

RH850/E1M-S2

User's Manual: Hardware

Renesas microcontroller
RH850 Family

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Notes for CMOS devices

- (1) Voltage application waveform at input pin:** Waveform distortion due to input noise or a reflected wave may cause malfunction. If the input of the CMOS device stays in the area between VIL (MAX) and VIH (MIN) due to noise, etc., the device may malfunction. Take care to prevent chattering noise from entering the device when the input level is fixed, and also in the transition period when the input level passes through the area between VIL (MAX) and VIH (MIN).
- (2) Handling of unused input pins:** Unconnected CMOS device inputs can be cause of malfunction. If an input pin is unconnected, it is possible that an internal input level may be generated due to noise, etc., causing malfunction. CMOS devices behave differently than Bipolar or NMOS devices. Input levels of CMOS devices must be fixed high or low by using pull-up or pull-down circuitry. Each unused pin should be connected to power supply or GND via a resistor if there is a possibility that it will be an output pin. All handling related to unused pins must be judged separately for each device and according to related specifications governing the device.
- (3) Precaution against ESD:** A strong electric field, when exposed to a MOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop generation of static electricity as much as possible, and quickly dissipate it when it has occurred. Environmental control must be adequate. When it is dry, a humidifier should be used. It is recommended to avoid using insulators that easily build up static electricity. Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work benches and floors should be grounded. The operator should be grounded using a wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions need to be taken for PW boards with mounted semiconductor devices.
- (4) Status before initialization:** Power-on does not necessarily define the initial status of a MOS device. Immediately after the power source is turned ON, devices with reset functions have not yet been initialized. Hence, power-on does not guarantee output pin levels, I/O settings or contents of registers. A device is not initialized until the reset signal is received. A reset operation must be executed immediately after power-on for devices with reset functions.
- (5) Power ON/OFF sequence:** In the case of a device that uses different power supplies for the internal operation and external interface, as a rule, switch on the external power supply after switching on the internal power supply. When switching the power supply off, as a rule, switch off the external power supply and then the internal power supply. Use of the reverse power on/off sequences may result in the application of an overvoltage to the internal elements of the device, causing malfunction and degradation of internal elements due to the passage of an abnormal current. The correct power on/off sequence must be judged separately for each device and according to related specifications governing the device.
- (6) Input of signal during power off state:** Do not input signals or an I/O pull-up power supply while the device is not powered. The current injection that results from input of such a signal or I/O pull-up power supply may cause malfunction and the abnormal current that passes in the device at this time may cause degradation of internal elements. Input of signals during the power off state must be judged separately for each device and according to related specifications governing the device.

How to Use This Manual

1. Purpose and Target Readers

This manual is designed to provide the user with an understanding of the hardware functions and electrical characteristics of the MCU. It is intended for users designing application systems incorporating the MCU. A basic knowledge of electric circuits, logical circuits, and MCUs is necessary in order to use this manual. The manual comprises an overview of the product; descriptions of the CPU, system control functions, peripheral functions, and electrical characteristics; and usage notes.

Particular attention should be paid to the precautionary notes when using the manual. These notes occur within the body of the text, at the end of each section, and in the Usage Notes section.

The revision history summarizes the locations of revisions and additions. It does not list all revisions. Refer to the text of the manual for details.

The following documents apply to the RH850/E1M-S2 Group. Make sure to refer to the latest versions of these documents. The newest versions of the documents listed may be obtained from the Renesas Electronics Web site.

Document Type	Description	Document Title	Document No.
Data sheet	Overview of hardware and electrical characteristics		
User's manual: Hardware	Hardware specifications (pin assignments, memory maps, peripheral function specifications, electrical characteristics, timing charts) and operation description Note: Refer to the application notes for details on using peripheral functions.	RH850/E1M-S2 User's manual: Hardware	This User's Manual
User's manual: Software	Description of CPU instruction set		
Application note	Information on using peripheral functions and application examples Sample programs Information on writing programs in assembly language and C		
Renesas technical update	Product specifications, updates on documents, etc.		

2. Notation of Numbers and Symbols

The notation conventions for register names, bit names, numbers, and symbols used in this manual are described below.

(1) Register Names, Bit Names, and Pin Names

Registers, bits, and pins are referred to in the text by symbols. The symbol is accompanied by the word “register,” “bit,” or “pin” to distinguish the three categories.

Examples: the DEF bit in the ABC register
PA01 pin, VCC pin

(2) Notation of Numbers

Binary numbers are notated as nnnnB (However, the “B” may be omitted when it is clear that the number is binary), hexadecimal numbers are notated as nnnnH, and decimal numbers are notated as nnnn.

Examples Binary: 11B or 11
Hexadecimal: EFA0H
Decimal: 1234

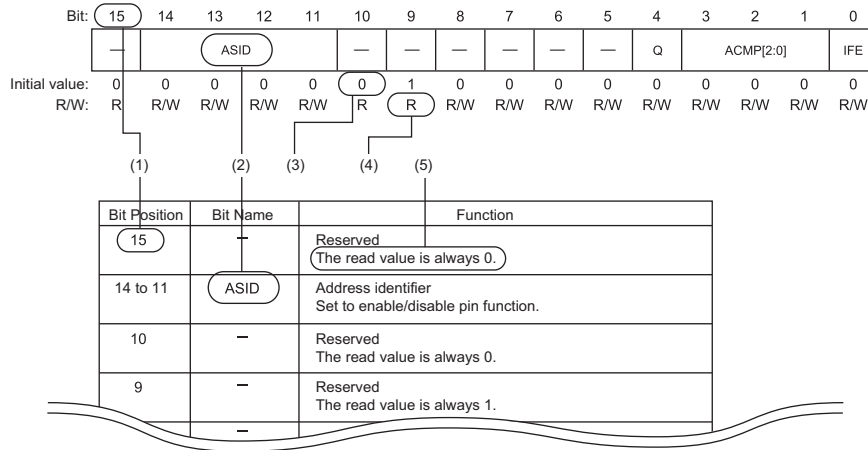
(3) Notation for Active-Low Signals

An overbar is added to the names of active-low signals.

Example \overline{ABCDEF}

3. Register Notation

Each section in this manual provides a table listing all the registers used by the corresponding module before the register descriptions in the section. The symbols and terms used in these tables are described below.



Note. • The bit names and text in the figure above are examples that are unrelated to the content of this manual.

(1) Bit Position

Indicates the bit number.

The bits are shown in the order 31 to 0 for 32-bit registers, in the order 15 to 0 for 16-bit registers, and in the order 7 to 0 for 8-bit registers.

(2) Bit Name

The short form of the name of the bit or bit field within the register.

When the individual bits of bit fields have to be clearly indicated, notation allowing this is included (e.g. ABCD[3:0]).

A reserved bit is indicated by “—”.

Instead of a bit name, a blank is used for some bits, such as those of timer counters.

(3) Value after reset

Indicates the value of each bit after a reset, i.e., the value after reset.

0: Value after reset is 0

1: Value after reset is 1

—: Value after reset is undefined

(4) R/W

Indicates whether each bit is readable or writable, or either writing to or reading from the bit is prohibited.

R/W: Bit or field is readable and writable.

R/(W): Bit or field is readable or writable.
However, writing is only performed to clear the flag.

R: Bit or field is readable.

However, “R” is indicated for all reserved bits. When writing to the bit is required, write the value stated in the bit table or the initial value.

In case of writing to writable registers that also include non-reserved bits with the R-attribute, writing to the R-attribute bits will be ignored unless otherwise specified.

W: Bit or field is writable.

However, only the value in the bit table is guaranteed when reading from the bit.

(5) Function

Describes the function enabled by setting the bit.

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Section 1 Overview

The RH850/E1M-S2 is a product of the single-chip microcomputer RH850 series of Renesas Electronics.

This section describes an overview of the RH850/E1M-S2.

1.1 Outline

This product is a 32-bit single-chip microcomputer that incorporates multiple CPUs of the RH850 Series, code flash, RAM, DMA controller, CAN, high-speed communication interfaces including RHSB (microsecond bus), two types (sequential conversion type and delta-sigma type) of A/D converters, peripheral functions including digital filter processing, and an advance timer unit (ATU-IV) that is best suited for high-speed accurate power train control. This product also conforms to the Automotive Safety Integrity Level (ASIL) that is highly demanded in the recent automotive field.

(1) Installing multiple RH850 cores

This product contains a single RH850G3MH as the main CPU (each CPU is referred to as CPU1 hereafter) and a single RH850G3K as the peripheral control CPU (referred to as PCU: Peripheral Control Unit hereafter). CPU1 and the PCU support RISC-type instruction sets and have significantly improved the instruction execution speed with basic instructions (one clock cycle per instruction) and the optimized 9- and 5-stage pipeline configurations. Furthermore, this product also supports multiplication instructions using a 32-bit hardware multiplier, saturated product-sum operation instructions, and bit manipulation instructions as instructions best suited for various fields such as applications of the automobile power train control.

Two-byte basic instructions and high-level language instructions improve object code efficiency for the C compiler and reduce the program size. Furthermore, this product is suited for advanced real-time control fields thanks to high-speed interrupt response time including the processing time of the on-chip interrupt controller.

(2) On-chip code flash and data flash

This product incorporates 4-Mbyte code flash allowing high-speed accesses, which enables each CPU to access this flash memory. This memory can be reprogrammed while it is placed on an application system. This can shorten the system development period and significantly improve the serviceability after the system is delivered.

This product also has 64-Kbyte data flash that is available for storing EEPROM data.

(3) A variety of peripheral functions

This product incorporates timers (ATU-IV and APA) best suited for reducing hardware and software control loads in the automobile power train control (e.g. engine, transmission), digital filter engine (DFE), two types of A/D converters (ADCB and DS-ADC), and other devices. In addition, the RH850/E1M-S2 incorporates standard peripheral functions (UART, CAN, and RHSB) for the automotive field. It also has the global standard on-chip debug interface (NEXUS JTAG) as a debug interface. This allows construction of systems without providing these functions externally, reducing costs, quantity of components, and footprint.

(4) Conforming to functional safety

This product has been developed as a Safety Element out of Context (SEooC) according to the definition in ISO 26262. It handles memory protection, peripheral device protection, system/register protection, and clock monitoring in addition to failure detection functions, such as an ECC module, for the detection of failures of the LSI chip at an early stage. With these functions, the product is capable of fulfilling functional safety requirements (for an automotive safety integrity level or ASIL) in the automotive field.

1.2 Features

CPU1 core	RH850G3MH: 1 unit (for high-speed operation and control)
CPU1 cache memory	8 Kbytes
Minimum CPU1 instruction execution time	3.125 ns (during internal 320 MHz operation)
General CPU1 registers	Thirty-two 32-bit registers
CPU1 instruction sets	Signed multiplication (32 bits × 32 bits → 64 bits): 1 to 2 CPU clocks Saturated operation instructions (with overflow/underflow detection function) 32-bit arithmetic/logical shift instructions: 1 CPU clock Bit manipulation instructions Load/store instructions with long/short formats Signed load instructions
PCU core	RH850G3K: 1 unit (for medium-speed operation and peripheral control)
Minimum PCU instruction execution time	12.5 ns (during internal 80 MHz operation)
General PCU registers	Thirty-two 32-bit registers
PCU instruction sets	Signed multiplication (32 bits × 32 bits → 64 bits): 1 and 2 CPU clocks Saturated operation instructions (with overflow/underflow detection function) 32-bit arithmetic/logical shift instructions: 1 CPU clock Bit manipulation instructions Load/store instructions with long/short formats Signed load instructions
Memory space	4-Gbyte address space (common to program and data) (128 Mbytes accessible by the PCU)
Code flash	Two types of memory area <ul style="list-style-type: none"> • User area: 4 Mbytes (common to CPU1 and PCU) • User boot area: 32 Kbytes High-speed reading through cache enabled (only for CPU1)
Data flash	64 Kbytes (common to CPU1 and PCU)
RAM	RAM (Local RAM): 64 Kbytes (CPU1), 32 Kbytes (PCU) (Global RAM): 256 Kbytes (common to CPU1 and PCU) (32 Kbytes: Standby RAM) Emulation RAM: 8 Kbytes (readable and writable by CPU1 only)
Interrupts/exceptions	1 nonmaskable interrupt (NMI pin) 1 FE level interrupt (ECM) 491 maskable interrupts (high-speed: 23, low-speed: 468) Simultaneous distribution of interrupt sources to multiple cores (CPU1/PCU) <ul style="list-style-type: none"> • Applicable sources: non-maskable interrupt (NMI pin), FE level interrupt, 23 high-speed maskable interrupts External interrupt input function (IRQ pins) Software interrupt function (SINT) Inter-processor interrupt function (IPIR) 16-level priority specifiable for maskable interrupts For RH850 G3MH and G3K exceptions, see “ <i>RH850G3MH User's Manual: Software</i> ”, and “ <i>RH850G3K User's Manual: Software</i> ”.
DMA controller	16 channels incorporated (8 channels × 2 modules) Transfer unit: 8 bits/16 bits/32 bits/64 bits/128 bits For 64-bit × 2-burst transfer Dual-address transfer mode Address reloading function Chain transfer function Three transfer modes settable: Single transfer, block transfer 1 (specified by number of transfer times), and block transfer 2 (specified by address count) Transfer target: On-chip memory, on-chip peripheral modules (excluding DMAC and DTS) Transfer requests can be set by interrupt sources and the software.

DTS controller	<p>128 channels incorporated Transfer unit: 8 bits/16 bits/32 bits/64 bits/128 bits For 64-bit × 2-burst transfer Dual-address transfer mode Address reloading function Chain transfer function Three transfer modes settable: Single transfer, block transfer 1 (specified by number of transfer times), and block transfer 2 (specified by address count) Transfer target: On-chip memory, on-chip peripheral modules (excluding DMAC and DTS) Transfer requests can be set by interrupt sources and the software.</p>
I/O	<p>Output driving ability of specific input/output pins selectable Inversion or non-inversion of output values of specific input/output pins selectable Pull-down or pull-down off of specific input/output pins selectable</p>
Safety functions	<p>Flash memory ECC error detection function RAM ECC error detection function Peripheral module RAM ECC error detection function (DTS, APA, CAN, FlexRay, DFE) Oscillation stop detection function and oscillation function by the backup clock Error control module (ECM) Duplexing of modules (e.g. CPU1, ECM, error output pins)</p>
Error control module (ECM)	<p>Collects information of each error check system and safety function and indicates error status. When an error is detected, an error signal can be output from the error pin to the external. Interrupts and internal reset signals can be generated upon detection of an error. Provided with a function to generate a pseudo-error for debugging and self-diagnosis.</p>
Data CRC function	<p>The data CRC (cyclic redundancy check) function can verify or generate data streams protected by CRC with various lengths and different bit widths.</p>
Multi-Input signature generator (MISG)	<p>Monitors write access to specific addresses by the respective CPUs, and generates a 64-bit signature using the write data.</p>
Window watchdog timer (WDTA)	<p>Two channels incorporated Can generate a signal to the ECM when an error occurs. Can generate an interrupt at 75% of the error source (register write during counter overflow or window closing period) window.</p>
Advanced timer unit IV (ATU-IV)	<p>Timer A: 32-bit input capture × 7 channels Timer B: Angle clock generating timer × 1 channel Timer C: 32-bit input capture/output compare × 32 channels Timer D: 32-bit one-shot pulse × 40 channels 32-bit input capture × 40 channels 32-bit output compare × 40 channels Timer E: 24-bit PWM × 28 channels Timer F: 32-bit event counter × 16 channels Timer G: 32-bit interval timer × 10 channels Timer H: 32-bit interval timer × 1 channel Timer J: 32-bit input capture (with 9-stage FIFO) × 6 channels</p>
Autonomous pulse adapter (APA)	<p>1 channels incorporated</p> <ul style="list-style-type: none"> • PWM output through a total of 16 channels is possible • Changes output at an event (compare match) with no CPU load using values of peripheral modules (ATU-IV, ADCB, DS-ADC) as reference. • Can generate output patterns automatically by combining multiple events.
Motor control timer (TSG2) Timer option (TAPA)	<p>TSG2, TAPA: Two units are incorporated individually.</p> <ul style="list-style-type: none"> • Incorporates a timer unit that can control up to two 3-phase motor controls (U, V, and W). • Can forcibly set the TSG2 timer output to Hi-Z when an error is detected.
OS timer (OSTM)	<p>Three units incorporated</p> <ul style="list-style-type: none"> • A 32-bit timer assuming the use of OS • Interval timer mode or free-running timer mode settable • Synchronous start between units settable
Peripheral interconnection (PIC)	<p>One unit incorporated</p> <ul style="list-style-type: none"> • Synchronous operation using TSG2 timer and timer input/output can be connected between timers.

Serial communication interface 3 (SCI3)	<p>Four channels incorporated</p> <ul style="list-style-type: none"> • Clock synchronization or start-stop system settable • Full-duplex communication enabled • Arbitrary bit rate settable by the on-chip baud rate generator • LSB first or MSB first selectable
Serial interface H (CSIH)	<p>Four channels incorporated</p> <ul style="list-style-type: none"> • Three-wire serial synchronous data transfer • Master mode or slave mode selectable • Settable six or four chip select output signals • Arbitrary bit rate settable by the on-chip baud rate generator
CAN interface (RS-CAN-FD)	<p>Four channels incorporated</p> <ul style="list-style-type: none"> • Classical CAN mode (RS-CAN software compatibility mode) <ul style="list-style-type: none"> – Conforming to CAN ISO 11898-1:2015 – Transfer speed up to 1 Mbps – A total of 320 message buffers provided for 4 channels – Reception filtering • CAN-FD mode <ul style="list-style-type: none"> – Conforming to CAN-FD ISO 11898-1:2015 – Transfer speed up to 5 Mbps – A total of 320 message buffers provided for 4 channels – Reception filtering
FlexRay	<p>Two channels incorporated (Ach, Bch)</p> <ul style="list-style-type: none"> • Conforming to Protocol Specification 2.1 • Buffer size: A 8-Kbyte space is divided into up to 128 (for transmission, reception, and receive FIFO) • Message filtering: ID filter, channel filter, cycle counter filter • Bit rate: 10 Mbps
LIN master interface (RLIN2)	<p>One channel incorporated</p> <ul style="list-style-type: none"> • Settable to support various frame sizes • Checksum type settable • Wake-up transmission/reception enabled • Arbitrary bit rate (2400, 9600, 10417, 19200 bps) settable by the on-chip baud rate generator
Renesas high-speed bus (RHSB)	<p>Two channels incorporated</p> <p>Communication module supporting microsecond bus channels</p> <ul style="list-style-type: none"> • Down-stream communication • Up to two slaves settable individually • Functions for emergencies
RSENT	<p>Six channels incorporated</p> <ul style="list-style-type: none"> • Conforming to the SENT (single edge nibble transmission) protocol specified in the SAE J2716 standard (version JAN2010) and the SPC (short PWM code) extension to the SENT specification • Unidirectional or bidirectional transfer is possible through a single pin • Bidirectional transfer is possible through two pins • Data transfer protected by CRC is possible

AD converter (ADCB)	<p>48 channels incorporated</p> <ul style="list-style-type: none"> • 12-bit resolution, sequential conversion • Conversion speed: 1.0 μs • Independent operation of 12-bit resolution for 24 channels (ADC0) and 12-bit resolution for 24 channels (ADC1) • Track and hold circuit (ADC0: 2 channels, ADC1: 2 channels) • Scan groups for five systems settable • Two scan modes (multi-scan mode and continuous scan mode) • ADC0: Up to 40 virtual channels settable • ADC1: Up to 40 virtual channels settable • Two types of A/D conversion and addition functions incorporated • Converts the converted results to floating-point format. • Can enter data directly to the digital filter engine. • Safety functions (including self-diagnosis, data register upper limit/lower limit check, and data register parity)
Delta-sigma AD converter (DS-ADC)	<p>16 channels incorporated (8 channels \times 2 inputs)</p> <ul style="list-style-type: none"> • Advanced A/D conversion • A/D conversion system: Delta-sigma modulation system • Supports single-end input and differential input. • On-chip programmable gain amplifier (x1, x2, x4, and x8) • Can enter data directly to the digital filter engine. • Safety functions (including self-diagnosis, data register upper limit/lower limit check, and data register parity)
Power supply voltage monitor	<p>Monitors VDD voltage internally. If VDD rises above or falls below the specified voltage, an error is reported outside the LSI. Can set a time filter for error detection.</p>
Digital filter	<p>16-channel digital filtering (FIR/IIR) functions</p> <ul style="list-style-type: none"> • FIR with up to 64 taps selectable • Up to 6-order IIR selectable • Filter coefficients and data are stored in the RAM to be connected. • For filtered data: <ul style="list-style-type: none"> Accumulation processing or decimation processing enabled Peak-hold processing or comparison processing enabled • Directly inputs converted data from the on-chip A/D converter or delta-sigma AD converter to perform automatic filtering.
Secure watchdog timer (SWDT)	<p>Two channels incorporated Can generate an error signal for the ECM in response to an error. Error source (counter overflow) Confirmation of matching with a specified program counter (PC) value</p>
Intelligent cryptographic unit (ICUS)	<p>Supports the standard functions for in-vehicle security defined in the SHE (secure hardware extension) specification.</p>
On-chip debugging unit (OCD)	<p>NEXUS JTAG: One channel incorporated LDU (4-pin): One channel incorporated</p>
Boundary scan	<p>Supports boundary scan conforming to the IEEE1149.1 standard</p>

Clock controller	<p>An oscillation circuit incorporated</p> <p>20 MHz oscillation enabled without using external capacitors</p> <p>20 MHz (maximum) clock can be input from the EXTAL pin.</p> <p>Multiplication of clock enabled by the on-chip PLL</p> <p>A ring oscillator circuit incorporated</p> <p>SSCG for reducing radiation noise incorporated. However, clock without SSCG is supplied to the timer and the communication module.</p>
Operating modes	<p>Operating modes</p> <ul style="list-style-type: none">• User boot mode• Serial programming mode <p>Power-down mode</p> <ul style="list-style-type: none">• Power shutoff standby
Package	<p>304-pin plastic FBGA (0.8 mm ball pitch) (19 × 19)</p> <p>252-pin plastic FBGA (0.8 mm ball pitch) (17 × 17)</p>

1.3 Application Fields

- Automotive field (including engine control system and transmission control system)

1.4 Order Information

Product Name	Package	On-Chip ROM	Operating Temperature (T _j)	External Oscillator	Maximum Operating Frequency
R7F701215EABA	Plastic BGA-304 0.8-mm ball pitch 19 mm × 19 mm	4 MB	max. 150°C	20 MHz	240 MHz
R7F701215EABG	Plastic BGA-252 0.8-mm ball pitch 17 mm × 17 mm	4 MB	max. 150°C	20 MHz	240 MHz
R7F701216EABA	Plastic BGA-304 0.8-mm ball pitch 19 mm × 19 mm	4 MB	max. 150°C	20 MHz	320 MHz
R7F701216EABG	Plastic BGA-252 0.8-mm ball pitch 17 mm × 17 mm	4 MB	max. 150°C	20 MHz	320 MHz

We hereafter refer to FBGA as BGA respectively, unless the complete abbreviation is especially required.

1.5 Pin Connection Diagram (Top View)

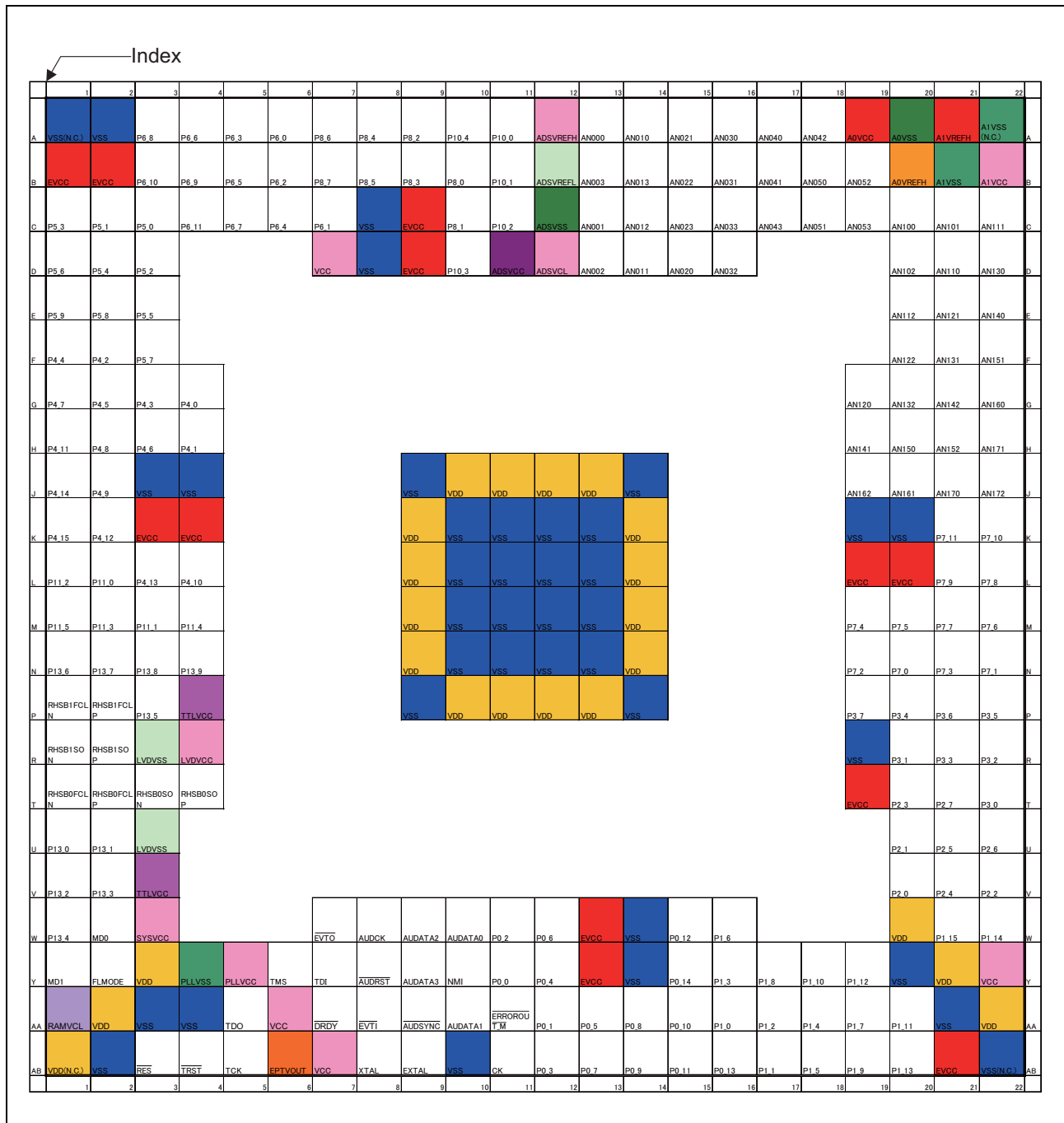


Figure 1.1 Pin Connection Diagram (E1M-S2-BGA304)

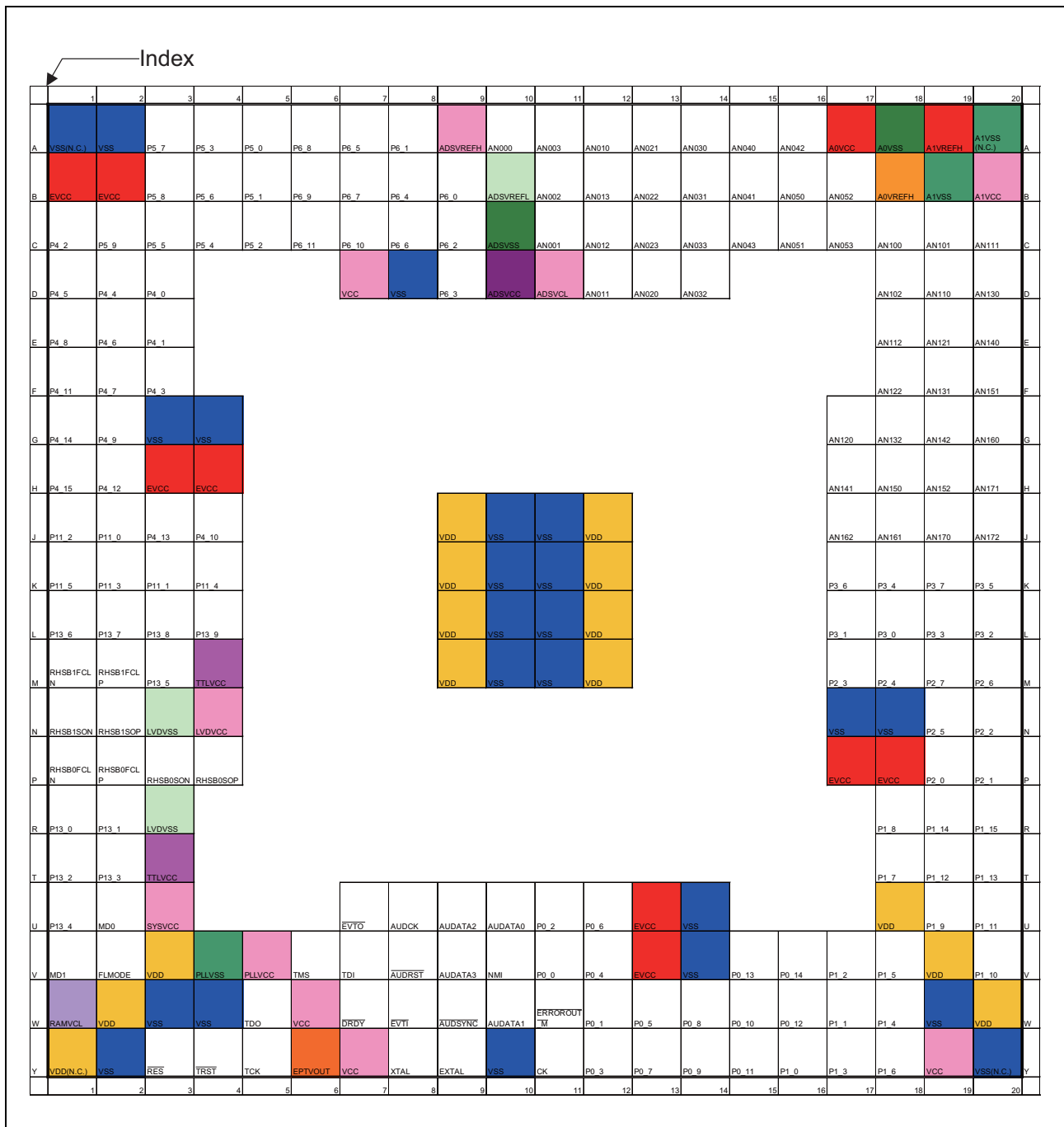


Figure 1.2 Pin Connection Diagram (E1M-S2-BGA252)

Table 1.1 Pin Numbers and Pin Names (BGA304) (1/7)

Pin No.	Pin Name
A1	VSS(N.C.)
A2	VSS
A3	P6_8/TIF1A/TOD70B/TIOC70/TOE60/RSENT4SPCO/SCI3RxD/DSADTRG7
A4	P6_6/TOD72A/TOD62B/TIOC63/TOE52/SCI2RxD/DSADTRG6
A5	P6_3/TIF0A/TOD63A/TIOC60/TOE43/CTX3/SCI1TxD/DSADEND4
A6	P6_0/TIF13/TOD60A/TIJ0/RSENT0RX/RSENT0SPCO/TOE40/CRX0/DSADTRG3
A7	P8_6/TIF11/TOE22/TIJ2/TIOC72/RSENT2RX/RSENT2SPCO
A8	P8_4/TIF9/TOE20/TIJ0/TIOC70/RSENT0RX/RSENT0SPCO/SCI0TxD
A9	P8_2/TIF7/TOE12/TIOC62/SCI2TxD
A10	P10_4/TIF4/TOE03/TIOC53/RSENT3SPCO/CRX2/SCI1RxD
A11	P10_0/TIF0A/CRX0/SCI3RxD
A12	ADSVREFH
A13	AN000/DSAN0P
A14	AN010/P14_12/DSAN2P/TIF9
A15	AN021/P14_1/DSAN4N/TIF1A
A16	AN030/P14_4/DSAN6P/TIF1B/TIA01
A17	AN040/P14_8/TIF5/TIA04
A18	AN042/P14_10/TIF7/TIJ2
A19	A0VCC
A20	A0VSS
A21	A1VREFH
A22	A1VSS(N.C.)
B1	EVCC
B2	EVCC
B3	P6_10/TIJ4/TOD72B/TIOC72/TOE62/RSENT4RX/RSENT4SPCO/SCI0RxD
B4	P6_9/TIF2A/TOD71B/TIOC71/TOE61/RSENT5SPCO/SCI3TxD/DSADEND7
B5	P6_5/TOD71A/TOD61B/TIOC62/TOE51/CTX1/RSENT5SPCO/DSADEND5
B6	P6_2/TIF15/TOD62A/TIJ2/RSENT2RX/RSENT2SPCO/TOE42/CRX3/SCI1RxD/DSADTRG4
B7	P8_7/TIF12/TOE23/TIJ3/TIOC73/RSENT3RX/RSENT3SPCO/IRQ0
B8	P8_5/TIF10/TOE21/TIJ1/TIOC71/RSENT1RX/RSENT1SPCO
B9	P8_3/TIF8/TOE13/TIOC63/SCI0RxD
B10	P8_0/TIF5/TOE10/TIOC60/RSENT4SPCO/CTX2/SCI1TxD
B11	P10_1/TIF1A/TOE00/TIOC50/RSENT0SPCO/CTX0/SCI3TxD
B12	ADSVREFL
B13	AN003/DSAN1N
B14	AN013/P14_15/DSAN3N/TIF12/TIJ1
B15	AN022/P14_2/DSAN5P/TIF2A
B16	AN031/P14_5/DSAN6N/TIF2B/TIA02
B17	AN041/P14_9/TIF6/TIA05
B18	AN050/P15_0/TIF9/TIA06
B19	AN052/P15_2/TIF11
B20	A0VREFH
B21	A1VSS
B22	A1VCC

Table 1.1 Pin Numbers and Pin Names (BGA304) (2/7)

Pin No.	Pin Name
C1	P5_3/TIF6/TIJ0/TOD23B/TIOC03/ESO3/CRX1/SCI2RxD/RSENT0RX/RSENT0SPCO
C2	P5_1/TIF1B/TOE42/TOD21B/TIOC01/CTX0/SCI1TxD
C3	P5_0/TIF0B/TOE41/TOD20B/TIOC00/CRX0/SCI1RxD
C4	P6_11/TIJ5/TOD73B/TIOC73/TOE63/RSENT5RX/RSENT5SPCO/SCI0TxD
C5	P6_7/TOD73A/TIJ3/TOD63B/RSENT3RX/RSENT3SPCO/TOE53/SCI2TxD/DSADEND6
C6	P6_4/TOD70A/TOD60B/TIOC61/TOE50/CRX1/RSENT4SPCO/DSADTRG5
C7	P6_1/TIF14/TOD61A/TIJ1/RSENT1RX/RSENT1SPCO/TOE41/CTX0/DSADEND3
C8	VSS
C9	EVCC
C10	P8_1/TIF6/TOE11/TIOC61/RSENT5SPCO/SCI2RxD
C11	P10_2/TIF2A/TOE01/TIOC51/RSENT1SPCO/CRX1
C12	ADSVSS
C13	AN001/DSAN0N
C14	AN012/P14_14/DSAN3P/TIF11
C15	AN023/P14_3/DSAN5N/TIF0B/TIA00
C16	AN033/P14_7/DSAN7N/TIF4/TIA03
C17	AN043/P14_11/TIF8/TIJ3
C18	AN051/P15_1/TIF10
C19	AN053/P15_3/TIF12
C20	AN100
C21	AN101
C22	AN111
D1	P5_6/TIF9/TOE21/TOD32B/TIOC12/LRX0/CRX2/DSADTRG0
D2	P5_4/TIF7/TIJ1/TOD30B/TIOC10/RSENT1RX/RSENT1SPCO/CTX1/SCI2TxD/DSADTRG1
D3	P5_2/TIF2B/TOE43/TOD22B/TIOC02/ESO2/SCI0RxD/SCI1SCK/POD
D7	VCC
D8	VSS
D9	EVCC
D10	P10_3/TIF3/TOE02/TIOC52/RSENT2SPCO/CTX1
D11	ADSVCC
D12	ADSVCL
D13	AN002/DSAN1P
D14	AN011/P14_13/DSAN2N/TIF10/TIJ0
D15	AN020/P14_0/DSAN4P/TIF0A
D16	AN032/P14_6/DSAN7P/TIF3
D20	AN102
D21	AN110
D22	AN130
E1	P5_9/TIF12/TOE33/TIJ3/TIOC41/RSENT3RX/RSENT3SPCO/SCI3TxD/DSADEND2
E2	P5_8/TIF11/TOE23/TIJ2/TIOC40/RSENT2RX/RSENT2SPCO/SCI3RxD/DSADTRG2
E3	P5_5/TIF8/TOE20/TOD31B/TIOC11/SCI0TxD/SCI2SCK/DSADEND1
E20	AN112
E21	AN121
E22	AN140

Table 1.1 Pin Numbers and Pin Names (BGA304) (3/7)

Pin No.	Pin Name
F1	P4_4/TOD10A/TAPTS11/TOD10B/TOE30/TIF4/APA4/CSIH2TRY/CSIH3TCSS1
F2	P4_2/TOD02A/TAPTS02/TOD02B/TIOC22/TIF2A/APA2/RSENT2SPCO/CSIH3TSCK
F3	P5_7/TIF10/TOE22/TOD33B/TIOC13/LTX0/CTX2/SCI3SCK/DSADEND0
F20	AN122
F21	AN131
F22	AN151/P16_1
G1	P4_7/TOD13A/TOD13B/TOE00/TIF7/APA7/CSIH2TSI/CSIH3TSSI
G2	P4_5/TOD11A/TAPTS12/TOD11B/TOE31/TIF5/APA5/CRX0/CSIH3TCSS2
G3	P4_3/TOD03A/TAPTS10/TOD03B/TIOC23/TIF3/APA3/CSIH2TSSI/RSENT3SPCO/CSIH3TCSS0
G4	P4_0/TOD00A/TAPTS00/TOD00B/TIOC20/TIF0A/APA0/ERROROUT_C/RSENT0SPCO/CSIH3TSI
G19	AN120
G20	AN132
G21	AN142
G22	AN160/P16_2
H1	P4_11/TOD43A/TOD43B/TOE10/TIF11/APA11/CSIH2TCSS1
H2	P4_8/TOD40A/TOD40B/TOE01/TIF8/APA8/CSIH2TSCO/CSIH3TRY
H3	P4_6/TOD12A/TOD12B/TOE32/TIF6/APA6/CTX0/CSIH3TCSS3
H4	P4_1/TOD01A/TAPTS01/TOD01B/TIOC21/TIF1A/APA1/RSENT1SPCO/CSIH3TSO
H19	AN141
H20	AN150/P16_0
H21	AN152/P16_6
H22	AN171/P16_5
J1	P4_14/TOD20B/TOD52B/TOE13/TIF14/APA14/CRX1/RSENT2SPCO
J2	P4_9/TOD41A/TOD41B/TOE02/TIF9/APA9/CRX3/CSIH2TSCK
J3	VSS
J4	VSS
J9	VSS
J10	VDD
J11	VDD
J12	VDD
J13	VDD
J14	VSS
J19	AN162/P16_7
J20	AN161/P16_3
J21	AN170/P16_4
J22	AN172/P16_8
K1	P4_15/TOD21B/TOD53B/TOE40/TIF15/APA15/CTX1/RSENT3SPCO/ERROROUT_C
K2	P4_12/TIOC42/TOD50B/TOE11/TIF12/APA12/SCI1RxD/CSIH2TCSS2/RSENT0SPCO
K3	EVCC
K4	EVCC
K9	VDD
K10	VSS
K11	VSS
K12	VSS

Table 1.1 Pin Numbers and Pin Names (BGA304) (4/7)

Pin No.	Pin Name
K13	VSS
K14	VDD
K19	VSS
K20	VSS
K21	P7_11/TOD73A/TOD73B/TIOC23
K22	P7_10/TOD72A/TOD72B/TIOC22/TOE03
L1	P11_2/TOD80A/TOD80B/APA1/TOE20
L2	P11_0
L3	P4_13/TIOC43/TOD51B/TOE12/TIF13/APA13/SCI1TxD/CSIH2TCSS3/RSENT1SPCO
L4	P4_10/TOD42A/TOD42B/TOE03/TIF10/APA10/CTX3/CSIH2TCSS0
L9	VDD
L10	VSS
L11	VSS
L12	VSS
L13	VSS
L14	VDD
L19	EVCC
L20	EVCC
L21	P7_9/TOD71A/TOD71B/TIOC21/TOE02
L22	P7_8/TOD70A/TOD70B/TIOC20/TOE01/CSIH3TRY
M1	P11_5/TOD83A/TOD83B/APA4/TOE23
M2	P11_3/TOD81A/TOD81B/APA2/TOE21
M3	P11_1/TIF13/TOD22B/APA0/TOE33
M4	P11_4/TOD82A/TOD82B/APA3/TOE22
M9	VDD
M10	VSS
M11	VSS
M12	VSS
M13	VSS
M14	VDD
M19	P7_4/TOD60A/TOD60B/TIOC10/CSIH3TCSS1
M20	P7_5/TOD61A/TIJ0/TOD61B/TIOC11/CSIH3TCSS2
M21	P7_7/TOD63A/TOD63B/TIOC13/TOE00/CSIH3TSSI
M22	P7_6/TOD62A/TIJ1/TOD62B/TIOC12/CSIH3TCSS3
N1	P13_6/RHSB1CSD1
N2	P13_7/RHSB1SI0
N3	P13_8/RHSB1SI1
N4	P13_9/RHSB1EMRG
N9	VDD
N10	VSS
N11	VSS
N12	VSS
N13	VSS
N14	VDD

Table 1.1 Pin Numbers and Pin Names (BGA304) (5/7)

Pin No.	Pin Name
N19	P7_2/TIOC02/CSIH3TSCK
N20	P7_0/TIOC00/CSIH3TSI
N21	P7_3/TIOC03/CSIH3TCSS0
N22	P7_1/TIOC01/CSIH3TSO
P1	RHSB1FCLN
P2	RHSB1FCLP
P3	P13_5/RHSB1CSD0
P4	TTLVCC
P9	VSS
P10	VDD
P11	VDD
P12	VDD
P13	VDD
P14	VSS
P19	P3_7/TIF6/TOD53B/TIOC01/CTX3
P20	P3_4/TIF4/TIJ2/TOD50B/TIOC42/ADTRG0/ESO3
P21	P3_6/TIA06/TOD52B/TIOC00/CRX3
P22	P3_5/TIF5/TIJ3/TOD51B/TIOC43/ADEND0
R1	RHSB1SON
R2	RHSB1SOP
R3	LVDVSS
R4	LVDVCC
R19	VSS
R20	P3_1/TIF1A/TOE61/TOD31B/TIOC33/CTX1/SCI1TxD
R21	P3_3/TIF3/TOE63/TOD33B/TIOC41/ADEND1/CTX2/ESO2/SCI2TxD
R22	P3_2/TIF2A/TOE62/TOD32B/TIOC40/ADTRG1/CRX2/SCI2RxD
T1	RHSB0FCLN
T2	RHSB0FCLP
T3	RHSB0SON
T4	RHSB0SOP
T19	EVCC
T20	P2_3/TIA03/TOE53/TOD03B/TIOC21/IRQ3
T21	P2_7/TCLKB/TOE13/TOD13B/TIOC31/CTX0/IRQ7
T22	P3_0/TIF0A/TOE60/TOD30B/TIOC32/CRX1/SCI1RxD
U1	P13_0/RHSB0CSD0/CSIH1TSI
U2	P13_1/RHSB0CSD1/CSIH1TSO
U3	LVDVSS
U20	P2_1/TIA01/TOE51/TOD01B/TIOC13/IRQ1
U21	P2_5/TIA05/TOE11/TOD11B/TIOC23/CTX3/IRQ5
U22	P2_6/TCLKA/TOE12/TOD12B/TIOC30/CRX0/IRQ6
V1	P13_2/RHSB0SI0/CSIH1TSCK
V2	P13_3/RHSB0SI1/CSIH1TCSS0
V3	TTLVCC
V20	P2_0/TIA00/TOE50/TOD00B/TIOC12/TSO17/IRQ0

Table 1.1 Pin Numbers and Pin Names (BGA304) (6/7)

Pin No.	Pin Name
V21	P2_4/TIA04/TOE10/TOD10B/TIOC22/CRX3/IRQ4
V22	P2_2/TIA02/TOE52/TOD02B/TIOC20/IRQ2
W1	P13_4/RHSB0EMRG/CSIH1TCSS1/ERROROUT_C
W2	MD0
W3	SYSVCC
W7	$\overline{\text{EVTO}}$
W8	AUDCK
W9	AUDATA2
W10	AUDATA0
W11	P0_2/ $\overline{\text{FR0ENA}}$ /CSIH0TSCK/SCI0SCK
W12	P0_6/CSIH1TSI/IRQ3
W13	EVCC
W14	VSS
W15	P0_12/TIA04/TOD01B/CSIH0TCSS4/CSIH1TCSS3/CSIH2TSO
W16	P1_6/TOD32A/TOD32B/TOE42/APA6/TSO05
W20	VDD
W21	P1_15/TIOC53/TOD63B/TOE33/APA15/TSO16
W22	P1_14/TIOC52/TOD62B/TOE32/APA14/TSO15
Y1	MD1
Y2	FLMODE
Y3	VDD
Y4	PLLVSS
Y5	PLLVCC
Y6	TMS/ $\overline{\text{EVTO}}$
Y7	TDI/LPDI/LPDIO/FLSCI3RX
Y8	$\overline{\text{AUDRST}}$
Y9	AUDATA3
Y10	NMI
Y11	P0_0/FR0RXDA/CSIH0TSI/SCI0RxD
Y12	P0_4/FR0TXDB/CSIH0TCSS1/CTX2/IRQ1
Y13	EVCC
Y14	VSS
Y15	P0_14/TIA06/TOD03B/CSIH1TRY/CSIH2TCSS0
Y16	P1_3/TOD23A/TOD23B/TOE03/APA3/TSO02/ $\overline{\text{CSIH2TSSI}}$
Y17	P1_8/TOD50A/TOD50B/TOE20/APA8/TSO07/LRX0
Y18	P1_10/TOD52A/TOD52B/TOE22/APA10/TSO11
Y19	P1_12/TIOC50/TOD60B/TOE30/APA12/TSO13
Y20	VSS
Y21	VDD
Y22	VCC
AA1	RAMVCL
AA2	VDD
AA3	VSS
AA4	VSS

Table 1.1 Pin Numbers and Pin Names (BGA304) (7/7)

Pin No.	Pin Name
AA5	TDO/LPDO/FLSCI3TX
AA6	VCC
AA7	$\overline{\text{DRDY}}/\text{LPDCLKO}$
AA8	$\overline{\text{EVTI}}$
AA9	$\overline{\text{AUDSYNC}}$
AA10	AUDATA1
AA11	$\overline{\text{ERROROUT_M}}$
AA12	P0_1/FR0TXDA/CSIH0TSO/SCI0TxD
AA13	P0_5/FR0ENB/CSIH0TCSS2/IRQ2
AA14	P0_8/TIA00/CSIH1TSCK/IRQ5
AA15	P0_10/TIA02/CSIH0TRY/CSIH1TCSS1/IRQ7
AA16	P1_0/TOD20A/TOD20B/TOE00/APA0/SCI0RxD/CSIH2TCSS1
AA17	P1_2/TOD22A/TOD22B/TOE02/APA2/TSO01/CSIH2TCSS3
AA18	P1_4/TOD30A/TOD30B/TOE40/APA4/TSO03/CSIH2TRY
AA19	P1_7/TOD33A/TOD33B/TOE43/APA7/TSO06
AA20	P1_11/TOD53A/TOD53B/TOE23/APA11/TSO12
AA21	VSS
AA22	VDD
AB1	VDD(N.C.)
AB2	VSS
AB3	RES
AB4	$\overline{\text{TRST}}/\text{LPDRST}$
AB5	TCK/LPDCLKI/FLSCI3SCK
AB6	EPTVOUT
AB7	VCC
AB8	XTAL
AB9	EXTAL
AB10	VSS
AB11	CK
AB12	P0_3/FR0RXDB/CSIH0TCSS0/CRX2/IRQ0
AB13	P0_7/CSIH1TSO/IRQ4
AB14	P0_9/TIA01/CSIH0TSSI/CSIH1TCSS0/IRQ6
AB15	P0_11/TIA03/TOD00B/CSIH0TCSS3/CSIH1TCSS2/CSIH2TSI
AB16	P0_13/TIA05/TOD02B/CSIH0TCSS5/CSIH1TSSI/CSIH2TSCK
AB17	P1_1/TOD21A/TOD21B/TOE01/APA1/TSO00/SCI0TxD/CSIH2TCSS2
AB18	P1_5/TOD31A/TOD31B/TOE41/APA5/TSO04
AB19	P1_9/TOD51A/TOD51B/TOE21/APA9/TSO10/LTX0
AB20	P1_13/TIOC51/TOD61B/TOE31/APA13/TSO14
AB21	EVCC
AB22	VSS(N.C.)

Table 1.2 Pin Numbers and Pin Names (BGA252) (1/6)

Pin No.	Pin Name
A1	VSS(N.C.)
A2	VSS
A3	P5_7/TIF10/TOE22/TOD33B/TIOC13/LTX0/CTX2/SCI3SCK/DSADEND0
A4	P5_3/TIF6/TIJ0/TOD23B/TIOC03/ESO3/CRX1/SCI2RxD/RSENT0RX/RSENT0SPCO
A5	P5_0/TIF0B/TOE41/TOD20B/TIOC00/CRX0/SCI1RxD
A6	P6_8/TIF1A/TOD70B/TIOC70/TOE60/RSENT4SPCO/SCI3RxD/DSADTRG7
A7	P6_5/TOD71A/TOD61B/TIOC62/TOE51/CTX1/RSENT5SPCO/DSADEND5
A8	P6_1/TIF14/TOD61A/TIJ1/RSENT1RX/RSENT1SPCO/TOE41/CTX0/DSADEND3
A9	ADSVREFH
A10	AN000/DSAN0P
A11	AN003/DSAN1N
A12	AN010/P14_12/DSAN2P/TIF9
A13	AN021/P14_1/DSAN4N/TIF1A
A14	AN030/P14_4/DSAN6P/TIF1B/TIA01
A15	AN040/P14_8/TIF5/TIA04
A16	AN042/P14_10/TIF7/TIJ2
A17	A0VCC
A18	A0VSS
A19	A1VREFH
A20	A1VSS(N.C.)
B1	EVCC
B2	EVCC
B3	P5_8/TIF11/TOE23/TIJ2/TIOC40/RSENT2RX/RSENT2SPCO/SCI3RxD/DSADTRG2
B4	P5_6/TIF9/TOE21/TOD32B/TIOC12/LRX0/CRX2/DSADTRG0
B5	P5_1/TIF1B/TOE42/TOD21B/TIOC01/CTX0/SCI1TxD
B6	P6_9/TIF2A/TOD71B/TIOC71/TOE61/RSENT5SPCO/SCI3TxD/DSADEND7
B7	P6_7/TOD73A/TIJ3/TOD63B/RSENT3RX/RSENT3SPCO/TOE53/SCI2TxD/DSADEND6
B8	P6_4/TOD70A/TOD60B/TIOC61/TOE50/CRX1/RSENT4SPCO/DSADTRG5
B9	P6_0/TIF13/TOD60A/TIJ0/RSENT0RX/RSENT0SPCO/TOE40/CRX0/DSADTRG3
B10	ADSVREFL
B11	AN002/DSAN1P
B12	AN013/P14_15/DSAN3N/TIF12/TIJ1
B13	AN022/P14_2/DSAN5P/TIF2A
B14	AN031/P14_5/DSAN6N/TIF2B/TIA02
B15	AN041/P14_9/TIF6/TIA05
B16	AN050/P15_0/TIF9/TIA06
B17	AN052/P15_2/TIF11
B18	A0VREFH
B19	A1VSS
B20	A1VCC
C1	P4_2/TOD02A/TAPTS02/TOD02B/TIOC22/TIF2A/APA2/RSENT2SPCO/CSIH3TSCK
C2	P5_9/TIF12/TOE33/TIJ3/TIOC41/RSENT3RX/RSENT3SPCO/SCI3TxD/DSADEND2
C3	P5_5/TIF8/TOE20/TOD31B/TIOC11/SCI0TxD/SCI2SCK/DSADEND1
C4	P5_4/TIF7/TIJ1/TOD30B/TIOC10/RSENT1RX/RSENT1SPCO/CTX1/SCI2TxD/DSADTRG1

Table 1.2 Pin Numbers and Pin Names (BGA252) (2/6)

Pin No.	Pin Name
C5	P5_2/TIF2B/TOE43/TOD22B/TIOC02/ESO2/SCI0RxD/SCI1SCK/POD
C6	P6_11/TIJ5/TOD73B/TIOC73/TOE63/RSENT5RX/RSENT5SPCO/SCI0TxD
C7	P6_10/TIJ4/TOD72B/TIOC72/TOE62/RSENT4RX/RSENT4SPCO/SCI0RxD
C8	P6_6/TOD72A/TOD62B/TIOC63/TOE52/SCI2RxD/DSADTRG6
C9	P6_2/TIF15/TOD62A/TIJ2/RSENT2RX/RSENT2SPCO/TOE42/CRX3/SCI1RxD/DSADTRG4
C10	ADSVSS
C11	AN001/DSAN0N
C12	AN012/P14_14/DSAN3P/TIF11
C13	AN023/P14_3/DSAN5N/TIF0B/TIA00
C14	AN033/P14_7/DSAN7N/TIF4/TIA03
C15	AN043/P14_11/TIF8/TIJ3
C16	AN051/P15_1/TIF10
C17	AN053/P15_3/TIF12
C18	AN100
C19	AN101
C20	AN111
D1	P4_5/TOD11A/TAPTS12/TOD11B/TOE31/TIF5/APA5/CRX0/CSIH3TCSS2
D2	P4_4/TOD10A/TAPTS11/TOD10B/TOE30/TIF4/APA4/CSIH2TRY/CSIH3TCSS1
D3	P4_0/TOD00A/TAPTS00/TOD00B/TIOC20/TIF0A/APA0/ERROROUT_C/RSENT0SPCO/CSIH3TSI
D7	VCC
D8	VSS
D9	P6_3/TIF0A/TOD63A/TIOC60/TOE43/CTX3/SCI1TxD/DSADEND4
D10	ADSVCC
D11	ADSVCL
D12	AN011/P14_13/DSAN2N/TIF10/TIJ0
D13	AN020/P14_0/DSAN4P/TIF0A
D14	AN032/P14_6/DSAN7P/TIF3
D18	AN102
D19	AN110
D20	AN130
E1	P4_8/TOD40A/TOD40B/TOE01/TIF8/APA8/CSIH2TSO/CSIH3TRY
E2	P4_6/TOD12A/TOD12B/TOE32/TIF6/APA6/CTX0/CSIH3TCSS3
E3	P4_1/TOD01A/TAPTS01/TOD01B/TIOC21/TIF1A/APA1/RSENT1SPCO/CSIH3TSO
E18	AN112
E19	AN121
E20	AN140
F1	P4_11/TOD43A/TOD43B/TOE10/TIF11/APA11/CSIH2TCSS1
F2	P4_7/TOD13A/TOD13B/TOE00/TIF7/APA7/CSIH2TSI/CSIH3TSSI
F3	P4_3/TOD03A/TAPTS10/TOD03B/TIOC23/TIF3/APA3/CSIH2TSSI/RSENT3SPCO/CSIH3TCSS0
F18	AN122
F19	AN131
F20	AN151/P16_1
G1	P4_14/TOD20B/TOD52B/TOE13/TIF14/APA14/CRX1/RSENT2SPCO
G2	P4_9/TOD41A/TOD41B/TOE02/TIF9/APA9/CRX3/CSIH2TSCK

Table 1.2 Pin Numbers and Pin Names (BGA252) (3/6)

Pin No.	Pin Name
G3	VSS
G4	VSS
G17	AN120
G18	AN132
G19	AN142
G20	AN160/P16_2
H1	P4_15/TOD21B/TOD53B/TOE40/TIF15/APA15/CTX1/RSENT3SPCO/ERROROUT_C
H2	P4_12/TIOC42/TOD50B/TOE11/TIF12/APA12/SCI1RxD/CSIH2TCSS2/RSENT0SPCO
H3	EVCC
H4	EVCC
H17	AN141
H18	AN150/P16_0
H19	AN152/P16_6
H20	AN171/P16_5
J1	P11_2/TOD80A/TOD80B/APA1/TOE20
J2	P11_0
J3	P4_13/TIOC43/TOD51B/TOE12/TIF13/APA13/SCI1TxD/CSIH2TCSS3/RSENT1SPCO
J4	P4_10/TOD42A/TOD42B/TOE03/TIF10/APA10/CTX3/CSIH2TCSS0
J9	VDD
J10	VSS
J11	VSS
J12	VDD
J17	AN162/P16_7
J18	AN161/P16_3
J19	AN170/P16_4
J20	AN172/P16_8
K1	P11_5/TOD83A/TOD83B/APA4/TOE23
K2	P11_3/TOD81A/TOD81B/APA2/TOE21
K3	P11_1/TIF13/TOD22B/APA0/TOE33
K4	P11_4/TOD82A/TOD82B/APA3/TOE22
K9	VDD
K10	VSS
K11	VSS
K12	VDD
K17	P3_6/TIA06/TOD52B/TIOC00/CRX3
K18	P3_4/TIF4/TIJ2/TOD50B/TIOC42/ADTRG0/ESO3
K19	P3_7/TIF6/TOD53B/TIOC01/CTX3
K20	P3_5/TIF5/TIJ3/TOD51B/TIOC43/ADEND0
L1	P13_6/RHSB1CSD1
L2	P13_7/RHSB1SI0
L3	P13_8/RHSB1SI1
L4	P13_9/RHSB1EMRG
L9	VDD
L10	VSS

Table 1.2 Pin Numbers and Pin Names (BGA252) (4/6)

Pin No.	Pin Name
L11	VSS
L12	VDD
L17	P3_1/TIF1A/TOE61/TOD31B/TIOC33/CTX1/SCI1TxD
L18	P3_0/TIF0A/TOE60/TOD30B/TIOC32/CRX1/SCI1RxD
L19	P3_3/TIF3/TOE63/TOD33B/TIOC41/ADEND1/CTX2/ESO2/SCI2TxD
L20	P3_2/TIF2A/TOE62/TOD32B/TIOC40/ADTRG1/CRX2/SCI2RxD
M1	RHSB1FCLN
M2	RHSB1FCLP
M3	P13_5/RHSB1CSD0
M4	TTLVCC
M9	VDD
M10	VSS
M11	VSS
M12	VDD
M17	P2_3/TIA03/TOE53/TOD03B/TIOC21/IRQ3
M18	P2_4/TIA04/TOE10/TOD10B/TIOC22/CRX3/IRQ4
M19	P2_7/TCLKB/TOE13/TOD13B/TIOC31/CTX0/IRQ7
M20	P2_6/TCLKA/TOE12/TOD12B/TIOC30/CRX0/IRQ6
N1	RHSB1SON
N2	RHSB1SOP
N3	LVDVSS
N4	LVDVCC
N17	VSS
N18	VSS
N19	P2_5/TIA05/TOE11/TOD11B/TIOC23/CTX3/IRQ5
N20	P2_2/TIA02/TOE52/TOD02B/TIOC20/IRQ2
P1	RHSB0FCLN
P2	RHSB0FCLP
P3	RHSB0SON
P4	RHSB0SOP
P17	EVCC
P18	EVCC
P19	P2_0/TIA00/TOE50/TOD00B/TIOC12/TSO17/IRQ0
P20	P2_1/TIA01/TOE51/TOD01B/TIOC13/IRQ1
R1	P13_0/RHSB0CSD0/CSIH1TSI
R2	P13_1/RHSB0CSD1/CSIH1TSO
R3	LVDVSS
R18	P1_8/TOD50A/TOD50B/TOE20/APA8/TSO07/LRX0
R19	P1_14/TIOC52/TOD62B/TOE32/APA14/TSO15
R20	P1_15/TIOC53/TOD63B/TOE33/APA15/TSO16
T1	P13_2/RHSB0SI0/CSIH1TSCK
T2	P13_3/RHSB0SI1/CSIH1TCSS0
T3	TTLVCC
T18	P1_7/TOD33A/TOD33B/TOE43/APA7/TSO06

Table 1.2 Pin Numbers and Pin Names (BGA252) (5/6)

Pin No.	Pin Name
T19	P1_12/TIOC50/TOD60B/TOE30/APA12/TSO13
T20	P1_13/TIOC51/TOD61B/TOE31/APA13/TSO14
U1	P13_4/RHSB0EMRG/CSIH1TCSS1/ERROROUT_C
U2	MD0
U3	YSVCC
U7	$\overline{\text{EVTO}}$
U8	AUDCK
U9	AUDATA2
U10	AUDATA0
U11	P0_2/ $\overline{\text{FR0ENA}}$ /CSIH0TSCK/SCI0SCK
U12	P0_6/CSIH1TSI/IRQ3
U13	EVCC
U14	VSS
U18	VDD
U19	P1_9/TOD51A/TOD51B/TOE21/APA9/TSO10/LTX0
U20	P1_11/TOD53A/TOD53B/TOE23/APA11/TSO12
V1	MD1
V2	FLMODE
V3	VDD
V4	PLLVSS
V5	PLLVCC
V6	TMS/ $\overline{\text{EVTO}}$
V7	TDI/LPDI/LPDIO/FLSCI3RX
V8	$\overline{\text{AUDRST}}$
V9	AUDATA3
V10	NMI
V11	P0_0/FR0RXDA/CSIH0TSI/SCI0RxD
V12	P0_4/FR0TXDB/CSIH0TCSS1/CTX2/IRQ1
V13	EVCC
V14	VSS
V15	P0_13/TIA05/TOD02B/CSIH0TCSS5/ $\overline{\text{CSIH1TSSI}}$ /CSIH2TSCK
V16	P0_14/TIA06/TOD03B/CSIH1TRY/CSIH2TCSS0
V17	P1_2/TOD22A/TOD22B/TOE02/APA2/TSO01/CSIH2TCSS3
V18	P1_5/TOD31A/TOD31B/TOE41/APA5/TSO04
V19	VDD
V20	P1_10/TOD52A/TOD52B/TOE22/APA10/TSO11
W1	RAMVCL
W2	VDD
W3	VSS
W4	VSS
W5	TDO/LPDO/FLSCI3TX
W6	VCC
W7	$\overline{\text{DRDY}}$ /LPDCLKO
W8	$\overline{\text{EVTI}}$

Table 1.2 Pin Numbers and Pin Names (BGA252) (6/6)

Pin No.	Pin Name
W9	AUDSYNC
W10	AUDATA1
W11	ERROROUT_M
W12	P0_1/FR0TXDA/CSIH0TSO/SCI0TxD
W13	P0_5/FR0ENB/CSIH0TCSS2/IRQ2
W14	P0_8/TIA00/CSIH1TSCK/IRQ5
W15	P0_10/TIA02/CSIH0TRY/CSIH1TCSS1/IRQ7
W16	P0_12/TIA04/TOD01B/CSIH0TCSS4/CSIH1TCSS3/CSIH2TSO
W17	P1_1/TOD21A/TOD21B/TOE01/APA1/TSO00/SCI0TxD/CSIH2TCSS2
W18	P1_4/TOD30A/TOD30B/TOE40/APA4/TSO03/CSIH2TRY
W19	VSS
W20	VDD
Y1	VDD(N.C.)
Y2	VSS
Y3	RES
Y4	TRST/LPDRST
Y5	TCK/LPDCLKI/FLSCI3SCK
Y6	EPTVOUT
Y7	VCC
Y8	XTAL
Y9	EXTAL
Y10	VSS
Y11	CK
Y12	P0_3/FR0RXDB/CSIH0TCSS0/CRX2/IRQ0
Y13	P0_7/CSIH1TSO/IRQ4
Y14	P0_9/TIA01/CSIH0TSSI/CSIH1TCSS0/IRQ6
Y15	P0_11/TIA03/TOD00B/CSIH0TCSS3/CSIH1TCSS2/CSIH2TSI
Y16	P1_0/TOD20A/TOD20B/TOE00/APA0/SCI0RxD/CSIH2TCSS1
Y17	P1_3/TOD23A/TOD23B/TOE03/APA3/TSO02/CSIH2TSSI
Y18	P1_6/TOD32A/TOD32B/TOE42/APA6/TSO05
Y19	VCC
Y20	VSS(N.C.)

1.6 Functional Block Configuration

Internal Block Diagram

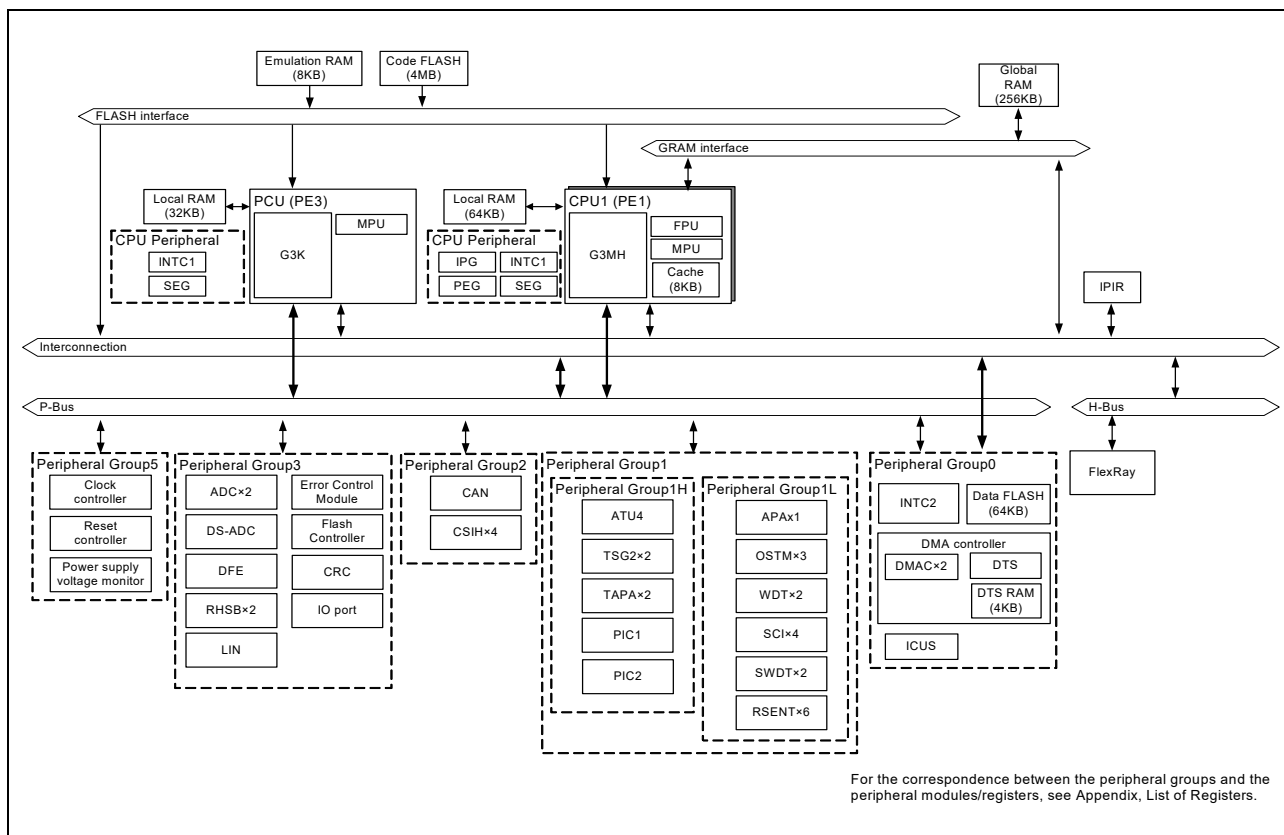


Figure 1.3 Internal Block Diagram

CPU1 and the PCU each have their own set of CPU peripherals. These CPU peripherals are assigned to the same addresses, so access by CPU1 to a register of a CPU peripheral is to the register in the CPU peripheral of CPU1; access by the PCU to a register of a CPU peripheral is to the register in the CPU peripheral of the PCU.

Section 2 Pins

2.1 Port Functions

2.1.1 Features

Port Group

This product has the following numbers of port groups:

Table 2.1 Port Groups of This Product

Product	Number of Group	Name of Group
BGA304	16	P0 to P8, P10, P11, P13 to P17
BGA252	13	P0 to P6, P11, P13 to P17

Port Group Index n

Each port group is identified by its own index “n” (n = 0 to 17) throughout this section; e.g. PMCn for the port mode control register of the Pn pin.

Register Address

All port addresses are given as an offset from the individual base addresses, <PORT_Base2> and <PORT_Base1>. **Table 2.2** shows the base addresses, <PORT_Base2> and <PORT_Base1>.

Table 2.2 Port Base Address

Base Address	Address
<PORT_Base1>	FF61 0000 _H
<PORT_Base2>	FFC1 0000 _H

2.1.2 Overview

This product has various pins for input/output (I/O) functions, known as ports. The ports are organized in port groups.

This product also has several control registers to allocate the functions other than general I/O purpose to the corresponding pins. For definitions of pin, port, and port group, see **Section 2.1.2.1, Terms**.

2.1.2.1 Terms

The terms described in this section are defined as follows.

- **Port group:**
One port has up to 16 pins, and the number of pins differs according to the port. The multiple pins of a port share the same control registers.
- **Port mode / Port:**
In port mode, a pin functions as a general-purpose I/O pin. The general-purpose I/O function is called a “port pin” and is indicated by the name Pn_m. For example, P0_7 indicates pin 7 of port 0.
- **Alternative mode:**
In alternative mode, a pin functions as an I/O pin of a peripheral function. Multiple peripheral functions may be multiplexed on a pin, and control registers select the peripheral function to be used.

2.1.2.2 Overview of Pin Functions

The pin can operate in the following three different modes:

- **Port mode (PMn.PMCn_m = 0)**
The pin operates as a general purpose I/O port in port mode. PMn.PMn_m selects input or output.
- **S/W I/O control alternative mode (PMn.PMCn_m = 1, PIPn.PIPCn_m = 0)**
The pin is operated by an alternative function in S/W I/O control alternative mode.
The selection between input and output is made by S/W via the PMn.PMn_m control bits.
- **Direct I/O control alternative mode (PMn.PMCn_m = 1, PIPn.PIPCn_m = 1)**
The pin is operated by an alternative function in direct I/O control alternative mode.
In contrast to S/W I/O control alternative mode, input/out is directly controlled by the alternative function in this mode.

Table 2.3 shows the outline of the register settings.

Table 2.3 Pin Function Configuration (Outline)

Mode	Bit			I/O
	PMn_m	PMn_m	PIPn_m	
Port mode	0	0	0/1	Output mode
		1	0/1	Input mode*1
S/W I/O control alternative mode	1	0	0	Output mode
		1	0	Input mode*2
Direct I/O control alternative mode		0/1	1	Controlled by the alternative function*2

Note 1. The input buffer should be enabled (PIBCn_m = 1).

Note 2. When used as an input pin in alternative mode, be sure to set PIBCN_m = 0.

When a pin is operated in alternative mode ($PMn.PMCn_m = 1$), one of different alternative functions (up to 7) can be selected by the $PFCn$, $PFCEn$, and $PFCAEn$ registers.

- S/W I/O control alternative mode ($PIPCn.PIPCn_m = 0$):
 - Outputs ($PMn_m = 0$): ALT-OUT1 to ALT-OUT7
 - Inputs ($PMn_m = 1$): ALT-IN1 to ALT-IN7
- Direct I/O control alternative mode ($PIPCn.PIPCn_m = 1$):
 - Input/Output of ALT-OUT1 to ALT-OUT7 and ALT-IN1 to ALT-IN7 is directly controlled by the alternative function.

Table 2.4 Outline of Alternative Mode Selection ($PMn.PMCn_m = 1$)

Function	Register				I/O
	PFCAE	PFCE	PFC	PM* ¹	
Alternative output mode 1 (ALT-OUT1)	0	0	0	0	O
Alternative input mode 1 (ALT-IN1)	0	0	0	1	I
Alternative output mode 2 (ALT-OUT2)	0	0	1	0	O
Alternative input mode 2 (ALT-IN2)	0	0	1	1	I
Alternative output mode 3 (ALT-OUT3)	0	1	0	0	O
Alternative input mode 3 (ALT-IN3)	0	1	0	1	I
Alternative output mode 4 (ALT-OUT4)	0	1	1	0	O
Alternative input mode 4 (ALT-IN4)	0	1	1	1	I
Alternative output mode 5 (ALT-OUT5)	1	0	0	0	O
Alternative input mode 5 (ALT-IN5)	1	0	0	1	I
Alternative output mode 6 (ALT-OUT6)	1	0	1	0	O
Alternative input mode 6 (ALT-IN6)	1	0	1	1	I
Alternative output mode 7 (ALT-OUT7)	1	1	0	0	O
Alternative input mode 7 (ALT-IN7)	1	1	0	1	I

Note 1. When $PIPCn.PIPCn_m = 1$, the I/O direction is directly controlled by the peripheral (alternative) function and PM is ignored.

When a pin is operated in alternative mode ($PMn.PMCn_m = 1$), one of several alternative functions can be selected by the $PFCn$, $PFCEn$, and $PFCAEn$ registers.

2.1.2.3 Pin Data Input/Output

The registers used for data input and output are described below.

The source of the data to be read via the PPRn register depends on pin mode.

Output data

In port mode (PMn.PMCn_m = 0), the value of Pn.Pn_m is output from the Pn_m pin.

Input data

A read operation of the PPRn register returns either the value of the Pn_m pin, the associated bit of the port register Pn.Pn_m, or the data output by an alternative function.

The source of the data read via PPRn depends on pin mode and setting of several control bits.

Table 2.5 summarizes the differences of PPRn read modes.

Table 2.5 PPRn_m Read Values

PMn.PMCn_m	PMn.PMn_m	PIBCn.PIBCn_m	PIPCn.PIPCn_m	Mode	PPRn_m Read Value
0	1	0	X	Port input, input buffer disabled	Pn.Pn_m bit
		1		Port input, input buffer enabled	Pn_m pin
	0	X		Port push-pull output	Pn.Pn_m bit* ¹
1	1	X	0	S/W I/O control alternative input	Pn_m pin
	0			S/W I/O control alternative output	Alternative function internal output signal* ¹
	X		1	Direct I/O control alternative mode	I/O port in alternative mode: <ul style="list-style-type: none"> • Input: Pn_m pin • Output: alternative function internal output signal*¹

Note 1. When PBDCn.PBDCn_m = 1, Pn_m pin level is read via PPRn_m bit.

The control registers in **Table 2.5** have the following effects:

- PMn.PMCn_m
This bit selects either port mode (PMn.PMCn_m = 0) or alternative function mode (PMn.PMCn_m = 1).
- PMn.PMn_m
This bit selects input (PMn.PMn_m = 1) or output (PMn.PMn_m = 0) in port mode (PMn.PMCn_m = 0) and S/W I/O control alternative mode (PMn.PMCn_m = 1, PIPCn.PIPCn_m = 0).
- PIBCn.PIBCn_m
This bit disables (PIBCn.PIBCn_m = 0) or enables (PIBCn.PIBCn_m = 1) the input buffer in input port mode (PMn.PMCn_m = 0 and PMn.PMn_m = 1). When the input buffer is disabled, PPRn_m reads the Pn.Pn_m bit, otherwise the Pn_m pin level is returned.
- PIPCn.PIPCn_m
This bit selects either the S/W or direct I/O control alternative mode.
- PBDCn.PBDCn_m
Setting this bit to 1 in output mode enables bidirectional mode for the pin. In bidirectional mode, the level on pin Pn_m can be read from PPRn.PPRn_m.

Write to the Pn Register

The data to be output via port Pn_m in port mode ($PMCN.PMCn_m = 0$) is held in the port register Pn.

The Pn data can be rewritten in the following two different ways:

- Direct write to the Pn register

New data can be directly written to the Pn register.

- Indirect operation to the Pn bit (set/reset/not)

The indirect Pn operation is possible using the following two registers:

- Port set/reset register: PSRn

When the bit $PSRn.PSRn_{(m+16)} = 1$, the value of bit $PSRn.PSRn_m$ determines the value of $Pn.Pn_m$.

Thus Pn_m can be set/reset without a direct write to Pn.

- Port NOT register: PNOTn

Setting $PNOTn.PNOTn_m = 1$ inverts the bit $Pn.Pn_m$ without a direct write to Pn.

The indirect Pn set/reset/not operation provides access to single bits (not limited to one bit) of the Pn register while leaving all other Pn bits untouched.

2.1.3 Port Type

Figure 2.1 shows the overall configuration of the pins. For the details of port blocks, see Figure 2.2.

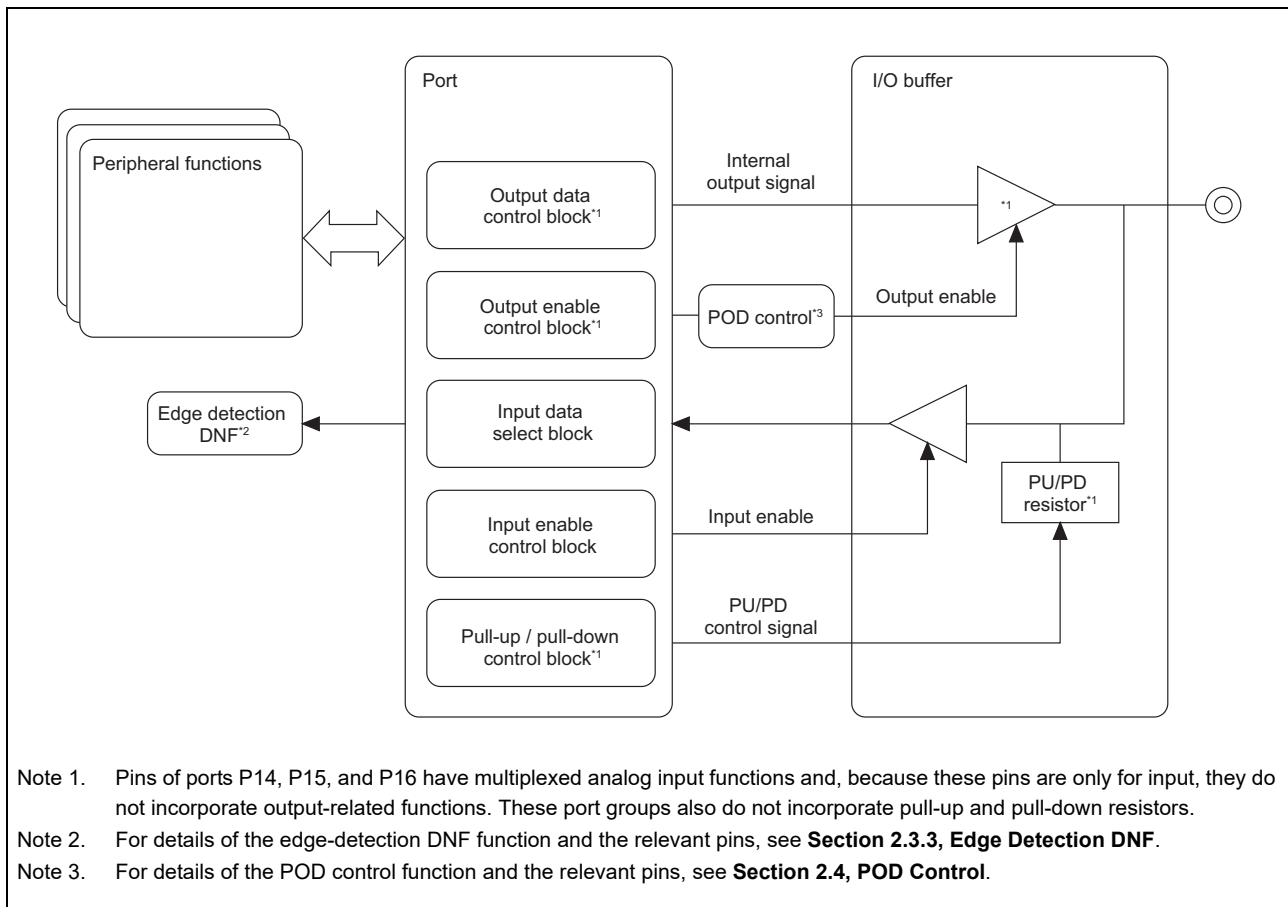


Figure 2.1 Block Diagram of Pin Configuration

Figure 2.2 shows the logical circuitry of the port control functions. The diagram is only a logical reference and does not show the real circuitry.

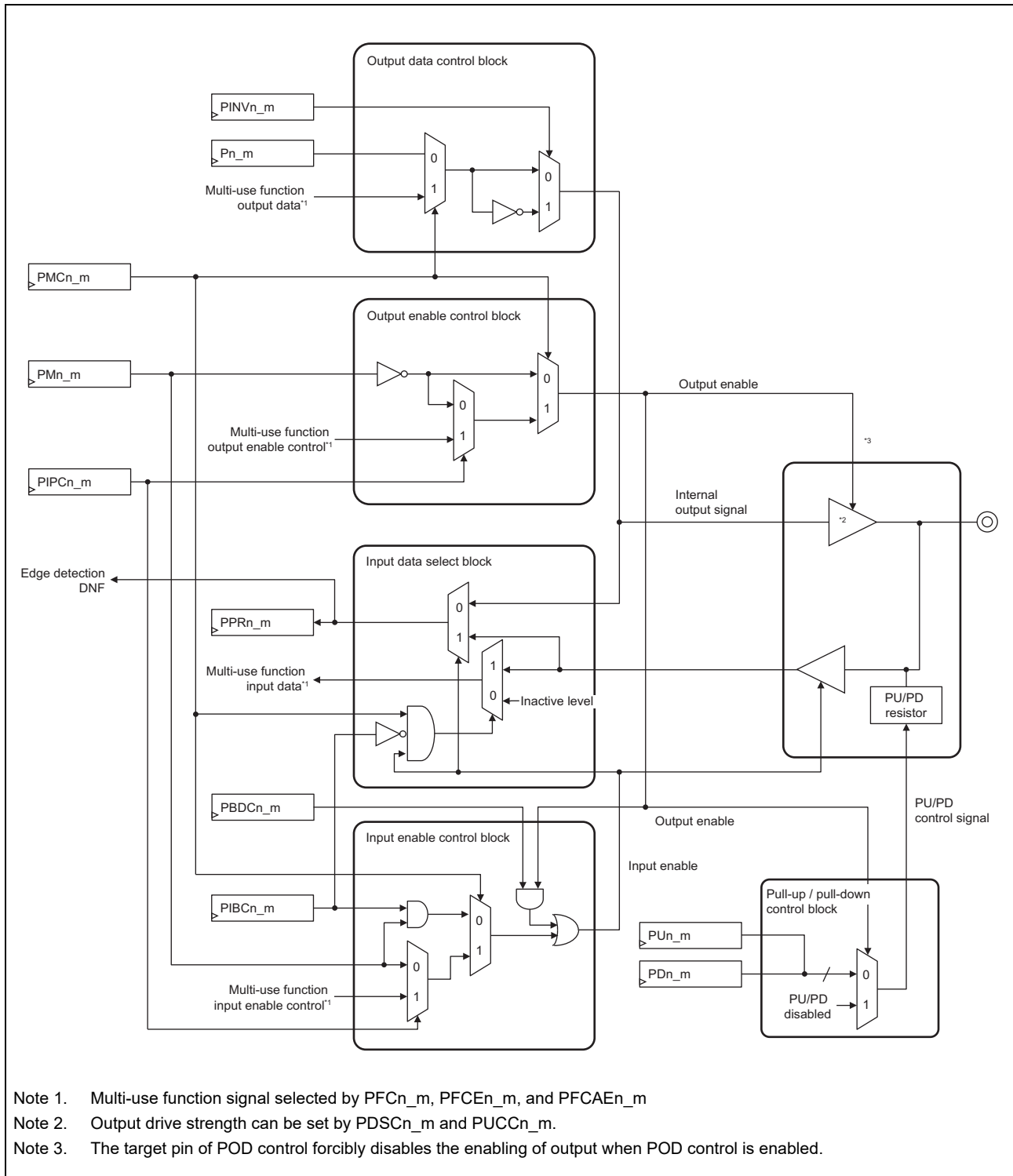


Figure 2.2 Port Control Logic Diagram

2.1.4 Port Group Configuration Register

This section starts with an overview of all configuration registers and then presents all registers in detail. The configuration registers are classified as follows:

- **2.1.4.2, Configuration of Pin Function**
- **2.1.4.3, Pin Data Input/Output**
- **2.1.4.4, Configuration of Electrical Characteristics**
- **2.1.4.5, Port Register Protection**
- **2.1.4.6, Pin-Unit Register**

2.1.4.1 Outline

The following registers are used for the configuration of the individual pins of the port groups:

Table 2.6 Registers for Port Group Configuration

Register Name	Symbol	Register Configuration Unit	Address
Port register	Pn	Port group	<PORT_Base1> + 0000 _H + n × 40 _H
Port set/reset register	PSRn	Port group	<PORT_Base1> + 0004 _H + n × 40 _H
Port NOT register	PNOTn	Port group	<PORT_Base1> + 0008 _H + n × 40 _H
Port pin read register	PPRn	Port group	<PORT_Base1> + 000C _H + n × 40 _H
Port mode register	PMn	Port group	<PORT_Base1> + 0010 _H + n × 40 _H
Port mode control register	PMcN	Port group	<PORT_Base1> + 0014 _H + n × 40 _H
Port function control register	PFCn	Port group	<PORT_Base1> + 0018 _H + n × 40 _H
Port function control expansion register	PFCEn	Port group	<PORT_Base1> + 001C _H + n × 40 _H
Port mode set/reset register	PMSRn	Port group	<PORT_Base1> + 0020 _H + n × 40 _H
Port mode control set/reset register	PMCSRn	Port group	<PORT_Base1> + 0024 _H + n × 40 _H
Port function control additional expansion register	PFCAEn	Port group	<PORT_Base1> + 0028 _H + n × 40 _H
Port output level inversion register	PINVn	Port group	<PORT_Base1> + 0030 _H + n × 40 _H
Port input buffer control register	PIBCn	Port group	<PORT_Base2> + 4000 _H + n × 40 _H
Port bidirectional control register	PBDCn	Port group	<PORT_Base2> + 4004 _H + n × 40 _H
Port IP control register	PIPCn	Port group	<PORT_Base2> + 4008 _H + n × 40 _H
Pull-up option register	PU _n	Port group	<PORT_Base2> + 400C _H + n × 40 _H
Pull-down option register	PD _n	Port group	<PORT_Base2> + 4010 _H + n × 40 _H
Port drive strength control register	PDSCn	Port group	<PORT_Base2> + 4018 _H + n × 40 _H
Port universal control register	PUCcN	Port group	<PORT_Base2> + 4028 _H + n × 40 _H
Port register protection command register	PPCMDn	Port group	<PORT_Base2> + 402C _H + n × 40 _H
Port protection status register	PPROTSn	Port group	<PORT_Base2> + 4034 _H + n × 40 _H
Port control register	PCR _{n_m}	Pin	<PORT_Base1> + 2000 _H + n × 40 _H + m × 4 _H

Note: n: Port group number
m: Bit number in a port group

Base address

The PORTn base addresses, <PORT_Base2> and <PORT_Base1> are defined in Register Addresses, **Section 2.1.1, Features**.

Register value after reset

The values after reset release depend on the port, and are not described in the following register descriptions, but are given in **Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers**.

2.1.4.2 Configuration of Pin Function

The following registers are used set the individual pins of port group n.

(1) PMCn — Port Mode Control Register

This register specifies whether the individual pins of port group n are in port mode or in alternative mode.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PMCn_15	PMCn_14	PMCn_13	PMCn_12	PMCn_11	PMCn_10	PMCn_9	PMCn_8	PMCn_7	PMCn_6	PMCn_5	PMCn_4	PMCn_3	PMCn_2	PMCn_1	PMCn_0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.7 PMCn Register Contents

Bit Position	Bit Name	Function
15 to 0	PMCn_[15:0]	Specify the operation mode of the corresponding pin: 0: Port mode 1: Alternative mode

(2) PMCSRn — Port Mode Control Set/Reset Register

This register provides an alternative method to write data to a bit in the PMCn register.

The 16 higher-order bits of PMCSRn specify whether the data in the 16 lower-order bits of PMCSRn are written to PMCn.PMCn_m.

Even when pins being used by multiple programs belong to the same port group, the PMCSRn register allows masking of the unused bits when overwriting so that independent setting of the corresponding bits by each program is possible.

Access: This register is readable/writable in 32-bit units.
Bits 31 to 16 are always read as 0000_H. Reading bits 15 to 0 returns the value of the PMCn register.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PMCSR n_31	PMCSR n_30	PMCSR n_29	PMCSR n_28	PMCSR n_27	PMCSR n_26	PMCSR n_25	PMCSR n_24	PMCSR n_23	PMCSR n_22	PMCSR n_21	PMCSR n_20	PMCSR n_19	PMCSR n_18	PMCSR n_17	PMCSR n_16
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PMCSR n_15	PMCSR n_14	PMCSR n_13	PMCSR n_12	PMCSR n_11	PMCSR n_10	PMCSR n_9	PMCSR n_8	PMCSR n_7	PMCSR n_6	PMCSR n_5	PMCSR n_4	PMCSR n_3	PMCSR n_2	PMCSR n_1	PMCSR n_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.8 PMCSRn Register Contents

Bit Position	Bit Name	Function
31 to 16	PMCSRn_ [31:16]	Specify whether the value of the corresponding lower bit of PMCSRn_m is written to PMCn_m: 0: PMCn_m does not depend on PMCSRn_m. 1: The value of PMCn_m is the same as that of PMCSRn_m. Example: When PMCSRn.PMCSRn_31 = 1, the value of bit PMCSRn.PMCSRn_15 is written to bit PMCn.PMCn_15 and output.
15 to 0	PMCSRn_ [15:0]	Specify the PMCn_m value when the corresponding upper bit PMCSRn_(m+16) is 1: 0: PMCn_m = 0 1: PMCn_m = 1

(3) PIPc_n — Port IP Control Register

This register specifies whether the I/O direction of pin P_n_m is controlled by the port mode register PM_n.PM_n_m or by an alternative function.

When the P_n_m pin is operated in alternative mode (PMC_n.PMC_n_m = 1) and the alternative function directly controls the I/O direction of P_n_m, PIPc_n.PIPc_n_m must be set to 1 as well. This hands over I/O control to the alternative function and overrules the PM_n.PM_n_m setting.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPc _n ₁₅	PIPc _n ₁₄	PIPc _n ₁₃	PIPc _n ₁₂	PIPc _n ₁₁	PIPc _n ₁₀	PIPc _n ₉	PIPc _n ₈	PIPc _n ₇	PIPc _n ₆	PIPc _n ₅	PIPc _n ₄	PIPc _n ₃	PIPc _n ₂	PIPc _n ₁	PIPc _n ₀
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.9 PIPc_n Register Contents

Bit Position	Bit Name	Function
15 to 0	PIPc _n [15:0]	Specify the I/O control mode: 0: I/O mode is selected by PM _n .PM _n _m (S/W I/O control). 1: I/O mode is selected by peripheral function (direct I/O control).

(4) PM_n — Port Mode Register

The PM_n register specifies whether the individual pins of port group n are in input mode or in output mode.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PM _n ₁₅	PM _n ₁₄	PM _n ₁₃	PM _n ₁₂	PM _n ₁₁	PM _n ₁₀	PM _n ₉	PM _n ₈	PM _n ₇	PM _n ₆	PM _n ₅	PM _n ₄	PM _n ₃	PM _n ₂	PM _n ₁	PM _n ₀
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.10 PM_n Register Contents

Bit Position	Bit Name	Function
15 to 0	PM _n [15:0]	Specify input/output mode of the corresponding pin: 0: Output mode (output enabled) 1: Input mode (output disabled)

NOTES

- To use a pin in input port mode (PMC_n.PMC_n_m = 0 and PM_n.PM_n_m = 1), the input buffer must be enabled (PIBC_n.PIBC_n_m = 1).
- PM_n_m specifies the I/O direction in port mode (PMC_n.PMC_n_m = 0) and alternative mode (PMC_n.PMC_n_m = 1) because PIPc_n.PIPc_n_m = 0 after reset.

(5) PMSRn — Port Mode Set/Reset Register

This register provides an alternative method to set a bit in the PMn register.

The 16 higher-order bits of PMSRn specify whether the data in the 16 lower-order bits of PMSRn are written to PMn.PMn_m.

Even when pins being used by multiple programs belong to the same port group, the PMSRn register allows masking of the unused bits when overwriting so that independent setting of the corresponding bits by each program is possible.

Access: This register is readable/writable in 32-bit units.
Bits 31 to 16 are always read as 0000_H. Reading bits 15 to 0 returns the value of the PMn register.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PMSRn _31	PMSRn _30	PMSRn _29	PMSRn _28	PMSRn _27	PMSRn _26	PMSRn _25	PMSRn _24	PMSRn _23	PMSRn _22	PMSRn _21	PMSRn _20	PMSRn _19	PMSRn _18	PMSRn _17	PMSRn _16
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PMSRn _15	PMSRn _14	PMSRn _13	PMSRn _12	PMSRn _11	PMSRn _10	PMSRn _9	PMSRn _8	PMSRn _7	PMSRn _6	PMSRn _5	PMSRn _4	PMSRn _3	PMSRn _2	PMSRn _1	PMSRn _0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.11 PMSRn Register Contents

Bit Position	Bit Name	Function
31 to 16	PMSRn_[31:16]	Specify whether the value of the corresponding lower bit of PMSRn_m is written to PMn_m: 0: PMn_m does not depend on PMSRn_m. 1: The value of PMn_m is the same as that of PMSRn_m. Example: When PMSRn.PMSRn_31 = 1, the value of bit PMSRn.PMSRn_15 is written to bit PMn.PMn_15 and output.
15 to 0	PMSRn_[15:0]	Specify the PMn_m value when the corresponding upper bit PMSRn_(m+16) is 1: 0: PMn_m = 0 1: PMn_m = 1

(6) PIBCn — Port Input Buffer Control Register

When a pin is being used in input port mode ($PMCn.PMCn_m = 0$ and $PMn.PMn_m = 1$), this register enables or disables the input buffer. However, when the pin is used as an input pin in S/W I/O control alternative mode ($PMCn.PMCn_m = 1$ and $PIPCn.PIPCn_m = 0$) or direct I/O control alternative mode ($PMCn.PMCn_m = 1$ and $PIPCn.PIPCn_m = 1$), set $PIBCn.PIBCn_m = 0$.

And when pins are in the both-direction mode ($PBDCn.PBDCn_m = 1$), it is capable of selecting shared output level loop-back function and pin output level-read function with the setting of $PIBCn.PIBCn_m$.

Refer to **(1) PBDCn — Port Bidirectional Control Register** in **Section 2.1.4.3, Pin Data Input/Output**.

Access: This register is readable/writable in 16-bit units.

Value after reset: See **Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers**.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIBCn_15	PIBCn_14	PIBCn_13	PIBCn_12	PIBCn_11	PIBCn_10	PIBCn_9	PIBCn_8	PIBCn_7	PIBCn_6	PIBCn_5	PIBCn_4	PIBCn_3	PIBCn_2	PIBCn_1	PIBCn_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.12 PIBCn Register Contents

Bit Position	Bit Name	Function
15 to 0	PIBCn_[15:0]	These bits are used to enable and disable the input buffer in input port mode. 0: Input buffer is disabled. 1: Input buffer is enabled.

NOTE

When the input buffer is disabled, a shoot-through current does not flow even if the pin level is in Hi-Z state. Thus the pin does not need to be fixed to a high or low level externally.

(7) PFCn — Port Function Control Register

This register, together with the PFCEn and PFCAEn registers, specifies an alternative function of the pins.

Some alternative functions directly controls input/output of pin Pn_m. For such an alternative functions PIPcN.PIPCn_m must be set to 1 as well.

For other alternative functions, input/output must be specified by PMn.PMn_m.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PFCn_15	PFCn_14	PFCn_13	PFCn_12	PFCn_11	PFCn_10	PFCn_9	PFCn_8	PFCn_7	PFCn_6	PFCn_5	PFCn_4	PFCn_3	PFCn_2	PFCn_1	PFCn_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.13 PFCn Register Contents

Bit Position	Bit Name	Function
15 to 0	PFCn_[15:0]	Specify an alternative function of a pin. See Table 2.4, Outline of Alternative Mode Selection (PMcN.PMcN_m = 1) for details.

(8) PFCEn — Port Function Control Expansion Register

This register, together with the PFCn and PFCAEn registers, specifies an alternative function of the pins.

Some alternative functions directly controls input/output of pin Pn_m. For such an alternative functions PIPCN.PIPCn_m must be set to 1 as well.

For other alternative functions, input/output must be specified by PMn.PMn_m.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PFCEn_n_15	PFCEn_n_14	PFCEn_n_13	PFCEn_n_12	PFCEn_n_11	PFCEn_n_10	PFCEn_n_9	PFCEn_n_8	PFCEn_n_7	PFCEn_n_6	PFCEn_n_5	PFCEn_n_4	PFCEn_n_3	PFCEn_n_2	PFCEn_n_1	PFCEn_n_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.14 PFCEn Register Contents

Bit Position	Bit Name	Function
15 to 0	PFCEn_[15:0]	Specify an alternative function of a pin. See Table 2.4, Outline of Alternative Mode Selection (PMCN.PMCn_m = 1) for details.

(9) PFCAEn — Port Function Control Additional Expansion Register

This register, together with the PFCn and PFCEn registers, specifies an alternative function of the pins.

Some alternative functions directly controls input/output of pin Pn_m. For such an alternative functions PIPCN.PIPCn_m must be set to 1 as well.

For other alternative functions, input/output must be specified by PMn.PMn_m.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PFCAEn_n_15	PFCAEn_n_14	PFCAEn_n_13	PFCAEn_n_12	PFCAEn_n_11	PFCAEn_n_10	PFCAEn_n_9	PFCAEn_n_8	PFCAEn_n_7	PFCAEn_n_6	PFCAEn_n_5	PFCAEn_n_4	PFCAEn_n_3	PFCAEn_n_2	PFCAEn_n_1	PFCAEn_n_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.15 PFCAEn Register Contents

Bit Position	Bit Name	Function
15 to 0	PFCAEn_[15:0]	Specify an alternative function of a pin. See Table 2.4, Outline of Alternative Mode Selection (PMCN.PMCn_m = 1) for details.

2.1.4.3 Pin Data Input/Output

(1) PBDCn — Port Bidirectional Control Register

This register enables the input buffer when a pin is used in output mode, and permits bidirectional mode. The Pn_m pin level is read via PPRn.PPRn_m in bidirectional mode.

- **Alternative output level loopback function**
When the Pn_m pin is used as the alternative output function, the actual pin output level based on the alternative output function can be looped back to the alternative input side by setting PBDCn.PBDCn_m = 1 and PIBCn.PIBCn_m = 0. For example, the pin output level based on the first alternative function can be looped back to the same alternative input side. Also the pin output level can be read via PPRn.PPRn_m.
- **Pin output level read function**
When the Pn_m pin is used as the general output port function or the alternative output function, the actual pin output level can be read via PPRn.PPRn_m by setting PBDCn.PBDCn_m = 1 and PIBCn.PIBCn_m = 1. Under this setting, the pin output level will never be looped back to the alternative input side even in alternative output mode.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PBDCn _15	PBDCn _14	PBDCn _13	PBDCn _12	PBDCn _11	PBDCn _10	PBDCn _9	PBDCn _8	PBDCn _7	PBDCn _6	PBDCn _5	PBDCn _4	PBDCn _3	PBDCn _2	PBDCn _1	PBDCn _0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.16 PBDCn Register Contents

Bit Position	Bit Name	Function
15 to 0	PBDCn_[15:0]	Enable/disable bidirectional mode of the corresponding pin: 0: Bidirectional mode is disabled. 1: Bidirectional mode is enabled.

(2) PPRn — Port Pin Read Register

This register reflects an actual Pn_m pin level, a Pn.Pn_m bit value, or an output level of the alternative function. The value to be read depends on various control settings as described in **Table 2.5, PPRn_m Read Values.**

Access: This register is only readable in 16-bit units.

Value after reset: See **Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.**

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PPRn_15	PPRn_14	PPRn_13	PPRn_12	PPRn_11	PPRn_10	PPRn_9	PPRn_8	PPRn_7	PPRn_6	PPRn_5	PPRn_4	PPRn_3	PPRn_2	PPRn_1	PPRn_0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 2.17 PPRn Register Contents

Bit Position	Bit Name	Function
15 to 0	PPRn_[15:0]	Indicate a Pn_m pin level, a Pn.Pn_m value, or alternative function output level.

(3) Pn — Port Register

This register sets and holds the Pn.Pn_m data to be output via the related Pn_m port in output port mode (PMcn.PMCn_m = 0 and PMn.PMn_m = 0).

Access: This register is readable/writable in 16-bit units.

Value after reset: See **Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.**

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Pn_15	Pn_14	Pn_13	Pn_12	Pn_11	Pn_10	Pn_9	Pn_8	Pn_7	Pn_6	Pn_5	Pn_4	Pn_3	Pn_2	Pn_1	Pn_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.18 Pn Register Contents

Bit Position	Bit Name	Function
15 to 0	Pn_[15:0]	Set the output level of pin m (m = 0 to 15): 0: Low level output 1: High level output

NOTE

The bits of this register can be manipulated by various means; refer to the subsection, Write to the Pn Register in **Section 2.1.2.3, Pin Data Input/Output.**

(4) PNOTn — Port NOT Register

This register enables inverting the Pn_m bit of the port register without directly writing to Pn.

Access: This register is writable in 16-bit units. The read value is always 0000_H.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PNOTn _15	PNOTn _14	PNOTn _13	PNOTn _12	PNOTn _11	PNOTn _10	PNOTn _9	PNOTn _8	PNOTn _7	PNOTn _6	PNOTn _5	PNOTn _4	PNOTn _3	PNOTn _2	PNOTn _1	PNOTn _0
R/W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Table 2.19 PNOTn Register Contents

Bit Position	Bit Name	Function
15 to 0	PNOTn_[15:0]	Specify if Pn.Pn_m is inverted or not: 0: Pn.Pn_m is not inverted (Pn_m → Pn_m). 1: Pn.Pn_m is inverted (Pn_m → Pn_m)

(5) PSRn — Port Set/Reset Register

This register provides an alternative method to set a bit in the Pn register.

The 16 higher-order bits of PSRn specify whether the data in the 16 lower-order bits of PSRn are written to Pn.Pn_m.

Even when pins being used by multiple programs belong to the same port group, the PSRn register allows masking of the unused bits when overwriting so that independent setting of the corresponding bits by each program is possible.

Access: This register is readable/writable in 32-bit units.
Bits 31 to 16 are always read as 0000_H. Reading bits 15 to 0 returns the value of the PMCn register.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PSRn_31	PSRn_30	PSRn_29	PSRn_28	PSRn_27	PSRn_26	PSRn_25	PSRn_24	PSRn_23	PSRn_22	PSRn_21	PSRn_20	PSRn_19	PSRn_18	PSRn_17	PSRn_16
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PSRn_15	PSRn_14	PSRn_13	PSRn_12	PSRn_11	PSRn_10	PSRn_9	PSRn_8	PSRn_7	PSRn_6	PSRn_5	PSRn_4	PSRn_3	PSRn_2	PSRn_1	PSRn_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.20 PSRn Register Contents

Bit Position	Bit Name	Function
31 to 16	PSRn_[31:16]	Specify whether the value of the corresponding lower bit of PSRn_m is written to Pn_m: 0: Pn_m does not depend on PSRn_m. 1: The value of Pn_m is the same as that of PSRn_m. Example: When PSRn.PSRn_31 = 1, the value of bit PSRn.PSRn_15 is written to bit Pn.Pn_15 and output.
15 to 0	PSRn_[15:0]	Specify the Pn_m value when the corresponding upper bit PSRn_(m+16) is 1: 0: Pn_m = 0 1: Pn_m = 1

(6) PINVn — Port Output Level Inversion Register

This register enables inverting the output level from a pin. It is effective when the pin is in output mode regardless of port output mode or alternative output mode.

Access: This register is readable/writable in 32-bit units.
Updating of this register needs a correct write sequence using the PPCMDn register.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

CAUTION

The upper 16 bits are also intended for the inverted value of a port register write sequence that is to be protected. See Section 2.1.4.5, Port Register Protection for details.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PINVn_15	PINVn_14	PINVn_13	PINVn_12	PINVn_11	PINVn_10	PINVn_9	PINVn_8	PINVn_7	PINVn_6	PINVn_5	PINVn_4	PINVn_3	PINVn_2	PINVn_1	PINVn_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.21 PINVn Register Contents

Bit Position	Bit Name	Function
15 to 0	PINVn_[15:0]	Specify whether the output level from a pin is inverted or not. 0: Pin output level is not inverted. 1: Pin output level is inverted.

2.1.4.4 Configuration of Electrical Characteristics

(1) PUn — Pull-Up Option Register

This register specifies whether an on-chip pull-up resistor is connected to an input pin.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PUn_15	PUn_14	PUn_13	PUn_12	PUn_11	PUn_10	PUn_9	PUn_8	PUn_7	PUn_6	PUn_5	PUn_4	PUn_3	PUn_2	PUn_1	PUn_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.22 PUn Register Contents

Bit Position	Bit Name	Function
15 to 0	PUn_[15:0]	Specify whether an on-chip pull-up resistor is connected to the corresponding pin: 0: No on-chip pull-up resistor is connected. 1: On-chip pull-up resistor is connected.

NOTES

- Do not set PUn.PUn_m = 1 and PDn.PDn_m = 1 to a single pin.
- The on-chip pull-up resistor has no effect when the pin is operated in output mode.

(2) PDn — Pull-Down Option Register

This register specifies whether an on-chip pull-down resistor is connected to an input pin.

Access: This register is readable/writable in 16-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PDn_15	PDn_14	PDn_13	PDn_12	PDn_11	PDn_10	PDn_9	PDn_8	PDn_7	PDn_6	PDn_5	PDn_4	PDn_3	PDn_2	PDn_1	PDn_0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.23 PDn Register Contents

Bit Position	Bit Name	Function
15 to 0	PDn_[15:0]	Specify whether an on-chip pull-down resistor is connected to the corresponding pin: 0: No on-chip pull-down resistor is connected. 1: On-chip pull-down resistor is connected.

NOTES

- Do not set PUn.PUn_m = 1 and PDn.PDn_m = 1 to a single pin.
- The on-chip pull-down resistor has no effect when the pin is operated in output mode.

(3) PDSCn — Port Drive Strength Control Register

This register is used to configure driving ability (driving strength) of output port pins and multiplex output pin functions in combination with the PUCcN register. Specific driving ability settings may be required, depending on the pin function to be used. For details, see **Section 40, Electrical Characteristics**.

Access: This register is readable/writable in 32-bit units.
Updating of this register needs a correct write sequence using the PPCMDn register.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

CAUTION

For protected port registers, the inverse of the value of the 16 lower-order bits is written to the 16 higher-order bits as part of the sequence for writing to a protected register. See Section 2.1.4.5, Port Register Protection for details.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PDSCn _15	PDSCn _14	PDSCn _13	PDSCn _12	PDSCn _11	PDSCn _10	PDSCn _9	PDSCn _8	PDSCn _7	PDSCn _6	PDSCn _5	PDSCn _4	PDSCn _3	PDSCn _2	PDSCn _1	PDSCn _0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.24 PDSCn Register Contents

Bit Position	Bit Name	Function
15 to 0	PDSCn_[15:0]	Set driving ability of output port pins and multiplex output pin functions in combination with the PUCcN register. See Table 2.25 PUCcN Register Contents for register setting and output driving ability.

(4) PUCn — Port Universal Control Register

This register is used to configure driving ability (driving strength) of output port pins and multiplex output pin functions in combination with the PDSCn register. Specific driving ability settings may be required, depending on the pin function to be used. For details, see **Section 40, Electrical Characteristics**.

Access: This register is readable/writable in 32-bit units.
Updating of this register needs a correct write sequence using the PPCMDn register.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

CAUTION

For protected port registers, the inverse of the value of the 16 lower-order bits is written to the 16 higher-order bits as part of the sequence for writing to a protected register. See Section 2.1.4.5, Port Register Protection for details.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PUCn _15	PUCn _14	PUCn _13	PUCn _12	PUCn _11	PUCn _10	PUCn _9	PUCn _8	PUCn _7	PUCn _6	PUCn _5	PUCn _4	PUCn _3	PUCn _2	PUCn _1	PUCn _0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 2.25 PUCn Register Contents

Bit Position	Bit Name	Function															
15 to 0	PUCn_[15:0]	Set driving ability of output port pins and multiplex output pin functions in combination with the PDSCn register. For electrical characteristics for each setting, see Section 40.3.4, Output Slew Rate .															
		<table border="1"> <thead> <tr> <th>PUCn_m</th> <th>PDSCn_m</th> <th>Output Driving Ability</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Low</td> </tr> <tr> <td>0</td> <td>1</td> <td>High</td> </tr> <tr> <td>1</td> <td>0</td> <td>Mid</td> </tr> <tr> <td>1</td> <td>1</td> <td>Setting is prohibited.</td> </tr> </tbody> </table>	PUCn_m	PDSCn_m	Output Driving Ability	0	0	Low	0	1	High	1	0	Mid	1	1	Setting is prohibited.
PUCn_m	PDSCn_m	Output Driving Ability															
0	0	Low															
0	1	High															
1	0	Mid															
1	1	Setting is prohibited.															

2.1.4.5 Port Register Protection

(1) PPCMDn — Port Register Protection Command Register

This register is a command register for the port register to be protected.

Access: This register is writable in 8-bit units.
The read value of bit 7 to 0 is always 0.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—
R/W	W	W	W	W	W	W	W	W

Table 2.26 PPCMDn Register Contents

Bit Position	Bit Name	Function
7 to 0	—	The protection unlock sequence is entered by writing the fixed value (A5 _H).

(2) PPROTSn — Port Protection Status Register

This register indicates the status of a port register write sequence to be protected.

Access: This register is readable in 8-bit units.
Writing to this register is ignored.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PPROTSn_0
R/W	R	R	R	R	R	R	R	R

Table 2.27 PPROTSn Register Contents

Bit Position	Bit Name	Function
0	PPROTSn_0	Checks a write sequence error of the port register to be protected. 0: Protection error does not occur. 1: Protection error occurs.

(3) Port Register to be Protected

- Port Drive Strength Control Register (PDSCn)
- Port Universal Control Register (PUCCn)
- Port Output Level Inversion Register (PINVn)

(4) Sequence of Writing to Port Registers for Protection

Writing to the write-protected registers is only possible with the protection unlock sequence described below.

Procedure

- 1) Write the fixed value (A5_H) to the port register protection command register PPCMDn.
- 2) Write the new setting to the write-protected register. Write the value after a reset to the reserved bits.
- 3) Write the bitwise inverse of the setting value to the same register as in step 2). Write the inverse of the value after a reset to the reserved bits.
- 4) Write the new setting to the same register as in step 2). Write the value after a reset to the reserved bits.

A value can only be written to a write-protected register by following the procedure above.

Protection is not unlocked if the procedure is not followed correctly, the setting is not written to the write-protected register, and the PPROTSn_0 bit of the port protection status register PPROTSn is set to 1. (Although this is not a requirement, you can confirm if the values set in the targeted register was correctly written by checking that the setting of the PPROTSn_0 bit is 0 after step 4.)

In case of failure to follow the sequence, repeat the procedure from the beginning.

In case of writing to another register during steps 1) to 4) of the sequence, the protection function operates as follows. Operation is also as described when any interrupt is accepted during the sequence and the interrupt handling includes access to another register.

- When the writing is to another register in the same module*¹, writing to the protected register fails and the PPROTSn_0 bit is set to 1.
- When writing is to a register in another module, writing to the protected register will successfully proceed to completion, if the remainder of the procedure is followed correctly.

Reading of another register while the sequence is in progress does not lead to failure.

Note 1. The port group configuration registers are divided into two modules. Each module includes the full set of port configuration registers, including protection-related registers.

- Port group 0
- Port groups other than port group 0

2.1.4.6 Pin-Unit Register

(1) PCRn_m — Port Control Register

Each register of a port group can be accessed via this register and a PCRn_m register can set all functions of a single pin. For example, setting bit 6 of the PCRn_m register to 1 sets bit m of the PMCn register to 1 also. Although writing to the PDSCn, PUCcN, and PINVn registers are protected, an access to them via the PCRn_m register does not require a protection unlock sequence.

CAUTIONS

- Multiple bits in the PCRn_m register can be batch-set within the ranges described in Section 2.1.4.7, Example of Port Configuration Flow (2), Individual Setting.
- When PMn_m = 1 and PMCn_m = 1, input is enabled. Configure the PUn_m/PDn_m setting in advance to prevent shoot-through current when pins are open or mid-range potential is input to them.
- If the bits are batch-set out of the range for setting of PCRn_m, the pin may output an unexpected signal level.

Access: This register is readable/writable in 32-bit units.

Value after reset: See Section 2.2.1.1, List of the BGA304 and BGA252 Port Registers.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	PINV	—	—	—	—	PUCC	PDSC	—	—	—	—	PU	PD	PBDC	PIBC
R/W	R	R/W	R	R	R	R	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	P	—	—	—	PPR	—	PMC	PIPC	PM	—	PFCAE	PFCE	PFC
R/W	R	R	R	R/W	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Table 2.28 PCRn_m Register Contents

Bit Position	Bit Name	Function
31	—	Reserved. The read values are always 0. The write values should always be 0.
30	PINV	Same function as bit m of the PINVn register
29 to 26	—	Reserved. The read values are always 0. The write values should always be 0.
25	PUCC	Same function as bit m of the PUCcN register
24	PDSC	Same function as bit m of the PDSCn register
23 to 20	—	Reserved. The read values are always 0. The write values should always be 0.
19	PU	Same function as bit m of the PUn register
18	PD	Same function as bit m of the PDn register
17	PBDC	Same function as bit m of the PBDCn register
16	PIBC	Same function as bit m of the PIBcN register
15 to 13	—	Reserved. The read values are always 0. The write values should always be 0.
12	P	Same function as bit m of the Pn register
11 to 9	—	Reserved. The read values are always 0. The write values should always be 0.
8	PPR	Same function as bit m of the PPRn register
7	—	Reserved. The read values are always 0. The write values should always be 0.
6	PMC	Same function as bit m of the PMCn register

Table 2.28 PCRn_m Register Contents

Bit Position	Bit Name	Function
5	PIPC	Same function as bit m of the PIPCn register
4	PM	Same function as bit m of the PMn register
3	—	Reserved. The read values are always 0. The write values should always be 0.
2	PFCAE	Same function as bit m of the PFCAEn register
1	PFCE	Same function as bit m of the PFCEn register
0	PFC	Same function as bit m of the PFCn register

2.1.4.7 Example of Port Configuration Flow

The followings are examples of the port configuration flow. For port filter setting of each flow chart, see **Section 2.3.2.4, Setting Procedures of Peripheral Function DNF** or **Section 2.3.3.6, Setting Procedures of Edge Detection DNF**.

CAUTION

Even if a port is used in S/W I/O control alternative mode, it may be temporarily switched to alternative input mode in the following port configuration flows. This may occur during the period from setting of $PMCn_m = 1$ to that of $PMn_m = 0$.

(1) Batch Setting

The following shows an example to collectively set a port group.

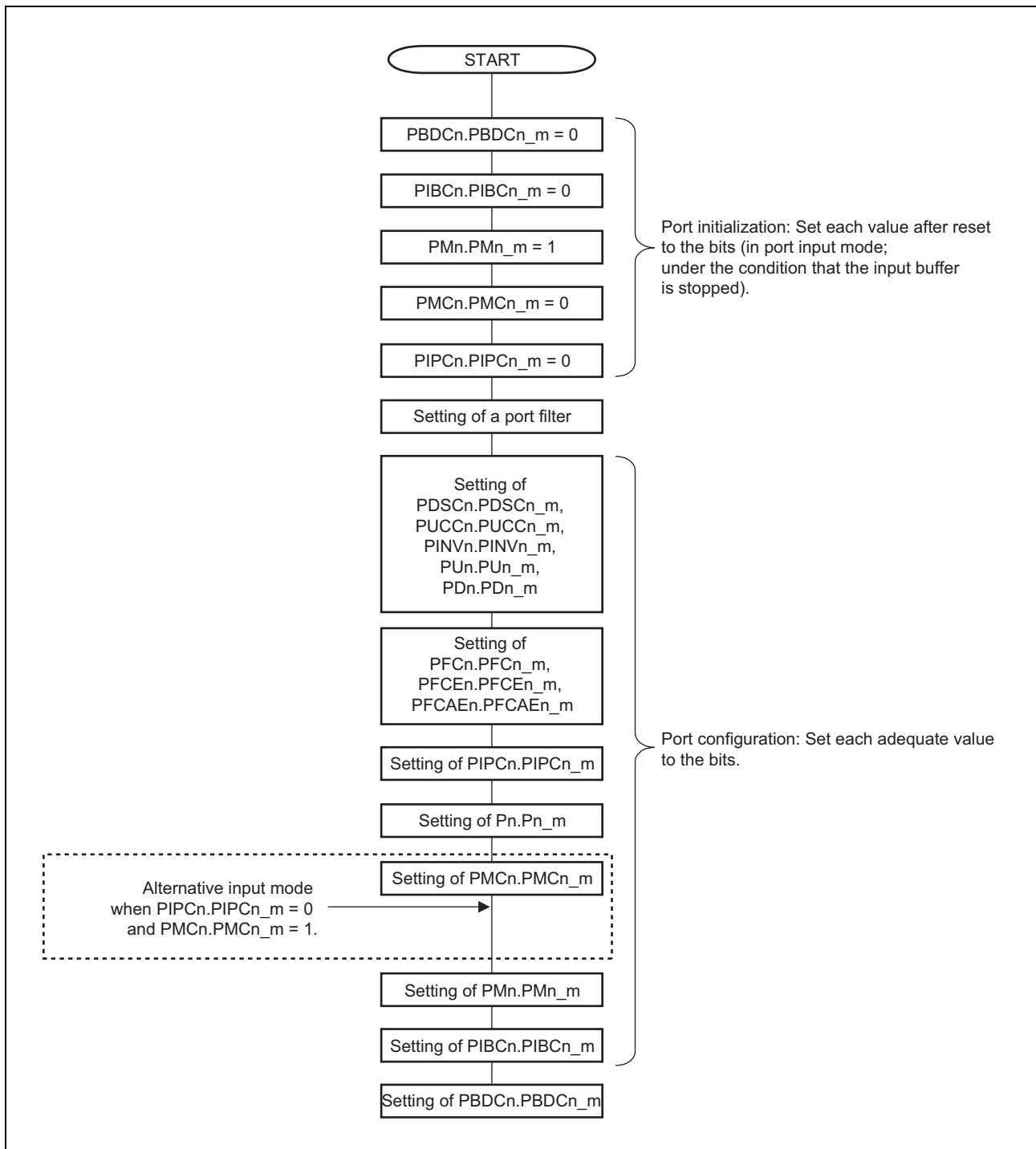


Figure 2.3 Example of Port Configuration Flow (Batch Setting)

(2) Individual Setting

The following shows an example to individually set a port group.

And it is capable of setting simultaneous bits at once within the Settable range described below by using PCRn_m register.

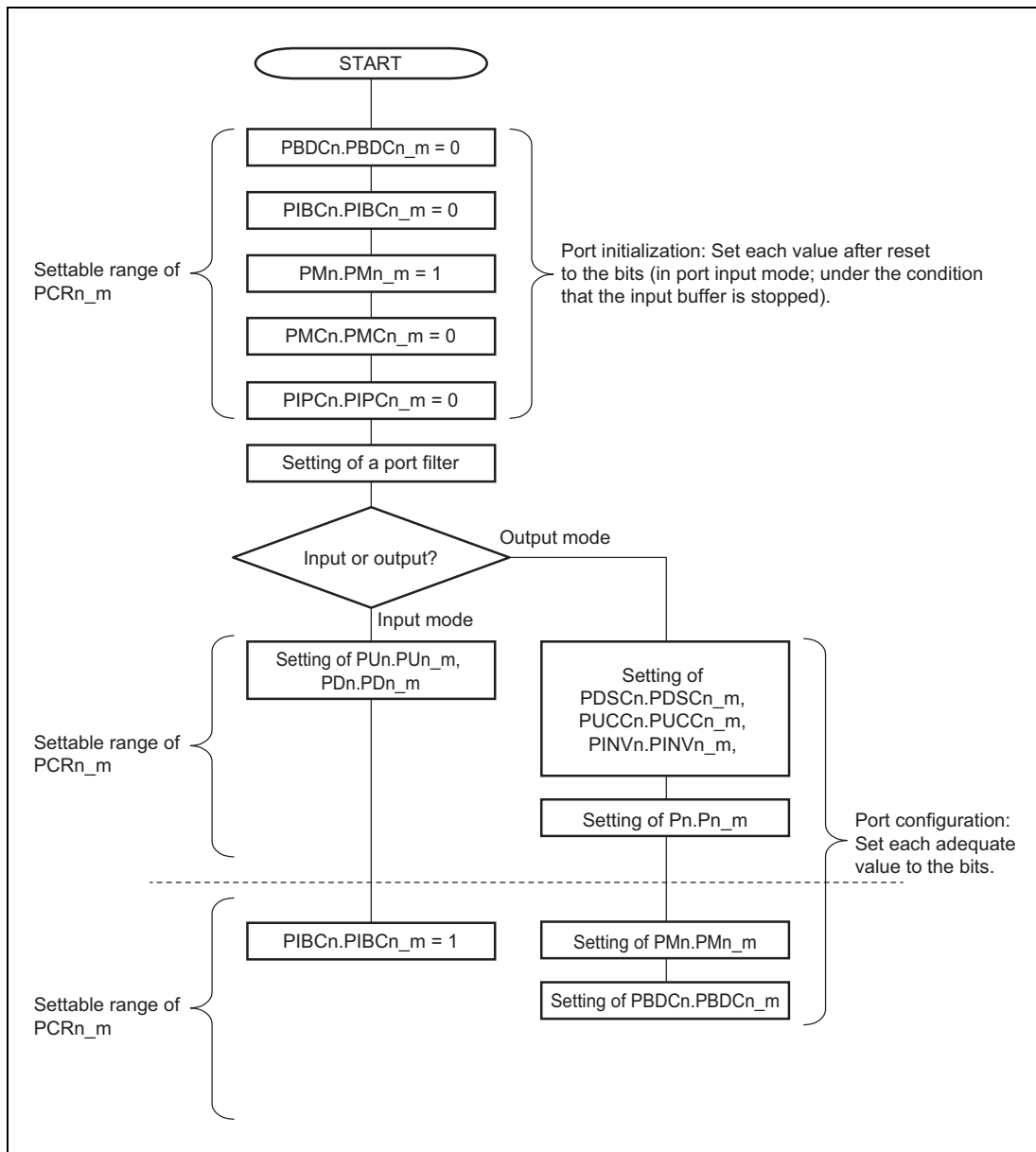


Figure 2.4 Example of Port Configuration Flow (in Port Mode)

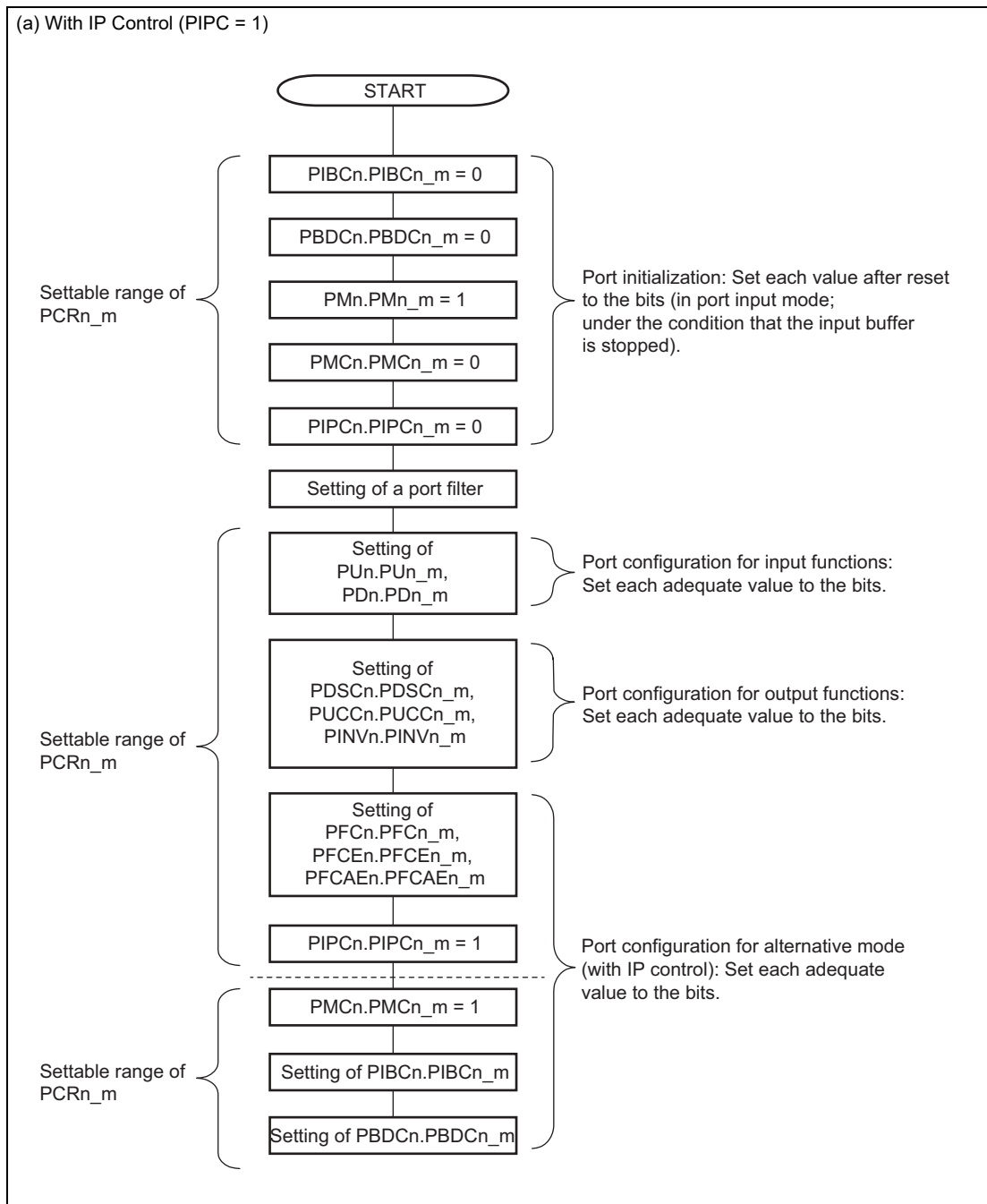


Figure 2.5 Example of Port Configuration Flow (in Alternative Mode) (1/2)

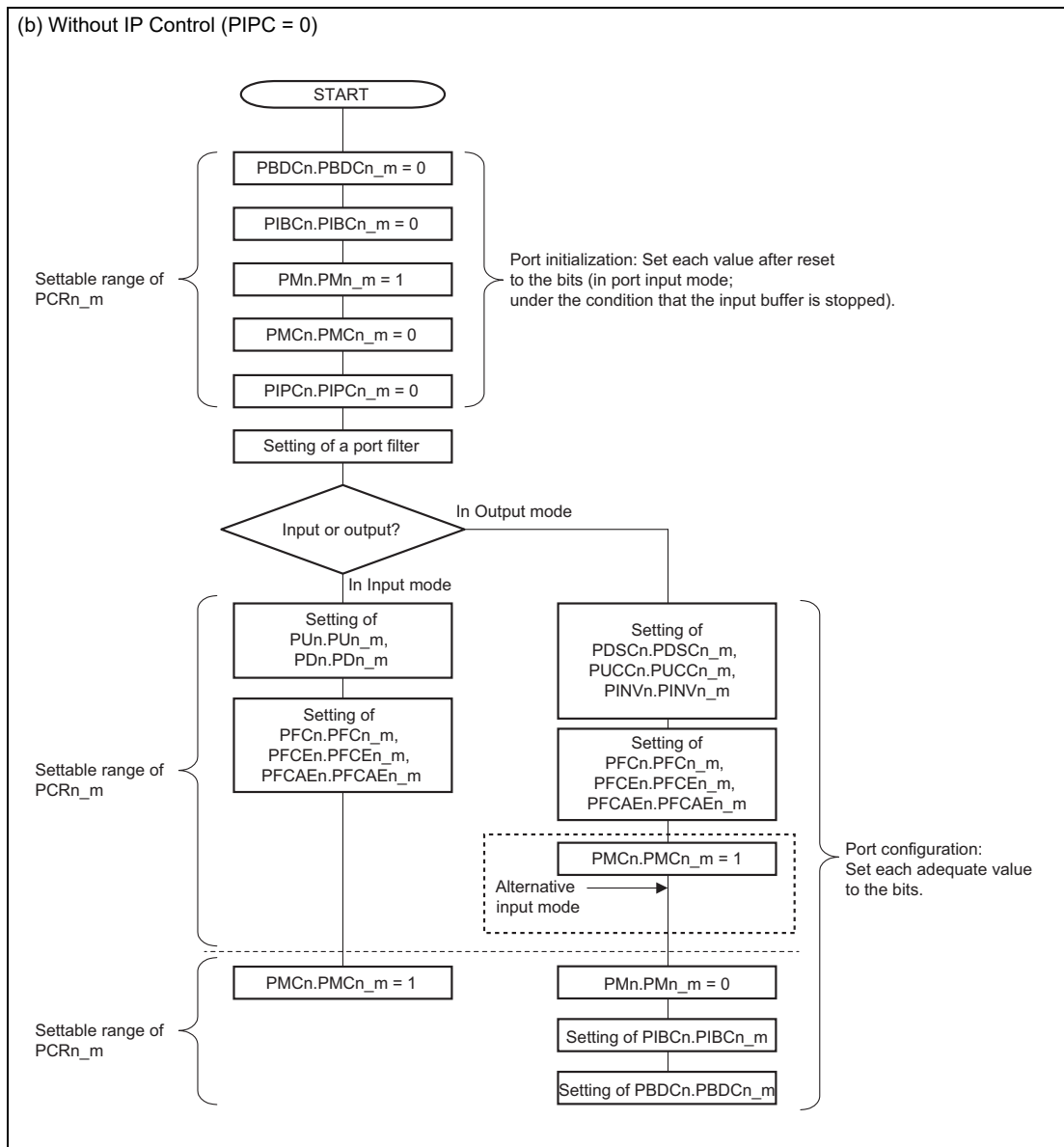


Figure 2.6 Example of Port Configuration Flow (in Alternative Mode) (2/2)

2.1.5 Functional Selection

2.1.5.1 Register Configuration in Use of the Alternative Function

When the pin alternative function is used, set $PMCn_m = 1$ and select the alternative numbers of $PFCn_m$, $PFCEn_m$, and $PFCAEn_m$. In several peripheral functions, a single alternative I/O function is allocated to multiple pins. However, such an alternative function should not be enabled in multiple pins at the same time. For example, an external interrupt input, $IRQ0$ is allocated to $P0_3$ and $P2_0$, but this alternative function can only be selected in either of them.

2.1.5.2 Alternative Function to be used in Direct I/O Control Alternative Mode

When the alternative functions described in **Table 2.29** are used, switch to direct I/O control alternative mode. When setting $PIPCn_m = 1$, the PMn_m value which has been set is ignored because the peripheral function enables or disables inputs and outputs of the buffer.

In addition, set $PIPCn_m = 0$ if you are using an alternative function not listed in **Table 2.29**.

Table 2.29 List of the Pins which Require PIPC Register Setting (1/2)

Category	Pin Name	I/O	Pin Function	Input/Output Control by Peripheral Functions
SCIn	SCInRxD	I	Receive data input	Input through the pin is enabled when the $SCI3nSCR.RE$ bit is enabling reception by $SCI3$.
	SCInTxD	O	Transmit data output	Output through the pin is enabled when the $SCI3nSCR.TE$ bit is enabling transmission by $SCI3$.
	SCInSCK	I/O	Serial clock input/output	The $SCI3nSCR.CKE[1:0]$ bits determine whether the pin is an input or output. <ul style="list-style-type: none"> Asynchronous transfer $CKE[1:0] = 00$: Both input and output through the pin are disabled. $CKE[1:0] = 01$: The pin is an output. $CKE[1:0] = 1x$: Prohibited settings Synchronous transfer $CKE[1:0] = 0x$: The pin is an output.
CSIHn	CSIHnTSSO	O	Transmit data output (data integrity verification)	<ul style="list-style-type: none"> Output control See (3) Operation of CSIHnTSSO in Section 13.5.9, Communication in Slave Mode. Input control When the $CSIHnCTL1.DCS$ bit is enabling checking the consistency of data through $CSIH$, enabling the input buffer for the pin leads to the actual output level of the pin being looped back within the device.
	CSIHnTSCK	I/O	Serial clock input/output	When then setting of $CSIHnCTL2$ is for $CSIH$ operation in slave mode, this pin is an input. When the setting is for master mode, it is an output.
	CSIHnTRY	I/O	Handshake signal input/output	When the setting of $CSIHnCTL2$ is for $CSIH$ operation in slave mode, this pin is an output. When the setting is for master mode, it is an input.
TSG2n	TSON1 to TSON6	O	Timer PWM output (Hi-Z control)	This output pin is forcibly placed in the high-impedance state under $TAPA$ control in the event of an abnormality. Output though the pin is enabled in normal operation.

Table 2.29 List of the Pins which Require PIPC Register Setting (2/2)

Category	Pin Name	I/O	Pin Function	Input/Output Control by Peripheral Functions
ATU-IV Timer C	TIOc0 to TIOc3	I/O	Input capture trigger input, output compare output	This pin is an output when ATU-IV timer C is set for compare-match operation by the TIORCx register. This pin is an input when the setting is for input- capture operation.
RSENT	RSENTnRX	I	RSENTn receive data input	Only a single-wire system of the SPC extension is the target of control when PIPCn_m = 1. Input is enabled when PIPCn_m = 1. Enabling or disabling of the SPC extension is controlled by the SPCE bit of the RSENTnCC register.
	RSENTnSPCO	O	RSENTn SPC extension output	Only a single-wire system of the SPC extension is the target of control when PIPCn_m = 1. Enabling or disabling of the SPC extension is controlled by the SPCE bit of the RSENTnCC register.

Note: n indicates the number of a given peripheral module.

2.1.5.3 Setting of the ERROROUT_C Pin

When the error-out signal output on the ERROROUT_C pin is used, enable the alternative output level loopback function for fault diagnosis.

2.1.5.4 Register Setting in Use of an Analog Input Pin

Since AN_{xxx}(ADC) DSAN_{xP} and DSAN_{xN}(DSADC) for an analog input are always connected to the A/D converter, setting of a port register to select a pin function is not required. However, when an analog input pin, which is also used for a general input port, is used, set PM_{Cn_m} = 0^{*1} and PIB_{Cn_m} = 0 (the value after reset of the port register). This prevents shoot-through current of the input buffer on the digital side during an analog voltage input. The relevant pins of this product are port groups P14, P15, and P16.

Note 1. Some pins may not be equipped with a PM_{Cn_m} bit. For which pins are and are not thus equipped, see the list of registers in **Section 2.2, Organization of Port Groups**.

2.1.5.5 Register Setting in Use of the LVDS buffer

When the LVDS buffer of RHSB is to be used, set PM_{17_m} = 0 to enable output. The output from the LVDS buffer actually being enabled takes at least 10 μs after setting PM_{17_m} = 0.

Table 2.30 Target Ports of the LVDS Buffer

Port Register	LVDS Buffer	E1M-S2
		BGA304 BGA252
PM17_0	RHSB0SOP	√
	RHSB0SON	
PM17_1	RHSB0FCLP	√
	RHSB0FCLN	
PM17_2	RHSB1SOP	√
	RHSB1SON	
PM17_3	RHSB1FCLP	√
	RHSB1FCLN	

2.1.5.6 Selecting of Function for JTAG Port

For the connection of multiple tools to the JTAG port, the interface is multiplexed on multiple sets of pins. The interface is selected by the combination of the settings of mode pins and, if the mode pins are selecting user boot mode as the operating mode, option byte OPBT2.

When any other operating mode is selected, the setting of OPBT2 has no effect and the I/F that corresponds to the operating mode is selected. For details, refer to **Section 5.2, Operating Mode**.

2.2 Organization of Port Groups

2.2.1 BGA304, BGA252 Port Function

2.2.1.1 List of the BGA304 and BGA252 Port Registers

Table 2.31 to **Table 2.46** show detailed bitmaps of control registers in each port group. In the bitmap field, “√” means an effective bit and “—” means a reserved one. Reserved areas are always read as values after reset. The write value also should be a value after reset.

The pins of port groups 7, 8, and 10 are included in the BGA304 package, but not in BGA252. For the port registers of the pins not included, the setting should not be modified (the settings should be fixed to their values after reset).

Table 2.34 List of Registers in BGA304, BGA252 Port Group 3

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
3	P3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	
	PSR3	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
						—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PPR3	R	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PM3	R/W	FFFF _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PMC3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PFC3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PFCE3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PFCAE3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PNOT3	W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PMSR3	R/W	0000 FFFF _H	32	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
						—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PMCSR3	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
						—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PIBC3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PBDC3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PIPC3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PU3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PD3	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PDSC3	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
PUCC3	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
PPROTS3	R	00 _H	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√	
PPCMD3	W	00 _H	8	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	
PINV3	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap															
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0	
					PINV	PUC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC	
3	PCR3_0	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR3_1	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR3_2	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR3_3	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR3_4	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR3_5	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR3_6	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR3_7	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√

Table 2.36 List of Registers in BGA304, BGA252 Port Group 5

Port Group Name	Register name	R/W	Value after Reset	Access Size	Bitmap																Remarks	
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
5	P5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PSR5	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits Upper 16 bits
	PPR5	R	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PM5	R/W	FFFF _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PMC5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PFC5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PFCE5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PFCAE5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PNOT5	W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PMSR5	R/W	0000 FFFF _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Upper 16 bits
	PMCSR5	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Upper 16 bits
	PIBC5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PBDC5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PIPC5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PU5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PD5	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	
	PDSC5	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Upper 16 bits
	PUCC5	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Upper 16 bits
	PPROTS5	R	00 _H	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√	
PPCMD5	W	00 _H	8	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√		
PINV5	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits	
				—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	Upper 16 bits	

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap															
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0	
5	PCR5_0	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_1	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_2	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_3	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_4	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_5	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_6	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_7	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_8	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR5_9	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√

Table 2.37 List of Registers in BGA304, BGA252 Port Group 6

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks				
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0					
6	P6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PSR6	R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits Upper 16 bits	
	PPR6	R	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PM6	R/W	FFFF _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PMC6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PFC6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PFCE6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PFCAE6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PNOT6	W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PMSR6		R/W	0000 FFFF _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PMCSR6		R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PIBC6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PBDC6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PIPC6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PU6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PD6	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PDSC6		R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	PUCC6		R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	PPROTS6	R	00 _H	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√		
	PPCMD6	W	00 _H	8	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√		
PINV6		R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits	
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																	
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0			
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC			
6	PCR6_0	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_1	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_2	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_3	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_4	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_5	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_6	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_7	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_8	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_9	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_10	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR6_11	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√

Table 2.38 List of Registers in BGA304, BGA252 Port Group 7

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks		
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
7	P7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√			
	PSR7	R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits	
						—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	Upper 16 bits	
	PPR7	R	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PM7	R/W	FFFF _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PMC7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PFC7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PFCE7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PFCAE7	R/W	0000 _H	16	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√		
	PNOT7	W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PMSR7		R/W	0000 FFFF _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	Upper 16 bits
	PMCSR7		R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	Upper 16 bits
	PIBC7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PBDC7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PIPC7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PU7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PD7	R/W	0000 _H	16	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PDSC7		R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Upper 16 bits	
PUCC7		R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits	
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Upper 16 bits	
PPROTS7	R	00 _H	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√		
PPCMD7	W	00 _H	8	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√		
PINV7		R/W	0000 0000 _H	32	—	—	—	—	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits	
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Upper 16 bits	

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap															
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0	
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC	
7	PCR7_0	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_1	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_2	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_3	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_4	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_5	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_6	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_7	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_8	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR7_9	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	—	√	√
	PCR7_10	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	—	√	√
	PCR7_11	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	—	√	√

Table 2.39 List of Registers in BGA304, BGA252 Port Group 8

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks			
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
8	P8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√			
	PSR8	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	Lower 16 bits Upper 16 bits	
	PPR8	R	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PM8	R/W	FFFF _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PMC8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PFC8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PFCE8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PFCAE8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	—	—	√	√	√	√	√	√		
	PNOT8	W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PMSR8	R/W	0000 FFFF _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√
	PMCSR8	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√
	PIBC8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PBDC8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PIPC8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PU8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PD8	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√		
	PDSC8	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	PUCC8	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
PPROTS8	R	00 _H	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√			
PPCMD8	W	00 _H	8	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√			
PINV8	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	Lower 16 bits	
				—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																	
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0			
8	PCR8_0	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR8_1	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR8_2	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR8_3	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR8_4	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
	PCR8_5	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	—	√	√	√
	PCR8_6	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	—	√	√	√
	PCR8_7	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√

Table 2.40 List of Registers in BGA304, BGA252 Port Group 10

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks	
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
10	P10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PSR10	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	Lower 16 bits Upper 16 bits
	PPR10	R	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PM10	R/W	FFFF _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PMC10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PFC10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PFCE10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	—	
	PFCAE10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PNOT10	W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PMSR10		R/W	0000 FFFF _H	32	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√
	PMCSR10		R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√
	PIBC10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PBDC10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PIPC10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PU10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PD10	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	
	PDSC10		R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
PUCC10		R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	Lower 16 bits	
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
PPROTS10	R	00 _H	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√		
PPCMD10	W	00 _H	8	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√		
PINV10		R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	Lower 16 bits	
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap															
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0	
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC	
10	PCR10_0	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	—	√	
	PCR10_1	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	
	PCR10_2	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	
	PCR10_3	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	
	PCR10_4	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	

Table 2.41 List of Registers in BGA304, BGA252 Port Group 11

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks		
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
11	P11	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√			
	PSR11	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	Lower 16 bits Upper 16 bits	
	PPR11	R	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√		
	PM11	R/W	FFFF _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√		
	PMC11	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	—		
	PFC11	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	—		
	PFCE11	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	—		
	PNOT11	W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√		
	PMSR11		R/W	0000 FFFF _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PMCSR11		R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	—	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PIBC11	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√		
	PBDC11	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√		
	PU11	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√		
	PD11	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√		
	PDSC11		R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	PUCC11		R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	Lower 16 bits
						—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
PPROTS11	R	00 _H	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√			
PPCMD11	W	00 _H	8	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√			
PINV11		R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	Lower 16 bits	
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap														
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC
11	PCR11_0	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	—	—	√	—	—	—
	PCR11_1	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	—	√	—	√	√
	PCR11_2	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	—	√	—	√	√
	PCR11_3	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	—	√	—	√	√
	PCR11_4	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	—	√	—	√	√
	PCR11_5	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	—	√	—	√	√

Table 2.42 List of Registers in BGA304, BGA252 Port Group 13

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
13	P13	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PSR13	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	Lower 16 bits Upper 16 bits
	PPR13	R	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PM13	R/W	FFFF _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PMC13	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PFC13	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	
	PFCE13	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	√	—	—	—	
	PFCAE13	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PNOT13	W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PMSR13	R/W	0000 FFFF _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PMCSR13	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
	PIBC13	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PBDC13	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PIPC13	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√	√	
	PU13	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PD13	R/W	0000 _H	16	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PDSC13	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
PUCC13	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	Lower 16 bits	
				—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Upper 16 bits
PPROTS13	R	00 _H	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√		
PPCMD13	W	00 _H	8	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√		
PINV13	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	Lower 16 bits	
				—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Upper 16 bits

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap															
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0	
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC	
13	PCR13_0	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	—	√	√	—	√
	PCR13_1	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	—	√
	PCR13_2	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	—	√
	PCR13_3	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	—	√	√	—	√
	PCR13_4	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	—	√	√	√	√
	PCR13_5	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	—	√	√	—	—
	PCR13_6	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	—	√	√	—	—
	PCR13_7	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	—	√	√	—	—
	PCR13_8	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	—	√	√	—	—
	PCR13_9	R/W	0000 0010 _H	32	√	√	√	√	√	√	√	√	√	√	√	—	√	√	—	—

Table 2.43 List of Registers in BGA304, BGA252 Port Group 14

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks			
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
14	PPR14	R	0000 _H	16	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√			
	PMC14	R/W	0000 _H	16	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		
	PFC14	R/W	0000 _H	16	√	—	√	—	√	√	√	√	—	√	√	√	—	—	—	—	—	—		
	PMCSR14	R/W	0000 0000 _H	32	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	Lower 16 bits
					√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
PIBC14	R/W	0000 _H	16	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√		

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap															
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0	
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC	
14	PCR14_0	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—
	PCR14_1	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—
	PCR14_2	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—
	PCR14_3	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_4	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_5	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_6	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—
	PCR14_7	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_8	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_9	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_10	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_11	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_12	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—
	PCR14_13	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√
	PCR14_14	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—
	PCR14_15	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	√

Table 2.44 List of Registers in BGA304, BGA252 Port Group 15

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks			
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
15	PPR15	R	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√			
	PMC15	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√		
	PFC15	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	√		
	PMCSR15	R/W	0000 0000 _H	32	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	Lower 16 bits
					—	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√
PIBC15	R/W	0000 _H	16	—	—	—	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√			

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0		
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC		
15	PCR15_0	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—	√
	PCR15_1	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—	—
	PCR15_2	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—	—
	PCR15_3	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	√	—	—	—	—	—	—	—

Table 2.45 List of Registers in BGA304, BGA252 Port Group 16

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks	
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
16	PPR16	R	0000 _H	16	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	
	PIBC16	R/W	0000 _H	16	—	—	—	—	—	—	—	√	√	√	√	√	√	√	√	√	√	

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap															
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0	
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC	
16	PCR16_0	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	
	PCR16_1	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	
	PCR16_2	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	
	PCR16_3	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	
	PCR16_4	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	
	PCR16_5	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	
	PCR16_6	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	
	PCR16_7	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	
	PCR16_8	R/W	0000 0000 _H	32	—	—	—	—	—	—	√	—	√	—	—	—	—	—	—	

Table 2.46 List of Registers in BGA304, BGA252 Port Group 17

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap																Remarks
					15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
17	PM17	R/W	FFFF _H	16	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√		
	PMSR17	R/W	0000 FFFF _H	32	—	—	—	—	—	—	—	—	—	—	—	√	√	√	√	Lower 16 bits Upper 16 bits	

Port Group Name	Register Name	R/W	Value after Reset	Access Size	Bitmap															
					30	25	24	19	18	17	16	12	8	6	5	4	2	1	0	
					PINV	PUCC	PDSC	PU	PD	PBDC	PIBC	P	PPR	PMC	PIPC	PM	PFCAE	PFCE	PFC	
17	PCR17_0	R/W	0000 0010 _H	32	—	—	—	—	—	—	—	—	—	—	—	—	√	—	—	
	PCR17_1	R/W	0000 0010 _H	32	—	—	—	—	—	—	—	—	—	—	—	—	√	—	—	
	PCR17_2	R/W	0000 0010 _H	32	—	—	—	—	—	—	—	—	—	—	—	—	√	—	—	
	PCR17_3	R/W	0000 0010 _H	32	—	—	—	—	—	—	—	—	—	—	—	—	√	—	—	

2.2.1.2 Alternative Function List of the BGA304, BGA252 Pins

Table 2.47 to **Table 2.62** show the list of alternative functions of each port pin. In the tables, “ — ” means a reserved bit which cannot be selected.

The pins of port groups 7, 8, and 10 is included in the BGA304 package, but not in BGA252. The setting of port registers should not be modified (the settings should be fixed to their values after reset) because the functions of the port groups, which are not included, cannot be used.

Table 2.47 List of Pin Alternative Functions in BGA304, BGA252 Port Group 0

General Input/Output Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P0_0	IO	—	—	—	—	—	FR0RXDA	—	CSIH0TSI	—	SCIORXD	—	—	—
P0_1	IO	—	—	—	—	—	FR0TXDA	—	CSIH0TSO	—	—	SCIO0TXD	—	—
P0_2	IO	—	—	—	—	—	FR0ENA	—	CSIH0TSC	—	SCIO0SCK	—	—	—
P0_3	IO	—	—	—	—	—	FR0RXDB	—	CSIH0TCS	—	CRX2	—	IRQ0	—
P0_4	IO	—	—	—	—	—	FR0TXDB	—	CSIH0TCS	—	—	CTX2	IRQ1	—
P0_5	IO	—	—	—	—	—	FR0ENB	—	CSIH0TCS	—	—	—	IRQ2	—
P0_6	IO	—	—	—	—	—	—	—	CSIH1TSI	—	—	—	IRQ3	—
P0_7	IO	—	—	—	—	—	—	—	—	—	CSIH1TSO	—	IRQ4	—
P0_8	IO	TIA00	—	—	—	—	—	—	CSIH1TSC	—	—	CSIH1TSC	—	—
P0_9	IO	TIA01	—	—	—	—	—	—	CSIH0TSS	—	—	CSIH1TCS	—	—
P0_10	IO	TIA02	—	—	—	—	—	—	CSIH0TRY	—	—	CSIH1TCS	—	—
P0_11	IO	TIA03	—	—	—	—	—	—	CSIH0TCS	—	—	CSIH1TCS	—	—
P0_12	IO	TIA04	—	—	—	—	—	—	CSIH0TCS	—	—	CSIH1TCS	—	—
P0_13	IO	TIA05	—	—	—	—	—	—	CSIH0TCS	—	—	CSIH1TSC	—	—
P0_14	IO	TIA06	—	—	—	—	—	—	CSIH1TRY	—	—	CSIH1TRY	—	—

Table 2.48 List of Pin Alternative Functions in BGA304, BGA252 Port Group 1 (1/2)

General Input/Output Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P1_0	IO	—	—	—	—	—	—	—	—	—	—	—	—	—
P1_1	IO	—	—	—	—	—	—	—	—	—	—	—	—	—
P1_2	IO	—	—	—	—	—	—	—	—	—	—	—	—	—
P1_3	IO	—	—	—	—	—	—	—	—	—	—	—	—	—
P1_4	IO	—	—	—	—	—	—	—	—	—	—	—	—	—

Table 2.48 List of Pin Alternative Functions in BGA304, BGA252 Port Group 1 (2/2)

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P1_5	—	TOD31A	—	TOD31B	—	TOE41	—	APA5	—	TSO04	—	—	—	—
P1_6	—	TOD32A	—	TOD32B	—	TOE42	—	APA6	—	TSO05	—	—	—	—
P1_7	—	TOD33A	—	TOD33B	—	TOE43	—	APA7	—	TSO06	—	—	—	—
P1_8	—	TOD50A	—	TOD50B	—	TOE20	—	APA8	—	TSO07	—	LRX0	—	—
P1_9	—	TOD51A	—	TOD51B	—	TOE21	—	APA9	—	TSO10	—	—	LTX0	—
P1_10	—	TOD52A	—	TOD52B	—	TOE22	—	APA10	—	TSO11	—	—	—	—
P1_11	—	TOD53A	—	TOD53B	—	TOE23	—	APA11	—	TSO12	—	—	—	—
P1_12	IO	TIOC50	—	TOD60B	—	TOE30	—	APA12	—	TSO13	—	—	—	—
P1_13	IO	TIOC51	—	TOD61B	—	TOE31	—	APA13	—	TSO14	—	—	—	—
P1_14	IO	TIOC52	—	TOD62B	—	TOE32	—	APA14	—	TSO15	—	—	—	—
P1_15	IO	TIOC53	—	TOD63B	—	TOE33	—	APA15	—	TSO16	—	—	—	—

Table 2.49 List of Pin Alternative Functions in BGA304, BGA252 Port Group 2

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P2_0	IO	TIA00	—	TOD00B	TIOC12	TIOC12	—	—	—	TSO17	—	—	IRQ0	—
P2_1	IO	TIA01	—	TOD01B	TIOC13	TIOC13	—	—	—	—	—	—	IRQ1	—
P2_2	IO	TIA02	—	TOD02B	TIOC20	TIOC20	—	—	—	—	—	—	IRQ2	—
P2_3	IO	TIA03	—	TOD03B	TIOC21	TIOC21	—	—	—	—	—	—	IRQ3	—
P2_4	IO	TIA04	—	TOD10B	TIOC22	TIOC22	—	—	CRX3	—	—	—	IRQ4	—
P2_5	IO	TIA05	—	TOD11B	TIOC23	TIOC23	—	—	—	CTX3	—	—	IRQ5	—
P2_6	IO	TCLKA	—	TOD12B	TIOC30	TIOC30	—	—	—	CRX0	—	—	IRQ6	—
P2_7	IO	TCLKB	—	TOD13B	TIOC31	TIOC31	—	—	—	—	—	—	IRQ7	—

Table 2.50 List of Pin Alternative Functions in BGA304, BGA252 Port Group 3 (1/2)

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P3_0	IO	TIFOA	—	TOD30B	TIOC32	TIOC32	—	—	—	CRX1	—	—	—	—
P3_1	IO	TIF1A	—	TOD31B	TIOC33	TIOC33	—	—	—	CTX1	—	—	—	—
P3_2	IO	TIF2A	—	TOD32B	TIOC40	TIOC40	ADTRG1	—	—	—	—	—	—	—
P3_3	IO	TIF3	—	TOD33B	TIOC41	TIOC41	—	ADEND1	—	—	—	—	—	—
P3_4	IO	TIF4	—	TOD50B	TIOC42	TIOC42	ADTRG0	—	—	—	—	—	—	—

Table 2.50 List of Pin Alternative Functions in BGA304, BGA252 Port Group 3 (2/2)

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P3_5	TIF5	—	TIJ3	TOD51B	TIOC43	TIOC43	—	ADEND0	—	—	—	—	—	—
P3_6	TIA06	—	—	TOD52B	TIOC00	TIOC00	—	—	CRX3	—	—	—	—	—
P3_7	TIF6	—	—	TOD53B	TIOC01	TIOC01	—	—	—	CTX3	—	—	—	—

Table 2.51 List of Pin Alternative Functions in BGA304, BGA252 Port Group 4

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P4_0	—	TOD00A	TAPTS00	TOD00B	TIOC20	TIOC20	TIFOA	APA0	—	ERROROU T_C	—	RSENT0S PCO	CSIH3TSS	—
P4_1	—	TOD01A	TAPTS01	TOD01B	TIOC21	TIOC21	TIF1A	APA1	—	—	—	RSENT1S PCO	—	CSIH3TSS
P4_2	—	TOD02A	TAPTS02	TOD02B	TIOC22	TIOC22	TIF2A	APA2	—	—	—	RSENT2S PCO	CSIH3TSS K	—
P4_3	—	TOD03A	TAPTS10	TOD03B	TIOC23	TIOC23	TIF3	APA3	—	—	CSIH2TSS I	RSENT3S PCO	—	CSIH3TSS S0
P4_4	—	TOD10A	TAPTS11	TOD10B	—	TOE30	TIF4	APA4	—	—	CSIH2TRY	CSIH2TRY	—	CSIH3TSS S1
P4_5	—	TOD11A	TAPTS12	TOD11B	—	TOE31	TIF5	APA5	CRX0	—	—	—	—	CSIH3TSS S2
P4_6	—	TOD12A	—	TOD12B	—	TOE32	TIF6	APA6	—	CTX0	—	—	—	CSIH3TSS S3
P4_7	—	TOD13A	—	TOD13B	—	TOE00	TIF7	APA7	—	—	CSIH2TSS	—	CSIH3TSS I	—
P4_8	—	TOD40A	—	TOD40B	—	TOE01	TIF8	APA8	—	—	CSIH2TSS	CSIH3TRY	CSIH3TRY	—
P4_9	—	TOD41A	—	TOD41B	—	TOE02	TIF9	APA9	CRX3	—	CSIH2TSS K	CSIH2TSS K	—	—
P4_10	—	TOD42A	—	TOD42B	—	TOE03	TIF10	APA10	—	CTX3	—	CSIH2TSS S0	—	—
P4_11	—	TOD43A	—	TOD43B	—	TOE10	TIF11	APA11	—	—	—	CSIH2TSS S1	—	—
P4_12	—	TIOC42	—	TOD50B	—	TOE11	TIF12	APA12	SCIRXD	—	—	CSIH2TSS S2	—	RSENT0S PCO
P4_13	—	TIOC43	—	TOD51B	—	TOE12	TIF13	APA13	—	SCI1TxD	—	CSIH2TSS S3	—	RSENT1S PCO
P4_14	—	TOD20B	—	TOD52B	—	TOE13	TIF14	APA14	CRX1	—	—	RSENT2S PCO	—	—
P4_15	—	TOD21B	—	TOD53B	—	TOE40	TIF15	APA15	—	CTX1	—	RSENT3S PCO	—	ERROROU T_C

Table 2.52 List of Pin Alternative Functions in BGA304, BGA252 Port Group 5

General Input/Output Port	First Alternative			Second Alternative			Third Alternative			4th Alternative			5th Alternative			6th Alternative			7th Alternative		
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7	Dedicated Function					
P5_0	TIF0B	TOE41	—	TOD20B	TIOC00	TIOC00	TIOC00	—	—	CRX0	—	SCI1RXD	—	—	—	—					
P5_1	TIF1B	TOE42	—	TOD21B	TIOC01	TIOC01	—	—	—	—	CTX0	—	SCI1TXD	—	—						
P5_2	TIF2B	TOE43	—	TOD22B	TIOC02	TIOC02	ESO2	—	—	SCI0RXD	—	SCI1SCK	SCI1SCK	POD	—	—					
P5_3	TIF6	—	TIJ0	TOD23B	TIOC03	TIOC03	ESO3	—	—	CRX1	—	SCI2RXD	—	RSENT0R	RSENT0S	PCO					
P5_4	TIF7	—	TIJ1	TOD30B	TIOC10	TIOC10	RSENT1R	RSENT1S	PCO	—	CTX1	—	SCI2TXD	DSADTRG	—	—					
P5_5	TIF8	TOE20	—	TOD31B	TIOC11	TIOC11	—	—	—	SCI0TXD	—	SCI2SCK	SCI2SCK	—	DSADEND	1					
P5_6	TIF9	TOE21	—	TOD32B	TIOC12	TIOC12	LRX0	—	—	CRX2	—	—	—	DSADTRG	—	—					
P5_7	TIF10	TOE22	—	TOD33B	TIOC13	TIOC13	—	LTX0	—	—	CTX2	—	SCI3SCK	—	DSADEND	0					
P5_8	TIF11	TOE23	TIJ2	—	TIOC40	TIOC40	RSENT2R	RSENT2S	PCO	—	—	SCI3RXD	—	DSADTRG	—	—					
P5_9	TIF12	TOE33	TIJ3	—	TIOC41	TIOC41	RSENT3R	RSENT3S	PCO	—	—	—	SCI3TXD	—	DSADEND	2					

Table 2.53 List of Pin Alternative Functions in BGA304, BGA252 Port Group 6 (1/2)

General Input/Output Port	First Alternative			Second Alternative			Third Alternative			4th Alternative			5th Alternative			6th Alternative			7th Alternative		
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7	Dedicated Function					
P6_0	TIF13	TOD60A	TIJ0	—	—	RSENT0R	RSENT0S	—	—	TOE40	—	—	—	DSADTRG	—	—					
P6_1	TIF14	TOD61A	TIJ1	—	—	RSENT1R	RSENT1S	—	—	TOE41	—	—	CTX0	—	DSADEND	3					
P6_2	TIF15	TOD62A	TIJ2	—	—	RSENT2R	RSENT2S	—	—	TOE42	—	—	SCI1RXD	—	DSADTRG	—					
P6_3	TIF0A	TOD63A	—	—	—	TIOC60	TIOC60	—	—	TOE43	—	—	CTX3	—	DSADEND	4					
P6_4	—	TOD70A	—	TOD60B	TIOC61	TIOC61	—	—	TOE50	—	—	—	RSENT4S	DSADTRG	—	—					
P6_5	—	TOD71A	—	TOD61B	TIOC62	TIOC62	—	—	TOE51	—	—	—	RSENT5S	—	DSADEND	5					
P6_6	—	TOD72A	—	TOD62B	TIOC63	TIOC63	—	—	TOE52	—	—	SCI2RXD	—	DSADTRG	—	—					
P6_7	—	TOD73A	TIJ3	TOD63B	RSENT3R	RSENT3S	—	—	TOE53	—	—	—	SCI2TXD	—	DSADEND	6					
P6_8	TIF1A	—	—	TOD70B	TIOC70	TIOC70	—	—	TOE60	—	—	RSENT4S	—	DSADTRG	—	—					

Table 2.53 List of Pin Alternative Functions in BGA304, BGA252 Port Group 6 (2/2)

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P6_9	TIF2A	—	—	TOD71B	TIOC71	TIOC71	—	TOE61	—	RSENT5S PCO	—	SCI3TXD	—	DSADEND 7
P6_10	—	—	TIJ4	TOD72B	TIOC72	TIOC72	—	TOE62	RSENT4R X	RSENT4S PCO	SCI0RXD	—	—	—
P6_11	—	—	TIJ5	TOD73B	TIOC73	TIOC73	—	TOE63	RSENT5R X	RSENT5S PCO	—	SCI0TXD	—	—

Table 2.54 List of Pin Alternative Functions in BGA304, BGA252 Port Group 7

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P7_0	—	—	—	—	TIOC00	TIOC00	—	—	—	—	CSIH3TSI	—	—	—
P7_1	—	—	—	—	TIOC01	TIOC01	—	—	—	—	—	CSIH3TSO	—	—
P7_2	—	—	—	—	TIOC02	TIOC02	—	—	—	—	CSIH3TSC K	CSIH3TSC K	—	—
P7_3	—	—	—	—	TIOC03	TIOC03	—	—	—	—	—	CSIH3TCS S0	—	—
P7_4	—	—	TOD60A	—	TIOC10	TIOC10	—	—	—	—	—	CSIH3TCS S1	—	—
P7_5	—	—	TOD61A	TIJ0	TIOC11	TIOC11	—	—	—	—	—	CSIH3TCS S2	—	—
P7_6	—	—	TOD62A	TIJ1	TIOC12	TIOC12	—	—	—	—	—	CSIH3TCS S3	—	—
P7_7	—	—	TOD63A	—	TIOC13	TIOC13	—	TOE00	—	—	CSIH3TSS 1	—	—	—
P7_8	—	—	TOD70A	—	TIOC20	TIOC20	—	TOE01	—	—	CSIH3TRY	CSIH3TRY	—	—
P7_9	—	—	TOD71A	—	TIOC21	TIOC21	—	TOE02	—	—	—	—	—	—
P7_10	—	—	TOD72A	—	TIOC22	TIOC22	—	TOE03	—	—	—	—	—	—
P7_11	—	—	TOD73A	—	TIOC23	TIOC23	—	—	—	—	—	—	—	—

Table 2.55 List of Pin Alternative Functions in BGA304, BGA252 Port Group 8 (1/2)

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P8_0	TIF5	TOE10	—	—	TIOC60	TIOC60	—	RSENT4S PCO	—	CIX2	—	SCI1TXD	—	—
P8_1	TIF6	TOE11	—	—	TIOC61	TIOC61	—	RSENT4S PCO	—	—	SCI2RXD	—	—	—
P8_2	TIF7	TOE12	—	—	TIOC62	TIOC62	—	—	—	—	—	SCI2TXD	—	—

Table 2.55 List of Pin Alternative Functions in BGA304, BGA252 Port Group 8 (2/2)

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P8_3	TIF8	TOE13	—	—	TIOC63	TIOC63	—	—	—	—	SCI0RXD	—	—	—
P8_4	TIF9	TOE20	TIJ0	—	TIOC70	TIOC70	RSENT0R X	RSENT0S PCO	—	—	—	SCI0TXD	—	—
P8_5	TIF10	TOE21	TIJ1	—	TIOC71	TIOC71	RSENT1R X	RSENT1S PCO	—	—	—	—	—	—
P8_6	TIF11	TOE22	TIJ2	—	TIOC72	TIOC72	RSENT2R X	RSENT2S PCO	—	—	—	—	—	—
P8_7	TIF12	TOE23	TIJ3	—	TIOC73	TIOC73	RSENT3R X	RSENT3S PCO	—	—	—	—	IRQ0	—

Table 2.56 List of Pin Alternative Functions in BGA304, BGA252 Port Group 10

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P10_0	TIF0A	—	—	—	—	—	—	—	CRX0	—	SCI3RXD	—	—	—
P10_1	TIF1A	TOE00	—	—	TIOC50	TIOC50	—	RSENT0S PCO	—	CTX0	—	SCI3TXD	—	—
P10_2	TIF2A	TOE01	—	—	TIOC51	TIOC51	—	RSENT1S PCO	CRX1	—	—	—	—	—
P10_3	TIF3	TOE02	—	—	TIOC52	TIOC52	—	RSENT2S PCO	—	CTX1	—	—	—	—
P10_4	TIF4	TOE03	—	—	TIOC53	TIOC53	—	RSENT3S PCO	CRX2	—	SCI1RXD	—	—	—

Table 2.57 List of Pin Alternative Functions in BGA304, BGA252 Port Group 11

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P11_0	—	—	—	—	—	—	—	—	—	—	—	—	—	—
P11_1	TIF13	—	—	TOD22B	—	APA0	—	TOE33	—	—	—	—	—	—
P11_2	—	TOD80A	—	TOD80B	—	APA1	—	TOE20	—	—	—	—	—	—
P11_3	—	TOD81A	—	TOD81B	—	APA2	—	TOE21	—	—	—	—	—	—
P11_4	—	TOD82A	—	TOD82B	—	APA3	—	TOE22	—	—	—	—	—	—
P11_5	—	TOD83A	—	TOD83B	—	APA4	—	TOE23	—	—	—	—	—	—

Table 2.58 List of Pin Alternative Functions in BGA304, BGA252 Port Group 13

General Input/Output Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P13_0	IO	—	—	—	—	—	—	—	—	RHSB0CS D0	CSIH1TSI	—	—	—
P13_1	IO	—	—	—	—	—	—	—	—	RHSB0CS D1	—	CSIH1TSO	—	—
P13_2	IO	—	—	—	—	—	—	—	RHSB0S10	—	CSIH1TSC K	CSIH1TSC K	—	—
P13_3	IO	—	—	—	—	—	—	—	RHSB0S11	—	—	CSIH1TCS S0	—	—
P13_4	IO	—	—	—	—	—	—	—	RHSB0EM RG	—	—	CSIH1TCS S1	—	ERROROU T_C
P13_5	IO	—	—	—	—	—	—	—	—	RHSB1CS D0	—	—	—	—
P13_6	IO	—	—	—	—	—	—	—	—	RHSB1CS D1	—	—	—	—
P13_7	IO	—	—	—	—	—	—	—	RHSB1S10	—	—	—	—	—
P13_8	IO	—	—	—	—	—	—	—	RHSB1S11	—	—	—	—	—
P13_9	IO	—	—	—	—	—	—	—	RHSB1EM RG	—	—	—	—	—

Table 2.59 List of Pin Alternative Functions in BGA304, BGA252 Port Group 14 (1/2)

General Input/Output Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative	
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7
P14_0	I	TIF0A	—	—	—	—	—	—	—	—	—	—	—	AN020 /DSAN4P
P14_1	I	TIF1A	—	—	—	—	—	—	—	—	—	—	—	AN021 /DSAN4N
P14_2	I	TIF2A	—	—	—	—	—	—	—	—	—	—	—	AN022 /DSAN5P
P14_3	I	TIF0B	—	TIA00	—	—	—	—	—	—	—	—	—	AN023 /DSAN5N
P14_4	I	TIF1B	—	TIA01	—	—	—	—	—	—	—	—	—	AN030 /DSAN6P
P14_5	I	TIF2B	—	TIA02	—	—	—	—	—	—	—	—	—	AN031 /DSAN6N
P14_6	I	TIF3	—	—	—	—	—	—	—	—	—	—	—	AN032 /DSAN7P
P14_7	I	TIF4	—	TIA03	—	—	—	—	—	—	—	—	—	AN033 /DSAN7N
P14_8	I	TIF5	—	TIA04	—	—	—	—	—	—	—	—	—	AN040
P14_9	I	TIF6	—	TIA05	—	—	—	—	—	—	—	—	—	AN041
P14_10	I	TIF7	—	TIJ2	—	—	—	—	—	—	—	—	—	AN042
P14_11	I	TIF8	—	TIJ3	—	—	—	—	—	—	—	—	—	AN043
P14_12	I	TIF9	—	—	—	—	—	—	—	—	—	—	—	AN010 /DSAN2P

Table 2.59 List of Pin Alternative Functions in BGA304, BGA252 Port Group 14 (2/2)

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative		Dedicated Function
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7	
P14_13	TIF10	—	TIJ0	—	—	—	—	—	—	—	—	—	—	—	AN011 /DSAN2N
P14_14	TIF11	—	—	—	—	—	—	—	—	—	—	—	—	—	AN012 /DSAN3P
P14_15	TIF12	—	TIJ1	—	—	—	—	—	—	—	—	—	—	—	AN013 /DSAN3N

Table 2.60 List of Pin Alternative Functions in BGA304, BGA252 Port Group 15

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative		Dedicated Function
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7	
P15_0	TIF9	—	TIJ06	—	—	—	—	—	—	—	—	—	—	—	AN050
P15_1	TIF10	—	—	—	—	—	—	—	—	—	—	—	—	—	AN051
P15_2	TIF11	—	—	—	—	—	—	—	—	—	—	—	—	—	AN052
P15_3	TIF12	—	—	—	—	—	—	—	—	—	—	—	—	—	AN053

Table 2.61 List of Pin Alternative Functions in BGA304, BGA252 Port Group 16

Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative		Dedicated Function
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7	
P16_0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN150
P16_1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN151
P16_2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN160
P16_3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN161
P16_4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN170
P16_5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN171
P16_6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN152
P16_7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN162
P16_8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	AN172

Table 2.62 List of Pin Alternative Functions in BGA304, BGA252 Port Group 17

General Input/ Output Port	First Alternative		Second Alternative		Third Alternative		4th Alternative		5th Alternative		6th Alternative		7th Alternative		Dedicated Function
	ALT_IN1	ALT_OUT1	ALT_IN2	ALT_OUT2	ALT_IN3	ALT_OUT3	ALT_IN4	ALT_OUT4	ALT_IN5	ALT_OUT5	ALT_IN6	ALT_OUT6	ALT_IN7	ALT_OUT7	
P17_0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RHSB0SOP, RHSB0SON
P17_1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RHSB0FCLP, RHSB0FCLN
P17_2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RHSB1SOP, RHSB1SON
P17_3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RHSB1FCLP, RHSB1FCLN

2.3 DNF

Digital Noise Filter (DNF) eliminates digital noise from external input signals. This product includes two sorts of DNF: peripheral function DNF and edge detection DNF.

2.3.1 Example of Noise Elimination

Figure 2.7 shows an example of noise elimination in peripheral function DNF and edge detection DNF. In this example, the sampling clock, the sampling count, and the current output level are set to 1/2 of the DNF input clock, two (twice), and low, respectively. “○” in the figure means that high level is detected.

In input examples 1, 2, and 3, the output level changes from low to high because the same level is detected twice in a row through sampling. In input examples 4, 5, and 6, on the other hand, the same level is not detected twice consecutively. Therefore, these inputs are regarded as noise and the input signal state is eliminated.

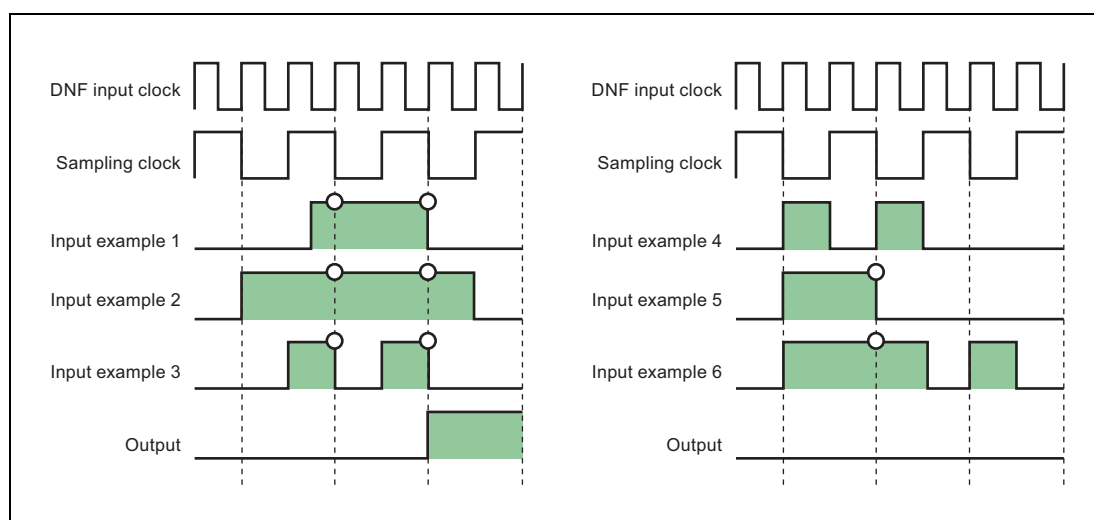


Figure 2.7 Timing Chart of Digital Noise Elimination

2.3.2 Peripheral Function DNF

2.3.2.1 Overview of Peripheral Function DNF

This DNF eliminates noise from the input function pins for the peripheral function.

Peripheral Function DNF has the following functions:

- Eliminates digital noise from input signals and outputs noiseless signals.
- Selects whether to output signals from which digital noise is eliminated or signals containing digital noise.
- Selects the digital noise elimination width from 2, 3, 4, and 5 counts of the sampling clock.
- Selects five types of sampling frequency shown below:
1/1, 1/2, 1/4, 1/8, and 1/16 of the DNF input clock.
- The conditions for noise elimination can be set by each channel via the registers.
- The DNF input clock of DNF group number 0 is a low-speed peripheral clock.
- The DNF input clock of DNF group number 1 is an unmodulated high-speed peripheral clock.
- The DNF input clock of DNF group number 8 is an unmodulated high-speed peripheral clock.

2.3.2.2 Details of the Control Registers

Table 2.63 shows base addresses of DNF. “n” indicates a number of the DNF group.

Table 2.63 Base Addresses of Peripheral Function DNF

DNFn	<DNFn_base> address
DNF0	FFC3 0000
DNF1	FFC3 0100
DNF8	FFC3 0800

2.3.2.3 DNFP01nCTLm — Digital Noise Elimination Control Register

This register sets conditions for noise elimination of channel number m in DNF group number n .

Access: This register is readable/writable in 8-bit units.

Address: <DNFn_base> + $4_H \times m$ (m : channel number)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	NFEN	SLST[1:0]		—	—	PRS[2:0]		
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W

Table 2.64 DNFP01nCTLm Register Contents

Bit Position	Bit Name	Function
7	NFEN	Enables/disables digital noise elimination. 0: Digital noise is not eliminated. 1: Digital noise is eliminated.
6, 5	SLST[1:0]	Specifies the sampling count for digital noise elimination. 00: Sampling count = 2 01: Sampling count = 3 10: Sampling count = 4 11: Sampling count = 5
4, 3	—	Reserved. The read values are always 0. The write values should always be 0.
2 to 0	PRS[2:0]	Specifies the sampling clock division ratio for digital noise elimination. 000: DNF input clock/1 001: DNF input clock/2 010: DNF input clock/4 011: DNF input clock/8 100: DNF input clock/16 Other than the above: Setting is prohibited.

2.3.2.4 Setting Procedures of Peripheral Function DNF

The following shows the procedures to set peripheral function DNF. If the input level to a pin varies during (4) and (5), an unexpected signal may be input to the peripheral function. Therefore, the corresponding flag at the peripheral function side or the like should be cleared in (6).

- (1) Set the PRS[2:0] and SLST[1:0] bits in the DNFP01nCTLm register.
- (2) Set the NFEN bit in the DNFP01nCTLm register. This setting can be made at the same time as (1).
- (3) Set a port register to select an alternative function.
- (4) Wait for the following time: sampling clock period \times number of samples + DNF input clock period \times 2.
- (5) Enable an operation of a peripheral function in the destination to which DNF is connected.
- (6) Clear the flag of peripheral function, and the like.

Clear the NFEN bit in the DNFP01nCTLm register, and then proceed the setting again in the order from steps (1) to (6), if the setting is to be changed while edge detection DNF is under the operation.

2.3.2.5 Peripheral Function Pin intended for DNF insertion

The signals shown in **Table 2.65** are the targets of DNF insertion.

Table 2.65 DNF Insertion Targets

DNF Group Number n	DNF Channel Number m	DNF Insertion Target Pin			E1M-S2
		Pin Name	Pin Function	Peripheral Function	BGA304 BGA252
0	0	IRQ0	External interrupt input	INTC	√
	1	IRQ1	External interrupt input	INTC	√
	2	IRQ2	External interrupt input	INTC	√
	3	IRQ3	External interrupt input	INTC	√
	4	IRQ4	External interrupt input	INTC	√
	5	IRQ5	External interrupt input	INTC	√
	6	IRQ6	External interrupt input	INTC	√
	7	IRQ7	External interrupt input	INTC	√
	10	ESO2	Emergency Hiz request input (for TSG20 PWM)	TAPA2 (via PIC)	√
	11	ESO3	Emergency Hiz request input (for TSG21 PWM)	TAPA3 (via PIC)	√
	1	0	ADTRG0	ADC conversion startup trigger input	ADC0
1		ADTRG1	ADC conversion startup trigger input	ADC1	√
2		TAPTS00	Hall sensor input	TSG20	√
3		TAPTS01	Hall sensor input	TSG20	√
4		TAPTS02	Hall sensor input	TSG20	√
5		TAPTS10	Hall sensor input	TSG21	√
6		TAPTS11	Hall sensor input	TSG21	√
7		TAPTS12	Hall sensor input	TSG21	√
8		RHSB0EMRG	Emergency signal input	RHSB0	√
9		RHSB1EMRG	Emergency signal input	RHSB1	√
8	0	RSENT0RX	RSENT0 receive data input	RSENT0	√
	1	RSENT1RX	RSENT1 receive data input	RSENT1	√
	2	RSENT2RX	RSENT2 receive data input	RSENT2	√
	3	RSENT3RX	RSENT3 receive data input	RSENT3	√
	4	RSENT4RX	RSENT4 receive data input	RSENT4	√
	5	RSENT5RX	RSENT5 receive data input	RSENT5	√

2.3.3 Edge Detection DNF

2.3.3.1 Overview of the Function

This DNF detects an effective edge of a pin input signal. The signals to be used for edge detection can be selected either before or after noise elimination.

Edge detection DNF has the following functions:

- Eliminates digital noise from input signals and outputs noiseless signals.
- Selects whether to output signals from which digital noise is eliminated or signals containing digital noise.
- Selects the digital noise elimination width from 2, 3, 4, and 5 counts of the sampling clock.
- Selects five types of sampling frequency shown below:
1/1, 1/2, 1/4, 1/8, and 1/16 of the DNF input clock.
- The conditions for noise elimination can be set for all channels collectively with the register.
- The DNF input clock is a low-speed peripheral clock.

2.3.3.2 Details of the Control Registers

Table 2.66 shows base addresses of edge detection DNF. “n” indicates a number of the DNF group.

Table 2.66 Base Addresses of Edge Detection DNF

DNFn	<DNFn_base> address	E1M-S2	E1M-S2
		BGA304	BGA252
DNF2	FFC3 0200	√	√
DNF3	FFC3 0300	√	√
DNF4	FFC3 0400	√	√
DNF5	FFC3 0500	√	—
DNF6	FFC3 0600	√	√
DNF7	FFC3 0700	√	√

2.3.3.3 DNFP02nCTL — Digital Noise Elimination Control Register

This register sets noise elimination conditions which are commonly used for all channels in DNF group number n.

Access: This register is readable/writable in 8-bit units.

Address: <DNFn_base> + 00_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	SLST[1:0]		—	—	PRS[2:0]		
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R	R	R/W	R/W	R/W

Table 2.67 DNFP02nCTL Register Contents

Bit Position	Bit Name	Function
7	—	Reserved. The read value is always 0. The write value should always be 0.
6, 5	SLST[1:0]	Specifies the sampling count for digital noise elimination. 00: Sampling count = 2 01: Sampling count = 3 10: Sampling count = 4 11: Sampling count = 5
4, 3	—	Reserved. The read values are always 0. The write values should always be 0.
2 to 0	PRS[2:0]	Specifies the sampling clock division ratio for digital noise elimination. 000: DNF input clock / 1 001: DNF input clock / 2 010: DNF input clock / 4 011: DNF input clock / 8 100: DNF input clock / 16 Other than the above: Setting is prohibited.

2.3.3.4 DNFP02nEDCm — Edge Detection Control Register

This register controls edge detection of channel number m in DNF group number n .

Access: This register is readable/writable in 8-bit units.

Address: $\langle \text{DNFn_base} \rangle + 4_{\text{H}} + 8_{\text{H}} \times m$ (m : channel number)

Value after reset: 00_{H}

Bit	7	6	5	4	3	2	1	0
	NFEN	—	—	DMD[1:0]		—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R/W	R/W	R	R	R

Table 2.68 DNFP02nEDCm Register Contents

Bit Position	Bit Name	Function
7	NFEN	Enables/disables digital noise elimination. 0: Edge is detected for signals containing digital noise. 1: Edge is detected for signals from which digital noise is eliminated.
6, 5	—	Reserved. The read values are always 0. The write values should always be 0.
4, 3	DMD[1:0]	Enables/disables edge detection and sets edge to be detected 00: Edge detection is disabled. 01: Rising edge is detected. 10: Falling edge is detected. 11: Both edges are detected.
2 to 0	—	Reserved. The read values are always 0. The write values should always be 0.

2.3.3.5 DNFP02nEDFm — Edge Detection Flag Register

This register has an edge detection flag and a flag clear bit of channel number m in DNF group number n .

Access: This register is readable/writable in 8-bit units.

Address: $\langle \text{DNFn_base} \rangle + 8_{\text{H}} + 8_{\text{H}} \times m$ (m : channel number)

Value after reset: 00_{H}

Bit	7	6	5	4	3	2	1	0
	EDF	—	—	—	—	—	—	CLED
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 2.69 DNFP02nEDFm Register Contents

Bit Position	Bit Name	Function
7	EDF	This bit holds a result of edge detection based on the edge detection setting for channel number m . This bit is cleared by writing 1 to the CLED bit and continues to hold 1 unless it is cleared. Its state does not change while 1 is held, even if an edge is detected. 0: Effective edge has not been detected. 1: Effective edge has been detected.
6 to 1	—	Reserved. The read values are always 0. The write values should always be 0.
0	CLED	Writing 1 to this bit clears the status flag of EDF, bit 7. In case of contention between the writing of 1 and a setting source of bit 7, EDF clearing takes priority. Even writing 0 cannot change the state. The read value is always 0.

2.3.3.6 Setting Procedures of Edge Detection DNF

The following shows the procedures to set edge detection DNF. When edge detection is performed for signals containing digital noise, the steps with (*) can be skipped. If the input level to a pin varies during (4) and (5), an unexpected signal may be input to the peripheral function. Therefore, the corresponding flag at the peripheral function side and the like should be cleared in (6).

- (1) Set the PRS[2:0] and SLST[1:0] bits in the DNFP02nCTL register. (*)
- (2) Set the NFEN bit in the DNFP02nEDCm register.
- (3) Set a port register to general input port mode.
- (4) Wait for the following time: sampling clock period \times number of samples + DNF input clock period \times 2. (*)
- (5) Enable edge detection with the DMD[1:0] bits of the DNFP02nEDCm register.
- (6) Clear the edge detection flag with the CLED bit of the DNFP02nEDFm register.

Set the DMD[1:0] bits in the DNFP02nEDCm register to 00_{B} , and then proceed the setting again in the order from steps (1) to (6), if the setting is to be changed while edge detection DNF is under the operation.

2.3.3.7 Pn_m Pins Intended for DNF Insertion

The pins shown in **Table 2.70** are the targets of DNF insertion.

Table 2.70 DNF Insertion Targets (1/2)

DNF Group Number n	DNF Channel Number m	Pin Name	E1M-S2	E1M-S2
			BGA304	BGA252
2	0	P2_0	√	√
	1	P2_1	√	√
	2	P2_2	√	√
	3	P2_3	√	√
	4	P2_4	√	√
	5	P2_5	√	√
	6	P2_6	√	√
	7	P2_7	√	√
3	0	P3_0	√	√
	1	P3_1	√	√
	2	P3_2	√	√
	3	P3_3	√	√
	4	P3_4	√	√
	5	P3_5	√	√
	6	P3_6	√	√
	7	P3_7	√	√
4	0	P4_0	√	√
	1	P4_1	√	√
	2	P4_2	√	√
	3	P4_3	√	√
	4	P4_4	√	√
	5	P4_5	√	√
	6	P4_6	√	√
	7	P4_7	√	√
	8	P4_8	√	√
	9	P4_9	√	√
	10	P4_10	√	√
	11	P4_11	√	√
	12	P4_12	√	√
	13	P4_13	√	√
	14	P4_14	√	√
15	P4_15	√	√	

Table 2.70 DNF Insertion Targets (2/2)

DNF Group Number n	DNF Channel Number m	Pin Name	E1M-S2	E1M-S2
			BGA304	BGA252
5	0	P7_0	√	—
	1	P7_1	√	—
	2	P7_2	√	—
	3	P7_3	√	—
	4	P7_4	√	—
	5	P7_5	√	—
	6	P7_6	√	—
	7	P7_7	√	—
	8	P7_8	√	—
	9	P7_9	√	—
	10	P7_10	√	—
	11	P7_11	√	—
6	0	P14_0	√	√
	1	P14_1	√	√
	2	P14_2	√	√
	3	P14_3	√	√
	4	P14_4	√	√
	5	P14_5	√	√
	6	P14_6	√	√
	7	P14_7	√	√
	8	P14_8	√	√
	9	P14_9	√	√
	10	P14_10	√	√
	11	P14_11	√	√
	12	P14_12	√	√
	13	P14_13	√	√
	14	P14_14	√	√
	15	P14_15	√	√
7	0	P16_0	√	√
	1	P16_1	√	√
	2	P16_2	√	√
	3	P16_3	√	√
	4	P16_4	√	√
	5	P16_5	√	√
	6	P16_6	√	√
	7	P16_7	√	√
	8	P16_8	√	√

2.4 POD Control

2.4.1 Overview of the Function

The output buffer of the related pins shown in **Table 2.72** can be controlled according to the $\overline{\text{POD}}$ (port output disable) pin input level. This function is always available when target pins are set to output regardless of the selected function. The output buffer is controlled by the $\overline{\text{POD}}$ pin independently of the bus cycle. POD control takes precedence over output settings of a port register and output designation of each IP, but its priority is lower than reset.

Table 2.71 State of the $\overline{\text{POD}}$ Pin

POD Pin State	Description
0	Pin output is not effective (high impedance).
1	Pin output is effective (each setting function).

Table 2.72 List of POD Control Target Pins (1/3)

Port Group	Pin Name (Value after Reset)	E1M-S2	E1M-S2
		BGA304	BGA252
P0	P0_11	√	√
	P0_12	√	√
	P0_13	√	√
	P0_14	√	√
P1	P1_0	√	√
	P1_1	√	√
	P1_2	√	√
	P1_3	√	√
	P1_4	√	√
	P1_5	√	√
	P1_6	√	√
	P1_7	√	√
	P1_8	√	√
	P1_9	√	√
	P1_10	√	√
	P1_11	√	√
	P1_12	√	√
	P1_13	√	√
	P1_14	√	√
P1_15	√	√	
P2	P2_0	√	√
	P2_1	√	√
	P2_2	√	√
	P2_3	√	√
	P2_4	√	√
	P2_5	√	√
	P2_6	√	√
	P2_7	√	√

Table 2.72 List of POD Control Target Pins (2/3)

Port Group	Pin Name (Value after Reset)	E1M-S2	E1M-S2
		BGA304	BGA252
P3	P3_0	√	√
	P3_1	√	√
	P3_2	√	√
	P3_3	√	√
	P3_4	√	√
	P3_5	√	√
	P3_6	√	√
	P3_7	√	√
P4	P4_0	√	√
	P4_1	√	√
	P4_2	√	√
	P4_3	√	√
	P4_4	√	√
	P4_5	√	√
	P4_6	√	√
	P4_7	√	√
	P4_8	√	√
	P4_9	√	√
	P4_10	√	√
	P4_11	√	√
	P4_12	√	√
	P4_13	√	√
	P4_14	√	√
	P4_15	√	√
P5	P5_0	√	√
	P5_1	√	√
	P5_3	√	√
	P5_4	√	√
	P5_5	√	√
	P5_6	√	√
	P5_7	√	√
	P5_8	√	√
	P5_9	√	√

Table 2.72 List of POD Control Target Pins (3/3)

Port Group	Pin Name (Value after Reset)	E1M-S2	E1M-S2
		BGA304	BGA252
P6	P6_0	√	√
	P6_1	√	√
	P6_2	√	√
	P6_3	√	√
	P6_4	√	√
	P6_5	√	√
	P6_6	√	√
	P6_7	√	√
	P6_8	√	√
	P6_9	√	√
	P6_10	√	√
	P6_11	√	√
P7	P7_0	√	—
	P7_1	√	—
	P7_2	√	—
	P7_3	√	—
	P7_4	√	—
	P7_5	√	—
	P7_6	√	—
	P7_7	√	—
	P7_8	√	—
	P7_9	√	—
	P7_10	√	—
	P7_11	√	—
P8	P8_0	√	—
	P8_1	√	—
	P8_2	√	—
	P8_3	√	—
	P8_4	√	—
	P8_5	√	—
	P8_6	√	—
	P8_7	√	—
P10	P10_1	√	—
	P10_2	√	—
	P10_3	√	—
	P10_4	√	—
P11	P11_1	√	√
	P11_2	√	√
	P11_3	√	√
	P11_4	√	√
	P11_5	√	√

2.5 Pin Description

2.5.1 Overview

This subsection describes pin functions, external pin lists, and external pin states at a reset and in other each operating status.

2.5.2 List of Pin Functions

Table 2.73 lists functions of each pin. “√” indicates with a support function and “—” without. Do not use the pins without support functions.

Table 2.73 Pin Function (1/15)

Category	Pin Name	IO	Function	BGA304	BGA252
ATU-IV (Common area)	TCLKA	I	External clock input	√	√
	TCLKB	I	External clock input	√	√
ATU-IV (Timer A)	TIA00	I	Input capture trigger to each channel of timer A	√	√
	TIA01	I		√	√
	TIA02	I		√	√
	TIA03	I		√	√
	TIA04	I		√	√
	TIA05	I		√	√
	TIA06	I		√	√
ATU-IV (Timer C)	TIOC00	IO	Input capture trigger and output compare output to timer C	√	√
	TIOC01	IO		√	√
	TIOC02	IO		√	√
	TIOC03	IO		√	√
	TIOC10	IO		√	√
	TIOC11	IO		√	√
	TIOC12	IO		√	√
	TIOC13	IO		√	√
	TIOC20	IO		√	√
	TIOC21	IO		√	√
	TIOC22	IO		√	√
	TIOC23	IO		√	√
	TIOC30	IO		√	√
	TIOC31	IO		√	√
	TIOC32	IO		√	√
	TIOC33	IO		√	√
	TIOC40	IO		√	√
	TIOC41	IO		√	√
	TIOC42	IO		√	√
	TIOC43	IO		√	√
TIOC50	IO	√	√		
TIOC51	IO	√	√		
TIOC52	IO	√	√		
TIOC53	IO	√	√		

Table 2.73 Pin Function (2/15)

Category	Pin Name	IO	Function	BGA304	BGA252
ATU-IV (Timer C)	TIOC60	IO	Input capture trigger and output compare output to timer C	√	√
	TIOC61	IO		√	√
	TIOC62	IO		√	√
	TIOC63	IO		√	√
	TIOC70	IO		√	√
	TIOC71	IO		√	√
	TIOC72	IO		√	√
	TIOC73	IO		√	√
ATU-IV (Timer D)	TOD00A	O	One-shot pulse output of timer D	√	√
	TOD01A	O		√	√
	TOD02A	O		√	√
	TOD03A	O		√	√
	TOD10A	O		√	√
	TOD11A	O		√	√
	TOD12A	O		√	√
	TOD13A	O		√	√
	TOD20A	O		√	√
	TOD21A	O		√	√
	TOD22A	O		√	√
	TOD23A	O		√	√
	TOD30A	O		√	√
	TOD31A	O		√	√
	TOD32A	O		√	√
	TOD33A	O		√	√
	TOD40A	O		√	√
	TOD41A	O		√	√
	TOD42A	O		√	√
	TOD43A	O		√	√
	TOD50A	O		√	√
	TOD51A	O		√	√
	TOD52A	O		√	√
	TOD53A	O		√	√
	TOD60A	O		√	√
	TOD61A	O		√	√
	TOD62A	O		√	√
	TOD63A	O		√	√
	TOD70A	O		√	√
	TOD71A	O		√	√
	TOD72A	O		√	√
	TOD73A	O		√	√
TOD80A	O	√	√		
TOD81A	O	√	√		
TOD82A	O	√	√		
TOD83A	O	√	√		

Table 2.73 Pin Function (3/15)

Category	Pin Name	IO	Function	BGA304	BGA252
ATU-IV (Timer D)	TOD00B	O	One-shot pulse output of timer D	√	√
	TOD01B	O		√	√
	TOD02B	O		√	√
	TOD03B	O		√	√
	TOD10B	O		√	√
	TOD11B	O		√	√
	TOD12B	O		√	√
	TOD13B	O		√	√
	TOD20B	O		√	√
	TOD21B	O		√	√
	TOD22B	O		√	√
	TOD23B	O		√	√
	TOD30B	O		√	√
	TOD31B	O		√	√
	TOD32B	O		√	√
	TOD33B	O		√	√
	TOD40B	O		√	√
	TOD41B	O		√	√
	TOD42B	O		√	√
	TOD43B	O		√	√
	TOD50B	O		√	√
	TOD51B	O		√	√
	TOD52B	O		√	√
	TOD53B	O		√	√
	TOD60B	O		√	√
	TOD61B	O		√	√
	TOD62B	O		√	√
	TOD63B	O		√	√
	TOD70B	O		√	√
	TOD71B	O		√	√
	TOD72B	O		√	√
	TOD73B	O		√	√
TOD80B	O	√	√		
TOD81B	O	√	√		
TOD82B	O	√	√		
TOD83B	O	√	√		
ATU-IV (Timer E)	TOE00	O	PWM output of timer E	√	√
	TOE01	O		√	√
	TOE02	O		√	√
	TOE03	O		√	√
	TOE10	O		√	√
	TOE11	O		√	√
	TOE12	O		√	√
	TOE13	O		√	√

Table 2.73 Pin Function (4/15)

Category	Pin Name	IO	Function	BGA304	BGA252
ATU-IV (Timer E)	TOE20	O	PWM output of timer E	√	√
	TOE21	O		√	√
	TOE22	O		√	√
	TOE23	O		√	√
	TOE30	O		√	√
	TOE31	O		√	√
	TOE32	O		√	√
	TOE33	O		√	√
	TOE40	O		√	√
	TOE41	O		√	√
	TOE42	O		√	√
	TOE43	O		√	√
	TOE50	O		√	√
	TOE51	O		√	√
	TOE52	O		√	√
	TOE53	O		√	√
	TOE60	O		√	√
	ATU-IV (Timer F)	TIF0A		I	Event input signal to timer F
TIF1A		I	√	√	
TIF2A		I	√	√	
TIF0B		I	√	√	
TIF1B		I	√	√	
TIF2B		I	√	√	
TIF3		I	√	√	
TIF4		I	√	√	
TIF5		I	√	√	
TIF6		I	√	√	
TIF7		I	√	√	
TIF8		I	√	√	
TIF9		I	√	√	
TIF10		I	√	√	
TIF11		I	√	√	
TIF12	I	√	√		
TIF13	I	√	√		
TIF14	I	√	√		
TIF15	I	√	√		

Table 2.73 Pin Function (5/15)

Category	Pin Name	IO	Function	BGA304	BGA252
ATU-IV (Timer J)	TIJ0	I	Input capture trigger of timer J	√	√
	TIJ1	I		√	√
	TIJ2	I		√	√
	TIJ3	I		√	√
	TIJ4	I		√	√
	TIJ5	I		√	√
APA	APA0	O	APA output	√	√
	APA1	O		√	√
	APA2	O		√	√
	APA3	O		√	√
	APA4	O		√	√
	APA5	O		√	√
	APA6	O		√	√
	APA7	O		√	√
	APA8	O		√	√
	APA9	O		√	√
	APA10	O		√	√
	APA11	O		√	√
	APA12	O		√	√
	APA13	O		√	√
	APA14	O		√	√
APA15	O		√	√	
TSG20	TSO00	O	Timer up/down status output	√	√
	TSO01	O	Timer PWM output	√	√
	TSO02	O	CAUTION	√	√
	TSO03	O	Output from PIC should be used.	√	√
	TSO04	O		√	√
	TSO05	O		√	√
	TSO06	O		√	√
	TSO07	O	A/D trigger diagnosis output	√	√
	TAPTS00	I	Hall sensor input	√	√
	TAPTS01	I		√	√
	TAPTS02	I		√	√
	TSG21	TSO10	O	Timer up/down status output	√
TSO11		O	Timer PWM output	√	√
TSO12		O	CAUTION	√	√
TSO13		O	Output from PIC should be used.	√	√
TSO14		O		√	√
TSO15		O		√	√
TSO16		O		√	√
TSO17		O	A/D trigger diagnosis output	√	√
TAPTS10		I	Hall sensor input	√	√
TAPTS11		I		√	√
TAPTS12		I		√	√

Table 2.73 Pin Function (6/15)

Category	Pin Name	IO	Function	BGA304	BGA252
TAPA (via PIC)	ESO2	I	Emergency Hiz request input (for TSG20 PWM)	√	√
	ESO3	I	Emergency Hiz request input (for TSG21 PWM)	√	√
LIN0	LRX0	I	LIN0 receive data input	√	√
	LTX0	O	LIN0 transmit data output	√	√
SCI0	SCI0TxD	O	SCI0 transmit data output	√	√
	SCI0RxD	I	SCI0 receive data input	√	√
	SCI0SCK	IO	SCI0 serial clock input/output	√	√
SCI1	SCI1TxD	O	SCI1 transmit data output	√	√
	SCI1RxD	I	SCI1 receive data input	√	√
	SCI1SCK	IO	SCI1 serial clock input/output	√	√
SCI2	SCI2TxD	O	SCI2 transmit data output	√	√
	SCI2RxD	I	SCI2 receive data input	√	√
	SCI2SCK	IO	SCI2 serial clock input/output	√	√
SCI3	SCI3TxD	O	SCI3 transmit data output	√	√
	SCI3RxD	I	SCI3 receive data input	√	√
	SCI3SCK	IO	SCI3 serial clock input/output	√	√
CSIH0	CSIH0TSI	I	CSIH0 receive data input	√	√
	CSIH0TSO	O	CSIH0 transmit data output	√	√
	CSIH0TSCK	IO	CSIH0 serial clock input/output	√	√
	CSIH0TSSI	I	CSIH0 slave select signal input	√	√
	CSIH0TRY	IO	CSIH0 handshake signal input/output between master and slave	√	√
	CSIH0TCSS0	O	CSIH0 slave select signal output	√	√
	CSIH0TCSS1	O		√	√
	CSIH0TCSS2	O		√	√
	CSIH0TCSS3	O		√	√
	CSIH0TCSS4	O		√	√
CSIH0TCSS5	O		√	√	
CSIH1	CSIH1TSI	I	CSIH1 receive data input	√	√
	CSIH1TSO	O	CSIH1 transmit data output	√	√
	CSIH1TSCK	IO	CSIH1 serial clock input/output	√	√
	CSIH1TSSI	I	CSIH1 slave select signal input	√	√
	CSIH1TRY	IO	CSIH1 handshake signal input/output between master and slave	√	√
	CSIH1TCSS0	O	CSIH1 slave select signal output	√	√
	CSIH1TCSS1	O		√	√
	CSIH1TCSS2	O		√	√
	CSIH1TCSS3	O		√	√

Table 2.73 Pin Function (7/15)

Category	Pin Name	IO	Function	BGA304	BGA252
CSIH2	CSIH2TSI	I	CSIH2 receive data input	√	√
	CSIH2TSO	O	CSIH2 transmit data output	√	√
	CSIH2TSCK	IO	CSIH2 serial clock input/output	√	√
	$\overline{\text{CSIH2TSSI}}$	I	CSIH2 slave select signal input	√	√
	CSIH2TRY	IO	CSIH2 handshake signal input/output between master and slave	√	√
	CSIH2TCSS0	O	CSIH2 slave select signal output	√	√
	CSIH2TCSS1	O		√	√
	CSIH2TCSS2	O		√	√
	CSIH2TCSS3	O		√	√
CSIH3	CSIH3TSI	I	CSIH3 receive data input	√	√
	CSIH3TSO	O	CSIH3 transmit data output	√	√
	CSIH3TSCK	IO	CSIH3 serial clock input/output	√	√
	$\overline{\text{CSIH3TSSI}}$	I	CSIH3 slave select signal input	√	√
	CSIH3TRY	IO	CSIH3 handshake signal input/output between master and slave	√	√
	CSIH3TCSS0	O	CSIH3 slave select signal output	√	√
	CSIH3TCSS1	O		√	√
	CSIH3TCSS2	O		√	√
	CSIH3TCSS3	O		√	√
RSCAN0	CTX0	O	CAN0 transmit data output	√	√
	CRX0	I	CAN0 receive data input	√	√
RSCAN1	CTX1	O	CAN1 transmit data output	√	√
	CRX1	I	CAN1 receive data input	√	√
RSCAN2	CTX2	O	CAN2 transmit data output	√	√
	CRX2	I	CAN2 receive data input	√	√
RSCAN3	CTX3	O	CAN3 transmit data output	√	√
	CRX3	I	CAN3 receive data input	√	√
FlexRay	FR0RXDA	I	FlexRay0 channel A receive data input	√	√
	FR0TXDA	O	FlexRay0 channel A transmit data output	√	√
	$\overline{\text{FR0ENA}}$	O	FlexRay0 channel A transmit data enable	√	√
	FR0RXDB	I	FlexRay0 channel B receive data input	√	√
	FR0TXDB	O	FlexRay0 channel B transmit data output	√	√
	$\overline{\text{FR0ENB}}$	O	FlexRay0 channel B transmit data enable	√	√
RHSB0	RHSB0FCLP	O	RHSB0 differential clock output	√	√
	RHSB0FCLN	O		√	√
	RHSB0SOP	O	RHSB0 differential data output	√	√
	RHSB0SON	O		√	√
	RHSB0CSD0	O	RHSB0 chip select output	√	√
	RHSB0CSD1	O		√	√
	RHSB0SI0	I	RHSB0 serial input	√	√
	RHSB0SI1	I		√	√
RHSB0EMRG	I	RHSB0 emergency signal input	√	√	

Table 2.73 Pin Function (8/15)

Category	Pin Name	IO	Function	BGA304	BGA252
RHSB1	RHSB1FCLP	O	RHSB1 differential clock output	√	√
	RHSB1FCLN	O		√	√
	RHSB1SOP	O	RHSB1 differential data output	√	√
	RHSB1SON	O		√	√
	RHSB1CSD0	O	RHSB1 chip select output	√	√
	RHSB1CSD1	O		√	√
	RHSB1SI0	I	RHSB1 serial input	√	√
	RHSB1SI1	I		√	√
	RHSB1EMRG	I	RHSB1 emergency signal input	√	√
RSENT0	RSENT0RX	I	RSENT0 receive data input	√	√
	RSENT0SPCO	O	RSENT0 SPC extension output	√	√
RSENT1	RSENT1RX	I	RSENT1 receive data input	√	√
	RSENT1SPCO	O	RSENT1 SPC extension output	√	√
RSENT2	RSENT2RX	I	RSENT2 receive data input	√	√
	RSENT2SPCO	O	RSENT2 SPC extension output	√	√
RSENT3	RSENT3RX	I	RSENT3 receive data input	√	√
	RSENT3SPCO	O	RSENT3 SPC extension output	√	√
RSENT4	RSENT4RX	I	RSENT4 receive data input	√	√
	RSENT4SPCO	O	RSENT4 SPC extension output	√	√
RSENT5	RSENT5RX	I	RSENT5 receive data input	√	√
	RSENT5SPCO	O	RSENT5 SPC extension output	√	√
ADC0	AN000	I	ADC0 analog input	√	√
	AN001	I		√	√
	AN002	I		√	√
	AN003	I		√	√
	AN010	I		√	√
	AN011	I		√	√
	AN012	I		√	√
	AN013	I		√	√
	AN020	I		√	√
	AN021	I		√	√
	AN022	I		√	√
	AN023	I		√	√
	AN030	I		√	√
	AN031	I		√	√
	AN032	I		√	√
	AN033	I		√	√
	AN040	I		√	√
	AN041	I		√	√
	AN042	I		√	√
	AN043	I		√	√
AN050	I	√	√		

Table 2.73 Pin Function (9/15)

Category	Pin Name	IO	Function	BGA304	BGA252
ADC0	AN051	I	ADC0 analog input	√	√
	AN052	I		√	√
	AN053	I		√	√
	ADTRG0	I	ADC0 conversion startup trigger input	√	√
	ADEND0	O	ADC0 conversion timing monitor output	√	√
ADC1	AN100	I	ADC1 analog input	√	√
	AN101	I		√	√
	AN102	I		√	√
	AN110	I		√	√
	AN111	I		√	√
	AN112	I		√	√
	AN120	I		√	√
	AN121	I		√	√
	AN122	I		√	√
	AN130	I		√	√
	AN131	I		√	√
	AN132	I		√	√
	AN140	I		√	√
	AN141	I		√	√
	AN142	I		√	√
	AN150	I		√	√
	AN151	I		√	√
	AN152	I		√	√
	AN160	I		√	√
	AN161	I		√	√
	AN162	I		√	√
	AN170	I		√	√
	AN171	I		√	√
AN172	I	√	√		
	ADTRG1	I	ADC1 conversion startup trigger input	√	√
	ADEND1	O	ADC1 conversion timing monitor output	√	√
DSADC0	DSAN0P	I	DSADC0 analog input	√	√
	DSAN0N	I		√	√
	DSADTRG0	I	DSADC0 conversion startup trigger input	√	√
	DSADEND0	O	DSADC0 conversion timing monitor output	√	√
DSADC1	DSAN1P	I	DSADC1 analog input	√	√
	DSAN1N	I		√	√
	DSADTRG1	I	DSADC1 conversion startup trigger input	√	√
	DSADEND1	O	DSADC1 conversion timing monitor output	√	√
DSADC2	DSAN2P	I	DSADC2 analog input	√	√
	DSAN2N	I		√	√
	DSADTRG2	I	DSADC2 conversion startup trigger input	√	√
	DSADEND2	O	DSADC2 conversion timing monitor output	√	√

Table 2.73 Pin Function (10/15)

Category	Pin Name	IO	Function	BGA304	BGA252
DSADC3	DSAN3P	I	DSADC3 analog input	√	√
	DSAN3N	I		√	√
	DSADTRG3	I	DSADC3 conversion startup trigger input	√	√
	DSADEND3	O	DSADC3 conversion timing monitor output	√	√
DSADC4	DSAN4P	I	DSADC4 analog input	√	√
	DSAN4N	I		√	√
	DSADTRG4	I	DSADC4 conversion startup trigger input	√	√
	DSADEND4	O	DSADC4 conversion timing monitor output	√	√
DSADC5	DSAN5P	I	DSADC5 analog input	√	√
	DSAN5N	I		√	√
	DSADTRG5	I	DSADC5 conversion startup trigger input	√	√
	DSADEND5	O	DSADC5 conversion timing monitor output	√	√
DSADC6	DSAN6P	I	DSADC6 analog input	√	√
	DSAN6N	I		√	√
	DSADTRG6	I	DSADC6 conversion startup trigger input	√	√
	DSADEND6	O	DSADC6 conversion timing monitor output	√	√
DSADC7	DSAN7P	I	DSADC7 analog input	√	√
	DSAN7N	I		√	√
	DSADTRG7	I	DSADC7 conversion startup trigger input	√	√
	DSADEND7	O	DSADC7 conversion timing monitor output	√	√
Port	POD	I	Port output disable	√	√
ECM	ERROROUT_M	O	Error output (master)	√	√
	ERROROUT_C	O	Error output (checker)	√	√
Interrupt	NMI	I	Non-maskable interrupt input	√	√
	IRQ0	I	External interrupt input	√	√
	IRQ1	I		√	√
	IRQ2	I		√	√
	IRQ3	I		√	√
	IRQ4	I		√	√
	IRQ5	I		√	√
	IRQ6	I		√	√
Clock	EXTAL	I	External clock	√	√
	XTAL	O	Crystal	√	√
	CK	O	Peripheral clock	√	√
Reset	RES	I	Power-on reset	√	√
Mode setting	MD0	I	Mode setting	√	√
	MD1	I		√	√
	FLMODE	I		√	√

Table 2.73 Pin Function (11/15)

Category	Pin Name	IO	Function	BGA304	BGA252
Nexus/JTAG	$\overline{\text{TRST}}$	I	Reset input	√	√
	TDO	O	Serial data output	√	√
	TMS	I	Mode select input	√	√
	TDI	I	Serial data input	√	√
	TCK	I	Clock input	√	√
	$\overline{\text{DRDY}}$	O	Ready output	√	√
	$\overline{\text{EVT0}}$	O	Event trigger output (exclusive use)	√	√
	$\overline{\text{EVT1}}$	I	Event trigger input	√	√
LPD	$\overline{\text{LPDRST}}$	I	LPD reset input	√	√
	LPDO	O	LPD4 pin data output	√	√
	LPDI	I	LPD4 pin data input	√	√
	LPDCKO	O	LPD4 pin clock output	√	√
	LPDCKI	I	LPD4 pin clock input	√	√
	$\overline{\text{EVT0}}$	O	Event trigger output (pin dedicated for TMS)	√	√
AUD	$\overline{\text{AUDRST}}$	I	AUD reset input	√	√
	AUDCK	I	External input clock	√	√
	$\overline{\text{AUDSYNC}}$	I	Data start position recognition signal input	√	√
	AUDATA3	IO	Monitor address input / data input/output	√	√
	AUDATA2	IO	Monitor address input / data input/output	√	√
	AUDATA1	IO	Monitor address input / data input/output	√	√
	AUDATA0	IO	Monitor address input / data input/output	√	√
FLSCI (writer I/F)	FLSCI3TX (FPDT)	O	Transmit data output	√	√
	FLSCI3RX (FPDR)	I	Receive data input	√	√
	FLSCI3SCK (FPCK)	I	Serial clock input	√	√
Port group 0	P0_0	IO	General input/output port	√	√
	P0_1	IO		√	√
	P0_2	IO		√	√
	P0_3	IO		√	√
	P0_4	IO		√	√
	P0_5	IO		√	√
	P0_6	IO		√	√
	P0_7	IO		√	√
	P0_8	IO		√	√
	P0_9	IO		√	√
	P0_10	IO		√	√
	P0_11	IO		√	√
	P0_12	IO		√	√
	P0_13	IO		√	√
	P0_14	IO		√	√

Table 2.73 Pin Function (12/15)

Category	Pin Name	IO	Function	BGA304	BGA252
Port group 1	P1_0	IO	General input/output port	√	√
	P1_1	IO		√	√
	P1_2	IO		√	√
	P1_3	IO		√	√
	P1_4	IO		√	√
	P1_5	IO		√	√
	P1_6	IO		√	√
	P1_7	IO		√	√
	P1_8	IO		√	√
	P1_9	IO		√	√
	P1_10	IO		√	√
	P1_11	IO		√	√
	P1_12	IO		√	√
	P1_13	IO		√	√
	P1_14	IO		√	√
P1_15	IO	√	√		
Port group 2	P2_0	IO	General input/output port with edge detection function	√	√
	P2_1	IO		√	√
	P2_2	IO		√	√
	P2_3	IO		√	√
	P2_4	IO		√	√
	P2_5	IO		√	√
	P2_6	IO		√	√
	P2_7	IO		√	√
Port group 3	P3_0	IO	General input/output port with edge detection function	√	√
	P3_1	IO		√	√
	P3_2	IO		√	√
	P3_3	IO		√	√
	P3_4	IO		√	√
	P3_5	IO		√	√
	P3_6	IO		√	√
	P3_7	IO		√	√
Port group 4	P4_0	IO	General input/output port with edge detection function	√	√
	P4_1	IO		√	√
	P4_2	IO		√	√
	P4_3	IO		√	√
	P4_4	IO		√	√
	P4_5	IO		√	√
	P4_6	IO		√	√
	P4_7	IO		√	√
	P4_8	IO		√	√
	P4_9	IO		√	√

Table 2.73 Pin Function (13/15)

Category	Pin Name	IO	Function	BGA304	BGA252
Port group 4	P4_10	IO	General input/output port with edge detection function	√	√
	P4_11	IO		√	√
	P4_12	IO		√	√
	P4_13	IO		√	√
	P4_14	IO		√	√
	P4_15	IO		√	√
Port group 5	P5_0	IO	General input/output port	√	√
	P5_1	IO		√	√
	P5_2	IO		√	√
	P5_3	IO		√	√
	P5_4	IO		√	√
	P5_5	IO		√	√
	P5_6	IO		√	√
	P5_7	IO		√	√
	P5_8	IO		√	√
	P5_9	IO		√	√
Port group 6	P6_0	IO	General input/output port	√	√
	P6_1	IO		√	√
	P6_2	IO		√	√
	P6_3	IO		√	√
	P6_4	IO		√	√
	P6_5	IO		√	√
	P6_6	IO		√	√
	P6_7	IO		√	√
	P6_8	IO		√	√
	P6_9	IO		√	√
	P6_10	IO		√	√
	P6_11	IO		√	√
Port group 7	P7_0	IO	General input/output port with edge detection function	√	—
	P7_1	IO		√	—
	P7_2	IO		√	—
	P7_3	IO		√	—
	P7_4	IO		√	—
	P7_5	IO		√	—
	P7_6	IO		√	—
	P7_7	IO		√	—
	P7_8	IO		√	—
	P7_9	IO		√	—
	P7_10	IO		√	—
	P7_11	IO		√	—
Port group 8	P8_0	IO	General input/output port	√	—
	P8_1	IO		√	—
	P8_2	IO		√	—
	P8_3	IO		√	—

Table 2.73 Pin Function (14/15)

Category	Pin Name	IO	Function	BGA304	BGA252
Port group 8	P8_4	IO	General input/output port	√	—
	P8_5	IO		√	—
	P8_6	IO		√	—
	P8_7	IO		√	—
Port group 10	P10_0	IO	General input/output port	√	—
	P10_1	IO		√	—
	P10_2	IO		√	—
	P10_3	IO		√	—
	P10_4	IO		√	—
Port group 11	P11_0	IO	General input/output port	√	√
	P11_1	IO		√	√
	P11_2	IO		√	√
	P11_3	IO		√	√
	P11_4	IO		√	√
	P11_5	IO		√	√
Port group 13	P13_0	IO	General input/output port	√	√
	P13_1	IO		√	√
	P13_2	IO		√	√
	P13_3	IO		√	√
	P13_4	IO		√	√
	P13_5	IO		√	√
	P13_6	IO		√	√
	P13_7	IO		√	√
	P13_8	IO		√	√
	P13_9	IO		√	√
Port group 14	P14_0	I	General input port with edge detection function	√	√
	P14_1	I		√	√
	P14_2	I		√	√
	P14_3	I		√	√
	P14_4	I		√	√
	P14_5	I		√	√
	P14_6	I		√	√
	P14_7	I		√	√
	P14_8	I		√	√
	P14_9	I		√	√
	P14_10	I		√	√
	P14_11	I		√	√
	P14_12	I		√	√
	P14_13	I		√	√
	P14_14	I		√	√
P14_15	I	√	√		

Table 2.73 Pin Function (15/15)

Category	Pin Name	IO	Function	BGA304	BGA252
Port group 15	P15_0	I	General input port	√	√
	P15_1	I		√	√
	P15_2	I		√	√
	P15_3	I		√	√
Port group 16	P16_0	I	General input port with edge detection function	√	√
	P16_1	I		√	√
	P16_2	I		√	√
	P16_3	I		√	√
	P16_4	I		√	√
	P16_5	I		√	√
	P16_6	I		√	√
	P16_7	I		√	√
	P16_8	I		√	√

2.5.3 Pin State

Definition of Reset State

In description of pin state, each reset state is defined as shown in **Table 2.74**.

Table 2.74 Definition of Reset State

Reset State	Definition
External reset	Reset state from an external pin ($\overline{\text{RES}} = \text{L}$)
Internal reset	Between external reset release to internal reset release
After internal reset release	State where internal reset is released

For the pins included in each product, see **Table 1.1, Pin Numbers and Pin Names (BGA304)** and **Table 1.2, Pin Numbers and Pin Names (BGA252)** in **Section 1.5, Pin Connection Diagram (Top View)**.

Table 2.75 Pin State (1/3)

Pin Function	Pin State					
	Pin Name (Value after Reset)	$\overline{\text{RES}} = \text{L}$	$\overline{\text{RES}} = \text{H}$			Power-off Standby Mode
			Internal Reset State	After Internal Reset Release	After Determination of I/F Mode	
Category	I/F Mode: Pin Name	External Reset State	After Determination of I/F Mode	After Internal Reset Release	Power-off Standby Mode	
Clock	CK	O	O	O	Z	
	XTAL	O	O	O	Z	
	EXTAL	I	I	I	Z	
System control	$\overline{\text{RES}}$	I (Pull-down)	I (Pull-down)	I (Pull-down)	I (Pull-down)	
	MD0	I (Pull-down)	I (Pull-down)	I (Pull-down)	I (Pull-down)	
	MD1	I (Pull-down)	I (Pull-down)	I (Pull-down)	I (Pull-down)	
	FLMODE	I (Pull-down)	I (Pull-down)	I (Pull-down)	I (Pull-down)	
Interrupt	NMI	I (Pull-down)	I (Pull-down)	I (Pull-down)	Z	
ECM	$\overline{\text{ERROROUT_M}}$	O	O	O	Z	
General input/output port	P0_0 to P0_14	Z	Z	Z	Z	
	P1_0 to P1_15	Z	Z	Z	Z	
	P2_0 to P2_7	Z	Z	Z	Z	
	P3_0 to P3_7	Z	Z	Z	Z	
	P4_0 to P4_15	Z	Z	Z	Z	
	P5_0 to P5_9	Z	Z	Z	Z	
	P6_0 to P6_11	Z	Z	Z	Z	
	P7_0 to P7_15	Z	Z	Z	Z	
	P8_0 to P8_14	Z	Z	Z	Z	
	P9_0 to P9_15	Z	Z	Z	Z	
	P10_0 to P10_4	Z	Z	Z	Z	
	P11_0 to P11_5	Z	Z	Z	Z	
	P12_0 to P12_12	Z	Z	Z	Z	
	P13_0 to P13_9	Z	Z	Z	Z	

Table 2.75 Pin State (2/3)

Pin Function	Pin State					
	Pin Name (Value after Reset)	RES = L	RES = H			
			Internal Reset State	After Internal Reset Release	Power-off Standby Mode	
Category	I/F Mode: Pin Name	External Reset State	After Determination of I/F Mode	After Internal Reset Release	Power-off Standby Mode	
ADC, DSADC	AN0xx/DSANxP	Z	Z	Z	Z	
	AN0xx/DSANxN	Z	Z	Z	Z	
	AN0xx	Z	Z	Z	Z	
	AN1xx	Z	Z	Z	Z	
RHSB LVDS buffer	RHSB0FCLP to RHSB1FCLP	Z	Z	Z	Z	
	RHSB0FCLN to RHSB1FCLN	Z	Z	Z	Z	
	RHSB0SOP to RHSB1SOP	Z	Z	Z	Z	
	RHSB0SON to RHSB1SON	Z	Z	Z	Z	
AUD RAM monitor	AUDRST	I (Pull-down)	I (Pull-down)	I (Pull-down)	Z	
	AUDCK	I (Pull-up)	I (Pull-up)	I (Pull-up)	Z	
	AUDSYNC	I (Pull-up)	I (Pull-up)	I (Pull-up)	Z	
	AUDATA0 to 3	I (Pull-up)	I (Pull-up)	I (Pull-up)	Z	
Debug system	EVTO	O	O	O	Z	
	EVTI	I (Pull-up)	I (Pull-up)	I (Pull-up)	Z	
	TDI/LPDI/ FLSCI3RX	Nexus: TDI	Z	I (Pull-up)	I (Pull-up)	Z
		4-pin LPD: LPDI	Z	I (Pull-up)	I (Pull-up)	Z
		Writer I/F: FLSCI3RX	Z	Z	Z	Z
		BSCAN: TDI	I (Pull-up)	I (Pull-up)	I (Pull-up)	Z
	TDO/LPDO/ FLSCI3TX	Nexus: TDO	Z	Z	Z	Z
		4-pin LPD: LPDO	Z	O	O	Z
		Writer I/F: FLSCI3TX	Z	Z	Z	Z
		BSCAN: TDO	Z	Z	Z	Z
	TCK/LPDCLKI/ FLSCI3SCK	Nexus: TCK	Z	I (Pull-up)	I (Pull-up)	Z
		4-pin LPD: LPDCLKI	Z	I (Pull-up)	I (Pull-up)	Z
		Writer I/F: FLSCI3SCK	Z	Z	Z	Z
		BSCAN: TCK	I (Pull-up)	I (Pull-up)	I (Pull-up)	Z
	TMS/EVTO	Nexus: TMS	Z	I (Pull-up)	I (Pull-up)	Z
		4-pin LPD: EVTO	Z	O	O	Z
		Writer I/F: (without function)	Z	Z	Z	Z
		BSCAN: TMS	I (Pull-up)	I (Pull-up)	I (Pull-up)	Z
	TRST/LPDRST	Nexus: TRST	I (Pull-down)	I (Pull-down)	I (Pull-down)	I (Pull-down)
		4-pin LPD: LPDRST				
Writer I/F: (without function)						
BSCAN: TRST						

Table 2.75 Pin State (3/3)

Pin Function	Pin State					
	Pin Name (Value after Reset)	I/F Mode: Pin Name	External Reset State	RES = H		
				RES = L	Internal Reset State	After Internal Reset Release
Category				After Determination of I/F Mode		
Debug system	$\overline{\text{DRDY}}/\text{LPDCLKO}$	Nexus: $\overline{\text{DRDY}}$	Z	O	O	Z
		4-pin LPD: LPDCLKO	Z	O	O	Z
		Writer I/F: (without function)	Z	Z	Z	Z
		BSCAN: (without function)	Z	Z	Z	Z

Note: I: Input
O: Output
Z: High impedance
Pull-up: On-chip pull-up resistor
Pull-down: On-chip pull-down resistor

2.5.4 Handling of Unused Pins

Examples of the handling of unused pins are listed in **Table 2.76**.

Table 2.76 Examples of the Handling of Unused Pins (1/4)

Classification	Pin	IO	Examples of handling of unused pins	On-chip pull-down/pull-up resistor
Clock	CK	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None
	XTAL	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None
	EXTAL	I	(This pin will always be used.)	None
System control	RES	I	(This pin will always be used.)	This pin is equipped with an internal pull-down resistor.
	MD0, FLMODE	I	(These pins will always be used. When used in user boot mode, it is individually connected to VSS via a resistor.)	This pin is equipped with an internal pull-down resistor.
	MD1	I	<ul style="list-style-type: none"> This pin is individually connected to VSS via a resistor. 	This pin is equipped with an internal pull-down resistor.
Interrupt	NMI	I	<ul style="list-style-type: none"> This pin is individually connected to VSS via a resistor. 	This pin is equipped with an internal pull-down resistor.
ECM	ERROROUT_M	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None
General input/output port	P0_m, P1_m, P2_m, P3_m, P4_m, P5_m, P6_m, P7_m, P8_m, P10_m, P11_m, P13_m	IO	<p>[Input mode]</p> <ul style="list-style-type: none"> These pins are left open-circuit and the settings are to disable input (values after reset are $PMCn_m = 0$, $PMn_m = 1$, $PIBCn_m = 0$) These pins are left open-circuit and the settings are to enable on-chip pull-up/pull-down resistors (use PU_n_m, PDn_m) These pins are individually connected to power supply or ground of each pin via a resistor. 	The pins are equipped with internal pull-up or pull-down resistors which can be enabled by register settings.
			<p>[Output mode]</p> <ul style="list-style-type: none"> These pins are left open-circuit. 	
ADC, DSADC	AN000/DSAN0P, AN001/DSAN0N, AN002/DSAN1P, AN003/DSAN1N, AN10x, AN11x, AN12x, AN13x, AN14x (Analog input-only)	I	<ul style="list-style-type: none"> These pins are left open-circuit. 	None
	AN010/DSAN2P, AN011/DSAN2N, AN012/DSAN3P, AN013/DSAN3N, AN020/DSAN4P, AN021/DSAN4N, AN022/DSAN5P, AN023/DSAN5N, AN030/DSAN6P, AN031/DSAN6N, AN032/DSAN7P, AN033/DSAN7N, AN04x, AN05x, AN15x, AN16x, AN17x (Alternative analog input and digital input)	I	<ul style="list-style-type: none"> These pins are left open-circuit and the settings are to disable input (values after reset are $PMCn_m = 0$, and $PIBCn_m = 0$) 	None

Table 2.76 Examples of the Handling of Unused Pins (2/4)

Classification	Pin	IO	Examples of handling of unused pins	On-chip pull-down/pull-up resistor	
RHSB LVDS buffer	RHSBxSOP, RHSBxSON, RHSBxFCLP, RHSBxFCLN	O	<ul style="list-style-type: none"> These pins are left open-circuit and the settings are to disable output (value after reset is PM17_m = 1). 	None	
AUD RAM monitor	AUDRST	I	<ul style="list-style-type: none"> The pin is left open-circuit. This pin is individually connected to VSS via a resistor. 	This pin is equipped with an internal pull-down resistor.	
	AUDCK, AUDSYNC	I	<ul style="list-style-type: none"> These pins are left open-circuit. These pins are individually connected to VCC via a resistor. 	This pin is equipped with an internal pull-down resistor.	
	AUDATA _n	IO	<ul style="list-style-type: none"> The pin is left open-circuit. 	This pin is equipped with an internal pull-down resistor.	
Debug	EVTO	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None	
	EVTI	I	<ul style="list-style-type: none"> The pin is left open-circuit. This pin is individually connected to VCC via a resistor. 	This pin is equipped with an internal pull-down resistor.	
	TDI/LPDI/ FLSCI3RX	TDI	I	<ul style="list-style-type: none"> The pin is left open-circuit. This pin is individually connected to VCC via a resistor. 	This pin is equipped with an internal pull-down resistor.
		LPDI	I	<ul style="list-style-type: none"> The pin is left open-circuit. This pin is individually connected to VCC via a resistor. 	This pin is equipped with an internal pull-down resistor.
		FLSCI3RX	I	<ul style="list-style-type: none"> Do not select the FLSCI3RX pin function if the pin is not use in use. 	The internal pull-up resistor is enabled in booting up by the boot firmware.
	TDO/LPDO/ FLSCI3TX	TDO	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None
		LPDO	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None
		FLSCI3TX	O	<ul style="list-style-type: none"> Do not select the FLSCI3TX pin function if the pin is not use in use. 	None
	TCK/ LPDCLKI/ FLSCI3SCK	TCK	I	<ul style="list-style-type: none"> The pin is left open-circuit. This pin is individually connected to VCC via a resistor. 	This pin is equipped with an internal pull-down resistor.
		LPDCLKI	I	<ul style="list-style-type: none"> The pin is left open-circuit. This pin is individually connected to VCC via a resistor. 	This pin is equipped with an internal pull-down resistor.
		FLSCI3SCK	I	<ul style="list-style-type: none"> Do not select the FLSCI3SCK pin function if the pin is not use in use. 	None
	TMS/EVTO	TMS	I	<ul style="list-style-type: none"> The pin is left open-circuit. This pin is individually connected to VCC via a resistor. 	This pin is equipped with an internal pull-down resistor.
		EVTO	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None
	TRST/LPDRST		I	<ul style="list-style-type: none"> This pin is individually connected to VSS via a resistor. 	This pin is equipped with an internal pull-down resistor.
DRDY/ LPDCKO	DRDY	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None	
	LPDCKO	O	<ul style="list-style-type: none"> The pin is left open-circuit. 	None	
NC	NC	—	<ul style="list-style-type: none"> The pin is left open-circuit. 	None	

Table 2.76 Examples of the Handling of Unused Pins (3/4)

Classification	Pin	IO	Examples of handling of unused pins	On-chip pull-down/pull-up resistor
Power supply	EVCC		(This pin will always be used.)	—
	SYSVCC		(This pin will always be used.)	—
	VCC		(This pin will always be used.)	—
	PLLVCC		(This pin will always be used.)	—
	PLLVSS		(This pin will always be used.)	—
	VDD		(This pin will always be used.)	—
	RAMVCL		(This pin will always be used.)	—
	VSS		(This pin will always be used.)	—
	LVDVCC		<ul style="list-style-type: none"> This pin is connected to VCC. 	—
	LVDVSS		<ul style="list-style-type: none"> This pin is connected to VSS. 	—
	TTLVCC		<ul style="list-style-type: none"> This pin is connected to VCC. 	—
	EPTVOUT		<ul style="list-style-type: none"> The pin is left open-circuit. 	—
	ADSVCC, ADSVSS, ADSVREFH, ADSVREFL, ADSVCL		<ul style="list-style-type: none"> Connections when the DSADC is not in use but the ADC module is are listed below. ADSVCC: This pin is connected to A0VCC. ADSVSS: This pin is connected to A0VSS. ADSVREFH: This pin is connected to A0VCC. ADSVREFL: This pin is connected to A0VSS. ADSVCL: The pin is left open-circuit. Connections when neither the DSADC nor the ADC module is in use are listed below. ADSVCC: This pin is connected to EVCC. ADSVSS: This pin is connected to VSS. ADSVREFH: This pin is connected to EVCC. ADSVREFL: This pin is connected to VSS. ADSVCL: The pin is left open-circuit. 	—

Table 2.76 Examples of the Handling of Unused Pins (4/4)

Classification	Pin	IO	Examples of handling of unused pins	On-chip pull-down/pull-up resistor
Power supply	A0VCC, A0VSS, A0VREFH, A1VCC, A1VSS, A1VREFH		<ul style="list-style-type: none"> Connections when the ADC module is not in use but the DSADC is are listed below. A0VCC: This pin is connected to ADSVCC. A0VSS: This pin is connected to ADSVSS. A0VREFH: This pin is connected to ADSVCC. A1VCC: This pin is connected to ADSVCC. A1VSS: This pin is connected to ADSVSS. A1VREFH: This pin is connected to ADSVCC. Connections when neither the DSADC nor the ADC module is in use are listed below. A0VCC: This pin is connected to EVCC. A0VSS: This pin is connected to VSS. A0VREFH: This pin is connected to EVCC. A1VCC: This pin is connected to EVCC. A1VSS: This pin is connected to VSS. A1VREFH: This pin is connected to EVCC. 	—

Note 1. For the correspondences between the various pins and the power supply or ground, see **Section 40, Electrical Characteristics**.

Note 2. Use a resistor with a value of at least 1 kΩ for externally pulling pins up or down.

Note 3. Take care regarding the resistive division effect when using an external resistor to pull up or pull down a pin that is equipped with an internal pull-up or pull-down resistor.

Section 3 CPU System

3.1 Overview

3.1.1 Block Configuration

Figure 3.1 shows the block configuration diagram.

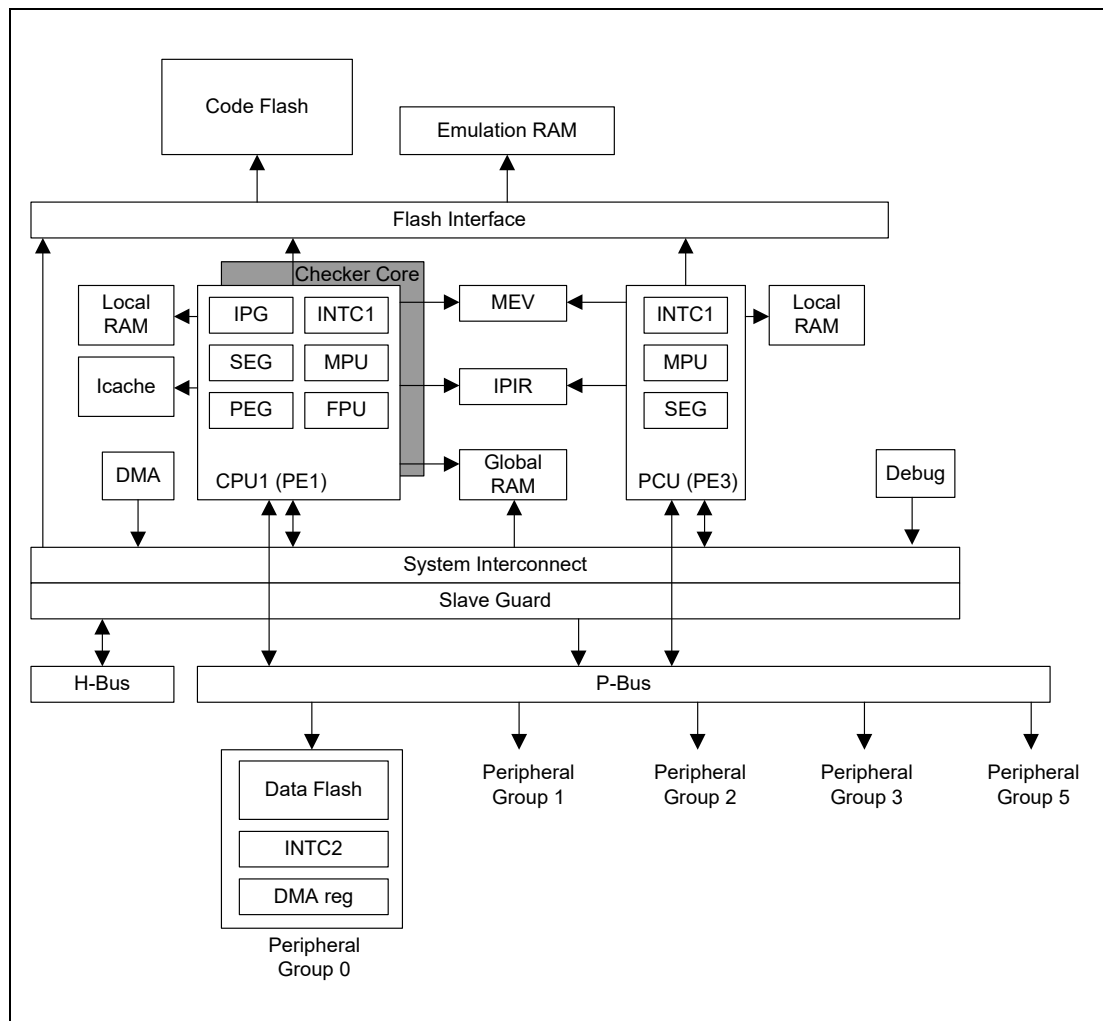


Figure 3.1 Block Configuration Diagram

CPU1 (PE1)

The RH850 G3MH core is included as a main CPU. CPU1 also includes the checker core for safety assurance.

PCU (PE3)

The RH850 G3K core is included as a PCU to control peripheral IPs (peripheral control unit).

Local RAM

Each PE has a high-speed accessible local RAM.

Global RAM

The global RAM is a mass on-chip RAM that all PEs share. Some areas of this RAM function as the retention RAM.

Code Flash

A mass code flash is included for program storage. CPU1 and PCU share the code flash and they are connected with each other via the code flash interface.

Emulation RAM

It is a RAM to emulate the code flash. The programs can be replaced by controlling from an external tool without rewriting the code flash.

Data Flash

It is a flash memory being rewritable by the CPU.

P-Bus and H-Bus

The P-Bus and H-Bus connect the peripheral IPs. The P-Bus is divided into five, Peripheral Group 0 to 3, and 5.

For the correspondence between the peripheral groups and the peripheral modules/registers, see **Appendix, List of Registers**.

INTC1, INTC2

INTC1 is an interrupt controller exclusive to each PE. INTC2 is a common interrupt controller that all PEs share, being able to set the binding destination PE of an interrupt request by the registers.

DMA

Two DMA transfer modules, DMAC and DTS, are included.

Slave Guard

The slave guard is a system to prevent unauthorized access from the specific bus master, consisting of the following guard structures:

(1) PE Guard (PEG)

The PE guard is a system to prevent unauthorized access to the resources in the PE from the external master. Access from the PE itself is only enabled but all other accesses are disabled after release from the reset state.

(2) Global RAM Guard (GRG)

The global RAM guard is a system to prevent unauthorized access to the global RAM from the external master. The global RAM is in the unprotected state (accessible from all bus masters) after release from the reset state.

(3) Peripheral Guard (PBG)

The peripheral guard is a system to prevent unauthorized access to peripheral devices from the external master. Peripheral devices are in the unprotected state (accessible from all bus masters) after release from the reset state.

3.2 CPU

3.2.1 Core Functions

3.2.1.1 Features

Table 3.1 lists features of the RH850G3MH core.

Table 3.1 Features of the RH850G3MH Core

Item	Feature
CPU	<ul style="list-style-type: none"> • Advanced 32-bit architecture for embedded control • 32-bit internal data bus • Thirty-two 32-bit general-purpose registers • RISC-type instruction sets <ul style="list-style-type: none"> – Long-/short-format load/store instructions – Three-operand instructions – Instruction sets based on C language • CPU operating modes <ul style="list-style-type: none"> – User mode, supervisor mode • Address space: 4-Gbyte linear address space for both data and instructions • Instructions: A snooze instruction (SNOOZE) is included for temporary suspension by switching the CPU clock signal (CLK_CPU) off for 32 clock cycles.
Coprocessor	<ul style="list-style-type: none"> • A floating-point operation coprocessor (FPU) mounted <ul style="list-style-type: none"> – Supports single precision (32 bits) and double precision (64 bits). – Supports data types and exceptions conforming to IEEE754. – Rounding mode: Neighborhood, 0 direction, +∞ direction, and -∞ direction – Handling denormalized numbers: Rounding down to 0 or exception notification to conform to IEEE754
Exception/ Interrupt	<ul style="list-style-type: none"> • 16 interrupt priority levels settable for each channel • Vector selection method selectable according to performance request or memory usage <ul style="list-style-type: none"> – Direct branching exception vectors – Indirect branching exception vectors referring to the address table • Supports the high-speed save/restore processing of the context by the dedicated instructions (PUSHSP and POPSP) at the generation of an interrupt
Memory Management	<ul style="list-style-type: none"> • Memory protection function (MPU): 16 areas settable
Cache	<ul style="list-style-type: none"> • Instruction cache

3.2.1.2 Register Set

This subsection explains the program registers and system registers incorporated in this CPU.

(1) Program Registers

Program registers include the general-purpose registers (r0 to r31) and program counter (PC).

The general-purpose register r0 always retains 0, but the values of the registers r1 to r31 after reset are undefined.

Table 3.2 List of Program Registers

Program Register	Name	Function	Description
General-purpose registers	r0	Zero register	Always retains "0"
	r1	Assembler reserved register	Used as working register for generating addresses
	r2	Register for address and data variables (used when the real-time OS used does not use this register)	
	r3	Stack pointer (SP)	Used for generating a stack frame when a function is called
	r4	Global pointer (GP)	Used for accessing a global variable in the data area
	r5	Text pointer (TP)	Used as a register that indicates the start of the text area (area where program code is placed)
	r6 to r29	Register for addresses and data variables	
	r30	Element pointer (EP)	Used as a base pointer for generating addresses when accessing memory
	r31	Link pointer (LP)	Used when the compiler calls a function
	Program counter	PC	Retains instruction addresses during execution of programs

Note: For further descriptions of r1, r3 to r5, and r31 used for an assembler and/or C compiler, see the the document of each software development environment.

(a) General-Purpose Registers

A total of 32 general-purpose registers (r0 to r31) are provided. All of these registers can be used for either data variables or address variables. r0 always retains 0, but the initial value of r1 to r31 is undefined.

Of the general-purpose registers, r0 to r5, r30, and r31 are assumed to be used for special purposes in software development environments, so it is necessary to note the following when using them.

1. r0, r3, and r30

These registers are implicitly used by instructions.

r0 is a register that always retains “0”. It is used for operations that use 0 and addressing with base address being 0.

r3 is implicitly used by the PREPARE, DISPOSE, PUSHSP, and POPSP instructions.

r30 is used as a base pointer when the SLD instruction or SST instruction accesses memory.

2. r1, r4, r5, and r31

These registers are implicitly used by the assembler and C compiler.

When using these registers, register contents must first be saved so they are not lost and can be restored after the registers are used.

3. r2

This register might be used by a real-time OS in some cases. If the real-time OS that is being used is not using r2, r2 can be used as a register for address variables or data variables.

(b) PC — Program Counter

The PC retains the address of the instruction being executed.

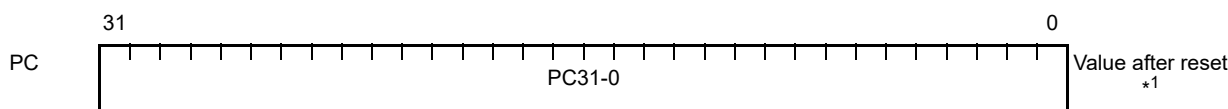


Table 3.3 PC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	PC31-1	These bits indicate the address of the instruction being executed.	R/W	*1
0	PC0	This bit is fixed to 0, and branching to an odd number address is disabled.	R/W	0

Note 1. The value after reset depends on the startup area in this product. For details, see **Section 4, Address Space**

(2) Basic System Registers

The basic system registers are used to control CPU status and to retain exception information.

System registers are read from or written to by using the LDSR or STSR instructions and specifying the system register number, which is made up of a register number and selection ID.

Table 3.4 Basic System Registers

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR0, 0	EIPC	Status save registers when acknowledging EI level exception	SV
SR1, 0	EIPSW	Status save registers when acknowledging EI level exception	SV
SR2, 0	FEPC	Status save registers when acknowledging FE level exception	SV
SR3, 0	FEPSW	Status save registers when acknowledging FE level exception	SV
SR 5, 0	PSW	Program status word	*1
SR 6, 0	FPSR	Refer to (4) FPU Function Registers	CU0 and SV
SR 7, 0	FPEPC	Refer to (4) FPU Function Registers	CU0 and SV
SR8, 0	FPST	Refer to (4) FPU Function Registers	CU0
SR9, 0	FPCC	Refer to (4) FPU Function Registers	CU0
SR10, 0	FPCFG	Refer to (4) FPU Function Registers	CU0
SR 13, 0	EIIC	EI level exception cause	SV
SR 14, 0	FEIC	FE level exception cause	SV
SR 16, 0	CTPC	CALLT execution status save register	UM
SR 17, 0	CTPSW	CALLT execution status save register	UM
SR 20, 0	CTBP	CALLT base pointer	UM
SR 28, 0	EIWR	EI level exception working register	SV
SR 29, 0	FEWR	FE level exception working register	SV
SR0, 1	MCFG0	Machine configuration	SV
SR2, 1	RBASE	Reset vector base address	SV
SR3, 1	EBASE	Exception handler vector address	SV
SR4, 1	INTBP	Base address of the interrupt handler table	SV
SR 5, 1	MCTL	CPU control	SV
SR 6, 1	PID	Processor ID	SV
SR 11, 1	SCCFG	SYSCALL operation setting	SV
SR 12, 1	SCBP	SYSCALL base pointer	SV
SR0, 2	HTCFG0	Thread configuration	SV
SR6, 2	MEA	Memory error address	SV
SR7, 2	ASID	Address space ID	SV
SR8, 2	MEI	Memory error information	SV

Note 1. The access permission differs depending on the bit. For details, see **(e) PSW — Program status word** in **(2) Basic System Registers**.

(a) EIPC — Status save register when acknowledging EI level exception

When an EI level exception is acknowledged, the address of the instruction that was being executed when the EI level exception occurred, or of the next instruction, is saved to the EIPC register (see *section 4.1.3 Types of exceptions* in *RH850G3MH User's Manual: Software*).

Because there is only one pair of EI level exception status save registers, when processing multiple exceptions, the contents of these registers must be saved by a program.

Be sure to set an even-numbered address to the EIPC register. An odd-numbered address must not be specified.

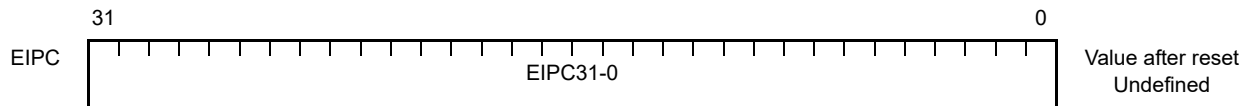


Table 3.5 EIPC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	EIPC31-1	These bits indicate the PC saved when an EI level exception is acknowledged.	R/W	Undefined
0	EIPC0	This bit indicates the PC saved when an EI level exception is acknowledged. Always set this bit to 0. Even if it is set to 1, the value transferred to the PC when the EIRET instruction is executed is 0.	R/W	Undefined

(b) EIPSW — Status save register when acknowledging EI level exception

When an EI level exception is acknowledged, the current PSW setting is saved to the EIPSW register.

Because there is only one pair of EI level exception status save registers, when processing multiple exceptions, the contents of these registers must be saved by a program.

CAUTION

Bits 11 to 9 cannot usually be changed since these bits are associated with debugging.

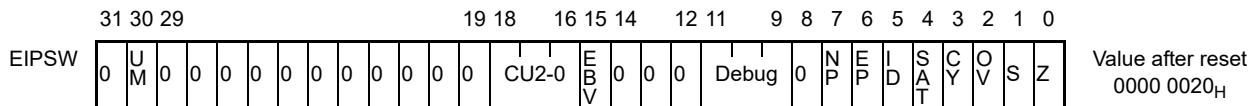


Table 3.6 EIPSW Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
30	UM	This bit stores the PSW.UM bit setting when an EI level exception is acknowledged.	R/W	0
29 to 19	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
18 to 16	CU2-0	These bits store the PSW.CU2 to 0 field setting when an EI level exception is acknowledged. (CU2 and CU1 are reserved for future expansion. Be sure to clear to 0.)	R/W	0
15	EBV	This bit stores the PSW.EBV bit setting when an EI level exception is acknowledged.	R/W	0
14 to 12	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
11 to 9	Debug	These bits store the PSW.Debug field when an EI level exception is acknowledged.	R/W	0
8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7	NP	This bit stores the PSW.NP bit setting when an EI level exception is acknowledged.	R/W	0
6	EP	This bit stores the PSW.EP bit setting when an EI level exception is acknowledged.	R/W	0
5	ID	This bit stores the PSW.ID bit setting when an EI level exception is acknowledged.	R/W	1
4	SAT	This bit stores the PSW.SAT bit setting when an EI level exception is acknowledged.	R/W	0
3	CY	This bit stores the PSW.CY bit setting when an EI level exception is acknowledged.	R/W	0
2	OV	This bit stores the PSW.OV bit setting when an EI level exception is acknowledged.	R/W	0
1	S	This bit stores the PSW.S bit setting when an EI level exception is acknowledged.	R/W	0
0	Z	This bit stores the PSW.Z bit setting when an EI level exception is acknowledged.	R/W	0

(c) FEPC — Status save register when acknowledging FE level exception

When an FE level exception is acknowledged, the address of the instruction that was being executed when the FE level exception occurred, or of the next instruction, is saved to the FEPC register (see *section 4.1.3 Types of exceptions* in *RH850G3MH User's Manual: Software*).

Because there is only one pair of FE level exception status save registers, when processing multiple exceptions, the contents of these registers must be saved by a program.

Be sure to set an even-numbered address to the FEPC register. An odd-numbered address must not be specified.

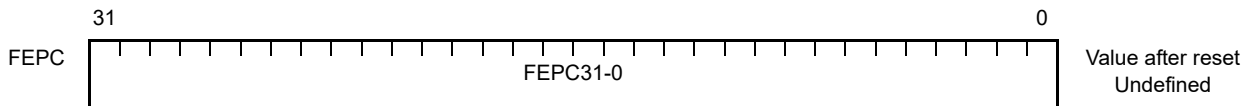


Table 3.7 FEPC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	FEPC31-1	These bits indicate the PC saved when an FE level exception is acknowledged.	R/W	Undefined
0	FEPC0	This bit indicates the PC saved when an FE level exception is acknowledged. Always set this bit to 0. Even if it is set to 1, the value transferred to the PC when the FERET instruction is executed is 0.	R/W	Undefined

(d) FEPSW — Status save register when acknowledging FE level exception

When an FE level exception is acknowledged, the current PSW setting is saved to the FEPSW register.

Because there is only one pair of FE level exception status save registers, when processing multiple exceptions, the contents of these registers must be saved by a program.

CAUTION

Bits 11 to 9 cannot usually be changed since these bits are associated with debugging.

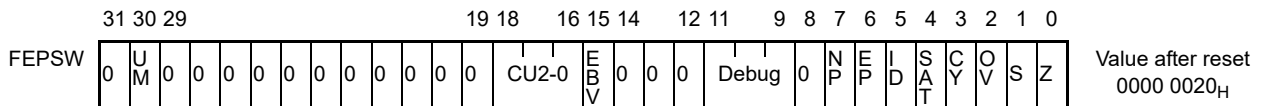


Table 3.8 FEPSW Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31	—	(Reserved for future expansion. Be sure to clear to 0.)	R/W	0
30	UM	This bit stores the PSW.UM bit setting when an FE level exception is acknowledged.	R/W	0
29 to 19	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
18 to 16	CU2-0	These bits store the PSW.CU2 to 0 field setting when an FE level exception is acknowledged. (CU2 and CU1 are reserved for future expansion. Be sure to clear to 0.)	R/W	0
15	EBV	This bit stores the PSW.EBV bit setting when an FE level exception is acknowledged.	R/W	0
14 to 12	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
11 to 9	Debug	These bits store the PSW.Debug field when an EI level exception is acknowledged.	R/W	0
8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7	NP	This bit stores the PSW.NP bit setting when an FE level exception is acknowledged.	R/W	0
6	EP	This bit stores the PSW.EP bit setting when an FE level exception is acknowledged.	R/W	0
5	ID	This bit stores the PSW.ID bit setting when an FE level exception is acknowledged.	R/W	1
4	SAT	This bit stores the PSW.SAT bit setting when an FE level exception is acknowledged.	R/W	0
3	CY	This bit stores the PSW.CY bit setting when an FE level exception is acknowledged.	R/W	0
2	OV	This bit stores the PSW.OV bit setting when an FE level exception is acknowledged.	R/W	0
1	S	This bit stores the PSW.S bit setting when an FE level exception is acknowledged.	R/W	0
0	Z	This bit stores the PSW.Z bit setting when an FE level exception is acknowledged.	R/W	0

(e) PSW — Program status word

PSW (program status word) is a set of flags that indicate the program status (instruction execution result) and bits that indicate the operation status of the CPU (flags are bits in the PSW that are referenced by a condition instruction (Bcond, CMOV, etc.)).

CAUTIONS

1. When the LDSR instruction is used to change the contents of bits 7 to 0 in this register, the changed contents become valid immediately after the completion of execution of the LDSR instruction.
2. The access permission for the PSW register differs with each bit. All bits can be read, but some bits can only be written under certain conditions. See Table 3.9, Access Permission for PSW Register for the access permission for each bit.

Table 3.9 Access Permission for PSW Register

Bit	Access Permission When Reading		Access Permission When Writing
30	UM	UM	SV*1
18 to 16	CU2-0		SV*1
15	EBV		SV*1
11 to 9	Debug		Special*1
7	NP		SV*1
6	EP		SV*1
5	ID		SV*1
4	SAT		UM
3	CY		UM
2	OV		UM
1	S		UM
0	Z		UM

Note 1. The access permission for the whole PSW register is UM, so the PIE exception does not occur even if the register is written by using an LDSR instruction when PSW.UM is 1. In this case, writing is ignored.

PSW	31	30	29	19	18	16	15	14	12	11	10	9	8	7	6	5	4	3	2	1	0	Value after reset								
	0	UM	0	0	0	0	0	0	0	0	0	0	0	0	CU2-0	EBV	0	0	0	Debug	0	NP	EP	ID	SAT	CY	OV	S	Z	0000 0020 _H

Table 3.10 PSW Register Contents (1/2)

Bit Position	Bit Name	Function	R/W	Value after Reset
31	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
30	UM	This bit indicates that the CPU is in user mode (UM mode) 0: Supervisor mode 1: User mode	R/W	0
29 to 19	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
18 to 16	CU2-CU0	This bit indicates the coprocessor use permissions. When the bit corresponding to the coprocessor is 0, a coprocessor use prohibition exception is generated in response to execution of a coprocessor instruction or access to coprocessor resources (system registers). CU2 bit 18: (Reserved for future expansion. Be sure to clear to 0.) CU1 bit 17: (Reserved for future expansion. Be sure to clear to 0.) CU0 bit 16: FPU	R/W	000

Table 3.10 PSW Register Contents (2/2)

Bit Position	Bit Name	Function	R/W	Value after Reset
15	EBV	This bit indicates the reset vector and exception vector operation. See the descriptions of the RBASE register in (q) RBASE — Reset vector base address register and the EBASE register in (r) EBASE — Exception handler vector address register .	R/W	0
14 to 12	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
11 to 9	Debug	These bits are used in debugging for development tools. In normal operation, clear these bits to 0.	—	0
8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7	NP	Disables acceptance of FE level exceptions. Once an FE level exception is accepted, this bit is set to 1 and disables acceptance of EI level exceptions or FE level exceptions. For the exceptions disabled by the NP bit, see <i>table 4.1 Exception Cause List in RH850G3MH User's Manual: Software</i> . 0 : An acceptance of FE level exceptions is enabled 1 : An acceptance of FE level exceptions is disabled	R/W	0
6	EP	This bit indicates that an exception other than an interrupt is being serviced. It is set to 1 when the corresponding exception occurs. This bit does not affect acknowledging an exception request even when it is set to 1. 0: An exception other than an interrupt is not being serviced. 1: An exception other than an interrupt is being serviced.	R/W	0
5	ID	Disables acceptance of EI level exceptions. Once an IE level exception or FE level exception is accepted, this bit is set to 1 and disables acceptance of EI level exceptions. For the exceptions disabled by the ID bit, see <i>table 4.1 Exception Cause List in RH850G3MH User's Manual: Software</i> . This bit is also used to disable EI level exceptions from being acknowledged as a critical section while an ordinary program or interrupt is being serviced. It is set to 1 when the DI instruction is executed, and cleared to 0 when the EI instruction is executed. A change in the ID bit by the IE or DI instruction is effective from the next instruction. 0 : An acceptance of IE level exceptions is enabled 1 : An acceptance of IE level exceptions is disabled	R/W	1
4	SAT* ¹	This bit indicates that the operation result is saturated because the result of a saturated operation instruction operation has overflowed. This is a cumulative flag, so when the operation result of the saturated operation instruction becomes saturated, this bit is set to 1, but it is not cleared to 0 when the operation result for a subsequent instruction is not saturated. This bit is cleared to 0 by the LDSR instruction. This bit is neither set to 1 nor cleared to 0 when an arithmetic operation instruction is executed. 0: Not saturated 1: Saturated	R/W	0
3	CY	This bit indicates whether a carry or borrow has occurred in the operation result. 0: Carry and borrow have not occurred. 1: Carry or borrow has occurred.	R/W	0
2	OV* ¹	This bit indicates whether or not an overflow has occurred during an operation. 0: Overflow has not occurred. 1: Overflow has occurred.	R/W	0
1	S* ¹	This bit indicates whether or not the result of an operation is negative. 0: Result of operation is positive or 0. 1: Result of operation is negative	R/W	0
0	Z	This bit indicates whether or not the result of an operation is 0. 0: Result of operation is not 0. 1: Result of operation is 0.	R/W	0

Note 1. The operation result of the saturation processing is determined in accordance with the contents of the OV flag and S flag during a saturated operation. When only the OV flag is set to 1 during a saturated operation, the SAT flag is set to 1.

Operation result status	Flag status			Operation result after saturation processing
	SAT	OV	S	
Exceeded positive maximum value	1	1	0	7FFF FFFF _H
Exceeded negative maximum value	1	1	1	8000 0000 _H
Positive (maximum value not exceeded)	Value prior to operation is retained.	0	0	Operation result itself
Negative (maximum value not exceeded)			1	

(f) EIC — EI level exception source register

The EIC register retains the source of any EI level exception that occurs. The value retained in this register is an exception code corresponding to a specific exception source.

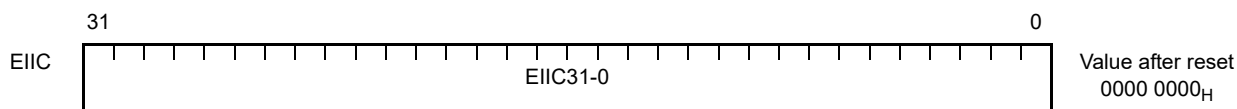


Table 3.11 EIC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	EIC31-0	These bits store the exception source code when an EI level exception occurs. Regarding the stored exception source code, see <i>Table 6.14, Interrupt Exception Handler and Priority</i> and <i>table 4.1 Exception Cause List</i> in <i>RH850G3MH User's Manual: Software</i> . The EIC31-16 field stores detailed exception source codes defined individually for each exception. If there is no particular definition, these bits are set to 0.	R/W	0

(g) FEIC — FE level exception source register

The FEIC register retains the source of any FE level exception that occurs. The value retained in this register is an exception code corresponding to a specific exception source.

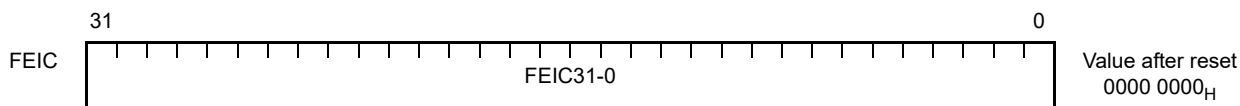


Table 3.12 FEIC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	FEIC31-0	These bits store the exception source code when an FE level exception occurs. Regarding the stored exception source code, see <i>Table 6.14, Interrupt Exception Handler and Priority</i> and <i>table 4.1 Exception Cause List</i> in <i>RH850G3MH User's Manual: Software</i> . The FEIC31-16 field stores detailed exception source codes defined individually for each exception. If there is no particular definition, these bits are set to 0.	R/W	0

(h) CTPC — Status save register when executing CALLT register

When a CALLT instruction is executed, the address of the next instruction after the CALLT instruction is saved to CTPC. Be sure to set an even-numbered address to the CTPC register. An odd-numbered address must not be specified.

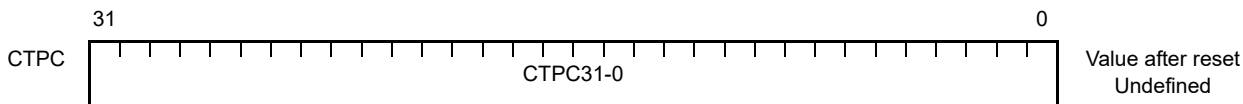


Table 3.13 CTPC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	CTPC31-1	These bits indicate the PC of the instruction after the CALLT instruction.	R/W	Undefined
0	CTPC0	This bit indicates the PC of the instruction after the CALLT instruction. Always set this bit to 0. Even if it is set to 1, the value transferred to the PC when the CTRET instruction is executed is 0.	R/W	Undefined

(i) CTPSW — Status save register when executing CALLT register

When a CALLT instruction is executed, some of the PSW (program status word) settings are saved to CTPSW.

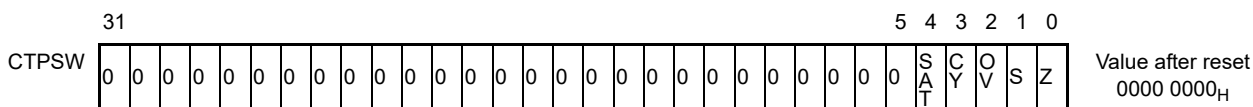


Table 3.14 CTPSW Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 5	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
4	SAT	This bit stores the PSW.SAT bit setting when the CALLT instruction is executed.	R/W	0
3	CY	This bit stores the PSW.CY bit setting when the CALLT instruction is executed.	R/W	0
2	OV	This bit stores the PSW.OV bit setting when the CALLT instruction is executed.	R/W	0
1	S	This bit stores the PSW.S bit setting when the CALLT instruction is executed.	R/W	0
0	Z	This bit stores the PSW.Z bit setting when the CALLT instruction is executed.	R/W	0

(j) CTBP — CALLT base pointer register

The CTBP register is used to specify table addresses of the CALLT instruction and generate target addresses. Be sure to set the CTBP register to a half word address.

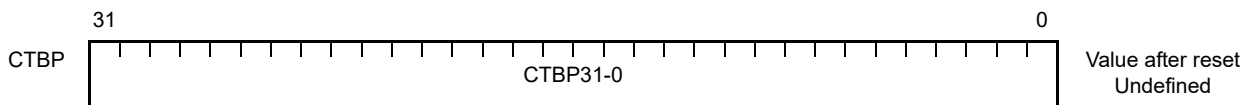


Table 3.15 CTBP Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	CTBP31-1	These bits indicate the base pointer address of the CALLT instruction. These bits indicate the first address in the table used by the CALLT instruction.	R/W	Undefined
0	CTBP0	These bits indicate the base pointer address of the CALLT instruction. These bits indicate the first address in the table used by the CALLT instruction. Always set this bit to 0.	R	0

(k) ASID — Address space ID register

This is the address space ID. This is used to identify the address space provided by the memory management function.

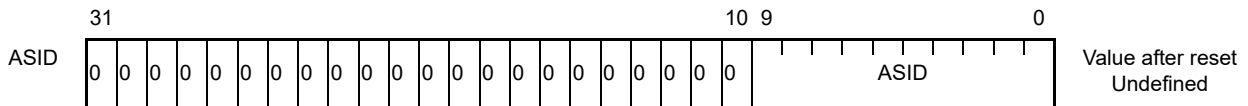


Table 3.16 ASID Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 10	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
9 to 0	ASID	This is the address space ID.	R/W	Undefined

(l) EIWR — EI level exception working register

The EIWR register is used as a working register when an EI level exception has occurred.

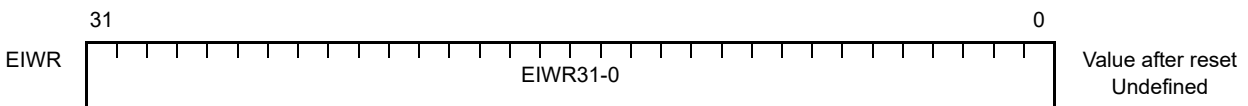


Table 3.17 EIWR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	EIWR31-0	These bits constitute a working register that can be used for any purpose during the processing of an EI level exception. Use this register for purposes such as storing the values of general-purpose registers.	R/W	Undefined

(m) FEWR — FE level exception working register

The FEWR register is used as a working register when an FE level exception has occurred.

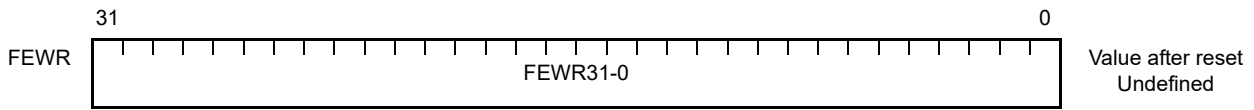


Table 3.18 FEWR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	FEWR31-0	These bits constitute a working register that can be used for any purpose during the processing of an FE level exception. Use this register for purposes such as storing the values of general-purpose registers.	R/W	Undefined

(n) HTCFG0 — Thread configuration register

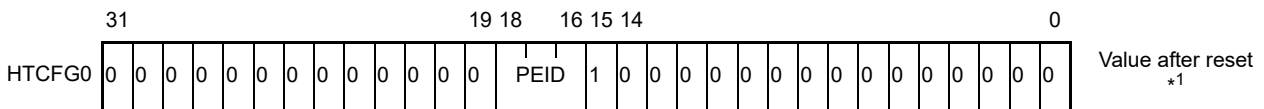


Table 3.19 HTCFG0 Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 19	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
18 to 16	PEID	These bits indicate the processor element number.	R	*2
15	—	(Reserved for future expansion. Be sure to set this bit to 1.)	R	1
14 to 0	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0

Note 1. The value is 0001 8000_H in CPU1 (PE1) of this product.
 Note 2. The value is 001_B in CPU1 (PE1) of this product.

(o) MEA — Memory error address register



Table 3.20 MEA Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	MEA	These bits store an address when a MAE (misaligning) or MPU violation occurs.	R/W	Undefined

(p) MEI — Memory error information register

This register is used to store information about the instruction that caused the exception when a misaligned (MAE) or memory protection (MDP) exception occurs.

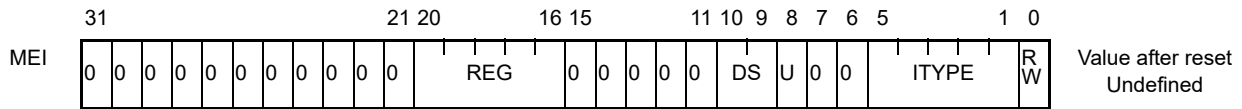


Table 3.21 MEI Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 21	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
20 to 16	REG	These bits indicate the number of the source or destination register accessed by the instruction that caused the exception. For details, see Table 3.22, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined
15 to 11	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
10, 9	DS	These bits indicate the type of data handled by the instruction that caused the exception.*1 0: Byte (8 bits) 1: Half word (16 bits) 2: Word (32 bits) 3: Double-word (64 bits) For details, see Table 3.22, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined
8	U	These bits indicate the sign extension method of the instruction that caused the exception. 0: Signed 1: Unsigned For details, see Table 3.22, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined
7, 6	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
5 to 1	ITYPE	These bits indicate the instruction that caused the exception. For details, see Table 3.22, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined
0	RW	This bit indicates whether the operation of the instruction that caused the exception was read (Load-memory) or write (Store-memory) 0: Read (Load-memory) 1: Write (Store-memory) For details, see Table 3.22, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined

Note 1. Even if the data is divided and access is made several times due to the specifications of the hardware, the original data type indicated by the instruction is stored.

Table 3.22 Instructions Causing Exceptions and Values of MEI Register (1/2)

Instruction	REG	DS	U	RW	ITYPE
SLD.B	dst	0 (Byte)	0 (Signed)	0 (Read)	00000 _B
SLD.BU	dst	0 (Byte)	1 (Unsigned)	0 (Read)	00000 _B
SLD.H	dst	1 (Half-word)	0 (Signed)	0 (Read)	00000 _B
SLD.HU	dst	1 (Half-word)	1 (Unsigned)	0 (Read)	00000 _B
SLD.W	dst	2 (Word)	0 (Signed)	0 (Read)	00000 _B
SST.B	src	0 (Byte)	0 (Signed)	1 (Write)	00000 _B
SST.H	src	1 (Half-word)	0 (Signed)	1 (Write)	00000 _B
SST.W	src	2 (Word)	0 (Signed)	1 (Write)	00000 _B
LD.B (disp16)	dst	0 (Byte)	0 (Signed)	0 (Read)	00001 _B

Table 3.22 Instructions Causing Exceptions and Values of MEI Register (2/2)

Instruction	REG	DS	U	RW	ITYPE
LD.BU (disp16)	dst	0 (Byte)	1 (Unsigned)	0 (Read)	00001 _B
LD.H (disp16)	dst	1 (Half-word)	0 (Signed)	0 (Read)	00001 _B
LD.HU (disp16)	dst	1 (Half-word)	1 (Unsigned)	0 (Read)	00001 _B
LD.W (disp16)	dst	2 (Word)	0 (Signed)	0 (Read)	00001 _B
ST.B (disp16)	src	0 (Byte)	0 (Signed)	1 (Write)	00001 _B
ST.H (disp16)	src	1 (Half-word)	0 (Signed)	1 (Write)	00001 _B
ST.W (disp16)	src	2 (Word)	0 (Signed)	1 (Write)	00001 _B
LD.B (disp23)	dst	0 (Byte)	0 (Signed)	0 (Read)	00010 _B
LD.BU (disp23)	dst	0 (Byte)	1 (Unsigned)	0 (Read)	00010 _B
LD.H (disp23)	dst	1 (Half-word)	0 (Signed)	0 (Read)	00010 _B
LD.HU (disp23)	dst	1 (Half-word)	1 (Unsigned)	0 (Read)	00010 _B
LD.W (disp23)	dst	2 (Word)	0 (Signed)	0 (Read)	00010 _B
ST.B (disp23)	src	0 (Byte)	0 (Signed)	1 (Write)	00010 _B
ST.H (disp23)	src	1 (Half-word)	0 (Signed)	1 (Write)	00010 _B
ST.W (disp23)	src	2 (Word)	0 (Signed)	1 (Write)	00010 _B
LD.DW (disp23)	dst	3 (Double-word)	0 (Signed)	0 (Read)	00010 _B
ST.DW (disp23)	src	3 (Double-word)	0 (Signed)	1 (Write)	00010 _B
LDL.W	dst	2 (Word)	0 (Signed)	0 (Read)	00111 _B
STC.W	src	2 (Word)	0 (Signed)	1 (Write)	00111 _B
CAXI	dst	2 (Word)	0 (Signed)* ⁵	0 (Read)* ¹	01000 _B
SET1	—	0 (Byte)	0 (Signed)* ⁵	0 (Read)* ¹	01001 _B
CLR1	—	0 (Byte)	0 (Signed)* ⁵	0 (Read)* ¹	01001 _B
NOT1	—	0 (Byte)	0 (Signed)* ⁵	0 (Read)* ¹	01001 _B
TST1	—	0 (Byte)	0 (Signed)* ⁵	0 (Read)	01001 _B
PREPARE	src* ⁵	2 (Word)	0 (Signed)* ⁵	1 (Write)	01100 _B
DISPOSE	dst* ⁵	2 (Word)	0 (Signed)* ⁵	0 (Read)	01100 _B
PUSHSP	src* ⁵	2 (Word)	0 (Signed)* ⁵	1 (Write)	01101 _B
POPSP	dst* ⁴ * ⁵	2 (Word)	0 (Signed)* ⁵	0 (Read)	01101 _B
SWITCH	—	1 (Half-word)	0 (Signed)	0 (Read)	10000 _B
CALLT	—	1 (Half-word)	1 (Unsigned)	0 (Read)	10001 _B
SYSCALL	—	2 (Word)	0 (Signed)* ⁵	0 (Read)	10010 _B
CACHE	—	—	—	0/1* ²	10100 _B
Interrupt (table reference)* ³	—	2 (Word)	0 (Signed)* ⁵	0 (Read)	10101 _B

Note 1. This exception occurs when the instruction executes a read access.

Note 2. It depends on actual operation.

Note 3. An exception occurs when the table reference interrupt vector is read.

Note 4. If data is to be stored in the general-purpose register r0, 0 is stored.

Note 5. The values differ from those for G3M.

Note: dst: destination register number, src: source register number

(q) RBASE — Reset vector base address register

This register indicates the reset vector address when there is a reset. If the PSW.EBV bit is 0, this vector address is also used as the exception vector address.

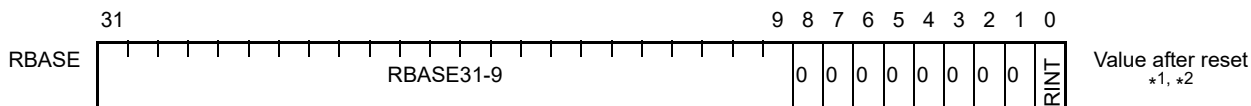


Table 3.23 RBASE Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 9	RBASE31-9	These bits indicate the reset vector when there is a reset. When PSW.EBV = 0, this address is also used as the exception vector. The RBASE8 to 0 bits are implicitly set to 0.	R	*1
8 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	RINT	When the RINT bit is set, the offset address of the exception handler used during interrupt servicing is decremented. See (1) <i>Direct vector method</i> in section 4.4.1 <i>Resets, Exceptions, and Interrupts</i> in <i>RH850G3MH User's Manual: Software</i> for the details. This bit is valid when PSW.EBV = 0.	R	*2

Note 1. The reset vector differs depending on the startup area in this product. For details, see **Section 4, Address Space**.

Note 2. The value is 0_B in this product.

(r) EBASE — Exception handler vector address register

This register indicates the exception handler vector address. This register is valid when the PSW.EBV bit is 1.

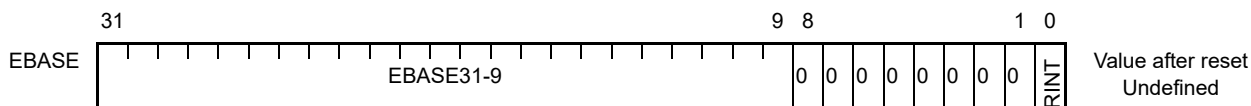


Table 3.24 EBASE Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 9	EBASE31-9	The exception handler routine address is changed to the address resulting from adding the offset address of each exception to the base address specified for this register. The EBASE8 to 0 bits are implicitly set to 0.	R/W	Undefined
8 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	RINT	When the RINT bit is set, the offset address of the exception handler used during interrupt servicing is decremented. See (1) <i>Direct vector method</i> in section 4.4.1 <i>Resets, Exceptions, and Interrupts</i> in <i>RH850G3MH User's Manual: Software</i> for the details.	R/W	Undefined

(s) INTBP — Base address of the exception handler address table register

This register indicates the base address of the address table when the address table reference method is selected as the interrupt handler address selection method.

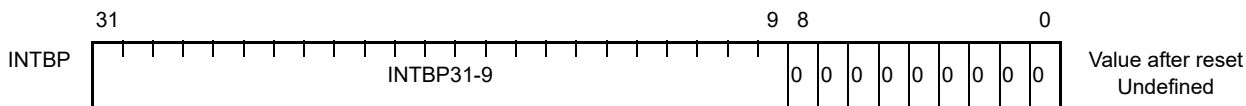


Table 3.25 INTBP Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 9	INTBP31-9	These bits indicate the base pointer address for an interrupt prescribed in the expanded specifications. The value indicated by these bits is the first address in the table used to determine the exception handler when the interrupt prescribed by the expanded specifications (EIINT0 to EIINT511) is acknowledged. The INTBP8 to INTBP0 bits are implicitly set to 0.	R/W	Undefined
8 to 0	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0

(t) PID — Processor ID register

The PID register retains a processor identifier that is unique to the CPU. The PID register is a read-only register.

CAUTION

The PID register indicates information used to identify the incorporated CPU core and CPU core configuration. Usage such that the software behavior varies dynamically according to the PID register information is not assumed.



Table 3.26 PID Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 24	PID	Architecture identifier This identifier indicates the architecture of the processor.	R	05 _H
23 to 8		Function identifier This identifier indicates the functions of the processor. These bits indicate whether or not functions defined per bit are implemented (1: implemented, 0: not implemented). Bit 23-11 Reserved Bit 10 Double-precision floating-point operation function Bit 9 Single-precision floating-point operation function Bit 8 Memory protection function (MPU)	R	8007 _H
7 to 0		Version identifier This identifier indicates the version of the processor.	R	80 _H

Note 1. The value is 0580 0780_H in this product.

(u) SCCFG — SYSCALL operation setting register

This register is used to specify operations related to the SYSCALL instruction. Be sure to set an appropriate value to this register before using the SYSCALL instruction.

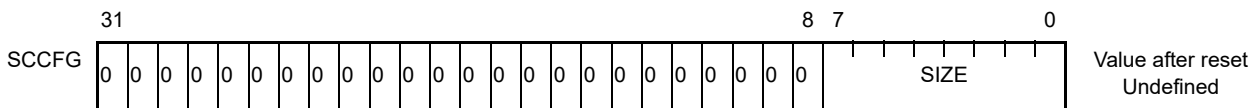


Table 3.27 SCCFG Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7 to 0	SIZE	These bits specify the maximum number of entries of a table that the SYSCALL instruction references. The maximum number of entries the SYSCALL instruction references is 1 if SIZE is 0, and 256 if SIZE is 255. By setting the maximum number of entries appropriately in accordance with the number of functions branched by the SYSCALL instruction, the memory area can be effectively used. If a vector exceeding the maximum number of entries is specified for the SYSCALL instruction, the first entry is selected. Place an error processing routine at the first entry.	R/W	Undefined

(v) SCBP — SYSCALL base pointer register

The SCBP register is used to specify a table address of the SYSCALL instruction and generate a target address. Be sure to set an appropriate value to this register before using the SYSCALL instruction.

Be sure to set a word address to the SCBP register.

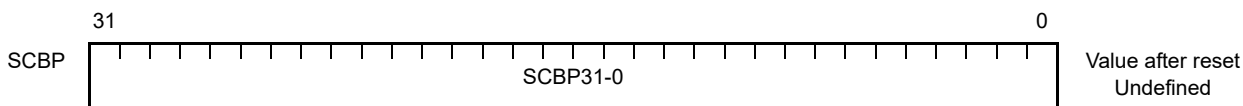


Table 3.28 SCBP Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 2	SCBP31-2	These bits indicate the base pointer address of the SYSCALL instruction. These bits indicate the first address in the table used by the SYSCALL instruction.	R/W	Undefined
1, 0	SCBP1-0	These bits indicate the base pointer address of the SYSCALL instruction. These bits indicate the first address in the table used by the SYSCALL instruction. Always set this bit to 0.	R	0

(w) MCFG0 — Machine configuration register

This register indicates the CPU configuration.

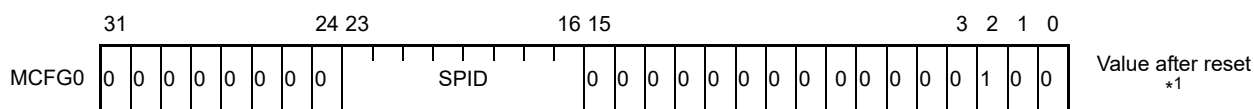


Table 3.29 MCFG0 Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 24	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
23 to 16	SPID	Bit 23 to 18: These are not supported in this product (Reserved for future expansion. Be sure to clear to 0.) Bit 17, 16: These bits indicate the system protection number.	R/W	*2
15 to 3	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
2	—	(Reserved for future expansion. Be sure to set this bit to 1.)	R	1
1, 0	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0

Note 1. The value is 0001 0004_H in CPU1 (PE1) of this product.

Note 2. The value is 01_H in CPU1 (PE1) of this product.

(x) MCTL — Machine control register

This register is used to control the CPU.

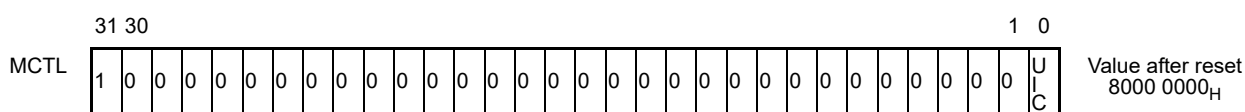


Table 3.30 MCTL Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31	—	(Reserved for future expansion. Be sure to set this bit to 1.)	R	1
30 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	UIC	This bit is used to control the interrupt enable/disable operation in user mode. When this bit is set to 1, executing the EI/DI instruction become possible in user mode.	R/W	0

(3) Interrupt Function Registers

The interrupt function system registers are read from or written to by using the LDSR or STSR instructions and specifying the system register number, which is made up of a register number and selection ID.

Table 3.31 Interrupt Function System Registers

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR10, 2	ISPR	Priority of interrupt being serviced	SV
SR11, 2	PMR	Interrupt priority masking	SV
SR12, 2	ICSR	Interrupt control status	SV
SR13, 2	INTCFG	Interrupt function setting	SV

(a) ISPR — Priority of interrupt being serviced register

This register holds the priority of the EIINTn interrupt being serviced. This priority value is then used to perform priority ceiling processing when multiple interrupts are generated.

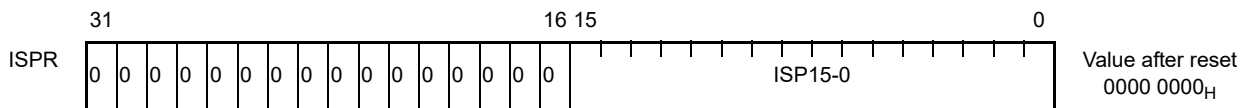


Table 3.32 ISPR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 16	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
15 to 0	ISP15-0	These bits indicate the acknowledgment status of an EIINTn interrupt with a priority*1 that corresponds to the relevant bit position. 0: An interrupt request for an interrupt whose priority corresponds to the relevant bit position has not been acknowledged. 1: An interrupt request for an interrupt whose priority corresponds to the relevant position is being serviced by the CPU core.	R*3	0

The bit positions correspond to the following priority levels:

Bit	Priority
0	Priority 0 (highest)
1	Priority 1
	:
14	Priority 14
15	Priority 15

When an interrupt request (EIINTn) is acknowledged, the bit corresponding to the acknowledged interrupt request is automatically set to 1. If PSW.EP is 0 when the EIRET instruction is executed, the bit with the highest priority among the ISP15-0 bits that are set (0 is the highest priority) is cleared to 0.*2

While a bit in this register is set to 1, lower priority interrupts (EIINTn) are masked. Priority level judgment is therefore not performed when the system is determining whether to acknowledge an exception, meaning that exceptions will not be acknowledged. See section 4.1.5 *Interrupt Exception Priority and Priority Masking* in *RH850G3MH User's Manual: Software* for the details.

When performing software-based priority control using the PMR register, be sure to clear this register by using the INTCFG.ISPC bit.

- Note 1. See section 4.1.5 *Interrupt Exception Priority and Priority Masking* in *RH850G3MH User's Manual: Software* for the details.
- Note 2. Interrupt acknowledgment and auto-updating of values when the EIRET instruction is executed are disabled by setting the INTCFG.ISPC bit to 1. We recommend auto-updating, so in normal cases, clear the INTCFG.ISPC bit to 0.
- Note 3. This is R or R/W, depending on the setting of the INTCFG.ISPC bit. It is recommended to use this register as a read-only (R) register.

(b) PMR — Interrupt priority masking register

This register is used to mask the specified interrupt priority.

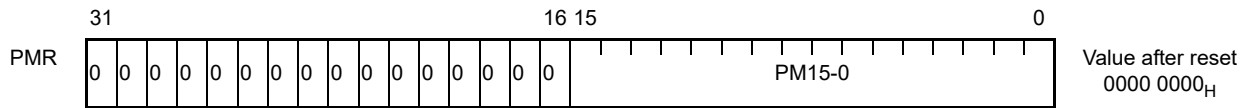


Table 3.33 PMR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 16	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
15 to 0	PM15-0	These bits mask an interrupt request with a priority level that corresponds to the relevant bit position. 0: Servicing of an interrupt request with a priority that corresponds to the relevant bit position is enabled. 1: Servicing of an interrupt request with a priority that corresponds to the relevant bit position is disabled.	R/W	0

The bit positions correspond to the following priority levels:

Bit	Priority
0	Priority 0 (highest)
1	Priority 1
	:
14	Priority 14
15	Priority 15 and priority 16 (lowest)

While a bit in this register is set to 1, interrupts (EIINTn) with the priority corresponding to that bit are masked. Priority level judgment is therefore not performed when the system is determining whether to acknowledge an exception, meaning that exceptions will not be acknowledged*¹.

Note 1. Specify the masks by setting the bits to 1 in order from the lowest-priority bit. For example, FF00_H can be set, but F0F0_H or 00FF_H cannot.

(c) ICSR — Interrupt control status register

This register indicates the interrupt control status in the CPU.



Table 3.34 ICSR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	PMEI	This bit indicates that an interrupt (EIINTn) with the priority level masked by the PMR register exists	R	0

(d) INTCFG — Interrupt function setting register

This register is used to specify settings related to the CPU's internal interrupt function.

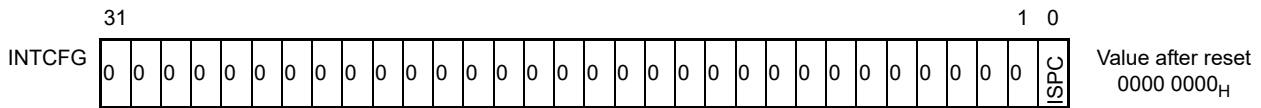


Table 3.35 INTCFG Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	ISPC	<p>This bit changes how the ISPR register is written.</p> <p>0: The ISPR register is automatically updated. Updates triggered by the program (via execution of LDSR instruction) are ignored.</p> <p>1: The ISPR register is not automatically updated. Updates triggered by the program (via execution of LDSR instruction) are performed.</p> <p>If this bit is cleared to 0, the bits of the ISPR register are automatically set to 1 when an interrupt (EIINTn) is acknowledged, and cleared to 0 when the EIRET instruction is executed. In this case, the bits are not updated by an LDSR instruction executed by the program.</p> <p>If this bit is set to 1, the bits of the ISPR register are not updated by the acknowledgement of an interrupt (EIINTn) or by execution of the EIRET instruction. In this case, the bits can be updated by an LDSR instruction executed by the program.</p> <p>In normal cases, the ISPC bit should be cleared. When performing software-based priority control, however, set this bit to 1 and perform priority control by using the PMR register.</p>	R/W	0

(4) FPU Function Registers

(a) Floating-point operation registers

The FPU uses the CPU general-purpose registers (r0 to r31). There are no register files used only for floating-point operations.

- Single-precision floating-point instruction
Thirty-two 32-bit registers can be specified. These general-purpose registers correspond to r0 to r31.
- Double-precision floating-point instruction
Sixteen 64-bit registers can be specified. Paired general-purpose registers are used as register pairs ({r1, r0}, {r3, r2} ... {r31, r30}). Each register pair is specified in the instruction format with an even numbered register. Because r0 is a zero register (always holds "0"), in principle {r1, r0} should not be used by a double-precision floating-point instruction.

(b) Floating-point system registers

The FPU can use the following system registers to control floating-point operation. Reading from/writing to a floating-point system register is performed by specifying the system register number, which consists of the register number and selection identifier, with the LDSR or STSR instructions. For details of the registers, see *section 3.4.2 Floating-Point Function System Registers* in *RH850G3MH User's Manual: Software*.

Table 3.36 FPU Function System Registers

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR6, 0	FPSR	Floating-point operation setting/status	CU0 and SV
SR7, 0	FPEPC	Floating-point operation exception program counter	CU0 and SV
SR8, 0	FPST	Floating-point status	CU0
SR9, 0	FPCCR	Floating-point operation comparison result	CU0
SR10, 0	FPCFG	Floating-point function setting	CU0

(5) MPU function registers**(a) MPU function system registers**

The MPU function system registers are read from or written to by using the LDSR or STSR instructions and specifying the system register number, which is made up of a register number and selection ID.

Table 3.37 MPU Function System Registers (1/2)

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR0, 5	MPM	Memory protection operation mode setting	SV
SR1, 5	MPRC	MPU region control	SV
SR4, 5	MPBRGN	MPU base region number	SV
SR5, 5	MPTRGN	MPU end region number	SV
SR8, 5	MCA	Memory protection setting check address	SV
SR9, 5	MCS	Memory protection setting check size	SV
SR10, 5	MCC	Memory protection setting check command	SV
SR11, 5	MCR	Memory protection setting check result	SV
SR0, 6	MPLA0	Protection area minimum address	SV
SR1, 6	MPUA0	Protection area maximum address	SV
SR2, 6	MPAT0	Protection area attribute	SV
SR4, 6	MPLA1	Protection area minimum address	SV
SR5, 6	MPUA1	Protection area maximum address	SV
SR6, 6	MPAT1	Protection area attribute	SV
SR8, 6	MPLA2	Lower address of the protection area	SV
SR9, 6	MPUA2	Protection area maximum address	SV
SR10, 6	MPAT2	Protection area attribute	SV
SR12, 6	MPLA3	Protection area minimum address	SV
SR13, 6	MPUA3	Protection area maximum address	SV
SR14, 6	MPAT3	Protection area attribute	SV
SR16, 6	MPLA4	Protection area minimum address	SV
SR17, 6	MPUA4	Protection area maximum address	SV
SR18, 6	MPAT4	Protection area attribute	SV
SR20, 6	MPLA5	Protection area minimum address	SV
SR21, 6	MPUA5	Protection area maximum address	SV
SR22, 6	MPAT5	Protection area attribute	SV
SR24, 6	MPLA6	Protection area minimum address	SV
SR25, 6	MPUA6	Protection area maximum address	SV
SR26, 6	MPAT6	Protection area attribute	SV
SR28, 6	MPLA7	Protection area minimum address	SV
SR29, 6	MPUA7	Protection area maximum address	SV
SR30, 6	MPAT7	Protection area attribute	SV
SR0, 7	MPLA8	Protection area minimum address	SV
SR1, 7	MPUA8	Protection area maximum address	SV
SR2, 7	MPAT8	Protection area attribute	SV
SR4, 7	MPLA9	Protection area minimum address	SV
SR5, 7	MPUA9	Protection area maximum address	SV

Table 3.37 MPU Function System Registers (2/2)

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR6, 7	MPAT9	Protection area attribute	SV
SR8, 7	MPLA10	Protection area minimum address	SV
SR9, 7	MPUA10	Protection area maximum address	SV
SR10, 7	MPAT10	Protection area attribute	SV
SR12, 7	MPLA11	Protection area minimum address	SV
SR13, 7	MPUA11	Protection area maximum address	SV
SR14, 7	MPAT11	Protection area attribute	SV
SR16, 7	MPLA12	Protection area minimum address	SV
SR17, 7	MPUA12	Protection area maximum address	SV
SR18, 7	MPAT12	Protection area attribute	SV
SR20, 7	MPLA13	Protection area minimum address	SV
SR21, 7	MPUA13	Protection area maximum address	SV
SR22, 7	MPAT13	Protection area attribute	SV
SR24, 7	MPLA14	Protection area minimum address	SV
SR25, 7	MPUA14	Protection area maximum address	SV
SR26, 7	MPAT14	Protection area attribute	SV
SR28, 7	MPLA15	Protection area minimum address	SV
SR29, 7	MPUA15	Protection area maximum address	SV
SR30, 7	MPAT15	Protection area attribute	SV

(b) MPM — Memory protection operation mode register

The memory protection mode register is used to define the basic operating state of the memory protection function.



Table 3.38 MPM Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 11	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
10	DX	This bit is not supported in this product. (DX is reserved for future expansion. Be sure to clear to 0.)	R	0
9	DW	This bit is not supported in this product. (DW is reserved for future expansion. Be sure to clear to 0.)	R	0
8	DR	This bit is not supported in this product. (DR is reserved for future expansion. Be sure to clear to 0.)	R	0
7 to 2	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
1	SVP	In SV mode. (when PSW.UM = 0), this bit is used to specify whether to restrict access according to the SX, SW, and SR bits of the MPAT register for each protection area.*1 0: As usual, implicitly enable all access in SV mode. 1: Restrict access according to the SX, SW, and SR bits even in SV mode.*2	R/W	0
0	MPE	This bit is used to specify whether to enable or disable MPU function. 0: Disable 1: Enable	R/W	0

Note 1. If the SVP bit is set to 1, access will be restricted in accord with the setting for each protection area, even in SV mode. Therefore, specify the protection area before setting the SVP bit to prevent restriction of access by the program itself.

Note 2. If access is restricted in SV mode, execution of MDP exceptions or the MIP exception handling itself might not be possible depending on the settings. Be careful to specify settings so that access to the memory area necessary for the exception handler and exception handling is permitted.

(c) MPRC — MPU region control register

Bits used to perform special memory protection function operations are located in this register.

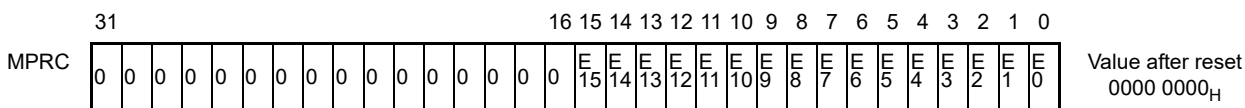


Table 3.39 MPRC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 16	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
15 to 0	E15-E0	These are the enable bits for each protection area. Bit En is a copy of bit MPATn.E (where n = 15 to 0). The number of the protection areas in this product is 16.	R/W	0

(d) MPBRGN — MPU base region register

This register indicates the minimum usable MPU area number.

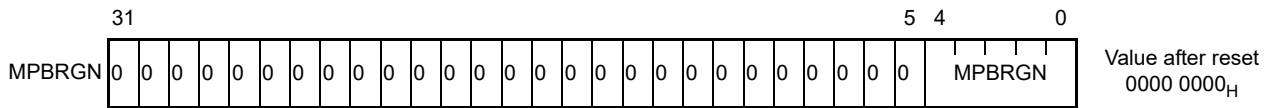


Table 3.40 MPBRGN Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 5	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
4 to 0	MPBRGN	These bits indicate the smallest number of an MPU area. These bits are always read as 0.	R	0

(e) MPTRGN — MPU end region register

This register indicates the maximum usable MPU area number + 1.

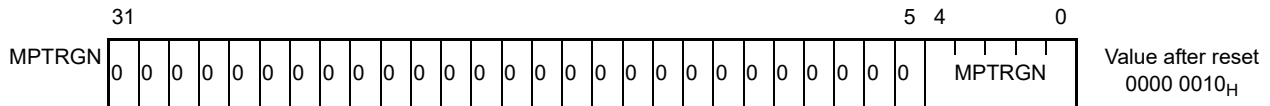


Table 3.41 MPTRGN Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 5	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
4 to 0	MPTRGN	These bits indicate the largest number of an MPU area plus one. These bits always indicate the maximum number of MPU areas that the hardware can support. The number of the protection areas in this product is 16.	R	10 _H

(f) MCA — Memory protection setting check address register

This register is used to specify the base address of the area for which a memory protection setting check is to be performed.

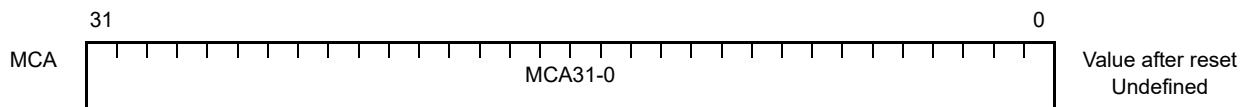


Table 3.42 MCA Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	MCA31-0	These bits are used to specify the start address of the memory area subject to a memory protection setting check in bytes.	R/W	Undefined

(g) MCS — Memory protection setting check size register

This register is used to specify the size of the area for which a memory protection setting check is to be performed.

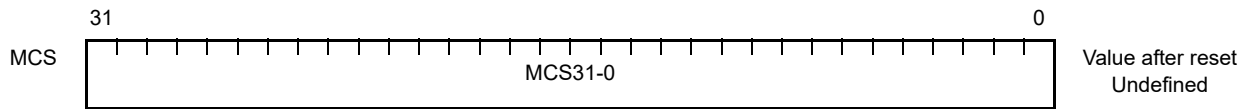


Table 3.43 MCS Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	MCS31-0	These bits specify the size of the target area to specify the size of memory area subject to a memory protection setting check in bytes. These bits specify the size in bytes of a memory area that is subject to a memory protection setting. Checking in areas below the address value in the MCS register is not possible because the specified size is handled as an unsigned integer. Do not set 0000 0000 _H in the MCS register.	R/W	Undefined

(h) MCC — Memory protection setting check command register

This register specifies the starting command for checking the memory protection setting.

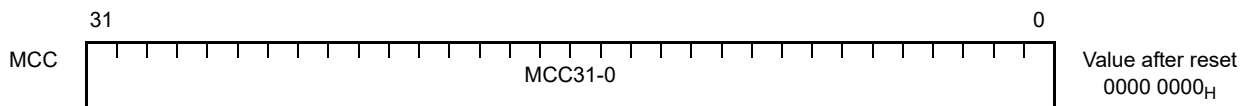


Table 3.44 MCC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	MCC31- MCC0	When any value is written to the MCC register, a memory protection setting check starts. Setting the MCA and MCS registers and then writing to this register leads to storage of the result of checking in the MCR register. Since writing any value to this register starts the check, doing so does not require any extra registers when r0 is used as a source register. The result of checking is reflected in MCR according to any area setting regardless of the setting of the PSW.UM bit. The value read from the MCC register is always 0000 0000 _H .	R/W	0

(i) MCR — Memory protection setting check result register

This register is used to store the results of a memory protection setting check.

Be sure to clear bit 31 to 9 and 7 to 6.

CAUTIONS

1. If the area for which checking is specified crosses 0000 0000_H, the area is judged to have been specified incorrectly, and the MCR.OV bit is set to 1. For this reason, in access to the results of checking, check the MCR.OV bit and confirm that the result is valid (OV = 0) before using any results of checking.
2. With the default settings (for MPM.DX, MPM.DW, MPM.DR) of 1, the correct result may not be obtained. If the specified default is to be enabled, do not use the memory protection setting check function.

31	9 8 7 6 5 4 3 2 1 0																																																
MCR	<table style="display: inline-table; border-collapse: collapse; border: 1px solid black;"> <tr> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">O</td> <td style="width: 20px; text-align: center;">V</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">0</td> <td style="width: 20px; text-align: center;">S</td> <td style="width: 20px; text-align: center;">X</td> <td style="width: 20px; text-align: center;">E</td> <td style="width: 20px; text-align: center;">S</td> <td style="width: 20px; text-align: center;">W</td> <td style="width: 20px; text-align: center;">E</td> <td style="width: 20px; text-align: center;">S</td> <td style="width: 20px; text-align: center;">R</td> <td style="width: 20px; text-align: center;">E</td> <td style="width: 20px; text-align: center;">U</td> <td style="width: 20px; text-align: center;">X</td> <td style="width: 20px; text-align: center;">E</td> <td style="width: 20px; text-align: center;">U</td> <td style="width: 20px; text-align: center;">W</td> <td style="width: 20px; text-align: center;">E</td> <td style="width: 20px; text-align: center;">U</td> <td style="width: 20px; text-align: center;">R</td> <td style="width: 20px; text-align: center;">E</td> </tr> </table>	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	O	V	0	0	S	X	E	S	W	E	S	R	E	U	X	E	U	W	E	U	R	E
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	O	V	0	0	S	X	E	S	W	E	S	R	E	U	X	E	U	W	E	U	R	E		
	Value after reset Undefined																																																

Table 3.45 MCR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 9	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
8	OV	If the specified area includes 0000 0000 _H or 7FFF FFFF _H , 1 is stored in this bit. In other cases, 0 is stored in this bit.	R/W	Undefined
7, 6	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
5	SXE	If the specified area is contained within one protection area and execution is permitted for that area in supervisor mode, 1 is stored in this bit. In other cases, 0 is stored in this bit.	R/W	Undefined
4	SWE	If the specified area is contained within one protection area and writing to that area is permitted in supervisor mode, 1 is stored in this bit. In other cases, 0 is stored in this bit.	R/W	Undefined
3	SRE	If the specified area is contained within one protection area and reading from that area is permitted in supervisor mode, 1 is stored in this bit. In other cases, 0 is stored in this bit.	R/W	Undefined
2	UXE	If the specified area is contained within one protection area and execution is permitted for that area in user mode, 1 is stored in this bit. In other cases, 0 is stored in this bit.	R/W	Undefined
1	UWE	If the specified area is contained within one protection area and writing to that area is permitted in user mode, 1 is stored in this bit. In other cases, 0 is stored in this bit.	R/W	Undefined
0	URE	If the specified area is contained within one protection area and reading from that area is permitted in user mode, 1 is stored in this bit. In other cases, 0 is stored in this bit.	R/W	Undefined

(j) MPLAn — Protection area minimum address register

These registers indicate the minimum address of area n (where n = 0 to 15). The number of the protection areas in this product is 16.

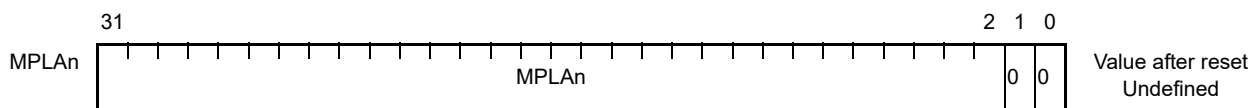


Table 3.46 MPLAn Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 2	MPLA31-2	These bits indicate the minimum address of area n. The MPLA1-0 bits are implicitly set to 0.	R/W	Undefined
1, 0	—	Reserved for future expansion. Be sure to clear these bits to 0.	R	0

(k) MPUAn — Protection area maximum address register

These registers indicate the maximum address of area n (where n = 0 to 15). The number of the protection areas in this product is 16.



Table 3.47 MPUAn Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 2	MPUA31-2	These bits indicate the maximum address of area n. The MPUA1-0 bits are implicitly set to 1.	R/W	Undefined
1, 0	—	Reserved for future expansion. Be sure to clear these bits to 0.	R	0

(I) MPATn — Protection area attribute register

These registers indicate the attributes of area n (where n = 0 to 15). The number of the protection areas in this product is 16.

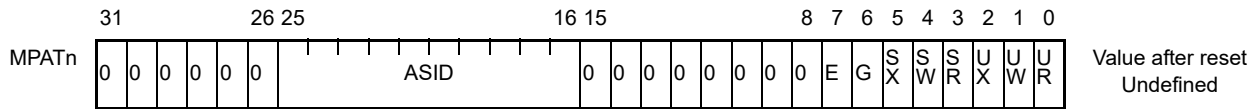


Table 3.48 MPATn Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 26	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
25 to 16	ASID	These bits indicate the ASID value to be used as the area match condition.	R/W	Undefined
15 to 8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7	E	This bit indicates whether area n is enabled or disabled. 0 : Area n is disabled. 1 : Area n is enabled.	R/W	0
6	G	0: ASID match is the condition. 1: ASID match is not the condition. When this bit is 0, the condition of the area match is MPATn.ASID = ASID.ASID. When this bit is 1, the area match of the values of MPATn.ASID and ASID.ASID is not the condition.	R/W	Undefined
5	SX	This bit indicates the execution privilege in supervisor mode.*1 0 : Execution is disabled. 1 : Execution is enabled.	R/W	Undefined
4	SW	This bit indicates the write permission in supervisor mode.*1 0 : Writing is disabled. 1 : Writing is enabled.	R/W	Undefined
3	SR	This bit indicates the read permission in supervisor mode*1 0 : Reading is disabled. 1 : Reading is enabled.	R/W	Undefined
2	UX	This bit indicates the execution privilege in user mode. 0 : Execution is disabled. 1 : Execution is enabled.	R/W	Undefined
1	UW	This bit indicates the write permission in user mode. 0 : Writing is disabled. 1 : Writing is enabled.	R/W	Undefined
0	UR	This bit indicates the read permission in user mode. 0 : Reading is disabled. 1 : Reading is enabled.	R/W	Undefined

Note 1. If access is restricted in SV mode, execution of MDP exceptions or the MIP exception handling itself might not be possible depending on the settings. Be careful to specify settings so that access to the memory area necessary for the exception handler and exception handling is permitted.

(6) Cache Operation Function registers

(a) Cache control function system registers

The cache control function system registers are read from or written to by using the LDSR or STSR instructions and specifying the system register number, which is made up of a register number and selection ID.

Table 3.49 Cache Operation Function System Registers

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR16, 4	ICTAGL	Instruction cache tag Lo access	SV
SR17, 4	ICTAGH	Instruction cache tag Hi access	SV
SR18, 4	ICDATL	Instruction cache data Lo access	SV
SR19, 4	ICDATH	Instruction cache data Hi access	SV
SR24, 4	ICCTRL	Instruction cache control	SV
SR26, 4	ICCFG	Instruction cache configuration	SV
SR28, 4	ICERR	Instruction cache error	SV

(b) ICTAGL — Instruction cache tag Lo access register

This register is used for CIST and CILD instructions for the instruction cache. This register holds values to be stored in the tag RAM of the instruction cache by the execution of CIST instructions and values read from the tag RAM of the instruction cache by the execution of CILD instructions.

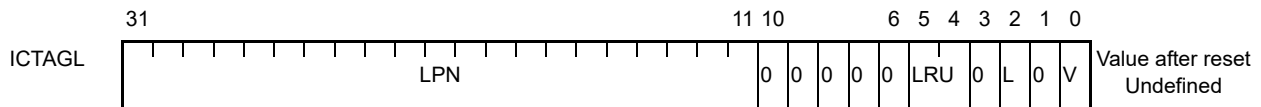


Table 3.50 ICTAGL Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 11	LPN	These bits hold the values of bits 24 to 11, i.e. the physical page numbers. When writing, always write 0 to bits 31 to 25.	R/W	Undefined
10 to 6	—	Reserved for future expansion. When writing, always write 0 to these bits.	R	0
5, 4	LRU	These bits indicate the LRU information of the specified cache line. The CIST instruction cannot be used to change the LRU information to desired values.	R/W	Undefined
3	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
2	L	This bit holds the lock information.	R/W	Undefined
1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	V	This bit retains whether the specified cache line is enabled or disabled.	R/W	Undefined

(c) ICTAGH — Instruction cache tag Hi access register

This register is used for a CIST or CILD instruction for the instruction cache. This register stores the value to be stored in the instruction cache tag RAM on CIST execution and the value read from the instruction cache tag RAM on CILD execution.

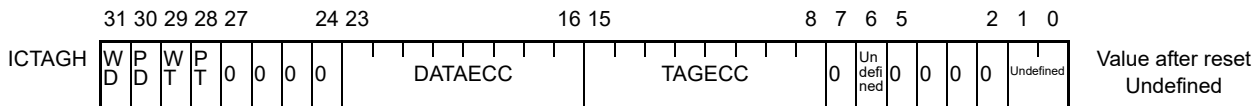


Table 3.51 ICTAGH Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31	WD	When this bit is set to 1, executing a CIST instruction updates the cache data RAM.	R/W	Undefined
30	PD	When this bit is set to 1, executing a CIST instruction writes the value in the DATAECC field of this register to the ECC field of the data RAM.	R/W	Undefined
29	WT	This bit updates the cache tag RAM when this bit is set to 1 before CIST execution.	R/W	Undefined
28	PT	This bit writes the value in TAGECC field to ECC for tag RAM when this bit is set to 1 before CIST execution.	R/W	Undefined
27 to 24	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
23 to 16	DATAECC	These bits retain ECC of the data RAM.	R/W	Undefined
15 to 8	TAGECC	These bits retain ECC of the tag RAM. Be sure to clear bits 15 and 14 to 0.	R/W	Undefined
7	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
6	—	(Reserved for future expansion. Be sure to clear to 0.)	R	Undefined
5 to 2	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
1, 0	—	(Reserved for future expansion. Be sure to clear to 0.)	R	Undefined

(d) ICDATL — Instruction cache data Lo access register

This register is used for a CIST or CILD instruction for the instruction cache. This register stores the value to be stored in the instruction cache data RAM on CIST execution and the value read from the instruction cache data RAM on CILD execution.

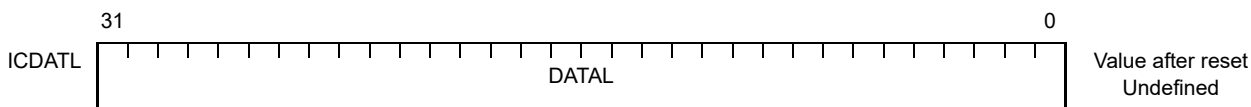


Table 3.52 ICDATL Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	DATAL	These bits retain the value of bits 31 to 0, 95 to 64, 159 to 128, or 223 to 192 out of the instruction data of the block within the specified cache line. The offset of the index specifies the target range of bit numbers. Index offset = 0000: bits 31 to 0 Index offset = 01000: bits 95 to 64 Index offset = 10000: bits 159 to 128 Index offset = 11000: bits 223 to 192 Data alignment is shown in Figure 3.4.	R/W	Undefined

(e) ICDATH — Instruction cache data Hi access register

This register is used for a CIST or CILD instruction for the instruction cache. This register stores the value to be stored in the instruction cache data RAM on CIST execution and the value read from the instruction cache data RAM on CILD execution.

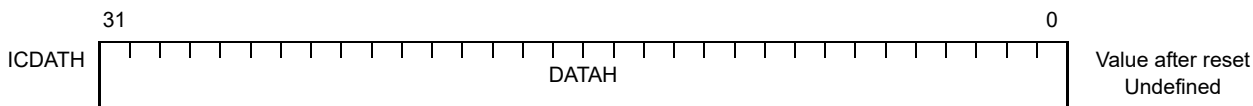


Table 3.53 ICDATH Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	DATAH	These bits retain the value of bits 63 to 32, 127 to 96, 191 to 160, or 255 to 224 out of the instruction data of the block within the specified cache line. The offset of the index specifies the target range of bit numbers. Index offset = 0000: bits 63 to 32 Index offset = 01000: bits 127 to 96 Index offset = 10000: bits 191 to 160 Index offset = 11000: bits 255 to 224 Data alignment is shown in Figure 3.4 .	R/W	Undefined

(f) ICCTRL — Instruction cache control register

This register controls the instruction cache.

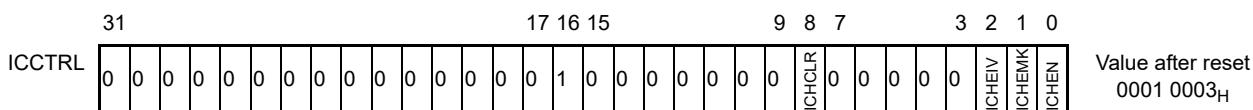


Table 3.54 ICCTRL Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 17	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
16	—	(Reserved for future expansion. Be sure to clear to 1.)	R	1
15 to 9	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
8	ICHCLR	Setting this bit to 1 selects clearing of the whole instruction cache in a single operation. After this bit has been set to 1, it will be read as 1 until clearing is completed. The bit is cleared to 0 once clearing of the cache is completed.	R/W	0
7 to 3	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
2	ICHEIV	Setting this bit to 1 allows the instruction cache to be automatically disabled (ICHEN bit to be cleared to 0) when a cache error occurs.	R/W	0
1	ICHEMK	Setting this bit to 1 selects masking of cache error exception notifications for the CPU when cache errors are encountered.	R/W	1
0	ICHEN	This bit disables or enables the instruction cache. 0: Instruction cache is disabled. 1: Instruction cache is enabled. This bit is read as the previous value until the setting is actually reflected in the instruction cache.	R/W	1

(g) ICCFG — Instruction cache configuration register

This register shows the configuration of the instruction cache.

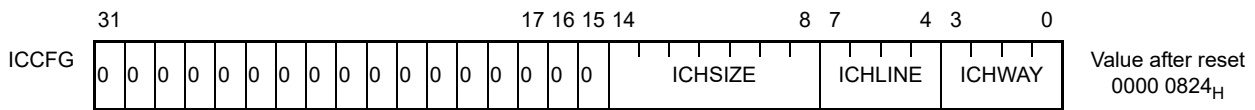


Table 3.55 ICCFG Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 15	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
14 to 8	ICHSIZE	These bits indicate the capacity (in Kbytes) of the instruction cache. The setting is 8 Kbytes in this product. 000 1000: 8 Kbytes	R	08 _H
7 to 4	ICHLINE	These bits indicate the number of lines per 1 way in the instruction cache. The setting is 64 lines in this product. 0100: 64 lines	R	2 _H
3 to 0	ICHWAY	These bits indicate the number of ways of the instruction cache. The setting is 4 ways in this product. 0100: 4 ways	R	4 _H

(h) ICERR — Instruction cache error register

This register stores cache error data of the instruction cache.

Once the ICHERR bit is set to 1, subsequent cache error data is not stored in this register until the ICHERR bit is cleared to 0. However, Error status bits (ESMH, ESPBSE, ESTE1, ESTE2, ESDC, ESDE) are accumulated.

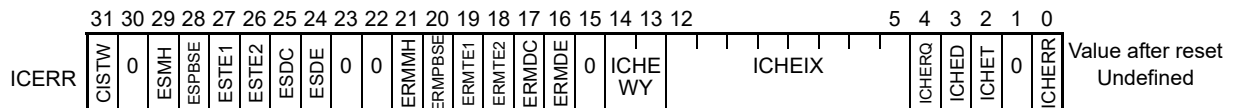


Table 3.56 ICERR Register Contents (1/2)

Bit Position	Bit Name	Function	R/W	Value after Reset
31	CISTW	This bit is set to indicate that the destination way specified for a CISTI instruction was in error. Although the entry information is overwritten so that writing is completed, the V bit will be cleared the next time the cache line is read (i.e. reading will be judged to have missed the cache). However, setting of this bit is not accompanied by an exception for the CPU.	R/W	Undefined
30	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
29	ESMH	Error status: multi-hit	R/W	Undefined
28	ESPBSE	Error status: way error	R/W	Undefined
27	ESTE1	Error status: 1-bit error in the tag RAM	R/W	Undefined
26	ESTE2	Error status: 2-bit error in the tag RAM	R/W	Undefined
25	ESDC	Error status: 1-bit correction in the data RAM	R/W	Undefined
24	ESDE	Error status: 2-bit error in the data RAM	R/W	Undefined
23, 22	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
21	ERMMH	Error exception notification mask: multi-hit	R/W	0
20	ERMPBSE	Error exception notification mask: way error	R/W	0
19	ERMTE1	Error exception notification mask: 1-bit error in the tag RAM	R/W	0
18	ERMTE2	Error exception notification mask: 2-bit error in the tag RAM	R/W	0

Table 3.56 ICERR Register Contents (2/2)

Bit Position	Bit Name	Function	R/W	Value after Reset
17	ERMDC	Error exception notification mask: 1-bit correction in the data RAM	R/W	0
16	ERMDE	Error exception notification mask: 2-bit error in the data RAM	R/W	0
15	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
14, 13	ICHEWY	These bits retain a way number where a cache error occurs.	R/W	Undefined
12 to 5	ICHEIX	These bits retain a cache index where a cache error occurs.	R/W	Undefined
4	ICHERQ	Setting of this bit to 1 indicates that the CPU is being notified of a cache error exception. If cache error exceptions are masked, however, the CPU is not notified of an exception even when this bit is set to 1.	R/W	0
3	ICHED	This bit indicates that an error occurs in the data RAM.	R/W	0
2	ICHET	This bit indicates that an error occurs in the tag RAM.	R/W	0
1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	ICHERR	This bit is set to 1 when a cache error occurs.	R/W	0

(7) LSU Control Register

Table 3.57 LSU Control Register

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR8, 13	LSUCR	LSU Control Register	SV

(a) LSUCR — LSU Control Register

This register sets the wait for execution of instructions before and after a bit-manipulation instruction. Setting the BBOPEN bit to 1 leads to the normal detection of events in response to a load or store instruction following execution of the specified bit-manipulation instruction (CLR1, NOT1, SET1, or TST1). For precautions regarding the setting of this register, see **Section 3.5.6, Setting for Blocking of Bit-Manipulation Instructions.**

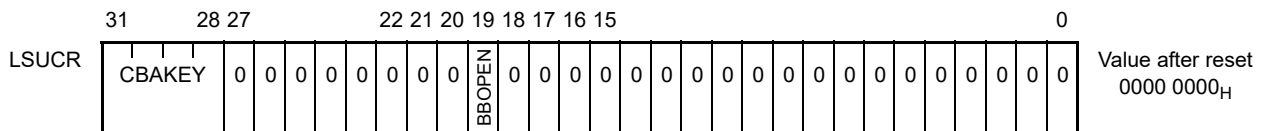


Table 3.58 LSUCR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 28	CBAKEY	These are key bits to enable reading from or writing to the BBOPEN bit of the LSUCR register. The procedure for unlocking is as follows. (1) Write 1100 to these bits. (2) Write 1101 to these bits (this is only possible when the value of these bits is 1100). The BBOPEN bit is accessible when the value of these bits is 1101. If any other value is set, the BBOPEN bit cannot be accessed. These bits are read as 0000 when the setting is not 1101.	R/W	0000
27 to 22	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
21	—	(Reserved for future expansion. Be sure to set this bit to 1. However, this bit is read as 1 only when CBAKEY = 1101. If CBAKEY is not 1101, the setting of this bit is 0.)	R	0
20	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
19	BBOPEN	This bit sets the wait between a bit-manipulation instruction and the previous and subsequent load/store instructions 0: A bit-manipulation instruction is executed without waiting for the previous load/store instruction. The subsequent load/store instruction is executed without waiting for the completion of the bit-manipulation instruction. 1: A bit-manipulation instruction is executed after waiting for the previous load/store instruction. The subsequent load/store instruction is executed after the completion of the bit-manipulation instruction. This bit is only readable or writable while CBAKEY = 1101. If CBAKEY is not 1101, this bit is read as 0.	R/W	0
18	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
17	—	(Reserved for future expansion. Be sure to set this bit to 1. However, this bit is read as 1 only when CBAKEY = 1101. If CBAKEY is not 1101, the setting of this bit is 0.)	R	0
16	—	(Reserved for future expansion. Be sure to set this bit to 1. However, this bit is read as 1 only when CBAKEY = 1101. If CBAKEY is not 1101, the setting of this bit is 0.)	R	0
15 to 0	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0

(8) Data Buffer Operation Function Registers

(a) Data buffer control function system registers

The data buffer control function system registers are read from or written to by using the LDSR or STSR instructions and specifying the system register number, which is made up of a register number and selection ID.

Table 3.59 Data Buffer Operation Function Registers

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR24,13	CDBCR	Data buffer control register	SV

(b) CDBCR — Data Buffer Control Register

This register controls the data buffer.

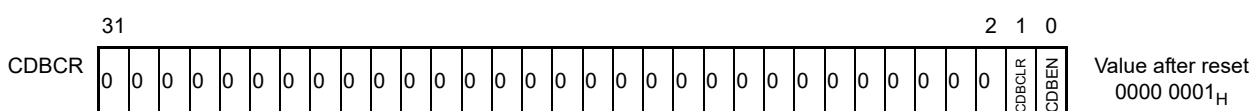


Table 3.60 CDBCR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 2	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
1	CDBCLR	When this bit is set to 1, the data buffer is cleared at a time. This bit is always read as 0.	W	0
0	CDBEN	This bit disables or enables the data buffer. 0: Data buffer is disabled. 1: Data buffer is enabled.	R/W	1

3.2.2 Instruction Cache and Data Buffer

3.2.2.1 Features

An 8-Kbyte and 4-way set associative instruction cache is mounted between the CPU1 and the code flash. The instruction cache and the code flash are connected to each other via a 256-bit dedicated bus to minimize penalties caused by a cache miss-hit. Also a data buffer is mounted between the CPU1 and the code flash to achieve high-speed data access. The 32-MB area from 0000 0000_H to 01FF FFFF_H in the address space is intended for the instruction cache and data buffer.

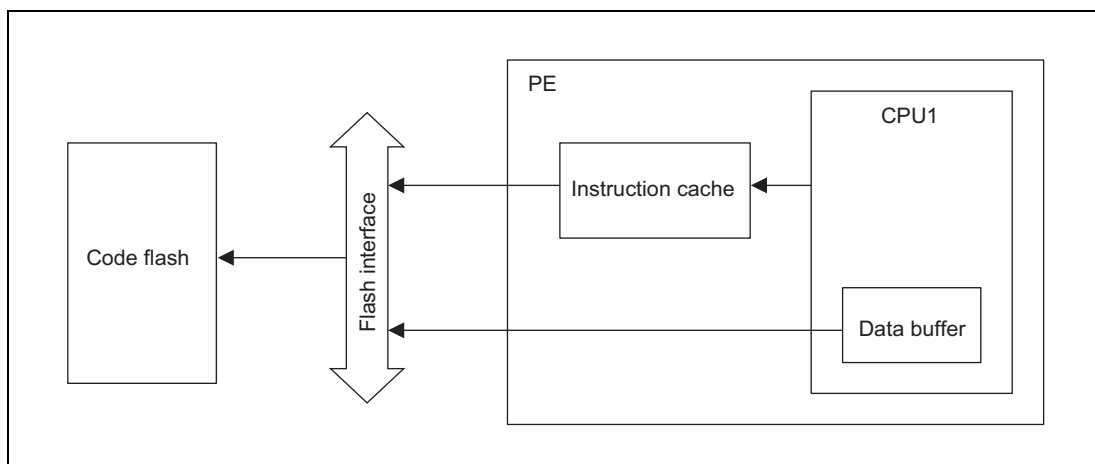


Figure 3.2 Instruction Cache and Data Buffer

3.2.2.2 Instruction Cache Function

The instruction cache is 4-way set associative and its total capacity is 8 Kbytes. The cache line size is 32 Kbytes. If a cache miss occurs, each line is refilled by a replace algorithm using LRU. The data size for fetching is 8 bytes. Eight bytes of data specified by an offset within a line are selected.

The ways are divided into two groups, way group 0 consisting of way 0 and way 1 and way group 1 consisting of way 2 and way 3. The way group can be selected and used by decoding of the address information of the access destination. CPU instruction fetches from the code flash are performed via the instruction cache.

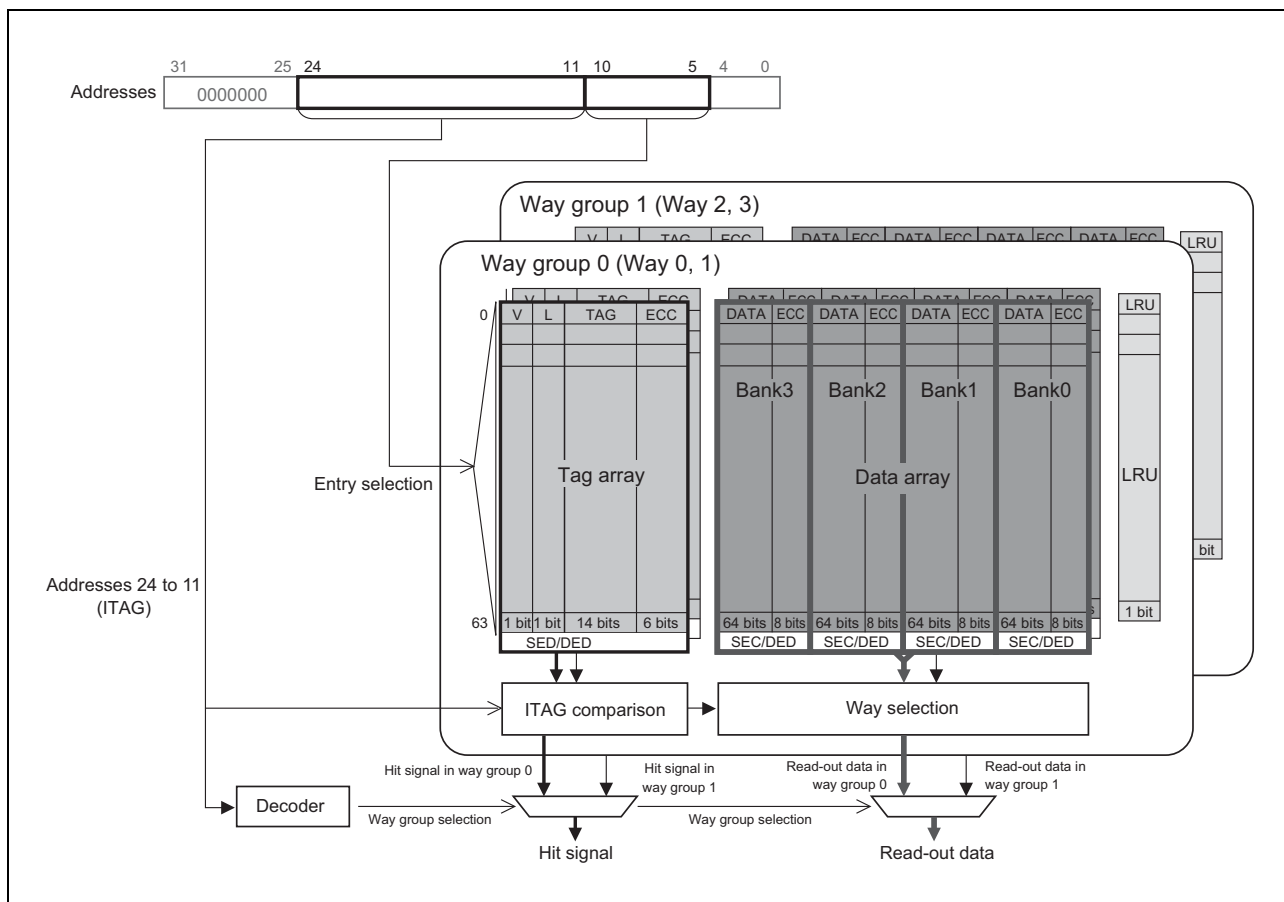


Figure 3.3 Instruction Cache Configuration

Tag Array

- TAG Among 32 bits in the operable addresses of the data line to be cached, bits 24 to 11 are stored in this bit. The TAG bit is not initialized by reset.
- ECC The ECC of the tag array is stored in this bit. The ECC bit is not initialized by reset.

Valid/Lock

- V bit This bit indicates whether valid data is stored in the cache line. Setting of this bit to 1 makes the cache line data valid. The V bit is initialized to 0 by reset.
- L bit This bit indicates whether a cache line is locked or not. Setting of this bit to 1 locks the cache line and it cannot be replaced with new data. The L bit is valid only when the V bit is 1. The L bit is initialized by a reset.

Data Array

- DATA The 256-bit cache line data is stored per 64 bits in each bank. The storage location of each data is determined by the way and offset. Data alignment is shown in **Figure 3.4**. The DATA is not initialized by a reset.
- ECC The ECC for the data array is stored. The ECC is not initialized by a reset.

LRU

- LRU The LRU information in the same way group is stored in this data array. The LRU is initialized by a reset.

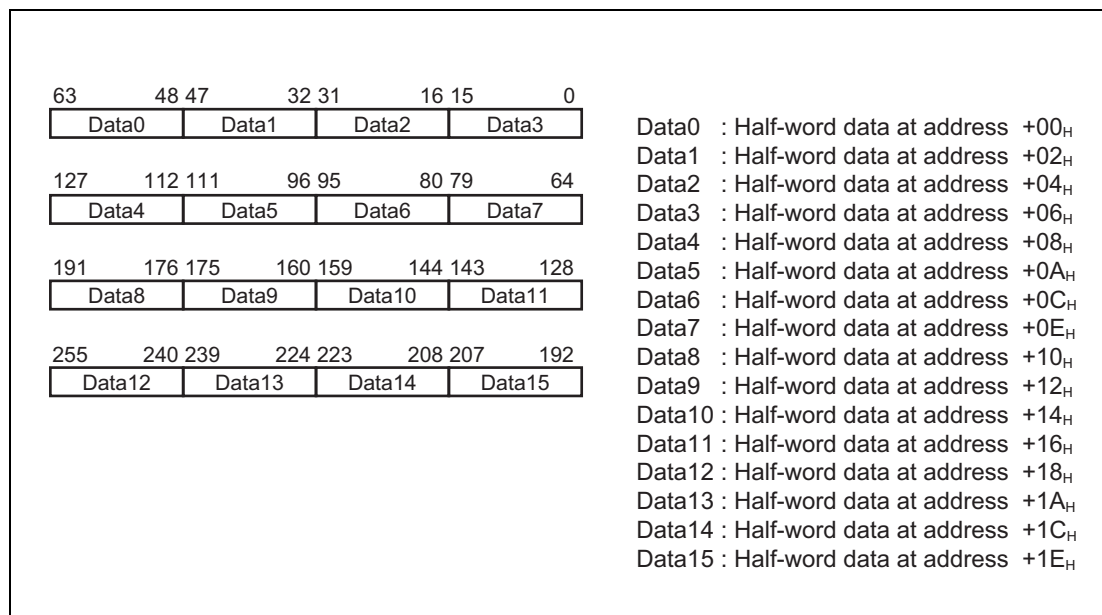


Figure 3.4 Data Alignment in the Instruction Cache

3.2.2.3 Data Buffer Function

The eight-line buffer with 128 bits per line is mounted as a data buffer. 256-bit data read from the code flash is stored in the data buffer in 128-bit units. The data is read out from the data buffer after the next access to the same address, so the code flash is not accessed again.

3.2.3 Inter-Processor Interrupts

Registers (IPIR_CHn) for interrupt communication between PEs are provided for four channels.

IPIR_CH0 to IPIR_CH3 are assigned to CH0 to CH3 of user interrupt (EIINT). An interrupt for specific PEs (including own PE) can be requested by manipulating bits corresponding to respective PEs.

3.2.3.1 Inter-Processor Interrupt Control Registers

This register is located in the CPU peripheral of each PE. IPIR_CH0 to IPIR_CH3 registers are assigned to each PE which are accessible only from their own PE.

Table 3.61 List of Registers

Register Symbol	Register Name	R/W	Value after Reset	Access Size				Address
				1	8	16	32	
IPIR_CH0	Inter-PE interrupt register 0	R/W	0000 0000 _H	√	√	√	√	FFFE EC80 _H
IPIR_CH1	Inter-PE interrupt register 1	R/W	0000 0000 _H	√	√	√	√	FFFE EC84 _H
IPIR_CH2	Inter-PE interrupt register 2	R/W	0000 0000 _H	√	√	√	√	FFFE EC88 _H
IPIR_CH3	Inter-PE interrupt register 3	R/W	0000 0000 _H	√	√	√	√	FFFE EC8C _H

(1) IPIR_CHn — Inter-PE Interrupt Register n (n = 0 to 3)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	PE3	—	PE1
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Table 3.62 IPIR_CHn Interrupt Register Contents

Bit Position	Bit Name	Function
2	PE3	Inter-PE Interrupt Request to PE3 Writing 1 to this bit makes an interrupt request to PE3. This bit is automatically cleared to 0 when the interrupt request has been notified. 0: Inter-PE interrupt request output is not specified or an interrupt request is not being output. 1: Interrupt request output is specified or an interrupt request is being output.
0	PE1	Inter-PE Interrupt Request to PE1 Writing 1 to this bit makes an interrupt request to PE1. This bit is automatically cleared to 0 when the interrupt request has been notified. 0: Inter-PE interrupt request output is not specified or an interrupt request is not being output. 1: Interrupt request output is specified or an interrupt request is being output.

3.2.4 Reliability Functions

3.2.4.1 PE Guard Function (PEG)

(1) Overview of the PEG Function

The PEG is a constituent of the slave guard system to prevent unauthorized access to the resources in the PE from the external master. This function protects access to the local RAM in the PE. In the initial state after a reset, all access by masters other than the PE itself is disabled. Setting the registers listed in **(3) List of PEG Protection Setting Registers**, enables access by masters other than the PE itself.

1. Detecting PE guard violation
If the external master outside the PE makes an unauthorized access to the resource area in the PE for which PE guard is set, the access is detected as a PE guard violation.
2. Blocking unauthorized accesses
When a PE guard violation is detected, unauthorized accesses to the internal resources of the PE are blocked to prevent the contents of PE resources from being modified illegally.
3. Notifying occurrence of violation
When a PE guard violation is detected, it is notified to ECM. When the DMAC or DTS makes an unauthorized access, a DMA transfer error is detected.

(2) Protection Made by PEID and SPID

- Setting PEG Protection
 - Up to four areas can be set depending on the local RAM address of the own PE.
 - The area range is specified by the base address and the mask bit (4 Kbytes to 2 Mbytes).
 - “Read enable” and “write enable” can be set for each area.
 - Enabling or disabling can be selected for each area by a system protection identifier (SPID) and processor element ID number (PEID).
- Access permission by the processor element (PEID) and system protection identifier (SPID) (see **Figure 3.5**)
 1. When the local RAM area is to be accessed, go to step 2.
Otherwise, return an error response.
 2. When any of enabled area 0 to area 3 is to be accessed, go to step 3.
Otherwise, return an error response.
 3. Whether or not all the conditions below for the relevant area are met.
 - The system protection identifier (SPID) is enabled.
 - The processor element (PEID) is enabled.
 - Required operations (read/write) are enabled.
 Otherwise, return an error response.

If the operations listed in the following table are not permitted by the memory access type, an error response is returned. Bit ops (bit-manipulation instruction) and CAXI are not passed if neither reading nor writing operations are permitted.

Table 3.63 Memory Access Operation Required for Each Request Type

Request Type	Read	Write
READ	√	—
WRITE	—	√
BitOp	√	√
CAXI	√	√
LDL	√	—
STC	—	√

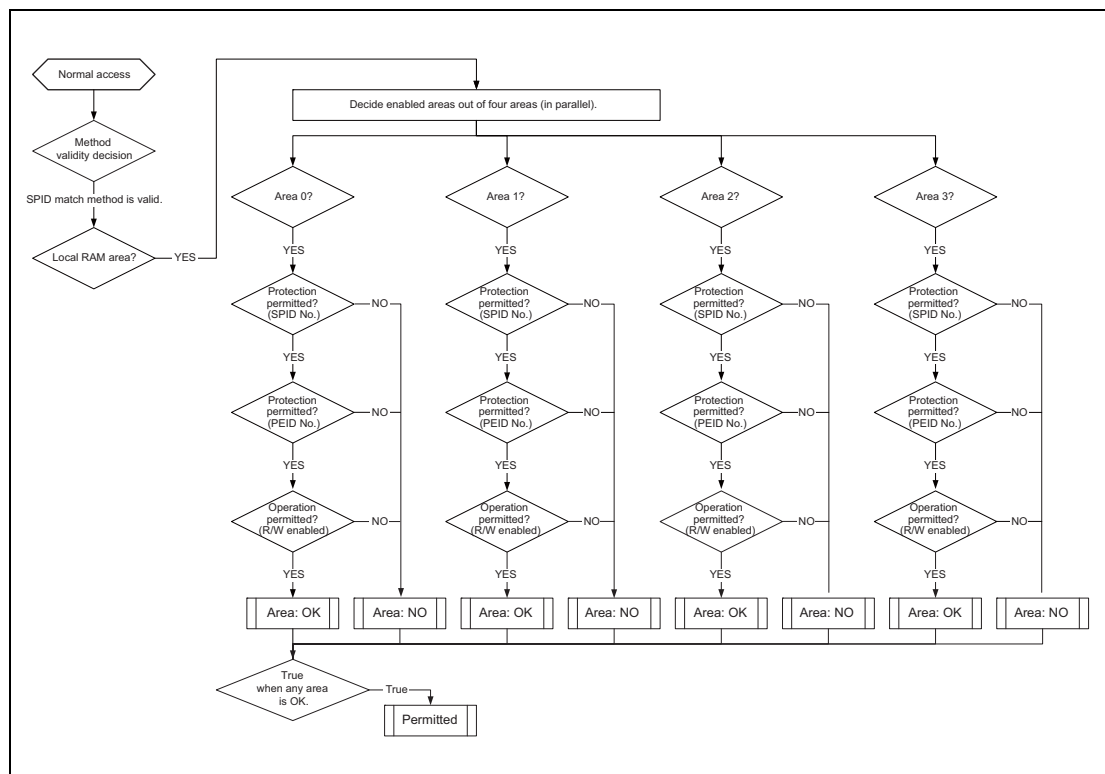


Figure 3.5 Access Permission by the Processor Element (PEID) and System Protection Identifier (SPID)

(3) List of PEG Protection Setting Registers

Make necessary settings for the following registers to protect PE resources from unauthorized accesses by the external master.

- Accesses to the peripheral device area and the local RAM area in the PE are permitted as detection targets.
- For accesses to the register set, no access restriction is provided independently for the PEG function. Set access protections such as IPG at the user side as necessary.

Table 3.64 Base Address of PEG Register: FFFE E600_H

Address Offset	Size (Byte)	Register Name	Abbreviation	Right *1	R/W	Operable Bit				Value after Reset
						1	8	16	32	
+00C _H	2	PE guard PEID & SPID master decision control register	PEGSP	—	R/W	—	√	√	—	0000 _H
+080 _H	4	PE guard area 0 mask setting register	PEGG0MK	—	R/W	—	√	√	√	FFE0 0000 _H
+084 _H	4	PE guard area 0 base setting register	PEGG0BA	—	R/W	—	√	√	√	*1
+088 _H	4	PE guard area 0 SPID setting register	PEGG0SP	—	R/W	—	√	√	√	0000 0000 _H
+08C _H	4	PE guard area 0 PEID setting register	PEGG0PE	—	R/W	—	√	√	√	0000 0000 _H
+090 _H	4	PE guard area 1 mask setting register	PEGG1MK	—	R/W	—	√	√	√	FFE0 0000 _H
+094 _H	4	PE guard area 1 base setting register	PEGG1BA	—	R/W	—	√	√	√	*1
+098 _H	4	PE guard area 1 SPID setting register	PEGG1SP	—	R/W	—	√	√	√	0000 0000 _H
+09C _H	4	PE guard area 1 PEID setting register	PEGG1PE	—	R/W	—	√	√	√	0000 0000 _H
+0A0 _H	4	PE guard area 2 mask setting register	PEGG2MK	—	R/W	—	√	√	√	FFE0 0000 _H
+0A4 _H	4	PE guard area 2 base setting register	PEGG2BA	—	R/W	—	√	√	√	*1
+0A8 _H	4	PE guard area 2 SPID setting register	PEGG2SP	—	R/W	—	√	√	√	0000 0000 _H
+0AC _H	4	PE guard area 2 PEID setting register	PEGG2PE	—	R/W	—	√	√	√	0000 0000 _H
+0B0 _H	4	PE guard area 3 mask setting register	PEGG3MK	—	R/W	—	√	√	√	FFE0 0000 _H
+0B4 _H	4	PE guard area 3 base setting register	PEGG3BA	—	R/W	—	√	√	√	*1
+0B8 _H	4	PE guard area 3 SPID setting register	PEGG3SP	—	R/W	—	√	√	√	0000 0000 _H
+0BC _H	4	PE guard area 3 PEID setting register	PEGG3PE	—	R/W	—	√	√	√	0000 0000 _H

Note 1. The value of CPU1 (PE1) after reset is FEA0_0000_H.

(4) Register Set**(a) PEGSP — PE Guard SPID Master Decision Control Register**

This register is used to enable or disable access by an external master to the resources in the PE. The initial value of the SPEN bit is 0, which disables access to PE resources by an external master. Setting the SPEN bit to 1 enables access by an external master under the conditions set by PEGGnBA and PEGGnMK.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SPEN
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 3.65 PEGSP Register Contents

Bit Position	Bit Name	Function
15 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	SPEN	This bit enables or disables detection of accesses by the external master having SPID. 0: Detection of accesses by the external master having SPID is disabled. 1: Detection of accesses by the external master having SPID is enabled.

(b) PEGGnMK — PE Guard Area n Mask Setting Register

In combination with the PEGGnBA register, this register specifies a range or ranges within PE guard protection area n. Setting a GnMASK bit to 1 masks the corresponding address bit in the PEGGnBA register and places the corresponding area or areas inside the range of PE guard area n. The minimum size of the PE guard protection area is 4 KB. Though the PEGGnMK[31:21] bits are readable and writable, they are handled as below when determining access to the PEID and SPID, and the actual value of PEGGnMK[31:21] is ignored.

- PEGGnMK[31:21] = 1111_1111_111B

In combination with the PEGGnBA register, this register can protect the area of FEA0_0000H to FEBF_FFFFH from access by CPU1 (PE1) as an external master.

Ex.) With the settings of PEGGnBA[31:12] = FEBF6_H and PEGGnMK[31:12] = 00008_H, the PE guard protection area n is specified within the ranges from FEBF 6000_H to FEBF 6FFF_H and FEBF E000_H to FEBF EFFF_H.

Writing to the PEGGnMK register leads to the GnEN register for the PEGGnBA register of group n being automatically set to 0. This is to prevent unexpected access by an external master while the access area is being set.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GnMASK															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GnMASK				—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 3.66 PEGGnMK Register Contents

Bit Position	Bit Name	Function
31 to 12	GnMASK	These bits determine whether to mask the base address PEGGnBA[31:12] that specifies the range of PE guard protection area n. 0: Target address bits are not compared when determining the PE guard area. 1: Target address bits are compared when determining the PE guard area.
11 to 0	—	Reserved These bits are always read as 0. The write value should always be 0.

(c) PEGGnBA — PE Guard Area n Base Setting Register

In combination with the PEGGnMK register, this register specifies a range or ranges within PE guard protection area n and sets the access enable conditions for the specified area. Setting the GnEN bit to 1 brings the address enable conditions specified by this register and the PEGGnMK register into effect. Though the PEGGnBA[31:21] bits are readable and writable, they are handled as below when determining access to the PEID and SPID, and the actual value of PEGGnBA[31:21] is ignored.

- Detection of access to the internal resource of CPU1 (PE1): PEGGnBA[31:21] = 1111_1110_101B

In combination with the PEGGnBA register, this register can protect the area of FEA0_0000H to FEBF_FFFFH from access by CPU1 (PE1) as an external master.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GnBASE															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GnBASE				—	—	—	—	—	—	—	GnLOCK	—	GnWR	GnRD	GnEN
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W

Note 1. The value is 1_B in CPU1 (PE1) of this product.

Table 3.67 PEGGnBA Register Contents

Bit Position	Bit Name	Function
31 to 12	GnBASE	Base address that specifies PE guard protection area n
11 to 5	—	Reserved These bits are always read as 0. The write value should always be 0.
4	GnLOCK	Prohibits writing to system registers of protection area n. This bit can be set to 1 but cannot be set to 0. 0: Writing to PEGGnMK, PEGGnBA, PEGGnSP, and PEGGnBA is permitted. 1: Writing to PEGGnMK, PEGGnBA, PEGGnSP, and PEGGnBA is not permitted.
3	—	Reserved These bits are always read as 0. The write value should always be 0.
2	GnWR	Enables write access to PE guard protection area n. 0: Write access is disabled. 1: Write access is enabled.
1	GnRD	Enables read access to PE guard protection area n. 0: Read access is disabled. 1: Read access is enabled.
0	GnEN	PE guard protection area n enable 0: Settings for access enable conditions are disabled 1: Settings for access enable conditions are enabled

CAUTION

PEGGnBA.GnEN is cleared by writing to the PEGGnMK register.

(d) PEGGnSP —PE guard area n SPID setting register

This register enables access to PE guard protection area n from the external master of SPID.

Setting the PEGGnSP[m] bit to 1 enables access by an external master having SPID = m.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	GnSP				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 3.68 PEGGnSP Register Contents

Bit Position	Bit Name	Function
31 to 4	—	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	GnSP	These bits enable access to PE guard protection area n from the external master of SPID. 0: Access by an external master having SPID = m is blocked. 1: Access by an external master having SPID = m is enabled.

(e) PEGGnPE —PE guard area n PEID setting register

This register enables access to PE guard protection area n from the external master of PEID.

Setting the PEGGnPE[m] bit to 1 enables access by an external master having PEID = m.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	GnPE							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 3.69 PEGGnPE Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	GnPE	These bits enable access to PE guard protection area n from the external master of PEID. 0: Access by an external master having PEID = m is blocked. 1: Access by an external master having PEID = m is enabled.

3.2.4.2 PE's Internal Peripheral Device Protection Function (IPG)

(1) Overview of the IPG Function

The IPG is a system to prevent unauthorized accesses to peripheral devices from the CPU core equipped with the IPG. The IPG achieves the following functions. The IPG covers accesses to peripheral devices in the CPU.

(1) Detecting violation of peripheral device protection

If the CPU makes an unauthorized access to an area (peripheral device) for which peripheral device protection is set, the access is detected as “violation of peripheral device protection.”

(2) Storing unauthorized-access information

When a violation of peripheral device protection is detected, the unauthorized-access information is stored in the IPG's internal register.

(3) Blocking unauthorized accesses

When a violation of peripheral device protection is detected, unauthorized accesses to peripheral devices are blocked to prevent contents of peripheral devices from being modified illegally.

(4) Notifying violation

When a violation of peripheral device protection is detected, a system error exception (SYSERR exception) request for generating an exception is made to ask the CPU to stop the processing.

For system error exceptions (SYSERR exceptions), see **Section 3.2.4.3, System Error Notification Control Function (SEG)**.

(5) Invalidating subsequent accesses

When a violation of peripheral device protection is detected, subsequent access to all target areas by any transfer types (regardless of whether access is or is not authorized) are blocked until instructions from the CPU are received.

NOTE

Even if a request for generating an exception is immediately sent to the CPU in step (4) above, a subsequent access issued (before receiving a request from the IPG) by the CPU that does not know an occurrence of violation may illegally modify contents of peripheral devices. (Accesses after a violation has occurred result in unauthorized accesses.)

(2) IPG Function

- (1) This function invalidates accesses in response to detection of violation of peripheral device protection according to their attributes (including address, transfer type, and access right).
- (2) After an access right violation is detected until the error flag (described later) is cleared by writing by the software, subsequent accesses are invalidated. However, invalidation is applied only to accesses from the CPU and is not applied to accesses from outside the CPU core. Invalidation is performed independently of addresses.
- (3) When a request for accessing different peripheral devices simultaneously is made due to misalignment or double-word access, the access is executed when all such accesses are enabled.

(3) IPG Protection Setting Registers for Illegal Users

To protect peripheral devices from unauthorized accesses by programs in user mode, the registers below require the settings listed in the table.

- Accesses in user mode are to be detected.
- This register set is intended for IPG settings related to user mode and reading of the IPG settings within its own machine.

Table 3.70 Base Address of IPG Register: FFFE E000_H

Address Offset	Size (Byte)	Register Name	Abbreviation	Right *1	R/W	Operable Bit				Value after Reset
						1	8	16	32	
+002 _H	2	Peripheral device protection violation access information register	IPGECRUM	SV	R/W	—	—	√	—	Undefined (retained)
+008 _H	4	Peripheral device protection violation access address register	IPGADRUM	SV	R/W	—	—	—	√	Undefined (retained)
+00D _H	1	Peripheral device protection enable register	IPGENUM	SV	R/W	√	√	—	—	00 _H
+020 _H	1	Reserved		SV	R	√	√	—	—	00 _H
+021 _H	1	Reserved		SV	R	√	√	—	—	00 _H
+022 _H	1	Peripheral device protection setting register 2	IPGPMTUM2	SV	R/W	√	√	—	—	00 _H
+023 _H	1	Peripheral device protection setting register 3	IPGPMTUM3	SV	R/W	√	√	—	—	00 _H
+024 _H	1	Peripheral device protection setting register 4	IPGPMTUM4	SV	R/W	√	√	—	—	00 _H

Note 1. Registers for which "SV" is described are accessible by SV right (UM = 0).

(4) Register Set**(a) IPGECRUM — Peripheral Device Protection Violation Access Information Register**

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DS				EX	WR	RD	VD
Value after reset	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

x: Undefined (retained)

Table 3.71 Register Contents of IPGECRUM

Bit Position	Bit Name	Function
15 to 8	—	Reserved These bits are always read as 0. The write value should always be 0.
7 to 4	DS	These bits store the data size of access that made a violation. 0100: Word (4 bytes) 0010: Half-word (2 bytes) 0001: Byte Other than above: RFU CAUTION In the G3MH core, when a violation occurred in a read access, these bits always store 0100(Word).
3	EX	This bit is set to 1 when a violation occurred in an instruction fetch read access. In other cases, this bit is cleared to 0.
2	WR	This bit is set to 1 when a violation occurred in a write access or bit operation or CAXI. In other cases, this bit is cleared to 0.
1	RD	This bit is set to 1 when a violation occurred in a read access or bit operation or CAXI. In other cases, this bit is cleared to 0.
0	VD	This bit is set to 1 when a violation of peripheral device protection is detected by a program with the relevant right. Even if another violation of peripheral device protection is detected while this bit is 1, data of this IPGECR register and the IPGADRUM register is not updated and is retained.

NOTE

When the value of the IRE bit in the IPGENUM register (described later) is 0 and a transfer type that violates peripheral device protection is detected in a mode for detection or the current operation of the program being run by the user is reading to fetch an instruction, no bit of this register is updated.

(b) IPGADRUM — Peripheral Device Protection Violation Access Address Register

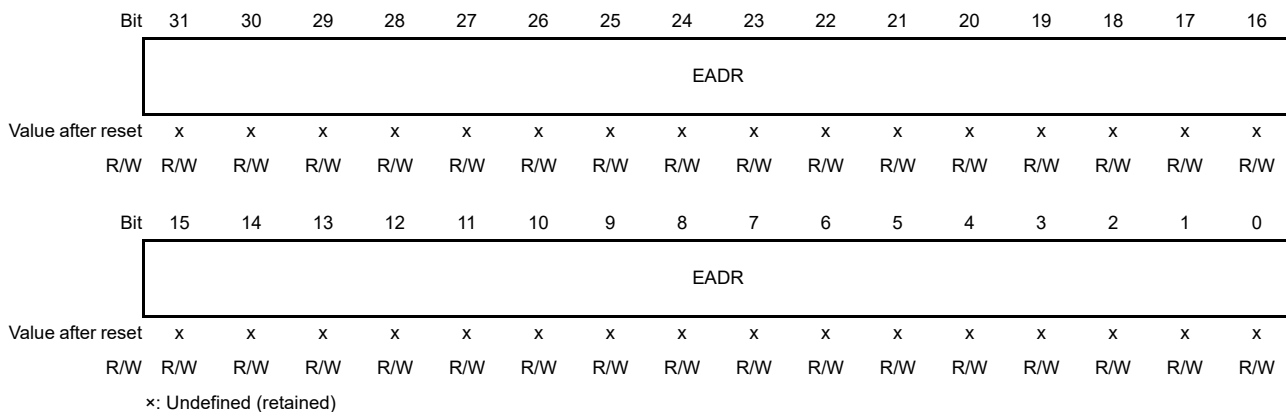


Table 3.72 Register Contents of IPGADRUM

Bit Position	Bit Name	Function
31 to 0	EADR	These bits store the address of the access in which a violation occurred.
CAUTION		
In the G3MH core, when a violation occurred in a read access, these bits always store the word-aligned address.		

NOTE

When the value of the IRE bit in the IPGENUM register (described later) is 0 and a transfer type that violates peripheral device protection is detected in a mode for detection or the current operation of the program being run by the user is reading to fetch an instruction, no bit of this register is updated.

(c) IPGENUM — Peripheral Device Protection Enable Register

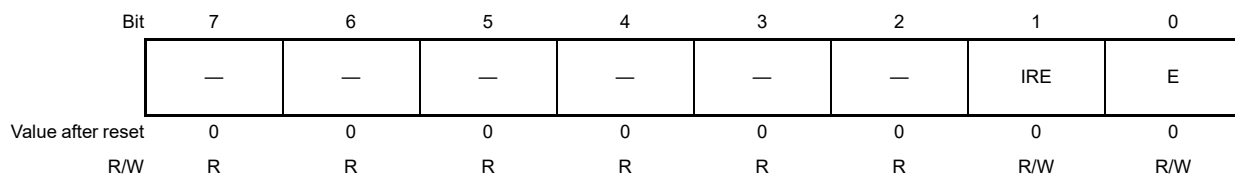


Table 3.73 Register Contents of IPGENUM

Bit Position	Bit Name	Function
7 to 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1	IRE	This bit sets whether to store the access information in the peripheral device protection violation access address register and the peripheral device protection violation access information register when a violation of peripheral device protection occurred in an instruction fetch access. 0: Instruction fetch access information is not stored. 1: Instruction fetch access information is stored.
CAUTION		
If you do not want to detect speculative instruction fetches (no instruction is executed in some cases), clear this bit to 0.		
0	E	This bit enables or disables the peripheral devices protection function against accesses by the relevant access right. 0: The peripheral device protection function is disabled. 1: The peripheral device protection function is enabled.

(d) IPGPMTUM2 — Peripheral Device Protection Setting Register 2

Bit	7	6	5	4	3	2	1	0
	—	—	W1	R1	—	—	W0	R0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R	R	R/W	R/W

Table 3.74 Register Contents of IPGPMTUM2

Bit Position	Bit Name	Function
7, 6	—	Reserved These bits are always read as 0. The write value should always be 0.
5	W1	This bit sets whether to enable write access to IPIR, MEV, and COMPTEST. 0: Write access to IPIR, MEV, and COMPTEST is treated as violation. 1: Write access to IPIR, MEV, and COMPTEST is not restricted.
4	R1	This bit sets whether to enable read access to IPIR, MEV, and COMPTEST. 0: Read access to IPIR, MEV, and COMPTEST is treated as violation. 1: Read access to IPIR, MEV, and COMPTEST is not restricted.
3, 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1	W0	This bit sets whether to enable write access to INTC1. 0: Write access to INTC1 is treated as violation. 1: Write access to INTC1 is not restricted.
0	R0	This bit sets whether to enable read access to INTC1. 0: Read access to INTC1 is treated as violation. 1: Read access to INTC1 is not restricted.

(e) IPGPMTUM3 — Peripheral Device Protection Setting Register 3

Bit	7	6	5	4	3	2	1	0
	—	—	W1	R1	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R	R	R	R

Table 3.75 Register Contents of IPGPMTUM3

Bit Position	Bit Name	Function
7, 6	—	Reserved These bits are always read as 0. The write value should always be 0.
5	W1	This bit sets whether to enable write access to SysErrGen. 0: Write access to SysErrGen is treated as violation. 1: Write access to SysErrGen is not restricted.
4	R1	This bit sets whether to enable read access to SysErrGen. 0: Read access to SysErrGen is treated as violation. 1: Read access to SysErrGen is not restricted.
3 to 0	—	Reserved These bits are always read as 0. The write value should always be 0.

(f) IPGPMTUM4 — Peripheral Device Protection Setting Register 4

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	W0	R0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 3.76 Register Contents of IPGPMTUM4

Bit Position	Bit Name	Function
7 to 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1	W0	This bit sets whether to enable write access to PEG. 0: Write access to PEG is treated as violation. 1: Write access to PEG is not restricted.
0	R0	This bit sets whether to enable read access to PEG. 0: Read access to PEG is treated as violation. 1: Read access to PEG is not restricted.

3.2.4.3 System Error Notification Control Function (SEG)

Errors due to an instruction fetch or data access can be the sources of system error exceptions. A system error exception is an FE level exception from which return or recovery is not possible.

For source codes (FEIC) of the system error exceptions and error handling, see **Table 3.79, Error Factor Codes and Handling of G3MH Core System Error Exceptions**.

SEG (SysErrGen) controls the notification and recording of the error by data access.

Errors due to instruction-fetch access are not conveyed via the SEG block, but the SEG block is notified of errors in RAM that has been cached in the instruction cache. For details, see **(2) Register Set, (a) SEGCONT — Error Notification Control Register**, and **(3) SEG Function, (c) Supplementary information on SYSERR exception**.

Multiple error occurrence inputs are categorized according to error factors, and are processed sequentially from the highest-priority error factor, generating an FE-level asynchronous exception (SYSERR).

The bit position of the SEGFLAG register becomes the priority of error factors. Error factors of lower bits take precedence over error factors of upper bits.

Error information is recorded once regardless of error frequency.

The error with the highest priority of error factor (in case errors occurred simultaneously) is valid. Recorded error information is not overwritten by subsequent errors.

(1) List of SEG Function Control Registers

Table 3.77 Base Address of SEG Register: FFFE E980_H

Address Offset	Size (Byte)	Register Name	Abbreviation	Right	R/W	Operable Bit				Value after Reset
						1	8	16	32	
+00 _H	2	Error notification control register	SEGCONT	—	R/W *1	—	—	√	—	0000 _H
+02 _H	2	Error occurrence retention register	SEGFLAG	—	R/W *1	—	—	√	—	0000 _H
+08 _H	4	Error factor retention register (address)	SEGADDR	—	R/W *1	—	—	√	√	Undefined (retained)

Note 1. Write accesses from user mode are ignored.

NOTES

- If an access is made with an address offset or operable bits other than those specified above, an error response is returned.
- Write access is only possible with the supervisor mode (UM = 0). Attempting to write, if these conditions do not hold, leads to an error response being returned.
- No restriction is provided for read accesses.
 - Read accesses to ranges permitted by other protection systems are enabled at any time.

(2) Register Set**(a) SEGCONT — Error Notification Control Register**

- This register is used to enable (= 1) or disable (= 0) notification of SYSERR request in response to error flags that store error occurrence status according to factors.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PBPE	HBPE	GRME	LRME	CFBE	LSUE	—	ICCE	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R	R

Table 3.78 SEGCONT Register Contents (1/2)

Bit Position	Bit Name	Function
15 to 10	—	Reserved This bit is always read as 0. The write value should always be 0
9	PBPE	When the following error occurs in the read data of the P-bus <ul style="list-style-type: none"> Bus parity error
8	HBPE	When the following error occurs in the read data of the H-bus <ul style="list-style-type: none"> Bus parity error
7	GRME	When any of the following errors occurs in data access to the global RAM <ul style="list-style-type: none"> Uncorrectable ECC error (including cases where 1-bit correction is prohibited) Address parity error (including cases where the correction of mirrored bits is prohibited)
6	LRME	When any of the following errors occurs in data access to the local RAM for the given processor <ul style="list-style-type: none"> Uncorrectable ECC error (including cases where 1-bit correction is prohibited) Address parity error (including cases where the correction of mirrored bits is prohibited)
5	CFBE	When any of the following errors occurs in data access to the code flash <ul style="list-style-type: none"> Uncorrectable ECC error (including cases where 1-bit correction is prohibited) Address parity error (including cases where the correction of mirrored bits is prohibited)

Table 3.78 SEGCONT Register Contents (2/2)

Bit Position	Bit Name	Function
4	LSUE	<p>When any of the following guard errors associated with the instruction fetch and error responses are generated.</p> <ul style="list-style-type: none"> Notification of a response to an error in P-bus (excluding errors in writing to P-bus) <ul style="list-style-type: none"> An unimplemented area (FFFF 7900_H to FFFF 7EFF_H) is accessed PE's internal peripheral device protection (IPG) error Another PE's local RAM access guard (PEG) error P-bus guard error in writing access ((P-bus guarding also applies to the guarding of all registers in the INTC2 module, and to all registers for peripheral DMA and the GRAM) Notification of a response to an error in H-bus <ul style="list-style-type: none"> Error in access to the extended area (1000 0000_H to EFFF FFFF_H) Response to an error in the global RAM <ul style="list-style-type: none"> A protection violation access occurs An unimplemented area access occurs Response to an error in the local RAM <ul style="list-style-type: none"> An unimplemented area access occurs Response to an error in the code flash <ul style="list-style-type: none"> A store access occurs Response to an error in the data flash <ul style="list-style-type: none"> An uncorrectable ECC error occurs*1 Interconnect reserved area access detection notification <ul style="list-style-type: none"> An unimplemented area access occurs
3	—	<p>Reserved This bit is always read as 0. The write value should always be 0.</p>
2	ICCE	<p>Instruction cache error notification enable The error occurred in the instruction cache is handled when the instruction cache system register, ICCTRL.ICHEMK, is set to 0 (the value after reset is 1): Regarding the error occurred in the instruction cache, see Section 3.2.1.2, Register Set, (h) ICERR — Instruction cache error register.</p>
1, 0	—	<p>Reserved These bits are always read as 0. The write value should always be 0.</p>

Note 1. This is a case where an uncorrectable ECC error has occurred while ECC error notification is enabled.

Table 3.79 Error Factor Codes and Handling of G3MH Core System Error Exceptions (1/2)

Factor Codes	Error Contents
10	Reserved
11	A guard error associated with the instruction fetch and error response are generated.
12	Errors in which their notification is enabled by the SEGCONT second bit (ICCE)
13	<p>When any of the following errors associated with the instruction fetch</p> <ul style="list-style-type: none"> Bus parity error Uncorrectable ECC error (including cases where 1-bit correction is prohibited) Address parity error (including cases where the correction of mirrored bits is prohibited)
14	Errors in which their notification is enabled by the SEGCONT fourth bit (LSUE)
15	Errors in which their notification is enabled by the SEGCONT fifth bit (CFBE)
16	Errors in which their notification is enabled by the SEGCONT sixth bit (GRME)
17	Errors in which their notification is enabled by the SEGCONT seventh bit (GRME)

Table 3.79 Error Factor Codes and Handling of G3MH Core System Error Exceptions (2/2)

Factor Codes	Error Contents
18	Errors in which their notification is enabled by the SEGCONT eighth bit (HBPE)
19	Errors in which their notification is enabled by the SEGCONT ninth bit (PBPE)
1A	Reserved
1B	Reserved
1C	Reserved
1D	Reserved
1E	Reserved
1F	Reserved

(b) SEGFLAG — Error Occurrence Retention Register

- This register sets the flags of error occurrence, that store each error occurrence status by factors. Those are not automatically cleared (return to 0).
- Writing to the register enables both setting and clearing.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PBPF	HBPF	GRMF	LRMF	CFBF	LSUF	—	ICCF	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R	R

Table 3.80 SEGFLAG Register Contents

Bit Position	Bit Name	Function
15 to 10	—	Reserved This bit is always read as 0. The write value should always be 0.
9	PBPF	Flag corresponding to bit 9 of the SEGCONT register
8	HBPF	Flag corresponding to bit 8 of the SEGCONT register
7	GRMF	Flag corresponding to bit 7 of the SEGCONT register
6	LRMF	Flag corresponding to bit 6 of the SEGCONT register
5	CFBF	Flag corresponding to bit 5 of the SEGCONT register
4	LSUF	Flag corresponding to bit 4 of the SEGCONT register
3	—	Reserved This bit is always read as 0. The write value should always be 0.
2	ICCF	Flag corresponding to bit 2 of the SEGCONT register
1, 0	—	Reserved These bits are always read as 0. The write value should always be 0.

(c) SEGADDR — Error Factor Retention Register (Address)

This register records information of an error factor that notifies a SYSERR request (only one history is recorded). It records the addresses where the error factors (PBPF, HBPF, GRMF, LRMF, CFBF, and LSUF) for 4 to 9 bits of the SEGFLAG register were found.

This cannot be modified when the error occurrence flag to enable notification is set.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Address[31:16]															
Value after reset	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
R/W	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Address[15:0]															
Value after reset	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
R/W	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹	R/W* ¹

x: Undefined (retained)

Note 1. This cannot be modified when the error occurrence flag to enable notification is set.

Table 3.81 SEGADDR Register Contents

Bit Position	Bit Name	Function
31 to 0	Address[31:0]	These bits retain the address at which SYSERR source occurred. (If an instruction cache error (ICCE) occurred, 0 is stored. See the description of the ICERR register.)

