## StrmNode

id = cc
type = input
width = 1

#### StrmNode

id = bi
type = input
width = 22

## StrmNode

id = br
type = input
width = 22

# TmplNode

id = zr\_mux
generics # = 1
inputs # = 3
outputs # = 1

# TmplNode

id = zi\_mux
generics # = 1
inputs # = 3
outputs # = 1

## StrmNode

id = zr
type = output
width = 22

### StrmNode

id = zi
type = output
width = 22