18	24	0	0	0	0	0	0	0	0
BEQ1	19	25	0	0	0	0	0	0	0	0
BEQ2	1A	26	0	0	0	0	0	1	0	0
BEQ3	1B	27	0	0	0	1	0	0	0	0
BEQ4	1C	28	0	0	0	0	0	0	0	0
BEQ5	1D	29	0	0	0	0	0	0	0	0
BEQ6	1E	30	0	0	0	0	0	0	0	0
JALR0	1F	31	0	0	0	0	0	0	0	0
JALR1	20	32	0	0	0	0	0	0	0	0
EIO	21	33	0	0	1	0	0	0	0	0
DIO	22	34	0	1	0	0	0	0	0	0
RETIO	23	35	0	0	0	0	0	0	0	1
HALT	24	36	0	0	0	0	0	0	0	0

[illegible]

DrMEM	DrREG	NextState[5]	NextState[4]	NextState[3]	NextState[2]	NextState[1]	NextState[0]	
0	0	0	0	0	1	0	0	
0	0	0	0	0	0	1	0	EIO
0	0	0	0	0	0	1	1	
1	0	0	1	0	1	1	1	RETI
0	0	0	0	0	1	0	1	Normal Fetch
0	0	0	0	0	1	1	0	
1	0	0	0	0	1	1	1	
0	1	0	0	1	0	0	0	
0	1	0	0	1	0	0	1	
0	0	0	0	0	0	0	0	
0	1	0	0	1	0	1	1	
0	1	0	0	1	1	0	0	Changed
0	0	0	0	0	0	0	0	Changed
0	1	0	0	1	1	1	0	
0	0	0	0	1	1	1	1	Changed
0	0	0	0	0	0	0	0	Changed
0	1	0	1	0	0	0	1	Changed
0	0	0	1	0	0	1	0	Changed
0	0	0	1	0	0	1	1	Changed
1	0	0	0	0	0	0	0	Changed
0	1	0	1	0	1	0	1	Changed
0	0	0	1	0	1	1	0	Changed
0	0	0	1	0	1	1	1	Changed
0	1	0	0	0	0	0	0	Changed
0	1	0	1	1	0	0	1	Changed
0	1	0	1	1	0	1	0	Changed
0	0	0	1	1	0	1	1	Changed
0	0	0	0	0	0	0	0	Changed
0	0	0	1	1	1	0	1	Changed
0	0	0	1	1	1	1	0	Changed
0	0	0	0	0	0	0	0	
0	0	1	0	0	0	0	0	
0	1	0	0	0	0	0	0	
0	0	0	0	0	0	0	0	
0	0	0	0	0	0	0	0	
0	0	0	1	0	1	0	1	
0	0	1	0	0	1	0	0	