(3) SEG Function**(a) SEG function: Notifying a SYSERR request due to an error flag**

- Setting an error flag takes precedence over clearing the same flag.
 - Simultaneous clearing operation is ignored.
- Priority of error factors
 - The bit position of the notification-enabled SEGFLAG register becomes the priority of error factors. Error factors of lower bits take precedence over error factors of upper bits. Notification is made from the highest-priority error factor.
 - The bit position of error factors is notified as a “SYSERR factor code.”
- Conditions for starting SYSERR request notification
 - Even if a notification-disabled flag is set to 1, notification is not made.
 - Notification is made immediately after a notification-enabled flag is set to 1.
 - After clearing, notification is made depending on the flag state (re-arbitration).
- Finishing notification at a SYSERR request response
 - Even after notification is finished, the flag is not cleared automatically.
 - Notification is not made until re-arbitration is performed by setting or clearing the flag.
 - If an error flag that is prioritized higher than the error factor is set prior to a request response, the notification information may be replaced with an upper SYSERR factor code.

(b) SEG function: Recording error factor information

- When notification-enabled error occurrence is input, the error address is retained in the above register.
 - No information is retained by setting or clearing an error flag described in **(a) SEG function: Notifying a SYSERR request due to an error flag** above.
 - When multiple error occurrence inputs are present simultaneously, information other than the prioritized error factor is not retained.
- While the notification-enabled error flag described in **(a) SEG function: Notifying a SYSERR request due to an error flag** above is set to 1, overwrite to the above register is inhibited
 - If error occurrence input continues, information of subsequent error factors is not retained.
 - To reset the inhibition of overwrite to the register, clear either SEGCONT or SEGFLAG register (or both of them).

(c) Supplementary information on SYSERR exception

- The PSW.EBV bit retains its value and the base address for the exception handler is not changed even when a SYSERR exception is generated.
- Detection of errors in the instruction cache
Even when an error is detected in the instruction cache, a rerun-typed SYSERR exception caused by instruction fetch does not occur. Execution of the instruction by the CPU still proceeds; the entry which led to the error is automatically invalidated and fetching is repeated, this time from the code flash memory. The SEG block will be informed that a cache error has occurred if the setting of the ICHEMK bit of the ICCTRL cache-control system register is 0. See **(h) ICERR — Instruction cache error register** in **Section 3.2.1.2, Register Set** for the details on instruction cache error.

3.2.4.4 Checker Core

The CPU1 has the checker core for safety assurance, resulting in a highly reliable system. Monitoring the outputs from the CPU1 and the checker core with the comparator all the time enables immediate detection of the CPU1 abnormal operations. Duplication by the checker core covers the CPU core, FPU, MPU, PEG, IPG, SEG, and INTC1. The CPU1 can also conduct a fault diagnosis test of its own comparator through a pseudo-error generated by the COMPTEST module. For details of the COMPTEST module, see **Section 30, Safety**.

CAUTION

Reading of any register with an undefined value after a reset in a PE or writing to memory or a register outside the PE may cause a lock step comparison error. The values of some program registers and system registers are undefined after a reset, so pay attention to this when saving register values on the stack in RAM.

3.3 PCU

3.3.1 Core Functions

3.3.1.1 Features

Table 3.82 lists features of the RH850G3K core.

Table 3.82 Features of the RH850G3K Core

Item	Feature
CPU	<ul style="list-style-type: none"> • Advanced 32-bit architecture for embedded control • 32-bit internal data bus • Thirty-two 32-bit general-purpose registers • RISC-type instruction sets <ul style="list-style-type: none"> – Long-/short-format load/store instructions – Three-operand instructions – Instruction sets based on C language • CPU operating modes <ul style="list-style-type: none"> – User mode and supervisor mode • Address space: 128-Mbyte linear address space for both data and instructions • Instructions: A snooze instruction (SNOOZE) is included for temporary suspension by switching the high-speed peripheral clock signal (CLK_HSB) off for 32 clock cycles.
Coprocessor	<ul style="list-style-type: none"> • Coprocessor is not incorporated
Exception/ Interrupt	<ul style="list-style-type: none"> • 8 interrupt priority levels settable for each channel • Vector selection method selectable according to performance request or memory usage <ul style="list-style-type: none"> – Direct branching exception vectors – Indirect branching exception vectors referring to the address table • Supports the high-speed save/restore processing of the context by the dedicated instructions (PUSHSP and POPSP) at the generation of an interrupt
Memory Management	<ul style="list-style-type: none"> • Memory protection function (MPU): Eight areas settable
Cache	<ul style="list-style-type: none"> • Cache is not incorporated

CAUTION

The PCU should be handled properly when it is not used.

For instance, use the HALT instruction to stop the PCU.

3.3.1.2 Register Set

(1) Program Registers

Program registers include the general-purpose registers (r0 to r31) and the program counter (PC).

The general-purpose register r0 always retains 0, but the values of the registers r1 to r31 after reset are undefined.

Table 3.83 Program Registers

Program Register	Name	Function	Description
General-purpose registers	r0	Zero register	Always retains "0"
	r1	Assembler reserved register	Used as a working register for generating addresses
	r2	Register for address and data variables (used when the real-time OS used does not use this register)	
	r3	Stack pointer (SP)	Used for generating a stack frame when a function is called
	r4	Global pointer (GP)	Used for accessing a global variable in the data area
	r5	Text pointer (TP)	Used as a register that indicates the start of the text area (area where program code is placed)
	r6 to r29	Register for addresses and data variables	
	r30	Element pointer (EP)	Used as a base pointer for generating addresses when accessing memory
	r31	Link pointer (LP)	Used when the compiler calls a function
Program counter	PC	Retains instruction addresses during execution of programs	

NOTE

For further descriptions of r1, r3 to r5, and r31 used for an assembler and/or C compiler, see the specification of each software development environment.

(a) General-Purpose Registers

A total of 32 general-purpose registers (r0 to r31) are provided. All of these registers can be used for either data variables or address variables. Of the general-purpose registers, r0 to r5, r30, and r31 are assumed to be used for special purposes in software development environments, so it is necessary to note the following when using them.

1. r0, r3, and r30

These registers are implicitly used by instructions.

r0 is a register that always retains “0”. It is used for operations that use 0, addressing with base address being 0, etc.

r3 is implicitly used by the PREPARE, DISPOSE, PUSHSP, and POPSP instructions.

r30 is used as a base pointer when the SLD instruction or SST instruction accesses memory.

2. r1, r4, r5, and r31

These registers are implicitly used by the assembler and C compiler.

When using these registers, register contents must first be saved so they are not lost and can be restored after the registers are used.

3. r2

This register might be used by a real-time OS in some cases. If the real-time OS that is being used is not using r2, r2 can be used as a register for address variables or data variables.

(b) PC — Program Counter

The PC retains the address of the instruction being executed.

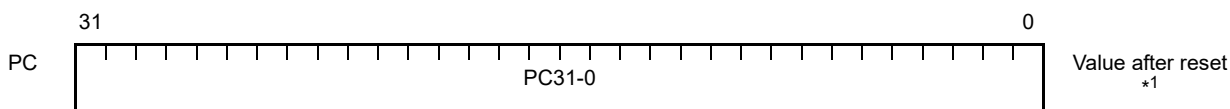


Table 3.84 PC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	PC31-1	These bits indicate the address of the instruction being executed.	R/W	*1
0	PC0	This bit is fixed to 0, and branching to an odd number address is disabled.	R/W	0

Note 1. In this product, the value after reset differs depending on the startup area. For details, see **Section 4, Address Space**.

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27.

(2) Basic System Registers

The basic system registers are used to control CPU status and to retain exception information.

System registers are read from or written to by using the LDSR or STSR instructions and specifying the system register number, which is made up of a register number and selection ID.

Table 3.85 Basic System Registers

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR0, 0	EIPC* ¹	Status save registers when acknowledging EI level exception	SV
SR1, 0	EIPSW	Status save registers when acknowledging EI level exception	SV
SR2, 0	FEPC* ¹	Status save registers when acknowledging FE level exception	SV
SR3, 0	FEPSW	Status save registers when acknowledging FE level exception	SV
SR 5, 0	PSW	Program status word	*2
SR 13, 0	EIIC	EI level exception cause	SV
SR 14, 0	FEIC	FE level exception cause	SV
SR 16, 0	CTPC* ¹	CALLT execution status save register	UM
SR 17, 0	CTPSW	CALLT execution status save register	UM
SR 20, 0	CTBP* ¹	CALLT base pointer	UM
SR 28, 0	EIWR	EI level exception working register	SV
SR 29, 0	FEWR	FE level exception working register	SV
SR0, 1	MCFG0	Machine configuration	SV
SR2, 1	RBASE	Reset vector base address	SV
SR3, 1	EBASE* ¹	Exception handler vector address	SV
SR4, 1	INTBP* ¹	Base address of the interrupt handler table	SV
SR 5, 1	MCTL	CPU control	SV
SR 6, 1	PID	Processor ID	SV
SR 11, 1	SCCFG	SYSCALL operation setting	SV
SR 12, 1	SCBP* ¹	SYSCALL base pointer	SV
SR0, 2	HTCFG0	Process number	SV
SR6, 2	MEA* ¹	Memory error address	SV
SR7, 2	ASID	Address space ID	SV
SR8, 2	MEI	Memory error information	SV

Note 1. For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27.

Note 2. The access permission differs depending on the bit. For details, see **Table 3.90, Access Permission for PSW Register**.

(a) EIPC — Status save register when acknowledging EI level exception register

When an EI level exception is acknowledged, the address of the instruction that was being executed when the EI level exception occurred, or of the next instruction, is saved to the EIPC register (see *section 4.1.3 Types of Exceptions* in *RH850G3K User's Manual: Software*).

Because there is only one pair of EI level exception status save registers, when processing multiple exceptions, the contents of these registers must be saved by a program.

Be sure to set an even-numbered address to the EIPC register. An odd-numbered address must not be specified.

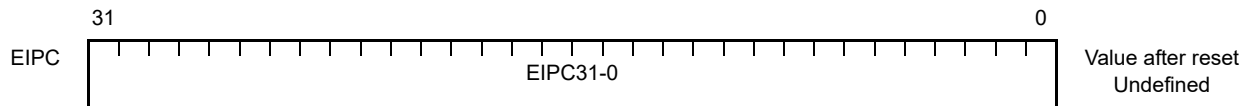


Table 3.86 EIPC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	EIPC31-1	These bits indicate the PC saved when an EI level exception is acknowledged.	R/W	Undefined
0	EIPC0	This bit indicates the PC saved when an EI level exception is acknowledged. Always set this bit to 0. Even if it is set to 1, the value transferred to the PC when the EIRET instruction is executed is 0.	R/W	Undefined

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of EIPC.

(b) EIPSW — Status save register when acknowledging EI level exception register

When an EI level exception is acknowledged, the current PSW setting is saved to the EIPSW register.

Because there is only one pair of EI level exception status save registers, when processing multiple exceptions, the contents of these registers must be saved by a program.

CAUTION

Bits 11 to 9 cannot usually be changed since these bits are associated with debugging.

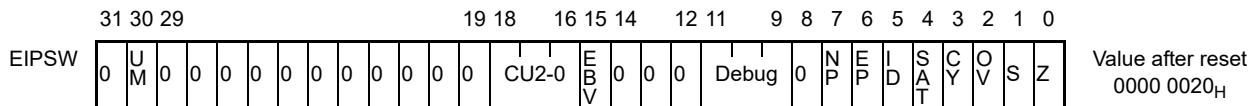


Table 3.87 EIPSW Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
30	UM	This bit stores the PSW.UM bit setting when an EI level exception is acknowledged.	R/W	0
29 to 19	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
18 to 16	CU2-0	These bits store the PSW.CU2 to 0 field setting when an EI level exception is acknowledged. (Reserved for future expansion. Be sure to clear to 0.)	R/W	0
15	EBV	This bit stores the PSW.EBV bit setting when an EI level exception is acknowledged.	R/W	0
14 to 12	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
11 to 9	Debug	These bits store the PSW.Debug field when an EI level exception is acknowledged.	R/W	0
8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7	NP	This bit stores the PSW.NP bit setting when an EI level exception is acknowledged.	R/W	0
6	EP	This bit stores the PSW.EP bit setting when an EI level exception is acknowledged.	R/W	0
5	ID	This bit stores the PSW.ID bit setting when an EI level exception is acknowledged.	R/W	1
4	SAT	This bit stores the PSW.SAT bit setting when an EI level exception is acknowledged.	R/W	0
3	CY	This bit stores the PSW.CY bit setting when an EI level exception is acknowledged.	R/W	0
2	OV	This bit stores the PSW.OV bit setting when an EI level exception is acknowledged.	R/W	0
1	S	This bit stores the PSW.S bit setting when an EI level exception is acknowledged.	R/W	0
0	Z	This bit stores the PSW.Z bit setting when an EI level exception is acknowledged.	R/W	0

(c) FEPC — Status save register when acknowledging FE level exception register

When an FE level exception is acknowledged, the address of the instruction that was being executed when the FE level exception occurred, or of the next instruction, is saved to the FEPC register (see *section 4.1.3 Types of Exceptions* in *RH850G3K User's Manual: Software*) in the Software Manual.

Because there is only one pair of FE level exception status save registers, when processing multiple exceptions, the contents of these registers must be saved by a program.

Be sure to set an even-numbered address to the FEPC register. An odd-numbered address must not be specified.

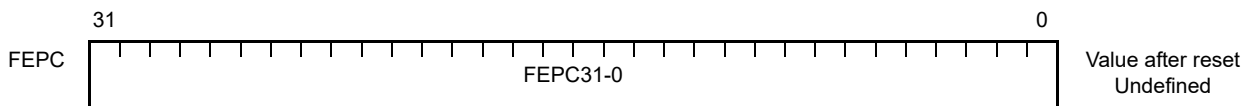


Table 3.88 FEPC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	FEPC31-1	These bits indicate the PC saved when an FE level exception is acknowledged.	R/W	Undefined
0	FEPC0	This bit indicates the PC saved when an FE level exception is acknowledged. Always set this bit to 0. Even if it is set to 1, the value transferred to the PC when the FERET instruction is executed is 0.	R/W	Undefined

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of FEPC.

(d) FEPSW — Status save register when acknowledging FE level exception register

When an FE level exception is acknowledged, the current PSW setting is saved to the FEPSW register.

Because there is only one pair of FE level exception status save registers, when processing multiple exceptions, the contents of these registers must be saved by a program.

CAUTION

Bits 11 to 9 cannot usually be changed since these bits are associated with debugging.

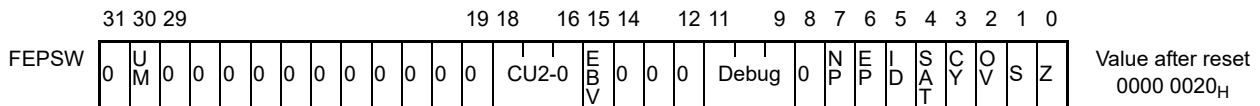


Table 3.89 FEPSW Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
30	UM	This bit stores the PSW.UM bit setting when an FE level exception is acknowledged.	R/W	0
29 to 19	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
18 to 16	CU2-0	These bits store the PSW.CU2 to 0 field setting when an FE level exception is acknowledged. (Reserved for future expansion. Be sure to clear to 0.)	R R/W	0
15	EBV	This bit stores the PSW.EBV bit setting when an FE level exception is acknowledged.	R/W	0
14 to 12	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
11 to 9	Debug	These bits store the PSW.Debug field when an FE level exception is acknowledged.	R/W	0
8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7	NP	This bit stores the PSW.NP bit setting when an FE level exception is acknowledged.	R/W	0
6	EP	This bit stores the PSW.EP bit setting when an FE level exception is acknowledged.	R/W	0
5	ID	This bit stores the PSW.ID bit setting when an FE level exception is acknowledged.	R/W	1
4	SAT	This bit stores the PSW.SAT bit setting when an FE level exception is acknowledged.	R/W	0
3	CY	This bit stores the PSW.CY bit setting when an FE level exception is acknowledged.	R/W	0
2	OV	This bit stores the PSW.OV bit setting when an FE level exception is acknowledged.	R/W	0
1	S	This bit stores the PSW.S bit setting when an FE level exception is acknowledged.	R/W	0
0	Z	This bit stores the PSW.Z bit setting when an FE level exception is acknowledged.	R/W	0

(e) PSW — Program status word register

PSW (program status word) is a set of flags that indicate the program status (instruction execution result) and bits that indicate the operation status of the CPU (flags are bits in the PSW that are referenced by a condition instruction (Bcond, CMOV, etc.)).

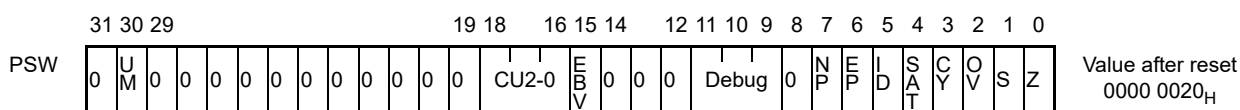
When the LDSR instruction is used to change the contents of each bit in this register, the changed contents become valid from the instruction following the LDSR instruction.

The access permission for the PSW register differs depending on the bit. All bits can be read, but some bits can only be written under certain conditions. See **Table 3.90, Access Permission for PSW Register** for the access permission for each bit.

Table 3.90 Access Permission for PSW Register

Bit	Access Permission When Reading	Access Permission When Writing
30	UM	SV*1
18 to 16	CU2-0	SV*1
15	EBV	SV*1
11 to 9	Debug	Special*1
7	NP	SV*1
6	EP	SV*1
5	ID	SV*1
4	SAT	UM
3	CY	UM
2	OV	UM
1	S	UM
0	Z	UM

Note 1. The access permission for the whole PSW register is UM, so the PIE exception does not occur even if the register is written by using an LDSR instruction when PSW.UM is 1. In this case, writing is ignored.

**Table 3.91 PSW Register Contents (1/2)**

Bit Position	Bit Name	Function	R/W	Value after Reset
31	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
30	UM	This bit indicates that the CPU is in user mode (UM mode) 0: Supervisor mode 1: User mode	R/W	0
29 to 19	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
18 to 16	CU2-0	(Reserved for future expansion. Be sure to clear to 0.)	R	000
15	EBV	This bit indicates the reset vector and exception vector operation. See the descriptions of the RBASE register in (q) RBASE — Reset vector base address register and the EBASE register in (r) EBASE — Exception handler vector address register .	R/W	0
14 to 12	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
11 to 9	Debug	These bits are used in the debugging functions of development tools. In normal operation, clear these bits to 0.	—	0
8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0

Table 3.91 PSW Register Contents (2/2)

Bit Position	Bit Name	Function	R/W	Value after Reset
7	NP	Disables acceptance of FE level exceptions. Once an FE level exception is accepted, this bit is set to 1 and disables acceptance of EI level exceptions or FE level exceptions. For the exceptions disabled by the NP bit, see <i>table 4.1 Exception Cause List</i> in <i>RH850G3K User's Manual: Software</i> . 0 : An acceptance of FE level exceptions is enabled 1 : An acceptance of FE level exceptions is disabled	R/W	0
6	EP	Disables acceptance of EI level exceptions. Once an IE level exception or FE level exception is accepted, this bit is set to 1 and disables acceptance of EI level exceptions. For the exceptions disabled by the ID bit, see <i>table 4.1 Exception Cause List</i> in <i>RH850G3K User's Manual: Software</i> . This bit does not affect acknowledging an exception request even when it is set to 1. A change in the ID bit by the IE or DI instruction is enabled from the next instruction. 0 : An interrupt is not being serviced. 1 : An exception other than an interrupt is being serviced.	R/W	0
5	ID	Disables acceptance of EI level exceptions. Once an IE level exception or FE level exception is accepted, this bit is set to 1 and disables acceptance of EI level exceptions. For the exceptions disabled by the ID bit, see <i>table 4.1 Exception Cause List</i> in <i>RH850G3K User's Manual: Software</i> . This bit is also used to disable EI level exceptions from being acknowledged as a critical section while an ordinary program or interrupt is being serviced. It is set to 1 when the DI instruction is executed, and cleared to 0 when the EI instruction is executed. A change in the ID bit by the IE or DI instruction is enabled from the next instruction. 0 : An acceptance of IE level exceptions is enabled 1 : An acceptance of IE level exceptions is disabled	R/W	1
4	SAT* ¹	This bit indicates that the operation result is saturated because the result of a saturated operation instruction operation has overflowed. This is a cumulative flag, so when the operation result of the saturated operation instruction becomes saturated, this bit is set to 1, but it is not cleared to 0 when the operation result for a subsequent instruction is not saturated. This bit is cleared to 0 by the LDSR instruction. This bit is neither set to 1 nor cleared to 0 when an arithmetic operation instruction is executed. 0 : Not saturated 1 : Saturated	R/W	0
3	CY	This bit indicates whether a carry or borrow has occurred in the operation result. 0 : Carry and borrow have not occurred. 1 : Carry or borrow has occurred.	R/W	0
2	OV* ¹	This bit indicates whether or not an overflow has occurred during an operation. 0 : Overflow has not occurred. 1 : Overflow has occurred.	R/W	0
1	S* ¹	This bit indicates whether or not the result of an operation is negative. 0 : Result of operation is positive or 0. 1 : Result of operation is negative	R/W	0
0	Z	This bit indicates whether or not the result of an operation is 0. 0 : Result of operation is not 0. 1 : Result of operation is 0.	R/W	0

Note 1. The operation result of the saturation processing is determined in accordance with the contents of the OV flag and S flag during a saturated operation. When only the OV flag is set to 1 during a saturated operation, the SAT flag is set to 1.

Operation result status	Flag status			Operation result after saturation processing
	SAT	OV	S	
Exceeded positive maximum value	1	1	0	7FFF FFFF _H
Exceeded negative maximum value	1	1	1	8000 0000 _H

Operation result status	Flag status			Operation result after saturation processing
	SAT	OV	S	
Positive (maximum value not exceeded)	Value prior to operation is retained.	0	0	Operation result itself
Negative (maximum value not exceeded)			1	

(f) EIIC — EI level exception cause register

The EIIC register retains the cause of any EI level exception that occurs. The value retained in this register is an exception code corresponding to a specific exception cause.

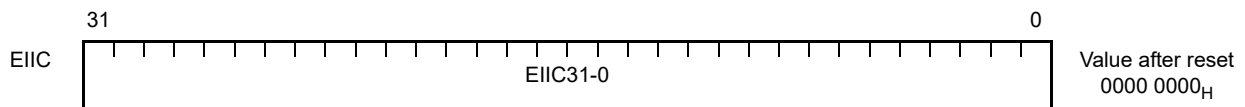


Table 3.92 EIIC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	EIIC31-0	These bits store the exception cause code when an EI level exception occurs. Regarding the stored exception source code, see <i>Table 6.14, Interrupt Exception Handler and Priority</i> and <i>table 4.1 Exception Cause List</i> in <i>RH850G3K User's Manual: Software</i> . The EIIC31-16 field stores detailed exception cause codes defined individually for each exception. If there is no particular definition, these bits are set to 0.	R/W	0

(g) FEIC — FE level exception cause register

The FEIC register retains the cause of any FE level exception that occurs. The value retained in this register is an exception code corresponding to a specific exception cause.

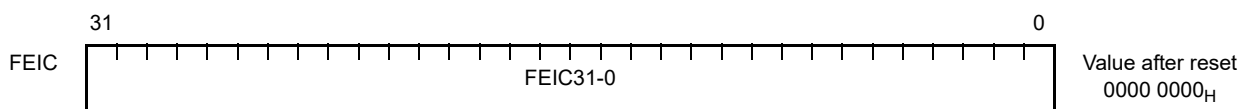


Table 3.93 FEIC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	FEIC31-0	These bits store the exception cause code when an FE level exception occurs. Regarding the stored exception source code, see <i>Table 6.14, Interrupt Exception Handler and Priority</i> and <i>table 4.1 Exception Cause List</i> in <i>RH850G3K User's Manual: Software</i> . The FEIC31-16 field stores detailed exception cause codes defined individually for each exception. If there is no particular definition, these bits are set to 0.	R/W	0

(h) CTPC — Status save register when executing CALLT register

When a CALLT instruction is executed, the address of the next instruction after the CALLT instruction is saved to CTPC. Be sure to set an even-numbered address to the CTPC register. An odd-numbered address must not be specified.

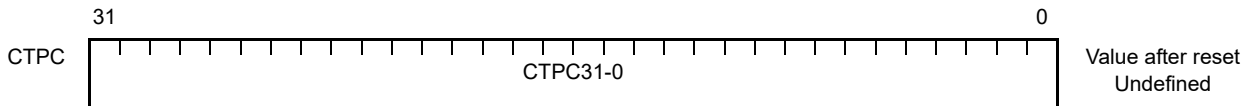


Table 3.94 CTPC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	CTPC31-1	These bits indicate the PC of the instruction after the CALLT instruction.	R/W	Undefined
0	CTPC0	This bit indicates the PC of the instruction after the CALLT instruction. Always set this bit to 0. Even if it is set to 1, the value transferred to the PC when the CTRET instruction is executed is 0.	R/W	Undefined

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of CTPC.

(i) CTPSW — Status save register when executing CALLT register

When a CALLT instruction is executed, some of the PSW (program status word) settings are saved to CTPSW.

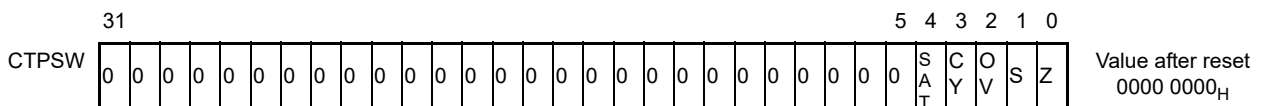


Table 3.95 CTPSW Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 5	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
4	SAT	This bit stores the PSW.SAT bit setting when the CALLT instruction is executed.	R/W	0
3	CY	This bit stores the PSW.CY bit setting when the CALLT instruction is executed.	R/W	0
2	OV	This bit stores the PSW.OV bit setting when the CALLT instruction is executed.	R/W	0
1	S	This bit stores the PSW.S bit setting when the CALLT instruction is executed.	R/W	0
0	Z	This bit stores the PSW.Z bit setting when the CALLT instruction is executed.	R/W	0

(j) CTBP — CALLT base pointer register

The CTBP register is used to specify table addresses of the CALLT instruction and generate target addresses. Be sure to set the CTBP register to a half word address.

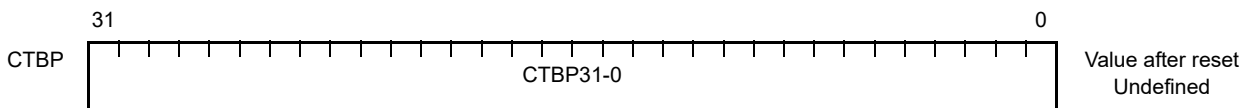


Table 3.96 CTBP Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	CTBP31-1	These bits indicate the base pointer address of the CALLT instruction. These bits indicate the first address in the table used by the CALLT instruction.	R/W	Undefined
0	CTBP0	These bits indicate the base pointer address of the CALLT instruction. These bits indicate the first address in the table used by the CALLT instruction. Always set this bit to 0.	R	0

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of CTBP.

(k) ASID — Address space ID register

This is the address space ID. This is used to identify the address space provided by the memory management function.

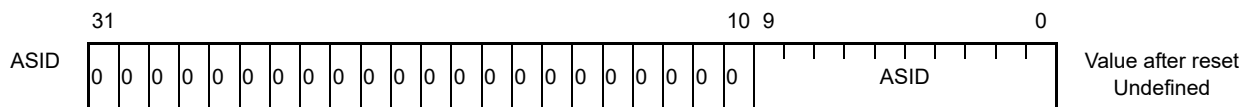


Table 3.97 ACID Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 10	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
9 to 0	ASID	This is the address space ID.	R/W	Undefined

(l) EIWR — EI level exception working register

The EIWR register is used as a working register when an EI level exception has occurred.

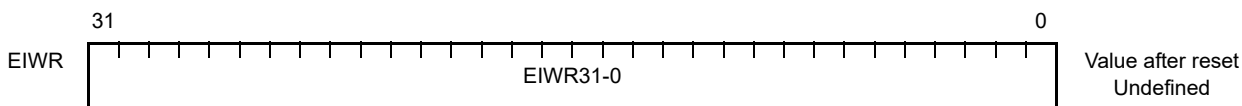


Table 3.98 EIWR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	EIWR31-0	These bits constitute a working register that can be used for any purpose during the processing of an EI level exception. Use this register for purposes such as storing the values of general-purpose registers.	R/W	Undefined

(m) FEWR — FE level exception working register

The FEWR register is used as a working register when an FE level exception has occurred.

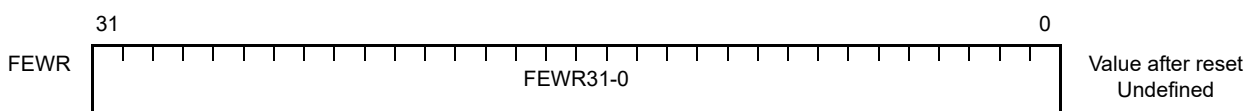


Table 3.99 FEWR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	FEWR31-0	These bits constitute a working register that can be used for any purpose during the processing of an FE level exception. Use this register for purposes such as storing the values of general-purpose registers.	R/W	Undefined

(n) HTCFG0 — Thread configuration register

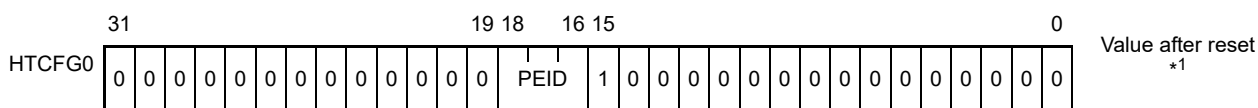


Table 3.100 HTCFG0 Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 19	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
18 to 16	PEID	These bits indicate the processor element number.	R	*2
15	—	(Reserved for future expansion. Be sure to set this bit to 1.)	R	1
14 to 0	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0

Note 1. The value is 0003 8000_H in PCU (PE3) of this product.
 Note 2. The value is 011_B in PCU (PE3) of this product.

(o) MEA — Memory error address register



Table 3.101 MEA Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	MEA	These bits store the address when an MAE (misaligned) or MPU exception occurs.	R/W	Undefined

(p) MEI — Memory error information register

This register is used to store information about the instruction that caused the exception when a misaligned (MAE) or memory protection (MDP) exception occurs. This information is used during emulation.

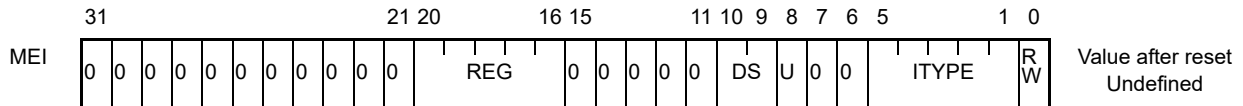


Table 3.102 MEI Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 21	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
20 to 16	REG4-0	These bits indicate the number of the source or destination register accessed by the instruction that caused the exception. For details, see Table 3.103, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined
15 to 11	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
10, 9	DS	These bits indicate the type of data handled by the instruction that caused the exception.*1 0: Byte (8 bits) 1: Half word (16 bits) 2: Word (32 bits) 3: Double-word (64 bits) For details, see Table 3.103, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined
8	U	These bits indicate the sign extension method of the instruction that caused the exception. 0: Signed 1: Unsigned For details, see Table 3.103, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined
7, 6	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
5 to 1	ITYPE4-0	These bits indicate the instruction that caused the exception. For details, see Table 3.103, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined
0	RW	This bit indicates whether the operation of the instruction that caused the exception was read (Load-memory) or write (Store-memory) 0: Read (Load-memory) 1: Write (Store-memory) For details, see Table 3.103, Instructions Causing Exceptions and Values of MEI Register .	R/W	Undefined

Note 1. Even if the data is divided and access is made several times due to the specifications of the hardware, the original data type indicated by the instruction is stored.

Table 3.103 Instructions Causing Exceptions and Values of MEI Register (1/2)

Instruction	REG	DS	U	RW	ITYPE
SLD.B	dst	0 (Byte)	0 (Signed)	0 (Read)	00000 _B
SLD.BU	dst	0 (Byte)	1 (Unsigned)	0 (Read)	00000 _B
SLD.H	dst	1 (Half word)	0 (Signed)	0 (Read)	00000 _B
SLD.HU	dst	1 (Half word)	1 (Unsigned)	0 (Read)	00000 _B
SLD.W	dst	2 (Word)	0 (Signed)	0 (Read)	00000 _B
SST.B	src	0 (Byte)	0 (Signed)	1 (Write)	00000 _B
SST.H	src	1 (Half word)	0 (Signed)	1 (Write)	00000 _B

Table 3.103 Instructions Causing Exceptions and Values of MEI Register (2/2)

Instruction	REG	DS	U	RW	ITYPE
SST.W	src	2 (Word)	0 (Signed)	1 (Write)	00000 _B
LD.B (disp16)	dst	0 (Byte)	0 (Signed)	0 (Read)	00001 _B
LD.BU (disp16)	dst	0 (Byte)	1 (Unsigned)	0 (Read)	00001 _B
LD.H (disp16)	dst	1 (Half word)	0 (Signed)	0 (Read)	00001 _B
LD.HU (disp16)	dst	1 (Half word)	1 (Unsigned)	0 (Read)	00001 _B
LD.W (disp16)	dst	2 (Word)	0 (Signed)	0 (Read)	00001 _B
ST.B (disp16)	src	0 (Byte)	0 (Signed)	1 (Write)	00001 _B
ST.H (disp16)	src	1 (Half word)	0 (Signed)	1 (Write)	00001 _B
ST.W (disp16)	src	2 (Word)	0 (Signed)	1 (Write)	00001 _B
LD.B (disp23)	dst	0 (Byte)	0 (Signed)	0 (Read)	00010 _B
LD.BU (disp23)	dst	0 (Byte)	1 (Unsigned)	0 (Read)	00010 _B
LD.H (disp23)	dst	1 (Half word)	0 (Signed)	0 (Read)	00010 _B
LD.HU (disp23)	dst	1 (Half word)	1 (Unsigned)	0 (Read)	00010 _B
LD.W (disp23)	dst	2 (Word)	0 (Signed)	0 (Read)	00010 _B
ST.B (disp23)	src	0 (Byte)	0 (Signed)	1 (Write)	00010 _B
ST.H (disp23)	src	1 (Half word)	0 (Signed)	1 (Write)	00010 _B
ST.W (disp23)	src	2 (Word)	0 (Signed)	1 (Write)	00010 _B
LD.DW (disp23)	dst	3 (Double-word)	0 (Signed)	0 (Read)	00010 _B
ST.DW (disp23)	src	3 (Double-word)	0 (Signed)	1 (Write)	00010 _B
LDL.W	dst	2 (Word)	0 (Signed)	0 (Read)	00111 _B
STC.W	src	2 (Word)	0 (Signed)	1 (Write)	00111 _B
CAXI	dst	2 (Word)	1 (Unsigned)	0 (Read)* ¹	01000 _B
SET1	—	0 (Byte)	1 (Unsigned)	0 (Read)* ¹	01001 _B
CLR1	—	0 (Byte)	1 (Unsigned)	0 (Read)* ¹	01001 _B
NOT1	—	0 (Byte)	1 (Unsigned)	0 (Read)* ¹	01001 _B
TST1	—	0 (Byte)	1 (Unsigned)	0 (Read)	01001 _B
PREPARE	—	2 (Word)	1 (Unsigned)	1 (Write)	01100 _B
DISPOSE	—	2 (Word)	1 (Unsigned)	0 (Read)	01100 _B
PUSHSP	—	2 (Word)	1 (Unsigned)	1 (Write)	01101 _B
POPSP	—	2 (Word)	1 (Unsigned)	0 (Read)	01101 _B
SWITCH	—	1 (Half word)	0 (Signed)	0 (Read)	10000 _B
CALLT	—	1 (Half word)	1 (Unsigned)	0 (Read)	10001 _B
SYSCALL	—	2 (Word)	1 (Unsigned)	0 (Read)	10010 _B
Interrupt (table reference)* ²	—	2 (Word)	1 (Unsigned)	0 (Read)	10101 _B

Note 1. This exception occurs when the instruction executes a read access.

Note 2. An exception occurs when the table reference interrupt vector is read.

NOTE

dst: destination register number, src: source register number

(q) RBASE — Reset vector base address register

This register indicates the reset vector address when there is a reset. If the PSW.EBV bit is 0, this vector address is also used as the exception vector address.

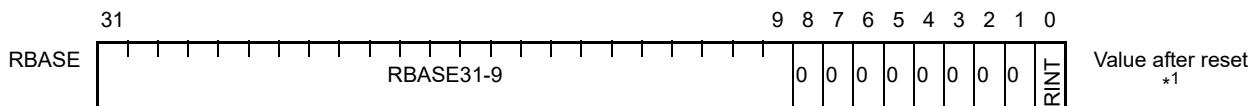


Table 3.104 RBASE Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 9	RBASE31-9	These bits indicate the reset vector when there is a reset. When PSW.EBV = 0, this address is also used as the exception vector. The EBASE8 to 0 bits are implicitly set to 0.	R	*1
8 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	RINT	When the RINT bit is set, the offset address of the exception handler used during interrupt servicing is decremented. This bit is valid when PSW.EBV = 0.	R	0

Note 1. The reset vector differs depending on the startup area. For details, see **Section 4, Address Space**.

(r) EBASE — Exception handler vector address register

This register indicates the exception handler vector address. This register is valid when the PSW.EBV bit is 1.

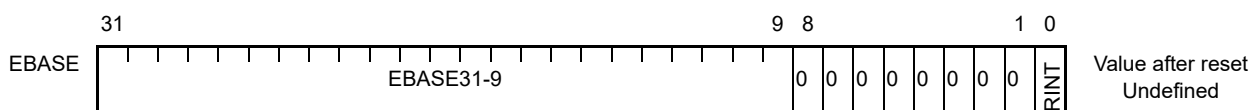


Table 3.105 EBASE Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 9	EBASE31-9	The exception handler routine address is changed to the address resulting from adding the offset address of each exception to the base address specified for this register. The EBASE8 to 0 bits are implicitly set to 0.	R/W	Undefined
8 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	RINT	When the RINT bit is set, the offset address of the exception handler used during interrupt servicing is decremented.	R/W	Undefined

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of EBASE.

(s) INTBP — Base address of the interrupt handler table register

This register indicates the base address of the address table when the table reference method is selected as the interrupt handler address selection method.

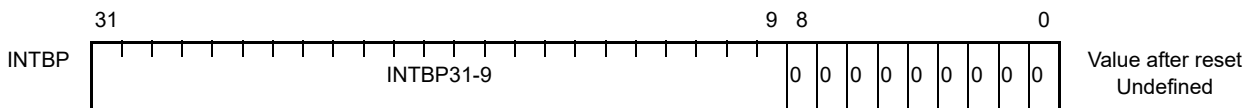


Table 3.106 INTBP Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 9	INTBP31-9	These bits indicate the base pointer address for an interrupt prescribed in the expanded specifications. The value indicated by these bits is the first address in the table used to determine the exception handler when the interrupt prescribed by the expanded specifications (EIINT0 to EIINT511) is acknowledged. The EBASE8 to 0 bits are implicitly set to 0.	R/W	Undefined
8 to 0	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of INTBP.

(t) PID — Processor ID register

The PID register retains a processor identifier that is unique to the CPU. The PID register is a read-only register.

CAUTION

The PID register indicates information used to identify the incorporated CPU core and CPU core configuration. Usage such that the software behavior varies dynamically according to the PID register information is not assumed.

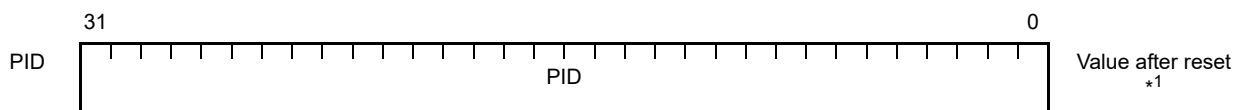


Table 3.107 PID Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 24	PID	Architecture identifier This identifier indicates the architecture of the processor.	R	F5 _H
23 to 8		Function identifier This identifier indicates the functions of the processor. These bits indicate whether or not functions defined per bit are implemented (1: implemented, 0: not implemented). Bit 23 to 9: Reserved Bit 8: Memory protection unit (MPU) function	R	0001 _H
7 to 0		Version identifier This identifier indicates the version of the processor.	R	36 _H

Note 1. The value is F500 0136_H in this product.

(u) SCCFG — SYSCALL operation setting register

This register is used to specify operations related to the SYSCALL instruction. Be sure to set an appropriate value to this register before using the SYSCALL instruction.

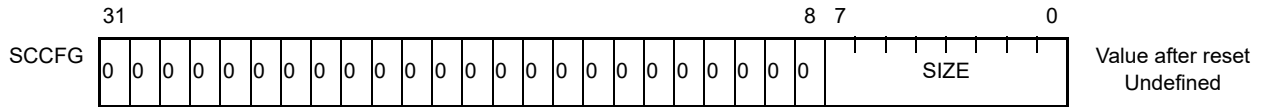


Table 3.108 SCCFG Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7 to 0	SIZE	These bits specify the maximum number of entries of a table that the SYSCALL instruction references. The maximum number of entries the SYSCALL instruction references is 1 if SIZE is 0, and 256 if SIZE is 255. By setting the maximum number of entries appropriately in accordance with the number of functions branched by the SYSCALL instruction, the memory area can be effectively used. If a vector exceeding the maximum number of entries is specified for the SYSCALL instruction, the first entry is selected. Place an error processing routine at the first entry.	R/W	Undefined

(v) SCBP — SYSCALL base pointer register

The SCBP register is used to specify a table address of the SYSCALL instruction and generate a target address. Be sure to set an appropriate value to this register before using the SYSCALL instruction.

Be sure to set a word address to the SCBP register.

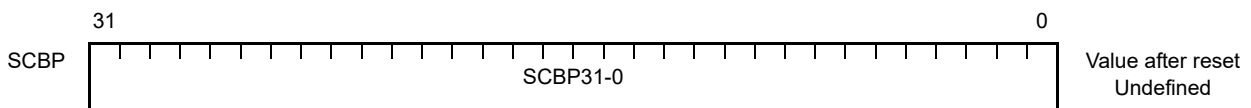


Table 3.109 SCBP Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 2	SCBP31-2	These bits indicate the base pointer address of the SYSCALL instruction. These bits indicate the first address in the table used by the SYSCALL instruction.	R/W	Undefined
1, 0	SCBP1-0	These bits indicate the base pointer address of the SYSCALL instruction. These bits indicate the first address in the table used by the SYSCALL instruction. Always set this bit to 0.	R	0

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of SCBP.

(w) MCFG0 — Machine configuration register

This register indicates the CPU configuration.

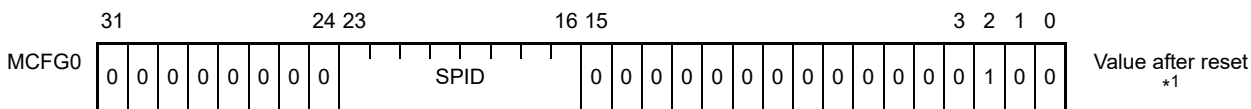


Table 3.110 MCFG0 Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 24	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
23 to 16	SPID	Bit 23 to 18: These are not supported in this product. (Reserved for the future expansion. Be sure to clear to 0) Bit 17, 16: These bits indicate the system protection number.	R/W	*2
15 to 3	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
2	—	(Reserved for future expansion. Be sure to set this bit to 1.)	R	1
1, 0	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0

Note 1. The value is 0003 0004_H in PCU (PE3) of this product.

Note 2. The value is 03_H in PCU (PE3) of this product.

(x) MCTL — Machine control register

This register is used to control the CPU.

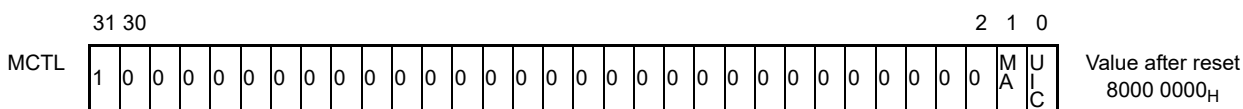


Table 3.111 MCTL Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31	—	(Reserved for future expansion. Be sure to set this bit to 1.)	R	1
30 to 2	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
1	MA	This bit specifies the operation when a misaligned access occurs. 0: An exception is generated in response to a misaligned access.*1 1: A misalignment exception is not generated and access still proceeds.*1	R/W	0
0	UIC	This bit is used to control the interrupt enable/disable operation in user mode. When this bit is set to 1, executing the EI/DI instruction in user mode becomes possible.	R/W	0

Note 1. This bit does not control the generation of misalignment exceptions in response to access by double-word instructions.

(3) Interrupt function registers

Table 3.112 Interrupt Function System Registers

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR10, 2	ISPR	Priority of interrupt being serviced	SV
SR11, 2	PMR	Interrupt priority masking	SV
SR12, 2	ICSR	Interrupt control status	SV
SR13, 2	INTCFG	Interrupt function setting	SV

(a) ISPR — Priority of interrupt being serviced register

This register holds the priority of the EIINTn interrupt being serviced. This priority value is then used to perform priority ceiling processing when multiple interrupts are generated.

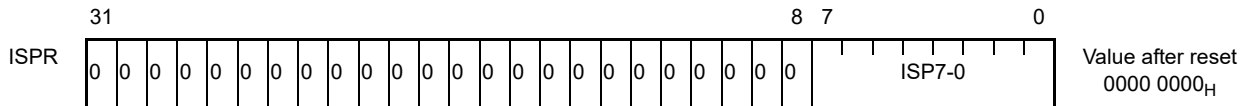


Table 3.113 ISPR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7 to 0	ISP7-0	These bits indicate the acknowledgment status of an EIINTn interrupt with a priority*1 that corresponds to the relevant bit position. 0: An interrupt request for an interrupt whose priority corresponds to the relevant bit position has not been acknowledged. 1: An interrupt request for an interrupt whose priority corresponds to the relevant position is being serviced by the CPU core.	R*3	0

The bit positions correspond to the following priority levels:

Bit	Priority
0	Priority 0 (highest)
1	Priority 1
	:
6	Priority 6
7	Priority 7

When an interrupt request (EIINTn) is acknowledged, the bit corresponding to the acknowledged interrupt request is automatically set to 1. If PSW.EP is 0 when the EIRET instruction is executed, the bit with the highest priority among the ISP7 to 0 bits that are set (0 is the highest priority) is cleared to 0*2.

While a bit in this register is set to 1, lower priority interrupts (EIINTn) are masked. Priority level judgment is therefore not performed when the system is determining whether to acknowledge an exception, meaning that exceptions will not be acknowledged. See section 4.1.5 *Interrupt Exception Priority and Priority Masking* in *RH850G3K User's Manual: Software*.

When performing software-based priority control using the PMR register, be sure to clear this register by using the INTCFG.ISPC bit.

- Note 1. See section 4.1.5 *Interrupt Exception Priority and Priority Masking* in *RH850G3K User's Manual: Software* for the details.
- Note 2. Interrupt acknowledgment and auto-updating of values when the EIRET instruction is executed are disabled by setting the INTCFG.ISPC bit to 1. We recommend auto-updating, so in normal cases, clear the INTCFG.ISPC bit to 0.
- Note 3. This is R or R/W, depending on the setting of the INTCFG.ISPC bit. It is recommended to use this register as a read-only (R) register.

(b) PMR — Interrupt priority masking register

This register is used to mask the specified interrupt priority.



Table 3.114 PMR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7 to 0	PM7-0	These bits mask an interrupt request with a priority level that corresponds to the relevant bit position. 0: Servicing of an interrupt request with a priority that corresponds to the relevant bit position is enabled. 1: Servicing of an interrupt request with a priority that corresponds to the relevant bit position is disabled.	R/W	0

The bit positions correspond to the following priority levels:

Bit	Priority
0	Priority 0 (highest)
1	Priority 1
	:
6	Priority 6
7	Priority 7 (lowest)

While a bit in this register is set to 1, interrupts (EIINTn) with the priority corresponding to that bit are masked. Priority level judgment is therefore not performed when the system is determining whether to acknowledge an exception, meaning that exceptions will not be acknowledged*¹.

Note 1. Specify the masks by setting the bits to 1 in order from the lowest-priority bit. For example, F0_H can be set, but CC_H or 0F_H cannot.

(c) ICSR — Interrupt control status register

This register indicates the interrupt control status in the CPU.

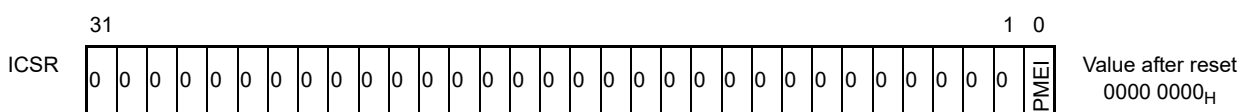


Table 3.115 ICSR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	PMEI	This bit indicates that an interrupt (EIINTn) with the priority level masked by the PMR register exists	R	0

(d) INTCFG — Interrupt function setting register

This register is used to specify settings related to the CPU's internal interrupt function.

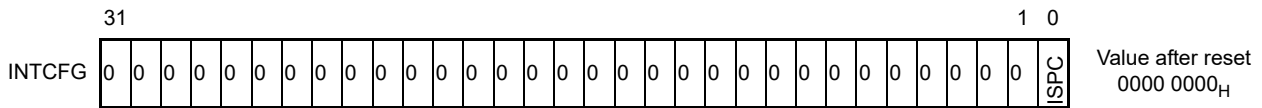


Table 3.116 INTCFG Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 1	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
0	ISPC	<p>This bit changes how the ISPR register is written.</p> <p>0: The ISPR register is automatically updated. Updates triggered by the program (via execution of LDSR instruction) are ignored.</p> <p>1: The ISPR register is not automatically updated. Updates triggered by the program (via execution of LDSR instruction) are performed.</p> <p>If this bit is cleared to 0, the bits of the ISPR register are automatically set to 1 when an interrupt (EIINTn) is acknowledged, and cleared to 0 when the EIRET instruction is executed. In this case, the bits are not updated by an LDSR instruction executed by the program. If this bit is set to 1, the bits of the ISPR register are not updated by the acknowledgement of an interrupt (EIINTn) or by execution of the EIRET instruction. In this case, the bits can be updated by an LDSR instruction executed by the program.</p> <p>In normal cases, the ISPC bit should be cleared. When performing software-based priority control, however, set this bit to 1 and perform priority control by using the PMR register.</p>	R/W	0

(4) FPU Function Registers

This product does not include an FPU.

(5) MPU Function Registers**(a) MPU function system registers**

The MPU function system registers are read from or written to by using the LDSR or STSR instructions and specifying the system register number, which is made up of a register number and selection ID.

Table 3.117 MPU Function System Registers (1/2)

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR0, 5	MPM	Memory protection operation mode setting	SV
SR1, 5	MPRC	MPU region control	SV
SR4, 5	MPBRGN	MPU base region number	SV
SR5, 5	MPTRGN	MPU end region number	SV
SR11, 5	MCR	Memory protection setting check result	SV
SR0, 6	MPLA0	Protection area minimum address	SV
SR1, 6	MPUA0	Protection area maximum address	SV
SR2, 6	MPAT0	Protection area attribute	SV
SR4, 6	MPLA1	Protection area minimum address	SV
SR5, 6	MPUA1	Protection area maximum address	SV
SR6, 6	MPAT1	Protection area attribute	SV
SR8, 6	MPLA2	Lower address of the protection area	SV
SR9, 6	MPUA2	Protection area maximum address	SV
SR10, 6	MPAT2	Protection area attribute	SV
SR12, 6	MPLA3	Protection area minimum address	SV
SR13, 6	MPUA3	Protection area maximum address	SV
SR14, 6	MPAT3	Protection area attribute	SV
SR16, 6	MPLA4	Protection area minimum address	SV
SR17, 6	MPUA4	Protection area maximum address	SV
SR18, 6	MPAT4	Protection area attribute	SV
SR20, 6	MPLA5	Protection area minimum address	SV
SR21, 6	MPUA5	Protection area maximum address	SV
SR22, 6	MPAT5	Protection area attribute	SV
SR24, 6	MPLA6	Protection area minimum address	SV
SR25, 6	MPUA6	Protection area maximum address	SV
SR26, 6	MPAT6	Protection area attribute	SV
SR28, 6	MPLA7	Protection area minimum address	SV
SR29, 6	MPUA7	Protection area maximum address	SV
SR30, 6	MPAT7	Protection area attribute	SV
SR0, 7	MPLA8	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR1, 7	MPUA8	Not implemented. A value of 0 is returned when read and writing is ignored.	SV

Table 3.117 MPU Function System Registers (2/2)

Register No. (reg.ID, sel.ID)	Symbol	Function	Access Permission
SR2, 7	MPAT8	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR4, 7	MPLA9	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR5, 7	MPUA9	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR6, 7	MPAT9	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR8, 7	MPLA10	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR9, 7	MPUA10	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR10, 7	MPAT10	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR12, 7	MPLA11	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR13, 7	MPUA11	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR14, 7	MPAT11	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR16, 7	MPLA12	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR17, 7	MPUA12	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR18, 7	MPAT12	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR20, 7	MPLA13	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR21, 7	MPUA13	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR22, 7	MPAT13	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR24, 7	MPLA14	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR25, 7	MPUA14	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR26, 7	MPAT14	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR28, 7	MPLA15	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR29, 7	MPUA15	Not implemented. A value of 0 is returned when read and writing is ignored.	SV
SR30, 7	MPAT15	Not implemented. A value of 0 is returned when read and writing is ignored.	SV

(b) MPM — Memory protection operation mode register

The memory protection mode register is used to define the basic operating state of the memory protection function.



Table 3.118 MPM Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 11	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
10	DX	This bit specifies the default operation when an instruction is executed at an address that does not exist in a protection area. 0: Disable executing an instruction at an address that does not exist in a protection area. 1: Enable executing an instruction at an address that does not exist in a protection area.	R/W	0
9	DW	This bit specifies the default operation when writing to an address that does not exist in a protection area. 0: Disable writing to an address that does not exist in a protection area. 1: Enable writing to an address that does not exist in a protection area.	R/W	0
8	DR	This bit specifies the default operation when reading from an address that does not exist in a protection area. 0: Disable reading from an address that does not exist in a protection area. 1: Enable reading from an address that does not exist in a protection area.	R/W	0
7 to 2	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
1	SVP ^{*3, *4}	In SV mode (when PSW.UM = 0), this bit is used to specify whether to restrict access according to the SX, SW, and SR bits of the MPAT register for each protection area. ^{*1} 0: As usual, implicitly enable all access in SV mode. 1: Restrict access according to the SX, SW, and SR bits even in SV mode. ^{*2}	R/W ^{*4}	0
0	MPE	This bit is used to specify whether to enable or disable MPU function. 0: Disable 1: Enable	R/W	0

Note 1. When the SVP bit is set to 1, access will become restricted after a certain number of clock cycles, even in SV mode. Therefore, specify the protection area before setting the SVP bit to prevent restriction of access by the program itself.

Note 2. If access is restricted in SV mode, execution of MDP exceptions or the MIP exception handling itself might not be possible depending on the settings. Be careful to specify settings so that access to the memory area necessary for the exception handler and exception handling is permitted.

Note 3. Access by the CPU in supervisor mode is not restricted during the processing of SYSCALL instructions while SVP = 1 and in table references in response to EIINT interrupts involving table reference.

Note 4. When the SVP bit is set to 1 to use the debugger, enable execution of instruction by SV mode in the FE60 0000_H to FE7F FFFF_H area. When a debugger manufactured by a third party executes instructions by downloading code to the global RAM area or local RAM area of PE1, enable instructions for SV mode in said areas.

(c) MPRC — MPU region control register

Bits used to perform special memory protection function operations are located in this register.

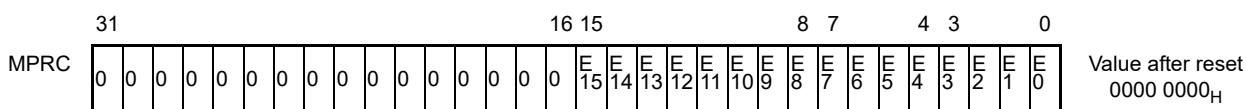


Table 3.119 MPRC Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 16	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
15 to 8	E15-E8	These bits are not supported in this product. (Reserved for future expansion. Be sure to clear to 0.)	R	0
7 to 0	E7-E0	These are the enable bits for each protection area. Bit En is a copy of bit MPATn.E (where n = 3 to 0). The number of the protection areas in this product is 8.	R/W	0

(d) MPBRGN — MPU base region register

This register indicates the minimum usable MPU area number.

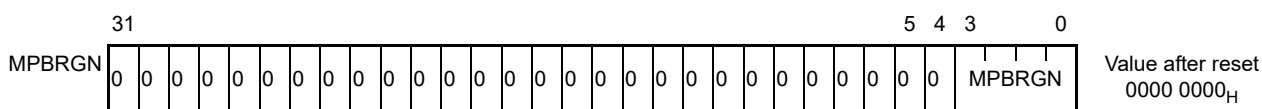


Table 3.120 MPBRGN Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 4	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
3 to 0	MPBRGN	These bits indicate the smallest number of an MPU area.	R	0000

(e) MPTRGN — MPU end region register

This register indicates the maximum usable MPU area number.



Table 3.121 MPTRGN Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 4	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
3 to 0	MPTRGN	These bits indicate the largest number of an MPU area.	R	0111

(f) MCR — Memory protection setting check result

This product does not incorporate the memory protection setting function.

This register is reserved for the future expansion.

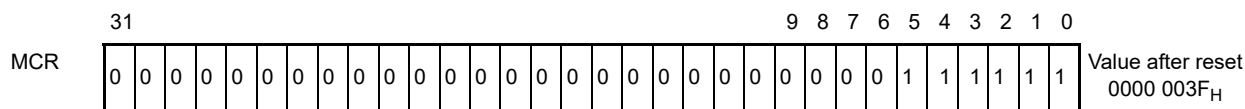


Table 3.122 MCR Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 0	—	(Reserved for future expansion)	R	0000 003F _H

(g) MPLAn — Protection area minimum address register

These registers indicate the minimum address of area n (n = 0 to 7).



Table 3.123 MPLAn Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 2	MPLA31-2	These bits indicate the minimum address of area n. The MPLA1-0 bits are implicitly set to 0.	R/W	Undefined
1, 0	—	Reserved for future expansion. Be sure to clear these bits to 0.	R	0

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of MPLAn.

(h) MPUAn — Protection area maximum address register

These registers indicate the maximum address of area n (n = 0 to 7).



Table 3.124 MPUAn Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 2	MPUA31-2	These bits indicate the maximum address of area n. The MPUA1-0 bits are implicitly set to 1.	R/W	Undefined
1, 0	—	Reserved for future expansion. Be sure to clear these bits to 0.	R	0

CAUTION

For a CPU whose instruction addressing range is 128 MB, a value resulting from a sign-extension of bit 26 is automatically set to bits 31 to 27 of MPUAn.

(i) MPATn — Protection area attribute register

These registers indicate the attributes of area n (where n = 0 to 7).

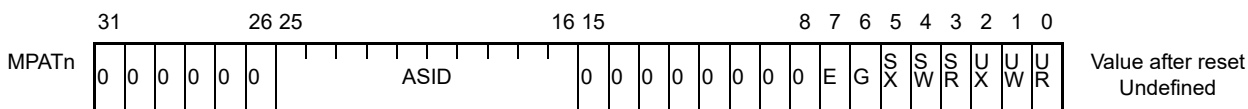


Table 3.125 MPATn Register Contents

Bit Position	Bit Name	Function	R/W	Value after Reset
31 to 26	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
25 to 16	ASID	These bits indicate the ASID value to be used as the area match condition.	R/W	0
15 to 8	—	(Reserved for future expansion. Be sure to clear to 0.)	R	0
7	E	This bit indicates whether area n is enabled or disabled. 0: Area n is disabled. 1: Area n is enabled.	R/W	0
6	G	0: ASID match is the condition. 1: ASID match is not the condition. When this bit is 0, the condition of the area match is MPATn.ASID = ASID.ASID. When this bit is 1, the area match of the values of MPATn.ASID and ASID.ASID is the condition.	R/W	Undefined
5	SX	This bit indicates the execution privilege for supervisor mode.*1 0: The execution is disabled. 1: The execution is enabled.	R/W	Undefined
4	SW	This bit indicates the write permission for supervisor mode.*1 0: Writing is disabled. 1: Writing is enabled.	R/W	Undefined
3	SR	This bit indicates the read permission for supervisor mode*1 0: Reading is disabled. 1: Reading is enabled.	R/W	Undefined
2	UX	This bit indicates the execution privilege for user mode. 0: The execution is disabled. 1: The execution is enabled.	R/W	Undefined
1	UW	This bit indicates the write permission for user mode. 0: Writing is disabled. 1: Writing is enabled.	R/W	Undefined
0	UR	This bit indicates the read permission for user mode. 0: Reading is disabled. 1: Reading is enabled.	R/W	Undefined

Note 1. If access is restricted in SV mode, execution of MDP exceptions or the MIP exception handling itself might not be possible depending on the settings. Be careful to specify settings so that access to the memory area necessary for the exception handler and exception handling is permitted.

(6) Cache operation function registers

The RH850/E1M-S2 does not have cache processing function registers.

(7) Data buffer operation function registers

The RH850/E1M-S2 does not have data buffer operation function registers.

3.3.2 Inter-Processor Interrupts

The PCU includes an inter-processor interrupt control register (IPIR_CH0-3). It is a CPU peripheral and its functions and addresses are the same as those of the CPU1. IPIR_CH0 to IPIR_CH3 registers are assigned to each PE which are accessible only from their own PE. For details, see **Section 3.4.2, Inter-Processor Interrupt Function.**

3.3.3 Reliability Functions

3.3.3.1 System Error Notification Control Function (SEG)

Errors due to an instruction fetch or data access can be the sources of system error exceptions. A SYSERR exception is an FE level exception from which return or recovery is not possible.

For source codes (FEIC) of the SYSTEM exceptions and error handling, see **Table 3.127, Error Factor Codes and Handling of G3K Core SYSERR Exceptions**. When a system error exception is accepted, the PSW.EBV bit is cleared to 0 and the exception handler always refers to RBASE.

SEG (SysErrGen) controls interrupt notification and recording after a system error occurred by a data access.

(1) Register Set

(a) SEG_CONT — System Error Control Register

This register enables and disables the error notification of each SYSERR source. When the bit is set to 1, SYSERR notification of error occurrence is enabled. When it is cleared to 0, SYSERR notification is disabled although the error flag in response to the error factor occurrence is set.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—									RMWE	—	RAME	—	EXTE	FCHE	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R	R/W	R/W	R

Table 3.126 SEG_CONT Register Contents

Bit Position	Bit Name	Function
15 to 7	—	Reserved These bits are always read as 0. The write value should always be 0.
6	RMWE	Local RAM Read/Modify/Write Error Notification Enable: This bit enables SYSERR notification of an ECC error that occurs when a read access is made to the local RAM during read/modify/write operation after a byte or half word write is made to the local RAM.
5	—	Reserved This bit is always read as 0. The write value should always be 0.
4	RAME	Local RAM ECC Error Notification Enable: This bit enables the SYSERR notification of an ECC error occurred when the CPU accesses the data in the local RAM area.
3	—	Reserved This bit is always read as 0. The write value should always be 0.
2	EXTE	P-Bus/H-Bus/Global RAM Area Error Notification Enable: This bit enables SYSERR notification of an error occurring when the P-Bus/H-Bus/Global RAM area is accessed. Such errors include: <ul style="list-style-type: none"> • P-Bus: Data Parity Error, Guard Error • H-Bus: Error response in the slave modules • Global RAM: Data ECC Error, Address Parity Error, Guard Error
1	FCHE	Code Flash Error Notification Enable: This bit enables the SYSERR notification of an error occurred when the CPU accesses the data in the code flash. Such errors include: <ul style="list-style-type: none"> • Data ECC Error • Address Parity Error
0	—	Reserved This bit is always read as 0. The write value should always be 0.

Table 3.127 Error Factor Codes and Handling of G3K Core SYSERR Exceptions

Factor Code	Error Contents
10	Reserved
11	Instruction fetch errors
12	Reserved
13	Reserved
14	Errors in which their notification is enabled by the SEG_CONT register. Errors that have occurred can be identified by reading the SEG_FLAG register
15	Reserved
16	Reserved
17	Reserved
18	Reserved
19	Reserved
1A	Reserved
1B	Reserved
1C	Reserved
1D	Reserved
1E	Reserved
1F	Reserved

(b) SEG_FLAG — System Error Flag Register

This register indicates the flags to store the status under which each SYSERR factor occurs. When a SYSERR factor occurs, the corresponding error factor flag is set to 1. The SYSERR can also be generated by direct writing to the register and setting the flag to 1. Each flag can be cleared by writing 0 after reading the state of 1.

Even if 0 is written in a subsequent write operation to a flag already set to 0 during reading, the flag is set in response to an error occurring between the read and the write.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	RMWF	—	RAMF	—	EXTF	FCHF	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R	R/W	R/W	R

Table 3.128 SEG_FLAG Register Contents

Bit Position	Bit Name	Function
15 to 7	—	Reserved These bits are always read as 0. The write value should always be 0.
6	RMWF	Flag corresponding to bit 6 of the SEG_CONT register
5	—	Reserved This bit is always read as 0. The write value should always be 0.
4	RAMF	Flag corresponding to bit 4 of the SEG_CONT register
3	—	Reserved This bit is always read as 0. The write value should always be 0.
2	EXTF	Flag corresponding to bit 2 of the SEG_CONT register
1	FCHF	Flag corresponding to bit 1 of the SEG_CONT register
0	—	Reserved This bit is always read as 0. The write value should always be 0.

3.4 Inter-CPU Functions

3.4.1 Processor Element Identifier

The PEID, each processor element ID number, can be read from the PEID field in the HTCFCG0 register. Which CPU core performs a specific program can be understood by referring to the PEID. The following shows the PEID of this product.

CPU core	PEID
CPU1 (PE1)	001 _B
PCU (PE3)	011 _B

3.4.2 Inter-Processor Interrupt Function

Both CPU1 and the PCU individually have IPIR registers as their own peripheral functions. Setting of the IPIR register enables an EI-level interrupt request from a PE to another PE. For details, see **Section 3.2.3, Inter-Processor Interrupts**.

3.4.3 Exclusive Function

The local RAM, global RAM, and exclusive control register (MEV) are available as a resource for exclusive control. As atomic operation instruction, the instructions of LDL/STC, CAXI, SET1, CLR1, and NOT1 can be performed for the local RAM and global RAM, and the instructions of CAXI, SET1, CLR1, and NOT1 can be performed for the exclusive control register (MEV). These registers are also accessible by the LD and ST instructions but not regarded as atomic operation.

CAUTION

Access to the local RAM of the PCU or an MEV register by using the CAXI, SET1, CLR1, or NOT1 instructions are atomic operations, but access to the local RAM of CPU1 or global RAM by the same instructions is not. Use the MEV for exclusive control of PCU and CPU1.

3.4.3.1 Exclusive Control Register (MEV)

This register supports exclusive control for variables shared between PEs (common resources).

(MEV = Mutual Exclusion Variable Register)

- 32 32-bit MEV registers are included.
- 1-, 8-, 16-, and 32-bit accesses are available for each MEV.
- Accesses from CPU1 (PE1) and the PCU (PE3) can be made.
- Atomic operation instructions of CAXI, SET1, CLR1, and NOT1 can be performed.

CPU1 and the PCU each have an independent access path for the MEV registers. Therefore, when CPU1 and the PCU each access different MEV registers, they do not need to wait for access. When they access the same MEV register, however, waiting for access is required.

Table 3.129 Base Address of SEG Register: FFFE EC00_H

Register Symbol	Register Name	R/W	Value after Reset	Operable Bit				Access Size
				1	8	16	32	
G0MEV0	Exclusive Control Register 0	R/W	0000 0000 _H	√	√	√	√	+00 _H
G0MEV1	Exclusive Control Register 1	R/W	0000 0000 _H	√	√	√	√	+04 _H
G0MEV2	Exclusive Control Register 2	R/W	0000 0000 _H	√	√	√	√	+08 _H
G0MEV3	Exclusive Control Register 3	R/W	0000 0000 _H	√	√	√	√	+0C _H
:	:	:	:	:	:	:	:	:
G0MEV31	Exclusive Control Register 31	R/W	0000 0000 _H	√	√	√	√	+7C _H

3.4.3.2 Operation of the LDL.W and STC.W Instructions

The LDL.W and STC.W instructions can be used to obtain atomic read-modify-write operations for accurate processing in the updating of memory by multicore systems. The LDL.W and STC.W instructions operate as follows. The LDL.W and STC.W instructions are only in the instruction set for the CPU (G3M) and not in that for the PCU (G3K). For the operation of the LDL.W and STC.W instructions, refer to the *RH850G3M User's Manual: Software*.

- Link generation: The CPU is capable of generating links to both the local RAM and global RAM. Executing the LDL.W instruction on the target RAM for the operation leads to link address being registered, the link flag being set, and a link being generated in response to reading by the instruction. Two link flag systems are provided, one each for the following two areas of RAM.

- (1) The local RAM for the given processor: 1
- (2) The global RAM: 1

Since these link flags are generated independently of each other, a link that was previously generated (e.g. by the CPU to the local RAM) is not lost when the CPU executes the LDL.W instruction for the other RAM (e.g. the global RAM).

- Success in storing: After a link has been generated, storing will only proceed in response to executing an STC.W instruction corresponding to the generated link.
- Failure in storing: If a link is lost, storing does not proceed even when an STC.W instruction for the corresponding address is processed. Storing also does not proceed when an STC.W instruction that does not correspond to the link is processed.
- Condition for successful storing: If the following condition is met, the STC.W instruction is judged to be for the address corresponding to the link.
 - The address for the LDL.W instruction which generated the link matches that for the STC.W instruction.
- Loss of the link: If any of the following occurs, the link flag is cleared and the link is lost.
 - Any of the following processing by the CPU for which the link was generated:
 - An STC.W instruction being executed. The corresponding link (for (1) or (2) above) will be lost irrespective of the success or failure of storing.
 - Occurrence of an exception or the CPU executing an instruction to return from an exception processing routine (FERET or EIRET). The link for the linked RAM area and the link flag are cleared.
 - A successive LDL.W instruction being executed for a location corresponding to the link flag for the linked RAM. The link generated in response to the preceding LDL.W instruction will be lost. Do not execute such processing.
 - Storing operations other than execution of a STC.W instruction for the address* indicated by the link. Do not execute such processing.
 - Access as described below by another bus master:
 - Any storing operation, including execution of an STC.W instruction for the address* indicated by the link. The corresponding link will be lost.

Note. Refers to the addresses of locations that match the 27 higher-order address bits of the address for which the link was created.

Success of the STC.W instruction means that the LDL.W and STC.W instructions have realized an atomic Read-Modify-Write operation.

3.5 Usage Notes

3.5.1 Synchronization of Store Instruction Completion and Subsequent Instruction Generation

When a control register is updated by a store instruction, there is a time lag from execution of the store instruction by the CPU to actual updating of the control register. Therefore, appropriate processing for synchronization is required to ensure that control registers reflect updated values before execution of subsequent instructions. The processing for synchronization is shown below.

For details of the procedure regarding updating of the system registers by the LDSR instruction and synchronization with subsequent instructions, refer to *APPENDIX A, HAZARD RESOLUTION PROCEDURE FOR SYSTEM REGISTERS* in the *RH850G3MH User's Manual: Software* or the *RH850G3K User's Manual: Software*.

3.5.1.1 When updated results in the control registers are reflected in the implementation of a subsequent instruction:

Example 1: An interrupt may be enabled by implementation of an EI instruction after an interrupt request is cleared by access from the control register in the INTC2 and the peripheral circuits. Proceed as follows in this case.

- (1) Store instruction to update a control register (ST.W, etc.)
- (2) Dummy reading of the above-mentioned control register (LD.W, etc.)*¹
- (3) SYNCP
- (4) Subsequent instruction (EI, etc.)

Example 2: Implement the same processing even when the access required after waiting to secure the updating of a given control register (register A) is to another control register (register B). This includes the following cases: the interlinked operation of different peripheral modules and when releasing the interrupt mask in INTC after making peripheral module settings.

However, this processing is unnecessary if control registers A and B are in the same peripheral group.

For the correspondence between the peripheral groups and the peripheral modules/registers, see **Appendix, List of Registers**.

- (1) Issue the instruction for storage to update control register A (ST.W, etc.)
- (2) Dummy-read the above control register (LD.W, etc.)*¹
- (3) Issue SYNCP.
- (4) Issue the instruction to access control register B (ST.W, LD.W, etc.)

The same processing is also required when access to control registers and memory within the scope of protection starts after waiting for the completion of settings for safety functions such as memory protection, ECC checking, and so on.

Note 1. Dummy reading of any register of the same peripheral group can be used instead.

3.5.1.2 When the updated results in the control registers and memories are reflected in the instruction fetch of a subsequent instruction:

- (a) If you wish to write an instruction to the RAM and then branch to the RAM to execute the written instruction, handle this as follows.
- (1) Store instruction to update a memory (ST.W, etc.)
 - (2) Dummy reading of the above-mentioned memory (LD.W, etc.)
 - (3) SYNCP
 - (4) SYNCI
 - (5) Subsequent instruction (branch instruction, etc.)
- (b) When branching to a target memory after waiting for the completion of updating the control registers for memory protection and ECC, handle this as follows.
- (1) Store instruction to update a control register (ST.W, etc.)
 - (2) Dummy reading of the control register (LD.W, etc.)
 - (3) SYNCP
 - (4) SYNCI
 - (5) Subsequent instruction (branch instruction, etc.)

3.5.1.3 When switching the code flash area

In this case, refer to (7) *Updating the FCUFAREA Register*, in section 9, *Usage Notes*, in the *RH850/E1x-FCC2 Flash Memory User's Manual: Hardware Interface*.

3.5.1.4 When executing the SYNCM instruction to wait for the completion of update by the store instruction

When executing the SYNCM instruction to wait for the completion of updating the destination for access by the preceding store instruction, the CPU that executes the store instruction and the destination for access must be as follows.

CPU that Executes the Store Instruction	Destination for Access by the Store Instruction
CPU1	Local RAM (self), Local RAM (PE1), Global RAM

3.5.2 Accesses to Registers by Bit-Manipulation Instructions

Processing of a bit-manipulation instruction takes the form of atomic reading, modification, and writing of an eight-bit unit. Thus, access by a bit-manipulation instruction is only possible for registers for which reading and writing in 8-bit units is possible. However, take care in the cases of registers that contain multiple flag bits, since the read-modify-write cycle may also clear flags other than that which was the target for clearing.

Write access to the FlexRay registers by using bit-manipulation instructions is not atomic. Access by other masters may interrupt the read-modify-write processing of these instructions.

3.5.3 Ensuring Coherency after Code Flash Programming

The CPU has an efficient instruction cache and data buffer for the code flash area.

Therefore, after using self-programming to program the code flash memory, clear the instruction cache and data buffer to ensure coherency. The instruction cache and data buffer can be cleared by using the ICCTRL register and the CDBCR register, respectively. The instruction cache and data buffer can also be cleared at the same time by using the TM_CC register. For details of the TM_CC register, see **Section 38.4.5, TM_CC — Cache Clear Operation Register**.

When the PCU is in use, use the TM_CC register in the same way to clear the cache and buffer after programming the code flash memory. After that, apply an external reset.

3.5.4 Overwriting Context when Acknowledging Multiple Exceptions

Exceptions may be acknowledged regardless of the states of the ID or NP bits of the PSW register. This depends on the type of exception. When multiple exceptions occur, the contents of the system registers which hold the context information are overwritten. Regarding the conditions for acknowledging exceptions from each source and the possibility of return and recovery, see the list of exception sources in *RH850G3MH User's Manual: Software* and *RH850G3K User's Manual: Software*.

3.5.5 Usage Notes on Prefetching

CPU executes speculative instruction fetching from locations later than the current value of the program counter to maintain the throughput of instruction fetches. Reading from memory due to such prefetching may proceed even from locations to which instruction codes have not been assigned (note 1 in **Figure 3.6**). Please note the following. The CPU does not execute values read in such cases.

These notes apply to instruction fetching from memory in general.

- Occurrence of ECC errors due to values in memory being undefined

This prefetching may lead to an ECC error in case of reading from the code flash memory after it has been erased or from the Local RAM or Global before initialization. When instruction codes are assigned to memory, initialize said area with values as desired (note 1 in **Figure 3.6**).

- Detection of illegal access by the GRG or IPG

The GRG or IPG may detect such prefetching as illegal access. To prevent prefetching being detected as an illegal access, do not allow any region of overlap area with said areas (note 1 in **Figure 3.6**) and areas to which access is prohibited by the GRG or IPG. Reading from an area protected by the MPU does not cause a memory protection exception.

- Access to Access Prohibited Area

Assign instruction codes to memory without allowing any overlap between said area (note 1 in **Figure 3.6**) and an access-prohibited area.

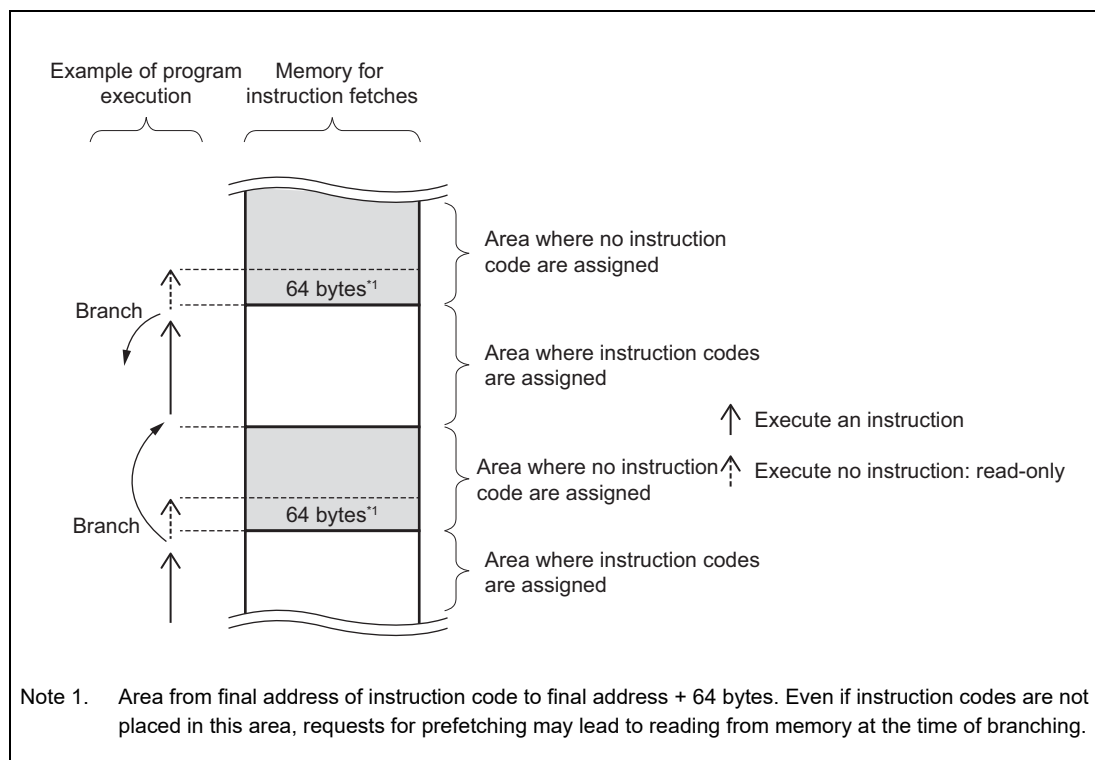


Figure 3.6 Area that Requires Attention Regarding Prefetching

3.5.6 Setting for Blocking of Bit-Manipulation Instructions

A bit-manipulation instruction (SET1, NOT1, CLR1, or TST1) is executed after waiting for the completion of execution of the previous load/store instruction by setting the BBOPEN bit of the system register (LSUCR[19]) to 1. The subsequent load/store instruction is executed after waiting for the completion of execution of the bit-manipulation instruction. Access to the BBOPEN bit requires manipulating the CBAKEY bits (LSUCR[31:28]) to unlock the key. When setting the BBOPEN bit, take care not to set other reserved bits to a value other than the specified one. In addition, we recommend relocking the CBAKEY bits after setting the BBOPEN bit. The following are example sequences of instructions for setting the BBOPEN bit.

A sequence of instructions for unlocking CBAKEY to set BBOPEN to 1 and locking CBAKEY

* The instructions must be executed while interrupts are disabled.

```
mov 0xc02b0000, r1
mov 0xd02b0000, r2 -- set BBOPEN
ldsr r1, sr8, 13 -- LSUCR
ldsr r2, sr8, 13
ldsr r2, sr8, 13
ldsr r1, sr8, 13
ldsr r0, sr8, 13 -- close CBAKEY
```

A sequence of instructions for unlocking CBAKEY to clear BBOPEN to 0 and locking CBAKEY

* The instructions must be executed while interrupts are disabled.

```
mov 0xc0230000, r1
mov 0xd0230000, r2 -- clear BBOPEN
ldsr r1, sr8, 13 -- LSUCR
ldsr r2, sr8, 13
ldsr r2, sr8, 13
ldsr r1, sr8, 13
ldsr r0, sr8, 13 -- close CBAKEY
```

Setting the BBOPEN bit (LSUCR[19]) to 1 may lead to deterioration of performance in a program that uses bit-manipulation instructions. Care must be taken when setting the BBOPEN bit to 1.

Section 4 Address Space

Table 4.1 shows the address space of the RH850/E1M-S2.

When making an access to the on-chip I/O register space, access the addresses shown in **Appendix, List of Registers**. Do not access an address that is not specified in **Table 4.1** and an area where any access is prohibited. If an unspecified address or reserved area is accessed, operation is not guaranteed.

4.1 Address Space

Table 4.1 Address Space

Address	Address Space Type	Size
0000 0000 _H to 003F FFFF _H (0001 7000 _H to 0001 7FFF _H)	Code flash (user area read) (FCU firmware storage area (Map is switched by FCUFAREA register))* ³	4 MB (4 KB)
0040 0000 _H to 00FF FFFF _H	Access prohibited	
0100 0000 _H to 0100 7FFF _H	Code flash (user boot area read)	32 KB
0100 8000 _H to 0FFF FFFF _H	Access prohibited	
0103 7000 _H to 0103 7FFF _H	FCU firmware storage area 2* ³	4KB
0103 8000 _H to 0FFF FFFF _H	Access prohibited	
1000 0000 _H to 1FFF FFFF _H	On-chip I/O register	256 MB
2000 0000 _H to FEBE FFFF _H	Access prohibited	
FEBF 0000 _H to FEBF FFFF _H	Local RAM (CPU1)	64 KB
FEC0 0000 _H to FEDE FFFF _H	Access prohibited	
FEDF 0000 _H to FEDF FFFF _H	Local RAM (self) * ¹	64 KB
FEE0 0000 _H to FEED FFFF _H	Access prohibited	
FEEE 0000 _H to FEF1 FFFF _H	Global RAM area	256 KB
FEF2 0000 _H to FEFF FFFF _H	Access prohibited	
FF00 0000 _H to FFFD FFFF _H (FF20 0000 _H to FF20 FFFF _H) (FFA1 2000 _H to FFA1 2FFF _H)	On-chip I/O register (Data flash (read/write)) (FCU RAM)	16 MB to 128 KB (64 KB) (4 KB)
FFFE 0000 _H to FFFE DFFF _H	Access prohibited	
FFFE E000 _H to FFFE FFFF _H	On-chip I/O register (self* ²)	8 KB
FFFF 0000 _H to FFFF 4FFF _H	Access prohibited	
FFFF 5000 _H to FFFF FFFF _H	On-chip I/O register	44 KB

Note 1. When accessing a local RAM from CPU1 or other unit, accessing the local RAM (CPU1) allows access to the local RAM in CPU1 and accessing the local RAM (self) allows access to the local RAM in each PE (CPU1/PCU). The local RAM (self) areas have the following differences because the local RAM (self) capacity differs between CPU1 and the PCU.

- CPU1 local RAM (self): FEDF 0000_H to FEDF FFFF_H (64 KB)
- PCU local RAM (self): FEDF 8000_H to FEDF FFFF_H (32 KB)

Also note that some tools do not support access to the local RAM of CPU1 via the local RAM (self) area. For details, see the manual for the tool you are using. If this is the case, access to the local RAM area of CPU1 is via the local RAM (CPU1) area and access to the local RAM of the PCU is via the local RAM (self) area.

Note 2. The on-chip I/O register (self) has CPU peripheral function. CPU peripheral function is typically unique to each PE and no access is allowed to the CPU peripheral of other PE. However, the exclusive control register (MEV) is an exception and shares the function between PEs.

Note 3. For details, see the *RH850/E1x-FCC2 Flash Memory User's Manual: Hardware Interface*.

4.2 Address Space Viewed from Each Bus Master

Figure 4.1 shows address spaces viewed from each bus master.

4.2.1 Space in which instructions can be fetched

1. Instructions of CPU1 and the PCU can be fetched from the code flash, local RAM and global RAM.
2. The reset vector (RBASE initial value) of CPU1 and the PCU:
 - When starting up from the user boot area, its head address is 0100 0000_H.
 - When starting up from the user area, its head address is 0000 0000_H.

4.2.2 Data space accessible by CPU1

All spaces are accessible.

4.2.3 Data space accessible by PCU

All spaces are accessible. However, an access from CPU1 to the on-chip I/O register, 1000 0000_H to 1FFF FFFF_H is not available. Use FC00 0000_H to FE5F FFFF_H for such access.

4.2.4 Data space accessible by DMA (DMAC, DTS)

See Figure 4.1 for the accessible spaces from the DMA.

4.2.5 Data space accessible by H-Bus

See Figure 4.1 for the accessible spaces from the H-Bus.

	Access from CPU1	Access from PCU	Access from DMA	Access from H-Bus
FFFF FFFF _H	On-chip I/O register	On-chip I/O register	On-chip I/O register	On-chip I/O register
FFFF 5000 _H FFFF 4FFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
FFFF 0000 _H FFFE FFFF _H	On-chip I/O register (self)	On-chip I/O register (self)		
FFFE E000 _H FFFE DFFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
FFFE 0000 _H FFFD FFFF _H	On-chip I/O register	On-chip I/O register	On-chip I/O register	On-chip I/O register
FF00 0000 _H FEFF FFFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
FEF2 0000 _H FEF1 FFFF _H	Global RAM	Global RAM	Global RAM	Global RAM
EEEE 0000 _H FEED FFFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
FE00 0000 _H FEDF FFFF _H	Local RAM (self)	Local RAM (self)	Access prohibited	Access prohibited
FEDF 8000 _H FEDF 7FFF _H	Access prohibited	Access prohibited		
FEDF 0000 _H FEDE FFFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
FEC0 0000 _H FEBF FFFF _H	Local RAM (CPU1)	Local RAM (CPU1)	Local RAM (CPU1)	Local RAM (CPU1)
FEBF 0000 _H FEBE FFFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
FE60 0000 _H FE5F FFFF _H	Access prohibited	Use FC00 0000 _H to FEF9 FFFF _H for an access from the PCU to the on-chip I/O register area, 1000 0000 _H to 1FFF FFFF _H .	Access prohibited	Access prohibited
FC00 0000 _H FBFF FFFF _H		Not accessible		
2000 0000 _H 1FFF FFFF _H	On-chip I/O register	Not accessible	On-chip I/O register	On-chip I/O register
1000 0000 _H 0FFF FFFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
0400 0000 _H 03FF FFFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
0103 8000 _H 0103 7FFF _H	FCU firmware	FCU firmware		
0103 7000 _H 0103 6FFF _H	Access prohibited	Access prohibited	Access prohibited	Access prohibited
0100 8000 _H 0100 7FFF _H	Code flash (user boot area)	Code flash (user boot area)		
0100 0000 _H 00FF FFFF _H	Access prohibited	Access prohibited	Code flash (user area)	Code flash (user area)
0040 0000 _H 003F FFFF _H	Code flash (user area)	Code flash (user area)		
0000 0000 _H	Code flash (user area)	Code flash (user area)	Code flash (user area)	Code flash (user area)

Note: The following color coding is used in the map above.

Fetch and data access available.
Data access available.
Access prohibited
Not accessible

Figure 4.1 Address Space Viewed from Each Bus Master

4.3 Code Flash

4.3.1 Parallel Access to the User Area

The user area of the code flash memory is in a two-mat configuration. User settings for memory areas can divide memory in the two mats composing the user area into two banks, A and B. In this case, one bus master may access bank A and another access bank B without a wait for arbitration of contention for the access path.

When multiple bus masters access the same bank, bank A or bank B, access is arbitrated in round-robin fashion.

The capacities of bank A and bank B can be changed to suit different applications, and the user sets up the division by using an option byte. The following restriction applies to the setting.

1. User mat 0 is fixed as being in bank A and this cannot be changed.

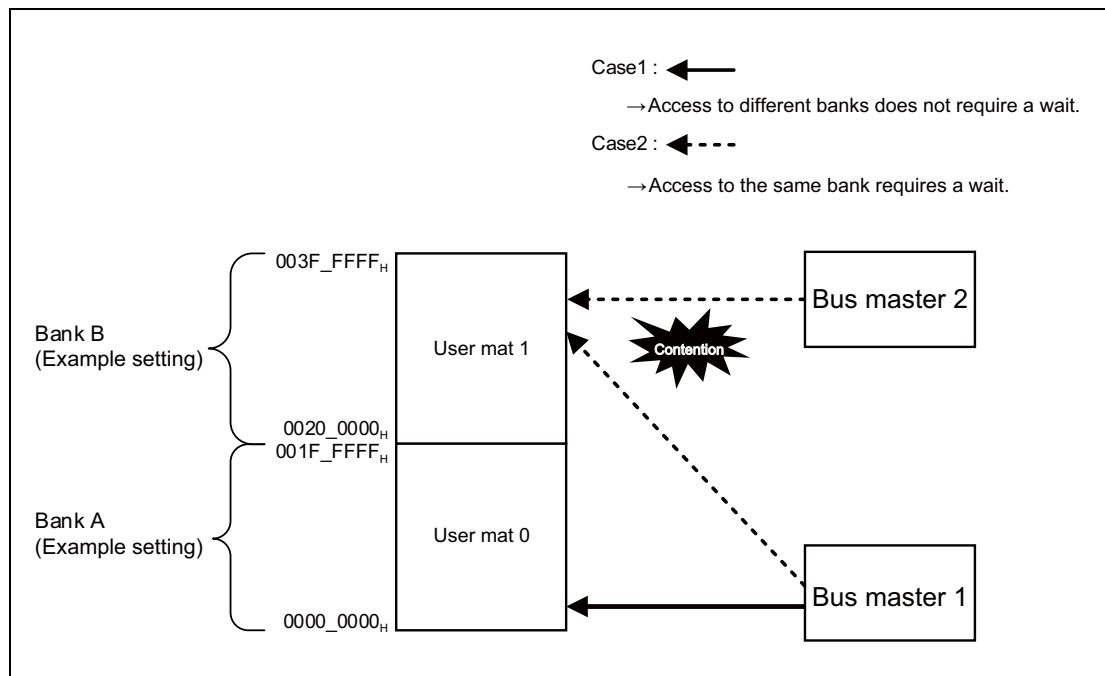


Figure 4.2 Operation in Access to Banks A and B (Example Settings)

For details of the setting procedure, see **Section 34, Flash Memory**.

4.4 Global RAM and Retention RAM

The global RAM is divided into two, bank A and bank B. Different banks can be accessed concurrently. The upper 32 Kbytes of bank A is the retention RAM that retains data even during power-off standby state.

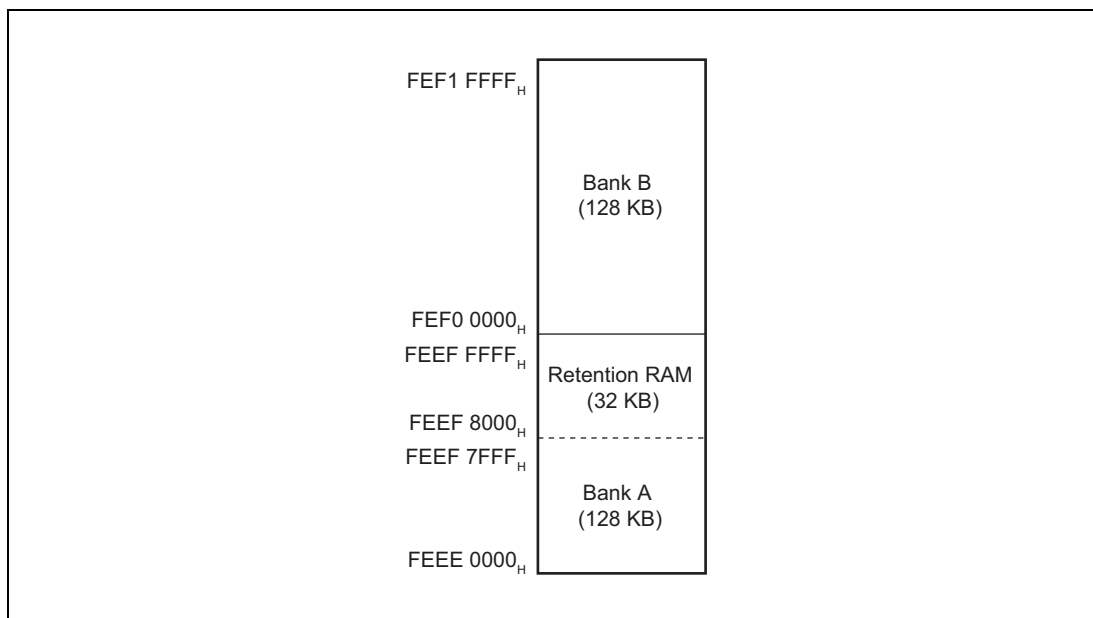


Figure 4.3 Global RAM

Section 5 Operating Mode

5.1 Features

This LSI has three mode pins to determine the operating mode (MD0, MD1, and FLMODE).

5.2 Operating Mode

This LSI has multiple operating modes, which can be selected with the three pins (MD1, MD0, and FLMODE) and the setting of STMSEL1/STMSEL0 in option byte 0. For the procedures to set STMSEL1/STMSEL0, see **Section 34, Flash Memory**. **Table 5.1** shows the list of the operating modes.

Table 5.1 Selection of Operating Mode

Value Set in the Pin			Value Set in Option Byte 0		Operating Mode	Startup Area	Types of Debug Interface*1	Remarks
MD1	MD0	FLMODE	STM SEL1	STM SEL0				
0	0	0	0	0	User boot mode	User area	The debug interface can be selected by using the option bytes OPBT2. See Section 34.10.2, OPBT2 — Option Byte 12 to 9 Bits Arrangement for the details.	On-chip debug is available.
0	0	0	0	1	User boot mode	User boot area		
0	0	0	1	x	Serial programming mode	Boot area	Writer I/F (2 wire UART)	Serial programming is available
0	0	1	x	x	Boundary scan mode	—	JTAG	Boundary scan is available.
0	1	0	x	x	Serial programming mode	Boot area	Writer I/F (2 wire UART)	Serial programming is available
0	1	1	x	x	Serial programming mode	Boot area	Writer I/F (CSI (Clocked Serial Interface))	Serial programming is available

Note: X = don't care.

Note 1. For the correspondence between the pin function and pin state in each debug interface, see **Section 2.5.3, Pin State**.

5.2.1 User Boot Mode

After release from the reset state, instruction fetch is carried out from the user boot area or the user area.

5.2.2 Serial Programming Mode

After release from the reset state, the LSI boots up from the on-chip boot program and starts connection in the specified transmission method. For details, see **Section 34, Flash Memory**.

5.2.3 Boundary Scan Mode

This is a mode to use the boundary scan function in accordance with the standard of IEEE1149.1. For details, see **Section 39, Boundary Scan**.

Section 6 Interrupt

The interrupt controller (INTC) determines priority of interrupt sources and controls interrupt requests to the CPU. The INTC has a register to set priority of each interrupt. Interrupt requests are processed according to the priority set in this register by the user.

6.1 Overview

- Simultaneous distribution of interrupt sources to multiple cores
 - A single interrupt source can be distributed to multiple CPU cores.
(Distribution target cores: CPU1/PCU)
 - Target interrupt sources: Nonmaskable interrupt 1 source, FE level interrupt 1 source, EI level interrupts 23 sources
- Interrupt sources
 - Nonmaskable interrupt:
External pin NMI interrupt (FENMI) 1 source
 - FE level interrupt:
ECM interrupt (FEINT) One source
 - EI level interrupt (maskable) (EIINT)
 - high-speed interrupts (EIINT0 to 31) 23 sources
 - Inter-processor interrupts
 - ECM interrupts
 - External pin IRQ interrupts
 - Software interrupts
 - Constant-cycle timer (OSTM)
 - DMA error interrupts
 - ICU-S interrupts
 - Low-speed interrupts (EIINT32 to 511) 468 sources
 - Timer
 - Communication
 - A/D converter
 - DMAC/DTS, etc.
- Priority levels for Interrupt
Priority levels of IRQ (external interrupts) and maskable interrupts can be set in the interrupt control registers according to interrupt requests, up to 16 levels for CPU1 and 8 levels for PCU.
- Detecting methods of external interrupt (NMI/IRQ)
A method of detecting NMI sources can be selected from two types: rising edge and falling edge. A method of detecting IRQ sources can be selected from four types: high level, low level, rising edge, and falling edge.
- Direct branching method or table referencing method is selectable by setting two types of interrupt handler address setting registers.
- Inter-processor interrupts
High-speed inter-processor interrupts are enabled.
- Software interrupts (SINT)
Interrupts of desired priority can be generated from the program by setting software interrupt registers.

- Sharing interrupt sources
The number of exception handler addresses can be decreased by merging multiple interrupt sources.

Interrupts are controlled by the following interrupt controllers:

- INTC1
CPU1 and PCU have their own interrupt controllers.
Each PE accesses to the INTC1 register that corresponds to respective PEs.
INTC1 controls High-speed interrupt and has the following functions:
 - Priority setting
 - Interrupt mask setting
- INTC2
INTC2 is a common interrupt controller that CPU1 and PCU share.
INTC2 controls low-speed interrupts and has the following functions.
 - Priority setting
 - Interrupt mask setting
 - Binding setting

6.2 Register Specifications

The INTC has registers listed in tables below. These registers are mainly used to set interrupt priority and to control detection of external interrupt input signals.

6.2.1 Register Configuration

Table 6.1 Interrupt Control

Address	Register Symbol	Register Name	R/W	Access width	Value after Reset
FFFE EA00 _H -FFFE EA3E _H (EIC0 to 31) FFFF B040 _H -FFFF B3FE _H (EIC32 to 511)	EICn* ¹	EI level interrupt control register	R/W	8, 16	008F _H * ⁵ 808F _H * ⁶
FFFE EAF0 _H (IMR0) FFFF B404 _H -FFFF B43C _H (IMR1 to IMR15)	IMRn* ²	EI level interrupt mask register	R/W	8, 16, 32	FFFF FFFF _H
FFFE EB00 _H -FFFE EB7C _H (EIBD0 to 31) FFFF B880 _H -FFFF BFFC _H (EIBD32 to 511)	EIBDn* ³	EI level interrupt bind register	R/W	32	* ⁴

Note 1. n = 0 to 511

Note 2. n = 0 to 15

Note 3. n = 0 to 511

Note 4. n = 0 to 31: the same value as that of the PEID bit
n = 32 to 511: 0000 0001_H

Note 5. When an edge is detected (The PCU register of EICn (n = 0 to 31) is located at 0087_H.)

Note 6. When a level signal is detected (The PCU register of EICn (n = 0 to 31) is located at 8087_H.)

Among the registers shown in **Table 6.1**, the EIC0 to 31, IMR0, and EIBD0 to 31 are located in INTC1 of the CPU peripheral field included in each CPU. Each register of these only can be accessed from CPU1 or PCU which includes it. Writing is only possible in supervisor mode (PSW.UM = 0).

Of the registers listed in **Table 6.1**, EIC32 to EIC511, IMR1 to IMR15, and EIBD32 to EIBD511 are located in INTC2, the controller for interrupts from peripheral group 0. Writing to these registers is only possible for a PE bound to EIBDn (n = 32 to 511) or in supervisor mode. When writing to IMR1 to IMR15, only the bits corresponding to the conditions described above are overwritten; other bits are not updated.

In the register areas listed in **Table 6.1**, the values of those listed as reserved for the given channel numbers in **Table 6.14, Interrupt Exception Handler and Priority**, must retain their initial values.

Table 6.2 External Interrupts, Software Interrupts, and NMI

Address	Register Symbol	Register Name	R/W	Access width	Value after Reset
FFC0 0000 _H	NMICTL	NMI interrupt control register	R/W	8	00 _H
FFC0 0010 _H	EXINTCTL	External interrupt control register	R/W	8, 16	0000 _H
FFC0 0014 _H	EXINTSTR	External interrupt status register	R	8	00 _H
FFC0 0018 _H	EXINTSTC	External interrupt status clear register	W	8	00 _H
FFC0 0020 _H	SINTR0	Software interrupt register 0	R/W	8	00 _H
FFC0 0024 _H	SINTR1	Software interrupt register 1	R/W	8	00 _H
FFC0 0028 _H	SINTR2	Software interrupt register 2	R/W	8	00 _H
FFC0 002C _H	SINTR3	Software interrupt register 3	R/W	8	00 _H

Table 6.3 Interrupt Merge Function

Address	Register Symbol	Register Name	R/W	Access width	Value after Reset
FFF9 8000 _H	PINT0	Peripheral interrupt status register 0	R	32	0000 0000 _H
FFF9 8004 _H	PINT1	Peripheral interrupt status register 1	R	32	0000 0000 _H
FFF9 8008 _H	PINT2	Peripheral interrupt status register 2	R	32	0000 0000 _H
FFF9 800C _H	PINT3	Peripheral interrupt status register 3	R	32	0000 0000 _H
FFF9 8010 _H	PINT4	Peripheral interrupt status register 4	R	32	0000 0000 _H
FFF9 8014 _H	PINT5	Peripheral interrupt status register 5	R	32	0000 0000 _H
FFF9 8018 _H	PINT6	Peripheral interrupt status register 6	R	32	0000 0000 _H
FFF9 801C _H	PINT7	Peripheral interrupt status register 7	R	32	0000 0000 _H
FFF9 8020 _H	PINTCLR0	Peripheral interrupt status clear register 0	W	32	0000 0000 _H
FFF9 8024 _H	PINTCLR1	Peripheral interrupt status clear register 1	W	32	0000 0000 _H
FFF9 8028 _H	PINTCLR2	Peripheral interrupt status clear register 2	W	32	0000 0000 _H
FFF9 802C _H	PINTCLR3	Peripheral interrupt status clear register 3	W	32	0000 0000 _H
FFF9 8030 _H	PINTCLR4	Peripheral interrupt status clear register 4	W	32	0000 0000 _H
FFF9 8034 _H	PINTCLR5	Peripheral interrupt status clear register 5	W	32	0000 0000 _H
FFF9 8038 _H	PINTCLR6	Peripheral interrupt status clear register 6	W	32	0000 0000 _H
FFF9 803C _H	PINTCLR7	Peripheral interrupt status clear register 7	W	32	0000 0000 _H

Table 6.4 ATU-IV Interrupt Control

Address	Register Symbol	Register Name	R/W	Access width	Value after Reset
FFF9 8040 _H	TIMER	Timer interrupt mask enable register	R/W	8	00 _H

6.2.2 EIC0 to EIC511 — EI Level Interrupt Control Registers 0 to 511

These registers are used to set interrupt control conditions for each EI level interrupt source, and one register is provided for each source of this type. For each source, see **Table 6.14, Interrupt Exception Handler and Priority**.

CAUTION

If 0 is written to the EIRFn bit immediately after a peripheral module generates the corresponding interrupt request upon detection of an edge (before an interrupt is accepted by the CPU), the request may be lost.

Writing 1 to the EIRFn bit immediately after an interrupt is accepted by the CPU may lead to re-issuing of the request.

This includes the use of bit-manipulation instructions (set1, clr1, and not1) for writing to any of these registers. For bit-manipulation instructions, see also Section 3.5.2, **Accesses to Registers by Bit-Manipulation Instructions**.

Executing a bit-manipulation instruction to the lower bytes including the EIMKn bit has no effect on the EIRFn bit.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EICTn	—	—	EIRFn	—	—	—	—	EIMKn	EITBn	—	—	EIPn			
Value after reset	*1	0	0	0	0	0	0	0	1	0	0	0	1	1	1	1
R/W	R	R	R	R/W	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R/W	R/W

Note 1. 0: Edge detection, 1: Level detection

Table 6.5 EIC Register Contents (1/2)

Bit Position	Bit Name	Function
15	EICTn	Interrupt Channel Type The following values are read according to the interrupt input interface. This is a read-only bit. 0: Edge detection 1: Level detection The write value should be the value after reset.
14, 13	—	Reserved These bits are always read as 0. The write value should always be 0.
12	EIRFn	Interrupt Request Flag Operation varies with the interrupt input interface. 0: No interrupt request (Initial value) 1: Interrupt request present <ul style="list-style-type: none"> Edge detection This flag is automatically cleared to 0 when an interrupt request of the self-channel is accepted by the CPU core. When the EIRFn bit is set to 1, an EI level maskable interrupt n (EIINTn) is generated in the same way as acceptance of an interrupt request. Level detection This bit cannot be set or cleared by the software. This is a read-only bit.
11 to 8	—	Reserved These bits are always read as 0. The write value should always be 0.

Table 6.5 EIC Register Contents (2/2)

Bit Position	Bit Name	Function
7	EIMKn	<p>Interrupt Mask</p> <p>While this bit is set to 1, interrupt requests set in the interrupt request flag (EIRFn) are masked to inhibit interrupt requests from the channel to the CPU core. Notification of presence of unprocessed interrupts is not made and the PMEI bit in ICSR is not set from channels for which this bit is set to 1. Even when interrupt processing is disabled by the setting of this bit, an input of interrupt signal is not masked and the interrupt request flag is set. Setting this bit is also reflected in the setting of corresponding bit of the interrupt mask register (IMR).</p> <p>0: Interrupt processing is enabled. 1: Interrupt processing is disabled. (Initial value)</p>
6	EITBn	<p>Interrupt Vector Method Select</p> <p>0: Direct branching method based on priority 1: Table referencing method</p>
5, 4	—	<p>Reserved</p> <p>These bits are always read as 0. The write value should always be 0.</p>
3 to 0	EIPn ^{*1}	<p>These bits specify 16 interrupt priority levels (0: highest priority, 15: lowest priority).</p> <p>If two or more EI level interrupt requests are generated simultaneously, a source with higher priority specified by these bits is selected and is sent to the CPU core. If the priority specified by these bits is equal, a source of smaller channel number is selected as fixed priority.</p>

Note: n = 0 to 511

The values of those listed as reserved for the given channel numbers in **Table 6.14, Interrupt Exception Handler and Priority**, must retain their values after a reset.

- Note 1. In the case of the EIC0 to EIC31 registers of the PCU, bits EIPn 2 to EIPn 0 are used to specify eight interrupt priority levels. (Set EIPn 3 to 0).
- When interrupts corresponding to EIC32 to EIC511 are bound to the PCU, however, the interrupt priority is judged from the three bits of EIPn 3 to EIPn 1, which the PCU handles as if they were bits EIPn 2 to EIPn 0. (When an interrupt is bound to the PCU, the setting of EIPn 0 in the corresponding EICn is ignored.).

6.2.3 IMR0 to IMR15 — EI Level Interrupt Mask Registers 0 to 15

These registers are aggregation of the EIMK bit in the EIC register. Setting of the corresponding EIMK bit is reflected in each bit in the IMRn register. Furthermore, setting of the IMRn register is reflected in the corresponding EIMK bit.

IMR0

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EIMK31	EIMK30	EIMK29	EIMK28	EIMK27	EIMK26	EIMK25	EIMK24	EIMK23	EIMK22	EIMK21	EIMK20	EIMK19	EIMK18	EIMK17	EIMK16
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EIMK15	EIMK14	EIMK13	EIMK12	EIMK11	EIMK10	EIMK9	EIMK8	EIMK7	EIMK6	EIMK5	EIMK4	EIMK3	EIMK2	EIMK1	EIMK0
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

IMR1

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EIMK63	EIMK62	EIMK61	EIMK60	EIMK59	EIMK58	EIMK57	EIMK56	EIMK55	EIMK54	EIMK53	EIMK52	EIMK51	EIMK50	EIMK49	EIMK48
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EIMK47	EIMK46	EIMK45	EIMK44	EIMK43	EIMK42	EIMK41	EIMK40	EIM39	EIMK38	EIMK37	EIMK36	EIMK35	EIMK34	EIMK33	EIMK32
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

:
:

IMR15

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EIMK51	EIMK51	EIMK50	EIMK50	EIMK50	EIMK50	EIMK50	EIMK50	EIMK50	EIMK50	EIMK50	EIMK50	EIMK49	EIMK49	EIMK49	EIMK49
	1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EIMK49	EIMK49	EIMK49	EIMK49	EIMK49	EIMK49	EIMK48	EIMK48	EIMK48	EIMK48	EIMK48	EIMK48	EIMK48	EIMK48	EIMK48	EIMK48
	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: The value of EIMK bit listed as reserved for the given channel numbers in **Table 6.14, Interrupt Exception Handler and Priority**, must be set to 1.

6.2.4 EIBD0 to EIBD511 — EI Level Interrupt Bind Registers 0 to 511

These registers are provided for each EI level interrupt source to make correspondence between each source and PE. For each source, see **Table 6.14, Interrupt Exception Handler and Priority**.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
EIBDnH	—	—	—	—	—	—	—	—	—	—	—	—	—	—	GPID	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
EIBDnL	—	—	—	—	—	—	—	—	—	—	—	—	—	PEID		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	*1		
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Note 1. EIBD32 to EIBD511: 001

Table 6.6 EIBD0 to EIBD511 Registers Contents

Bit Position	Bit Name	Function
31 to 18	—	Reserved The write value should always be 0.
17, 16	GPID	These bits are provided only in EIBD32 to EIBD511. Set either of the following values for these bits according to the PEID setting. 00: When CPU1 is selected by PEID as a bind destination 01: When PCU is selected by PEID as a bind destination These bits are reserved for EIBD0 to EIBD31. The write value should always be 0. These bits are always read as 0.
15 to 3	—	Reserved The write value should always be 0.
2 to 0	PEID	These bits specify an interrupt bind (request) destination. However, these bits are fixed in EIBD0 to EIBD31 and cannot be modified. 001: Interrupts are bound to CPU1. 011: Interrupts are bound to the PCU. To execute interrupt of the corresponding source, be sure to set either value above.

Note: The values of those listed as reserved for the given channel numbers in **Table 6.14, Interrupt Exception Handler and Priority**, must retain their values after a reset.

NOTE

Changing the corresponding EIBDn register during the processing of an EIINT request is prohibited.

6.2.5 NMICTL — NMI Interrupt Control Register

NMICTL is an 8-bit register to set the detection mode of falling edge, or rising edge for the NMI interrupt input.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	NMIS	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 6.7 NMICTL Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved
1, 0	NMIS	NMI Interrupt Detecting Method Select These bits select an NMI interrupt signal detecting method from low level, high level, falling edge, and rising edge. 0 0: An interrupt request is detected by the NMI input falling edge. 0 1: An interrupt request is detected by the NMI input rising edge. 1 0: Setting prohibited 1 1: Setting prohibited

6.2.6 EXINTCTL — External Interrupt Control Register

EXINTCTL is a 16-bit register to specify a low level, high level, falling edge, or rising edge detection mode individually for external interrupt input pins IRQ7 to IRQ0.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IRQ7S		IRQ6S		IRQ5S		IRQ4S		IRQ3S		IRQ2S		IRQ1S		IRQ0S	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 6.8 EXINTCTL Register Contents

Bit Position	Bit Name	Function
15, 14	IRQ7S	External Interrupt Detecting Method Select
13, 12	IRQ6S	These bits select an IRQ7 to IRQ0 interrupt signal detecting method from low level, high level, falling edge, and rising edge.
11, 10	IRQ5S	0 0: An interrupt request is detected by the IRQn input low level.*1
9, 8	IRQ4S	0 1: An interrupt request is detected by the IRQn input high level.*1
7, 6	IRQ3S	1 0: An interrupt request is detected by the IRQn input falling edge.
5, 4	IRQ2S	1 1: An interrupt request is detected by the IRQn input rising edge.
3, 2	IRQ1S	
1, 0	IRQ0S	

Note 1. When level detection is selected, the active level should be retained until an interrupt request is accepted.

6.2.7 EXINTSTR — External Interrupt Status Register

EXINTSTR is an 8-bit register that indicates interrupt requests of external interrupt input pins IRQ7 to IRQ0. When edge detection is specified for IRQ7 to IRQ0 interrupts, interrupt requests retained in the EXINTSTC register can be cleared.

Bit	7	6	5	4	3	2	1	0
	IRQ7F	IRQ6F	IRQ5F	IRQ4F	IRQ3F	IRQ2F	IRQ1F	IRQ0F
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 6.9 EXINTSTR Register Contents

Bit Position	Bit Name	Function
7	IRQ7F	External Interrupt Request
6	IRQ6F	These bits indicate IRQ7 to IRQ0 interrupt request status.
5	IRQ5F	<ul style="list-style-type: none"> When level detection is selected
4	IRQ4F	0: No IRQn interrupt request is present. 1: IRQn interrupt requests are present. [Clearing condition]
3	IRQ3F	[Clearing condition] The IRQn input is not the level corresponding to IRQn1S and IRQn0S in EXINTCTL.
2	IRQ2F	[Setting condition] The IRQn input is the level corresponding to IRQn1S and IRQn0S in EXINTCTL.
1	IRQ1F	<ul style="list-style-type: none"> When edge detection is selected
0	IRQ0F	0: No IRQn interrupt request has been detected. 1: IRQn interrupt requests have been detected. [Clearing condition] Writing 1 to the IRQnC bit in EXINTSTC [Setting condition] An edge corresponding to IRQn1S and IRQn0S in EXINTCTL is generated.

Note 1. n = 0 to 7

6.2.8 EXINTSTC — External Interrupt Status Clear Register

EXINTSTC is an 8-bit register to clear IRQnF in EXINTSTR in case edge detection is selected as an IRQn detecting method. Writing 1 to IRQnC clears the corresponding IRQnF bit in EXINTSTR.

Bit	7	6	5	4	3	2	1	0
	IRQ7C	IRQ6C	IRQ5C	IRQ4C	IRQ3C	IRQ2C	IRQ1C	IRQ0C
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W

Table 6.10 EXINTSTC Register Contents

Bit Position	Bit Name	Function
7	IRQ7C	External Interrupt Request Clear
6	IRQ6C	These bits clear the interrupt request status in case edge detection method is selected for detecting IRQ7 to IRQ0 interrupts.
5	IRQ5C	
4	IRQ4C	• When level detection is selected These bits have no function.
3	IRQ3C	• When edge detection is selected Writing 1 clears the corresponding IRQnF bit in the EXINTSTR register.
2	IRQ2C	
1	IRQ1C	
0	IRQ0C	

Note 1. n = 0 to 7

6.2.9 SINTR0 to SINTR3 — Software Interrupt Registers

SINTR0 to SINTR3 are 8-bit registers to control software interrupts 0 to 3 (SINT0 to SINT3).

Writing 01_H to these registers increments the value of a counter; writing 00_H decrements it. When the value of the counter for any of these registers is one or more, the corresponding interrupt from among software interrupts 0 to 3 (SINT0 to SINT3) is generated. When reading the value from any of these registers, it is the current value of the counter.

Bit	7	6	5	4	3	2	1	0
	SINTCn[7:0]							
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 6.11 SINTR0 to SINTR3 Register Contents

Bit Position	Bit Name	Function
7 to 0	SINTCn[7:0]	Software Interrupt Request This bit generates a software interrupt. [Reading operation] The number of SINTn interrupt request counts is read out. [Writing operation] Writing 01_H : increments the counter.*1 Writing 00_H : decrements the counter.*2

Note 1. When 01_H is written to the register while the value of the counter is FF_H , the counter is not incremented and its value remains FF_H .

Note 2. When 00_H is written to the register while the value of the counter is 00_H , the counter is not decremented and its value remains 00_H .

6.2.10 PINT0 to PINT7, PINTCLR0 to PINTCLR7 — Peripheral Interrupt Status Registers and Peripheral Interrupt Status Clear Registers

The DTS transfer completion interrupt and transfer count match interrupt are merged in 32-channel units. PINT0 to PINT7 contain the interrupt status flags to indicate the originating channels for these interrupts. When multiple interrupt sources are generated within the same register among PINT0 to PINT7, only bit 1 on the lower-order side of the bits is set.

Writing the read value of the peripheral interrupt status register (PINT0 to PINT7) to the interrupt clear register (PINTCLR0 to PINTCLR7) of the same channel in the interrupt handler leads to clearing of interrupts.

PINT n + x (n = 0 to 3, x = 0)

Bit	31	30	29	28	27	26	25	24
	INTDTS [31+32*n]	INTDTS [30+32*n]	INTDTS [29+32*n]	INTDTS [28+32*n]	INTDTS [27+32*n]	INTDTS [26+32*n]	INTDTS [25+32*n]	INTDTS [24+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
Bit	23	22	21	20	19	18	17	16
	INTDTS [23+32*n]	INTDTS [22+32*n]	INTDTS [21+32*n]	INTDTS [20+32*n]	INTDTS [19+32*n]	INTDTS [18+32*n]	INTDTS [17+32*n]	INTDTS [16+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8
	INTDTS [15+32*n]	INTDTS [14+32*n]	INTDTS [13+32*n]	INTDTS [12+32*n]	INTDTS [11+32*n]	INTDTS [10+32*n]	INTDTS [9+32*n]	INTDTS [8+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
Bit	7	6	5	4	3	2	1	0
	INTDTS [7+32*n]	INTDTS [6+32*n]	INTDTS [5+32*n]	INTDTS [4+32*n]	INTDTS [3+32*n]	INTDTS [2+32*n]	INTDTS [1+32*n]	INTDTS [0+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

PINT n + x (n = 0 to 3, x = 4)

Bit	31	30	29	28	27	26	25	24
	INTCTDTS [31+32*n]	INTCTDTS [30+32*n]	INTCTDTS [29+32*n]	INTCTDTS [28+32*n]	INTCTDTS [27+32*n]	INTCTDTS [26+32*n]	INTCTDTS [25+32*n]	INTCTDTS [24+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
Bit	23	22	21	20	19	18	17	16
	INTCTDTS [23+32*n]	INTCTDTS [22+32*n]	INTCTDTS [21+32*n]	INTCTDTS [20+32*n]	INTCTDTS [19+32*n]	INTCTDTS [18+32*n]	INTCTDTS [17+32*n]	INTCTDTS [16+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8
	INTCTDTS [15+32*n]	INTCTDTS [14+32*n]	INTCTDTS [13+32*n]	INTCTDTS [12+32*n]	INTCTDTS [11+32*n]	INTCTDTS [10+32*n]	INTCTDTS [9+32*n]	INTCTDTS [8+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R
Bit	7	6	5	4	3	2	1	0
	INTCTDTS [7+32*n]	INTCTDTS [6+32*n]	INTCTDTS [5+32*n]	INTCTDTS [4+32*n]	INTCTDTS [3+32*n]	INTCTDTS [2+32*n]	INTCTDTS [1+32*n]	INTCTDTS [0+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

PINTCLR n + x (n = 0 to 3, x = 0)

Bit	31	30	29	28	27	26	25	24
	INTCLR [31+32*n]	INTCLR [30+32*n]	INTCLR [29+32*n]	INTCLR [28+32*n]	INTCLR [27+32*n]	INTCLR [26+32*n]	INTCLR [25+32*n]	INTCLR [24+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
Bit	23	22	21	20	19	18	17	16
	INTCLR [23+32*n]	INTCLR [22+32*n]	INTCLR [21+32*n]	INTCLR [20+32*n]	INTCLR [19+32*n]	INTCLR [18+32*n]	INTCLR [17+32*n]	INTCLR [16+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
Bit	15	14	13	12	11	10	9	8
	INTCLR [15+32*n]	INTCLR [14+32*n]	INTCLR [13+32*n]	INTCLR [12+32*n]	INTCLR [11+32*n]	INTCLR [10+32*n]	INTCLR [9+32*n]	INTCLR [8+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
Bit	7	6	5	4	3	2	1	0
	INTCLR [7+32*n]	INTCLR [6+32*n]	INTCLR [5+32*n]	INTCLR [4+32*n]	INTCLR [3+32*n]	INTCLR [2+32*n]	INTCLR [1+32*n]	INTCLR [0+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W

PINTCLR n + x (n = 0 to 3, x = 4)

Bit	31	30	29	28	27	26	25	24
	INTCTCLR [31+32*n]	INTCTCLR [30+32*n]	INTCTCLR [29+32*n]	INTCTCLR [28+32*n]	INTCTCLR [27+32*n]	INTCTCLR [26+32*n]	INTCTCLR [25+32*n]	INTCTCLR [24+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
Bit	23	22	21	20	19	18	17	16
	INTCTCLR [23+32*n]	INTCTCLR [22+32*n]	INTCTCLR [21+32*n]	INTCTCLR [20+32*n]	INTCTCLR [19+32*n]	INTCTCLR [18+32*n]	INTCTCLR [17+32*n]	INTCTCLR [16+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
Bit	15	14	13	12	11	10	9	8
	INTCTCLR [15+32*n]	INTCTCLR [14+32*n]	INTCTCLR [13+32*n]	INTCTCLR [12+32*n]	INTCTCLR [11+32*n]	INTCTCLR [10+32*n]	INTCTCLR [9+32*n]	INTCTCLR [8+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W
Bit	7	6	5	4	3	2	1	0
	INTCTCLR [7+32*n]	INTCTCLR [6+32*n]	INTCTCLR [5+32*n]	INTCTCLR [4+32*n]	INTCTCLR [3+32*n]	INTCTCLR [2+32*n]	INTCTCLR [1+32*n]	INTCTCLR [0+32*n]
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W

PINT0

Bit Position	Bit Name	Function
31 to 0	INTDTS[31:0]	DTS transfer completion interrupt status on ch31 to ch0

PINT1

Bit Position	Bit Name	Function
31 to 0	INTDTS[63:32]	DTS transfer completion interrupt status on ch63 to ch32

PINT2

Bit Position	Bit Name	Function
31 to 0	INTDTS[95:64]	DTS transfer completion interrupt status on ch95 to ch64

PINT3

Bit Position	Bit Name	Function
31 to 0	INTDTS[127:96]	DTS transfer completion interrupt status on ch127 to ch96

PINT4

Bit Position	Bit Name	Function
31 to 0	INTCTDTS[31:0]	DTS transfer count match interrupt status on ch31 to ch0

PINT5

Bit Position	Bit Name	Function
31 to 0	INTCTDTS [63:32]	DTS transfer count match interrupt status on ch63 to ch32

PINT6

Bit Position	Bit Name	Function
31 to 0	INTCTDTS [95:64]	DTS transfer count match interrupt status on ch95 to ch64

PINT7

Bit Position	Bit Name	Function
31 to 0	INTCTDTS [127:96]	DTS transfer count match interrupt status on ch127 to ch96

PINTCLR0

Bit Position	Bit Name	Function
31 to 0	INTCLR[31:0]	These bits clear the DTS transfer completion interrupt status on ch31 to ch0. These bits write the read value of the PINT0 in the interrupt handler.

PINTCLR1

Bit Position	Bit Name	Function
31 to 0	INTCLR[63:32]	These bits clear the DTS transfer completion interrupt status on ch63 to ch32. These bits write the read value of the PINT1 in the interrupt handler.

PINTCLR2

Bit Position	Bit Name	Function
31 to 0	INTCLR[95:64]	These bits clear the DTS transfer completion interrupt status on ch95 to ch64. These bits write the read value of the PINT2 in the interrupt handler.

PINTCLR3

Bit Position	Bit Name	Function
31 to 0	INTCLR[127:96]	These bits clear the DTS transfer completion interrupt status on ch127 to ch96. These bits write the read value of the PINT3 in the interrupt handler.

PINTCLR4

Bit Position	Bit Name	Function
31 to 0	INTCTCLR[31:0]	These bits clear the DTS transfer count match interrupt status on ch31 to ch0. These bits write the read value of the PINT4 in the interrupt handler.

PINTCLR5

Bit Position	Bit Name	Function
31 to 0	INTCTCLR [63:32]	These bits clear the DTS transfer count match interrupt status on ch63 to ch32. These bits write the read value of the PINT5 in the interrupt handler.

PINTCLR6

Bit Position	Bit Name	Function
31 to 0	INTCTCLR [95:64]	These bits clear the DTS transfer count match interrupt status on ch95 to ch64. These bits write the read value of the PINT6 in the interrupt handler.

PINTCLR7

Bit Position	Bit Name	Function
31 to 0	INTCTCLR [127:96]	These bits clear the DTS transfer count match interrupt status on ch127 to ch96. These bits write the read value of the PINT7 in the interrupt handler.

6.2.11 TIMER — Timer Interrupt Mask Enable Register

TIMER is an 8-bit readable/writable register to enable or disable interrupt requests of subblocks 4 to 6 of the ATU-IV timer D. **Table 6.13, TIMER Register Target Interrupts** lists applicable interrupts.

Since these interrupts are merged with the TSG2 interrupts and input to the INTC, set the corresponding IMEn bits to 1 when using the TSG2. When subblock 4 of the timer D is used only as a DMA trigger source, set the IME2 bit to 1. When subblock 6 of the timer D is used only as an A/D converter or a trigger output to the DFE, set the IME0 bit to 1. Do not modify these bits while subblock 4, 5, or 6 of the ATU-IV timer D is operating.

TIMER can be read and written on a byte basis.

TIMER is initialized to 00_H by a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	IME2	IME1	IME0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W

Table 6.12 TIMER Register Contents

Bit Position	Bit Name	Function
7 to 3	—	Nothing is allocated to these bits. These bits should always be 0.
2	IME2	This bit enables or disables interrupt requests of subblock 4 of ATU-IV timer D. 0: Interrupt requests are enabled. 1: Interrupt requests are disabled.
1	IME1	This bit enables or disables interrupt requests of subblock 5 of ATU-IV timer D. 0: Interrupt requests are enabled. 1: Interrupt requests are disabled.
0	IME0	This bit enables or disables interrupt requests of subblock 6 of ATU-IV timer D. 0: Interrupt requests are enabled. 1: Interrupt requests are disabled.

The following lists the target interrupts.

Table 6.13 TIMER Register Target Interrupts

TIMER Register Target Bit	ATU-IV Timer D Subblock	Interrupt Channel	Interrupt Name
IME2	4	180	DCNTD40 down-counter underflow interrupt
		181	DCNTD41 down-counter underflow interrupt
		182	DCNTD42 down-counter underflow interrupt
		183	DCNTD43 down-counter underflow interrupt
IME1	5	184	OCR1D50 compare match interrupt
		185	OCR2D50 compare match interrupt
		186	OCR1D51 compare match interrupt
		187	OCR2D51 compare match interrupt
		188	OCR1D52 compare match interrupt
		189	OCR2D52 compare match interrupt
		190	OCR1D53 compare match interrupt
		191	OCR2D53 compare match interrupt
		192	TCNT1D5 overflow interrupt
		193	TCNT2D5 overflow interrupt
		194	DCNTD50 down-counter underflow interrupt
		195	DCNTD51 down-counter underflow interrupt
		196	DCNTD52 down-counter underflow interrupt
		197	DCNTD53 down-counter underflow interrupt
IME0	6	198	OCR1D60 compare match interrupt
		199	OCR2D60 compare match interrupt
		200	OCR1D61 compare match interrupt
		201	OCR2D61 compare match interrupt
		202	OCR1D62 compare match interrupt
		203	OCR2D62 compare match interrupt
		204	OCR1D63 compare match interrupt
		205	OCR2D63 compare match interrupt
		206	TCNT1D6 overflow interrupt
		207	TCNT2D6 overflow interrupt

6.3 Interrupt Sources

Interrupt sources are grouped into five: external interrupt (NMI/IRQ), ECM interrupt, inter-processor interrupt, software interrupt, and peripheral module interrupt.

6.3.1 NMI Interrupts

NMI interrupts are external interrupts input from the NMI pin. Falling edge or rising edge is selectable by the setting of the NMI Interrupt Detecting Method Select bits (NMIS) in the NMI interrupt control register (NMICTL).

NMI interrupts are accepted at the high priority even when other FE level interrupt has been generated. NMI interrupts cannot be masked regardless of the state of PSW.NP in the CPU system register. NMI interrupts are non-maskable interrupts from which return or recovery is not possible.

6.3.2 IRQ Interrupts

IRQ interrupts are input from IRQ7 to IRQ0 pins. For IRQ interrupts, low level, high level, falling edge, or rising edge is selectable for each pin by the setting of the External Interrupt Detecting Method Select bits (IRQ7S to IRQ0S) in the external interrupt control register (EXINTCTL). Furthermore, interrupt priority levels can be set for each source in interrupt control registers, 16 levels for CPU1 and 8 levels for PCU.

When low level is selected as an IRQ interrupt detecting method, an interrupt request signal is sent to the INTC while IRQ7 to IRQ0 pins are low level. When IRQ7 to IRQ0 pins become high level, no interrupt request signal is sent to the INTC. The active level should be retained until an interrupt request is accepted. Interrupt requests can be checked by reading IRQ Interrupt Request bits (IRQ7F to IRQ0F) in the external interrupt status register (EXINTSTR).

When edge detection is selected as an IRQ interrupt detecting method, an interrupt request is detected by a change in IRQ7 to IRQ0 pins, and an interrupt request signal is sent to the INTC. Reading bits EXINTSTR.IRQ7F to EXINTSTR.IRQ0F checks whether the corresponding IRQ interrupt request is detected. In addition, the IRQ interrupt request can be cleared by writing 1 to the bit corresponding to EXINTSTC when an edge is detected.

When returning from the IRQ interrupt exception handler, clear the external interrupt status register (EXINTSTR) to prevent re-acceptance by mistake, and then issue an instruction to return from interrupt.

6.3.3 ECM Interrupts

The Error Control Module (ECM) generates ECM interrupt requests by merging error interrupts from multiple sources. For details, see **Section 31, Error Control Module (ECM)**.

6.3.4 Inter-Processor Interrupts

Four registers (IPIR_CHn) for conveying interrupts between PEs are provided.

IPIR_CH0 to IPIR_CH3 are assigned to CH0 to CH3 of user interrupt (EIINT). An interrupt for specific PEs (including own PE) can be requested by manipulating bits corresponding to respective PEs. Interrupt priority levels can be set for each source in interrupt control registers, 16 levels for CPU1 and 8 levels for PCU.

6.3.5 Software Interrupts

The software interrupts (SINT) are generated by the setting of the SINTR0 to SINTR3 registers. Multiple interrupt requests can be queued.

Interrupt priority levels can be set for each source in interrupt control registers, 16 levels for CPU1 and 8 levels for PCU.

6.3.6 On-Chip Peripheral Module Interrupts

On-chip peripheral module interrupts occur in on-chip peripheral modules listed below.

- Code flash/Data flash
- Serial communication interface 3 (SCI3)
- OS timer (OSTM)
- Window watchdog timer (WDTA)
- Advanced timer unit IV (ATU-IV)
- Motor control timer (TSG2)
- Autonomous pulse control adapter (APA)
- AD converter (ADCB)
- AD addition function (ASF)
- Delta-sigma AD converter (DS-ADC)
- Serial communication interface H (CSIH)
- CAN interface (RS-CANFD)
- FlexRay
- LIN master interface (RLIN2)
- Renesas high-speed bus (RHSB)
- Direct memory access controller (DMAC, DTS)
- Digital filter engine (DFE)
- Intelligent cryptographic unit (ICU-S)
- Renesas single edge nibble transmission (RSENT)

Since different interrupt vectors are assigned to each source, the interrupt exception handler need not decide sources. Interrupt priority levels can be set for each source in interrupt control registers, 16 levels for CPU1 and 8 levels for PCU.

6.4 Interrupt Exception Handler and Priority Operations

Table 6.14 lists interrupt sources, source codes, exception handler offset addresses, and interrupt priority.

There are two specifications for exception handler addresses: (1) standard specifications where exception handler addresses are determined by the PSW.EBV bit in the CPU core, RBASE register, and EBASE register and (2) extended specifications where exception handler addresses for interrupts are specified individually for each channel.

In the standard specifications, an offset address is added to the base address (RBASE register /EBASE register) in the CPU core to generate an exception handler address. The following two methods are provided for giving an interrupt offset address. For channels other than the interrupt channel, the specified offset address is given.

- An offset address is determined within a range of +100_H to +1F0_H according to the priority level (0 to 15) specified for each channel, regardless of interrupt channels (Note 1, 2, 3 in **Table 6.14**).
- Every offset address is + 100_H regardless of the priority level. This is a function to reduce the memory occupation size of the exception handler (Note 1, 2, 3 in **Table 6.14**).

In the extended specifications, a table for reading exception handler addresses for each interrupt channel is provided. The handler address is extracted by referencing the table. The table reference position is obtained by the following calculation formula (Note 1, 2, 3 in **Table 6.14**). The INTBP register exists in the CPU core.

Exception handler address read position = INTBP + channel number × 4-byte

For RH850G3MH and G3K exceptions, refer to “RH850G3MH User’s Manual: Software and RH850G3K User’s Manual: Software”.

For system error exceptions, see **Section 3, CPU System**.

Priority can be set for each channel. If specified priority levels are equal, an interrupt source of smaller channel number is selected as fixed priority.

Table 6.14 Interrupt Exception Handler and Priority (1/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address		Table Reference Note1, 2, 3	Interrupt Priority (Value after Reset)	Default Priority
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
Non-maskable interrupt	NMI interrupt		(FENMI)	E0 _H	+0E0 _H	+0E0 _H	—		High
FE level interrupt	Error control module (ECM) FE level interrupt		(FEINT)	F0 _H	+0F0 _H	+0F0 _H	—		
Inter-processor interrupt	IPIR_CH0		0	1000	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+000 _H	0 to 15(15)	
	IPIR_CH1		1	1001			+004 _H	0 to 15(15)	
	IPIR_CH2		2	1002			+008 _H	0 to 15(15)	
	IPIR_CH3		3	1003			+00C _H	0 to 15(15)	
	Reserved		4	1004					
	Reserved		5	1005					
	Reserved		6	1006					
	Reserved		7	1007					
Error control module	Error control module (ECM) maskable interrupt		8	1008			+020 _H	0 to 15(15)	
IRQ (External interrupts)	IRQ0 interrupt	√	9	1009			+024 _H	0 to 15(15)	
	IRQ1 interrupt	√	10	100A			+028 _H	0 to 15(15)	
	IRQ2 interrupt	√	11	100B			+02C _H	0 to 15(15)	
	IRQ3 interrupt	√	12	100C			+030 _H	0 to 15(15)	
	IRQ4 interrupt	√	13	100D			+034 _H	0 to 15(15)	
	IRQ5 interrupt	√	14	100E			+038 _H	0 to 15(15)	
	IRQ6 interrupt	√	15	100F			+03C _H	0 to 15(15)	
	IRQ7 interrupt	√	16	1010			+040 _H	0 to 15(15)	
SINT (software interrupts)	SINT0 interrupt	√	17	1011			+044 _H	0 to 15(15)	
	SINT1 interrupt	√	18	1012			+048 _H	0 to 15(15)	
	SINT2 interrupt	√	19	1013			+04C _H	0 to 15(15)	
	SINT3 interrupt	√	20	1014			+050 _H	0 to 15(15)	
	Reserved		21	1015					
	Reserved		22	1016					
	Reserved		23	1017					
	Reserved		24	1018					
OSTM	OSTM0 interrupt (OSTM0TINT)		25	1019			+064 _H	0 to 15(15)	
	OSTM1 interrupt (OSTM1TINT)		26	101A			+068 _H	0 to 15(15)	
	OSTM2 interrupt (OSTM2TINT)		27	101B			+06C _H	0 to 15(15)	
	Reserved		28	101C					
DMA	DMA Transfer error (DMAERR)		29	101D			+074 _H	0 to 15(15)	
	Reserved		30	101E					
ICU-S	INT_WR_RDY		30	101E			+078 _H	0 to 15(15)	
	INT_RD_RDY		31	101F			+07C _H	0 to 15(15)	
Code flash/Data flash	Flash sequencer processing end interrupt*1		33	1021			+084 _H	0 to 15(15)	
	Reserved		34	1022					
	Reserved		35	1023					
	Reserved		36	1024					
	Reserved		37	1025					
DMAC	Ch0 transfer end interrupt / ch0 transfer count match interrupt		38	1026			+098 _H	0 to 15(15)	
	Ch1 transfer end interrupt / ch1 transfer count match interrupt		39	1027			+09C _H	0 to 15(15)	
	Ch2 transfer end interrupt / ch2 transfer count match interrupt		40	1028			+0A0 _H	0 to 15(15)	
	Ch3 transfer end interrupt / ch3 transfer count match interrupt		41	1029			+0A4 _H	0 to 15(15)	

Table 6.14 Interrupt Exception Handler and Priority (2/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority	
					Direct Branch		Table Reference Note1, 2, 3			
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3				
DMAC	Ch4 transfer end interrupt / ch4 transfer count match interrupt		42	102A	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100H regardless of priority.	+0A8 _H	0 to 15(15)	High	
	Ch5 transfer end interrupt / ch5 transfer count match interrupt		43	102B			+0AC _H	0 to 15(15)		
	Ch6 transfer end interrupt / ch6 transfer count match interrupt		44	102C			+0B0 _H	0 to 15(15)		
	Ch7 transfer end interrupt / ch7 transfer count match interrupt		45	102D			+0B4 _H	0 to 15(15)		
	Ch8 transfer end interrupt / ch8 transfer count match interrupt		46	102E			+0B8 _H	0 to 15(15)		
	Ch9 transfer end interrupt / ch9 transfer count match interrupt		47	102F			+0BC _H	0 to 15(15)		
	Ch10 transfer end interrupt / ch10 transfer count match interrupt		48	1030			+0C0 _H	0 to 15(15)		
	Ch11 transfer end interrupt / ch11 transfer count match interrupt		49	1031			+0C4 _H	0 to 15(15)		
	Ch12 transfer end interrupt / ch12 transfer count match interrupt		50	1032			+0C8 _H	0 to 15(15)		
	Ch13 transfer end interrupt / ch13 transfer count match interrupt		51	1033			+0CC _H	0 to 15(15)		
	Ch14 transfer end interrupt / ch14 transfer count match interrupt		52	1034			+0D0 _H	0 to 15(15)		
	Ch15 transfer end interrupt / ch15 transfer count match interrupt		53	1035			+0D4 _H	0 to 15(15)		
	WDTA	WDTA0TIT interval timer interrupt (75% interrupt)		54			1036	+0D8 _H		0 to 15(15)
		WDTA1TIT interval timer interrupt (75% interrupt)		55			1037	+0DC _H		0 to 15(15)
		Reserved		56			1038			
ATU-IV timer A	ICRA0 input capture interrupt		57	1039	+0E4 _H	0 to 15(15)				
	ICRA1 input capture interrupt		58	103A	+0E8 _H	0 to 15(15)				
	ICRA2 input capture interrupt		59	103B	+0EC _H	0 to 15(15)				
	ICRA3 input capture interrupt		60	103C	+0F0 _H	0 to 15(15)				
	ICRA4 input capture interrupt		61	103D	+0F4 _H	0 to 15(15)				
	ICRA5 input capture interrupt		62	103E	+0F8 _H	0 to 15(15)				
	ICRA6 input capture interrupt		63	103F	+0FC _H	0 to 15(15)				
	TCNTA overflow interrupt		64	1040	+100 _H	0 to 15(15)				
ATU-IV timer B	OCRB0 compare match interrupt		65	1041	+104 _H	0 to 15(15)				
	OCRB1 compare match interrupt		66	1042	+108 _H	0 to 15(15)				
	OCRB6 compare match interrupt		67	1043	+10C _H	0 to 15(15)				
	OCRB10 compare match interrupt		68	1044	+110 _H	0 to 15(15)				
	OCRB11 compare match interrupt		69	1045	+114 _H	0 to 15(15)				
	OCRB12 compare match interrupt		70	1046	+118 _H	0 to 15(15)				
	Comparison between TCNTB6M and ICRB6 condition match interrupt		71	1047	+11C _H	0 to 15(15)				
	AND/OR condition of CMFB6 and CMFB6M condition match interrupt		72	1048	+120 _H	0 to 15(15)				
ATU-IV timer C	ICRB0 input capture interrupt		73	1049	+124 _H	0 to 15(15)				
	GRC00 input capture/compare match interrupt/ OCRC000 compare match interrupt		74	104A	+128 _H	0 to 15(15)				
	GRC01 input capture/compare match interrupt/ OCRC001 compare match interrupt		75	104B	+12C _H	0 to 15(15)				
	GRC02 input capture/compare match interrupt/ OCRC002 compare match interrupt		76	104C	+130 _H	0 to 15(15)				
	GRC03 input capture/compare match interrupt/ OCRC003 compare match interrupt		77	104D	+134 _H	0 to 15(15)				
TCNTC0 overflow interrupt		78	104E	+138 _H	0 to 15(15)					

Table 6.14 Interrupt Exception Handler and Priority (3/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
ATU-IV timer C	GRC10 input capture/compare match interrupt/ OCRC10 compare match interrupt		79	104F	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+13C _H	0 to 15(15)	High
	GRC11 input capture/compare match interrupt/ OCRC11 compare match interrupt		80	1050			+140 _H	0 to 15(15)	
	GRC12 input capture/compare match interrupt/ OCRC12 compare match interrupt		81	1051			+144 _H	0 to 15(15)	
	GRC13 input capture/compare match interrupt/ OCRC13 compare match interrupt		82	1052			+148 _H	0 to 15(15)	
	TCNTC1 overflow interrupt		83	1053			+14C _H	0 to 15(15)	
	GRC20 input capture/compare match interrupt/ OCRC20 compare match interrupt		84	1054			+150 _H	0 to 15(15)	
	GRC21 input capture/compare match interrupt/ OCRC21 compare match interrupt		85	1055			+154 _H	0 to 15(15)	
	GRC22 input capture/compare match interrupt/ OCRC22 compare match interrupt		86	1056			+158 _H	0 to 15(15)	
	GRC23 input capture/compare match interrupt/ OCRC23 compare match interrupt		87	1057			+15C _H	0 to 15(15)	
	TCNTC2 overflow interrupt		88	1058			+160 _H	0 to 15(15)	
	GRC30 input capture/compare match interrupt/ OCRC30 compare match interrupt		89	1059			+164 _H	0 to 15(15)	
	GRC31 input capture/compare match interrupt/ OCRC31 compare match interrupt		90	105A			+168 _H	0 to 15(15)	
	GRC32 input capture/compare match interrupt/ OCRC32 compare match interrupt		91	105B			+16C _H	0 to 15(15)	
	GRC33 input capture/compare match interrupt/ OCRC33 compare match interrupt		92	105C			+170 _H	0 to 15(15)	
	TCNTC3 overflow interrupt		93	105D			+174 _H	0 to 15(15)	
	GRC40 input capture/compare match interrupt/ OCRC40 compare match interrupt		94	105E			+178 _H	0 to 15(15)	
	GRC41 input capture/compare match interrupt/ OCRC41 compare match interrupt		95	105F			+17C _H	0 to 15(15)	
	GRC42 input capture/compare match interrupt/ OCRC42 compare match interrupt		96	1060			+180 _H	0 to 15(15)	
	GRC43 input capture/compare match interrupt/ OCRC43 compare match interrupt		97	1061			+184 _H	0 to 15(15)	
	TCNTC4 overflow interrupt		98	1062			+188 _H	0 to 15(15)	
	GRC50 input capture/compare match interrupt/ OCRC50 compare match interrupt		99	1063			+18C _H	0 to 15(15)	
	GRC51 input capture/compare match interrupt/ OCRC51 compare match interrupt		100	1064			+190 _H	0 to 15(15)	
	GRC52 input capture/compare match interrupt/ OCRC52 compare match interrupt		101	1065			+194 _H	0 to 15(15)	
	GRC53 input capture/compare match interrupt/ OCRC53 compare match interrupt		102	1066			+198 _H	0 to 15(15)	
	TCNTC5 overflow interrupt		103	1067			+19C _H	0 to 15(15)	
	GRC60 input capture/compare match interrupt/ OCRC60 compare match interrupt		104	1068			+1A0 _H	0 to 15(15)	
	GRC61 input capture/compare match interrupt/ OCRC61 compare match interrupt		105	1069			+1A4 _H	0 to 15(15)	
	GRC62 input capture/compare match interrupt/ OCRC62 compare match interrupt		106	106A			+1A8 _H	0 to 15(15)	
	GRC63 input capture/compare match interrupt/ OCRC63 compare match interrupt		107	106B			+1AC _H	0 to 15(15)	
	TCNTC6 overflow interrupt		108	106C			+1B0 _H	0 to 15(15)	
GRC70 input capture/compare match interrupt/ OCRC70 compare match interrupt		109	106D	+1B4 _H	0 to 15(15)				

Table 6.14 Interrupt Exception Handler and Priority (4/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
ATU-IV timer C	GRC71 input capture/compare match interrupt/OCRC71 compare match interrupt		110	106E	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+1B8 _H	0 to 15(15)	High
	GRC72 input capture/compare match interrupt/OCRC72 compare match interrupt		111	106F			+1BC _H	0 to 15(15)	
	GRC73 input capture/compare match interrupt/OCRC73 compare match interrupt		112	1070			+1C0 _H	0 to 15(15)	
	TCNTC7 overflow interrupt		113	1071			+1C4 _H	0 to 15(15)	
ATU-IV timer D	OCR1D00 compare match interrupt		114	1072	+1C8 _H	0 to 15(15)			
	OCR2D00 compare match interrupt		115	1073	+1CC _H	0 to 15(15)			
	OCR1D01 compare match interrupt		116	1074	+1D0 _H	0 to 15(15)			
	OCR2D01 compare match interrupt		117	1075	+1D4 _H	0 to 15(15)			
	OCR1D02 compare match interrupt		118	1076	+1D8 _H	0 to 15(15)			
	OCR2D02 compare match interrupt		119	1077	+1DC _H	0 to 15(15)			
	OCR1D03 compare match interrupt		120	1078	+1E0 _H	0 to 15(15)			
	OCR2D03 compare match interrupt		121	1079	+1E4 _H	0 to 15(15)			
	TCNT1D0 overflow interrupt		122	107A	+1E8 _H	0 to 15(15)			
	TCNT2D0 overflow interrupt		123	107B	+1EC _H	0 to 15(15)			
	DCNTD00 down-counter underflow interrupt		124	107C	+1F0 _H	0 to 15(15)			
	DCNTD01 down-counter underflow interrupt		125	107D	+1F4 _H	0 to 15(15)			
	DCNTD02 down-counter underflow interrupt		126	107E	+1F8 _H	0 to 15(15)			
	DCNTD03 down-counter underflow interrupt		127	107F	+1FC _H	0 to 15(15)			
	OCR1D10 compare match interrupt		128	1080	+200 _H	0 to 15(15)			
	OCR2D10 compare match interrupt		129	1081	+204 _H	0 to 15(15)			
	OCR1D11 compare match interrupt		130	1082	+208 _H	0 to 15(15)			
	OCR2D11 compare match interrupt		131	1083	+20C _H	0 to 15(15)			
	OCR1D12 compare match interrupt		132	1084	+210 _H	0 to 15(15)			
	OCR2D12 compare match interrupt		133	1085	+214 _H	0 to 15(15)			
	OCR1D13 compare match interrupt		134	1086	+218 _H	0 to 15(15)			
	OCR2D13 compare match interrupt		135	1087	+21C _H	0 to 15(15)			
	TCNT1D1 overflow interrupt		136	1088	+220 _H	0 to 15(15)			
	TCNT2D1 overflow interrupt		137	1089	+224 _H	0 to 15(15)			
	DCNTD10 down-counter underflow interrupt		138	108A	+228 _H	0 to 15(15)			
	DCNTD11 down-counter underflow interrupt		139	108B	+22C _H	0 to 15(15)			
	DCNTD12 down-counter underflow interrupt		140	108C	+230 _H	0 to 15(15)			
	DCNTD13 down-counter underflow interrupt		141	108D	+234 _H	0 to 15(15)			
	OCR1D20 compare match interrupt		142	108E	+238 _H	0 to 15(15)			
	OCR2D20 compare match interrupt		143	108F	+23C _H	0 to 15(15)			
	OCR1D21 compare match interrupt		144	1090	+240 _H	0 to 15(15)			
	OCR2D21 compare match interrupt		145	1091	+244 _H	0 to 15(15)			
OCR1D22 compare match interrupt		146	1092	+248 _H	0 to 15(15)				
OCR2D22 compare match interrupt		147	1093	+24C _H	0 to 15(15)				
OCR1D23 compare match interrupt		148	1094	+250 _H	0 to 15(15)				
OCR2D23 compare match interrupt		149	1095	+254 _H	0 to 15(15)				
TCNT1D2 overflow interrupt		150	1096	+258 _H	0 to 15(15)				
TCNT2D2 overflow interrupt		151	1097	+25C _H	0 to 15(15)				
DCNTD20 down-counter underflow interrupt		152	1098	+260 _H	0 to 15(15)				
DCNTD21 down-counter underflow interrupt		153	1099	+264 _H	0 to 15(15)				
DCNTD22 down-counter underflow interrupt		154	109A	+268 _H	0 to 15(15)				
DCNTD23 down-counter underflow interrupt		155	109B	+26C _H	0 to 15(15)				
OCR1D30 compare match interrupt		156	109C	+270 _H	0 to 15(15)				

Table 6.14 Interrupt Exception Handler and Priority (5/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
ATU-IV timer D	OCR2D30 compare match interrupt		157	109D	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+274 _H	0 to 15(15)	High
	OCR1D31 compare match interrupt		158	109E			+278 _H	0 to 15(15)	
	OCR2D31 compare match interrupt		159	109F			+27C _H	0 to 15(15)	
	OCR1D32 compare match interrupt		160	10A0			+280 _H	0 to 15(15)	
	OCR2D32 compare match interrupt		161	10A1			+284 _H	0 to 15(15)	
	OCR1D33 compare match interrupt		162	10A2			+288 _H	0 to 15(15)	
	OCR2D33 compare match interrupt		163	10A3			+28C _H	0 to 15(15)	
	TCNT1D3 overflow interrupt		164	10A4			+290 _H	0 to 15(15)	
	TCNT2D3 overflow interrupt		165	10A5			+294 _H	0 to 15(15)	
	DCNTD30 down-counter underflow interrupt		166	10A6			+298 _H	0 to 15(15)	
	DCNTD31 down-counter underflow interrupt		167	10A7			+29C _H	0 to 15(15)	
	DCNTD32 down-counter underflow interrupt		168	10A8			+2A0 _H	0 to 15(15)	
	DCNTD33 down-counter underflow interrupt		169	10A9			+2A4 _H	0 to 15(15)	
	OCR1D40 compare match interrupt		170	10AA			+2A8 _H	0 to 15(15)	
	OCR2D40 compare match interrupt		171	10AB			+2AC _H	0 to 15(15)	
	OCR1D41 compare match interrupt		172	10AC			+2B0 _H	0 to 15(15)	
	OCR2D41 compare match interrupt		173	10AD			+2B4 _H	0 to 15(15)	
	OCR1D42 compare match interrupt		174	10AE			+2B8 _H	0 to 15(15)	
	OCR2D42 compare match interrupt		175	10AF			+2BC _H	0 to 15(15)	
	OCR1D43 compare match interrupt		176	10B0			+2C0 _H	0 to 15(15)	
OCR2D43 compare match interrupt		177	10B1	+2C4 _H	0 to 15(15)				
TCNT1D4 overflow interrupt		178	10B2	+2C8 _H	0 to 15(15)				
TCNT2D4 overflow interrupt		179	10B3	+2CC _H	0 to 15(15)				
DCNTD40 down-counter underflow interrupt		180	10B4	+2D0 _H	0 to 15(15)				
TSG2_0	TSG20 compare match interrupt 1 (INTTSG2011)								
ATU-IV timer D	DCNTD41 down-counter underflow interrupt		181	10B5			+2D4 _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 2 (INTTSG2012)								
ATU-IV timer D	DCNTD42 down-counter underflow interrupt		182	10B6			+2D8 _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 3 (INTTSG2013)								
ATU-IV timer D	DCNTD43 down-counter underflow interrupt		183	10B7			+2DC _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 4 (INTTSG2014)								
ATU-IV timer D	OCR1D50 compare match interrupt		184	10B8			+2E0 _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 5 (INTTSG2015)								
ATU-IV timer D	OCR2D50 compare match interrupt		185	10B9			+2E4 _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 6 (INTTSG2016)								
ATU-IV timer D	OCR1D51 compare match interrupt		186	10BA			+2E8 _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 7 (INTTSG2017)								
ATU-IV timer D	OCR2D51 compare match interrupt		187	10BB			+2EC _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 8 (INTTSG2018)								
ATU-IV timer D	OCR1D52 compare match interrupt		188	10BC			+2F0 _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 9 (INTTSG2019)								
ATU-IV timer D	OCR2D52 compare match interrupt		189	10BD			+2F4 _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 10 (INTTSG20110)								
ATU-IV timer D	OCR1D53 compare match interrupt		190	10BE			+2F8 _H	0 to 15(15)	
TSG2_0	TSG20 compare match interrupt 11 (INTTSG20111)								

Table 6.14 Interrupt Exception Handler and Priority (6/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
ATU-IV timer D	OCR2D53 compare match interrupt		191	10BF	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+2FC _H	0 to 15(15)	High
TSG2_0	TSG20 compare match interrupt 12 (INTTSG20I12)						+300 _H	0 to 15(15)	
ATU-IV timer D	TCNT1D5 overflow interrupt		192	10C0			+304 _H	0 to 15(15)	
TSG2_0	TSG20 error interrupt (INTTSG20IER)						+308 _H	0 to 15(15)	
ATU-IV timer D	TCNT2D5 overflow interrupt		193	10C1			+30C _H	0 to 15(15)	
TSG2_0	TSG20 warning interrupt (INTTSG20IWN)						+310 _H	0 to 15(15)	
ATU-IV timer D	DCNTD50 down-counter underflow interrupt		194	10C2			+314 _H	0 to 15(15)	
TSG2_1	TSG21 compare match interrupt 1 (INTTSG21I1)						+318 _H	0 to 15(15)	
ATU-IV timer D	DCNTD51 down-counter underflow interrupt		195	10C3			+31C _H	0 to 15(15)	
TSG2_1	TSG21 compare match interrupt 2 (INTTSG21I2)						+320 _H	0 to 15(15)	
ATU-IV timer D	DCNTD52 down-counter underflow interrupt		196	10C4			+324 _H	0 to 15(15)	
TSG2_1	TSG21 compare match interrupt 3 (INTTSG21I3)						+328 _H	0 to 15(15)	
ATU-IV timer D	DCNTD53 down-counter underflow interrupt		197	10C5			+32C _H	0 to 15(15)	
TSG2_1	TSG21 compare match interrupt 4 (INTTSG21I4)						+330 _H	0 to 15(15)	
ATU-IV timer D	OCR1D60 compare match interrupt		198	10C6	+334 _H	0 to 15(15)			
TSG2_1	TSG21 compare match interrupt 5 (INTTSG21I5)				+338 _H	0 to 15(15)			
ATU-IV timer D	OCR2D60 compare match interrupt		199	10C7	+340 _H	0 to 15(15)			
TSG2_1	TSG21 compare match interrupt 6 (INTTSG21I6)				+344 _H	0 to 15(15)			
ATU-IV timer D	OCR1D61 compare match interrupt		200	10C8	+348 _H	0 to 15(15)			
TSG2_1	TSG21 compare match interrupt 7 (INTTSG21I7)				+34C _H	0 to 15(15)			
ATU-IV timer D	OCR2D61 compare match interrupt		201	10C9	+350 _H	0 to 15(15)			
TSG2_1	TSG21 compare match interrupt 8 (INTTSG21I8)				+354 _H	0 to 15(15)			
ATU-IV timer D	OCR1D62 compare match interrupt		202	10CA	+358 _H	0 to 15(15)			
TSG2_1	TSG21 compare match interrupt 9 (INTTSG21I9)				+35C _H	0 to 15(15)			
ATU-IV timer D	OCR2D62 compare match interrupt		203	10CB	+360 _H	0 to 15(15)			
TSG2_1	TSG21 compare match interrupt 10 (INTTSG21I10)				+364 _H	0 to 15(15)			
ATU-IV timer D	OCR1D63 compare match interrupt		204	10CC	+368 _H	0 to 15(15)			
TSG2_1	TSG21 compare match interrupt 11 (INTTSG21I11)				+370 _H	0 to 15(15)			
ATU-IV timer D	OCR2D63 compare match interrupt		205	10CD	+374 _H	0 to 15(15)			
TSG2_1	TSG21 compare match interrupt 12 (INTTSG21I12)				+378 _H	0 to 15(15)			
ATU-IV timer D	TCNT1D6 overflow interrupt		206	10CE	+380 _H	0 to 15(15)			
TSG2_1	TSG21 error interrupt (INTTSG21IER)				+384 _H	0 to 15(15)			
ATU-IV timer D	TCNT2D6 overflow interrupt		207	10CF	+388 _H	0 to 15(15)			
TSG2_1	TSG21 warning interrupt (INTTSG21IWM)				+390 _H	0 to 15(15)			
ATU-IV timer D	DCNTD60 down-counter underflow interrupt		208	10D0	+394 _H	0 to 15(15)			
	DCNTD61 down-counter underflow interrupt		209	10D1	+398 _H	0 to 15(15)			
	DCNTD62 down-counter underflow interrupt		210	10D2	+400 _H	0 to 15(15)			
	DCNTD63 down-counter underflow interrupt		211	10D3	+404 _H	0 to 15(15)			
	OCR1D70 compare match interrupt		212	10D4	+408 _H	0 to 15(15)			
	OCR2D70 compare match interrupt/ DCNTD70 down-counter underflow interrupt		213	10D5	+412 _H	0 to 15(15)			
	OCR1D71 compare match interrupt		214	10D6	+416 _H	0 to 15(15)			
	OCR2D71 compare match interrupt/ DCNTD71 down-counter underflow interrupt		215	10D7	+420 _H	0 to 15(15)			
	OCR1D72 compare match interrupt		216	10D8	+424 _H	0 to 15(15)			
	OCR2D72 compare match interrupt/ DCNTD72 down-counter underflow interrupt		217	10D9	+428 _H	0 to 15(15)			

Table 6.14 Interrupt Exception Handler and Priority (7/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
ATU-IV timer D	OCR1D73 compare match interrupt		218	10DA	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+368 _H	0 to 15(15)	High
	OCR2D73 compare match interrupt/ DCNTD73 down-counter underflow interrupt		219	10DB			+36C _H	0 to 15(15)	
	TCNT1D7 overflow interrupt		220	10DC			+370 _H	0 to 15(15)	
	TCNT2D7 overflow interrupt		221	10DD			+374 _H	0 to 15(15)	
	OCR1D80 compare match interrupt		222	10DE			+378 _H	0 to 15(15)	
	OCR2D80 compare match interrupt/ DCNTD80 down-counter underflow interrupt		223	10DF			+37C _H	0 to 15(15)	
	OCR1D81 compare match interrupt		224	10E0			+380 _H	0 to 15(15)	
	OCR2D81 compare match interrupt/ DCNTD81 down-counter underflow interrupt		225	10E1			+384 _H	0 to 15(15)	
	OCR1D82 compare match interrupt		226	10E2			+388 _H	0 to 15(15)	
	OCR2D82 compare match interrupt/ DCNTD82 down-counter underflow interrupt		227	10E3			+38C _H	0 to 15(15)	
	OCR1D83 compare match interrupt		228	10E4			+390 _H	0 to 15(15)	
	OCR2D83 compare match interrupt/ DCNTD83 down-counter underflow interrupt		229	10E5			+394 _H	0 to 15(15)	
	TCNT1D8 overflow interrupt		230	10E6			+398 _H	0 to 15(15)	
	TCNT2D8 overflow interrupt		231	10E7			+39C _H	0 to 15(15)	
	OCR1D90 compare match interrupt		232	10E8			+3A0 _H	0 to 15(15)	
	OCR2D90 compare match interrupt/ DCNTD90 down-counter underflow interrupt		233	10E9			+3A4 _H	0 to 15(15)	
	OCR1D91 compare match interrupt		234	10EA			+3A8 _H	0 to 15(15)	
	OCR2D91 compare match interrupt/ DCNTD91 down-counter underflow interrupt		235	10EB			+3AC _H	0 to 15(15)	
	OCR1D92 compare match interrupt		236	10EC			+3B0 _H	0 to 15(15)	
	OCR2D92 compare match interrupt/ DCNTD92 down-counter underflow interrupt		237	10ED			+3B4 _H	0 to 15(15)	
	OCR1D93 compare match interrupt		238	10EE			+3B8 _H	0 to 15(15)	
OCR2D93 compare match interrupt/ DCNTD93 down-counter underflow interrupt		239	10EF	+3BC _H	0 to 15(15)				
TCNT1D9 overflow interrupt		240	10F0	+3C0 _H	0 to 15(15)				
TCNT2D9 overflow interrupt		241	10F1	+3C4 _H	0 to 15(15)				
ATU-IV timer E	CYLRE00 cycle compare match interrupt / DTRE00 duty compare match interrupt 00	√	242	10F2	+3C8 _H	0 to 15(15)			
	CYLRE01 cycle compare match interrupt / DTRE01 duty compare match interrupt 01	√	243	10F3	+3CC _H	0 to 15(15)			
	CYLRE02 cycle compare match interrupt / DTRE02 duty compare match interrupt 02	√	244	10F4	+3D0 _H	0 to 15(15)			
	CYLRE03 cycle compare match interrupt / DTRE03 duty compare match interrupt 03	√	245	10F5	+3D4 _H	0 to 15(15)			
	CYLRE10 cycle compare match interrupt / DTRE10 duty compare match interrupt 10	√	246	10F6	+3D8 _H	0 to 15(15)			
	CYLRE11 cycle compare match interrupt / DTRE11 duty compare match interrupt 11	√	247	10F7	+3DC _H	0 to 15(15)			
	CYLRE12 cycle compare match interrupt / DTRE12 duty compare match interrupt 12	√	248	10F8	+3E0 _H	0 to 15(15)			
	CYLRE13 cycle compare match interrupt / DTRE13 duty compare match interrupt 13	√	249	10F9	+3E4 _H	0 to 15(15)			
	CYLRE20 cycle compare match interrupt / DTRE20 duty compare match interrupt 20	√	250	10FA	+3E8 _H	0 to 15(15)			
	CYLRE21 cycle compare match interrupt / DTRE21 duty compare match interrupt 21	√	251	10FB	+3EC _H	0 to 15(15)			
	CYLRE22 cycle compare match interrupt / DTRE22 duty compare match interrupt 22	√	252	10FC	+3F0 _H	0 to 15(15)			
	CYLRE23 cycle compare match interrupt / DTRE23 duty compare match interrupt 23	√	253	10FD	+3F4 _H	0 to 15(15)			
CYLRE30 cycle compare match interrupt / DTRE30 duty compare match interrupt 30	√	254	10FE	+3F8 _H	0 to 15(15)				

Table 6.14 Interrupt Exception Handler and Priority (8/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
ATU-IV timer E	CYLRE31 cycle compare match interrupt / DTRE31 duty compare match interrupt 31	√	255	10FF	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+3FC _H	0 to 15(15)	High
	CYLRE32 cycle compare match interrupt / DTRE32 duty compare match interrupt 32	√	256	1100			+400 _H	0 to 15(15)	
	CYLRE33 cycle compare match interrupt / DTRE33 duty compare match interrupt 33	√	257	1101			+404 _H	0 to 15(15)	
	CYLRE40 cycle compare match interrupt / DTRE40 duty compare match interrupt 40	√	258	1102			+408 _H	0 to 15(15)	
	CYLRE41 cycle compare match interrupt / DTRE41 duty compare match interrupt 41	√	259	1103			+40C _H	0 to 15(15)	
	CYLRE42 cycle compare match interrupt / DTRE42 duty compare match interrupt 42	√	260	1104			+410 _H	0 to 15(15)	
	CYLRE43 cycle compare match interrupt / DTRE43 duty compare match interrupt 43	√	261	1105			+414 _H	0 to 15(15)	
	CYLRE50 cycle compare match interrupt / DTRE50 duty compare match interrupt 50	√	262	1106			+418 _H	0 to 15(15)	
	CYLRE51 cycle compare match interrupt / DTRE51 duty compare match interrupt 51	√	263	1107			+41C _H	0 to 15(15)	
	CYLRE52 cycle compare match interrupt / DTRE52 duty compare match interrupt 52	√	264	1108			+420 _H	0 to 15(15)	
	CYLRE53 cycle compare match interrupt / DTRE53 duty compare match interrupt 53	√	265	1109			+424 _H	0 to 15(15)	
	CYLRE60 cycle compare match interrupt / DTRE60 duty compare match interrupt 60	√	266	110A			+428 _H	0 to 15(15)	
	CYLRE61 cycle compare match interrupt / DTRE61 duty compare match interrupt 61	√	267	110B			+42C _H	0 to 15(15)	
	CYLRE62 cycle compare match interrupt / DTRE62 duty compare match interrupt 62	√	268	110C			+430 _H	0 to 15(15)	
CYLRE63 cycle compare match interrupt / DTRE63 duty compare match interrupt 63	√	269	110D	+434 _H	0 to 15(15)				
ATU-IV timer F	Timer F0 overflow interrupt	√	270	110E	+438 _H	0 to 15(15)			
	Timer F1 overflow interrupt	√	271	110F	+43C _H	0 to 15(15)			
	Timer F2 overflow interrupt	√	272	1110	+440 _H	0 to 15(15)			
	Timer F3 overflow interrupt	√	273	1111	+444 _H	0 to 15(15)			
	Timer F4 overflow interrupt	√	274	1112	+448 _H	0 to 15(15)			
	Timer F5 overflow interrupt	√	275	1113	+44C _H	0 to 15(15)			
	Timer F6 overflow interrupt	√	276	1114	+450 _H	0 to 15(15)			
	Timer F7 overflow interrupt	√	277	1115	+454 _H	0 to 15(15)			
	Timer F8 overflow interrupt	√	278	1116	+458 _H	0 to 15(15)			
	Timer F9 overflow interrupt	√	279	1117	+45C _H	0 to 15(15)			
	Timer F10 overflow interrupt	√	280	1118	+460 _H	0 to 15(15)			
	Timer F11 overflow interrupt	√	281	1119	+464 _H	0 to 15(15)			
	Timer F12 overflow interrupt	√	282	111A	+468 _H	0 to 15(15)			
	Timer F13 overflow interrupt	√	283	111B	+46C _H	0 to 15(15)			
	Timer F14 overflow interrupt	√	284	111C	+470 _H	0 to 15(15)			
	Timer F15 overflow interrupt	√	285	111D	+474 _H	0 to 15(15)			
	Timer F0 input capture interrupt		286	111E	+478 _H	0 to 15(15)			
	Timer F1 input capture interrupt		287	111F	+47C _H	0 to 15(15)			
	Timer F2 input capture interrupt		288	1120	+480 _H	0 to 15(15)			
	Timer F3 input capture interrupt		289	1121	+484 _H	0 to 15(15)			
Timer F4 input capture interrupt		290	1122	+488 _H	0 to 15(15)				

Table 6.14 Interrupt Exception Handler and Priority (9/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority	
					Direct Branch		Table Reference Note1, 2, 3			
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3				
ATU-IV timer F	Timer F5 input capture interrupt		291	1123	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+48C _H	0 to 15(15)	High	
	Timer F6 input capture interrupt		292	1124			+490 _H	0 to 15(15)		
	Timer F7 input capture interrupt		293	1125			+494 _H	0 to 15(15)		
	Timer F8 input capture interrupt		294	1126			+498 _H	0 to 15(15)		
	Timer F9 input capture interrupt		295	1127			+49C _H	0 to 15(15)		
	Timer F10 input capture interrupt		296	1128			+4A0 _H	0 to 15(15)		
	Timer F11 input capture interrupt		297	1129			+4A4 _H	0 to 15(15)		
	Timer F12 input capture interrupt		298	112A			+4A8 _H	0 to 15(15)		
	Timer F13 input capture interrupt		299	112B			+4AC _H	0 to 15(15)		
	Timer F14 input capture interrupt		300	112C			+4B0 _H	0 to 15(15)		
	Timer F15 input capture interrupt		301	112D			+4B4 _H	0 to 15(15)		
	ATU-IV timer G	OCRG0 compare match interrupt		302			112E	+4B8 _H		0 to 15(15)
		OCRG1 compare match interrupt		303			112F	+4BC _H		0 to 15(15)
		OCRG2 compare match interrupt		304			1130	+4C0 _H		0 to 15(15)
		OCRG3 compare match interrupt		305			1131	+4C4 _H		0 to 15(15)
OCRG4 compare match interrupt			306	1132	+4C8 _H	0 to 15(15)				
OCRG5 compare match interrupt			307	1133	+4CC _H	0 to 15(15)				
OCRG6 compare match interrupt			308	1134	+4D0 _H	0 to 15(15)				
OCRG7 compare match interrupt			309	1135	+4D4 _H	0 to 15(15)				
OCRG8 compare match interrupt			310	1136	+4D8 _H	0 to 15(15)				
OCRG9 compare match interrupt			311	1137	+4DC _H	0 to 15(15)				
ATU-IV timer H	OCR1H compare match interrupt		312	1138	+4E0 _H	0 to 15(15)				
ATU-IV TimerJ	FIFOJ0 FIFO data full interrupt		313	1139	+4E4 _H	0 to 15(15)				
RSENT	RSENT0 reception interrupt (INT_SENT_RX0)									
ATU-IV TimerJ	FIFOJ1 FIFO data full interrupt		314	113A	+4E8 _H	0 to 15(15)				
RSENT	RSENT1 reception interrupt (INT_SENT_RX1)									
ATU-IV TimerJ	FIFOJ2 FIFO data full interrupt		315	113B	+4EC _H	0 to 15(15)				
RSENT	RSENT2 reception interrupt (INT_SENT_RX2)									
ATU-IV TimerJ	FIFOJ3 FIFO data full interrupt		316	113C	+4F0 _H	0 to 15(15)				
RSENT	RSENT3 reception interrupt (INT_SENT_RX3)									
ATU-IV TimerJ	FIFOJ4 FIFO data full interrupt		317	113D	+4F4 _H	0 to 15(15)				
RSENT	RSENT4 reception interrupt (INT_SENT_RX4)									
ATU-IV TimerJ	FIFOJ5 FIFO data full interrupt		318	113E	+4F8 _H	0 to 15(15)				
RSENT	RSENT5 reception interrupt (INT_SENT_RX5)									
	Reserved		319	113F						
	Reserved		320	1140						
ATU-IV timer J	TCNTJ0 overflow interrupt		321	1141	+504 _H	0 to 15(15)				
	TCNTJ1 overflow interrupt		322	1142	+508 _H	0 to 15(15)				
	TCNTJ2 overflow interrupt		323	1143	+50C _H	0 to 15(15)				
	TCNTJ3 overflow interrupt		324	1144	+510 _H	0 to 15(15)				
	TCNTJ4 overflow interrupt		325	1145	+514 _H	0 to 15(15)				
	TCNTJ5 overflow interrupt		326	1146	+518 _H	0 to 15(15)				
	Reserved		327	1147						
	Reserved		328	1148						

Table 6.14 Interrupt Exception Handler and Priority (10/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
ATU-IV timer J	FIFOJ0 FIFO data overflow interrupt		329	1149	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+524 _H	0 to 15(15)	High
	FIFOJ1 FIFO data overflow interrupt		330	114A			+528 _H	0 to 15(15)	
	FIFOJ2 FIFO data overflow interrupt		331	114B			+52C _H	0 to 15(15)	
	FIFOJ3 FIFO data overflow interrupt		332	114C			+530 _H	0 to 15(15)	
	FIFOJ4 FIFO data overflow interrupt		333	114D			+534 _H	0 to 15(15)	
	FIFOJ5 FIFO data overflow interrupt		334	114E			+538 _H	0 to 15(15)	
	Reserved		335	114F					
	Reserved		336	1150					
TSG2_0	TSG20 compare match interrupt 0 (INTTSG20I0)		337	1151			+544 _H	0 to 15(15)	
	TSG20 peak interrupt (INTTSG20IPEK)		338	1152			+548 _H	0 to 15(15)	
	TSG20 trough interrupt (INTTSG20IVLY)		339	1153			+54C _H	0 to 15(15)	
TSG2_1	TSG21 compare match interrupt 0 (INTTSG21I0)		340	1154			+550 _H	0 to 15(15)	
	TSG21 peak interrupt (INTTSG21IPEK)		341	1155			+554 _H	0 to 15(15)	
	TSG21 trough interrupt (INTTSG21IVLY)		342	1156			+558 _H	0 to 15(15)	
APA	PWM output ch.0 status change interrupt		343	1157			+55C _H	0 to 15(15)	
	PWM output ch.1 status change interrupt		344	1158			+560 _H	0 to 15(15)	
	PWM output ch.2 status change interrupt		345	1159			+564 _H	0 to 15(15)	
	PWM output ch.3 status change interrupt		346	115A			+568 _H	0 to 15(15)	
	PWM output ch.4 status change interrupt		347	115B			+56C _H	0 to 15(15)	
	PWM output ch.5 status change interrupt		348	115C			+570 _H	0 to 15(15)	
	PWM output ch.6 status change interrupt		349	115D			+574 _H	0 to 15(15)	
	PWM output ch.7 status change interrupt		350	115E			+578 _H	0 to 15(15)	
	PWM output ch.8 status change interrupt		351	115F			+57C _H	0 to 15(15)	
	PWM output ch.9 status change interrupt		352	1160			+580 _H	0 to 15(15)	
	PWM output ch.10 status change interrupt		353	1161			+584 _H	0 to 15(15)	
	PWM output ch.11 status change interrupt		354	1162			+588 _H	0 to 15(15)	
	PWM output ch.12 status change interrupt		355	1163			+58C _H	0 to 15(15)	
	PWM output ch.13 status change interrupt		356	1164			+590 _H	0 to 15(15)	
	PWM output ch.14 status change interrupt		357	1165			+594 _H	0 to 15(15)	
PWM output ch.15 status change interrupt		358	1166			+598 _H	0 to 15(15)		
DFE	CH0 output data interrupt / CH0 condition match interrupt		359	1167			+59C _H	0 to 15(15)	
	CH1 output data interrupt / CH1 condition match interrupt		360	1168			+5A0 _H	0 to 15(15)	
	CH2 output data interrupt / CH2 condition match interrupt		361	1169			+5A4 _H	0 to 15(15)	
	CH3 output data interrupt / CH3 condition match interrupt		362	116A			+5A8 _H	0 to 15(15)	
	CH4 output data interrupt / CH4 condition match interrupt		363	116B			+5AC _H	0 to 15(15)	
	CH5 output data interrupt / CH5 condition match interrupt		364	116C			+5B0 _H	0 to 15(15)	
	CH6 output data interrupt / CH6 condition match interrupt		365	116D			+5B4 _H	0 to 15(15)	
	CH7 output data interrupt / CH7 condition match interrupt		366	116E			+5B8 _H	0 to 15(15)	
	CH8 output data interrupt / CH8 condition match interrupt		367	116F			+5BC _H	0 to 15(15)	
	CH9 output data interrupt / CH9 condition match interrupt		368	1170			+5C0 _H	0 to 15(15)	

Table 6.14 Interrupt Exception Handler and Priority (11/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
DFE	CH10 output data interrupt		369	1171	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+5C4 _H	0 to 15(15)	High
	CH11 output data interrupt		370	1172			+5C8 _H	0 to 15(15)	
	CH12 output data interrupt		371	1173			+5CCH	0 to 15(15)	
	CH13 output data interrupt		372	1174			+5D0 _H	0 to 15(15)	
	CH14 output data interrupt		373	1175			+5D4 _H	0 to 15(15)	
	CH15 output data interrupt		374	1176			+5D8 _H	0 to 15(15)	
ADC	ADI00 ADC0 scan group 0 end interrupt		375	1177	+5DC _H	0 to 15(15)			
	ADI00 ADC0 scan group 1 end interrupt		376	1178	+5E0 _H	0 to 15(15)			
	ADI00 ADC0 scan group 2 end interrupt		377	1179	+5E4 _H	0 to 15(15)			
	ADI00 ADC0 scan group 3 end interrupt		378	117A	+5E8 _H	0 to 15(15)			
	ADI04 ADC0 scan group 4 end interrupt		379	117B	+5EC _H	0 to 15(15)			
	ADI10 ADC1 scan group 0 end interrupt		380	117C	+5F0 _H	0 to 15(15)			
	ADI11 ADC1 scan group 1 end interrupt		381	117D	+5F4 _H	0 to 15(15)			
	ADI12 ADC1 scan group 2 end interrupt		382	117E	+5F8 _H	0 to 15(15)			
ADC	ADI13 ADC1 scan group 3 end interrupt		383	117F	+5FC _H	0 to 15(15)			
	ADI14 ADC1 scan group 4 end interrupt		384	1180	+600 _H	0 to 15(15)			
	ADC0 MPX interrupt (ADMPX10)		385	1181	+604 _H	0 to 15(15)			
	ADC1 MPX interrupt (ADMPX11)		386	1182	+608 _H	0 to 15(15)			
	ADE0 ADC0AD error interrupt		387	1183	+60C _H	0 to 15(15)			
	ADE1 ADC1AD error interrupt		388	1184	+610 _H	0 to 15(15)			
ASF (AD addition function)	ASI0 ch0 integration end interrupt		389	1185	+614 _H	0 to 15(15)			
	ASI1 ch1 integration end interrupt		390	1186	+618 _H	0 to 15(15)			
	ASI2 ch2 integration end interrupt		391	1187	+61C _H	0 to 15(15)			
	ASI3 ch3 integration end interrupt		392	1188	+620 _H	0 to 15(15)			
	ASI4 ch4 integration end interrupt		393	1189	+624 _H	0 to 15(15)			
	ASI5 ch5 integration end interrupt		394	118A	+628 _H	0 to 15(15)			
	ASI6 ch6 integration end interrupt		395	118B	+62C _H	0 to 15(15)			
	ASI7 ch7 integration end interrupt		396	118C	+630 _H	0 to 15(15)			
	ASI8 ch8 integration end interrupt		397	118D	+634 _H	0 to 15(15)			
	ASI9 ch9 integration end interrupt		398	118E	+638 _H	0 to 15(15)			
ASI10 ch10 integration end interrupt		399	118F	+63C _H	0 to 15(15)				
DS-ADC	DSADEn DSADcNAD error interrupt (n = 0 to 7)		400	1190	+640 _H	0 to 15(15)			
FlexRay	FlexRay 0 interrupt	√	401	1191	+644 _H	0 to 15(15)			
	FlexRay 1 interrupt	√	402	1192	+648 _H	0 to 15(15)			
	Timer 0 interrupt	√	403	1193	+64C _H	0 to 15(15)			
	Timer 1 interrupt	√	404	1194	+650 _H	0 to 15(15)			
	Timer 2 interrupt	√	405	1195	+654 _H	0 to 15(15)			
	FIFO transfer interrupt	√	406	1196	+658 _H	0 to 15(15)			
	FIFO transfer warning interrupt	√	407	1197	+65C _H	0 to 15(15)			
	Output transfer warning interrupt	√	408	1198	+660 _H	0 to 15(15)			
	Output transfer interrupt	√	409	1199	+664 _H	0 to 15(15)			
	Input queue full interrupt	√	410	119A	+668 _H	0 to 15(15)			
	Input queue empty interrupt	√	411	119B	+66C _H	0 to 15(15)			
RS-CAN/ CAN-FD	Reception FIFO interrupt	√	412	119C	+670 _H	0 to 15(15)			
	Global error interrupt	√	413	119D	+674 _H	0 to 15(15)			
RS-CAN-Ch0/ CAN-FD-Ch0	Transmit/receive FIFO reception completion interrupt	√	414	119E	+678 _H	0 to 15(15)			
	Error interrupt	√	415	119F	+67C _H	0 to 15(15)			
	CAN ch0 transmission interrupt	√	416	11A0	+680 _H	0 to 15(15)			

Table 6.14 Interrupt Exception Handler and Priority (12/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
RS-CAN-Ch1/ CAN-FD-Ch1	Transmit/receive FIFO reception completion interrupt	√	417	11A1	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+684 _H	0 to 15(15)	High ↑
	Error interrupt	√	418	11A2			+688 _H	0 to 15(15)	
	Transmission interrupt	√	419	11A3			+68C _H	0 to 15(15)	
RS-CAN-Ch2/ CAN-FD-Ch2	Transmit/receive FIFO reception completion interrupt	√	420	11A4			+690 _H	0 to 15(15)	
	Error interrupt	√	421	11A5			+694 _H	0 to 15(15)	
	Transmission interrupt	√	422	11A6			+698 _H	0 to 15(15)	
RS-CAN-Ch3/ CAN-FD-Ch3	Transmit/receive FIFO reception completion interrupt	√	423	11A7			+69C _H	0 to 15(15)	
	Error interrupt	√	424	11A8			+6A0 _H	0 to 15(15)	
	Transmission interrupt	√	425	11A9			+6A4 _H	0 to 15(15)	
	Reserved		426	11AA					
	Reserved		427	11AB					
	Reserved		428	11AC					
LIN (RLIN2_0)	Transmission end interrupt / reception end interrupt / error detection interrupt	√	429	11AD			+6B4 _H	0 to 15(15)	
RSENT	RSENT0 status interrupt (INT_SENT_ST0)	√	430	11AE			+6B8 _H	0 to 15(15)	
	RSENT1 status interrupt (INT_SENT_ST1)	√	431	11AF			+6BC _H	0 to 15(15)	
	RSENT2 status interrupt (INT_SENT_ST2)	√	432	11B0			+6C0 _H	0 to 15(15)	
	RSENT3 status interrupt (INT_SENT_ST3)	√	433	11B1			+6C4 _H	0 to 15(15)	
RHSB_0	Data frame transmission start interrupt / data frame transmission execution interrupt	√	434	11B2			+6C8 _H	0 to 15(15)	
	Transmission start interrupt / command frame transmission execution interrupt	√	435	11B3			+6CC _H	0 to 15(15)	
	Emergency frame transmission execution interrupt	√	436	11B4			+6D0 _H	0 to 15(15)	
	Data reception interrupt	√	437	11B5			+6D4 _H	0 to 15(15)	
	Upstream error interrupt / time-out detection interrupt / data loss interrupt	√	438	11B6			+6D8 _H	0 to 15(15)	
RHSB_1	Data frame transmission start interrupt / data frame transmission execution interrupt	√	439	11B7			+6DC _H	0 to 15(15)	
	Transmission start interrupt / command frame transmission execution interrupt	√	440	11B8			+6E0 _H	0 to 15(15)	
	Emergency frame transmission execution interrupt	√	441	11B9			+6E4 _H	0 to 15(15)	
	Data reception interrupt	√	442	11BA			+6E8 _H	0 to 15(15)	
	Upstream error interrupt / time-out detection interrupt / data loss interrupt	√	443	11BB			+6EC _H	0 to 15(15)	
SCI_0	ERI (reception error)	√	444	11BC			+6F0 _H	0 to 15(15)	
	RXI (receive data full)		445	11BD			+6F4 _H	0 to 15(15)	
	TXI (transmit data empty)		446	11BE			+6F8 _H	0 to 15(15)	
	TEI (transmission end)	√	447	11BF			+6FC _H	0 to 15(15)	
SCI_1	ERI (reception error)	√	448	11C0			+700 _H	0 to 15(15)	
	RXI (receive data full)		449	11C1			+704 _H	0 to 15(15)	
	TXI (transmit data empty)		450	11C2			+708 _H	0 to 15(15)	
	TEI (transmission end)	√	451	11C3			+70C _H	0 to 15(15)	
SCI_2	ERI (reception error)	√	452	11C4			+710 _H	0 to 15(15)	
	RXI (receive data full)		453	11C5			+714 _H	0 to 15(15)	
	TXI (transmit data empty)		454	11C6			+718 _H	0 to 15(15)	
	TEI (transmission end)	√	455	11C7			+71C _H	0 to 15(15)	
SCI_3	ERI (reception error)	√	456	11C8			+720 _H	0 to 15(15)	
	RXI (receive data full)		457	11C9			+724 _H	0 to 15(15)	
	TXI (transmit data empty)		458	11CA			+728 _H	0 to 15(15)	
	TEI (transmission end)	√	459	11CB			+72C _H	0 to 15(15)	

Table 6.14 Interrupt Exception Handler and Priority (13/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
CSIH_0	Communication status interrupt (INT_CSIHTIC)		460	11CC	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+730 _H	0 to 15(15)	High
	Reception status interrupt (INT_CSIHTIR)		461	11CD			+734 _H	0 to 15(15)	
	Communication error interrupt (INT_CSIHTIRE)		462	11CE			+738 _H	0 to 15(15)	
	Job end interrupt (INT_CSIHTIJC)		463	11CF			+73C _H	0 to 15(15)	
CSIH_1	Communication status interrupt (INT_CSIHTIC)		464	11D0	+740 _H	0 to 15(15)			
	Reception status interrupt (INT_CSIHTIR)		465	11D1	+744 _H	0 to 15(15)			
	Communication error interrupt (INT_CSIHTIRE)		466	11D2	+748 _H	0 to 15(15)			
	Job end interrupt (INT_CSIHTIJC)		467	11D3	+74C _H	0 to 15(15)			
CSIH_2	Communication status interrupt (INT_CSIHTIC)		468	11D4	+750 _H	0 to 15(15)			
	Reception status interrupt (INT_CSIHTIR)		469	11D5	+754 _H	0 to 15(15)			
	Communication error interrupt (INT_CSIHTIRE)		470	11D6	+758 _H	0 to 15(15)			
	Job end interrupt (INT_CSIHTIJC)		471	11D7	+75C _H	0 to 15(15)			
CSIH_3	Communication status interrupt (INT_CSIHTIC)		472	11D8	+760 _H	0 to 15(15)			
	Reception status interrupt (INT_CSIHTIR)		473	11D9	+764 _H	0 to 15(15)			
	Communication error interrupt (INT_CSIHTIRE)		474	11DA	+768 _H	0 to 15(15)			
	Job end interrupt (INT_CSIHTIJC)		475	11DB	+76C _H	0 to 15(15)			
	Reserved		476	11DC					
	Reserved		477	11DD					
	Reserved		478	11DE					
	Reserved		479	11DF					
DTS	Ch31-0 transfer end interrupt	√	480	11E0	+780 _H	0 to 15(15)			
	Ch63-32 transfer end interrupt	√	481	11E1	+784 _H	0 to 15(15)			
	Ch95-64 transfer end interrupt	√	482	11E2	+788 _H	0 to 15(15)			
	Ch127-96 transfer end interrupt	√	483	11E3	+78C _H	0 to 15(15)			
	Ch31-0 transfer count match interrupt	√	484	11E4	+790 _H	0 to 15(15)			
	Ch63-32 transfer count match interrupt	√	485	11E5	+794 _H	0 to 15(15)			
	Ch95-64 transfer count match interrupt	√	486	11E6	+798 _H	0 to 15(15)			
	Ch127-96 transfer count match interrupt	√	487	11E7	+79C _H	0 to 15(15)			
Reserved		488	11E8						
DFE	Error interrupt		489	11E9	+7A4 _H	0 to 15(15)			
	Reserved		490	11EA					
	Reserved		491	11EB					
	Reserved		492	11EC					
	Reserved		493	11ED					
	Reserved		494	11EE					
	Reserved		495	11EF					
	Reserved		496	11F0					
	Reserved		497	11F1					
	Reserved		498	11F2					
	Reserved		499	11F3					
	Reserved		500	11F4					
	Reserved		501	11F5					
	Reserved		502	11F6					
	Reserved		503	11F7					
	Reserved		504	11F8					

Table 6.14 Interrupt Exception Handler and Priority (14/14)

Functional Module	Interrupt Source Name	Level Interrupt Note	Number of Interrupt Channel (EIINT)	Source Code	Offset Address			Interrupt Priority (Value after Reset)	Default Priority
					Direct Branch		Table Reference Note1, 2, 3		
					RINT = 0 Note1, 2, 3	RINT = 1 Note1, 2, 3			
RSENT	RSENT4 status interrupt (INT_SENT_ST4)	√	505	11F9	The offset address is determined within a range of +100 _H to +1F0 _H according to the priority, regardless of interrupt channels.	The offset address is always +100 _H regardless of priority.	+7E4 _H	0 to 15(15)	High ↑
	RSENT5 status interrupt (INT_SENT_ST5)	√	506	11FA			+7E8 _H	0 to 15(15)	
	Reserved		507	11FB					
	Reserved		508	11FC					
	Reserved		509	11FD					
	Reserved		510	11FE					
	Reserved		511	11FF					

Note: To clear an interrupt request of level interrupt, the status register in each module should be cleared during interrupt processing by software. To clear the status register, see **Section 3.5.1, Synchronization of Store Instruction Completion and Subsequent Instruction Generation**. The EICTn bit in EICn is set to 1. The EIRFn bit in EICn cannot be cleared by software.

Notes 1, 2, and 3: See **Section 6.4, Interrupt Exception Handler and Priority Operations**.

Note 1. See **RH850/E1x-FCC2 Flash Memory User's Manual Hardware Interface**.

6.5 Operation

6.5.1 External Interrupts (NMI/IRQ)

NMI and IRQ interrupts are input from external devices. Four detection methods for these interrupts are selectable (2 types for NMI and 4 types for IRQ). For the interrupt detection flow, see **Section 6.5.6, Interrupt Processing Flow**.

6.5.2 Inter-Processor Interrupt

For the operation of software interrupts, see **Section 3.2.3.1, Inter-Processor Interrupt Control Registers** and **Section 6.5.6, Interrupt Processing Flow**.

6.5.3 Software Interrupt

For the operation of software interrupts, see **Section 6.2.9, SINTR0 to SINTR3 — Software Interrupt Registers** and **Section 6.5.6, Interrupt Processing Flow**.

6.5.4 DTS Interrupt Merge Function

Up to 128 transfer end interrupts and up to 128 transfer count match interrupts are aggregated into one interrupt in units of 32 interrupts.

When multiple interrupt source conditions are satisfied, only the single bit on the lower-order side of the corresponding bits in the status registers (PINT0 to PINT7) is set to judge which interrupt is accepted. For the flow of interrupts in the merging of DTS interrupts, see **Section 6.5.6, Interrupt Processing Flow**.

Table 6.15 DTS Interrupt-Related Registers

Interrupt Source	CH	Status Register	Clear Register
DTS transfer end interrupt	0 to 31	PINT0	PINTCLR0
	32 to 63	PINT1	PINTCLR1
	64 to 95	PINT2	PINTCLR2
	96 to 127	PINT3	PINTCLR3
DTS transfer count match interrupt	0 to 31	PINT4	PINTCLR4
	32 to 63	PINT5	PINTCLR5
	64 to 95	PINT6	PINTCLR6
	96 to 127	PINT7	PINTCLR7

6.5.5 ATU-IV/TSG2 Merge Function

ATU-IV timer interrupts and TSG2 interrupts are shared, and functional restrictions shown in **Table 6.16** are provided for these interrupts.

Table 6.17 shows combinations of share.

Table 6.16 Functional Restrictions for Interrupts when Using ATU-IV Timer D and TSG2

ATU-IV timerD (4, 5, 6)				TSG2* ¹		Functional Restriction
(1)	(2)	(3)	(4)	(5)	(6)	
ch4	ch5	ch6	For the peripheral trigger	TSG2_0	TSG2_1	
√	√	√	√	x	x	TSG2 is not available when ATU-IV is used.
x	x	x	x	√	√	ATU-IV timer D is not available when TSG2 is used.
x	x	x	√	√	√	ATU-IV (timer D4 to 6) is not available when TSG2 is used, but the peripheral trigger function of ATU-IV is available.
x	x	√	√	√	x	Combination of channels for ATU-IV and TSG2 is possible except for some channels.
√	x	x	√	x	√	

Note 1. Cycle interrupt, peak interrupt, and trough interrupt of TSG2 are not merged and can be independently used.

Table 6.17 Sharing of ATU-IV and TSG2

ATU-IV	TSG2* ¹	Sharing
(1) and (2)* ²	(5)	OR
(2)* ³ and (3)	(6)	OR

Note 1. Cycle interrupt, peak interrupt, and trough interrupt of TSG2 are not merged and can be independently used.

Note 2. Compare match interrupt (eight) and Overflow interrupt (two) of Timer D ch5

Note 3. Down-counter underflow interrupt of Timer D ch5 (four)

6.5.6 Interrupt Processing Flow

6.5.6.1 NMI Processing Flow

Figure 6.1 shows an example of NMI processing flow.

- Select an NMI detecting method (falling edge or rising edge) by setting the NMICTL register.
- After an NMI has been detected, an interrupt request is sent to the INTC.
- NMI interrupts are accepted at the high priority even when other FE level interrupt has been generated. NMI interrupts cannot be masked regardless of the state of PSW.NP in the CPU system register. NMI interrupts are non-maskable interrupts from which return or recovery is not possible.

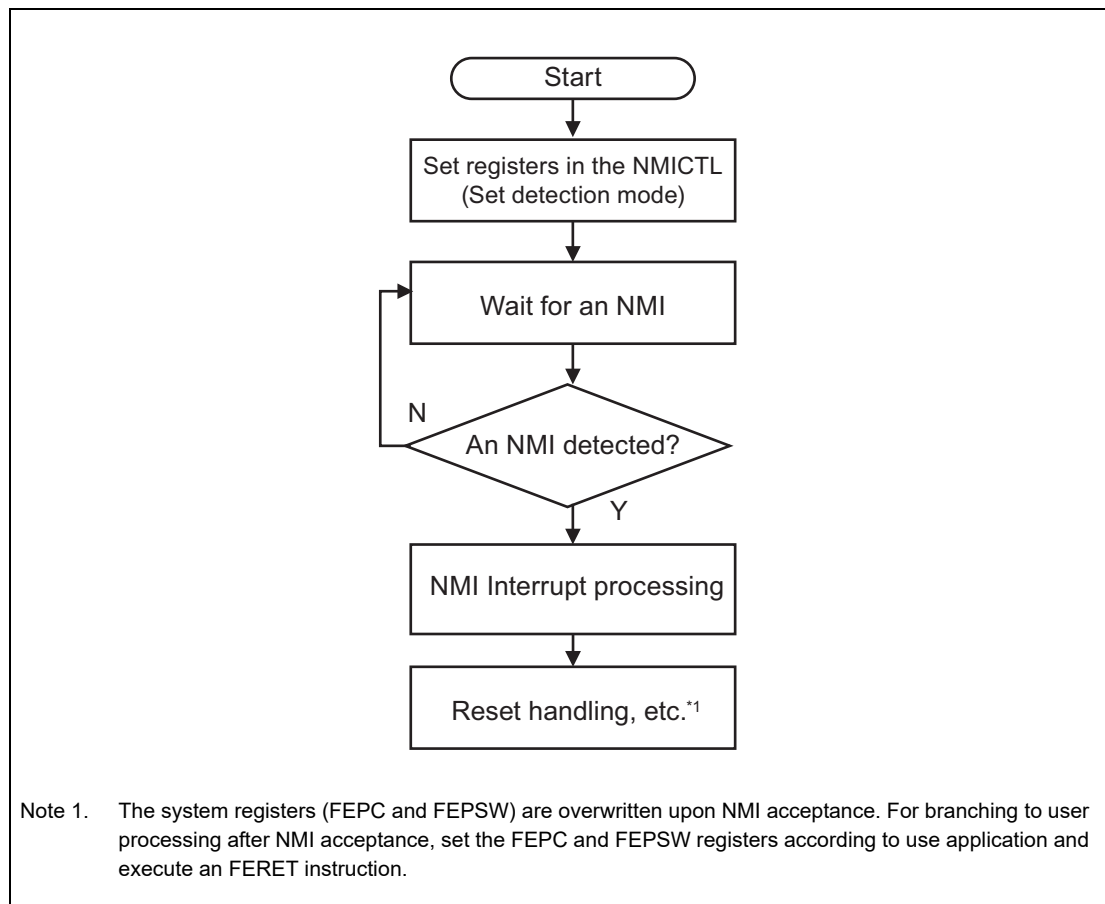


Figure 6.1 Example of NMI Processing Flow

6.5.6.2 External Interrupt Processing Flow

Figure 6.2 shows an example of IRQ (external interrupt) processing flow.

- Select an IRQ detecting method (edge detection or level detection) by setting the EXINTCTL register.
- After detection of an IRQ, an interrupt request is issued to the INTC.
- After recovery on completion of interrupt processing within the INTC in the case of level detection, confirm that the IRQn pin is negated before issuing the instruction to return from the interrupt.
- After recovery on completion of interrupt processing within the INTC in the case of edge detection, clear the interrupt request bit in the EXINTSTR register, and then issue the instruction to return from the interrupt.

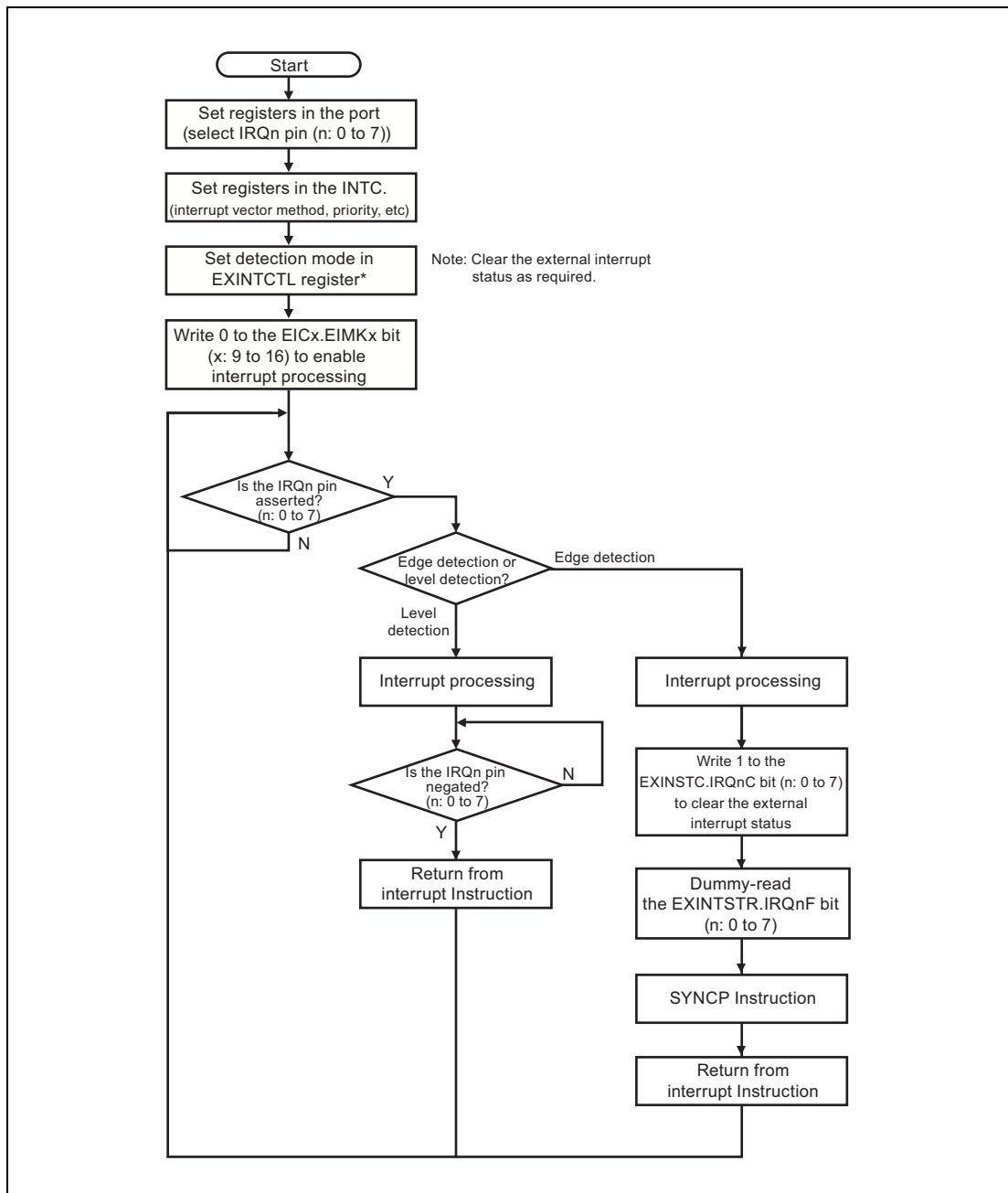


Figure 6.2 Example of External Interrupt Processing Flow

6.5.6.3 Inter-Processor Interrupt Flow

Figure 6.3 shows a flow example of inter-processor interrupt processing.

- Inter-processor interrupting generates an interrupt request by writing 1 to applicable bits of PE to which interrupts of the inter-PE interrupt registers (IPIR0 to IPIR3) are requested.
- The settings of interrupt request of the inter-PE interrupt registers (IPIR0 to IPIR3) are automatically cleared to 0 after notification of an interrupt request is complete.

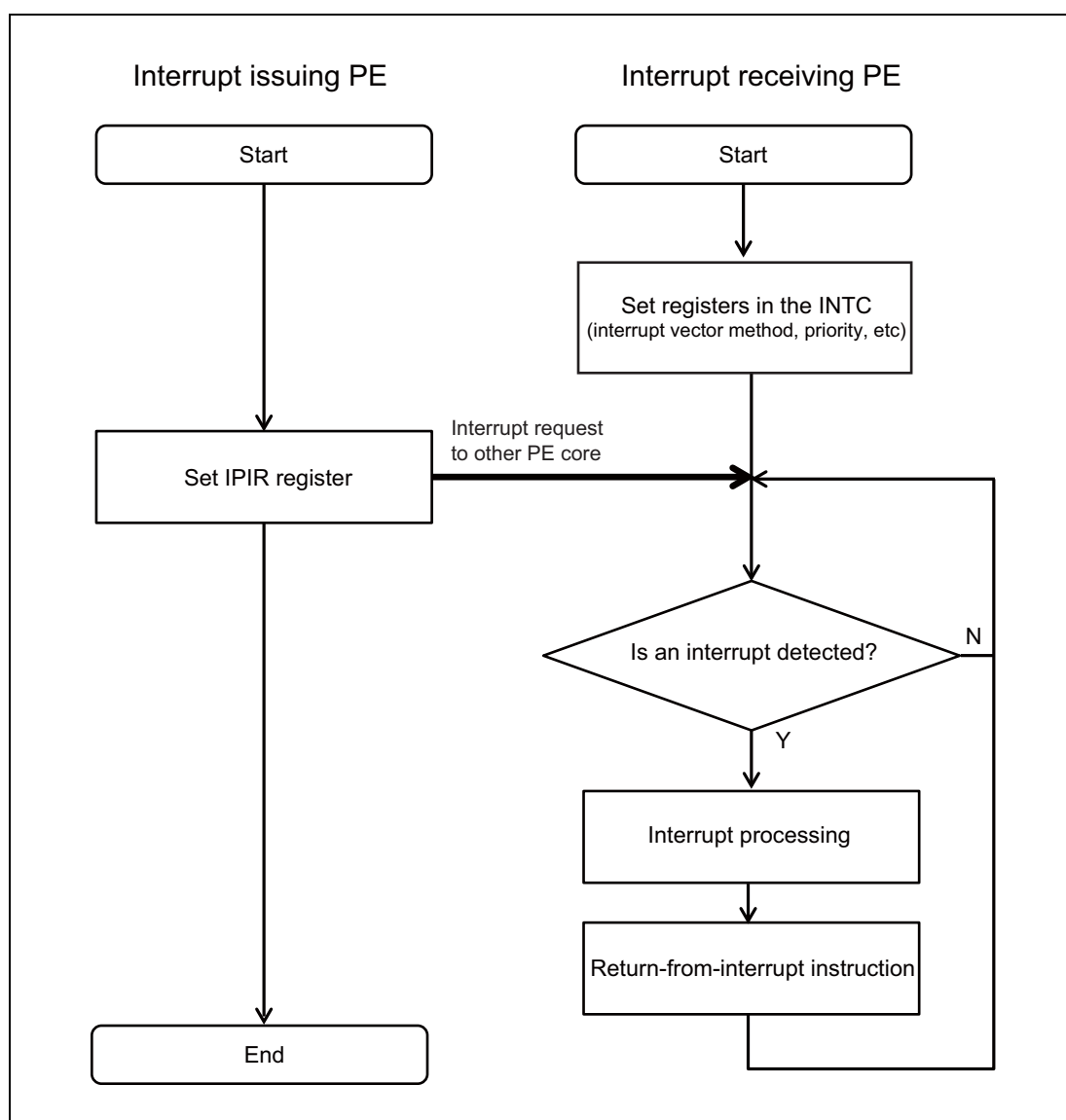


Figure 6.3 Example of Inter-Processor Interrupt Processing Flow

6.5.6.4 Software Interrupt Processing Flow

Figure 6.4 shows the flow example of software interrupt processing.

- Software interrupt requests are controlled by writing 00_H or 01_H to the counter registers (SINTR0 to SINTR3).
- Writing 00_H leads to the counter's value being decremented by 1.
- Writing 01_H leads to the counter's value being incremented by 1.
- If the incremented counter value is 1 or above, an interrupt request for the INTC is generated.
- Decrement the counter by 1 during interrupt processing in the INTC, and if SINTR_n is 00_H after issuing the instruction to return from the interrupt, wait for the writing of 01_H to SINTR_n.

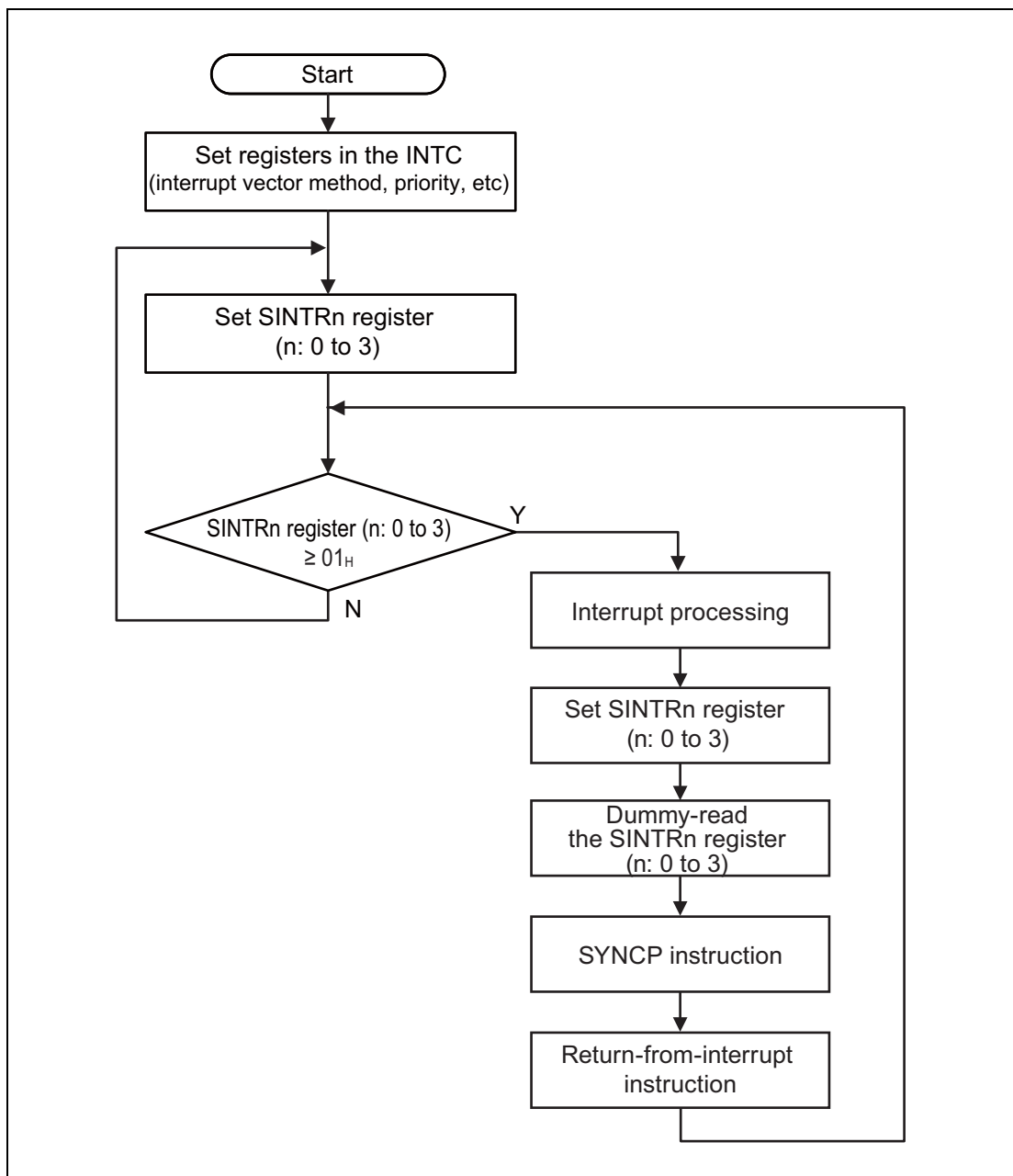


Figure 6.4 Example of Software Interrupt Processing Flow

6.5.6.5 DTS Interrupt Processing Flow

Figure 6.5 shows an example of DTS interrupt processing flow.

- When only one interrupt request is generated out of bundled 32 interrupt sources
 - The bit corresponding to the interrupt request in the PINTn register is set to 1 and an interrupt request is output.
 - On completion of other interrupt processing, write 1 to the interrupt clear register (PINTCLRn) to clear the interrupt request before issuing the return from interrupt instruction, then wait for the next one.
- When multiple interrupt sources are generated out of bundled 32 interrupt sources
 - The bit on the lower-order side is extracted out of bits with interrupt request and only the extracted bit in the PINTn register is set to 1, and an interrupt request is output.
 - On completion of other interrupt processing, write 1 to the target bit in the interrupt clear register (PINTCLRn) to clear the interrupt request, then issue the return from interrupt instruction.
 - After clearing the interrupt request bits for which interrupt processing has proceeded, in the same way as the previous time, the bit on the lower-order side of the PINTn register that corresponds to an interrupt request is extracted and an interrupt request is issued.
 - These steps are repeated until all interrupt sources bundled into 32 bits are cleared.

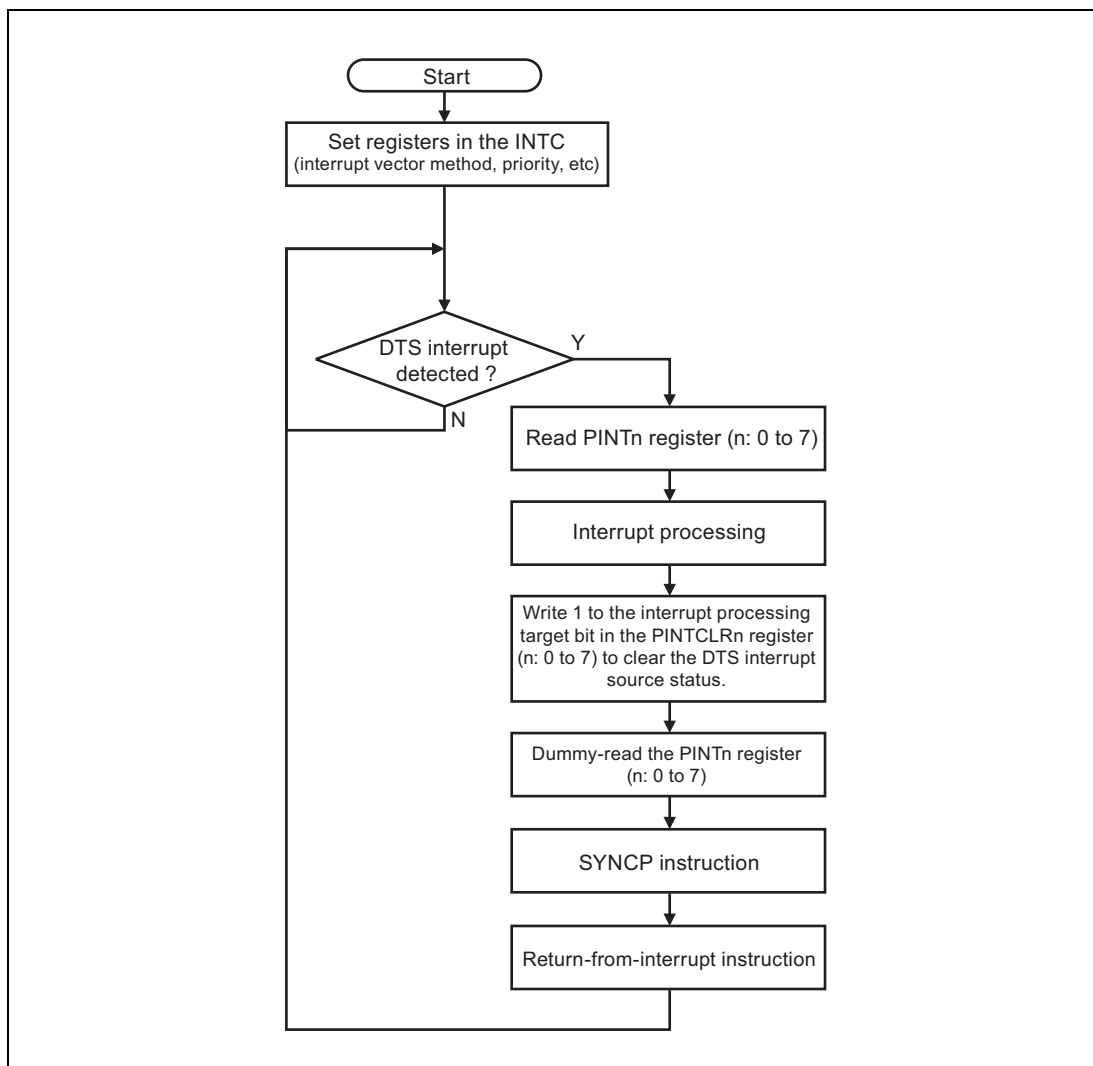


Figure 6.5 Example of DTS Interrupt Processing Flow

6.6 Interrupt Response Times

Table 6.18 Interrupt Response Times

Target	Interrupt Request Source			Number of Cycles for Processing			Total (in the case of edge detection by fixed vector method a))
	INTC Connection	Operating Clock	Synchronization	INTC2	INTC1	In CPU1/PCU	
CPU1	Directly input to INTC1	High speed/Low speed peripheral clock	0	—	$2 \times I\phi$ $<1 \times I\phi>$	Refer to the descriptions under CPU1 below	$7 \times I\phi$
		Unmodulated high speed peripheral clock	—				—
		Unmodulated low speed peripheral clock	$5 \times P\phi$ $<2 \times P\phi>$				$5 \times P\phi + 7 \times I\phi$
	Input via INTC2	High speed/Low speed peripheral clock	0	$3 \times P\phi + 1 \times I\phi$ $<2 \times P\phi + 1 \times I\phi>$	—	Refer to the descriptions under CPU1 below	$3 \times P\phi + 6 \times I\phi$
		Unmodulated high speed peripheral clock	$4 \times P\phi$ $<2 \times P\phi>$				$7 \times P\phi + 6 \times I\phi$
		Unmodulated low speed peripheral clock	$5 \times P\phi$ $<2 \times P\phi>$				$8 \times P\phi + 6 \times I\phi$
PCU	Directly input to INTC1	High speed/Low speed peripheral clock	0	—	$2 \times P\phi$ $<1 \times P\phi>$	Refer to the descriptions under PCU below	$7 \times P\phi$
		Unmodulated high speed peripheral clock	—				—
		Unmodulated low speed peripheral clock	$5 \times P\phi$ $<2 \times P\phi>$				$12 \times P\phi$
	Input via INTC2	High speed/Low speed peripheral clock	0	$4 \times P\phi$ $<3 \times P\phi>$	—	Refer to the descriptions under PCU below	$9 \times P\phi$
		Unmodulated high speed peripheral clock	$4 \times P\phi$ $<2 \times P\phi>$				$13 \times P\phi$
		Unmodulated low speed peripheral clock	$5 \times P\phi$ $<2 \times P\phi>$				$14 \times P\phi$

Note: The numbers in < > indicate the numbers of cycles in the case of level detection.
 $I\phi = \text{CLK_CPU}$
 $P\phi = 4I\phi$ at 320 MHz,
 $= 3I\phi$ at 240 MHz

Vector method	Cache HIT/MISS	In CPU1 (320 MHz)	In CPU1 (240 MHz)	Vector method	In PCU
Fixed vector method	a) ISR entry is hit	$5 \times I\phi$	$5 \times I\phi$	a) Fixed vector method	$5 \times P\phi$
	b) ISR entry is missed	$9 \times I\phi$	$9 \times I\phi$		
Vector table reference method	c) Vector code Flash assigned, ISR entry is hit	$13 \times I\phi$	$13 \times I\phi$	b) Vector table reference method Code flash assigned	$12 \times P\phi$
	d) Vector code Flash assigned, ISR entry is missed	$18 \times I\phi$	$18 \times I\phi$		

Note: $I\phi = \text{CLK_CPU}$
 $P\phi = 4I\phi$ at 320 MHz,
 $= 3I\phi$ at 240 MHz

6.7 Using Interrupt Request Signals to Initiate Data Transfer

An interrupt request signal activates the DMAC/DTS to perform data transfer.

For details, see **Section 7, DMA**.

Section 7 DMA

7.1 Overview

7.1.1 Overview

Direct memory access (DMA) is used to access data without going through the CPU.

DMA consists of two types of DMA transfer modules: DMAC and DTS. A DMAC includes registers for storing transfer information, and a DTS stores transfer information in the dedicated RAM (DTSRAM). DMA has two 8-channel DMAC modules and one 128-channel DTS module.

In this manual, DTFR denotes the function to select among hardware DMA transfer sources for a DMAC and retain the DMA transfer request, and DTSFSL denotes the function to retain a DMA transfer request for each DTS channel. The DTFR can handle 128 types of hardware DMA transfer sources, and the DTSFSL can handle 128 types of them.

The address space that can be used for DMA transfer is a 4 GB address space represented by a 32-bit address. For information about which resource is assigned to a particular area in the 4 GB address space and which area is accessible from DMA, see **Section 4, Address Space**.

7.1.2 Term Definition

Table 7.1 shows the terms used in this section.

Table 7.1 List of Term Definitions

Term	Meaning
DMA transfer	A general term for data transfer carried out by DMA.
DMA cycle	A series of actions that consist of reading an amount of data specified by the transfer size (8/16/32/64/128 bits) from the address specified by the source address and writing it to the address specified by the destination address. The first half of the DMA cycle (reading part) is called a read cycle, and the second half (writing part) is called a write cycle.
Hardware DMA transfer source	A trigger for a DMA transfer request given by an internal peripheral device.
Hardware DMA transfer request	A DMA transfer request generated by a hardware DMA transfer source.
Software DMA transfer request	A DMA transfer request generated by software writing to a register.
DMA transfer request	A trigger to start DMA transfer with a DMAC and DTS.
Transfer information (TI)	The information required for DMA transfer, including the source address, destination address, transfer data size, and transfer count. The transfer information for a DTS is specifically termed as TI.
DTSRAM	RAM used by a DTS to store the transfer information.
Single transfer	DMA transfer consisting of one DMA cycle started by one DMA transfer request.
Block transfer 1	DMA transfer consisting of a number of DMA cycles specified by the transfer count in the transfer information, started by one DMA transfer request.
Block transfer 2	DMA transfer consisting of a number of DMA cycles specified by the address reload count in the transfer information, started by one DMA transfer request.
Block transfer	A general term for both block transfer 1 and block transfer 2.
Last transfer	The DMA cycle carried out when the transfer count in the transfer information is 1.
Address reload transfer	The DMA cycle carried out when the address reload count in the transfer information is 1 if the reload function 2 is used.
Suspension	An action of pausing DMA transfer during block transfer. You can resume DMA transfer after suspension.
Resume	An action of resuming suspended DMA transfer.
Aborting transfer	An action of aborting DMA transfer in the middle. You cannot resume DMA transfer after that.

7.2 DMA Function

7.2.1 Basic Operation of DMA Transfer

7.2.1.1 Transfer Mode

DMA has three transfer modes.

Single Transfer

One DMA cycle is executed when a DMA transfer request is accepted.

Block Transfer 1

A number of DMA cycles specified in the transfer count register are executed when a DMA transfer request is accepted.

Block Transfer 2

A number of DMA cycles specified by the address reload count are executed when a DMA transfer request is accepted. If the address reload count is larger than the value in the transfer count register, a number of DMA cycles specified in the transfer count register are executed.

7.2.1.2 Executing a DMA Cycle

In a DMA cycle, dual-address transfer (two-cycle transfer) proceeds.

DMA always executes a write cycle after a read cycle is complete. For example, if the transfer data size is 128 bits, a write cycle is executed after a read cycle for the 128-bit data is finished. A write cycle never starts in the middle of a read cycle.

7.2.1.3 Updating Transfer Information

When a DMA cycle is executed, DMA updates transfer information as follows.

Source Address and Destination Address

Transfer information will be updated as described in **Table 7.2** according to the settings for the source address and destination address and the settings in the transfer control register such as the count directions of source address and destination address and transfer data size.

Table 7.2 Updating the Source Address and the Destination Address (1/2)

Direction of Count	Transfer Data Size	Address after Update
Increment	8 bit	(address before update) + 0000 0001 _H
	16 bit	(address before update) + 0000 0002 _H
	32 bit	(address before update) + 0000 0004 _H
	64 bit	(address before update) + 0000 0008 _H
	128 bit	(address before update) + 0000 0010 _H

Table 7.2 Updating the Source Address and the Destination Address (2/2)

Direction of Count	Transfer Data Size	Address after Update
Decrement	8 bit	(address before update) – 0000 0001 _H
	16 bit	(address before update) – 0000 0002 _H
	32 bit	(address before update) – 0000 0004 _H
	64 bit	(address before update) – 0000 0008 _H
	128 bit	(address before update) – 0000 0010 _H
Fixed	—	Same as the address before update.

When you use the reload function, a special update rule is applied other than the one described in **Table 7.2** for the last transfer and the address reload transfer. For details, see **Section 7.2.3, Reload Function**.

Transfer Count/Address Reload Count

The transfer count is decremented by one for every DMA cycle.

The address reload count is decremented by one for every DMA cycle when the reload function 2 or block transfer 2 is used. When the reload function 2 or block transfer 2 is not used, it is not updated.

When you use the reload function, a special update rule is applied for the last transfer and the address reload transfer. For details, see **Section 7.2.3, Reload Function**.

Other transfer information

Other transfer information is not updated during execution of a DMA cycle.

7.2.1.4 Last Transfer and Address Reload Transfer

The last transfer means a DMA cycle executed when the value in the transfer count register, which shows the remaining number of transfers, is one. The last transfer differs in operation compared to other DMA cycles as follows.

- The transfer completion flag (DCSTn.TC) is set when the last transfer is complete. (Only applicable for a DMAC)
- The channel operation enable (DCENn.DTE) bit is cleared when the last transfer is complete. (Only applicable for a DMAC. When the continuous transfer is disabled.)
- When the transfer completion interrupt output enable is set, a transfer completion interrupt is output when the last transfer is complete.
- When the reload function 1 is enabled, the reload function 1 is executed at the timing of the last transfer. For details, see **Section 7.2.3, Reload Function**.

The address reload transfer means a DMA cycle executed when the reload function 2 is enabled and the address reload count is one. The reload function 2 is executed during the address reload transfer. For details, see **Section 7.2.3, Reload Function**.

7.2.1.5 Transfer Completion Interrupt and Transfer Count Match Interrupt Outputs

DMA can output a transfer completion interrupt and a transfer count match interrupt.

Transfer Completion Interrupt Output

When the transfer completion interrupt output enable (DTCTn.TCE) is set in the transfer control register, a DMAC requests a transfer completion interrupt when the last transfer is complete.

When the transfer completion interrupt output enable (DTTCTn.TCE) is set in the transfer control register, a DTS requests a DTS transfer completion interrupt when the last transfer is complete.

Transfer Count Match Interrupt Output

When the transfer count match interrupt enable (DTCTn.CCE) is set in the transfer control register, a DMAC requests a DMAC transfer count match interrupt when the DMA cycle in which the transfer count compare register and the transfer count have the same value is complete.

When the transfer count match interrupt enable (DTTCTn.CCE) is set in the transfer control register, a DTS requests a DTS transfer count match interrupt at the completion of the DMA cycle in which the transfer count compare register and the transfer count have the same value.

Figure 7.1 shows the operation of the transfer completion interrupt and the transfer count match interrupt.

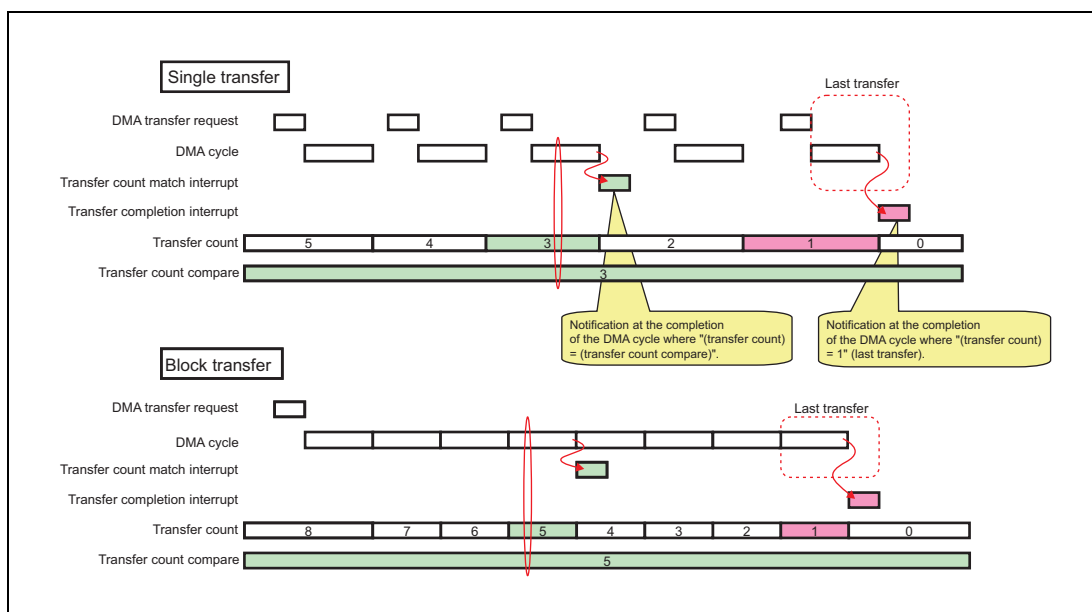


Figure 7.1 Transfer Completion Interrupt and Transfer Count Match Interrupt

7.2.1.6 Continuous Transfer

If the continuous transfer is not used, a DMAC sets the transfer completion flag (DCSTn.TC) and clears the channel operation enable (DCENn.DTE) bit when the last transfer is complete. In this case, a DMA transfer request is not accepted when the request is generated after the completion of the last transfer.

If the continuous transfer is used, the channel operation enable (DCENn.DTE) bit is not cleared when the last transfer is complete, and a DMA transfer request can be accepted even when the transfer completion flag is set. If DMA is used for a case where a specified number of DMA transfers are executed repetitively, software overhead associated with clearing the transfer completion flag and setting the channel operation enable bit after the completion of the last transfer can be reduced by using the continuous transfer.

The continuous transfer is enabled by setting the continuous transfer enable (DTCTn.MLE) in the DMAC transfer control register.

The continuous transfer is designed to work with the reload function 1. The continuous transfer function itself does not update the source address register, destination address register, and transfer count register. If, after the last transfer is complete, you want to restore the source address register, destination address register, and transfer count register to the state before the DMA transfer starts, use the reload function 1 and set the values of the source address register, destination address register, and the transfer count register before the DMA transfer starts to the reload source address register, reload destination address register, and reload transfer count register respectively.

A DTS does not have a setting corresponding to the continuous transfer enable (DTCTn.MLE) for a DMAC. This is because a DTS does not have bits like the transfer completion flag (DCSTn.TC) and the channel operation enable (DCENn.DTE) a DMAC has.

A DTS does not start DMA transfer when a DMA transfer request is generated while the transfer count is 0. (This corresponds to the case for a DMAC where the continuous transfer is not used.)

If the reload function 1 is used for a DTS and the value other than 0 is reloaded to the transfer count when the last transfer is complete, DMA transfer can start when the next DMA transfer request is accepted. (This corresponds to the case for a DMAC where the continuous transfer is used.)

Figure 7.2 shows an operation of continuous transfer by a DMAC.

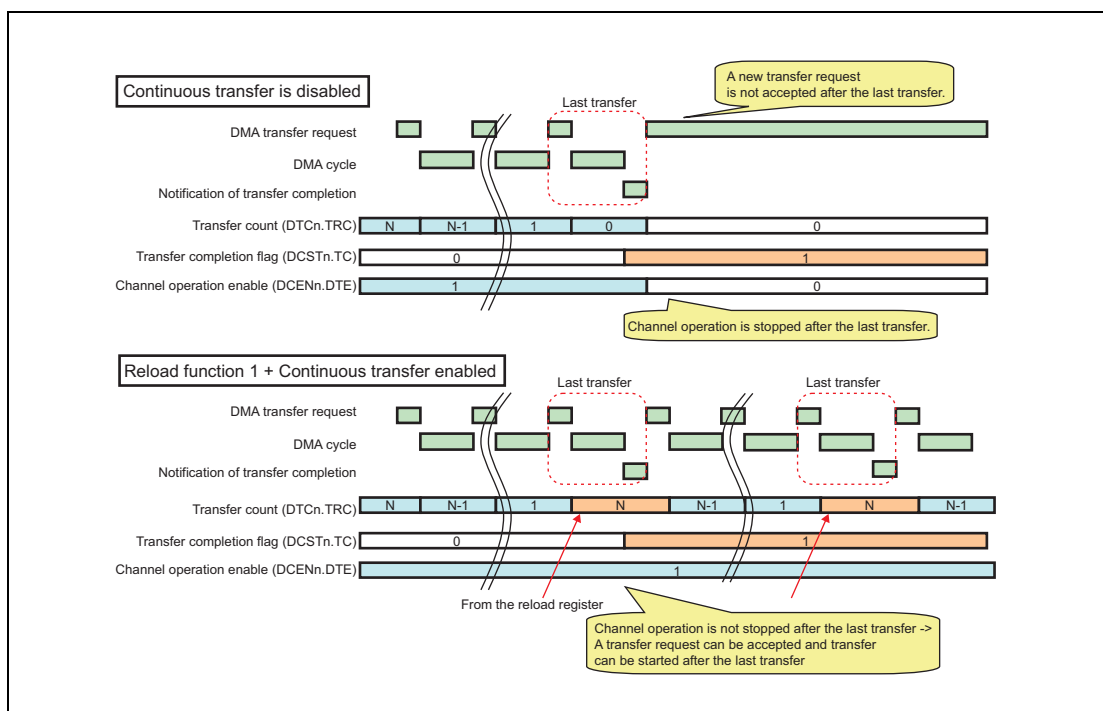


Figure 7.2 Operation of Continuous Transfer by a DMAC

7.2.2 Channel Priority Order

This subsection explains arbitration between multiple DMA channels.

7.2.2.1 DMAC Channel Arbitration

A DMAC selects one channel out of eight channels with arbitration. Arbitration is done according to the fixed priority order. The priority order is “channel 0 > channel 1 > channel 2 > channel 3 > channel 4 > channel 5 > channel 6 > channel 7” for DMAC0, and “channel 8 > channel 9 > channel 10 > channel 11 > channel 12 > channel 13 > channel 14 > channel 15” for DMAC1.

Arbitration is done for every DMA cycle. No arbitration occurs between the read and write of a DMA cycle.

If, at the timing when one DMA cycle in the middle of a block transfer of a channel is complete, there is a DMA transfer request from a channel with a higher priority than the channel, a DMA cycle of the channel with the higher priority will be executed next as the result of arbitration.

If a DMAC executes the block transfer 1 or block transfer 2, DMAC channel arbitration is done for every DMA cycle, and possibly a DMA cycle of another DMAC channel with a higher priority can cut in.

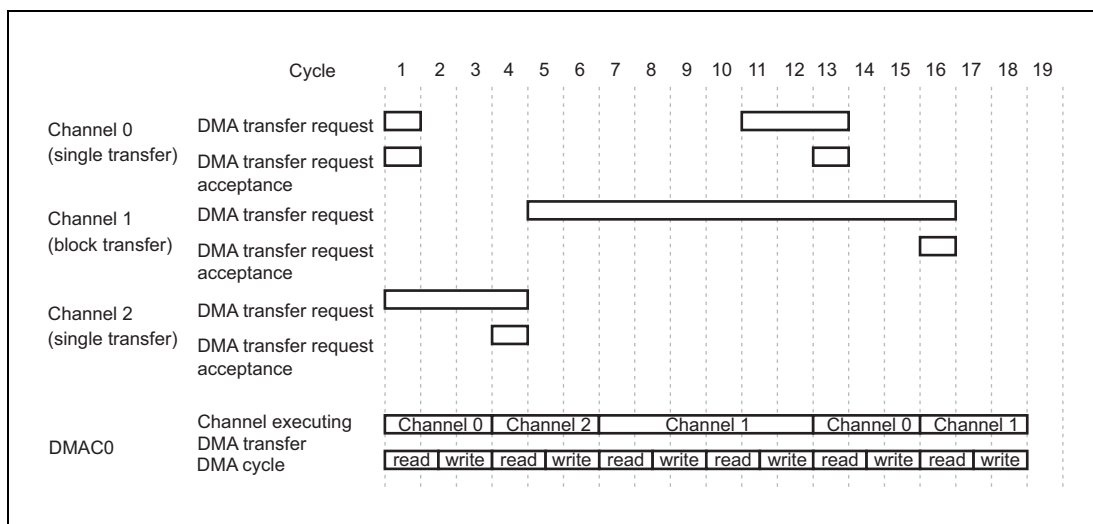


Figure 7.3 DMAC Channel Arbitration

Cycle numbers shown in **Figure 7.3** are for explanation purpose only. They do not indicate an actual number of cycles necessary for executing DMA transfer.

In **Figure 7.3**, DMA transfer requests for channels 0 and 2 are generated at Cycle 1. As a result of arbitration, a DMA cycle for channel 0 starts because its priority is higher. At Cycle 4, a DMA cycle for channel 2 starts. At Cycle 5, a DMA transfer request for channel 1 is generated. The DMA cycle for channel 2 is still ongoing and no arbitration is done at this point. At Cycle 7, a DMA cycle for channel 1 starts. Channel 1 uses block transfer. Another DMA cycle continues at Cycle 10 because there are no DMA transfer requests from other channels. At Cycle 11, a DMA transfer request for channel 0 is generated. The DMA cycle for channel 1 is still ongoing and no arbitration is done at this point. At Cycle 12, the DMA cycle for channel 1 is complete. At Cycle 13, a DMA cycle for channel 0 starts as a result of arbitration between DMA channels 0 and 1.

It should be noted that, even though a block transfer of channel 1 has been already started, a DMA cycle of not channel 1 but channel 0 is executed at Cycle 13 because the priority of the latter is higher.

At Cycle 15, the DMA cycle for channel 0 is complete. At Cycle 16, a DMA cycle for channel 1 starts again. At Cycle 18, the last DMA cycle of the block transfer of channel 1 is complete.

7.2.2.2 DTS Channel Arbitration

If there are DMA transfer requests from multiple DTS channels, the DTSFSL arbitrates those DTS channels. For each DTS channel, a priority can be selected from four levels using DTS channel priority setting registers.

If there are DMA transfer request from multiple DTS channels, the arbitration is done as follows.

1. A channel with a higher priority level in the setting of DTS channel priority setting registers has a priority.
2. If two channels have the same priority level in the setting of DTS channel priority setting registers, a channel with a lower channel number has a priority.

The DTSFSL sends the DTS a DMA transfer request for the channel selected by arbitration. The DTS executes DMA transfer when it accepts the DMA transfer request.

Unlike DMA transfer with a DMAC, DMA transfer with a DTS does not allow arbitration between DTS channels in the middle of a block transfer. That means, even if a DMA transfer request with a higher priority comes during a block transfer for a channel with a lower priority, the DMA transfer with a higher priority does not start until the current block transfer for the channel with a lower priority is complete*1.

Note 1. The timing of completion of the block transfer is when the last transfer for the block transfer 1 or the last transfer or address reload transfer for the block transfer 2 occurs.

When a DTS executes the block transfer 1 or block transfer 2, a DMA cycle of a DTS channel with a higher priority does not take over the ongoing block transfer until the last transfer.

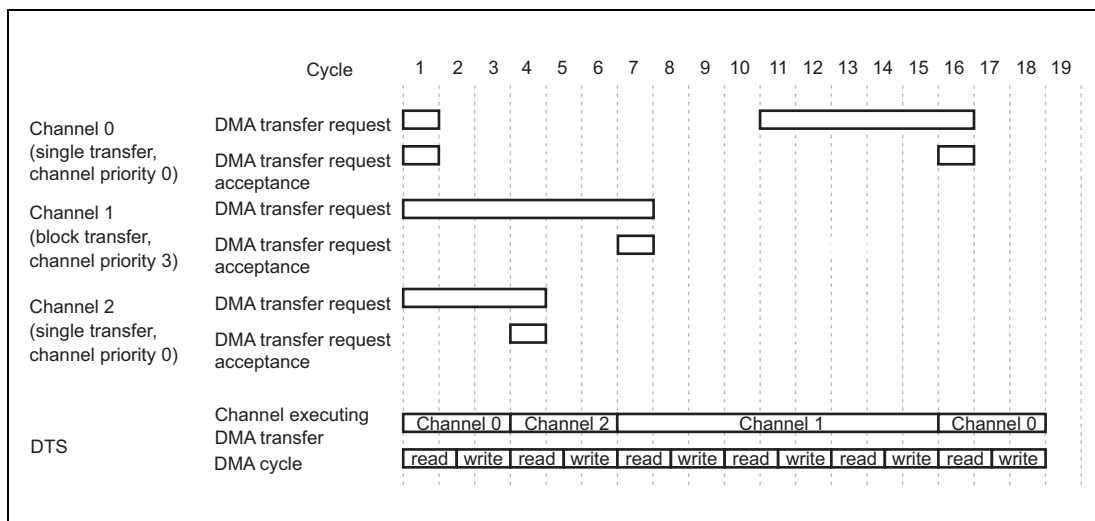


Figure 7.4 DTS Channel Arbitration

Cycle numbers shown in **Figure 7.4** are for explanation purpose only. They do not indicate an actual number of cycles necessary for executing DMA transfer.

In **Figure 7.4**, DMA transfer requests for channels 0, 1, and 2 are generated at Cycle 1. The channel priority for channels 0 and 2 is 0 and is higher than the channel priority for channel 1, which is 3. In addition, if two channels have the same priority, the channel with the smaller channel number has a higher priority. Consequently, the priority order for arbitration is “channel 0 > channel 2 > channel 1”, and a DMA cycle for channel 0 starts because its priority is the highest. At Cycle 4, as a result of arbitration between channels 1 and 2, a DMA cycle for channel 2 starts. At Cycle 7, a DMA cycle for channel 1 starts. Channel 1 uses block transfer. Another DMA cycle continues at Cycle 10 because there are no DMA transfer requests from other channels. At Cycle 11, a DMA transfer request for channel 0 is generated. The DMA cycle for channel 1 is still ongoing and no arbitration is done until the block transfer of channel 1 is complete.

At Cycle 15, the block transfer of channel 1 is complete. At Cycle 16, a DMA cycle for channel 0 starts.

7.2.2.3 Interface Arbitration

DMAC0, DMAC1, and DTS work independently and execute DMA transfer.

When DMAC0, DMAC1, and DTS requests are in contention, the interface arbitrates this in round-robin fashion.

7.2.3 Reload Function

7.2.3.1 Overview of the Reload Function

The reload function updates a portion of transfer information, more specifically, the source address, destination address, transfer count, and address reload count, to the predefined values during DMA transfer.

The reload function has two types of functions: reload function 1 and reload function 2.

7.2.3.2 Operation of Reload Function 1

When the reload function 1 is enabled, actions described in **Table 7.3** are executed at the timing of the last transfer according to the reload function 1 setting.

Table 7.3 Operation of Reload Function 1

Reload Function 1 Setting (DTCTn.RLD1M[1:0])	Register	Action at the Last Transfer
00 (Reload function 1 disabled.)	Source address	Not reloaded.
	Destination address	Not reloaded.
	Transfer count	Not reloaded.
	Address reload count	Not reloaded.
01 (Reload function 1 enabled. Reloading source address and transfer count.)	Source address	The reload source address is copied to this.
	Destination address	Not reloaded.
	Transfer count	The reload transfer count is copied to this.
	Address reload count	<ul style="list-style-type: none"> If the reload function 2 is disable: Not reloaded. If the reload function 2 is enabled: The reload address reload count is copied to this.
10 (Reload function 1 enabled. Reloading destination address and transfer count.)	Source address	Not reloaded.
	Destination address	The reload destination address is copied to this.
	Transfer count	The reload transfer count is copied to this.
	Address reload count	<ul style="list-style-type: none"> If the reload function 2 is disable: Not reloaded. If the reload function 2 is enabled: The reload address reload count is copied to this.
11 (Reload function 1 enabled. Reloading source address, destination address, and transfer count.)	Source address	The reload source address is copied to this.
	Destination address	The reload destination address is copied to this.
	Transfer count	The reload transfer count is copied to this.
	Address reload count	<ul style="list-style-type: none"> If the reload function 2 is disable: Not reloaded If the reload function 2 is enabled: The reload address reload count is copied to this.

Figure 7.5 shows an operation of the reload function 1.

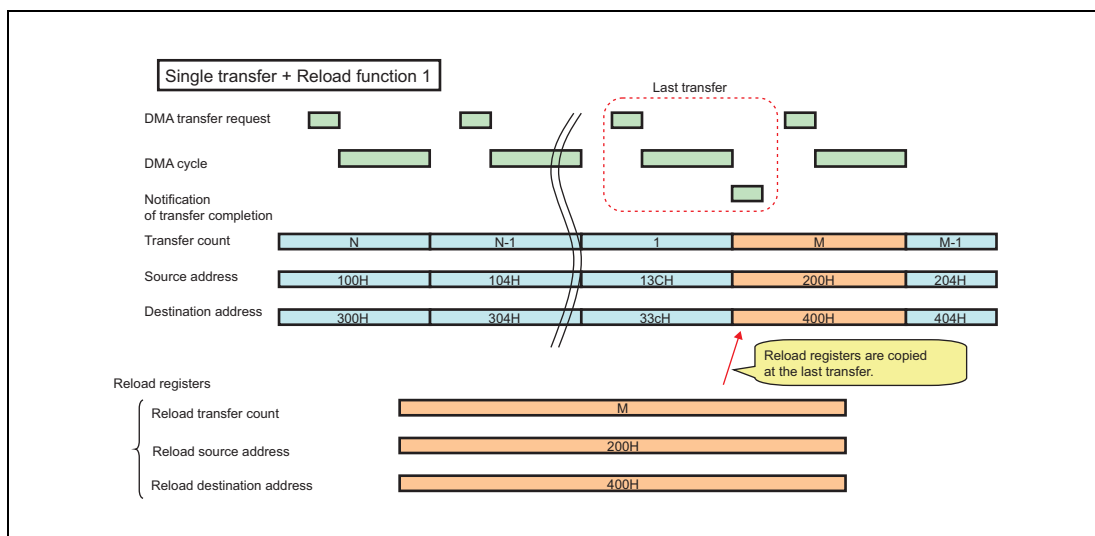


Figure 7.5 Operation of Reload Function 1

7.2.3.3 Reload Function 2

When the reload function 2 is enabled, actions described in Table 7.4 are executed at the timing of the address reload transfer according to the reload function 2 setting.

Table 7.4 Operation of Reload Function 2

Reload Function 2 Setting (DTCTn.RLD2M[1:0])	Register	Action at the Address Reload Transfer
00 (Reload function 2 disabled.)	Source address	Not reloaded.
	Destination address	Not reloaded.
	Address reload count	Not reloaded.
01 (Reload function 2 enabled. Reloading source address.)	Source address	The reload source address is copied to this.
	Destination address	Not reloaded.
	Address reload count	The reload address reload count is copied to this.
10 (Reload function 2 enabled. Reloading destination address.)	Source address	Not reloaded.
	Destination address	The reload destination address is copied to this.
	Address reload count	The reload address reload count is copied to this.
11 (Reload function 2 enabled. Reloading source address and destination address.)	Source address	The reload source address is copied to this.
	Destination address	The reload destination address is copied to this.
	Address reload count	The reload address reload count is copied to this.

Figure 7.6 shows an operation of the reload function 2.

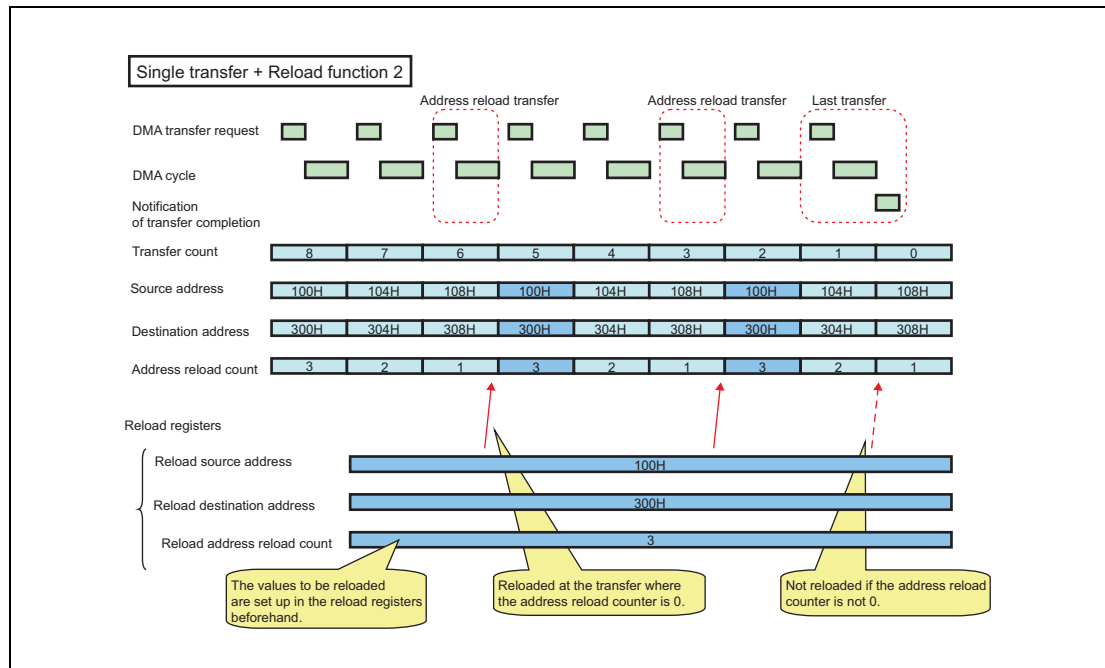


Figure 7.6 Operation of Reload Function 2

Figure 7.7 shows an operation when both the reload function 1 and the reload function 2 are used simultaneously.

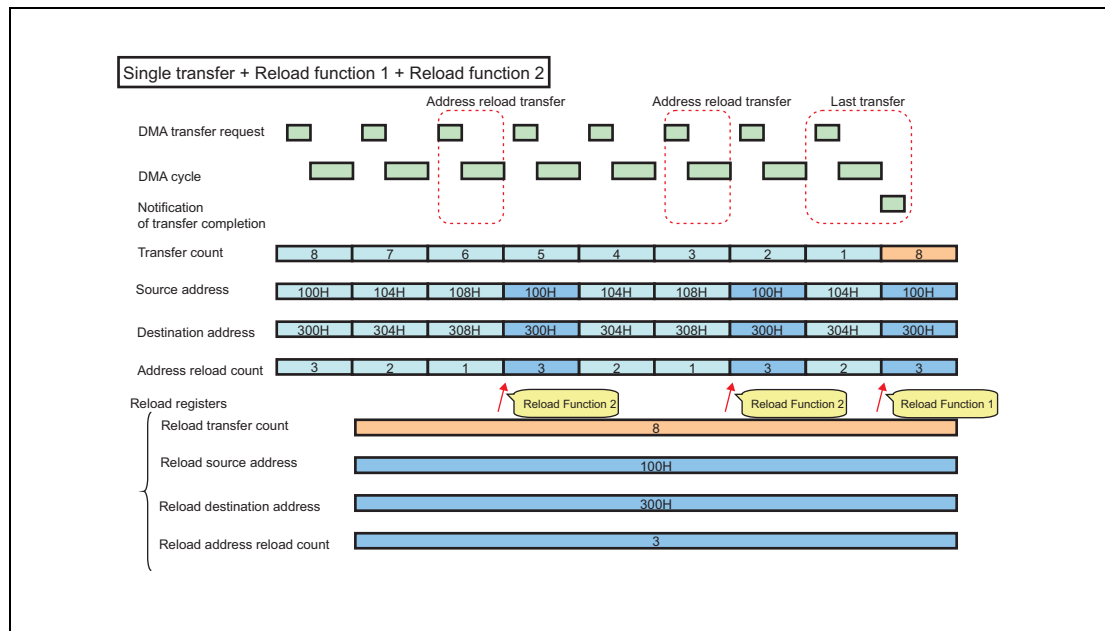


Figure 7.7 Operation when combining the reload function 1 and the reload function 2

7.2.3.4 Timing of Setting DMAC Reload Registers

You can set up the reload source address register, reload destination address register, and reload transfer count register any time (even during DMA transfer). As an exception, if you update the reload source address register, reload destination address register, and reload transfer count register during DMA transfer, there may be a conflict between reloading at the last transfer or address reload transfer and updating the reload register. In order to avoid this conflict, setting up reload registers must be completed before the last transfer or address reload transfer starts.

If you need to update the reload source address register, reload destination address register, and reload transfer count register during DMA transfer, one way to know the right timing of update is to use a DMA transfer count match interrupt. In this case, you must set up the DMA transfer count compare register (DTCCn) so that you can have enough margin for the time necessary to update the reload registers.

7.2.3.5 Timing of Setting DTS Reload Registers

It should be noted that the right timing of setting up the reload source address information, reload destination address information, and reload transfer count information differs depending on the transfer mode.

In the single transfer mode, the TI fetched at the beginning of the last transfer or address reload transfer is used for reload at the completion of the DMA cycle. Therefore, if you use the reload function for single transfer, the reload source address information, reload destination address information, and reload transfer count information in the TI must be set up before the beginning of the last transfer or address reload transfer.

During block transfer, TI is fetched only at the beginning of DMA transfer. The TI fetched at the beginning of the DMA transfer is used for reload at the last transfer or address reload transfer. Therefore, if you use the reload function for block transfer, the reload source address information, reload destination address information, and reload transfer count information in the TI must be set up before the beginning of the DMA transfer. If you update the reload source address information, reload destination address information, and reload transfer count information in the TI in the middle of a block transfer, those new settings will not be used for reload at the completion of the block transfer.

7.2.4 Chain Function

7.2.4.1 Overview

DMA offers a function called chain function. If you use the chain function, the completion of the DMA cycle or last transfer for one channel can trigger a DMA transfer request for another channel. A DMA transfer request for another channel initiated by the chain function is called a chain request.

You can select the condition for generating a chain request from the following two options.

- Always chain: A chain request is generated at the completion of every DMA cycle.
- Chain at the last transfer: A chain request is generated at the completion of the last transfer.

Figure 7.8 shows an operation of the case “always chain”.

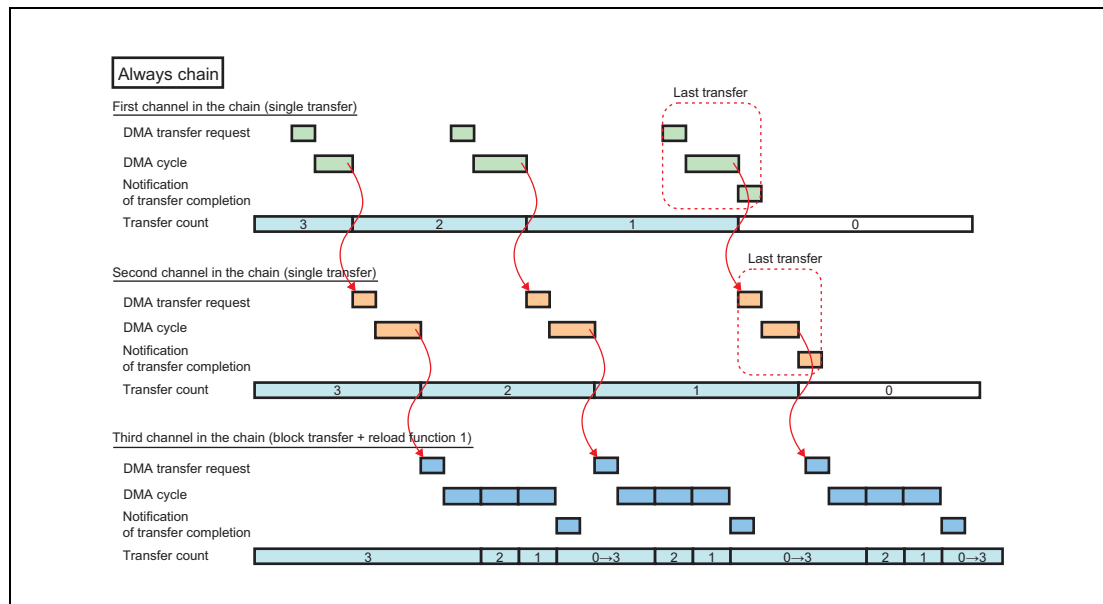


Figure 7.8 Operation of the Case “Always Chain”

Figure 7.9 shows an operation of the case “chain at the last transfer”.

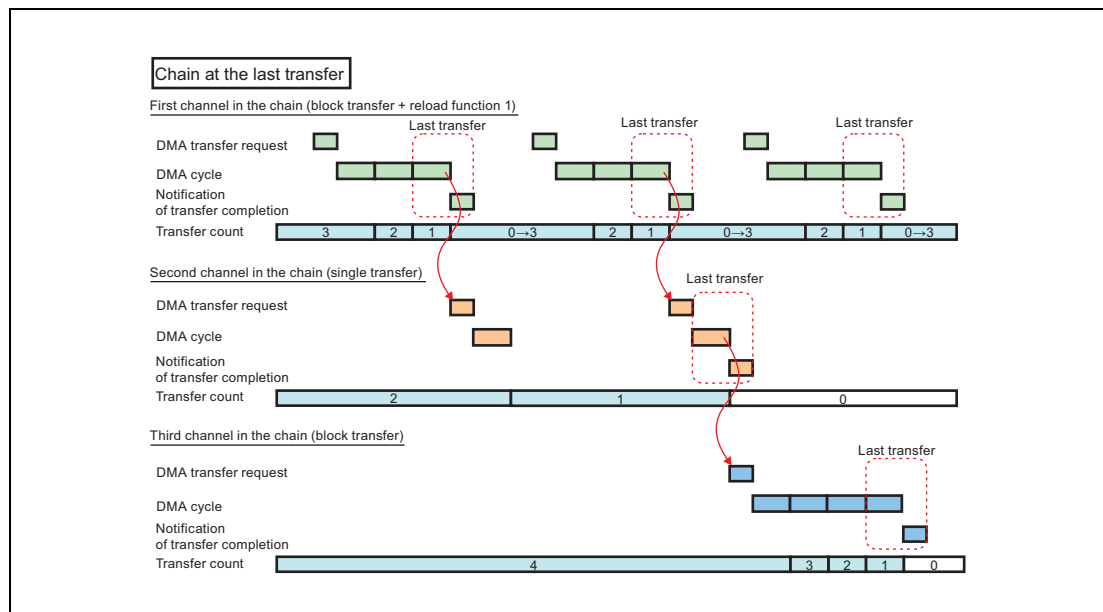


Figure 7.9 Operation of the Case “Chain at the Last Transfer”.

7.2.4.2 Setting Up the Chain Function

For a DMAC, you need to write to the chain enable (DTCTn.CHNE) and the next channel in the chain selection (DTCTn.CHNSEL) in the DMAC transfer control register in order to set up the type of chain function and the next channel number in the chain.

For a DTS, you need to write to the chain enable (DTTCTnnn.CHNE) and the next channel in the chain selection (DTTCTnnn.CHNSEL) in the DTS transfer control register in order to set up the type of chain function and the next channel number in the chain.

7.2.4.3 Caution for Using the Chain Function

The chain function sets the software DMA transfer request flag of the next channel in the chain as a part of its function. Therefore, you need to set up the channel settings of the next channel in the chain in the same way as when the software DMA transfer request is used. If you specify a channel using the hardware DMA transfer request for the next channel in the chain, the chain function does not work.

A channel and its next channel in the chain must belong to the same module (DMAC0, DMAC1, and DTS). You cannot specify a channel in another module for its next channel in the chain.

7.2.5 DMAC Operation

7.2.5.1 Types of DMA Transfer Requests and Assigning DMA Transfer Requests

A DMAC starts DMA transfer by accepting a hardware DMA transfer request or software DMA transfer request. The DMA transfer request selection assignment (DRS) bit in the DMAC transfer control register (DTCTn) determines whether a hardware DMA transfer request or a software DMA transfer request is used.

In the case of a hardware DMA transfer request for a DMAC, one out of 128 hardware DMA transfer sources is selected and assigned for each channel of the DMAC in the DTFR. This assignment is configured in the DTFR setting registers.

7.2.5.2 Generating and Accepting a Software DMA Transfer Request

By setting the software DMA transfer request flag (SR) in the DMAC transfer status register (DCSTn) using the DMAC transfer status set register (DCSTS_n), a software DMA transfer request can be generated.

The software DMA transfer request flag is automatically cleared when the DMAC processes the DMA transfer request. The timing when the software DMA transfer request flag is automatically cleared differs depending on the transfer mode of the DMA transfer to be executed.

- In the single transfer mode, the software DMA transfer request flag is cleared whenever the software DMA transfer request is accepted.
- In the block transfer 1 mode, the software DMA transfer request flag is cleared when the last transfer starts.
- In the block transfer 2 mode, the software DMA transfer request flag is cleared when the last transfer or address reload transfer starts.

The software DMA transfer request flag can also be cleared by software using the DMAC transfer status clear register (DTSTC_n). When you abort a DMA transfer of a DMAC channel, you must clear the software DMA transfer request flag.

7.2.6 DTS Operation

7.2.6.1 Types of DMA Transfer Requests and Assigning DMA Transfer Requests

A DTS starts DMA transfer by accepting a hardware DMA transfer request or software DMA transfer request. A transfer request for a DTS is retained in the transfer request pending bit of the DTSFSL for each channel.

As for the DTSFSL, both a hardware DMA transfer request and a software DMA transfer request are retained in the same transfer request pending bit. When executing DMA transfer, a DTS does not care whether a DMA transfer request is a hardware DMA transfer request or software DMA transfer request.

In the case of a hardware DMA transfer request for a DTS, each of 128 hardware DMA transfer sources is assigned to one of 128 channels in the DTSFSL in the fixed manner. You cannot change this assignment by, for example, register settings.

7.2.6.2 Generating and Accepting a DMA Transfer Request

When the DTSFSL detects a hardware DMA transfer source input, the DTSFSL sets the transfer request pending bit and retains the hardware DMA transfer source as a DMA transfer request. If the transfer request pending bit is set and the transfer request enable bit (DTFSLn.nn.REQEN) in the DTSFSL operation setting register is set, the DTSFSL notifies the DTS of the DMA transfer request.

Software can also generate a DMA transfer request by setting the transfer request pending bit (DTFSTn.nn.DRQ) using the DTSFSL transfer request set register (DTFSSn.nn).

The DTSFSL can retain only one DMA transfer request per channel. If, while the transfer request pending bit for a channel is set, a new hardware DMA transfer source input for the same channel comes, the new hardware DMA transfer source input is ignored.

When the DTS accepts a DMA transfer request, it notifies of the acceptance of the DMA transfer request.

The transfer request pending bit is automatically cleared when the DTS accepts the DMA transfer request. The DTSFSL clears the transfer request pending bit automatically when the DTS accepts the DMA transfer request regardless of the type of the DMA transfer to be executed by the DTS.

The transfer request pending bit can also be cleared using the DTSFSL transfer request clear register (DTFSCn.nn). If the transfer request pending bit of a channel is cleared before the DTS accepts the DMA transfer request, DMA transfer of the channel is not executed.

7.2.6.3 Executing DMA Transfer

When the DTS accepts a DMA transfer request for a channel, the DTS executes DMA transfer of the channel. If there are DMA transfer requests from multiple channels, the DTSFSL arbitrates the DTS channels and picks up one channel for a DMA transfer request.

While the DTS is executing DMA transfer, the DTS transfer status (DTSSTS.DTSACT) bit in the DTS status register is set. In addition, the channel number of the currently ongoing DMA transfer is set in the DTS transfer channel (DTSSTS.DTSACH).

When the DMA transfer is complete or aborted because of DMA transfer error or writing to registers and no channel is currently executing DMA transfer, the DTS transfer status (DTSSTS.DTSACT) bit is cleared.

7.2.6.4 DTSRAM Access

A DTS accesses the DTSRAM when DMA transfer starts and finishes.

A DTS's action of reading transfer information from the DTSRAM when DMA transfer starts is called TI fetch.

A DTS's action of updating the transfer information on the DTSRAM when DMA transfer finishes is called TI write back.

A single transfer performs a TI fetch at the beginning of a DMA cycle and a TI write back at the end of a DMA cycle.

A block transfer performs a TI fetch at the beginning of the first DMA cycle and a TI write back at the end of the DMA cycle that satisfies the block transfer completion condition (the last transfer or address reload transfer).

Therefore, in the case of single transfer, the transfer information on the DTSRAM is updated for each DMA cycle. In the case of block transfer, the transfer information on the DTSRAM is updated after the completion of the block transfer. If software reads the transfer information on the DTSRAM during execution of a block transfer, the transfer information at the beginning of the block transfer is read.

7.3 Suspending, Resuming, and Aborting DMA Transfer and Clearing the DMA Transfer Request

7.3.1 Suspending and Resuming DMA Transfer by Software Control

The DMA control register (DMACTL) is used to suspend DMA transfer for all channels.

When the DMA suspension bit in the DMA control register (DMACTL.DMASPD) is set, DMA puts all channels into the suspended state. If all channels are in the suspended state and the DMA suspension bit is cleared, DMA restores all channels from the suspended state to the normal state and resumes the DMA transfer of the suspended channel.

When all channels are put into the suspended state, DMA transfer is suspended for all channels without changing the value of the DCENn.DTE bit of each DMAC channel and the DTSCTL1.DTSUST bit of the DTS.

CAUTION

To suspend or resume currently ongoing DMA transfer by the DTS, the DMA transfer request enable bit (DTFSLnnn.REQEN) must be switched to disable and enable arbitration for the given channel. For details, refer to the notes in Section 7.3.3, Suspending, Resuming, and Aborting Transfer by the DTS.

7.3.2 Suspending, Resuming, and Aborting Transfer by a DMAC Channel

You can suspend DMA transfer by a DMAC channel by clearing the channel operation enable bit in the DMAC channel operation enable setting register (DCENn.DTE) or setting the DMA suspension bit in the DMA control register (DMACTL.DMASPD). If a DMA cycle is ongoing, DMA transfer is suspended after the currently ongoing DMA cycle is finished. If you set the DCENn.DTE bit again or clear the DMACTL.DMASPD bit while DMA transfer is suspended, the suspended DMA transfer by the DMAC channel is resumed.

If you want to abort currently ongoing DMA transfer by a DMAC channel, clear the channel operation enable bit in the DMAC channel operation enable setting register (DCENn.DTE), and then clear the hardware DMA transfer request in the DTFR in the case of a hardware DMA transfer request, and clear the software DMA transfer request flag (DCSTn.SR) by using the DMAC transfer request flag clear bit in the DMAC transfer status clear register (DCSTCn.SRC) in the case of a software DMA transfer request.

While the continuous transfer enable bit (DTCTn.MLE) is set, the channel operation enable bit (DCENn.DTE) remains set. Even if the channel operation enable bit (DCENn.DTE) is cleared by software during the DMA cycle of the last transfer, the function of the continuous transfer enable bit (DTCTn.MLE) is given priority and the channel operation enable bit (DCENn.DTE) is set again after the completion of the last transfer.

If you want to suspend the DMAC channel while continuous transfer is in use, clear the continuous transfer enable bit (DTCTn.MLE) of the DMAC transfer control register, and then clear the channel operation enable bit (DCENn.DTE) of the DMAC channel operation enable setting register to suspend the DMA transfer. When and only when this operation is performed, writing to the DMAC transfer control register (DTCTn) is allowed while channel operation is enabled (DCENn.DTE = 1).

Figure 7.10 shows an example of suspending, resuming, and aborting transfer by a DMAC channel.

In **Figure 7.10**, both channels 0 and 1 are executing block transfer. At time tick 1, DMA transfer of channel 1 starts. At time tick 2, a DMA transfer request for channel 0 is accepted. As a result of DMAC channel arbitration, DMA transfer of channel 0 starts because channel 0 has a higher priority than channel 1. At time tick 3, the last transfer of channel 0 is complete, and the remaining DMA transfer in the block transfer of channel 1 starts. At time tick 4, the last transfer of channel 1 is complete. After time tick 5, DMA transfer of channel 0 and DMA transfer of channel 1 are executed similarly. At time tick 7, the DMA transfer of channel 0 is suspended and, as a result of DMAC channel arbitration, the DMA transfer of channel 1 starts. At time tick 8, the last transfer of channel 1 is complete, and then, at time tick 9, the DMA transfer of channel 0 resumes. At time tick 10, the last transfer of channel 0 is suspended again, and then, at time tick 11, the DMA transfer of channel 0 is aborted. At time tick 12, the suspended state for channel 0 is cleared, but DMA transfer is not executed because the DMA transfer is aborted at time tick 11.

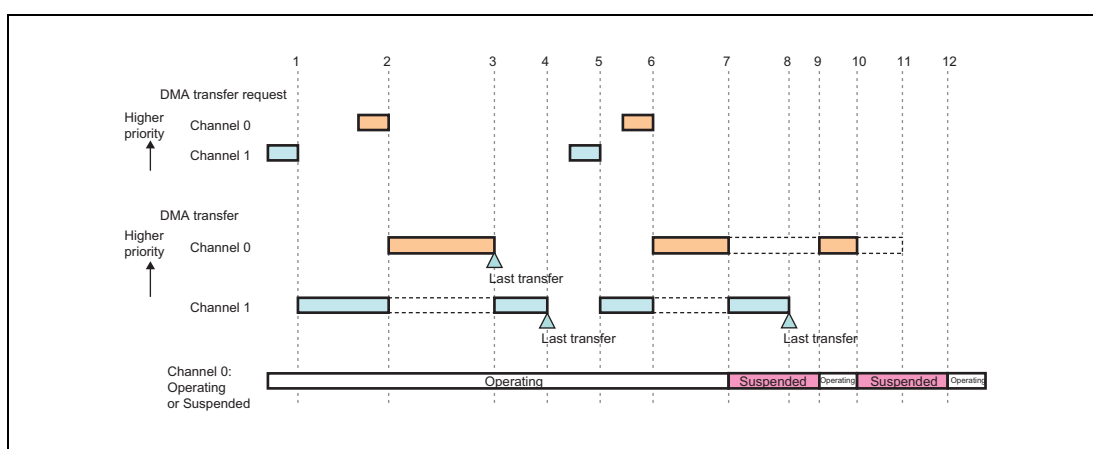


Figure 7.10 Example of Suspending, Resuming, and Aborting Transfer by a DMAC Channel

7.3.3 Suspending, Resuming, and Aborting Transfer by the DTS

You can suspend currently ongoing DMA transfer by the DTS by setting the DTS suspend bit in the DTS control register 1 (DTSCCTL1.DTSUST) or the DMA suspend bit in the DMA control register (DMACTL.DMASPD).^{*1} If a DMA cycle is ongoing, DMA transfer is suspended at the time when the DMA cycle is finished. If the ongoing DMA cycle is a single transfer or a transfer that completes a block transfer (the last transfer or address reload transfer), DMA transfer is suspended after a TI write back after the completion of the DMA cycle.

If the ongoing DMA cycle is a type other than the above, the DMA transfer is suspended after the completion of the DMA cycle without a TI write back. To resume DMA transfer while it is suspended, clear the DTS suspend bit in the DTS control register 1 or the DMA suspend bit in the DMA control register.^{*1}

Note 1. Before suspending or resuming currently ongoing DMA transfer by the DTS, the DMA transfer request enable bit (DTFSLnnn.REQEN) must be switched to disable and enable arbitration for the given channel. To suspend or resume DMA transfer, follow the procedure below.

(a) Procedure for suspending the DTS

1. Clear the DMA transfer request enable bit (DTFSLnnn.REQEN) for all DTS channels for which the DMA transfer request enable bit (DTFSLnnn.REQEN) has been set.
2. Set the DTSCCTL1.DTSUST or DMACTL.DMASPD bit.

(b) Procedure for resuming the DTS

1. Set the DMA transfer request enable bit (DTFSL_{nnn}.REQEN) for DTS channels, which was cleared in step 1 of (a).
2. Clear the DTSCTL1.DTSUST or DMACTL.DMASPD bit that was set in step 2 of (a).

If you want to abort currently ongoing DMA transfer by the DTS, suspend the DTS by using the DTS suspend bit in the DTS control register 1 (DTSCTL1.DTSUST), and then set the DTS transfer abort request bit in the DTS control register 2 (DTSCTL2.DTSTIT) to abort currently suspended DMA transfer. If transfer is aborted, no TI write back is executed. In addition, aborting DMA transfer does not change the value of the DTS suspend bit (DTSCTL1.DTSUST). If you want the DTS to accept another DMA transfer request after the abort, set the DMA transfer request enable bit (DTFSL_{nnn}.REQEN) for DTS channels, and then clear the DTS suspend bit.

Figure 7.11 shows an example of suspending, resuming, and aborting transfer by the DTS.

In Figure 7.11, channels 0, 1, and 2 are executing block transfer. At time tick 1, a DMA transfer request for channel 1 is accepted and DMA transfer starts. At time tick 2, DMA transfer requests for channels 0 and 2 are generated. At time tick 3, the last transfer of channel 1 is complete, and as a result of DTS channel arbitration, a DMA transfer request for channel 0 is accepted, and DMA transfer of channel 0 starts because channel 0 has a higher priority than channel 2. At time tick 4, the last transfer of channel 0 is complete, and DMA transfer of channel 2 starts. At time tick 5, the DTS is put into the suspended state, and the DMA transfer of channel 2 is suspended. At time tick 6, DMA transfer requests for channels 0 and 1 are generated. At time tick 7, the suspended state for the DTS is cleared, and the DMA transfer of channel 2, which has been suspended in the middle of a block transfer, is resumed. If DMA transfer is suspended in the middle of a block transfer, no DTS channel arbitration is done when it is resumed. At time tick 8, the last transfer of channel 2 is complete, and as a result of DTS channel arbitration, a DMA transfer request for channel 0 is accepted and the DMA transfer starts because channel 0 has a higher priority than channel 2. At time tick 9, the DTS is put into the suspended state, and at time tick 10, the suspended DMA transfer of channel is aborted. When the suspended state of the DTS 0 is cleared at time tick 11, DMA transfer of channel 1 starts because there is no currently ongoing DMA transfer and channel 1 is the only channel with a DMA transfer request.

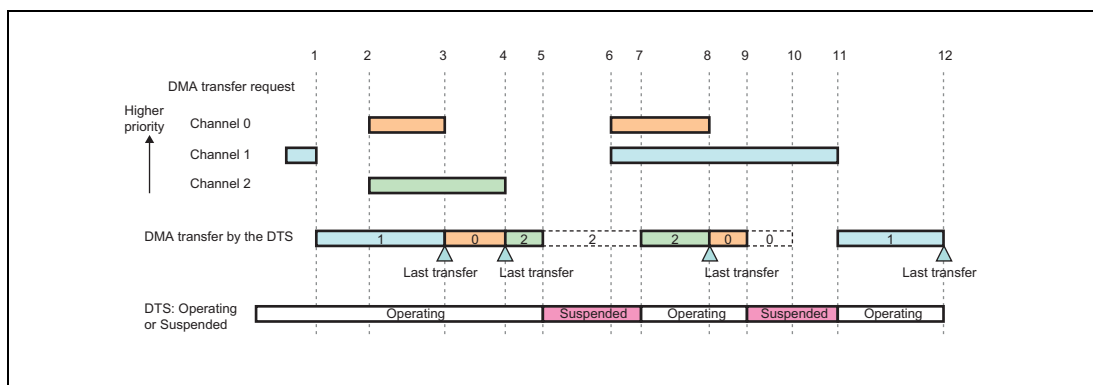


Figure 7.11 Example of Suspending, Resuming, and Aborting Transfer by the DTS

7.3.4 Masking and Clearing a Hardware DMA Transfer Request by the DTFR

If a DMAC uses a hardware DMA transfer request, you can temporarily disable (mask) the hardware DMA transfer request output from the DTFR to the DMAC by clearing the hardware DMA transfer source selection enable bit (DTFRn.REQEN) in the DTFR setting register.

Also, if a hardware DMA transfer source is used, you can clear a hardware DMA transfer request retained in the DTFR by using the hardware DMA transfer request clear (DTFRn.DRQC) bit in the DTFR transfer request clear register.

Even if you suspend or abort DMA transfer of a DMAC channel, the hardware DMA transfer request selection/hold circuit of the DTFR is still running, and consequently, the DTFR may retain a hardware DMA transfer request that came to the DTFR during the suspension or transfer abort period of the DMAC channel. When you resume or start DMA transfer of a DMAC channel, clear the hardware DMA transfer request retained in the DTFR as required.

When a DMAC is used with hardware transfer request and block transfer 1 or 2, if the hardware transfer source selection enable bit is disabled (DTFRn.REQEN = 0), the ongoing block transfer is aborted.

7.3.5 Masking and Clearing a Hardware DMA Transfer Request by the DTSFSL

As for a DTS, you can temporarily disable (mask) a DMA transfer request from a channel to the DTS by clearing the transfer request enable bit (DTSFSLnnn.REQEN) in the DTSFSL operation setting register. (The masking is actually done by excluding the channel from the candidates in DTS channel arbitration in the DTSFSL.)

Also, you can clear a DMA transfer request retained in the DTSFSL by using the transfer request clear (DTSFSLnnn.DRQC) bit in the DTSFSL transfer request clear register.

Regardless of the state of the DTS and the transfer request enable bit (DTSFSLnnn.REQEN) of the DTSFSL, the DTSFSL always monitors the hardware transfer source input, and a DMA transfer request for a channel is set when a hardware transfer source for the channel is input to the DTSFSL. When you resume or start DTS transfer, clear the hardware DMA transfer request retained in the DTSFSL as required.

7.3.6 List of Functions for Suspending, Resuming, and Aborting Transfer

Table 7.5 List of Functions for Suspending, Resuming, and Aborting Transfer

Function	How to execute the function	Operation	Possibility of aborting DMA transfer	Master that can execute the function (See Section 7.5, Reliability Function.)
DMA suspension and resume by software control	Setting and clearing the DMACTL.DMASPD.*2	All channels are in the suspended state.	Not possible*1	Special master
Suspension and resume of a DMAC channel	Clearing and setting the DCENn.DTE in each channel register.*3	DMA transfer of a channel is suspended.	Possible (by clearing the DMA transfer request flag during suspension)	Special master, and general master assigned to the channel.
Suspension and resume of a DTS	Setting and clearing the DTSCCTL1.DTSUST.*2	DMA transfer of a DTS is suspended.	Possible (by setting the DTSCCTL2.DTSTIT during suspension)	Special master

Note 1. In order to abort DMA transfer, you need to either abort transfer for the DMAC channel or abort transfer for the DTS.

Note 2. To suspend or resume currently ongoing DMA transfer by the DTS, the DMA transfer request enable bit (DTFSLnnn.REQEN) must be switched to disable and enable arbitration for the given channel. For details, refer to the notes in **Section 7.3.3, Suspending, Resuming, and Aborting Transfer by the DTS.**

Note 3. While continuous transfer is in use, set and clear the continuous transfer enable bit (DTCTn.MLE) first.

7.4 Error Control

7.4.1 Type of Error

DMA can generate the following two types of errors.

- DMA Transfer Error

This error is generated when error is detected in the read cycle or write cycle in a DMA cycle.

This error can be generated in all DMAC and DTS channels during execution of DMA transfer.

- DTSRAM Error

This error is generated when ECC error is detected in the DTSRAM read access by a DTS.

This error can be generated in the TI fetch during execution of DMA transfer for a DTS or while software is accessing the DTS channel registers.

7.4.2 DMA Transfer Error

A DMA transfer error leads to the generation of a DMA transfer error interrupt (DMAERR).

A DMA transfer error is detected independently for the DMAC channels and the DTS, but the DMA transfer error interrupt (DMAERR) is common to the DMAC and the DTS.

7.4.2.1 Operation of a DMAC When DMA Transfer Error Occurs

When DMA transfer error occurs in a DMAC, the transfer error flag (DCSTn.ER) in the DMAC transfer status register of the channel with the DMA transfer error. The DMAC error register (DMACER) shows the transfer error flags of all 16 DMAC channels.

While the transfer error flag of a channel is set, a new DMA cycle is not executed if the transfer error case DMA transfer disable setting (DTCTn.ESE) bit is set. On the other hand, a DMA cycle is executed regardless of the value of the transfer error flag if the transfer error case DMA transfer disable setting (DTCTn.ESE) bit is cleared.

If you want to abort the DMA transfer of a channel with DMA transfer error, follow the procedure to abort DMA transfer of the DMAC channel.

If DMA transfer error occurs during the read cycle of a DMA cycle, the write cycle is not executed. If DMA transfer error occurs during the write cycle of a DMA cycle, the validity of the write is not guaranteed.

Regardless of whether DMA transfer error occurs in the read cycle or write cycle of a DMA cycle, the source address, destination address, transfer count, and address reload count registers are updated.

7.4.2.2 Operation of a DTS When DMA Transfer Error Occurs

When DMA transfer error occurs in a DTS, the DTS error flag (DTSER1.DTSER) in the DTS error register is set, and the DTS channel number with the DMA transfer error is stored in the DTS error channel (DTSER1.DTSERCH) in the same register.

If DMA transfer error occurs in a single transfer, a TI write back is executed to finish the DMA cycle.

If DMA transfer error occurs in the middle of a block transfer and the transfer error case DMA transfer abort setting (DTTCTnnn.ESE) is set, the remaining DMA cycles in the block transfer are not executed, but a TI write back is executed to finish the DMA cycle. At the same time, the DTS transfer status (DTSSTS.DTSACT) bit in the DTS status register is cleared. If DMA transfer error occurs in the middle of a block transfer and the transfer error case DMA transfer abort setting (DTTCTnnn.ESE) is cleared, the block transfer continues regardless of the DMA transfer error.

If DMA transfer error occurs during the read cycle of a DMA cycle, the write cycle is not executed. If DMA transfer error occurs during the write cycle of a DMA cycle, the validity of the write is not guaranteed.

Regardless of whether DMA transfer error occurs in the read cycle or write cycle of a DMA cycle, the source address, destination address, transfer count, and address reload count registers are updated, and the TI is updated by a TI write back.

If the DTS error flag in the DTS error register is set, a TI fetch is executed when the DTS accepts a DMA transfer request for the channel with the same channel number as the one stored in the DTS error channel. If, as a result of the TI fetch, the transfer error case DMA transfer abort setting (DTTCTnnn.ESE) is found to be set, a DMA cycle and a TI write back are not executed. If the transfer error case DMA transfer abort setting (DTTCTnnn.ESE) is cleared, DMA transfer is executed.

If the DTS error flag in the DTS error register is set, DMA transfer is executed when the DTS accepts a DMA transfer request for a channel with a channel number other than the one stored in the DTS error channel.

7.4.3 DTSRAM Error

There are two types of DTSRAM errors detected in the DTSRAM read access: 1-bit ECC error and 2-bit ECC error.

If a 1-bit ECC error is detected during a TI fetch, error corrected data is used, and DMA transfer continues. If a 1-bit ECC error is detected during DTS channel register access from software, error corrected data is returned as read data. In either case, the DTSRAM 1-bit error flag (DTSER2.RAMSED) in the DTS error register 2 is set, and the address of the error location in the DTSRAM is stored to the DTSRAM 1-bit error address (DTSER2.RAMSEDAD).

In addition, the error is notified to the ECM.

If a 2-bit ECC error is detected during a TI fetch, handling of the DMA transfer request is terminated without executing a DMA cycle and TI write back. If a 2-bit ECC error is detected during DTS channel register access from software, peripheral bus error is notified. In either case, the DTSRAM 2 bit error flag (DTSER2.RAMDED) in the DTS error register 2 is set, and the address of the error location in the DTSRAM is stored to the DTSRAM 2 bit error address (DTSER2.RAMDEDAD). In addition, the error is notified to the ECM.

7.5 Reliability Function

7.5.1 Overview

In this product, DMA is a resource used by multiple masters (CPU1 or PCU). In order for DMA to support multi-core configuration, the following reliability functions are offered.

- Register access protection function
- Master information inherit function

7.5.2 Register Access Protection Function

This product is designed to assign each DMA channel to CPU1 or PCU.

The register access protection function allows access to the transfer information of each DMA channel from the master (CPU1 or PCU) assigned to the channel but prohibits access from other masters.

The register access protection function enables you, for example, to prevent the settings of the channel from being read or updated by masters other than the one assigned to the channel.

7.5.2.1 Identifying the Accessing Master

DMA identifies a master based on the ID of the accessing CPU (PEID), and whether the CPU is in supervisor mode (PSW.UM = 0) or user mode (PSW.UM = 1).

7.5.2.2 Master Access

Master access includes the following two types.

- Special master access (CPU1 supervisor mode (UM = 0))
- General master access (accesses other than special master access)

In special master access, access to all registers is allowed.

In general master access, read access is allowed to all registers, but write access is allowed to channel registers of the channels assigned by the channel assignment (see Section **Section 7.5.2.3, Channel Assignment**).

7.5.2.3 Channel Assignment

To each channel, DMA can assign a master (CPU1 or PCU) so that the master is allowed to use the channel. Channel assignment is configured in the channel master setting register (DMnnCM in the case of a DMAC and DTSnnnCM in the case of a DTS) in supervisor mode (UM = 0) by CPU1.

In general master access, the master assigned to a channel by channel assignment is allowed to have write access to the channel registers of the channel. If the channel registers of a channel is write-accessed by a master other than the master assigned to the channel, the access is called illegal access. For information about illegal access, see **Section 7.5.2.4, Illegal Access**.

7.5.2.4 Illegal Access

DMA handles the following access as illegal access.

- (a) Write access to global registers by a general master
- (b) Write access to channel registers of a channel by a general master other than the master assigned to the channel by channel assignment

DMA does not handle any read access by masters as illegal access.

DMA's actions against illegal access are as follows.

For both cases (a) and (b),

- Write access is ignored.

Only for the case (b),

- The information about the illegal access is stored in a register access protection violation register.
- The DMAC0, DMAC1, and DTS have their own register access protection violation registers (DM0CMV, DM1CMV, and DTSCMV respectively).
- The ECM is notified of DMAVIOL (illegal DMA access).

Only the special master can have write access to the register access protection violation registers. The special master can check whether illegal access has occurred by checking the register access protection violation registers periodically.

In addition, it is recommended that, when a master tries to use DMA and configures transfer information in the channel registers, the master should check whether the configuration has been successfully completed without illegal access by, for example, reading back the settings.

7.5.3 Master Information Inherit Function

In this product, DMA access inherits master information that is equivalent to the master information of the CPU1 or PCU assigned to the DMA channel.

The master information that is output from DMA is as in **Table 7.6**.

Table 7.6 Master Information That Is Output from DMA

Meaning	Value that is output from DMA
UM	Same as the UM bit value in the channel master setting register
SPID	Same as the SPID bit value in the channel master setting register
PEID	7
DMA access	1

7.5.4 Other Reliability Functions

7.5.4.1 Restriction on the Next Channel in the Chain

The reliability function limits the channels you can select as the next channel in the chain.

When you use the chain function, the channel master settings of a channel and its next channel in the chain must be the same.

The chain function is designed so that a channel and its next channel in the chain are managed by the same master.

When DMA detects that different masters are assigned to a channel and its next channel in the chain, it is deemed illegal and the chain function is suppressed. More specifically, when DMA tries to execute the chain function, DMA compares the chain master settings of the channel and its next channel in the chain, and if the settings are the same for PEID and UM, the chain function is allowed and a chain request is sent to the next channel. If the settings are not the same for PEID and UM, a chain request is not sent.

7.6 Setting Up DMA Transfer

7.6.1 Overview of Setting Up DMA

Table 7.7 Channel Assignment (1/2)

No.	Master that configures the setting	Description	Register		Necessity of the setting	
1	Special master (supervisor mode (UM = 0) of CPU1)	Overall DMA operation setting	DTSPR0 to DTSPR7	DTS channel priority setting register	Mandatory (if a DTS is used)	
2			DM00CM to DM17CM	DMAC channel master setting register	Mandatory (if a DMAC is used)	
3			DTS0CM to DTS127CM	DTS channel master setting register	Mandatory (if a DTS is used)	
4			Status clear	DTSERC	DTS error clear register	Recommended
5				CMVC	Channel protection violation clear register	Recommended
6	Master assigned to the DMAC channel	Channel setting	DSAn	DMAC source address register	Mandatory	
7			DDAn	DMAC destination address register	Mandatory	
8			DTCn	DMAC transfer count register	Mandatory	
9			DTCTn	DMAC transfer control register	Mandatory	
10			DRSAn	DMAC reload source address register	Mandatory if the reload function is used	
11			DRDAn	DMAC reload destination address register	Mandatory if the reload function is used	
12			DRTCn	DMAC reload transfer count register	Mandatory if the reload function is used	
13			DTCCn	DMAC transfer count compare register	Mandatory if the transfer count match interrupt is used	
14			DTFRn	DTFR setting register	Mandatory	
15			Status clear	DCSTCn	DMAC transfer status clear register	Mandatory
16				DTFRRQCn	DTFR transfer request clear register	Recommended
17				Channel operation enable	DCENn	DMAC channel operation enable setting register

Table 7.7 Channel Assignment (2/2)

No.	Master that configures the setting	Description	Register		Necessity of the setting	
18	Master assigned to the DTS channel	Channel setting	DTSA _{nnn}	DTS source address register	Mandatory	
19			DTDA _{nnn}	DTS destination address register	Mandatory	
20			DTTC _{nnn}	DTS transfer count register	Mandatory	
21			DTTCT _{nnn}	DTS transfer control register	Mandatory	
22			DTRSA _{nnn}	DTS reload source address register	Mandatory if the reload function is used	
23			DTRDA _{nnn}	DTS reload destination address register	Mandatory if the reload function is used	
24			DTRTC _{nnn}	DTS reload transfer count register	Mandatory if the reload function is used	
25			DTTC _{nnn}	DTS transfer count compare register	Mandatory if the transfer count match interrupt is used	
26			Status clear	DTFSC _{nnn}	DTSFSL transfer request clear register	Recommended
27			Transfer request enable	DTFSL _{nnn}	DTSFSL operation setting register	Mandatory

7.6.2 Setting Up the Overall DMA Operation

You need to set up the overall DMA operation before you start using DMA.

To configure the overall DMA operation, the special master (supervisor mode (UM = 0) of CPU1) needs to set up global registers. Global registers can be set up only by special master access. For details, see **Section 7.5, Reliability Function**.

The following registers must be set up to configure the overall DMA operation.

- DTS channel priority setting registers (DTSPRn, n = 0 to 7)
Those registers configure the priority level of each DTS channel used for DTS channel arbitration.
- DMAC channel master setting registers (DMnnCM)
- DTS channel master setting registers (DTSnnnCM)
Those registers configure channel assignment. (For details, see **Section 7.5, Reliability Function**.)
If the DMAC channel master setting registers and the DTS channel master setting registers are not properly set, DMA channel setting and DMA transfer cannot be executed properly.

Also, if errors are detected in the following registers while the overall DMA operation is set up, clearing the errors is recommended.

- DTS error register 1 (DTSER1)
- DTS error register 2 (DTSER2)
- DMAC0 register access protection violation register (DM0CMV)
- DMAC1 register access protection violation register (DM1CMV)
- DTS register access protection violation register (DTSCMV)

7.6.3 Setting Up the DMA Channel Setting

The DMA channel setting defines the transfer information and transfer source for each DMAC and DTS channel.

To configure the DMA channel setting, the master assigned to each channel by the channel assignment needs to set up channel registers.

7.6.3.1 Setting Up the DMAC Channel Setting

Follow the procedure below to set up the DMAC channel setting and use the DMAC.

(1) Disabling the DMAC Channel Operation

If the channel operation enable (DTE) in the DMAC channel operation enable setting register (DCENn) is set, clear the DTE bit to disable the channel operation.

(2) Setting Up the Transfer Information

When you set up the transfer information of the DMAC, the following registers need to be set up.

- DMAC source address register (DSAn)
- DMAC destination address register (DDAn)
- DMAC transfer count register (DTCn)
- DMAC transfer control register (DTCTn)
- DMAC reload source address register (DRSAn)
- DMAC reload destination address register (DRDAn)
- DMAC reload transfer count register (DRTCn)
- DMAC transfer count compare register (DTCCn)

(3) Setting Up the DMA Transfer Request

While setting the transfer information, you need to set up the DMA transfer request selection assignment (DTCTn.DRS) bit in the DMAC transfer control register (DTCTn) to define whether the hardware or software DMA transfer request is used.

You cannot use both the hardware and software DMA transfer requests for the same channel at the same time.

If you use the hardware DMA transfer request, you need to select one source used as the hardware DMA transfer request out of 128 hardware DMA transfer sources using the hardware DMA transfer source selection (DTFRn.REQSEL) in the DTFR setting register. Also, you need to enable the hardware DMA transfer source selection (DTFRn.REQEN) in the same register.

The DTFR may retain a hardware DMA transfer request that came before the hardware DMA transfer source is selected. Clear the hardware DMA transfer request (DTFRRQn.DRQ) retained in the DTFR using the DTFR transfer request clear register (DTFRRQCn) if necessary.

If you use the software DMA transfer request, disable the hardware DMA transfer source selection (DTFRn.REQEN) in the DTFR setting register.

(4) Clearing the Transfer Status

The DMAC transfer status register (DCSTn) may retain the result of the previous DMA transfer. You need to clear the flags in the DMAC transfer status register using the DMAC transfer status clear register (DCSTCn).

(5) Enabling the DMAC Channel Operation

Set the channel operation enable (DCENn.DTE) bit in the DMAC channel operation enable setting register to enable the channel operation.

After the channel operation enable bit is set, the DMAC can accept a DMA transfer request and start DMA transfer.

7.6.3.2 Setting Up the DTS Channel Setting

Follow the procedure below to set up the DTS channel setting and use the DTS.

(1) Disabling the Transfer Request by the DTSFSL

Clear the transfer request enable (DTFSL_{nnn}.REQEN) bit in the DTSFSL operation setting register of the DTS channel you want to set up the channel setting for. This procedure is not mandatory but recommended in order to prevent a DMA transfer request from being sent mistakenly to the DTS channel currently being configured.

It is also recommended to check the DTS status register (DTSSTS) and confirm that DMA transfer is not ongoing for the DTS channel currently being configured.

(2) Setting Up the Transfer Information

When you set up the transfer information of the DTS, the following registers need to be set up to configure the transfer information.

- DTS source address register (DTSAnnn)
- DTS destination address register (DTDA_{nnn})
- DTS transfer count register (DTTC_{nnn})
- DTS transfer control register (DTTCT_{nnn})
- DTS reload source address register (DTRSA_{nnn})
- DTS reload destination address register (DTRDA_{nnn})
- DTS reload transfer count register (DTRTC_{nnn})
- DTS transfer count compare register (DTTCC_{nnn})

(3) Setting Up the DMA Transfer Request

Unlike a DMAC, a DTS does not care whether a DMA transfer request is a hardware DMA transfer request or software DMA transfer request. A DTS has a transfer request pending bit for each channel in the DTSFSL, and both a hardware and software DMA transfer requests are retained in the same transfer request pending bit (DTFST_{nnn}.DRQ). Therefore, a DTS has no setting for selecting whether the hardware or software transfer request is used.

The DTSFSL may retain a DMA transfer request that came before the transfer information is set up. Clear the DMA transfer request (DTFST_{nnn}.DRQ) retained in the DTSFSL if necessary, using the DTSFSL transfer request clear register (DTFSC_{nnn}).

(4) Enabling the Transfer Request by the DTSFSL

Set the transfer request enable (DTFSL_{nnn}.REQEN) bit in the DTSFSL operation setting register to enable the DMA transfer request for the DTS channel.

After the transfer request enable bit for the DTSFSL is set, the DTS can accept a DMA transfer request and start DMA transfer.

7.7 DMA Trigger Source

7.7.1 List of DMA Trigger Sources

The DMA trigger source assignment for DMA channel n is set in the DTFR setting register (DTFRn).

Table 7.8 List of DMA Trigger Sources (1/4)

	Shared with DTSTRG	Function/Module	DMA Trigger Source
DMACTRG[0]	—	ATUIV Timer D	OCR2D00 compare match interrupt
DMACTRG[1]	—		OCR2D01 compare match interrupt
DMACTRG[2]	—		OCR2D02 compare match interrupt
DMACTRG[3]	—		OCR2D03 compare match interrupt
DMACTRG[4]	—		DCNTD00 down counter underflow interrupt
DMACTRG[5]	—		DCNTD01 down counter underflow interrupt
DMACTRG[6]	—		DCNTD02 down counter underflow interrupt
DMACTRG[7]	—		DCNTD03 down counter underflow interrupt
DMACTRG[8]	—		OCR2D10 compare match interrupt
DMACTRG[9]	—		OCR2D11 compare match interrupt
DMACTRG[10]	—		OCR2D12 compare match interrupt
DMACTRG[11]	—		OCR2D13 compare match interrupt
DMACTRG[12]	—		DCNTD10 down counter underflow interrupt
DMACTRG[13]	—		DCNTD11 down counter underflow interrupt
DMACTRG[14]	—		DCNTD12 down counter underflow interrupt
DMACTRG[15]	—		DCNTD13 down counter underflow interrupt
DMACTRG[16]	—		OCR2D20 compare match interrupt
DMACTRG[17]	—		OCR2D21 compare match interrupt
DMACTRG[18]	—		OCR2D22 compare match interrupt
DMACTRG[19]	—		OCR2D23 compare match interrupt
DMACTRG[20]	—		DCNTD20 down counter underflow interrupt
DMACTRG[21]	—		DCNTD21 down counter underflow interrupt
DMACTRG[22]	—		DCNTD22 down counter underflow interrupt
DMACTRG[23]	—		DCNTD23 down counter underflow interrupt
DMACTRG[24]	—		DCNTD30 down counter underflow interrupt
DMACTRG[25]	—		DCNTD31 down counter underflow interrupt
DMACTRG[26]	—		DCNTD32 down counter underflow interrupt
DMACTRG[27]	—		DCNTD33 down counter underflow interrupt
DMACTRG[28]	—		DCNTD40 down counter underflow interrupt
DMACTRG[29]	—		DCNTD41 down counter underflow interrupt
DMACTRG[30]	—		DCNTD42 down counter underflow interrupt
DMACTRG[31]	—		DCNTD43 down counter underflow interrupt
DMACTRG[32]	—		OCR2D40 compare match interrupt
DMACTRG[33]	—		OCR2D41 compare match interrupt
DMACTRG[34]	—		OCR2D42 compare match interrupt
DMACTRG[35]	—		OCR2D43 compare match interrupt
DMACTRG[36]	—		OCR2D60 compare match interrupt

Table 7.8 List of DMA Trigger Sources (2/4)

	Shared with DTSTRG	Function/Module	DMA Trigger Source
DMACTRG[37]	—	ATUIV Timer D	OCR2D61 compare match interrupt
DMACTRG[38]	—		OCR2D62 compare match interrupt
DMACTRG[39]	—		OCR2D63 compare match interrupt
DMACTRG[40]	—		OCR2D90 compare match interrupt
DMACTRG[41]	—		OCR2D91 compare match interrupt
DMACTRG[42]	—		OCR2D92 compare match interrupt
DMACTRG[43]	—		OCR2D93 compare match interrupt
DMACTRG[44]	—	ATUIV Timer E	CYLRE00 cycle compare match DMA startup request
DMACTRG[45]	—		CYLRE10 cycle compare match DMA startup request
DMACTRG[46]	—		CYLRE20 cycle compare match DMA startup request
DMACTRG[47]	—		CYLRE30 cycle compare match DMA startup request
DMACTRG[48]	—		CYLRE40 cycle compare match DMA startup request
DMACTRG[49]	—		CYLRE50 cycle compare match DMA startup request
DMACTRG[50]	—		CYLRE60 cycle compare match DMA startup request
DMACTRG[51]	DTSTRG[70]	ATUIV Timer F	TimerF0 input capture interrupt
DMACTRG[52]	DTSTRG[71]		TimerF1 input capture interrupt
DMACTRG[53]	DTSTRG[72]		TimerF2 input capture interrupt
DMACTRG[54]	DTSTRG[73]		TimerF3 input capture interrupt
DMACTRG[55]	DTSTRG[74]		TimerF4 input capture interrupt
DMACTRG[56]	DTSTRG[75]		TimerF5 input capture interrupt
DMACTRG[57]	DTSTRG[76]		TimerF6 input capture interrupt
DMACTRG[58]	DTSTRG[77]		TimerF7 input capture interrupt
DMACTRG[59]	—		TimerF8 input capture interrupt
DMACTRG[60]	—		TimerF9 input capture interrupt
DMACTRG[61]	—		TimerF10 input capture interrupt
DMACTRG[62]	—		TimerF11 input capture interrupt
DMACTRG[63]	—		TimerF12 input capture interrupt
DMACTRG[64]	—		TimerF13 input capture interrupt
DMACTRG[65]	—		TimerF14 input capture interrupt
DMACTRG[66]	—	TimerF15 input capture interrupt	
DMACTRG[67]	—	ATUIV Timer G	OCRG0 compare match interrupt
DMACTRG[68]	—		OCRG1 compare match interrupt
DMACTRG[69]	—		OCRG2 compare match interrupt
DMACTRG[70]	—		OCRG3 compare match interrupt
DMACTRG[71]	—		OCRG4 compare match interrupt
DMACTRG[72]	—		OCRG5 compare match interrupt
DMACTRG[73]	—		OCRG6 compare match interrupt
DMACTRG[74]	—	OCRG7 compare match interrupt	
DMACTRG[75]	—	Reserved	—
DMACTRG[76]	—	Reserved	—
DMACTRG[77]	—	Reserved	—
DMACTRG[78]	—	Reserved	—

Table 7.8 List of DMA Trigger Sources (3/4)

	Shared with DTSTRG	Function/Module	DMA Trigger Source
DMACTRG[79]	—	APA0	APA0 PWM output ch.0 status modify interrupt
DMACTRG[80]	—		APA0 PWM output ch.1 status modify interrupt
DMACTRG[81]	—		APA0 PWM output ch.2 status modify interrupt
DMACTRG[82]	—		APA0 PWM output ch.3 status modify interrupt
DMACTRG[83]	—		APA0 PWM output ch.4 status modify interrupt
DMACTRG[84]	—		APA0 PWM output ch.5 status modify interrupt
DMACTRG[85]	—		APA0 PWM output ch.6 status modify interrupt
DMACTRG[86]	—		APA0 PWM output ch.7 status modify interrupt
DMACTRG[87]	—		APA0 PWM output ch.8 status modify interrupt
DMACTRG[88]	—		APA0 PWM output ch.9 status modify interrupt
DMACTRG[89]	—		APA0 PWM output ch.10 status modify interrupt
DMACTRG[90]	—		APA0 PWM output ch.11 status modify interrupt
DMACTRG[91]	—		APA0 PWM output ch.12 status modify interrupt
DMACTRG[92]	—		APA0 PWM output ch.13 status modify interrupt
DMACTRG[93]	—		APA0 PWM output ch.14 status modify interrupt
DMACTRG[94]	—		APA0 PWM output ch.15 status modify interrupt
DMACTRG[95]	—	DS-ADC	DSADI0 DSADC0 A/D conversion completion interrupt (DMA request)
DMACTRG[96]	—		DSADI1 DSADC1 A/D conversion completion interrupt (DMA request)
DMACTRG[97]	—		DSADI2 DSADC2 A/D conversion completion interrupt (DMA request)
DMACTRG[98]	—		DSADI3 DSADC3 A/D conversion completion interrupt (DMA request)
DMACTRG[99]	—		DSADI4 DSADC4 A/D conversion completion interrupt (DMA request)
DMACTRG[100]	—		DSADI5 DSADC5 A/D conversion completion interrupt (DMA request)
DMACTRG[101]	—		DSADI6 DSADC6 A/D conversion completion interrupt (DMA request)
DMACTRG[102]	—		DSADI7 DSADC7 A/D conversion completion interrupt (DMA request)
DMACTRG[103]	DTSTRG[90]	RHSB_0	Downstream data DMA request
DMACTRG[104]	DTSTRG[91]		Upstream DMA request
DMACTRG[105]	DTSTRG[93]	RHSB_1	Downstream data DMA request
DMACTRG[106]	DTSTRG[94]		Upstream DMA request
DMACTRG[107]	—	SCI_0	RXI (receive data full)
DMACTRG[108]	—		TXI (transmit data empty)
DMACTRG[109]	—	SCI_1	RXI (receive data full)
DMACTRG[110]	—		TXI (transmit data empty)
DMACTRG[111]	—	SCI_2	RXI (receive data full)
DMACTRG[112]	—		TXI (transmit data empty)
DMACTRG[113]	—	SCI_3	RXI (receive data full)
DMACTRG[114]	—		TXI (transmit data empty)
DMACTRG[115]	—	ICU-S	DMA write request
DMACTRG[116]	—		DMA read request
DMACTRG[117]	—	External interrupt	IRQ0 interrupt*2
DMACTRG[118]	—		IRQ1 interrupt*2
DMACTRG[119]	—		IRQ2 interrupt*2
DMACTRG[120]	—		IRQ3 interrupt*2
DMACTRG[121]	—	Reserved	—

Table 7.8 List of DMA Trigger Sources (4/4)

	Shared with DTSTRG	Function/Module	DMA Trigger Source
DMACTRG[122]	—	Reserved	—
DMACTRG[123]	—	Reserved	—
DMACTRG[124]	—	Reserved	—
DMACTRG[125]	—	Data flash	Signal for DMA program command*3
DMACTRG[126]	—	Reserved	—
DMACTRG[127]	—	Reserved	—

Note 1. The name of DMA trigger source may be different from that of output signal in each module.

Note 2. When the IRQ interrupt is used as the DMA source, set the external interrupt detection method select bit in the external interrupt control register (EXINTCTL) to high level (01_H).

Note 3. See *RH850/E1x-FCC2 Flash Memory User's Manual Hardware Interface*.

7.8 DTS Trigger Source

7.8.1 List of DTS Trigger Sources

Table 7.9 shows the DTS trigger source assignment for DTS channel n.

Table 7.9 List of DTS Trigger Sources (1/4)

	Shared with DMACTRG	Function/Module	DMA Trigger Source
DTSTRG[0]	—	OSTM	OSTM0 interrupt (OSTM0TINT)
DTSTRG[1]	—		OSTM1 interrupt (OSTM1TINT)
DTSTRG[2]	—		OSTM2 interrupt (OSTM2TINT)
DTSTRG[3]	—	Reserved	—
DTSTRG[4]	—	ADC	ADI00 ADC0 scan group 0 completion interrupt
DTSTRG[5]	—		ADI01 ADC0 scan group 1 completion interrupt
DTSTRG[6]	—		ADI02 ADC0 scan group 2 completion interrupt
DTSTRG[7]	—		ADI03 ADC0 scan group 3 completion interrupt
DTSTRG[8]	—		ADI04 ADC0 scan group 4 completion interrupt
DTSTRG[9]	—		ADI10 ADC1 scan group 0 completion interrupt
DTSTRG[10]	—		ADI11 ADC1 scan group 1 completion interrupt
DTSTRG[11]	—		ADI12 ADC1 scan group 2 completion interrupt
DTSTRG[12]	—		ADI13 ADC1 scan group 3 completion interrupt
DTSTRG[13]	—		ADI14 ADC1 scan group 4 completion interrupt
DTSTRG[14]	—		ADC0 MPX interrupt (ADMPXI0)
DTSTRG[15]	—		ADC1 MPX interrupt (ADMPXI1)
DTSTRG[16]	—	ASF (AD addition function)	ASI0 ch0 integration completion interrupt
DTSTRG[17]	—		ASI1 ch1 integration completion interrupt
DTSTRG[18]	—		ASI2 ch2 integration completion interrupt
DTSTRG[19]	—		ASI3 ch3 integration completion interrupt
DTSTRG[20]	—		ASI4 ch4 integration completion interrupt
DTSTRG[21]	—		ASI5 ch5 integration completion interrupt
DTSTRG[22]	—	DFE	CH0 output data interrupt / CH0 condition match interrupt
DTSTRG[23]	—		CH1 output data interrupt / CH1 condition match interrupt
DTSTRG[24]	—		CH2 output data interrupt / CH2 condition match interrupt
DTSTRG[25]	—		CH3 output data interrupt / CH3 condition match interrupt
DTSTRG[26]	—		CH4 output data interrupt / CH4 condition match interrupt
DTSTRG[27]	—		CH5 output data interrupt / CH5 condition match interrupt
DTSTRG[28]	—		CH6 output data interrupt / CH6 condition match interrupt
DTSTRG[29]	—		CH7 output data interrupt / CH7 condition match interrupt
DTSTRG[30]	—		CH8 output data interrupt / CH8 condition match interrupt
DTSTRG[31]	—		CH9 output data interrupt / CH9 condition match interrupt
DTSTRG[32]	—		CH10 output data interrupt
DTSTRG[33]	—		CH11 output data interrupt
DTSTRG[34]	—		CH12 output data interrupt
DTSTRG[35]	—		CH13 output data interrupt
DTSTRG[36]	—		CH14 output data interrupt
DTSTRG[37]	—		CH15 output data interrupt

Table 7.9 List of DTS Trigger Sources (2/4)

	Shared with DMACTRG	Function/Module	DMA Trigger Source
DTSTRG[38]	—	ATU IV Timer A	ICRA0 input capture interrupt
DTSTRG[39]	—		ICRA1 input capture interrupt
DTSTRG[40]	—		ICRA2 input capture interrupt
DTSTRG[41]	—		CRA3 input capture interrupt
DTSTRG[42]	—		ICRA4 input capture interrupt
DTSTRG[43]	—		ICRA5 input capture interrupt
DTSTRG[44]	—		ICRA6 input capture interrupt
DTSTRG[45]	—	ATU IV Timer B	OCRB12 compare match interrupt
DTSTRG[46]	—		ICRB0 input capture interrupt
DTSTRG[47]	—	ATU IV Timer C	GRC00 input capture/compare match interrupt
DTSTRG[48]	—		GRC01 input capture/compare match interrupt
DTSTRG[49]	—		GRC02 input capture/compare match interrupt
DTSTRG[50]	—		GRC03 input capture/compare match interrupt
DTSTRG[51]	—		GRC10 input capture/compare match interrupt
DTSTRG[52]	—		GRC11 input capture/compare match interrupt
DTSTRG[53]	—		GRC12 input capture/compare match interrupt
DTSTRG[54]	—		GRC13 input capture/compare match interrupt
DTSTRG[55]	—		GRC20 input capture/compare match interrupt
DTSTRG[56]	—		GRC21 input capture/compare match interrupt
DTSTRG[57]	—		GRC22 input capture/compare match interrupt
DTSTRG[58]	—		GRC23 input capture/compare match interrupt
DTSTRG[59]	—		GRC30 input capture/compare match interrupt
DTSTRG[60]	—		GRC31 input capture/compare match interrupt
DTSTRG[61]	—		GRC32 input capture/compare match interrupt
DTSTRG[62]	—		GRC33 input capture/compare match interrupt
DTSTRG[63]	—		GRC40 input capture/compare match interrupt
DTSTRG[64]	—		GRC41 input capture/compare match interrupt
DTSTRG[65]	—		GRC42 input capture/compare match interrupt
DTSTRG[66]	—		GRC43 input capture/compare match interrupt
DTSTRG[67]	—		GRC50 input capture/compare match interrupt
DTSTRG[68]	—		GRC60 input capture/compare match interrupt
DTSTRG[69]	—		GRC70 input capture/compare match interrupt
DTSTRG[70]	DMACTRG[51]	ATU IV Timer F	TimerF0 input capture interrupt
DTSTRG[71]	DMACTRG[52]		TimerF1 input capture interrupt
DTSTRG[72]	DMACTRG[53]		TimerF2 input capture interrupt
DTSTRG[73]	DMACTRG[54]		TimerF3 input capture interrupt
DTSTRG[74]	DMACTRG[55]		TimerF4 input capture interrupt
DTSTRG[75]	DMACTRG[56]		TimerF5 input capture interrupt
DTSTRG[76]	DMACTRG[57]		TimerF6 input capture interrupt
DTSTRG[77]	DMACTRG[58]		TimerF7 input capture interrupt

Table 7.9 List of DTS Trigger Sources (3/4)

	Shared with DMACTRG	Function/Module	DMA Trigger Source
DTSTRG[78]	—	ATU IV Timer J	FIFOJ0 FIFO data full interrupt
	—	RSENT	RSENT0 receive interrupt (INT_SENT_RX0)
DTSTRG[79]	—	ATU IV Timer J	FIFOJ1 FIFO data full interrupt
	—	RSENT	RSENT1 receive interrupt (INT_SENT_RX1)
DTSTRG[80]	—	ATU IV Timer J	FIFOJ2 FIFO data full interrupt
	—	RSENT	RSENT2 receive interrupt (INT_SENT_RX2)
DTSTRG[81]	—	ATU IV Timer J	FIFOJ3 FIFO data full interrupt
	—	RSENT	RSENT3 receive interrupt (INT_SENT_RX3)
DTSTRG[82]	—	ATU IV Timer J	FIFOJ4 FIFO data full interrupt
	—	RSENT	RSENT4 receive interrupt (INT_SENT_RX4)
DTSTRG[83]	—	ATU IV Timer J	FIFOJ5 FIFO data full interrupt
	—	RSENT	RSENT5 receive interrupt (INT_SENT_RX5)
DTSTRG[84]	—	Reserved	—
DTSTRG[85]	—	Reserved	—
DTSTRG[86]	—	Reserved	—
DTSTRG[87]	—	Reserved	—
DTSTRG[88]	—	Reserved	—
DTSTRG[89]	—	Reserved	—
DTSTRG[90]	DMACTRG[103]	RHSB_0	Downstream data DMA request
DTSTRG[91]	DMACTRG[104]		Upstream DMA request
DTSTRG[92]	—		Downstream command DMA request
DTSTRG[93]	DMACTRG[105]	RHSB_1	Downstream data DMA request
DTSTRG[94]	DMACTRG[106]		Upstream DMA request
DTSTRG[95]	—		Downstream command DMA request
DTSTRG[96]	—	TSG2_0	TSG20 compare match interrupt 11 (INTTSG20I11)
DTSTRG[97]	—		TSG20 compare match interrupt 12 (INTTSG20I12)
DTSTRG[98]	—		TSG20 peak interrupt (INTTSG20IPEK)
DTSTRG[99]	—		TSG20 trough interrupt (INTTSG20IVLY)
DTSTRG[100]	—	TSG2_1	TSG21 compare match interrupt 11 (INTTSG21I11)
DTSTRG[101]	—		TSG21 compare match interrupt 12 (INTTSG21I12)
DTSTRG[102]	—		TSG21 peak interrupt (INTTSG21IPEK)
DTSTRG[103]	—		TSG21 trough interrupt (INTTSG21IVLY)
DTSTRG[104]	—	CSIH_0	Communication status interrupt (INT_CSIHTIC)
DTSTRG[105]	—		Receive status interrupt (INT_CSIHTIR)
DTSTRG[106]	—		Job completion interrupt (INT_CSIHTIJC)
DTSTRG[107]	—	CSIH_1	Communication status interrupt (INT_CSIHTIC)
DTSTRG[108]	—		Receive status interrupt (INT_CSIHTIR)
DTSTRG[109]	—		Job completion interrupt (INT_CSIHTIJC)
DTSTRG[110]	—	CSIH_2	Communication status interrupt (INT_CSIHTIC)
DTSTRG[111]	—		Receive status interrupt (INT_CSIHTIR)
DTSTRG[112]	—		Job completion interrupt (INT_CSIHTIJC)

Table 7.9 List of DTS Trigger Sources (4/4)

	Shared with DMACTRG	Function/Module	DMA Trigger Source
DTSTRG[113]	—	CSIH_3	Communication status interrupt (INT_CSIHTIC)
DTSTRG[114]	—		Receive status interrupt (INT_CSIHTIR)
DTSTRG[115]	—		Job completion interrupt (INT_CSIHTIJC)
DTSTRG[116]	—	Reserved	—
DTSTRG[117]	—	Reserved	—
DTSTRG[118]	—	Reserved	—
DTSTRG[119]	—	Reserved	—
DTSTRG[120]	—	Reserved	—
DTSTRG[121]	—	Reserved	—
DTSTRG[122]	—	Reserved	—
DTSTRG[123]	—	Reserved	—
DTSTRG[124]	—	Reserved	—
DTSTRG[125]	—	Reserved	—
DTSTRG[126]	—	Reserved	—
DTSTRG[127]	—	Reserved	—

7.9 Global Register

7.9.1 List of Global Register Addresses

Address = Base address “FFFF 8000_H” + Offset address

Table 7.10 List of Global Register Addresses (1/2)

Offset Address	Register Symbol	Meaning	Accessed Permission	
			Special Master	General Master
0000 _H	DMACTL	DMA control register	√	*2
0010 _H	DTSCCTL1	DTS control register 1	√	*2
0014 _H	DTSCCTL2	DTS control register 2	√	*2
0018 _H	DTSSTS	DTS status register	√	*2
0020 _H	DMACER	DMAC error register	√	*2
0024 _H	DTSER1	DTS error register 1	√	*2
0028 _H	DTSER2	DTS error register 2	√	*2
002C _H	DTSERC	DTS error clear register	√	*2
0030 _H	DM0CMV	DMAC0 register access protection violation register	√	*2
0034 _H	DM1CMV	DMAC1 register access protection violation register	√	*2
0038 _H	DTSCMV	DTS register access protection violation register	√	*2
003C _H	CMVC	Register access protection violation clear register	√	*2
0060 _H	DTSPR0	DTS channel priority setting register 0	√	*2
0064 _H	DTSPR1	DTS channel priority setting register 1	√	*2
0068 _H	DTSPR2	DTS channel priority setting register 2	√	*2
006C _H	DTSPR3	DTS channel priority setting register 3	√	*2
0070 _H	DTSPR4	DTS channel priority setting register 4	√	*2
0074 _H	DTSPR5	DTS channel priority setting register 5	√	*2
0078 _H	DTSPR6	DTS channel priority setting register 6	√	*2
007C _H	DTSPR7	DTS channel priority setting register 7	√	*2
0080 _H	DTRECCTL	DTSRAM ECC control register	√	*2
0084 _H	DTRERINT	DTSRAM Error notification control register	√	*2
0094 _H	DTRTSCTL	DTSRAM test control register	√	*2
0098 _H	DTRTWDAT	DTSRAM test write data register	√	*2
009C _H	DTRTRDAT	DTSRAM test read data register	√	*2
0100 _H	DM00CM	DMAC channel 0 channel master setting register	√	*2
0104 _H	DM01CM	DMAC0 channel 1 channel master setting register	√	*2
0108 _H	DM02CM	DMAC0 channel 2 channel master setting register	√	*2
010C _H	DM03CM	DMAC0 channel 3 channel master setting register	√	*2
0110 _H	DM04CM	DMAC0 channel 4 channel master setting register	√	*2
0114 _H	DM05CM	DMAC0 channel 5 channel master setting register	√	*2
0118 _H	DM06CM	DMAC0 channel 6 channel master setting register	√	*2
011C _H	DM07CM	DMAC0 channel 7 channel master setting register	√	*2
0120 _H	DM10CM	DMAC1 channel 0 channel master setting register	√	*2
0124 _H	DM11CM	DMAC1 channel 1 channel master setting register	√	*2
0128 _H	DM12CM	DMAC1 channel 2 channel master setting register	√	*2
012C _H	DM13CM	DMAC1 channel 3 channel master setting register	√	*2
0130 _H	DM14CM	DMAC1 channel 4 channel master setting register	√	*2

Table 7.10 List of Global Register Addresses (2/2)

Offset Address	Register Symbol	Meaning	Accessed Permission	
			Special Master	General Master
0134 _H	DM15CM	DMAC1 channel 5 channel master setting register	√	*2
0138 _H	DM16CM	DMAC1 channel 6 channel master setting register	√	*2
013C _H	DM17CM	DMAC1 channel 7 channel master setting register	√	*2
0200 _H + 4 × [DTS channel number] ^{*1} (0200 _H - 03FC _H)	DTS _{nnn} CM ^{*1}	DTS channel nnn channel master setting register	√	*2

Note 1. [DTS channel number] and “nnn” in the register symbols and meanings are numbers in the range from 000 to 127.

Note 2. Only read access is allowed.

7.9.2 Details of Global Registers

7.9.2.1 DMACTL — DMA Control Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8000_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DMA SPD
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.11 DMACTL Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	DMA SPD	<p>DMA suspension</p> <p>This bit shows whether DMA transfer for all channels is suspended. If a user writes 1 to this bit, DMA transfer for all channels can be suspended. If a user writes 0 to this bit, suspension of DMA transfer for all channels can be cleared. The suspension controlled by this bit is independent from the suspension controlled by the transfer enable bit (DTE) of each DMAC channel and the suspension setting bit (DTSUST) for a DTS. That means, if this bit is 1, all DMA transfers are suspended regardless of the values of the DTE bit of each channel and the DTSUST bit of the DTS.</p> <p>Writing to this bit does not affect the DTE bit of each channel and the DTSUST bit of the DTS.</p> <p>0: DMA suspension cleared 1: DMA suspension request/DMA suspension ongoing</p>

Note: To suspend or resume currently ongoing DMA transfer by the DTS, the DMA transfer request enable bit (DTFSLnnn.REQEN) must be switched to disable and enable arbitration for the given channel. For details, refer to the notes in **Section 7.3.3, Suspending, Resuming, and Aborting Transfer by the DTS.**

7.9.2.2 DTSTCTL1 — DTS Control Register 1

Access: This register can be read/written in 32-bit units.

Address: FFFF 8010_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DTS UST
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.12 DTSTCTL1 Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	DTSUST	DTS suspension This bit shows whether DMA transfer of a DTS is suspended. If a user writes 1 to this bit, DMA transfer of a DTS can be suspended. 0: DTS suspension cleared 1: DTS suspension request/DTS suspension ongoing

Note: To suspend or resume currently ongoing DMA transfer by the DTS, the DMA transfer request enable bit (DTFSL_{nnn}.REQEN) must be switched to disable and enable arbitration for the given channel. For details, refer to the notes in **Section 7.3.3, Suspending, Resuming, and Aborting Transfer by the DTS.**

7.9.2.3 DTSTCTL2 — DTS Control Register 2

Access: This register can be read/written in 32-bit units.

Address: FFFF 8014_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DTSTIT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.13 DTSTCTL2 Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	DTSTIT	DTS transfer abort request While the DTS is suspended, a user can write 1 to this bit to abort the suspended DMA transfer. When the suspended DMA transfer of a DTS is aborted, the DTSSTS.DTSACT bit is cleared to 0. This bit is always read as 0.

7.9.2.4 DTSSTS — DTS Status Register

Access: This register can be read in 32-bit units.

Address: FFFF 8018_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DTS CYC	DTSACH[6:0]							DTS ACT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.14 DTSSTS Register Contents

Bit Position	Bit Name	Function
31 to 9	—	Reserved
8	DTSCYC	DMA cycle execution state This bit shows whether a DMA cycle is ongoing in the DTS. 0: DMA cycle is not ongoing. 1: DMA cycle is ongoing.
7 to 1	DTSACH[6:0]	DTS transfer channel If there is a channel in the DTS executing DMA transfer, the channel number is shown. If there is no channel in the DTS executing DMA transfer, the channel number of the last DMA transfer is shown.
0	DTSACT	DTS transfer status This bit shows whether there is a channel in the DTS executing DMA transfer. 0: There is a channel in the DTS executing DMA transfer. 1: There is no channel in the DTS executing DMA transfer. If the DTS is put into the suspended state while there is a channel executing DMA transfer, this bit remains 1. If a DTS transfer abort request is made using the DTSCTL2.DTSTIT bit, the suspended DTS transfer is aborted, and this bit is cleared to 0. When DMA transfer error occurs and the DMA transfer is aborted, this bit is cleared.

7.9.2.5 DMACER — DMAC Error Register

Access: This register can be read in 32-bit units.

Address: FFFF 8020_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DM1ER[7:0]							DM0ER[7:0]								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.15 DMACER Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved
15 to 8	DM1ER[7:0]	DMAC1 DMA transfer error status These bits show the DMA transfer error status of channels 0 through 7 of the DMAC1. Each bit is mapped from the DCSTn.ER bit of each channel of the DMAC1 and is read-only. 0: DMA transfer error is not generated 1: DMA transfer error is generated
7 to 0	DM0ER[7:0]	DMAC0 DMA transfer error status These bits show the DMA transfer error status of channels 0 through 7 of the DMAC0. Each bit is mapped from the DCSTn.ER bit of each channel of the DMAC0 and is read-only. 0: DMA transfer error is not generated 1: DMA transfer error is generated

7.9.2.6 DTSER1 — DTS Error Register 1

Access: This register can be read in 32-bit units.

Address: FFFF 8024_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	DTSERCH[6:0]						—	—	—	—	—	—	—	DTSERWR	DTSER
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.16 DTSER1 Register Contents

Bit Position	Bit Name	Function
31 to 15	—	Reserved
14 to 8	DTSERCH[6:0]	DTS error channel These bits show the DTS channel number of the first DMA transfer error after the DTSER bit is cleared to 0. These bits are read-only and cannot be cleared.
7 to 2	—	Reserved
1	DTSERWR	DTS DMA transfer error occurring cycle This bit is updated at the same time as setting of the DTS DMA transfer error flag (DTSER), indicating which cycle of read or write the DMA transfer error occurs in. This bit is not updated when a new DMA transfer error occurs after the DTSER bit has been set. If the DTSER bit is cleared, this bit is also cleared to 0. 0: DMA transfer error occurs in read cycle. 1: DMA transfer error occurs in write cycle.
0	DTSER	DTS DMA transfer error flag This bit shows whether DMA transfer error is generated in the DTS. 0: DMA transfer error is not generated 1: DMA transfer error is generated If DMA transfer error is generated in the DTS while this bit is 0, this bit is set, and DTSERCH6-0 retains the DTS channel number of the DMA transfer error. If DMA transfer error is generated in the DTS while this bit is 1, this bit remains 1, and DTSERCH6 to 0 does not change. This bit can be cleared by using the DTSERC register.

7.9.2.7 DTSER2 — DTS Error Register 2

Access: This register can be read in 32-bit units.

Address: FFFF 8028_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RAM DED	RAMDE DOV	—	—	RAMDEDAD[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RAM SED	RAMSE DOV	—	—	RAMSEDAD[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.17 DTSER2 Register Contents (1/2)

Bit Position	Bit Name	Function
31	RAMDED	DTSRAM 2-bit error flag This bit shows whether the 2-bit error is generated in the read access to the DTSRAM. 0: 2-bit error is not generated in the DTSRAM 1: 2-bit error is generated in the DTSRAM If 2-bit error is generated in the DTSRAM with the read access while this bit is 0, this bit is set, and RAMDEDAD11-0 retains the DTSRAM address of the error. If 2-bit error is generated in the DTSRAM with the read access while this bit is 1, this bit remains 1, and RAMDEDAD11-0 do not change. This bit can be cleared by using the DTSERC register.
30	RAMDEDOV	DTSRAM 2-bit error overflow flag This bit is set when the RAMDED bit is 1 and the 2-bit error occurs in DTSRAM read access whose address is different from that specified by the RAMDEDAD11 to 0 bits. This bit can be cleared by operation of the DTSERC register.
29, 28	—	Reserved
27 to 16	RAMDEDAD [11:0]	DTSRAM 2-bit error address These bits show the DTSRAM address of the first DTSRAM 2-bit error with the read access after the RAMDED bit is cleared to 0. These bits are read-only and cannot be cleared.
15	RAMSED	DTSRAM 1-bit error flag This bit shows whether the 1-bit error is generated in the read access to the DTSRAM. 0: 1-bit error is not generated in the DTSRAM 1: 1-bit error is generated in the DTSRAM If 1-bit error is generated in the DTSRAM with the read access while this bit is 0, this bit is set, and RAMSEDAD11 to 0 retains the DTSRAM address of the error. If 1-bit error is generated in the DTSRAM with the read access while this bit is 1, this bit remains 1, and RAMSEDAD11-0 do not change. This bit can be cleared by using the DTSERC register.
14	RAMSEDOV	DTSRAM 1-bit error overflow flag This bit is set when the RAMSED bit is 1 and the 1-bit error occurs in DTSRAM read access whose address is different from that specified by the RAMSEDAD11 to 0 bits. This bit can be cleared by operation of the DTSERC register.
13, 12	—	Reserved

Table 7.17 DTSER2 Register Contents (2/2)

Bit Position	Bit Name	Function
11 to 0	RAMSEDAD [11:0]	DTSRAM 1-bit error address These bits show the DTSRAM address of the first DTSRAM 1-bit error with the read access after the RAMSED bit is cleared to 0. These bits are read-only and cannot be cleared.

7.9.2.8 DTSERC — DTS Error Clear Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 802C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RAMDEDC	RAMDEDOVC	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RAMSEDC	RAMSEDOVC	—	—	—	—	—	—	—	—	—	—	—	—	—	DTSERC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.18 DTSERC Register Contents

Bit Position	Bit Name	Function
31	RAMDEDC	DTSRAM 2-bit error flag clear If a user writes 1 to this bit, the DTSRAM 2-bit error flag (DTSER2.RAMDED) is cleared. 0 is always read from this bit.
30	RAMDEDOVC	DTSRAM 2-bit error overflow flag clear When the user writes 1 to this bit, the DTSRAM 2-bit error overflow flag (DTSER2.RAMDEDOV) is cleared. The read value of this bit is always 0.
29 to 16	—	Reserved These bits are always read as 0. The write value should be 0.
15	RAMSEDC	DTSRAM 1-bit error flag clear If a user writes 1 to this bit, the DTSRAM 1-bit error flag (DTSER2.RAMSED) is cleared. 0 is always read from this bit.
14	RAMSEDOVC	DTSRAM 1-bit error overflow flag clear When the user writes 1 to this bit, the DTSRAM 1-bit error overflow flag (DTSER2.RAMSEDOV) is cleared. The read value of this bit is always 0.
13 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	DTSERC	DTS error flag clear If a user writes 1 to this bit, the DTS DMA error flag (DTSER1.DTSER) is cleared. 0 is always read from this bit.

7.9.2.9 DM0CMV — DMAC0 Register Access Protection Violation Register

Access: This register can be read in 32-bit units.

Address: FFFF 8030_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	MINF[6:1]						—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	VCH[2:0]			—	—	—	VF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.19 DM0CMV Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved
22 to 17	MINF[6:1]	<p>Illegal access master information</p> <p>These bits show the accessing master information of the first illegal access after the VF bit is cleared to 0.</p> <p>If illegal access occurs while the VF bit is 1, these bits do not change.</p> <p>These bits are read-only and cannot be cleared.</p> <p>The following master information of the originator of the access is retained in MINF6 to MINF1.</p> <p>MINF6 to 4: The PEID of the originator of the access</p> <p>MINF3, 2: The SPID of the originator of the access</p> <p>MINF1: The UM of the originator of the access</p>
16 to 7	—	Reserved
6 to 4	VCH[2:0]	<p>Illegal access channel</p> <p>These bits show the channel number (0 to 7) of the first illegal access after the VF bit is cleared to 0.</p> <p>If illegal access occurs while the VF bit is 1, these bits do not change.</p> <p>These bits are read-only and cannot be cleared.</p>
3 to 1	—	Reserved
0	VF	<p>Illegal access flag</p> <p>This bit shows whether illegal access occurs in the DMAC0.</p> <p>0: No illegal access has occurred in the DMAC0</p> <p>1: Illegal access has occurred in the DMAC0</p> <p>If illegal access occurs in the DMAC0 while this bit is 0, this bit is set, and MINF6 to 1 and VCH2 to 0 store their respective information.</p> <p>If illegal access occurs in the DMAC0 while this bit is 1, this bit remains 1, and MINF6 to 1 and VCH2 to 0 do not change.</p> <p>This bit can be cleared by using the CMVC register.</p>

7.9.2.10 DM1CMV — DMAC1 Register Access Protection Violation Register

Access: This register can be read in 32-bit units.

Address: FFFF 8034_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	MINF[6:1]						—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	VCH[2:0]			—	—	—	VF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.20 DM1CMV Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved
22 to 17	MINF[6:1]	<p>Illegal access master information</p> <p>These bits show the accessing master information of the first illegal access after the VF bit is cleared to 0.</p> <p>If illegal access occurs while the VF bit is 1, these bits do not change.</p> <p>These bits are read-only and cannot be cleared.</p> <p>The following master information of the originator of the access is retained in MINF6 to MINF1.</p> <p>MINF6 to 4: The PEID of the originator of the access</p> <p>MINF3, 2: The SPID of the originator of the access</p> <p>MINF1: The UM of the originator of the access</p>
16 to 7	—	Reserved
6 to 4	VCH[2:0]	<p>Illegal access channel</p> <p>These bits show the channel number (0 to 7) of the first illegal access after the VF bit is cleared to 0.</p> <p>If illegal access occurs while the VF bit is 1, these bits do not change.</p> <p>These bits are read-only and cannot be cleared.</p>
3 to 1	—	Reserved
0	VF	<p>Illegal access flag</p> <p>This bit shows whether illegal access occurs in the DMAC1.</p> <p>0: No illegal access has occurred in the DMAC1</p> <p>1: Illegal access has occurred in the DMAC1</p> <p>If illegal access occurs in the DMAC1 while this bit is 0, this bit is set, and MINF6 to 1 and VCH2 to 0 store their respective information.</p> <p>If illegal access occurs in the DMAC1 while this bit is 1, this bit remains 1, and MINF6 to 1 and VCH2 to 0 do not change.</p> <p>This bit can be cleared by using the CMVC register.</p>

7.9.2.11 DTSCMV — DTS Register Access Protection Violation Register

Access: This register can be read in 32-bit units.

Address: FFFF 8038_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	MINF[6:1]						—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	VCH[6:0]						—	—	—	VF	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.21 DTSCMV Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved
22 to 17	MINF[6:1]	<p>Illegal access master information</p> <p>These bits show the accessing master information of the first illegal access after the VF bit is cleared to 0. If illegal access occurs while the VF bit is 1, these bits do not change. These bits are read-only and cannot be cleared.</p> <p>The following master information of the originator of the access is retained in MINF6 to MINF1.</p> <p>MINF6 to 4: The PEID of the originator of the access</p> <p>MINF3, 2: The SPID of the originator of the access</p> <p>MINF1: The UM of the originator of the access</p>
16 to 11	—	Reserved
10 to 4	VCH[6:0]	<p>Illegal access channel</p> <p>These bits show the channel number (0 to 127) of the first illegal access after the VF bit is cleared to 0.</p> <p>If illegal access occurs while the VF bit is 1, these bits do not change.</p> <p>These bits are read-only and cannot be cleared.</p>
3 to 1	—	Reserved
0	VF	<p>Illegal access flag</p> <p>This bit shows whether illegal access occurs in the DTS.</p> <p>0: No illegal access has occurred in the DTS</p> <p>1: Illegal access has occurred in the DTS</p> <p>If illegal access occurs in the DTS while this bit is 0, this bit is set, and MINF6 to 1 and VCH2 to 0 store their respective information.</p> <p>If illegal access occurs in the DTS while this bit is 1, this bit remains 1, and MINF6 to 1 and VCH2 to 0 do not change.</p> <p>This bit can be cleared by using the CMVC register.</p>

7.9.2.12 CMVC — Register Access Protection Violation Clear Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 803C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	DTSVC	DM1VC	DM0VC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 7.22 CMVC Register Contents

Bit Position	Bit Name	Function
31 to 3	—	Reserved These bits are always read as 0. The write value should be 0.
2	DTSVC	DTS illegal access flag clear The DTS illegal access flag (DTSCMV.VF) can be cleared by writing 1 to this bit. 0 is always read from this bit.
1	DM1VC	DMAC1 illegal access flag clear The DMAC1 illegal access flag (DM1CMV.VF) can be cleared by writing 1 to this bit. 0 is always read from this bit.
0	DM0VC	DMAC0 illegal access flag clear The DMAC0 illegal access flag (DM0CMV.VF) can be cleared by writing 1 to this bit. 0 is always read from this bit.

7.9.2.13 DTSPRn — DTS Channel Priority Setting Register (n = 0 to 7)

- DTSPR0

Access: This register can be read/written in 32-bit units.

Address: FFFF 8060_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTS15PR[1:0]		DTS14PR[1:0]		DTS13PR[1:0]		DTS12PR[1:0]		DTS11PR[1:0]		DTS10PR[1:0]		DTS9PR[1:0]		DTS8PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTS7PR[1:0]		DTS6PR[1:0]		DTS5PR[1:0]		DTS4PR[1:0]		DTS3PR[1:0]		DTS2PR[1:0]		DTS1PR[1:0]		DTS0PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.23 DTSPR0 Register Contents

Bit Position	Bit Name	Function
31 to 0	DTS[15:0] PR[1:0]	DTS channel [15:0] priority setting These bits configure the priority level of each DTS channel used for DTS channel arbitration. 00 is the highest priority, and 11 is the lowest.

- DTSPR1

Access: This register can be read/written in 32-bit units.

Address: FFFF 8064_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTS31PR[1:0]		DTS30PR[1:0]		DTS29PR[1:0]		DTS28PR[1:0]		DTS27PR[1:0]		DTS26PR[1:0]		DTS25PR[1:0]		DTS24PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTS23PR[1:0]		DTS22PR[1:0]		DTS21PR[1:0]		DTS20PR[1:0]		DTS19PR[1:0]		DTS18PR[1:0]		DTS17PR[1:0]		DTS16PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.24 DTSPR1 Register Contents

Bit Position	Bit Name	Function
31 to 0	DTS[31:16] PR[1:0]	DTS channel [31:16] priority setting These bits configure the priority level of each DTS channel used for DTS channel arbitration. 00 is the highest priority, and 11 is the lowest.

- DTSR2

Access: This register can be read/written in 32-bit units.

Address: FFFF 8068_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTS47PR[1:0]		DTS46PR[1:0]		DTS45PR[1:0]		DTS44PR[1:0]		DTS43PR[1:0]		DTS42PR[1:0]		DTS41PR[1:0]		DTS40PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTS39PR[1:0]		DTS38PR[1:0]		DTS37PR[1:0]		DTS36PR[1:0]		DTS35PR[1:0]		DTS34PR[1:0]		DTS33PR[1:0]		DTS32PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.25 DTSR2 Register Contents

Bit Position	Bit Name	Function
31 to 0	DTS[47:32] PR[1:0]	DTS channel [47:32] priority setting These bits configure the priority level of each DTS channel used for DTS channel arbitration. 00 is the highest priority, and 11 is the lowest.

- DTSR3

Access: This register can be read/written in 32-bit units.

Address: FFFF 806C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTS63PR[1:0]		DTS62PR[1:0]		DTS61PR[1:0]		DTS60PR[1:0]		DTS59PR[1:0]		DTS58PR[1:0]		DTS57PR[1:0]		DTS56PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTS55PR[1:0]		DTS54PR[1:0]		DTS53PR[1:0]		DTS52PR[1:0]		DTS51PR[1:0]		DTS50PR[1:0]		DTS49PR[1:0]		DTS48PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.26 DTSR3 Register Contents

Bit Position	Bit Name	Function
31 to 0	DTS[63:48] PR[1:0]	DTS channel [63:48] priority setting These bits configure the priority level of each DTS channel used for DTS channel arbitration. 00 is the highest priority, and 11 is the lowest.

- DTSPR4

Access: This register can be read/written in 32-bit units.

Address: FFFF 8070_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTS79PR[1:0]		DTS78PR[1:0]		DTS77PR[1:0]		DTS76PR[1:0]		DTS75PR[1:0]		DTS74PR[1:0]		DTS73PR[1:0]		DTS72PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTS71PR[1:0]		DTS70PR[1:0]		DTS69PR[1:0]		DTS68PR[1:0]		DTS67PR[1:0]		DTS66PR[1:0]		DTS65PR[1:0]		DTS64PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.27 DTSPR4 Register Contents

Bit Position	Bit Name	Function
31 to 0	DTS[79:64] PR[1:0]	DTS channel [79:64] priority setting These bits configure the priority level of each DTS channel used for DTS channel arbitration. 00 is the highest priority, and 11 is the lowest.

- DTSPR5

Access: This register can be read/written in 32-bit units.

Address: FFFF 8074_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTS95PR[1:0]		DTS94PR[1:0]		DTS93PR[1:0]		DTS92PR[1:0]		DTS91PR[1:0]		DTS90PR[1:0]		DTS89PR[1:0]		DTS88PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTS87PR[1:0]		DTS86PR[1:0]		DTS85PR[1:0]		DTS84PR[1:0]		DTS83PR[1:0]		DTS82PR[1:0]		DTS81PR[1:0]		DTS80PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.28 DTSPR5 Register Contents

Bit Position	Bit Name	Function
31 to 0	DTS[95:80] PR[1:0]	DTS channel [95:80] priority setting These bits configure the priority level of each DTS channel used for DTS channel arbitration. 00 is the highest priority, and 11 is the lowest.

- DTSPR6

Access: This register can be read/written in 32-bit units.

Address: FFFF 8078_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTS111PR[1:0]		DTS110PR[1:0]		DTS109PR[1:0]		DTS108PR[1:0]		DTS107PR[1:0]		DTS106PR[1:0]		DTS105PR[1:0]		DTS104PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTS103PR[1:0]		DTS102PR[1:0]		DTS101PR[1:0]		DTS100PR[1:0]		DTS99PR[1:0]		DTS98PR[1:0]		DTS97PR[1:0]		DTS96PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.29 DTSPR6 Register Contents

Bit Position	Bit Name	Function
31 to 0	DTS[111:96] PR[1:0]	DTS channel [111:96] priority setting These bits configure the priority level of each DTS channel used for DTS channel arbitration. 00 is the highest priority, and 11 is the lowest.

- DTSPR7

Access: This register can be read/written in 32-bit units.

Address: FFFF 807C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTS127PR[1:0]		DTS126PR[1:0]		DTS125PR[1:0]		DTS124PR[1:0]		DTS123PR[1:0]		DTS122PR[1:0]		DTS121PR[1:0]		DTS120PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTS119PR[1:0]		DTS118PR[1:0]		DTS117PR[1:0]		DTS116PR[1:0]		DTS115PR[1:0]		DTS114PR[1:0]		DTS113PR[1:0]		DTS112PR[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.30 DTSPR7 Register Contents

Bit Position	Bit Name	Function
31 to 0	DTS[127:112] PR[1:0]	DTS channel [127:112] priority setting These bits configure the priority level of each DTS channel used for DTS channel arbitration. 00 is the highest priority, and 11 is the lowest.

7.9.2.14 DTRECCTL — DTSRAM ECC Control Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8080_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PROT[1:0]		—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SEC DIS	ECC DIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 7.31 DTRECCTL Register Contents

Bit Position	Bit Name	Function
31, 30	PROT[1:0]	These bits enable or disable writing to the ECCDIS and SECDIS bits. The written data is not retained. The read value is always 0. These bits should be written when (PROT1, PROT0) = (0, 1)
29 to 2	—	Reserved These bits are always read as 0. The write value should be 0.
1	SECDIS	DTSRAM SEC error correction disable This bit enables or disables SEC error correction when the ECCDIS bit is 0. 1-bit ECC error detection operation is always executed when ECCDIS bit is 0 regardless of the state of this bit. Set (PROT1, PROT0) = (0, 1) at the same time as writing to this bit. 0: Error correction is enabled when the SEC error is detected. 1: Error correction is disabled when the SEC error is detected.
0	ECCDIS	DTSRAM ECC disable This bit enables or disables DTSRAM ECC error detection and correction. Set (PROT1, PROT0) = (0, 1) at the same time as writing to this bit. 0: Error detection and correction are enabled. 1: Error detection and correction are disabled. The encoding function is effective when error detection and correction are disabled

7.9.2.15 DTRERINT — DTSRAM Error Notification Control Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8084_H

Value after reset: 0000 0002_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DEDIE	SEDIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 7.32 DTRERINT Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should be 0.
1	DEDIE	DTSRAM 2-bit error notification enable This bit enables or disables notification of 2-bit error detection to the ECM when the ECCDIS bit in DTRECCTL is 0. 0: Notification of 2-bit error to ECM is disabled. 1: Notification of 2-bit error to ECM is enabled.
0	SEDIE	DTSRAM 1-bit error notification enable This bit enables or disables notification of 1-bit error detection to the ECM when the ECCDIS bit in DTRECCTL is 0. 0: Notification of 1-bit error to ECM is disabled. 1: Notification of 1-bit error to ECM is enabled.

7.9.2.16 DTRTCTL — DTSRAM Test Control Register

This register is used for ECC test (self-diagnosis). It enables setting of ECC test mode and selection of ECC data to be written to the DTSRAM.

Access: This register can be read/written in 32-bit units.

Address: FFFF 8094_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PROT[1:0]		—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ECC TST	DAT SEL
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 7.33 DTRTCTL Register Contents

Bit Position	Bit Name	Function
31, 30	PROT[1:0]	These bits enable or disable writing to the ECCTST and DATSEL bits. The written data is not retained. The read value is always 0. These bits should be written when (PROT1, PROT0) = (0, 1)
29 to 2	—	Reserved These bits are always read as 0. The write value should be 0.
1	ECCTST	DTSRAM ECC Test Mode This bit enables or disables DTSRAM ECC test mode. Set (PROT1, PROT0) = (0, 1) at the same time as writing to this bit. 0: ECC test mode is enabled. 1: ECC test mode is disabled.
0	DATSEL	ECC Test Data Selection This bit is valid when ECCTST is 1 and selects ECC data to be written to the DTSRAM. Set (PROT1, PROT0) = (0, 1) at the same time as writing to this bit. 0: ECC encoded from the written data is used. 1: The value specified by the DTSRAM test data writing register (DTRTWDAT) is used.

7.9.2.17 DTRTWDAT — DTSRAM Test Write Data Register

This register is used for ECC test (self-diagnosis). It specifies ECC data to be written to the DTSRAM after ECC test mode is enabled (ECCTST = 1).

Access: This register can be read/written in 32-bit units.

Address: FFFF 8098_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	TWDAT[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.34 DTRTWDAT Register Contents

Bit Position	Bit Name	Function
31 to 7	—	Reserved These bits are always read as 0. The write value should be 0.
6 to 0	TWDAT[6:0]	ECC Test Write Data These bits specify ECC data to be written to the DTSRAM when DTRTSCTL.ECCTST = 1 and DTRTSCTL.DATSEL = 1. Writing to these bits is enabled when DTRTSCTL.ECCTST = 1 When DTRTSCTL.ECCTST = 0, these bits cannot be written and its read value is 0.

7.9.2.18 DTRTRDAT — DTSRAM Test Read Data Register

This register is used for ECC test (self-diagnosis). It reads out ECC data of the DTSRAM after ECC test mode is enabled (ECCTST = 1).

Access: This register can be read in 32-bit units.

Address: FFFF 809C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	TRDAT[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.35 DTRTRDAT Register Contents

Bit Position	Bit Name	Function
31 to 7	—	Reserved
6 to 0	TRDAT[6:0]	ECC Test Read Data These bits retain the last ECC data read out from the DTSRAM when DTRTSCTL.ECCTST = 1. Writing to these bits is enabled when DTRTSCTL.ECCTST = 1. When DTRTSCTL.ECCTST = 0, the read value of these bits is 0.

7.9.2.19 DMnnCM — DMAC Channel Master Setting Register (nn = 00 to 07 and 10 to 17)

Access: This register can be read/written in 32-bit units.

Address: FFFF 8100_H + 4_H × Ch. No. n (n = 0 to 7)
 FFFF 8120_H + 4_H × Ch. No. n - 10 (n = 10 to 17)

Value after reset: 0000 0010_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	PEID[2:0]		SPID[1:0]		UM	—	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R

Table 7.36 DMnnCM Register Contents

Bit Position	Bit Name	Function ion
31 to 7	—	Reserved These bits are always read as 0. The write value should be 0.
6 to 4	PEID[2:0]	Channel master PEID setting Specify the PEID information of the master assigned to the channel.
3, 2	SPID[1:0]	Channel master SPID setting Specify the SPID information used by the master assigned to the channel.
1	UM	Channel master UM setting Specifies the UM information of the master assigned to the channel.
0	—	Reserved This bit is always read as 0. The write value should be 0.

CAUTION

DM00CM to DM07CM configure the channel master information of the DMAC0 channel 0 to 7 respectively.

DM10CM to DM17CM configure the channel master information of the DMAC1 channel 0 to 7 respectively.

For information about the functions this register offers, see **Section 7.5, Reliability Function**.

7.9.2.20 DTSnnnCM — DTS Channel Master Setting Register (nnn = 000 to 127)

Access: This register can be read/written in 32-bit units.

Address: FFFF 8200_H + 4_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	PEID[2:0]			SPID[1:0]		UM	—
Value after reset	Undefined															
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMC[15:0]															
Value after reset	Undefined															
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.37 DTS Channel Master Setting Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved When read, the value returned is undefined. The write value should be 0.
22 to 20	PEID[2:0]	Channel master PEID setting Specify the PEID information of the master assigned to the channel.
19, 18	SPID[1:0]	Channel master SPID setting Specify the SPID information used by the master assigned to the channel.
17	UM	Channel master UM setting Specifies the UM information of the master assigned to the channel.
16	—	Reserved When read, the value returned is undefined. The write value should be 0.
15 to 0	CMC[15:0]	Transfer count compare In terms of contents, this field is the same as bits [15:0] of Section 7.11.3.8, DTTCCnnn — DTS Transfer Count Compare Register.

CAUTION

DTS000CM to DTS127CM configure the channel master information of the DTS channel 0 to 127 respectively.

For information about the functions this register offers, see **Section 7.5, Reliability Function.**

CAUTION

The 16 low-order bits of this register are shared with the DTS transfer count compare register, one of the DTS channel registers.

If you write to this register, the DTS transfer count compare register is updated as well.

Recommended setup procedure of the DTS channel master setting register

When the special master configures the overall DMA operation, the channel master setting must be configured in bits 22 to 17 in this register, and 0 must be specified in bits 15 to 0 and the reserved bits 31 to 23, and 16.

When the master assigned to the channel updates the value of the transfer count compare, use the DTS transfer count compare register instead.

Bits 31 to 23 of this register are reserved, but you can read and write those bits. Our recommendation is as follows. When you write to those bits, write 0. When you read from those bits, discard the read value by software.

7.10 DMAC Channel Register

7.10.1 DMAC Channel Register Address

Address = Base address “FFFF 8000_H” + Offset address

Table 7.38 DMAC Channel Register Address

Offset Address	Register Symbol	Meaning	Accessed Permission	
			Special Master	General Master
0400 _H + 40 _H × [channel number]	DSAn	DMAC source address	√	√
0404 _H + 40 _H × [channel number]	DDAn	DMAC destination address	√	√
0408 _H + 40 _H × [channel number]	DTCn	DMAC transfer count	√	√
040C _H + 40 _H × [channel number]	DTCTn	DMAC transfer control	√	√
0410 _H + 40 _H × [channel number]	DRSAn	DMAC reload source address	√	√
0414 _H + 40 _H × [channel number]	DRDAn	DMAC reload destination address	√	√
0418 _H + 40 _H × [channel number]	DRTCn	DMAC reload transfer count	√	√
041C _H + 40 _H × [channel number]	DTCCn	DMAC transfer count compare	√	√
0420 _H + 40 _H × [channel number]	DCENn	DMAC channel operation enable setting	√	√
0424 _H + 40 _H × [channel number]	DCSTn	DMAC transfer status	√	√
0428 _H + 40 _H × [channel number]	DCSTSn	DMAC transfer status set	√	√
042C _H + 40 _H × [channel number]	DCSTCn	DMAC transfer status clear	√	√
0430 _H + 40 _H × [channel number]	DTFRn	DTFR setting	√	√
0434 _H + 40 _H × [channel number]	DTFRRQn	DTFR transfer request status	√	√
0438 _H + 40 _H × [channel number]	DTFRRQCn	DTFR transfer request clear	√	√

Note 1. The [channel number] in the offset addresses and “n” in the register symbols are numbers in the range from 0 to 15, and the correspondence between the channel number n and the channel is as follows.

Channel number n	Channel
0	DMAC0 channel 0
1	DMAC0 channel 1
2	DMAC0 channel 2
3	DMAC0 channel 3
4	DMAC0 channel 4
5	DMAC0 channel 5
6	DMAC0 channel 6
7	DMAC0 channel 7
8	DMAC1 channel 0
9	DMAC1 channel 1
10	DMAC1 channel 2
11	DMAC1 channel 3
12	DMAC1 channel 4
13	DMAC1 channel 5
14	DMAC1 channel 6
15	DMAC1 channel 7

7.10.2 Details of DMAC Channel Registers

The “n” in the register symbols indicates the DMA channel number (n = 0 to 15).

7.10.2.1 DSA_n — DMAC Source Address Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8400_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SA[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SA[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.39 DSA_n Register Contents

Bit Position	Bit Name	Function
31 to 0	SA[31:0]	Source address Specifies the DMA transfer source address. Those bits are updated whenever a DMA cycle is executed. If you read from those bits, the transfer source address for the next DMA cycle is read.

CAUTIONS

1. It is forbidden to write to those bits when the channel operation is enabled (DTE bit = 1). If you do, the correct operation is not guaranteed.
2. The address must be set up while the DTE bit is 0.
3. DMA transfer for misaligned data is not supported. The possible lowest four bits of the address for each transfer data size is as follows. (* denotes an arbitrary one bit.)

The correct operation is not guaranteed if you select other setting.

Data Size	SA3	SA2	SA1	SA0
8 bits	*	*	*	*
16 bits	*	*	*	0
32 bits	*	*	0	0
64 bits	*	0	0	0
128 bits	0	0	0	0

7.10.2.2 DDAn — DMAC Destination Address Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8404_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DA[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DA[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.40 DDAn Register Contents

Bit Position	Bit Name	Function
31 to 0	DA[31:0]	Destination address Specifies the DMA transfer destination address. Those bits are updated whenever a DMA cycle is executed. If you read from those bits, the transfer destination address for the next DMA cycle is read.

CAUTIONS

1. It is forbidden to write to those bits when the channel operation is enabled (DTE bit = 1). If you do, the correct operation is not guaranteed.
2. The address must be set up while the DTE bit is 0.
3. If transfer error is generated in the read cycle of DMA transfer, the write cycle is not executed, but the destination address is updated.
4. DMA transfer for misaligned data is not supported. The possible lowest four bits of the address for each transfer data size is as follows. (× denotes an arbitrary one bit.)

The correct operation is not guaranteed if you select other setting.

Data Size	DA3	DA2	DA1	DA0
8 bits	×	×	×	×
16 bits	×	×	×	0
32 bits	×	×	0	0
64 bits	×	0	0	0
128 bits	0	0	0	0

7.10.2.3 DTCn — DMAC Transfer Count Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8408_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ARC[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TRC[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.41 DTCn Register Contents

Bit Position	Bit Name	Function										
31 to 16	ARC[15:0]	<p>Address reload count</p> <p>Specifies the number of transfers until the address reload when the reload function 2 is used, and also specifies the number of transfers when the block transfer 2 is used. If you read from those bits during DMA transfer, the address reload count for the next DMA cycle is read.</p> <p>When the reload function 2 or block transfer 2 is used, ARC[15:0] bits are decremented by one for every DMA cycle. When the reload function 2 or block transfer 2 is not used, ARC[15:0] bits are not updated.</p> <p>If the value is 0000_H, it means that the number of transfers until the address reload when the reload function 2 is used and the number of transfers when the block transfer 2 is used are 65536.</p>										
15 to 0	TRC[15:0]	<p>Transfer count</p> <p>Configures the number of transfers. TRC[15:0] bits are decremented by one whenever a DMA cycle is executed. If you read from those bits, the remaining number of transfers for the next DMA cycle is read. If the reload function is not used, after the last transfer is complete, the value at the completion (0000_H) is retained.</p> <table border="1" style="width: 100%; margin-top: 10px;"> <thead> <tr> <th>TRC[15:0]</th> <th>Operation</th> </tr> </thead> <tbody> <tr> <td>0000_H</td> <td>The number of transfers is 65536, or the transfer is complete.</td> </tr> <tr> <td>0001_H</td> <td>The number of transfers or remaining transfers is 1.</td> </tr> <tr> <td>:</td> <td>:</td> </tr> <tr> <td>FFFF_H</td> <td>The number of transfers or remaining transfers is 65535.</td> </tr> </tbody> </table>	TRC[15:0]	Operation	0000 _H	The number of transfers is 65536, or the transfer is complete.	0001 _H	The number of transfers or remaining transfers is 1.	:	:	FFFF _H	The number of transfers or remaining transfers is 65535.
TRC[15:0]	Operation											
0000 _H	The number of transfers is 65536, or the transfer is complete.											
0001 _H	The number of transfers or remaining transfers is 1.											
:	:											
FFFF _H	The number of transfers or remaining transfers is 65535.											

CAUTIONS

1. It is forbidden to write to those bits when the channel operation is enabled (DTE bit = 1). If you do, the correct operation is not guaranteed.
2. If transfer error is generated in the read cycle of DMA transfer, the write cycle is not executed, but the transfer count and the address reload count are updated.

7.10.2.4 DTCTn — DMAC Transfer Control Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 840C_H+ 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	ESE	DRS	—	—	—	—	—	CHNSEL[2:0]			CHNE[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CCE	TCE	MLE	RLD2M[1:0]		RLD1M[1:0]		DACM[1:0]		SACM[1:0]		DS[2:0]		TRM[1:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.42 DTCTn Register Contents (1/3)

Bit Position	Bit Name	Function
31 to 28	—	Reserved These bits are always read as 0. The write value should be 0.
27	ESE	Transfer error case DMA transfer disable setting Configures whether a DMA cycle is executed when the DCSTn.ER bit is set due to DMA transfer error. If this bit is cleared to 0, even when the DCSTn.ER bit is set due to DMA transfer error, the following DMA cycles can be executed. If this bit is set to 1, the following DMA cycles are not executed when the DCSTn.ER bit is set due to DMA transfer error. 0: DMA cycles are executed while the DCSTn.ER bit is set. 1: DMA cycles are not executed while the DCSTn.ER bit is set.
26	DRS	DMA transfer request selection assignment Selects the type of DMA transfer requests to be accepted. 0: Software DMA transfer request 1: Hardware DMA transfer request
25 to 21	—	Reserved These bits are always read as 0. The write value should be 0.
20 to 18	CHNSEL[2:0]	Next channel in the chain Specify the next channel in the chain. The next channel must be another channel in the same DMAC. You cannot specify a channel in the different DMAC or in the DTS. You cannot specify the same channel for the next channel. (If you do, the correct operation is not guaranteed.)
17, 16	CHNE[1:0]	Chain enable Select the chain function. 00: Disabled 01: Chain at the last transfer A chain request is generated at the completion of the DMA cycle in which the remaining transfer count is one. 10: (Setting prohibited. No guarantee of operation) 11: Always chain A chain request is generated at the completion of every DMA cycle.
15	CCE	Transfer count match interrupt enable If this bit is set, a transfer count match interrupt is generated at the completion of the DMA cycle in which the transfer count compare register and the remaining transfer count have the same value.
14	TCE	Transfer completion interrupt enable If this bit is set, a transfer completion interrupt is generated at the completion of the last transfer.

Table 7.42 DTCTn Register Contents (2/3)

Bit Position	Bit Name	Function															
13	MLE	<p>Continuous transfer enable</p> <p>If this bit is set, the DTE bit is not cleared at the completion of DMA transfer. In addition, even if the TC bit is not cleared, DMA transfer starts when there is a DMA transfer request.</p> <p>0: The DTE bit is cleared at the completion of DMA transfer. In addition, the next DMA transfer can start only after the TC bit is cleared.</p> <p>1: The DTE bit is not cleared at the completion of DMA transfer. In addition, even if the TC bit is not cleared, DMA transfer starts when there is a DMA transfer request.</p>															
12, 11	RLD2M[1:0]	<p>Reload function 2 setting</p> <p>Configure the reload function 2.</p> <p>00: Reload function 2 is disabled.</p> <p>01: Reload function 2 is enabled.</p> <p>The source address and address reload count are reloaded at the completion of the DMA cycle in which the address reload count is 1.</p> <p>10: Reload function 2 is enabled.</p> <p>The destination address and address reload count are reloaded at the completion of the DMA cycle in which the address reload count is 1.</p> <p>11: Reload function 2 is enabled.</p> <p>The source address, destination address, and address reload count are reloaded at the completion of the DMA cycle in which the address reload count is 1.</p>															
10, 9	RLD1M[1:0]	<p>Reload function 1 setting</p> <p>Configure the reload function 1.</p> <p>00: Reload function 1 is disabled.</p> <p>01: Reload function 1 is enabled.</p> <p>The source address and transfer count are reloaded at the completion of the DMA cycle in which the remaining transfer count is 1. (If the reload function 2 is enabled, the address reload count is also reloaded.)</p> <p>10: Reload function 1 is enabled.</p> <p>The destination address and transfer count are reloaded at the completion of the DMA cycle in which the remaining transfer count is 1. (If the reload function 2 is enabled, the address reload count is also reloaded.)</p> <p>11: Reload function 1 is enabled.</p> <p>The source address, destination address, and transfer count are reloaded at the completion of the DMA cycle in which the remaining transfer count is 1. (If the reload function 2 is enabled, the address reload count is also reloaded.)</p>															
8, 7	DACM[1:0]	<p>Destination address count direction</p> <p>Specify the count direction of the destination address.</p> <table border="1"> <thead> <tr> <th>DACM1</th> <th>DACM0</th> <th>Direction of Count</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Increment</td> </tr> <tr> <td>0</td> <td>1</td> <td>Decrement</td> </tr> <tr> <td>1</td> <td>0</td> <td>Fixed</td> </tr> <tr> <td>1</td> <td>1</td> <td>Setting prohibited (No guarantee of operation)</td> </tr> </tbody> </table>	DACM1	DACM0	Direction of Count	0	0	Increment	0	1	Decrement	1	0	Fixed	1	1	Setting prohibited (No guarantee of operation)
DACM1	DACM0	Direction of Count															
0	0	Increment															
0	1	Decrement															
1	0	Fixed															
1	1	Setting prohibited (No guarantee of operation)															
6, 5	SACM[1:0]	<p>Source address count direction</p> <p>Specify the count direction of the source address.</p> <table border="1"> <thead> <tr> <th>SACM1</th> <th>SACM0</th> <th>Direction of Count</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Increment</td> </tr> <tr> <td>0</td> <td>1</td> <td>Decrement</td> </tr> <tr> <td>1</td> <td>0</td> <td>Fixed</td> </tr> <tr> <td>0</td> <td>1</td> <td>Setting prohibited (No guarantee of operation)</td> </tr> </tbody> </table>	SACM1	SACM0	Direction of Count	0	0	Increment	0	1	Decrement	1	0	Fixed	0	1	Setting prohibited (No guarantee of operation)
SACM1	SACM0	Direction of Count															
0	0	Increment															
0	1	Decrement															
1	0	Fixed															
0	1	Setting prohibited (No guarantee of operation)															

Table 7.42 DTCTn Register Contents (3/3)

Bit Position	Bit Name	Function																												
4 to 2	DS[2:0]	Transfer data size Specify the transfer data size.																												
		<table border="1"> <thead> <tr> <th>DS2</th> <th>DS1</th> <th>DS0</th> <th>Transfer Data Size</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>8 bits</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>16 bits</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>32 bits</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>64 bits</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>128 bits</td> </tr> <tr> <td colspan="3">Other than the above</td> <td>Setting prohibited (No guarantee of operation)</td> </tr> </tbody> </table>	DS2	DS1	DS0	Transfer Data Size	0	0	0	8 bits	0	0	1	16 bits	0	1	0	32 bits	0	1	1	64 bits	1	0	0	128 bits	Other than the above			Setting prohibited (No guarantee of operation)
DS2	DS1	DS0	Transfer Data Size																											
0	0	0	8 bits																											
0	0	1	16 bits																											
0	1	0	32 bits																											
0	1	1	64 bits																											
1	0	0	128 bits																											
Other than the above			Setting prohibited (No guarantee of operation)																											
1, 0	TRM[1:0]	Transfer mode Specify the DMA transfer mode. 00: Single transfer 01: Block transfer 1 (The number of transfers is specified by the transfer count.) 10: Block transfer 2 (The number of transfers is specified by the address reload count.) 11: Setting prohibited (No guarantee of operation)																												

CAUTIONS

1. While channel operation is enabled (DTE bit = 1), changing the value of the MLE bit from “1” to “0” is only possible (correct operation is not guaranteed when the value of any bit other than the MLE bit is changed).
2. If forbidden settings are used for some of the bits, the correct operation is not guaranteed.

