

modes: [(*)]
e=(* (const 0.05) (* (const -0.8) (sin (* (const 2.0) (var y)))) injs={ 'y': 1.2127428386145285, 'e': 24.17457286255554} scfs={ 'y': 1.0, 'e': 1.0}

tau:0.559629

modes: [(dyn,h)]
c=0.00 scf=1.00e+00

x 8.25e-01
lut_0_3_2_0
z 2.42e+01

x 2.42e+01
dac_0_3_2_0
z 2.27e+01

modes: [(x,h,h)]
c=10.00 scf=3.26e-02

x 2.27e+01 y 1.00e+00
mult_0_3_2_1
z 7.22e+00

modes: [(h,h,+)]
z0=-0.50 scf=1.49e+00

x 7.22e+00
integ_0_3_1_0
z 1.33e+01 (var angvel)

modes: [(+,+,+,h)]

modes: [(x,h,m)]
c=-0.18 scf=5.56e+00

x 1.33e+01
fanout_0_3_1_1
z0 1.33e+01 (var angvel) z1 1.33e+01 (var angvel) z2 1.33e+01 (var angvel)

x 1.33e+01 y 1.00e+00
mult_0_3_0_1
z 7.22e+00

modes: [(x,h,m)]
c=0.10 scf=3.26e+00

x 1.33e+01 y 1.00e+00
mult_0_3_0_0
z 4.32e-01

modes: [(m,m,+)]
z0=0.50 scf=8.35e-01

x 4.32e-01
integ_0_3_2_0
z 7.95e-01 (var ang)

modes: [(+,+,+,m)]

modes: [(m)]

x 7.95e-01
fanout_0_3_0_0
z0 8.01e-01 (var ang) z1 7.96e-01 (var ang) z2 8.00e-01 (var ang)

modes: [(x,m,m)]
c=0.67 scf=1.04e+00

modes: [(*)]

x 8.01e-01
adc_0_3_2_0
z 8.25e-01

x 7.96e-01 y 1.00e+00
mult_0_3_1_1
z 8.00e-01

modes: [(*)]

x 8.00e-01
tout_0_3_0_1
z 8.00e-01

modes: [(*)]

x 8.00e-01
tout_0_3_0_0
z 8.00e-01

x 8.00e-01
extout_0_3_2_0
z 8.00e-01 (var Angle)