

Input pins		Output pins	
Name	Value	Name	Value
in[16]	32767	out[16]	32767
load	1		

```
set load 1,
tick,
output;

tock,
output;

set in %B1011111111111111,
set load 0,
tick,
output;

tock,
output;

set load 1,
tick,
output;

tock,
output;

set in %B0111111111111111,
set load 0,
tick,
output;

tock,
output;

set load 1,
tick,
output;

tock,
output;
```