7.10.2.5 DRSA_n — DMAC Reload Source Address Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8410_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

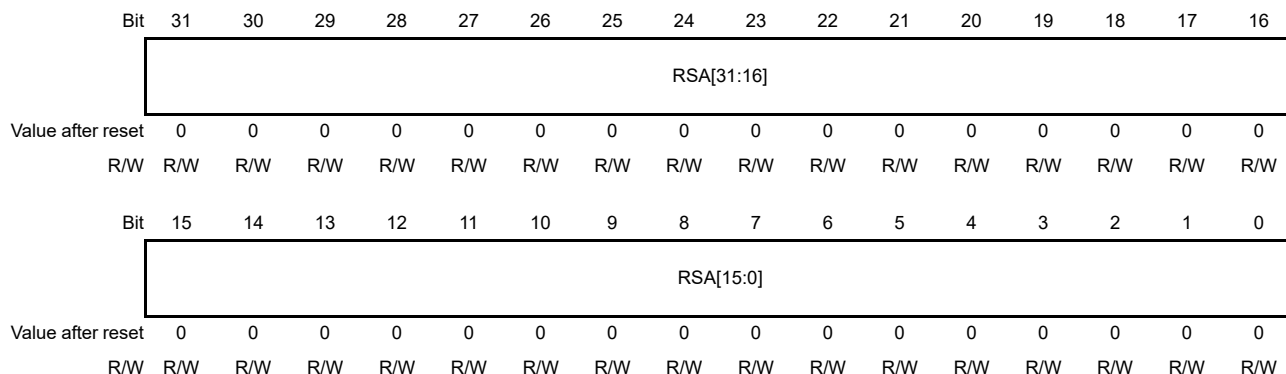


Table 7.43 DRSA_n Register Contents

Bit Position	Bit Name	Function
31 to 0	RSA[31:0]	Reload source address Specifies the source address to be reloaded to the DMA source address register when the reload function 1 or reload function 2 is used.

CAUTION

DMA transfer for misaligned data is not supported. The possible lowest four bits of the address for each transfer data size is as follows. (× denotes an arbitrary one bit.) The correct operation is not guaranteed if you select other setting.

Data Size	RSA3	RSA2	RSA1	RSA0
8 bits	×	×	×	×
16 bits	×	×	×	0
32 bits	×	×	0	0
64 bits	×	0	0	0
128 bits	0	0	0	0

7.10.2.6 DRDAn — DMAC Reload Destination Address Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8414_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RDA[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RDA[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.44 DRDAn Register Contents

Bit Position	Bit Name	Function
31 to 0	RDA[31:0]	Reload destination address Specifies the destination address to be reloaded to the DMA destination address register when the reload function 1 or reload function 2 is used.

CAUTION

DMA transfer for misaligned data is not supported. The possible lowest four bits of the address for each transfer data size is as follows. (× denotes an arbitrary one bit.) The correct operation is not guaranteed if you select other setting.

Data Size	RDA3	RDA2	RDA1	RDA0
8 bits	×	×	×	×
16 bits	×	×	×	0
32 bits	×	×	0	0
64 bits	×	0	0	0
128 bits	0	0	0	0

7.10.2.7 DRTCn — DMAC Reload Transfer Count Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8418_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RARC[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RTRC[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.45 DRTCn Register Contents

Bit Position	Bit Name	Function
31 to 16	RARC[15:0]	Reload address reload count Specifies the value to be loaded to the address reload count in the transfer count register at the timing of reload when the reload function 2 is used.
15 to 0	RTRC[15:0]	Reload transfer count Specifies the value to be loaded to the transfer count in the transfer count register at the timing of reload when the reload function 1 is used.

7.10.2.8 DTCCn — DMAC Transfer Count Compare Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 841C_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMC[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.46 DTCCn Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should be 0.
15 to 0	CMC[15:0]	Transfer count compare Configure the transfer count to be compared to the transfer count register. At the completion of the DMA cycle in which the remaining transfer count is the same as the value in this register, the transfer count match flag (DCSTn.CC) in the DMAC transfer status register is set. Furthermore, if the transfer count match interrupt enable (DTCTn.CCE) bit is 1, a transfer count match interrupt is generated. If 0000 _H is set, comparison with the transfer count is disabled. In this case, the transfer count match flag in the DMAC transfer status register is never set, and a transfer count match interrupt is never generated.

CAUTION

It is forbidden to write to those bits when the channel operation is enabled (DTE bit = 1). If you do, the correct operation is not guaranteed.

7.10.2.9 DCENn — DMAC Channel Operation Enable Setting Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8420_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DTE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.47 DCENn Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	DTE	Channel operation enable Specifies whether to enable or disable the transfer operation of the channel. If the DTE bit is 1, DMA transfer starts when there is a DMA transfer request. If the MLE bit is 0, the DTE bit is cleared automatically at the completion of the DMA transfer. In addition, if 0 is written to the DTE bit during DMA transfer, the DMA transfer is suspended. If 1 is written to the DTE bit during suspension, the suspension is cleared and the DMA transfer resumes. 0: Channel operation is disabled/Channel suspended 1: Channel operation is enabled/Channel suspension cleared

7.10.2.10 DCSTn — DMAC Transfer Status Register

Access: This register can be read in 32-bit units.

Address: FFFF 8424_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	ERWR	—	—	CY	ER	—	CC	TC	—	—	DR	SR
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.48 DCSTn Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 12	—	Reserved
11	ERWR	DMA Transfer Error occurring cycle This bit is updated at the same time as setting of the DMA transfer error flag (ER), indicating which cycle of read or write the DMA transfer error occurs in. This bit is not updated when a new DMA transfer error occurs after the ER bit has been set. If the ER bit is cleared, this bit is also cleared to 0. 0: DMA transfer error occurs in read cycle. 1: DMA transfer error occurs in write cycle.
10, 9	—	Reserved
8	CY	DMA cycle execution state This bit shows whether a DMA cycle is ongoing in this channel. 0: DMA cycle is not ongoing. 1: DMA cycle is ongoing.
7	ER	Transfer error flag This bit is set when DMA transfer error is generated. If this bit is 1 and the DTCTn.ESE bit is set, a DMA cycle is not executed when a DMA transfer request is generated. 0: No DMA transfer error is generated 1: DMA transfer error is generated
6	—	Reserved
5	CC	Transfer count match flag This bit is set at the completion of the DMA cycle in which the remaining transfer count is the same as the value set in the transfer compare register. 0: No compare match has occurred with the transfer count compare register. 1: Compare match has occurred with the transfer count compare register.
4	TC	Transfer completion flag This bit is set at the completion of the last transfer and shows whether the DMA transfer is complete. If the MLE bit is 0 and this bit is 1, a DMA cycle is not executed when a DMA transfer request is generated. 0: DMA transfer incomplete 1: DMA transfer complete
3, 2	—	Reserved

Table 7.48 DCSTn Register Contents (2/2)

Bit Position	Bit Name	Function
1	DR	<p>Hardware DMA transfer request status</p> <p>This bit shows whether there is a hardware DMA transfer request (DMARQ) from the DTFR.</p> <p>This bit changes regardless of the value of the DTE bit when a hardware DMA transfer request from the DTFR is generated. If the software DMA transfer request is selected by the transfer request selection bit (DRS) in the DMAC transfer control register, this bit is not set even when a hardware DMA transfer request is input from the DTFR.</p> <p>0: There is no hardware DMA transfer request 1: There is a hardware DMA transfer request</p>
0	SR	<p>Software DMA transfer request flag</p> <p>This bit shows whether there is a software DMA transfer request (DMARQ). This bit is automatically cleared at the completion of the last transfer. A user can set this bit by writing 1 to the SRS bit in the DMAC transfer status set register. In addition, a user can clear this bit by writing 1 to the SRC bit in the DMAC transfer status clear register, but if this is done, the ongoing DMA transfer is aborted and cannot be resumed.</p> <p>0: There is no software DMA transfer request 1: There is a software DMA transfer request</p>

7.10.2.11 DCSTSn — DMAC Transfer Status Set Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8428_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SRS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.49 DCSTSn Set Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	SRS	Software DMA transfer request flag A user can set the software DMA transfer request flag (SR) by writing 1 to this bit. 0 is always read from this bit.

7.10.2.12 DCSTCn — DMAC Transfer Status Clear Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 842C_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ERC	—	CCC	TCC	—	—	—	SRC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R	R	R	R/W

Table 7.50 DCSTCn Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved These bits are always read as 0. The write value should be 0.
7	ERC	Transfer error flag clear The DMA transfer error flag (ER) can be cleared by writing 1 to this bit. 0 is always read from this bit.
6	—	Reserved This bit is always read as 0. The write value should be 0.
5	CCC	Transfer count match flag clear The transfer count match flag (CC) can be cleared by writing 1 to this bit. 0 is always read from this bit.
4	TCC	Transfer completion flag clear The transfer completion flag (TC) can be cleared by writing 1 to this bit. 0 is always read from this bit.
3 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	SRC	Software DMA transfer request flag clear The software DMA transfer request flag (SR) can be cleared by writing 1 to this bit. 0 is always read from this bit.

7.10.2.13 DTFRn — DTFR Setting Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8430_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	REQSEL[6:0]							REQEN
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.51 DTFRn Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved These bits are always read as 0. The write value should be 0.
7 to 1	REQSEL[6:0]	Hardware DMA transfer source selection Select one out of 128 hardware DMA transfer sources as the hardware DMA transfer request. 000_0000: Selecting the DMACTRG[0] input : 111_1111: Selecting the DMACTRG[127] input
0	REQEN	Hardware DMA transfer source selection enable This bit enables/disables the hardware DMA transfer source selection. 0: Hardware DMA transfer source selection is disabled. 1: Hardware DMA transfer source selection is enabled. If this bit is 0, even when the hardware DMA transfer source selected by the REQSEL6-0 bits is activated, it is not recognized as a hardware DMA transfer request, and a hardware DMA transfer request is not generated.

7.10.2.14 DTFRRQn — DTFR Transfer Request Status Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8434_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DRQ
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.52 DTFRRQn Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved
0	DRQ	<p>Hardware DMA transfer request status If this bit is set, it means that a hardware DMA transfer request exists or is retained.</p> <ul style="list-style-type: none"> If the hardware DMA transfer request is an edge detection type*¹ This bit shows whether a hardware DMA transfer request generated by edge detection is retained. When the DMA transfer request acceptance signal (DMAAKn) from the DMAC is asserted, this bit is automatically cleared. A user can clear this bit by writing 1 to the DTFRRQCn.DRQC bit. If the hardware DMA transfer request is a level input type*¹ This bit shows whether there is a hardware DMA transfer request input. Even when the DMA transfer request acceptance signal (DMAAKn) from the DMAC is asserted, this bit is not automatically cleared. In addition, this bit is not cleared even when a user writes to the DTFRRQCn.DRQC bit. <p>This bit changes regardless of the value of the DTFRn.REQEN bit when a hardware DMA transfer request is generated. 0: There is no hardware DMA transfer request 1: There is a hardware DMA transfer request</p>

Note 1. Whether the hardware DMA transfer request is an edge detection type or level input type depends on the hardware DMA transfer source selected by DTFRn.REQSEL. The hardware DMA transfer request is only an edge detection type.

7.10.2.15 DTFRRQCn — DTFR Transfer Request Clear Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 8438_H + 40_H × Ch. No. n (n = 0 to 15)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DRQC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.53 DTFRRQCn Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	DRQC	Hardware DMA transfer request clear If the hardware DMA transfer request is an edge detection type* ¹ , a user can clear the DTFRRQn.DRQ bit by writing 1 to this bit. If the hardware DMA transfer request is a level input type* ¹ , the DTFRRQn.DRQ bit cannot be cleared by writing to this bit. 0 is always read from this bit.

Note 1. Whether the hardware DMA transfer request is an edge detection type or level input type depends on the hardware DMA transfer source selected by DTFRn.REQSEL. The hardware DMA transfer request is only an edge detection type.

7.11 DTS Channel Register

7.11.1 Transfer information of the DTS (TI)

7.11.1.1 Structure of the TI

The transfer information of the DTS is called TI. One set of TI consists of 32 bits. 8 sets of TI are assigned for each channel. The 8 sets of TI is called TI-A, TI-B, TI-C, TI-D, TI-E, TI-F, TI-G, and TI-H.

Figure 7.12 shows the structure of the TI.

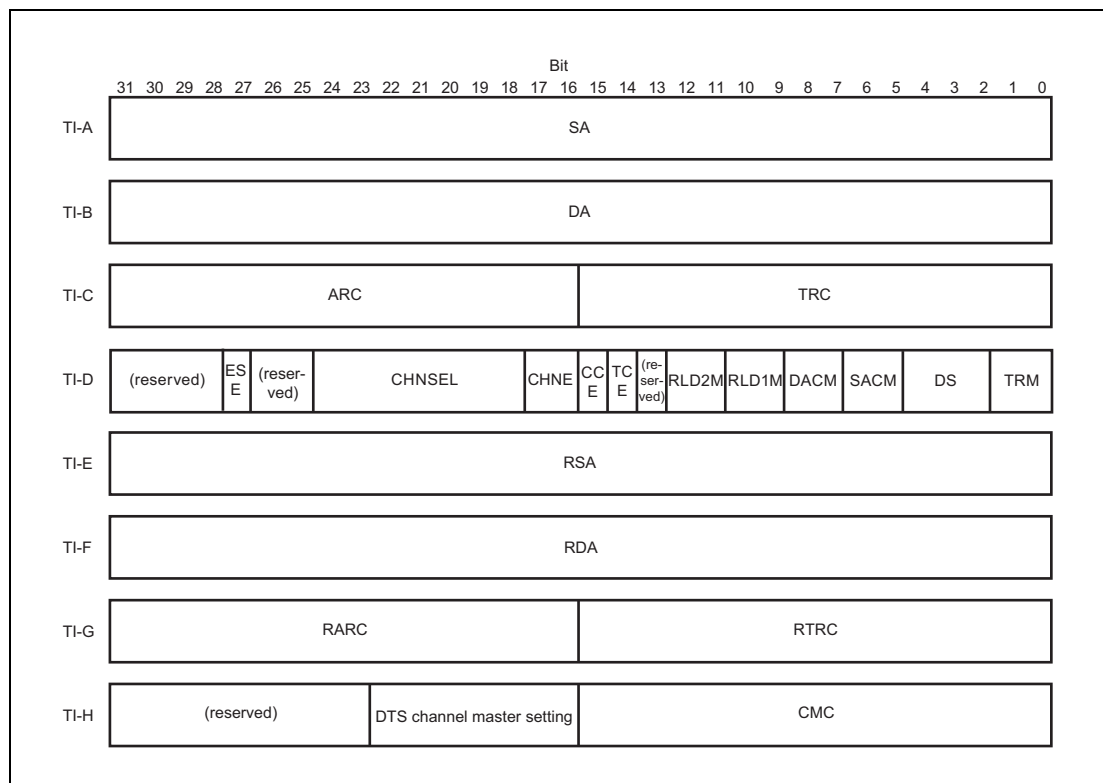


Figure 7.12 Structure of the TI

7.11.1.2 Organization of the TI in the DTSRAM

A user indirectly accesses the DTSRAM by way of the DTS channel registers for each channel and the DTS channel master setting registers.

Therefore, usually, a user does not have to think about the address organization of the TI in the DTSRAM. As an exception, when ECC error occurs while the DTSRAM is read, the address of the ECC error in the DTSRAM is stored to the DTSRAM error register 2 (DTSER2), one of the global registers. In order to know which channel and TI have generated the error, you need to understand the address organization of the TI in the DTSRAM.

Figure 7.13 shows the address organization of the TI in the DTSRAM.

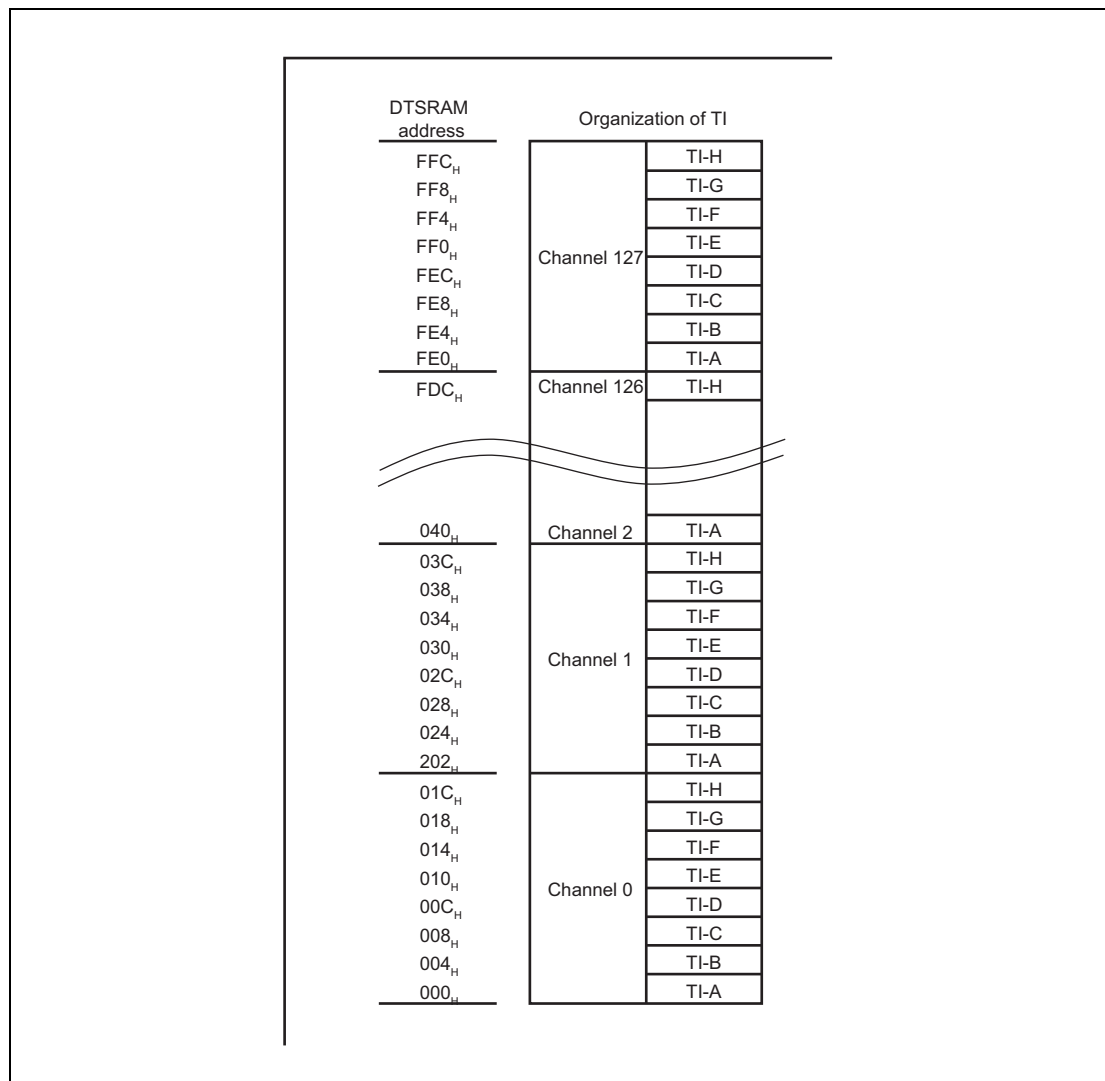


Figure 7.13 Organization of the TI in the DTSRAM

7.11.1.3 Accessing the TI

TI-A can be accessed by way of the DTS source address register (DTSAnnn) for each channel.

TI-B can be accessed by way of the DTS destination address register (DTDAnnn) for each channel.

TI-C can be accessed by way of the DTS transfer count register (DTTCnnn) for each channel.

TI-D can be accessed by way of the DTS transfer control register (DTTCTnnn) for each channel.

TI-E can be accessed by way of the DTS reload source address register (DTRSAnnn) for each channel.

TI-F can be accessed by way of the DTS reload destination address register (DTRDAnnn) for each channel.

TI-G can be accessed by way of the DTS reload transfer count register (DTRTCnnn) for each channel.

TI-H can be accessed by way of the channel master setting register (DTSnnnCM), which is a global register, and the transfer count compare register (DTTCCnnn) for each channel.

7.11.1.4 Caution about accessing the TI

The data of the DTS channel master setting register and the data of the DTS transfer count compare register are stored to the same TI-H.

Access to the DTS channel master setting register (DTSnnnCM) is actually 32-bit access to the whole TI-H. Therefore, when you write to the DTS channel master setting register, the lower 16-bit data, which is the data for the DTS transfer count compare (CMC), is updated at the same time. When you read from the DTS channel master setting register, the value of the DTS transfer count compare (CMC) is read as the lower 16-bit data.

When you read from the DTS transfer count compare register (DTTCCnnn), 32-bit data is read from the TI-H, but only the lower 16-bit data is actually seen in the result of the register read. When you write to the DTS transfer count compare register (DTTCCnnn), lower 16-bit read/modify/write access to the 32-bit TI-H is used. Data in the TI immediately after the reset is undefined. It should be noted that, if you try to write to the DTS transfer count compare register (DTTCCnnn) before setting up the DTS channel master setting register, ECC error may be detected during the read of the read/modify/write access.

Bits 31 to 23 of the TI-H are not used, but you can read and write those bits by accessing the DTS channel master setting register. Our recommendation is as follows. When you write to those bits, write 0. When you read from those bits, discard the read value by software.

After the reset, the values in the DTSRAM, which stores the TI, are undefined. After the reset, if you read TI before you write to the TI, ECC error is generated. Therefore, the first access to the following registers after the reset must be write access. The first access after the reset should never be read access.

- DTS source address register (DTSAnnn)
- DTS destination address register (DTDAnnn)
- DTS transfer count register (DTTCnnn)
- DTS transfer control register (DTTCTnnn)
- DTS reload source address register (DTRSAnnn)
- DTS reload destination address register (DTRDAnnn)
- DTS reload transfer count register (DTRTCnnn)
- Channel master setting registers (DTSnnnCM)

In addition, after the reset, the first access to the DTS transfer count compare register (DTTCnnn) must be always after write access to the channel master setting register (DTSnnnCM).

You can access the TI from a CPU while the DTS is executing DMA transfer. But if you do so, the following should be noted.

- While a channel is executing DMA transfer, the TI of the channel should not be updated by TI access from a CPU. If this situation happens, the result of the DMA transfer and the contents of the TI may mismatch.
- If TI access is requested from a CPU while a TI fetch or TI write back is executed, the TI access is executed after the completion of the TI fetch or TI write back. If a TI fetch or TI write back is requested while a TI access request from a CPU is processed, the TI fetch or TI write back is executed after the processing of the TI access is complete.

7.11.2 DTS Channel Register Address

Address = Base address “FFFF 9000_H” + Offset address

Table 7.54 DTS Channel Register Address

Offset Address	Register Symbol	Meaning	Accessed Permission	
			Special Master	General Master
0000 _H + 40 _H × [channel number]	DTSA _{nnn}	DTS source address	√	√
0004 _H + 40 _H × [channel number]	DTDA _{nnn}	DTS destination address	√	√
0008 _H + 40 _H × [channel number]	DTTC _{nnn}	DTS transfer count	√	√
000C _H + 40 _H × [channel number]	DTTC _{Tnnn}	DTS transfer control	√	√
0010 _H + 40 _H × [channel number]	DTRSA _{nnn}	DTS reload source address	√	√
0014 _H + 40 _H × [channel number]	DTRDA _{nnn}	DTS reload destination address	√	√
0018 _H + 40 _H × [channel number]	DTRTC _{nnn}	DTS reload transfer count	√	√
001C _H + 40 _H × [channel number]	DTTC _{Cnnn}	DTS transfer count compare	√	√
0020 _H + 40 _H × [channel number]	DTFSL _{nnn}	DTSFSL operation setting	√	√
0024 _H + 40 _H × [channel number]	DTFST _{nnn}	DTSFSL transfer request status	√	√
0028 _H + 40 _H × [channel number]	DTFSS _{nnn}	DTSFSL transfer request set	√	√
002C _H + 40 _H × [channel number]	DTFSC _{nnn}	DTSFSL transfer request clear	√	√

Note: The [channel number] in the offset addresses is a number in the range from 0 to 127.
The “nnn” in the register symbols is a 3-digit number in the range from 000 to 127.

7.11.3 Details of DTS Channel Registers

The “nnn” in the register symbols indicates the DTS channel number (nnn = 000 to 127).

7.11.3.1 DTSAnnn — DTS Source Address Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 9000_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

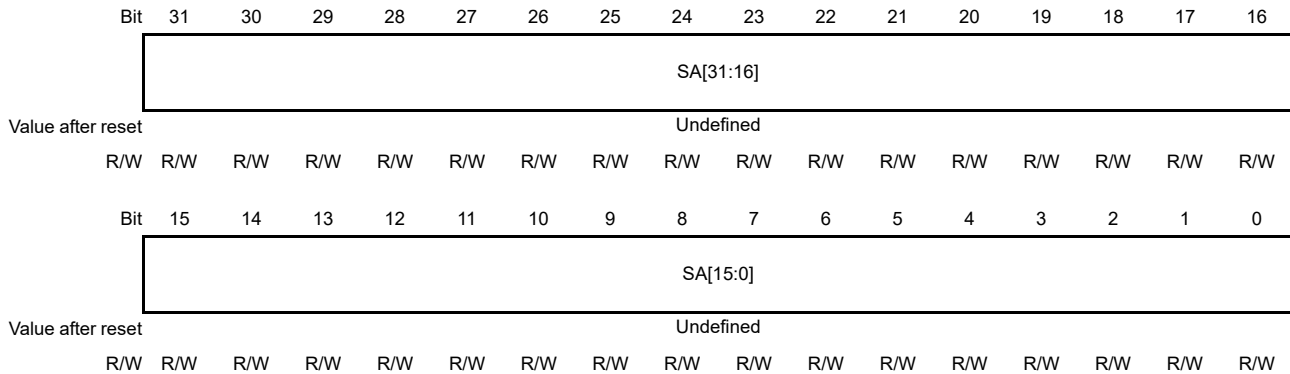


Table 7.55 DTSAnnn Register Contents

Bit Position	Bit Name	Function
31 to 0	SA[31:0]	Source address Specifies the DMA transfer source address. SA[31:0] are updated at the timing of the TI write back and retains the DMA transfer source address for the next DMA transfer.

CAUTION

DMA transfer for misaligned data is not supported. The possible lowest four bits of the address for each transfer data size is as follows. (* denotes an arbitrary one bit.) The correct operation is not guaranteed if you select other setting.

Data Size	SA3	SA2	SA1	SA0
8 bits	*	*	*	*
16 bits	*	*	*	0
32 bits	*	*	0	0
64 bits	*	0	0	0
128 bits	0	0	0	0

7.11.3.2 DTDAnn — DTS Destination Address Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 9004_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

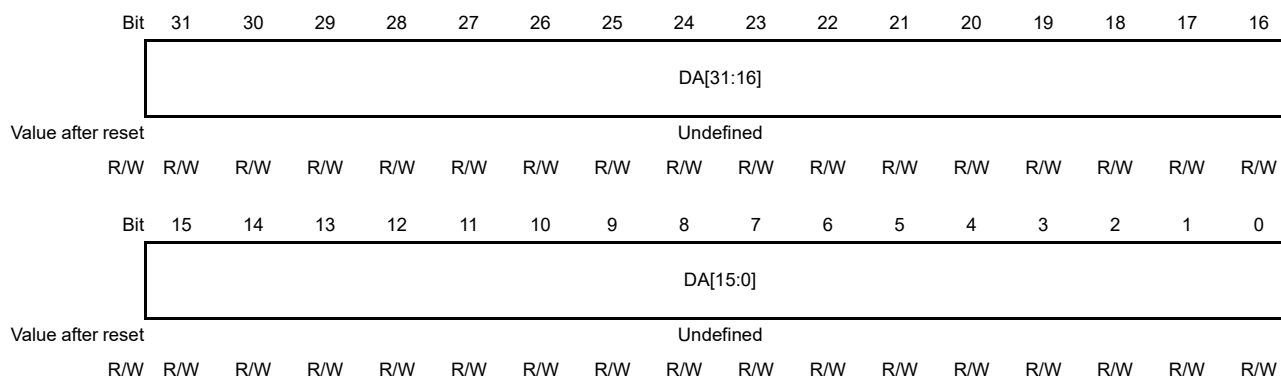


Table 7.56 DTDAnn Register Contents

Bit Position	Bit Name	Function
31 to 0	DA[31:0]	Destination address Specify the DMA transfer destination address. DA[31:0] are updated at the timing of the TI write back and retains the DMA transfer destination address for the next DMA transfer.

CAUTIONS

1. If DMA transfer error is generated in the read cycle of DMA transfer, the write cycle is not executed, but the destination address is updated.
2. DMA transfer for misaligned data is not supported. The possible lowest four bits of the address for each transfer data size is as follows. (* denotes an arbitrary one bit.) The correct operation is not guaranteed if you select other setting.

Data Size	DA3	DA2	DA1	DA0
8 bits	*	*	*	*
16 bits	*	*	*	0
32 bits	*	*	0	0
64 bits	*	0	0	0
128 bits	0	0	0	0

7.11.3.3 DTTcnnn — DTS Transfer Count Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 9008_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

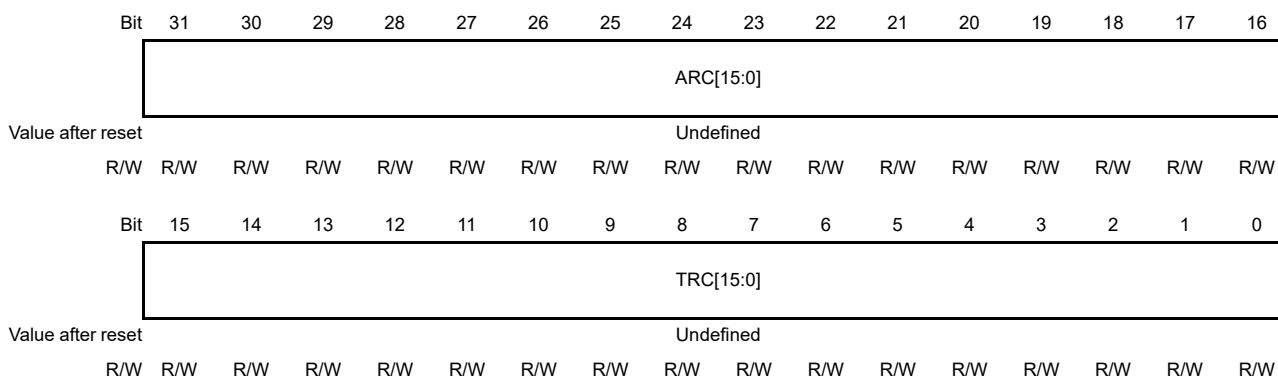


Table 7.57 DTTcnnn Register Contents

Bit Position	Bit Name	Function										
31 to 16	ARC[15:0]	<p>Address reload count</p> <p>Specify the number of transfers until the address reload when the reload function 2 is used, and also specifies the number of transfers when the block transfer 2 is used. When the reload function 2 or block transfer 2 is used, ARC[15:0] are decremented by one for every DMA cycle and updated at the timing of the T1 write back. When the reload function 2 or block transfer 2 is not used, ARC[15:0] are not updated.</p> <p>If 0000_H is set, address reload is disabled.</p> <p>If the value at the start of a DMA cycle is 0000_H, subtraction from the address reload count does not proceed even after the DMA cycle.</p>										
15 to 0	TRC[15:0]	<p>Transfer count</p> <p>Configure the number of transfers. TRC[15:0] are decremented by one whenever a DMA cycle is executed. It is updated at the timing of the T1 write back. If the reload function is not used, after the last transfer is complete, the value at the completion (0000_H) is retained.</p> <p>If 0000_H is set, DMA transfer is not executed even when a DMA transfer request is accepted.</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr style="background-color: #cccccc;"> <th style="text-align: left;">TRC[15:0]</th> <th style="text-align: left;">Operation</th> </tr> </thead> <tbody> <tr> <td>0000_H</td> <td>Transfer is disabled or complete.</td> </tr> <tr> <td>0001_H</td> <td>The number of transfers or remaining transfers is 1.</td> </tr> <tr> <td style="text-align: center;">:</td> <td style="text-align: center;">:</td> </tr> <tr> <td>FFFF_H</td> <td>The number of transfers or remaining transfers is 65535.</td> </tr> </tbody> </table>	TRC[15:0]	Operation	0000 _H	Transfer is disabled or complete.	0001 _H	The number of transfers or remaining transfers is 1.	:	:	FFFF _H	The number of transfers or remaining transfers is 65535.
TRC[15:0]	Operation											
0000 _H	Transfer is disabled or complete.											
0001 _H	The number of transfers or remaining transfers is 1.											
:	:											
FFFF _H	The number of transfers or remaining transfers is 65535.											

CAUTIONS

1. If transfer error is generated in the read cycle of DMA transfer, the write cycle is not executed, but the transfer count and the address reload count are updated.
2. Unlike a DMAC, “0000_H” in the transfer count of the DTS does not mean “65536 transfers” but means that transfer is disabled or complete.

7.11.3.4 DTTCTnnn — DTS Transfer Control Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 900C_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	ESE	—	—	CHNSEL[6:0]						CHNE[1:0]		
Value after reset	Undefined															
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CCE	TCE	—	RLD2M[1:0]		RLD1M[1:0]		DACM[1:0]		SACM[1:0]		DS[2:0]		TRM[1:0]		
Value after reset	Undefined															
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.58 DTTCTnnn Register Contents (1/3)

Bit Position	Bit Name	Function
31 to 28	—	Reserved When read, the value returned is undefined. The write value should be 0.
27	ESE	Transfer error case DMA transfer abort setting Specifies whether to abort DMA transfer when DMA transfer error is generated. If this bit is cleared to 0, DMA transfer continues when DMA transfer error is generated. If this bit is set to 1, DMA transfer is aborted when DMA transfer error is generated. 0: DMA transfer continues when DMA transfer error is generated. 1: DMA transfer is aborted when DMA transfer error is generated.
26, 25	—	Reserved When read, the value returned is undefined. The write value should be 0.
24 to 18	CHNSEL[6:0]	Next channel in the chain Specifies the next channel in the chain. The next channel must be another channel in the DTS. You cannot specify a channel in a DMAC. You cannot specify the same channel for the next channel. (If you do, the correct operation is not guaranteed.)
17, 16	CHNE[1:0]	Chain enable Selects the chain function. 00: Disabled 01: Chain at the last transfer A chain request is generated at the completion of the DMA cycle in which the remaining transfer count is one. 10: (Setting prohibited. No guarantee of operation) 11: Always chain A chain request is generated at the completion of every DMA cycle.
15	CCE	Transfer count match interrupt enable If this bit is set, a transfer count match interrupt is generated at the completion of the DMA cycle in which the transfer count compare register and the remaining transfer count have the same value.
14	TCE	Transfer completion interrupt enable If this bit is set, a transfer completion interrupt is generated at the completion of the last transfer.
13	—	Reserved When read, the value returned is undefined. The write value should be 0.

Table 7.58 DTTCTnnn Register Contents (2/3)

Bit Position	Bit Name	Function																												
12, 11	RLD2M[1:0]	<p>Reload function 2 setting Configures the reload function 2. 00: Reload function 2 is disabled. 01: Reload function 2 is enabled. The source address and address reload count are reloaded at the completion of the DMA cycle in which the address reload count is 1. 10: Reload function 2 is enabled. The destination address and address reload count are reloaded at the completion of the DMA cycle in which the address reload count is 1. 11: Reload function 2 is enabled. The source address, destination address, and address reload count are reloaded at the completion of the DMA cycle in which the address reload count is 1.</p>																												
10, 9	RLD1M[1:0]	<p>Reload function 1 setting Configures the reload function 1. 00: Reload function 1 is disabled. 01: Reload function 1 is enabled. The source address and transfer count are reloaded at the completion of the DMA cycle in which the remaining transfer count is 1. (If the reload function 2 is enabled, the address reload count is also reloaded.) 10: Reload function 1 is enabled. The destination address and transfer count are reloaded at the completion of the DMA cycle in which the remaining transfer count is 1. (If the reload function 2 is enabled, the address reload count is also reloaded.) 11: Reload function 1 is enabled. The source address, destination address, and transfer count are reloaded at the completion of the DMA cycle in which the remaining transfer count is 1. (If the reload function 2 is enabled, the address reload count is also reloaded.)</p>																												
8, 7	DACM[1:0]	<p>Destination address count direction Specifies the count direction of the destination address.</p> <table border="1"> <thead> <tr> <th>DACM1</th> <th>DACM0</th> <th>Direction of Count</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Increment</td> </tr> <tr> <td>0</td> <td>1</td> <td>Decrement</td> </tr> <tr> <td>1</td> <td>0</td> <td>Fixed</td> </tr> <tr> <td>1</td> <td>1</td> <td>Setting prohibited (No guarantee of operation)</td> </tr> </tbody> </table>	DACM1	DACM0	Direction of Count	0	0	Increment	0	1	Decrement	1	0	Fixed	1	1	Setting prohibited (No guarantee of operation)													
DACM1	DACM0	Direction of Count																												
0	0	Increment																												
0	1	Decrement																												
1	0	Fixed																												
1	1	Setting prohibited (No guarantee of operation)																												
6, 5	SACM[1:0]	<p>Source address count direction Specifies the count direction of the source address.</p> <table border="1"> <thead> <tr> <th>SACM1</th> <th>SACM0</th> <th>Direction of Count</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Increment</td> </tr> <tr> <td>0</td> <td>1</td> <td>Decrement</td> </tr> <tr> <td>1</td> <td>0</td> <td>Fixed</td> </tr> <tr> <td>1</td> <td>1</td> <td>Setting prohibited (No guarantee of operation)</td> </tr> </tbody> </table>	SACM1	SACM0	Direction of Count	0	0	Increment	0	1	Decrement	1	0	Fixed	1	1	Setting prohibited (No guarantee of operation)													
SACM1	SACM0	Direction of Count																												
0	0	Increment																												
0	1	Decrement																												
1	0	Fixed																												
1	1	Setting prohibited (No guarantee of operation)																												
4 to 2	DS[2:0]	<p>Transfer data size Specifies the transfer data size.</p> <table border="1"> <thead> <tr> <th>DS2</th> <th>DS1</th> <th>DS0</th> <th>Transfer Data Size</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>8 bits</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>16 bits</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>32 bits</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>64 bits</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>128 bits</td> </tr> <tr> <td colspan="3">Other than the above</td> <td>Setting prohibited (No guarantee of operation)</td> </tr> </tbody> </table>	DS2	DS1	DS0	Transfer Data Size	0	0	0	8 bits	0	0	1	16 bits	0	1	0	32 bits	0	1	1	64 bits	1	0	0	128 bits	Other than the above			Setting prohibited (No guarantee of operation)
DS2	DS1	DS0	Transfer Data Size																											
0	0	0	8 bits																											
0	0	1	16 bits																											
0	1	0	32 bits																											
0	1	1	64 bits																											
1	0	0	128 bits																											
Other than the above			Setting prohibited (No guarantee of operation)																											

Table 7.58 DTTCTnnn Register Contents (3/3)

Bit Position	Bit Name	Function
1, 0	TRM[1:0]	Transfer mode Specifies the DMA transfer mode. 00: Single transfer 01: Block transfer 1 (The number of transfers is specified by the transfer count.) 10: Block transfer 2 (The number of transfers is specified by the address reload count.) 11: Setting prohibited (No guarantee of operation)

CAUTIONS

1. If forbidden settings are used for some of the bits, the correct operation is not guaranteed.
2. Bits 31 to 28, 26, 25, and 13 are unused, but you can read and write those bits. Our recommendation is as follows. When you write to those bits, write 0. When you read from those bits, discard the read value.

7.11.3.5 DTRSAnn — DTS Reload Source Address Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 9010_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

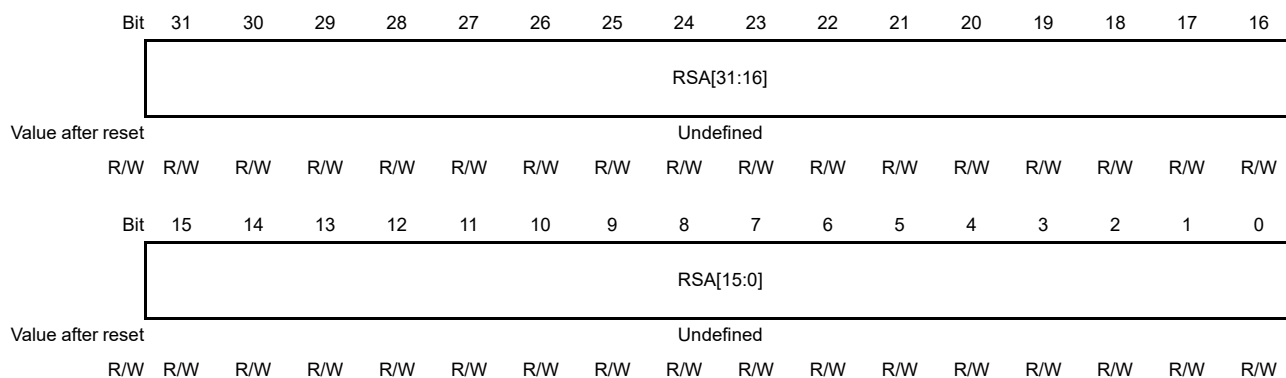


Table 7.59 DTRSAnn Register Contents

Bit Position	Bit Name	Function
31 to 0	RSA[31:0]	Reload source address Specify the source address to be reloaded when the reload function 1 or reload function 2 is used.

CAUTION

DMA transfer for misaligned data is not supported. The possible lowest four bits of the address for each transfer data size is as follows. (× denotes an arbitrary one bit.) The correct operation is not guaranteed if you select other setting.

Data Size	RSA3	RSA2	RSA1	RSA0
8 bits	×	×	×	×
16 bits	×	×	×	0
32 bits	×	×	0	0
64 bits	×	0	0	0
128 bits	0	0	0	0

7.11.3.6 DTRDAnnn — DTS Reload Destination Address Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 9014_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

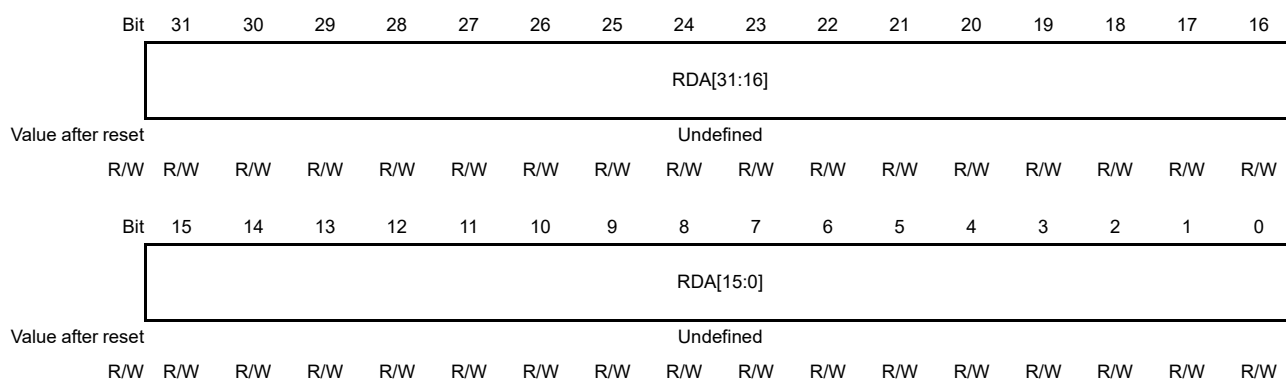


Table 7.60 DTRDAnnn Register Contents

Bit Position	Bit Name	Function
31 to 0	RDA[31:0]	Reload destination address Specifies the destination address to be reloaded when the reload function 1 or reload function 2 is used.

CAUTION

DMA transfer for misaligned data is not supported. The possible lowest four bits of the address for each transfer data size is as follows. (× denotes an arbitrary one bit.) The correct operation is not guaranteed if you select other setting.

Data Size	RDA3	RDA2	RDA1	RDA0
8 bits	×	×	×	×
16 bits	×	×	×	0
32 bits	×	×	0	0
64 bits	×	0	0	0
128 bits	0	0	0	0

7.11.3.7 DTRTC_{nnn} — DTS Reload Transfer Count Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 9018_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

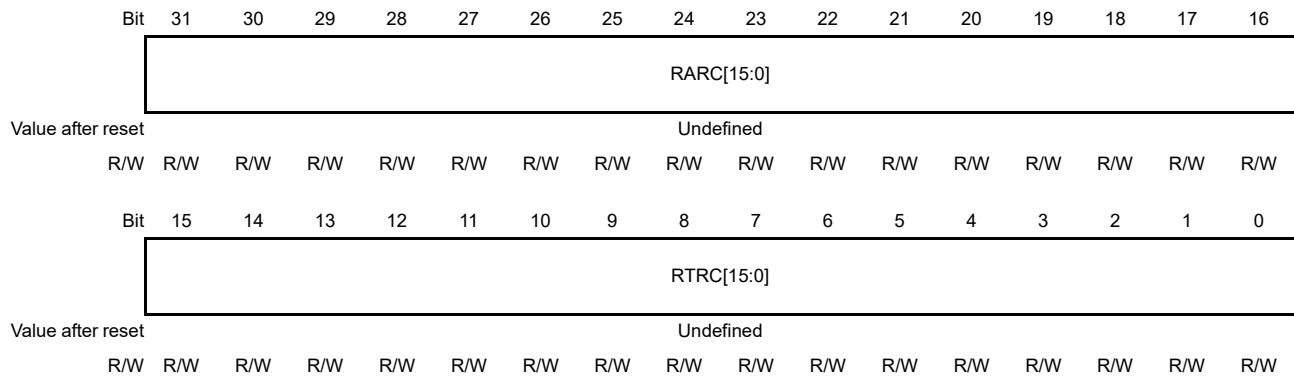


Table 7.61 DTRTC_{nnn} Register Contents

Bit Position	Bit Name	Function
31 to 16	RARC[15:0]	Reload address reload count Specifies the value to be reloaded to the address reload count when the reload function 2 is used.
15 to 0	RTRC[15:0]	Reload transfer count Specifies the value to be reloaded to the transfer count when the reload function 1 is used.
RTRC[15:0]		Operation
		0000 _H No DMA transfer
		0001 _H 1 transfer
		:
		FFFF _H 65535 transfers

7.11.3.8 DTTCCnnn — DTS Transfer Count Compare Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 901C_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: Undefined

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMC[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 7.62 DTTCCnnn Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should be 0.
15 to 0	CMC[15:0]	Transfer count compare Configures the transfer count to be compared to the transfer count register. If the transfer count match interrupt enable (DTTCTnnn.CCE) bit in the DTS transfer control register is 1, a transfer count match interrupt is generated at the completion of the DMA cycle in which the remaining transfer count is the same as the value in this register. If 0000 _H is set, comparison with the transfer count is disabled. In this case, a transfer count match interrupt is not generated.

CAUTION

This register must be accessed after the DTS channel master setting register is set up. If you access this register without setting up the DTS channel master setting register after the reset, ECC error may be generated during access to this register.

7.11.3.9 DTFSL_{nnn} — DTSFSL Operation Setting Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 9020_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	REQEN
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.63 DTFSL_{nnn} Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	REQEN	DMA transfer request enable This bit selects whether a DMA transfer request from this channel retained in the DTSFSL is used as a candidate in DTS channel arbitration. 0: A DMA transfer request from this channel is not used as a candidate in DTS channel arbitration. 1: A DMA transfer request from this channel is used as a candidate in DTS channel arbitration. If this bit is 0, even if the DTSFSL retains a DMA transfer request, this channel is not a candidate in DTS channel arbitration inside the DTSFSL, and consequently a DMA transfer request from this channel is not generated.

7.11.3.10 DTFSTnnn — DTSFSL Transfer Request Status Register

Access: This register can be read in 32-bit units.

Address: FFFF 9024_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DRQ
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 7.64 DTFSTnnn Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved
0	DRQ	<p>DMA transfer request pending</p> <p>This bit shows whether a DMA transfer request of this channel is pending. This bit is set when the hardware transfer source input is detected, or when software writes “1” to the DTFSSnnn.DRQ bit.</p> <p>This bit is automatically cleared when the DTS accepts the DMA transfer request while the DTSFSL is requesting DMA transfer of this channel. Alternatively, software can clear this bit by writing 1 to the DTFSCnnn.DRQC bit.</p> <p>0: A DMA transfer request is not pending. 1: A DMA transfer request is pending.</p>

7.11.3.11 DTFSSnnn — DTSFSL Transfer Request Set Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 9028_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DRQS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.65 DTFSSnnn Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	DRQS	DMA transfer request set A user can set the DTFSTnnn.DRQ bit by writing 1 to this bit. 0 is always read from this bit.

7.11.3.12 DTFSCnnn — DTSFSL Transfer Request Clear Register

Access: This register can be read/written in 32-bit units.

Address: FFFF 902C_H + 40_H × Ch. No. n (n = 0 to 127)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DRQC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 7.66 DTFSCnnn Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should be 0.
0	DRQC	DMA transfer request clear A user can clear the DTFSTnnn.DRQ bit by writing 1 to this bit. 0 is always read from this bit.

Section 8 Resets

8.1 Features

- The $\overline{\text{RES}}$ pin incorporates a noise canceller.
- The source of a reset can be determined by referring the reset source determination register.
- The CPU can assert reset by setting a register.

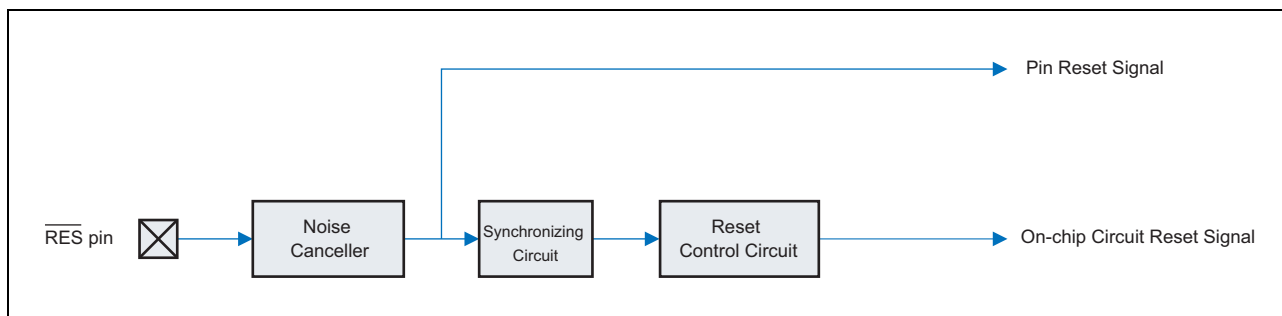


Figure 8.1 Reset Circuit

8.2 Reset State

8.2.1 External Reset State

When a low-level pulse longer than the noise cancel width (t_{RESNCW}) is input to the \overline{RES} pin, external reset is received and this product transits to the external reset state. When external reset is received, individual pins transit to the external reset state. Refer to **Table 2.75 Pin State**, in **Section 2, Pins**, for the state of individual pins during external reset.

The low-level pulse width of the input signal must be longer than t_{RESW6} because the \overline{RES} pin incorporates a noise cancelling circuit. This product transits to the internal reset state by driving the \overline{RES} pin to the high-level after the required low-level period.

CAUTION

Refer to Section 40, Electrical Characteristics, for t_{RESNCW} and t_{RESW6} .

8.2.2 Internal Reset State

When a high-level signal longer than the noise cancel width (t_{RESNCW}) is input to the \overline{RES} pin in the external reset state, this product transits to the internal reset state. Refer to **Table 2.75, Pin State**, in **Section 2, Pins**, for the state of individual pins.

The internal reset state is released in 200 μ s (max.) after external reset release, and the CPU starts the reset exception process.

CAUTION

Refer to Section 40, Electrical Characteristics, for t_{RESNCW} .

8.3 Reset Sources

The following are the reset sources of this product.

Some registers are only initialized by the external reset state. That is, they are only initialized by input of the low level on the $\overline{\text{RES}}$ pin.

However, most registers are initialized by both external and internal reset states. This means that they are initialized by resets from any source.

Regarding sources for the initialization of registers, see the descriptions of the registers in the relevant sections. Where there is no explicit description of the sources for resetting and initializing a register, the register is initialized by both external and internal reset states. That is, such registers are initialized by resets from any source. However, the value after reset of some registers are undefined. Take care since the values of such registers following a reset are not fixed.

Source	Description
When the $\overline{\text{RES}}$ pin is driven to the low level	Transits to the external reset state.
When the ECM issues a reset request	Transits to the internal reset state.
When the debugger issues a reset (forced reset)	Transits to the external reset state.
When the CPU sets the software reset request register	Transits to the internal reset state

8.4 Register Specifications

8.4.1 List of Registers

Table 8.1 List of Registers

Reset Source Determination

Address	Register Name	Description	Access Width	Value after Reset	Access Protection
FFF8 2800 _H	RESF	Reset source determination register	32	0000 0000 _H	
FFF8 2808 _H	RESFC	Reset source clear register	32	0000 0000 _H	

Power-On Detection

Address	Register Name	Description	Access Width	Value after Reset	Access Protection
FFF8 AC10 _H	POF	Power-on clear flag register	32	0000 000X _H	
FFF8 AC14 _H	POFC	Power-on clear flag clear register	32	0000 0000 _H	

Software Reset Control

Address	Register Name	Description	Access Width	Value after Reset	Access Protection
FFF8 AC18 _H	SWRESA	Software Reset Request Register	32	0000 0000 _H	PROT1PHCMD

8.4.2 RESF — Reset Source Determination Register

This register determines the reset source.

The flags of this register can be cleared by the RESFC register and can be initialized by an external reset.

The register is initialized only by an external reset. It cannot be initialized by an internal reset.

Access: This register can be read in 32-bit units.

Address: FFF8 2800_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RESF1	RESF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 8.2 RESF Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are read as 0. The write value should always be 0.
1	RESF1	ECM reset Indicates that a reset event occurred. 0: Event not occurred 1: Event occurred
0	RESF0	Software reset Indicates that a reset event occurred. 0: Event not occurred 1: Event occurred

8.4.3 RESFC — Reset Source Clear Register

This register clears the reset source indicated by the RESF register.

This register is always read as 00_H and can be initialized by an external reset.

The register is initialized only by an external reset. It cannot be initialized by an internal reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 2808_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RESFC 1	RESFC 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 8.3 RESFC Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are read as 0. The write value should always be 0.
1	RESFC1	ECM reset Clears the status bit. 0: Do not clear 1: Clear
0	RESFC0	Software reset Clears the status bit. 0: Do not clear 1: Clear

8.4.4 POF — Power-On Clear Flag Register

This register determines whether SYSVCC detects the transition of the power from off to on. The POF flag becomes 1 (cold start) when SYSVCC detects the transition of the power from off to on.

Note that this register does not change even when “0” or “1” is written.

This register becomes 0 when 0 or 1 is written to the POFC bit of the POFC register.

The POF flag does not change even when other reset sources occur while the POF flag has been set to 0 (warm start can be determined).

Access: This register can be read/written in 32-bit units.

Address: FFF8 AC10_H

Value after reset: 0000 000X_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	POF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	x
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 8.4 POF Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are read as 0. The write value should always be 0.
0	POF	Cold start event detection Indicates that a cold start event occurred. 0: Not occurred 1: Occurred

8.4.5 POFC — Power-On Clear Flag Clear Register

This register clears the POF register. This register can be reset by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 AC14_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	POFC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 8.5 POFC Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are read as 0. The write value should always be 0.
0	POFC	The POF bit in the POF register is cleared to 0 when 0 or 1 is written to the POFC bit in the POFC register.

8.4.6 SWRESA — Software Reset Request Register

This register generates an internal reset when accessed. A software reset is issued when 1 is written to SWRESA. This register can be protected by the PROT1PHCMD register. This register can be reset by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 AC18_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SWRESA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 8.6 SWRESA Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are read as 0. The write value should always be 0.
0	SWRESA	0: — (default) 1: Internal reset enabled (internal reset triggered)

Example) Sequence of writing to register SWRESA

Writing to register SWRESA is only possible with the protection unlock sequence described in Section 11, Clock Controller.

Procedure

1. Write the fixed value (0000 00A5_H) to register PROT1PHCMD.
2. Write the setting value (0000 0001_H) to register SWRESA.
3. Write the inverse (FFFF FFFE_H) to register SWRESA.
4. Write the new setting value (0000 0001_H) to register SWRESA.

The setting value (0000 0001_H) can only be written to register SWRESA by following the procedure above.

Protection is not unlocked if the procedure is not followed correctly, the setting value (0000 0001_H) is not written to register SWRESA, and the PROT1PS.PROTERR bit is set to 1.

In case of failure to follow the sequence, repeat the procedure from the beginning.

In case of writing to another register during steps 1 to 4 of the sequence, the protection function operates as follows. Operation is also as described when any interrupt is accepted during the sequence and the interrupt handling includes access to another register.

- When the writing is to another register in the same module*¹, writing to the protected register fails and the PROT1PS.PROTERR bit is set to 1.

- When writing is to a register in another module, writing to the protected register will successfully proceed to completion, if the remainder of the procedure is followed correctly.

Reading of another register while the sequence is in progress does not lead to failure.

Note 1. For the target register, refer to Section 11.4.10, PROT1PHCMD — Protect 1 Command Register.

8.5 Software Reset

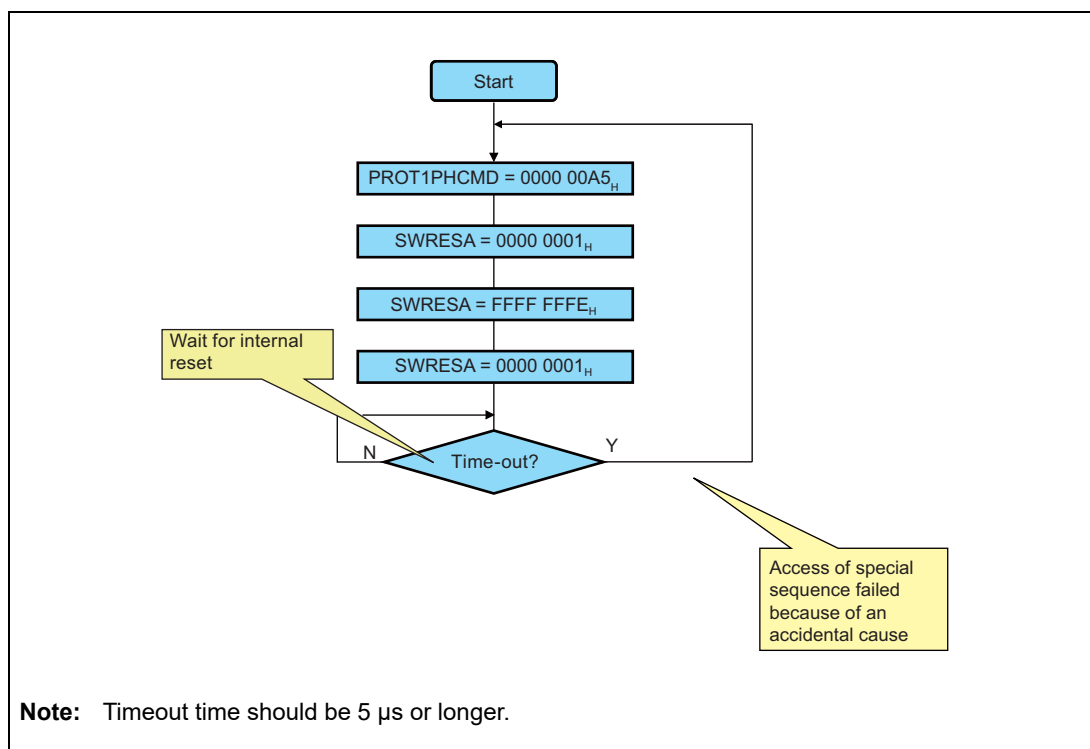


Figure 8.2 Flow of Software Reset

8.6 RAM Retention

The values of RAM in retention area are not destroyed by reset.

8.7 Usage Notes

The debug function includes a reset masking function. To prevent unexpected operations of this function, fix the $\overline{\text{TRST}}$ pin to the low level when the debug function is not used.

Section 9 Power Supply Circuit

9.1 Features

- External Pass Transistor (EPT) method

With EPT	Without EPT
Operable with 2-output power management IC (5 V, 3.3 V)	Operable with 3-output power management IC (5 V, 3.3 V, 1.25 V)

- System power supply pins (SYSVCC)
In the standby state, SYSVCC supplies power to the system logic and retention RAM.

Power Supply Name for Power Supply Pin	Pin Name	Power Supply Voltage in Operation	Uses of Power Supply
SYSVCC	—	3.0 V to 3.6 V	Power for system logic and retained RAM
VCC	—	3.0 V to 3.6 V	Power for oscillator, EPT, and flash programming
PLLVCC	—	3.0 V to 3.6 V	PLL
VDD	—	1.15 V to 1.35 V	Core power (direct power supply) and stabilizing capacity for core power
EVCC	—	4.5 V to 5.5 V	Port (5 V)
LVDVCC	—	3.0 V to 3.6 V	MSC (VccLVDS)
TTLVCC	—	3.0 V to 3.6 V/4.5 V to 5.5 V	MSC (VccTTL), Port (5V, 3.3V)
A0VCC/A1VCC	—	4.5 V to 5.5 V	Power for SAR AD
—	A0VREFH/ A1VREFH	4.5 V to 5.5 V	Reference voltage for SAR AD
ADSVCC	—	4.5 V to 5.5 V	Power for $\Delta\Sigma$ AD
—	ADSVREFH	4.5 V to 5.5 V	Reference voltage for power for $\Delta\Sigma$ AD
—	EPTVOUT	—	EPT control for VDD Note: The voltage is not externally applied.
—	RAMVCL	—	Stabilizing capacity for retained RAM
—	ADSVCL	—	Stabilizing capacity for power for $\Delta\Sigma$ AD

9.2 Example of Connection of Power Management IC

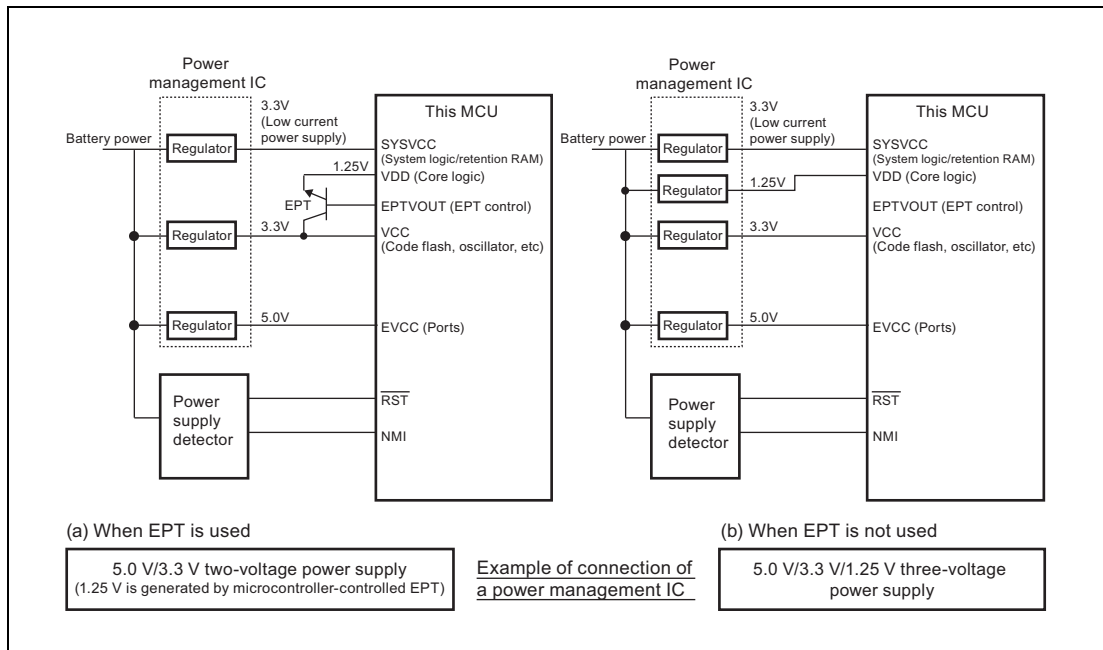


Figure 9.1 Power: Examples of Connection of a Power Management IC

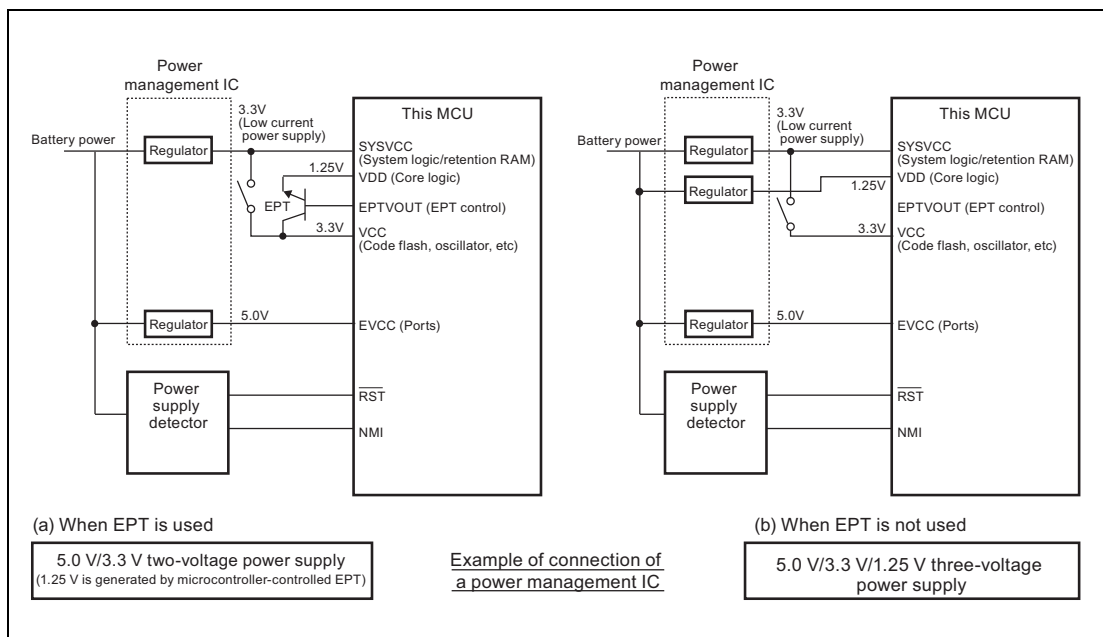


Figure 9.2 Power: Examples of Connection of a Power Management IC, Switched Off

9.3 Power-on Sequence

For details, see **Section 40, Electrical Characteristics**.

9.4 Usage Notes

Handling of power supply pins are described in this section. For handling of unused pins, see **Section 2.5.4, Handling of Unused Pins**.

Power Supply Name for Power Supply Pin	Pin Name	Required Setting	Recommended Handling
SYSVCC		Decoupling capacity: 0.1 μ F \pm 30%	
VCC		Stabilizing capacity for power: 10 μ F \pm 30% or higher	Decoupling capacitor for each pin
PLLVCC			Shared with VCC Decoupling capacitor for each pin
VDD			Same as Guide to Mounting on Boards with an EPT in the following section
EVCC			Connect an external capacitor to suit the conditions of usage.
LVDVCC			Connect an external capacitor to suit the conditions of usage.
TTLVCC			Connect an external capacitor to suit the conditions of usage.
A0VCC/ A1VCC			See the application note separately issued.
	A0VREFH /A1VREFH		See the application note separately issued.
ADSVCC			See the application note separately issued.
	ADSVREFH		See the application note separately issued.
	EPTVOUT	See Section 2.5.4, Handling of Unused Pins when EPT is not used. See Section 9.5, Guide to Mounting on Boards with an EPT when EPT is used.	
	RAMVCL	Stabilizing capacity for power: 0.22 μ F \pm 30%	
	ADSVCL		See the application note separately issued.

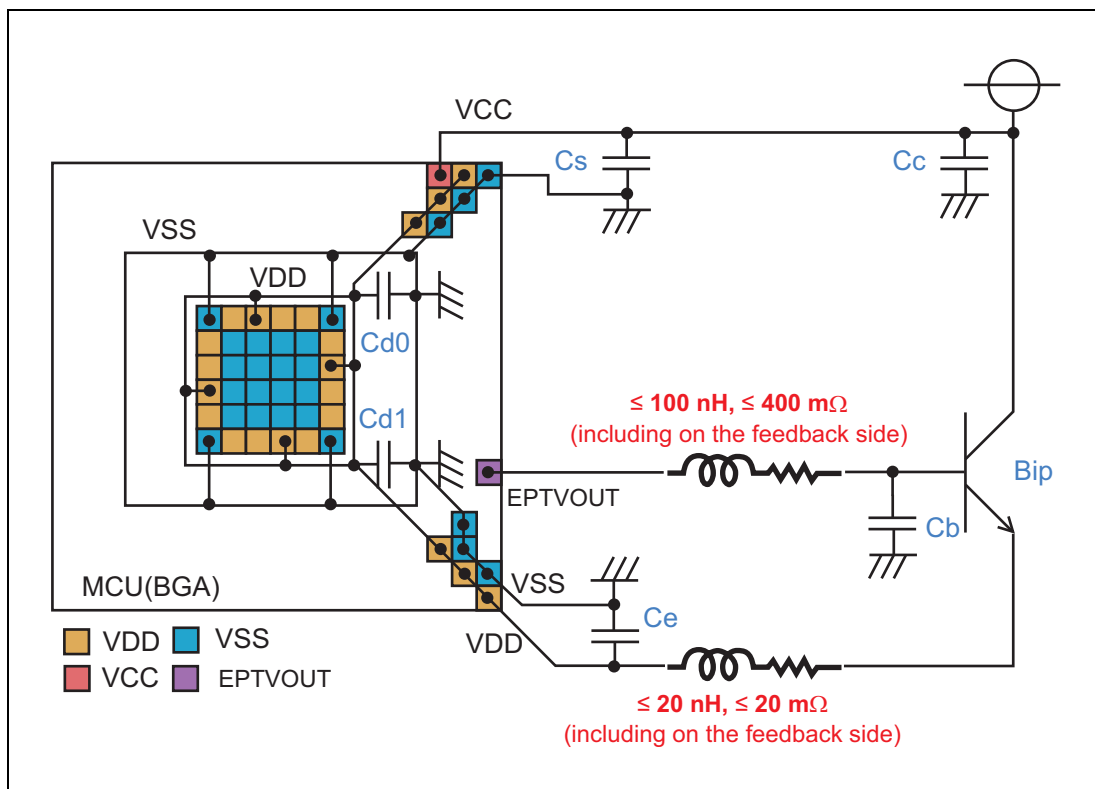
9.5 Guide to Mounting on Boards with an EPT

Comply with the guidelines below in mounting to obtain a VDD within the specified range if you are using a 2SD1899 npn bipolar transistor from Renesas as an EPT to handle the VDD power supply.

However, the guidelines specifically apply when the EPT is that stated above. Using a different transistor will require separate detailed consideration.

9.5.1 BGA

Placement of bypass capacitors: $2 \times 2.2 \mu\text{F}$ (1608) if directly below the package and chip; $4.7 \mu\text{F}$ (2012) if drawn out externally to the package



Symbol	Spec	Notes
Bip	—	NPN Bip., DC Gain 100 to 400 2SD1899 Renesas
Cc	$\geq 5 \mu\text{F}$	—
Cb	$1 \mu\text{F} \pm 30\%$	Capacitance tolerance: $\pm 10\%$, Temperature characteristics: X7R, X8R, ESR: $< 50 \text{ m}\Omega$

Symbol	Spec	Notes
Ce	4.7 μ F \pm 30%	Capacitance tolerance: \pm 10%, Temperature characteristics: X7R, X8R, ESR: < 50 m Ω Dimensions: 2012 * Arranged close to the package
Cdn (n: 0,1)	2.2 μ F \pm 30% x2	Capacitance tolerance: \pm 10%, Temperature characteristics: X7R, X8R, ESR: < 50 m Ω Dimensions: 1608 * Two arranged directly below the package/chip
Cs	\geq 0.6 μ F	ESR: < 50 m Ω * Connected just proximal to the place between the VCC and VSS pins. If there is more than one VCC pin, the value in the left is the total capacity of these pins.

CAUTIONS

1. Values for the parasitic L and R components produced by connection of VSS are based on the assumption that VSS is supplied through a plane of the board (with copper thickness of 35 μ m and pitch of at least 1 mm for both VSS and VDD).
2. We recommend also forming the pattern for VDD as a plane. If this is impossible, make the wiring patterns as broad as is possible.

9.5.2 Reference Information

Rough values of the parasitic L and R components for printed circuit boards are listed below.

Width of wiring runs (mm)	Inductance (nH/m)	Resistance (m Ω /m)
0.7	621	1210
1	555	913
2	432	571
4	263	257
6	200	183

CAUTION

The values are based on the assumption that VSS is supplied through a plane of the board (with copper thickness of 35 μ m and pitch of at least 1 mm for both VSS and VDD).

Section 10 Power Supply Voltage Monitor

10.1 Features

- The power supply voltage monitor is used for monitoring the VDD electric potential supplied to the core logic.
- The power supply voltage monitor has H- and L-side voltage detectors, which detect if the VDD is more or less than the specified voltage.
- Writing to the registers which select run or stop of the power supply voltage monitor function should be made in a specific sequence so that they cannot be incorrectly rewritten because of program malfunction and the like.
- If the power supply voltage monitor detects an error, it gives the error notice to external devices outside of LSI.

10.2 Configuration

Figure 10.1 shows the block diagram of the power supply voltage monitor.

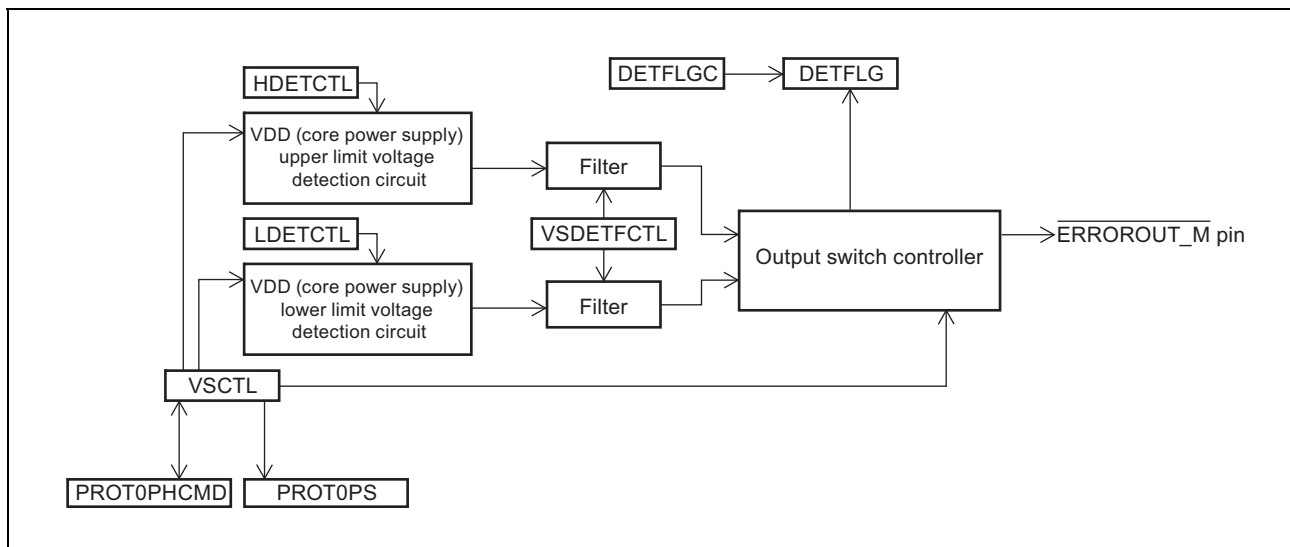


Figure 10.1 Block Diagram of the Power Supply Voltage Monitor

Note 1. See Section 10.3, Register Specifications for the registers shown in the diagram above.

10.3 Register Specifications

Table 10.1 shows the specifications of registers.

Table 10.1 Register Specifications

Register Name	Abbreviation	R/W	Value After Reset	Address	Access Size	Access Protection
CVM detection flag register	DETF LG	R	0000 0000 _H	FFF8 2820 _H	32	
CVM detection flag clear register	DETF LGC	R/W	0000 0000 _H	FFF8 2828 _H	32	
CVM control register	VSCTL	R/W	0000 0000 _H	FFF8 2C10 _H	32	PROT0PHCMD
Upper limit voltage setting register	HDETCTL	R/W	0000 0003 _H	FFF8 2C14 _H	32	
Lower limit voltage setting register	LDETCTL	R/W	0000 0003 _H	FFF8 2C18 _H	32	
Detection signal filter control register	VSDETFCTL	R/W	0000 0000 _H	FFF8 2C1C _H	32	

10.3.1 DETFLG — CVM Detection Flag Register

This register indicates the detection state of upper/lower limit voltage. This register can only be reset by an external reset signal. This register also can be reset by the DETFLGC register.

Access: This register can be read in 32-bit units.

Address: FFF8 2820_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LDETF LG	HDETF LG
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 10.2 DETFLG Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are read as 0. The write value should always be 0.
1	LDETF LG	Lower Limit Voltage Detection Flag 0: Lower limit voltage has not been detected. 1: Lower limit voltage has been detected.
0	HDETF LG	Upper Limit Voltage Detection Flag 0: Upper limit voltage has not been detected. 1: Upper limit voltage has been detected.

10.3.2 DETFLGC — CVM Detection Flag Clear Register

This register clears the DETFLG register.

Access: This register can be read/written in 32-bit units.
Reading this register always returns 0000 0000_H.

Address: FFF8 2828_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LDETF LGC	HDETF LGC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 10.3 DETFLGC Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are read as 0. The write value should always be 0.
1	LDETF LGC	Lower Limit Voltage Detection Flag Clear 0: Lower limit voltage detection flag is not cleared. 1: Lower limit voltage detection flag is cleared.
0	HDETF LGC	Upper Limit Voltage Detection Flag Clear 0: Upper limit voltage detection flag is not cleared. 1: Upper limit voltage detection flag is cleared.

10.3.3 VSCTL — CVM Control Register

This register enables or disables the CVM. This register is protected by the PROT0PHCMD register.

See the description of the PROT0PHCMD register for the details.

This register can only be reset by an external reset signal.

Access: This register can be read/written in 32-bit units.

Address: FFF8 2C10_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	EOU TEN	VSHEN	VSLEN
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 10.4 VSCTL Register Contents

Bit Position	Bit Name	Function
31 to 3	—	Reserved These bits are read as 0. The write value should always be 0.
2	EOUTEN	0: Error output is masked. 1: Error output is not masked.
1	VSHEN	0: Upper limit voltage detection is disabled. 1: Upper limit voltage detection is enabled.
0	VSLEN	0: Lower limit voltage detection is disabled. 1: Lower limit voltage detection is enabled.

It takes 200 μ s to start CVM operation after the VSHEN or VSLEN bit is enabled.

10.3.4 HDETCTL — Upper Limit Voltage Setting Register

This register controls the detection level of upper limit voltage. This register can only be reset by an external reset signal.

Access: This register can be read/written in 32-bit units.

Address: FFF8 2C14_H

Value after reset: 0000 0003_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VDDREFH[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 10.5 HDETCTL Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are read as 0. The write value should always be 0.
1, 0	VDDREFH[1:0]	Upper Limit Voltage Detection Level Setting These bits should always be set to 0 when used.

VDDREFH1	VDDREFH0	Upper limit voltage detection level
0	0	1.50 V

Setting other than the above is prohibited.

10.3.5 LDETCTL — Lower Limit Voltage Register

This register controls the detection level of lower limit voltage. This register can only be reset by an external reset signal.

Access: This register can be read/written in 32-bit units.

Address: FFF8 2C18_H

Value after reset: 0000 0003_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VDDREFL[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 10.6 LDETCTL Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are read as 0. The write value should always be 0.
1, 0	VDDREFL[1:0]	Lower Limit Voltage Detection Level Setting These bits should always be set to 0 when used.

VDDREFL1	VDDREFL0	Lower limit voltage detection level
0	0	0.95 V

Setting other than the above is prohibited.

10.3.6 VSDEFCTL — Detection Signal Filter Control Register

This register controls the width of digital noise filter. This register can only be reset by an external reset signal.

Access: This register can be read/written in 32-bit units.

Address: FFF8 2C1C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DETF[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 10.7 VSDEFCTL Register Contents

Bit Position	Bit Name	Function															
31 to 2	—	Reserved These bits are read as 0. The write value should always be 0.															
1, 0	DETF[1:0]	Digital Noise Filter Width Setting															
<table border="1"> <thead> <tr> <th>DETF1</th> <th>DETF0</th> <th>Digital noise filter width</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Bypass the filter.</td> </tr> <tr> <td>0</td> <td>1</td> <td>Filtering cycle: 16 clk</td> </tr> <tr> <td>1</td> <td>0</td> <td>Filtering cycle: 32 clk</td> </tr> <tr> <td>1</td> <td>1</td> <td>Filtering cycle: 64 clk</td> </tr> </tbody> </table>			DETF1	DETF0	Digital noise filter width	0	0	Bypass the filter.	0	1	Filtering cycle: 16 clk	1	0	Filtering cycle: 32 clk	1	1	Filtering cycle: 64 clk
DETF1	DETF0	Digital noise filter width															
0	0	Bypass the filter.															
0	1	Filtering cycle: 16 clk															
1	0	Filtering cycle: 32 clk															
1	1	Filtering cycle: 64 clk															
The sampling clock of the digital noise filter is ROSC (240 KHz).																	

10.4 Usage

The operation flow from CVM detection condition setting to actual detection is as follows:

1. Set the voltage conditions for H- and L-side voltage detection in the upper and lower voltage limit setting registers (HDETCTL and LDETCTL), respectively. Also set the voltage detection noise filter width in the detection signal filter control register, and complete to set all CVM-related registers. The CVM's H- and L-side enable bits (VSHEN and VSLEN) of the CVM control register (VSCTL) and the error notice to external devices outside of LSI (EOUTEN) are then specified to start operation.
2. When VDD exceeds the specified upper limit voltage, an error signal is output to external devices outside of LSI according to the settings of the EOUTEN bit in the VSCTL register and the upper limit voltage detection flag (the HDETFLG bit in the DETFLG register) is set. When VDD falls below the specified lower limit voltage, an error signal is output to external devices outside of LSI according to the settings of the EOUTEN bit in the VSCTL register and the lower limit voltage detection flag (the LDETFLG bit in the DETFLG register) is set.
3. Check the upper and lower limit voltage detection flags after H- and L-side voltage detection to verify the details of the corresponding detection.

The $\overline{\text{ERROROUT_M}}$ pin (master) of the error control module (ECM) is also used in common for the CVM error output pin.

When output from the $\overline{\text{ERROROUT_M}}$ pin is used in CVM, make related settings under the following procedures.

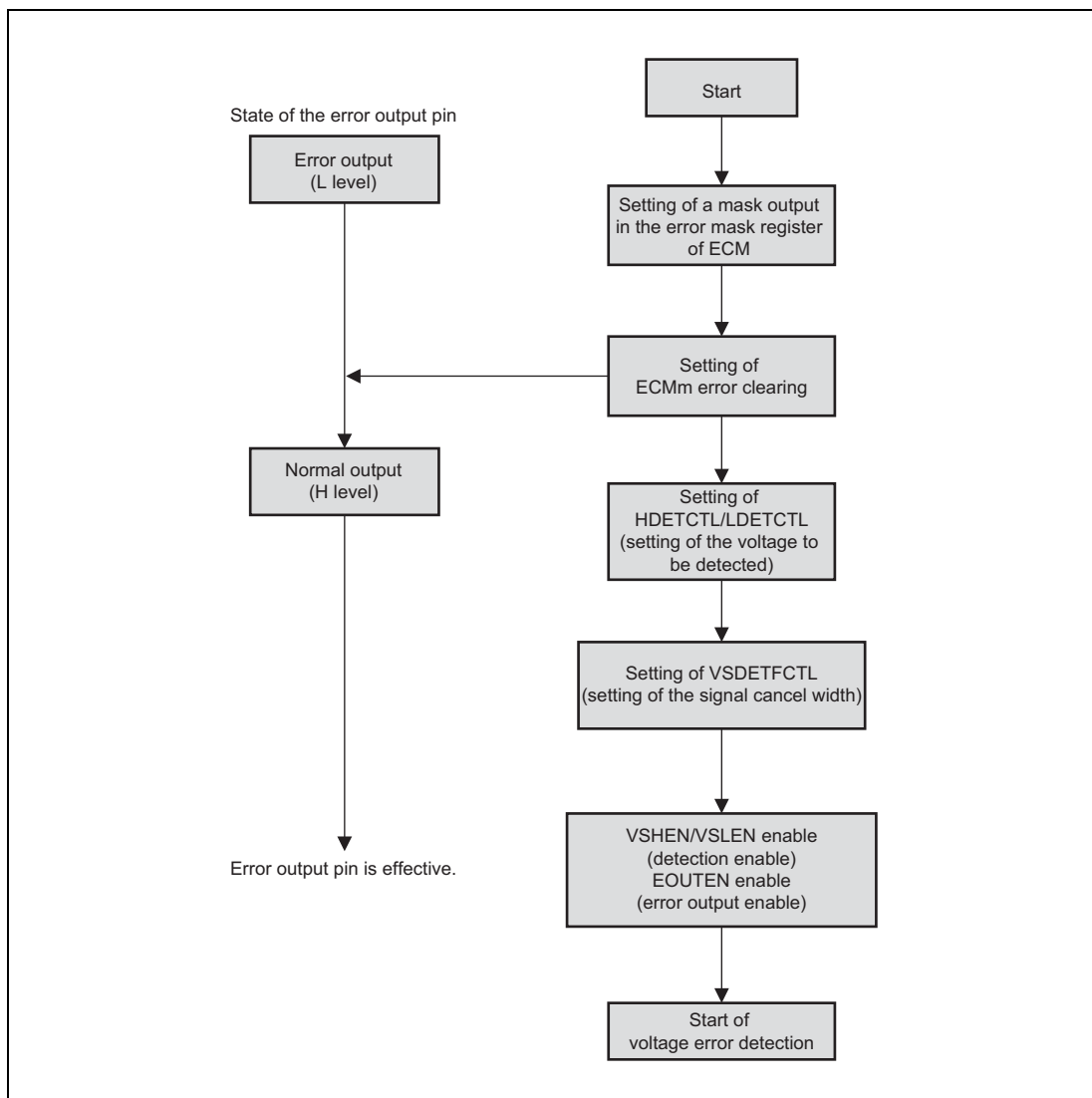


Figure 10.2 Flowchart

10.5 Notes on Usage

- The power supply voltage monitor operates only after release from the external reset state. The power supply voltage monitor operation is stopped during the external reset state, and various registers are initialized.
- The setting registers and flag registers are only initialized by an external reset. They cannot be initialized by an internal reset requested by the CPU or ECM.

Section 11 Clock Controller

11.1 Features

- An oscillation circuit is included (Main OSC).
- Oscillation at 20 MHz is possible without using external capacitors (only with limited resonators).
- A 20-MHz clock can be input from the EXTAL pin.
A 20-MHz external clock can be directly input from the EXTAL pin, separately from the main OSC.

CAUTION

XTAL should be an open circuit when an external clock signal is being directly input.

- On-chip PLLs are included and can be used to divide clock frequencies.
- PLL0 is capable of operating as a spread spectrum clock generator (SSCG) for reducing radiated noise.
The clock signal produced by PLL1 is not frequency modulated (i.e. is a clean clock signal) and so is suitable for use with timers and communications modules.
- The ring oscillator circuits (ROSC) is included.
- Interrupts can be generated when the Main OSC goes outside the frequency range specified by the clock monitor. For how to use the clock monitor, see **Section 30, Safety**.
- The clock frequencies can be increased stepwise by software for suppressing inrush currents after release from the reset state.
Set the division ratios (1/4, 1/2, and 1/1) for the CPU clock and the peripheral clocks, and follow the clock gear up sequence.*1
- A frequency divided clock set by a 1-MHz clock and a baud rate generator (BRG) can be output from the CK pin.

Note 1. In this product, set the division ratio of the divider 0A/1A to 1/1 (No division) after executing the clock gear up sequence.

11.2 Type of Clocks

Table 11.1 shows the list of clocks, **Table 11.2** shows the operation clocks of each functional module, and **Figure 11.1** shows the block diagram of clocks.

Table 11.1 List of Clocks

When operating at 20 MHz input frequency (Main OSC)

Clock Name	Symbol	Clock Frequency* ³			Remarks
		Division Ratio of Divider 0A/ Divider 1A			
		1/1	1/2	1/4	
CPU clock	CLK_CPU	320 MHz* ¹ 240 MHz* ²	160 MHz* ¹ 120 MHz* ²	80 MHz* ¹ 60 MHz* ²	PLL0 (SSCG can be selected)
High speed peripheral clock	CLK_HSB	80 MHz	40 MHz	20 MHz	
Low speed peripheral clock (peripheral clock)	CLK_LSB	40 MHz	20 MHz	10 MHz	
Unmodulated high speed peripheral clock	CLKC_HSB	80 MHz	40 MHz	20 MHz	PLL1 (SSCG cannot be selected)
Unmodulated low speed peripheral clock	CLKC_LSB	40 MHz	20 MHz	10 MHz	
Low speed ROSC clock	CLK_ROSCL		240 KHz		
ASIC clock (1 MHz clock)	CLKA_ASIC		1MHz		1/20 x Main OSC
WDTA counter clock	WDTACLKI		250 KHz		1/80 x Main OSC

Note 1. For the products with 320 MHz (max.) CPUs

Note 2. For the products with 240 MHz (max.) CPUs

Note 3. In this product, set the division ratio of the divider 0A/1A to 1/1 (No division) after executing the clock gear up sequence.

Table 11.2 Clocks and Functional Modules

Clock Name	Functional Module Name
CPU clock	CPU
High speed peripheral clock	PCU, INTC, DMAC, DTS, CSIH, DFE, FlexRay, ICUS
Low speed peripheral clock (peripheral clock)	ECM, CRC, PORT
Unmodulated high speed peripheral clock	RHSB, ΔΣAD, TSG2, TAPA, PIC
Unmodulated low speed peripheral clock	CAN, LIN, ATU-IV, APA, WDTA* ¹ , OSTM, SCI, AD, RSENT, SWDTA* ¹
Low speed ROSC clock	CLM
WDTA counter clock	WDTA* ¹ , SWDTA* ¹

Note 1. The PCLK of the WDTA or SWDTA (the clock on the P-Bus) is the unmodulated low-speed peripheral clock and the operating clock of the WDTA or SWDTA is the WDTA counter clock.

The PCLK mentioned in the section of each function module means the clock frequency listed in the 1/1 division ratio in **Table 11.1**, which corresponds to the clock name listed in **Table 11.2**.

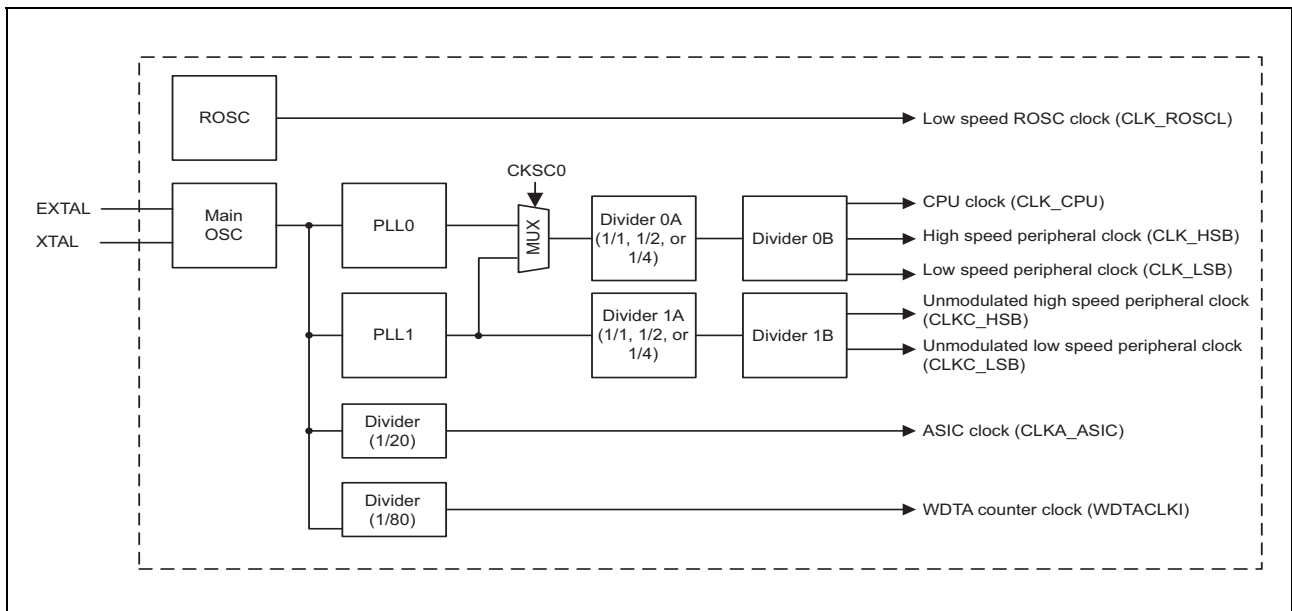


Figure 11.1 Block Diagram of Clock Controller

11.3 Input/Output Pins

Table 11.3 shows the pins related to the clock controller.

Table 11.3 Pins Related to the Clock Controller

Name	Pin Name	Input/Output	Function
External clock	EXTAL	Input	Input of a crystal resonator or external clock
Crystal	XTAL	Output	Connected to a crystal resonator
Clock output	CK	Output	1-MHz clock/BRG output
PLL power	PLLVCC	Input	Power supply for the PLL multiply circuit
PLL ground	PLLVSS	Input	Power supply for the PLL multiply circuit

11.3.1 How to Connect a Crystal Resonator

Figure 11.2 shows how to connect a crystal resonator. When the resonator recommended by the Company is used (the detail information is separately provided), any external component such as a load capacitor and a dumping resistor is not necessarily required for oscillation in general. However, proper operation should be verified under actual conditions prior to use.

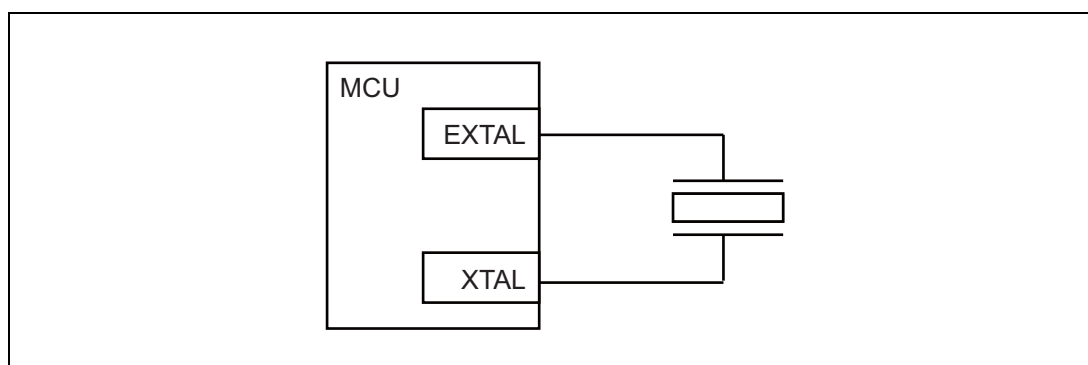


Figure 11.2 Connection Example of Crystal Resonator 1

11.4 Register Specification

11.4.1 List of Registers

Table 11.4 shows the list of registers.

Table 11.4 Registers Related to the Clock Controller

Register Name (abbreviation)	R/W	Value after Reset	Address	Access Size	Access Protection
PLL0 status register (PLL0CLKS)	R	0000 0001 _H	FFF8 8004 _H	32	
PLL0 control register 1 (PLL0CLKC1)	R/W	0000 0000 _H	FFF8 8200 _H	32	PROT1PHCMD
Clock 0 selection control register (CKSC0CTL)	R/W	0000 0020 _H	FFF8 9000 _H	32	PROT1PHCMD
Clock 0 selection active register (CKSC0ACT)	R	0000 0020 _H	FFF8 9008 _H	32	
Clock 0 division register (CLKD0DIV)	R/W	0000 0004 _H	FFF8 8800 _H	32	PROT1PHCMD
Clock 0 division status register (CLKD0STAT)	R	0000 0001 _H	FFF8 8804 _H	32	
Clock 1 selection control register (CKSC1CTL)	R/W	0000 0021 _H	FFF8 9040 _H	32	PROT1PHCMD
Clock 1 selection active register (CKSC1ACT)	R	0000 0021 _H	FFF8 9048 _H	32	
Protect 1 command register (PROT1PHCMD)	R/W	0000 0000 _H	FFF8 B000 _H	32	
Protect 1 status register (PROT1PS)	R	0000 0000 _H	FFF8 B004 _H	32	

11.4.2 PLL0CLKS — PLL0 Status Register

This register indicates the state of the PLL0 clock effective, active, or stable.

This register is initialized by either an internal or external reset.

Access: This register can be read in 32-bit units.

Address: FFF8 8004_H

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	CLK ACT	CLK STAB	CLKEN
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0 ^{*1}	0 ^{*1}	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note 1. Depends of the read timing after the CPU starts operation.

Table 11.5 PLL0CLKS Register Contents

Bit Position	Bit Name	Function
31 to 3	—	Reserved These bits are always read as 0.
2	CLKACT	PLL0 Clock Source State 0: PLL0 clock source is inactive. 1: PLL0 clock source is active.
1	CLKSTAB	PLL0 Clock Stable State 0: PLL0 is unstable. 1: PLL0 is stable.
0	CLKEN	PLL0 Clock Operating State 0: PLL0 is stopped. 1: PLL0 is operating.

11.4.3 PLL0CLKC1 — PLL0 Control Register 1

This register controls the operation of the spread spectrum clock generator (SSCG) for PLL0.

This register can be set when PLL0 is running.

This register is protected by the PROT1PHCMD register.

This register is initialized by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 8200_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SSMODE1	—	SELMFREQ[4:0]				SELMPERCENT[2:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 11.6 PLL0CLKC1 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 10	—	Reserved These bits are always read as 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
9	SSMODE1	SSCG Control 0: Modulation disabled 1: Modulation enabled
8	—	Reserved This bit is always read as 0. When writing to this bit, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
7 to 3	SELMFREQ [4:0]	SSCG Cycle Setting The modulation cycle of SSCG can be selected by setting these bits. Selectable settings are as follows: 1 0 0 0 _B : 80.65 kHz 1 0 0 1 _B : 75.76 kHz 1 0 1 0 _B : 69.44 kHz 1 0 1 1 _B : 65.79 kHz 1 0 1 0 _B : 62.50 kHz 1 0 1 1 _B : 59.52 kHz 1 0 1 1 _B : 58.14 kHz 1 0 1 1 _B : 50.00 kHz 1 1 0 0 _B : 41.67 kHz 1 1 0 0 _B : 39.68 kHz 1 1 0 1 _B : 37.31 kHz 1 1 0 1 _B : 33.33 kHz 1 1 1 0 _B : 30.12 kHz 1 1 1 0 _B : 25.00 kHz 1 1 1 0 _B : 20.00 kHz Do not set any other value while SSMODE1 is set to 1.

Table 11.6 PLL0CLKC1 Register Contents (2/2)

Bit Position	Bit Name	Function
2 to 0	SELMPERCENT [2:0]	SSCG Modulation Range Setting The modulation range of SSCG can be selected by setting these bits. Selectable settings are as follows: 1 0 0 _B : -5.0% Do not set any other value while SSMODE1 is set to 1.

When changing the modulation depth of PLL0, turn off the SSCG and then wait for at least 1.6 ms.

11.4.4 CKSC0CTL — Clock 0 Selection Control Register

This register is used for selection of a clock source for the frequency divider 0A.

This register is protected by the PROT1PHCMD register.

This register is initialized by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 9000_H

Value after reset: 0000 0020_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CKSC[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 11.7 CKSC0CTL Register Contents

Bit Position	Bit Name	Function
31 to 6	—	Reserved These bits are always read as 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
5 to 0	CKSC[5:0]	These bits select a clock source for the frequency divider 0A. 100000 _B : Selects the PLL1 clock. 100011 _B : Selects the PLL0 clock. Setting other than the above is prohibited.

11.4.5 CKSC0ACT — Clock 0 Selection Active Register

This register indicates the state of a clock source for the frequency divider 0A.

This register is initialized by either an internal or external reset.

Access: This register can be read in 32-bit units.

Address: FFF8 9008_H

Value after reset: 0000 0020_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CLKACT[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 11.8 CKSC0ACT Register Contents

Bit Position	Bit Name	Function
31 to 6	—	Reserved These bits are always read as 0.
5 to 0	CLKACT[5:0]	These bits indicate that switching of a clock source for divider 0A is completed when their values are the same as those specified in the CKSC[5:0] bits in the CKSC0CTL register.

11.4.6 CLKD0DIV — Clock 0 Division Register

This register specifies a frequency division ratio of divider 0A.

This register is protected by the PROT1PHCMD register.

This register is initialized by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 8800_H

Value after reset: 0000 0004_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	CLKD0DIV[2:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 11.9 CLKD0DIV Register Contents

Bit Position	Bit Name	Function
31 to 3	—	Reserved These bits are always read as 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
2 to 0	CLKD0DIV[2:0]	These bits select a frequency division ratio of divider 0A. 001 _B : No division 010 _B : Divided by 2 100 _B : Divided by 4 Setting other than the above is prohibited.

11.4.7 CLKD0STAT — Clock 0 Division Status Register

This register indicates a clock state of the frequency divider 0A.

This register is initialized by either an internal or external reset.

Access: This register can be read in 32-bit units.

Address: FFF8 8804_H

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CLKD0 SYNC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 11.10 CLKD0STAT Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0.
0	CLKD0SYNC	Divider Synchronization Status 0: Divider 0A is switching to the division ratio specified in CLKD0DIV. 1: Divider 0A is running at the division ratio specified in CLKD0DIV.

11.4.8 CKSC1CTL — Clock 1 Selection Control Register

This register is used for selection of an output clock for the frequency divider 1A.

This register is protected by the PROT1PHCMD register.

This register is initialized by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 9040_H

Value after reset: 0000 0021_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CKSC[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 11.11 CKSC1CTL Register Contents

Bit Position	Bit Name	Function
31 to 6	—	Reserved These bits are always read as 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
5 to 0	CKSC[5:0]	These bits select an output clock for the frequency divider 1A. 100001 _B : Selects 1/4 clock of PLL1. 100010 _B : Selects 1/2 clock of PLL1. 100100 _B : Selects 1/1 clock of PLL1. Setting other than the above is prohibited.

11.4.9 CKSC1ACT — Clock 1 Selection Active Register

This register indicates a clock state of the frequency divider 1A.

This register is initialized by either an internal or external reset.

Access: This register can be read in 32-bit units.

Address: FFF8 9048_H

Value after reset: 0000 0021_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CLKACT[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 11.12 CKSC1ACT Register Contents

Bit Position	Bit Name	Function
31 to 6	—	Reserved These bits are always read as 0.
5 to 0	CLKACT[5:0]	These bits indicate that switching of an output clock for the frequency divider 1A is completed when their values are the same as those specified in the CKSC[5:0] bits in the CKSC1CTL register. 100001 _B : 1/4 of PLL1 100010 _B : 1/2 of PLL1 100100 _B : 1/1 of PLL1

11.4.10 PROT1PHCMD — Protect 1 Command Register

PROT1PHCMD is a protection command register to start the protection unlocking sequence necessary for access to write-protected registers.

This register is initialized by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 B000_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	PCMD[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 11.13 PROT1PHCMD Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved These bits are always read as 0.
7 to 0	PCMD[7:0]	Write protection command register

This register is used in protecting against inadvertent access to write-protected registers, i.e. registers to which writing raises the possibility of serious effects on application systems, such as programs crashing and the like.

Writing to the write-protected registers is only possible with the protection unlock sequence described below.

1. Write the fixed value (0000 00A5_H) to register PROT1PHCMD.
2. Write the new setting to the write-protected register. Write the value after a reset to the reserved bits.
3. Write the bitwise inverse of the setting value to the same register as in step 2. Write the inverse of the value after a reset to the reserved bits.
4. Write the new setting to the same register as in step 2. Write the value after a reset to the reserved bits.

A value can only be written to a write-protected register by following the procedure above.

Protection is not unlocked if the procedure is not followed correctly, the setting is not written to the write-protected register, and the PROT1PS.PROTERR bit is set to 1. (Although this is not a requirement, you can confirm if the values set in the targeted register was correctly written by checking that the setting of the PROT1PS.PROTERR bit is 0 after step 4.)

In case of failure to follow the sequence, repeat the procedure from the beginning.

In case of writing to another register during steps 1 to 4 of the sequence, the protection function operates as follows. Operation is also as described when any interrupt is accepted during the sequence and the interrupt handling includes access to another register.

- When the writing is to another register in the same module*¹, writing to the protected register fails and the PROT1PS.PROTERR bit is set to 1.
- When writing is to a register in another module, writing to the protected register will successfully proceed to completion, if the remainder of the procedure is followed correctly.

Reading of another register while the sequence is in progress does not lead to failure.

Note 1. The applicable registers for PROT1PHCMD are those allocated to the address range from FFF88004_H to FFF8B004_H.

For the register names, symbols, and module names, see **Appendix, List of Registers**.

11.4.11 PROT1PS — Protect 1 Status Register

PROT1PS is a status register of the protection unlocking sequence. This register indicates whether an error occurs or not in access to write-protected registers.

This register is initialized by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 B004_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PROT ERR
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 11.14 PROT1PS Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0.
0	PROTERR	Protection Error Flag 0: Protection error does not occur. 1: Protection error occurs.

Operating conditions of the PROTERR bit

[Setting Condition]

Access to a write-protected register without executing the step of the protection unlocking sequence that involves the PROT1PHCMD register

[Clearing Condition]

Writing of 0000 00A5_H to the PROT1PHCMD register (step 1 in the protection unlocking sequence)

11.5 Operation

11.5.1 Operation When the Divide Function Is Used

Follow the procedure given below to reduce current fluctuations produced by switching the clock signals during startup.

1. When a user program is running after release from the reset state, PLL0 or PLL1 will be oscillating and PLL1 will be in use as the internal operating clock. Also, the division ratio of divider 0A is set to 1/4.
Read the PLL0CLKS register and verify that its value is 07_H, indicating that PLL0 operation is stable.
2. Write 23_H to the CKSC[5:0] bits in CKSC0CTL to select PLL0 as the clock source.
3. When switching the clock source, wait at least 105, or 140 cycles of the CPU clock in the respective cases of products with CPUs having maximum operating frequencies of 240 MHz, or 320 MHz. After that, read CKSC0ACT and verify that the value of the CKSC0ACT.CLKACT[5:0] bits is 23_H.
4. Write 010_B to the CLKD0DIV[2:0] bits in CLKD0DIV to select 1/2 as the division ratio for the divider.
5. For switching of the division ratio, wait at least 105, or 140 cycles of the CPU clock in the respective cases of products with CPUs having maximum operating frequencies of 240 MHz, or 320 MHz. Then read CLKD0STAT and verify that the value of the CLKD0SYNC is 1.
6. Write 001_B to the CLKD0DIV[2:0] bits in CLKD0DIV to select 1/1 as the division ratio for the divider.
7. For switching of the division ratio, wait at least 105, or 140 cycles of the CPU clock in the respective cases of products with CPUs having maximum operating frequencies of 240 MHz, or 320 MHz. Then read CLKD0STAT and verify that the value of the CLKD0SYNC is 1.

For switching division ratio of the divider 1A on the PLL1, follow the procedures of 4 to 7 above.

Figure 11.3 shows an example of the procedure for switching the clocks (and shifting the clock gear up for both clocks). **Table 11.15** lists the clock frequencies in each step of the process.

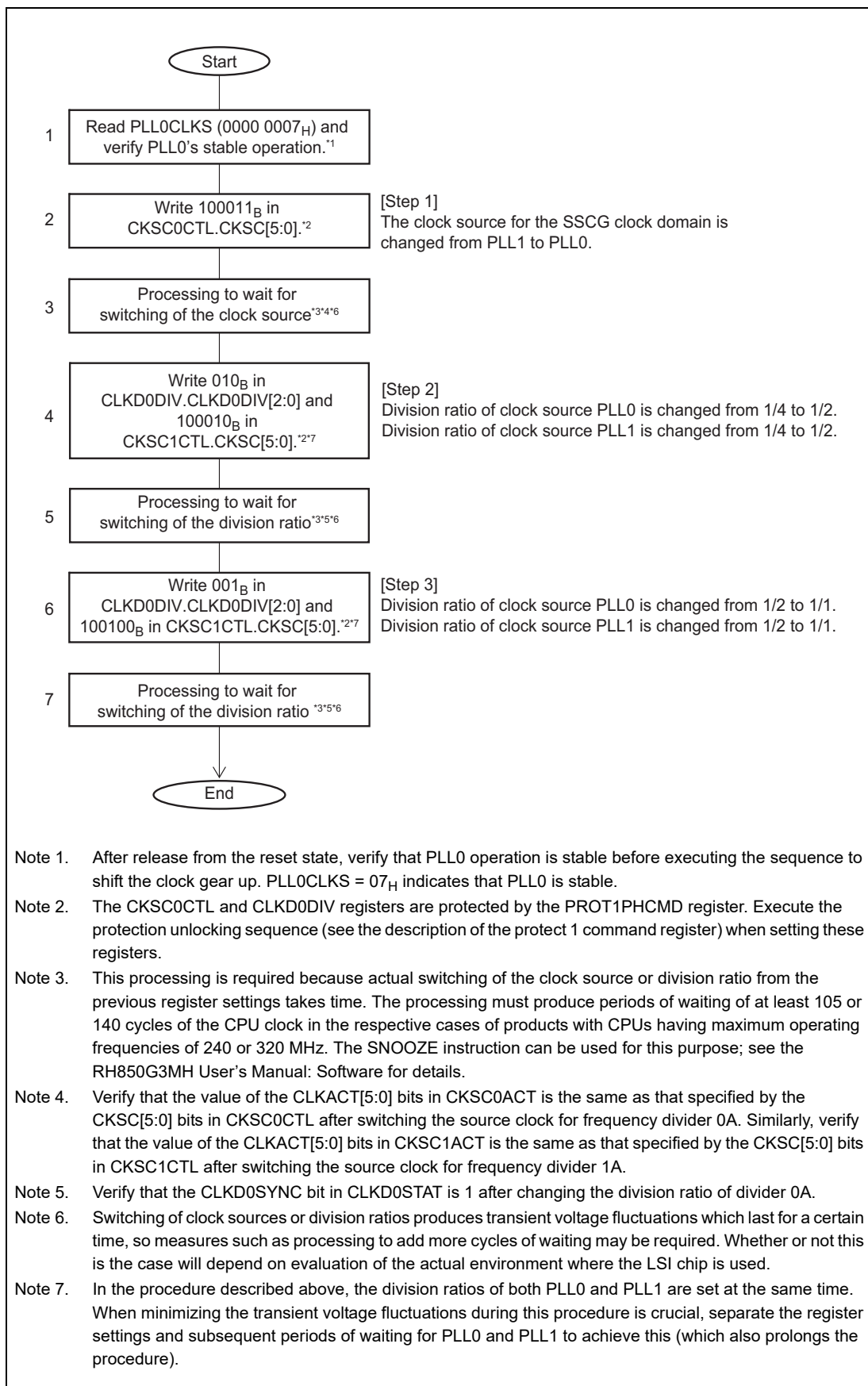


Figure 11.3 Example of Sequence for Shifting the Clock Gear Up

Table 11.15 Frequencies in the Process of Shifting the Clock Gear Up

	CLK_CPU		CLK_HSB	CLK_LSB	CLKC_HSB	CLKC_LSB
	Products with 320-MHz (max.) CPUs	Products with 240-MHz (max.) CPUs				
Before Step 1	80	60	20	10	20	10
Between Step 1 and Step 2	80	60	20	10	20	10
Between Step 2 and Step 3	160	120	40	20	40	20
After Step 3	320	240	80	40	80	40

11.6 Notes

Avoid using commands that employ the computing unit, such as FPU operations, while the division ratio is being changed. Increased current fluctuation may make the operation unstable.

11.6.1 Board Design Notes

As shown in **Figure 11.4**, do not cross any other signal lines over the signal lines to the EXTAL and XTAL pins. Induction may inhibit proper oscillation.

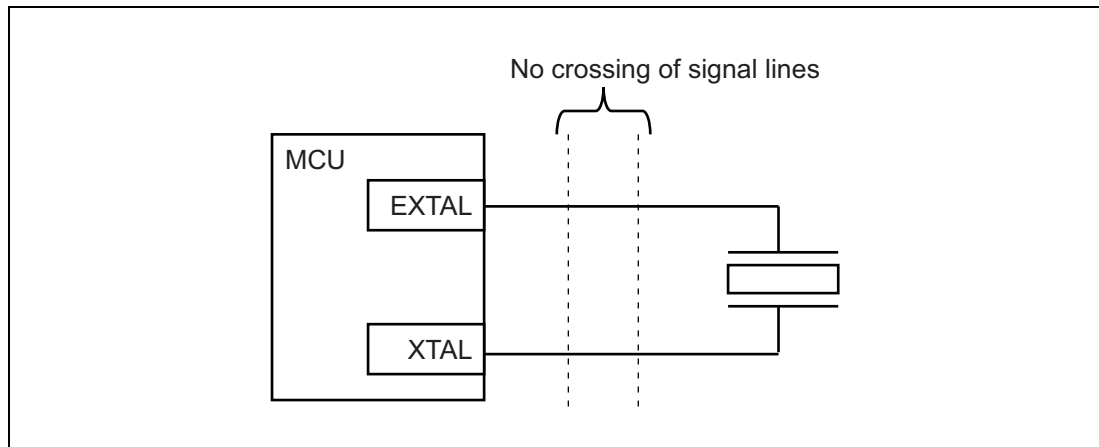


Figure 11.4 Board Design Notes

11.7 ASIC Clock

11.7.1 Features

- ASIC Clock provides a function to select a clock output from the CK pin.
- The frequency-divided clock*² set by the 1-MHz clock*¹ or the baud rate generator (BRG) can be selected through the register settings.
- After release from power-off standby, the 1-MHz clock is output from the CK pin.
- When stop or run of a clock is selected, rewriting to a register should be done in a specific sequence so that the register is not incorrectly rewritten due to program malfunction.

Note 1. 1-MHz clock: 1/20 clock of the 20-MHz main OSC

Note 2. BGR (Baud Rate Generator): 1/N clock of the unmodulated low speed peripheral Configuration

11.7.2

Figure 11.5 shows the diagram of ASIC clock output configuration.

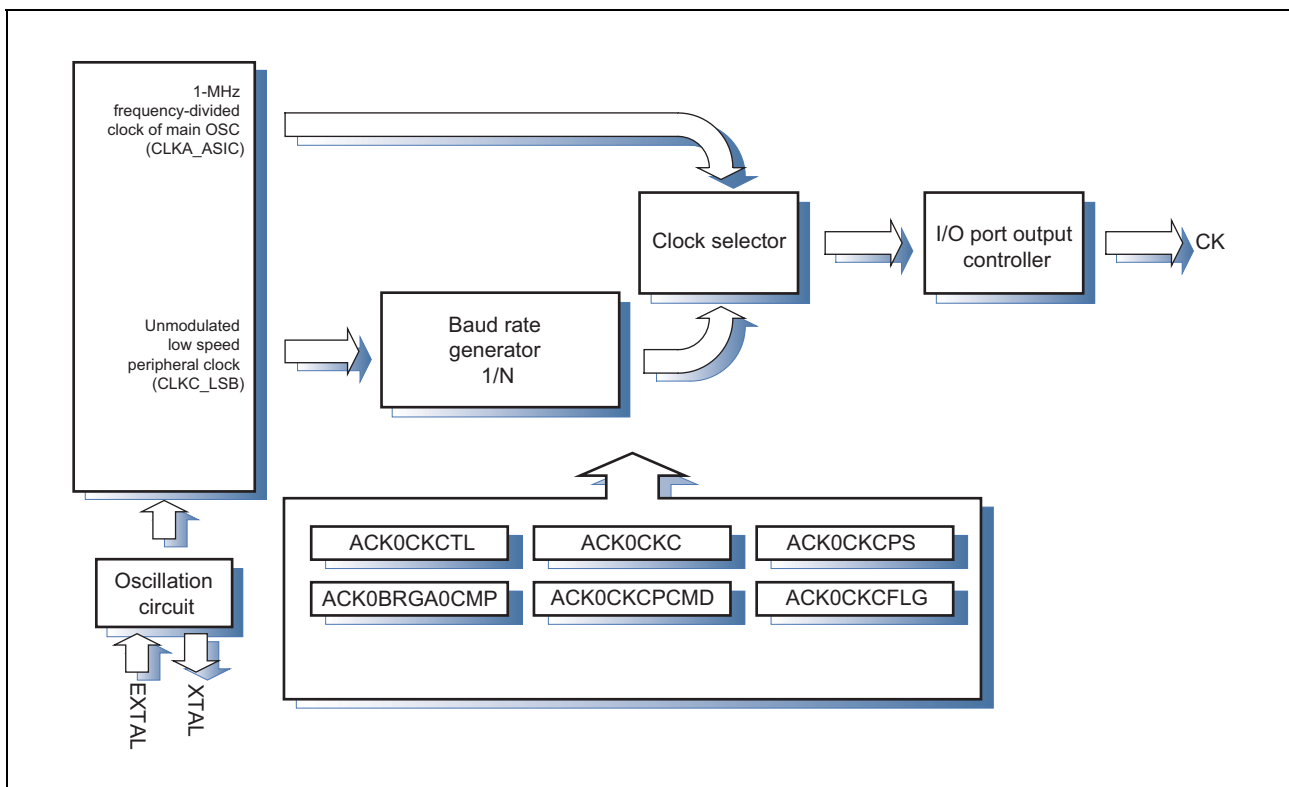


Figure 11.5 Block Diagram of ASIC Clock

11.7.3 Register Specifications

The following shows the specifications of registers.

Table 11.16 Pin Specifications

Register Name	Abbreviation	R/W	Value after Reset	Address	Access Size	Access Protection
Clock control register	ACK0CKC	R/W	01 _H	FFC0 4000 _H	8	ACK0CKCPCMD
CKC flag register	ACK0CKCFLG	R	01 _H	FFC0 4004 _H	8	
Clock select register	ACK0CKCTL	R/W	00 _H	FFC0 4008 _H	8	
BRGA0 compare register	ACK0BRGA0CMP	R/W	00 _H	FFC0 400C _H	8	
CKC protect command register	ACK0CKCPCMD	W	—	FFC0 4100 _H	8	
CKC protect status register	ACK0CKCPS	R	00 _H	FFC0 4104 _H	8	

11.7.3.1 ACK0CKC — Clock Control Register

This is an 8-bit register to control the system clock frequency. Therefore, this register can be only written in combination of specific instruction sequences so that it is not incorrectly rewritten due to program malfunction.

Protection of this register can be canceled by writing to the command register (ACK0CKPCMD).

When a specific register is read out, however, a specific instruction sequence is not required.

Access: This register can be read/written in 8-bit units.

Address: FFC0 4000_H

Value after reset: 01_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DCLK0
Value after reset	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R/W

Table 11.17 ACK0CKC Register Contents

Bit Position	Bit Name	Description
7 to 1	—	Reserved These bits are always read as 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	DCLK0	Clock Output Control 0: Clock output inhibit mode Output of a clock from the CK pin is prohibited (fixed to low level). Further reduction of power consumption and suppression of radiation noise from the CK pin can be achieved because CK operation is completely stopped. 1: Clock output The clock selected by the ACK0CKCTL is output from the CK pin.

Note 1. Up to three cycles of the clock signal output from the the CK pin (the clock signal selected by ACK0CKCTL) are required to stop clock output to the CK pin after writing 0 to the DCLK0 bit. The clock output stop state can be checked by reading the DCLKF0 bit in the ACK0CKFLG register.

11.7.3.2 ACK0CKFLG — CKC Flag Register

The ACK0CKFLG register indicates the status of clock output control.

Access: This register can be read in 8-bit units.

Address: FFC0 4004_H

Value after reset: 01_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DCLKF0
Value after reset	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R

Table 11.18 ACK0CKFLG Register Contents

Bit Position	Bit Name	Description
7 to 1	—	Reserved These bits are always read as 0.
0	DCLKF0	This bit indicates the status of clock output control. 0: Output from the CK pin is stopped. 1: The clock selected by the ACK0CKCTL is output from the CK pin.

11.7.3.3 ACK0CKCTL — Clock Select Register

The ACK0CKCTL is an 8-bit register to select a clock output from the CK pin.

This register can be written in 8-bit units when the DCLKF0 bit in the CKC flag register is 0.

The ACK0CKCTL register is always readable also.

For the DCLKF0 bit, see **Section 11.7.3.2, ACK0CKCFLG — CKC Flag Register**.

Access: This register can be read/written in 8-bit units.

Address: FFC0 4008_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CKSL[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 11.19 ACK0CKCTL Register Contents

Bit Position	Bit Name	Description
7 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1, 0	CKSL[1:0]	These bits select a clock output from the CK pin. 00: 1-MHz clock (1/20 clock of the 20-MHz main OSC) 01: BRG (Baud Rate Generator) Setting other than the above is prohibited.

CAUTION

Writing to the ACK0CKCTL register (selection of a clock output to the CK pin) can only be performed when the clock output to the CK pin is stopped (the DCLKF0 bit in the ACK0CKCFLG register is 0).

11.7.3.4 ACK0BRGA0CMP — BRGA0 Compare Register

The ACK0BRGA0CMP is a register to store a value to be compared with the baud rate counter.

Access: This register can be read/written in 8-bit units.

Address: FFC0 400C_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	BRGA0CMP[4:0]				
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Table 11.20 ACK0BRGA0CMP Register Contents

Bit Position	Bit Name	Description
7 to 5	—	Reserved These bits are always read as 0. When writing, always write 0.
4 to 0	BRGA0CMP [4:0]	These bits set a compare value. For the settings, see Table 11.22, Unmodulated Low Speed Peripheral Clock Frequency (value set in the ACK0BRGA0CMP register and frequency to be output).

CAUTION

Writing to the ACK0BRGA0CMP register (selection of a value to be compared with the baud rate counter) can only be performed when the clock output to the CK pin is stopped (the DCLKF0 bit in the CKCFLG register is 0).

11.7.3.5 ACK0CKPCMD — CKC Protect Command Register

The ACK0CKPCMD register is used to protect against any writing operation to a register that might have a material effect on the application systems. This ensures the systems are not incorrectly stopped due to program malfunction.

The value of the ACK0CKC register can only be rewritten by a sequence specified in advance, and an unauthorized write operation is eliminated.

Access: This register can be written in 8-bit units. The read value is always undefined.

Address: FFC0 4100_H

Value after reset: Undefined

Bit	7	6	5	4	3	2	1	0
Value after reset	—	—	—	—	—	—	—	—
R/W	W	W	W	W	W	W	W	W

Writing to the ACK0CKC register is only possible with the protection unlock sequence described below.

Procedure

1. Write the fixed value (A5_H) to register ACK0CKPCMD.
2. Write the new setting to register ACK0CKC. Write the value after a reset to the reserved bits.
3. Write the bitwise inverse of the setting value to register ACK0CKC. Write the inverse of the value after a reset to the reserved bits.
4. Write the new setting to register ACK0CKC. Write the value after a reset to the reserved bits.

A value can only be written to register ACK0CKC by following the procedure above.

Protection is not unlocked if the procedure is not followed correctly, the setting is not written to the ACK0CKC register, and the ACK0CKCPS.CKCPREERR bit is set to 1. (Although this is not a requirement, you can confirm if the values set in the targeted register was correctly written by checking that the setting of the ACK0CKCPS.CKCPREERR bit is 0 after step 4.)

In case of failure to follow the sequence, repeat the procedure from the beginning.

In case of writing to another register during steps 1 to 4 of the sequence, the protection function operates as follows. Operation is also as described when any interrupt is accepted during the sequence and the interrupt handling includes access to another register.

- When the writing is to another register in the same module*¹, writing to the protected register fails and the ACK0CKCPS.CKCPREERR bit is set to 1.
- When writing is to a register in another module, writing to the protected register will successfully proceed to completion, if the remainder of the procedure is followed correctly.

Reading of another register while the sequence is in progress does not lead to failure.

Note 1. "Another register in the same module" indicates a register under the same module name as that containing the write-protected register. For the module names of the registers, see **Appendix, List of Registers**.

11.7.3.6 ACK0CKCPS — CKC Protect Status Register

The ACK0CKCPS is a register to which the CKCPRERR flag indicating a protection error occurrence is allocated.

If the ACK0CKC register is not written to in the correct sequence, including the command register settings, the write operation is not performed on the target register. A protection error then occurs and the status flag (CKCPRERR) is set to 1.

The ACK0CKCPS register is cleared at each start of the specific sequence.

Access: This register can be read in 8-bit units.

Address: FFC0 4104_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CKCPR ERR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 11.21 ACK0CKCPS Register Contents

Bit Position	Bit Name	Description
7 to 1	—	Reserved These bits are always read as 0.
0	CKCPRERR	Protection Error Detection 0: Protection error has not occurred. 1: Protection error has occurred.

11.7.4 Usage

11.7.4.1 CK Pin Output Function

A clock source output from the CK pin can be selected and provided in this function.

1-MHz clock is output from the CK pin during the reset period immediately after release from power-off standby. A clock source output from the CK pin can be selected among the 1-MHz clock and the frequency-divided clocks set by the BRG (Baud Rate Generator) through switching of the ACK0CKCTL register.

Selectable clock source

- 1-MHz clock (1/20 clock of the 20-MHz main OSC) (Initial value)
- BRG (Baud Rate Generator)

11.7.4.2 CK Output Baud Rate Generator Circuit (BRGA)

In the baud rate generator circuit, the unmodulated low speed peripheral clock (CLKC_LSB) is divided and output from the CK pin.

The BRGA0 inverts the CK output in response to compare match between the specified value of the BRGA0CMP[4:0] bit in the ACK0BRGA0CMP register and the value of the baud rate counter.

The CK output is fixed to low when the DCLK0-bit in the ACK0CKC register is set to 0.

Table 11.22 lists the frequencies of unmodulated low speed peripheral clocks that can be set.

Table 11.22 Unmodulated Low Speed Peripheral Clock Frequency (value set in the ACK0BRGA0CMP register and frequency to be output)

BRGA0CMP4	BRGA0CMP3	BRGA0CMP2	BRGA0CMP1	BRGA0CMP0	Output Frequency [MHz]
0	0	0	0	0	1.25
1	0	1	0	0	2.00
1	0	1	0	1	1.90
1	0	1	1	0	1.82
1	0	1	1	1	1.74
1	1	0	0	0	1.67
1	1	0	0	1	1.60
1	1	0	1	0	1.54
1	1	0	1	1	1.48
1	1	1	0	0	1.43
1	1	1	0	1	1.38
1	1	1	1	0	1.33
1	1	1	1	1	1.29

Note 1. Setting other than the above is prohibited.

11.7.4.3 Control Register Rewrite Protect

As shown in **Figure 11.6**, the ACK0CKC register to control the output clock from the CK pin can only be rewritten in a specific sequence due to this protect function. Switching of a clock source is prohibited while a clock is running. The ACK0CKCTL register can only be rewritten when the DCLKF0 bit in the CKC flag register is set to 0.

In addition, rewriting of the compare values is prohibited while the baud rate counter is running. The ACK0BRGA0CMP register can only be rewritten when the DCLKF0 bit in the CKC flag register is set to 0.

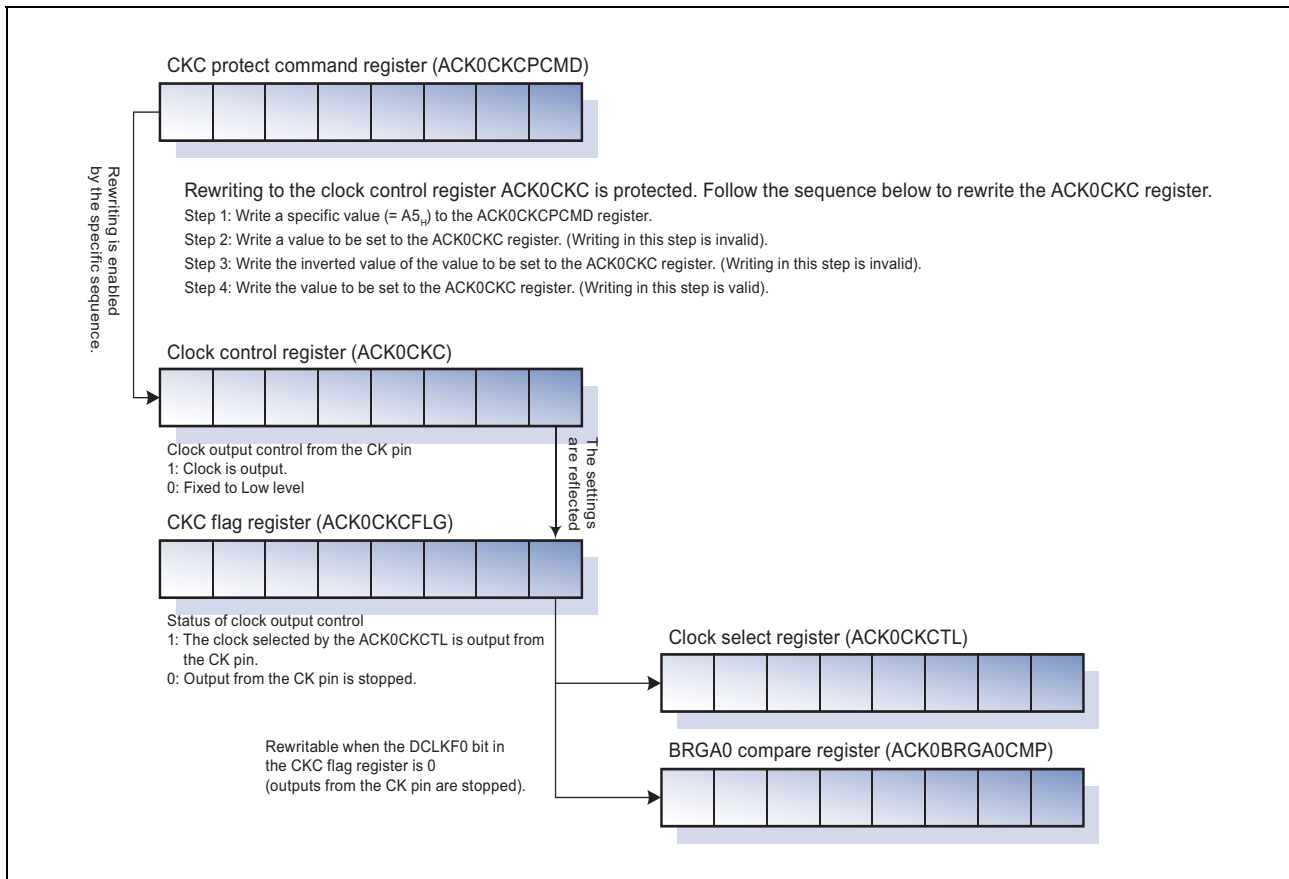


Figure 11.6 Rewriting Protect

11.7.4.4 CK Output Switching Procedure

Follow the procedure below to switch the output clock from the CK pin.

(1) Stop an output from the CK pin.

Rewrite the DCLK0 bit in the clock control register (ACK0CKC) to stop an output from the CK pin.

- Write A5_H to the ACK0CKCPCMD register.
- Write 00_H to the ACK0CKC register.
- Write FF_H to the ACK0CKC register.
- Write 00_H to the ACK0CKC register.

Read the DCLKF0 bit in the CKC flag register (ACK0CKCFLG) to verify that the output from the CK pin has been stopped.

(2) Select a clock source

Rewrite the CKSL[1:0] bits in the clock selection register (ACK0CKCTL) to select a clock source.

Also rewrite the BRGA0CMP[4:0] bits in the BRGA0 compare register (ACK0BRGA0CMP) to select a clock cycle for the baud rate generator.

(3) Restart an output from the CK pin

Rewrite the DCLK0 bit in the clock control register (ACK0CKC) to restart an output from the CK pin.

- Write A5_H to the ACK0CKCPCMD register.
- Write 01_H to the ACK0CKC register.
- Write FE_H to the ACK0CKC register.
- Write 01_H to the ACK0CKC register.

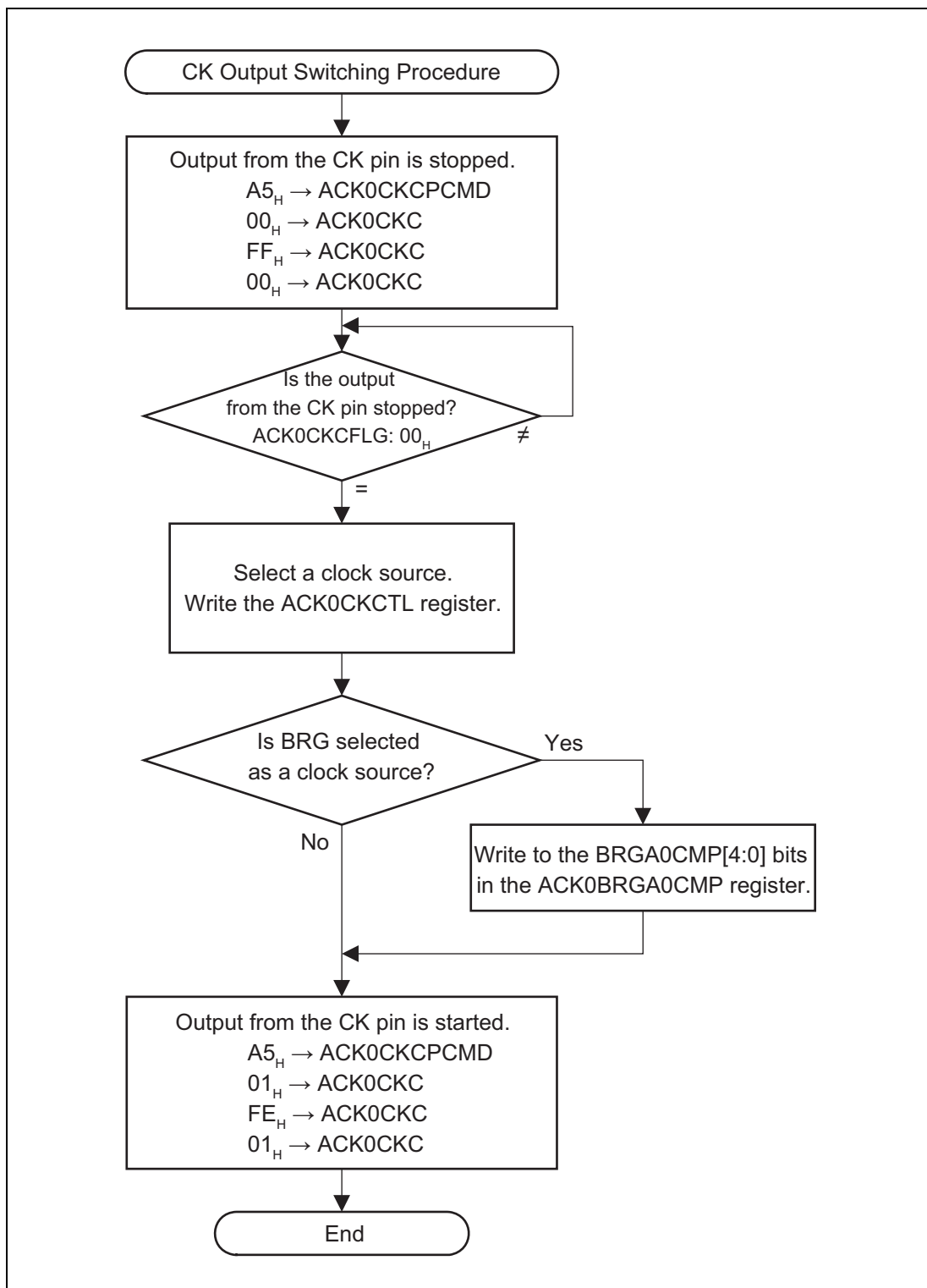


Figure 11.7 CK Output Switching Procedure

Section 12 Standby Controller

This product supports various power-down modes: two modes of power off standby mode and HALT mode, and module standby function that can stop peripheral modules. The power consumption of the LSI can be reduced by selecting a suitable mode for the application.

12.1 Features

12.1.1 Types of Power-Down Mode

Power-down modes are comprised of the modes and function as follows:

- Power off standby mode

Only RAM retention is possible in this mode. Low leakage is realized by turning off the power outside of the LSI. The oscillation also stops.

The transition occurs by asserting the $\overline{\text{RES}}$ pin and turning off the power (EVCC).

The CPU in this state transits to the external reset state by a rising edge of the turned off power and securing the oscillation stabilization time.

- HALT mode

When the HALT instruction is executed, the CPU transits to HALT mode and stops instruction execution.

Each CPU can be controlled individually.

The CPU returns from this state by the occurrence of a reset input, interrupt, or exception.

- Module standby

This function stops the clock for peripheral macros to reduce the power consumption in accordance with register settings.

Since peripheral modules are in operation after release from the reset state, it is recommended that the modules not to be used be set to the module stop state before clock gear-up.

Modules which have been set in the module stop state should not be activated again (after setting a corresponding bit in the module standby register to 1, do not clear it to 0). In such a case (when the bit is cleared to 0), proper operation cannot be guaranteed.

12.2 Operation

12.2.1 Power Off Standby Mode

The CPU transits to power-off standby mode when EVCC power is set to 0V after asserting the $\overline{\text{RES}}$ pin. In power-off standby mode, leakage current can be reduced because the oscillator is stopped and the core power is turned off. For products with the EPT, the EPT controls VDD turn-off.

In power-off standby mode, the data in the RAM can be retained as long as SYSVCC is kept within the specified voltage range.

For the target RAMs, see **Section 38, On-Chip RAM**.

For recovery from power-off standby mode, restore EVCC and VCC to the specified voltage to allow the CPU to return to the external reset state. Then negate the $\overline{\text{RES}}$ pin after securing the oscillation stabilization time to allow the CPU to return to the normal state.

Refer to **Section 40, Electrical Characteristics**, for the power-off sequences.

12.2.2 Module Standby Function

(1) Transition to module standby

Setting a corresponding bit in the module standby register to 1 can stop clock supply to the corresponding internal peripheral module. We recommend setting module standby before clock gear-up (while the module is disabled) to reduce the power consumption.

The module standby registers are protected from unauthorized writing due to incorrect programming operation and the like.

For details, see **Section 12.3.6, MSRPCMD — MSR Protection Command Register**.

(2) Release from module standby

For release from module standby, place the LSI in the internal or external reset state.

Proper operation cannot be guaranteed when the module standby state which has been already set is released by writing 0 to the module standby register.

12.3 Register List

12.3.1 List of Registers

All registers can be accessed by CPU.

Table 12.1 Register Configuration

Address	Register name	Description	Access Width	Value after Reset	Access protection
FFF8 2C0C	EPTCNT	EPT control register	32	0000 0000 _H	PROT0PHCMD
FFF8 3000	PROT0PHCMD	Protection command register	32	0000 0000 _H	
FFF8 3004	PROT0PS	Protection command status register	32	0000 0000 _H	
FFC0 5000	MSRTSG	Module standby register - TSG2	8	00 _H	MSRPCMD
FFC0 5004	MSRTAPA	Module standby register - TAPA	8	00 _H	MSRPCMD
FFC0 5008	MSROSTM	Module standby register - OSTM	8	00 _H	MSRPCMD
FFC0 500C	MSRWDTA	Module standby register - WDTA	8	00 _H	MSRPCMD
FFC0 5010	MSRPIC	Module standby register - PIC	8	00 _H	MSRPCMD
FFC0 5014	MSRRCAN	Module standby register - RS-CANFD	8	00 _H	MSRPCMD
FFC0 5018	MSRFRAY	Module standby register - FlexRay	8	00 _H	MSRPCMD
FFC0 501C	MSRRLIN	Module standby register - RLIN2	8	00 _H	MSRPCMD
FFC0 5020	MSRSCI	Module standby register - SCI3	8	00 _H	MSRPCMD
FFC0 5024	MSRCSIH	Module standby register - CSH	8	00 _H	MSRPCMD
FFC0 5028	MSRSAD	Module standby register - SAR AD	8	00 _H	MSRPCMD
FFC0 502C	MSRDAD	Module standby register - ΔΣAD	8	00 _H	MSRPCMD
FFC0 5030	MSRATU	Module standby register - ATU-IV	8	00 _H	MSRPCMD
FFC0 5034	MSRAPA	Module standby register - APA	8	00 _H	MSRPCMD
FFC0 5038	MSRDFE	Module standby register - DFE	8	00 _H	MSRPCMD
FFC0 503C	MSRRHSB	Module standby register - RHSB	8	00 _H	MSRPCMD
FFC0 5044	MSRRSENT	Module standby register - RSENT	8	00 _H	MSRPCMD
FFC0 5070	MSRPCMD	MSR protection command register	8	—	
FFC0 5074	MSRPS	MSR protection status register	8	00 _H	

12.3.2 EPTCNT — EPT Control Register

This register enables or disables the EPT.

This register is protected by the PROT0PHCMD register.

This register can only be reset by an external reset signal.

Access: This register can be read/written in 32-bit units.

Address: FFF8 2C0C

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EPT CNT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 12.2 EPTCNT Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are read as 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	EPTCNT	0: EPT is enabled. 1: EPT is disabled.

When the EPT is not used, the EPT control can be powered down by setting 1 in the register above, resulting in power consumption reduction.

12.3.3 PROT0PHCMD — Protection Command Register

This register is used as a special sequence register.

This register can be reset by either an internal or external reset.

Access: This register can be read/written in 32-bit units.

Address: FFF8 3000

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	PCMD[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 12.3 PROT0PHCMD Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved The read value is always 0. When writing, write 0.
7 to 0	PCMD[7:0]	Writing protection command register

Writing to the write-protected registers is only possible with the protection unlock sequence described below.

1. Write the fixed value (0000 00A5_H) to register PROT0PHCMD.
2. Write the new setting to the write-protected register. Write the value after a reset to the reserved bits.
3. Write the bitwise inverse of the setting value to the same register as in step 2. Write the inverse of the value after a reset to the reserved bits.
4. Write the new setting to the same register as in step 2. Write the value after a reset to the reserved bits.

A value can only be written to a write-protected register by following the procedure above.

Protection is not unlocked if the procedure is not followed correctly, the setting is not written to the write-protected register, and the PROT0PS.PROTERR bit is set to 1.

(Although this is not a requirement, you can confirm if the values set in the targeted register was correctly written by checking that the setting of the PROT0PS.PROTERR bit is 0 after step 4.)

In case of failure to follow the sequence, repeat the procedure from the beginning.

In case of writing to another register during steps 1 to 4 of the sequence, the protection function operates as follows. Operation is also as described when any interrupt is accepted during the sequence and the interrupt handling includes access to another register.

- When the writing is to another register in the same module*¹, writing to the protected register fails and the PROT0PS.PROTERR bit is set to 1.
- When writing is to a register in another module, writing to the protected register will successfully proceed to completion, if the remainder of the procedure is followed correctly.

Reading of another register while the sequence is in progress does not lead to failure.

Note 1. The applicable registers for PROT0PHCMD are those allocated to the address range from FFF82410_H to FFF83004_H.
For the register names, symbols, and module names, see **Appendix, List of Registers**.

12.3.4 PROT0PS — Protection Command Status Register

This register is used as a status register of special sequence registers. This register can be reset by either an internal or an external reset signal.

Access: This register can be read in 32-bit units.

Address: FFF8 3004

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PROT ERR
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 12.4 PROT0PS Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved The read value is always 0.
0	PROTERR	Protection error flag 0: An protection error has not occurred. 1: An protection error has occurred.

12.3.5 Module Standby Registers

The module standby registers can be read/written in 8-bit units and control each module operation in power-down mode.

12.3.5.1 MSRTSG — Module Standby Register – TSG2

Access: This register can be read/written in 8-bit units.

Address: FFC0 5000

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MS_TSG21	MS_TSG20
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 12.5 MSRTSG Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1	MS_TSG21	Setting this bit to 1 stops clock supply to TSG21. 0: TSG21 is operating. 1: Clock supply to TSG21 is stopped.
0	MS_TSG20	Setting this bit to 1 stops clock supply to TSG20. 0: TSG20 is operating. 1: Clock supply to TSG20 is stopped.

12.3.5.2 MSRTAPA — Module Standby Register – TAPA

Access: This register can be read/written in 8-bit units.

Address: FFC0 5004

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	MS_TAPA3	MS_TAPA2	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R	R

Table 12.6 MSRTAPA Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
3	MS_TAPA3	Setting this bit to 1 stops clock supply to TAPA3. 0: TAPA3 is operating. 1: Clock supply to TAPA3 is stopped.
2	MS_TAPA2	Setting this bit to 1 stops clock supply to TAPA2. 0: TAPA2 is operating. 1: Clock supply to TAPA2 is stopped.
1, 0	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

12.3.5.3 MSROSTM — Module Standby Register – OSTM

Access: This register can be read/written in 8-bit units.

Address: FFC0 5008

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	MS_OSTM2	MS_OSTM1	MS_OSTM0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W

Table 12.7 MSROSTM Register Contents

Bit Position	Bit Name	Function
7 to 3	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
2	MS_OSTM2	Setting this bit to 1 stops clock supply to OSTM2. 0: OSTM2 is operating. 1: Clock supply to OSTM2 is stopped.
1	MS_OSTM1	Setting this bit to 1 stops clock supply to OSTM1. 0: OSTM1 is operating. 1: Clock supply to OSTM1 is stopped.
0	MS_OSTM0	Setting this bit to 1 stops clock supply to OSTM0. 0: OSTM0 is operating. 1: Clock supply to OSTM0 is stopped.

12.3.5.4 MSRWDTA — Module Standby Register – WDTA

Access: This register can be read/written in 8-bit units.

Address: FFC0 500C

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MS_WDTA1	MS_WDTA0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 12.8 MSRWDTA Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1	MS_WDTA1	Setting this bit to 1 stops clock supply to WDTA1. 0: WDTA1 is operating. 1: Clock supply to WDTA1 is stopped.
0	MS_WDTA0	Setting this bit to 1 stops clock supply to WDTA0. 0: WDTA0 is operating. 1: Clock supply to WDTA0 is stopped.

12.3.5.5 MSRPIC — Module Standby Register – PIC

Access: This register can be read/written in 8-bit units.

Address: FFC0 5010

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MS_PIC2	MS_PIC1
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 12.9 MSRPIC Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1	MS_PIC2	Setting this bit to 1 stops clock supply to PIC2. 0: PIC2 is operating. 1: Clock supply to PIC2 is stopped.
0	MS_PIC1	Setting this bit to 1 stops clock supply to PIC1. 0: PIC1 is operating. 1: Clock supply to PIC1 is stopped.

12.3.5.6 MSRRCAN — Module Standby Register – RS-CANFD

Access: This register can be read/written in 8-bit units.

Address: FFC0 5014

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MS_RCAN
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 12.10 MSRRCAN Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	MS_RCAN	Setting this bit to 1 stops clock supply to RS-CANFD. 0: RS-CANFD is operating. 1: Clock supply to RS-CANFD is stopped.

12.3.5.7 MSRFRAY — Module Standby Register – FlexRay

Access: This register can be read/written in 8-bit units.

Address: FFC0 5018

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	MS_FRAY	—	—	—	MS_DSAD2_7
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R	R	R	R/W

Table 12.11 MSRFRAY Register Contents

Bit Position	Bit Name	Function
7 to 5	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
4	MS_FRAY	Setting this bit to 1 stops clock supply to FlexRay. 0: FlexRay is operating. 1: Clock supply to FlexRay is stopped.
3 to 1	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	MS_DSAD2_7	Setting this bit to 1 stops clock supply to channels 2 to 7 of ΔΣAD. 0: ΔΣAD is operating. 1: Clock supply to channels 2 to 7 is stopped.

12.3.5.8 MSRRLIN — Module Standby Register – RLIN2

Access: This register can be read/written in 8-bit units.

Address: FFC0 501C

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MS_RLIN0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 12.12 MSRRLIN Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	MS_RLIN0	Setting this bit to 1 stops clock supply to RLIN0. 0: RLIN0 is operating. 1: Clock supply to RLIN0 is stopped.

12.3.5.9 MSRSCI — Module Standby Register – SCI3

Access: This register can be read/written in 8-bit units.

Address: FFC0 5020

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	MS_SCI3	MS_SCI2	MS_SCI1	MS_SCI0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 12.13 MSRSCI Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
3	MS_SCI3	Setting this bit to 1 stops clock supply to SCI3. 0: SCI3 is operating. 1: Clock supply to SCI3 is stopped.
2	MS_SCI2	Setting this bit to 1 stops clock supply to SCI2. 0: SCI2 is operating. 1: Clock supply to SCI2 is stopped.
1	MS_SCI1	Setting this bit to 1 stops clock supply to SCI1. 0: SCI1 is operating. 1: Clock supply to SCI1 is stopped.
0	MS_SCI0	Setting this bit to 1 stops clock supply to SCI0. 0: SCI0 is operating. 1: Clock supply to SCI0 is stopped.

12.3.5.10 MSRCSIH — Module Standby Register – CSIH

Access: This register can be read/written in 8-bit units.

Address: FFC0 5024

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	MS_CSIH3	MS_CSIH2	MS_CSIH1	MS_CSIH0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 12.14 MSRCSIH Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
3	MS_CSIH3	Setting this bit to 1 stops clock supply to CSIH3. 0: CSIH3 is operating. 1: Clock supply to CSIH3 is stopped.
2	MS_CSIH2	Setting this bit to 1 stops clock supply to CSIH2. 0: CSIH2 is operating. 1: Clock supply to CSIH2 is stopped.
1	MS_CSIH1	Setting this bit to 1 stops clock supply to CSIH1. 0: CSIH1 is operating. 1: Clock supply to CSIH1 is stopped.
0	MS_CSIH0	Setting this bit to 1 stops clock supply to CSIH0. 0: CSIH0 is operating. 1: Clock supply to CSIH0 is stopped.

12.3.5.11 MSRSAD — Module Standby Register – SAR-AD

Access: This register can be read/written in 8-bit units.

Address: FFC0 5028

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MS_SARAD1	MS_SARAD0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 12.15 MSRSAD Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1	MS_SARAD1	Setting this bit to 1 stops clock supply to SAR-AD1. 0: SAR-AD1 is operating. 1: Clock supply to SAR-AD1 is stopped.
0	MS_SARAD0	Setting this bit to 1 stops clock supply to SAR-AD0. 0: SAR-AD0 is operating. 1: Clock supply to SAR-AD0 is stopped.

12.3.5.12 MSRDAD — Module Standby Register – $\Delta\Sigma$ AD

Access: This register can be read/written in 8-bit units.

Address: FFC0 502C

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	MS_DSAD67	MS_DSAD45	MS_DSAD23	MS_DSAD
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 12.16 MSRDAD Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
3	MS_DSAD67	Setting this bit to 1 stops clock supply to channels 6 and 7 of $\Delta\Sigma$ AD. 0: Channels 6 and 7 of $\Delta\Sigma$ AD are operating. 1: Clock supply to channels 6 and 7 of $\Delta\Sigma$ AD is stopped.
2	MS_DSAD45	Setting this bit to 1 stops clock supply to channels 4 and 5 of $\Delta\Sigma$ AD. 0: Channels 4 and 5 of $\Delta\Sigma$ AD are operating. 1: Clock supply to channels 4 and 5 of $\Delta\Sigma$ AD is stopped.
1	MS_DSAD23	Setting this bit to 1 stops clock supply to channels 2 and 3 of $\Delta\Sigma$ AD. 0: Channels 2 and 3 of $\Delta\Sigma$ AD are operating. 1: Clock supply to channels 2 and 3 of $\Delta\Sigma$ AD is stopped.
0	MS_DSAD	Setting this bit to 1 stops clock supply to channels 0 to 7 of $\Delta\Sigma$ AD. 0: Channels 0 to 7 of $\Delta\Sigma$ AD are operating. 1: Clock supply to channels 0 to 7 of $\Delta\Sigma$ AD is stopped.

12.3.5.13 MSRATU — Module Standby Register – ATU-IV

Access: This register can be read/written in 8-bit units.

Address: FFC0 5030

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MS_ATU
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 12.17 MSRATU Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	MS_ATU	Setting this bit to 1 stops clock supply to ATU. 0: ATU is operating. 1: Clock supply to ATU is stopped.

12.3.5.14 MSRAPA — Module Standby Register – APA

Access: This register can be read/written in 8-bit units.

Address: FFC0 5034

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MS_APA0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 12.18 MSRAPA Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	MS_APA0	Setting this bit to 1 stops clock supply to APA0. 0: APA0 is operating. 1: Clock supply to APA0 is stopped.

12.3.5.15 MSRDFE — Module Standby Register – DFE

Access: This register can be read/written in 8-bit units.

Address: FFC0 5038

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MS_DFE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 12.19 MSRDFE Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	MS_DFE	Setting this bit to 1 stops clock supply to DFE. 0: DFE is operating. 1: Clock supply to DFE is stopped.

12.3.5.16 MSRRHSB — Module Standby Register – RHSB

Access: This register can be read/written in 8-bit units.

Address: FFC0 503C

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MS_RHSB1	MS_RHSB0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 12.20 MSRRHSB Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1	MS_RHSB1	Setting this bit to 1 stops clock supply to RHSB1. 0: RHSB1 is operating. 1: Clock supply to RHSB1 is stopped.
0	MS_RHSB0	Setting this bit to 1 stops clock supply to RHSB0. 0: RHSB0 is operating. 1: Clock supply to RHSB0 is stopped.

12.3.5.17 MSRRSENT — Module Standby Register – RSENT

Access: This register can be read/written in 8-bit units.

Address: FFC0 5044

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	MS_RSENT5	MS_RSENT4	MS_RSENT3	MS_RSENT2	MS_RSENT1	MS_RSENT0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 12.21 MSRRSENT Register Contents

Bit Position	Bit Name	Function
7, 6	—	Reserved The read value is always 0. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
5	MS_RSENT5	Setting this bit to 1 stops clock supply to RSENT5. 0: RSENT5 is operating. 1: Clock supply to RSENT5 is stopped.
4	MS_RSENT4	Setting this bit to 1 stops clock supply to RSENT4. 0: RSENT4 is operating. 1: Clock supply to RSENT4 is stopped.
3	MS_RSENT3	Setting this bit to 1 stops clock supply to RSENT3. 0: RSENT3 is operating. 1: Clock supply to RSENT3 is stopped.
2	MS_RSENT2	Setting this bit to 1 stops clock supply to RSENT2. 0: RSENT2 is operating. 1: Clock supply to RSENT2 is stopped.
1	MS_RSENT1	Setting this bit to 1 stops clock supply to RSENT1. 0: RSENT1 is operating. 1: Clock supply to RSENT1 is stopped.
0	MS_RSENT0	Setting this bit to 1 stops clock supply to RSENT0. 0: RSENT0 is operating. 1: Clock supply to RSENT0 is stopped.

12.3.6 MSRPCMD — MSR Protection Command Register

The MSRPCMD register is used for protection against writing operation to the registers which may have a material effect on the system so that the application system is not incorrectly stopped due to program malfunction and the like.

The values of the module standby registers can be rewritten by a sequence specified in advance and unauthorized writing operation to them is eliminated.

Access: This register can be written in 8-bit units. The read value is undefined.

Address: FFC0 5070

Value after reset: Undefined

Bit	7	6	5	4	3	2	1	0
Value after reset	—	—	—	—	—	—	—	—
R/W	W	W	W	W	W	W	W	W

Writing to the write-protected registers is only possible with the protection unlock sequence described below.

1. Write the fixed value (A5_H) to register MSRPCMD.
2. Write the new setting to the write-protected register. Write the value after a reset to the reserved bits.
3. Write the bitwise inverse of the setting value to the same register as in step 2. Write the inverse of the value after a reset to the reserved bits.
4. Write the new setting to the same register as in step 2. Write the value after a reset to the reserved bits.

A value can only be written to a write-protected register by following the procedure above.

Protection is not unlocked if the procedure is not followed correctly, the setting is not written to the write-protected register, and the MSRPS.MSRPRERR bit is set to 1.

(Although this is not a requirement, you can confirm if the values set in the targeted register was correctly written by checking that the setting of the MSRPS.MSRPRERR bit is 0 after step 4.)

In case of failure to follow the sequence, repeat the procedure from the beginning.

In case of writing to another register during steps 1 to 4 of the sequence, the protection function operates as follows. Operation is also as described when any interrupt is accepted during the sequence and the interrupt handling includes access to another register.

- When the writing is to another register in the same module*¹, writing to the protected register fails and the MSRPS.MSRPRERR bit is set to 1.
- When writing is to a register in another module, writing to the protected register will successfully proceed to completion, if the remainder of the procedure is followed correctly.

Reading of another register while the sequence is in progress does not lead to failure.

Note 1. “Another register in the same module” indicates a register under the same module name as that containing the write-protected register. For the module names of the registers, see **Appendix, List of Registers**.

12.3.7 MSRPS — MSR Protection Status Register

The MSRPS register is the one to which the MSRPRERR flag indicating a protection error occurrence is allocated.

When an operation to write to the module standby register is not performed in a correct sequence including command register settings, such writing to the target register does not proceed. A protection error occurs and the status flag (MSRPRERR) is set to 1.

Access: This register can be read in 8-bit units.

Address: FFC0 5074

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MSRPRERR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 12.22 MSRPS Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved The read value is always 0.
0	MSRPRERR	Protection error detection 0: Protection error does not occur. 1: Protection error occurs.

Section 13 Clocked Serial Interface H (CSIH)

This section contains a generic description of the Clocked Serial Interface H (CSIH).

13.1 CSIH Features

Channels

This microcontroller has the following number of channels of the Clocked Serial Interface H.

Table 13.1 Channels of CSIH

Clocked Serial Interface H	
Number of channels	4
Name	CSIH0, CSIH1, CSIH2, CSIH3

Index n

Throughout this section, the individual channels of a Clocked Serial Interface H is identified by the index “n” (n = 0 to 3), for example, CSIHnCTL0 for the CSIHn control register 0.

Index x

The Clocked Serial Interface H has up to 6 chip select signals. Throughout this section, the individual chip select signals are identified by the index “x”; thus a certain chip select signal is denoted as CSIHnTCSSx. The number of chip select signals for each channel of CSIH is given in the following table.

Table 13.2 Number of CSIH Chip Select Signals

CSIHn Channel	Chip Select Index
CSIH0	CSIH0TCSSx (x = 0 to 5)
CSIH1	CSIH1TCSSx (x = 0 to 3)
CSIH2	CSIH2TCSSx (x = 0 to 3)
CSIH3	CSIH3TCSSx (x = 0 to 3)

Register addresses

All CSIHn register addresses are given as address offsets to the individual base address <CSIHn_base>.

The base address <CSIHn_base> of each CSIHn is listed in the following table.

Table 13.3 Register Base Addresses <CSIHn_base>

CSIHn Channel	<CSIHn_base> Address
CSIH0	FFD8 0000 _H
CSIH1	FFD8 2000 _H
CSIH2	FFD8 4000 _H
CSIH3	FFD8 6000 _H

Data consistency check

The following table lists the port pins on which CSIHnTSO pin functions are multiplexed and the availability of data consistency checking. See **Section 13.5.12, Error Detection** for details about data consistency checking.

Table 13.4 CSIHn Data Consistency Checking and Port Pins

CSIHn I/O Port Signal	Function	Alternative Function	Data Consistency Check
CSIH0			
CSIH0TSO	P0_1	ALT_OUT5	Available
CSIH1			
CSIH1TSO	P13_1	ALT_OUT6	Available
CSIH1TSO	P0_7	ALT_OUT6	Available
CSIH2			
CSIH2TSO	P4_8	ALT_OUT6	Available
CSIH2TSO	P0_12	ALT_OUT7	Available
CSIH3			
CSIH3TSO	P4_1	ALT_OUT7	Available
CSIH3TSO	P7_1	ALT_OUT6	Available

13.2 Notes on Pin Combination

CSIH uses multiple pins for one channel and the pins should be used in groups as given in the following table.

Group		CSIHn TCK	CSIHn TSI	CSIHn TSO	CSIHn TCSS0	CSIHn TCSS1	CSIHn TCSS2	CSIHn TCSS3	CSIHn TSSI	CSIHn TRY
CSIH1	A	P0_8	P0_6	P0_7	P0_9	P0_10	P0_11	P0_12	P0_13	P0_14
	B	P13_2	P13_0	P13_1	P13_3	P13_4	—	—	—	—
CSIH2	C	P4_9	P4_7	P4_8	P4_10	P4_11	P4_12	P4_13	P4_3	P4_4
	D	P0_13	P0_11	P0_12	P0_14	P1_0	P1_1	P1_2	P1_3	P1_4
CSIH3	E	P4_2	P4_0	P4_1	P4_3	P4_4	P4_5	P4_6	P4_7	P4_8
	F	P7_2	P7_0	P7_1	P7_3	P7_4	P7_5	P7_6	P7_7	P7_8

13.3 Function Overview

Overview of Functions

- Three-wire serial synchronous data transfer
- Master mode and slave mode selectable
- Multiple slaves configuration plus RCB (Recessive Configuration for Broadcasting) thanks to up to six configurable chip select output signals
- Built-in slave select function (slave select input signal ($\overline{\text{CSIHnTSSI}}$))
- Built-in baud rate generator
- Baud rate adjustable; in slave mode determined by input clock
- Maximum transmission speed:
 - in master mode: PCLK/8: 10 Mbps
 - in slave mode: PCLK/20: 4 Mbps
- Phase of clock and data selectable
- Data transfer with MSB or LSB first selectable
- Transfer data length selectable from 2 to 16 bits in 1-bit units
- EDL (Extended Data Length) function for transferring data with more than 16 bits
- Three selectable transfer modes:
 - transmit-only mode
 - receive-only mode
 - transmit/receive mode
- Built-in handshake function
- Error detection (data consistency check, parity, and overrun)
- Support of job concept
- JOB enable control bit for AUTOSAR is provided
- LBM (Loop Back Mode) function for self-test
- Enforced chip select idle setting

The block diagram shows the main components of the CSH.

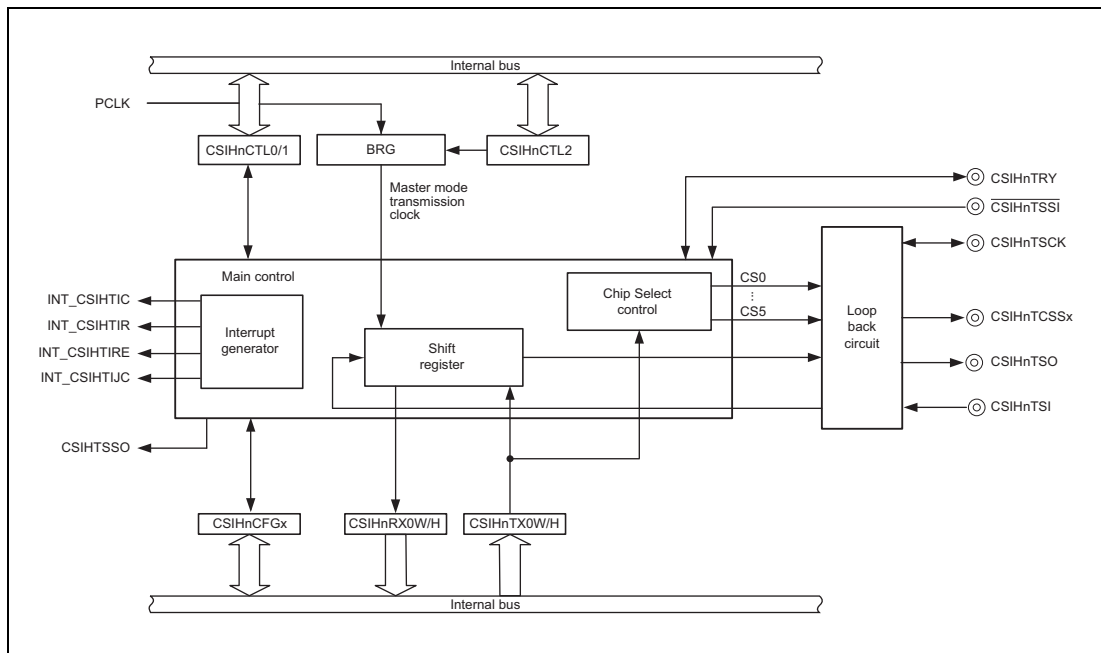


Figure 13.1 CSIH Block Diagram

In master mode, the transmission clock CSIHnTSCK is generated by the built-in baud rate generator (BRG). In slave mode, the transmission clock is provided from an external source.

The loop back circuit disconnects the CSIH completely from the ports and supports internal self-test.

CAUTION

This section describes the following modes:

- The “operating mode” separates between master and slave mode. In this context, only a master can control and communicate with several slaves (for details see Section 13.5.1, Operating Modes (master/slave)).
- The “job mode” is related to the AUTOSAR job concept (for details see Section 13.5.3, Chip Selection (CS) Features, (3) Job concept).
- The “data transfer mode” specifies the kind of the communication – transmit-only, receive only, or transmit/receive (for details see Section 13.5.6, Data transfer modes).

13.4 List of the Usage Notes

Table 13.5 Important Points for Register and Bit Operation (1/2)

Register name	Bit name	Contents
CSIHnCTL0	CSIHnPWR	If this bit is cleared during communication, ongoing communication is aborted.
CSIHnCTL0	CSIHnTXE CSIHnRXE	Do not modify any of these bits while CSIHnCTL0.CSIHnPWR = 0. (These bits and the CSIHnCTL0.CSIHnPWR bit can be modified at the same time.) Do not modify these bits while CSIHnSTR0.CSIHnTSF = 1 because ongoing communication is aborted and operation of this setting is not assured.
CSIHnCTL0	CSIHnJOBE	Do not modify this bit while CSIHnCTL0.CSIHnPWR = 0. This bit is only valid when CSIHnCTL1.CSIHnEDLE = 1. Setting this bit is prohibited in slave mode.
CSIHnCTL0	CSIHnMBS	Do not modify this bit while CSIHnCTL0.CSIHnPWR = 0. (This bit and the CSIHnCTL0.CSIHnPWR bit can be modified at the same time.) Modification of this bit is only allowed while CSIHnSTR0.CSIHnTSF = 0.
CSIHnCTL1	CSIHnCKR	Modification of the value of this bit is only permitted while CSIHnCTL0.CSIHnPWR = 0. If CS is not used, use this bit instead of CSIHnCFG0-5.CSIHnCKPx. CSIHnCFG0-5.CSIHnCKP must be set to 0. This bit must be used in slave mode.
CSIHnCTL1	CSIHnSLIT CSIHnCSL7-0 CSIHnDCS CSIHnCSRI CSIHnEDLE CSIHnHSE	Modification of the value of these bits is only permitted while CSIHnCTL0.CSIHnPWR = 0.
CSIHnCTL1	CSIHnJE CSIHnLBM	Modification of the value of these bits is only permitted while CSIHnCTL0.CSIHnPWR = 0. Setting these bits prohibited in slave mode.
CSIHnCTL1	CSIHnSSE	Modification of the value of this bit is only permitted while CSIHnCTL0.CSIHnPWR = 0. Setting this bit to 1 is prohibited in master mode.
CSIHnCTL1	CSIHnSIT	Modification of the value of this bit is only permitted while CSIHnCTL0.CSIHnPWR = 0. This bit is only valid in master mode. In slave mode, no delay is generated.
CSIHnCTL2	CSIHnPRS2-0	Modification of the value of these bits is only permitted while CSIHnCTL0.CSIHnPWR = 0. Max baud rate configuration is as follows. <ul style="list-style-type: none"> • Master mode: PCLK/8 • Slave mode: PCLK/20
CSIHnSTR0	CSIHnTSF	Writing is prohibited. Only reading is effective.
CSIHnSTR0	CSIHnDCE CSIHnPE CSIHnOVE	These bits are Initialized when CSIHnCTL0.CSIHnPWR = 0 → 1 or CSIHnCTL0.CSIHnPWR = 1 → 0.
CSIHnCFGx	CSIHnBRSSx1-0 CSIHnRCBx CSIHnIDLx CSIHnIDx2-0 CSIHnHDx3-0 CSIHnINx3-0 CSIHnSPx3-0	Modification of the value of these bits is only permitted while CSIHnCTL0.CSIHnPWR = 0. Set these bits to 0 in slave mode.
CSIHnCFGx	CSIHnPSx1-0 CSIHnDLSx3-0 CSIHnDIRx CSIHnDAPx	Modification of the value of these bits is only permitted while CSIHnCTL0.CSIHnPWR = 0. In slave mode, the setting of the CSIHnCFG0 is used. Therefore, all these bits of CSIHnCFG 1 to 5 must be set to 0.

Table 13.5 Important Points for Register and Bit Operation (2/2)

Register name	Bit name	Contents
CSIHnCFGx	CSIHnCKPx	Modification of the value of this bit is only permitted while CSIHnCTL0.CSIHnPWR = 0. Since the CSIHnCTL1.CSIHnCKR bit is used in slave mode, set this bit to 0. If CS is not used, use CSIHnCTL1.CSIHnCKR instead of this bit and this bit must be set to 0.
CSIHnTX0W	CSIHnEOJ	This bit is only available while CSIHnCTL1.CSIHnEDLE = 1. When CSIHnCTL1.CSIHnJE = 0, the value is ignored even if the read value is 1. In slave mode, this bit must be set to "0".
CSIHnTX0W	CSIHnEDL	This bit is only available while CSIHnCTL1.CSIHnEDLE = 1. When CSIHnCTL1.CSIHnEDLE = 0, the value is ignored even if the read value is 1.
CSIHnTX0W	CSIHnCS7-0	Setting these bits to FF _H is prohibited in master mode. These bits must be set to FE _H in slave mode.
CSIHnTX0W CSIHnTX0H		Write access to these bits is prohibited when CSIHnCTL0.CSIH0TXE = CSIHnCTL0.CSIH0RXE = 0.
CSIHnRX0W CSIHnRX0H		These bits are initialized when CSIHnCTL0.CSIHnPWR = 0 → 1 or CSIHnCTL0.CSIHnPWR = 1 → 0.
CSIHnBRSi		Modification of the value of these bits is only permitted while CSIHnCTL0.CSIHnPWR = 0. The maximum baud rates are determined in combination with the setting of the CSIHnCTL2.PRS2-0 bits and are as follows. <ul style="list-style-type: none"> • Master mode: PCLK/8 • Slave mode: PCLK/20

13.5 Functional Description

The Clocked Serial Interface uses three signals for communication:

- Transmission clock CSIHnTSCK (output in master mode, input in slave mode)
- Data output signal CSIHnTSO
- Data input signal CSIHnTSI

Additional signals are available for external control and monitoring.

- $\overline{\text{CSIHnTSSI}}$: Slave select input signal
- CSIHnTRY: Handshake signal
- CSIHnTCSSx: Chip select signals

Data transmission is bit-wise and serial, and synchronous to the transmission clock.

The following table shows the most important registers for setting up the CSIH.

Table 13.6 Main Registers of CSIH

Register	Function
CSIHnCTL0	Enables/disables transmission clock, and permits/ prohibits data transmission and data reception. Defines end-of-job behavior and enables/disables buffering (bypass of the buffer).
CSIHnCTL1	Controls options like interrupt timing, extended data length, job feature, data consistency check, loop-back mode, handshake, etc.
CSIHnCTL2	Selects master/slave mode, and the baud rate of the internal generator (BRG) in master mode
CSIHnBRSi	Registers to configure the baud rate for each chip select signal
CSIHnCFGx	Registers to configure the communication protocol for each chip select signal

13.5.1 Operating Modes (master/slave)

For a particular CSIH module, the master or slave mode determines the source of the serial clock.

(1) Master mode

In master mode, the serial transmission clock is generated by the internal baud rate generator (BRG) and provided to the slave(s) by signal CSIHnTSCK.

Master mode is enabled by setting CSIHnCTL2.CSIHnPRS[2:0] to any value other than but 111_B. In master mode, the BRG frequency can be set by combining the CSIHnCTL2.CSIHnPRS[2:0] bits and the CSIHnBRSi.CSIHnBRSi[11:0] bits.

Chip select signals

In master mode, one or several chip select signals can be used. If several slaves are connected to the master, the chip select signals can be used to address one or several of the slaves. Only a selected slave is then enabled for communication.

The communication protocol and additional parameters are stored separately for each chip select signal. This makes it possible to adapt the data transfer individually to the requirements of each slave. For details, see **Section 13.5.3, Chip Selection (CS) Features**.

Clock default setting

The default level of CSIHnTSCK depends on the clock inverse bit CSIHnCTL1.CSIHnCKR of CSIHnTSCK: It is high level when CSIHnCTL1.CSIHnCKR = 0, and is low level when CSIHnCTL1.CSIHnCKR = 1.

The example below shows the communication in master mode for a data length of 8 bits, CSIHnCTL1.CSIHnCKR = 0, CSIHnCFGx.CSIHnCKPx = 0, CSIHnCFGx.CSIHnDAPx = 0, and MSB first:

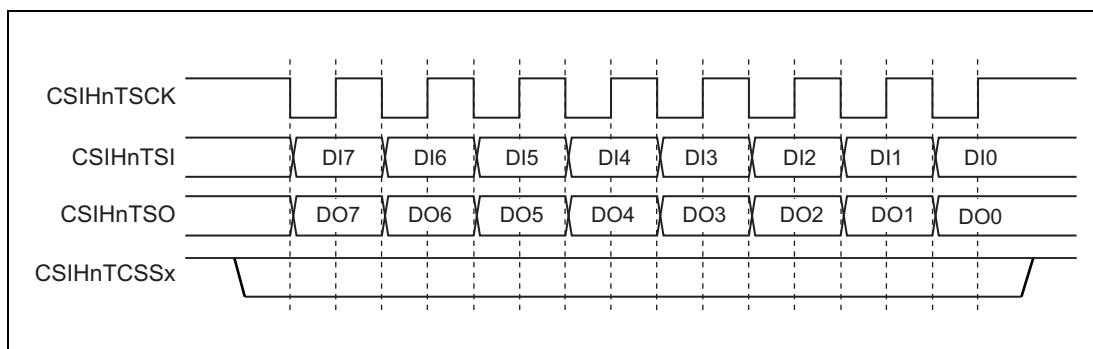


Figure 13.2 Transmission/Reception in Master Mode

(2) Slave mode

In slave mode, another device is the communication master and provides the transmission clock. Send/receive operation normally starts as soon as a clock signal is detected.

Slave mode is selected by setting the CSIHnCTL2.CSIHnPRS[2:0] bits to 111_B.

In slave mode, the transmission protocol setting of the CSIHnCFG0 register is enabled (setting of the CSIHnCFG1 to CSIHnCFGx registers is disabled).

- CSIHnPS0[1:0]: parity usage
- CSIHnDLS0[3:0]: data length selection
- CSIHnDIR0: data direction
- CSIHnCKP0, CSIHnDAP0: clock and data phase

CAUTION

When using slave mode, the baud rate generator (BRG) should be disabled by setting the CSIHnBRSi[11:0] bits in CSIHnBRSi to 000_H.

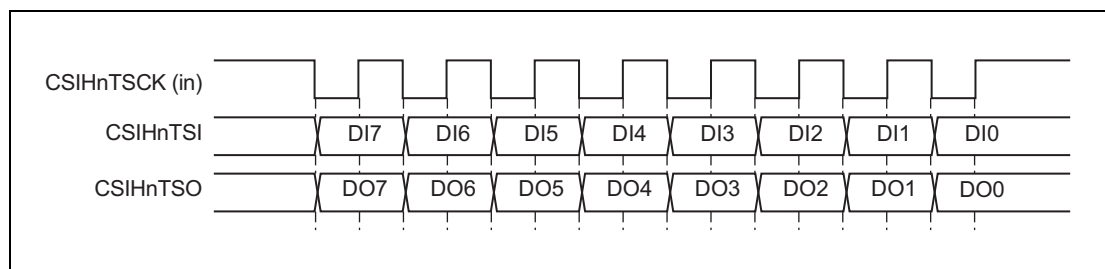


Figure 13.3 Transmission/Reception in Slave Mode

13.5.2 Master/Slave Connections

(1) One master and one slave

The following figure illustrates the connections between one master and one slave.

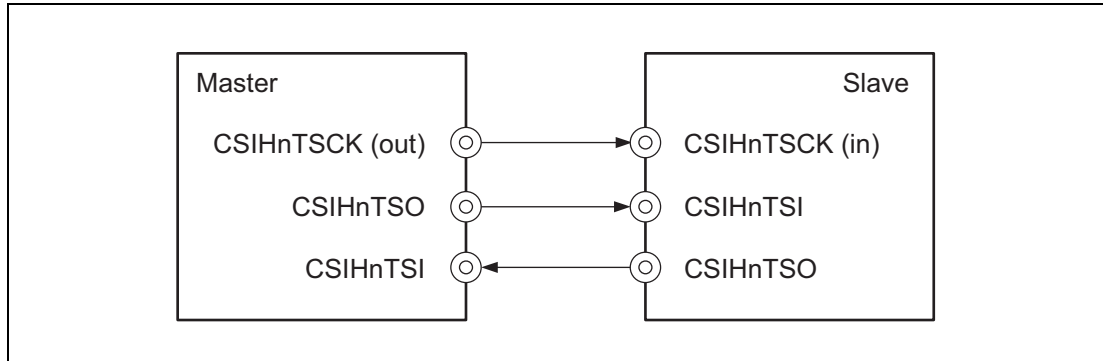


Figure 13.4 Direct Master/Slave Connection

(2) One master and multiple slaves

The following figure illustrates the connections between one master and multiple slaves. In this example, the master provides one chip select (CS) signal to each of the slaves. This signal is connected to the slave select input $\overline{\text{CSIHnTSSI}}$ of the slave.

The $\overline{\text{CSIHnTSSI}}$ signal can be enabled/disabled by the CSIHnCTL1.CSIHnSSE bit.

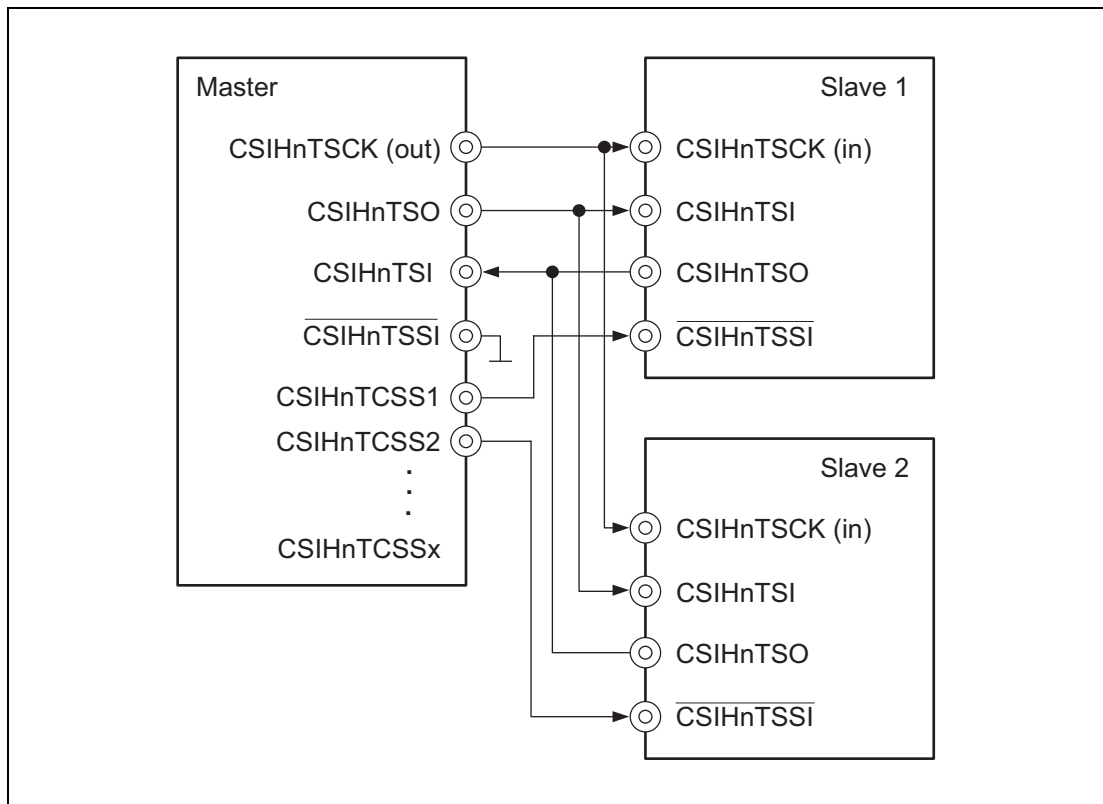


Figure 13.5 Master to Multiple Slaves Connection

By default, the chip select level is active low. That means, a slave is selected (enabled) as a CSIH slave when its $\overline{\text{CSIHnTSSI}}$ signal has low level. However, to adapt the CS to other devices, the output level of each chip select signal can also be programmed to be active high.

If a slave is not selected, it will neither receive nor transmit data. In addition, while transmit-only mode or transmit/receive mode is set ($\text{CSIHnCTL0.CSIHnTXE} = 1$), its output CSIHnTSO of a slave that is not selected is set to input mode in order to avoid interference with the output of another slave that was selected.

13.5.3 Chip Selection (CS) Features

The chip select signal, CSIHnTCSSx can be used by the master to select one or several slaves for communication.

(1) Configuration registers

The parameters for each chip select signal CSIHnTCSSx are defined in the corresponding configuration register CSIHnCFGx. The parameters include the communication protocol and additional CS parameters.

The communication protocol specifies:

- Data length: The number of bits to be sent or received.
- Transfer direction: MSB or LSB first.
- Parity usage: Odd, even, 0 parity or none.
- Clock phase and data phase.

Additional parameters for each chip select signal that is only available in master mode are:

- Prescaler selection of the baud rate generator separately for each chip select signal
- Chip select priority: Separates between “dominant” and “recessive” chip select signals. The priority applies if two or more chip selects signals with different configurations are simultaneously activated for message broadcasting. In this case, the configuration that is set as dominant is used.

The principle is also called “Recessive Configuration for Broadcasting” (RCB).

CAUTION

It is forbidden to specify several chip select signals as dominant with different configurations unless all dominant chip selects have the same configuration.

- Chip select timing:
 - Setup time T_{setup} : The time from setting the CS signal active to starting data output.
 - Inter-data time T_{inter} : The time between data and the next data while the same CS signal is active.
 - Hold time T_{hold} : Hold time of CS active level before changing the CS.
 - Idle time T_{idle} : Inactive time after terminating a CS signal or after every data transfer to the same CSx.

The CS timings of the setup time, the inter-data time, the hold time, and the idle time are illustrated in the figure below. When the CSIHnCFGx.CSIHnIDLx bit is set to 1, idle time is inserted every transfer regardless of the CS signal.

Figure 13.6 provides an example when the default CSIHnTCSS1 and CSIHnTCSS2 signals are active low (CSIHnCTL1.CSIHnCSL1 bit = 0, CSIHnCTL1.CSIHnCSL2 bit = 0). The active level can be specified individually for each CS.

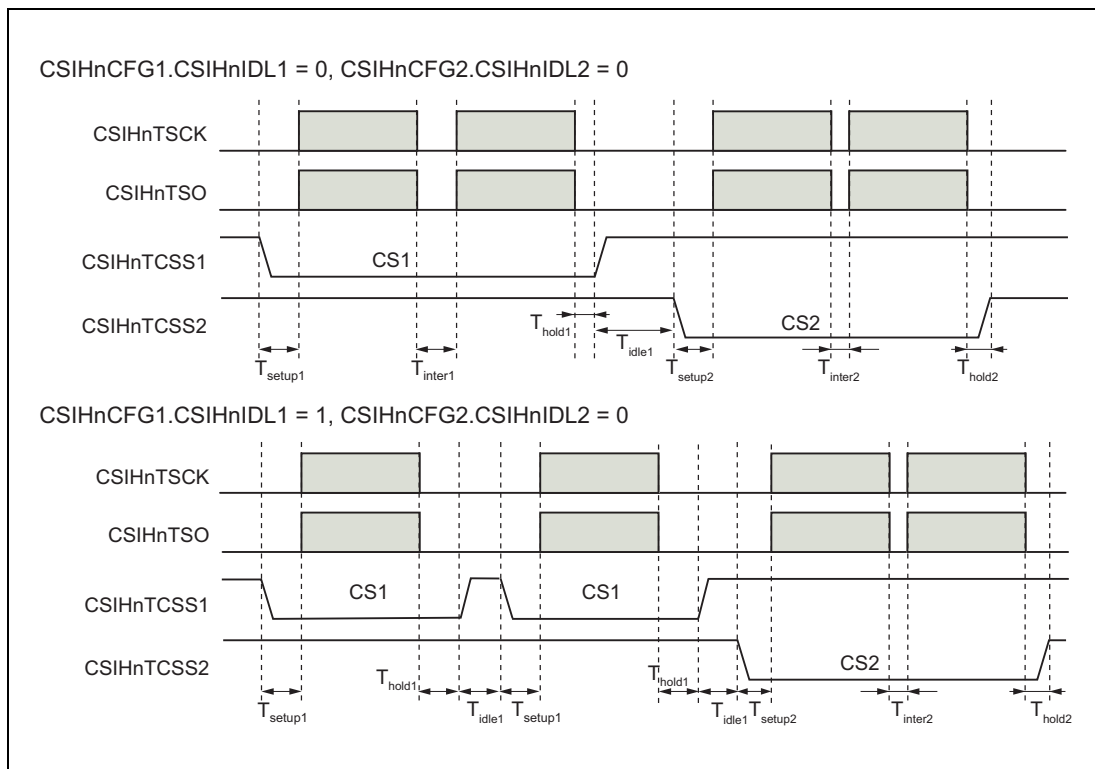


Figure 13.6 Chip Select Timings

Note that each CS signal can have a different value for setup, inter-data time, hold time, and idle time.

A particular chip select signal is activated by setting the appropriate bit in the transmission register CSIHnTX0W.CSIHnCS[7:0].

CSIHnRX0W.CSIHnCS[7:0] in the reception register indicates the chip select signal associated with the received data.

(2) CS example

The following figure shows an example of two consecutive data transmissions.

The first communication uses CS0 to communicate with one single slave. The second enables CS0 and CS1 to broadcast a message to two slaves. The priority of CS0 is set to “recessive: low priority”, the priority of CS1 to “dominant: high priority”.

Therefore, the second communication is conducted by using the CS1 setting in the dominant.

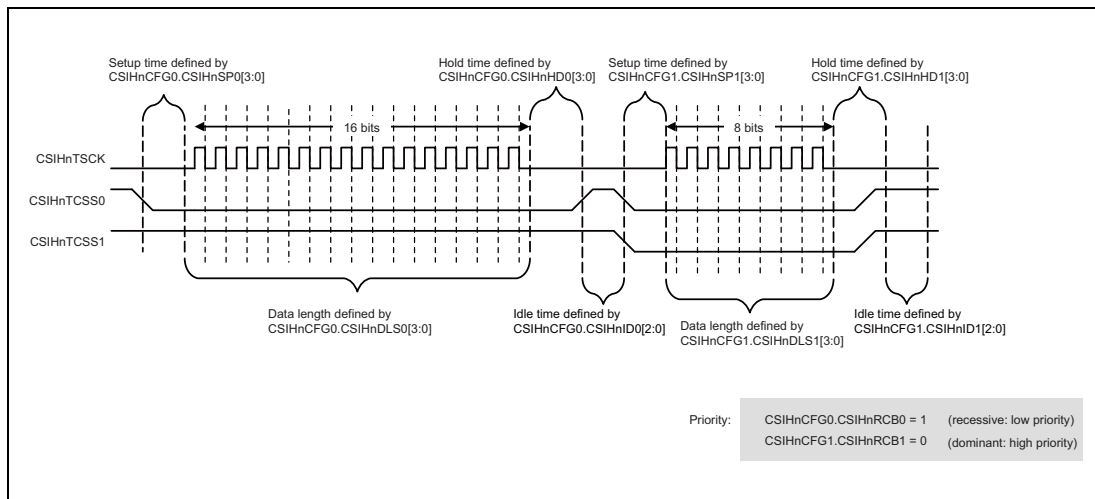


Figure 13.7 Chip Select and RCB Example

(3) Job concept

In terms of CSIH, a job consists of a number of data that are transferred.

Job mode enable

The job mode can only be enabled in master mode. The job mode is enabled and disabled by CSIHnCTL1.CSIHnJE, while the CSIH is disabled by CSIHnCTL0.CSIHnPWR = 0.

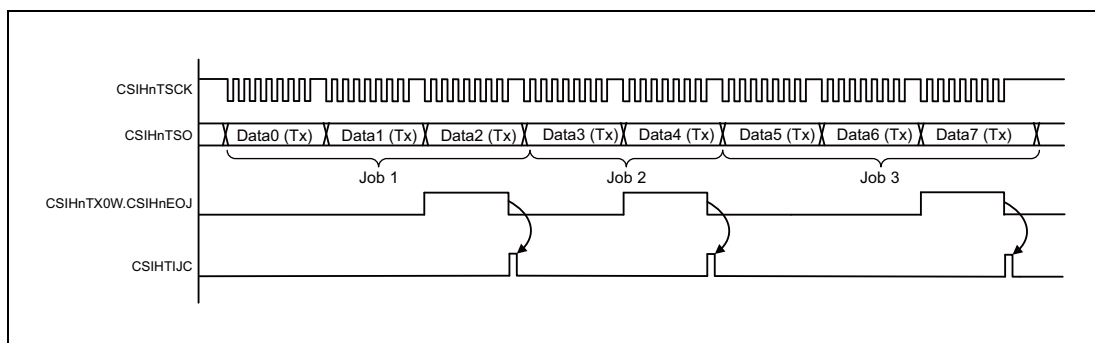


Figure 13.8 Job Examples

A job ends by transmitting data with the end-of-job bit set, i.e. data with CSIHnTX0W.CSIHnEOJ = 1.

A communication stop can be specified to occur after a job has finished. This is done by setting CSIHnCTL0.CSIHnJOB. When CSIHnJOB is set, the communication continues until data is sent, for which the CSIHnEOJ bit was set. After this data is sent, the communication is stopped and the job completion interrupt INT_CSIHTIJC is generated.

13.5.4 Chip Select Timing Details

(1) Changing the clock phase

The serial clock level specified by $CSIHnCFGx.CSIHnCKPx$ may be changed when communication is disabled. The minimum value for idle time is 0.5 of a cycle of the transmission clock ($CSIHnTSCK$) when the clock phases are the same, and one cycle when the phases are different.

If the idle time is set to 0.5 transmission clock periods (in $CSIHnCFGx.CSIHnIDx[2:0]$) and two consecutive data are sent with different $CSIHnCFGx.CSIHnCKPx$ configuration, the idle time is automatically extended to one period of $CSIHnTSCK$.

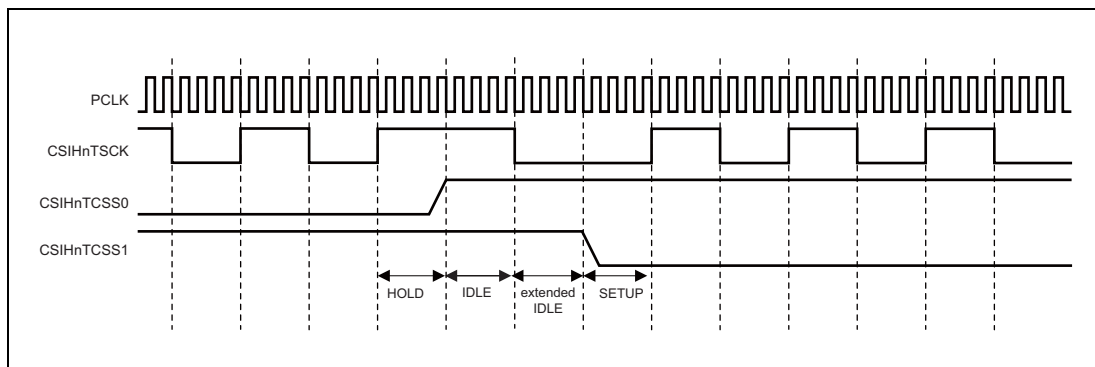


Figure 13.9 Clock Phase Timing
 $PCLK/8, Thold0 = Tsetup1 = 0 (0.5CSIHnTSCK), Tidle0 = 0 (0.5CSIHnTSCK), CSIHnCFG0.CSIHnCKP0 = 0 (CSIHnTCSS0) \rightarrow CSIHnCFG1.CSIHnCKP1 = 1 (CSIHnTCSS1)$

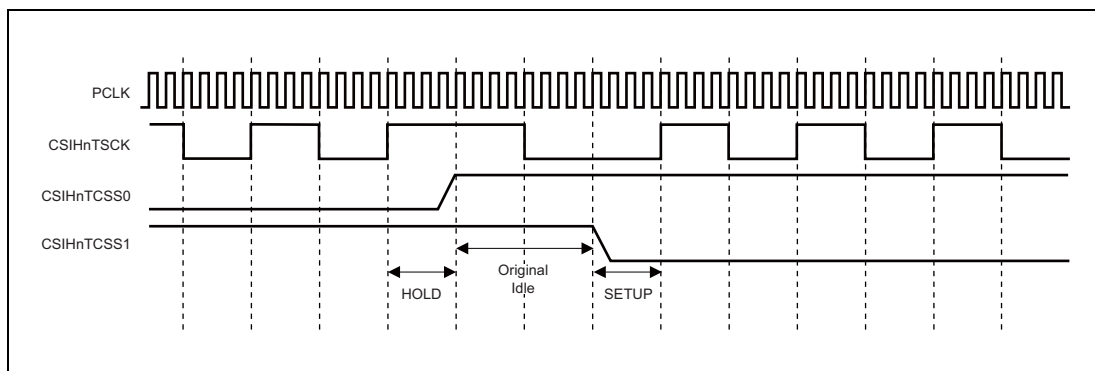


Figure 13.10 Clock Phase Timing
 $PCLK/8, Thold0 = Tsetup1 = 0 (0.5CSIHnTSCK), Tidle0 = 1 (1CSIHnTSCK), CSIHnCFG0.CSIHnCKP0 = 0 (CSIHnTCSS0) \rightarrow CSIHnCFG1.CSIHnCKP1 = 1 (CSIHnTCSS1)$

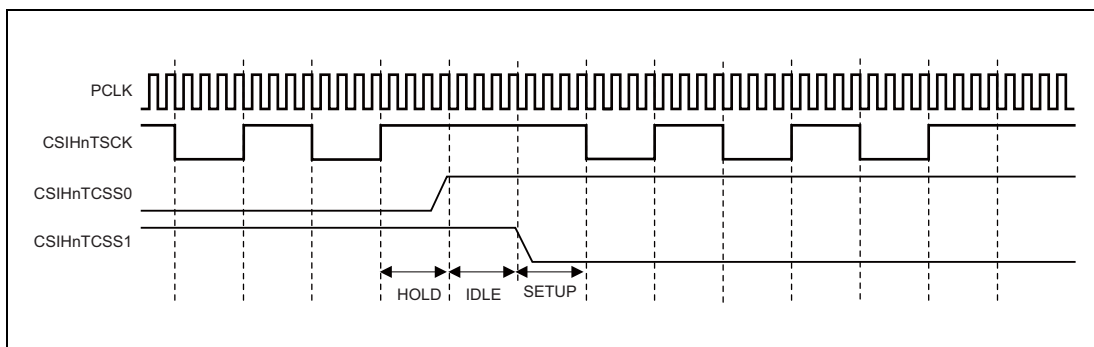


Figure 13.11 Clock Phase Timing
PCLK/8, Thold0 = Tsetup1 = 0 (0.5CSIHnTSCk), Tidle0 = 0
(0.5CSIHnTSCk), CSIHnCFG0.CSIHnCKP0 = 0 (CSIHnTCSS0)→
CSIHnCFG2.CSIHnCKP2 = 0 (CSIHnTCSS2)

(2) Changing the data phase

The CSIHnCFGx.CSIHnDAPx bit is used to define the phase of the data bit that is based on the clock.

The relationship between the CSIHnCFGx.CSIHnDAPx bit and hold/setup period is as followed.

The hold period is the time from the last edge of the serial clock (CSIHnTSCk) to the point where CSIHnTCSSx becomes inactive level.

The setup period is the time from the point where the CSIHnTCSSx becomes active level and to the point where transmit data (CSIHnTSO) is output.

Therefore, there is a 0.5 CSIHnTSCk gap until the edge of the serial clock (CSIHnTSCk) is output due to the setting of CSIHnCFGx.CSIHnDAPx.

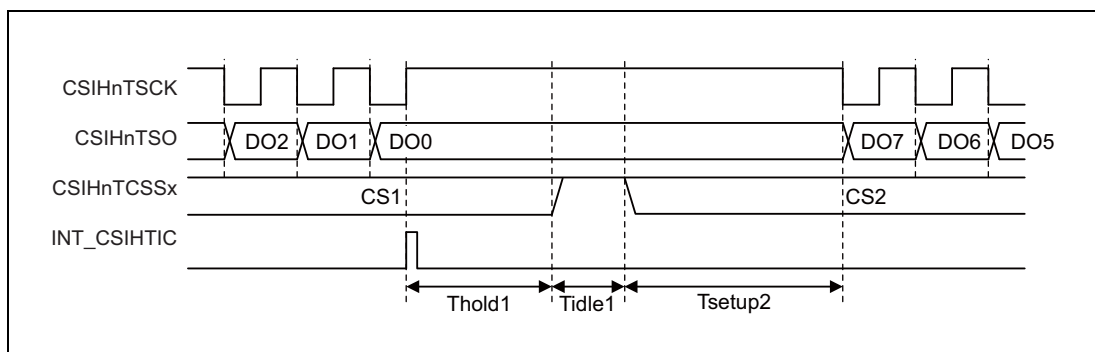


Figure 13.12 Data Phase Timing with CSIHnCFG1.CSIHnCKP1 = 0, CSIHnCFG1.CSIHnDAP1 = 0 and CSIHnCFG2.CSIHnCKP2 = 0, CSIHnCFG2.CSIHnDAP2 = 0

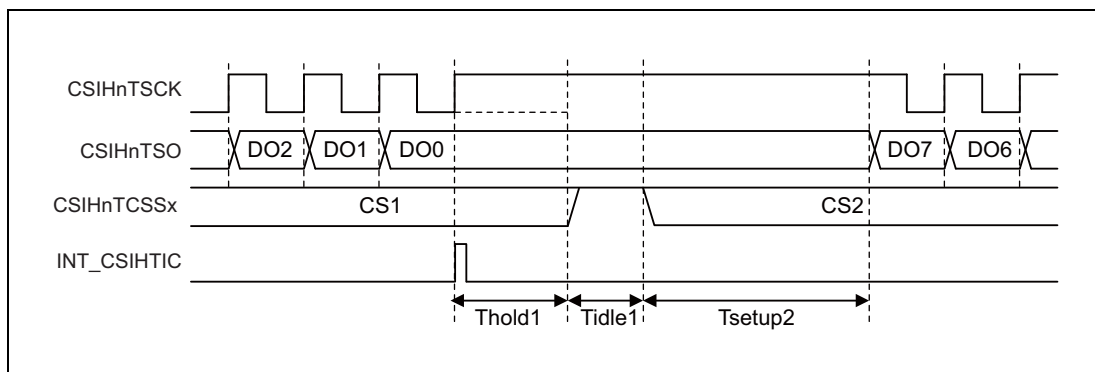


Figure 13.13 Data Phase Timing with CSIHnCFG1.CSIHnCKP1 = 1, CSIHnCFG1.CSIHnDAP1 = 0 and CSIHnCFG2.CSIHnCKP2 = 0, CSIHnCFG2.CSIHnDAP2 = 1

13.5.5 Transmission Clock Selection

In master mode, the transmission baud rate is selectable using the following bits:

- CSIHnCTL2.CSIHnPRS[2:0]
- CSIHnBRSi.CSIHnBRS[11:0]
- CSIHnCFGx.CSIHnBRSSx[1:0]

While the settings in the CSIHnCTL2.CSIHnPRS[2:0] and CSIHnBRSi.CSIHnBRS[11:0] determine the baud rate of the transmission clock CSIHnTSCK, SIHnCFGx.CSIHnBRSSx[1:0] allows to select a baud rate setting for each chip select signal from the four settings of CSIHnBRS3 to CSIHnBRS0.

The following figure shows a block diagram of the baud rate generator.

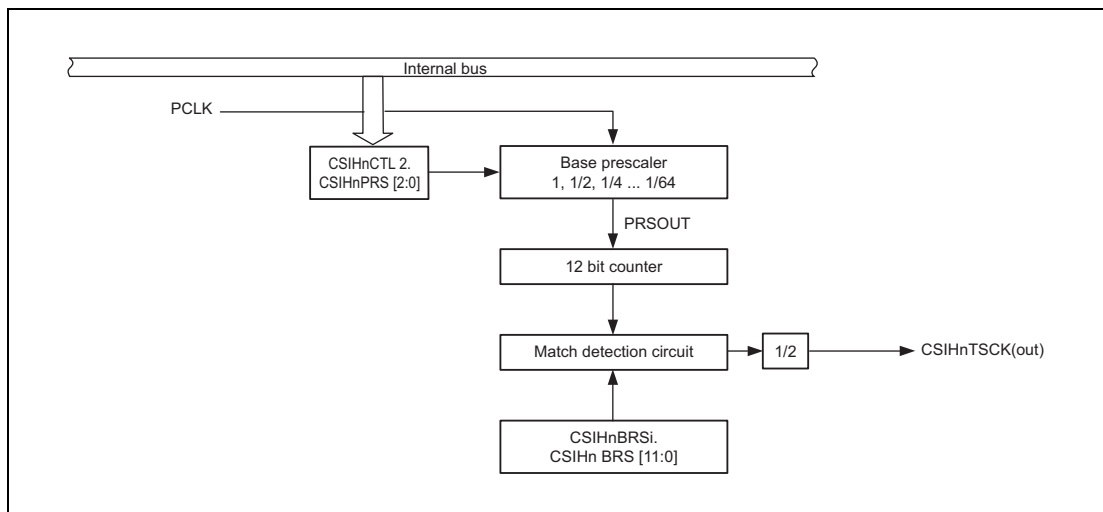


Figure 13.14 Baud Rate Generator Block Diagram

Setting CSIH0BRS[3:0].CSIHnBRS[11:0] to 000_H disables the baud rate generator, and thus all CSIHnTSCK are stopped.

Baud rate calculation

The baud rate is calculated as:

$$\text{CSIHnTSCk} = \text{PCLK} / (2^m \times k \times 2)$$

Where

$$m = \text{CSIHnCTL2.CSIHnPRS}[2:0] = 0 \text{ to } 6$$

$$k = \text{CSIH0BRSSx} (x = 0 \text{ to } 3).\text{CSIHBRS0} \text{ 11 - 0} = 1 \text{ to } 4095$$

(when CSIH0BRSS1 - 0 = 0)

$$\text{CSIH0BRSSx} (x = 0 \text{ to } 3).\text{CSIHBRS1} \text{ 11 - 0} = 1 \text{ to } 4095$$

(when CSIH0BRSS1 - 0 = 1)

$$\text{CSIH0BRSSx} (x = 0 \text{ to } 3).\text{CSIHBRS2} \text{ 11 - 0} = 1 \text{ to } 4095$$

(when CSIH0BRSS1 - 0 = 2)

$$\text{CSIH0BRSSx} (x = 0 \text{ to } 3).\text{CSIHBRS3} \text{ 11 - 0} = 1 \text{ to } 4095$$

(when CSIH0BRSS1 - 0 = 3)

Baud rate limits

When setting the baud rate, please note:

- Maximum acceptable baud rate in master mode is PCLK/8.
- Maximum acceptable baud rate in slave mode is PCLK/20 (must be ensured by the external master).
- Minimum baud rate in both modes is PCLK/524160.

Example

If PCLK = 80 MHz, the maximum baud rate is as follows:

- 10 Mbps (PCLK/8) in master mode
- 4 Mbps (PCLK/20) in slave mode

The minimum baud rate is 152.625 bps (PCLK/524160).

13.5.6 Data transfer modes

(1) Transmit-only mode

Setting CSIHnCTL0.CSIHnTXE = 1 and CSIHnCTL0.CSIHnRXE = 0 puts the CSIH in transmit-only mode.

- Transmission starts when transmit data is written to the CSIHnTX0W or CSIHnTX0H register.

(2) Receive-only mode

Setting CSIHnCTL0.CSIHnTXE = 0 and CSIHnCTL0.CSIHnRXE = 1 puts the CSIH in receive-only mode.

- Reception starts when dummy data is written in the CSIHnTX0W or CSIHnTX0H register.

In slave mode, reception starts as soon as the CSIHnTSCK transmission clock from the master is received. It is not necessary to write data to the CSIHnTX0W or CSIHnTX0H register of the slave.

(3) Transmit/receive mode

Setting CSIHnCTL0.CSIHnTXE = 1 and CSIHnCTL0.CSIHnRXE = 1 puts the CSIH in transmit/receive mode.

- Communication starts when transmit data is written to the CSIHnTX0W or CSIHnTX0H register.

(4) Summary

The following table summarizes this section. It shows how data transfer is started in operating and transfer modes.

Table 13.7 Start of Data Transfer

Operating mode	Transfer mode	
	Transmit-only Transmit/receive	Receive-only
Direct access	Master	Writing to the CSIHnTX0W register or the CSIHnTX0H register
	Slave	Incoming clock from the master

13.5.7 Data Length Selection

(1) Data length between 2 and 16 bits

The length of a data packet is selectable for each chip select signal from 2 to 16 bits using $CSIHnCFGx.CSIHnDLSx[3:0]$. The examples below show the communication with MSB first ($CSIHnCFGx.CSIHnDIRx = 0$).

Data length = 16 bits ($CSIHnCFGx.CSIHnDLSx[3:0] = 0000_B$)

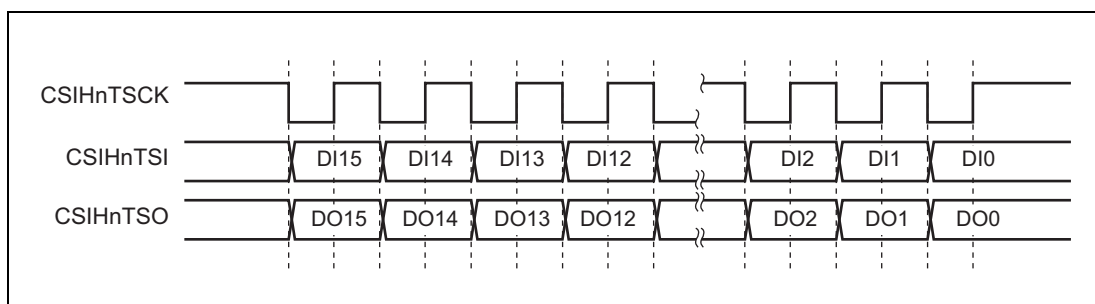


Figure 13.15 16 Bit Data Length, MSB First

Data length = 14 bits ($CSIHnCFGx.CSIHnDLSx[3:0] = 1110_B$):

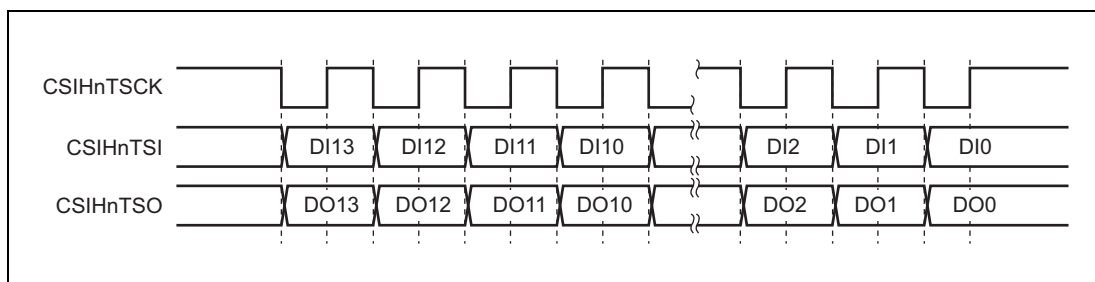


Figure 13.16 14 Bit Data Length, MSB First

(2) Data length greater than 16 bits

If the data to be sent/received exceeds 16 bits, the extended data length (EDL) feature can be used.

The EDL function is enabled by setting the `CSIHnCTL1.CSIHnEDLE` bit to 1.

The EDL function works as follows:

- The data has to be broken into 16-bit blocks plus remainder. For example, data of 42 bits would be broken into two 16-bit blocks plus 10 bits.
- The bit length of the remainder is set in `CSIHnCFGx.CSIHnDLSx[3:0]` as data length.
- For transmitting the 16-bit blocks, `CSIHnTX0W.CSIHnEDL` must be set to 1. In this case, the data written to `CSIHnTX0W` is sent as a 16-bit data length regardless of the `CSIHnCFGx.CSIHnDLSx[3:0]` bit setting.
- The transfer is complete after a block with the specified data length (the remainder of data specified with `CSIHnTX0W.CSIHnEDL = 0`) has been sent.

Example

Example for sending 40-bit data (123456789A_H) to CS0:

40 bits are split into two 16-bit blocks plus 8 bits.

- Initialize `CSIHnCFG0.CSIHnDLS0[3:0] = 8`.
- To send 123456789A_H with MSB first, write the following sequence to `CSIHnTX0W`:
 - 20FE 1234_H (`CSIHnTX0W.CSIHnEDL = 1`)
 - 20FE 5678_H (`CSIHnTX0W.CSIHnEDL = 1`)
 - 00FE 009A_H (`CSIHnTX0W.CSIHnEDL = 0`)

The following figure illustrates the timing.

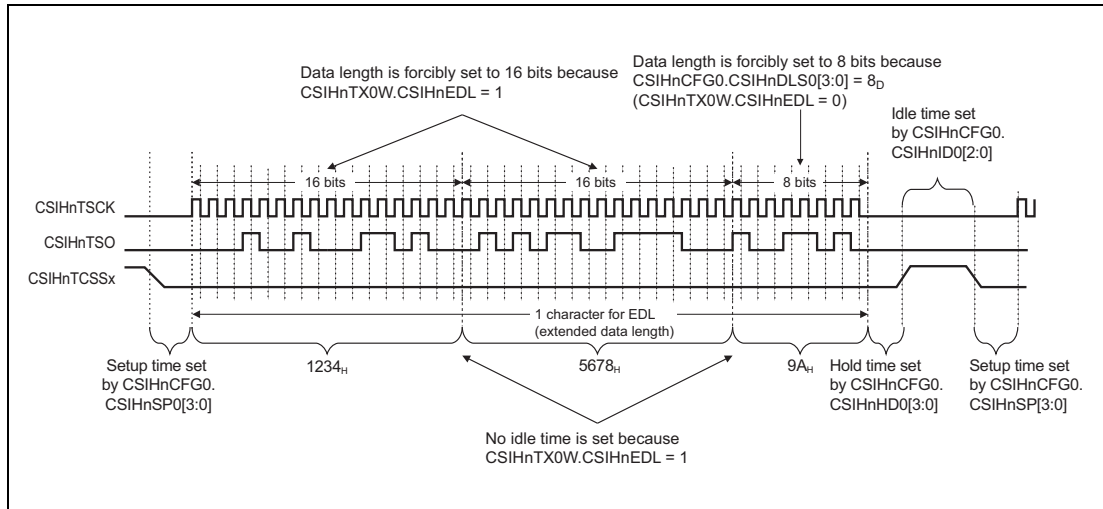


Figure 13.17 EDL Timing Diagram

NOTES

1. If parity is enabled, the parity bit is added after the last bit.
2. When extended data length (EDL) mode is used for transmission, use the same chip select signal.
3. To consider the data direction, pay attention to the following example:

Data to be sent: 123456_H

MSB first:

Set CSIHnCFGx.CSIHnDIRx = 0

Write CSIHnTX0W = 2000 1234_H (EDL bit = 1)

Write CSIHnTX0W = 0000 0056_H (EDL bit = 0)

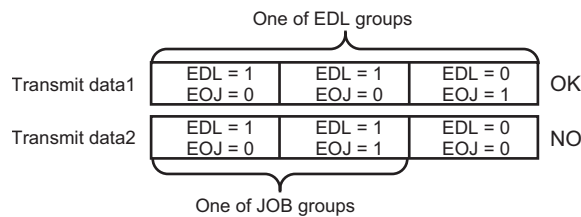
LSB first:

Set CSIHnCFGx.CSIHnDIRx = 1

Write CSIHnTX0W = 2000 3456_H (EDL bit = 1)

Write CSIHnTX0W = 0000 0012_H (EDL bit = 0)

4. When EDL is enabled in job mode (CSIHnCTL1.CSIHnJE = 1 and CSIHnCTL1.CSIHnEDLE = 1), operation is not guaranteed if CSIHnTX0W.CSIHnEOJ is set to 1 while CSIHnTX0W.CSIHnEDL remains 1.



5. EDL mode cannot be used in receive-only mode in slave mode. (CSIHnCTL2.CSIHnPRS[2:0] = 111_B, CSIHnCTL0.CSIHnTXE = 0, CSIHnCTL0.CSIHnRXE = 1)

13.5.8 Serial Data Direction Selection

The serial data direction is selectable for each chip select signal using the CSIHnDIRx bit in the CSIHnCFGx register.

The examples below show communication for a data length of 8 bits (CSIHnCFGx.CSIHnDLSx[3:0] = 1000_B).

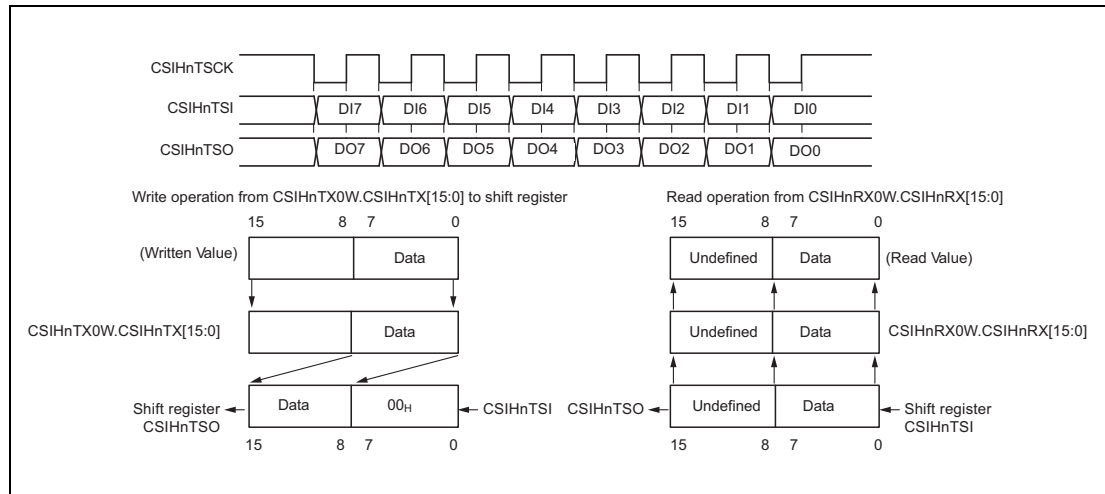


Figure 13.18 Serial Data Direction Select Function - MSB First (CSIHnDIRx = 0)

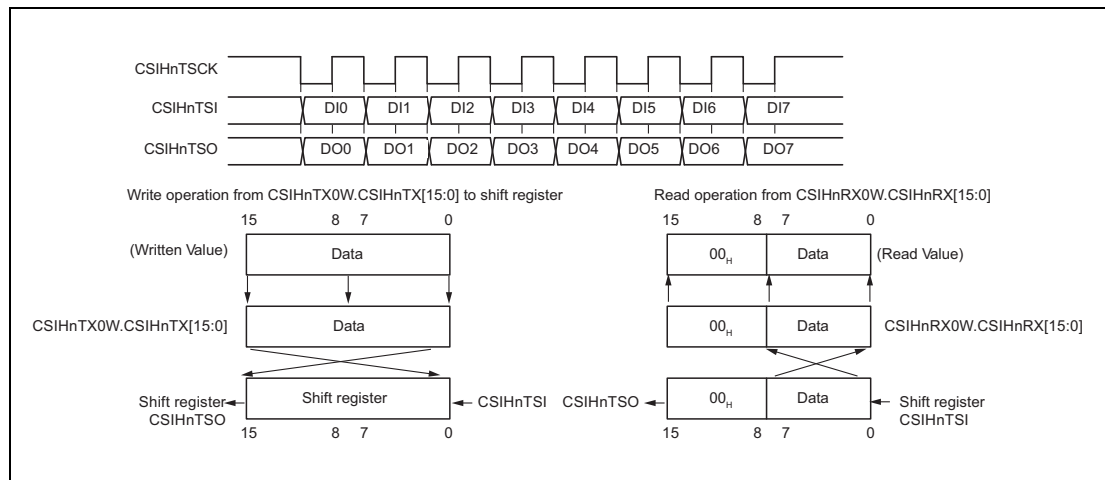
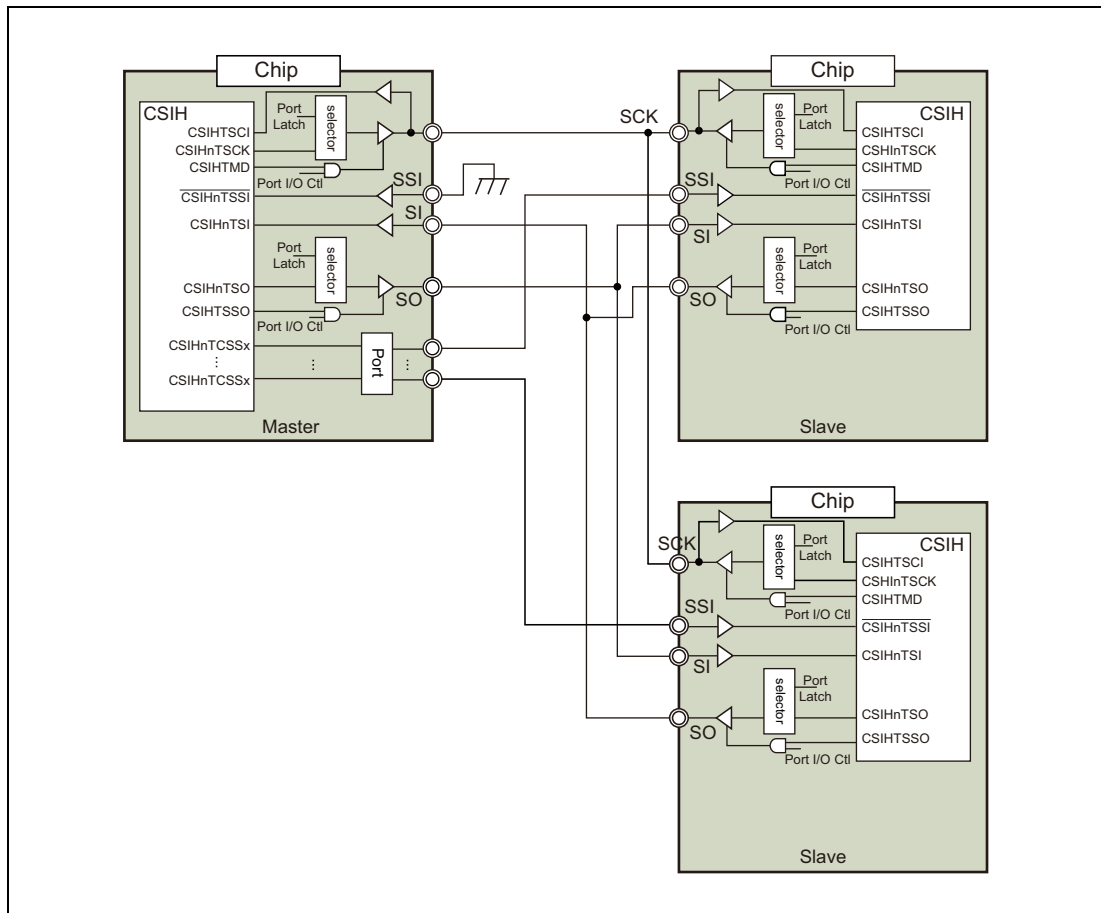


Figure 13.19 Serial Data Direction Select Function - LSB First (CSIHnDIRx = 1)

13.5.9 Communication in Slave Mode

(1) System outline



By the slave select function, the CSIH can realize one master and multiple slaves communication. The master chip outputs slave select signal (CSIHnTCSSx) to one of the slave chip. Each slave chip judges itself whether own CSIH is selected target slave or not. If selected, slave chip should control I/O function of SO pin to be an output pin. Then the slave chip can send transmission data to the master chip. If it is not selected as slave chip, SO pin should be an input function to avoid conflict of SO output from other selected slave chip. And also, not selected slave chip doesn't receive any data even if serial clock comes from master chip. By connecting master chip SI pin and multiple SO pins of all slave chips on a board, one master and multiple slaves communication can be realized. Putting level hold circuit to this serial data line is recommended.

(2) Communication timing

The following figure illustrates the communication signals and timings in slave mode.

In slave mode, the data transfer configuration is determined by the CSIHnCFG0 register.

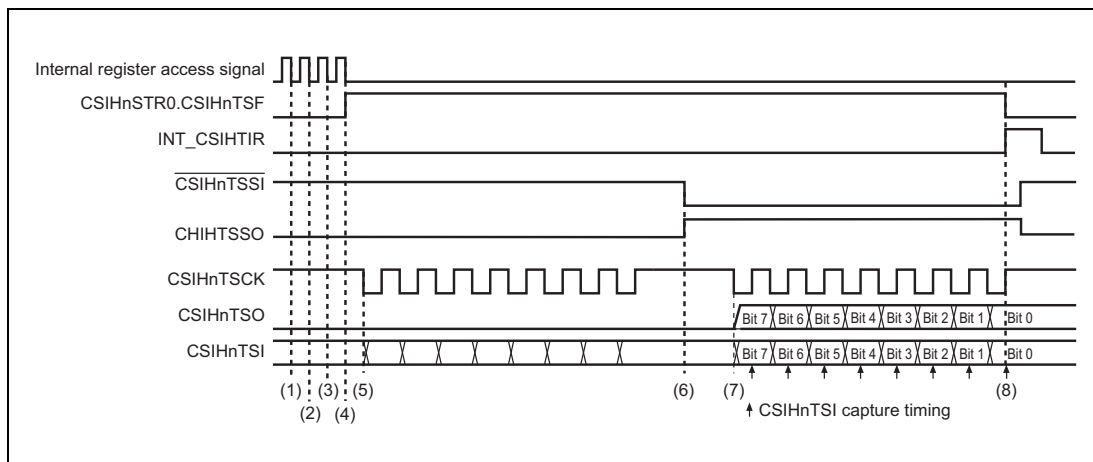


Figure 13.20 Transmit/Receive Communication Timing in Slave Mode

- (1) CSIH is put into slave mode by setting $\text{CSIHnCTL2.CSIHnPRS}[2:0] = 111_B$. $\text{CSIHnCFG0.CSIHnCKP0}$ and $\text{CSIHnCFG0.CSIHnDAP0}$ are 0.
- (2) The data length is 8 bits ($\text{CSIHnCFG0.CSIHnDLS0}[3:0] = 1000_B$). The data direction is MSB first ($\text{CSIHnCFG0.CSIHnDIR0} = 0$).
- (3) Transmit/receive mode is set ($\text{CSIHnCTL0.CSIHnCSIHnPWR} = 1$, $\text{CSIHnCTL0.CSIHnTXE} = 1$, $\text{CSIHnCTL0.CSIHnRXE} = 1$). Communication start is permitted.
- (4) The transfer status flag $\text{CSIHnSTR0.CSIHnTSF}$ is automatically set when transfer data is written to the CSIHnTX0W or CSIHnTX0H transmission register.
- (5) As long as signal $\overline{\text{CSIHnTSSI}}$ is high, transmission/reception is not started, even if an external transmission clock CSIHnTSCK is applied. Input at CSIHnTSI is ignored.
- (6) When $\overline{\text{CSIHnTSSI}}$ falls to low level, indicating that CSIHnTSO is enabled, transmission is enabled.
- (7) On detection of the external clock signal CSIHnTSCK , the slave transmits data to CSIHnTSO and simultaneously captures data from CSIHnTSI .
- (8) Interrupt INT_CSIHTIR indicates when the reception is complete. The CSIHnRX0W/H register can be read.

(3) Operation of CSIHTSSO

CSIHnPWR	CSIHnTXE	CSIHnRXE	CSIHnSSE	CSIHTSSO
0	—	—	—	H
1	—	—	0	H
	0		1	H
	1		1	Inverse of CSIHnTSSI level

The CSIHTSSO signal is a signal to control the I/O function of the CSIHnTSSO pin in case of using the slave select function.

The CSIHnTSSO pin is enabled when the CSIHTSSO signal is “High” (the CSIHnTSSO pin is being driven).

The CSIHnTSSO pin is disabled when the CSIHTSSO signal is “Low” (the CSIHnTSSO pin is not being driven).

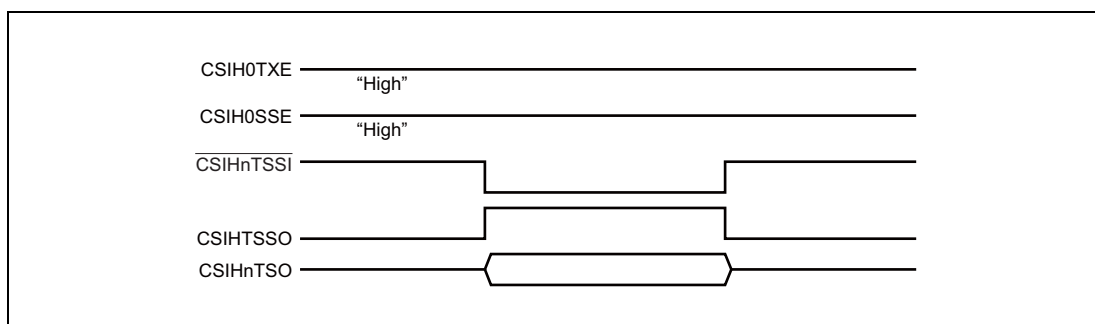


Figure 13.21 Operation of CSIHTSSO

CAUTION

If CSIHnTSSI pin is changed during communication (CSIH0STR0.CSIH0TSF = 1), current communication is not assured.

13.5.10 CSIH interrupt requests

CSIH can generate the following interrupt requests:

- INT_CSIHTIC (communication status interrupt)
- INT_CSIHTIR (reception status interrupt)
- INT_CSIHTIRE (communication error interrupt)
- INT_CSIHTIJC (job completion interrupt)

(1) Overview

The error interrupt INT_CSIHTIRE is generated when an error is detected. The generation of the other interrupts depends on the job mode, and – in case of the job completion interrupt INT_CSIHTIJC – also the operating mode.

The job completion interrupt INT_CSIHTIJC is only generated when job mode is enabled (CSIHnCTL1.CSIHnJE = 1). It is not available in slave mode.

The following table gives an overview.

Table 13.8 Interrupt Generation

Mode	Interrupt	Cause of interrupt	
		Job mode disabled CSIHnCTL1.CSIHnJE = 0	Job mode enabled CSIHnCTL1.CSIHnJE = 1
Direct access	INT_CSIHTIC (communication status interrupt)	Single data transfer	Single data transfer (except for job abortion*2)
	INT_CSIHTIR (reception status interrupt)	Data received and CSIHnCTL0.CSIHnRXE = 1	Data received <i>and</i> CSIHnCTL0.CSIHnRXE = 1
	INT_CSIHTIRE (communication error interrupt)	Error detected	Error detected
	INT_CSIHTIJC*1 (job completion interrupt)	Not applicable	Job abortion*2

Note 1. INT_CSIHTIJC is not available in slave mode.

Note 2. Job abortion condition: CSIHnTX0W.CSIHnEOJ = 1 and CSIHnCTL0.CSIHnJOBE = 1

(2) Interrupt delay

In master mode, all interrupts generated by the master can be delayed by one half period of the transmission clock, CSIHnTSCK. This is not possible in slave mode.

The delay is specified by setting CSIHnCTL1.CSIHnSIT = 1.

The following example illustrates the interrupt delay function, assuming a setting of CSIHnCTL1.CSIHnSIT = 1 (interrupt delay enabled), CSIHnCFGx.CSIHnCKPx = 0, CSIHnCFGx.CSIHnDAPx = 0 (normal clock and data phase), and CSIHnCFGx.CSIHnDLSx[3:0] = 1000_B (data length 8 bits).

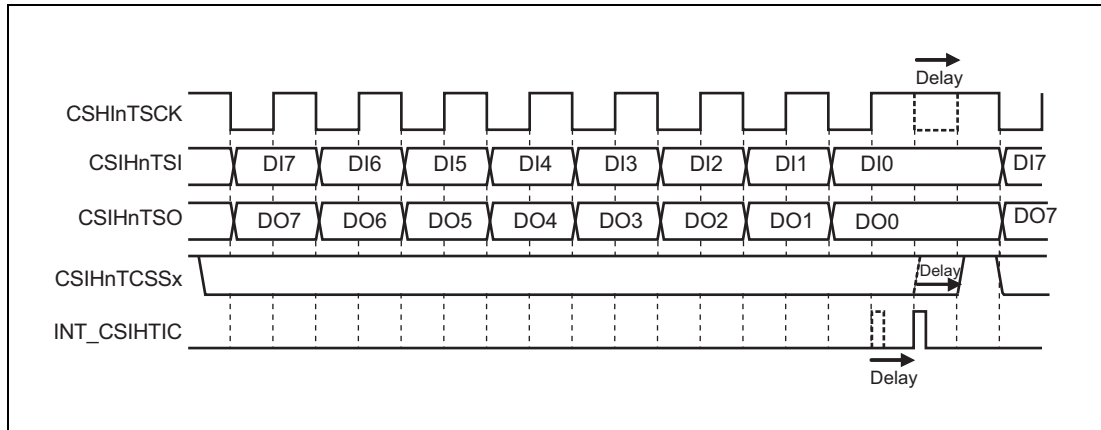


Figure 13.22 Interrupt Delay Function (CSIHnCTL1.CSIHnSIT = 1)

Setting CSIHnCTL1.CSIHnSIT = 1 adds half period delay to the transmission clock. This delays also the end of the present chip select signal (CSIHnTCSSx).

(3) INT_CSIHTIC (communication status interrupt)

Depending on the job mode, this interrupt is generated according to the conditions shown in the following table.

Table 13.9 INT_CSIHTIC Interrupt Generation

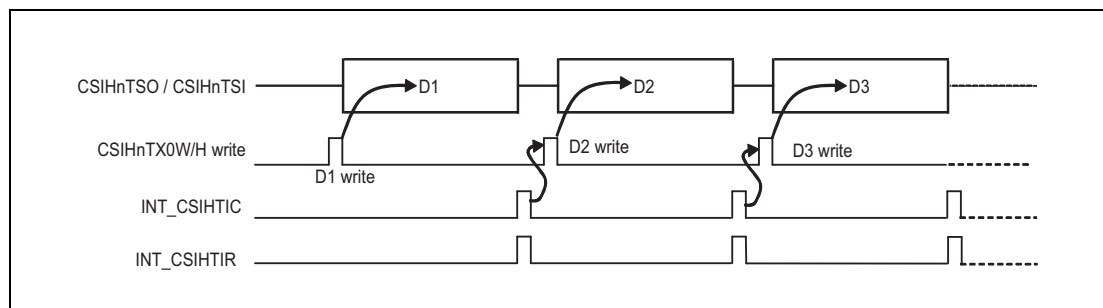
Memory mode	Cause of interrupt	
	Job mode disabled CSIHnCTL1.CSIHnJE = 0	Job mode enabled CSIHnCTL1.CSIHnJE = 1
Direct access	Generated after every data transfer.	Generated after every data transfer, except when the communication was aborted.

INT_CSIHTIC in direct access mode

The examples below show the INT_CSIHTIC behavior in direct access mode.

The examples assume:

- Master mode
- Direct access mode
- No interrupt delay (CSIHnCTL1.CSIHnSIT = 0)
- Normal clock and data phase (CSIHnCFGx.CSIHnCKPx = 0, CSIHnCFGx.CSIHnDAPx = 0)
- Data length 8 bits (CSIHnCFGx.CSIHnDLSx[3:0] = 1000_B)
- Normal INT_CSIHTIC interrupt timing (CSIHnCTL1.CSIHnSLIT = 0)

**Figure 13.23 Generation of INT_CSIHTIC after Transfer (CSIHnCTL1.CSIHnSLIT = 0)**

If job mode is enabled (CSIHnCTL1.CSIHnJE = 1) and a job ends because data is sent with CSIHnTX0W.CSIHnEOJ = 1 and communication stop is requested (CSIHnCTL0.CSIHnJOBE = 1), then INT_CSIHTIC is replaced by the job completion interrupt INT_CSIHTIC.

INT_CSIHTIC can also be set up to occur as soon as the CSIHnTX0W/H register is free for the next data. This is specified by setting CSIHnCTL1.CSIHnSLIT = 1.

The effect is illustrated in the figure below.

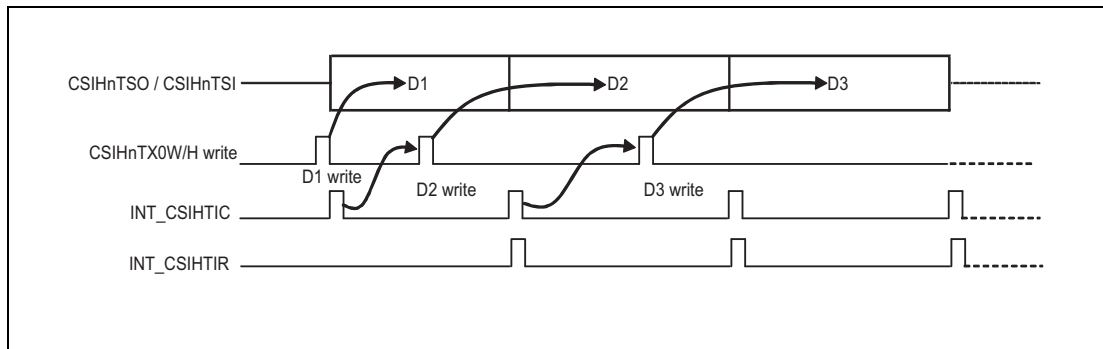


Figure 13.24 Immediate Generation of INT_CSIHTIC (CSIHnCTL1.CSIHnSLIT = 1)

Thus, the new data can be written in advance.

CAUTION

This mode allows faster data transfer but is only available in direct access mode.

INT_CSIHTIC in job mode

The example below shows the INT_CSIHTIC behavior in job mode.

The example assumes:

- Master mode
- Job mode enabled (CSIHnCTL1.CSIHnJE = 1)
- No interrupt delay (CSIHnCTL1.CSIHnSIT = 0)
- Normal clock and data phase (CSIHnCFGx.CSIHnCKPx = 0, CSIHnCFGx.CSIHnDAPx = 0)
- Data length 8 bits (CSIHnCFGx.CSIHnDLSx[3:0] = 1000_B)
- Normal INT_CSIHTIC interrupt timing (CSIHnCTL1.CSIHnSLIT = 0)

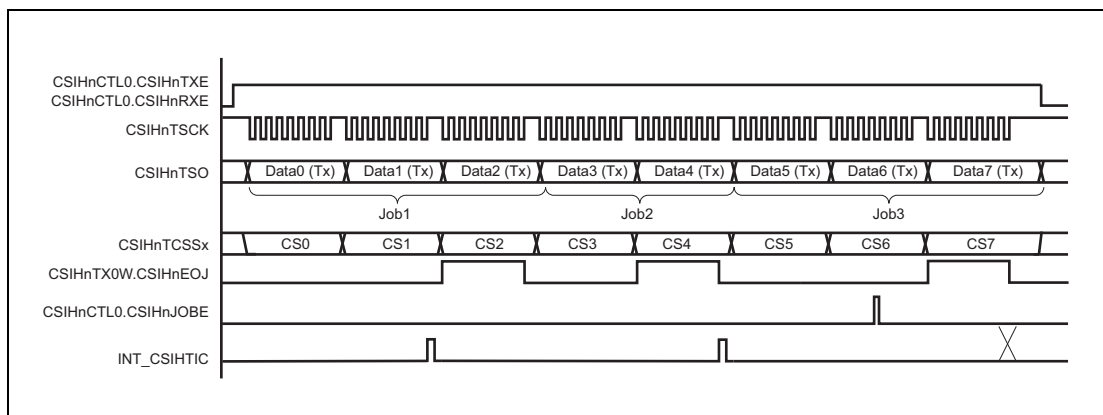


Figure 13.25 Generation of INT_CSIHTIC in Job Mode

The rules for generating INT_CSIHTIC in job mode are shown in the following table.

Table 13.10 Generation of INT_CSIHTIC in Job Mode

CSIHnTX0W. CSIHnEOJ	INT_CSIHTIC
0	Not generated
0	Generated
1	Not generated
1	CSIHnCTL0.CSIHnJOBE = 0: Generated
	CSIHnCTL0.CSIHnJOBE = 1: Not generated, replaced by interrupt INT_CSIHTIJC

(4) INT_CSIHTIR (reception status interrupt)

This interrupt is generated according to the conditions below.

Table 13.11 INT_CSIHTIR Interrupt Generation

Mode	Cause of interrupt	
	Job mode disabled CSIHnCTL1.CSIHnJE = 0	Job mode enabled CSIHnCTL1.CSIHnJE = 1
Direct access	Generated after every data transfer.	

INT_CSIHTIR in direct access mode

The example below shows the INT_CSIHTIR behavior in direct access mode.

The example below assumes:

- Master mode
- Direct access mode
- No interrupt delay (CSIHnCTL1.CSIHnSIT = 0)
- Normal clock and data phase (CSIHnCFGx.CSIHnCKPx = 0, CSHnCFGx.CSIHnDAPx = 0)
- Data length 8 bits (CSIHnCFGx.CSIHnDLSx[3:0] = 1000_B)

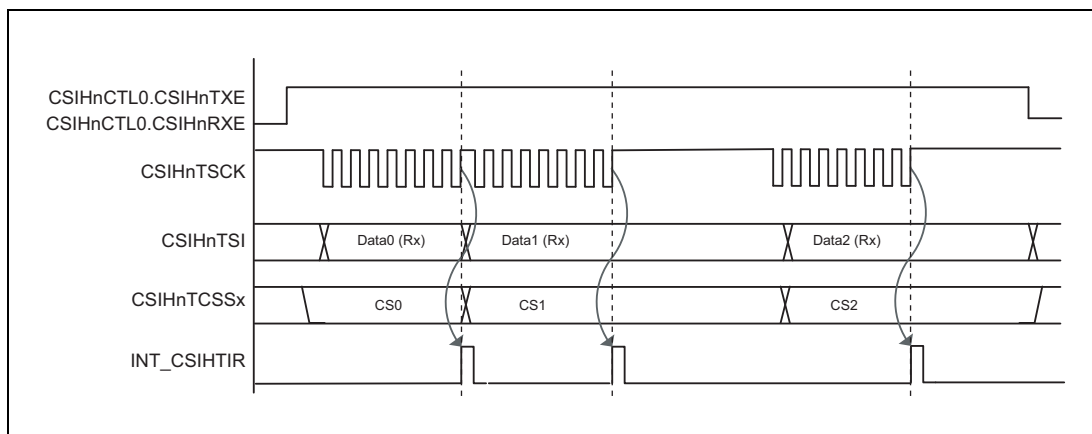


Figure 13.26 Generation of INT_CSIHTIR in Direct Access Memory Mode

(5) INT_CSIHTIRE (communication error interrupt)

This interrupt is generated whenever an error is detected.

For details about generation interruption timing, see **Section 13.5.12, Error Detection**.

Table 13.12 Data Error Types

Error type	Communication status after error interrupt	Comment
Parity error	Interrupt is generated and communication continues	—
Data consistency error	Interrupt is generated and communication continues	—
Overrun error	Interrupt is generated and communication continues	This error interrupt is only generated when CSIHnCTL1.CSIHnHSE = 0 (without handshake) in slave mode.

The type of error that caused the generation of INT_CSIHTIRE is flagged in register CSIHnSTR0.

Additionally a parity error flag and a data consistency error flag are attached to the received data in CSIHnRX0W.

For details about the various error types, see **Section 13.5.12, Error Detection**.

(6) INT_CSIHTIJC (job completion interrupt)

This interrupt supports the handling of jobs. See **Section 13.5.3 (3), Job concept**. This interrupt is only available in master mode.

Job mode is enabled by setting CSIHnCTL1.CSIHnJE = 1. When CSIHnCTL1.CSIHnJE = 0, INT_CSIHTIJC is not generated.

This interrupt is generated according to the condition shown in the following table.

Table 13.13 INT_CSIHTIJC Interrupt Generation

Mode	Interrupt Sources	
	Job mode disabled CSIHnCTL1.CSIHnJE = 0	Job mode enabled CSIHnCTL1.CSIHnJE = 1
Direct access	Not applicable	Indicates that the communication has stopped at the end of a job after a job abortion* ¹ was triggered

Note 1. Job abortion condition: CSIHnTX0W.CSIHnEOJ = 1 and CSIHnCTL0.CSIHnJOBE = 1

13.5.11 Handshake function

CSIH features a handshake function to synchronize the master and the slave devices. This function can be enabled/disabled by the CSIHnCTL1.CSIHnHSE bit. For handshake, the CSIHnTRY signal is used. The busy timing depends on the setting of the data phase selection bit CSIHnCFGx.CSIHnDAPx.

(1) Slave mode

When CSIHnCTL1.CSIHnHSE = 1 and the slave is busy, the CSIHnTRY signal outputs low level (0). This can happen in the following case:

Case 1: When transmission is not ready (no next transmission data)

Case 2: When reception register is full:

Because the slave is in receive-only or transmit/receive mode but previously received data is still in the CSIHnRX0W/H register, new data cannot be copied from the shift register to CSIHnRX0W/H (CSIHnRX0W/H full condition).

The data length of 8 bits is assumed in the following example.

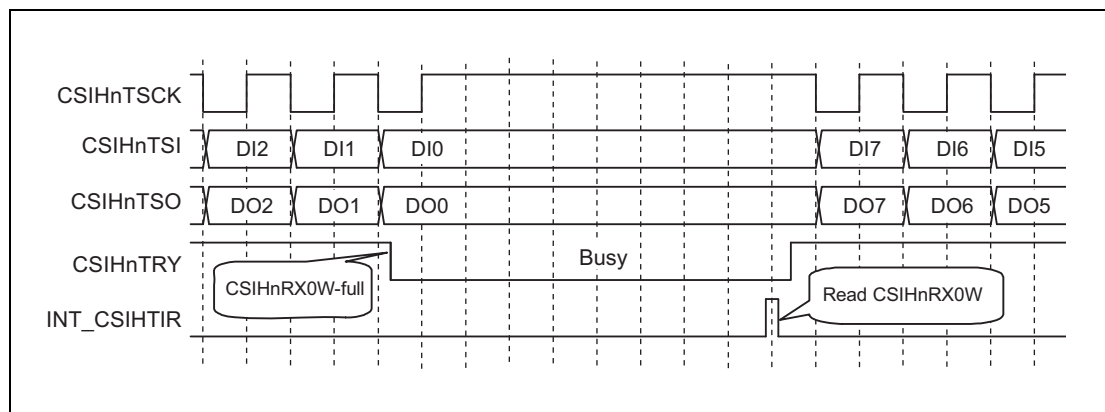


Figure 13.27 Busy Signal from the Slave (Direct Access Mode; CSIHnCFGx.CSIHnDAPx = 0)

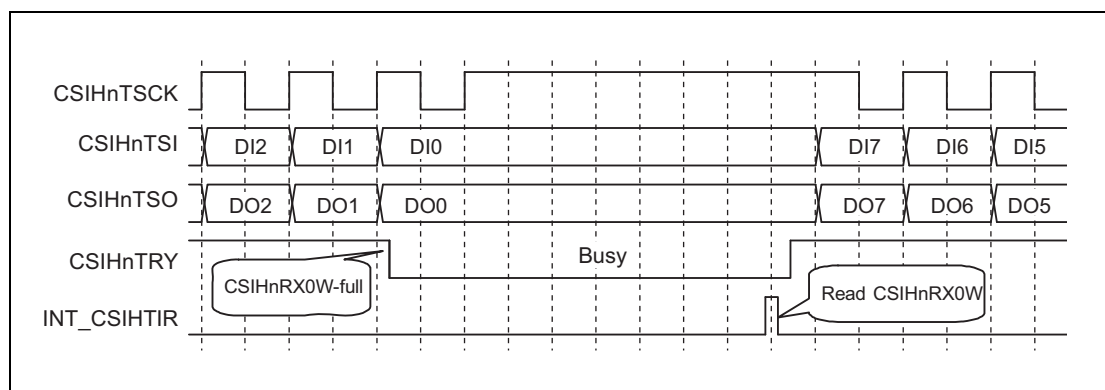


Figure 13.28 Busy Signal from the Slave (CSIHnCFGx.CSIHnDAPx = 1)

(2) Master mode

When the master detects CSIHnTRY being 0 while CSIHnCTL1.CSIHnHSE is 1, the subsequent transfer is put on hold and the master enters the waiting state. It suspends the CSIHnTSCK clock.

The CSIHnTRY level is checked at each half clock cycle of CSIHnTSCK.

The chip select signal is output during the waiting state.

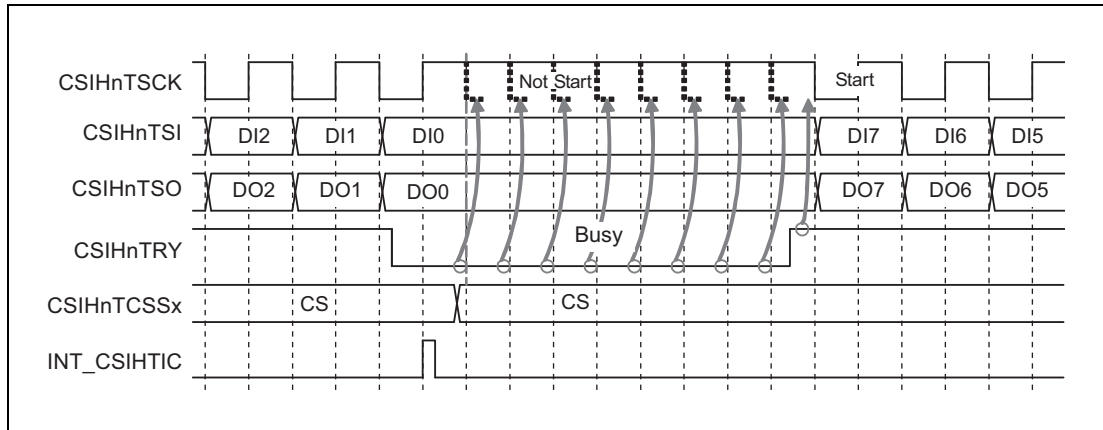


Figure 13.29 Master’s Reaction on CSIHnTRY (CSIHnCFGx.CSIHnDAPx = 0)

CSIHnTRYI must be pulled down by the slave before the next transfer starts. When the slave changes the CSIHnTRYI signal to low level during data transfer, the serial clock from the master stops at the completion of data transfer.

The master resumes the communication as soon as CSIHnTRY becomes high level (the slave is “ready”).

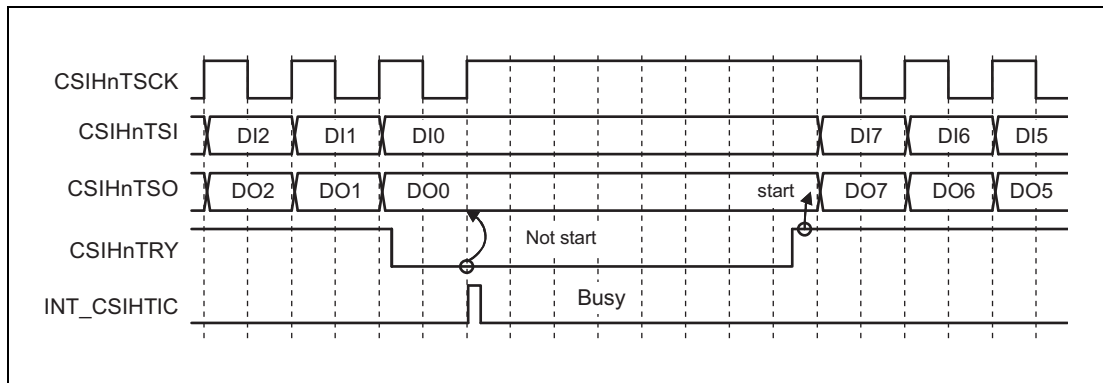


Figure 13.30 Master’s Reaction on CSIHnTRY (CSIHnCFGx.CSIHnDAPx = 1)

CAUTIONS

1. If multiple slaves are connected, the master must only detect the CSIHnTRY signal of the slave it has selected for communication.
2. Even when the slave changes the CSIHnTRY signal to low level during a transmission, the transmitting operation is continued until its successful completion.

13.5.12 Error Detection

CSIH can detect three error types:

- Data consistency error (transmission data)
- Parity error (received data)
- Overrun error (received data)

Check for parity and data consistency can be enabled/disabled individually.

If one of these errors is detected, the interrupt request, INT_CSIHTIRE is generated and the corresponding flags are set.

(1) Data consistency check

The purpose of the data consistency check is to ensure that the data physically sent as output signal is identical to the original data that was copied to the shift register.

The data consistency check can be enabled/disabled by the CSIHnCTL1.CSIHnDCS bit. It is not active if data transmission is disabled (CSIHnCTL0.CSIHnTXE = 0).

When the data consistency check is active, the data transferred from CSIHnTX0W or CSIHnTX0H to the shift register is copied to a separate register. In addition, the physical levels at CSIHnTSO are read back via the CSIHTDCS signal into an own shift register.

After completion of the transmission, the sent data is compared with the original transmission data.

Mismatch is considered as a data consistency error:

- Interrupt INT_CSIHTIRE is generated.
- The CSIHnSTR0.CSIHnDCE bit is set.

Additionally, CSIHnRX0W.CSIHnTDCE bit of data that contains the error is set.

The data consistency check function is illustrated in the following block diagram.

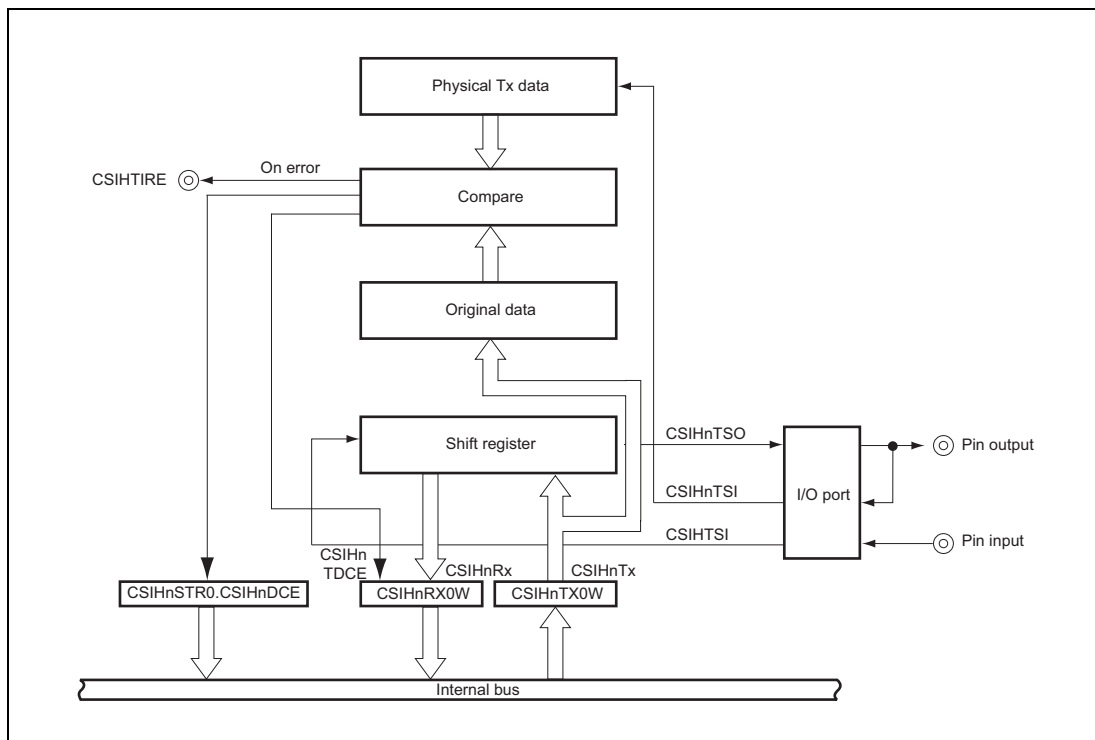


Figure 13.31 Data Consistency Check Functional Block Diagram

(2) Parity check

CSIH can append a parity bit to the last data bit (even if extended data length is used).

The use and type of parity is specified in `CSIHnCFGx.CSIHnPSx[1:0]`.

Parity check is enabled if `CSIHnCFGx.CSIHnPSx[1] = 1`.

The parity bit is checked after a reception is complete. In case of parity error:

- Interrupt `INT_CSIHTIRE` is generated.
- The `CSIHnSTR0.CSIHnPE` bit is set.

Additionally, `CSIHnRX0W.CSIHnRPE` of data that contains the error is set.

The figure below shows an example.

- Data length is 8 bits.
- The data to be transmitted is `05H` and `35H`.
- Data direction is LSB first.
- Parity type is odd.

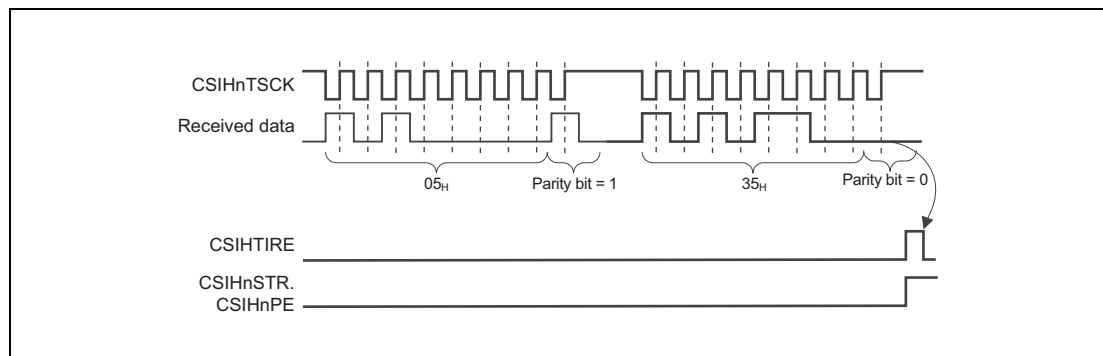


Figure 13.32 Parity Check Example

The parity bit of the first data is 1. There is no parity error, because the total number of ones (including the parity bit) is odd.

The parity bit of the second data is 0. This is detected as a parity error, because the total number of ones (including the parity bit) is even.

If the EDL (extended data length) function is used, the parity bit is added after the last bit of the data.

(3) Overrun error

An overrun error can happen in direct access mode. The overrun error is not generated if data reception is disabled ($\text{CSIHnCTL0.CSIHnRXE} = 0$).

Direct access

In direct access mode, this error occurs when newly received data cannot be transferred from the shift register to the reception register CSIHnRX0W/H . This happens when CSIHnRX0W/H was not read and therefore contains previous reception data.

The following figure illustrates the function.

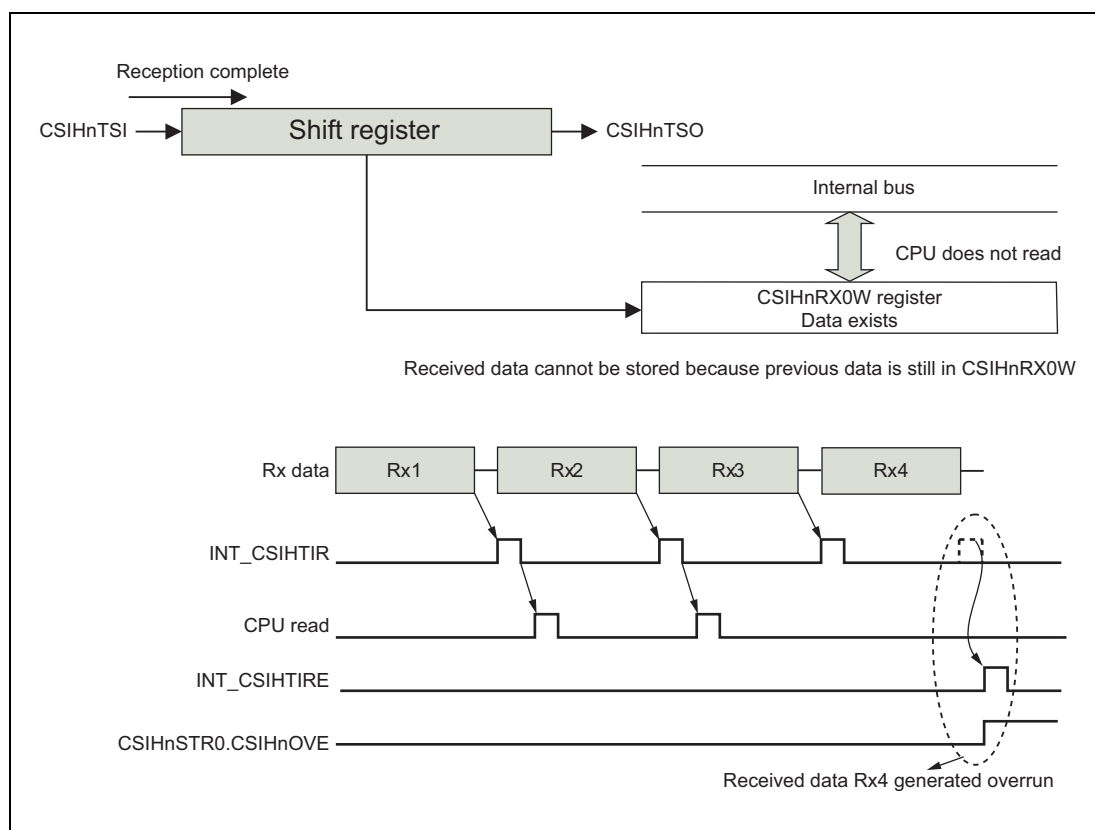


Figure 13.33 Overrun Error Detection in Direct Access

An overrun error causes the following incidents.

- INT_CSIHTIRE interrupt is generated instead of INT_CSIHTIR interrupt
- $\text{CSIHnSTR0.CSIHnOVE}$ bit is set
- CSIHnRX0W is rewritten by the received data

NOTE

In slave mode, overrun errors can be avoided by using handshake function. When handshaking is used in slave mode, the receiver (slave) signals the transmitter (master) that the receiver is busy. The transmitter waits until the receiver reads its own register and is ready again.

For details, see **Section 13.5.11, Handshake function**.

13.5.13 Loop-Back Mode

Loop-back mode is a special mode for self-test. This feature is only available in master mode.

When this mode is active (CSIHnCTL1.CSIHnLBM = 1), CSIHnTCSSx is fixed inactive level (the active level is defined by the value of CSIHnCTL1.CSIH0CSLx), and the transmit and receive signals are internally connected, as shown in the figures below. The signals CSIHnTSCK, CSIHnTSO, CSIHnTSI and CSIHnTCSSx are disconnected from the ports. In addition, the CSIHnTSO output level is fixed to low, and CSIHnTSCK is set to the reset level (high) regardless of the value of CSIHnCFGx.CSIHnCKPx register. The rest of CSIH works as in normal operation.

In order to test CSIH, put it in loop-back mode and carry out normal transfer operations. Then check that the received data is the same as the transmitted data.

A loopback test does not affect the destination to which the device is connected.

Table 13.14 Pin Output Level in Loopback Mode

Pin Name	Output Level
CSIHnTSCK(out)	High level
CSIHnTCSSx	Inactive level
CSIHnTSO	Low level (does not depend on the previous values)
Interrupt	Normal function
CSIHnTRY	Normal function (low level)

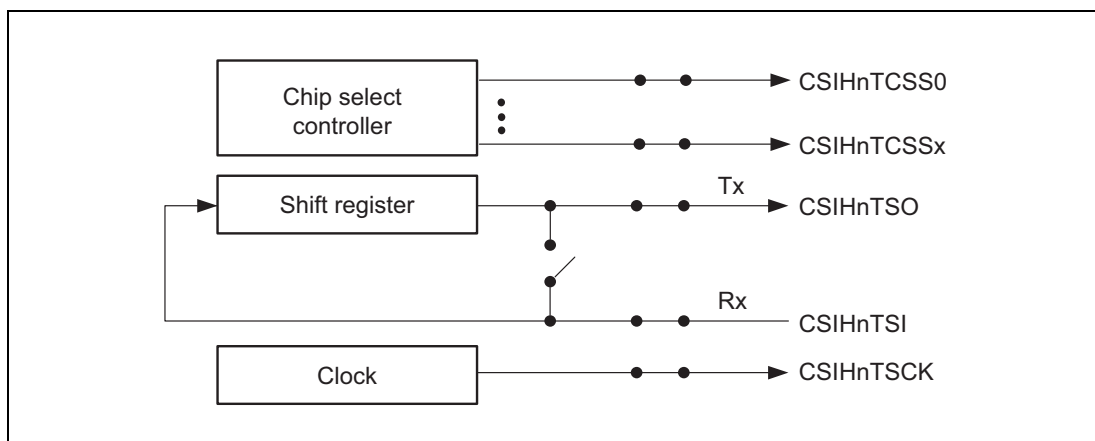


Figure 13.34 Normal Operation

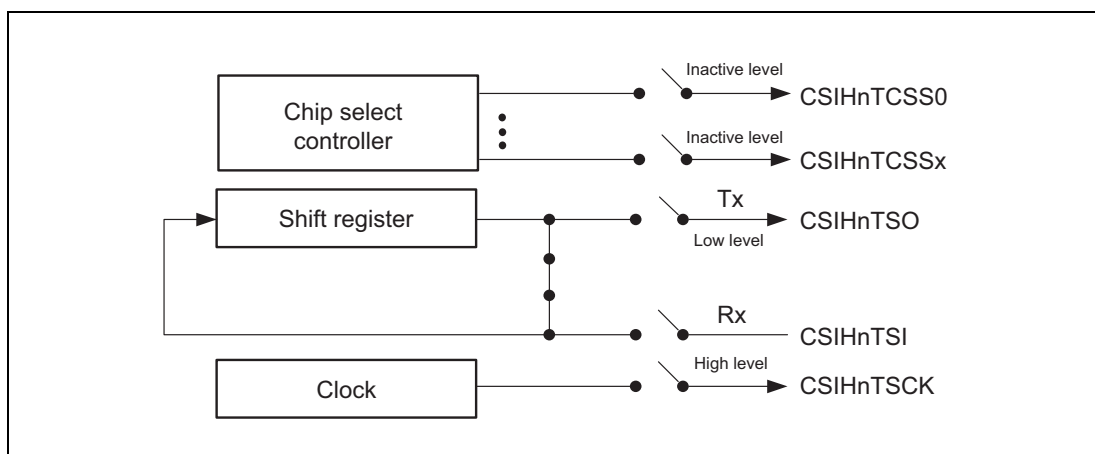


Figure 13.35 Operation in Loop-Back Mode

13.5.14 Enforced Chip Select Idle Setting

The CSIH is able to insert an idle state between the two consecutive transfer data by the setting of CSIHnCFGx.CSIHnIDLx (x: Chip select signal x). Detail is as follows.

1. When CSIHnCFGx.CSIHnIDLx = 0
 - If the setting of CSIHnTCSSx for a next transfer data is the same as that for the previous one, an idle state is not inserted and an inter-data time is inserted.
 - If the setting of CSIHnTCSSx for a next transfer data is different from the previous one, an idle state is inserted.
2. When CSIHnCFGx.CSIHnIDLx = 1
 - An idle state is always inserted even if the setting of CSIHnTCSSx for a next transfer data is the same as that for the previous one.

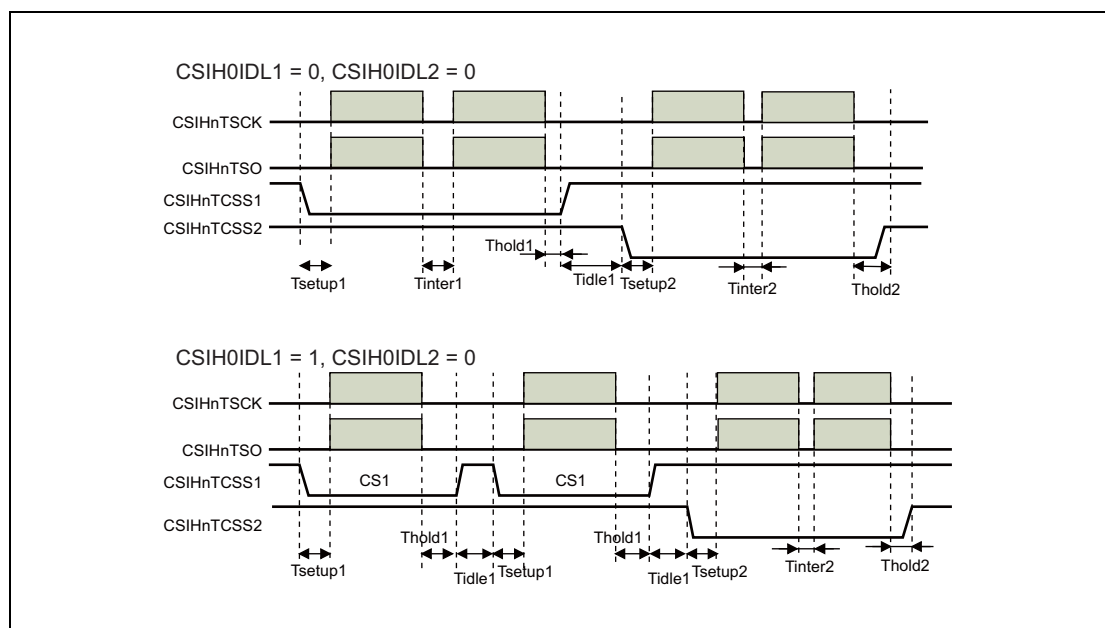


Figure 13.36 Enforced Chip Select Idle Example

13.6 CSIH Control Registers

CSIHn is controlled and operated by means of the registers in the following table.

Table 13.15 CSIH Register Overview

Register name	Shortcut	Address
CSIH control register 0	CSIHnCTL0	<CSIHn_base> + 0000 _H
CSIH control register 1	CSIHnCTL1	<CSIHn_base> + 0010 _H
CSIH control register 2	CSIHnCTL2	<CSIHn_base> + 0014 _H
CSIH status register 0	CSIHnSTR0	<CSIHn_base> + 0004 _H
CSIH status clear register 0	CSIHnSTCR0	<CSIHn_base> + 0008 _H
CSIH configuration register 0	CSIHnCFG0	<CSIHn_base> + 1044 _H
CSIH configuration register 1	CSIHnCFG1	<CSIHn_base> + 1048 _H
CSIH configuration register 2	CSIHnCFG2	<CSIHn_base> + 104C _H
CSIH configuration register 3	CSIHnCFG3	<CSIHn_base> + 1050 _H
CSIH configuration register 4	CSIHnCFG4	<CSIHn_base> + 1054 _H
CSIH configuration register 5	CSIHnCFG5	<CSIHn_base> + 1058 _H
CSIH transmit data register 0 for word access	CSIHnTX0W	<CSIHn_base> + 1008 _H
CSIH transmit data register 0 for half word access	CSIHnTX0H	<CSIHn_base> + 100C _H
CSIH receive data register 0 for word access	CSIHnRX0W	<CSIHn_base> + 1010 _H
CSIH receive data register 0 for half word access	CSIHnRX0H	<CSIHn_base> + 1014 _H
CSIHn baud rate setting register 0	CSIHnBRS0	<CSIHn_base> + 1068 _H
CSIHn baud rate setting register 1	CSIHnBRS1	<CSIHn_base> + 106C _H
CSIHn baud rate setting register 2	CSIHnBRS2	<CSIHn_base> + 1070 _H
CSIHn baud rate setting register 3	CSIHnBRS3	<CSIHn_base> + 1074 _H

<CSIHn_base>

The base addresses <CSIHn_base> of the CSIHn are defined in the first part of this section under the key word “Register addresses”.

13.6.1 CSIHnCTL0 — CSIH Control Register 0

This register controls the operation clock and enables/disables transmission/reception and the memory part for transmission and/or reception. It forces the stop of communication at the end of the current job.

Access: This register can be read/written in 8-bit or 1-bit units.

Address: <CSIHn_base> + 0000_H

Value after reset: 00_H This register is initialized by reset operation.

Bit	7	6	5	4	3	2	1	0
	CSIHnPWR	CSIHnTXE	CSIHnRXE	—	—	—	CSIHnJOBE	CSIHnMBS
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R	R	R	R/W	R/W

Table 13.16 CSIHnCTL0 Register Contents

Bit Position	Bit Name	Function
7	CSIHnPWR	Controls the operation clock. 0: Stops operation clock. 1: Provides operation clock. Clearing CSIHnPWR to 0 resets the internal circuits, stops operation, and sets CSIH to standby state. No clock is provided to internal circuits. If CSIHnPWR is cleared during communication, ongoing communication is immediately aborted. In this case, communication setting must be started over.
6	CSIHnTXE	Permits or prohibits transmission. 0: Prohibits transmission. 1: Permits transmission.
5	CSIHnRXE	Permits or prohibits reception. 0: Prohibits reception. 1: Permits reception.
4 to 2	—	Reserved When writing, write the value after reset.
1	CSIHnJOBE	Stops communication at the end of the current job (Communication ends if data is written to the transmission buffer when CSIHnTX0W.CSIHnEOJ = 1 (job completion)): 0: Communication stop is not requested. 1: Stops communication. This bit can be used to abort an ongoing job. This bit is cleared to 0 automatically. If this bit is set to 1, the read value is always 0.
0	CSIHnMBS	Enables direct access mode. 0: CSIH transmit/receive operation is prohibited. 1: Direct access mode Write 1 in the CSIHnMBS bit for transmission/reception via the CSIH.

NOTES

- Do not modify any of CSIHnTXE, CSIHnRXE, CSIHnJOBE, and CSIHnMBS bits while CSIHnPWR = 0.
Do not modify the CSIHnMBS bit when CSIHnPWR = 1.
The CSIHnTXE, CSIHnRXE, and CSIHnMBS bits can be modified when the CSIHnPWR bit is changed from 0 to 1.
To change the CSIHnMBS bit, do so at the same time as when the CSIHnPWR bit is changed from 0 to 1.
- Do not modify CSIHnTXE, CSIHnRXE, or CSIHnMBS while data transmission is pending or going on, i.e. if CSIHnSTR0.CSIHnTSF = 1.

13.6.2 CSIHnCTL1 — CSIH Control Register 1

This register specifies the interrupt timing and the interrupt delay mode. It enables/disables extended data length control, data consistency check, loop-back mode, handshake functionality, and job mode. It selects the active output level of each chip select signal and the behavior of the chip select signals after the transfer of the final data.

Access: This register can be read/written in 32-bit units.

Address: <CSIHn_base> + 0010_H

Value after reset: 0000 0000_H This register is initialized by reset operation.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CSIHn CKR	CSIHn SLIT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIHn CSL7	CSIHn CSL6	CSIHn CSL5	CSIHn CSL4	CSIHn CSL3	CSIHn CSL2	CSIHn CSL1	CSIHn CSL0	CSIHn EDLE	CSIHn JE	CSIHn DCS	CSIHn CSRI	CSIHn LBM	CSIHn SIT	CSIHn HSE	CSIHn SSE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

CAUTION

Changing the contents of this register is only permitted when CSIHnCTL0.CSIHnPWR = 0.

Table 13.17 CSIHnCTL1 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 18	—	Reserved The write value should be the initial value.
17	CSIHnCKR	CSIHnTSCK Clock Inverting Function 0: Default of CSIHnTSCK is high level. 1: Default of CSIHnTSCK is low level. For details, see Section 13.6.6, CSIHnCFGx — CSIH Configuration Register x .
<p>CAUTION</p> <p>Clear the CSIHnCKPx bit in CSIHnCFGx to 0 when this bit is used without the chip select function.</p>		
16	CSIHnSLIT	Selects the timing of interrupt INT_CSIHTIC. 0: Normal interrupt timing (interrupt is generated after the transfer) 1: As soon as the contents of the CSIHnTX0W/H register are transferred to the shift register, an interrupt is generated. For details, see Section 13.5.10, CSIH interrupt requests, (3) INT_CSIHTIC (communication status interrupt) .
15 to 8	CSIHnCSL[7:0]	Selects the active output level of chip select signal x (CSIHnTCSSx). (n = 0 to 7) 0: Chip select is active low. 1: Chip select is active high. For details, see Section 13.5.3, Chip Selection (CS) Features .

Table 13.17 CSIHnCTL1 Register Contents (2/2)

Bit Position	Bit Name	Function
7	CSIHnEDLE	Enables/disables extended data length (EDL) mode. 0: Disables extended data length mode. 1: Enables extended data length mode. For details, see Section 13.5.7, Data Length Selection, (2) Data length greater than 16 bits.
6	CSIHnJE	Enables/disables job mode. 0: Disables job mode. 1: Enables job mode. For details, see Section 13.5.3, Chip Selection (CS) Features, (3) Job concept. The CSIHnCTL0.CSIHnJOBE and CSIH0TX0W.CSIH0EOJ bits are enabled only when CSIHnJE = 1. Setting this bit in slave mode is prohibited. NOTE: When CSIHnJE = 0, interrupt INTC_CSIHnTIC is generated after one unit of data transmission is completed. When CSIHnJE = 1, interrupt INTC_CSIHnTIC is also generated after one unit of data transmission is completed. In the case of CSIHnTX0W.CSIHnEOJ = 1 and CSIHnCTL0.CSIHnJOBE = 1, however, interrupt INTC_CSIHnTIJC is generated instead of INTC_CSIHnTIC.
5	CSIHnDCS	Enables/disables data consistency check. 0: Disables data consistency check. 1: Enables data consistency check. For details, see Section 13.5.12, Error Detection, (1) Data consistency check.
4	CSIHnCSRI	Defines chip select signal behavior after last data transfer. 0: Chip select signal holds the active level. 1: Chip select signal returns to the inactive level. The last data is determined at the interrupt timing when CSIHnCTL1.CSIHnSLIT is 1.
3	CSIHnLBM	Controls loop-back mode (LBM). 0: Deactivates loop-back mode. 1: Activates loop-back mode. For details, see Section 13.5.13, Loop-Back Mode.
2	CSIHnSIT	Selects interrupt delay mode. 0: No delay is generated. 1: Half clock delay is generated for all interrupts. This bit is only valid in master mode. In slave mode, no delay is generated. For details, see Section 13.5.10, CSIH interrupt requests, (2) Interrupt delay.
1	CSIHnHSE	Enables/disables handshake function. 0: Disables the handshake function. 1: Enables the handshake function. For details refer to Section 13.5.11, Handshake function.
0	CSIHnSSE	Enables/disables the slave select function. 0: Input signal CSIHnTSSI is disabled. 1: Input signal CSIHnTSSI is recognized. If the slave select function is not used, this bit must be set to 0 (see also Section 13.5.2, Master/Slave Connections.)

Details about CSIHnCTL1.CSIHnSSE are shown in the following tables.

Table 13.18 Operation of the Slave Select Function During Reception

CSIHnCTL0. CSIHnRXE	CSIHnCTL1. CSIHnSSE	$\overline{\text{CSIHnTSSI}}$	Receive operation
0	—	—	Reception is prohibited
1	0	—	Possible
1	1	0	Possible
1	1	1	Disabled

Table 13.19 Operation of the Slave Select Function During Transmission

CSIHnCTL0. CSIHnTXE	CSIHnCTL1. CSIHnSSE	$\overline{\text{CSIHnTSSI}}$	Transmit operation
0	—	—	Transmission is prohibited
1	0	—	Possible
1	1	0	Possible
1	1	1	Disabled

13.6.3 CSIHnCTL2 — CSIH Control Register 2

This register selects operating mode and the basic clock value, and specifies the baud rate.

For details see **Section 13.5.5, Transmission Clock Selection**.

Access: This register can be read/written in 16-bit units.

Address: <CSIHn_base> + 0014_H

Value after reset: E000_H This register is initialized by reset operation.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIHnPRS[2:0]			—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R

CAUTION

Changing the contents of this register is only permitted when CSIHnCTL0.CSIHnPWR = 0.

Table 13.20 CSIHnCTL2 Register Contents

Bit Position	Bit Name	Function																																				
15 to 13	CSIHnPRS[2:0]	Selects the basic clock (PRSOUT).																																				
		<table border="1"> <thead> <tr> <th>CSIHnPRS2</th> <th>CSIHnPRS1</th> <th>CSIHnPRS0</th> <th>Prescaler Section Bits</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>PCLK (Master mode)</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>PCLK/2 (Master mode)</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>PCLK/4 (Master mode)</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>PCLK/8 (Master mode)</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>PCLK/16 (Master mode)</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>PCLK/32 (Master mode)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>PCLK/64 (Master mode)</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>External clock input from CSIHnTSCK (Slave mode)</td> </tr> </tbody> </table>	CSIHnPRS2	CSIHnPRS1	CSIHnPRS0	Prescaler Section Bits	0	0	0	PCLK (Master mode)	0	0	1	PCLK/2 (Master mode)	0	1	0	PCLK/4 (Master mode)	0	1	1	PCLK/8 (Master mode)	1	0	0	PCLK/16 (Master mode)	1	0	1	PCLK/32 (Master mode)	1	1	0	PCLK/64 (Master mode)	1	1	1	External clock input from CSIHnTSCK (Slave mode)
CSIHnPRS2	CSIHnPRS1	CSIHnPRS0	Prescaler Section Bits																																			
0	0	0	PCLK (Master mode)																																			
0	0	1	PCLK/2 (Master mode)																																			
0	1	0	PCLK/4 (Master mode)																																			
0	1	1	PCLK/8 (Master mode)																																			
1	0	0	PCLK/16 (Master mode)																																			
1	0	1	PCLK/32 (Master mode)																																			
1	1	0	PCLK/64 (Master mode)																																			
1	1	1	External clock input from CSIHnTSCK (Slave mode)																																			
12 to 0	—	Reserved When writing, write the value after reset.																																				

CAUTION

Max baud rate configuration is as follows.

- Master mode is PCLK/8.
- Slave mode is PCLK/20.

In master mode, the following bits are used to set the transmission baud rate:

CSIHnCTL2.CSIHnPRS2 to 0, CSIHnCFGx.CSIHnBRSSx1 to 0, CSIHnBRSi.CSIHnBRSi11 to 0

In addition, any of the four different baud rate settings that are specified by the CSIHnBRSi (i = 0 to 3).CSIHnBRSi11 to 0 (i = 0 to 3) bit is selected according to the chip select signal. To select the baud rate setting for each chip select signal, use the CSIHnCFGx.CSIHnBRSSx1 to 0 bit.

The following table shows the relationship between CSIHnCFGx.CSIHnBRSSx1 to 0 and CSIHnBRSi (i = 0 to 3).CSIHnBRSi11 to 0 (i = 0 to 3).

CSIHnCFGx CSIHnBRSSx1 to 0	Baud Rate Setting Bits to be Selected
00	CSIHnBRS0.CSIH0BRS0 11 to 0
01	CSIHnBRS1.CSIH0BRS1 11 to 0
10	CSIHnBRS2.CSIH0BRS2 11 to 0
11	CSIHnBRS3.CSIH0BRS3 11 to 0

When the value of CSIHnPRS[2:0] is m, the following table shows the relationship between the baud rate setting (CSIHnBRSi[11:0]) and the baud rate selected by the CSIHnBRSSx[1:0] bits.

CSIHnBRSSx11 to 0 (k)	Baud Rate Selection Bits
0	BRG stopped
1	$PLCK / (2^m \times 1 \times 2)$
2	$PLCK / (2^m \times 2 \times 2)$
3	$PLCK / (2^m \times 3 \times 2)$
4	$PLCK / (2^m \times 4 \times 2)$
:	:
k	$PLCK / (2^m \times k \times 2)$
:	:
4095	$PLCK / (2^m \times 4095 \times 2)$

13.6.4 CSIHnSTR0 — CSIH Status Register 0

This register indicates the status of CSIH.

Access: This register can be read in 32-bit units.

Address: <CSIHn_base> + 0004_H

Value after reset: 0000 0010_H This register is initialized by reset operation.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CSIHn TSF	—	—	—	CSIHn DCE	—	CSIHn PE	CSIHn OVE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 13.21 CSIHnSTR0 Register Contents (1/2)

Bit Position	Bit Name	Function																		
31 to 8	—	Reserved																		
7	CSIHnTSF	Transfer status flag 0: Idle state 1: Communication is in progress or being prepared. The timing to set or clear this bit is as follows. <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Master mode</th> <th>Set by</th> <th>Cleared by</th> </tr> </thead> <tbody> <tr> <td>Transmit-only mode</td> <td rowspan="3">Data is written to a transmit register</td> <td rowspan="3">Within a half clock of the last serial clock edge</td> </tr> <tr> <td>Transmit/receive mode</td> </tr> <tr> <td>Receive-only mode</td> </tr> </tbody> </table> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Slave mode</th> <th>Set by</th> <th>Cleared by</th> </tr> </thead> <tbody> <tr> <td>Transmit-only mode</td> <td rowspan="2">Writing to a transmit register</td> <td rowspan="2">Within a half clock of the last serial clock edge</td> </tr> <tr> <td>Transmit/receive mode</td> </tr> <tr> <td>Receive-only mode</td> <td>Input timing of CSIHnTSCK</td> <td></td> </tr> </tbody> </table>	Master mode	Set by	Cleared by	Transmit-only mode	Data is written to a transmit register	Within a half clock of the last serial clock edge	Transmit/receive mode	Receive-only mode	Slave mode	Set by	Cleared by	Transmit-only mode	Writing to a transmit register	Within a half clock of the last serial clock edge	Transmit/receive mode	Receive-only mode	Input timing of CSIHnTSCK	
Master mode	Set by	Cleared by																		
Transmit-only mode	Data is written to a transmit register	Within a half clock of the last serial clock edge																		
Transmit/receive mode																				
Receive-only mode																				
Slave mode	Set by	Cleared by																		
Transmit-only mode	Writing to a transmit register	Within a half clock of the last serial clock edge																		
Transmit/receive mode																				
Receive-only mode	Input timing of CSIHnTSCK																			
6 to 4	—	Reserved																		
3	CSIHnDCE	Data consistency check error flag 0: No data consistency error is detected. 1: Data consistency error is detected. This bit is cleared by writing 1 to CSIHnSTCR0.CSIHnDCEC. When this bit is set to 1 and cleared to 0 simultaneously, setting to 1 is prioritized. This bit is initialized when CSIHnCTL0.CSIHnPWR changes from 0 to 1 or from 1 to 0.																		
2	—	Reserved																		
1	CSIHnPE	Parity error flag 0: No parity error is detected. 1: Parity error is detected. For details, see (2) Parity check in Section 13.5.12, Error Detection . This bit is cleared by the CSIHnPEC bit in CSIHnSTCR0. When this bit is set to 1 and cleared to 0 simultaneously, clearing to 0 is prioritized.																		

Table 13.21 CSIHnSTR0 Register Contents (2/2)

Bit Position	Bit Name	Function
0	CSIHnOVE	Overrun error flag 0: No overrun error is detected. 1: Overrun error is detected. This bit is cleared by writing 1 to CSIHnSTCR0.CSIHnOVEC. When this bit is set to 1 and cleared to 0 simultaneously, setting to 1 is prioritized. This bit is Initialized when CSIHnCTL0.CSIHnPWR changes from 0 to 1 or from 1 to 0.

13.6.5 CSIHnSTCR0 — CSIH Status Clear Register 0

This register clears the status flags of the CSIHnSTR0 status register.

Access: This register can be read/written in 16-bit units.
When read, the value 0000_H is always returned.

Address: <CSIHn_base> + 0008_H

Value after reset: 0000_H This register is initialized by reset operation.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CSIHn DCEC	—	CSIHn PEC	CSIHn OVEC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R/W

Table 13.22 CSIHnSTCR0 Register Contents

Bit Position	Bit Name	Function
15 to 4	—	Reserved When writing, write the value after reset.
3	CSIHnDCEC	Controls the data consistency error flag clear command. 0: No operation. The read value is always 0. 1: Clears the data consistency error flag (CSIHnSTR0.CSIHnDCE).
2	—	Reserved When writing, write the value after reset.
1	CSIHnPEC	Controls the parity error flag clear command. 0: No operation. The read value is always 0. 1: Clears the parity error flag (CSIHnSTR0.CSIHnPE).
0	CSIHnOVEC	Controls the overrun error flag clear command. 0: No operation. The read value is always 0. 1: Clears the overrun error flag (CSIHnSTR0.CSIHnOVE).

13.6.6 CSIHnCFGx — CSIH Configuration Register x

These registers specify for each chip select signal CSIHnTCSSx prescaler, parity, data length, recessive configuration for broadcasting, serial data direction, clock and data phase, idle enforcement configuration, idle time, hold time, inter-data time and setup time.

Slave mode

In slave mode, the transmission protocol setting of the CSIHnCFG0 register is effective.

- CSIHnPS0[1:0]: parity usage
- CSIHnDLS0[3:0]: data length selection
- CSIHnDIR0: data direction
- CSIHnCKP0, CSIHnDAP0: clock and data phase

The settings of the registers other than CSIHnCFG0 are ignored in slave mode.

Access: This register can be read/written in 32-bit units.

Address: CSIHnCFG0: <CSIHn_base> + 1044_H
 CSIHnCFG1: <CSIHn_base> + 1048_H
 CSIHnCFG2: <CSIHn_base> + 104C_H
 CSIHnCFG3: <CSIHn_base> + 1050_H
 CSIHnCFG4: <CSIHn_base> + 1054_H
 CSIHnCFG5: <CSIHn_base> + 1058_H

Value after reset: 0000 0000_H This register is initialized by reset operation.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CSIHn BRSSx[1:0]		CSIHn PSx[1:0]		CSIHnDLSx[3:0]				—	—	—	—	CSIHn RCBx	CSIHn DIRx	CSIHn CKPx	CSIHn DAPx
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIHn IDLx	CSIHnIDx[2:0]			CSIHnHDx[3:0]				CSIHnINx[3:0]				CSIHnSPx[3:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

CAUTION

Rewrite is possible only when CSIHnCTL0.CSIHnPWR = 0 (for write access with the same value, rewrite is possible when CSIHnCTL0.CSIHnPWR = 1).

Table 13.23 CSIHnCFGx Register Contents (1/4)

Bit Position	Bit Name	Function																				
31, 30	CSIHnBRSSx [1:0]	A register used to set the baud rate. <table border="1"> <thead> <tr> <th>CSIHn BRSSx1</th> <th>CSIHn BRSSx0</th> <th>Baud rate setting register selection</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>The baud rate is set according to the CSIH0BRS0 setting</td> </tr> <tr> <td>0</td> <td>1</td> <td>The baud rate is set according to the CSIH0BRS1 setting</td> </tr> <tr> <td>1</td> <td>0</td> <td>The baud rate is set according to the CSIH0BRS2 setting</td> </tr> <tr> <td>1</td> <td>1</td> <td>The baud rate is set according to the CSIH0BRS3 setting</td> </tr> </tbody> </table> <p>The maximum value for setting the baud rate, combining the CSIH0CTL2.PRS2 to 0 setting, must be as follows: Master mode: PLCK/8 Slave mode: PLCK/20</p>	CSIHn BRSSx1	CSIHn BRSSx0	Baud rate setting register selection	0	0	The baud rate is set according to the CSIH0BRS0 setting	0	1	The baud rate is set according to the CSIH0BRS1 setting	1	0	The baud rate is set according to the CSIH0BRS2 setting	1	1	The baud rate is set according to the CSIH0BRS3 setting					
CSIHn BRSSx1	CSIHn BRSSx0	Baud rate setting register selection																				
0	0	The baud rate is set according to the CSIH0BRS0 setting																				
0	1	The baud rate is set according to the CSIH0BRS1 setting																				
1	0	The baud rate is set according to the CSIH0BRS2 setting																				
1	1	The baud rate is set according to the CSIH0BRS3 setting																				
29, 28	CSIHnPSx[1:0]	Selects the parity for sending or receiving chip select signal x. <table border="1"> <thead> <tr> <th>CSIHn PSx1</th> <th>CSIHn PSx0</th> <th>Transmission</th> <th>Reception</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>No parity is transmitted</td> <td>No parity is expected</td> </tr> <tr> <td>0</td> <td>1</td> <td>Adds parity bit fixed to 0</td> <td>Parity bit is expected but not judged</td> </tr> <tr> <td>1</td> <td>0</td> <td>Adds odd parity only</td> <td>Odd parity bit is expected</td> </tr> <tr> <td>1</td> <td>1</td> <td>Adds even parity</td> <td>Even parity bit is expected</td> </tr> </tbody> </table>	CSIHn PSx1	CSIHn PSx0	Transmission	Reception	0	0	No parity is transmitted	No parity is expected	0	1	Adds parity bit fixed to 0	Parity bit is expected but not judged	1	0	Adds odd parity only	Odd parity bit is expected	1	1	Adds even parity	Even parity bit is expected
CSIHn PSx1	CSIHn PSx0	Transmission	Reception																			
0	0	No parity is transmitted	No parity is expected																			
0	1	Adds parity bit fixed to 0	Parity bit is expected but not judged																			
1	0	Adds odd parity only	Odd parity bit is expected																			
1	1	Adds even parity	Even parity bit is expected																			
27 to 24	CSIHnDLSx [3:0]	Selects the data length for chip select signal x. <table border="1"> <thead> <tr> <th>CSHBAnDLSx[3:0]</th> <th>Data length</th> </tr> </thead> <tbody> <tr> <td>0000_B</td> <td>16 bits</td> </tr> <tr> <td>0001_B</td> <td>1 bit</td> </tr> <tr> <td>0010_B</td> <td>2 bits</td> </tr> <tr> <td>:</td> <td>:</td> </tr> <tr> <td>1111_B</td> <td>15 bits</td> </tr> </tbody> </table> <p>CAUTION When CSIH0TX0W.CSIH0EDL = 1, setting these bits has no effect (the data length is 16 bits). When CSIH0TX0W.CSIH0EDL = 0, the settings of these bits are effective. Setting 1 bit is only possible when the data length of the previous data is 16 bits as specified by CSIH0EDL = 1.</p>	CSHBAnDLSx[3:0]	Data length	0000 _B	16 bits	0001 _B	1 bit	0010 _B	2 bits	:	:	1111 _B	15 bits								
CSHBAnDLSx[3:0]	Data length																					
0000 _B	16 bits																					
0001 _B	1 bit																					
0010 _B	2 bits																					
:	:																					
1111 _B	15 bits																					
23 to 20	—	Reserved When writing, write the value after reset.																				
19	CSIHnRCBx	Selects the recessive configuration for broadcasting for chip select x: 0: Dominant (higher priority) 1: Recessive (lower priority) For details, see Section 13.5.3, Chip Selection (CS) Features, (1) Configuration registers.																				
18	CSIHnDIRx	Selects the serial data direction. 0: Data is sent/received with MSB first. 1: Data is sent/received with LSB first. For details see Section 13.5.8, Serial Data Direction Selection.																				

Table 13.23 CSIHnCFGx Register Contents (2/4)

Bit Position	Bit Name	Function
17	CSIHnCKPx	CSIHnCKPx: Clock phase selection bit
16	CSIHnDAPx	CSIHnDAPx: Data phase selection bit <ul style="list-style-type: none"> CSIHnCTL1.CSIHnCKR = 0

CSIHn CKPx	CSIHn DAPx	Clock and Data Phase Selection
0	0	
0	1	
1	0	
1	1	

- CSIHnCTL1.CSIHnCKR = 1

CSIHn CKPx	CSIHn DAPx	Clock and Data Phase Selection
0	0	
0	1	
1	x	Setting prohibited

15	CSIHnIDLx	<p>Selects the idle enforcement configuration for chip select x:</p> <p>0: An idle state is always inserted between two consecutive transfer data when the setting of the CSIHnCSx bit in CSIHnTX0W for the latter is different from that of the former. Meanwhile, an idle state is not inserted between two consecutive transfer data when the settings of the CSIHnCSx bit in CSIHnTX0W for the latter is the same as that of the former.</p> <p>1: Regardless of the settings of the CSIHnCSx bit in CSIHnTX0W for two consecutive transfer data, an idle state is always inserted between the two.</p> <p>This bit is only available in master mode. For details about the enforced idle state, see Section 13.5.14, Enforced Chip Select Idle Setting.</p>
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Table 13.23 CSIHnCFGx Register Contents (3/4)

Bit Position	Bit Name	Function																																																			
14 to 12	CSIHnIDx[2:0]	Selects the idle time for chip select signal x.																																																			
<table border="1"> <thead> <tr> <th>CSIHnIDx[2:0]</th> <th>Idle time</th> </tr> </thead> <tbody> <tr> <td>000_B</td> <td>0.5 transmission clock cycles</td> </tr> <tr> <td>001_B</td> <td>1.0 transmission clock cycle</td> </tr> <tr> <td>010_B</td> <td>1.5 transmission clock cycles</td> </tr> <tr> <td>011_B</td> <td>2.5 transmission clock cycles</td> </tr> <tr> <td>100_B</td> <td>3.5 transmission clock cycles</td> </tr> <tr> <td>101_B</td> <td>4.5 transmission clock cycles</td> </tr> <tr> <td>110_B</td> <td>6.5 transmission clock cycles</td> </tr> <tr> <td>111_B</td> <td>8.5 transmission clock cycles</td> </tr> </tbody> </table>			CSIHnIDx[2:0]	Idle time	000 _B	0.5 transmission clock cycles	001 _B	1.0 transmission clock cycle	010 _B	1.5 transmission clock cycles	011 _B	2.5 transmission clock cycles	100 _B	3.5 transmission clock cycles	101 _B	4.5 transmission clock cycles	110 _B	6.5 transmission clock cycles	111 _B	8.5 transmission clock cycles																																	
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11 to 8	CSIHnHDx[3:0]	Specifies the hold time for chip select signal x in transmission clock cycles.																																																			
<table border="1"> <thead> <tr> <th>CSIHnHDx[3:0]</th> <th>Hold time when CSIHnCTL1.CSIHnSIT = 0</th> <th>Hold time when CSIHnCTL1.CSIHnSIT = 1</th> </tr> </thead> <tbody> <tr> <td>0000_B</td> <td>0.5 transmission clock cycles</td> <td>1.0 transmission clock cycle</td> </tr> <tr> <td>0001_B</td> <td>1.0 transmission clock cycle</td> <td>1.5 transmission clock cycles</td> </tr> <tr> <td>0010_B</td> <td>1.5 transmission clock cycles</td> <td>2.0 transmission clock cycles</td> </tr> <tr> <td>0011_B</td> <td>2.5 transmission clock cycles</td> <td>3.0 transmission clock cycles</td> </tr> <tr> <td>0100_B</td> <td>3.5 transmission clock cycles</td> <td>4.0 transmission clock cycles</td> </tr> <tr> <td>0101_B</td> <td>4.5 transmission clock cycles</td> <td>5.0 transmission clock cycles</td> </tr> <tr> <td>0110_B</td> <td>6.5 transmission clock cycles</td> <td>7.0 transmission clock cycles</td> </tr> <tr> <td>0111_B</td> <td>8.5 transmission clock cycles</td> <td>9.0 transmission clock cycles</td> </tr> <tr> <td>1000_B</td> <td>9.5 transmission clock cycles</td> <td>10.0 transmission clock cycles</td> </tr> <tr> <td>1001_B</td> <td>10.5 transmission clock cycles</td> <td>11.0 transmission clock cycles</td> </tr> <tr> <td>1010_B</td> <td>11.5 transmission clock cycles</td> <td>12.0 transmission clock cycles</td> </tr> <tr> <td>1011_B</td> <td>12.5 transmission clock cycles</td> <td>13.0 transmission clock cycles</td> </tr> <tr> <td>1100_B</td> <td>14.5 transmission clock cycles</td> <td>15.0 transmission clock cycles</td> </tr> <tr> <td>1101_B</td> <td>16.5 transmission clock cycles</td> <td>17.0 transmission clock cycles</td> </tr> <tr> <td>1110_B</td> <td>18.5 transmission clock cycles</td> <td>19.0 transmission clock cycles</td> </tr> <tr> <td>1111_B</td> <td>20.5 transmission clock cycles</td> <td>21.0 transmission clock cycles</td> </tr> </tbody> </table>			CSIHnHDx[3:0]	Hold time when CSIHnCTL1.CSIHnSIT = 0	Hold time when CSIHnCTL1.CSIHnSIT = 1	0000 _B	0.5 transmission clock cycles	1.0 transmission clock cycle	0001 _B	1.0 transmission clock cycle	1.5 transmission clock cycles	0010 _B	1.5 transmission clock cycles	2.0 transmission clock cycles	0011 _B	2.5 transmission clock cycles	3.0 transmission clock cycles	0100 _B	3.5 transmission clock cycles	4.0 transmission clock cycles	0101 _B	4.5 transmission clock cycles	5.0 transmission clock cycles	0110 _B	6.5 transmission clock cycles	7.0 transmission clock cycles	0111 _B	8.5 transmission clock cycles	9.0 transmission clock cycles	1000 _B	9.5 transmission clock cycles	10.0 transmission clock cycles	1001 _B	10.5 transmission clock cycles	11.0 transmission clock cycles	1010 _B	11.5 transmission clock cycles	12.0 transmission clock cycles	1011 _B	12.5 transmission clock cycles	13.0 transmission clock cycles	1100 _B	14.5 transmission clock cycles	15.0 transmission clock cycles	1101 _B	16.5 transmission clock cycles	17.0 transmission clock cycles	1110 _B	18.5 transmission clock cycles	19.0 transmission clock cycles	1111 _B	20.5 transmission clock cycles	21.0 transmission clock cycles
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Table 13.23 CSIHnCFGx Register Contents (4/4)

Bit Position	Bit Name	Function																																																			
7 to 4	CSIHnINx[3:0]	Specifies the inter-data delay time for chip select signal x in transmission clock cycles.																																																			
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3 to 0	CSIHnSPx[3:0]	Specifies the setup time for chip select signal x in transmission clock cycles.																																																			
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13.6.7 CSIHnTX0W — CSIH Transmit Data Register 0 for Word Access

This register stores transmission data. In addition, it specifies the communication interrupt request, the end-of-job, the extended data length, and the chip select activation.

Access: This register can be read/written in 32-bit units.

Address: <CSIHn_base> + 1008_H

Value after reset: Undefined

CAUTIONS

When CSIH0CTL0.CSIH0TXE = CSIH0CTL0.CSIH0RXE = 0 in direct access mode, write access to this register is prohibited.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	CSIHnEOJ	CSIHnEDL	—	—	—	—	—	CSIHnC S7	CSIHnC S6	CSIHnC S5	CSIHnC S4	CSIHnC S3	CSIHnC S2	CSIHnC S1	CSIHnC S0
Value after reset	0			0	0	0	0	0								
R/W	R	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIHnTX[15:0]															
Value after reset																
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 13.24 CSIHnTX0W Register Contents (1/2)

Bit position	Bit name	Function
31	—	Reserved When writing, write the value after reset.
30	CSIHnEOJ	Specifies the end of a job. 0: Indicates that the job does not end. The job continues. 1: Indicates end-of-job data. CAUTION This bit is only valid when job mode is enabled (CSIHnCTL1.CSIHnJE = 1). This bit must be set to 0 in slave mode.
29	CSIHnEDL	Specifies whether the associated data requires the extended data length (EDL) option. 0: Normal operation 1: Enables the extended data length. The associated data is transmitted as a 16-bit packet. No inter-data time or idle time will be inserted after the data is transmitted. If CSIHnCTL1.CSIHnEDLE = 1 and CSIHnTX0W.CSIHnEDL = 1, the subsequent data must have the same CS selection. If CS is modified for the subsequent data, the correct operation is not assured. CAUTION This bit is only available if CSIHnCTL1.CSIHnEDLE = 1.
28 to 24	—	Reserved When writing, write the value after reset.

Table 13.24 CSIHnTX0W Register Contents (2/2)

Bit position	Bit name	Function
23 to 16	CSIHnCSx	<p>Activates one or several chip select signals.</p> <p>0: Activates chip select x for the associated transmission. 1: Deactivates chip select x for the associated transmission. Setting CSIHnTX0W.CSIHnCS[7:0] = FF_H is prohibited.</p> <p>CAUTION</p> <p>If several chip select signals are enabled for broadcasting, the configuration of one with CSIHnCFGx.CSIHnRCBx = 0 (dominant) is used. In this case, all dominant chip select signals must be set to precisely the same value. In slave mode, set the CSIHnCSx bit to FE_H.</p>
15 to 0	CSIHnTX[15:0]	Stores the transmission data.

13.6.8 CSIHnTX0H — CSIH Transmit Data Register 0 for Half Word Access

This register stores the transmission data. This register is the same as bits 15 to 0 of register CSIHnTX0W.

Access: This register can be read/written in 16-bit units.

Address: <CSIHn_base> + 100C_H

Value after reset: Undefined

CAUTIONS

When CSIH0CTL0.CSIH0TXE = CSIH0CTL0.CSIH0RXE = 0 in direct access mode, write access to this register is prohibited.

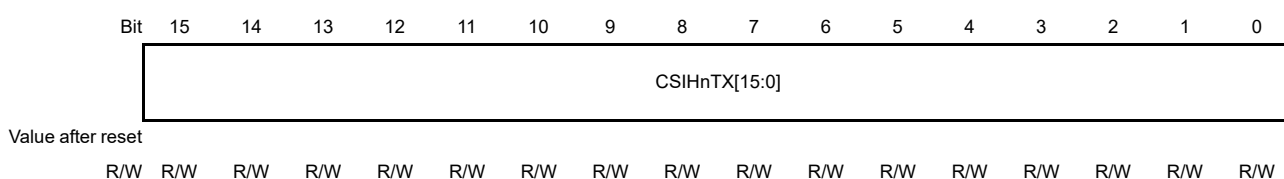


Table 13.25 CSIHnTX0H Register Contents

Bit position	Bit name	Function
15 to 0	CSIHnTX[15:0]	Stores the transmission data.

13.6.9 CSIHnRX0W — CSIH Receive Data Register 0 for Word Access

This register stores the received data.

Access: This register can be read in 32-bit units.

Address: <CSIHn_base> + 1010_H

Value after reset: Undefined

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	CSIHnRPE	CSIHnTDCE	CSIHnCS7	CSIHnCS6	CSIHnCS5	CSIHnCS4	CSIHnCS3	CSIHnCS2	CSIHnCS1	CSIHnCS0
Value after reset	0	0	0	0	0	0	—	—	—	—	—	—	—	—	—	—
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIHnRX[15:0]															
Value after reset	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

CAUTION

This register can be read in direct access mode and transmit-only buffer mode while CSIHnCTL0.CSIHnPWR = 1.

This register is initialized when CSIHnCTL0.CSIHnPWR changes from 0 to 1 or from 1 to 0.

Table 13.26 CSIHnRX0W Register Contents

Bit position	Bit name	Function
31 to 26	—	Reserved
25	CSIHnRPE	Indicates whether a reception data parity error was detected. 0: No parity error was detected on the associated reception data. 1: A parity error was detected on the associated reception data.
24	CSIHnTDCE	Indicates whether a transmission data consistency error was detected. 0: No consistency error was detected on the associated transmission data. 1: A consistency error was detected on the associated transmission data.
23 to 16	CSIHnCSx	Indicates which chip select signal was activated. 0: Chip select x was activated for the associated reception. 1: Chip select x was deactivated for the associated reception.
15 to 0	CSIHnRX[15:0]	Stores the received data.

13.6.10 CSIHnRX0H — CSIH Receive Data Register 0 for Half Word Access

This register stores the received data. This register is the same as bits 15 to 0 of register CSIHnRX0W.

Access: This register can only be read in 16-bit units.

Address: <CSIHn_base> + 1014_H

Value after reset Undefined

CAUTIONS

This register can be read in direct access mode and transmit-only buffer mode while CSIHnCTL0.CSIHnPWR = 1.

This register is initialized when CSIHnCTL0.CSIHnPWR changes from 0 to 1 or from 1 to 0.

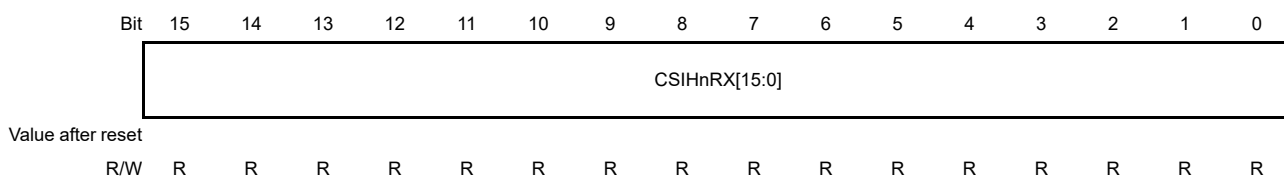


Table 13.27 CSIHnRX0H Register Contents

Bit position	Bit name	Function
15 to 0	CSIHnRX[15:0]	Stores the received data.

13.6.11 CSIHnBRSi — CSIHn Baud Rate Setting Register i

This register sets the baud rate for each chip select signal.

CSIHnCFGx.CSIHnBRSSx1-0 bits, one of the four types of baud rate settings can be selected for each chip select signal.

Access: This register can be read/written in 16-bit units.

Address: CSIHnBRS0: <CSIHn_base> + 1068_H
 CSIHnBRS1: <CSIHn_base> + 106C_H
 CSIHnBRS2: <CSIHn_base> + 1070_H
 CSIHnBRS3: <CSIHn_base> + 1074_H

Value after reset: 0000_H. This register is initialized by reset operation.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CSIHnBRSi[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 13.28 CSIHnBRSi Register Contents

Bit Position	Bit Name	Function
15 to 12	—	Reserved The write value should be the initial value.
11 to 0	CSIHnBRSi [11:0]	0: BRG stopped 1: PCLK / (2 ^m × 1 × 2) 2: PCLK / (2 ^m × 2 × 2) 3: PCLK / (2 ^m × 3 × 2) 4: PCLK / (2 ^m × 4 × 2) : k: PCLK / (2 ^m × k × 2) : 4095: PCLK / (2 ^m × 4095 × 2) m is the value of CSIHnCTL2.CSIHnPRS[2:0].

13.7 Operating Procedures

13.7.1 Procedures in Direct Access Mode

Two examples for a master are provided, one with job mode disabled, and the other one with job mode enabled.

(1) Transmission/reception in master mode when job mode is disabled

The procedures below are based on the assumption that:

- The transmission data length is 8 bits ($\text{CSIHnCFGx.CSIHnDLSx}[3:0] = 1000_{\text{B}}$).
- Transmission direction is MSB first ($\text{CSIHnCFGx.CSIHnDIRx} = 0$).
- Normal clock and data phase ($\text{CSIHnCFGx.CSIHnCKPx} = 0$, $\text{CSIHnCFGx.CSIHnDAPx} = 0$).
- No interrupt delay ($\text{CSIHnCTL1.CSIHnSIT} = 0$).
- Job mode is disabled ($\text{CSIHnCTL1.CSIHnJE} = 0$).
- Normal INT_CSIHTIC interrupt timing ($\text{CSIHnCTL1.CSIHnSLIT} = 0$).
- Direct access mode ($\text{CSIHnCTL0.CSIHnMBS} = 1$).

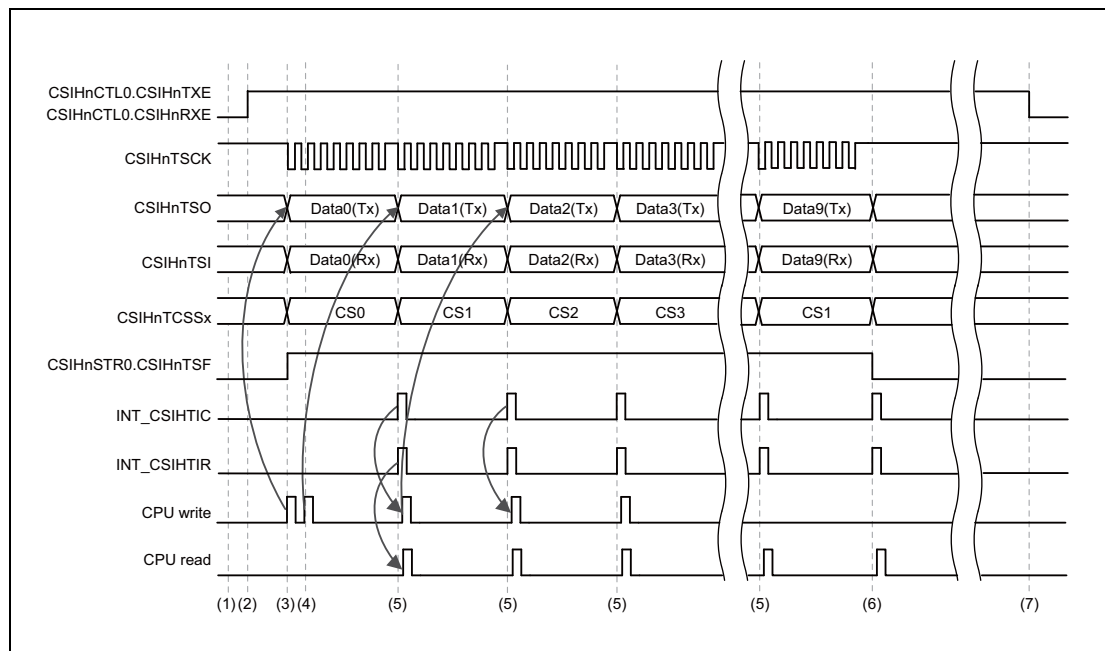


Figure 13.37 Master in Direct Access Mode, CSIHnCTL1.CSIHnJE = 0

Procedure:

- (1) Configure the communication protocol in the CSIHnCFGx register. This example uses chip select signals CS0 to CS3.
Specify the transfer mode and job mode by setting the corresponding bits in registers CSIHnCTL1 and CSIHnCTL2.
- (2) In the CSIHnCTL0 register, set CSIHnPWR = 1 (enables the clock), CSIHnTXE = 1 (permits transmission), CSIHnRXE = 1 (permits reception), and CSIHnMBS = 1 (direct access mode).
- (3) Write the first data to be sent to the transmission register, CSIHnTX0W. Within the same write operation, activate CS0. Transmission starts automatically when the first data becomes available.
- (4) Write the second data to CSIHnTX0W. If required, you can change the CS to address a different device. Writing the second data immediately after the first one avoids unnecessary delays between the data.
- (5) After every transmission/reception of a data, the interrupts INT_CSIHTIC and INT_CSIHTIR are generated:
 - INT_CSIHTIC indicates that the next data can be written to CSIHnTX0W.
 - INT_CSIHTIR indicates that the reception register, CSIHnRX0W must be read.
- (6) No more write action is required after completion of data 8. Data 9 (the last packet) has been written in advance.
However, reception register CSIHnRX0W must be read after completion of writing data 8 and 9.
- (7) Finally, clear CSIHnCTL0.CSIHnTXE and CSIHnCTL0.CSIHnRXE to prohibit the transmit/receive operation. When no communication is conducted, set CSIHnCTL0.CSIHnPWR to 0 to minimize power consumption of the CSIHn.

(2) Transmission/reception in master mode when job mode is enabled

The procedure below is based on the assumption that:

- The transmission data length is 8 bits (CSIHnCFGx.CSIHnDLSx[3:0] = 1000_B).
- Transmission direction is MSB first (CSIHnCFGx.CSIHnDIRx = 0).
- Normal clock and data phase (CSIHnCFGx.CSIHnCKPx = 0, CSIHnCFGx.CSIHnDAPx = 0)
- No interrupt delay (CSIHnCTL1.CSIHnSIT = 0)
- Job mode is enabled (CSIHnCTL1.CSIHnJE = 1).
- Normal INT_CSIHTIC interrupt timing (CSIHnCTL1.CSIHnSLIT = 0)
- Direct access mode (CSIHnCTL0.CSIHnMBS = 1)
- Two jobs, each of them sends three data.

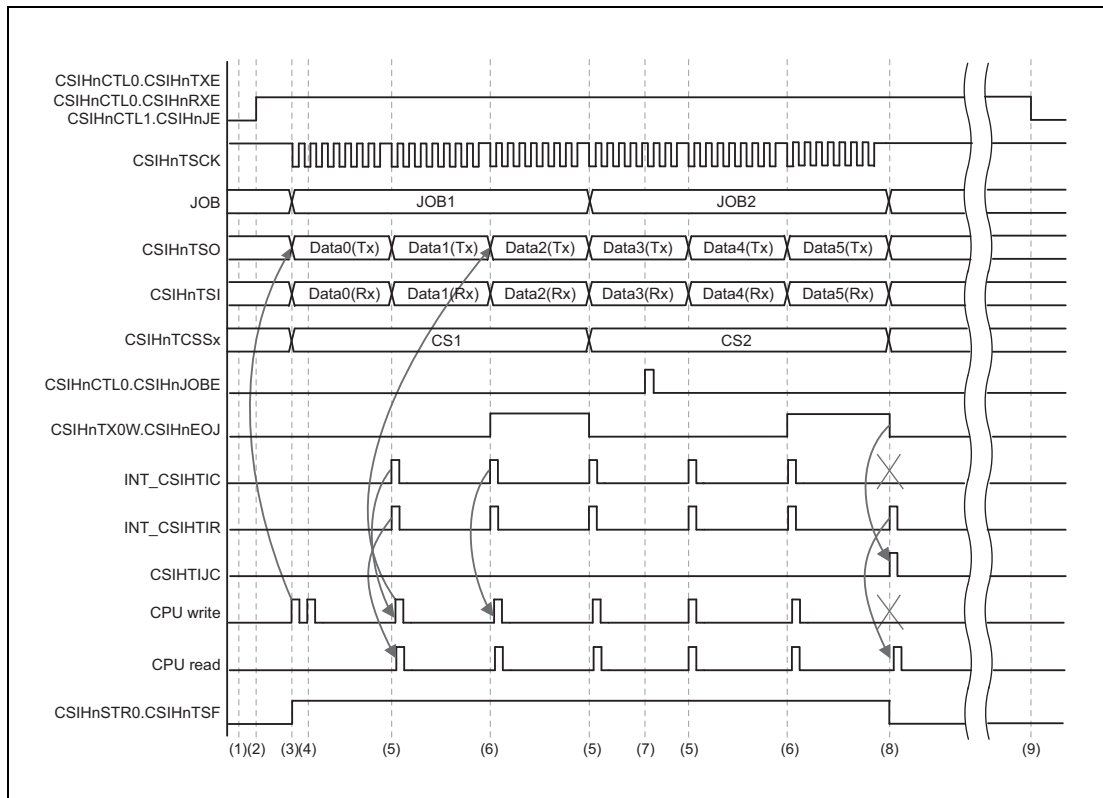


Figure 13.38 Master in Direct Access Mode, CSIHnCTL1.CSIHnJE = 1

Procedure:

- (1) Configure the communication protocol in the CSIHnCFGx register. This example uses chip select signals CS1 and CS2.
Specify the transfer mode and job mode by setting the corresponding bits in registers CSIHnCTL1 and CSIHnCTL2.
- (2) In the CSIHnCTL0 register, set CSIHnPWR = 1 (enables the clock), CSIHnTXE = 1 (permits transmission), CSIHnRXE = 1 (permits the reception), and CSIHnMBS = 1 (selects direct access mode).
- (3) Write the first data to be sent to the transmission register CSIHnTX0W. Transmission starts automatically when the first data becomes available.
The CSIHnSTR0.CSIHnTSF flag indicates that communication is in progress.
- (4) Write the second data to CSIHnTX0W. Writing the second data immediately after the first one avoids unnecessary delays between the data.
- (5) After every data transmission/reception, the interrupt requests, INT_CSIHTIC and INT_CSIHTIR are generated.
 - INT_CSIHTIC indicates that the next data can be written to CSIHnTX0W.
 - INT_CSIHTIR indicates that the reception register, CSIHnRX0W must be read.
- (6) Setting CSIHnTX0W.CSIHnEOJ = 1 indicates that the last data of the current job is sent. After that, the next job may begin.
- (7) By setting CSIHnCTL0.CSIHnJOBE = 1, communication is forced to stop at the end of the current job (JOB2).
- (8) After the forced stop of communication, the interrupt request, INT_CSIHTIC is replaced by INT_CSIHTIJC. INT_CSIHTIR is generated as usual.
The interrupt request, INT_CSIHTIJC indicates a forced stop of communication at the end of the current job.
The interrupt request, INT_CSIHTIC is not generated. Additionally, the transmission data available in the CSIHnTX0W register is not sent.
- (9) Finally, clear CSIHnCTL0.CSIHnTXE and CSIHnCTL0.CSIHnRXE to prohibit the transmit/receive operation. When no communication is conducted, set CSIHnCTL0.CSIHnPWR to 0 to minimize power consumption of the CSIHn.
To start another transmission without stopping communication, perform steps 3 and later.

Section 14 Serial Communication Interface 3 (SCI3)

14.1 Overview

The serial communication interface 3 (SCI3: Serial Communication Interface 3) can handle two methods of serial communications: asynchronous and clock synchronous serial communications. Asynchronous serial data communications can be carried out with standard asynchronous communication LSIs such as Universal Asynchronous Receiver/Transmitter (UART) or Asynchronous Communication Interface Adapter (ACIA). Asynchronous mode is equipped with a serial communications function between multiple processors (multi-processor communications function).

14.1.1 Features of SCI3

Number of channels

This product contains the serial communication interface for the number of channels shown below.

SCI3	
Number of channels	4
Name	SCI3n (n = 0 to 3)

Meaning of “n”

In this section, each channel of the serial communication interface 3 is identified by “n” (n = 0 to 3). For example, a serial mode register is written as SCI3nSMR.

14.1.2 Outline of Functions

- The serial data communication mode can be configured for asynchronous communications or clock synchronous communications.
- Full-duplex communications are available. The independent transmitter unit and receiver unit allow simultaneous transmission and reception. Both the transmitter and the receiver have a double-buffered structure, enabling continuous data transmission and reception.
- An arbitrary bit rate is selectable with the on-chip baud rate generator. An external clock is also selectable as a transmission/reception clock source.
- LSB-first or MSB-first transfer is selectable (except for asynchronous 7-bit data.)
- Interrupt sources: 4 types consisting of transmit-end, transmit-data-empty, receive-data-full, and receive-error. Transmit-data-empty and receive-data-full interrupt sources can activate the DMAC.
- Module standby can be set for each channel (for details of module standby, see **Section 12, Standby Controller**).
- The bit rate modulation function can reduce errors averagely (even in a high bit rate) by correcting the output of the on-chip baud rate generator (except for the maximum speed in clock synchronous mode).
- The pin level of serial input data can be checked.
- On-chip 6-bit divider (PSC)

14.1.3 Serial Communication Modes

Asynchronous mode

- Data length: 7 bits or 8 bits selectable
- Stop bit length: 1 bit or 2 bits selectable
- Parity: Even parity, odd parity, or none selectable
- Receive error detection: Parity error, overrun error, and framing error
- Break detection: A break can be detected by reading a register in the case of a framing error.

Clock synchronous mode

- Data length: 8 bits
- Receive error detection: Overrun error

14.1.4 Block Diagram

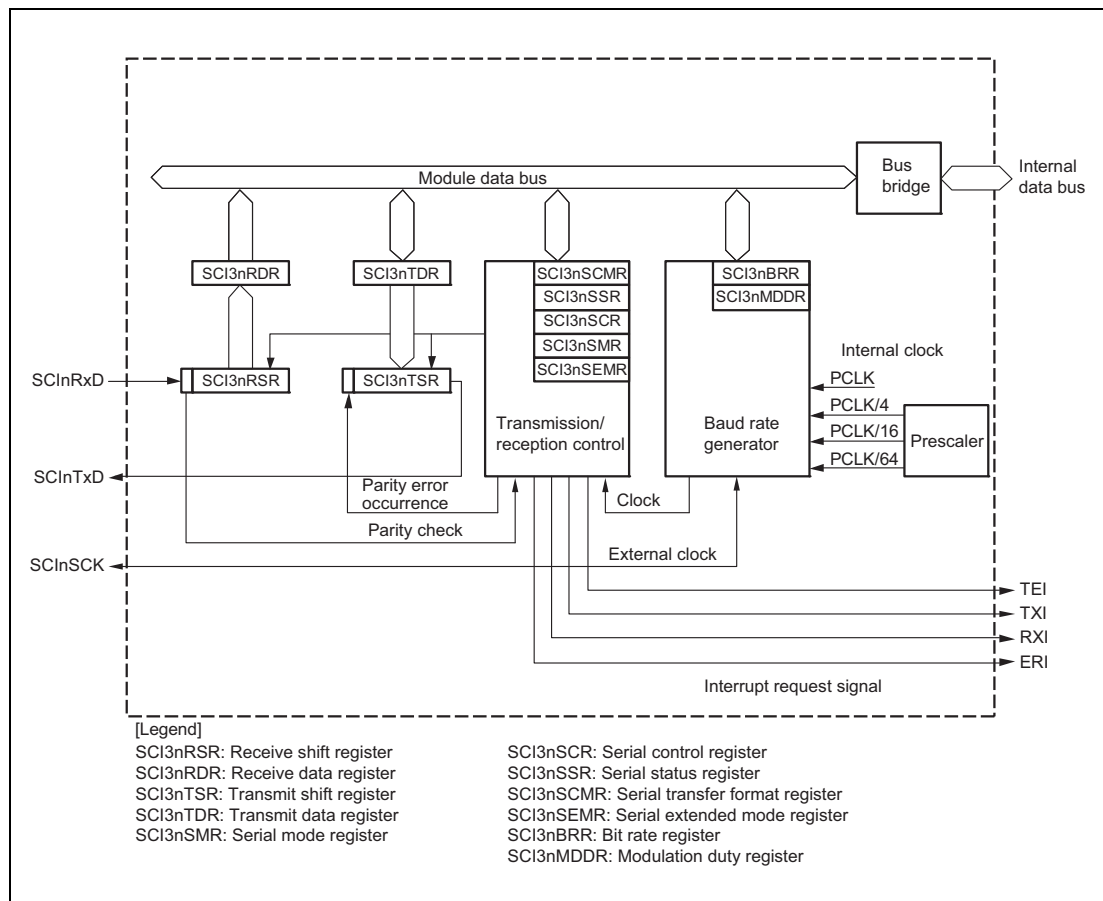


Figure 14.1 SCI3 Block Diagram

14.2 Input/Output Pins

The SCI3 has the input/output pins listed in **Table 14.1**.

Table 14.1 Pin Configuration

Name	Symbol	I/O	Function
Clock input/output pin	SCInSCK	Input	Serial clock input
		Output	Serial clock output
Receive data input pin	SCInRxD	Input	Receive data input
Transmit data output pin	SCInTxD	Output	Transmit data output

14.3 Register Descriptions

SCI3n register addresses are given as offsets from the base address <SCI3n_base>.

The base addresses <SCI3n_base> of each SCI3 are listed in **Table 14.2**.

Table 14.2 Register Base Address <SCI3n_base>

SCI3n Channel	SCI3n_base Address
SCI30	FFD9 0000 _H
SCI31	FFD9 1000 _H
SCI32	FFD9 2000 _H
SCI33	FFD9 3000 _H

The SCI3 has the registers listed in **Table 14.2**. Some registers have limitations in read/write by the CPU.

Table 14.3 Register Configuration

Register Name	Symbol	Value after Reset	Address	Access Size
Receive shift register	SCI3nRSR	—	—	—
Serial mode register	SCI3nSMR	00 _H	<SCI3n_base>+ 0000 _H	8
Bit rate register / Modulation duty register	SCI3nBRR/ SCI3nMDDR	FF _H	<SCI3n_base>+ 0004 _H	8
Serial control register	SCI3nSCR	00 _H	<SCI3n_base>+ 0008 _H	8
Transmit data register	SCI3nTDR	FF _H	<SCI3n_base>+ 000C _H	8
Transmit shift register	SCI3nTSR	—	—	—
Serial status register	SCI3nSSR	84 _H	<SCI3n_base>+ 0010 _H	8
Receive data register	SCI3nRDR	00 _H	<SCI3n_base>+ 0014 _H	8
Serial transfer format register	SCI3nSCMR	F2 _H	<SCI3n_base>+ 0018 _H	8
Serial extended mode register	SCI3nSEMR	04 _H	<SCI3n_base>+ 001C _H	8

CAUTIONS

SCI3nBRR and SCI3nMDDR are allocated to the same address (relative address 4). The SCI3nMDDRS bit in SCI3nSEMR is used to switch these registers.

Relative addresses $4n + 1$, $4n + 2$, and $4n + 3$ ($n = 0$ to 7) are reserved areas. These areas are always read as 0. Writing is invalid.

14.3.1 SCI3nRSR — Receive Shift Register

SCI3nRSR is a shift register which is used to receive serial data input from the SCI3nRxD pin and convert it to parallel data. When one frame of data has been received, it is automatically transferred to SCI3nRDR. SCI3nRSR cannot be directly accessed by the CPU.

14.3.2 SCI3nRDR — Receive Data Register

SCI3nRDR is an 8-bit register to store receive data. The value of SCI3nRDR after a reset is 00_H. When one frame of data has been received, it is transferred from SCI3nRSR to this register allowing SCI3nRSR to receive the next data. SCI3nRSR and SCI3nRDR function as a double-buffer in this way, allowing continuous receive operations. Be sure to check that the RDRF flag in SCI3nSSR is set to 1 before reading SCI3nRDR. SCI3nRDR cannot be written from the CPU.

When the data length is 7 bits, received data is stored in bits 0 to 6. Bit 7 is fixed to 0.

At this time, the fixed value of bit 7 is not affected by the SINV bit in the SCI3nSCMR register.

14.3.3 SCI3nTDR — Transmit Data Register

SCI3nTDR is an 8-bit register to store transmit data. The value of SCI3nTDR after a reset is FF_H. When SCI3nTSR empty is detected, the transmit data written to SCI3nTDR is transferred to SCI3nTSR and transmission starts. The double-buffered structure of SCI3nTDR and SCI3nTSR allows continuous serial transmission. If the next transmit data has been written to SCI3nTDR when one frame of data is sent, the transmit data is transferred to SCI3nTSR to continue transmission. SCI3nTDR can always be read and written by the CPU. Be sure to check that the TDRE flag in SCI3nSSR is set to 1 before writing transmit data to SCI3nTDR.

14.3.4 SCI3nTSR — Transmit Shift Register

SCI3nTSR is a shift register to transmit serial data. To perform serial data transmission, transmit data written to SCI3nTDR is automatically transferred to SCI3nTSR, and is then sent to the SCI3nTxD pin. SCI3nTSR cannot be directly accessed by the CPU.

14.3.5 SCI3nSMR — Serial Mode Register

SCI3nSMR is a register used to select the transfer format and the clock source for the on-chip baud rate generator.

Access: This register can be read/written in 8-bit units.

Address: <SCI3n_base> + 0000_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	CM	CHR	PE	PM	STOP	MP	CKS[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1

Note 1. Writable only when TE = RE = 0.

Table 14.4 SCI3nSMR Register Contents

Bit Position	Bit Name	Function
7	CM	Communications Mode 0: Asynchronous mode 1: Clock synchronous mode
6	CHR	Character Length (Valid only in asynchronous mode) 0: Selects 8 bits as the data length. 1: Selects 7 bits as the data length. LSB-first is fixed and the MSB (bit 7) in SCI3nTDR is not transmitted in transmission. In clock synchronous mode, the data length is fixed to 8 bits.
5	PE	Parity Enable (Valid only in asynchronous mode) When this bit is set to 1, a parity bit is added to transmit data and the parity bit is checked in reception. Regardless of the setting of this bit, no parity bit is added or checked in the multi-processor format.
4	PM	Parity Mode (Valid only when PE = 1 in asynchronous mode) 0: Selects even parity. 1: Selects odd parity. When even parity is set, parity bit is added so that the total number of 1 bits in the transmit/receive character plus the parity bit is even. Similarly, when odd parity is set, parity bit is added so that the total number of 1 bits in the transmit/receive character plus the parity bit is odd.
3	STOP	Stop Bit Length (Valid only in asynchronous mode) 0: 1 stop bit for transmission 1: 2 stop bits for transmission In reception, only the first stop bit is checked regardless of the setting of this bit. If the second stop bit is 0, it is treated as the start bit of the next transmission frame.
2	MP	Multi-Processor Mode (Valid only in asynchronous mode) When this bit is set to 1, the multi-processor communication function is enabled. In multi-processor mode, settings of the PE and PM bits are invalid.
1, 0	CKS[1:0]	Clock Select 1, 0 These bits select the clock source for the on-chip baud rate generator. 00: PCLK clock (m = 0) 01: PCLK/4 clock (m = 1) 10: PCLK/16 clock (m = 2) 11: PCLK/64 clock (m = 3) For the relation between the setting of these bits and the baud rate, see Section 14.3.10, SCI3nBRR — Bit Rate Register . The character m is the decimal notation of the value of m in Section 14.3.10, SCI3nBRR — Bit Rate Register .

14.3.6 SCI3nSCR — Serial Control Register

SCI3nSCR is a register used for the transmission/reception control, interrupt control, and transmission/reception clock source selection listed below. For interrupt requests, see **Section 14.8, Interrupt Sources**.

Access: This register can be read/written in 8-bit units.

Address: <SCI3n_base> + 0008_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	TIE	RIE	TE	RE	MPIE	TEIE	CKE[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W*1	R/W*1	R/W	R/W	R/W*2	R/W*2

Note 1. While the CM bit in SCI3nSMR is 1, a value of 1 can be written only when TE = 0 and RE = 0. After the TE or RE bit is set to 1, only 0 can be written to TE and RE. While the CM bit in SCI3nSMR is 0, writing is enabled at any timing.

Note 2. Writable only when TE = 0 and RE = 0. Also, writable at the same time when TE = 0 and RE = 0 are written.

Table 14.5 SCI3nSCR Register Contents (1/2)

Bit Position	Bit Name	Function
7	TIE	Transmit Interrupt Enable When this bit is set to 1, TXI interrupt request is enabled. TXI interrupt request can be cancelled by reading 1 from the TDRE flag and then clearing the flag to 0, or clearing the TIE bit.
6	RIE	Receive Interrupt Enable When this bit is set to 1, RXI and ERI interrupt requests are enabled. RXI and ERI interrupt requests can be cancelled by reading 1 from the RDRF, FER, PER, or ORER flag and then clearing the flag to 0, or clearing the RIE bit.
5	TE	Transmit Enable When this bit is set to 1, transmission is enabled. In this state, serial transmission is started by writing transmit data to SCI3nTDR and clearing the TDRE flag in SCI3nSSR to 0. Be sure to set SCI3nSMR before setting the TE bit to 1 to determine the transmission format. When this bit is set to 0 to disable transmission, the TDRE flag in SCI3nSSR is fixed to 1.
4	RE	Receive Enable When this bit is set to 1, reception is enabled. In this state, serial reception is started by detecting a start bit in asynchronous mode or the input of synchronous clock in clock synchronous mode. Be sure to set SCI3nSMR before setting the RE bit to 1 to determine the reception format. Even if reception is disabled by clearing this bit, the RDRF, FER, PER, and ORER flags are not affected and the previous value is retained.
3	MPIE	Multiprocessor Interrupt Enable (Valid only when MP in SCI3nSMR = 1 in asynchronous mode) When this bit is set to 1 and the data with the multi-processor bit set to 0 is received, the data is not read and setting the RDRF, FER, and ORER flags in SCI3nSSR to 1 is disabled. When the data with the multi-processor bit set to 1 is received, this bit is automatically cleared to 0, and normal reception is resumed. For details, see Section 14.5, Multi-Processor Communication Function . When the receive data includes MPB = 0 in SCI3nSSR, the receive data is not transferred from SCI3nRSR to SCI3nRDR, a receive error is not detected, and setting the RDRF, FER, and ORER flags in SCI3nSSR to 1 is disabled. When the receive data includes MPB = 1 in SCI3nSSR, the MPB bit in SCI3nSSR is set to 1, the MPIE bit is automatically cleared to 0, the RXI and ERI interrupt requests are enabled (if the RIE bit in SCI3nSCR is set to 1), and setting the FER and ORER flags to 1 is enabled.

Table 14.5 SCI3nSCR Register Contents (2/2)

Bit Position	Bit Name	Function
2	TEIE	Transmit End Interrupt Enable When this bit is set to 1, TEI interrupt request is enabled. TEI interrupt request can be cancelled by reading 1 from the TDRE flag and then clearing the flag to 0 to clear the TEND flag to 0, or clearing the TEIE bit.
1, 0	CKE[1:0]	Clock Enable 1, 0 These bits select the clock source and the SCInSCK pin function. For asynchronous mode 00: On-chip baud rate generator (The SCInSCK pin functions as an input/output port.) 01: On-chip baud rate generator (The clock with the same frequency as the bit rate is output from the SCInSCK pin.) 1X: Setting prohibited For clock synchronous mode 0X: Internal clock (The SCInSCK pin functions as a clock output pin.) 1X: External clock (The SCInSCK pin functions as a clock input pin.)

Note 1. X: Don't care

NOTE

When writing to any bit other than the MPIE bit of this register, use a store instruction such that the value of the MPIE bit becomes 0.

Note that when using a bit-manipulation instruction for writing to this register, the read-modify-write operation may inadvertently set the MPIE bit to 1.

14.3.7 SCI3nSSR — Serial Status Register

SCI3nSSR consists of SCI3 status flags and transfer multi-processor bits.

The TDRE, RDRF, ORER, PER, and FER flags can be cleared only.

Access: This register can be read/written in 8-bit units.

Address: <SCI3n_base> + 0010_H

Value after reset: 84_H

Bit	7	6	5	4	3	2	1	0
	TDRE	RDRF	ORER	FER	PER	TEND	MPB	MPBT
Value after reset	1	0	0	0	0	1	0	0
R/W	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R	R	R/W

Note 1. Only 0 can be written to clear the flag.

Table 14.6 SCI3nSSR Register Contents (1/2)

Bit Position	Bit Name	Function
7	TDRE	Transmit Data Register Empty Indicates whether or not transmit data exists in SCI3nTDR. [Setting conditions] <ul style="list-style-type: none"> When the TE bit in SCI3nSCR is 0 When the data in SCI3nTDR has been transferred to SCI3nTSR so that new data can be written to SCI3nTDR [Clearing condition] <ul style="list-style-type: none"> Writing 0 to TDRE after reading TDRE = 1 When transmit data is written to TDR while TE = 1
6	RDRF	Receive Data Register Full Indicates whether or not receive data exists in SCI3nRDR [Setting condition] <ul style="list-style-type: none"> When reception finishes successfully and the receive data is transferred from SCI3nRSR to SCI3nRDR [Clearing conditions] <ul style="list-style-type: none"> Writing 0 to RDRF after reading RDRF = 1 When data is read from SCI3nRDR Even when the RE bit in SCI3nSCR is cleared, the RDRF flag is not affected and the previous value is retained. Note that completing the reception of the next data with the RDRF flag set to 1 will cause an overrun error, resulting in the loss of the receive data.
5	ORER	Overrun Error Indicates that an overrun error has occurred during reception and the reception abended. [Setting condition] <ul style="list-style-type: none"> When the next data is received while RDRF = 1 In SCI3nRDR, receive data prior to an overrun error is retained, but data received after the overrun error occurrence is lost. When the ORER flag is set to 1, subsequent serial reception cannot be continued. In clock synchronous mode, serial transmission also cannot be continued. [Clearing condition] <ul style="list-style-type: none"> Writing 0 to ORER after reading ORER = 1 Even when the RE bit in SCI3nSCR is cleared, the ORER flag is not affected and the previous value is retained.

Table 14.6 SCI3nSSR Register Contents (2/2)

Bit Position	Bit Name	Function
4	FER	<p>Framing Error</p> <p>Indicates that a framing error has occurred during reception in asynchronous mode and the reception abended.</p> <p>[Setting condition]</p> <ul style="list-style-type: none"> When the stop bit is 0 In 2-stop-bit mode, only whether the first stop bit is 1 is checked but the second stop bit is not checked. Although the receive data when a framing error has occurred is transferred to SCI3nRDR, the RDRF flag is not set. In addition, while the FER flag is set to 1, the subsequent receive data is not transferred to SCI3nRDR. <p>[Clearing condition]</p> <ul style="list-style-type: none"> Writing 0 to FER after reading FER = 1 Even when the RE bit in SCI3nSCR is cleared to 0, the FER flag is not affected and the previous value is retained.
3	PER	<p>Parity Error</p> <p>Indicates that a parity error has occurred during reception in asynchronous mode and the reception abended.</p> <p>[Setting condition]</p> <ul style="list-style-type: none"> Although the receive data when a parity error has occurred is transferred to SCI3nRDR, the RDRF flag is not set. In addition, while the PER flag is set to 1, the subsequent receive data is not transferred to SCI3nRDR. <p>[Clearing condition]</p> <ul style="list-style-type: none"> Writing 0 to PER after reading PER = 1 Even when the RE bit in SCI3nSCR is cleared to 0, the PER flag is not affected and the previous value is retained.
2	TEND	<p>Transmit End</p> <p>[Setting conditions]</p> <ul style="list-style-type: none"> When the TE bit in SCI3nSCR is 0 When the TDRE flag is 1 while the last bit of a transmit character is being transmitted <p>[Clearing condition]</p> <ul style="list-style-type: none"> Writing 0 to the TDRE flag after reading TDRE = 1 When transmit data is written to SCI3nTDR while TE = 1
1	MPB	<p>Multi-Processor Bit</p> <p>Holds the value of the multi-processor bit in the received frame.</p>
0	MPBT	<p>Multi-Processor Bit Transfer</p> <p>Sets the value of the multi-processor bit to be added to the transmit frame.</p>

14.3.8 SCI3nSCMR — Serial Transfer Format Register

SCI3nSCMR is a register to select transfer format for both asynchronous mode and clock synchronous mode.

Access: This register can be read/written in 8-bit units.

Address: <SCI3n_base> + 0018_H

Value after reset: F2_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	SDIR	SINV	—	—
Value after reset	1	1	1	1	0	0	1	0
R/W	R	R	R	R	R/W* ¹	R/W* ¹	R	R

Note 1. Writable only when TE = 0 and RE = 0.

Table 14.7 SCI3nSCMR Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved These bits are always read as 1. When writing, write the value after reset.
3	SDIR	Serial Data Transfer Direction (Valid in asynchronous mode and clock synchronous mode) This bit is used to select the direction of serial/parallel conversion. 0: Transfer with LSB-first 1: Transfer with MSB-first This bit is valid only when the transfer format is 8-bit data. For 7-bit data, LSB-first transfer is used.
2	SINV	Serial Data Invert (Valid in asynchronous mode and clock synchronous mode) This bit is used to invert the transfer data logic level. The SINV bit does not affect the logic level of the parity bit. To invert the parity bit, invert the PM bit in SCI3nSMR. 0: SCI3nTDR data is transmitted as it is, and receive data is stored in SCI3nRDR as it is. 1: SCI3nTDR data is inverted and transmitted, and receive data is inverted and stored in SCI3nRDR.
1	—	Reserved These bits are always read as 1. When writing, write the value after reset.
0	—	Reserved These bits are always read as 0. When writing, write the value after reset.

14.3.9 SCI3nSEMR — Serial Extended Mode Register

SCI3nSEMR is a register to select a 1-bit period.

Access: This register can be read/written in 8-bit units.

Address: <SCI3n_base> + 001C_H

Value after reset: 04_H

Bit	7	6	5	4	3	2	1	0
	BRME	MDDRS	—	—	ABCS	RXDMON	—	—
Value after reset	0	0	0	0	0	1	0	0
R/W	R/W* ¹	R/W* ¹	R	R	R/W* ¹	R	R	R

Note 1. Writable only when TE = 0 and RE = 0.

Table 14.8 SCI3nSEMR Register Contents

Bit Position	Bit Name	Function
7	BRME	Bit Rate Modulation Enable When this bit is set to 1, the bit rate modulation function is enabled.
6	MDDRS	Modulation Duty Register Select This bit is used to select an accessible register. 0: SCI3nBRR is accessible. 1: SCI3nMDDR is accessible.
5, 4	—	Reserved These bits are always read as 0. When writing, write the value after reset.
3	ABCS	Asynchronous Reference Clock Select (Valid only in asynchronous mode) This bit is used to select the reference clock for 1-bit period. 0: Operates on the reference clock with a frequency of 16 times the transfer rate. 1: Operates on the reference clock with a frequency of 8 times the transfer rate (double-speed operation).
2	RXDMON	Serial Input Data Monitor This bit indicates the SCInRxD pin state. 0: SCInRxD pin state is the low level. 1: SCInRxD pin state is the high level.
1, 0	—	Reserved These bits are always read as 0. When writing, write the value after reset.

14.3.10 SCI3nBRR — Bit Rate Register

SCI3nBRR is an 8-bit register to adjust the bit rate. Since each SCI3 channel has an independent baud rate generator, different bit rates can be set for each channel. **Table 14.9** shows the relationship between the setting (N) in SCI3nBRR and the bit rate (B) in normal asynchronous mode and clock synchronous mode. The value of SCI3nBRR after a reset. SCI3nBRR is allocated at the same address as SCI3nMDDR and is selected when MDDRS in SCI3nSEMR is 0. This register is writable only when TE = 0 and RE = 0.

Table 14.9 Relationship between Setting N in SCI3nBRR and Bit Rate B

Mode	ABCS Setting	Bit Rate	Mean Error
Asynchronous	0	$B = \frac{\phi \times 10^6}{64 \times 2^{2m-1} \times (N+1)}$	$\text{Error (\%)} = \left\{ \frac{\phi \times 10^6}{B \times 64 \times 2^{2m-1} \times (N+1)} - 1 \right\} \times 100$
	1	$B = \frac{\phi \times 10^6}{32 \times 2^{2m-1} \times (N+1)}$	$\text{Error (\%)} = \left\{ \frac{\phi \times 10^6}{B \times 32 \times 2^{2m-1} \times (N+1)} - 1 \right\} \times 100$
Clock synchronous	—	$B = \frac{\phi \times 10^6}{8 \times 2^{2m-1} \times (N+1)}$	

Note: B: Bit rate (bit/s)
 N: SCI3nBRR setting for baud rate generator ($0 \leq N \leq 255$)
 ϕ : Operating frequency PCLK (MHz)
 m: Determined by the SCI3nSMR setting shown in the following table.

SMR Setting		
CKS1	CKS0	m
0	0	0
0	1	1
1	0	2
1	1	3

Table 14.10 lists sample N settings of the SCI3nBRR register in asynchronous mode. **Table 14.11** lists the maximum settable bit rates.

Table 14.10 Examples of BRR Settings for Bit Rates (Asynchronous Mode)

Bit Rate (bit/s)	Operating Frequency $\phi = 40$ (MHz)							
	SCI3nSEMR.ABCS = 0				SCI3nSEMR.ABCS = 1			
	m	N	Actual Bit Rate (bit/s)	Error (%)	m	N	Actual Bit Rate (bit/s)	Error (%)
110	3	177	109.73	-0.25	—	—	—	—
150	3	129	150.24	0.16	3	255	152.59	1.73
300	3	64	300.48	0.16	3	129	300.48	0.16
600	2	129	600.96	0.16	3	64	600.96	0.16
1200	2	64	1201.92	0.16	2	129	1201.92	0.16
2400	1	129	2403.85	0.16	2	64	2403.85	0.16
4800	0	255	4882.81	1.73	1	129	4807.69	0.16
9600	0	129	9615.38	0.16	1	64	9615.38	0.16
19200	0	64	19230.77	0.16	0	129	19230.77	0.16
31250	0	39	31250.00	0.00	0	79	31250.00	0.00
38400	0	32	37878.79	-1.36	0	64	38461.54	0.16

Table 14.11 Maximum Bit Rate (Asynchronous Mode)

ϕ (MHz)	Setting			Maximum Bit Rate (bit/s)
	ABCS Setting	m	N	
40	0	0	0	1250000
	1	0	0	2500000

Table 14.12 lists sample N settings of the SCI3nBRR register in asynchronous mode. **Table 14.13** lists the maximum settable bit rates.

Table 14.12 Examples of Bit Rate Settings for Clock Synchronous Mode

Bit Rate (bit/s)	Operating Frequency $\phi = 40$ (MHz)		
	m	N	Actual Bit Rate (bit/s)
1k	3	155	1001.60
2.5k	3	62	2480.16
5k	2	124	5000.00
10k	2	62	9920.63
25k	1	99	25000.00
50k	1	49	50000.00
100k	0	99	100000.00
250k	0	39	250000.00
500k	0	19	500000.00
1M	0	9	1000000.00
2M	0	4	2000000.00
2.5M	0	3	2500000.00
5M	0	1	5000000.00

Table 14.13 Maximum Bit Rate when Internal Clock is Output (Clock Synchronous Mode)

ϕ (MHz)	m	N	Maximum Bit Rate (bit/s)
40	0	1	5000000.00

14.3.11 SCI3nMDDR — Modulation Duty Register

SCI3nMDDR is a register to correct the bit rate adjusted by SCI3nBRR. The value of SCI3nMDDR after a reset is FF_H. When the BRME bit in SCI3nSEMR is set to 1, the bit rate generated by the on-chip baud rate generator is corrected to SCI3nMDDR/256 on average. **Table 14.14** shows the relationship between the SCI3nMDDR setting and the bit rate B. SCI3nMDDR is allocated at the same address as SCI3nBRR and is selected when MDDRS in SCI3nSEMR is 1. This register is writable only when TE = 0 and RE = 0. Bit 7 is fixed to 1.

Table 14.14 Relationship between SCI3nMDDR Setting and Bit Rate B when Bit Rate Modulation Function Is Used

Mode	ABCS Setting	Bit Rate	Mean Error
Asynchronous	0	$B = \frac{\phi \times 10^6}{64 \times 2^{2m-1} \times (256/\text{MDDR}) \times (N+1)}$	$\text{Error (\%)} = \left\{ \frac{\phi \times 10^6}{B \times 64 \times 2^{2m-1} \times (256/\text{MDDR}) \times (N+1)} - 1 \right\} \times 100$
	1	$B = \frac{\phi \times 10^6}{32 \times 2^{2m-1} \times (256/\text{MDDR}) \times (N+1)}$	$\text{Error (\%)} = \left\{ \frac{\phi \times 10^6}{B \times 32 \times 2^{2m-1} \times (256/\text{MDDR}) \times (N+1)} - 1 \right\} \times 100$
Clock synchronous	—	$B = \frac{\phi \times 10^6}{8 \times 2^{2m-1} \times (256/\text{MDDR}) \times (N+1)}$	

Note: B: Bit rate (bit/s)
 N: SCI3nBRR setting of baud rate generator ($0 \leq N \leq 255$)
 ϕ : Operating frequency PCLK (MHz)
 m: See **Table 14.9, Relationship between Setting N in SCI3nBRR and Bit Rate B.**
 MDDR: SCI3nMDDR setting ($128 \leq \text{MDDR} \leq 255$)

14.4 Operation in Asynchronous Mode

Figure 14.2 shows the general format for asynchronous serial communications. One frame consists of a start bit (low level), transmit/receive data, a parity bit, and stop bits (high level). In asynchronous serial communications, the communication line is usually held in the mark state (high level). The SCI3 monitors the communication line, and when the SCI3 detects the space state (low level), it recognizes a start bit and starts serial communications. Inside the SCI3, the transmitter and the receiver are independent, enabling full-duplex communications. Both the transmitter and the receiver have a double-buffered structure so that data can be read or written during transmission or reception, enabling continuous data transmission and reception.

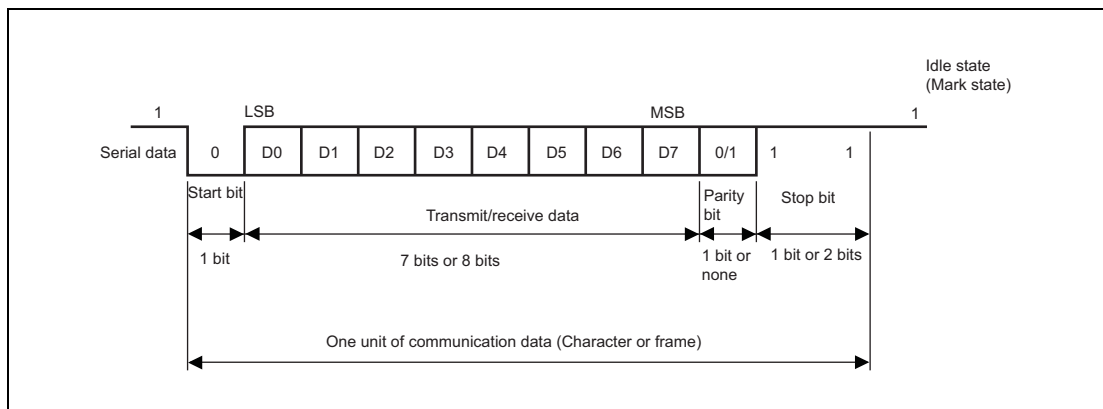


Figure 14.2 Data Format in Asynchronous Serial Communications (Example with 8-Bit Data, Parity, Two Stop Bits)

14.4.1 Transmission/Reception Format

Table 14.15 lists settable transmission/reception formats in asynchronous mode. Any of 12 transmission/reception formats can be selected according to the SCI3nSMR setting. For details of the multi-processor bit, see **Section 14.5, Multi-Processor Communication Function**.

Table 14.15 Serial Transmission/Reception Formats (Asynchronous Mode)

SMR Setting				Serial Transmission/Reception Format and Frame Length												
CHR	PE	MP	STOP	1	2	3	4	5	6	7	8	9	10	11	12	
0	0	0	0	S	8-bit data								STOP			
0	0	0	1	S	8-bit data								STOP	STOP		
0	1	0	0	S	8-bit data								P	STOP		
0	1	0	1	S	8-bit data								P	STOP	STOP	
1	0	0	0	S	7-bit data							STOP				
1	0	0	1	S	7-bit data							STOP	STOP			
1	1	0	0	S	7-bit data							P	STOP			
1	1	0	1	S	7-bit data							P	STOP	STOP		
0	—	1	0	S	8-bit data								MPB	STOP		
0	—	1	1	S	8-bit data								MPB	STOP	STOP	
1	—	1	0	S	7-bit data							MPB	STOP			
1	—	1	1	S	7-bit data							MPB	STOP	STOP		

Note: S: Start bit
 STOP: Stop bit
 P: Parity bit
 MPB: Multi-processor bit

14.4.2 Receive Data Sampling Timing and Reception Margin

In asynchronous mode, the SCI3 operates on a reference clock with a frequency of 16 times (8 times for the double-speed mode) the bit rate. In reception, the SCI3 samples the falling edge of the beginning of the start bit (low level) using the reference clock and performs internal synchronization. As shown in **Figure 14.3**, data is latched at the middle of each bit by sampling receive data at the rising edge of the eighth pulse (fourth pulse for the double-speed mode) of the reference clock.

Thus the reception margin in asynchronous mode is determined by formula (1) below.

$$M = \left| \left(0.5 - \frac{1}{2N} \right) - (L - 0.5) F - \frac{|D - 0.5|}{N} (1 + F) \right| \times 100 [\%] \quad \dots \text{formula (1)}$$

M: Reception margin

N: Ratio of bit rate to clock ($N = 16$ when $ABCS$ in $SCI3nSEMR = 0$, $N = 8$ when $ABCS = 1$)

D: Duty cycle of clock ($D = 0.5$ to 1.0)

L: Frame length ($L = 9$ to 12)

F: Absolute value of clock frequency deviation

Assuming that F (absolute value of clock frequency deviation) = 0, D (duty cycle of clock) = 0.5, and $N = 16$ in formula (1), the reception margin is obtained by the formula below.

$$M = \{0.5 - 1/(2 \times 16)\} \times 100 [\%] = 46.875\%$$

However, this is only the calculated value, and a margin of 20% to 30% should be allowed in system design.

When the bit rate modulation function is used, the reference clock frequency is corrected on average.

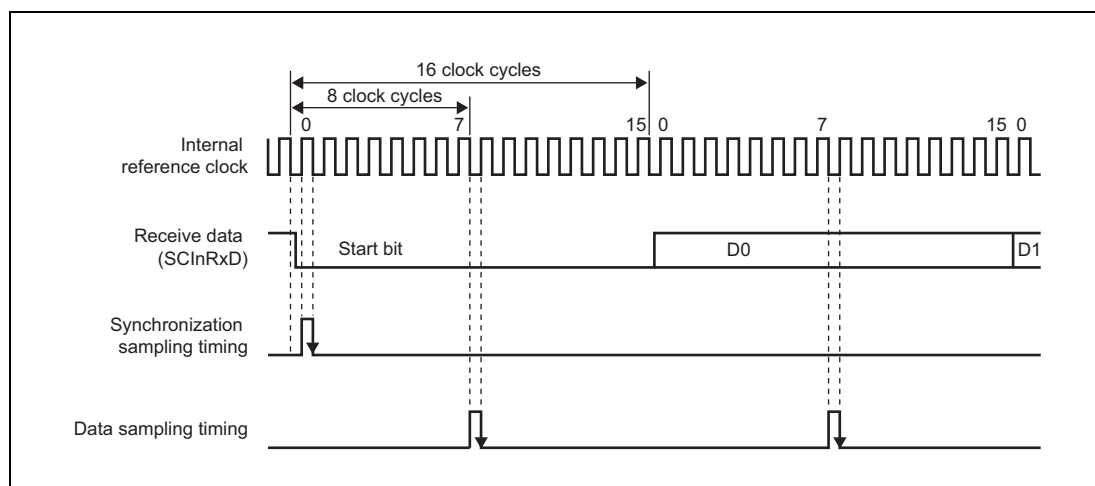


Figure 14.3 Receive Data Sampling Timing in Asynchronous Mode

14.4.3 Clock

An internal clock generated by the on-chip baud-rate generator can be set as the SCI3's transmission/reception clock according to the settings of the CM bit in SCI3nSMR and the CKE1 and CKE0 bits in SCI3nSCR. When the SCI3 is operated on an internal clock, the clock can be output from the SCInSCK pin.

For details of clock synchronous mode, see **Section 14.6, Operation in Clock Synchronous Mode**.

In asynchronous mode, the frequency of the clock output is equal to the bit rate and the phase is such that the rising edge of the clock comes at the center of the transmit data, as shown in **Figure 14.4**.

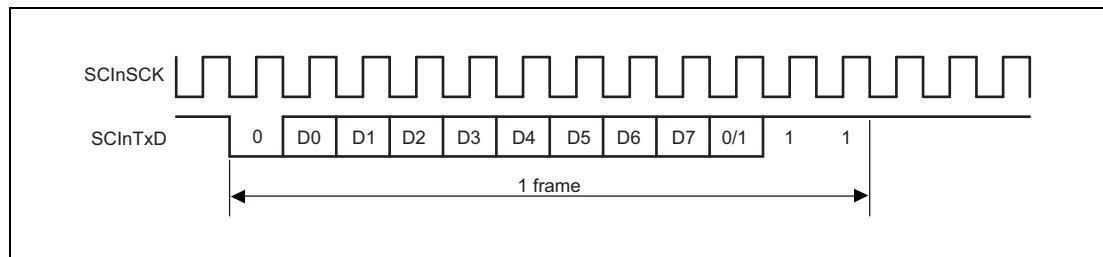


Figure 14.4 Phase Relationship between Output Clock and Transmit Data (Asynchronous Mode)

14.4.4 Double-Speed Operation

In addition to the operation described in **Section 14.4.3, Clock**, double-speed operation is enabled by the setting of the ABCS bit in SCI3nSEMR.

In double-speed operation, the same operation on a clock with a frequency of 16 times the bit rate in normal operation can be conducted on a clock with a frequency of 8 times the bit rate, meaning that the SCI3 operates on a double transfer rate using the same reference clock.

Double-speed operation can be configured with an internal clock generated by the on-chip baud-rate generator.

14.4.5 SCI3 Initialization (Asynchronous Mode)

Before transmitting and receiving data, clear the TE and RE bits in SCI3nSCR and then initialize the SCI3 according to the sample flowchart in **Figure 14.5**. Before changing the operating mode or transfer format, be sure to clear the TE and RE bits to 0. Note that clearing the TE bit to 0 sets the TDRE flag to 1, but clearing the RE bit to 0 initializes neither the RDRF, PER, FER, and ORER flags nor SCI3nRDR.

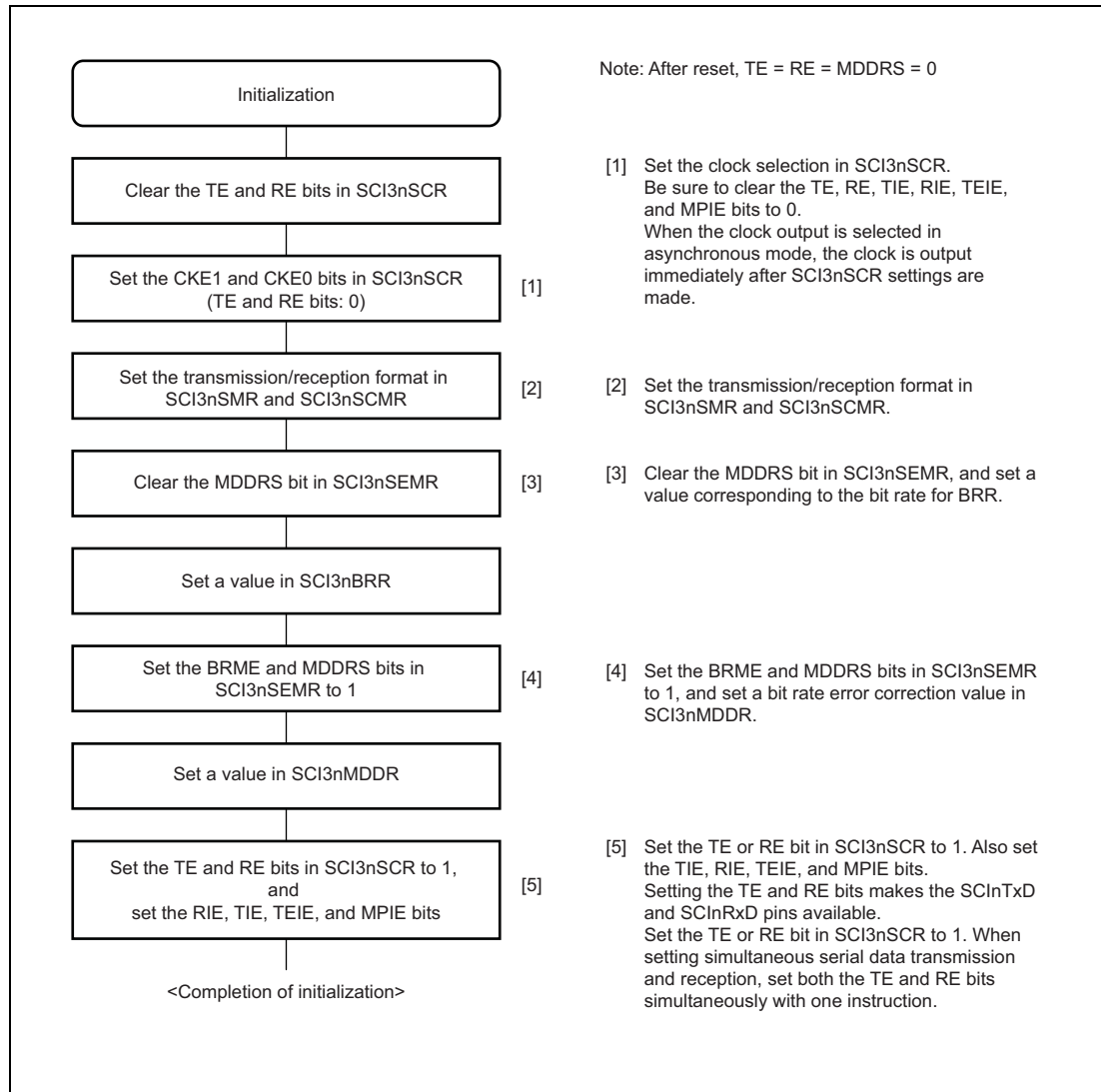


Figure 14.5 Sample Flowchart for SCI3 Initialization

14.4.6 Serial Data Transmission (Asynchronous Mode)

Figure 14.6 shows an example of operation for data transmission in asynchronous mode. In data transmission, the SCI3 operates as described below.

1. When transmit data is written to SCI3nTDR, the TDRE flag is automatically cleared to 0. The SCI3 monitors the TDRE flag in SCI3nSSR. When the flag is cleared, the SCI3 recognizes that data has been written to SCI3nTDR and transfers data from SCI3nTDR to SCI3nTSR. When writing transmit data to SCI3nTDR at a trigger of TXI interrupt request, set the TIE bit to 1 and then set the TE bit to 1 or set both TIE and TE bits simultaneously with one instruction to generate a TXI interrupt request for starting data transfer.
2. Transmission starts after data is transferred from SCI3nTDR to SCI3nTSR and the TDRE flag is set to 1. If the TIE bit in SCI3nSCR is set to 1 at this time, a TXI interrupt request is generated. Continuous transmission is enabled by writing the next transmit data to SCI3nTDR in this TXI interrupt processing routine before transmission of the previously transferred data is completed. When using a TEI interrupt request, write the last transmit data to SCI3nTDR and then clear the TIE bit to 0 and set the TEIE bit to 1.
3. Data is sent from the SCInTxD pin in the following order: start bit, transmit data, parity bit or multi-processor bit (may be omitted depending on the format), and stop bit.
4. The TDRE flag is checked when the stop bit is output.
5. When the TDRE flag is 0, the next transmit data is transferred from SCI3nTDR to SCI3nTSR. After the stop bit has been sent, transmission of the next frame starts.
6. When the TDRE flag is 1, the TEND flag in SCI3nSSR is set to 1, the stop bit is sent, and then 1 is output to enter the mark state. If the TEIE bit in SCI3nSCR is set to 1 at this time, a TEI interrupt request is generated.

Figure 14.7 shows a sample flowchart for data transmission. **Figure 14.8** shows a sample flowchart for stopping the SCI3 after data transmission.

Supplementary note on operation when data transmission in asynchronous mode is enabled

When the TE bit is set to 1, the high level (preamble) is output for a frame. When transmit data is written to SCI3nTDR while the preamble is output, the data is transferred from SCI3nTDR to SCI3nTSR following the completion of the preamble output.

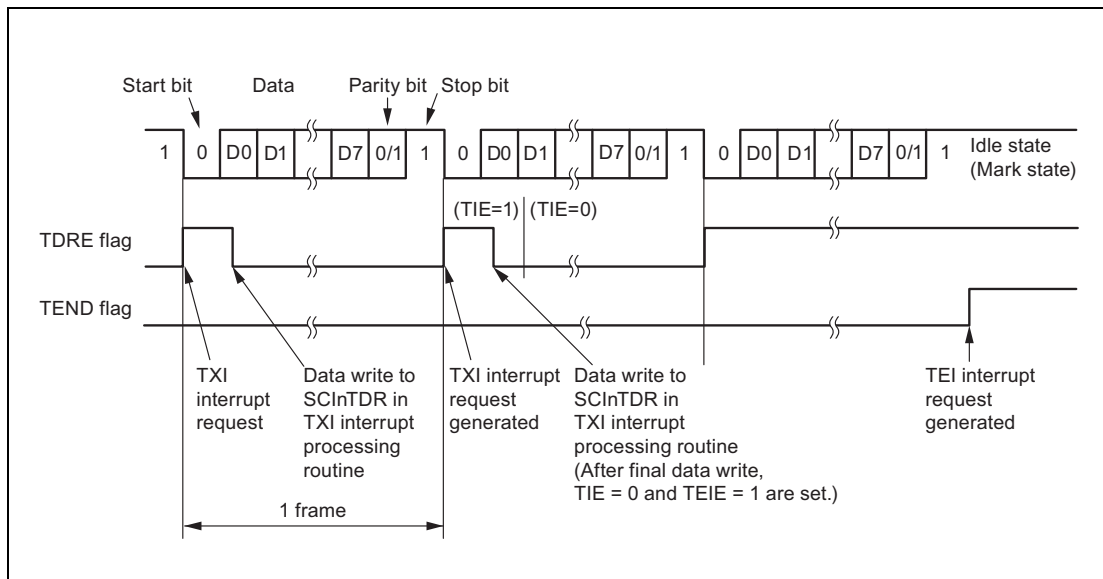


Figure 14.6 Example of Operation for Transmission in Asynchronous Mode (Example with 8-Bit Data, Parity, One Stop Bit)

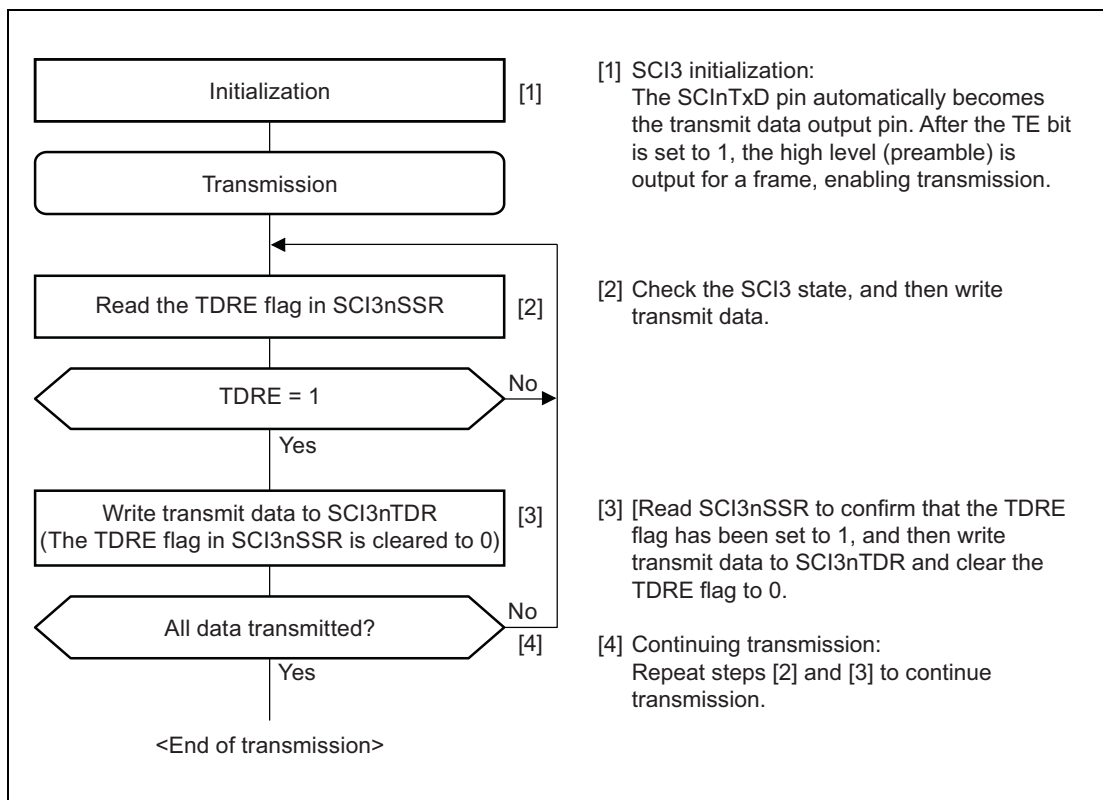


Figure 14.7 Example of Serial Transmission Flowchart

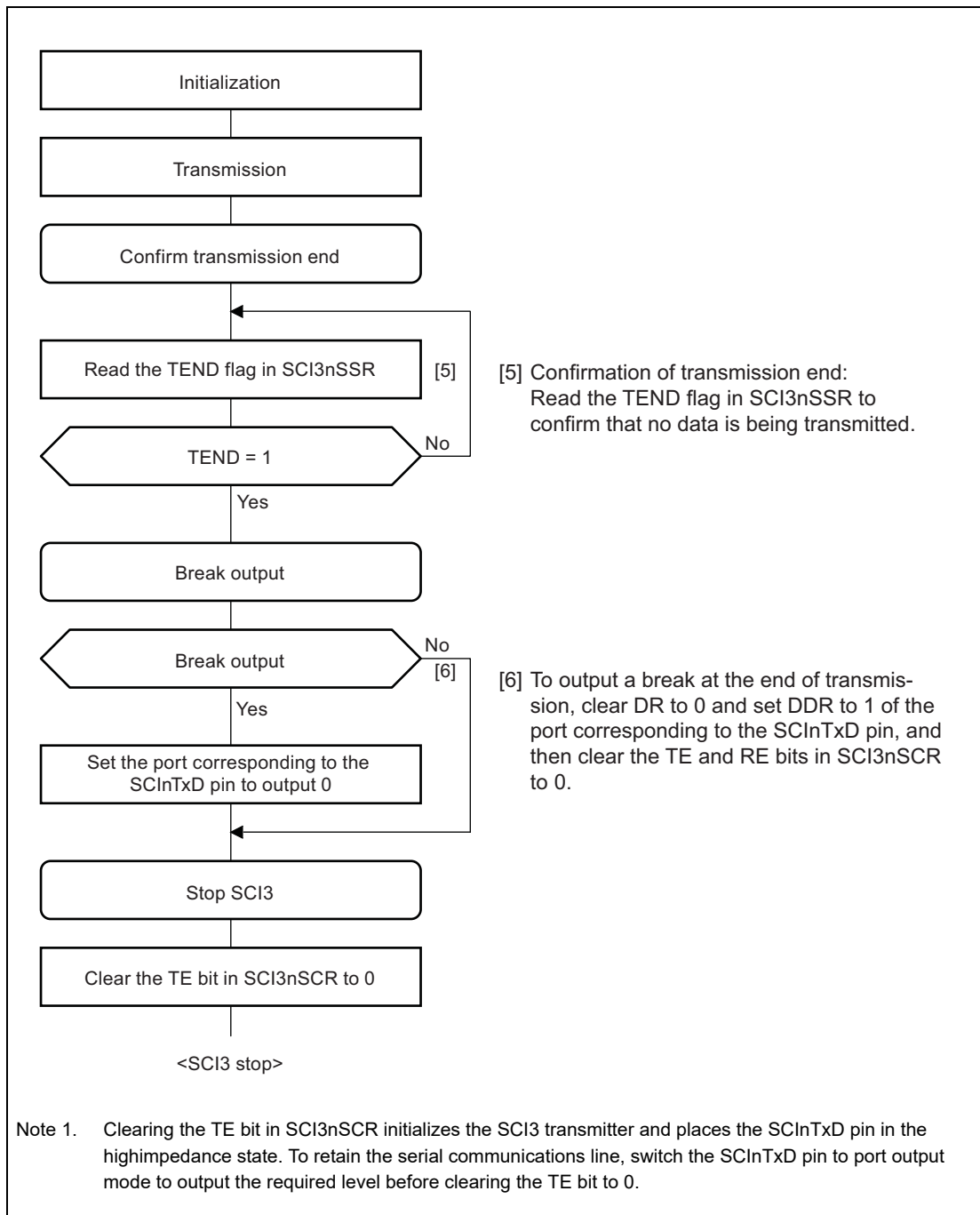


Figure 14.8 Example Flowchart for Stopping the SCI3 after Serial Transmission

14.4.7 Serial Data Reception (Asynchronous Mode)

Figure 14.9 shows an example of the operation for data reception in asynchronous mode. In data reception, the SCI3 operates as described below.

1. When the SCI3 monitors the communications line and detects a start bit, it performs internal synchronization, stores receive data in SCI3nRSR, and checks the parity bit and the stop bit.
2. When an overrun error occurs (the next data has been received with the RDRF flag in SCI3nSSR set to 1), the ORER flag in SCI3nSSR is set to 1. If the RIE bit in SCI3nSCR is set to 1 at this time, an ERI interrupt request is generated. Receive data is not transferred to SCI3nRDR. The RDRF flag retains the state of being set to 1.
3. When a parity error is detected, the PER flag in SCI3nSSR is set to 1 and receive data is transferred to SCI3nRDR. If the RIE bit in SCI3nSCR is set to 1 at this time, an ERI interrupt request is generated.
4. When a framing error (when the stop bit is 0) is detected, the FER flag in SCI3nSSR is set to 1 and receive data is transferred to SCI3nRDR. If the RIE bit in SCI3nSCR is set to 1 at this time, an ERI interrupt request is generated.
5. When reception finishes successfully, the RDRF flag in SCI3nSSR is set to 1 and receive data is transferred to SCI3nRDR. If the RIE bit in SCI3nSCR is set to 1 at this time, an RXI interrupt request is generated. Continuous reception is enabled by reading the receive data transferred to SCI3nRDR in this RXI interrupt processing routine before reception of the next receive data is completed. Reading SCI3nRDR automatically clears the RDRF flag to 0.

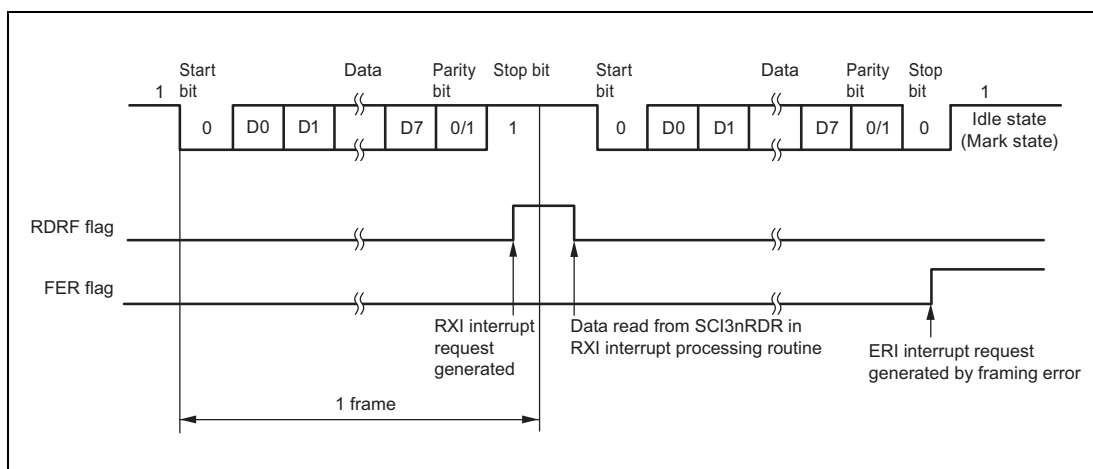


Figure 14.9 Example of Operation for Reception in Asynchronous Mode (Example with 8-Bit Data, Parity, One Stop Bit)

Table 14.16 lists the states of the SCI3nSSR status flags and receive data handling when a receive error is detected. When a receive error is detected, the RDRF flag retains the status before receiving the data. Subsequent data reception is disabled while a receive error flag is set to 1. Accordingly, clear the ORER, FER, PER, and RDRF flags before continuing data reception. **Figure 14.10** or **Figure 14.11** shows sample flowchart for data reception.

Table 14.16 SCI3nSSR Status Flags and Receive Data Handling

SCI3nSSR Status Flags				Receive Data	Receive Status
RDRF ^{*1}	ORER	FER	PER		
1	0	0	0	Transferred to SCI3nRDR	Successful reception
0	0	1	0	Transferred to SCI3nRDR	Framing error
0	0	0	1	Transferred to SCI3nRDR	Parity error
0	0	1	1	Transferred to SCI3nRDR	Framing error + parity error
1*	1	0	0	Lost	Overrun error
1*	1	1	0	Lost	Overrun error + framing error
1*	1	0	1	Lost	Overrun error + parity error
1*	1	1	1	Lost	Overrun error + framing error + parity error

Note 1. In the case of an overrun error, the RDRF flag retains the state before the data reception.

Note: A sign "+" indicates that two or more receive states occur simultaneously in a single reception operation.

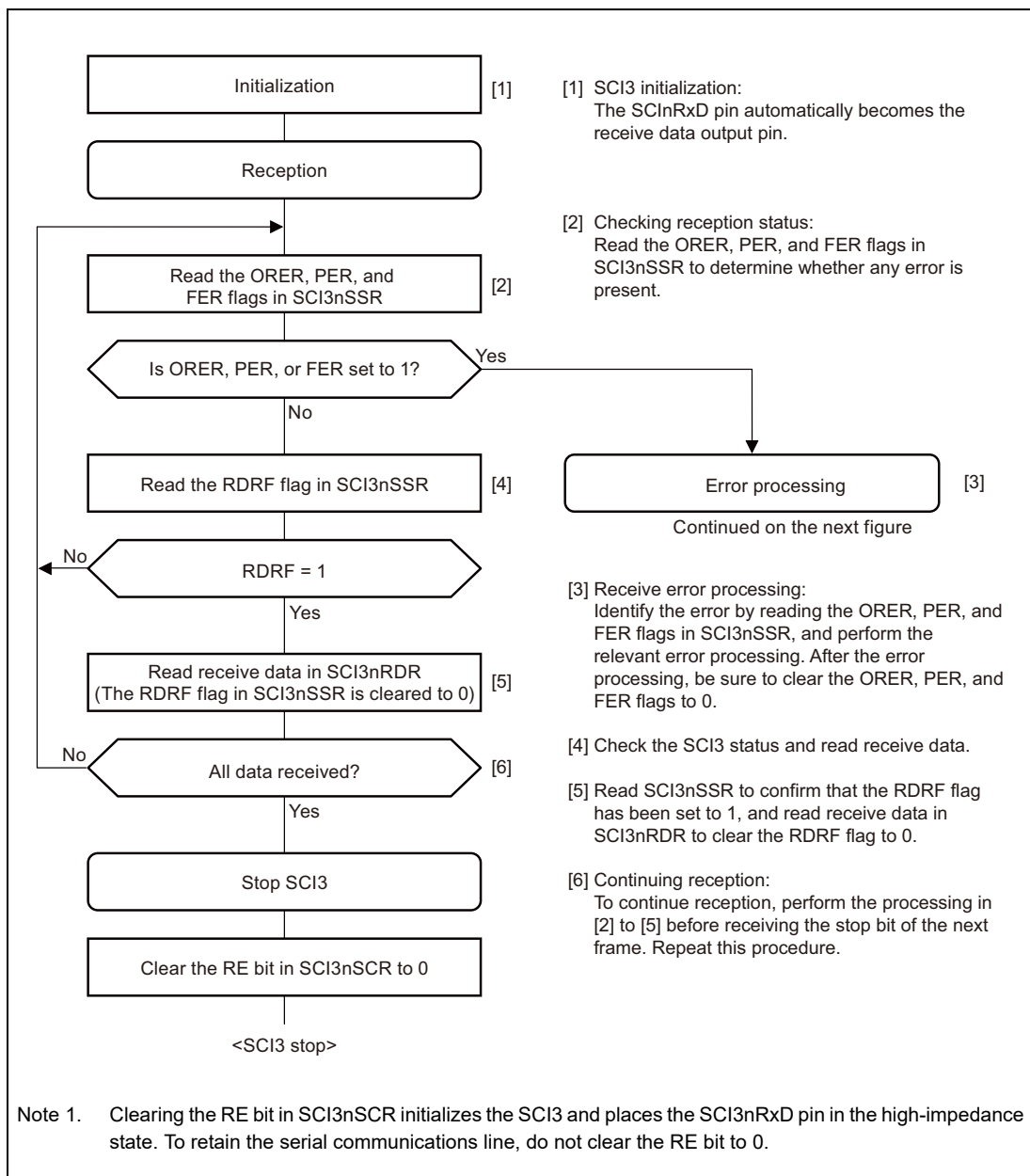


Figure 14.10 Example of Serial Reception Flowchart (1)

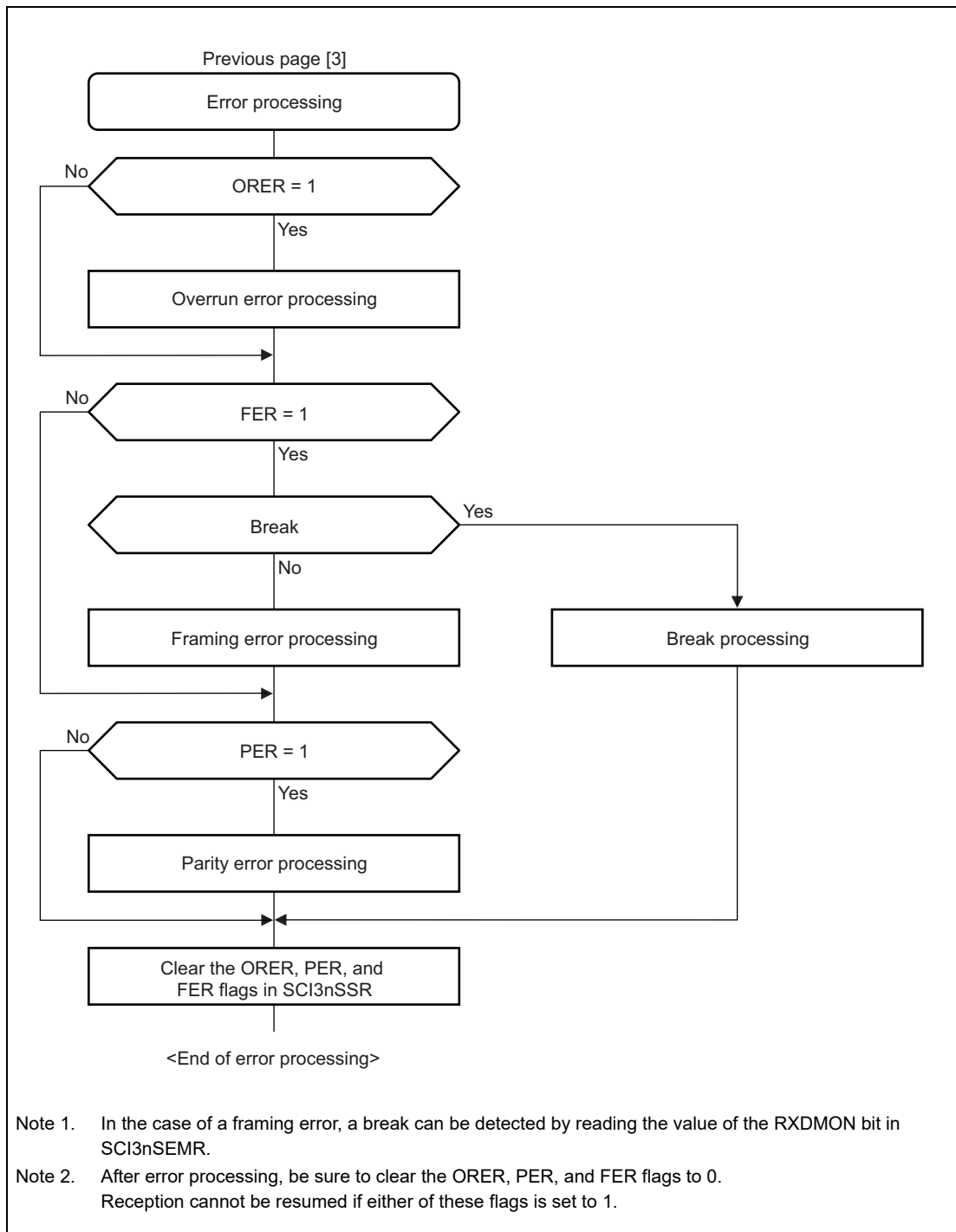


Figure 14.11 Example of Serial Reception Flowchart (2)

14.5 Multi-Processor Communication Function

14.5.1 Overview and Sample Connection

Using the multi-processor communication function allows data transmission and reception by sharing a communication line between multiple processors by using asynchronous serial communication in which the multi-processor bit is added. In multi-processor communication, a unique ID code is allocated to each receiving station. Serial communication cycles consist of an ID transmission cycle to specify the receiving station and a data transmission cycle to transmit data to the specified receiving station. The multi-processor bit is used to distinguish the ID transmission cycle from the data transmission cycle. When the multi-processor bit is set to 1, it indicates the ID transmission cycle. When the multi-processor bit is set to 0, it indicates the data transmission cycle. **Figure 14.12** shows an example of communication between processors by using the multi-processor format. First, a transmitting station sends communication data in which the multi-processor bit (= 1) is added to the ID code of the receiving station. Next, the transmitting station sends communication data in which the multi-processor bit (= 0) is added to the transmit data. Upon receiving the communication data in which the multi-processor bit is set to 1, the receiving station compares the received ID with the ID of the receiving station itself. When these IDs match, the receiving station receives communication data that is subsequently transmitted. If these IDs do not match, the receiving station skips communication data until it receives communication data in which the multi-processor bit is set to 1.

To support this function, the SCI3 provides the MPIE bit in SCI3nSCR. When the MPIE bit is set to 1, transfer of receive data from SCI3nRSR to SCI3nRDR, detection of a receive error, and setting the RDRF, FER, and ORER flags in SCI3nSSR are disabled until data in which the multi-processor bit is set to 1 is received. Upon receiving a character in which the multi-processor bit is set to 1, the MPB bit in SCI3nSSR is set to 1 and the MPIE bit is automatically cleared to 0, thus returning to a normal reception operation. When the RIE bit in SCI3nSCR is set to 1 at this time, an RXI interrupt request is generated. While the MPIE bit is cleared to 0, reception operation is conducted regardless of the multi-processor bit value. The multi-processor bit is stored in the MPB bit in SCI3nSSR.

When the multi-processor format is specified, specification of the parity bit is disabled. Apart from this, there is no difference from the operation in the normal asynchronous mode. A clock that is used for multi-processor communications is also the same as the clock used in the normal asynchronous mode.

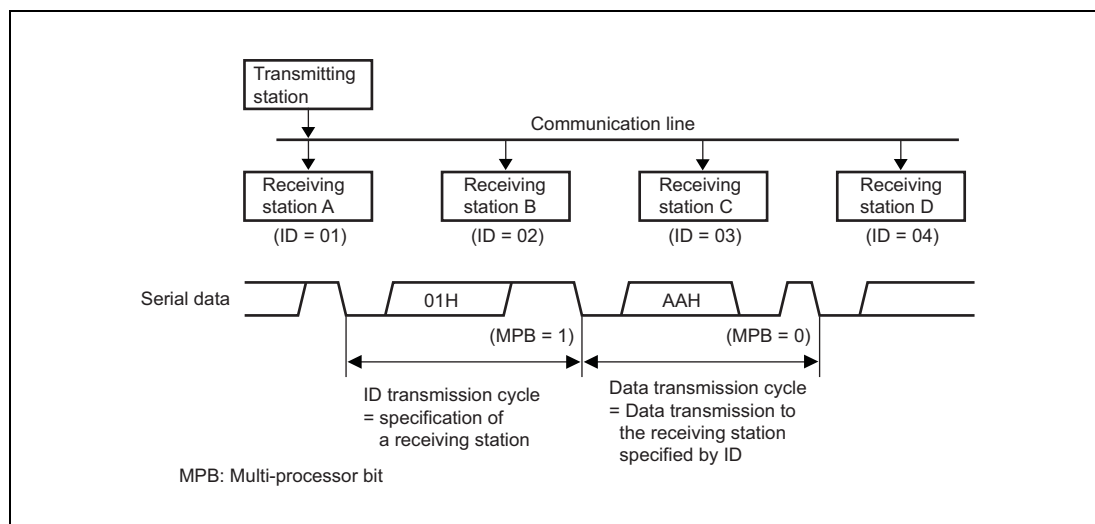


Figure 14.12 Example of Communication Using the Multi-Processor Format (Example of Transmission of Data AA_H to Receiving Station A)

14.5.2 Multi-Processor Serial Data Transmission

Figure 14.13 shows a sample flowchart of multi-processor data processing. In the ID transmission cycle, send the ID with the MPBT bit in SCI3nSSR set to 1. In the data transmission cycle, send data with the MPBT bit in SCI3nSSR cleared to 0. Other operations are the same as operations in asynchronous mode.

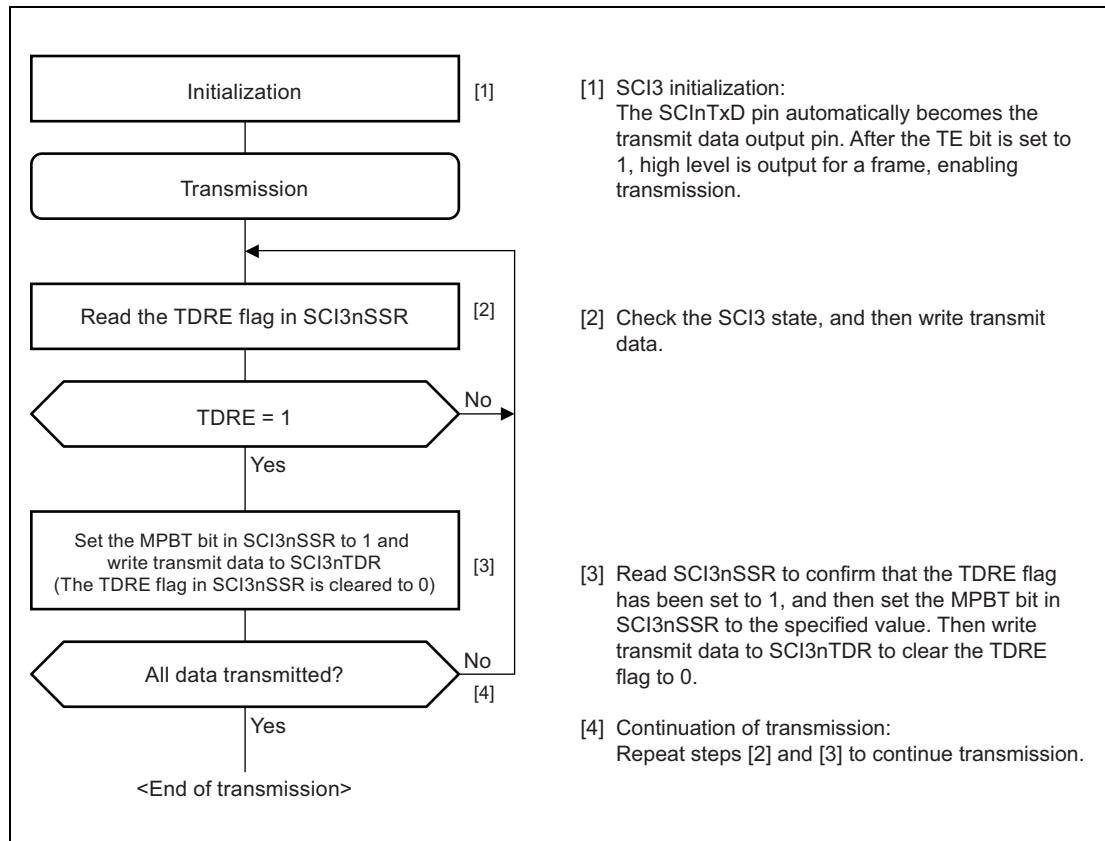


Figure 14.13 Example of Multi-Processor Serial Transmission Flowchart

14.5.3 Multi-Processor Serial Data Reception

Figure 14.15 to Figure 14.17 shows sample flowcharts of multi-processor data reception. When the MPIE bit in SCI3nSCR is set to 1, reading the communication data is skipped until communication data in which the multi-processor bit is set to 1 is received. When communication data in which the multi-processor bit is set to 1 is received, the receive data is transferred to SCI3nRDR. At this time, an RXI interrupt request is generated. Other operations are the same as operations in asynchronous mode. Figure 14.14 shows an example of operation for reception.

CAUTION

Do not write data to SCI3nSCR when communication data in which the multi-processor bit is set to 1 is received. The MPIE bit may not become the desired state.

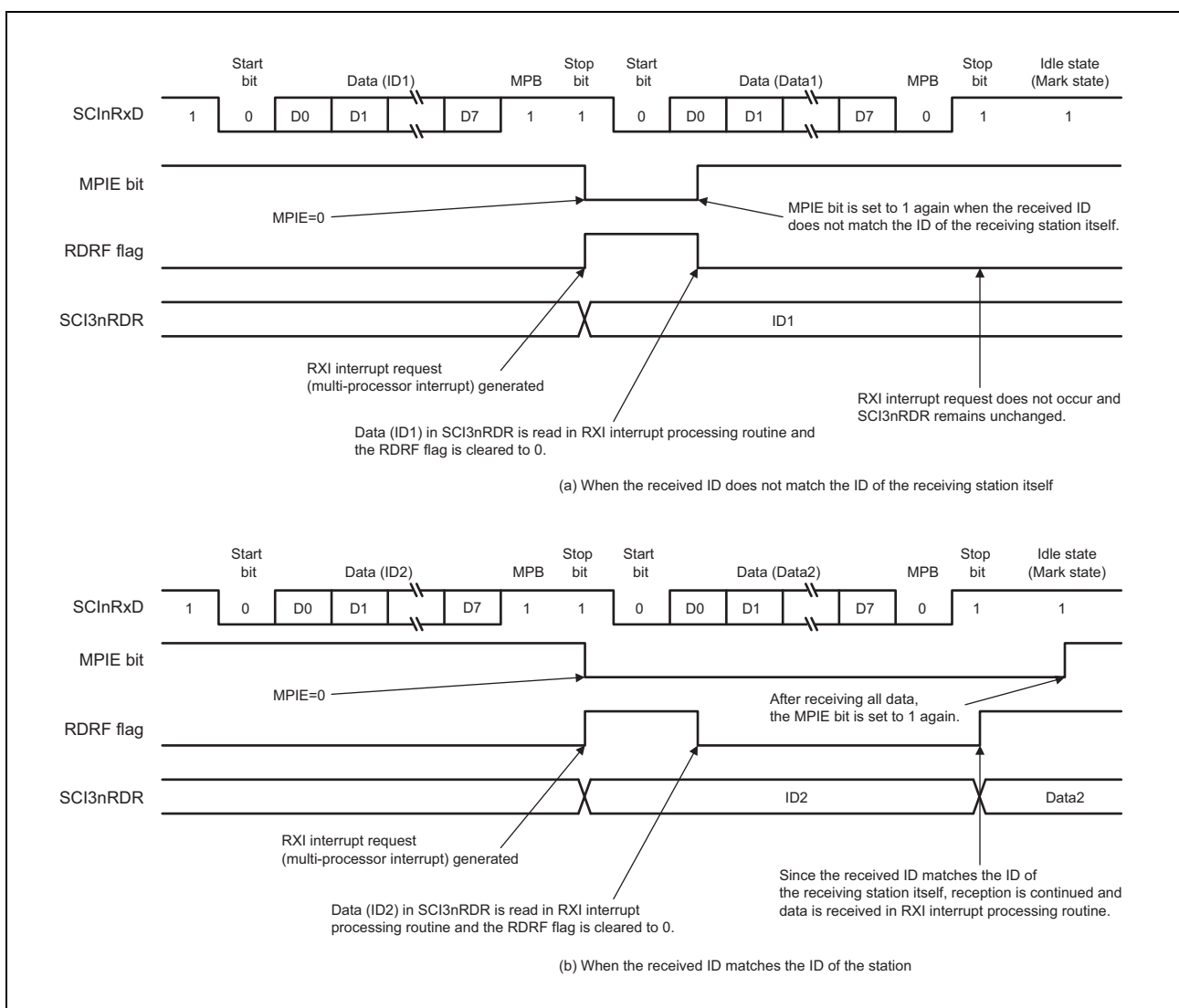


Figure 14.14 Example of SCI3 Reception (8-Bit Data, Multi-Processor Bit, One Stop Bit)

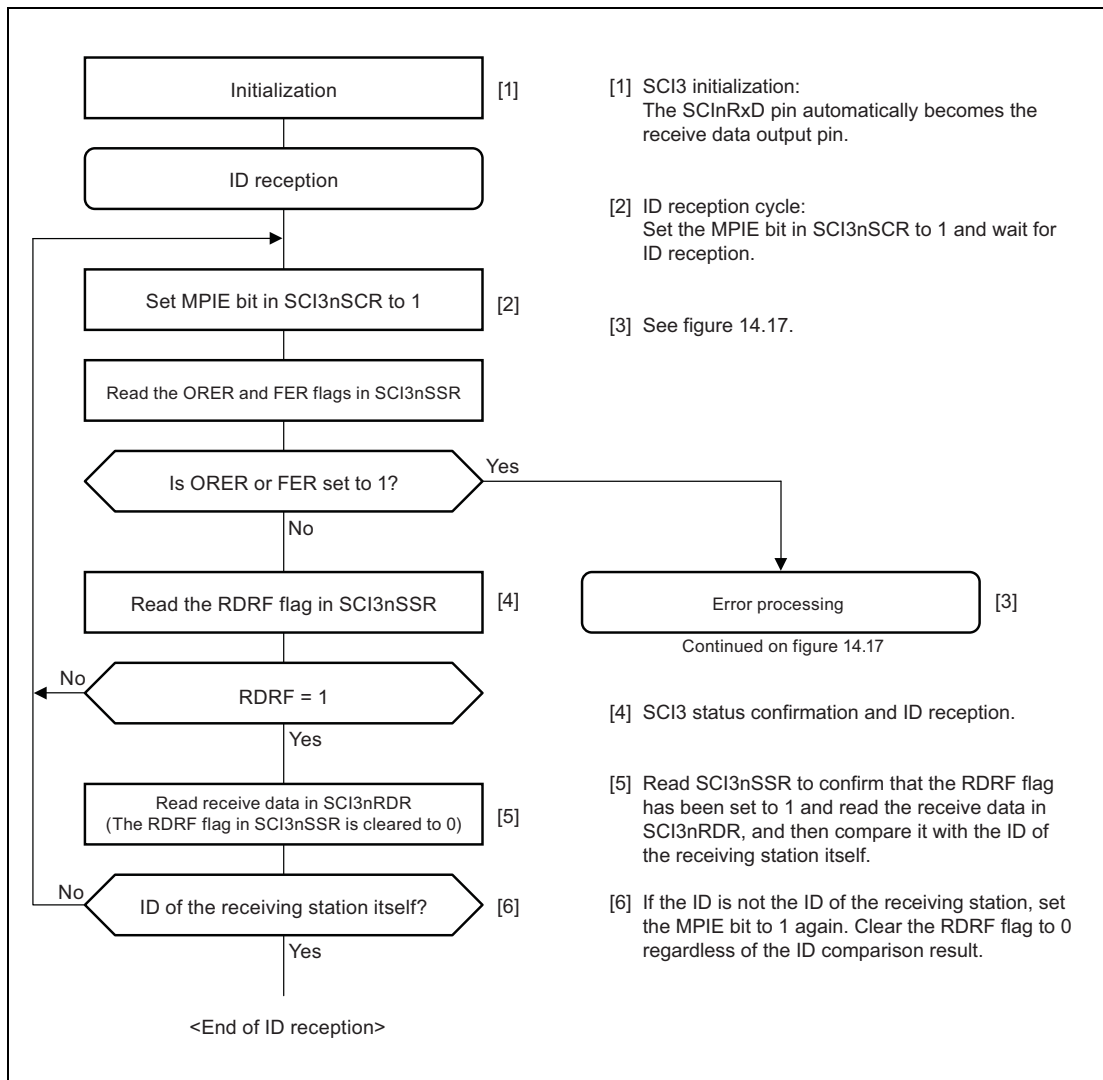


Figure 14.15 Example of Multi-Processor Serial Reception Flowchart (1)

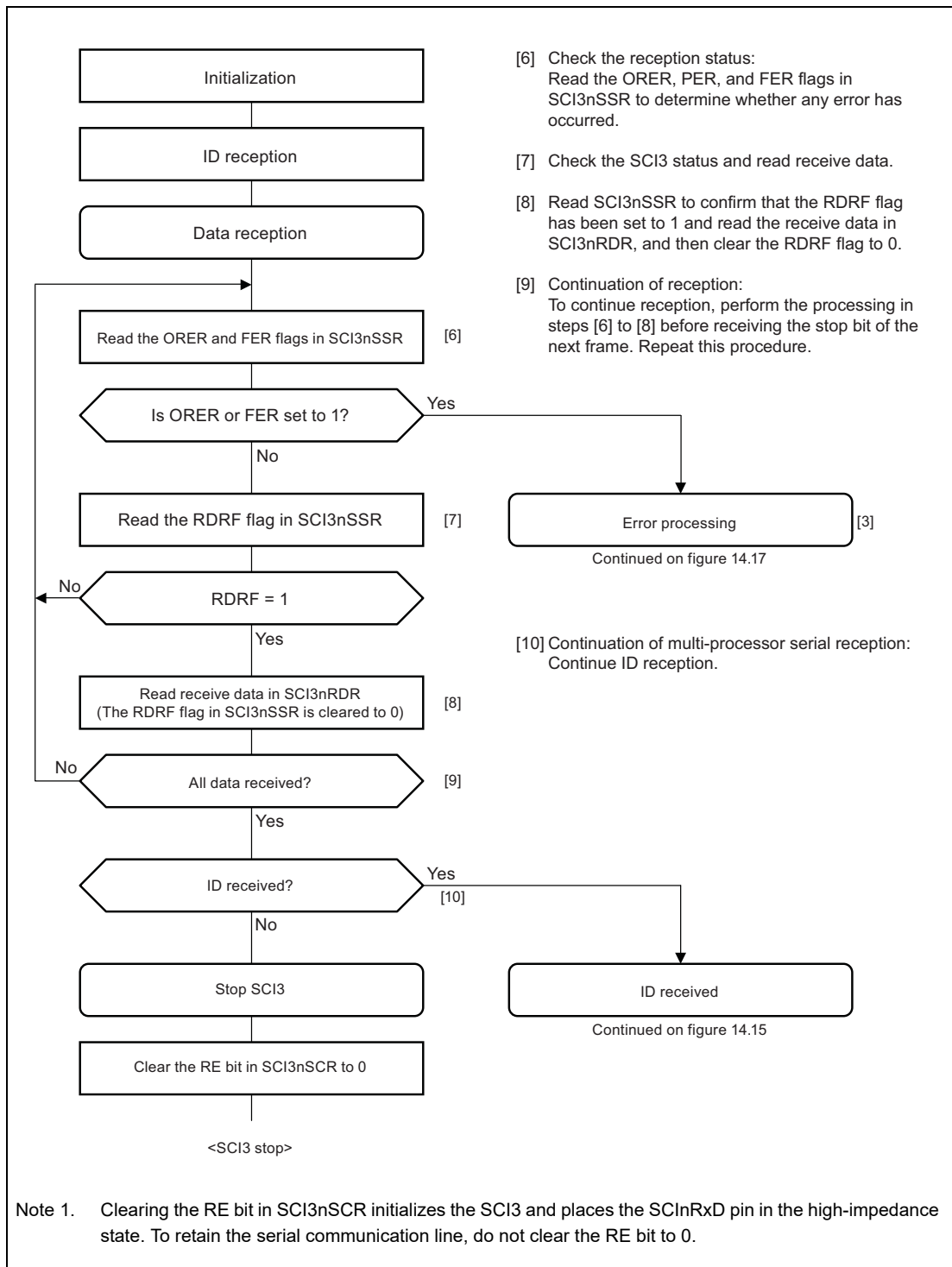


Figure 14.16 Example of Multi-Processor Serial Reception Flowchart (2)

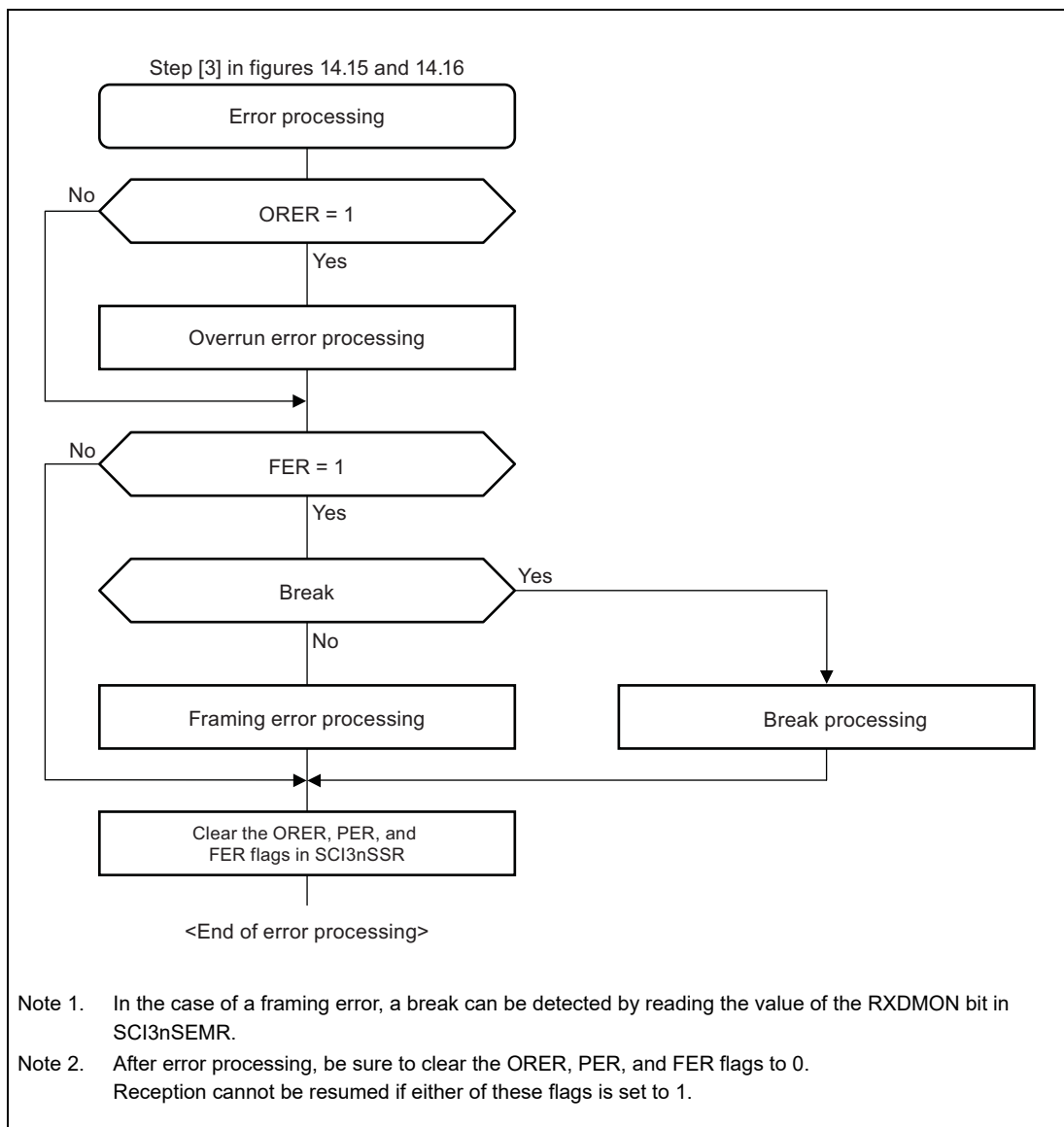


Figure 14.17 Example of Multi-Processor Serial Reception Flowchart (3)

14.6 Operation in Clock Synchronous Mode

Figure 14.18 shows the data format for clock synchronous serial data communication. In clock synchronous mode, data is transmitted or received in synchronization with clock pulses. One character in transfer data consists of 8-bit data. In data transmission with the synchronization clock output, the SCI3 outputs data from one falling edge to the next falling edge of the synchronization clock. In data transmission with the synchronization clock input, the SCI3 outputs the first data (bit 0) after starting transfer immediately after clearing the TDRE bit in SCI3nSSR to 0, and then outputs the next bit data after 2 to 3 ϕ clock cycles from the falling edge of the synchronization clock. In data reception, the SCI3 receives data in synchronization with the rising edge of the synchronization clock. After 8-bit data is output, the communication line holds the last-bit output state. In clock synchronous mode, neither parity bit nor multi-processor bit can be added. The transmitter and the receiver are independent in the SCI3, enabling full-duplex communication by using a common clock. Both the transmitter and the receiver have a double-buffered structure so that the next transmit data can be written during transmission or the previous receive data can be read during reception, enabling continuous data transfer.

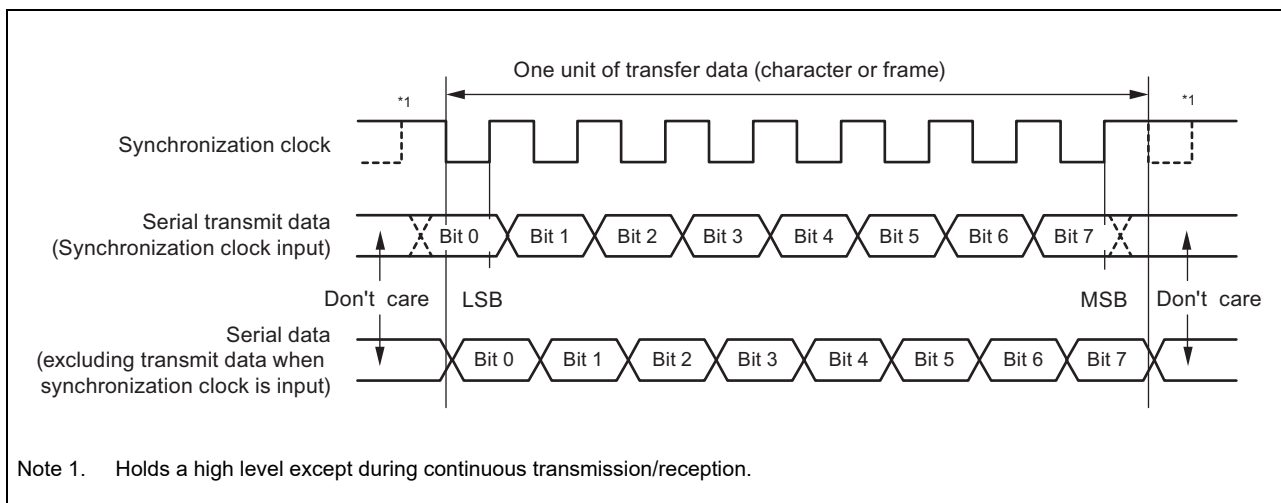


Figure 14.18 Data Format in Clock Synchronous Mode (LSB-First)

14.6.1 Clock

An internal clock generated by the on-chip baud rate generator or an external synchronous clock that is input from the SCInSCK pin can be selected by the setting of the CKE1 and CKE0 bits in SCI3nSCR. When operating the SCI3 on the internal clock, a synchronous clock is output from the SCInSCK pin. Eight pulses of the synchronous clock are output during transfer of one character, and the clock is held high while no data is transferred.

14.6.2 SCI3 Initialization (Clock Synchronous Mode)

Before transmitting and receiving data, clear the TE and RE bits in SCI3nSCR to 0 and then initialize the SCI3 according to the sample flowchart in **Figure 14.19**. To switch the operation between transmission, reception, and transmission/reception, clear the TE and RE bits to 0 and then set these bits to the desired value. Before changing the transfer format, be sure to clear the TE and RE bits to 0. Note that clearing the TE bit to 0 sets the TDRE flag to 1, but clearing the RE bit to 0 initializes neither the RDRF, PER, FER, and ORER flags nor SCI3nRDR.

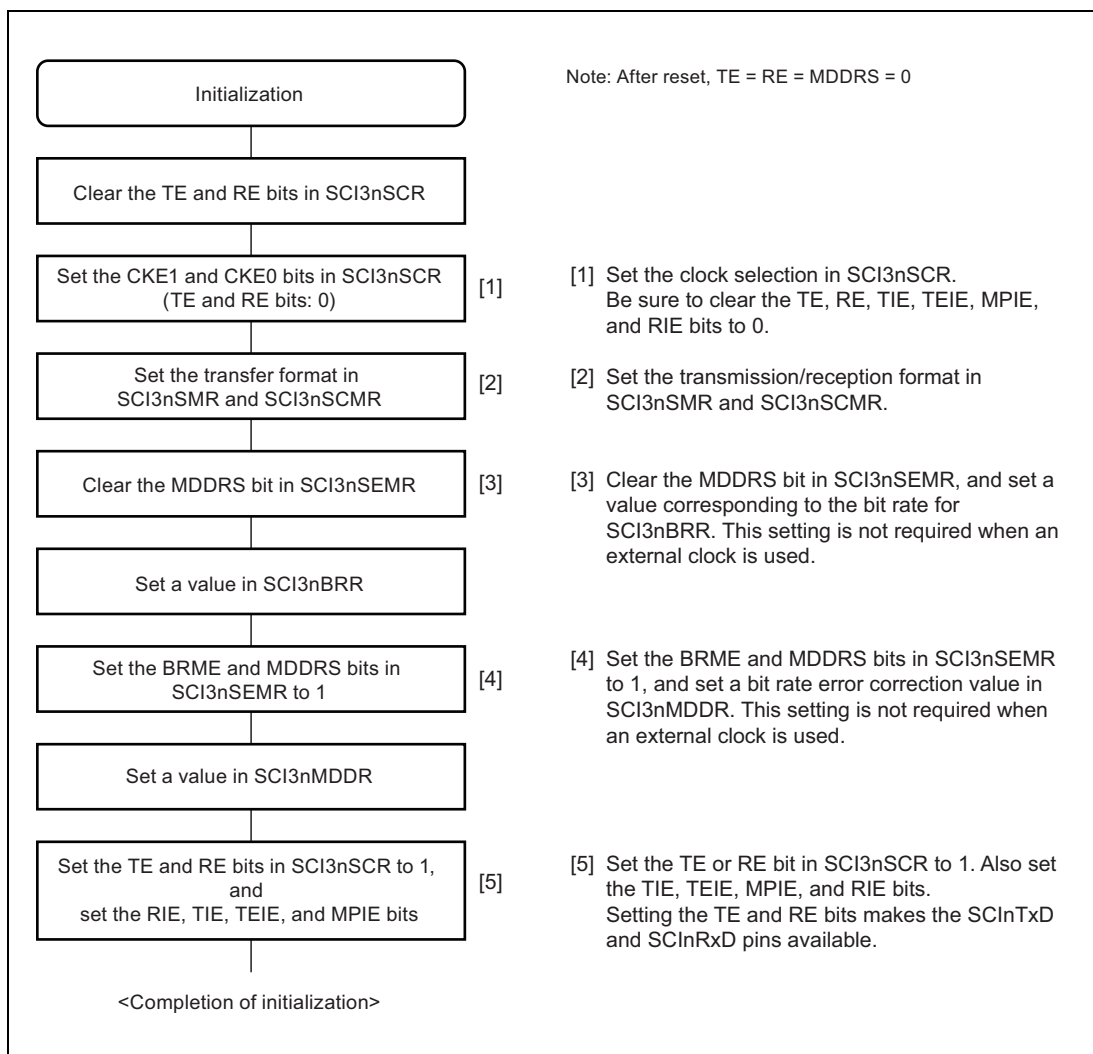


Figure 14.19 Example of SCI3 Initialization Flowchart

14.6.3 Serial Data Transmission (Clock Synchronous Mode)

Figure 14.20 shows an example of the operation for serial transmission in clock synchronous mode. In serial data transmission, the SCI3 operates as described below.

1. When transmit data is written to SCI3nTDR, the TDRE flag is automatically cleared to 0. The SCI3 monitors the TDRE flag in SCI3nSSR. When the flag is cleared, the SCI3 recognizes that data has been written to SCI3nTDR and transfers data from SCI3nTDR to SCI3nTSR, starting output of the first bit when the synchronization clock is input. To write transmit data to SCI3nTDR at a trigger of TXI interrupt request, set the TIE bit to 1 and then set the TE bit to 1 or set both TIE and TE bits simultaneously with one instruction to generate a TXI interrupt request for starting data transfer.
2. Transmission starts after data is transferred from SCI3nTDR to SCI3nTSR, and the TDRE flag is set to 1. When the TIE bit in SCI3nSCR is set to 1 at this time, a TXI interrupt request is generated. Continuous transmission is enabled by writing the next transmit data to SCI3nTDR in this TXI interrupt processing routine before the previously transferred data has been transmitted. When a TEI interrupt request is used, the TIE bit is cleared to 0 after the last transmit data has been written to SCI3nTDR, and the TEIE bit is set to 1.
3. 8-bit data is output from the SCInTxD pin in synchronization with the output clock (when clock output mode has been specified) or in synchronization with the input clock (when external clock has been specified).
4. The SCI3 checks for the TDRE flag at the time of the last bit output.
5. When the TDRE flag is 0, the next transmit data is transferred from SCI3nTDR to SCI3nTSR, and serial transmission of the next frame starts.
6. When the TDRE flag is 1, the TEND flag in SCI3nSSR is set to 1 and the SCInSCK pin retains the output state of the last bit. If the TEIE bit in SCI3nSCR is set to 1 at this time, a TEI interrupt request is generated. The SCInSCK pin is held high.

Figure 14.21 shows a sample flowchart of serial data transmission. Also, **Figure 14.22** shows a sample flowchart for stopping the SCI3 after data transmission. Transmission will not start even if the TDRE flag is cleared while a receive error flag (ORER) is set to 1. Be sure to clear the receive error flags to 0 before starting transmission. Note that clearing the RE bit to 0 does not clear the receive error flags.

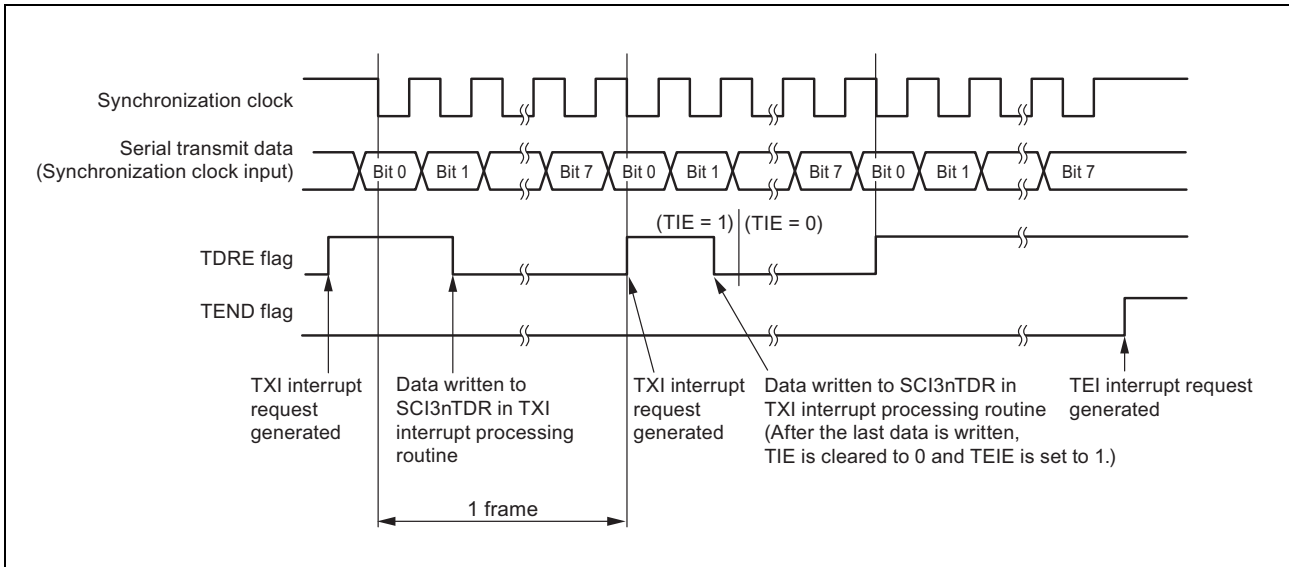


Figure 14.20 Example of Operation for Transmission in Clock Synchronous Mode

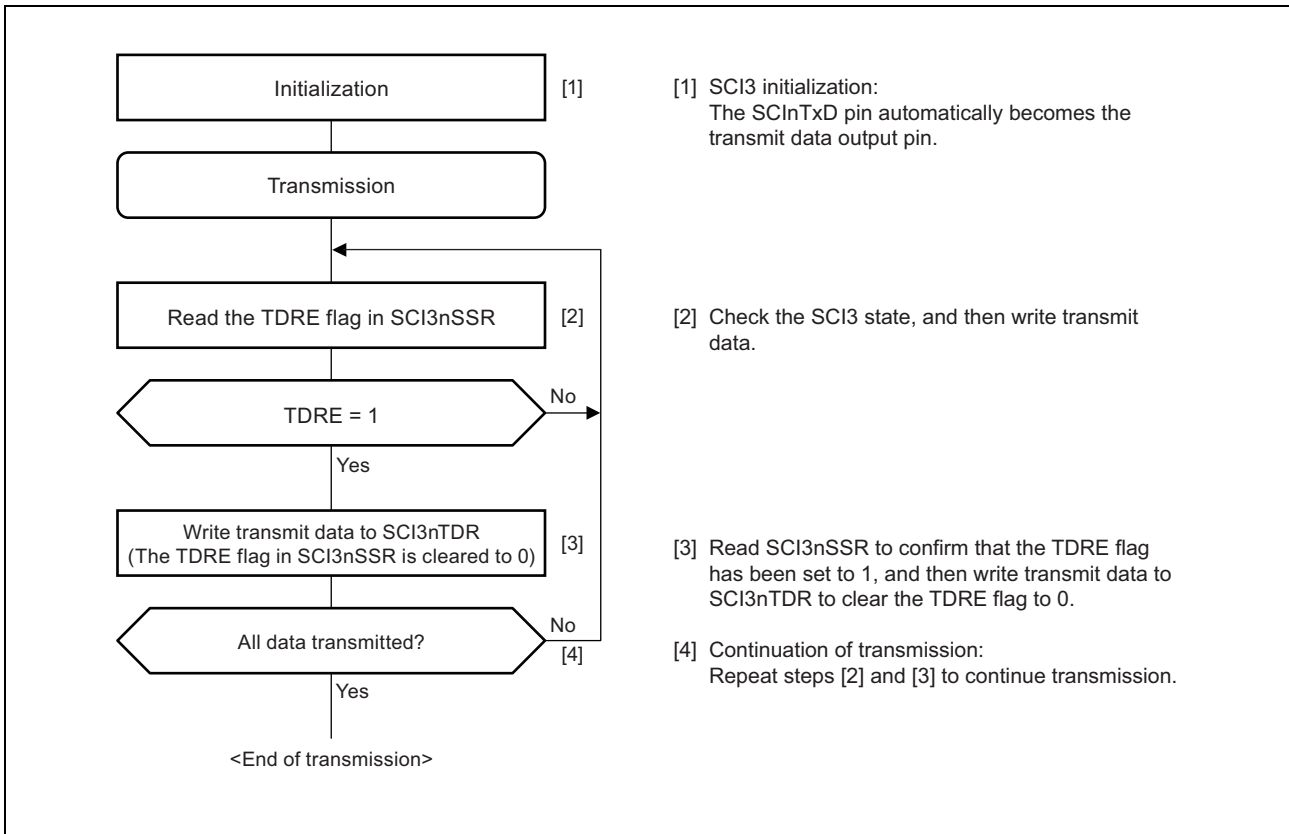


Figure 14.21 Example of Serial Transmission Flowchart

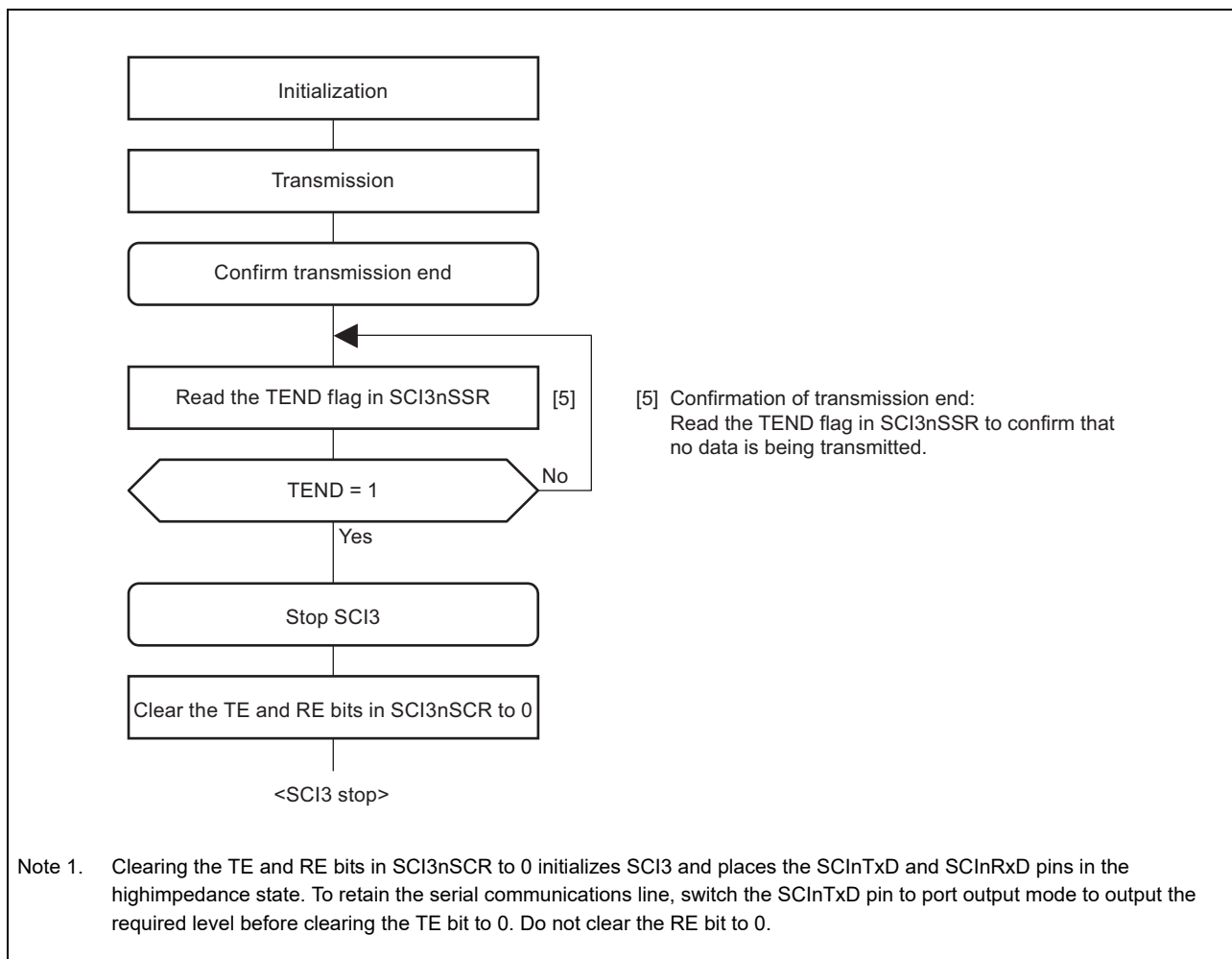


Figure 14.22 Example Flowchart for Stopping the SCI3 after Serial Transmission

14.6.4 Serial Data Reception (Clock Synchronous Mode)

Figure 14.23 shows an example of SCI3 operation for serial reception in clock synchronous mode. In serial data reception, the SCI3 operates as described below.

1. The SCI3 performs internal initialization and starts receiving data in synchronization with a synchronization clock input or output, and stores receive data in SCI3nRSR.
2. When an overrun error occurs (the reception of the next data is completed with the RDRF flag in SCI3nSSR set to 1), the ORER flag in SCI3nSSR is set to 1. If the RIE bit in SCI3nSCR is set to 1 at this time, an ERI interrupt request is generated. Receive data is not transferred to SCI3nRDR. The RDRF flag retains the state of being set to 1.
3. When data has been successfully received, the RDRF flag in SCI3nSSR is set to 1 and the receive data is transferred to SCI3nRDR. When the RIE bit in SCI3nSCR is set to 1 at this time, an RXI interrupt request is generated. Continuous reception is enabled by reading the receive data transferred to SCI3nRDR in this RXI interrupt processing routine before reception of the next data is completed. Reading SCI3nRDR automatically clears the RDRF flag to 0.

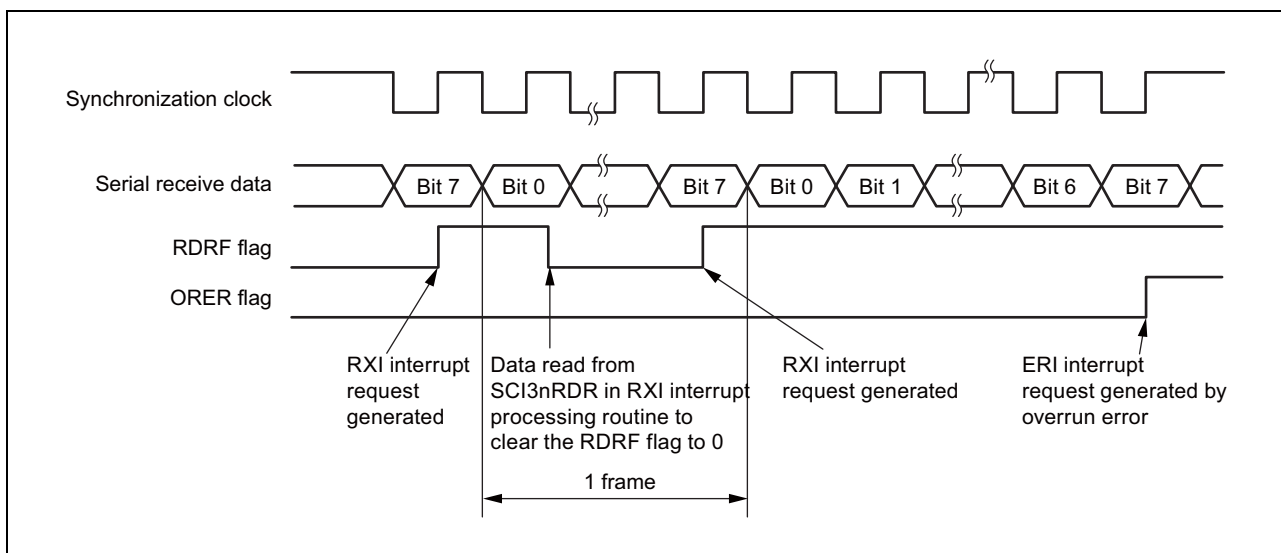


Figure 14.23 Example of SCI3 Operation for Reception

Subsequent transmission and reception are disabled with a receive error flag set to 1. Therefore, be sure to clear the ORER, FER, PER, and RDRF flags before continuing reception. **Figure 14.24** shows an example of flowchart for data reception.

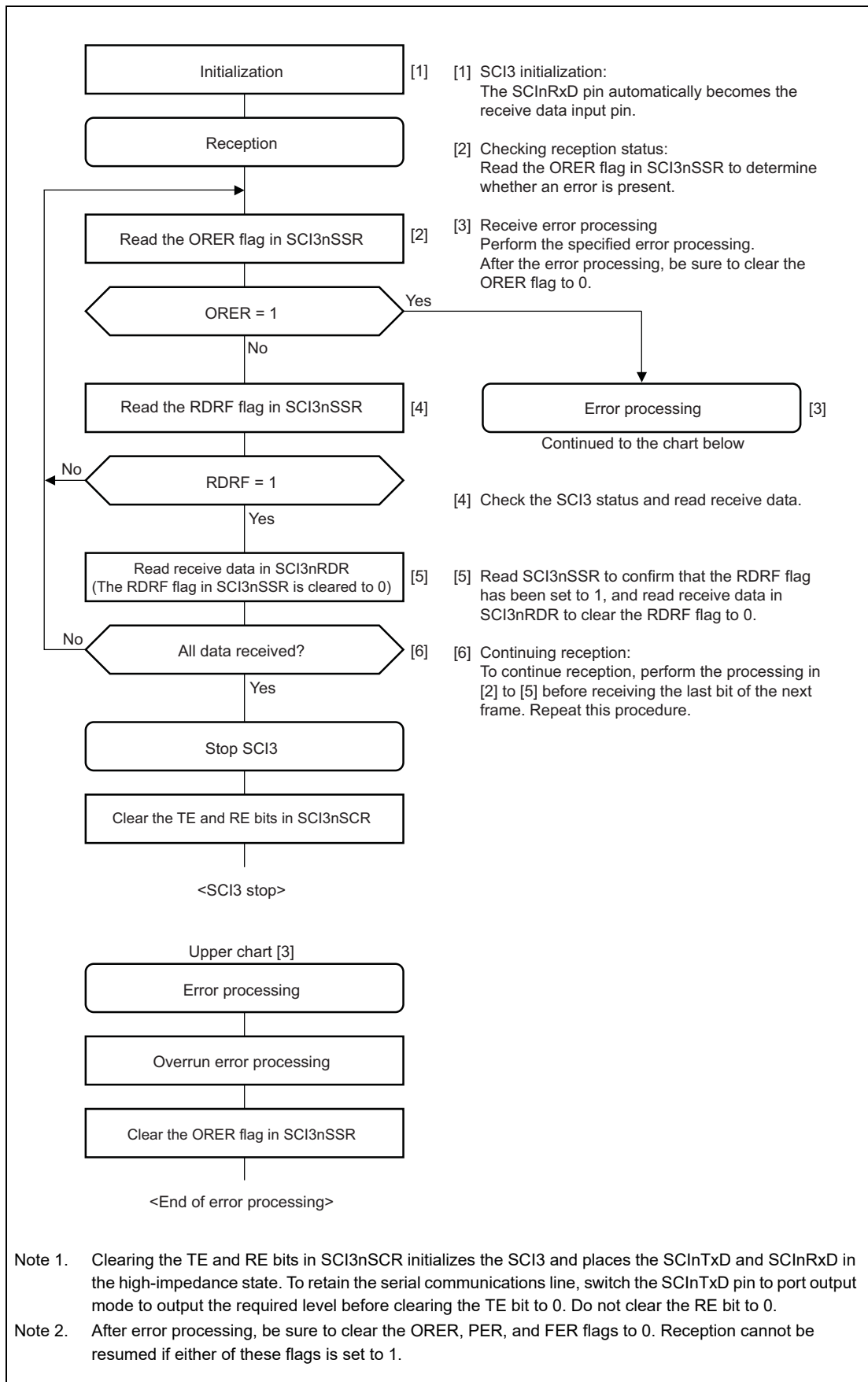


Figure 14.24 Example of Serial Reception Flowchart

14.6.5 Simultaneous Serial Data Transmission and Reception (Clock Synchronous Mode)

Figure 14.25 shows a sample flowchart for simultaneous data transmit and receive operations. After the SCI3 is initialized, perform the following procedure for simultaneous data transmit and receive operations.

1. To change transmit mode to simultaneous transmit and receive mode, check that the SCI3 has finished transmission and the TDRE and TEND flags are set to 1. Then clear the TE bit to 0 and then set the TE and RE bits to 1 with a single instruction.
2. To change receive mode to simultaneous transmit and receive mode, check that the SCI3 has finished reception and clear the RE bit to 0. Then check that the RDRF and error flags (ORER, FER, and PER) are cleared to 0 and then set the TE and RE bits to 1 with a single instruction.

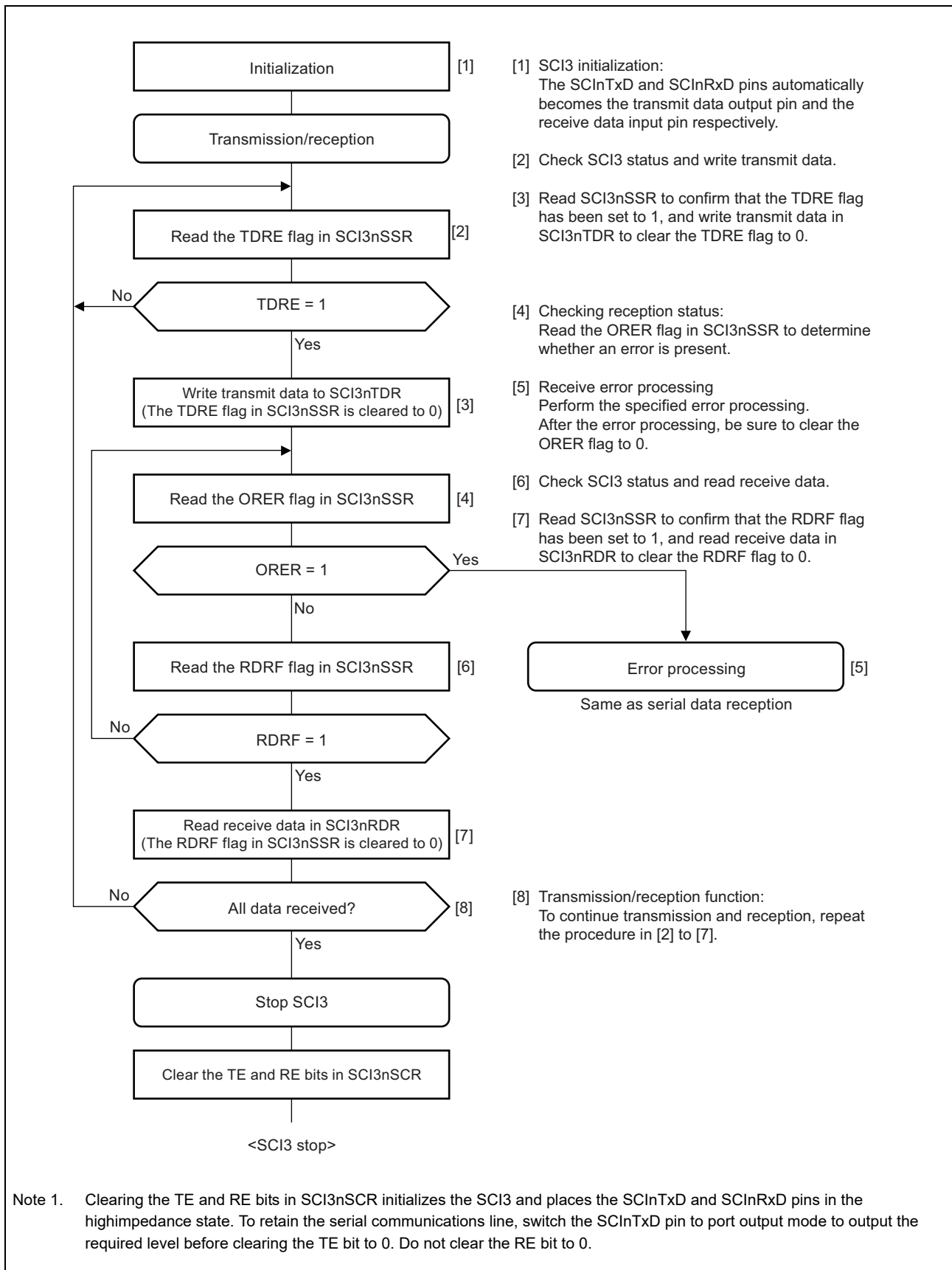


Figure 14.25 Example of Simultaneous Serial Transmission and Reception Flowchart

14.7 Bit Rate Modulation Function

The bit rate modulation function corrects a bit rate by averagely enabling the internal clocks specified by the CKS1 and CKS0 bits in SCI3nSMR for the number specified by SCI3nMDDR out of 256 clocks.

Figure 14.26 shows an example of asynchronous mode in which ϕ clock is selected with the CKS1 and CKS0 bits, SCI3nBRR is set to 0, and SCI3nMDDR is set to 160. In this example, the reference clock cycle is corrected to 256/160 on average and the bit rate is corrected to 160/256. Note that the pulse widths of the internal reference clock expand or contract for the amount of the selected internal clocks because there is a deviation in the enabling of the internal clocks.

Do not use this function with the maximum speed settings (CKS1 and CKS0 bits = 0 in SCI3nSMR, CKE1 bit = 0 in SCI3nSCR, and SCI3nBRR = 0) for clock synchronous mode.

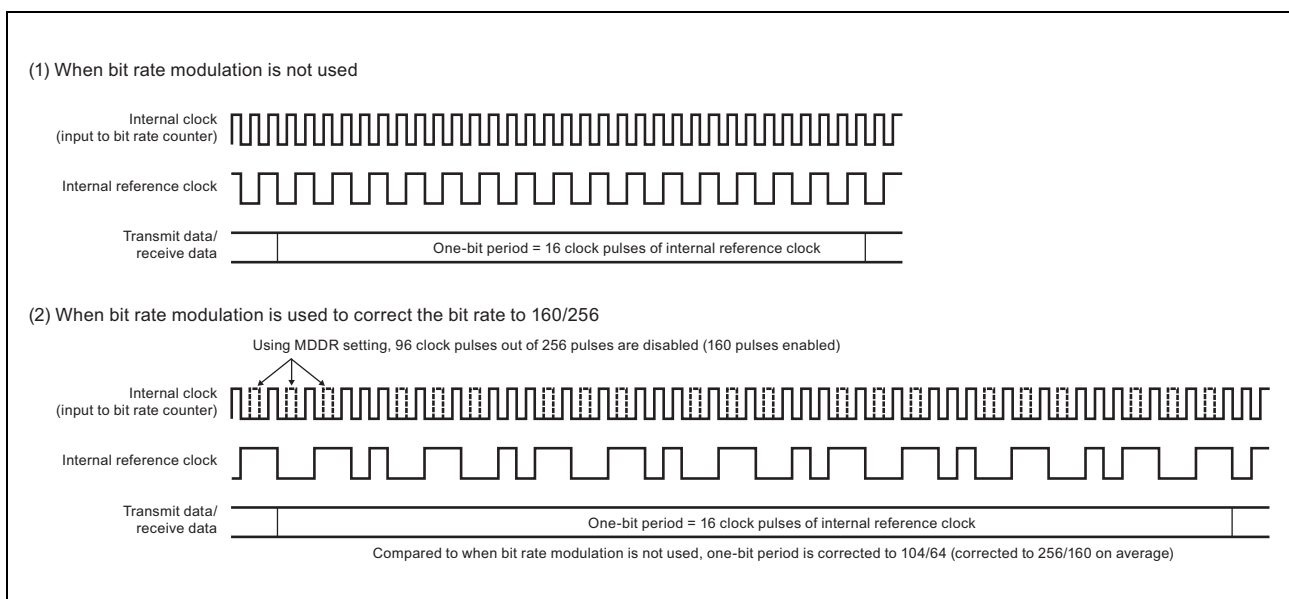


Figure 14.26 Example of Internal Reference Clock when the Bit Rate Modulation Function is Used

14.8 Interrupt Sources

Table 14.17 lists interrupt sources. Each interrupt source outputs an individual interrupt request signal. These interrupt sources can be enabled independently with the enable bit in SCI3nSCR.

A TXI interrupt request is generated when the TDRE flag in SCI3nSSR is set to 1. A TEI interrupt request is generated when the TEND flag in SCI3nSSR is set to 1. A TXI interrupt request can activate the DMAC to handle data transfer. The TDRE flag is automatically cleared to 0 when data is transferred using the DMAC.

CAUTION

The TDRE and TEND flags cannot be cleared to 0 while the TE bit in SCI3nSCR is 0. Since the TEND flag is the level interrupt request flag for a TEI interrupt, do not set the TEIE bit in SCI3nSCR to 1 while the TE bit is 0.

An RXI interrupt request is generated when the RDRF flag in SCI3nSSR is set to 1. An ERI interrupt is generated when either of the ORER, PER, and FER flags in SCI3nSSR is set to 1. An RXI interrupt request can activate the DMAC to handle data transfer. The RDRF flag is automatically cleared to 0 when data is transferred using the DMAC.

A TEI interrupt request is generated when the TEND flag is set to 1 with the TEIE bit set to 1.

CAUTION

If a TEI interrupt request and a TXI interrupt request are generated at the same time, the TXI interrupt request is accepted first. Note that clearing the TDRE flag to 0 at this time in the TXI interrupt processing routine also clears the TEND flag to 0 automatically, disabling the branch to the TEI interrupt processing routine.

Table 14.17 SCI3 Interrupt Sources

Name	Interrupt Source	Interrupt Flag	DMAC Activation
ERI	Receive error	ORER, FER, PER	Not possible
RXI	Receive data full	RDRF	Possible
TXI	Transmit data empty	TDRE	Possible
TEI	Transmit end	TEND	Not possible

14.9 Usage Notes

14.9.1 Break Detection and Processing

A break can be detected by reading the RXDMON bit in SCI3nSEMR when detecting a framing error. Since all inputs from the SCInRxD pin are 0 in the break state, the FER flag is set to 1 and the PER flag may also be set to 1. The SCI3 also continues data reception after it receives a break. For this reason, note that the FER flag is set to 1 again even after the FER flag is cleared to 0.

14.9.2 Mark State and Break Output

While the TE bit is 0 (transmission/reception disabled), the SCInTxD pin can output any level by switching the SCInTxD pin to a general output port. This allows the SCInTxD pin to be the mark state or break output during data transmission.

14.9.3 Receive Error Flags and Transmit Operations in Clock Synchronous Mode

During the clock synchronous simultaneous data transmit/receive operation, transmission cannot be started when a receive error flag (ORER) is set to 1, even if the TDRE flag is cleared to 0. Be sure to clear the receive error flags to 0 before starting transmission. Note that the receive error flags cannot be cleared to 0 even by clearing the RE bit to 0.

14.9.4 Relationship between Writing to SCI3nTDR and the TDRE Flag

The TDRE flag in SCI3nSSR is a status flag indicating that transmit data in SCI3nTDR has been transferred to SCI3nTSR. The TDRE flag is set to 1 when the SCI3 transfers data from SCI3nTDR to SCI3nTSR.

Data can be written to SCI3nTDR regardless of the status of the TDRE flag. However, writing new data to SCI3nTDR while the TDRE flag is 0 will make the data stored in SCI3nTDR lost because it has not been transferred to SCI3nTSR. Therefore, make sure to check that the TDRE flag is set to 1 before writing transmit data to SCI3nTDR.

14.9.5 Restrictions on Using an External Clock for Transmission in Clock Synchronous Mode

When using an external synchronization clock, clear the TDRE flag to 0 and then input a transmission clock (Figure 14.27). Also in continuous transmission mode, clear the TDRE flag to 0 and then input a transmission clock for the next frame.

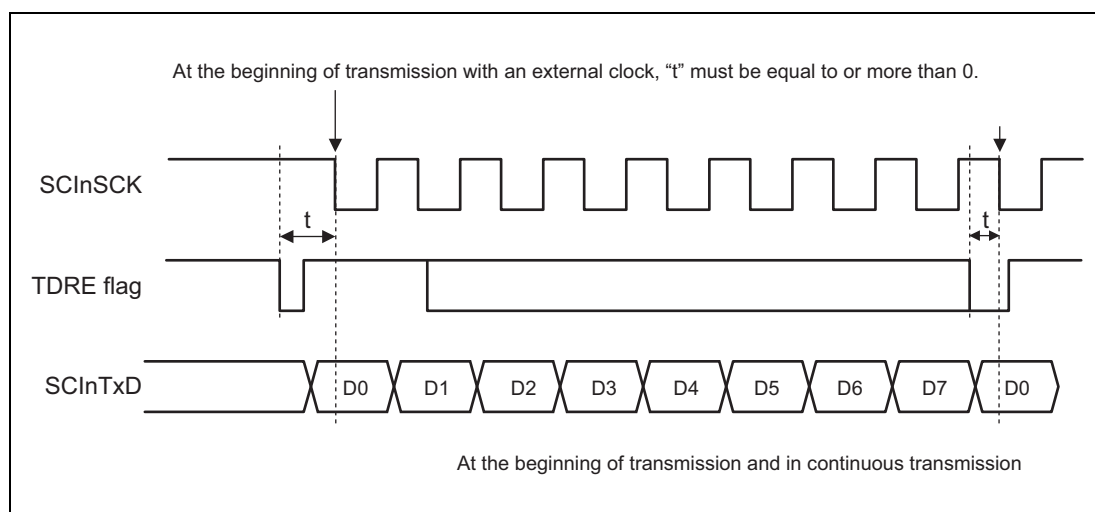


Figure 14.27 Restrictions on Using an External Clock for Transmission in Clock Synchronous Mode

14.9.6 External Clock Input in Clock Synchronous Mode

For the external SCInSCK clock input in clock synchronous mode, see Section 40.3.7, SCI/FLSCI Timing.

Section 15 LIN Master Interface (RLIN2)

This section contains a generic description of the LIN master interface (RLIN2).

15.1 Overview of RLIN2

15.1.1 Units and Channels

This microcontroller has the following number of RLIN2 units and channels.

Table 15.1 Units

RLIN2	
Units	1
Name	RLIN210

Table 15.2 Unit Configurations and Channels

Unit Name RLIN21n	Channels per Unit	Unit Channel Number	Channel Name RLIN2m
RLIN210	1	0	RLIN20

Table 15.3 Index

Index	Meaning
n	Throughout this section, the individual RLIN2 units are identified by the index "n" (n = 0).
m	Throughout this section, the individual channels are identified by the index "m" (m = 0).
i	Throughout this section, the individual channels of units that configure RLIN2 are identified by the index "i" (i = 0).
b	Throughout this section, the individual data buffers implemented in RLIN2 are identified by the index "b" (b = 1 to 8).

For example, RLIN21nGLWBR are the LIN wake-up baud rate select registers, which are the global registers of RLIN21nmLiMD are the LIN mode registers, which are the channel registers.

15.1.2 Register Base Addresses

RLIN2 base addresses are listed in the following table.

RLIN2 register addresses are given as offsets from the base addresses in general.

Table 15.4 Register Base Addresses

Base Address Name	Base Address
<RLIN210_base>	FFCE 0000 _H

15.1.3 Clock Supply

RLIN2 clock is listed in following table.

Table 15.5 Clock Supply

Unit Name	Clock for the Unit	Supply Clock Name
RLIN21n	pclk (P-Bus Clock)	CLK_LSB (low-speed peripheral clock)
	clkc (LIN communication clock source)	CLKC_LSB (unmodulated low-speed peripheral clock)

15.1.4 Interrupt Request

RLIN2 interrupt requests are listed in the following table.

Table 15.6 Interrupt Requests

Unit Interrupt Name	Outline	Interrupt Number
INTRLIN0	Transmit complete interrupt/ receive complete interrupt/ error detection interrupt (RLIN210 interrupt)	429

15.1.5 Reset Sources

RLIN2 reset sources are listed in the following table. RLIN2 is initialized by these reset sources.

Table 15.7 Reset Sources

Unit Name	Reset Source
RLIN21n	Any reset source

15.1.6 External Input/Output Signals

External input/output signals of RLIN2 are listed below.

Table 15.8 I/O Signals of RLIN2n

Unit Signal Name	Outline	Alternative Port Pin Signal
RLIN210		
RLIN20RX	RLIN210 receive data input	LRX0
RLIN20TX	RLIN210 transmit data output	LTX0

15.2 Function

15.2.1 Functional Overview

The LIN master interface is a hardware LIN communication controller that complies to LIN Specification Package Revision 1.3, 2.0, 2.1, 2.2, and SAEJ2602 (SEP 2005), and automatically performs frame communication and error determination.

Table 15.9 gives the LIN master interface specifications and **Figure 15.1** shows a block diagram of the LIN master interface.

Table 15.9 LIN Master Interface Specifications

Item	Specifications	
Channel count	1 channel	
LIN communication function	Protocol	LIN Specification Package Revision 1.3, 2.0, 2.1, 2.2, and SAEJ2602 (SEP 2005)
	Variable frame structure	<ul style="list-style-type: none"> • Break transmission width: 13 to 28 Tbits • Break delimiter transmission width: 1 to 4 Tbits • Inter-byte space (header): 0 to 7 Tbits (space between Sync field and ID field)*¹ • Response space: 0 to 7 Tbits*¹ • Inter-byte space: 0 to 3 Tbits (space between data bytes in response area) • Transmission wake-up: 1 to 16 Tbits
	Checksum	<ul style="list-style-type: none"> • Automatic operation for both transmission and reception • Classic or enhanced selectable (for each frame)
	Response field data byte count	Variable from 0 to 8 bytes
Frame communication modes	<ul style="list-style-type: none"> • Mode in which header transmission and response transmission/reception is started with a single transmission start request • Mode in which header transmission and response transmission are started with separate transmission start requests (frame separate mode) 	
Wake-up transmission and reception	LIN wake-up mode provided <ul style="list-style-type: none"> • Wake-up transmission (1 to 16 Tbits) • Wake-up reception Low-level width of input signals measured 	
Status	<ul style="list-style-type: none"> • Successful frame/wake-up transmission • Successful header transmission • Successful frame/wake-up reception*² • Successful data 1 reception • Error detection • Operation mode (LIN reset mode, LIN wake-up mode, LIN operation mode, LIN self-test mode) 	
Error status	<ul style="list-style-type: none"> • Bit error • Checksum error • Frame timeout error • Physical bus error • Framing error 	
Baud rate selection	Baud rate conforming to the LIN specifications generated using baud rate generator	
Test mode	Self-test mode for user evaluation	
Interrupt function	<ul style="list-style-type: none"> • Successful frame/wake-up transmission • Successful frame/wake-up reception*² • Error detection These three logical OR of these three operations events is are the interrupt sources (INTRLINm) for each channel.	

Note 1. Since the same register is used for setting, the inter-byte space (header) = response space.

Note 2. For wake-up reception, the low level width of the input signal is indicated.

15.2.2 Block Diagram

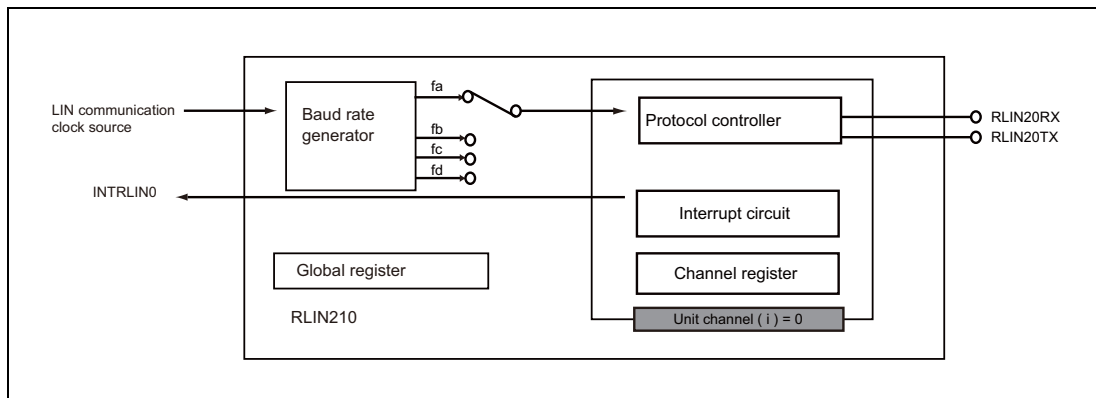


Figure 15.1 LIN Master Interface Block Diagram

15.3 Registers

The registers of the LIN master interface are configured with global registers and channel registers. As the global registers are allocated for each unit, they can be set respectively in units. As the channel registers are allocated for each channel, they can be controlled respectively in channels.

15.3.1 List of Registers

RLIN2 registers are listed in the following table.

For information on <RLIN21n_base>, see **Section 15.1.2, Register Base Addresses**.

Table 15.10 LIN Master Interface Registers Overview

Module name	Register name	Shortcut	Address
Global registers			
RLN21nG	LIN wake-up baud rate select register	RLN21nGLWBR	<RLIN21n_base> + 01 _H
RLN21nG	LIN baud rate prescaler 0 register	RLN21nGLBRP0	<RLIN21n_base> + 02 _H
RLN21nG	LIN baud rate prescaler 1 register	RLN21nGLBRP1	<RLIN21n_base> + 03 _H
RLN21nG	LIN self test control register	RLN21nGLSTC	<RLIN21n_base> + 04 _H
Channel registers			
RLN21nm	LIN mode register	RLN21nmLiMD	<RLIN21n_base> + 08 _H
RLN21nm	LIN break field configuration register	RLN21nmLiBFC	<RLIN21n_base> + 09 _H
RLN21nm	LIN space configuration register	RLN21nmLiSC	<RLIN21n_base> + 0A _H
RLN21nm	LIN wake-up configuration register	RLN21nmLiWUP	<RLIN21n_base> + 0B _H
RLN21nm	LIN interrupt enable register	RLN21nmLiIE	<RLIN21n_base> + 0C _H
RLN21nm	LIN error detection enable register	RLN21nmLiEDE	<RLIN21n_base> + 0D _H
RLN21nm	LIN control register	RLN21nmLiCUC	<RLIN21n_base> + 0E _H
RLN21nm	LIN transmission control register	RLN21nmLiTRC	<RLIN21n_base> + 10 _H
RLN21nm	LIN mode status register	RLN21nmLiMST	<RLIN21n_base> + 11 _H
RLN21nm	LIN status register	RLN21nmLiST	<RLIN21n_base> + 12 _H
RLN21nm	LIN error status register	RLN21nmLiEST	<RLIN21n_base> + 13 _H
RLN21nm	LIN data field configuration register	RLN21nmLiDFC	<RLIN21n_base> + 14 _H
RLN21nm	LIN ID buffer register	RLN21nmLiIDB	<RLIN21n_base> + 15 _H
RLN21nm	LIN check sum buffer register	RLN21nmLiCBR	<RLIN21n_base> + 16 _H
RLN21nm	LIN data buffer 1 register	RLN21nmLiDBR1	<RLIN21n_base> + 18 _H
RLN21nm	LIN data buffer 2 register	RLN21nmLiDBR2	<RLIN21n_base> + 19 _H
RLN21nm	LIN data buffer 3 register	RLN21nmLiDBR3	<RLIN21n_base> + 1A _H
RLN21nm	LIN data buffer 4 register	RLN21nmLiDBR4	<RLIN21n_base> + 1B _H
RLN21nm	LIN data buffer 5 register	RLN21nmLiDBR5	<RLIN21n_base> + 1C _H
RLN21nm	LIN data buffer 6 register	RLN21nmLiDBR6	<RLIN21n_base> + 1D _H
RLN21nm	LIN data buffer 7 register	RLN21nmLiDBR7	<RLIN21n_base> + 1E _H
RLN21nm	LIN data buffer 8 register	RLN21nmLiDBR8	<RLIN21n_base> + 1F _H

15.3.2 Global Registers

15.3.2.1 RLN21nGLWBR — LIN Wake-up Baud Rate Select Register

Access: This register can be read/written in 8-bit units.

Address: <RLIN21n_base> + 01_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	LWBR0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 15.11 RLN21nGLWBR Register Contents

Bit Position	Bit Name	Function
7 to 1	Reserved	The write value should be the value after reset.
0	LWBR0	Wake-up Baud Rate Select 0: In LIN wake-up mode, the clock specified by the LCKS bit setting in the RLN21nmLiMD register is used. (when LIN1.3 is used) 1: In LIN wake-up mode, the clock fa is used regardless of the setting of the LCKS bit of the RLN21nmLiMD register. (When LIN2.x is used)

Set the RLN21nGLWBR register when all channels in the same unit are in LIN reset mode (while the OMM0 bit in the RLN21nmLiMST register is 0).

LWBR0 Bit (Wake-up Baud Rate Select)

When LIN Specification Package Revision 1.3 is used, set the LWBR0 bit in the RLN21nGLWBR register to 0. This allows the 2.5-Tbit or longer low-level width of the input signal to be measured. When LIN Specification Package Revision 2.x is used, set the LWBR0 bit to 1.

With this setting, fa is selected as the LIN system clock (fLIN) during LIN wake-up mode regardless of the setting of the LCKS bit in the RLN21nmLiMD register (the LCKS bit is not changed) and the 2.5-Tbit or longer low-level width of the input signal to be measured.

Setting the baud rate to 19200 bps while fa is selected allows the 130μs or longer low-level width of the input signal to be detected during LIN wake-up mode regardless of the setting of the LCKS bit in the RLN21nmLiMD register.

15.3.2.2 RLN21nGLBRP0 — LIN Baud Rate Prescaler 0 Register

Access: This register can be read/written in 8-bit units

Address: <RLIN21n_base> + 02_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	LBRP0[7:0]							
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 15.12 RLN21nGLBRP0 Register Contents

Bit Position	Bit Name	Function
7 to 0	LBRP0[7:0]	Assuming that the value set in this register is N (0 to 255), the baud rate prescaler 0 divides the frequency of the LIN communication clock source by N + 1. Setting Range: 00 _H to FF _H

Set the RLN21nGLBRP0 register when all channels in the same unit are in LIN reset mode (while the OMM0 bit in the RLN21nmLiMST register is 0).

The value set in this register is used to control the frequency of baud rate clock source fa, fb, and fc.

Assuming that the value set in this register is N, the baud rate prescaler 0 divides the frequency of the LIN communication clock source by N+1.

15.3.2.3 RLN21nGLBRP1 — LIN Baud Rate Prescaler 1 Register

Access: This register can be read/written in 8-bit units.

Address: <RLIN21n_base> + 03_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	LBRP1[7:0]							
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 15.13 RLN21nGLBRP1 Register Contents

Bit Position	Bit Name	Function
7 to 0	LBRP1[7:0]	Assuming that the value set in this register is M (0 to 255), the baud rate prescaler 1 divides the frequency of the LIN communication clock source by M+1. Setting Range: 00 _H to FF _H

Set the RLN21nGLBRP1 register when all channels in the same unit are in LIN reset mode (while the OMM0 bit in the RLN21nmLiMST register is 0).

The value set in this register is used to control the frequency of baud rate clock source f_d .

Assuming that the value set in this register is M, the baud rate prescaler 1 divides the frequency of the LIN communication clock source by M+1.

15.3.2.4 RLN21nGLSTC — LIN Self-Test Control Register

This register is used to unlock protection of LIN self-test mode.

Set the RLN21nGLSTC register when all channels in the same unit are while the OMM0 bit in the RLN21nmLiMST register is 0 (in LIN reset mode).

For making transition to LIN self-test mode, refer to **Section 15.15, LIN Self-Test Mode**.

Access: This register can be read/written in 8-bit units.

Address: <RLN21n_base> + 04_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	LSTM[7:0]							
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1

Note 1. Writing is ignored in modes other than LIN reset mode.

Table 15.14 RLN21nGLSTC Register Contents

Bit Position	Bit Name	Function
7 to 0	LSTM	LIN Self-Test Mode 0: The module is not in LIN self-test mode.*1 1: The module is in LIN self-test mode.*2 Writing A7 _H , 58 _H , and 01 _H successively to the RLN21nGLSTC register places the module into LIN self-test mode. Setting other than the above is prohibited. If any other value is set, the read value is undefined.

Note 1. For leaving LIN self-test mode, see **Section 15.15.4, Terminating LIN Self-Test Mode**. When LIN self-test mode is terminated, 00_H is read.

Note 2. See **Section 15.15.1, Change to LIN Self-Test Mode** for how to change to LIN self-test mode. When transition to LIN self-test mode is completed, 01_H is read.

15.3.3 Channel Registers

15.3.3.1 RLN21nmLiMD — LIN Mode Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiMD: <RLN21n_base> + 08_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	LCKS[1:0]		—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R	R

Table 15.15 RLN21nmLiMD Register Contents

Bit Position	Bit Name	Function
7 to 4	Reserved	The write value should be the value after reset.
3, 2	LCKS[1:0]	LIN System Clock Select b3 b2 0 0: fa (Clock generated by baud rate prescaler 0) 0 1: fb (1/2 clock generated by baud rate prescaler 0) 1 0: fc (1/8 clock generated by baud rate prescaler 0) 1 1: fd (1/2 clock generated by baud rate prescaler 1)
1, 0	Reserved	These bits are always read as 0. The write value should always be 0.

Set the RLN21nmLiMD register while the OMM0 bit in the RLN21nmLiMST register is 0 (in LIN reset mode).

LCKS[1:0] Bits (LIN System Clock Select)

The LCKS bits select the clock to be input to the protocol controller.

With 00_B set, the protocol controller is provided with fa (clock generated by baud rate prescaler 0).

With 01_B set, the protocol controller is provided with fb (1/2 clock generated by baud rate prescaler 0).

With 10_B set, the protocol controller is provided with fc (1/8 clock generated by baud rate prescaler 0).

With 11_B set, the protocol controller is provided with fd (1/2 clock generated by baud rate prescaler 1).

When the LWBR0 bit in the RLN21nGLWBR is 1 (when LIN 2.x is used) and the RLN21nmLiMST register is 01_H (LIN wake-up mode), regardless of the setting of the LWBR0 bit, fa is input to the protocol controller (LCKS bit is not changed).

15.3.3.2 RLN21nmLiBFC — LIN Break Field Configuration Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiBFC: <RLIN21n_base> + 09_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	BDT[1:0]		BLT[3:0]			
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 15.16 RLN21nmLiBFC Register Contents

Bit Position	Bit Name	Function
7, 6	Reserved	The write value should be the value after reset.
5, 4	BDT[1:0]	Transmission Break Delimiter (High Level) Width Setting b5 b4 0 0: 1 Tbit 0 1: 2 Tbits 1 0: 3 Tbits 1 1: 4 Tbits
3 to 0	BLT[3:0]	Transmission Break (Low Level) Width Setting b3 b0 0 0 0 0: 13 Tbits 0 0 0 1: 14 Tbits 0 0 1 0: 15 Tbits : 1 1 1 0: 27 Tbits 1 1 1 1: 28 Tbits

Set the RLN21nmLiBFC register while the OMM0 bit in the RLN21nmLiMST register is 0 (in LIN reset mode).

Some combinations of the set values result in the length of a frame exceeding the timeout time. Set the appropriate values in this register.

BDT[1:0] Bits (Transmission Break Delimiter (High Level) Width Setting)

This bit is used to set the break high level width of transmission frame header.

1 Tbit to 4 Tbits can be set.

BLT[3:0] Bits (Transmission Break (Low Level) Width Setting)

This BLT bits set the break low level width of transmission frame header.

13 Tbits to 28 Tbits can be set.

15.3.3.3 RLN21nmLiSC — LIN Space Configuration Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiSC: <RLIN21n_base> + 0A_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	IBS[1:0]		—	IBHS[2:0]		
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R	R/W	R/W	R/W

Table 15.17 RLN21nmLiSC Register Contents

Bit Position	Bit Name	Function
7, 6	Reserved	The write value should be the value after reset.
5, 4	IBS[1:0]	Inter-Byte Space Select b5 b4 0 0: 0 Tbit 0 1: 1 Tbit 1 0: 2 Tbits 1 1: 3 Tbits
3	Reserved	The write value should be the value after reset.
2 to 0	IBHS[2:0]	Inter-Byte Space (Header)/Response Space Select b2 b0 0 0 0: 0 Tbit 0 0 1: 1 Tbit 0 1 0: 2 Tbits 0 1 1: 3 Tbits 1 0 0: 4 Tbits 1 0 1: 5 Tbits 1 1 0: 6 Tbits 1 1 1: 7 Tbits

Set the RLIN21nmLiSC register while the OMM0 bit in the RLN21nmLiMST register is 0 (in LIN reset mode).

Some combinations of the set values result in the length of a frame or a response exceeding the timeout time. Set the appropriate values in this register.

IBS[1:0] Bits (Inter-Byte Space Select)

The IBS bits set the width of the inter-byte space of the transmission frame response field.

0 Tbit to 3 Tbits can be set.

These bits are enabled only during response transmission; these are disabled during response reception.

IBHS[2:0] Bits (Inter-Byte Space (Header)/Response Space Select)

The IBHS bits set the width of the inter-byte space (header) of the transmission frame header field and the response space.

0 Tbit to 7 Tbits can be set.

The response space setting is enabled only during response transmission; setting is disabled during response reception.

The inter-byte space (header) is equal to the response space.

15.3.3.4 RLN21nmLiWUP — LIN Wake-up Configuration Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiWUP: <RLIN21n_base> + 0B_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	WUTL[3:0]				—	—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R

Table 15.18 RLN21nmLiWUP Register Contents

Bit Position	Bit Name	Function
7 to 4	WUTL[3:0]	Wake-up Transmission Low level Width Select b7 b4 0 0 0 0: 1 Tbit 0 0 0 1: 2 Tbits 0 0 1 0: 3 Tbits 0 0 1 1: 4 Tbits : 1 1 0 0: 13 Tbits 1 1 0 1: 14 Tbits 1 1 1 0: 15 Tbits 1 1 1 1: 16 Tbits
3 to 0	Reserved	The write value should be the value after reset.

Set the RLN21nmLiWUP register while the OMM0 bit in the RLN21nmLiMST register is 0 (in LIN reset mode).

WUTL[3:0] Bits (Wake-up Transmission Low level Width Select)

The WUTL bits set the low level width of the wake-up signal transmission. 1 Tbit to 16 Tbits can be set.

When the LWBR0 bit in the RLN21nGLWBR is 1 (when LIN 2.x is used), regardless of the setting of the the LCKS bit in the RLN21nmLiMD register, fa is selected as the LIN system clock (fLIN) (LCKS bit is not changed).

15.3.3.5 RLN21nmLiE — LIN Interrupt Enable Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiE: <RLIN21n_base> + 0C_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	ERRIE	FRCIE	FTCIE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W

Table 15.19 RLN21nmLiE Register Contents

Bit Position	Bit Name	Function
7 to 3	Reserved	The write value should be the value after reset.
2	ERRIE	Error Detection Interrupt Request Enable 0: Disables error detection interrupt request. 1: Enables error detection interrupt request.
1	FRCIE	Successful Frame/Wake-up Reception Interrupt Request Enable 0: Disables successful frame/wake-up reception interrupt request. 1: Enables successful frame/wake-up reception interrupt request.
0	FTCIE	Successful Frame/Wake-up Transmission Interrupt Request Enable 0: Disables successful frame/wake-up transmission interrupt request. 1: Enables successful frame/wake-up transmission interrupt request.

Set the RLN21nmLiE register while the OMM0 bit in the RLN21nmLiMST register is 0 (in LIN reset mode).

ERRIE Bit (Error Detection Interrupt Request Enable)

The ERRIE bit enables or disables interrupt request generation upon detection of an error.

With 0 set, the interrupt request is not generated when the ERR flag in the RLN21nmLiST register is set to 1.

With 1 set, the interrupt request is generated when the ERR flag in the RLN21nmLiST register is set to 1.

Error sources can be the bit error, physical bus error, frame timeout error, framing error, and checksum error.

Detection of the bit error, physical bus error, frame/response timeout error, and framing error can be enabled or disabled using the RLN21nmLiEDE register.

FRCIE Bit (Successful Frame/Wake-up Reception Interrupt Request Enable)

The FRCIE bit enables or disables interrupt request generation upon successful reception of a frame or a wake-up signal (counting of low level width of the input signal).

With 0 set, the interrupt request is not generated when the FRC flag in the RLN21nmLiST register is set to 1.

With 1 set, the interrupt request is generated when the FRC flag in the RLN21nmLiST register is set to 1.

FTCIE Bit (Successful Frame/Wake-up Transmission Interrupt Request Enable)

The FTCIE bit enables or disables interrupt request generation upon successful transmission of a frame or a wake-up signal.

With 0 set, the interrupt request is not generated when the FTC flag in the RLN21nmLiST register is set to 1.

With 1 set, the interrupt request is generated when the FTC flag in the RLN21nmLiST register is set to 1.

15.3.3.6 RLN21nmLiEDE — LIN Error Detection Enable Register

Access: This register can be read/written in 8-bit units

Address: RLN21nmLiEDE: <RLIN21n_base> + 0D_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	FERE	FTERE	PBERE	BERE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 15.20 RLN21nmLiEDE Register Contents

Bit Position	Bit Name	Function
7 to 4	Reserved	The write value should be the value after reset.
3	FERE	Framing Error Detection Enable 0: Disables framing error detection. 1: Enables framing error detection.
2	FTERE	Frame Timeout Error Detection Enable 0: Disables frame timeout error detection. 1: Enables frame timeout error detection.
1	PBERE	Physical Bus Error Detection Enable 0: Disables physical bus error detection. 1: Enables physical bus error detection.
0	BERE	Bit Error Detection Enable 0: Disables bit error detection. 1: Enables bit error detection.

Set the RLN21nmLiEDE register while the OMM0 bit in the RLN21nmLiMST register is 0_B (in LIN reset mode).

FERE Bit (Framing Error Detection Enable)

The FERE bit enables or disables detection of the framing error.

With 0 set, the framing error is not detected.

With 1 set, the framing error is detected.

When this bit is set to 1, the detection result is indicated in the FER flag in the RLN21nmLiEST register.

For details of the framing error, refer to **Section 15.14, Error Status**.

FTERE Bit (Frame Timeout Error Detection Enable)

The FTERE bit enables or disables detection of the frame timeout error.

With 0 set, the frame timeout error is not detected.

With 1 set, the frame timeout error is detected.

When this bit is set to 1, the detection result is indicated in the FTER flag in the RLN21nmLiEST register.

Do not use the timeout error if response data of 9 bytes or more is to be transmitted or received.

For details of the frame timeout error, refer to **Section 15.14, Error Status**.

PBERE Bit (Physical Bus Error Detection Enable)

The PBERE bit enables or disables detection of the physical bus error.

With 0 set, the physical bus error is not detected.

With 1 set, the physical bus error is detected.

When this bit is set to 1, the detection result is indicated in the PBER flag in the RLN21nmLiEST register.

For details of the physical bus error, refer to **Section 15.14, Error Status**.

BERE Bit (Bit Error Detection Enable)

The BERE bit enables or disables detection of the bit error.

With 0 set, the bit error is not detected.

With 1 set, the bit error is detected.

When this bit is set to 1, the detection result is indicated in the BER flag in the RLN21nmLiEST register.

For details of the bit error, refer to **Section 15.14, Error Status**.

15.3.3.7 RLN21nmLiCUC — LIN Control Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiCUC: <RLIN21n_base> + 0E_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	OM1	OM0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 15.21 RLN21nmLiCUC Register Contents

Bit Position	Bit Name	Function
7 to 2	Reserved	The write value should be the value after reset.
1	OM1	LIN Mode Select 0: LIN wake-up mode 1: LIN operation mode
0	OM0	LIN Reset 0: LIN reset mode 1: Release from LIN reset mode

Set the RLN21nmLiCUC register to 01_H to cause a transition to LIN wake-up mode after release from LIN reset mode, and set the register to 03_H to cause a transition to LIN operation mode.

In LIN self-test mode, set the RLN21nmLiCUC register to 03_H after a transition to LIN self-test mode is completed.

After a value is written to this register, confirm that the value written is actually indicated in the RLN21nmLiMST register before writing another value.

OM1 Bit (LIN Mode Select)

The OM1 bit selects the specific LIN operation mode (either LIN wake-up mode or LIN operation mode) after release from LIN reset mode.

Setting this bit to 0 causes a transition to LIN wake-up mode.

Setting this bit to 1 causes a transition to LIN operation mode.

This bit is valid only when the OMM0 bit in the RLN21nmLiMST register is 1.

Writing a value to this bit is disabled while the FTS bit in the RLN21nmLiTRC register is 1.

OM0 Bit (LIN Reset)

The OM0 bit selects either a transition to LIN reset mode or release from LIN reset mode.

Setting this bit to 0 causes a transition to LIN reset mode.

Setting this bit to 1 leads to release from LIN reset mode.

15.3.3.8 RLN21nmLiTRC — LIN Transmission Control Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiTRC: <RLIN21n_base> + 10_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	RTS	FTS
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 15.22 RLN21nmLiTRC Register Contents

Bit Position	Bit Name	Function
7 to 2	Reserved	The write value should be the value after reset.
1	RTS	Response Transmission Start 0: Response transmission is stopped in frame separate mode. 1: Response transmission is started in frame separate mode.
0	FTS	Frame Transmission/Wake-up Transmission /Reception Start 0: Frame Transmission/wake-up transmission /reception is stopped. 1: Frame Transmission/wake-up transmission reception is started.

RTS Bit (Response Transmission Start)

Set the RTS bit to 1 in frame separate mode after header transmission is started (FTS bit is 1) and response transmission data is ready. Once set, this bit is automatically cleared to 0 upon completion of frame communication or transition to LIN reset mode.

Only 1 can be written to this bit; 0 cannot be written.

To write 1 to this bit, write 02_H to the RLN21nmLiTRC register using the store instruction.

Writing a value to this bit is disabled when the OMM0 bit is 0 (in LIN reset mode).

Do not write 1 to this bit when the OMM0 bit is 0 (in LIN wakeup mode).

Writing a value to this bit is disabled when the FTS bit is 0 (frame transmission or wake-up transmission/reception is halted).

FTS Bit (Frame Transmission/Wake-up Transmission/Reception Start)

Set the FTS bit to 1 to start frame/wake-up transmission.

Also set this bit to 1 to allow wake-up reception (counting of the low level width of the input signal).

Only 1 can be written to this bit; 0 cannot be written.

Writing a value to this bit is disabled when the OMM0 bit is 0 (in LIN reset mode). This bit is set to 0 upon completion of frame or wake-up communication and transition to LIN reset mode.

15.3.3.9 RLN21nmLiMST — LIN Mode Status Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiMST: <RLIN21n_base> + 11_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	OMM1	OMM0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 15.23 RLN21nmLiMST Register Contents

Bit Position	Bit Name	Function
7 to 2	Reserved	When read, the value after reset is read.
1	OMM1	LIN Mode Status Monitor 0: The LIN master interface is in LIN wake-up mode. 1: The LIN master interface is in LIN operation mode.
0	OMM0	LIN Reset Status Monitor 0: The LIN master interface is in LIN reset mode. 1: The LIN master interface is not in LIN reset mode.

OMM1 Bit (LIN Mode Status Monitor)

The OMM1 bit indicate the current operating mode. The OMM0 bit value is invalid while this bit is 0_B (in LIN reset mode).

OMM0 Bit (LIN Reset Status Monitor)

The OMM0 bit indicates the current operating mode.

15.3.3.10 RLN21nmLiST — LIN Status Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiST: <RLIN21n_base> + 12_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	HTRC	D1RC	—	—	ERR	—	FRC	FTC
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R/W	R/W

Table 15.24 RLN21nmLiST Register Contents

Bit Position	Bit Name	Function
7	HTRC	Successful Header Transmission Flag 0: Header transmission has not been completed. 1: Header transmission has been completed.
6	D1RC	Successful Data 1 Reception Flag 0: Data 1 Reception has not been completed. 1: Data 1 Reception has been completed.
5, 4	Reserved	The write value should be the value after reset.
3	ERR	Error Detection Flag 0: No error has been detected. 1: Error has been detected.
2	Reserved	The write value should be the value after reset.
1	FRC	Successful Frame/Wake-up Reception Flag 0: Frame or wake-up reception has not been completed. 1: Frame or wake-up reception has been completed.
0	FTC	Successful Frame/Wake-up Transmission Flag 0: Frame or wake-up transmission has not been completed. 1: Frame or wake-up transmission has been completed.

The RLN21nmLiST register is automatically cleared to 00_H upon transition to LIN reset mode and start of the next communication (the FTS bit in the RLN21nmLiTRC register is 1).

In LIN reset mode, writing to the register is disabled.

In LIN reset mode, the register retains 00_H.

Writing to this register is prohibited while the FTS bit in the RLN21nmLiTRC register is 1 (frame transmit or wake-up transmission/reception is started)

To clear the specific bits in the register, write 0 to the bits to be cleared and write 1 to the other bits using the store instruction.

HTRC Flag (Successful Header Transmission Flag)

Only 0 can be written to the HTRC flag; when 1 is written, the bit retains the value that has been retained before 1 is written.

The HTRC flag is set to 1 upon completion of header transmission, but an interrupt request is not generated. To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the bit in LIN operation mode.

D1RC Flag (Successful Data 1 Reception Flag)

Only 0 can be written to the D1RC flag; when 1 is written, the bit retains the value that has been retained before 1 is written.

The D1RC flag is set to 1 upon completion of data 1 reception. Here, an interrupt request is not generated. To clear the bit to 0 before the next communication, write 0 to the bit in LIN operation mode.

ERR Flag (Error Detection Flag)

The ERR flag is set to 1 upon detection of an error (at least one of the RLN21nmLiEST flags is 1). Here, an interrupt request is generated if the ERRIE bit in the RLN21nmLiIE register is 1 (interrupt request is enabled). To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the CSER, FER, FTER, PBER, and BER flags in the RLN21nmLiEST register in LIN operation mode or LIN wake-up mode. This clears the ERR flag to 0.

FRC Flag (Successful Frame/Wake-up Reception Flag)

Only 0 can be written to the FRC flag; when 1 is written, the bit retains the value that has been retained before 1 is written.

The FRC flag is set to 1 upon completion of frame or wake-up reception. Here, an interrupt request is generated if the FRCIE bit in the RLN21nmLiIE register is 1 (interrupt request is enabled). To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the bit in LIN operation mode or LIN wake-up mode.

FTC Flag (Successful Frame/Wake-up Transmission Flag)

Only 0 can be written to the FTC flag; when 1 is written, the bit retains the value that has been retained before 1 is written.

The FTC flag is set to 1 upon completion of frame or wake-up transmission. Here, an interrupt request is generated if the FTCIE bit in the RLN21nmLiIE register is 1 (interrupt request is enabled). To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the bit in LIN operation mode or LIN wake-up mode.

15.3.3.11 RLN21nmLiEST — LIN Error Status Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiEST: <RLIN21n_base> + 13_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	CSER	—	FER	FTER	PBER	BER
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R	R/W	R/W	R/W	R/W

Table 15.25 RLN21nmLiEST Register Contents

Bit Position	Bit Name	Function
7, 6	Reserved	The write value should be the value after reset.
5	CSER	Checksum Error Flag 0: Checksum error has not been detected. 1: Checksum error has been detected.
4	Reserved	The write value should be the value after reset.
3	FER	Framing Error Flag 0: Framing error has not been detected. 1: Framing error has been detected.
2	FTER	Frame Timeout Error Flag 0: Frame timeout error has not been detected. 1: Frame timeout error has been detected.
1	PBER	Physical Bus Error Flag 0: Physical bus error has not been detected. 1: Physical bus error has been detected.
0	BER	Bit Error Flag 0: Bit error has not been detected. 1: Bit error has been detected.

The RLN21nmLiEST register is automatically cleared to 00_H upon transition to LIN reset mode and start of the next communication (the FTS bit in the RLN21nmLiTRC register is 1).

In LIN reset mode, writing to the register is disabled and the register retains 00_H.

When the FTS bit in the RLN21nmLiTRC register is 1 (frame transmission or wake-up transmission/reception is started), do not write a value to this register.

To clear the specific bits in the register, write 0 to the bits to be cleared and write 1 to the other bits using the store instruction.

CSER Flag (Checksum Error Flag)

Only 0 can be written to the CSER flag; when 1 is written, the bit retains the value that has been retained before 1 is written.

The CSER flag is set to 1 upon checksum error detection. To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the bit in LIN operation mode.

FER Flag (Framing Error Flag)

When the FERE bit in the RLN21nmLiEST register is 1 (flaming error detection is enabled) and a flaming error is detected, 1 is written. To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the bit in LIN operation mode.

FTER Flag (Frame Fimeout Error Flag)

Only 0 can be written to the FTER flag; when 1 is written, the bit retains the value that has been retained before 1 is written.

The FTER flag is set to 1 when the FTERE bit in the RLN21nmLiEDE register is 1 (frame timeout error detection enable) and the frame timeout error is detected. To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the bit in LIN operation mode.

PBER Flag (Physical Bus Error Flag)

Only 0 can be written to the PBER flag; when 1 is written, the bit retains the value that has been retained before 1 is written.

The PBER flag is set to 1 when the PBERE bit in the RLN21nmLiEDE register is 1 (physical bus error detection enable) and the physical error is detected. To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the bit in LIN operation mode or LIN wake-up mode.

BER Flag (Bit Error Flag)

Only 0 can be written to the BER flag; when 1 is written, the bit retains the value that has been retained before 1 is written.

The BER flag is set to 1 when the BERE bit in the RLN21nmLiEDE register is 1 (bit error detection enable) and the bit error is detected. To clear the bit to 0 before the next communication (the FTS bit in the RLN21nmLiTRC register is 1), write 0 to the bit in LIN operation mode or LIN wake-up mode.

15.3.3.12 RLN21nmLiDFC — LIN Data Field Configuration Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiDFC: <RLIN21n_base> + 14_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	FSM	CSM	RFT	RFDL[3:0]			
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 15.26 RLN21nmLiDFC Register Contents

Bit Position	Bit Name	Function
7	Reserved	The write value should be the value after reset.
6	FSM	Frame Separate Mode Select 0: Frame separate mode is not set. 1: Frame separate mode is set.
5	CSM	Checksum Select 0: Classic checksum mode 1: Enhanced checksum mode
4	RFT	Response Field Communication Direction Select 0: Reception 1: Transmission
3 to 0	RFDL[3:0]	Response Field Length Select b3 b0 0 0 0 0: 0 bytes (+ checksum) 0 0 0 1: 1 byte (+ checksum) 0 0 1 0: 2 bytes (+ checksum) : 0 1 1 1: 7 bytes (+ checksum) 1 0 0 0: 8 bytes (+ checksum) Settings other than the above are prohibited.

Set the RLN21nmLiDFC register when the FTS bit in the RLN21nmLiTRC register is 0 (frame transmission or wake-up transmission/reception is halted).

FSM Bit (Frame Separate Mode Select)

The FSM bit sets the response transmission mode.

With 0 set, frame separate mode is not selected. In this case, after header transmission is started (the FTS bit in the RLN21nmLiTRC register is 1), response is transmitted/received without the RTS bit in the RLN21nmLiTRC register being set.

With 1 set, frame separate mode is selected. When the RTS bit in the RLN21nmLiTRC register is set to 1 during header transmission, response is transmitted after header transmission is completed.

Header transmission is successfully completed (the HTRC bit in the RLN21nmLiST register is 1).

Response transmission is requested (the RTS bit in the RLN21nmLiTRC register is 1).

For response reception (the RFT bit is 0), set the FSM bit to 0.

When causing a transition to LIN self-test mode, set this bit to 0 before transition.

For details of frame separate mode, refer to **Section 15.11.1, Transmission of LIN Frames**.

CSM Bit (Checksum Select)

The CSM bit sets the checksum mode.

With 0 set, classic checksum mode is selected.

With 1 set, enhanced checksum mode is selected.

When the frame timeout error is used (the FTERE bit in the RLN21nmLiEDE register is 1), the specific timeout time depends on the setting of this bit. For details of the bit error, refer to **Section 15.14, Error Status**.

RFT Bit (Response Field Communication Direction Select)

The RFT bits set the direction of the response field communication and wake-up signal.

With 0 set, reception is performed in the response field. In LIN wake-up mode, wake-up reception is performed (low level width of the input signal is counted).

With 1 set, transmission is performed in the response field. In LIN wake-up mode, wake-up transmission is performed.

RFDL[3:0] Bits (Response Field Length Select)

The RFDL bits set the length of the response field data.

The data length can be 0 to 8 bytes excluding the checksum size.

15.3.3.13 RLN21nmLiIDB — LIN ID Buffer Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiIDB: <RLIN21n_base> + 15_H

Value after reset: Undefined

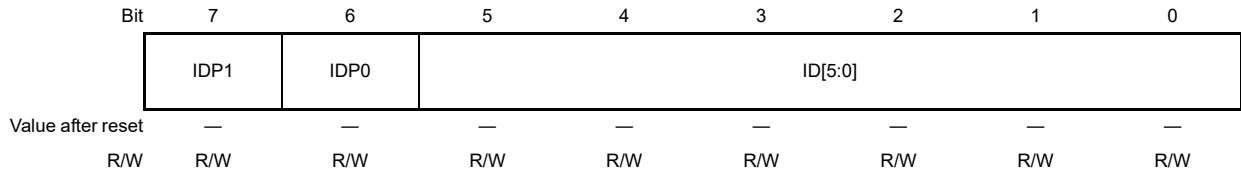


Table 15.27 RLN21nmLiIDB Register Contents

Bit Position	Bit Name	Function
7	IDP1	Parity Setting (P1) Sets the parity bits (P1) to be transmitted in the ID field.
6	IDP0	Parity Setting (P0) Sets the parity bits (P0) to be transmitted in the ID field.
5 to 0	ID[5:0]	ID Setting Sets the 6-bit ID value to be transmitted in the ID field.

Set the RLN21nmLiIDB register when the FTS bit in the RLN21nmLiTRC register is 0 (frame transmission or wake-up transmission/reception is halted).

In LIN self-test mode, this register operates as follows:

Write the value to be transmitted to the register before communication. After frame transmission is completed (after loopback), the inverse of the value transmitted can be read from the register.

For details of LIN self-test mode, see **Section 15.15, LIN Self-Test Mode**.

IDP Bits (Parity Setting)

The IDP bits set the parity bits (P0 and P1) to be transmitted in the ID field of the LIN frame. IDP0 is P0 and IDP1 is P1. Since parity is not automatically calculated, set the calculation result. Note that if the erroneous result is set, it is transmitted as is.

ID Bits (ID Setting)

The ID bit sets the 6-bit ID value to be transmitted in the ID field of the LIN frame.

15.3.3.14 RLN21nmLiCBR — LIN Checksum Buffer Register

Access: This register can be read/written in 8-bit units.
However, this register can be read/written in 8-bit units in LIN self-test mode.

Address: RLN21nmLiCBR: <RLIN21n_base> + 16_H

Value after reset: Undefined

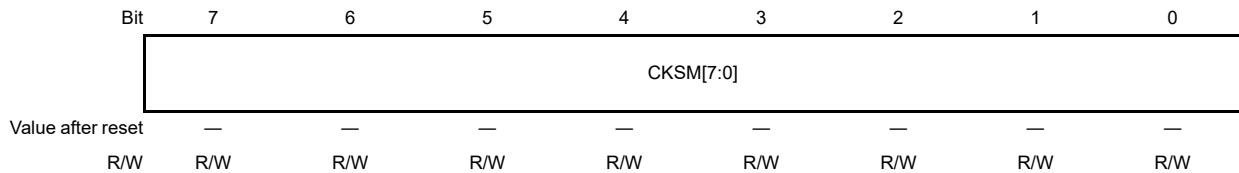


Table 15.28 RLN21nmLiCBR Register Contents

Bit Position	Bit Name	Function
7 to 0	CKSM[7:0]	Holds the checksum value transmitted or received.

In LIN operation mode, this register operates as follows:

- When the RFT bit in the RLN21nmLiDFC register is 1 (transmission):
The value transmitted can be read from the register. Read the value after transmission is completed.
Writing to this register is invalid.
- When the RFT bit in the RLN21nmLiDFC register is 0 (reception):
The value received can be read from the register. Read the value after reception is completed.
Writing to this register is invalid.

In LIN self-test mode, this register operates as follows:

- When the RFT bit in the RLN21nmLiDFC register is 1 (transmission):
The inverse of the value received can be read from the register after frame transmission/reception completion (after loop-back).
Writing to this register is invalid.
- When the RFT bit in the RLN21nmLiDFC register is 0 (reception):
The value to be received should be written to the register before communication.
The inverse of the value received can be read from the register after frame transmission/reception is completed (after loop-back).

See **Section 15.15, LIN Self-Test Mode** for the details on LIN self-test mode.

Set the RLN21nmLiCBR register when the FTS bit in the RLN21nmLiTRC register is 0 (frame transmission or wake-up transmission/reception is halted).

15.3.3.15 RLN21nmLiDBRb — LIN Data Buffer b Register

Access: This register can be read/written in 8-bit units.

Address: RLN21nmLiDBR1: <RLIN21n_base> + 18_H, RLN21nmLiDBR2: <RLIN21n_base> + 19_H,
RLN21nmLiDBR3: <RLIN21n_base> + 1A_H, RLN21nmLiDBR4: <RLIN21n_base> + 1B_H,
RLN21nmLiDBR5: <RLIN21n_base> + 1C_H, RLN21nmLiDBR6: <RLIN21n_base> + 1D_H,
RLN21nmLiDBR7: <RLIN21n_base> + 1E_H, RLN21nmLiDBR8: <RLIN21n_base> + 1F_H

Value after reset: Undefined

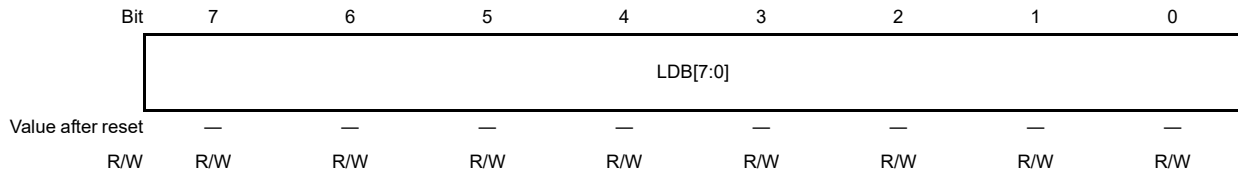


Table 15.29 RLN21nmLiDBRm (m = 1 to 8) Register Contents

Bit Position	Bit Name	Function
7 to 0	LDB[7:0]	Sets the data to be transmitted or allows the received data to be read. Setting Range: 00 _H to FF _H

- For response transmission:

The RLN21nmLiDBRm registers set the data to be transmitted in the response field.
Use these registers with the following settings.

- RFT in RLN21nmLiDFC register is 1 (transmission)
- FSM in RLN21nmLiDFC register is 0 (not frame separate mode)
- FTS bit in RLN21nmLiTRC register is 0 (frame transmission or wake-up transmission/
reception is halted)

or

- RFT in RLN21nmLiDFC register is 1 (transmission)
- FSM in RLN21nmLiDFC register is 1 (frame separate mode)
- RTS in RLN21nmLiTRC register is 0 (response transmission is halted)

- For response reception:

The RLN21nmLiDBRm registers hold the data received in the response field.
The received data is overwritten. If an error is detected, the data up to the byte in which the error
was detected are stored in the register.

Do not read these registers when the FTS bit is 1 (frame transmission or wake-up transmission/
reception is started)

In LIN self-test mode, these registers operate as follows:

The value to be transmitted should be written to the registers before communication.

The inverse of the value received can be read from the register after frame transmission/reception
completion (after loop back).

See **Section 15.15, LIN Self-Test Mode** for the details on the LIN self-test mode.

15.4 Interrupt Sources

The LIN interrupts are interrupt requests generated by the LIN master interface.

There are three interrupt factors for each channel; frame/wake-up transmit completion, frame/wake-up receive completion, and error detection.

The interrupt request from three interrupt states, frame/wake-up transmit completion, frame/wake-up receive completion, and error detection, is ORed to be one interrupt request “LIN interrupt”.

The respective interrupt request is output when the corresponding flag in the RLN21nmLiST register is set to 1 while the corresponding bit in the RLN21nmLiIE register is 1 (interrupt enabled). However, if an interrupt is requested when the corresponding flag in the RLN21nmLiST register has been set to 1, it is ignored. Therefore, clear the corresponding flag to 0 to enable the interrupt.

Figure 15.2 shows a block diagram of the LIN interrupt.

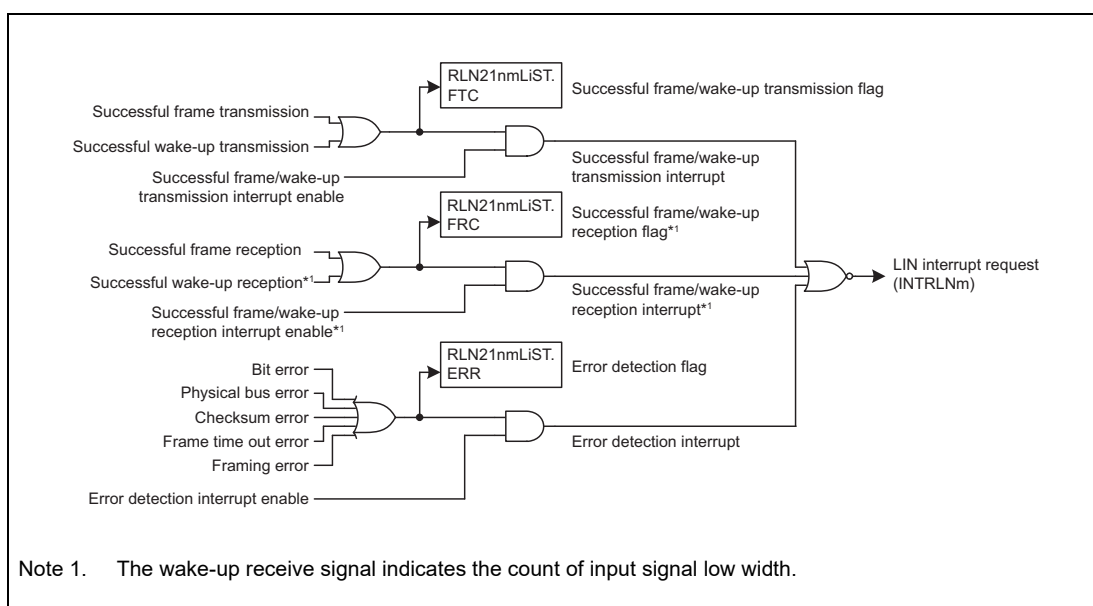


Figure 15.2 LIN Interrupt Block Diagram

15.5 Modes

The LIN Master Interface provides the following four modes, depending upon the specific function to be performed:

- LIN reset mode
- LIN operation mode
- LIN wake-up mode
- LIN self-test mode

The transition of the operating modes except LIN self-test mode is controlled independently for respective channels.

Figure 15.3 shows mode transitions. **Table 15.30** describes mode transition conditions. **Table 15.31** lists operations available in each mode.

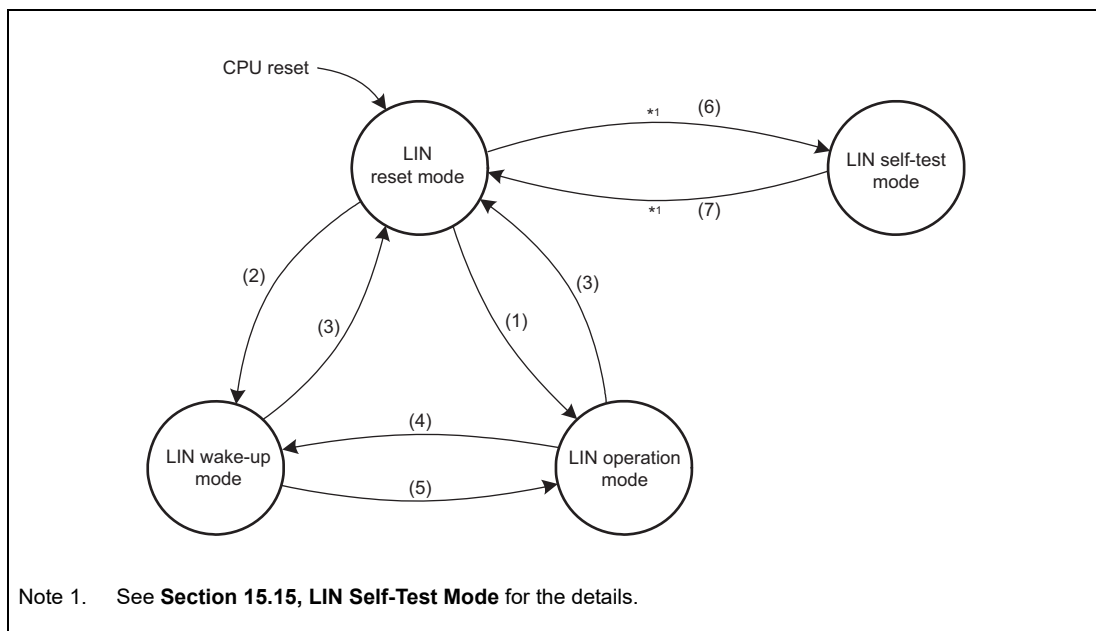


Figure 15.3 Mode Transitions

Table 15.30 Transition Condition of Each Mode

Mode transition		Transition condition
1	LIN reset mode → LIN operation mode	RLN21nmLiCUC.OM1, OM0 = 11 _B
2	LIN reset mode → LIN wake-up mode	RLN21nmLiCUC.OM1, OM0 = 01 _B
3	LIN wake-up mode → LIN reset mode LIN operation mode	RLN21nmLiCUC.OM0 = 0 _B
4	LIN operation mode → LIN wake-up mode	RLN21nmLiCUC.OM1, OM0 = 01 _B
5	LIN wake-up mode → LIN operation mode	RLN21nmLiCUC.OM1, OM0 = 11 _B
6	LIN reset mode → LIN self-test mode	See Section 15.15, LIN Self-Test Mode.
7	LIN self-test mode → LIN reset mode	See Section 15.15, LIN Self-Test Mode.

Table 15.31 Operations Available in Each Mode

LIN operation mode	LIN wake-up mode	LIN self-test mode
Header transmission	Wake-up transmission	Self test
Response transmission	Wake-up reception	
Response reception	Error detection	
Error detection		

Whether a transition has been made to LIN reset mode, the LIN mode, or the UART mode can be verified by reading the OMM1 and OMM0 bits in the RLN21nmLiMST register.

For a description of the LIN self-test mode, see **Section 15.15, LIN Self-Test Mode.**

15.6 LIN Reset Mode

Setting the OM0 bit in the RLN21nmLiCUC register to 0_B (LIN reset mode) causes a transition to LIN reset mode. The change to LIN reset mode can be verified by determining that the OMM0 bit in the RLN21nmLiMST register has been set to 0_B (LIN reset mode). In this mode, the LIN communication stops.

From LIN reset mode, transitions to LIN operation mode, LIN wake-up mode, and LIN self-test mode can be made.

When the mode changes to LIN reset mode, the following registers are initialized to their reset values, and as long as LIN reset mode is in effect, they retain their value after resets.

- RLN21nmLiTRC register
- RLN21nmLiST register
- RLN21nmLiEST register

The following registers retain their previous values even when a transition to LIN reset mode is made:

- RLN21nGLWBR register
- RLN21nGLBRP0 register
- RLN21nGLBRP1 register
- RLN21nmLiMD register
- RLN21nmLiBFC register
- RLN21nmLiSC register
- RLN21nmLiWUP register
- RLN21nmLiIE register
- RLN21nmLiEDE register
- RLN21nmLiDFC register
- RLN21nmLiIDB register
- RLN21nmLiCBR register
- RLN21nmLiDBRb register

15.7 LIN Operation Mode

In LIN operation mode, frame processing (header transmission, header reception, response transmission, response reception, and error detection) can be performed.

During a transition from LIN reset mode to LIN mode, setting the OM1 and OM0 bits in the RLN21nmLiCUC register to 11_B changes the mode to LIN operation mode, changing the OMM1 and OMM0 bits in the RLN21nmLiMST register to 11_B. Communication settings should be performed after the RLN21nmLiMST register has become 11_B.

15.8 LIN Wake-up Mode

In LIN wake-up mode, wake-up signal processing (wake-up transmission, wake-up reception, and error detection) can be performed.

During a transition from LIN reset mode to LIN mode, setting the OM1 and OM0 bits in the RLN21nmLiCUC register to 01_B changes the mode to LIN wake-up mode, changing the OMM1 and OMM0 bits in the RLN21nmLiMST register to 01_B. Communication settings should be performed after the RLN21nmLiMST register has become 01_B.

15.9 Header Transmission/Response Transmission/Response Reception

15.9.1 Header Transmission

Figure 15.4 shows the operation of the LIN master interface (LIN master mode) in header transmission. **Table 15.32** provides processing in header transmission.

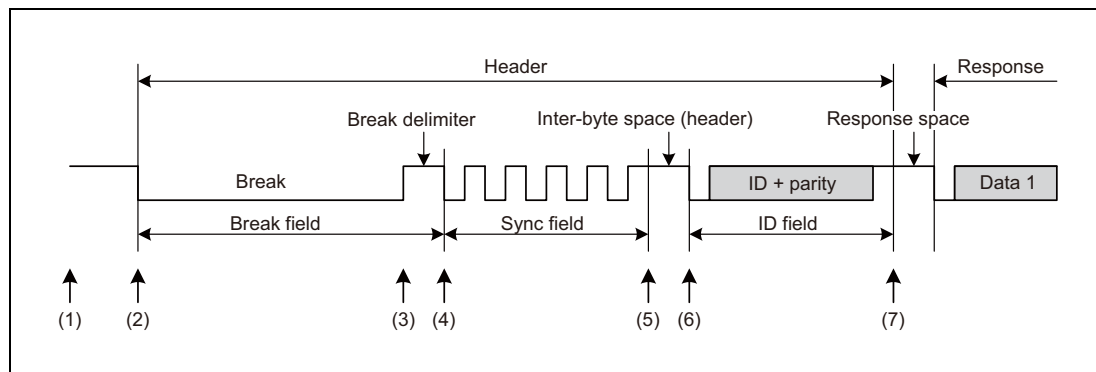


Figure 15.4 Operation in Header Transmission

Table 15.32 Processing in Header Transmission

Software processing	LIN Master Interface processing
(1) <ul style="list-style-type: none"> • Sets a baud rate • Enables interrupt • Enables error detection • Sets frame configuration parameters • Changes LIN operation mode • Sets information on the frame to be transmitted (ID, parity, data length, response direction, Checksum method, and transmission data) 	Waits for the setting of the FTS bit in the RLIN21nmLiTRC register to 1 by software (idle).
(2) Sets the FTS bit in the RLIN21nmLiTRC register to 1 (frame transmission or wake-up transmission/reception started)	Transmits a break.
(3) Waits for an interrupt request	Transmits a break delimiter.
(4)	Transmits a sync field (55 _H).
(5)	Transmits an inter-byte space (header).
(6)	Transmits an ID field.
(7)	Sets a successful header transmission flag.

NOTE

For information about error detection, refer to **Section 15.14, Error Status**.

15.9.2 Response Transmission

Figure 15.5 shows the operation of the LIN Master Interface (LIN master mode) in response transmission. Table 15.33 provides processing in response transmission.

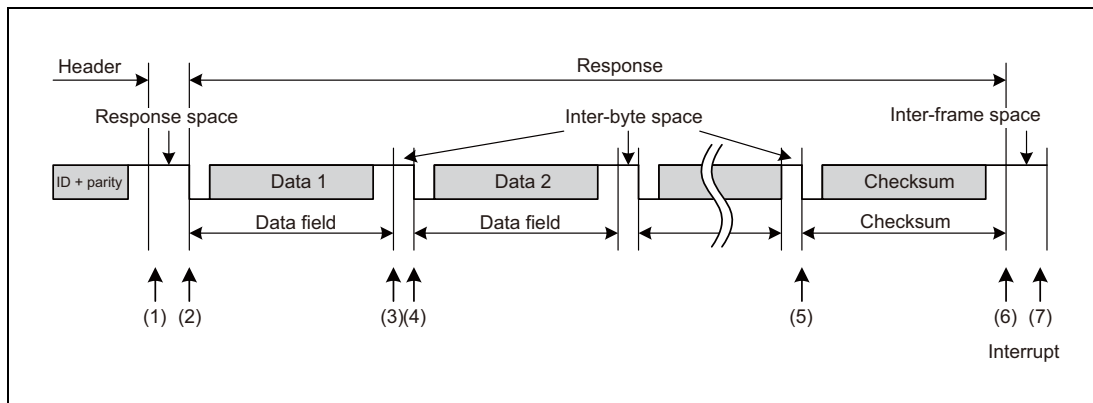


Figure 15.5 Operation in Response Transmission

Table 15.33 Processing in Response Transmission

Software processing	LIN Master Interface processing
(1) (When in frame separate mode) <ul style="list-style-type: none"> Sets the RTS bit in the RLN21nmLiTRC register to 1 (response transmission started) (When not in frame separate mode) <ul style="list-style-type: none"> Waits for an interrupt request 	(When in frame separate mode) <ul style="list-style-type: none"> Waits for the setting of the RTS bit in the RLN21nmLiTRC register to 1 by software (1 is output during this time). When the bit is set to 1, sends a response space. (When not in frame separate mode) <ul style="list-style-type: none"> Sends a response space.
(2) Waits for an interrupt request	Transmits the data 1.
(3)	Transmits an inter-byte space.
(4)	<ul style="list-style-type: none"> Transmits the data 2. Transmits an inter-byte space Transmits the data 3. Transmits an inter-byte space (Repeats the transmission of inter-byte spaces as many times as the data length specified in bits RFDL[3:0] in the RLN21nmLiDFC register.) <p style="text-align: center;">⋮</p>
(5)	Transmits the checksum.
(6)	<ul style="list-style-type: none"> Sets a successful frame/wake-up transmission flag. Sets the FTS bit in the RLN21nmLiTRC register to 0 (frame transmission or wake-up transmission/reception stopped) (When in frame separate mode). Sets the RTS bit in the RLN21nmLiTRC register to 0 (response transmission stopped).
(7) <ul style="list-style-type: none"> Processing after communication Checks the RLN21nmLiST register, and clears flags. 	Idle

NOTE

For information about error detection, refer to **Section 15.14, Error Status**.

15.9.3 Response Reception

Figure 15.6 shows the operation of the LIN master interface (LIN master mode) on response reception. **Table 15.34** provides processing in response reception.

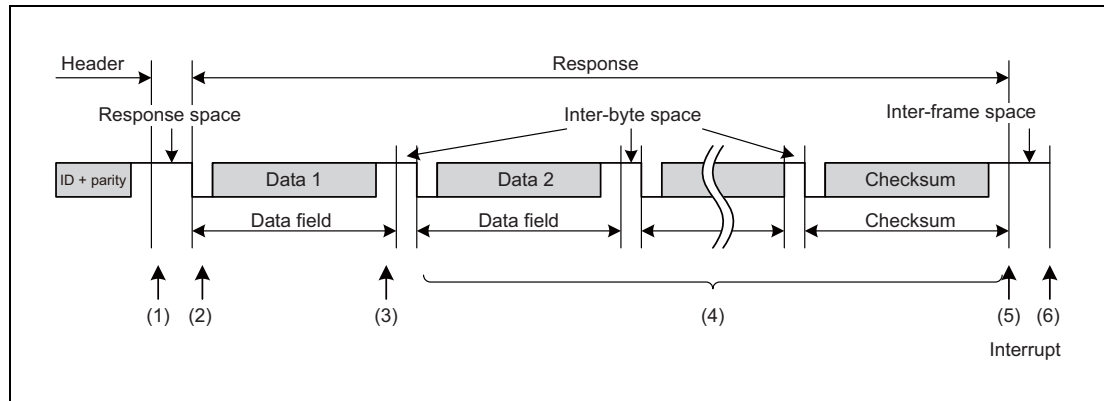


Figure 15.6 Operation in Response Reception

Table 15.34 Processing in Response Reception

Software processing	LIN Master Interface processing
(1) Waits for an interrupt request (no processing).	Waits for detection of a start bit.
(2) Waits for an interrupt request.	Receives the data 1 when the start bit is detected.
(3)	Sets the successful data 1 reception flag.
(4)	<ul style="list-style-type: none"> Receives the data 2 when the start bit is detected. Receives the data 3 when the start bit is detected. Repeats the transmission of inter-byte spaces as many times as the data length specified in bits RFDL[3:0] in the RLN21nmLiDFC register.) : :
(5)	<ul style="list-style-type: none"> Receives the checksum when the start bit is detected. Determines the checksum. Sets the successful frame/wake-up reception flag. Sets the FTS bit in the RLN21nmLiTRC register to 0 (frame transmission or wake-up transmission/reception stopped).
(6) <ul style="list-style-type: none"> Processing after communication Reads the received data. Checks the RLN21nmLiST register, and clears flags. 	Idle

NOTE

For information about error detection, refer to **Section 15.14, Error Status**.

15.10 Data Transmission/Reception

15.10.1 Data Transmission

One bit of data is transmitted per 1 Tbit.

The data that is transmitted returns to the reception data input pin via the LIN transceiver. The received data and the transmitted data are compared bit by bit, and the results are stored in the BER flag in the RLN21nmLiEST register (see **Section 15.14, Error Status**).

In LIN Master interface, the sampling point for received data, 1 Tbit is generated to be $16f_{LIN}$, and thus is at the 13th clock cycle (81.25% position).

Figure 15.7 shows an example of data transmission timing.

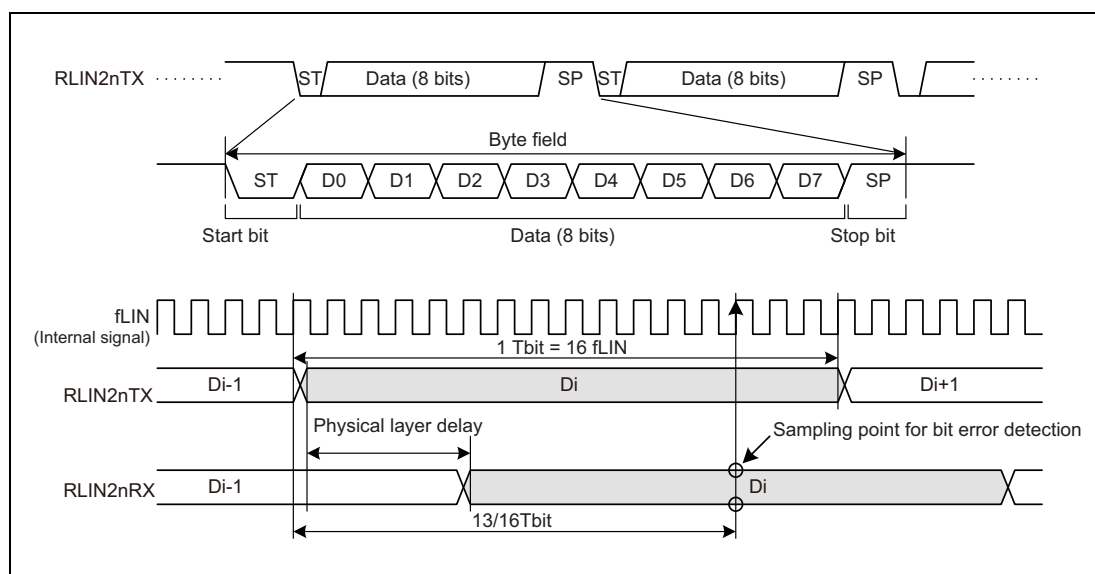


Figure 15.7 Example of Data Transmission Timing

15.10.2 Data Reception

Data reception is performed by using the synchronized RLIN2nRX signal (an internal signal) that is the input from the LRX0 pin synchronized with the LIN system clock (fLIN).

The byte field is synchronized at the falling edge of the start bit for the synchronized RLIN2nRX signal. After the falling edge is detected, sampling is performed again 0.5 Tbit later, and the falling edge is recognized as a start bit if the synchronized RLIN2nRX signal is low level. The falling edge is not recognized as a start bit if the RLIN2nRX signal after the clearing of the resetting is low-level-fixed or if a high level is detected on re-sampling.

After the start bit is detected, the system samples 1 bit per Tbit.

Figure 15.8 shows an example of data reception timing.

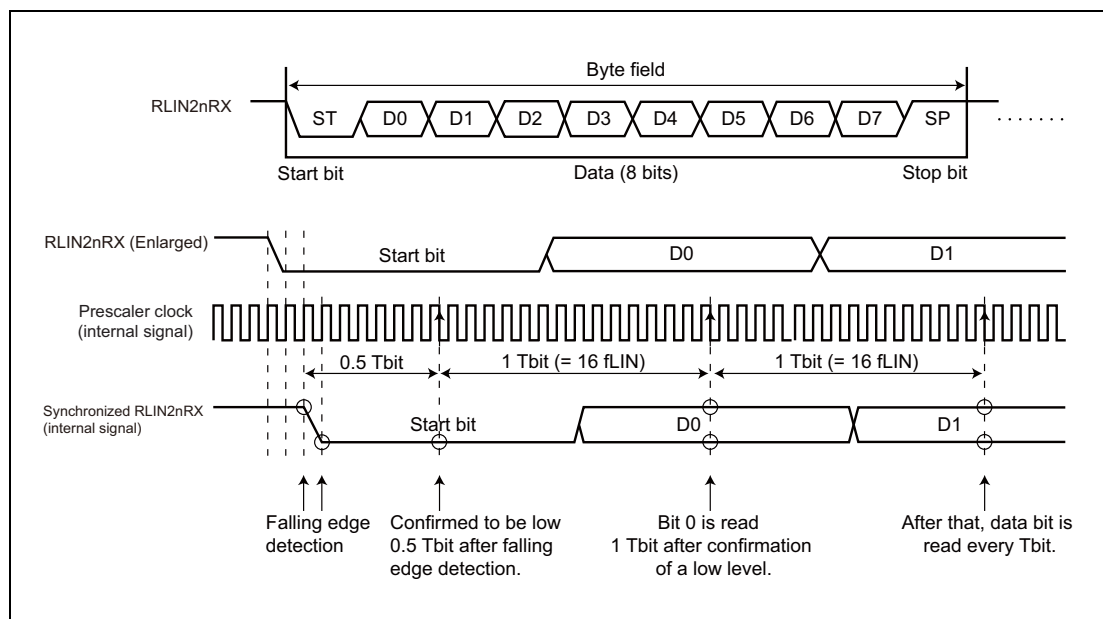


Figure 15.8 Example of Data Reception Timing

15.11 Transmission/Reception Data Buffering

This section explains the buffer processing that takes place when the LIN Master Interface sends or receives data continuously.

15.11.1 Transmission of LIN Frames

For an 8-byte transmission, the contents stored in registers RLN21nmLiDBR1 to RLN21nmLiDBR8 are sequentially transmitted to data areas 1 to 8 of the LIN frame. In the case of a 4-bytes transmission, the contents stored in registers RLN21nmLiDBR1 to RLN21nmLiDBR4 are transmitted to data areas 1 to 4 of the LIN frame, but the contents of registers RLN21nmLiDBR5 to RLN21nmLiDBR8 are not transmitted. The transmitted checksum data is stored in the RLN21nmLiCBR register.

Figure 15.9 depicts the LIN transmission processing and the required buffer.

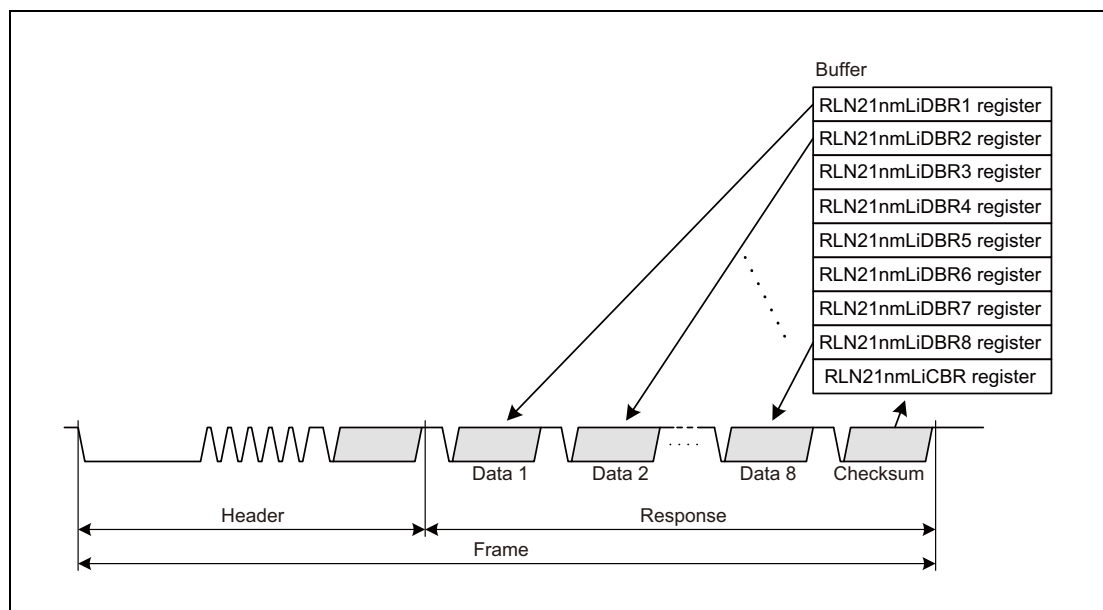


Figure 15.9 LIN Transmission Processing and Required Buffer

(1) Frame Separate Mode

Setting the FSM bit in the RLN21nmLiDFC register to 1 turns on the frame separate mode.

In frame separate mode, a header and a response are transmitted when prompted by separate transmission start requests.

When the transmission of a header is finished, the HTRC flag in the RLN21nmLiST register turns 1 (successful header transmission).

15.11.2 Reception of LIN Frames

For an 8-byte reception, the contents of data areas 1 to 8 of the LIN frame is stored in registers RLN21nmLiDBR1 to RLN21nmLiDBR8, respectively, upon receipt of a stop bit. In the case of a 4-byte reception, the contents of data areas 1 to 4 of the LIN frame are stored in registers RLN21nmLiDBR1 to RLN21nmLiDBR4, respectively; however, no data is stored in registers RLN21nmLiDBR5 to RLN21nmLiDBR8. Also, the received checksum data is stored in the RLN21nmLiCBR register.

Figure 15.10 depicts the LIN reception processing and the required buffer.

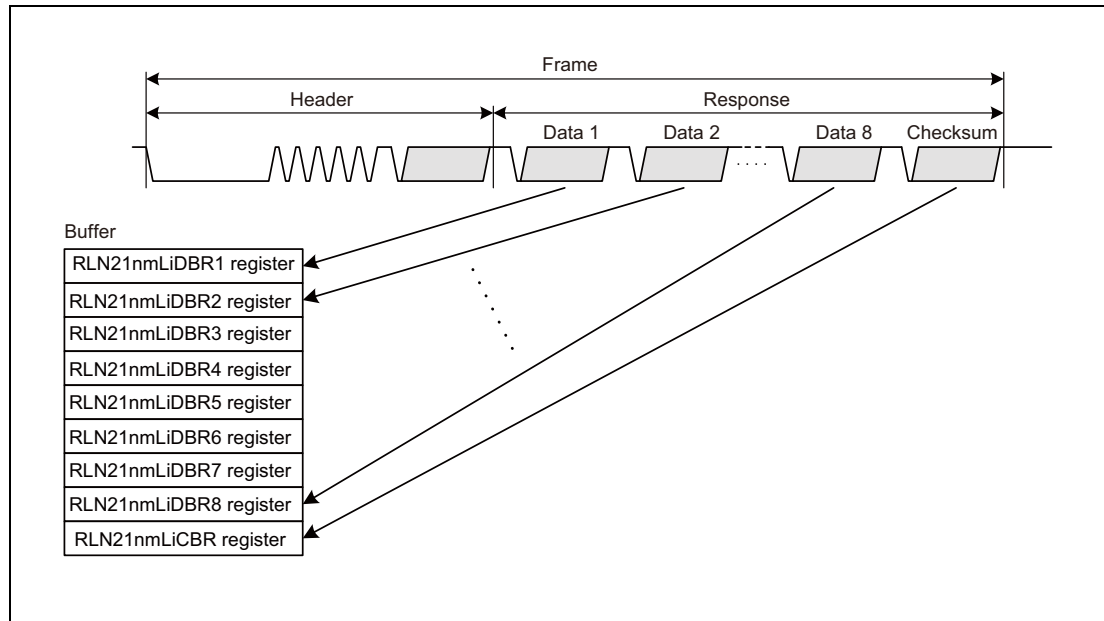


Figure 15.10 LIN Reception Processing and Required Buffer

(1) Reception of Data 1

When the reception of the first byte of data is finished, the DIRC flag in the RLN21nmLiST register turns 1 (successful data 1 reception).

15.12 Wake-up Transmission/Reception

The wake-up transmission/reception can be used in LIN wake-up mode.

15.12.1 Wake-up Transmission

In LIN wake-up mode, setting the RFT bit in the RLN21nmLiDFC register to 1 (transmission) and the FTS bit in the RLN21nmLiTRC register to 1 (frame transmission or wake-up transmission/reception started) causes a wake-up signal to be output from the output pin. The low level width of the wake-up signal should be set using the WUTL[3:0] bits in the RLN21nmLiWUP register.

However, when the setting of the LWBR0 bit in the RLN21nGLWBR register is 1 (if LIN2.x is in use), the width at low level of the LIN system clock (fLIN) becomes that of fa regardless of the setting of LCKS bits in the RLN21nmLiMD register. Setting the bit rate when 19200 bps is selected as fa and setting the WUTL[3:0] bits in the RLN21nmLiWUP register to 0100_B (5 Tbits) enables output of a signal with width at low level of 260 μs in LIN wakeup mode regardless of the setting of LCKS bits in the RLN21nmLiMD register.

If a wake-up low is output without any error, the FTC flag in the RLN21nmLiST register turns 1 (successful frame or wake-up transmission); when the FTCIE bit in the RLN21nmLiIE register is 1 (successful frame/wakeup transmission interrupt enabled), an interrupt request is generated.

If an error is detected, wake-up transmission is suspended and the error flag of the detected error (PBER flag or BER flag in the RLN21nmLiEST register) is set to 1 (detection of a physical bus error or bit error).

Figure 15.11 shows the wake-up transmission timing.

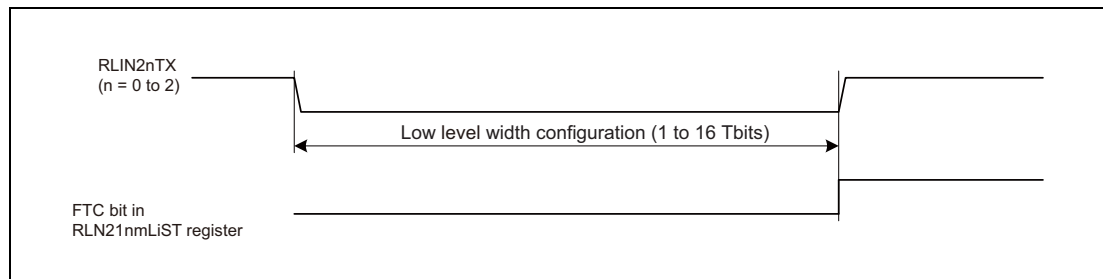


Figure 15.11 Wake-up Transmission Timing

15.12.2 Wake-up Reception

The detection of a wake-up signal involves the use of an input signal low level width count function. The input signal low level width count function measures the low level width of the input signal to the LRX0 pin, using the same sampling point as data reception. This allows the 2.5-Tbit or longer low-level width of the input signal of fLIN to be measured.

When LIN Specification Package Revision 1.3 is used, set the LWBR0 bit in the RLN21nmGLWBR register to 0. When LIN Specification Package Revision 2.x is used, set the RLN21nmGLWBR register to 1.

When LWBR0 bit is set to 1, regardless of the setting of the LCKS bit in the RLN21nmLiMD register, fa is selected as the LIN system clock (fLIN) (the LCKS bit is not changed).

Setting the baud rate to 19200 bps while fa is selected allows the 130 μ s or longer low-level width of the input signal to be detected during LIN wake-up mode regardless of the setting of the RLN21nmLiMD register.

When using this function, in LIN wake-up mode set the RFT bit in the RLN21nmLiDFC register to 0 (reception), and the FTS bit in the RLN21nmLiTRC register to 1 (frame transmission or wake-up transmission/reception a started).

When the low level width to be measured is reached, the FRC flag in the RLN21nmLiST register turns 1 (successful frame/wake-up reception). If the FRCIE bit in the RLN21nmLiIE register is 1 (successful frame or wake-up reception interrupt enabled), an interrupt request is generated.

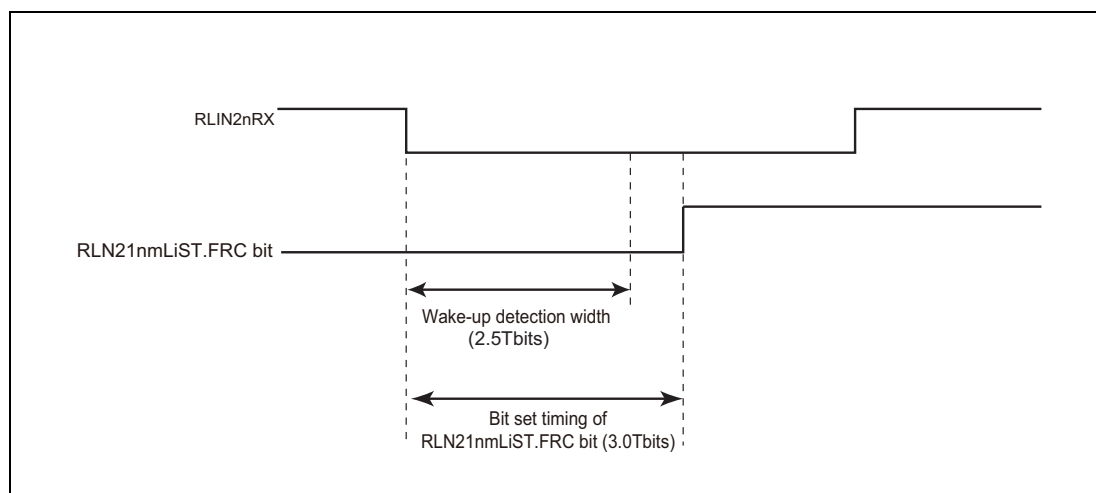


Figure 15.12 Input Signal Low Level Count Function

15.12.3 Wakeup Collision

If the master node and the slave node transmit wakeup signals simultaneously, a collision will occur on the LIN bus, though a collision of wakeup signals is not detected in the LIN master interface.

15.13 Status

During LIN mode operation, the LIN Master Interface can detect seven types of statuses.

The three statuses, successful frame/wake-up transmission, successful frame/wake-up reception, error detection, scan generate interrupt requests.

Table 15.35 shows the types of statuses available.

Table 15.35 Types of Statuses

Status	Status Set Condition	Status Clear Condition	Operation Mode Capable of Status Detection	Corresponding Bit	Interrupt
Reset	After the OM0 bit in the RLN21nmLiCUC register is set to not-LIN-reset-mode, if actually the LIN Master Interface is cleared from LIN reset mode.	After the OM0 bit in the RLN21nmLiCUC register is set to LIN reset mode, if actually the LIN Master Interface enters LIN reset mode.	All modes	OMM0 bit in RLN21nmLiMS T register	—
Operation mode	After the OM1 bit in the RLN21nmLiCUC register is set to LIN operation mode, if actually the LIN Master Interface enters LIN operation mode.	After the OM1 bit in the RLN21nmLiCUC register is set to LIN wake-up mode, if actually the LIN Master Interface enters LIN wake-up mode.	<ul style="list-style-type: none"> LIN operation mode LIN wake-up mode 	OMM1 bit in RLN21nmLiMS T register	—
Frame/wake-up transmission end	When a frame (header transmission + response transmission), a wake-up signal, or a data group is transmitted successfully.	<ul style="list-style-type: none"> When another communication is started When cleared by software After transition to LIN reset mode 	<ul style="list-style-type: none"> LIN operation mode LIN wake-up mode 	FTC flag in RLN21nmLiST register	√
Frame/wake-up reception end	When a frame (header transmission + response reception), a wake-up signal, or a data group is received successfully.	<ul style="list-style-type: none"> When another communication is started When cleared by software After transition to LIN reset mode 	<ul style="list-style-type: none"> LIN operation mode LIN wake-up mode 	FRC flag in RLN21nmLiST register	√
Error detection	If any of the PRER flag, CSER flag, FER flag, FTER flag, PBER flag, and BER flags in the RLN21nmLiEST register turns 1 (error detected).	<ul style="list-style-type: none"> When another communication is started When cleared by software ^{*1} After transition to LIN reset mode 	<ul style="list-style-type: none"> LIN operation mode LIN wake-up mode 	ERR flag in RLN21nmLiST register	√
Data 1 reception end	The RFT bit in the RLN21nmLiDFC register is 0 (reception) and the first byte of the response field is received. ^{*2}	<ul style="list-style-type: none"> When another communication is started When cleared by software After transition to LIN reset mode 	LIN operation mode	D1RC flag in RLN21nmLiST register	—
Header transmission end	When a header field is transmitted successfully.	<ul style="list-style-type: none"> When another communication is started When cleared by software After transition to LIN reset mode 	LIN operation mode	HTRC flag in RLN21nmLiST register	—

Note 1. In LIN operation mode, the ERR flag in the RLN21nmLiST register is cleared to 0 by writing 0 to the CSER flag, FER flag, FER flag, FTER flag, PBER flag or BER flags in the RLN21nmLiEST register.

Note 2. Not detected when the RFDL [3:0] bits in the RLN21nmLiDFC register are 0000_B (0-byte + checksum).

15.14 Error Status

15.14.1 Types of Error Status

The LIN Master Interface can detect five types of error status in LIN master mode. The condition of these error statuses can be checked by means of the corresponding bits in the RLN21nmLiEST register.

All error statuses represent interrupt events.

Table 15.36 shows the types of error status.

Table 15.36 Types of Error Status

Status	Error Detection Condition	Operation Mode Capable of Error Detection	Communication	Enable/Disable Detection	Corresponding Bit
Bit error	The transmitted data and the data on the LIN bus monitored by the receive pin do not match*1	<ul style="list-style-type: none"> LIN operation mode LIN wake-up mode 	Suspended	√	BER flag in RLN21nmLiEST register
Physical bus error	<ul style="list-style-type: none"> LIN bus is detected to be high level when sending a break LIN bus is detected to be low level when sending a break delimiter LIN bus is detected to be high level when sending a wake-up 	<ul style="list-style-type: none"> LIN operation mode LIN wake-up mode 	Suspended	√	PBER flag in RLN21nmLiEST register
Timeout error	A frame or response transmission/reception does not terminate within a given time*2	LIN operation mode	Suspended	√	FTER flag in RLN21nmLiEST register
Framing error	In response field reception, a stop bit of each data byte is low level	LIN operation mode	Suspended	√	FER flag in RLN21nmLiEST register
Checksum error	In response field reception, the result of checksum test gives an error	LIN operation mode	—	—	CSER flag in RLN21nmLiEST register

Note 1. If a bit error is detected, processing is stopped after a stop bit is sent. If a bit error is detected in a non-data area, such as an inter-byte space, the transmission is suspended immediately after the bit which had the error is sent. If a bit error is detected during the transmission of a wake-up, the transmission of the wake-up is suspended after the bit which had the error is sent.

Note 2. The timeout time depends on the response field data length (the RFDL 3:0] bits in the RLN21nmLiDFC register) and the checksum selection (the CSM bit in the RLN21nmLiDFC register), and this can be calculated according to the following formula:

On classic selection (when the CSM bit in RLN21nmLiDFC is 0): Timeout time = 49 + (number of data bytes + 1) × 14 [Tbit]

On enhanced selection (when the CSM bit in RLN21nmLiDFC is 1): Timeout time = 48 + (number of data bytes + 1) × 14 [Tbit]

The aforementioned timeout time is a time greater than the TFRAME_MAX of LIN Specification Package Revision 1.3 on classic selection, or the TFRAME_MAX of LIN Specification Package Revision 2.x on enhanced selection.

The error status is cleared when the next communication is started, by software, or at a transition to LIN reset mode.

15.14.2 Target Time Area for Error Detection

Figure 15.13 shows the time domain in which the LIN master interface performs monitoring for error detection.

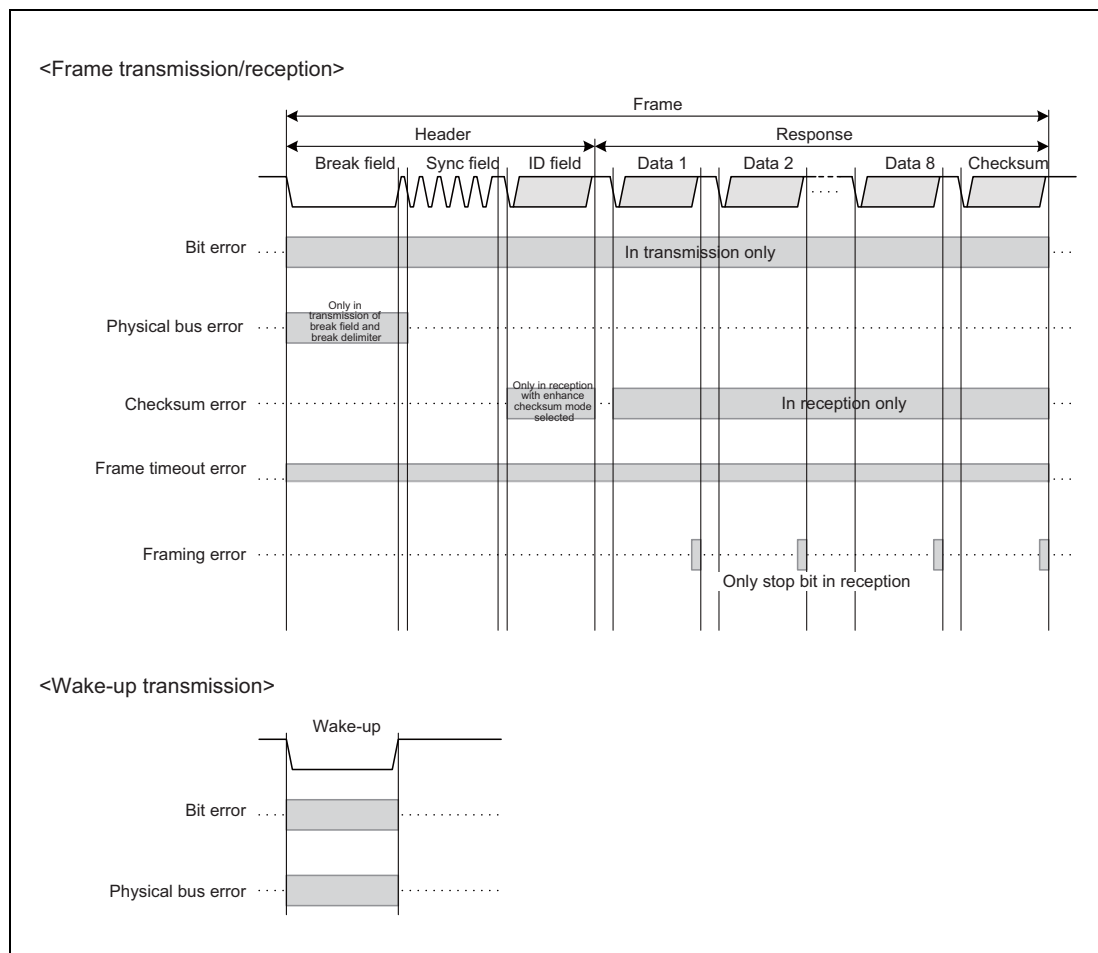


Figure 15.13 Target Time Area for Error Detection

15.15 LIN Self-Test Mode

The LIN Master Interface provides LIN self-test mode. When LIN self-test mode is turned on, RLIN2nTX and RLIN2nRX are disconnected from the external pin, and the internal RLIN2nTX and RLIN2nRX are connected. Thus, the frame transmitted from RLIN2nTX is returned to the internal RLIN2nRX (loop back).

The functions of the LIN self-test mode operate in the following conditions:

- LIN self-test mode (transmission): header transmission and response transmission
- LIN self-test mode (reception): header reception and response reception

In LIN self-test mode, the operation is at the fastest baud rate, regardless of the setting of the baud rate generator. Regardless of the setting of the baud rate related registers, the baud rate operates at the LIN communication clock source/16 [bps].

In LIN self-test mode, the following functions are not supported:

- LIN Wake-up function
- Frame separate mode

Do not use above functions.

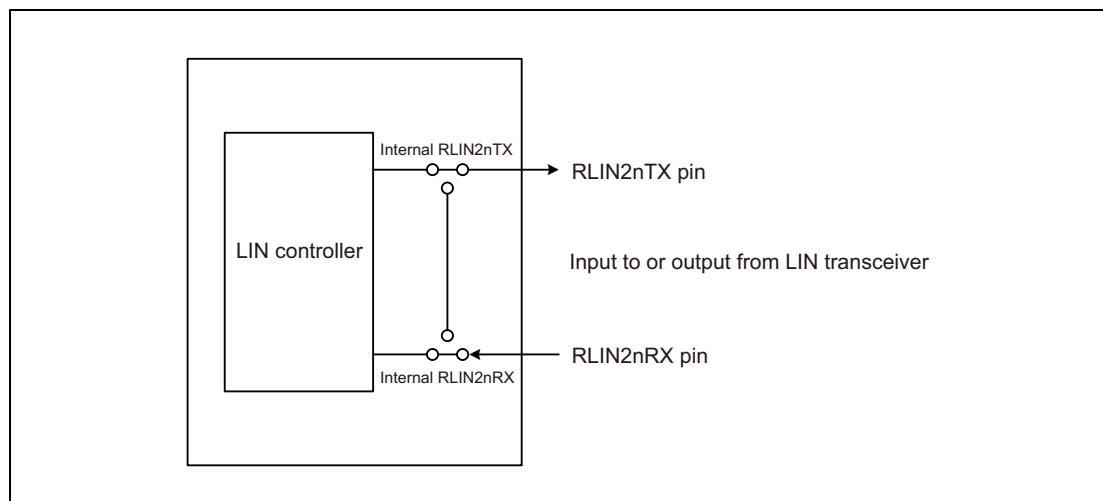


Figure 15.14 Connection in LIN Reset Mode, LIN Wake-Up Mode, and LIN Operation Mode

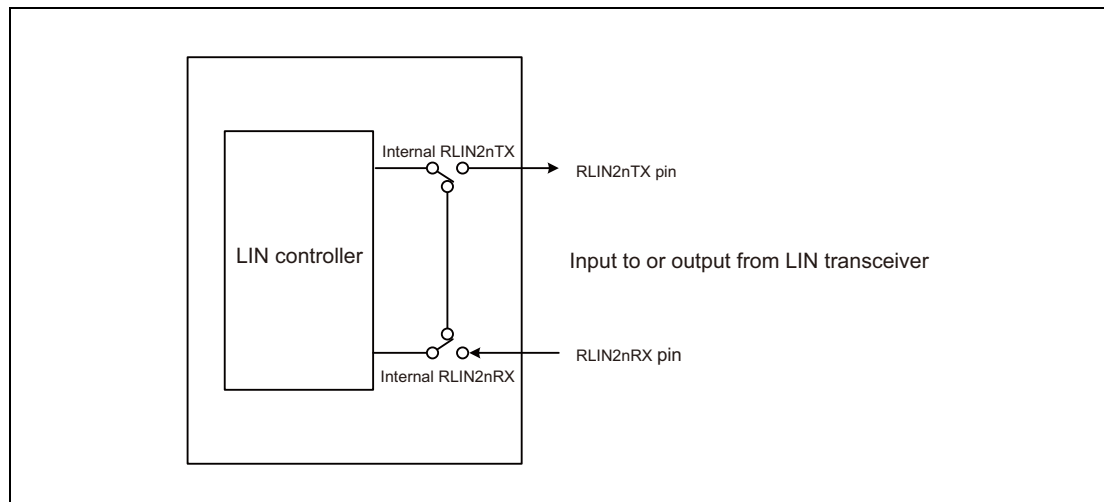


Figure 15.15 Connection in LIN Self-Test Mode

15.15.1 Change to LIN Self-Test Mode

Writing to the RLN21nGLSTC register enables LIN self-test mode.

The RLN21nGLSTC register becoming 01_H indicates that the mode is transit to LIN self-test mode.

When changing to LIN self-test mode, be sure to execute a specific sequence. In that sequence, information must be written three times consecutively to the LIN self-test control register, as follows:

- Change to LIN reset mode regarding all channels in the unit.
Set the OM0 bit in the RLN21nmLiCUC register to 0 (LIN reset mode).
Read the OMM0 bit in the RLN21nmLiMST register; verify that it is 0 (LIN reset mode).
- 1st write: RLN21nGLSTC register = $1010\ 0111_B$ ($A7_H$)
- 2nd write: RLN21nGLSTC register = $0101\ 1000_B$ (58_H)
- 3rd write: RLN21nGLSTC register = $0000\ 0001_B$ (01_H)
- Verify the transition to LIN self-test mode
Read the RLN21nGLSTC register; verify that it is 01_H (LIN self-test mode).

If the key of the first write ($A7_H$) is written twice by mistake, the transition to LIN self-test mode is suspended. The above sequence should be retried from the step of first write. In addition, if a write to another LIN-related register in the same unit is performed during transition to LIN self-test mode (three consecutive write operations to the RLN21nGLSTC register), the transition is also suspended.

15.15.2 Transmission in LIN Self-Test Mode

To execute a self-test on transmission, perform the procedure below:

- Set the baud rate related registers
 RLN21nGLBRP0 register = xxxx xxxx_B *1
 RLN21nGLBRP1 register = xxxx xxxx_B *1
 RLN21nmLiMD register = 0000 xx00_B *1
- Set interrupt enable register and error enable related registers
 RLN21nmLiIE register = 0000 0xxx_B *2
 RLN21nmLiEDE register = 0000 xxxx_B
- Set the break field and space related registers.
 RLN21nmLiBFC register = 00xx xxxx_B
 RLN21nmLiSC register = 00xx 0xxx_B
- Release from the LIN reset mode
 Write 11_B to the OM1 and OM0 bits in the RLN21nmLiCUC register, and check that the OMM1 and OMM0 bits in the RLN21nmLiMST register are 11_B.
- Set the transmit frame related registers.
 RLN21nmLiDFC register = 00x1 xxxx_B
 RLN21nmLiIDB register = xxxx xxxx_B
 RLN21nmLiDBR1 to RLN21nmLiDBR8 registers = xxxx xxxx_B
- Header transmission → response transmission started
 Set the FTS bit in the RLN21nmLiTRC register to 1 (frame transmission or wake-up transmission/reception started).
 The LIN self-test mode (transmission) is executed. In this mode, interrupt are generated, and status and error status are also updated. The checksum is automatically calculated by the LIN master interface.
 To suspend the LIN self-test mode (transmission) while it is running, set the OM0 bit in the RLN21nmLiCUC register to 0 (LIN reset mode), which causes a transition to the LIN reset mode.
- When the transmission is completed, the inverse of the looped-back frame data is stored in the RLN21nmLiIDB, RLN21nmLiDBRb, and RLN21nmLiCBR registers (the data is inverted before being stored because the transmitted value should be compared with the looped-back value). Then, the FTS bit in the RLN21nmLiTRC register is cleared.
- If the transmission fails to complete due to an error, the applicable error flag is set and the FTS bit in the RLN21nmLiTRC register is cleared.

NOTE

x: Don't care

Note 1. The following register settings are not reflected to the operation of the LIN self-test mode. The LCKS bit in the RLN21nGLBRP0 register, RLN21nGLBRP1 register, and RLN21nmLiMD register. Therefore, those settings are not necessary.

Note 2. If necessary, set the related registers described in **Section 6, Interrupt**.

15.15.3 Reception in LIN Self-Test Mode

To execute a self-test on LIN master transmission, perform the procedure below:

- Set the baud rate, noise filter, and interrupt output related registers.
 - RLN21nGLBRP0 register = xxxx xxxx_B *1
 - RLN21nGLBRP1 register = xxxx xxxx_B *1
 - RLN21nmLiMD register = 0000 xx00_B *1
- Set the interrupt enable and error enable related registers.
 - RLN21nmLiIE register = 0000 0xxx_B *2
 - RLN21nmLiEDE register = 0000 xxxx_B
- Set the break field and space related registers.
 - RLN21nmLiBFC register = 00xx xxxx_B
 - RLN21nmLiSC register = 00xx 0xxx_B *1
- Release from the LIN reset mode

Write 11_B to the OM1 and OM0 bits in the RLN21nmLiCUC register, and check that the OMM1 and OMM0 bits in the RLN21nmLiMST register are 11_B.
- Set the receive frame related registers.
 - RLN21nmLiDFC register = 00x0 xxxx_B
 - RLN21nmLiIDB register = xxxx xxxx_B
 - RLN21nmLiDBR1 to RLN21nmLiDBR8 registers = xxxx xxxx_B
 - RLN21nmLiCBR register = xxxx xxxx_B

Since the checksum value to be transmitted is not automatically calculated, set the calculation value to the RLN21nmLiCBR register. If an incorrect checksum is set at this time, the checksum error can be tested.
- Header transmission → response reception started

Set the FTS bit in the RLN21nmLiTRC register to 1 (frame transmission or wake-up transmission/reception started).

The LIN self-test mode (reception) is executed. In this mode, interrupt are generated, and status and error status are also updated.

To suspend the LIN self-test mode (reception) while it is running, set the OM0 bit in the RLN21nmLiCUC register to 0 (LIN reset mode), which causes a transition to the LIN reset mode.
- When the reception is completed, the inverse of the looped-back frame data is stored in the RLN21nmLiIDB, RLN21nmLiDBRb, and RLN21nmLiCBR registers (the data is inverted before being stored because the set value should be compared with the looped-back value). Then, the FTS bit in the RLN21nmLiTRC register is cleared.
- If the reception fails to complete due to an error, the applicable error flag is set and the FTS bit in the RLN21nmLiTRC register is cleared.

NOTE

x: Don't care

Note 1. The following register settings are not reflected to the operation of the LIN self-test mode. The LCKS bit in the RLN21nGLBRP0 register, the RLN21nGLBRP1 register, and the RLN21nmLiMD register, and the IBS bit and IBHS bit (response space only) in the RLN21nmLiSC register. Therefore, those settings are not necessary.

Note 2. If necessary, set the related registers described in **Section 6, Interrupt**.

15.15.4 Terminating LIN Self-Test Mode

To terminate LIN self-test mode, perform the procedure below:

- All the channels in the unit make a transition to LIN reset mode
Write 0 to the OM0 bit in the RLN21nmLiCUC register to make a transition to LIN reset mode. However, if the OMM1 and OMM0 bits in the RLN21nmLiMST register are not “11_B” in any channels of the unit after the transition to LIN self-test mode, write “11_B” to the OM1 and OM0 bits in the RLN21nmLiCUC register in any one channel. Check that the OMM1 and OMM0 bits in the RLN21nmLiMST register are set to “11_B”, and then make a transition to LIN reset mode.
- Verify release from LIN self-test mode.
Read the RLN21nGLSTC register; confirm that it is 00_H (not in LIN self-test mode)
- Verify the transition to LIN reset mode.
Read the OMM0 bit in the RLN21nmLiMST register; verify that it is 0 (LIN reset mode).

15.16 Baud Rate Generator

The LIN system clock (fLIN) is the clock that is made by dividing the LIN communication clock source by the baud rate generator, and the bit rate is made by dividing that clock by 16. The inverse of this bit rate is the bit time (Tbit).

Figure 15.16 shows a block diagram of baud rate generation.

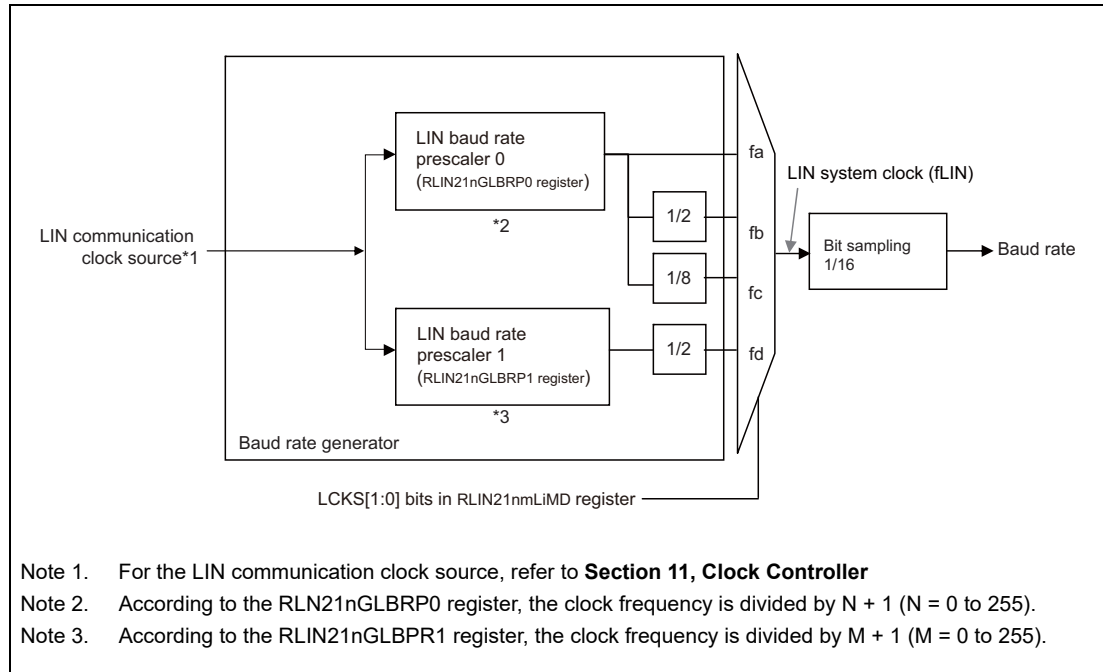


Figure 15.16 Block Diagram of Baud Rate Generation in LIN Master Mode

Set the LIN communication clock source to the range from 40 MHz.

By setting the RLIN21nGLBRP0 register so that fa is 307200 Hz (= 19200 × 16), the resulting bit rates are fa = 19200 × 16, fb = 9600 × 16 and fc = 2400 × 16. These bit rates are frequency-divided by 16 in the bit timing generator, enabling bit rates of 19200 bps, 9600 bps and 2400 bps to be generated. Also, by setting the RLIN21nGLBRP1 register so that fd is 166672 Hz (= 10417 × 16), the resulting bit rate is fd = 10417 × 16. This bit rate is frequency-divided by 16 in the bit timing generator, enabling 10417 bps to be generated.

The formula for baud rate is as shown below.

Baud rate:

= {Frequency of LIN communication clock source} / ((RLIN21nGLBRP0) + 1) / 16 [bps] (When fa is selected)

= {Frequency of LIN communication clock source} / ((RLIN21nGLBRP0) + 1) / 2 / 16 [bps] (When fb is selected)

= {Frequency of LIN communication clock source} / ((RLIN21nGLBRP0) + 1) / 8 / 16 [bps] (When fc is selected)

= {Frequency of LIN communication clock source} / ((RLIN21nGLBRP1) + 1) / 2 / 16 [bps] (When fd is selected)

Table 15.37 shows examples of baud rate (19200, 10417, 9600, and 2400 bps) generation and also the corresponding errors.

Table 15.37 Examples of Baud Rate (19200, 10417, 9600, and 2400 bps) Generation

LIN Communication Clock Source	Baud Rate Generator 0 (N+1) Frequency-Divided	Baud Rate Generator 1 (M+1) Frequency-Divided	System Clock	Baud Rate	Error
40MHz	130	—	fa	19230.77	+0.16%
	—	120	fd	10416.67	-0.003%
	130	—	fb	9615.38	+0.16%
	130	—	fc	2403.85	+0.16%

Section 16 CANFD Interface (RS-CANFD)

This section contains a generic description of the CANFD Interface (RS-CANFD).

The first part of this section describes all RH850/E1M-S2 specific properties, such as the number of units, register base addresses, etc.

The remainder of the section describes the functions and registers of RS-CANFD.

16.1 Features of RH850/E1M-S2 RS-CANFD

16.1.1 Units and Channels

This microcontroller has the following number of RS-CANFD units.

Table 16.1 Number of Units

Package	BGA304	BGA252
Number of Units		1
Name	RSCFDn (n = 0)	

The individual products have the CANFD interface channel listed below.

Table 16.2 Unit Configurations and Channels

Unit Name	Channel Name	BGA304	BGA252
RSCFD0	CAN0	√	√
	CAN1	√	√
	CAN2	√	√
	CAN3	√	√

The RS-CANFD has two interface modes (classical CAN mode and CAN FD mode) and uses different registers for each mode. There are two types of register names RSCANnXXX and RSCFDnCFDXXX (XXX: arbitrary) depending on interface modes. When explaining specifications common to two registers, register names are described as RSCFDn(CFD)XXX.

Table 16.3 Index (1/2)

Index	Meaning
n	Throughout this section, the individual RS-CANFD units are generically indicated by the index "n" (n = 0); for example, RSCFDn(CFD)GCTR is the global control register of the RSCFDn unit.
m	Throughout this section, the individual channels of RS-CANFD units are generically indicated by the index "m" (m = 0 to 3); for example, RSCFDn(CFD)CmSTS is the channel m status register.
j	The individual registers associated with receive rule table are generically indicated by the index "j" (j = 0 to 15); for example, RSCFDn(CFD)GAFLIDj is the receive rule ID register.
k	The individual transmit/receive FIFO buffers are generically indicated by the index "k" (k = 0 to [channel m × 3 + 2]); for example, RSCFDn(CFD)CFCK is the transmit/receive FIFO buffer configuration/control register.
x	The individual receive FIFO buffers are generically identified by the index "x" (x = 0 to 7); for example, RSCFDn(CFD)RFSTsX is the receive FIFO buffer status register.

Table 16.3 Index (2/2)

Index	Meaning
d	Data field registers of transmit/receive FIFO buffers and receive FIFO buffers are identified by "d" (classical CAN mode: d = 0 or 1, CAN FD mode: d = 0 to 15). For example, the transmit/receive FIFO buffer data field register is described as RSCFDn(CFD)CFDFd_k.
q	The individual receive buffers are generically indicated by the index "q" (q = 0 to [channel m × 16 + 15]); for example, RSCFDn(CFD)RMIDq is the receive buffer ID register.
p	The individual transmit buffers are generically indicated by the index "p" (p = 0 to [channel m × 16 + 15]); for example, RSCFDn(CFD)TMCp is the transmit buffer control register.
b	Data field registers of receive buffers and transmit buffers are identified by "b" (classical CAN mode: b = 0 or 1, CAN FD mode: b = 0 to 4). For example, the receive buffer data field register is described as RSCFDn(CFD)RMDFb_q.
r	The individual RAM tests for CAN are generically indicated by the index "r" (r = 0 to 63); for example, RSCFDn(CFD)RPGACCr is the RAM test page access register.
y	The registers not covered above are indicated by the letter "y" (y = 0 or 1); for example, RSCFDn(CFD)RMNDy is a receive buffer new data register.

Note: If the value of an index exceeds the range described in this section due to your target product, write the value after reset when writing to bits outside the index range.

16.1.2 Register Base Address

The base addresses of registers in RSCFDn are described in the list below.

All Access to RSCFDn register addresses are given as address offsets to the base address.

Table 16.4 Register Base Address

Base Address Name	Base Address
<RSCFD0_base>	FFD0 0000 _H

16.1.3 Clock Supply

The clocks listed below are supplied to the RSCFDn.

Table 16.5 Clock Supply

Unit Name	Clock for the Unit	Supply Clock Name
RSCFDn	clk_xincan ^{*1}	Main OSC
	clkc ^{*1}	CLKC_LSB (Unmodulated low-speed peripheral clock)
	pclk ^{*1}	CLK_HSB (high-speed peripheral clock)

Note 1. pclk must satisfy the following conditions so that no event of the CAN engine clock is overlooked.

- pclk ≥ 2×clkc
- pclk ≥ 2×clk_xincan

16.1.4 Interrupt Requests

RSCFDn interrupt requests are listed in the following table.

Table 16.6 Interrupt Requests

Unit Interrupt Signal		Outline	Interrupt Number
RSCFD0			
INTRCANGERR		CAN global error interrupt	413
INTRCANGRECC		CAN receive FIFO interrupt	412
CAN0	INTRCAN0ERR	CAN0 error interrupt	415
	INTRCAN0REC	CAN0 transmit/receive FIFO receive completion interrupt	414
	INTRCAN0TRX	CAN0 transmit interrupt	416
CAN1	INTRCAN1ERR	CAN1 error interrupt	418
	INTRCAN1REC	CAN1 transmit/receive FIFO receive completion interrupt	417
	INTRCAN1TRX	CAN1 transmit interrupt	419
CAN2	INTRCAN2ERR	CAN2 error interrupt	421
	INTRCAN2REC	CAN2 transmit/receive FIFO receive completion interrupt	420
	INTRCAN2TRX	CAN2 transmit interrupt	422
CAN3	INTRCAN3ERR	CAN3 error interrupt	424
	INTRCAN3REC	CAN3 transmit/receive FIFO receive completion interrupt	423
	INTRCAN3TRX	CAN3 transmit interrupt	425

16.1.5 Reset Sources

RSCFDn reset sources are listed in the following table. RSCFDn is initialized by these reset sources.

Table 16.7 Reset Sources

Unit name	Reset Sources
RSCFDn	All reset sources

16.1.6 External Input/Output Signals

External input/output signals of RSCFDn are listed below.

Table 16.8 External Input/Output Signals

Unit Signal Name	Outline	Alternative Port Pin Signal
RSCFD0		
CANmRX	CANm receive data input	CRXm
CANmTX	CANm transmit data output	CTXm

16.2 Overview

16.2.1 Functional Outline

Table 16.9 shows the RS-CANFD module specifications. **Figure 16.1** shows the RS-CANFD module block diagram.

Table 16.9 RS-CANFD Module Specifications (1/3)

Item	Specification
Number of channels	4
Protocol	ISO11898-1 compliant Using CAN FD frames is selectable by switching interface modes.
Communication speed	<p>Classical CAN mode:</p> <ul style="list-style-type: none"> Up to 1 Mbps $\text{Communication speed (CANm bit time clock)} = \frac{1}{\text{CANm bit time}}$ $\text{CANm bit time} = \text{CANmTq} \times \text{Tq count per bit}$ $\text{CANmTq} = \frac{(\text{BRP}[9:0] \text{ bits in the RSCANnCmCFG register} + 1)}{f_{\text{CAN}}}$ <p>f_{CAN}: Frequency of CAN clock (selected by the DCS bit in the RSCANnGCFCG register)</p> <p>CAN FD mode:</p> <ul style="list-style-type: none"> Nominal bit rate: up to 1 Mbps; data bit rate: up to 5 Mbps $\text{Transmission rate (CANm nominal bit time clock)} = \frac{1}{\text{CANm nominal bit time}}$ $\text{Transmission rate (CANm data bit time clock)} = \frac{1}{\text{CANm data bit time}}$ $\text{CANm nominal bit time} = \text{CANmTq}(N) \times \text{Tq count per nominal bit}$ $\text{CANm data bit time} = \text{CANmTq}(D) \times \text{Tq count per data bit}$ $\text{CANmTq}(N) = \frac{(\text{NBRP}[9:0] \text{ bits in the RSCFDnCFDCmNCFG register} + 1)}{f_{\text{CAN}}}$ $\text{CANmTq}(D) = \frac{\text{CANmTq}(D) (\text{DBRP}[7:0] \text{ bits in the RSCFDnCFDCmDCFCG register} + 1)}{f_{\text{CAN}}}$ <p>f_{CAN}: Frequency of CAN clock (selected by the DCS bit in the RSCFDnCFDGCFCG register)</p> <p>$m = 0$ to 3 Tq: Time quantum</p>
Buffer	<p>320 buffers in total</p> <ul style="list-style-type: none"> Individual buffers: 64 buffers (16 buffers ×4 channels) Transmit buffer: 16 buffers per channel Transmit queue: Single queue per channel (shared with the transmit buffer; up to 16 buffers allocatable) Shared buffers: 256 buffers for all channels Receive buffer: 0 to 64 buffers for all channels Receive FIFO buffer: 8 FIFO buffers for all channels (up to 128 buffers allocatable to each) Transmit/receive FIFO buffer: 3 FIFO buffers per channel (up to 128 buffers allocatable to each) ECC included

Table 16.9 RS-CANFD Module Specifications (2/3)

Item	Specification
Reception function	<ul style="list-style-type: none"> Receives data frames and remote frames. Selects ID format (standard ID, extended ID, or both IDs) to be received. Sets interrupt enable/disable for each FIFO. Mirror function (CAN mode receives its own transmitted message.) Timestamp function (to record message reception time as a 16-bit timer value)
Reception filter function	<ul style="list-style-type: none"> Selects receive messages according to 256 receive rules. Sets the number of receive rules (0 to 128) for each channel. Acceptance filter processing: Sets ID and mask for each receive rule. DLC filter processing: Sets DLC check value for each acceptance rule.
Receive message transfer function	<ul style="list-style-type: none"> Routing function to transfer receive messages to arbitrary destinations (can be transferred to up to 8 buffers) Transfer destination: Receive buffer, receive FIFO buffer, and/or transmit/receive FIFO buffer Label addition function Stores label information together with the message in a receive buffer and FIFO buffer.
Transmission function	<ul style="list-style-type: none"> Transmits data frames and remote frames. Selects ID format (standard ID, extended ID, or both IDs) to be transmitted. Sets interrupt enable/disable for each transmit buffer and transmit/receive FIFO buffer. Selects ID priority transmission or transmit buffer number priority transmission. Transmit request can be aborted (possible to confirm with a flag) One-shot transmission function
Interval transmission function	Transmit messages at intervals (transmit mode or gateway mode of transmit/receive FIFO buffers)
Transmit queue function	Transmits all stored messages according to the ID priority.
Transmit history function	Stores the history information of transmitted messages. Adds timestamp (recording message transmission time as a 16-bit timer value) to the history information.
Gateway function	A received message is automatically routed to a different channel.
Bus off recovery mode selection	Selects the method for returning from bus off state. <ul style="list-style-type: none"> ISO11898-1 compliant Automatic entry to channel halt mode at bus-off entry Automatic entry to channel halt mode at bus-off end Entry to channel halt mode by program request Transition to the error-active state by program request (forcible return from bus-off)
Error status monitoring	<ul style="list-style-type: none"> Monitors CAN protocol errors (stuff error, form error, ACK error, CRC error, bit error, ACK delimiter error, and bus dominant lock). Detects error status transitions (error warning, error passive, bus off entry, and bus off recovery) Reads the error counter. Monitors DLC errors.
Interrupt source	14 sources <ul style="list-style-type: none"> Global Interrupts (2 sources) Receive FIFO interrupt Global error interrupt Channel interrupts (3 sources/channel) CANm transmit interrupt (m = 0 to 3) <ul style="list-style-type: none"> CANm transmit complete interrupt CANm transmit abort interrupt CANm transmit/receive FIFO transmit complete interrupt (in transmit mode, gateway mode) CANm transmit history interrupt CANm transmit queue interrupt CANm transmit/receive FIFO receive complete interrupt (in receive mode, gateway mode) CANm error interrupt

Table 16.9 RS-CANFD Module Specifications (3/3)

Item	Specification
CAN stop mode	Reduces power consumption by stopping clock supply to the RS-CANFD module.
CAN clock source	Clkc or clk_xincan selectable
Test function	Test function for user evaluation <ul style="list-style-type: none"> • Listen-only mode • Self-test mode 0 (external loopback) • Self-test mode 1 (internal loopback) • Restricted operation mode • RAM test (read/write test) • Inter-channel communication test (CRC error test enabled)

16.2.2 Interface Modes

The RS-CANFD has two interface modes.

- Classical CAN mode: Handles only classical CAN frames.
- CAN FD mode: Handles classical CAN frames and CAN FD frames.

These two modes use different register maps with the same base address. Register maps change by switching interface modes.

Interface modes are switched by the RCMC bit in the RSCFDn(CFD)GRMCFG register.

16.2.3 Switching the CAN FD Protocol

For compliance with the ISO 11898-1:2015 standard, the CAN FD module of the E1M-S2 has a new CRC field that includes a stuffing counter. This can be selected by setting bit number 10 in option bytes 4 to 1 (OPBT0) to 0.

In the default state, the setting of bit number 10 in option bytes 4 to 1 (OPBT0) is 1, which selects a CRC field (ISO/CD 11898-1(August 12, 2014 version)). This is compatible with the CAN FD protocol of the E1x-FCC2.

16.2.4 Block Diagram

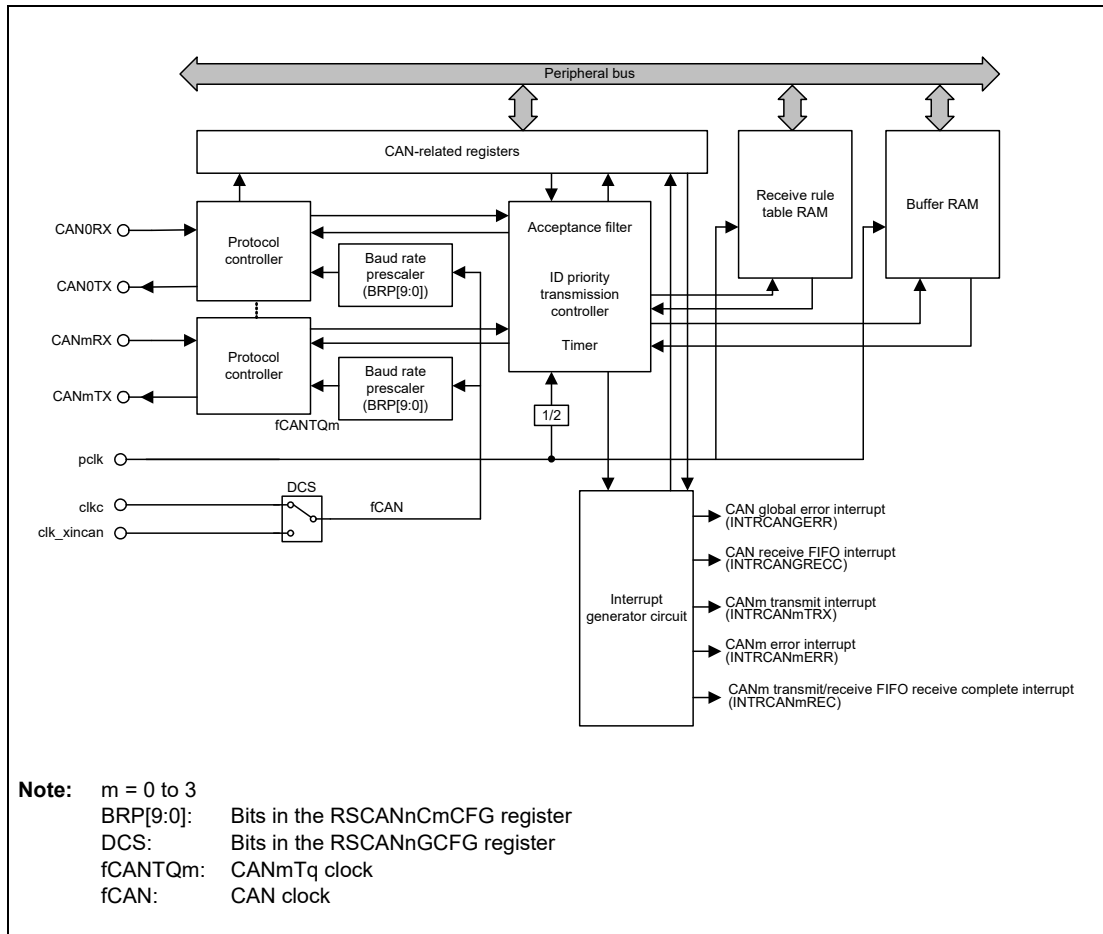


Figure 16.1 RS-CANFD Module Block Diagram

In CAN FD mode, different clock signals are input to the baud rate prescaler and the protocol controller respectively. See **Section 16.11.1.3, Communication Speed Setting**.

16.3 Registers (Classical CAN Mode)

16.3.1 List of Registers

The following tables list RS-CANFD registers to be used in classical CAN mode.

For details about <RSCFDn_base>, see **Section 16.1.2, Register Base Address**.

For details about registers initialized in Global reset mode or Channel reset mode, see following.

- **Table 16.174, Registers Initialized in Global Reset Mode or Channel Reset Mode**
- **Table 16.175, Registers Initialized Only in Global Reset Mode**

Table 16.10 Registers (1/2)

Module Name	Register Name	Symbol	Address
Interface mode-related registers			
RSCFDn	Global interface mode select register	RSCANnGRMCFG	<RSCFDn_base> + 04FC _H
Channel-related registers			
RSCFDn	Channel m configuration register	RSCANnCmCFG	<RSCFDn_base> + 0000 _H + (10 _H × m)
RSCFDn	Channel m control register	RSCANnCmCTR	<RSCFDn_base> + 0004 _H + (10 _H × m)
RSCFDn	Channel m status register	RSCANnCmSTS	<RSCFDn_base> + 0008 _H + (10 _H × m)
RSCFDn	Channel m error flag register	RSCANnCmERFL	<RSCFDn_base> + 000C _H + (10 _H × m)
Global-related registers			
RSCFDn	Global configuration register	RSCANnGCFG	<RSCFDn_base> + 0084 _H
RSCFDn	Global control register	RSCANnGCTR	<RSCFDn_base> + 0088 _H
RSCFDn	Global status register	RSCANnGSTS	<RSCFDn_base> + 008C _H
RSCFDn	Global error flag register	RSCANnGERFL	<RSCFDn_base> + 0090 _H
RSCFDn	Global timestamp counter register	RSCANnGTSC	<RSCFDn_base> + 0094 _H
RSCFDn	Global TX interrupt status register 0	RSCANnGTINTSTS0	<RSCFDn_base> + 0460 _H
RSCFDn	Global FD configuration register	RSCANnGFDCFG	<RSCFDn_base> + 0474 _H
Receive rule-related registers			
RSCFDn	Receive rule entry control register	RSCANnGAFLECTR	<RSCFDn_base> + 0098 _H
RSCFDn	Receive rule configuration register 0	RSCANnGAFLCFG0	<RSCFDn_base> + 009C _H
RSCFDn	Receive rule ID register j	RSCANnGAFLIDj	<RSCFDn_base> + 0500 _H + (10 _H × j)
RSCFDn	Receive rule mask register j	RSCANnGAFLMj	<RSCFDn_base> + 0504 _H + (10 _H × j)
RSCFDn	Receive rule pointer 0 register j	RSCANnGAFLP0_j	<RSCFDn_base> + 0508 _H + (10 _H × j)
RSCFDn	Receive rule pointer 1 register j	RSCANnGAFLP1_j	<RSCFDn_base> + 050C _H + (10 _H × j)
Receive buffer-related registers			
RSCFDn	Receive buffer number register	RSCANnRMNB	<RSCFDn_base> + 00A4 _H
RSCFDn	Receive buffer new data register y	RSCANnRMNDy	<RSCFDn_base> + 00A8 _H + (04 _H × y)
RSCFDn	Receive buffer ID register q	RSCANnRMIDq	<RSCFDn_base> + 0600 _H + (10 _H × q)
RSCFDn	Receive buffer pointer register q	RSCANnRMPTRq	<RSCFDn_base> + 0604 _H + (10 _H × q)
RSCFDn	Receive buffer data field 0 register q	RSCANnRMDf0_q	<RSCFDn_base> + 0608 _H + (10 _H × q)
RSCFDn	Receive buffer data field 1 register q	RSCANnRMDf1_q	<RSCFDn_base> + 060C _H + (10 _H × q)
Receive FIFO buffer-related registers			
RSCFDn	Receive FIFO buffer configuration and control register x	RSCANnRFCCx	<RSCFDn_base> + 00B8 _H + (04 _H × x)
RSCFDn	Receive FIFO buffer status register x	RSCANnRFSTSx	<RSCFDn_base> + 00D8 _H + (04 _H × x)
RSCFDn	Receive FIFO buffer pointer control register x	RSCANnRFPCTRx	<RSCFDn_base> + 00F8 _H + (04 _H × x)
RSCFDn	Receive FIFO buffer access ID register x	RSCANnRFIDx	<RSCFDn_base> + 0E00 _H + (10 _H × x)
RSCFDn	Receive FIFO buffer access pointer register x	RSCANnRFPTRx	<RSCFDn_base> + 0E04 _H + (10 _H × x)
RSCFDn	Receive FIFO buffer access data field 0 register x	RSCANnRFDf0_x	<RSCFDn_base> + 0E08 _H + (10 _H × x)

Table 16.10 Registers (2/2)

Module Name	Register Name	Symbol	Address
RSCFDn	Receive FIFO buffer access data field 1 register x	RSCANnRFDF1_x	<RSCFDn_base> + 0E0C _H + (10 _H × x)
Transmit/receive FIFO buffer-related registers			
RSCFDn	Transmit/receive FIFO buffer configuration and control register k	RSCANnCFCK	<RSCFDn_base> + 0118 _H + (04 _H × k)
RSCFDn	Transmit/receive FIFO buffer status register k	RSCANnCFSTSk	<RSCFDn_base> + 0178 _H + (04 _H × k)
RSCFDn	Transmit/receive FIFO buffer pointer control register k	RSCANnCFPCTRk	<RSCFDn_base> + 01D8 _H + (04 _H × k)
RSCFDn	Transmit/receive FIFO buffer access ID register k	RSCANnCFIDk	<RSCFDn_base> + 0E80 _H + (10 _H × k)
RSCFDn	Transmit/receive FIFO buffer access pointer register k	RSCANnCFPTRk	<RSCFDn_base> + 0E84 _H + (10 _H × k)
RSCFDn	Transmit/receive FIFO buffer access data field 0 register k	RSCANnCFDF0_k	<RSCFDn_base> + 0E88 _H + (10 _H × k)
RSCFDn	Transmit/receive FIFO buffer access data field 1 register k	RSCANnCFDF1_k	<RSCFDn_base> + 0E8C _H + (10 _H × k)
FIFO status-related registers			
RSCFDn	FIFO empty status register	RSCANnFESTS	<RSCFDn_base> + 0238 _H
RSCFDn	FIFO full status register	RSCANnFFSTS	<RSCFDn_base> + 023C _H
RSCFDn	FIFO message lost status register	RSCANnFMSTS	<RSCFDn_base> + 0240 _H
RSCFDn	Receive FIFO buffer interrupt flag status register	RSCANnRFISTS	<RSCFDn_base> + 0244 _H
RSCFDn	Transmit/receive FIFO buffer receive interrupt flag status register	RSCANnCFRISTS	<RSCFDn_base> + 0248 _H
RSCFDn	Transmit/receive FIFO buffer transmit interrupt flag status register	RSCANnCFTISTS	<RSCFDn_base> + 024C _H
Transmit buffer-related registers			
RSCFDn	Transmit buffer control register p	RSCANnTMCp	<RSCFDn_base> + 0250 _H + (01 _H × p)
RSCFDn	Transmit buffer status register p	RSCANnTMSTSp	<RSCFDn_base> + 02D0 _H + (01 _H × p)
RSCFDn	Transmit buffer ID register p	RSCANnTMIDp	<RSCFDn_base> + 1000 _H + (10 _H × p)
RSCFDn	Transmit buffer pointer register p	RSCANnTMPTRp	<RSCFDn_base> + 1004 _H + (10 _H × p)
RSCFDn	Transmit buffer data field 0 register p	RSCANnTMDf0_p	<RSCFDn_base> + 1008 _H + (10 _H × p)
RSCFDn	Transmit buffer data field 1 register p	RSCANnTMDf1_p	<RSCFDn_base> + 100C _H + (10 _H × p)
RSCFDn	Transmit buffer interrupt enable configuration register y	RSCANnTMIECy	<RSCFDn_base> + 0390 _H + (04 _H × y)
Transmit buffer status-related registers			
RSCFDn	Transmit buffer transmit request status register y	RSCANnTMTRSTSy	<RSCFDn_base> + 0350 _H + (04 _H × y)
RSCFDn	Transmit buffer transmit abort request status register y	RSCANnTMTARSTSy	<RSCFDn_base> + 0360 _H + (04 _H × y)
RSCFDn	Transmit buffer transmit complete status register y	RSCANnTMTCSTSy	<RSCFDn_base> + 0370 _H + (04 _H × y)
RSCFDn	Transmit buffer transmit abort status register y	RSCANnTMTASTSy	<RSCFDn_base> + 0380 _H + (04 _H × y)
Transmit queue-related registers			
RSCFDn	Transmit queue configuration and control register m	RSCANnTXQCCm	<RSCFDn_base> + 03A0 _H + (04 _H × m)
RSCFDn	Transmit queue status register m	RSCANnTXQSTSm	<RSCFDn_base> + 03C0 _H + (04 _H × m)
RSCFDn	Transmit queue pointer control register m	RSCANnTXQPCTRm	<RSCFDn_base> + 03E0 _H + (04 _H × m)
Transmit history-related registers			
RSCFDn	Transmit history configuration and control register m	RSCANnTHLCCm	<RSCFDn_base> + 0400 _H + (04 _H × m)
RSCFDn	Transmit history status register m	RSCANnTHLSTSm	<RSCFDn_base> + 0420 _H + (04 _H × m)
RSCFDn	Transmit history pointer control register m	RSCANnTHLPCTRm	<RSCFDn_base> + 0440 _H + (04 _H × m)
RSCFDn	Transmit history access register m	RSCANnTHLACCm	<RSCFDn_base> + 1800 _H + (04 _H × m)
Test-related registers			
RSCFDn	Global test configuration register	RSCANnGTSTCFG	<RSCFDn_base> + 0468 _H
RSCFDn	Global test control register	RSCANnGTSTCTR	<RSCFDn_base> + 046C _H
RSCFDn	Global lock key register	RSCANnGLOCKK	<RSCFDn_base> + 047C _H
RSCFDn	RAM test page access register r	RSCANnRPGACCr	<RSCFDn_base> + 1900 _H + (04 _H × r)

Table 16.11 Transmit Buffer p Assigned for Each Channel

CANm	
Transmit buffer p	Transmit buffer $16 \times m + 0$
	Transmit buffer $16 \times m + 1$
	Transmit buffer $16 \times m + 2$
	Transmit buffer $16 \times m + 3$
	Transmit buffer $16 \times m + 4$
	Transmit buffer $16 \times m + 5$
	Transmit buffer $16 \times m + 6$
	Transmit buffer $16 \times m + 7$
	Transmit buffer $16 \times m + 8$
	Transmit buffer $16 \times m + 9$
	Transmit buffer $16 \times m + 10$
	Transmit buffer $16 \times m + 11$
	Transmit buffer $16 \times m + 12$
	Transmit buffer $16 \times m + 13$
	Transmit buffer $16 \times m + 14$
	Transmit buffer $16 \times m + 15$

Table 16.12 Transmit/Receive FIFO Buffer k Assigned for Each Channel

CANm	
Transmit/receive FIFO buffer k	Transmit/receive FIFO buffer $3 \times m + 0$
	Transmit/receive FIFO buffer $3 \times m + 1$
	Transmit/receive FIFO buffer $3 \times m + 2$

Table 16.13 Transmit Buffer p Linked to Transmit/Receive FIFO Buffer by the Set Value of CFTML[3:0] Bits

Set value of CFTML[3:0] bit	Transmit buffer p linked to transmit/receive FIFO buffer
0000 _B	Transmit buffer $16 \times m + 0$
0001 _B	Transmit buffer $16 \times m + 1$
0010 _B	Transmit buffer $16 \times m + 2$
0011 _B	Transmit buffer $16 \times m + 3$
0100 _B	Transmit buffer $16 \times m + 4$
0101 _B	Transmit buffer $16 \times m + 5$
0110 _B	Transmit buffer $16 \times m + 6$
0111 _B	Transmit buffer $16 \times m + 7$
1000 _B	Transmit buffer $16 \times m + 8$
1001 _B	Transmit buffer $16 \times m + 9$
1010 _B	Transmit buffer $16 \times m + 10$
1011 _B	Transmit buffer $16 \times m + 11$
1100 _B	Transmit buffer $16 \times m + 12$
1101 _B	Transmit buffer $16 \times m + 13$
1110 _B	Transmit buffer $16 \times m + 14$
1111 _B	Transmit buffer $16 \times m + 15$

Table 16.14 Transmit Buffer p Assigned for Transmit Queue for Each Channel

Set Value of TXQDC[3:0] Bits	Transmit Buffer p Assigned for Transmit Queue
0000 _B	Should not be set.
0001 _B	Should not be set.
0010 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 13$
0011 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 12$
0100 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 11$
0101 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 10$
0110 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 9$
0111 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 8$
1000 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 7$
1001 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 6$
1010 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 5$
1011 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 4$
1100 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 3$
1101 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 2$
1110 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 1$
1111 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 0$

16.3.2 Details of Interface Mode-Related Registers

16.3.2.1 RSCANnGRMCFG — Global Interface Mode Select Register

Access: RSCANnGRMCFG can be read/written in 32-bit units.
RSCANnGRMCFG_L and RSCANnGRMCFG_H can be read/written in 16-bit units.
RSCANnGRMCFG_LL, RSCANnGRMCFG_LH, RSCANnGRMCFG_HL, and RSCANnGRMCFG_HH can be read/written in 8-bit units.

Address: RSCANnGRMCFG: <RSCFDn_base> + 04FC_H

RSCANnGRMCFG_L: <RSCFDn_base> + 04FC_H,
RSCANnGRMCFG_H: <RSCFDn_base> + 04FE_H

RSCANnGRMCFG_LL: <RSCFDn_base> + 04FC_H,
RSCANnGRMCFG_LH: <RSCFDn_base> + 04FD_H,
RSCANnGRMCFG_HL: <RSCFDn_base> + 04FE_H,
RSCANnGRMCFG_HH: <RSCFDn_base> + 04FF_H,

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RCMC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 16.15 RSCANnGRMCFG Register Contents

Bit Position	Bit Name	Function
31 to 1	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	RCMC	Interface Mode Select 0: Classical CAN mode 1: CAN FD mode

Note 1. The RSCANnGRMCFG and RSCFDnCFDGRMCFG registers are identical. Set either of these registers.

Modify the RSCANnGRMCFG register only in global reset mode. Before setting other RS-CANFD registers, set this register.

RCMC Bit

Setting this bit to 0 makes classical CAN mode available. To switch CAN FD mode to classical CAN mode, set the value after reset to all registers and bits allocated to the register map of CAN FD mode and then modify the RSCANnGRMCFG register.

16.3.3 Details of Channel-Related Registers

16.3.3.1 RSCANnCmCFG — Channel Configuration Register (m = 0 to 3)

Access: RSCANnCmCFG can be read/written in 32-bit units.
RSCANnCmCFGL and RSCANnCmCFGH can be read/written in 16-bit units.
RSCANnCmCFGLL, RSCANnCmCFGLH, RSCANnCmCFGHL, and RSCANnCmCFGHH can be read/written in 8-bit units.

Address: RSCANnCmCFG: <RSCFDn_base> + 0000_H + (10_H × m)

RSCANnCmCFGL: <RSCFDn_base> + 0000_H + (10_H × m),
RSCANnCmCFGH: <RSCFDn_base> + 0002_H + (10_H × m)

RSCANnCmCFGLL: <RSCFDn_base> + 0000_H + (10_H × m),
RSCANnCmCFGLH: <RSCFDn_base> + 0001_H + (10_H × m),
RSCANnCmCFGHL: <RSCFDn_base> + 0002_H + (10_H × m),
RSCANnCmCFGHH: <RSCFDn_base> + 0003_H + (10_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	SJW[1:0]		—	TSEG2[2:0]			TSEG1[3:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	BRP[9:0]									
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.16 RSCANnCmCFG Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 26	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
25, 24	SJW [1:0]	Resynchronization Jump Width Control b25 b24 0 0: 1 Tq 0 1: 2 Tq 1 0: 3 Tq 1 1: 4 Tq
23	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
22 to 20	TSEG2 [2:0]	Time Segment 2 Control b22 b21 b20 0 0 0: Setting is prohibited for channels for CAN communications. 0 0 1: 2 Tq 0 1 0: 3 Tq 0 1 1: 4 Tq 1 0 0: 5 Tq 1 0 1: 6 Tq 1 1 0: 7 Tq 1 1 1: 8 Tq

Table 16.16 RSCANnCMCFG Register Contents (2/2)

Bit Position	Bit Name	Function
19 to 16	TSEG1 [3:0]	Time Segment 1 Control b19 b18 b17 b16 0 0 0 0: Setting is prohibited for channels for CAN communications. 0 0 0 1: Setting is prohibited for channels for CAN communications. 0 0 1 0: Setting is prohibited for channels for CAN communications. 0 0 1 1: 4Tq 0 1 0 0: 5Tq 0 1 0 1: 6Tq 0 1 1 0: 7Tq 0 1 1 1: 8Tq 1 0 0 0: 9Tq 1 0 0 1: 10Tq 1 0 1 0: 11Tq 1 0 1 1: 12Tq 1 1 0 0: 13Tq 1 1 0 1: 14Tq 1 1 1 0: 15 Tq 1 1 1 1: 16 Tq
15 to 10	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
9 to 0	BRP [9:0]	Prescaler Division Ratio Set When these bits are set to P (0 to 1023), the baud rate prescaler divides fCAN by P + 1.

Modify the RSCFD0CMCFG register in channel reset mode or channel halt mode. Set this register in channel reset mode before shifting to channel communication mode or channel halt mode. For a description of the bit timing parameters and settings, see **Section 16.11.1, Initial Settings**.

SJW[1:0] Bits

These bits are used to specify a Tq value for the resynchronization jump width. Allowed values are 1 Tq to 4 Tq, inclusive.

Set a value less than or equal to the value of the TSEG2 bits.

TSEG2[2:0] Bits

These bits are used to specify a Tq value for the length of phase segment 2 (PHASE_SEG2).

Allowed values are 2 Tq to 8 Tq, inclusive.

Set a value smaller than the value of the TSEG1 bits.

TSEG1[3:0] Bits

These bits are used to specify a Tq value for the total length of the propagation segment (PROP_SEG) and phase segment 1 (PHASE_SEG1).

Allowed values are 4 Tq to 16 Tq, inclusive.

BRP[9:0] Bits

The CANmTq clock (fCANTQm) is calculated by dividing the CAN clock (fCAN) by the baud rate prescaler ((BRP[9:0]) + 1). One clock cycle of the CANmTq clock is 1 time quantum (Tq).

16.3.3.2 RSCANn CmCTR — Channel Control Register (m = 0 to 3)

Access: RSCANn CmCTR can be read/written in 32-bit units.
RSCANn CmCTRL and RSCANn CmCTRH can be read/written in 16-bit units.
RSCANn CmCTRLL, RSCANn CmCTRLH, RSCANn CmCTRHL, and RSCANn CmCTRHH can be read/written in 8-bit units.

Address: RSCANn CmCTR: <RSCFDn_base> + 0004_H + (10_H × m)

RSCANn CmCTRL: <RSCFDn_base> + 0004_H + (10_H × m),
RSCANn CmCTRH: <RSCFDn_base> + 0006_H + (10_H × m)

RSCANn CmCTRLL: <RSCFDn_base> + 0004_H + (10_H × m),
RSCANn CmCTRLH: <RSCFDn_base> + 0005_H + (10_H × m),
RSCANn CmCTRHL: <RSCFDn_base> + 0006_H + (10_H × m),
RSCANn CmCTRHH: <RSCFDn_base> + 0007_H + (10_H × m)

Value after reset: 0000 0005_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	CRCT	—	—	—	CTMS[1:0]	CTME	ERRD	BOM[1:0]	—	—	—	—	—	—	TAIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ALIE	BLIE	OLIE	BORIE	BOEIE	EPIE	EWIE	BEIE	—	—	—	—	RTBO	CSLPR	CHMDC[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 16.17 RSCANn CmCTR Register Contents (1/2)

Bit Position	Bit Name	Function
31	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
30	CRCT	CRC Error Test Enable 0: The first bit of the reception ID field is not inverted. 1: The first bit of the reception ID field is inverted.
29 to 27	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
26, 25	CTMS[1:0]	Communication Test Mode Select b26 b25 0 0 : Standard test mode 0 1 : Listen-only mode 1 0 : Self-test mode 0 (external loopback mode) 1 1 : Self-test mode 1 (internal loopback mode)
24	CTME	Communication Test Mode Enable 0: Communication test mode is disabled. 1: Communication test mode is enabled.
23	ERRD	Error Display Mode Select 0: Only the first error information is displayed after bit 14 to 8 in this register are all cleared. 1: All error information is displayed.
22, 21	BOM[1:0]	Bus Off Recovery Mode Select b22 b21 0 0 : ISO11898-1 compliant 0 1 : Transition to channel halt mode at bus-off entry 1 0 : Transition to channel halt mode at bus-off end 1 1 : Transition to channel halt mode (during bus-off recovery period) by a program request
20 to 17	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.

Table 16.17 RSCANnCMCTR Register Contents (2/2)

Bit Position	Bit Name	Function
16	TAIE	Transmit Abort Interrupt Enable 0: Transmit abort interrupt is disabled. 1: Transmit abort interrupt is enabled.
15	ALIE	Arbitration Lost Interrupt Enable 0: Arbitration lost interrupt is disabled. 1: Arbitration lost interrupt is enabled.
14	BLIE	Bus Lock Interrupt Enable 0: Bus lock interrupt is disabled. 1: Bus lock interrupt is enabled.
13	OLIE	Overload Frame Transmit Interrupt Enable 0: Overload frame transmit interrupt is disabled. 1: Overload frame transmit interrupt is enabled.
12	BORIE	Bus Off Recovery Interrupt Enable 0: Bus off recovery interrupt is disabled. 1: Bus off recovery interrupt is enabled.
11	BOEIE	Bus Off Entry Interrupt Enable 0: Bus off entry interrupt is disabled. 1: Bus off entry interrupt is enabled.
10	EPIE	Error Passive Interrupt Enable 0: Error passive interrupt is disabled. 1: Error passive interrupt is enabled.
9	EWIE	Error Warning Interrupt Enable 0: Error warning interrupt is disabled. 1: Error warning interrupt is enabled.
8	BEIE	Bus Error Interrupt Enable 0: Bus error interrupt is disabled. 1: Bus error interrupt is enabled.
7 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	RTBO	Forcible Return from Bus-off When this bit is set to 1, forcible return from the bus off state is made. This bit is always read as 0.
2	CSLPR	Channel Stop Mode 0: Other than channel stop mode 1: Channel stop mode
1,0	CHMDC[1:0]	Mode Select b1 b0 0 0: Channel communication mode 0 1: Channel reset mode 1 0: Channel halt mode 1 1: Setting prohibited

CRCT Bit

This bit is used to test the CRC generation circuit in the RS-CANFD module. Setting this bit to 1 inverts the first bit of the ID field when a message is received. With this inversion of bit, the CRC calculation result does not match the normal CRC value of the received frame, which can detect a CRC error (the CERR bit in the RSCANnCMERFL register is 1).

When using this function, note the following.

- This function is available while the CTME bit in the RSCANnCMCTR register is 1 (communication test mode enabled).
- This function cannot communicate with other CAN nodes. Use this function for inter-channel communication test (the CmICBCE bit in the RSCANnGTSTCFG register is 1).

- Bit inversion in the ID field may cause bit stuffing rule violation. In that case, no CRC error is detected but a stuff error is detected.

Modify this bit only in channel halt mode. This bit is always 0 in channel reset mode.

CTMS[1:0] Bits

These bits are used to select a communication test mode. Modify these bits in channel halt mode. These bits are set to 0 in channel reset mode.

CTME Bit

Setting this bit to 1 enables communication test mode. Modify this bit in channel halt mode. This bit is set to 0 in channel reset mode.

ERRD Bit

This bit is used to control display mode of bits 14 to 8 in the RSCANnCMERFL register.

When this bit is cleared (0), if an error is detected with all bits 14 to 8 of RSCANnCMERFL set to 0, only the flag corresponding to the first error is set to 1.

When this bit is set to 1, if two or more errors occur, the flags for both or all detected errors are set to 1.

When this bit is set to 1, all the flags of errors that have occurred are set to 1 regardless of the error occurrence order.

Modify this bit in channel reset mode or channel halt mode.

BOM[1:0] Bits

These bits are used to select a bus off recovery mode of the RS-CANFD module.

When the BOM[1:0] bits are set to 00_B, return from the bus off state is compliant with the CAN specifications. That is, the RS-CANFD module reenters the CAN communication (error active state) after 11 consecutive recessive bits are detected 128 times. A bus off recovery interrupt request is generated at the time of return from the bus off state. If the CHMDC[1:0] bits are set to 10_B (channel halt mode) before recessive bits are detected 128 times, the RS-CANFD module does not transition to channel halt mode until recessive bits are detected 128 times.

When the RS-CANFD module reaches the bus off state when the BOM[1:0] bits are set to 01_B, the CHMDC[1:0] bits in the RSCANnCMCTR register (m = 0 to 3) are set to 10_B and the RS-CANFD module transitions to channel halt mode. No bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits in the RSCANnCMSTS register are cleared to 00_H.

When the RS-CANFD module reaches the bus off state when the BOM[1:0] bits are set to 10_B, the CHMDC[1:0] bits are set to 10_B and the RS-CANFD module transitions to channel halt mode after return from the bus off state (11 consecutive recessive bits are detected 128 times). A bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits are cleared to 00_H.

When the BOM[1:0] bits are set to 11_B and the CHMDC[1:0] bits are set to 10_B while the RS-CANFD module is in the bus off state, the RS-CANFD module transitions to channel halt mode. No bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits are cleared to 00_H. However, if 11 consecutive recessive bits are detected 128 times and the RS-CANFD module has recovered to the error active state from the bus off state before the CHMDC[1:0] bits are set to 10_B, a bus off recovery interrupt request is generated.

When the RS-CANFD module transitions to channel halt mode (at bus off entry when the BOM[1:0] bits are 01_B or at bus off end when the BOM[1:0] bits are 10_B), if the CHMDC[1:0] bits are written by a program at the same time, writing by a program takes precedence. Modify BOM[1:0] bits in channel reset mode.

TAIE Bit

When transmit abort of the transmit buffer is completed with the TAIE bit set to 1, an interrupt request is generated. Modify this bit in channel reset mode.

ALIE Bit

When the ALF flag in the RSCANnCMERFL register is set to 1 with the ALIE bit set to 1, an error interrupt request is generated. Modify this bit in channel reset mode.

BLIE Bit

When the BLF flag in the RSCANnCMERFL register is set to 1 with the BLIE bit set to 1, an error interrupt request is generated. Modify this bit in channel reset mode.

OLIE Bit

When the OVLV flag in the RSCANnCMERFL register is set to 1 with the OLIE bit set to 1, an error interrupt request is generated. Modify this bit in channel reset mode.

BORIE Bit

When the BORF flag in the RSCANnCMERFL register is set to 1 with the BORIE bit set to 1, an error interrupt request is generated. Modify this bit in channel reset mode.

BOEIE Bit

When the BOEF flag in the RSCANnCMERFL register is set to 1 with the BOEIE bit set to 1, an error interrupt request is generated. Modify this bit in channel reset mode.

EPIE Bit

When the EPF flag in the RSCANnCMERFL register is set to 1 with the EPIE bit set to 1, an error interrupt request is generated. Modify this bit in channel reset mode.

EWIE Bit

When the EWF flag in the RSCANnCMERFL register is set to 1 with the EWIE bit set to 1, an error interrupt request is generated. Modify this bit in channel reset mode.

BEIE Bit

When the BEF flag in the RSCANnCMERFL register is set to 1 with the BEIE bit set to 1, an error interrupt request is generated. Modify this bit in channel reset mode.

RTBO Bit

Setting this bit to 1 (forcible return from the bus off state) in the bus off state returns the state forcibly from the bus off state to the error active state. This bit is automatically cleared to 0. Setting this bit to 1 clears the TEC[7:0] and REC[7:0] bits in the RSCANnCMSTS register to 00_H and also clears the BOSTS flag in the RSCANnCMSTS register to 0 (not in bus off state). The other registers remain

unchanged. No bus off recovery interrupt request due to return from the bus off state is generated. Use this bit only when the BOM[1:0] bits in the RSCANnCMCTR register are 00_B (ISO11898-1 compliant).

A delay of up to 1 CAN bit time occurs after the RTBO bit is set to 1 until the RS-CANFD module transitions to the error active state. Set this bit to 1 in channel communication mode.

CSLPR Bit

Setting this bit to 1 places the channel in channel stop mode.

Clearing this bit to 0 makes the channel leave from channel stop mode.

Do not rewrite this bit in channel communication mode or in channel halt mode.

CHMDC[1:0] Bits

These bits are used to select a channel mode (channel communication mode, channel reset mode, or channel halt mode). For details, see **Section 16.6.2, Channel Modes**. Setting the CSLPR bit to 1 in channel reset mode allows transition to channel stop mode. Do not set these bits to 11_B. When the RS-CANFD module has transitioned to channel halt mode by the setting of the BOM[1:0] bits, the CHMDC[1:0] bits automatically becomes 10_B.

16.3.3.3 RSCANn CmSTS — Channel Status Register (m = 0 to 3)

Access: RSCANn CmSTS can be read/written in 32-bit units.
RSCANn CmSTSL and RSCANn CmSTSH can be read/written in 16-bit units.
RSCANn CmSTSLL, RSCANn CmSTSLH, RSCANn CmSTSHL, and RSCANn CmSTSHH can be read/written in 8-bit units.

Address: RSCANn CmSTS: <RSCFDn_base> + 0008_H + (10_H × m)

RSCANn CmSTSL: <RSCFDn_base> + 0008_H + (10_H × m),
RSCANn CmSTSH: <RSCFDn_base> + 000A_H + (10_H × m)

RSCANn CmSTSLL: <RSCFDn_base> + 0008_H + (10_H × m),
RSCANn CmSTSLH: <RSCFDn_base> + 0009_H + (10_H × m),
RSCANn CmSTSHL: <RSCFDn_base> + 000A_H + (10_H × m),
RSCANn CmSTSHH: <RSCFDn_base> + 000B_H + (10_H × m)

Value after reset: 0000 0005_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TEC[7:0]								REC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	COM STS	REC STS	TRM STS	BOSTS	EPSTS	CSLP STS	CHLT STS	CRST STS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.18 RSCANn CmSTS Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 24	TEC [7:0]	The transmit error counter (TEC) can be read.
23 to 16	REC [7:0]	The receive error counter (REC) can be read.
15 to 8	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
7	COMSTS	Communication Status Flag 0: Communication is not ready. 1: Communication is ready.
6	RECSTS	Receive Status Flag 0: Bus idle, in transmission, or bus off state 1: In reception
5	TRMSTS	Transmit Status Flag 0: Bus idle or in reception 1: In transmission or bus off state
4	BOSTS	Bus Off Status Flag 0: Not in bus off state 1: In bus off state
3	EPSTS	Error Passive Status Flag 0: Not in error passive state 1: In error passive state
2	CSLPSTS	Channel Stop Status Flag 0: Not in channel stop mode 1: In channel stop mode
1	CHLTSTS	Channel Halt Status Flag 0: Not in channel halt mode 1: In channel halt mode

Table 16.18 RSCANn CmSTS Register Contents (2/2)

Bit Position	Bit Name	Function
0	CRSTSTS	Channel Reset Status Flag 0: Not in channel reset mode 1: In channel reset mode

TEC[7:0] Bits

These bits indicate the transmit error counter value. For transmit error counter increment/decrement conditions, see the *CAN specification (ISO11898-1)*.

These bits are cleared to 0 in channel reset mode.

REC[7:0] Bits

These bits indicate the receive error counter value. For receive error counter increment/decrement conditions, see the *CAN specification (ISO11898-1)*.

These bits are cleared to 0 in channel reset mode.

COMSTS Flag

This flag indicates that communication is ready.

This flag becomes 1 when the RS-CANFD module has detected 11 consecutive recessive bits after it has transitioned from channel reset mode or channel halt mode to channel communication mode. This flag is cleared to 0 in channel reset mode or channel halt mode.

RECSTS Flag

This flag is set to 1 when reception has started, and is cleared to 0 when the bus has become idle or transmission has started.

TRMSTS Flag

This flag is set to 1 when transmission has started, and is cleared to 0 when the bus has become idle or reception has started. This flag remains 1 in the bus off state.

BOSTS Flag

This flag is set to 1 when the TEC[7:0] value exceeds 255 and the RS-CANFD module has entered the bus off state (TEC[7:0] value > 255), and is cleared to 0 when the RS-CANFD module has exited the bus off state.

EPSTS Flag

This flag is set to 1 when the TEC[7:0] or REC[7:0] value exceeds 127 and the RS-CANFD module has entered the error passive state ($128 \leq \text{TEC}[7:0] \text{ value} \leq 255$ or $128 \leq \text{REC}[7:0] \text{ value}$), and is cleared to 0 when the RS-CANFD module has exited the error passive state or has entered channel reset mode.

CSLPSTS Flag

This flag is set to 1 when the RS-CANFD module has transitioned to channel stop mode, and is cleared to 0 when the RS-CANFD module has returned from channel stop mode.

CHLTSTS Flag

This flag is set to 1 when the RS-CANFD module has transitioned to channel halt mode, and is cleared to 0 when the RS-CANFD module has exited channel halt mode.

CRSTSTS Flag

This flag is set to 1 when the RS-CANFD module has transitioned to channel reset mode, and is cleared to 0 when the RS-CANFD module has transitioned to channel communication mode or channel halt mode. This flag remains 1 if the RS-CANFD module transitions from channel reset mode to channel stop mode.

16.3.3.4 RSCANnCmERFL — Channel Error Flag Register (m = 0 to 3)

Access: RSCANnCmERFL can be read/written in 32-bit units.
 RSCANnCmERFLL and RSCANnCmERFLH can be read/written in 16-bit units.
 RSCANnCmERFLLL, RSCANnCmERFLLH, RSCANnCmERFLHL, and RSCANnCmERFLHH can be read/written in 8-bit units.

Address: RSCANnCmERFL: <RSCFDn_base> + 000C_H + (10_H × m)

RSCANnCmERFLL: <RSCFDn_base> + 000C_H + (10_H × m),
 RSCANnCmERFLH: <RSCFDn_base> + 000E_H + (10_H × m)

RSCANnCmERFLLL: <RSCFDn_base> + 000C_H + (10_H × m),
 RSCANnCmERFLLH: <RSCFDn_base> + 000D_H + (10_H × m),
 RSCANnCmERFLHL: <RSCFDn_base> + 000E_H + (10_H × m),
 RSCANnCmERFLHH: <RSCFDn_base> + 000F_H + (10_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CRCREG[14:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	ADERR	B0ERR	B1ERR	CERR	AERR	FERR	SERR	ALF	BLF	OVLf	BORF	BOEF	EPF	EWf	BEF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1

Note 1. The only effective value for writing to this flag bit is 0, which clears the status. Any other writing to the bit results in retention of the status and does not change the value.

Table 16.19 RSCANnCmERFL Register Contents (1/2)

Bit Position	Bit Name	Function
31	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
30 to 16	CRCREG[14:0]	CRC Calculation Data A CRC value calculated based on the transmitted message or received message is indicated.
15	Reserved	This bit is always read as 0. When writing, write 0.
14	ADERR	ACK Delimiter Error Flag 0: No ACK delimiter error is detected. 1: ACK delimiter error is detected.
13	B0ERR	Dominant Bit Error Flag 0: No dominant bit error is detected. 1: Dominant bit error is detected.
12	B1ERR	Recessive Bit Error Flag 0: No recessive bit error is detected. 1: Recessive bit error is detected.
11	CERR	CRC Error Flag 0: No CRC error is detected. 1: CRC error is detected.
10	AERR	ACK Error Flag 0: No ACK error is detected. 1: ACK error is detected.
9	FERR	Form Error Flag 0: No form error is detected. 1: Form error is detected.

Table 16.19 RSCANnCMERFL Register Contents (2/2)

Bit Position	Bit Name	Function
8	SERR	Stuff Error Flag 0: No stuff error is detected. 1: Stuff error is detected.
7	ALF	Arbitration Lost Flag 0: No arbitration lost is detected. 1: Arbitration lost is detected.
6	BLF	Bus Lock Flag 0: No channel bus lock is detected. 1: Channel bus lock is detected.
5	OVLf	Overload Flag 0: No overload is detected. 1: Overload is detected.
4	BORF	Bus Off Recovery Flag 0: No bus off recovery is detected. 1: Bus off recovery is detected.
3	BOEF	Bus Off Entry Flag 0: No bus off entry is detected. 1: Bus off entry is detected.
2	EPF	Error Passive Flag 0: No error passive is detected. 1: Error passive is detected.
1	EWf	Error Warning Flag 0: No error warning is detected. 1: Error warning is detected.
0	BEF	Bus Error Flag 0: No channel bus error is detected. 1: Channel bus error is detected.

See the *CAN specification (ISO11898-1)* if you want to check error occurrence conditions. To clear each flag of this register, write 0 by the program. These flags cannot be set to 1 by the program. If any of these flags becomes 1 at the timing when the program writes 0 to the flag, the flag is set to 1. Each flag is cleared to 0 in channel reset mode.

As for bits 14 to 8 in the RSCANnCMERFL register, if an error is detected with all flags of bits 14 to 8 set to 0 when the ERRD bit in the RSCANnCMCTR register is set to 0 (only the first error information is displayed), the corresponding flag is set to 1.

CRCREG[14:0] Flags

When the CTME bit in the RSCANnCMCTR register is set to 1 (communication test mode is enabled), the CRC value calculated based on the transmitted or received message can be read. When the CTME bit is set to 0 (communication test mode is disabled), these bits are always read as 0.

These flags are cleared to 0 in channel reset mode.

ADERR Flag

This flag is set to 1 when a form error has been detected in the ACK delimiter during transmission.

B0ERR Flag

This flag is set to 1 when a recessive bit has been detected even though a dominant bit was transmitted.

B1ERR Flag

This flag is set to 1 when a dominant bit has been detected even though a recessive bit was transmitted.

CERR Flag

This flag is set to 1 when a CRC error has been detected.

AERR Flag

This flag is set to 1 when an ACK error has been detected.

FERR Flag

This flag is set to 1 when a form error has been detected.

SERR Flag

This flag is set to 1 when a stuff error has been detected.

ALF Flag

This flag is set to 1 when an arbitration lost has been detected.

BLF Flag

This flag is set to 1 when 32 consecutive dominant bits have been detected on the CAN bus in channel communication mode. After that, the detection processing restarts at either timing below.

- A recessive bit is detected after the BLF bit has been modified from 1 to 0.
- The RS-CANFD module transitions to channel reset mode or channel halt mode and returns to channel communication mode after the BLF bit has been modified from 1 to 0.

OVLV Flag

This flag is set to 1 when the overload frame transmit condition has been detected when performing reception or transmission.

BORF Flag

This flag is set to 1 when 11 consecutive recessive bits have been detected 128 times and the RS-CANFD module returns from the bus off state. However, this flag is not set to 1 if the RS-CANFD module returns from the bus off state in either of the following cases before 11 consecutive recessive bits are detected 128 times.

- The CHMDC[1:0] bits in the RSCANnCMCTR register are set to 01_B (channel reset mode).
- The RTBO bit in the RSCANnCMCTR register is set to 1 (forcible return from the bus off state).
- The BOM[1:0] bits in the RSCANnCMCTR register are set to 01_B (transition to channel halt mode at bus off entry).
- The CHMDC[1:0] bits in the RSCANnCMCTR register are set to 10_B (channel halt mode) before 11 consecutive recessive bits are detected 128 times with the BOM[1:0] bits set to 11_B (transition to channel halt mode upon a request from the program during bus off).

BOEF Flag

This flag is set to 1 when the state becomes bus off state (TEC[7:0] value > 255). This flag is also set to 1 when the state becomes bus off state with the BOM[1:0] bits in the RSCANnCMCTR register (m = 0 to 3) set to 01_B (transition to channel halt mode at bus off entry).

EPF Flag

This flag becomes 1 when the RS-CANFD module becomes error passive state (REC[7:0] or TEC[7:0] value > 127). This flag becomes 1 only when the REC[7:0] or TEC[7:0] value exceeds 127 for the first time. Therefore, if the program writes 0 to this flag with the REC[7:0] or TEC[7:0] value remaining over 127, this bit is not set to 1 until both REC [7:0] and TEC[7:0] values become 127 or less and then either the REC[7:0] or TEC[7:0] value exceeds 127 again.

EWF Flag

This flag is set to 1 only when the REC[7:0] or TEC[7:0] value exceeds 95 for the first time. Therefore, if the program writes 0 to this flag with the REC[7:0] or TEC[7:0] value remaining over 95, this bit is not set to 1 until both REC [7:0] and TEC[7:0] values become 95 or less and then either the REC[7:0] or TEC[7:0] value exceeds 95 again.

BEF Flag

This flag is set to 1 when any one of the ADERR, B0ERR, B1ERR, CERR, AERR, FERR, and SERR flags in the RSCANnCMERFL register is set to 1.

NOTE

When writing 0 to flags of this register, write 0 to corresponding flags and 1 to other flags by using a store instruction.

16.3.4 Details of Global-Related Registers

16.3.4.1 RSCANnGCFG — Global Configuration Register

Access: RSCANnGCFG can be read/written in 32-bit units.
RSCANnGCFG_L and RSCANnGCFG_H can be read/written in 16-bit units.
RSCANnGCFG_LL, RSCANnGCFG_LH, RSCANnGCFG_HL, and RSCANnGCFG_HH can be read/written in 8-bit units.

Address: RSCANnGCFG: <RSCFDn_base> + 0084_H

RSCANnGCFG_L: <RSCFDn_base> + 0084_H, RSCANnGCFG_H: <RSCFDn_base> + 0086_H

RSCANnGCFG_LL: <RSCFDn_base> + 0084_H, RSCANnGCFG_LH: <RSCFDn_base> + 0085_H,
RSCANnGCFG_HL: <RSCFDn_base> + 0086_H, RSCANnGCFG_HH: <RSCFDn_base> + 0087_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ITRCP[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSBTCS[2:0]			TSSS	TSP[3:0]				TMT SCE	EEFE	—	DCS	MME	DRE	DCE	TPRI
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W

Table 16.20 RSCANnGCFG Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 16	ITRCP[15:0]	Interval Timer Prescaler Set When these bits are set to q, the peripheral function clock A is divided by q. When using interval timer, setting 0000 _H is prohibited.
15 to 13	TSBTCS[1:0]	Timestamp Clock Source Select b15 b14 b13 0 0 0 : Channel 0 bit time clock 0 0 1 : Channel 1 bit time clock 0 1 0 : Channel 2 bit time clock 0 1 1 : Channel 3 bit time clock 1 0 0 : Setting prohibited 1 0 1 : Setting prohibited 1 1 0 : Setting prohibited 1 1 1 : Setting prohibited
12	TSSS	Timestamp Source Select 0: pclk/n2*1 1: Bit time clock is used as the source clock of the timestamp counter.

Table 16.20 RSCANnGCFG Register Contents (2/2)

Bit Position	Bit Name	Function
11 to 8	TSP[3:0]	Timestamp Clock Source Division b11 b10 b9 b8 0 0 0 0 : Not divided 0 0 0 1 : Divided by 2 0 0 1 0 : Divided by 4 0 0 1 1 : Divided by 8 0 1 0 0 : Divided by 16 0 1 0 1 : Divided by 32 0 1 1 0 : Divided by 64 0 1 1 1 : Divided by 128 1 0 0 0 : Divided by 256 1 0 0 1 : Divided by 512 1 0 1 0 : Divided by 1024 1 0 1 1 : Divided by 2048 1 1 0 0 : Divided by 4096 1 1 0 1 : Divided by 8192 1 1 1 0 : Divided by 16384 1 1 1 1 : Divided by 32768
7	TMTSCE	Transmission Timestamp Enable 0: Transmission timestamp is disabled. 1: Transmission timestamp is enabled.
6	EEFE	ECC Error Flag Enable 0: The ECC error flag is disabled. 1: The ECC error flag is enabled.
5	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
4	DCS	CAN Clock Source Select 0: clk 1: clk_xincan
3	MME	Mirror Function Enable 0: Mirror function is disabled. 1: Mirror function is enabled.
2	DRE	DLC Replacement Enable 0: DLC replacement is disabled. 1: DLC replacement is enabled.
1	DCE	DLC Check Enable 0: DLC check is disabled. 1: DLC check is enabled.
0	TPRI	Transmit Priority Select 0: ID priority 1: Transmit buffer number priority

Note 1. Set TSBTCS[2:0] to 000_B before select pclk/2 as the timestamp count source.

Modify the RSCANnGCFG register in global reset mode.

ITRCP[15:0] Bits

These bits are used to set a clock source division value of the interval timer for FIFO buffers. For details, see **Section 16.8.3.1, Interval Transmission Function**.

TSBTCS[2:0] Bits

When the TSSS bit is 1, these bits are used to select the channel of the bit time clock that will be the clock source of the timestamp counter.

TSSS Bit

This bit is used to select a clock source of the timestamp counter.

TSP[3:0] Bits

These bits specify the prescaler used to divide the clock source (selected by the TSBTCS[2:0] and TSSS bits) to generate the timestamp counter clock signal.

TMTSCE Bit

Setting this bit to 1 makes it possible to store the timestamp of a transmitted message in the transmit history buffer. The timestamp is stored in TMTS[15:0] bits in the RSCANnTHLACCm register.

EEFE Bit

Setting this bit to 1 sets the EEFm bit in the RSCANnGERFL register to 1 when a 2-bit ECC error is detected during the transmission priority determination. At this time, the message in which a 2-bit ECC error was detected is not transmitted.

DCS Bit

When this bit is set to 0, clk_c is used as the clock source of the CAN clock (fCAN).

When this bit is set to 1, the main clock is used as the clock source of the CAN clock.

MME Bit

Setting this bit to 1 makes the mirror function available.

DRE Bit

When the DRE bit is set to 1, the DLC value of the receive rule is stored in the buffer instead of the DLC value of the received message after the DLC value has passed through the DLC filter. In this case, a value of 00_H is stored in the data byte that exceeds the DLC value of the receive rule.

When the DCE bit is set to 1 (DLC check is enabled), the DLC replacement function is available.

DCE Bit

Setting this bit to 1 makes the DLC check function available. Set the GAFLDLC[3:0] bits in the RSCANnGAFLP0j register to 0000_B before clearing the DCE bit in the RSCANnGCFG register to 0.

TPRI Bit

This bit is used to set the transmit priority.

When this bit is set to 0, ID priority is selected and the transmit priority complies with the CAN bus arbitration rule (ISO11898-1 specifications). When this bit is set to 1, transmit buffer number priority is selected and the lowest-numbered transmit buffer among those specified for transmission takes precedence.

While the transmit queue is in use, clear this bit to 0.

16.3.4.2 RSCANnGCTR — Global Control Register

Access: RSCANnGCTR can be read/written in 32-bit units.
RSCANnGCTRL and RSCANnGCTRH can be read/written in 16-bit units.
RSCANnGCTRL, RSCANnGCTRLH, RSCANnGCTRLH, and RSCANnGCTRHH can be read/written in 8-bit units.

Address: RSCANnGCTR: <RSCFDn_base> + 0088_H

RSCANnGCTRL: <RSCFDn_base> + 0088_H, RSCANnGCTRH: <RSCFDn_base> + 008A_H

RSCANnGCTRL: <RSCFDn_base> + 0088_H, RSCANnGCTRLH: <RSCFDn_base> + 0089_H,
RSCANnGCTRLH: <RSCFDn_base> + 008A_H, RSCANnGCTRHH: <RSCFDn_base> + 008B_H

Value after reset: 0000 0005_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TSRST
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	THLEIE	MEIE	DEIE	—	—	—	—	—	GSLPR	GMDC[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Table 16.21 RSCANnGCTR Register Contents

Bit Position	Bit Name	Function
31 to 17	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
16	TSRST	Timestamp Counter Reset Setting the TSRST bit to 1 resets the timestamp counter. This bit is always read as 0.
15 to 11	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
10	THLEIE	Transmit History Buffer Overflow Interrupt Enable 0: Transmit history buffer overflow interrupt is disabled. 1: Transmit history buffer overflow interrupt is enabled.
9	MEIE	FIFO Message Lost Interrupt 0: FIFO message lost interrupt is disabled. 1: FIFO message lost interrupt is enabled.
8	DEIE	DLC Error Interrupt Enable 0: DLC error interrupt is disabled. 1: DLC error interrupt is enabled.
7 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	GSLPR	Global Stop Mode 0: Other than global stop mode 1: Global stop mode
1, 0	GMDC[1:0]	Global Mode Select b1 b0 0 0: Global operating mode 0 1: Global reset mode 1 0: Global test mode 1 1: Setting prohibited

TSRST Bit

This bit is used to reset the timestamp counter. When this bit is set to 1, the RSCANnGTSC register is cleared to 0000_H.

THLEIE Bit

When the THLEIE bit is set to 1 and the THLES flag in the RSCANnGERFL register is set to 1, an interrupt request is generated. Modify this bit in global reset mode.

MEIE Bit

When the MEIE bit is set to 1 and the MES flag in the RSCANnGERFL register is set to 1, an interrupt request is generated. Modify this bit in global reset mode.

DEIE Bit

When the DEIE bit is set to 1 and the DEF flag in the RSCANnGERFL register is set to 1, an interrupt request is generated. Modify this bit in global reset mode.

GSLPR Bit

Setting this bit to 1 places the RS-CANFD module in global stop mode.

Clearing this bit to 0 makes the RS-CANFD module leave from global stop mode.

Do not modify this bit from 0 to 1 in global operation mode or global test mode.

GMDC[1:0] Bits

These bits are used to select a mode of the entire RS-CANFD module (global operating mode, global reset mode, or global test mode). For details, see **Section 16.6.1, Global Modes**. Setting the GSLPR bit to 1 in global reset mode makes the RS-CANFD module transition to global stop mode.

16.3.4.3 RSCANnGSTS — Global Status Register

Access: RSCANnGSTS can be read/written in 32-bit units.
RSCANnGSTSL and RSCANnGSTSH can be read/written in 16-bit units.
RSCANnGSTSLL, RSCANnGSTSLH, RSCANnGSTSHL, and RSCANnGSTSHH can be read/written in 8-bit units.

Address: RSCANnGSTS: <RSCFDn_base> + 008C_H

RSCANnGSTSL: <RSCFDn_base> + 008C_H, RSCANnGSTSH: <RSCFDn_base> + 008E_H

RSCANnGSTSLL: <RSCFDn_base> + 008C_H, RSCANnGSTSLH: <RSCFDn_base> + 008D_H,
RSCANnGSTSHL: <RSCFDn_base> + 008E_H, RSCANnGSTSHH: <RSCFDn_base> + 008F_H

Value after reset: 0000 000D_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	GRAM INIT	GSLP STS	GHLT STS	GRST STS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.22 RSCANnGSTS Register Contents

Bit Position	Bit Name	Function
31 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	GRAMINIT	CAN RAM Initialization Status Flag 0: CAN RAM initialization is completed. 1: CAN RAM initialization is ongoing.
2	GSLPSTS	Global Stop Status Flag 0: Not in global stop mode 1: In global stop mode
1	GHLTSTS	Global Test Status Flag 0: Not in global test mode 1: In global test mode
0	GRSTSTS	Global Reset Status Flag 0: Not in global reset mode 1: In global reset mode

GRAMINIT Flag

This flag indicates the initialization status of the CAN RAM.

This flag is set to 1 after the MCU has been reset, and is cleared to 0 when CAN RAM initialization is completed.

GSLPSTS Flag

This flag is set to 1 when the RS-CANFD module has transitioned to global stop mode, and is cleared to 0 when the RS-CANFD module has returned from global stop mode.

GHLTSTS Flag

This flag is set to 1 when the RS-CANFD module has transitioned to global test mode, and is cleared to 0 when the RS-CANFD module has exited global test mode.

GRSTSTS Flag

This flag is set to 1 when the RS-CANFD module has transitioned to global reset mode, and is cleared to 0 when the RS-CANFD module has exited global reset mode. This flag remains 1 if the RS-CANFD module has transitioned from global reset mode to global stop mode.

16.3.4.4 RSCANnGERFL — Global Error Flag Register

Access: RSCANnGERFL can be read/written in 32-bit units.
 RSCANnGERFLL and RSCANnGERFLH can be read/written in 16-bit units.
 RSCANnGERFLLL, RSCANnGERFLLH, RSCANnGERFLHL, and RSCANnGERFLHH can be read/written in 8-bit units.

Address: RSCANnGERFL: <RSCFDn_base> + 0090_H
 RSCANnGERFLL: <RSCFDn_base> + 0090_H, RSCANnGERFLH: <RSCFDn_base> + 0092_H
 RSCANnGERFLLL: <RSCFDn_base> + 0090_H, RSCANnGERFLLH: <RSCFDn_base> + 0091_H,
 RSCANnGERFLHL: <RSCFDn_base> + 0092_H, RSCANnGERFLHH: <RSCFDn_base> + 0093_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	EEF3	EEF2	EEF1	EEF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R/W*1	R/W*1
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	THLES	MES	DEF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1

Note 1. The only effective value for writing to this flag bit is 0, which clears the status. Any other writing to the bit results in retention of the status and does not change the value.

Table 16.23 RSCANnGERFL Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
19	EEF3	ECC Error Flag for Channel 3 0: No 2-bit ECC error when deciding transmission priority 1: A 2-bit ECC error when deciding transmission priority
18	EEF2	ECC Error Flag for Channel 2 0: No 2-bit ECC error when deciding transmission priority 1: A 2-bit ECC error when deciding transmission priority
17	EEF1	ECC Error Flag for Channel 1 0: No 2-bit ECC error when deciding transmission priority 1: A 2-bit ECC error when deciding transmission priority
16	EEF0	ECC Error Flag for Channel 0 0: No 2-bit ECC error when deciding transmission priority 1: A 2-bit ECC error when deciding transmission priority
15, 14	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
13 to 8	Reserved	When read, the undefined value is returned. When writing to these bits, write the value after reset.
7, 6	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
5	Reserved	When read, the undefined value is returned. When writing to this bit, write the value after reset.
4, 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	THLES	Transmit History Buffer Overflow Status Flag 0: No transmit history buffer overflow is present. 1: A transmit history buffer overflow is present.

Table 16.23 RSCANnGERFL Register Contents (2/2)

Bit Position	Bit Name	Function
1	MES	FIFO Message Lost Status Flag 0: No FIFO message lost error is present. 1: A FIFO message lost error is present.
0	DEF	DLC Error Flag 0: No DLC error is present. 1: A DLC error is present.

All flags in the RSCANnGERFL register are cleared to 0 in global reset mode.

EEFm Flag

While the EEFE bit in the RSCANnGCFG register is 1, when a 2-bit ECC error is detected during the transmission priority determination of channel m ($m = 0$ to 3), the EEFm flag is set to 1, disabling message transmission. This flag can be cleared to 0 by writing 0 by the program.

THLES Flag

The THLES flag is set to 1 when any one of the THLELT flags in the RSCANnTHLSTSm register ($m = 0$ to 3) is set to 1.

This flag is cleared to 0 when the THLELT flags of all channels are set to 0.

MES Flag

The MES flag is set to 1 when any one of the RFMLT flags in the RSCANnRFSTSc register ($x = 0$ to 7) or the CFMLT flags in the RSCANnCFSTSk register ($k = 0$ to 11) is set to 1.

This flag is cleared to 0 when all the RFMLT flags and CFMLT flags are set to 0.

DEF Flag

The DEF flag is set to 1 when an error has been detected during the DLC check. This flag can be cleared to 0 by writing 0 by the program.

NOTE

To clear the flag of the register to 0, the program must write 0 to the given flag. When writing 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

16.3.4.5 RSCANnGTSC — Global Timestamp Counter Register

Access: RSCANnGTSC can be read/written in 32-bit units.
RSCANnGTSC and RSCANnGTSCCH can be read/written in 16-bit units.

Address: RSCANnGTSC: <RSCFDn_base> + 0094_H

RSCANnGTSC: <RSCFDn_base> + 0094_H, RSCANnGTSCCH: <RSCFDn_base> + 0096_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.24 RSCANnGTSC Register Contents

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned.
15 to 8	TS[15:0]	Timestamp value The timestamp counter value can be read. Counter value: 0000 _H to FFFF _H

TS[15:0] Bits

When the TS[15:0] bits are read, the read value shows the timestamp counter (16-bit free-running counter) value at that time. The TS[15:0] value at the time when the SOF of the received message is detected is stored in the receive buffer or the FIFO buffer. The timestamp counter is initialized in global reset mode.

Start timing and stop timing of the timestamp counter depend on the count source.

- When the TSSS bit value in the RSCANnGCFG register is 0 (pclk):
The timestamp counter starts counting when the RS-CANFD module has transitioned to global operating mode. This counter stops counting when the RS-CANFD module has transitioned to global stop mode or global test mode.
- When the TSSS bit value in the RSCANnGCFG register is 1 (CANm bit time clock):
The timestamp counter starts counting when the corresponding channel has transitioned to channel communication mode. This counter stops counting when the corresponding channel has transitioned to channel reset mode or channel halt mode.

16.3.4.6 RSCANnGTINTSTS0 — Global TX Interrupt Status Register 0

Access: RSCANnGTINTSTS0 can be read/written in 32-bit units.
RSCANnGTINTSTS0L and RSCANnGTINTSTS0H can be read/written in 16-bit units.
RSCANnGTINTSTS0LL, RSCANnGTINTSTS0LH, RSCANnGTINTSTS0HL, and RSCANnGTINTSTS0HH can be read/written in 8-bit units.

Address: RSCANnGTINTSTS0: <RSCFDn_base> + 0460_H

RSCANnGTINTSTS0L: <RSCFDn_base> + 0460_H, RSCANnGTINTSTS0H: <RSCFDn_base> + 0462_H

RSCANnGTINTSTS0LL: <RSCFDn_base> + 0460_H, RSCANnGTINTSTS0LH: <RSCFDn_base> + 0461_H,
RSCANnGTINTSTS0HL: <RSCFDn_base> + 0462_H, RSCANnGTINTSTS0HH: <RSCFDn_base> + 0463_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	THIF3	CFTIF3	TQIF3	TAIF3	TSIF3	—	—	—	THIF2	CFTIF2	TQIF2	TAIF2	TSIF2
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R*1	R*1	R*1	R*1	R*1	R	R	R	R*1	R*1	R*1	R*1	R*1

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	THIF1	CFTIF1	TQIF1	TAIF1	TSIF1	—	—	—	THIF0	CFTIF0	TQIF0	TAIF0	TSIF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R*1	R*1	R*1	R*1	R*1	R	R	R	R*1	R*1	R*1	R*1	R*1

Note 1. The bit is automatically cleared in global reset or channel reset mode.

Table 16.25 RSCANnGTINTSTS0 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 29	Reserved	When read, the value after reset is returned.
28	THIF3	TX History List Interrupt Channel 3 0: Channel 3 TX history list interrupt flag is not set. 1: Channel 3 TX history list interrupt flag is set.
27	CFTIF3	COM FIFO TX Mode Interrupt Flag Channel 3 0: Channel 3 COM FIFO TX mode interrupt flag is not set. 1: Channel 3 COM FIFO TX mode interrupt flag is set.
26	TQIF3	TX Queue Interrupt Flag Channel 3 0: Channel 3 TX queue interrupt flag is not set. 1: Channel 3 TX queue interrupt flag is set.
25	TAIF3	TX Abort Interrupt Flag Channel 3 0: Channel 3 TX abort interrupt flag is not set. 1: Channel 3 TX abort interrupt flag is set.
24	TSIF3	Transmit Buffer Interrupt Status Flag Channel 3 0: Channel 3 Transmit successful completion interrupt flag is not set. 1: Channel 3 Transmit successful completion interrupt flag is set.
23 to 21	Reserved	When read, the value after reset is returned.
20	THIF2	TX History List Interrupt Channel 2 0: Channel 2 TX history list interrupt flag is not set. 1: Channel 2 TX history list interrupt flag is set.
19	CFTIF2	COM FIFO TX Mode Interrupt Flag Channel 2 0: Channel 2 COM FIFO TX mode interrupt flag is not set. 1: Channel 2 COM FIFO TX mode interrupt flag is set.
18	TQIF2	TX Queue Interrupt Flag Channel 2 0: Channel 2 TX queue interrupt flag is not set. 1: Channel 2 TX queue interrupt flag is set.

Table 16.25 RSCANnGTINTSTS0 Register Contents (2/2)

Bit Position	Bit Name	Function
17	TAIF2	TX Abort Interrupt Flag Channel 2 0: Channel 2 TX abort interrupt flag is not set. 1: Channel 2 TX abort interrupt flag is set.
16	TSIF2	TX Success Interrupt Flag Channel 2 0: Channel 2 TX successful completion interrupt flag is not set. 1: Channel 2 TX successful completion interrupt flag is set.
15 to 13	Reserved	When read, the value after reset is returned.
12	THIF1	TX History List Interrupt Channel 1 0: Channel 1 TX history list interrupt flag is not set. 1: Channel 1 TX history list interrupt flag is set.
11	CFTIF1	COM FIFO TX Mode Interrupt Flag Channel 1 0: Channel 1 COM FIFO TX mode interrupt flag is not set. 1: Channel 1 COM FIFO TX mode interrupt flag is set.
10	TQIF1	TX Queue Interrupt Flag Channel 1 0: Channel 1 TX queue interrupt flag is not set. 1: Channel 1 TX queue interrupt flag is set.
9	TAIF1	Transmit Buffer Abort Interrupt Status Flag Channel 1 0: Channel 1 Transmit buffer abort interrupt flag is not set. 1: Channel 1 Transmit buffer abort interrupt flag is set.
8	TSIF1	TX Success Interrupt Flag Channel 1 0: Channel 1 TX successful completion interrupt flag is not set. 1: Channel 1 TX successful completion interrupt flag is set.
7 to 5	Reserved	When read, the value after reset is returned.
4	THIF0	TX History List Interrupt Channel 0 0: Channel 0 TX history list interrupt flag is not set. 1: Channel 0 TX history list interrupt flag is set.
3	CFTIF0	COM FIFO TX Mode Interrupt Flag Channel 0 0: Channel 0 COM FIFO TX mode interrupt flag is not set. 1: Channel 0 COM FIFO TX mode interrupt flag is set.
2	TQIF0	TX Queue Interrupt Flag Channel 0 0: Channel 0 TX queue interrupt flag is not set. 1: Channel 0 TX queue interrupt flag is set.
1	TAIF0	Transmit Buffer Abort Interrupt Flag Channel 0 0: Channel 0 Transmit buffer abort interrupt flag is not set. 1: Channel 0 Transmit buffer abort interrupt flag is set.
0	TSIF0	TX Success Interrupt Flag Channel 0 0: Channel 0 TX successful completion interrupt flag is not set. 1: Channel 0 TX successful completion interrupt flag is set.

TSIFm Bit

When the RSCANnTMIECy.TMIE bit is set to 1 (transmit buffer interrupt is enabled) and corresponding RSCANnTMSTSp.TMTRF[1:0] flags are set to 10_B (transmission has been completed, without transmit abort request) or 11_B (transmission has been completed, with transmit abort request), the TSIFm bit becomes 1.

The TSIFm flag becomes 0 by setting 00_B to all the TMTRF[1:0] flags which satisfy the condition to lead TSIFm = 1. The TSIFm flag also becomes 0 by setting the TMIE bit to 0.

TAIFm Bit

When RSCANnCmCTR.TAIE bit is set to 1 (transmit abort interrupt is enabled) and the RSCANnTMSTSp.TMTRF[1:0] flags are 01_B (transmit abort has been completed), the TAIFm bit becomes 1.

The TAI_{Fm} flag becomes 0 by setting 00_B to all the TMTRF[1:0] flags of which transmit abort has been completed.

TQIF_m Bit

When the RSCAN_nTXQCC_m.TXQIE bit is set to 1 (transmit queue interrupt is enabled) and the RSCAN_nTXQST_m.TXQIF bit is set to 1 (a transmit queue interrupt request is present), the TQIF_m bit becomes 1.

When the RSCAN_nTXQST_m.TXQIF bit (transmit queue interrupt request) is set to 0, the TQIF_m bit becomes 0. The TQIF_m flag also becomes 0 by setting the TXQIE bit to 0.

CFTIF_m Bit

When the RSCAN_nCFCC_k.CFTXIE bit is set to 1 (transmit/receive FIFO transmit interrupt is enabled) and the RSCAN_nCFST_{Sk}.CFTXIF bit is set to 1 (a transmit/receive FIFO transmit interrupt request is present), the CFTIF_m bit becomes 1.

The CFTIF_m bit becomes 0 by setting all the RSCAN_nCFST_{Sk}.CFTXIF bits to 0. The CFTIF_m flag also becomes 0 by setting the CFTXIE bit to 0.

THIF_m Bit

When the RSCAN_nTHLCC_m.THLIE bit is set to 1 (transmit history interrupt is enabled) and the RSCAN_nTHLST_m.THLIF bit is set to 1 (a transmit history interrupt request is present), the THIF_m bit becomes 1.

The THIF_m bit becomes 0 by setting the RSCAN_nTHLST_m.THLIF bit to 0. The THIF_m flag also becomes 0 by setting the THLIE bit to 0.

16.3.4.7 RSCANnGFDCFG — Global FD Configuration Register

Access: RSCANnGFDCFG can be read/written in 32-bit units.
RSCANnGFDCFG L and RSCANnGFDCFG H can be read/written in 16-bit units.
RSCANnGFDCFG LL, RSCANnGFDCFG LH, RSCANnGFDCFG HL, and RSCANnGFDCFG HH can be read/written in 8-bit units.

Address: RSCANnGFDCFG: <RSCFDn_base> + 0474_H
RSCANnGFDCFG L: <RSCFDn_base> + 0474_H, RSCANnGFDCFG H: <RSCFDn_base> + 0476_H
RSCANnGFDCFG LL: <RSCFDn_base> + 0474_H, RSCANnGFDCFG LH: <RSCFDn_base> + 0475_H,
RSCANnGFDCFG HL: <RSCFDn_base> + 0476_H, RSCANnGFDCFG HH: <RSCFDn_base> + 0477_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TSCCFG[1:0]	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.26 RSCANnGFDCFG Register Contents

Bit Position	Bit Name	Function
31 to 10	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
9, 8	TSCCFG[1:0]	Timestamp Capture Setting b9 b8 0 0: Captured at a sample point in the SOF bit. 0 1: Captured when a valid frame has been transmitted/received. 1 0: Setting prohibited 1 1: Setting prohibited
7 to 1	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.

TSCCFG Bits

These bits select a point where a timestamp value is captured. Modify this bit only in global reset mode.

16.3.5 Details of Receive Rule-Related Registers

16.3.5.1 RSCANnGAFLECTR — Receive Rule Entry Control Register

Access: RSCANnGAFLECTR can be read/written in 32-bit units.
RSCANnGAFLECTRL and RSCANnGAFLECTRH can be read/written in 16-bit units.
RSCANnGAFLECTRLL, RSCANnGAFLECTRLH, RSCANnGAFLECTRHL, and RSCANnGAFLECTRHH can be read/written in 8-bit units.

Address: RSCANnGAFLECTR: <RSCFDn_base> + 0098_H

RSCANnGAFLECTRL: <RSCFDn_base> + 0098_H, RSCANnGAFLECTRH: <RSCFDn_base> + 009A_H

RSCANnGAFLECTRLL: <RSCFDn_base> + 0098_H, RSCANnGAFLECTRLH: <RSCFDn_base> + 0099_H,
RSCANnGAFLECTRHL: <RSCFDn_base> + 009A_H, RSCANnGAFLECTRHH: <RSCFDn_base> + 009B_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	AFL DAE	—	—	—	AFLPN[4:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Table 16.27 RSCANnGAFLECTR Register Contents

Bit Position	Bit Name	Function
31 to 9	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
8	AFLDAE	Receive Rule Table Write Enable 0: Receive rule table write is disabled. 1: Receive rule table write is enabled.
7 to 5	Reserved	These bits are always read as 0. The write value should always be 0.
4 to 0	AFLPN [4:0]	Receive Rule Table Page Number Configuration A page number can be selected from a range of page 0 (0000 _B) to page 15 (01111 _B).

AFLDAE Bit

Setting this bit to 0 disables data writing to the receive rule table. After data writing to the receive rule table is completed, set this bit to 0 to disable writing to the receive rule table. The receive rule table can be read regardless of the value of this bit.

Set the AFLDAE bit to 1 in global reset mode.

AFLPN[4:0] Bits

These bits are used to set the page number of the receive rule table. Sixteen receive rules can be set per page.

Set these bits to a value within a range of 00000_B to 01111_B.

16.3.5.2 RSCANnGAFLCFG0 — Receive Rule Configuration Register 0

Access: RSCANnGAFLCFG0 can be read/written in 32-bit units.
 RSCANnGAFLCFG0L and RSCANnGAFLCFG0H can be read/written in 16-bit units.
 RSCANnGAFLCFG0LL, RSCANnGAFLCFG0LH, RSCANnGAFLCFG0HL, and RSCANnGAFLCFG0HH can be read/written in 8-bit units.

Address: RSCANnGAFLCFG0: <RSCFDn_base> + 009C_H
 RSCANnGAFLCFG0L: <RSCFDn_base> + 009C_H, RSCANnGAFLCFG0H: <RSCFDn_base> + 009E_H
 RSCANnGAFLCFG0LL: <RSCFDn_base> + 009C_H, RSCANnGAFLCFG0LH: <RSCFDn_base> + 009D_H,
 RSCANnGAFLCFG0HL: <RSCFDn_base> + 009E_H, RSCANnGAFLCFG0HH: <RSCFDn_base> + 009F_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RNC0[7:0]								RNC1[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RNC2[7:0]								RNC3[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.28 RSCANnGAFLCFG0 Register Contents

Bit Position	Bit Name	Function
31 to 24	RNC0[7:0]	Number of Channel 0 Rules The number of rules for channel 0
23 to 16	RNC1[7:0]	Number of Channel 1 Rules The number of rules for channel 1
15 to 8	RNC2[7:0]	Number of Channel 2 Rules The number of rules for channel 2
7 to 0	RNC3[7:0]	Number of Channel 3 Rules The number of rules for channel 3

Modify the RSCANnGAFLCFG0 register in global reset mode.

Up to “64 × (number of channels)” rules can be registered to the receive rule tables in the entire module. The number of receive rules per channel should meet the following conditions.

- The maximum number of rules per channel is 128.
- The total of the number of rules allocated to each channel is not larger than the number of rules permitted to the entire module.

RNC0[7:0] Bits

These bits are used to set the number of rules to be registered in the channel 0 receive rule table.

Set these bits to a value within a range of 00_H to 80_H.

RNC1[7:0] Bits

These bits are used to set the number of rules to be registered in the channel 1 receive rule table.

Set these bits to a value within a range of 00_H to 80_H.

RNC2[7:0] Bits

These bits are used to set the number of rules to be registered in the channel 2 receive rule table.

Set these bits to a value within a range of 00_H to 80_H.

RNC3[7:0] Bits

These bits are used to set the number of rules to be registered in the channel 3 receive rule table.

Set these bits to a value within a range of 00_H to 80_H.

16.3.5.3 RSCANnGAFLIDj — Receive Rule ID Register (j = 0 to 15)

Access: RSCANnGAFLIDj can be read/written in 32-bit units.
 RSCANnGAFLIDjL and RSCANnGAFLIDjH can be read/written in 16-bit units.
 RSCANnGAFLIDjLL, RSCANnGAFLIDjLH, RSCANnGAFLIDjHL, and RSCANnGAFLIDjHH can be read/written in 8-bit units.

Address: RSCANnGAFLIDj: <RSCFDn_base> + 0500_H + (10_H × j)
 RSCANnGAFLIDjL: <RSCFDn_base> + 0500_H + (10_H × j),
 RSCANnGAFLIDjH: <RSCFDn_base> + 0502_H + (10_H × j)
 RSCANnGAFLIDjLL: <RSCFDn_base> + 0500_H + (10_H × j),
 RSCANnGAFLIDjLH: <RSCFDn_base> + 0501_H + (10_H × j),
 RSCANnGAFLIDjHL: <RSCFDn_base> + 0502_H + (10_H × j),
 RSCANnGAFLIDjHH: <RSCFDn_base> + 0503_H + (10_H × j)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFL IDE	GAFL RTR	GAFL LB	GAFLID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.29 RSCANnGAFLIDj Register Contents

Bit Position	Bit Name	Function
31	GAFLIDE	ID Select 0: Standard ID 1: Extended ID
30	GAFLRTR	RTR Select 0: Data frame 1: Remote frame
29	GAFLLB	Receive Rule Target Message Select 0: When a message transmitted from another CAN node is received 1: When a message transmitted from own node is received
28 to 0	GAFLID[28:0]	ID Set Set the ID of the receive rule. For the standard ID, set the ID in bits b10 to b0 and set bits b28 to b11 to 0.

Modify the RSCANnGAFLIDj register in global reset mode when the AFLDAE bit in the RSCANnGAFLECTR register is set to 1 (receive rule table write is enabled).

GAFLIDE Bit

This bit is used to select the ID format (standard ID or extended ID) of the receive rule. This bit is compared with the IDE bit in the received message during the acceptance filter processing.

GAFLRTR Bit

This bit is used to select the frame format (data frame or remote frame) of the receive rule. This bit is compared with the RTR bit in the received message during the acceptance filter processing.

GAFLLB Bit

Setting this bit to 0 causes data processing to be performed using the receive rule when a message transmitted from another CAN node is received.

Setting this bit is to 1 when the mirror function is used causes data processing to be performed using the receive rule when a message transmitted from the own CAN node is received.

GAFLID[28:0] Bits

These bits are used to set the ID field of the receive rule. The ID set by these bits is compared with the ID in the received message during the acceptance filter processing.

16.3.5.4 RSCANnGAFLMj — Receive Rule Mask Register (j = 0 to 15)

Access: RSCANnGAFLMj can be read/written in 32-bit units.
RSCANnGAFLMjL and RSCANnGAFLMjH can be read/written in 16-bit units.
RSCANnGAFLMjLL, RSCANnGAFLMjLH, RSCANnGAFLMjHL, and RSCANnGAFLMjHH can be read/written in 8-bit units.

Address: RSCANnGAFLMj: <RSCFDn_base> + 0504_H + (10_H × j)

RSCANnGAFLMjL: <RSCFDn_base> + 0504_H + (10_H × j),
RSCANnGAFLMjH: <RSCFDn_base> + 0506_H + (10_H × j)

RSCANnGAFLMjLL: <RSCFDn_base> + 0504_H + (10_H × j),
RSCANnGAFLMjLH: <RSCFDn_base> + 0505_H + (10_H × j),
RSCANnGAFLMjHL: <RSCFDn_base> + 0506_H + (10_H × j),
RSCANnGAFLMjHH: <RSCFDn_base> + 0507_H + (10_H × j)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFL IDEM	GAFL RTRM	—	GAFLIDM[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLIDM[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.30 RSCANnGAFLMj Register Contents

Bit Position	Bit Name	Function
31	GAFLIDEM	IDE Mask 0: The IDE bit is not compared. 1: The IDE bit is compared.
30	GAFLRTRM	RTR Mask 0: The RTR bit is not compared. 1: The RTR bit is compared.
29	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
28 to 0	GAFLIDM [28:0]	ID Mask 0: The corresponding ID bit is not compared. 1: The corresponding ID bit is compared.

Modify the RSCANnGAFLMj register in global reset mode when the AFLDAE bit in the RSCANnGAFLECTR register is set to 1 (receive rule table write is enabled).

GAFLIDEM Bit

When this bit is set to 1, filter processing is performed only for messages of the ID format specified by the GAFLIDE bit of the RSCANnGAFLIDj register.

When this bit is set to 0, it is regarded that all received messages have matched the specified ID. To set the GAFLIDEM bit to 0, set the GAFLIDM[28:0] bits to all 0 at the same time.

GAFLRTRM Bit

This bit is used to mask the RTR bit of the receive rule.

GAFLIDM[28:0] Bits

These bits are used to mask the corresponding ID bits of the receive rule.

16.3.5.5 RSCANnGAFLP0j — Receive Rule Pointer 0 Register (j = 0 to 15)

Access: RSCANnGAFLP0_j can be read/written in 32-bit units.
RSCANnGAFLP0_jL and RSCANnGAFLP0_jH can be read/written in 16-bit units.
RSCANnGAFLP0_jLL, RSCANnGAFLP0_jLH, RSCANnGAFLP0_jHL, and RSCANnGAFLP0_jHH can be read/written in 8-bit units.

Address: RSCANnGAFLP0_j: <RSCFDn_base> + 0508_H + (10_H × j)

RSCANnGAFLP0_jL: <RSCFDn_base> + 0508_H + (10_H × j),
RSCANnGAFLP0_jH: <RSCFDn_base> + 050A_H + (10_H × j)

RSCANnGAFLP0_jLL: <RSCFDn_base> + 0508_H + (10_H × j),
RSCANnGAFLP0_jLH: <RSCFDn_base> + 0509_H + (10_H × j),
RSCANnGAFLP0_jHL: <RSCFDn_base> + 050A_H + (10_H × j),
RSCANnGAFLP0_jHH: <RSCFDn_base> + 050B_H + (10_H × j)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLDLC[3:0]				GAFLPTR[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLRMV	GAFLRMDP[6:0]						—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 16.31 RSCANnGAFLP0j Register Contents

Bit Position	Bit Name	Function
31 to 28	GAFLDLC [3:0]	Receive Rule DLC Set b31 b30 b29 b28 0 0 0 0 : DLC check is disabled. 0 0 0 1 : 1 data byte 0 0 1 0 : 2 data bytes 0 0 1 1 : 3 data bytes 0 1 0 0 : 4 data bytes 0 1 0 1 : 5 data bytes 0 1 1 0 : 6 data bytes 0 1 1 1 : 7 data bytes 1 X X X : 8 data bytes
27 to 16	GAFLPTR [11:0]	Receive Rule Label Set Set the 12-bit label information.
15	GAFLRMV	Receive Buffer Enable 0: No receive buffer is used. 1: A receive buffer is used.
14 to 8	GAFLRMDP [6:0]	Receive Buffer Number Select Set the receive buffer number to store received messages.
7 to 0	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.

Modify the RSCANnGAFLP0j register in global reset mode when the AFLDAE bit in the RSCANnGAFLECTR register is set to 1 (receive rule table write is enabled).

GAFLDLC[3:0] Bits

These bits are used to set the minimum data length necessary for receiving messages. If the data length of a message that is being filtered is equal to or larger than the value set by the GAFLDLC[3:0] bits, the message passes the DLC check. Setting these bits to 0000_B disables the DLC check function, allowing messages with any data length to pass the DLC check.

GAFLPTR[11:0] Bits

These bits are used to set a 12-bit label to be attached to messages that have passed through the filter. A label is attached when a message is stored in the receive buffer or the FIFO buffer.

GAFLRMV Bit

When this bit is set to 1, received messages that have passed through the filter are stored in the receive buffer selected by the GAFLRMDP[6:0] bits.

GAFLRMDP[6:0] Bits

These bits are used to select the number of a receive buffer that stores received messages having passed through the filter when the GAFLRMV bit is set to 1. Set these bits to a value smaller than the value set by the NRXMB[7:0] bits in the RSCANnRMNB register.

16.3.5.6 RSCANnGAFLP1j — Receive Rule Pointer 1 Register (j = 0 to 15)

Access: RSCANnGAFLP1_j can be read/written in 32-bit units.
 RSCANnGAFLP1_jL and RSCANnGAFLP1_jH can be read/written in 16-bit units.
 RSCANnGAFLP1_jLL, RSCANnGAFLP1_jLH, RSCANnGAFLP1_jHL, and RSCANnGAFLP1_jHH can be read/written in 8-bit units.

Address: RSCANnGAFLP1_j: <RSCFDn_base> + 050C_H + (10_H × j)

RSCANnGAFLP1_jL: <RSCFDn_base> + 050C_H + (10_H × j),
 RSCANnGAFLP1_jH: <RSCFDn_base> + 050E_H + (10_H × j)

RSCANnGAFLP1_jLL: <RSCFDn_base> + 050C_H + (10_H × j),
 RSCANnGAFLP1_jLH: <RSCFDn_base> + 050D_H + (10_H × j),
 RSCANnGAFLP1_jHL: <RSCFDn_base> + 050E_H + (10_H × j),
 RSCANnGAFLP1_jHH: <RSCFDn_base> + 050F_H + (10_H × j)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—												GAFLFDP[19:16]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLFDP[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.32 RSCANnGAFLP1j Register Contents

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
19 to 8	GAFLFDP[19:8]	Transmit/Receive FIFO Buffer k Select (Bit position –8 = target transmit/receive FIFO buffer number k) 0: Transmit/receive FIFO buffer is not selected. 1: Transmit/receive FIFO buffer is selected.
7 to 0	GAFLFDP[7:0]	Receive FIFO Buffer x Select (Bit position = target receive FIFO buffer number x) 0: Receive FIFO buffer is not selected. 1: Receive FIFO buffer is selected.

Modify the RSCANnGAFLP1j register in global reset mode when the AFLDAE bit in the RSCANnGAFLECTR register is set to 1 (receive rule table write is enabled).

GAFLFDP [19:0] Bits

These bits are used to specify FIFO buffers that store received messages having passed through the filter. Up to eight FIFO buffers are selectable. However, when the GAFLRMV bit in the RSCANnGAFLP0j register is set to 1 (a receive buffer is used), up to seven FIFO buffers are selectable. Selectable buffers are receive FIFO buffers and the transmit/receive FIFO buffers for which the CFM[1:0] bits in the RSCANnCFCCk register are set to 00_B (receive mode) or 10_B (gateway mode).

16.3.6 Details of Receive Buffer-Related Registers

16.3.6.1 RSCANnRMNB — Receive Buffer Number Register

Access: RSCANnRMNB can be read/written in 32-bit units.
RSCANnRMNBL and RSCANnRMNBH can be read/written in 16-bit units.
RSCANnRMNBLL, RSCANnRMNBLH, RSCANnRMNBHL, and RSCANnRMNBHH can be read/written in 8-bit units.

Address: RSCANnRMNB: <RSCFDn_base> + 00A4_H
RSCANnRMNBL: <RSCFDn_base> + 00A4_H, RSCANnRMNBH: <RSCFDn_base> + 00A6_H
RSCANnRMNBLL: <RSCFDn_base> + 00A4_H, RSCANnRMNBLH: <RSCFDn_base> + 00A5_H,
RSCANnRMNBHL: <RSCFDn_base> + 00A6_H, RSCANnRMNBHH: <RSCFDn_base> + 00A7_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NRXMB[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.33 RSCANnRMNB Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
7 to 0	NRXMB [7:0]	Receive Buffer Number Configuration Set the number of receive buffers. Set a value of 0 to 64.

Modify the RSCANnRMNB register in global reset mode.

NRXMB[7:0] Bits

These bits are used to set the total number of receive buffers of the entire RS-CANFD module. The maximum value is “16 × (number of channels)”.

Setting these bits to all 0 makes receive buffers unavailable.

16.3.6.2 RSCANnRMNDy — Receive Buffer New Data Register y (y = 0, 1)

Access: RSCANnRMNDy can be read/written in 32-bit units.
 RSCANnRMNDyL and RSCANnRMNDyH can be read/written in 16-bit units.
 RSCANnRMNDyLL, RSCANnRMNDyLH, RSCANnRMNDyHL, and RSCANnRMNDyHH can be read/written in 8-bit units.

Address: RSCANnRMNDy: <RSCFDn_base> + 00A8_H + (04_H × y)
 RSCANnRMNDyL: <RSCFDn_base> + 00A8_H + (04_H × y),
 RSCANnRMNDyH: <RSCFDn_base> + 00AA_H + (04_H × y)
 RSCANnRMNDyLL: <RSCFDn_base> + 00A8_H + (04_H × y),
 RSCANnRMNDyLH: <RSCFDn_base> + 00A9_H + (04_H × y),
 RSCANnRMNDyHL: <RSCFDn_base> + 00AA_H + (04_H × y),
 RSCANnRMNDyHH: <RSCFDn_base> + 00AB_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMNSq (q = y × 32 + 31)	RMNSq (q = y × 32 + 30)	RMNSq (q = y × 32 + 29)	RMNSq (q = y × 32 + 28)	RMNSq (q = y × 32 + 27)	RMNSq (q = y × 32 + 26)	RMNSq (q = y × 32 + 25)	RMNSq (q = y × 32 + 24)	RMNSq (q = y × 32 + 23)	RMNSq (q = y × 32 + 22)	RMNSq (q = y × 32 + 21)	RMNSq (q = y × 32 + 20)	RMNSq (q = y × 32 + 19)	RMNSq (q = y × 32 + 18)	RMNSq (q = y × 32 + 17)	RMNSq (q = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMNSq (q = y × 32 + 15)	RMNSq (q = y × 32 + 14)	RMNSq (q = y × 32 + 13)	RMNSq (q = y × 32 + 12)	RMNSq (q = y × 32 + 11)	RMNSq (q = y × 32 + 10)	RMNSq (q = y × 32 + 9)	RMNSq (q = y × 32 + 8)	RMNSq (q = y × 32 + 7)	RMNSq (q = y × 32 + 6)	RMNSq (q = y × 32 + 5)	RMNSq (q = y × 32 + 4)	RMNSq (q = y × 32 + 3)	RMNSq (q = y × 32 + 2)	RMNSq (q = y × 32 + 1)	RMNSq (q = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.34 RSCANnRMNDy Register Contents

Bit Position	Bit Name	Function
31 to 16	RMNSq	Receive Buffer Receive Complete Flag q (q = y × 32 + 31 to y × 32 + 16) 0: Receive buffer q contains no new message. 1: Receive buffer q contains a new message.
15 to 0	RMNSq	Receive Buffer Receive Complete Flag q (q = y × 32 + 15 to y × 32 + 0) 0: Receive buffer q contains no new message. 1: Receive buffer q contains a new message.

Write 0 to the RSCANnRMNDy register in global operating mode or global test mode.

RMNSq Flags (q = 0 to 63)

Each flag is set to 1 when a process starts to store a message in the corresponding receive buffer.

To clear these flags to 0, write 0 by the program. Use a store instruction to write “0” to the flag and “1” to other flags. These bits cannot be set

to 0 while a message is being stored. Time for storing a message is 10 pclk clock cycles.

These flags are cleared to 0 in global reset mode.

16.3.6.3 RSCANnRMIDq — Receive Buffer ID Register (q = 0 to 63)

Access: RSCANnRMIDq can be read/written in 32-bit units.
 RSCANnRMIDqL and RSCANnRMIDqH can be read/written in 16-bit units.
 RSCANnRMIDqLL, RSCANnRMIDqLH, RSCANnRMIDqHL, and RSCANnRMIDqHH can be read/written in 8-bit units.

Address: RSCANnRMIDq: <RSCFDn_base> + 0600_H + (10_H × q)

RSCANnRMIDqL: <RSCFDn_base> + 0600_H + (10_H × q),
 RSCANnRMIDqH: <RSCFDn_base> + 0602_H + (10_H × q)

RSCANnRMIDqLL: <RSCFDn_base> + 0600_H + (10_H × q),
 RSCANnRMIDqLH: <RSCFDn_base> + 0601_H + (10_H × q),
 RSCANnRMIDqHL: <RSCFDn_base> + 0602_H + (10_H × q),
 RSCANnRMIDqHH: <RSCFDn_base> + 0603_H + (10_H × q)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMIDE	RMRTR	—	RMID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.35 RSCANnRMIDq Register Contents

Bit Position	Bit Name	Function
31	RMIDE	Receive Buffer IDE 0: Standard ID 1: Extended ID
30	RMRTR	Receive Buffer RTR 0: Data frame 1: Remote frame
29	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
28 to 0	RMID [28:0]	Receive Buffer ID Data The standard ID or extended ID of received message can be read. Read bits b10 to b0 for standard ID. Bits b28 to b11 are read as 0.

RMIDE Bit

This bit indicates the ID format (standard ID or extended ID) of the message stored in the receive buffer.

RMRTR Bit

This bit indicates the frame format (data frame or remote frame) of the message stored in the receive buffer.

RMID[28:0] Bits

These bits indicate the ID of the message stored in the receive buffer.

16.3.6.4 RSCANnRMPTRq — Receive Buffer Pointer Register (q = 0 to 63)

Access: RSCANnRMPTRq can be read/written in 32-bit units.
RSCANnRMPTRqL and RSCANnRMPTRqH can be read/written in 16-bit units.
RSCANnRMPTRqLL, RSCANnRMPTRqLH, RSCANnRMPTRqHL, and RSCANnRMPTRqHH can be read/written in 8-bit units.

Address: RSCANnRMPTRq: <RSCFDn_base> + 0604_H + (10_H × q)

RSCANnRMPTRqL: <RSCFDn_base> + 0604_H + (10_H × q),
RSCANnRMPTRqH: <RSCFDn_base> + 0606_H + (10_H × q)

RSCANnRMPTRqLL: <RSCFDn_base> + 0604_H + (10_H × q),
RSCANnRMPTRqLH: <RSCFDn_base> + 0605_H + (10_H × q),
RSCANnRMPTRqHL: <RSCFDn_base> + 0606_H + (10_H × q),
RSCANnRMPTRqHH: <RSCFDn_base> + 0607_H + (10_H × q)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMDLC[3:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.36 RSCANnRMPTRq Register Contents

Bit Position	Bit Name	Function
31 to 28	RMDLC [3:0]	Receive Buffer DLC Data b31 b30 b29 b28 0 0 0 0: No data bytes 0 0 0 1: 1 data byte 0 0 1 0: 2 data bytes 0 0 1 1: 3 data bytes 0 1 0 0: 4 data bytes 0 1 0 1: 5 data bytes 0 1 1 0: 6 data bytes 0 1 1 1: 7 data bytes 1 X X X: 8 data bytes
27 to 16	RMPTR [11:0]	Receive Buffer Label Data Label information of the received message can be read.
15 to 0	RMTS [15:0]	Receive Buffer Timestamp Data Timestamp value of the received message can be read.

RMDLC[3:0] Bits

These bits indicate the data length of the message stored in the receive buffer.

RMPTR[11:0] Bits

These bits indicate the label information of the message stored in the receive buffer.

RMTS[15:0] Bits

These bits indicate the timestamp value of the message stored in the receive buffer.

16.3.6.5 RSCANnRMDF0q — Receive Buffer Data Field 0 Register (q = 0 to 63)

Access: RSCANnRMDF0_q can be read/written in 32-bit units.
RSCANnRMDF0_qL and RSCANnRMDF0_qH can be read/written in 16-bit units.
RSCANnRMDF0_qLL, RSCANnRMDF0_qLH, RSCANnRMDF0_qHL, and RSCANnRMDF0_qHH can be read/written in 8-bit units.

Address: RSCANnRMDF0_q: <RSCFDn_base> + 0608_H + (10_H × q)

RSCANnRMDF0_qL: <RSCFDn_base> + 0608_H + (10_H × q),
RSCANnRMDF0_qH: <RSCFDn_base> + 060A_H + (10_H × q)

RSCANnRMDF0_qLL: <RSCFDn_base> + 0608_H + (10_H × q),
RSCANnRMDF0_qLH: <RSCFDn_base> + 0609_H + (10_H × q),
RSCANnRMDF0_qHL: <RSCFDn_base> + 060A_H + (10_H × q),
RSCANnRMDF0_qHH: <RSCFDn_base> + 060B_H + (10_H × q)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMDB3[7:0]								RMDB2[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMDB1[7:0]								RMDB0[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.37 RSCANnRMDF0q Register Contents

Bit Position	Bit Name	Function
31 to 24	RMDB3 [7:0]	Receive Buffer Data Byte 3 Data in the message stored in the receive buffer can be read.
23 to 16	RMDB2 [7:0]	Receive Buffer Data Byte 2 Data in the message stored in the receive buffer can be read.
15 to 8	RMDB1 [7:0]	Receive Buffer Data Byte 1 Data in the message stored in the receive buffer can be read.
7 to 0	RMDB0 [7:0]	Receive Buffer Data Byte 0 Data in the message stored in the receive buffer can be read.

When the RMDLC[3:0] value in the RSCANnRMPTRq register is smaller than 1000_B, data bytes for which no data is set are read as 00_H.

16.3.6.6 RSCANnRMDF1q — Receive Buffer Data Field 1 Register (q = 0 to 63)

Access: RSCANnRMDF1_q can be read/written in 32-bit units.
RSCANnRMDF1_qL and RSCANnRMDF1_qH can be read/written in 16-bit units.
RSCANnRMDF1_qLL, RSCANnRMDF1_qLH, RSCANnRMDF1_qHL, and RSCANnRMDF1_qHH can be read/written in 8-bit units.

Address: RSCANnRMDF1_q: <RSCFDn_base> + 060C_H + (10_H × q)

RSCANnRMDF1_qL: <RSCFDn_base> + 060C_H + (10_H × q),
RSCANnRMDF1_qH: <RSCFDn_base> + 060E_H + (10_H × q)

RSCANnRMDF1_qLL: <RSCFDn_base> + 060C_H + (10_H × q),
RSCANnRMDF1_qLH: <RSCFDn_base> + 060D_H + (10_H × q),
RSCANnRMDF1_qHL: <RSCFDn_base> + 060E_H + (10_H × q),
RSCANnRMDF1_qHH: <RSCFDn_base> + 060F_H + (10_H × q)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMDB7[7:0]								RMDB6[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMDB5[7:0]								RMDB4[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.38 RSCANnRMDF1q Register Contents

Bit Position	Bit Name	Function
31 to 24	RMDB7 [7:0]	Receive Buffer Data Byte 7 Data in the message stored in the receive buffer can be read.
23 to 16	RMDB6 [7:0]	Receive Buffer Data Byte 6 Data in the message stored in the receive buffer can be read.
15 to 8	RMDB5 [7:0]	Receive Buffer Data Byte 5 Data in the message stored in the receive buffer can be read.
7 to 0	RMDB4 [7:0]	Receive Buffer Data Byte 4 Data in the message stored in the receive buffer can be read.

When the RMDLC[3:0] value in the RSCANnRMPTRq register is smaller than 1000_B, data bytes for which no data is set are read as 00_H.

16.3.7 Details of Receive FIFO Buffer-Related Registers

16.3.7.1 RSCANnRFCCx — Receive FIFO Buffer Configuration/Control Register (x = 0 to 7)

Access: RSCANnRFCCx can be read/written in 32-bit units.
RSCANnRFCCxL and RSCANnRFCCxH can be read/written in 16-bit units.
RSCANnRFCCxLL, RSCANnRFCCxLH, RSCANnRFCCxHL, and RSCANnRFCCxHH can be read/written in 8-bit units.

Address: RSCANnRFCCx: <RSCFDn_base> + 00B8_H + (04_H × x)

RSCANnRFCCxL: <RSCFDn_base> + 00B8_H + (04_H × x),
RSCANnRFCCxH: <RSCFDn_base> + 00BA_H + (04_H × x)

RSCANnRFCCxLL: <RSCFDn_base> + 00B8_H + (04_H × x),
RSCANnRFCCxLH: <RSCFDn_base> + 00B9_H + (04_H × x),
RSCANnRFCCxHL: <RSCFDn_base> + 00BA_H + (04_H × x),
RSCANnRFCCxHH: <RSCFDn_base> + 00BB_H + (04_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFIGCV[2:0]			RFIM	—	RFDC[2:0]			—	—	—	—	—	—	RFIE	RFE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Table 16.39 RSCANnRFCCx Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
15 to 13	RFIGCV [2:0]	Receive FIFO Interrupt Request Timing Select b15 b14 b13 0 0 0: When FIFO is 1/8 full. 0 0 1: When FIFO is 2/8 full. 0 1 0: When FIFO is 3/8 full. 0 1 1: When FIFO is 4/8 full. 1 0 0: When FIFO is 5/8 full. 1 0 1: When FIFO is 6/8 full. 1 1 0: When FIFO is 7/8 full. 1 1 1: When FIFO is full.
12	RFIM	Receive FIFO Interrupt Source Select 0: An interrupt occurs when the condition set by the RFIGCV[2:0] bits is met. 1: An interrupt occurs each time a message has been received.
11	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
10 to 8	RFDC [2:0]	Receive FIFO Buffer Depth Configuration b10 b9 b8 0 0 0: 0 messages 0 0 1: 4 messages 0 1 0: 8 messages 0 1 1: 16 messages 1 0 0: 32 messages 1 0 1: 48 messages 1 1 0: 64 messages 1 1 1: 128 messages

Table 16.39 RSCANnRFCCx Register Contents (2/2)

Bit Position	Bit Name	Function
7 to 2	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
1	RFIE	Receive FIFO Interrupt Enable 0: Receive FIFO interrupt is disabled. 1: Receive FIFO interrupt is enabled.
0	RFE	Receive FIFO Buffer Enable 0: No receive FIFO buffer is used. 1: Receive FIFO buffers are used.

RFIGCV[2:0] Bits

These bits are used to specify the number of received messages for generating a receive FIFO interrupt request when the RFIM bit is set to 0 with a fraction for the total number of buffers (the setting of RFDC[2:0]).

When the RFDC[2:0] bits are set to 001_B (4 messages), set the RFIGCV[2:0] bits to 001_B, 011_B, 101_B, or 111_B. Modify these bits in global reset mode.

RFIM Bit

This bit is used to select a FIFO interrupt source. Modify this bit in global reset mode.

RFDC[2:0] Bits

These bits are used to select the number of messages that can be stored in a single receive FIFO buffer. If these bits are set to 000_B, do not use any receive FIFO buffer. Modify these bits in global reset mode.

RFIE Bit

Setting the RFIE bit to 1 enables receive FIFO interrupts. Modify this bit with the RFE bit set to 0 (no receive FIFO buffer is used).

RFE Bit

Setting the RFE bit to 1 makes receive FIFO buffers available. Clearing this bit to 0 sets the RFEMP flag in the RSCANnRFSTSx register to 1 (the receive FIFO buffer contains no unread message (buffer empty)). Modify this bit in global operating mode or global test mode.

After all other bits in the RSCANnRFCCx register have been set, set this bit to 1 by using another instruction.

This bit is set to 0 in global reset mode.

16.3.7.2 RSCANnRFSTs_x — Receive FIFO Buffer Status Register (x = 0 to 7)

Access: RSCANnRFSTs_x can be read/written in 32-bit units.
RSCANnRFSTs_xL and RSCANnRFSTs_xH can be read/written in 16-bit units.
RSCANnRFSTs_xLL, RSCANnRFSTs_xLH, RSCANnRFSTs_xHL, and RSCANnRFSTs_xHH can be read/written in 8-bit units.

Address: RSCANnRFSTs_x: <RSCFDn_base> + 00D8_H + (04_H × x)

RSCANnRFSTs_xL: <RSCFDn_base> + 00D8_H + (04_H × x),
RSCANnRFSTs_xH: <RSCFDn_base> + 00DA_H + (04_H × x)

RSCANnRFSTs_xLL: <RSCFDn_base> + 00D8_H + (04_H × x),
RSCANnRFSTs_xLH: <RSCFDn_base> + 00D9_H + (04_H × x),
RSCANnRFSTs_xHL: <RSCFDn_base> + 00DA_H + (04_H × x),
RSCANnRFSTs_xHH: <RSCFDn_base> + 00DB_H + (04_H × x)

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFMC[7:0]							—	—	—	—	RFIF	RFMLT	RFLL	RFEMP	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the status. Any other writing to the bit results in retention of the status and does not change the value.

Table 16.40 RSCANnRFSTs_x Register Contents

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
15 to 8	RFMC[7:0]	Receive FIFO Unread Message Counter The number of unread messages stored in the receive FIFO buffer is displayed.
7 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	RFIF	Receive FIFO Interrupt Request Flag 0: No receive FIFO interrupt request is present. 1: A receive FIFO interrupt request is present.
2	RFMLT	Receive FIFO Message Lost Flag 0: No receive FIFO message is lost. 1: A receive FIFO message is lost.
1	RFLL	Receive FIFO Buffer Full Status Flag 0: The receive FIFO buffer is not full. 1: The receive FIFO buffer is full.
0	RFEMP	Receive FIFO Buffer Empty Status Flag 0: The receive FIFO buffer contains unread messages. 1: The receive FIFO buffer contains no unread message (buffer empty).

RFMC[7:0] Flags

These flags indicate the number of unread messages in the receive FIFO buffer. These flags become 00_H when the RFE bit in the RSCANnRFCC_x register is set to 0.

RFIF Flag

This flag is set to 1 when the conditions for receive FIFO interrupt request generation set by the RFIGCV[2:0] bits and the RFIM bit in the RSCANnRFCCx register are satisfied. This flag is cleared to 0 in global reset mode or by writing 0 to this flag. Modify this bit in global operating mode or global test mode.

RFMLT Flag

This flag is set to 1 if it is attempted to store a new message when the receive FIFO buffer is full. In this case, the new message is discarded.

This flag is cleared to 0 in global reset mode or by writing 0 to this flag.

Modify this bit in global operating mode or global test mode.

To clear the flag of the register to 0, the program must write 0 to the given flag. When writing 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

RFFLL Flag

This flag is set to 1 when the number of messages stored in the receive FIFO buffer matches the FIFO buffer depth set by the RFDC[2:0] bits in the RSCANnRFCCx register.

If the number of messages stored in the receive FIFO buffer becomes smaller than the FIFO buffer depth set by the RFDC[2:0] bits, this flag is cleared to 0. This flag is also cleared to 0 when the RFE bit in the RSCANnRFCCx register is set to 0 (no receive FIFO buffer is used) or in global reset mode.

RFEMP Flag

This flag is set to 1 when all messages in the receive FIFO buffer have been read. This flag is also set to 1 when the RFE bit in the RSCANnRFCCx register is 0 or in global reset mode.

This flag is cleared to 0 when even a single received message has been stored in the receive FIFO buffer.

NOTE

To clear the RFMLT or RFIF flag to 0, use a store instruction to write "0" to the given flag and "1" to the other flags. Note that when using a bit-manipulation instruction for writing to this register, the read-modify-write operation may inadvertently clear the flags.

16.3.7.3 RSCANnRFPCTR_x — Receive FIFO Buffer Pointer Control Register (x = 0 to 7)

Access: RSCANnRFPCTR_x can be read/written in 32-bit units.
RSCANnRFPCTR_{xL} and RSCANnRFPCTR_{xH} can be read/written in 16-bit units.
RSCANnRFPCTR_{xLL}, RSCANnRFPCTR_{xLH}, RSCANnRFPCTR_{xHL}, and RSCANnRFPCTR_{xHH} can be read/written in 8-bit units.

Address: RSCANnRFPCTR_x: <RSCFDn_base> + 00F8_H + (04_H × x)

RSCANnRFPCTR_{xL}: <RSCFDn_base> + 00F8_H + (04_H × x),
RSCANnRFPCTR_{xH}: <RSCFDn_base> + 00FA_H + (04_H × x)

RSCANnRFPCTR_{xLL}: <RSCFDn_base> + 00F8_H + (04_H × x),
RSCANnRFPCTR_{xLH}: <RSCFDn_base> + 00F9_H + (04_H × x),
RSCANnRFPCTR_{xHL}: <RSCFDn_base> + 00FA_H + (04_H × x),
RSCANnRFPCTR_{xHH}: <RSCFDn_base> + 00FB_H + (04_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RFPC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 16.41 RSCANnRFPCTR_x Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	When writing to these bits, write the value after reset.
7 to 0	RFPC [7:0]	Receive FIFO Pointer Control When FF _H is written to these bits, the read pointer moves to the next unread message in the receive FIFO buffer.

RFPC[7:0] Bits

When FF_H is written to the RFPC[7:0] bits, the read pointer moves to the next unread message in the receive FIFO buffer. At this time, the RFMC[7:0] (receive FIFO unread message counter) value in the RSCANnRFSTS_x register is decremented by 1. Read the RSCANnRFID_x, RSCANnRFPTR_x, RSCANnRFDF0_x, and RSCANnRFDF1_x registers to read messages in the receive FIFO buffer, and then write FF_H to the RFPC[7:0] bits.

Write FF_H to these bits when the RFE bit in the RSCANnRFCC_x register is set to 1 (receive FIFO buffers are used) and the RFEMP flag in the RSCANnRFSTS_x register is 0 (the receive FIFO buffer contains unread messages).

16.3.7.4 RSCANnRFIDx — Receive FIFO Buffer Access ID Register (x = 0 to 7)

Access: RSCANnRFIDx can be read/written in 32-bit units.
 RSCANnRFIDxL and RSCANnRFIDxH can be read/written in 16-bit units.
 RSCANnRFIDxLL, RSCANnRFIDxLH, RSCANnRFIDxHL, and RSCANnRFIDxHH can be read/written in 8-bit units.

Address: RSCANnRFIDx: <RSCFDn_base> + 0E00_H + (10_H × x)

RSCANnRFIDxL: <RSCFDn_base> + 0E00_H + (10_H × x),
 RSCANnRFIDxH: <RSCFDn_base> + 0E02_H + (10_H × x)

RSCANnRFIDxLL: <RSCFDn_base> + 0E00_H + (10_H × x),
 RSCANnRFIDxLH: <RSCFDn_base> + 0E01_H + (10_H × x),
 RSCANnRFIDxHL: <RSCFDn_base> + 0E02_H + (10_H × x),
 RSCANnRFIDxHH: <RSCFDn_base> + 0E03_H + (10_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFIDE	RFRTR	—	RFID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.42 RSCANnRFIDx Register Contents

Bit Position	Bit Name	Function
31	RFIDE	Receive FIFO Buffer IDE 0: Standard ID 1: Extended ID
30	RFRTR	Receive FIFO Buffer RTR 0: Data frame 1: Remote frame
29	Reserved	When read, the value after reset is returned.
28 to 0	RFID [28:0]	Receive FIFO Buffer ID Data The standard ID or extended ID of received message can be read. Read bits b10 to b0 for standard ID. Bits b28 to b11 are read as 0.

RFIDE Bit

This bit indicates the ID format (standard ID or extended ID) of the message stored in the receive FIFO buffer.

RFRTR Bit

This bit indicates the frame format (data frame or remote frame) of the message stored in the receive FIFO buffer.

RFID[28:0] Bits

These bits indicate the ID of the message stored in the receive FIFO buffer.

16.3.7.5 RSCANnRFPTRx — Receive FIFO Buffer Access Pointer Register (x = 0 to 7)

Access: RSCANnRFPTRx can be read/written in 32-bit units.
RSCANnRFPTRxL and RSCANnRFPTRxH can be read/written in 16-bit units.
RSCANnRFPTRxLL, RSCANnRFPTRxLH, RSCANnRFPTRxHL, and RSCANnRFPTRxHH can be read/written in 8-bit units.

Address: RSCANnRFPTRx: <RSCFDn_base> + 0E04_H + (10_H × x)

RSCANnRFPTRxL: <RSCFDn_base> + 0E04_H + (10_H × x),
RSCANnRFPTRxH: <RSCFDn_base> + 0E06_H + (10_H × x)

RSCANnRFPTRxLL: <RSCFDn_base> + 0E04_H + (10_H × x),
RSCANnRFPTRxLH: <RSCFDn_base> + 0E05_H + (10_H × x),
RSCANnRFPTRxHL: <RSCFDn_base> + 0E06_H + (10_H × x),
RSCANnRFPTRxHH: <RSCFDn_base> + 0E07_H + (10_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDLC[3:0]				RFPTR[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.43 RSCANnRFPTRx Register Contents

Bit Position	Bit Name	Function
31 to 28	RFDLC [3:0]	Receive FIFO Buffer DLC Data b31 b30 b29 b28 0 0 0 0 : 0 data bytes 0 0 0 1 : 1 data byte 0 0 1 0 : 2 data bytes 0 0 1 1 : 3 data bytes 0 1 0 0 : 4 data bytes 0 1 0 1 : 5 data bytes 0 1 1 0 : 6 data bytes 0 1 1 1 : 7 data bytes 1 X X X : 8 data bytes
27 to 16	RFPTR [11:0]	Receive FIFO Buffer Label Data Label information of the received message can be read.
15 to 0	RFTS [15:0]	Receive FIFO Buffer Timestamp Data Timestamp value of the received message can be read.

RFDLC[3:0] Bits

These bits indicate the data length of the message stored in the receive FIFO buffer.

RFPTR[11:0] Bits

These bits indicate the label information of the message stored in the receive FIFO buffer.

RFTS[15:0] Bits

These bits indicate the timestamp value of the message stored in the receive FIFO buffer.

16.3.7.6 RSCANnRFDF0x — Receive FIFO Buffer Access Data Field 0 Register (x = 0 to 7)

Access: RSCANnRFDF0_x can be read/written in 32-bit units.
RSCANnRFDF0_xL and RSCANnRFDF0_xH can be read/written in 16-bit units.
RSCANnRFDF0_xLL, RSCANnRFDF0_xLH, RSCANnRFDF0_xHL, and RSCANnRFDF0_xHH can be read/written in 8-bit units.

Address: RSCANnRFDF0_x: <RSCFDn_base> + 0E08_H + (10_H × x)

RSCANnRFDF0_xL: <RSCFDn_base> + 0E08_H + (10_H × x),
RSCANnRFDF0_xH: <RSCFDn_base> + 0E0A_H + (10_H × x)

RSCANnRFDF0_xLL: <RSCFDn_base> + 0E08_H + (10_H × x),
RSCANnRFDF0_xLH: <RSCFDn_base> + 0E09_H + (10_H × x),
RSCANnRFDF0_xHL: <RSCFDn_base> + 0E0A_H + (10_H × x),
RSCANnRFDF0_xHH: <RSCFDn_base> + 0E0B_H + (10_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDB3[7:0]								RFDB2[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFDB1[7:0]								RFDB0[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.44 RSCANnRFDF0x Register Contents

Bit Position	Bit Name	Function
31 to 24	RFDB3 [7:0]	Receive FIFO Buffer Data Byte 3
23 to 16	RFDB2 [7:0]	Receive FIFO Buffer Data Byte 2
15 to 8	RFDB1 [7:0]	Receive FIFO Buffer Data Byte 1
7 to 0	RFDB0 [7:0]	Receive FIFO Buffer Data Byte 0
		Data in the message stored in the receive FIFO buffer can be read.

When the RFDLC[3:0] value in the RSCANnRFPTRx register is smaller than 1000_B, data bytes for which no data is set are read as 00_H.

16.3.7.7 RSCANnRFDF1x — Receive FIFO Buffer Access Data Field 1 Register (x = 0 to 7)

Access: RSCANnRFDF1_x can be read/written in 32-bit units.
RSCANnRFDF1_xL and RSCANnRFDF1_xH can be read/written in 16-bit units.
RSCANnRFDF1_xLL, RSCANnRFDF1_xLH, RSCANnRFDF1_xHL, and RSCANnRFDF1_xHH can be read/written in 8-bit units.

Address: RSCANnRFDF1_x: <RSCFDn_base> + 0E0C_H + (10_H × x)

RSCANnRFDF1_xL: <RSCFDn_base> + 0E0C_H + (10_H × x),
RSCANnRFDF1_xH: <RSCFDn_base> + 0E0E_H + (10_H × x)

RSCANnRFDF1_xLL: <RSCFDn_base> + 0E0C_H + (10_H × x),
RSCANnRFDF1_xLH: <RSCFDn_base> + 0E0D_H + (10_H × x),
RSCANnRFDF1_xHL: <RSCFDn_base> + 0E0E_H + (10_H × x),
RSCANnRFDF1_xHH: <RSCFDn_base> + 0E0F_H + (10_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDB7[7:0]								RFDB6[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFDB5[7:0]								RFDB4[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.45 RSCANnRFDF1x Register Contents

Bit Position	Bit Name	Function
31 to 24	RFDB7 [7:0]	Receive FIFO Buffer Data Byte 7
23 to 16	RFDB6 [7:0]	Receive FIFO Buffer Data Byte 6
15 to 8	RFDB5 [7:0]	Receive FIFO Buffer Data Byte 5
7 to 0	RFDB4 [7:0]	Data in the message stored in the receive FIFO buffer can be read.

When the RFDLC[3:0] value in the RSCANnRFPTRx register is smaller than 1000_B, data bytes for which no data is set are read as 00_H.

16.3.8 Details of Transmit/Receive FIFO Buffer-Related Registers

16.3.8.1 RSCANnCFCCk — Transmit/Receive FIFO Buffer Configuration/Control Register (k = 0 to 11)

Access: RSCANnCFCCk can be read/written in 32-bit units.
RSCANnCFCCkL and RSCANnCFCCkH can be read/written in 16-bit units.
RSCANnCFCCkLL, RSCANnCFCCkLH, RSCANnCFCCkHL, and RSCANnCFCCkHH can be read/written in 8-bit units.

Address: RSCANnCFCCk: <RSCFDn_base> + 0118_H + (04_H × k)

RSCANnCFCCkL: <RSCFDn_base> + 0118_H + (04_H × k),
RSCANnCFCCkH: <RSCFDn_base> + 011A_H + (04_H × k)

RSCANnCFCCkLL: <RSCFDn_base> + 0118_H + (04_H × k),
RSCANnCFCCkLH: <RSCFDn_base> + 0119_H + (04_H × k),
RSCANnCFCCkHL: <RSCFDn_base> + 011A_H + (04_H × k),
RSCANnCFCCkHH: <RSCFDn_base> + 011B_H + (04_H × k)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFITT[7:0]							CFTML[3:0]			CFITR	CFITSS	CFM[1:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFIGCV[2:0]		CFIM	—	CFDC[2:0]		—	—	—	—	—	—	CFIXIE	CFRXIE	CFE	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Table 16.46 RSCANnCFCCk Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 24	CFITT[7:0]	Set a message transmission interval. Set value: 00 _H to FF _H
23 to 20	CFTML[3:0]	Transmit Buffer Link Configuration Set the transmit buffer number to be linked to the transmit/receive FIFO buffer.
19	CFITR	Transmit/Receive FIFO Interval Timer Resolution 0: Clock obtained by dividing pclk/2 by the ITRCP[15:0] bits x1 1: Clock obtained by dividing pclk/2 by the ITRCP[15:0] bits x10
18	CFITSS	Transmit/Receive FIFO Interval Timer Source Select 0: Clock selected by the CFITR bit (x1 / x10 cycles) 1: Bit time clock of the corresponding channel (FIFO is linked to the fixed channel.)
17 to 16	CFM[1:0]	Transmit/Receive FIFO Mode Select b17 b16 0 0: Receive mode 0 1: Transmit mode 1 0: Gateway mode 1 1: Setting prohibited

Table 16.46 RSCANnCFCK Register Contents (2/2)

Bit Position	Bit Name	Function
15 to 13	CFIGCV [2:0]	Transmit/Receive FIFO Receive Interrupt Request Timing Select b15 b14 b13 0 0 0: When FIFO is 1/8 full. 0 0 1: When FIFO is 2/8 full. 0 1 0: When FIFO is 3/8 full. 0 1 1: When FIFO is 4/8 full. 1 0 0: When FIFO is 5/8 full. 1 0 1: When FIFO is 6/8 full. 1 1 0: When FIFO is 7/8 full. 1 1 1: When FIFO is full.
12	CFIM	Transmit/Receive FIFO Interrupt Source Select 0: <ul style="list-style-type: none"> Receive mode / gateway mode When the number of received messages reaches the condition set by the CFIGCV[2:0] bits, a FIFO receive interrupt request is generated. Transmit mode / gateway mode When the buffer becomes empty upon completion of message transmission, a FIFO transmit interrupt request is generated. 1: <ul style="list-style-type: none"> Receive mode / gateway mode A FIFO receive interrupt request is generated each time a message has been received. Transmit mode / gateway mode A FIFO transmit interrupt request is generated each time a message has been transmitted.
11	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
10 to 8	CFDC [2:0]	Transmit/Receive FIFO Buffer Depth Configuration b10 b9 b8 0 0 0: 0 messages 0 0 1: 4 messages 0 1 0: 8 messages 0 1 1: 16 messages 1 0 0: 32 messages 1 0 1: 48 messages 1 1 0: 64 messages 1 1 1: 128 messages
7 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	CFTXIE	Transmit/Receive FIFO Transmit Interrupt Enable 0: Transmit/receive FIFO transmit interrupt is disabled. 1: Transmit/receive FIFO transmit interrupt is enabled.
1	CFRXIE	Transmit/Receive FIFO Receive Interrupt Enable 0: Transmit/receive FIFO receive interrupt is disabled. 1: Transmit/receive FIFO receive interrupt is enabled.
0	CFE	Transmit/Receive FIFO Buffer Enable 0: No transmit/receive FIFO buffer is used. 1: Transmit/receive FIFO buffers are used.

CFITT[7:0] Bits

These bits are used to set a message transmission interval for continuous message transmission from a transmit/receive FIFO buffer whose CFM[1:0] bits are set to 01_B (transmit mode) or 10_B (gateway mode).

Clear the CFE bit to 0 (no transmit/receive FIFO buffer is used) before modifying the CFITT[7:0] bits.

CFTML[3:0] Bits

These bits are used to set the number of the transmission buffer to be linked to the transmission and reception FIFO buffers when the CFM[1:0] bits are set to 01B (transmission mode) or 10B (gateway mode). Three transmission and reception FIFO buffers are available per channel and channel number m to which FIFO buffer k is allocated is the integer part of the quotient $k/3$. The number p of the transmission buffer to be linked to FIFO buffer k will be $(16 \times m) + \text{CFTML}[3:0]$ (See **Table 16.13**).

For the relationship between transmission and reception FIFO buffer k and transmission buffer p , see **Table 16.11** and **Table 16.12**.

Setting the CFDC[2:0] bits to 001_B or greater enables the setting of the CFTML[3:0] bits.

Do not make a link to the transmission queue of the same channel or any transmission buffer allocated to the transmission queue. Modify these bits in global reset mode.

CFITR Bit

This bit is enabled when the CFITSS bit is 0.

When this bit is 0, the interval timer clock source is selected as the $\text{pclk}/2$ divided by the value of the ITRCP [15:0] bits of the RSCANnGCFG register.

When this bit is 1, the interval timer clock source is selected as the $\text{pclk}/2$ divided by (ITRCP [15:0] bits $\times 10$) of the RSCANnGCFG register.

Modify this bit while the CFE bit is set to 0 (no transmit/receive FIFO buffer is used).

CFITSS Bit

When this bit is 0, the clock selected by the CFITR bit is the count source of the interval timer.

When this bit is 1, the bit time clock of the channel that is linked to FIFO is the count source of the interval timer.

Modify this bit while the CFE bit is set to 0 (no transmit/receive FIFO buffer is used).

CFM[1:0] Bits

These bits are used to select a transmit/receive FIFO mode. Modify these bits in global reset mode.

CFIGCV[2:0] Bits

These bits are used to specify the number of received messages for generating a transmit/receive FIFO receive interrupt request when the CFM[1:0] bits are set to 00B (receive mode) or 10B (gateway mode) and the CFIM bit is set to 0 with a fraction for the total number of buffers (the setting of CFDC[2:0]).

When the CFDC[2:0] bits are set to 001_B (4 messages), set the CFIGCV[2:0] bits to 001_B, 011_B, 101_B, or 111_B.

Modify this bit in global reset mode.

CFIM Bits

This bit is used to select a transmit/receive FIFO interrupt source. Modify this bit in global reset mode.

CFDC[2:0] Bit

These bits are used to set the number of messages that can be stored in a single transmit/receive FIFO buffer. If no transmit/receive FIFO buffer is used, set these bits to 000_B. Modify these bits in global reset mode.

CCTXIE Bit

When this bit is set to 1 and the CCTXIF flag in the CFSTSk register becomes 1, a transmit/receive FIFO transmit interrupt request is generated.

Modify this bit with the CFE bit set to 0 (no transmit/receive FIFO buffer is used).

CFRXIE Bit

When this bit is set to 1 and the CCTXIF flag in the RSCANnCFSTSk register becomes 1, a transmit/receive FIFO receive interrupt request is generated.

Modify this bit with the CFE bit set to 0.

CFE Bit

Setting this bit to 1 makes transmit/receive FIFO buffers available.

When this bit is set to 0 in transmit mode or gateway mode, if a message in the transmit/receive FIFO buffer is being transmitted or to be transmitted next, the transmit/receive FIFO buffer becomes empty after completion of transmission, CAN bus error detection, or arbitration lost. In other cases or in receive mode, the transmit/receive FIFO buffer becomes empty immediately.

This bit is cleared to 0 when the following conditions are met.

- Receive mode: Global reset mode
- Transmit mode or gateway mode: Channel reset mode

Modify this bit in the following mode.

- Receive mode: Global operating mode or global test mode
- Transmit mode or gateway mode: Channel communication mode or channel halt mode

After all other bits in the RSCANnCFCCk register have been set, set this bit to 1 by using another instruction.

16.3.8.2 RSCANnCFSTSk — Transmit/Receive FIFO Buffer Status Register (k = 0 to 11)

Access: RSCANnCFSTSk can be read/written in 32-bit units.
RSCANnCFSTSkL and RSCANnCFSTSkH can be read/written in 16-bit units.
RSCANnCFSTSkLL, RSCANnCFSTSkLH, RSCANnCFSTSkHL, and RSCANnCFSTSkHH can be read/written in 8-bit units.

Address: RSCANnCFSTSk: <RSCFDn_base> + 0178_H + (04_H × k)

RSCANnCFSTSkL: <RSCFDn_base> + 0178_H + (04_H × k),
RSCANnCFSTSkH: <RSCFDn_base> + 017A_H + (04_H × k)

RSCANnCFSTSkLL: <RSCFDn_base> + 0178_H + (04_H × k),
RSCANnCFSTSkLH: <RSCFDn_base> + 0179_H + (04_H × k),
RSCANnCFSTSkHL: <RSCFDn_base> + 017A_H + (04_H × k),
RSCANnCFSTSkHH: <RSCFDn_base> + 017B_H + (04_H × k)

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFMC[7:0]							—	—	—	CFTXIF	CFRXIF	CFMLT	CFLL	CFEMP	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R/W*1	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the status. Any other writing to the bit results in retention of the status and does not change the value.

Table 16.47 RSCANnCFSTSk Register Contents

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
15 to 8	CFMC [7:0]	Transmit/Receive FIFO Message Counter The number of messages stored in the transmit/receive FIFO buffer is indicated.
7 to 5	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
4	CFTXIF	Transmit/Receive FIFO Transmit Interrupt Request Flag 0: No transmit/receive FIFO transmit interrupt request is present. 1: A transmit/receive FIFO transmit interrupt request is present.
3	CFRXIF	Transmit/Receive FIFO Receive Interrupt Request Flag 0: No transmit/receive FIFO receive interrupt request is present. 1: A transmit/receive FIFO receive interrupt request is present.
2	CFMLT	Transmit/Receive FIFO Message Lost Flag 0: No transmit/receive FIFO message is lost. 1: A transmit/receive FIFO message is lost.
1	CFLL	Transmit/Receive FIFO Buffer Full Status Flag 0: The transmit/receive FIFO buffer is not full. 1: The transmit/receive FIFO buffer is full.
0	CFEMP	Transmit/Receive FIFO Buffer Empty Status Flag 0: The transmit/receive FIFO buffer contains messages. 1: The transmit/receive FIFO buffer contains no message (buffer empty).

CFMC[7:0] Bits

The CFMC[7:0] bits indicate the following values that depend on the setting of the CFM[1:0] bits in the RSCANnCFCCk register.

- When CFM[1:0] value is 01_B (transmit mode): Number of untransmitted messages in the buffer
- When CFM[1:0] value is 00_B (receive mode): Number of unread received messages in the buffer
- When CFM[1:0] value is 10_B (gateway mode): Number of untransmitted received messages in the buffer

These bits are cleared to 0 when any of the following conditions is met.

- When CFM[1:0] value is 00_B: global reset mode
- When CFM[1:0] value is 01_B or 10_B: channel reset mode
- When the CFE bit value in RSCFDnCFDCFCCk is 0

CFTXIF Flag

The CFTXIF flag is set to 1 when any of the following conditions is met.

- When the CFM[1:0] value is 01_B or 10_B and the source selected by the CFIM bit in the RSCANnCFCCk register occurred.

The CFTXIF flag is set to 0 when any of the following conditions is met.

- When 0 is written in the CFTXIF flag.
- When the CFM[1:0] value is 00_B: global reset mode
- When the CFM[1:0] is 01_B or 10_B: channel reset mode

This flag is set to 0 in global operation mode or global reset mode.

To clear the flag of the register to 0, the program must write 0 to the given flag. When writing 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

CFRXIF Flag

The CFRXIF flag is set to 1 when any of the following conditions is met.

- When the CFM[1:0] value is 00_B or 10_B and the source selected by the CFIM bit in the RSCANnCFCCk register occurred.

The CFRXIF flag is set to 0 when any of the following conditions is met.

- When 0 is written in the CFRXIF flag.
- When the CFM[1:0] value is 00_B: global reset mode
- When the CFM[1:0] is 01_B or 10_B: channel reset mode

This flag is set to 0 in global operation mode or global reset mode.

To clear the flag of the register to 0, the program must write 0 to the given flag. When writing 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

CFMLT Flag

The CFMLT flag is set to 1 when any of the following conditions is met.

- When transmit or receive FIFO buffer is full, and a new message is stored in this register.

In this case, a new message is terminated.

The CFMLT flag is set to 0 when any of the following conditions is met.

- When 0 is written in the CFMLT flag.
- When the CFM[1:0] value is 00_B: global reset mode
- When the CFM[1:0] is 01_B or 10_B: channel reset mode

This flag is set to 0 in global operation mode or global reset mode.

To clear the flag of the register to 0, the program must write 0 to the given flag. When writing 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

CFLL Flag

The CFLL flag is set to 1 when any of the following conditions is met.

- When the number of messages stored in the transmit and receive FIFO buffer is equal to the FIFO buffer stages set by the CFDF[2:0] bits

The CFLL flag is set to 0 when any of the following conditions is met.

- When the number of messages stored in the transmit and receive FIFO buffer is smaller than the FIFO buffer stages set by the CFDF[2:0] bits.
- When the CFE bit is 0 (no transmit/receive FIFO buffer is used): Not during transmit abort
- When the CFM[1:0] value is 00_B: global reset mode
- When the CFM[1:0] is 01_B or 10_B: channel reset mode

CFEMP Flag

The CFEMP flag is set to 1 when any of the following conditions is met.

- When the CFM[1:0] value is 00_B: All messages have been read or global reset mode.
- When the CFM[1:0] value is 01_B or 10_B: All messages have been transmitted or channel reset mode.
- When the CFE bit is 0 (no transmit/receive FIFO buffer is used): Not during transmit abort

The CFEMP flag is cleared to 0 when any of the following conditions is met.

- When the CFM[1:0] value is 00_B or 10_B: Any one of received messages has been stored in the transmit/receive FIFO buffer.
- When the CFM[1:0] value is 01_B: A value FF_H has been written to the RSCANnCFPCTRk register after data was written to the RSCANnCFIDk, RSCANnCFPTRk, RSCANnCFDF0k, and RSCANnCFDF1k registers.

NOTE

To clear the CFTXIF, CFRXIF, and CFMLT flags to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using a store instruction, set 1 to other flags.

16.3.8.3 RSCANnCFPCTRk — Transmit/Receive FIFO Buffer Pointer Control Register (k = 0 to 11)

Access: RSCANnCFPCTRk can be read/written in 32-bit units.
RSCANnCFPCTRkL and RSCANnCFPCTRkH can be read/written in 16-bit units.
RSCANnCFPCTRkLL, RSCANnCFPCTRkLH, RSCANnCFPCTRkHL, and RSCANnCFPCTRkHH can be read/written in 8-bit units.

Address: RSCANnCFPCTRk: <RSCFDn_base> + 01D8_H + (04_H × k)

RSCANnCFPCTRkL: <RSCFDn_base> + 01D8_H + (04_H × k),
RSCANnCFPCTRkH: <RSCFDn_base> + 01DA_H + (04_H × k)

RSCANnCFPCTRkLL: <RSCFDn_base> + 01D8_H + (04_H × k),
RSCANnCFPCTRkLH: <RSCFDn_base> + 01D9_H + (04_H × k),
RSCANnCFPCTRkHL: <RSCFDn_base> + 01DA_H + (04_H × k),
RSCANnCFPCTRkHH: <RSCFDn_base> + 01DB_H + (04_H × k)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CFPC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 16.48 RSCANnCFPCTRk Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	When writing to these bits, write the value after reset.
7 to 0	CFPC [7:0]	Transmit/Receive FIFO Pointer Control <ul style="list-style-type: none"> Receive mode: Writing FF_H to these bits moves the read pointer to the next unread message in the transmit/receive FIFO buffer. Transmit mode: Writing FF_H to these bits moves the write pointer to the next stage of the transmit/receive FIFO buffer. Gateway mode: Setting prohibited

CFPC[7:0] Bits

- Receive mode (CFM[1:0] value in the RSCANnCFCK register is 00_B):
Writing FF_H to the CFPC[7:0] bits moves the read pointer to the next unread message in the transmit/receive FIFO buffer. At this time, the CFMC[7:0] value (transmit/receive FIFO message counter) in the RSCANnCFSTSk register is decremented by 1. Read the RSCANnCFIDk, RSCANnCFPTRk, RSCANnCFDF0_k, and RSCANnCFDF1_k registers to read messages in the transmit/receive FIFO buffer, and then write FF_H to the CFPC[7:0] bits.
When writing FF_H to these bits, make sure that the CFE bit in the RSCANnCFCK register is set to 1 (transmit/receive FIFO buffers are used) and the CFEMP flag in the RSCANnCFSTSk register is 0 (the transmit/receive FIFO buffer contains messages).

- Transmit mode (CFM[1:0] value in the RSCANnCFCCk register is 01_B):
Writing FF_H to the CFPC[7:0] bits stores the data written to the RSCANnCFIDk, RSCANnCFPTRk, RSCANnCFDF0_k, and RSCANnCFDF1_k registers in the transmit/receive FIFO buffer and moves the write pointer to the next stage of the transmit/receive FIFO buffer. At this time, the CFMC[7:0] value is incremented by 1. Write transmit messages to the RSCANnCFIDk, RSCANnCFPTRk, RSCANnCFDF0_k, and RSCANnCFDF1_k registers and then write FF_H to the CFPC[7:0] bits.
When writing FF_H to these bits, make sure that the CFE bit in the RSCANnCFCCk register is set to 1 and the CFFLL flag in the RSCANnCFSTSk register is 0 (the transmit/receive FIFO buffer is not full).
- Gateway mode (CFM[1:0] value in the RSCANnCFCCk register is 10_B):
Setting prohibited

16.3.8.4 RSCANnCFIDk — Transmit/Receive FIFO Buffer Access ID Register (k = 0 to 11)

Access: RSCANnCFIDk can be read/written in 32-bit units.
RSCANnCFIDkL and RSCANnCFIDkH can be read/written in 16-bit units.
RSCANnCFIDkLL, RSCANnCFIDkLH, RSCANnCFIDkHL, and RSCANnCFIDkHH can be read/written in 8-bit units.

Address: RSCANnCFIDk: <RSCFDn_base> + 0E80_H + (10_H × k)

RSCANnCFIDkL: <RSCFDn_base> + 0E80_H + (10_H × k),
RSCANnCFIDkH: <RSCFDn_base> + 0E82_H + (10_H × k)

RSCANnCFIDkLL: <RSCFDn_base> + 0E80_H + (10_H × k),
RSCANnCFIDkLH: <RSCFDn_base> + 0E81_H + (10_H × k),
RSCANnCFIDkHL: <RSCFDn_base> + 0E82_H + (10_H × k),
RSCANnCFIDkHH: <RSCFDn_base> + 0E83_H + (10_H × k)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFIDE	CFRTR	THLEN	CFID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.49 RSCANnCFIDk Register Contents

Bit Position	Bit Name	Function
31	CFIDE	Transmit/Receive FIFO Buffer IDE bit 0: Standard ID 1: Extended ID
30	CFRTR	Transmit/Receive FIFO Buffer RTR bit 0: Data frame 1: Remote frame
29	THLEN	Transmit History Data Store Enable bit This bit is valid only when the CFM[1:0] value is 01 _B (transmit mode). 0: Transmit history data is not stored in the buffer. 1: Transmit history data is stored in the buffer.
28 to 0	CFID [28:0]	Transmit/Receive FIFO Buffer ID Data <ul style="list-style-type: none"> When CFM[1:0] value is 01_B (transmit mode): Set standard ID or extended ID. For standard ID, write an ID to bits b10 to b0 and write 0 to bits b28 to b11. When CFM[1:0] value is 00_B (receive mode): Standard ID or extended ID in the received message can be read. For standard ID, read bits b10 to b0. Bits b28 to b11 are read as 0.

This register is writable only when the CFM[1:0] value of the RSCANnCFCCk register is 01_B (transmit mode). This register is readable only when the CFM[1:0] value is 00_B (receive mode). This register should not be read or written when the CFM[1:0] value is 10_B (gateway mode).

CFIDE Bit

This bit indicates the ID format (standard ID or extended ID) of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B. When the CFM[1:0] value is 01_B, set the ID format of the message to be transmitted from the transmit/receive FIFO buffer.

CFRTR Bit

This bit indicates the data format (data frame or remote frame) of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B. When the CFM[1:0] value is 01_B, set the data format of the message to be transmitted from the transmit/receive FIFO buffer.

THLEN Bit

When this bit is set to 1, the transmit history data (label information, buffer number, and buffer type) of transmitted messages is stored in the transmit history buffer after transmission is completed.

This bit is enabled when the CFM[1:0] value is 01_B (transmit mode).

CFID[28:0] Bits

These bits indicate the ID of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B.

When the CFM[1:0] value is 01_B, set the ID of the message to be transmitted from the transmit/receive FIFO buffer.

16.3.8.5 RSCANnCFPTRk — Transmit/Receive FIFO Buffer Access Pointer Register (k = 0 to 11)

Access: RSCANnCFPTRk can be read/written in 32-bit units.
RSCANnCFPTRkL and RSCANnCFPTRkH can be read/written in 16-bit units.
RSCANnCFPTRkLL, RSCANnCFPTRkLH, RSCANnCFPTRkHL, and RSCANnCFPTRkHH can be read/written in 8-bit units.

Address: RSCANnCFPTRk: <RSCFDn_base> + 0E84_H + (10_H × k)

RSCANnCFPTRkL: <RSCFDn_base> + 0E84_H + (10_H × k),
RSCANnCFPTRkH: <RSCFDn_base> + 0E86_H + (10_H × k)

RSCANnCFPTRkLL: <RSCFDn_base> + 0E84_H + (10_H × k),
RSCANnCFPTRkLH: <RSCFDn_base> + 0E85_H + (10_H × k),
RSCANnCFPTRkHL: <RSCFDn_base> + 0E86_H + (10_H × k),
RSCANnCFPTRkHH: <RSCFDn_base> + 0E87_H + (10_H × k)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDLC[3:0]				CFPTR[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.50 RSCANnCFPTRk Register Contents

Bit Position	Bit Name	Function
31 to 28	CFDLC [3:0]	Transmit/Receive FIFO Buffer DLC Data b31 b30 b29 b28 0 0 0 0 : 0 data bytes 0 0 0 1 : 1 data byte 0 0 1 0 : 2 data bytes 0 0 1 1 : 3 data bytes 0 1 0 0 : 4 data bytes 0 1 0 1 : 5 data bytes 0 1 1 0 : 6 data bytes 0 1 1 1 : 7 data bytes 1 X X X : 8 data bytes
27 to 16	CFPTR [11:0]	Transmit/Receive FIFO Buffer Label Data <ul style="list-style-type: none"> When CFM[1:0] value is 01_B (transmit mode): Set the label information to be stored in the transmit history buffer. Only CFPTR[7:0] bits are valid. When CFM[1:0] value is 00_B (receive mode): The label information of the received message can be read.
15 to 0	CFTS [15:0]	Transmit/Receive FIFO Buffer Timestamp Data These bits are valid only when the CFM[1:0] value is 00 _B (receive mode). The timestamp value of the received message can be read.

This register is writable only when the CFM[1:0] value of the RSCANnCFCCk register is 01_B (transmit mode). This register is readable only when the CFM[1:0] value is 00_B (receive mode). This register should not be read or written when the CFM[1:0] value is 10_B (gateway mode).

CFDLC[3:0] Bits

These bits indicate the data length of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B. When the CFM[1:0] value is 01_B, set the data length of the message to be transmitted from the transmit/receive FIFO buffer. If 9-byte or more data length is set, 8-byte data is transmitted.

CFPTR[11:0] Bits

These bits indicate the label information attached to the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B. When the CFM[1:0] value is 01_B, the CFPTR[7:0] value is stored in the transmit history buffer when message transmission has been completed.

CFTS[15:0] Bits

These bits indicate the timestamp value of the message stored in the transmit/receive FIFO buffer.

These bits are valid when the CFM[1:0] value is 00_B.

16.3.8.6 RSCANnCFDF0_k — Transmit/Receive FIFO Buffer Access Data Field 0 Register (k = 0 to 11)

Access: RSCANnCFDF0_k can be read/written in 32-bit units.
RSCANnCFDF0_kL and RSCANnCFDF0_kH can be read/written in 16-bit units.
RSCANnCFDF0_kLL, RSCANnCFDF0_kLH, RSCANnCFDF0_kHL, and RSCANnCFDF0_kHH can be read/written in 8-bit units.

Address: RSCANnCFDF0_k: <RSCFDn_base> + 0E88_H + (10_H × k)

RSCANnCFDF0_kL: <RSCFDn_base> + 0E88_H + (10_H × k),
RSCANnCFDF0_kH: <RSCFDn_base> + 0E8A_H + (10_H × k)

RSCANnCFDF0_kLL: <RSCFDn_base> + 0E88_H + (10_H × k),
RSCANnCFDF0_kLH: <RSCFDn_base> + 0E89_H + (10_H × k),
RSCANnCFDF0_kHL: <RSCFDn_base> + 0E8A_H + (10_H × k),
RSCANnCFDF0_kHH: <RSCFDn_base> + 0E8B_H + (10_H × k)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDB3[7:0]								CFDB2[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFDB1[7:0]								CFDB0[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.51 RSCANnCFDF0_k Register Contents

Bit Position	Bit Name	Function
31 to 24	CFDB3 [7:0]	Transmit/Receive FIFO Buffer Data Byte 3
23 to 16	CFDB2 [7:0]	Transmit/Receive FIFO Buffer Data Byte 2
15 to 8	CFDB1 [7:0]	Transmit/Receive FIFO Buffer Data Byte 1
7 to 0	CFDB0 [7:0]	Transmit/Receive FIFO Buffer Data Byte 0 <ul style="list-style-type: none"> When CFM[1:0] value is 01_B (transmit mode): Set the data of the transmit/receive FIFO buffer. When CFM[1:0] value is 00_B (receive mode): The message data stored in the transmit/receive FIFO buffer can be read.

This register is writable only when the CFM[1:0] value of the RSCANnCFCK register is 01_B (transmit mode). This register is readable only when the CFM[1:0] value is 00_B (receive mode). When the CFDLC[3:0] value in the RSCANnCFPTRk register is smaller than 1000_B, data bytes for which no data is set are read as 00_H.

This register should not be read or written when the CFM[1:0] value is 10_B (gateway mode).

16.3.8.7 RSCANnCFDF0_k — Transmit/Receive FIFO Buffer Access Data Field 1 Register (k = 0 to 11)

Access: RSCANnCFDF1_k can be read/written in 32-bit units.
RSCANnCFDF1_kL and RSCANnCFDF1_kH can be read/written in 16-bit units.
RSCANnCFDF1_kLL, RSCANnCFDF1_kLH, RSCANnCFDF1_kHL, and RSCANnCFDF1_kHH can be read/written in 8-bit units.

Address: RSCANnCFDF1_k: <RSCFDn_base> + 0E8C_H + (10_H × k)

RSCANnCFDF1_kL: <RSCFDn_base> + 0E8C_H + (10_H × k),
RSCANnCFDF1_kH: <RSCFDn_base> + 0E8E_H + (10_H × k)

RSCANnCFDF1_kLL: <RSCFDn_base> + 0E8C_H + (10_H × k),
RSCANnCFDF1_kLH: <RSCFDn_base> + 0E8D_H + (10_H × k),
RSCANnCFDF1_kHL: <RSCFDn_base> + 0E8E_H + (10_H × k),
RSCANnCFDF1_kHH: <RSCFDn_base> + 0E8F_H + (10_H × k)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDB7[7:0]								CFDB6[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFDB5[7:0]								CFDB4[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.52 RSCANnCFDF1_k Register Contents

Bit Position	Bit Name	Function
31 to 24	CFDB7 [7:0]	Transmit/Receive FIFO Buffer Data Byte 7
23 to 16	CFDB6 [7:0]	Transmit/Receive FIFO Buffer Data Byte 6
15 to 8	CFDB5 [7:0]	Transmit/Receive FIFO Buffer Data Byte 5
7 to 0	CFDB4 [7:0]	Transmit/Receive FIFO Buffer Data Byte 4 <ul style="list-style-type: none"> When CFM[1:0] value is 01_B (transmit mode): Set the data of the transmit/receive FIFO buffer. When CFM[1:0] value is 00_B (receive mode): The message data stored in the transmit/receive FIFO buffer can be read.

This register is writable only when the CFM[1:0] value of the RSCANnCFCK register is 01_B (transmit mode). This register is readable only when the CFM[1:0] value is 00_B (receive mode). When the CFDLC[3:0] value in the RSCANnCFPTRk register is smaller than 1000_B, data bytes for which no data is set are read as 00_H.

This register should not be read or written when the CFM[1:0] value is 10_B (gateway mode)

16.3.9 Details of FIFO Status-Related Registers

16.3.9.1 RSCANnFESTS — FIFO Empty Status Register

Access: RSCANnFESTS can be read/written in 32-bit units.
RSCANnFESTSL and RSCANnFESTSH can be read/written in 16-bit units.
RSCANnFESTSLL, RSCANnFESTSLH, RSCANnFESTSHL, and RSCANnFESTSHH can be read/written in 8-bit units.

Address: RSCANnFESTS: <RSCFDn_base> + 0238_H

RSCANnFESTSL: <RSCFDn_base> + 0238_H, RSCANnFESTSH: <RSCFDn_base> + 023A_H

RSCANnFESTSLL: <RSCFDn_base> + 0238_H, RSCANnFESTSLH: <RSCFDn_base> + 0239_H,
RSCANnFESTSHL: <RSCFDn_base> + 023A_H, RSCANnFESTSHH: <RSCFDn_base> + 023B_H

Value after reset: 007F FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CF11 EMP	CF10 EMP	CF9 EMP	CF8 EMP
Value after reset	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7 EMP	CF6 EMP	CF5 EMP	CF4 EMP	CF3 EMP	CF2 EMP	CF1 EMP	CF0 EMP	RF7 EMP	RF6 EMP	RF5 EMP	RF4 EMP	RF3 EMP	RF2 EMP	RF1 EMP	RF0 EMP
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.53 RSCANnFESTS Register Contents

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned.
19	CF11EMP	Transmit/Receive FIFO Buffer Empty Status Flag
18	CF10EMP	0: Transmit/receive FIFO buffer k contains a message. 1: Transmit/receive FIFO buffer k contains no message.
17	CF9EMP	(k = 0 to 11)
16	CF8EMP	
15	CF7EMP	
14	CF6EMP	
13	CF5EMP	
12	CF4EMP	
11	CF3EMP	
10	CF2EMP	
9	CF1EMP	
8	CF0EMP	
7	RF7EMP	Receive FIFO Buffer Empty Status Flag
6	RF6EMP	0: Receive FIFO buffer x contains an unread message. 1: Receive FIFO buffer x contains no unread message.
5	RF5EMP	(x = 0 to 7)
4	RF4EMP	
3	RF3EMP	
2	RF2EMP	
1	RF1EMP	
0	RF0EMP	

The RSCANnFESTS register is set to 003F FFFF_H in global reset mode.

CFkEMP Flag (k = 0 to 11)

The CFkEMP flag is set to 1 when the CFEMP flag in the RSCANnCFSTSk register is set to 1 (the transmit/receive FIFO buffer contains no message). When the CFEMP flag is cleared to 0 (the transmit/receive FIFO buffer contains messages), the CFkEMP flag is cleared to 0.

RFxEMP Flag (x = 0 to 7)

The RFxEMP flag is set to 1 when the RFEMP flag in the RSCANnRFSTSt register is set to 1 (the receive FIFO buffer contains no unread message). When the RFEMP flag is cleared to 0 (the receive FIFO buffer contains unread messages), the RFxEMP flag is cleared to 0.

16.3.9.2 RSCANnFFSTS — FIFO Full Status Register

Access: RSCANnFFSTS can be read/written in 32-bit units.
RSCANnFFSTS_L and RSCANnFFSTS_H can be read/written in 16-bit units.
RSCANnFFSTS_L_L, RSCANnFFSTS_L_H, RSCANnFFSTS_H_L, and RSCANnFFSTS_H_H can be read/written in 8-bit units.

Address: RSCANnFFSTS: <RSCFDn_base> + 023C_H

RSCANnFFSTS_L: <RSCFDn_base> + 023C_H, RSCANnFFSTS_H: <RSCFDn_base> + 023E_H

RSCANnFFSTS_L_L: <RSCFDn_base> + 023C_H, RSCANnFFSTS_L_H: <RSCFDn_base> + 023D_H,
RSCANnFFSTS_H_L: <RSCFDn_base> + 023E_H, RSCANnFFSTS_H_H: <RSCFDn_base> + 023F_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CF11 FLL	CF10 FLL	CF9 FLL	CF8 FLL
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7 FLL	CF6 FLL	CF5 FLL	CF4 FLL	CF3 FLL	CF2 FLL	CF1 FLL	CF0 FLL	RF7 FLL	RF6 FLL	RF5 FLL	RF4 FLL	RF3 FLL	RF2 FLL	RF1 FLL	RF0 FLL
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.54 RSCANnFFSTS Register Contents

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned.
19	CF11FLL	Transmit/Receive FIFO Buffer Full Status Flag
18	CF10FLL	0: Transmit/receive FIFO buffer k is not full. 1: Transmit/receive FIFO buffer k is full.
17	CF9FLL	(k = 0 to 11)
16	CF8FLL	
15	CF7FLL	
14	CF6FLL	
13	CF5FLL	
12	CF4FLL	
11	CF3FLL	
10	CF2FLL	
9	CF1FLL	
8	CF0FLL	
7	RF7FLL	Receive FIFO Buffer Full Status Flag
6	RF6FLL	0: Receive FIFO buffer x is not full. 1: Receive FIFO buffer x is full.
5	RF5FLL	(x = 0 to 7)
4	RF4FLL	
3	RF3FLL	
2	RF2FLL	
1	RF1FLL	
0	RF0FLL	

The RSCANnFFSTS register is cleared to 0000 0000_H in global reset mode.

CFkFLL Flag (k = 0 to 11)

The CFkFLL flag is set to 1 when the CFFLL flag in the RSCANnCFSTSk register is set to 1 (the transmit/receive FIFO buffer is full). When the CFFLL flag is cleared to 0, the CFkFLL flag is cleared to 0 (the transmit/receive FIFO buffer is not full).

RFxFLL Flag (x = 0 to 7)

The RFxFLL flag is set to 1 when the RFFLL flag in the RSCANnRFSTSc register is set to 1 (the receive FIFO buffer is full). When the RFFLL flag is cleared to 0 (the receive FIFO buffer is not full), the RFxFLL flag is cleared to 0.

16.3.9.3 RSCANnFMSTS — FIFO Message Lost Status Register

Access: RSCANnFMSTS can be read/written in 32-bit units.
RSCANnFMSTSL and RSCANnFMSTSH can be read/written in 16-bit units.
RSCANnFMSTSLL, RSCANnFMSTSLH, RSCANnFMSTSHL, and RSCANnFMSTSHH can be read/written in 8-bit units.

Address: RSCANnFMSTS: <RSCFDn_base> + 0240_H

RSCANnFMSTSL: <RSCFDn_base> + 0240_H, RSCANnFMSTSH: <RSCFDn_base> + 0242_H

RSCANnFMSTSLL: <RSCFDn_base> + 0240_H, RSCANnFMSTSLH: <RSCFDn_base> + 0241_H,
RSCANnFMSTSHL: <RSCFDn_base> + 0242_H, RSCANnFMSTSHH: <RSCFDn_base> + 0243_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CF11 MLT	CF10 MLT	CF9 MLT	CF8 MLT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7 MLT	CF6 MLT	CF5 MLT	CF4 MLT	CF3 MLT	CF2 MLT	CF1 MLT	CF0 MLT	RF7 MLT	RF6 MLT	RF5 MLT	RF4 MLT	RF3 MLT	RF2 MLT	RF1 MLT	RF0 MLT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.55 RSCANnFMSTS Register Contents

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned.
19	CF11MLT	Transmit/Receive FIFO Buffer Message Lost Status Flag 0: No transmit/receive FIFO buffer k message is lost. 1: A transmit/receive FIFO buffer k message is lost. (k = 0 to 11)
18	CF10MLT	
17	CF9MLT	
16	CF8MLT	
15	CF7MLT	
14	CF6MLT	
13	CF5MLT	
12	CF4MLT	
11	CF3MLT	
10	CF2MLT	
9	CF1MLT	
8	CF0MLT	
7	RF7MLT	Receive FIFO Buffer Message Lost Status Flag 0: No receive FIFO buffer x message is lost. 1: A receive FIFO buffer x message is lost. (x = 0 to 7)
6	RF6MLT	
5	RF5MLT	
4	RF4MLT	
3	RF3MLT	
2	RF2MLT	
1	RF1MLT	
0	RF0MLT	

The RSCANnFMSTS register is cleared to 0000 0000_H in global reset mode.

CFkMLT Flag (k = 0 to 11)

The CFkMLT flag is set to 1 when the CFMLT flag in the RSCANnCFSTS_k register is set to 1 (a transmit/receive FIFO message is lost). When the CFMLT flag is cleared to 0, the CFkMLT flag is cleared to 0.

RFxMLT Flag (x = 0 to 7)

The RFxMLT flag is set to 1 when the RFMLT flag in the RSCANnRFSTS_x register is set to 1 (a receive FIFO message is lost). When the RFMLT flag is cleared to 0, the RFxMLT flag is cleared to 0.

16.3.9.4 RSCANnRFISTS — Receive FIFO Buffer Interrupt Flag Status Register

Access: RSCANnRFISTS can be read/written in 32-bit units.
RSCANnRFISTS_{SL} and RSCANnRFISTS_{SH} can be read/written in 16-bit units.
RSCANnRFISTS_{SLL}, RSCANnRFISTS_{SLH}, RSCANnRFISTS_{SHL}, and RSCANnRFISTS_{SHH} can be read/written in 8-bit units.

Address: RSCANnRFISTS: <RSCFDn_base> + 0244_H

RSCANnRFISTS_{SL}: <RSCFDn_base> + 0244_H, RSCANnRFISTS_{SH}: <RSCFDn_base> + 0246_H

RSCANnRFISTS_{SLL}: <RSCFDn_base> + 0244_H, RSCANnRFISTS_{SLH}: <RSCFDn_base> + 0245_H,
RSCANnRFISTS_{SHL}: <RSCFDn_base> + 0246_H, RSCANnRFISTS_{SHH}: <RSCFDn_base> + 0247_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RF7IF	RF6IF	RF5IF	RF4IF	RF3IF	RF2IF	RF1F	RF0F
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.56 RSCANnRFISTS Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	When read, the value after reset is returned.
7	RF7IF	Receive FIFO Buffer Interrupt Request Status Flag
6	RF6IF	0: No receive FIFO buffer x interrupt request is present. 1: A receive FIFO buffer x interrupt request is present.
5	RF5IF	(x = 0 to 7)
4	RF4IF	
3	RF3IF	
2	RF2IF	
1	RF1F	
0	RF0F	

The RSCANnRFISTS register is cleared to 0000 0000_H in global reset mode.

RFxIF Flag (x = 0 to 7)

The RFxIF flag is set to 1 when the RFIF flag in the RSCANnRFISTS_x register is set to 1 (a receive FIFO interrupt request is present). When the RFIF flag is cleared to 0, the RFxIF flag is cleared to 0.

16.3.9.5 RSCANnCFRISTS — Transmit/Receive FIFO Buffer Receive Interrupt Flag Status Register

Access: RSCANnCFRISTS can be read/written in 32-bit units.
RSCANnCFRISTSL and RSCANnCFRISTSH can be read/written in 16-bit units.
RSCANnCFRISTSLL, RSCANnCFRISTSLH, RSCANnCFRISTSHL, and RSCANnCFRISTSHH can be read/written in 8-bit units.

Address: RSCANnCFRISTS: <RSCFDn_base> + 0248_H

RSCANnCFRISTSL: <RSCFDn_base> + 0248_H, RSCANnCFRISTSH: <RSCFDn_base> + 024A_H

RSCANnCFRISTSLL: <RSCFDn_base> + 0248_H, RSCANnCFRISTSLH: <RSCFDn_base> + 0249_H,
RSCANnCFRISTSHL: <RSCFDn_base> + 024A_H, RSCANnCFRISTSHH: <RSCFDn_base> + 024B_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CF11 RXIF	CF10 RXIF	CF9 RXIF	CF8 RXIF	CF7 RXIF	CF6 RXIF	CF5 RXIF	CF4 RXIF	CF3 RXIF	CF2 RXIF	CF1 RXIF	CF0 RXIF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.57 RSCANnCFRISTS Register Contents

Bit Position	Bit Name	Function
31 to 12	Reserved	When read, the value after reset is returned.
11	CF11RXIF	Transmit/Receive FIFO Buffer Receive Interrupt Request Status Flag 0: No transmit/receive FIFO buffer k receive interrupt request is present. 1: A transmit/receive FIFO buffer k receive interrupt request is present. (k = 0 to 11)
10	CF10RXIF	
9	CF9RXIF	
8	CF8RXIF	
7	CF7RXIF	
6	CF6RXIF	
5	CF5RXIF	
4	CF4RXIF	
3	CF3RXIF	
2	CF2RXIF	
1	CF1RXIF	
0	CF0RXIF	

The RSCANnCFRISTS register is cleared to 0000 0000_H in global reset mode.

CFxRXIF Flag (x = 0 to 11)

The CFxRXIF flag is set to 1 when the CFRXIF flag in the RSCANnCFSTSk register is set to 1 (a transmit/receive FIFO receive interrupt request is present). When the CFRXIF flag is cleared to 0, the CFxRXIF flag is cleared to 0.

16.3.9.6 RSCANnCFTISTS — Transmit/Receive FIFO Buffer Transmit Interrupt Flag Status Register

Access: RSCANnCFTISTS can be read/written in 32-bit units.
RSCANnCFTISTSL and RSCANnCFTISTSH can be read/written in 16-bit units.
RSCANnCFTISTSL, RSCANnCFTISTSLH, RSCANnCFTISTSHL, and RSCANnCFTISTSHH can be read/written in 8-bit units.

Address: RSCANnCFTISTS: <RSCFDn_base> + 024C_H

RSCANnCFTISTSL: <RSCFDn_base> + 024C_H, RSCANnCFTISTSH: <RSCFDn_base> + 024E_H

RSCANnCFTISTSL: <RSCFDn_base> + 024C_H, RSCANnCFTISTSLH: <RSCFDn_base> + 024D_H,
RSCANnCFTISTSHL: <RSCFDn_base> + 024E_H, RSCANnCFTISTSHH: <RSCFDn_base> + 024F_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CF11 TXIF	CF10 TXIF	CF9 TXIF	CF8 TXIF	CF7 TXIF	CF6 TXIF	CF5 TXIF	CF4 TXIF	CF3 TXIF	CF2 TXIF	CF1 TXIF	CF0 TXIF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.58 RSCANnCFTISTS Register Contents

Bit Position	Bit Name	Function
31 to 12	Reserved	When read, the value after reset is returned.
11	CF11TXIF	Transmit/Receive FIFO Buffer Transmit Interrupt Request Status Flag 0: No transmit/receive FIFO buffer k transmit interrupt request is present. 1: A transmit/receive FIFO buffer k transmit interrupt request is present. (k = 0 to 11)
10	CF10TXIF	
9	CF9TXIF	
8	CF8TXIF	
7	CF7TXIF	
6	CF6TXIF	
5	CF5TXIF	
4	CF4TXIF	
3	CF3TXIF	
2	CF2TXIF	
1	CF1TXIF	
0	CF0TXIF	

The RSCANnCFTISTS register is cleared to 0000 0000_H in global reset mode.

CFkTXIF Flag (k = 0 to 11)

The CFkTXIF flag is set to 1 when the CFTXIF flag in the RSCANnCFSTSk register is set to 1 (a transmit/receive FIFO transmit interrupt request is present). When the CFTXIF flag is cleared to 0, the CFkTXIF flag is cleared to 0.

16.3.10 Details of Transmit Buffer-Related Registers

16.3.10.1 RSCANnTMCp — Transmit Buffer Control Register (p = 0 to 63)

Access: RSCANnTMCp can be read/written in 8-bit units.

Address: RSCANnTMCp: <RSCFDn_base> + 0250_H + (01_H × p)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	TMOM	TMTAR	TMTR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W*1	R/W*1

Note 1. The only effective value for writing to this bit is 1, which sets the bit. Any other writing to the bit results in retention of the status and does not change the value.

Table 16.59 RSCANnTMCp Register Contents

Bit Position	Bit Name	Function
7 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	TMOM	One-Shot Transmission Enable 0: One-shot transmission is disabled. 1: One-shot transmission is enabled.
1	TMTAR	Transmit Abort Request 0: Transmit abort is not requested. 1: Transmit abort is requested.
0	TMTR	Transmit Request 0: Transmission is not requested. 1: Transmission is requested.

When the RSCANnTMCp register meets any of the following conditions, set it to 00_H.

- The RSCANnTMCp register (p = m × 16 + of the CFTML[3:0] value) corresponds to the transmit buffer number selected by the CFTML[3:0] bits in the RSCANnCFCCk register.
- The RSCANnTMCp register (p = (m × 16 + 15) to (m × 16 + 15 the TXQDC[3:0] value)) corresponds to the transmit buffer allocated to the transmit queue by the TXQDC[3:0] bits in the RSCANnTXQCCm register (m = 0 to 3).

Bits in the RSCANnTMCp register are cleared to all 0 in channel reset mode. Modify the RSCANnTMCp register in channel communication mode or channel halt mode.

TMOM Bit

Setting this bit to 1 enables one-shot transmission. If transmission fails, retransmission defined in the CAN protocol is not performed.

Modify the TMOM bit when the TMTRM flag in the RSCANnTMSTSp register is set to 0. To set the TMOM bit to 1, also set the TMTR bit together.

TMTAR Bit

Setting this bit to 1 generates a transmit abort request for the message stored in the transmit buffer. However, a message that is being transmitted or to be transmitted next cannot be aborted.

When the TMTR bit is set to 1, the TMTAR bit can be set to 1.

The TMTAR bit is cleared to 0 when any of the following conditions is set. It is not cleared to 0 by writing 0 by the program.

- Transmission has been completed.
- Transmit abort has been completed.
- An error or arbitration lost has been detected.

If this bit becomes 0 at the timing when the program writes 1 to this bit, this bit becomes 0.

TMTR Bit

Setting this bit to 1 transmits the message stored in the transmit buffer.

The TMTR bit is cleared to 0 when any of the following conditions is met. It is not cleared to 0 by writing 0 by the program.

- Transmission has been completed.
- Transmit abort has been completed by setting the TMTAR bit to 1.
- An error or arbitration lost has been detected with the TMOM bit set to 1.

Set the TMTR bit to 1 when the TMTRF[1:0] flag in the RSCANnTMSTSp register is 00_B.

16.3.10.2 RSCANnTMSTSp — Transmit Buffer Status Register (p = 0 to 63)

Access: RSCANnTMSTSp can be read/written in 8-bit units.

Address: RSCANnTMSTSp: <RSCFDn_base> + 02D0_H + (01_H × p)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	TMTARM	TMTRM	TMTRF[1:0]		TMTSTS
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R

Table 16.60 RSCANnTMSTSp Register Contents

Bit Position	Bit Name	Function
7 to 5	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
4	TMTARM	Transmit Buffer Transmit Abort Request Status Flag 0: No transmit abort request is present. 1: A transmit abort request is present.
3	TMTRM	Transmit Buffer Transmit Request Status Flag 0: No transmit request is present. 1: A transmit request is present.
2,1	TMTRF[1:0]	Transmit Buffer Transmit Result Flag b2 b1 0 0: Transmission is in progress or no transmit request is present. 0 1: Transmit abort has been completed. 1 0: Transmission has been completed (without transmit abort request). 1 1: Transmission has been completed (with transmit abort request).
0	TMTSTS	Transmit Buffer Transmit Status Flag 0: Transmission is not in progress. 1: Transmission is in progress.

The RSCANnTMSTSp register is cleared to all 0 in channel reset mode.

TMTARM Flag

The TMTARM flag is set to 1 when the TMTAR bit in the RSCANnTMCp register is set to 1, and is cleared to 0 when the TMTAR bit is set to 0.

TMTRM Flag

The TMTRM flag is set to 1 when the TMTR bit in the RSCANnTMCp register is set to 1, and is cleared to 0 when the TMTR bit is set to 0.

TMTRF[1:0] Flag

This flag indicates the result of transmission from the transmit buffer.

00_B: Transmission is in progress or no transmit request is present.

01_B: Transmission from the transmit buffer was aborted.

10_B: Transmission has been completed with the TMTAR bit in the RSCANnTMCp register set to 0 (transmit abort is not requested).

11_B: Transmission has been completed with the TMTAR bit in the RSCANnTMCp register set to 1 (transmit abort is requested).

Write 00_B to the TMTRF[1:0] flag in channel communication mode or channel halt mode. Do not write any value other than 00_B to this flag.

TMTSTS Flag

This flag is set to 1 when transmission from the transmit buffer starts, and is cleared to 0 when transmission from the transmit buffer has been completed or stopped due to a bus error or arbitration lost.

16.3.10.3 RSCANnTMIDp — Transmit Buffer ID Register (p = 0 to 63)

Access: RSCANnTMIDp can be read/written in 32-bit units.
 RSCANnTMIDpL and RSCANnTMIDpH can be read/written in 16-bit units.
 RSCANnTMIDpLL, RSCANnTMIDpLH, RSCANnTMIDpHL, and RSCANnTMIDpHH can be read/written in 8-bit units.

Address: RSCANnTMIDp: <RSCFDn_base> + 1000_H + (10_H × p)

RSCANnTMIDpL: <RSCFDn_base> + 1000_H + (10_H × p),
 RSCANnTMIDpH: <RSCFDn_base> + 1002_H + (10_H × p)

RSCANnTMIDpLL: <RSCFDn_base> + 1000_H + (10_H × p),
 RSCANnTMIDpLH: <RSCFDn_base> + 1001_H + (10_H × p),
 RSCANnTMIDpHL: <RSCFDn_base> + 1002_H + (10_H × p),
 RSCANnTMIDpHH: <RSCFDn_base> + 1003_H + (10_H × p)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMIDE TMRTR THLEN			TMID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.61 RSCANnTMIDp Register Contents

Bit Position	Bit Name	Function
31	TMIDE	Transmit Buffer IDE 0: Standard ID 1: Extended ID
30	TMRTR	Transmit Buffer RTR 0: Data frame 1: Remote frame
29	THLEN	Transmit History Data Store Enable 0: Transmit history data is not stored in the buffer. 1: Transmit history data is stored in the buffer.
28 to 0	TMID [28:0]	Transmit Buffer ID Data Set standard ID or extended ID. For standard ID, write an ID to bits b10 to b0 and write 0 to bits b28 to b11.

Modify this register when the TMTRM bit in the corresponding RSCANnTMSTSp register is set to 0 (no transmit request is present). If this register is linked to any transmit/receive FIFO buffer, do not write data to this register. Write data only to the transmit buffer p (p = m × 16 + 15) when this register is allocated to the transmit queue.

TMIDE Bit

This bit is used to set the ID format of the message to be transmitted from the transmit buffer.

TMRTR Bit

This bit is used to set the data format of the message to be transmitted from the transmit buffer.

THLEN Bit

Setting this bit to 1 stores a transmitted message in the transmit history buffer after transmission is completed.

TMID[28:0] Bits

These bits are used to set the ID of the message to be transmitted from the transmit buffer.

16.3.10.4 RSCANnTMPTRp — Transmit Buffer Pointer Register (p = 0 to 63)

Access: RSCANnTMPTRp can be read/written in 32-bit units.
RSCANnTMPTRpL and RSCANnTMPTRpH can be read/written in 16-bit units.
RSCANnTMPTRpLL, RSCANnTMPTRpLH, RSCANnTMPTRpHL, and RSCANnTMPTRpHH can be read/written in 8-bit units.

Address: RSCANnTMPTRp: $\langle \text{RSCFDn_base} \rangle + 1004_{\text{H}} + (10_{\text{H}} \times p)$

RSCANnTMPTRpL: $\langle \text{RSCFDn_base} \rangle + 1004_{\text{H}} + (10_{\text{H}} \times p)$,
RSCANnTMPTRpH: $\langle \text{RSCFDn_base} \rangle + 1006_{\text{H}} + (10_{\text{H}} \times p)$

RSCANnTMPTRpLL: $\langle \text{RSCFDn_base} \rangle + 1004_{\text{H}} + (10_{\text{H}} \times p)$,
RSCANnTMPTRpLH: $\langle \text{RSCFDn_base} \rangle + 1005_{\text{H}} + (10_{\text{H}} \times p)$,
RSCANnTMPTRpHL: $\langle \text{RSCFDn_base} \rangle + 1006_{\text{H}} + (10_{\text{H}} \times p)$,
RSCANnTMPTRpHH: $\langle \text{RSCFDn_base} \rangle + 1007_{\text{H}} + (10_{\text{H}} \times p)$

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDLC[3:0]				—	—	—	—	TMPTR[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.62 RSCANnTMPTRp Register Contents

Bit Position	Bit Name	Function
31 to 28	TMDLC [3:0]	Transmit Buffer DLC Data b31 b30 b29 b28 0 0 0 0: 0 data bytes 0 0 0 1: 1 data byte 0 0 1 0: 2 data bytes 0 0 1 1: 3 data bytes 0 1 0 0: 4 data bytes 0 1 0 1: 5 data bytes 0 1 1 0: 6 data bytes 0 1 1 1: 7 data bytes 1 x x x: 8 data bytes
27 to 24	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
23 to 16	TMPTR [7:0]	Transmit Buffer Label Data Set the label information to be stored in the transmit history buffer.
15 to 0	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.

Modify this register when the TMTRM bit in the corresponding RSCANnTMSTSp register is set to 0 (no transmit request is present). If this register is linked to any transmit/receive FIFO buffer, do not write data to this register. Write data only to the transmit buffer p ($p = m \times 16 + 15$) when this register is allocated to the transmit queue.

TMDLC[3:0] Bits

These bits are used to set the data length of the message to be transmitted from the transmit buffer when the TMRTR bit in the RSCANnTMIDp register is set to 0 (data frame). If the setting for the data length is 1001B or above, 8-byte data is transmitted.

When the TMRTR bit is set to 1 (remote frame), set the data length of a requested message.

TMPTR[7:0] Bits

When message transmission has been completed, the TMPTR[7:0] value is stored in the transmit history buffer.

16.3.10.5 RSCANnTMDF0_p — Transmit Buffer Data Field 0 Register (p = 0 to 63)

Access: RSCANnTMDF0_p can be read/written in 32-bit units.
RSCANnTMDF0_pL and RSCANnTMDF0_pH can be read/written in 16-bit units.
RSCANnTMDF0_pLL, RSCANnTMDF0_pLH, RSCANnTMDF0_pHL, and RSCANnTMDF0_pHH can be read/written in 8-bit units.

Address: RSCANnTMDF0_p: <RSCFDn_base> + 1008_H + (10_H × p)

RSCANnTMDF0_pL: <RSCFDn_base> + 1008_H + (10_H × p),
RSCANnTMDF0_pH: <RSCFDn_base> + 100A_H + (10_H × p)

RSCANnTMDF0_pLL: <RSCFDn_base> + 1008_H + (10_H × p),
RSCANnTMDF0_pLH: <RSCFDn_base> + 1009_H + (10_H × p),
RSCANnTMDF0_pHL: <RSCFDn_base> + 100A_H + (10_H × p),
RSCANnTMDF0_pHH: <RSCFDn_base> + 100B_H + (10_H × p)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDB3[7:0]								TMDB2[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMDB1[7:0]								TMDB0[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.63 RSCANnTMDF0_p Register Contents

Bit Position	Bit Name	Function
31 to 24	TMDB3 [7:0]	Transmit Buffer Data Byte 3
23 to 16	TMDB2 [7:0]	Transmit Buffer Data Byte 2
15 to 8	TMDB1 [7:0]	Transmit Buffer Data Byte 1
7 to 0	TMDB0 [7:0]	Transmit Buffer Data Byte 0
		Set transmit buffer data.

Modify this register when the TMTRM bit in the corresponding RSCANnTMSTSp register is set to 0 (no transmit request is present). If this register is linked to any transmit/receive FIFO buffer, do not write data to this register. Write data only to the transmit buffer p (p = m × 16 + 15) when this register is allocated to the transmit queue.

16.3.10.6 RSCANnTMDF1_p — Transmit Buffer Data Field 1 Register (p = 0 to 63)

Access: RSCANnTMDF1_p can be read/written in 32-bit units.
RSCANnTMDF1_pL and RSCANnTMDF1_pH can be read/written in 16-bit units.
RSCANnTMDF1_pLL, RSCANnTMDF1_pLH, RSCANnTMDF1_pHL, and RSCANnTMDF1_pHH can be read/written in 8-bit units.

Address: RSCANnTMDF1_p: <RSCFDn_base> + 100CH + (10H × p)

RSCANnTMDF1_pL: <RSCFDn_base> + 100CH + (10H × p),
RSCANnTMDF1_pH: <RSCFDn_base> + 100EH + (10H × p)

RSCANnTMDF1_pLL: <RSCFDn_base> + 100CH + (10H × p),
RSCANnTMDF1_pLH: <RSCFDn_base> + 100DH + (10H × p),
RSCANnTMDF1_pHL: <RSCFDn_base> + 100EH + (10H × p),
RSCANnTMDF1_pHH: <RSCFDn_base> + 100FH + (10H × p)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDB7[7:0]								TMDB6[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMDB5[7:0]								TMDB4[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.64 RSCANnTMDF1_p Register Contents

Bit Position	Bit Name	Function
31 to 24	TMDB7 [7:0]	Transmit Buffer Data Byte 7
23 to 16	TMDB6 [7:0]	Transmit Buffer Data Byte 6
15 to 8	TMDB5 [7:0]	Transmit Buffer Data Byte 5
7 to 0	TMDB4 [7:0]	Set transmit buffer data.

Modify this register when the TMTRM bit in the corresponding RSCANnTMSTSp register is set to 0 (no transmit request is present). If this register is linked to any transmit/receive FIFO buffer, do not write data to this register. Write data only to the transmit buffer p (p = m × 16 + 15) when this register is allocated to the transmit queue.

16.3.10.7 RSCANnTMIECy — Transmit Buffer Interrupt Enable Configuration Register (y = 0, 1)

Access: RSCANnTMIECy can be read/written in 32-bit units.
RSCANnTMIECyL and RSCANnTMIECyH can be read/written in 16-bit units.
RSCANnTMIECyLL, RSCANnTMIECyLH, RSCANnTMIECyHL, and RSCANnTMIECyHH can be read/written in 8-bit units.

Address: RSCANnTMIECy: <RSCFDn_base> + 0390_H + (04_H × y)

RSCANnTMIECyL: <RSCFDn_base> + 0390_H + (04_H × y),
RSCANnTMIECyH: <RSCFDn_base> + 0392_H + (04_H × y)

RSCANnTMIECyLL: <RSCFDn_base> + 0390_H + (04_H × y),
RSCANnTMIECyLH: <RSCFDn_base> + 0391_H + (04_H × y),
RSCANnTMIECyHL: <RSCFDn_base> + 0392_H + (04_H × y),
RSCANnTMIECyHH: <RSCFDn_base> + 0393_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMIEp (p = y × 32 + 31)	TMIEp (p = y × 32 + 30)	TMIEp (p = y × 32 + 29)	TMIEp (p = y × 32 + 28)	TMIEp (p = y × 32 + 27)	TMIEp (p = y × 32 + 26)	TMIEp (p = y × 32 + 25)	TMIEp (p = y × 32 + 24)	TMIEp (p = y × 32 + 23)	TMIEp (p = y × 32 + 22)	TMIEp (p = y × 32 + 21)	TMIEp (p = y × 32 + 20)	TMIEp (p = y × 32 + 19)	TMIEp (p = y × 32 + 18)	TMIEp (p = y × 32 + 17)	TMIEp (p = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMIEp (p = y × 32 + 15)	TMIEp (p = y × 32 + 14)	TMIEp (p = y × 32 + 13)	TMIEp (p = y × 32 + 12)	TMIEp (p = y × 32 + 11)	TMIEp (p = y × 32 + 10)	TMIEp (p = y × 32 + 9)	TMIEp (p = y × 32 + 8)	TMIEp (p = y × 32 + 7)	TMIEp (p = y × 32 + 6)	TMIEp (p = y × 32 + 5)	TMIEp (p = y × 32 + 4)	TMIEp (p = y × 32 + 3)	TMIEp (p = y × 32 + 2)	TMIEp (p = y × 32 + 1)	TMIEp (p = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.65 RSCANnTMIECy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMIEp	Transmit Buffer Interrupt Enable bits p (p = y × 32 + 31 to y × 32 + 16) 0: Transmit buffer interrupt is disabled. 1: Transmit buffer interrupt is enabled.
15 to 0	TMIEp	Transmit Buffer Interrupt Enable bits p (p = y × 32 + 15 to y × 32 + 0) 0: Transmit buffer interrupt is disabled. 1: Transmit buffer interrupt is enabled.

TMIEp Bits (p = 0 to 63)

When any of these bits is set to 1 and the corresponding transmission has been completed, a transmit buffer interrupt request is generated.

Modify these bits when the TMTRM flag in the corresponding RSCANnTMSTSp register is 0 (no transmit request is present).

Write 0 to the bits corresponding to the transmit buffers linked to transmit/receive FIFO buffers or the transmit buffers allocated to the transmit queue.

Table 16.66 shows the bit allocation.

Table 16.66 TMIEp Bit Allocation (1/2)

Bit Position	Channel	Transmit Buffer No.
0	0	0
1	0	1
.	.	.
.	.	.

Table 16.66 TMIEp Bit Allocation (2/2)

Bit Position	Channel	Transmit Buffer No.
15	0	15
16	1	0
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
47	2	15
48	3	0
.	.	.
62	3	14
63	3	15

16.3.11 Details of Transmit Buffer Status-Related Registers

16.3.11.1 RSCANnTMTRSTSy — Transmit Buffer Transmit Request Status Register (y = 0, 1)

Access: RSCANnTMTRSTSy can be read/written in 32-bit units.
 RSCANnTMTRSTSyL and RSCANnTMTRSTSyH can be read/written in 16-bit units.
 RSCANnTMTRSTSyLL, RSCANnTMTRSTSyLH, RSCANnTMTRSTSyHL, and RSCANnTMTRSTSyHH can be read/written in 8-bit units.

Address: RSCANnTMTRSTSy: <RSCFDn_base> + 0350_H + (04_H × y)

RSCANnTMTRSTSyL: <RSCFDn_base> + 0350_H + (04_H × y),
 RSCANnTMTRSTSyH: <RSCFDn_base> + 0352_H + (04_H × y)

RSCANnTMTRSTSyLL: <RSCFDn_base> + 0350_H + (04_H × y),
 RSCANnTMTRSTSyLH: <RSCFDn_base> + 0351_H + (04_H × y),
 RSCANnTMTRSTSyHL: <RSCFDn_base> + 0352_H + (04_H × y),
 RSCANnTMTRSTSyHH: <RSCFDn_base> + 0353_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTRST Sp (p = y) × 32 + 31)	TMTRST Sp (p = y) × 32 + 30)	TMTRST Sp (p = y) × 32 + 29)	TMTRST Sp (p = y) × 32 + 28)	TMTRST Sp (p = y) × 32 + 27)	TMTRST Sp (p = y) × 32 + 26)	TMTRST Sp (p = y) × 32 + 25)	TMTRST Sp (p = y) × 32 + 24)	TMTRST Sp (p = y) × 32 + 23)	TMTRST Sp (p = y) × 32 + 22)	TMTRST Sp (p = y) × 32 + 21)	TMTRST Sp (p = y) × 32 + 20)	TMTRST Sp (p = y) × 32 + 19)	TMTRST Sp (p = y) × 32 + 18)	TMTRST Sp (p = y) × 32 + 17)	TMTRST Sp (p = y) × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTRST Sp (p = y) × 32 + 15)	TMTRST Sp (p = y) × 32 + 14)	TMTRST Sp (p = y) × 32 + 13)	TMTRST Sp (p = y) × 32 + 12)	TMTRST Sp (p = y) × 32 + 11)	TMTRST Sp (p = y) × 32 + 10)	TMTRST Sp (p = y) × 32 + 9)	TMTRST Sp (p = y) × 32 + 8)	TMTRST Sp (p = y) × 32 + 7)	TMTRST Sp (p = y) × 32 + 6)	TMTRST Sp (p = y) × 32 + 5)	TMTRST Sp (p = y) × 32 + 4)	TMTRST Sp (p = y) × 32 + 3)	TMTRST Sp (p = y) × 32 + 2)	TMTRST Sp (p = y) × 32 + 1)	TMTRST Sp (p = y) × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.67 RSCANnTMTRSTSy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMTRSTSp	Transmit Buffer Transmit Request Status Flag p (p = y × 32 + 31 to y × 32 + 16) 0: No transmit request is present. 1: A transmit request is present.
15 to 0	TMTRSTSp	Transmit Buffer Transmit Request Status Flag p (p = y × 32 + 15 to y × 32 + 0) 0: No transmit request is present. 1: A transmit request is present.

TMTRSTSp Flags (p = 0 to 63)

These flags indicate the status of the TMTR bit in the RSCANnTMCp register.

When the TMTR bit is set to 1 (transmission is requested), the corresponding TMTRSTSp flag is set to 1.

The corresponding TMTRSTSp flag is cleared to 0 when the TMTR bit is set to 0 (transmission is not requested) or in channel reset mode.

Table 16.68 shows the bit allocation.

Table 16.68 TMTRSTSp Bit Allocation (1/2)

Bit	Channel	Transmit Buffer No.
0	0	0
1	0	1
.	.	.
.	.	.

Table 16.68 TMTRSTSp Bit Allocation (2/2)

Bit	Channel	Transmit Buffer No.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
.	.	.
47	2	15
48	3	0
.	.	.
.	.	.
62	3	14
63	3	15

16.3.11.2 RSCANnTMTARSTy — Transmit Buffer Transmit Abort Request Status Register (y = 0, 1)

Access: RSCANnTMTARSTy can be read/written in 32-bit units.
RSCANnTMTARSTyL and RSCANnTMTARSTyH can be read/written in 16-bit units.
RSCANnTMTARSTyLL, RSCANnTMTARSTyLH, RSCANnTMTARSTyHL, and RSCANnTMTARSTyHH can be read/written in 8-bit units.

Address: RSCANnTMTARSTy: <RSCFDn_base> + 0360_H + (04_H × y)

RSCANnTMTARSTyL: <RSCFDn_base> + 0360_H + (04_H × y),
RSCANnTMTARSTyH: <RSCFDn_base> + 0362_H + (04_H × y)

RSCANnTMTARSTyLL: <RSCFDn_base> + 0360_H + (04_H × y),
RSCANnTMTARSTyLH: <RSCFDn_base> + 0361_H + (04_H × y),
RSCANnTMTARSTyHL: <RSCFDn_base> + 0362_H + (04_H × y),
RSCANnTMTARSTyHH: <RSCFDn_base> + 0363_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTARST Sp (p = y) × 32 + 31)	TMTARST Sp (p = y) × 32 + 30)	TMTARST Sp (p = y) × 32 + 29)	TMTARST Sp (p = y) × 32 + 28)	TMTARST Sp (p = y) × 32 + 27)	TMTARST Sp (p = y) × 32 + 26)	TMTARST Sp (p = y) × 32 + 25)	TMTARST Sp (p = y) × 32 + 24)	TMTARST Sp (p = y) × 32 + 23)	TMTARST Sp (p = y) × 32 + 22)	TMTARST Sp (p = y) × 32 + 21)	TMTARST Sp (p = y) × 32 + 20)	TMTARST Sp (p = y) × 32 + 19)	TMTARST Sp (p = y) × 32 + 18)	TMTARST Sp (p = y) × 32 + 17)	TMTARST Sp (p = y) × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTARST Sp (p = y) × 32 + 15)	TMTARST Sp (p = y) × 32 + 14)	TMTARST Sp (p = y) × 32 + 13)	TMTARST Sp (p = y) × 32 + 12)	TMTARST Sp (p = y) × 32 + 11)	TMTARST Sp (p = y) × 32 + 10)	TMTARST Sp (p = y) × 32 + 9)	TMTARST Sp (p = y) × 32 + 8)	TMTARST Sp (p = y) × 32 + 7)	TMTARST Sp (p = y) × 32 + 6)	TMTARST Sp (p = y) × 32 + 5)	TMTARST Sp (p = y) × 32 + 4)	TMTARST Sp (p = y) × 32 + 3)	TMTARST Sp (p = y) × 32 + 2)	TMTARST Sp (p = y) × 32 + 1)	TMTARST Sp (p = y) × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.69 RSCANnTMTARSTy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMTARSTSp	Transmit Buffer Transmit Abort Request Status Flag p (p = y × 32 + 31 to y × 32 + 16) 0: No transmit abort request is present. 1: A transmit abort request is present.
15 to 0	TMTARSTSp	Transmit Buffer Transmit Abort Request Status Flag p (p = y × 32 + 15 to y × 32 + 0) 0: No transmit abort request is present. 1: A transmit abort request is present.

TMTARSTSp Flags (p = 0 to 63)

These flags indicate the status of the TMTAR bit in the RSCANnTMCp register.

When the TMTAR bit is set to 1 (transmit abort is requested), the corresponding TMTARSTSp flag is set to 1.

The corresponding TMTARSTSp flag is cleared to 0 when the TMTAR bit is set to 0 (transmit abort is not requested) or in channel reset mode.

Table 16.70 shows the bit allocation.

Table 16.70 TMTARSTSp Bit Allocation (1/2)

Bit Position	Channel	Transmit Buffer No.
0	0	0
1	0	1
⋮	⋮	⋮

Table 16.70 TMTARSTSp Bit Allocation (2/2)

Bit Position	Channel	Transmit Buffer No.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
.	.	.
47	2	15
48	3	0
.	.	.
.	.	.
62	3	14
63	3	15

16.3.11.3 RSCANnTMCSTSy — Transmit Buffer Transmit Complete Status Register (y = 0, 1)

Access: RSCANnTMCSTSy can be read/written in 32-bit units.
 RSCANnTMCSTSyL and RSCANnTMCSTSyH can be read/written in 16-bit units.
 RSCANnTMCSTSyLL, RSCANnTMCSTSyLH, RSCANnTMCSTSyHL, and RSCANnTMCSTSyHH can be read/written in 8-bit units.

Address: RSCANnTMCSTSy: <RSCFDn_base> + 0370_H + (04_H × y)

RSCANnTMCSTSyL: <RSCFDn_base> + 0370_H + (04_H × y),
 RSCANnTMCSTSyH: <RSCFDn_base> + 0372_H + (04_H × y)

RSCANnTMCSTSyLL: <RSCFDn_base> + 0370_H + (04_H × y),
 RSCANnTMCSTSyLH: <RSCFDn_base> + 0371_H + (04_H × y),
 RSCANnTMCSTSyHL: <RSCFDn_base> + 0372_H + (04_H × y),
 RSCANnTMCSTSyHH: <RSCFDn_base> + 0373_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMCSTSp (p = y × 32 + 31)	TMCSTSp (p = y × 32 + 30)	TMCSTSp (p = y × 32 + 29)	TMCSTSp (p = y × 32 + 28)	TMCSTSp (p = y × 32 + 27)	TMCSTSp (p = y × 32 + 26)	TMCSTSp (p = y × 32 + 25)	TMCSTSp (p = y × 32 + 24)	TMCSTSp (p = y × 32 + 23)	TMCSTSp (p = y × 32 + 22)	TMCSTSp (p = y × 32 + 21)	TMCSTSp (p = y × 32 + 20)	TMCSTSp (p = y × 32 + 19)	TMCSTSp (p = y × 32 + 18)	TMCSTSp (p = y × 32 + 17)	TMCSTSp (p = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMCSTSp (p = y × 32 + 15)	TMCSTSp (p = y × 32 + 14)	TMCSTSp (p = y × 32 + 13)	TMCSTSp (p = y × 32 + 12)	TMCSTSp (p = y × 32 + 11)	TMCSTSp (p = y × 32 + 10)	TMCSTSp (p = y × 32 + 9)	TMCSTSp (p = y × 32 + 8)	TMCSTSp (p = y × 32 + 7)	TMCSTSp (p = y × 32 + 6)	TMCSTSp (p = y × 32 + 5)	TMCSTSp (p = y × 32 + 4)	TMCSTSp (p = y × 32 + 3)	TMCSTSp (p = y × 32 + 2)	TMCSTSp (p = y × 32 + 1)	TMCSTSp (p = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.71 RSCANnTMCSTSy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMCSTSp	Transmit Buffer Transmit Complete Status Flag p (p = y × 32 + 31 to y × 32 + 16) 0: Transmission has not been completed. 1: Transmission has been completed.
15 to 0	TMCSTSp	Transmit Buffer Transmit Complete Status Flag p (p = y × 32 + 15 to y × 32 + 0) 0: Transmission has not been completed. 1: Transmission has been completed.

TMCSTSp Flags (p = 0 to 63)

When the TMTRF[1:0] flag in the RSCANnTMSTSp register is set to 10_B (transmission has been completed (without transmit abort request)) or 11_B (transmission has been completed (with transmit abort request)), the corresponding TMCSTSp flag is set to 1.

These flags are cleared to 0 when the TMTRF[1:0] flag is set to 00_B or in channel reset mode.

Table 16.72 shows the bit allocation.

Table 16.72 TMCSTSp Bit Allocation (1/2)

Bit Position	Channel	Transmit Buffer No.
0	0	0
1	0	1
⋮	⋮	⋮
15	0	15
16	1	0

Table 16.72 TMCSTSp Bit Allocation (2/2)

Bit Position	Channel	Transmit Buffer No.
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
47	2	15
48	3	0
.	.	.
62	3	14
63	3	15

16.3.11.4 RSCANnTMTASTSy — Transmit Buffer Transmit Abort Status Register (y = 0, 1)

Access: RSCANnTMTCASTSy can be read/written in 32-bit units.
 RSCANnTMTCASTSyL and RSCANnTMTCASTSyH can be read/written in 16-bit units.
 RSCANnTMTCASTSyLL, RSCANnTMTCASTSyLH, RSCANnTMTCASTSyHL, and RSCANnTMTCASTSyHH can be read/written in 16-bit units.

Address: RSCANnTMTCASTSy: <RSCFDn_base> + 0370_H + (04_H × y)

RSCANnTMTCASTSyL: <RSCFDn_base> + 0370_H + (04_H × y),
 RSCANnTMTCASTSyH: <RSCFDn_base> + 0372_H + (04_H × y)

RSCANnTMTCASTSyLL: <RSCFDn_base> + 0370_H + (04_H × y),
 RSCANnTMTCASTSyLH: <RSCFDn_base> + 0371_H + (04_H × y),
 RSCANnTMTCASTSyHL: <RSCFDn_base> + 0372_H + (04_H × y),
 RSCANnTMTCASTSyHH: <RSCFDn_base> + 0373_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTASTSp (p = y × 32 + 31)	TMTASTSp (p = y × 32 + 30)	TMTASTSp (p = y × 32 + 29)	TMTASTSp (p = y × 32 + 28)	TMTASTSp (p = y × 32 + 27)	TMTASTSp (p = y × 32 + 26)	TMTASTSp (p = y × 32 + 25)	TMTASTSp (p = y × 32 + 24)	TMTASTSp (p = y × 32 + 23)	TMTASTSp (p = y × 32 + 22)	TMTASTSp (p = y × 32 + 21)	TMTASTSp (p = y × 32 + 20)	TMTASTSp (p = y × 32 + 19)	TMTASTSp (p = y × 32 + 18)	TMTASTSp (p = y × 32 + 17)	TMTASTSp (p = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTASTSp (p = y × 32 + 15)	TMTASTSp (p = y × 32 + 14)	TMTASTSp (p = y × 32 + 13)	TMTASTSp (p = y × 32 + 12)	TMTASTSp (p = y × 32 + 11)	TMTASTSp (p = y × 32 + 10)	TMTASTSp (p = y × 32 + 9)	TMTASTSp (p = y × 32 + 8)	TMTASTSp (p = y × 32 + 7)	TMTASTSp (p = y × 32 + 6)	TMTASTSp (p = y × 32 + 5)	TMTASTSp (p = y × 32 + 4)	TMTASTSp (p = y × 32 + 3)	TMTASTSp (p = y × 32 + 2)	TMTASTSp (p = y × 32 + 1)	TMTASTSp (p = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.73 RSCANnTMTASTSy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMTASTSp	Transmit Buffer Transmit Abort Status Flag p (p = y × 32 + 31 to y × 32 + 16) 0: Transmission is not aborted. 1: Transmission is aborted.
15 to 0	TMTASTSp	Transmit Buffer Transmit Abort Status Flag p (p = y × 32 + 15 to y × 32 + 0) 0: Transmission is not aborted. 1: Transmission is aborted.

TMTASTSp Flags (p = 0 to 63)

When the TMTRF[1:0] flag in the RSCANnTMSTSp register is set to 01_B (transmit abort has been completed), the corresponding TMTASTSp flag is set to 1.

These flags are cleared to 0 when the TMTRF[1:0] flag is set to 00_B or in channel reset mode.

Table 16.74 shows the bit allocation.

Table 16.74 TMTASTSp Bit Allocation (1/2)

Bit Position	Channel	Transmit Buffer No.
0	0	0
1	0	1
·	·	·
·	·	·
15	0	15
16	1	0
·	·	·
·	·	·

Table 16.74 TMTASTSp Bit Allocation (2/2)

Bit Position	Channel	Transmit Buffer No.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
47	2	15
48	3	0
.	.	.
62	3	14
63	3	15

16.3.12 Details of Transmit Queue-Related Registers

16.3.12.1 RSCANnTXQCCm — Transmit Queue Configuration/Control Register (m = 0 to 3)

Access: RSCANnTXQCCm can be read/written in 32-bit units.
RSCANnTXQCCmL and RSCANnTXQCCmH can be read/written in 16-bit units.
RSCANnTXQCCmLL, RSCANnTXQCCmLH, RSCANnTXQCCmHL, and RSCANnTXQCCmHH can be read/written in 8-bit units.

Address: RSCANnTXQCCm: <RSCFDn_base> + 03A0_H + (04_H × m)

RSCANnTXQCCmL: <RSCFDn_base> + 03A0_H + (04_H × m),
RSCANnTXQCCmH: <RSCFDn_base> + 03A2_H + (04_H × m)

RSCANnTXQCCmLL: <RSCFDn_base> + 03A0_H + (04_H × m),
RSCANnTXQCCmLH: <RSCFDn_base> + 03A1_H + (04_H × m),
RSCANnTXQCCmHL: <RSCFDn_base> + 03A2_H + (04_H × m),
RSCANnTXQCCmHH: <RSCFDn_base> + 03A3_H + (04_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TXQIM	TXQIE	TXQDC[3:0]				—	—	—	—	—	—	—	TXQE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Table 16.75 RSCANnTXQCCm Register Contents

Bit Position	Bit Name	Function
31 to 14	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
13	TXQIM	Transmit Queue Interrupt Source Select bit 0: When the buffer becomes empty upon completion of message transmission, a transmit queue interrupt source occurs. 1: A transmit queue interrupt source occurs each time a message has been transmitted.
12	TXQIE	Transmit Queue Interrupt Enable 0: Transmit queue interrupt is disabled. 1: Transmit queue interrupt is enabled.
11 to 8	TXQDC [3:0]	Transmit Queue Depth Configuration Setting these bits to g (g = 2 to 15) makes the “g + 1” transmit queue available. Setting these bits to 0 disables the transmit queue. Setting these bits to 1 is prohibited.
7 to 1	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	TXQE	Transmit Queue Enable 0: The transmit queue is not used. 1: The transmit queue is used.

TXQIM Bit

This bit is used to select a transmit queue interrupt source. Modify this bit in channel reset mode.

TXQIE Bit

When the TXQIE bit is set to 1 and the source selected by the TXQIM bit occurs, an interrupt request is generated.

Set the TXQE bit to 0 when modifying the TXQIE bit.

TXQDC[3:0] Bits

These bits are used to set the number of transmit buffers to be allocated to the transmit queue. Transmit buffers are allocated to the transmit queues in the descending order of buffer numbers from $(m \times 16 + 15)$ to $(m \times 16 + 0)$ (See **Table 16.14**). For an example of buffer allocation, see **Figure 16.9**. Modify these bits only in channel reset mode.

TXQE Bit

Setting this bit to 1 makes the transmit queue available. Modify this bit in channel communication mode or channel halt mode. This bit is cleared to 0 in channel reset mode.

Set the TXQDC[3:0] bits to 0010_B or more before setting the TXQE bit to 1.

16.3.12.2 RSCANnTXQSTSm — Transmit Queue Status Register (m = 0 to 3)

Access: RSCANnTXQSTSm can be read/written in 32-bit units.
RSCANnTXQSTSmL and RSCANnTXQSTSmH can be read/written in 16-bit units.
RSCANnTXQSTSmLL, RSCANnTXQSTSmLH, RSCANnTXQSTSmHL, and RSCANnTXQSTSmHH can be read/written in 8-bit units.

Address: RSCANnTXQSTSm: <RSCFDn_base> + 03C0_H + (04_H × m)

RSCANnTXQSTSmL: <RSCFDn_base> + 03C0_H + (04_H × m),
RSCANnTXQSTSmH: <RSCFDn_base> + 03C2_H + (04_H × m)

RSCANnTXQSTSmLL: <RSCFDn_base> + 03C0_H + (04_H × m),
RSCANnTXQSTSmLH: <RSCFDn_base> + 03C1_H + (04_H × m),
RSCANnTXQSTSmHL: <RSCFDn_base> + 03C2_H + (04_H × m),
RSCANnTXQSTSmHH: <RSCFDn_base> + 03C3_H + (04_H × m)

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	TXQIF	TXQFL L	TXQ EMP
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the status. Any other writing to the bit results in retention of the status and does not change the value.

Table 16.76 RSCANnTXQSTSm Register Contents

Bit Position	Bit Name	Function
31 to 13	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
12 to 8	Reserved	When read, the undefined value is returned. When writing to these bits, write the value after reset.
7 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	TXQIF	Transmit Queue Interrupt Request Flag 0: No transmit queue interrupt request is present. 1: A transmit queue interrupt request is present.
1	TXQFL	Transmit Queue Full Status Flag 0: The transmit queue is not full. 1: The transmit queue is full.
0	TXQEMP	Transmit Queue Empty Status Flag 0: The transmit queue contains messages. 1: The transmit queue contains no message (transmit queue empty).

TXQIF Flag

The TXQIF flag is set to 1 when the source set by the TXQIM bit in the RSCANnTXQCCm register has occurred.

The TXQIF flag is cleared to 0 in channel reset mode or by writing 0 to this flag. This flag is not cleared to 0 by setting the TXQE bit in the RSCANnTXQCCm register to 0 (the transmit queue is not used).

TXQFLL Flag

The TXQFLL flag is set to 1 when the number of messages set for the transmit queue matches the transmit queue depth set by the TXQDC[3:0] bits in the RSCANnTXQCCm register.

This flag is cleared to 0 in any of the following cases.

- The number of messages set for the transmit queue is smaller than the transmit queue depth set by the TXQDC[3:0] bits.
- In channel reset mode

TXQEMP Flag

The TXQEMP flag is cleared to 0 when even a single message is set for the transmit queue.

This flag is set to 1 in any of the following cases.

- The TXQE bit is set to 0 (the transmit queue is not used).
- The transmit queue becomes empty.
- In channel reset mode

16.3.12.3 RSCANnTXQPCTRm — Transmit Queue Pointer Control Register (m = 0 to 3)

Access: RSCANnTXQPCTRm can be read/written in 32-bit units.
RSCANnTXQPCTRmL and RSCANnTXQPCTRmH can be read/written in 16-bit units.
RSCANnTXQPCTRmLL, RSCANnTXQPCTRmLH, RSCANnTXQPCTRmHL, and RSCANnTXQPCTRmHH can be read/written in 8-bit units.

Address: RSCANnTXQPCTRm: <RSCFDn_base> + 03E0_H + (04_H × m)

RSCANnTXQPCTRmL: <RSCFDn_base> + 03E0_H + (04_H × m),
RSCANnTXQPCTRmH: <RSCFDn_base> + 03E2_H + (04_H × m)

RSCANnTXQPCTRmLL: <RSCFDn_base> + 03E0_H + (04_H × m),
RSCANnTXQPCTRmLH: <RSCFDn_base> + 03E1_H + (04_H × m),
RSCANnTXQPCTRmHL: <RSCFDn_base> + 03E2_H + (04_H × m),
RSCANnTXQPCTRmHH: <RSCFDn_base> + 03E3_H + (04_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TXQPC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 16.77 RSCANnTXQPCTRm Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
7 to 0	TXQPC [7:0]	Transmit Queue Pointer Control Writing FF _H to these bits moves the write pointer of the transmit queue to the next queue.

TXQPC[7:0] Bits

Writing FF_H to the TXQPC[7:0] bits moves the write pointer to the next transmit queue and generates a transmit request of the message. Write transmit messages to the RSCANnTMIDp, RSCANnTMPTRp, RSCANnTMDF0_p, RSCANnTMDF1_p registers (p = 15, 31, 47, 63) before writing FF_H to the TXQPC[7:0] bits.

When writing FF_H to these bits, make sure that the TXQE bit in the RSCANnTXQCCm register is set to 1 (the transmit queue is used) and the TXQFLL flag in the RSCANnTXQSTSm register is 0 (the transmit queue is not full).

16.3.13 Details of Transmit History-Related Registers

16.3.13.1 RSCANnTHLCCm — Transmit History List Configuration/Control Register (m = 0 to 3)

Access: RSCANnTHLCCm can be read/written in 32-bit units.
 RSCANnTHLCCmL and RSCANnTHLCCmH can be read/written in 16-bit units.
 RSCANnTHLCCmLL, RSCANnTHLCCmLH, RSCANnTHLCCmHL, and RSCANnTHLCCmHH can be read/written in 8-bit units.

Address: RSCANnTHLCCm: <RSCFDn_base> + 0400_H + (04_H × m)

RSCANnTHLCCmL: <RSCFDn_base> + 0400_H + (04_H × m),
 RSCANnTHLCCmH: <RSCFDn_base> + 0402_H + (04_H × m)

RSCANnTHLCCmLL: <RSCFDn_base> + 0400_H + (04_H × m),
 RSCANnTHLCCmLH: <RSCFDn_base> + 0401_H + (04_H × m),
 RSCANnTHLCCmHL: <RSCFDn_base> + 0402_H + (04_H × m),
 RSCANnTHLCCmHH: <RSCFDn_base> + 0403_H + (04_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	THL DTE	THLIM	THLIE	—	—	—	—	—	—	—	THLE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Table 16.78 RSCANnTHLCCm Register Contents

Bit Position	Bit Name	Function
31 to 11	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
10	THLDTE	Transmit History Target Buffer Select 0: Entry from transmit/receive FIFO buffers and transmit queue 1: Entry from transmit buffers, transmit/receive FIFO buffers, and transmit queue
9	THLIM	Transmit History Interrupt Source Select 0: When 12 sets of data have been stored in the transmit history buffer 1: When a single set of transmit history data has been stored
8	THLIE	Transmit History Interrupt Enable 0: Transmit history interrupt is disabled. 1: Transmit history interrupt is enabled.
7 to 1	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	THLE	Transmit History Buffer Enable 0: Transmit history buffer is not used. 1: Transmit history buffer is used.

THLDTE Bit

When this bit is set to 0, the transmit history data of messages transmitted from transmit/receive FIFO buffers and the transmit queue is stored in the transmit history buffer. When this bit is set to 1, the transmit history data of messages transmitted from transmit buffers, transmit/receive FIFO buffers, and the transmit queue is stored in the transmit history buffer.

Modify this bit only in channel reset mode.

THLIM Bit

This bit is used to select a transmit history interrupt source.

Modify this bit only in channel reset mode.

THLIE Bit

When the THLIE bit is set to 1 and the source selected by the THLIM bit has occurred, a transmit history interrupt request is generated. Modify the THLIE bit with the THLE bit set to 0.

THLE Bit

Setting this bit to 1 makes the transmit history buffer available. When data transmission from the buffer selected by the THLDTE bit has been completed, the transmit history data of the transmitted messages is stored in the transmit history buffer.

Modify this bit in channel communication mode or channel halt mode.

This bit is cleared to 0 in channel reset mode.

16.3.13.2 RSCANnTHLSTSm — Transmit History List Status Register (m = 0 to 3)

Access: RSCANnTHLSTSm can be read/written in 32-bit units.
RSCANnTHLSTSmL and RSCANnTHLSTSmH can be read/written in 16-bit units.
RSCANnTHLSTSmLL, RSCANnTHLSTSmLH, RSCANnTHLSTSmHL, and RSCANnTHLSTSmHH can be read/written in 8-bit units.

Address: RSCANnTHLSTSm: <RSCFDn_base> + 0420_H + (04_H × m)

RSCANnTHLSTSmL: <RSCFDn_base> + 0420_H + (04_H × m),
RSCANnTHLSTSmH: <RSCFDn_base> + 0422_H + (04_H × m)

RSCANnTHLSTSmLL: <RSCFDn_base> + 0420_H + (04_H × m),
RSCANnTHLSTSmLH: <RSCFDn_base> + 0421_H + (04_H × m),
RSCANnTHLSTSmHL: <RSCFDn_base> + 0422_H + (04_H × m),
RSCANnTHLSTSmHH: <RSCFDn_base> + 0423_H + (04_H × m)

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	THLMC[4:0]				—	—	—	—	THLIF	THLELT	THLFLL	THLEMP	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the status. Any other writing to the bit results in retention of the status and does not change the value.

Table 16.79 RSCANnTHLSTSm Register Contents

Bit Position	Bit Name	Function
31 to 13	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
12 to 8	THLMC [4:0]	Transmit History Buffer Unread Data Counter These bits indicate the number of unread data sets stored in the transmit history buffer.
7 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	THLIF	Transmit History Interrupt Request Flag 0: No transmit history interrupt request is present. 1: A transmit history interrupt request is present.
2	THLELT	Transmit History Buffer Overflow Flag 0: Transmit history buffer overflow has not occurred. 1: Transmit history buffer overflow has occurred.
1	THLFLL	Transmit History Buffer Full Status Flag 0: Transmit history buffer is not full. 1: Transmit history buffer is full.
0	THLEMP	Transmit History Buffer Empty Status Flag 0: Transmit history buffer contains unread data. 1: Transmit history buffer contains no unread data (buffer empty).

THLMC[4:0] Bits

These bits indicate the number of unread data sets stored in the transmit history buffer. These bits are cleared to 0 in channel reset mode.

THLIF Flag

The THLIF flag is set to 1 when the interrupt source set by the THLIM bit in the RSCANnTHLCCm register has occurred.

This flag is cleared to 0 in channel reset mode or by writing 0 to this flag by the program.

To clear the flag of the register to 0, the program must write 0 to the given flag. When writing 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

THLELT Flag

The THLELT flag is set to 1 when it is attempted to store new transmit history data while the transmit history buffer is full. In this case, the new data is discarded. This flag becomes 0 in channel reset mode or by writing 0 to this flag.

To clear the flag of the register to 0, the program must write 0 to the given flag. When writing 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

THLFLL Flag

The THLFLL flag is set to 1 when 16 data sets have been stored in the transmit history buffer, and is cleared to 0 when the number of data sets stored in the transmit history buffer has decreased to less than 16. This bit is also cleared to 0 in channel reset mode or when the THLE bit in the RSCANnTHLCCm register is set to 0 (transmit history buffer is not used).

THLEMP Flag

The THLEMP flag is cleared to 0 when even a single set of transmit history data has been stored in the transmit history buffer.

This flag is set to 1 when all the data in the transmit history buffer has been read. This flag is also set to 1 in channel reset mode or when the THLE bit in the RSCANnTHLCCm register is set to 0 (transmit history buffer is not used).

NOTE

To clear the THLIF and THLELT flags to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using a store instruction, set 1 to other flags.

16.3.13.3 RSCANnTHLPCTRm — Transmit History List Pointer Control Register (m = 0 to 3)

Access: RSCANnTHLPCTRm can be read/written in 32-bit units.
 RSCANnTHLPCTRmL and RSCANnTHLPCTRmH can be read/written in 16-bit units.
 RSCANnTHLPCTRmLL, RSCANnTHLPCTRmLH, RSCANnTHLPCTRmHL, and RSCANnTHLPCTRmHH can be read/written in 8-bit units.

Address: RSCANnTHLPCTRm: <RSCFDn_base> + 0440_H + (04_H × m)

RSCANnTHLPCTRmL: <RSCFDn_base> + 0440_H + (04_H × m),
 RSCANnTHLPCTRmH: <RSCFDn_base> + 0442_H + (04_H × m)

RSCANnTHLPCTRmLL: <RSCFDn_base> + 0440_H + (04_H × m),
 RSCANnTHLPCTRmLH: <RSCFDn_base> + 0441_H + (04_H × m),
 RSCANnTHLPCTRmHL: <RSCFDn_base> + 0442_H + (04_H × m),
 RSCANnTHLPCTRmHH: <RSCFDn_base> + 0443_H + (04_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	THLPC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 16.80 RSCANnTHLPCTRm Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	When writing to these bits, write the value after reset.
7 to 0	THLPC [7:0]	Transmit History List Pointer Control Writing FF _H to these bits moves the read pointer to the next unread data in the transmit history buffer.

THLPC[7:0] Bits

When the THLPC[7:0] bits are set to FF_H, the read pointer moves to the next data in the transmit history buffer. At this time, the THLMC[4:0] (transmit history buffer unread data counter) value in the RSCANnTHLSTSm register is decremented by 1. After reading the RSCANnTHLACCm register, write FF_H to the THLPC[7:0] bits.

When writing FF_H to these bits, make sure that the THLE bit in the RSCANnTHLCCm register is set to 1 (transmit history buffer is used) and the THLEMP flag in the RSCANnTHLSTSm register is 0.

16.3.13.4 RSCANnTHLACCm — Transmit History List Access Register (m = 0 to 3)

Access: RSCANnTHLACCm can be read/written in 32-bit units.
RSCANnTHLACCmL and RSCANnTHLACCmH can be read/written in 16-bit units.
RSCANnTHLACCmLL, RSCANnTHLACCmLH, RSCANnTHLACCmHL, and RSCANnTHLACCmHH can be read/written in 8-bit units.

Address: RSCANnTHLACCm: <RSCFDn_base> + 1800_H + (04_H × m)

RSCANnTHLACCmL: <RSCFDn_base> + 1800_H + (04_H × m),
RSCANnTHLACCmH: <RSCFDn_base> + 1802_H + (04_H × m)

RSCANnTHLACCmLL: <RSCFDn_base> + 1800_H + (04_H × m),
RSCANnTHLACCmLH: <RSCFDn_base> + 1801_H + (04_H × m),
RSCANnTHLACCmHL: <RSCFDn_base> + 1802_H + (04_H × m),
RSCANnTHLACCmHH: <RSCFDn_base> + 1803_H + (04_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TID[7:0]							—	BN[3:0]			BT[2:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.81 RSCANnTHLACCm Register Contents

Bit Position	Bit Name	Function
31 to 16	TMTS[15:0]	Timestamp Data The timestamp data of stored data can be read.
15 to 8	TID[7:0]	Label Data The label information of stored data can be read.
7	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
6 to 3	BN[3:0]	Buffer Number Data The buffer number of transmit source (transmit buffer, transmit/receive FIFO or transmit queue) can be read.
2 to 0	BT[2:0]	Buffer Type Data b2 b1 b0 0 0 1: Transmit buffer 0 1 0: Transmit/receive FIFO buffer 1 0 0: Transmit queue

TMTS[15:0] Bits

When the TMTSCE bit in the RSCANnGCFG register is 1, timestamp values in transmit history data stored in the transmit history buffer are displayed. When the TMTSCE bit is 0, the TMTS[15:0] bits are always read as 0.

TID[7:0] Bits

These bits indicate the label information of transmit history data stored in the transmit history buffer.

BN[3:0] Bits

These bits indicate the transmit source buffer number of transmit history data stored in the transmit history buffer.

BT[2:0] Bits

These bits indicate the transmit source buffer type of transmit history data stored in the transmit history buffer.

16.3.14 Details of Test-Related Registers

16.3.14.1 RSCANnGTSTCFG — Global Test Configuration Register

Access: RSCANnGTSTCFG can be read/written in 32-bit units.
RSCANnGTSTCFG_L and RSCANnGTSTCFG_H can be read/written in 16-bit units.
RSCANnGTSTCFG_LL, RSCANnGTSTCFG_LH, RSCANnGTSTCFG_HL, and RSCANnGTSTCFG_HH can be read/written in 8-bit units.

Address: RSCANnGTSTCFG: <RSCFDn_base> + 0468_H

RSCANnGTSTCFG_L: <RSCFDn_base> + 0468_H, RSCANnGTSTCFG_H: <RSCFDn_base> + 046A_H

RSCANnGTSTCFG_LL: <RSCFDn_base> + 0468_H, RSCANnGTSTCFG_LH: <RSCFDn_base> + 0469_H,

RSCANnGTSTCFG_HL: <RSCFDn_base> + 046A_H, RSCANnGTSTCFG_HH: <RSCFDn_base> + 046B_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	RTMPS[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	C3IC BCE	C2IC BCE	C1IC BCE	C0IC BCE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 16.82 RSCANnGTSTCFG Register Contents

Bit Position	Bit Name	Function
31 to 23	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
22 to 16	RTMPS [6:0]	RAM Test Page Configuration Set a value within a range of page 0 (00 _H) to page 49 (31 _H).
15 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	C3ICBCE	CAN3 Inter-Channel Communication Test Enable 0: CAN3 inter-channel communication test is disabled. 1: CAN3 inter-channel communication test is enabled.
2	C2ICBCE	CAN2 Inter-Channel Communication Test Enable 0: CAN2 inter-channel communication test is disabled. 1: CAN2 inter-channel communication test is enabled.
1	C1ICBCE	CAN1 Inter-Channel Communication Test Enable 0: CAN1 inter-channel communication test is disabled. 1: CAN1 inter-channel communication test is enabled.
0	C0ICBCE	CAN0 Inter-Channel Communication Test Enable 0: CAN0 inter-channel communication test is disabled. 1: CAN0 inter-channel communication test is enabled.

Modify the RSCANnGTSTCFG register in global test mode.

RTMPS[6:0] Bits

These bits are used to set the RAM test target page number for RAM test. Set a value from 00_H to 31_H.

C3ICBCE Bit

This bit is cleared to 0 in global reset mode.

C2ICBCE Bit

This bit is cleared to 0 in global reset mode.

C1ICBCE Bit

This bit is cleared to 0 in global reset mode.

C0ICBCE Bit

This bit is cleared to 0 in global reset mode.

16.3.14.2 RSCANnGTSTCTR — Global Test Control Register

Access: RSCANnGTSTCTR can be read/written in 32-bit units.
RSCANnGTSTCTRL and RSCANnGTSTCTRH can be read/written in 16-bit units.
RSCANnGTSTCTRL, RSCANnGTSTCTRLH, RSCANnGTSTCTRHL, and RSCANnGTSTCTRHH can be read/written in 8-bit units.

Address: RSCANnGTSTCTR: <RSCFDn_base> + 046C_H

RSCANnGTSTCTRL: <RSCFDn_base> + 046C_H, RSCANnGTSTCTRH: <RSCFDn_base> + 046E_H

RSCANnGTSTCTRL: <RSCFDn_base> + 046C_H, RSCANnGTSTCTRLH: <RSCFDn_base> + 046D_H,
RSCANnGTSTCTRHL: <RSCFDn_base> + 046E_H, RSCANnGTSTCTRHH: <RSCFDn_base> + 046F_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RTME	—	ICBC TME
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Table 16.83 RSCANnGTSTCTR Register Contents

Bit Position	Bit Name	Function
31 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	RTME	RAM Test Enable 0: RAM test is disabled. 1: RAM test is enabled.
1	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
0	ICBCTME	Inter-Channel Communication Test Enable 0: Inter-channel communication test is disabled. 1: Inter-channel communication test is enabled.

RTME Bit

Setting this bit to 1 enables RAM test. Modify this bit in global test mode. This bit is cleared to 0 in global reset mode. (See **Figure 16.37**)

1. Set the GMDC[1:0] bits in the RSCANnGCTR register to 10_B (global test mode).
2. Set the RTME bit to 1.
3. Check that the RTME bit is set to 1.

ICBCTME Bit

When this bit is set to 1, a communication test is enabled between the channels for which the CmICBCE bit (m = 0 to 3) in the RSCANnGTSTCFG register has been set to 1. Modify the ICBCTME bit only in global test mode. This bit is cleared to 0 in global reset mode.

16.3.14.3 RSCANnGLOCKK — Global Lock Key Register

Access: RSCANnGLOCKK can be read/written in 32-bit units.
RSCANnGLOCKKL and RSCANnGLOCKKH can be read/written in 16-bit units.

Address: RSCANnGLOCKK: <RSCFDn_base> + 047C_H

RSCANnGLOCKKL: <RSCFDn_base> + 047C_H, RSCANnGLOCKKH: <RSCFDn_base> + 047E_H

Value after reset: 0000 0000_H.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LOCK[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1

Note 1. Writing to these bits is effective only when the RS-CANFD module is in global test mode.

Table 16.84 RSCANnGLOCKK Register Contents

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
15 to 0	LOCK[15:0]	Lock Key These bits are key bits to release protection of test mode.

The RSCANnGLOCKK register is a write-only register to release protection of special test bits. For protection released data, **Section 16.11.4.2, Procedure for Releasing the Protection**.

LOCK[15:0] Bits

Writing the protection release data to the LOCK[15:0] bits in succession enables writing 1 to the RTME bit in the GTSTCTR register.

After the protection has been released, writing to the I/O register area of CAN (<RSCFDn_base> + 0000_H to <RSCFDn_base> + 04FF_H), excluding the RAM, enables the protection again.

Reading from the register of the CAN I/O register area or reading from/writing to other areas does not enable the protection.

16.3.14.4 RSCANnRPGACCr — RAM Test Page Access Register (r = 0 to 63)

Access: RSCANnRPGACCr can be read/written in 32-bit units.
RSCANnRPGACCrL and RSCANnRPGACCrH can be read/written in 16-bit units.
RSCANnRPGACCrLL, RSCANnRPGACCrLH, RSCANnRPGACCrHL, and RSCANnRPGACCrHH can be read/written in 8-bit units.

Address: RSCANnRPGACCr: $\langle \text{RSCFDn_base} \rangle + 1900_{\text{H}} + (04_{\text{H}} \times r)$

RSCANnRPGACCrL: $\langle \text{RSCFDn_base} \rangle + 1900_{\text{H}} + (04_{\text{H}} \times r)$,
RSCANnRPGACCrH: $\langle \text{RSCFDn_base} \rangle + 1902_{\text{H}} + (04_{\text{H}} \times r)$

RSCANnRPGACCrLL: $\langle \text{RSCFDn_base} \rangle + 1900_{\text{H}} + (04_{\text{H}} \times r)$,
RSCANnRPGACCrLH: $\langle \text{RSCFDn_base} \rangle + 1901_{\text{H}} + (04_{\text{H}} \times r)$,
RSCANnRPGACCrHL: $\langle \text{RSCFDn_base} \rangle + 1902_{\text{H}} + (04_{\text{H}} \times r)$,
RSCANnRPGACCrHH: $\langle \text{RSCFDn_base} \rangle + 1903_{\text{H}} + (04_{\text{H}} \times r)$

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RDTA[31:16]																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RDTA[15:0]																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.85 RSCANnRPGACCr Register Contents

Bit Position	Bit Name	Function
31 to 0	RDTA [31:0]	RAM Data Test Access Data can be read and written in CAN RAM.

Modify the RSCANnRPGACCr register in global test mode with the RTME bit in the RSCANnGTSTCTR register set to 1 (RAM test is enabled).

The RSCANnRPGACCr register is readable and writable when the RTME bit is set to 1.

16.4 Registers (CAN FD Mode)

This section describes all registers to be used when the RS-CANFD is used in CAN FD mode.

16.4.1 List of Registers

The following tables list RS-CANFD registers to be used in CAN FD mode.

For details about <RSCFDn_base>, see **Section 16.1.2, Register Base Address**.

For details about registers initialized in Global reset mode or Channel reset mode, see following.

- **Table 16.174, Registers Initialized in Global Reset Mode or Channel Reset Mode**
- **Table 16.175, Registers Initialized Only in Global Reset Mode**

Table 16.86 Registers (1/3)

Module	Register	Symbol	Address
Interface mode-related registers			
RSCFDn	Global interface mode select register	RSCFDnCFDGRMCFG	<RSCFDn_base> + 04FC _H
Channel-related registers			
RSCFDn	Channel m nominal bit rate configuration register	RSCFDnCFDCmNCFG	<RSCFDn_base> + 0000 _H + (10 _H × m)
RSCFDn	Channel m control register	RSCFDnCFDCmCTR	<RSCFDn_base> + 0004 _H + (10 _H × m)
RSCFDn	Channel m status register	RSCFDnCFDCmSTS	<RSCFDn_base> + 0008 _H + (10 _H × m)
RSCFDn	Channel m error flag register	RSCFDnCFDCmERFL	<RSCFDn_base> + 000C _H + (10 _H × m)
RSCFDn	Channel m data bit rate configuration register	RSCFDnCFDCmDCFG	<RSCFDn_base> + 0500 _H + (20 _H × m)
RSCFDn	Channel m CAN FD configuration register	RSCFDnCFDCmFDCFG	<RSCFDn_base> + 0504 _H + (20 _H × m)
RSCFDn	Channel m CAN FD control register	RSCFDnCFDCmFDCTR	<RSCFDn_base> + 0508 _H + (20 _H × m)
RSCFDn	Channel m CAN FD status register	RSCFDnCFDCmFDSTS	<RSCFDn_base> + 050C _H + (20 _H × m)
RSCFDn	Channel m CAN FD CRC register	RSCFDnCFDCmFDCRC	<RSCFDn_base> + 0510 _H + (20 _H × m)
Global-related registers			
RSCFDn	Global configuration register	RSCFDnCFDGCFCFG	<RSCFDn_base> + 0084 _H
RSCFDn	Global control register	RSCFDnCFDGCCTR	<RSCFDn_base> + 0088 _H
RSCFDn	Global status register	RSCFDnCFDGSTS	<RSCFDn_base> + 008C _H
RSCFDn	Global error flag register	RSCFDnCFDGERFL	<RSCFDn_base> + 0090 _H
RSCFDn	Global timestamp counter register	RSCFDnCFDGTSC	<RSCFDn_base> + 0094 _H
RSCFDn	Global TX interrupt status register 0	RSCFDnCFDGTINTSTS0	<RSCFDn_base> + 0460 _H
RSCFDn	Global FD configuration register	RSCFDnCFDGFDCFG	<RSCFDn_base> + 0474 _H
Receive rule-related registers			
RSCFDn	Receive rule entry control register	RSCFDnCFDGAFLLECTR	<RSCFDn_base> + 0098 _H
RSCFDn	Receive rule configuration register 0	RSCFDnCFDGAFLCFG0	<RSCFDn_base> + 009C _H
RSCFDn	Receive rule ID register j	RSCFDnCFDGAFLIDj	<RSCFDn_base> + 1000 _H + (10 _H × j)
RSCFDn	Receive rule mask register j	RSCFDnCFDGAFLMj	<RSCFDn_base> + 1004 _H + (10 _H × j)
RSCFDn	Receive rule pointer 0 register j	RSCFDnCFDGAFLP0_j	<RSCFDn_base> + 1008 _H + (10 _H × j)
RSCFDn	Receive rule pointer 1 register j	RSCFDnCFDGAFLP1_j	<RSCFDn_base> + 100C _H + (10 _H × j)
Receive buffer-related registers			
RSCFDn	Receive buffer number register	RSCFDnCFDRMNB	<RSCFDn_base> + 00A4 _H
RSCFDn	Receive buffer new data register y	RSCFDnCFDRMNDy	<RSCFDn_base> + 00A8 _H + (04 _H × y)
RSCFDn	Receive buffer ID register q	RSCFDnCFDRMIDq	<RSCFDn_base> + 2000 _H + (20 _H × q)
RSCFDn	Receive buffer pointer register q	RSCFDnCFDRMPTRq	<RSCFDn_base> + 2004 _H + (20 _H × q)
RSCFDn	Receive buffer CAN FD status register q	RSCFDnCFDRMFDSTSq	<RSCFDn_base> + 2008 _H + (20 _H × q)
RSCFDn	Receive buffer data field b register q	RSCFDnCFDRMDfb_q	<RSCFDn_base> + 200C _H + (04 _H × b) + (20 _H × q)

Table 16.86 Registers (2/3)

Module	Register	Symbol	Address
Receive FIFO buffer-related registers			
RSCFDn	Receive FIFO buffer configuration and control register x	RSCFDnCFDRFCCx	<RSCFDn_base> + 00B8 _H + (04 _H × x)
RSCFDn	Receive FIFO buffer status register x	RSCFDnCFDRFSTSx	<RSCFDn_base> + 00D8 _H + (04 _H × x)
RSCFDn	Receive FIFO buffer pointer control register x	RSCFDnCFDRFPCTRx	<RSCFDn_base> + 00F8 _H + (04 _H × x)
RSCFDn	Receive FIFO buffer access ID register x	RSCFDnCFDRFIDx	<RSCFDn_base> + 3000 _H + (80 _H × x)
RSCFDn	Receive FIFO buffer access pointer register x	RSCFDnCFDRFPTRx	<RSCFDn_base> + 3004 _H + (80 _H × x)
RSCFDn	Receive FIFO CAN FD status register x	RSCFDnCFDRFFDSTSx	<RSCFDn_base> + 3008 _H + (80 _H × x)
RSCFDn	Receive FIFO buffer access data field d register x	RSCFDnCFDRFDFd_x	<RSCFDn_base> + 300C _H + (04 _H × d) + (80 _H × x)
Transmit/Receive FIFO buffer related registers			
RSCFDn	Transmit/receive FIFO buffer configuration and control register k	RSCFDnCFDCFCCK	<RSCFDn_base> + 0118 _H + (04 _H × k)
RSCFDn	Transmit/receive FIFO buffer status register k	RSCFDnCFDCFSTS _k	<RSCFDn_base> + 0178 _H + (04 _H × k)
RSCFDn	Transmit/receive FIFO buffer pointer control register k	RSCFDnCFDCFPCTR _k	<RSCFDn_base> + 01D8 _H + (04 _H × k)
RSCFDn	Transmit/receive FIFO buffer access ID register k	RSCFDnCFDCFID _k	<RSCFDn_base> + 3400 _H + (80 _H × k)
RSCFDn	Transmit/receive FIFO buffer access pointer register k	RSCFDnCFDCFPTR _k	<RSCFDn_base> + 3404 _H + (80 _H × k)
RSCFDn	Transmit/receive FIFO CAN FD configuration/status register k	RSCFDnCFDCFFDCSTS _k	<RSCFDn_base> + 3408 _H + (80 _H × k)
RSCFDn	Transmit/receive FIFO buffer access data field d register k	RSCFDnCFDCFDFd_k	<RSCFDn_base> + 340C _H + (04 _H × d) + (80 _H × k)
FIFO status-related registers			
RSCFDn	FIFO empty status register	RSCFDnCFDFESTS	<RSCFDn_base> + 0238 _H
RSCFDn	FIFO full status register	RSCFDnCFDFFSTS	<RSCFDn_base> + 023C _H
RSCFDn	FIFO message lost status register	RSCFDnCFDFMSTS	<RSCFDn_base> + 0240 _H
RSCFDn	Receive FIFO buffer interrupt flag status register	RSCFDnCFDRFISTS	<RSCFDn_base> + 0244 _H
RSCFDn	Transmit/receive FIFO buffer receive interrupt flag status register	RSCFDnCFDCFRISTS	<RSCFDn_base> + 0248 _H
RSCFDn	Transmit/receive FIFO buffer transmit interrupt flag status register	RSCFDnCFDCFTISTS	<RSCFDn_base> + 024C _H
Transmit buffer-related registers			
RSCFDn	Transmit buffer control register p	RSCFDnCFDTMCp	<RSCFDn_base> + 0250 _H + (01 _H × p)
RSCFDn	Transmit buffer status register p	RSCFDnCFDTMSTSp	<RSCFDn_base> + 02D0 _H + (01 _H × p)
RSCFDn	Transmit buffer ID register p	RSCFDnCFDTMIDp	<RSCFDn_base> + 4000 _H + (20 _H × p)
RSCFDn	Transmit buffer pointer register p	RSCFDnCFDTMPTRp	<RSCFDn_base> + 4004 _H + (20 _H × p)
RSCFDn	Transmit buffer CAN FD configuration register p	RSCFDnCFDTMFDCTRp	<RSCFDn_base> + 4008 _H + (20 _H × p)
RSCFDn	Transmit buffer data field b register p	RSCFDnCFDTMDFb_p	<RSCFDn_base> + 400C _H + (04 _H × b) + (20 _H × p)
RSCFDn	Transmit buffer interrupt enable configuration register y	RSCFDnCFDTMIECy	<RSCFDn_base> + 0390 _H + (04 _H × y)
Transmit buffer status-related registers			
RSCFDn	Transmit buffer transmit request status register y	RSCFDnCFDTMTRSTSy	<RSCFDn_base> + 0350 _H + (04 _H × y)
RSCFDn	Transmit buffer transmit abort request status register y	RSCFDnCFDTMTARSTSy	<RSCFDn_base> + 0360 _H + (04 _H × y)
RSCFDn	Transmit buffer transmit complete status register y	RSCFDnCFDTMTCSTSy	<RSCFDn_base> + 0370 _H + (04 _H × y)
RSCFDn	Transmit buffer transmit abort status register y	RSCFDnCFDTMTASTSy	<RSCFDn_base> + 0380 _H + (04 _H × y)
Transmit queue-related registers			
RSCFDn	Transmit queue configuration and control register m	RSCFDnCFDTXQCCm	<RSCFDn_base> + 03A0 _H + (04 _H × m)
RSCFDn	Transmit queue status register m	RSCFDnCFDTXQSTSm	<RSCFDn_base> + 03C0 _H + (04 _H × m)
RSCFDn	Transmit queue pointer control register m	RSCFDnCFDTXQPCTRm	<RSCFDn_base> + 03E0 _H + (04 _H × m)
Transmit history-related registers			
RSCFDn	Transmit history configuration and control register m	RSCFDnCFDTHLCCm	<RSCFDn_base> + 0400 _H + (04 _H × m)
RSCFDn	Transmit history status register m	RSCFDnCFDTHLSTSm	<RSCFDn_base> + 0420 _H + (04 _H × m)

Table 16.86 Registers (3/3)

Module	Register	Symbol	Address
RSCFDn	Transmit history pointer control register m	RSCFDnCFDTHLPCTRm	<RSCFDn_base> + 0440 _H + (04 _H × m)
RSCFDn	Transmit history access register m	RSCFDnCFDTHLACCm	<RSCFDn_base> + 6000 _H + (04 _H × m)
Test-related registers			
RSCFDn	Global test configuration register	RSCFDnCFDGTSTCFG	<RSCFDn_base> + 0468 _H
RSCFDn	Global test control register	RSCFDnCFDGTSTCTR	<RSCFDn_base> + 046C _H
RSCFDn	Global lock key register	RSCFDnCFDGLCKK	<RSCFDn_base> + 047C _H
RSCFDn	RAM test page access register r	RSCFDnCFDRPGACCr	<RSCFDn_base> + 6400 _H + (04 _H × r)

Table 16.87 Transmit Buffer p Allocated to Each Channel

	CANm
Transmit buffer p	Transmit buffer 16 × m + 0
	Transmit buffer 16 × m + 1
	Transmit buffer 16 × m + 2
	Transmit buffer 16 × m + 3
	Transmit buffer 16 × m + 4
	Transmit buffer 16 × m + 5
	Transmit buffer 16 × m + 6
	Transmit buffer 16 × m + 7
	Transmit buffer 16 × m + 8
	Transmit buffer 16 × m + 9
	Transmit buffer 16 × m + 10
	Transmit buffer 16 × m + 11
	Transmit buffer 16 × m + 12
	Transmit buffer 16 × m + 13
	Transmit buffer 16 × m + 14
Transmit buffer 16 × m + 15	

Table 16.88 Transmit/Receive FIFO Buffer k Allocated to Each Channel

	CANm
Transmit/receive FIFO buffer k	Transmit/receive FIFO buffer 3 × m + 0
	Transmit/receive FIFO buffer 3 × m + 1
	Transmit/receive FIFO buffer 3 × m + 2

Table 16.89 Transmit Buffer p Linked to the Transmit/Receive FIFO Buffer by the Setting of Bits CFTML[3:0] (1/2)

Setting of Bits CFTML[3:0]	Transmit Buffer p Linked to the Transmit/Receive FIFO Buffer
0000 _B	Transmit buffer 16 × m + 0
0001 _B	Transmit buffer 16 × m + 1
0010 _B	Transmit buffer 16 × m + 2
0011 _B	Transmit buffer 16 × m + 3
0100 _B	Transmit buffer 16 × m + 4
0101 _B	Transmit buffer 16 × m + 5
0110 _B	Transmit buffer 16 × m + 6
0111 _B	Transmit buffer 16 × m + 7
1000 _B	Transmit buffer 16 × m + 8
1001 _B	Transmit buffer 16 × m + 9

Table 16.89 Transmit Buffer p Linked to the Transmit/Receive FIFO Buffer by the Setting of Bits CFTML[3:0] (2/2)

Setting of Bits CFTML[3:0]	Transmit Buffer p Linked to the Transmit/Receive FIFO Buffer
1010 _B	Transmit buffer $16 \times m + 10$
1011 _B	Transmit buffer $16 \times m + 11$
1100 _B	Transmit buffer $16 \times m + 12$
1101 _B	Transmit buffer $16 \times m + 13$
1110 _B	Transmit buffer $16 \times m + 14$
1111 _B	Transmit buffer $16 \times m + 15$

Table 16.90 Transmit Buffer p Allocated to the Transmit Queue of Each Channel

Setting of Bits TXQDC[3:0]	Transmit Buffer p Allocated to the Transmit Queue
0000 _B	Setting prohibited
0001 _B	Setting prohibited
0010 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 13$
0011 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 12$
0100 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 11$
0101 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 10$
0110 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 9$
0111 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 8$
1000 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 7$
1001 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 6$
1010 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 5$
1011 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 4$
1100 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 3$
1101 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 2$
1110 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 1$
1111 _B	Transmit buffer $16 \times m + 15$ to $16 \times m + 0$

16.4.2 Details of Interface Mode-Related Registers

16.4.2.1 RSCFDnCFDGRMCFG — Global Interface Mode Select Register

Access: RSCFDnCFDGRMCFG register can be read/written in 32-bit units
 RSCFDnCFDGRMCFG, RSCFDnCFDGRMCFGH registers can be read/written in 16-bit units
 RSCFDnCFDGRMCFGLL, RSCFDnCFDGRMCFGHL, RSCFDnCFDGRMCFGHLL,
 RSCFDnCFDGRMCFGHHL registers can be read/written in 8-bit units

Address: RSCFDnCFDGRMCFG: <RSCFDn_base> + 04FC_H
 RSCFDnCFDGRMCFG: <RSCFDn_base> + 04FC_H,
 RSCFDnCFDGRMCFGH: <RSCFDn_base> + 04FE_H
 RSCFDnCFDGRMCFGLL: <RSCFDn_base> + 04FC_H,
 RSCFDnCFDGRMCFGHL: <RSCFDn_base> + 04FD_H,
 RSCFDnCFDGRMCFGHLL: <RSCFDn_base> + 04FE_H,
 RSCFDnCFDGRMCFGHHL: <RSCFDn_base> + 04FF_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RCMC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 16.91 RSCFDnCFDGRMCFG Register Contents

Bit Position	Bit Name	Function
31 to 1	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	RCMC	Interface Mode Select 0: Classical CAN mode 1: CAN FD mode

Note 1. The RSCANnGRMCFG and RSCFDnCFDGRMCFG registers are identical. Set either of these registers.

Modify the RSCFDnCFDGRMCFG register only in global reset mode. Before setting other RS-CANFD registers, set this register.

RCMC Bit

Setting this bit to 1 makes CAN-FD mode available. To switch classical CAN mode to CAN FD mode, set the value after reset to all registers and bits allocated to the register map of classical CAN mode and then modify the RSCFDnCFDGRMCFG register.

16.4.3 Details of Channel-Related Registers

16.4.3.1 RSCFDnCFDCmNCFG — Channel Nominal Bit Rate Configuration Register (m = 0 to 3)

Access: RSCFDnCFDCmNCFG register can be read/written in 32-bit units
RSCFDnCFDCmNCFGL, RSCFDnCFDCmNCFGH registers can be read/written in 16-bit units
RSCFDnCFDCmNCFGLL, RSCFDnCFDCmNCFGLH, RSCFDnCFDCmNCFGHL,
RSCFDnCFDCmNCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmNCFG: <RSCFDn_base> + 0000_H + (10_H × m)
RSCFDnCFDCmNCFGL: <RSCFDn_base> + 0000_H + (10_H × m),
RSCFDnCFDCmNCFGH: <RSCFDn_base> + 0002_H + (10_H × m)
RSCFDnCFDCmNCFGLL: <RSCFDn_base> + 0000_H + (10_H × m),
RSCFDnCFDCmNCFGLH: <RSCFDn_base> + 0001_H + (10_H × m),
RSCFDnCFDCmNCFGHL: <RSCFDn_base> + 0002_H + (10_H × m),
RSCFDnCFDCmNCFGHH: <RSCFDn_base> + 0003_H + (10_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	NTSEG2[4:0]				—	NTSEG1[6:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NSJW[4:0]				—	NBRP[9:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.92 RSCFDnCFDCmNCFG Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 29	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
28 to 24	NTSEG2[4:0]	Nominal Bit Rate Time Segment 2 Control b28 b27 b26 b25 b24 0 0 0 0 0: Setting is prohibited for channels for CAN communications. 0 0 0 0 1: 2 T _q : : 1 1 1 1 0: 31 T _q 1 1 1 1 1: 32 T _q
23	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
22 to 16	NTSEG1[6:0]	Nominal Bit Rate Time Segment 1 Control b22 b21 b20 b19 b18 b17 b16 0 0 0 0 0 0 0: Setting is prohibited for channels for CAN communications. 0 0 0 0 0 0 1: Setting is prohibited for channels for CAN communications. 0 0 0 0 0 1 0: Setting is prohibited for channels for CAN communications. 0 0 0 0 0 1 1: 4 T _q : : 1 1 1 1 1 1 0: 127 T _q 1 1 1 1 1 1 1: 128 T _q

Table 16.92 RSCFDnCFDCmNCFG Register Contents (2/2)

Bit Position	Bit Name	Function
15 to 11	NSJW[4:0]	Nominal Bit Rate Resynchronization Jump Width Control b15 b14 b13 b12 b11 0 0 0 0 0: 1 Tq 0 0 0 0 1: 2 Tq 0 0 0 1 0: 3 Tq : : 1 1 1 1 0: 31 Tq 1 1 1 1 1: 32 Tq
10	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
9 to 0	NBRP[9:0]	Nominal Bit Rate Prescaler Division Ratio Setting When the set value = P (0 to 1023), the nominal bit rate prescaler divides fCAN by (P + 1).

Modify the RSCFDnCFDCmNCFG register in channel reset mode or channel halt mode. Set this register in channel reset mode, and then transition to channel communication mode or channel halt mode. For the description and settings of bit timing parameters, see **Section 16.11.1, Initial Settings**.

NTSEG2[4:0] Bits

These bits are used to specify a Tq value for the length of phase segment 2 (PHASE_SEG2) of nominal bit rate.

Allowed values are 2 Tq to 32 Tq, inclusive.

Set a value smaller than the value of the NTSEG1[6:0] bits.

NTSEG1[6:0] Bits

These bits specify the total length of propagation segment (PROP_SEG) and phase segment 1 (PHASE_SEG1) of nominal bit rate as a Tq value.

A value of 4 to 128 Tq is settable.

NSJW[4:0] Bits

These bits specify the resynchronization jump width of nominal bit rate as a Tq value. A value of 1 to 32 Tq is settable. Specify a value equal to or smaller than the NTSEG2[4:0] value.

NBRP[9:0] Bits

The clock obtained by dividing the CAN clock (fCAN) by the nominal bit rate prescaler ((NBRP[9:0]) + 1) becomes CANmTq(N) clock (fCANTQ(N)m). One clock of the CANmTq(N) clock becomes one Time Quantum (Tq).

The NBRP[9:0] value and the DBRP[7:0] value should be equal and the two corresponding bit rate values are different according to the respective segment values.

16.4.3.2 RSCFDnCFDCmCTR — Channel Control Register (m = 0 to 3)

Access: RSCFDnCFDCmCTR register can be read/written in 32-bit units
 RSCFDnCFDCmCTRL, RSCFDnCFDCmCTRHL registers can be read/written in 16-bit units
 RSCFDnCFDCmCTRLL, RSCFDnCFDCmCTRLLH, RSCFDnCFDCmCTRHL, RSCFDnCFDCmCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmCTR: <RSCFDn_base> + 0004_H + (10_H × m)
 RSCFDnCFDCmCTRL: <RSCFDn_base> + 0004_H + (10_H × m),
 RSCFDnCFDCmCTRHL: <RSCFDn_base> + 0006_H + (10_H × m)
 RSCFDnCFDCmCTRLL: <RSCFDn_base> + 0004_H + (10_H × m),
 RSCFDnCFDCmCTRLLH: <RSCFDn_base> + 0005_H + (10_H × m),
 RSCFDnCFDCmCTRHL: <RSCFDn_base> + 0006_H + (10_H × m),
 RSCFDnCFDCmCTRHH: <RSCFDn_base> + 0007_H + (10_H × m)

Value after reset: 0000 0005_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ROM	CRCT	—	—	—	CTMS[1:0]	CTME	ERRD	BOM[1:0]	—	TDCVFI E	SOCOI E	EOCOI E	TAIE		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ALIE	BLIE	OLIE	BORIE	BOEIE	EPIE	EWIE	BEIE	—	—	—	—	RTBO	CSLPR	CHMDC[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 16.93 RSCFDnCFDCmCTR Register Contents (1/2)

Bit Position	Bit Name	Function
31	ROM	Restricted Operation Mode Enable 0: Restricted operation mode is disabled 1: Restricted operation mode is enabled.
30	CRCT	CRC Error Test Enable 0: The first bit of the reception ID field is not inverted. 1: The first bit of the reception ID field is inverted.
29 to 27	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
26, 25	CTMS[1:0]	Communication Test Mode Select b ₂₆ b ₂₅ 0 0: Standard test mode 0 1: Listen-only mode 1 0: Self-test mode 0 (external loopback mode) 1 1: Self-test mode 1 (internal loopback mode)
24	CTME	Communication Test Mode Enable 0: Communication test mode is disabled. 1: Communication test mode is enabled.
23	ERRD	Error Display Mode Select 0: Error flags are displayed only for the first error information after bits 14 to 8 in the RSCFDnCFDCmERFL register are all cleared. 1: Error flags for all error information are displayed.
22, 21	BOM[1:0]	Bus Off Recovery Mode Select b ₂₂ b ₂₁ 0 0: ISO11898-1 compliant 0 1: Entry to channel halt mode automatically at bus-off entry 1 0: Entry to channel halt mode automatically at bus-off end 1 1: Entry to channel halt mode (in bus-off state) by program request
20	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.

Table 16.93 RSCFDnCFDCmCTR Register Contents (2/2)

Bit Position	Bit Name	Function
19	TDCVFIE	Transmitter Delay Compensation Violation Interrupt Enable 0: A transmitter delay compensation violation interrupt is disabled. 1: A transmitter delay compensation violation interrupt is enabled.
18	SOCOIE	Successful Occurrence Counter Overflow Interrupt Enable 0: A successful occurrence counter overflow interrupt is disabled. 1: A successful occurrence counter overflow interrupt is enabled.
17	EOCOIE	Error Occurrence Counter Overflow Interrupt Enable 0: An error occurrence counter overflow interrupt is disabled. 1: An error occurrence counter overflow interrupt is enabled.
16	TAIE	Transmit Abort Interrupt Enable 0: Transmit abort interrupt is disabled. 1: Transmit abort interrupt is enabled.
15	ALIE	Arbitration Lost Interrupt Enable 0: Arbitration lost interrupt is disabled. 1: Arbitration lost interrupt is enabled.
14	BLIE	Bus Lock Interrupt Enable 0: Bus lock interrupt is disabled. 1: Bus lock interrupt is enabled.
13	OLIE	Overload Frame Transmit Interrupt Enable 0: Overload frame transmit interrupt is disabled. 1: Overload frame transmit interrupt is enabled.
12	BORIE	Bus Off Recovery Interrupt Enable 0: Bus off recovery interrupt is disabled. 1: Bus off recovery interrupt is enabled.
11	BOEIE	Bus Off Entry Interrupt Enable 0: Bus off entry interrupt is disabled. 1: Bus off entry interrupt is enabled.
10	EPIE	Error Passive Interrupt Enable 0: Error passive interrupt is disabled. 1: Error passive interrupt is enabled.
9	EWIE	Error Warning Interrupt Enable 0: Error warning interrupt is disabled. 1: Error warning interrupt is enabled.
8	BEIE	Bus Error Interrupt Enable 0: Bus error interrupt is disabled. 1: Bus error interrupt is enabled.
7 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	RTBO	Forcible Return from Bus-off When this bit is set to 1, forcible return from the bus off state is made. This bit is always read as 0.
2	CSLPR	Channel Stop Mode 0: Other than channel stop mode 1: Channel stop mode
1, 0	CHMDC[1:0]	Mode Select b1 b0 0 0: Channel communication mode 0 1: Channel reset mode 1 0: Channel halt mode 1 1: Setting prohibited

ROM Bit

When the ROM bit and the CTME bit in the RSCFDnCFDCmCTR register are set to 1, restricted operation mode is enabled. Use the restricted operation mode only when the CTMS[1:0] value in the RSCFDnCFDCmCTR register is 00_B (standard test mode). Modify this bit only in channel halt mode. This bit is always 0 in channel reset mode.

CRCT Bit

This bit is used to test the CRC generation circuit in the RS-CANFD module. Setting this bit to 1 inverts the first bit of the ID field when a message is received. With this inversion of bit, the CRC calculation result does not match the normal CRC value of the received frame, which can detect a CRC error (the CERR bit in the RSCFDnCFDCmERFL register is 1). When using this function, note the following.

- This function is available while the CTME bit in the RSCFDnCFDCmCTR register is 1 (communication test mode enabled).
- This function cannot communicate with other CAN nodes. Use this function for inter-channel communication test (the CmICBCE bit in the RSCFDnCFDGTSTCFG register is 1).
- Bit inversion in the ID field may cause bit stuffing rule violation. In that case, no CRC error is detected but a stuff error is detected.

Modify this bit only in channel halt mode. This bit is always 0 in channel reset mode.

CTMS[1:0] Bits

These bits are used to select a communication test mode. Modify these bits in channel halt mode only. These bits are set to 0 in channel reset mode.

CTME Bit

Setting this bit to 1 enables communication test mode. Modify these bits in channel halt mode. This bit is set to 0 in channel reset mode.

ERRD Bit

This bit is used to control the display mode of bits 14 to 8 in the RSCFDnCFDCmERFL register.

When this bit is cleared (0), if an error is detected with all bits 14 to 8 of RSCFDnCFDCmERFL set to 0, only the flag corresponding to the first error is set to 1.

When this bit is set to 1, if two or more errors occur, the flags for both or all detected errors are set to 1.

Modify this bit only in channel reset mode or channel halt mode.

BOM[1:0] Bits

These bits are used to select the bus off recovery mode of the RS-CANFD module.

When the BOM[1:0] bits are set to 00_B, return from the bus off state to the error active state is compliant with the CAN specifications. That is, the RS-CANFD module reenters the CAN communication (error active state) after 11 consecutive recessive bits are detected 128 times. A bus off recovery interrupt request is generated at the time of return from the bus off state. Even if the CHMDC[1:0] bits are set to 10_B (channel halt mode) before recessive bits are detected 128 times, the RS-CANFD module does not transition to channel halt mode until recessive bits are detected 128 times.

When the RS-CANFD module reaches the bus off state when the BOM[1:0] bits are set to 01_B, the CHMDC[1:0] bits in the RSCFDnCFDCmCTR register (m = 0 to 3) are set to 10_B and the RS-CANFD module transitions to channel halt mode. No bus off recovery interrupt request is generated and the TEC[7:0] and REC[7:0] bits in the RSCFDnCFDCmSTS register are cleared to 00_H.

When the RS-CANFD module reaches the bus off state when the BOM[1:0] bits are set to 10_B, the CHMDC[1:0] bits are set to 10_B and the RS-CANFD module transitions to channel halt mode after

return from the bus off state (11 consecutive recessive bits are detected 128 times). A bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits are cleared to 00_H.

When the BOM[1:0] bits are set to 11_B and the CHMDC[1:0] bits are set to 10_B while the RS-CANFD module is in the bus off state, the RS-CANFD module transitions to channel halt mode. No bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits are cleared to 00_H. However, if 11 consecutive recessive bits are detected 128 times and the RS-CANFD module has recovered to the error active state from the bus off state before the CHMDC[1:0] bits are set to 10_B, a bus off recovery interrupt request is generated.

If a program writes to the CHMDC[1:0] bit at the same time as the RS-CANFD module transition to channel halt mode (at bus off entry when the BOM[1:0] bits are 01_B or at bus off end when the BOM[1:0] bits are 10_B), the program's writing takes precedence. Modify the BOM[1:0] bits only in channel reset mode.

TDCVFIE Bit

When the TDCVF flag in the RSCFDnCFDCmFDSTS register is set to 1 after the TDCVFIE bit is set to 1, an interrupt request occurs. Modify this bit only in channel reset mode.

SOCOIE Bit

When the SOCO flag in the RSCFDnCFDCmFDSTS register is set to 1 after the SOCOIE bit is set to 1, an interrupt request occurs. Modify this bit only in channel reset mode.

EOCOIE Bit

When the EOCO flag in the RSCFDnCFDCmFDSTS register is set to 1 after the EOCOIE bit is set to 1, an interrupt request occurs. Modify this bit only in channel reset mode.

TAIE Bit

When transmit abort of the transmit buffer is completed with the TAIE bit set to 1, an interrupt request is generated. Modify this bit only in channel reset mode.

ALIE Bit

When the ALF flag in the RSCFDnCFDCmERFL register is set to 1 with the ALIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode.

BLIE Bit

When the BLF flag in the RSCFDnCFDCmERFL register is set to 1 with the BLIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode.

OLIE Bit

When the OVLF flag in the RSCFDnCFDCmERFL register is set to 1 with the OLIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode.

BORIE Bit

When the BORF flag in the RSCFDnCFDCmERFL register is set to 1 with the BORIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode.

BOEIE Bit

When the BOEF flag in the RSCFDnCFDCmERFL register is set to 1 with the BOEIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode.

EPIE Bit

When the EPF flag in the RSCFDnCFDCmERFL register is set to 1 with the EPIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode.

EWIE Bit

When the EWF flag in the RSCFDnCFDCmERFL register is set to 1 with the EWIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode.

BEIE Bit

When the BEF flag in the RSCFDnCFDCmERFL register is set to 1 with the BEIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode.

RTBO Bit

Setting this bit to 1 in the bus off state forcibly returns the state from the bus off state to the error active state. This bit is automatically cleared to 0. Setting this bit to 1 clears the TEC[7:0] and REC[7:0] bits in the RSCFDnCFDCmSTS register to 00_H and also clears the BOSTS flag in the RSCFDnCFDCmSTS register to 0 (not in bus off state). The other registers remain unchanged. No bus off recovery interrupt request is generated upon return from the bus off state in this case. Use this bit only when the BOM[1:0] bits in the RSCFDnCFDCmCTR register are 00_B (ISO11898-1 compliant).

A delay of up to 1 CAN bit time occurs after the RTBO bit is set to 1 until the RSCFD module transitions to the error active state. Set this bit to 1 in channel communication mode.

CSLPR Bit

Setting this bit to 1 places the channel into channel stop mode.

Clearing this bit to 0 makes the channel exit channel stop mode.

This bit should not be modified in channel communication mode or channel halt mode.

CHMDC[1:0] Bits

These bits are used to select a channel mode (channel communication mode, channel reset mode, or channel halt mode). For details, see **Section 16.6.2, Channel Modes**. Setting the CSLPR bit to 1 in channel reset mode allows transition to channel stop mode. Do not set the CHMDC[1:0] bits to 11_B.

When the CAN module has automatically transitioned to channel halt mode based on the setting of the BOM[1:0] bits, the CHMDC[1:0] bits automatically become 10_B.

16.4.3.3 RSCFDnCFDCmSTS — Channel Status Register (m = 0 to 3)

Access: RSCFDnCFDCmSTS register can be read/written in 32-bit units
 RSCFDnCFDCmSTSL, RSCFDnCFDCmSTSH registers can be read/written in 16-bit units
 RSCFDnCFDCmSTSLL, RSCFDnCFDCmSTSLH, RSCFDnCFDCmSTSHL, RSCFDnCFDCmSTSHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmSTS: $\langle \text{RSCFDn_base} \rangle + 0008_{\text{H}} + (10_{\text{H}} \times m)$
 RSCFDnCFDCmSTSL: $\langle \text{RSCFDn_base} \rangle + 0008_{\text{H}} + (10_{\text{H}} \times m)$,
 RSCFDnCFDCmSTSH: $\langle \text{RSCFDn_base} \rangle + 000A_{\text{H}} + (10_{\text{H}} \times m)$
 RSCFDnCFDCmSTSLL: $\langle \text{RSCFDn_base} \rangle + 0008_{\text{H}} + (10_{\text{H}} \times m)$,
 RSCFDnCFDCmSTSLH: $\langle \text{RSCFDn_base} \rangle + 0009_{\text{H}} + (10_{\text{H}} \times m)$,
 RSCFDnCFDCmSTSHL: $\langle \text{RSCFDn_base} \rangle + 000A_{\text{H}} + (10_{\text{H}} \times m)$,
 RSCFDnCFDCmSTSHH: $\langle \text{RSCFDn_base} \rangle + 000B_{\text{H}} + (10_{\text{H}} \times m)$

Value after reset: 0000 0005_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TEC[7:0]								REC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ESIF	COMSTS	RECSTS	TRMSTS	BOSTS	EPSTS	CSLPSTS	CHLSTS	CRSTS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W	R	R	R	R	R	R	R	R/W*1	R	R	R	R	R	R	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Table 16.94 RSCFDnCFDCmSTS Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 24	TEC[7:0]	The transmit error counter (TEC) can be read.
23 to 16	REC[7:0]	The receive error counter (REC) can be read.
15 to 9	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
8	ESIF	Error State Indication Flag 0: No CAN FD message whose ESI bit is recessive has been received. 1: At least one CAN FD message whose ESI bit is recessive has been received.
7	COMSTS	Communication Status Flag 0: Communication is not ready. 1: Communication is ready.
6	RECSTS	Receive Status Flag 0: Bus idle, in transmission or bus off state 1: In reception
5	TRMSTS	Transmit Status Flag 0: Bus idle or in reception 1: In transmission or bus off state
4	BOSTS	Bus Off Status Flag 0: Not in bus off state 1: In bus off state
3	EPSTS	Error Passive Status Flag 0: Not in error passive state 1: In error passive state
2	CSLPSTS	Channel Stop Status Flag 0: Not in channel stop mode 1: In channel stop mode

Table 16.94 RSCFDnCFDCmSTS Register Contents (2/2)

Bit Position	Bit Name	Function
1	CHLTSTS	Channel Halt Status Flag 0: Not in channel halt mode 1: In channel halt mode
0	CRSTSTS	Channel Reset Status Flag 0: Not in channel reset mode 1: In channel reset mode

TEC[7:0] Bits

These bits contain the transmit error counter value. For transmit error counter increment/decrement conditions, see the CAN specification (ISO11898-1).

These bits are cleared to 0 in channel reset mode.

REC[7:0] Bits

These bits contain the receive error counter value. For receive error counter increment/decrement conditions, see the CAN specifications (ISO11898-1).

These bits are cleared to 0 in channel reset mode.

ESIF Flag

When the recessive ESI bit is detected in a successfully received message, this flag is set to 1. In loopback mode or mirror mode, the own transmission message is regarded as a received message. To clear this flag to 0, write 0 to this bit by the program. This bit cannot be set to 1 by the program. If the flag setting (to 1) timing matches the writing 0 (by the program) timing, this flag is set to 1.

This flag is 0 in channel reset mode.

COMSTS Flag

This bit indicates that communication is ready.

This flag becomes 1 when the CAN module has detected 11 consecutive recessive bits after it has transitioned from channel reset mode or channel halt mode to channel communication mode. This flag is cleared to 0 in channel reset mode or channel halt mode.

RECSTS Flag

This flag is set to 1 when reception has started, and is cleared to 0 when the bus has become idle or transmission has started.

TRMSTS Flag

This flag is set to 1 when transmission has started, and is cleared to 0 when the bus has become idle or reception has started. This flag remains 1 in the bus off state.

BOSTS Flag

This flag is set to 1 when the bus off state ($TEC[7:0] > 255$) is entered. It is cleared to 0 when the CAN module has exited the bus off state.

EPSTS Flag

This flag is set to 1 when the RS-CANFD module has entered the error passive state ($(128 \leq \text{TEC}[7:0] \leq 255)$ or $(128 \leq \text{REC}[7:0])$), It is cleared to 0 when the RS-CANFD module has exited the error passive state or has entered channel reset mode.

CSLPSTS Flag

This flag is set to 1 when the CAN module has transitioned to channel stop mode, and is cleared to 0 when the CAN module has returned from channel stop mode.

CHLTSTS Flag

This flag is set to 1 when the CAN module has transitioned to channel halt mode, and is cleared to 0 when the CAN module has returned from channel halt mode.

CRSTSTS Flag

This flag is set to 1 when the CAN module has transitioned to channel reset mode, and is cleared to 0 when the CAN module has transitioned to channel communication mode or channel halt mode. This flag remains 1 when the CAN module transitions from channel reset mode to channel stop mode.

16.4.3.4 RSCFDnCFDCmERFL — Channel Error Flag Register (m = 0 to 3)

Access: RSCFDnCFDCmERFL register can be read/written in 32-bit units
 RSCFDnCFDCmERFLL, RSCFDnCFDCmERFLH registers can be read/written in 16-bit units
 RSCFDnCFDCmERFLLL, RSCFDnCFDCmERFLLH, RSCFDnCFDCmERFLHL, RSCFDnCFDCmERFLHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmERFL: <RSCFDn_base> + 000C_H + (10_H × m)
 RSCFDnCFDCmERFLL: <RSCFDn_base> + 000C_H + (10_H × m),
 RSCFDnCFDCmERFLH: <RSCFDn_base> + 000E_H + (10_H × m)
 RSCFDnCFDCmERFLLL: <RSCFDn_base> + 000C_H + (10_H × m),
 RSCFDnCFDCmERFLLH: <RSCFDn_base> + 000D_H + (10_H × m),
 RSCFDnCFDCmERFLHL: <RSCFDn_base> + 000E_H + (10_H × m),
 RSCFDnCFDCmERFLHH: <RSCFDn_base> + 000F_H + (10_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CRCREG[14:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	ADERR	B0ERR	B1ERR	CERR	AERR	FERR	SERR	ALF	BLF	OVLF	BORF	BOEF	EPF	EWf	BEF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1	R/W*1

Note 1. The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Table 16.95 RSCFDnCFDCmERFL Register Contents (1/2)

Bit Position	Bit Name	Function
31	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
30 to 16	CRCREG[14:0]	CRC Calculation Data (CRC length:15 bits) A CRC value calculated based on the transmit message or receive message is indicated.
15	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
14	ADERR	ACK Delimiter Error Flag 0: No ACK delimiter error is detected. 1: ACK delimiter error is detected.
13	B0ERR	Dominant Bit Error Flag 0: No dominant bit error is detected. 1: Dominant bit error is detected.
12	B1ERR	Recessive Bit Error Flag 0: No recessive bit error is detected. 1: Recessive bit error is detected.
11	CERR	CRC Error Flag 0: No CRC error is detected. 1: CRC error is detected.
10	AERR	ACK Error Flag 0: No ACK error is detected. 1: ACK error is detected.
9	FERR	Form Error Flag 0: No form error is detected. 1: Form error is detected.

Table 16.95 RSCFDnCFDCmERFL Register Contents (2/2)

Bit Position	Bit Name	Function
8	SERR	Stuff Error Flag 0: No stuff error is detected. 1: Stuff error is detected.
7	ALF	Arbitration-lost Flag 0: No arbitration-lost is detected. 1: Arbitration-lost is detected.
6	BLF	Bus Lock Flag 0: No channel bus is detected. 1: Channel bus is detected.
5	OVLf	Overload Flag 0: No overload is detected. 1: Overload is detected.
4	BORF	Bus Off Recovery Flag 0: No bus off recovery is detected. 1: Bus off recovery is detected.
3	BOEF	Bus Off Entry Flag 0: No bus off entry is detected. 1: Bus off entry is detected.
2	EPF	Error Passive Flag 0: No error passive is detected. 1: Error passive is detected.
1	EWf	Error Warning Flag 0: No error warning is detected. 1: Error warning is detected.
0	BEF	Bus Error Flag 0: No channel bus error is detected. 1: Channel bus error is detected.

See the CAN specification (ISO11898-1) for a description of error occurrence conditions. To clear each flag of this register, the program must write a 0 to the corresponding bit. These flags cannot be set to 1 by the program. If any of these flags is set to 0 at the same time that the program writes 0 to the flag, the flag is still set to 1. The channel reset mode transition clears all of these flags to 0.

If the ERRD bit in the RSCFDnCFDCmCTR register is set to 0 (ie, only the flags for the first error event are displayed) and an error related to bits 14 to 8 of RSCFDnCFDCmERFL is detected, the flag bits are only set by the error event if bits 14 to 8 were all 0 at the when time the error occurred.

CRCREG[14:0] Flag

When the CTME bit in the RSCFDnCFDCmCTR register is set to 1 (communication test mode is enabled), if transmit or receive message is a classical CAN frame (CRC length = 15 bits), this flag is updated and the CRC value calculated based on the message can be read. When a CAN FD frame is sent or received, the value of CRCREG[20:0] bits in the RSCFDnCFDCmFDCRC register is updated. When the CTME bit is set to 0 (communication test mode is disabled), these bits are always read as 0.

ADERR Flag

This flag is set to 1 when a form error has been detected in the ACK delimiter during transmission.

B0ERR Flag

This flag is set to 1 when a recessive bit has been detected though a dominant bit was transmitted.

B1ERR Flag

This flag is set to 1 when a dominant bit has been detected though a recessive bit was transmitted.

CERR Flag

This flag is set to 1 when a CRC error has been detected.

AERR Flag

This flag is set to 1 when an ACK error has been detected.

FERR Flag

This flag is set to 1 when a form error has been detected.

SERR Flag

This flag is set to 1 when a stuff error has been detected.

ALF Flag

This flag is set to 1 when an arbitration-lost has been detected.

BLF Flag

This flag is set to 1 when 32 consecutive dominant bits have been detected on the CAN bus in channel communication mode. After that, detection of a dominant lock is restarted when either of the following conditions is met.

- A recessive bit is detected after the BLF bit has been cleared from 1 to 0.
- The CAN module transitions to channel reset mode and returns to channel communication mode after the BLF bit has been cleared from 1 to 0.

OVLf Flag

This flag is set to 1 when the overload frame transmit condition has been detected when performing reception or transmission.

BORF Flag

This flag is set to 1 when 11 consecutive recessive bits have been detected 128 times and the CAN module returns from the bus off state. However, this flag is not set to 1 if the CAN module returns from the bus off state in any of the following ways before 11 consecutive recessive bits are detected 128 times.

- The CHMDC[1:0] bits in the RSCFDnCFDCmCTR register are set to 01_B (channel reset mode).
- The RTBO bit in the RSCFDnCFDCmCTR register is set to 1 (forcible return from the bus off state is made).
- The BOM[1:0] bits in the RSCFDnCFDCmCTR register are set to 01_B (transition to channel halt mode at bus off entry).
- The CHMDC[1:0] bits in the RSCFDnCFDCmCTR register are set to 10_B (channel halt mode) before 11 consecutive recessive bits are detected 128 times with the BOM[1:0] bits set to 11_B (transition to channel halt mode upon a request from the program during bus off).

BOEF Flag

This flag is set to 1 when the bus off state is reached (TEC[7:0] value > 255). This flag is also set to 1 if the bus off state is reached when the BOM[1:0] bits in the RSCFDnCFDCmCTR register (m = 0 to 3) set to 01_B (transition to channel halt mode at bus off entry).

EPF Flag

This flag becomes 1 when the error passive state is reached (REC[7:0] or TEC[7:0] value > 127). This flag becomes 1 only when the REC[7:0] or TEC[7:0] value first exceeds 127. Therefore, if the program writes 0 to this flag while the value of REC[7:0] or TEC[7:0] remains over 127, this bit is not set to 1 until both REC [7:0] and TEC[7:0] values become 127 or less and then the REC[7:0] or TEC[7:0] value exceeds 127 again.

EWF Flag

This flag is set to 1 only when the REC[7:0] or TEC[7:0] value first exceeds 95. Therefore, if the program writes 0 to this flag while the value of REC[7:0] or TEC[7:0] remains over 95, this bit is not set to 1 until both REC [7:0] and TEC[7:0] values become 95 or less and then the REC[7:0] or TEC[7:0] value exceeds 95 again.

BEF Flag

This flag is set to 1 when any one of the ADERR, B0ERR, B1ERR, CERR, AERR, FERR, and SERR flags in the RSCFDnCFDCmERFL register is set to 1.

NOTE

To clear the flag of this register to 0, use a store instruction to write "0" to the given flag and "1" to the other flags.

16.4.3.5 RSCFDnCFDCmDCFG — Channel Data Bit Rate Configuration register (m = 0 to 3)

Access: RSCFDnCFDCmDCFG register can be read/written in 32-bit units
 RSCFDnCFDCmDCFGL, RSCFDnCFDCmDCFGLH registers can be read/written in 16-bit units
 RSCFDnCFDCmDCFGLL, RSCFDnCFDCmDCFGLH, RSCFDnCFDCmDCFGLH, RSCFDnCFDCmDCFGLH,
 RSCFDnCFDCmDCFGLH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmDCFG: <RSCFDn_base> + 0500_H + (20_H × m)
 RSCFDnCFDCmDCFGL: <RSCFDn_base> + 0500_H + (20_H × m),
 RSCFDnCFDCmDCFGLH: <RSCFDn_base> + 0502_H + (20_H × m)
 RSCFDnCFDCmDCFGLL: <RSCFDn_base> + 0500_H + (20_H × m),
 RSCFDnCFDCmDCFGLH: <RSCFDn_base> + 0501_H + (20_H × m),
 RSCFDnCFDCmDCFGLH: <RSCFDn_base> + 0502_H + (20_H × m),
 RSCFDnCFDCmDCFGLH: <RSCFDn_base> + 0503_H + (20_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	DSJW[2:0]			—	DTSEG2[2:0]			DTSEG1[3:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DBRP[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.96 RSCFDnCFDCmDCFG Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 27	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
26 to 24	DSJW[2:0]	Data Bit Rate Resynchronization Jump Width Control b26 b25 b24 0 0 0: 1 Tq 0 0 1: 2 Tq 0 1 0: 3 Tq 0 1 1: 4 Tq 1 0 0: 5 Tq 1 0 1: 6 Tq 1 1 0: 7 Tq 1 1 1: 8 Tq
23	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
22 to 20	DTSEG2[2:0]	Data Bit Rate Time Segment 2 Control b22 b21 b20 0 0 0: Setting is prohibited for channels for CAN communications. 0 0 1: 2 Tq 0 1 0: 3 Tq 0 1 1: 4 Tq 1 0 0: 5 Tq 1 0 1: 6 Tq 1 1 0: 7 Tq 1 1 1: 8 Tq

Table 16.96 RSCFDnCFDCmDCFG Register Contents (2/2)

Bit Position	Bit Name	Function
19 to 16	DTSEG1[3:0]	Data Bit Rate Time Segment 1 Control b19 b18 b17 b16 0 0 0 0: Setting is prohibited for channels for CAN communications. 0 0 0 1: 2 Tq 0 0 1 0: 3 Tq 0 0 1 1: 4 Tq 0 1 0 0: 5 Tq 0 1 0 1: 6 Tq 0 1 1 0: 7 Tq 0 1 1 1: 8 Tq 1 0 0 0: 9 Tq 1 0 0 1: 10 Tq 1 0 1 0: 11 Tq 1 0 1 1: 12 Tq 1 1 0 0: 13 Tq 1 1 0 1: 14 Tq 1 1 1 0: 15 Tq 1 1 1 1: 16 Tq
15 to 8	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
7 to 0	DBRP[7:0]	Data Bit Rate Prescaler Division Ratio Setting When the set value = P (0 to 255), the data bit rate prescaler divides fCAN by (P + 1).

Modify the RSCFDnCFDCmDCFG register in channel reset mode or channel halt mode. Set this register in channel reset mode, and then transition to channel communication mode or channel halt mode. When only classical CAN frames are used in CAN FD mode, set the RSCFDnCFDCmDCFG register to the value equal to the set RSCFDnCFDCmNCFG register value. For the description and settings of bit timing parameters, see **Section 16.11.1, Initial Settings**.

DSJW[2:0] Bits

These bits specify the resynchronization jump width of data bit rate as a Tq value. A value of 1 to 8 Tq is settable. Specify a value equal to or smaller than the DTSEG2[2:0] bits value.

DTSEG2[2:0] Bits

These bits are used to specify a Tq value for the length of phase segment 2 (PHASE_SEG2) of nominal bit rate.

Allowed values are 2 Tq to 8 Tq, inclusive.

Set a value smaller than the value of the DTSEG1[3:0] bits.

DTSEG1[3:0] Bits

These bits specify the total length of propagation segment (PROP_SEG) and phase segment 1 (PHASE_SEG1) of data bit rate as a Tq value.

A value of 2 to 16 Tq is settable.

DBRP[7:0] Bits

The clock obtained by dividing the CAN clock (f_{CAN}) by the data bit rate prescaler ($(DBRP[7:0] + 1)$) becomes $CANmTq(D)$ clock ($f_{CANTQ(D)m}$). One clock of the $CANmTq(D)$ clock becomes one Time Quantum (Tq).

Be sure to specify the same value for both $NBRP[9:0]$ and $DBRP[7:0]$.

To specify different values for the nominal bit rate and the data bit rate, change the values of the $RSCFDnCFDCmNCFG.NTSEG1$ and $NTSEG2$ bits and $RSCFDnCFDCmDCFG.DTSEG1$ and $DTSEG2$ bits, respectively.

When the $TDCE$ bit is set to 1 (Transmitter delay compensation is enabled) in the $RSCFDnCFDCmFDCFG$ register, set the equal value of 1 or less to the bits $NBRP[9:0]$ and $DBRP[7:0]$.

16.4.3.6 RSCFDnCFDCmFDCFG — Channel CAN FD Configuration Register (m = 0 to 3)

Access: RSCFDnCFDCmFDCFG register can be read/written in 32-bit units
 RSCFDnCFDCmFDCFGL, RSCFDnCFDCmFDCFGH registers can be read/written in 16-bit units
 RSCFDnCFDCmFDCFGLL, RSCFDnCFDCmFDCFGLH, RSCFDnCFDCmFDCFGHL,
 RSCFDnCFDCmFDCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmFDCFG: <RSCFDn_base> + 0504_H + (20_H × m)
 RSCFDnCFDCmFDCFGL: <RSCFDn_base> + 0504_H + (20_H × m),
 RSCFDnCFDCmFDCFGH: <RSCFDn_base> + 0506_H + (20_H × m)
 RSCFDnCFDCmFDCFGLL: <RSCFDn_base> + 0504_H + (20_H × m),
 RSCFDnCFDCmFDCFGLH: <RSCFDn_base> + 0505_H + (20_H × m),
 RSCFDnCFDCmFDCFGHL: <RSCFDn_base> + 0506_H + (20_H × m),
 RSCFDnCFDCmFDCFGHH: <RSCFDn_base> + 0507_H + (20_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	REFE	FDOE	TMME	GWBR S	GWDFD	GWEN	—	TDCO[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	ESIC	TDCE	TDCOC	—	—	—	—	—	EOCCFG[2:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Table 16.97 RSCFDnCFDCmFDCFG Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
29	REFE	Reception Data Edge Filter Enable 0: Reception data edge filter disabled 1: Reception data edge filter enabled
28	FDOE	FD-Only Mode Enable 0: FD-only mode disabled 1: FD-only mode enabled
27	TMME	Transmit Buffer Merge Mode Enable 0: Transmit buffer merge mode is disabled. 1: Transmit buffer merge mode is enabled.
26	GWBR S	Gateway BRS 0: A frame is transmitted with the BRS bit in the received frame set to 0. 1: A frame is transmitted with the BRS bit in the received frame set to 1.
25	GWDFD	Gateway FDF 0: A frame is transmitted regarding the received frame as a classical CAN frame. 1: A frame is transmitted regarding the received frame as a CAN FD frame.
24	GWEN	CAN-CAN FD Gateway Enable 0: The CAN-CAN FD gateway is disabled. 1: The CAN-CAN FD gateway is enabled.
23	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
22 to 16	TDCO[6:0]	Transmitter Delay Compensation Offset These bits are set to the transmitter delay compensation offset value.
15 to 11	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.

Table 16.97 RSCFDnCFDCmFDCFG Register Contents (2/2)

Bit Position	Bit Name	Function
10	ESIC	Error State Display Mode Select 0: Always displays the node error state. 1: When the node is not in the error passive state: Displays the message buffer error state. When the node is in the error passive state: Displays the node error state.
9	TDCE	Transmitter Delay Compensation Enable 0: Transmitter delay compensation is disabled. 1: Transmitter delay compensation is enabled.
8	TDCOC	Transmitter Delay Compensation Measurement Select 0: Measurement and offset 1: Only offset
7 to 3	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
2 to 0	EOCCFG[2:0]	Error Occurrence Counting Method Select b2 b1 b0 0 0 0: All transmit messages and receive messages 0 0 1: All transmit messages 0 1 0: All receive messages 0 1 1: Setting prohibited 1 0 0: Only data phase of transmitted or received CAN FD message 1 0 1: Only data phase of transmitted CAN FD message 1 1 0: Only data phase of received CAN FD message 1 1 1: Setting prohibited

REFE Bit

Setting this bit to 1 enables reception data edge filtering when the idle condition is detected, and a dominant level with less than 2 time quanta is ignored. A dominant level with more than or equal to 2 time quanta is detected as an edge.

Modify this bit only in channel reset mode.

FDOE Bit

Setting this bit to 1 enables FD-only mode. When data is transmitted, a CAN FD frame will be sent regardless of the setting of the CFFDF bit in the RSCFDnCFDCFFDCSTSk register or the TMFDF bit in the RSCFDnCFDTMFDCSTRp register. When a Classical CAN frame is received, a form error is detected. Modify this bit only in channel reset mode.

TMME Bit

Setting this bit to 1 enables transmit buffer merge mode. Modify this bit only in channel reset mode or channel halt mode.

GWBRs Bit

When the GWEN bit is 1, the BRS bit in a CAN FD frame to be transmitted by the gateway function is set. When the GWFDF bit is set to 0, write 0 to this bit. Modify this bit only in channel reset mode.

GWFDF Bit

When the GWEN bit is 1, the FDF bit in a CAN FD frame to be transmitted by the gateway function is set. Modify this bit only in channel reset mode.

GWEN Bit

This bit is used to control the operation of the transmit/receive FIFO buffer with the CFM[1:0] bits in the RSCFDnCFDCFCCK register set to 10_B (gateway mode).

Setting this bit to 1 enables the CAN-CAN FD gateway, enabling transmission in a format different from that of frames received by the gateway function. Received frames are replaced in accordance with the settings of the GWDFD bit and the GWBRS bit. When the DLC value in the received classical CAN frame is 1001_B or more and the GWDFD bit is 1 (CAN FD frame), the DLC value is replaced with 1000_B.

While this bit is 1, do not perform routing the following frames by using the gateway function.

- CAN FD frames with a payload length of more than 8 bytes
- Remote frames

While this bit is 1, the following frame should be transmitted in the channel by setting of GWDFD.

- When GWDFD bit is set to 0, only classical CAN frame should be transmitted.
- When GWDFD bit is set to 1, only CAN FD frame should be transmitted.

Modify this bit only in channel reset mode.

Table 16.98 shows the settings and formats of transmit frame and receive frame while the CAN-CAN FD gateway is enabled.

Table 16.98 Operation when the CAN-CAN FD Gateway is Enabled

Receive Frame			GWDFD Bit	Transmit Frame		
Format	BRS Bit	Received DLC Value		Format	BRS Bit	DLC Value to be Transmitted
Classical CAN	None	DLC ≤ 1000 _B	0	Classical CAN	None	Not replaced
		DLC > 1000 _B				
CAN FD	Arbitrary	DLC ≤ 1000 _B				
Classical CAN	None	DLC ≤ 1000 _B	1	CAN FD	According to GWBRS bit setting	Not replaced
		DLC > 1000 _B				Replaced with 1000 _B
CAN FD	Arbitrary	DLC ≤ 1000 _B				Not replaced

TDCO[6:0] Bits

These bits are set to the SSP offset value. How to use this value depends on the TDCOC bit in the RSCFDnCFDCmFDCFG register.

When the TDCOC bit is 0, the transmitter delay compensation result equals to the total value of the measured delay value and the TDCO[6:0] value (rounded to the nearest integer T_q).

When the TDCOC bit is 1, the transmitter delay compensation result equals to the TDCO[6:0] value.

The SSP offset value = (set value of TDCO[6:0] bits + 1).

Modify these bits only in channel reset mode or channel halt mode.

ESIC Bit

When the ESIC bit is set to 1, if the channel is in the error active state, the ESI bit value (CFESI bit in the RSCFDnCFDCFFDCSTSk register or TMESI bit in the RSCFDnCFDTMFDCTRp register) set in the transmit/receive FIFO buffer or transmit buffer is transmitted as an ESI bit value of the transmit

message. When the channel is in the error passive state or the ESIC bit is 0, the channel status is transmitted as an ESI bit value. Modify this bit only in channel reset mode or channel halt mode.

Table 16.99 ESI Value to Be Transmitted

ESIC Bit	Channel Status	ESI Value to be Transmitted
0	Error active	0 (error active node)
	Error passive	1 (error passive node)
1	Error active	ESI value set in the transmit/receive FIFO buffer or transmit buffer CFESI bit in the RSCFDnCFDCFFDCSTSk register or TMESI bit in the RSCFDnCFDTMFDCTRp register)
	Error passive	1 (error passive node)

TDCE Bit

Setting this bit to 1 enables transmitter delay compensation. Modify this bit only in channel reset mode or channel halt mode.

TDCOC Bit

When this bit is 0, the SSP position is defined by the total of the measured delay value and the SSP offset value (fixed value).

When this bit is 1, the SSP position is defined only by the SSP offset value.

Modify this bit only in channel reset mode or channel halt mode.

EOCCFG[2:0] Bits

These bits are used to select a frame format and a transmission/reception direction when the error occurrence counter counts CAN bus errors.

Modify these bits only in channel reset mode or channel halt mode.

16.4.3.7 RSCFDnCFDCmFDCTR — Channel CAN FD Control Register (m = 0 to 3)

Access: RSCFDnCFDCmFDCTR register can be read/written in 32-bit units
 RSCFDnCFDCmFDCTRL, RSCFDnCFDCmFDCTRH registers can be read/written in 16-bit units
 RSCFDnCFDCmFDCTRL, RSCFDnCFDCmFDCTRLH, RSCFDnCFDCmFDCTRHL,
 RSCFDnCFDCmFDCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmFDCTR: <RSCFDn_base> + 0508_H + (20_H × m)
 RSCFDnCFDCmFDCTRL: <RSCFDn_base> + 0508_H + (20_H × m),
 RSCFDnCFDCmFDCTRH: <RSCFDn_base> + 050A_H + (20_H × m)
 RSCFDnCFDCmFDCTRL: <RSCFDn_base> + 0508_H + (20_H × m),
 RSCFDnCFDCmFDCTRLH: <RSCFDn_base> + 0509_H + (20_H × m),
 RSCFDnCFDCmFDCTRHL: <RSCFDn_base> + 050A_H + (20_H × m),
 RSCFDnCFDCmFDCTRHH: <RSCFDn_base> + 050B_H + (20_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SOCCLR	EOCCLR
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 16.100 RSCFDnCFDCmFDCTR Register Contents

Bit Position	Bit Name	Function
31 to 2	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
1	SOCCLR	Successful Occurrence Counter Clear Setting the SOCCLR bit to 1 clears the successful occurrence counter. This bit is always read as 0.
0	EOCCLR	Error Occurrence Counter Clear Setting the EOCCLR bit to 1 clears the error occurrence counter. This bit is always read as 0.

SOCCLR Bit

Setting this bit to 1 clears the successful occurrence counter (SOC[7:0] bits in the RSCFDnCFDCmFDSTS register). This bit is automatically cleared to 0.

EOCCLR Bit

Setting this bit to 1 clears the error occurrence counter (EOC[7:0] bits in the RSCFDnCFDCmFDSTS register). This bit is automatically cleared to 0.

16.4.3.8 RSCFDnCFDCmFDSTS — Channel CAN FD Status Register (m = 0 to 3)

Access: RSCFDnCFDCmFDSTS register can be read/written in 32-bit units
 RSCFDnCFDCmFDSTSL, RSCFDnCFDCmFDSTSH registers can be read/written in 16-bit units
 RSCFDnCFDCmFDSTSL, RSCFDnCFDCmFDSTSLH, RSCFDnCFDCmFDSTSHL,
 RSCFDnCFDCmFDSTSHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmFDSTS: <RSCFDn_base> + 050C_H + (20_H × m)
 RSCFDnCFDCmFDSTSL: <RSCFDn_base> + 050C_H + (20_H × m),
 RSCFDnCFDCmFDSTSH: <RSCFDn_base> + 050E_H + (20_H × m)
 RSCFDnCFDCmFDSTSL: <RSCFDn_base> + 050C_H + (20_H × m),
 RSCFDnCFDCmFDSTSLH: <RSCFDn_base> + 050D_H + (20_H × m),
 RSCFDnCFDCmFDSTSHL: <RSCFDn_base> + 050E_H + (20_H × m),
 RSCFDnCFDCmFDSTSHH: <RSCFDn_base> + 050F_H + (20_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SOC[7:0]								EOC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SOCO	EOCO	TDCVF	TDCR[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W*1	R/W*1	R/W*1	R	R	R	R	R	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Table 16.101 RSCFDnCFDCmFDSTS Register Contents

Bit Position	Bit Name	Function
31 to 24	SOC[7:0]	Successful Occurrence Counter The successful occurrence counter value can be read.
23 to 16	EOC[7:0]	Error Occurrence Counter The error occurrence counter value can be read.
15 to 10	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
9	SOCO	Successful Occurrence Counter Overflow Flag 0: The successful occurrence counter does not overflow. 1: The successful occurrence counter has overflowed.
8	EOCO	Error Occurrence Counter Overflow Flag 0: The error occurrence counter does not overflow. 1: The error occurrence counter has overflowed.
7	TDCVF	Transmitter Delay Compensation Violation Flag 0: No transmitter delay compensation violation is present. 1: A transmitter delay compensation violation is present.
6 to 0	TDCR[6:0]	Transmitter Delay Compensation Result Status The transmitter delay compensation result can be read.

SOC[7:0] Bits

These bits show the successful occurrence counter value. The successful occurrence counter is incremented upon completion of message reception or transmission without an error. This counter stops counting when it reaches FF_H. In loopback mode, this counter is incremented twice.

These bits are cleared to 0 by writing 1 to the SOCCLR bit in the RSCFDnCFDCmCTR register. These bits are 0 in channel reset mode.

EOC[7:0] Bits

These bits show the error occurrence counter value. The error occurrence counter is incremented each time an error occurs according to the condition specified by the EOCCFG[2:0] bits in the RSCFDnCFDCmFDCFG register. This counter stops counting when it reaches FF_H.

These bits are cleared to 0 by writing 1 to the EOCCLR bit in the RSCFDnCFDCmCTR register. These bits are 0 in channel reset mode.

SOCO Flag

This bit indicates that successful occurrence counter overflow has occurred.

This flag is set to 1 when message reception or transmission is completed while the SOC[7:0] value has reached FF_H. This flag is 0 in channel reset mode.

EOCO Flag

This bit indicates that error occurrence counter overflow has occurred.

This flag is set to 1 when a CAN bus error is detected under the condition specified by the EOCCFG[2:0] bits in the RSCFDnCFDCmFDCFG register when the EOC[7:0] value has reached FF_H. This flag is 0 in channel reset mode.

TDCVF Flag

This bit indicates violation of transmitter delay compensation.

The transmit data is compared with the reception CAN bus level delayed due to the transceiver's loop delay. This delay changes due to physical factors such as temperature. Because the TDCR[6:0] flags are updated for each message, temporary maximum delay cannot be confirmed.

This bit is set to 1 when the transmitter delay compensation exceeds the maximum compensation $3 \text{ CANm bit times} - 2 \text{ fCAN}$ (CANm bit time is the value of data bit rate).

This flag is 0 in channel reset mode.

TDCR[6:0] Flags

These bits indicate the transmitter delay compensation result as a multiple of CAN clock frequency (fCAN).

This result depends on the settings of the TDCOC bit and TDCO[6:0] bits in the RSCFDnCFDCmFDCFG register.

This flag is updated at a falling edge between the FDF bit and res bit when the TDCE bit in the RSCFDnCFDCmFDCFG register is set to 1 (transmitter delay compensation enabled) and also the TDCOC bit in this register is set to 0 (measurement and offset).

This flag is 0 in channel reset mode.

NOTE

To clear the flag of this register to 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

16.4.3.9 RSCFDnCFDCmFDCRC — Channel CAN FD CRC Register (m = 0 to 3)

Access: RSCFDnCFDCmFDCRC register can be read only in 32-bit units
 RSCFDnCFDCmFDCRCL, RSCFDnCFDCmFDCRCH registers can be read only in 16-bit units
 RSCFDnCFDCmFDCRCLL, RSCFDnCFDCmFDCRCLH, RSCFDnCFDCmFDCRCHL,
 RSCFDnCFDCmFDCRCHH registers can be read only in 8-bit units

Address: RSCFDnCFDCmFDCRC: <RSCFDn_base> + 0510_H + (20_H × m)
 RSCFDnCFDCmFDCRCL: <RSCFDn_base> + 0510_H + (20_H × m),
 RSCFDnCFDCmFDCRCH: <RSCFDn_base> + 0512_H + (20_H × m)
 RSCFDnCFDCmFDCRCLL: <RSCFDn_base> + 0510_H + (20_H × m),
 RSCFDnCFDCmFDCRCLH: <RSCFDn_base> + 0511_H + (20_H × m),
 RSCFDnCFDCmFDCRCHL: <RSCFDn_base> + 0512_H + (20_H × m),
 RSCFDnCFDCmFDCRCHH: <RSCFDn_base> + 0513_H + (20_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	SCNT[3:0]				—	—	—	CRCREG[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CRCREG[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.102 RSCFDnCFDCmFDCRC Register Contents

Bit Position	Bit Name	Function
31 to 28	Reserved	When read, the value after reset is returned.
27 to 24	SCNT[3:0]	Stuff Count These bits indicate a value of the stuff count in a CAN FD frame. Bits 27 to 25 indicate the Gray-coded value of the stuff bit count module 8 in the transmitted/received frames. Bit 24 indicates an even parity value of bits 27 to 25.
23 to 21	Reserved	When read, the value after reset is returned.
20 to 0	CRCREG[20:0]	CRC Calculation Data (CRC Length: 17 Bit or 21 Bit) These bits show the CRC value calculated based on the transmit message or receive message. When the CRC length is 17 bits, bits b20 to b17 are read as 0.

SCNT[3:0] Flags

When the CTME bit in the RSCFDnCFDCmCTR register is set to 1 (communication test mode enabled), a stuff count bit value of the CAN FD frame can be read if a message transmitted/received is a CAN FD frame. When the CTME bit is 0 (communication test mode disabled), these flags are always read as 0. The value of these flags is updated at the first bit in the CRC field of the CAN FD frame. These flags are cleared to 0 in channel reset mode.

CRCREG[20:0] Flag

When the CTME bit in the RSCFDnCFDCmCTR register is 1 (communication test mode enabled), if transmit or receive message is a CAN FD frame (CRC length = 17 or 21 bits), these flags are updated and the CRC value calculated based on the message can be read. When the CRC length of the message is 17 bits, bits b20 to b17 are always read as 0. When a classical CAN frame is transmitted or received,

the CRCREG[14:0] value in the RSCFDnCFDCmERFL register is updated. When the CTME bit is 0 (communication test mode disabled), these bits are always read as 0.

16.4.4 Details of Global-Related Registers

16.4.4.1 RSCFDnCFDGCFCG — Global Configuration Register

Access: RSCFDnCFDGCFCG register can be read/written in 32-bit units
 RSCFDnCFDGCFCGL, RSCFDnCFDGCFCGH registers can be read/written in 16-bit units
 RSCFDnCFDGCFCGLL, RSCFDnCFDGCFCGLH, RSCFDnCFDGCFCGHL, RSCFDnCFDGCFCGHH registers
 can be read/written in 8-bit units

Address: RSCFDnCFDGCFCG: <RSCFDn_base> + 0084_H
 RSCFDnCFDGCFCGL: <RSCFDn_base> + 0084_H, RSCFDnCFDGCFCGH: <RSCFDn_base> + 0086_H
 RSCFDnCFDGCFCGLL: <RSCFDn_base> + 0084_H, RSCFDnCFDGCFCGLH: <RSCFDn_base> + 0085_H,
 RSCFDnCFDGCFCGHL: <RSCFDn_base> + 0086_H, RSCFDnCFDGCFCGHH: <RSCFDn_base> + 0087_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ITRCP[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSBTCS[2:0]		TSSS	TSP[3:0]			—	—	CMPO C	DCS	MME	DRE	DCE	TPRI		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.103 RSCFDnCFDGCFCG Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 16	ITRCP[15:0]	Interval Timer Prescaler Set When these bits are set to M, the pclk is divided by M. Setting 0000 _H is prohibited when the interval timer is in use.
15 to 13	TSBTCS[2:0]	Timestamp Clock Source Select b ¹⁵ b ¹⁴ b ¹³ 0 0 0: Channel 0 nominal bit time clock 0 0 1: Channel 1 nominal bit time clock 0 1 0: Channel 2 nominal bit time clock 0 1 1: Channel 3 nominal bit time clock 1 0 0: Setting prohibited 1 0 1: Setting prohibited 1 1 0: Setting prohibited 1 1 1: Setting prohibited
12	TSSS	Timestamp Source Select 0: pclk/2 ¹ 1: Nominal bit time clock

Table 16.103 RSCFDnCFDGCFG Register Contents (2/2)

Bit Position	Bit Name	Function
11 to 8	TSP[3:0]	Timestamp Clock Source Division b11 b10 b9 b8 0 0 0 0: Not divided 0 0 0 1: Divided by 2 0 0 1 0: Divided by 4 0 0 1 1: Divided by 8 0 1 0 0: Divided by 16 0 1 0 1: Divided by 32 0 1 1 0: Divided by 64 0 1 1 1: Divided by 128 1 0 0 0: Divided by 256 1 0 0 1: Divided by 512 1 0 1 0: Divided by 1024 1 0 1 1: Divided by 2048 1 1 0 0: Divided by 4096 1 1 0 1: Divided by 8192 1 1 1 0: Divided by 16384 1 1 1 1: Divided by 32768
7, 6	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
5	CMPOC	Payload Overflow Mode Select 0: No message is stored. 1: Messages are stored and payloads exceeding the buffer size are discarded.
4	DCS	CAN Clock Source Select 0: clkc 1: clk_xincan
3	MME	Mirror Function Enable 0: Mirror function is disabled. 1: Mirror function is enabled.
2	DRE	DLC Replacement Enable 0: DLC replacement is disabled. 1: DLC replacement is enabled.
1	DCE	DLC Check Enable 0: DLC check is disabled. 1: DLC check is enabled.
0	TPRI	Transmit Priority Select 0: ID priority 1: Transmit buffer number priority

Note 1. When specifying pclk/2 as the timestamp counter count source, set bits TSBTCS[2:0] to 000_B.

Modify the RSCFDnCFDGCFG register only in global reset mode.

ITRCP[15:0] Bits

These bits are used to set a clock source division value of the interval timer for FIFO buffers. See **Section 16.8.3.1, Interval Transmission Function**.

TSBTCS[2:0] Bits

When the TSSS bit is 1, these bits are used to select the channel of the nominal bit time clock that will be the clock source of the timestamp counter. However, do not select the channel that handles the CAN FD frames.

TSSS Bit

This bit is used to select a clock source of the timestamp counter. Select pclk if there is no channel that handles only classical CAN frames.

TSP[3:0] Bits

A clock obtained by dividing the clock source selected with the TSBTCS[2:0] bits and TSSS bit according to the TSP[3:0] bits is used as the timestamp counter count source.

CMPOC Bit

This bit is used to select operation in case the payload length of received message exceeds the payload storage size of the storage buffer.

When this bit is 0, the received message in which the payload overflows is not stored in the buffer.

When this bit is 1, the received message in which the payload overflows is stored in the buffer, and depending on the DRE bit the received DLC value or the DLC value of the receive rule is stored in the buffer. At this time, payloads exceeding the buffer's payload storage size are discarded.

The buffer's payload storage size is set by the following bits.

- Receive buffer: RMPLS[1:0] bits in the RSCFDnCFDRMNB register
- Receive FIFO buffer: RFPLS[2:0] bits in the RSCFDnCFDRFCCx register
- Transmit/receive FIFO buffer: CFPLS[2:0] bits in the RSCFDnCFDCFCCK register

DCS Bit

When this bit is set to 0, clk is used as the clock source of the CAN clock (fCAN).

When this bit is set to 1, clk_xincan is used as the clock source of the CAN clock (fCAN).

MME Bit

Setting this bit to 1 makes the mirror function available.

DRE Bit

When the DRE bit is set to 1, the DLC value of the receive rule is stored in the buffer instead of the DLC value of the received message after the DLC value has passed through the DLC filter. In this case, a value of 00_H is stored in each data byte beyond the DLC value of the receive rule.

The DLC replacement function is only available when the DCE bit is set to 1 (DLC check is enabled).

DCE Bit

Setting this bit to 1 makes the DLC check function available. When disabling the DLC check function, set the GAFLDLC[3:0] bits in the RSCFDnCFDGAFLP0_j register to 0000_B before clearing the DCE bit in the RSCFDnCFDGCFCFG register to 0.

TPRI Bit

This bit is used to set the transmit priority.

When this bit is set to 0, ID priority is selected and the transmit priority complies with the CAN bus arbitration rule (ISO11898-1 specifications). When this bit is set to 1, transmit buffer number priority is selected and the lowest transmit buffer number of those has the highest priority.

While the transmit queue is in use, this bit should be set to 0.

16.4.4.2 RSCFDnCFDGCTR — Global Control Register

Access: RSCFDnCFDGCTR register can be read/written in 32-bit units
 RSCFDnCFDGCTRL, RSCFDnCFDGCTRH registers can be read/written in 16-bit units
 RSCFDnCFDGCTRLL, RSCFDnCFDGCTRLLH, RSCFDnCFDGCTRHL, RSCFDnCFDGCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGCTR: <RSCFDn_base> + 0088_H
 RSCFDnCFDGCTRL: <RSCFDn_base> + 0088_H, RSCFDnCFDGCTRH: <RSCFDn_base> + 008A_H
 RSCFDnCFDGCTRLL: <RSCFDn_base> + 0088_H, RSCFDnCFDGCTRLLH: <RSCFDn_base> + 0089_H,
 RSCFDnCFDGCTRHL: <RSCFDn_base> + 008A_H, RSCFDnCFDGCTRHH: <RSCFDn_base> + 008B_H

Value after reset: 0000 0005_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TSRST
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CMPOF IE	THLEIE	MEIE	DEIE	—	—	—	—	—	GSLPR	GMDC[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Table 16.104 RSCFDnCFDGCTR Register Contents

Bit Position	Bit Name	Function
31 to 17	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
16	TSRST	Timestamp Counter Reset Setting the TSRST bit to 1 resets the timestamp counter. This bit is always read as 0.
15 to 12	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
11	CMPOFIE	Payload Overflow Interrupt Enable 0: A payload overflow interrupt is disabled. 1: A payload overflow interrupt is enabled.
10	THLEIE	Transmit History Buffer Overflow Interrupt Enable 0: Transmit history buffer overflow interrupt is disabled. 1: Transmit history buffer overflow interrupt is enabled.
9	MEIE	FIFO Message Lost Interrupt Enable 0: FIFO message lost interrupt is disabled. 1: FIFO message lost interrupt is enabled.
8	DEIE	DLC Error Interrupt Enable 0: DLC error interrupt is disabled. 1: DLC error interrupt is enabled.
7 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	GSLPR	Global Stop Mode 0: Other than global stop mode 1: Global stop mode
1, 0	GMDC[1:0]	Global Mode Select b1 b0 0 0: Global operating mode 0 1: Global reset mode 1 0: Global test mode 1 1: Setting prohibited

TSRST Bit

This bit is used to reset the timestamp counter. When this bit is set to 1, the RSCFDnCFDGTSC register is cleared to 0000_H.

CMPOFIE Bit

When the CMPOF flag in the RSCFDnCFDGERFL register is set to 1 after the CMPOFIE bit is set to 1, an interrupt request occurs. Modify this bit only in global reset mode.

THLEIE Bit

When the THLEIE bit is set to 1 and the THLES flag in the RSCFDnCFDGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode.

MEIE Bit

When the MEIE bit is set to 1 and the MES flag in the RSCFDnCFDGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode.

DEIE Bit

When the DEIE bit is set to 1 and the DEF flag in the RSCFDnCFDGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode.

GSLPR Bit

Setting this bit to 1 places the RSCFD module into global stop mode.
Clearing this bit to 0 makes the RSCFD module leave from global stop mode.
This bit should not be modified in global operating mode or global test mode.

GMDC[1:0] Bits

These bits are used to select the mode of entire RS-CANFD module (global operating mode, global reset mode, or global test mode). For details, see **Section 16.6.1, Global Modes**. Setting the GSLPR bit to 1 when in global reset mode places the RS-CANFD module into global stop mode.

16.4.4.3 RSCFDnCFDGSTS — Global Status Register

Access: RSCFDnCFDGSTS register can be read only in 32-bit units
 RSCFDnCFDGSTSL, RSCFDnCFDGSTSH registers can be read only in 16-bit units
 RSCFDnCFDGSTSL, RSCFDnCFDGSTSLH, RSCFDnCFDGSTSHL, RSCFDnCFDGSTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDGSTS: <RSCFDn_base> + 008C_H
 RSCFDnCFDGSTSL: <RSCFDn_base> + 008C_H, RSCFDnCFDGSTSH: <RSCFDn_base> + 008E_H
 RSCFDnCFDGSTSL: <RSCFDn_base> + 008C_H, RSCFDnCFDGSTSLH: <RSCFDn_base> + 008D_H,
 RSCFDnCFDGSTSHL: <RSCFDn_base> + 008E_H, RSCFDnCFDGSTSHH: <RSCFDn_base> + 008F_H

Value after reset: 0000 000D_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	GRAMINIT	GSLPSTS	GHLTSTS	GRSTSTS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.105 RSCFDnCFDGSTS Register Contents

Bit Position	Bit Name	Function
31 to 4	Reserved	When read, the value after reset is returned.
3	GRAMINIT	CAN RAM Initialization Status Flag 0: CAN RAM initialization is completed. 1: CAN RAM initialization is ongoing.
2	GSLPSTS	Global Stop Status Flag 0: Not in global stop mode 1: In global stop mode
1	GHLTSTS	Global Test Status Flag 0: Not in global test mode 1: In global test mode
0	GRSTSTS	Global Reset Status Flag 0: Not in global reset mode 1: In global reset mode

GRAMINIT Flag

This flag indicates the initialization status of the CAN RAM.

This flag is set to 1 after the MCU has been reset, and is cleared to 0 when CAN RAM initialization is completed.

GSLPSTS Flag

This flag is set to 1 when the CAN module has transitioned to global stop mode, and is cleared to 0 when the CAN module has returned from global stop mode.

GHLTSTS Flag

This flag is set to 1 when the CAN module has transitioned to global test mode, and is cleared to 0 when the CAN module has exited global test mode.

GRSTSTS Flag

This flag is set to 1 when the CAN module has transitioned to global reset mode, and is cleared to 0 when the CAN module has exited global reset mode. This flag remains 1 even when the CAN module has transitioned from global reset mode to global stop mode.

16.4.4.4 RSCFDnCFDGERFL — Global Error Flag Register

Access: RSCFDnCFDGERFL register can be read/written in 32-bit units
 RSCFDnCFDGERFLL, RSCFDnCFDGERFLH registers can be read/written in 16-bit units
 RSCFDnCFDGERFLLL, RSCFDnCFDGERFLLH, RSCFDnCFDGERFLHL, RSCFDnCFDGERFLHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGERFL: <RSCFDn_base> + 0090_H
 RSCFDnCFDGERFLL: <RSCFDn_base> + 0090_H, RSCFDnCFDGERFLH: <RSCFDn_base> + 0092_H
 RSCFDnCFDGERFLLL: <RSCFDn_base> + 0090_H, RSCFDnCFDGERFLLH: <RSCFDn_base> + 0091_H,
 RSCFDnCFDGERFLHL: <RSCFDn_base> + 0092_H, RSCFDnCFDGERFLHH: <RSCFDn_base> + 0093_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	EEF3	EEF2	EEF1	EEF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R/W*1	R/W*1

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CMPOF	THLES	MES	DEF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R	R	R/W*1

Note 1. The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Table 16.106 RSCFDnCFDGERFL Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned. When writing these bits, write the value after reset.
19	EEF3	ECC Error Flag for Channel 3 0: No 2-bit ECC error when deciding transmission priority 1: A 2-bit ECC error when deciding transmission priority
18	EEF2	ECC Error Flag for Channel 2 0: No 2-bit ECC error when deciding transmission priority 1: A 2-bit ECC error when deciding transmission priority
17	EEF1	ECC Error Flag for Channel 1 0: No 2-bit ECC error when deciding transmission priority 1: A 2-bit ECC error when deciding transmission priority
16	EEF0	ECC Error Flag for Channel 0 0: No 2-bit ECC error when deciding transmission priority 1: A 2-bit ECC error when deciding transmission priority
15, 14	Reserved	When read, the undefined value is returned. When writing to these bits, write the value after reset.
13 to 8	Reserved	When read, the undefined value is returned. When writing to these bits, write the value after reset.
7, 6	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
5	Reserved	When read, the undefined value is returned. When writing to this bit, write the value after reset.
4	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
3	CMPOF	Payload Overflow Flag 0: No payload overflow has occurred. 1: A payload overflow has occurred.

Table 16.106 RSCFDnCFDGERFL Register Contents (2/2)

Bit Position	Bit Name	Function
2	THLES	Transmit History Buffer Overflow Status Flag 0: No transmit history buffer overflow has occurred. 1: A transmit history buffer overflow has occurred.
1	MES	FIFO Message Lost Status Flag 0: No FIFO message lost error has occurred. 1: A FIFO message lost error has occurred.
0	DEF	DLC Error Flag 0: No DLC error has occurred. 1: A DLC error has occurred.

All flags in the RSCFDnCFDGERFL register are cleared to 0 in global reset mode.

EEFm Flag

When a 2-bit ECC error is detected during the transmission priority determination of channel m ($m = 0$ to 3), the EEFm flag is set to 1, disabling message transmission. This flag can be cleared to 0 by writing 0 by the program.

THLES Flag

The THLES flag is set to 1 when any one of the THLELT flags in the RSCFDnCFDTHLSTSm register ($m = 0$ to 3) is set to 1.

This flag is cleared to 0 when the THLELT flags of all channels are set to 0.

MES Flag

The MES flag is set to 1 when any one of the RFMLT flags in the RSCFDnCFDRFSTStx register ($x = 0$ to 7) or the CFMLT flags in the RSCFDnCFDCFSTSk register ($k = 0$ to 11) is set to 1.

This flag is cleared to 0 when all RFMLT flags and CFMLT flags are set to 0.

DEF Flag

The DEF flag is set to 1 when an error has been detected during the DLC check. The program can clear this flag by writing 0 to this bit.

NOTE

To clear the flag of this register to 0, use a store instruction to write 0 to the given flag and 1 to the other flags.

16.4.4.5 RSCFDnCFDGTSC — Global Timestamp Counter Register

Access: RSCFDnCFDGTSC register can be read only in 32-bit units.
RSCFDnCFDGTSC_L, RSCFDnCFDGTSC_H registers can be read only in 16-bit units.

Address: RSCFDnCFDGTSC: <RSCFDn_base> + 0094_H
RSCFDnCFDGTSC_L: <RSCFDn_base> + 0094_H, RSCFDnCFDGTSC_H: <RSCFDn_base> + 0096_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.107 RSCFDnCFDGTSC Register Contents

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned.
15 to 0	TS[15:0]	Timestamp Value The timestamp counter value can be read. Counter Value: 0000 _H to FFFF _H

TS[15:0] Bits

When the TS[15:0] bits are read, the read value shows the timestamp counter (16-bit free-running counter) value at that time. When the SOF is detected, the TS[15:0] value is captured and later stored in the receive buffer or the FIFO buffer. Furthermore, the TS[15:0] value is stored in the transmit history buffer. The timestamp counter is initialized in global reset mode.

The timestamp counter starts and stops counting differently, depending on the count source.

- When the TSSS bit in the RSCFDnCFDGCFCFG register is 0 (pclk):
The timestamp counter starts counting when the RSCFD module has transitioned to global operating mode.
This counter stops counting when the RSCFD module has transitioned to global stop mode or global test mode.
- When the TSSS bit is 1 (CANm nominal bit time clock):
The timestamp counter starts counting when the corresponding channel has transitioned to channel communication mode.
This counter stops counting when the corresponding channel has transitioned to channel reset mode or channel halt mode.

16.4.4.6 RSCFDnCFDGTINTSTS0 — Global TX Interrupt Status Register 0

Access: RSCFDnCFDGTINTSTS0 register can be read only in 32-bit units
 RSCFDnCFDGTINTSTS0L, RSCFDnCFDGTINTSTS0H registers can be read only in 16-bit units
 RSCFDnCFDGTINTSTS0LL, RSCFDnCFDGTINTSTS0LH, RSCFDnCFDGTINTSTS0HL,
 RSCFDnCFDGTINTSTS0HH registers can be read only in 8-bit units

Address: RSCFDnCFDGTINTSTS0: <RSCFDn_base> + 0460_H
 RSCFDnCFDGTINTSTS0L: <RSCFDn_base> + 0460_H, RSCFDnCFDGTINTSTS0H: <RSCFDn_base> +
 0462_H
 RSCFDnCFDGTINTSTS0LL: <RSCFDn_base> + 0460_H, RSCFDnCFDGTINTSTS0LH: <RSCFDn_base> +
 0461_H,
 RSCFDnCFDGTINTSTS0HL: <RSCFDn_base> + 0462_H, RSCFDnCFDGTINTSTS0HH: <RSCFDn_base> +
 0463_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	THIF3	CFTIF3	TQIF3	TAIF3	TSIF3	—	—	—	THIF2	CFTIF2	TQIF2	TAIF2	TSIF2
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R*	R*	R*	R*	R*	R	R	R	R*	R*	R*	R*	R*
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	THIF1	CFTIF1	TQIF1	TAIF1	TSIF1	—	—	—	THIF0	CFTIF0	TQIF0	TAIF0	TSIF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R*	R*	R*	R*	R*	R	R	R	R*	R*	R*	R*	R*

Note 1. This bit is automatically cleared in the global reset or channel reset mode.

Table 16.108 RSCFDnCFDGTINTSTS0 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 29	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
28	THIF3	Channel 3 Transmit History Interrupt Status Flag 0: Transmit history interrupt is not requested. 1: Transmit history interrupt is requested.
27	CFTIF3	Channel 3 Transmit/receive FIFO Transmit Interrupt Status Flag 0: Transmit/receive FIFO transmit interrupt is not requested. 1: Transmit/receive FIFO transmit interrupt is requested.
26	TQIF3	Channel 3 Transmit Queue Interrupt Status Flag 0: Transmit queue interrupt is not requested. 1: Transmit queue interrupt is requested.
25	TAIF3	Channel 3 Transmit Buffer Abort Interrupt Status Flag 0: Transmit buffer abort interrupt is not requested. 1: Transmit buffer abort interrupt is requested.
24	TSIF3	Channel 3 Transmit Buffer Transmit Complete Interrupt Status Flag 0: Transmit buffer transmit complete interrupt is not requested. 1: Transmit buffer transmit complete interrupt is requested.
23 to 21	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
20	THIF2	Channel 2 Transmit History Interrupt Status Flag 0: Transmit history interrupt is not requested. 1: Transmit history interrupt is requested.
19	CFTIF2	Channel 2 Transmit/receive FIFO Transmit Interrupt Status Flag 0: Transmit/receive FIFO transmit interrupt is not requested. 1: Transmit/receive FIFO transmit interrupt is requested.
18	TQIF2	Channel 2 Transmit Queue Interrupt Status Flag 0: Transmit queue interrupt is not requested. 1: Transmit queue interrupt is requested.

Table 16.108 RSCFDnCFDGTINTSTS0 Register Contents (2/2)

Bit Position	Bit Name	Function
17	TAIF2	Channel 2 Transmit Buffer Abort Interrupt Status Flag 0: Transmit buffer abort interrupt is not requested. 1: Transmit buffer abort interrupt is requested.
16	TSIF2	Channel 2 Transmit Buffer Interrupt Status Flag 0: Transmit buffer transmit complete interrupt is not requested. 1: Transmit buffer transmit complete interrupt is requested.
15 to 13	Reserved	When read, the value after reset is returned.
12	THIF1	Channel 1 Transmit History Interrupt Status Flag 0: Transmit history interrupt is not requested. 1: Transmit history interrupt is requested.
11	CFTIF1	Channel 1 Transmit/receive FIFO Transmit Interrupt Status Flag 0: Transmit/receive FIFO transmit interrupt is not requested. 1: Transmit/receive FIFO transmit interrupt is requested.
10	TQIF1	Channel 1 Transmit Queue Interrupt Status Flag 0: Transmit queue interrupt is not requested. 1: Transmit queue interrupt is requested.
9	TAIF1	Channel 1 Transmit Buffer Abort Interrupt Status Flag 0: Transmit buffer abort interrupt is not requested. 1: Transmit buffer abort interrupt is requested.
8	TSIF1	Channel 1 Transmit Buffer Interrupt Status Flag 0: Transmit buffer transmit complete interrupt is not requested. 1: Transmit buffer transmit complete interrupt is requested.
7 to 5	Reserved	When read, the value after reset is returned.
4	THIF0	Channel 0 Transmit History Interrupt Status Flag 0: Transmit history interrupt is not requested. 1: Transmit history interrupt is requested.
3	CFTIF0	Channel 0 Transmit/receive FIFO Transmit Interrupt Status Flag 0: Transmit/receive FIFO transmit interrupt is not requested. 1: Transmit/receive FIFO transmit interrupt is requested.
2	TQIF0	Channel 0 Transmit Queue Interrupt Status Flag 0: Transmit queue interrupt is not requested. 1: Transmit queue interrupt is requested.
1	TAIF0	Channel 0 Transmit Buffer Abort Interrupt Status Flag 0: Transmit buffer abort interrupt is not requested. 1: Transmit buffer abort interrupt is requested.
0	TSIF0	Channel 0 Transmit Buffer Interrupt Status Flag 0: Transmit buffer transmit complete interrupt is not requested. 1: Transmit buffer transmit complete interrupt is requested.

TSIFm Bits

The TSIFm bit is set to 1 when the TMIEp bit in the RSCFDnCFDTMIECy register is set to 1 (transmit buffer interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnCFDTMSTSp register are set to 10_B (transmit completed without abort request) or 11_B (transmit completed with abort request).

When the TMTRF[1:0] flags are cleared to 00_B under the condition that the TSIFm bit can be set to 1, this flag is cleared to 0. In addition, clearing the TMIEp bit to 0 also clears this flag to 0.

TAIFm Bits

The TAIFm bit is set to 1 when the TAIE bit in the RSCFDnCFDCmCTR register is 1 (transmit abort interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnCFDTMSTSp register are set to 01_B (transmit abort completed).

This flag is cleared to 0 when the TMTRF[1:0] flags are cleared to 00_B after the transmit abort is completed.

TQIFm Bits

When the TXQIE bit in the RSCFDnCFDnTXQCCm register is set to 1 (transmit queue interrupt enabled) and the TXQIF bit in the RSCFDnCFDnTXQSTSm register is set to 1 (transmit queue interrupt request), the TQIFm bit is set to 1.

When the TXQIF bit (transmit queue interrupt request) in the RSCFDnCFDnTXQSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the TXQIE bit is cleared to 0.

CFTIFm Bits

When the CFTXIE bit in the RSCFDnCFDnCFCCk register is set to 1 (transmit/receive FIFO transmit interrupt enabled) and the CFTXIF bit in the RSCFDnCFDnCFSTSk register is set to 1 (transmit/receive FIFO transmit interrupt request), the CFTIFm bit is set to 1.

When the CFTXIF bit is cleared to 0 under the conditions that the CFTIFm bit can be set to 1, this bit is cleared to 0. This flag is also cleared to 0 when the CFTXIE bit is cleared to 0.

THIFm Bits

When the THLIE bit in the RSCFDnCFDnTHLCCm register is set to 1 (transmit history interrupt enabled) and the THLIF bit in the RSCFDnCFDnTHLSTSm register is set to 1 (transmit history interrupt request), the THIFm bit is set to 1.

When the THLIF bit in the RSCFDnCFDnTHLSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the THLIE bit is cleared to 0.

16.4.4.7 RSCFDnCFDGFDCFG — Global FD Configuration Register

Access: RSCFDnCFDGFDCFG can be read/written in 32-bit units.
RSCFDnCFDGFDCFG L and RSCFDnCFDGFDCFG H can be read/written in 16-bit units.
RSCFDnCFDGFDCFG LL, RSCFDnCFDGFDCFG LH, RSCFDnCFDGFDCFG HL, and
RSCFDnCFDGFDCFG HH can be read/written in 8-bit units.

Address: RSCFDnCFDGFDCFG: <RSCFDn_base> + 0474_H
RSCFDnCFDGFDCFG L: <RSCFDn_base> + 0474_H, RSCFDnCFDGFDCFG H: <RSCFDn_base> + 0476_H
RSCFDnCFDGFDCFG LL: <RSCFDn_base> + 0474_H, RSCFDnCFDGFDCFG LH: <RSCFDn_base> +
0475_H, RSCFDnCFDGFDCFG HL: <RSCFDn_base> + 0476_H, RSCFDnCFDGFDCFG HH: <RSCFDn_base>
+ 0477_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TSCCFG[1:0]	—	—	—	—	—	—	—	—	RPED
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.109 RSCFDnCFDGFDCFG Register Contents

Bit Position	Bit Name	Function
31 to 10	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
9, 8	TSCCFG[1:0]	Timestamp Capture Setting b9 b8 0 0: Captured at a sample point in the SOF bit. 0 1: Captured when a valid frame has been transmitted/received. 1 0: Captured at a sample point of the res bit.*1 1 1: Setting prohibited
7 to 1	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	RPED	Protocol Exception Event Detection Disable Bit 0: Protocol exception event detection enabled 1: Protocol exception event detection disabled

Note 1. When a Classical CAN frame is transmitted/received, a timestamp value will be captured at the sample point in the SOF bit.

TSCCFG Bits

These bits select a point where a time-stamp value is captured. Modify this bit only in global reset mode.

RPED Bit

Setting this bit to 1 disables the protocol exception event detection. When a protocol exception event is detected while this bit is set to 1, the event is regarded as a form error and an error frame will be output. Modify this bit only in global reset mode.

16.4.5 Details of Receive Rule-related Registers

16.4.5.1 RSCFDnCFDGAFLECTR — Receive Rule Entry Control Register

Access: RSCFDnCFDGAFLECTR register can be read/written in 32-bit units
RSCFDnCFDGAFLECTRL, RSCFDnCFDGAFLECTRH registers can be read/written in 16-bit units
RSCFDnCFDGAFLECTRLL, RSCFDnCFDGAFLECTRLH, RSCFDnCFDGAFLECTRHL,
RSCFDnCFDGAFLECTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLECTR: <RSCFDn_base> + 0098_H
RSCFDnCFDGAFLECTRL: <RSCFDn_base> + 0098_H, RSCFDnCFDGAFLECTRH: <RSCFDn_base> + 009A_H
RSCFDnCFDGAFLECTRLL: <RSCFDn_base> + 0098_H, RSCFDnCFDGAFLECTRLH: <RSCFDn_base> + 0099_H,
RSCFDnCFDGAFLECTRHL: <RSCFDn_base> + 009A_H, RSCFDnCFDGAFLECTRHH: <RSCFDn_base> + 009B_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	AFLDAE	—	—	—	AFLPN[4:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Table 16.110 RSCFDnCFDGAFLECTR Register Contents

Bit Position	Bit Name	Function
31 to 9	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
8	AFLDAE	Receive Rule Table Write Enable 0: Receive rule table write is disabled. 1: Receive rule table write is enabled.
7 to 5	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
4 to 0	AFLPN[4:0]	Receive Rule Table Page Number Configuration A page number can be selected from a range of page 0 (0000 _B) to page 15 (0111 _B).

AFLDAE Bit

Setting this bit to 0 disables the write to the receive rule table. After writes to the receive rule table are completed, set this bit to 0 to disable the write to the table. The receive rule table can be read regardless of the value of this bit.

Set the AFLDAE bit to 1 only in global reset mode.

AFLPN[4:0] Bits

These bits are used to set the page number of the receive rule table. Sixteen receive rules can be set per page.

Set these bits to a value within the range of 0000_B to 0111_B.

16.4.5.2 RSCFDnCFDGAFLCFG0 — Receive Rule Configuration Register 0

Access: RSCFDnCFDGAFLCFG0 register can be read/written in 32-bit units
 RSCFDnCFDGAFLCFG0L, RSCFDnCFDGAFLCFG0H registers can be read/written in 16-bit units
 RSCFDnCFDGAFLCFG0LL, RSCFDnCFDGAFLCFG0LH, RSCFDnCFDGAFLCFG0HL,
 RSCFDnCFDGAFLCFG0HH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLCFG0: <RSCFDn_base> + 009C_H
 RSCFDnCFDGAFLCFG0L: <RSCFDn_base> + 009C_H, RSCFDnCFDGAFLCFG0H: <RSCFDn_base> +
 009E_H
 RSCFDnCFDGAFLCFG0LL: <RSCFDn_base> + 009C_H, RSCFDnCFDGAFLCFG0LH: <RSCFDn_base> +
 009D_H,
 RSCFDnCFDGAFLCFG0HL: <RSCFDn_base> + 009E_H, RSCFDnCFDGAFLCFG0HH: <RSCFDn_base> +
 009F_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RNC0[7:0]								RNC1[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RNC2[7:0]								RNC3[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.111 RSCFDnCFDGAFLCFG0 Register Contents

Bit Position	Bit Name	Function
31 to 24	RNC0[7:0]	Number of Rules for Channel 0 Set the number of receive rules exclusively used for channel 0.
23 to 16	RNC1[7:0]	Number of Rules for Channel 1 Set the number of receive rules exclusively used for channel 1.
15 to 8	RNC2[7:0]	Number of Rules for Channel 2 Set the number of receive rules exclusively used for channel 2.
7 to 0	RNC3[7:0]	Number of Rules for Channel 3 Set the number of receive rules exclusively used for channel 3.

Modify the RSCFDnCFDGAFLCFG0 register only in global reset mode.

Up to 64 × (number of channels) rules can be registered in the receive rule table as the entire unit. The number of receive rules per channel should meet the following conditions.

- The maximum number of rules per channel is 128.
- The total of the number of rules allocated to each channel is not larger than the number of rules that can be registered in the entire unit.

RNC0[7:0] Bits

These bits are used to set the number of rules to be registered in the channel 0 receive rule table.

Set these bits to a value within the range of 00_H to 80_H.

RNC1[7:0] Bits

These bits are used to set the number of rules to be registered in the channel 1 receive rule table.

Set these bits to a value within the range of 00_H to 80_H.

RNC2[7:0] Bits

These bits are used to set the number of rules to be registered in the channel 2 receive rule table.

Set these bits to a value within the range of 00_H to 80_H.

RNC3[7:0] Bits

These bits are used to set the number of rules to be registered in the channel 3 receive rule table.

Set these bits to a value within the range of 00_H to 80_H.

16.4.5.3 RSCFDnCFDGAFLIDj — Receive Rule ID Register (j = 0 to 15)

Access: RSCFDnCFDGAFLIDj register can be read/written in 32-bit units
 RSCFDnCFDGAFLIDjL, RSCFDnCFDGAFLIDjH registers can be read/written in 16-bit units
 RSCFDnCFDGAFLIDjLL, RSCFDnCFDGAFLIDjLH, RSCFDnCFDGAFLIDjHL, RSCFDnCFDGAFLIDjHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLIDj: <RSCFDn_base> + 1000_H + (10_H × j)
 RSCFDnCFDGAFLIDjL: <RSCFDn_base> + 1000_H + (10_H × j),
 RSCFDnCFDGAFLIDjH: <RSCFDn_base> + 1002_H + (10_H × j)
 RSCFDnCFDGAFLIDjLL: <RSCFDn_base> + 1000_H + (10_H × j),
 RSCFDnCFDGAFLIDjLH: <RSCFDn_base> + 1001_H + (10_H × j),
 RSCFDnCFDGAFLIDjHL: <RSCFDn_base> + 1002_H + (10_H × j),
 RSCFDnCFDGAFLIDjHH: <RSCFDn_base> + 1003_H + (10_H × j)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLIDE	GAFLRTR	GAFLLB	GAFLID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.112 RSCFDnCFDGAFLIDj Register Contents

Bit Position	Bit Name	Function
31	GAFLIDE	IDE Select 0: Standard ID 1: Extended ID
30	GAFLRTR	RTR Select 0: Data frame 1: Remote frame
29	GAFLLB	Receive Rule Target Message Select 0: When a message transmitted from another CAN node is received 1: When the own transmitted message is received
28 to 0	GAFLID[28:0]	ID Set the ID of the receive rule. For the standard ID, set the ID in bits b10 to b0 and set bits b28 to b11 to 0.

Modify the RSCFDnCFDGAFLIDj register when the AFLDAE bit in the RSCFDnCFDGAFLLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

GAFLIDE Bit

This bit is used to select the ID format (standard ID or extended ID) of the receive rule. This bit is compared with the IDE bit in the received message during the acceptance filter processing.

GAFLRTR Bit

This bit is used to select the frame format (data frame or remote frame) of the receive rule. This bit is compared with the RTR bit in the received message during the acceptance filter processing.

GAFLLB Bit

When this bit is set to 0, data processing using the receive rule is performed when receiving messages transmitted from another CAN node.

When this bit is set to 1 when the mirror function is used, data processing using the receive rule is performed when the CAN node is receiving its own transmitted messages.

GAFLLD[28:0] Bits

These bits are used to set the ID field of the receive rule. The ID value set by these bits is compared with the ID of the received message during the acceptance filter processing.

16.4.5.4 RSCFDnCFDGAFLMj — Receive Rule Mask Register (j = 0 to 15)

Access: RSCFDnCFDGAFLMj register can be read/written in 32-bit units
 RSCFDnCFDGAFLMjL, RSCFDnCFDGAFLMjH registers can be read/written in 16-bit units
 RSCFDnCFDGAFLMjLL, RSCFDnCFDGAFLMjLH, RSCFDnCFDGAFLMjHL, RSCFDnCFDGAFLMjHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLMj: <RSCFDn_base> + 1004_H + (10_H × j)
 RSCFDnCFDGAFLMjL: <RSCFDn_base> + 1004_H + (10_H × j),
 RSCFDnCFDGAFLMjH: <RSCFDn_base> + 1006_H + (10_H × j)
 RSCFDnCFDGAFLMjLL: <RSCFDn_base> + 1004_H + (10_H × j),
 RSCFDnCFDGAFLMjLH: <RSCFDn_base> + 1005_H + (10_H × j),
 RSCFDnCFDGAFLMjHL: <RSCFDn_base> + 1006_H + (10_H × j),
 RSCFDnCFDGAFLMjHH: <RSCFDn_base> + 1007_H + (10_H × j)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLID EM	GAFLR TRM	—	GAFLIDM[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLIDM[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.113 RSCFDnCFDGAFLMj Register Contents

Bit Position	Bit Name	Function
31	GAFLIDEM	IDE Mask 0: The IDE bit is not compared. 1: The IDE bit is compared.
30	GAFLRTRM	RTR Mask 0: The RTR bit is not compared. 1: The RTR bit is compared
29	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
28 to 0	GAFLIDM[28:0]	ID Mask 0: The corresponding ID bit is not compared. 1: The corresponding ID bit is compared.

Modify the RSCFDnCFDGAFLMj register when the AFLDAE bit in the RSCFDnCFDGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

GAFLIDEM Bit

When this bit is set to 1, filter processing is performed only for messages of the ID format specified by the GAFLIDE bit in the RSCFDnCFDGAFLIDj register.

When this bit is cleared to 0, the IDs of all the receive messages and the specified IDs are regarded as matched. To set the GAFLIDEM bit to 0, set the GAFLIDM[28:0] bits to all 0 at the same time.

GAFLRTRM Bit

This bit is used to mask the RTR bit of the receive rule.

GAFLIDM[28:0] Bits

These bits are used to mask the corresponding ID bit of the receive rule.

16.4.5.5 RSCFDnCFDGAFLP0_j — Receive Rule Pointer 0 Register (j = 0 to 15)

Access: RSCFDnCFDGAFLP0j register can be read/written in 32-bit units
 RSCFDnCFDGAFLP0jL, RSCFDnCFDGAFLP0jH registers can be read/written in 16-bit units
 RSCFDnCFDGAFLP0jLL, RSCFDnCFDGAFLP0jLH, RSCFDnCFDGAFLP0jHL, RSCFDnCFDGAFLP0jHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLP0j: <RSCFDn_base> + 1008_H + (10_H × j)
 RSCFDnCFDGAFLP0jL: <RSCFDn_base> + 1008_H + (10_H × j),
 RSCFDnCFDGAFLP0jH: <RSCFDn_base> + 100A_H + (10_H × j)
 RSCFDnCFDGAFLP0jLL: <RSCFDn_base> + 1008_H + (10_H × j),
 RSCFDnCFDGAFLP0jLH: <RSCFDn_base> + 1009_H + (10_H × j),
 RSCFDnCFDGAFLP0jHL: <RSCFDn_base> + 100A_H + (10_H × j),
 RSCFDnCFDGAFLP0jHH: <RSCFDn_base> + 100B_H + (10_H × j)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLDLC[3:0]				GAFLPTR[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLR MV	GAFLRMDP[6:0]						—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 16.114 RSCFDnCFDGAFLP0_j Register Contents (1/2)

Bit Position	Bit Name	Function																																																																																																
31 to 28	GAFLDLC[3:0]	Receive Rule DLC <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>b31</th><th>b30</th><th>b29</th><th>b28</th><th>Classical CAN Frame</th><th>CAN FD Frame</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>0</td><td>0</td><td colspan="2">DLC check is disabled</td></tr> <tr> <td>0</td><td>0</td><td>0</td><td>1</td><td colspan="2">1 data byte</td></tr> <tr> <td>0</td><td>0</td><td>1</td><td>0</td><td colspan="2">2 data bytes</td></tr> <tr> <td>0</td><td>0</td><td>1</td><td>1</td><td colspan="2">3 data bytes</td></tr> <tr> <td>0</td><td>1</td><td>0</td><td>0</td><td colspan="2">4 data bytes</td></tr> <tr> <td>0</td><td>1</td><td>0</td><td>1</td><td colspan="2">5 data bytes</td></tr> <tr> <td>0</td><td>1</td><td>1</td><td>0</td><td colspan="2">6 data bytes</td></tr> <tr> <td>0</td><td>1</td><td>1</td><td>1</td><td colspan="2">7 data bytes</td></tr> <tr> <td>1</td><td>0</td><td>0</td><td>0</td><td colspan="2">8 data bytes</td></tr> <tr> <td>1</td><td>0</td><td>0</td><td>1</td><td rowspan="8">8 data bytes</td><td>12 data bytes</td></tr> <tr> <td>1</td><td>0</td><td>1</td><td>0</td><td>16 data bytes</td></tr> <tr> <td>1</td><td>0</td><td>1</td><td>1</td><td>20 data bytes</td></tr> <tr> <td>1</td><td>1</td><td>0</td><td>0</td><td>24 data bytes</td></tr> <tr> <td>1</td><td>1</td><td>0</td><td>1</td><td>32 data bytes</td></tr> <tr> <td>1</td><td>1</td><td>1</td><td>0</td><td>48 data bytes</td></tr> <tr> <td>1</td><td>1</td><td>1</td><td>1</td><td>64 data bytes</td></tr> </tbody> </table>	b31	b30	b29	b28	Classical CAN Frame	CAN FD Frame	0	0	0	0	DLC check is disabled		0	0	0	1	1 data byte		0	0	1	0	2 data bytes		0	0	1	1	3 data bytes		0	1	0	0	4 data bytes		0	1	0	1	5 data bytes		0	1	1	0	6 data bytes		0	1	1	1	7 data bytes		1	0	0	0	8 data bytes		1	0	0	1	8 data bytes	12 data bytes	1	0	1	0	16 data bytes	1	0	1	1	20 data bytes	1	1	0	0	24 data bytes	1	1	0	1	32 data bytes	1	1	1	0	48 data bytes	1	1	1	1	64 data bytes
b31	b30	b29	b28	Classical CAN Frame	CAN FD Frame																																																																																													
0	0	0	0	DLC check is disabled																																																																																														
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1	1	1	0		48 data bytes																																																																																													
1	1	1	1		64 data bytes																																																																																													
27 to 16	GAFLPTR[11:0]	Receive Rule Label Set the 12-bit label information.																																																																																																
15	GAFLRMV	Receive Buffer Enable 0: No receive buffer is used. 1: A receive buffer is used.																																																																																																
14 to 8	GAFLRMDP[6:0]	Receive Buffer Number Select Set the receive buffer number to store receive messages.																																																																																																

Table 16.114 RSCFDnCFDGAFLP0_j Register Contents (2/2)

Bit Position	Bit Name	Function
7 to 0	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.

Modify the RSCFDnCFDGAFLP0_j register when the AFLDAE bit in the RSCFDnCFDGAFLP0_j register is set to 1 (receive rule table write is enabled) in global reset mode.

GAFLDLC[3:0] Bits

These bits are used to set the minimum data length necessary for receiving messages. If the data length of a message that is being filtered is equal to or larger than the value set by the GAFLDLC[3:0] bits, the message passes the DLC check. Setting these bits to 0000_B disables the DLC check function allowing messages with any data length to pass the DLC check.

GAFLPTR[11:0] Bits

These bits are used to set a 12-bit label to be attached to messages that have passed through the filter. A label is attached when a message is stored in the receive buffer or the FIFO buffer.

GAFLRMV Bit

When this bit is set to 1, receive messages that have passed through the filter are stored in the receive buffer selected by the GAFLRMDP[6:0] bits.

GAFLRMDP[6:0] Bits

These bits are used to select the number of the receive buffer that stores receive messages that have passed through the filter when the GAFLRMV bit is set to 1. Set these bits to a value smaller than the value set by the NRXMB[7:0] bits in the RSCFDnCFDRMNB register.

16.4.5.6 RSCFDnCFDGAFLP1_j — Receive Rule Pointer 1 Register (j = 0 to 15)

Access: RSCFDnCFDGAFLP1_j register can be read/written in 32-bit units
 RSCFDnCFDGAFLP1_jL, RSCFDnCFDGAFLP1_jH registers can be read/written in 16-bit units
 RSCFDnCFDGAFLP1_jLL, RSCFDnCFDGAFLP1_jLH, RSCFDnCFDGAFLP1_jHL,
 RSCFDnCFDGAFLP1_jHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLP1_j: <RSCFDn_base> + 100C_H + (10_H × j)
 RSCFDnCFDGAFLP1_jL: <RSCFDn_base> + 100C_H + (10_H × j),
 RSCFDnCFDGAFLP1_jH: <RSCFDn_base> + 100E_H + (10_H × j)
 RSCFDnCFDGAFLP1_jLL: <RSCFDn_base> + 100C_H + (10_H × j),
 RSCFDnCFDGAFLP1_jLH: <RSCFDn_base> + 100D_H + (10_H × j),
 RSCFDnCFDGAFLP1_jHL: <RSCFDn_base> + 100E_H + (10_H × j),
 RSCFDnCFDGAFLP1_jHH: <RSCFDn_base> + 100F_H + (10_H × j)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—												GAFLFDP[19:16]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLFDP[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.115 RSCFDnCFDGAFLP1_j Register Contents

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
19 to 8	GAFLFDP[19:8]	Transmit/Receive FIFO Buffer k Select (Bit position –8 = target transmit/receive FIFO buffer number k) 0: Transmit/receive FIFO buffer is not selected. 1: Transmit/receive FIFO buffer is selected.
7 to 0	GAFLFDP[7:0]	Receive FIFO Buffer x Select (Bit position = target receive FIFO buffer number x) 0: Receive FIFO buffer is not selected. 1: Receive FIFO buffer is selected.

Modify the RSCFDnCFDGAFLP1_j register when the AFLDAE bit in the RSCFDnCFDGAFLFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

GAFLFDP[19:0] Bits

These bits are used to specify FIFO buffers that store receive messages that have passed through the filter. Up to eight FIFO buffers are selectable. However, when the GAFLRMV bit in the RSCFDnCFDGAFLP0_j register is set to 1 (a message is stored in the receive buffer), up to seven FIFO buffers can be selected. Only receive FIFO buffers and the transmit/receive FIFO buffer for which the CFM[1:0] bits in the RSCFDnCFDGFCCk register are set to 00_B (receive mode) or 10_B (gateway mode) are selectable.

16.4.6 Details of Receive Buffer-related Registers

16.4.6.1 RSCFDnCFDRMNB — Receive Buffer Number Register

Access: RSCFDnCFDRMNB register can be read/written in 32-bit units
RSCFDnCFDRMNBL, RSCFDnCFDRMNBH registers can be read/written in 16-bit units
RSCFDnCFDRMNBLL, RSCFDnCFDRMNBHL, RSCFDnCFDRMNBHL, RSCFDnCFDRMNBHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRMNB: <RSCFDn_base> + 00A4_H
RSCFDnCFDRMNBL: <RSCFDn_base> + 00A4_H, RSCFDnCFDRMNBH: <RSCFDn_base> + 00A6_H
RSCFDnCFDRMNBLL: <RSCFDn_base> + 00A4_H, RSCFDnCFDRMNBHL: <RSCFDn_base> + 00A5_H,
RSCFDnCFDRMNBHL: <RSCFDn_base> + 00A6_H, RSCFDnCFDRMNBHH: <RSCFDn_base> + 00A7_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	RMPLS[1:0]		NRXMB[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.116 RSCFDnCFDRMNB Register Contents

Bit Position	Bit Name	Function
31 to 10	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
9, 8	RMPLS[1:0]	Receive Buffer Payload Storage Size Select b9 b8 0 0: 8 bytes 0 1: 12 bytes 1 0: 16 bytes 1 1: 20 bytes
7 to 0	NRXMB[7:0]	Receive Buffer Number Configuration Set the number of receive buffers. Set a value of 0 to 64

Modify the RSCFDnCFDRMNB register only in global reset mode.

RMPLS[1:0] Bits

These bits are used to select the maximum payload size that can be stored in the receive buffer.

NRXMB[7:0] Bits

These bits are used to set the total number of receive buffers of the RS-CANFD module. The maximum value is $16 \times$ (number of channels).

Setting these bits all to 0 makes receive buffers unavailable.

16.4.6.2 RSCFDnCFDRMNDy — Receive Buffer New Data Register (y = 0, 1)

Access: RSCFDnCFDRMNDy register can be read/written in 32-bit units
RSCFDnCFDRMNDyL, RSCFDnCFDRMNDyH registers can be read/written in 16-bit units
RSCFDnCFDRMNDyLL, RSCFDnCFDRMNDyLH, RSCFDnCFDRMNDyHL, RSCFDnCFDRMNDyHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRMNDy: <RSCFDn_base> + 00A8_H + (04_H × y)
RSCFDnCFDRMNDyL: <RSCFDn_base> + 00A8_H + (04_H × y),
RSCFDnCFDRMNDyH: <RSCFDn_base> + 00AA_H + (04_H × y)
RSCFDnCFDRMNDyLL: <RSCFDn_base> + 00A8_H + (04_H × y),
RSCFDnCFDRMNDyLH: <RSCFDn_base> + 00A9_H + (04_H × y),
RSCFDnCFDRMNDyHL: <RSCFDn_base> + 00AA_H + (04_H × y),
RSCFDnCFDRMNDyHH: <RSCFDn_base> + 00AB_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMNSq (q = y × 32 + 31)	RMNSq (q = y × 32 + 30)	RMNSq (q = y × 32 + 29)	RMNSq (q = y × 32 + 28)	RMNSq (q = y × 32 + 27)	RMNSq (q = y × 32 + 26)	RMNSq (q = y × 32 + 25)	RMNSq (q = y × 32 + 24)	RMNSq (q = y × 32 + 23)	RMNSq (q = y × 32 + 22)	RMNSq (q = y × 32 + 21)	RMNSq (q = y × 32 + 20)	RMNSq (q = y × 32 + 19)	RMNSq (q = y × 32 + 18)	RMNSq (q = y × 32 + 17)	RMNSq (q = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMNSq (q = y × 32 + 15)	RMNSq (q = y × 32 + 14)	RMNSq (q = y × 32 + 13)	RMNSq (q = y × 32 + 12)	RMNSq (q = y × 32 + 11)	RMNSq (q = y × 32 + 10)	RMNSq (q = y × 32 + 9)	RMNSq (q = y × 32 + 8)	RMNSq (q = y × 32 + 7)	RMNSq (q = y × 32 + 6)	RMNSq (q = y × 32 + 5)	RMNSq (q = y × 32 + 4)	RMNSq (q = y × 32 + 3)	RMNSq (q = y × 32 + 2)	RMNSq (q = y × 32 + 1)	RMNSq (q = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.117 RSCFDnCFDRMNDy Register Contents

Bit Position	Bit Name	Function
31 to 16	RMNSq	Receive Buffer Receive Complete Flag q (q = y × 32 + 31 to y × 32 + 16) 0: There is no new message in receive buffer q. 1: There is a new message in receive buffer q.
15 to 0	RMNSq	Receive Buffer Receive Complete Flag q (q = y × 32 + 15 to y × 32 + 0) 0: There is no new message in receive buffer q. 1: There is a new message in receive buffer q.

Write 0 to the RSCFDnCFDRMNDy register in global operating mode or global test mode.

RMNSq Flags (q = 0 to 63)

Each RMNSq flag is set to 1 when the processing for storing a message in the corresponding receive buffer starts.

To clear a flag to 0, the program must write 0 to the flag. Use a store instruction to write “0” to the flag and “1” to other flags. These bits cannot be set to 0 while a message is being stored. The message storing time depends on the storage payload size of the receive buffer. When the RMPLS[1:0] value in the RSCFDnCFDRMNB register is 00_B (8 bytes), the message storing time is 12 pclk clock cycles. When the RMPLS[1:0] value is 11_B (20 bytes), the message storing time is 18 pclk clock cycles. (2 pclk clock cycles per 4 bytes of storage payload size).

These flags are cleared to 0 in global reset mode.

16.4.6.3 RSCFDnCFDRMIDq — Receive Buffer ID Register (q = 0 to 63)

Access: RSCFDnCFDRMIDq register can be read only in 32-bit units
 RSCFDnCFDRMIDqL, RSCFDnCFDRMIDqH registers can be read only in 16-bit units
 RSCFDnCFDRMIDqLL, RSCFDnCFDRMIDqLH, RSCFDnCFDRMIDqHL, RSCFDnCFDRMIDqHH registers
 can be read only in 8-bit units

Address: RSCFDnCFDRMIDq: $\langle \text{RSCFDn_base} \rangle + 2000_{\text{H}} + (20_{\text{H}} \times q)$
 RSCFDnCFDRMIDqL: $\langle \text{RSCFDn_base} \rangle + 2000_{\text{H}} + (20_{\text{H}} \times q)$,
 RSCFDnCFDRMIDqH: $\langle \text{RSCFDn_base} \rangle + 2002_{\text{H}} + (20_{\text{H}} \times q)$
 RSCFDnCFDRMIDqLL: $\langle \text{RSCFDn_base} \rangle + 2000_{\text{H}} + (20_{\text{H}} \times q)$,
 RSCFDnCFDRMIDqLH: $\langle \text{RSCFDn_base} \rangle + 2001_{\text{H}} + (20_{\text{H}} \times q)$,
 RSCFDnCFDRMIDqHL: $\langle \text{RSCFDn_base} \rangle + 2002_{\text{H}} + (20_{\text{H}} \times q)$,
 RSCFDnCFDRMIDqHH: $\langle \text{RSCFDn_base} \rangle + 2003_{\text{H}} + (20_{\text{H}} \times q)$

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMIDE	RMRTR	—	RMID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.118 RSCFDnCFDRMIDq Register Contents

Bit Position	Bit Name	Function
31	RMIDE	Receive Buffer IDE 0: Standard ID 1: Extended ID
30	RMRTR	Receive Buffer RTR/RRS <ul style="list-style-type: none"> When the received message is a classical CAN frame <ul style="list-style-type: none"> 0: Data frame 1: Remote frame When the received message is a CAN FD frame The RRS bit value of the received message can be read.
29	Reserved	When read, the value after reset is returned.
28 to 0	RMID[28:0]	Receive Buffer ID Data These bits contain the standard ID or extended ID of the received message. Read bits b10 to b0 for standard ID. Bits b28 to b11 are read as 0.

RMIDE Bit

This bit indicates the ID format (standard ID or extended ID) of the message stored in the receive buffer.

RMRTR Bit

When the received message is a classical CAN frame, this bit indicates the frame format (data frame or remote frame) of the message stored in the receive buffer. When the received message is a CAN FD frame, this bit indicates the RRS bit value in the message.

RMID[28:0] Bits

These bits contain the ID of the message stored in the receive buffer.

16.4.6.4 RSCFDnCFDRMPTRq — Receive Buffer Pointer Register (q = 0 to 63)

Access: RSCFDnCFDRMPTRq register can be read only in 32-bit units
 RSCFDnCFDRMPTRqL, RSCFDnCFDRMPTRqH registers can be read only in 16-bit units
 RSCFDnCFDRMPTRqLL, RSCFDnCFDRMPTRqLH, RSCFDnCFDRMPTRqHL, RSCFDnCFDRMPTRqHH registers can be read only in 8-bit units

Address: RSCFDnCFDRMPTRq: <RSCFDn_base> + 2004_H + (20_H × q)
 RSCFDnCFDRMPTRqL: <RSCFDn_base> + 2004_H + (20_H × q),
 RSCFDnCFDRMPTRqH: <RSCFDn_base> + 2006_H + (20_H × q)
 RSCFDnCFDRMPTRqLL: <RSCFDn_base> + 2004_H + (20_H × q),
 RSCFDnCFDRMPTRqLH: <RSCFDn_base> + 2005_H + (20_H × q),
 RSCFDnCFDRMPTRqHL: <RSCFDn_base> + 2006_H + (20_H × q),
 RSCFDnCFDRMPTRqHH: <RSCFDn_base> + 2007_H + (20_H × q)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMDLC[3:0]				RMPTR[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.119 RSCFDnCFDRMPTRq Register Contents

Bit Position	Bit Name	Function			
31 to 28	RMDLC[3:0]	Receive Buffer DLC Data			
			b31 b30 b29 b28	Classical CAN Frame	CAN FD Frame
			0 0 0 0	0 data bytes	
			0 0 0 1	1 data byte	
			0 0 1 0	2 data bytes	
			0 0 1 1	3 data bytes	
			0 1 0 0	4 data bytes	
			0 1 0 1	5 data bytes	
			0 1 1 0	6 data bytes	
			0 1 1 1	7 data bytes	
			1 0 0 0	8 data bytes	
			1 0 0 1	8 data bytes	12 data bytes
			1 0 1 0		16 data bytes
			1 0 1 1		20 data bytes
			1 1 0 0		24 data bytes
			1 1 0 1		32 data bytes
1 1 1 0	48 data bytes				
1 1 1 1	64 data bytes				
27 to 16	RMPTR[11:0]	Receive Buffer Label Data Label information of the received message.			
15 to 0	RMTS[15:0]	Receive Buffer Timestamp Data Timestamp value of the received message.			

RMDLC[3:0] Bits

These bits indicate the data length of the message stored in the receive buffer. The number of bytes of the payload to be stored in the receive buffer is determined by the RMPLS[1:0] bits in the RSCFDnCFDRMNB register.

RMPTR[11:0] Bits

These bits indicate the label information of the message stored in the receive buffer.

RMTS[15:0] Bits

These bits indicate the timestamp value of the message stored in the receive buffer.

16.4.6.5 RSCFDnCFDRMFDSTSq — Receive Buffer CAN FD Status Register (q = 0 to 63)

Access: RSCFDnCFDRMFDSTSq register can be read only in 32-bit units
 RSCFDnCFDRMFDSTSqL, RSCFDnCFDRMFDSTSqH registers can be read only in 16-bit units
 RSCFDnCFDRMFDSTSqLL, RSCFDnCFDRMFDSTSqLH, RSCFDnCFDRMFDSTSqHL,
 RSCFDnCFDRMFDSTSqHH registers can be read only in 8-bit units

Address: RSCFDnCFDRMFDSTSq: <RSCFDn_base> + 2008_H + (20_H × q)
 RSCFDnCFDRMFDSTSqL: <RSCFDn_base> + 2008_H + (20_H × q),
 RSCFDnCFDRMFDSTSqH: <RSCFDn_base> + 200A_H + (20_H × q)
 RSCFDnCFDRMFDSTSqLL: <RSCFDn_base> + 2008_H + (20_H × q),
 RSCFDnCFDRMFDSTSqLH: <RSCFDn_base> + 2009_H + (20_H × q),
 RSCFDnCFDRMFDSTSqHL: <RSCFDn_base> + 200A_H + (20_H × q),
 RSCFDnCFDRMFDSTSqHH: <RSCFDn_base> + 200B_H + (20_H × q)

Initial value: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RMFDF	RMBRS	RMESI
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.120 RSCFDnCFDRMFDSTSq Register Contents

Bit Position	Bit Name	Function
31 to 3	Reserved	When read, the value after reset is returned.
2	RMFDF	FDF 0: Classical CAN frame 1: CAN FD frame
1	RMBRS	BRS 0: The bit rate in the data area does not change. 1: The bit rate in the data area changes.
0	RMESI	ESI 0: Error active node 1: Error passive node

RMFDF Bit

This bit indicates the FD format (classical CAN frame or CAN FD frame) of the message stored in the receive buffer.

RMBRS Bit

When the RMFDF bit is 1, this bit indicates the BRS bit value of the message stored in the receive buffer. When the RMFDF bit is 0, this bit is always read as 0.

RMESI Bit

When the RMFDF bit is 1, this bit indicates the ESI bit value of the message stored in the receive buffer. When the RMFDF bit is 0, this bit is always read as 0.

16.4.6.6 RSCFDnCFDRMDFb_q — Receive Buffer Data Field b Register (b = 0 to 4, q = 0 to 63)

Access: RSCFDnCFDRMDFb_q register can be read only in 32-bit units
RSCFDnCFDRMDFb_qL, RSCFDnCFDRMDFb_qH registers can be read only in 16-bit units
RSCFDnCFDRMDFb_qLL, RSCFDnCFDRMDFb_qLH, RSCFDnCFDRMDFb_qHL,
RSCFDnCFDRMDFb_qHH registers can be read only in 8-bit units

Address: RSCFDnCFDRMDFb_q: $\langle \text{RSCFDn_base} \rangle + 200\text{C}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times q)$
RSCFDnCFDRMDFb_qL: $\langle \text{RSCFDn_base} \rangle + 200\text{C}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times q)$,
RSCFDnCFDRMDFb_qH: $\langle \text{RSCFDn_base} \rangle + 200\text{E}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times q)$
RSCFDnCFDRMDFb_qLL: $\langle \text{RSCFDn_base} \rangle + 200\text{C}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times q)$,
RSCFDnCFDRMDFb_qLH: $\langle \text{RSCFDn_base} \rangle + 200\text{D}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times q)$,
RSCFDnCFDRMDFb_qHL: $\langle \text{RSCFDn_base} \rangle + 200\text{E}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times q)$,
RSCFDnCFDRMDFb_qHH: $\langle \text{RSCFDn_base} \rangle + 200\text{F}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times q)$

Initial value: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMDB4 × b + 3 [7:0]								RMDB4 × b + 2 [7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMDB4 × b + 1 [7:0]								RMDB4 × b + 0 [7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.121 RSCFDnCFDRMDFb_q Register Contents

Bit Position	Bit Name	Function
31 to 24	RMDB4 × b + 3 [7:0]	Receive Buffer Data Byte 4 × b + 3
		Receive Buffer Data Byte 4 × b + 2
23 to 16	RMDB4 × b + 2 [7:0]	Receive Buffer Data Byte 4 × b + 1
		Receive Buffer Data Byte 4 × b + 0
15 to 8	RMDB4 × b + 1 [7:0]	Data for a message stored in the receive buffer can be read.
7 to 0	RMDB4 × b + 0 [7:0]	

When the RMDLC[3:0] value in the RSCFDnCFDRMPTRq register is smaller than the payload storage size of the receive buffer, data bytes for which no data is set are read as 00_H.

Specify the payload storage size of the receive buffer by the RMPLS[1:0] bits in the RSCFDnCFDRMNB register. Do not read or write the RSCFDnCFDRMDFb_q register corresponding to an area larger than the specified size.

16.4.7 Details of Receive FIFO Buffer-related Registers

16.4.7.1 RSCFDnCFDRFCCx — Receive FIFO Buffer Configuration and Control Register (x = 0 to 7)

Access: RSCFDnCFDRFCCx register can be read/written in 32-bit units
 RSCFDnCFDRFCCxL, RSCFDnCFDRFCCxH registers can be read/written in 16-bit units
 RSCFDnCFDRFCCxLL, RSCFDnCFDRFCCxLH, RSCFDnCFDRFCCxHL, RSCFDnCFDRFCCxHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRFCCx: <RSCFDn_base> + 00B8_H + (04_H × x)
 RSCFDnCFDRFCCxL: <RSCFDn_base> + 00B8_H + (04_H × x),
 RSCFDnCFDRFCCxH: <RSCFDn_base> + 00BA_H + (04_H × x)
 RSCFDnCFDRFCCxLL: <RSCFDn_base> + 00B8_H + (04_H × x),
 RSCFDnCFDRFCCxLH: <RSCFDn_base> + 00B9_H + (04_H × x),
 RSCFDnCFDRFCCxHL: <RSCFDn_base> + 00BA_H + (04_H × x),
 RSCFDnCFDRFCCxHH: <RSCFDn_base> + 00BB_H + (04_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFIGCV[2:0]			RFIM	—	RFDC[2:0]			—	RFPLS[2:0]			—	—	RFIE	RFE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R/W	R/W

Table 16.122 RSCFDnCFDRFCCx Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
15 to 13	RFIGCV[2:0]	Receive FIFO Interrupt Request Timing Select $b_{15} \ b_{14} \ b_{13}$ 0 0 0: When FIFO is 1/8 full. 0 0 1: When FIFO is 2/8 full. 0 1 0: When FIFO is 3/8 full. 0 1 1: When FIFO is 4/8 full. 1 0 0: When FIFO is 5/8 full. 1 0 1: When FIFO is 6/8 full. 1 1 0: When FIFO is 7/8 full. 1 1 1: When FIFO is full.
12	RFIM	Receive FIFO Interrupt Source Select 0: An interrupt occurs when the condition set by the RFIGCV[2:0] bits is met. 1: An interrupt occurs each time a message has been received.
11	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
10 to 8	RFDC[2:0]	Receive FIFO Buffer Depth Configuration $b_{10} \ b_9 \ b_8$ 0 0 0: 0 messages 0 0 1: 4 messages 0 1 0: 8 messages 0 1 1: 16 messages 1 0 0: 32 messages 1 0 1: 48 messages 1 1 0: 64 messages 1 1 1: 128 messages

Table 16.122 RSCFDnCFDRFCCx Register Contents (2/2)

Bit Position	Bit Name	Function
7	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
6 to 4	RFPLS[2:0]	Receive FIFO Buffer Payload Storage Size Select b6 b5 b4 0 0 0: 8 bytes 0 0 1: 12 bytes 0 1 0: 16 bytes 0 1 1: 20 bytes 1 0 0: 24 bytes 1 0 1: 32 bytes 1 1 0: 48 bytes 1 1 1: 64 bytes
3, 2	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
1	RFIE	Receive FIFO Interrupt Enable 0: Receive FIFO interrupt is disabled. 1: Receive FIFO interrupt is enabled.
0	RFE	Receive FIFO Buffer Enable 0: No receive FIFO buffer is used. 1: Receive FIFO buffers are used.

RFIGCV[2:0] Bits

These bits are used to specify the number of received messages for generating a receive FIFO interrupt request when the RFIM bit is set to 0 with a fraction for the total number of buffers (the setting of RFDC[2:0]).

When the RFDC[2:0] bits are set to 001_B (4 messages), set the RFIGCV[2:0] bits to 001_B, 011_B, 101_B, or 111_B. Modify these bits only in global reset mode.

RFIM Bit

This bit is used to select a FIFO interrupt source. Modify this bit only in global reset mode.

RFDC[2:0] Bits

These bits are used to select the number of messages that can be stored in a single receive FIFO buffer. When these bits are set to 000_B, no receive FIFO buffer should be used. Modify these bits only in global reset mode.

RFPLS[2:0] Bits

These bits are used to select the maximum payload size that can be stored in the receive FIFO buffer. Modify these bits only in global reset mode.

RFIE Bit

Setting the RFIE bit to 1 enables receive FIFO interrupts. Modify this bit when the RFE bit set to 0 (no receive FIFO buffer is used).

RFE Bit

Setting the RFE bit to 1 makes receive FIFO buffers available. Clearing this bit to 0 sets the RFEMP flag in the RSCFDnCFDRFSTSx register to 1 (buffer empty). Modify this bit in global operating mode or global test mode.

After all other bits in the RSCFDnCFDRFCCx register have been set, set this bit to 1 by using another instruction.

This bit is set to 0 in global reset mode.

16.4.7.2 RSCFDnCFDRFSTSx — Receive FIFO Buffer Status Register (x = 0 to 7)

Access: RSCFDnCFDRFSTSx register can be read/written in 32-bit units
 RSCFDnCFDRFSTSxL, RSCFDnCFDRFSTSxH registers can be read/written in 16-bit units
 RSCFDnCFDRFSTSxLL, RSCFDnCFDRFSTSxLH, RSCFDnCFDRFSTSxHL, RSCFDnCFDRFSTSxHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRFSTSx: <RSCFDn_base> + 00D8_H + (04_H × x)
 RSCFDnCFDRFSTSxL: <RSCFDn_base> + 00D8_H + (04_H × x),
 RSCFDnCFDRFSTSxH: <RSCFDn_base> + 00DA_H + (04_H × x)
 RSCFDnCFDRFSTSxLL: <RSCFDn_base> + 00D8_H + (04_H × x),
 RSCFDnCFDRFSTSxLH: <RSCFDn_base> + 00D9_H + (04_H × x),
 RSCFDnCFDRFSTSxHL: <RSCFDn_base> + 00DA_H + (04_H × x),
 RSCFDnCFDRFSTSxHH: <RSCFDn_base> + 00DB_H + (04_H × x)

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFMC[7:0]							—	—	—	—	RFIF	RFMLT	RFFLL	RFEMP	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Table 16.123 RSCFDnCFDRFSTSx Register Contents

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
15 to 8	RFMC[7:0]	Receive FIFO Unread Message Counter The number of unread messages stored in the receive FIFO buffer is displayed.
7 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	RFIF	Receive FIFO Interrupt Request Flag 0: No receive FIFO interrupt request is present. 1: A receive FIFO interrupt request is present.
2	RFMLT	Receive FIFO Message Lost Flag 0: No receive FIFO message is lost. 1: A receive FIFO message is lost.
1	RFFLL	Receive FIFO Buffer Full Status Flag 0: The receive FIFO buffer is not full. 1: The receive FIFO buffer is full.
0	RFEMP	Receive FIFO Buffer Empty Status Flag 0: The receive FIFO buffer contains unread message. 1: The receive FIFO buffer contains no unread message (buffer empty).

RFMC[7:0] Flag

This flag indicates the number of unread messages in the receive FIFO buffer. This flag becomes 00_H when the RFE bit in the RSCFDnCFDRFCCx register is set to 0.

This flag becomes 00_H in global reset mode.

RFIF Flag

This flag is set to 1 when the receive FIFO interrupt request generation conditions set by the RFIGCV[2:0] bits and the RFIM bit in the RSCFDnCFDRFCCx register are met. This flag is cleared to 0 in global reset mode or by writing 0 to this flag. Modify this bit in global operating mode or global test mode.

To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”.

RFMLT Flag

This flag is set to 1 when an attempt is made to store a new message while the receive FIFO buffer is full. In this case, the new message is discarded.

This flag is cleared to 0 in global reset mode or by writing 0 to this flag.

Modify this bit in global operating mode or global test mode.

To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”.

RFFLL Flag

This flag is set to 1 when the number of messages stored in the receive FIFO buffer matches the FIFO buffer depth set by the RFDC[2:0] bits in the RSCFDnCFDRFCCx register.

If the number of messages stored in the receive FIFO buffer becomes smaller than the FIFO buffer depth set by the RFDC[2:0] bits, this flag is cleared to 0. This flag is also cleared to 0 when the RFE bit in the RSCFDnCFDRFCCx register is set to 0 (no receive FIFO buffer is used) or in global reset mode.

RFEMP Flag

This flag is set to 1 when all messages in the receive FIFO buffer have been read. This flag is also set to 1 when the RFE bit in the RSCFDnCFDRFCCx register is 0 or in global reset mode.

This flag is cleared to 0 when even a single received message has been stored in the receive FIFO buffer.

NOTE

To clear the RFMLT or RFIF flag to 0, use a store instruction to write “0” to the given flag and “1” to the other flags.

16.4.7.3 RSCFDnCFDRFPCTR_x — Receive FIFO Buffer Pointer Control Register ($x = 0$ to 7)

Access: RSCFDnCFDRFPCTR_x register can only be written in 32-bit units
RSCFDnCFDRFPCTR_{xL}, RSCFDnCFDRFPCTR_{xH} registers can only be written in 16-bit units
RSCFDnCFDRFPCTR_{xLL}, RSCFDnCFDRFPCTR_{xLH}, RSCFDnCFDRFPCTR_{xHL},
RSCFDnCFDRFPCTR_{xHH} registers can only be written in 8-bit units

Address: RSCFDnCFDRFPCTR_x: <RSCFDn_base> + 00F8_H + (04_H × x)
RSCFDnCFDRFPCTR_{xL}: <RSCFDn_base> + 00F8_H + (04_H × x),
RSCFDnCFDRFPCTR_{xH}: <RSCFDn_base> + 00FA_H + (04_H × x)
RSCFDnCFDRFPCTR_{xLL}: <RSCFDn_base> + 00F8_H + (04_H × x),
RSCFDnCFDRFPCTR_{xLH}: <RSCFDn_base> + 00F9_H + (04_H × x),
RSCFDnCFDRFPCTR_{xHL}: <RSCFDn_base> + 00FA_H + (04_H × x),
RSCFDnCFDRFPCTR_{xHH}: <RSCFDn_base> + 00FB_H + (04_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RFPC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 16.124 RSCFDnCFDRFPCTR_x Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	The write value should be the value after reset.
7 to 0	RFPC[7:0]	Receive FIFO Pointer Control When these bits are set to FF _H , the read pointer moves to the next unread message in the receive FIFO buffer.

RFPC[7:0] Bits

When the RFPC[7:0] bits are set to FF_H, the read pointer moves to the next unread message in the receive FIFO buffer. At this time, the RFMC[7:0] (receive FIFO unread message counter) value in the RSCFDnCFDRFSTS_x register is decremented. Read the RSCFDnCFDRFID_x, RSCFDnCFDRFPTR_x, RSCFDnCFDRFDSTS_x, and RSCFDnCFDRFDf_x registers to read messages in the receive FIFO buffer, and then write FF_H to the RFPC[7:0] bits.

When writing FF_H to these bits, make sure that the RFE bit in the RSCFDnCFDRFCC_x register is set to 1 (receive FIFO buffers are used) and the RFEMP flag in the RSCFDnCFDRFSTS_x register is 0 (the receive FIFO buffer contains unread messages).

16.4.7.4 RSCFDnCFDRFIDx — Receive FIFO Buffer Access ID Register (x = 0 to 7)

Access: RSCFDnCFDRFIDx register can be read only in 32-bit units
 RSCFDnCFDRFIDxL, RSCFDnCFDRFIDxH registers can be read only in 16-bit units
 RSCFDnCFDRFIDxLL, RSCFDnCFDRFIDxLH, RSCFDnCFDRFIDxHL, RSCFDnCFDRFIDxHH registers can be read only in 8-bit units

Address: RSCFDnCFDRFIDx: <RSCFDn_base> + 3000_H + (80_H × x)
 RSCFDnCFDRFIDxL: <RSCFDn_base> + 3000_H + (80_H × x),
 RSCFDnCFDRFIDxH: <RSCFDn_base> + 3002_H + (80_H × x)
 RSCFDnCFDRFIDxLL: <RSCFDn_base> + 3000_H + (80_H × x),
 RSCFDnCFDRFIDxLH: <RSCFDn_base> + 3001_H + (80_H × x),
 RSCFDnCFDRFIDxHL: <RSCFDn_base> + 3002_H + (80_H × x),
 RSCFDnCFDRFIDxHH: <RSCFDn_base> + 3003_H + (80_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFIDE	RFRTR	—	RFID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.125 RSCFDnCFDRFIDx Register Contents

Bit Position	Bit Name	Function
31	RFIDE	Receive FIFO Buffer IDE 0: Standard ID 1: Extended ID
30	RFRTR	Receive FIFO Buffer RTR/RRS <ul style="list-style-type: none"> When the received message is a classical CAN frame <ul style="list-style-type: none"> 0: Data frame 1: Remote frame When the received message is a CAN FD frame <ul style="list-style-type: none"> The RRS bit value of the received message can be read.
29	Reserved	When read, the value after reset is returned.
28 to 0	RFID[28:0]	Receive FIFO Buffer ID Data The standard ID or extended ID of received message can be read. Read bits b10 to b0 for standard ID. Bits b28 to b11 are read as 0.

RFIDE Bit

This bit indicates the ID format (standard ID or extended ID) of the message stored in the receive FIFO buffer.

RFRTR Bit

When the received message is a classical CAN frame, this bit indicates the frame format (data frame or remote frame) of the message stored in the receive FIFO buffer. When the received message is a CAN FD frame, this bit indicates the RRS bit value in the message.

RFID[28:0] Bits

These bits indicate the ID of the message stored in the receive FIFO buffer.

16.4.7.5 RSCFDnCFDRFPTRx — Receive FIFO Buffer Access Pointer Register (x = 0 to 7)

Access: RSCFDnCFDRFPTRx register can be read only in 32-bit units
 RSCFDnCFDRFPTRxL, RSCFDnCFDRFPTRxH registers can be read only in 16-bit units
 RSCFDnCFDRFPTRxLL, RSCFDnCFDRFPTRxLH, RSCFDnCFDRFPTRxHL, RSCFDnCFDRFPTRxHH registers can be read only in 8-bit units

Address: RSCFDnCFDRFPTRx: <RSCFDn_base> + 3004_H + (80_H × x)
 RSCFDnCFDRFPTRxL: <RSCFDn_base> + 3004_H + (80_H × x),
 RSCFDnCFDRFPTRxH: <RSCFDn_base> + 3006_H + (80_H × x)
 RSCFDnCFDRFPTRxLL: <RSCFDn_base> + 3004_H + (80_H × x),
 RSCFDnCFDRFPTRxLH: <RSCFDn_base> + 3005_H + (80_H × x),
 RSCFDnCFDRFPTRxHL: <RSCFDn_base> + 3006_H + (80_H × x),
 RSCFDnCFDRFPTRxHH: <RSCFDn_base> + 3007_H + (80_H × x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDLC[3:0]				RFPTR[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.126 RSCFDnCFDRFPTRx Register Contents

Bit Position	Bit Name	Function																																																																																																
31 to 28	RFDLC[3:0]	Receive FIFO Buffer DLC Data																																																																																																
		<table border="1"> <thead> <tr> <th>b31</th> <th>b30</th> <th>b29</th> <th>b28</th> <th>Classical CAN Frame</th> <th>CAN FD Frame</th> </tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>0</td><td>0</td><td>0 data bytes</td><td></td> </tr> <tr> <td>0</td><td>0</td><td>0</td><td>1</td><td>1 data byte</td><td></td> </tr> <tr> <td>0</td><td>0</td><td>1</td><td>0</td><td>2 data bytes</td><td></td> </tr> <tr> <td>0</td><td>0</td><td>1</td><td>1</td><td>3 data bytes</td><td></td> </tr> <tr> <td>0</td><td>1</td><td>0</td><td>0</td><td>4 data bytes</td><td></td> </tr> <tr> <td>0</td><td>1</td><td>0</td><td>1</td><td>5 data bytes</td><td></td> </tr> <tr> <td>0</td><td>1</td><td>1</td><td>0</td><td>6 data bytes</td><td></td> </tr> <tr> <td>0</td><td>1</td><td>1</td><td>1</td><td>7 data bytes</td><td></td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>0</td><td>8 data bytes</td><td></td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>1</td><td rowspan="8">8 data bytes</td><td>12 data bytes</td> </tr> <tr> <td>1</td><td>0</td><td>1</td><td>0</td><td>16 data bytes</td> </tr> <tr> <td>1</td><td>0</td><td>1</td><td>1</td><td>20 data bytes</td> </tr> <tr> <td>1</td><td>1</td><td>0</td><td>0</td><td>24 data bytes</td> </tr> <tr> <td>1</td><td>1</td><td>0</td><td>1</td><td>32 data bytes</td> </tr> <tr> <td>1</td><td>1</td><td>1</td><td>0</td><td>48 data bytes</td> </tr> <tr> <td>1</td><td>1</td><td>1</td><td>1</td><td>64 data bytes</td> </tr> </tbody> </table>	b31	b30	b29	b28	Classical CAN Frame	CAN FD Frame	0	0	0	0	0 data bytes		0	0	0	1	1 data byte		0	0	1	0	2 data bytes		0	0	1	1	3 data bytes		0	1	0	0	4 data bytes		0	1	0	1	5 data bytes		0	1	1	0	6 data bytes		0	1	1	1	7 data bytes		1	0	0	0	8 data bytes		1	0	0	1	8 data bytes	12 data bytes	1	0	1	0	16 data bytes	1	0	1	1	20 data bytes	1	1	0	0	24 data bytes	1	1	0	1	32 data bytes	1	1	1	0	48 data bytes	1	1	1	1	64 data bytes
b31	b30	b29	b28	Classical CAN Frame	CAN FD Frame																																																																																													
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1	1	1	1		64 data bytes																																																																																													
27 to 16	RFPTR[11:0]	Receive FIFO Buffer Label Data Label information of the received message can be read.																																																																																																
15 to 0	RFTS[15:0]	Receive FIFO Buffer Timestamp Data Timestamp value of the received message can be read.																																																																																																

RFDLC[3:0] Bits

These bits contain the data length of the message stored in the receive FIFO buffer.

RFPTR[11:0] Bits

These bits contain the label information of the message stored in the receive FIFO buffer.

RFTS[15:0] Bits

These bits contain the timestamp value of the message stored in the receive FIFO buffer.

16.4.7.6 RSCFDnCFDRFFDSTSx — Receive FIFO CAN FD Status Register (x = 0 to 7)

Access: RSCFDnCFDRFFDSTSx register can be read only in 32-bit units
 RSCFDnCFDRFFDSTSxL, RSCFDnCFDRFFDSTSxH registers can be read only in 16-bit units
 RSCFDnCFDRFFDSTSxLL, RSCFDnCFDRFFDSTSxLH, RSCFDnCFDRFFDSTSxHL,
 RSCFDnCFDRFFDSTSxHH registers can be read only in 8-bit units

Address: RSCFDnCFDRFFDSTSx: <RSCFDn_base> + 3008_H + (80_H × x)
 RSCFDnCFDRFFDSTSxL: <RSCFDn_base> + 3008_H + (80_H × x),
 RSCFDnCFDRFFDSTSxH: <RSCFDn_base> + 300A_H + (80_H × x)
 RSCFDnCFDRFFDSTSxLL: <RSCFDn_base> + 3008_H + (80_H × x),
 RSCFDnCFDRFFDSTSxLH: <RSCFDn_base> + 3009_H + (80_H × x),
 RSCFDnCFDRFFDSTSxHL: <RSCFDn_base> + 300A_H + (80_H × x),
 RSCFDnCFDRFFDSTSxHH: <RSCFDn_base> + 300B_H + (80_H × x)

Initial value: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RFFDF	RFBRS	RFESI
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.127 RSCFDnCFDRFFDSTSx Register Contents

Bit Position	Bit Name	Function
31 to 3	Reserved	When read, the value after reset is returned.
2	RFFDF	FD Format 0: Classical CAN frame 1: CAN FD frame
1	RFBRS	BRS 0: The bit rate in the data area does not change. 1: The bit rate in the data area changes.
0	RFESI	ESI 0: Error active node 1: Error passive node

RFFDF Bit

This bit indicates the FD format (classical CAN frame or CAN FD frame) of the message stored in the receive FIFO buffer.

RFBRS Bit

When the RFFDF bit is 1, this bit indicates the BRS bit value of the message stored in the receive FIFO buffer. When the RFFDF bit is 0, this bit is always read as 0.

RFESI Bit

When the RFFDF bit is 1, this bit indicates the ESI bit value of the message stored in the receive FIFO buffer. When the RFFDF bit is 0, this bit is always read as 0.

16.4.7.7 RSCFDnCFDRFDFd_x — Receive FIFO Buffer Access Data Field d Register (d = 0 to 15, x = 0 to 7)

Access: RSCFDnCFDRFDFd_x registers can be read only in 32-bit units
RSCFDnCFDRFDFdx_L, RSCFDnCFDRFDFdx_H registers can be read only in 16-bit units
RSCFDnCFDRFDFdx_LL, RSCFDnCFDRFDFdx_LH, RSCFDnCFDRFDFdx_HL, RSCFDnCFDRFDFdx_HH registers can be read only in 8-bit units

Address: RSCFDnCFDRFDFd_x: <RSCFDn_base> + 300C_H + (04_H × d) + (80_H × x)
RSCFDnCFDRFDFd_xL: <RSCFDn_base> + 300C_H + (04_H × d) + (80_H × x),
RSCFDnCFDRFDFd_xH: <RSCFDn_base> + 300E_H + (04_H × d) + (80_H × x)
RSCFDnCFDRFDFd_xLL: <RSCFDn_base> + 300C_H + (04_H × d) + (80_H × x),
RSCFDnCFDRFDFd_xLH: <RSCFDn_base> + 300D_H + (04_H × d) + (80_H × x),
RSCFDnCFDRFDFd_xHL: <RSCFDn_base> + 300E_H + (04_H × d) + (80_H × x),
RSCFDnCFDRFDFd_xHH: <RSCFDn_base> + 300F_H + (04_H × d) + (80_H × x)

Initial value: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDB4 × d + 3 [7:0]								RFDB4 × d + 2 [7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFDB4 × d + 1 [7:0]								RFDB4 × d + 0 [7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.128 RSCFDnCFDRFDFd_x Register Contents

Bit Position	Bit Name	Function
31 to 24	RFDB4 × d + 3 [7:0]	Receive Buffer Data Byte 4 × d + 3 Receive Buffer Data Byte 4 × d + 2
23 to 16	RFDB4 × d + 2 [7:0]	Receive Buffer Data Byte 4 × d + 1 Receive Buffer Data Byte 4 × d + 0
15 to 8	RFDB4 × d + 1 [7:0]	Data for a message stored in the receive buffer can be read.
7 to 0	RFDB4 × d + 0 [7:0]	

When the RFDLC[3:0] value in the RSCFDnCFDRFPTRx register is smaller than the payload storage size of the receive FIFO buffer, data bytes for which no data is set are read as 00_H.

Specify the payload storage size of the receive FIFO buffer by the RFPLS[2:0] bits in the RSCFDnCFDRFCCx register. Do not read or write the RSCFDnCFDRFDFd_x register corresponding to an area larger than the specified size.

16.4.8 Transmit/Receive FIFO Buffer Related Registers

16.4.8.1 RSCFDnCFDCFCCK — Transmit/receive FIFO Buffer Configuration and Control Register k (k = 0 to 11)

Access: RSCFDnCFDCFCCK register can be read/written in 32-bit units
 RSCFDnCFDCFCCKL, RSCFDnCFDCFCCKH registers can be read/written in 16-bit units
 RSCFDnCFDCFCCKLL, RSCFDnCFDCFCCKLH, RSCFDnCFDCFCCKHL, RSCFDnCFDCFCCKHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFCCK: <RSCFDn_base> + 0118_H + (04_H × k)
 RSCFDnCFDCFCCKL: <RSCFDn_base> + 0118_H + (04_H × k),
 RSCFDnCFDCFCCKH: <RSCFDn_base> + 011A_H + (04_H × k)
 RSCFDnCFDCFCCKLL: <RSCFDn_base> + 0118_H + (04_H × k),
 RSCFDnCFDCFCCKLH: <RSCFDn_base> + 0119_H + (04_H × k),
 RSCFDnCFDCFCCKHL: <RSCFDn_base> + 011A_H + (04_H × k),
 RSCFDnCFDCFCCKHH: <RSCFDn_base> + 011B_H + (04_H × k)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFITT[7:0]							CFTML[3:0]			CFITR	CFITSS	CFM[1:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFIGCV[2:0]		CFIM	—	CFDC[2:0]		—	CFPLS[2:0]		—	CFTXIE	CFRXIE	CFE			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Table 16.129 RSCFDnCFDCFCCK Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 24	CFITT[7:0]	Set a message transmission interval. Set Value: 00 _H to FF _H
23 to 20	CFTML[3:0]	Transmit Buffer Link Configuration Set the transmit buffer number to be linked to the transmit/receive FIFO buffer.
19	CFITR	Transmit/Receive FIFO Interval Timer Resolution 0: Clock dividing pclk by (ITRCP[15:0] bits) 1: Clock dividing pclk by (ITRCP[15:0] bits × 10)
18	CFITSS	Transmit/Receive FIFO Interval Timer Clock Source Select 0: Interval timer clock source selected by the CFITR bit 1: Interval timer clock source is the nominal bit time clock for the channel to which the FIFO is linked.
17, 16	CFM[1:0]	Transmit/Receive FIFO Mode Select b17 b16 0 0: Receive mode 0 1: Transmit mode 1 0: Gateway mode 1 1: Setting prohibited
15 to 13	CFIGCV[2:0]	Transmit/Receive FIFO Receive Interrupt Request Timing Select b15 b14 b13 0 0 0: When FIFO is 1/8 full. 0 0 1: When FIFO is 2/8 full. 0 1 0: When FIFO is 3/8 full. 0 1 1: When FIFO is 4/8 full. 1 0 0: When FIFO is 5/8 full. 1 0 1: When FIFO is 6/8 full. 1 1 0: When FIFO is 7/8 full. 1 1 1: When FIFO is full.

Table 16.129 RSCFDnCFDCFCCK Register Contents (2/2)

Bit Position	Bit Name	Function
12	CFIM	Transmit/Receive FIFO Interrupt Source Select 0: <ul style="list-style-type: none"> Receive mode/gateway mode When the number of received messages has met the condition set by the CFICV[2:0] bits, a FIFO receive interrupt request is generated. Transmit mode/gateway mode When the buffer becomes empty upon completion of message transmission, a FIFO transmit interrupt request is generated. 1: <ul style="list-style-type: none"> Receive mode/gateway mode A FIFO receive interrupt request is generated each time a message has been received. Transmit mode/gateway mode A FIFO transmit interrupt request is generated each time a message has been transmitted.
11	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
10 to 8	CFDC[2:0]	Transmit/Receive FIFO Buffer Depth Configuration b10 b9 b8 0 0 0: 0 messages 0 0 1: 4 messages 0 1 0: 8 messages 0 1 1: 16 messages 1 0 0: 32 messages 1 0 1: 48 messages 1 1 0: 64 messages 1 1 1: 128 messages
7	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
6 to 4	CFPLS[2:0]	Transmit/Receive FIFO Buffer Payload Storage Size Select b6 b5 b4 0 0 0: 8 bytes 0 0 1: 12 bytes 0 1 0: 16 bytes 0 1 1: 20 bytes 1 0 0: 24 bytes 1 0 1: 32 bytes 1 1 0: 48 bytes 1 1 1: 64 bytes
3	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
2	CFTXIE	Transmit/Receive FIFO Transmit Interrupt Enable 0: Transmit/receive FIFO transmit interrupt is disabled. 1: Transmit/receive FIFO transmit interrupt is enabled.
1	CFRXIE	Transmit/Receive FIFO Receive Interrupt Enable 0: Transmit/receive FIFO receive interrupt is disabled. 1: Transmit/receive FIFO receive interrupt is enabled.
0	CFE	Transmit/Receive FIFO Buffer Enable 0: No transmit/receive FIFO buffer is used. 1: Transmit/receive FIFO buffers are used.

CFITT[7:0] Bits

These bits are used to set a message transmission interval when transmitting messages continuously from a transmit/receive FIFO buffer whose CFM[1:0] bits are set to 01_B (transmit mode) or 10_B (gateway mode).

Clear the CFE bit to 0 (no transmit/receive FIFO buffer is used) before modifying the CFITT[7:0] bits.

CFTML[3:0] Bits

These bits are used to set the number of transmit buffer on the channel which will be linked to transmit/receive FIFO buffer k when the CFM[1:0] bits are set to 01_B (transmit mode) or 10_B (gateway mode). There are three transmit/receive FIFO buffers per channel, so channel number m of FIFO buffer k is calculated as $m = k/3$ (integer division). The actual assigned transmit buffer number p linked to FIFO buffer k will be $((16 \times m) + \text{CFTML}[3:0])$ (See **Table 16.89**).

See **Table 16.95** and **Table 16.95**, as for the relationship between transmit/receive FIFO buffer k and transmit buffer p .

Setting the CFDC[2:0] bits to 001_B or more enables the setting of the CFTML[3:0] bits.

Do not link to any transmit buffer which is already allocated to a transmit queue on the identical channel or to another transmit/receive FIFO buffer. Modify these bits only in global reset mode.

CFITR Bit

This bit is enabled when the CFITSS bit is 0.

When this bit is 0, the interval timer clock source is the $\text{pclk}/2$ clock divided by the value of the ITRCP[15:0] bits in the RSCFDnCFDGCFG register.

When this bit is 1, the interval timer clock source is the $\text{pclk}/2$ clock divided by (the value of the ITRCP[15:0] bits in the RSCFDnCFDGCFG register $\times 10$).

Modify this bit while the CFE bit is set to 0 (no transmit/receive FIFO buffer is used).

CFITSS Bit

When this bit is 0, the clock selected by the CFITR bit is the count source of the interval timer.

When this bit is 1, the nominal bit time clock of the channel to which the FIFO is linked is the count source of the interval timer. Use this count source only for the channel does not handle the CAN FD frames.

Modify this bit while the CFE bit is set to 0 (no transmit/receive FIFO buffer is used).

CFM[1:0] Bits

These bits are used to select transmit/receive FIFO mode. Modify these bits only in global reset mode.

CFIGCV[2:0] Bits

These bits are used to specify the number of received messages for generating a transmit/receive FIFO receive interrupt request when the CFM[1:0] bits are set to 00_B (receive mode) or 10_B (gateway mode) and the CFIM bit is set to 0 with a fraction for the total number of buffers (the setting of CFDC[2:0]).

When the CFDC[2:0] bits are set to 001_B (4 messages), set the CFIGCV[2:0] bits to 001_B , 011_B , 101_B , or 111_B .

Modify these bits only in global reset mode.

CFIM Bit

This bit is used to select a transmit/receive FIFO interrupt source. Modify this bit only in global reset mode.

CFDC[2:0] Bits

These bits are used to set the number of messages that can be stored in a single transmit/receive FIFO buffer. When these bits are set to 000_B, do not use a transmit/receive FIFO buffer. Modify these bits only in global reset mode.

CFPLS[2:0] Bits

These bits are used to select the maximum payload size that can be stored in the transmit/receive FIFO buffer. Modify these bits only in global reset mode.

CFTXIE Bit

When this bit is set to 1 and the CFTXIF flag in the RSCFDnCFDCFSTSk register is set to 1, a transmit/receive FIFO transmit interrupt request is generated.

Modify this bit with the CFE bit set to 0 (no transmit/receive FIFO buffer is used).

CFRXIE Bit

When this bit is set to 1 and the CFRXIF flag in the RSCFDnCFDCFSTSk register is set to 1, a transmit/receive FIFO receive interrupt request is generated.

Modify this bit with the CFE bit set to 0.

CFE Bit

Setting this bit to 1 makes transmit/receive FIFO buffers available.

When this bit is set to 0 in transmit mode or gateway mode, if a message in the transmit/receive FIFO buffer is being transmitted or will be transmitted next, the transmit/receive FIFO buffer becomes empty after completion of transmission of that message, or upon detection of a CAN bus error, or arbitration-lost. In other cases or in receive mode, the transmit/receive FIFO buffer becomes empty immediately.

This bit is cleared to 0 when the following conditions are met.

- Receive mode: Global reset mode
- Transmit mode or gateway mode: Channel reset mode

Modify this bit in the following mode.

- Receive mode: Global operating mode or global test mode
- Transmit mode or gateway mode: Channel communication mode or channel halt mode

After all other bits in the RSCFDnCFDCFCCK register have been set, set this bit to 1 by using another instruction.

16.4.8.2 RSCFDnCFDCFSTSk — Transmit/receive FIFO Buffer Status Register (k = 0 to 11)

Access: RSCFDnCFDCFSTSk register can be read/written in 32-bit units
 RSCFDnCFDCFSTSkL, RSCFDnCFDCFSTSkH registers can be read/written in 16-bit units
 RSCFDnCFDCFSTSkLL, RSCFDnCFDCFSTSkLH, RSCFDnCFDCFSTSkHL, RSCFDnCFDCFSTSkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFSTSk: $\langle \text{RSCFDn_base} \rangle + 0178_{\text{H}} + (04_{\text{H}} \times k)$
 RSCFDnCFDCFSTSkL: $\langle \text{RSCFDn_base} \rangle + 0178_{\text{H}} + (04_{\text{H}} \times k)$,
 RSCFDnCFDCFSTSkH: $\langle \text{RSCFDn_base} \rangle + 017A_{\text{H}} + (04_{\text{H}} \times k)$
 RSCFDnCFDCFSTSkLL: $\langle \text{RSCFDn_base} \rangle + 0178_{\text{H}} + (04_{\text{H}} \times k)$,
 RSCFDnCFDCFSTSkLH: $\langle \text{RSCFDn_base} \rangle + 0179_{\text{H}} + (04_{\text{H}} \times k)$,
 RSCFDnCFDCFSTSkHL: $\langle \text{RSCFDn_base} \rangle + 017A_{\text{H}} + (04_{\text{H}} \times k)$,
 RSCFDnCFDCFSTSkHH: $\langle \text{RSCFDn_base} \rangle + 017B_{\text{H}} + (04_{\text{H}} \times k)$

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFMC[7:0]							—	—	—	CFTXIF	CFRXIF	CFMLT	CFLL	CFEMP	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R/W*1	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Table 16.130 RSCFDnCFDCFSTSk Register Contents

Bit Position	Bit Name	Function
31 to 16	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
15 to 8	CFMC[7:0]	Transmit/Receive FIFO Message Counter The number of messages stored in the transmit/receive FIFO buffer.
7 to 5	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
4	CFTXIF	Transmit/Receive FIFO Transmit Interrupt Request Flag 0: No transmit/receive FIFO transmit interrupt request is present. 1: A transmit/receive FIFO transmit interrupt request is present.
3	CFRXIF	Transmit/Receive FIFO Receive Interrupt Request Flag 0: No transmit/receive FIFO receive interrupt request is present. 1: A transmit/receive FIFO receive interrupt request is present.
2	CFMLT	Transmit/Receive FIFO Message Lost Flag 0: No transmit/receive FIFO message is lost. 1: A transmit/receive FIFO message is lost.
1	CFLL	Transmit/Receive FIFO Buffer Full Status Flag 0: The transmit/receive FIFO buffer is not full. 1: The transmit/receive FIFO buffer is full.
0	CFEMP	Transmit/Receive FIFO Buffer Empty Status Flag 0: The transmit/receive FIFO buffer contains messages. 1: The transmit/receive FIFO buffer contains no message (buffer empty).

CFMC[7:0] Bits

The CFMC[7:0] bits indicate the following values that depend on the setting of the CFM[1:0] bits in the RSCFDnCFDCFCCK register.

- When CFM[1:0] value is 01_B (transmit mode): Number of untransmitted messages in the buffer
- When CFM[1:0] value is 00_B (receive mode): Number of unread received messages in the buffer
- When CFM[1:0] value is 10_B (gateway mode): Number of untransmitted received messages in the buffer

These bits are cleared to 0 when any of the following conditions is met.

- When CFM[1:0] value is 00_B: In global reset mode
- When CFM[1:0] value is 01_B or 10_B: In channel reset mode
- When the CFE bit value in RSCFDnCFDCFCCK is 0

CFTXIF Flag

The CFTXIF flag is set to 1 when any of the following conditions is met.

- When the CFM[1:0] bits are set to 01_B or 10_B, and the factor selected by the CFIM bit in the RSCFDnCFDCFCCK register occurs

The CFTXIF flag is cleared to 0 when any of the following conditions is met.

- When 0 is written to the CFTXIF flag
- When the CFM[1:0] bits are set to 00_B: In global reset mode
- When the CFM[1:0] bits are set to 01_B or 10_B: In channel reset mode

Write 0 to this flag in global operating mode or global test mode.

To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”.

CFRXIF Flag

The CFRXIF flag is set to 1 when any of the following conditions is met.

- When the CFM[1:0] bits are set to 00_B or 10_B, and the factor selected by the CFIM bit in the RSCFDnCFDCFCCK register occurs

The CFRXIF flag is cleared to 0 when any of the following conditions is met.

- When 0 is written to the CFRXIF flag
- When the CFM[1:0] bits are set to 00_B: In global reset mode
- When the CFM[1:0] bits are set to 01_B or 10_B: In channel reset mode

Write 0 to this flag in global operating mode or global test mode.

To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared.

When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”.

CFMLT Flag

The CFMLT flag is set to 1 when any of the following conditions is met.

- When an attempt is made to store a new message while the transmit/receive FIFO buffer is full. In this case, the new message is discarded.

The CFMLT flag is cleared to 0 when any of the following conditions is met.

- When 0 is written to the CFMLT flag
- When the CFM[1:0] bits are set to 00_B: In global reset mode
- When the CFM[1:0] bits are set to 01_B or 10_B: In channel reset mode

Write 0 to this flag in global operating mode or global test mode

To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”.

CFLL Flag

The CFLL flag is set to 1 when any of the following conditions is met.

- When the number of messages stored in the transmit/receive FIFO buffer matches the FIFO buffer depth set by the CFDC[2:0] bits in the RSCFDnCFDCFCCK register.

The CFLL flag is cleared to 0 when any of the following conditions is met.

- When the number of messages stored in the transmit/receive FIFO buffer becomes smaller than the FIFO buffer depth set by the CFDC[2:0] bits.
- When the CFE bit in the RSCFDnCFDCFCCK register is 0 (no transmit/receive FIFO buffer is used): When not in the transmit abort
- When the CFM[1:0] bits are set to 00_B: In global reset mode
- When the CFM[1:0] bits are set to 01_B or 10_B: In channel reset mode

CFEMP Flag

The CFEMP flag is set to 1 when any of the following conditions is met.

- When the CFM[1:0] bits are set to 00_B: All messages have been read, or in global reset mode
- When the CFM[1:0] bits are set to 01_B or 10_B: All messages have been transmitted, or in channel reset mode
- When the CFE bit is 0 (no transmit/receive FIFO buffer is used): Not in the transmit abort

The CFEMP flag is cleared to 0 when any of the following conditions is met.

- When the CFM[1:0] bits are set to 00_B or 10_B: At least one received message has been stored in the transmit/receive FIFO buffer.
- When the CFM[1:0] bits are set to 01_B: A value of FF_H has been written to the RSCFDnCFDCFPCTRk register after data was written to the RSCFDnCFDCFIDk, RSCFDnCFDCFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDnCFDCFDf_k registers.

NOTE

To clear CFTXIF, CFRXIF, or CFMLT flag to 0, the program must write 0. When writing, use a store instruction to write “0” to the given flag and “1” to other flags.

16.4.8.3 RSCFDnCFDCFPCTRk — Transmit/receive FIFO Buffer Pointer Control Register (k = 0 to 11)

Access: RSCFDnCFDCFPCTRk register can only be written in 32-bit units
RSCFDnCFDCFPCTRkL, RSCFDnCFDCFPCTRkH registers can only be written in 16-bit units
RSCFDnCFDCFPCTRkLL, RSCFDnCFDCFPCTRkLH, RSCFDnCFDCFPCTRkHL,
RSCFDnCFDCFPCTRkHH registers can only be written in 8-bit units

Address: RSCFDnCFDCFPCTRk: $\langle \text{RSCFDn_base} \rangle + 01D8_H + (04_H \times k)$
RSCFDnCFDCFPCTRkL: $\langle \text{RSCFDn_base} \rangle + 01D8_H + (04_H \times k)$,
RSCFDnCFDCFPCTRkH: $\langle \text{RSCFDn_base} \rangle + 01DA_H + (04_H \times k)$
RSCFDnCFDCFPCTRkLL: $\langle \text{RSCFDn_base} \rangle + 01D8_H + (04_H \times k)$,
RSCFDnCFDCFPCTRkLH: $\langle \text{RSCFDn_base} \rangle + 01D9_H + (04_H \times k)$,
RSCFDnCFDCFPCTRkHL: $\langle \text{RSCFDn_base} \rangle + 01DA_H + (04_H \times k)$,
RSCFDnCFDCFPCTRkHH: $\langle \text{RSCFDn_base} \rangle + 01DB_H + (04_H \times k)$

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CFPC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 16.131 RSCFDnCFDCFPCTRk Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	The write value should be the value after reset.
7 to 0	CFPC[7:0]	Transmit/Receive FIFO Pointer Control <ul style="list-style-type: none"> Receive mode: Writing FF_H to these bits moves the read pointer to the next unread message in the transmit/receive FIFO buffer. Transmit mode: Writing FF_H to these bits moves the write pointer to the next stage of the transmit/receive FIFO buffer. Gateway mode: Setting prohibited

CFPC[7:0] Bits

- Receive mode (CFM[1:0] value in the RSCFDnCFDCFCCK register is 00_B):
Writing FF_H to the CFPC[7:0] bits moves the read pointer to the next unread message in the transmit/receive FIFO buffer. At this time, the CFMC[7:0] value (transmit/receive FIFO message counter) in the RSCFDnCFDCFSTSk register is decremented. Read the RSCFDnCFDCFIDk, RSCFDnCFDCFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDnCFDCFDf_k registers to read messages from the transmit/receive FIFO buffer, and then write FF_H to the CFPC[7:0] bits.

When writing FF_H to these bits, make sure that the CFE bit in the RSCFDnCFDCFCCK register is set to 1 (transmit/receive FIFO buffers are used) and the CFEMP flag in the RSCFDnCFDCFSTSk register is 0 (the transmit/receive FIFO buffer contains messages).

- Transmit mode (CFM[1:0] value in the RSCFDnCFDCFCCK register is 01_B):
Writing FF_H to the CFPC[7:0] bits stores the data written to the RSCFDnCFDCFIDk, RSCFDnCFDCFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDnCFDCFDFd_k registers in the transmit/receive FIFO buffer and moves the write pointer to the next stage of the transmit/receive FIFO buffer. At this time, the CFMC[7:0] value is incremented. Write transmit messages to the RSCFDnCFDCFIDk, RSCFDnCFDCFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDnCFDCFDFd_k registers before writing FF_H to the CFPC[7:0] bits.
When writing FF_H to these bits, make sure that the CFE bit in the RSCFDnCFDCFCCK register is set to 1 and the CFFLL flag in the RSCFDnCFDCFSTSk register is 0 (the transmit/receive FIFO buffer is not full).
- Gateway mode (CFM[1:0] value in the RSCFDnCFDCFCCK register is 10_B):
Setting prohibited

16.4.8.4 RSCFDnCFDCFDk — Transmit/receive FIFO Buffer Access ID Register (k = 0 to 11)

Access: RSCFDnCFDCFDk register can be read/written in 32-bit units
 RSCFDnCFDCFDkL, RSCFDnCFDCFDkH registers can be read/written in 16-bit units
 RSCFDnCFDCFDkLL, RSCFDnCFDCFDkLH, RSCFDnCFDCFDkHL, RSCFDnCFDCFDkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFDk: $\langle \text{RSCFDn_base} \rangle + 3400_{\text{H}} + (80_{\text{H}} \times k)$
 RSCFDnCFDCFDkL: $\langle \text{RSCFDn_base} \rangle + 3400_{\text{H}} + (80_{\text{H}} \times k)$,
 RSCFDnCFDCFDkH: $\langle \text{RSCFDn_base} \rangle + 3402_{\text{H}} + (80_{\text{H}} \times k)$
 RSCFDnCFDCFDkLL: $\langle \text{RSCFDn_base} \rangle + 3400_{\text{H}} + (80_{\text{H}} \times k)$,
 RSCFDnCFDCFDkLH: $\langle \text{RSCFDn_base} \rangle + 3401_{\text{H}} + (80_{\text{H}} \times k)$,
 RSCFDnCFDCFDkHL: $\langle \text{RSCFDn_base} \rangle + 3402_{\text{H}} + (80_{\text{H}} \times k)$,
 RSCFDnCFDCFDkHH: $\langle \text{RSCFDn_base} \rangle + 3403_{\text{H}} + (80_{\text{H}} \times k)$

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFIDE	CFRTR	THLEN	CFID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.132 RSCFDnCFDCFDk Register Contents

Bit Position	Bit Name	Function
31	CFIDE	Transmit/Receive FIFO Buffer IDE 0: Standard ID 1: Extended ID
30	CFRTR	Transmit/Receive FIFO Buffer RTR/RRS <ul style="list-style-type: none"> When the CFM[1:0] value is 01_B (transmit mode) <ul style="list-style-type: none"> When the transmit message is a classical CAN frame 0: Data frame 1: Remote frame When the transmit message is a CAN FD frame Write 0 to this bit. When the CFM[1:0] value is 00_B (receive mode) <ul style="list-style-type: none"> When the received message is a classical CAN frame 0: Data frame 1: Remote frame When the received message is a CAN FD frame The RRS bit value of the received message can be read.
29	THLEN	Transmit History Data Store Enable This bit is valid only when the CFM[1:0] value is 01 _B (transmit mode). 0: Transmit history data is not stored in the buffer. 1: Transmit history data is stored in the buffer.
28 to 0	CFID[28:0]	Transmit/Receive FIFO Buffer ID Data <ul style="list-style-type: none"> When CFM[1:0] value is 01_B (transmit mode): Set standard ID or extended ID. For standard ID, write an ID to bits 10 to 0 and write 0 to bits 28 to 11. When CFM[1:0] value is 00_B (receive mode): Standard ID or extended ID in the received message can be read. For standard ID, read bits 10 to 0. Bits 28 to 11 are read as 0.

This register is writable only when the CFM[1:0] value in the RSCFDnCFDCFCCK register is 01_B (transmit mode). This register is readable only when the CFM[1:0] value is 00_B (receive mode). This RSCFDnCFDCFIDk register should not be read or written when the CFM[1:0] value is 10_B (gateway mode).

CFIDE Bit

This bit indicates the ID format (standard ID or extended ID) of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B. When the CFM[1:0] value is 01_B, these bits are used to set the ID format of the message to be transmitted from the transmit/receive FIFO buffer.

CFRTR Bit

If the the received message is a classical CAN frame, this bit indicates the data format (data frame or remote frame) of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B. If the received message is a CAN FD frame, this bit indicates the RRS bit value of the received message.

When the CFM[1:0] value is 01_B, this bit is used to set the data format of the message to be transmitted from the transmit/receive FIFO buffer.

When the CFFDF bit in the RSCFDnCFDCFFDCSTSk register is 1 (CAN FD frame), set this bit to 0.

THLEN Bit

When this bit is set to 1, the transmit history data (label information, buffer number, buffer type, and timestamp) of transmit messages is stored in the transmit history buffer after transmission is completed.

This bit is enabled when the CFM[1:0] value is 01_B (transmit mode).

CFID[28:0] Bits

These bits contain the ID of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B.

When the CFM[1:0] value is 01_B, this bit is used to set the ID of the message to be transmitted from the transmit/receive FIFO buffer.

16.4.8.5 RSCFDnCFDCFPTRk — Transmit/receive FIFO Buffer Access Pointer Register (k = 0 to 11)

Access: RSCFDnCFDCFPTRk register can be read/written in 32-bit units
 RSCFDnCFDCFPTRkL, RSCFDnCFDCFPTRkH registers can be read/written in 16-bit units
 RSCFDnCFDCFPTRkLL, RSCFDnCFDCFPTRkLH, RSCFDnCFDCFPTRkHL, RSCFDnCFDCFPTRkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFPTRk: <RSCFDn_base> + 3404_H + (80_H × k)
 RSCFDnCFDCFPTRkL: <RSCFDn_base> + 3404_H + (80_H × k),
 RSCFDnCFDCFPTRkH: <RSCFDn_base> + 3406_H + (80_H × k)
 RSCFDnCFDCFPTRkLL: <RSCFDn_base> + 3404_H + (80_H × k),
 RSCFDnCFDCFPTRkLH: <RSCFDn_base> + 3405_H + (80_H × k),
 RSCFDnCFDCFPTRkHL: <RSCFDn_base> + 3406_H + (80_H × k),
 RSCFDnCFDCFPTRkHH: <RSCFDn_base> + 3407_H + (80_H × k)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDLC[3:0]				CFPTR[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.133 RSCFDnCFDCFPTRk Register Contents (1/2)

Bit Position	Bit Name	Function																																																																																																
31 to 28	CFDLC[3:0]	Transmit/Receive FIFO Buffer DLC Data																																																																																																
		<table border="1"> <thead> <tr> <th>b31</th> <th>b30</th> <th>b29</th> <th>b28</th> <th>Classical CAN Frame</th> <th>CAN FD Frame</th> </tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>0</td><td>0</td><td>0 data bytes</td><td></td> </tr> <tr> <td>0</td><td>0</td><td>0</td><td>1</td><td>1 data byte</td><td></td> </tr> <tr> <td>0</td><td>0</td><td>1</td><td>0</td><td>2 data bytes</td><td></td> </tr> <tr> <td>0</td><td>0</td><td>1</td><td>1</td><td>3 data bytes</td><td></td> </tr> <tr> <td>0</td><td>1</td><td>0</td><td>0</td><td>4 data bytes</td><td></td> </tr> <tr> <td>0</td><td>1</td><td>0</td><td>1</td><td>5 data bytes</td><td></td> </tr> <tr> <td>0</td><td>1</td><td>1</td><td>0</td><td>6 data bytes</td><td></td> </tr> <tr> <td>0</td><td>1</td><td>1</td><td>1</td><td>7 data bytes</td><td></td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>0</td><td>8 data bytes</td><td></td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>1</td><td rowspan="8">8 data bytes</td><td>12 data bytes</td> </tr> <tr> <td>1</td><td>0</td><td>1</td><td>0</td><td>16 data bytes</td> </tr> <tr> <td>1</td><td>0</td><td>1</td><td>1</td><td>20 data bytes</td> </tr> <tr> <td>1</td><td>1</td><td>0</td><td>0</td><td>24 data bytes</td> </tr> <tr> <td>1</td><td>1</td><td>0</td><td>1</td><td>32 data bytes</td> </tr> <tr> <td>1</td><td>1</td><td>1</td><td>0</td><td>48 data bytes</td> </tr> <tr> <td>1</td><td>1</td><td>1</td><td>1</td><td>64 data bytes</td> </tr> </tbody> </table>	b31	b30	b29	b28	Classical CAN Frame	CAN FD Frame	0	0	0	0	0 data bytes		0	0	0	1	1 data byte		0	0	1	0	2 data bytes		0	0	1	1	3 data bytes		0	1	0	0	4 data bytes		0	1	0	1	5 data bytes		0	1	1	0	6 data bytes		0	1	1	1	7 data bytes		1	0	0	0	8 data bytes		1	0	0	1	8 data bytes	12 data bytes	1	0	1	0	16 data bytes	1	0	1	1	20 data bytes	1	1	0	0	24 data bytes	1	1	0	1	32 data bytes	1	1	1	0	48 data bytes	1	1	1	1	64 data bytes
b31	b30	b29	b28	Classical CAN Frame	CAN FD Frame																																																																																													
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1	1	1	0		48 data bytes																																																																																													
1	1	1	1		64 data bytes																																																																																													
27 to 16	CFPTR[11:0]	Transmit/Receive FIFO Buffer Label Data																																																																																																
		<ul style="list-style-type: none"> When CFM[1:0] value is 01_B (transmit mode): Set the label information to be stored in the transmit history buffer. Only bits CFPTR[7:0] are valid. When CFM[1:0] value is 00_B (receive mode): The label information of the received message can be read. 																																																																																																

Table 16.133 RSCFDnCFDCFPTRk Register Contents (2/2)

Bit Position	Bit Name	Function
15 to 0	CFTS[15:0]	Transmit/Receive FIFO Buffer Timestamp Data These bits are valid only when the CFM[1:0] value is 00 _B (receive mode). The timestamp value of the received message can be read.

This register is writable only when the CFM[1:0] value in the RSCFDnCFDCFCCK register is 01_B (transmit mode). This register is readable only when the CFM[1:0] value is 00_B (receive mode). This register should not be read or written when the CFM[1:0] value is 10_B (gateway mode).

CFDLC[3:0] Bits

These bits indicate the data length of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B.

When the CFM[1:0] value is 01_B, these bits are used to set the data length of the message to be transmitted from the transmit/receive FIFO buffer.

When the CFDLC[3:0] bits are set to 1001_B or more while the CFFDF bit in the RSCFDnCFDCFFDCSTSk register is 0 (CAN frame), 8-byte data is transmitted actually. When the CFFDF bit is 1 (CAN FD frame), the settable value range varies depending on the settings of the TMME bit in the RSCFDnCFDCmFDCFG register and the CFPLS[2:0] bits in the RSCFDnCFDCFCCK register.

- When TMME bit = 0 (transmit buffer merge mode disabled):
A value of 0000_B to 1111_B is settable. If the specified data length exceeds the payload storage size specified by the CFPLS[2:0] bits, excessive payloads are padded by CC_H.
- When TMME bit = 1 (transmit buffer merge mode enabled):
Set the data length within the payload storage size specified by the CFPLS[2:0] bits.

CFPTR[11:0] Bits

These bits indicate the label information attached to the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is 00_B. When the CFM[1:0] value is 01_B, the CFPTR[7:0] value is stored in the transmit history buffer when message transmission has been completed.

CFTS[15:0] Bits

These bits indicate the timestamp value of the message stored in the transmit/receive FIFO buffer.

These bits are valid when the CFM[1:0] value is 00_B.

16.4.8.6 RSCFDnCFDCFFDCSTSk — Transmit/Receive FIFO CAN FD Configuration/Status Register (k = 0 to 11)

Access: RSCFDnCFDCFFDCSTSk register can be read/written in 32-bit units
 RSCFDnCFDCFFDCSTSkL, RSCFDnCFDCFFDCSTSkH registers can be read/written in 16-bit units
 RSCFDnCFDCFFDCSTSkLL, RSCFDnCFDCFFDCSTSkLH, RSCFDnCFDCFFDCSTSkHL,
 RSCFDnCFDCFFDCSTSkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFFDCSTSk: $\langle \text{RSCFDn_base} \rangle + 3408_{\text{H}} + (80_{\text{H}} \times k)$
 RSCFDnCFDCFFDCSTSkL: $\langle \text{RSCFDn_base} \rangle + 3408_{\text{H}} + (80_{\text{H}} \times k)$,
 RSCFDnCFDCFFDCSTSkH: $\langle \text{RSCFDn_base} \rangle + 340A_{\text{H}} + (80_{\text{H}} \times k)$
 RSCFDnCFDCFFDCSTSkLL: $\langle \text{RSCFDn_base} \rangle + 3408_{\text{H}} + (80_{\text{H}} \times k)$,
 RSCFDnCFDCFFDCSTSkLH: $\langle \text{RSCFDn_base} \rangle + 3409_{\text{H}} + (80_{\text{H}} \times k)$,
 RSCFDnCFDCFFDCSTSkHL: $\langle \text{RSCFDn_base} \rangle + 340A_{\text{H}} + (80_{\text{H}} \times k)$,
 RSCFDnCFDCFFDCSTSkHH: $\langle \text{RSCFDn_base} \rangle + 340B_{\text{H}} + (80_{\text{H}} \times k)$

Initial value: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	CFFDF	CFBRS	CFESI
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 16.134 RSCFDnCFDCFFDCSTSk Register Contents

Bit Position	Bit Name	Function
31 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	CFFDF	FD Format 0: Classical CAN frame 1: CAN FD frame
1	CFBRS	BRS 0: The bit rate in the data area does not change. 1: The bit rate in the data area changes.
0	CFESI	ESI 0: Error active node 1: Error passive node

This register is writable only when the CFM[1:0] value in the RSCFDnCFDCFCCK register is 01_B (transmit mode). This register is readable only when the CFM[1:0] value is 00_B (receive mode). Do not read or write this register when the CFM[1:0] value is 10_B (gateway mode).

CFFDF Bit

When the CFM[1:0] value is 00_B, this bit indicates the FD format (classical CAN frame or CAN FD frame) of the message stored in the transmit/receive FIFO buffer. When the CFM[1:0] value is 01_B, this bit is used to set the FD format of the message to be transmitted from the transmit/receive FIFO buffer.

CFBRS Bit

When the CFM[1:0] value is 00_B, if the CFFDF bit is 1, this bit indicates the BRS bit value of the message stored in the transmit/receive FIFO buffer. If the CFFDF bit is 0, this bit is always read as 0.

When the CFM[1:0] value is 01_B, if the CFFDF bit is 1, this bit is used to set the BRS bit value of the message to be transmitted from the transmit/receive FIFO buffer. If the CFFDF bit is 0, write 0 to this bit.

CFESI Bit

When the CFM[1:0] value is 00_B, if the CFFDF bit is 1, this bit indicates the ESI bit value of the message stored in the transmit/receive FIFO buffer. If the CFFDF bit is 0, this bit is always read as 0.

When the CFM[1:0] value is 01_B, if the CFFDF bit is 1, this bit is used to set the ESI bit value of the message to be transmitted from the transmit/receive FIFO buffer. The set value is transmitted when the ESIC bit in the RSCFDnCFDCmFDCFG register is 1 and the channel is in the error active state. When the channel is in the error passive state, the ESI bit value that shows an error passive node is transmitted regardless of this bit value. When the CFFDF bit is 0, write 0 to this bit.

16.4.8.7 RSCFDnCFDCFDf_d_k — Transmit/receive FIFO Buffer Access Data Field d Register (d = 0 to 15, k = 0 to 11)

Access: RSCFDnCFDCFDf_d_k register can be read/written in 32-bit units
 RSCFDnCFDCFDf_d_kL, RSCFDnCFDCFDf_d_kH registers can be read/written in 16-bit units
 RSCFDnCFDCFDf_d_kLL, RSCFDnCFDCFDf_d_kLH, RSCFDnCFDCFDf_d_kHL, RSCFDnCFDCFDf_d_kHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFDf_d_k: $\langle \text{RSCFDn_base} \rangle + 340C_H + (04_H \times d) + (80_H \times k)$
 RSCFDnCFDCFDf_d_kL: $\langle \text{RSCFDn_base} \rangle + 340C_H + (04_H \times d) + (80_H \times k)$,
 RSCFDnCFDCFDf_d_kH: $\langle \text{RSCFDn_base} \rangle + 340E_H + (04_H \times d) + (80_H \times k)$
 RSCFDnCFDCFDf_d_kLL: $\langle \text{RSCFDn_base} \rangle + 340C_H + (04_H \times d) + (80_H \times k)$,
 RSCFDnCFDCFDf_d_kLH: $\langle \text{RSCFDn_base} \rangle + 340D_H + (04_H \times d) + (80_H \times k)$,
 RSCFDnCFDCFDf_d_kHL: $\langle \text{RSCFDn_base} \rangle + 340E_H + (04_H \times d) + (80_H \times k)$,
 RSCFDnCFDCFDf_d_kHH: $\langle \text{RSCFDn_base} \rangle + 340F_H + (04_H \times d) + (80_H \times k)$

Initial value: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDB4 × d + 3 [7:0]								CFDB4 × d + 2 [7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFDB4 × d + 1 [7:0]								CFDB4 × d + 0 [7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.135 RSCFDnCFDCFDf_d_k Register Contents

Bit Position	Bit Name	Function
31 to 24	CFDB4 × d + 3 [7:0]	Transmit/Receive FIFO Buffer Data Byte 4 × d + 3 Transmit/Receive FIFO Buffer Data Byte 4 × d + 2
23 to 16	CFDB4 × d + 2 [7:0]	Transmit/Receive FIFO Buffer Data Byte 4 × d + 1 Transmit/Receive FIFO Buffer Data Byte 4 × d + 0
15 to 8	CFDB4 × d + 1 [7:0]	<ul style="list-style-type: none"> When CFM[1:0] value is 01_B (transmit mode): Set the transmit/receive FIFO buffer data.
7 to 0	CFDB4 × d + 0 [7:0]	<ul style="list-style-type: none"> When CFM[1:0] value is 00_B (receive mode): The message data stored in the transmit/receive FIFO buffer can be read.

This register is writable only when the CFM[1:0] value in the RSCFDnCFDCFCCK register is 01_B (transmit mode).

This register is readable only when the CFM[1:0] value is 00_B (receive mode). When the CFDLC[3:0] value in the RSCFDnCFDCFPTRk register is smaller than the payload storage size of the transmit/receive FIFO buffer, data bytes for which no data is set are read as 00_H.

Specify the payload storage size of the transmit/receive FIFO buffer by the CFPLS[2:0] bits in the RSCFDnCFDCFCCK register. Do not read or write the RSCFDnCFDCFDf_d_k register corresponding to an area larger than the specified size.

This register should not be read or written when the CFM[1:0] value is 10_B (gateway mode).

16.4.9 Details of FIFO Status-related Registers

16.4.9.1 RSCFDnCFDFESTS — FIFO Empty Status Register

Access: RSCFDnCFDFESTS registers can be read only in 32-bit units
 RSCFDnCFDFESTSL, RSCFDnCFDFESTSH registers can be read only in 16-bit units
 RSCFDnCFDFESTSLL, RSCFDnCFDFESTSLH, RSCFDnCFDFESTSHL, RSCFDnCFDFESTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDFESTS: <RSCFDn_base> + 0238_H
 RSCFDnCFDFESTSL: <RSCFDn_base> + 0238_H, RSCFDnCFDFESTSH: <RSCFDn_base> + 023A_H
 RSCFDnCFDFESTSLL: <RSCFDn_base> + 0238_H, RSCFDnCFDFESTSLH: <RSCFDn_base> + 0239_H,
 RSCFDnCFDFESTSHL: <RSCFDn_base> + 023A_H, RSCFDnCFDFESTSHH: <RSCFDn_base> + 023B_H

Value after reset: 03FF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CF11EMP	CF10EMP	CF9EMP	CF8EMP
Value after reset	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7EMP	CF6EMP	CF5EMP	CF4EMP	CF3EMP	CF2EMP	CF1EMP	CF0EMP	RF7EMP	RF6EMP	RF5EMP	RF4EMP	RF3EMP	RF2EMP	RF1EMP	RF0EMP
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.136 RSCFDnCFDFESTS Register Contents

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned.
19	CF11EMP	Transmit/Receive FIFO Buffer Empty Status Flag
18	CF10EMP	0: Transmit/receive FIFO buffer k contains a message. 1: Transmit/receive FIFO buffer k contains no message.
17	CF9EMP	(k = 0 to 11)
16	CF8EMP	
15	CF7EMP	
14	CF6EMP	
13	CF5EMP	
12	CF4EMP	
11	CF3EMP	
10	CF2EMP	
9	CF1EMP	
8	CF0EMP	
7	RF7EMP	Receive FIFO Buffer Empty Status Flag
6	RF6EMP	0: Receive FIFO buffer x contains an unread message. 1: Receive FIFO buffer x contains no unread message (buffer empty).
5	RF5EMP	(x = 0 to 7)
4	RF4EMP	
3	RF3EMP	
2	RF2EMP	
1	RF1EMP	
0	RF0EMP	

The RSCFDnCFDFESTS register is set to 03FF FFFF_H in global reset mode.

CFkEMP Flag (k = 0 to 11)

The CFkEMP flag is set to 1 when the CFEMP flag in the RSCFDnCFDCFSTSk register is set to 1 (the transmit/receive FIFO buffer contains no message (buffer empty)). When the CFEMP flag is cleared to 0 (the transmit/receive FIFO buffer contains messages), the CFkEMP flag is cleared to 0.

RFxEMP Flag (x = 0 to 7)

The RFxEMP flag is set to 1 when the RFEMP flag in the RSCFDnCFDRFSTx register is set to 1 (the receive FIFO buffer contains no unread message). When the RFEMP flag is cleared to 0 (the receive FIFO buffer contains unread messages), the RFxEMP flag is cleared to 0.

16.4.9.2 RSCFDnCFDFFSTS — FIFO Full Status Register

Access: RSCFDnCFDFFSTS register can be read only in 32-bit units
 RSCFDnCFDFFSTSL, RSCFDnCFDFFSTSH registers can be read only in 16-bit units
 RSCFDnCFDFFSTSL, RSCFDnCFDFFSTSLH, RSCFDnCFDFFSTSHL, RSCFDnCFDFFSTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDFFSTS: <RSCFDn_base> + 023C_H
 RSCFDnCFDFFSTSL: <RSCFDn_base> + 023C_H, RSCFDnCFDFFSTSH: <RSCFDn_base> + 023E_H
 RSCFDnCFDFFSTSL: <RSCFDn_base> + 023C_H, RSCFDnCFDFFSTSLH: <RSCFDn_base> + 023D_H,
 RSCFDnCFDFFSTSHL: <RSCFDn_base> + 023E_H, RSCFDnCFDFFSTSHH: <RSCFDn_base> + 023F_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CF11FLL	CF10FLL	CF9FLL	CF8FLL
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7FLL	CF6FLL	CF5FLL	CF4FLL	CF3FLL	CF2FLL	CF1FLL	CF0FLL	RF7FLL	RF6FLL	RF5FLL	RF4FLL	RF3FLL	RF2FLL	RF1FLL	RF0FLL
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.137 RSCFDnCFDFFSTS Register Contents

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned.
19	CF11FLL	Transmit/Receive FIFO Buffer Full Status Flag
18	CF10FLL	0: Transmit/receive buffer k is not full.
17	CF9FLL	1: Transmit/receive buffer k is full.
16	CF8FLL	(k = 0 to 11)
15	CF7FLL	
14	CF6FLL	
13	CF5FLL	
12	CF4FLL	
11	CF3FLL	
10	CF2FLL	
9	CF1FLL	
8	CF0FLL	
7	RF7FLL	Receive FIFO Buffer Full Status Flag
6	RF6FLL	0: Receive FIFO buffer x is not full.
5	RF5FLL	1: Receive FIFO buffer x is full.
4	RF4FLL	(x = 0 to 7)
3	RF3FLL	
2	RF2FLL	
1	RF1FLL	
0	RF0FLL	

The RSCFDnCFDFFSTS register is cleared to 0000 0000_H in global reset mode.

CFkFLL Flag (k = 0 to 11)

The CFkFLL flag is set to 1 when the CFFLL flag in the RSCFDnCFDCFSTSk register is set to 1 (the transmit/receive FIFO buffer is full).

When the CFFLL flag is cleared to 0 (the transmit/receive FIFO buffer is not full), the CFkFLL flag is cleared to 0.

RFxFLl Flag (x = 0 to 7)

The RFxFLl flag is set to 1 when the RFFLL flag in the RSCFDnCFDRFSTsx register is set to 1 (the receive FIFO buffer is full). When the RFFLL flag is cleared to 0 (the receive FIFO buffer is not full), the RFxFLl flag is cleared to 0.

16.4.9.3 RSCFDnCFDFMSTS — FIFO Message Lost Status Register

Access: RSCFDnCFDFMSTS register can be read only in 32-bit units
RSCFDnCFDFMSTSL, RSCFDnCFDFMSTSH registers can be read only in 16-bit units
RSCFDnCFDFMSTSLL, RSCFDnCFDFMSTSLH, RSCFDnCFDFMSTSHL, RSCFDnCFDFMSTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDFMSTS: <RSCFDn_base> + 0240_H
RSCFDnCFDFMSTSL: <RSCFDn_base> + 0240_H, RSCFDnCFDFMSTSH: <RSCFDn_base> + 0242_H
RSCFDnCFDFMSTSLL: <RSCFDn_base> + 0240_H, RSCFDnCFDFMSTSLH: <RSCFDn_base> + 0241_H,
RSCFDnCFDFMSTSHL: <RSCFDn_base> + 0242_H, RSCFDnCFDFMSTSHH: <RSCFDn_base> + 0243_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CF11MLT	CF10MLT	CF9MLT	CF8MLT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7MLT	CF6MLT	CF5MLT	CF4MLT	CF3MLT	CF2MLT	CF1MLT	CF0MLT	RF7MLT	RF6MLT	RF5MLT	RF4MLT	RF3MLT	RF2MLT	RF1MLT	RF0MLT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.138 RSCFDnCFDFMSTS Register Contents

Bit Position	Bit Name	Function
31 to 20	Reserved	When read, the value after reset is returned.
19	CF11MLT	Transmit/Receive FIFO Buffer Message Lost Status Flag 0: No transmit/receive FIFO buffer k message is lost. 1: A transmit/receive FIFO buffer k message is lost. (k = 0 to 11)
18	CF10MLT	
17	CF9MLT	
16	CF8MLT	
15	CF7MLT	
14	CF6MLT	Receive FIFO Buffer Message Lost Status Flag 0: No receive FIFO buffer x message is lost. 1: A receive FIFO buffer x message is lost. (x = 0 to 7)
13	CF5MLT	
12	CF4MLT	
11	CF3MLT	
10	CF2MLT	
9	CF1MLT	
8	CF0MLT	
7	RF7MLT	
6	RF6MLT	
5	RF5MLT	
4	RF4MLT	
3	RF3MLT	
2	RF2MLT	
1	RF1MLT	
0	RF0MLT	

The RSCFDnCFDFMSTS register is cleared to 0000 0000_H in global reset mode.

CFkMLT Flag (k = 0 to 11)

The CFkMLT flag is set to 1 when the CFMLT flag in the RSCFDnCFDCFSTSk register is set to 1 (a transmit/receive FIFO message is lost). When the CFMLT flag is cleared to 0, the CFkMLT flag is cleared to 0.

RFxMLT Flag (x = 0 to 7)

The RFxMLT flag is set to 1 when the RFMLT flag in the RSCFDnCFDRFSTx register is set to 1 (a receive FIFO message is lost). When the RFMLT flag is cleared to 0, the RFxMLT flag is cleared to 0.

16.4.9.4 RSCFDnCFDRFISTS — Receive FIFO Buffer Interrupt Flag Status Register

Access: RSCFDnCFDRFISTS register can be read only in 32-bit units
 RSCFDnCFDRFISTS_{SL}, RSCFDnCFDRFISTS_{SH} registers can be read only in 16-bit units
 RSCFDnCFDRFISTS_{SLL}, RSCFDnCFDRFISTS_{SLH}, RSCFDnCFDRFISTS_{SHL}, RSCFDnCFDRFISTS_{SHH}
 registers can be read only in 8-bit units

Address: RSCFDnCFDRFISTS: <RSCFDn_base> + 0244_H
 RSCFDnCFDRFISTS_{SL}: <RSCFDn_base> + 0244_H, RSCFDnCFDRFISTS_{SH}: <RSCFDn_base> + 0246_H
 RSCFDnCFDRFISTS_{SLL}: <RSCFDn_base> + 0244_H, RSCFDnCFDRFISTS_{SLH}: <RSCFDn_base> + 0245_H,
 RSCFDnCFDRFISTS_{SHL}: <RSCFDn_base> + 0246_H, RSCFDnCFDRFISTS_{SHH}: <RSCFDn_base> + 0247_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RF7IF	RF6IF	RF5IF	RF4IF	RF3IF	RF2IF	RF1IF	RF0IF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.139 RSCFDnCFDRFISTS Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	When read, the value after reset is returned.
7	RF7IF	Receive FIFO Buffer Interrupt Request Status Flag
6	RF6IF	0: No receive FIFO buffer x interrupt request is present.
5	RF5IF	1: A receive FIFO buffer x interrupt request is present. (x = 0 to 7)
4	RF4IF	
3	RF3IF	
2	RF2IF	
1	RF1IF	
0	RF0IF	

The RSCFDnCFDRFISTS register is cleared to 0000 0000_H in global reset mode.

RFxIF Flag (x = 0 to 7)

The RFxIF flag is set to 1 when the RFIF flag in the RSCFDnCFDRFISTS_x register is set to 1 (a receive FIFO interrupt request is present). When the RFIF flag is cleared to 0, the RFxIF flag is cleared to 0.

16.4.9.5 RSCFDnCFDCFRISTS — Transmit/receive FIFO Buffer Receive Interrupt Flag Status Register

Access: RSCFDnCFDCFRISTS register can be read only in 32-bit units
RSCFDnCFDCFRISTSL, RSCFDnCFDCFRISTSH registers can be read only in 16-bit units
RSCFDnCFDCFRISTSLL, RSCFDnCFDCFRISTSLH, RSCFDnCFDCFRISTSHL, RSCFDnCFDCFRISTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDCFRISTS: <RSCFDn_base> + 0248_H
RSCFDnCFDCFRISTSL: <RSCFDn_base> + 0248_H, RSCFDnCFDCFRISTSH: <RSCFDn_base> + 024A_H
RSCFDnCFDCFRISTSLL: <RSCFDn_base> + 0248_H, RSCFDnCFDCFRISTSLH: <RSCFDn_base> + 0249_H,
RSCFDnCFDCFRISTSHL: <RSCFDn_base> + 024A_H, RSCFDnCFDCFRISTSHH: <RSCFDn_base> + 024B_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CF11RXIF	CF10RXIF	CF9RXIF	CF8RXIF	CF7RXIF	CF6RXIF	CF5RXIF	CF4RXIF	CF3RXIF	CF2RXIF	CF1RXIF	CF0RXIF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.140 RSCFDnCFDCFRISTS Register Contents

Bit Position	Bit Name	Function
31 to 12	Reserved	When read, the value after reset is returned.
11	CF11RXIF	Transmit/Receive FIFO Buffer Receive Interrupt Request Status Flag 0: No transmit/receive FIFO buffer k receive interrupt request is present. 1: A transmit/receive FIFO buffer k receive interrupt request is present. (k = 0 to 11)
10	CF10RXIF	
9	CF9RXIF	
8	CF8RXIF	
7	CF7RXIF	
6	CF6RXIF	
5	CF5RXIF	
4	CF4RXIF	
3	CF3RXIF	
2	CF2RXIF	
1	CF1RXIF	
0	CF0RXIF	

The RSCFDnCFDCFRISTS register is cleared to 0000 0000_H in global reset mode.

CFkRXIF Flag (k = 0 to 11)

The CFkRXIF flag is set to 1 when the CFRXIF flag in the RSCFDnCFDCFRISTSk register is set to 1 (a transmit/receive FIFO receive interrupt request is present). When the CFRXIF flag is cleared to 0, the CFkRXIF flag is cleared to 0.

16.4.9.6 RSCFDnCFDCFTISTS — Transmit/receive FIFO Buffer Transmit Interrupt Flag Status Register

Access: RSCFDnCFDCFTISTS register can be read only in 32-bit units
RSCFDnCFDCFTISTSL, RSCFDnCFDCFTISTSH registers can be read only in 16-bit units
RSCFDnCFDCFTISTSSL, RSCFDnCFDCFTISTSLH, RSCFDnCFDCFTISTSHL, RSCFDnCFDCFTISTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDCFTISTS: <RSCFDn_base> + 024C_H
RSCFDnCFDCFTISTSL: <RSCFDn_base> + 024C_H, RSCFDnCFDCFTISTSH: <RSCFDn_base> + 024E_H
RSCFDnCFDCFTISTSSL: <RSCFDn_base> + 024C_H, RSCFDnCFDCFTISTSLH: <RSCFDn_base> + 024D_H,
RSCFDnCFDCFTISTSHL: <RSCFDn_base> + 024E_H, RSCFDnCFDCFTISTSHH: <RSCFDn_base> + 024F_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CF11TXIF	CF10TXIF	CF9TXIF	CF8TXIF	CF7TXIF	CF6TXIF	CF5TXIF	CF4TXIF	CF3TXIF	CF2TXIF	CF1TXIF	CF0TXIF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.141 RSCFDnCFDCFTISTS Register Contents

Bit Position	Bit Name	Function
31 to 12	Reserved	When read, the value after reset is returned.
11	CF11TXIF	Transmit/Receive FIFO Buffer Transmit Interrupt Request Status Flag 0: No transmit/receive FIFO buffer k transmit interrupt request is present. 1: A transmit/receive FIFO buffer k transmit interrupt request is present. (k = 0 to 11)
10	CF10TXIF	
9	CF9TXIF	
8	CF8TXIF	
7	CF7TXIF	
6	CF6TXIF	
5	CF5TXIF	
4	CF4TXIF	
3	CF3TXIF	
2	CF2TXIF	
1	CF1TXIF	
0	CF0TXIF	

The RSCFDnCFDCFTISTS register is cleared to 0000 0000_H in global reset mode.

CFkTXIF Flag (k = 0 to 11)

The CFkTXIF flag is set to 1 when the CFTXIF flag in the RSCFDnCFDCFSTSk register is set to 1 (a transmit/receive FIFO transmit interrupt request is present). When the CFTXIF flag is cleared to 0, the CFkTXIF flag is cleared to 0.

16.4.10 Details of Transmit Buffer-related Registers

16.4.10.1 RSCFDnCFDTMCp — Transmit Buffer Control Register (p = 0 to 63)

Access: RSCFDnCFDTMCp register can be read/written in 8-bit units

Address: RSCFDnCFDTMCp: <RSCFDn_base> + 0250_H + (01_H × p)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	TMOM	TMTAR	TMTR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W* ¹	R/W* ¹

Note 1. The only effective value for writing to this bit is 1, which sets the bit. Otherwise writing to the bit results in retention of its state.

Table 16.142 RSCFDnCFDTMCp Register Contents

Bit Position	Bit Name	Function
7 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	TMOM	One-Shot Transmission Enable 0: One-shot transmission is disabled. 1: One-shot transmission is enabled.
1	TMTAR	Transmit Abort Request 0: Transmit abort is not requested. 1: Transmit abort is requested.
0	TMTR	Transmit Request 0: Transmission is not requested. 1: Transmission is requested.

When the RSCFDnCFDTMCp register meets any of the following conditions, set it to 00_H.

- The RSCFDnCFDTMCp register corresponds to the transmit buffer number selected by the CFTML[3:0] bits in the RSCFDnCFDCFCCK register (p = m × 16 + the value of CFTML[3:0] bits).
- The RSCFDnCFDTMCp register corresponds to the transmit buffer allocated to the transmit queue by the TXQDC[3:0] bits in the RSCFDnCFDCTXQCCm (m = 0 to 3) register (p = (m × 16 + 15) to (m × 16 + 15 + the value of TXQDC[3:0] bits)).
- RSCFDnCFDTMCp register (p = (m × 16) + 1, (m × 16) + 2, (m × 16) + 4, or (m × 16) + 5) corresponding to the transmit buffer allocated as a payload storage area when the TMME bit in the RSCFDnCFDCmFDCFG register is 1 (transmit buffer merge mode)

Bits in the RSCFDnCFDTMCp register are all cleared to 0 in channel reset mode. Modify the RSCFDnCFDTMCp register in channel communication mode or channel halt mode.

TMOM Bit

Setting this bit to 1 enables one-shot transmission. When transmission fails, retransmission defined in the CAN protocol is not performed.

Modify the TMOM bit when the TMTRM flag in the RSCFDnCFDTMSTSp register is set to 0. Set the TMOM bit to 1 together with the TMTR bit.

TMTAR Bit

Setting this bit to 1 generates a transmit abort request for the message stored in the transmit buffer. However, a message that is being transmitted or one that will be transmitted next cannot be aborted.

The TMTAR bit can be set to 1 when TMTR bit is 1.

The TMTAR bit is cleared to 0 when any of the following conditions is met, but cannot be cleared by the program writing 0 to the bit.

- Transmission has been completed.
- Transmit abort has been completed.
- An error or arbitration loss has been detected.

If this bit becomes 0 at the same time as the program writes 1 to this bit, this bit becomes 0.

TMTR Bit

Setting this bit to 1 transmits the message stored in the transmit buffer.

The TMTR bit is cleared to 0 when any of the following conditions is met, but cannot be cleared by the program writing 0 to the bit.

- Transmission has been completed.
- Transmit abort has been completed after the TMTAR bit was set to 1.
- An error or arbitration-lost has been detected with the TMOM bit set to 1.

Set the TMTR bit to 1 when the value of TMTRF[1:0] in the RSCFDnCFDTMSTSp register is 00_B.

16.4.10.2 RSCFDnCFDTMSTSp — Transmit Buffer Status Register (p = 0 to 63)

Access: RSCFDnCFDTMSTSp register can be read/written in 8-bit units

Address: RSCFDnCFDTMSTSp: <RSCFDn_base> + 02D0_H + (01_H × p)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	TMTARM	TMTRM	TMTRF[1:0]		TMTSTS
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R

Table 16.143 RSCFDnCFDTMSTSp Register Contents

Bit Position	Bit Name	Function
7 to 5	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
4	TMTARM	Transmit Buffer Transmit Abort Request Status Flag 0: No transmit abort request is present. 1: A transmit abort request is present.
3	TMTRM	Transmit Buffer Transmit Request Status Flag 0: No transmit request is present. 1: A transmit request is present.
2, 1	TMTRF[1:0]	Transmit Buffer Transmit Result Status Flag b2 b1 0 0: Transmission is in progress or no transmit request is present. 0 1: Transmit abort has been completed. 1 0: Transmission has been completed (without transmit abort request). 1 1: Transmission has been completed (with transmit abort request).
0	TMTSTS	Transmit Buffer Transmit Status Flag 0: Transmission is not in progress. 1: Transmission is in progress.

The RSCFDnCFDTMSTSp register is cleared to all 0 in channel reset mode.

TMTARM Flag

The TMTARM flag is set to 1 when the TMTAR bit in the RSCFDnCFDTMCp register is set to 1.

The TMTARM flag is set to 0 when the TMTAR bit in the RSCFDnCFDTMCp register is set to 0.

TMTRM Flag

The TMTRM flag is set to 1 when the TMTR bit in the RSCFDnCFDTMCp register is set to 1.

The TMTRM flag is set to 0 when the TMTR bit in the RSCFDnCFDTMCp register is set to 0.

TMTRF[1:0] Flag

This flag indicates the result of transmission from the transmit buffer.

00_B: Transmission is in progress or no transmit request is present.

01_B: Transmission from the transmit buffer was aborted.

10_B: Transmission has been completed with the TMTAR bit in the RSCFDnCFDTMCp register set to 0 (transmit abort is not requested).

11_B: Transmission has been completed with the TMTAR bit in the RSCFDnCFDTMCp register set to 1 (transmit abort is requested).

Write 00_B to the TMTRF[1:0] flag in channel communication mode or channel halt mode. Do not write any value other than 00_B to this flag.

TMTSTS Flag

This flag is set to 1 when transmission from the transmit buffer starts, and is cleared to 0 when transmission from the transmit buffer has been completed or terminated due to a bus error or arbitration lost.

16.4.10.3 RSCFDnCFDTMIDp — Transmit Buffer ID Register (p = 0 to 63)

Access: RSCFDnCFDTMIDp register can be read/written in 32-bit units
 RSCFDnCFDTMIDpL, RSCFDnCFDTMIDpH registers can be read/written in 16-bit units
 RSCFDnCFDTMIDpLL, RSCFDnCFDTMIDpLH, RSCFDnCFDTMIDpHL, RSCFDnCFDTMIDpHH registers
 can be read/written in 8-bit units

Address: RSCFDnCFDTMIDp: $\langle \text{RSCFDn_base} \rangle + 4000_{\text{H}} + (20_{\text{H}} \times p)$
 RSCFDnCFDTMIDpL: $\langle \text{RSCFDn_base} \rangle + 4000_{\text{H}} + (20_{\text{H}} \times p)$,
 RSCFDnCFDTMIDpH: $\langle \text{RSCFDn_base} \rangle + 4002_{\text{H}} + (20_{\text{H}} \times p)$
 RSCFDnCFDTMIDpLL: $\langle \text{RSCFDn_base} \rangle + 4000_{\text{H}} + (20_{\text{H}} \times p)$,
 RSCFDnCFDTMIDpLH: $\langle \text{RSCFDn_base} \rangle + 4001_{\text{H}} + (20_{\text{H}} \times p)$,
 RSCFDnCFDTMIDpHL: $\langle \text{RSCFDn_base} \rangle + 4002_{\text{H}} + (20_{\text{H}} \times p)$,
 RSCFDnCFDTMIDpHH: $\langle \text{RSCFDn_base} \rangle + 4003_{\text{H}} + (20_{\text{H}} \times p)$

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMIDE	TMRTR	THLEN	TMID[28:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMID[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.144 RSCFDnCFDTMIDp Register Contents

Bit Position	Bit Name	Function
31	TMIDE	Transmit Buffer IDE 0: Standard ID 1: Extended ID
30	TMRTR	Transmit Buffer RTR/RRS <ul style="list-style-type: none"> When the transmit message is a classical CAN frame 0: Data frame 1: Remote frame When the transmit message is a CAN FD frame Write 0 to this bit.
29	THLEN	Transmit History Data Store Enable 0: Transmit history data is not stored in the buffer. 1: Transmit history data is stored in the buffer.
28 to 0	TMID[28:0]	Transmit Buffer ID Data Set standard ID or extended ID. For standard ID, write an ID to bits 10 to 0 and write 0 to bits 28 to 11.

Modify this register when the TMTRM bit in the corresponding RSCFDnCFDTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write data to this register. If this register is allocated to the transmit queue, only write data to a transmit buffer p ($p = m \times 16 + 15$) for the corresponding channel.

TMIDE Bit

This bit is used to set the ID format of the message to be transmitted from the transmit buffer.

TMRTR Bit

This bit is used to set the data format of the message to be transmitted from the transmit buffer.

Set this bit to 0 when the TMFDF bit in the RSCFDnCFDTMFDCTR_p register is 1 (CAN FD frame).

THLEN Bit

When this bit is set to 1, the transmit history data (label information, buffer number, buffer type, and timestamp) of transmit messages is stored in the transmit history buffer after transmission is completed.

TMID[28:0] Bits

These bits are used to set the ID of the message to be transmitted from the transmit buffer.

16.4.10.4 RSCFDnCFDTMPTRp — Transmit Buffer Pointer Register (p = 0 to 63)

Access: RSCFDnCFDTMPTRp register can be read/written in 32-bit units
 RSCFDnCFDTMPTRpL, RSCFDnCFDTMPTRpH registers can be read/written in 16-bit units
 RSCFDnCFDTMPTRpLL, RSCFDnCFDTMPTRpLH, RSCFDnCFDTMPTRpHL, RSCFDnCFDTMPTRpHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTMPTRp: <RSCFDn_base> + 4004_H + (20_H × p)
 RSCFDnCFDTMPTRpL: <RSCFDn_base> + 4004_H + (20_H × p),
 RSCFDnCFDTMPTRpH: <RSCFDn_base> + 4006_H + (20_H × p)
 RSCFDnCFDTMPTRpLL: <RSCFDn_base> + 4004_H + (20_H × p),
 RSCFDnCFDTMPTRpLH: <RSCFDn_base> + 4005_H + (20_H × p),
 RSCFDnCFDTMPTRpHL: <RSCFDn_base> + 4006_H + (20_H × p),
 RSCFDnCFDTMPTRpHH: <RSCFDn_base> + 4007_H + (20_H × p)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDLC[3:0]				—	—	—	—	TMPTR[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.145 RSCFDnCFDTMPTRp Register Contents

Bit Position	Bit Name	Function																																																																																																
31 to 28	TMDLC[3:0]	Transmit Buffer DLC Data																																																																																																
		<table border="1"> <thead> <tr> <th>b31</th> <th>b30</th> <th>b29</th> <th>b28</th> <th>Classical CAN Frame</th> <th>CAN FD Frame</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0 data bytes</td> <td></td> </tr> <tr> <td>0</td> <td>0</td> <td>0</td> <td>1</td> <td>1 data byte</td> <td></td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>2 data bytes</td> <td></td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>1</td> <td>3 data bytes</td> <td></td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>0</td> <td>4 data bytes</td> <td></td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>1</td> <td>5 data bytes</td> <td></td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>0</td> <td>6 data bytes</td> <td></td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>1</td> <td>7 data bytes</td> <td></td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>0</td> <td>8 data bytes</td> <td></td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>1</td> <td rowspan="8">8 data bytes</td> <td>12 data bytes</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>0</td> <td>16 data bytes</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>1</td> <td>20 data bytes</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>0</td> <td>24 data bytes</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>1</td> <td>32 data bytes</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>0</td> <td>48 data bytes</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>1</td> <td>64 data bytes</td> </tr> </tbody> </table>	b31	b30	b29	b28	Classical CAN Frame	CAN FD Frame	0	0	0	0	0 data bytes		0	0	0	1	1 data byte		0	0	1	0	2 data bytes		0	0	1	1	3 data bytes		0	1	0	0	4 data bytes		0	1	0	1	5 data bytes		0	1	1	0	6 data bytes		0	1	1	1	7 data bytes		1	0	0	0	8 data bytes		1	0	0	1	8 data bytes	12 data bytes	1	0	1	0	16 data bytes	1	0	1	1	20 data bytes	1	1	0	0	24 data bytes	1	1	0	1	32 data bytes	1	1	1	0	48 data bytes	1	1	1	1	64 data bytes
b31	b30	b29	b28	Classical CAN Frame	CAN FD Frame																																																																																													
0	0	0	0	0 data bytes																																																																																														
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1	0	1	0		16 data bytes																																																																																													
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1	1	1	0		48 data bytes																																																																																													
1	1	1	1		64 data bytes																																																																																													
27 to 24	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.																																																																																																
23 to 16	TMPTR[7:0]	Transmit Buffer Label Data Set the label information to be stored in the transmit history buffer.																																																																																																
15 to 0	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.																																																																																																

Modify this register when the TMTRM bit in the corresponding RSCFDnCFDTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write to this register. If this register is allocated to the transmit queue, only write to a transmit buffer p ($p = m \times 16 + 15$) for the corresponding channel.

TMDLC[3:0] Bits

These bits are used to set the data length of the message to be transmitted from the transmit buffer when the TMRTR bit in the RSCFDnCFDTMIDp register is set to 0 (data frame).

When the TMDLC[3:0] bits are set to 1001_B or more while the TMFDF bit in the RSCFDnCFDTMFDCTRp register is 0 (classical CAN frame), 8-byte data is transmitted actually. When the MFDF bit is 1 (CAN FD frame), the settable value range varies depending on the setting of the TMME bit in the RSCFDnCFDCmFDCFG register.

- When the TMME bit = 0 (transmit buffer merge mode disabled):
A value of 0000_B to 1111_B is settable. If a value larger than 1100_B is set, payloads exceeding 20 bytes are padded by CC_H .
- When the TMME bit = 1 (transmit buffer merge mode enabled):
When the corresponding transmit buffer number $p = (m \times 16) + 0$ or $(m \times 16) + 3$, a value of 0000_B to 1111_B is settable. In other cases, set a value of 0000_B to 1011_B (20 data bytes).

When the TMRTR bit is 1 (remote frame), set the data length of a message to be requested.

TMPTR[7:0] Bits

When message transmission has been completed, the TMPTR[7:0] value is stored in the transmit history buffer.

16.4.10.5 RSCFDnCFDTMFDCTR_p — Transmit Buffer CAN FD Configuration Register (p = 0 to 63)

Access: RSCFDnCFDTMFDCTR_p register can be read/written in 32-bit units
RSCFDnCFDTMFDCTR_{pL}, RSCFDnCFDTMFDCTR_{pH} registers can be read/written in 16-bit units
RSCFDnCFDTMFDCTR_{pLL}, RSCFDnCFDTMFDCTR_{pLH}, RSCFDnCFDTMFDCTR_{pHL},
RSCFDnCFDTMFDCTR_{pHH} registers can be read/written in 8-bit units

Address: RSCFDnCFDTMFDCTR_p: <RSCFDn_base> + 4008_H + (20_H × p)
RSCFDnCFDTMFDCTR_{pL}: <RSCFDn_base> + 4008_H + (20_H × p),
RSCFDnCFDTMFDCTR_{pH}: <RSCFDn_base> + 400A_H + (20_H × p)
RSCFDnCFDTMFDCTR_{pLL}: <RSCFDn_base> + 4008_H + (20_H × p),
RSCFDnCFDTMFDCTR_{pLH}: <RSCFDn_base> + 4009_H + (20_H × p),
RSCFDnCFDTMFDCTR_{pHL}: <RSCFDn_base> + 400A_H + (20_H × p),
RSCFDnCFDTMFDCTR_{pHH}: <RSCFDn_base> + 400B_H + (20_H × p)

Initial value: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	TMFDF	TMBRS	TMESI
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 16.146 RSCFDnCFDTMFDCTR_p Register Contents

Bit Position	Bit Name	Function
31 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	TMFDF	FDFormat 0: Classical CAN frame 1: CAN FD frame
1	TMBRS	BitRateSwitch 0: The bit rate in the data area does not change. 1: The bit rate in the data area changes.
0	TMESI	ErrorStatusIndicator 0: Error active node 1: Error passive node

Modify this register when the TMTRM bit in the corresponding RSCFDnCFDTMSTSp register is 0 (transmission not requested). When this register is linked to the transmit/receive FIFO buffer, do not write data to this register. When this register is allocated to the transmit queue, write data only to transmit buffer p (p = m × 16 + 15) of the corresponding channel.

TMFDF Bit

This bit is used to set the FD format of the message to be transmitted from the transmit buffer.

TMBRS Bit

When this bit is set to 1 while the TMFDF bit is 1, the data area of a transmit message is transmitted at the data bit rate. When the TMFDF bit is 0, write 0 to this bit.

TMESI Bit

This bit is used to set the ESI bit value of the message to be transmitted from the transmit buffer when the TMFDF bit is 1. The set value is transmitted when the ESIC bit in the RSCFDnCFDCmFDCFG register is 1 and the channel is in the error active state. When the channel is in the error passive state, the ESI bit value that shows an error passive node is transmitted regardless of this bit value. When the TMFDF bit is 0, write 0 to this bit.

16.4.10.6 RSCFDnCFDTMDFb_p — Transmit Buffer Data Field b Register (b = 0 to 4, p = 0 to 63)

Access: RSCFDnCFDTMDFb_p register can be read/written in 32-bit units
RSCFDnCFDTMDFb_pL, RSCFDnCFDTMDFb_pH registers can be read/written in 16-bit units
RSCFDnCFDTMDFb_pLL, RSCFDnCFDTMDFb_pLH, RSCFDnCFDTMDFb_pHL,
RSCFDnCFDTMDFb_pHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTMDFb_p: $\langle \text{RSCFDn_base} \rangle + 400\text{C}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times p)$
RSCFDnCFDTMDFb_pL: $\langle \text{RSCFDn_base} \rangle + 400\text{C}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times p)$,
RSCFDnCFDTMDFb_pH: $\langle \text{RSCFDn_base} \rangle + 400\text{E}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times p)$
RSCFDnCFDTMDFb_pLL: $\langle \text{RSCFDn_base} \rangle + 400\text{C}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times p)$,
RSCFDnCFDTMDFb_pLH: $\langle \text{RSCFDn_base} \rangle + 400\text{D}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times p)$,
RSCFDnCFDTMDFb_pHL: $\langle \text{RSCFDn_base} \rangle + 400\text{E}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times p)$,
RSCFDnCFDTMDFb_pHH: $\langle \text{RSCFDn_base} \rangle + 400\text{F}_\text{H} + (04_\text{H} \times b) + (20_\text{H} \times p)$

Initial value: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDB4 × b + 3 [7:0]								TMDB4 × b + 2 [7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMDB4 × b + 1 [7:0]								TMDB4 × b + 0 [7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.147 RSCFDnCFDTMDFb_p Register Contents

Bit Position	Bit Name	Function
31 to 24	TMDB4 × b + 3 [7:0]	Transmit Buffer Data Byte 4 × b + 3 Transmit Buffer Data Byte 4 × b + 2
23 to 16	TMDB4 × b + 2 [7:0]	Transmit Buffer Data Byte 4 × b + 1 Transmit Buffer Data Byte 4 × b + 0
15 to 8	TMDB4 × b + 1 [7:0]	Set the transmit buffer data.
7 to 0	TMDB4 × b + 0 [7:0]	

Modify this register when the TMTRM bit in the corresponding RSCFDnCFDTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write to this register. If this register is allocated to the transmit queue, only write to a transmit buffer p ($p = m \times 16 + 15$) for the corresponding channel.

16.4.10.7 RSCFDnCFDTMIECy — Transmit Buffer Interrupt Enable Configuration Register (y = 0, 1)

Access: RSCFDnCFDTMIECy register can be read/written in 32-bit units
 RSCFDnCFDTMIECyL, RSCFDnCFDTMIECyH registers can be read/written in 16-bit units
 RSCFDnCFDTMIECyLL, RSCFDnCFDTMIECyLH, RSCFDnCFDTMIECyHL, RSCFDnCFDTMIECyHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTMIECy: <RSCFDn_base> + 0390_H + (04_H × y)
 RSCFDnCFDTMIECyL: <RSCFDn_base> + 0390_H + (04_H × y),
 RSCFDnCFDTMIECyH: <RSCFDn_base> + 0392_H + (04_H × y)
 RSCFDnCFDTMIECyLL: <RSCFDn_base> + 0390_H + (04_H × y),
 RSCFDnCFDTMIECyLH: <RSCFDn_base> + 0391_H + (04_H × y),
 RSCFDnCFDTMIECyHL: <RSCFDn_base> + 0392_H + (04_H × y),
 RSCFDnCFDTMIECyHH: <RSCFDn_base> + 0393_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMIEp (p = y × 32 + 31)	TMIEp (p = y × 32 + 30)	TMIEp (p = y × 32 + 29)	TMIEp (p = y × 32 + 28)	TMIEp (p = y × 32 + 27)	TMIEp (p = y × 32 + 26)	TMIEp (p = y × 32 + 25)	TMIEp (p = y × 32 + 24)	TMIEp (p = y × 32 + 23)	TMIEp (p = y × 32 + 22)	TMIEp (p = y × 32 + 21)	TMIEp (p = y × 32 + 20)	TMIEp (p = y × 32 + 19)	TMIEp (p = y × 32 + 18)	TMIEp (p = y × 32 + 17)	TMIEp (p = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMIEp (p = y × 32 + 15)	TMIEp (p = y × 32 + 14)	TMIEp (p = y × 32 + 13)	TMIEp (p = y × 32 + 12)	TMIEp (p = y × 32 + 11)	TMIEp (p = y × 32 + 10)	TMIEp (p = y × 32 + 9)	TMIEp (p = y × 32 + 8)	TMIEp (p = y × 32 + 7)	TMIEp (p = y × 32 + 6)	TMIEp (p = y × 32 + 5)	TMIEp (p = y × 32 + 4)	TMIEp (p = y × 32 + 3)	TMIEp (p = y × 32 + 2)	TMIEp (p = y × 32 + 1)	TMIEp (p = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 16.148 RSCFDnCFDTMIECy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMIEp	Transmit Buffer Interrupt Enable p (p = y × 32 + 31 to y × 32 + 16) 0: Transmit buffer interrupt is disabled 1: Transmit buffer interrupt is enabled
15 to 0	TMIEp	Transmit Buffer Interrupt Enable p (p = y × 32 + 15 to y × 32 + 0) 0: Transmit buffer interrupt is disabled. 1: Transmit buffer interrupt is enabled.

TMIEp Bits (p = 0 to 63)

When any of these bits is set to 1 and the corresponding transmission has been completed, a transmit buffer interrupt request is generated.

Modify these bits when the TMTRM flag in the corresponding RSCFDnCFDTMSTSp register is 0 (no transmit request is present).

Write 0 to bits corresponding to transmit buffers linked to transmit/receive FIFO buffers or transmit buffers allocated to the transmit queue.

When the TMME bit in the RSCFDnCFDCmFDCFG register is 1 (transmit buffer merge mode enable), set the bit corresponding to the transmit buffer allocated as a payload storage area to 0.

Table 16.149 shows the bit assignment.

Table 16.149 TMIEp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
.	.	.
47	2	15
48	3	0
.	.	.
.	.	.
62	3	14
63	3	15

16.4.11 Details of Transmit Buffer Status-related Registers

16.4.11.1 RSCFDnCFDTMTRSTSy — Transmit Buffer Transmit Request Status Register (y = 0, 1)

Access: RSCFDnCFDTMTRSTSy register can be read only in 32-bit units
 RSCFDnCFDTMTRSTSyL, RSCFDnCFDTMTRSTSyH registers can be read only in 16-bit units
 RSCFDnCFDTMTRSTSyLL, RSCFDnCFDTMTRSTSyLH, RSCFDnCFDTMTRSTSyHL,
 RSCFDnCFDTMTRSTSyHH registers can be read only in 8-bit units

Address: RSCFDnCFDTMTRSTSy: <RSCFDn_base> + 0350_H + (04_H × y)
 RSCFDnCFDTMTRSTSyL: <RSCFDn_base> + 0350_H + (04_H × y),
 RSCFDnCFDTMTRSTSyH: <RSCFDn_base> + 0352_H + (04_H × y)
 RSCFDnCFDTMTRSTSyLL: <RSCFDn_base> + 0350_H + (04_H × y),
 RSCFDnCFDTMTRSTSyLH: <RSCFDn_base> + 0351_H + (04_H × y),
 RSCFDnCFDTMTRSTSyHL: <RSCFDn_base> + 0352_H + (04_H × y),
 RSCFDnCFDTMTRSTSyHH: <RSCFDn_base> + 0353_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTRST Sp (p = y × 32 + 31)	TMTRST Sp (p = y × 32 + 30)	TMTRST Sp (p = y × 32 + 29)	TMTRST Sp (p = y × 32 + 28)	TMTRST Sp (p = y × 32 + 27)	TMTRST Sp (p = y × 32 + 26)	TMTRST Sp (p = y × 32 + 25)	TMTRST Sp (p = y × 32 + 24)	TMTRST Sp (p = y × 32 + 23)	TMTRST Sp (p = y × 32 + 22)	TMTRST Sp (p = y × 32 + 21)	TMTRST Sp (p = y × 32 + 20)	TMTRST Sp (p = y × 32 + 19)	TMTRST Sp (p = y × 32 + 18)	TMTRST Sp (p = y × 32 + 17)	TMTRST Sp (p = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTRST Sp (p = y × 32 + 15)	TMTRST Sp (p = y × 32 + 14)	TMTRST Sp (p = y × 32 + 13)	TMTRST Sp (p = y × 32 + 12)	TMTRST Sp (p = y × 32 + 11)	TMTRST Sp (p = y × 32 + 10)	TMTRST Sp (p = y × 32 + 9)	TMTRST Sp (p = y × 32 + 8)	TMTRST Sp (p = y × 32 + 7)	TMTRST Sp (p = y × 32 + 6)	TMTRST Sp (p = y × 32 + 5)	TMTRST Sp (p = y × 32 + 4)	TMTRST Sp (p = y × 32 + 3)	TMTRST Sp (p = y × 32 + 2)	TMTRST Sp (p = y × 32 + 1)	TMTRST Sp (p = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.150 RSCFDnCFDTMTRSTSy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMTRSTSp	Transmit Buffer Transmit Request Status Flag p (p = y × 32 + 31 to y × 32 + 16) 0: No transmit request is present. 1: A transmit request is present.
15 to 0	TMTRSTSp	Transmit Buffer Transmit Request Status Flag p (p = y × 32 + 15 to y × 32 + 0) 0: No transmit request is present. 1: A transmit request is present.

TMTRSTSp Flags (p = 0 to 63)

These flags indicate the status of the TMTR bit in the RSCFDnCFDTMCP register.

When the TMTR bit is set to 1 (transmission is requested), the corresponding TMTRSTSp flag is set to 1.

The corresponding TMTRSTSp flag is cleared to 0 when the TMTR bit is set to 0 (transmission is not requested) or in channel reset mode.

Table 16.151 shows the bit assignment.

Table 16.151 TMTRSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
.	.	.
47	2	15
48	3	0
.	.	.
.	.	.
62	3	14
63	3	15

16.4.11.2 RSCFDnCFDTMTARSTSy — Transmit Buffer Transmit Abort Request Status Register (y = 0, 1)

Access: RSCFDnCFDTMTARSTSy register can be read only in 32-bit units
 RSCFDnCFDTMTARSTSyL, RSCFDnCFDTMTARSTSyH registers can be read only in 16-bit units
 RSCFDnCFDTMTARSTSyLL, RSCFDnCFDTMTARSTSyLH, RSCFDnCFDTMTARSTSyHL,
 RSCFDnCFDTMTARSTSyHH registers can be read only in 8-bit units

Address: RSCFDnCFDTMTARSTSy: <RSCFDn_base> + 0360_H + (04_H × y)
 RSCFDnCFDTMTARSTSyL: <RSCFDn_base> + 0360_H + (04_H × y),
 RSCFDnCFDTMTARSTSyH: <RSCFDn_base> + 0362_H + (04_H × y)
 RSCFDnCFDTMTARSTSyLL: <RSCFDn_base> + 0360_H + (04_H × y),
 RSCFDnCFDTMTARSTSyLH: <RSCFDn_base> + 0361_H + (04_H × y),
 RSCFDnCFDTMTARSTSyHL: <RSCFDn_base> + 0362_H + (04_H × y),
 RSCFDnCFDTMTARSTSyHH: <RSCFDn_base> + 0363_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTARST Sp (p = y × 32 + 31)	TMTARST Sp (p = y × 32 + 30)	TMTARST Sp (p = y × 32 + 29)	TMTARST Sp (p = y × 32 + 28)	TMTARST Sp (p = y × 32 + 27)	TMTARST Sp (p = y × 32 + 26)	TMTARST Sp (p = y × 32 + 25)	TMTARST Sp (p = y × 32 + 24)	TMTARST Sp (p = y × 32 + 23)	TMTARST Sp (p = y × 32 + 22)	TMTARST Sp (p = y × 32 + 21)	TMTARST Sp (p = y × 32 + 20)	TMTARST Sp (p = y × 32 + 19)	TMTARST Sp (p = y × 32 + 18)	TMTARST Sp (p = y × 32 + 17)	TMTARST Sp (p = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTARST Sp (p = y × 32 + 15)	TMTARST Sp (p = y × 32 + 14)	TMTARST Sp (p = y × 32 + 13)	TMTARST Sp (p = y × 32 + 12)	TMTARST Sp (p = y × 32 + 11)	TMTARST Sp (p = y × 32 + 10)	TMTARST Sp (p = y × 32 + 9)	TMTARST Sp (p = y × 32 + 8)	TMTARST Sp (p = y × 32 + 7)	TMTARST Sp (p = y × 32 + 6)	TMTARST Sp (p = y × 32 + 5)	TMTARST Sp (p = y × 32 + 4)	TMTARST Sp (p = y × 32 + 3)	TMTARST Sp (p = y × 32 + 2)	TMTARST Sp (p = y × 32 + 1)	TMTARST Sp (p = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.152 RSCFDnCFDTMTARSTSy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMTARSTSp	Transmit Buffer Transmit Abort Request Status Flag p (p = y × 32 + 31 to y × 32 + 16) 0: No transmit abort request is present. 1: A transmit abort request is present.
15 to 0	TMTARSTSp	Transmit Buffer Transmit Abort Request Status Flag p (p = y × 32 + 15 to y × 32 + 0) 0: No transmit abort request is present. 1: A transmit abort request is present.

TMTARSTSp Flags (p = 0 to 63)

These flags indicate the status of the TMTAR bit in the RSCFDnCFDTMCp register.

When the TMTAR bit is set to 1 (transmit abort is requested), the corresponding TMTARSTSp flag is set to 1.

The corresponding TMTARSTSp flag is cleared to 0 when the TMTAR bit is set to 0 (transmit abort is not requested) or in channel reset mode.

Table 16.153 shows the bit assignment.

Table 16.153 TMTARSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
.	.	.
47	2	15
48	3	0
.	.	.
.	.	.
62	3	14
63	3	15

16.4.11.3 RSCFDnCFDTMTCSTSy — Transmit Buffer Transmit Complete Status Register (y = 0, 1)

Access: RSCFDnCFDTMTCSTSy register can be read only in 32-bit units
 RSCFDnCFDTMTCSTSyL, RSCFDnCFDTMTCSTSyH registers can be read only in 16-bit units
 RSCFDnCFDTMTCSTSyLL, RSCFDnCFDTMTCSTSyLH, RSCFDnCFDTMTCSTSyHL,
 RSCFDnCFDTMTCSTSyHH registers can be read only in 8-bit units

Address: RSCFDnCFDTMTCSTSy: <RSCFDn_base> + 0370_H + (04_H × y)
 RSCFDnCFDTMTCSTSyL: <RSCFDn_base> + 0370_H + (04_H × y),
 RSCFDnCFDTMTCSTSyH: <RSCFDn_base> + 0372_H + (04_H × y)
 RSCFDnCFDTMTCSTSyLL: <RSCFDn_base> + 0370_H + (04_H × y),
 RSCFDnCFDTMTCSTSyLH: <RSCFDn_base> + 0371_H + (04_H × y),
 RSCFDnCFDTMTCSTSyHL: <RSCFDn_base> + 0372_H + (04_H × y),
 RSCFDnCFDTMTCSTSyHH: <RSCFDn_base> + 0373_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTCST Sp (p = y × 32 + 31)	TMTCST Sp (p = y × 32 + 30)	TMTCST Sp (p = y × 32 + 29)	TMTCST Sp (p = y × 32 + 28)	TMTCST Sp (p = y × 32 + 27)	TMTCST Sp (p = y × 32 + 26)	TMTCST Sp (p = y × 32 + 25)	TMTCST Sp (p = y × 32 + 24)	TMTCST Sp (p = y × 32 + 23)	TMTCST Sp (p = y × 32 + 22)	TMTCST Sp (p = y × 32 + 21)	TMTCST Sp (p = y × 32 + 20)	TMTCST Sp (p = y × 32 + 19)	TMTCST Sp (p = y × 32 + 18)	TMTCST Sp (p = y × 32 + 17)	TMTCST Sp (p = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTCST Sp (p = y × 32 + 15)	TMTCST Sp (p = y × 32 + 14)	TMTCST Sp (p = y × 32 + 13)	TMTCST Sp (p = y × 32 + 12)	TMTCST Sp (p = y × 32 + 11)	TMTCST Sp (p = y × 32 + 10)	TMTCST Sp (p = y × 32 + 9)	TMTCST Sp (p = y × 32 + 8)	TMTCST Sp (p = y × 32 + 7)	TMTCST Sp (p = y × 32 + 6)	TMTCST Sp (p = y × 32 + 5)	TMTCST Sp (p = y × 32 + 4)	TMTCST Sp (p = y × 32 + 3)	TMTCST Sp (p = y × 32 + 2)	TMTCST Sp (p = y × 32 + 1)	TMTCST Sp (p = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.154 RSCFDnCFDTMTCSTSy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMTCSTSp	Transmit Buffer Transmit Complete Status Flag p (p = y × 32 + 31 to y × 32 + 16) 0: Transmission has not been completed. 1: Transmission has been completed.
15 to 0	TMTCSTSp	Transmit Buffer Transmit Complete Status Flag p (p = y × 32 + 15 to y × 32 + 0) 0: Transmission has not been completed. 1: Transmission has been completed.

TMTCSTSp Flags (p = 0 to 63)

When the TMTRF[1:0] flag in the RSCFDnCFDTMSTSp register is set to 10_B (transmission has been completed (without transmit abort request)) or 11_B (transmission has been completed (with transmit abort request)), the corresponding TMTCSTSp flag is set to 1.

A TMTCSTSp flag is cleared to 0 when the corresponding TMTRF[1:0] flag is set to 00_B or in channel reset mode.

Table 16.155 shows the bit assignment.

Table 16.155 TMCSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
.	.	.
47	2	15
48	3	0
.	.	.
.	.	.
62	3	14
63	3	15

16.4.11.4 RSCFDnCFDTMTASTSy — Transmit Buffer Transmit Abort Status Register (y = 0, 1)

Access: RSCFDnCFDTMTASTSy register can be read only in 32-bit units
 RSCFDnCFDTMTASTSyL, RSCFDnCFDTMTASTSyH registers can be read only in 16-bit units
 RSCFDnCFDTMTASTSyLL, RSCFDnCFDTMTASTSyLH, RSCFDnCFDTMTASTSyHL,
 RSCFDnCFDTMTASTSyHH registers can be read only in 8-bit units

Address: RSCFDnCFDTMTASTSy: <RSCFDn_base> + 0380_H + (04_H × y)
 RSCFDnCFDTMTASTSyL: <RSCFDn_base> + 0380_H + (04_H × y),
 RSCFDnCFDTMTASTSyH: <RSCFDn_base> + 0382_H + (04_H × y)
 RSCFDnCFDTMTASTSyLL: <RSCFDn_base> + 0380_H + (04_H × y),
 RSCFDnCFDTMTASTSyLH: <RSCFDn_base> + 0381_H + (04_H × y),
 RSCFDnCFDTMTASTSyHL: <RSCFDn_base> + 0382_H + (04_H × y),
 RSCFDnCFDTMTASTSyHH: <RSCFDn_base> + 0383_H + (04_H × y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTASTS p (p = y × 32 + 31)	TMTASTS p (p = y × 32 + 30)	TMTASTS p (p = y × 32 + 29)	TMTASTS p (p = y × 32 + 28)	TMTASTS p (p = y × 32 + 27)	TMTASTS p (p = y × 32 + 26)	TMTASTS p (p = y × 32 + 25)	TMTASTS p (p = y × 32 + 24)	TMTASTS p (p = y × 32 + 23)	TMTASTS p (p = y × 32 + 22)	TMTASTS p (p = y × 32 + 21)	TMTASTS p (p = y × 32 + 20)	TMTASTS p (p = y × 32 + 19)	TMTASTS p (p = y × 32 + 18)	TMTASTS p (p = y × 32 + 17)	TMTASTS p (p = y × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTASTS p (p = y × 32 + 15)	TMTASTS p (p = y × 32 + 14)	TMTASTS p (p = y × 32 + 13)	TMTASTS p (p = y × 32 + 12)	TMTASTS p (p = y × 32 + 11)	TMTASTS p (p = y × 32 + 10)	TMTASTS p (p = y × 32 + 9)	TMTASTS p (p = y × 32 + 8)	TMTASTS p (p = y × 32 + 7)	TMTASTS p (p = y × 32 + 6)	TMTASTS p (p = y × 32 + 5)	TMTASTS p (p = y × 32 + 4)	TMTASTS p (p = y × 32 + 3)	TMTASTS p (p = y × 32 + 2)	TMTASTS p (p = y × 32 + 1)	TMTASTS p (p = y × 32 + 0)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.156 RSCFDnCFDTMTASTSy Register Contents

Bit Position	Bit Name	Function
31 to 16	TMTASTSp	Transmit Buffer Transmit Abort Status Flag p (p = y × 32 + 31 to y × 32 + 16) 0: Transmission is not aborted 1: Transmission is aborted
15 to 0	TMTASTSp	Transmit Buffer Transmit Abort Status Flag p (p = y × 32 + 15 to y × 32 + 0) 0: Transmission is not aborted. 1: Transmission is aborted.

TMTASTSp Flags (p = 0 to 63)

When the TMTRF[1:0] flag in the RSCFDnCFDTMSTSp register is set to 01_B (transmit abort has been completed), the corresponding TMTASTSp flag is set to 1.

A TMTASTSp flag is cleared to 0 when the corresponding TMTRF[1:0] flag is set to 00_B or in channel reset mode.

Table 16.157 shows the bit assignment.

Table 16.157 TMTASTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15
32	2	0
33	2	1
.	.	.
.	.	.
47	2	15
48	3	0
.	.	.
.	.	.
62	3	14
63	3	15

16.4.12 Details of Transmit Queue-related Registers

16.4.12.1 RSCFDnCFDnTXQCCm — Transmit Queue Configuration and Control Register (m = 0 to 3)

Access: RSCFDnCFDnTXQCCm register can be read/written in 32-bit units
 RSCFDnCFDnTXQCCmL, RSCFDnCFDnTXQCCmH registers can be read/written in 16-bit units
 RSCFDnCFDnTXQCCmLL, RSCFDnCFDnTXQCCmLH, RSCFDnCFDnTXQCCmHL, RSCFDnCFDnTXQCCmHH registers can be read/written in 8-bit units

Address: RSCFDnCFDnTXQCCm: <RSCFDn_base> + 03A0_H + (04_H × m)
 RSCFDnCFDnTXQCCmL: <RSCFDn_base> + 03A0_H + (04_H × m),
 RSCFDnCFDnTXQCCmH: <RSCFDn_base> + 03A2_H + (04_H × m)
 RSCFDnCFDnTXQCCmLL: <RSCFDn_base> + 03A0_H + (04_H × m),
 RSCFDnCFDnTXQCCmLH: <RSCFDn_base> + 03A1_H + (04_H × m),
 RSCFDnCFDnTXQCCmHL: <RSCFDn_base> + 03A2_H + (04_H × m),
 RSCFDnCFDnTXQCCmHH: <RSCFDn_base> + 03A3_H + (04_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TXQIM	TXQIE	TXQDC[3:0]			—	—	—	—	—	—	—	—	TXQE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Table 16.158 RSCFDnCFDnTXQCCm Register Contents

Bit Position	Bit Name	Function
31 to 14	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
13	TXQIM	Transmit Queue Interrupt Source Select 0: When the transmit queue becomes empty upon completion of message transmission, a transmit queue interrupt request is generated. 1: A transmit queue interrupt request is generated each time a message has been transmitted.
12	TXQIE	Transmit Queue Interrupt Enable 0: Transmit queue interrupt is disabled. 1: Transmit queue interrupt is enabled.
11 to 8	TXQDC[3:0]	Transmit Queue Depth Configuration Setting these bits to g (g = 2 to 15) makes the (g + 1)-buffer transmit queue available. Setting these bits to 0 disables the transmit queue. Setting these bits to 1 is prohibited. For transmit buffer merge mode, set g to 2 to 9.
7 to 1	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	TXQE	Transmit Queue Enable 0: The transmit queue is not used. 1: The transmit queue is used.

TXQIM Bit

This bit is used to select a transmit queue interrupt source. Modify this bit in channel reset mode.

TXQIE Bit

When the TXQIE bit is set to 1 and the source selected by the TXQIM bit occurs, an interrupt request is generated.

Set the TXQE bit to 0 before modifying the TXQIE bit.

TXQDC[3:0] Bits

These bits are used to specify the number of transmit buffers to be allocated to the transmit queues. Transmit buffers are allocated to transmit queues in descending order of buffer number, that is, from $(m \times 16 + 15)$ to $(m \times 16 + 0)$ (See **Table 16.90**). For examples of how buffer allocation is done, see **Figure 16.9**.

When the TMME bit in the RSCFDnCFDCmFDCFG register is 1 (transmit buffer merge mode), transmit buffers $(m \times 16 + 5)$ to $(m \times 16 + 0)$ are merged and cannot be allocated to the transmit queue. Therefore, do not set TXQDC[3:0] bits to 10 to 15.

Modify these bits only in channel reset mode.

TXQE Bit

Setting this bit to 1 makes the transmit queue available. Modify this bit in channel communication mode or channel halt mode. This bit is cleared to 0 in channel reset mode.

Before setting the TXQE bit to 1, set the TXQDC[3:0] bits to 0010_B or more.

16.4.12.2 RSCFDnCFDTXQSTSm — Transmit Queue Status Register (m = 0 to 3)

Access: RSCFDnCFDTXQSTSm register can be read/written in 32-bit units
 RSCFDnCFDTXQSTSmL, RSCFDnCFDTXQSTSmH registers can be read/written in 16-bit units
 RSCFDnCFDTXQSTSmLL, RSCFDnCFDTXQSTSmLH, RSCFDnCFDTXQSTSmHL,
 RSCFDnCFDTXQSTSmHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTXQSTSm: <RSCFDn_base> + 03C0_H + (04_H × m)
 RSCFDnCFDTXQSTSmL: <RSCFDn_base> + 03C0_H + (04_H × m),
 RSCFDnCFDTXQSTSmH: <RSCFDn_base> + 03C2_H + (04_H × m)
 RSCFDnCFDTXQSTSmLL: <RSCFDn_base> + 03C0_H + (04_H × m),
 RSCFDnCFDTXQSTSmLH: <RSCFDn_base> + 03C1_H + (04_H × m),
 RSCFDnCFDTXQSTSmHL: <RSCFDn_base> + 03C2_H + (04_H × m),
 RSCFDnCFDTXQSTSmHH: <RSCFDn_base> + 03C3_H + (04_H × m)

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	TXQIF	TXQFL L	TXQEM P
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Table 16.159 RSCFDnCFDTXQSTSm Register Contents

Bit Position	Bit Name	Function
31 to 13	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
12 to 8	Reserved	When read, the undefined value is returned. When writing to these bits, write the value after reset.
7 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	TXQIF	Transmit Queue Interrupt Request Flag 0: No transmit queue interrupt request is present. 1: A transmit queue interrupt request is present.
1	TXQFL	Transmit Queue Full Status Flag 0: The transmit queue is not full. 1: The transmit queue is full.
0	TXQEMP	Transmit Queue Empty Status Flag 0: The transmit queue contains messages. 1: The transmit queue contains no message (transmit queue empty).

TXQIF Flag

The TXQIF flag is set to 1 when the event specified by the TXQIM bit in the RSCFDnCFDTXQCCm register has occurred.

The TXQIF flag is cleared to 0 in channel reset mode or by writing 0 to this flag. This flag is not cleared to 0 by setting the TXQE bit in the RSCFDnCFDTXQCCm register to 0 (the transmit queue is not used).

TXQFLL Flag

The TXQFLL flag is set to 1 when the number of messages set for the transmit queue matches the transmit queue depth set by the TXQDC[3:0] bits in the RSCFDnCFDTXQCCm register.

This flag is cleared to 0 in any of the following cases.

- The number of messages set for the transmit queue is smaller than the transmit queue depth set by the TXQDC[3:0] bits.
- In channel reset mode

TXQEMP Flag

The TXQEMP flag is cleared to 0 when even a single message is set for the transmit queue.

This flag is set to 1 in any of the following cases.

- The TXQE bit is set to 0 (the transmit queue is not used).
- The transmit queue becomes empty.
- In channel reset mode

16.4.12.3 RSCFDnCFDTXQPCTRm — Transmit Queue Pointer Control Register (m = 0 to 3)

Access: RSCFDnCFDTXQPCTRm registers can only be written in 32-bit units
 RSCFDnCFDTXQPCTRmL, RSCFDnCFDTXQPCTRmH registers can only be written in 16-bit units
 RSCFDnCFDTXQPCTRmLL, RSCFDnCFDTXQPCTRmLH, RSCFDnCFDTXQPCTRmHL,
 RSCFDnCFDTXQPCTRmHH registers can only be written in 8-bit units

Address: RSCFDnCFDTXQPCTRm: <RSCFDn_base> + 03E0_H + (04_H × m)
 RSCFDnCFDTXQPCTRmL: <RSCFDn_base> + 03E0_H + (04_H × m),
 RSCFDnCFDTXQPCTRmH: <RSCFDn_base> + 03E2_H + (04_H × m)
 RSCFDnCFDTXQPCTRmLL: <RSCFDn_base> + 03E0_H + (04_H × m),
 RSCFDnCFDTXQPCTRmLH: <RSCFDn_base> + 03E1_H + (04_H × m),
 RSCFDnCFDTXQPCTRmHL: <RSCFDn_base> + 03E2_H + (04_H × m),
 RSCFDnCFDTXQPCTRmHH: <RSCFDn_base> + 03E3_H + (04_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TXQPC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 16.160 RSCFDnCFDTXQPCTRm Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	The write value should be the value after reset.
7 to 0	TXQPC[7:0]	Transmit Queue Pointer Control Writing FF _H to these bits moves the write pointer of the transmit queue to the next queue buffer.

TXQPC[7:0] Bits

Writing FF_H to the TXQPC[7:0] bits moves the write pointer to the next transmit queue buffer and generates a transmit request of the message. Write transmit messages to the RSCFDnCFDTMIDp, RSCFDnCFDTMPTRp, RSCFDnCFDTMFDCTRp, and RSCFDnCFDTMDFb_p registers (p = 15, 31, 47, and 63) before writing FF_H to the TXQPC[7:0] bits.

When writing FF_H to these bits, make sure that the TXQE bit in the RSCFDnCFDTXQCCm register is set to 1 (the transmit queue is used) and the TXQFLL flag in the RSCFDnCFDTXQSTSm register is 0 (the transmit queue is not full).

16.4.13 Details of Transmit History-related Registers

16.4.13.1 RSCFDnCFDTHLCCm — Transmit History Configuration and Control Register (m = 0 to 3)

Access: RSCFDnCFDTHLCCm register can be read/written in 32-bit units
RSCFDnCFDTHLCCmL, RSCFDnCFDTHLCCmH registers can be read/written in 16-bit units
RSCFDnCFDTHLCCmLL, RSCFDnCFDTHLCCmLH, RSCFDnCFDTHLCCmHL, RSCFDnCFDTHLCCmHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTHLCCm: $\langle \text{RSCFDn_base} \rangle + 0400_{\text{H}} + (04_{\text{H}} \times m)$
RSCFDnCFDTHLCCmL: $\langle \text{RSCFDn_base} \rangle + 0400_{\text{H}} + (04_{\text{H}} \times m)$,
RSCFDnCFDTHLCCmH: $\langle \text{RSCFDn_base} \rangle + 0402_{\text{H}} + (04_{\text{H}} \times m)$
RSCFDnCFDTHLCCmLL: $\langle \text{RSCFDn_base} \rangle + 0400_{\text{H}} + (04_{\text{H}} \times m)$,
RSCFDnCFDTHLCCmLH: $\langle \text{RSCFDn_base} \rangle + 0401_{\text{H}} + (04_{\text{H}} \times m)$,
RSCFDnCFDTHLCCmHL: $\langle \text{RSCFDn_base} \rangle + 0402_{\text{H}} + (04_{\text{H}} \times m)$,
RSCFDnCFDTHLCCmHH: $\langle \text{RSCFDn_base} \rangle + 0403_{\text{H}} + (04_{\text{H}} \times m)$

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	THLDT E	THLIM	THLIE	—	—	—	—	—	—	—	THLE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Table 16.161 RSCFDnCFDTHLCCm Register Contents

Bit Position	Bit Name	Function
31 to 11	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
10	THLDTE	Transmit History Target Buffer Select 0: Entry from transmit/receive FIFO buffers and transmit queue 1: Entry from transmit buffers, transmit/receive FIFO buffers, and transmit queue
9	THLIM	Transmit History Interrupt Source Select 0: When 12 sets of data have been stored in the transmit history buffer 1: When a single set of transmit history data has been stored
8	THLIE	Transmit History Interrupt Enable 0: Transmit history interrupt is disabled. 1: Transmit history interrupt is enabled.
7 to 1	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	THLE	Transmit History Buffer Enable 0: Transmit history buffer is not used. 1: Transmit history buffer is used.

THLDTE Bit

When this bit is set to 0, the transmit history data of messages transmitted from transmit/receive FIFO buffers and the transmit queue is stored in the transmit history buffer. When this bit is set to 1, the transmit history data of messages transmitted from transmit buffers, transmit/receive FIFO buffers, and the transmit queue is stored in the transmit history buffer.

Modify this bit only in channel reset mode.

THLIM Bit

This bit is used to select a transmit history interrupt source.

Modify this bit only in channel reset mode.

THLIE Bit

When the THLIE bit is set to 1 and the source selected by the THLIM bit has occurred, a transmit history interrupt request is generated. Modify the THLIE bit only when the THLE bit set to 0.

THLE Bit

Setting this bit to 1 makes the transmit history buffer available. When data transmission from the buffer selected by the THLDTE bit has been completed, the transmit history data of transmit messages is stored in the transmit history buffer.

Modify this bit in channel communication mode or channel halt mode.

This bit is cleared to 0 in channel reset mode.

16.4.13.2 RSCFDnCFDTHLSTSm — Transmit History Status Register (m = 0 to 3)

Access: RSCFDnCFDTHLSTSm register can be read/written in 32-bit units
 RSCFDnCFDTHLSTSmL, RSCFDnCFDTHLSTSmH register can be read/written in 16-bit units
 RSCFDnCFDTHLSTSmLL, RSCFDnCFDTHLSTSmLH, RSCFDnCFDTHLSTSmHL,
 RSCFDnCFDTHLSTSmHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTHLSTSm: <RSCFDn_base> + 0420_H + (04_H × m)
 RSCFDnCFDTHLSTSmL: <RSCFDn_base> + 0420_H + (04_H × m),
 RSCFDnCFDTHLSTSmH: <RSCFDn_base> + 0422_H + (04_H × m)
 RSCFDnCFDTHLSTSmLL: <RSCFDn_base> + 0420_H + (04_H × m),
 RSCFDnCFDTHLSTSmLH: <RSCFDn_base> + 0421_H + (04_H × m),
 RSCFDnCFDTHLSTSmHL: <RSCFDn_base> + 0422_H + (04_H × m),
 RSCFDnCFDTHLSTSmHH: <RSCFDn_base> + 0423_H + (04_H × m)

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	THLMC[4:0]				—	—	—	—	THLIF	THLELT	THLFLL	THLEMP	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R	R

Note 1. The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Table 16.162 RSCFDnCFDTHLSTSm Register Contents

Bit Position	Bit Name	Function
31 to 13	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
12 to 8	THLMC[4:0]	Transmit History Buffer Unread Data Counter These bits indicate the number of unread data sets stored in the transmit history buffer.
7 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	THLIF	Transmit History Interrupt Request Flag 0: No transmit history interrupt request is present. 1: A transmit history interrupt request is present.
2	THLELT	Transmit History Buffer Overflow Flag 0: Transmit history buffer overflow has not occurred. 1: Transmit history buffer overflow has occurred.
1	THLFLL	Transmit history Buffer Full Status Flag 0: Transmit history buffer is not full. 1: Transmit history buffer is full.
0	THLEMP	Transmit History Buffer Empty Status Flag 0: Transmit history buffer contains unread data. 1: Transmit history buffer contains no unread data (buffer empty).

THLMC[4:0] Bits

These bits indicate the number of unread data sets stored in the transmit history buffer. These bits are cleared to 0 in channel reset mode.

THLIF Flag

The THLIF flag is set to 1 when the interrupt source specified with the THLIM bit in the RSCFDnCFDTHLCCm register occurs.

This flag is cleared to 0 in channel reset mode or by the program writing 0 to this flag.

To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared.

When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”.

THLELT Flag

The THLELT flag is set to 1 when an attempt is made to store new transmit history data while the transmit history buffer is full. In this case, the new data is discarded. This flag becomes 0 in channel reset mode or by the program writing 0 to this flag.

To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared.

When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”.

THLFLL Flag

The THLFLL flag is set to 1 when 16 data sets have been stored in the transmit history buffer, and is cleared to 0 when the number of data sets stored in the transmit history buffer has decreased to less than 16. This bit is also cleared to 0 in channel reset mode or when the THLE bit in the RSCFDnCFDTHLCCm register is set to 0 (transmit history buffer is not used).

THLEMP Flag

The THLEMP flag is cleared to 0 when even a single set of transmit history data has been stored in the transmit history buffer.

This flag is set to 1 when all the data in the transmit history buffer has been read. This flag is also set to 1 in channel reset mode or when the THLE bit in the RSCFDnCFDTHLCCm register is set to 0 (transmit history buffer is not used).

NOTE

To clear THLIF or THLELT flag to 0, the program must write 0. When writing, use a store instruction to write “0” to the given flag and “1” to other flags.

16.4.13.3 RSCFDnCFDTHLPCTRm — Transmit History Pointer Control Register (m = 0 to 3)

Access: RSCFDnCFDTHLPCTRm register can only be written in 32-bit units
 RSCFDnCFDTHLPCTRmL, RSCFDnCFDTHLPCTRmH registers can only be written in 16-bit units
 RSCFDnCFDTHLPCTRmLL, RSCFDnCFDTHLPCTRmLH, RSCFDnCFDTHLPCTRmHL,
 RSCFDnCFDTHLPCTRmHH registers can only be written in 8-bit units

Address: RSCFDnCFDTHLPCTRm: $\langle \text{RSCFDn_base} \rangle + 0440_{\text{H}} + (04_{\text{H}} \times m)$
 RSCFDnCFDTHLPCTRmL: $\langle \text{RSCFDn_base} \rangle + 0440_{\text{H}} + (04_{\text{H}} \times m)$,
 RSCFDnCFDTHLPCTRmH: $\langle \text{RSCFDn_base} \rangle + 0442_{\text{H}} + (04_{\text{H}} \times m)$
 RSCFDnCFDTHLPCTRmLL: $\langle \text{RSCFDn_base} \rangle + 0440_{\text{H}} + (04_{\text{H}} \times m)$,
 RSCFDnCFDTHLPCTRmLH: $\langle \text{RSCFDn_base} \rangle + 0441_{\text{H}} + (04_{\text{H}} \times m)$,
 RSCFDnCFDTHLPCTRmHL: $\langle \text{RSCFDn_base} \rangle + 0442_{\text{H}} + (04_{\text{H}} \times m)$,
 RSCFDnCFDTHLPCTRmHH: $\langle \text{RSCFDn_base} \rangle + 0443_{\text{H}} + (04_{\text{H}} \times m)$

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	THLPC[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 16.163 RSCFDnCFDTHLPCTRm Register Contents

Bit Position	Bit Name	Function
31 to 8	Reserved	When writing to these bits, write the value after reset.
7 to 0	THLPC[7:0]	Transmit History List Pointer Control Writing FF _H to these bits moves the read pointer to the next unread data in the transmit history buffer.

THLPC[7:0] Bits

When the THLPC[7:0] bits are set to FF_H, the read pointer moves to the next data in the transmit history buffer. At this time, the THLMC[4:0] (transmit history buffer unread data counter) value in the RSCFDnCFDTHLSTSm register is decremented. Write FF_H to the THLPC[7:0] bits after reading from the RSCFDnCFDTHLACCm register.

When writing FF_H to these bits, make sure that the THLE bit in the RSCFDnCFDTHLCCm register is set to 1 (transmit history buffer is used) and the THLEMP flag in the RSCFDnCFDTHLSTSm register is 0.

16.4.13.4 RSCFDnCFDTHLACCm — Transmit History Access Register (m = 0 to 3)

Access: RSCFDnCFDTHLACCm register can be read only in 32-bit units
 RSCFDnCFDTHLACCmL, RSCFDnCFDTHLACCmH registers can be read only in 16-bit units
 RSCFDnCFDTHLACCmLL, RSCFDnCFDTHLACCmLH, RSCFDnCFDTHLACCmHL,
 RSCFDnCFDTHLACCmHH registers can be read only in 8-bit units

Address: RSCFDnCFDTHLACCm: <RSCFDn_base> + 6000_H + (04_H × m)
 RSCFDnCFDTHLACCmL: <RSCFDn_base> + 6000_H + (04_H × m),
 RSCFDnCFDTHLACCmH: <RSCFDn_base> + 6002_H + (04_H × m)
 RSCFDnCFDTHLACCmLL: <RSCFDn_base> + 6000_H + (04_H × m),
 RSCFDnCFDTHLACCmLH: <RSCFDn_base> + 6001_H + (04_H × m),
 RSCFDnCFDTHLACCmHL: <RSCFDn_base> + 6002_H + (04_H × m),
 RSCFDnCFDTHLACCmHH: <RSCFDn_base> + 6003_H + (04_H × m)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TID[7:0]							—	BN[3:0]			BT[2:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 16.164 RSCFDnCFDTHLACCm Register Contents

Bit Position	Bit Name	Function																
31 to 16	TMTS[15:0]	Timestamp Data The timestamp data of stored data can be read.																
15 to 8	TID[7:0]	Label Data The label information of stored data can be read.																
7	Reserved	When read, the value after reset is returned.																
6 to 3	BN[3:0]	Buffer Number Data The buffer number of transmit source (transmit buffer, transmit/receive FIFO or transmit queue) can be read.																
2 to 0	BT[2:0]	Buffer Type Data <table border="0" style="margin-left: 20px;"> <tr> <td>b2</td> <td>b1</td> <td>b0</td> <td></td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>1: Transmit buffer</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>0: Transmit/receive FIFO buffer</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>0: Transmit queue</td> </tr> </table>	b2	b1	b0		0	0	1	1: Transmit buffer	0	1	0	0: Transmit/receive FIFO buffer	1	0	0	0: Transmit queue
b2	b1	b0																
0	0	1	1: Transmit buffer															
0	1	0	0: Transmit/receive FIFO buffer															
1	0	0	0: Transmit queue															

TMTS[15:0] Bits

Timestamp values in transmit history data stored in the transmit history buffer are displayed.

TID[7:0] Bits

These bits indicate the label information of transmit history data stored in the transmit history buffer.

BN[3:0] Bits

These bits indicate the transmit source buffer number in the transmit history data stored in the transmit history buffer.

BT[2:0] Bits

These bits indicate the type of the transmit source buffer in the transmit history data stored in the transmit history buffer.

16.4.14 Details of Test-related Registers

16.4.14.1 RSCFDnCFDGTSTCFG — Global Test Configuration Register

Access: RSCFDnCFDGTSTCFG register can be read/written in 32-bit units
 RSCFDnCFDGTSTCFG_L, RSCFDnCFDGTSTCFG_H registers can be read/written in 16-bit units
 RSCFDnCFDGTSTCFG_LL, RSCFDnCFDGTSTCFG_LH, RSCFDnCFDGTSTCFG_HL,
 RSCFDnCFDGTSTCFG_HH registers can be read/written in 8-bit units

Address: RSCFDnCFDGTSTCFG: <RSCFDn_base> + 0468_H
 RSCFDnCFDGTSTCFG_L: <RSCFDn_base> + 0468_H, RSCFDnCFDGTSTCFG_H: <RSCFDn_base> + 046A_H
 RSCFDnCFDGTSTCFG_LL: <RSCFDn_base> + 0468_H, RSCFDnCFDGTSTCFG_LH: <RSCFDn_base> +
 0469_H,
 RSCFDnCFDGTSTCFG_HL: <RSCFDn_base> + 046A_H, RSCFDnCFDGTSTCFG_HH: <RSCFDn_base> +
 046B_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	RTMPS[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	C3ICBCE	C2ICBCE	C1ICBCE	C0ICBCE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 16.165 RSCFDnCFDGTSTCFG Register Contents

Bit Position	Bit Name	Function
31 to 23	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
22 to 16	RTMPS[6:0]	RAM Test Page Configuration Set a value within a range of page 0 (00 _H) to page 69 (45 _H).
15 to 4	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	C3ICBCE	CAN3 Inter-channel Communication Test Enable 0: CAN3 inter-channel communication test is disabled 1: CAN3 inter-channel communication test is enabled.
2	C2ICBCE	CAN2 Inter-channel Communication Test Enable 0: CAN2 inter-channel communication test is disabled 1: CAN2 inter-channel communication test is enabled.
1	C1ICBCE	CAN1 Inter-Channel Communication Test Enable 0: CAN1 inter-channel communication test is disabled. 1: CAN1 inter-channel communication test is enabled.
0	C0ICBCE	CAN0 Inter-Channel Communication Test Enable 0: CAN0 inter-channel communication test is disabled. 1: CAN0 inter-channel communication test is enabled.

Modify the RSCFDnCFDGTSTCFG register only in global test mode.

RTMPS[6:0] Bits

These bits are used to set the RAM test target page number for RAM test. Set a value in the range of 00_H to 45_H, inclusive.

C3ICBCE Bit

This bit is cleared to 0 in global reset mode.

C2ICBCE Bit

This bit is cleared to 0 in global reset mode.

C1ICBCE Bit

This bit is cleared to 0 in global reset mode.

C0ICBCE Bit

This bit is cleared to 0 in global reset mode.

16.4.14.2 RSCFDnCFDGTSTCTR — Global Test Control Register

Access: RSCFDnCFDGTSTCTR register can be read/written in 32-bit units
 RSCFDnCFDGTSTCTRL, RSCFDnCFDGTSTCTRH registers can be read/written in 16-bit units
 RSCFDnCFDGTSTCTRL, RSCFDnCFDGTSTCTRLH, RSCFDnCFDGTSTCTRHL,
 RSCFDnCFDGTSTCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGTSTCTR: <RSCFDn_base> + 046C_H
 RSCFDnCFDGTSTCTRL: <RSCFDn_base> + 046C_H, RSCFDnCFDGTSTCTRH: <RSCFDn_base> + 046E_H
 RSCFDnCFDGTSTCTRL: <RSCFDn_base> + 046C_H, RSCFDnCFDGTSTCTRLH: <RSCFDn_base> +
 046D_H,
 RSCFDnCFDGTSTCTRHL: <RSCFDn_base> + 046E_H, RSCFDnCFDGTSTCTRHH: <RSCFDn_base> +
 046F_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RTME	—	ICBCT ME
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Table 16.166 RSCFDnCFDGTSTCTR Register Contents

Bit Position	Bit Name	Function
31 to 3	Reserved	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	RTME	RAM Test Enable 0: RAM test is disabled. 1: RAM test is enabled.
1	Reserved	When read, the value after reset is returned. When writing to this bit, write the value after reset.
0	ICBCTME	Communication Test between Channels Enable 0: Communication test between channels disabled 1: Communication test between channels enabled

RTME Bit

Setting this bit to 1 enables the RAM test. Modify this bit only in global test mode. This bit is cleared to 0 in global reset mode. (See **Figure 16.37**)

1. Set the GMDC[1:0] bits in the RSCFDnCFDGCTR register to 10_B (Global test mode).
2. Set the RTME bit to 1.
3. Check that the RTME bit is set to 1.

ICBCTME Bit

When this bit is set to 1, a communication test is enabled between the channels for which the CmICBCE bit (m = 0 to 5) in the RSCFDnCFDGTSTCFG register has been set to 1. Modify the ICBCTME bit only in global test mode. This bit is cleared to 0 in global reset mode.

16.4.14.3 RSCFDnCFDGLOCKK — Global Lock Key Register

Access: RSCFDnCFDGLOCKK register can be write only in 32-bit units.
RSCFDnCFDGLOCKKL, RSCFDnCFDGLOCKKH registers can be write only in 16-bit units.

Address: RSCFDnCFDGLOCKK: <RSCFDn_base> + 047C_H
RSCFDnCFDGLOCKKL: <RSCFDn_base> + 047C_H, RSCFDnCFDGLOCKKH: <RSCFDn_base> + 047E_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LOCK[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1	W*1

Note 1. Writing to these bits is effective only when the RS-CANFD module is in global test mode.

Table 16.167 RSCFDnCFDGLOCKK Register Contents

Bit Position	Bit Name	Function
31 to 16	Reserved	When writing these bits, write the value after reset.
15 to 0	LOCK[15:0]	Lock Key These bits are key bits to release protection of test mode.

The RSCFDnCFDGLOCKK register releases protection of special test bits and is write only.

For the protection release data, see **Section 16.11.4.2, Procedure for Releasing the Protection.**

LOCK[15:0] Bits

Writing the protection release data to the LOCK[15:0] bits in succession enables writing 1 to the RTME bit in the RSCFDnCFDGTSTCTR register.

After the protection has been released, writing to the I/O register area (<RSCFDn_base> + 0000_H to <RSCFDn_base> + 0FFF_H) of the CAN (except the RAM) enables the protection again.

Reading from the I/O register area of the CAN or reading from/writing to other areas does not enable the protection.

16.4.14.4 RSCFDnCFDRPGACC_r — RAM Test Page Access Register (r = 0 to 63)

Access: RSCFDnCFDRPGACC_r register can be read/written in 32-bit units
 RSCFDnCFDRPGACC_{rL}, RSCFDnCFDRPGACC_{rH} registers can be read/written in 16-bit units
 RSCFDnCFDRPGACC_{rLL}, RSCFDnCFDRPGACC_{rLH}, RSCFDnCFDRPGACC_{rHL},
 RSCFDnCFDRPGACC_{rHH} registers can be read/written in 8-bit units

Address: RSCFDnCFDRPGACC_r: <RSCFDn_base> + 6400_H + (04_H × r)
 RSCFDnCFDRPGACC_{rL}: <RSCFDn_base> + 6400_H + (04_H × r),
 RSCFDnCFDRPGACC_{rH}: <RSCFDn_base> + 6402_H + (04_H × r)
 RSCFDnCFDRPGACC_{rLL}: <RSCFDn_base> + 6400_H + (04_H × r),
 RSCFDnCFDRPGACC_{rLH}: <RSCFDn_base> + 6401_H + (04_H × r),
 RSCFDnCFDRPGACC_{rHL}: <RSCFDn_base> + 6402_H + (04_H × r),
 RSCFDnCFDRPGACC_{rHH}: <RSCFDn_base> + 6403_H + (04_H × r)

Value after reset: 0000 0000_H

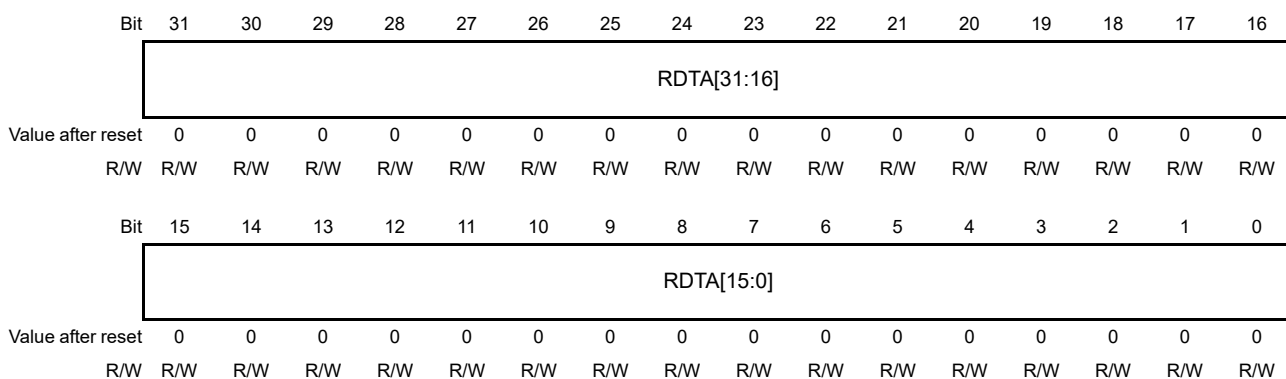


Table 16.168 RSCFDnCFDRPGACC_r Register Contents

Bit Position	Bit Name	Function
31 to 0	RDTA[31:0]	RAM Data Test Access Data can be read and written in RSCFD RAM.

Modify the RSCFDnCFDRPGACC_r register in global test mode with the RTME bit in the RSCFDnCFDGTSTCTR register set to 1 (RAM test is enabled).

The RSCFDnCFDRPGACC_r register is readable and writable when the RTME bit is set to 1.

16.5 Interrupt Sources

16.5.1 Interrupt Sources

The RS-CANFD module has 14 interrupts that are grouped into global interrupts and channel interrupts.

- Global interrupts (2 interrupts):
 - Receive FIFO interrupt
 - Global error interrupt
- Channel interrupts (3 interrupts per channel):
 - CANm transmit interrupt (m = 0 to 3)
 - CANm transmit complete interrupt
 - CANm transmit abort interrupt
 - CANm transmit/receive FIFO transmit complete interrupt (in transmit mode or gateway mode)
 - CANm transmit history interrupt
 - CANm transmit queue interrupt
 - CANm transmit/receive FIFO receive complete interrupt (in receive mode or gateway mode)
 - CANm error interrupt

When an interrupt request is generated, the corresponding interrupt request flag is set to 1 (interrupt request present). In that case, when the interrupt enable bit is 1 (enabling interrupts), an interrupt request is output from the RS-CANFD module. (Generation of interrupts also depends on the interrupt control register settings of the interrupt controller.)

Setting the interrupt request flag to 0 (no interrupt request present) or setting the interrupt enable bit to 0 (disabling interrupts) clears the interrupt request. The interrupt request is kept being output until the interrupt request flag is cleared.

Table 16.169 lists the CAN interrupt sources. **Figure 16.2** shows the CAN global interrupt block diagram, and **Figure 16.3** shows the CAN channel interrupt block diagram.

Table 16.169 List of CAN Interrupt Sources

		Interrupt Source	Corresponding Interrupt Request Flag	Corresponding Interrupt Enable Bit
Global interrupts	Receive FIFO	Receive FIFO 0	RFIF flag in the RSCFDn(CFD)RFSTS0 register	RFIE bit in the RSCFDn(CFD)RFCC0 register
		Receive FIFO 1	RFIF flag in the RSCFDn(CFD)RFSTS1 register	RFIE bit in the RSCFDn(CFD)RFCC1 register
		Receive FIFO 2	RFIF flag in the RSCFDn(CFD)RFSTS2 register	RFIE bit in the RSCFDn(CFD)RFCC2 register
		Receive FIFO 3	RFIF flag in the RSCFDn(CFD)RFSTS3 register	RFIE bit in the RSCFDn(CFD)RFCC3 register
		Receive FIFO 4	RFIF flag in the RSCFDn(CFD)RFSTS4 register	RFIE bit in the RSCFDn(CFD)RFCC4 register
		Receive FIFO 5	RFIF flag in the RSCFDn(CFD)RFSTS5 register	RFIE bit in the RSCFDn(CFD)RFCC5 register
		Receive FIFO 6	RFIF flag in the RSCFDn(CFD)RFSTS6 register	RFIE bit in the RSCFDn(CFD)RFCC6 register
		Receive FIFO 7	RFIF flag in the RSCFDn(CFD)RFSTS7 register	RFIE bit in the RSCFDn(CFD)RFCC7 register
	Global error	DEF flag in the RSCFDn(CFD)GERFL register MES flag in the RSCFDn(CFD)GERFL register THLES flag in the RSCFDn(CFD)GERFL register CMPOF flag in the RSCFDnCFDGERFL register	DEIE bit in the RSCFDn(CFD)GCTR register MEIE bit in the RSCFDn(CFD)GCTR register THLEIE bit in the RSCFDn(CFD)GCTR register CMPOFIE bit in the RSCFDnCFDGCTR register	

Table 16.169 List of CAN Interrupt Sources

		Interrupt Source	Corresponding Interrupt Request Flag	Corresponding Interrupt Enable Bit
Channel interrupts (m = 0 to 3)	CANm transmit	CANm transmit complete	TMTRF[1:0] flag in the RSCFDn(CFD)TMSTSp register	TMIE bit in the RSCFDn(CFD)TMIECy register
		CANm transmit abort	TMTRF[1:0] flag in the RSCFDn(CFD)TMSTSp register	TAIE bit in the RSCFDn(CFD)CmCTR register
		CANm transmit/receive FIFO transmit complete	CFTXIF flag in the RSCFDn(CFD)CFSTSk register	CFTXIE bit in the RSCFDn(CFD)CFCCk register
		CANm transmit queue	TXQIF flag in the RSCFDn(CFD)TXQSTSm register	TXQIE bit in the RSCFDn(CFD)TXQCCm register
		CANm transmit history	THLIF flag in the RSCFDn(CFD)THLSTSm register	THLIE bit in the RSCFDn(CFD)THLCCm register
CANm transmit/receive FIFO receive complete		CFRXIF flag in the RSCFDn(CFD)CFSTSk register	CFRXIE bit in the RSCFDn(CFD)CFCCk register	
CANm error		BEF flag in the RSCFDn(CFD)CmERFL register	BEIE bit in the RSCFDn(CFD)CmCTR register	
		ALF flag in the RSCFDn(CFD)CmERFL register	ALIE bit in the RSCFDn(CFD)CmCTR register	
		BLF flag in the RSCFDn(CFD)CmERFL register	BLIE bit in the RSCFDn(CFD)CmCTR register	
		OVLF flag in the RSCFDn(CFD)CmERFL register	OLIE bit in the RSCFDn(CFD)CmCTR register	
		BORF flag in the RSCFDn(CFD)CmERFL register	BORIE bit in the RSCFDn(CFD)CmCTR register	
		BOEF flag in the RSCFDn(CFD)CmERFL register	BOEIE bit in the RSCFDn(CFD)CmCTR register	
		EPF flag in the RSCFDn(CFD)CmERFL register	EPIE bit in the RSCFDn(CFD)CmCTR register	
		EWVF flag in the RSCFDn(CFD)CmERFL register	EWVIE bit in the RSCFDn(CFD)CmCTR register	
		SOCO flag in the RSCFDnCFDCmFDSTS register	SOCOIE bit in the RSCFDnCFDCmCTR register	
		EOCO flag in the RSCFDnCFDCmFDSTS register	EOCOIE bit in the RSCFDnCFDCmCTR register	
		TDCVF flag in the RSCFDnCFDCmFDSTS register	TDCVIE bit in the RSCFDnCFDCmCTR register	

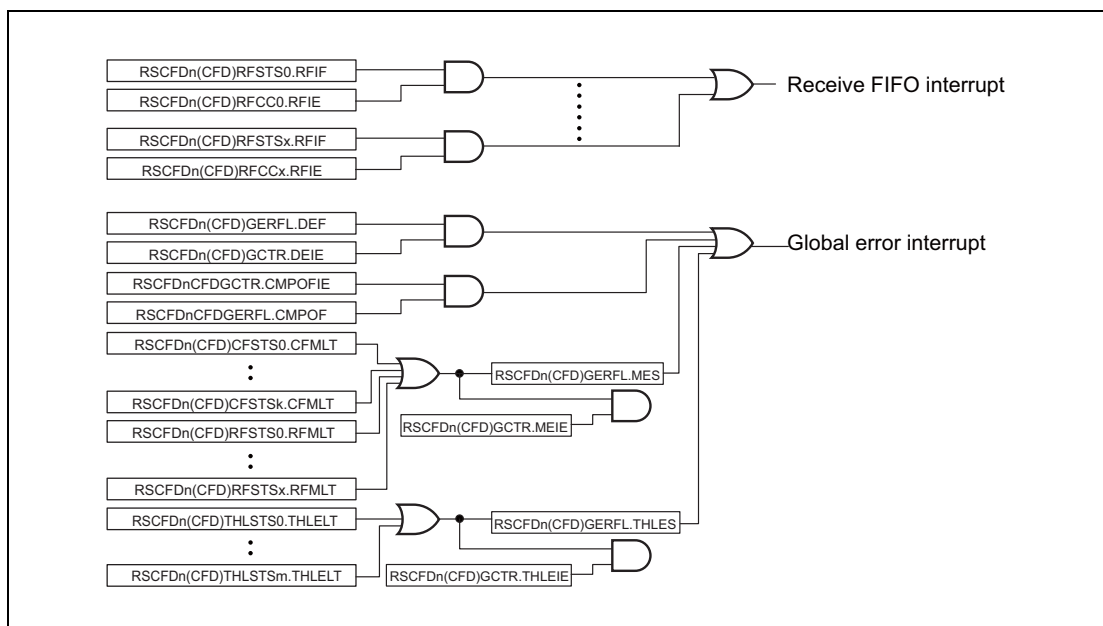


Figure 16.2 CAN Global Interrupt Block Diagram

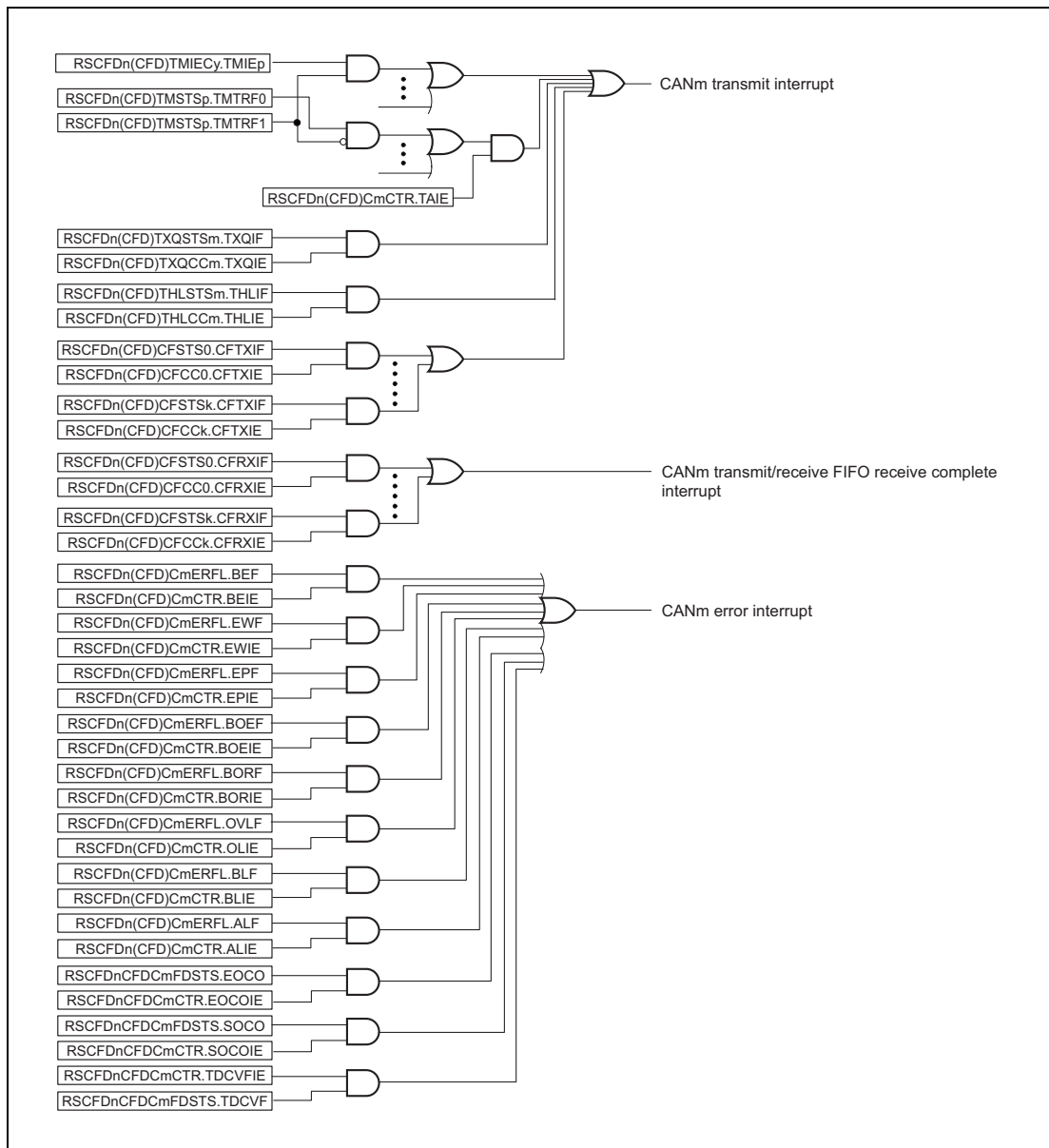


Figure 16.3 CAN Channel Interrupt Block Diagram

16.6 CAN Modes

The RS-CANFD module has four global modes to control entire RS-CANFD module status and four channel modes to control individual channel status. Details of global modes are described in **Section 16.6.1, Global Modes**, and details of channel modes are described in **Section 16.6.2, Channel Modes**.

- Global stop mode: Stops clocks of the entire module to achieve low power consumption.
- Global reset mode: Performs initial settings for the entire module.
- Global test mode: Performs test settings and performs RAM test.
- Global operating mode: Makes the entire module operable.
- Channel stop mode: Stops the channel clock.
- Channel reset mode: Performs initial settings for the channel.
- Channel halt mode: Stops CAN communication and performs channel test.
- Channel communication mode: Performs CAN communication.

16.6.1 Global Modes

Figure 16.4 shows the transitions of global modes.

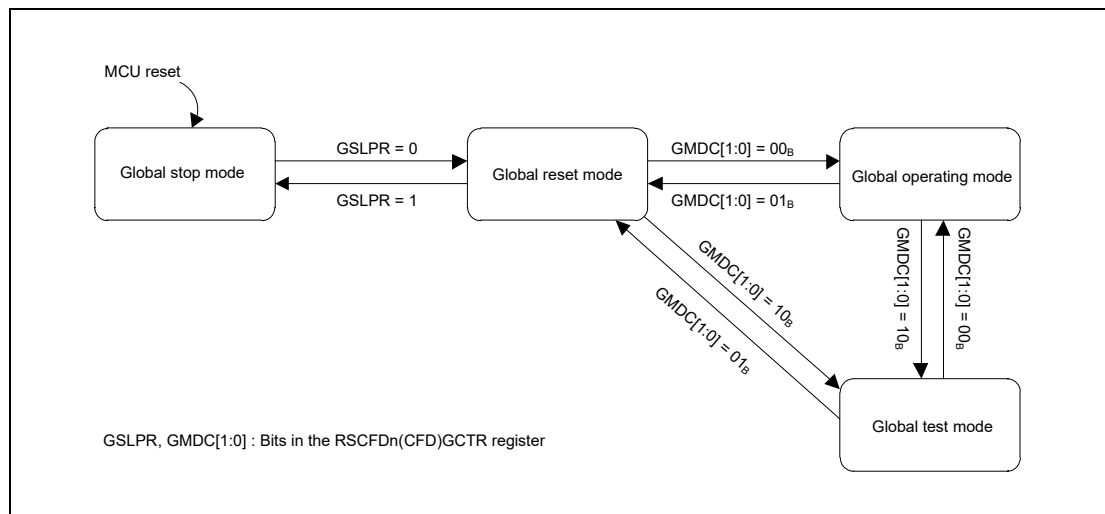


Figure 16.4 Transitions of Global Modes

Channel modes may transition in accordance with transitions of global modes. **Table 16.170** shows the transitions of channel modes depending on the global mode setting (GMDC[1:0] bits and GSLPR bit).

Table 16.170 Transitions of Channel Modes Depending on Global Mode Setting (GMDC[1:0] and GSLPR Bits)

Channel Mode before Setting	Channel Mode after Setting			
	GMDC[1:0] = 00 _B GSLPR = 0 (Global Operating)	GMDC[1:0] = 10 _B GSLPR = 0 (Global Test)	GMDC[1:0] = 01 _B GSLPR = 0 (Global Reset)	GMDC[1:0] = 01 _B GSLPR = 1 (Global Stop)
Channel communication	Channel communication	Channel halt	Channel reset	Transition prohibited
Channel halt	Channel halt	Channel halt	Channel reset	Transition prohibited
Channel reset	Channel reset	Channel reset	Channel reset	Channel stop
Channel stop	Channel stop	Channel stop	Channel stop	Channel stop

Note: GMDC[1:0], GSLPR: Bits in the RSCFDn(CFD)GCTR register

Table 16.171 shows the transition time between each global mode.

Table 16.171 Transition Time of Global Mode

Mode before Transition	Mode after Transition	Maximum Transition Time
Global stop	Global reset	3 clocks of pclk
Global reset	Global stop	3 clocks of pclk
Global reset	Global test	10 clocks of pclk
Global reset	Global operation	10 clocks of pclk
Global test	Global reset	Two CAN bit times ^{*1, *2}
Global test	Global operation	3 clocks of pclk
Global operation	Global reset	Two CAN bit times ^{*1, *2}
Global operation	Global test	2 times of CAN frame ^{*1}

Note 1. CAN frame time of the channel whose communication speed is lowest among the channels in use.

Note 2. In CAN FD mode, this time value is the CAN bit time of the nominal bit rate.

16.6.1.1 Global Stop Mode

In global stop mode, the CAN clocks do not run and therefore power consumption is reduced. CAN registers can be read, but writing data to them is prohibited. Register values are retained. In global stop mode, only the clock for CPU writing to the GSLPR bit is running.

After the MCU is reset, the RS-CANFD module transitions to global stop mode. Setting the GSLPR bit in the RSCFDn(CFD)GCTR register to 1 (in global stop mode) in global reset mode sets the CSLPR bit in each of the RSCFDn(CFD)CmCTR register to 1 (channel stop mode). If all channels are forcibly caused to transition to channel stop mode, the RS-CANFD module transitions to global stop mode. The GSLPR bit should not be modified in global operating mode and global test mode.

16.6.1.2 Global Reset Mode

In global reset mode, RS-CANFD module settings are performed. When the RS-CANFD module transitions to global reset mode, some registers are initialized. **Table 16.174** and **Table 16.175** list the registers to be initialized.

Setting the GMDC[1:0] bits in the RSCFDn(CFD)GCTR register to 01_B sets the CHMDC[1:0] bits in each of the RSCFDn(CFD)CmCTR register (m = 0 to 3) to 01_B (channel reset mode). If all channels are forcibly caused to transition to channel reset mode, the RS-CANFD module transitions to global

reset mode. Channels that are already in channel reset mode or channel stop mode do not transition (because the CHMDC[1:0] bits have already been set to 01_B).

16.6.1.3 Global Test Mode

In global test mode, settings for test-related registers are performed. When the RS-CANFD module transitions to global test mode, all CAN communications are disabled.

Setting the GMDC[1:0] bits in the RSCFDn(CFD)GCTR register to 10_B sets the CHMDC[1:0] bits in each of the RSCFDn(CFD)CmCTR register to 10_B (channel halt mode). If all channels are forcibly caused to transition to channel halt mode, the RS-CANFD module transitions to global test mode. Channels that are in channel stop mode, channel reset mode, or channel halt mode do not transition.

16.6.1.4 Global Operating Mode

In global operating mode, entire RS-CANFD module operates.

When the GMDC[1:0] bits in the RSCFDn(CFD)GCTR register are set to 00_B, the RS-CANFD module transitions to global operating mode.

16.6.2 Channel Modes

Figure 16.5 shows a channel mode state transition chart. Table 16.172 shows transition time between channel modes.

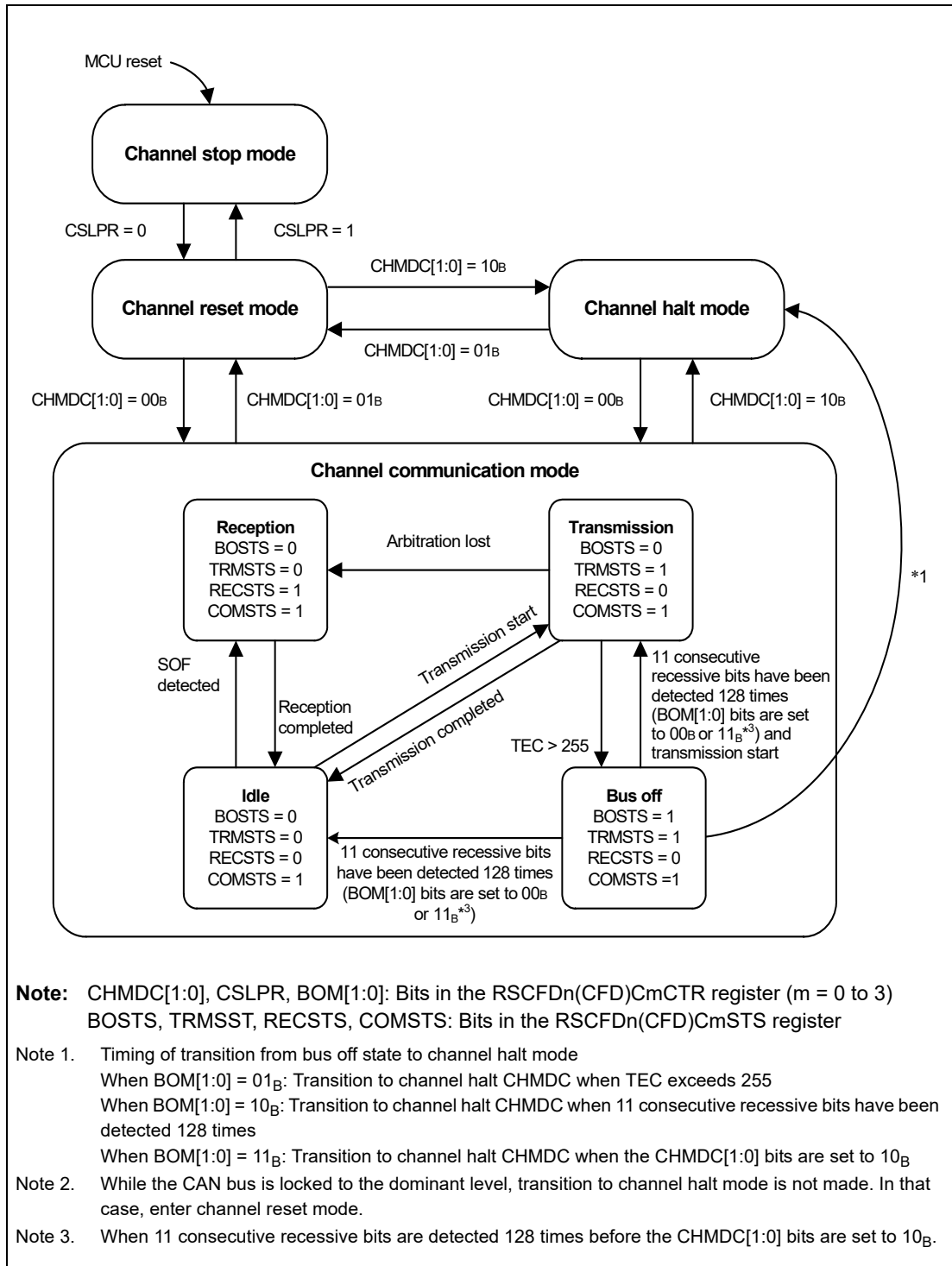


Figure 16.5 Channel Mode State Transition Chart

Table 16.172 Transition Time of Channel Mode (m = 0 to 3)

Mode before Transition	Mode after Transition	Maximum Transition Time
Channel stop	Channel reset	3 clocks of pclk
Channel reset	Channel stop	3 clocks of pclk
Channel reset	Channel Halt	3 CANm bit time* ¹
Channel reset	Channel communication	4 CANm bit time* ¹
Channel Halt	Channel reset	2 CANm bit times* ¹
Channel Halt	Channel communication	4 CANm bit times* ¹
Channel communication	Channel reset	2 CANm bit times* ¹
Channel communication	Channel Halt	2 times of CANm frame

Note 1. In CAN FD mode, this time value is the CANm bit time of the nominal bit rate.

16.6.2.1 Channel Stop Mode

In channel stop mode, clocks are not supplied to channels and therefore power consumption is reduced. CAN registers can be read, but writing data to them is prohibited. Register values are retained.

Each channel enters channel stop mode after the MCU is reset. The channel transitions to channel stop mode when the CSLPR bit in the RSCFDn(CFD)CmCTR register (m = 0 to 3) is set to 1 (channel stop mode) in channel reset mode. The CSLPR bit should not be modified in channel communication mode and channel halt mode.

16.6.2.2 Channel Reset Mode

In channel reset mode, channel settings are performed. When a channel transitions to channel reset mode, some channel-related registers are initialized. **Table 16.174** lists the registers to be initialized.

When the CHMDC[1:0] bits in the RSCFDn(CFD)CmCTR register are set to 01_B (channel reset mode) during CAN communication, communication is terminated before it is completed and the channel transitions to channel reset mode. **Table 16.173** shows the operation when the CHMDC[1:0] bits are set to 01_B (channel reset mode) during CAN communication.

16.6.2.3 Channel Halt Mode

In channel halt mode, settings for test-related registers of channels are performed. When a channel transitions to channel halt mode, CAN communication of the channel stops.

Table 16.173 shows operation when the CHMDC[1:0] bits are set to 10_B (channel halt mode) during CAN communication.

Table 16.173 Operation When a Channel Transitions to Channel Reset Mode/Channel Halt Mode

Mode	During Reception	During Transmission	Bus Off State
Channel reset (CHMDC[1:0] = "01 _B ")	Transitions to channel reset mode before reception is completed.* ¹	Transitions to channel reset mode before transmission is completed.* ¹	Transitions to channel reset mode before bus off recovery is completed.
Channel halt* ³ (CHMDC[1:0] = "10 _B ")	Transitions to channel halt mode after reception is completed.* ²	Transitions to channel halt mode after transmission is completed.	[When BOM[1:0] = 00 _B] Transitions to channel halt mode (CHMDC[1:0] = 10 _B) only after bus off recovery. [When BOM[1:0] = 01 _B] Transitions to channel halt mode automatically when the condition for transition to bus off state is met. [When BOM[1:0] = 10 _B] Transitions to channel halt mode automatically after bus off recovery is completed. [When BOM[1:0] = 11 _B] Transitions to channel halt mode immediately after the CHMDC[1:0] bits are set to 10 _B before bus off recovery is completed.

Note 1. To allow transition to channel reset mode after communication is completed, set the CHMDC[1:0] bits to 10_B and confirm that communication has been completed and transition to channel halt mode has been made, and then set the CHMDC[1:0] bits to 01_B.

Note 2. While the CAN bus is locked at the dominant level, transition to channel halt mode is not made. In that case, enter channel reset mode. The CAN bus status can be confirmed with the BLF flag of the RSCFDn(CFD)CmERFL register that becomes 1 when dominant lock is detected.

Note 3. In classical CAN mode, when the transition from channel reset mode to channel halt mode is to be made, set the RSCANnCmCFG register in channel reset mode and then shift to channel halt mode. In CAN FD mode, set the SCFDnCFDCmNCFG register and the RSCFDnCFDCmDCFG register, and then make a transition.

16.6.2.4 Channel Communication Mode

In channel communication mode, CAN communication is performed. Each channel is in the following communication states during CAN communication.

- Idle : Neither reception nor transmission is in progress.
- Reception : Receiving a message sent from another node.
- Transmission : Transmitting a message.
- Bus off : Isolated from CAN communication.

When the CHMDC[1:0] bits in the RSCFDn(CFD)CmCTR register are set to 00_B, the channel transitions to channel communication mode. After that, when 11 consecutive recessive bits have been detected, the COMSTS flag in the RSCFDn(CFD)CmSTS register (m = 0 to 3) is set to 1 (communication is ready) and transmission and reception are enabled on the CAN network as an active node. At this time, transmission and reception of messages can be started.

16.6.2.5 Bus Off State

A channel transitions to the bus off state according to the transmit/receive error counter increment/decrement rules of the CAN specifications. How to return from the bus off state is set by the BOM[1:0] bits in the RSCFDn(CFD)CmCTR register.

- When BOM[1:0] = 00_B:
Bus off recovery is compliant with the CAN specification. After 11 consecutive recessive bits have been detected 128 times, a channel returns from the bus off state to the CAN communication ready state (error active state). At that time, the TEC[7:0] and REC[7:0] bits in the RSCFDn(CFD)CmSTS register are initialized to 00_H, the BORF flag in the RSCFDn(CFD)CmERFL register is set to 1 (bus off recovery is detected), and a bus off recovery interrupt request is generated. When the CHMDC[1:0] bits in the RSCFDn(CFD)CmCTR register are set to 10_B (channel halt mode) in the bus off state, the channel transitions to channel halt mode after completion of bus off recovery (11 consecutive recessive bits have been detected 128 times).
- When BOM[1:0] = 01_B:
When a channel transitions to the bus off state, the CHMDC[1:0] bits are set to 10_B and the channel transitions to channel halt mode. At that time, the TEC[7:0] and REC[7:0] bits are initialized to 00_H but the BORF flag is not set to 1 and a bus off recovery interrupt request is not generated.
- When BOM[1:0] = 10_B:
When a channel has transitioned to the bus off state, the CHMDC[1:0] bits are set to 10_B. After completion of bus off recovery (11 consecutive recessive bits have been detected 128 times), the channel transitions to channel halt mode. At that time, the TEC[7:0] and REC[7:0] bits are initialized to 00_H and the BORF flag is set to 1, and bus off recovery interrupt request is generated.
- When BOM[1:0] = 11_B:
When the CHMDC[1:0] bits are set to 10_B in the bus off state, the channel transitions to channel halt mode before bus off recovery is completed. At that time, the TEC[7:0] and REC[7:0] bits are initialized to 00_H but the BORF flag is not set to 1. And bus off recovery interrupt request is not generated.
However, the BORF flag becomes 1, and bus off recovery interrupt request is generated if a RS-CANFD module transitions to error active state (by detecting 128 times of 11 consecutive recessive bits) before CHMDC[1:0] bits are set to 10_B.

If the channel transitions to channel halt mode by the RS-CANFD module simultaneously when the program writes a value to the CHMDC[1:0] bits, writing by the program takes precedence. An automatic transition to channel halt mode when the BOM[1:0] bits are set to 01_B or 10_B is made only when the CHMDC[1:0] bits are 00_B (channel communication mode).

Furthermore, setting the RTBO bit in the RSCFDn(CFD)CmCTR register to 1 allows forcible return from the bus off state. As soon as the RTBO bit is set to 1, the state changes to the error active state. After 11 consecutive recessive bits have been detected, the RS-CANFD module becomes ready for communication. In this case, the BORF flag is not set to 1 and the TEC[7:0] and REC[7:0] bits are initialized to 00_H. Write 1 to the RTBO bit when the BOM[1:0] value is 00_B. If you write 1 to the RTBO bit in any other cases than the bus off state, writing is ignored and the RTBO bit becomes 0 immediately.

16.6.3 Initializing Registers by Transition to CAN Mode

Table 16.174 lists bits and flags to be initialized by a transition to channel reset mode. These bits and flags are also initialized by a transition to global reset mode. Furthermore, **Table 16.175** lists bits and flags to be initialized only by a transition to global reset mode.

Table 16.174 Registers Initialized in Global Reset Mode or Channel Reset Mode

Register	Bit / Flag
RSCFDn(CFD)CmCTR register	(ROM), CRCT, CTMS[1:0], CTME, CHMDC[1:0]
RSCFDn(CFD)CmSTS register	CHLTSTS, EPSTS, BOSTS, TRMSTS, RECSTS, COMSTS, (ESIF), REC[7:0], TEC[7:0]
RSCFDn(CFD)CmERFL register	CRCREG[14:0], ADERR, B0ERR, B1ERR, CERR, AERR, FERR, SERR, ALF, BLF, OVLF, BORF, BOEF, EPF, EWF, BEF
RSCFDnCFDCmFDCTR register	EOCCLR, SOCCLR
RSCFDnCFDCmFDSTS register	SOC[7:0], EOC[7:0], SOCO, EOCO, TDCVF, TDCR[6:0]
RSCFDnCFDCmFDCRC register	CRCREG[20:0], SCNT[3:0]
RSCFDn(CFD)CFCCk register	When transmit/receive FIFO buffer is in transmit mode or gateway mode: CFE
RSCFDn(CFD)CFSTSk register	When transmit/receive FIFO buffer is in transmit mode or gateway mode: CFMC[7:0], CFFLL, CFEMP, CFMLT, CFRXIF, CFTXIF
RSCFDn(CFD)CFTISTS register	CFKTXIF
RSCFDn(CFD)TMCp register	TMOM, TMTAR, TMTR
RSCFDn(CFD)TMSTSp register	TMTARM, TMTRM, TMTRF[1:0], TMTSTS
RSCFDn(CFD)TMTRSTSy register	TMTRSTSp (Bits of corresponding channel are initialized in channel reset mode.)
RSCFDn(CFD)TMTARSTSy register	TMTARSTSp (Bits of corresponding channel are initialized in channel reset mode.)
RSCFDn(CFD)TMTCASTSy register	TMTCASTSp (Bits of corresponding channel are initialized in channel reset mode.)
RSCFDn(CFD)TMTASTSy register	TMTASTSp (Bits of corresponding channel are initialized in channel reset mode.)
RSCFDn(CFD)TXQCCm register	TXQE
RSCFDn(CFD)TXQSTSm register	TXQIF, TXQFLL, TXQEMP
RSCFDn(CFD)THLCCm register	THLE
RSCFDn(CFD)THLSTSm register	THLMC[4:0], THLIF, THLELT, THLFLL, THLEMP
RSCFDn(CFD)GTINTSTS0 register	TSIFm, TAIFm, TQIFm, CFTIFm, THIFm (m = 0 to 3)

Table 16.175 Registers Initialized Only in Global Reset Mode

Register	Bit / Flag
RSCFDn(CFD)GSTS register	GHLTSTS
RSCFDn(CFD)GERFL register	EEF0, EEF1, EEF2, EEF3 (CMPOF), THLES, MES, DEF
RSCFDn(CFD)GTSC register	TS[15:0]
RSCFDn(CFD)RMNDy register	RMNSq
RSCFDn(CFD)RFCCx register	RFE
RSCFDn(CFD)RFSTsx register	RFMC[7:0], RFIF, RFMLT, RFFLL, RFEMP
RSCFDn(CFD)CFCK register	When transmit/receive FIFO buffer is in receive mode: CFE
RSCFDn(CFD)CFSTSk register	When transmit/receive FIFO buffer is in receive mode: CFMC[7:0], CFFLL, CFEMP, CFTXIF, CFRXIF, CFMLT
RSCFDn(CFD)FESTS register	CFkEMP, RFxEMP
RSCFDn(CFD)FFSTS register	CFkFLL, RFxFLL
RSCFDn(CFD)FMSTS register	CFkMLT, RFxMLT
RSCFDn(CFD)RFISTS register	RFxIF
RSCFDn(CFD)CFRISTS register	CFkRXIF
RSCFDn(CFD)GTSTCFG register	RTMPS[6:0], C0ICBCE, C1ICBCE, C2ICBCE, C3ICBCE
RSCFDn(CFD)GTSTCTR register	RTME, ICBCTME

16.7 Reception Function

There are two reception types.

- Reception by receive buffers:
0 to 64 receive buffers can be shared by all channels. Since messages stored in receive buffers are overwritten at each reception, the latest received data can always be read.
- Reception by receive FIFO buffers and transmit/receive FIFO buffers (receive mode):
Eight receive FIFO buffers can be shared by all channels and three dedicated transmit/receive FIFO buffers are provided for each channel. Messages of the number specified by the buffer depth can be stored in FIFO buffers and can be read sequentially from the oldest.

16.7.1 Data Processing Using the Receive Rule Table

Data processing using the receive rule table allows selected messages to be stored in the specified buffer. Data processing includes acceptance filter processing, DLC filter processing, routing processing, label addition processing, and mirror function processing.

Up to 128 receive rules can be registered per channel and up to “64 × number of channels” receive rules can be registered in the entire module. (Up to 256 receive rules can be registered in this module that has four channels.) Set receive rules for each channel. No receive rule can be shared with other channels. If receive rules are not set, no message can be received. **Figure 16.6** illustrates how receive rules are registered, giving an example using 2 channels of RS-CANFD.

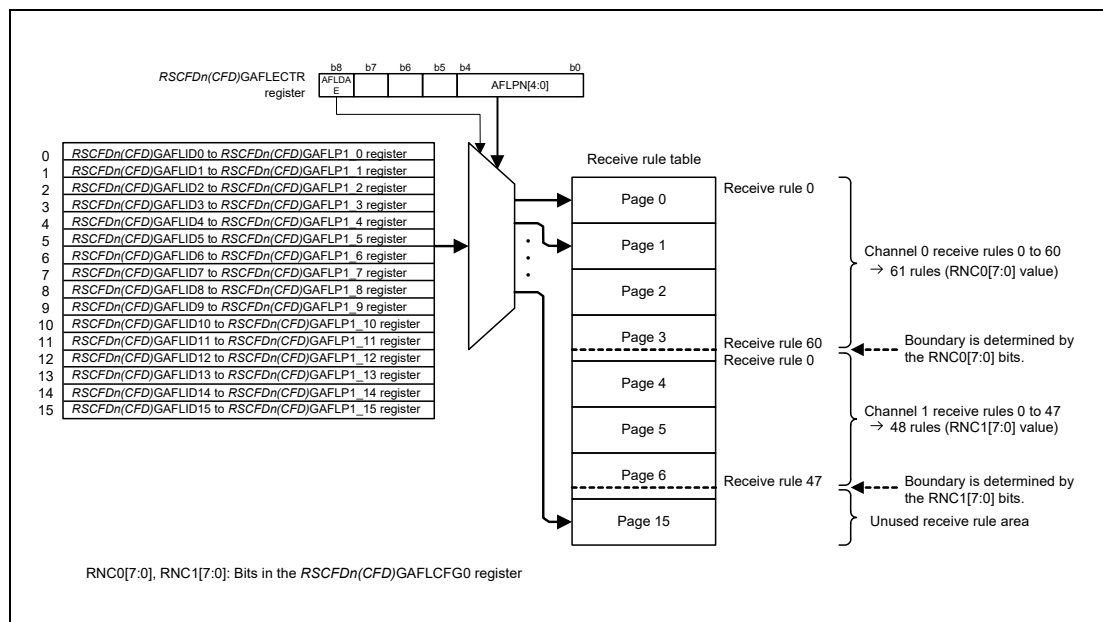


Figure 16.6 Entry of Receive Rules (in the case of setting channel 0,1)

CAUTION

Set receive rules of each channel in succession.
It is not possible to set channel 0 receive rules and channel 1 receive rules alternately.

Each receive rule consists of 16 bytes of the *RSCFDn(CFD)GAFLIDj*, *RSCFDn(CFD)GAFLMj*, *RSCFDn(CFD)GAFLP0j*, and *RSCFDn(CFD)GAFLP1j* registers ($j = 0$ to 15). The *RSCFDn(CFD)GAFLIDj* register is used to set GAFLID, GAFLIDE bit, GAFLRTR bit, and the mirror function. The *RSCFDn(CFD)GAFLMj* register is used to set mask. The *RSCFDn(CFD)GAFLP0j* register is used to set label information to be added, DLC value, and destination receive buffer. The *RSCFDn(CFD)GAFLP1j* register is used to set a destination FIFO buffer. Up to 16 receive rules can be set per page.

16.7.1.1 Acceptance Filter Processing

In the acceptance filter processing, the ID data, IDE bit, and RTR bit in a received message are compared with the ID data, IDE bit, and RTR bit set in the receive rule of the corresponding channel. When all these bits match, the message passes through the acceptance filter processing. Bits set to 0 (bits are not compared) in the $RSCFDn(CFD)GAFLMj$ register are not compared and are regarded as matched.

Check begins with the lowest-numbered receive rule. When all the bits to be compared in a received message match the bits set in the receive rule or when all the receive rules are compared without any match, filter processing stops. If there is no matching receive rule, the received message is not stored in the receive buffer or FIFO buffer.

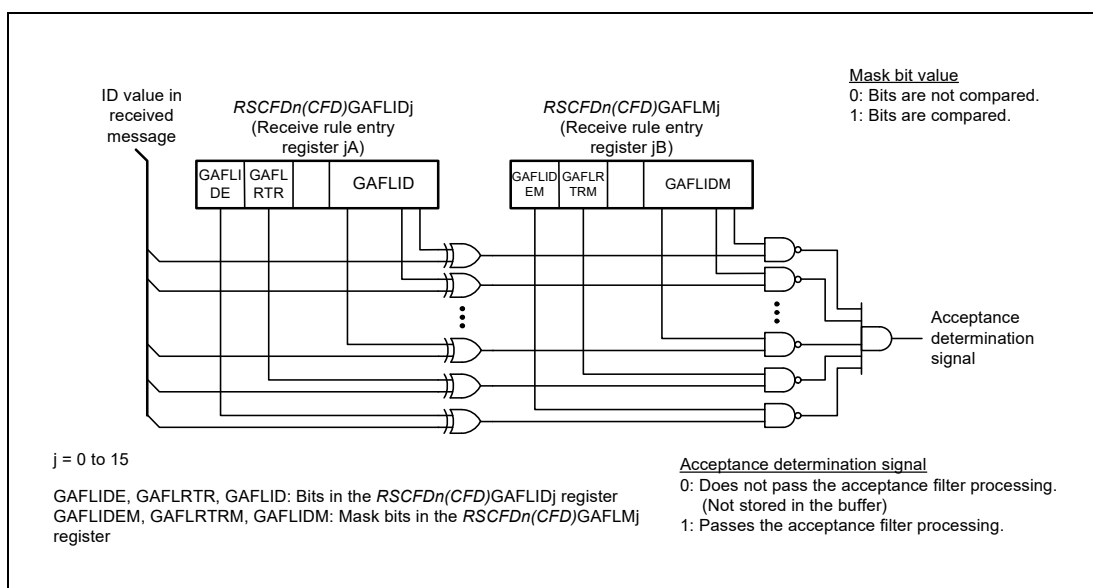


Figure 16.7 Acceptance Filter Function

16.7.1.2 DLC Filter Processing

When the DCE bit in the $RSCFDn(CFD)GCFG$ register is set to 1 (DLC check is enabled), DLC filter processing is added to messages that passed through the acceptance filter processing. When the DLC value in a message is equal to or larger than the DLC value set in the receive rule, the message passes through the DLC filter processing.

When a message has passed through the DLC filter processing with the DRE bit in the $RSCFDn(CFD)GCFG$ register set to 0 (DLC replacement is disabled), the DLC value of the received message is stored in the buffer. In this case, all the data bytes in the received message are stored in the buffer.

When a message has passed through the DLC filter processing with the DRE bit in the $RSCFDn(CFD)GCFG$ register set to 1 (DLC replacement is enabled), the DLC value of the receive rule is stored in the buffer instead of the DLC value of the received message. In this case, a value of 00_H is written to data bytes that are larger than the DLC value of the receive rule.

When the DLC value of the received message is smaller than that of the receive rule, the message does not pass through the DLC filter processing. In this case, the message is not stored in the receive buffer or the FIFO buffer and the DEF flag in the $RSCFDn(CFD)GERFL$ register is set to 1 (a DLC error is present).

16.7.1.3 Routing Processing

Messages that passed through the acceptance filter processing and the DLC filter processing are stored in receive buffers, receive FIFO buffers, or transmit/receive FIFO buffers set to receive mode or gateway mode. Message storage destination is set by the GAFLRMV and GAFLRMDP[6:0] bits in the RSCFDn(CFD)GAFLP0_j register (j = 0 to 15) and by the RSCFDn(CFD)GAFLP1_j register. Messages that passed through the acceptance filter processing and the DLC filter processing can be stored in up to 8 buffers.

In CAN FD mode, if the payload length of the received message exceeds the payload storage size of the storage buffer, the CMPOF flag in the RSCFDnCFDGERFL register is set to 1 (payload overflow) and the processing is handled according to the CMPOC bit in the RSCFDnCFDGCFCFG register. When the CMPOC bit is 0, the received message which exceeds the payload storage size is not stored in the buffer. When the CMPOC bit is 1, the received message is stored in the buffer with payloads exceeding the storage size being discarded, and depending on the DRE bit in the RSCFDnCFDGCFCFG register the received DLC value or the DLC value of the receive rule is stored in the buffer.

16.7.1.4 Label Addition Processing

It is possible to add 12-bit label information to messages that passed through the filter processing and store them in buffers. This label information is set in the GAFLPTR[11:0] bits of the RSCFDn(CFD)GAFLP0_j register.

16.7.1.5 Mirror Function Processing

The mirror function allows reception of messages transmitted from the own CAN node. The mirror function is made available by setting the MME bit in the RSCFDn(CFD)GCFCFG register to 1 (mirror function is enabled).

When the mirror function is in use, receive rules for which the GAFLLB bit in the RSCFDn(CFD)GAFLIDj register is set to 0 are applied to the data processing for messages received from other CAN nodes. When messages transmitted from the own CAN node are received, receive rules for which the GAFLLB bit is set to 1 are used for data processing.

16.7.1.6 Timestamp

The timestamp counter is a 16-bit free-running counter used for recording the message reception time and transmission time. The timestamp counter value is fetched with the timing set by the TSCCFG[1:0] bits and is then stored in a receive buffer or a FIFO buffer together with the message ID and data during data reception. The clock source of the timestamp counter is selected by the TSBTCS[2:0] and TSSS bits in the RSCFDn(CFD)GFDCFCFG register. In classical CAN mode, the clock source is selectable from pclk/2 or the CANm bit time clock (m = 0 to 3). In CAN FD mode, the clock source is selectable from pclk/2 or nominal CANm bit time clock. However, do not select the nominal CANm bit time clock of channels that handle CAN FD frames. The clock obtained by dividing the selected clock source by the TSP[3:0] value of the RSCFDn(CFD)GCFCFG register is used as the count source of the timestamp counter.

When the CANm bit time clock is used as a clock source, the timestamp counter stops when the corresponding channel transitions to channel reset mode or channel halt mode. When pclk/2 is used as a clock source, the timestamp function is not affected by channel mode.

The timestamp counter value is reset to 0000_H by setting the TSRST bit in the RSCFDn(CFD)GCTR register to 1.

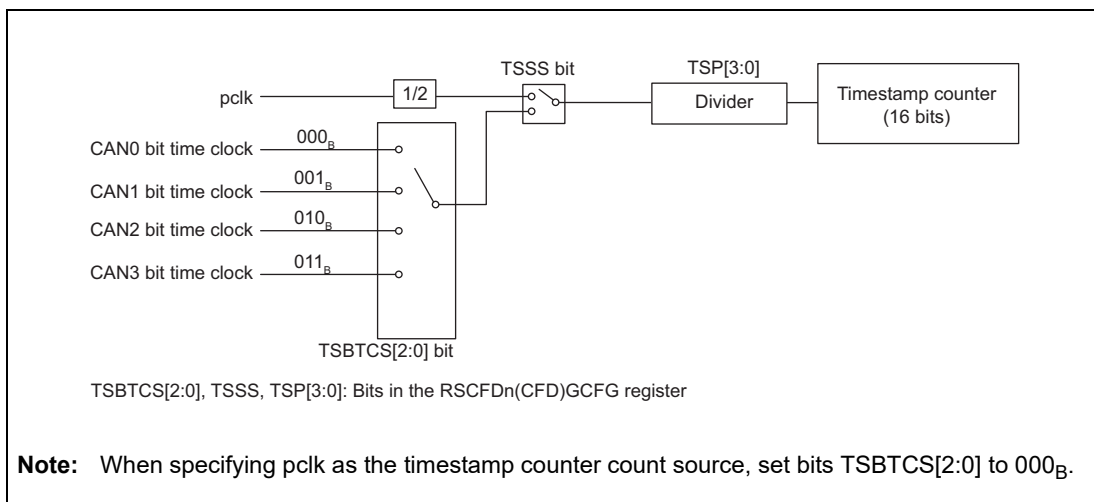


Figure 16.8 Timestamp Function Block Diagram

16.8 Transmission Functions

There are three types of transmission. In classical CAN mode, transmittable payload length is 8 bytes in every transmission type. In CAN FD mode, transmittable payload length varies with transmission types.

- Transmission using transmit buffers:
Each channel has 16 buffers. Transmittable payload length in CAN FD mode is 20 bytes. However, when transmit buffer merge mode is used, four buffers out of 16 buffers are allocated as a payload-only storage area and two buffers are able to transmit payloads with a length of more than 20 bytes.
- Transmission using transmit/receive FIFO buffers (transmit mode):
Each channel has three FIFO buffers. Up to 128 messages can be saved in a single FIFO buffer. Transmittable payload length in CAN FD mode is 64 bytes. Each FIFO buffer is used with a link to a transmit buffer. Only the message to be transmitted next in a FIFO buffer becomes a target of transmit priority determination. Messages are transmitted sequentially on a first-in, first-out basis.
- Transmission using transmit queues:
Up to 16 transmit buffers per channel can be allocated to transmit queues. Transmittable payload length in CAN FD mode is 20 bytes. Transmit buffer number (16 x m) + 15 is used as a common access window. Transmit buffers are allocated to transmit queues in descending order of buffer numbers. All messages in transmit queues, which are targets of priority determination, are transmitted in the order of ID numbers.

Figure 16.9 shows the allocation of transmit queues and transmit/receive FIFO buffer link.

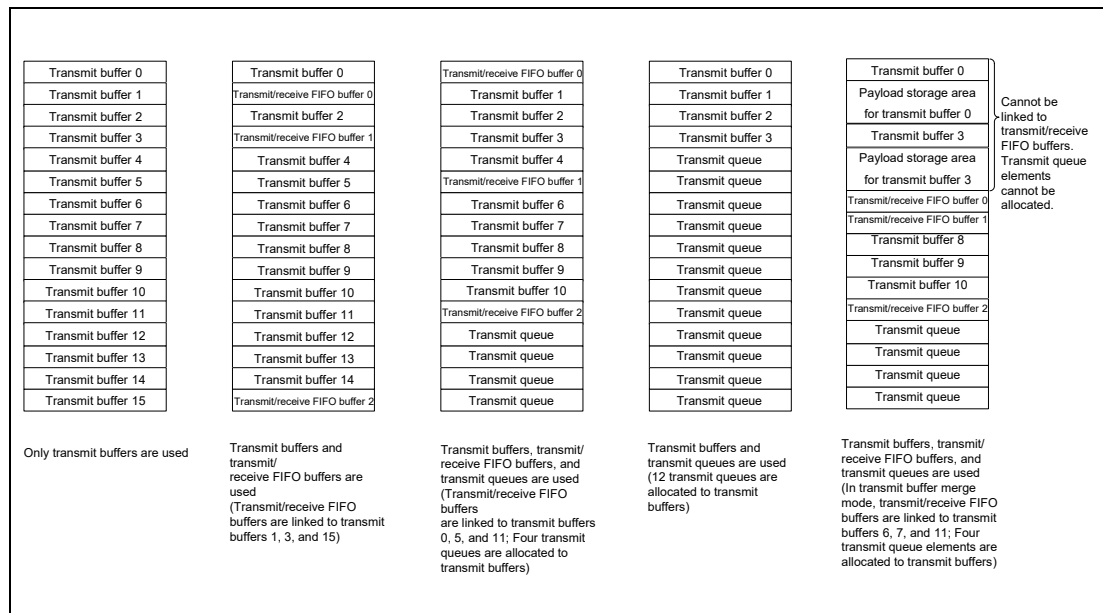


Figure 16.9 Allocation of Transmit Queues and Transmit/Receive FIFO Buffer Links

16.8.1 Transmit Priority Determination

If transmit requests are issued from multiple buffers or queues in the same channel, transmit priority is determined.

The priority is determined by using one of the following methods.

- ID priority (TPRI bit = 0)
- Transmit buffer number priority (TPRI bit = 1)

The setting of the TPRI bit in the RSCFDn(CFD)GCFG register is effective in all CAN channels.

When the TPRI bit is set to 0, messages are transmitted according to the priority of stored message IDs. Priority of IDs conforms to the CAN bus arbitration specification defined in the CAN specification. Targets of priority determination are IDs of messages placed in transmit buffers, transmit/receive FIFO buffers (set to transmit mode or gateway mode), and transmit queues. When one or more transmit queues are used, select the ID priority method. When transmit/receive FIFO buffers are used, the oldest message in a FIFO buffer becomes a target of priority determination. When a message is being transmitted from a transmit/receive FIFO buffer, the next message in the same FIFO buffer becomes a target of priority determination. When transmit queues are used, all messages in transmit queues are targets of priority determination. If the same ID is set for two or more buffers, the buffer with a lower number takes precedence.

When the TPRI bit is set to 1, the message in the transmit buffer whose number is the lowest among buffers having transmit requests is transmitted first. When transmit/receive FIFO buffers are linked to transmit buffers, transmit priority is determined according to the linked transmit buffer numbers.

When messages are retransmitted due to an arbitration lost or an error, transmit priority determination is made again regardless of the TPRI bit. When a 2-bit ECC error is detected in the priority determination processing, no message is transmitted (only when the EEFE bit in the RSCANnGCFG register is 1 in classical CAN mode).

16.8.2 Transmission Using Transmit Buffers

Setting the transmit request bit (TMTR bit in the RSCFDn(CFD)TMCp register) of a transmit buffer to 1 (transmission is requested) allows transmission of data frames or remote frames.

Transmit result is shown by the TMTRF[1:0] flag in the corresponding RSCFDn(CFD)TMSTSp register (p = 0 to 63). When transmit completes successfully, the TMTRF[1:0] flag is set to 10_B (transmission has been completed (without transmit abort request)) or 11_B (transmission has been completed (with transmit abort request)).

16.8.2.1 Transmit Abort Function

Setting the TMTAR bit in the RSCFDn(CFD)TMCp register to 1 (transmit abort is requested) cancels the transmit request from a transmit buffer for which the TMTRM bit in the RSCFDn(CFD)TMSTSp register is set to 1 (a transmit request is present). When transmit abort is completed, the TMTRF[1:0] flag of the RSCFDn(CFD)TMSTSp register is set to 01_B (transmit abort has been completed) and the transmit request is canceled (clearing the TMTRM bit to 0).

A message that is being transmitted or a message to be transmitted next according to the transmit priority determination cannot be aborted. However, if an arbitration lost or an error has occurred while a message for which the TMTAR bit is set to 1 is being transmitted, retransmission is not performed.

16.8.2.2 One-Shot Transmission Function (Retransmission Disabling Function)

When the TMOM bit of the RSCFDn(CFD)TMCp register is set to 1 (one-shot transmission is enabled), transmission is performed only once. Even if an arbitration lost or an error occurs, retransmission is not performed.

One-shot transmission result is shown by the TMTRF[1:0] flag in the corresponding RSCFDn(CFD)TMSTSp register. When one-shot transmission completes successfully, the TMTRF[1:0] flag is set to 10_B or 11_B. When an arbitration lost or an error has occurred, the TMTRF[1:0] flag is set to 01_B (transmit abort has been completed).

16.8.2.3 Transmit Buffer Merge Mode (Only in CAN FD Mode)

Transmit buffers can transmit messages with a payload length of 20 bytes, but can transmit messages with a payload length of up to 64 bytes by merging three transmit buffers in transmit buffer merge mode.

Setting the TMME bit to 1 in the RSCFDnCFDCmFDCFG register enables transmit buffer merge mode. In this mode, six buffers per channel become a merge area and two sets of transmit buffers (16 × m) + 0 to (16 × m) + 2 and transmit buffers (16 × m) + 3 to (16 × m) + 5 are merged. A transmission request is made by the first transmit buffer, and subsequent two buffers are used as a payload storage area. Do not set the transmission request bit (TMTR bit in the RSCFDnCFDTMCp register) and the transmission abort request bit (TMTAR bit in the RSCFDnCFDTMCp register) to 1 for transmit buffers except for the first buffer.

While transmit buffer merge mode is enabled, do not link the transmit/receive FIFO buffer to six merged buffers or allocate it to the transmit queue.

16.8.3 Transmission Using FIFO Buffers

A single transmit/receive FIFO buffer can save as many messages as specified by the CFDC[2:0] bits of the RSCFDn(CFD)CFCCk register (k = 0 to 11). Messages are transmitted sequentially on a first-in, first out basis.

Transmit/receive FIFO buffers are linked to transmit buffers selected by the CFTML[3:0] bits in the RSCFDn(CFD)CFCCk register. When the CFE bit of the RSCFDn(CFD)CFCCk register is set to 1 (transmit/receive FIFO buffers are used), transmit/receive FIFO buffers become targets of transmit priority determination. Priority determination is applied only to the message to be transmitted next in a FIFO buffer.

When the CFE bit is set to 0 (no transmit/receive FIFO buffer is used), the CFEMP flag is set to 1 (the transmit/receive FIFO buffer contains no message (buffer empty)) at the timing below.

- The transmit/receive FIFO buffer becomes empty immediately when the message in it is not being transmitted or is not to be transmitted next.
- The transmit/receive FIFO buffer becomes empty after transmission completion, CAN bus error detection, arbitration lost, or transition to channel halt mode when the message in it is being transmitted or to be transmitted next.

When the CFE bit is cleared to 0, all messages in transmit/receive FIFO buffers are lost and messages cannot be stored in FIFO buffers. Confirm that the CFEMP flag is set to 1 before setting the CFE bit to 1 again.

16.8.3.1 Interval Transmission Function

To transmit messages continuously from the same transmit/receive FIFO buffer that is set to transmit mode or gateway mode, message transmission interval time can be set.

Immediately after the first message has been transmitted successfully from the FIFO buffer with the CFE bit set to 1 in the RSCFDn(CFD)CFCCk register, the interval timer starts counting (after EOF7 of the CAN protocol). After that, when the interval time has passed, the next message is transmitted. The interval timer stops in channel reset mode or by clearing the CFE bit to 0.

The interval time is set by the CFITT[7:0] bits in the RSCFDn(CFD)CFCCk register. When the interval timer is not used, set the CFITT[7:0] bits to 00_H.

Select an interval timer count source using the CFITR and CFITSS bits in the RSCFDn(CFD)CFCCk register. When the CFITR and CFITSS bits are set to 00_B, the count source is obtained by dividing $plk/2$ by the value of the ITRCP[15:0] bits. When the CFITR and CFITSS bits are set to 10_B, the count source is obtained by dividing $plk/2$ by (the value of the ITRCP[15:0] bits \times 10). When the CFITR and CFITSS bits are set to x1_B, the CANm bit time clock becomes a count source in classical CAN mode and the nominal CANm bit time clock becomes a count source in CAN FD mode (Use this count source only for the channel does not handle the CAN FD frames in CAN FD mode).

The interval time is calculated by the following formulae where M is the ITRCP[15:0] value and N is the CFITT[7:0] value.

- When CFITR and CFITSS bits are 00_B

$$\frac{1}{plk\ frequency} \times 2 \times M \times N$$

- When CFITR and CFITSS bits are 10_B

$$\frac{1}{plk\ frequency} \times 2 \times M \times 10 \times N$$

- When CFITR and CFITSS bits are x1_B

$$\text{Classical CAN mode} \quad : \quad \frac{1}{\text{CANm bit time clock frequency}} \times N$$

$$\text{CAN FD mode:} \quad : \quad \frac{1}{\text{Nominal CANm bit time clock frequency}} \times N$$

Figure 16.10 shows the interval timer block diagram.

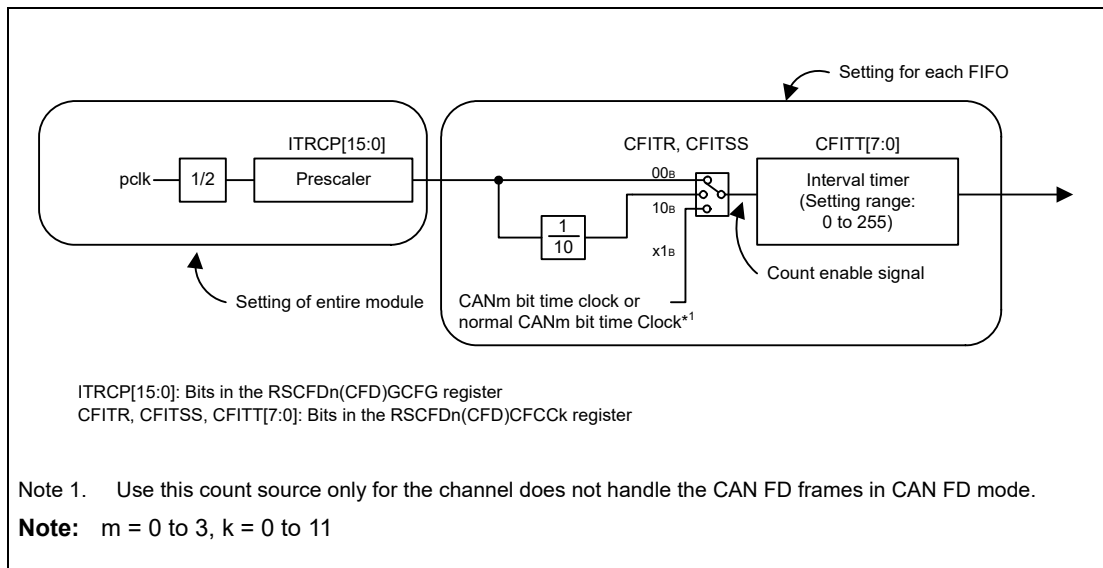


Figure 16.10 Interval Timer Block Diagram

Figure 16.11 shows the interval timer timing chart.

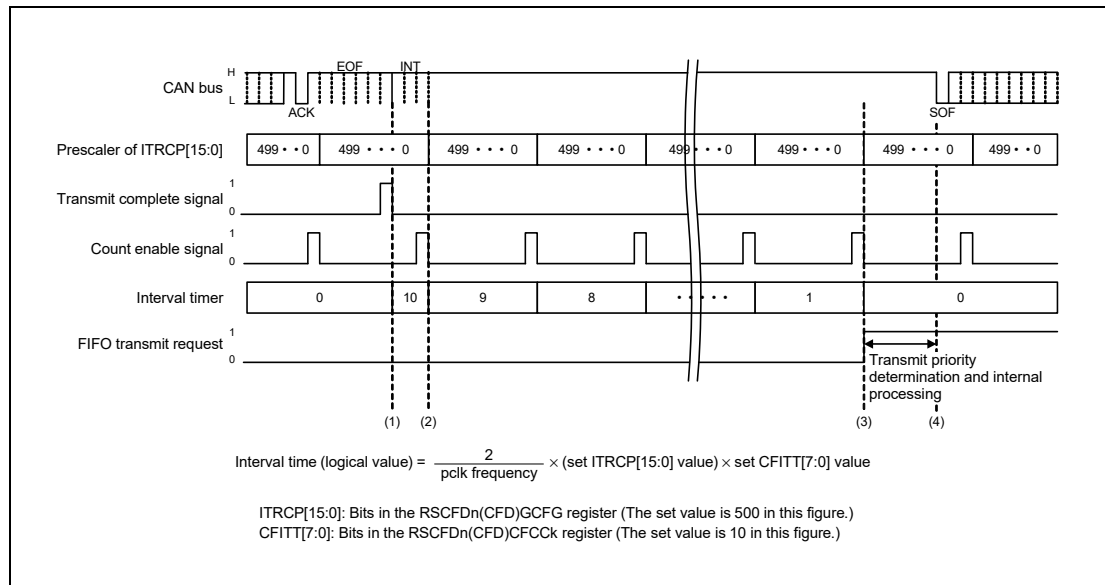


Figure 16.11 Interval Timer Timing Chart

1. The interval timer starts counting upon completion of transmission. Since the prescaler is not initialized at the time of transmission completion, the first interval time has a margin of error of up to one interval timer count.
2. The interval timer is decremented by 1 by the next count enable signal.
3. When the interval timer has decreased to 0, the transmit/receive FIFO buffer issues a transmit request.
4. When the transmit/receive FIFO buffer is determined for the next transmission by the priority determination, it starts transmitting data. Transmission starts usually with a delay of three CANm bit time clock cycles or less from the issue of transmit request.
 Transmission start may delay up to 1367 plck clock cycles if several internal processing including receive filter processing, message routing, and transmit priority determination are performed at all channels.

16.8.4 Transmission Using Transmit Queues

Three to sixteen buffers (up to 10 buffers in transmit buffer merge mode) are allocated to a transmit queue for each channel, and the transmit buffer $(16 \times m) + 15$ is used as a common access window.

All messages in a transmit queue are targets of transmit priority determination and are transmitted in the ID priority order regardless of the storing order. If two messages having the same ID are stored in a transmit queue, these messages are not always be transmitted in the storing order in the transmit queue.

Setting the TXQE bit in the RSCFDn(CFD)TXQCCm register to 0 disables transmit queues. When the TXQE bit is set to 0, the TXQEMP flag in the RSCFDn(CFD)TXQSTSm register is set to 1 (the transmit queue contains no message (transmit queue empty)) at the timing below.

- The transmit queue becomes empty immediately when the message in it is not being transmitted or is not to be transmitted next.
- The transmit queue becomes empty after transmission completion, CAN bus error detection, arbitration lost, or transition to channel halt mode when the message in it is being transmitted or to be transmitted next.

When the TXQE bit is cleared to 0, all messages in transmit queues are lost and messages cannot be stored in transmit queues. Confirm that the TXQEMP flag is set to 1 before setting the TXQE bit to 1 again.

16.8.5 Transmit Data Padding (Only in CAN FD Mode)

When the payload length indicated by the set DLC value in a transmit message exceeds the payload storage area size of a buffer to be used for transmission, excessive payloads are padded by CCH.

This processing is performed in the following cases when the transmit buffer merge mode is disabled (TMME bit in the RSCFDnCFDCmFDCFG register is 0).

· Transmit/receive FIFO set to transmission or gateway mode:

When the payload length of the transmit DLC exceeds the transmit/receive FIFO payload storage area size set by the CFPLS[2:0] bits in the RSCFDnCFDCFCCK register

· Transmit buffer (including transmit queue):

When the payload length of the transmit DLC exceeds 20 bytes

When the transmit buffer merge mode is enabled, no transmit data is padded in any transmission using a transmit buffer, transmit/receive FIFO buffer, or transmit queue. At this time, do not set a payload length more than the payload storage size of the buffer for transmitting as the DLC value in the transmit message.

16.8.6 Transmit History Function

Information of transmitted messages can be stored in the transmit history buffer. Each channel has a single transmit history buffer that can contain 16 sets of transmit history data.

A message transmit source buffer type can be selected by the THLDTE bit in the RSCFDn(CFD)THLCCm register. Whether to store transmit history data for each message can be set by the THLEN bit in the RSCFDn(CFD)CFIDk register (k = 0 to 11).

In classical CAN mode, the TMTSCE bit in the RSCANnCFG register can be used to set whether to include a timestamp value in the transmit history data. In CAN FD mode, a timestamp value is always included.

The following information on a transmitted message will be stored in the transmit history buffer after the successful completion of transmission.

Storage of the transmit history data after the successful completion of transmission may take up to 152 cycles of pclk in classical CAN mode or 420 cycles of pclk in CAN FD mode.

- Buffer type 001_B: Transmit buffer
 010_B: Transmit/receive FIFO buffer
 100_B: Transmit queue
- Buffer number Number assigned to source transmit buffer, transmit queue, or transmit/receive FIFO buffer. This number depends on buffer types. See **Table 16.176**.
- Label data Label information of transmitted message
- Timestamp value of the transmit message (When the TMTSCE bit is 1 in classical CANmode)

Table 16.176 Transmit History Data Buffer Numbers

Buffer type			
Buffer No.	001 _B	010 _B	100 _B
0000 _B	Transmit buffer 16 × m + 0	Numbers of transmit buffers linked to transmit/receive FIFO buffers by the CFTML[3:0] bits in the RSCFDn(CFD)FCCK register (k = 0 to 11)	Numbers of transmit buffers allocated to the transmit queue that performed transmission
0001 _B	Transmit buffer 16 × m + 1		
0010 _B	Transmit buffer 16 × m + 2		
0011 _B	Transmit buffer 16 × m + 3		
0100 _B	Transmit buffer 16 × m + 4		
0101 _B	Transmit buffer 16 × m + 5		
0110 _B	Transmit buffer 16 × m + 6		
0111 _B	Transmit buffer 16 × m + 7		
1000 _B	Transmit buffer 16 × m + 8		
1001 _B	Transmit buffer 16 × m + 9		
1010 _B	Transmit buffer 16 × m + 10		
1011 _B	Transmit buffer 16 × m + 11		
1100 _B	Transmit buffer 16 × m + 12		
1101 _B	Transmit buffer 16 × m + 13		
1110 _B	Transmit buffer 16 × m + 14		
1111 _B	Transmit buffer 16 × m + 15		

Label data is used to identify each message. A unique label data can be added to each message transmitted from a transmit buffer, transmit queue, or transmit/receive FIFO buffer.

The timestamp value is fetched from the timestamp counter at the SOF (start of frame) timing of the message. For details about the timestamp counter, see **Section 16.7.1.6, Timestamp**.

Transmit history data can be read from the RSCFDn(CFD)THLACCm register. If it is attempted to store new transmit history data while the buffer is full, the buffer overflows and the new data is discarded.

16.9 Gateway Function

When a transmit/receive FIFO buffer is set to gateway mode, received messages can be transmitted from an arbitrary channel without CPU intervention.

When a transmit/receive FIFO buffer for which the CFM[1:0] bits of the RSCFDn(CFD)CFCCk register are set to 10_B (gateway mode) is selected by the RSCFDn(CFD)GAFLP1_j register, messages that passed through the filter processing of the receive rule are stored in the specified transmit/receive FIFO buffer and are automatically transmitted from the buffer.

Messages stored in a transmit/receive FIFO buffer are transmitted sequentially on a first-in, first-out basis. Only the message to be transmitted next becomes a target of transmit priority determination.

Transmit/receive FIFO buffers in the gateway mode are disabled by setting the CFE bit in the RSCFDn(CFD)CFCCk register to 0. When the CFE bit is set to 0, the CFEMP flag becomes 1 at the timing below.

- The transmit/receive FIFO buffer becomes empty immediately when the message in it is not being transmitted or is not to be transmitted next.
- The transmit/receive FIFO buffer becomes empty after transmission completion, CAN bus error detection, or arbitration lost when the message in it is being transmitted or to be transmitted next.

When the CFE bit is cleared to 0, all messages in transmit/receive FIFO buffers are lost and messages can no longer be stored in transmit/receive FIFO buffers. Confirm that the CFEMP flag is set to 1 before setting the CFE bit to 1 again.

16.9.1 CAN-CAN FD Gateway (Only in CAN FD Mode)

When the gateway function is to be used in CAN FD mode, frames for transmission can be replaced with classical CAN frames or CAN FD frames.

The CAN-CAN FD gateway is enabled when the GWEN bit in the RSCFDnCFDCmFDCFG register is set to 1. The GWDF and GWBRS bits in the RSCFDnCFDCmFDCFG register can be used to select the FDF and BRS bits of the transmission frame. If the DLC value of the received CAN frame is 1001B or above and the setting of the GWDF bit is 1 (CAN FD frame), the DLC value is replaced with 1000B.

While the CAN-CAN FD gateway is enabled, do not route the following frames.

- CAN FD frames with a payload length of more than 8 bytes
- Remote frames

Also, while the CAN-CAN FD gateway is enabled, transmit only the following frames from the corresponding channel by setting GWDF.

- When GWDF = 0, transmit only classical CAN frames.
- When GWDF = 1, transmit only CAN FD frames.

16.10 Test Function

The test function is classified into communication tests and global tests.

- Communication tests: Performed for each channel.
 - Standard test mode
 - Listen-only mode
 - Self-test mode 0 (external loopback mode)
 - Self-test mode 1 (internal loopback mode)
 - Restricted operation mode (only in CAN FD mode)
- Global tests: Performed in entire module
 - RAM test (read/write test)
 - Inter-channel communication test (CRC error test enabled)

16.10.1 Standard Test Mode

Standard test mode allows CRC test. The CRC value calculated by the RS-CANFD module based on the transmit message or receive message is stored in the register. This CRC value is stored in the CRCREG[14:0] bits in the RSCFDn(CFD)CmERFL register when the message is a classical CAN frame (CRC length = 15 bits) or in the CRCREG[20:0] bits in the RSCFDnCFDCmFDCRC register when the message is a CAN FD frame (CRC length = 17 or 21 bits). Use the inter-channel communication test function for CRC error tests. For details, see **Section 16.10.6.1, CRC Error Test**.

16.10.2 Listen-Only Mode

Listen-only mode allows reception of data frames and remote frames. Only recessive bits are transmitted on the CAN bus, and the ACK bit, overload flag, and active error flag are not transmitted.

Listen-only mode is available for detecting the communication speed.

Do not make a transmit request from any buffer or queue in listen-only mode.

Figure 16.12 shows the connection when listen-only mode is selected.

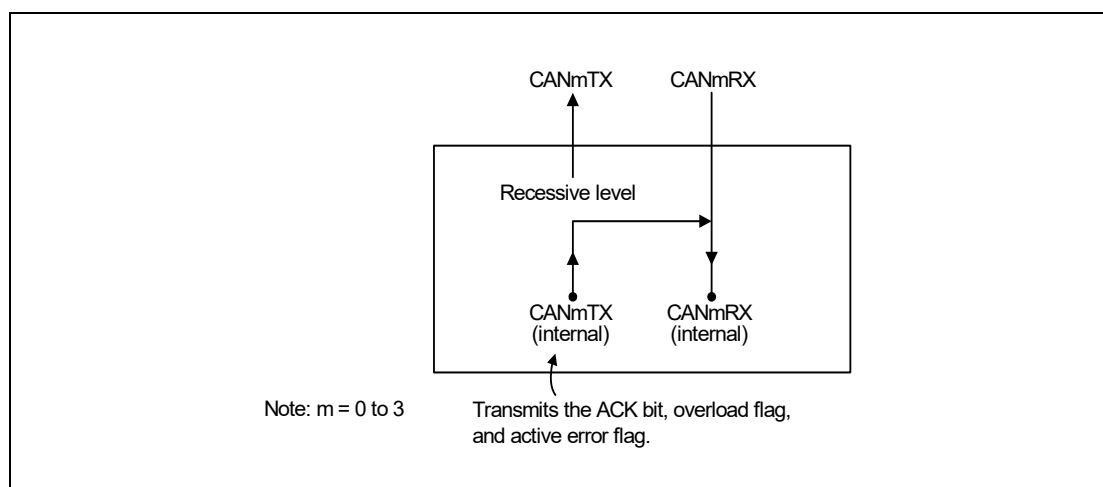


Figure 16.12 Connection When Listen-Only Mode is Selected

16.10.3 Self-Test Mode (Loopback Mode)

In self-test mode, messages transmitted from a channel are compared with the receive rule of the same channel. Messages are stored in a buffer if they have passed through the filter processing. Messages transmitted from other CAN nodes are compared only with the receive rule for which the GAFLLB bit in the RSCFDn(CFD)GAFLIDj register ($j = 0$ to 15) is set to 0 (when a message transmitted from another CAN node is received).

If the mirror function and self-test mode are both enabled, the self-test mode setting takes precedence.

16.10.3.1 Self-Test Mode 0 (External Loopback Mode)

Self-test mode 0 is used to perform a loopback test within a channel including the CAN transceiver.

In self-test mode 0, transmitted messages are handled as messages received through the CAN transceiver and are stored in a buffer. An ACK bit is generated to receive messages transmitted from the own CAN node.

Figure 16.13 shows the connection when self-test mode 0 is selected.

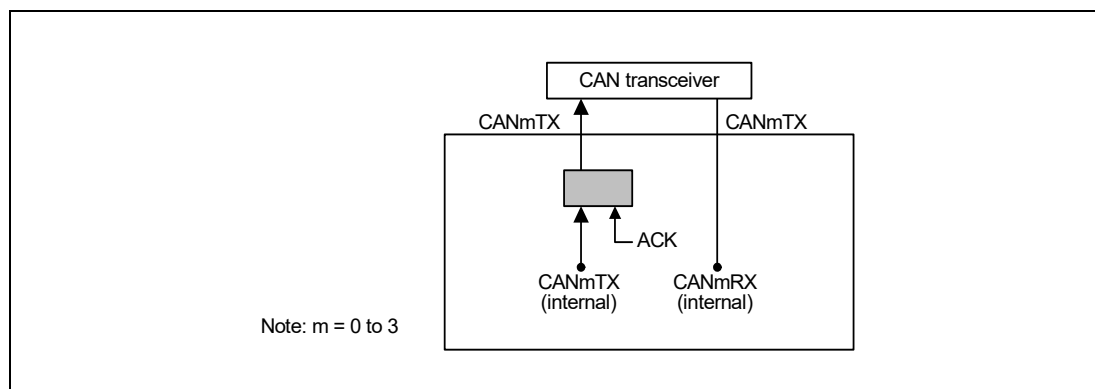


Figure 16.13 Connection When Self-Test Mode 0 is Selected

16.10.3.2 Self-Test Mode 1 (Internal Loopback Mode)

In self-test mode 1, transmitted messages are handled as received messages and are stored in a buffer. An ACK bit is generated to receive messages transmitted from the own CAN node.

In self-test mode 1, internal feedback from the internal TXm pin ($m = 0$ to 3) to the internal RXm pin is performed. The external CRXm pin input is isolated. The external CTXm pin outputs only recessive bits.

Figure 16.14 shows the connection when self-test mode 1 is selected.

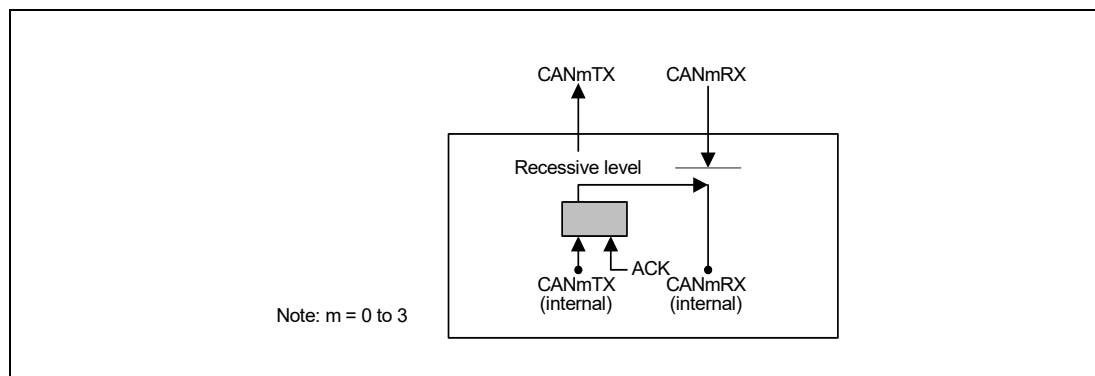


Figure 16.14 Connection When Self-Test Mode 1 is Selected

16.10.4 Restricted Operation Mode (Only in CAN FD Mode)

In restricted operation mode, an ACK bit is generated when a valid data frame and a remote frame have been received, but these frames are not transmitted even if an error frame or an overload frame transmit condition is detected. When a condition is detected, operation is suspended until the bus idle state comes for resynchronization with the CAN communication. The receive error counter (REC) and the transmit error counter (TEC) do not change due to an error.

A desired transmission request can be made for transmission without restrictions.

16.10.5 RAM Test

The RAM test function allows accesses to all CAN RAM addresses. RAM initialization which is performed after resetting the MCU does not initialize all CAN RAM areas.

When the RAM test function is used, the RAM is divided into pages of 256 bytes each. A RAM test page is selected by the RTMPS[6:0] bits in the RSCFDn(CFD)GTSTCFG register. Data in the set page can be read from and written to the RSCFDn(CFD)RPGACCr register (r = 0 to 63). The available total RAM size is 12640 bytes (3160_H) in classical CAN mode or 17760 bytes (4560_H) in CAN FD mode. Do not access more than 96 bytes in the last page (RTMPS[6:0] = 31_H in classical CAN mode, RTMPS[6:0] = 45_H in CAN FD mode) during RAM test.

16.10.6 Inter-Channel Communication Test

The inter-channel communication test function allows communication test by internally and mutually connecting CAN channels. During this test, channels are isolated from the external CAN bus.

Before starting data transmission/reception in channel communication mode, make transmission/reception settings for each channel. Channels not included in the test must be placed in channel halt mode.

Figure 16.15 shows the connection for inter-channel communication test.

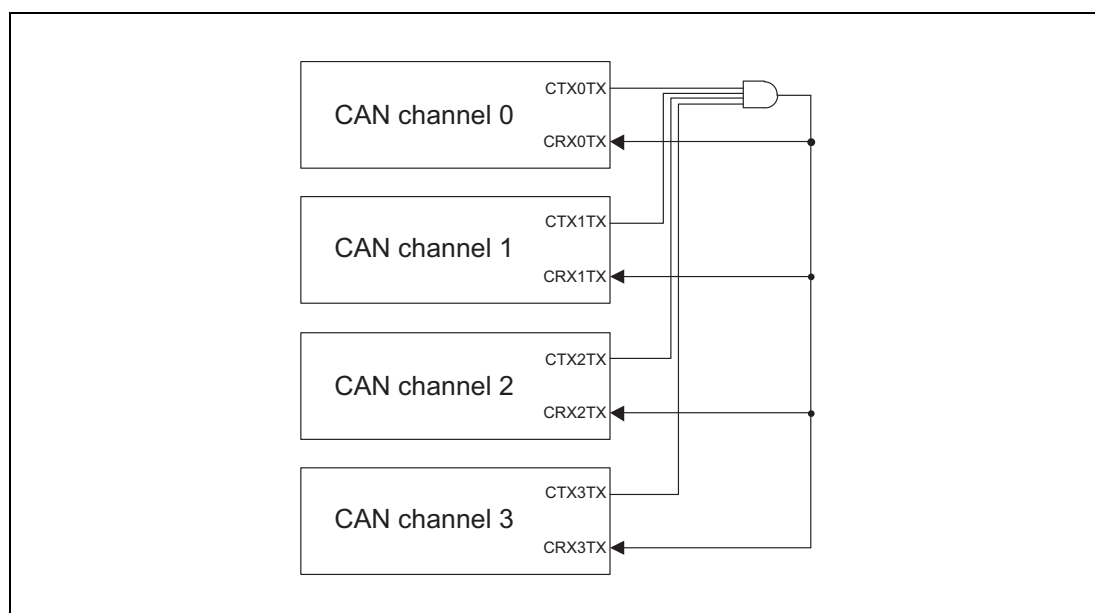


Figure 16.15 Connection for Inter-Channel Communication Test

16.10.6.1 CRC Error Test

A CRC error test is enabled during an inter-channel communication test. The following shows an example of channel 0 CRC error test procedure during a communication test between channel 0 and channel 1.

Preconditions

- Inter-channel communication test is enabled.
- Channel 0 and channel 1 are in standard test mode.

Procedure

1. Make a setting to send a message from the transmit buffer p of channel 1.
2. Set the CRCT bit in the RSCFDn(CFD)C0CTR register to 1 (to enable inversion of the first bit in the received ID field).
3. Set the TMTR bit in the RSCFDn(CFD)TMCp register to 1 (to issue a transmission request to the transmit buffer p of channel 1).
4. Wait for occurrence of a CAN0 error interrupt due to a channel bus error.
5. Read the CRCREG[14:0] bits in the RSCFDn(CFD)CmERFL register or the CRCREG[14:0] bits in the RSCFDnCFDCmFDCRC register of channel 0 and channel 1, and confirm that the CRC values are different on the transmission and the reception side.
6. Confirm that the CERR bit in RSCFDm(CFD)C0ERFL is 1 (CRC error detected).

The CRC error test function generates an incorrect CRC value by inverting the first bit in the received ID field. Therefore, note that not a CRC error but a stuff error (continuous 6-bit data of the same level) is detected when a message in which ID's upper 5-bit value is 10000_B or ID's upper 6-bit value is 011111_B is received.

The CRC generation circuit of the RS-CANFD module is contained in the protocol controller of each channel. Another CRC calculation test is not necessary during transmission because the same circuit is used for both transmission and reception.

16.11 RS-CANFD Setting Procedure

16.11.1 Initial Settings

The RS-CANFD module initializes the CAN RAM after the MCU is reset. The RAM initialization time is 6322 cycles/plk. The GRAMINIT flag in the RSCFDn(CFD)GSTS register is set to 1 (CAN RAM initialization is ongoing) during the RAM initialization and is cleared to 0 (CAN RAM initialization is finished) when the initialization is completed. Configure CAN settings after the GRAMINIT flag is cleared to 0. **Figure 16.16** shows the CAN setting procedure after the MCU is reset.

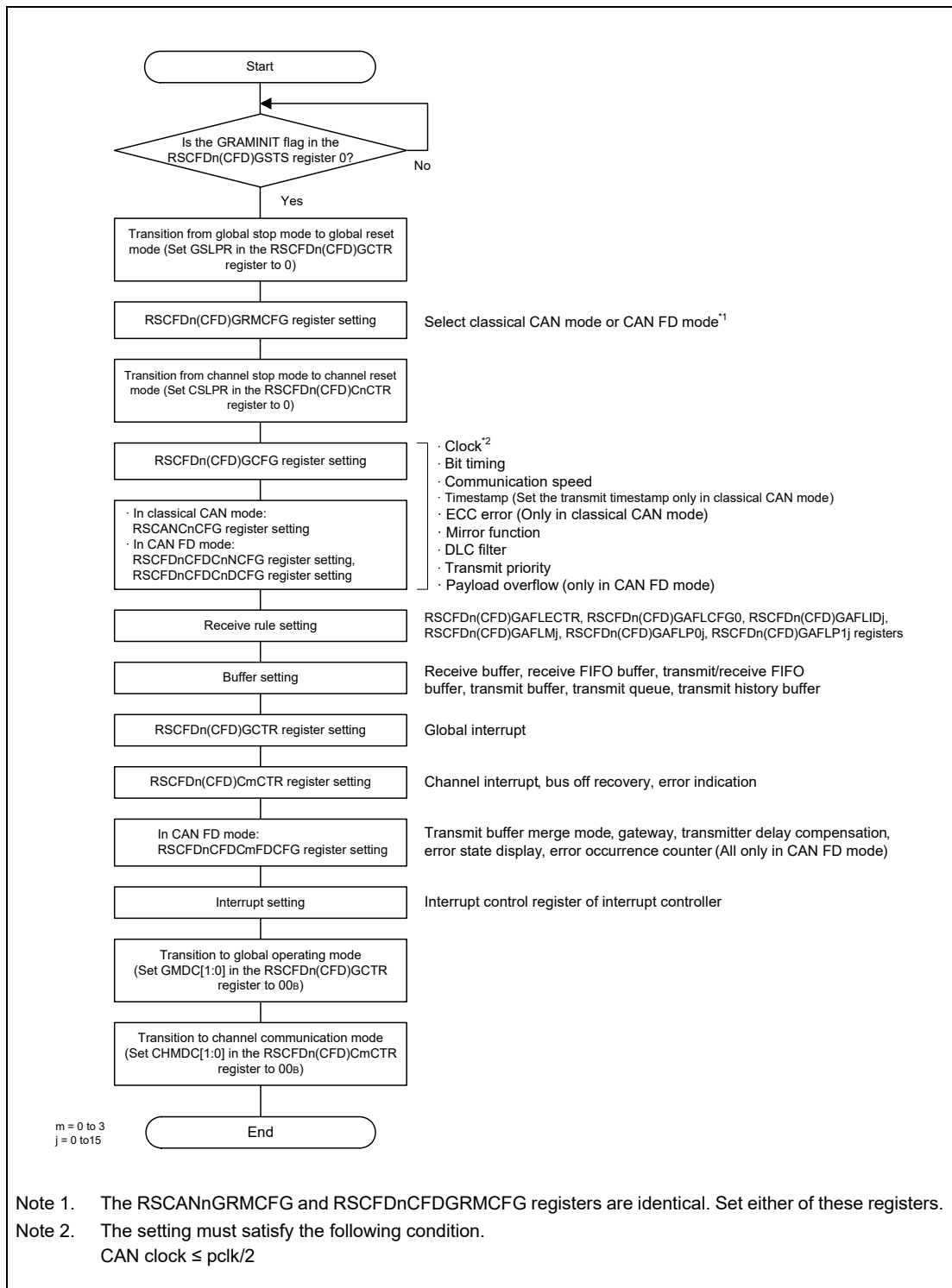


Figure 16.16 CAN Setting Procedure after the MCU is Reset

16.11.1.1 Clock Setting

Set the CAN clock (fCAN) which is the clock source of the RS-CANFD module. Select clk or clk_xincan by the DCS bit in the RSCFDn(CFD)GCFG register.

16.11.1.2 Bit Timing Setting

In the CAN protocol, one bit of a communication frame consists of three segments SS, TSEG1, and TSEG2, of which two segments TSEG1 and TSEG2 can be set by the corresponding registers for each channel. In classical CAN mode, set these two segments in the RSCANnCMCFG register. Two bit rates (nominal bit rate and data bit rate) are provided for CAN FD mode. Set the nominal bit rate in the RSCFDnCFDCmNCFG register and set the data bit rate in the RSCFDnCFDCmDCFG register.

Sample point timing can be determined by setting these two segments. This timing can be adjusted in units of 1 time quantum (hereafter referred to as Tq). A single Tq is the cycle of clock obtained by dividing the clock selected by the DCS bit in the RSCFDn(CFD)GCFG register. Set a division ratio by the BRP[9:0] bits in the RSCANnCMCFG register in classical CAN mode (CANmTq clock), and by the NBRP[9:0] bits in the RSCFDnCFDCmNCFG register and the DBRP[7:0] bits in the RSCFDnCFDCmDCFG register in CAN FD mode (CANmTq(N) clock and CANmTq(D) clock). ISO 11898-1 allows independent division ratio for nominal bit rate and data bit rate. However, if different division ratio values are set, a loss of synchronization may occur between CAN nodes at the timing of change from nominal bit rate to data bit rate. For this reason, it is recommended that the NBRP[9:0] value and the DBRP[7:0] value be equal and the two bit rate values be different according to the respective segment values.

To specify different values for the nominal bit rate and the data bit rate, change the values of the RSCFDnCFDCmNCFG.NTSEG1 and NTSEG2 bits and RSCFDnCFDCmDCFG.DTSEG1 and DTSEG2 bits, respectively.

When the TDCE bit is set to 1 (Transmitter delay compensation is enabled) in the RSCFDnCFDCmFDCFG register, set the equal value of 1 or less to the bits NBRP[9:0] and DBRP[7:0].

Figure 16.17 shows the bit timing chart. **Table 16.177** shows an example of bit timing setting.

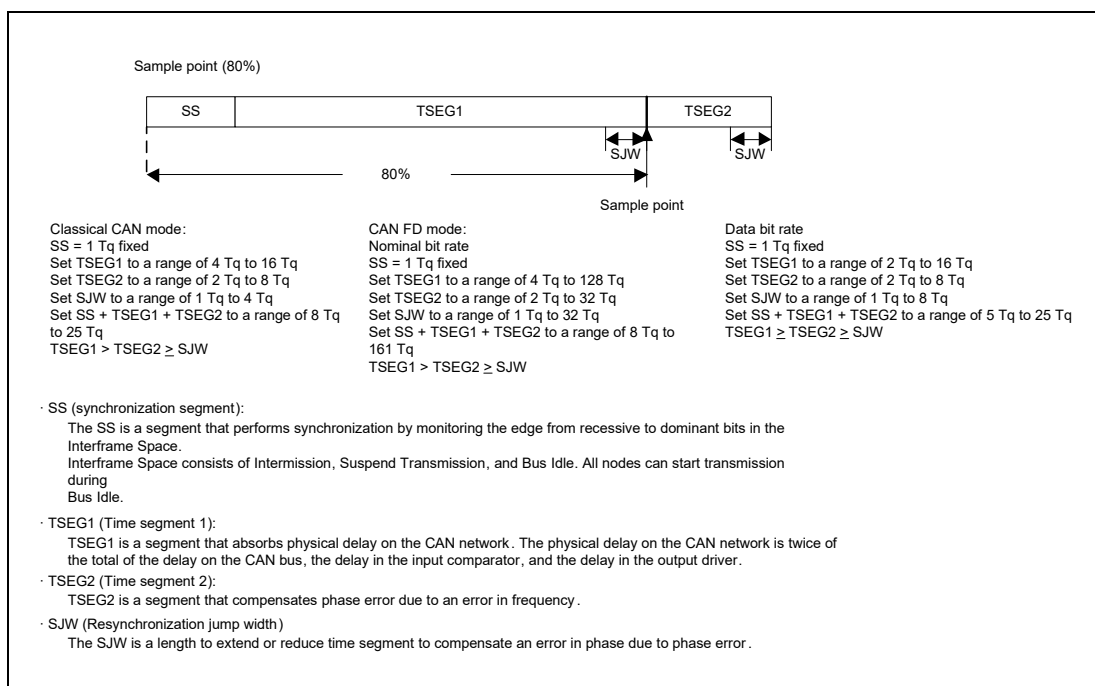


Figure 16.17 Bit Timing Chart

Table 16.177 Example of Bit Timing Setting

1 Bit	Set Value (Tq)				Sampling Point (%) Note: See Figure 16.17.
	SS	TSEG1	TSEG2	SJW	
5 Tq*1	1	2	2	1	60.00
8 Tq	1	4	3	1	62.50
	1	5	2	1	75.00
10 Tq	1	6	3	1	70.00
	1	7	2	1	80.00
16 Tq	1	10	5	1	68.75
	1	11	4	1	75.00
20 Tq	1	12	7	1	65.00
	1	13	6	1	70.00
50 Tq*1	1	39	10	4	80.00

Note 1. Only in CAN FD mode

16.11.1.3 Communication Speed Setting

Set the CAN communication speed for each channel using the fCAN, baud rate prescaler division value, and Tq count per bit time. For CAN FD mode, set two types of transmission rate (arbitration phase and data phase) for each channel.

Figure 16.18 shows the CAN clock control block diagram, and **Table 16.178** and **Table 16.179** show an example of the communication speed setting.

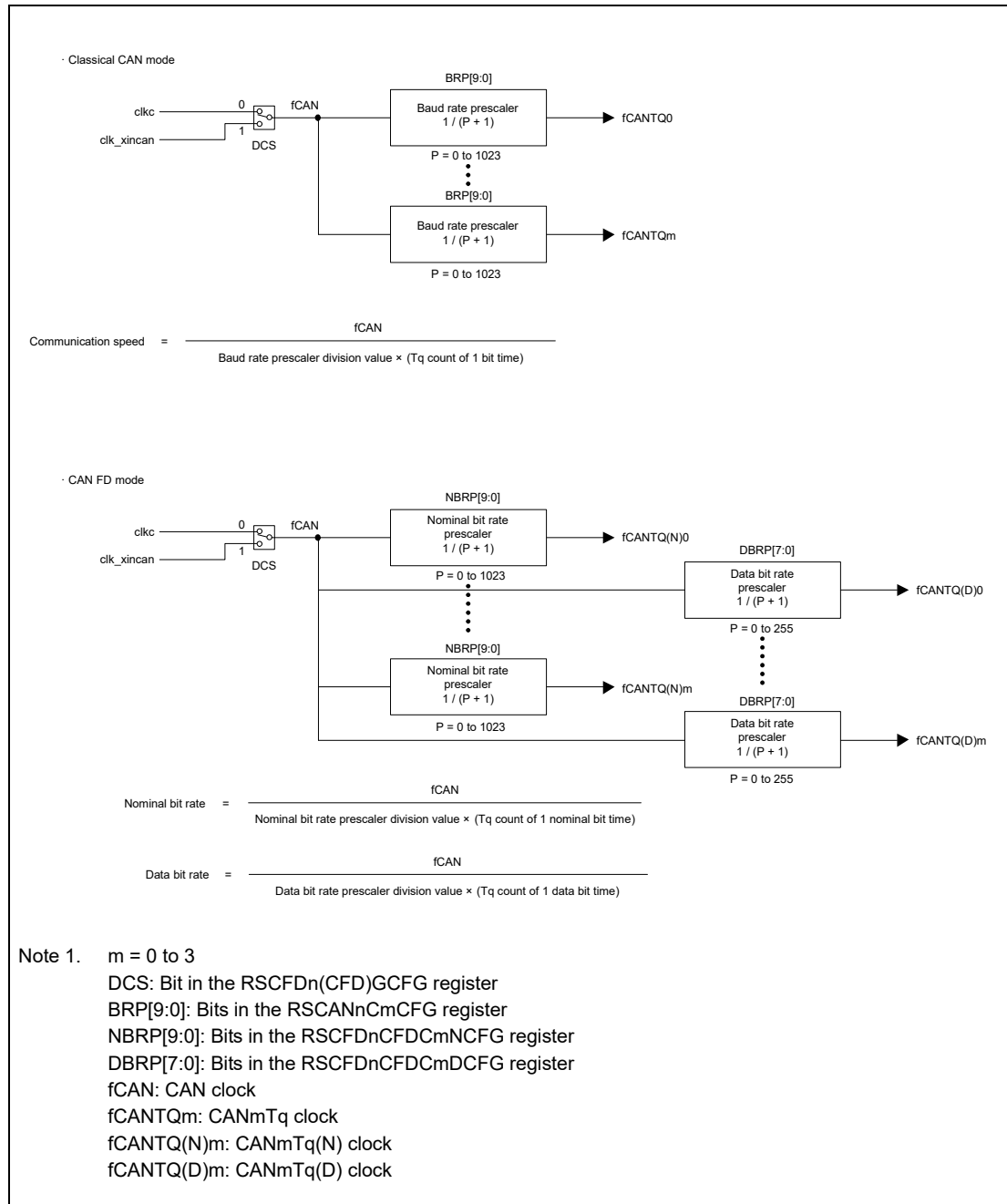


Figure 16.18 CAN Clock Control Block Diagram

Table 16.178 Example of Communication Speed Setting (in Classical CAN Mode)

fCAN						
Communication Speed	40 MHz	32 MHz	24 MHz	20 MHz	16 MHz	8 MHz
1 Mbps	8 Tq (5) 20 Tq (2)	8 Tq (4) 16 Tq (2)	8 Tq (3) 12 Tq (2) 24 Tq (1)	10 Tq (2) 20 Tq (1)	8 Tq (2) 16 Tq (1)	8 Tq (1)
500 Kbps	8 Tq (10) 20 Tq (4)	8 Tq (8) 16 Tq (4)	8 Tq (6) 12 Tq (4) 24 Tq (2)	10 Tq (4) 20 Tq (2)	8 Tq (4) 16 Tq (2)	8 Tq (2) 16 Tq (1)
250 Kbps	8 Tq (20) 20 Tq (8)	8 Tq (16) 16 Tq (8)	8 Tq (12) 12 Tq (8) 24 Tq (4)	10 Tq (8) 20 Tq (4)	8 Tq (8) 16 Tq (4)	8 Tq (4) 16 Tq (2)
125 Kbps	8 Tq (40) 20 Tq (16)	8 Tq (32) 16 Tq (16)	8 Tq (24) 12 Tq (16) 24 Tq (8)	10 Tq (16) 20 Tq (8)	8 Tq (16) 16 Tq (8)	8 Tq (8) 16 Tq (4)

Table 16.179 Example of Communication Speed Setting (Nominal Bit Rate and Data Bit Rate in CAN FD Mode)

fCAN		
Communication Speed	40 MHz	20 MHz
Nominal 1 Mbps Data 5 Mbps	Nominal 40 Tq (1) Data 8 Tq (1)	None
Nominal 500 kbps Data 2 Mbps	Nominal 80 Tq (1) Data 20 Tq (1)	Nominal 40 Tq (1) Data 10 Tq (1)

Note: Values in () are baud rate prescaler division values.

16.11.1.4 Receive Rule Setting

Receive rules can be set using receive rule-related registers.

Up to 16 receive rules can be registered per page. Specify pages 0 to 15 (for 4-channel unit) by the AFLPN[4:0] bits in the RSCFDn(CFD)GAFLECTR register. Use the AFLDAE bit to enable or disable writing to the receive rule table.

Figure 16.19 shows the receive rule setting procedure.

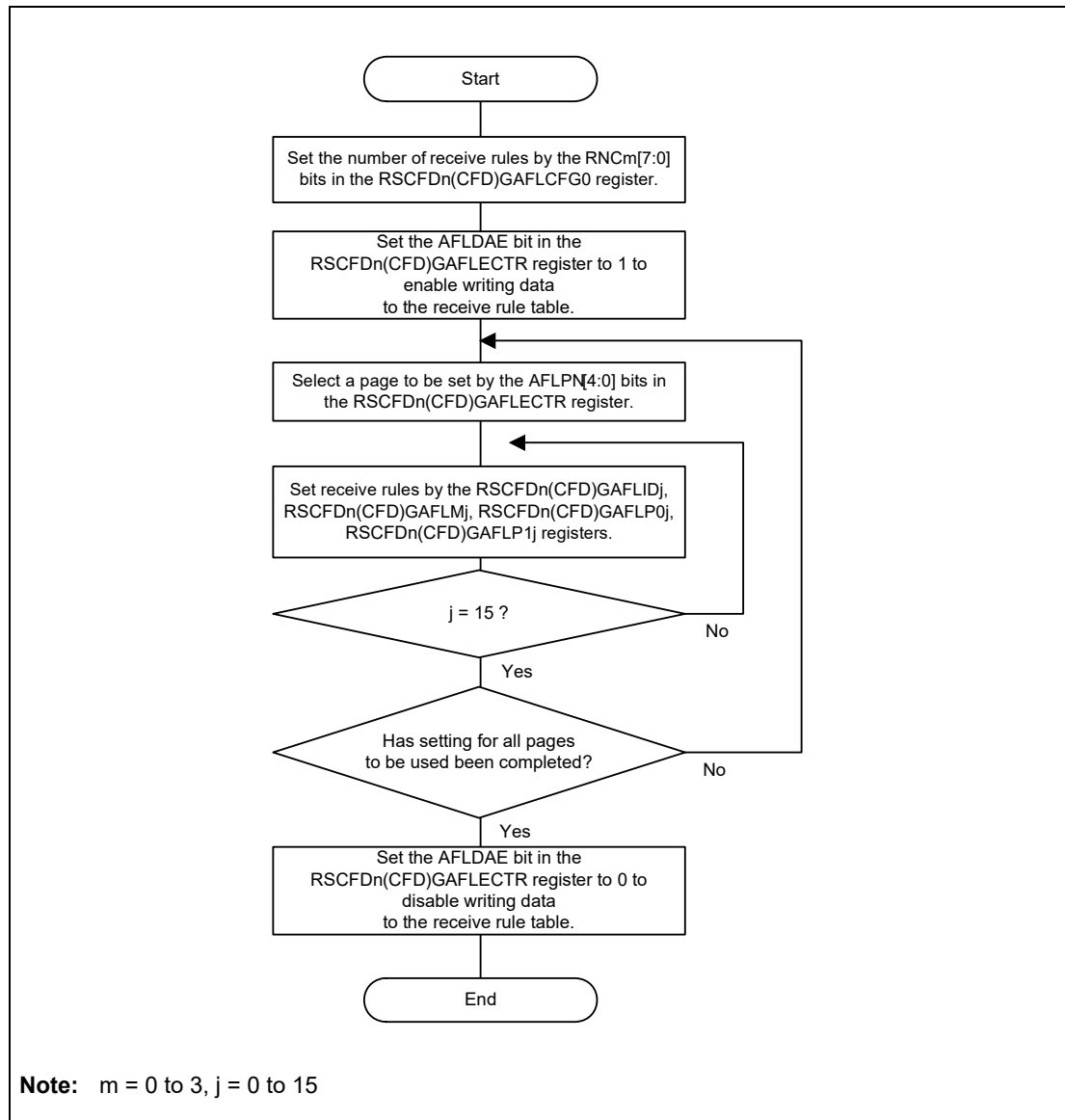


Figure 16.19 Receive Rule Setting Procedure

16.11.1.5 Buffer Setting

Set the number of buffers to be used (number of messages to be stored) and interrupt sources. Also set the payload storage size for CAN FD mode. For transmit/receive FIFO buffers that are set to transmit mode, set transmit buffers to be linked.

In classical CAN mode, up to 4096 bytes of the RAM can be used in receive buffers and FIFO buffers. Up to 256 buffers are available, and 16 bytes are used per buffer. Configure the buffers so that the following conditions are met.

Number of receive buffers

+ total number of depth of receive FIFO buffers x

+ total number of depth of transmit/receive FIFO buffers $k \leq 256$ buffers

In CAN FD mode, up to 7168 bytes of the RAM can be used in receive buffers and FIFO buffers. Configure the buffers so that the following conditions are met.

Number of receive buffers $\times (12 + \text{payload storage size})$

+ total of (number of depth $\times (12 + \text{payload storage size})$) of receive FIFO buffers x

+ total of (number of depth $\times (12 + \text{payload storage size})$) of transmit/receive FIFO buffers $k \leq 7168$ bytes.

Figure 16.20 shows the buffer configuration. **Figure 16.21** shows the buffer setting procedure.

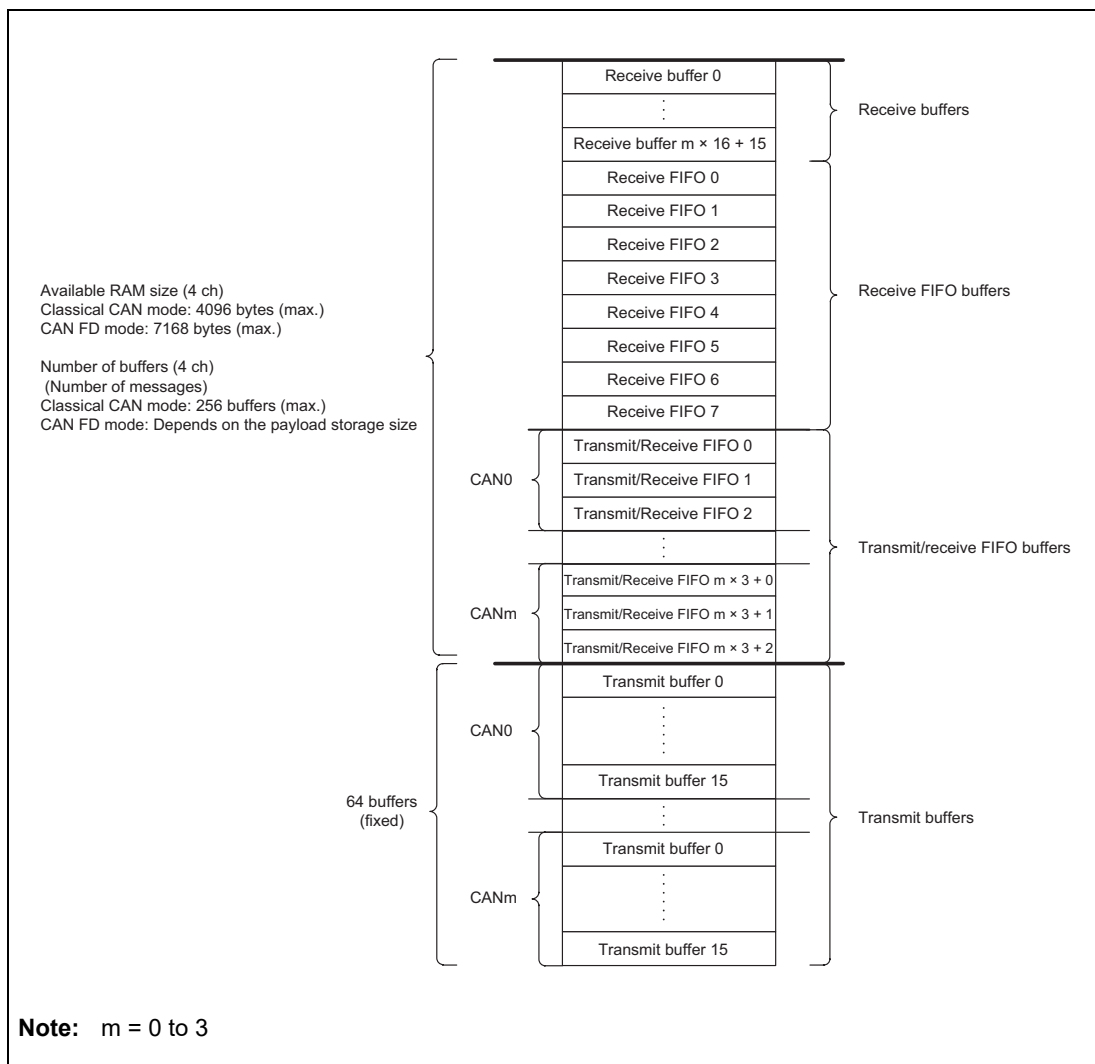


Figure 16.20 Buffer Configuration

CAUTION

Receive buffers, receive FIFO buffers, transmit/receive FIFO buffers, and transmit buffers are located in succession.

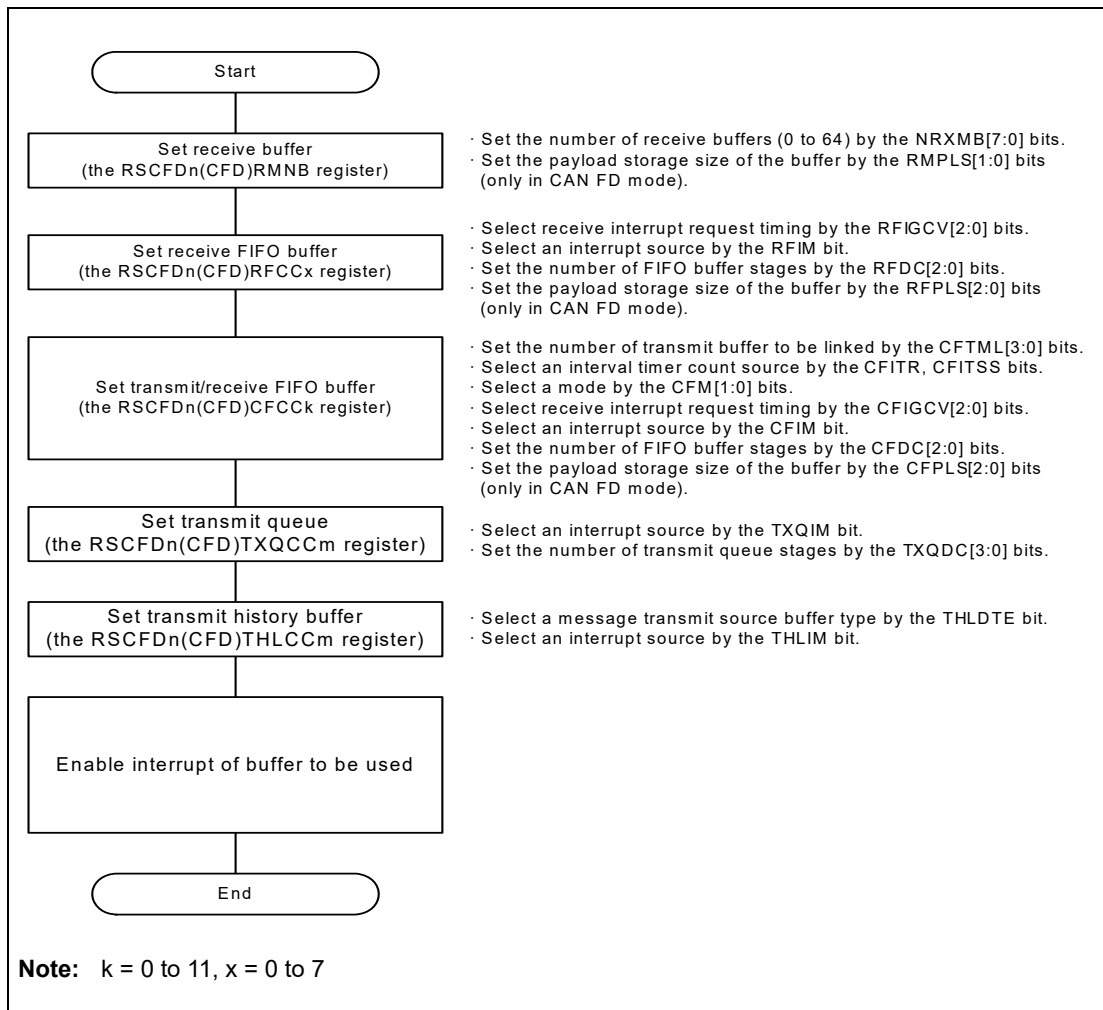


Figure 16.21 Buffer Setting Procedure

16.11.1.6 Transmitter Delay Compensation (Only in CAN FD Mode)

A high baud rate is used in CAN FD mode. Transmitter delay compensation is provided as a function to accept propagation delay in this case.

To use this function, set the TDCE bit in the RSCFDnCFDCmFDCFG register to 1. Also set the secondary sample point (SSP) timing used in the data phase by the TDCOC bit and TDCO[6:0] bits in the RSCFDnCFDCmFDCFG register.

When the TDCOC bit is 0, the SSP timing equals the total value of the delay measured by the RS-CANFD module and the TDCO[6:0] value. (This value is rounded off to the nearest integer of T_q .)

Usually, the TDCO[6:0] value must be equal to SS + TSEG1, the sample point timing.

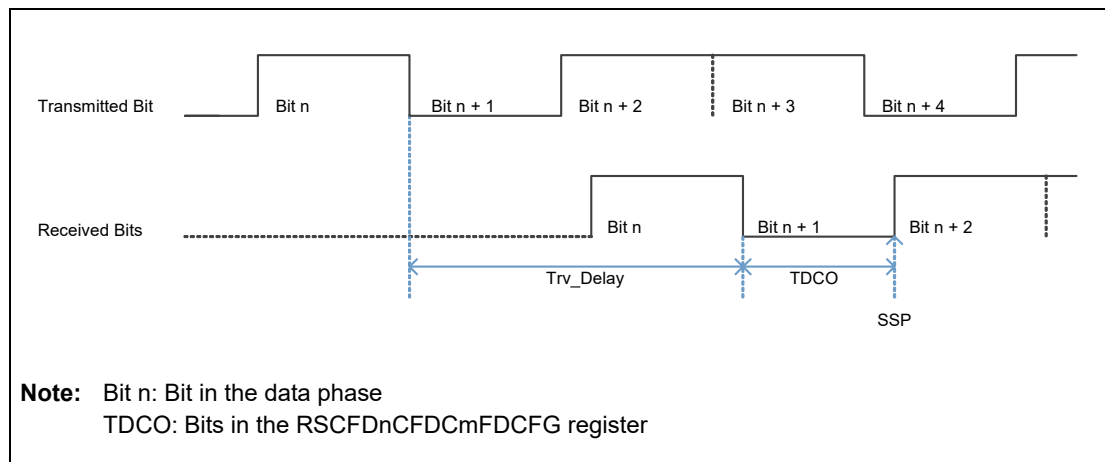


Figure 16.22 SSP timing

When the TDCOC bit is 1, the SSP timing is determined only by the TDCO[6:0] value. (When the DBRP[7:0] value in the RSCFDnCFDCmDCFG register is larger than 0, the TDCO[6:0] value is also rounded off to the nearest integer of T_q .)

The RS-CANFD module compensates a delay up to $(3 \text{ CANm bit time} - 2 f_{\text{CAN}})$. (CANm bit time is the value of data bit rate.)

When the TDCE bit is set to 1 (Transmitter delay compensation is enabled) in the RSCFDnCFDCmFDCFG register, set the equal value of 1 or less to the bits NBRP[9:0] and DBRP[7:0].

16.11.2 Reception Procedure

16.11.2.1 Receive Buffer Reading Procedure

When the processing to store received messages in a receive buffer starts, the RMNSq flag in the RSCFDn(CFD)RMNDy register (y = 0, 1, q = 0 to 63) is set to 1 (receive buffer q contains a new message). Messages can be read from registers RSCFDn(CFD)RMIDq, RSCFDn(CFD)RMPTRq, RSCFDn(CFD)RMDFb_q (b = 0 or 1 in classical CAN mode, b = 0 to 4 in CAN FD mode). If the next message has been received before the current message is read from the receive buffer, the message is overwritten.

Figure 16.23 shows the receive buffer reading procedure. This procedure ensures the consistency of messages read from registers RSCFDn(CFD)RMIDq, RSCFDn(CFD)RMPTRq, RSCFDn(CFD)RMDFb_q, and RSCFDn(CFD)RMNDy.

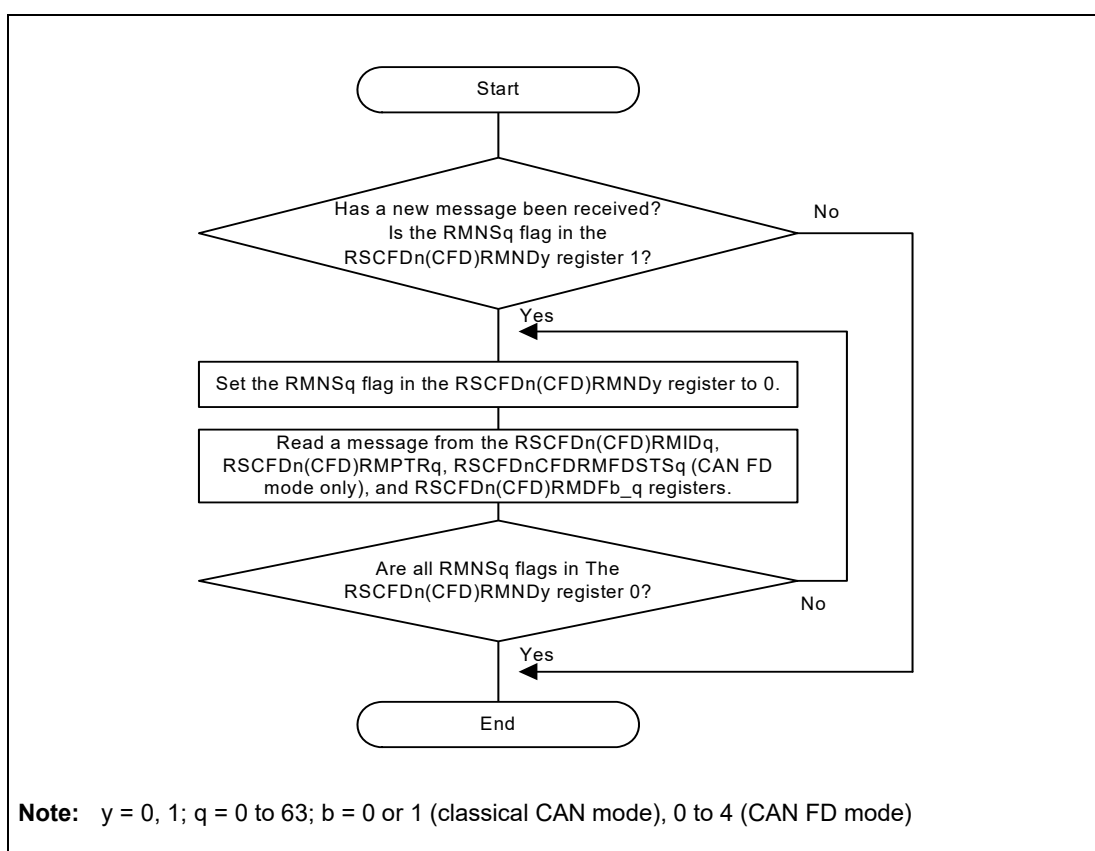


Figure 16.23 Receive Buffer Reading Procedure

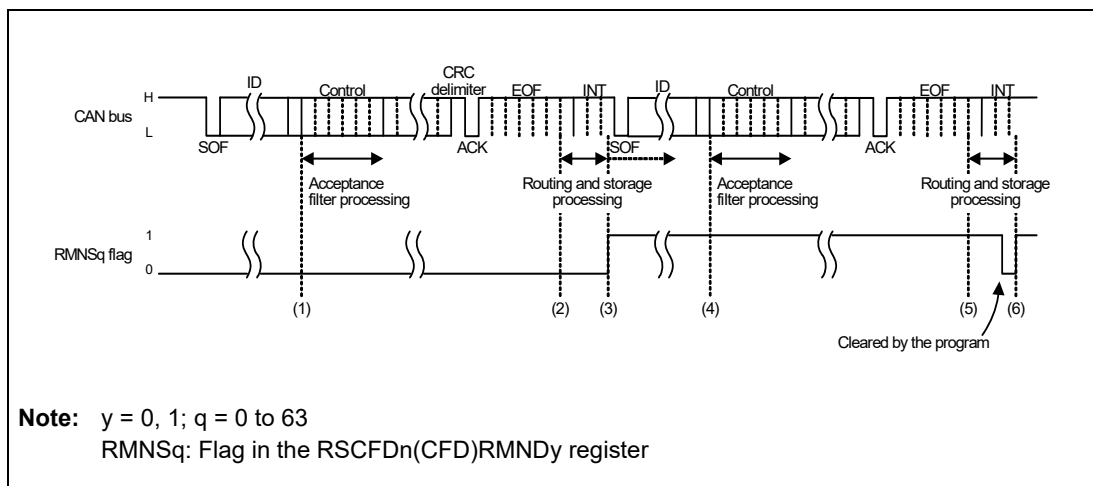


Figure 16.24 Receive Buffer Reception Timing Chart

- (1) When the ID field of a message has been received, the acceptance filter processing starts.
- (2) When the message matches the receive rule of the corresponding channel and has been successfully received, the routing processing to transfer the message to the specified buffer starts. When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), the DLC filter processing starts at this time.
- (3) When the message has passed through the DLC filter processing, the processing to store the message in the specified receive buffer starts. When the message storage processing starts, the RMNSq flag in the corresponding RSCFDn(CFD)RMNDy register is set to 1 (receive buffer n contains a new message). If any other channels are performing filter processing or transmit priority determination processing, the routing processing and the storage processing may be delayed.
- (4) When the ID field of the next message has been received, the acceptance filter processing starts.
- (5) When the message matches the receive rule of the corresponding channel and has been successfully received, the routing processing to transfer the message to the specified buffer starts. When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), the DLC filter processing starts at this time.
- (6) When the corresponding RMNSq flag is cleared to 0 (receive buffer n contains no new message), this flag is set to 1 again when the message storage processing starts. If the RMNSq flag remains 1, a new message is overwritten in the receive buffer. The RMNSq flag cannot be cleared to 0 during storage of messages.

16.11.2.2 FIFO Buffer Reading Procedure

When received messages have been stored in one or more receive FIFO buffers or transmit/receive FIFO buffers that are set to receive mode or gateway mode, the corresponding message count display counter (RFMC[7:0] bits in the RSCFDn(CFD)RFSTSx register (x = 0 to 7) or CFMC[7:0] bits in the RSCFDn(CFD)CFSTS_k register (k = 0 to 11)) is incremented by 1. At this time, if the RFIE bit (receive FIFO interrupt is enabled) in the RSCFDn(CFD)RFCCx register or the CFRXIE bit (transmit/receive FIFO receive interrupt is enabled) in the RSCFDn(CFD)CFCC_k register is set to 1, an interrupt request is generated. Received messages can be read from the RSCFDn(CFD)RFID_x, RSCFDn(CFD)RFPTR_x, RSCFDn(CFD)RFFDSTS_x (only in CAN FD mode), and RSCFDn(CFD)RFDFd_x (d = 0 or 1 in classical CAN mode, d = 0 to 15 in CAN FD mode) registers for receive FIFO buffers, or from the RSCFDn(CFD)CFID_k, RSCFDn(CFD)CFPTR_k, RSCFDn(CFD)CFDCSTSk (only in CAN FD mode), and RSCFDn(CFD)CFDFd_k registers for transmit/receive FIFO buffers. Messages in FIFO buffers can be read sequentially on a first-in, first-out basis.

When the message count display counter value matches the FIFO buffer depth (a value set by the RFDC[2:0] bits in the RSCFDn(CFD)RFCCx register or the CFDC[2:0] bits in the RSCFDn(CFD)CFCC_k register), the RFFLL or CFFLL flag is set to 1 (the receive FIFO buffer is full.).

When all messages have been read out of the FIFO buffer, the RFEMP flag in the RSCFDn(CFD)RFSTSx register or the CFEMP flag in the RSCFDn(CFD)CFSTS_k register is set to 1 (the receive FIFO buffer contains no unread message (buffer empty)).

If the RFE bit or the CFE bit is cleared to 0 (no receive FIFO buffer is used) with the interrupt request flag (RFIF flag in the RSCFDn(CFD)RFSTSx register or CFRXIF flag in the RSCFDn(CFD)CFSTS_k register) set to 1 (a receive FIFO interrupt request is present), the interrupt request flag is not automatically cleared to 0. Clear the interrupt request flag to 0 by the program.

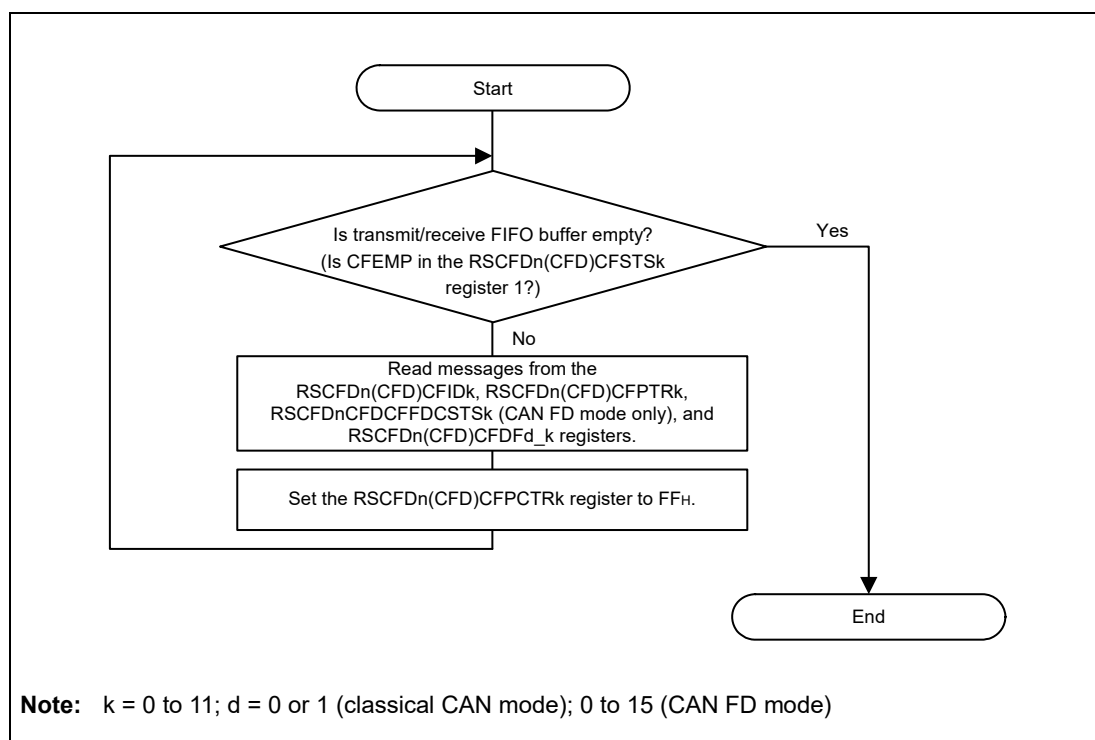


Figure 16.25 Transmit/Receive FIFO Buffer Reading Procedure

When reading a message in CAN FD mode, do not read the RSCFDnCFDRFDFd_x or RSCFDnCFDCFDf_k register corresponding to the area exceeding the payload storage size specified by the RFPLS[2:0] bits in the RSCFDnCFDRFCCx register or the CFPLS[2:0] bits in the RSCFDnCFDCFCCK register.

Table 16.180 Payload Storage Area of Receive FIFO Buffer

Setting of RFPLS[2:0] Bits	Payload Storage Size	Corresponding Data Field Registers
000 _B	8 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF1_x
001 _B	12 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF2_x
010 _B	16 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF3_x
011 _B	20 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF4_x
100 _B	24 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF5_x
101 _B	32 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF7_x
110 _B	48 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF11_x
111 _B	64 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF15_x

Table 16.181 Payload Storage Area of Transmit/Receive FIFO Buffer

Setting of RFPLS[2:0] Bits	Payload Storage Size	Corresponding Data Field Registers
000 _B	8 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf1_k
001 _B	12 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf2_k
010 _B	16 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf3_k
011 _B	20 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf4_k
100 _B	24 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf5_k
101 _B	32 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf7_k
110 _B	48 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf11_k
111 _B	64 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf15_k

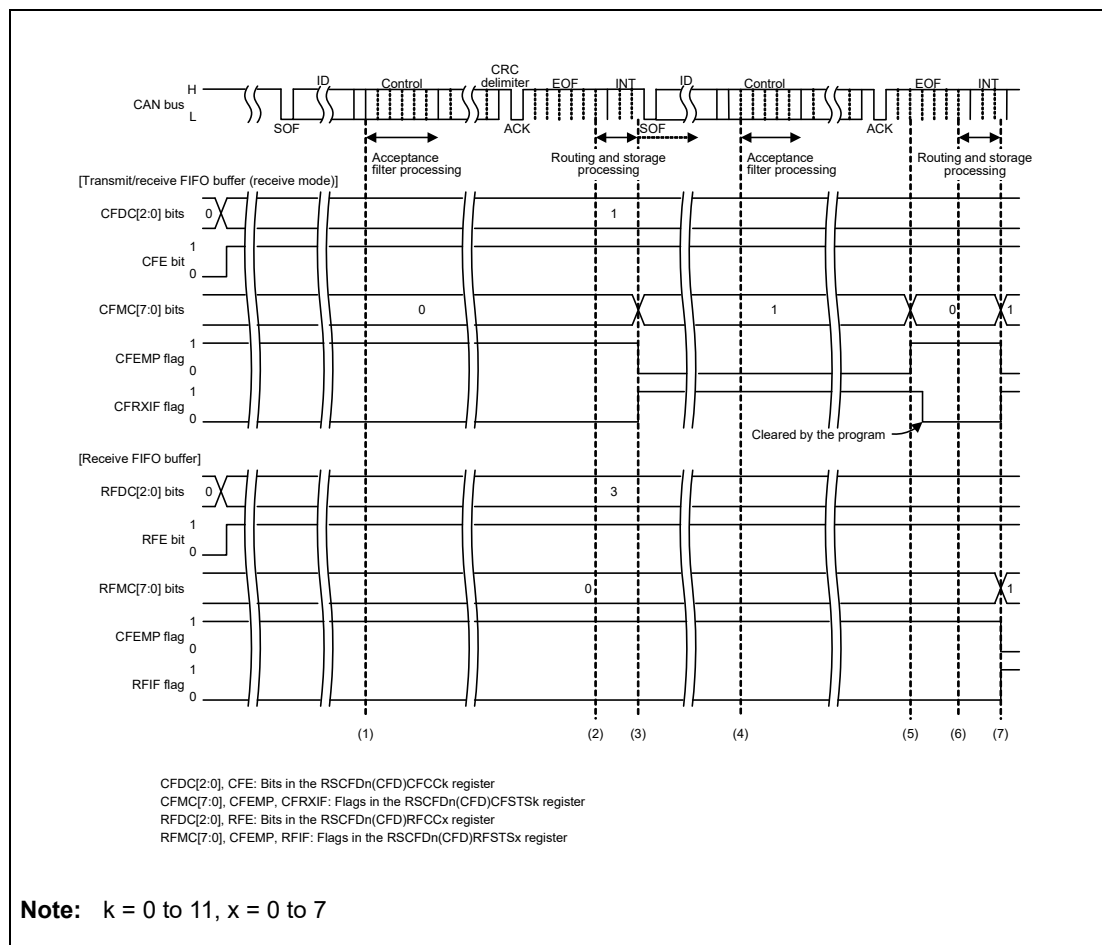


Figure 16.26 FIFO Buffer Reception Timing Chart

- (1) When the ID field of a message has been received, the acceptance filter processing starts.
- (2) When the message matches the receive rule of the corresponding channel and has been successfully received, the routing processing to transfer the message to the specified buffer starts. When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), the DLC filter processing starts at this time.
- (3) When the message has passed through the DLC filter processing and the CFE value in the RSCFDn(CFD)CFCCk register is 1 (transmit/receive FIFO buffers are used) and the CFDC[2:0] value in the RSCFDn(CFD)CFCCk register is 001_B or more, the message is stored in the transmit/receive FIFO buffer that is set to receive mode. The CFMC[7:0] value in the RSCFDn(CFD)CFSTSk register is incremented by 1 and becomes 01_H . When the CFIM bit in the RSCFDn(CFD)CFCCk register is set to 1 (a FIFO receive interrupt request is generated each time a message has been received), the CFRXIF flag in the RSCFDn(CFD)CFSTSk register is set to 1 (a transmit/receive FIFO receive interrupt request is present). The CFRXIF flag can be cleared to 0 by the program.
- (4) When the ID field of the next message has been received, the acceptance filter processing starts.
- (5) Read received messages from the RSCFDn(CFD)CFIDk, RSCFDn(CFD)CFPTRk, RSCFDn(CFD)CFDF_k, and RSCFDn(CFD)CFDFk registers and write FF_H to the RSCFDn(CFD)CFPCTRk register. Thereby the CFMC[7:0] value in the RSCFDn(CFD)CFSTSk register is decremented by 1 and become 00_H , and the CFEMP flag in the

RSCFDn(CFD)CFSTSk register becomes 1 (the transmit/receive FIFO buffer contains no message (buffer empty)).

- (6) When the message matches the receive rule of the corresponding channel and has been successfully received, the routing processing to transfer the message to the specified buffer starts. When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), the DLC filter processing starts at this time.
- (7) The message having passed through the DLC filter process is stored in the transmit/receive FIFO buffer which is set to receive mode, when the CFE bit is set to 1 (transmit/receive FIFO buffers are used) and the CFDC[2:0] bits are set to 001_B or more. The CFMC[7:0] value is incremented by 1 to 01H. When the CFIM bit is set to 1 (an interrupt occurs each time a message has been received), the CFRXIF flag is set to 1 (a transmit/receive FIFO receive interrupt request is present). The message is stored in the receive FIFO buffer when the RFE bit in the RSCFDn(CFD)RFCCx register is set to 1 (receive FIFO buffers are used.) and RFDC[2:0] bits in the RSCFDn(CFD)RFCCx register are set to 001_B or more. The RFMC[7:0] value in the RSCFDn(CFD)RFSTx register is incremented by 1 to 01H. When the RFIM bit in the RSCFDn(CFD)RFCCx register are set to 1 (an interrupt occurs each time a message has been received), the RFIF flag in the RSCFDn(CFD)RFSTx register is set to 1 (a receive FIFO interrupt request is present).

16.11.3 Transmission Procedure

16.11.3.1 Procedure for Transmission from Transmit Buffers

Figure 16.27 shows the procedure for transmission from transmit buffers.

Figure 16.28 shows a timing chart where messages are transmitted from two transmit buffers in the same channel and transmission has been successfully completed. **Figure 16.29** shows a timing chart where messages are transmitted from two transmit buffers in the same channel and transmit abort has been completed.

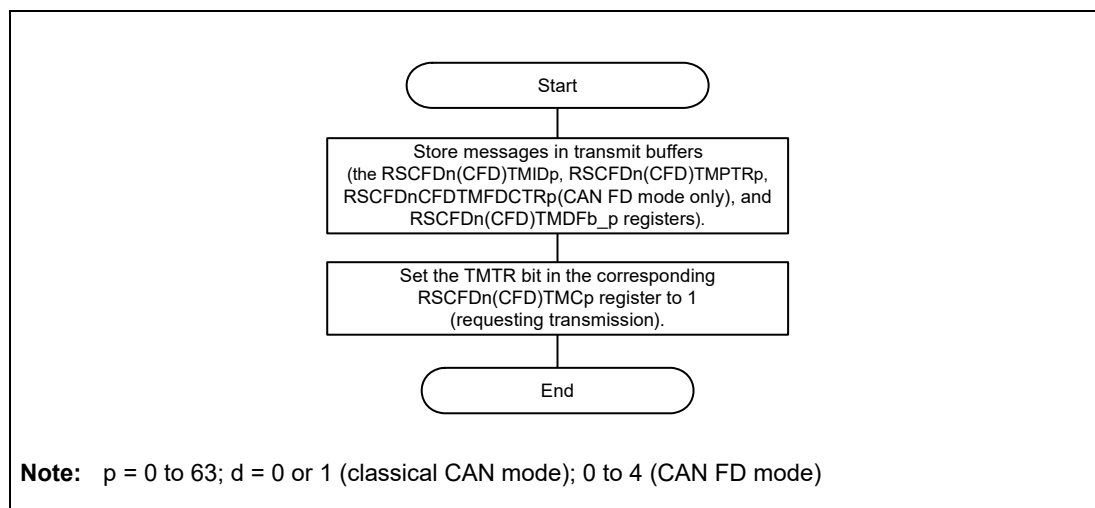


Figure 16.27 Procedure for Transmission from Transmit Buffers

In CAN FD mode and transmit buffer merge mode, messages with a payload size of more than 20 bytes can be transmitted from transmit buffers $(16 \times m) + 0$ and transmit buffers $(16 \times m) + 3$. At this time, transmit buffers $(16 \times m) + 1$ to $(16 \times m) + 2$ and transmit buffers $(16 \times m) + 4$ to $(16 \times m) + 5$ are allocated as a payload storage area. Registers RSCFDnCFDTMIDp, RSCFDnCFDTMPTRp, and RSCFDnCFDTMFDCTRp corresponding to these buffers can be used as data field registers that can store 4-byte data bytes (payload) like the RSCFDnCFDTMDFb_p register. **Table 16.182** shows message storage registers when transmitting a message with a payload size of more than 20 bytes from transmit buffer 0.

**Table 16.182 Message Storage Registers in Transmit Buffer Merge Mode
(Example of Transmit Buffer 0)**

Transmit Buffer	Offset from Base Address	Symbol	Register Function in Transmit Buffer Merge Mode
Transmit buffer 0	4000 _H	RSCFDnCFDTMID0	Transmit buffer 0 ID data, transmit history data store enable bit, RTR bit, and IDE bit
	4004 _H	RSCFDnCFDTMPTR0	Transmit buffer 0 label data and DLC data
	4008 _H	RSCFDnCFDTMFDCTR0	Transmit buffer 0 ESI bit, BRS bit, and FDF bit
	400C _H to 401C _H	RSCFDnCFDTMDF0_0 to RSCFDnCFDTMDF4_0	Transmit buffer 0 data bytes 0, 1, 2, and 3 to transmit buffer 0 data bytes 16, 17, 18, and 19
Transmit buffer 1	4020 _H	RSCFDnCFDTMID1	Transmit buffer 0 data bytes 20, 21, 22, and 23
	4024 _H	RSCFDnCFDTMPTR1	Transmit buffer 0 data bytes 24, 25, 26, and 27
	4028 _H	RSCFDnCFDTMFDCTR1	Transmit buffer 0 data bytes 28, 29, 30, and 31
	402C _H to 403C _H	RSCFDnCFDTMDF0_1 to RSCFDnCFDTMDF4_1	Transmit buffer 0 data bytes 32, 33, 34, and 35 to transmit buffer 0 data bytes 48, 49, 50, and 51
Transmit buffer 2	4040 _H	RSCFDnCFDTMID2	Transmit buffer 0 data bytes 52, 53, 54, and 55
	4044 _H	RSCFDnCFDTMPTR2	Transmit buffer 0 data bytes 56, 57, 58, and 59
	4048 _H	RSCFDnCFDTMFDCTR2	Transmit buffer 0 data bytes 60, 61, 62, and 63
	404C _H to 405C _H	RSCFDnCFDTMDF0_2 to RSCFDnCFDTMDF4_2	Not used

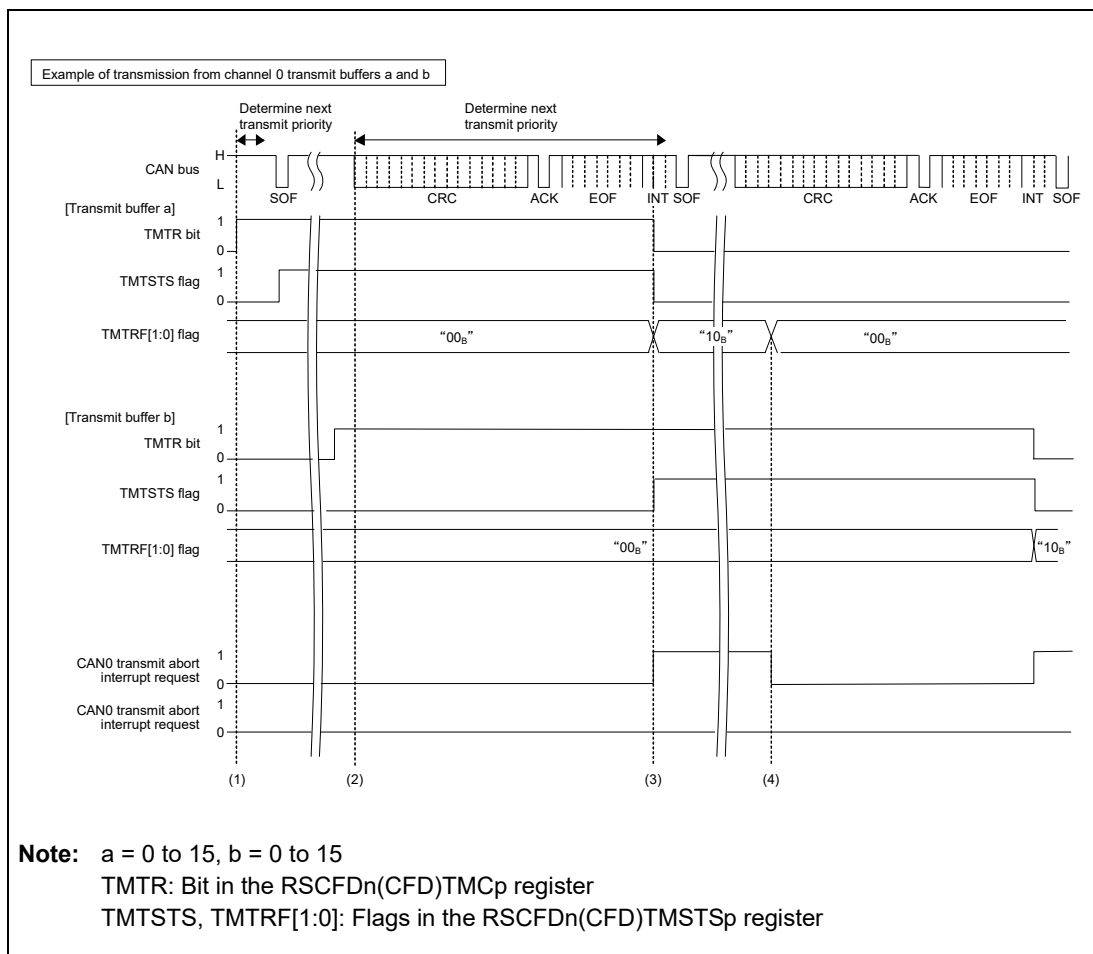


Figure 16.28 Transmit Buffer Transmission Timing Chart (Transmission Completed Successfully)

- (1) When the TMTR bit in the RSCFDn(CFD)TMCa register is set to 1 while the CAN bus is idle, the transmit priority determination processing starts to determine the highest-priority transmit buffer. If transmit buffer a is determined to be the highest-priority transmit buffer, the TMTSTS flag in the corresponding RSCFDn(CFD)TMSTSa register is set to 1 (transmission is in progress) and the CAN channel starts transmitting data.
- (2) When a transmit request from a buffer is present, the priority determination starts at the first bit of CRC field for the next transmission. Some delay may occur in the determination time if any other channels are performing the transmit priority determination processing. However, it does not affect the transmission interval because the determination will be completed before bit 3 of intermission.
- (3) When transmit completes successfully, the TMTRF[1:0] flag in the RSCFDn(CFD)TMSTSa register is set to 10_B (transmission has been completed (without transmit abort request)) and the TMTSTS flag and the TMTR bit in the RSCFDn(CFD)TMSTSa register are cleared to 0. When the TMIEa bit in the RSCFDn(CFD)TMIEC0 register is 1 (transmit buffer interrupt is enabled), a CAN0 transmit complete interrupt request is generated. To clear the interrupt request, set the TMTRF[1:0] flag to 00_B (transmission is in progress or no transmit request is present).
- (4) Before starting the next transmission, set the TMTRF[1:0] flag to 00_B. Write the next message to the transmit buffer, and then set the TMTR bit to 1 (transmission is requested). The TMTR bit can be set to 1 only when the TMTRF[1:0] flag value is 00_B.

If an arbitration lost has occurred after transmission started, the TMTSTS flag is cleared to 0. The transmit priority determination is reexecuted at the beginning of the CRC delimiter to search for the highest-priority transmit buffer. If an error has occurred during transmission or after arbitration lost, the priority determination processing is reexecuted during transmission of an error frame.

When a 2-bit ECC error is detected during the priority determination processing, no data is transmitted (in classical CAN mode, only when the EEFE bit in the RSCANnGCFG register is 1).

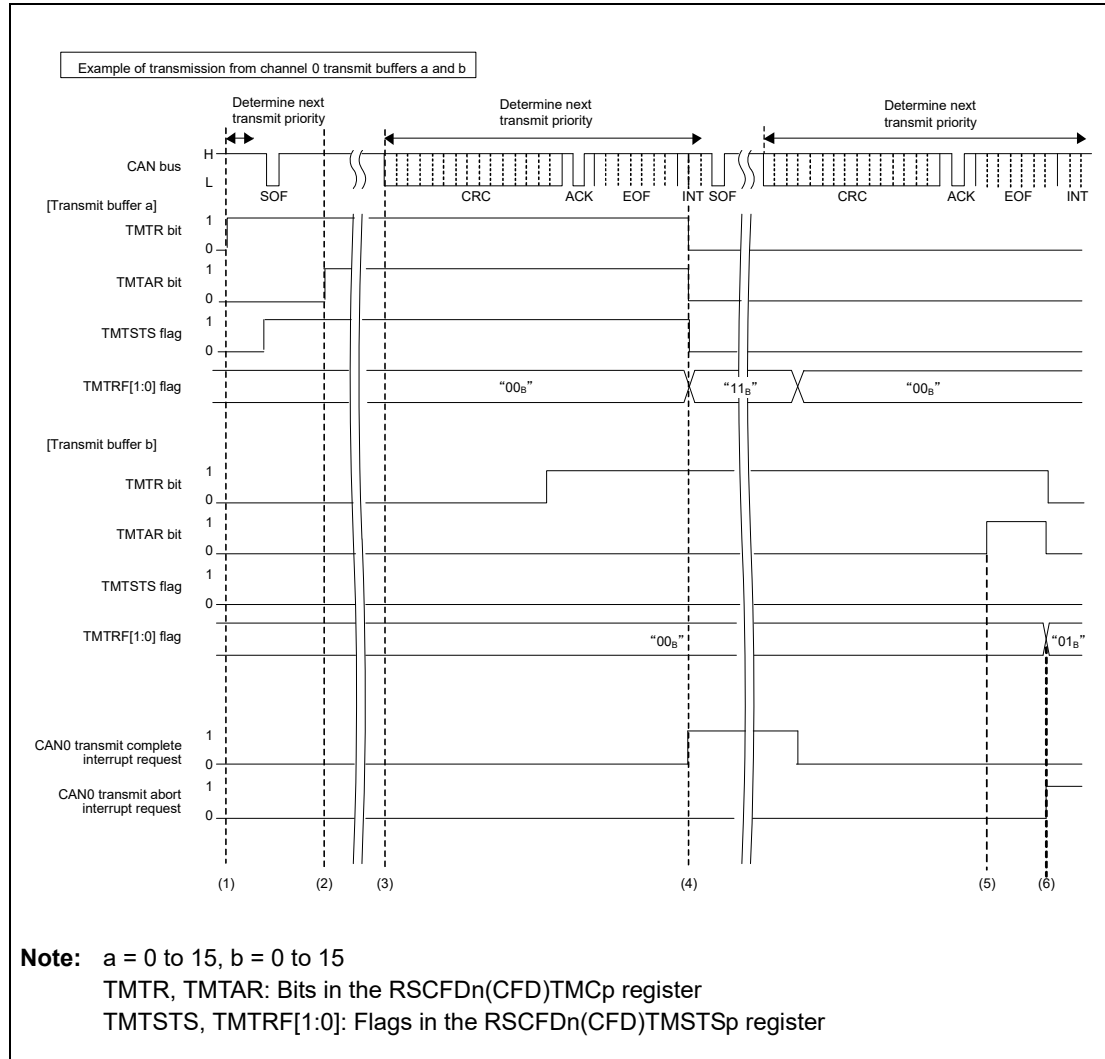


Figure 16.29 Transmit Buffer Transmission Timing Chart (Transmit Abort Completed)

- (1) When the TMTR bit in the RSCFDn(CFD)TMCa register is set to 1 while the CAN bus is idle, the transmit priority determination processing starts to determine the highest-priority transmit buffer. If transmit buffer a is determined to be the highest-priority transmit buffer, the TMTSTS flag in the corresponding RSCFDn(CFD)TMSTSa register is set to 1 (transmission is in progress) and the CAN channel starts transmitting data.
- (2) When the transmit buffer is determined for the next transmission or is in progress of transmission, message transmission is not aborted unless an error or arbitration lost occurs even if the TMTAR bit is set to 1 (transmit abort is requested).
- (3) The priority determination starts with the CRC delimiter for the next transmission. In this timing chart, buffer b is not selected as the next transmit buffer. Some delay may occur in the determination time if any other channels are performing the transmit priority determination processing. However, it does not affect the transmission interval because the determination will be completed before bit 3 of intermission.
- (4) When transmit completes successfully, the TMTRF[1:0] flag in the RSCFDn(CFD)TMSTSa register is set to 11_B (transmission has been completed (with transmit abort request)) and the TMTSTS flag and the TMTR bit in the RSCFDn(CFD)TMCa register are cleared to 0. When the TMIEa bit in the RSCFDn(CFD)TMIEC0 register is 1 (transmit buffer interrupt is enabled), a CAN0 transmit complete interrupt request is generated. To clear the interrupt request, set the TMTRF[1:0] flag to 00_B (transmission is in progress or no transmit request is present).
- (5) When another CAN node is transmitting data on the CAN bus (TMTSTS flag = 0), the TMTR bit cannot be cleared to 0 if the TMTAR bit is set to 1 while the corresponding channel is determining transmit priority.
- (6) After the internal processing time has passed, the transmission is terminated and the TMTRF[1:0] flag is set to 01_B. When the transmit buffer is neither transmitting data nor selected as the next transmit buffer and when priority determination is not being made, an abort request is immediately accepted and the TMTRF[1:0] flag is set to 01_B. At this time, the TMTR and TMTAR bits are cleared to 0. When transmit abort is completed with the TAIE bit in the RSCFDn(CFD)CmCTR register set to 1 (transmit abort interrupt is enabled), an interrupt request is generated. To clear the interrupt request, set the TMTRF[1:0] flag to 00_B.

If an arbitration lost has occurred after the CAN channel started transmission, the TMTSTS bit is cleared to 0. The transmit priority determination is reexecuted at the beginning of the CRC delimiter to search for the highest-priority transmit buffer. If an error has occurred during transmission or after arbitration lost, the priority determination processing is reexecuted during transmission of an error frame.

When a 2-bit ECC error is detected during the priority determination processing, no data is transmitted (in classical CAN mode, only when the EEFE bit in the RSCANnGCFG register is 1).

16.11.3.2 Procedure for Transmission from Transmit/Receive FIFO Buffers

Figure 16.30 shows the procedure for transmission from transmit/receive FIFO buffers.

Figure 16.31 shows a timing chart where messages are transmitted from two transmit/receive FIFO buffers in the same channel and transmission has been successfully completed. Figure 16.32 shows a timing chart where messages are transmitted from two transmit/receive FIFO buffers in the same channel and transmit abort has been completed.

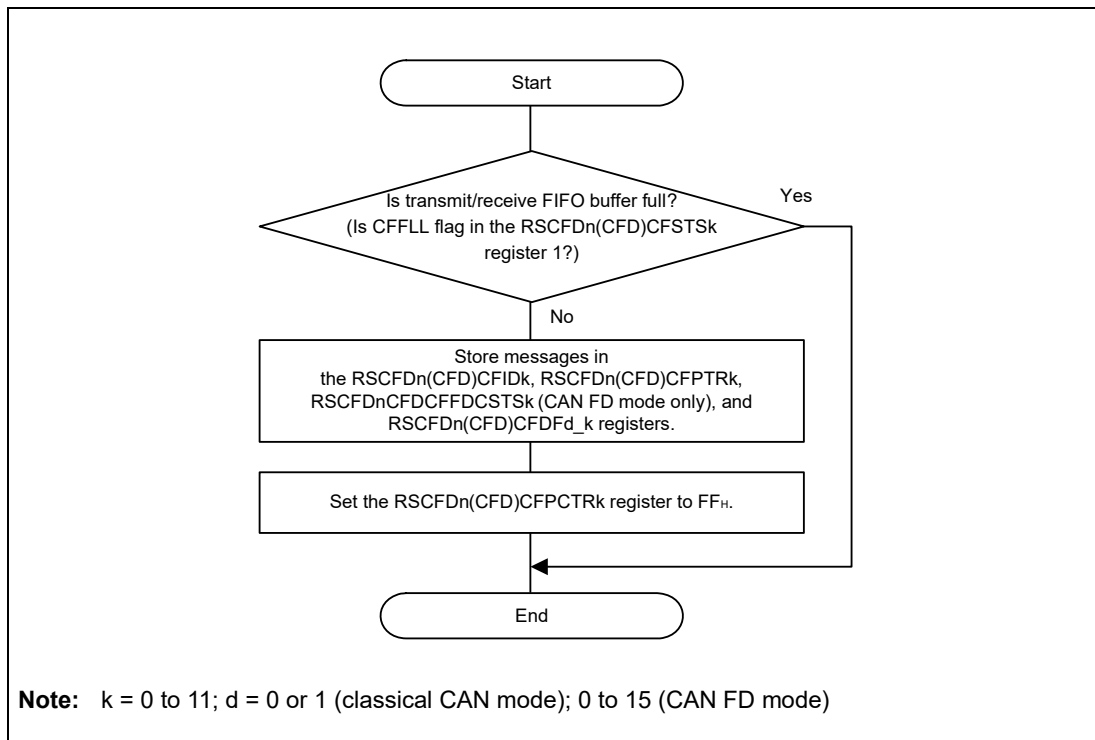


Figure 16.30 Procedure for Transmission from Transmit/Receive FIFO Buffers

When storing a message, do not write a value to the RSCFDnCFDCFDf_d_k register corresponding to the area exceeding the payload storage size specified by the CFPLS[2:0] bits in the RSCFDnCFDCFCCK register.

Table 16.183 Payload Storage Area of Transmit/Receive FIFO Buffer

Setting of CFPLS[2:0] Bits	Payload Storage Size	Corresponding Data Field Registers
000 _B	8 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf1_k
001 _B	12 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf2_k
010 _B	16 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf3_k
011 _B	20 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf4_k
100 _B	24 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf5_k
101 _B	32 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf7_k
110 _B	48 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf11_k
111 _B	64 bytes	RSCFDnCFDCFDf0_k to RSCFDnCFDCFDf15_k

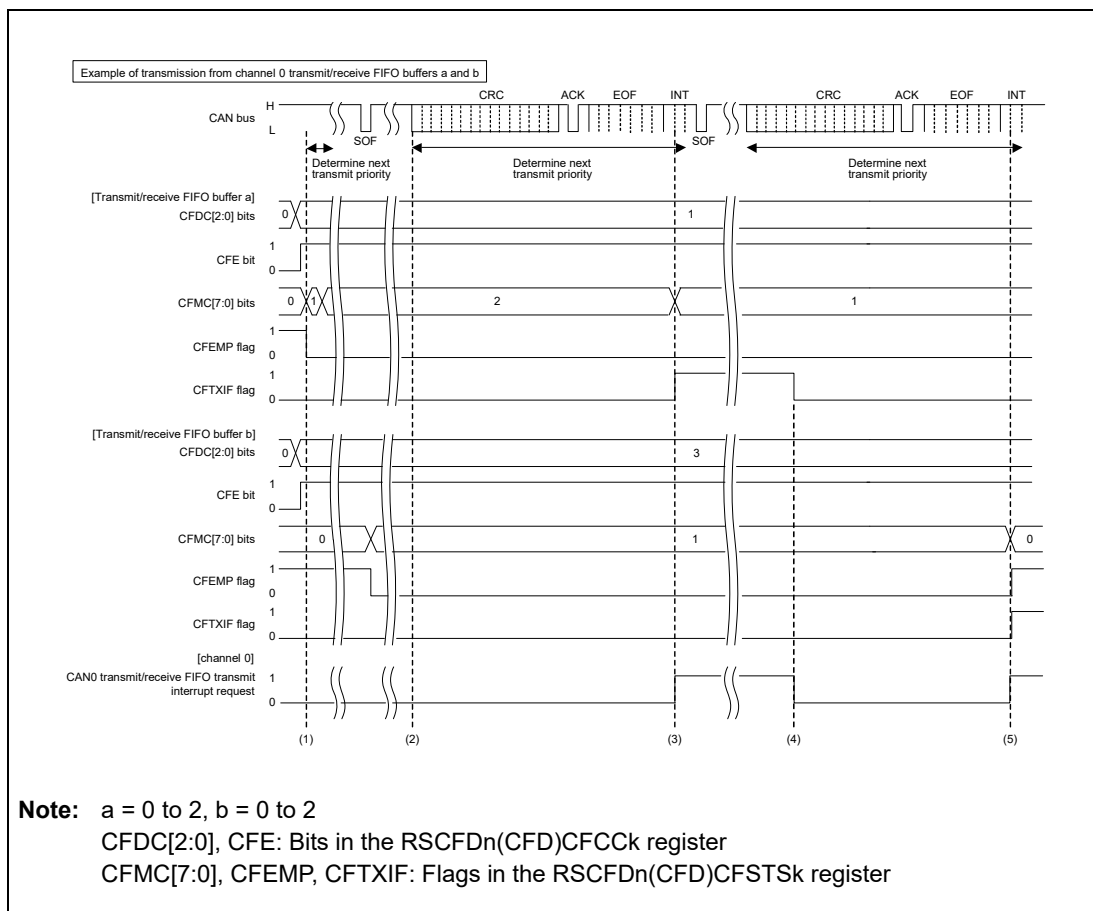


Figure 16.31 Transmit/Receive FIFO Buffer Transmission Timing Chart (Transmission Completed Successfully)

- (1) While the CAN bus is idle, the priority determination processing starts to determine the highest-priority transmit message when the CFE bit in the RSCFDn(CFD)CFCCa register is 1 (transmit/receive FIFO buffers are used), the CFDC[2:0] value in the RSCFDn(CFD)CFCCa register is 001_B (4 messages) or more, and the CFMC[7:0] value in the RSCFDn(CFD)CFSTSa register is 01_H or more. When the highest-priority transmit message has been determined, transmission of the message starts. In this figure, the message is transmitted from transmit/receive FIFO buffer a of channel 0.
- (2) When a transmit request from a buffer is present, the priority determination starts at the first bit of the CRC field for the next transmission. Some delay may occur in the determination time if any other channels are performing the transmit priority determination processing. However, it does not affect the transmission interval because the determination will be completed before bit 3 of intermission.
- (3) When transmit completes successfully, the CFMC[7:0] value in the RSCFDn(CFD)CFSTSa register is decremented by 1. Setting the CFIM bit in the RSCFDn(CFD)CFCCa register to 1 (a FIFO transmit interrupt request is generated each time a message has been transmitted) sets the CCTXIF flag in the RSCFDn(CFD)CFSTS_k register to 1 (a transmit/receive FIFO transmit interrupt request is present).
- (4) The CCTXIF flag can be cleared by the program.

- (5) Message transmission from transmit/receive FIFO buffer b of channel 0 has been completed and the CFMC[7:0] value in the RSCFDn(CFD)CFSTSB register is decremented by 1. The CFMC[7:0] bits are cleared to 00_H and therefore the CFEMP flag in the RSCFDn(CFD)CFSTSk register is set to 1 (the transmit/receive FIFO buffer contains no message (buffer empty)).

Transmission is continued until the CFEMP flag is set to 1. It is possible to continuously store transmit messages in FIFO buffers until the CFFLL flag in the RSCFDn(CFD)CFSTSa register and RSCFDn(CFD)CFSTSB register are set to 1 (the transmit/receive FIFO buffer is full).

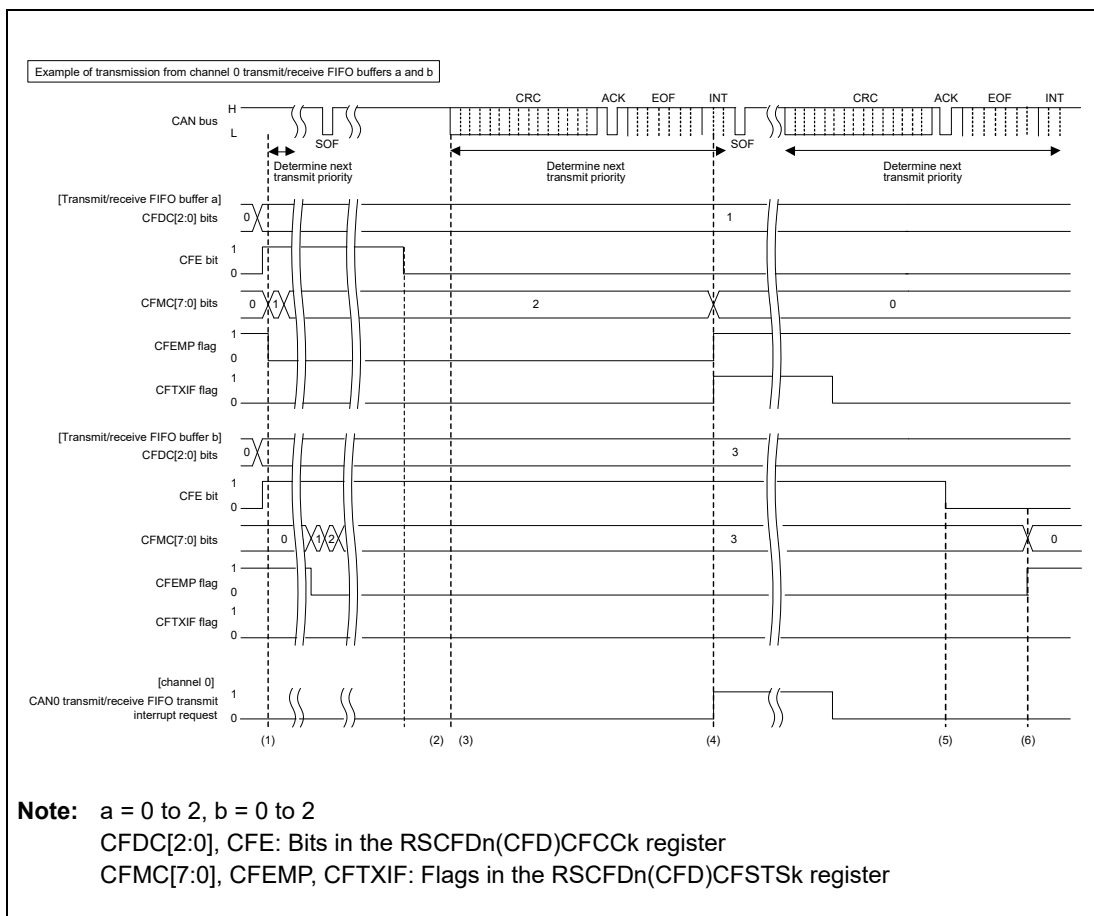


Figure 16.32 Transmit/Receive FIFO Buffer Transmission Timing Chart (Transmit Abort Completed)

- (1) While the CAN bus is idle, the priority determination processing starts to determine the highest-priority transmit message when the CFE bit in the RSCFDn(CFD)CFCCa register (a = 0 to 11) is 1 (transmit/receive FIFO buffers are used), the CFDC[2:0] value in the RSCFDn(CFD)CFCCa register is 001_B (4 messages) or more, and the CFMC[7:0] value in the RSCFDn(CFD)CFSTSa register is 01_H or more. When the highest-priority transmit message has been determined, transmission of the message starts. In this figure, the message is transmitted from transmit/receive FIFO buffer a of channel 0.
- (2) When transmission is in progress or the transmit/receive FIFO buffer is determined for the next transmission, message transmission is not aborted unless an error or arbitration lost occurs even if the CFE bit is set to 0 (no transmit/receive FIFO buffer is used).
- (3) When a transmit request from a buffer is present, the priority determination starts at the first bit of the CRC field for the next transmission. In this figure, transmit/receive FIFO buffer b is not selected as a buffer for the next transmission. Some delay may occur in the determination time if any other channels are performing the transmit priority determination processing. However, it does not affect the transmission interval because the determination will be completed before bit 3 of intermission.

- (4) When transmit completes successfully, the CFMC[7:0] value is cleared to 00_H. Setting the CFIM bit to 1 (a FIFO transmit interrupt request is generated each time a message has been transmitted) sets the CFTXIF flag in the RSCFDn(CFD)CFSTSa register to 1 (a transmit/receive FIFO transmit interrupt request is present). The CFTXIF flag can be cleared by the program.
- (5) If another CAN node on the CAN bus is transmitting data (not from transmit/receive FIFO buffer b), transmit/receive FIFO buffers cannot be disabled immediately even if the CFE bit in the RSCFDn(CFD)CFCCb register is cleared to 0 (no transmit/receive FIFO buffer is used) during transmit priority determination. (The CFEMP flag in the RSCFDn(CFD)CFSTsb register is not set to 1 (the transmit/receive FIFO buffer contains no message (buffer empty)) immediately.)
- (6) After the internal processing time has passed, transmit/receive FIFO buffers are disabled and the CFMC[7:0] bits in the RSCFDn(CFD)CFSTsb register are cleared to 00_H and the CFEMP flag is set to 1. When the transmit/receive FIFO buffer is neither transmitting data nor selected as the next transmit buffer and when priority determination is not in progress, the transmit/receive FIFO buffer is immediately disabled. (The CFMC[7:0] bits are cleared to 00_H and the CFEMP flag is set to 1.)

16.11.3.3 Procedure for Transmission from the Transmit Queue

Figure 16.33 shows the procedure for transmission from the transmit queue.

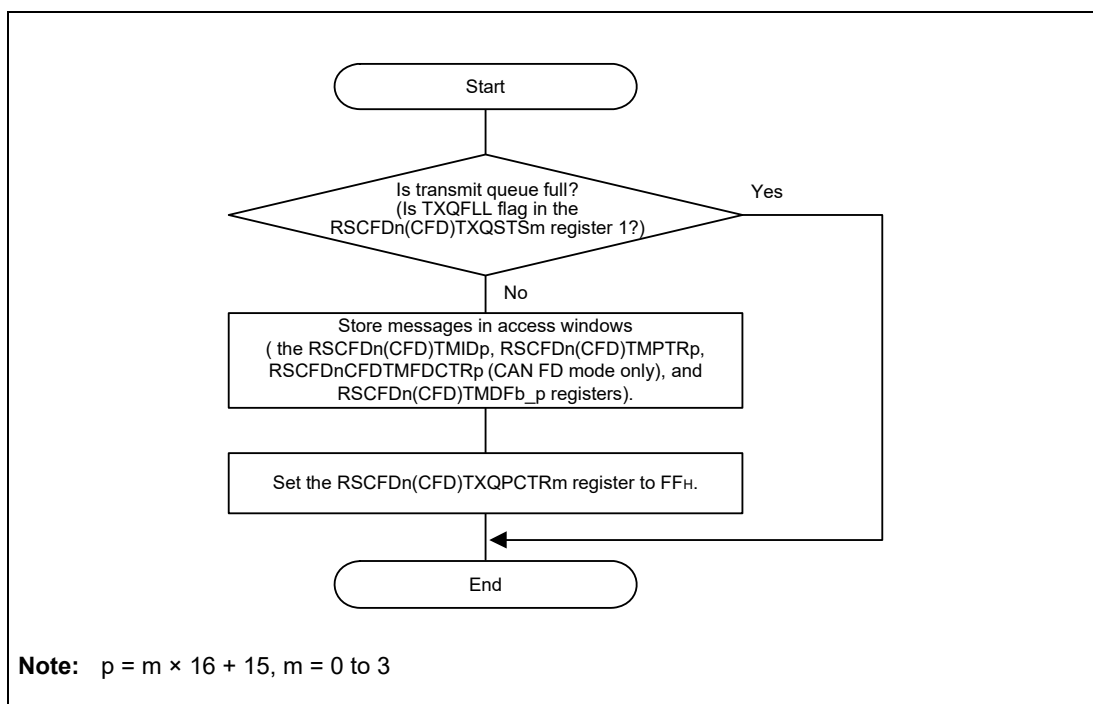


Figure 16.33 Procedure for Transmission from the Transmit Queue

16.11.3.4 Transmit History Buffer Reading Procedure

Transmit history data can be read from the RSCFDn(CFD)THLACCm register. The next data can be accessed by writing FF_H to the corresponding RSCFDn(CFD)THLPCTRm register (m = 0 to 3) after reading a set of data. **Figure 16.34** shows the transmit history buffer reading procedure.

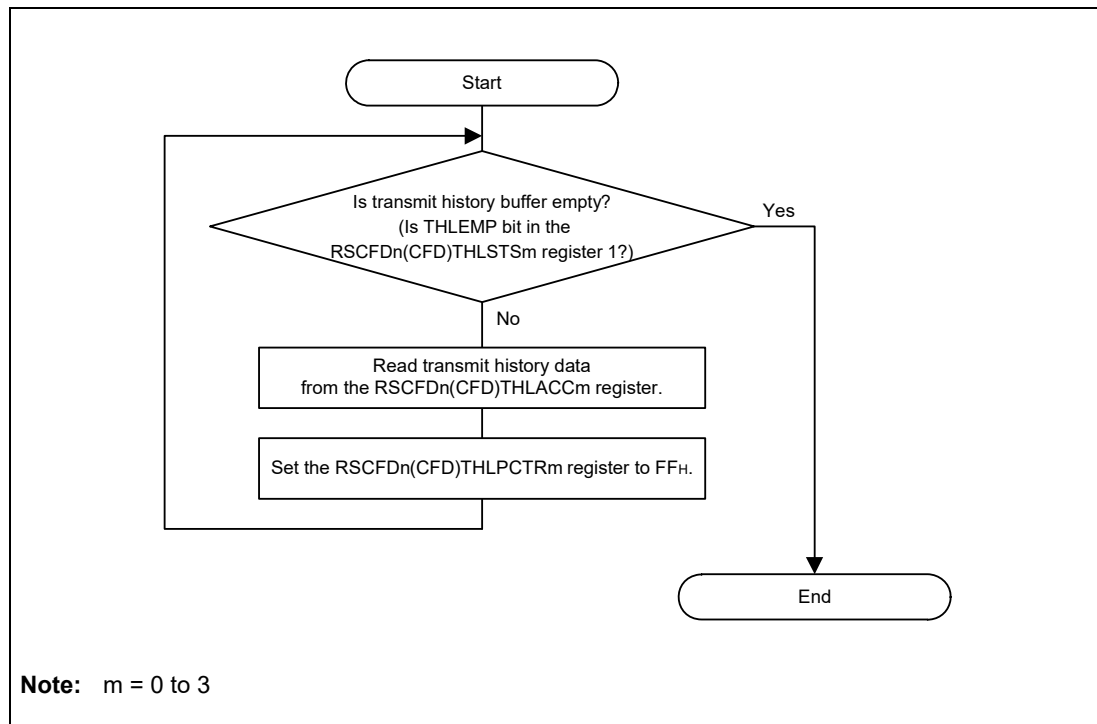


Figure 16.34 Transmit History Buffer Reading Procedure

16.11.4 Test Settings

16.11.4.1 Self-Test Mode Setting Procedure

Self-test mode allows communication test on a channel basis by receiving messages transmitted from the own node.

Figure 16.35 shows the self-test mode setting procedure.

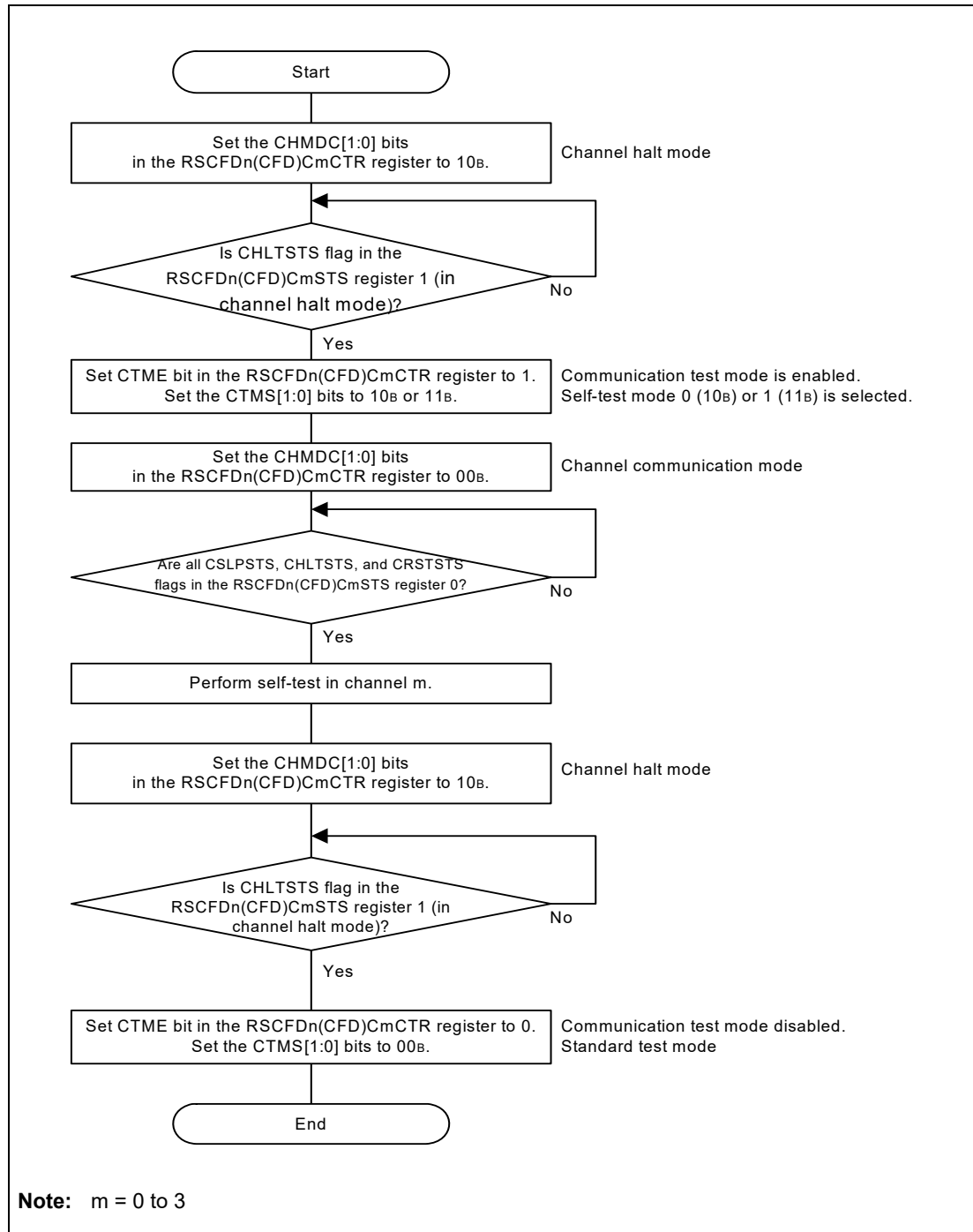


Figure 16.35 Self-Test Mode Setting Procedure

16.11.4.2 Procedure for Releasing the Protection

Since the global test function in **Table 16.184** is protected, write the protection release data 1 and release data 2 in succession to the LOCK[15:0] bits in the RSCFDn(CFD)GLOCKK register, then set the target test bit to 1.

Table 16.184 Protection Release Data for Test Function

Test Function	Protection Release Data 1	Protection Release Data 2	Target Bit
RAM test	7575 _H	8A8A _H	RTME bit in the RSCFDn(CFD)GTSTCTR register

If an incorrect value is written to the LOCK[15:0] bits, restart from writing the protection release data 1. **Figure 16.36** shows the procedure for releasing the protection.

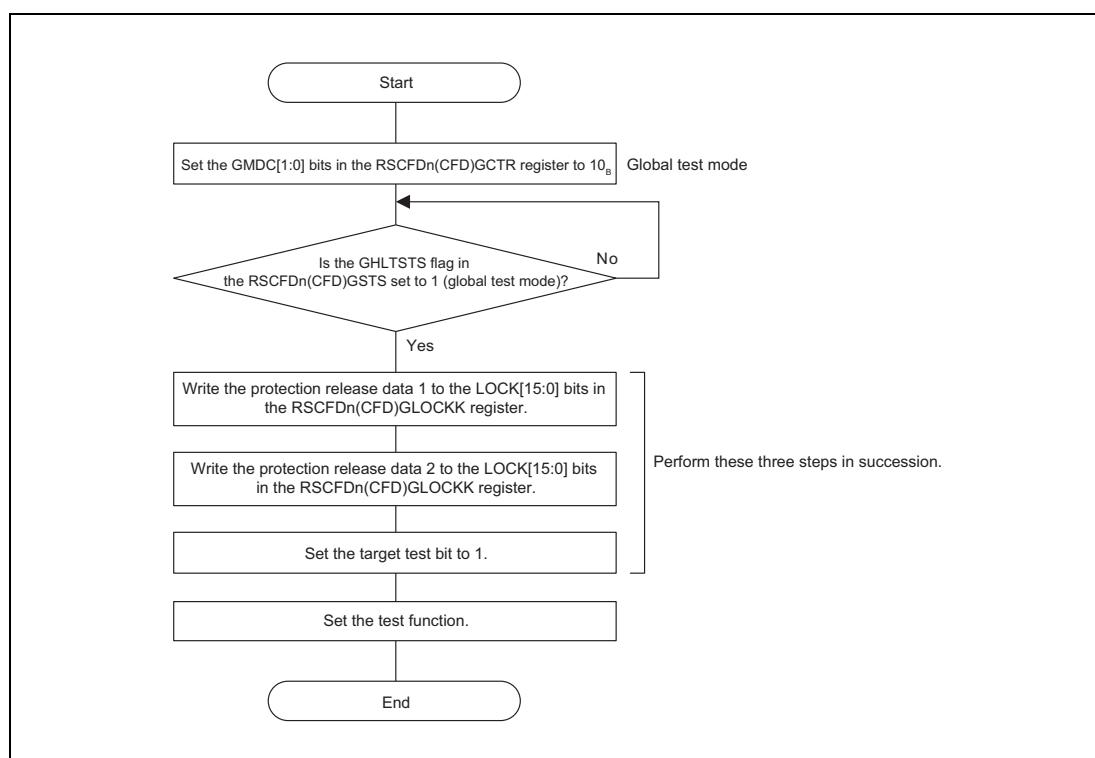


Figure 16.36 Protection Release Procedure

16.11.4.3 RAM Test Setting Procedure

RAM tests include CAN RAM read/write test. The read/write test verifies that data written to the RAM is read correctly. Before closing the RAM test, write 0000 0000_H to all pages of the CAN RAM.

Figure 16.37 shows the RAM test setting procedure.

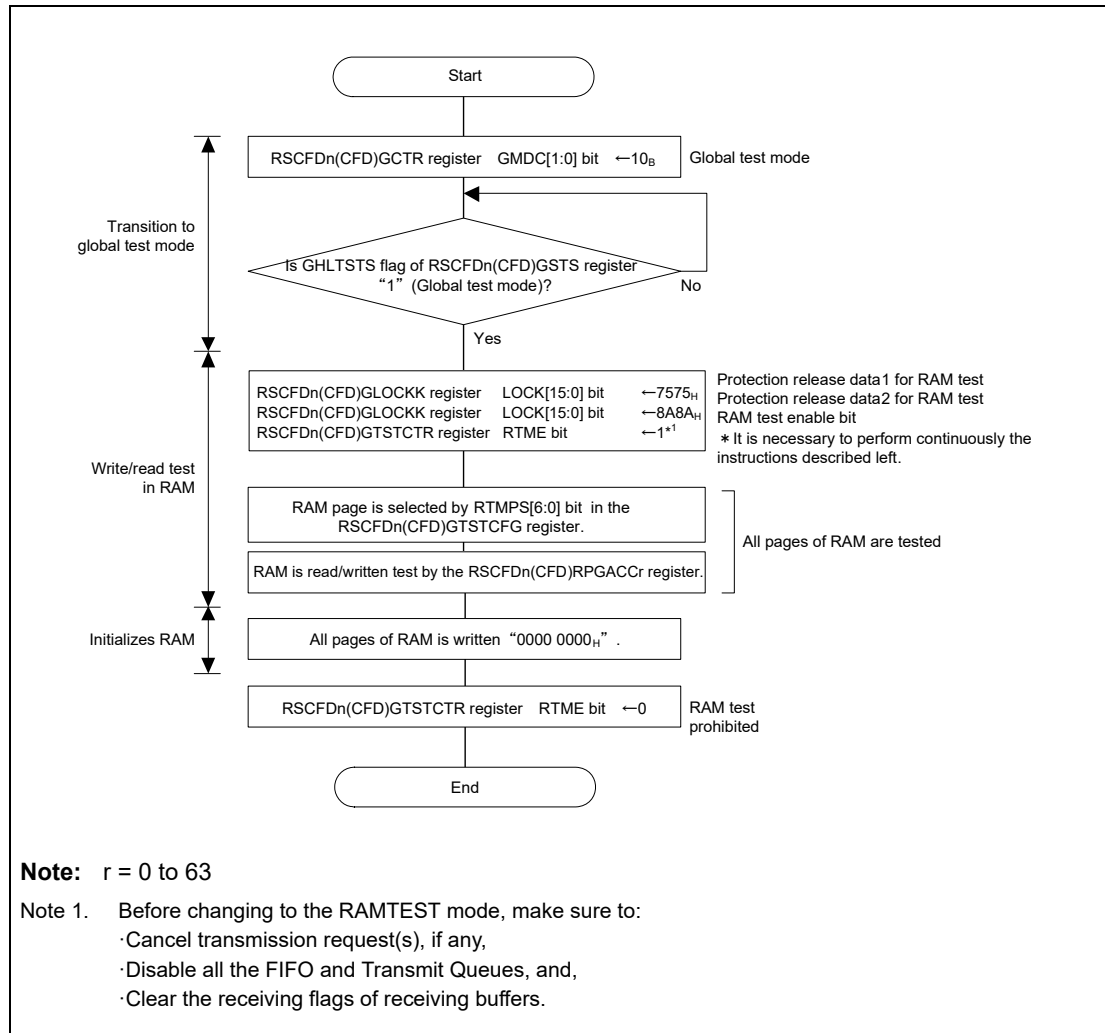


Figure 16.37 RAM Test Setting Procedure

16.11.4.4 Inter-Channel Communication Test Setting Procedure

Communication test can be performed by transmitting and receiving data between different channels.

Figure 16.38 shows the inter-channel communication test setting procedure.

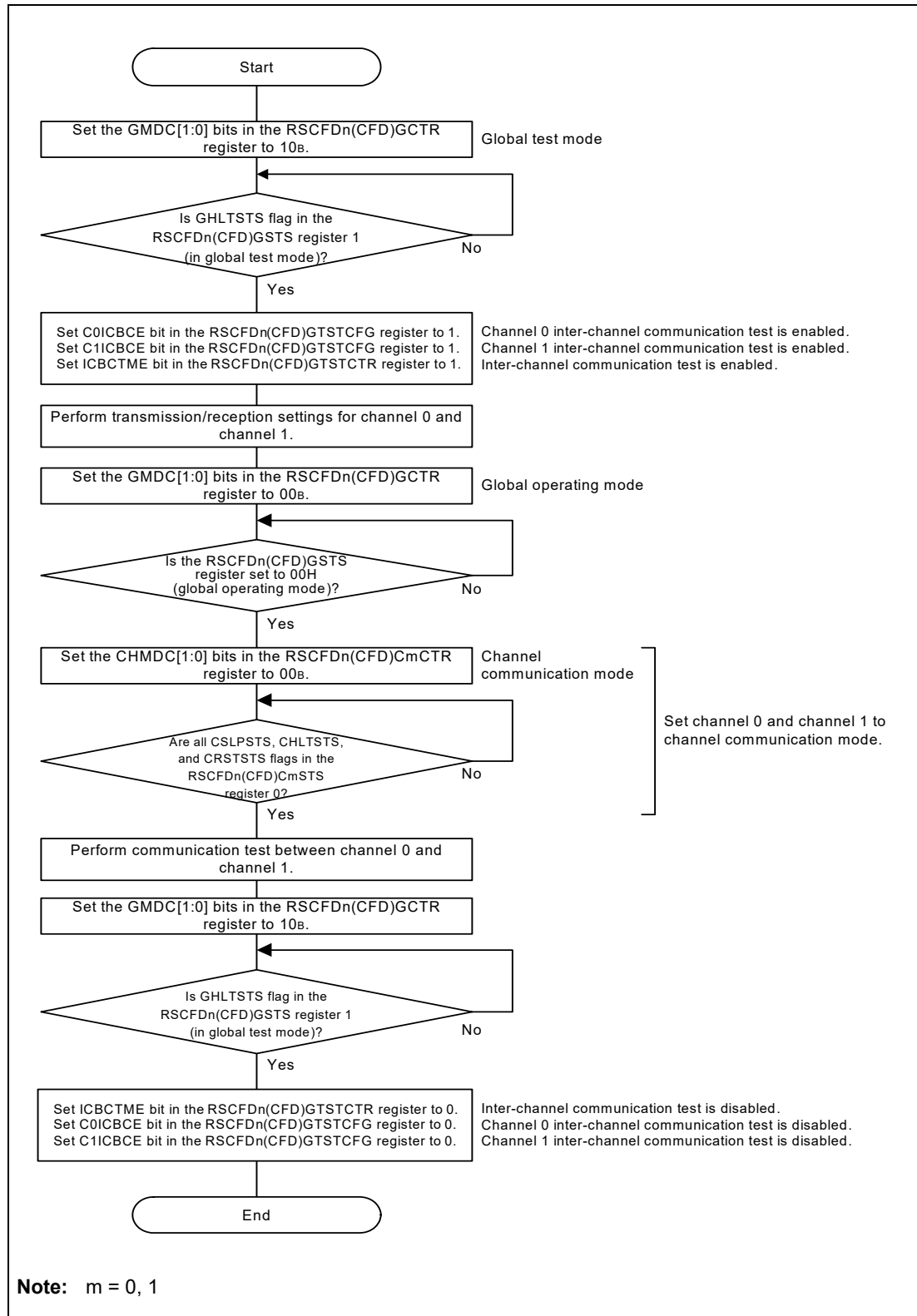


Figure 16.38 Inter-Channel Communication Test Setting Procedure

16.12 Notes on the RS-CANFD Module

- When changing interface mode without resetting the RS-CANFD, write the value after reset to all registers and bits that are not allocated to the register map after change and then modify the RSCFDn(CFD)GRMCFG register.
- When changing a global mode, check the GSLPSTS, GHLTSTS, and GRSTSTS flags in the RSCFDn(CFD)GSTS register for transitions. When changing a channel mode, check the CSLPSTS, CHLTSTS, and CRSTSTS flags in the RSCFDn(CFD)CmSTS register (m = 0 to 3) for transitions.
- When changing global mode, check the GSLPSTS, GHLTSTS, and GRSTSTS flags in the RSCFDn(CFD)GSTS register for transitions. When changing channel mode, check the CSLPSTS, CHLTSTS, and CRSTSTS flags in the RSCFDn(CFD)CmSTS register (m = 0 to 3) for transitions.
- The acceptance filter processing checks receive rules sequentially in ascending order from the lowest rule number. If the same ID, IDE bit, or RTR bit value is set in multiple receive rules, the lowest-numbered receive rule is used to pass the received message through the acceptance filter processing. If the message does not pass through the subsequent DLC filter processing, the data processing is terminated without returning to the acceptance filter processing and the message is not stored in the buffer.
- When linking transmit buffers to transmit/receive FIFO buffers or allocating transmit buffers to transmit queues, set the control register (RSCFDn(CFD)TMCp register) of the corresponding transmit buffer to 00_H. The status register (RSCFDn(CFD)TMSTSp register) of the corresponding transmit buffer should not be used. Flags in other status registers (RSCFDn(CFD)TMTRSTS0 to RSCFDn(CFD)TMTRSTS1, RSCFDn(CFD)TMTARSTS0 to RSCFDn(CFD)TMTARSTS1, RSCFDn(CFD)TMTCASTS0 to RSCFDn(CFD)TMTCASTS1, and RSCFDn(CFD)TMTASTS0 to RSCFDn(CFD)TMTASTS1 registers), which correspond to transmit buffers linked to transmit/receive FIFO buffers or allocated to transmit queues, remain unchanged. Set the enable bit in the corresponding interrupt enable register (RSCFDn(CFD)TMIEC0, RSCFDn(CFD)TMIEC1 register) to 0 (transmit buffer interrupt is disabled).
- When using transmit buffer merge mode (in CAN FD mode), write 00_H to the control register (RSCFDn(CFD)TMCp) of the transmit buffer corresponding to the transmit buffer allocated as a payload storage area. Set the enable bit of corresponding interrupt enable registers (RSCFDn(CFD)TMIEC0 to RSCFDn(CFD)TMIEC1) to 0 (to disable interrupts).
- Do not allocate transmit buffers that are linked to transmit/receive FIFO buffers to transmit queues. Transmit buffers that are linked to transmit/receive FIFO buffers must not be allocated to transmit queues. Do not allocate a transmit buffer allocated as a payload storage area in transmit buffer merge mode (in CAN FD mode) to the transmit queue either.
- Only a single transmit/receive FIFO buffer can be linked to a transmit buffer. Do not link two or more transmit/receive FIFO buffers to the same transmit buffer.
- When the CANm bit time clock is selected as a timestamp counter clock source in classical CAN mode, the timestamp counter stops when the corresponding channel has transitioned to channel reset mode or channel halt mode.
- If an attempt is made to store a new message when the receive FIFO buffer and the transmit/receive FIFO buffer are full, the new message is discarded. Before attempting to store a new message in the transmit/receive FIFO buffer or the transmit queue, check that the transmit/receive FIFO buffer or the transmit queue is not full.

- In the case of registers that access the RAM, the value after reset shown in **Section 16.3, Registers (Classical CAN Mode)** and **Section 16.4, Registers (CAN FD Mode)** indicate the values cleared by initialization of the CAN RAM. Values before clearing are undefined. The following registers apply.
 - Receive rule (RSCFDn(CFD)GAFLIDj, RSCFDn(CFD)GAFLMj, RSCFDn(CFD)GAFLP0_j, RSCFDn(CFD)GAFLP1_j registers)
 - Receive buffers (RSCFDn(CFD)RMIDq, RSCFDn(CFD)RMPTRq, RSCFDn(CFD)CFDRMFDSTSq, RSCFDn(CFD)RMDFb_q registers)
 - Receive FIFO buffer access registers (RSCFDn(CFD)RFIDx, RSCFDn(CFD)RFPTRx, RSCFDn(CFD)CFDRFFDSTSx, and RSCFDn(CFD)RFDFd_x registers)
 - Transmit/receive FIFO buffer access registers (RSCFDn(CFD)CFIDk, RSCFDn(CFD)CFPTRk, RSCFDn(CFD)CFDCFFDCSTSk, and RSCFDn(CFD)CFDFd_k registers)
 - Transmit buffers (RSCFDn(CFD)TMIDp, RSCFDn(CFD)TMPTRp, RSCFDn(CFD)CFDTMFDCTRp, and RSCFDn(CFD)TMDFb_p registers)
 - Transmit history access register (RSCFDn(CFD)THLACCm registers)
 - RAM test page access register (RSCFDn(CFD)RPGACCr registers)
- The values of unused receive buffers (the RSCFDn(CFD)RMIDq, RSCFDn(CFD)RMPTRq, RSCFDn(CFD)CFDRMFDSTSq, and RSCFDn(CFD)RMDFb_q registers), receive FIFO buffer access registers (the RSCFDn(CFD)RFIDx, RSCFDn(CFD)RFPTRx, RSCFDn(CFD)CFDRFFDSTSx, and RSCFDn(CFD)RFDFd_x registers) and transmit/receive FIFO buffer access registers (RSCFDn(CFD)CFIDk, RSCFDn(CFD)CFPTRk, RSCFDn(CFD)CFDCFFDCSTSk, and RSCFDn(CFD)CFDFd_k registers) become undefined once they exit global reset mode to enter global operation mode or global test mode.

Section 17 FlexRay

17.1 FlexRay Module

The FlexRay IP-module performs communication according to the FlexRay protocol specification v2.1. With maximum specified sample clock the bitrate is 10 MBit/s. Additional bus driver (BD) hardware is required for connection to the physical layer.

17.1.1 Overview

For communication on a FlexRay network, individual message buffers with up to 254 data bytes are configurable. The message storage consists of a single-ported Message RAM that holds up to 128 message buffers. All functions concerning the handling of messages are implemented in the message handler. Those functions are the acceptance filtering, the transfer of messages between the two FlexRay channel protocol controllers and the message RAM, maintaining the transmission schedule as well as providing message status information.

The register set of the FlexRay IP-module can be accessed directly by an external host via the module's host interface. These registers are used to control/configure/monitor the FlexRay channel protocol controllers, message handler, global time unit, system universal control, frame and symbol processing, network management, interrupt control, to access the message RAM via input/output buffer; and to control the data transfer between the message RAM and the local RAM/global RAM.

The FlexRay IP-module supports the following features:

Item	Specification
Communication	Conformance with FlexRay protocol specification v2.1
Data transfer rate	Up to 10 Mbit/s on each channel
Data link layer clock frequency	80 MHz
Input/output pins per channel	TxD, RxD, ExEN
FlexRay channels	2 (channel A and B)
Message buffer	Up to 128 message buffers configurable Configuration of message buffers with different payload lengths possible Each message buffer can be configured as receive buffer, as transmit buffer or as part of the receive FIFO Filtering for slot counter, cycle counter, and channel
Message RAM	8 Kbytes of message RAM for storage of e.g. 128 message buffers with the data section of up to 48 bytes Up to 30 message buffers with the data section of 254 bytes
FIFO	One configurable receive FIFO
Message buffer access	By host CPU via input and output buffer Input buffer: Holds message to be transferred to the message RAM Output buffer: Holds message read from the message RAM By data transfer function Input transfer: Message buffer content is transferred from local RAM/global RAM to message RAM on CPU request Output transfer: Message buffer content is transferred from message RAM to local RAM/global RAM automatically
Network management	Supported
Interrupts	Maskable module interrupts
Timer	Two absolute timers One relative timer One stop watch timer

17.1.2 Terms and Abbreviations

The terms and abbreviations used in this section are given below.

Abbreviation	Meaning
AP	Action Point
BD	Bus Driver
BSS	Byte Start Sequence
CAS	Collision Avoidance Symbol
CC	Communication Controller
CHI	Controller Host Interface
CIF	Host CPU Interface Block
CRC	Cyclic Redundancy Check
FES	Frame End Sequence
FSS	Frame Start Sequence
FIFO	FIFO (First In First Out) data buffer structure
FSM	Finite State Machine
FSP	Frame and Symbol Processing Block
FTM	Clock synchronization algorithm (Fault Tolerant Midpoint)
GIF	Generic CPU interface (Generic Interface Block)
GTU	Global Time Unit Block
IBF	Input Buffer
INT	Interrupt Control Block
MBF	Message (Buffer) RAM
MHD	Message Handler Block
MT	Microtick
MTS	Media Access Test Symbol
NCT	Network Communication Time
NEM	Network Management Block
NIT	Network Idle Time
NM	Network Management
OBF	Output Buffer
PE	Protocol Engine
POC	Protocol Operation Control
PRT	Protocol Controller Block
SDL	Specification and Description Language
SUC	System Universal Control Block
TBF	Transient Buffer
TDMA	Time Division Multiple Access (media access method)
TRH	Transfer Handler
TSS	Transmission Start Sequence
TT-D	Time Triggered Distributed synchronization (protocol mode)
URAM	RAM used to store FlexRay messages, message buffers, settings and states (User RAM)
μ T	Microtick
WUP	Wakeup Pattern
WUS	Wakeup Symbol

17.1.3 Block Diagram

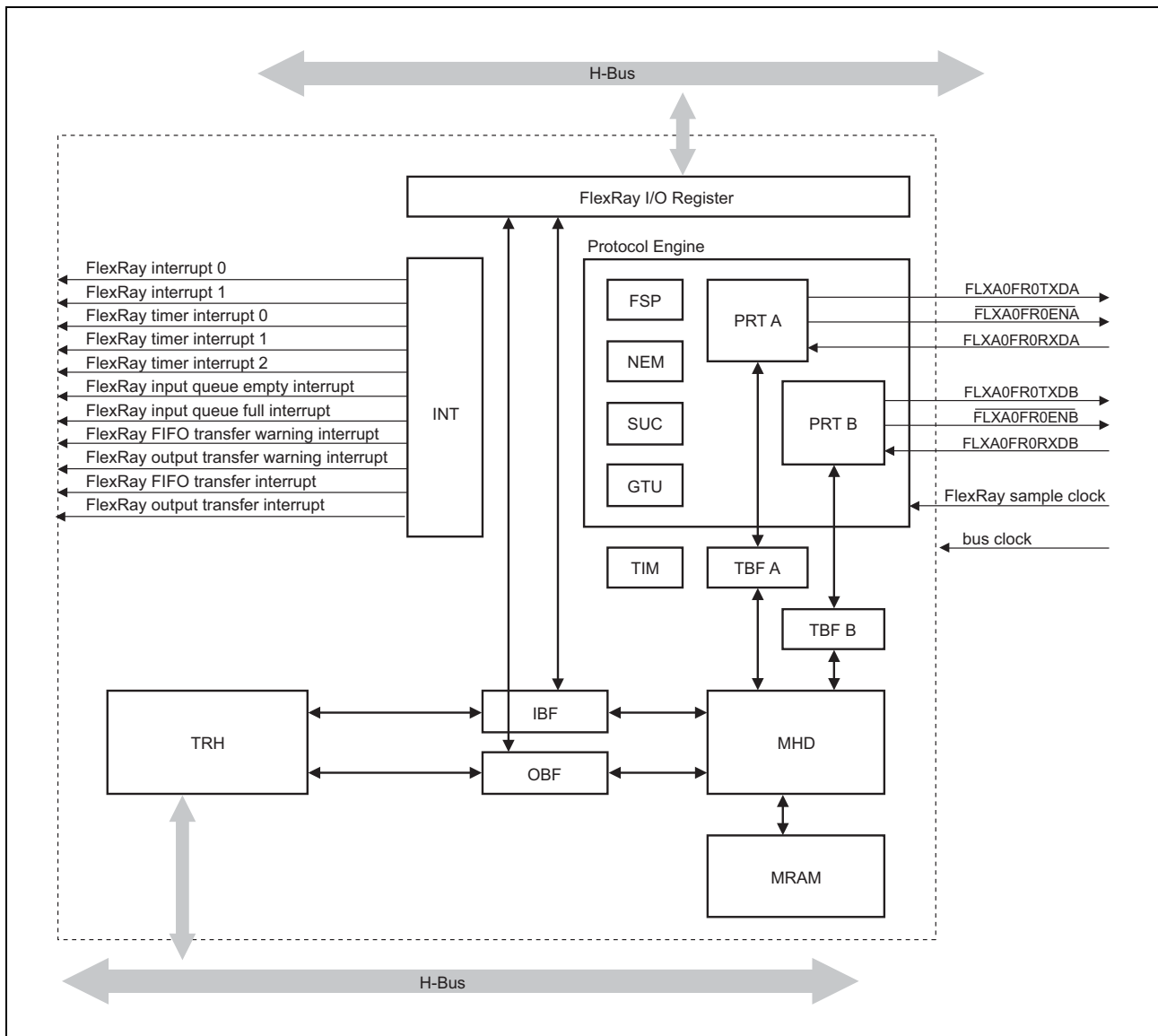


Figure 17.1 FlexRay IP Block Diagram

Input Buffer (IBF)

For write access to the message buffers configured in the message RAM, the host can write the header and data section for a specific message buffer to the input buffer. The message handler then transfers the data from the input buffer to the selected message buffer in the message RAM.

Output Buffer (OBF)

For read access to a message buffer configured in the message RAM the message handler transfers the selected message buffer to the output buffer. After the transfer has completed, the host can read the header and data section of the transferred message buffer from the output buffer.

Message Handler (MHD)

The FlexRay message handler controls data transfers between the following components:

- Input/output buffer and message RAM
- Temporary buffer RAMs of the two FlexRay protocol controllers and message RAM

Message RAM (MRAM)

The message RAM consists of a single-ported RAM that store up to 128 FlexRay message buffers together with the related configuration data (header and data partition).

Temporary Buffer RAM (TBF A/B)

Stores the data section of two complete messages.

FlexRay Channel Protocol Controller (PRT A/B)

The FlexRay channel protocol controllers consist of shift register and FlexRay protocol FSM. They are connected to the temporary buffer RAMs for intermediate message storage and to the physical layer via bus driver BD.

They perform the following functionality:

- Control and check of bit timing
- Reception/transmission of FlexRay frames and symbols
- Check of header CRC
- Generation/checking of frame CRC
- Interfacing to bus driver

Global Time Unit (GTU)

The global time unit performs the following functions:

- Generation of microtick
- Generation of macrotick
- Fault tolerant clock synchronization by FTM algorithm
 - Rate correction
 - Offset correction
- Cycle counter
- Timing control of static segment
- Timing control of dynamic segment (minislotting)
- Support of external clock correction

System Universal Controller (SUC)

The system universal controller controls the following functions:

- Configuration
- Wakeup
- Startup
- Normal Operation
- Passive Operation

Frame and Symbol Processing (FSP)

The frame and symbol processing controls the following functions:

- Checks the correct timing of frames and symbols
- Tests the syntactical and semantical correctness of received frames
- Sets the slot status flags

Network Management (NEM)

Handles the network management vector.

Interrupt Control (INT)

The interrupt controller performs the following functions:

- Provides error and status interrupt flags
- Enable/disable interrupt sources
- Assignment of interrupt sources to one of the two general module interrupt lines
- Enable/disable module interrupt lines

Timer (TIM)

The timer module includes the following macrotick timer:

- Two absolute timer
- One relative timer
- One stop watch timer

Transfer Handler (TRH)

Handles the data transfer between local RAM/global RAM and FlexRay module.

The Transfer Handler supports the following transfer types:

- Transfer of buffer configuration data from the local RAM/global RAM to the message RAM
- Transfer of payload data for transmit buffer from the local RAM/global RAM to the message RAM
- Transfer of buffer configuration data and payload data for transmit buffer from the local RAM/global RAM to the message RAM
- Automatic transfer of payload data from receive buffer to the local RAM/global RAM upon frame reception
- Automatic transfer of payload data, buffer configuration data and message buffer status data from receive buffer to the local RAM/global RAM upon frame reception
- Automatic transfer of buffer configuration data and message buffer status data from the dedicated transmit/receive buffer to the local RAM/global RAM in response to slot status update
- Manual transfer of payload data, buffer configuration data and message buffer status data from the dedicated transmit/receive buffer to the local RAM/global RAM

17.2 Programmer's Model

17.2.1 Register Map

The FlexRay module allocates an address space as shown in **Table 17.2**.

Within this specification the “values after reset” refers to the microcontroller’s HW reset. For registers in the address range 0010_H to 0FFF_H the “value after reset” is also applicable when the SW reset (using FLXA0FROC.OE) is applied.

The addresses in this specification are listed as offsets from a base address. The base address ERAY must thus be added to the addresses listed in **Table 17.1**. In addition, PE1 accesses the FlexRay registers in a range defined by a different base address (top address in **Table 17.1**) to that for access by the PCU (bottom address in **Table 17.1**). For access from the PCU, “FLXA0” in the register symbol should be replaced by “FLXA0PCU” and the base address becomes that given against “FlexRay (from PCU)” in **Table 17.1**. However, the registers have the same functions.

Table 17.1 Base Address <ERAY>

Base Address	ERAY (User)
FlexRay	1002 0000 _H
FlexRay (from PCU)	FC02 0000 _H

Table 17.2 FlexRay Register Map (1/3)

Register Name	Symbol	Value after Reset	Address	Access Size
FlexRay operation control register	FLXA0FROC	0000 0000 _H	<ERAY> + 0004 _H	8, 16, 32
FlexRay operation status register	FLXA0FROS	0000 0000 _H	<ERAY> + 000C _H	8, 16, 32
FlexRay lock register	FLXA0FRLCK	0000 0000 _H	<ERAY> + 001C _H	8, 16, 32
FlexRay error interrupt register	FLXA0FREIR	0000 0000 _H	<ERAY> + 0020 _H	8, 16, 32
FlexRay status interrupt register	FLXA0FRSIR	0000 0000 _H	<ERAY> + 0024 _H	8, 16, 32
FlexRay error interrupt line select	FLXA0FREILS	0000 0000 _H	<ERAY> + 0028 _H	8, 16, 32
FlexRay status interrupt line select	FLXA0FRSILS	0303 FFFF _H	<ERAY> + 002C _H	8, 16, 32
FlexRay error interrupt enable set register	FLXA0FREIES	0000 0000 _H	<ERAY> + 0030 _H	8, 16, 32
FlexRay error interrupt enable reset register	FLXA0FREIER	0000 0000 _H	<ERAY> + 0034 _H	8, 16, 32
FlexRay status interrupt enable set register	FLXA0FRSIES	0000 0000 _H	<ERAY> + 0038 _H	8, 16, 32
FlexRay status interrupt enable reset register	FLXA0FRSIER	0000 0000 _H	<ERAY> + 003C _H	8, 16, 32
FlexRay interrupt line enable register	FLXA0FRILE	0000 0000 _H	<ERAY> + 0040 _H	8, 16, 32
FlexRay timer 0 configuration register	FLXA0FRT0C	0000 0000 _H	<ERAY> + 0044 _H	8, 16, 32
FlexRay timer 1 configuration register	FLXA0FRT1C	0002 0000 _H	<ERAY> + 0048 _H	8, 16, 32
FlexRay stop watch register 1	FLXA0FRSTPW1	0000 0000 _H	<ERAY> + 004C _H	8, 16, 32
FlexRay stop watch register 2	FLXA0FRSTPW2	0000 0000 _H	<ERAY> + 0050 _H	8, 16, 32
FlexRay SUC configuration register 1	FLXA0FRSUCC1	0C40 1080 _H	<ERAY> + 0080 _H	8, 16, 32
FlexRay SUC configuration register 2	FLXA0FRSUCC2	0100 0504 _H	<ERAY> + 0084 _H	8, 16, 32
FlexRay SUC configuration register 3	FLXA0FRSUCC3	0000 0011 _H	<ERAY> + 0088 _H	8, 16, 32
FlexRay NEM configuration register	FLXA0FRNEMC	0000 0000 _H	<ERAY> + 008C _H	8, 16, 32
FlexRay PRT configuration register 1	FLXA0FRPRTC1	084C 0633 _H	<ERAY> + 0090 _H	8, 16, 32
FlexRay PRT configuration register 2	FLXA0FRPRTC2	0F2D 0A0E _H	<ERAY> + 0094 _H	8, 16, 32
FlexRay MHD configuration register	FLXA0FRMHDC	0000 0000 _H	<ERAY> + 0098 _H	8, 16, 32
FlexRay GTU configuration register 1	FLXA0FRGTUC1	0000 0280 _H	<ERAY> + 00A0 _H	8, 16, 32

Table 17.2 FlexRay Register Map (2/3)

Register Name	Symbol	Value after Reset	Address	Access Size
FlexRay GTU configuration register 2	FLXA0FRGTUC2	0002 000A _H	<ERAY> + 00A4 _H	8, 16, 32
FlexRay GTU configuration register 3	FLXA0FRGTUC3	0202 0000 _H	<ERAY> + 00A8 _H	8, 16, 32
FlexRay GTU configuration register 4	FLXA0FRGTUC4	0008 0007 _H	<ERAY> + 00AC _H	8, 16, 32
FlexRay GTU configuration register 5	FLXA0FRGTUC5	0E00 0000 _H	<ERAY> + 00B0 _H	8, 16, 32
FlexRay GTU configuration register 6	FLXA0FRGTUC6	0002 0000 _H	<ERAY> + 00B4 _H	8, 16, 32
FlexRay GTU configuration register 7	FLXA0FRGTUC7	0002 0004 _H	<ERAY> + 00B8 _H	8, 16, 32
FlexRay GTU configuration register 8	FLXA0FRGTUC8	0000 0002 _H	<ERAY> + 00BC _H	8, 16, 32
FlexRay GTU configuration register 9	FLXA0FRGTUC9	0000 0101 _H	<ERAY> + 00C0 _H	8, 16, 32
FlexRay GTU configuration register 10	FLXA0FRGTUC10	0002 0005 _H	<ERAY> + 00C4 _H	8, 16, 32
FlexRay GTU configuration register 11	FLXA0FRGTUC11	0000 0000 _H	<ERAY> + 00C8 _H	8, 16, 32
FlexRay CC status vector register	FLXA0FRCCSV	0010 4000 _H	<ERAY> + 0100 _H	8, 16, 32
FlexRay CC error vector register	FLXA0FRCCEV	0000 0000 _H	<ERAY> + 0104 _H	8, 16, 32
FlexRay slot counter value register	FLXA0FRSCV	0000 0000 _H	<ERAY> + 0110 _H	8, 16, 32
FlexRay macrotick and cycle counter value register	FLXA0FRMTCCV	0000 0000 _H	<ERAY> + 0114 _H	8, 16, 32
FlexRay rate correction value register	FLXA0FRRCV	0000 0000 _H	<ERAY> + 0118 _H	8, 16, 32
FlexRay offset correction value register	FLXA0FROCV	0000 0000 _H	<ERAY> + 011C _H	8, 16, 32
FlexRay sync frame status register	FLXA0FRSFS	0000 0000 _H	<ERAY> + 0120 _H	8, 16, 32
FlexRay symbol window and nit status register	FLXA0FRSWNIT	0000 0000 _H	<ERAY> + 0124 _H	8, 16, 32
FlexRay aggregated channel status register	FLXA0FRACS	0000 0000 _H	<ERAY> + 0128 _H	8, 16, 32
FlexRay even sync id register n (n = 1 to 15)	FLXA0FRESIDn (n = 1 to 15)	0000 0000 _H	<ERAY> + 0130 _H to <ERAY> + 0168 _H (<ERAY> + 0130 _H + (n-1)*4)	8, 16, 32
FlexRay odd sync ID register n (n = 1 to 15)	FLXA0FROSIDn (n = 1 to 15)	0000 0000 _H	<ERAY> + 0170 _H to <ERAY> + 01A8 _H (<ERAY> + 0170 _H + (n-1)*4)	8, 16, 32
FlexRay network management vector register n (n = 1 to 3)	FLXA0FRNMVn (n = 1 to 3)	0000 0000 _H	<ERAY> + 01B0 _H to <ERAY> + 01B8 _H (<ERAY> + 01B0 _H + (n-1)*4)	8, 16, 32
FlexRay message ram configuration register	FLXA0FRMRC	0180 0000 _H	<ERAY> + 0300 _H	8, 16, 32
FlexRay FIFO rejection filter register	FLXA0FRFRF	0180 0000 _H	<ERAY> + 0304 _H	8, 16, 32
FlexRay FIFO rejection filter mask register	FLXA0FRFRFM	0000 0000 _H	<ERAY> + 0308 _H	8, 16, 32
FlexRay FIFO critical level register	FLXA0FRFCL	0000 0080 _H	<ERAY> + 030C _H	8, 16, 32
FlexRay message handler status register	FLXA0FRMHDS	0000 0080 _H	<ERAY> + 0310 _H	8, 16, 32
FlexRay last dynamic transmit slot register	FLXA0FRLDTS	0000 0000 _H	<ERAY> + 0314 _H	8, 16, 32
FlexRay FIFO status register	FLXA0FRFSR	0000 0000 _H	<ERAY> + 0318 _H	8, 16, 32
FlexRay message handler constraints flags register	FLXA0FRMHDF	0000 0000 _H	<ERAY> + 031C _H	8, 16, 32
FlexRay transmission register i (i = 1 to 4)	FLXA0FRTXRQi (i = 1 to 4)	0000 0000 _H	<ERAY> + 0320 _H to <ERAY> + 032C _H (<ERAY> + 0320 _H + (i-1)*4)	8, 16, 32
FlexRay new data register i (i = 1 to 4)	FLXA0FRNDATI (i = 1 to 4)	0000 0000 _H	<ERAY> + 0330 _H to <ERAY> + 033C _H (<ERAY> + 0330 _H + (i-1)*4)	8, 16, 32
FlexRay message buffer status changed register i (i = 1 to 4)	FLXA0FRMBSCi (i = 1 to 4)	0000 0000 _H	<ERAY> + 0340 _H to <ERAY> + 034C _H (<ERAY> + 0340 _H + (i-1)*4)	8, 16, 32

Table 17.2 FlexRay Register Map (3/3)

Register Name	Symbol	Value after Reset	Address	Access Size
FlexRay write data section register n (n = 1 to 64)	FLXA0FRWRDSn (n = 1 to 64)	0000 0000 _H	<ERAY> + 0400 _H to <ERAY> + 04FC _H (<ERAY> + 0400 _H + (n-1)*4)	8, 16, 32
FlexRay write header section register 1	FLXA0FRWRHS1	0000 0000 _H	<ERAY> + 0500 _H	8, 16, 32
FlexRay write header section register 2	FLXA0FRWRHS2	0000 0000 _H	<ERAY> + 0504 _H	8, 16, 32
FlexRay write header section register 3	FLXA0FRWRHS3	0000 0000 _H	<ERAY> + 0508 _H	8, 16, 32
FlexRay input buffer command mask register	FLXA0FRIBCM	0000 0000 _H	<ERAY> + 0510 _H	8, 16, 32
FlexRay input buffer command request register	FLXA0FRIBCR	0000 0000 _H	<ERAY> + 0514 _H	8, 16, 32
FlexRay read data section register n (n = 1 to 64)	FLXA0FRRDDS n (n = 1 to 64)	0000 0000 _H	<ERAY> + 0600 _H to <ERAY> + 06FC _H (<ERAY> + 0600 _H + (n-1)*4)	8, 16, 32
FlexRay read header section register 1	FLXA0FRRDHS1	0000 0000 _H	<ERAY> + 0700 _H	8, 16, 32
FlexRay read header section register 2	FLXA0FRRDHS2	0000 0000 _H	<ERAY> + 0704 _H	8, 16, 32
FlexRay read header section register 3	FLXA0FRRDHS3	0000 0000 _H	<ERAY> + 0708 _H	8, 16, 32
FlexRay message buffer status register	FLXA0FRMBS	0000 0000 _H	<ERAY> + 070C _H	8, 16, 32
FlexRay output buffer command mask register	FLXA0FROBCM	0000 0000 _H	<ERAY> + 0710 _H	8, 16, 32
FlexRay output buffer command request register	FLXA0FROBCR	0000 0000 _H	<ERAY> + 0714 _H	8, 16, 32
FlexRay input transfer configuration register	FLXA0FRITC	0000 0000 _H	<ERAY> + 0800 _H	8, 16, 32
FlexRay output transfer configuration register	FLXA0FROTC	0000 0000 _H	<ERAY> + 0804 _H	8, 16, 32
FlexRay input pointer table base address register	FLXA0FRIBA	0000 0000 _H	<ERAY> + 0808 _H	8, 16, 32
FlexRay FIFO pointer table base address register	FLXA0FRFBA	0000 0000 _H	<ERAY> + 080C _H	8, 16, 32
FlexRay output pointer table base address register	FLXA0FROBA	0000 0000 _H	<ERAY> + 0810 _H	8, 16, 32
FlexRay input queue control register	FLXA0FRIQC	0000 0000 _H	<ERAY> + 0814 _H	8, 16, 32
FlexRay user input transfer request register	FLXA0FRUIR	0000 0000 _H	<ERAY> + 0818 _H	8, 16, 32
FlexRay user output transfer request register	FLXA0FRUOR	0000 0000 _H	<ERAY> + 081C _H	8, 16, 32
FlexRay input transfer status register	FLXA0FRITS	0000 0000 _H	<ERAY> + 0820 _H	8, 16, 32
FlexRay output transfer status register	FLXA0FROTS	0000 0000 _H	<ERAY> + 0824 _H	8, 16, 32
FlexRay access error status register	FLXA0FRAES	0000 0000 _H	<ERAY> + 0828 _H	8, 16, 32
FlexRay access error address register	FLXA0FRAEA	0000 0000 _H	<ERAY> + 082C _H	8, 16, 32
FlexRay message data available register i (i = 0 to 3)	FLXA0FRDAi (i = 0 to 3)	0000 0000 _H	<ERAY> + 0830 _H to <ERAY> + 083C _H (<ERAY> + 0830 _H + i*4)	8, 16, 32
FlexRay H-Bus configuration register	FLXA0FRAHBC	0000 0000 _H	<ERAY> + 0840 _H	8, 16, 32
FlexRay timer 2 configuration register	FLXA0FRT2C	0000 0000 _H	<ERAY> + 0844 _H	8, 16, 32

17.2.2 FlexRay Operation Register

17.2.2.1 FLXA0FROC — FlexRay Operation Control Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0004_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	T2IE	T1IE	T0IE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	OEP	—	—	—	—	—	BEC	OE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R/W	R/W

Table 17.3 FLXA0FROC Register Contents

Bit Position	Bit Name	Function
31 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18	T2IE	Timer 2 Interrupt Enable 0: Disabled 1: Enabled
17	T1IE	Timer 1 Interrupt Enable 0: Disabled 1: Enabled
16	T0IE	Timer 0 Interrupt Enable 0: Disabled 1: Enabled
15 to 8	—	Reserved These bits are always read as 0. When writing, always write 0.
7	OEP	Operation Enable Bit Protection 0: OE bit is unprotected 1: OE bit is protected
6 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1	BEC	Byte Endian Control 0: Little endian 1: Big endian
0	OE	Operation Enable 0: Operation stopped SW reset 1: Operation Enabled

(1) FLXA0FROC.T2IE

Timer 2 Interrupt enable

This bit controls the timer 2 interrupt.

0: Disabled

No interrupt will be requested and the timer 2 interrupt line will be released if pending.

1: Enabled

Timer 2 interrupt will be asserted when FLXA0FROTS.T2IS is '1'.

(2) FLXA0FROC.T1IE

Timer 1 Interrupt enable

The user should only set this bit to '1' when timer 1 interrupt is not enabled in the FlexRay Status interrupt enable register (FLXA0FRSIES.TI1E should be '0').

This bit controls the timer 1 interrupt.

0: Disabled

No interrupt will be requested and the timer 1 interrupt line will be released if pending.

1: Enabled

Timer 1 interrupt will be asserted when FLXA0FROTS.TI1S is '1'.

(3) FLXA0FROC.T0IE

Timer 0 Interrupt enable

The user should only set this bit to '1' when timer 0 interrupt is not enabled in the FlexRay Status interrupt enable register (FLXA0FRSIES.TI0E should be '0').

This bit controls the timer 0 interrupt.

0: Disabled

No interrupt will be requested and the timer 0 interrupt line will be released if pending.

1: Enabled

Timer 0 interrupt will be asserted when FLXA0FROTS.T0IS is '1'.

(4) FLXA0FROC.OEP

Operation Enable Bit Protection

This bit protects against unintended write access to the OE bit.

0: OE bit is unprotected

Write access to the OE bit is enabled

1: OE bit is protected

Write access to the OE bit is disabled

(5) FLXA0FROC.BEC

Byte Endian Control

The user should only change this bit when FLXA0FROS.OS is '1'.

This bit controls the byte order on reading and writing the FlexRay network management vector register (FLXA0FRNMVn), FlexRay write data section (FLXA0FRWRDSn) and FlexRay read data section (FLXA0FRRDDSn). This bit also controls the byte order when reading or writing FlexRay payload data using the data transfer function.

For details about the byte alignment please refer to **Section 17.3.17, Byte Alignment**.

0: Little endian

Byte alignment in FLXA0FRNMVn, FLXA0FRWRDSn and FLXA0FRRDDSn is in little endian style.

1: Big endian

Byte alignment in FLXA0FRNMVn, FLXA0FRWRDSn and FLXA0FRRDDSn is in big endian style.

(6) FLXA0FROC.OE

Operation Enable

The user can only write to this bit when FLXA0FROC.OEP is '0'.

The user should only write this bit with '0' when FLXA0FROS.OS is '1'.

The user should only write this bit with '1' when FLXA0FROS.OS is '0' and the FlexRay sample clock is enabled.

This bit controls the operation state and serves the software reset of the FlexRay module. The operation status bit (FLXA0FROS.OS) indicates whether the FlexRay module is in reset state or not.

0: Operation stopped SW reset

Forcibly moves the FlexRay module to its reset state, whatever the state of the FlexRay module is.

1: Operation Enabled

Reset state of the FlexRay module is released.

17.2.2.2 FLXA0FROS — FlexRay Operation Status Register

Do not rewrite this register using bit-manipulation instruction.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 000C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	T2IS	T1IS	T0IS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	OS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.4 FLXA0FROS Register Contents

Bit Position	Bit Name	Function
31 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18	T2IS	Timer 2 Interrupt Status 0: Timer 2 has not matched the conditions configured in the FLXA0FRT2C register 1: Timer 2 matched the conditions configured in the FLXA0FRT2C register
17	T1IS	Timer 1 Interrupt Status 0: Timer 1 has not matched the conditions configured in the FLXA0FRT1C register 1: Timer 1 matched the conditions configured in the FLXA0FRT1C register
16	T0IS	Timer 0 Interrupt Status 0: Timer 0 has not matched the conditions configured in the FLXA0FRTOC register 1: Timer 0 matched the conditions configured in the FLXA0FRTOC register
15 to 1	—	Reserved These bits are always read as 0. When writing, always write 0.
0	OS	Operation Status 0: Operation disabled, reset state 1: Operation enabled

(1) FLXA0FROS.T2IS

Timer 2 Interrupt Status

Writing '0' has no effect on the bit value.

This bit represents that Timer 2 has matched the state configured in FLXA0FRT2C register.

If enabled in FLXA0FROC.T2IE the timer 2 interrupt is generated when FLXA0FROS.T2IS is '1'.

[Clearing condition]

This bit is cleared by writing '1' to FLXA0FROS.T2IS.

This bit is cleared when FLXA0FROS.OS changes from '1' to '0'.

[Setting condition]

This bit is set when Timer 2 matches the state configured in FLXA0FRT2C register.

(2) FLXA0FROS.T1IS

Timer 1 Interrupt Status

Writing '0' has no effect on the bit value.

This bit represents that Timer 1 has matched the state configured in FLXA0FRT1C register.

If enabled in FLXA0FROC.T1IE the timer 1 interrupt is generated when FLXA0FROS.T1IS is '1'.

[Clearing condition]

This bit is cleared by writing '1' to FLXA0FROS.T1IS.

This bit is cleared when FLXA0FROS.OS changes from '1' to '0'.

[Setting condition]

This bit is set when Timer 1 matches the state configured in FLXA0FRT1C register.

(3) FLXA0FROS.T0IS

Timer 0 Interrupt Status

Writing '0' has no effect on the bit value.

This bit represents that Timer 0 has matched the state configured in FLXA0FRT0C register.

If enabled in FLXA0FROC.T0IE the timer 1 interrupt is generated when FLXA0FROS.T0IS is '1'.

[Clearing condition]

This bit is cleared by writing '1' to FLXA0FROS.T0IS.

This bit is cleared when FLXA0FROS.OS changes from '1' to '0'.

[Setting condition]

This bit is set when Timer 0 matches the state configured in FLXA0FRT0C register.

(4) FLXA0FROS.OS

Operation Status

This bit represents if the FlexRay module is in the reset or the operation state.

When FLXA0FROS.OS is '0' the FlexRay module gets initialized and registers mapped to the address area $ERAY + 0010_H$ to $ERAY + 0FFF_H$ cannot be accessed; read access from these registers will return undefined data.

When FLXA0FROS.OS is '1' it is possible to access to the address area $ERAY + 0010_H$ to $ERAY + 0FFF_H$ and to perform FlexRay communication.

When FLXA0FROS.OS changes from '0' to '1' all registers in the address range $ERAY + 0010_H$ to $ERAY + 0FFF_H$ are set to the "Values after reset".

[Clearing condition]

When FLXA0FROC.OE is set to '0', It takes up to two peripheral bus clock cycles until FLXA0FROS.OS is set to '0'.

[Setting condition]

When FLXA0FROC.OE is set to '1' it takes up to four peripheral clock cycles of the clock with the lower frequency out of the FlexRay sample clock and peripheral bus clock until FLXA0FROS.OS is set to '1'.

17.2.3 Special Registers

17.2.3.1 FLXA0FRLCK — FlexRay Lock Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERA_Y + 001C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CLK[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.5 FLXA0FRLCK Register Contents

Bit	Symbol	Function
31 to 8	—	Reserved These bits are always read as 0. When writing, always write 0.
7 to 0	CLK[7:0]	Configuration Lock Key

(1) FLXA0FRLCK.CLK

Configuration Lock Key

The lock register is write-only. Reading the register will return 0000 0000_H.

To leave CONFIG state by writing FLXA0FRSUCC1.CMD (command READY), the write operation has to be directly preceded by two write accesses to the Configuration Lock Key (unlock sequence). If the write sequence below is interrupted by other write accesses between the second write to the configuration lock key and the write access to the FLXA0FRSUCC1 register, the CC remains in CONFIG state and the sequence has to be repeated.

First write: FLXA0FRLCK.CLK = “1100 1110” (CE_H)

Second write: FLXA0FRLCK.CLK = “0011 0001” (31_H)

Third write: FLXA0FRSUCC1.CMD

NOTE

In case that the host uses 8/16-bit accesses to write the listed bit fields, the programmer has to ensure that no “dummy accesses” e.g. to the remaining register bytes/words are inserted by the compiler.

17.2.4 Interrupt Registers

17.2.4.1 FLXA0FREIR — FlexRay Error Interrupt Register

Do not rewrite this register using bit-manipulation instruction.

The flags are set when the CC detects one of the listed error conditions. The flags remain set until the host clears them.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0020_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	TABB	LTVB	EDB	—	—	—	—	—	TABA	LTVA	EDA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MHF	IOBA	IIBA	EFA	RFO	AERR	CCL	CCF	SFO	SFBM	CNA	PEMC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.6 FLXA0FREIR Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26	TABB	Transmission Across Boundary Channel B Flag 0: No transmission across slot boundary detected on channel B 1: Transmission across slot boundary detected on channel B
25	LTVB	Latest Transmit Violation Channel B Flag 0: No latest transmit violation detected on channel B 1: Latest transmit violation detected on channel B
24	EDB	Error Detected on Channel B Flag 0: No error detected on channel B 1: Error detected on channel B
23 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18	TABA	Transmission Across Boundary Channel A Flag 0: No transmission across slot boundary detected on channel A 1: Transmission across slot boundary detected on channel A
17	LTVA	Latest Transmit Violation Channel A Flag 0: No latest transmit violation detected on channel A 1: Latest transmit violation detected on channel A
16	EDA	Error Detected on Channel A Flag 0: No error detected on channel A 1: Error detected on channel A
15 to 12	—	Reserved These bits are always read as 0. When writing, always write 0.
11	MHF	Message Handler Constraints Flag 0: No message handler failure detected 1: Message handler failure detected

Table 17.6 FLXA0FREIR Register Contents (2/2)

Bit Position	Bit Name	Function
10	IOBA	Illegal Output Buffer Access Flag 0: No illegal host access to output buffer occurred 1: Illegal host access to output buffer occurred
9	IIBA	Illegal Input Buffer Access Flag 0: No illegal host access to input buffer occurred 1: Illegal host access to input buffer occurred
8	EFA	Empty FIFO Access Flag 0: No host access to empty FIFO occurred 1: Host access to empty FIFO occurred
7	RFO	Receive FIFO Overrun Flag 0: No receive FIFO overrun detected 1: A receive FIFO overrun has been detected
6	AERR	Access Error Flag 0: Access error is not detected. 1: Access error is detected.
5	CCL	CHI Command Locked Flag 0: CHI command accepted 1: CHI command not accepted
4	CCF	Clock Correction Failure Flag 0: No clock correction error 1: Clock correction failed
3	SFO	Sync Frame Overflow Flag 0: Number of received sync frames <= FLXA0FRGTUC2.SNM 1: More sync frames received than configured by FLXA0FRGTUC2.SNM
2	SFBM	Sync Frames Below Minimum Flag 0: Sync node: 1 or more sync frames received, non-sync node: 2 or more sync frames received 1: Less than the required minimum of sync frames received
1	CNA	Command Not Accepted Flag 0: CHI command accepted 1: CHI command not accepted
0	PEMC	POC Error Mode Changed Flag 0: Error mode has not changed 1: Error mode has changed

(1) FLXA0FREIR.TABB

Transmission Across Boundary Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing '1' to it.

The flag signals to the host that a transmission across a slot boundary occurred for channel B.

(2) FLXA0FREIR.LTVB

Latest Transmit Violation Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing '1' to it.

The flag signals a latest transmit violation on channel B to the host.

(3) FLXA0FREIR.EDB

Error Detected on Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing '1' to it.

This bit is set whenever one of the flags FLXA0FRACS.SEDB, FLXA0FRACS.CEDB, FLXA0FRACS.CIB, FLXA0FRACS.SBVB changes from '0' to '1'.

(4) FLXA0FREIR.TABA

Transmission Across Boundary Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

The flag signals to the host that a transmission across a slot boundary occurred for channel A.

(5) FLXA0FREIR.LTVA

Latest Transmit Violation Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

The flag signals a latest transmit violation on channel A to the host.

(6) FLXA0FREIR.EDA

Error Detected on Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This bit is set whenever one of the flags FLXA0FRACS.SEDA, FLXA0FRACS.CEDA, FLXA0FRACS.CIA, FLXA0FRACS.SBVA changes from '0' to '1'.

(7) FLXA0FREIR.MHF

Message Handler Constraints Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

The flag signals a message handler constraints violation condition. It is set whenever one of the flags FLXA0FRMHDF.SNUA, FLXA0FRMHDF.SNUB, FLXA0FRMHDF.FNFA, FLXA0FRMHDF.FNFB, FLXA0FRMHDF.TBFA, FLXA0FRMHDF.TBFB, FLXA0FRMHDF.WAHP changes from '0' to '1'.

(8) FLXA0FREIR.IOBA

Illegal Output Buffer Access Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set by the CC when the host requests the transfer of a message buffer from the message RAM to the output buffer while FLXA0FROBCR.OBSYS is set to '1'.

(9) FLXA0FREIR.IIBA

Illegal Input Buffer Access Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set by the CC when the host wants to modify a message buffer via input buffer and one of the following conditions applies:

1. The CC is not in CONFIG or DEFAULT_CONFIG state and the host writes to the input buffer command request register to modify the
 - Header section of message buffer 0, 1 if configured for transmission in key slot
 - Header section of static message buffers with buffer number < FLXA0FRMRC.FDB while FLXA0FRMRC.SEC = "01"
 - Header section of any static or dynamic message buffer while FLXA0FRMRC.SEC = "1x"
 - Header and/or data section of any message buffer belonging to the receive FIFO
2. The host writes to any register of the input buffer while FLXA0FRIBCR.IBSYH is set to '1'.

(10) FLXA0FREIR.EFA

Empty FIFO Access Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set by the CC when the host requests the transfer of a message from the receive FIFO via output buffer while the receive FIFO is empty.

(11) FLXA0FREIR.RFO

Receive FIFO Overrun Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

The flag is set by the CC when a receive FIFO overrun is detected. When a receive FIFO overrun occurs, the oldest message is overwritten with the actual received message. The actual state of the FIFO is monitored in register FLXA0FRFSR.

(12) FLXA0FREIR.AERR

Access Error flag

Writing 0 in this bit has no effect.

This bit is cleared when writing '1' to it.

Notifies of an access error.

When the AMR, ATBF1, or ATBF2 bit in the FLXA0FRMHDS register changes from 0 to 1, this bit is set to 1.

(13) FLXA0FREIR.CCL

CHI Command Locked Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

The flag signals that the write access to the CHI command vector FLXA0FRSUCC1.CMD was not successful because the execution of the previous CHI command has not yet completed. In this case bit FLXA0FREIR.CNA is also set to '1'.

(14) FLXA0FREIR.CCF

Clock Correction Failure Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set at the end of the communication cycle whenever one of the following errors occurred:

- Missing offset and/or rate correction
- Clock correction limit reached

The clock correction status is monitored in registers FLXA0FRCCEV and FLXA0FRSFS. A failure may occur during startup, therefore bit FLXA0FREIR.CCF should be set to "0" after the CC entered NORMAL_ACTIVE state.

(15) FLXA0FREIR.SFO

Sync Frame Overflow Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

It is set to "1" when either the number of sync frames received during the last communication cycle or the total number of different sync frame IDs received during the last double cycle exceeds the maximum number of sync frames as defined by FLXA0FRGTUC2.SNM.

(16) FLXA0FREIR.SFBM

Sync Frames Below Minimum Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to "1" at the end of a cycle if the number of sync frames received during the last communication cycle was below the limit required for rate or offset correction term calculation (i.e. missing offset and/or missing rate correction). The clock correction status is monitored in FLXA0FRCCEV and FLXA0FRSFS.

This flag may be set to "1" during startup. Therefore this flag should be set to "0" by the host after the CC entered NORMAL_ACTIVE state.

(17) FLXA0FREIR.CNA

Command Not Accepted Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

The flag signals that the write access to the CHI command vector FLXA0FRSUCC1.CMD was not successful because the requested command was not valid in the actual POC state, or because the CHI command was locked (CCL = '1').

(18) FLXA0FREIR.PEMC

POC Error Mode Changed Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to "1" whenever the error mode signaled by FLXA0FRCCEV.ERRM has changed.

17.2.4.2 FLXA0FRSIR — FlexRay Status Interrupt Register

Do not rewrite this register using bit-manipulation instruction.

The flags are set when the CC detects one of the listed events. The flags remain set until the host clears them.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0024_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	MTSB	WUPB	—	—	—	—	—	—	MTSA	WUPA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SDS	MBSI	SUCS	SWE	TOBC	TIBC	TI1	TI0	NMVC	RFCL	RFNE	RXI	TXI	CYCS	CAS	WST
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.7 FLXA0FRSIR Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 26	—	Reserved These bits are always read as 0. When writing, always write 0.
25	MTSB	MTS Received on Channel B Flag (vSS!ValidMTSB) 0: No MTS symbol received on channel B 1: MTS symbol received on channel B
24	WUPB	Wakeup Pattern Channel B Flag 0: No wakeup pattern received on channel B 1: Wakeup pattern received on channel B
23 to 18	—	Reserved These bits are always read as 0. When writing, always write 0.
17	MTSA	MTS Received on Channel A Flag (vSS!ValidMTSA) 0: No MTS symbol received on channel A 1: MTS symbol received on channel A
16	WUPA	Wakeup Pattern Channel A Flag 0: No wakeup pattern received on channel A 1: Wakeup pattern received on channel A
15	SDS	Start of Dynamic Segment Flag 0: Dynamic segment not yet started 1: Dynamic segment started
14	MBSI	Message Buffer Status Interrupt Flag 0: No message buffer status change of message buffer with MBI = '1' 1: Message buffer status of at least one message buffer with MBI = '1' has changed
13	SUCS	Startup Normal End Flag 0: No startup completed successfully 1: Startup completed successfully
12	SWE	Stop Watch Event Flag 0: No Stop Watch Event 1: Stop Watch Event occurred
11	TOBC	Transfer Output Buffer Completed Flag 0: No transfer completed 1: Transfer between message RAM and output buffer completed

Table 17.7 FLXA0FRSIR Register Contents (2/2)

Bit Position	Bit Name	Function
10	TIBC	Transfer Input Buffer Completed Flag 0: No transfer completed 1: Transfer between input buffer and message RAM completed
9	TI1	Timer Interrupt 1 Flag 0: No timer interrupt 1 1: Timer interrupt 1 occurred
8	TI0	Timer Interrupt 0 Flag 0: No timer interrupt 0 1: Timer interrupt 0 occurred
7	NMVC	Network Management Vector Changed Flag 0: No change in the network management vector 1: Network management vector changed
6	RFCL	Receive FIFO Critical Level Flag 0: Receive FIFO below critical level 1: Receive FIFO critical level reached
5	RFNE	Receive FIFO Not Empty Flag 0: Receive FIFO is empty 1: Receive FIFO is not empty
4	RXI	Receive Interrupt Flag 0: No ND flag of a receive buffer with MBI = '1' has been set to '1' 1: At least one ND flag of a receive buffer with MBI = 1 has been set to 1
3	TXI	Transmit Interrupt Flag 0: No frame transmitted from a transmit buffer with MBI = '1' 1: At least one frame was transmitted from a transmit buffer with MBI = '1'
2	CYCS	Cycle Start Interrupt Flag 0: No communication cycle started 1: Communication cycle started
1	CAS	Collision Avoidance Symbol Flag 0: No bit pattern matching the CAS symbol received 1: Bit pattern matching the CAS symbol received
0	WST	Wakeup Status Flag 0: Wakeup status unchanged 1: Wakeup status changed

(1) FLXA0FRSIR.MTSB

MTS Received on Channel B Flag (vSS!ValidMTSB)

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

Media Access Test Symbol (MTS) received on channel B during the preceding symbol window.

Updated by the CC for each channel at the end of the symbol window.

(2) FLXA0FRSIR.WUPB

Wakeup Pattern Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to "1" when a wakeup pattern was received on channel B in either of the following states:

- WAKEUP
- READY
- STARTUP

(3) FLXA0FRSIR.MTSA

MTS Received on Channel A Flag (vSS!ValidMTSA)

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

Media Access Test Symbol (MTS) received on channel A during the preceding symbol window.

Updated by the CC for each channel at the end of the symbol window.

(4) FLXA0FRSIR.WUPA

Wakeup Pattern Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to "1" when a wakeup pattern was received on channel A in either of the following states:

- WAKEUP
- READY
- STARTUP

(5) FLXA0FRSIR.SDS

Start of Dynamic Segment Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set by the CC when the dynamic segment starts.

(6) FLXA0FRSIR.MBSI

Message Buffer Status Interrupt Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set by the CC when the message buffer status FLXA0FRMBS has changed and if bit MBI of that message buffer is "1" (see **Table 17.100**).

(7) FLXA0FRSIR.SUCS

Startup Normal End Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set whenever a startup completed successfully and the CC entered NORMAL_ACTIVE state.

(8) FLXA0FRSIR.SWE

Stop Watch Event Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set after a stop watch activation when the actual cycle counter and macrotick value are stored in the Stop Watch register (see **Section 17.2.5.4, FLXA0FRSTPW1 — FlexRay Stop Watch Register 1**).

(9) FLXA0FRSIR.TOBC

Transfer Output Buffer Completed Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set whenever a transfer from the message RAM to the output buffer has completed and FLXA0FROBCR.OBSYS has been reset by the message handler.

(10) FLXA0FRSIR.TIBC

Transfer Input Buffer Completed Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set whenever a transfer from input buffer to the message RAM has completed and FLXA0FRIBCR.IBSYS has been reset by the message handler.

(11) FLXA0FRSIR.TI1

Timer Interrupt 1 Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set whenever timer 1 matches the conditions configured in register FLXA0FRT1C.

FlexRay timer interrupt 1 is generated when the T1IE bit in the FLXA0FROC register is effective.

(12) FLXA0FRSIR.TI0

Timer Interrupt 0 Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set whenever timer 0 matches the conditions configured in register FLXA0FRT0C.

FlexRay timer interrupt 0 is generated when the T0IE bit in the FLXA0FROC register is effective.

(13) FLXA0FRSIR.NMVC

Network Management Vector Changed Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This is set when a change in the Network Management Vector occurs.

(14) FLXA0FRSIR.RFCL

Receive FIFO Critical Level Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set when the receive FIFO fill level FLXA0FRFSR.RFFL is equal or greater than the critical level as configured by FLXA0RFCL.CL.

(15) FLXA0FRSIR.RFNE

Receive FIFO Not Empty Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set when a received valid frame was stored into the empty receive FIFO. The current state of the receive FIFO can be read in register FLXA0FRFSR.

(16) FLXA0FRSIR.RXI

Receive Interrupt Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set whenever the set condition of a message buffers ND flag is fulfilled (see **Section 17.2.9.6, FLXA0FRNDATi — FlexRay New Data Register i (i = 1 to 4)**), and if bit MBI of that message buffer is set to 1 (see **Table 17.100**).

(17) FLXA0FRSIR.TXI

Transmit Interrupt Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set at the end of frame transmission if bit MBI in the respective message buffer is set to 1 (see **Table 17.100**).

(18) FLXA0FRSIR.CYCS

Cycle Start Interrupt Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to "1" every time a communication cycle starts.

(19) FLXA0FRSIR.CAS

Collision Avoidance Symbol Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set during STARTUP state when a CAS or an expected CAS was received.

(20) FLXA0FRSIR.WST

Wakeup Status Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set when FLXA0FRCCSV.WSV changes to a value other than UNDEFINED.

17.2.4.3 FLXA0FREILS — FlexRay Error Interrupt Line Select Register

The FlexRay error interrupt line select register assigns an interrupt generated by a specific error interrupt flag from register FLXA0FREIR to one of the two modules interrupt lines (FlexRay interrupt 0 or FlexRay interrupt 1).

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0028_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	TABBL	LTVBL	EDBL	—	—	—	—	—	TABAL	LTVL	EDAL
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MHFL	IOBAL	IIBAL	EFAL	RFOL	AERRL	CCLL	CCFL	SFOL	SFBML	CNAL	PEMCL
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.8 FLXA0FREILS Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26	TABBL	Transmission Across Boundary Channel B Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
25	LTVBL	Latest Transmit Violation Channel B Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
24	EDBL	Error Detected on Channel B Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
23 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18	TABAL	Transmission Across Boundary Channel A Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
17	LTVL	Latest Transmit Violation Channel A Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
16	EDAL	Error Detected on Channel A Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
15 to 12	—	Reserved These bits are always read as 0. When writing, always write 0.
11	MHFL	Message Handler Constraints Flag Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
10	IOBAL	Illegal Output Buffer Access Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1

Table 17.8 FLXA0FREILS Register Contents (2/2)

Bit Position	Bit Name	Function
9	IIBAL	Illegal Input Buffer Access Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
8	EFAL	Empty FIFO Access Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
7	RFOL	Receive FIFO Overrun Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
6	AERRL	Access Error Interrupt Output Select 0: Interrupt assigned to FlexRay interrupt request 0 1: Interrupt assigned to FlexRay interrupt request 1
5	CCLL	CHI Command Locked Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
4	CCFL	Clock Correction Failure Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
3	SFOL	Sync Frame Overflow Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
2	SFBML	Sync Frames Sync Frame Shortfall Interrupt Output Selecting 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
1	CNAL	Command Not Accepted Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
0	PEMCL	POC Error Mode Changed Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1

17.2.4.4 FLXA0FRSILS — FlexRay Status Interrupt Line Select Register

The FlexRay status interrupt line select register assign an interrupt generated by a specific status interrupt flag from register FLXA0FRSIR to one of the two module interrupt lines (FlexRay interrupt 0, FlexRay interrupt 1).

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 002C_H

Value after reset: 0303 FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	MTSBL	WUPBL	—	—	—	—	—	—	MTSAL	WUPAL
Value after reset	0	0	0	0	0	0	1	1	0	0	0	0	0	0	1	1
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SDSL	MBSIL	SUCSL	SWEL	TOBCL	TIBCL	TI1L	TI0L	NMVCL	RFCLL	RFNEL	RXIL	TXIL	CYCSL	CASL	WSTL
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.9 FLXA0FRSILS Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 26	—	Reserved These bits are always read as 0. When writing, always write 0.
25	MTSBL	Media Access Test Symbol Channel B Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
24	WUPBL	Wakeup Pattern Channel B Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
23 to 18	—	Reserved These bits are always read as 0. When writing, always write 0.
17	MTSAL	Media Access Test Symbol Channel A Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
16	WUPAL	Wakeup Pattern Channel A Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
15	SDSL	Start of Dynamic Segment Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
14	MBSIL	Message Buffer Status Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
13	SUCSL	Startup Completed Successfully Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
12	SWEL	Stop Watch Event Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
11	TOBCL	Transfer Output Buffer Completed Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1

Table 17.9 FLXA0FRSILS Register Contents (2/2)

Bit Position	Bit Name	Function
10	TIBCL	Transfer Input Buffer Completed Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
9	TI1L	Timer Interrupt 1 Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
8	TI0L	Timer Interrupt 0 Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
7	NMVCL	Network Management Vector Changed Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
6	RFCLL	Receive FIFO Critical Level Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
5	RFNEL	Receive FIFO Not Empty Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
4	RXIL	Receive Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
3	TXIL	Transmit Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
2	CYCSL	Cycle Start Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
1	CASL	Collision Avoidance Symbol Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1
0	WSTL	Wakeup Status Interrupt Line 0: Interrupt assigned to FlexRay interrupt 0 1: Interrupt assigned to FlexRay interrupt 1

17.2.4.5 FLXA0FREIES — FlexRay Error Interrupt Enable Set Register

The settings in the FlexRay error interrupt enable set register (FLXA0FREIES) and FlexRay error interrupt enable reset register (FLXA0FREIER) determine which status changes in the FlexRay error interrupt register will result in an interrupt.

The enable bits are set by writing to FLXA0FREIES and reset by writing to FLXA0FREIER. Reading from both addresses will result in the same value.

Writing '0' has no effect on the bit value.

Writing a '1' sets the interrupt enable bit.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0030_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	TABBE	LTVBE	EDBE	—	—	—	—	—	TABAE	LTVAE	EDAE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MHFE	IOBAE	IIBAE	EFAE	RFOE	AERRE	CCLC	CCFE	SFOE	SFBME	CNAE	PEMCE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.10 FLXA0FREIES Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26	TABBE	Transmission Violation Across Boundary Channel B Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
25	LTVBE	Latest Transmit Violation Channel B Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
24	EDBE	Error Detected on Channel B Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
23 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18	TABAE	Transmission Violation Across Boundary Channel A Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
17	LTVAE	Latest Transmit Violation Channel A Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
16	EDAE	Error Detected on Channel A Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
15 to 12	—	Reserved These bits are always read as 0. When writing, always write 0.

Table 17.10 FLXA0FREIES Register Contents (2/2)

Bit Position	Bit Name	Function
11	MHFE	Message Handler Constraints Flag Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
10	IOBAE	Illegal Output Buffer Access Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
9	IIBAE	Illegal Input Buffer Access Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
8	EFAE	Empty FIFO Access Interrupt Enable3 0: Interrupt disabled 1: Interrupt enabled
7	RFOE	Receive FIFO Overrun Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
6	AERRE	Access error interrupt enable 0: Interrupt is disabled. 1: Interrupt is enabled.
5	CCLE	CHI Command Locked Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
4	CCFE	Clock Correction Failure Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
3	SFOE	Sync Frame Overflow Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
2	SFBME	Sync Frames Sync Frame Shortfall Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
1	CNAE	Command Not Accepted Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
0	PEMCE	POC Error Mode Changed Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled

17.2.4.6 FLXA0FREIER — FlexRay Error Interrupt Enable Reset Register

The settings in the FlexRay error interrupt enable set register (FLXA0FREIES) and FlexRay error interrupt enable reset register (FLXA0FREIER) determine which status changes in the FlexRay error interrupt register will result in an interrupt.

The enable bits are set by writing to FLXA0FREIES and reset by writing to FLXA0FREIER. Reading from both addresses will result in the same value.

Writing '0' has no effect on the bit value.

Writing a '1' clears the interrupt enable bit.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0034_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	TABBD	LTVBD	EDBD	—	—	—	—	—	TABAD	LTVAD	EDAD
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MHFD	IOBAD	IIBAD	EFAD	RFOD	AERRD	CCLD	CCFD	SFOD	SFBMD	CNAD	PEMCD
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.11 FLXA0FREIER Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26	TABBD	Transmission Violation Across Boundary Channel B Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
25	LTVBD	Latest Transmit Violation Channel B Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
24	EDBD	Error Detected on Channel B Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
23 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18	TABAD	Transmission Violation Across Boundary Channel A Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
17	LTVAD	Latest Transmit Violation Channel A Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
16	EDAD	Error Detected on Channel A Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
15 to 12	—	Reserved These bits are always read as 0. When writing, always write 0.

Table 17.11 FLXA0FREIER Register Contents (2/2)

Bit Position	Bit Name	Function
11	MHFD	Message Handler Constraints Flag Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
10	IOBAD	Illegal Output Buffer Access Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
9	IIBAD	Illegal Input Buffer Access Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
8	EFAD	Empty FIFO Access Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
7	RFOD	Receive FIFO Overrun Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
6	AERRD	Access error interrupt disable 0: Interrupt is disabled. 1: Interrupt is enabled.
5	CCLD	CHI Command Locked Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
4	CCFD	Clock Correction Failure Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
3	SFOD	Sync Frame Overflow Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
2	SFBMD	Sync Frames Sync Frame Shortfall Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
1	CNAD	Command Not Accepted Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
0	PEMCD	POC Error Mode Changed Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled

17.2.4.7 FLXA0FRSIES — FlexRay Status Interrupt Enable Set Register

The settings in the FlexRay status interrupt enable set register (FLXA0FRSIES) and FlexRay status interrupt enable reset register (FLXA0FRSIER) determine which status changes in the FlexRay status interrupt register will result in an interrupt.

The enable bits are set by writing to FLXA0FRSIES and reset by writing to FLXA0FRSIER. Reading from both addresses will result in the same value.

Writing '0' has no effect on the bit value.

Writing a '1' sets the interrupt enable bit.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0038_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	MTSBE	WUPBE	—	—	—	—	—	—	MTSAE	WUPAE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SDSE	MBSIE	SUCSE	SWEE	TOBCE	TIBCE	TI1E	TI0E	NMVCE	RFCLE	RFNEE	RXIE	TXIE	CYCSE	CASE	WSTE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.12 FLXA0FRSIES Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 26	—	Reserved These bits are always read as 0. When writing, always write 0.
25	MTSBE	MTS Received on Channel B Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
24	WUPBE	Wakeup Pattern Channel B Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
23 to 18	—	Reserved These bits are always read as 0. When writing, always write 0.
17	MTSAE	MTS Received on Channel A Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
16	WUPAE	Wakeup Pattern Channel A Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
15	SDSE	Start of Dynamic Segment Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
14	MBSIE	Message Buffer Status Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
13	SUCSE	Startup Completed Successfully Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled

Table 17.12 FLXA0FRSIES Register Contents (2/2)

Bit Position	Bit Name	Function
12	SWEE	Stop Watch Event Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
11	TOBCE	Transfer Output Buffer Completed Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
10	TIBCE	Transfer Input Buffer Completed Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
9	TI1E	Timer Interrupt 1 Enable 0: Interrupt disabled 1: Interrupt enabled
8	TI0E	Timer Interrupt 0 Enable 0: Interrupt disabled 1: Interrupt enabled
7	NMVCE	Network Management Vector Changed Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
6	RFCLE	Receive FIFO Critical Level Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
5	RFNEE	Receive FIFO Not Empty Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
4	RXIE	Receive Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
3	TXIE	Transmit Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
2	CYCSE	Cycle Start Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
1	CASE	Collision Avoidance Symbol Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
0	WSTE	Wakeup Status Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled

17.2.4.8 FLXA0FRSIER — FlexRay Status Interrupt Enable Reset Register

The settings in the FlexRay status interrupt enable set register (FLXA0FRSIES) and FlexRay status interrupt enable reset register (FLXA0FRSIER) determine which status changes in the FlexRay status interrupt register will result in an interrupt.

The enable bits are set by writing to FLXA0FRSIES and reset by writing to FLXA0FRSIER. Reading from both addresses will result in the same value.

Writing '0' has no effect on the bit value.

Writing a '1' clears the interrupt enable bit.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 003C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	MTSBD	WUPBD	—	—	—	—	—	—	MTSAD	WUPAD
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SDSD	MBSID	SUCSD	SWED	TOBCD	TIBCD	TI1D	TI0D	NMVCD	RFCLD	RFNED	RXID	TXID	CYCSD	CASD	WSTD
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.13 FLXA0FRSIER Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 26	—	Reserved These bits are always read as 0. When writing, always write 0.
25	MTSBD	MTS Received on Channel B Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
24	WUPBD	Wakeup Pattern Channel B Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
23 to 18	—	Reserved These bits are always read as 0. When writing, always write 0.
17	MTSAD	MTS Received on Channel A Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
16	WUPAD	Wakeup Pattern Channel A Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
15	SDSD	Start of Dynamic Segment Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
14	MBSID	Message Buffer Status Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
13	SUCSD	Startup Completed Successfully Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled

Table 17.13 FLXA0FRSIER Register Contents (2/2)

Bit Position	Bit Name	Function
12	SWED	Stop Watch Event Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
11	TOBCD	Transfer Output Buffer Completed Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
10	TIBCD	Transfer Input Buffer Completed Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
9	TI1D	Timer Interrupt 1 Disable 0: Interrupt disabled 1: Interrupt enabled
8	TI0D	Timer Interrupt 0 Disable 0: Interrupt disabled 1: Interrupt enabled
7	NMVCD	Network Management Vector Changed Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
6	RFCLD	Receive FIFO Critical Level Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
5	RFNED	Receive FIFO Not Empty Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
4	RXID	Receive Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
3	TXID	Transmit Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
2	CYCSD	Cycle Start Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
1	CASD	Collision Avoidance Symbol Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled
0	WSTD	Wakeup Status Interrupt Disable 0: Interrupt disabled 1: Interrupt enabled

17.2.4.9 FLXA0FRILE — FlexRay Interrupt Line Enable Register

Each of the two module interrupt lines (FlexRay interrupt 0, FlexRay interrupt 1) can be enabled or disabled separately by programming bit FLXA0FRILE.EINT0 and FLXA0FRILE.EINT1.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0040_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EINT1	EINT0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 17.14 FLXA0FRILE Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1	EINT1	Enable FlexRay Interrupt Line 1 0: FlexRay interrupt 1 disabled 1: FlexRay interrupt 1 enabled
0	EINT0	Enable FlexRay Interrupt Line 0 0: FlexRay interrupt 0 disabled 1: FlexRay interrupt 0 enabled

17.2.5 FlexRay Timer Registers

17.2.5.1 FLXA0FRT0C — FlexRay Timer 0 Configuration Register

This register is an absolute timer. It specifies the point in time when a FlexRay timer 0 interrupt occurs as the values of cycle count and macrotick (MT). When the FlexRay timer 0 passes, FLXA0FRSIR.TI0 and FLXA0FROS.TOIS are set to '1'. A timer 0 interrupt then occurs while the FLXA0FROC.TOIE bit is effective.

NOTE

The configuration of timer 0 is compared against the macrotick counter value, there is no separate counter for timer 0.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0044_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	T0MO[13:0]													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	T0CC[6:0]						—	—	—	—	—	—	—	T0MS	T0RC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Table 17.15 FLXA0FRT0C Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29 to 16	T0MO[13:0]	Timer 0 Macrotick Offset Timer 0 macrotick offset
15	—	Reserved This bit is always read as 0. When writing, always write 0.
14 to 8	T0CC[6:0]	Timer 0 Cycle Code timer 0 cycle code
7 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1	T0MS	Timer 0 Mode Select 0: Single-shot mode 1: Continuous mode
0	T0RC	Timer 0 Run Control 0: Timer 0 halted 1: Timer 0 running

(1) FLXA0FRT0C.T0MO

Timer 0 Macrotick Offset

Before reconfiguration of the timer, the timer has to be halted first by writing bit FLXA0FRT0C.T0RC to '0'.

Configures the macrotick offset from the beginning of the communication cycle where the interrupt is to occur. The FlexRay timer 0 interrupt occurs at this offset for each cycle of the cycle set.

(2) FLXA0FRT0C.T0CC

Timer 0 Cycle Code

Before reconfiguration of the timer, the timer has to be halted first by writing bit FLXA0FRT0C.T0RC to '0'.

The 7-bit timer 0 cycle code determines the cycle set used for generation of the FlexRay timer 0 interrupt. For details about the configuration of the cycle code, see **Section 17.3.8.2, Cycle Counter Filtering**.

(3) FLXA0FRT0C.T0MS

Timer 0 Mode Select

Before reconfiguration of the timer, the timer has to be halted first by writing bit FLXA0FRT0C.T0RC to '0'.

Configures the timer run mode. In Single-shot mode the timer is deactivated when the timer configuration matches the configured cycle counter and macrotick value.

(4) FLXA0FRT0C.T0RC

Timer 0 Run Control

Timer 0 can be activated (set FLXA0FRT0C.T0RC to '1') when the POC is either in NORMAL_ACTIVE state or in NORMAL_PASSIVE state.

Timer 0 is deactivated when leaving NORMAL_ACTIVE state or NORMAL_PASSIVE state except for transitions between the two states.

17.2.5.2 FLXA0FRT1C — FlexRay Timer 1 Configuration Register

This register is a relative timer. After the specified number of macroticks (MT) has expired, a FlexRay timer 1 interrupt is asserted. When the FlexRay timer 1 passes, FLXA0FRSIR.TI1 and FLXA0FROS.TI1S are set to '1'. A timer 1 interrupt then occurs while the FLXA0FROC.T1IE bit is effective.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0048_H

Value after reset: 0002 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—		T1MC[13:0]													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—														T1MS	T1RC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 17.16 FLXA0FRT1C Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29 to 16	T1MC[13:0]	Timer 1 Macrotick Count Timer 1 macrotick count
15 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1	T1MS	Timer 1 Mode Select 0: Single-shot mode 1: Continuous mode
0	T1RC	Timer 1 Run Control 0: Timer 1 halted 1: Timer 1 running

(1) FLXA0FRT1C.T1MC

Timer 1 Macrotick Count

Before reconfiguration of the timer, the timer has to be halted first by writing bit FLXA0FRT1C.T1RC to '0'.

Valid values are 2 to 16383 MT in continuous mode

Valid values are 1 to 16383 MT in single-shot mode

When the configured macrotick count is reached the FlexRay timer 1 interrupt is generated.

(2) FLXA0FRT1C.T1MS

Timer 1 Mode Select

Before reconfiguration of the timer, the timer has to be halted first by writing bit FLXA0FRT1C.T1RC to '0'.

Configures the timer run mode. In Single-shot mode the timer is deactivated when the timer configuration matches the configured cycle counter and macrotick value.

(3) FLXA0FRT1C.T1RC

Timer 1 Run Control

Timer 1 can be activated (set FLXA0FRT1C.T1RC to '1') as long as the POC is either in NORMAL_ACTIVE state or in NORMAL_PASSIVE state.

Timer 1 is deactivated when leaving NORMAL_ACTIVE state or NORMAL_PASSIVE state except for transitions between the two states.

17.2.5.3 FLXA0FRT2C — FlexRay Timer 2 Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0844_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—		T2MO[13:0]													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—		T2CC[6:0]						—		—	—	—	—	T2MS	T2RC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Table 17.17 FLXA0FRT2C Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29 to 16	T2MO[13:0]	Timer 2 Macrotick Offset Timer 2 macrotick offset
15	—	Reserved This bit is always read as 0. When writing, always write 0.
14 to 8	T2CC[6:0]	Timer 2 Cycle Code Timer 2 cycle code
7 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1	T2MS	Timer 2 Mode Select 0: Single-shot mode 1: Continuous mode
0	T2RC	Timer 2 Run Control 0: Timer halted 1: Timer running

(1) FLXA0FRT2C.T2MO

Timer 2 Macrotick Offset

Write 0 to the FLXA0FRT2C.T2RC bit and halt the timer before changing the value of the timer.

Configures the macrotick offset from the beginning of the communication cycle where the timer 2 interrupt is generated. The timer 2 interrupt is generated at this offset for each cycle of the cycle set.

(2) FLXA0FRT2C.T2CC

Timer 2 Cycle Code

Before reconfiguration of the timer, the timer has to be halted first by writing 0 to bit FLXA0FRT2C.T2RC.

Configures the cycle set which generates timer 2 interrupt with the 7-bit timer 2 cycle code. For details, see **Section 17.3.8.2, Cycle Counter Filtering**.

(3) FLXA0FRT2C.T2MS

Timer 2 Mode Select

Before reconfiguration of the timer, the timer has to be halted first by writing 0 to bit FLXA0FRT2C.T2RC.

Configures the timer run mode. In single-shot mode, the timer is deactivated when the timer configuration matches the configured cycle counter and macrotick value.

(4) FLXA0FRT2C.T2RC

Timer 2 Run Control

Timer 2 can be operated when the POC is in NORMAL_ACTIVE or NORMAL_PASSIVE state. (set FLXA0FRT2C.T2RC to '1')

Timer 2 is deactivated when leaving NORMAL_ACTIVE state or NORMAL_PASSIVE state except for transitions between the two states.

17.2.5.4 FLXA0FRSTPW1 — FlexRay Stop Watch Register 1

The stop watch is activated by the following trigger events.

- FlexRay interrupt 0 or FlexRay interrupt 1
- Writing bit FLXA0FRSTPW1.SSWT to '1'

With the macrotick counter increment following next to the stop watch activation the actual cycle counter and macrotick values are captured in register FLXA0FRSTPW1 while the slot counter values for channel A and B are captured in register FLXA0FRSTPW2.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 004C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	SMTV[13:0]													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	SCCV[5:0]					—	EINT1	EINT0	—	SSWT	EDGE	SWMS	ESWT	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W

Table 17.18 FLXA0FRSTPW1 Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29 to 16	SMTV[13:0]	Stop Watch Captured Macrotick Value Stop watch captured macrotick value
15, 14	—	Reserved These bits are always read as 0. When writing, always write 0.
13 to 8	SCCV[5:0]	Stop Watch Captured Cycle Counter Value Stop watch captured cycle counter value
7	—	Reserved This bit is always read as 0. When writing, always write 0.
6	EINT1	Enable FlexRay Interrupt 1 Trigger 0: Stop watch trigger by FlexRay interrupt 1 disabled 1: FlexRay interrupt 1 event triggers stop watch
5	EINT0	Enable FlexRay Interrupt 0 Trigger 0: Stop watch trigger by FlexRay interrupt 0 disabled 1: FlexRay interrupt 0 event triggers stop watch
4	—	Reserved This bit is always read as 0. When writing, always write 0.
3	SSWT	Software Stop Watch Trigger 0: Software trigger reset 1: Stop watch activated by software trigger
2	EDGE	Stop Watch Trigger Edge Select 0: Falling edge 1: Rising edge

Table 17.18 FLXA0FRSTPW1 Register Contents (2/2)

Bit Position	Bit Name	Function
1	SWMS	Stop Watch Mode Select 0: Single-shot mode 1: Continuous mode
0	ESWT	Enable Hardware Stop Watch Trigger 0: Stop watch trigger disabled 1: Stop watch trigger enabled

(1) FLXA0FRSTPW1.SMTV

Stop Watch Captured Macrotick Value

State of the macrotick counter when the stop watch event occurred.

(2) FLXA0FRSTPW1.SCCV

Stop Watch Captured Cycle Counter Value

State of the cycle counter when the stop watch event occurred.

(3) FLXA0FRSTPW1.EINT1

Enable FlexRay Interrupt 1 Trigger

Enables stop watch trigger by FlexRay interrupt 1 when FLXA0FRSTPW1.ESWT = '1'.

(4) FLXA0FRSTPW1.EINT0

Enable FlexRay Interrupt 0 Trigger

Enables stop watch trigger by FlexRay interrupt 0 when FLXA0FRSTPW1.ESWT = '1'.

(5) FLXA0FRSTPW1.SSWT

Software Stop Watch Trigger

Bits FLXA0FRSTPW1.ESWT and FLXA0FRSTPW1.SSWT cannot be set to '1' simultaneously. In this case the write access to the register is ignored, and both bits keep their previous values. Either the external stop watch trigger or the software stop watch trigger may be used.

Writing 1 in this bit activates the stop watch. This bit is reset to '0' after the cycle count and slot count, and macrotick (MT) value are stored in the FlexRay stop watch register.

(6) FLXA0FRSTPW1.EDGE

Stop Watch Trigger Edge Select

(7) FLXA0FRSTPW1.SWMS

Stop Watch Mode Select

(8) FLXA0FRSTPW1.ESWT

Enable Stop Watch Trigger

Bits FLXA0FRSTPW1.ESWT and FLXA0FRSTPW1.SSWT cannot be set to '1' simultaneously. In this case the write access to the register is ignored, and both bits keep their previous values. Either the external stop watch trigger or the software stop watch trigger may be used.

If enabled, a FlexRay interrupt 0 event or a FlexRay interrupt 1 event activates the stop watch.

In single-shot mode, this bit is reset to '0' after the cycle count and slot count, and macrotick (MT) value are stored in the FlexRay stop watch register.

17.2.5.5 FLXA0FRSTPW2 — FlexRay Stop Watch Register 2

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0050_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	SSCVB[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	SSCVA[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.19 FLXA0FRSTPW2 Register Contents

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26 to 16	SSCVB[10:0]	Stop Watch Captured Slot Counter Value Channel B
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	SSCVA[10:0]	Stop Watch Captured Slot Counter Value Channel A

(1) FLXA0FRSTPW2.SSCVB

Stop Watch Captured Slot Counter Value Channel B

State of the slot counter for channel B when the stop watch event occurred.

(2) FLXA0FRSTPW2.SSCVA

Stop Watch Captured Slot Counter Value Channel A

State of the slot counter for channel A when the stop watch event occurred.

17.2.6 CC Control Registers

This section describes the registers provided by the CC to allow the host to control the operation of the CC. The FlexRay protocol specification requires the host to write application configuration data in CONFIG state only. Please consider that the configuration registers are not locked for writing in DEFAULT_CONFIG state.

The configuration data is reset when DEFAULT_CONFIG state is entered from reset. To change POC state from DEFAULT_CONFIG to CONFIG state the host has to apply CHI command CONFIG. If the host wants the CC to leave CONFIG state, the host has to execute the lock release sequence as described in **Section 17.2.3.1, FLXA0FRLCK — FlexRay Lock Register**.

17.2.6.1 FLXA0FRSUCC1 — FlexRay SUC Configuration Register 1

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0080_H

Value after reset: 0C40 1080_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	CCHB	CCHA	MTSB	MTSA	HCSE	TSM	WUCS	PTA[4:0]				
Value after reset	0	0	0	0	1	1	0	0	0	1	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSA[4:0]				—	TXSY	TXST	PBSY	—	—	—	CMD[3:0]				
Value after reset	0	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 17.20 FLXA0FRSUCC1 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 28	—	Reserved These bits are always read as 0. When writing, always write 0.
27	CCHB	Connected to Channel B Configures pChannels 0: Node not connected to channel B 1: Node connected to channel B (default after reset)
26	CCHA	Connected to Channel A Configures pChannels 0: Node not connected to channel A 1: Node connected to channel A (default after reset)
25	MTSB	Select Channel B for MTS Transmission 0: Channel B disabled for MTS transmission 1: Channel B selected for MTS transmission
24	MTSA	Select Channel A for MTS Transmission 0: Channel A disabled for MTS transmission 1: Channel A selected for MTS transmission
23	HCSE	Halt due to Clock Sync Error Configures pAllowHaltDueToClock 0: CC will enter or remain in NORMAL_PASSIVE 1: CC will enter HALT state
22	TSM	Transmission Slot Mode Configures pSingleSlotEnabled 0: ALL Slot Mode 1: SINGLE Slot Mode (default after hard reset)

Table 17.20 FLXA0FRSUCC1 Register Contents (2/2)

Bit Position	Bit Name	Function
21	WUCS	Wakeup Channel Select Configures pWakeupChannel 0: Send wakeup pattern on channel A 1: Send wakeup pattern on channel B
20 to 16	PTA[4:0]	Passive to Active Configure pAllowPassiveToActive
15 to 11	CSA[4:0]	Cold Start Attempts Configure gColdStartAttempts
10	—	Reserved This bit is always read as 0. When writing, always write 0.
9	TXSY	Transmit Sync Frame in Key Slot Configure pKeySlotUsedForSync 0: No sync frame transmission in key slot, node is neither sync nor coldstart node 1: Key slot used to transmit sync frame, node is sync node
8	TXST	Transmit Startup Frame in Key Slot Configure pKeySlotUsedForStartup 0: No startup frame transmission in key slot, node is non-coldstarter 1: Key slot used to transmit startup frame, node is leading or following coldstarter
7	PBSY	POC Busy Flag 0: POC not busy, FLXA0FRSUCC1.CMD writeable 1: POC is busy, FLXA0FRSUCC1.CMD locked
6 to 4	—	Reserved These bits are always read as 0. When writing, always write 0.
3 to 0	CMD[3:0]	CHI Command Vector 0000: command_not_accepted 0001: CONFIG 0010: READY 0011: WAKEUP 0100: RUN 0101: ALL_SLOTS 0110: HALT 0111: FREEZE 1000: SEND_MTS 1001: ALLOW_COLDSTART 1010: RESET_STATUS_INDICATORS 1100: CLEAR_RAMs others: reserved

(1) FLXA0FRSUCC1.CCHB

Connected to Channel B

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.
Configures whether the node is connected to channel B (pChannels).

(2) FLXA0FRSUCC1.CCHA

Connected to Channel A

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.
Configures whether the node is connected to channel A (pChannels).

(3) FLXA0FRSUCC1.MTSB

Select Channel B for MTS Transmission

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

FLXA0FRSUCC1.MTSB may also be changed outside DEFAULT_CONFIG or CONFIG state when the write to FLXA0FRSUCC1 register is directly preceded by the unlock sequence for the Configuration Lock Key as described in **Section 17.2.3.1, FLXA0FRLCK — FlexRay Lock Register**. This may be combined with CHI command SEND_MTS. If both bits FLXA0FRSUCC1.MTSA and FLXA0FRSUCC1.MTSB are set to '1' an MTS symbol will be transmitted on both channels when requested by writing FLXA0FRSUCC1.CMD = "1000".

The bit selects channel B for MTS symbol transmission.

(4) FLXA0FRSUCC1.MTSA

Select Channel A for MTS Transmission

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

FLXA0FRSUCC1.MTSA may also be changed outside DEFAULT_CONFIG or CONFIG state when the write to FLXA0FRSUCC1 register is directly preceded by the unlock sequence for the Configuration Lock Key as described in **Section 17.2.3.1, FLXA0FRLCK — FlexRay Lock Register**. This may be combined with CHI command SEND_MTS. If both bits FLXA0FRSUCC1.MTSA and FLXA0FRSUCC1.MTSB are set to '1' an MTS symbol will be transmitted on both channels when requested by writing FLXA0FRSUCC1.CMD = "1000".

The bit selects channel A for MTS symbol transmission.

(5) FLXA0FRSUCC1.HCSE

Halt due to Clock Sync Error

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Controls the transition to HALT state due to a clock synchronization error (pAllowHaltDueToClock).

(6) FLXA0FRSUCC1.TSM

Transmission Slot Mode

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Selects the initial transmission slot mode (pSingleSlotEnabled).

In SINGLE slot mode the CC may only transmit in the preconfigured key slot. The key slot ID is configured in the header section of message buffer 0 respectively message buffers 0 and 1 depending on bit FLXA0FRMRC.SPLM.

In case FLXA0FRSUCC1.TSM = '1', message buffer 0 respectively message buffers 0,1 can be (re)configured in DEFAULT_CONFIG or CONFIG state only. In ALL slot mode the CC may transmit in all slots.

FLXA0FRSUCC1.TSM is a configuration bit which can only be set or reset by the host.

The CC changes to ALL slot mode when the host successfully applied the ALL_SLOTS command by writing FLXA0FRSUCC1.CMD = "0101" in POC states NORMAL_ACTIVE or NORMAL_PASSIVE. The actual slot mode is monitored by FLXA0FRCCSV.SLM.

(7) FLXA0FRSUCC1.WUCS

Wakeup Channel Select

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

With this bit the host selects the channel on which the CC sends the Wakeup pattern (pWakeupChannel).

(8) FLXA0FRSUCC1.PTA

Passive to Active Condition Setting

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 31 even/odd cycle pairs.

Defines the number of consecutive even/odd cycle pairs that must have valid clock correction terms before the CC is allowed to transit from NORMAL_PASSIVE to NORMAL_ACTIVE state (pAllowPassiveToActive).

If set to "00000" the CC is not allowed to transit from NORMAL_PASSIVE to NORMAL_ACTIVE state.

(9) FLXA0FRSUCC1.CSA

Cold Start Attempt Count Setting

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Must be identical in all nodes of a cluster.

Valid values are 2 to 31.

Configures the maximum number of attempts that a cold starting node is permitted to try to start up the network without receiving any valid response from another node (gColdStartAttempts).

(10) FLXA0FRSUCC1.TXSY

Transmit Sync Frame in Key Slot

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Defines whether the key slot is used to transmit sync frames (pKeySlotUsedForSync).

NOTE

The protocol requires that both bits FLXA0FRSUCC1.TXST and FLXA0FRSUCC1.TXSY are set for coldstart nodes.

(11) FLXA0FRSUCC1.TXST

Transmit Startup Frame in Key Slot

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Defines whether the key slot is used to transmit startup frames (pKeySlotUsedForStartup).

NOTE

The protocol requires that both bits FLXA0FRSUCC1.TXST and FLXA0FRSUCC1.TXSY are set for coldstart nodes.

(12) FLXA0FRSUCC1.PBSY

POC Busy

Signals that the POC is busy and cannot accept a command from the host. FLXA0FRSUCC1.CMD is locked against write accesses.

Set to '1' after reset during initialization of internal RAM blocks.

(13) FLXA0FRSUCC1.CMD

CHI Command Vector

The host may write any CHI command at any time, but certain commands are enabled only in certain POC states. If a command is not enabled, it will not be executed, the CHI command vector FLXA0FRSUCC1.CMD will be reset to "0000" = command_not_accepted, and flag FLXA0FREIR.CNA will be set to '1'.

In general the host must check FLXA0FRSUCC1.PBSY before writing a new CHI command.

In case the previous CHI command has not yet completed, FLXA0FREIR.CCL is set to '1' together with FLXA0FREIR.CNA; the CHI command needs to be repeated.

Except for HALT state, a POC state change command applied while the CC is already in the requested POC state neither causes a state change nor will FLXA0FREIR.CNA be set.

Reading FLXA0FRSUCC1.CMD shows whether the last CHI command was accepted. The actual POC state is monitored by FLXA0FRCCSV.POCS.

- command_not_accepted

FLXA0FRSUCC1.CMD is reset to "0000" due to one of the following conditions:

- Illegal command applied by the host
- Host applied command to leave CONFIG state without preceding config lock key
- Host applied new command while execution of the previous host command has not completed
- Host writes command_not_accepted

When FLXA0FRSUCC1.CMD is reset to "0000", FLXA0FREIR.CNA is set to '1', and enabled, an interrupt is generated.

Commands which are not accepted are not executed.

CONFIG

Go to POC state CONFIG when called in POC states DEFAULT_CONFIG, or READY. When called in HALT state the CC transits to POC state DEFAULT_CONFIG. When called in any other state, FLXA0FRSUCC1.CMD will be reset to "0000" = command_not_accepted.

READY

Go to POC state READY when called in POC states CONFIG, NORMAL_ACTIVE, NORMAL_PASSIVE, STARTUP, or WAKEUP. When called in any other state, FLXA0FRSUCC1.CMD will be reset to “0000” = command_not_accepted.

WAKEUP

Go to POC state WAKEUP when called in POC state READY. When called in any other state, FLXA0FRSUCC1.CMD will be reset to “0000” = command_not_accepted.

RUN

Go to POC state STARTUP when called in POC state READY. When called in any other state, FLXA0FRSUCC1.CMD will be reset to “0000” = command_not_accepted.

ALL_SLOTS

Leave SINGLE slot mode and go to ALL-SLOTS mode after successful startup/integration at the next end of cycle when called in POC states NORMAL_ACTIVE or NORMAL_PASSIVE. When called in any other state, FLXA0FRSUCC1.CMD will be reset to “0000” = command_not_accepted.

HALT

Set halt request FLXA0FRCCSV.HRQ to ‘1’ and go to POC state HALT at the next end of cycle when called in POC states NORMAL_ACTIVE or NORMAL_PASSIVE. When called in any other state, FLXA0FRSUCC1.CMD will be reset to “0000” = command_not_accepted.

FREEZE

Set the freeze status indicator FLXA0FRCCSV.FSI to ‘1’ and go to POC state HALT immediately. Can be called from any state.

SEND_MTS

Send single MTS symbol during the next following symbol window on the channel configured by FLXA0FRSUCC1.MTSA, FLXA0FRSUCC1.MTSB, when called in POC state NORMAL_ACTIVE after CC entered ALL slot mode (FLXA0FRCCSV.SLM = “11”). When called in any other state, or when called while a previously requested MTS has not yet been transmitted, FLXA0FRSUCC1.CMD will be reset to “0000” = command_not_accepted.

ALLOW_COLDSTART

The command resets FLXA0FRCCSV.CSI to enable the node to become leading coldstarter. When called in states DEFAULT_CONFIG, CONFIG, or HALT, FLXA0FRSUCC1.CMD will be reset to “0000” = command_not_accepted. To become leading coldstarter it is also required that both FLXA0FRSUCC1.TXST and FLXA0FRSUCC1.TXSY are set.

RESET_STATUS_INDICATORS

Resets status flags FLXA0FRCCSV.FSI, FLXA0FRCCSV.HRQ, FLXA0FRCCSV.CSNI, and FLXA0FRCCSV.CSAI to their default values. Can be called in POC states READY and STARTUP. When called in any other state, FLXA0FRSUCC1.CMD will be reset to “0000” = command_not_accepted.

CLEAR_RAMs

Sets FLXA0FRMHDS.CRAME to '1' when called in DEFAULT_CONFIG or CONFIG state. When called in any other state, FLXA0FRSUCC1.COMD will be reset to "0000" = command_not_accepted.

FLXA0FRMHDS.CRAME is also set to '1' when the CC leaves reset. By setting FLXA0FRMHDS.CRAME all internal RAM blocks are initialized to zero. During the initialization of the RAMs, FLXA0FRSUCC1.PBSY will show POC busy. Access to the configuration and status registers is possible during execution of CHI command CLEAR_RAMs.

The initialization of the internal RAM block requires 2048 bus clock cycles. There should be no host access to input buffer or output buffer during initialization of the internal RAM blocks after reset or after assertion of CHI command CLEAR_RAMs.

Before asserting CHI command CLEAR_RAMs, confirm that no transfer between message RAM and input buffer or output buffer or the temporary buffer RAMs is ongoing and that the data transfer handler is disabled (FLXA0FRITS.ITS = 0 and FLXA0FROTS.OTS = 0). This command also resets the message buffer status registers FLXA0FRMHDS, FLXA0FRLDTS, FLXA0FRFSR, FLXA0FRMHDF, FLXA0FRTRXQ1/2/3/4, FLXA0FRNDAT1/2/3/4, and FLXA0FRMBSC1/2/3/4.

NOTES

1. All accepted commands with exception of CLEAR_RAMs and SEND_MTS will cause a change of the POC state in the FlexRay domain after at most 8 cycles of the slower of the two clocks "bus clock" and "FlexRay", assumed that POC was not busy when the command was applied and that no POC state change was forced by bus activity in that time frame. Reading register FLXA0FRCCSV will show data that is additionally delayed by synchronization from the FlexRay domain to the bus clock domain. The maximum additional delay is 12 cycles of the slower of the two clocks "bus clock" and "FlexRay".
2. When a terminal restarts transfer as a leading coldstart node after transfer was stopped by using the FREEZE or READY command, the startup frame may not be transmitted in cycle 0. This depends on the internal state of the FlexRay module. This phenomenon occurs when the startup frame is set in a slot with a number from 1 to 7.
This phenomenon does not occur in a coldstart after a hardware reset.
Even if this phenomenon does occur, a second try of the coldstart will succeed.
While the coldstart time will be prolonged, this phenomenon does not otherwise affect a coldstart of the FlexRay system.
To avoid this phenomenon, allocate the Startup/Sync frame to static slot 8 or a slot with a higher number.

Table 17.21 below references the CHI commands from the FlexRay Protocol Specification (Section 2.2.1.1, Table 2.2) to the FlexRay CHI command vector FLXA0FRSUCC1.CMD.

Table 17.21 Reference to CHI Host Command Summary from FlexRay Protocol Specification

CHI Command	Where Processed (POC States)	CHI Command Vector CMD
ALL_SLOTS	POC: normal active, POC: normal passive	ALL_SLOTS
ALLOW_COLDSTART	All except POC: default config, POC: config, POC: halt	ALLOW_COLDSTART
CONFIG	POC: default config, POC: ready	CONFIG
CONFIG_COMPLETE	POC: config	Unlock sequence & READY
DEFAULT_CONFIG	POC: halt	CONFIG
FREEZE	All	FREEZE
HALT	POC: normal active, POC: normal passive	HALT
READY	All except POC: default config, POC: config, POC: ready, POC: halt	READY
RUN	POC: ready	RUN
WAKEUP	POC: ready	WAKEUP

17.2.6.2 FLXA0FRSUCC2 — FlexRay SUC Configuration Register 2

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0084_H

Value after reset: 0100 0504_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—			—			LTN[3:0]			—			LT[20:16]			
Value after reset	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LT[15:0]															
Value after reset	0	0	0	0	0	1	0	1	0	0	0	0	0	1	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.22 FLXA0FRSUCC2 Register Contents

Bit Position	Bit Name	Function
31 to 28	—	Reserved These bits are always read as 0. When writing, always write 0.
27 to 24	LTN[3:0]	Listen Timeout Noise Configure (gListenNoise - 1)
23 to 21	—	Reserved These bits are always read as 0. When writing, always write 0.
20 to 0	LT[20:0]	Listen Timeout Configure pdListenTimeout

(1) FLXA0FRSUCC2.LTN

Listen Timeout Noise

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 16.

FLXA0FRSUCC2.LTN must be configured identical in all nodes of a cluster.

Configures the upper limit for startup and wakeup listen timeout in the presence of noise expressed as a multiple of pdListenTimeout.

NOTE

The wakeup/startup noise timeout is calculated as follows:

$$\text{pdListenTimeout} \times \text{gListenNoise} = \text{FLXA0FRSUCC2.LT} \times (\text{FLXA0FRSUCC2.LTN} + 1)$$

(2) FLXA0FRSUCC2.LT

Listen Timeout

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 1284 to 1283846 μT .

Configures wakeup/startup listen timeout in μT .

17.2.6.3 FLXA0FRSUCC3 — FlexRay SUC Configuration Register 3

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0088_H

Value after reset: 0000 0011_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	WCF[3:0]			WCP[3:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.23 FLXA0FRSUCC3 Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved These bits are always read as 0. When writing, always write 0.
7 to 4	WCF[3:0]	Maximum Without Clock Correction Fatal (condition for transition to HALT state) Configure gMaxWithoutClockCorrectionFatal
3 to 0	WCP[3:0]	Maximum Without Clock Correction Passive (condition for transition to NORMAL_PASSIVE state) Configure gMaxWithoutClockCorrectionPassive

(1) FLXA0FRSUCC3.WCF

Maximum Without Clock Correction Fatal (condition for transition to HALT state)

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 1 to 15 cycle pairs.

Setting must be identical in all nodes of a cluster.

Defines the number of consecutive even/odd cycle pairs with missing clock correction terms that will cause a transition from NORMAL_ACTIVE or NORMAL_PASSIVE to HALT state.

NOTE

The transition to HALT state is prevented if FLXA0FRSUCC1.HCSE is not set.

(2) FLXA0FRSUCC3.WCP

Maximum Without Clock Correction Passive (transition to NORMAL_PASSIVE state)

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 1 to 15 cycle pairs.

Setting must be identical in all nodes of a cluster.

Defines the number of consecutive even/odd cycle pairs with missing clock correction terms that will cause a transition from NORMAL_ACTIVE to NORMAL_PASSIVE state.

17.2.6.4 FLXA0FRNEMC — FlexRay NEM Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 008C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	NML[3:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 17.24 FLXA0FRNEMC Register Contents

Bit Position	Bit Name	Function
31 to 4	—	Reserved These bits are always read as 0. When writing, always write 0.
3 to 0	NML[3:0]	Network Management Vector Length Configure gNetworkManagementVectorLength

(1) FLXA0FRNEMC.NML

Network Management Vector Length

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 12 bytes.

The configured length must be identical in all nodes of a cluster.

These bits configure the length of the NM vector.

17.2.6.5 FLXA0FRPRTC1 — FlexRay PRT Configuration Register 1

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0090_H

Value after reset: 084C 0633_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RWP[5:0]					—	RXW[8:0]									
Value after reset	0	0	0	0	1	0	0	0	0	1	0	0	1	1	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BRP[1:0]		SPP[1:0]		—	CASM[6:0]						TSST[3:0]				
Value after reset	0	0	0	0	0	1	1	0	0	0	1	1	0	0	1	1
R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.25 FLXA0FRPRTC1 Register Contents

Bit Position	Bit Name	Function
31 to 26	RWP[5:0]	Repetitions of Tx Wakeup Pattern Configure pWakeupPattern
25	—	Reserved This bit is always read as 0. When writing, always write 0.
24 to 16	RXW[8:0]	Wakeup Symbol Receive Window Length Configure gdWakeupSymbolRxWindow
15, 14	BRP[1:0]	Baud Rate Prescaler Configure gdSampleClockPeriod and pSamplesPerMicrotick 00 = 10 Mbps 01 = 5 Mbps 10 = 2.5 Mbps 11 = 2.5 Mbps
13, 12	SPP[1:0]	Strobe Point Position Configure Strobe point position 00 = Sample 5 01 = Sample 4 10 = Sample 6 11 = Sample 5
11	—	Reserved This bit is always read as 0. When writing, always write 0.
10 to 4	CASM[6:0]	Collision Avoidance Symbol Max Configure gdCASRxLowMax
3 to 0	TSST[3:0]	Transmission Start Sequence Transmitter Configure gdTSSTransmitter

(1) FLXA0FRPRTC1.RWP

Repetitions of Tx Wakeup Pattern

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 63.

Configures the number of repetitions (sequences) of the Tx wakeup symbol.

(2) FLXA0FRPRTC1.RXW

Wakeup Symbol Receive Window Length

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 76 to 301 bit times.

Must be identical in all nodes of a cluster.

Configures the number of bit times used by the node to test the duration of the received wakeup pattern.

(3) FLXA0FRPRTC1.BRP

Baud Rate Prescaler

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

The Baud Rate Prescaler configures the baud rate on the FlexRay bus. The baud rates listed below are valid with a sample clock set to 80 MHz. One bit time always consists of 8 samples independent of the configured baud rate.

00 = 10 MBit/s

$$\text{gdSampleClockPeriod} = 12.5 \text{ ns} = 1 * \text{'sample clock'}$$

$$\text{pSamplesPerMicrotick} = 2 \text{ (1 } \mu\text{T} = 25 \text{ ns)}$$

01 = 5 MBit/s

$$\text{gdSampleClockPeriod} = 25 \text{ ns} = 2 * \text{'sample clock'}$$

$$\text{pSamplesPerMicrotick} = 1 \text{ (1 } \mu\text{T} = 25 \text{ ns)}$$

10, 11 = 2.5 MBit/s

$$\text{gdSampleClockPeriod} = 50 \text{ ns} = 4 * \text{'sample clock'}$$

$$\text{pSamplesPerMicrotick} = 1 \text{ (1 } \mu\text{T} = 50 \text{ ns)}$$

(4) FLXA0FRPRTC1.SPP

Strobe Point Position

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Defines the sample count value for strobing. The strobed bit value is set to the voted value when the sample count is incremented to the value configured by FLXA0FRPRTC1.SPP.

NOTE

The current revision 2.1 of the FlexRay protocol requires that FLXA0FRPRTC1.SPP = "00". The alternate strobe point positions could be used to compensate for asymmetries in the physical layer.

(5) FLXA0FRPRTC1.CASM

Collision Avoidance Symbol Max

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

CASM6 is fixed to '1'.

Valid values are 67 to 99 bit times.

Configures the upper limit of the acceptance window for a collision avoidance symbol (CAS).

(6) FLXA0FRPRTC1.TSST

Transmission Start Sequence Transmitter

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 3 to 15 bit times.

Must be identical in all nodes of a cluster.

Configures the duration of the Transmission Start Sequence (TSS) in terms of bit times (1 bit time = 4 μ T = 100ns at 10 Mbps).

17.2.6.6 FLXA0FRPRTC2 — FlexRay PRT Configuration Register 2

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0094_H

Value after reset: 0F2D 0A0E_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16		
	—		TXL[5:0]							TXI[7:0]								
Value after reset	0	0	0	0	1	1	1	1	0	0	1	0	1	1	0	1		
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W		
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
	—		RXL[5:0]							—		RXI[5:0]						
Value after reset	0	0	0	0	1	0	1	0	0	0	0	0	1	1	1	0		
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W		

Table 17.26 FLXA0FRPRTC2 Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29 to 24	TXL[5:0]	Wakeup Symbol Transmit Low Configure gdWakeupSymbolTxLow
23 to 16	TXI[7:0]	Wakeup Symbol Transmit Idle Configure gdWakeupSymbolTxIdle
15, 14	—	Reserved These bits are always read as 0. When writing, always write 0.
13 to 8	RXL[5:0]	Wakeup Symbol Receive Low Configure gdWakeupSymbolRxLow
7, 6	—	Reserved These bits are always read as 0. When writing, always write 0.
5 to 0	RXI[5:0]	Wakeup Symbol Rx Idle Configure gdWakeupSymbolRxIdle

(1) FLXA0FRPRTC2.TXL

Wakeup Symbol Transmit Low

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 15 to 60 bit times.

Must be identical in all nodes of a cluster.

Configures the number of bit times used by the node to transmit the low phase of the wakeup symbol.

(2) FLXA0FRPRTC2.TXI

Wakeup Symbol Transmit Idle

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 45 to 180 bit times.

Must be identical in all nodes of a cluster.

Configures the number of bit times used by the node to transmit the idle phase of the wakeup symbol.

(3) FLXA0FRPRTC2.RXL

Wakeup Symbol Receive Low

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 10 to 55 bit times.

Must be identical in all nodes of a cluster.

Configures the number of bit times used by the node to test the duration of the low phase of the received wakeup symbol.

(4) FLXA0FRPRTC2.RXI

Wakeup Symbol Rx Idle

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 14 to 59 bit times.

Must be identical in all nodes of a cluster.

Configures the number of bit times used by the node to test the duration of the idle phase of the received wakeup symbol.

17.2.6.7 FLXA0FRMHDC — FlexRay MHD Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0098_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SLT[12:0]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	SFDL[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.27 FLXA0FRMHDC Register Contents

Bit Position	Bit Name	Function
31 to 29	—	Reserved These bits are always read as 0. When writing, always write 0.
28 to 16	SLT[12:0]	Start of Latest Transmit Configure pLatestTx
15 to 7	—	Reserved These bits are always read as 0. When writing, always write 0.
6 to 0	SFDL[6:0]	Static Frame Data Length Configure gPayloadLengthStatic

(1) FLXA0FRMHDC.SLT

Start of Latest Transmit

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 7981 minislots.

Configures the maximum minislot value allowed before inhibiting frame transmission in the dynamic segment of the cycle. There is no transmission in dynamic segment if FLXA0FRMHDC.SLT is set to zero.

(2) FLXA0FRMHDC.SFDL

Static Frame Data Length

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 127.

The payload length must be identical in all nodes of a cluster.

Configures the cluster-wide payload length for all frames sent in the static segment in double bytes.

17.2.6.8 FLXA0FRGTUC1 — FlexRay GTU Configuration Register 1

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00A0_H

Value after reset: 0000 0280_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—												UT[19:16]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	UT[15:0]															
Value after reset	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.28 FLXA0FRGTUC1 Register Contents

Bit Position	Bit Name	Function
31 to 20	—	Reserved These bits are always read as 0. When writing, always write 0.
19 to 0	UT[19:0]	Microtick per Cycle Configure pMicroPerCycle

(1) FLXA0FRGTUC1.UT

Microtick per Cycle

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 640 to 640000 μ T.

Configures the duration of the communication cycle in microticks.

17.2.6.9 FLXA0FRGTUC2 — FlexRay GTU Configuration Register 2

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00A4_H

Value after reset: 0002 000A_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—												SNM[3:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—		MPC[13:0]													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.29 FLXA0FRGTUC2 Register Contents

Bit Position	Bit Name	Function
31 to 20	—	Reserved These bits are always read as 0. When writing, always write 0.
19 to 16	SNM[3:0]	Sync Node Max
15, 14	—	Reserved These bits are always read as 0. When writing, always write 0.
13 to 0	MPC[13:0]	Macrotick Per Cycle Configure gMacroPerCycle

(1) FLXA0FRGTUC2.SNM

Sync Node Max

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 15.

Must be identical in all nodes of a cluster.

Maximum number of frames within a cluster with sync frame indicator bit SYN set to '1'.

(2) FLXA0FRGTUC2.MPC

Macrotick Per Cycle

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 10 to 16000 MT.

The cycle length must be identical in all nodes of a cluster.

Configures the duration of one communication cycle in macroticks.

17.2.6.10 FLXA0FRGTUC3 — FlexRay GTU Configuration Register 3

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00A8_H

Value after reset: 0202 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—		MIOB[6:0]						—		MIOA[6:0]					
Value after reset	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	UIOB[7:0]							UIOA[7:0]								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.30 FLXA0FRGTUC3 Register Contents

Bit Position	Bit Name	Function
31	—	Reserved This bit is always read as 0. When writing, always write 0.
30 to 24	MIOB[6:0]	Macrotick Initial Offset Channel B Configure pMacroInitialOffset[B]
23	—	Reserved This bit is always read as 0. When writing, always write 0.
22 to 16	MIOA[6:0]	Macrotick Initial Offset Channel A Configure pMacroInitialOffset[A]
15 to 8	UIOB[7:0]	Microtick Initial Offset Channel B Configure pMicroInitialOffset[B]
7 to 0	UIOA[7:0]	Microtick Initial Offset Channel A Configure pMicroInitialOffset[A]

(1) FLXA0FRGTUC3.MIOB

Macrotick Initial Offset Channel B

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 72 MT.

Must be identical in all nodes of a cluster.

Configures the number of macroticks between the static slot boundary and the subsequent macrotick boundary of the secondary time reference point based on the nominal macrotick duration.

(2) FLXA0FRGTUC3.MIOA

Macrotick Initial Offset Channel A

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 72 MT.

Must be identical in all nodes of a cluster.

Configures the number of macroticks between the static slot boundary and the subsequent macrotick boundary of the secondary time reference point based on the nominal macrotick duration.

(3) FLXA0FRGTUC3.UIOB

Microtick Initial Offset Channel B

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 240 μ T.

Configures the number of microticks between the actual time reference point on channel B and the subsequent macrotick boundary of the secondary time reference point. The parameter depends on pDelayCompensation [B] and therefore has to be set for each channel independently.

(4) FLXA0FRGTUC3.UIOA

Microtick Initial Offset Channel A

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 240 μ T.

Configures the number of microticks between the actual time reference point on channel A and the subsequent macrotick boundary of the secondary time reference point. The parameter depends on pDelayCompensation [A] in the FLXA0FRGTUC5 register and therefore has to be set for each channel independently.

17.2.6.11 FLXA0FRGTUC4 — FlexRay GTU Configuration Register 4

For details about configuration of FLXA0FRGTUC4.NIT and FLXA0FRGTUC4.OCS see **Section 17.3.2.5, Configuration of NIT Start and Offset Correction Start.**

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00AC_H

Value after reset: 0008 0007_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—		OCS[13:0]														
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	—		NIT[13:0]														
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	

Table 17.31 FLXA0FRGTUC4 Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29 to 16	OCS[13:0]	Offset Correction Start Configure (gOffsetCorrectionStart - 1)
15, 14	—	Reserved These bits are always read as 0. When writing, always write 0.
13 to 0	NIT[13:0]	Network Idle Time Start Configure (gMacroPerCycle -gdNIT - 1)

(1) FLXA0FRGTUC4.OCS

Offset Correction Start

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 8 to 15998 MT.

For cluster consisting of E-Ray implementations only, it is sufficient to program
 $FLXA0FRGTUC4.OCS = FLXA0FRGTUC4.NIT + 1$.

Must be identical in all nodes of a cluster.

Determines the start of the offset correction within the NIT phase, calculated from start of cycle.

(2) FLXA0FRGTUC4.NIT

Network Idle Time Start

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 7 to 15997 MT.

Must be identical in all nodes of a cluster.

Configures the starting point of the Network Idle Time NIT at the end of the communication cycle expressed in terms of macroticks from the beginning of the cycle. The start of NIT is recognized if $MacroTick = gMacroPerCycle - gdNIT - 1$ and the increment pulse of MacroTick is set.

17.2.6.12 FLXA0FRGTUC5 — FlexRay GTU Configuration Register 5

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00B0_H

Value after reset: 0E00 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DEC[7:0]								—	—	—	CDD[4:0]				
Value after reset	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DCB[7:0]							DCA[7:0]								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.32 FLXA0FRGTUC5 Register Contents

Bit Position	Bit Name	Function
31 to 24	DEC[7:0]	Decoding Correction Configure pDecodingCorrection
23 to 21	—	Reserved These bits are always read as 0. When writing, always write 0.
20 to 16	CDD[4:0]	Cluster Drift Damping Configure pClusterDriftDamping
15 to 8	DCB[7:0]	Delay Compensation Channel B Configure pDelayCompensation[B]
7 to 0	DCA[7:0]	Delay Compensation Channel A Configure pDelayCompensation[A]

(1) FLXA0FRGTUC5.DEC

Decoding Correction

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 14 to 143 μ T.

Configures the decoding correction value in microticks used to determine the primary time reference point.

(2) FLXA0FRGTUC5.CDD

Cluster Drift Damping

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 20 μ T.

Configures the cluster drift damping value in microticks used in clock synchronization to minimize accumulation of rounding errors.

(3) FLXA0FRGTUC5.DCB

Delay Compensation Channel B

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 200 μ T.

Used to compensate for reception delays on channel B. This covers assumed propagation delay up to cPropagationDelayMax for microticks in the range of 0.0125 to 0.05 μ s. In practice, the minimum of the propagation delays of all sync nodes should be applied.

(4) FLXA0FRGTUC5.DCA

Delay Compensation Channel A

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 200 μ T.

Used to compensate for reception delays on channel A. This covers assumed propagation delay up to cPropagationDelayMax for microticks in the range of 0.0125 to 0.05 μ s. In practice, the minimum of the propagation delays of all sync nodes should be applied.

17.2.6.13 FLXA0FRGTUC6 — FlexRay GTU Configuration Register 6

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00B4_H

Value after reset: 0002 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	MOD[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	ASR[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.33 FLXA0FRGTUC6 Register Contents

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26 to 16	MOD[10:0]	Maximum Oscillator Drift Configure pdMaxDrift
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	ASR[10:0]	Accepted Startup Range Configure pdAcceptedStartupRange

(1) FLXA0FRGTUC6.MOD

Maximum Oscillator Drift

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 1923 μ T.

Maximum drift offset between two nodes that operate with unsynchronized clocks over one communication cycle in μ T.

(2) FLXA0FRGTUC6.ASR

Accepted Startup Range

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 1875 μ T.

Number of microticks constituting the expanded range of measured deviation for startup frames during integration.

17.2.6.14 FLXA0FRGTUC7 — FlexRay GTU Configuration Register 7

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00B8_H

Value after reset: 0002 0004_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	—	—	—	—	—	NSS[9:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	—	—	—	—	—	—	SSL[9:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	

Table 17.34 FLXA0FRGTUC7 Register Contents

Bit Position	Bit Name	Function
31 to 26	—	Reserved These bits are always read as 0. When writing, always write 0.
25 to 16	NSS[9:0]	Number of Static Slots Configure gNumberOfStaticSlots
15 to 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9 to 0	SSL[9:0]	Static Slot Length Configure gdStaticSlot

(1) FLXA0FRGTUC7.NSS

Number of Static Slots

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 1023.

The number of static slots must be identical in all nodes of a cluster.

Configures the number of static slots in a cycle.

(2) FLXA0FRGTUC7.SSL

Static Slot Length

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 4 to 659 MT.

The static slot length must be identical in all nodes of a cluster.

Configures the length of a static slot in macroticks.

17.2.6.15 FLXA0FRGTUC8 — FlexRay GTU Configuration Register 8

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00BC_H

Value after reset: 0000 0002_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	NMS[12:0]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	MSL[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.35 FLXA0FRGTUC8 Register Contents

Bit Position	Bit Name	Function
31 to 29	—	Reserved These bits are always read as 0. When writing, always write 0.
28 to 16	NMS[12:0]	Number of Minislots Configure gNumberOfMinislots
15 to 6	—	Reserved These bits are always read as 0. When writing, always write 0.
5 to 0	MSL[5:0]	Minislot Length Configure gdMinislot

(1) FLXA0FRGTUC8.NMS

Number of Minislots

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 7986.

The number of minislots must be identical in all nodes of a cluster.

Configures the number of minislots within the dynamic segment of a cycle.

(2) FLXA0FRGTUC8.MSL

Minislot Length

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 63 MT.

The minislot length must be identical in all nodes of a cluster.

Configures the length of a minislot in macroticks.

17.2.6.16 FLXA0FRGTUC9 — FlexRay GTU Configuration Register 9

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00C0_H

Value after reset: 0000 0101_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—														DSI[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—		—		MAPO[4:0]				—		—		APO[5:0]			
Value after reset	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.36 FLXA0FRGTUC9 Register Contents

Bit Position	Bit Name	Function
31 to 18	—	Reserved These bits are always read as 0. When writing, always write 0.
17, 16	DSI[1:0]	Dynamic Slot Idle Phase Configure gdDynamicSlotIdlePhase
15 to 13	—	Reserved These bits are always read as 0. When writing, always write 0.
12 to 8	MAPO[4:0]	Minislot Action Point Offset Configure gdMinislotActionPointOffset
7, 6	—	Reserved These bits are always read as 0. When writing, always write 0.
5 to 0	APO[5:0]	Action Point Offset Configure gdActionPointOffset

(1) FLXA0FRGTUC9.DSI

Dynamic Slot Idle Phase

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 2 Minislots.

Must be identical in all nodes of a cluster.

Configures the duration of the dynamic slot idle phase in the number of minislots. The duration has to be greater or equal than the idle detection time.

(2) FLXA0FRGTUC9.MAPO

Minislot Action Point Offset

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 1 to 31 MT.

Must be identical in all nodes of a cluster.

Configures the action point offset in macroticks within the minislots of the dynamic segment.

(3) FLXA0FRGTUC9.APO

Action Point Offset

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 1 to 63 MT.

Must be identical in all nodes of a cluster.

Configures the action point offset in macroticks within static slots and symbol window.

17.2.6.17 FLXA0FRGTUC10 — FlexRay GTU Configuration Register 10

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00C4_H

Value after reset: 0002 0005_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	MRC[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	MOC[13:0]													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.37 FLXA0FRGTUC10 Register Contents

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26 to 16	MRC[10:0]	Maximum Rate Correction Configure pRateCorrectionOut
15, 14	—	Reserved These bits are always read as 0. When writing, always write 0.
13 to 0	MOC[13:0]	Maximum Offset Correction Configure pOffsetCorrectionOut

(1) FLXA0FRGTUC10.MRC

Maximum Rate Correction

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 2 to 1923 μ T.

Holds the maximum permitted rate correction value to be applied by the internal clock synchronization algorithm. The CC checks only the internal rate correction value against the maximum rate correction value (absolute value).

(2) FLXA0FRGTUC10.MOC

Maximum Offset Correction

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 5 to 15266 μ T.

Holds the maximum permitted offset correction value (absolute value) to be applied by the internal clock synchronization algorithm (absolute value). The CC checks only the internal offset correction value against the maximum offset correction value.

17.2.6.18 FLXA0FRGTUC11 — FlexRay GTU Configuration Register 11

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 00C8_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	ERC[2:0]			—	—	—	—	—	EOC[2:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ERCC[1:0]		—	—	—	—	—	—	EOCC[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Table 17.38 FLXA0FRGTUC11 Register Contents

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26 to 24	ERC[2:0]	External Rate Correction Configure pExternRateCorrection
23 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18 to 16	EOC[2:0]	External Offset Correction Configure pExternOffsetCorrection
15 to 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9, 8	ERCC[1:0]	External Rate Correction Control Configure vExternRateControl 00: External rate correction is prohibited. 01: External rate correction is prohibited. 10: Subtract 11: Add
7 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1, 0	EOCC[1:0]	External Offset Correction Control Configure vExternOffsetControl 00: External offset correction is prohibited. 01: External offset correction is prohibited. 10: Subtract 11: Add

(1) FLXA0FRGTUC11.ERC

External Rate Correction

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 7 μ T.

Holds the external rate correction value in microticks to be applied by the internal clock synchronization algorithm. The value is subtracted or added from or to the calculated rate correction value. The value is applied during NIT.

(2) FLXA0FRGTUC11.EOC

External Offset Correction

A user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Valid values are 0 to 7 μ T.

Holds the external offset correction value in microticks to be applied by the internal clock synchronization algorithm. The value is subtracted or added from or to the calculated offset correction value. The value is applied during NIT.

(3) FLXA0FRGTUC11.ERCC

External Rate Correction Control

Should be modified only outside NIT (Network Idle Time).

By writing to FLXA0FRGTUC11.ERCC the external rate correction is enabled as specified below.

00 = External rate correction is prohibited.

01 = External rate correction is prohibited.

10 = Subtract

External rate correction value subtracted from calculated rate correction value

11 = Add

External rate correction value added to calculated rate correction value

(4) FLXA0FRGTUC11.EOCC

External Offset Correction Control

Should be modified only outside NIT (Network Idle Time).

By writing to FLXA0FRGTUC11.EOCC the external offset correction is enabled as specified below.

00 = External offset correction is prohibited.

01 = External offset correction is prohibited.

10 = Subtract

External offset correction value subtracted from calculated offset correction value

11 = Add

External offset correction value added to calculated offset correction value

17.2.7 CC Status Registers

During 8/16-bit accesses to status variables coded with more than 8/16-bit, the variable might be updated by the CC between two accesses (non-atomic read accesses).

17.2.7.1 FLXA0FRCCSV — FlexRay CC Status Vector Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0100_H

Value after reset: 0010 4000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	PSL[5:0]					RCA[4:0]				WSV[2:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	CSI	CSAI	CSNI	—	—	SLM[1:0]		HRQ	FSI	POCS[5:0]					
Value after reset	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.39 FLXA0FRCCSV Register Contents

Bit	Symbol	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29 to 24	PSL[5:0]	POC Status Log Flags Status of FLXA0FRCCSV.POCS immediately before entering HALT state.
23 to 19	RCA[4:0]	Remaining Coldstart Attempts Flags Indicate vRemainingColdstartAttempts
18 to 16	WSV[2:0]	Wakeup Status Flags Indicate vPOC!WakeupStatus
15	—	Reserved This bit is always read as 0. When writing, always write 0.
14	CSI	Cold Start Inhibit Flag Indicates vColdStartInhibit 0: Cold starting of node enabled 1: Cold starting of node disabled
13	CSAI	Coldstart Abort Indicator Flag
12	CSNI	Coldstart Noise Indicator Flag Indicates vPOC!ColdstartNoise
11, 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9, 8	SLM[1:0]	Slot Mode Flags Indicate vPOC!SlotMode 00: SINGLE 01: reserved 10: ALL_PENDING 11: ALL
7	HRQ	Halt Request Flag Indicates vPOC!CHIHaltRequest
6	FSI	Freeze Status Indicator Flag Indicates vPOC!Freeze
5 to 0	POCS[5:0]	Protocol Operation Control Status Flags

(1) FLXA0FRCCSV.PSL

POC Status Log Flags

Set the value of FLXA0FRCCSV.POCS immediately before entering HALT state.

Set to HALT when FREEZE command is applied during HALT state and FLXA0FRCCSV.FSI is not already set i.e. the HALT state was not reached by FREEZE command.

Reset to “000000_p” when leaving HALT state.

(2) FLXA0FRCCSV.RCA

Remaining Coldstart Attempts Flags

Indicates the number of remaining coldstart attempts (vRemainingColdstartAttempts).

The initial value of FLXA0FRCCSV.RCA during CONFIG and DEFAULT_CONFIG state is also FLXA0FRSUCC1.CSA.

The RUN command resets this counter to the maximum number of coldstart attempts as configured by FLXA0FRSUCC1.CSA.

(3) FLXA0FRCCSV.WSV

Wakeup Status Flags

Indicates the status of the current wakeup attempt (vPOC!WakeupStatus).

Reset to “0” when entering Wakeup state, by CHI command RESET_STATUS_INDICATORS, or by transition from DEFAULT_CONFIG to CONFIG state

000 = UNDEFINED

Wakeup not yet executed by the CC.

001 = RECEIVED_HEADER

Set when the CC finishes wakeup due to the reception of a frame header without coding violation on either channel in WAKEUP_LISTEN state.

010 = RECEIVED_WUP

Set when the CC finishes wakeup due to the reception of a valid wakeup pattern on the configured wakeup channel in WAKEUP_LISTEN state.

011 = COLLISION_HEADER

Set when the CC stops wakeup due to a detected collision during wakeup pattern transmission by receiving a valid header on either channel.

100 = COLLISION_WUP

Set when the CC stops wakeup due to a detected collision during wakeup pattern transmission by receiving a valid wakeup pattern on the configured wakeup channel.

101 = COLLISION_UNKNOWN

Set when the CC stops wakeup by leaving WAKEUP_DETECT state after expiration of the wakeup timer without receiving a valid wakeup pattern or a valid frame header.

110 = TRANSMITTED

Set when the CC has successfully completed the transmission of the wakeup pattern.

111 = reserved

(4) FLXA0FRCCSV.CSI

Cold Start Inhibit Flag

Indicates that the node is disabled from cold starting (vColdStartInhibit).

The flag is set to “1” whenever the POC enters READY state due to CHI command READY.

The flag has to be reset under control of the host by CHI command ALLOW_COLDSTART (FLXA0FRSUCC1.CMD = “1001”).

(5) FLXA0FRCCSV.CSAI

Coldstart Abort Indicator Flag

Coldstart aborted.

Reset by CHI command RESET_STATUS_INDICATORS or by transition from HALT to DEFAULT_CONFIG state or from READY to STARTUP state.

(6) FLXA0FRCCSV.CSNI

Coldstart Noise Indicator Flag

Indicates that the cold start procedure occurred under noisy conditions (vPOC!ColdstartNoise).

Reset by CHI command RESET_STATUS_INDICATORS or by transition from HALT to DEFAULT_CONFIG state or from READY to STARTUP state.

(7) FLXA0FRCCSV.SLM

Slot Mode Flags

Indicates the actual slot mode of the POC (vPOC!SlotMode) in states READY, WAKEUP, STARTUP, NORMAL_ACTIVE, and NORMAL_PASSIVE.

Default value is SINGLE. Changes to ALL, depending on FLXA0FRSUCC1.TSM.

In NORMAL_ACTIVE or NORMAL_PASSIVE state the CHI command ALL_SLOTS will change the slot mode from SINGLE over ALL_PENDING to ALL.

Set FLXA0FRSUCC1.TSM to SINGLE except for NORMAL_ACTIVE or NORMAL_PASSIVE.

(8) FLXA0FRCCSV.HRQ

Halt Request Flag

Indicates that a request from the host has been received to halt the POC at the end of the communication cycle (vPOC!CHIHaltRequest).

Reset by transition from HALT to DEFAULT_CONFIG state or when entering READY state.

(9) FLXA0FRCCSV.FSI

Freeze Status Indicator Flag

Indicates that the POC has entered the HALT state due to CHI command FREEZE or due to an error condition requiring an immediate POC halt (vPOC!Freeze).

Reset by transition from HALT to DEFAULT_CONFIG state.

(10) FLXA0FRCCSV.POCS

Protocol Operation Control Status Flag

Indicates the actual state of operation of the CC Protocol Operation Control

00 0000 = DEFAULT_CONFIG state

00 0001 = READY state

00 0010 = NORMAL_ACTIVE state

00 0011 = NORMAL_PASSIVE state

00 0100 = HALT state

00 0110...00 1110 = reserved

00 1111 = CONFIG state

Indicates the actual state of operation of the POC in the wakeup path

01 0000 = WAKEUP_STANDBY state

01 0001 = WAKEUP_LISTEN state

01 0010 = WAKEUP_SEND state

01 0011 = WAKEUP_DETECT state

Indicates the actual state of operation of the POC in the startup path

10 0000 = STARTUP_PREPARE state

10 0001 = COLDSTART_LISTEN state

10 0010 = COLDSTART_COLLISION_RESOLUTION state

10 0011 = COLDSTART_CONSISTENCY_CHECK state

10 0100 = COLDSTART_GAP state

10 0101 = COLDSTART_JOIN State

10 0110 = INTEGRATION_COLDSTART_CHECK state

10 0111 = INTEGRATION_LISTEN state

10 1000 = INTEGRATION_CONSISTENCY_CHECK state

10 1001 = INITIALIZE_SCHEDULE state

10 1010 = ABORT_STARTUP state

10 1011 = STARTUP_SUCCESS state

Others = reserved

17.2.7.2 FLXA0FRCCEV — FlexRay CC Error Vector Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0104_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	PTAC[4:0]				ERRM[1:0]		—	—	CCFC[3:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.40 FLXA0FRCCEV Register Contents

Bit Position	Bit Name	Function
31 to 13	—	Reserved These bits are always read as 0. When writing, always write 0.
12 to 8	PTAC[4:0]	Passive to Active Count Indicate vAllowPassiveToActive
7, 6	ERRM[1:0]	Error Mode Flags Indicates vPOC!ErrorMode 00: ACTIVE 01: PASSIVE 10: COMM_HALT 11: reserved
5, 4	—	Reserved These bits are always read as 0. When writing, always write 0.
3 to 0	CCFC[3:0]	Clock Correction Failed Counter Indicate vClockCorrectionFailed

(1) FLXA0FRCCEV.PTAC

Passive to Active Count

Indicates the number of consecutive even/odd cycle pairs that have passed with valid rate and offset correction terms, while the node is waiting to transit from NORMAL_PASSIVE state to NORMAL_ACTIVE state. The transition takes place when FLXA0FRCCEV.PTAC equals FLXA0FRSUCC1.PTA - 1.

Reset by transition from HALT to DEFAULT_CONFIG state or when entering READY state.

(2) FLXA0FRCCEV.ERRM

Error Mode Flags

Indicates the actual error mode of the POC (vPOC!ErrorMode).

Reset by transition from HALT to DEFAULT_CONFIG state or when entering READY state.

(3) FLXA0FRCCEV.CCFC

Clock Correction Failed Counter

Indicates the clock correction failed counter of the POC (vClockCorrectionFailed).

The Clock Correction Failed Counter is incremented by one at the end of any odd communication cycle where either the missing offset correction error or missing rate correction error are active.

The Clock Correction Failed Counter is reset to '0' at the end of an odd communication cycle if neither the offset correction failed nor the rate correction failed errors are active.

The Clock Correction Failed Counter stops at 15.

Reset by transition from HALT to DEFAULT_CONFIG state or when entering READY state.

17.2.7.3 FLXA0FRSCV — FlexRay Slot Counter Value Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0110_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	SCCB[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	SCCA[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.41 FLXA0FRSCV Register Contents

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26 to 16	SCCB[10:0]	Slot Counter Channel B Indicates vSlotCounter[B]
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	SCCA[10:0]	Slot Counter Channel A Indicates vSlotCounter[A]

(1) FLXA0FRSCV.SCCB

Slot Counter Channel B

Current slot counter value on channel B (vSlotCounter[B]). The value is incremented by the CC and reset at the start of a communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state.

(2) FLXA0FRSCV.SCCA

Slot Counter Channel A

Current slot counter value on channel A (vSlotCounter[A]). The value is incremented by the CC and reset at the start of a communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state.

17.2.7.4 FLXA0FRMTCCV — FlexRay Macrotick and Cycle Counter Value Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0114_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	CCV[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	MTV[13:0]													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.42 FLXA0FRMTCCV Register Contents

Bit Position	Bit Name	Function
31 to 22	—	Reserved These bits are always read as 0. When writing, always write 0.
21 to 16	CCV[5:0]	Cycle Counter Value Indicates vCycleCounter
15, 14	—	Reserved These bits are always read as 0. When writing, always write 0.
13 to 0	MTV[13:0]	Macrotick Value Indicates vMacrotick

(1) FLXA0FRMTCCV.CCV

Cycle Counter Value

Current cycle counter value (vCycleCounter). The value is incremented by the CC at the start of a communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state.

(2) FLXA0FRMTCCV.MTV

Macrotick Value

Current macrotick value (vMacrotick). The value is incremented by the CC and reset at the start of a communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state.

17.2.7.5 FLXA0FRRCV — FlexRay Rate Correction Value Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0118_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	RCV[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.43 FLXA0FRRCV Register Contents

Bit Position	Bit Name	Function
31 to 12	—	Reserved These bits are always read as 0. When writing, always write 0.
11 to 0	RCV[11:0]	Rate Correction Value Flags Indicates vRateCorrection

(1) FLXA0FRRCV.RCV

Rate Correction Value Flags

Indicates internal rate correction value (vRateCorrection/ two's complement) before limitation. If the FLXA0FRRCV.RCV value exceeds the limits defined by FLXA0FRGTUC10.MRC, flag FLXA0FRSFS.RCLR is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

NOTE

The external rate correction value is added to the limited rate correction value.

17.2.7.6 FLXA0FROCV — FlexRay Offset Correction Value Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 011C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	OCV[18:16]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCV[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.44 FLXA0FROCV Register Contents

Bit Position	Bit Name	Function
31 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18 to 0	OCV[18:0]	Offset Correction Value Flags Indicate vOffsetCorrection

(1) FLXA0FROCV.OCV

Offset Correction Value Flags

Indicate offset correction value (vOffsetCorrection/ two's complement) before limitation. If the FLXA0FROCV.OCV value exceeds the limits defined by FLXA0FRGTUC10.MOC, flag FLXA0FRSFS.OCLR is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

NOTE

The external offset correction value is added to the limited offset correction value.

17.2.7.7 FLXA0FRSFS — FlexRay Sync Frame Status Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0120_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	RCLR	MRCS	OCLR	MOCS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VSBO[3:0]				VSBE[3:0]				VSAO[3:0]				VSAE[3:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.45 FLXA0FRSFS Register Contents

Bit Position	Bit Name	Function
31 to 20	—	Reserved These bits are always read as 0. When writing, always write 0.
19	RCLR	Rate Correction Limit Reached Flag 0: Rate correction below limit 1: Rate correction limit reached
18	MRCS	Missing Rate Correction Signal Flag 0: Rate correction signal valid 1: Missing rate correction signal
17	OCLR	Offset Correction Limit Reached Flag 0: Offset correction below limit 1: Offset correction limit reached
16	MOCS	Missing Offset Correction Signal Flag 0: Offset correction signal valid 1: Missing offset correction signal
15 to 12	VSBO[3:0]	Valid Sync Frames Channel B, odd communication cycle
11 to 8	VSBE[3:0]	Valid Sync Frames Channel B, even communication cycle
7 to 4	VSAO[3:0]	Valid Sync Frames Channel A, odd communication cycle
3 to 0	VSAE[3:0]	Valid Sync Frames Channel A, even communication cycle

(1) FLXA0FRSFS.RCLR

Rate Correction Limit Reached Flag

The rate correction limit reached flag signals to the host, that the rate correction value has exceeded its limit as defined by FLXA0FRGTUC10.MRC10 - MRC0. The flag is updated by the CC at start of offset correction phase.

Reset when leaving CONFIG state or when entering STARTUP state, INTEGRATION_COLDSTART_CHECK state or INTEGRATION_CONSISTENCY_CHECK state.

(2) FLXA0FRSFS.MRCS

Missing Rate Correction Signal Flag

The missing rate correction flag signals to the host, that no rate correction calculation can be performed because no pairs of even/odd sync frames were received. The flag is updated by the CC at start of offset correction phase.

Reset when leaving CONFIG state or when entering STARTUP state, INTEGRATION_COLDSTART_CHECK state or INTEGRATION_CONSISTENCY_CHECK state.

(3) FLXA0FRSFS.OCLR

Offset Correction Limit Reached Flag

The offset correction limit reached flag signals to the host, that the offset correction value has exceeded its limit as defined by FLXA0FRGTUC10.MOC. The flag is updated by the CC at start of offset correction phase.

Reset when leaving CONFIG state or when entering STARTUP state, INTEGRATION_COLDSTART_CHECK state or INTEGRATION_CONSISTENCY_CHECK state.

(4) FLXA0FRSFS.MOCS

Missing Offset Correction Signal Flag

The missing offset correction flag signals to the host, that no offset correction calculation can be performed because no sync frames were received. The flag is updated by the CC at start of offset correction phase.

Reset when leaving CONFIG state or when entering STARTUP state, INTEGRATION_COLDSTART_CHECK state or INTEGRATION_CONSISTENCY_CHECK state.

(5) FLXA0FRSFS.VSBO

Valid Sync Frames Channel B, odd communication cycle

These bits are only valid when FLXA0FRSUCC1.CCHB is '1'.

Holds the number of valid sync frames received on channel B in the odd communication cycle. If transmission of sync frames is enabled by FLXA0FRSUCC1.TXSY the value is incremented by one. The value is updated during the NIT of each odd communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state, INTEGRATION_COLDSTART_CHECK state or INTEGRATION_CONSISTENCY_CHECK state.

(6) FLXA0FRSFS.VSBE

Valid Sync Frames Channel B, even communication cycle

These bits are only valid when FLXA0FRSUCC1.CCHB is '1'.

Holds the number of valid sync frames received on channel B in the even communication cycle. If transmission of sync frames is enabled by FLXA0FRSUCC1.TXSY the value is incremented by one. The value is updated during the NIT of each even communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state, INTEGRATION_COLDSTART_CHECK state or INTEGRATION_CONSISTENCY_CHECK state.

(7) FLXA0FRSFS.VSAO

Valid Sync Frames Channel A, odd communication cycle

These bits are only valid when FLXA0FRSUCC1.CCHA is '1'.

Holds the number of valid sync frames received on channel A in the odd communication cycle. If transmission of sync frames is enabled by FLXA0FRSUCC1.TXSY the value is incremented by one. The value is updated during the NIT of each odd communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state, INTEGRATION_COLDSTART_CHECK state or INTEGRATION_CONSISTENCY_CHECK state.

(8) FLXA0FRSFS.VSAE

Valid Sync Frames Channel A, even communication cycle

These bits are only valid when FLXA0FRSUCC1.CCHA is '1'.

Holds the number of valid sync frames received on channel A in the even communication cycle. If transmission of sync frames is enabled by FLXA0FRSUCC1.TXSY the value is incremented by one. The value is updated during the NIT of each even communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state, INTEGRATION_COLDSTART_CHECK state or INTEGRATION_CONSISTENCY_CHECK state.

17.2.7.8 FLXA0FRSWNIT — FlexRay Symbol Window and NIT Status Register

Symbol window related status information is updated by the CC at the end of the symbol window for each channel. NIT related status information is updated by the CC at the end of the NIT for each channel.

During startup the status data is not updated.

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0124_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SBNB	SENB	SBNA	SENA	MTSB	MTSA	TCSB	SBSB	SESB	TCSA	SBSA	SESA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.46 FLXA0FRSWNIT Register Contents (1/2)

Bit Position	Symbol	Function
31 to 12	—	Reserved These bits are always read as 0. When writing, always write 0.
11	SBNB	Slot Boundary Violation during NIT Channel B Flag 0: No slot boundary violation detected 1: Slot boundary violation during NIT detected on channel B
10	SENB	Syntax Error during NIT Channel B Flag 0: No syntax error detected 1: Syntax error during NIT detected on channel B
9	SBNA	Slot Boundary Violation during NIT Channel A Flag 0: No slot boundary violation detected 1: Slot boundary violation during NIT detected on channel A
8	SENA	Syntax Error during NIT Channel A Flag 0: No syntax error detected 1: Syntax error during NIT detected on channel A
7	MTSB	MTS Received on Channel B Flag 0: No MTS symbol received on channel B 1: MTS symbol received on channel B
6	MTSA	MTS Received on Channel A Flag 0: No MTS symbol received on channel A 1: MTS symbol received on channel A
5	TCSB	Transmission Conflict in Symbol Window Channel B Flag 0: No transmission conflict detected 1: Transmission conflict in symbol window detected on channel B
4	SBSB	Slot Boundary Violation in Symbol Window Channel B Flag 0: No slot boundary violation detected 1: Slot boundary violation during symbol window detected on channel B
3	SESB	Syntax Error in Symbol Window Channel B Flag 0: No syntax error detected 1: Syntax error during symbol window detected on channel B

Table 17.46 FLXA0FRSWNIT Register Contents (2/2)

Bit Position	Symbol	Function
2	TCSA	Transmission Conflict in Symbol Window Channel A Flag 0: No transmission conflict detected 1: Transmission conflict in symbol window detected on channel A
1	SBSA	Slot Boundary Violation in Symbol Window Channel A Flag 0: No slot boundary violation detected 1: Slot boundary violation during symbol window detected on channel A
0	SESA	Syntax Error in Symbol Window Channel A Flag 0: No syntax error detected 1: Syntax error during symbol window detected on channel A

(1) FLXA0FRSWNIT.SBNB

Indicates a Slot Boundary Violation during NIT Channel B Flag (vSS!BViolationB).

Reset when leaving CONFIG state or when entering STARTUP state.

(2) FLXA0FRSWNIT.SENB

Indicates a Syntax Error during NIT Channel B Flag (vSS!SyntaxErrorB).

Reset when leaving CONFIG state or when entering STARTUP state.

(3) FLXA0FRSWNIT.SBNA

Indicates a Slot Boundary Violation during NIT Channel A Flag (vSS!BViolationA).

Reset when leaving CONFIG state or when entering STARTUP state.

(4) FLXA0FRSWNIT.SENA

Indicates a Syntax Error during NIT Channel A Flag (vSS!SyntaxErrorA).

Reset when leaving CONFIG state or when entering STARTUP state.

(5) FLXA0FRSWNIT.MTSB

Indicates a MTS Received on Channel B Flag (vSS!ValidMTSB).

Media Access Test symbol received on channel B during the preceding symbol window. Updated by the CC for each channel at the end of the symbol window.

When this bit is set to '1', also interrupt flag FLXA0FRSIR.MTSB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

(6) FLXA0FRSWNIT.MTSA

Indicates a MTS Received on Channel A Flag (vSS!ValidMTSA).

Media Access Test symbol received on channel A during the preceding symbol window. Updated by the CC for each channel at the end of the symbol window.

When this bit is set to '1', also interrupt flag FLXA0FRSIR.MTSA is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

(7) FLXA0FRSWNIT.TCSB

Indicates a Transmission Conflict in Symbol Window Channel B Flag (vSS!TxConflictB).

Reset when leaving CONFIG state or when entering STARTUP state.

(8) FLXA0FRSWNIT.SBSB

Indicates a Slot Boundary Violation in Symbol Window Channel B Flag (vSS!BViolationB).

Reset when leaving CONFIG state or when entering STARTUP state.

(9) FLXA0FRSWNIT.SESB

Indicates a Syntax Error in Symbol Window Channel B Flag (vSS!SyntaxErrorB).

Reset when leaving CONFIG state or when entering STARTUP state.

(10) FLXA0FRSWNIT.TCSA

Indicates a Transmission Conflict in Symbol Window Channel A Flag (vSS!TxConflictA).

Reset when leaving CONFIG state or when entering STARTUP state.

(11) FLXA0FRSWNIT.SBSA

Indicates a Slot Boundary Violation in Symbol Window Channel A Flag (vSS!BViolationA).

Reset when leaving CONFIG state or when entering STARTUP state.

(12) FLXA0FRSWNIT.SESA

Indicates a Syntax Error in Symbol Window Channel A Flag (vSS!SyntaxErrorA).

Reset when leaving CONFIG state or when entering STARTUP state.

17.2.7.9 FLXA0FRACS — FlexRay Aggregated Channel Status Register

Do not rewrite this register using bit-manipulation instruction.

The aggregated channel status provides the host with an accrued status of channel activity for all communication slots regardless of whether they are assigned for transmission or subscribed for reception.

The aggregated channel status also includes status data from the symbol window and the network idle time.

The status data is updated (set) after each slot and aggregated until it is reset by the host.

During startup the status data is not updated.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0128_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SBVB	CIB	CEDB	SEDB	VFRB	—	—	—	SBVA	CIA	CEDA	SEDA	VFRA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Table 17.47 FLXA0FRACS Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 13	—	Reserved These bits are always read as 0. When writing, always write 0.
12	SBVB	Slot Boundary Violation on Channel B Flag 0: No slot boundary violation observed 1: Slot boundary violation(s) observed on channel B
11	CIB	Communication Indicator Channel B Flag 0: No valid frame(s) received in slots containing any additional communication 1: Valid frame(s) received on channel B in slots containing any additional communication
10	CEDB	Content Error Detected on Channel B Flag 0: No frame with content error received 1: Frame(s) with content error received on channel B
9	SEDB	Syntax Error Detected on Channel B Flag 0: No syntax error observed 1: Syntax error(s) observed on channel B
8	VFRB	Valid Frame Received on Channel B Flag 0: No valid frame received 1: Valid frame(s) received on channel B
7 to 5	—	Reserved These bits are always read as 0. When writing, always write 0.
4	SBVA	Slot Boundary Violation on Channel A Flag 0: No slot boundary violation observed 1: Slot boundary violation(s) observed on channel A

Table 17.47 FLXA0FRACS Register Contents (2/2)

Bit Position	Bit Name	Function
3	CIA	Communication Indicator Channel A Flag 0: No valid frame(s) received in slots containing any additional communication 1: Valid frame(s) received on channel A in slots containing any additional communication
2	CEDA	Content Error Detected on Channel A Flag 0: No frame with content error received 1: Frame(s) with content error received on channel A
1	SEDA	Syntax Error Detected on Channel A Flag 0: No syntax error observed 1: Syntax error(s) observed on channel A
0	VFRA	Valid Frame Received on Channel A Flag 0: No valid frame received 1: Valid frame(s) received on channel A

(1) FLXA0FRACS.SBVB

Slot Boundary Violation on Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more slot boundary violations were observed on channel B at any time during the observation period (static or dynamic slots, symbol window, and NIT).

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.EDB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

(2) FLXA0FRACS.CIB

Communication Indicator Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more valid frames were received on channel B in slots that also contained any additional communication during the observation period, i.e. one or more slots received a valid frame AND had any combination of either syntax error OR content error OR slot boundary violation.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.EDB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

NOTE

The set condition of the flag FLXA0FRACS.CIB is also fulfilled if there is only one single frame in the slot and the slot boundary at the end of the slot is reached during the frames channel idle recognition phase.

(3) FLXA0FRACS.CEDB

Content Error Detected on Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more frames with a content error were received on channel B in any static or dynamic slot during the observation period.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.EDB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

(4) FLXA0FRACS.SEDB

Syntax Error Detected on Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more syntax errors in static or dynamic slots, symbol window, and NIT were observed on channel B.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.EDB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

(5) FLXA0FRACS.VFRB

Valid Frame Received on Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more valid frames were received on channel B in any static or dynamic slot during the observation period.

Reset when leaving CONFIG state or when entering STARTUP state.

(6) FLXA0FRACS.SBVA

Slot Boundary Violation on Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

Slot boundary violations were observed on channel A at any time during the observation period (static or dynamic slots, symbol window, and NIT).

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.EDB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

(7) FLXA0FRACS.CIA

Communication Indicator Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more valid frames were received on channel A in slots that also contained any additional communication during the observation period, i.e. one or more slots received a valid frame, and had one of syntax error, content error, or slot boundary violation.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.EDB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

NOTE

The set condition of the flag FLXA0FRACS.CIA is also fulfilled if there is only one single frame in the slot and the slot boundary at the end of the slot is reached during the frames channel idle recognition phase.

(8) FLXA0FRACS.CEDA

Content Error Detected on Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more frames with a content error were received on channel A in any static or dynamic slot during the observation period.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.EDB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

(9) FLXA0FRACS.SEDA

Syntax Error Detected on Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more syntax errors in static or dynamic slots, symbol window, and NIT were observed on channel A.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.EDB is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

(10) FLXA0FRACS.VFRA

Valid Frame Received on Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

One or more valid frames were received on channel A in any static or dynamic slot during the observation period.

Reset when leaving CONFIG state or when entering STARTUP state.

17.2.7.10 FLXA0FRESIDn — FlexRay Even Sync ID Register n (n = 1 to 15)

Registers FLXA0FRESID1 to FLXA0FRESID15 hold the frame IDs of the sync frames received in even communication cycles used for clock synchronization up to the limit of gSyncNodeMax. The values are sorted in ascending order, with register FLXA0FRESID1 holding the lowest received sync frame ID. If the node itself transmits a sync frame in an even communication cycle, register FLXA0FRESID1 holds the respective sync frame ID as configured in message buffer 0 and flags FLXA0FRESID1.RXEA, FLXA0FRESID1.RXEB are set. The value is updated during the NIT of each even communication cycle.

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0130_H to ERAY + 0168_H (ERAY + 0130_H + (n - 1)*4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RXEB	RXEA	—	—	—	—	EID[9:0]									
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.48 FLXA0FRESIDn (n = 1 to 15) Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. When writing, always write 0.
15	RXEB	Received/Configured Even Sync ID on Channel B Flag 0: No sync frame received on channel B or node not configured to transmit sync frames 1: Sync frame received on channel B or node configured to transmit sync frames
14	RXEA	Received/Configured Even Sync ID on Channel A Flag 0: No sync frame received on channel A or node not configured to transmit sync frames 1: Sync frame received on channel A or node configured to transmit sync frames
13 to 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9 to 0	EID[9:0]	Even Sync ID Flags (vsSyncIDListA,B even)

(1) FLXA0FRESIDn.RXEB

Received/Configured Even Sync ID on Channel B Flag

Signals that a sync frame corresponding to the stored even sync ID was received on channel B or that the node is configured to be a sync node with key slot indicated by the FLXA0FRESID1.EID.

Reset when leaving CONFIG state or when entering STARTUP state.

(2) FLXA0FRESIDn.RXEA

Received/Configured Even Sync ID on Channel A Flag

Signals that a sync frame corresponding to the stored even sync ID was received on channel A or that the node is configured to be a sync node with key slot indicated by the FLXA0FRESID1.EID.

Reset when leaving CONFIG state or when entering STARTUP state.

(3) FLXA0FRESIDn.EID

Even Sync ID Flags (vsSyncIDListA, B even)

Sync frame ID even communication cycle

Reset when leaving CONFIG state or when entering STARTUP state.

17.2.7.11 FLXA0FROSIDn — FlexRay Odd Sync ID Register n (n = 1 to 15)

Registers FLXA0FROSID1 to FLXA0FROSID15 hold the frame IDs of the sync frames received in odd communication cycles used for clock synchronization up to the limit of gSyncNodeMax. The values are sorted in ascending order, with register FLXA0FROSID1 holding the lowest received sync frame ID. If the node itself transmits a sync frame in an odd communication cycle, register FLXA0FROSID1 holds the respective sync frame ID as configured in message buffer 0 and flags FLXA0FROSID1.RXOA and FLXA0FROSID1.RXOB are set. The value is updated during the NIT of each odd communication cycle.

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0170_H to ERAY + 01A8_H (ERAY + 0170_H + (n - 1)*4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	RXOB	RXOA	—	—	—	—	OID[9:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	

Table 17.49 FLXA0FROSIDn Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. When writing, always write 0.
15	RXOB	Received/Configured Odd Sync ID on Channel B Flag 0: No sync frame received on channel B or node not configured to transmit sync frames 1: Sync frame received on channel B or node configured to transmit sync frames
14	RXOA	Received/Configured Odd Sync ID on Channel A Flag 0: No sync frame received on channel A or node not configured to transmit sync frames 1: Sync frame received on channel A or node configured to transmit sync frames
13 to 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9 to 0	OID[9:0]	Odd Sync ID Flags (vsSyncIDListA,B odd)

(1) FLXA0FROSIDn.RXOB

Received/Configured Odd Sync ID on Channel B Flag

Signals that a sync frame corresponding to the stored odd sync ID was received on channel B or that the node is configured to be a sync node with key slot = FLXA0FROSID1.OID.

Reset when leaving CONFIG state or when entering STARTUP state.

(2) FLXA0FROSIDn.RXOA

Received/Configured Odd Sync ID on Channel A Flag

Signals that a sync frame corresponding to the stored odd sync ID was received on channel A or that the node is configured to be a sync node with key slot = FLXA0FRISID1.OID.

Reset when leaving CONFIG state or when entering STARTUP state.

(3) FLXA0FROSIDn.OID

Odd Sync ID Flags (vsSyncIDListA,B odd)

Sync frame ID odd communication cycle.

Reset when leaving CONFIG state or when entering STARTUP state.

17.2.7.12 FLXA0FRNMVn — FlexRay Network Management Vector Register n (n = 1 to 3)

The three network management registers hold the accrued NM vector (see **Section 17.3.7, Network Management**).

The CC updates the NM vector at the end of each communication cycle as long as the CC is either in NORMAL_ACTIVE or NORMAL_PASSIVE state.

NMVn-bytes exceeding the configured NM vector length are not valid.

For information about the byte alignment of the received NM vector in this register see **Section 17.3.17, Byte Alignment**.

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 01B0_H to ERAY + 01B8_H (ERAY + 01B0_H + (n - 1)*4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	NM[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NM[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.50 FLXA0FRNMVn Register Contents

Bit Position	Bit Name	Function
31 to 0	NM[31:0]	<p>NM Vector the three network management vector registers hold the accrued NM vector (configurable 0 to 12 bytes). The NM vector to be held is generated by bit-wise logic OR for each NM vector received on each channel (valid static frames with PPI = '1') (see Section 17.3.7, Network Management).</p> <p>For information about the byte alignment of the received NM vector in this register, see Section 17.3.17, Byte Alignment.</p> <p>NMVn-bytes exceeding the configured NM vector length are not valid.</p> <p>The register contents are updated at the end of each communication cycle as long as the CC is either in NORMAL_ACTIVE or NORMAL_PASSIVE state.</p> <p>These bits are cleared when leaving CONFIG state or when entering STARTUP state.</p>

17.2.8 Message Buffer Control Registers

17.2.8.1 FLXA0FRMRC — FlexRay Message RAM Configuration Register

The message RAM configuration register defines the number of message buffers assigned to the static segment, dynamic segment, and FIFO.

The message RAM can be divided into up three different areas; static buffer area, static and dynamic buffer area, FIFO area. If present, the static buffer area is starting at message buffer 0.

The start of the static and dynamic buffer area is configured by FLXA0FRMRC.FDB.

FLXA0FRMRC.FDB defines the end of the static buffer area. If no static buffer area is present, the static and dynamic buffer area starts at message buffer 0.

The start of the FIFO area is configured by FLXA0FRMRC.FFB. FLXA0FRMRC.FFB defines the end of the previous area, which can be either the static buffer area or the static and dynamic buffer area.

If no static buffer area and no static and dynamic buffer area is present, the FIFO area starts at message buffer 0.

With FLXA0FRMRC.LCB, the end of the last configured area is configured which can be the static buffer area, the static and dynamic buffer area, or the FIFO area.

Figure 17.2 shows an example configuration of the message RAM where all these areas are configured.

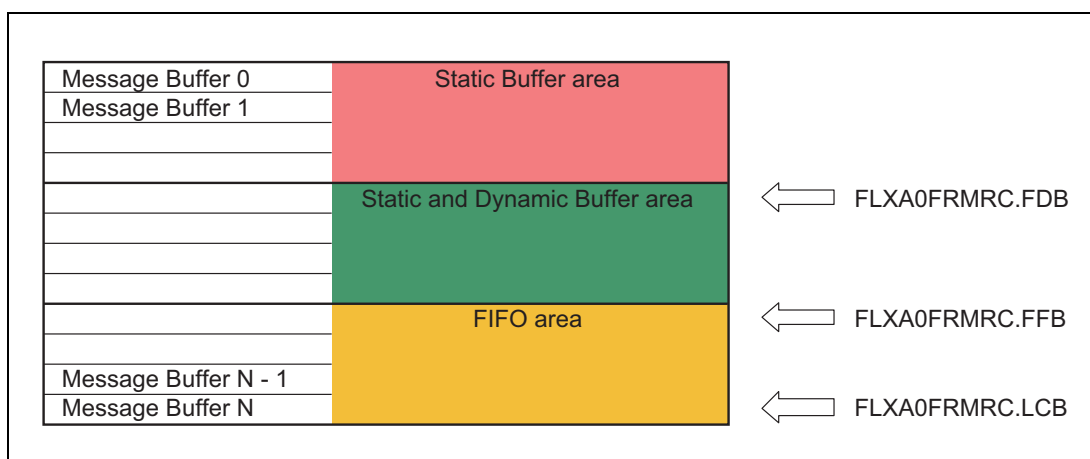


Figure 17.2 Message RAM Organization

NOTES

1. In case the node is configured as sync node (FLXA0FRSUCC1.TXSY = '1') or for single slot mode operation (FLXA0FRSUCC1.TSM = '1'), message buffer 0 and 1 are reserved for sync frames or single slot frames and have to be configured with the node-specific key slot ID. In case the node is neither configured as sync node nor for single slot operation message buffer 0 and 1 are treated like all other message buffers.
2. The maximum number of header sections is 128. This means a maximum of 128 message buffers can be configured. The maximum length of a data section is 254 bytes. The length of the data section can be configured separately for each message buffer. For details see **Section 17.3.13, Message RAM**.
3. In case two or more message buffers are assigned to slot 1 by use of cycle filtering, all of them must be located either in the "static buffers" or at the beginning of the "static + dynamic buffers" section.

4. The FlexRay protocol specification requires that each node has to send a frame in its key slot. Therefore at least message buffer 0 is reserved for transmission in the key slot. Due to this requirement a maximum number of 127 message buffers can be assigned to the FIFO. Nevertheless, a non-protocol-conforming configuration without a transmission slot in the static segment would still be operational.
5. The payload length and the length of the data section need to be configured identical for all message buffers belonging to the FIFO via FLXA0FRWRHS2.PLC and FLXA0FRWRHS3.DP. When the CC is not in DEFAULT_CONFIG or CONFIG state reconfiguration of message buffers belonging to the FIFO is locked.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0300_H

Value after reset: 0180 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	SPLM	SEC[1:0]		LCB[7:0]							
Value after reset	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FFB[7:0]								FDB[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.51 FLXA0FRMRC Register Contents

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26	SPLM	Sync Frame Payload Multiplex 0: Writing to message buffer 0 is prohibited. 1: Writing to message buffer 0 or 1 is prohibited.
25, 24	SEC[1:0]	Secure Buffers 00: Writing is enabled for all buffers. 01: Writing is prohibited to static buffer and FIFO, limited transmission 10: Writing is prohibited for all buffers. 11: Writing is prohibited for all buffers, limited transmission
23 to 16	LCB[7:0]	Last Configured Buffer 0 to 127: Number of message buffers is FLXA0FRMRF.LCB + 1 128: No message buffer configured
15 to 8	FFB[7:0]	First Buffer of FIFO 0: All message buffers assigned to the FIFO 1 to 127: Message buffers from FLXA0FRMRC.FFB to FLXA0FRMRC.LCB assigned to the FIFO 128: No message buffer configured
7 to 0	FDB[7:0]	First Dynamic Buffer 0: No group of message buffers exclusively for the static segment configured 1 to 127: Message buffers 0 to FLXA0FRMRC.FDB - 1 reserved for static segment 128: No dynamic message buffers configured

(1) FLXA0FRMRC.SPLM

Sync Frame Payload Multiplex

The user can only write to this bit when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

This bit is only enabled if the node is configured as sync node (FLXA0FRSUCC1.TXSY = '1') or for single slot mode operation (FLXA0FRSUCC1.TSM = '1').

When this bit is set to '1', message buffers 0 and 1 are dedicated for sync frame transmission with separate payload data on channel A and B.

When this bit is set to '0', sync frames are transmitted from message buffer 0 with the same payload data on all channels configured. Note that the channel filter configuration for message buffer 0 and message buffer 1 are selected according to this SPLM bit setting.

(2) FLXA0FRMRC.SEC

Secure Buffer

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

These bits are disabled when the CC is in DEFAULT_CONFIG or CONFIG state.

For temporary unlocking, see **Section 17.3.13.4, Host Handling of Access Errors**.

00 = Writing is enabled for any buffers.

Reconfiguration of message buffers enabled with numbers < FLXA0FRMRC.FFB enabled

Exception: In nodes configured for sync frame transmission or for single slot mode operation, writing to message buffer 0 (and if FLXA0FRMRC.SPLM = '1', also message buffer 1) is prohibited.

01 = static buffers locked, FIFO locked, limited transmission

Reconfiguration of message buffers with numbers < FLXA0FRMRC.FDB and with numbers \geq FLXA0FRMRC.FFB locked and transmission of message buffers for static segment with numbers \geq FLXA0FRMRC.FDB disabled

10 = all buffers locked

Writing to any message buffers is prohibited.

11 = Writing to any buffers is prohibited.

Reconfiguration of all message buffers locked and transmission of message buffers for static segment with numbers \geq FLXA0FRMRC.FDB disabled

(3) FLXA0FRMRC.LCB

Last Buffer Setting

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

When a Static and Dynamic Buffer area is configured (FLXA0FRMRC.FDB < 128), the user should configure FLXA0FRMRC.LCB \geq FLXA0FRMRC.FDB.

When a FIFO area is configured (FLXA0FRMRC.FFB < 128), the user should configure FLXA0FRMRC.LCB \geq FLXA0FRMRC.FFB.

(4) FLXA0FRMRC.FFB

FIFO First Buffer Setting

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

When a Static and Dynamic Buffer area is configured (FLXA0FRMRC.FDB < 128), the user should configure FLXA0FRMRC.FFB > FLXA0FRMRC.FDB.

(5) FLXA0FRMRC.FDB

First Dynamic Buffer Setting

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

17.2.8.2 FLXA0FRFRF — FlexRay FIFO Rejection Filter Register

The FIFO Rejection Filter defines a user specified sequence of bits to which channel, frame ID, and cycle count of the incoming frames are compared. Together with the FIFO Rejection Filter Mask Register this register determines whether a message is rejected by the FIFO.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0304_H

Value after reset: 0180 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	RNF	RSS	CYF[6:0]						
Value after reset	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	FID[10:0]											CH[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.52 FLXA0FRFRF Register Contents

Bit Position	Bit Name	Function
31 to 25	—	Reserved These bits are always read as 0. When writing, always write 0.
24	RNF	Reject Null Frames 0: Null frames are stored in the FIFO 1: Reject all null frames
23	RSS	Reject in Static Segment 0: FIFO also used for static segment 1: Reject messages in static segment
22 to 16	CYF[6:0]	Cycle Counter Filter
15 to 13	—	Reserved These bits are always read as 0. When writing, always write 0.
12 to 2	FID[10:0]	Frame ID Filter 0 to 2047: Frame ID filter values
1, 0	CH[1:0]	Channel Filter 00: receive on both channels 01: receive only on channel B 10: receive only on channel A 11: Reception prohibited

(1) FLXA0FRFRF.RNF

Reject Null Frame

The user can only write to this bit when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

If this bit is set to '1', received null frames are not stored in the FIFO.

(2) FLXA0FRFRF.RSS

Reject in Static Segment

The user can only write to this bit when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

If this bit is set to '1', the FIFO is used only for the dynamic segment.

(3) FLXA0FRFRF.CYF

Cycle Counter Filter

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

The 7-bit cycle counter filter determines the cycle set to which frame ID and channel rejection filter are applied. In cycles that are not specified by FLXA0FRFRF.CYF, all frames are rejected. For details about the configuration of the cycle counter filter see **Section 17.3.8.2, Cycle Counter Filtering**.

(4) FLXA0FRFRF.FID

Frame ID Filter

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

Determines the frame ID to be rejected by the FIFO. With the additional configuration of register FLXA0FRFRFM, the corresponding frame ID filter bits are ignored. When FLXA0FRFRFM.MFID is zero, a frame ID filter value of zero means that there is no frame ID to be rejected.

(5) FLXA0FRFRF.CH

Channel Filter

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

If reception on both channels is configured, also in static segment always both frames (from channel A and B) are stored in the FIFO, even if they are identical.

17.2.8.3 FLXA0FRFRFM — FlexRay FIFO Rejection Filter Mask Register

The FlexRay FIFO Rejection Filter Mask Register specifies frame ID filter bits relevant to rejection filtering. If a bit is set to '1', it indicates that the corresponding bit in the FLXA0FRFRF register will not be considered for rejection filtering.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0308_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	MFID[10:0]										—	—	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Table 17.53 FLXA0FRFRFM Register Contents

Bit Position	Bit Name	Function
31 to 13	—	Reserved These bits are always read as 0. When writing, always write 0.
12 to 2	MFID[10:0]	Mask Frame ID Filter 0: Corresponding frame ID filter bit is used for rejection filtering 1: Ignore corresponding frame ID filter bit.
1, 0	—	Reserved These bits are always read as 0. When writing, always write 0.

(1) FLXA0FRFRFM.MFID

Mask Frame ID Filter

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

17.2.8.4 FLXA0FRFCL — FlexRay FIFO Critical Level Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 030C_H

Value after reset: 0000 0080_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CL[7:0]							
Value after reset	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.54 FLXA0FRFCL Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved These bits are always read as 0. When writing, always write 0.
7 to 0	CL[7:0]	Critical Level Setting Critical level setting

(1) FLXA0FRFCL.CL

Critical Level Setting

The user can only write to these bits when FLXA0FRCCSV.POCS is DEFAULT_CONFIG or CONFIG.

When the receive FIFO fill level FLXA0FRFSR.RFFL is equal or greater than the critical level configured by FLXA0FRFCL.CL, the receive FIFO critical level flag FLXA0FRFSR.RFCL is set to 1.

If FLXA0FRFCL.CL is programmed to values > 128, bit FLXA0FRFSR.RFCL is never set to 1.

17.2.9 Message Buffer Status Registers

17.2.9.1 FLXA0FRMHDS — FlexRay Message Handler Status Register

Do not rewrite this register using bit-manipulation instruction.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0310_H

Value after reset: 0000 0080_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	MBU[6:0]						—	MBT[6:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	FMB[6:0]						CRAM	MFMB	FMBD	ATBF2	ATBF1	AMR	—	—	
Value after reset	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R

Table 17.55 FLXA0FRMHDS Register Contents

Bit Position	Bit Name	Function
31	—	Reserved This bit is always read as 0. When writing, always write 0.
30 to 24	MBU[6:0]	Message Buffer Updated Flags
23	—	Reserved This bit is always read as 0. When writing, always write 0.
22 to 16	MBT[6:0]	Message Buffer Transmitted Flags
15	—	Reserved This bit is always read as 0. When writing, always write 0.
14 to 8	FMB[6:0]	Faulty Message Buffer Number Flags
7	CRAM	Internal RAM Clear Flag 0: No execution of the CHI command CLEAR_RAMs 1: Execution of the CHI command CLEAR_RAMs ongoing
6	MFMB	Multiple Faulty Message Buffer Detection Flag 0: No additional faulty message buffer 1: Additional faulty message buffer was detected while the FMBD flag is set to 1.
5	FMBD	Faulty Message Buffer Detection Flag 0: No faulty message buffer 1: Message buffer referenced by FLXA0FRMHDS.FMB holds faulty data with a parity error.
4	ATBF2	Temporary Buffer RAM B Access Error Flag 0: No access error 1: Access error occurred when reading the RAM B.
3	ATBF1	Temporary Buffer RAM A Access Error Flag 0: No access error 1: Access error occurred when reading the RAM A.
2	AMR	Message RAM Access Error Flag 0: No access error 1: Access error occurred when reading the message RAM.
1, 0	—	Reserved These bits are always read as 0. When writing, always write 0

(1) FLXA0FRMHDS.MBU

Message Buffer Updated Flags

These flags indicate the number of message buffer that was updated last by the CC. For this message buffer the respective ND and/or MBC flag in the FLXA0FRNDAT1/2/3/4 registers and the FLXA0FRMBSC1/2/3/4 registers are also set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(2) FLXA0FRMHDS.MBT

Message Buffer Transmitted Flags

These flags indicate the number of last successfully transmitted message buffer.

If the message buffer is configured for single-shot mode, the respective TXR flag in the FLXA0FRTXRQ1/2/3/4 registers are reset to '0'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(3) FLXA0FRMHDS.FMB

Faulty Message Buffer Number Flags

These flags indicate that an access error occurred when reading from the message buffer referenced by FLXA0FRMHDS.FMB.

The value of this flag is only valid whenever one of AMR flag, ATBF1 flag, ATBF2 flag, or FMBD flag in the FLXA0FRMHDS register is set to 1.

This flag is not updated while the FLXA0FRMHDS.FMBD flag is 1.

This flag is cleared by the CHI command CLEAR_RAMs.

(4) FLXA0FRMHDS.CRAM

Internal RAM Clear Flag

This flag indicates that the CHI command CLEAR_RAMs is ongoing (all bits of the message RAM, input buffer, output buffer and temporary buffer RAM are written to '0').

This flag is set by the CHI command CLEAR_RAMs.

(5) FLXA0FRMHDS.MFMB

Multiple Faulty Message Buffer Detection Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing '1' to it.

This bit indicates that an additional faulty message buffer was detected while the FMBD flag is set.

This bit is cleared by the CHI command CLEAR_RAMs.

(6) FLXA0FRMHDS.FMBD

Faulty Message Buffer Detection Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing '1' to it.

This bit indicates that the message buffer referenced by FLXA0FRMHDS.FMB holds faulty data due to an access error.

This bit is cleared by the CHI command CLEAR_RAMs.

(7) FLXA0FRMHDS.ATBF2

Temporary Buffer RAM B Access Error Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing '1' to it.

This flag indicates that an access error occurred when reading the temporary buffer RAM B.

NOTE

When this flag changes from '0' to '1', the AERR bit in the FLXA0FREIR register is set to '1'. This flag can be reset by the CHI command CLEAR_RAMs.

(8) FLXA0FRMHDS.ATBF1

Temporary Buffer RAM A Access Error Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing '1' to it.

This flag indicates that an access error occurred when reading the temporary buffer RAM A.

NOTE

When this flag changes from '0' to '1', the AERR bit in the FLXA0FREIR register is set to '1'. This flag can be reset by the CHI command CLEAR_RAMs.

(9) FLXA0FRMHDS.AMR

Message RAM Access Error Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing '1' to it.

This flag indicates that an access error occurred when reading the message RAM.

NOTE

When this flag changes from '0' to '1', the AERR bit in the FLXA0FREIR register is set to '1'. This flag can be reset by the CHI command CLEAR_RAMs.

17.2.9.2 FLXA0FRLDTS — FlexRay Last Dynamic Transmit Slot Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0314_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	LDTB[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	LDTA[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.56 FLXA0FRLDTS Register Contents

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. When writing, always write 0.
26 to 16	LDTB[10:0]	Last Dynamic Transmission Channel B Flags
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	LDTA[10:0]	Last Dynamic Transmission Channel A Flags

(1) FLXA0FRLDTS.LDTB

Last Dynamic Transmission Channel B Flags

Store the value of vSlotCounter at the time of the last frame transmission on channel B in the dynamic segment.

It is updated at the end of the dynamic segment and is reset to zero if no frame was transmitted during the dynamic segment.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(2) FLXA0FRLDTS.LDTA

Last Dynamic Transmission Channel A Flags

Store the value of vSlotCounter at the time of the last frame transmission on channel A in the dynamic segment.

It is updated at the end of the dynamic segment and is reset to zero if no frame was transmitted during the dynamic segment.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

17.2.9.3 FLXA0FRFSR — FlexRay FIFO Status Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0318_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFFL[7:0]							—	—	—	—	—	RFO	RFCL	RFNE	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.57 FLXA0FRFSR Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. When writing, always write 0.
15 to 8	RFFL[7:0]	Receive FIFO Fill Level Flags
7 to 3	—	Reserved These bits are always read as 0. When writing, always write 0.
2	RFO	Receive FIFO Overrun Flag 0: No receive FIFO overrun is detected 1: A receive FIFO overrun has been detected
1	RFCL	Receive FIFO Critical Level Flag 0: Receive FIFO is below critical level 1: Receive FIFO critical level is reached
0	RFNE	Receive FIFO Not Empty Flag 0: Receive FIFO is empty 1: Receive FIFO is not empty

(1) FLXA0FRFSR.RFFL

Receive FIFO Fill Level Flags

Indicate the number of FIFO buffers filled with new data not yet read by the host. Maximum value is 128.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(2) FLXA0FRFSR.RFO

Receive FIFO Overrun Flag

The flag is set to '1' by the CC when a receive FIFO overrun is detected.

When a receive FIFO overrun occurs, the oldest message is overwritten with the actual received message. In addition, interrupt flag FLXA0FREIR.RFO is set to '1'.

The flag is cleared when the FIFO is read.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(3) FLXA0FRFSR.RFCL

Receive FIFO Critical Level Flag

This flag is set to '1' when the receive FIFO fill level FLXA0FRFSR.RFFL is equal or greater than the critical level as configured by FLXA0FRFCL.CL.

When FLXA0FRFSR.RFCL changes from '0' to '1' bit FLXA0FRSIR.RFCL is set to '1', and if enabled, an interrupt is generated.

The flag is cleared by the CC as soon as FLXA0FRFSR.RFFL drops below FLXA0FRFCL.CL.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(4) FLXA0FRFSR.RFNE

Receive FIFO Not Empty Flag

This flag is set to '1' by the CC when a received valid frame (data or null frame depending on rejection mask) was stored in the FIFO. In addition, interrupt flag FLXA0FRSIR.RFNE is set to '1'.

The bit is reset to '0' after the host has read all messages from the FIFO.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

17.2.9.4 FLXA0FRMHDF — FlexRay Message Handler Constraints Flags Register

Do not rewrite this register using bit-manipulation instruction.

Some constraints exist for the message handler regarding bus clock frequency, message RAM configuration, and FlexRay bus traffic. To simplify software development, constraints violations are reported by setting flags in the FLXA0FRMHDF.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 031C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	WAHP	TNSB	TNSA	TBFB	TBFA	FNFB	FNFA	SNUB	SNUA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.58 FLXA0FRMHDF Register Contents

Bit Position	Bit Name	Function
31 to 9	—	Reserved These bits are always read as 0. When writing, always write 0.
8	WAHP	Write Attempt to Header Partition Flag 0: No write attempt to header partition 1: A write attempt to header partition
7	TNSB	Transmission Not Started Channel B Flag 0: No transmission not started on channel B 1: Transmission not started on channel B
6	TNSA	Transmission Not Started Channel A Flag 0: No transmission not started on channel A 1: Transmission not started on channel A
5	TBFB	Temporary Buffer Access Failure B Flag 0: No TBF B access failure 1: TBF B access failure
4	TBFA	Temporary Buffer Access Failure A Flag 0: No TBF A access failure 1: TBF A access failure
3	FNFB	Find Sequence Not Finished Channel B Flag 0: No find sequence not finished for channel B 1: Find sequence not finished for channel B
2	FNFA	Find Sequence Not Finished Channel A Flag 0: No find sequence not finished for channel A 1: Find sequence not finished for channel A
1	SNUB	Status Not Updated Channel B Flag 0: No overload condition occurred when updating MBS for channel B 1: Message buffer status (FLXA0FRMBS) for channel B not updated
0	SNUA	Status Not Updated Channel A Flag 0: No overload condition occurred when updating MBS for channel A 1: Message buffer status (FLXA0FRMBS) for channel A not updated

(1) FLXA0FRMHDF.WAHP

Write Attempt to Header Partition Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

Outside DEFAULT_CONFIG and CONFIG state this flag is set to '1' when the message handler tries to write message data into the header partition of the message RAM due to faulty configuration of a message buffer. The write attempt is not executed, to protect the header partition from unintended write accesses.

When this flag changes from '0' to '1' in addition interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(2) FLXA0FRMHDF.TNSB Flag

Transmission Not Started Channel B

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to '1' when the message handler was not ready to start a scheduled transmission on channel B at the action point of the configured slot.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(3) FLXA0FRMHDF.TNSA

Transmission Not Started Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set when the message handler was not ready to start a scheduled transmission on channel A at the action point of the configured slot.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(4) FLXA0FRMHDF.TBFB

Temporary Buffer Access Failure B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to '1' when a read or write access to TBF B requested by PRT (protocol controller) B could not complete within the specified time.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(5) FLXA0FRMHDF.TBFA

Temporary Buffer Access Failure A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to '1' by the CC when a read or write access to TBF A requested by PRT A could not complete within the specified time.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(6) FLXA0FRMHDF.FNFB

Find Sequence Not Finished Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to '1' when the message handler, due to overload condition, was not able to finish a find sequence (scan of message RAM for matching message buffer).

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(7) FLXA0FRMHDF.FNFA

Find Sequence Not Finished Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to '1' when the message handler, due to overload condition, was not able to finish a find sequence (scan of message RAM for matching message buffer).

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(8) FLXA0FRMHDF.SNUB

Status Not Updated Channel B Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to '1' when the message handler, due to overload condition, was not able to update a message buffer's status MBS.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

(9) FLXA0FRMHDF.SNUA

Status Not Updated Channel A Flag

Writing '0' has no effect on the bit value.

This bit is cleared when writing a '1' to it.

This flag is set to '1' when the message handler, due to overload condition, was not able to update a message buffer's status MBS.

When this flag changes from '0' to '1', interrupt flag FLXA0FREIR.MHF is set to '1'.

Reset when leaving CONFIG state or when entering STARTUP state.

Reset by the CHI command CLEAR_RAMs.

17.2.9.5 FLXA0FRTXRQi — FlexRay Transmission Request i (i = 1 to 4)

The four registers reflect the state of the TXR flags of all configured message buffers. The flags are evaluated for transmit buffers only. If the number of configured message buffers is less than 128, the remaining TXR flags have no meaning.

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0320_H to ERAY + 032C_H (ERAY + 0320_H + (i - 1)*4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TXRo (o = (i - 1) × 32 + 31)	TXRo (o = (i - 1) × 32 + 30)	TXRo (o = (i - 1) × 32 + 29)	TXRo (o = (i - 1) × 32 + 28)	TXRo (o = (i - 1) × 32 + 27)	TXRo (o = (i - 1) × 32 + 26)	TXRo (o = (i - 1) × 32 + 25)	TXRo (o = (i - 1) × 32 + 24)	TXRo (o = (i - 1) × 32 + 23)	TXRo (o = (i - 1) × 32 + 22)	TXRo (o = (i - 1) × 32 + 21)	TXRo (o = (i - 1) × 32 + 20)	TXRo (o = (i - 1) × 32 + 19)	TXRo (o = (i - 1) × 32 + 18)	TXRo (o = (i - 1) × 32 + 17)	TXRo (o = (i - 1) × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TXRo (o = (i - 1) × 32 + 15)	TXRo (o = (i - 1) × 32 + 14)	TXRo (o = (i - 1) × 32 + 13)	TXRo (o = (i - 1) × 32 + 12)	TXRo (o = (i - 1) × 32 + 11)	TXRo (o = (i - 1) × 32 + 10)	TXRo (o = (i - 1) × 32 + 9)	TXRo (o = (i - 1) × 32 + 8)	TXRo (o = (i - 1) × 32 + 7)	TXRo (o = (i - 1) × 32 + 6)	TXRo (o = (i - 1) × 32 + 5)	TXRo (o = (i - 1) × 32 + 4)	TXRo (o = (i - 1) × 32 + 3)	TXRo (o = (i - 1) × 32 + 2)	TXRo (o = (i - 1) × 32 + 1)	TXRo (o = (i - 1) × 32)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.59 FLXA0FRTXRQi Register Contents

Bit Position	Bit Name	Function
31 to 0	TXRo	Transmission Request Flag o

(1) FLXA0FRTXRQi.TXRo (o = (i-1)*32 to (i*32-1))

Transmission Request Flag o

If the flag is set to '1', the respective message buffer is ready for transmission or transmission of this message buffer is in progress.

In single-shot mode the flags are reset to '0' after transmission has completed.

This bit is cleared by the CHI command CLEAR_RAMs.

17.2.9.6 FLXA0FRNDAT_i — FlexRay New Data Register *i* (*i* = 1 to 4)

The four registers reflect the state of the ND flags of all configured message buffers. ND flags belonging to transmit buffers have no meaning. If the number of configured message buffers is less than 128, the remaining ND flags have no meaning.

Access: This register can be read only in 8-, 16-, or 32-bit units.

Address: ERAY + 0330_H to ERAY + 033C_H (ERAY + 0330_H + (*i* - 1)*4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ND _n (n = (i - 1) × 32 + 31)	ND _n (n = (i - 1) × 32 + 30)	ND _n (n = (i - 1) × 32 + 29)	ND _n (n = (i - 1) × 32 + 28)	ND _n (n = (i - 1) × 32 + 27)	ND _n (n = (i - 1) × 32 + 26)	ND _n (n = (i - 1) × 32 + 25)	ND _n (n = (i - 1) × 32 + 24)	ND _n (n = (i - 1) × 32 + 23)	ND _n (n = (i - 1) × 32 + 22)	ND _n (n = (i - 1) × 32 + 21)	ND _n (n = (i - 1) × 32 + 20)	ND _n (n = (i - 1) × 32 + 19)	ND _n (n = (i - 1) × 32 + 18)	ND _n (n = (i - 1) × 32 + 17)	ND _n (n = (i - 1) × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ND _n (n = (i - 1) × 32 + 15)	ND _n (n = (i - 1) × 32 + 14)	ND _n (n = (i - 1) × 32 + 13)	ND _n (n = (i - 1) × 32 + 12)	ND _n (n = (i - 1) × 32 + 11)	ND _n (n = (i - 1) × 32 + 10)	ND _n (n = (i - 1) × 32 + 9)	ND _n (n = (i - 1) × 32 + 8)	ND _n (n = (i - 1) × 32 + 7)	ND _n (n = (i - 1) × 32 + 6)	ND _n (n = (i - 1) × 32 + 5)	ND _n (n = (i - 1) × 32 + 4)	ND _n (n = (i - 1) × 32 + 3)	ND _n (n = (i - 1) × 32 + 2)	ND _n (n = (i - 1) × 32 + 1)	ND _n (n = (i - 1) × 32)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.60 FLXA0FRNDAT_i Register Contents

Bit Position	Bit Name	Function
31 to 0	ND _n	New Data Flag <i>n</i>

(1) FLXA0FRNDAT_i.ND_n (n = (i-1)*32 to (i*32-1))

New Data Flag *n*

The flags are set to '1' when a valid received data frame matches the message buffer's filter configuration, independent of the payload length received or the payload length configured for that message buffer.

The flags are not set to '1' after reception of null frames except for message buffers belonging to the receive FIFO.

An ND flag is reset to '0' when the header section of the corresponding message buffer is reconfigured or when the data section has been transferred to the output buffer.

Reset when leaving CONFIG state or when entering STARTUP state.

This bit is cleared by the CHI command CLEAR_RAMs.

17.2.9.7 FLXA0FRMBSCi — FlexRay Message Buffer Status Changed Register i (i = 1 to 4)

The four registers reflect the state of the MBC flags of all configured message buffers. If the number of configured message buffers is less than 128, the remaining MBC flags have no meaning.

Access: This register can be read only in 8-, 16-, or 32-bit units.

Address: ERAY + 0340_H to ERAY + 034C_H (ERAY + 0340_H + (i - 1)*4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MBCm (m = (i - 1) × 32 + 31)	MBCm (m = (i - 1) × 32 + 30)	MBCm (m = (i - 1) × 32 + 29)	MBCm (m = (i - 1) × 32 + 28)	MBCm (m = (i - 1) × 32 + 27)	MBCm (m = (i - 1) × 32 + 26)	MBCm (m = (i - 1) × 32 + 25)	MBCm (m = (i - 1) × 32 + 24)	MBCm (m = (i - 1) × 32 + 23)	MBCm (m = (i - 1) × 32 + 22)	MBCm (m = (i - 1) × 32 + 21)	MBCm (m = (i - 1) × 32 + 20)	MBCm (m = (i - 1) × 32 + 19)	MBCm (m = (i - 1) × 32 + 18)	MBCm (m = (i - 1) × 32 + 17)	MBCm (m = (i - 1) × 32 + 16)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MBCm (m = (i - 1) × 32 + 15)	MBCm (m = (i - 1) × 32 + 14)	MBCm (m = (i - 1) × 32 + 13)	MBCm (m = (i - 1) × 32 + 12)	MBCm (m = (i - 1) × 32 + 11)	MBCm (m = (i - 1) × 32 + 10)	MBCm (m = (i - 1) × 32 + 9)	MBCm (m = (i - 1) × 32 + 8)	MBCm (m = (i - 1) × 32 + 7)	MBCm (m = (i - 1) × 32 + 6)	MBCm (m = (i - 1) × 32 + 5)	MBCm (m = (i - 1) × 32 + 4)	MBCm (m = (i - 1) × 32 + 3)	MBCm (m = (i - 1) × 32 + 2)	MBCm (m = (i - 1) × 32 + 1)	MBCm (m = (i - 1) × 32)
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.61 FLXA0FRMBSCi (i = 1 to 4) Register Contents

Bit Position	Bit Name	Function
31 to 0	MBCm	Message Buffer Status Changed Flag m

(1) FLXA0FRMBSCi.MBCm (m = (i-1)*32 to (i*32-1))

Message Buffer Status Changed Flag m

Indicates whether the message handler has changed one of the status flags VFRA, VFRB, SEOA, SEOB, CEOA, CEOB, SVOA, SVOB, TCIA, TCIB, ESA, ESB, MLST, FTA, FTB in the header section (see **Section 17.2.11.5, FLXA0FRMBS — FlexRay Message Buffer Status Register** and **Section 17.3.13.1, Header Partition** of the respective message buffer.

An MBC flag is reset to '0' when the header section of the corresponding message buffer is reconfigured or when it has been transferred to the output buffer.

Reset when leaving CONFIG state or when entering STARTUP state.

This bit is cleared by the CHI command CLEAR_RAMs.

17.2.10 Input Buffer

The input buffer (IBF) has a double structure of IBF host and IBF shadow. While the host can write to IBF host, the transfer to the message RAM is done from IBF shadow. The input buffer holds the header and data sections to be transferred to the selected message buffer in the message RAM. It is used to configure the message buffers in the message RAM and to update the data sections of transmit buffers.

When updating the header section of a message buffer in the message RAM from the input buffer, the message buffer status as described in **Section 17.2.11.5, FLXA0FRMBS — FlexRay Message Buffer Status Register** is automatically reset to 0.

The header sections of message buffers belonging to the receive FIFO can only be configured or reconfigured when the CC is in DEFAULT_CONFIG or CONFIG state. For those message buffers, only the payload length and the data pointer can be configured via FLXA0FRWRHS2.PLC and FLXA0FRWRHS3.DP. All information required for acceptance filtering is taken from the FIFO rejection filter and the FIFO rejection filter mask registers.

The data transfer between input buffer (IBF) and message RAM is described in detail in **Section 17.3.12.2, Host Access to Message RAM**.

These registers cannot be written when the input data transfer function shown in **Section 17.3.16.1, Input Data Transfer** is used and the FLXA0FRITS.ITS bit is 1.

17.2.10.1 FLXA0FRWRDSn — FlexRay Write Data Section Register n (n = 1 to 64)

This register holds the data words to be transferred to the data section of the specified message buffer. The number of data words (DW_n) written to the message RAM is defined by the payload length configured in the FLXA0FRWRHS2.PLC bit.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0400_H to ERAY + 04FC_H(ERAY + 0400_H + (n - 1)*4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MD[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MD[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.62 FLXA0FRWRDSn Register Contents

Bit Position	Bit Name	Function
31 to 0	MD[31:0]	Message Data

(1) FLXA0FRWRDSn.MD

Message Data Bits

For information about the byte alignment of the message data in this register see **Section 17.3.17, Byte Alignment**.

NOTE

1. In case FLXA0FRWRHS2.PLC specifies an odd payload length, the remaining message data bytes are unused.
2. When writing to FLXA0FRWRDSn, each 32-bit word has to be filled up by access in a single 32-bit unit, in two consecutive 16-bit units, or in four consecutive 8-bit units before transfer from the input buffer to the message RAM will start. If not all bytes of a 32-bit word have been written by the host (8- or 16-bit access only), FLXA0FRWRDSn holds partly undefined data.
Reset by the CHI command CLEAR_RAMs.

17.2.10.2 FLXA0FRWRHS1 — FlexRay Write Header Section Register 1

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0500_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	MBI	TXM	PPIT	CFG	CH[1:0]		—	CYC[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	FID[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.63 FLXA0FRWRHS1 Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29	MBI	Message Buffer Interrupt 0: The corresponding message buffer interrupt is disabled 1: The corresponding message buffer interrupt is enabled
28	TXM	Transmission Mode 0: Continuous mode 1: Single-shot mode
27	PPIT	Payload Preamble Indicator Transmit 0: Payload Preamble Indicator is set to '0' 1: Payload Preamble Indicator is set to '1'
26	CFG	Message Buffer Direction Configuration 0: The corresponding buffer is configured as receive buffer 1: The corresponding buffer is configured as transmit buffer
25, 24	CH[1:0]	Channel Filter Control
23	—	Reserved This bit is always read as 0. When writing, always write 0.
22 to 16	CYC[6:0]	Cycle Code
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	FID[10:0]	Frame ID

(1) FLXA0FRWRHS1.MBI

Message Buffer Interrupt Enable

This bit enables the receive/transmit interrupt for the corresponding message buffer.

After a dedicated receive buffer has been updated by the message handler, flag FLXA0FRSIR.RXI and/or FLXA0FRSIR.MBSI are set to '1'. After a transmission has completed, flag FLXA0FRSIR.TXI is set to '1'.

(2) FLXA0FRWRHS1.TXM

Transmission Mode Setting

This bit selects transmit mode of the corresponding message buffer. For transmit mode, see **Section 17.3.9.3, Transmit Buffers**.

(3) FLXA0FRWRHS1.PPIT

Payload Preamble Indicator Transmit

This bit is used to control the state of the Payload Preamble Indicator in transmit frames in transmit frames of the corresponding message buffer.

If the bit is set to '1' in a static message buffer, the respective message buffer holds network management information.

If the bit is set to '1' in a dynamic message buffer, the first two bytes of the payload segment may be used for message ID filtering by the receiver. Message ID filtering of received FlexRay frames is not supported by the FlexRay module, but can be done by the host.

(4) FLXA0FRWRHS1.CFG

Message Buffer Direction Configuration

This bit is used to configure the corresponding buffer as transmit buffer or as receive buffer. For message buffers belonging to the receive FIFO the bit is disabled.

If an unused area of at least 32 bits is not allocated at the start of the data partition, set this bit to 1 to select allocation of the data section of the message buffer as a transmission buffer immediately following (after the last buffer of) the header partition.

(5) FLXA0FRWRHS1.CH

Channel Filter Control

The 2-bit channel filtering field associated with each buffer serves as a filter for receive buffers, and as a control field for transmit buffers.

CH[1:0]	Transmit Buffer transmit frame on	Receive Buffer store frame received from
00	Transmission prohibited	ignore frame
01	channel A	channel A
10	channel B	channel B
11	both channels (static segment only)	channel A or B (store first semantically valid frame; static segment only)

NOTE

If a message buffer is configured for the dynamic segment and both bits of the channel filtering field are set to '1', no transmission nor reception of frames is performed. (same function as CH = "00")

(6) FLXA0FRWRHS1.CYC

Cycle Code

The 7-bit cycle code determines the cycle set used for cycle counter filtering.

For details about the configuration of the cycle code **Section 17.3.8.2, Cycle Counter Filtering**.

(7) FLXA0FRWRHS1.FID

Frame ID

Frame ID of the selected message buffer. The frame ID defines the slot number for transmission/reception of the respective message.

Message buffers with frame ID = '0' are considered as invalid.

17.2.10.3 FLXA0FRWRHS2 — FlexRay Write Header Section Register 2

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0504_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	PLC[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	CRC[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.64 FLXA0FRWRHS2 Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved These bits are always read as 0. When writing, always write 0.
22 to 16	PLC[6:0]	Payload Length Configured
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	CRC[10:0]	Header CRC (vRF!Header!HeaderCRC) Receive Buffer: Configuration is not required Transmit Buffer: Header CRC is configured

(1) FLXA0FRWRHS2.PLC

Payload Length Configured

Length of data section (number of 2-byte words) as configured by the host.

During static segment the static frame payload length as configured by FLXA0FRMHDC.SFDL defines the payload length for all static frames. If the payload length configured by FLXA0FRWRHS2.PLC is shorter than this value padding bytes are inserted to ensure that frames have proper physical length. The padding pattern is “0000_H” (see **Section 17.3.9.3, Transmit Buffers**).

(2) FLXA0FRWRHS2.CRC

Header CRC (vRF!Header!HeaderCRC)

Setting of the receive buffer is not required.

Transmitting of the message buffer needs the header CRC calculation and setting.

For calculation of the header CRC, the payload length of the frame to be sent has to be considered. In static segment the payload length of all frames is configured by FLXA0FRMHDC.SFDL.

17.2.10.4 FLXA0FRWRHS3 — FlexRay Write Header Section Register 3

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0508_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	DP[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.65 FLXA0FRWRHS3 Register Contents

Bit Position	Bit Name	Function
31 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	DP[10:0]	Data Pointer

(1) FLXA0FRWRHS3.DP

Data Pointer

Configures the pointer to the first 32-bit word of the data section of the addressed message buffer in the message RAM.

17.2.10.5 FLXA0FRIBCM — FlexRay Input Buffer Command Mask Register

Configures how the message buffer in the message RAM selected by register FLXA0FRIBCR is updated. When IBF host and IBF shadow are swapped, also mask bits FLXA0FRIBCM.LHSH, FLXA0FRIBCM.LDSH, and FLXA0FRIBCM.STXRH are swapped with bits FLXA0FRIBCM.LHSS, FLXA0FRIBCM.LDSS, and FLXA0FRIBCM.STXRS.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0510_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	STXRS	LDSS	LHSS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	STXRH	LDSH	LHSH
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 17.66 FLXA0FRIBCM Register Contents

Bit Position	Bit Name	Function
31 to 19	—	Reserved These bits are always read as 0. When writing, always write 0.
18	STXRS	Transmission Request Shadow Set Flag 0: Reset TXR flag 1: Set TXR flag, transmit buffer released for transmission (operation ongoing or finished)
17	LDSS	Data Section Shadow Load Flag 0: Data section is not updated 1: Data section is transferred (transfer ongoing or finished)
16	LHSS	Header Section Shadow Load Flag 0: Header section is not updated 1: Header is transferred (transfer ongoing or finished)
15 to 3	—	Reserved These bits are always read as 0. When writing, always write 0.
2	STXRH	Transmission Request Host Set Flag 0: Reset TXR flag 1: Set TXR flag, transmit buffer released for transmission
1	LDSH	Data Section Host Load Flag 0: Data section is not updated 1: Data section is transferred
0	LHSH	Header Section Host Load Flag 0: Header section is not updated 1: Header is transferred

(1) FLXA0FRIBCM.STXRS

Transmission Request Shadow Set Flag

(2) FLXA0FRIBCM.LDSS

Data Section Shadow Load Flag

(3) FLXA0FRIBCM.LHSS

Header Section Shadow Load Flag

(4) FLXA0FRIBCM.STXRH

Transmission Request Host Set Flag

If this bit is set to '1', the TXR flag for the selected message buffer is set in the FLXA0FRTXRQ1/2/3/4 registers to release the message buffer for transmission. In single-shot mode the flag is cleared after transmission has completed.

TXR is enabled for transmit buffers only.

(5) FLXA0FRIBCM.LDSH

Data Section Host Load Flag

(6) FLXA0FRIBCM.LHSH

Header Section Host Load Flag

17.2.10.6 FLXA0FRIBCR — FlexRay Input Buffer Command Request Register

When the host writes the number of the target message buffer in the message RAM to FLXA0FRIBCR.IBRH,

IBF host and IBF shadow are switched. In addition the message buffer numbers stored under FLXA0FRIBCR.IBRH and FLXA0FRIBCR.IBRS are also switched (see **Section 17.3.12.2 (1), Data Transfer from Input Buffer to Message RAM**).

With this write operation, the FLXA0FRIBCR.IBSYS is set to '1'. The message handler then starts to transfer the contents of IBF shadow to the message buffer in the message RAM selected by FLXA0FRIBCR.IBRS.

After the transfer between IBF shadow and the message RAM has completed, FLXA0FRIBCR.IBSYS is set back to '0' and the next transfer to the message RAM may be started by the host by writing the respective target message buffer number to FLXA0FRIBCR.IBRH.

If a write access to FLXA0FRIBCR.IBRH occurs while FLXA0FRIBCR.IBSYS is '1', FLXA0FRIBCR.IBSYH is set to '1'. After completion of the ongoing data transfer from IBF Shadow to the message RAM, IBF host and IBF shadow are switched, FLXA0FRIBCR.IBSYH is reset to '0'. FLXA0FRIBCR.IBSYS remains set to '1', and the next transfer to the message RAM is started. In addition the message buffer numbers stored under FLXA0FRIBCR.IBRH and FLXA0FRIBCR.IBRS are also switched.

Any write access to an input buffer register while both FLXA0FRIBCR.IBSYS and FLXA0FRIBCR.IBSYH are set to '1' will cause the error flag FLXA0FREIR.IIBA to be set to '1'. In this case, this write access has no effect and the input buffer will not be changed.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0514_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IBSYS	—	—	—	—	—	—	—	—	IBRS[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IBSYH	—	—	—	—	—	—	—	—	IBRH[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.67 FLXA0FRIBCR Register Contents (1/2)

Bit Position	Bit Name	Function
31	IBSYS	Input Buffer Busy Shadow Flag 0: Transfer between IBF shadow and message RAM completed 1: Transfer between IBF shadow and message RAM in progress
30 to 23	—	Reserved These bits are always read as 0. When writing, always write 0.
22 to 16	IBRS[6:0]	Input Buffer Request Shadow Flags
15	IBSYH	Input Buffer Busy Host Flag 0: No request pending 1: Request while transfer between IBF shadow and message RAM in progress

Table 17.67 FLXA0FRIBCR Register Contents (2/2)

Bit Position	Bit Name	Function
14 to 7	—	Reserved These bits are always read as 0. When writing, always write 0.
6 to 0	IBRH[6:0]	Input Buffer Request Host

(1) FLXA0FRIBCR.IBSYS

Input Buffer Busy Shadow Flag

Set to '1' after writing FLXA0FRIBCR.IBRH.

This bit indicates transmitting between the IBF shadow and the message RAM is ongoing.

When the transfer between IBF shadow and the message RAM has completed, FLXA0FRIBCR.IBSYS is set back to '0'.

(2) FLXA0FRIBCR.IBRS

Input Buffer Request Shadow Flags

Number of the target message buffer actually updated or lately updated.

(3) FLXA0FRIBCR.IBSYH

Input Buffer Busy Host Flag

Set to '1' by writing FLXA0FRIBCR.IBRH while FLXA0FRIBCR.IBSYS is still '1'.

This bit indicates transmitting between the IBF shadow and the message RAM is ongoing.

After the ongoing transfer between IBF shadow and the message RAM has completed, the FLXA0FRIBCR.IBSYH is set back to '0'.

(4) FLXA0FRIBCR.IBRH

Input Buffer Request Host

Selects the target message buffer in the message RAM for data transfer from input buffer.

17.2.11 Output Buffer

The output buffer has a double structure of output buffer host and output buffer shadow and is used to read out message buffers from the message RAM. While the host can read from OBF host, the message handler transfers the selected message buffer from message RAM to output buffer shadow. The data transfer between message RAM and OBF is described in **Section 17.3.12.2 (2), Data Transfer from Message RAM to Output Buffer**.

These registers cannot be written when the output data transfer function shown in **Section 17.3.16.2, Output Data Transfer**, in output data transfer is used and the FLXA0FROTS.OTS bit is 1.

17.2.11.1 FLXA0FRRDDSn — FlexRay Read Data Section Register n (n = 1 to 64)

These registers hold the data words read from the data section of the specified message buffer. The number of data word read from the message RAM is defined by the payload length configured in the FLXA0FRRDHS2.PLC bit.

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: $ERAY + 0600_H$ to $ERAY + 06FC_H$ ($ERAY + 0600_H + (n - 1) * 4$)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MD[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MD[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.68 FLXA0FRRDDSn Register Contents

Bit Position	Bit Name	Function
31 to 0	MD[31:0]	Message Data Flags

(1) FLXA0FRRDDSn.MD

Message Data Flags

For information about the byte alignment of the data words in this register, see **Section 17.3.17, Byte Alignment**.

NOTE

In case FLXA0FRWRHS2.PLC specifies an odd payload length, the remaining message data bytes are unused.

Reset by the CHI command CLEAR_RAMs.

17.2.11.2 FLXA0FRRDHS1 — FlexRay Read Header Section Register 1

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0700_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	MBI	TXM	PPIT	CFG	CH[1:0]		—	CYC[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	FID[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.69 FLXA0FRRDHS1 Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29	MBI	Message Buffer Interrupt Enable Flag
28	TXM	Transmission Mode Flag
27	PPIT	Payload Preamble Indicator Transmit Flag
26	CFG	Message Buffer Direction Configuration Bit Flag
25, 24	CH[1:0]	Channel Filter Control Flag
23	—	Reserved This bit is always read as 0. When writing, always write 0.
22 to 16	CYC[6:0]	Cycle Code
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	FID[10:0]	Frame ID

(1) FLXA0FRRDHS1.MBI

Message Buffer Interrupt Enable Flag

Values as configured by the host via FLXA0FRWRHS1.MBI.

In case that the message buffer read from the message RAM belongs to the receive FIFO, this bit is set to '0'.

(2) FLXA0FRRDHS1.TXM

Transmission Mode Flag

Values as configured by the host via FLXA0FRWRHS1.TXM.

In case that the message buffer read from the message RAM belongs to the receive FIFO, this bit is set to '0'.

(3) FLXA0FRRDHS1.PPIT

Payload Preamble Indicator Transmit Flag

Values as configured by the host via FLXA0FRWRHS1.PPIT.

In case that the message buffer read from the message RAM belongs to the receive FIFO, this bit is set to '0'.

(4) FLXA0FRRDHS1.CFG

Message Buffer Direction Configuration Flag

Values as configured by the host via FLXA0FRWRHS1.CFG.

In case that the message buffer read from the message RAM belongs to the receive FIFO, this bit is set to '0'.

(5) FLXA0FRRDHS1.CH

Channel Filter Control Flag

Values as configured by the host via FLXA0FRWRHS1.CH.

In case that the message buffer read from the message RAM belongs to the receive FIFO, these bits are set to '0'.

(6) FLXA0FRRDHS1.CYC

Cycle Code

Values as configured by the host via FLXA0FRWRHS1.CYC.

In case that the message buffer read from the message RAM belongs to the receive FIFO, these bits are set to '0'.

(7) FLXA0FRRDHS1.FID

Frame ID

Values as configured by the host via FLXA0FRWRHS1.FID

In case that the message buffer read from the message RAM belongs to the receive FIFO, these bits are holding the received frame ID.

17.2.11.3 FLXA0FRRDHS2 — FlexRay Read Header Section Register 2

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0704_H

Value after reset: 0000 0000_H

CAUTION

For message buffers belonging to the Static Buffer area or Static and Dynamic Buffer area FLXA0FRWRHS2 is updated from data frames only.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	PLR[6:0]						—	PLC[6:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	CRC[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.70 FLXA0FRRDHS2 Register Contents

Bit Position	Bit Name	Function
31	—	Reserved This bit is always read as 0. When writing, always write 0.
30 to 24	PLR[6:0]	Receive Frame Payload Length Flags (vRF!Header!Length)
23	—	Reserved This bit is always read as 0. When writing, always write 0.
22 to 16	PLC[6:0]	Configured Payload Length Flags
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	CRC[10:0]	Header CRC Flags (vRF!Header!HeaderCRC)

(1) FLXA0FRRDHS2.PLR

Receive Frame Payload Length Flags (vRF!Header!Length)

Payload length (vRF!Header!Length) value updated from received data frames (exception: To be updated even through null frames are received in the message buffer specified to the receive FIFO).

(2) FLXA0FRRDHS2.PLC

Configured Payload Length Flags

Length of data section (number of 2-byte words) as configured by the host.

(3) FLXA0FRRDHS2.CRC

Header CRC Flags (vRF!Header!HeaderCRC)

Receive Buffer: Header CRC (vRF!Header!HeaderCRC) updated from received data frames

Transmit Buffer: Header CRC configured by the host

(4) Data storage

When a message is stored into a message buffer the following processes with respect to payload length received and payload length configured are implemented:

FLXA0FRRDHS2.PLR > FLXA0FRRDHS2.PLC:

The payload data stored in the message buffer is truncated to the payload length configured if FLXA0FRRDHS2.PLC even or else truncated to FLXA0FRRDHS2.PLC + 1.

FLXA0FRRDHS2.PLR <= FLXA0FRRDHS2.PLC:

The received payload data is stored into the message buffers data section. The remaining data bytes of the data section as configured by FLXA0FRRDHS2.PLC are filled with undefined value.

FLXA0FRRDHS2.PLR = zero:

The message buffer's data section is filled with undefined value.

FLXA0FRRDHS2.PLC = zero:

No data section is configured in the message buffer. No data is stored into the message buffer's data section.

NOTE

- 1. The message RAM is organized in 4-byte words. When received data is stored into a message buffer's data section, the number of 2-byte data words written into the message buffer is FLXA0FRRDHS2.PLC rounded to the next even value.**
- 2. FLXA0FRRDHS2.PLC should be configured identical for all message buffers belonging to the receive FIFO.
For message buffers belonging to the Static Buffer area or Static and Dynamic Buffer area FLXA0FRWRHS2 is updated from data frames only.**

17.2.11.4 FLXA0FRRDHS3 — FlexRay Read Header Section Register 3

NOTE

For message buffers belonging to the Static Buffer area or Static and Dynamic Buffer area FLXA0FRWRHS3 is updated from data frames only.

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 0708_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	RES	PPI	NFI	SYN	SFI	RCI	—	—	RCC[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	DP[10:0]										
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.71 FLXA0FRRDHS3 Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29	RES	Reserved Bit Indicator Flag (vRF!Header!Reserved)
28	PPI	Payload Preamble Indicator Flag (vRF!Header!PPIIndicator)
27	NFI	Null Frame Indicator Flag (vRF!Header!NFIndicator) 0 = Up to now no data frame has been stored into the respective message buffer 1 = At least one data frame has been stored into the respective message buffer
26	SYN	Sync Frame Indicator Flag (vRF!Header!SyFIndicator) 0: The received frame is not a sync frame 1: The received frame is a sync frame
25	SFI	Startup Frame Indicator Flag (vRF!Header!SuFIndicator) 0: The received frame is not a startup frame 1: The received frame is a startup frame
24	RCI	Received on Channel Indicator Flag (vSS!Channel) 0: Frame received on channel B 1: Frame received on channel A
23, 22	—	Reserved These bits are always read as 0. When writing, always write 0.
21 to 16	RCC[5:0]	Receive Cycle Count (vRF!Header!CycleCount)
15 to 11	—	Reserved These bits are always read as 0. When writing, always write 0.
10 to 0	DP[10:0]	Data Pointer Flags

(1) FLXA0FRRDHS3.RES

Reserved Bit Indicator Flag (vRF!Header!Reserved)

Reflects the value of the received reserved bit. The reserved bit is transmitted as '0'.

(2) FLXA0FRRDHS3.PPI

Payload Preamble Indicator Flag (vRF!Header!PPIndicator)

The payload preamble indicator defines whether a network management vector or message ID is contained in the payload segment of the received frame.

0 = The payload segment of the received frame does not contain a network management vector nor a message ID

1 = Static segment: contains network management vector is included in the first part of the payload

Dynamic segment: contains message ID is included in the first part of the payload

(3) FLXA0FRRDHS3.NFI

Null Frame Indicator Flag (vRF!Header!NFIndicator)

Is set to '1' after storage of the first received data frame.

(4) FLXA0FRRDHS3.SYN

Sync Frame Indicator Flag (vRF!Header!SyFIndicator)

A sync frame is indicated by the sync frame indicator.

(5) FLXA0FRRDHS3.SFI

Startup Frame Indicator Flag (vRF!Header!SuFIndicator)

A startup frame is indicated by the startup frame indicator.

(6) FLXA0FRRDHS3.RCI

Received on Channel Indicator Flag (vSS!Channel)

Indicates the channel from which the received data frame was taken to update the respective receive buffer.

(7) FLXA0FRRDHS3.RCC

Receive Cycle Count (vRF!Header!CycleCount)

Cycle counter value updated from received data frame is read.

(8) FLXA0FRRDHS3.DP

Data Pointer Flags

This flag indicates the position of the first 32-bit word of the data section of the addressed message buffer in the message RAM.

The bit value is the same as that set in the FLXA0FRWRHS3.DP bit.

17.2.11.5 FLXA0FRMBS — FlexRay Message Buffer Status Register

The message buffer status is updated by the CC with respect to the assigned channel(s) latest at the end of the slot following the slot assigned to the message buffer.

The flags are updated only when the CC is in NORMAL_ACTIVE or NORMAL_PASSIVE state.

If only one channel (A or B) is assigned to a message buffer, the channel-specific status flags of the other channel are written to zero. If both channels are assigned to a message buffer, the channel-specific status flags of both channels are updated.

The message buffer status is updated only when the slot counter reached the configured frame ID and when the cycle counter filter matched. When the host updates a message buffer via input buffer, all FLXA0FRMBS flags are reset to zero independent of which FLXA0FRIBCM bits are set or not.

For details about receive/transmit filtering see **Section 17.3.8, Filtering and Masking**, **Section 17.3.9, Transmit Process** and **Section 17.3.10, Receive Process**.

Whenever the message handler changes one of the flags FLXA0FRMBS.VFRA, FLXA0FRMBS.VFRB, FLXA0FRMBS.SEOA, FLXA0FRMBS.SEOB, FLXA0FRMBS.CEOA, FLXA0FRMBS.CEOB, FLXA0FRMBS.SVOA, FLXA0FRMBS.SVOB, FLXA0FRMBS.TCIA, FLXA0FRMBS.TCIB, FLXA0FRMBS.ESA, FLXA0FRMBS.ESB, FLXA0FRMBS.MLST, FLXA0FRMBS.FTA, FLXA0FRMBS.FTB the respective message buffer's MBC flag in registers FLXA0FRMBSC1/2/3/4 is set.

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 070C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	RESS	PPIS	NFIS	SYNS	SFIS	RCIS	—	—	CCS[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FTB	FTA	—	MLST	ESB	ESA	TCIB	TCIA	SVOB	SVOA	CEOB	CEOA	SEOB	SEOA	VFRB	VFRA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.72 FLXA0FRMBS Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29	RESS	Reserved Bit Status Flag (vRF!Header!Reserved)
28	PPIS	Payload Preamble Indicator Status Flag (vRF!Header!PPIndicator) 0: PPI indicator set to '0' 1: PPI indicator set to '1'
27	NFIS	Null Frame Indicator Status Flag (vRF!Header!NFIndicator) 0: Received frame is a null frame 1: Received frame is not a null frame
26	SYNS	Sync Frame Indicator Status Flag (vRF!Header!SyFIndicator) 0: No sync frame received 1: The received frame is a sync frame

Table 17.72 FLXA0FRMBS Register Contents (2/2)

Bit Position	Bit Name	Function
25	SFIS	Startup Frame Indicator Status Flag (vRF!Header!SuIndicator) 0: No startup frame received 1: The received frame is a startup frame
24	RCIS	Received Channel Indicator Status Flag (vSS!Channel) 0: Frame received on channel B 1: Frame received on channel A
23, 22	—	Reserved These bits are always read as 0. When writing, always write 0.
21 to 16	CCS[5:0]	Cycle Count Status Flags
15	FTB	Frame Transmitted on Channel B Flag 0: No data frame transmitted on channel B 1: Data frame transmitted on channel B
14	FTA	Frame Transmitted on Channel A Flag 0: No data frame transmitted on channel A 1: Data frame transmitted on channel A
13	—	Reserved This bit is always read as 0. When writing, always write 0.
12	MLST	Message Lost Flag 0: No message lost 1: Unprocessed message was overwritten
11	ESB	Empty Slot Channel B Flag 0: Bus activity detected in the assigned slot on channel B 1: No bus activity detected in the assigned slot on channel B
10	ESA	Empty Slot Channel A Flag 0: Bus activity detected in the assigned slot on channel A 1: No bus activity detected in the assigned slot on channel A
9	TCIB	Transmission Conflict Indication Channel B Flag (vSS!TxConflictB) 0: No transmission conflict occurred on channel B 1: Transmission conflict occurred on channel B
8	TCIA	Transmission Conflict Indication Channel A Flag (vSS!TxConflictA) 0: No transmission conflict occurred on channel A 1: Transmission conflict occurred on channel A
7	SVOB	Slot Boundary Violation Observed on Channel B Flag (vSS!BViolationB) 0: No slot boundary violation observed on channel B 1: Slot boundary violation observed on channel B
6	SVOA	Slot Boundary Violation Observed on Channel A Flag (vSS!BViolationA) 0: No slot boundary violation observed on channel A 1: Slot boundary violation observed on channel A
5	CEOB	Content Error Observed on Channel B Flag (vSS!ContentErrorB) 0: No content error observed on channel B 1: Content error observed on channel B
4	CEOA	Content Error Observed on Channel A Flag (vSS!ContentErrorA) 0: No content error observed on channel A 1: Content error observed on channel A
3	SEOB	Syntax Error Observed on Channel B Flag (vSS!SyntaxErrorB) 0: No syntax error observed on channel B 1: Syntax error observed on channel B
2	SEOA	Syntax Error Observed on Channel A Flag (vSS!SyntaxErrorA) 0: No syntax error observed on channel A 1: Syntax error observed on channel A
1	VFRB	Valid Frame Received on Channel B Flag (vSS!ValidFrameB) 0: No valid frame received on channel B 1: Valid frame received on channel B
0	VFRA	Valid Frame Received on Channel A Flag (vSS!ValidFrameA) 0: No valid frame received on channel A 1: Valid frame received on channel A

(1) FLXA0FRMBS.RESS

Reserved Bit Status Flag (vRF!Header!Reserved)

Reflects the state of the received reserved bit. The reserved bit is transmitted as '0'.

For receive buffers (FLXA0FRWRHS1.CFG = '0') this bit is updated from both valid data and null frames. If no valid frame was received, the previous value is maintained. For transmit buffers the flag has no meaning and should be ignored.

(2) FLXA0FRMBS.PPIS

Payload Preamble Indicator Status Flag (vRF!Header!PPIndicator)

The payload preamble indicator defines whether a network management vector or message ID is contained within the payload segment of the received frame.

For receive buffers (FLXA0FRWRHS1.CFG = '0') this bit is updated from both valid data and null frames. If no valid frame was received, the previous value is maintained. For transmit buffers the flag has no meaning and should be ignored.

0 = PPI indicator set to '0'

The payload segment of the received frame does not contain a network management vector or a message ID

1 = PPI indicator set to '1'

Static segment: contains network management vector at the beginning of the payload

Dynamic segment: contains message ID at the beginning of the payload

(3) FLXA0FRMBS.NFIS

Null Frame Indicator Status Flag (vRF!Header!NFIndicator)

If set to '0' the payload segment of the received frame contains no usable data.

For receive buffers (FLXA0FRWRHS1.CFG = '0') this bit is updated from both valid data and null frames. If no valid frame was received, the previous value is maintained. For transmit buffers the flag has no meaning and should be ignored.

(4) FLXA0FRMBS.SYNS

Sync Frame Indicator Status Flag (vRF!Header!SyFIndicator)

A sync frame is indicated by the sync frame indicator.

For receive buffers (FLXA0FRWRHS1.CFG = '0') this bit is updated from both valid data and null frames. If no valid frame was received, the previous value is maintained. For transmit buffers the flag has no meaning and should be ignored.

(5) FLXA0FRMBS.SFIS

Startup Frame Indicator Status Flag (vRF!Header!SuFIndicator)

The startup frame indicator specifies a startup frame.

For receive buffers (FLXA0FRWRHS1.CFG = '0') this bit is updated from both valid data and null frames. If no valid frame was received, the previous value is maintained. For transmit buffers the flag has no meaning and should be ignored.

(6) FLXA0FRMBS.RCIS

Received Channel Indicator Status Flag (vSS!Channel)

Indicates the channel on which the frame was received.

For receive buffers (FLXA0FRWRHS1.CFG = '0') this bit is updated from both valid data and null frames. If no valid frame was received, the previous value is maintained. For transmit buffers the flag has no meaning and should be ignored.

(7) FLXA0FRMBS.CCS

Cycle Count Status Flag

Actual cycle count at a status update is read.

(8) FLXA0FRMBS.FTB

Frame Transmitted on Channel B Flag

Indicates that this node has transmitted a data frame in the configured slot on channel B.

NOTE

The FlexRay protocol specification requires that FLXA0FRMBS.FTB can only be reset by the host. Therefore the Cycle Count Status FLXA0FRMBS.CCS for this bit is only valid for the cycle where the bit is set to '1'.

(9) FLXA0FRMBS.FTA

Frame Transmitted on Channel A Flag

Indicates that this node has transmitted a data frame in the configured slot on channel A.

NOTE

The FlexRay protocol specification requires that FLXA0FRMBS.FTA can only be reset by the host. Therefore the Cycle Count Status FLXA0FRMBS.CCS for this bit is only valid for the cycle where this bit is set to '1'.

(10) FLXA0FRMBS.MLST

Message Lost Flag

The flag is set in case the host did not read the message before the message buffer was updated from a received data frame.

Not affected by reception of null frames except for message buffers belonging to the receive FIFO. The flag is reset to '0' by a host write to the message buffer via IBF or when a new message is stored into the message buffer after the message buffers ND flag was reset to '0' by reading out the message buffer via OBF.

(11) FLXA0FRMBS.ESB

Empty Slot Channel B Flag

In an empty slot, the bus is in idle state. This means that any frame transmission is not detected. This state can be checked in static and dynamic slots.

(12) FLXA0FRMBS.ESA

Empty Slot Channel A Flag

In an empty slot, the bus is in idle state. This means that any frame transmission is not detected. This state can be checked in static and dynamic slots.

(13) FLXA0FRMBS.TCIB

Transmission Conflict Indication Channel B Flag (vSS!TxConflictB)

A transmission conflict indication is set to '1' if a transmission conflict has occurred on channel B.

(14) FLXA0FRMBS.TCIA

Transmission Conflict Indication Channel A Flag (vSS!TxConflictA)

A transmission conflict indication is set if a transmission conflict has occurred on channel A.

(15) FLXA0FRMBS.SVOB

Slot Boundary Violation Observed on Channel B Flag (vSS!BViolationB)

A slot boundary violation (channel active at the start or at the end of the assigned slot) was observed on channel B.

(16) FLXA0FRMBS.SVOA

Slot Boundary Violation Observed on Channel A Flag (vSS!BViolationA)

A slot boundary violation (channel active at the start or at the end of the assigned slot) was observed on channel A.

(17) FLXA0FRMBS.CEOB

Content Error Observed on Channel B Flag (vSS!ContentErrorB)

A content error was observed in the assigned slot on channel B.

(18) FLXA0FRMBS.CEOA

Content Error Observed on Channel A Flag (vSS!ContentErrorA)

A content error was observed in the assigned slot on channel A.

(19) FLXA0FRMBS.SEOB

Syntax Error Observed on Channel B Flag (vSS!SyntaxErrorB)

A syntax error was observed in the assigned slot on channel B.

(20) FLXA0FRMBS.SEOA

Syntax Error Observed on Channel A Flag (vSS!SyntaxErrorA)

A syntax error was observed in the assigned slot on channel A.

(21) FLXA0FRMBS.VFRB

Valid Frame Received on Channel B Flag (vSS!ValidFrameB)

This flag is set to “1” when a valid frame was received on channel B.

(22) FLXA0FRMBS.VFRA

Valid Frame Received on Channel A Flag (vSS!ValidFrameA)

This flag is set to “1” when a valid frame was received on channel A.

17.2.11.6 FLXA0FROBCM — FlexRay Output Buffer Command Mask Register

This register configures how the output buffer is updated from the message buffer in the message RAM selected by FLXA0FROBCR.OBRS.

Mask bits FLXA0FROBCM.RDSS and FLXA0FROBCM.RHSS are copied to the register internal storage when a message RAM transfer is requested by FLXA0FROBCR.REQ.

When OBF host and OBF shadow are switched, mask bits FLXA0FROBCM.RDSH and FLXA0FROBCM.RHSH are switched with the register internal storage to keep them attached to the respective output buffer transfer.

The data transfer between output buffer and message RAM is described in detail in **Section 17.3.12.2 (2), Data Transfer from Message RAM to Output Buffer**.

CAUTION

After the transfer of the header section from the message RAM to OBF shadow has completed, the message buffer status changed flag MBC of the selected message buffer in the FLXA0FRMBSC1/2/3/4 registers is cleared. After the transfer of the data section from the message RAM to OBF shadow has completed, the new data flag ND of the selected message buffer in the FLXA0FRNDAT1/2/3/4 registers is cleared.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0710_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RDSH	RHSH
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RDSS	RHSS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 17.73 FLXA0FROBCM Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 18	—	Reserved These bits are always read as 0. When writing, always write 0.
17	RDSH	Data Section Host Read Flag 0: Data section is not read 1: Data section selected for transfer from message RAM to output buffer
16	RHSH	Header Section Host Read Flag 0: Header section is not read 1: Header section selected for transfer from message RAM to output buffer
15 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1	RDSS	Data Section Shadow Read Flag 0: Data section is not read 1: Data section selected for transfer from message RAM to output buffer

Table 17.73 FLXA0FROBCM Register Contents (2/2)

Bit Position	Bit Name	Function
0	RHSS	Header Section Shadow Read Flag 0: Header section is not read 1: Header section selected for transfer from message RAM to output buffer

- (1) **FLXA0FROBCM.RDSH**
Data Section Host Read Flag
- (2) **FLXA0FROBCM.RHSH**
Header Section Host Read Flag
- (3) **FLXA0FROBCM.RDSS**
Data Section Shadow Read Flag
- (4) **FLXA0FROBCM.RHSS**
Header Section Shadow Read Flag

17.2.11.7 FLXA0FROBCR — FlexRay Output Buffer Command Request Register

After setting bit FLXA0FROBCR.REQ to '1' while FLXA0FROBCR.OBSYS is '0', FLXA0FROBCR.OBSYS is automatically set to '1', FLXA0FROBCR.OBRS is copied to the register internal storage, mask bits FLXA0FROBCM.RDSS and FLXA0FROBCM.RHSS are copied to register FLXA0FROBCM internal storage, and the transfer of the message buffer selected by FLXA0FROBCR.OBRS from the message RAM to OBF shadow is started. When the transfer between the message RAM and OBF shadow has completed, this is signaled by setting FLXA0FROBCM.OBSYS back to '0'.

By setting bit FLXA0FROBCR.VIEW to '1' while FLXA0FROBCR.OBSYS is '0', OBF host and OBF shadow are switched. Additionally mask bits FLXA0FROBCM.RDSH and FLXA0FROBCM.RHSH are switched with the register FLXA0FROBCM internal storage to keep them attached to the respective output buffer transfer. FLXA0FROBCR.OBRH signals the number of the message buffer currently accessible by the host.

If bits FLXA0FROBCR.REQ and FLXA0FROBCR.VIEW are set to '1' with the same write access while FLXA0FROBCR.OBSYS is '0', FLXA0FROBCR.OBSYS is automatically set to '1' and OBF shadow and OBF host are switched. Additionally mask bits FLXA0FROBCM.RDSH and FLXA0FROBCM.RHSH are switched with the registers internal storage to keep them attached to the respective output buffer transfer. Afterwards FLXA0FROBCR.OBRS is copied to the register internal storage, and the transfer of the selected message buffer from the message RAM to OBF shadow is started. While the transfer is ongoing the host can read the message buffer transferred by the previous transfer from OBF host. When the current transfer between message RAM and OBF shadow has completed, this is signaled by setting FLXA0FROBCR.OBSYS back to '0'.

Any write access to FLXA0FROBCR[15:8] while FLXA0FROBCR.OBSYS is set to '1' will cause the error flag FLXA0FREIR.IOBA to be set to '1'. In this case, this write access has no effect and the output buffer will not be changed.

The data transfer between output buffer and message RAM is described in detail in **Section 17.3.12.2 (2), Data Transfer from Message RAM to Output Buffer.**

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0714_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	OBRH[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OBSYS	—	—	—	—	—	REQ	VIEW	—	OBRS[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.74 FLXA0FROBCR Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved Flags These bits are always read as 0. When writing, always write 0.
22 to 16	OBRH[6:0]	Output Buffer Request Host
15	OBSYS	Output Buffer Busy Shadow Flag 0: No transfer in progress 1: Transfer between message RAM and OBF shadow in progress
14 to 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9	REQ	Request Message RAM Transfer 0: No request 1: Transfer to OBF shadow requested
8	VIEW	View Shadow Buffer 0: No action 1: Switch OBF shadow and OBF host
7	—	Reserved This bit is always read as 0. When writing, always write 0.
6 to 0	OBRS[6:0]	Output Buffer Request Shadow

(1) FLXA0FROBCR.OBRH

Output Buffer Request Host Flags

Indicate number of message buffer currently accessible by the host via FLXA0FRRDHS[1...3], FLXA0FRMBS, and FLXA0FRRDDS[1...64].

By writing FLXA0FROBCR.VIEW to '1', OBF host is switched and the transferred message buffer is accessible by the host.

(2) FLXA0FROBCR.OBSYS

Output Buffer Busy Shadow Flag

Sets to '1' after setting bit FLXA0FROBCR.REQ. When the transfer between the message RAM and OBF shadow has completed, FLXA0FROBCR.OBSYS is set back to '0'.

(3) FLXA0FROBCR.REQ

Request Message RAM Transfer

Only writeable while FLXA0FROBCR.OBSYS = '0'.

Requests transfer of message buffer addressed by FLXA0FROBCR.OBRS from message RAM to OBF shadow.

(4) FLXA0FROBCR.VIEW

View Shadow Buffer

Only writeable while FLXA0FROBCR.OBSYS = '0'.

Toggles between OBF shadow and OBF host.

(5) FLXA0FROBCR.OBRS

Output Buffer Request Shadow

Only writeable while FLXA0FROBCR.OBSYS = '0'.

Indicate number of source message buffer to be transferred from the message RAM to OBF shadow.

If the number of the first message buffer of the receive FIFO is written to this register, the message buffer addressed by the GET Index (GIDX, see **Section 17.3.11, FIFO Function**) is transferred to OBF shadow.

17.2.12 Data Transfer Control Register

17.2.12.1 FLXA0FRITC — FlexRay Input Transfer Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0800_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	ITM[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	IQEIE	IQFIE	—	—	—	—	—	—	IQHR	ITE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Table 17.75 FLXA0FRITC Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved These bits are always read as 0. When writing, always write 0.
22 to 16	ITM[6:0]	Input Queue Table Max These bits configure the number of entries in the input pointer table the input buffer handler is capable to maintain in the input queue.
15 to 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9	IQEIE	Input Queue Empty Interrupt Enable 0: Disabled 1: Enabled
8	IQFIE	Input Queue Full Interrupt Enable 0: Disabled 1: Enabled
7 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1	IQHR	Input Queue Halt Request 0: Input queue run request 1: Input queue halt request
0	ITE	Input Transfer Enable 0: Operation Disable request 1: Operation Enable request

(1) FLXA0FRITC.ITM

Input Queue Table Max

The user can only write to this bit when FLXA0FRITS.ITS is '0'.

These bits configure the number of entries in the input pointer table the input buffer handler is capable to maintain in the input queue.

Valid values are 00_H (1 queue entry) to 7F_H (128 queue entries).

Note that each entry requires two long words in the input pointer table.

(2) FLXA0FRITC.IQEIE

Input Queue Empty Interrupt Enable

This bit controls the input queue empty interrupt.

0: Disabled

No interrupt will be requested and the input queue empty interrupt will be not generated.

1: Enabled

Input queue empty interrupt will be generated when FLXA0FRITS.IQEIS is '1'.

(3) FLXA0FRITC.IQFIE

Input Queue Full Interrupt Enable

This bit controls the input queue full interrupt.

0: Disabled

No interrupt will be requested and the input queue full interrupt will be not generated.

1: Enabled

Input queue full interrupt will be generated when FLXA0FRITS.IQFIS is '1'.

(4) FLXA0FRITC.IQHR

Input Queue Halt Request

The IQHR bit should not be set to '1' when FLXA0FRITS.ITS is '0'.

This bit requests a halt of the input queue.

The status of the halt request is shown in the FLXA0FRITS.IQH register.

Refer to **Section 17.3.16.1 (5), Halting the input queue** about usage of this bit.

0: Input queue run request

The input queue resumes their operation.

1: Input queue halt request

The input queue gets halted. An active input transfer will be completed but no further transfer request will start.

(5) FLXA0FRITC.ITE

Input Transfer Enable

The user should only set this bit to '1' when FLXA0FRIBCR.IBSYS is '0'.

The user should only set this bit to '0' when FLXA0FRITC.IQHR '0'. Otherwise committed input transfers get lost.

This bit controls the operation mode of the input transfer queue.

The operation status of the input transfer queue function is shown in FLXA0FRITS.ITS.

Refer to **Section 17.3.16.1 (1), Activation and deactivation** about usage of this bit.

0: Operation Disable request

The input transfer queue gets disabled when it becomes empty.

1: Operation Enable request

The input transfer queue gets enabled. Input data structures are transferred to the FlexRay internal message RAM.

17.2.12.2 FLXA0FROTC — FlexRay Output Transfer Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0804_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	FTM[4:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FWIE	OWIE	FIE	OIE	—	—	—	—	—	—	OTCS	OTE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Table 17.76 FLXA0FROTC Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved These bits are always read as 0. When writing, always write 0.
20 to 16	FTM[4:0]	FIFO Table Max Configure the number of FIFO entries the output transfer handler is capable to maintain in the local RAM/global RAM.
15 to 12	—	Reserved These bits are always read as 0. When writing, always write 0.
11	FWIE	FIFO Transfer Warning Interrupt Enable 0: Disabled 1: Enabled
10	OWIE	Output Transfer Warning Interrupt Enable 0: Disabled 1: Enabled
9	FIE	FIFO Transfer Interrupt Enable 0: Disabled 1: Enabled
8	OIE	Output Transfer Interrupt Enable 0: Disabled 1: Enabled
7 to 2	—	Reserved These bits are always read as 0. When writing, always write 0.
1	OTCS	Output Transfer Condition Select 0: New data only mode 1: New data and status changed mode
0	OTE	Output Transfer Enable 0: Operation Disable request 1: Operation Enable request

(1) FLXA0FROTC.FTM

FIFO Table Max

The user can only write to these bits when FLXA0FROTS.OTS is '0'.

These bits configure the number of FIFO entries the output transfer handler is capable to maintain in the local RAM/global RAM.

Valid values are 00_H (1 FIFO entry) to 1F_H (32 FIFO entries).

(2) FLXA0FROTC.FWIE

FIFO transfer Warning Interrupt Enable

This bit controls the FIFO transfer warning interrupt.

0: Disabled

No interrupt will be requested and the FIFO transfer warning interrupt will be not generated.

1: Enabled

FIFO transfer warning interrupt will be generated when FLXA0FROTS.FWIS is '1'.

(3) FLXA0FROTC.OWIE

Output Transfer Warning Interrupt Enable

This bit controls the output transfer warning interrupt.

0: Disabled

No interrupt will be requested and the output transfer warning interrupt will be not generated.

1: Enabled

Output transfer warning interrupt will be generated when FLXA0FROTS.OWIS is '1'.

(4) FLXA0FROTC.FIE

FIFO Transfer Interrupt Enable

This bit controls the FIFO transfer interrupt.

0: Disabled

No interrupt will be requested and the FIFO transfer interrupt will be not generated.

1: Enabled

FIFO transfer interrupt will be generated when FLXA0FROTS.FIS is '1'.

(5) FLXA0FROTC.OIE

Output Transfer Interrupt Enable

This bit controls the output transfer interrupt.

0: Disabled

No interrupt will be requested and the output transfer interrupt will be not generated.

1: Enabled

Output transfer interrupt will be generated when FLXA0FROTS.OTIS is '1'.

(6) FLXA0FROTC.OTCS

Output Transfer Condition Select

The user can only write to this bit when FLXA0FROTS.OTS is '0'.

This bit controls the output transfer condition.

0: New data only mode

The ND bits in the FLXA0FRNDAT_i registers are used to detect a transfer condition for dedicated receive buffer

1: New data and status changed mode

The ND bits in the FLXA0FRNDAT_i registers and the MBC bits in the FLXA0FRMBSC_i register are used to detect a transfer condition for dedicated transmit and receive buffer

(7) FLXA0FROTC.OTE

Output Transfer Enable

The user should only set this bit to '1' when FLXA0FROBCR.OBSYS is '0'.

This bit controls the operation mode of the output transfer function.

The operation status of the output buffer transfer function is shown in FLXA0FROTS.OTS.

Refer to **Section 17.3.16.2 (1), Activation and deactivation** about usage of this bit.

0: Operation Disable request

The output buffer transfer gets disabled.

An active message buffer transfer will be completed but no further transfer will start.

1: Operation Enable request

The output buffer transfer gets enabled. Message buffers are transferred from the FlexRay internal message RAM to output data structures.

The user should not change the E-Ray message RAM configuration by writing to the FLXA0FRMRC register.

17.2.12.3 FLXA0FRIBA — FlexRay Input Pointer Table Base Address Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0808_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ITA[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ITA[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Table 17.77 FLXA0FRIBA Register Contents

Bit Position	Bit Name	Function
31 to 0	ITA[31:0]	Input Table Base Address These bits configure the base address of the input pointer table.

(1) FLXA0FRIBA.ITA

Input Table Base Address

The user can only write to these bits when FLXA0FRITS.ITS is '0'.

The address should be 32 bit aligned, thus the bits FLXA0FRIBA.ITA[1:0] are always '0'.

These bits configure the base address of the input pointer table.

The table is used for the input transfer queue transferring message buffers from the local RAM/global RAM into the FlexRay internal message RAM.

The size of the input queue is configured in FLXA0FRITC.ITM.

Note that each entry requires two long words in the input pointer table.

17.2.12.4 FLXA0FRFBA — FlexRay FIFO Pointer Table Base Address Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 080C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FTA[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FTA[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Table 17.78 FLXA0FRFBA Register Contents

Bit Position	Bit Name	Function
31 to 0	FTA[31:0]	FIFO Pointer Table Base Address These bits configure the base address of the FIFO pointer table.

(1) FLXA0FRFBA.FTA

FIFO Pointer Table Base Address

The user can only write to these bits when FLXA0FROTS.OTS is '0'.

The address should be 32 bit aligned, thus the bits FLXA0FRFBA.FTA[1:0] are always '0'.

These bits configure the base address of the FIFO pointer table.

The table is used for message buffers transferred from the FlexRay internal FIFO to the local RAM/global RAM.

The size of the FIFO is configured in FLXA0FROTC.FTM.

17.2.12.5 FLXA0FROBA — FlexRay Output Pointer Table Base Address Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0810_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OTA[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OTA[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Table 17.79 FLXA0FROBA Register Contents

Bit Position	Bit Name	Function
31 to 0	OTA[31:0]	Output Pointer Table Base Address These bits configure the base address of the output pointer table.

(1) FLXA0FROBA.OTA

Output Pointer Table Base Address

The user can only write to these bits when FLXA0FROTS.OTS is '0'.

The address should be 32 bit aligned, thus the bits FLXA0FROBA.OTA[1:0] are always '0'.

These bits configure the base address of the output pointer table.

The table is used for message buffers transferred from the FlexRay internal message RAM to the local RAM/global RAM.

The size of the table depends on the utilization of the FlexRay internal message RAM and can have up to 128 entries.

17.2.12.6 FLXA0FRIQC — FlexRay Input Queue Control Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0814_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	IMBNR[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W

Table 17.80 FLXA0FRIQC Register Contents

Bit Position	Bit Name	Function
31 to 7	—	Reserved These bits are always read as 0. When writing, always write 0.
6 to 0	IMBNR[6:0]	Input Message Buffer Number Message buffer number added to the input queue

(1) FLXA0FRIQC.IMBNR

Input Message Buffer Number

The user can only write to these bits when FLXA0FRITS.IQFP is '0'.

The user should not write to this register when FLXA0FRITS.ITS is '0' or when FLXA0FRITC.ITE is '0'.

These bits are read as "0".

This value specifies the message buffer added to the input queue.

The number has to be identical to FLXA0FRWRHS4.IMBNR (see **Section 17.3.16.1 (3), Input pointer table**) of the input pointer table.

The address to the input data structure has to be provided in the input pointer table at the put index (FLXA0FRITS.IPIDX) before writing to this register.

Writing to this register increments the input put index (FLXA0FRITS.IPIDX).

17.2.12.7 FLXA0FRUIR — FlexRay User Input Transfer Request Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0818_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	UIDX[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.81 FLXA0FRUIR Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved These bits are always read as 0. When writing, always write 0.
7 to 0	UIDX[7:0]	User Requested Input Index Input pointer table index requested for input transfer

(1) FLXA0FRUIR.UIDX

User Requested Input Index

The user can only write to these bits when FLXA0FRITS.UIRP is '0'.

The user should not write to this register when FLXA0FRITS.ITS is '0'.

The user should not write to this register when FLXA0FRITS.UIRP is '1'.

The user should not write to this register when FLXA0FRITS.IQH is '1'.

The user should only write FLXA0FRITC.ITM + 1 to this register.

This value configures the user input pointer table index requested for input transfer.

The address to the input data structure has to be provided in the input pointer table at the index UIDX before writing to this register.

When writing to this register, the requested input data structure will be transferred from input data structure position to the FlexRay internal message RAM.

In opposite to queued input transfers, the related DA flag in the FLXA0FRDA register is not affected by the user input transfer.

17.2.12.8 FLXA0FRUOR — FlexRay User Output Transfer Request Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 081C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	URDS	—	—	UMBNR[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.82 FLXA0FRUOR Register Contents

Bit Position	Bit Name	Function
31 to 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9	URDS	User Request Read Data Section 0: Data section is not transferred 1: Data section is transferred
8, 7	—	Reserved These bits are always read as 0. When writing, always write 0.
6 to 0	UMBNR[6:0]	User Requested Output Message Buffer Number Message buffer number requested for output transfer

(1) FLXA0FRUOR.URDS

User Request Read Data Section

The user can only write to this bit when FLXA0FROTS.UORP is '0'.

The user should not write to this register when FLXA0FROTS.OTS is '0'.

The user should not write to this register when FLXA0FROTS.UORP is '1'.

0: Data section is not transferred

The data section of the message buffer selected by the bits UMBNR is not requested

1: Data section is transferred

The data section of the message buffer selected by the bits UMBNR is requested

(2) FLXA0FRUOR.UMBNR

User Requested output Message Buffer Number

The user can only write to these bits when FLXA0FROTS.UORP is '0'.

The user should not write to this register when FLXA0FROTS.OTS is '0'.

The user should not write to this register when FLXA0FROTS.UORP is '1'.

The user should restrict this bit to dedicated receive and transmit buffers when the FlexRay module is not in the CONFIG state.

When writing to this register, the header sections and the optional data section (configurable by URDS) of the requested message buffer will be transferred from the FlexRay internal message RAM to the output data structure position defined by the output structure data pointer in the output pointer table.

17.2.12.9 FLXA0FRAHBC — FlexRay H-Bus Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0840_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	HPROT[3:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 17.83 FLXA0FRAHBC Register Contents

Bit Position	Bit Name	Function
31 to 4	—	Reserved These bits are always read as 0. When writing, always write 0.
3 to 0	HPROT[3:0]	Protection Control

(1) FLXA0FRAHBC.HPROT

Protection Control

The user should only write to this register when FLXA0FRITS.ITS is '0' and when FLXA0FROTS.OTS is '0'.

This register configures the value assigned to the H-Bus protection control signal.

17.2.13 Data Transfer Status Register

17.2.13.1 FLXA0FRITS — FlexRay Input Transfer Status Register

Do not rewrite this register using bit-manipulation instruction.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0820_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	IGIDX[6:0]						—	IPIDX[6:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	IQFP	—	—	IQEIS	IQFIS	—	—	—	—	—	UIRP	IQH	ITS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Table 17.84 FLXA0FRITS Register Contents

Bit Position	Bit Name	Function
31	—	Reserved This bit is always read as 0. When writing, always write 0.
30 to 24	IGIDX[6:0]	Input Queue Get Index Represents the get index of the input pointer table
23	—	Reserved This bit is always read as 0. When writing, always write 0.
22 to 16	IPIDX[6:0]	Input Queue Put Index Represents the put index of the input pointer table
15 to 13	—	Reserved These bits are always read as 0. When writing, always write 0.
12	IQFP	Input Queue Full Condition Pending 0: Entries in the input queue are available 1: All entries in the input queue are occupied
11, 10	—	Reserved These bits are always read as 0. When writing, always write 0.
9	IQEIS	Input Queue Empty Interrupt Status 0: No input queue empty condition detected 1: Input queue empty condition detected
8	IQFIS	Input Queue Full Interrupt Status 0: No input queue full condition detected 1: Input queue full condition detected
7 to 3	—	Reserved These bits are always read as 0. When writing, always write 0.
2	UIRP	User Input Transfer Request Pending 0: No user input transfer request pending 1: User input transfer request pending
1	IQH	Input Queue Halted 0: Input queue not halted 1: Input queue halted
0	ITS	Input Transfer Status 0: Disabled 1: Enabled

(1) FLXA0FRITS.IGIDX

Input Queue Get Index

These bits are only valid when FLXA0FRITS.IQH is '1'

These bits represent the input pointer index the input queue handler will transfer next.

Valid values are 00_H to FLXA0FRITC.ITM.

The get index is incremented when the input data structure has been transferred from the local RAM/global RAM and the related DA flag in the FLXA0FRDA register is cleared.

The index is set to 00_H when FLXA0FRITS.ITS changes from '0' to '1'.

(2) FLXA0FRITS.IPIDX

Input Queue Put Index

These bits represent the index where the next input data structure pointer in the input pointer table should be stored.

Valid values are 00_H to FLXA0FRITC.ITM.

After reaching the maximum value the put index continues from 00_H.

The index is incremented when writing to FLXA0FRIQC.IMBNR.

The index is set to 00_H when FLXA0FRITS.ITS changes from '0' to '1'.

(3) FLXA0FRITS.IQFP

Input Queue Full Condition Pending

This bit represents that the input queue is full.

There should be no further input transfer requests, by writing to FLXA0FRIQC.IMBNR, as long as FLXA0FRITS.IQFP is '1'.

[Clearing condition]

This bit is cleared when there is one free entry in the input queue.

[Setting condition]

This bit is set when all entries in the input queue are occupied.

(4) FLXA0FRITS.IQEIS

Input Queue Empty Interrupt Status

Writing '0' has no effect on the bit value.

If enabled in FLXA0FRITC.IQEIE the input queue empty interrupt is generated when FLXA0FRITS.IQEIS is '1'.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FRITS.IQEIS.

This bit is cleared when FLXA0FRITS.ITS changes from '0' to '1'.

[Setting condition]

This bit is set when all pending input transfers have been processed and consequently the input queue becomes empty.

(5) FLXA0FRITS.IQFIS

Input Queue Full Interrupt Status

Writing '0' has no effect on the bit value.

If enabled in FLXA0FRITC.IQFIE the input queue full interrupt is generated when FLXA0FRITS.IQFIS is '1'.

This flag is intended as interrupt status flag. It does not represent the current input queue status; for this status refer to FLXA0FRITS.IQFP.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FRITS.IQFIS.

This bit is cleared when FLXA0FRITS.ITS changes from '0' to '1'.

[Setting condition]

This bit is set when all entries in the input queue are occupied.

(6) FLXA0FRITS.UIRP

User Input Transfer Request Pending

This bit represents that a user input transfer is still pending.

There should be no further write access to FLXA0FRUIR.UIDX when this bit is '1'.

[Clearing condition]

This bit is cleared when the user input transfer request is processed by the input transfer handler.

[Setting condition]

This bit is set when writing to FLXA0FRUIR.UIDX.

(7) FLXA0FRITS.IQH

Input Queue Halted

This bit represents the status of the input queue.

There should be no further write access to FLXA0FRUIR.UIDX when this bit is '1'.

[Clearing condition]

This bit is cleared when FLXA0FRITC.IQHR is set to '0'.

[Setting condition]

This bit is set immediately when the FLXA0FRITC.IQHR is set to '1' and there is no ongoing input transfer.

This bit is set only after an ongoing input transfer has been completed and FLXA0FRITC.IQHR is set to '1'.

(8) FLXA0FRITS.ITS

Input Transfer Status

This bit represents the status of the input queue handler.

While this bit is '1', there should be no read or write access to the address area ERAY + 0400_H to ERAY + 05FF_H and there should be no CLEAR_RAM command applied to FLXA0FRSUCC1.CMD.

The input transfer queue indexes and related status flags are set to '0' when FLXA0FRITS.ITS changes from '0' to '1'.

[Clearing condition]

This bit is cleared immediately when FLXA0FRITC.ITE is set to '0' and there are no pending input transfers

This bit is cleared after all pending requests have been processed and FLXA0FRITC.ITE is '0'.

[Setting condition]

This bit is set when FLXA0FRITC.ITE is set to '1'.

17.2.13.2 FLXA0FROTS — FlexRay Output Transfer Status Register

Do not rewrite this register using bit-manipulation instruction.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0824_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	FFL[5:0]					—	—	—	FGIDX[4:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FWP	OWP	FDA	—	FWIS	OWIS	FIS	OTIS	—	—	—	—	—	UORP	—	OTS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 17.85 FLXA0FROTS Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. When writing, always write 0.
29 to 24	FFL[5:0]	FIFO Fill Level Represent the number of unprocessed output FIFO structures
23 to 21	—	Reserved These bits are always read as 0. When writing, always write 0.
20 to 16	FGIDX[4:0]	FIFO Get Index Represent the get index in the FIFO pointer table
15	FWP	FIFO Transfer Warning Condition Pending 0: No FIFO transfer warning condition pending 1: FIFO transfer warning condition pending
14	OWP	Output Transfer Warning Condition Pending 0: No output transfer warning condition pending 1: Output transfer warning condition pending
13	FDA	FIFO Data Available 0: No available FIFO structures 1: FIFO structures available at current FLXA0FROTS.FGIDX index
12	—	Reserved This bit is always read as 0. When writing, always write 0.
11	FWIS	FIFO Transfer Warning Interrupt Status 0: No FIFO transfer warning condition detected 1: FIFO transfer warning condition detected
10	OWIS	Output Transfer Warning Interrupt Status 0: No output transfer warning condition detected 1: Output transfer warning condition detected
9	FIS	FIFO Transfer Interrupt Status 0: No FIFO structure updated in local RAM/global RAM 1: FIFO structure updated in local RAM/global RAM
8	OTIS	Output Transfer Interrupt Status 0: No output structure updated in local RAM/global RAM 1: Output structure updated in local RAM/global RAM
7 to 3	—	Reserved These bits are always read as 0. When writing, always write 0.

Table 17.85 FLXA0FROTS Register Contents (2/2)

Bit Position	Bit Name	Function
2	UORP	User Output Transfer Request Pending 0: No user output transfer request pending 1: User output transfer request pending
1	—	Reserved This bit is always read as 0. When writing, always write 0.
0	OTS	Output Transfer Status 0: Disabled 1: Enabled

(1) FLXA0FROTS.FFL

FIFO Fill Level

These bits represent the number of available output FIFO structures in the local RAM/global RAM.

Valid values are 00_H to $FLXA0FROTC.FTM + 1$.

The value 00_H represents that the FIFO is empty.

The value $FLXA0FROTC.FTM + 1$ represents that the FIFO is full and no further FIFO transfers will be done.

These bits are incremented when a FIFO data structure has been transferred from the FlexRay internal FIFO into the local RAM/global RAM.

The FIFO fill level is decremented when the user releases a FIFO data structure in the local RAM/global RAM by writing '1' to $FLXA0FROTS.FDA$.

The FIFO fill level is set to 00_H when the bit $FLXA0FROTS.OTS$ changes from '0' to '1'.

(2) FLXA0FROTS.FGIDX

FIFO Get Index

These bits represent the index where the current output data structure pointer in the FIFO pointer table is available for reading.

Valid values are 00_H to $FLXA0FROTC.FTM$.

After reaching the maximum value the get index continues from 00_H .

The index is incremented when a FIFO data structure is released by writing '1' to $FLXA0FROTS.FDA$.

The index is set to 00_H when $FLXA0FROTS.OTS$ changes from '0' to '1'.

(3) FLXA0FROTS.FWP

FIFO Transfer Warning Condition Pending

This bit represents the FIFO transfer warning condition.

[Clearing condition]

This bit is cleared when there are free output data structures ($FLXA0FROTS.FFL \leq FLXA0FROTC.FTM$).

This bit is cleared when the $FLXA0FROTS.OTS$ changes from '0' to '1'.

[Setting condition]

This bit is set when the output transfer handler detects a transfer condition for FIFO message buffers but there are no free output data structures ($FLXA0FROTS.FFL = FLXA0FROTC.FTM + 1$).

(4) FLXA0FROTS.OWP

Output Transfer Warning Condition Pending

This bit represents the output transfer warning condition.

[Clearing condition]

This bit is cleared, when all output structure pointers that have a pending output handler transfer condition detected, are released (for dedicated transmit and receive message buffers or a user output transfer request).

[Setting condition]

This bit is set when the output transfer handler detects a transfer condition (for dedicated transmit and receive message buffers or a user output transfer request) but the related output structure pointer was not yet released by the application (data available flag is still set to '1').

This bit is set when the output transfer handler detects a transfer condition for dedicated transmit and receive message buffers but there is a pending input transfer for the same message buffer (data available flag is set to '1' due to the input transfer request).

(5) FLXA0FROTS.FDA

FIFO Data Available

Writing '0' has no effect on the bit value.

When this bit is '1', the next valid output data structure is available.

The related data structure pointer is in the FIFO pointer table at $FLXA0FROTS.FGIDX$.

Writing '1' to $FLXA0FROTS.FDA$

- increments $FLXA0FROTS.FGIDX$ and
- decrements the FIFO fill level ($FLXA0FROTS.FFL$)

If there are still unprocessed data structures, $FLXA0FROTS.FDA$ remains '1'.

[Clearing condition]

This bit is cleared when writing '1' to $FLXA0FROTS.FDA$ and the FIFO fill level becomes 00_H .

This bit is cleared when the $FLXA0FROTS.OTS$ changes from '0' to '1'.

[Setting condition]

This bit is set when there is at least one FIFO data structure available in the local RAM/global RAM.

(6) FLXA0FROTS.FWIS

FIFO Transfer Warning Interrupt Status

Writing '0' has no effect on the bit value.

If the FLXA0FROTC.FWIE is enabled, the FIFO transfer warning interrupt is generated when FLXA0FROTS.FWIS is '1'.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FROTS.FWIS.

This bit is cleared when the bit FLXA0FROTS.OTS changes from '0' to '1'.

[Setting condition]

This bit is set when the output transfer handler detects a transfer condition for FIFO message buffers but there are no free output data structures ($FLXA0FROTS.FFL = FLXA0FROTC.FTM + 1$).

(7) FLXA0FROTS.OWIS

Output Transfer Warning Interrupt Status

Writing '0' has no effect on the bit value.

If enabled in FLXA0FROTC.OWIE the FIFO transfer warning interrupt is generated when FLXA0FROTS.OWIS is '1'.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FROTS.OWIS.

This bit is cleared when the bit FLXA0FROTS.OTS changes from '0' to '1'.

[Setting condition]

This bit is set when the output transfer handler detects a transfer condition (for dedicated transmit and receive message buffers or a user output transfer request) but the related output structure pointer was not yet released by the application (data available flag is still set to '1').

This bit is set when the output transfer handler detects a transfer condition for dedicated transmit and receive message buffers but there is a pending input transfer for the same message buffer (data available flag is set to '1' due to the input transfer request).

(8) FLXA0FROTS.FIS

FIFO Transfer Interrupt Status

Writing '0' has no effect on the bit value.

If enabled in FLXA0FROTC.FIE the FIFO transfer interrupt is generated when FLXA0FROTS.FIS is '1'.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FROTS.FIS.

This bit is cleared when the bit FLXA0FROTS.OTS changes from '0' to '1'.

[Setting condition]

This bit is set when a FIFO data structure is updated by the transfer handler or the FFL bit changes from 00_H to 01_H.

(9) FLXA0FROTS.OTIS

Output Transfer Interrupt Status

Writing '0' has no effect on the bit value.

If enabled in FLXA0FROTC.OIE the output transfer interrupt is generated when FLXA0FROTS.OTIS is '1'.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FROTS.OTIS.

This bit is cleared when the bit FLXA0FROTS.OTS changes from '0' to '1'.

[Setting condition]

This bit is set when an output data structure is updated by the transfer handler (from a dedicated transmit or receive message buffer or by a user output transfer request).

(10) FLXA0FROTS.UORP

User Output Transfer Request Pending

This bit represents that a user output transfer is still pending.

There should be no further write access to FLXA0FRUOR.UMBNR when this bit is '1'.

[Clearing condition]

This bit is cleared when the user output transfer request is processed by the output transfer handler.

This bit is cleared when the bit FLXA0FROTS.OTS changes from '0' to '1'.

[Setting condition]

This bit is set when writing to FLXA0FRUOR.UMBNR.

(11) FLXA0FROTS.OTS

Output Transfer Status

This bit represents the status of the output transfer handler.

While this bit is '1', no read or write access to the address area ERAY + 0600_H to ERAY + 07FF_H cannot be made and no CLEAR_RAMs command to the FLXA0FRSUCC1.CMD cannot be provided.

While this bit is '1', the user cannot change the E-Ray message RAM configuration by writing to the FLXA0FRMRC register.

The output transfer indexes and related status flags are set to '0' when FLXA0FROTS.OTS changes from '0' to '1'.

[Clearing condition]

This bit is cleared immediately when FLXA0FROTC.OTE is set to '0' and there are no ongoing output transfers.

This bit is cleared after an ongoing transfer has been completed and FLXA0FROTC.OTE is '0'.

[Setting condition]

This bit is set when FLXA0FROTC.OTE is set to '1'.

17.2.13.3 FLXA0FRAES — FlexRay Access Error Status Register

Do not rewrite this register using bit-manipulation instruction.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0828_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MAE	FAE	OAE	IAE	EIDX[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 17.86 FLXA0FRAES Register Contents

Bit Position	Bit Name	Function
31 to 12	—	Reserved These bits are always read as 0. When writing, always write 0.
11	MAE	Multiple Access Errors 0: No multiple access errors occurred 1: Multiple access errors occurred
10	FAE	FIFO Transfer Access Error 0: No access error occurred during FIFO transfer 1: Access error occurred during FIFO transfer
9	OAE	Output Transfer Access Error 0: No access error occurred during output transfer 1: Access error occurred during output transfer
8	IAE	Input Transfer Access Error 0: No access error occurred during input transfer 1: Access error occurred during input transfer
7 to 0	EIDX[7:0]	Error Index Data structure pointer index number

(1) FLXA0FRAES.MAE

Multiple Access Errors

Writing '0' has no effect on the bit value.

This bit represents that there were multiple access errors during a data transfer.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FRAES.MAE.

[Setting condition]

This bit is set when one of the bits FLXA0FRAES.FAE, FLXA0FRAES.OAE or FLXA0FRAES.IAE are set and

- an access to an protected address occurred during a FIFO data transfer or
- an access to an protected address occurred during an output data transfer or
- an access to an protected address occurred during an input data transfer

(2) FLXA0FRAES.FAE

FIFO Transfer Access Error

Writing '0' has no effect on the bit value.

This bit represent that there was an access error during a FIFO data transfer.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FRAES.FAE.

[Setting condition]

This bit is set when a local RAM/global RAM access error was detected during a FIFO transfer and the bits FLXA0FRAES.OAE, FLXA0FRAES.IAE and FLXA0FRAES.MAE are '0'.

(3) FLXA0FRAES.OAE

Output Transfer Access Error

Writing '0' has no effect on the bit value.

This bit represent that there was an access error during an output data transfer.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FRAES.OAE.

[Setting condition]

This bit is set when a local RAM/global RAM access error was detected during an output transfer and the bits FLXA0FRAES.FAE, FLXA0FRAES.IAE and FLXA0FRAES.MAE are '0'.

(4) FLXA0FRAES.IAE

Input Transfer Access Error

Writing '0' has no effect on the bit value.

This bit represent that there was an access error during an input data transfer.

[Clearing condition]

This bit is cleared when writing a '1' to FLXA0FRAES.IAE.

[Setting condition]

This bit is set when a local RAM/global RAM access error was detected during an output transfer and the bits FLXA0FRAES.OAE, FLXA0FRAES.FAE and FLXA0FRAES.MAE are '0'.

(5) FLXA0FRAES.EIDX

Error Index

This value is only valid when one of the bits FLXA0FRAES.FAE, FLXA0FRAES.OAE or FLXA0FRAES.IAE is '1'.

When the bit FLXA0FRAES.FAE is '1', FLXA0FRAES.EIDX holds the used FIFO put index when an access error has occurred.

When the bit FLXA0FRAES.OAE is '1', FLXA0FRAES.EIDX holds the input pointer table get index used when an access error occurred during an input transfer or when the user request an input transfer.

When the bit FLXA0FRAES.IAE is '1', FLXA0FRAES.EIDX holds the used input pointer table get index when an access error has occurred.

These bits are updated when one of the bits FLXA0FRAES.FAE, FLXA0FRAES.OAE or FLXA0FRAES.IAE is changing from '0' to '1'.

17.2.13.4 FLXA0FRAEA — FlexRay Access Error Address Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: ERAY + 082C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	AEA[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AEA[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 17.87 FLXA0FRAEA Register Contents

Bit Position	Bit Name	Function
31 to 0	AEA[31:0]	Access Error Address Address in the local RAM/global RAM when an access error has occurred

(1) FLXA0FRAEA.AEA

Access Error Address

This value is only valid when one of the bits FLXA0FRAES.FAE, FLXA0FRAES.OAE or FLXA0FRAES.IAE is '1'.

These bits represent the address of the access error indicated in the FLXA0FRAES register.

These bits are updated when one of the bits FLXA0FRAES.FAE, FLXA0FRAES.OAE or FLXA0FRAES.IAE is changing from '0' to '1'.

17.2.13.5 FLXA0FRDAi — FlexRay Message Data Available Register i (i = 0 to 3)

Do not rewrite this register using bit-manipulation instruction.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: ERAY + 0830_H to ERAY + 083C_H (ERAY + 0830_H + i*4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DAb (b = (i+1)*32-1 to i*32+16)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DAb (b = i*32+15 to i*32)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 17.88 FLXA0FRDAi Register Contents

Bit Position	Bit Name	Function
31 to 0	DAb	Data Available b 0: No data available for destination 1: Data available for destination

(1) FLXA0FRDAi.DAb (b = i*32 to ((i + 1)*32)-1)

Data Available b

The user should not write a '1' to bits that are '0'.

To maintain the status of input transfers, the user should not clear bits related to input transfers.

This register is used for input and output transfers.

Each flag corresponds to a FlexRay message buffer.

[Clearing condition]

Input transfer:

This bit is cleared when the input data structure has been transferred from the local RAM/global RAM. The data structure and the data structure pointer can be changed when the related flag is '0'.

Output transfer:

This bit is cleared when writing a '1' to it.

[Setting condition]

Input transfer:

This bit is set when the corresponding message buffer number has been written to FLXA0FRIQC.IMBNR.

As long as this bit is '1', the input data structure and the data structure pointer corresponding to this input transfer request should not be changed.

Output transfer:

This bit is set when the output data structure corresponding to this message buffer has been updated.

As long as this bit is '1', the data structure is stable; no further update of the data structure will be done by the output handler. While this bit is '1', the application can change the output data structure pointer in the output pointer table for this message buffer number.

17.3 Functional Description

This chapter describes the FlexRay implementation together with the related FlexRay protocol features. More information about the FlexRay protocol itself can be found in the FlexRay protocol specification.

17.3.1 FlexRay Module Operation Control

17.3.1.1 FlexRay Module Enable

After hardware reset or after the FlexRay module has been disabled (following **Section 17.3.1.2, FlexRay Module Disable**) the FlexRay module is in the reset state (FLXA0FROS.OS is '0') and the clocks of the FlexRay core module are disabled.

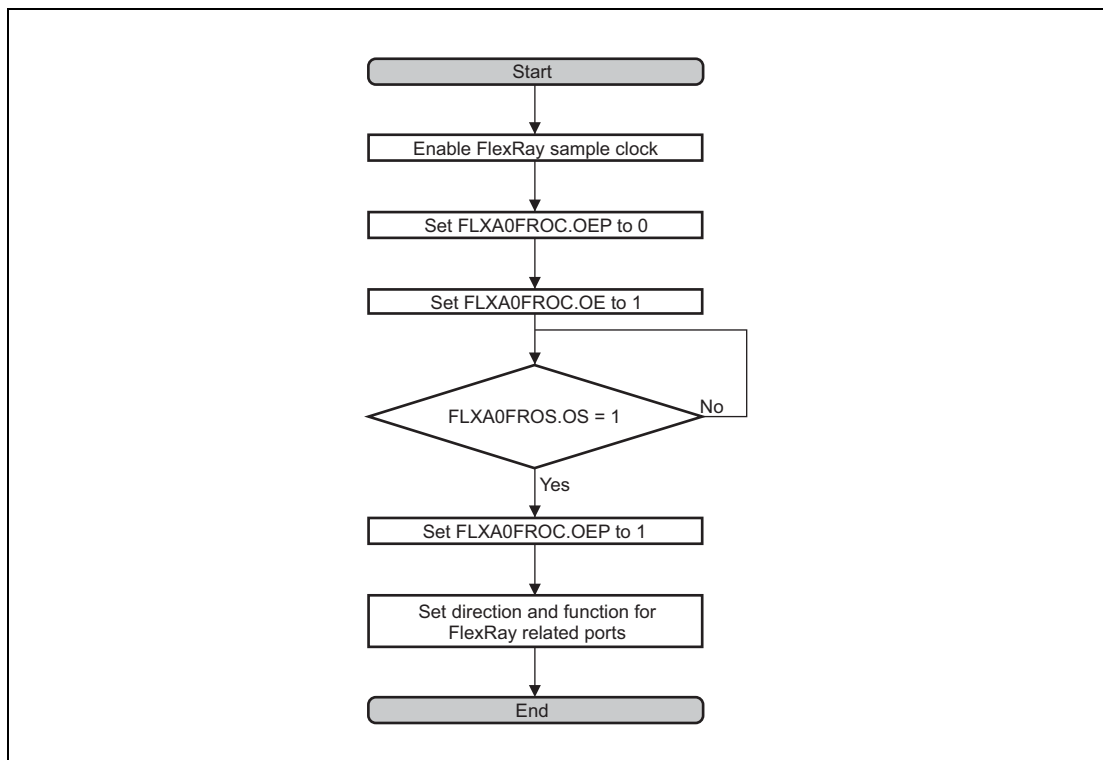


Figure 17.3 FlexRay Enable Flow

17.3.1.2 FlexRay Module Disable

The FlexRay module can be disabled at any time. However, it is recommended to disable the FlexRay module using the FLXA0FROC.OE register only when the FlexRay module is in HALT, CONFIG or DEFAULT_CONFIG state. Resetting the FlexRay module in any other state will terminate any ongoing FlexRay communication.

If the data transfer function is used, it is also required to disable this function before disabling the FlexRay module (see **Section 17.3.16.1 (1), Activation and deactivation** for suspending input transfer function and **Section 17.3.16.2 (2), Output transfer data structure** for suspending output transfer).

The following flow should be executed to disable the FlexRay module.

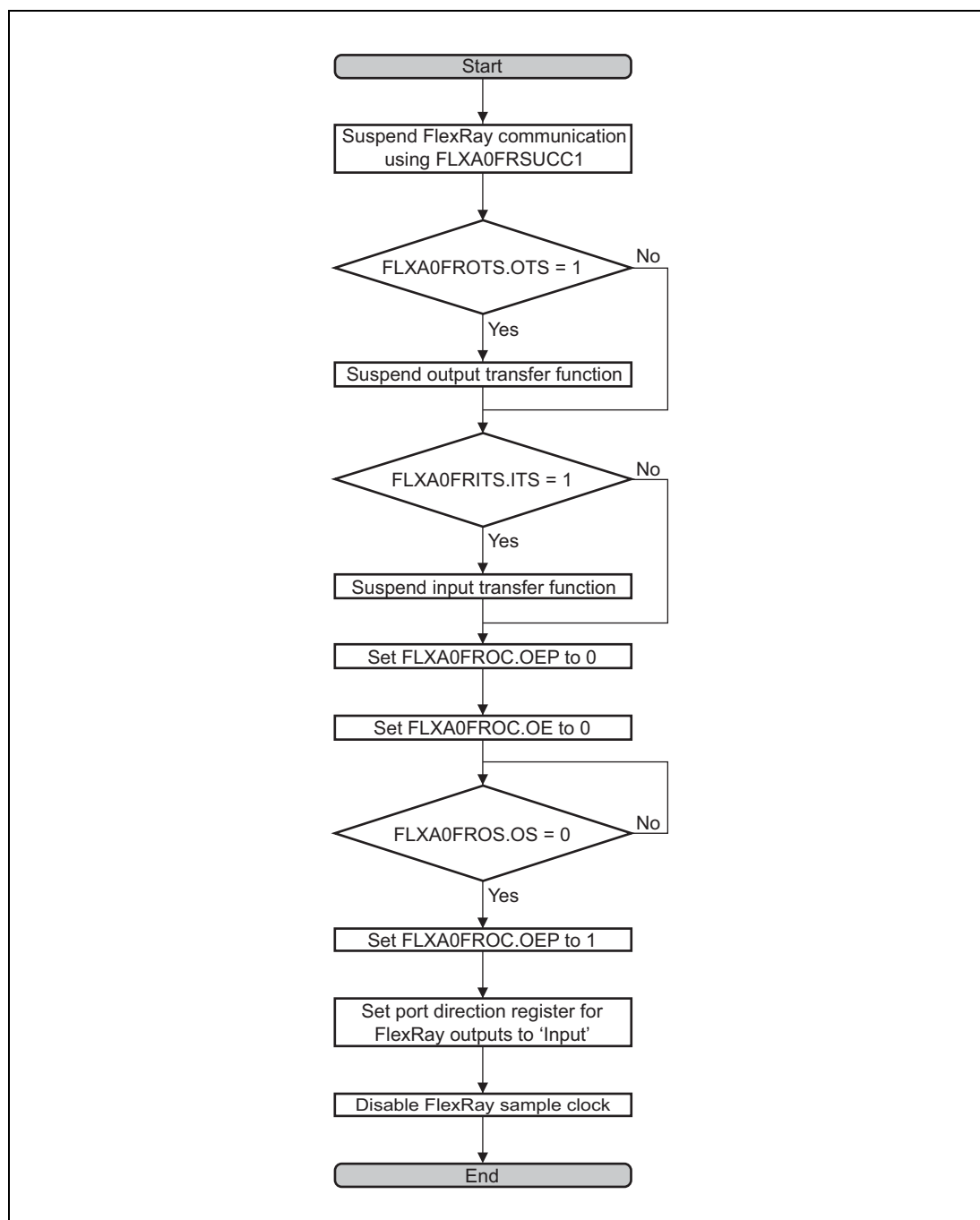


Figure 17.4 FlexRay Disable Flow

17.3.2 Communication Cycle

Communication on FlexRay networks is based on frames and symbols. The wakeup symbol (WUS) and the collision avoidance symbol (CAS) are transmitted outside the communication cycle to set up the time schedule. Frames and media access test symbols (MTS) are transmitted inside the communication cycle.

A FlexRay communication cycle consists of the following four elements:

- Static Segment
- Dynamic Segment (optional)
- Symbol Window (optional)
- Network Idle Time (NIT)

Static segment, dynamic segment, and symbol window form the Network Communication Time (NCT). For each communication channel the slot counter starts at 1 and counts up until the end of the dynamic segment is reached. Both channels share the same arbitration grid which means that they use the same synchronized macrotick.

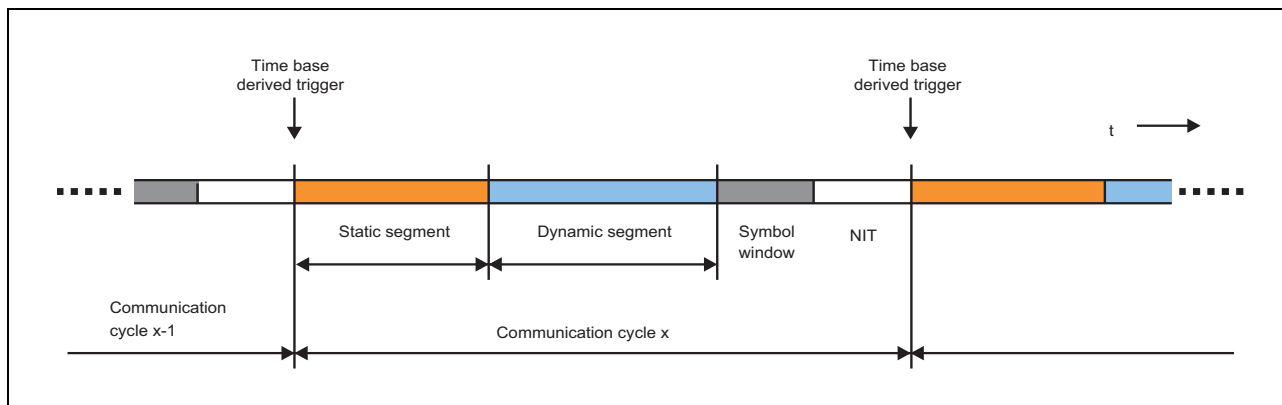


Figure 17.5 Structure of Communication Cycle

17.3.2.1 Static Segment

The Static Segment is characterized by the following features:

- Time slots of fixed length (optionally protected by bus guardian)
- Start of frame transmission at action point of the respective static slot
- Payload length same for all frames on both channels

Parameters:

Number of Static Slots (FRGTUC7.NSS)

Static Slot Length (FRGTUC7.SSL)

Payload Length Static (FRMHDC.SFDL)

Action Point Offset (FRGTUC9.APO)

17.3.2.2 Dynamic Segment

The Dynamic Segment is characterized by the following features:

- All controllers have bus access (no bus guardian protection possible)
- Variable payload length and duration of slots, different for both channels
- Start of transmission at minislot action point

Parameters:

Number of Minislots (FLXA0FRGTUC8.NMS)

Minislot Length (FLXA0FRGTUC8.MSL)

Minislot Action Point Offset (FLXA0FRGTUC9.MAPO)

Start of Latest Transmit (last minislot) (FLXA0FRMHDC.SLT)

17.3.2.3 Symbol Window

During the symbol window only one media access test symbol (MTS) may be transmitted per channel. MTS symbols are sent in NORMAL_ACTIVE state to test the bus guardian.

The symbol window is characterized by the following features:

- Send single symbol
- Transmission of the MTS symbol starts at the symbol windows action point

Parameters:

Symbol Window Action Point Offset (FLXA0FRGTUC9.APO) (same as for static slots)

Network Idle Time Start (FLXA0FRGTUC4.NIT)

17.3.2.4 Network Idle Time (NIT)

During network idle time the CC has to perform the following tasks:

- Calculate clock correction terms (offset and rate)
- Distribute offset correction over multiple macroticks after offset correction start
- Perform cluster cycle related tasks

Parameters:

Network Idle Time Start Position Setting (FLXA0FRGTUC4.NIT)

Offset Correction Start Position Setting (FLXA0FRGTUC4.OCS)

17.3.2.5 Configuration of NIT Start and Offset Correction Start

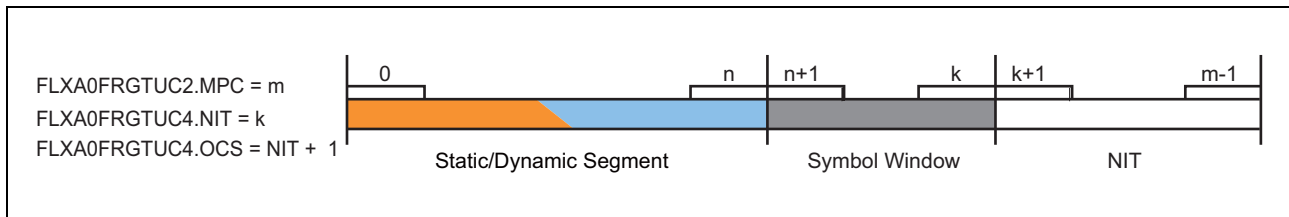


Figure 17.6 Configuration of NIT Start and Offset Correction Start

The number of macroticks per cycle $gMacroPerCycle$ is assumed to be m . It is configured by programming $FRGTUC2.MPC = m$.

The static/dynamic segment starts with macrotick 0 and ends with macrotick n :

$$n = \text{static segment length} + \text{dynamic segment offset} + \text{dynamic segment length} - 1MT$$

$$n = gNumberOfStaticSlots \circ gdStaticSlot + \text{dynamic segment offset} + gNumberOfMinislots \circ gdMinislot - 1 MT$$

The static segment length is configured by $FLXA0FRGTUC7.SSL$ and $FLXA0FRGTUC7.NSS$.

The dynamic segment length is configured by $FLXA0FRGTUC8.MSL$ and $FLXA0FRGTUC8.NMS$.

The dynamic segment offset is:

If $gdActionPointOffset \leq gdMinislotActionPointOffset$:

$$\text{dynamic segment offset} = 0 MT$$

Else if $gdActionPointOffset > gdMinislotActionPointOffset$:

$$\text{dynamic segment offset} = gdActionPointOffset - gdMinislotActionPointOffset$$

The NIT starts with macrotick $k+1$ and ends with the last macrotick of cycle $m-1$. It has to be configured by setting $FLXA0FRGTUC4.NIT = k$.

For the FlexRay module the offset correction start is required to be $FLXA0FRGTUC4.OCS \geq FLXA0FRGTUC4.NIT + 1 = k+1$.

The length of symbol window results from the number of macroticks between the end of the static/dynamic segment and the beginning of the NIT. It can be calculated by the number of macroticks ($k - n$).

17.3.3 Communication Modes

The FlexRay Protocol Specification defines the Time-Triggered Distributed (TT-D) mode.

17.3.3.1 Time-triggered Distributed (TT-D)

In TT-D mode the following configurations are possible:

- Pure static: Minimum 2 or more static slots + symbol window (optional)
- Mixed static/dynamic: Minimum 2 or more static slots + dynamic segment + symbol window (optional)

A minimum of two coldstart nodes needs to be configured for distributed time-triggered operation. Two fault-free coldstart nodes are necessary for the cluster startup. Each startup frame must be a sync frame, therefore all coldstart nodes are sync nodes.

17.3.4 Clock Synchronization

In TT-D mode a distributed clock synchronization is used. Each node individually synchronizes itself to the cluster by observing the timing of received sync frames from other nodes.

17.3.4.1 Global Time

Activities in a FlexRay node, including communication, are based on the concept of a global time. It is the clock synchronization mechanism that differentiates the FlexRay cluster from other node collections with independent clock mechanisms. The global time is a vector of two values; the cycle (cycle counter) and the cycle time (macrotick counter).

Cluster specific:

- Macrotick (MT) = basic unit of time measurement in a FlexRay network, a macrotick consists of an integer number of microticks (μT)
- Cycle length = duration of a communication cycle in units of macroticks (MT)

17.3.4.2 Local Time

Internally, nodes time their behavior with microtick resolution. Microticks are time units derived from the oscillator clock tick of the specific node. Therefore microticks are controller-specific units. They may have different duration in different controllers. The precision of a node's local time difference measurements is a microtick (μT).

Node specific:

- Oscillator clock \rightarrow prescaler \rightarrow microtick (μT)
- μT = basic unit of time measurement in a CC, clock correction is done in units of $\rightarrow \mu Ts$
- Cycle counter + macrotick counter = nodes local view of the global time

17.3.4.3 Synchronization Process

Clock synchronization is performed by means of sync frames. Only preconfigured nodes (sync nodes) are allowed to send sync frames. In a two-channel cluster a sync node has to send its sync frame on both channels.

For synchronization in FlexRay the following constraints have to be considered:

- Max. one sync frame per node in one communication cycle
- Max. 15 sync frames per cluster in one communication cycle
- Every node has to use a preconfigured number of sync frames (FLXA0FRGTUC2.SNM) for clock synchronization
- Minimum of two sync nodes required for clock synchronization and startup

For clock synchronization, the time difference between expected and observed arrival time of sync frames received during the static segment is measured. In a two channel cluster, the sync node has to be configured to send sync frames on both channels. The calculation of correction terms is done during NIT (offset: every cycle, rate: every odd cycle) by using an FTM algorithm. For details see FlexRay protocol specification, chapter 8.

(1) Offset (phase) Correction

- Only deviation values measured and stored in the current cycle used
- For a two channel node the smaller value will be taken
- Calculation during NIT of every communication cycle
- Offset correction value calculated in even cycles used for error checking only
- Checked against limit values
- Correction value is a signed integer number of μ Ts
- Correction done in odd numbered cycles, distributed over the macroticks beginning at offset correction start up to cycle end (end of NIT) to shift nodes next start of cycle (MTs lengthened or shortened)

(2) Rate (frequency) Correction

- Pairs of deviation values measured and stored in even/odd cycle pair used
- For a two channel node the average of the differences from the two channels is used
- Calculated during NIT of odd numbered cycles
- Cluster drift damping is performed using global damping value
- Checked against limit values
- Correction value is a signed integer number of μ Ts
- Distributed over macroticks comprising the next even/odd cycle pair (MTs lengthened or shortened)

(3) Sync Frame Transmission

Sync frame transmission is only possible from buffer 0 and 1. Message buffer 1 may be used for sync frame transmission in case that sync frames should have different payloads on the two channels. In this case bit FLXA0FRMRC.SPLM has to be programmed to '1'.

Message buffers used for sync frame transmission have to be configured with the key slot ID and can be (re)configured in DEFAULT_CONFIG or CONFIG state only. For nodes transmitting sync frames FLXA0FRSUCC1.TXSY must be set to '1'.

(4) External Clock Synchronization

During normal operation, independent clusters can drift significantly. If synchronous operation across independent clusters is desired, external synchronization is necessary; even though the nodes within each cluster are synchronized. This can be accomplished with synchronous application of host-deduced rate and offset correction terms to the clusters.

- External offset/rate correction value is a signed integer
- External offset/rate correction value is added to calculated offset/rate correction value
- Aggregated offset/rate correction term (external + internal) is not checked against configured limits

17.3.5 Error Handling

The implemented error handling concept is intended to ensure that, in case of a lower layer protocol error in one single node, communication between non-affected nodes can be maintained. In some cases, higher layer program activity is required for the CC to resume normal operation. A change of the error handling state will set FLXA0FREIR.PEMC to '1' and may trigger an interrupt to the host if enabled. The actual error mode is signaled by FLXA0FRCCEV.ERRM.

Table 17.89 Error Modes of The POC (Degradation Model)

Error Mode	Activity
ACTIVE	Full operation, State: NORMAL_ACTIVE The CC is fully synchronized and supports the cluster wide clock synchronization. The host is informed of any error condition(s) or status change by interrupt (if enabled) or by reading the error and status interrupt flags from registers FLXA0FREIR and FLXA0FRSIR.
PASSIVE	Reduced operation, State: NORMAL_PASSIVE, CC self-rescue allowed The CC stops transmitting frames and symbols, but received frames are still processed. Clock synchronization mechanisms are continued based on received frames. No active contribution to the cluster wide clock synchronization. The host is informed of any error condition(s) or status change by interrupt (if enabled) or by reading the error and status interrupt flags from registers FLXA0FREIR and FLXA0FRSIR.
COMM_HALT	Operation halted, State: HALT, CC self rescue not allowed The CC stops frame and symbol processing, clock synchronization processing, and the macrotick generation. The host has still access to error and status information by reading the error and status interrupt flags from registers FLXA0FREIR and FLXA0FRSIR. The bus drivers are disabled.

17.3.5.1 Clock Correction Failed Counter

When the Clock Correction Failed Counter reaches the “maximum without clock correction passive” limit defined by FLXA0FRSUCC3.WCP, the POC transits from NORMAL_ACTIVE to NORMAL_PASSIVE state. When it reaches the “maximum without clock correction fatal” limit defined by FLXA0FRSUCC3.WCF, it transits from NORMAL_ACTIVE or NORMAL_PASSIVE to HALT state.

The Clock Correction Failed Counter FLXA0FRCCEV.CCFC allows the host to monitor the duration of the inability of a node to compute clock correction terms after the CC passed protocol startup phase. It will be incremented by one at the end of any odd communication cycle during which either the missing offset correction FLXA0FRSFS.MOCS or the missing rate correction FLXA0FRSFS.MRCS flag is set to '1'.

The Clock Correction Failed Counter is reset to zero at the end of an odd communication cycle if neither the missing offset correction FLXA0FRSFS.MOCS nor the missing rate correction FLXA0FRSFS.MRCS flag is set to '1'.

The Clock Correction Failed Counter stops incrementing when the “maximum without clock correction fatal” value FLXA0FRSUCC3.WCF is reached (i.e. incrementing the counter at its maximum value will not cause it to wrap around back to zero). The Clock Correction Failed Counter is initialized to zero when the CC enters READY state or when NORMAL_ACTIVE state is entered.

NOTE

The transition to HALT state is prevented if FLXA0FRSUCC1.HCSE is not set to '1'.

17.3.5.2 Passive to Active Counter

The passive to active counter controls the transition of the POC from NORMAL_PASSIVE to NORMAL_ACTIVE state. FLXA0FRSUCC1.PTA defines the number of consecutive even/odd cycle pairs that must have valid clock correction terms before the CC is allowed to transit from NORMAL_PASSIVE to NORMAL_ACTIVE state. If FLXA0FRSUCC1.PTA is set to zero the CC is not allowed to transit from NORMAL_PASSIVE to NORMAL_ACTIVE state.

17.3.5.3 HALT Command

In case the host wants to stop FlexRay communication of the local node, it can bring the CC into HALT state by asserting the HALT command. This can be done by writing FLXA0FRSUCC1.CMD = "0110". In order to shut down communication on an entire FlexRay network, a higher layer protocol is required to assure that all nodes apply the HALT command at the same time.

The POC state from which the transition to HALT state took place can be read from FLXA0FRCCSV.PSL.

When called in NORMAL_ACTIVE or NORMAL_PASSIVE state the POC transits to HALT state at the end of the current cycle. When called in any other state FLXA0FRSUCC1.CMD will be reset to "0000" = command_not_accepted and bit FLXA0FREIR.CNA is set to '1'. If enabled an interrupt to the host is generated.

17.3.5.4 FREEZE Command

In case the host detects a severe error condition it can bring the CC into HALT state by asserting the FREEZE command. This can be done by writing FLXA0FRSUCC1.CMD = "0111". The FREEZE command triggers the entry of the HALT state immediately regardless of the actual POC state.

The POC state from which the transition to HALT state took place can be read from FLXA0FRCCSV.PSL.

CAUTION

When a terminal restarts transfer as a leading coldstart node after transfer was stopped by using the FREEZE or READY command, the startup frame may not be transmitted in cycle 0. This depends on the internal state of the FlexRay module. This phenomenon occurs when the startup frame is set in a slot with a number from 1 to 7. This phenomenon does not occur in a coldstart after a hardware reset. Even if this phenomenon does occur, a second try of the coldstart will succeed. While the coldstart time will be prolonged, this phenomenon does not otherwise affect a coldstart of the FlexRay system. To avoid this phenomenon, allocate the Startup/Sync frame to static slot 8 or a slot with a higher number.

17.3.6 Communication Controller States

17.3.6.1 Communication Controller State Diagram

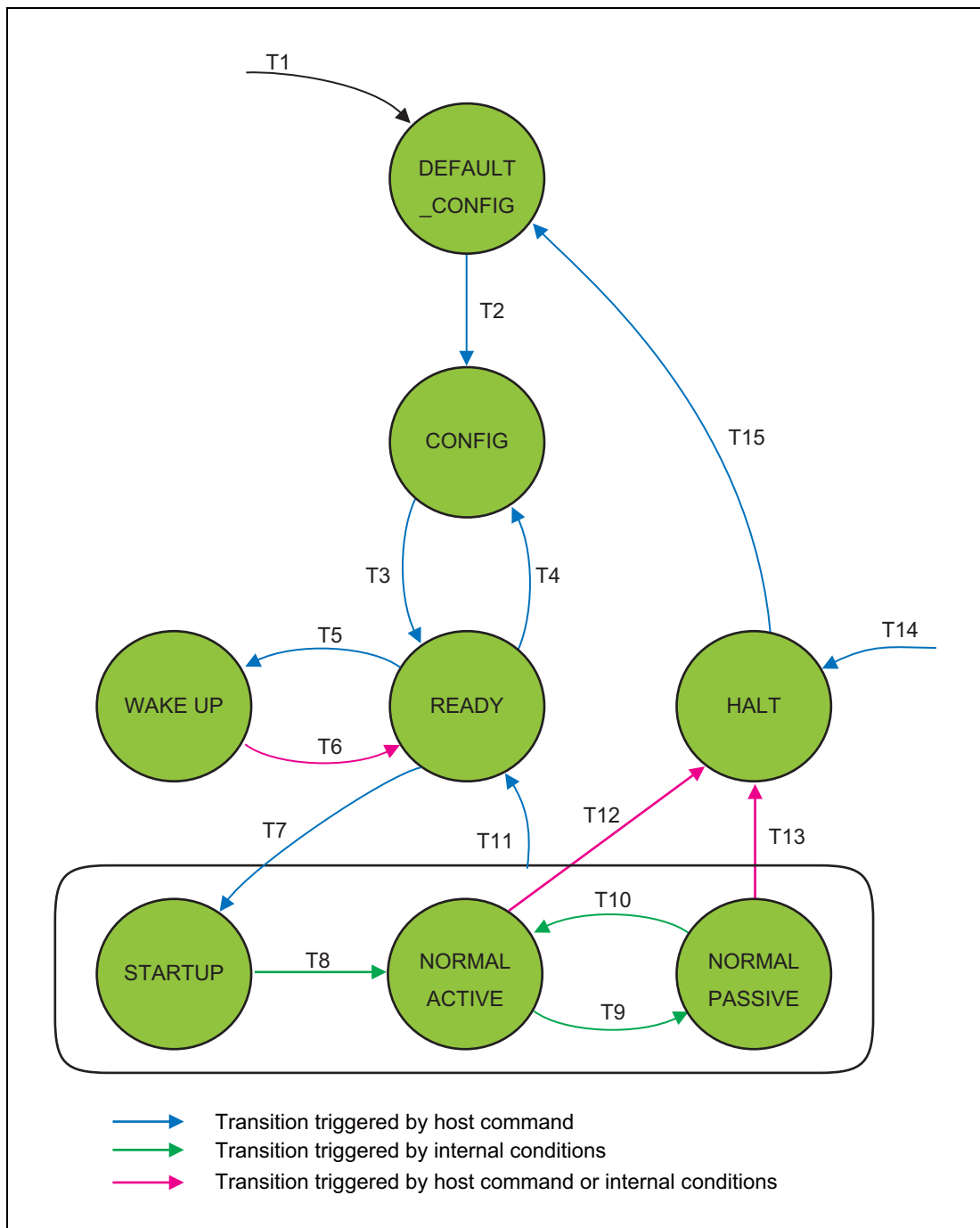


Figure 17.7 Overall state diagram of FlexRay communication controller

State transitions are controlled by reset, FLXA0FR0RXDA, FLXA0FR0RXDB, by the POC state machine, and by the CHI command vector FLXA0FRSUCC1.CMD.

The CC transits from all states to HALT state after application of the FREEZE command (FLXA0FRSUCC1.CMD = "0111").

Table 17.90 State Transitions of FlexRay Overall State Machine

T#	Condition	From	To
1	Reset	All States	DEFAULT_CONFIG
2	Command CONFIG, FLXA0FRSUCC1.CMD = "0001"	DEFAULT_CONFIG	CONFIG
3	Unlock sequence followed by command READY, FLXA0FRSUCC1.CMD = "0010"	CONFIG	READY
4	Command CONFIG, FLXA0FRSUCC1.CMD = "0001"	READY	CONFIG
5	Command WAKEUP, FLXA0FRSUCC1.CMD = "0011"	READY	WAKEUP
6	Complete transmission of wakeup pattern or received WUP or received frame header or wakeup collision or command READY, FLXA0FRSUCC1.CMD = "0010"	WAKEUP	READY
7	Command RUN, FLXA0FRSUCC1.CMD = "0100"	READY	STARTUP
8	Successful STARTUP	STARTUP	NORMAL_ACTIVE
9	Clock Correction Failed counter reached Maximum Without Clock Correction Passive limit configured by FLXA0FRSUCC3.WCP	NORMAL_ACTIVE	NORMAL_PASSIVE
10	Number of valid correction terms reached the Passive to Active limit configured by FLXA0FRSUCC1.PTA	NORMAL_PASSIVE	NORMAL_ACTIVE
11	Command READY, FLXA0FRSUCC1.CMD = "0010"	STARTUP, NORMAL_ACTIVE, NORMAL_PASSIVE	READY
12	Clock Correction Failed counter reached Maximum Without Clock Correction Fatal limit configured by FLXA0FRSUCC3.WCF when bit FLXA0FRSUCC1.HCSE set to '1' or command HALT, FLXA0FRSUCC1.CMD = "0110"	NORMAL_ACTIVE	HALT
13	Clock Correction Failed counter reached Maximum Without Clock Correction Fatal limit configured by FLXA0FRSUCC3.WCF when bit FLXA0FRSUCC1.HCSE set to '1' or command HALT, FLXA0FRSUCC1.CMD = "0110"	NORMAL_PASSIVE	HALT
14	Command FREEZE, FLXA0FRSUCC1.CMD = "0111"	All States	HALT
15	Command CONFIG, FLXA0FRSUCC1.CMD = "0001"	HALT	DEFAULT_CONFIG

17.3.6.2 DEFAULT_CONFIG State

In DEFAULT_CONFIG state, the CC is stopped. All configuration registers are accessible and the pins to the physical layer are in their inactive state.

The CC enters this state

- When the reset is applied (HW reset or SW reset)
- When exiting from HALT state

To leave DEFAULT_CONFIG state the host has to write FLXA0FRSUCC1.CMD = "0001". The CC then transits to CONFIG state.

17.3.6.3 CONFIG State

In CONFIG state, the CC is stopped. All configuration registers are accessible and the pins to the physical layer are in their inactive state. This state is used to initialize the CC configuration.

The CC enters this state

- When exiting from DEFAULT_CONFIG state
- When exiting from READY state

When the state has been entered via HALT and DEFAULT_CONFIG state, the host can analyze status information and configuration. Before leaving CONFIG state, the host has to assure that the configuration is fault-free.

To leave CONFIG state, the host has to perform the unlock sequence as described in **Section 17.2.3.1, FLXA0FRLCK — FlexRay Lock Register**. Directly after unlocking the CONFIG state the host has to write FLXA0FRSUCC1.CMD to enter the next state.

NOTE

Status bits FLXA0FRMHDS[14:0], registers FLXA0FRTXRQ1/2/3/4, and status data stored in the message RAM are not affected by the transition of the POC from CONFIG to READY state.

When the CC is in CONFIG state it is also possible to bring the CC into a power saving mode by halting the module clocks (bus clock and sample clock). To do this the host has to assure that all message RAM transfers have finished before turning off the clocks.

17.3.6.4 READY State

After unlocking CONFIG state and writing FLXA0FRSUCC1.CMD = “0010” the CC enters READY state. From this state the CC can transit to WAKEUP state and perform a cluster wake-up or to STARTUP state to perform a coldstart or to integrate into a running cluster.

The CC enters this state

- When exiting from CONFIG, WAKEUP, STARTUP, NORMAL_ACTIVE, or NORMAL_PASSIVE state by writing FLXA0FRSUCC1.CMD = “0010” (READY command).

The CC exits from this state

- To CONFIG state by writing FLXA0FRSUCC1.CMD = “0001” (CONFIG command)
- To WAKEUP state by writing FLXA0FRSUCC1.CMD = “0011” (WAKEUP command)
- To STARTUP state by writing FLXA0FRSUCC1.CMD = “0100” (RUN command)

Internal counters and the CC status flags are reset when the CC enters STARTUP state.

NOTE

Status bits FLXA0FRMHDS[14:0], registers FLXA0FRTXRQ1/2/3/4, and status data stored in the message RAM are not affected by the transition of the POC from READY to STARTUP state.

17.3.6.5 WAKEUP State

The description below is intended to help configuring wake-up for the FlexRay IP-module. A detailed description of the wake-up procedure together with the respective SDL diagrams can be found in the FlexRay protocol specification, section 7.1.

The CC enters this state

- When exiting from READY state by writing FLXA0FRSUCC1.CMD = “0011” (WAKEUP command).

The CC exits from this state to READY state

- After complete non-aborted transmission of wakeup pattern
- After WUP reception
- After detecting a WUP collision
- After reception of a frame header
- By writing FLXA0FRSUCC1.CMD = “0010” (READY command)

The cluster wakeup must precede the communication startup in order to ensure that all nodes in a cluster are awake. The minimum requirement for a cluster wakeup is that all bus drivers are supplied with power. A bus driver has the ability to wake up the other components of its node when it receives a wakeup pattern on its channel. At least one node in the cluster needs an external wakeup source.

The host completely controls the wakeup procedure. It is informed about the state of the cluster by the bus driver and the CC and configures bus guardian (if available) and CC to perform the cluster wakeup. The CC provides to the host the ability to transmit a special wakeup pattern on each of its available channels separately. The CC needs to recognize the wakeup pattern only during WAKEUP state.

Wakeup can be performed on only one channel at a time. The host has to configure the wakeup channel while the CC is in CONFIG state by writing FLXA0FRSUCC1.WUCS. The CC ensures that ongoing communication on this channel is not disturbed. The CC cannot guarantee that all nodes connected to the configured channel awake upon the transmission of the wakeup pattern, since these nodes cannot give feedback until the startup phase. The wakeup procedure enables single-channel devices in a two-channel system to trigger the wakeup, by only transmitting the wakeup pattern on the single channel to which they are connected. Any coldstart node that deems a system startup necessary will then wake the remaining channel before initiating communication startup.

The wakeup procedure tolerates any number of nodes simultaneously trying to wakeup a single channel and resolves this situation such that only one node transmits the pattern. Additionally the wakeup pattern is collision resilient, so even in the presence of a fault causing two nodes to simultaneously transmit a wakeup pattern, the resulting collided signal can still wake the other nodes.

After wakeup, the CC returns to READY state and signals the change of the wakeup status to the host by setting flag FLXA0FRSIR.WST. The wakeup status vector can be read from FLXA0FRCCSV.WSV. If a valid wakeup pattern was received also either flag FLXA0FRSIR.WUPA or flag FLXA0FRSIR.WUPB is set to ‘1’.

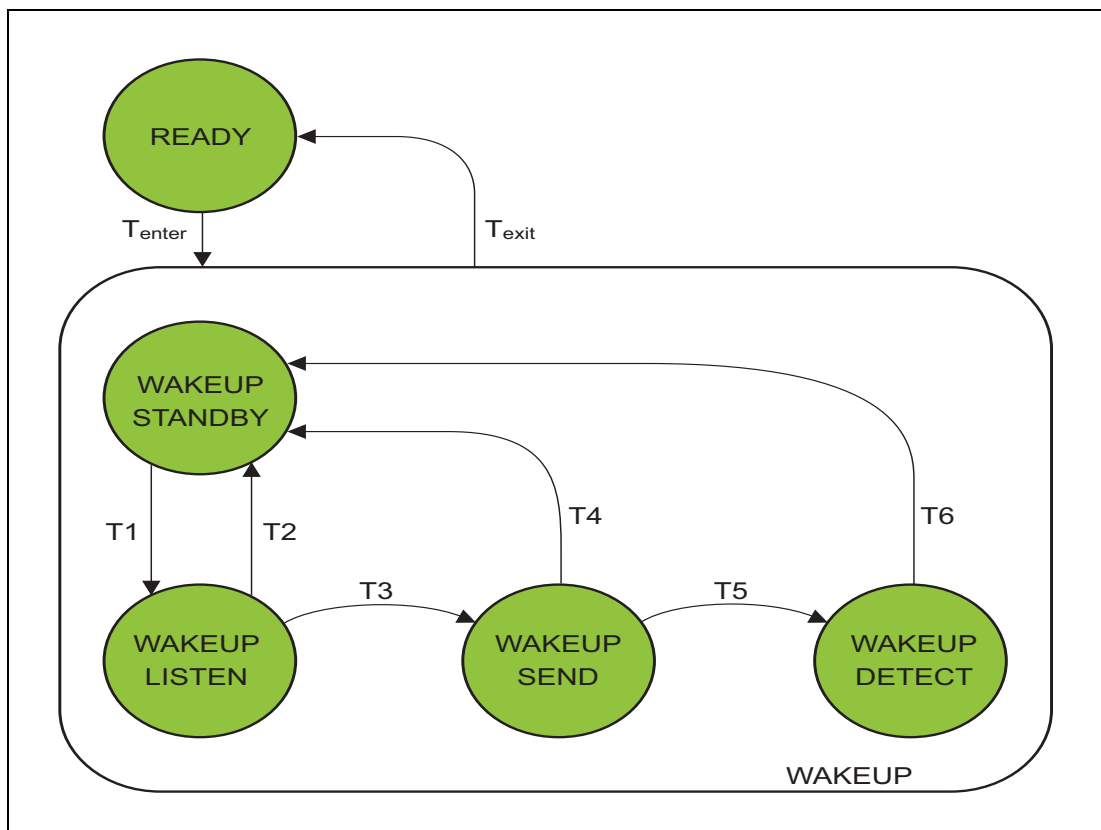


Figure 17.8 Structure of POC State WAKEUP

Table 17.91 State Transitions WAKEUP

T#	Condition	From	To
enter	Host commands change to WAKEUP state by writing FLXA0FRSUCC1.CMD = "0011" (WAKEUP command)	READY	WAKEUP
1	CHI command WAKEUP triggers wakeup FSM to transit to WAKEUP_LISTEN state	WAKEUP_STANDBY	WAKEUP_LISTEN
2	Received WUP on wakeup channel selected by bit FLXA0FRSUCC1.WUCS or frame header on either available channel	WAKEUP_LISTEN	WAKEUP_STANDBY
3	Timer event	WAKEUP_LISTEN	WAKEUP_SEND
4	Complete, non-aborted transmission of wakeup pattern	WAKEUP_SEND	WAKEUP_STANDBY
5	Collision detected	WAKEUP_SEND	WAKEUP_DETECT
6	Wakeup timer expired or WUP detected on wakeup channel selected by bit FLXA0FRSUCC1.WUCS or frame header received on either available	WAKEUP_DETECT	WAKEUP_STANDBY
exit	Wakeup completed (after T2 or T4 or T6) or host commands change to READY state by writing FLXA0FRSUCC1.CMD = "0010" (READY command). This command also resets the wakeup FSM to WAKEUP_STANDBY state	WAKEUP	READY

The WAKEUP_LISTEN state is controlled by the wakeup timer and the wakeup noise timer. The two timers are controlled by the parameters listen timeout FLXA0FRSUCC2.LT and listen timeout noise FLXA0FRSUCC2.LTN. Listen timeout enables a fast cluster wakeup in case of a noise free environment, while listen timeout noise enables wakeup under more difficult conditions regarding noise interference.

In WAKEUP_SEND state the CC transmits the wakeup pattern on the configured channel and checks for collisions. After return from wakeup the host has to bring the CC into STARTUP state by CHI command RUN.

In WAKEUP_DETECT state the CC attempts to identify the reason for the wakeup collision detected in WAKEUP_SEND state. The monitoring is limited by the expiration of listen timeout as configured by FLXA0FRSUCC2.LT. Either the detection of a wakeup pattern indicating a wakeup attempt by another node or the reception of a frame header indicating ongoing communication, causes the direct transition to READY state. Otherwise WAKEUP_DETECT is left after expiration of listen timeout; in this case the reason for wakeup collision is unknown.

The host has to be aware of possible failures of the wakeup and act accordingly. It is advisable to delay any potential startup attempt of the node having instigated the wakeup by the minimal time it takes another coldstart node to become awake and to be configured.

The FlexRay Protocol Specification recommends that two different CCs shall awake the two channels.

(1) Host activities

The host must coordinate the wakeup of the two channels and must decide whether or not to wake a specific channel. The sending of the wakeup pattern is initiated by the host. The wakeup pattern is detected by the remote BDs and signaled to their local hosts respectively.

Wakeup procedure controlled by host (single-channel wakeup):

- Configure the CC in CONFIG state
 - Select wakeup channel by programming bit FLXA0FRSUCC1.WUCS
- Check local BDs whether a WUP was received
- Activate BD of selected wakeup channel
- Command CC to enter READY state
- Command CC to start wakeup on the configured channel by writing FLXA0FRSUCC1.CMD = “0011”
 - CC enters WAKEUP
 - CC returns to READY state and signals status of wakeup attempt to the host
- Wait predefined time to allow the other nodes to wakeup and configure themselves
- Coldstart node:
 - In a dual channel cluster wait for WUP on the other channel
 - Reset coldstart inhibit flag FLXA0FRCCSV.CSI by writing FLXA0FRSUCC1.CMD = “1001” (ALLOW_COLDSTART command)
- Command CC to enter startup by writing FLXA0FRSUCC1.CMD = “0100” (RUN command)

Wakeup procedure triggered by BD:

- Wakeup recognized by BD
- BD triggers power-up of host (if required)
- BD signals wakeup event to host
- Host configures its local CC
- If necessary, host commands wakeup of second channel and waits predefined time to allow the other nodes to wakeup and configure themselves
- Host commands CC to enter STARTUP state by writing FLXA0FRSUCC1.CMD = "0100" (RUN command)

(2) Wakeup pattern (WUP)

The wakeup pattern (WUP) is composed of at least two wakeup symbols (WUS). Wakeup symbol and wakeup pattern are configured by registers FLXA0FRPRTC1 and FLXA0FRPRTC2.

- Single channel wakeup, wakeup symbol may not be sent on both channels at the same time
- Wakeup symbol collision resilient for at least two sending nodes (two overlapping wakeup symbols always recognizable)
- Wakeup symbol must be configured identical in all nodes of a cluster
- Wakeup symbol transmit low time configured by FLXA0FRPRTC2.TXL
- Wakeup symbol idle time used to listen for activity on the bus, configured by FLXA0FRPRTC2.TXI
- A wakeup pattern composed of at least two Tx-wakeup symbols needed for wakeup
- Number of repetitions configurable by FLXA0FRPRTC1.RWP (2 to 63 repetitions)
- Wakeup symbol receive window length configured by FLXA0FRPRTC1.RXW
- Wakeup symbol receive low time configured by FLXA0FRPRTC2.RXL
- Wakeup symbol receive idle time configured by FLXA0FRPRTC2.RXI

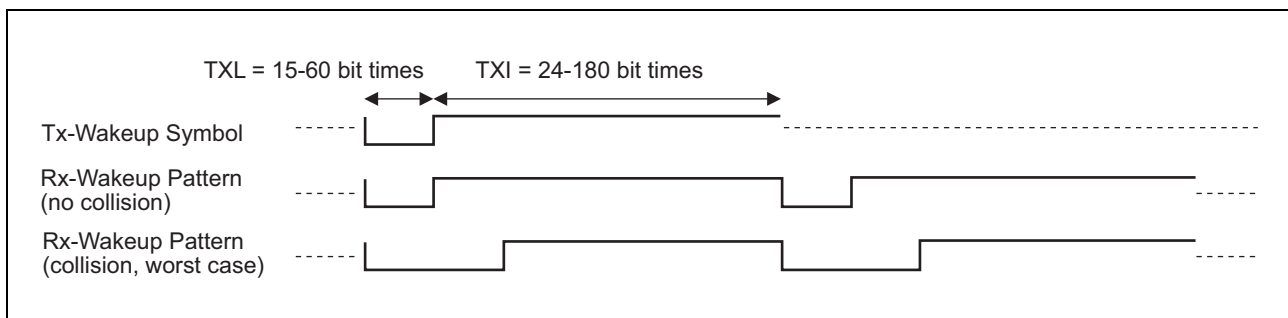


Figure 17.9 Timing of Wakeup Pattern

17.3.6.6 STARTUP State

This section describes configuration of startup for the FlexRay module. A detailed description of the startup procedure together with the respective SDL diagrams can be found in the FlexRay protocol specification, section 7.2.

Any node entering STARTUP state that has coldstart capability should assure that both channels attached have been awakened before initiating coldstart.

The required time for complete wake-up and configuration vary for each node and star. Since at least two nodes are necessary to start up the cluster communication, it is advisable to delay any potential startup attempt of the node having instigated the wakeup by the minimal amount of time it takes another coldstart node to become awake, to be configured and to enter startup. It may require several hundred milliseconds (depending on the hardware used) before all nodes and stars are completely awakened and configured.

Startup is performed on all channels synchronously. During startup, a node only transmits startup frames. Startup frames are both sync frames and null frames during startup.

A fault-tolerant, distributed startup strategy is specified for initial synchronization of all nodes. In general, a node may enter NORMAL_ACTIVE state via following paths. (see **Figure 17.10**):

- Coldstart path initiating the schedule synchronization (Leading coldstart node)
- Coldstart path joining other coldstart nodes (Following coldstart node)
- Integration path integrating into an existing communication schedule (all other nodes)

A coldstart attempt begins with the transmission of a collision avoidance symbol (CAS). Only a coldstart node that had transmitted the CAS transmits frames in the first four cycles after the CAS, it is then joined firstly by the other coldstart nodes and afterwards by all other nodes.

A coldstart node has bits FLXA0FRSUCC1.TXST and FLXA0FRSUCC1.TXSY set to '1'. Message buffer 0 holds the key slot ID which defines the slot number where the startup frame is send. In the frame header of the startup frame the startup frame indicator bit is set to '1'.

In clusters consisting of three or more nodes, at least three nodes shall be configured to be coldstart nodes. In clusters consisting of two nodes, both nodes must be coldstart nodes. At least two fault-free coldstart nodes are necessary for the cluster to startup.

Each startup frame must also be a sync frame; therefore each coldstart node will also be a sync node. The number of coldstart attempts is configured by FLXA0FRSUCC1.CSA.

A non-coldstart node requires at least two startup frames from distinct nodes for integration.

It may start integration before the coldstart nodes have finished their startup. It will not finish its startup until at least two coldstart nodes have finished their startup.

Both non-coldstart nodes and coldstart nodes start integration via the integration path as soon as they receive sync frames from which to derive the TDMA schedule information. During integration, the node has to adapt its own clock to the global clock (rate and offset) and has to make its cycle time consistent with the global schedule observable at the network. Afterwards, these settings are checked for consistency with all available network nodes. The node can only leave the integration phase and actively participate in communication when these checks are passed.

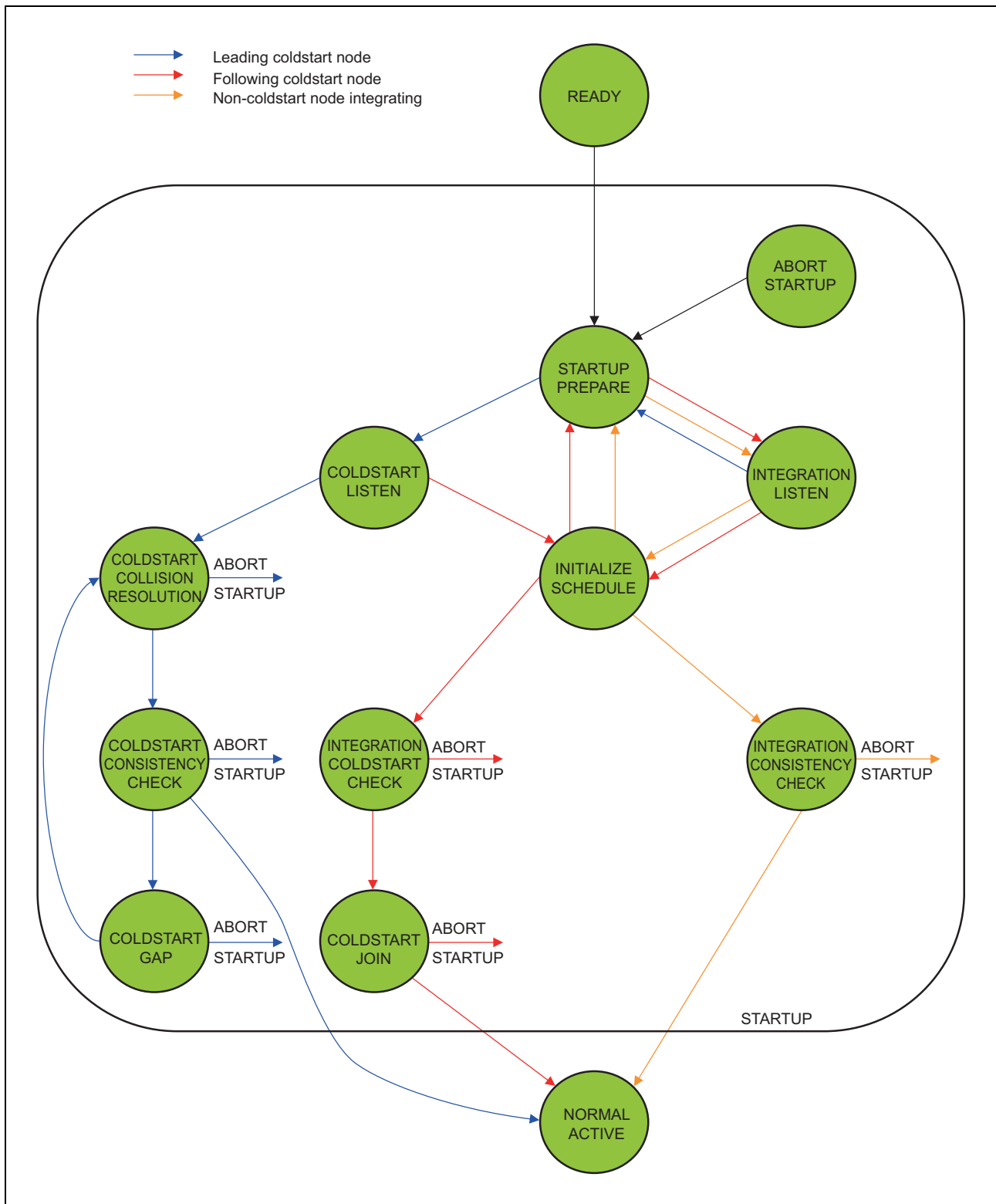


Figure 17.10 State Diagram Time-triggered Startup

(1) Coldstart Inhibit Mode

In coldstart inhibit mode the node is prevented from initializing the TDMA communication schedule. If bit FLXA0FRCCSV.CSI is set to '1', the node is not allowed to initialize the cluster communication, i.e. entering the coldstart path is prohibited. The node is allowed to integrate to a running cluster or to transmit startup frames after another coldstart node started the initialization of the cluster communication.

The coldstart inhibit bit FLXA0FRCCSV.CSI is set to '1' whenever the POC enters READY state. The bit has to be cleared by issuing the CHI command ALLOW_COLDSTART (FLXA0FRSUCC1.CMD = "1001") by a program.

(2) Startup Timeouts

The CC supplies two different μ T timers supporting two timeout values, startup timeout and startup noise timeout. The two timers are started when the CC enters the COLDSTART_LISTEN state. The expiration of either of these timers causes the node to leave the initial sensing phase (COLDSTART_LISTEN state) with the intention of starting up communication.

NOTE

The startup and startup noise timers are identical with the wakeup and wakeup noise timers and use the same configuration values FLXA0FRSUCC2.LT and FLXA0FRSUCC2.LTN.

(a) Startup Timeout

The startup timeout limits the monitoring time used by a node to determine if there is already communication between other nodes or at least one coldstart node actively requesting the integration of others. The startup timer is configured by programming FLXA0FRSUCC2.LT (see **Section 17.2.6.2, FLXA0FRSUCC2 — FlexRay SUC Configuration Register 2**).

The startup timeout is:

$$pdListenTimeout = FLXA0FRSUCC2.LT$$

The startup timer is restarted upon:

- Entering the COLDSTART_LISTEN state
- Both channels reaching idle state while in COLDSTART_LISTEN state

The startup timer is stopped:

- If communication channel activity is detected on one of the configured channels while the node is in the COLDSTART_LISTEN state
- When the COLDSTART_LISTEN state is left

Once the startup timeout expires, neither an overflow nor a cyclic restart of the timer is performed. The timer status is kept for further processing by the startup state machine.

(b) Startup Noise Timeout

At the same time the startup timer is started for the first time (transition from STARTUP_PREPARE state to COLDSTART_LISTEN state), the startup noise timer is started. This additional timeout is used to improve reliability of the startup procedure in the presence of noise. The startup noise timeout is configured by programming FLXA0FRSUCC2.LTN (see **Section 17.2.6.2, FLXA0FRSUCC2 — FlexRay SUC Configuration Register 2**).

The startup noise timeout is:

$$\text{pdListenTimeout} * \text{gListenNoise} = \text{FLXA0FRSUCC2.LT} * (\text{FLXA0FRSUCC2.LTN} + 1)$$

The startup noise timer is restarted upon:

- Entering the COLDSTART_LISTEN state
- Reception of correctly decoded headers or CAS symbols while the node is in COLDSTART_LISTEN state

The startup noise timer is stopped when the COLDSTART_LISTEN state is left.

Once the startup noise timeout expires, neither an overflow nor a cyclic restart of the timer is performed. The status is kept for further processing by the startup state machine. Since the startup noise timer will not be restarted when random channel activity is detected, this timeout defines the fall-back solution that guarantees that a node will try to start up the communication cluster even in the presence of noise.

(3) Path of Leading Coldstart Node (initiating coldstart)

When a coldstart node enters COLDSTART_LISTEN, it listens to its attached channels.

If no communication is detected, the node enters the COLDSTART_COLLISION_RESOLUTION state and commences a coldstart attempt. The initial transmission of a CAS symbol is succeeded by the first regular cycle. This cycle has the number zero.

From cycle zero on, the node transmits its startup frame. Since each coldstart node may perform a coldstart attempt, it may occur that several nodes simultaneously transmit the CAS symbol and enter the coldstart path. This situation is resolved during the first four cycles after CAS transmission.

As soon as a node that initiates a coldstart attempt receives a CAS symbol or a frame header during these four cycles, it re-enters the COLDSTART_LISTEN state. Thereby, only one node remains in this path. In cycle four, other coldstart nodes begin to transmit their startup frames.

After four cycles in COLDSTART_COLLISION_RESOLUTION state, the node that initiated the coldstart enters the COLDSTART_CONSISTENCY_CHECK state. It collects all startup frames from cycle four and five and performs the clock correction. If the clock correction does not deliver any errors and it has received at least one valid startup frame pair, the node leaves COLDSTART_CONSISTENCY_CHECK and enters NORMAL_ACTIVE state.

The number of coldstart attempts that a node is allowed to perform is configured by FLXA0FRSUCC1.CSA. The number of remaining coldstarts attempts can be read from FLXA0FRCCSV.RCA. The number of remaining coldstart attempts is reduced by one for each attempted coldstart. A node may enter the COLDSTART_LISTEN state only if this value is two or larger and it may enter the COLDSTART_COLLISION_RESOLUTION state only if this value is one or larger. If the number of coldstart attempts is one, coldstart is inhibited but integration is still possible.

(4) Path of Following Coldstart Node (responding to Leading Coldstart Node)

When a coldstart node enters the COLDSTART_LISTEN state, it tries to receive a valid pair of startup frames to derive its schedule and clock correction from the leading coldstart node.

As soon as a valid startup frame has been received the INITIALIZE_SCHEDULE state is entered. If the clock synchronization can successfully receive a matching second valid startup frame and derive a schedule from this, the INTEGRATION_COLDSTART_CHECK state is entered.

In INTEGRATION_COLDSTART_CHECK state, it is assured that the clock correction can be performed correctly and that the coldstart node from which this node has initialized its schedule is still valid. The node collects all sync frames and performs clock correction in the following double-cycle. If clock correction does not signal any errors and if the node continues to receive sufficient frames from the same node it has integrated on, the COLDSTART_JOIN state is entered.

In COLDSTART_JOIN state following coldstart nodes begin to transmit their own startup frames and continue to do so in subsequent cycles. Thereby, the leading coldstart node and the nodes joining it can check if their schedules match with each other. If the clock correction signals any error, the node aborts the integration attempt. If a node in this state sees at least one valid startup frame during all even cycles in this state and at least one valid startup frame pair during all double cycles in this state, the node leaves COLDSTART_JOIN state and enters NORMAL_ACTIVE state. Thereby it leaves STARTUP at least one cycle after the node that initiated the coldstart.

(5) Path of Non-Coldstart Node

When a non-coldstart node enters the INTEGRATION_LISTEN state, it listens to its attached channels.

As soon as a valid startup frame has been received, the INITIALIZE_SCHEDULE state is entered. If the clock synchronization can successfully receive a matching second valid startup frame and derive a schedule from this, the INTEGRATION_CONSISTENCY_CHECK state is entered.

In INTEGRATION_CONSISTENCY_CHECK state the node verifies that the clock correction can be performed correctly and that enough coldstart nodes (at least 2) are sending startup frames that agree with the node's own schedule. Clock correction is activated, and if any errors are signaled, the integration attempt is aborted.

During the first even cycle in this state, either two valid startup frames or the startup frame of the node that this node has integrated on must be received; otherwise the node aborts the integration attempt.

During the first double-cycle in this state, either two valid startup frame pairs or the startup frame pair of the node that this node has integrated on must be received; otherwise the node aborts the integration attempt.

If after the first double-cycle less than two valid startup frames are received within an even cycle, or less than two valid startup frame pairs are received within a double-cycle, the startup attempt is aborted.

Nodes in this state need to detect two valid startup frame pairs for two consecutive double-cycles each to be allowed to leave STARTUP and enter NORMAL_OPERATION. Consequently, they leave startup at least one double-cycle after the node that initiated the coldstart and only at the end of a cycle with an odd cycle number.

17.3.6.7 NORMAL_ACTIVE State

As soon as the node that transmitted the first CAS symbol (resolving the potential access conflict and entering STARTUP via coldstart path) and one additional node have entered the NORMAL_ACTIVE state, the startup phase for the cluster has finished. In the NORMAL_ACTIVE state, all configured messages are scheduled for transmission. This includes all data frames as well as the sync frames. Rate and offset measurement is started in all even cycles (even/odd cycle pairs required).

In NORMAL_ACTIVE state, the CC supports regular communication functions.

- The CC performs transmissions and reception on the FlexRay bus as configured
- Clock synchronization is running
- The host interface is operational

The CC exits from that state to

- HALT state by writing FLXA0FRSUCC1.CMD = “0110” (HALT command, at the end of the current cycle)
- HALT state by writing FLXA0FRSUCC1.CMD = “0111” (FREEZE command, immediately)
- HALT state due to change of the error state from ACTIVE to COMM_HALT
- NORMAL_PASSIVE state due to change of the error state from ACTIVE to PASSIVE
- READY state by writing FLXA0FRSUCC1.CMD = “0010” (READY command)

17.3.6.8 NORMAL_PASSIVE State

NORMAL_PASSIVE state is entered from NORMAL_ACTIVE state when the error state changes from ACTIVE to PASSIVE.

In NORMAL_PASSIVE state, the node is able to receive all frames (node is fully synchronized and performs clock synchronization). Contrary to the NORMAL_ACTIVE state, the node does not actively participate in communication, i.e. neither symbols nor frames are transmitted.

In NORMAL_PASSIVE state

- The CC performs reception on the FlexRay bus
- The CC does not transmit any frames or symbols on the FlexRay bus
- Clock synchronization is running
- The host interface is operational

The CC exits from this state to

- HALT state by writing FLXA0FRSUCC1.CMD = “0110” (HALT command, at the end of the current cycle)
- HALT state by writing FLXA0FRSUCC1.CMD = “0111” (FREEZE command, immediately)
- HALT state due to change of the error state from PASSIVE to COMM_HALT
- NORMAL_ACTIVE state due to change of the error state from PASSIVE to ACTIVE. The transition takes place when FLXA0FRCCEV.PTAC equals FLXA0FRSUCC1.PTA - 1
- To READY state by writing FLXA0FRSUCC1.CMD = “0010” (READY command)

17.3.6.9 HALT State

In this state all communication (reception and transmission) is stopped.

The CC enters this state

- By writing FLXA0FRSUCC1.CMD = “0110” (HALT command) while the CC is in NORMAL_ACTIVE or NORMAL_PASSIVE state
- By writing FLXA0FRSUCC1.CMD = “0111” (FREEZE command) from all states
- When exiting from NORMAL_ACTIVE state because the FLXA0FRSUCC1.HCSE is set to ‘1’ and the clock correction failed counter reached the “maximum without clock correction fatal” limit.
- When exiting from NORMAL_PASSIVE state because the FLXA0FRSUCC1.HCSE is set to ‘1’ and the clock correction failed counter reached the “maximum without clock correction fatal” limit.

The CC exits from this state to DEFAULT_CONFIG state

- By writing FLXA0FRSUCC1.CMD = “0001” (CONFIG command)

When the CC enters HALT state, all configuration and status data is maintained for analyzing purposes.

When the host writes FLXA0FRSUCC1.CMD = “0110” (HALT command), the CC sets bit FLXA0FRCCSV.HRQ to ‘1’ and enters HALT state at the next end of cycle.

When the host writes FLXA0FRSUCC1.CMD = “0111” (FREEZE command), the CC enters HALT state immediately and sets bit FLXA0FRCCSV.FSI to ‘1’.

The POC state from which the transition to HALT state took place can be read from FLXA0FRCCSV.PSL.

17.3.7 Network Management

The accrued Network Management (NM) vector can be read from registers FLXA0FRNMV1...3. The CC performs a bit-wise OR operation over all NM vectors out of all received valid NM frames with the Payload Preamble Indicator (PPI) bit set. Only static frames may be configured to hold NM information. The CC updates the NM vector at the end of each cycle. The length of the NM vector can be configured from 0 to 12 bytes by FLXA0FRNEMC.NML. The NM vector length must be configured identically in all nodes of a cluster.

To configure a transmit buffer to send FlexRay frames with the PPI bit set as '1', bit PPIT in the header section of the respective transmit buffer has to be set to '1' via FLXA0FRWRHS1.PPIT. In addition the host has to write the NM information to the data section of the respective transmit buffer.

The evaluation of the NM vector has to be done by the application running on the host.

Section 17.3.17, Byte Alignment, for byte alignment of the received NM vector in registers FLXA0FRNMV1 to FLXA0FRNMV3.

NOTES

1. In case a message buffer is configured for transmission/reception of network management frames, the payload length configured in header 2 of that message buffer should be equal or greater than the length of the NM vector configured by FLXA0FRNEMC.NML.
2. When the CC transits to HALT state, the cycle count is not incremented and therefore the NM vector is not updated. In this case FLXA0FRNMV1...3 holds the value from the cycle before.

17.3.8 Filtering and Masking

Filtering is done by comparison of the configuration of assigned message buffers against actual slot and cycle counter values and channel ID (channel A, B). A message buffer is only updated/transmitted if the required matches occur.

Filtering is done on:

- Slot Counter
- Cycle Counter
- Channel ID

The following filter combinations for acceptance/transmit filtering are allowed:

- Slot Counter + Channel ID
- Slot Counter + Cycle Counter + Channel ID

All configured filters must match in order to store a received message in a message buffer.

NOTE

For the FIFO the acceptance filter is configured by the FIFO Rejection Filter (FLXA0FRFRF) and the FIFO Rejection Filter Mask (FLXA0FRFRFM).

A message will be transmitted in the time slot corresponding to the configured frame ID on the configured channel(s). If cycle counter filtering is enabled, the configured cycle filter value must also match.

17.3.8.1 Slot Counter Filtering

Every transmit and receive buffer contains a frame ID stored in the header section. This frame ID is compared against the actual slot counter value in order to assign receive and transmit buffers to the corresponding slot.

If two or more message buffers are configured with the same frame ID and channel ID, and if they have a matching cycle counter filter value for the same slot, then the message buffer with the lowest message buffer number is used.

17.3.8.2 Cycle Counter Filtering

Cycle counter filtering is based on the concept of a cycle set. For filtering purposes, a match is detected if any one of the elements of the cycle set is matched. The cycle set is defined by the cycle code field in header section 1 of each message buffer.

If message buffer 0 or 1 is configured to hold the startup/sync frame or the single slot frame by bits FLXA0FRSUCC1.TXST, FLXA0FRSUCC1.TXSY, and FLXA0FRSUCC1.TSM, cycle counter filtering for message buffer 0 or 1 shall be disabled.

NOTE

Sharing of a static time slot via cycle counter filtering between different nodes of a FlexRay network is not allowed.

The set of cycle numbers belonging to a cycle set is determined as described in **Table 17.92**.

Table 17.92 Definition of Cycle Set

Cycle Code	Matching Cycle Counter Values
0b000000x	All Cycles
0b000001c	Every second Cycle at (Cycle Count) mod2 = c
0b00001cc	Every fourth Cycle at (Cycle Count) mod4 = cc
0b0001ccc	Every eighth Cycle at (Cycle Count) mod8 = ccc
0b001cccc	Every sixteenth Cycle at (Cycle Count) mod16 = cccc
0b01ccccc	Every thirty-second Cycle at (Cycle Count) mod32 = cccccc
0b1cccccc	Every sixty-fourth Cycle at (Cycle Count) mod64 = ccccccc

Table 17.93 below gives some examples for valid cycle sets to be used for cycle counter filtering.

Table 17.93 Examples for Valid Cycle Sets

Cycle Code	Matching Cycle Counter Values
0b0000011	1-3-5-7-.... -63
0b0000100	0-4-8-12-.... -60
0b0001110	6-14-22-30-.... -62
0b0011000	8-24-40-56
0b0100011	3-35
0b1001001	9

The received message is stored only if the cycle counter value of the cycle during which the message is received matches an element of the receive buffer's cycle set. Channel ID and frame ID must also be matched.

The frame is transmitted when the cycle code set in the transmit buffer matches the current cycle counter value. Channel ID and frame ID must also be matched.

17.3.8.3 Channel ID Filtering

There is a 2-bit channel filtering control field (CH) located in the header section of each message buffer in the message RAM. It serves as a filter for receive buffers, and as a control field for transmit buffers (see **Table 17.94**).

Table 17.94 Channel Filtering Configuration

CH[1:0]	Transmit Buffer transmit frame	Receive Buffer store valid receive frame
11	on both channels (static segment only)	received on channel A or B (store first semantically valid frame, static segment only)
10	on channel B	received on channel B
01	on channel A	received on channel A
00	Transmission prohibited	ignore frame

The contents of a transmit buffer is transmitted on the channels specified in the channel filtering field when the slot counter filtering and cycle counter filtering criteria are also met. Only in static segment a transmit buffer may be set up for transmission on both channels (CH = "11").

Valid received frames are stored if they are received on the channels specified in the channel filtering field when the slot counter filtering and cycle counter filtering criteria are also met. Only in static segment a receive buffer may be setup for reception on both channels (CH = "11").

NOTE

If a message buffer is configured for the dynamic segment and both bits of the channel filtering field are set to '1', no frames are transmitted resp. received frames are ignored (same function as CH = "00").

17.3.8.4 FIFO Filtering

For FIFO filtering registers FLXA0FRFRF and FLXA0FRFRFM are used. The FIFO filter consists of channel filter FLXA0FRFRF.CH, frame ID filter FLXA0FRFRF.FID, and cycle counter filter FLXA0FRFRF.CYF. Registers FLXA0FRFRF and FLXA0FRFRFM can be configured in DEFAULT_CONFIG or CONFIG state only. The filter configuration in the header section of message buffers belonging to the FIFO is ignored.

The 7-bit cycle counter filter determines the cycle set to which frame ID and channel rejection filter are applied. In cycles not belonging to the cycle set specified by FLXA0FRFRF.CYF, all frames are rejected.

A valid received frame is stored in the FIFO if channel ID, frame ID, and cycle counter are not rejected by FLXA0FRFRF and FLXA0FRFRFM register settings, and if there is no matching dedicated receive buffer.

17.3.9 Transmit Process

17.3.9.1 Static Segment

For the static segment, if there are several messages pending for transmission, the message with the frame ID corresponding to the next sending slot is selected for transmission.

The data section of transmit buffers assigned to the static segment can be updated until the end of the preceding time slot. This means that a transfer from the input buffer has to be started by writing to the input buffer command request register (FLXA0FRIBCR) latest at this time.

17.3.9.2 Dynamic Segment

In the dynamic segment, if several messages are pending, the message with the highest priority (lowest frame ID) is selected next. In the dynamic segment different slot counter sequences on channel A and channel B are possible (concurrent sending of different frame IDs on both channels).

The data section of transmit buffers assigned to the dynamic segment can be updated until the end of the preceding slot. This means that a transfer from the input buffer has to be started by writing to the input buffer command request register (FLXA0FRIBCR) latest at this time.

The start of latest transmit configured by FLXA0FRMHDC.SLT defines the maximum minislot value allowed before inhibiting new frame transmission in the dynamic segment of the current cycle.

17.3.9.3 Transmit Buffers

FlexRay message buffers can be configured as transmit buffers by programming bit CFG in the header section of the corresponding message buffer to '1' via FLXA0FRWRHS1.

There exist the following possibilities to assign a transmit buffer to the CC channels:

- Static segment: channel A or channel B, channel A and channel B
- Dynamic segment: channel A or channel B

Message buffer 0 and 1 are dedicated to hold the startup frame, the sync frame, or the designated single slot frame as configured by FLXA0FRSUCC1.TXST, FLXA0FRSUCC1.TXSY, and FLXA0FRSUCC1.TSM respectively. In this case, they can be reconfigured in DEFAULT_CONFIG or CONFIG state only. This ensures that any node transmits at most one startup/sync frame per communication cycle. Transmission of startup/sync frames from other message buffers is not possible.

All other message buffers configured for transmission in static or dynamic segment are reconfigurable during runtime depending on the configuration of FLXA0FRMRC.SEC (see **Section 17.3.12.1, Reconfiguration of Message Buffers**). Due to the structure of the data partition in the message RAM (to be referenced by data pointer), reconfiguration of the configured payload length and the data pointer in the header section of a message buffer may lead to erroneous configurations.

If a message buffer is reconfigured (header section updated) during runtime, it may happen that this message buffer is not send out in the corresponding communication cycle.

The CC does not have the capability to calculate the header CRC. The header CRC needs to be provided to all transmit buffers by a program. If network management is required, the host has to set the PPIT bit in the header section of the respective message buffer to '1' and write the network management information to the data section of the message buffer (see **Section 17.3.7, Network Management**).

The payload length field configures the payload length in 2-byte words. If the configured payload length of a static transmit buffer is shorter than the payload length configured for the static segment by

FLXA0FRMHDC.SFDL, the CC generates padding bytes to ensure that frames have proper physical length. The padding pattern is “0000_H”.

NOTE

In case of an odd payload length (PLC = 1,3,5,...), the application has to write zero to the last 16 bit of the message buffers data section to ensure that the padding pattern is “0000_H”.

Each transmit buffer provides a transmission mode flag TXM that allows the host to configure the transmission mode for the transmit buffer. If this bit is set, the transmitter operates in the single-shot mode. If this bit is cleared, the transmitter operates in the continuous mode.

In single-shot mode the CC resets the respective TXR flag to '0' after transmission has completed. Now the host may update the transmit buffer.

In continuous mode, the CC does not reset the respective transmission request flag TXR to '0' after successful transmission. In this case a frame is sent out each time the filter criteria match. The TXR flag can be reset to '0' by the host by writing the respective message buffer number to the FLXA0FRIBCR register while bit FLXA0FRIBCM.STXRH is set to '0'.

If two or more transmit buffers meet the filter criteria simultaneously, the transmit buffer with the lowest message buffer number will be transmitted in the respective slot.

17.3.9.4 Frame Transmission

The following steps are required to prepare a message buffer for transmission:

- Configure the transmit buffer in the message RAM via FLXA0FRWRHS1, FLXA0FRWRHS2, and FLXA0FRWRHS3
- Write the data section of the transmit buffer via FLXA0FRWRDSn
- Transfer the configuration and message data from input buffer to the message RAM by writing the number of the target message buffer to register FLXA0FRIBCR
- If configured in register FLXA0FRIBCM, the transmission request flag TXR for the respective message buffer will be set as soon as the transfer has completed, and the message buffer is ready for transmission.
- Check whether the message buffer has been transmitted by checking the respective TXR bit (TXR = '0') in the FLXA0FRTXRQ1/2/3/4 registers (single-shot mode only).

After transmission has completed, the respective TXR flag in the FLXA0FRTXRQ1/2/3/4 register is reset to '0' (single-shot mode), and, if bit MBI in the header section of the message buffer is set to '1', flag FLXA0FRSIR.TXI is set to '1'. If enabled, an interrupt is generated.

17.3.9.5 Null Frame Transmission

If in static segment the host does not set the transmission request flag to '1' before transmit time, the CC transmits a null frame with the null frame indication bit set to '0' and the payload data set to zero.

In the following cases the CC transmits a null frame:

- If the message buffer with the lowest message buffer number matching the filter criteria does not have its transmission request flag set to '1'(TXR = '0').
- No transmit buffer configured for the slot has a cycle counter filter that matches the current cycle. In this case, no message buffer status FLXA0FRMBS is updated.

Null frames are not transmitted in the dynamic segment.

17.3.10 Receive Process

17.3.10.1 Dedicated Receive Buffers

Some FlexRay message buffers can be configured as dedicated receive buffers by programming bit CFG in the header section of the respective message buffer to '0' via FLXA0FRWRHS1.

The following possibilities exist to assign a receive buffer to the CC channels:

- Static segment: channel A or channel B,
channel A and channel B (the CC stores the first semantically valid frame)
- Dynamic segment: channel A or channel B

The CC transfers the payload data of valid received messages from the shift register of the FlexRay channel protocol controller (channel A or B) to the receive buffer with the matching filter configuration. A receive buffer stores all frame elements except the frame CRC.

All message buffers configured for reception in static or dynamic segment are reconfigurable during runtime depending on the configuration of FLXA0FRMRC.SEC (see **Section 17.3.12.1, Reconfiguration of Message Buffers**). If a message buffer is reconfigured (header section updated) during runtime, it may happen that in the respective communication cycle a received message is lost.

If two or more receive buffers meet the filter criteria simultaneously, the receive buffer with the lowest message buffer number is updated with the received message.

17.3.10.2 Frame Reception

The following steps are required to prepare a dedicated message buffer for reception:

- Configure the receive buffer in the message RAM via FLXA0FRWRHS1, FLXA0FRWRHS2, and FLXA0FRWRHS3
- Transfer the configuration from input buffer to the message RAM by writing the number of the target message buffer to register FLXA0FRIBCR

Once these steps are performed, the message buffer functions as an active receive buffer and participates in the internal acceptance filtering process which takes place every time the CC receives a message. The first matching receive buffer is updated from the received message.

If a valid payload segment was stored in the data section of a message buffer, the respective ND flag in the FLXA0FRNDAT1/2/3/4 registers is set to '1', and, if bit MBI in the header section of that message buffer is set to '1', flag FLXA0FRSIR.RXI is set to '1'. If enabled, an interrupt is generated.

In case that bit ND was already set to '1' when the message handler updates the message buffer, bit FLXA0FRMBS.MLST of the respective message buffer is set to '1' and the unprocessed message data is lost.

If a frame was not received, or if a null frame or a corrupted frame was received in a slot, the data section of the message buffer configured for this slot is not updated. In this case only the respective message buffer status FLXA0FRMBS is updated.

When the message handler changed the message buffer status FLXA0FRMBS in the header section of a message buffer, the respective MBC flag in the FLXA0FRMBSC1/2/3/4 registers is set to '1', and if bit MBI in the header section of that message buffer is set, flag FLXA0FRSIR.MBSI is set to '1'. If enabled an interrupt is generated.

If the payload length of a received frame PLR is longer than the value programmed by PLC in the header section of the respective message buffer, the data field stored in the message buffer is truncated to that length.

To read a receive buffer from the message RAM via the output buffer, proceed as described in **Section 17.3.12.2 (2), Data Transfer from Message RAM to Output Buffer**.

NOTE

The ND and MBC flags are automatically cleared by the message handler when the payload data and the header of a received message have been transferred to the output buffer, respectively.

17.3.10.3 Null Frame Reception

The payload segment of a received null frame is not copied into the matching dedicated receive buffer. If a null frame has been received, only the message buffer status FLXA0FRMBS of the matching message buffer is updated from the received null frame. All bits in header 2 and 3 of the matching message buffer remain unchanged. They are updated from received data frames only.

When the message handler changed the message buffer status FLXA0FRMBS in the header section of a message buffer, the respective MBC flag in the FLXA0FRMBSC1/2/3/4 register is set to '1', and if bit MBI in the header section of that message buffer is set to '1', flag FLXA0FRSIR.MBSI is set to '1'. If enabled, an interrupt is generated.

17.3.11 FIFO Function

17.3.11.1 Description

Some message buffers can be configured as a cyclic First-In-First-Out (FIFO) buffer. The group of message buffers belonging to the FIFO is contiguous in the register map starting with the message buffer referenced by FLXA0FRMRC.FFB and ending with the message buffer referenced by FLXA0FRMRC.LCB. Up to 127 message buffers can be assigned to the FIFO.

Every valid incoming message not matching with any dedicated receive buffer but passing the programmable FIFO filter is stored into the FIFO. In this case, frame ID, payload length, receive cycle count, and the message buffer status FLXA0FRMBS of the addressed FIFO message buffer are overwritten with frame ID, payload length, receive cycle count, and the status from the received frame. It indicates that the FIFO is not empty when the RFNE flag in the FLXA0FRSIR register is set to '1', the receive FIFO fill level FLXA0FRFSR.RFFL is equal or greater than the critical level configured by FLXA0FRSIR.RFCL bit when FLXA0FRFCL.RFCL bit is 1, and A FIFO overrun has been detected when FLXA0FREIR.RFO is 1, respectively. If enabled, interrupts are generated.

If null frames are not removed by the FIFO rejection filter, the null frames will be treated like data frames when they are stored into the FIFO.

There are two index registers associated with the FIFO. The PUT Index Register (PIDX) is an index to the next available location in the FIFO. When a new message has been received, it is written into the message buffer addressed by the PIDX register. The PIDX register is then incremented and addresses the next available message buffer. If the PIDX register is incremented past the highest numbered message buffer of the FIFO, the PIDX register is loaded with the number of the first (lowest numbered) message buffer in the FIFO chain. The GET Index Register (GIDX) is used to address the next message buffer of the FIFO to be read. The GIDX register is incremented after transfer of the contents of a message buffer belonging to the FIFO to the output buffer. The PUT Index Register and the GET Index Register are not accessible by the host.

The FIFO is completely filled when the PUT index (PIDX) reaches the value of the GET index (GIDX). When the next message is written to the FIFO before the oldest message has been read, both PUT index and GET index are incremented and the new message overwrites the oldest message in the FIFO. This will set FIFO overrun flag FLXA0FREIR.RFO to '1'.

When the PUT index (PIDX) differs from the GET index (GIDX), it indicates that the FIFO is not empty. In this case flag FLXA0FRSIR.RFNE is set to '1'. This indicates that there is at least one received message in the FIFO. The FIFO empty, FIFO not empty, and the FIFO overrun states are explained in **Figure 17.11** for a three message buffer FIFO.

The programmable FlexRay FIFO Rejection Filter (FLXA0FRFRF) defines a filter pattern for messages to be rejected. The FIFO filter consists of channel filter, frame ID filter, and cycle counter filter. If bit FLXA0FRFRF.RSS is set to '1', all messages received in the static segment are rejected by the FIFO. If bit FLXA0FRFRF.RNF is set to '1', received null frames are not stored in the FIFO.

The FlexRay FIFO Rejection Filter Mask (FLXA0FRFRFM) specifies which bits of the frame ID filter in the FIFO Rejection Filter register are marked 'don't care' for rejection filtering.

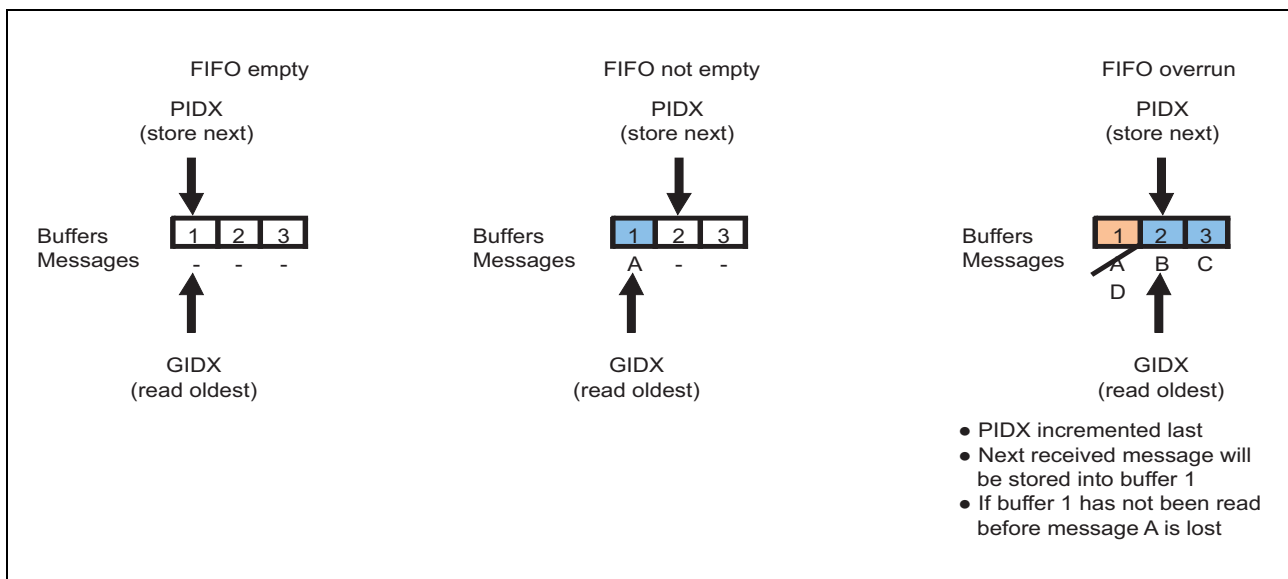


Figure 17.11 FIFO Status: Empty, Not Empty, Overrun

17.3.11.2 Configuration of the FIFO

(Re)configuration of message buffers belonging to the FIFO is only possible when the CC is in DEFAULT_CONFIG or CONFIG state. While the CC is in DEFAULT_CONFIG or CONFIG state, the FIFO function is not available.

For all message buffers belonging to the FIFO the payload length configured need to be programmed to the same value via FLXA0FRWRHS2.PLC. The data pointer to the first 32-bit word of the data section of the respective message buffer in the message RAM has to be configured via FLXA0FRWRHS3.DP.

All information required for acceptance filtering is taken from the FIFO rejection filter and the FIFO rejection filter mask registers. The values configured in the header sections of the message buffers belonging to the FIFO, with exception of DP and PLC, have no meaning.

NOTES

1. It is recommended to program the MBI bits of the message buffers belonging to the FIFO to '0' via FLXA0FRWRHS1.MBI to avoid generation of RX interrupts.
2. If the payload length of a received frame is longer than the value programmed by FLXA0FRWRHS2.PLC in the header section of the respective message buffer, the data field stored in a message buffer of the FIFO is truncated to that length.

17.3.11.3 Access to the FIFO

(1) When the output buffer is used:

For FIFO access outside DEFAULT_CONFIG and CONFIG state, the host has to trigger a transfer from the message RAM to the output buffer by writing the number of the first message buffer of the FIFO (referenced by FLXA0FRMRC.FFB) to the register FLXA0FROBCR. The message handler then transfers the message buffer addressed by the GET index register (GIDX) to the output buffer. After this transfer the GET index register (GIDX) is incremented.

(2) When the data transfer function is used:

The message received in FIFO can be transferred to the local RAM/global RAM by using the output data transfer function. For the output data transfer function, see **Section 17.3.16.2, Output Data Transfer**.

17.3.12 Message Handling

The message handler controls data transfers between the input/output buffer and the message RAM and between the message RAM and the two temporary buffers.

Access to the message buffers stored in the message RAM is done under control of the message Handler state machine. This avoids conflicts between accesses of the two FlexRay channel protocol controllers and the host to the message RAM.

Frame IDs of message buffers assigned to the static segment have to be in the range from 1 to FLXA0FRGTUC7.NSS. Frame IDs of message buffers assigned to the dynamic segment have to be in the range from FLXA0FRGTUC7.NSS + 1 to 2047.

Received messages with no matching dedicated receive buffer (static or dynamic segment) are stored in the receive FIFO (if configured) if they pass the FIFO rejection filter.

Access of the host to the message buffer contents using the input or output buffer function is described in this subsection. Access to the message buffer contents using the data transfer function is mentioned in **Section 17.3.16, Usage of Data Transfer**.

17.3.12.1 Reconfiguration of Message Buffers

In case that an application needs to handle with more than 128 different messages, static and dynamic message buffers can be reconfigured during FlexRay operation. This is done by updating the header section of the respective message buffer via input buffer registers FLXA0FRWRHS1...3.

Reconfiguration has to be enabled via control bits FLXA0FRMRC.SEC in the message RAM Configuration register.

If a message buffer has not been transmitted/updated from a received frame before reconfiguration starts, the respective message is lost.

The point in time when a reconfigured message buffer is ready for transmission/reception according to the reconfigured frame ID depends on the actual state of the slot counter when the update of the header section has completed. Therefore it may happen that a reconfigured message buffer is not transmitted/updated from a received frame in the cycle where it was reconfigured.

The message RAM is scanned according to **Table 17.95** below.

Table 17.95 Scan of Message RAM

Start of Scan in Slot	Scan for Slots
1	2...15, 1 (next cycle)
8	16...23, 1 (next cycle)
16	24...31, 1 (next cycle)
24	32...39, 1 (next cycle)
...	...

A message RAM scan is terminated with the start of NIT regardless whether it has completed or not. The scan of the message RAM for slots 2 to 15 starts at the beginning of slot 1 of the actual cycle. The scan of the message RAM for slot 1 is done in the cycle before by checking in parallel to each scan of the message RAM whether there is a message buffer configured for slot 1 of the next cycle.

The number of the first dynamic message buffer is configured by FLXA0FRMRC.FDB. In case a message RAM scan starts while the CC is in dynamic segment, the scan starts with the message buffer number configured by FLXA0FRMRC.FDB.

In case a message buffer should be reconfigured to be used in slot 1 of the next cycle, the followings have to be considered:

- If the message buffer to be reconfigured for slot 1 is part of the “Static Buffers”, it will only be detected if it is reconfigured before the last message RAM scan in the static segment of the actual cycle evaluates this message buffer.
- If the message buffer to be reconfigured for slot 1 is part of the “Static + Dynamic Buffers”, it will be detected if it is reconfigured before the last message RAM scan in the actual cycle evaluates this message buffer.
- The start of NIT terminates the message RAM scan. In case the message RAM scan has not evaluated the reconfigured message buffer by this point in time, the message buffer will not be considered for the next cycle.

NOTE

Reconfiguration of message buffers may lead to the loss of messages and therefore has to be performed very carefully. In the worst case (reconfiguration in consecutive cycles), a message buffer may never be transmitted or may not be updated from a received frame.

17.3.12.2 Host Access to Message RAM

The message transfer between input buffer and message RAM as well as between message RAM and output buffer is triggered by the host by writing the number of the target and source message buffer to be accessed to FLXA0FRIBCR or FLXA0FROBCR register.

The FLXA0FRIBCM and FLXA0FROBCM registers can be used to write/read header and data section of the selected message buffer separately.

If bit FLXA0FRIBCM.STXR is set to = '1', the transmission request flag TXR of the selected message buffer is automatically set to '1' after the message buffer has been updated. If bit FLXA0FRIBCM.STXR is reset to '0', the transmission request flag TXR of the selected message buffer is reset. This can be used to stop transmission from message buffers operated in continuous mode.

Input buffer (IBF) and output buffer (OBF) are built up as a double buffer structure. One half of this double buffer structure is accessible by the host (IBF host or OBF host), while the other half (IBF shadow or OBF shadow) is accessed by the message handler for data transfers between IBF/OBF and message RAM.

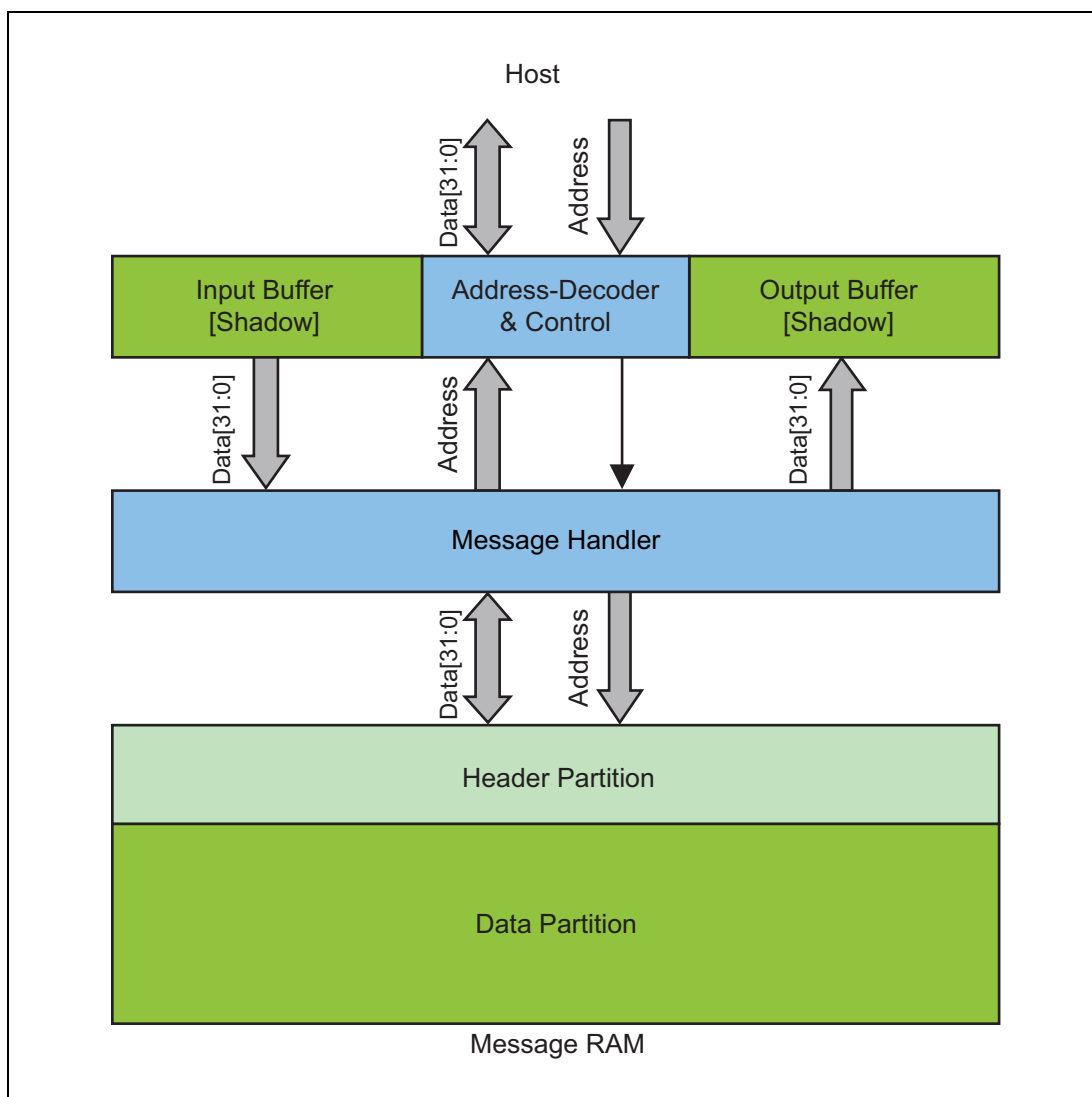


Figure 17.12 Host Access to Message RAM

(1) Data Transfer from Input Buffer to Message RAM

To configure or update a message buffer in the message RAM, the host has to write the data to FLXA0FRWRDSn and the header to FLXA0FRWRHS1...3. The specific action is selected by configuring the FlexRay input buffer command mask register FLXA0FRIBCM.

When the host writes the number of the target message buffer in the message RAM to FLXA0FRIBCR.IBRH, IBF host and IBF shadow are switched (see **Figure 17.13**).

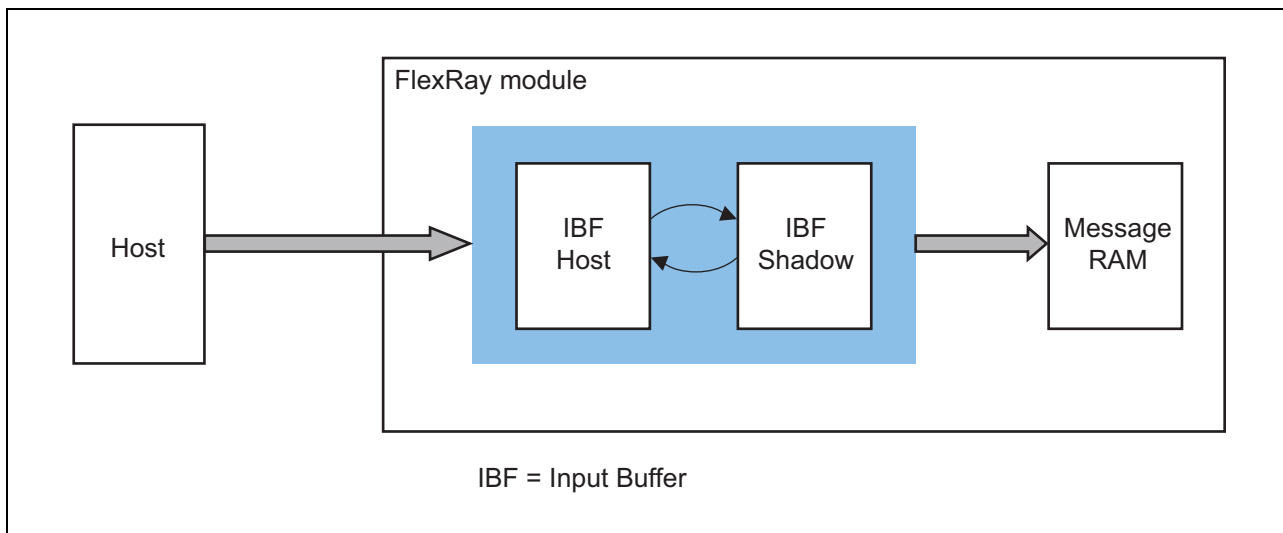


Figure 17.13 Double Buffer Structure Input Buffer

In addition the bits in the FLXA0FRIBCM and FLXA0FRIBCR registers are also switched while they hold the value in each IBF section (see **Figure 17.14**).

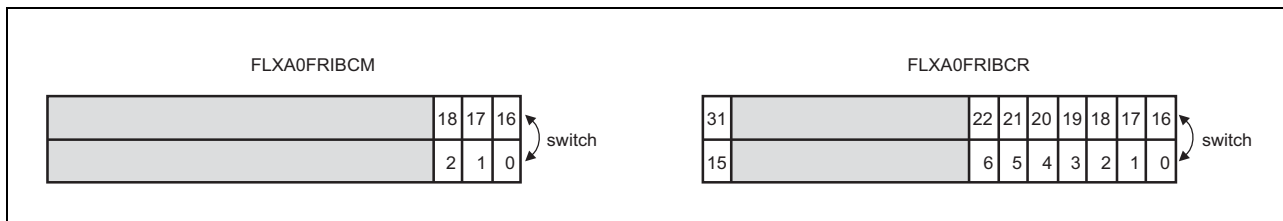


Figure 17.14 Switching of FLXA0FRIBCM and FLXA0FRIBCR Bits

With this write operation, bit FLXA0FRIBCR.IBSYS is set to '1'. The message handler then starts to transfer the contents of IBF shadow to the message buffer in the message RAM selected by FLXA0FRIBCR.IBRS.

While the message handler transfers the data from IBF shadow to the target message buffer in the message RAM, the host can write the next message to IBF host. After the transfer between IBF shadow and the message RAM has completed, bit FLXA0FRIBCR.IBSYS is set back to '0' and the next transfer to the message RAM may be started by the host by writing the respective target message buffer number to FLXA0FRIBCR.IBRH.

If a write access to FLXA0FRIBCR.IBRH is made while FLXA0FRIBCR.IBSYS is '1', FLXA0FRIBCR.IBSYH is set to '1'. After completion of the ongoing data transfer from IBF shadow to the message RAM, IBF host and IBF shadow are switched, FLXA0FRIBCR.IBSYH is reset to '0', FLXA0FRIBCR.IBSYS remains set to '1', and the next transfer to the message RAM is started. In addition the message buffer numbers stored under FLXA0FRIBCR.IBRH and FLXA0FRIBCR.IBRS and the command mask flags are also switched.

Example of an 8/16/32-bit host access sequence:

Configure or update n-th message buffer via IBF

- Wait until FLXA0FRIBCR.IBSYH is reset
- Write data section to FLXA0FRWRDSn
- Write header section to FLXA0FRWRHS1...3
- Write command mask: set FLXA0FRIBCM.STXRH, FLXA0FRIBCM.LDSH, FLXA0FRIBCM.LHSH
- Demand data transfer to target message buffer: write FLXA0FRIBCR.IBRH

Configure or update (n + 1)th message buffer via IBF

- Wait until FLXA0FRIBCR.IBSYH is reset
- Write data section to FLXA0FRWRDSn
- Write header section to FLXA0FRWRHS1...3
- Write command mask: write FLXA0FRIBCM.STXRH, FLXA0FRIBCM.LDSH, FLXA0FRIBCM.LHSH
- Demand data transfer to target message buffer: write FLXA0FRIBCR.IBRH

NOTE

Any write access to IBF while FLXA0FRIBCR.IBSYH is '1' will set error flag FLXA0FREIR.IIBA to '1'. In this case the write access is ignored.

Table 17.96 Assignment of FLXA0FRIBCM Bits

Pos.	Access	Bit	Function
18	r	STXRS	Set Transmission Request Shadow Flag (ongoing or finished)
17	r	LDSS	Load Data Section Shadow Flag (ongoing or finished)
16	r	LHSS	Load Header Section Shadow Flag (ongoing or finished)
2	r/w	STXRH	Set Transmission Request Host
1	r/w	LDSH	Load Data Section Host
0	r/w	LHSH	Load Header Section Host

Table 17.97 Assignment of FLXA0FRIBCR Bits

Pos.	Access	Bit	Function
31	r	IBSYS	IBF Busy Shadow Flag, signals ongoing transfer from IBF Shadow to message RAM
22...16	r	IBRS	IBF Request Shadow Flag, number of message buffer currently or lately updated
15	r	IBSYH	IBF Busy Host Flag, transfer request pending for message buffer referenced by IBRH
6...0	r/w	IBRH	IBF Request Host, number of message buffer to be updated next

(2) Data Transfer from Message RAM to Output Buffer

To read a message buffer from the message RAM, the host has to write to register FLXA0FROBCR to trigger the data transfer as configured in FLXA0FROBCM. After the transfer has completed, the host can read the transferred data from FLXA0FRRDDSn, FLXA0FRRDHS1...3, and FLXA0FRMBS.

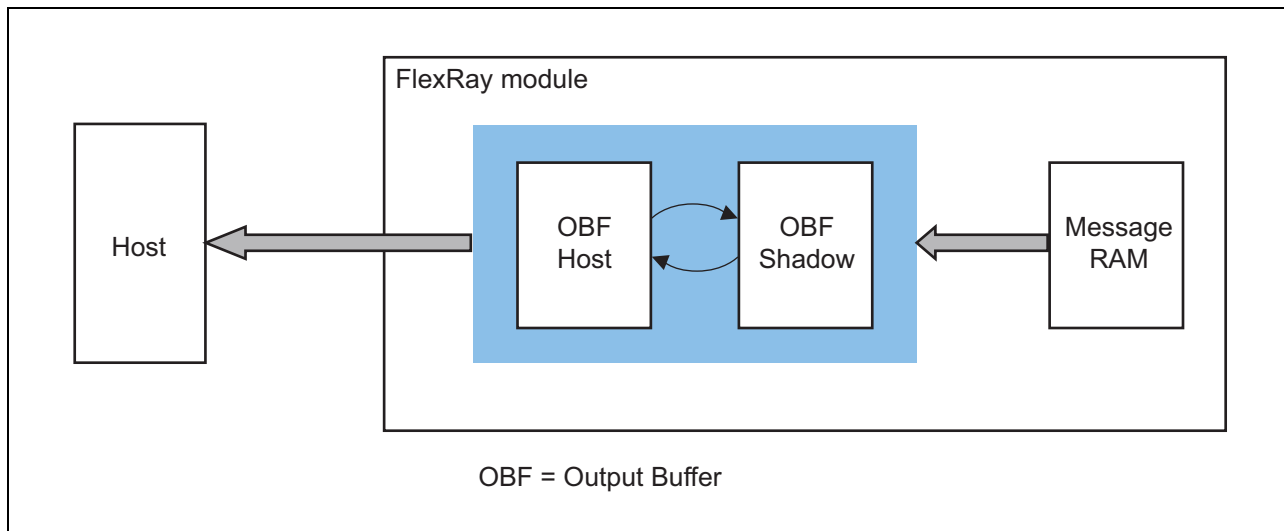


Figure 17.15 Double Buffer Structure Output Buffer

OBF host and OBF shadow as well as bits FLXA0FROBCM.RHSS, FLXA0FROBCM.RDSS, FLXA0FROBCM.RHSH, FLXA0FROBCM.RDSH and bits FLXA0FROBCR.OBRS, FLXA0FROBCR.OBRH are switched under control of bits FLXA0FROBCR.VIEW and FLXA0FROBCR.REQ.

Writing bit FLXA0FROBCR.REQ to '1' copies bits FLXA0FROBCM.RHSS, FLXA0FROBCM.RDSS and bits FLXA0FROBCR.OBRS to an internal memory (see **Figure 17.16**).

After setting FLXA0FROBCR.REQ to '1', FLXA0FROBCR.OBSYS is set to '1', and the transfer of the message buffer selected by FLXA0FROBCR.OBRS from the message RAM to OBF shadow is started. After the transfer between the message RAM and OBF shadow has completed, the FLXA0FROBCR.OBSYS bit is set back to '0'. Bits FLXA0FROBCR.REQ and FLXA0FROBCR.VIEW can only be set to '1' while FLXA0FROBCR.OBSYS is '0'.

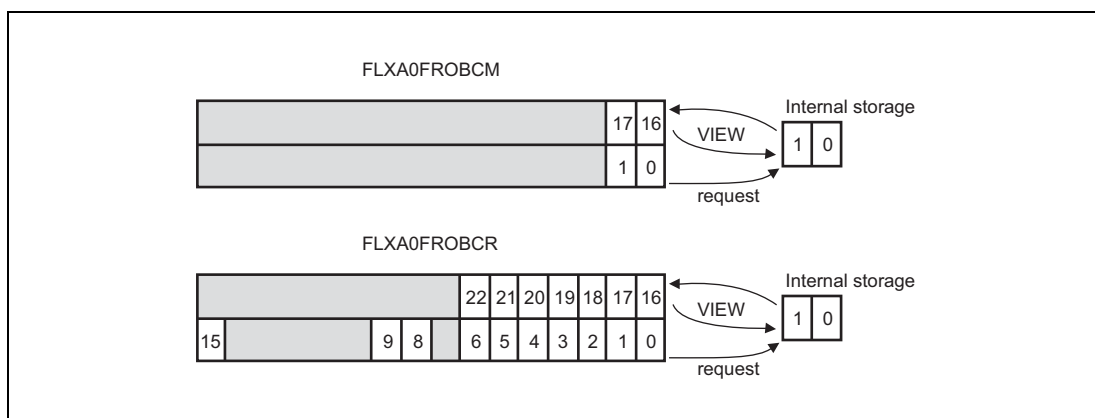


Figure 17.16 Switching of FLXA0FROBCM and FLXA0FROBCR Bits

OBF host and OBF shadow are switched by setting bit FLXA0FROBCR.VIEW to '1' while bit FLXA0FROBCR.OBSYS is '0' (see **Figure 17.15**).

In addition bits FLXA0FROBCR.OBRH and bits FLXA0FROBCM.RHSH, FLXA0FROBCM.RDSH are switched with the registers internal memory thus assuring that the message buffer number stored in FLXA0FROBCR.OBRH and the mask configuration stored in FLXA0FROBCM.RHSH, FLXA0FROBCM.RDSH matches the transferred data stored in OBF host (see **Figure 17.16**).

Now the host can read the transferred message buffer from OBF host while the message handler transfers the next message from the message RAM to OBF shadow.

If bits REQ and VIEW are set to '1' with the same write access while FLXA0FROBSYS is '0', FLXA0FROBSYS is automatically set to '1' and OBF shadow and OBF host are switched.

Additionally mask bits FLXA0FROBCM.RDSH and FLXA0FROBCM.RHSH are switched with the registers internal storage to keep them attached to the respective output buffer transfer. Afterwards FLXA0FROBCR.OBRS is copied to the register internal storage, mask bits FLXA0FROBCM.RDSS and FLXA0FROBCM.RHSS are copied to register FLXA0FROBCM internal memory, and the transfer of the selected message buffer from the message RAM to OBF shadow is started. While the transfer is ongoing the host can read the message buffer transferred by the previous transfer from OBF host. When the current transfer between message RAM and OBF shadow has completed, completion of the transfer is notified by setting FLXA0FROBCR.OBSYS back to '0'.

Example of an 8/16/32-bit host access to a single message buffer:

If a single message buffer has to be read out, two separate write accesses to FLXA0FROBCR.REQ and FLXA0FROBCR.VIEW are necessary:

- Wait until FLXA0FROBCR.OBSYS is reset
- Write output buffer command mask FLXA0FROBCM.RHSS, FLXA0FROBCM.RDSS
- Request transfer of message buffer to OBF shadow by writing FLXA0FROBCR.OBRS and FLXA0FROBCR.REQ (in case of an 8-bit host interface, FLXA0FROBCR.OBRS has to be written before FLXA0FROBCR.REQ).
- Wait until FLXA0FROBCR.OBSYS is reset
- Toggle OBF shadow and OBF host by writing FLXA0FROBCR.VIEW = '1'
- Read out transferred message buffer by reading FLXA0FRRDDSn, FLXA0FRRDHS1...3, and FLXA0FRMBS

Example of an 8/16/32-bit host access sequence:

Request transfer of 1st message buffer to OBF shadow

- Wait until FLXA0FROBCR.OBSYS is reset
- Write output buffer command mask FLXA0FROBCM.RHSS, FLXA0FROBCM.RDSS for 1st message buffer
- Request transfer of 1st message buffer to OBF shadow by writing FLXA0FROBCR.OBRS and FLXA0FROBCR.REQ (in case of an 8-bit host interface, FLXA0FROBCR.OBRS has to be written before FLXA0FROBCR.REQ).

Toggle OBF shadow and OBF host to read out 1st transferred message buffer and request transfer of 2nd message buffer:

- Wait until FLXA0FROBCR.OBSYS is reset to '0'

- Write output buffer command mask FLXA0FROBCM.RHSS, FLXA0FROBCM.RDSS for 2nd message buffer
- Toggle OBF shadow and OBF host and start transfer of 2nd message buffer to OBF shadow simultaneously by writing FLXA0FROBCR.OBRS of 2nd message buffer, FLXA0FROBCR.REQ, and FLXA0FROBCR.VIEW (in case of and 8-bit host interface, FLXA0FROBCR.OBRS has to be written before FLXA0FROBCR.REQ and FLXA0FROBCR.VIEW).
- Read out 1st transferred message buffer by reading FLXA0FRRDDSn, FLXA0FRRDHS1...3, and FLXA0FRMBS

...

Demand access to last requested message buffer without a request of another message buffer:

- Wait until FLXA0FROBCR.OBSYS is reset to '0'
- Demand access to last transferred message buffer by writing FLXA0FROBCR.VIEW
- Read out last transferred message buffer by reading FLXA0FRRDDSn, FLXA0FRRDHS1...3, and FLXA0FRMBS

Table 17.98 Assignment of FLXA0FROBCM Bits

Pos.	Access	Bit	Function
17	r	RDSH	Data Section Accessible
16	r	RHSH	Header Section Accessible
1	r/w	RDSS	Read Data Section Shadow
0	r/w	RHSS	Read Header Section Shadow

Table 17.99 Assignment of FLXA0FROBCR Bits

Pos.	Access	Bit	Function
22...16	r	OBRH	OBF Host Transfer Request Flag, number of message buffer accessible
15	r	OBSYS	OBF Busy Shadow Flag, signals ongoing transfer from message RAM to OBF shadow
9	r/w	REQ	Request transfer from message RAM to OBF shadow
8	r/w	VIEW	View OBF Shadow, swap OBF shadow and OBF host
6...0	r/w	OBRS	OBF Request Shadow, number of message buffer for next request

17.3.12.3 FlexRay Protocol Controller Access to Message RAM

The two temporary buffers (TBF A and TBF B) are used to buffer the data for transfer between the two FlexRay protocol controllers and the message RAM.

Each temporary buffer is build up as a double buffer, and able to store two complete FlexRay messages. There is always one buffer assigned to the corresponding protocol controller while the other one is accessible by the message handler.

If e.g. the message handler writes the next message to be sent to temporary buffer Tx, the FlexRay channel protocol controller can access temporary buffer Rx to store the message it is actually receiving. During transmission of the message stored in temporary buffer Tx, the message handler transfers the last received message stored in temporary buffer Rx to the message RAM (if it passes acceptance filtering) and updates the corresponding message buffer.

Data transfers between the temporary buffers and the shift registers of the FlexRay channel protocol controllers are done in words of 32 bit. This enables the use of a 32 bit shift register regardless of the length of the FlexRay messages.

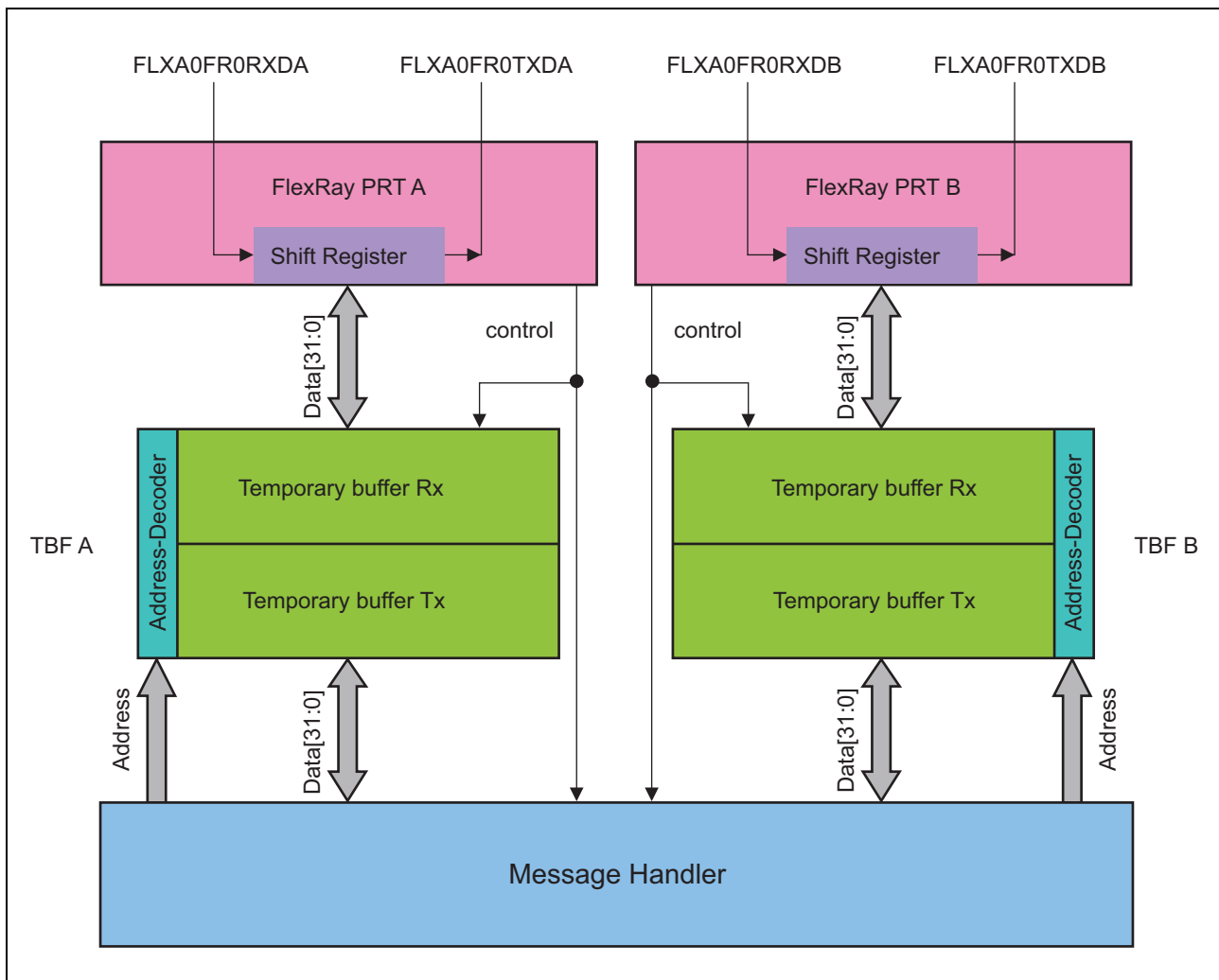


Figure 17.17 Access to Temporary Buffers

17.3.13 Message RAM

To avoid conflicts between host access to the message RAM and FlexRay message reception/transmission, the host cannot directly access the message buffers in the message RAM. These accesses are handled via the input and output buffers. The Message RAM is able to store up to 128 message buffers depending on the configured payload length.

The message RAM is able to store up to 2048 32-bit words. To achieve the required flexibility with respect to different numbers of data bytes per FlexRay frame (0...254), the message RAM has a structure as shown in **Figure 17.18**.

When the message buffer of the data section to be allocated after the header partition is set as a reception buffer (by setting the FLXAnFRWRHS1.CFG bit to 0) or as a reception FIFO buffer, set an unused area of at least 32 bits at the start of the data section. In this case, the data partition can be started from the nth word in the message RAM where n calculated from (the setting of the FLXAnFRMRC.LCB[7:0] bits + 1) × 4 + 1.

When the message buffer of the data section to be allocated after the header partition is set as a transmission buffer (by setting the FLXAnFRWRHS1.CFG bit to 1), the data partition can be started from the nth word in the message RAM where n calculated from (the setting of the FLXAnFRMRC.LCB[7:0] bits + 1) × 4.

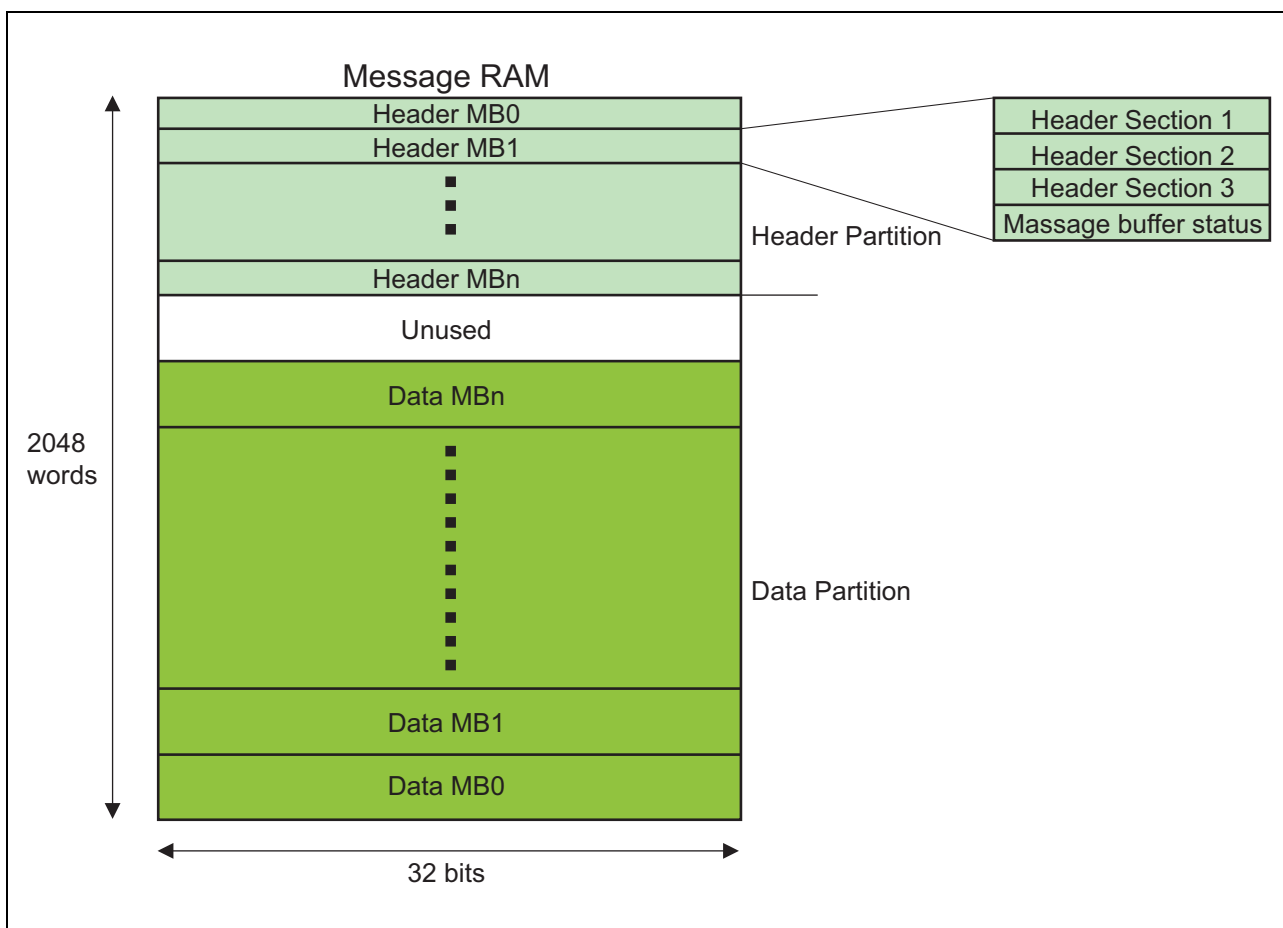


Figure 17.18 Configuration Example of Message Buffers in the Message RAM

Header Partition

Stores header sections of the configured message buffers:

- Supports a maximum of 128 message buffers
- Each message buffer has a header section of four 32-bit words
- Header 3 of each message buffer holds the 11-bit data pointer to the respective data section in the data partition

Data Partition

Flexible storage of data sections with different length. Some maximum values are:

- 30 message buffers with 254 byte data section each
- Or 56 message buffers with 128 byte data section each
- Or 128 message buffers with 48 byte data section each

NOTE

The total size of the header partition and data partition must be set less than 2048 32-bit words.

17.3.13.1 Header Partition

The elements used for configuration of a message buffer as well as the actual message buffer status are stored in the header partition of the message RAM as listed in **Table 17.100** below. Configuration of the header sections of the message buffers is done via IBF (FLXA0FRWRHS1...3). Read access to the header sections is done via OBF (FLXA0FRRDHS1...3 + FLXA0FRMBS). The data pointer has to be calculated to define the starting point of the data section for the corresponding message buffer in the data partition of the message RAM. The data pointer should not be modified during runtime. For message buffers belonging to the receive FIFO (re)configuration is possible in DEFAULT_CONFIG or CONFIG state only.

The header section of each message buffer occupies four 32-bit words in the header partition of the message RAM. The header of message buffer 0 starts with the first word in the message RAM.

For transmit buffers the Header CRC has to be calculated by the host.

The followings are updated from received valid data frames only:

Payload Length Received (PLR bit), Receive Cycle Count (RCC bit), Received on Channel Indicator (RCI bit), Startup Frame Indicator (SFI bit), Sync Frame Indicator (SYN bit), Null Frame Indicator (NFI bit), Payload Preamble Indicator (PPI bit), and Reserved Bit (RES).

Table 17.100 Header Section of a Message Buffer in the Message RAM

Bit Word	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0			M B I	T X M	P P I T	C F G		CH		Cycle Code																Frame ID							
1		Payload Length Received								Payload length Configured															Tx Buffer: Header CRC Configured Rx Buffer: Header CRC Received								
2			R E S	P P I	N F I	S Y N	S F I	R C I			Receive Cycle Count															Data Pointer							
3			R E S	P P I	N F I	S Y N	S F I	R C I			Cycle Count Status							F T B	F T A		M L S T	E S B	E S A	T C B	T C A	S V O	S V O	C E O	C E O	S E O	S E O	V E R	V E R
...	...																																
...	...																																

- Frame Configuration
- Filter Configuration
- Message Buffer Control
- Message RAM Configuration
- Updated from received Data Frame
- Message Buffer Status (MBS)
- unused

(1) Header section 1 (word 0)

Write access via FLXA0FRWRHS1, read access via FLXA0FRRDHS1:

- Frame ID
 - Slot counter filtering configuration
- Cycle Code
 - Cycle counter filtering configuration
- CH
 - Channel filtering configuration
- CFG
 - Message buffer direction configuration: reception or transmission
- PPIT
 - Payload Preamble Indicator Transmit
- TXM
 - Transmit mode configuration: single-shot or continuous
- MBI
 - Message buffer receive/transmit interrupt enable

(2) Header section 2 (word 1)

Write access via FLXA0FRWRHS2, read access via FLXA0FRRDHS2:

- Header CRC
 - Transmit Buffer: Configured by the host (calculated from frame header)
 - Receive Buffer: Updated from received frame
- Payload Length Configured
 - Length of data section (2-byte words) as configured by the host
- Payload Length Received
 - Length of payload segment (2-byte words) stored from received frame

(3) Header section 3 (word 2)

Write access via FLXA0FRWRHS3, read access via FLXA0FRRDHS3:

- Data Pointer
 - Pointer to the beginning of the corresponding data section in the data partition

Read access via FLXA0FRRDHS3, valid for receive buffers only, updated from received frames:

- Receive Cycle Count
 - Cycle count from received frame
- RCI
 - Received on Channel Indicator

- SFI
 - Startup Frame Indicator
- SYN
 - Sync Frame Indicator
- NFI
 - Null Frame Indicator
- PPI
 - Payload Preamble Indicator
- RES
 - Reserved bit

(4) Message Buffer Status FLXA0FRMBS (word 3)

Read access via FLXA0FRMBS, updated by the CC at the end of the configured slot.

- VFRA
 - Valid Frame Received on channel A
- VFRB
 - Valid Frame Received on channel B
- SEOA
 - Syntax Error Observed on channel A
- SEOB
 - Syntax Error Observed on channel B
- CEOA
 - Content Error Observed on channel A
- CEOB
 - Content Error Observed on channel B
- SVOA
 - Slot boundary Violation Observed on channel A
- SVOB
 - Slot boundary Violation Observed on channel B
- TCIA
 - Transmission Conflict Indication channel A
- TCIB
 - Transmission Conflict Indication channel B
- ESA
 - Empty Slot Channel A

- ESB
 - Empty Slot Channel B
- MLST
 - Message Lost
- FTA
 - Frame Transmitted on Channel A
- FTB
 - Frame Transmitted on Channel B
- Cycle Count Status
 - Actual cycle count when status was updated
- RCIS
 - Received on Channel Indicator Status
- SFIS
 - Startup Frame Indicator Status
- SYNS
 - Sync Frame Indicator Status
- NFIS
 - Null Frame Indicator Status
- PPIS
 - Payload Preamble Indicator Status
- RESS
 - Reserved bit Status

17.3.13.2 Data Partition

The data partition of the message RAM stores the data sections of the message buffers configured for reception/transmission as defined in the header partition. The number of data bytes for each message buffer can vary from 0 to 254. To optimize the data transfer between the shift registers of the two FlexRay protocol controllers and the message RAM as well as between the host interface and the message RAM, the physical width of the message RAM is set to 4 bytes.

The data partition starts after the last word of the header partition. When configuring the message buffers in the message RAM the programmer has to assure that the data pointers point to addresses within the data partition. **Table 17.101** below shows an example how the data sections of the configured message buffers can be stored in the data partition of the message RAM.

The beginning and the end of a message buffer's data section is determined by the data pointer and the payload length configured in the message buffer's header section, respectively. This enables a flexible usage of the available RAM space for storage of message buffers with different data length.

If the size of the data section is an odd number of 2-byte words, the remaining 16 bits in the last 32-bit word are unused (see **Table 17.101** below).

Table 17.101 Example for Structure of the Data Partition in the Message RAM

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
...	Unused								Unused								Unused								Unused							
...	Unused								Unused								Unused								Unused							
...	MBn data 3								MBn data 2								MBn data 1								MBn data 0							
...							
...	MBn data (m)								MBn data (m-1)								MBn data (m-2)								MBn data (m-3)							
...							
...							
...	MB1 data 3								MB1 data 2								MB1 data 1								MB1 data 0							
...							
2046	MB0 data 3								MB0 data 2								MB0 data 1								MB0 data 0							
2047	Unused								Unused								MB0 data 5								MB0 data 4							

17.3.13.3 Message Data Integrity Check

A data integrity checking mechanism is implemented in the FlexRay core to assure the integrity of the data stored in the related RAM. Each RAM has a checksum generator and checker attached as shown in **Figure 17.19**.

When data is written to a RAM, the local checksum generator generates the checksum. The checksum is stored together with the respective data word. The checksum is checked each time a data word is read from a RAM.

If a checksum error is detected, the respective access error flag is set. The access error flags FLXA0FRMHDS.AMR, FLXA0FRMHDS.ATBF1, FLXA0FRMHDS.ATBF2 and the faulty message buffer indicators FLXA0FRMHDS.FMBD, FLXA0FRMHDS.MFMB, FLXA0FRMHDS.FMB are located in the FlexRay message handler status register. These single access error flags control the error interrupt flag FLXA0FREIR.AERR.

Figure 17.19 shows the data paths between the input buffer, temporary buffer and message RAM.

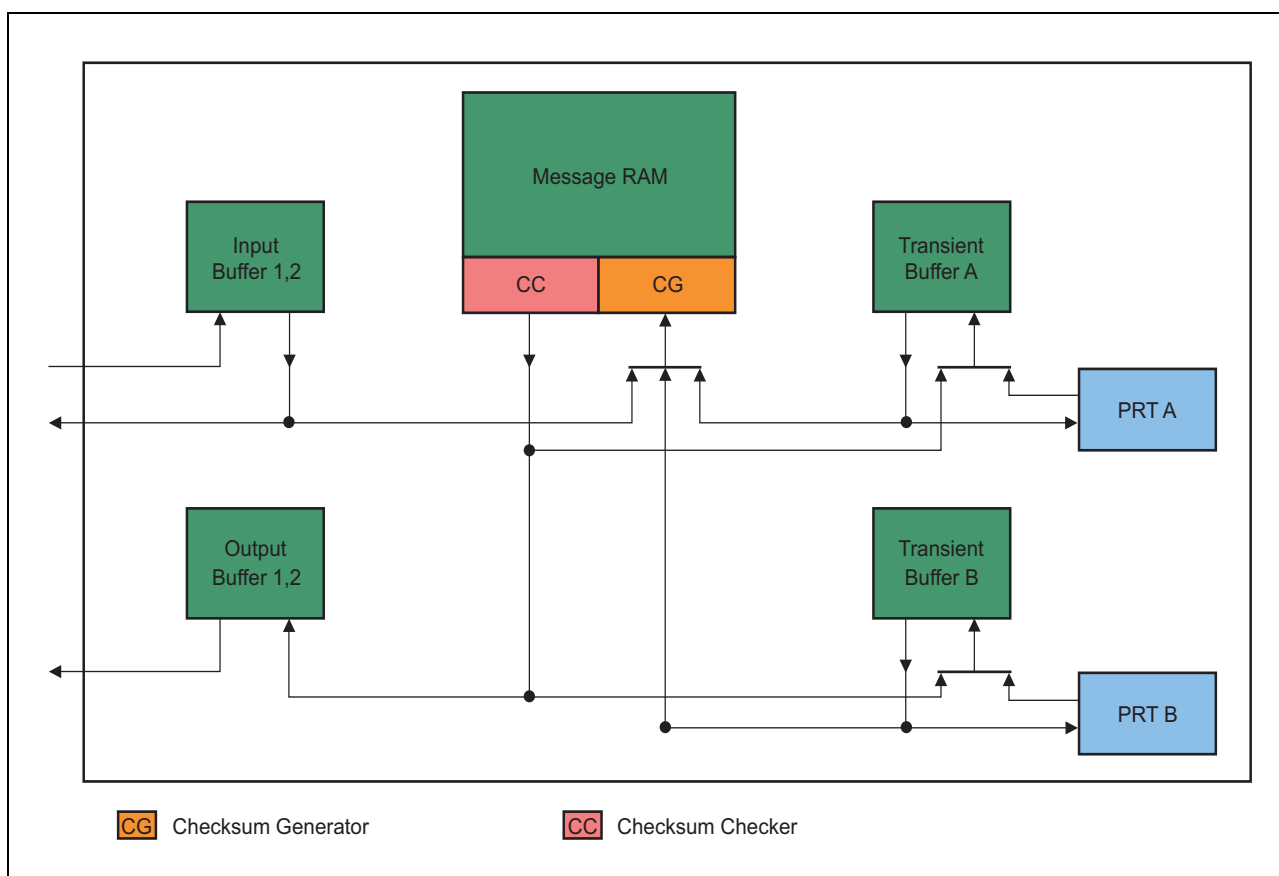


Figure 17.19 Checksum Generation and Check

When an access error has been detected the following actions will be performed:

In all cases:

- The respective access error flag in FLXA0FRMHDS register is set
- The access error flag FLXA0FREIR.AERR is set and, if enabled, a module interrupt to the host will be generated.

Additionally in specific cases:**(1) Access error during data transfer from input buffer 1 or 2 to message RAM when reading header section of respective message buffer from message RAM:**

- FLXA0FRMHDS.AMR is set.
- FLXA0FRMHDS.FMBD bit is set to indicate that there is an error in the message buffer to which FLXA0FRMHDS.FMB points.
- FLXA0FRMHDS.FMB indicates the number of the message buffer which has an error.
- The data section of the corresponding message buffer is not updated.
- Transmit buffer: Transmission request for the corresponding message buffer is not set.

(2) Access error during scan of header sections in message RAM:

- FLXA0FRMHDS.AMR is set.
- FLXA0FRMHDS.FMBD bit is set to indicate that there is an error in the message buffer to which FLXA0FRMHDS.FMB points.
- FLXA0FRMHDS.FMB indicates the number of the message buffer which has an error.
- The message buffer is ignored (skipped).

(3) Access error during data transfer from message RAM to temporary buffer 1 or 2:

- FLXA0FRMHDS.AMR is set.
- FLXA0FRMHDS.FMBD bit is set to indicate that there is an error in the message buffer to which FLXA0FRMHDS.FMB points.
- FLXA0FRMHDS.FMB indicates the number of the message buffer which has an error.
- Frame is not transmitted. After the frame CRC is set to 0, the frame which is being transmitted is invalidated.

(4) Access error during data transfer from temporary buffer 1 or 2 to message RAM when reading header section of respective message buffer from message RAM:

- FLXA0FRMHDS.AMR is set.
- FLXA0FRMHDS.FMBD bit is set to indicate that there is an error in the message buffer to which FLXA0FRMHDS.FMB points.
- FLXA0FRMHDS.FMB indicates the number of the message buffer which has an error.
- The data section of the corresponding message buffer is not updated.

(5) Access error during data transfer from message RAM to output buffer:

- The access error flag FLXA0FRMHDS.AMR is set.
- FLXA0FRMHDS.FMBD bit is set to indicate that there is an error in the message buffer to which FLXA0FRMHDS.FMB points.
- FLXA0FRMHDS.FMB indicates the number of the message buffer which has an error.

- (6) Access error during a data transfer from temporary buffer 1 or 2 to protocol controller 1 or 2:**
- FLXA0FRMHDS.ATBF1 and FLXA0FRMHDS.ATBF2 bits are set.
 - After the frame CRC is set to 0, the frame which is being transmitted is invalidated.
- (7) Access error during data transfer from temporary buffer 1 or 2 to message RAM when reading temporary buffer 1 or 2:**
- FLXA0FRMHDS.ATBF1 and FLXA0FRMHDS.ATBF2 bits are set.
 - FLXA0FRMHDS.FMBD bit is set to indicate that there is an error in the message buffer to which FLXA0FRMHDS.FMB points.
 - FLXA0FRMHDS.FMB indicates the number of the message buffer which has an error.
- (8) Access error during data read of temporary buffer RAM 1 or 2:**
- When an access error occurs while the message handler read a frame with network management information (PPI = '1') from temporary buffer RAM 1 or 2, the corresponding network management vector registers FLXA0FRNMV1 to 3 are not updated from this frame.

17.3.13.4 Host Handling of Access Errors

Access error caused by temporary bit flips can be fixed by:

(1) Self-healing

Access errors located in the data section of message RAM, temporary buffer RAM A or temporary buffer RAM B is overwritten with the next write access to the disturbed bit(s) caused by host access or by FlexRay communication.

(2) CLEAR_RAM Command

The POC command CLEAR_RAM initializes the message RAM to zero, when called in the DEFAULT_CONFIG or CONFIG state.

(3) Temporary Unlocking of Header Section

An access error in the header section of a locked message buffer can be fixed by a transfer from the input buffer to the locked buffer header section. For this transfer, the write access to the FLXA0FRIBCR (specifying the message buffer number) must be immediately preceded by the unlock sequence normally used to leave CONFIG state (see **Section 17.2.3.1, FLXA0FRLCK — FlexRay Lock Register**).

For that single transfer the message buffer header is unlocked, regardless whether it belongs to the FIFO or whether its locking is controlled by FLXA0FRMRC.SEC, and will be updated with new data.

17.3.14 Interrupts

In general, interrupts provide a close link to the protocol timing as they are triggered almost immediately when an error or status change is detected by the CC, a frame is received or transmitted, a configured timer interrupt is activated, or a stop watch event occurred. This enables the host to react very quickly on specific error conditions, status changes, or timer events. On the other hand, too many interrupts can cause the host to miss deadlines required by the application. Therefore the CC supports enable and disable controls for each individual interrupt source separately.

An interrupt may be triggered when

- An error was detected
- A status flag is set to '1'
- A timer reaches a configured value
- A message transfer from input buffer to message RAM or from message ram to output buffer has completed
- A message transfer from the local RAM/global RAM to message RAM or from message RAM to local RAM/global RAM has completed
- A stop watch event occurred

Tracking status and generating interrupts when a status change or an error occurs are two independent tasks. Regardless of whether an interrupt is enabled or not, the corresponding status is tracked and indicated by the CC. The host has access to the actual status and error information by reading registers FLXA0FREIR, FLXA0FRSIR, FLXA0FROS, FLXA0FROTS and FLXA0FRITS.

The general purpose interrupt lines to the host, FlexRay Interrupt 0, FlexRay Interrupt 1, are controlled by the enabled interrupts in FLXA0FREIES and FLXA0FRSIES. In addition each of the two interrupt lines can be enabled or disabled separately by programming bit FLXA0FRILE.EINT0 and FLXA0FRILE.EINT1.

The input data transfer interrupt lines to the host, FlexRay input queue empty interrupt, FlexRay input queue full interrupt, are controlled by the enabled interrupts in FLXA0FRITS. In addition each of the input data transfer interrupts can be enabled or disabled separately by programming the related bits in FLXA0FRITC.

The output data transfer interrupt lines to the host, FlexRay FIFO transfer warning interrupt, FlexRay output transfer warning interrupt, FlexRay FIFO transfer interrupt, FlexRay output transfer interrupt, are controlled by the enabled interrupts in FLXA0FROTS. In addition each of the output data transfer interrupts can be enabled or disabled separately by programming the related bits in FLXA0FROTC.

The three timer interrupts lines to the host are controlled by the enabled interrupts in FLXA0FROS. In addition, each of the interrupt lines can be enabled or disabled separately by programming bit FLXA0FROC.T0IE, FLXA0FROC.T1IE and FLXA0FROC.T2IE.

When a transfer between IBF/OBF and the message RAM has completed, bit FLXA0FRSIR.TIBC or FLXA0FRSIR.TOBC is set to '1'.

17.3.15 Assignment of FlexRay Configuration Parameters

Table 17.102 FlexRay Configuration Parameters (1/2)

Parameter	Bit (field)
pKeySlotUsedForStartup	FLXA0FRSUCC1.TXST
pKeySlotUsedForSync	FLXA0FRSUCC1.TXSY
gColdStartAttempts	FLXA0FRSUCC1.CSA
pAllowPassiveToActive	FLXA0FRSUCC1.PTA
pWakeupChannel	FLXA0FRSUCC1.WUCS
pSingleSlotEnabled	FLXA0FRSUCC1.TSM
pAllowHaltDueToClock	FLXA0FRSUCC1.HCSE
pChannels	FLXA0FRSUCC1.CCH
pdListenTimeOut	FLXA0FRSUCC2.LT
gListenNoise	FLXA0FRSUCC2.LTN
gMaxWithoutClockCorrectionPassive	FLXA0FRSUCC3.WCP
gMaxWithoutClockCorrectionFatal	FLXA0FRSUCC3.WCF
gNetworkManagementVectorLength	FLXA0FRNEMC.NML
gdTSSTransmitter	FLXA0FRPRTC1.TSST
gdCASRxLowMax	FLXA0FRPRTC1.CASM
gdSampleClockPeriod	FLXA0FRPRTC1.BRP
pSamplesPerMicrotick	FLXA0FRPRTC1.BRP
gdWakeupSymbolRxWindow	FLXA0FRPRTC1.RXW
pWakeupPattern	FLXA0FRPRTC1.RWP
gdWakeupSymbolRxIdle	FLXA0FRPRTC2.RXI
gdWakeupSymbolRxLow	FLXA0FRPRTC2.RXL
gdWakeupSymbolTxIdle	FLXA0FRPRTC2.TXI
gdWakeupSymbolTxLow	FLXA0FRPRTC2.TXL
gPayloadLengthStatic	FLXA0FRMHDC.SFDL
pLatestTx	FLXA0FRMHDC.SLT
pMicroPerCycle	FLXA0FRGTUC1.UT
gMacroPerCycle	FLXA0FRGTUC2.MPC
gSyncNodeMax	FLXA0FRGTUC2.SNM
pMicroInitialOffset[A]	FLXA0FRGTUC3.UIOA
pMicroInitialOffset[B]	FLXA0FRGTUC3.UIOB
pMacroInitialOffset[A]	FLXA0FRGTUC3.MIOA
pMacroInitialOffset[B]	FLXA0FRGTUC3.MIOB
gdNIT	FLXA0FRGTUC4.NIT
gOffsetCorrectionStart	FLXA0FRGTUC4.OCS
pDelayCompensation[A]	FLXA0FRGTUC5.DCA
pDelayCompensation[B]	FLXA0FRGTUC5.DCB
pClusterDriftDamping	FLXA0FRGTUC5.CDD
pDecodingCorrection	FLXA0FRGTUC5.DEC
pdAcceptedStartupRange	FLXA0FRGTUC6.ASR
pdMaxDrift	FLXA0FRGTUC6.MOD
gdStaticSlot	FLXA0FRGTUC7.SSL
gNumberOfStaticSlots	FLXA0FRGTUC7.NSS

Table 17.102 FlexRay Configuration Parameters (2/2)

Parameter	Bit (field)
gdMinislot	FLXA0FRGTUC8.MSL
gNumberOfMinislots	FLXA0FRGTUC8.NMS
gdActionPointOffset	FLXA0FRGTUC9.APO
gdMinislotActionPointOffset	FLXA0FRGTUC9.MAPO
gdDynamicSlotIdlePhase	FLXA0FRGTUC9.DSI
pOffsetCorrectionOut	FLXA0FRGTUC10.MOC
pRateCorrectionOut	FLXA0FRGTUC10.MRC
pExternOffsetCorrection	FLXA0FRGTUC11.EOC
pExternRateCorrection	FLXA0FRGTUC11.ERC

17.3.16 Usage of Data Transfer

A mechanism is implemented to allow storage of FlexRay messages directly into the local RAM/global RAM (user RAM) and have transfers between the FlexRay internal message RAM and the local RAM/global RAM and vice versa with minimum CPU support. The data in the local RAM/global RAM should be indexed by data structure pointers located in data pointer tables stored in the local RAM/global RAM.

Data transfer from the local RAM/global RAM to the FlexRay internal message RAM (input transfer) needs to be initiated by the application. These transfers can be used to configure message buffers or to update transmit data.

A data transfer from the FlexRay internal message RAM to the local RAM/global RAM (output transfer) is initiated automatically by a reception into a receive message buffer or FlexRay internal FIFO or by a change in the slot status. It can be initiated also by a specific user transfer request.

The input and output data transfer can be activated independently. When the input data transfer is activated the application should not directly access message buffers using the FlexRay input buffer. When the output data transfer is activated the application cannot directly access message buffers using the FlexRay output buffer.

17.3.16.1 Input Data Transfer

When the automatic input data transfer function is enabled, committed input data structures are transferred from the local RAM/global RAM to the FlexRay internal message RAM with minimum CPU support.

(1) Activation and deactivation

The input data transfer function should be activated before usage. The activation of the input transfer handler initializes the input queue put index (FLXA0FRITS.IPIDX) and get index (FLXA0FRITS.IGIDX) to zero. In addition, set the interrupt status flags in the FLXA0FRITS register (IQEIS and IQFIS) to '0'.

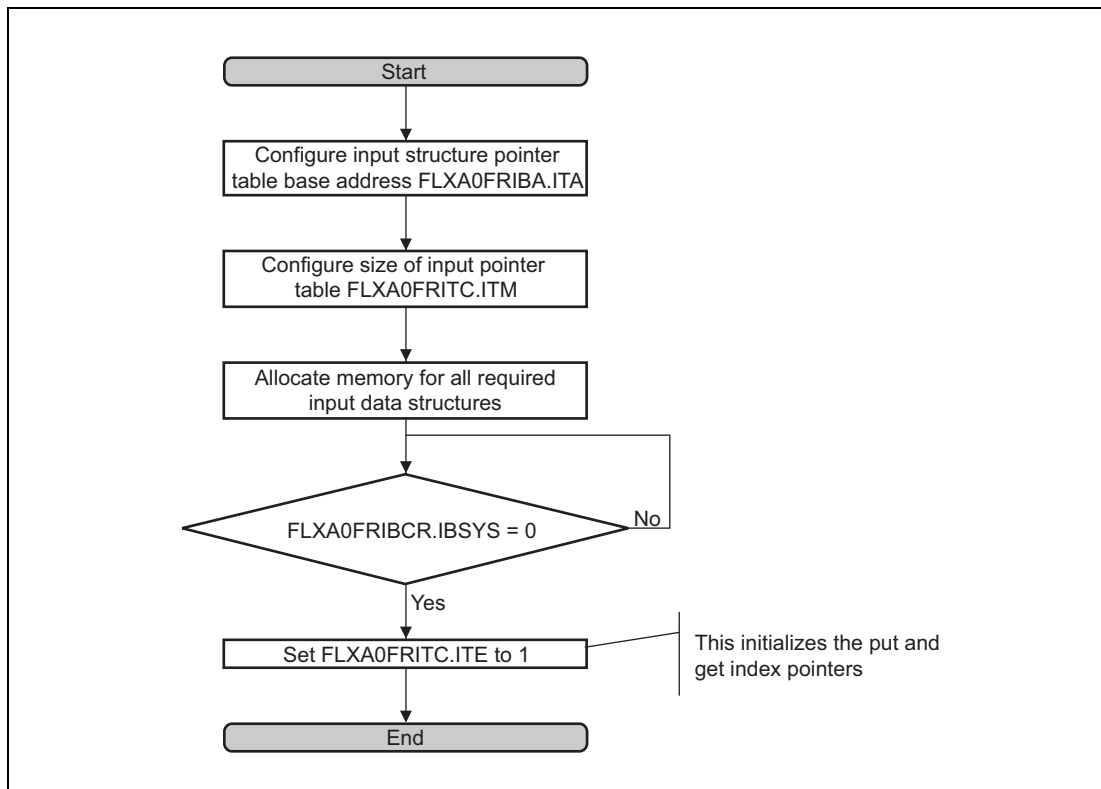


Figure 17.20 Input Transfer Enable Flow

A deactivation request of the input transfer function can be made at any time. The input queue put index and the input queue status are maintained independently from the input transfer function state.

Before the transfer function is disabled (status indicated by FLXA0FRITS.ITS), user requested input transfers and all committed input transfers will be completed.

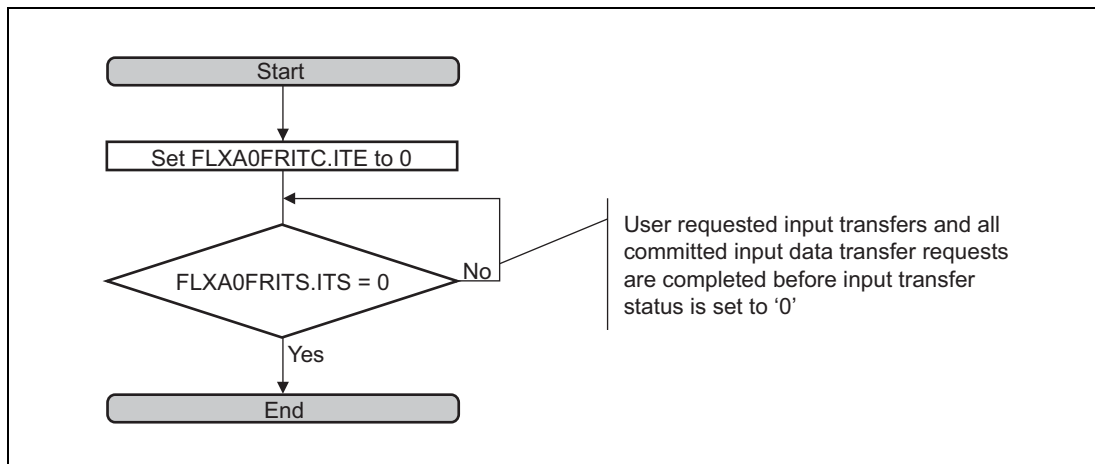


Figure 17.21 Input Transfer Disable Flow

(2) Input data structure

The application has to reserve a location in the local RAM/global RAM to provide the content for message buffer configuration (input data structure).

The location of this input data structure needs to also be defined by an input data structure pointer located in the local RAM/global RAM.

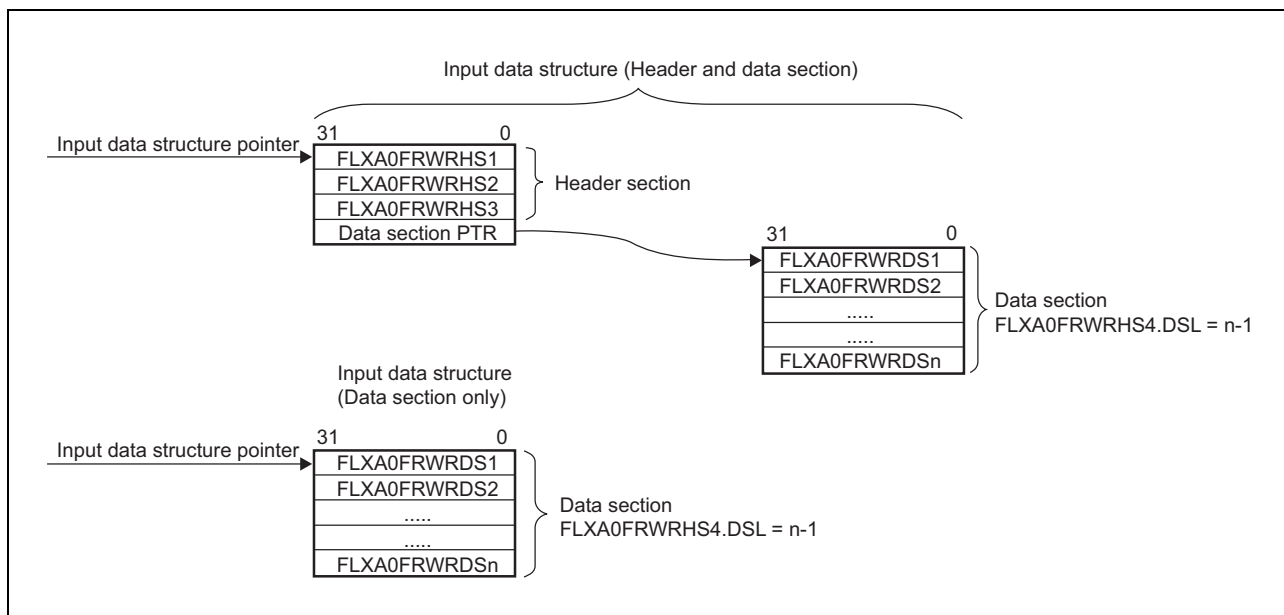


Figure 17.22 Input Data Structure

In general the input data structure consists of two sections, the header and the data section.

The header section consists of FLXA0FRWRHS1, FLXA0FRWRHS2, FLXA0FRWRHS3 and the data section pointer.

For bit alignment and bit function in the header section, see **Section 17.3.13.1, Header Partition**.

Depending on the settings in the control field (FLXA0FRWRHS4) located in the input pointer table, the data structure pointer is a reference to the address of FLXA0FRWRHS1 or FLXA0FRWRDS1. The data structure pointer has to be aligned to a 32 bit address.

If the bit LHS in the address related to FLXA0FRWRHS4 is set to '1' it is required to provide a valid header section. In this case FLXA0FRWRHS1 is the first element of the data structure.

If the bit LHS in the address related to FLXA0FRWRHS4 is set to '0' a header section is not required. In this case FLXA0FRWRDS1 is the first element of the data structure.

If the bit LDS in the address related to FLXA0FRWRHS4 is set to '1' it is required to provide a valid data section. The pointer to the data section is a reference to the address of the first payload long word (FLXA0FRWRDS1) and has to be aligned to a 32 bit address.

If the bit LDS in the address related to FLXA0FRWRHS4 is set to '0' a data section is not required. The data section pointer is not evaluated by the input handler.

The byte order for the FlexRay payload data in the input data structure is determined by FLXA0FROC.BEC. For information about the payload data alignment within the data section, refer to **Section 17.3.13.2, Data Partition** and **Section 17.3.17, Byte Alignment**.

The length of the data section and the size to be allocated in the local RAM/global RAM depend on the configuration of the bits DSL in the address related to FLXA0FRWRHS4.

For the transfer into the FlexRay core internal message RAM the number of 16 bit words configured by FLXA0FRWRHS2.PLC is used. The application has to ensure that a proper number of data words are provided in the local RAM/global RAM. In case the buffer is configured by FLXA0FRWRHS2.PLC to hold an odd payload length, the application has to write zero to the last 16 bit of the payload section to ensure that the padding data is all zero.

(3) Input pointer table

To transfer data from the input data structures located in the local RAM/global RAM to the FlexRay internal message RAM, the related input data structure pointer and control field need to be added to the input pointer table which is located in the local RAM/global RAM.

The location of the first element of this table is identified by the input pointer table base address (FLXA0FRIBA.ITA). This base address has to be aligned to a 32 bit address.

The maximum number of input requests that can be queued is defined by the Input queue Table Max register (FLXA0FRITC.ITM).

Each Input pointer table entry requires two long words. The required address range of the input pointer table for the queued transfer requests can be calculated by

$$\text{Input pointer table size (byte)} = ((\text{FLXA0FRITC.ITM} + 1) \times 2) \times 4$$

Equation 1

The input pointer entry for the user requested input transfer should be added after the end of the input pointer table.

The pointer table index related to this entry and hence the number to be written to FLXA0FRUIR.UIDX, is FLXA0FRITC.ITM+1. The address in the input pointer table related to the user requested input transfer (user input address) can be calculated by

$$\text{User input address} = \text{FLXA0FRIBA.ITA} + \text{Input pointer table size}$$

Equation 2

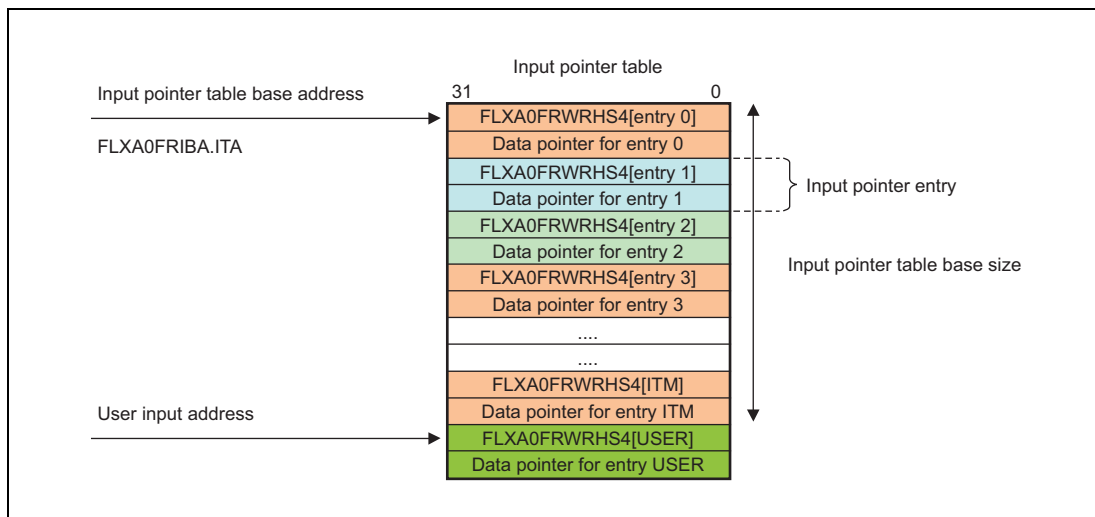


Figure 17.23 Input Pointer Table

The input pointer table holds the control field FLXA0FRWRHS4 and the pointers to the local RAM/global RAM location where the message buffer content (header section and/or data section) is stored.

The application has to write FLXA0FRWRHS4 and the input data structure pointer at the addresses in the input pointer table related to the put index position before a transfer request is initiated.

FLXA0FRWRHS4:

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	DSL[5:0]					
Value after reset																
R/W																
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	INV	STR	LDS	LHS	—	IMBNR[6:0]						
Value after reset																
R/W																

Table 17.103 FLXA0FRWRHS4 Register Contents

Bit Position	Bit Name	Function
31 to 22	—	Reserved The read value is undefined. When writing, always write 0.
21 to 16	DSL	Data Section Length Specifies the length of the data section in terms of 32 bit values.
15 to 12	—	Reserved The read value is undefined. When writing, always write 0.
11	INV	Invalidate Entry 0: The data structure is valid and will be transferred to the FlexRay internal message RAM. 1: The data structure is invalid. FlexRay internal message RAM is not updated using this input pointer entry.
10	STR	Set Transmission Request 0: The bit FLXA0FRTXRQx.TXR for the message buffer selected by the bits IMBNR is set to '0'. No data from this message buffer is transmitted. 1: The bit FLXA0FRTXRQx.TXR for the message buffer selected by the bits IMBNR is set to '1' to release the message buffer for transmission The application should not set the bit STR to '1' for receive buffers.
9	LDS	Load Data Section 0: No update of data section 1: Data section for the message buffer selected by the bits IMBNR is updated.
8	LHS	Load Header Section 0: No update of header section 1: Header section for the message buffer selected by the bits IMBNR is updated.
7	—	Reserved The read value is undefined. When writing, always write 0.
6 to 0	IMBNR	Message Buffer Number Update Select the target message buffer number in the FlexRay internal message RAM for transfer.

Note that the LHS bit cannot be set for protected message buffers.

The bit LDS defines if the data section of the message buffer selected by the bits IMBNR is updated.

If LDS is set to '1', (DSL + 1) 32-bit words of payload data are transferred from the local RAM/global RAM to the message buffer selected by the bits IMBNR.

If LDS is set to '0', no payload data is transferred from the local RAM/global RAM.

Note that the payload transferred is independent from the configured payload length (bits PLC in the address related to FLXA0FRWRHS2).

The bit INV can be used to invalidate a transmitted data structure. This bit should be only used to cancel the transfer of committed data structures when the input queue is halted (see **Section 17.3.16.1 (5), Halting the input queue**).

When this bit is set to '1', the message buffer number IMBNR is not updated. When the bit is set to '0', the message buffer number IMBNR is updated.

(4) Transfer function of input data structure

To use the input data structure transfer function, the input transfer has to be activated (see **Section 17.3.16.1 (1), Activation and deactivation**). The activation process requires the setup of the input pointer table (see **Section 17.3.16.1 (3), Input pointer table**) in order to specify the source location (input data structures) for the data structures to be transferred. When the input transfer is enabled the get index pointer is initialized to zero.

All FlexRay internal message buffers can be updated using the input transfer queue which is built in the input pointer table. The application has to write the pointer and control field (table entry) to the data structure to be transferred into the input pointer table. For that purpose the application has to maintain a put index for the input pointer table that indicates where the pointer has to be written to.

To transmit this table entry to the input handler, the application has to write the target message buffer number to the input queue control register (FLXA0FRIQC.IMBNR). Afterwards the application increments the application internal put index.

By writing to the input queue control register the data available flag (FLXA0FRDAi.DA[IMBNR]) is automatically set to '1'. The input transfer handler also maintains the put index pointer in the status register (FLXA0FRITS.IPIDX).

In case the input queue is full (number of queued input transfer requests is equal to the input queue table size), FLXA0FRITS.IQFP and FLXA0FRITS.IQFIS are set to '1'. The input queue full condition pending flag (FLXA0FRITS.IQFP) changes from '1' to '0' when there are entries in the input queue available, whereby the input queue full interrupt status flag (FLXA0FRITS.IQFIS) needs to be cleared by the application.

The application cannot make any further write access to the bit IMBNR in the FLXA0FRIQC register as long as the bit IQFP in the FLXA0FRITS register is '1'.

In case the input queue becomes empty (number of queued input transfer requests changes to zero) FLXA0FRITS.IQEIS is set to '1'.

The input queue empty interrupt status flag (FLXA0FRITS.IQEIS) needs to be cleared by the application.

The transfer of the input data structures to the FlexRay message RAM is controlled by a get index pointer which is handled inside the FlexRay module and flagged in FLXA0FRITS.IGIDX. Note that the index is referring to the input entry, but not the address offset in the input pointer table.

If the input queue is not empty, the transfer handler reads the input pointer table entry of the transfer queue and starts the transfer of the input data structure from the address the input pointer is referring to. When all required data words are transferred to the FlexRay module, the data available flag for the transferred message buffer number is set to '0' and the get index in the transfer handler is incremented by one.

In case of an invalidated data structure (see **Section 17.3.16.1 (5), Halting the input queue**) no FlexRay internal message buffer is updated and the related data available flag is automatically set to '0'. The change of the data available flag can be used to confirm the cancellation a transmit request.

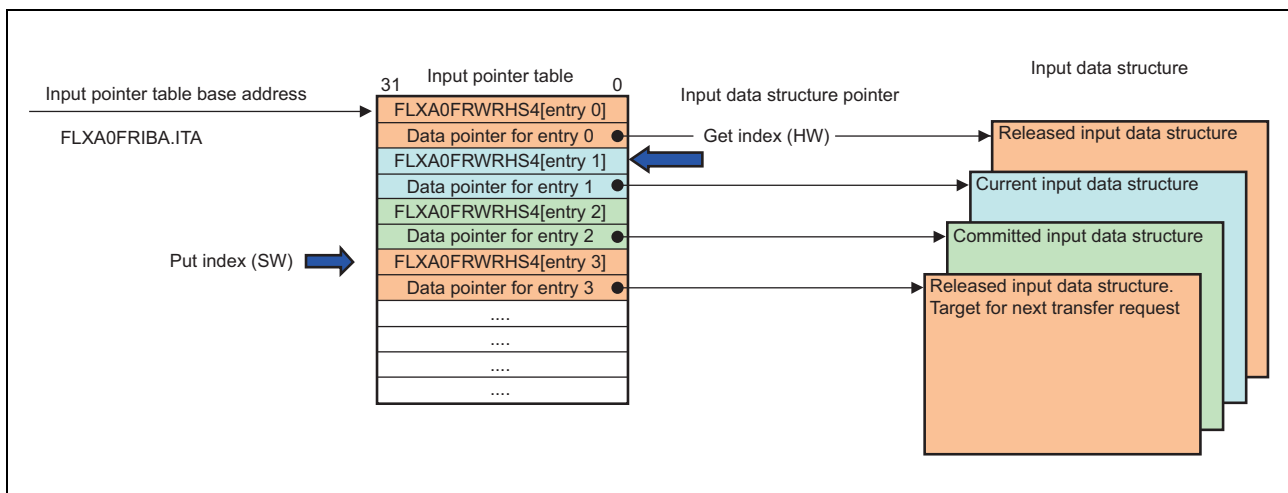


Figure 17.24 Input Pointer Table

Receive message buffers can be also configured using the input data transfer by setting up the required header sections and mark only the header section (FLXA0FRWRHS4.LDS = '0', FLXA0FRWRHS4.LHS = '1') to be updated in the FlexRay module.

The C-code below should be handled as an example of how the input queue could be handled in SW.

```
// Add the message block 'blk' into the FlexRay Tx queue
// If leng = -1, HS and DS is updated, else only DS
// Return 1, if the queue is full
int flex_add_transmit_block(int mbnr, int setTxReq, int leng,
t_is_block *blk)
{
    int mode;

    //check if resource is free
    if (FRITS.IQFP != 0) return 1;

    mode = (setTxReq << 10) + 0x20; /*load DS */
    if (leng == -1) {
        leng = (blk->hs2.plc+1) / 2; /* number of 32 bit word */
        mode |= 0x10; /* load HS + DS */
    }

    //add to input queue
    flex_tx_table[flex_tx_pidx*2+0] = blk; /* add the pointer */
    flex_tx_table[flex_tx_pidx*2+1] = (leng << 16) +mode + mbnr;

    //increment SW put index
    if (++flex_input_pidx == FLEX_INPUT_TABLE_MAX) flex_input_pidx = 0;

    //activate transmission
    FRIQC = mbnr;

    //done
    return 0;
}
```

(5) Halting the input queue

Committed data structures cannot be removed, but can be invalidated or updated when the input queue is halted.

To cancel data structures already committed to the input queue, the queue can be halted by writing a '1' to FLXA0FRITC.IQHR.

After the ongoing input transfer has been completed the queue is halted and FLXA0FRITS.IQH changes from '0' to '1'.

To invalidate an entry of the input queue, FLXA0FRWRHS4.INV has to be set to '1'. All other bits in FWRHS4 cannot be changed.

Following flow shall be used to analyze whether a transmitted message has been already transferred to the FlexRay internal message RAM or not.

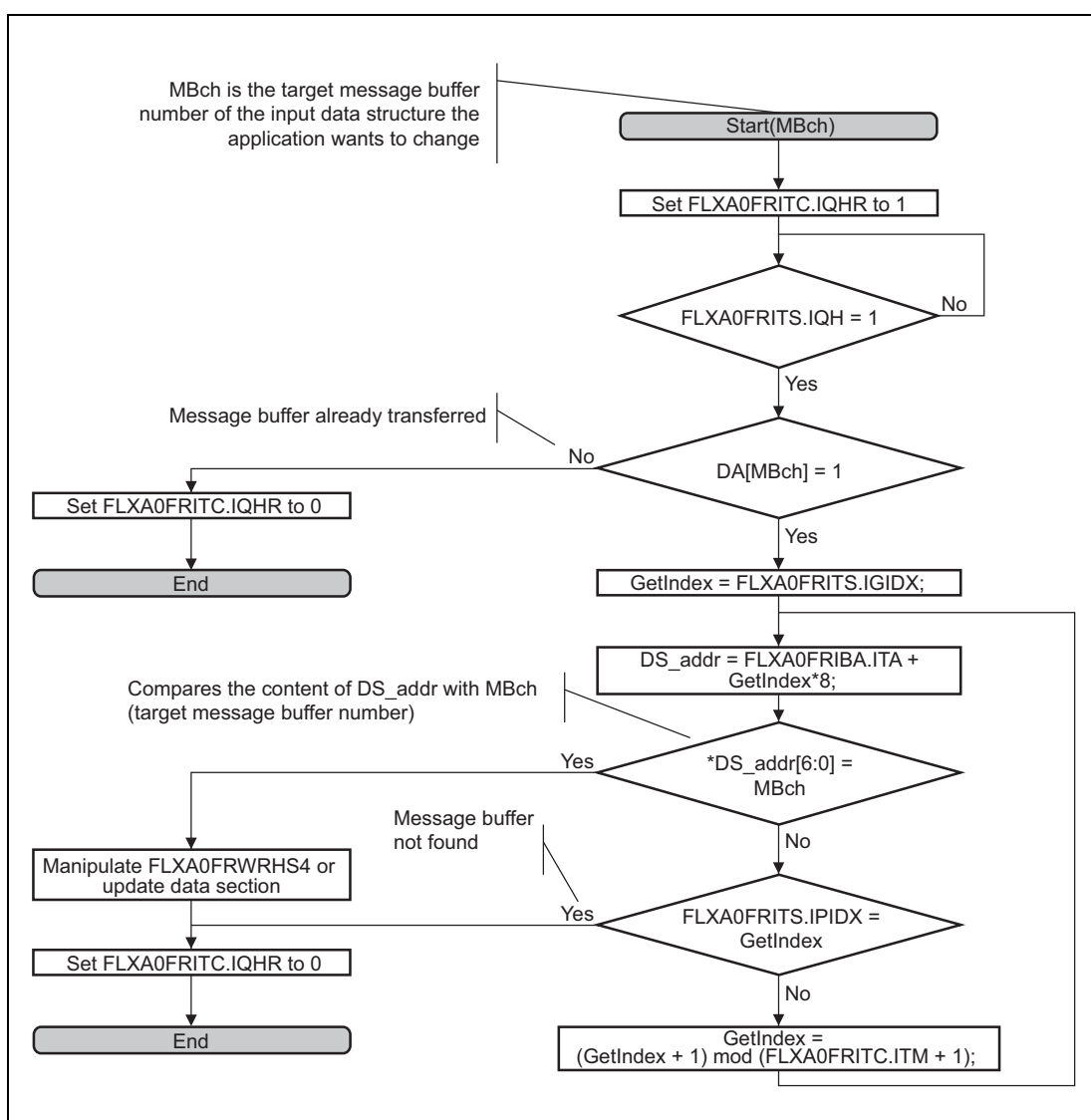


Figure 17.25 Input Table Analysis

In case the message buffer was already transferred to the FlexRay internal message RAM, the user input transfer request can be used to bypass the actual queue and update the required message buffer (see **Section 17.3.16.1 (6), Transfer function of user requested input transfers**).

(6) Transfer function of user requested input transfers

To use this function, the input transfer has to be activated (see **Section 17.3.16.1 (1), Activation and deactivation**).

The application is capable, by using FLXA0FRUIR.UIDX, to request a transfer of an input data structure. The user input transfer request is executed first.

The application has to write the pointer and control field (table entry) to the data structure to be transferred into the input pointer table. Add the table entry for the user input transfer request after the end of the input pointer table (see **Section 17.3.16.1 (3), Input pointer table**).

To transmit this table entry to the input handler, the application has to write the index (FLXA0FRITC.ITM + 1) to the user input transfer request register (FLXA0FRUIR.UIDX).

By writing to the user input transfer request register, the user input transfer request pending flag (FLXA0FRITS.UIRP) is automatically set to '1'.

As long this flag is '1', the application cannot make any further user input transfer requests.

The user input transfer request pending flag (FLXA0FRITS.UIRP) changes from '1' to '0' when the requested input transfer is completed. Subsequently, next the pending transfers are processed.

17.3.16.2 Output Data Transfer

When the output data transfer function is enabled, received messages (either in dedicated message buffers or in the FlexRay receive FIFO) are transferred to the local RAM/global RAM by the output data handler. The output data handler can also transfer the message buffer content to the local RAM/global RAM on application request. When enabled the output handler is also capable to initiate a transfer when the message buffer status has changed.

(1) Activation and deactivation

The output data transfer function should be activated before usage. The activation of the output transfer handler will initialize the FIFO put and get index pointer and FIFO fill level (FLXA0FROTS.FGIDX and FLXA0FROTS.FFL) to zero, set the bits FLXA0FROTS.FDA, FLXA0FROTS.OWP, FLXA0FROTS.FWP and FLXA0FROTS.UORP to '0'. Also the interrupt status flags (FLXA0FROTS.OTIS, FLXA0FROTS.FIS, FLXA0FROTS.OWIS and FLXA0FROTS.FWIS) are set to '0'.

The activation has no effect on the data available flags (FLXA0FRDAi.DA) which are related to the dedicated buffers; these flags have to be cleared by the application.

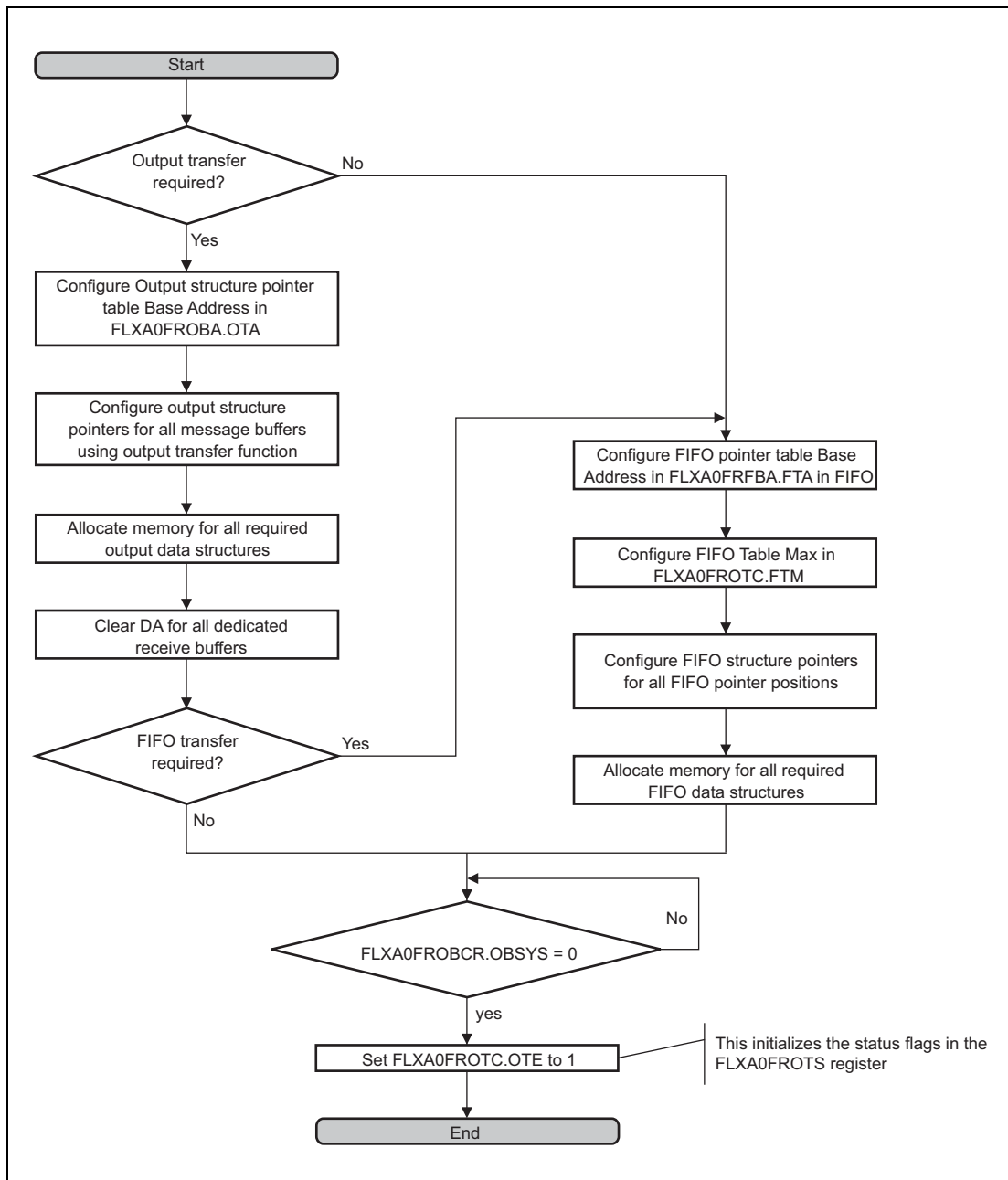


Figure 17.26 Output Transfer Enable Flow

A deactivation request of the output data transfer function can be made at any time. An ongoing transfer will be completed and the completion of this transfer will be flagged. During this time FLXA0FROTS.OTS remains '1'.

When FLXA0FROTS.OTS changes from '1' to '0', the output transfer function is deactivated. The data available status flags and the FIFO get index are still maintained when the output transfer function is disabled.

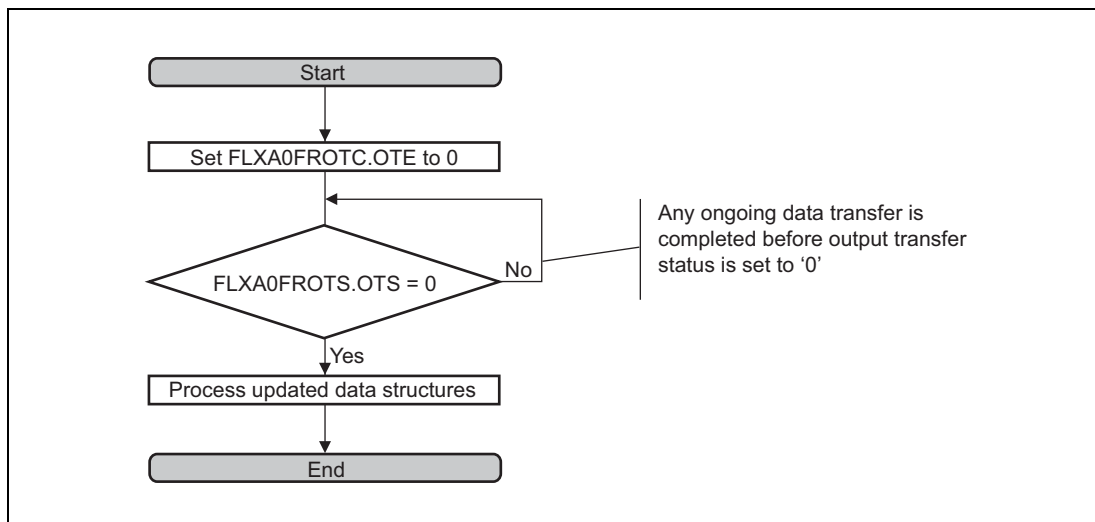


Figure 17.27 Output Transfer Disable Flow

(2) Output transfer data structure

The data in the local RAM/global RAM is stored in an output data structure. The location of the output data structures are determined by output data structure pointers also located in the local RAM/global RAM. The output data structure and indexing is visualized in **Figure 17.28**.

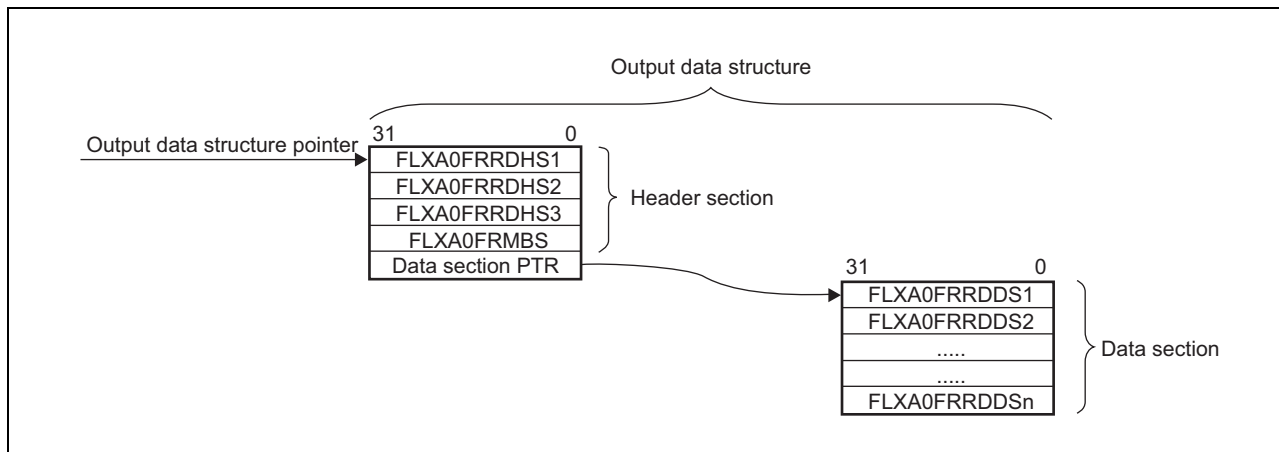


Figure 17.28 Output Data Structure

The output data structure consists of two sections, the header and data section. The header section consists of FLXA0FRRDHS1, FLXA0FRRDHS2, FLXA0FRRDHS3, FLXA0FRMBS and the data section pointer. FLXA0FRRDHS1 is the first element of the structure and has to be aligned to a 32 bit address. The data structure pointer is a reference to the address of FLXA0FRRDHS1. For information about the bit alignment and bit function within the header section, refer to **Section 17.3.13.1, Header Partition**.

FLXA0FRRDDS1 is the first element of the data section. The data section pointer is a reference to the address of FLXA0FRRDDS1 and has to be aligned to a 32 bit address. The byte order for the FlexRay payload data in the output data structure is determined by the bit BEC in the FLXA0FROC register. For information about the payload data alignment within the data section, refer to **Section 17.3.13.2, Data Partition**.

The length of the data section and the total structure size to be allocated in the local RAM/global RAM depend on the configured payload length (FLXA0FRRDHS2.PLC) of the related message buffer. In case the configured payload length is an odd number of words or the received payload length (FLXA0FRRDHS2.PLR) is shorter than the configured payload length, the remaining data words in the local RAM/global RAM are unused and cannot be used by the application.

The output data structure is unique for all three kinds of output transfers. In case only the header section is transferred, the data section pointer is not evaluated by the output handler and the data section remains unchanged.

(3) Output pointer table

For the output data transfer function, the application needs to set up an output pointer table in the local RAM/global RAM. The location of the first element of this table must be programmed into the output pointer table base address (FLXA0FROBA.OTA). This base address has to be aligned to a 32 bit address.

The size of the output pointer table is defined by the maximum of: the last configured dedicated message buffer and the highest message buffer number which will be used for the user output transfer request.

The output pointer table holds pointers (output data structure pointers) to the local RAM/global RAM location where a memory space is reserved for the target message buffer content (header section and data section).

There is a fixed linear relationship between the address of the entries in the output pointer table and the number of the related message buffers (see **Figure 17.29**): the output pointer table starts with the entry for message buffer number 0 at the address configured in FLXA0FROBA.OTA and continues in ascending order for each following message buffer number, by 32 bit aligned address (e.g. message buffer 1 at address OTA + 4, message buffer 2 at address OTA + 8, etc.) for all possible message buffers.

When a set ND bit is the only transfer condition (FLXA0FROTC.OTCS is set to 0), only message buffers configured as a dedicated receive buffer or that will be used for user output transfer requests need have valid pointer entries.

When a set ND bit or a set MBC bit is the transfer condition (FLXA0FROTC.OTCS is set to 1), all dedicated receive buffer and dedicated transmit buffers need to have valid pointer entries.

(4) FIFO output pointer table

The FlexRay module internal FIFO can be extended by a queued buffer structure in the local RAM/global RAM.

If the FlexRay module internal FIFO is used, the application needs to set up the FIFO output pointer table. The location of the first element of this table is identified by the FIFO pointer table base address (FLXA0FRFBA.FTA). This base address has to be aligned to a 32 bit address.

The size of the FIFO pointer table and hence the maximum number of messages that can be added to the queue, is defined by FIFO Table Max (FLXA0FROTC.FTM).

The FIFO pointer table holds pointers (output data structure pointers) to the local RAM/global RAM location where a memory space is reserved the target message buffer content (header section and data section). For each table entry a data pointer shall be configured in this table.

(5) Transfer function of dedicated message buffers

To use this transfer function, the output transfer has to be activated (see **Section 17.3.16.2 (1), Activation and deactivation**). The activation process requires to set up the output pointer table (see **Section 17.3.16.2 (3), Output pointer table**) in order to specify the destination location (output data structures) for the data to transfer. **Figure 17.29** shows how the output pointer table references the output data structures.

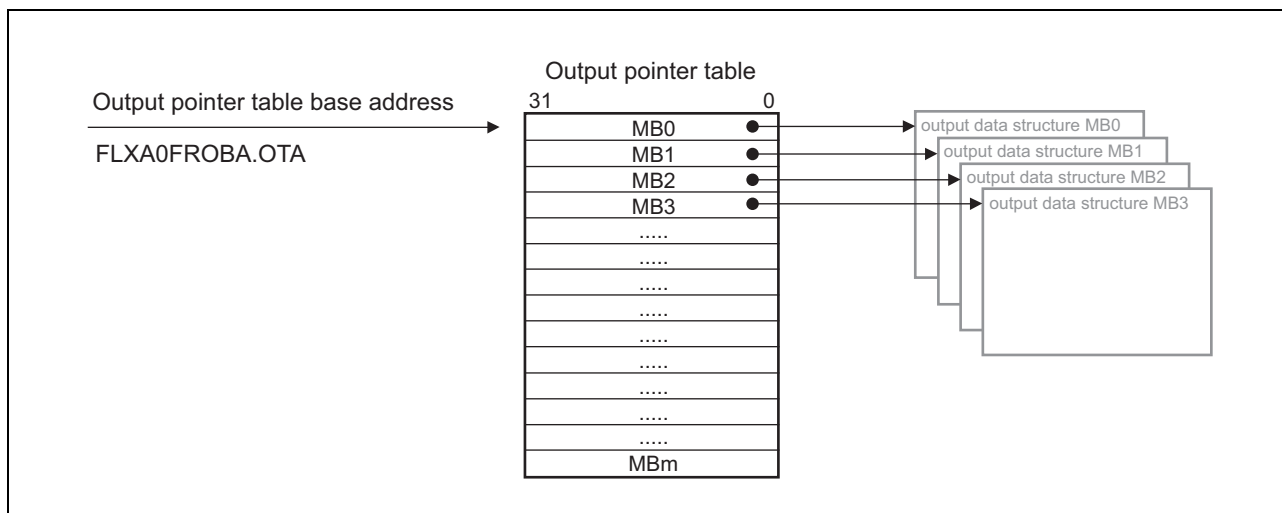


Figure 17.29 Output Data Structure and Indexing

With FLXA0FROTC.OTCS the output transfer condition can be selected between the ‘New data only mode’ and the ‘New data and status changed mode’.

In the ‘New data only mode’, an output data transfer is initiated when a valid FlexRay data frame has been stored into a dedicated receive buffer which causes the related ND flag in the FLXA0FRNDAT_i register to set. The ND flag in the FLXA0FRNDAT_i register is automatically set to ‘0’ during the transfer procedure. The header section is also transferred and hence the MBC flag in the FLXA0FRMBSC_i register is set to ‘0’.

In the ‘New data and status changed mode’, an output data transfer is initiated as described in the ‘New data only mode’. In addition an output data transfer is initiated when only the message buffer status has been changed which causes the related MBC flag in the FLXA0FRMBSC_i register to be set. In this case only the header section is transferred. The MBC flag in the FLXA0FRMBSC_i register is automatically set to ‘0’ during the transfer procedure.

After transferring the message buffer data from the FlexRay internal message RAM to the output data structure, the corresponding data available flag in the FLXA0FRDA_i ($i = 0$ to 3) registers is set to ‘1’. The update of the output data structure is also flagged by the setting of the output transfer interrupt status flag (FLXA0FROTS.OTIS).

As long as the data available flag remains ‘1’, the corresponding output data structure will not be updated.

In the case

- the data available flag is ‘1’ and a valid received message was stored or
- when FLXA0FROTC.OTCS is ‘1’ and the message buffer status was updated,

The output transfer warning interrupt flag (FLXA0FROTS.OWIS) is set to ‘1’ notifying the application that new data is available but the output data structure transfer cannot be processed. In addition FLXA0FROTS.OWP is set to ‘1’ that continuously flags that status of the output transfer warning condition.

If a valid receive message in the FlexRay internal message RAM is overwritten by an additional receive message, the message lost flag (FLXA0FRMBS.MLST) is set to ‘1’. This flag can be evaluated after the message buffer has been transferred into an output data structure.

The following sections describe how output data structures can be handled.

(a) Data section copy method

One option is to copy the information from the output data structure to a different location of the local RAM/global RAM and then to release the output data structure by clearing the related data enable flag. The application can use the copied information for further processing.

The C-code below is an example showing how output data structures could be handled in SW.

```
// Get copy of one output structure block (FlexRay Rx or user transfer)
// Return -1 if the buffer has no valid data (DA = "0") else the used
payload size
int flex_copy_output_block(unsigned mbnr, void *target_hs, void
*target_ds)
{
    unsigned long *this_FRDA, mask;
    int size;

    //check if data of MB is available
    this_FRDA = (&FRDA0) + ((mbnr >> 5) & 0x03);
    mask = 1 << (mbnr & 0x1f)
    if ((*this_FRDA & mask) == 0) return -1;

    //calculate the real MB size min(PLC, PLR)
    size = flex_output_table[mbnr]->hs2.f.plr;
    if (size > flex_output_table[mbnr]->hs2.f.plc)
        size = flex_output_table[mbnr]->hs2.f.plc;

    //copy header and data to target location
    if (target_hs != NULL)
        memcpy(flex_output_table[mbnr], target_hs, 4*4);
    if (target_ds != NULL)
        memcpy(flex_output_table[mbnr]->dsptr, target_ds, 2*size);

    //acknowledge reception
    *this_FRDA = mask; /* clear by writing a "1" */

    //done
    return size;
}
```

(b) Data structure pointer method

A different option is to modify the output data structure pointer in the output pointer table and to release the output data structure by clearing the related data enable flag. The changed output data pointer should refer to a free data structure. The application needs to use the old data structure for further processing.

The C-code below is an example showing how output data structures could be handled in SW.

```
// Get one output structure block (FlexRay Rx or user transfer)
// The returned block is replaced by a free output structure
// Return the block or NULL if the buffer has no valid data (DA = "0")
t_os_block *flex_get_output_block(unsigned mbnr, t_os_block *free_blk)
{
    t_os_block *this_blk;
    unsigned long *this_FRDA, mask;

    //check if data of MB is available
    this_FRDA = (&FRDA1) + ((mbnr >> 5) & 0x03);
    mask = 1 << (mbnr & 0x1f);
    if ((*this_FRDA & mask) == 0) return NULL;

    //get pointer from output table and replace it by free location
    this_blk = flex_output_table[mbnr];
    flex_output_table[mbnr] = free_blk;

    //acknowledge reception
    *this_FRDA = mask;      /* clear by writing a "1" */

    //done
    return this_blk;
}
```

(c) Data section pointer method

A third option is to modify the data section pointer in the output data structure and to release the output data structure by clearing the related data enable flag. The changed data section pointer should refer to a free memory area. The application should use the old data section for further processing by forwarding the data section pointer.

The C-code below is an example showing how output data structures could be handled in SW.

```
// Get one data section block (FlexRay Rx or user transfer)
// The returned data section block is replaced by a free data section
// area
// Return the block or NULL if the buffer has no valid data (DA = "0")
t_ds_block *flex_get_datasection_block(unsigned mbnr, t_ds_block
*free_blk)
{
    t_os_block *this_blk;
    unsigned long *this_FRDA, mask;
    unsigned long this_os_ptr;

    //check if data of MB is available
    this_FRDA = (&FRDA1) + ((mbnr >> 5) & 0x03);
    mask = 1 << (mbnr & 0x1f);
    if ((*this_FRDA & mask) == 0) return NULL;

    //get base address from output table
    this_os_ptr = (unsigned long)flex_output_table[mbnr];

    //get pointer from output data section and replace it by free
location
    this_blk = (t_os_block*)(this_os_ptr + 20);
    (t_os_block*)(this_os_ptr + 20) = free_blk;

    //acknowledge reception
    *this_FRDA = mask; /* clear by writing a "1" */

    //done
    return this_blk;
}
```


(6) Transfer function of FIFO message buffers

To use this buffer transfer function, the output transfer has to be activated (see **Section 17.3.16.2 (1), Activation and deactivation**). The activation process requires the setup of the FIFO pointer table (see **Section 17.3.16.2 (4), FIFO output pointer table**) in order to specify a location in the local RAM/global RAM reserved for the storage of the required output data structures.

A FIFO data transfer is initiated when a valid FlexRay data frame has been stored in the FlexRay internal FIFO.

After transfers from the internal FIFO to the output data structure, the FIFO interrupt status flag (FLXA0FROTS.FIS) and FLXA0FROTS.FDA are set to '1'. The bit FLXA0FROTS.FIS can be used as an interrupt source. The bit FLXA0FROTS.FDA indicates that the FIFO is not empty.

Up to FLXA0FROTS.FTM output structures configured in the register can be queued.

The transfer to the extended FIFO buffer structure is controlled by index pointers. This put index is controlled by the FIFO transfer handler and is incremented after transferring a message to the output data structure. The FIFO reception handler also maintains a get index which is flagged in FLXA0FROTS.FGIDX. The value of this get index is known by the application by either reading the status or maintaining a software variable. The get index (initially set to the zero) is incremented by one when the application releases the oldest entry of the FIFO queue by writing '1' to FLXA0FROTS.FDA. By comparing the put index and the get index, the FIFO handler acquires the current fill level of the queued buffer structure.

The current FIFO fill level is set in FLXA0FROTS.FFL. When FLXA0FROTS.FDA is '1', there is at least one entry in the FIFO queue.

In case the queued buffer structure in the local RAM/global RAM is full (FLXA0FROTS.FFL = FLXA0FROTC.FTM + 1), no further transfers are initialized, new messages remain in the FlexRay internal FIFO and the FIFO transfer warning interrupt status flag (FLXA0FROTS.FWIS) is set to '1'.

In case the FlexRay internal FIFO structure becomes full, messages in the FlexRay internal FIFO structure will be overwritten. The related status flags and configuration registers of the FlexRay core module are used to generate desired warning notifications.

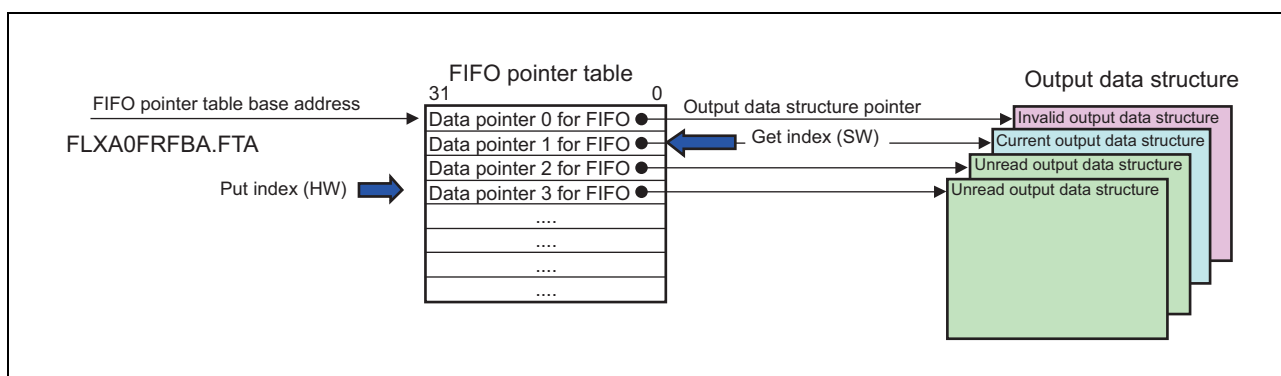


Figure 17.30 FIFO Pointer Table

The following code illustrates a good example of handling the extended FIFO. The function `flex_get_fifo_block()` assumes that there is a global variable `flex_fifo_gidx` which is initialized to zero when the output transfer is enabled. Using this variable, a read access to `FLXA0FROTS.FGIDX` becomes redundant. The constant `FLEX_FIFO_MAX` is used to configure `FLXA0FROTC.FTM`. When getting an output structure from the FIFO queue for further processing, its pointer is replaced by an empty output data structure given as parameter.

```
// Get one output structure block from the FlexRay Rx FIFO
// The returned block is replaced by a free output structure
// Return the block or NULL if FIFO is empty
t_os_block *flex_get_fifo_block(t_os_block *free_blk)
{
    t_os_block_ptr this_blk;

    //check if data in FIFO is available
    if (FROTS.FDA == 0) return NULL;

    //get pointer from FIFO table and replace it by free location
    this_blk = flex_fifo_table[flex_fifo_gidx];
    flex_fifo_table[flex_fifo_gidx] = free_blk;

    //increment SW get index
    if (++flex_fifo_gidx == FLEX_FIFO_MAX) flex_fifo_gidx = 0;

    //acknowledge FIFO reception
    FROTS.FDA = 1;      /* clear by writing a "1" */

    //done
    return this_blk;
}
```

(7) Transfer function of user output transfer requests

To use this transfer function, the output transfer has to be activated (see **Section 17.3.16.2 (1), Activation and deactivation**). The activation process requires to set up the output pointer table (see **Section 17.3.16.2 (3), Output pointer table**) in order to specify the location in the local RAM/global RAM reserved for the transfer of the data (output data structures).

The application can, by using FLXA0FRUOR.UMBNR, request a transfer of dedicated message buffer to an output data structure. Except in CONFIG state, message buffers which are part of the FlexRay internal FIFO cannot be requested.

The header section is always transferred to the output data structure. The transfer of the data section can be enabled by setting FLXA0FRUOR.URDS to '1'. The selected message buffer content is stored in the output data structure location determined by the pointers in the output pointer table.

The data available status and transfer blocking by the DA bits in the FLXA0FRDAi register is also used for the user requested transfers. Therefore, the DA bit in the FLXA0FRDAi register related to the requested buffer number (FLXA0FRUOR.UMBNR) needs to be released before making the transfer request.

After writing to FLXA0FRUOR.UMBNR, the bit FLXA0FROTS.UORP is set to '1' to indicate that there is a pending user transfer request. When the transfer has been processed the bit FLXA0FROTS.UORP is set to '0', the bit FLXA0FROTS.OTIS is set to '1' and the DA bit in the FLXA0FRDAi register related to the requested buffer number (FLXA0FRUOR.UMBNR) is set to '1'.

User output transfer requests cannot be queued. The application needs to check the bit FLXA0FROTS.UORP before writing to FLXA0FRUOR.UMBNR.

User output transfer requests cannot be made for message buffers which are pending in the input transfer queue.

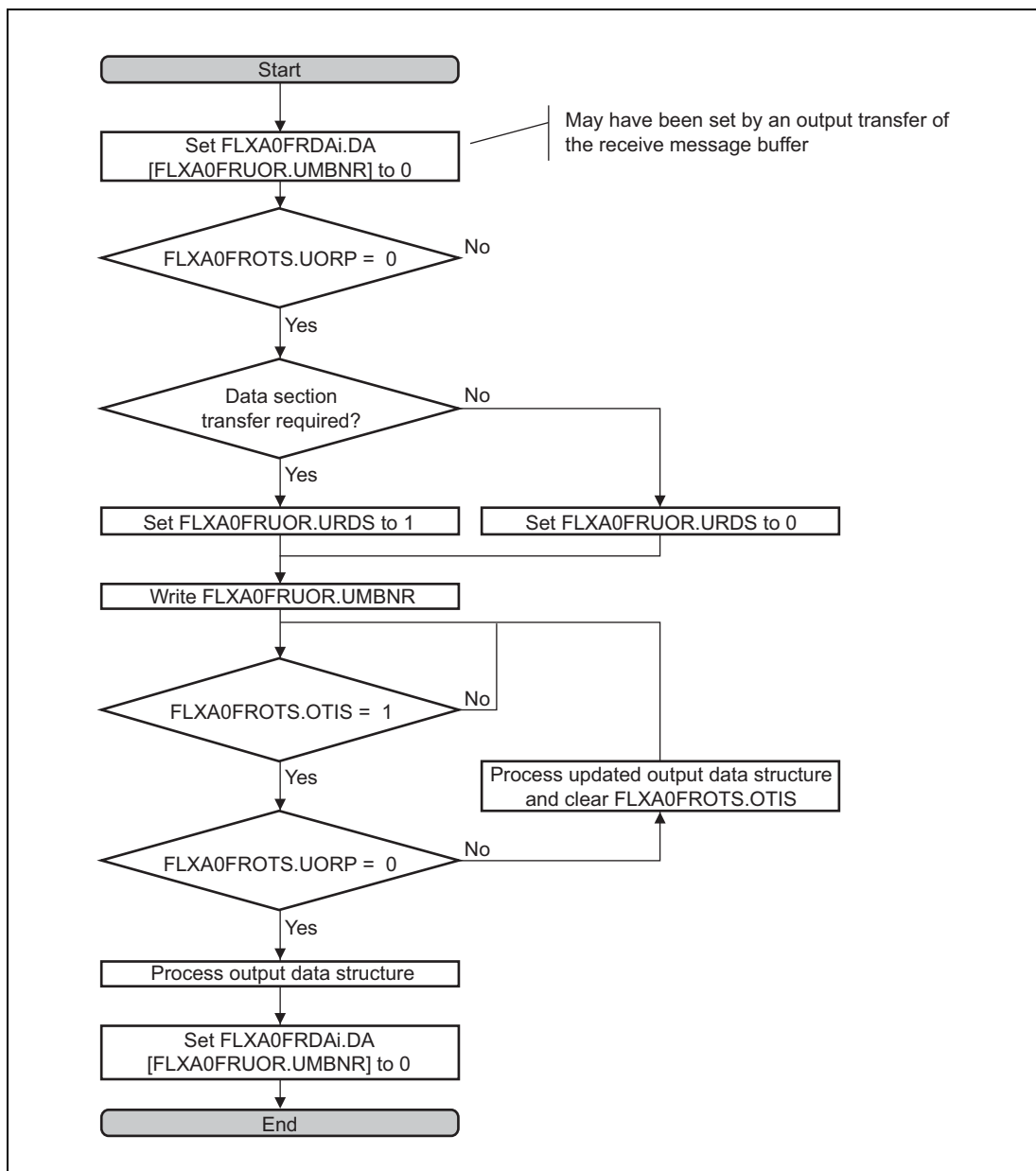


Figure 17.31 User Output Transfer Request Flow

Note that it may be possible that the data structure addressed by a user request is being updated due to a receive message buffer update (which causes the bit DA in the FLXA0FRDAi register being set). This DA flag setting inhibits the user output transfer request. Therefore, polling FLXA0FROTS.UORP is not a secure method to identify when the transfer of a requested message buffer has been completed. The bits FLXA0FROTS.OTIS or the DA bit in the FLXA0FRDAi register can be used instead. The exact flow depends on the software architecture.

17.3.16.3 Data Structure Transfer Scheduling

Cyclically the different types of transfer requests are checked. In order to guarantee a certain transfer time, the different types of transfers have different priorities.

Use requested input transfers that have highest priority followed by the transfer of data structures to be transmitted into the active input transfer queue. No new output transfer will be started as long as there is a pending input transfer request.

The three output transfer request types are checked in a specific order:

(1) All dedicated message buffers in ascending order

When FLXA0FROTC.OTCS is set to '0', set flags in the FLXA0FRNDATn register are causing a transfer of the message buffer to the output data structure if the destination area is free (DA bit in the FLXA0FRDAi register is '0').

When FLXA0FROTC.OTCS is set to '1', set flags in the FLXA0FRNDATn register or set flags in the FLXA0FRMBSCn register are causing a transfer of the message buffer to the output data structure if the destination area is free (DA bit in the FLXA0FRDAi register is '0').

(2) FlexRay internal FIFO

When the FlexRay internal FIFO is not empty and there is a free destination area, one FIFO message is transferred into the output data structure addressed by the FIFO pointer table.

(3) User output request

If there is a pending user output transfer request, one message buffer is transferred into the corresponding output data structure.

The check sequence is suspended when an input transfer is generated.

17.3.16.4 Behavior in Case of Data Transfer Access Error

The memory areas accessed by the data transfer function may be protected by a memory protection unit (MPU). When the MPU flags an access to a protected address caused by an input or output transfer, an access error event is generated and the related bit in the FLXA0FRAES register is set.

The ongoing transfer is immediately terminated but completed transfers are processed and may generate further access errors. Any following access errors are only flagged in FLXA0FRAES.MAE. The other status flags are not updated.

(1) Access error during input transfer

When an access error occurs during an input transfer:

- The ongoing transfer is immediately terminated. The FlexRay internal message RAM will not be updated
- The address, the FlexRay module intended to access to, is written in the FLXA0FRAEA register
- FLXA0FRAES.IAE is set to '1'
- The input pointer table index is flagged in FLXA0FRAES.EIDX
- In case of a normal input transfer the transfer related DA bit in the FLXA0FRDAi register is set to '0'
- In case of a user input transfer request FLXA0FRITS.UIRP is set to '0'

With the given status information, the application is able to identify and correct the faulty data structure.

In addition the application needs to clear the input access error flag (FLXA0FRAES.IAE).

(2) Access error during output transfer

When an access error occurs during an output transfer:

- The ongoing transfer is immediately terminated but the update of the data structure may be started.
- The address, the FlexRay module intended to access to, is written in the FLXA0FRAEA register
- FLXA0FRAES.OAE is set to '1'
- The output pointer table index is flagged in FLXA0FRAES.EIDX
- In case of a normal output transfer, the related DA flag in the FLXA0FRDAi register remains '0' and no output transfer interrupt is generated
- In case of a user output transfer request, FLXA0FROTS.UORP is set to '0'

With the given status information, the application is able to identify and correct the faulty data structure. The data structure in the local RAM/global RAM cannot be treated as valid.

In addition the application needs to clear the output access error flag (FLXA0FRAES.OAE).

The FlexRay module internal transfer of the message buffer is completed before the local RAM/global RAM access error is detected. The output transfer cannot be resumed. To avoid loss of data, the application can perform a user output transfer request of this message buffer to a correct local RAM/global RAM location.

(3) Access error during FIFO transfer

When an access error occurs during an FIFO transfer:

- The ongoing transfer is immediately terminated
- The address, the FlexRay module intended to access to, is written in the FLXA0FRAEA register
- FLXA0FRAES.FAE is set to '1'
- The FIFO pointer table index is written in FLXA0FRAES.EIDX
- The FIFO index pointer is not changed and hence the FIFO status flags are unchanged

With the given status information, the application is able to identify and correct the faulty data structure.

In addition, the application needs to clear the FIFO access error flag (FLXA0FRAES.FAE).

The data in the local RAM/global RAM cannot be treated as valid and is not released to the application. The message cannot be recovered.

17.3.16.5 Behaviors in Case of RAM Read Errors

The FlexRay internal message RAM has an ECC checking mechanism. In case an uncorrectable RAM read error occurs, the application has to analyze the status in the FLXA0FRMHDS register and redo as described in **Section 17.3.16.3, Data Structure Transfer Scheduling**. The input and output transfer handler redoes also on these errors detected in the message RAM when the error is related to an active transfer.

In addition, temporary buffer RAM A and temporary buffer RAM B have an ECC checking mechanism as well.

An uncorrectable RAM read errors does not affect the data transfer functionality but have to be handled as described in **Section 17.3.13.1 (4), Message Buffer Status FLXA0FRMBS (word 3)**.

In all cases, data causing a read error is never transferred to the local RAM/global RAM. If there is no recovery available in the application, the message is lost.

(1) Read error during transfer from TBF to MBF

This internal transfer is performed for each valid FlexRay message received.

A read error can only occur when the header section in the FlexRay message RAM (see read error flags in FLXA0FRMHDS) is read. In this case, the message buffer needs to be re-configured.

For dedicated receive message buffers, the related ND flag in the FLXA0FRNDAT_i register will not be set. Consequently the affected message buffer will not be transferred to the output data structure.

For the FlexRay internal FIFO buffers, the ND flag in the FLXA0FRNDAT_i register is not set, but the FlexRay internal FIFO put index is incremented. Due to this, a transfer procedure from the FlexRay internal FIFO buffer to the output buffer is started. However, if the read error is still present in the header section, updating of the output data structure will not start (see **Section 17.3.16.5 (2), Read error during transfer from MBF to OBF**); thus the data in the local RAM/global RAM remains correct.

Note that the correction or any other reconfiguration of FIFO related to message buffers, while there are pending FIFO transfers, may result in incorrect data in the local RAM/global RAM. It is strongly recommended to deactivate the output data transfer before starting the reconfiguration and flush the FlexRay internal FIFO before reactivation of the output data transfer.

(2) Read error during transfer from MBF to OBF

This internal transfer is performed for every output data transfer (dedicated reception, FIFO, user requested).

A read error can occur in the header and data section (see read error flags in FLXA0FRMHDS). In both cases, the message gets lost. If the error is located in the header section, the message buffer needs to be re-configured. If the error is located in the data section, the error is corrected with the next data section update.

When a read error occurs during the transfer from the message RAM to the output buffer, the output data structure will not be updated and the data enable bit will not be set to '1'. The FIFO put index and the FIFO fill level are not changed also. In case of user output transfer request, FLXA0FROTS.UORP is set to '0' even if there was no update of the output data structure.

(3) Read error during transfer from IBF to MBF

This internal transfer is performed for every input data transfer.

A read error can occur only when the header section requested (the bit LHS in FLXA0FRWRHS4 is set to "0") cannot be updated due to the reading of the header section from the message RAM (see read error flags in FLXA0FRMHDS). In this case, the message buffer needs to be re-configured.

When a read error occurs during the input data transfer, the actually transferred message in the input queue is lost.

(4) Message RAM read errors

Read errors when reading the header section are flagged in the FLXA0FRMHDS register.

Depending on the buffer type and set buffer protection, the message buffer may not be reconfigured.

The input transfer function cannot be used to reconfigure a locked message buffer using the method described in **Section 17.3.13.4 (3), Temporary Unlocking of Header Section**.

Before reconfiguring a locked buffer, the user needs to disable the input transfer function and the output transfer function.

17.3.16.6 Data Transfer Timings

The transfer timing between the local RAM/global RAM and the FlexRay internal message buffers is composed of two elements. The first element is the FlexRay core internal transfer time between the interface buffer and the message RAM. The second element is the transfer time required between the local RAM/global RAM and the interface buffer.

The concept of the input- and output handler allows only one active transfer between the local RAM/global RAM and input buffer as well as only one active transfer between the input buffer and the message RAM. In case two requests are made at the same time, the input transfer task is handled at first.

Due to this concept constrains the calculation of transfer times does not consider a parallel transfer but the worst case scenario whereby an output transfer is started only after all input transfers are completed.

(1) FlexRay core internal transfer time

The number of clock cycles required for a transfer is set in FlexRay core module clock cycles (bus clock). The transfer time differs between the input and output transfer.

The time required for a transfer between the interface buffer and the FlexRay internal message RAM is given by [ERAY_ADD]

$$cycles_{req_MHD[PL]} = (numberOfConcurrentTasks) * (setupTime + (DataWords_{req[PL]} + 75))$$

Equation 3

The number of data words (32 bit) can be calculated by

$$DataWords_{req[PL]} = 4 + \text{floor}\left(\frac{PLC + 1}{2}\right)$$

Equation 4

Whereby 4 is the number of header section words (32 bit) which needs to be always accessed even if the header section is not updated.

As there can be in total three parallel tasks in the FlexRay internal message handler but the number of concurrent tasks is unknown, not only for a worst case consideration the number of concurrent tasks must be set to 3. Beside the setup time and the number of words to be transferred a message handler internal delay time of 75 bus clock cycles must be added. The maximum number of payload to be transferred is in worst case 64.

The worst case for an input transfer is different from the worst case for an output transfer.

For an input transfer the setup time required is 6 bus clock cycles and therefore

$$cycles_{req_MHD_input[64]} = 3 * (6 + 68 + 75) = 447$$

Equation 5 Message handler internal input transfer time (longest case)

For an output transfer the setup time required is 2 bus clock cycles and therefore

$$cycles_{req_MHD_output[64]} = 3 * (2 + 68 + 75) = 435$$

Equation 6 message handler internal output transfer time (longest case)

(2) System bus transfer time

The number of bus clock cycles required for a transfer is written in bus clock cycles and is identical for all kind of transfers between the local RAM/global RAM and the FlexRay module.

The time required by the transfer handler for a transfer between the local RAM/global RAM and the FlexRay interface buffer is given by

$$cycles_{req_SB[PL]} = throughput * (systemTime + DataWords_{req[PL]}) + setupTime$$

Equation 7 General system bus transfer time formula

The number of payload words (32 bit) can be calculated by using Equation 4.

The throughput depends on the utilization of the system bus and depends on the application. However, the data transfer handler has the highest priority for accessing the local RAM/global RAM and the data throughput factor can be assumed as XXXX even in worst case scenarios. The system time (read of the data pointer from local RAM/global RAM) can be set to 1 in all cases. The transfer setup time can be set to 3 in all cases.

Therefore, the system bus transfer time (given in bus clock cycles) is given by

$$cycles_{req_SB[64]} = throughput * (2 + 68) + 3 = XXXX * (2 + 68) + 3$$

Equation 8 System bus transfer time (longest case)

In addition to the system bus transfer time, a FlexRay module internal processing time needs to be taken into account. The number of clock cycles required for the internal processing time required is given in FlexRay core module clock cycles (bus clock) and is different between input transfers and output transfers but can be treated as constants.

$$cycles_{req_THD_input} = 2 + 4 = 6$$

Equation 9

Whereby 2 cycles are required to initiate the FlexRay module internal transfer from the input buffer to the message RAM. In addition 4 internal processing cycles are required.

$$cycles_{req_THD_output} = 3 + 4 = 7$$

Equation 10

Whereby 3 cycles are required to initiate the FlexRay module internal transfer from the input buffer to the message RAM. In addition 4 internal processing cycles are required.

(3) Summary required input transfer time

The worst case time (as a function of the transferred payload) required to transfer data between the local RAM/global RAM to the FlexRay internal message buffer can be calculated by

$$t_input_{[PL]} = t_chi * (cycles_{req_THD_input} + cycles_{req_MHD_input[PL]}) + t_sys * (cycles_{req_SB[PL]})$$

$$t_input_{[PL]} = t_chi * (6 + 3 * [8 + DataWords_{[PL]}]) + t_sys * (throughput * [2 + DataWords_{[PL]}] + 3)$$

Equation 11 input transfer time

With

$$t_sys = (f(sysclk))^{-1}$$

and

$$t_chi = (f(clkp2_flx))^{-1}$$

(4) Summary required output transfer time

The worst case time (as a function of the transferred payload) required to transfer data from the FlexRay internal message buffer to the local RAM/global RAM can be calculated by

$$t_output_{[PL]} = t_chi * (cycles_{req_THD_output} + cycles_{req_MHD_output_{[PL]}}) + t_sys * (cycles_{req_SB_{[PL]}})$$

$$t_output_{[PL]} = t_chi * (7 + 3 * [77 + DataWords_{[PL]}]) + t_sys * (throughput * [2 + DataWords_{[PL]}] + 3)$$

Equation 12 Output transfer time

With

$$t_sys = (f(sysclk))^{-1}$$

and

$$t_chi = (f(clkp2_flx))^{-1}$$

17.3.17 Byte Alignment

The alignment of the bytes received by the FlexRay protocol and the alignment of the bytes required by the application may be different. The FlexRay module provides with FLXA0FROC.BEC a byte alignment function to support different byte ordering styles.

Figure 17.32 shows the payload byte alignment in a FlexRay frame.

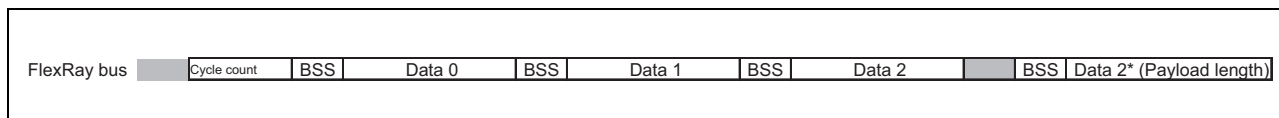


Figure 17.32 Byte Alignment on the FlexRay Bus

17.3.17.1 Little Endian Alignment

When FLXA0FROC.BEC is '0', the byte alignment is set to Little Endian.

(1) FLXA0FRNMVn (n = 1 to 3)

The byte alignment of the NMV bytes is as below.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FLXA0FRNMV1				Data 3								Data 2								Data 1								Data 0				
FLXA0FRNMV2				Data 7								Data 6								Data 5								Data 4				
FLXA0FRNMV3				Data 11								Data 10								Data 9								Data 8				

(2) FLXA0FRWRDSn (n = 1 to 64)

The byte alignment for the message payload in the FlexRay input buffer and the input data structure is as below.

$$\text{FLXA0FRWRDSn.MD}[7:0] = \text{Data}_{4n-4}$$

$$\text{FLXA0FRWRDSn.MD}[15:8] = \text{Data}_{4n-3}$$

$$\text{FLXA0FRWRDSn.MD}[23:16] = \text{Data}_{4n-2}$$

$$\text{FLXA0FRWRDSn.MD}[31:24] = \text{Data}_{4n-1}$$

Transmission order on the FlexRay bus is FLXA0FRWRDSn.MD[7:0], FLXA0FRWRDSn.MD [15:8], FLXA0FRWRDSn.MD [23:16], FLXA0FRWRDSn.MD [31:24] with the most significant bit (MSB) transmitted first.

(3) FLXA0FRRDDSn (n = 1 to 64)

The byte alignment for the message payload in the FlexRay output buffer and the output data structure is as below.

$$\text{FLXA0FRRDDSn.MD}[7:0] = \text{Data}_{4n-4}$$

$$\text{FLXA0FRRDDSn.MD}[15:8] = \text{Data}_{4n-3}$$

$$\text{FLXA0FRRDDSn.MD}[23:16] = \text{Data}_{4n-2}$$

$$\text{FLXA0FRRDDSn.MD}[31:24] = \text{Data}_{4n-1}$$

Transmission order on the FlexRay bus is FLXA0FRRDDSn.MD[7:0], FLXA0FRRDDSn.MD[15:8], FLXA0FRRDDSn.MD[23:16], FLXA0FRRDDSn.MD[31:24] with the most significant bit (MSB) transmitted first.

17.3.17.2 Big Endian Alignment

When FLXA0FROC.BEC is '1', the byte alignment is set to Big Endian.

(1) FLXA0FRNMVn (n = 1 to 3)

The byte alignment of the NMV bytes is as below.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
FLXAnF RNMV1	Data 0				Data 1				Data 2				Data 3																			
FLXAnF RNMV2	Data 4				Data 5				Data 6				Data 7																			
FLXAnF RNMV3	Data 8				Data 9				Data 10				Data 11																			

(2) FLXA0FRWRDSn (n = 1 to 64)

The byte alignment for the message payload in the FlexRay input buffer and the input data structure is as below.

$$\text{FLXA0FRWRDSn.MD}[7:0] = \text{Data}_{4n-1}$$

$$\text{FLXA0FRWRDSn.MD}[15:8] = \text{Data}_{4n-2}$$

$$\text{FLXA0FRWRDSn.MD}[23:16] = \text{Data}_{4n-3}$$

$$\text{FLXA0FRWRDSn.MD}[31:24] = \text{Data}_{4n-4}$$

Transmission order on the FlexRay bus is FLXA0FRWRDSn.MD[31:24], FLXA0FRWRDSn.MD[23:16], FLXA0FRWRDSn.MD[15:8], and FLXA0FRWRDSn.MD[7:0] with the most significant bit (MSB) transmitted first.

(3) FLXA0FRWRDSn (n = 1 to 64)

The byte alignment for the message payload in the FlexRay output buffer and the output data structure is as below.

FLXA0FRWRDSn.MD[7:0] = Data_{4n-1}

FLXA0FRWRDSn.MD[15:8] = Data_{4n-2}

FLXA0FRWRDSn.MD[23:16] = Data_{4n-3}

FLXA0FRWRDSn.MD[31:24] = Data_{4n-4}

Transmission order on the FlexRay bus is FLXA0FRWRDSn.MD[7:0], FLXA0FRWRDSn.MD [15:8], FLXA0FRWRDSn.MD [23:16], FLXA0FRWRDSn.MD [31:24] with the most significant bit (MSB) transmitted first.

Section 18 Renesas High-Speed Bus (RHSB)

18.1 Overview

18.1.1 Features of RHSB

Channels: This microcontroller has the following number of channels of the Renesas high-speed bus (RHSB).

Table 18.1 Channels of RHSB

RHSB	
Number of channels	2
Name	RHSB0, RHSB1

Chip select index: The Renesas high-speed bus has up to 2 chip select signals. Throughout this section, the individual chip select signals are identified by the index “x”, thus a given chip select signal is denoted as RHSBjCSDx (j = 0, 1).

The number of chip select signals for each channel of RHSBj is given in the following table.

Table 18.2 RHSB Chip Select Index

RHSB Channel	Number of Chip Select Signals
RHSB0	RHSB0CSDx (x = 0, 1)
RHSB1	RHSB1CSDx (x = 0, 1)

Upstream serial input index: The Renesas high-speed bus has up to 2 upstream serial input signals. Throughout this section, the individual upstream serial input signals are identified by the index “x”, thus a upstream serial input signal is denoted as RHSBjSIx (j = 0, 1).

The number of upstream serial input signals for each channel of RHSBj is given in the following table.

Table 18.3 RHSB Upstream Serial Input Index

RHSB Channel	Number of Upstream Serial Input Signals
RHSB0	RHSB0SIx (x = 0, 1)
RHSB1	RHSB1SIx (x = 0, 1)

18.1.2 Module Overview

This section describes the features of this Renesas high-speed bus (RHSB). The RHSB is designed to be used as a master node for up to 4 Microsecond Bus Channels. It is designed to be compliant to MSC 1.0 (BOSCH/Infineon, July 2003) specification and to MSC 1.0.0 (IPextreme, July 27, 2007).

18.1.2.1 Downstream Channel Communication Functions

Downstream communication

- Synchronous serial transmission
- Clock phase is selectable and clock activity is configurable during passive phases
- Configurable repetition period is independent from data frame length (1 to 512_D bits (data bit))
- Configurable downstream bit rate to be $f_{DW} = f_{PE}/x$ with $x = (2, 4, 5, 8, 16, 32, 64, 128, 256)$. f_{PE} is typically 80 MHz.
- Indication of the status of ongoing downstream transmission, for evaluation purpose

Up to 2 slaves are supported with this individual configuration

- Active level of the chip select and data bits
- Selection bit for data frame present/not present
- Length of assertion time (0 to 7_D bits) and of de-assertion time (0 to 7_D bits)

Downstream data frame

- Each data frame (1 to 64 bits) is composed by 1 to 4 DFTEs with individual length
- The user can define for each bit of a DFTE an individual source (e.g. timer input, data register)
- The frame passive phase after each data frame is configurable from 1 to 64 bits
- Three transmission modes to schedule data transmission

Downstream command frame

- Command frame transmission with/without request of remote data
- Dedicated register is available defining 1 to 32 bits for command frame transmission
- Three different methods to insert command frames into the data frame schedule

Emergency function

- Handling of emergency condition can be enabled/disabled
- Emergency condition is identified by an input pin of the MCU with programmable active level
- Emergency input is selectable between level or edge sensitive
- After transmission of an emergency frame data transmission can be stopped automatically
- Emergency data transmission DFTE bits are individually programmable through a dedicated register

18.1.2.2 Upstream Channel Communication Functions

Upstream communication

- Asynchronous serial reception
- Automatic selection of slave configuration when applying a command frame with data request
- Timeout detection can be activated to monitor slave response on a command frame with data request
- Status indication of ongoing upstream reception transmission, for evaluation purpose

Up to 2 slaves are supported for upstream communication with individual configuration

- Active level of data line
- Frame with 8 or 12 data bits, even or odd parity bit, and 2 or 3 stop bits
- Upstream bit rate derived from downstream bit rate ($f_{UP} = f_{DW}/2^x$ with $x = 3$ to 9 ; results in /8 to /512)

Upstream status of up to 2 slaves

- Valid data received
- Data lost (overrun of data register)
- Timeout error
- Receive error (parity bit error or stop bit error)

18.1.2.3 Interrupts

The RHSB module has 9 sources for interrupt requests. 5 interrupts are downstream related, 4 interrupts are upstream related. These requests are grouped to 5 physical interrupt request lines.

There is an individual interrupt enable bit and an individual interrupt status bit for each interrupt source.

18.1.2.4 DMA Support

The RHSB module supports an update of the downstream data registers by downstream data DMA transfer. The 'Data frame transmission started' interrupt is used to trigger this transfer.

The RHSB module supports an update of the downstream command data registers by downstream command DMA transfer. Command frame transmission done' interrupt is used to trigger this transfer.

The RHSB module supports an automatic transfer of valid received data by upstream DMA. The 'Receive Data' interrupt is used to trigger this transfer.

18.1.2.5 Other Features

The RHSB module supports a test mode for key-on test. In this test mode a simple check of the data path is possible by loop back of downstream transmission to the upstream reception.

18.1.2.6 Caution

This product supports only the driving ability with the setting of high as the output buffer characteristics of pins (driving ability) for chip select signal of the RHSB. For setting of output buffer characteristics, see **Table 2.25, PUCn Register Contents**.

18.1.3 Block Diagram

Figure 18.1 shows a top level block diagram of the RHSB module.

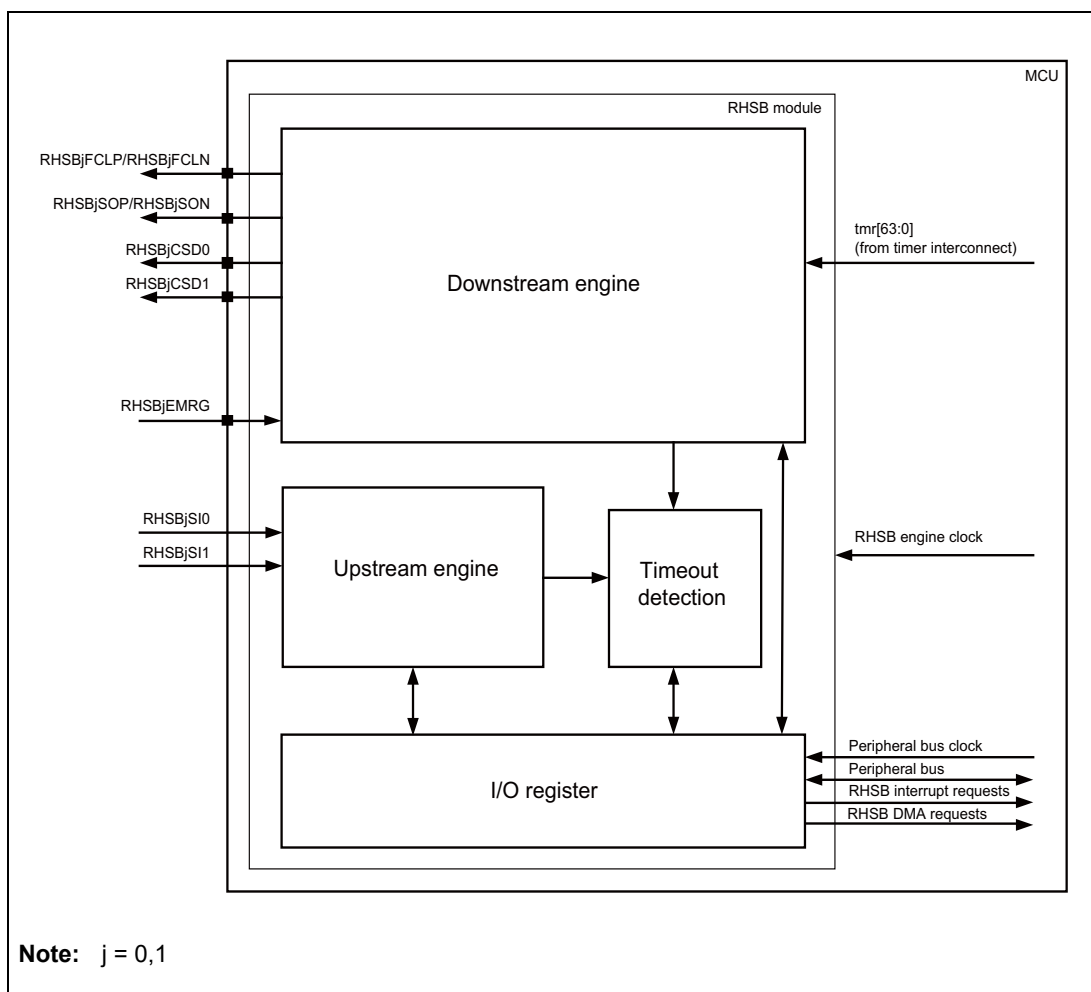


Figure 18.1 Top Level Block Diagram

The tmr[63:0] bits of the timer correspond to the ATU-IV and APA selected by the XBAR. For details of the XBAR, see **Section 18.7, Cross Bar (XBAR)**.

18.2 Register Descriptions

This section describes in detail the I/O registers of the RHSB module.

In case of a concurrent update of the same register bit, RHSB module write (hardware write) has higher priority than CPU write (software write).

18.2.1 I/O Registers Overview

The RHSB address range starts from $\langle \text{RHSBj_base} \rangle + 00_{\text{H}}$ and ends at $\langle \text{RHSBj_base} \rangle + 7\text{F}_{\text{H}}$.

The base address $\langle \text{RHSBj_base} \rangle$ is shown in **Table 18.4**.

The register map of a RHSB module is shown in **Table 18.5**.

Table 18.4 Base Address $\langle \text{RHSBj_base} \rangle$

RHSBj	RHSBj_base
RHSB0	FFEE 0000 _H
RHSB1	FFEE 1000 _H

The RHSB module remains in reset while RHSBjGC.RHSBjOPS is RESET.

The values shown in **Table 18.5** and in the I/O registers description under ‘Values after Reset’ are related to this reset state.

For further information about the RHSB operation modes please refer to **Section 18.3, Operation States**.

The module specific base address of a RHSB module needs to be added to each of the specified offset addresses.

Table 18.5 I/O Registers Address Map (1/2)

Register Name	Symbol *1	Value after Reset	Address	Access Size
Global configuration register	RHSBjGC	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 00_{\text{H}}$	32, 16, 8
Module status register	RHSBjMSR	0001 0000 _H	$\langle \text{RHSBj_base} \rangle + 08_{\text{H}}$	32, 16, 8
Downstream configuration register	RHSBjDCR	0011 FF00 _H	$\langle \text{RHSBj_base} \rangle + 10_{\text{H}}$	32, 16
Data element configuration register	RHSBjDEC	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 14_{\text{H}}$	32, 16, 8
Slave device configuration register i (i = 0)	RHSBjSDCi	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 18_{\text{H}} + 4*i$	32, 16
Data element bit assignment register m (m = 0 to 3)	RHSBjDEBAm	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 20_{\text{H}} + 4*m$	32, 16
Emergency bit enable register i (i = 0, 1)	RHSBjEBEi	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 30_{\text{H}} + 4*i$	32, 16
Downstream transmission control register	RHSBjDTC	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 38_{\text{H}}$	32, 16, 8
Downstream command data register	RHSBjDCD	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 3\text{C}_{\text{H}}$	32, 16
Downstream data register i (i = 0, 1)	RHSBjDDRi	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 40_{\text{H}} + 4*i$	32, 16
Downstream emergency data register i (i = 0, 1)	RHSBjDEDi	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 48_{\text{H}} + 4*i$	32, 16
Upstream configuration register	RHSBjUCR	0000 1800 _H	$\langle \text{RHSBj_base} \rangle + 50_{\text{H}}$	32, 16, 8
Upstream channel configuration register	RHSBjUCC	0F0F 0F0F _H	$\langle \text{RHSBj_base} \rangle + 54_{\text{H}}$	32, 16, 8
Upstream channel selection register	RHSBjUCS	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 58_{\text{H}}$	32, 16, 8
Upstream data read register	RHSBjUDR	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 5\text{C}_{\text{H}}$	32, 16, 8
Upstream data register i (i = 0, 1)	RHSBjUDI	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 60_{\text{H}} + 4*i$	32, 16, 8
Upstream status summary register	RHSBjUSS	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 70_{\text{H}}$	32, 16, 8
Interrupt control register	RHSBjIC	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 74_{\text{H}}$	32, 16, 8
Interrupt status register	RHSBjIS	0000 0000 _H	$\langle \text{RHSBj_base} \rangle + 78_{\text{H}}$	32, 16, 8

Table 18.5 I/O Registers Address Map (2/2)

Register Name	Symbol *1	Value after Reset	Address	Access Size
Downstream configuration register for period 1	RHSBjDCR1	0000 0000 _H	<RHSBj_base> + 7C _H	32, 16, 8

Note 1. j = 0, 1

The access size mentioned in **Table 18.5** is obligatory for write accesses. In addition all registers are readable by 8, 16 and 32 bit access.

The user should not access the registers marked as reserved in **Table 18.5**.

The user should not write bits to a value specified as 'invalid' in the I/O registers description.

18.2.2 Legend

This section explains the module state dependent abbreviations used for the I/O registers description in **Section 18.2.3, Description of the Registers in the Common Controller** to **Section 18.2.6, Interrupt Registers**.

Conditions:

- R/W: Bit is readable and writable
- R: Read-only bit; the user cannot write to this bit

Indexes used for register and register bit names

- i: Universal index
- m: Index related to DFTE m
- n: Index related to slave n

Reserved bits:

- Always read as 0
- Writing to these bits has no effect (hardware protection)

18.2.3 Description of the Registers in the Common Controller

18.2.3.1 RHSBjGC — Global Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 00_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	RHSBj DCDE	RHSBj DDE	RHSBj UDE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RHSBjOPS[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 18.6 RHSBjGC Register Contents

Bit Position	Bit Name	Function
31 to 19	—	Reserved These bits are always read as 0. The write value should be always 0.
18	RHSBjDCDE	Downstream Command DMA Request Enable 0 _B : Downstream command DMA request is disabled. 1 _B : Downstream command DMA request is enabled.
17	RHSBjDDE	Downstream Data DMA Request Enable 0 _B : Downstream data DMA request is disabled. 1 _B : Downstream data DMA request is enabled.
16	RHSBjUDE	Upstream DMA Request Enable 0 _B : Upstream DMA request is disabled. 1 _B : Upstream DMA request is enabled.
15 to 2	—	Reserved These bits are always read as 0. The write value should be always 0.
1, 0	RHSBjOPS[1:0]	Operation Status 00 _B : RESET state 01 _B : CONFIG state 10 _B : ACTIVE state 11 _B : TEST state

(1) RHSBjGC.RHSBjDCDE — Downstream Command DMA Request Enable

The user should not set this bit to 1_B when RHSBjIS.RHSBjCTF is used as interrupt source (RHSBjIC.RHSBjCTIE is 1_B).

This bit defines if the downstream command data register (RHSBjDCD) and downstream transmission control register (RHSBjDTC) are updated by downstream DMA transfer and command data are transferred to slaves when RHSBjIS.RHSBjCTF is 1_B .

For details about downstream command DMA refer to **Section 18.6.2, DMA Usage for Downstream Command Transmission**.

(2) RHSBjGC.RHSBjDDE — Downstream Data DMA Enable

The user should not set this bit to 1_B when RHSBjIS.RHSBjDTSF is used as interrupt source (RHSBjIC.RHSBjDTSIE is 1_B).

This bit defines if the downstream data registers (RHSBjDDRi) are updated by downstream DMA transfer when RHSBjIS.RHSBjDTSF is 1_B .

For details about downstream data DMA refer to **Section 18.6.1, DMA Usage for Downstream Data Transmission**.

(3) RHSBjGC.RHSBjUDE — Upstream DMA Enable

The user should not set this bit to 1_B when RHSBjIS.RHSBjDRF is used as interrupt source (RHSBjIC.RHSBjDRIE is 1_B).

This bit defines if the upstream data register (RHSBjUDR) is transferred by upstream DMA when RHSBjIS.RHSBjDRF is 1_B .

For details about upstream DMA refer to **Section 18.6.3, DMA Usage for Upstream Data Reception**.

(4) RHSBjGC.RHSBjOPS — Operation Status

The user cannot write 11_B (TEST) to these bits while RHSBjGC.RHSBjOPS is 00_B or 10_B .

The user cannot write 10_B (ACTIVE) to these bits while RHSBjGC.RHSBjOPS is 00_B or 11_B .

These bits define the current operation state of the RHSB module.

Refer to **Section 18.3, Operation States**.

18.2.3.2 RHSBjMSR — Module Status Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 08_H

Value after reset: 0001 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	RHSBjDFA[2:0]			—	—	—	—	—	—	—	RHSBj TPS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RHSBj UFA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 18.7 RHSBjMSR Register Contents

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. The write value should be always 0
26 to 24	RHSBjDFA[2:0]	Downstream Frame Activity 000 _B : Inter-frame passive or disabled 001 _B : Passive phase of data frame 010 _B : Active phase of command frame 011 _B : Passive phase of command frame 100 _B : Active phase of data frame (DFTE0) 101 _B : Active phase of data frame (DFTE1) 110 _B : Active phase of data frame (DFTE2) 111 _B : Active phase of data frame (DFTE3)
23 to 17	—	Reserved These bits are always read as 0. The write value should be always 0
16	RHSBjTPS	Transmission Period Status 0 _B : Period 0 1 _B : Period 1
15 to 1	—	Reserved These bits are always read as 0. The write value should be always 0
0	RHSBjUFA	Upstream Frame Activity 0 _B : Upstream is idle 1 _B : Upstream frame decoding is ongoing

(1) Downstream Frame Activity (RHSBjMSR.RHSBjDFA)

These bits indicate details of the downstream frame transmission. These bits are only valid when the downstream communication rate is equal to or falls below 5 megabits per second.

DTFE being transferred is flagged for the active phase of a data frame. A flag is placed in the slave select bit (assert phase or deassert phase) as a part of related DFTE.

[Changing conditions]

These bits are updated when the downstream communication phase changes.

These bits are updated when the number of DFTE used for transmission changes.

These bits are set to 000_B when entering CONFIG state.

(2) Transmission Period Status (the RHSBjTPS bit in RHSBjMSR)

This bit is only valid in multi-period repetition mode.

This bit counts and specifies the transmission period.

This bit starts to operate from 0_B when a transmission starts.

[Changing condition]

When multi-period repetition mode is selected, this bit is updated at the timing of time tick.

[Setting conditions]

When a user writes 1_B to the RHSBjDTE bit in RHSBjDTC, reading the value of this bit returns 1_B.

When the emergency function enable bit (the RHSBjEE bit in RHSBjDCR) is set to 11_B, reading the value of this bit returns 1_B.

When entering the CONFIG state, reading the value of this bit returns 1_B.

(3) Upstream Frame Activity (RHSBjMSR.RHSBjUFA)

This bit represents that the upstream decoder has detected a start bit and a frame is currently decoded.

[Clearing condition]

This bit is set to 0_B when the upstream decoder leaves RX-Active state.

[Setting condition]

This bit is set to 1_B when the upstream decoder enters RX-Active state.

18.2.4 Downstream (Tx) Registers

18.2.4.1 RHSBjDCR — Downstream Configuration Register

Access: This register can be read/written in 16- or 32-bit units.

Address: <RHSBj_base> + 10_H

Value after reset: 0011 FF00_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjSLS[1:0]		RHSBjDFP[5:0]					RHSBjDBR[3:0]			RHSBjCIM[1:0]		RHSBjCTD	RHSBjREP[8]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RHSBjREP[7:0]							RHSBjCLP	RHSBjCAC	RHSBjEE[1:0]		RHSBjEIM	RHSBjEIP	RHSBjDMS[1:0]		
Value after reset	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.8 RHSBjDCR Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	RHSBjSLS[1:0]	Sequence Length Setting 00 _B : 1 DFTE (DFTE0) 01 _B : 2 DFTEs (DFTE0, DFTE1) 10 _B : 3 DFTEs (DFTE0 to DFTE2) 11 _B : 4 DFTEs (DFTE0 to DFTE3)
29 to 24	RHSBjDFP[5:0]	Data Frame Passive Length Length of the data frame passive phase
23 to 20	RHSBjDBR[3:0]	Downstream Bit Rate 0 _D : Invalid 1 _D : $f_{DW} = f_{PE}/2$ 2 _D : Invalid 3 _D : $f_{DW} = f_{PE}/4$ 4 _D : $f_{DW} = f_{PE}/5$ 5 _D : Invalid 6 _D : Invalid 7 _D : $f_{DW} = f_{PE}/8$ 8 _D : $f_{DW} = f_{PE}/16$ 9 _D : $f_{DW} = f_{PE}/32$ 10 _D : $f_{DW} = f_{PE}/64$ 11 _D : $f_{DW} = f_{PE}/128$ Others: $f_{DW} = f_{PE}/256$
19, 18	RHSBjCIM[1:0]	Command Frame Insertion Method 00 _B : Time-slot method 01 _B : Immediate method 10 _B : Best-effort method 11 _B : Invalid
17	RHSBjCTD	Command Frame Transmission Delay 0 _B : No restriction 1 _B : Transmission of consecutive command frames prevented
16 to 8	RHSBjREP[8:0]	Repetition Period Length Length of the data frame repetition period
7	RHSBjCLP	Clock Line Phase 0 _B : Change on rising edge 1 _B : Change on falling edge

Table 18.8 RHSBjDCR Register Contents (2/2)

Bit Position	Bit Name	Function
6	RHSBjCAC	Clock Active Control 0 _B : Clock is inactive during the passive phases 1 _B : Clock is always active
5, 4	RHSBjEE[1:0]	Emergency Enable 00 _B : Emergency condition detection disabled 01 _B : Emergency condition detection enabled and automatic stop disabled 10 _B : Invalid 11 _B : Emergency condition detection enabled and automatic stop enabled
3	RHSBjEIM	Emergency Input Mode 0 _B : Edge sensitive 1 _B : Level sensitive
2	RHSBjEIP	Emergency Input Polarity 0 _B : Active level is high / Rising edge 1 _B : Active level is low / Falling edge
1, 0	RHSBjDMS[1:0]	Downstream Mode Select 00 _B : Single-period repetition mode 01 _B : Triggered mode 10 _B : Multi-period repetition mode 11 _B : Invalid

(1) Sequence Length Setting (RHSBjDCR.RHSBjSLS)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the number of DFTEs used to assemble one downstream data frame.

(2) Data Frame Passive Length (RHSBjDCR.RHSBjDFP)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the length of the frame passive phase (1 to 64_D bits) for data frames.

That is, when these bits are 0_D, the frame passive phase has the length of 1_D bit.

Note that a frame passive phase of 1_D bit is not valid according MSC specification.

(3) Downstream Bit Rate (RHSBjDCR.RHSBjDBR)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define how the downstream bit rate is derived from the f_{pE} clock.

(4) Command Frame Insertion Method (RHSBjDCR.RHSBjCIM)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines how a command frame is inserted into an ongoing downstream schedule.

The following methods are available.

Time-slot method:

Command frame transmission is delayed to be handled within the defined repetition period. The repetition period is not affected by command frame transmission.

Immediate method:

Command frame transmission is handled as soon as possible. The repetition period can be re-adjusted in case of command frame transmission.

Best-effort method:

Command frame transmission is handled as soon as possible with minimum impact to the data frame transmission. The repetition period is not affected by command frame transmission.

(5) Command Frame Transmission Delay (RHSBjDCR.RHSBjCTD)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines if the command frame transmission is restricted to have at least one data frame between two command frames.

(6) Repetition Period Length (RHSBjDCR.RHSBjREP)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the length of repetition period (1 to 512_D bits) used for downstream communication in single-period repetition mode and multi-period repetition mode.

That is, when these bits are 0_D the repetition period is 1_D bit.

Please refer to **Section 18.4.1.3, Downstream Modes (2) Repetition mode (Single-period repetition, Multi-period repetition)** for details.

(7) Clock Line Phase (RHSBjDCR.RHSBjCLP)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines if the serial data line (RHSBjSOP, RHSBjSON (j = 0, 1)) and the chip select lines (RHSB0CSD0-1, RHSB1CSD0-1) are changing with the rising or falling edge of the serial clock line (RHSBjFCLP, RHSBjFCLN (j = 0, 1)).

(8) Clock Active Control (RHSBjDCR.RHSBjCAC)

This bit defines the activity of the downstream serial clock line (RHSBjFCLP, RHSBjFCLN (j = 0, 1)) during the passive phases. During active phases the clock is always active.

(9) Emergency Input Enable (RHSBjDCR.RHSBjEE)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits enable the emergency function of the RHSB module.

In addition these bits define if the data transmission is stopped after an emergency frame has been transmitted.

(10) Emergency Input Mode (RHSBjDCR.RHSBjEIM)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines how the emergency condition is derived from the external emergency signal (RHSBjEMRG (j = 0, 1)).

(11) Emergency Input Polarity (RHSBjDCR.RHSBjEIP)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines the active level of the external emergency signal (RHSBjEMRG(j = 0, 1)).

(12) Downstream Mode Select (RHSBjDCR.RHSBjDMS)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the timing mode of the downstream channel.

18.2.4.2 RHSBjDCR1 — Downstream Configuration Register for Period 1

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 7C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjSLS1[1:0]		—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 18.9 RHSBjDCR1 Register Contents

Bit Position	Bit Name	Function
31, 30	RHSBjSLS1[1:0]	Sequence Length Setting for Period 1 00 _B : 1 DFTE (DFTE0) 01 _B : 2 DFTEs (DFTE0, DFTE1) 10 _B : 3 DFTEs (DFTE0 to DFTE2) 11 _B : 4 DFTEs (DFTE0 to DFTE3)
29 to 0	—	Reserved These bits are always read as 0. The write value should be always 0

(1) Sequence Length Setting for Period 1 (RHSBjDCR1.RHSBjSLS1)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the number of DFTEs used to assemble one downstream data frame.

These bits are available only in multi-period repetition mode. RHSBjDCR1.RHSBjSLS1 value should be equal to or smaller than RHSBjDCR.RHSBjSLS value.

18.2.4.3 RHSBjDEC — Data Element Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 14_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	RHSBjSSD0[1:0]		RHSBjNDB0[3:0]			—	—	RHSBjSSD1[1:0]		RHSBjNDB1[3:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	RHSBjSSD2 [1:0]		RHSBjNDB2[3:0]			—	—	RHSBjSSD3 [1:0]		RHSBjNDB3[3:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.10 RHSBjDEC Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved These bits are always read as 0. The write value should be always 0
29, 28	RHSBjSSD0 [1:0]	Slave Selected for DFTE0 Slave selected when transmitting DFTE0
27 to 24	RHSBjNDB0 [3:0]	Number of Data Bits 0 Number of data bits used from DFTE0
23, 22	—	Reserved These bits are always read as 0. The write value should be always 0
21, 20	RHSBjSSD1 [1:0]	Slave Selected for DFTE1 Slave selected when transmitting DFTE1
19 to 16	RHSBjNDB1 [3:0]	Number of Data Bits 1 Number of data bits used from DFTE1
15, 14	—	Reserved These bits are always read as 0. The write value should be always 0
13, 12	RHSBjSSD2 [1:0]	Slave Selected for DFTE2 Slave selected when transmitting DFTE2
11 to 8	RHSBjNDB2 [3:0]	Number of Data Bits 2 Number of data bits used from DFTE2
7, 6	—	Reserved These bits are always read as 0. The write value should be always 0
5, 4	RHSBjSSD3 [1:0]	Slave Selected for DFTE3 Slave selected when transmitting DFTE3
3 to 0	RHSBjNDB3 [3:0]	Number of Data Bits 3 Number of data bits used from DFTE3

(1) Slave Selected for DFTE_m (RHSBjDEC.RHSBjSSD_m) (m = 0 to 3)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define which slave is addressed by downstream frame transmission element m (DFTE_m).
Setting 10_B and 11_B is prohibited.

(2) Number of Data Bits m (RHSBjDEC.RHSBjNDB_m) (m = 0 to 3)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the number of bits (1 to 16) used from DFTE_m for data frame transmission.

That is, when these bits are 0_D, 1 bit from DFTE_m is transmitted.

18.2.4.4 RHSBjSDCi — Slave Device Configuration Register i (i = 0)

Access: This register can be read/written in 16- or 32-bit units.

Address: <RHSBj_base> + 18_H + 4_H × i

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	RHSBjAPLn[2:0]			—	—	RHSBjCSLPn	RHSBjSOLPn	RHSBjCPSn	RHSBjDPLn[2:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	RHSBjAPLn[2:0]			—	—	RHSBjCSLPn	RHSBjSOLPn	RHSBjCPSn	RHSBjDPLn[2:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Note 1. n = 2 * i (for bits 31 to 16)

Note 2. n = 2 * i + 1 (for bits 15 to 0)

Table 18.11 RHSBjSDCi Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. The write value should be always 0.
26 to 24	RHSBjAPLn[2:0]	Assertion Phase Length Assertion phase length for slave 0
23, 22	—	Reserved These bits are always read as 0. The write value should be always 0.
21	RHSBjCSLPn	Chip Select Line Polarity Chip select line polarity for slave 0 0 _B : Active high 1 _B : Active low
20	RHSBjSOLPn	Serial Out Line Polarity Serial out line polarity for slave 0 0 _B : Inversion disabled 1 _B : Inversion enabled
19	RHSBjCPSn	Content Phase Selection Bit Enable Content phase selection bit enable for slave 0 0 _B : No selection bit is present 1 _B : Selection bit is present
18 to 16	RHSBjDPLn[2:0]	Deassertion Phase Length Deassertion phase length for slave 0
15 to 11	—	Reserved These bits are always read as 0. The write value should be always 0.
10 to 8	RHSBjAPLn[2:0]	Assertion Phase Length Assertion phase length for slave 1
7, 6	—	Reserved These bits are always read as 0. The write value should be always 0.
5	RHSBjCSLPn	Chip Select Line Polarity Chip select line polarity for slave 1 0 _B : Active high 1 _B : Active low
4	RHSBjSOLPn	Serial Out Line Polarity Serial out line polarity for slave 1 0 _B : Inversion disabled 1 _B : Inversion enabled

Table 18.11 RHSBjSDCi Register Contents (2/2)

Bit Position	Bit Name	Function
3	RHSBjCPSn	Content Phase Selection Bit Enable Content phase selection bit enable for slave 1 0 _B : No selection bit is present 1 _B : Selection bit is present
2 to 0	RHSBjDPLn[2:0]	Deassertion Phase Length Deassertion phase length for slave 1

(1) Assertion Phase Length (RHSBjSDCi.RHSBjAPLn) (n = 0, 1)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the assertion phase (0 to 7_D bits) used for frames transmitted to slave n. If these bits are 0_D no assertion phase is present.

(2) Chip Select Line Polarity (RHSBjSDCi.RHSBjCSLPn) (n = 0, 1)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines the polarity of the chip select line (RHSBjCSDn (n = 0, 1)) for slave n.

(3) Serial Out Line Polarity (RHSBjSDCi.RHSBjSOLPn) (n = 0, 1)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines the inversion of the serial data line (RHSBjSOP, RHSBjSON (j = 0, 1)) when slave n is selected.

(4) Content Phase Selection Bit enable (RHSBjSDCi.RHSBjCPSn) (n = 0, 1)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines if there is a selection bit in data frames transmitted to slave n.

Note that in command frames the selection bit is always present.

(5) Deassertion Phase Length (RHSBjSDCi.RHSBjDPLn) (n = 0, 1)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the deassertion phase (0 to 7_D bits) used for frames transmitted to slave n. If these bits are 0_D no deassertion phase is present.

18.2.4.5 RHSBjDEBAm — Data Element Bit Assignment Register m (m = 0 to 3)

Access: This register can be read/written in 16- or 32-bit units.

Address: <RHSBj_base> + 20_H + 4_H × m

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjDSS15 [1:0]		RHSBjDSS14 [1:0]		RHSBjDSS13 [1:0]		RHSBjDSS12 [1:0]		RHSBjDSS11 [1:0]		RHSBjDSS10 [1:0]		RHSBjDSS9 [1:0]		RHSBjDSS8 [1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RHSBjDSS7 [1:0]		RHSBjDSS6 [1:0]		RHSBjDSS5 [1:0]		RHSBjDSS4 [1:0]		RHSBjDSS3 [1:0]		RHSBjDSS2 [1:0]		RHSBjDSS1 [1:0]		RHSBjDSS0 [1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.12 RHSBjDEBAm Register Contents

Bit Position	Bit Name	Function
31, 30	RHSBjDSS15 [1:0]	Data Source Select 15 Data source select for bit 15 in DFTE _m
29, 28	RHSBjDSS14 [1:0]	Data Source Select 14 Data source select for bit 14 in DFTE _m
27, 26	RHSBjDSS13 [1:0]	Data Source Select 13 Data source select for bit 13 in DFTE _m
25, 24	RHSBjDSS12 [1:0]	Data Source Select 12 Data source select for bit 12 in DFTE _m
23, 22	RHSBjDSS11 [1:0]	Data Source Select 11 Data source select for bit 11 in DFTE _m
21, 20	RHSBjDSS10 [1:0]	Data Source Select 10 Data source select for bit 10 in DFTE _m
19, 18	RHSBjDSS9 [1:0]	Data Source Select 9 Data source select for bit 9 in DFTE _m
17, 16	RHSBjDSS8 [1:0]	Data Source Select 8 Data source select for bit 8 in DFTE _m
15, 14	RHSBjDSS7 [1:0]	Data Source Select 7 Data source select for bit 7 in DFTE _m
13, 12	RHSBjDSS6 [1:0]	Data Source Select 6 Data source select for bit 6 in DFTE _m
11, 10	RHSBjDSS5 [1:0]	Data Source Select 5 Data source select for bit 5 in DFTE _m
9, 8	RHSBjDSS4 [1:0]	Data Source Select 4 Data source select for bit 4 in DFTE _m
7, 6	RHSBjDSS3 [1:0]	Data Source Select 3 Data source select for bit 3 in DFTE _m
5, 4	RHSBjDSS2 [1:0]	Data Source Select 2 Data source select for bit 2 in DFTE _m
3, 2	RHSBjDSS1 [1:0]	Data Source Select 1 Data source select for bit 1 in DFTE _m
1, 0	RHSBjDSS0 [1:0]	Data Source Select 0 Data source select for bit 0 in DFTE _m

(1) Data Source Select i (RHSBjDEBA m .RHSBjDSS i) ($i = 0$ to 15)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the data source of bit i in RHSBjDFTE m .

00_B : Bit from timer input is selected

01_B : Inverted bit from timer input is selected

10_B : Bit from downstream data register RHSBjDDR0 or RHSBjDDR1 is selected

11_B : Invalid

Please refer to **Section 18.4.1.6, Data Frame Assembling** for details about the bit selection and the bit mapping.

18.2.4.6 RHSBjEBEi — Emergency Bit Enable Register i (i = 0, 1)

Access: This register can be read/written in 16- or 32-bit units.

Address: <RHSBj_base> + 30_H + 4_H × i

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjEBE[15 + 32*i:8 + 32*i]								RHSBjEBE[7 + 32*i:32*i]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RHSBjEBE[31 + 32*i:24 + 32*i]								RHSBjEBE[23 + 32*i:16 + 32*i]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.13 RHSBjEBEi Register Contents

Bit Position	Bit Name	Function
31 to 24	RHSBjEBE[15 + 32*i:8 + 32*i]	Emergency Bit Enable Emergency Enable of DFTE i*2 (DFTE0, DFTE2) 0 _B : Emergency function for this bit is disabled 1 _B : Emergency function for this bit is enabled
23 to 16	RHSBjEBE[7 + 32*i:32*i]	
15 to 8	RHSBjEBE[31 + 32*i:24 + 32*i]	Emergency Bit Enable Emergency Enable of DFTE 1+i*2 (DFTE1, DFTE3) 0 _B : Emergency function for this bit is disabled 1 _B : Emergency function for this bit is enabled
7 to 0	RHSBjEBE[23 + 32*i:16 + 32*i]	

(1) Emergency Bit Enable (RHSBjEBEi.RHSBjEBE)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define if the emergency function is enabled for a data frame bit.

Each bit enables the emergency function for the corresponding bit in a RHSBjDFTE.RHSBjDFTE0 is controlled by RHSBjEBE0[31:16], RHSBjDFTE1 by RHSBjEBE0[15:0], RHSBjDFTE2 by RHSBjEBE1[31:16] and RHSBjDFTE3 by RHSBjEBE1[15:0].

Please refer to **Section 18.4.1.6, Data Frame Assembling** for details.

18.2.4.7 RHSBjDTC — Downstream Transmission Control Register

Do not rewrite this register using bit-manipulation instruction.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 38_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	RHSBjNCB[4:0]				—	—	RHSBjSSCF [1:0]		—	—	RHSBjCTR [1:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RHSBj TSR	RHSBj DTE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 18.14 RHSBjDTC Register Contents

Bit Position	Bit Name	Function
31 to 29	—	Reserved These bits are always read as 0. The write value should be always 0.
28 to 24	RHSBjNCB[4:0]	Number of Command Bits Number of bits used for command frame transmission
23, 22	—	Reserved These bits are always read as 0. The write value should be always 0.
21, 20	RHSBjSSCF [1:0]	Slave Selection for Command Frame 00 _B : Command is send to slave 0 01 _B : Command is send to slave 1 10 _B : Setting prohibited 11 _B : Setting prohibited.
19, 18	—	Reserved These bits are always read as 0. The write value should be always 0.
17, 16	RHSBjCTR [1:0]	Command Transmission Request 00 _B : No request 01 _B : Requests a command which does not requires a response from the receive slave. 10 _B : Invalid 11 _B : Requests a command which requires a response from the receive slave.
15 to 2	—	Reserved These bits are always read as 0. The write value should be always 0.
1	RHSBjTSR	Transmission Stop Request 0 _B : No action 1 _B : Request pending
0	RHSBjDTE	Data Transmission Enable 0 _B : Disabled 1 _B : Enabled

(1) Number of Command Bits (RHSBjDTC.RHSBjNCB)

The user can write to these bits only if RHSBjDTC.RHSBjCTR is 00_B .

The user should not write to these bits if downstream command DMA is enabled (RHSBjGC.RHSBjDCDE is 1_B).

These bits define the number of bits (1 to 32) used from RHSBjDCD register for command frame transmission.

That is, when these bits are 0_D , 1 bit from the RHSBjDCD register is transmitted.

(2) Slave Selection for Command Frame (RHSBjDTC.RHSBjSSCF)

The user can write to these bits only if RHSBjDTC.RHSBjCTR is 00_B .

The user should not write to these bits if downstream command DMA is enabled (RHSBjGC.RHSBjDCDE is 1_B).

These bits define the slave addressed for command frame transmission.

(3) Command Transmission Request (RHSBjDTC.RHSBjCTR)

The user cannot write to these bits if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

The user cannot write 11_B to these bits if RHSBjUCS.RHSBjBSY is 1_B .

The user can write to these bits only if RHSBjDTC.RHSBjCTR is 00_B .

The user should not write to these bits if downstream command DMA is enabled (RHSBjGC.RHSBjDCDE is 1_B).

These bits are used to request a command frame transmission.

[Changing conditions]

These bits are set to 00_B when a command frame has been transmitted.

These bits are set to 00_B when entering the CONFIG state.

(4) Transmission Stop Request (RHSBjDTC.RHSBjTSR)

The user can only write 1_B to this bit.

The user cannot set this bit to 1_B if RHSBjDTC.RHSBjDTE is 0_B .

This bit defines if the data transmission should be stopped when there is no ongoing data frame transmission.

[Clearing conditions]

This bit is set to 0_B when data transmission is disabled (RHSBjDTC.RHSBjDTE is 0_B).

(5) Data Transmission Enable (RHSBjDTC.RHSBjDTE)

The user cannot write to this bit if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

The user can only write 1_B to this bit.

This bit defines if the data frame transmission is enabled.

[Clearing conditions]

This bit is set to 0_B when there is a transmission stop request (RHSBjDTC.RHSBjTSR is 1_B) and this request has been processed.

This bit is set to 0_B when emergency condition detection and automatic stop is enabled (RHSBjDCR.RHSBjEE is 11_B) and an emergency frame has been transmitted.

This bit is set to 0_B when the CONFIG state is entered.

18.2.4.8 RHSBjDCD — Downstream Command Data Register

Access: This register can be read/written in 16- or 32-bit units.

Address: <RHSBj_base> + 3C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjCB[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RHSBjCB[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.15 RHSBjDCD Register Contents

Bit Position	Bit Name	Function
31 to 0	RHSBjCB[31:0]	Command Bit These bits define the data for command frame transmission

(1) Command Bit (RHSBjDCD.RHSBjCB)

The user can write to these bits only if RHSBjDTC.RHSBjCTR is 00_B.

The user should not write to these bits if downstream command DMA is enabled (RHSBjGC.RHSBjDCDE is 1_B).

These bits define the data bits used to assemble command frames.

The transmission order is LSB first.

Please refer to **Section 18.4.1.7, Command Frame Assembling** for details.

18.2.4.9 RHSBjDDRi — Downstream Data Register i (i = 0, 1)

Access: This register can be read/written in 16- or 32-bit units.

Address: <RHSBj_base> + 40_H + 4_H × i

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjDB[15 + 32*i:8 + 32*i]								RHSBjDB[7 + 32*i:32*i]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RHSBjDB[31 + 32*i:24 + 32*i]								RHSBjDB[23 + 32*i:16 + 32*i]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.16 RHSBjDDRi Register Contents

Bit Position	Bit Name	Function
31 to 16	RHSBjDB[15 + 32*i:32*i]	Data Bit These bits define the data of DFTE i*2 (DFTE0, DFTE2)
15 to 0	RHSBjDB[31 + 32*i:16 + 32*i]	Data Bit These bits define the data of DFTE 1+i*2 (DFTE1, DFTE3)

(1) Data Bit (RHSBjDDRi.RHSBjDB)

The user can write to these bits only if RHSBjIS.RHSBjDTSF is 1_B or only if RHSBjDTC.RHSBjDTE is 0_B.

If the user writes to these bits in other cases, write action are ignored and write data are disappeared.

The user should not write to these bits if downstream data DMA is enabled (RHSBjGC.RHSBjDDE is 1_B).

These bits define the data bits of the RHSBjDFTEs used to assemble data frames.

The transmission order of each RHSBjDFTE is LSB first.

RHSBjDFTE0 is assembled from RHSBjDDR0[31:16], RHSBjDFTE1 from RHSBjDDR0[15:0], RHSBjDFTE2 from RHSBjDDR1[31:16] and RHSBjDFTE3 from RHSBjDDR1[15:0].

Please refer to **Section 18.4.1.6, Data Frame Assembling** for details.

Whether or not writing to which bit of RHSBjDDRi can be a trigger of downstream transmission depends on RHSBjDCR.RHSBjSLS (the number of DFTE to be used).

For detail, see **Section 18.4.1.10, Data Update and Data Frame Transmission Request**.

18.2.4.10 iRHSBjDEDi — Downstream Emergency Data Register (i = 0, 1)

Access: This register can be read/written in 16- or 32-bit units.

Address: <RHSBj_base> + 48_H + 4_H × i

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjEB[15 + 32 ⁱ :8 + 32 ⁱ]								RHSBjEB[7 + 32 ⁱ :32 ⁱ]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RHSBjEB[31 + 32 ⁱ :24 + 32 ⁱ]								RHSBjEB[23 + 32 ⁱ :16 + 32 ⁱ]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.17 RHSBjDEDi Register Contents

Bit Position	Bit Name	Function
31 to 16	RHSBjEB[15 + 32 ⁱ :32 ⁱ]	Emergency Data Bit These bits define the emergency data of DFTE i*2 (DFTE0, DFTE2)
15 to 0	RHSBjEB[31 + 32 ⁱ :16 + 32 ⁱ]	Emergency Data Bit These bits define the emergency data of DFTE 1+i*2 (DFTE1, DFTE3)

(1) Emergency Data Bit (RHSBjDEDi.RHSBjEB)

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the bits of the RHSBjDFTEs used to assemble data frames under emergency condition.

RHSBjDFTE0 is assembled from RHSBjDED0[31:16], RHSBjDFTE1 from RHSBjDED0[15:0], RHSBjDFTE2 from RHSBjDED1[31:16] and RHSBjDFTE3 from RHSBjDED1[15:0].

Please refer to **Section 18.4.1.6, Data Frame Assembling** for details.

18.2.5 Upstream (Rx) Registers

18.2.5.1 RHSBjUCR — Upstream Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 50_H

Value after reset: 0000 1800_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	RHSBjRTO[4:0]				—	—	—	—	RHSBj UE	RHSBj TOE	RHSBj UMS	RHSBj FSM	
Value after reset	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 18.18 RHSBjUCR Register Contents

Bit Position	Bit Name	Function
31 to 13	—	Reserved These bits are always read as 0. The write value should be always 0.
12 to 8	RHSBjRTO[4:0]	Reception Timeout Period Timeout period in U bit
7 to 4	—	Reserved These bits are always read as 0. The write value should be always 0.
3	RHSBjUE	Upstream Enable 0 _B : Disabled 1 _B : Enabled
2	RHSBjTOE	Timeout Enable 0 _B : Disabled 1 _B : Enabled
1	RHSBjUMS	Upstream Mode Select 0 _B : Dedicated mode 1 _B : Shared mode
0	RHSBjFSM	Frame Storing Method 0 _B : Normal storing method 1 _B : Addressed storing method For details, refer to Section 18.4.2.4, Frame Storing .

(1) Reception Timeout Period (RHSBjUCR.RHSBjRTO)

These bits define the number of nominal upstream bit times before the timeout counter expires.

That is, when these bits are 24_D (18_H), the timeout period has a length of 25 U bits.

(2) Upstream Enable (RHSBjUCR.RHSBjUE)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines if reception on the upstream channels is enabled.

(3) Timeout Enable (RHSBjUCR.RHSBjTOE)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines if the timeout function is enabled.

(4) Upstream Mode Select (RHSBjUCR.RHSBjUMS)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines how the slaves are connected to the serial input lines of the RHSB module.

(5) Frame Storing Method (RHSBjUCR.RHSBjFSM)

The user can write to this bit only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

This bit defines where the result of upstream decoding is stored.

18.2.5.2 RHSBjUCC — Upstream Channel Configuration Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 54_H

Value after reset: 0F0F 0F0F_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjUFT0	RHSBjSBN0	RHSBjILP0	RHSBjPC0	RHSBjUBR0[3:0]				RHSBjUFT1	RHSBjSBN1	RHSBjILP1	RHSBjPC1	RHSBjUBR1[3:0]			
Value after reset	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 18.19 RHSBjUCC Register Contents

Bit Position	Bit Name	Function
31	RHSBjUFT0	Upstream Frame Type Defines if upstream frame on channel 0 uses an 8-bit or 12-bit data format
30	RHSBjSBN0	Stop Bit Number Defines if upstream frame on channel 0 uses 2 or 3 stop bit format
29	RHSBjILP0	Serial Input Line Polarity Defines if the serial input line of channel 0 (RHSBjSI0) is inverted
28	RHSBjPC0	Parity Control Defines if upstream frame on channel 0 uses even or odd parity
27 to 24	RHSBjUBR0 [3:0]	Upstream Bit Rate Defines the upstream bit rate used for channel 0
23	RHSBjUFT1	Upstream Frame Type Defines if upstream frame on channel 1 uses an 8-bit or 12-bit data format
22	RHSBjSBN1	Stop Bit Number Defines if upstream frame on channel 1 uses 2 or 3 stop bit format
21	RHSBjILP1	Serial Input Line Polarity Defines if the serial input line of channel 1 (RHSBjSI1) is inverted
20	RHSBjPC1	Parity Control Defines if upstream frame on channel 1 uses even or odd parity
19 to 16	RHSBjUBR1 [3:0]	Upstream Bit Rate Defines the upstream bit rate used for channel 1
15 to 0	—	Reserved These bits are always read as their initial values. The write value should always be the initial one.

(1) RHSBJUCC.RHSBjUFTn — Upstream Frame Type

The user can write to this bit only if RHSBJGC.RHSBjOPS is 01_B (CONFIG).

This bit defines the number of data bits of an upstream frame received on channel n.

0_B: 8-bit data field format

1_B: 12-bit data field format (including 4 bit address)

(2) RHSBJUCC.RHSBjSBNn — Stop Bit Number

The user can write to this bit only if RHSBJGC.RHSBjOPS is 01_B (CONFIG).

This bit defines the number of stop bits of an upstream frame received on channel n.

0_B: 2 stop bits format

1_B: 3 stop bits format

(3) RHSBJUCC.RHSBjILPn — Serial Input Line Polarity

The user can write to this bit only if RHSBJGC.RHSBjOPS is 01_B (CONFIG).

This bit defines if two is an inversion of the serial input line of channel n.

0_B: Inversion disabled

1_B: Inversion enabled

Note when RHSBJUCR.RHSBjUMS is shared mode, RHSBJILP0 is used for all four channels (RHSBJILP1 are ignored).

(4) RHSBJUCC.RHSBjPCn — Parity Control

The user can write to this bit only if RHSBJGC.RHSBjOPS is 01_B (CONFIG).

This bit defines the parity bit interpretation of an upstream frame received on channel n.

0_B: Even parity

1_B: Odd parity

(5) RHSBJUCC.RHSBJUBRn — Upstream Bit Rate

The user can write to these bits only if RHSBjGC.RHSBjOPS is 01_B (CONFIG).

These bits define the relation from upstream to downstream bit rate for channel n.

0_D: Setting prohibited

1_D: Setting prohibited

2_D: Setting prohibited

3_D: $f_{UP} = f_{DW}/8$

4_D: $f_{UP} = f_{DW}/16$

5_D: $f_{UP} = f_{DW}/32$

6_D: $f_{UP} = f_{DW}/64$

7_D: $f_{UP} = f_{DW}/128$

8_D: $f_{UP} = f_{DW}/256$

Others: $f_{UP} = f_{DW}/512$

Not all combinations of upstream and downstream bit rate are valid. Please refer to **Section 18.4.2.5, Upstream Bit Rates** for details.

18.2.5.3 RHSBjUCS — Upstream Channel Selection Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 58_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBj BSY	—	—	—	—	—	RHSBjACC[1:0]		—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 18.20 RHSBjUCS Register Contents

Bit Position	Bit Name	Function
31	RHSBjBSY	Busy 0 _B : Configuration ready 1 _B : Processing configuration change
30 to 26	—	Reserved These bits are always read as 0. The write value should be always 0.
25, 24	RHSBjACC[1:0]	Active Channel Configuration 00 _B : Configuration given for channel 0 01 _B : Configuration given for channel 1 10 _B : Setting prohibited 11 _B : Setting prohibited
23 to 0	—	Reserved These bits are always read as 0. The write value should be always 0.

(1) RHSBjUCS.RHSBjBSY — Busy

This bit represents that the RHSB module is processing the change of active channel configuration.

[Clearing conditions]

This bit is set to 0_B when the change of active channel configuration has been processed.

This bit is set to 0_B when entering the CONFIG state.

[Setting conditions]

This bit is set to 1_B when RHSBjUCS.RHSBjACC changes and RHSBjGC.RHSBjOPS is not 01_B (CONFIG).

This bit is set to 1_B when leaving the CONFIG state.

(2) RHSBjUCS.RHSBjACC — Active Channel Configuration

The user cannot write to these bits if RHSBjUCS.RHSBjBYS is 1_B .

The user should not write to these bits after starting a command transmission with upstream data request (by setting RHSBjDTC.RHSBjCTR to 11_B) until the upstream reception has been completed. The exact period where an upstream reception is expected, is application specific.

These bits define the channel configuration specified in RHSBjUCC register to be used for upstream reception. In dedicated mode (RHSBjUCR.RHSBjUMS = 0_B) these bits also define the serial input line.

Note that an ongoing reception is aborted and the timeout detection is deactivated when these bits are changing.

[Changing condition]

These bits are updated to the value of RHSBjDTC.RHSBjSSCF when the user requests a command transmission with upstream data request by setting RHSBjDTC.RHSBjCTR to 11_B .

18.2.5.4 RHSBJUDR — Upstream Data Read Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 5C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RHSBjNDS[0:1]		—	—	—	—	RHSBjLUD[1:0]		—	—	—	RHSBjDL	RHSBjTO	RHSBjFERR	RHSBjPERR	RHSBjND
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	RHSBjEDF[3:0]				RHSBjDF[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 18.21 RHSBJUDR Register Contents

Bit Position	Bit Name	Function
31	RHSBjNDS0	New Data Summary 0 _B : No new reception of a fault free frame on upstream channel 0 1 _B : New frame received without fault on upstream channel 0
30	RHSBjNDS1	New Data Summary 0 _B : No new reception of a fault free frame on upstream channel 1 1 _B : New frame received without fault on upstream channel 1
29 to 26	—	Reserved These bits are always read as 0. The write value should be always 0.
25, 24	RHSBjLUD[1:0]	Last Updated Data 00 _B : UD0 (channel 0) 01 _B : UD1 (channel 1)
23 to 21	—	Reserved These bits are always read as 0. The write value should be always 0.
20	RHSBjDL	Data Lost 0 _B : No data lost situation detected 1 _B : Data lost situation detected
19	RHSBjTO	Timeout Detected 0 _B : No timeout situation detected 1 _B : Timeout situation detected
18	RHSBjFERR	Frame Error 0 _B : No stop bit error detected 1 _B : Stop bit error detected
17	RHSBjPERR	Parity Error 0 _B : No parity error detected 1 _B : Parity error detected
16	RHSBjND	New Data 0 _B : No new reception of a fault free frame 1 _B : New frame received without fault
15 to 12	—	Reserved These bits are always read as 0. The write value should be always 0.
11 to 8	RHSBjEDF[3:0]	Extended Data Field 4-bit extended data field of last received frame
7 to 0	RHSBjDF[7:0]	Data Field 8-bit data field of last received frame

The user should not read the RHSBjUDR register when upstream DMA is enabled (RHSBjGC.RHSBjUDE is 1_B).

Note that reading this register sets RHSBjIS.RHSBjDRF to 0_B and sets RHSBjUDi.RHSBjND of channel i to 0_B. The channel number i is shown by RHSBjUDR.RHSBjLUD.

(1) RHSBjUDR.RHSBjNDS — New Data Summary

These bits represent the value of RHSBjUDi.RHSBjND from channel i (i = 0, 1).

[Changing condition]

This bit is updated when RHSBjUDi.RHSBjND changes.

(2) RHSBjUDR.RHSBjLUD — Last Updated Data

These bits represent the number of Upstream Data register (RHSBjUDi) where the last data update occurred.

[Changing condition]

This bit is updated when the set condition of one of the RHSBjUDi.RHSBjND bits is fulfilled.

(3) RHSBjUDR.RHSBjDL — Data Lost

This bit represents the value of RHSBjUDi.RHSBjDL from channel i. The channel number i is shown by RHSBjUDR.RHSBjLUD.

[Changing condition]

This bit is updated when RHSBjUDR.RHSBjLUD or RHSBjUDi.RHSBjDL (with i = RHSBjUDR.RHSBjLUD) change.

(4) RHSBjUDR.RHSBjTO — Timeout Detected

This bit represents the value of RHSBjUDi.RHSBjTO from channel i. The channel number i is shown by RHSBjUDR.RHSBjLUD.

[Changing condition]

This bit is updated when RHSBjUDR.RHSBjLUD or RHSBjUDi.RHSBjTO (with i = RHSBjUDR.RHSBjLUD) change.

(5) RHSBjUDR.RHSBjFERR — Frame Error

This bit represents the value of RHSBjUDi.RHSBjFERR from channel i. The channel number i is shown by RHSBjUDR.RHSBjLUD.

[Changing condition]

This bit is updated when RHSBjUDR.RHSBjLUD or RHSBjUDi.RHSBjFERR (with i = RHSBjUDR.RHSBjLUD) change.

(6) RHSBjUDR.RHSBjPERR — Parity Error

This bit represents the value of RHSBjUDi.RHSBjPERR from channel i. The channel number i is shown by RHSBjUDR.RHSBjLUD.

[Changing condition]

This bit is updated when RHSBjUDR.RHSBjLUD or RHSBjUDi.RHSBjPERR (with i = RHSBjUDR.RHSBjLUD) change.

(7) RHSBjUDR.RHSBjND — New Data

This bit represents the value of RHSBjUDi.RHSBjND from channel i. The channel number i is shown by RHSBjUDR.RHSBjLUD.

[Changing condition]

This bit is updated when RHSBjUDR.RHSBjLUD or RHSBjUDi.RHSBjND (with i = RHSBjUDR.RHSBjLUD) change.

(8) RHSBjUDR.RHSBjEDF — Extended Data Field

This bit represents the value of RHSBjUDi.RHSBjEDF from channel i. The channel number i is shown by RHSBjUDR.RHSBjLUD.

[Changing condition]

This bit is updated when RHSBjUDR.RHSBjLUD or RHSBjUDi.RHSBjEDF (with i = RHSBjUDR.RHSBjLUD) change.

(9) RHSBjUDR.RHSBjDF — Data Field

This bit represents the value of RHSBjUDi.RHSBjDF from channel i. The channel number i is shown by RHSBjUDR.RHSBjLUD.

[Changing condition]

This bit is updated when RHSBjUDR.RHSBjLUD or RHSBjUDi.RHSBjDF (with i = RHSBjUDR.RHSBjLUD) change.

18.2.5.5 RHSBjUDI — Upstream Data Register i (i = 0, 1)

Do not clear the RHSBjDL, RHSBjTO, RHSBjFERR, RHSBjPERR, and RHSBjND bits in this register using bit-manipulation instruction.

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 60_H + 4_H × i

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	RHSBj DL	RHSBj TO	RHSBj FERR	RHSBj PERR	RHSBj ND
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	RHSBjEDF[3:0]				RHSBjDF[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 18.22 RHSBjUDI Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved These bits are always read as 0. The write value should be always 0.
20	RHSBjDL	Data Lost 0 _B : No data lost situation detected 1 _B : Data lost situation detected
19	RHSBjTO	Timeout Detected 0 _B : No timeout situation detected 1 _B : Timeout situation detected
18	RHSBjFERR	Frame Error 0 _B : No stop bit error detected 1 _B : Stop bit error detected
17	RHSBjPERR	Parity Error 0 _B : No parity error detected 1 _B : Parity error detected
16	RHSBjND	New Data 0 _B : No valid data available 1 _B : Valid data available
15 to 12	—	Reserved These bits are always read as 0. The write value should be always 0.
11 to 8	RHSBjEDF[3:0]	Extended Data Field 4-bit extended data field of received frame
7 to 0	RHSBjDF[7:0]	Data Field 8-bit data field of received frame

(1) RHSBjUDi.RHSBjDL — Data Lost

The user can only write 0_B to this bit.

This bit represents that a fault free frame was received on channel i while the RHSBjND bit in this register is 1_B.

[Clearing condition]

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when the set condition of ND fulfilled while the ND bit in this register is 1_B.

(2) RHSBjUDi.RHSBjTO — Timeout Detected

The user can only write 0_B to this bit.

This bit represents that there was no valid reception, after a command frame transmission with upstream data request, within the timeout period.

[Clearing condition]

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when the timeout counter expires and RHSBjUCS.RHSBjACC is indexing this channel.

(3) RHSBjUDi.RHSBjFERR — Frame Error

The user can only write 0_B to this bit.

This bit represents that a frame with stop bit error was received on channel i.

[Clearing condition]

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B after an upstream reception with at least one faulty stop bit.

(4) RHSBjUDi.RHSBjPERR — Parity Error

The user can only write 0_B to this bit.

This bit represents that a frame with parity error was received on channel i.

[Clearing condition]

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B after an upstream reception with faulty parity bit.

(5) RHSBjUDi.RHSBjND — New Data

The user can only write 0_B to this bit.

This bit represents that RHSBjUDi.RHSBjEDF and RHSBjUDi.RHSBjDF containing valid data received on channel i.

[Clearing conditions]

This bit is set to 0_B when there is a read access to the RHSBjUDR and RHSBjUDR.RHSBjLUD is indexing this channel.

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B after an upstream reception without parity and without stop bit errors.

(6) RHSBjUDi.RHSBjEDF — Extended Data Field

These bits represent the 4-bit extended data field bits of received message.

When using an 8-bit data format, these bits are undefined.

[Changing condition]

These bits are updated when the set condition of RHSBjND is fulfilled.

(7) RHSBjUDi.RHSBjDF — Data Field

These bits represent the 8 bit data field of received message.

[Changing condition]

These bits are updated when the set condition of RHSBjND is fulfilled.

18.2.5.6 RHSBjUSS — Upstream Status Summary Register

Access: This register can be read in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 70_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	RHSBj DL0	RHSBj TO0	RHSBj FERR0	RHSBj PERR0	RHSBj ND0	—	—	—	RHSBj DL1	RHSBj TO1	RHSBj FERR1	RHSBj PERR1	RHSBj ND1
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 18.23 RHSBjUSS Register Contents

Bit Position	Bit Name	Function
31 to 29	—	Reserved These bits are always read as 0. The write value should be always 0.
28	RHSBjDL0	Data Lost Data lost indication of channel 0 (RHSBjUD0.RHSBjDL).
27	RHSBjTO0	Timeout Detected Time out indication of channel 0 (RHSBjUD0.RHSBjTO).
26	RHSBjFERR0	Frame Error Frame error indication of channel 0 (RHSBjUD0.RHSBjFERR).
25	RHSBjPERR0	Parity Error Parity error indication of channel 0 (RHSBjUD0.RHSBjPERR).
24	RHSBjND0	New Data New data indication of channel 0 (RHSBjUD0.RHSBjND).
23 to 21	—	Reserved These bits are always read as 0. The write value should be always 0.
20	RHSBjDL1	Data Lost Data lost indication of channel 1 (RHSBjUD1.RHSBjDL).
19	RHSBjTO1	Timeout Detected Timeout indication of channel 1 (RHSBjUD1.RHSBjTO).
18	RHSBjFERR1	Frame Error Frame error indication of channel 1 (RHSBjUD1.RHSBjFERR).
17	RHSBjPERR1	Parity Error Parity error indication of channel 1 (RHSBjUD1.RHSBjPERR).
16	RHSBjND1	New Data New data indication of channel 1 (RHSBjUD1.RHSBjND).
15 to 13	—	Reserved These bits are always read as 0. The write value should be always 0.
12 to 8	—	Reserved These bits are always read as 0.
7 to 5	—	Reserved These bits are always read as 0. The write value should be always 0.
4 to 0	—	Reserved These bits are always read as 0.

(1) RHSBjUSS.RHSBjDLi — Data Lost

This bit represents the value of RHSBjUDi.RHSBjDL from channel i.

0_B: No data lost situation detected

1_B: Data lost situation detected

[Changing condition]

This bit is updated when RHSBjUDi.RHSBjDL changes.

(2) RHSBjUSS.RHSBjTOi — Timeout Detected

This bit represents the value of RHSBjUDi.RHSBjTO from channel i.

0_B: No timeout situation detected

1_B: Timeout situation detected

[Changing condition]

This bit is updated when RHSBjUDi.RHSBjTO changes.

(3) RHSBjUSS.RHSBjFERRi — Frame Error

This bit represents the value of RHSBjUDi.RHSBjFERR from channel i.

0_B: No stop bit error detected

1_B: Stop bit error detected

[Changing condition]

This bit is updated when RHSBjUDi.RHSBjFERR changes.

(4) RHSBjUSS.RHSBjPERRi — Parity Error

This bit represents the value of RHSBjUDi.RHSBjPERR from channel i.

0_B: No parity error detected

1_B: Parity error detected

[Changing condition]

This bit is updated when RHSBjUDi.RHSBjPERR changes.

(5) RHSBjUSS.RHSBjNDi — New Data

This bit represents the value of RHSBjUDi.RHSBjND from channel i.

0_B: No valid data available

1_B: Valid data available

[Changing condition]

This bit is updated when RHSBjUDi.RHSBjND changes.

18.2.6 Interrupt Registers

18.2.6.1 RHSBJC — Interrupt Control Register

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 74_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	RHSBj DLIE	RHSBj TOIE	RHSBj UEIE	RHSBj DRIE	—	—	—	RHSBj TSIE	RHSBj ETIE	RHSBj CTIE	RHSBj DTIE	RHSBj DTSIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 18.24 RHSBJC Register Contents

Bit Position	Bit Name	Function
31 to 28	—	Reserved These bits are always read as 0. The write value should be always 0.
27	RHSBjDLIE	Data Lost Interrupt Enable 0 _B : Disabled 1 _B : Enabled
26	RHSBjTOIE	Timeout Detected Interrupt Enable 0 _B : Disabled 1 _B : Enabled
25	RHSBjUEIE	Upstream Error Interrupt Enable 0 _B : Disabled 1 _B : Enabled
24	RHSBjDRIE	Data Received Interrupt Enable 0 _B : Disabled 1 _B : Enabled
23 to 21	—	Reserved These bits are always read as 0. The write value should be always 0.
20	RHSBjTSIE	Transmission Started Interrupt Enable 0 _B : Disabled 1 _B : Enabled
19	RHSBjETIE	Emergency Frame Transmission Done Interrupt Enable 0 _B : Disabled 1 _B : Enabled
18	RHSBjCTIE	Command Frame Transmission Done Interrupt Enable 0 _B : Disabled 1 _B : Enabled
17	RHSBjDTIE	Data Frame Transmission Done Interrupt Enable 0 _B : Disabled 1 _B : Enabled
16	RHSBjDTSIE	Data Frame Transmission Started Interrupt Enable 0 _B : Disabled 1 _B : Enabled
15 to 0	—	Reserved These bits are always read as 0. The write value should be always 0.

(1) RHSBJC.RHSBjDLIE — Data Lost Interrupt Enable

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjDLF is 1_B.

(2) RHSBJC.RHSBjTOIE — Timeout Detected Interrupt Enable

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjTOF is 1_B.

(3) RHSBJC.RHSBjUEIE — Upstream Error Interrupt Enable

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjUEF is 1_B.

(4) RHSBJC.RHSBjDRIE — Data Received Interrupt Enable

The user should not set this bit to 1_B when the upstream DMA support is enabled (RHSBjGC.RHSBjUDE is 1_B).

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjDRF is 1_B.

(5) RHSBJC.RHSBjTSIE — Transmission Started Interrupt Enable

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjTSF is 1_B.

(6) RHSBJC.RHSBjETIE — Emergency Frame Transmission Done Interrupt Enable

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjETF is 1_B.

(7) RHSBJC.RHSBjCTIE — Command Frame Transmission Done Interrupt Enable

The user should not set this bit to 1_B when the downstream command DMA transfer is enabled (RHSBjGC.RHSBjDCDE is 1_B).

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjCTF is 1_B.

(8) RHSBJC.RHSBjDTIE — Data Frame Transmission Done Interrupt Enable

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjDTF is 1_B.

(9) RHSBJC.RHSBjDTSIE — Data Frame Transmission Started Interrupt Enable

The user should not set this bit to 1_B when the downstream data DMA support is enabled (RHSBjGC.RHSBjDDE is 1_B).

While this bit is 1_B, an interrupt will be generated if RHSBJIS.RHSBjDTSF is 1_B.

18.2.6.2 RHSBjIS — Interrupt Status Register

Do not clear each bit in this register using bit-manipulation instruction

Access: This register can be read/written in 8-, 16-, or 32-bit units.

Address: <RHSBj_base> + 78_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	RHSBj DLF	RHSBj TOF	RHSBj UEF	RHSBj DRF	—	—	—	RHSBj TSF	RHSBj ETF	RHSBj CTF	RHSBj DTF	RHSBj DTSF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	RHSBj ERF	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R

Table 18.25 RHSBjIS Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 28	—	Reserved These bits are always read as 0. The write value should be always 0.
27	RHSBjDLF	Data Lost Flag 0 _B : No data lost situation detected 1 _B : Data lost situation detected
26	RHSBjTOF	Timeout Detected Flag 0 _B : No timeout situation detected 1 _B : Timeout situation detected
25	RHSBjUEF	Upstream Error Flag 0 _B : No receive error detected 1 _B : Receive error detected
24	RHSBjDRF	Data Received Flag 0 _B : No reception of new valid data 1 _B : Reception of new valid data
23 to 21	—	Reserved These bits are always read as 0. The write value should be always 0.
20	RHSBjTSF	Transmission Started Flag 0 _B : No transmission started 1 _B : Transmission has been started
19	RHSBjETF	Emergency Frame Transmission Done Flag 0 _B : No emergency transmission 1 _B : Emergency frame has been transmitted
18	RHSBjCTF	Command Frame Transmission Done Flag 0 _B : No command frame transmission 1 _B : Command frame has been transmitted
17	RHSBjDTF	Data Frame Transmission Done Flag 0 _B : No data frame transmission 1 _B : Data frame has been transmitted
16	RHSBjDTSF	Data Frame Transmission Started Flag 0 _B : No data transmission has been started 1 _B : Data transmission has been started
15 to 9	—	Reserved These bits are always read as 0. The write value should be always 0.

Table 18.25 RHSBjIS Register Contents (2/2)

Bit Position	Bit Name	Function
8	RHSBjERF	Emergency Signal Rising Flag 0 _B No edge detected 1 _B Edge detected
7 to 0	—	Reserved These bits are always read as 0. The write value should be always 0.

(1) RHSBjIS.RHSBjDLF — Data Lost Flag

The user can only write 0_B to this bit.

This bit represents that data lost has been detected on at least one channel.

[Clearing conditions]

This bit is set to 0_B when all RHSBjUDi.RHSBjDL (i = 0, 1) flags are 0_B.

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when the set condition of at least one of these flags (RHSBjUDi.RHSBjDL with i = 0, 1) is fulfilled.

(2) RHSBjIS.RHSBjTOF — Timeout Detected Flag

The user can only write 0_B to this bit.

This bit represents that there was no valid reception requested by a command frame transmission within the timeout period.

[Clearing condition]

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when the timeout counter expires.

(3) RHSBjIS.RHSBjUEF — Upstream Error Flag

The user can only write 0_B to this bit.

This bit represents that a frame with parity or stop bit error was received.

[Clearing conditions]

This bit is set to 0_B when all RHSBjUDi.RHSBjFERR (i = 0, 1) and all RHSBjUDi.RHSBjPERR (i = 0, 1) flags are 0_B.

This bit is set to 0_B when entering the CONFIG state.

[Setting conditions]

This bit is set to 1_B when the set condition of at least one of these flags (RHSBjUDi.RHSBjFERR with $i = 0, 1$) is fulfilled.

This bit is set to 1_B when the set condition of at least one of these flags (RHSBjUDi.RHSBjPERR with $i = 0, 1$) is fulfilled.

(4) RHSBjIS.RHSBjDRF — Data Received Flag

The user can only write 0_B to this bit.

The user should not set this bit to 0_B when upstream DMA is enabled (RHSBjGC.RHSBjUDE is 1_B).

This bit represents that at least one RHSBjUDi register is updated with new valid data.

[Clearing conditions]

This bit is set to 0_B when all RHSBjUDi.RHSBjND ($i = 0, 1$) flag are 0_B .

This bit is set to 0_B when there is a read access to RHSBjUDR.

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when the set condition of at least one of these flags (RHSBjUDi.RHSBjND with $i = 0, 1$) is fulfilled.

(5) RHSBjIS.RHSBjTSF — Transmission Started Flag

The user can only write 0_B to this bit.

This bit indicates that a command or data frame transmission has been started.

[Clearing condition]

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when a new frame transmission starts.

(6) RHSBjIS.RHSBjETF — Emergency Frame Transmission Done Flag

The user can only write 0_B to this bit.

This bit indicates that a data frame assembled under emergency condition has been transmitted.

[Clearing condition]

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when an emergency frame has been transmitted.

(7) RHSBjIS.RHSBjCTF — Command Frame Transmission Done Flag

The user can only write 0_B to this bit.

The user should not set this bit to 0_B when downstream command DMA transfer is enabled (RHSBjGC.RHSBjDCDE is 1_B).

This bit indicates that a command frame has been transmitted.

[Clearing conditions]

This bit is set to 0_B when a new command frame transmission is requested.

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when a command frame has been transmitted.

(8) RHSBjIS.RHSBjDTF — Data Frame Transmission Done Flag

The user can only write 0_B to this bit.

This bit indicates that a data frame has been transmitted.

[Clearing conditions]

This bit is set to 0_B when last active portions of the downstream data registers (RHSBjDDRi) are written (please refer to **Section 18.4.1.10, Data Update and Data Frame Transmission Request**).

This bit is set to 0_B when entering the CONFIG state.

[Setting condition]

This bit is set to 1_B when a data frame has been transmitted.

(9) RHSBjIS.RHSBjDTSF — Data Frame Transmission Started Flag

The user can only write 0_B to this bit.

The user should not set this bit to 0_B when downstream data DMA is enabled (RHSBjGC.RHSBjDDE is 1_B).

This bit indicates that a data frame transmission has been started.

When this bit is 0_B, data frame transmission is disabled or the downstream data registers (RHSBjDDRi) contain pending transmit data.

When this bit is 1_B, data frame transmission has been started. The downstream data registers can be updated to define the data for the next data frame.

[Clearing conditions]

This bit is set to 0_B when last active portions of the downstream data registers (RHSBjDDRi) are written (please refer to **Section 18.4.1.10, Data Update and Data Frame Transmission Request**).

This bit is set to 0_B when data frame transmission gets disabled (RHSBjDTC.RHSBjDTE changes from 1_B to 0_B).

This bit is set to 0_B when entering the CONFIG state.

[Setting conditions]

This bit is set to 1_B when a data frame transmission starts.

This bit is set to 1_B when data frame transmission gets enabled (RHSBjDTC.RHSBjDTE changes from 0_B to 1_B) and RHSBjDCR.RHSBjDMS is 01_B (TRIGGERED).

(10) RHSBjIS.RHSBjERF — Emergency Signal Rising Flag

The user can only write 0_B to this bit.

This bit indicates that an edge to the active level of the external emergency signal (RHSBjEMRG (j = 0, 1)) has been detected.

[Clearing condition]

This bit is set to 0_B when entering the CONFIG state.

[Setting conditions]

This bit is set to 1_B when a transition from inactive to active level of the emergency signal has been detected while RHSBjGC.RHSBjOPS is ACTIVE or TEST.

This bit is set to 1_B when there is an active level of the emergency signal when leaving the CONFIG state.

18.3 Operation States

After the release of MCU's hardware reset, the RHSB module is in RESET state. The user can trigger changes of the operation state by writing the target state to RHSBjGC.RHSBjOPS.

The current operation state is indicated by RHSBjGC.RHSBjOPS.

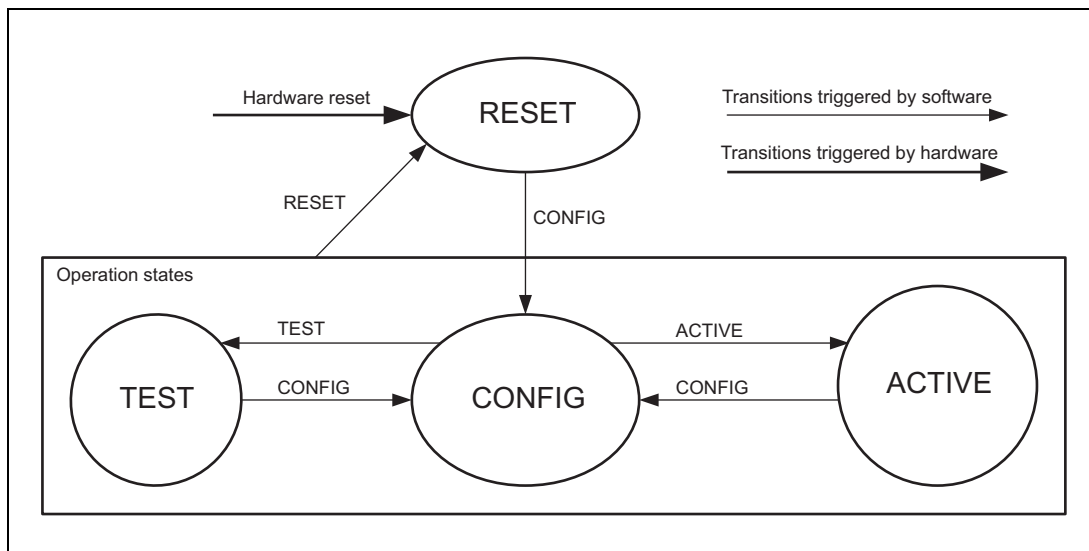


Figure 18.2 Module State Transitions

Figure 18.2 illustrates the implemented operation states and the possible state transitions. The RESET state can be entered from all operation states (TEST, CONFIG, ACTIVE).

18.3.1 Operation State Description

18.3.1.1 RESET State

The RESET state is considered as the power down and reset state of the RHSB module. All internal clocks are stopped to reduce the power consumption. All configuration, control and status registers are reset.

The user can only write to RHSBjGC.RHSBjOPS to leave the RESET state. All other registers are reset and writing to these registers does not have any effect.

18.3.1.2 CONFIG State

Within the CONFIG state the user has write access to all registers to define the module configuration.

18.3.1.3 ACTIVE State

In the ACTIVE state the RHSB module is able to perform up- and downstream communication.

Upstream communication can only be used in ACTIVE state when this function is enabled by RHSBjUCR.RHSBjUE.

Downstream communication can be individually enabled and disabled during ACTIVE and TEST state in the RHSBjDTC register.

18.3.1.4 TEST State

The TEST state is intended to support key-on testing and fault localization. By loop-back the downstream data to the upstream channel, the RHSB internal data paths can be checked.

Refer to **Section 18.4.4, Test Mode Operation** for details and restrictions of this mode.

18.3.2 Activation of the RHSB Module (Leaving RESET State)

To leave the RESET state this flow should be used. The flow assumes that the peripheral bus clock and the RHSB engine clock are already enabled.

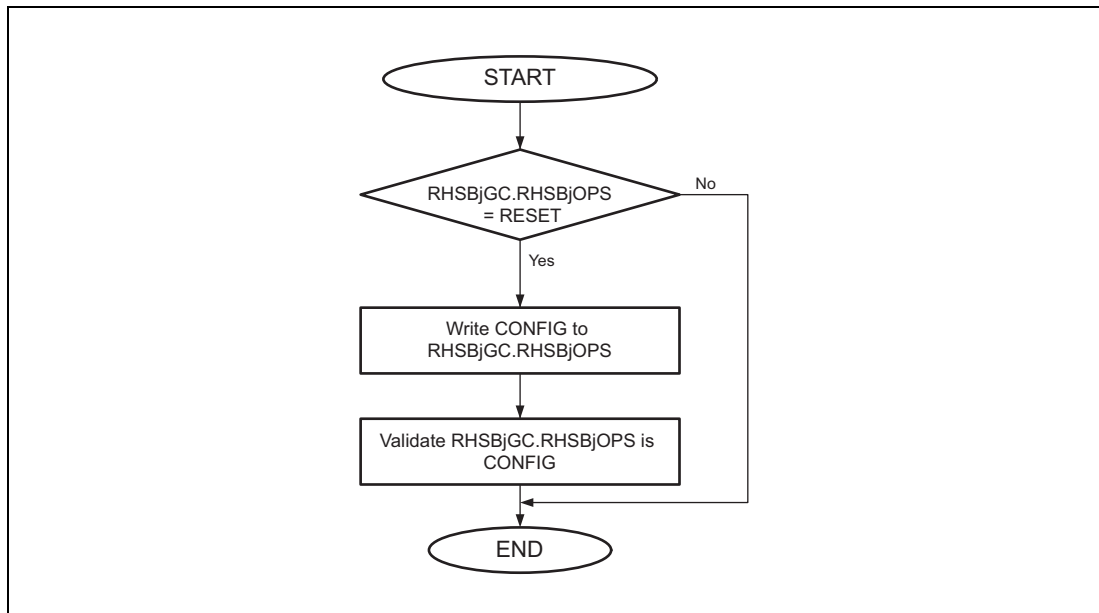


Figure 18.3 Software Flow to Leave RESET State

Note that port function and direction registers of the MCU needs to be configured before the RHSB module can perform active operation. To prevent invalid levels on the downstream chip select lines, it is recommended to define the correct active level for these lines before setting the MCU pin function to the RHSB.

18.3.3 Deactivation of the RHSB Module (Entering RESET State)

To enter the RESET state this flow should be used. Once this flow is executed the peripheral bus clock and the RHSB engine clock can be disabled; the function of the MCU ports can be changed.

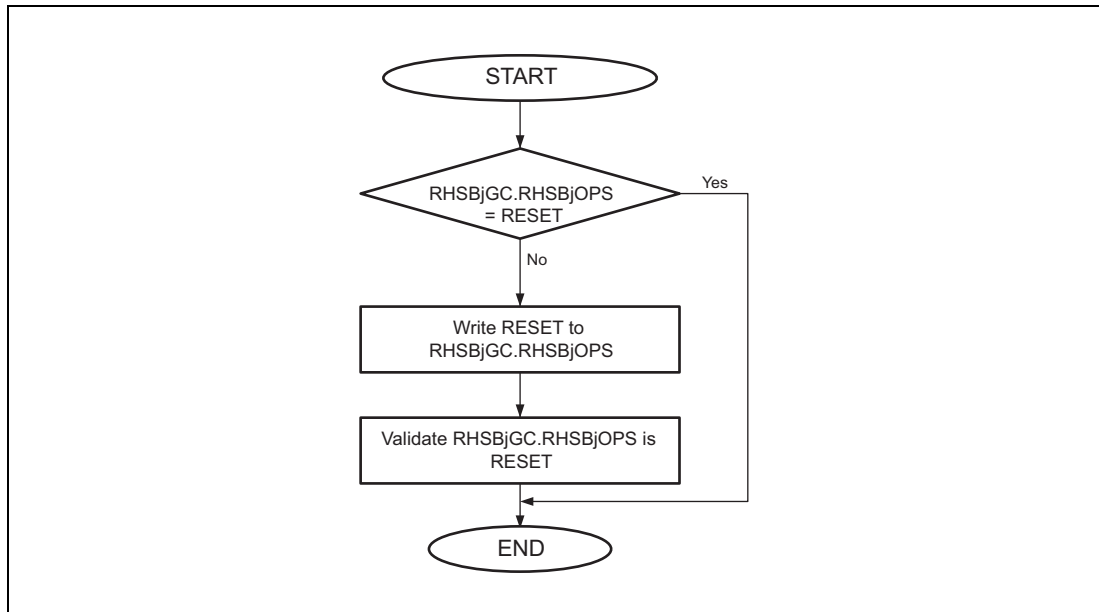


Figure 18.4 Software Flow to Enter RESET State

If the module enters the RESET state, ongoing transmission will be aborted, ongoing reception is lost and the RHSB output lines are changed to their reset levels.

Note when using the flow mentioned in **Figure 18.5**, it is possible to enter RESET state without influencing an ongoing transmission.

18.3.4 Changing between Operation States (ACTIVE, CONFIG, TEST)

Changing the operation state of the RHSB module is triggered by writing the target state to RHSBjGC.RHSBjOPS. The successful processing of the state transition is observable in RHSBjGC.RHSBjOPS.

18.3.5 Leaving ACTIVE State without Interrupting Ongoing Transmission

When the ACTIVE state is left, an ongoing transmission is aborted. This may result in an invalid reception on the downstream receiver side (slave).

Using this flow, interruption of an ongoing transmission can be prevented when changing the operation state to CONFIG or RESET.

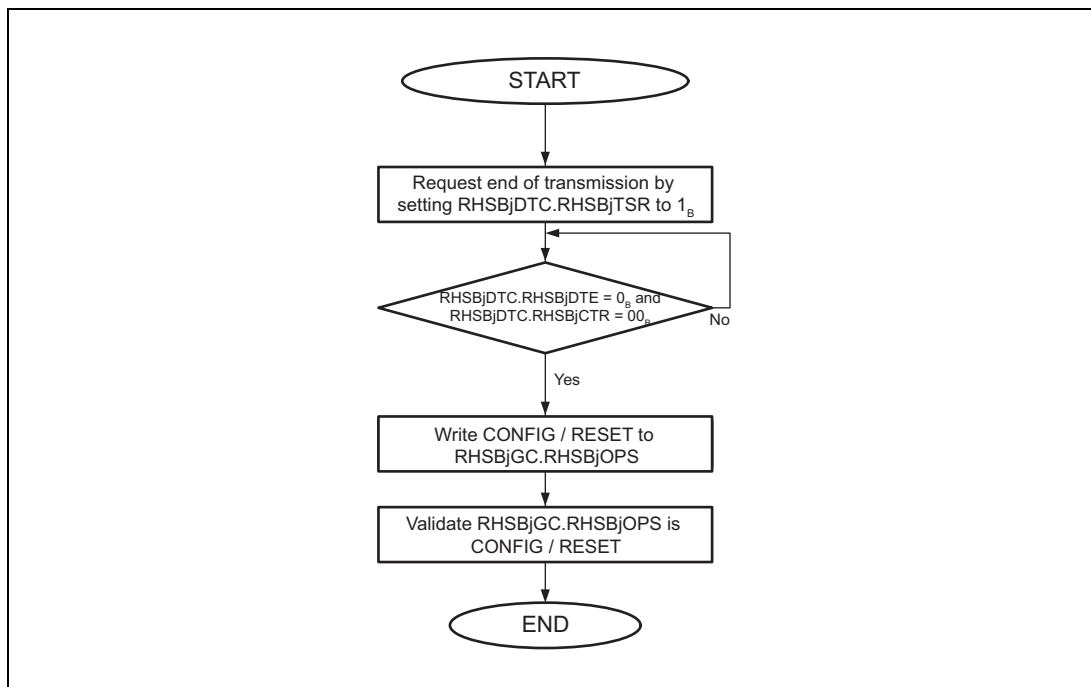


Figure 18.5 Software Flow to Leave ACTIVE/TEST State without Interruption of Ongoing Transmissions

The same flow can be used to leave the TEST state.

18.4 RHSB operations

18.4.1 Downstream Communication

The RHSB module uses for downstream communication the synchronous serial transmission.

In addition to the synchronous serial frame, the downstream communication defines a set of communication phases to serve up to two slaves by one frame and to define a repetition period for cyclic transmission.

There are different modes and configuration parameters available to schedule the downstream communication according the application requirements. This downstream configuration is defined by the registers described in **Section 18.2.4, Downstream (Tx) Registers**.

The diagram in **Figure 18.6** illustrates the functional blocks of the downstream engine. The detailed downstream communication is explained in this section.

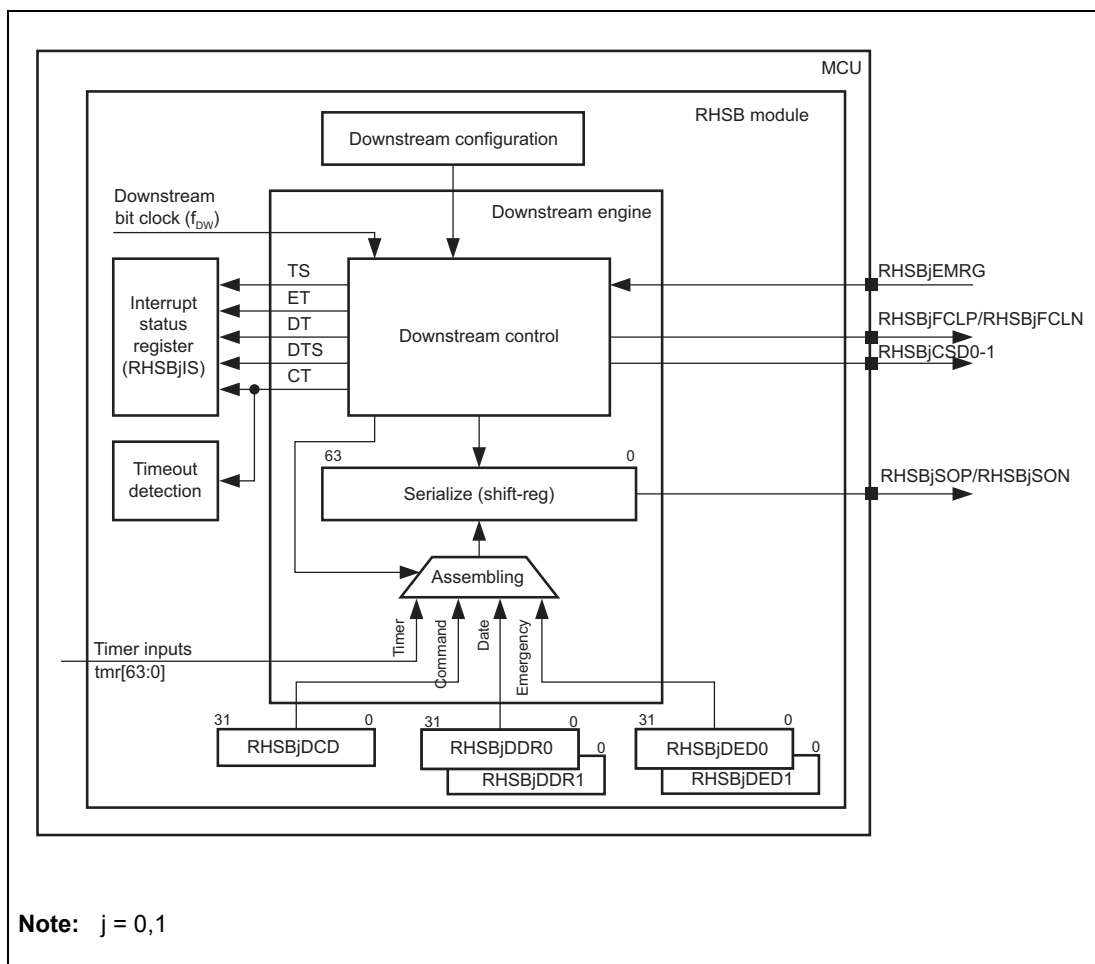


Figure 18.6 Downstream Block Diagram

Downstream Configuration

This block represents the downstream related configuration parameters and the downstream control interface handled by the application software.

Downstream Control

This block provides the main function of the downstream engine. It schedules the transmission, controls the frame assembling, generates the downstream communication signals (RHSBjFCLP/RHSBjFCLN ($j = 0, 1$), RHSBjCSD0-1 ($j = 0, 1$)) and triggers the downstream related status flags in the RHSBjIS register.

Serialize

The shift register captures the assembled data at frame start and provides the downstream phase related information to the serial data line (RHSBjSOP/RHSBjSON ($j = 0, 1$)) of the downstream interface.

Assembling

This multiplexing logic selects the data source for each data bit.

18.4.1.1 Downstream Communication Phases

The downstream communication is composed of different phases.

These phases are used by the RHSB module.

Active phases:

- Assertion phase: The serial data line is invalid
This optional phase allows the selected slave to get prepared for the content phase.
- Content phase: The serial data line is valid
During this phase content is transmitted to the selected slave.
- Deassertion phase: The serial data line is invalid
Optional phase after content is transmitted to the selected slave.

Passive phases:

- Frame passive phase:
This phase is part of each frame and defines a minimum time of inactivation before the next frame starts.
- Inter-frame passive phase:
This phase describes the time, where no frame is transmitted (bus is idle).
An inter-frame passive phase occurs, depending on the downstream mode and the downstream configuration.

A frame consists of the active phases and the frame passive phase.

Figure 18.7 illustrates the phases of downstream communication. The frame shown in this figure addresses one slave (slave 0). The mode dependent clock during the passive phases is shown by dotted lines. All phases, including the optional ones, are shown in the ordering used for transmission.

Figure 18.8 illustrates the phases of downstream communication of a frame addressing two slaves (slave 0 and slave 1). The optional assertion and deassertion phases are individually configurable for each slave.

In **Figure 18.7** and **Figure 18.8**, the select signal of the slaves are configured as active high; the clock line phase is set to rising edge.

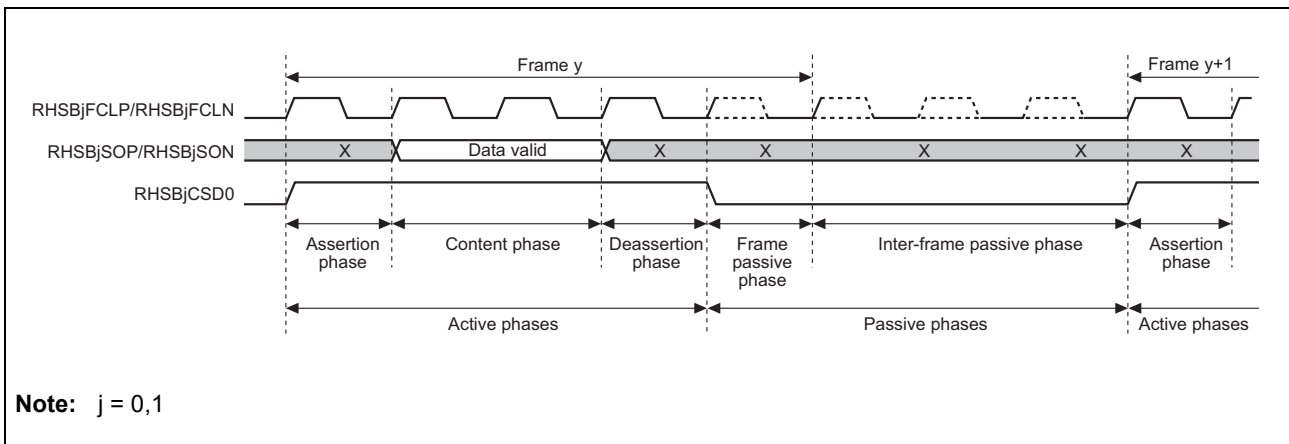


Figure 18.7 Downstream Communication Phases

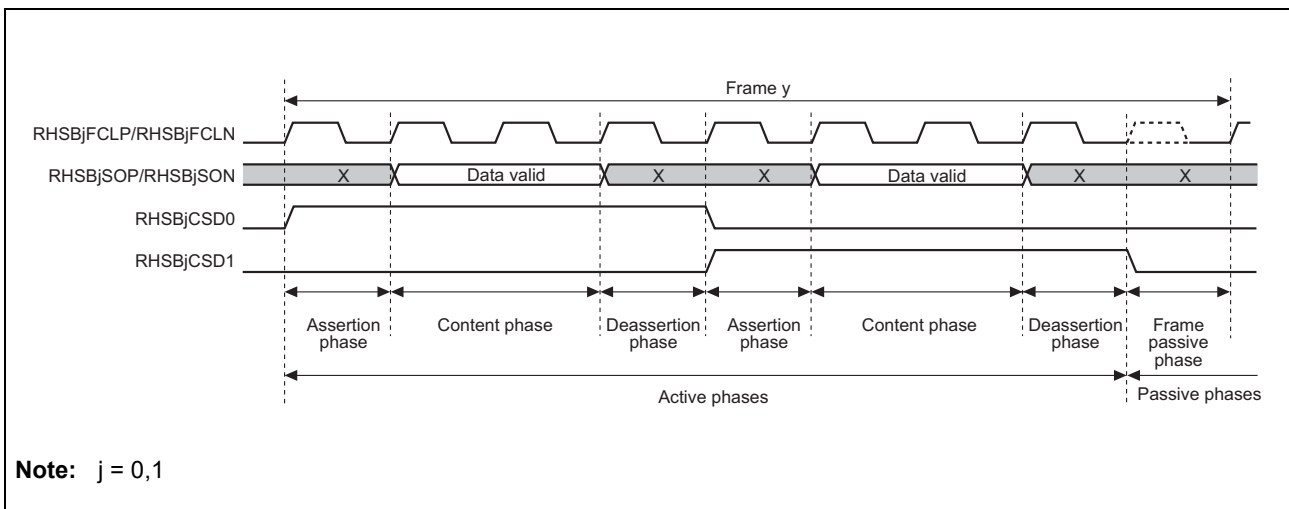


Figure 18.8 Downstream Communication Phases of a Frame Addressing Two Slaves

For evaluation purpose the user can monitor the communication phases by reading RHBjMSR. Note that this function is not available for all downstream bit rates.

18.4.1.2 Frame Dependent Flagging

Figure 18.9 illustrates the RHSB internal processing flow of command and data frame transmission. The scheduling when a command or data frame is transmitted is mode dependent and explained in **Section 18.4.1.3, Downstream Modes**.

The flows described in **Figure 18.8** are used as macros in the mode description of **Section 18.4.1.3, Downstream Modes**.

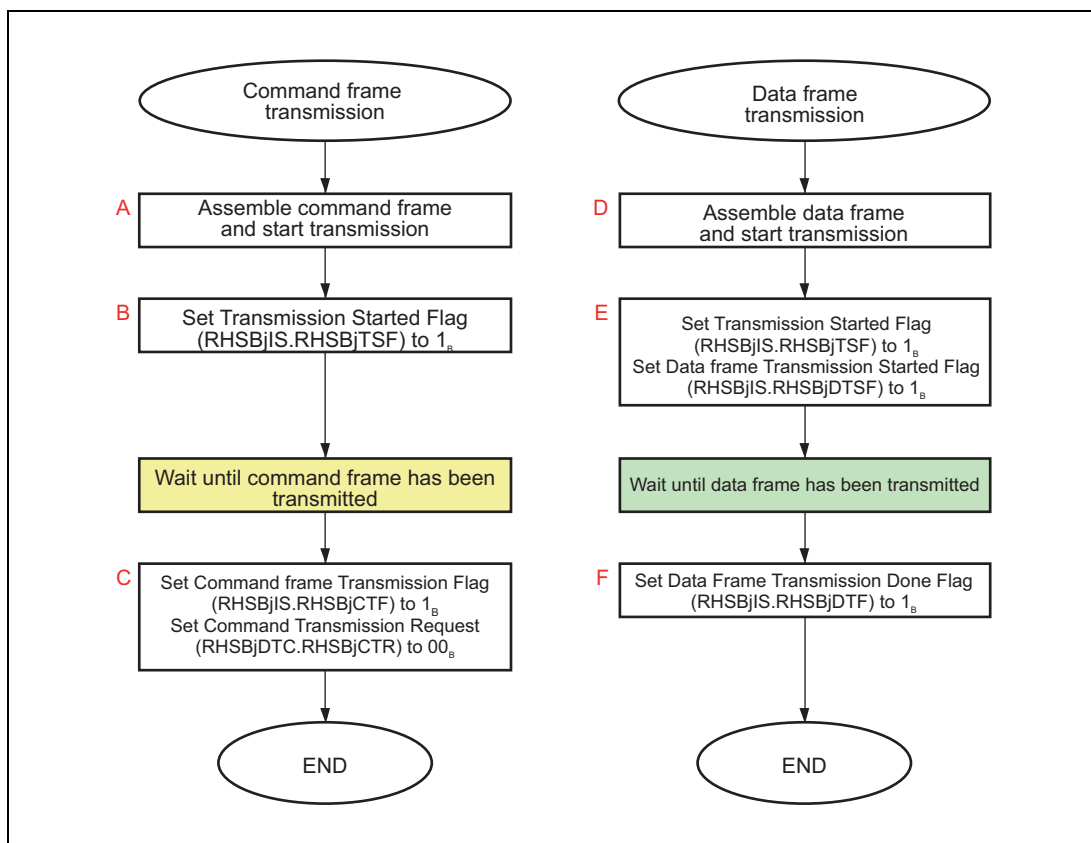


Figure 18.9 Internal Transmission Processing of Command and Data Frames

The flagging related to command and data frame transmission is illustrated in **Figure 18.10**. A gray background illustrates values which depend on previous user interaction but have no influence to the transmission.

In triggered mode RHSBjIS.RHSBjDTSF is always 0_B immediately before a data frame transmission starts. In other modes the value can be 0_B or 1_B.

The timing marks A to F refer to the marks in **Figure 18.9**.

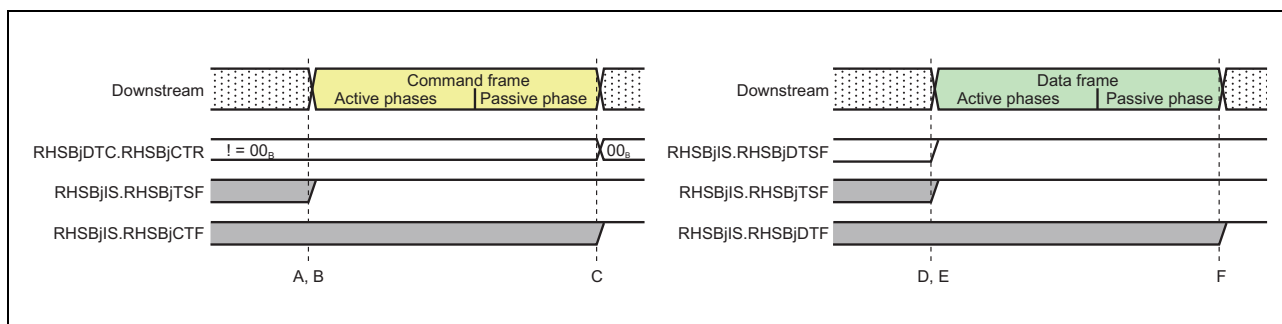


Figure 18.10 Command and Data Frame Related Flagging

When an emergency frame is transmitted, the RHSBjIS.RHSBjETF is rising at the same time as RHSBjIS.RHSBjDTF (timing F).

18.4.1.3 Downstream Modes

The RHSB module supports different downstream transmission modes which can be selected during CONFIG state.

These modes are available and can be configured in RHSBjDCR.RHSBjDMS:

- **Triggered mode**
The RHSB module starts downstream communication immediately on user request (software triggered).
- **Single-period repetition mode**
The RHSB module starts downstream communication in a defined repetition period. The cyclic transmission is independent from user interaction.
- **Multi-period repetition mode**
The RHSB module starts downstream communication in two defined repetition periods. The cyclic transmission is independent from user interaction.

In all modes transmission of data frames is only possible when the data transmission is enabled by setting RHSBjDTC.RHSBjDTE to 1_B.

Except in triggered mode it is recommended to initialize the downstream data registers with valid data before enabling the data transmission because a data frame transmission is immediately started when RHSBjDTC.RHSBjDTE changes from 0_B to 1_B.

The RHSB module is able to transmit command frames independent from the downstream mode and whether data transmission is enabled or not.

(1) Triggered mode

In this mode transmission of data frames is triggered by the user. Each trigger starts the transmission of one data frame.

There is no repetition period defined for this mode, the transmission is controlled by the software execution timing.

These configuration parameters are ignored in triggered mode:

- Command frame insertion mode (RHSBjDCR.RHSBjCIM)
- Command frame transmission delay (RHSBjDCR.RHSBjCTD)
- Repetition period length (RHSBjDCR.RHSBjREP)

A data frame transmission is triggered when RHSBjIS.RHSBjDTSF is 0_B . This bit can be cleared by writing 0_B to RHSBjIS.RHSBjDTSF (keep data unchanged) or by updating the downstream data registers (RHSBjDDRi). Please refer to **Section 18.4.1.10, Data Update and Data Frame Transmission Request** for details about data update and data frame transmission request.

The flow shown in **Figure 18.11** assumes that the RHSB module is in triggered mode and that the data transmission is enabled.

The details about command and data frame transmission (colored ovals) are shown in **Figure 18.9**.

The flow is started when the following configuration is applied:

- RHSBjGC.RHSBjOPS is ACTIVE
- RHSBjDCR.RHSBjDMS is triggered
- RHSBjDTC.RHSBjDTE is 1_B

The flow is immediately aborted when the RHSB module leaves the ACTIVE state.

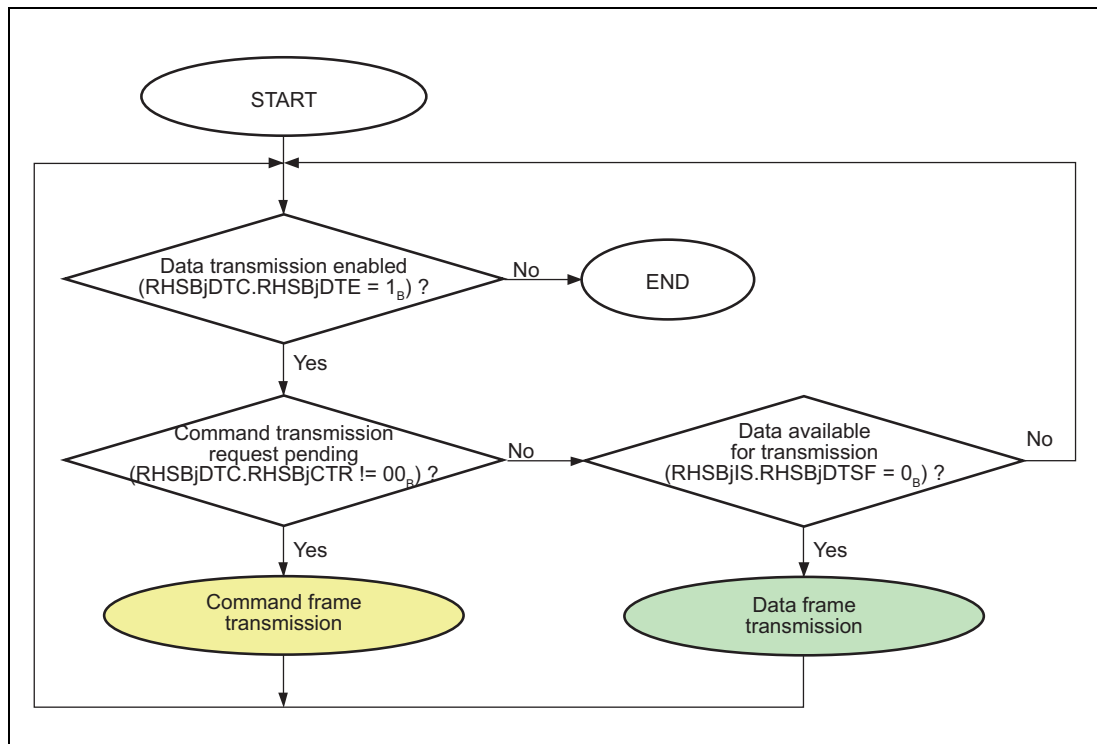


Figure 18.11 Internal Transmission Processing in Triggered Mode when Data Transmission is Enabled

Figure 18.12 illustrates the downstream communication in case of concurrent command and data frame transmission requests. If there is a pending request when a frame transmission ends, the next frame is transmitted immediately.

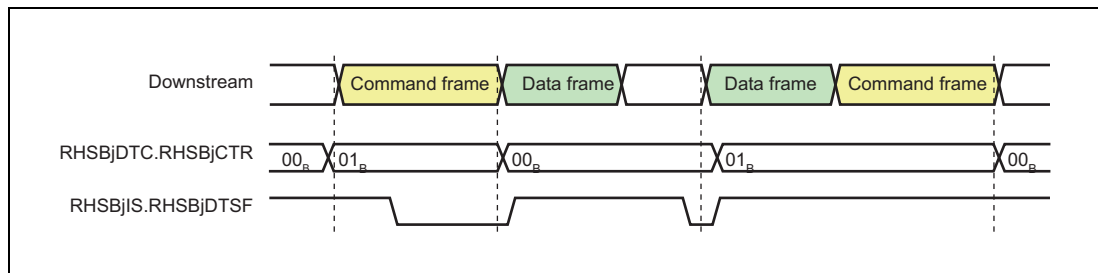


Figure 18.12 Example of Concurrent Command/Data Transmission Requests in Triggered Mode

(a) Command frame transmission in triggered mode

Command frame transmission has higher priority than data frame transmission as shown in the transmission processing figure. The user needs to schedule data and command frame transmission to be consistent with the requirements of the application.

When the data transmission is disabled ($\text{RHSBjDTC.RHSBjDTE} = 0_B$) a command frame is immediately transmitted when the request is pending. This command frame transmission is not controlled by the internal transmission processing as shown in **Figure 18.11**.

(2) Repetition mode (Single-period repetition, Multi-period repetition)

In this mode transmission of data frames is done periodically.

A periodical time tick defines the repetition period of the cyclic data transmission.

The fixed repetition period used in this mode is controlled by the RHSB module.

By RHSBjDTC.RHSBjDTE and RHSBjDTC.RHSBjTSR the user can start and stop the cyclic data transmission in repetition mode. The RHSB module ensures that disabling of data transmission will not interrupt an ongoing transmission.

In repetition mode the trigger of data frame transmission is independent from RHSBjIS.RHSBjDTSF .

However the values from the downstream data registers (RHSBjDDRi) are used to assemble the transmission data.

(a) Repetition period definition

The repetition period is defined by RHSBjDCR.RHSBjREP . The minimum repetition period should be at least the data frame length.

When the repetition period is bigger than the data frame length, there is an inter-frame passive phase between two data frames as illustrated in **Figure 18.13**.

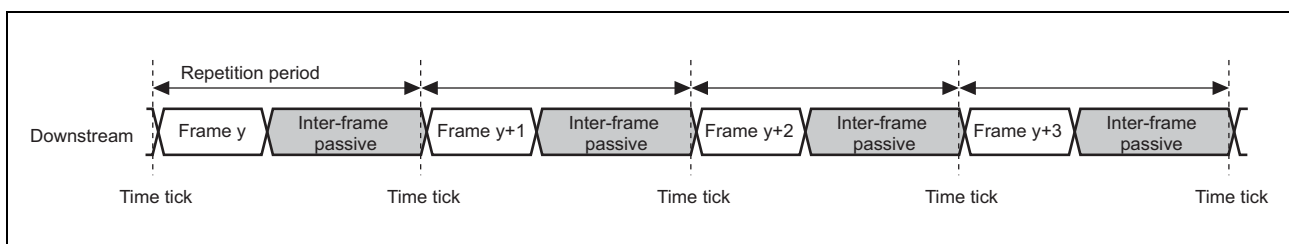


Figure 18.13 Transmission Timing in Repetition Mode

The length of a data frame can be calculated as sum of these configuration parameters:

- Assertion phase length (RHSBjSDCi.RHSBjAPLn) of all addressed slaves
- Data frame selection bit (RHSBjSDCi.RHSBjCPSn) of all addressed slaves
- Deassertion phase length (RHSBjSDCi.RHSBjDPLn) of all addressed slaves
- Number of data bits (RHSBjDEC.RHSBjNDBm) of all used DFTEs (RHSBjDCR.RHSBjSLS and RHSBjDCR1.RHSBj.SLS1 (multi-period repetition mode))
- Data frame passive phase length (RHSBjDCR.RHSBjDFP)

The user should not configure a repetition period (RHSBjDCR.RHSBjREP) less than 8 peripheral bus clock cycles. As example: With a typical peripheral bus clock (CLK_LSB) frequency of 40 MHz, this results in a minimal repetition period of 0.2 μ s.

The transmission period count in single-period repetition mode holds “period 0” and that in multi-period repetition mode toggles between “period 0” and “period 1” repeatedly as illustrated in **Figure 18.13**.

The sequence length in single-period repetition mode is defined by RHSBjDCR.RHSBjSLS for period 0. The sequence length in multi-period repetition mode is defined by RHSBjDCR.RHSBjSLS for period 0 and RHSBjDCR1.RHSBjSLS1 for period 1.

(b) Command frame transmission

Command frame transmission has higher priority than data frame transmission. Depending on the configuration parameter RHSBjDCR.RHSBjCTD transmission of consecutive command frames can be prevented.

Different command frame insertion methods are available. They differ in the strategy for the case when a command frame is transmitted and how data transmission is affected by command frame insertion.

All insertion methods (controlled by RHSBjDCR.RHSBjCIM) are explained in detailed in **18.4.1.3**

(3) Command frame insertion methods in single-period repetition mode.

(3) Command frame insertion methods in single-period repetition mode

In Single-Period REPETITION mode, a request for command transmission comes asynchronously with respect to the repetition period. The RHSB module supports different strategies controlled by RHSBjDCR.RHSBjCIM, on how to insert command frames into the repetition schedule.

If data transmission is disabled (RHSBjDTC.RHSBjDTE is 0_B), a command frame is immediately transmitted when the request is pending. In addition the restriction about consecutive command frames (RHSBjDCR.RHSBjCTD is 1_B) is ignored.

(a) Time-slot method

When this method is selected, the RHSB module processes command and data frames aligned to the time ticks. The command frames substitute data frames within the repetition period.

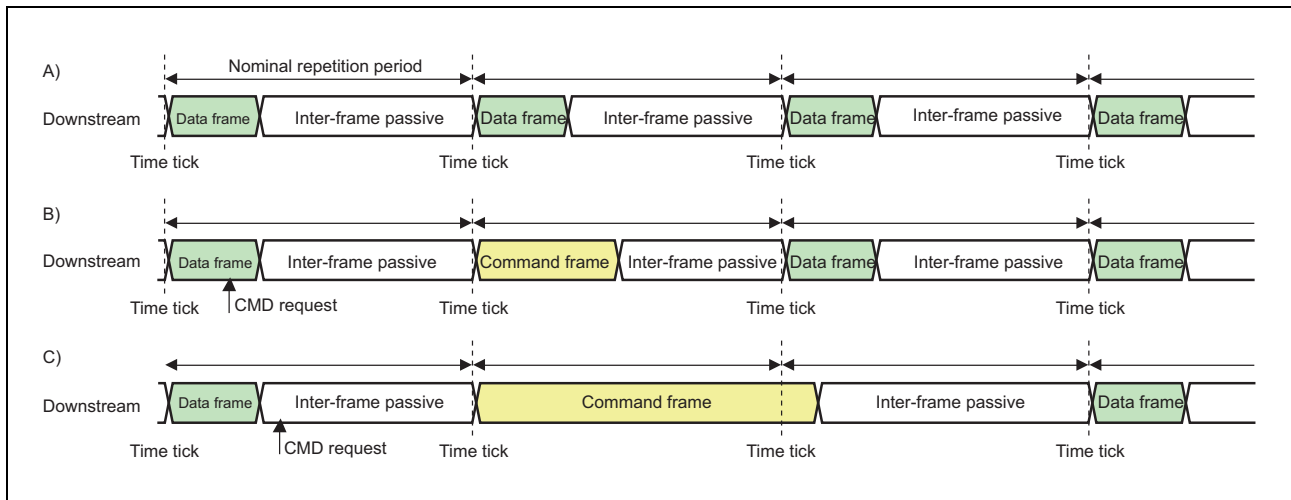


Figure 18.14 Examples of Command Insertion Using Time-Slot Method

Scenario A) shows a schedule with no command requests.

Scenario B) shows command frame insertion where the length of the command frame is less or equal to the repetition period. One data frame is substituted.

Scenario C) shows command frame insertion where the length of the command frame is greater than the repetition period. Two data frames are substituted.

(b) Immediate method

When this method is selected, the RHSB module processes a command frame transmission request as soon as possible (immediately during inter-frame passive phase or when a data frame ends). The command frame transmission is not aligned to the repetition period.

If a data frame transmission cannot be started at the origin time tick because a command frame has broken the repetition period, the data transmission is processed as soon as possible. The repetition period is re-adjusted.

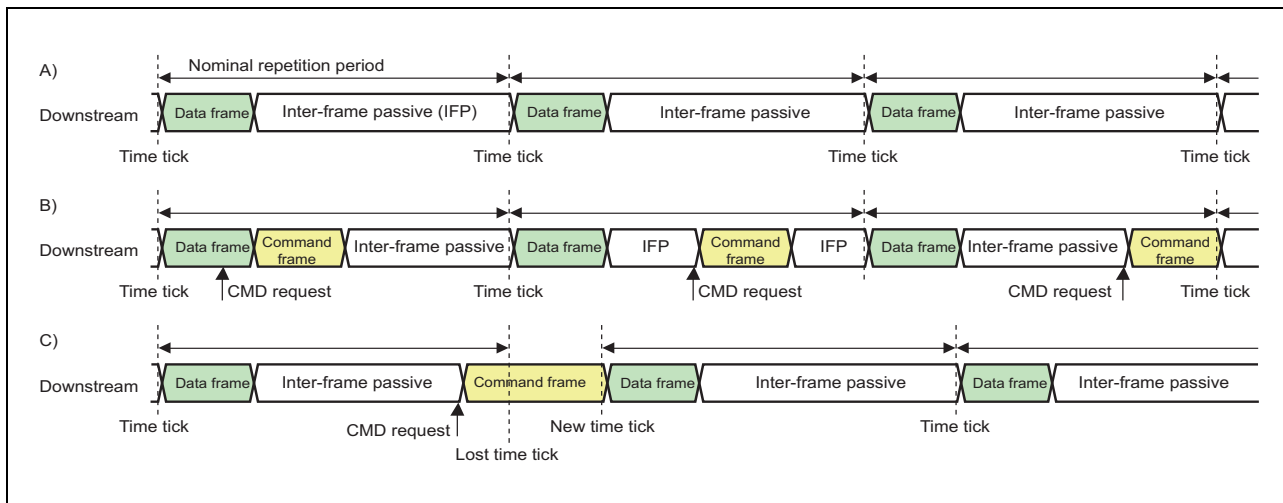


Figure 18.15 Examples of Command Insertion Using Immediate Method

Scenario A) shows a schedule with no command requests.

Scenario B) shows command frame insertion which is not breaking the repetition period (three examples).

Scenario C) shows command frame insertion which is breaking the repetition period. The original time tick for the data frame is lost. When the command frame transmission ends, the time base is re-adjusted, a new time tick is generated and data frame transmission is immediately stated.

It is possible to insert more than one command frame between two data frames if this is allowed from the configuration. Also in this case a re-adjust of the repetition period happens if a command frame brakes the repetition period.

(c) Best-effort method

When this method is selected, the RHSB module starts command frame transmission only

- at the end of a data frame transmission or
- when the command frame transmission will end within the inter-frame passive phase.

The repetition time grid is not adjusted when using the best-effort insertion method.

If the command frame is shorter or equal to the inter-frame passive phase, command frame transmission has no influence to the data frame transmission (see case B in **Figure 18.18**). If possible from configuration, more than one command frame can be transmitted during the repetition period.

If the command frame is longer than the inter-frame passive phase, command frame transmission influences the data frame transmission (see case C in **Figure 18.18**). The data transmission is processed as soon as possible.

If a data frame transmission is influenced by another data frame (shifted by command frame transmission), the data frame is not processed (see case D in **Figure 18.18**).

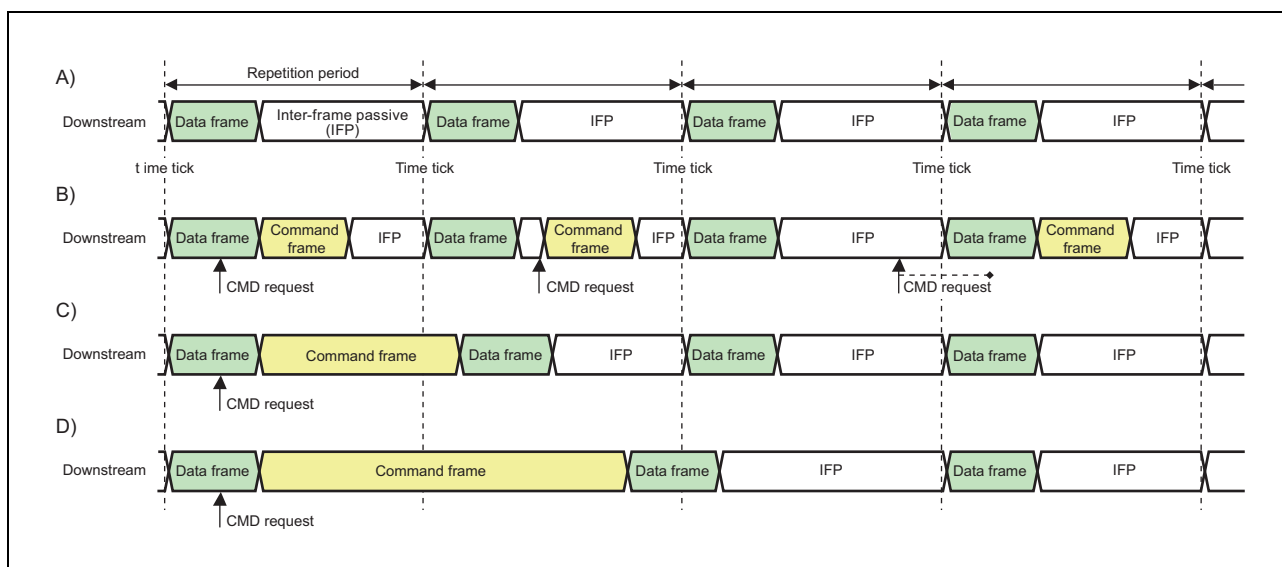


Figure 18.16 Examples of Command Insertion Using Best-Effort Method

Scenario A) shows a schedule with no command requests.

Scenario B) shows command frame insertion where the command frames are shorter or equal to the inter-frame passive length (three examples). In the third example the command frame is shifted after the next data frame, because it would influence the data transmission.

Scenario C) shows command frame insertion where the command frames are longer than the inter-frame passive length. The delayed data frame has no influence to the next data frame.

Scenario D) shows command frame insertion where the command frames are longer than the inter-frame passive length. The delayed data frame influences to the next data frame.

18.4.1.4 Command Frame Insertion Methods in Multi-Period Repetition Mode

In the Multi-Period repetition mode, a request for command transmission comes asynchronously with respect to the repetition period.

(1) Best-effort method

Multi-Period repetition mode supports only Best-effort method. When this method is selected, the RHSB module starts command frame transmission only

- at the end of a data frame transmission in period 1.

The repetition time grid is not adjusted when using the best-effort insertion method.

If the command frame is shorter or equal to the inter-frame passive phase in period 1, command frame transmission has no influence to the data frame transmission (see case B, C, D, E, F and G in **Figure 18.17**). If possible from configuration, more than one command frame can be transmitted during the repetition period.

If the command frame is longer than the inter-frame passive phase, command frame transmission influences the data frame transmission (see case H in **Figure 18.17**). The transferred command and data are not guaranteed.

If a data frame transmission is influenced by another data frame (shifted by command frame transmission), the data frame is not processed (see case I in **Figure 18.17**). The transferred command and data are not guaranteed.

The processing of the best-effort method is also mentioned in transmission processing flows as shown in **Figure 18.17**.

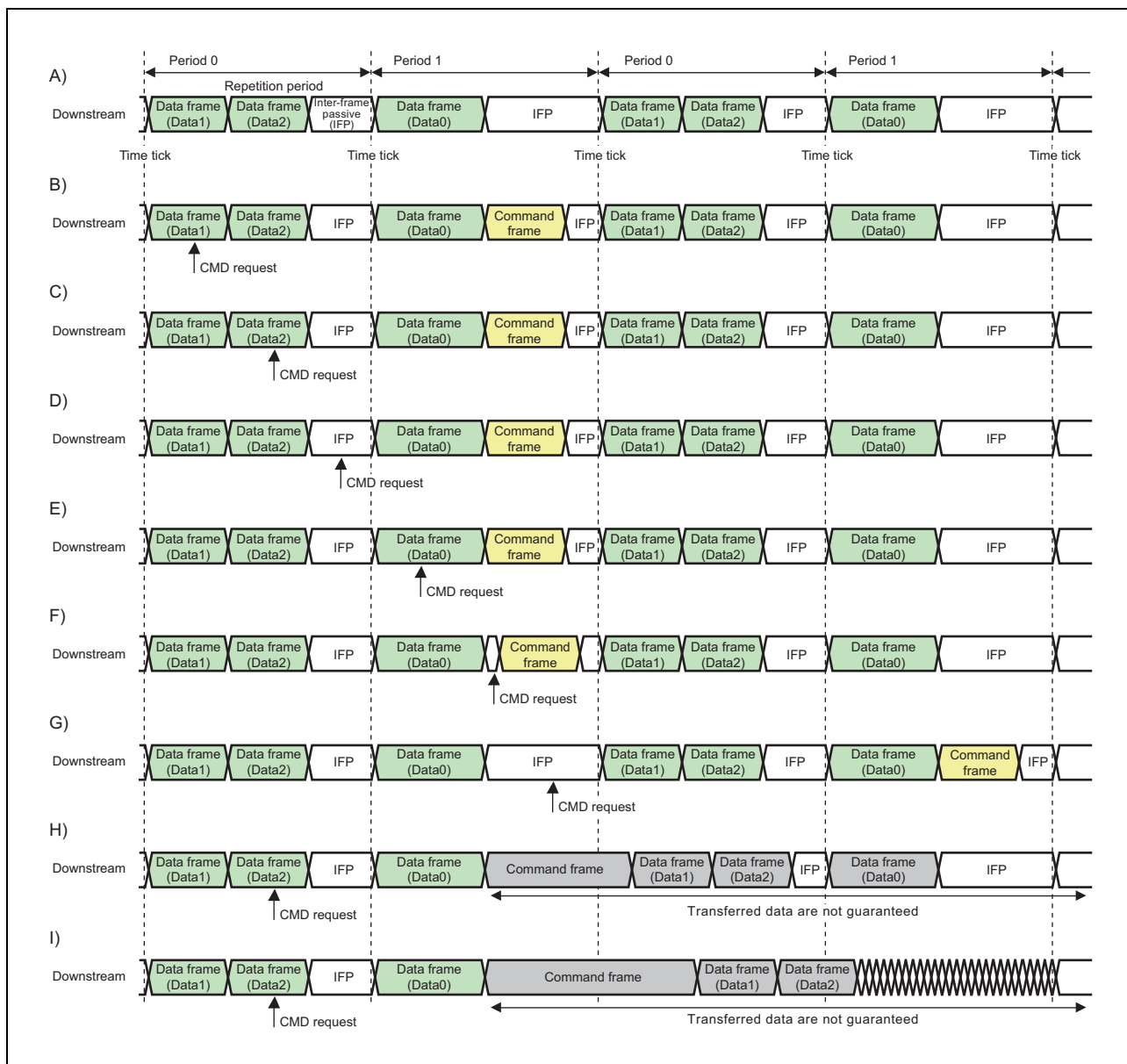


Figure 18.17 Examples of Command Insertion Using Best-Effort Method in Multi-Period Repetition Mode

Scenario A) shows a schedule with no command requests.

Scenario B, C, D) shows command frame insertion when a command request comes in period 0. The command frame is shifted after the end of data frame in period 1.

Scenario E) shows command frame insertion when a command request comes at a data frame in period 1. The command frame is shifted after the end of data frame in period 1.

Scenario F) shows command frame insertion when a command request comes at an inter-frame passive phase and the command length is shorter than the rest of the inter-frame passive length.

Scenario G) shows command frame insertion when a command request comes at an inter-frame passive phase and the command length is longer than the rest of the inter-frame passive length.

Scenarios H) and I) show command frame insertion where the command frame length is longer than the inter-frame passive length. This setting is prohibited. Transferred data after the command frame are not guaranteed until the user writes RHSBjDTC.RHSBjTSR to 1_B.

18.4.1.5 Physical Frame Format

(1) Clock line

The serial clock line (RHSBjFCLP/RHSBjFCLN ($j = 0, 1$)) provides the timing information from the MSC master to the MSC slave modules. The clock line and the clock phase are common for all slaves.

The user can configure by setting RHSBjDCR.RHSBjCLP whether the serial data line (RHSBjSOP/RHSBjSON ($j = 0, 1$)) and the chip select lines (RHSBjCSD0-1 ($j = 0, 1$)) are changing their values with rising edge or falling edge of the serial clock line (RHSBjFCLP/RHSBjFCLN ($j = 0, 1$)).

Note that RHSBjDCR.RHSBjCLP is directly influencing the level on the serial clock line (RHSBjFCLP/RHSBjFCLN ($j = 0, 1$)).

The user is able to configure the serial clock activity by RHSBjDCR.RHSBjCAC anytime. The RHSB module guarantees a glitch free clock signal on the serial clock line (RHSBjFCLP/RHSBjFCLN ($j = 0, 1$)).

The configuration given by RHSBjDCR.RHSBjCAC is not affecting the clock activity during the active phases; for a proper downstream communication the clock is required during active phases. RHSBjDCR.RHSBjCAC is only affecting the clock activity during the passive phases; for downstream communication the clock is not required during passive phases.

An active serial clock line may be required in some applications by a connected slave (e.g. if a slave uses the downstream clock to handle the upstream communication).

(2) Individual slave configuration

For each slave the user can independently program in CONFIG state:

- The active level of the chip select line (RHSBjSDCi.RHSBjCSLPn)
- The active level of the serial data line (RHSBjSDCi.RHSBjSOLPn)
- The assertion phase length (RHSBjSDCi.RHSBjAPLn)
- The deassertion phase length (RHSBjSDCi.RHSBjDPLn)
- The presence of a selection bit in data frames (RHSBjSDCi.RHSBjCPSn)

Note that the active level configuration for the chip select lines is directly visible at the outputs of the RHSB module.

(3) Downstream frame encoding

The selection bit is 0_B for data frames and 1_B for command frames.

The serial data line (RHSBjSOP/RHSBjSON ($j = 0, 1$)) is specified as 'invalid' for the assertion and deassertion phases; the RHSB module is transmitting 1_B during these phases. Note that the level on the serial data line depends on the individual slave configuration (RHSBjSDCi.RHSBjSOLPn).

An enabled inversion of the serial data line happens as long as slave n is selected.

The inversion of the serial data line is only configurable for active phases; the RHSB module sets serial data line (RHSBjSOP/RHSBjSON ($j = 0, 1$)) to high level during passive phases independent from RHSBjSDCi.RHSBjSOLPn.

Figure 18.18 illustrates a data frame encoding in case of two slaves with active high chip select lines. The frame transmits a data word of 3 bits (value is 03_H) to slave 0 and to slave 1. The configuration of both slaves is identical except that the data line for the slave 1 is inverted.

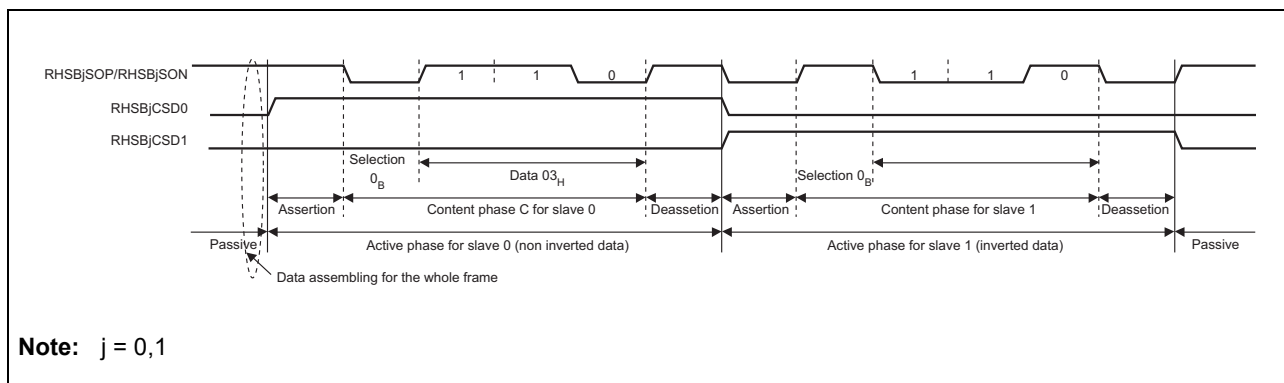


Figure 18.18 Frame Encoding Example

The RHSB module assembles the downstream frame directly before the transmission starts (as marked in **Figure 18.18**). This assembling timing is independent from the downstream mode (RHBjDCR.RHBjDMS) and the frame type (command/data frame).

18.4.1.6 Data Frame Assembling

A data frame is a stream of un-correlated bits sent to up to 4 slaves. There is an individual chip select line for each slave indicating which content is for which slave. Two chip select signals are not simultaneously active. Only one chip select signal can be activated at a time.

A data frame is composed by up to 4 Downstream Frame Transmission Elements (DFTEs).

The number of DFTEs used is defined by RHSBjDCR.RHSBjSLS.

For each DFTE the user can configure:

- The slave assigned to (RHSBjDEC.RHSBjSSDm)
- Presence of an optional selection bit in each content phase (RHSBjSDCi.RHSBjCPSn)
- The number of used data bits (RHSBjDEC.RHSBjNDBm)

If a slave needs more than one DFTE, the user should assign consecutive DFTEs to the same slave. These DFTEs are combined into one content phase.

Note that it is possible to assign nonconsecutive DFTEs to the same slave (e.g. DFTE0 and DFTE2); in this case each DFTE defines its own content phase.

The DFTEs are always placed in ascending order inside a data frame. Because the DFTE/slave assignment is free configurable, the ordering of slave selection is not restricted by the fixed DFTE order.

(1) Data source configuration

For each bit of a DFTE the user can configure independently the data source by setting RHSBjDEBAm.RHSBjDSSn as:

- Timer input (tmr)
- Timer input inverted
- Downstream data register

The relation between DFTEs and the data sources is shown in **Figure 18.29**. The diagram in **Figure 18.19** illustrates this relation for one bit and includes the emergency case.

For details about the mapping of timer inputs please refer to **Section 18.7, Cross Bar (XBAR)**.

Table 18.26 Relation of DFTEs and Data Sources

	Timer Input	Data Input	Bit Assignment	Emergency Data	Emergency Enable
DFTE0[15:0]	tmr[15:0]	DDR0[31:16]	DEBA0[31:0]	DED0[31:16]	EBE0[31:16]
DFTE1[15:0]	tmr[31:16]	DDR0[15:0]	DEBA1[31:0]	DED0[15:0]	EBE0[15:0]
DFTE2[15:0]	tmr[47:32]	DDR1[31:16]	DEBA2[31:0]	DED1[31:16]	EBE1[31:16]
DFTE3[15:0]	tmr[63:48]	DDR1[15:0]	DEBA3[31:0]	DED1[15:0]	EBE1[15:0]

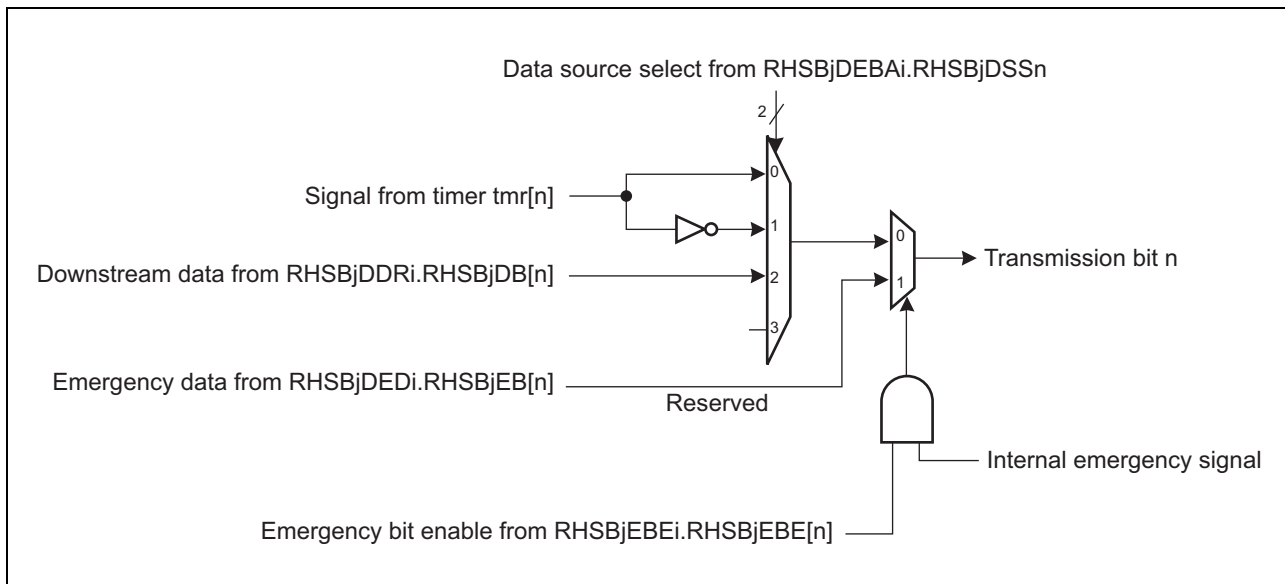


Figure 18.19 Data Source Selection for One Bit of a DFTE

The ‘transmission bit n’ signal in **Figure 18.19** represents the value of bit n. This signal is used by the RHSB module to assemble the content of a data frame when starting the data frame transmission.

(2) Data frame DFTE mapping

Table 18.27 shows all possible configurations of data bits available for each slave depending on the number of used slaves. The slaves are named A to D to illustrate that there is no dependency between the DFTEs and slave number. If there is a range of assigned DFTEs given, these DFTEs have to be consecutive.

Table 18.27 Combinations of DFTEs and Data Bits Assignments to Slaves

Number of Slaves	Slave A Bits	Slave B Bits	Slave C Bits	Slave D Bits	DFTE Assignment
1 slave (A)	1 to 64	—	—	—	1 to 4 DFTEs to slave A
2 slaves (A, B)	1 to 48	1 to 16	—	—	1 to 3 DFTEs to slave A 1 DFTE to slave B
2 slaves (A, B)	1 to 32	1 to 32	—	—	1 to 2 DFTEs to slave A 1 to 2 DFTEs to slave B

Figure 18.20 shows an example of a downstream frame to be transmitted to slave A assembled from DFTE1 and DFTE2. The slave device A is configured in RHSBjSDCi register as: RHSBjAPLn = 1, RHSBjCSLPn = 0, RHSBjSOLPn = 0, RHSBjCPSn = 1, RHSBjDPLn = 1 (active high, assertion and deassertion phase of 1_D bit, selection bit is present). For DFTE1 3 data bits are configured (RHSBjDEC.RHSBjNDB1 = 2), for DFTE2 13 data bits are configured (RHSBjDEC.RHSBjNDB2 = 12).

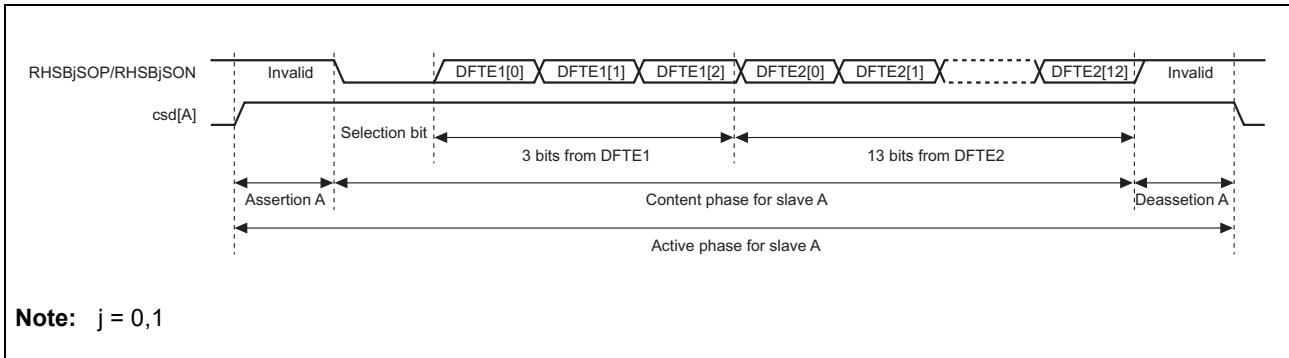


Figure 18.20 Example Bit Mapping when Combining Two DFTEs

18.4.1.7 Command Frame Assembling

The command frame is a stream of correlated bits sent to one slave. There is only one content phase available in a command frame.

The content phase of a command frame always contains a selection bit.

The number of data bits which are sent in the content phase from the RHSBjDCD register is configurable from 1 to 32 bits. This number can be changed individually for each command frame transmission by RHSBjDTC.RHSBjNCB.

The frame passive phase of command frames is fixed to 2_D bits.

The length of assertion and deassertion phase depends on the slave device configuration in RHSBjSDCi register as used for data frames.

Figure 18.21 shows an example of a command frame with 5 bits (RHSBjDTC.RHSBjNCB = 4) to be transmitted to slave A. The slave device A is configured in RHSBjSDCi register as: RHSBjAPLn = 1, RHSBjCSLPn = 0, RHSBjSOLPn = 0, RHSBjDPLn = 1 (active high, assertion and deassertion phase of 1_D bit).

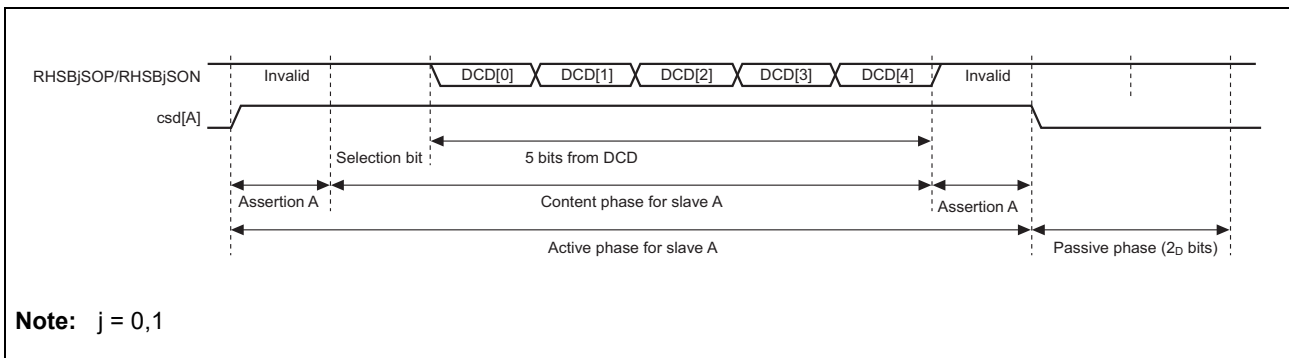


Figure 18.21 Command Frame Bit Mapping

18.4.1.8 Emergency Function

The emergency function of the RHSB modules supports an automatic transmission of pre-defined data to slaves in case of emergency. The emergency function controls only the content of data frames; the scheduling of data transmission is not affected.

The external emergency signal (RHSBjEMRG ($j = 0, 1$)) which is available as primary input pin of the MCU, is evaluated to derive the emergency condition.

The emergency function can be globally enabled/disabled using RHSBjDCR.RHSBjEE. Additionally, the user can individually select via RHSBjEBEi.RHSBjEBE for each bit of each DFTE if there should any action taken in an emergency case.

When the RHSB module detects the emergency condition, the data source of the selected DFTE bits is forced to the corresponding value defined in the downstream emergency data registers (RHSBjDEDi). This selection is illustrated in **Figure 18.19**.

To use the emergency function, the user should:

- configure the active level of the emergency signal (RHSBjDCR.RHSBjEIP),
- configure the mode indicating how the emergency condition is derived from the emergency signal (RHSBjDCR.RHSBjEIM),
- enable the emergency function and define the usage of automatic stop capability (RHSBjDCR.RHSBjEE),
- select the action in an emergency case for the individual DFTE bits (RHSBjEBEi.RHSBjEBE),
- define the emergency data for the individual DFTE bits (RHSBjDEDi.RHSBjEB).

Figure 18.22 illustrates how the emergency condition (internal emergency signal) is derived from the level of the external emergency signal (RHSBjEMRG ($j = 0, 1$)). The RHSB module requires stable levels on the external emergency signal which are longer than three peripheral bus clock cycles (CLK_LSB).

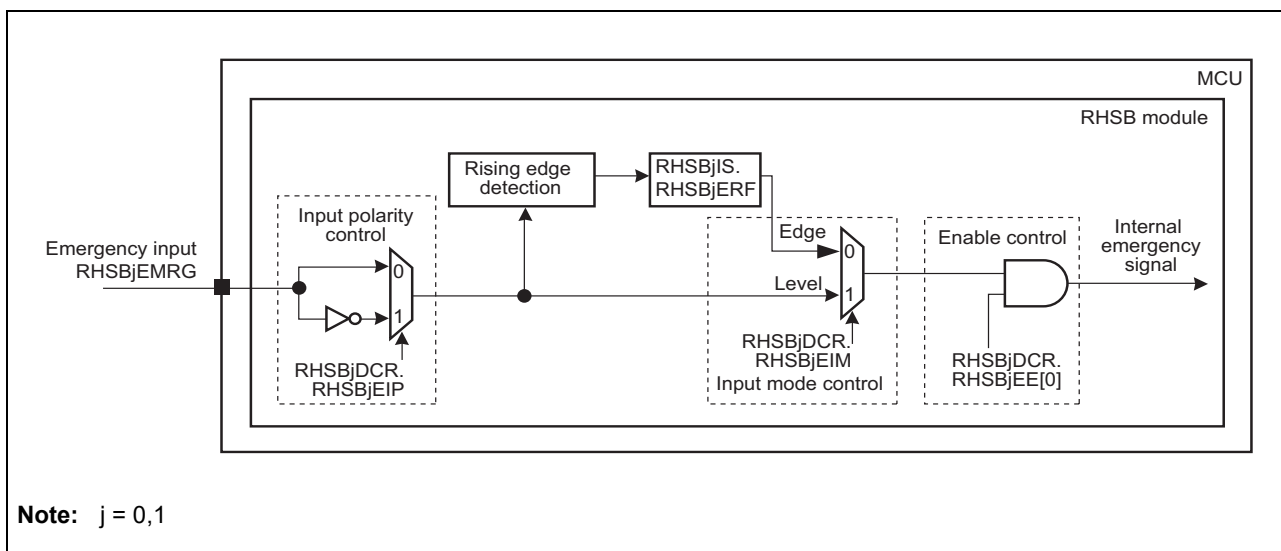


Figure 18.22 Detection of Emergency Condition

The RHSB module uses the internal emergency signal when assembling a data frame. To transmit an emergency frame the internal emergency signal has to be active at assembling time (when the data frame starts).

Even if the emergency function is not used (RHSBjDCR.RHSBjEE is 00_B), the user can read RHSBjIS.RHSBjERF to get informed about the emergency case detection.

(1) Edge sensitive input mode

The emergency input mode is edge sensitive when RHSBjDCR.RHSBjEIM is 0_B .

When the RHSB module detects an edge where the external emergency signal goes active, the RHSBjIS.RHSBjERF flag is set to 1_B .

This flag needs to be cleared by the user.

When using the edge sensitive input mode, the user has to ensure that the RHSBjIS.RHSBjERF flag is 1_B until an emergency frame is transmitted. The RHSBjIS.RHSBjETF flag indicates that the emergency frame has been transmitted.

Note that an edge will be detected when the ACTIVE state is entered while there is an active level at the external emergency signal.

(2) Level sensitive input mode

The emergency input mode is level sensitive when RHSBjDCR.RHSBjEIM is 1_B .

When using the level sensitive input mode, the user has to ensure that the external emergency signal is on the active level for one repetition period or longer in single-period repetition mode or for two repetition periods or longer in multi-period repetition mode. If shorter, the RHSB module may not detect emergency.

(3) Automatic stop function

When the emergency function is enabled by RHSBjDCR.RHSBjEE, the user defines if the data transmission should be automatically stopped after the transmission of the first emergency frame.

When RHSBjDCR.RHSBjEE is set to 01_B (emergency condition detection enabled, no stop), the automatic stop function is inactive. The RHSB module transmits emergency frames as long as the emergency condition (see **Figure 18.22**) is true.

When the emergency condition changes to false, the RHSB module continues with transmission of normal data frames.

When RHSBjDCR.RHSBjEE is set to 11_B (emergency condition detection and automatic stop enabled), the RHSB module transmits exactly one emergency frame in single-period repetition mode or the RHSB module transmits one or two emergency frames in multi-period repetition mode when the emergency condition is true.

After transmitting the emergency frame to all slaves, the data transmission is automatically stopped (RHSBjDTC.RHSBjDTE changes to 0_B) after period 0 as illustrated in **Figure 18.23**. Independent from the downstream mode (RHSBjDCR.RHSBjDMS) no data transmission is possible until the user enables this by setting DTC.DTE to 1_B . After setting DTC.DTE to 1_B , the RHSB module restarts transmission of DFTE0 data from period 0.

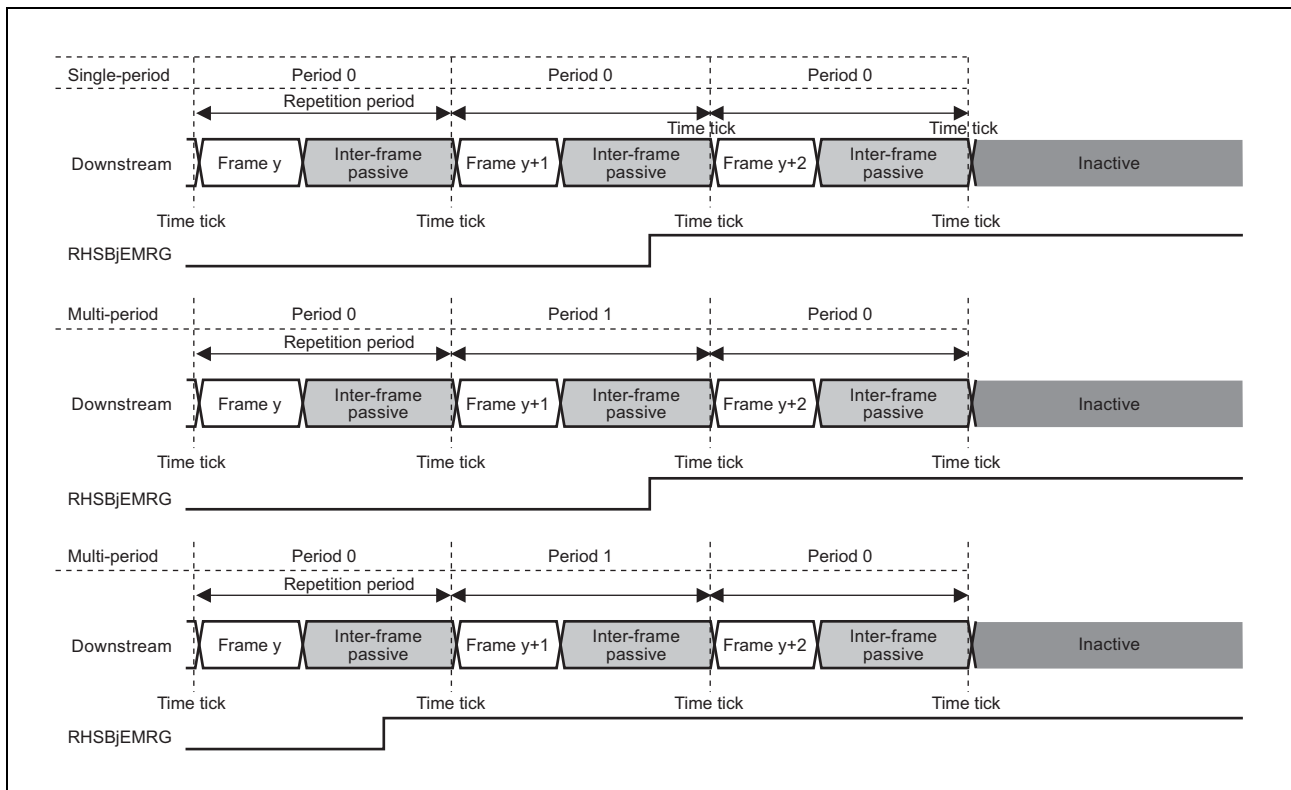


Figure 18.23 Automatic Stop Function in Repetition Mode

18.4.1.9 Downstream Bit Rates

The downstream bit rate (f_{DW}) is derived from the RHSB engine clock source frequency (f_{PE}).

With the divider value x defined by `RHSBjDCR.RHSBjDBR`, the downstream bit rate can be calculated as function of the RHSB engine clock source frequency:

$$f_{DW} = f_{PE} / x$$

With f_{PE} of 80 MHz these downstream bit rates can be achieved.

Table 18.28 Possible Downstream Bit Rates with a RHSB Engine Clock Source of 80 MHz

<code>RHSBjDCR.RHSBjDBR</code>	1	3	4	7	8	9	10	11	12
x	2	4	5	8	16	32	64	128	256
Bit rate	40 Mbit/s	20 Mbit/s	16 Mbit/s	10 Mbit/s	5 Mbit/s	2.5 Mbit/s	1.25 Mbit/s	625 Kbit/s	312.5 Kbit/s

When the divider value x is odd, the duty cycle of the clock signals on the serial clock line (`RHSBjFCLP/RHSBjFCLN`) will not be 50%. In this case, the first phase of the clock signal becomes 1 clock cycle longer than that of f_{PE} .

Example: When x is 5 and `RHSBjDCR.RHSBjCLP` is 0_B , the widths at high and low level of the clock signal are 3 cycles of f_{PE} and 2 cycles of f_{PE} , respectively. When x is 5 and `RHSBjDCR.RHSBjCLP` is 1_B , the widths at low and high level of the clock signal are 3 cycles of f_{PE} and 2 cycles of f_{PE} , respectively.

18.4.1.10 Data Update and Data Frame Transmission Request

By setting RHSBjIS.RHSBjDTSF to 0_B , the user acknowledges the data transmission start event and informs the RHSB module that new data is available.

RHSBjIS.RHSBjDTSF can be set to 0_B by two strategies:

- Writing the RHSBjIS.RHSBjDTSF flag directly to 0_B
 - Data configured in RHSBjDDRi is used for the next transmission
- Writing to RHSBjDDRi register (by the user or by DMA)
 - New data written to RHSBjDDRi is used for the next transmission

The write DDRi method allows an optimized transmission flow because it automatically sets RHSBjIS.RHSBjDTSF to 0_B and hence starts the transmission.

It depends on the configuration parameter RHSBjDCR.RHSBjSLS (number of used DFTEs) when a write to a RHSBjDDRi triggers a transmission.

- RHSBjDCR.RHSBjSLS is 00_B (1 DFTE is used): writing to RHSBjDDR0[31:16] (DFTE0)
- RHSBjDCR.RHSBjSLS is 01_B (2 DFTEs are used): writing to RHSBjDDR0[15:0] (DFTE1)
- RHSBjDCR.RHSBjSLS is 10_B (3 DFTEs are used): writing to RHSBjDDR1[31:16] (DFTE2)
- RHSBjDCR.RHSBjSLS is 11_B (4 DFTEs are used): writing to RHSBjDDR1[15:0] (DFTE3)

Even if DCR1.SLS1 (number of used DFTEs for period 1) is available in multi-period repetition mode, it depends on the configuration parameter DCR.SLS (number of used DFTEs) when a write to a DDRi triggers a transmission. If DCR1.SLS1 is smaller than DCR.SLS, the user should write dummy data to DDRi defined by DCR.SLS.

- DCR.SLS is 00_B (1 DFTEs is used): writing to DDR0[31:16] (DFTE0)
- DCR.SLS is 01_B (2 DFTEs are used): writing to DDR0[15:0] (DFTE1)
- DCR.SLS is 10_B (3 DFTEs are used): writing to DDR1[31:16] (DFTE2)
- DCR.SLS is 11_B (4 DFTEs are used): writing to DDR1[15:0] (DFTE3)

The data frame transmission started flag (RHSBjIS.RHSBjDTSF) is set to 1_B when the assembling has been performed at the start of the data frame transmission.

RHSBjIS.RHSBjDTSF equal to 1_B indicates that a data frame transmission has been started and so the downstream data registers can be written with new transmit data.

In addition the RHSBjIS.RHSBjDTSF is set to 1_B when data transmission is initially enabled by RHSBjDTC.RHSBjDTE to prevent a data frame transmission without explicit software trigger.

Updating RHSBjDDRi while a data frame is transmitted is not affecting the ongoing transmission but it requests an additional data transmission.

As there is write protection of the downstream data registers (RHSBjDDRi) while there is new data pending for transmission, it is guaranteed, that written downstream data is transmitted at least one time.

(1) Scheduling of Downstream Data Update

The user can update the downstream data by using the following as a trigger.

- Data Frame Transmission Started
New data can be supplied timely. In this case, RHSBjIS.RHSBjDTSF is used as a trigger.

- Data Frame Transmission Done
New data is supplied upon completion of data frame transmission. In this case, RHSBjIS.RHSBjDTF is used as a trigger.

Writing to the RHSBjDDRi, the RHSBjIS.RHSBjDTSF and RHSBjIS.RHSBjDTF are cleared. It is recommendable to use only one of them as a trigger of downstream data update.

18.4.1.11 Command Frame Transmission Request

The transmission of command frames is always triggered when the user writes to RHSBjDTC.RHSBjCTR. On each request the transmission of one command frame is started. The method for how command frames are inserted into the downstream communication depends on the selected mode and a set of configuration parameters; for details refer to the detailed mode description.

When RHSBjDTC.RHSBjCTR is set to a value not equal to 00_B, a command frame transmission is scheduled. After completion of the command frame transmission, RHSBjDTC.RHSBjCTR is automatically set to 00_B and the user is able to set a new request.

18.4.2 Upstream Communication

The RHSB module uses for upstream communication the asynchronous serial reception.

There are two upstream channels available to connect up to two slaves with the RHSB module. Only one channel can be selected as active channel at the same time. Any activity on the not selected channels is ignored.

It is possible to receive consecutive upstream frames sent on the same serial input line.

Reception of upstream communication is only supported when the user has enabled this function by setting RHSBjUCR.RHSBjUE to 1_B in CONFIG state.

The diagram in **Figure 18.24** illustrates the functional blocks of the upstream engine. The detailed upstream communication is explained in this section.

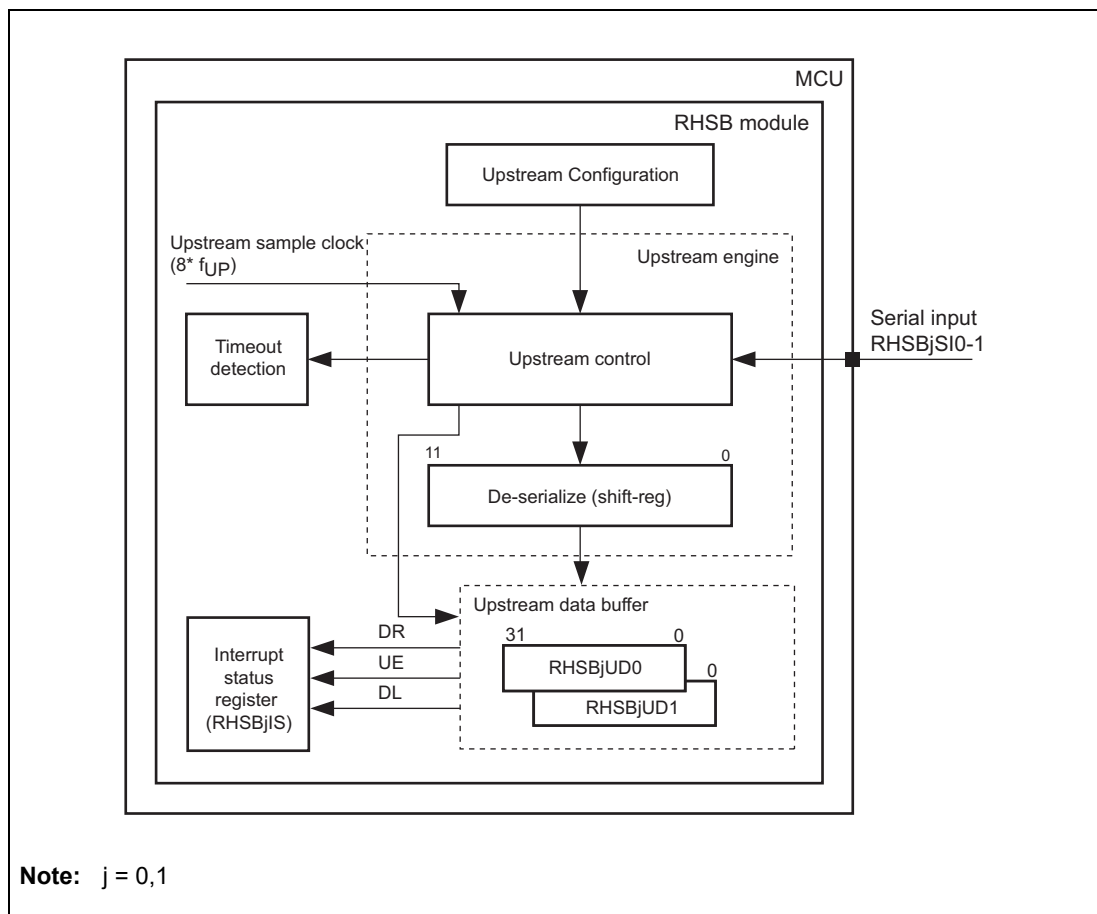


Figure 18.24 Upstream Block Diagram

Upstream Configuration

This block represents the upstream related configuration parameters and the upstream control interface handled by the application software.

Upstream Control

This block provides the main function of the upstream engine. It selects the active serial data input line (RHSBjSI0-1 ($j = 0, 1$)) and the corresponding configuration, provides the start bit detection, schedules the sampling and observes the frame syntax. In addition this block controls the storage of the received information in the upstream data registers (RHSBjUDi) and provides the required decoding status.

De-serialize

The shift register stores the received payload and provides this information for storage in the upstream data registers.

Upstream Data Buffer

This block includes the upstream data registers and the control logic to select one RHSBjUDi for updating. In addition the upstream related status flags in the RHSBjIS register are controlled by this block.

18.4.2.1 Upstream Modes

The RHSB module has two upstream modes with different methods for how the slaves are connected to the serial input lines. These upstream modes can be configured by RHSBjUCR.RHSBjUMS:

- Dedicated input mode
 - Each slave is connected to an individual serial input line.
 - The active serial input line is selected by RHSBjUCS.RHSBjACC.
- Shared input mode
 - All slaves are connected on the serial input line 0.
 - The active serial input line is always line 0 independently of the value in RHSBjUCS.RHSBjACC.

Note when using the Shared input mode, the unused serial input lines are not required to be configured as RHSB inputs in the MCU port function registers.

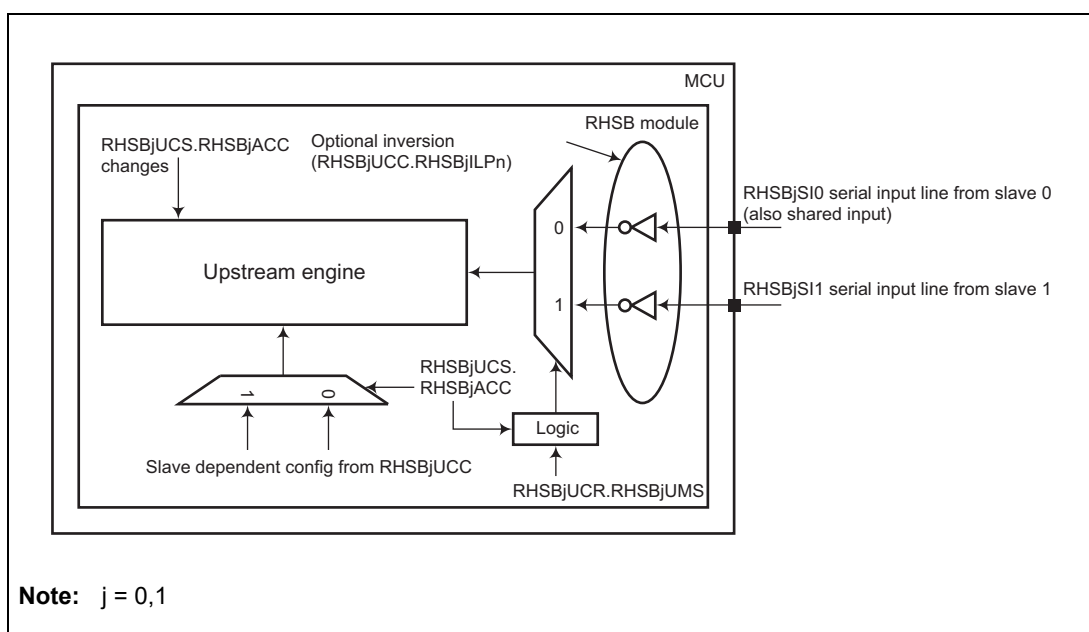


Figure 18.25 Slave Connection and Selection for Upstream Communication

Figure 18.25 illustrates how the serial input lines are connected to the upstream engine. The shown ‘Logic’ ensures that in shared mode always input line 0 is used, independent from the value of RHSBjUCS.RHSBjACC. The shown ‘RHSBjUCS.RHSBjACC changes’ information is used by the upstream engine to abort an ongoing reception when the selected channel changes.

18.4.2.2 Individual Slave Configuration

The RHSB module supports for each slave an individual upstream configuration. The usage of different channel configurations is independent from the upstream mode (RHSBjUCR.RHSBjUMS). For each channel the user can program via the RHSBjUCC register:

- The frame type (8 or 12 bit format)
- The number of stop bits (2 or 3)
- The parity type (even or odd)
- The upstream bit rate (please refer to **Section 18.4.2.5, Upstream Bit Rates** for details)

The serial input line polarity is independent from RHSBjUCS.RHSBjACC. The inversion function configured by RHSBjUCC.RHSBjILPn is fixed and assigned to a serial input line n. Thus, RHSBjUCC.RHSBjILP0 is used for all two channels in shared input mode.

The configuration used by the upstream engine to decode upstream frame is defined by RHSBjUCS.RHSBjACC.

There are two ways to change the active upstream configuration:

- Direct request for configuration change by writing to RHSBjUCS.RHSBjACC.
- Request of a command transmission with upstream data request by writing RHSBjDTC.RHSBjCTR to 11_B.

18.4.2.3 Frame Format Types

The RHSB module supports two frame types for upstream communication which only differs in the number of data bits (8 or 12 bit). Other configuration options are not influenced by the frame type.

When the parity type is even, the number of 1_B bits inside the parity covered area is even (0, 2, 4, 6, 8, 10 and 12).

When the parity type is odd, the number of 1_B bits inside the parity covered area is odd (1, 3, 5, 7, 9, 11 and 13).

Figure 18.26 and **Figure 18.27** show an upstream frame with non-inverted data line.

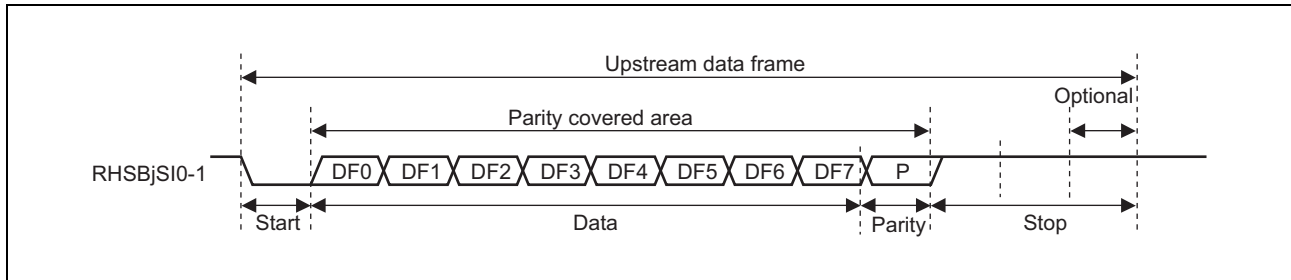


Figure 18.26 Upstream Frame Format with 8 Data Bits (12 or 13 Bit Frame)

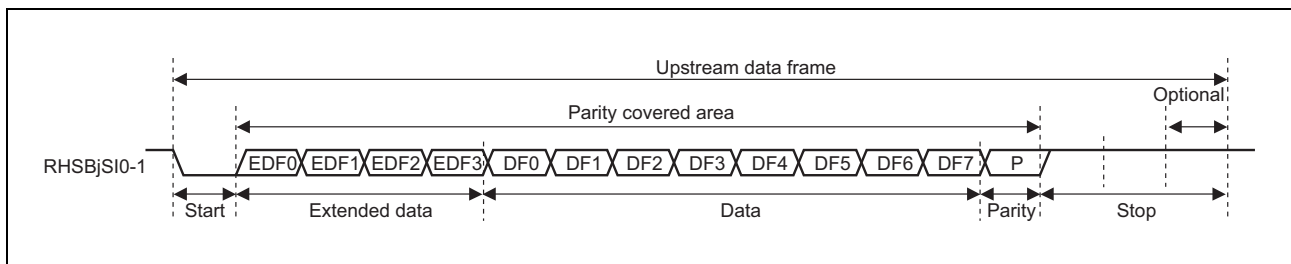


Figure 18.27 Upstream Frame Format with 12 Data Bits (16 or 17 Bit Frame)

18.4.2.4 Frame Storing

The RHSB module offers two upstream data registers (RHSBjUDi) where the upstream engine stores its decoding results. There are two methods selectable in RHSBjUCR.RHSBjFSM defining how the RHSBjUDi is selected for updating.

Note that the decoding of an ongoing reception is aborted when RHSBjUCS.RHSBjACC changes. In this case no decoding result is stored.

(1) Normal storage method

This method is used when RHSBjUCR.RHSBjFSM is 0_B.

The storage strategy is identical for frames of 8-bit and 12-bit format.

The active channel configuration (RHSBjUCS.RHSBjACC) defines the upstream data register to store the decoding results. The target can be identified by this relation:

- when RHSBjUCS.RHSBjACC is 00_B, RHSBjUD0 is updated
- when RHSBjUCS.RHSBjACC is 01_B, RHSBjUD1 is updated

(2) Addressed storage method

This method is used when RHSBjUCR.RHSBjFSM is 1_B.

When the frame type is configured as 8-bit format, the target is always RHSBjUD0.

When the frame type is configured as 12-bit format, the target depends on the received extended data field (EDF, see **Figure 18.27**). The target can be identified by this relation:

- when RHSBjEDF[3:2] is 00_B, RHSBjUD0 is updated
- when RHSBjEDF[3:2] is 01_B, RHSBjUD1 is updated

Note also in case of a faulty reception (parity or stop bit error detected) the received extended data field is used to identify the target for updating the error flags.

18.4.2.5 Upstream Bit Rates

The upstream bit rate (f_{UP}) is derived from the downstream bit rate (f_{DW}).

The bit rate is configured for each channel individually by RHSBjUCC.RHSBjUBRn.

With ($x = \text{RHSBjUCC.RHSBjUBRn}$) the upstream bit rate used by channel n can be calculated as a function of the downstream bit rate such that:

$$f_{UP} = f_{DW} / 2^x$$

Because the RHSB module samples each upstream bit 8 times, the maximal upstream bit rate is 1/8 of the RHSB engine clock source frequency ($f_{PE}/8$). However, set this RHSB module to 16-frequency division at 5 MHz or lower.

18.4.2.6 Update of Decoding Status

The upstream engine updates one of the RHSBjUDi registers after the decoding of an upstream frame has been completed (after the last stop bit).

When the decoder has detected a parity or stop bit error, the related error flags (RHSBjFERR or RHSBjPERR or both) are set in the corresponding RHSBjUDi register.

When the decoder has not detected parity nor stop bit errors, this frame is judged as a valid frame and these parts of the corresponding RHSBjUDi are updated:

- New data flag (RHSBjND) is set to 1_B
- Data field (RHSBjDF) is updated
- Extended data field (RHSBjEDF) is updated in case of 12-bit frames
- Data lost flag (RHSBjDL) is set to 1_B if the new data flag was already 1_B

18.4.3 Timeout Detection

The concept of timeout detection realized by the RHSB module is linked to the concept of “command transmission with data request”. The concept assumes this flow:

Step 1: Master requests data from slave x by sending a command frame.

Step 2: Slave x answers the master by sending the requested data on the upstream channel.

From an application point of view the master expects to receive an answer from slave x within a certain period (timeout period). This expectation is processed by the timeout detection function.

To use the timeout detection function the user should enable the upstream reception (RHSBjUCR.RHSBjUE is 1_B) and should enable the timeout function (RHSBjUCR.RHSBjTOE is 1_B).

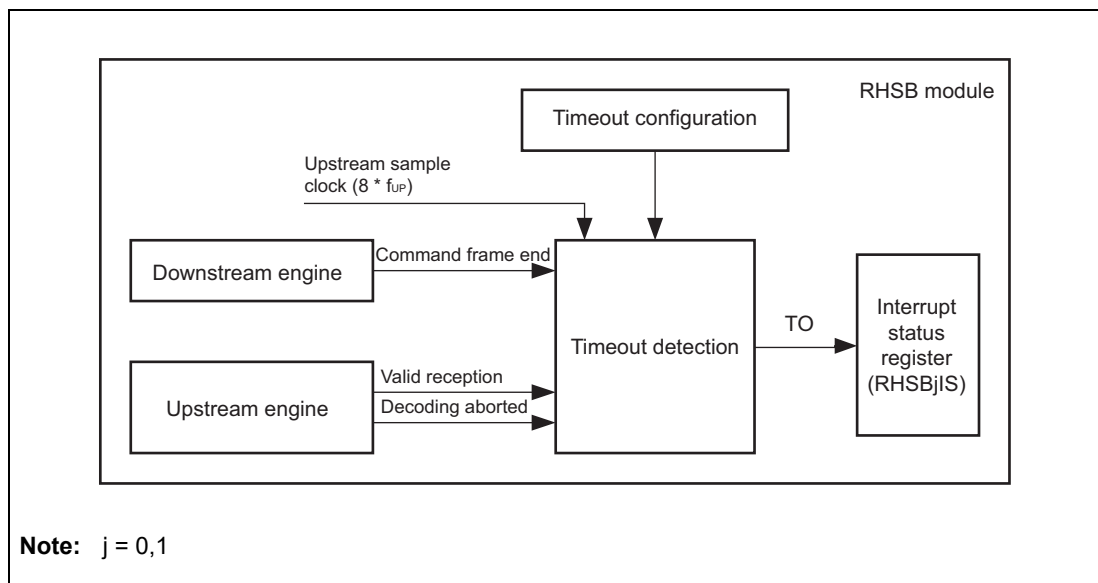


Figure 18.28 Timeout Block Diagram

The diagram in **Figure 18.28** illustrates the scope of timeout detection block. It is controlled by the downstream and upstream engine. The timeout detection controls RHSBjIS.RHSBjTOF. The detection of a timeout has no influence to an ongoing reception.

Note that the timeout detection cannot distinguish between the reception due to the request and other receptions. For example if the shared input mode configuration is used and two slaves are transmitting upstream frames during the timeout period. The user has to ensure that in fault free operation only one upstream reception can happen during the timeout period.

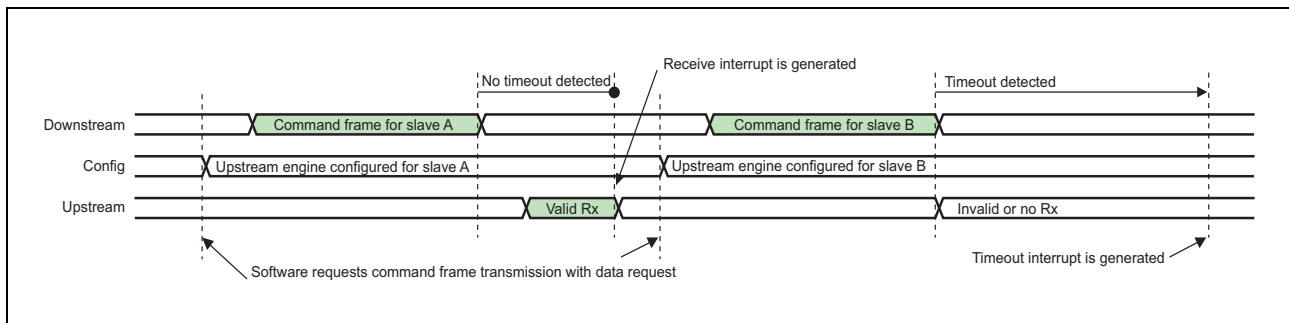


Figure 18.29 Example of Timeout Detection

The example shown in **Figure 18.29** illustrates the principle timing of the timeout detection.

In the first case the user issues a command frame transmission with data request for slave A. The downstream configuration is updated, and then a command frame is scheduled for transmission. After the end of transmission the timeout period starts. The valid response of the slave is decoded before the timeout period ends.

In the second case the user issues a command frame transmission with data request for slave B. In this case the timeout period ends before a valid response was decoded.

18.4.3.1 Command Transmission with Remote Data Request

To perform a command transmission with data request the user has to follow this flow:

- Writing the command data to the RHSBjDCD register
- Define the target slave by writing to RHSBjDTC.RHSBjSSCF
- Request command transmission with data request by writing 11_B to RHSBjDTC.RHSBjCTR

Writing of the command to RHSBjDTC.RHSBjCTR triggers in the RHSB module to carry out these actions:

- Update of the active slave configuration (RHSBjUCS.RHSBjACC) with the target slave number (RHSBjDTC.RHSBjSSCF)
- Abort an ongoing reception if the active slave changes
- Transmit the command frame on the downstream channel
- Start timeout counter when the command transmission has been completed

When there is a valid reception on the upstream channel, the RHSB module judges the remote data request as handled and the timeout counter is stopped.

When there is no valid reception on the upstream channel before the timeout counter elapses, the remote data request is judged as failed and the timeout is flagged by setting RHSBjUDi.RHSBjTO and RHSBjIS.RHSBjTOF to 1_B.

18.4.3.2 Timeout Detection Details

The timeout counter uses the nominal upstream bit time for timeout detection. The timeout counter is not influenced by possible resynchronization effects during start bit decoding.

The timeout counter is initialized to the value $(\text{RHSBjUCR.RHSBjRTO} + 1) * 8$ (U bit), when the command frame transmission has been completed (end of frame passive phase).

The timeout counter is decremented with every sample period (U bit/8) used by the decoder according to the active slave configuration (RHSBjUCC.RHSBjUBRn).

The timeout counter stops when:

- there is a valid reception decoded on the upstream channel or
- the timeout counter elapse or
- the decoding is aborted (e.g. by changing the RHSBjUCS.RHSBjACC)

Note that there is no synchronization between the downstream frame passive phase end and the upstream sample points. Thus, the first timeout counter decrement can happen between 1_D bit and 1_U bit/8.

18.4.4 Test Mode Operation

The RHSB module is able to support key-on tests when RHSBjGC.RHSBjOPS is TEST.

Aim of the test mode is to transmit data on the downstream channel and receive the same data as an upstream frame. Because the upstream engine can only decode UART-like frames, such pattern needs to be emulated within the SPI-like downstream frame.

Since the downstream and upstream paths in the RHSB module are independent, the test mode allows good test coverage of all RHSB flags.

While the test mode is active, the serial input lines are disconnected from the upstream engine and the outputs are driven with fixed levels:

- the serial output line (RHSBjSOP/RHSBjSON) is driven with a high level
- the serial clock line (RHSBjFCLP/RHSBjFCLN) is driven with a level depending on the clock line phase (low level when RHSBjDCR.RHSBjCLP is 0_B)
- the chip select lines (RHSBjCSD0-1) are driven with a level depending on the chip select line polarity (low level when RHSBjSDCi.RHSBjCSLPn is 0_B)

Figure 18.30 illustrates the details about the position of the loop-back multiplexer. Only the inversion of the downstream data (RHSBjSDCi.RHSBjSOLPn) is influencing the test mode; all other inversions are out of scope.

The loop-back multiplexer connects the internal serial data (RHSBjSOP/RHSBjSON) signal to one upstream channel. The channel is selected by an active internal chip select. Thus, all two upstream channels can be checked.

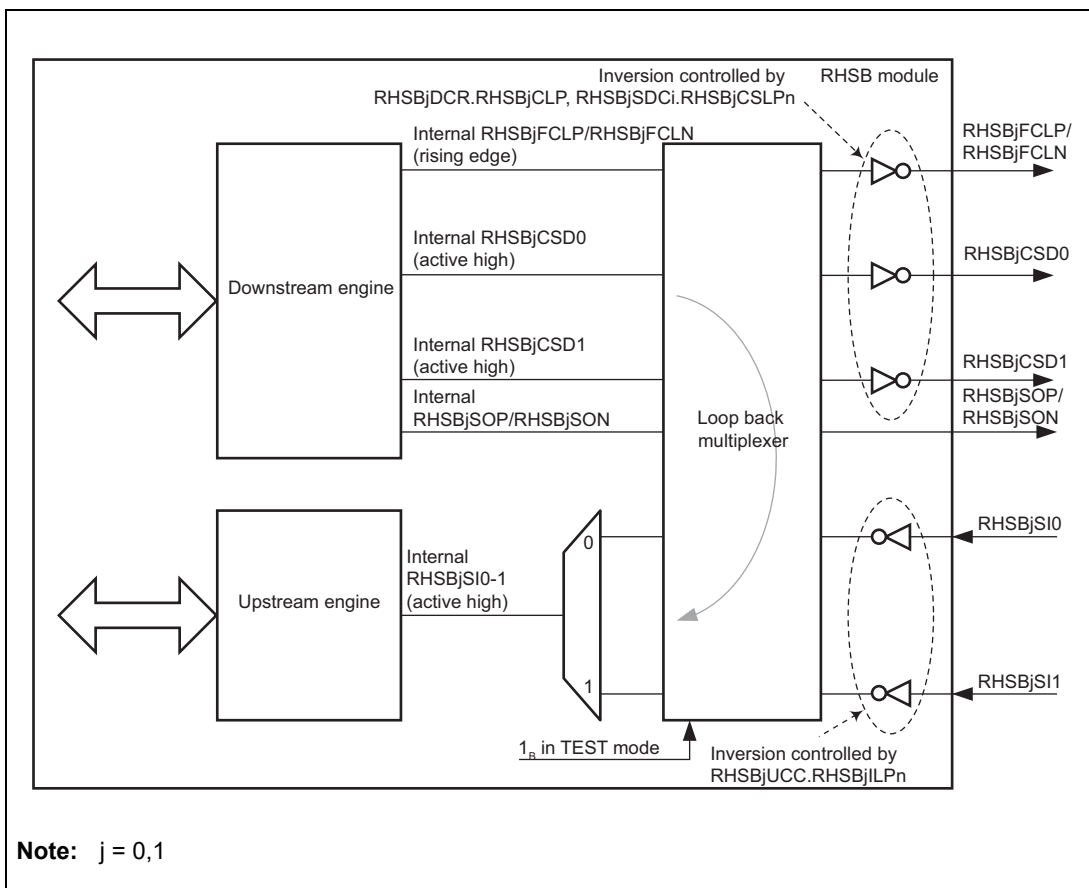


Figure 18.30 Loop-Back Connection in Test Mode

The test mode should be carried out under the following conditions:

- The downstream bit rate divider should be $f_{DW} = f_{PE}/8$ (this results in the maximum bit rate of 10 MBit/s when using 80 MHz RHSB engine clock source frequency). The user should set `RHSBjDCR.RHSBjDBR` to 7_D .
- The upstream bit rate should be equal to the downstream bit rate ($f_{UP} = f_{DW}$). The user should set `RHSBjUCC.RHSBjUBRn` to 0_D for all two upstream channels.

18.4.4.1 Test Mode Data Generation

Figure 18.31 shows an example of how the bits of a command frame are received by the upstream channel. The example uses non inverted downstream data without assertion/deassertion phases and assumes a 12-bit format with two stop bits.

On the downstream data line a command frame is transmitted for slave 1, the receiver has to be connected to the same slave by setting `UCS.ACC` to 01_B .

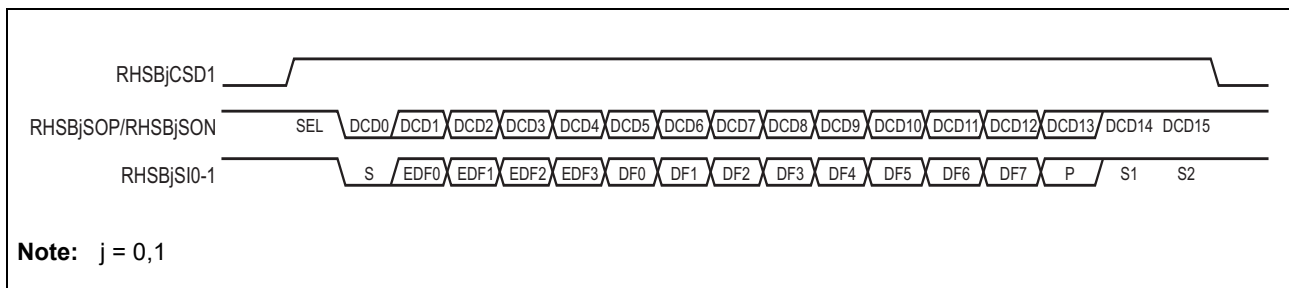


Figure 18.31 Example of How a Command Frame is Received by the Upstream Engine

By writing pattern into the `RHSBjDCD` register the user is able to check the parity logic and the stop bit error detection. In addition it is possible to check all 32 bits of the `RHSBjDCD` register, the command length configuration, the assertion/deassertion phase lengths and the data inversion.

Similar checks are also possible with data frames. Note that only the data for the select slave is received, even if multiple slaves are addressed in the data frame.

18.5 Interrupts

The RHSB module has 9 sources which can be used for interrupt request generation.

The interrupt status flags are cleared by the user when writing the flags to 0_B. Writing a 1_B has no effect. For some interrupt flags there are additional functional clear conditions defined to allow an optimized software flow. These interrupt flags are marked by * in the interrupt source lists in **Section 18.5.1** and **Section 18.5.2**.

When the RHSB module is in the RESET state or CONFIG state, an interrupt request is not generated.

18.5.1 Downstream Related Interrupts (Transmission)

Interrupt line 0

Data frame transmission started (RHSBjDTSF) *

Data frame transmission done (RHSBjDTF) *

Interrupt line 1

Command frame transmission done (RHSBjCTF) *

Transmission started (RHSBjTSF)

Interrupt line 2

Emergency frame transmission done (RHSBjETF)

18.5.2 Upstream Related Interrupts (Reception)

Interrupt line 3

Data received (RHSBjDRF) *

Interrupt line 4

Upstream error (RHSBjUEF) *

Timeout detected (RHSBjTOF)

Data lost (RHSBjDLF) *

By reading the RHSBjUSS register the user gets informed about the complete upstream status.

18.5.3 Interrupt Request Details

There is an individual interrupt status flag in the RHSBjIS register (RHSBjIS.RHSBjxF) and an individual interrupt enable bit in the RHSBjIC register (RHSBjIC.RHSBjxIE) for each interrupt source (x).

The function of the interrupt status is independent form the interrupt enable. The interrupt enable controls only if an interrupt request is made to the MCU's interrupt controller.

Figure 18.32 illustrates how an interrupt request is generated and the realization of the interrupt grouping.

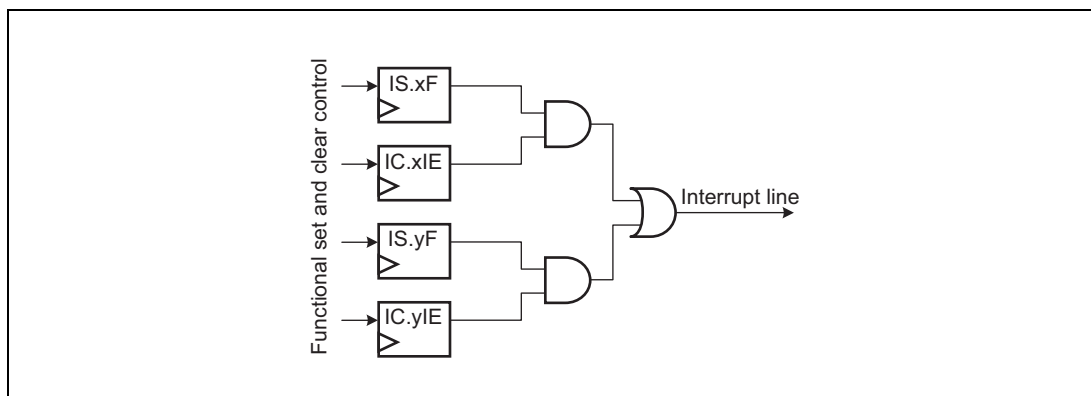


Figure 18.32 Interrupt Grouping (Example of Two Interrupts x and y)

18.6 DMA Capability

18.6.1 DMA Usage for Downstream Data Transmission

The downstream data DMA function is intended to serve applications where pre-calculated data tables are stored in the memory (RAM or FLASH) defining the pattern the RHSB module has to transfer to slaves.

A downstream data DMA transfer is started when RHSBjIS.RHSBjDTSF is 1_B and DMA is enabled by RHSBjGC.RHSBjDDE.

The user should not use RHSBjIS.RHSBjDTSF as interrupt source (RHSBjIC.RHSBjDTSIE should be set to 0_B) when using downstream data DMA. In addition the user should not write to the downstream data registers (RHSBjDDRi) nor set RHSBjIS.RHSBjDTSF to 0_B .

In **Figure 18.33**, case 1 shows normal DMA transfer of downstream data for transmission. In case 2, the DMAC is not able to supply downstream data within the repetition cycle, the DMAC retransmits the last data that it wrote. Accordingly, define a repetition cycle that is longer than the time the DMAC will take to supply the downstream data.

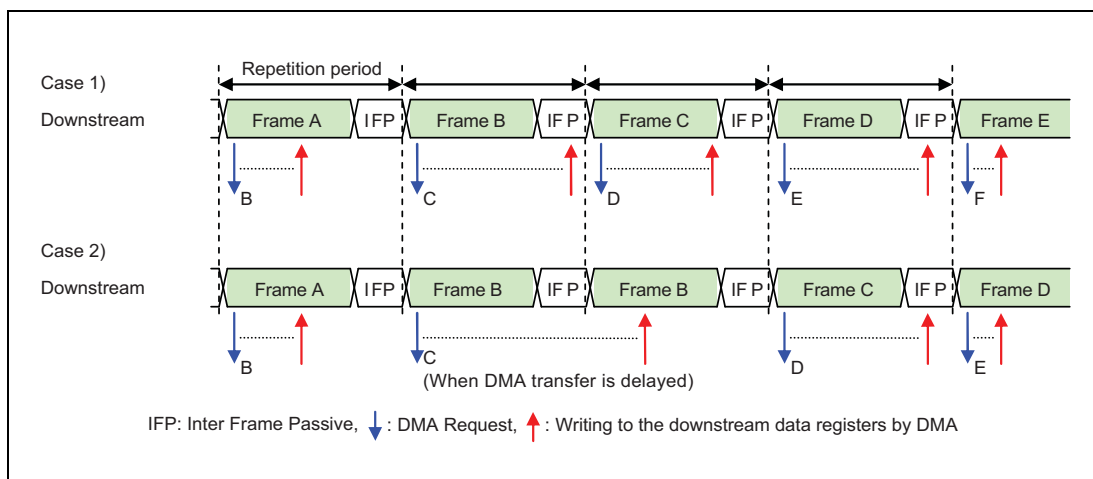


Figure 18.33 Downstream Data DMA Timing

18.6.1.1 Configuring and Enabling Flow to Use Downstream data DMA

These configurations should be done during CONFIG state:

- Set RHSBjDCR.RHSBjDMS to 01_B (triggered mode)
- Set RHSBjIC.RHSBjDTSIE to 0_B
- Set all other configuration parameters according to the application requirements
- Configure the DMA controller to serve the required data to the RHSB module
 - Target in the RHSB module is the RHSBjDDR0 register
 - Number of transferred data words depends on RHSBjDCR.RHSBjSLS

These actions can be done in ACTIVE state according to the application requirements:

- Write initial data to RHSBjDDRi registers

- The first DMA transfer after setting RHSBjDTC.RHSBjDTE to 1_B is requested after a data frame with this initial data has been transmitted
- Enable or disable the downstream data transmission by setting RHSBjDTC.RHSBjDTE or RHSBjDTC.RHSBjTSR to 1_B.
- Enable or disable the downstream data DMA function (RHSBjGC.RHSBjDDE)

While the downstream data DMA is enabled, RHSBjIS.RHSBjDTSF equal to 1_B indicates a pending DMA transfer.

18.6.1.2 Data Layout in Memory for Downstream Data DMA

The layout of the data to be transferred from the memory to the RHSBjDDRi registers of the RHSB module depends on the data frame configuration in RHSBjDCR.RHSBjSLS.

Because the DMA request (RHSBjIS.RHSBjDTSF) is cleared by writing to the downstream data registers (RHSBjDDRi), the user has to ensure that the transferred amount of data fits to the required data for transmission (refer to **Section 18.4.1.10, Data Update and Data Frame Transmission Request** for details about the request mapping). The RHSB module allows writing more than the required data to the RHSBjDDRi registers. Therefore, there is no functional restriction when the DMA controller supports only 32 bit transfers.

Note when using 16 bit transfers the user has to ensure that the upper part (bits [31:16]) of the downstream data registers are written first.

18.6.2 DMA Usage for Downstream Command Transmission

The downstream command DMA function is intended to serve applications where command data tables are stored in the memory (RAM or FLASH) the RHSB module has to transfer to slaves.

A downstream command DMA transfer is started when RHSBjIS.RHSBjCTF is 1_B and DMA is enabled by RHSBjGC.RHSBjDCDE.

The user should not use RHSBjIS.RHSBjCTF as interrupt source (RHSBjIC.RHSBjCTIE should be set to 0_B) when using downstream command DMA. In addition the user should not write to the downstream command data register (RHSBjDCD) nor downstream transmission control register (RHSBjDTC) nor set RHSBjIS.RHSBjCTF to 0_B.

18.6.2.1 Configuring and Enabling Flow to Use Downstream Command DMA

These configurations should be done during CONFIG state:

- Set RHSBjIC.RHSBjCTIE to 0_B
- Set all other configuration parameters according to the application requirements
- Configure the DMA controller to serve the required data to the RHSB module
 - Targets in the RHSB module are the RHSBjDCD register and RHSBjDTC register
 - Number of transferred command bits depends on RHSBjDTC.RHSBjNCB

These actions can be done in ACTIVE state according to the application requirements:

- Write command data to RHSBjDCD register and configuration parameters to RHSBjDTC register
- Enable or disable the downstream command DMA function (RHSBjGC.RHSBjDCDE)

While the downstream command DMA is enabled, RHSBjIS.RHSBjCTF equal to 1_B indicates a pending DMA transfer.

18.6.2.2 Command Data Layout in Memory for Downstream Command DMA

The layout of the command data to be transferred from the memory to the RHSBjDCD register of the RHSB module depends on the command frame configuration in RHSBjDTC.RHSBjNCB.

Because the DMA request (RHSBjIS.RHSBjCTF) is cleared by writing to the command transmission request (RHSBjDTC.RHSBjCTR), the user has to ensure that the transferred amount of command data fits to the required command for transmission. The RHSB module allows writing more than the required data to the RHSBjDCD register. Therefore, there is no functional restriction when the DMA controller supports only 32 bit transfers.

Note when using 16 bit transfers the user has to ensure that the upper part (bits [31:16]) of the downstream command data register is written first.

18.6.3 DMA Usage for Upstream Data Reception

The upstream DMA function is intended to store a set of upstream frames into the memory.

An upstream DMA transfer is started when RHSBjIS.RHSBjDRF is 1_B and DMA is enabled by RHSBjGC.RHSBjUDE.

The user should not use RHSBjIS.RHSBjDRF as interrupt source (RHSBjIC.RHSBjDRIE should be set to 0_B) when using upstream DMA. In addition the user should not read from the upstream data read registers (RHSBjUDR) nor set an RHSBjUDi.RHSBjND to 0_B nor set RHSBjIS.RHSBjDRF to 0_B.

When the DMA controller is not able to process the new received data timely, a received message might be lost because it is no longer available in the RHSBjUDR (even if still available in the related RHSBjUDi). The software gets informed about the overrun by the RHSBjUDR.RHSBjNDS bits and about a data lost by RHSBjUDi.RHSBjDL.

18.6.3.1 Configuring and Enabling Flow to Use Upstream DMA

These configurations should be done during CONFIG state:

- Set RHSBjUCR.RHSBjUE to 1_B
- Set RHSBjIC.RHSBjDRIE to 0_B
- Set all other configuration parameters according to the application requirements
- Configure the DMA controller to serve the required data to the RHSB module
 - Source in the RHSB module is RHSBjUDR
 - Number of transferred data (8, 16, 32 bits) depends on the application requirements

These actions can be done in ACTIVE state according to the application requirements:

- Request data from the slaves (e.g. by command frame)
- Enable or disable the upstream DMA function (RHSBjGC.RHSBjUDE)
- Evaluate the upstream error interrupts to handle upstream problems

While the upstream DMA is enabled, RHSBjIS.RHSBjDRF equal to 1_B indicates a pending DMA transfer.

18.6.3.2 Data Layout in Memory for Upstream DMA

The DMA transfer should only use the RHSBjUDR as source for the DMA transfer. It depends on the application requirements whether all 32 bits of the RHSBjUDR are transferred to the memory or only a part (8 or 16 bits).

When the DMA controller reads from the RHSBjUDR, the related new data flag in an RHSBjUDi register is set to 0_B. In addition RHSBjIS.RHSBjDRF is set to 0_B. Note that the error flags in the RHSBjUDi registers are not touched by the DMA transfer.

18.7 Cross Bar (XBAR)

18.7.1 Overview

XBAR is configured of the following functions.

- RHSB XBAR

The RHSB XBAR selects signals from the ATU-IV and APA with the multiplexer and outputs arbitrary signals to the RHSB. The RHSB has two channels, each of which has a XBAR. Each XBAR has four 16-bit sub XBARs. To output signals to the RHSB is specified by setting the MSBiCRjH and MSBiCRjL bits. RHSB0 and RHSB1 select the different signals in XBAR, where $i = 0$ for RHSB0 and $i = 1$ for RHSB1.

18.7.2 Module Configuration

18.7.2.1 RHSB XBAR Configuration

The RHSB cross bar is selection logic that connects between ATU- IV and RHSB. The RHSB cross bar has four 16-bit sub XBARs for each RHSB channel.

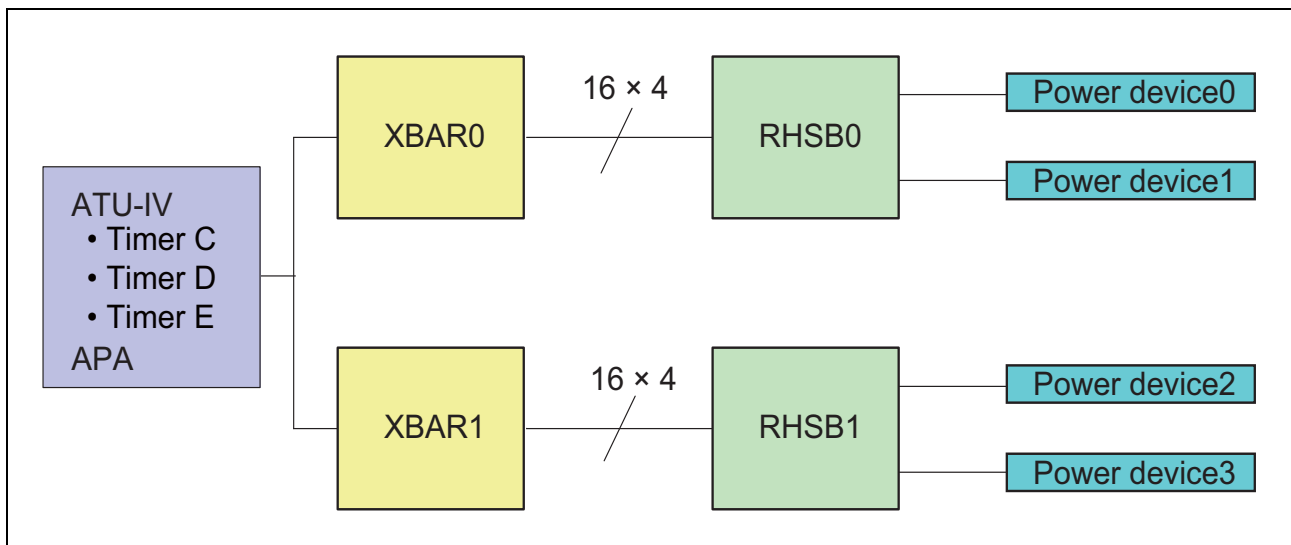


Figure 18.34 RHSB XBAR Configuration

18.7.3 Register Specifications

18.7.3.1 List of Registers

The following tables show address allocation of RHSB XBAR registers.

Table 18.29 RHSB0 XBAR Registers

Address	Allocation of Registers
FFED D000 _H	RHSBG0CR0H
FFED D004 _H	RHSBG0CR0L
FFED D008 _H	RHSBG0CR1H
FFED D00C _H	RHSBG0CR1L
FFED D010 _H	RHSBG0CR2H
FFED D014 _H	RHSBG0CR2L
FFED D018 _H	RHSBG0CR3H
FFED D01C _H	RHSBG0CR3L

Table 18.30 RHSB1 XBAR Registers

Address	Allocation of Registers
FFED D800 _H	RHSBG1CR0H
FFED D804 _H	RHSBG1CR0L
FFED D808 _H	RHSBG1CR1H
FFED D80C _H	RHSBG1CR1L
FFED D810 _H	RHSBG1CR2H
FFED D814 _H	RHSBG1CR2L
FFED D818 _H	RHSBG1CR3H
FFED D81C _H	RHSBG1CR3L

18.7.3.2 RHSBGiCRjH — Microsecond Bus Control Register H

RHSBGiCRjH is a 32-bit readable/writable register that selects upper bits of signals to be output to the RHSB from signals received from the ATU and APA. This register supports ATU timer C, timer D, timer E, and APA signals.

Do not change the setting of bits in this register while the ATU timer C, timer D, timer E, or APA is working.

RHSBGiCRjH can be read and written in byte units.

RHSBGiCRjH is initialized to 0000 0000_H by a reset.

$i = 0, 1$ (number of RHSB channels)

$j = 0$ to 3 (number of sub XBARs)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MiMDj15				MiMDj14				MiMDj13				MiMDj12			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MiMDj11				MiMDj10				MiMDj9				MiMDj8			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.31 RHSBGiCRjH Register Contents (1/4)

Bit Position	Bit Name	Function
31 to 28	MiMDj15	These bits select a signal of the fifteenth bit. 0000: TIOC0[3] is selected. 0001: TIOC2[3] is selected. (i = 0)/TIOC5[3] is selected. (i = 1) 0010: TIOC3[3] is selected. (i = 0)/TIOC6[3] is selected. (i = 1) 0011: TIOC4[3] is selected. (i = 0)/TIOC7[3] is selected. (i = 1) 0100: TOD0B[3] is selected. 0101: TOD1B[3] is selected. 0110: TOD2B[3] is selected. (i = 0)/TOD4B[3] is selected. (i = 1) 0111: TOD3B[3] is selected. (i = 0)/TOD5B[3] is selected. (i = 1) 1000: TOE0[3] is selected. 1001: TOE1[3] is selected. (i = 0)/TOE4[3] is selected. (i = 1) 1010: TOE2[3] is selected. (i = 0)/TOE5[3] is selected. (i = 1) 1011: TOE3[3] is selected. (i = 0)/TOE6[3] is selected. (i = 1) 1100: TOD3A[3] is selected. (i = 0)/TOD5A[3] is selected. (i = 1) 1101: TOD0A[3] is selected. 1110: Setting prohibited.*1 1111: APA[15] is selected.

Table 18.31 RHSBGiCRjH Register Contents (2/4)

Bit Position	Bit Name	Function
27 to 24	MiMDj14	<p>These bits select a signal of the fourteenth bit.</p> <p>0000: TIOC0[2] is selected.</p> <p>0001: TIOC2[2] is selected. (i = 0)/TIOC5[2] is selected. (i = 1)</p> <p>0010: TIOC3[2] is selected. (i = 0)/TIOC6[2] is selected. (i = 1)</p> <p>0011: TIOC4[2] is selected. (i = 0)/TIOC7[2] is selected. (i = 1)</p> <p>0100: TOD0B[2] is selected.</p> <p>0101: TOD1B[2] is selected.</p> <p>0110: TOD2B[2] is selected. (i = 0)/TOD4B[2] is selected. (i = 1)</p> <p>0111: TOD3B[2] is selected. (i = 0)/TOD5B[2] is selected. (i = 1)</p> <p>1000: TOE0[2] is selected.</p> <p>1001: TOE1[2] is selected. (i = 0)/TOE4[2] is selected. (i = 1)</p> <p>1010: TOE2[2] is selected. (i = 0)/TOE5[2] is selected. (i = 1)</p> <p>1011: TOE3[2] is selected. (i = 0)/TOE6[2] is selected. (i = 1)</p> <p>1100: TOD3A[2] is selected. (i = 0)/TOD5A[2] is selected. (i = 1)</p> <p>1101: TOD0A[2] is selected.</p> <p>1110: Setting prohibited.*1</p> <p>1111: APA[14] is selected.</p>
23 to 20	MiMDj13	<p>These bits select a signal of the thirteenth bit.</p> <p>0000: TIOC0[1] is selected.</p> <p>0001: TIOC2[1] is selected. (i = 0)/TIOC5[1] is selected. (i = 1)</p> <p>0010: TIOC3[1] is selected. (i = 0)/TIOC6[1] is selected. (i = 1)</p> <p>0011: TIOC4[1] is selected. (i = 0)/TIOC7[1] is selected. (i = 1)</p> <p>0100: TOD0B[1] is selected.</p> <p>0101: TOD1B[1] is selected.</p> <p>0110: TOD2B[1] is selected. (i = 0)/TOD4B[1] is selected. (i = 1)</p> <p>0111: TOD3B[1] is selected. (i = 0)/TOD5B[1] is selected. (i = 1)</p> <p>1000: TOE0[1] is selected.</p> <p>1001: TOE1[1] is selected. (i = 0)/TOE4[1] is selected. (i = 1)</p> <p>1010: TOE2[1] is selected. (i = 0)/TOE5[1] is selected. (i = 1)</p> <p>1011: TOE3[1] is selected. (i = 0)/TOE6[1] is selected. (i = 1)</p> <p>1100: TOD3A[1] is selected. (i = 0)/TOD5A[1] is selected. (i = 1)</p> <p>1101: TOD0A[1] is selected.</p> <p>1110: Setting prohibited.*1</p> <p>1111: APA[13] is selected.</p>
19 to 16	MiMDj12	<p>These bits select a signal of the twelfth bit.</p> <p>0000: TIOC0[0] is selected.</p> <p>0001: TIOC2[0] is selected. (i = 0)/TIOC5[0] is selected. (i = 1)</p> <p>0010: TIOC3[0] is selected. (i = 0)/TIOC6[0] is selected. (i = 1)</p> <p>0011: TIOC4[0] is selected. (i = 0)/TIOC7[0] is selected. (i = 1)</p> <p>0100: TOD0B[0] is selected.</p> <p>0101: TOD1B[0] is selected.</p> <p>0110: TOD2B[0] is selected. (i = 0)/TOD4B[0] is selected. (i = 1)</p> <p>0111: TOD3B[0] is selected. (i = 0)/TOD5B[0] is selected. (i = 1)</p> <p>1000: TOE0[0] is selected.</p> <p>1001: TOE1[0] is selected. (i = 0)/TOE4[0] is selected. (i = 1)</p> <p>1010: TOE2[0] is selected. (i = 0)/TOE5[0] is selected. (i = 1)</p> <p>1011: TOE3[0] is selected. (i = 0)/TOE6[0] is selected. (i = 1)</p> <p>1100: TOD3A[0] is selected. (i = 0)/TOD5A[0] is selected. (i = 1)</p> <p>1101: TOD0A[0] is selected.</p> <p>1110: Setting prohibited.*1</p> <p>1111: APA[12] is selected.</p>

Table 18.31 RHSBGiCRjH Register Contents (3/4)

Bit Position	Bit Name	Function
15 to 12	MiMDj11	<p>These bits select a signal of the eleventh bit.</p> <p>0000: TIOC0[3] is selected. 0001: TIOC1[3] is selected. 0010: TIOC3[3] is selected. (i = 0)/TIOC6[3] is selected. (i = 1) 0011: TIOC4[3] is selected. (i = 0)/TIOC7[3] is selected. (i = 1) 0100: TOD0B[3] is selected. 0101: TOD1B[3] is selected. 0110: TOD2B[3] is selected. (i = 0)/TOD4B[3] is selected. (i = 1) 0111: TOD3B[3] is selected. (i = 0)/TOD5B[3] is selected. (i = 1) 1000: TOE0[3] is selected. 1001: TOE1[3] is selected. (i = 0)/TOE4[3] is selected. (i = 1) 1010: TOE2[3] is selected. (i = 0)/TOE5[3] is selected. (i = 1) 1011: TOE3[3] is selected. (i = 0)/TOE6[3] is selected. (i = 1) 1100: TOD2A[3] is selected. (i = 0)/TOD4A[3] is selected. (i = 1) 1101: TOD3A[3] is selected. (i = 0)/TOD5A[3] is selected. (i = 1) 1110: Setting prohibited.*1 1111: APA[11] is selected.</p>
11 to 8	MiMDj10	<p>These bits select a signal of the tenth bit.</p> <p>0000: TIOC0[2] is selected. 0001: TIOC1[2] is selected. 0010: TIOC3[2] is selected. (i = 0)/TIOC6[2] is selected. (i = 1) 0011: TIOC4[2] is selected. (i = 0)/TIOC7[2] is selected. (i = 1) 0100: TOD0B[2] is selected. 0101: TOD1B[2] is selected. 0110: TOD2B[2] is selected. (i = 0)/TOD4B[2] is selected. (i = 1) 0111: TOD3B[2] is selected. (i = 0)/TOD5B[2] is selected. (i = 1) 1000: TOE0[2] is selected. 1001: TOE1[2] is selected. (i = 0)/TOE4[2] is selected. (i = 1) 1010: TOE2[2] is selected. (i = 0)/TOE5[2] is selected. (i = 1) 1011: TOE3[2] is selected. (i = 0)/TOE6[2] is selected. (i = 1) 1100: TOD2A[2] is selected. (i = 0)/TOD4A[2] is selected. (i = 1) 1101: TOD3A[2] is selected. (i = 0)/TOD5A[2] is selected. (i = 1) 1110: Setting prohibited.*1 1111: APA[10] is selected.</p>
7 to 4	MiMDj9	<p>These bits select a signal of the ninth bit.</p> <p>0000: TIOC0[1] is selected. 0001: TIOC1[1] is selected. 0010: TIOC3[1] is selected. (i = 0)/TIOC6[1] is selected. (i = 1) 0011: TIOC4[1] is selected. (i = 0)/TIOC7[1] is selected. (i = 1) 0100: TOD0B[1] is selected. 0101: TOD1B[1] is selected. 0110: TOD2B[1] is selected. (i = 0)/TOD4B[1] is selected. (i = 1) 0111: TOD3B[1] is selected. (i = 0)/TOD5B[1] is selected. (i = 1) 1000: TOE0[1] is selected. 1001: TOE1[1] is selected. (i = 0)/TOE4[1] is selected. (i = 1) 1010: TOE2[1] is selected. (i = 0)/TOE5[1] is selected. (i = 1) 1011: TOE3[1] is selected. (i = 0)/TOE6[1] is selected. (i = 1) 1100: TOD2A[1] is selected. (i = 0)/TOD4A[1] is selected. (i = 1) 1101: TOD3A[1] is selected. (i = 0)/TOD5A[1] is selected. (i = 1) 1110: Setting prohibited.*1 1111: Setting prohibited.*1</p>

Table 18.31 RHSBGiCRjH Register Contents (4/4)

Bit Position	Bit Name	Function
3 to 0	MIMDj8	<p>These bits select a signal of the eighth bit.</p> <p>0000: TIOC0[0] is selected.</p> <p>0001: TIOC1[0] is selected.</p> <p>0010: TIOC3[0] is selected. (i = 0)/TIOC6[0] is selected. (i = 1)</p> <p>0011: TIOC4[0] is selected. (i = 0)/TIOC7[0] is selected. (i = 1)</p> <p>0100: TOD0B[0] is selected.</p> <p>0101: TOD1B[0] is selected.</p> <p>0110: TOD2B[0] is selected. (i = 0)/TOD4B[0] is selected. (i = 1)</p> <p>0111: TOD3B[0] is selected. (i = 0)/TOD5B[0] is selected. (i = 1)</p> <p>1000: TOE0[0] is selected.</p> <p>1001: TOE1[0] is selected. (i = 0)/TOE4[0] is selected. (i = 1)</p> <p>1010: TOE2[0] is selected. (i = 0)/TOE5[0] is selected. (i = 1)</p> <p>1011: TOE3[0] is selected. (i = 0)/TOE6[0] is selected. (i = 1)</p> <p>1100: TOD2A[0] is selected. (i = 0)/TOD4A[0] is selected. (i = 1)</p> <p>1101: TOD3A[0] is selected. (i = 0)/TOD5A[0] is selected. (i = 1)</p> <p>1110: Setting prohibited.*1</p> <p>1111: Setting prohibited.*1</p>

Note 1. If this is selected, the low level is output.

18.7.3.3 RHSBGiCRjL — Microsecond Bus Control Register L

RHSBGiCRjL is a 32-bit readable/writable register that selects lower bits of signals to be output to the RHSB from signals received from the ATU and APA. This register supports ATU timer C, timer D, timer E, and APA signals.

Do not change the setting of bits in this register while the ATU timer C, timer D, timer E, or APA is working.

RHSBGiCRjL can be read and written in byte units.

RHSBGiCRjL is initialized to 0000 0000_H by a reset.

$i = 0, 1$ (number of RHSB channels)

$j = 0$ to 3 (number of sub XBARs)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MiMDj7				MiMDj6				MiMDj5				MiMDj4			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MiMDj3				MiMDj2				MiMDj1				MiMDj0			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 18.32 RHSBGiCRjL Register Contents (1/4)

Bit Position	Bit Name	Function
31 to 28	MiMDj7	<p>These bits select a signal of the seventh bit.</p> <p>0000: TIOC0[3] is selected.</p> <p>0001: TIOC1[3] is selected.</p> <p>0010: TIOC2[3] is selected. ($i = 0$)/TIOC5[3] is selected. ($i = 1$)</p> <p>0011: TIOC4[3] is selected. ($i = 0$)/TIOC7[3] is selected. ($i = 1$)</p> <p>0100: TOD0B[3] is selected.</p> <p>0101: TOD1B[3] is selected.</p> <p>0110: TOD2B[3] is selected. ($i = 0$)/TOD4B[3] is selected. ($i = 1$)</p> <p>0111: TOD3B[3] is selected. ($i = 0$)/TOD5B[3] is selected. ($i = 1$)</p> <p>1000: TOE0[3] is selected.</p> <p>1001: TOE1[3] is selected. ($i = 0$)/TOE4[3] is selected. ($i = 1$)</p> <p>1010: TOE2[3] is selected. ($i = 0$)/TOE5[3] is selected. ($i = 1$)</p> <p>1011: TOE3[3] is selected. ($i = 0$)/TOE6[3] is selected. ($i = 1$)</p> <p>1100: TOD1A[3] is selected.</p> <p>1101: TOD2A[3] is selected. ($i = 0$)/TOD4A[3] is selected. ($i = 1$)</p> <p>1110: APA[7] is selected.</p> <p>1111: APA[15] is selected.</p>

Table 18.32 RHSBGiCRjL Register Contents (2/4)

Bit Position	Bit Name	Function
27 to 24	MiMDj6	<p>These bits select a signal of the sixth bit.</p> <p>0000: TIOC0[2] is selected. 0001: TIOC1[2] is selected. 0010: TIOC2[2] is selected. (i = 0)/TIOC5[2] is selected. (i = 1) 0011: TIOC4[2] is selected. (i = 0)/TIOC7[2] is selected. (i = 1) 0100: TOD0B[2] is selected. 0101: TOD1B[2] is selected. 0110: TOD2B[2] is selected. (i = 0)/TOD4B[2] is selected. (i = 1) 0111: TOD3B[2] is selected. (i = 0)/TOD5B[2] is selected. (i = 1) 1000: TOE0[2] is selected. 1001: TOE1[2] is selected. (i = 0)/TOE4[2] is selected. (i = 1) 1010: TOE2[2] is selected. (i = 0)/TOE5[2] is selected. (i = 1) 1011: TOE3[2] is selected. (i = 0)/TOE6[2] is selected. (i = 1) 1100: TOD1A[2] is selected. 1101: TOD2A[2] is selected. (i = 0)/TOD4A[2] is selected. (i = 1) 1110: APA[6] is selected. 1111: APA[14] is selected.</p>
23 to 20	MiMDj5	<p>These bits select a signal of the fifth bit.</p> <p>0000: TIOC0[1] is selected. 0001: TIOC1[1] is selected. 0010: TIOC2[1] is selected. (i = 0)/TIOC5[1] is selected. (i = 1) 0011: TIOC4[1] is selected. (i = 0)/TIOC7[1] is selected. (i = 1) 0100: TOD0B[1] is selected. 0101: TOD1B[1] is selected. 0110: TOD2B[1] is selected. (i = 0)/TOD4B[1] is selected. (i = 1) 0111: TOD3B[1] is selected. (i = 0)/TOD5B[1] is selected. (i = 1) 1000: TOE0[1] is selected. 1001: TOE1[1] is selected. (i = 0)/TOE4[1] is selected. (i = 1) 1010: TOE2[1] is selected. (i = 0)/TOE5[1] is selected. (i = 1) 1011: TOE3[1] is selected. (i = 0)/TOE6[1] is selected. (i = 1) 1100: TOD1A[1] is selected. 1101: TOD2A[1] is selected. (i = 0)/TOD4A[1] is selected. (i = 1) 1110: APA[5] is selected. 1111: APA[13] is selected.</p>
19 to 16	MiMDj4	<p>These bits select a signal of the fourth bit.</p> <p>0000: TIOC0[0] is selected. 0001: TIOC1[0] is selected. 0010: TIOC2[0] is selected. (i = 0)/TIOC5[0] is selected. (i = 1) 0011: TIOC4[0] is selected. (i = 0)/TIOC7[0] is selected. (i = 1) 0100: TOD0B[0] is selected. 0101: TOD1B[0] is selected. 0110: TOD2B[0] is selected. (i = 0)/TOD4B[0] is selected. (i = 1) 0111: TOD3B[0] is selected. (i = 0)/TOD5B[0] is selected. (i = 1) 1000: TOE0[0] is selected. 1001: TOE1[0] is selected. (i = 0)/TOE4[0] is selected. (i = 1) 1010: TOE2[0] is selected. (i = 0)/TOE5[0] is selected. (i = 1) 1011: TOE3[0] is selected. (i = 0)/TOE6[0] is selected. (i = 1) 1100: TOD1A[0] is selected. 1101: TOD2A[0] is selected. (i = 0)/TOD4A[0] is selected. (i = 1) 1110: APA[4] is selected. 1111: APA[12] is selected.</p>

Table 18.32 RHSBGiCRjL Register Contents (3/4)

Bit Position	Bit Name	Function
15 to 12	MiMDj3	<p>These bits select a signal of the third bit.</p> <p>0000: TIOC0[3] is selected. 0001: TIOC1[3] is selected. 0010: TIOC2[3] is selected. (i = 0)/TIOC5[3] is selected. (i = 1) 0011: TIOC3[3] is selected. (i = 0)/TIOC6[3] is selected. (i = 1) 0100: TOD0B[3] is selected. 0101: TOD1B[3] is selected. 0110: TOD2B[3] is selected. (i = 0)/TOD4B[3] is selected. (i = 1) 0111: TOD3B[3] is selected. (i = 0)/TOD5B[3] is selected. (i = 1) 1000: TOE0[3] is selected. 1001: TOE1[3] is selected. (i = 0)/TOE4[3] is selected. (i = 1) 1010: TOE2[3] is selected. (i = 0)/TOE5[3] is selected. (i = 1) 1011: TOE3[3] is selected. (i = 0)/TOE6[3] is selected. (i = 1) 1100: TOD0A[3] is selected. 1101: TOD1A[3] is selected. 1110: APA[3] is selected. 1111: APA[11] is selected.</p>
11 to 8	MiMDj2	<p>These bits select a signal of the second bit.</p> <p>0000: TIOC0[2] is selected. 0001: TIOC1[2] is selected. 0010: TIOC2[2] is selected. (i = 0)/TIOC5[2] is selected. (i = 1) 0011: TIOC3[2] is selected. (i = 0)/TIOC6[2] is selected. (i = 1) 0100: TOD0B[2] is selected. 0101: TOD1B[2] is selected. 0110: TOD2B[2] is selected. (i = 0)/TOD4B[2] is selected. (i = 1) 0111: TOD3B[2] is selected. (i = 0)/TOD5B[2] is selected. (i = 1) 1000: TOE0[2] is selected. 1001: TOE1[2] is selected. (i = 0)/TOE4[2] is selected. (i = 1) 1010: TOE2[2] is selected. (i = 0)/TOE5[2] is selected. (i = 1) 1011: TOE3[2] is selected. (i = 0)/TOE6[2] is selected. (i = 1) 1100: TOD0A[2] is selected. 1101: TOD1A[2] is selected. 1110: APA[2] is selected. 1111: APA[10] is selected.</p>
7 to 4	MiMDj1	<p>These bits select a signal of the first bit.</p> <p>0000: TIOC0[1] is selected. 0001: TIOC1[1] is selected. 0010: TIOC2[1] is selected. (i = 0)/TIOC5[1] is selected. (i = 1) 0011: TIOC3[1] is selected. (i = 0)/TIOC6[1] is selected. (i = 1) 0100: TOD0B[1] is selected. 0101: TOD1B[1] is selected. 0110: TOD2B[1] is selected. (i = 0)/TOD4B[1] is selected. (i = 1) 0111: TOD3B[1] is selected. (i = 0)/TOD5B[1] is selected. (i = 1) 1000: TOE0[1] is selected. 1001: TOE1[1] is selected. (i = 0)/TOE4[1] is selected. (i = 1) 1010: TOE2[1] is selected. (i = 0)/TOE5[1] is selected. (i = 1) 1011: TOE3[1] is selected. (i = 0)/TOE6[1] is selected. (i = 1) 1100: TOD0A[1] is selected. 1101: TOD1A[1] is selected. 1110: APA[1] is selected. 1111: APA[9] is selected.</p>

Table 18.32 RHSBGiCRjL Register Contents (4/4)

Bit Position	Bit Name	Function
3 to 0	MiMDj0	<p>These bits select a signal of the zeroth bit.</p> <p>0000: TIOC0[0] is selected.</p> <p>0001: TIOC1[0] is selected.</p> <p>0010: TIOC2[0] is selected. (i = 0)/TIOC5[0] is selected. (i = 1)</p> <p>0011: TIOC3[0] is selected. (i = 0)/TIOC6[0] is selected. (i = 1)</p> <p>0100: TOD0B[0] is selected.</p> <p>0101: TOD1B[0] is selected.</p> <p>0110: TOD2B[0] is selected. (i = 0)/TOD4B[0] is selected. (i = 1)</p> <p>0111: TOD3B[0] is selected. (i = 0)/TOD5B[0] is selected. (i = 1)</p> <p>1000: TOE0[0] is selected.</p> <p>1001: TOE1[0] is selected. (i = 0)/TOE4[0] is selected. (i = 1)</p> <p>1010: TOE2[0] is selected. (i = 0)/TOE5[0] is selected. (i = 1)</p> <p>1011: TOE3[0] is selected. (i = 0)/TOE6[0] is selected. (i = 1)</p> <p>1100: TOD0A[0] is selected.</p> <p>1101: TOD1A[0] is selected.</p> <p>1110: APA[0] is selected.</p> <p>1111: APA[8] is selected.</p>

18.7.4 Summary of Operation

Signals received from the ATU-IV and APA are selected by the multiplexer and arbitrary signals are output to the RHSB. The RHSB has two channels, each of which has a XBAR. Each XBAR has four 16-bit sub XBAR. Output to the RHSB can be selected as shown in **Table 18.33** by changing each bit in RHSBGiCRjH and RHSBGiCRjL. Different signals are selected by the cross bar in RHSB0 and RHSB1. RHSB0 is for $i = 0$ and RHSB1 is for $i = 1$.

Table 18.33 Selectable Bits of the RHSB XBAR
(): Specifications of XBAR Connected to RHSB1

Out put	Selectable Bits of XBAR Connected to RHSB0															
	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
0	TIOC 00	TIOC 10	TIOC 20 (50)	TIOC 30 (60)	TOD 00B	TOD 10B	TOD 20B (40B)	TOD 30B (50B)	TOE 00	TOE 10 (40)	TOE 20 (50)	TOE 30 (60)	TOD 00A	TOD 10A	APA 00	APA 08
1	TIOC 01	TIOC 11	TIOC 21 (51)	TIOC 31 (61)	TOD 01B	TOD 11B	TOD 21B (41B)	TOD 31B (51B)	TOE 01	TOE 11 (41)	TOE 21 (51)	TOE 31 (61)	TOD 01A	TOD 11A	APA 01	APA 09
2	TIOC 02	TIOC 12	TIOC 22 (52)	TIOC 32 (62)	TOD 02B	TOD 12B	TOD 22B (42B)	TOD 32B (52B)	TOE 02	TOE 12 (42)	TOE 22 (52)	TOE 32 (62)	TOD 02A	TOD 12A	APA 02	APA 10
3	TIOC 03	TIOC 13	TIOC 23 (53)	TIOC 33 (63)	TOD 03B	TOD 13B	TOD 23B (43B)	TOD 33B (53B)	TOE 03	TOE 13 (43)	TOE 23 (53)	TOE 33 (63)	TOD 03A	TOD 13A	APA 03	APA 11
4	TIOC 00	TIOC 10	TIOC 20 (50)	TIOC 40 (70)	TOD 00B	TOD 10B	TOD 20B (40B)	TOD 30B (50B)	TOE 00	TOE 10 (40)	TOE 20 (50)	TOE 30 (60)	TOD 10A	TOD 20A (40A)	APA 04	APA 12
5	TIOC 01	TIOC 11	TIOC 21 (51)	TIOC 41 (71)	TOD 01B	TOD 11B	TOD 21B (41B)	TOD 31B (51B)	TOE 01	TOE 11 (41)	TOE 21 (51)	TOE 31 (61)	TOD 11A	TOD 21A (41A)	APA 05	APA 13
6	TIOC 02	TIOC 12	TIOC 22 (52)	TIOC 42 (72)	TOD 02B	TOD 12B	TOD 22B (42B)	TOD 32B (52B)	TOE 02	TOE 12 (42)	TOE 22 (52)	TOE 32 (62)	TOD 12A	TOD 22A (42A)	APA 06	APA 14
7	TIOC 03	TIOC 13	TIOC 23 (53)	TIOC 43 (73)	TOD 03B	TOD 13B	TOD 23B (43B)	TOD 33B (53B)	TOE 03	TOE 13 (43)	TOE 23 (53)	TOE 33 (63)	TOD 13A	TOD 23A (43A)	APA 07	APA 15
8	TIOC 00	TIOC 10	TIOC 30 (60)	TIOC 40 (70)	TOD 00B	TOD 10B	TOD 20B (40B)	TOD 30B (50B)	TOE 00	TOE 10 (40)	TOE 20 (50)	TOE 30 (60)	TOD 20A (40A)	TOD 30A (50A)	_*1	_*1
9	TIOC 01	TIOC 11	TIOC 31 (61)	TIOC 41 (71)	TOD 01B	TOD 11B	TOD 21B (41B)	TOD 31B (51B)	TOE 01	TOE 11 (41)	TOE 21 (51)	TOE 31 (61)	TOD 21A (41A)	TOD 31A (51A)	_*1	_*1
10	TIOC 02	TIOC 12	TIOC 32 (62)	TIOC 42 (72)	TOD 02B	TOD 12B	TOD 22B (42B)	TOD 32B (52B)	TOE 02	TOE 12 (42)	TOE 22 (52)	TOE 32 (62)	TOD 22A (42A)	TOD 32A (52A)	_*1	APA 10
11	TIOC 03	TIOC 13	TIOC 33 (63)	TIOC 43 (73)	TOD 03B	TOD 13B	TOD 23B (43B)	TOD 33B (53B)	TOE 03	TOE 13 (43)	TOE 23 (53)	TOE 33 (63)	TOD 23A (43A)	TOD 33A (53A)	_*1	APA 11
12	TIOC 00	TIOC 20 (50)	TIOC 30 (60)	TIOC 40 (70)	TOD 00B	TOD 10B	TOD 20B (40B)	TOD 30B (50B)	TOE 00	TOE 10 (40)	TOE 20 (50)	TOE 30 (60)	TOD 30A (50A)	TOD 00A	_*1	APA 12
13	TIOC 01	TIOC 21 (51)	TIOC 31 (61)	TIOC 41 (71)	TOD 01B	TOD 11B	TOD 21B (41B)	TOD 31B (51B)	TOE 01	TOE 11 (41)	TOE 21 (51)	TOE 31 (61)	TOD 31A (51A)	TOD 01A	_*1	APA 13
14	TIOC 02	TIOC 22 (52)	TIOC 32 (62)	TIOC 42 (72)	TOD 02B	TOD 12B	TOD 22B (42B)	TOD 32B (52B)	TOE 02	TOE 12 (42)	TOE 22 (52)	TOE 32 (62)	TOD 32A (52A)	TOD 02A	_*1	APA 14
15	TIOC 03	TIOC 23 (53)	TIOC 33 (63)	TIOC 43 (73)	TOD 03B	TOD 13B	TOD 23B (43B)	TOD 33B (53B)	TOE 03	TOE 13 (43)	TOE 23 (53)	TOE 33 (63)	TOD 33A (53A)	TOD 03A	_*1	APA 15

Note 1. Setting is prohibited.
If this bit is set, the low level is output.

Section 19 Single Edge Nibble Transmission (RSENT)

This section describes the Renesas single edge nibble transmission (RSENT) module.

19.1 Overview

19.1.1 Number of Channels

This product includes six RSENT channels.

Table 19.1 RSENT Channels

RSENT	
Number of channels	6
Name	RSENTn (n = 0 to 5)

Index n

This section identifies each RSENT channel by “n” (n = 0 to 5). For example, the RSENT timestamp register is described as RSENTnTSPC.

19.1.2 Register Base Addresses

RSENT register base addresses are represented by an offset from the base address <RSENTn_base>.

The following table shows the base address <RSENTn_base> of each RSENT module.

Table 19.2 Register Base Address <RSENTn_base>

RSENTn Channel	<RSENTn_base> Address
RSENT0	FFDB 0000 _H
RSENT1	FFDB 0080 _H
RSENT2	FFDB 0100 _H
RSENT3	FFDB 0180 _H
RSENT4	FFDB 0200 _H
RSENT5	FFDB 0280 _H

19.1.3 Clock Supply

The following clock input is supplied for the RSENT module.

Table 19.3 RSENT Clock Source

Module	Clock	Connected to
RSENTn	clkc	Non-modulated low-speed clock CLKC_LSB

19.1.4 Interrupts and DTS

The RSENT module can generate the following interrupt requests.

Table 19.4 RSENT Interrupt Requests

RSENTn Signal	Function	Connected to
RSENT0		
INT_SENT_ST0	RSENT status interrupt	Interrupt channel 430 (EIINT430)
INT_SENT_RX0	RSENT receive interrupt	DTS trigger channel 78 (DTSTRG[78])
RSENT1		
INT_SENT_ST1	RSENT status interrupt	Interrupt channel431 (EIINT431)
INT_SENT_RX1	RSENT receive interrupt	DTS trigger channel79 (DTSTRG[79])
RSENT2		
INT_SENT_ST2	RSENT status interrupt	Interrupt channel432 (EIINT432)
INT_SENT_RX2	RSENT receive interrupt	DTS trigger channel80 (DTSTRG[80])
RSENT3		
INT_SENT_ST3	RSENT status interrupt	Interrupt channel433 (EIINT433)
INT_SENT_RX3	RSENT receive interrupt	DTS trigger channel81 (DTSTRG[81])
RSENT4		
INT_SENT_ST4	RSENT status interrupt	Interrupt channel505 (EIINT505)
INT_SENT_RX4	RSENT receive interrupt	DTS trigger channel82 (DTSTRG[82])
RSENT5		
INT_SENT_ST5	RSENT status interrupt	Interrupt channel506 (EIINT506)
INT_SENT_RX5	RSENT receive interrupt	DTS trigger channel83 (DTSTRG[83])

19.1.5 Input/Output Signals

The following table shows the RSENT input/output signals.

Table 19.5 RSENTn Input/Output Signals

RSENTn Signal	Function	Connected to
RSENT0		
sent_rx	RSENT receive data input	Port RSENT0RX
sent_spc	RSENT SPC extension output	Port RSENT0SPCO
RSENT1		
sent_rx	RSENT receive data input	Port RSENT1RX
sent_spc	RSENT SPC extension output	Port RSENT1SPCO
RSENT2		
sent_rx	RSENT receive data input	Port RSENT2RX
sent_spc	RSENT SPC extension output	Port RSENT2SPCO
RSENT3		
sent_rx	RSENT receive data input	Port RSENT3RX
sent_spc	RSENT SPC extension output	Port RSENT3SPCO
RSENT4		
sent_rx	RSENT receive data input	Port RSENT4RX
sent_spc	RSENT SPC extension output	Port RSENT4SPCO
RSENT5		
sent_rx	RSENT receive data input	Port RSENT5RX
sent_spc	RSENT SPC extension output	Port RSENT5SPCO

19.2 Functions

Overview of Functions

The RSENT interface supports the following standard specification (SAE J2716 version JAN2010) functions:

- Triple speed expansion Tick Time: Clock cycle (1 μ s to 90 μ s)
- Variable data transmission rate
 - 24.7 kbps to 64.9 kbps: 3 clock rate 6 nibble data
 - 74.1 kbps to 194.7 kbps: 1 clock rate 6 nibble data
- Unidirectional communication: Between the sensor and MCU
- Bidirectional communication: Between the sensor and MCU (supported in SPC mode)
- Single edge data transmission: Coded by the temporal distance of two serially-detected falling edges on a data line
- Transmission frame with up to 6 data nibbles + status and communication nibbles
- Data transmission protected with CRC is available.
 - CRC data can be read with the RSENTnSRXD.SCRC bits.
- Calibration phrase in each data frame (RSENTnCPL.CPLV bits)
- 1-wire interface (sent_rx and sent_spc share a single terminal.)
- Multiple sensors can connect to the RSENT channel that has the standard expansion function. Received data from sensors is detected by software or DMA.
- Timestamp function: Master can only be set for RSENT0. For others, slave can only be set (RSENTnTSPC.TMS bit)

19.2.1 Block Diagram

The following figure shows a block diagram of the RSENT module.

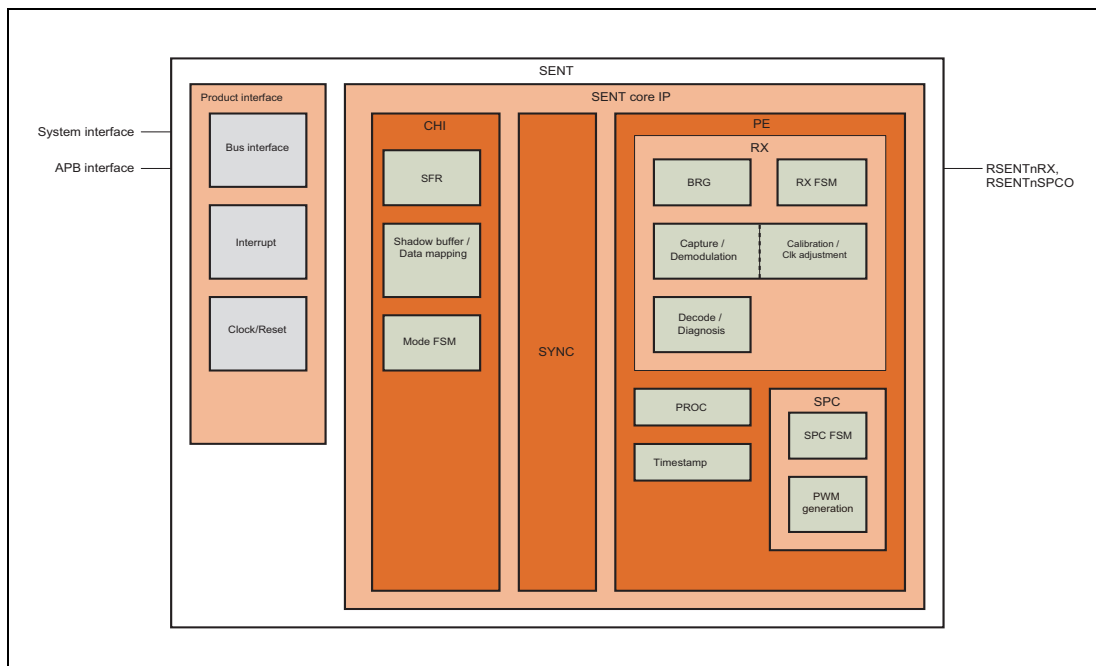


Figure 19.1 Block Diagram of RSENT

19.3 Registers

RSENTn is controlled and operated by the following registers.

For <RSENTn_base>, refer to **Section 19.1.2, Register Base Addresses**.

Table 19.6 Overview of RSENTn Registers

Register Name	Abbreviation	Address
RSENT timestamp register	RSENTnTSPC	<RSENTn_base> + 0000 _H
RSENT timestamp counter	RSENTnTSC	<RSENTn_base> + 0004 _H
RSENT communication configuration register	RSENTnCC	<RSENTn_base> + 0010 _H
RSENT baud rate prescaler register	RSENTnBRP	<RSENTn_base> + 0014 _H
RSENT interrupt/DMA enable register	RSENTnIDE	<RSENTn_base> + 0018 _H
RSENT mode control register	RSENTnMDC	<RSENTn_base> + 001C _H
RSENT SPC transmission register	RSENTnSPCT	<RSENTn_base> + 0020 _H
RSENT mode status register	RSENTnMST	<RSENTn_base> + 0024 _H
RSENT communication status register	RSENTnCS	<RSENTn_base> + 0028 _H
RSENT communication status clear register	RSENTnCSC	<RSENTn_base> + 002C _H
RSENT slow channel receive timestamp register	RSENTnSRTS	<RSENTn_base> + 0030 _H
RSENT slow channel receive data register	RSENTnSRXD	<RSENTn_base> + 0034 _H
RSENT calibration pulse length register	RSENTnCPL	<RSENTn_base> + 0038 _H
RSENT message length register	RSENTnML	<RSENTn_base> + 003C _H
RSENT fast channel receive timestamp register	RSENTnFRTS	<RSENTn_base> + 0040 _H
RSENT fast channel receive data register	RSENTnFRXD	<RSENTn_base> + 0044 _H

19.3.1 RSENTnTSPC — RSENT Timestamp Register

Access: This register can be read/written in 32-bit units.

Address: <RSENTn_base> + 0000_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TMS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	TTM[6:0]						—	TTPV[6:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 19.7 RSENTnTSPC Register Contents

Bit Position	Bit Name	Function
31 to 17	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
16	TMS	Timestamp Mode Selection 0: Master mode 1: Slave mode
15	Reserved	When read, this bit is read as 0. When writing, write the value after reset.
14 to 8	TTM[6:0]	Timestamp Tick Multiplier 0000000: 1 0000001: 2 0000010: 3 : 1111111 _B : 128
7	Reserved	When read, this bit is read as 0. When writing, write the value after reset.
6 to 0	TTPV[6:0]	Timestamp Tick Prescaler Value 00100111 _B : 40 Other than the above: Setting prohibited

Write the above value in the TTPV bits for transmission/reception via the RSENT.

RSENTnTSPC.TMS (Timestamp Mode Selection)

When this bit is set to 0, the timestamp counter operates in master mode.

Writing 0000 0000_H to RSENTnTSC by the module set as the master leads to clearing of the timestamps in that module and in the channels set as slaves.

The CPU can only write to this bit if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

The RSENT operating in slave mode needs to have the same settings in the RSENT that is operated as a master and timestamp counter prescaler.

NOTE

In this product series, RSENT0 is only the channel which can be set as a master.

Before synchronizing the timestamp counter, be sure to set RSENT0 and other channels as slave mode and slave mode, respectively.

Synchronization of the timestamp counter when the above setting is not made is not guaranteed.

RSENTnTSPC.TTM (Timestamp Tick Multiplier)

These bits define the multiplication value of the 1- μ s time tick used for the timestamp counter.

For timestamp clock configuration, see **Section 19.5.1, Timestamp**.

The CPU can only write to these bits if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTnTSPC.TTPV (Timestamp Tick Prescaler Value)

These bits define the prescaler value to generate a 1- μ s clock tick.

For timestamp clock configuration, see **Section 19.5.1, Timestamp**.

The CPU can only write to these bits if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

The CPU should configure this value in such a way that, based on the supplied communication clock, a 1- μ s clock tick is generated.

19.3.2 RSENTnTSC — RSENT Timestamp Counter

Access: This register can be read/written in 32-bit units.

Address: <RSENTn_base> + 0004_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TS[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 19.8 RSENTnTSC Register Contents

Bit Position	Bit Name	Function
31 to 0	TS[31:0]	Timestamp counter value

RSENTnTSC.TS (Timestamp)

These bits indicate the current timestamp counter value.

The CPU can only write to these bits values other than 0000 0000_H if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

When the timestamp counter is configured to operate in slave mode (RSENTnTSPC.TMS = 1), writing to this register has no effect when the RSENT module is in OPERATION IDLE or OPERATION ACTIVE mode (the RSENTnMST.OMS bits are either 011_B or 101_B).

The timestamp counter is incremented on every timestamp counter tick (as configured in the RSENTnTSPC.TTPV and RSENTnTSPC.TTM bits) when the RSENT module is in OPERATION IDLE or OPERATION ACTIVE mode (the RSENTnMST.OMS bits are either 011_B or 101_B).

When the timestamp counter is configured to operate in master mode (RSENTnTSPC.TMS = 0), the CPU writes 0000 0000_H to these bits and RSENTnTSC.TS is set to 0000 0000_H.

When the slave mode setting is made for the timestamp counter (RSENTnTSPC.TMS = 1), writing 0000 0000_H to the RSENT0TSC.TS bit leads to the RSENTnTSC.TS bits being set to 0000 0000_H.

For timestamp mode selection, see **Section 19.5.1, Timestamp**.

19.3.3 RSENTnCC — RSENT Communication Configuration Register

Access: This register can be read/written in 32-bit units.

Address: <RSENTn_base> + 0010_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SOPC	FCM	SCCD	FCCD	DCF	SMF[1:0]	PPTC	PPC	NDN[2:0]		SPCE		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 19.9 RSENTnCC Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 13	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
12	SOPC	SPC Output Polarity Control 0: SPC pulse active high 1: SPC pulse active low
11	FCM	Frame Check Method 0: Check against next calibration pulse 1: Check against previous calibration pulse
10	SCCD	Slow Channel CRC Check 0: Slow channel CRC check enabled 1: Slow channel CRC check disabled
9	FCCD	Fast Channel CRC Check 0: Fast channel CRC check enabled 1: Fast channel CRC check disabled
8	DCF	Data Nibble CRC Format Select 0: CRC format defined in SAE J2716 JAN2010 is selected 1: CRC format prior to SAE J2716 FEB2008 is selected
7, 6	SMF	Serial Message Format 00 _B : No serial message extraction 01 _B : Short serial message format 10 _B : Enhanced serial message format 11 _B : Setting prohibited
5	PPTC	Pause Pulse Type Configuration 0: Pause pulse for variable message length 1: Pause pulse for fixed message length
4	PPC	Pause Pulse Configuration 0: Pause pulse absent 1: Pause pulse present
3 to 1	NDN[2:0]	Number of Data Nibbles 000 _B : 1 data nibble 001 _B : 2 data nibbles 010 _B : 3 data nibbles 011 _B : 4 data nibbles 100 _B : 5 data nibbles 101 _B : 6 data nibbles Other than above: Setting prohibited

Table 19.9 RSENTnCC Register Contents (2/2)

Bit Position	Bit Name	Function
0	SPCE	SPC Mode Enable 0: SPC mode disabled 1: SPC mode enabled

RSENTnCC.SOPC (SPC Output Polarity Control)

When this bit is set to 0, the SPC pulse is sent as an active high signal. The default output value is low level.

When this bit is set to 1, the SPC pulse is sent as an active low signal. The default output value is high level.

For SPC operation, see also **Section 19.7, SPC Function**.

The CPU can only write to this bit if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

NOTE

In this product series, be sure to set this bit to select active low for use with a single-wire SPC system.

RSENTnCC.FCM (Frame Check Method)

When this bit is set to 0, the current calibration pulse is compared to the next received calibration pulse. The buffer update mechanism is operating according to the preferred option as described in SAE J2716 2010.

When this bit is set to 1, the current calibration pulse is compared to the previously received calibration pulse.

The buffer update mechanism is operating according to the second option as described in SAE J2716 2010 which should be only used if extra latency to process the second calibration pulse cannot be tolerated.

For buffer update timings, see also **Section 19.6.2.3, Fast Channel Message Reception**.

The CPU can only write to this bit if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTnCC.SCCD (Slow Channel CRC Check Disable)

When this bit is set to 1, the CRC check for the slow channel is disabled. In this case, messages are stored in the slow channel message reception buffer with the received CRC.

When this bit is set to 1, the RSENTnCS.SCS bit is not set.

The CPU can only write to this bit if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTnCC.FCCD (Fast Channel CRC Check Disable)

When this bit is set to 1, the CRC check for the fast channel is disabled. In this case, messages are stored in the fast channel message reception buffer with the received CRC.

When this bit is set to 1, the RSENTnCS.FCS bit is not set.

The CPU can only write to this bit if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTn.DCF (Data Nibble CRC Format Select)

This bit selects the data nibble CRC format from the format defined in SAE J2716 JAN2010 or the previous format.

When this bit is set to 0, the CRC format defined in SAE J2716 JAN2010 is set.

When this bit is set to 1, the CRC format defined prior to SAE J2716 FEB2008 is set.

For details of the CRC for data nibbles, see sections 5.4.2.1 and 5.4.2.2 in SAE J2716 JAN2010.

The CPU can only write to this bit while RSENT is in CONFIGURATION mode (RSENTnMST.OMS = 001_B).

RSENTnCC.SMF (Serial Message Format)

These bits define the serial message format expected to be received for automatic extraction.

When these bits are set to 00_B, no serial message is extracted and the status and communication nibbles are provided in the RSENTnSRXD register.

The CPU can only write to these bits if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

The CPU shall set these bits to 00 when RSENTnCC.SPCE is set to 1 and more than one sensor is connected to the RSENT module.

RSENTnCC.PPTC (Pause Pulse Type Configuration)

This bit defines the pause pulse type.

The CPU can only write to this bit if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

The CPU should not set this bit to 1 when the RSENTnCC.PPC bit is set to 0.

RSENTnCC.PPC (Pause Pulse Configuration)

This bit defines the presence or absence of the pause pulse.

The CPU can only write to this bit if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTnCC.NDN (Number of Data Nibbles)

These bits define the number of data nibbles included in an RSENT message.

The CPU can only write to these bits if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTnCC.SPCE (SPC Mode Enable)

This bit enables SPC mode.

For details about SPC mode operation, see also **Section 19.7, SPC Function**.

The CPU can only write to this bit if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

19.3.4 RSENTnBRP — RSENT Baud Rate Prescaler Register

Access: This register can be read/written in 32-bit units.

Address: <RSENTn_base> + 0014_H

Value after reset 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	TTF[3:0]				—	TTI[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	SCDV[6:0]						—	—	—	SCMV[4:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Table 19.10 BPR Register Contents

Bit Position	Bit Name	Function
31 to 28	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
27 to 24	TTF[3:0]	Time Tick Decimal Fraction 0000 _B : 0.0 μs 0001 _B : 0.1 μs 0010 _B : 0.2 μs : 1000 _B : 0.8 μs 1001 _B : 0.9 μs Other than above: Setting prohibited
23	Reserved	When read, this bit is read as 0. When writing, write the value after reset.
22 to 16	TTI[6:0]	Time Tick Integer 0000000 _B : 1 μs 0000001 _B : 2 μs 0000010 _B : 3 μs : 1011000 _B : 89 μs 1011001 _B : 90 μs Other than above: Setting prohibited
15	Reserved	When read, this bit is read as 0. When writing, write the value after reset.
14 to 8	SCDV[6:0]	Sample Clock Division Value 0000000 _B : 1 0000001 _B : 2 0000010 _B : 3 : 1111110 _B : 127 1111111 _B : 128
7 to 5	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
4 to 0	SCMV[4:0]	Sample Clock Multiplication Value 00000 _B : 1 00001 _B : 2 00010 _B : 3 : 11110 _B : 31 11111 _B : 32

RSENTnBRP.TTF (Time Tick Decimal Fraction)

These bits define the decimal part of the tick length in 0.1- μ s granularity.

For tick length configuration, see **Section 19.5.2.2, RX and SPC Tick Settings**.

The CPU can only write to these bits if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTnBRP.TTI (Time Tick Integer)

These bits define the integer part of the tick length.

For tick length configuration, see **Section 19.5.2.2, RX and SPC Tick Settings**.

The CPU can only write to these bits if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTnBRP.SCDV (Sample Clock Division Value)

These bits define the division value for the sample clock generation logic.

For RSENTnBRP settings, see **Section 19.5.2.1, RX BRP Setting**.

The CPU can only write to these bits if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

RSENTnBRP.SCMV (Sample Clock Multiplication Value)

These bits define the multiplication value for the sample clock generation logic.

For RSENTnBRP settings, see **Section 19.5.2.1, RX BRP Setting**.

The CPU can only write to these bits if the RSENT module is in CONFIGURATION mode (the RSENTnMST.OMS bits are 001_B).

19.3.5 RSENTnIDE — RSENT Interrupt/DMA Enable Register

Access: This register can be read/written in 32-bit units.

Address: <RSENTn_base> + 0018_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	SEIE	SMIE	SCIE	NRIE	CVIE	CLIE	FNIE	FEIE	FMIE	FCIE	FRIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 19.11 RSENTnIDE Register Contents

Bit Position	Bit Name	Function
31 to 11	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
10	SEIE	Slow Channel Encoding Error Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
9	SMIE	Slow Channel Message Lost Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
8	SCIE	Slow Channel CRC Error Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
7	NRIE	No Response Error Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
6	CVIE	Calibration Pulse Length Variation Error Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
5	CLIE	Calibration Pulse Length Error Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
4	FNIE	Fast Channel Nibble Count Error Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
3	FEIE	Fast Channel Nibble Encoding Error Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
2	FMIE	Fast Channel Message Lost Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
1	FCIE	Fast Channel CRC Error Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled
0	FRIE	Fast Channel Receive Interrupt Enable 0: Interrupt disabled 1: Interrupt enabled

RSENTnIDE.SEIE (Slow Channel Encoding Error Interrupt Enable)

This bit enables the generation of the slow channel encoding error interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.SMIE (Slow Channel Message Lost Interrupt Enable)

This bit enables the generation of the slow channel message lost interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.SCIE (Slow Channel CRC Error Interrupt Enable)

This bit enables the generation of the slow channel CRC error interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.NRIE (No Response Error Interrupt Enable)

This bit enables the generation of the no response error interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

The CPU should not set this bit when SPC mode is disabled (RSENTnCC.SPCE set to 0).

RSENTnIDE.CVIE (Calibration Pulse Length Variation Error Interrupt Enable)

This bit enables the generation of the calibration pulse length variation error interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.CLIE (Calibration Pulse Length Error Interrupt Enable)

This bit enables the generation of the calibration pulse length error interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.FNIE (Fast Channel Nibble Count Error Interrupt Enable)

This bit enables the generation of the fast channel nibble count error interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.FEIE (Fast Channel Nibble Encoding Error Interrupt Enable)

This bit enables the generation of the fast channel nibble encoding error interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.FMIE (Fast Channel Message Lost Interrupt Enable)

This bit enables the generation of the fast channel message lost interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.FCIE (Fast Channel CRC Error Interrupt Enable)

This bit enables the generation of the fast channel CRC error interrupt.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

RSENTnIDE.FRIE (Fast Channel Receive Interrupt Enable)

This bit enables the generation of the fast channel receive interrupt.

The fast channel receive interrupt can be also used to notify a DMA request.

The CPU cannot write to this bit if the RSENT module is in RESET mode (the RSENTnMST.OMS bits are 000_B).

19.3.6 RSENTnMDC — RSENT Mode Control Register

Access: This register can be read/written in 32-bit units.

Address: <RSENTn_base> + 001C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	OMC[2:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 19.12 RSENTnMDC Register Contents

Bit Position	Bit Name	Function
31 to 3	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
2 to 0	OMC[2:0]	Operation Mode Control 000 _B : RESET 001 _B : CONFIGURATION 011 _B : OPERATION IDLE 101 _B : OPERATION ACTIVE Other than above: Setting prohibited

RSENTnMDC.OMC (Operation Mode Control)

These bits are used to control the operation mode of the RSENT module.

- 000_B: RESET
In RESET mode, the mode can only be changed to CONFIGURATION mode.
- 001_B: CONFIGURATION
In CONFIGURATION mode, the mode can only be changed to RESET mode or OPERATION ACTIVE mode.
- 011_B: OPERATION IDLE
In OPERATION IDLE mode, the mode can be changed to OPERATION ACTIVE mode, CONFIGURATION mode, or RESET mode.
- 101_B: OPERATION ACTIVE
In OPERATION ACTIVE mode, the mode can be changed to OPERATION IDLE mode, CONFIGURATION mode, or RESET mode. However, it is recommended to process to the OPERATION IDLE mode first.

For the recommended methods to change between operation modes, see **Section 19.6.1, Changing Operation Modes.**

- Other than above: Setting prohibited

The CPU should not write any other value than listed above into this register.

The CPU should follow the mode change flows as shown in section **Section 19.6.1, Changing Operation Modes**.

19.3.7 RSENTnSPCT — RSENT SPC Transmission Register

Access: This register can be read/written in 32-bit units.

Address: <RSENTn_base> + 0020_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	TLL[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 19.13 RSENTnSPCT Register Contents

Bit Position	Bit Name	Function
31 to 7	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
6 to 0	TLL[6:0]	Length of the Trigger Low Phase in Ticks 0000000 _B : 1 tick 0000001 _B : 2 ticks 0000010 _B : 3 ticks ⋮ 1111110 _B : 127 ticks 1111111 _B : 128 ticks

RSENTnSPCT.TLL (Trigger Low Length)

These bits define the length of the SPC trigger pulse.

When the CPU writes to these bits, an SPC trigger pulse with the configured length is sent immediately independently of the current status of the RSENT module.

For details about SPC communication, see **Section 19.7, SPC Function**.

The CPU can only write to these bits if the RSENT module is in OPERATION ACTIVE mode (the RSENTnMST.OMS bits are 101_B) and SPC communication is enabled (RSENTnCC.SPCE is 1).

It is important to note that two consecutive write access might not cause a no response error as the previous request might not have started yet.

After writing to this register, the CPU should wait for at least one SPC trigger tick before writing again to this register.

19.3.8 RSENTnMST — RSENT Mode Status Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 0024_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	OMC[2:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 19.14 RSENTnMST Register Contents

Bit Position	Bit Name	Function
31 to 3	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
2 to 0	OMC[2:0]	Operation Mode Control 000 _B : RESET 001 _B : CONFIGURATION 011 _B : OPERATION IDLE 101 _B : OPERATION ACTIVE Other than above: Reserved

RSENTnMST.OMS (Operation Mode Status)

These bits indicate the current operation mode.

These bits are read only.

These bits are updated after a mode change request is made in the RSENTnMDC.OMC register.

- 000_B: RESET mode

When in RESET mode, all registers are set to their reset values and write access to all registers except the RSENTnMDC register is disabled.

When in RESET mode, RSENT communication is disabled.

- 001_B: CONFIGURATION mode

When in CONFIGURATION mode, write access to the timestamp registers (RSENTnTSPC and RSENTnTSC register), configuration registers (RSENTnCC and RSENTnBRP register), RSENTnIDE register, and mode control register (RSENTnMDC.OMC) is enabled.

When in CONFIGURATION mode, RSENT communication is disabled.

When entering CONFIGURATION mode, all status registers and receive buffer registers are set to their reset values.

- 011_B: OPERATION IDLE mode

In OPERATION IDLE mode, no reception or SPC trigger transmission is possible.

When entering OPERATION IDLE mode, frames in the receive buffer can be analyzed as in OPERATION ACTIVE mode, but no new frames are received.

- 101_B: OPERATION ACTIVE mode

In OPERATION ACTIVE mode, reception and SPC trigger transmission are possible.

- Other than above: Reserved

19.3.9 RSENTnCS — RSENT Communication Status Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 0028_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	SES	SMS	SCS	NRS	CVS	CLS	FNS	FES	FMS	FCS	FRS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 19.15 RSENTnCS Register Contents

Bit Position	Bit Name	Function
31 to 11	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
10	SES	Slow channel Encoding Error Interrupt Detection 0: Not detected 1: Detected
9	SMS	Slow Channel Message Lost Interrupt Detection 0: Not detected 1: Detected
8	SCS	Slow Channel CRC Error Interrupt Detection 0: Not detected 1: Detected
7	NRS	No Response Error Interrupt Detection 0: Not detected 1: Detected
6	CVS	Calibration Pulse Length Variation Error Interrupt Detection 0: Not detected 1: Detected
5	CLS	Calibration Pulse Length Error Interrupt Detection 0: Not detected 1: Detected
4	FNS	Fast Channel Nibble Count Error Interrupt Detection 0: Not detected 1: Detected
3	FES	Fast Channel Nibble Encoding Error Interrupt Detection 0: Not detected 1: Detected
2	FMS	Fast Channel Message Lost Interrupt Detection 0: Not detected 1: Detected
1	FCS	Fast Channel CRC Error Interrupt Detection 0: Not detected 1: Detected
0	FRS	Fast Channel Receive Interrupt Detection 0: Not detected 1: Detected

RSENTnCS.SES (Slow Channel Encoding Error Status)

This bit represents the slow channel encoding error status.

This bit is read only.

In the short serial message format (RSENTnCC.SMF = 01_B), this bit is set when the sequence on serial start bit (status & communication nibble bit #3) is different from “1000 0000 0000 0000_B” (a single 1 and 15 0s).

In the enhanced serial message format (RSENTnCC.SMF = 10_B), this bit is set after receiving the serial message start frame (sequence on status & communication nibble bit 3 is 0111 1110_B), and if bit 13 or bit 18 are not received as ‘0’.

This bit is cleared when writing 1 to RSENTnCSC.SEC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.SMS (Slow Channel Message Lost Status)

This bit represents the slow channel message lost status.

This bit is read only.

This bit is set when there is an attempt to update the slow channel message reception buffer, but the previous message has not been read yet.

This bit is cleared when writing 1 to RSENTnCSC.SEC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.SCS (Slow Channel CRC Error Status)

This bit represents the slow channel CRC error status.

This bit is read only.

This bit is set when a CRC error is detected on the slow channel and the slow channel CRC detection is enabled (RSENTnCC.SCCD is set to 0).

This bit is cleared when writing 1 to RSENTnCSC.SCC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.NRS (No Response Error Status)

This bit represents the no response error status.

This bit is read only.

This bit is set when

- the CPU writes to the RSENTnSPCT.TLL bits and
- SPC mode enabled (RSENTnCC.SPCE set to 1) and
- no complete response was received from the sensor for the previous SPC trigger.

This bit is cleared when writing 1 to RSENTnCSC.NRC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.CVS (Calibration Pulse Length Variation Error Status)

This bit represents the calibration pulse length variation error status.

This bit is read only.

When RSENTnCC.PPTC is 0, then this bit is set when two successive calibration pulses differ by more than 1.5625%.

When RSENTnCC.PPTC is 1, this bit is never set. In this mode (pause pulse with fixed message length), the CPU needs to check the variation of the ratio of calibration pulse to message length by reading the RSENTnCPL and RSENTnML registers.

This bit is cleared when writing 1 to RSENTnCSC.CVC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.CLS (Calibration Pulse Length Error Status)

This bit represents the calibration pulse length error status.

This bit is read only.

This bit is set when the measured calibration pulse length is less than 42 clock ticks or more than 70 clock ticks (deviation of 25% from specification length (56 clock ticks)).

This bit is cleared when writing 1 to RSENTnCSC.CLC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.FNS (Fast Channel Nibble Count Error Status)

This bit represents the fast channel nibble count error status.

This bit is read only.

This bit is set when there is an unexpected number of falling edges after the detection of a calibration pulse or between two calibration pulses.

This bit is cleared when writing 1 to RSENTnCSC.FNC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.FES (Fast Channel Nibble Encoding Error Status)

This bit represents the fast channel nibble encoding error status.

This bit is read only.

This bit is set when on the fast channel a measured nibble period is less than 12 clock ticks or more than 27 clock ticks.

This bit is cleared when writing 1 to RSENTnCSC.FEC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.FMS (Fast Channel Message Lost Status)

This bit represents the fast channel message lost status.

This bit is read only.

This bit is set when the fast channel message reception buffer is updated, but the previous messages have not been read yet.

This bit is cleared when writing 1 to RSENTnCSC.FMC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.FCS (Fast Channel CRC Error Status)

This bit represents the fast channel CRC error status.

This bit is read only.

This bit is set when a CRC error is detected on the fast channel and the fast channel CRC detection is enabled (RSENTnCC.FCCD is set to 0).

This bit is cleared when writing 1 to RSENTnCSC.FCC.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

RSENTnCS.FRS (Fast Channel Receive Status)

This bit represents the fast channel receive status.

This bit is read only.

This bit is set when the fast channel message reception buffer was updated.

This bit is cleared when the CPU reads the RSENTnFRXD.FND bit.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

If the set condition occurs simultaneously with the clear condition, the bit is set.

19.3.10 RSENTnCSC — RSENT Communication Status Clear Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 002C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	SEC	SMC	SCC	NRC	CVC	CLC	FNC	FEC	FMC	FCC	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R

Table 19.16 RSENTnCSC Register Contents

Bit Position	Bit Name	Function
31 to 11	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
10	SEC	Slow Channel Encoding Error Interrupt Clear 0: — 1: Clear
9	SMC	Slow Channel Message Lost Interrupt Clear 0: — 1: Clear
8	SCC	Slow Channel CRC Error Interrupt Clear 0: — 1: Clear
7	NRC	No Response Error Interrupt Clear 0: — 1: Clear
6	CVC	Calibration Pulse Length Variation Error Interrupt Clear 0: — 1: Clear
5	CLC	Calibration Pulse Length Error Interrupt Clear 0: — 1: Clear
4	FNC	Fast Channel Nibble Count Error Interrupt Clear 0: — 1: Clear
3	FEC	Fast Channel Nibble Encoding Error Interrupt Clear 0: — 1: Clear
2	FMC	Fast Channel Message Lost Interrupt Clear 0: — 1: Clear
1	FCC	Fast Channel CRC Error Interrupt Clear 0: — 1: Clear
0	Reserved	When read, this bit is read as 0. When writing, write the value after reset.

RSENTnCSC.SEC (Slow Channel Encoding Error Clear)

Writing 1 sets RSENTnCS.SES to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.SMC (Slow Channel Message Lost Clear)

Writing 1 sets RSENTnCS.SMS to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.SCC (Slow Channel CRC Error Clear)

Writing 1 sets RSENTnCS.SCS to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.NRC (No Response Error Clear)

Writing 1 sets RSENTnCS.NRS to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.CVC (Calibration Pulse Length Variation Error Clear)

Writing 1 sets RSENTnCS.CVS to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.CLC (Calibration Pulse Length Error Clear)

Writing 1 sets RSENTnCS.CLS to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.FNC (Fast Channel Nibble Count Error Clear)

Writing 1 sets RSENTnCS.FNS to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.FEC (Fast Channel Nibble Encoding Error Clear)

Writing 1 sets RSENTnCS.FES to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.FMC (Fast Channel Message Lost Clear)

Writing 1 sets RSENTnCS.FMS to 0.

Writing 0 has no effect.

This bit is always read as 0.

RSENTnCSC.FCC (Fast Channel CRC Error Clear)

Writing 1 sets RSENTnCS.FCS to 0.

Writing 0 has no effect.

This bit is always read as 0.

19.3.11 RSENTnSRTS — RSENT Slow Channel Receive Timestamp Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 0030_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	STS[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	STS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 19.17 RSENTnSRTS Register Contents

Bit Position	Bit Name	Function
31 to 0	STS	Slow Channel Receive Timestamp

RSENTnSRTS.STS (Slow Channel Timestamp)

These bits are read only.

These bits are updated when the slow channel message reception buffer is updated with the timestamp counter value of the last frame provided to the slow channel message.

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

19.3.12 RSENTnSRXD — RSENT Slow Channel Receive Data Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 0034_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SND	—	SCRC[5:0]					—	—	—	SMGC	IDD[19:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IDD[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 19.18 RSENTnSRXD Register Contents

Bit Position	Bit Name	Function
31	SND	Slow Channel New Data 0: Slow channel frame data is not updated since last read. 1: Slow channel frame data is updated since last read.
30	Reserved	When read, this bit is read as 0. When writing, write the value after reset.
29 to 24	SCRC[5:0]	Slow Channel CRC Data
23 to 21	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
20	SMGC	Slow Channel Configuration Bit Data
19 to 0	IDD[19:0]	Slow Channel Data / ID Information

RSENTnSRXD.SND (Slow Channel New Data)

This bit indicates that the slow channel message reception buffer is holding data that has not been read.

This bit is read only.

This bit is set when the slow channel message reception buffer is updated.

This bit is cleared automatically whenever it is read.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

RSENTnSRXD.SCRC (Slow Channel CRC)

These bits are representing the slow channel CRC data.

These bits are read only.

These bits are updated when the slow channel message reception buffer is updated.

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

RSENTnSRXD.SMGC (Slow Channel Configuration Bit)

This bit represents the slow channel configuration bit data.

This bit is read only.

This bit is updated when the slow channel message reception buffer is updated.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

RSENTnSRXD.IDD (ID/ Data)

These bits are representing the slow channel data and ID information.

The alignment within this register depends on the message format. For details, see **Section 19.6.2.5, Slow Channel Message Reception**.

These bits are read only.

These bits are updated when the slow channel message reception buffer is updated.

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

19.3.13 RSENTnCPL — RSENT Calibration Pulse Length Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 0038_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CPLV [16]
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CPLV[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 19.19 RSENTnCPL Register Contents

Bit Position	Bit Name	Function
31 to 17	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
16 to 0	CPLV[16:0]	Calibration Pulse Length Value of Received Message

RSENTnCPL.CPLV (Calibration Pulse Length Value)

These bits are used by the CPU to calculate the ratio of two consecutive calibration pulses or the calibration pulse to message length in pause pulse with fixed message length mode for message diagnostics.

These bits are read only.

Updating of the fast channel message reception buffer is storage of the value counted over the calibration pulse length (one tick time × the number of ticks between calibration pulses) based on the sample clock (fSAMPLE = 16 MHz).

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

19.3.14 RSENTnML — RSENT Message Length Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 003C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	MLV[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MLV[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 19.20 RSENTnML Register Contents

Bit Position	Bit Name	Function
31 to 21	Reserved	When read, these bits are read as 0. When writing, write the value after reset.
20 to 0	MLV[20:0]	Message length of received message

RSENTnML.MLV (Message Length Value)

These bits are used by the CPU to calculate the ratio of the calibration pulse to message length in pause pulse with fixed message length mode for message diagnostics.

These bits are read only.

These bits are updated with the measured message length in sample clock ticks when the fast channel message reception buffer is updated.

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

19.3.15 RSENTnFRTS — RSENT Fast Channel Receive Timestamp Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 0040_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FTS[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FTS[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 19.21 RSENTnFRTS Register Contents

Bit Position	Bit Name	Function
31 to 0	FTS[31:0]	Fast Channel Receive Timestamp

RSENTnFRTS.FTS (Fast Channel Timestamp)

These bits are read only.

These bits are updated when the fast channel message reception buffer is updated.

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

19.3.16 RSENTnFRXD — RSENT Fast Channel Receive Data Register

Access: This register is read-only in 32-bit units.

Address: <RSENTn_base> + 0044_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SNDM	FND	FCCN[1:0]		FCRC[3:0]			ND[23:16]								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ND[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 19.22 RSENTnFRXD Register Contents

Bit Position	Bit Name	Function
31	SNDM	Slow Channel New Data Mirror 0: Slow channel frame data is not updated since last read. 1: Slow channel frame data is updated since last read.
30	FND	Fast Channel New Data 0: Fast channel frame data is not updated since last read. 1: Fast channel frame data is updated since last read.
29, 28	FCCN[1:0]	Fast Channel Status and Communication Nibble[1:0]
27 to 24	FCRC[3:0]	Fast Channel CRC Data
23 to 0	ND[23:0]	Fast Channel Nibble Data

RSENTnFRXD.SNDM (Slow Channel New Data Mirror)

This bit indicates that the slow channel message reception buffer is holding data that has not been read.

This bit is read only.

This bit is set when the slow channel message reception buffer is updated.

This bit is cleared automatically whenever the slow channel new data bit (RSENTnSRXD.SND) is read.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

RSENTnFRXD.FND (Fast Channel New Data)

This bit indicates that the fast channel message reception buffer is holding data that has not been read.

This bit is read only.

This bit is set when the fast channel message reception buffer is updated.

This bit is cleared automatically whenever it is read.

This bit is cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

RSENTnFRXD.FCCN (Fast Channel Status and Communication Nibble)

These bits are representing the fast channel status and communication nibble bits [1:0].

These bits are read only.

These bits are updated when the fast channel message reception buffer is updated.

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

RSENTnFRXD.FCRC (Fast Channel CRC)

These bits are representing the fast channel CRC data.

These bits are read only.

These bits are updated when the fast channel message reception buffer is updated.

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

RSENTnFRXD.ND (Nibble Data)

These bits are representing the fast channel nibble data.

The alignment of the nibble data depends on nibble data count (RSENTnCC.NDN). For details, see **Section 19.6.2.3, Fast Channel Message Reception**.

These bits are read only.

These bits are updated when the fast channel message reception buffer is updated.

These bits are cleared when the RSENTnMST.OMS bits are changed to 001_B (CONFIGURATION).

19.4 Modes of Operation

RSENT_n operates in any of the following modes.

- RESET mode
- CONFIGURATION mode
- OPERATION IDLE mode
- OPERATION ACTIVE mode

Figure 19.2 shows the possible transitions between the channel modes:

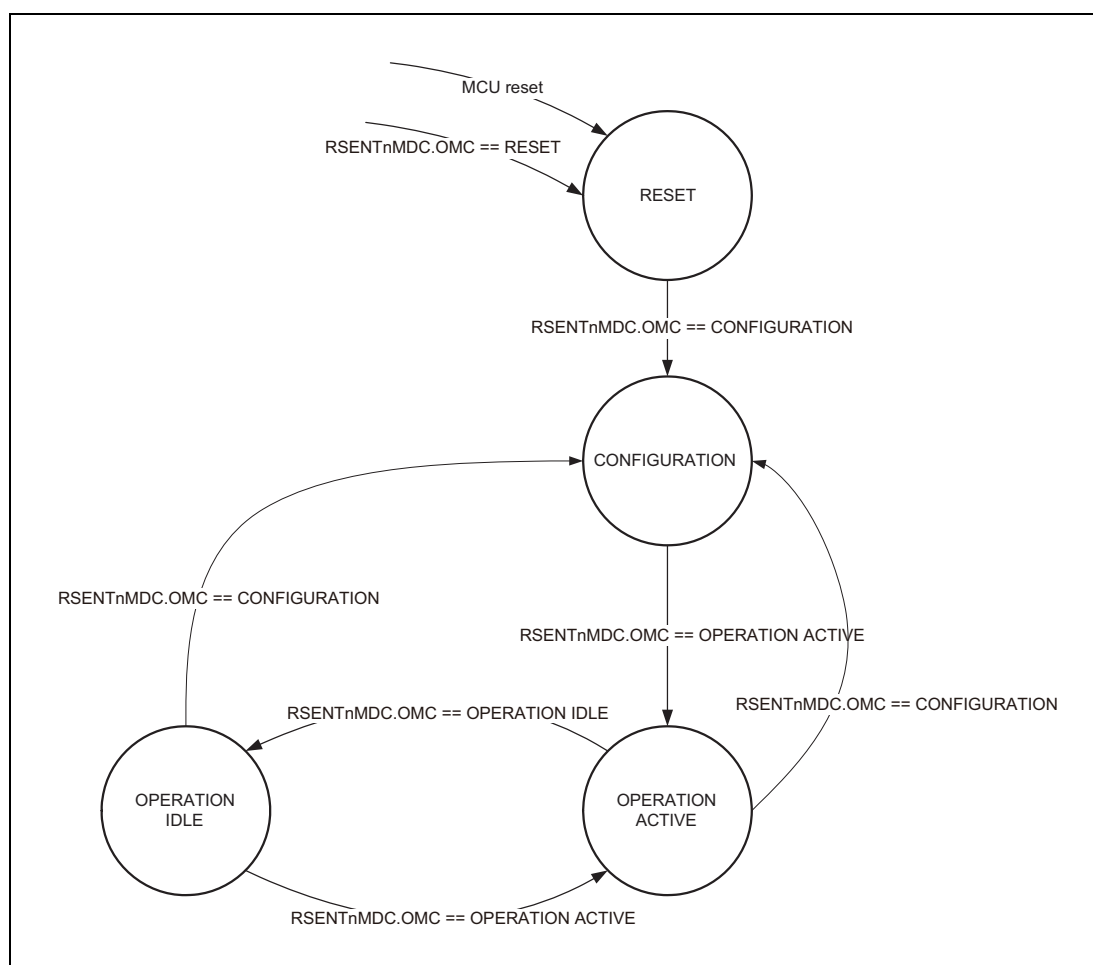


Figure 19.2 Transition between Operation Modes

The RSENT_nMST.OMS bit can be used to confirm the current operation mode.

19.4.1 RESET Mode

This mode is the initial mode that the RSENT module automatically enters after release from the reset state. This initializes the registers in the RSENT module.

The RESET mode is also entered after the RSENTnMDC.OMC bits have been set to 000_B. In this state, all, configuration, control (except RSENTnMDC.OMC bits), and status registers are set to the state after release from the reset state. Any on-going transmission or reception process is stopped immediately and the interface pins of the RSENT module are set to the value after their reset.

Read access to all registers is possible in RESET mode. Write access is limited to the RSENTnMDC register.

19.4.2 CONFIGURATION Mode

CONFIGURATION mode is entered after the RSENTnMDC.OMC bits have been set to 001_B.

Any on-going transmission or reception process is stopped immediately and the interface pins of the RSENT module are set to the state after release from the reset state.

In CONFIGURATION mode, all status registers (RSENTnCS) and the receive buffer registers (RSENTnSRTS, RSENTnSRXD, RSENTnCPL, RSENTnML, RSENTnFRTS, and RSENTnFRXD) are set to the value after their reset.

Read access to all registers is possible in this state.

Write access is limited to both timestamp registers (RSENTnTSPC and RSENTnTSC) and configuration registers (RSENTnCC, RSENTnBRP, RSENTnIDE, RSENTnMDC, and RSENTnCSC).

19.4.3 OPERATION IDLE Mode

This mode is entered after the RSENTnMDC.OMC bits have been set to 011_B.

In OPERATION IDLE mode, no reception and transmission are done.

When entering OPERATION IDLE mode, frames in the receive buffer can be analyzed as in OPERATION ACTIVE mode, but no new frames are received.

Read access to all registers is possible in OPERATION IDLE mode.

Write access is limited to RSENTnTSC, RSENTnIDE, RSENTnMDC, and RSENTnCSC.

19.4.4 OPERATION ACTIVE Mode

This mode is entered after the RSENTnMDC.OMC bits have been set to 101_B.

In OPERATION ACTIVE mode, transmission and reception can take place.

Read access to all registers is possible in this state.

Write access is limited to RSENTnTSC, RSENTnIDE, RSENTnMDC, RSENTnSPCT, and RSENTnCSC.

19.4.5 Register Behavior in Operation Modes

Table 19.23 shows the register behavior when the RSENT module transitions to the indicated operation modes. The table also gives an overview about the access restriction in each operation mode.

Table 19.23 Register Behavior in Operation Modes

Register Name	Symbol	Reset	RESET mode		CONFIGURATION mode		OPERATION IDLE mode		OPERATION ACTIVE mode	
		Change	Change	R/W	Change	R/W	Change	R/W	Change	R/W
Timestamp prescaler configuration register	RSENTnTSPC	0000 0000 _H	0000 0000 _H	R	Unchanged	R/W	Unchanged	R	Unchanged	R
Timestamp counter register	RSENTnTSC	0000 0000 _H	0000 0000 _H	R	Unchanged	R/W	Unchanged	R/W ^{*1}	Unchanged	R/W ^{*1}
Communication configuration register	RSENTnCC	0000 0000 _H	0000 0000 _H	R	Unchanged	R/W	Unchanged	R	Unchanged	R
Baud rate prescaler register	RSENTnBRP	0000 0000 _H	0000 0000 _H	R	Unchanged	R/W	Unchanged	R	Unchanged	R
Interrupt/DMA enable register	RSENTnIDE	0000 0000 _H	0000 0000 _H	R	Unchanged	R/W	Unchanged	R/W	Unchanged	R/W
Mode control register	RSENTnMDC	0000 0000 _H	0000 0000 _H	R/W	Unchanged	R/W	Unchanged	R/W	Unchanged	R/W
SPC transmission register	RSENTnSPCT	0000 0000 _H	0000 0000 _H	R	Unchanged	R	Unchanged	R	Unchanged	R/W
Mode status register	RSENTnMST	0000 0000 _H	0000 0000 _H	R	0000 0001 _H	R	0000 0003 _H	R	0000 0005 _H	R
Communication status register	RSENTnCS	0000 0000 _H	0000 0000 _H	R	0000 0000 _H	R	Unchanged	R	Unchanged	R
Communication status clear register	RSENTnCSC	0000 0000 _H	0000 0000 _H	R	Unchanged	R/W	Unchanged	R/W	Unchanged	R/W
Slow channel receive timestamp register	RSENTnSRTS	0000 0000 _H	0000 0000 _H	R	0000 0000 _H	R	Unchanged	R	Unchanged	R
Slow channel receive data register	RSENTnSRXD	0000 0000 _H	0000 0000 _H	R	0000 0000 _H	R	Unchanged	R	Unchanged	R
Calibration pulse length register	RSENTnCPL	0000 0000 _H	0000 0000 _H	R	0000 0000 _H	R	Unchanged	R	Unchanged	R
Message length register	RSENTnML	0000 0000 _H	0000 0000 _H	R	0000 0000 _H	R	Unchanged	R	Unchanged	R
Fast channel receive timestamp register	RSENTnFRTS	0000 0000 _H	0000 0000 _H	R	0000 0000 _H	R	Unchanged	R	Unchanged	R
Fast channel receive data register	RSENTnFRXD	0000 0000 _H	0000 0000 _H	R	0000 0000 _H	R	Unchanged	R	Unchanged	R

Note 1. Means write restriction exists.

19.5 Clock Configuration

19.5.1 Timestamp

19.5.1.1 Timestamp Clock Configuration

RSENT incorporates the timestamp counter.

Depending on the supplied communication frequency (clk_c), the user should configure the RSENTnTSPC.TTPV bits to set the output of prescaler TPV to 1- μ s clock tick.

Depending on the configured tick lengths, the resolution can be decreased by configuring the RSENTnTSPC.TTM bits. The already divided input frequency is divided further by the value of the TSPC.TTM bits.

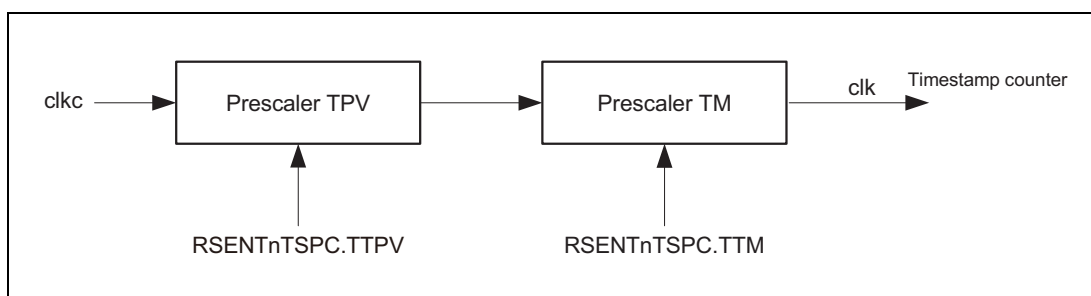


Figure 19.3 Timestamp Counter Clock Generation

19.5.1.2 Timestamp Counter Operation

The timestamp counter value can be initialized to any value by writing to the RSENTnTSC.TS bits only when the RSENT module is in CONFIGURATION mode.

When timestamp counters are configured to operate in master mode (RSENTnTSPC.TMS = 0), the CPU can reset the timestamp counter by writing 0000 0000_H to the RSENTnTSC.TS bits when the RSENT module is in OPERATION_IDLE or OPERATION_ACTIVE mode.

When timestamp counters are configured to operate in slave mode (RSENTnTSPC.TMS = 1), the timestamp counter is cleared when the CPU writes 0000 0000_H to the RSENTnTSC.TS bits of the channel set in the master when the RSENT module is in OPERATION_IDLE or OPERATION_ACTIVE mode. Make the same settings for the timestamp counter prescalers of channels operating in master mode and slave mode. When timestamp counter synchronization occurs, the internal timestamp counter prescalers are also synchronized.

The current timestamp counter value can be read from the RSENTnTSC.TS bits.

When the RSENT module is in OPERATION_ACTIVE mode, each received message is stored with its related timestamp. Timestamp values are taken for fast channel and slow channel data.

The timestamp value is captured when the calibration pulse is detected.

The timestamp value for the fast channel is stored in the RSENTnFRTS.FTS bits.

The timestamp value for the slow channel is stored in the RSENTnSRTS.STS bits. The timestamp value for the slow channel is identical to the timestamp value of the last fast channel message contributing to the slow channel message.

In case timestamp counter synchronization is required, the following flow should be used.

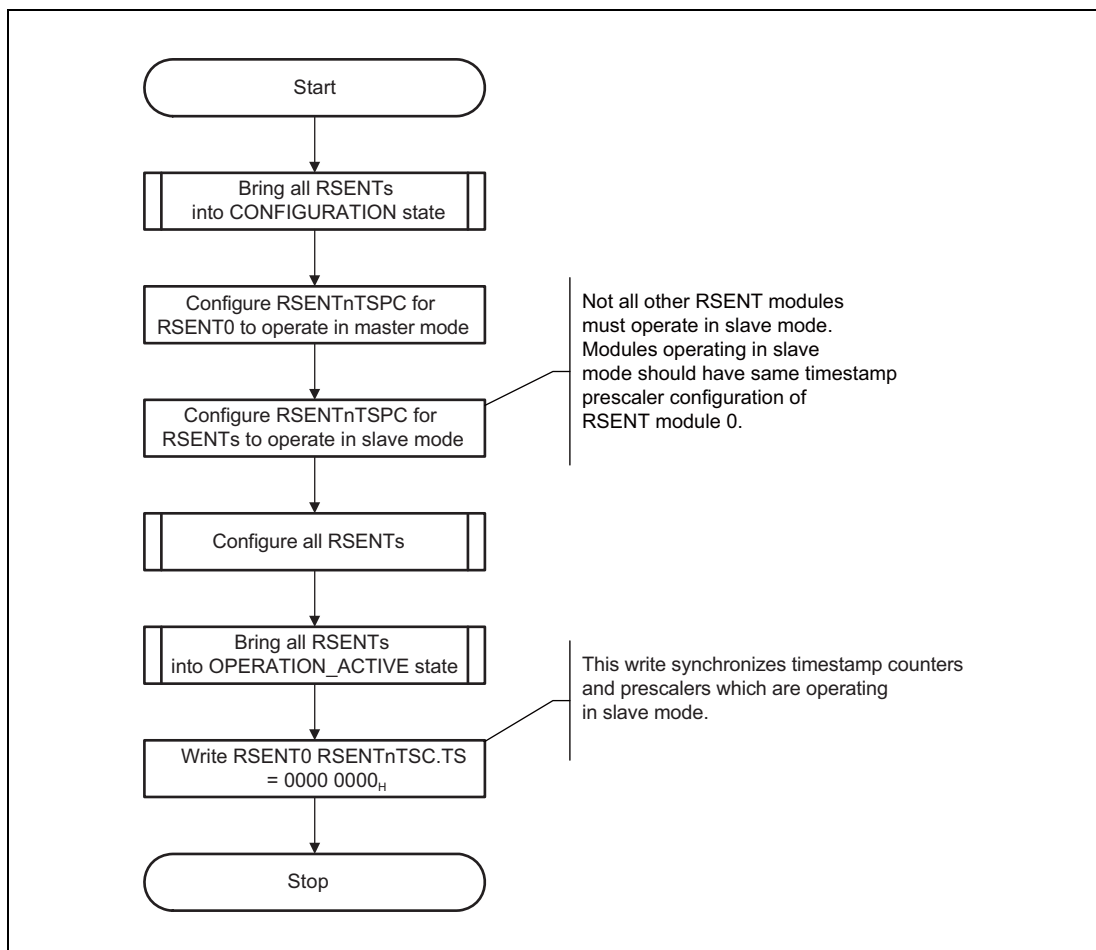


Figure 19.4 Timestamp Counter Synchronization

Synchronization of the timestamp can be done if the state of the master module has changed to OPERARION_ACTIVE or OPERARION_IDLE.

19.5.2 Communication Clock Configuration

19.5.2.1 RX BRP Setting

Configure the communication baud rate by setting the RSENTnBRP.SCMV bit and the RSENTnBRP.SCDV bit according to the following formula.

Divide the communication clock ($f_{\text{COMMUNICATION}}$) and select the values of RSENTnBRP.SCMV and RSENTnBRP.SCDV to achieve f_{SAMPLE} of 16 MHz.

$$f_{\text{SAMPLE}} = 16\text{MHz} = f_{\text{COMMUNICATION}} \times \frac{\text{Sample Clock Multiplication Value (RSENTnBRP.SCMV + 1)}}{\text{Sample Clock Division Value (RSENTnBRP.SCDV + 1)}}$$

19.5.2.2 RX and SPC Tick Settings

The used tick length in RX and SPC function can be configured with the RSENTnBRP.TTI and RSENTnBRP.TTF bits. Tick lengths from 1.0 μs to 90.0 μs with a resolution of 0.1 μs can be configured.

The RSENTnBRP.TTI holds the integer part of the tick length and the RSENTnBRP.TTF bits hold the fractional part of the tick length. The tick length is then calculated by:

$$T_{\text{TICK}} = T_{\text{BRP.TTI}} = T_{\text{BRP.TTF}}$$

19.6 RSENT Operation

When starting transfer through RSENT_n in this product series, be sure to make the pin settings corresponding to the RSENT_n interface, then follow the flow for the individual settings described in this section.

Make port settings for SENT reception, SPC single-wire system, and SPC two-wire system as follows.

Output from the port pins for use in SPC mode takes the form of N-MOS open drain output in SPC single-wire system and push-pull output in SPC two-wire system.

		Port Setting Registers				
		PMC	PIPC	PM	PIBC	PBDC
SENT reception	RSENT _n RX	1	0	1	0	0
SPC single-wire system	RSENT _n RX/ RSENT _n SPCO	1	1	1	0	0
SPC two-wire system	RSENT _n RX	1	0	1	0	0
	RSENT _n SPCO	1	0	0	0	0

For details of the pin settings, see **Section 2, Pins**.

19.6.1 Changing Operation Modes

Once initialization has been completed in CONFIGURATION mode, operation can be enabled by entering OPERATION ACTIVE mode. This is done by setting the RSENT_nMDC.OMC bits to OPERATION ACTIVE and waiting for the RSENT_nMST.OMS to transition to OPERATION ACTIVE.

Once in OPERATION ACTIVE mode the RSENT module begins to receive messages or SPC communication can be started depending on the configuration.

Figure 19.5 shows the communication enabled flow assuming that the RSENT module is in RESET mode:

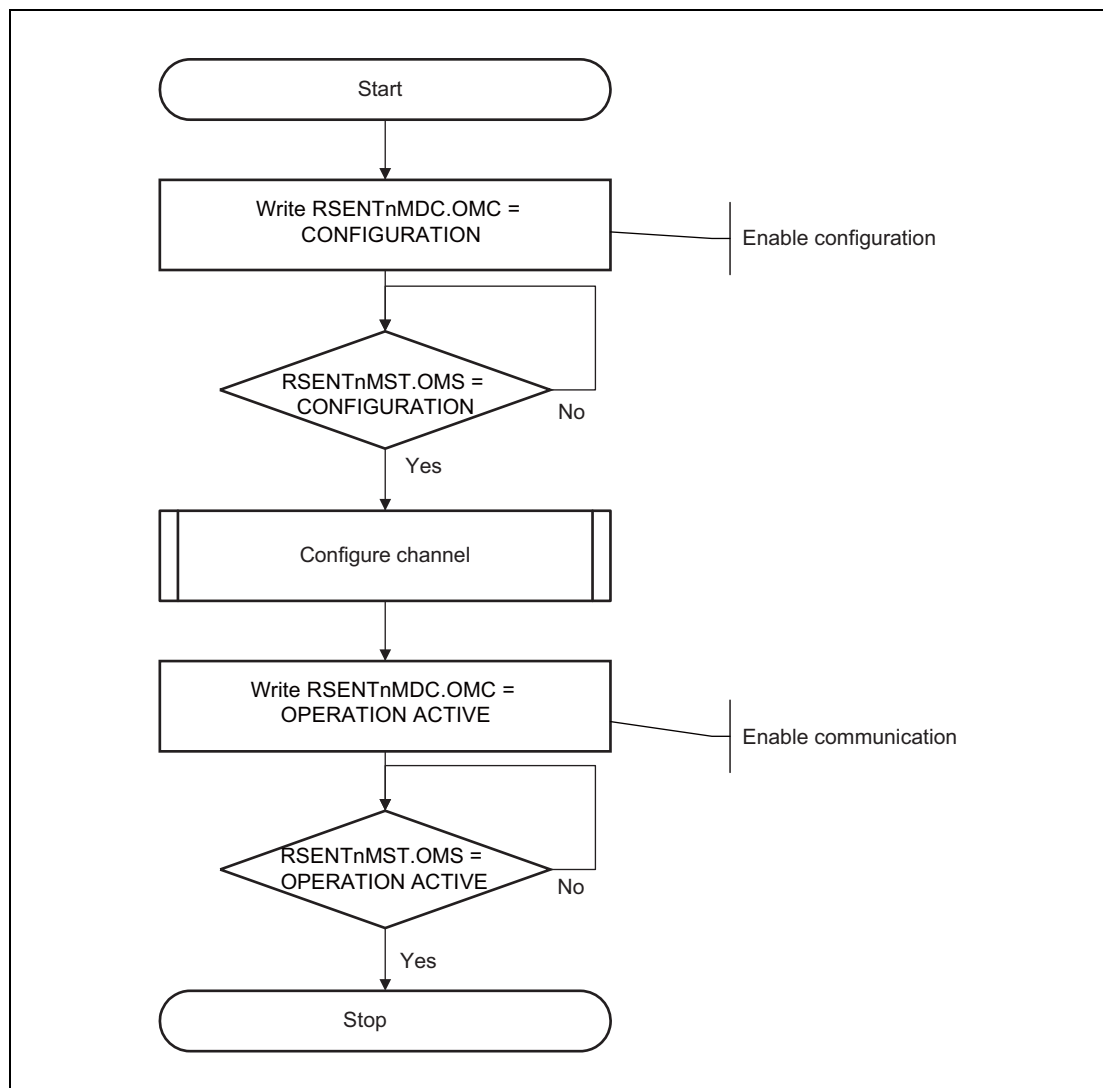


Figure 19.5 Communication Enable Flow

To leave OPERATION ACTIVE mode, communication should be disabled first by transition to OPERATION IDLE mode. This is done by setting the RSENTnMDC.OMC bits to OPERATION IDLE and waiting for the RSENTnMST.OMS bits to transition to OPERATION IDLE.

The transition between OPERATION ACTIVE and OPERATION IDLE depends on the setting of the RSENTnCC.SPCE bit.

(1) RSENTnCC.SPCE = 0

In case a reception is currently ongoing, the mode change from OPERATION ACTIVE to OPERATION IDLE takes place when the receive buffer was updated (see **Section 19.6.2.3, Fast Channel Message Reception**).

In case no reception is ongoing, the mode change from OPERATION ACTIVE to OPERATION IDLE takes place immediately.

(2) RSENTnCC.SPCE = 1

In case a reception is ongoing, the mode change from OPERATION ACTIVE to OPERATION IDLE takes place when the falling edge of the end pulse is received.

In case a no response error is flagged, the mode change from OPERATION ACTIVE to OPERATION IDLE takes place at the same time as the error flagging.

The mode change from OPERATION ACTIVE to OPERATION IDLE takes place when the sequence of making a SPC trigger and receiving the response has been completed. This means when a response was already received, the transition takes place immediately. When the response is still pending, the mode change from OPERATION ACTIVE to OPERATION IDLE takes place when the falling edge of the end pulse is received.

CONFIGURATION mode can be entered at any time by writing CONFIGURATION to the RSENTnMDC.OMC bits and waiting for the RSENTnMST.OMS to transition to CONFIGURATION.

Once CONFIGURATION mode is entered, the remaining status and message information stored in the RSENT module is lost since status and message information is cleared in CONFIGURATION mode.

Figure 19.6 shows the communication disable flow assuming that the RSENT module is in OPERATION ACTIVE mode.

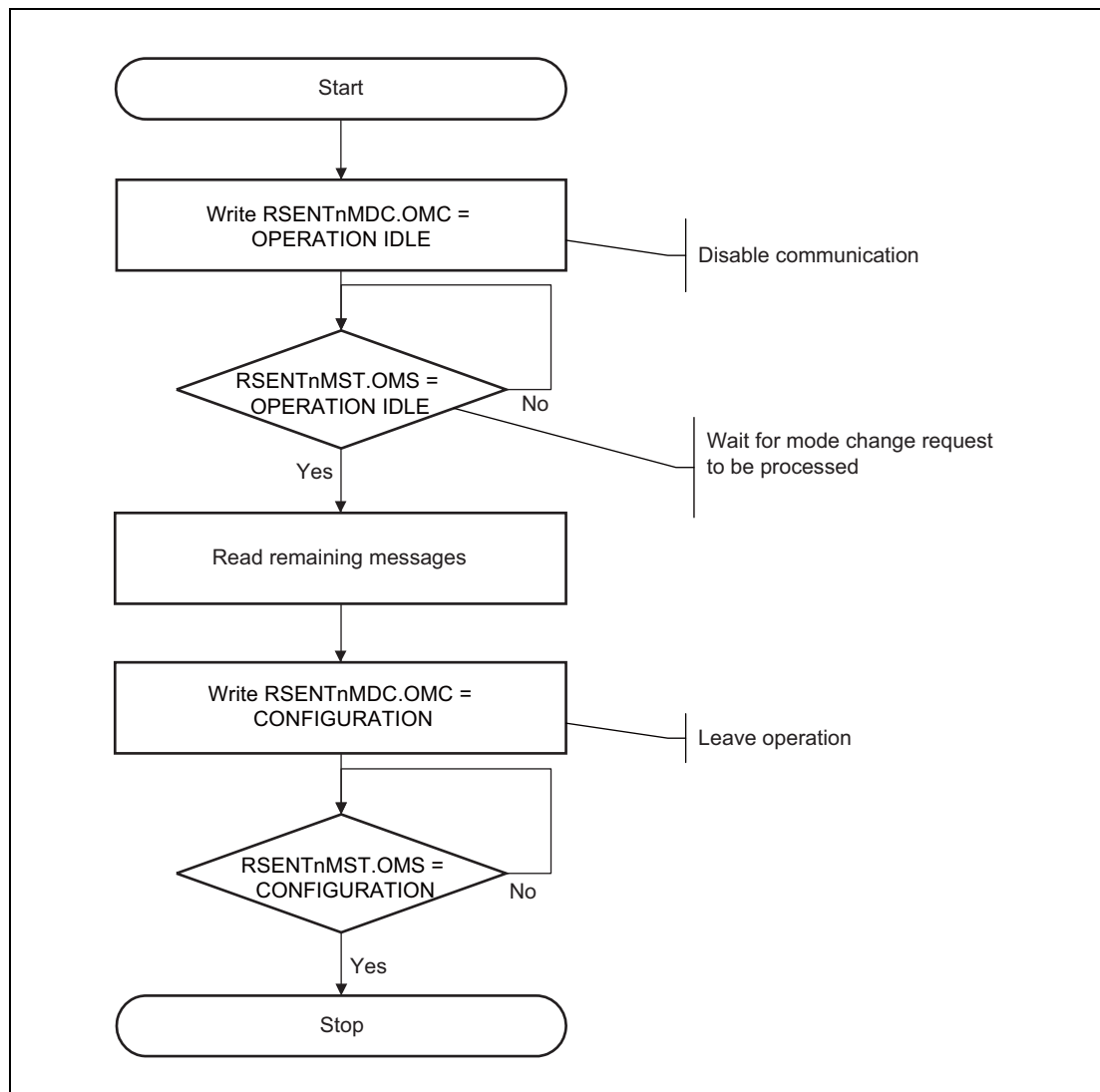


Figure 19.6 Communication Stop Flow

19.6.2 Message Reception

RSENT message reception is composed of the calibration pulse reception followed by the data nibble pulse reception.

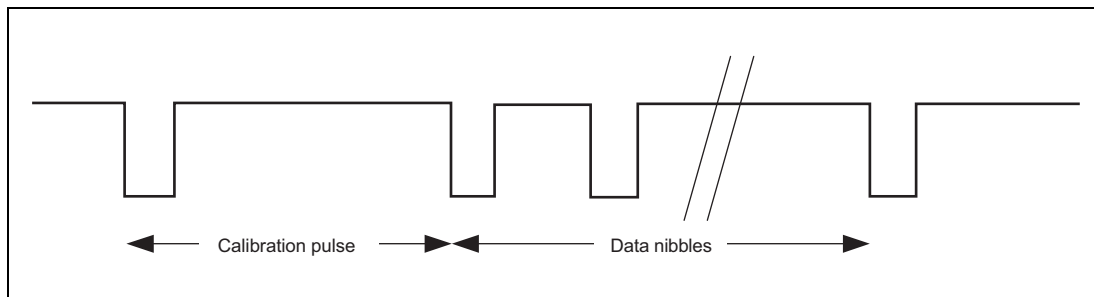


Figure 19.7 RSENT Received Message Structure

19.6.2.1 Calibration Pulse Reception

Within the calibration pulse reception phase the internally generated clock tick is adjusted to the transmit clock speed.

In addition, the calibration pulse is used to end the previous message and perform message diagnostics. The RSENT module supports automatic calibration pulse length diagnostics in variable message length modes (RSENTnCC.PPTC = 0). In case the calibration pulse ratio check fails, the calibration pulse length variation error flag (RSENTnCS.CVS) is set to 1.

19.6.2.2 Data Nibble Reception

The receive function of the RSENT module is a straightforward capture and compare function. The RSENT module receives sensor information encoded by the temporal distance of two consecutive falling edges on the data line. The temporal distance (in # of clock ticks) is captured and compared against a set of values to determine the actual nibble value. The data encoding is illustrated in **Table 19.24** below.

Table 19.24 Data Nibble Encoding

Nibble Period (# Clock Ticks)	Nibble Value (Binary)
12	0000 _B
13	0001 _B
14	0010 _B
15	0011 _B
16	0100 _B
17	0101 _B
18	0110 _B
19	0111 _B
20	1000 _B
21	1001 _B
22	1010 _B
23	1011 _B
24	1100 _B
25	1101 _B
26	1110 _B
27	1111 _B

The received data nibbles are composed into an RSENT message which is then stored in the fast channel message reception buffer.

Any other received nibble period during the reception of data nibbles will cause a fast channel nibble encoding error.

19.6.2.3 Fast Channel Message Reception

Messages received on the fast message channel are stored in a receive buffer.

A fast channel message reception buffer is composed of the calibration pulse length register (RSENTnCPL), the message length register (RSENTnML), the fast channel receive timestamp register (RSENTnFRTS), and the fast channel receive data register (RSENTnFRXD).

These registers are arranged on successive addresses for a transfer of the register content into memory using DMA.

The RSENT module is equipped with a double receive buffer structure that allows the storage of two complete RSENT messages including the related timestamp and message length information. Message decoding and assembling are done in a separate register stage.

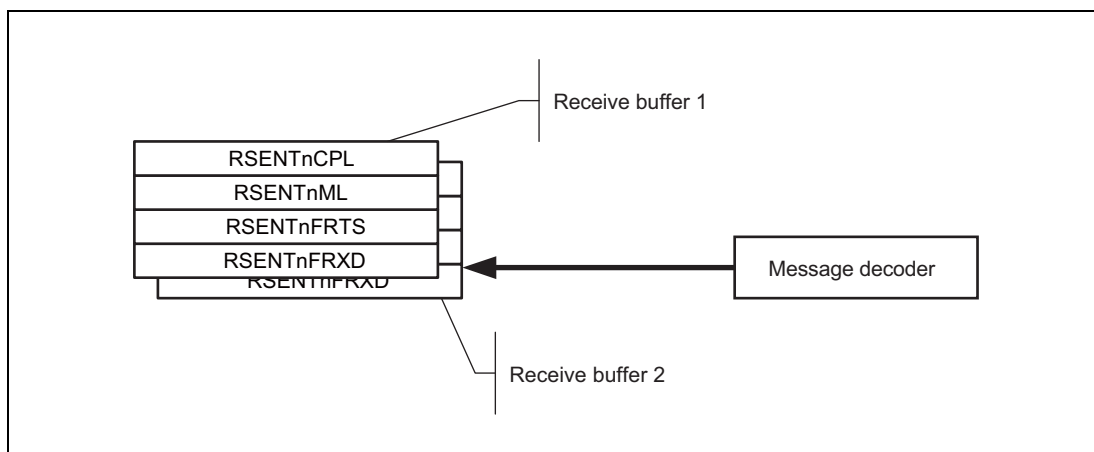


Figure 19.8 Fast channel message reception buffer

The first received message is placed into the message buffer that can be accessed by the CPU. This buffer (except the RSENTnFRXD.SNDM bit) is not updated any more until the RSENTnFRXD.FND bit was read.

When a new message is placed into a receive buffer, the RSENTnFRXD.FND bit is set. At the same time, the RSENTnCS.FRS bit is set and, if enabled, a receive interrupt request is generated.

When receive buffer 1 is holding an unprocessed message (the RSENTnFRXD.FND bit is 1), any further incoming message is placed in receive buffer 2. Receive buffer 2 is updated with any further incoming messages. In case an unprocessed message in receive buffer 2 is overwritten, the RSENTnCS.FMS bit is set to 1.

When the CPU reads the RSENTnFRXD.FND bit and there is valid data in the buffer 2, the data previously located in receive buffer 2 becomes available in the receive buffer becomes available in the receive buffer and is accessible by the CPU. If enabled, a new interrupt request for fast channel data is generated and RSENTnCS.FRS is set.

When the RSENTnFRXD.FND/ RSENTnCS.FRS bit is not set, the data in the receive buffer is not defined and the CPU should not access the receive buffer.

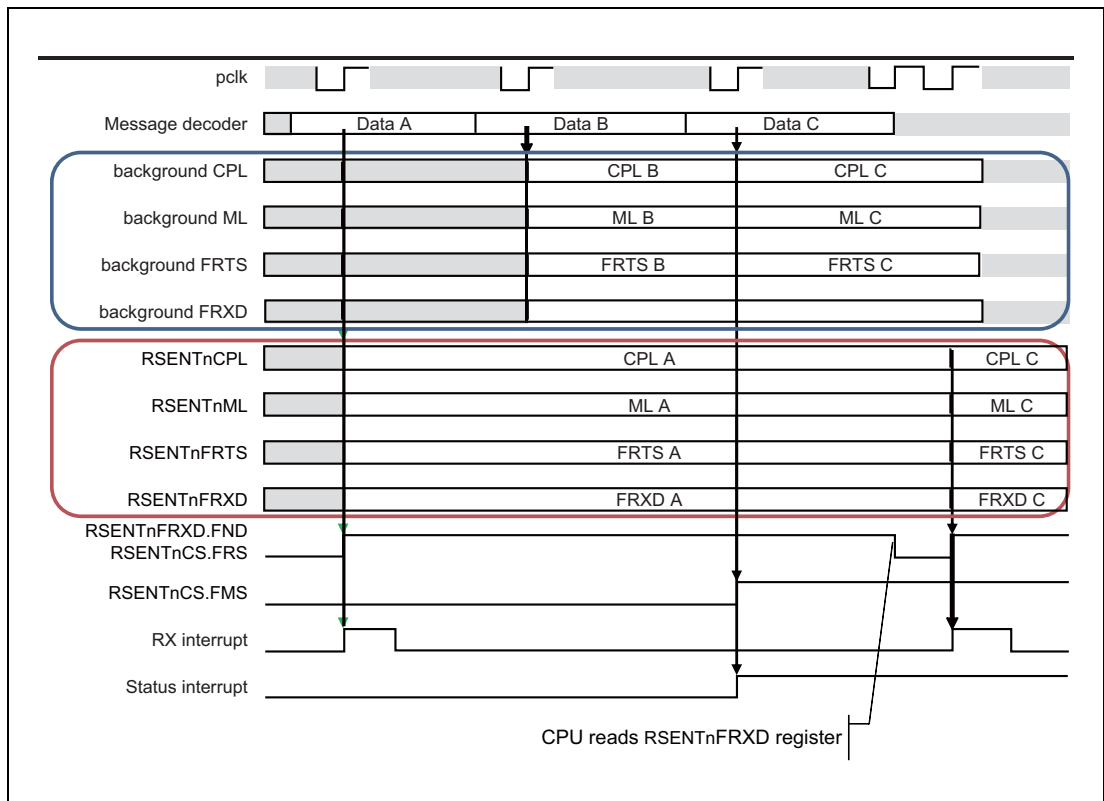


Figure 19.9 Fast channel message reception buffer Update Timing

The update timing of the receive buffer depends on the applied configuration as depicted in **Figure 19.10** to **Figure 19.13**.

The RSENTnFRTS register is updated with the current timestamp counter register value when the calibration pulse is detected.

The data alignment in the RSENTnFRXD register depends on the nibble data count (RSENTnCC.NDN).

Table 19.25 Data Nibble Alignment in RSENTnFRXD Register

RSENTnCC.NDN	23:20	19:16	15:12	11:8	7:4	3:0
000 _B	Undefined	Undefined	Undefined	Undefined	Undefined	Nibble 1
001 _B	Undefined	Undefined	Undefined	Undefined	Nibble 1	Nibble 2
010 _B	Undefined	Undefined	Undefined	Nibble 1	Nibble 2	Nibble 3
011 _B	Undefined	Undefined	Nibble 1	Nibble 2	Nibble 3	Nibble 4
100 _B	Undefined	Nibble 1	Nibble 2	Nibble 3	Nibble 4	Nibble 5
101 _B	Nibble 1	Nibble 2	Nibble 3	Nibble 4	Nibble 5	Nibble 6

(1) SAE operation with variable message length and preferred check method (RSENTnCC.SPCE = 0, RSENTnCC.PPTC = 0, RSENTnCC.FCM = 0)

In this operation mode, the RSENT module automatically performs the check for successive calibration pulse variation according to the preferred option in the J2716 2010 specification. In this mode, message diagnostics is done after the calibration pulse was received following a message.

If this check is passed, the message reception buffer is updated.

If this check is not passed, the message reception buffer is not updated and RSENTnCS.CVS is set to 1.

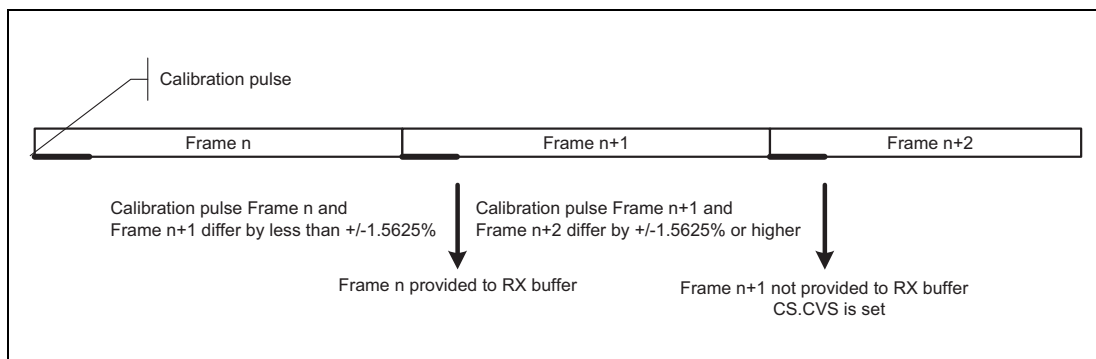


Figure 19.10 Buffer Update in Variable Message Length Mode and Preferred Check Method

(2) SAE operation with variable message length and optional check method (RSENTnCC.SPCE = 0, RSENTnCC.PPTC = 0, RSENTnCC.FCM = 1)

In this operation mode, the RSENT module automatically performs the check for successive calibration pulse variation according to the optional frame check method as described in the J2716 2010 specification. In this mode, the calibration pulse of the current frame is compared to the calibration pulse of the last valid preceding frame.

If this check is passed, the message reception buffer is updated.

If this check is not passed, the message reception buffer is not updated and RSENTnCS.CVS is set to 1.

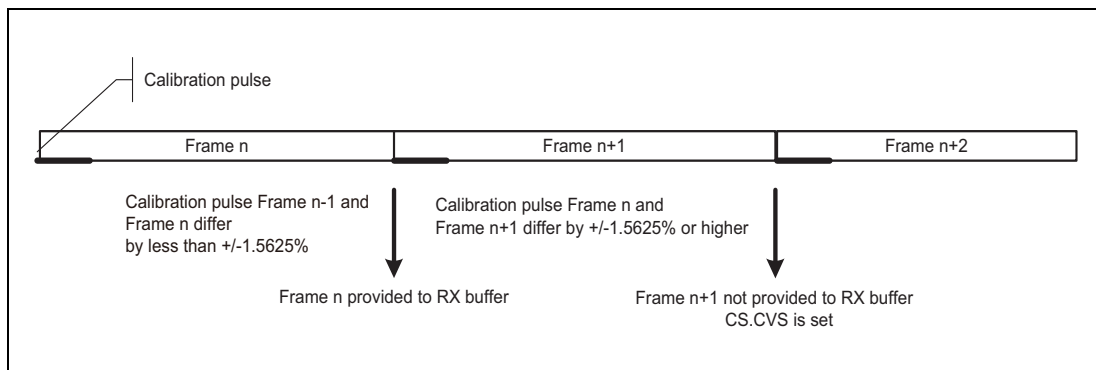


Figure 19.11 Buffer Update in Variable Message Length Mode and Optional Check Method

(3) SAE operation with fixed message length (RSENTnCC.SPCE = 0, RSENTnCC.PPTC = 1, and RSENTnCC.PPC = 1)

In this mode, the RSENT module does not perform the check for calibration pulse and message length ratio according to the preferred option in the J2716 2010 specification. In this mode, the RSENT module provides the calibration pulse length in the RSENTnCPL register and the message length information in the RSENTnML register. The numbers provided are based on samples.

The message buffer is updated at the beginning of the following calibration pulse irrespective of the values in the RSENTnCPL and RSENTnML registers. The CPU needs to calculate the ratio and either accept or discard the message.

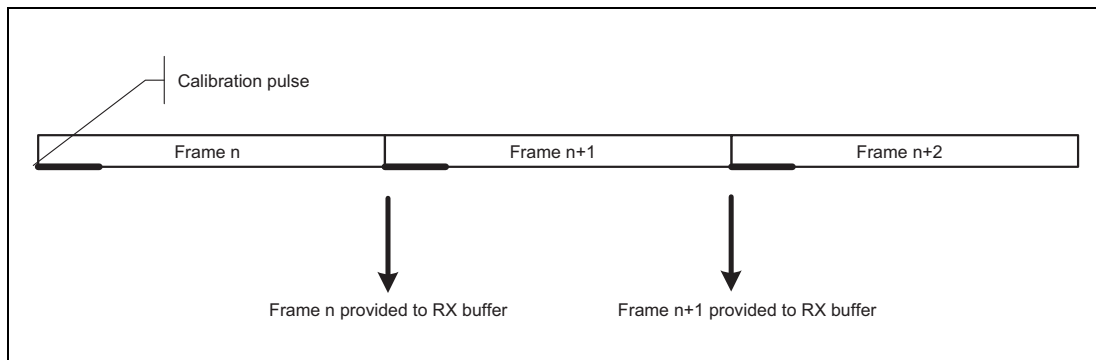


Figure 19.12 Buffer Update in Fixed Message Length Mode

The RSENTnCS.CVS (calibration pulse width variation error status) bit is never set in this mode.

(4) SPC operation (RSENTnCC.SPCE = 1)

In this operation mode, sensor data transmission is done following a SPC master trigger pulse. Within SAE SENT communication, the calibration pulse or pause pulse is aborting the previous message. In SPC communication, the sensor is only sending data following a SPC trigger request. An end pulse sent by the sensor is aborting the message. The message buffer is updated at the beginning of the end pulse.

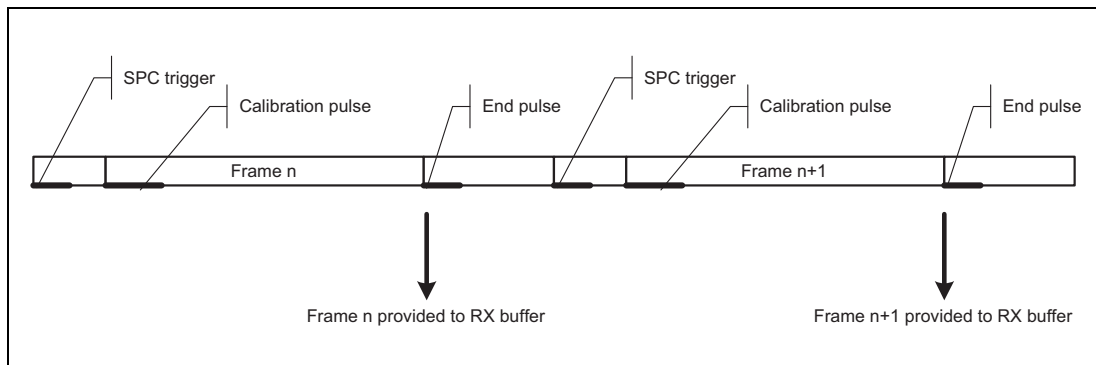


Figure 19.13 Buffer Update in SPC Mode

The RSENTnCS.CVS (calibration pulse width variation error status) bit is never set in this mode.

The RSENT module provides the calibration pulse length in the RSENTnCPL register and the message length information in the RSENTnML register. The numbers provided are based on samples. The CPU

needs to calculate the ratio of calibration pulses and/or message length and either accept or discard the message.

In case of variable message length mode, the RSENT module cannot perform this check because the receive timing of the next calibration pulse depends on the next SPC trigger timing.

19.6.2.4 Fast Channel Reception Flow

In **Figure 19.14**, the recommended reception flow for the fast channel message reception buffer is shown.

When using a polling or event driven method, the CPU should only read the setting of the RSENTnCS.FRS bit to check the availability of new fast channel data.

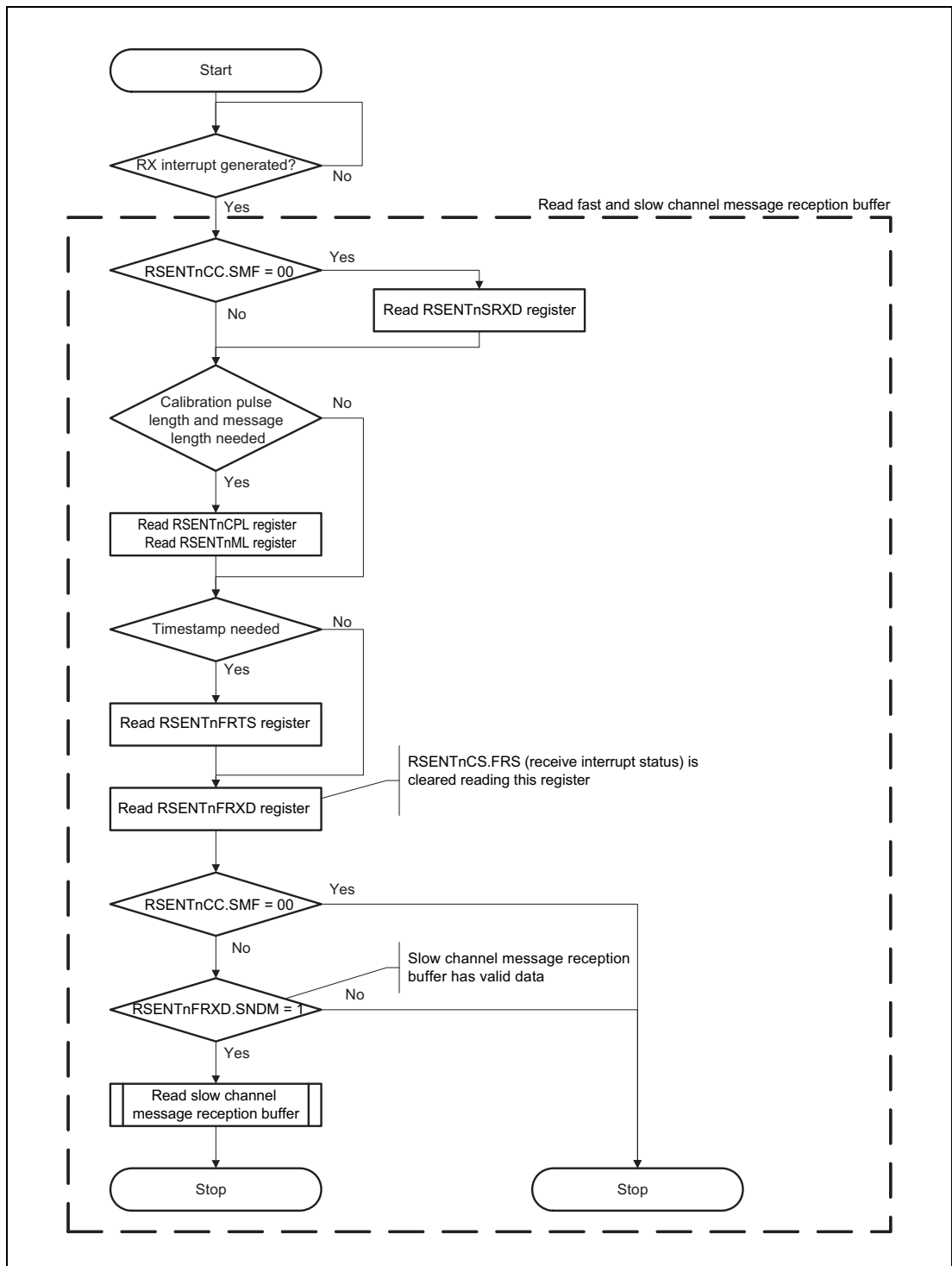


Figure 19.14 Fast Channel Reception Flow

In any case, the CPU should keep the order in reading the receive buffer registers as shown in the flow. The RSENTnFRXD register should be the last register to be accessed.

The handling of the slow channel message reception buffer is described in **Section 19.6.2.6, Slow Channel Reception Flow**.

In case of SAE communication with pause pulse and fixed message length, the flow must be extended by checking of the ratio of the calibration pulse to message length. This variation check must be performed by the CPU. In case the variation check fails, the CPU must discard the received message.

19.6.2.5 Slow Channel Message Reception

The RSENT module supports extraction of the slow message out of the fast channel messages by using the status and communication nibble bits 3 and 2 out of the status and communication nibble. In order to enable the slow channel extraction, the CPU should set the RSENTnCC.SMF bits to the expected serial message format.

When no serial message extraction is selected (RSENTnCC.SMF = 00_B), the RSENTnSRXD register becomes part of the fast channel message reception buffer structure (including buffer 2) and RSENTnSRTS register should be ignored. The status and communication nibble is placed in the RSENTnSRXD.IDD bits. Furthermore no slow channel new data and slow channel message lost flags are generated.

In order to receive the slow channel serial message, all fast channel serial messages contributing to a slow channel serial message must be received successfully and the received slow channel serial message must comply with the selected serial message format.

A message lost on the fast channel does not impact the reception on the slow channel.

A slow channel message reception buffer is composed of the slow channel receive timestamp register (RSENTnSRTS) and the slow channel receive data register (RSENTnSRXD).

In opposite to the fast channel message reception buffer, the slow channel message reception buffer does not support a double receive buffer structure; only a single receive buffer structure is available.

Message decoding and assembling is done in a separate register stage.

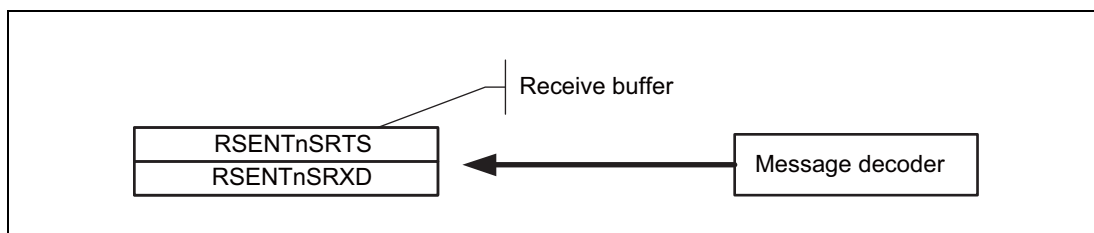


Figure 19.15 Slow channel message reception buffer

The slow channel message reception buffer is updated at the same time as the fast channel message reception buffer that holds the last status and communication nibble required for the slow channel message. The RSENTnSRXD.SND bit is set to 1 at the same time.

Further updates to the buffer are not carried out until after the RSENTnSRXD.SND bit has been read.

When the receive buffer is holding an unprocessed message (RSENTnSRXD.SND is 1), any further incoming message is lost (the slow channel message reception buffer is not updated) and RSENTnCS.SMS is set to 1.

When the CPU reads the RSENTnSRXD register, RSENTnSRXD.SND is automatically cleared.

The RSENTnSRTS register is updated with the current timestamp counter register value of the last frame contributing to the slow channel message.

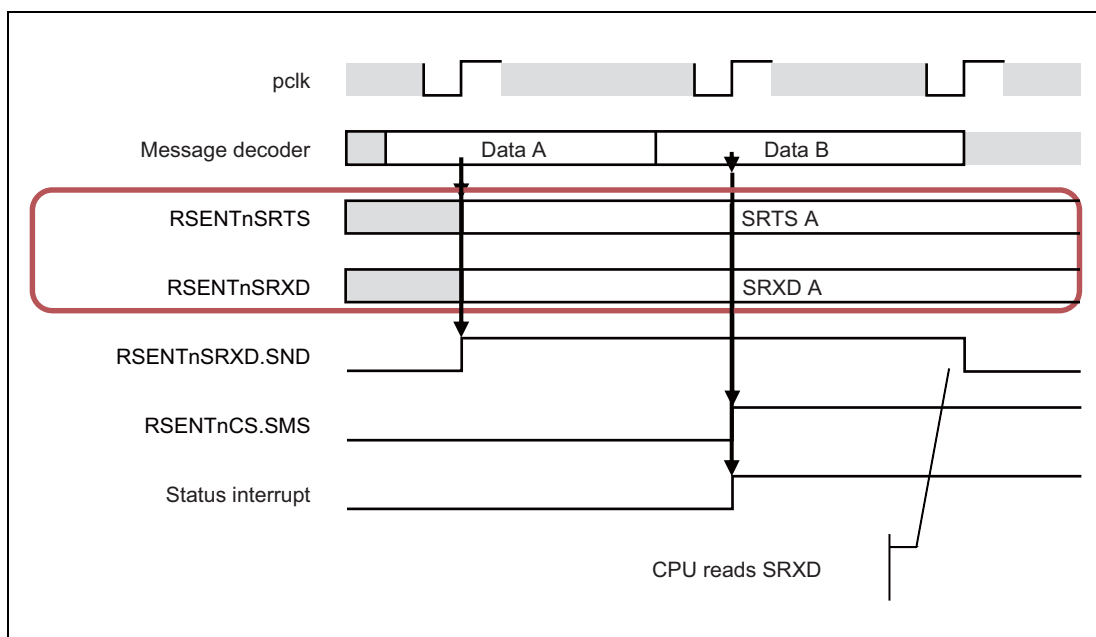


Figure 19.16 Slow channel message reception buffer Update Timing

The data alignment in the SRDX register depends on the slow channel message format (RSENTnCC.SMF) and the received configuration bit.

Table 19.26 Data Alignment in RSENTnSRXD Register

RSENTn CC.SMF	RSENTnSRXD.SMGC	RSENTnSRXD.IDD [19:16]	RSENTnSRXD.IDD [15:12]	RSENTnSRXD.IDD [11:8]	RSENTnSRXD.IDD [7:4]	RSENTnSRXD.IDD [3:0]
00 _B	Undefined	Undefined	Undefined	Undefined	Undefined	C & S nibble
01 _B	Undefined	Undefined	Undefined	Message ID[3:0]	DATA[7:4]	DATA[3:0]
10 _B	0	Message ID[7:4]	Message ID[3:0]	DATA[11:8]	DATA[7:4]	DATA[3:0]
10 _B	1	Message ID[3:0]	DATA[15:12]	DATA[11:8]	DATA[7:4]	DATA[3:0]

19.6.2.6 Slow Channel Reception Flow

In **Figure 19.17**, the recommended reception flow for the slow channel message reception buffer is shown. When the slow channel receive data is required, this process should be executed as part of the fast channel reception flow.

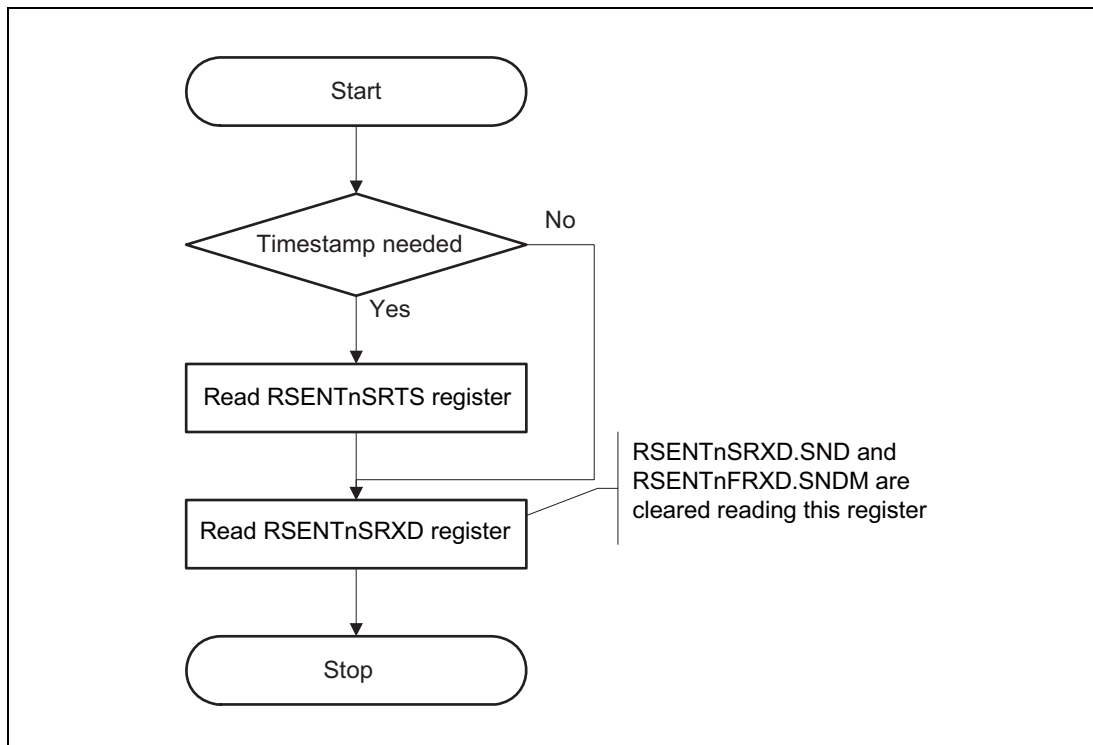


Figure 19.17 Slow Channel Reception Flow

In any case, the CPU should keep the order in reading the slow channel message reception buffer registers as shown in the flow. The RSENTnSRXD.SND bit should be accessed as last.

19.6.2.7 DMA Flow

In case of DMA usage, the start address for the DMA usage and the number of transfers define which part of the receive buffer will be transferred. The RSENTnFRXD register should be the last register to be accessed using a 32 bit access method.

In case of SAE communication with pause pulse and fixed message length, the flow must be extended by checking of the ratio of the calibration pulse to message length. This variation check must be performed by the CPU. In case the variation check fails, the CPU must discard the received message.

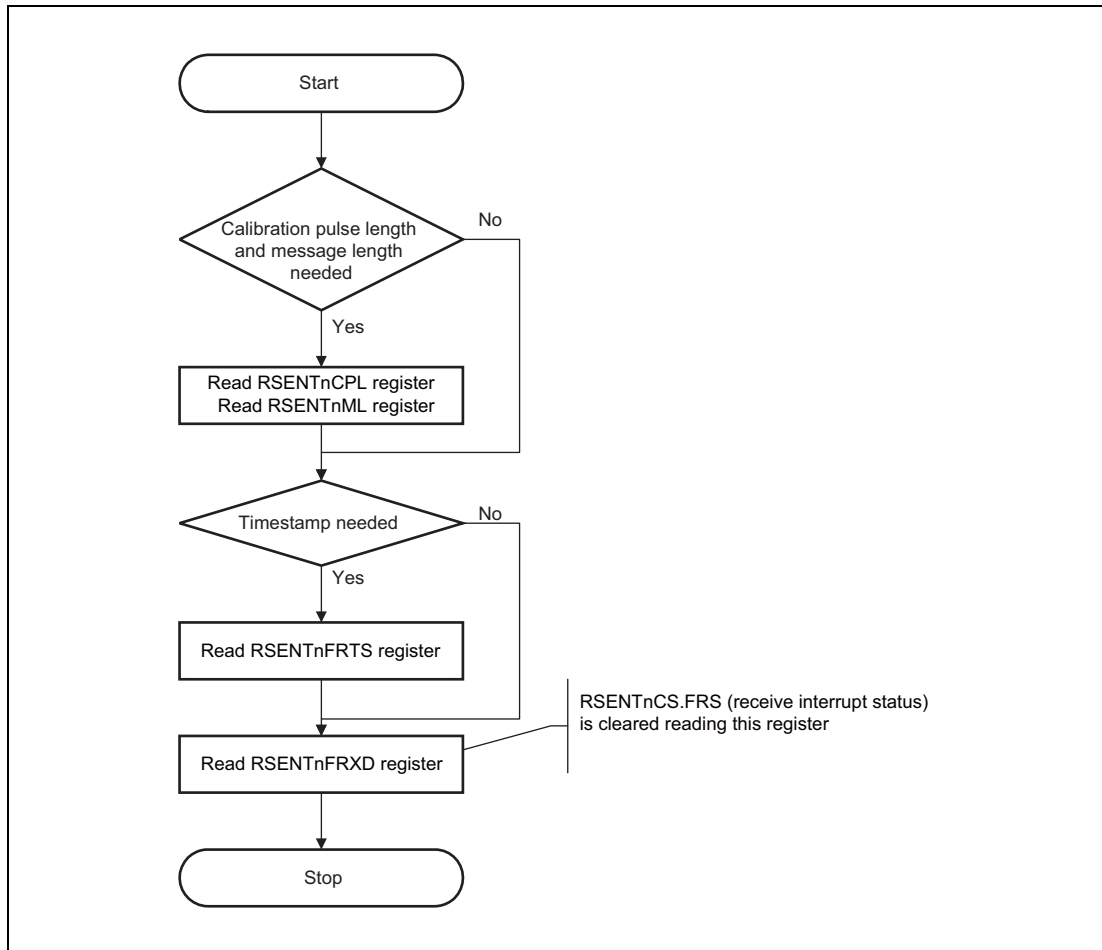


Figure 19.18 DMA Reception Flow

In the software processing, when the transferred data set, the CPU should check the status of the transferred RSENTnFRXD.SNDM bit. If this bit is set to 1, then the user needs to read the slow channel message reception buffer if needed.

19.6.2.8 Error Flagging

Calibration pulse errors (shown in RSENTnCS.CVS or RSENTnCS.CLS bit) or decoding errors (shown in RSENTnCS.SES, RSENTnCS.SCS, RSENTnCS.FES, or RSENTnCS.FCS bit) are flagged immediately once they are detected. Nibble count errors (RSENTnCS.FNS bit) are flagged when the next calibration pulse was detected.

In case a nibble encoding error or calibration pulse length error is detected, message reception is aborted immediately. No further error flagging for this message is done. Message decoding starts again after a valid calibration pulse is detected.

The message lost error flag (RSENTnCS.SMS or RSENTnCS.FMS) is set when a new message's diagnostics pass before the previous message is read.

The SPC communication error (shown in RSENTnCS.NRS bit) is flagged when the CPU writes to RSENTnSPCT.TLL before/during response reception.

Table 19.27 and **Table 19.28** show the timing at which the respective status flags are updated.

Table 19.27 Timing at which Error Flag is Set while SPC Mode is Disabled

RSENTnCC.SPCE	0							
RSENTnCC.FCM	0				1			
RSENTnCC.PPC	0		1		0		1	
RSENTnCC.PPTC	0	1	0	1	0	1	0	1
RSENTnCS.FCS	EC	×	EC	IM	IM	×	IM	IM
RSENTnCS.FES	EC	×	EC	IM	IM	×	IM	IM
RSENTnCS.FNS	EC	×	EC	—	—	×	—	—
RSENTnCS.SCS	IM	×	IM	IM	IM	×	IM	IM
RSENTnCS.SES	IM	×	IM	IM	IM	×	IM	IM
RSENTnCS.CLS	IM	×	IM	IM	IM	×	IM	IM
RSENTnCS.CVS	EC	×	EC	—	EC	×	EC	—

Note: EC: End of calibration pulse (on the falling edge of a valid calibration pulse)
 IM: Immediately when detected
 —: Not detected
 ×: Setting prohibited

Table 19.28 Timing at which Error Flag is Set while SPC Mode is Enabled

RSENTnCC.SPCE	1							
RSENTnCC.FCM	0				1			
RSENTnCC.PPC	0		1		0		1	
RSENTnCC.PPTC	0	1	0	1	0	1	0	1
RSENTnCS.FCS	IM	×	IM	IM	IM	×	IM	IM
RSENTnCS.FES	IM	×	IM	IM	IM	×	IM	IM
RSENTnCS.FNS	—	×	—	—	—	×	—	—
RSENTnCS.SCS	IM	×	IM	IM	IM	×	IM	IM
RSENTnCS.SES	IM	×	IM	IM	IM	×	IM	IM
RSENTnCS.CLS	IM	×	IM	IM	IM	×	IM	IM
RSENTnCS.CVS	—	×	—	—	—	×	—	—

Note: IM: Immediately when detected
 —: Not detected
 ×: Setting prohibited

19.7 SPC Function

RSENT_n in this product series supports the SPC extension to the SAE J2716 specification.

The RSENT_nCC.SPCE bit is used to enable or disable the SPC extension.

When this module is used with SPC enabled, the RSENT_nSPCO pin must be externally pulled up.

The active sense of RSENT_nSPCO can be set by using RSENT_nCC.SOPC.

However, if the SPC extension is to be used with a single-wire SENT system, ensure that RSENT_nCC.SOPC is set to 1 (active low sense for SPC pulses).

An RSENT_n module produces an output on the RSENT_nSPCO pin which can control pulling down of the SPCO signal line via an external transistor.

The signal line will be held low for a time corresponding to the number of ticks specified in the RSENT_nSPCT.TLL bits.

The length of a tick is controlled by the RSENT_nBRP.TTI bits and the RSENT_nBRP.TTF bits, which are set for a length equal to the transmission tick time. For details, see **Section 19.5.2.2, RX and SPC Tick Settings**.

Figure 19.19 shows an example of the circuit for connection to an external transistor.

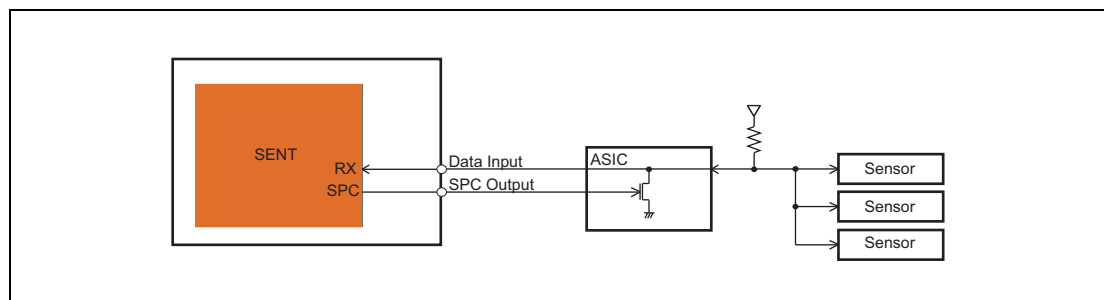


Figure 19.19 Example of the Circuit for Connection to an External Transistor

In a single-wire implementation to handle transfer according to the SPC extension, the RSENT_nSPCO pin can be used to trigger data transmission from the sensor. Furthermore, the length of the trigger pulse can be changed to initiate data transmission to the sensor.

In a two-wire implementation to handle transfer according to the SPC extension, the RSENT_nSPCO pin can be used to request data transmission from a particular sensor.

Once SPC initialization is complete, transmission can be triggered by writing the trigger pulse width to the RSENT_nSPCT.TLL register.

This leads to the transmission of a trigger pulse with the given length.

Following that and the reception of a frame within the expected time, a new trigger pulse can be transmitted.

Writing to RSENT_nSPCT.TLL bits requests the transmission of an SPC trigger.

After writing to RSENT_nSPCT.TLL, read the value of RSENT_nCS.NRS to confirm whether the response to the previous SPC trigger request was completed.

If the setting of RSENT_nCS.NRS is 1, the SPC trigger is not transmitted and any reception that may be in progress at this time is aborted.

If this is the case, clear RSENT_nCS.NRS by writing 1'b1 to RSENT_nCSC.NRC and write to RSENT_nSPCT.TLL again to request the transmission of an SPC trigger.

If the timeout counter reaches the timeout time, the user can consider that the specified sensor has not transmitted a valid response.

If this is the case, use the RSENTnCS register to confirm the reason reception was not successful.

After determining that RSENTnCS.NRS has not been set, set a new request.

The purpose of the timeout function is to use software to define a timeout window for reception of a response.

Figure 19.20 shows a flow of transmission using a timeout function implemented in software.

The timeout function is optional and can be omitted if not required.

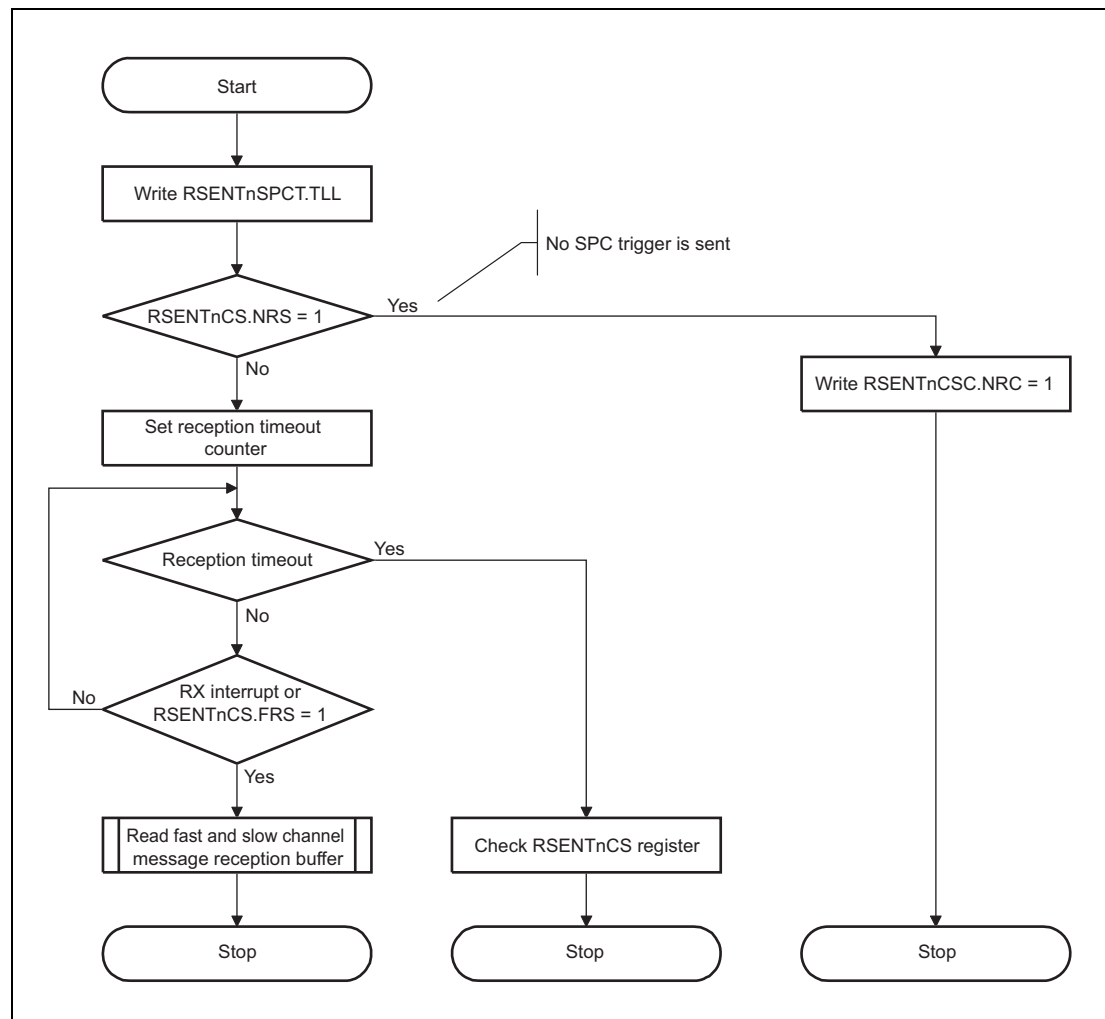


Figure 19.20 Transmission Flow

19.8 Interrupts and Checks

The RSENT module provides two interrupt lines.

The successful fast channel receive interrupt notifies the CPU that the fast channel message reception buffer was updated and is holding a set of valid received data. Also, the reception status bit is set (RSENTnCS.FRS).

The status interrupt notifies the CPU that at least one of the error flags or message lost flags in the RSENTnCS register is set.

Whether a status flag in the RSENTnCS register is contributing to the generation of an interrupt event or not can be set individually.

The execution of the CRC checks can be disabled for the slow channel and fast channel individually. In case a check is disabled, the CRC of the received message is not checked and the related error flag is never set.

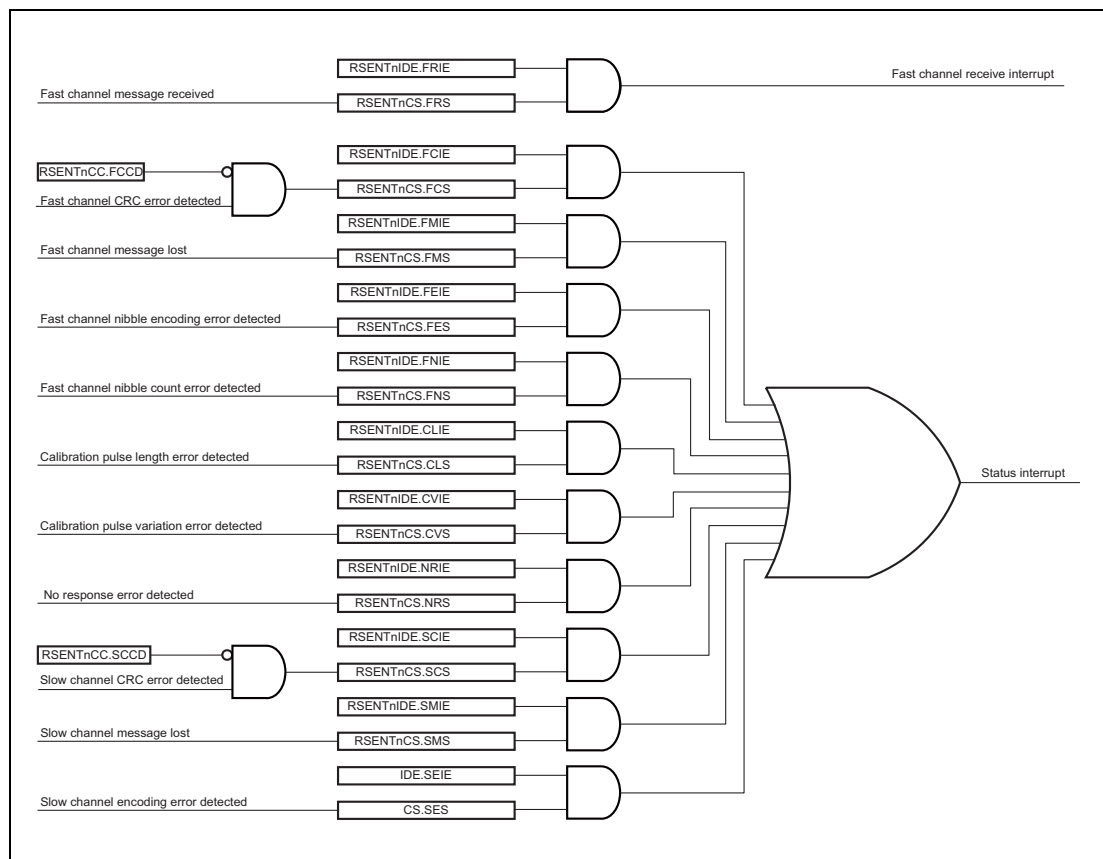


Figure 19.21 Interrupt Structure

Table 19.29 gives an overview about the relationship between set status flags and the buffer update.

Table 19.29 Status Flag Influence to Receive Buffer Behavior

RSENTnCS	Fast channel message reception buffer	Slow channel message reception buffer
FRS	Updated	Updated if all status and communication nibbles of slow channel messages are received and RSENTnCS.SES = 0 and RSENTnCS.SCS = 0
FCS	Not updated	Not impacted. Fast channel CRC does not cover the communication and status nibble
FMS	Message lost	Not impacted
FES	Not updated	Receive process aborted. Search for new start condition
FNS	Not updated	Receive process aborted. Search for new start condition
CLS	Not updated	Receive process aborted. Search for new start condition
CVS	Not updated	Receive process aborted. Search for new start condition
NRS	Not updated	Receive process aborted. Search for new start condition
SCS	Not impacted	Not updated
SMS	Not impacted	Message lost
SES	Not impacted	Receive process aborted. Search for new start condition

Section 20 Window Watchdog Timer (WDTA)

20.1 Features

Channels

This product has two channels of the window watchdog timer.

Table 20.1 Channels of WDTA

Window Watchdog Timer	
Number of Channels	2
Name	WDTA0, WDTA1

Meaning of n

Throughout this section, the individual channels of a window watchdog timer A are identified by the index “n” (n = 0, 1), for example, WDTAnWDTE for the WDTAn enable register.

Register address

All WDTAn register addresses are given as address offsets from the individual base address <WDTAn_base>.

The register base address of each WDTAn is listed in **Table 20.2**.

Table 20.2 Register Base Addresses of WDTAn

WDTAn	<WDTAn_base> Address
WDTA0	FFED 0000 _H
WDTA1	FFED 1000 _H

Clock supply

The window watchdog timer A provides WDTATCKI and PCLK as the clock inputs.

Table 20.3 Clock Supply of Window Watchdog Timer A

WDTAn	Clock Name for the Unit	Supplied Clock Name
WDTA0	WDTATCKI	WDTACLKI
	PCLK	CLKC_LSB (non-modulated low speed peripheral clock)
WDTA1	WDTATCKI	WDTACLKI
	PCLK	CLKC_LSB (non-modulated low speed peripheral clock)

Interrupts and reset outputs

The interrupts and reset outputs of the WDTAn are listed in **Table 20.4**.

Table 20.4 WDTA Interrupts and Reset Outputs

WDTAn Signal	Function	Connected to
WDTAnTRES	Watchdog reset output signal	ECM
WDTAnTIT	Interval timer interrupt	INTC

20.2 Overview

20.2.1 Functional Overview

The WDTA has the following functions:

- Selection of the operating mode after release from reset using the option byte
Starting/stopping of the counter after the WDTA is reset, enabling or disabling of 75% interrupt requests, the window-open period, and overflow interval time can be selected.
- WDTA trigger function
Writing an activation code to the WDTA trigger register starts WDTA and restarts the counter.
- 75% interrupt request signals
An interrupt request signal can be generated when the WDTA counter reaches 75% of the overflow interval time (this function can be enabled or disabled by the setting of WDTAnMD.WDTAnWIE).
- Window function
The period during which writing to the WDTA trigger register is valid (window-open period) can be set. Writing to the WDTA trigger register at a time outside the window-open period causes an error.
- WDTA error detection
When an error is detected, the WDTAnTRES signal indicates the error to the ECM. For details about the error sources, refer to **Section 20.5.3, Error Detection**.

20.2.2 Block Diagram

Figure 20.1 shows the main components of the WDTA.

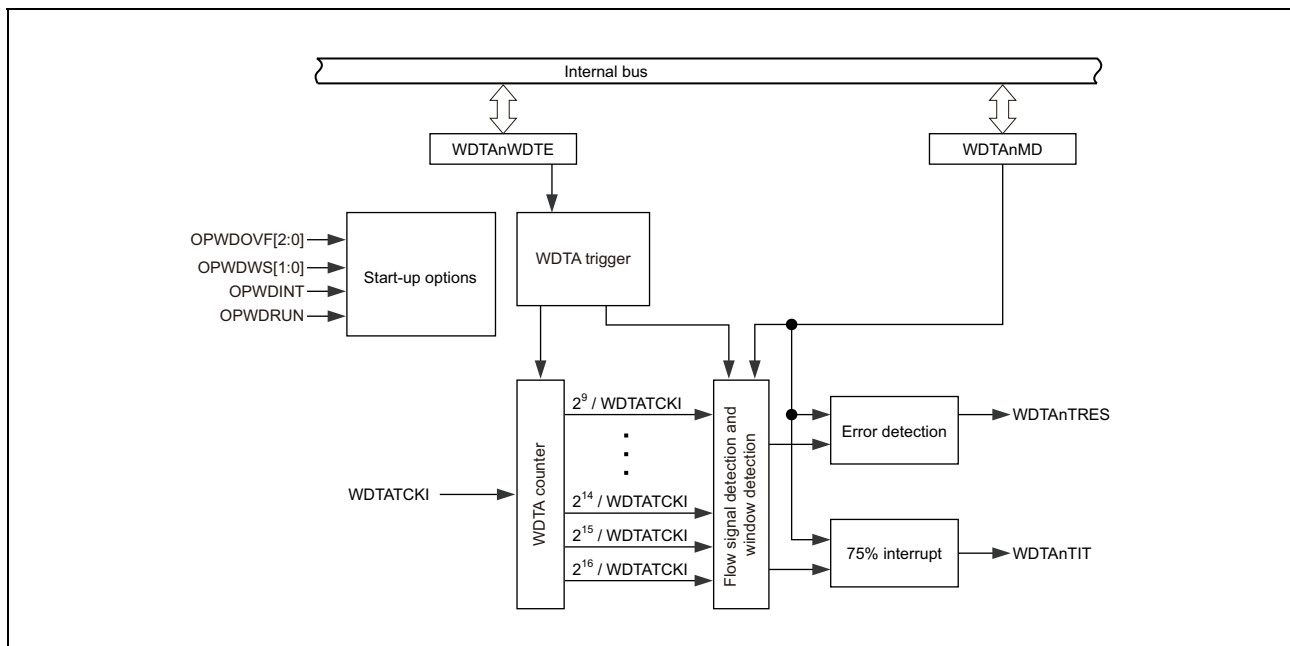


Figure 20.1 Block Diagram of the WDTA

20.3 Registers

The WDTA is controlled and operated by the following registers.

20.3.1 Registers Overview

The following shows the list of registers and the memory address of WDTAn (n = 0, 1).

For the base addresses, see **Table 20.2**.

The actual address can be obtained by adding the offset shown in the table to this base address.

Register Name	Function	R/W	Value after Reset	Access Width			Address
				8	16	32	
WDTAnWDTE	WDTA enable register	R/W	2C _H * ¹	√	—	—	<WDTAn_base> + 0000 _H
WDTAnMD	WDTA mode register	R/W	7F _H * ²	√	—	—	<WDTAn_base> + 000C _H

Note 1. This value in the WDTA0WDTE register depends on the optional setting value. Refer to **Section 20.3.1.1, WDTAnWDTE — WDTA Enable Register**.

Note 2. This value in the WDTA0MD register depends on the optional setting value. Refer to **Section 20.3.1.2, WDTAnMD — WDTA Mode Register**.

20.3.1.1 WDTAnWDTE — WDTA Enable Register

This register is the WDTA start control and trigger register.

Writing AC_H to this register generates a WDTA trigger and starts or restarts the WDTA counter. See **Section 20.5.2, WDTA Trigger**, for details.

The only value that can be written to this register is AC_H .

Access: This register can be read/written in 8-bit units.

Address: <WDTAn_base> + 0000_H

Value after reset: (1) WDTA0
The value after reset depends on the settings of OPWDRUN. The initial state of OPWDRUN at shipment is OPWDRUN = 0_B. Therefore, the register value after reset of WDTA0 at shipment is 2C_H.
(2) WDTA1
The register value after reset is also 2C_H. (WDTA1 is fixed to OPWDRUN = 0_B).
See **Section 34.10, Option Bytes** for details of OPWDRUN settings. These registers are initialized by any reset sources.

Bit	7	6	5	4	3	2	1	0
	WDTAnRUN[7:0]							
Value after reset	0	0	1	0	1	1	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 20.5 WDTAnWDTE Register Contents

Bit Position	Bit Name	Function
7 to 0	WDTAnRUN [7:0]	Writing a fixed activation code (AC_H) generates a WDTA trigger to control WDTAn count start and restart. Writing a value other than AC_H generates an error. After WDTAn starts, it cannot be stopped.

The value of bit WDTAnRUN[7] after reset depends on other start-up options as listed below.

Table 20.6 WDTAnRUN[7] Value after Reset

Start-Up Options	WDTAnRUN[7] Value after Reset
OPWDRUN	
1	1
0	0

20.3.1.2 WDTAnMD — WDTA Mode Register

This register specifies the overflow interval time, enabling or disabling of the 75% interrupt, and the window-open period.

It can be updated only once after reset release and before the first trigger. The updated value is effective after the next WDTA trigger.

Updating this register after the first WDTA trigger has been generated leads to error detection, but the read value of this register can be written without generating an error.

Access: This register can be read/written in 8-bit units.

Address: <WDTAn_base> + 000C_H

Value after reset: (1) WDTA0

The value after reset depends on the settings of OPWDOVF2-0, OPWDINT, and OPWDWS1-0. The values of OPWDOVF2-0, OPWDINT, and OPWDWS1-0 are set to 1_B because the initial state of WDTA0 set by the option byte at shipment is the same as that of WDTA1. Therefore, the register value after reset of WDTA0 at shipment is 7F_H.

(2) WDTA1

The register value after reset is also 7F_H. It is initialized by any reset sources.

Bit	7	6	5	4	3	2	1	0
	—	WDTAnOVF[2:0]			WDTAnWIE	—	WDTAnWS[1:0]	
Value after reset	0	1	1	1	1	1	1	1
R/W	R	R/W	R/W	R/W	R/W	R	R/W	R/W

Table 20.7 WDTAnMD Register Contents (1/2)

Bit Position	Bit Name	Function																																				
7	—	Reserved This bit is read as 0. The write value should be 0.																																				
6 to 4	WDTAnOVF[2:0]	These bits select the overflow interval time.																																				
		<table border="1"> <thead> <tr> <th>WDTAn OVF2</th> <th>WDTAn OVF1</th> <th>WDTAn OVF0</th> <th>Overflow Interval Time</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>2⁹ / WDTATCKI</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>2¹⁰ / WDTATCKI</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>2¹¹ / WDTATCKI</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>2¹² / WDTATCKI</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>2¹³ / WDTATCKI</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>2¹⁴ / WDTATCKI</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>2¹⁵ / WDTATCKI</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>2¹⁶ / WDTATCKI</td> </tr> </tbody> </table>	WDTAn OVF2	WDTAn OVF1	WDTAn OVF0	Overflow Interval Time	0	0	0	2 ⁹ / WDTATCKI	0	0	1	2 ¹⁰ / WDTATCKI	0	1	0	2 ¹¹ / WDTATCKI	0	1	1	2 ¹² / WDTATCKI	1	0	0	2 ¹³ / WDTATCKI	1	0	1	2 ¹⁴ / WDTATCKI	1	1	0	2 ¹⁵ / WDTATCKI	1	1	1	2 ¹⁶ / WDTATCKI
WDTAn OVF2	WDTAn OVF1	WDTAn OVF0	Overflow Interval Time																																			
0	0	0	2 ⁹ / WDTATCKI																																			
0	0	1	2 ¹⁰ / WDTATCKI																																			
0	1	0	2 ¹¹ / WDTATCKI																																			
0	1	1	2 ¹² / WDTATCKI																																			
1	0	0	2 ¹³ / WDTATCKI																																			
1	0	1	2 ¹⁴ / WDTATCKI																																			
1	1	0	2 ¹⁵ / WDTATCKI																																			
1	1	1	2 ¹⁶ / WDTATCKI																																			

Table 20.7 WDTAnMD Register Contents (2/2)

Bit Position	Bit Name	Function															
3	WDTAnWIE	Enables/disables the 75% interrupt request WDTAnTIT. 0: WDTAnTIT disabled 1: WDTAnTIT enabled															
2	—	Reserved This bit is read as 1. The write value should be 1.															
1, 0	WDTAnWS[1:0]	These bits select the period over which the window is open.															
		<table border="1"> <thead> <tr> <th>WDTAnWS1</th> <th>WDTAnWS0</th> <th>Window-Open Period</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>25%</td> </tr> <tr> <td>0</td> <td>1</td> <td>50%</td> </tr> <tr> <td>1</td> <td>0</td> <td>75%</td> </tr> <tr> <td>1</td> <td>1</td> <td>100%</td> </tr> </tbody> </table>	WDTAnWS1	WDTAnWS0	Window-Open Period	0	0	25%	0	1	50%	1	0	75%	1	1	100%
WDTAnWS1	WDTAnWS0	Window-Open Period															
0	0	25%															
0	1	50%															
1	0	75%															
1	1	100%															

20.4 Interrupt Sources

The WDTA detects the state of the WDTA counter value or illegal accesses to the WDTA-related registers, and generates an interrupt request. A WDTA interrupt request is described below.

- (1) WDTAnTIT (WDTA timer count 75% interrupt request)

When the WDTA counter reaches 75% of the time set for the overflow interval, an interrupt request signal is generated.

An interrupt request signal can be enabled or disabled by using the WDTA mode register (WDTAnMD).

20.5 Functional Description

20.5.1 WDTA after Reset Release

20.5.1.1 Start modes

The WDTA provides two modes for the counter start after release from the reset state:

- Software trigger start mode (for WDTA0 and WDTA1)
The counter value remains 0000_H after reset release.
The counter is started with the first WDTA trigger.
- Default start mode (only for WDTA0)
The counter starts automatically after release from the reset state. However, default start mode is disabled in serial programming mode even if OPWDRUN is set to 1_B for the start-up options.

WDTA1 is fixed to software trigger start mode, and cannot be set by the option byte.

20.5.1.2 Start mode selection (only for WDTA0)

The start mode can be selected by the start-up options.

The start mode selection is listed in **Table 20.8**.

Table 20.8 Start Mode Selection

Start-Up Options		
OPWDRUN	Reset Type	Start Mode
0	Ignored	Software trigger
1		Default

20.5.1.3 WDTA settings after reset release

The WDTA settings are as follows between reset release and the first trigger:

Function	Setting after WDTA0 is Reset	Setting after WDTA1 is Reset
Start mode	Specified by start-up options	Software trigger mode
Overflow interval time	Specified by start-up options	2 ¹⁶ /WDTATCKI
75% interrupt mode	Specified by start-up options	75% interrupt enabled
Window-open period	Specified by start-up options	100%

Change WDTA settings

The setting of the WDTA mode register (WDTAnMD) is effective when the first WDTA trigger is generated (writing an activation code to WDTAnWDTE). Change the setting of the WDTAnMD register before a WDTA trigger is generated.

Setting of the WDTA by using WDTAnMD is possible only once. If the value set for WDTAnMD is changed after a WDTA trigger is generated, an error occurs. However, an error does not occur if the same value has been set.

20.5.1.4 Default start mode timing (only for WDTA0)

The default start mode timing and the changes to the WDTA settings are illustrated in **Figure 20.2**.

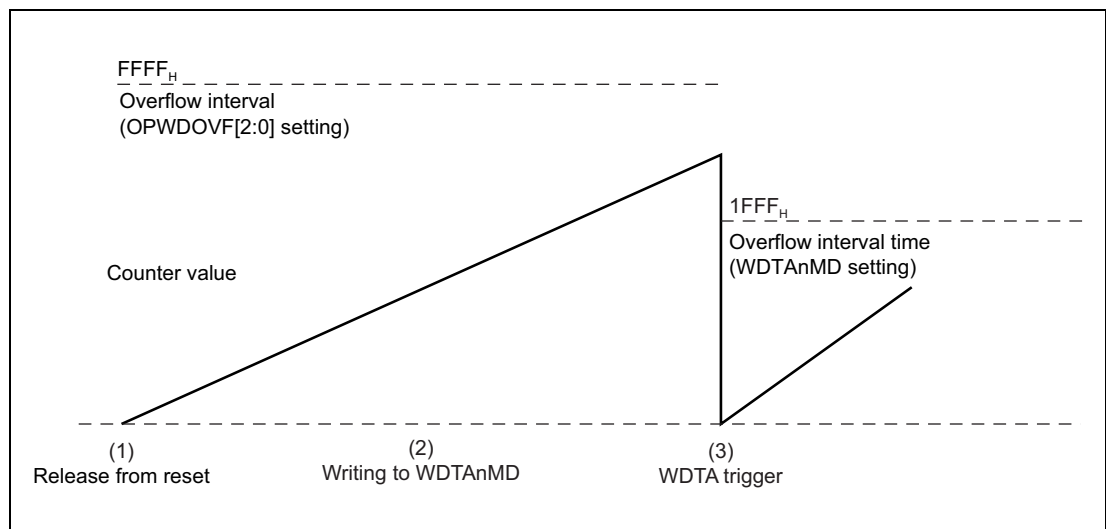


Figure 20.2 Timing Diagram of WDTA Start in Default Start Mode

The timing diagram in **Figure 20.2** shows the following behaviors:

- (1) In default start mode, the WDTA counter starts after release from the reset state. The overflow interval time after release from the reset state is set by start-up options.

Example: Overflow interval time after release from the reset state
 $= 2^{16}/\text{WDTATCKI}$ (OPWDOVF[2:0] = 111_B)

- (2) WDTAnMD is set before a WDTA trigger is generated. Note, however, that the setting is not applied immediately.
- (3) Write to the WDTA trigger register before the WDTA counter overflows. The WDTAnMD setting is applied due to the WDTA trigger.

Example: Overflow interval time after a WDTA trigger is generated
 $= 2^{13}/\text{WDTATCKI}$

20.5.1.5 Software trigger start mode timing (common to WDTA0 and WDTA1)

The software trigger start mode timing and the changes to the WDTA settings are illustrated in **Figure 20.3**.

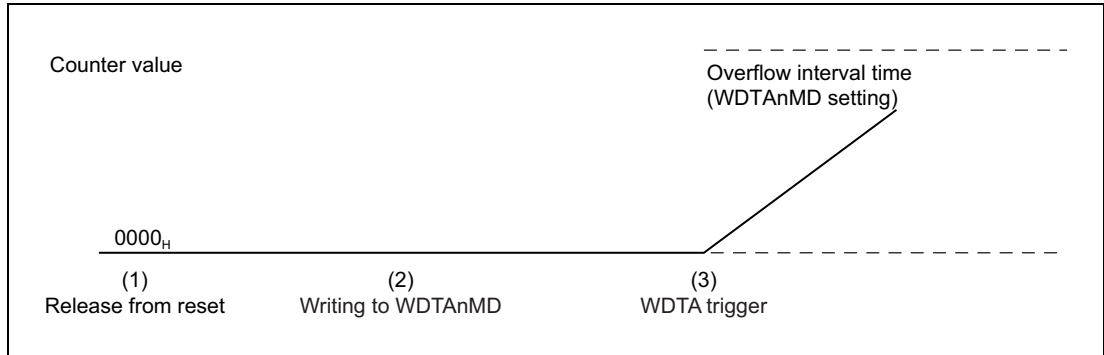


Figure 20.3 Timing Diagram of WDTA Start in Software Trigger Start Mode

The timing diagram in **Figure 20.3** shows the following behaviors:

- (1) After release from the reset state, the counter remains 0000_H until the first WDTA trigger. The overflow interval time is set by using the start-up options, but it does not have any effect.
- (2) WDTAnMD is set before the first WDTA trigger. However, the settings are not applied immediately.
- (3) The WDTA counter starts at the first WDTA trigger. The overflow interval time and other settings specified in WDTAnMD are applied.

20.5.2 WDTA Trigger

Writing a special value called an activation code to the WDTA enable register (WDTAnWDTE) leads to generation of a WDTA trigger.

The WDTA trigger has the following functions:

- Starting the WDTA counter in software trigger start mode
- Restarting the WDTA counter
- WDTA mode setting by the WDTAnMD register (only for the first WDTA trigger after release from the reset state)

The WDTA can be triggered by writing a fixed activation code to the trigger register.

Table 20.9 Trigger Register and Activation Code

Type of Activation Code	Trigger Register	Activation Code
Fixed	WDTAnWDTE	AC _H

20.5.3 Error Detection

The WDTA detects an overflow of the WDTA counter and illegal operations as an error.

The conditions for error detection are:

- WDTA counter overflow
- Wrong activation code is written to the WDTA trigger register.
- Writing to the trigger register at the time outside the window-open period
- When an attempt is made to change the setting value of the WDTA mode register WDTAnMD after the first WDTA trigger has been generated
- When updating the setting value of the WDTA mode register WDTAnMD twice before the first WDTA trigger is generated

20.5.4 WDTA Error Mode

When an error is detected, the WDTAnTRES signal indicates the error to the ECM.

Figure 20.4 shows generation of a reset when the counter overflows and default start mode is selected.

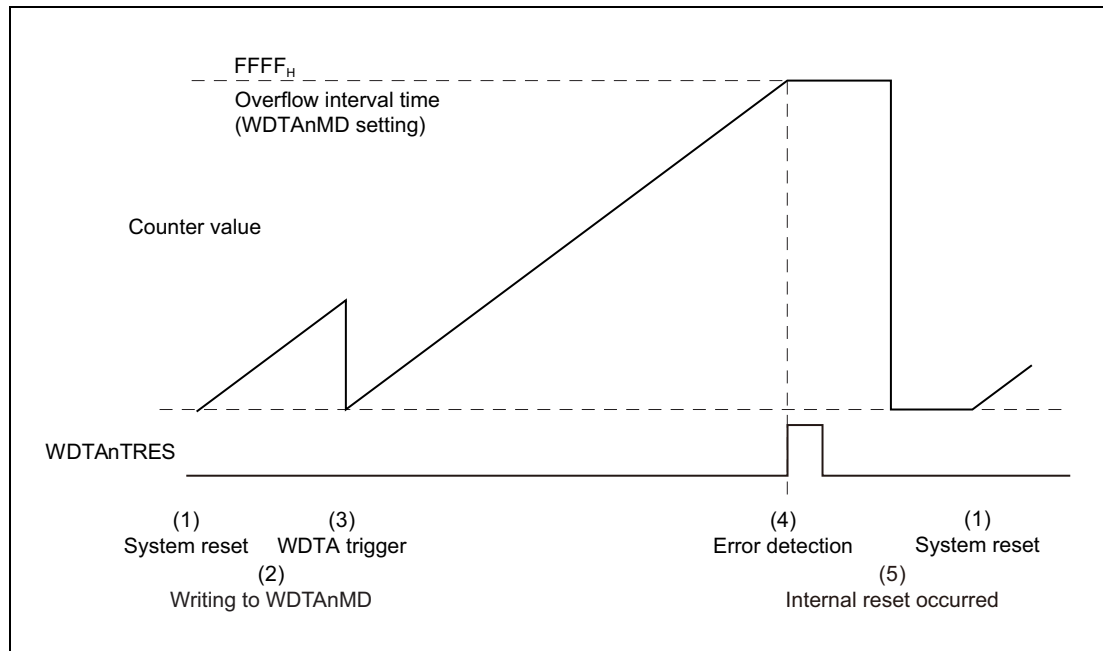


Figure 20.4 Timing Diagram of WDTA Internal Reset Generation

The timing diagram in **Figure 20.4** shows the following behaviors:

- (1) In default start mode, the WDTA counter starts after release from the reset state. The overflow interval time after release from the reset state is set by using start-up options.
- (2) WDTAnMD is set before a WDTA trigger is generated. In this case, $2^{16}/\text{WDTATCKI}$ is set for the overflow interval time.
- (3) The WDTAnMD setting is applied due to the WDTA trigger.
- (4) If the counter overflows, an error is detected and the WDTAnTRES signal indicates the error to the ECM. The counter value remains unchanged until an internal reset occurs.
- (5) If an internal reset occurs due to the ECM and other sources, the counter is cleared and stopped until release from the reset state.

20.5.5 75% Interrupt Request Signals

When the WDTA counter reaches 75% of the time set for the overflow interval, an interrupt request WDTAnTIT is generated.

By use of WDTAnMD.WDTAnWIE this function can be enabled or disabled afterwards.

Figure 20.5 shows the 75% interrupt request generation under following conditions:

- Default start mode is selected.
- 75% interrupt request is enabled after the first WDTA trigger is generated.
- WDTA overflow interval time: $2^{16}/\text{WDTATCKI}$.

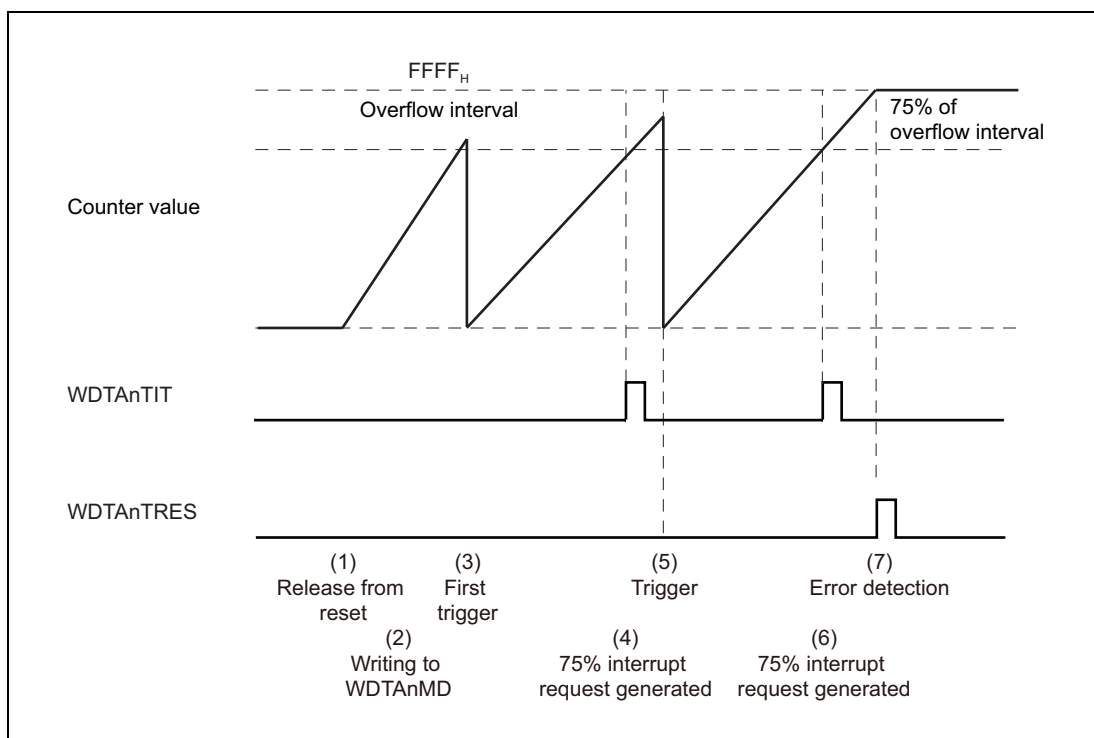


Figure 20.5 Timing Diagram of WDTA 75% Interrupt Request Signals

- (1) In default start mode, the WDTA counter starts after release from the reset state. The overflow interval time period after release from the reset state is set by using the start-up options.
- (2) WDTAnMD is set before the WDTA trigger is generated. In this figure, $2^{16}/\text{WDTATCKI}$ is set as the overflow interval time period.
- (3) The WDTAnMD setting is applied at the WDTA trigger.
- (4) When the WDTA counter reaches 75% of the set overflow interval time, an interrupt request WDTAnTIT is generated.
- (5) The counter restarts at the WDTA trigger.
- (6) When the WDTA counter reaches 75% of the set overflow interval time, an interrupt request WDTAnTIT is generated.
- (7) When the counter overflows, an error is detected and the WDTAnTRES signal indicates the error to the ECM. The counter value remains unchanged until an internal reset occurs.

20.5.6 Window Function

The period when a WDTA trigger is valid (window-open period) can be set.

If the window-open period is set to the value less than 100%, an error occurs by the WDTA trigger generated at the time outside the window-open period. The window-open period after release from the reset state is 100%. The period is set to the value set in the WDTAnMD.WDTAnWS[1:0] after the first WDTA trigger is generated.

Figure 20.6 shows window function operations under the following conditions.

- Default start mode is selected.
- The 25% window open period is valid (WDTAnWS[1:0] = 00_B) after the first WDTA trigger.
- WDTA overflow interval time period: $2^{16}/\text{WDTATCKI}$

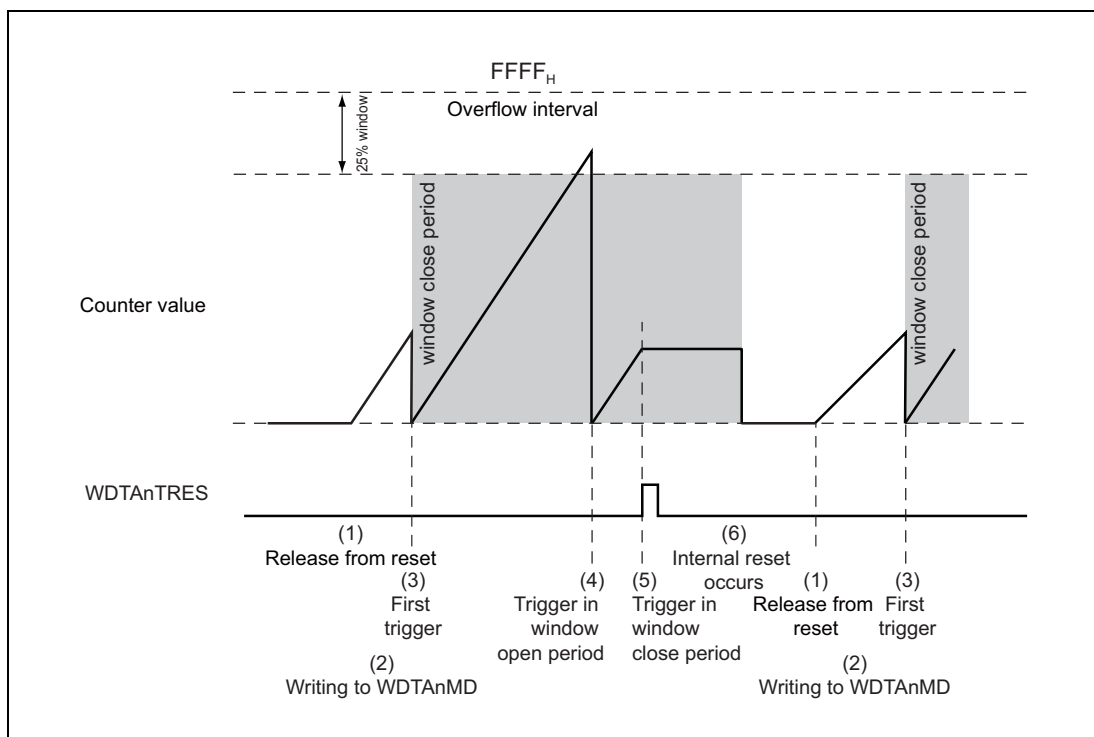


Figure 20.6 Timing Diagram of WDTA Window Function

- (1) In default start mode, the WDTA counter starts after release from the reset state. The overflow interval time period after release from the reset state is set by using the start-up options.
- (2) WDTAnMD is set before the WDTA trigger is generated. In this figure, $2^{16}/\text{WDTATCKI}$ is set as the overflow interval time period.
- (3) The WDTAnMD setting is applied at the WDTA trigger.
- (4) The WDTA counter restarts at the WDTA trigger during the window open period.
- (5) An error is detected at the WDTA trigger during the window close period, and then the WDTAnTRES signal indicates the error to the ECM. The counter value remains unchanged until an internal reset occurs.
- (6) If an internal reset occurs due to the ECM and other sources, the counter is cleared and stopped until release from the reset state.

Section 21 OS Timer (OSTM)

21.1 Functional Overview

The OS timer has the following features.

- Two operating modes
 - Interval timer mode
 - Free-running comparison mode
- Simultaneous starting of multiple channels of the OS timer (timer synchronization of PIC1)
- Interrupt and DTS notification when counting by the counter is started, restarted, or ends.
- Notifying the ECM of errors when an OSTMn (n = 1 only) interrupt occurs.
- Generation of output waveform from the `ERROROUT_M` and `ERROROUT_C` pins with the `OSTM0TTOUT` signal of OSTM0 when ECM is in dynamic mode.
- Module standby can be set for each channel (see **Section 12, Standby Controller**, for details).

21.1.1 Features

Channels

This product has the following number of channels of the OS timer.

Table 21.1 Channels of OS Timer

OS Timer	
Number of channels	3
Name	OSTMn

Meaning of n

Throughout this section, the individual channels of the OS timer are identified by the index “n” (n = 0 to 2), for example, OSTMnTO for the OS timer n output register.

Register address

All OS timer register addresses are given as address offsets from the individual base addresses `<OSTMn_base>`.

The register base address of each OSTMn is listed in the following table.

Table 21.2 Register Base Addresses

OSTMn	<code><OSTMn_base></code> Address
OSTM0	FFEC 0000 _H
OSTM1	FFEC 1000 _H
OSTM2	FFEC 2000 _H

Interrupts

The OS timers can generate the following interrupt requests.

Table 21.3 OSTMn Interrupt Requests

OSTMn Signal	Function	Connected to
OSTM0TINT	OSTM0 interrupt	Interrupt controller INTC
OSTM1TINT	OSTM1 interrupt	Interrupt controller INTC, ECM for error inputs
OSTM2TINT	OSTM2 interrupt	Interrupt controller NTC

21.2 Registers

The OS timers are controlled and operated by the following registers.

21.2.1 Registers Overview

The list of OSTMn (n = 0 to 2) registers and the memory addresses are as follows.

For the base addresses, see **Table 21.2**.

Register Name	Function	R/W	Value after Reset	Access Unit (bit)			Address
				8	16	32	
OSTMnCMP	OSTM compare register	R/W	0000 0000 _H	—	—	√	<OSTMn_base> + 00 _H
OSTMnCNT	OSTM counter register	R	FFFF FFFF _H	—	—	√	<OSTMn_base> + 04 _H
OSTMnTO	OSTM output register	R/W	00 _H	√	—	—	<OSTMn_base> + 08 _H
OSTMnTOE	OSTM output enable register	R/W	00 _H	√	—	—	<OSTMn_base> + 0C _H
OSTMnTE	OSTM count enable status register	R	00 _H	√	—	—	<OSTMn_base> + 10 _H
OSTMnTS	OSTM count start trigger register	W	00 _H	√	—	—	<OSTMn_base> + 14 _H
OSTMnTT	OSTM count stop trigger register	W	00 _H	√	—	—	<OSTMn_base> + 18 _H
OSTMnCTL	OSTM control register	R/W	00 _H	√	—	—	<OSTMn_base> + 20 _H

21.2.2 Details of OSTM Registers

21.2.2.1 OSTMnCMP — OSTM Compare Register

Depending on the mode of operation, this register holds the start value for the down-counter or the value for comparison with that of the counter.

Access: This register can be read/written in 32-bit units.

Address: <OSTMn_base>

Value after reset: 0000 0000_H
This register is initialized by a reset from any source.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OSTMnCMP[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OSTMnCMP[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 21.4 OSTMnCMP Register Contents

Bit Position	Bit Name	Function
31 to 0	OSTMnCMP [31:0]	<ul style="list-style-type: none"> In interval timer mode: Start value of the down-counter In free-running comparison mode: Value for comparison

21.2.2.2 OSTMnCNT — OSTM Counter Register

This register indicates the counter value of the timer.

Access: This register can be read in 32-bit units.

Address: OSTMn_base> + 4_H

Value after reset: FFFF FFFF_H
This register is initialized by a reset from any source.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OSTMnCNT[31:16]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OSTMnCNT[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 21.5 OSTMnCNT Register Contents

Bit Position	Bit Name	Function
31 to 0	OSTMnCNT [31:0]	32-bit counter value

Table 21.6 lists the correspondence among the operating mode, counting direction, and start value.

The start value indicates the value to be read after the operating mode is changed.

Table 21.6 Correspondence between Operating Mode, Counting Direction and Start Value

Timer Operating Mode	OSTMnCTL.OSTMnMD1	Counting Direction	Start value
Interval timer mode	0 ^{*1}	Down	FFFF FFFF _H
Free-running comparison mode	1	Up	0000 0000 _H

Note 1. Value after reset

21.2.2.3 OSTMnTO — OSTM Output Register

The OSTM output register is used to specify and read the level of an OSTMnTTOUT output signal. The setting of this register is only valid in OSTM0 (n = 0).

Access: This register can be read/written in 8-bit units. Writing can only proceed when the software control mode is selected (OSTMnTOE.OSTMnTOE = 0).

Address: <OSTMn_base> + 8_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	OSTMnTO
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 21.7 OSTMnTO Register Contents

Bit Position	Bit Name	Function
7 to 1	Reserved	When read, the value after reset is read. When writing, write the value after reset.
0	OSTMnTO	This bit specifies/reads the level of an OSTMnTTOUT output signal 0: Low level 1: High level

21.2.2.4 OSTMnTOE — OSTM Output Enable Register

The OSTM output enable register specifies OSTMnTTOUT output mode. The setting of this register is only valid in OSTM0 (n = 0).

Access: This register can be read/written in 8-bit units.

Address: <OSTMn_base> + C_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	OSTMnTOE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 21.8 OSTMnTOE Register Contents

Bit Position	Bit Name	Function
7 to 1	Reserved	When read, the value after reset is read. When writing, write the value after reset.
0	OSTMnTOE	This bit specifies the OSTMnTTOUT output mode. 0: Software control mode: The level corresponding to the setting of OSTMnTO.OSTMnTO is output to OSTMnTTOUT. 1: Timer-output toggling mode: OSTMnTTOUT output is toggled whenever an OSTMnTINT interrupt request is generated.

21.2.2.5 OSTMnTE — OSTM Count Enable Status Register

This register indicates whether the counter is enabled or disabled.

Access: This register can be read in 8-bit units.

Address: <OSTMn_base> + 10_H

Value after reset: 00_H

This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	OSTMnTE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 21.9 OSTMnTE Register Contents

Bit Position	Bit Name	Function
7 to 1	Reserved	When read, the value after reset is read.
0	OSTMnTE	This bit indicates whether the counter is enabled or disabled. 0: Counter disabled 1: Counter enabled This bit is set to 1 in response to OSTMnTS.OSTMnTS being set to 1, or to the OSTMnTSST signal (when timer synchronization of PIC1 is in use) becoming 1. This bit is reset to 0, if the OSTMnTT.OSTMnTT bit is set to 1.

NOTE

When OSTMnTE = 0, the counter retains its value.

If the counter is restarted,

- It restarts counting down from the value in the OSTMnCMP register in interval timer mode, or
- It restarts counting up from the counter value 0000 0000_H in free-running comparison mode.

21.2.2.6 OSTMnTS — OSTM Count Start Trigger Register

This register starts the counter.

Access: This register can be written in 8-bit units. It is always read as 00_H.

Address: <OSTMn_base> + 14_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	OSTMnTS
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 21.10 OSTMnTS Register Contents

Bit Position	Bit Name	Function
7 to 1	Reserved	When writing, write the value after reset.
0	OSTMnTS	This bit starts the counter. 0: This setting is invalid. 1: Starts the counter and sets OSTMnTE.OSTMnTE = 1. <ul style="list-style-type: none"> In interval timer mode, a forced restart is executed if this bit is set while OSTMnTE.OSTMnTE = 1. In free-running comparison mode, setting this bit is ignored as long as OSTMnTE.OSTMnTE = 1.

21.2.2.7 OSTMnTT — OSTM Count Stop Trigger Register

This register stops the counter.

Access: This register can be written in 8-bit units. It is always read as 00_H.

Address: <OSTMn_base> + 18_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	OSTMnTT
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 21.11 OSTMnTT Register Contents

Bit Position	Bit Name	Function
7 to 1	Reserved	When writing, write the value after reset.
0	OSTMnTT	Stops the counter. 0: This setting is invalid. 1: Stops the counter and clears the OSTMnTE.OSTMnTE bit.

21.2.2.8 OSTMnCTL — OSTM Control Register

This register specifies the operating mode for the counter and controls enabling/disabling of OSTMnTINT interrupt requests when counting starts.

Access: This register can be read/written in 8-bit units. Writing to this register is only possible if the counter is disabled (OSTMnTOE.OSTMnTOE = 0).

Address: <OSTMn_base> + 20_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	OSTMnMD1	OSTMnMD0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 21.12 OSTMnCTL Register Contents

Bit Position	Bit Name	Function
7 to 2	Reserved	When read, the value after reset is read. When writing, write the value after reset.
1	OSTMnMD1	Specifies the operating mode for the counter. 0: Interval timer mode 1: Free-running comparison mode
0	OSTMnMD0	Controls enabling/disabling of OSTMnTINT interrupt requests when counting starts. 0: Disables the interrupts when counting starts. 1: Enables the interrupts when counting starts.

21.3 Functional Description

Each OS timer is a 32-bit timer/counter.

The settings for operating mode specify the direction of counting (up or down) and the generation of interrupt requests.

21.3.1 Block Diagram

The following block diagram shows the main components of OSTMn.

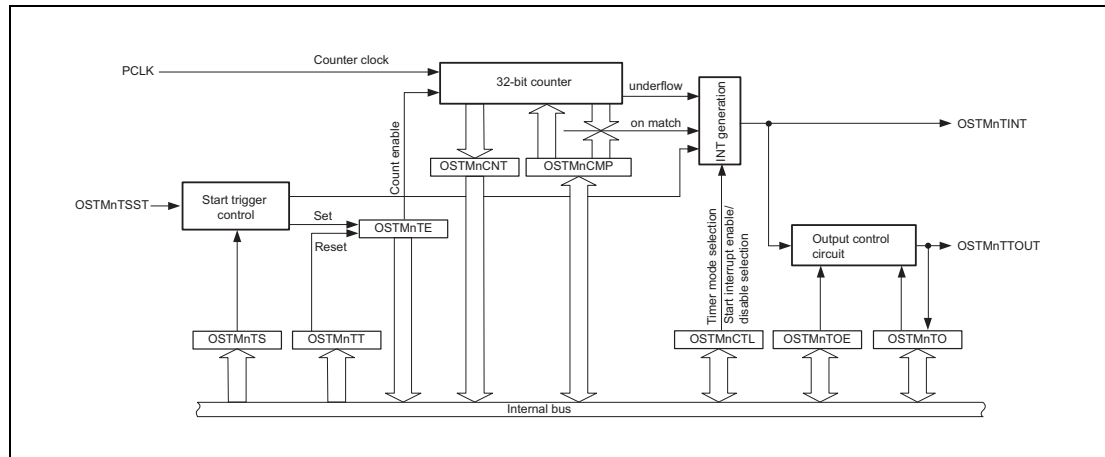


Figure 21.1 Block Diagram of OSTMn

21.3.2 Counter Clock

The counter clock PCLK of OSTMn is CLKC_LSB (non-modulated low speed peripheral clock).

21.3.3 Output Modes (only for OSTM0)

The OSTMn has the following output modes. The mode is selected by the setting of the OSTMnTOE.OSTMnTOE bit.

- Software control mode (the OSTMnTOE.OSTMnTOE bit is 0): The value set in the OSTMnTO.OSTMnTO bit is output to OSTMnTTOUT.
- Timer-output toggling mode (the OSTMnTOE.OSTMnTOE bit is 1): The OSTMnTTOUT output is toggled each time an OSTMnTINT request is generated.

Both output modes are illustrated in the following figure.

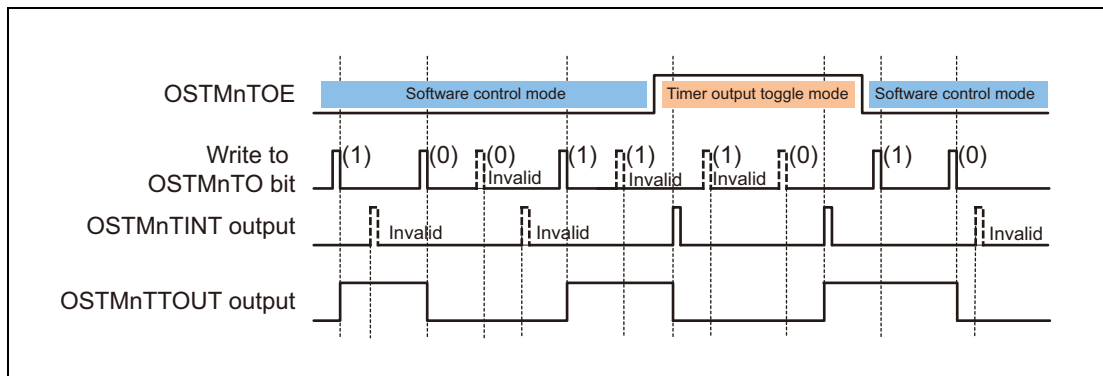


Figure 21.2 Timing Diagram of Output Modes

The above timing diagram shows the following operations.

- In software control mode, the level of the OSTMnTTOUT output changes in accord with the value set in the OSTMnTO.OSTMnTO bit.
- In timer-output toggling mode, the value of the OSTMnTO.OSTMnTO bit and level of the OSTMnTTOUT output are toggled each time an OSTMnTINT interrupt request is generated.

21.3.4 Interrupt Request Generation

An OSTMnTINT interrupt request is generated whenever the counter reaches 0000 0000_H (in interval timer mode) or matches the comparison value (in free-running comparison mode).

An interrupt request can also be generated on starting and restarting of the counter. This is controlled by the OSTMnCTL.OSTMnMD0 bit.

Since OSTMnTINT triggers toggling of the OSTMnTTOUT output in timer output toggling mode (OSTMnTOE.OSTMnTOE is 1), the setting of the OSTMnCTL.OSTMnMD0 bit also affects the output (OSTMnTTOUT).

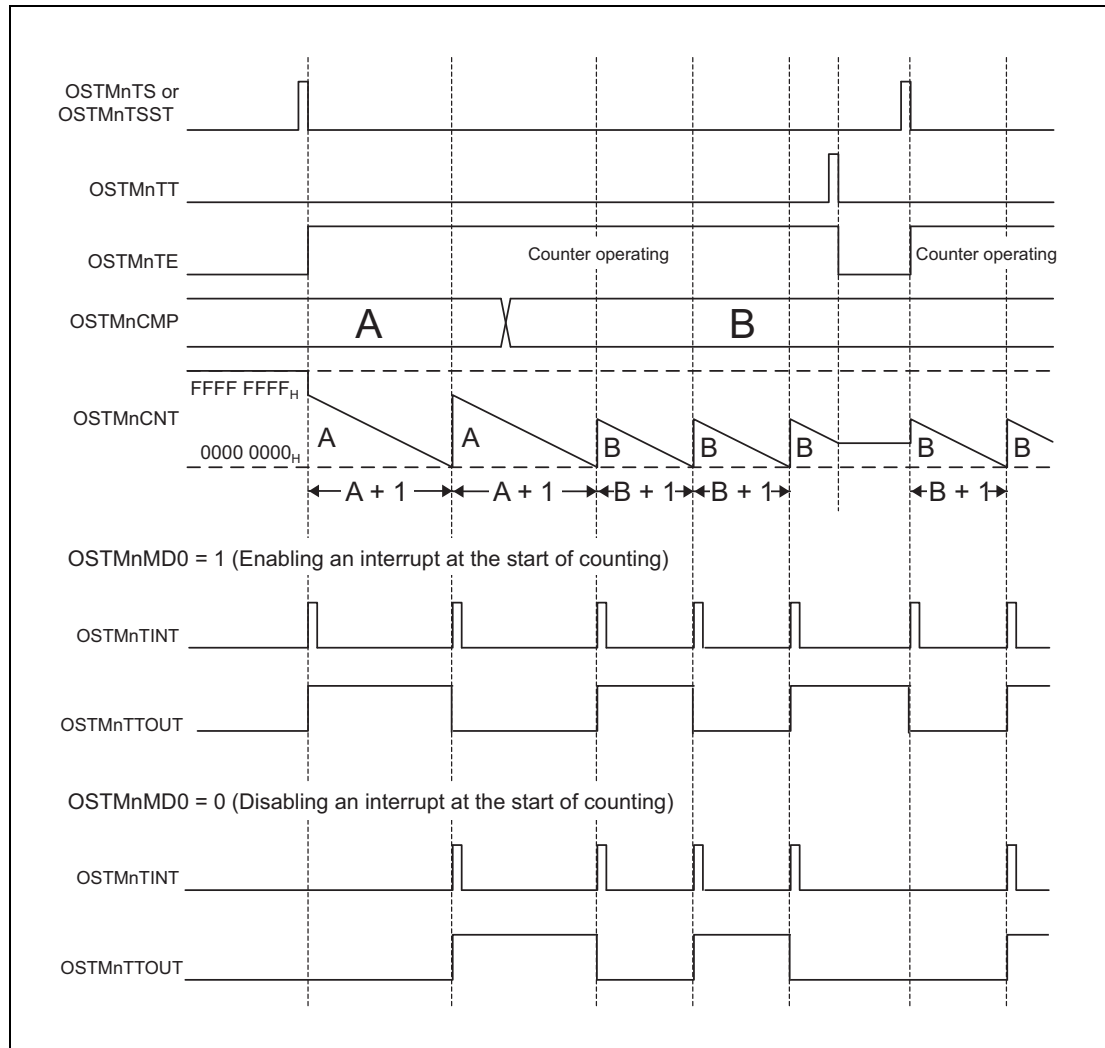


Figure 21.3 Generating an Interrupt when Counting Starts (Interval Timer Mode)

21.3.5 Starting and Stopping the Timer

The OS timer is started and stopped as follows.

Starting the timer

Figure 21.4 shows the flow of starting the counter of OSTMn. For details of the operations of the timer in interval timer mode and free-running timer mode in the given step of the figure, see the descriptions of interval timer mode and free-running comparison mode.

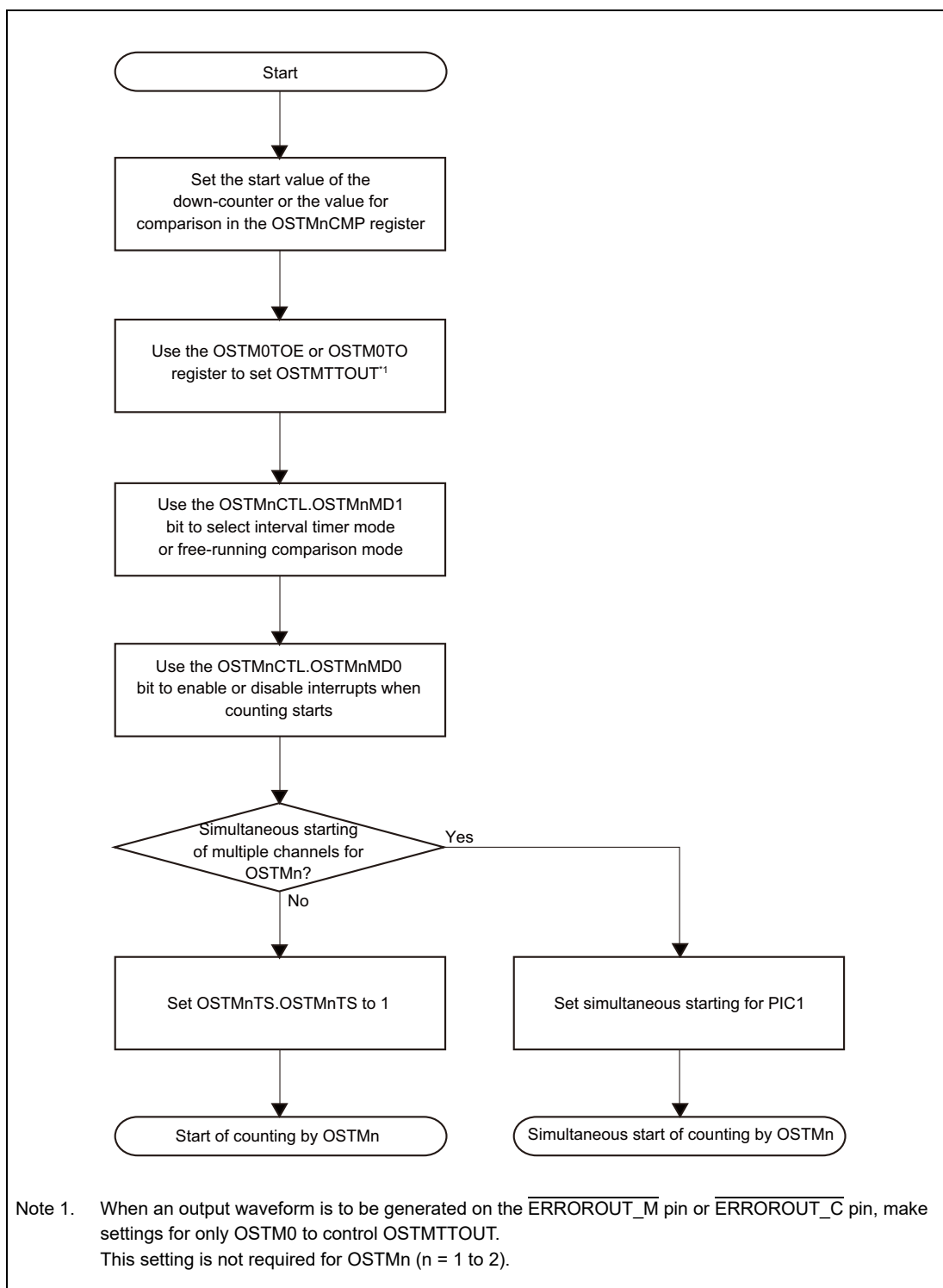


Figure 21.4 Flow of Starting the OS Timer

Stopping the timer

Setting the OSTMnTT.OSTMnTT bit to 1 stops the timer.

This also clears the OSTMnTE.OSTMnTE status flag bit.

Timer Synchronization (PIC1)

The OSTMnTSST signal can be used to start multiple timers at the same time. For detailed connections, refer to **Section 26, Peripheral Interconnection (PIC)**.

21.3.6 Interval Timer Mode

Select the interval timer mode when an OS timer is to be used as a reference timer for generating interrupt requests at a fixed interval.

21.3.6.1 Basic Operation in Interval Timer Mode

In interval timer mode, the timer counts down from the value specified in the OSTMnCMP register. An OSTMnTINT interrupt request is generated when the counter reaches 0000 0000_H.

Select interval timer mode by setting OSTMnCTL.OSTMnMD1 = 0.

New values can be written to the OSTMnCMP register at any time. If it is rewritten during count operation, the counter loads the new OSTMnCMP value when the next 0000 0000_H is reached.

Cycles of OSTMnTINT and OSTMnTTOUT output

The cycles of OSTMnTINT and OSTMnTTOUT output are as follows.

- OSTMnTINT generation cycle = Counter-clock cycle × (OSTMnCMP + 1)
- OSTMnTTOUT output cycle = OSTMnTINT generation period × 2

The following figure shows the basic operation of OSTMn in interval timer mode with counter-start interrupts enabled.

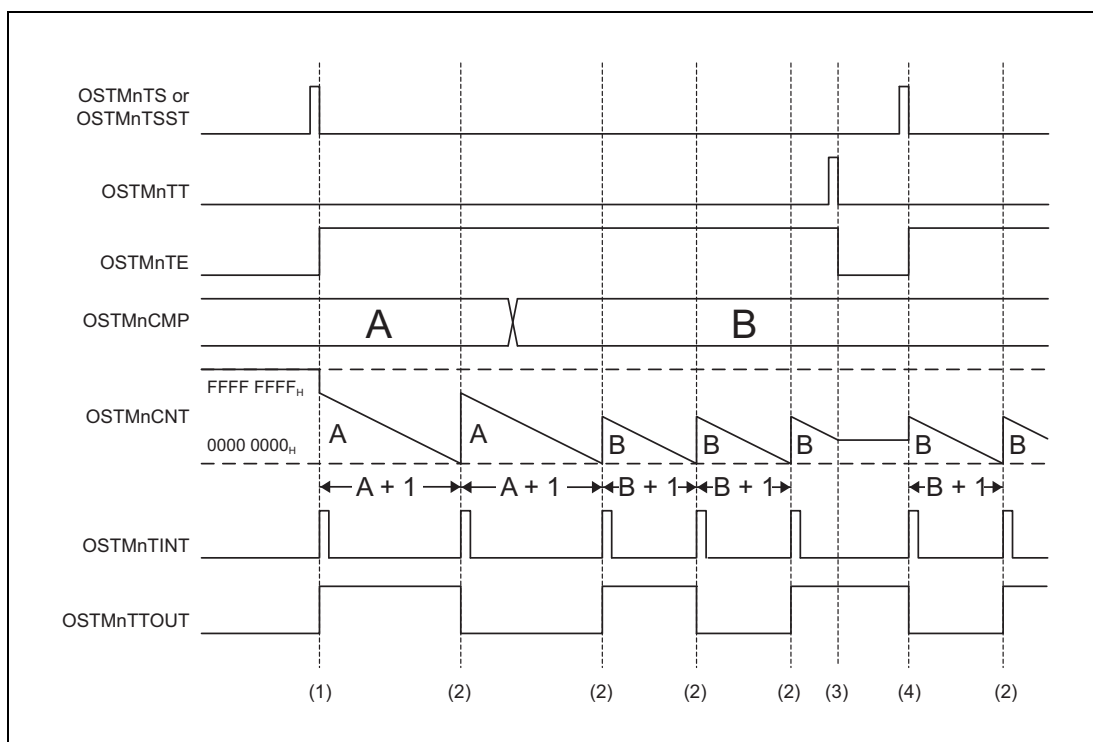


Figure 21.5 Timing Diagram of OSTMn in Interval Timer Mode

The timing diagram above shows the following:

- (1) The counter starts counting when $OSTMnTS.OSTMnTS = 1$ or $OSTMnTSST = 1$. The $OSTMnTE.OSTMnTE$ bit is set to indicate enabling of the counter. The counter starts counting-down from the value of $OSTMnCMP$. If $OSTMnCTL.OSTMnMD0$ is 1, $OSTMnTINT$ interrupt requests are generated at the start of counting and the $OSTMnTTOUT$ signal is toggled. The $OSTMnCNT$ register contains the current value as the counter.
- (2) When the counter reaches $0000\ 0000_H$, an $OSTMnTINT$ interrupt request is generated and the $OSTMnTTOUT$ signal is toggled. The counter loads the new start value from $OSTMnCMP$ and continues counting down.
- (3) When the counter is stopped ($OSTMnTT.OSTMnTT = 1$), the $OSTMnTE.OSTMnTE$ bit is cleared to indicate disabling of the counter. The counter retains its current value until it is restarted.
- (4) When counting is restarted ($OSTMnTS.OSTMnTS = 1$, or $OSTMnTSST = 1$), the counter loads the new start value from $OSTMnCMP$ and starts counting down.

Forced restart

The counter is forcibly restarted by setting $OSTMnTS.OSTMnTS = 1$ or by transitions of the $OSTMnTSST$ signal from 0 to 1 (when timer synchronization of PIC1 is in use) during counting. The counter loads the initial value from the $OSTMnCMP$ register and continues counting down.

CAUTION

If the $OSTMnTS.OSTMnTS$ bit for a desired channel is set to 1 while simultaneous starting of multiple channels of the timer is in progress, the individual channels are forcibly restarted, so synchronous operation between the channels is not guaranteed. If simultaneous starting of the PIC1 is used while multiple channels of the timer start individually, the timers set for simultaneous starting are forcibly restarted at the same time.

The counter loads the start value from the $OSTMnCMP$ register and continues counting down.

The following figure shows a timing diagram in interval timer mode, with counter-start interrupts enabled ($OSTMnCTL.OSTMnMD0 = 1$), and in timer output toggling mode, where $OSTMnTTOUT$ is toggled ($OSTMnTOE.OSTMnTOE = 1$).

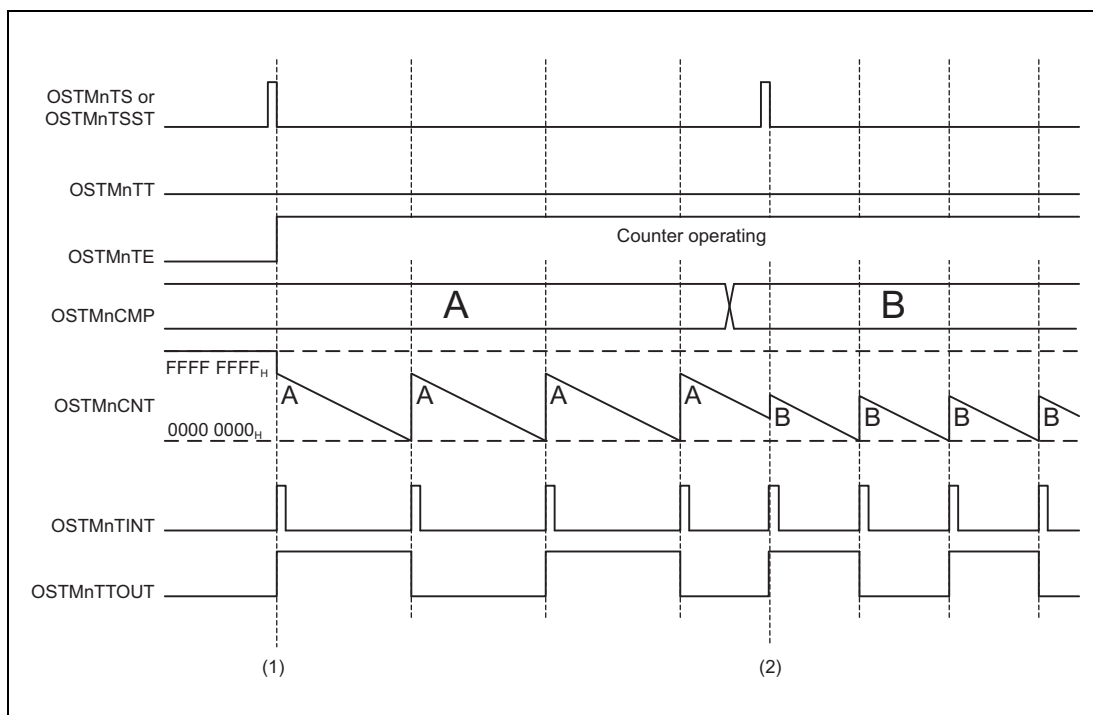


Figure 21.6 Timing Diagram of Forced Restart in Interval Timer Mode

Operations shown in the above timing diagram are as follows.

- (1) The counter is started and stopped as described under **Figure 21.5, Timing Diagram of OSTMn in Interval Timer Mode**.
- (2) Setting $OSTMnTS.OSTMnTS = 1$ or $OSTMnTSST = 1$ restarts the counter while counting is in progress (i.e. while $OSTMnTE.OSTMnTE = 1$). The counter immediately restarts counting down, starting with the current value of $OSTMnCMP$. When $OSTMnCTL.OSTMnMD0 = 1$, an $OSTMnTINT$ interrupt request is generated when counting starts and the $OSTMnTTOUT$ signal is toggled.

21.3.6.2 Operation when $OSTMnCMP = 0000\ 0000_H$

When $OSTMnCMP = 0000\ 0000_H$, the OS timer behaves as follows.

- If the counter is enabled, the $OSTMnTINT$ interrupt request will always be set to 1. However, the timer ($OSTMnTTOUT$) output signal can still be used. Timer ($OSTMnTTOUT$) output using timer output toggling mode results in $OSTMnTTOUT$ being toggled on every cycle of the counter clock.

The following figure shows operations of the $OSTMn$ when $OSTMnCMP = 0000\ 0000_H$, the counter start interrupt is enabled ($OSTMnCTL.OSTMnMD0 = 1$), and the timer is in timer output toggling mode, where $OSTMnTTOUT$ is toggled ($OSTMnTOE.OSTMnTOE = 1$).

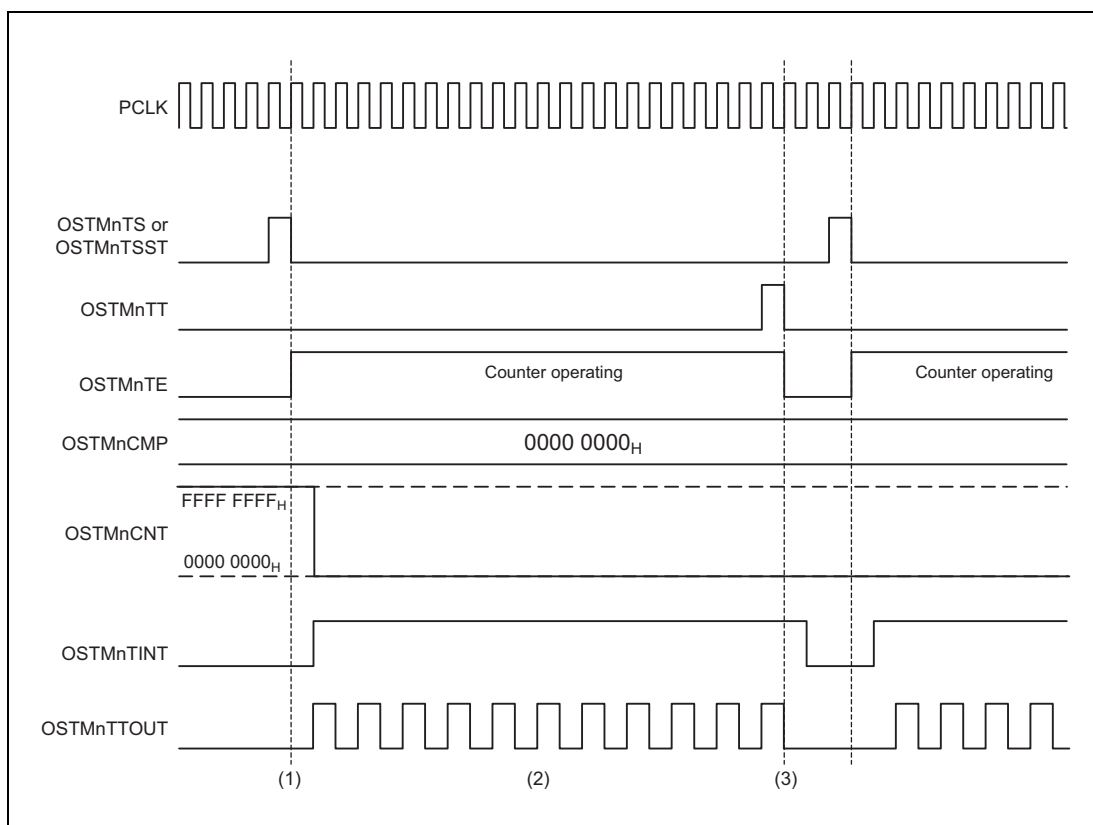


Figure 21.7 Timing Diagram when $OSTMnCMP = 0000\ 0000_H$ in Interval Timer Mode

The timing diagram above shows the following operations:

- (1) The counter is reloaded with the value in $OSTMnCMP$ as soon as it starts counting, so the value $0000\ 0000_H$ is retained in $OSTMnCNT$.
- (2) While the $OSTMnTINT$ interrupt request signal is continuously asserted, $OSTMnTTOUT$ is toggled (in **Figure 21.7**, $OSTMnTINT$ is fixed to the high level because $PCLK$ is selected as the counter clock).
- (3) After the counter stops, the $OSTMnTINT$ interrupt request signal is deasserted and the output level of the $OSTMnTTOUT$ signal is maintained.

When an interrupt is prohibited when the counter starts, 1 clock cycle of the counter clock is not generated at the start timing of the counter.

21.3.7 Free-Running Comparison Mode

21.3.7.1 Basic Operation in Free-Running Comparison Mode

In free-running comparison mode, the counter counts up from $0000\ 0000_H$ to $FFFF\ FFFF_H$. An OSTMnTINT interrupt request is output when the current value of the counter matches the value of the OSTMnCMP register. The free-running comparison mode is selected by setting the OSTMnCTL.OSTMnMD1 bit to 1.

New values can be written to the OSTMnCMP register at any time.

The following figure shows the basic operation of OSTMn in free-running compare mode with the start of counting enabled (OSTMnCTL.OSTMnMD0 = 1) and with the timer in timer output toggling mode, where OSTMnTTOUT is toggled (OSTMnTOE.OSTMnTOE = 1).

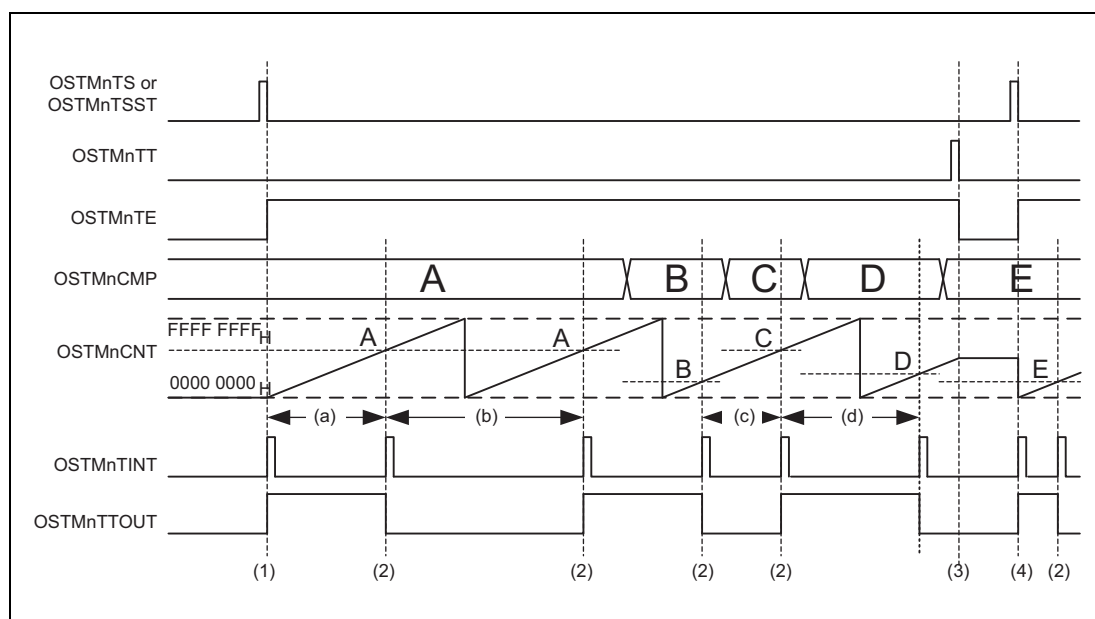


Figure 21.8 Timing Diagram of OSTMn in Free-Running Comparison Mode

The timing diagram above shows the following:

- (1) The counter starts counting when OSTMnTS.OSTMnTS = 1, or when OSTMnTSST = 1. The OSTMnTE.OSTMnTE bit is set to indicate enabling of the counter. The counter counts up from $0000\ 0000_H$ to $FFFF\ FFFF_H$. The OSTMnCNT register is the counter, so it contains the current value. When the OSTMnCTL.OSTMnMD0 set to 1, the interrupt request OSTMnTINT is generated when the counting starts.
- (2) When the current counter value matches the value in the OSTMnCMP register, an OSTMnTINT interrupt request is generated and the OSTMnTTOUT signal is toggled.
- (3) When the counter is stopped (OSTMnTT.OSTMnTT = 1), the OSTMnTE.OSTMnTE bit is cleared to indicate disabling of the counter. The counter retains its current value until it is restarted.
- (4) Counting by the counter restarts from $0000\ 0000_H$ when OSTMnTS.OSTMnTS = 1, or when OSTMnTSST = 1.

OSTMnTINT Period

The OSTMnTINT generation period is different at the start of counting and depends on the old and new comparison values if OSTMnCMP is rewritten during operation.

Table 21.13 Timing of OSTMnTINT Generation

Old value for comparison	New value for comparison	Counter value at time of rewriting	Period of OSTMnTINT Generation	Label in timing diagram
		Counter starts	$(A + 1) \times$ counter clock period	(a)
A	A	No rewriting	$(FFFF\ FFFF_H + 1) \times$ counter clock period	(b)
B	$C > B$	$B < \text{counter value} < C$	$(C - B) \times$ counter clock period	(c)
C	$D < C$	Counter value $> D, C$	$(FFFF\ FFFF_H - C + D + 1) \times$ counter clock period	(d)

Forced restart

Forced restarting does not proceed during counting even if the OSTMnTS.OSTMnTS bit is set, or if OSTMnTSST is high when the simultaneous start trigger is in use. The counter ignores the attempted setting and continues counting.

21.3.7.2 Operation when OSTMnCMP = 0000 0000_H

The following figure shows the operation of OSTMn when OSTMnCMP = 0000 0000_H, counter-start interrupts are enabled (OSTMnCTL.OSTMnMD0 = 1) and the timer is in timer output toggling mode, where OSTMnTTOUT is toggled (OSTMnTOE.OSTMnTOE = 1).

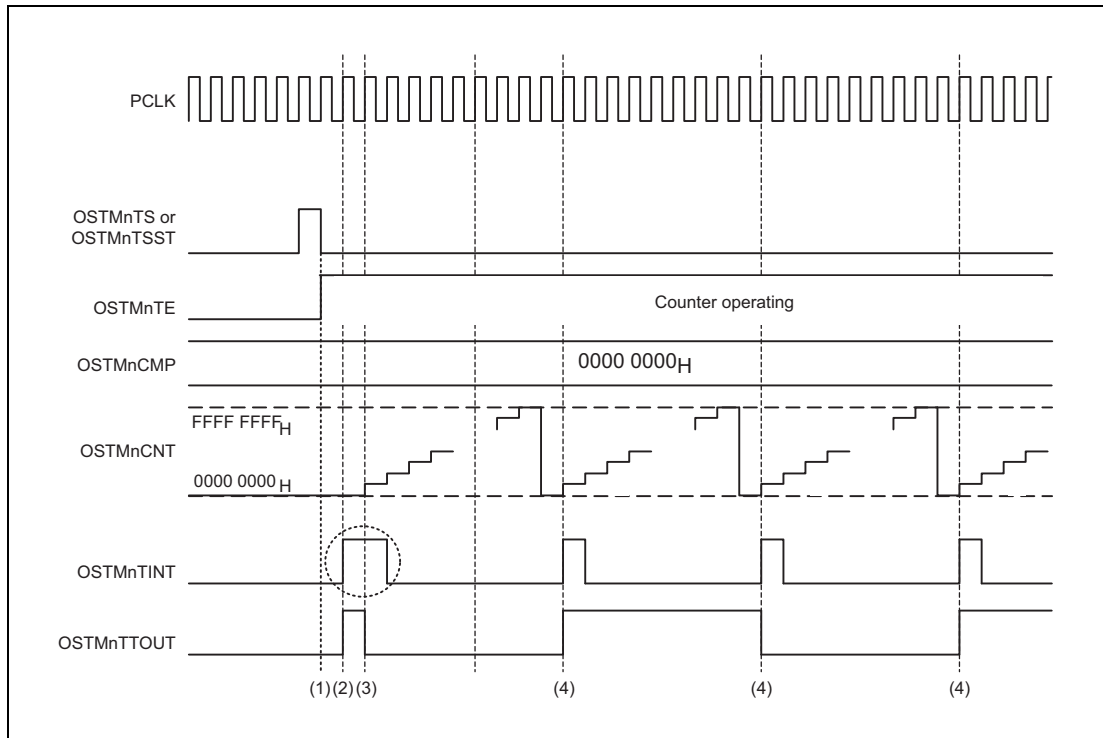


Figure 21.9 Timing Diagram when OSTMnCMP = 0000 0000_H in Free-Running Comparison Mode

The timing diagram above shows the following operations.

- (1) Once the counter starts, it counts up from 0000 0000_H to FFFF FFFF_H.
- (2) An OSTMnTINT interrupt request is generated when counting starts and the OSTMnTTOUT signal is toggled.
- (3) If the current counter value matches OSTMnCMP, the interrupt request OSTMnTINT is generated.
If OSTMnCMP = 0000 0000_H in the above case, OSTMnTINT is generated over two clock cycles and the OSTMnTTOUT signal is toggled.
- (4) For every (FFFF FFFF_H + 1) clock cycles the OSTMnTINT interrupt request signal is asserted and the OSTMnTTOUT signal is toggled.

When an interrupt is prohibited when the counter starts, 1 clock cycle of the counter clock is not generated at the start timing of the counter.

Section 22 Advanced Timer Unit IV (ATU-IV)

22.1 Overview

The ATU-IV has the following features.

- Processing of up to 166 pulse input/output signals
- 297 interrupt sources can be generated. This enables to activate the general direct memory access controller (DMAC), and interrupt processing by the CPU.
- Equipped with a function to output pulses to A/D and DFE (64 pulses to ADC (16 for timer C, 40 for timer D, and 8 for timer G), 48 pulses to $\Delta\Sigma$ AD (40 for timer D and 8 for timer G), and 40 pulses to DFE (40 for timer D))
- On-chip 4-channel prescaler provided, which generates four types of clocks by dividing on-chip peripheral clock (PCLK) by 1/1 to 1/1024
- Each channel for a timer can select a count source from among four divided clocks generated by prescaler, two external clocks, and angle clock generated by timer B.
- Pin output values of timer C, D, and E can be selected by the RHSB cross bar and then output as data to the RHSB.
- Counter values of timer D and G can be selected by the APA input/output select function and then output as reference data to the APA. Timer D counter compare match, counter underflow, pin output signals of timer D, and timer G counter compare match can be output as event input signals to the APA.
- Timer A has a 32-bit free-run counter and seven 32-bit input capture registers. Features are shown below.
 - Detection by rising edges, falling edges, or both edges
 - Activating the DMAC at the capture timing
 - Noise canceling function for each external input pin with maximum length of 0.21 s or noise cancelling function using the angle clock
 - The level of each external input pin can be read or captured.
 - A capture interrupt request and a counter overflow interrupt request can be generated.
 - Settings for noise cancellation mode can be made in channel units.
 - Signals after noise cancellation can be sent to external input pins of timer F.
- Timer B consists of three subblocks: an edge-interval measuring block, frequency-multiplied clock generator, and frequency-multiplied clock signal corrector.
- The edge-interval measuring block is provided with a 32-bit input edge-interval measuring timer, three output compare and input capture registers, six edge-interval time measured value recording registers, seven edge-interval time measured value history registers, 8-bit event counter, and output compare register. This provides the following operations:
 - Capture by edges of external event input (rising edge, falling edge, or both edges are selectable)
 - Capture by event compare match of external event input
 - Automatic event counter clear by event compare match

- Capture interrupt and compare match interrupt (edge-interval compare match, event compare match)
- Captures event counter values individually by detection of seven external event inputs from timer A.
- The frequency-multiplied clock generator is provided with 24-bit reload counter, reload register, 20-bit multiplied clock counter, 26-bit multiplied clock counter, capture register and output compare register. This provides the following operations:
 - Reloadable counting of values captured by edge-interval measuring block with arbitrary number (1 to 4095)
 - Reloadable down-count values can be modified by event compare match of the edge-interval measuring block.
 - Internal clock generated by the underflow of the reload counter can be used as input of 20-bit multiplied clock counter and 26-bit multiplied clock counter.
 - The 20-bit multiplied clock counter value can be captured by an edge input of external input event.
 - An interrupt request for compare match between 20-bit multiplied clock counter and output compare register and an interrupt request for comparison between 26-bit multiplied clock counter and capture register can be generated.
- Frequency-multiplied clock signal corrector is provided with 20-bit correcting event counter, 20-bit correcting multiplied clock counter, 20-bit multiplied-and-corrected clock generating counter, and correcting counter clearing register. This provides the following operations:
 - Frequency-multiplied correcting clock that serves as the count source for other timers can be generated based on the read count in frequency-multiplied clock generator.
 - The free-running counter of timer D can be cleared by compare match (enabling or disabling this function selectable) between multiplied-and-corrected clock generating counter and correcting counter clearing register.
 - The correcting event counter can be automatically cleared at the event compare match timing due to an external input event of the edge-interval measuring block.
 - Additionally corrected multiplied-and-corrected clock 2 (AGCKM2) can be output to the multiplied-and-corrected clock (AGCKM).
- Timer C consists of eight subblocks that have the same functions. Each subblock consists of four channels. Each subblock is provided with a 32-bit free-running counter, four 32-bit general registers, four 32-bit compare match registers, and a 32-bit upper-limit value setting register. This provides the following operations:
 - Input capture or output compare is selectable
 - Detection edge for input capture is selectable from among rising edge, falling edge, or both edges.
 - When timer C is used as input capture, capturing is possible at the timing of event output 1, 2A, and 2B from timer A.
 - Noise canceling function with maximum length of 0.21 s or noise cancelling function using the angle clock for each external input pin
 - Selectable noise canceling mode per sub-block or channel

- 1, 0, or toggle can be output by a compare match.
 - Three PWM waveforms can be output for each subblock in PWM mode.
 - Input capture/compare match interrupt and overflow interrupt can be generated. Input capture/compare match interrupts activate DMAC.
 - One-shot pulse mode can be output.
 - Upper-limit value setting function for 32-bit counters
- Timer D consists of 10 subblocks that have the same function. Each subblock is provided with two 32-bit free running counters, an offset base register, an output value register, and an output setting register, and four channels. Each channel is provided with two 32-bit output compare registers, two range comparison value setting registers, two input capture registers, a 32-bit down-counter for outputting one-shot pulse, and two 32-bit upper-limit value setting registers. This provides the following operations:
 - Enables to start down-counter by software. One-shot pulse can also be generated.
 - Compare match between compare match register and general register can be used as the start trigger for down-counter. One-shot pulse with offset can also be generated.
 - Compare match in compare match register can stop down-counter and forcibly cut off one-shot pulse output.
 - Compare match between compare match register and general register can be output.
 - Compare match range can be set by the range comparison value setting register (range compare function).
 - Compare match in compare match register can be used as a trigger and the count number can be captured by input capture register.
 - Free run value can be captured triggered by timer A
 - Provided with counter clearing function from timer B
 - Generation of 80 compare match interrupts, 20 counter overflow interrupts, and 40 underflow interrupts. The 24 compare match interrupts and 20 underflow interrupts correspond to DMAC activation.
 - Output pulses that show interrupts of compare match A or compare match B for A/D activation. (20 for each)
 - Output waveform can be inverted.
 - The value set in the output value register can be output from each pin by the output setting register.
 - Timer D counter compare match, counter underflow, and pin output signal of timer D can be output as event output to the APA (subblock 0).
 - Free-running counter value can be output as reference data to the APA (subblock 0).
 - Upper-limit value setting function for 32-bit counters
 - Timer E consists of seven subblocks that have the same function. Each subblock consists of four channels. Each channel is provided with 24-bit free running counter, duty cycle setting register, cycle setting register, duty cycle reload register, and cycle reload register. This provides the following operations:
 - PWM output with programmable cycle time and duty cycle ranging from 0 to 100%
 - Switchable between on-state and off-state duty modes

- Values in duty cycle reload register/cycle reload register can be transferred to duty cycle setting register/cycle setting register at every cycle.
- Writing 000 0000_H to the 24 higher-order bits of the counter can forcibly end PWM cycle and start new PWM cycle.
- PWM output can be blocked by shutoff input.
- 28 interrupt requests can be output at each cycle for cycle match interrupt requests and duty match interrupt request (Channel 0 of each subblock supports for DMAC activation by cycle match)
- Timer F consists of 16 subblocks. Each subblock is provided with two 32-bit counters, a 16-bit counter, three (for all subblocks) 32-bit general registers, and a 16-bit general register. This provides the following operations:
 - Detection by rising edge, falling edge or both edges
 - TIA00 to TIA06 signals of timer A after noise cancellation can be used as external input signals.
 - Noise canceling function for each external pin with maximum length of 0.21 s or noise cancelling function using the angle clock.
 - Selectable noise canceling mode per sub-block or channel
 - Seven operation modes: edge counting in a specified period, effective edge interval counting, measurement of time during high/low input, measurement of PWM input waveform timing, rotation speed/pulse measurement, up/down event count, and four-time multiplication event count.
 - Activates DMAC by input capture interrupt request
 - Overflow interrupt generation
 - A interrupt request can be generated on compare match in edge count mode, effective edge input interval measurement mode, input high/low level period measurement mode, PWM input waveform measurement mode, Up/down count mode, and four-time multiplication event count mode for a certain period of time.
- Timer G consists of 10 subblocks that have the same function. Each channel is provided with a 32-bit timer counter and compare match register. This provides the following operations:
 - A compare match trigger event can be output and used as A/D activation/interrupt request trigger and event output to the APA.
 - Activates DMAC by compare match interrupt request
 - Timer counter value can be output as reference data to the APA (subblock 0).
- Timer H consists of a pair of 16-bit counter and 16-bit compare match register, and a 32-bit counter. This provides the following operations:
 - Measurement of time ranging from 1 to 2²⁶ times of peripheral internal clock (PCLK) using a 16-bit counter and a 16-bit compare match register. Can be output as compare match interrupt.
 - Equipped with a 32-bit counter to count the compare match occurrence.
- Timer J consists of 6 subblocks that have the same function. Each channel is provided with a 32-bit counter, compare match register, and nine-stage FIFO register. This provides the following operations:
 - Detection by rising edge, falling edge or both edges
 - Noise canceling function with maximum length of 0.21 s or noise cancelling function using the angle clock for each external input pin.

- Selectable noise canceling mode per sub-block
- Capture the counter value in FIFO register (edge input interval) when detecting edges on external input pin.
- Activates DMAC at the timing when FIFO is full.
- Controls FIFO's effective capture time using compare match register
- FIFO full interrupt, counter overflow, and FIFO overflow interrupt can be generated.

22.1.1 Configuration of ATU-IV

ATU-IV consists of nine timer blocks (timer A to timer J), prescalers, and a controller. The timer blocks have different functions and each can operate independently; timer blocks can also be linked via the clock bus. Each timer block consists of one or more timer subblocks and each subblock has one or more channels. (See **Table 22.1, Block Configuration for ATU-IV**).

Table 22.1 Block Configuration for ATU-IV

Modules	Blocks	Subblock	Remarks
ATU-IV	Common controller unit		
	Prescaler	Channel 0 : Channel 3	Total number of channels: 4
	Timer A	Channel 0 : Channel 6	Total number of channels: 7
	Timer B		Total number of channels: 1
	Timer C	Timer C0 Channel 0 : Channel 3	Total number of channels: 32 Number of subblocks: 8 Number of channels/subblocks: 4
	Timer C1 to Timer C7 (Details are omitted)		
	Timer D	Timer D0 Channel 0 : Channel 3	Total number of channels: 40 Number of subblocks: 10 Number of channels/subblocks: 4
	Timer D1 to Timer D9 (Details are omitted)		
	Timer E	Timer E0 Channel 0 : Channel 3	Total number of channels: 28 Number of subblocks: 7 Number of channels/subblocks: 4
	Timer E1 to Timer E6 (Details are omitted)		
	Timer F	Timer F0 : Timer F15	Total number of channels: 16 Number of subblocks: 16 Number of channels/subblocks: 1
	Timer G	Timer G0 : Timer G9	Total number of channels: 10 Number of subblocks: 10 Number of channels/subblocks: 1
	Timer H		Total number of channels: 1
	Timer J	Timer J0 : Timer J1 to J5	Total number of channels: 6 Number of subblocks: 6 Number of channels/subblocks: 1

22.1.2 ATU-IV Registers

Addresses of the ATU-III registers are shown below. To access the registers, the following procedure should be followed.

1. When writing to reserved bits, always write 0.
2. There are restrictions on register write access size for some registers. Be careful when making a write access with a bit width smaller than the register bit width. For details, see the description of each register.

The following shows address allocation of ATU-IV registers.

Common Controller Registers (FFE6 0000_H to FFE6 007F_H)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0000 _H	NCMR			CBCNT			ATUENR						ATU-IV
FFE6 0004 _H to FFE6 007C _H	(Prohibited area)												

Prescaler Registers (FFE6 0080_H to FFE6 00BF_H)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0080 _H	(Prohibited area)						PSCR0						PSC
FFE6 0084 _H	(Prohibited area)						PSCR1						
FFE6 0088 _H	(Prohibited area)						PSCR2						
FFE6 008C _H	(Prohibited area)						PSCR3						
FFE6 0090 _H to FFE6 00BC _H	(Prohibited area)												

DMA/AD Requests Automatic Switching Registers (FFE6 00C0_H to FFE6 00FF_H)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 00C0 _H	(Prohibited area)									TRGSRDMA0			PICSU
FFE6 00C4 _H	(Prohibited area)			TRGSELDMA01			(Prohibited area)			TRGSELDMA00			
FFE6 00C8 _H	(Prohibited area)									TRGSELAD			
FFE6 00CC _H	(Prohibited area)												
FFE6 00D0 _H	(Prohibited area)									TRGSRDMA1			
FFE6 00D4 _H	(Prohibited area)			TRGSELDMA11			(Prohibited area)			TRGSELDMA10			
FFE6 00D8 _H to FFE6 00FC _H	(Prohibited area)												

Timer A Registers (FFE6 0200_H to FFE6 03FF_H) (1/2)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0200 _H	(Prohibited area)			TCR2A			(Prohibited area)			TCR1A			Common to A
FFE6 0204 _H	(Prohibited area)			TCR4A			(Prohibited area)			TCR3A			
FFE6 0208 _H	(Prohibited area)			TSCRA			(Prohibited area)			TSRA			
FFE6 020C _H	(Prohibited area)			NCMCR2A			(Prohibited area)			NCMCR1A			
FFE6 0210 _H	(Prohibited area)						TIOR1A						
FFE6 0214 _H	TIOR2A												
FFE6 0218 _H	(Prohibited area)			TILCRA			(Prohibited area)			TILRA			
FFE6 021C _H	(Prohibited area)												
FFE6 0220 _H	TCNTA												
FFE6 0224 _H	(Prohibited area)												
to													
FFE6 023C _H													
FFE6 0240 _H	ICRA0												A0
FFE6 0244 _H	NCRA0						NCNTA0						
FFE6 0248 _H	(Prohibited area)												
to													
FFE6 025C _H													
FFE6 0260 _H	ICRA1												A1
FFE6 0264 _H	NCRA1						NCNTA1						
FFE6 0268 _H	(Prohibited area)												
to													
FFE6 027C _H													
FFE6 0280 _H	ICRA2												A2
FFE6 0284 _H	NCRA2						NCNTA2						
FFE6 0288 _H	(Prohibited area)												
to													
FFE6 029C _H													
FFE6 02A0 _H	ICRA3												A3
FFE6 02A4 _H	NCRA3						NCNTA3						
FFE6 02A8 _H	(Prohibited area)												
to													
FFE6 02BC _H													
FFE6 02C0 _H	ICRA4												A4
FFE6 02C4 _H	NCRA4						NCNTA4						
FFE6 02C8 _H	(Prohibited area)												
to													
FFE6 02DC _H													
FFE6 02E0 _H	ICRA5												A5
FFE6 02E4 _H	NCRA5						NCNTA5						
FFE6 02E8 _H	(Prohibited area)												
to													
FFE6 02FC _H													
FFE6 0300 _H	ICRA6												A6

Timer A Registers (FFE6 0200_H to FFE6 03FF_H) (2/2)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0304 _H	NCRA6						NCNTA6						
FFE6 0308 _H	(Prohibited area)												
to													
FFE6 03FC _H													

Timer B Registers (FFE6 0400_H to FFE6 05FF_H) (1/3)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0400 _H	(Prohibited area)			TIORB			(Prohibited area)			TCRB			Common to B
FFE6 0404 _H	TSCRb						TSRB						
FFE6 0408 _H	(Prohibited area)									TICRB			
FFE6 040C _H	(Prohibited area)												
to													
FFE6 0478 _H													
FFE6 047C _H	(Prohibited area)												
FFE6 0480 _H	TCNTB0												
FFE6 0484 _H	ICRB0												
FFE6 0488 _H	RECRB1												
FFE6 048C _H	RECRB2												
FFE6 0490 _H	RECRB3												
FFE6 0494 _H	RECRB4												
FFE6 0498 _H	RECRB5												
FFE6 049C _H	RECRB6												
FFE6 04A0 _H	RBURB0												
FFE6 04A4 _H	RBURB1												
FFE6 04A8 _H	RBURB2												
FFE6 04AC _H	RBURB3												
FFE6 04B0 _H	RBURB4												
FFE6 04B4 _H	RBURB5												
FFE6 04B8 _H	RBURB6												
FFE6 04BC _H	OCRB0												
FFE6 04C0 _H	(Prohibited area)												
FFE6 04C4 _H	(Prohibited area)			OCRB1			(Prohibited area)			TCNTB1			
FFE6 04C8 _H	(Prohibited area)			OCRB11			(Prohibited area)			OCRB10			
FFE6 04CC _H	(Prohibited area)									OCRB12			
FFE6 04D0 _H	ICRB1												
FFE6 04D4 _H	ICRB2												
FFE6 04D8 _H	ICRB33			ICRB32			ICRB31			ICRB30			
FFE6 04DC _H				ICRB36			ICRB35			ICRB34			
FEE6 04E0 _H	(Prohibited area)												
FEE6 04E4 _H	(Prohibited area)												
FEE6 04E8 _H	(Prohibited area)												
FEE6 04EC _H	(Prohibited area)												
FEE6 04F0 _H	(Prohibited area)												
FEE6 04F4 _H	(Prohibited area)												
FEE6 04F8 _H	(Prohibited area)												
FEE6 04FC _H	(Prohibited area)												
FFE6 0500 _H	LDB												
FFE6 0504 _H	RLDB												
FFE6 0508 _H	TCNTB2												
FFE6 050C _H	PIMR2						PIMR1						

Timer B Registers (FFE6 0400_H to FFE6 05FF_H) (2/3)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0510 _H	TCNTB6												
FFE6 0514 _H	ICRB6												
FFE6 0518 _H	(Prohibited area)								RARB6				
FFE6 051C _H	TCNTB6M												
FFE6 0520 _H	OCRB6												
FFE6 0524 _H	OCRB7												
FFE6 0528 _H	(Prohibited area)												
to													
FFE6 053C _H													
FFE6 0540 _H	(Prohibited area)												
FFE6 0544 _H	(Prohibited area)												
FFE6 0548 _H	(Prohibited area)												
FFE6 054C _H	(Prohibited area)												
FFE6 0550 _H	(Prohibited area)												
FFE6 0554 _H	(Prohibited area)												
FFE6 0558 _H	(Prohibited area)												
FFE6 055C _H	(Prohibited area)												
FFE6 0560 _H	(Prohibited area)												
FFE6 0564 _H	(Prohibited area)												
FFE6 0568 _H	(Prohibited area)												
FFE6 056C _H	(Prohibited area)												
FFE6 0570 _H	(Prohibited area)												
FFE6 0574 _H	(Prohibited area)												
FFE6 0578 _H	(Prohibited area)												
FFE6 057C _H	(Prohibited area)												
FFE6 0580 _H	TCNTB3												
FFE6 0584 _H	TCNTB4												
FFE6 0588 _H	TCNTB5												
FFE6 058C _H	(Prohibited area)			TCCLFCRB			TCCLFSRB			TCCLFRB			
FFE6 0590 _H	TCCLR B												
FFE6 0594 _H	OCRB8												
FFE6 0598 _H	(Prohibited area)												
FFE6 059C _H	(Prohibited area)												
FFE6 05A0 _H				ACRSTRB			ACRCLRB			ACRTRGB			
FFE6 05A4 _H				ACRVALRB									
FFE6 05A8 _H	(Prohibited area)												
to													
FFE6 05BC _H													
FFE6 05C0 _H	(Prohibited area)												
FFE6 05C4 _H	(Prohibited area)												
FFE6 05C8 _H	(Prohibited area)												
FFE6 05CC _H	(Prohibited area)												

Timer B Registers (FFE6 0400_H to FFE6 05FF_H) (3/3)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 05D0 _H	(Prohibited area)												
to													
FFE6 05FC _H													

Timer C Registers (FFE6 0600_H to FFE6 0A1F_H) (1/5)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0600 _H	(Prohibited area)									TSTRC		Entire C	
FFE6 0604 _H	NCCRC3			NCCRC2			NCCRC1			NCCRC0			
FFE6 0608 _H	NCCRC7			NCCRC6			NCCRC5			NCCRC4			
FFE6 060C _H	(Prohibited area)												
FFE6 0610 _H				NCMCR2C						NCMCR1C			
FFE6 0614 _H													
FFE6 0618 _H													
FFE6 061C _H	(Prohibited area)												
FFE6 0620 _H	TSCRC0						(Prohibited area)			C0			
FFE6 0624 _H	TSRC0						TCRC0						
FFE6 0628 _H	(Prohibited area)						TIORC0						
FFE6 062C _H	(Prohibited area)												
FFE6 0630 _H	(Prohibited area)												
FFE6 0634 _H	(Prohibited area)						TIERC0						
FFE6 0638 _H				TCNTC0									
FFE6 063C _H				CUCRC0									
FFE6 0640 _H				GRC00									
FFE6 0644 _H				GRC01									
FFE6 0648 _H				GRC02									
FFE6 064C _H				GRC03									
FFE6 0650 _H				OCRC00									
FFE6 0654 _H				OCRC01									
FFE6 0658 _H				OCRC02									
FFE6 065C _H				OCRC03									
FFE6 0660 _H	(Prohibited area)												
to													
FFE6 066C _H													
FFE6 0670 _H				NCRC00						NCNTC00			
FFE6 0674 _H				NCRC01						NCNTC01			
FFE6 0678 _H				NCRC02						NCNTC02			
FFE6 067C _H				NCRC03						NCNTC03			
FFE6 0680 _H	(Prohibited area)												
to													
FFE6 069C _H													
FFE6 06A0 _H	TSCRC1						(Prohibited area)			C1			
FFE6 06A4 _H	TSRC1						TCRC1						
FFE6 06A8 _H	(Prohibited area)						TIORC1						
FFE6 06AC _H	(Prohibited area)												
FFE6 06B0 _H	(Prohibited area)												
FFE6 06B4 _H	(Prohibited area)						TIERC1						
FFE6 06B8 _H				TCNTC1									
FFE6 06BC _H				CUCRC1									
FFE6 06C0 _H				GRC10									
FFE6 06C4 _H				GRC11									

Timer C Registers (FFE6 0600_H to FFE6 0A1F_H) (2/5)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 06C8 _H	GRC12												
FFE6 06CC _H	GRC13												
FFE6 06D0 _H	OCRC10												
FFE6 06D4 _H	OCRC11												
FFE6 06D8 _H	OCRC12												
FFE6 06DC _H	OCRC13												
FFE6 06E0 _H	(Prohibited area)												
to													
FFE6 06EC _H													
FFE6 06F0 _H	NCRC10					NCNTC10							
FFE6 06F4 _H	NCRC11					NCNTC11							
FFE6 06F8 _H	NCRC12					NCNTC12							
FFE6 06FC _H	NCRC13					NCNTC13							
FFE6 0700 _H	(Prohibited area)												
to													
FFE6 071C _H													
FFE6 0720 _H	TSCRC2					(Prohibited area)							C2
FFE6 0724 _H	TSRC2					TCRC2							
FFE6 0728 _H	(Prohibited area)					TIORC2							
FFE6 072C _H	(Prohibited area)												
FFE6 0730 _H	(Prohibited area)												
FFE6 0734 _H	(Prohibited area)					TIERC2							
FFE6 0738 _H	TCNTC2												
FFE6 073C _H	CUCRC2												
FFE6 0740 _H	GRC20												
FFE6 0744 _H	GRC21												
FFE6 0748 _H	GRC22												
FFE6 074C _H	GRC23												
FFE6 0750 _H	OCRC20												
FFE6 0754 _H	OCRC21												
FFE6 0758 _H	OCRC22												
FFE6 075C _H	OCRC23												
FFE6 0760 _H	(Prohibited area)												
to													
FFE6 076C _H													
FFE6 0770 _H	NCRC20					NCNTC20							
FFE6 0774 _H	NCRC21					NCNTC21							
FFE6 0778 _H	NCRC22					NCNTC22							
FFE6 077C _H	NCRC23					NCNTC23							
FFE6 0780 _H	(Prohibited area)												
to													
FFE6 079C _H													
FFE6 07A0 _H	TSCRC3					(Prohibited area)							C3
FFE6 07A4 _H	TSRC3					TCRC3							

Timer C Registers (FFE6 0600_H to FFE6 0A1F_H) (3/5)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 07A8 _H	(Prohibited area)						TIORC3						
FFE6 07AC _H	(Prohibited area)												
FFE6 07B0 _H	(Prohibited area)												
FFE6 07B4 _H	(Prohibited area)						TIERC3						
FFE6 07B8 _H	TCNTC3												
FFE6 07BC _H	CUCRC3												
FFE6 07C0 _H	GRC30												
FFE6 07C4 _H	GRC31												
FFE6 07C8 _H	GRC32												
FFE6 07CC _H	GRC33												
FFE6 07D0 _H	OCRC30												
FFE6 07D4 _H	OCRC31												
FFE6 07D8 _H	OCRC32												
FFE6 07DC _H	OCRC33												
FFE6 07E0 _H	(Prohibited area)												
to													
FFE6 07EC _H													
FFE6 07F0 _H	NCRC30						NCNTC30						
FFE6 07F4 _H	NCRC31						NCNTC31						
FFE6 07F8 _H	NCRC32						NCNTC32						
FFE6 07FC _H	NCRC33						NCNTC33						
FFE6 0800 _H	(Prohibited area)												
to													
FFE6 081C _H													
FFE6 0820 _H	TSCRC4						(Prohibited area)						C4
FFE6 0824 _H	TSRC4						TCRC4						
FFE6 0828 _H	(Prohibited area)						TIORC4						
FFE6 082C _H	(Prohibited area)												
FFE6 0830 _H	(Prohibited area)												
FFE6 0834 _H	(Prohibited area)						TIERC4						
FFE6 0838 _H	TCNTC4												
FFE6 083C _H	CUCRC4												
FFE6 0840 _H	GRC40												
FFE6 0844 _H	GRC41												
FFE6 0848 _H	GRC42												
FFE6 084C _H	GRC43												
FFE6 0850 _H	OCRC40												
FFE6 0854 _H	OCRC41												
FFE6 0858 _H	OCRC42												
FFE6 085C _H	OCRC43												
FFE6 0860 _H	(Prohibited area)												
to													
FFE6 086C _H													
FFE6 0870 _H	NCRC40						NCNTC40						

Timer C Registers (FFE6 0600_H to FFE6 0A1F_H) (4/5)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0874 _H	NCRC41						NCNTC41						
FFE6 0878 _H	NCRC42						NCNTC42						
FFE6 087C _H	NCRC43						NCNTC43						
FFE6 0880 _H to FFE6 089C _H	(Prohibited area)												
FFE6 08A0 _H	TSCRC5						(Prohibited area)						C5
FFE6 08A4 _H	TSRC5						TCRC5						
FFE6 08A8 _H	(Prohibited area)						TIORC5						
FFE6 08AC _H	(Prohibited area)												
FFE6 08B0 _H	(Prohibited area)												
FFE6 08B4 _H	(Prohibited area)						TIERC5						
FFE6 08B8 _H	TCNTC5												
FFE6 08BC _H	CUCRC5												
FFE6 08C0 _H	GRC50												
FFE6 08C4 _H	GRC51												
FFE6 08C8 _H	GRC52												
FFE6 08CC _H	GRC53												
FFE6 08D0 _H	OCRC50												
FFE6 08D4 _H	OCRC51												
FFE6 08D8 _H	OCRC52												
FFE6 08DC _H	OCRC53												
FFE6 08E0 _H to FFE6 08EC _H	(Prohibited area)												
FFE6 08F0 _H	NCRC50						NCNTC50						
FFE6 08F4 _H	NCRC51						NCNTC51						
FFE6 08F8 _H	NCRC52						NCNTC52						
FFE6 08FC _H	NCRC53						NCNTC53						
FFE6 0900 _H to FFE6 091C _H	(Prohibited area)												
FFE6 0920 _H	TSCRC6						(Prohibited area)						C6
FFE6 0924 _H	TSRC6						TCRC6						
FFE6 0928 _H	(Prohibited area)						TIORC6						
FFE6 092C _H	(Prohibited area)												
FFE6 0930 _H	(Prohibited area)												
FFE6 0934 _H	(Prohibited area)						TIERC6						
FFE6 0938 _H	TCNTC6												
FFE6 093C _H	CUCRC6												
FFE6 0940 _H	GRC60												
FFE6 0944 _H	GRC61												
FFE6 0948 _H	GRC62												
FFE6 094C _H	GRC63												

Timer C Registers (FFE6 0600_H to FFE6 0A1F_H) (5/5)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0950 _H	OCRC60												
FFE6 0954 _H	OCRC61												
FFE6 0958 _H	OCRC62												
FFE6 095C _H	OCRC63												
FFE6 0960 _H to FFE6 096C _H	(Prohibited area)												
FFE6 0970 _H	NCRC60					NCNTC60							
FFE6 0974 _H	NCRC61					NCNTC61							
FFE6 0978 _H	NCRC62					NCNTC62							
FFE6 097C _H	NCRC63					NCNTC63							
FFE6 0980 _H to FFE6 099C _H	(Prohibited area)												
FFE6 09A0 _H	TSCRC7					(Prohibited area)							C7
FFE6 09A4 _H	TSRC7					TCRC7							
FFE6 09A8 _H	(Prohibited area)					TIORC7							
FFE6 09AC _H	(Prohibited area)												
FFE6 09B0 _H	(Prohibited area)												
FFE6 09B4 _H	(Prohibited area)					TIERC7							
FFE6 09B8 _H	TCNTC7												
FFE6 09BC _H	CUCRC7												
FFE6 09C0 _H	GRC70												
FFE6 09C4 _H	GRC71												
FFE6 09C8 _H	GRC72												
FFE6 09CC _H	GRC73												
FFE6 09D0 _H	OCRC70												
FFE6 09D4 _H	OCRC71												
FFE6 09D8 _H	OCRC72												
FFE6 09DC _H	OCRC73												
FFE6 09E0 _H to FFE6 09EC _H	(Prohibited area)												
FFE6 09F0 _H	NCRC70					NCNTC70							
FFE6 09F4 _H	NCRC71					NCNTC71							
FFE6 09F8 _H	NCRC72					NCNTC72							
FFE6 09FC _H	NCRC73					NCNTC73							
FFE6 0A00 _H to FFE6 0A1C _H	(Prohibited area)												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (1/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 1000 _H	(Prohibited area)						TSTRD						Entire D
FFE6 1004 _H	(Prohibited area)												
to													
FFE6 10F8 _H													
FFE6 10FC _H	(Prohibited area)												
FFE6 1100 _H	DCRD0						TCRD0						D0
FFE6 1104 _H	TIOR2D0						TIOR1D0						
FFE6 1108 _H	DSR2D0			DSR1D0			DSCRD0			DSTRD0			
FFE6 110C _H	TSCRD0						TSRD0						
FFE6 1110 _H	(Prohibited area)			ODRD0			OSELRD0			TOCRD0			
FFE6 1114 _H	(Prohibited area)									TICTSEL0			
FFE6 1118 _H	OSBRD0												
FFE6 111C _H	(Prohibited area)												
FFE6 1120 _H	TCNT1D0												
FFE6 1124 _H	TCNT2D0												
FFE6 1128 _H	CUCR1D0												
FFE6 112C _H	CUCR2D0												
FFE6 1130 _H	(Prohibited area)									RCR1D0			
FFE6 1134 _H	(Prohibited area)									RCR2D0			
FFE6 1138 _H	(Prohibited area)												
FFE6 113C _H	(Prohibited area)												
FFE6 1140 _H	OCR1D00												
FFE6 1144 _H	(Prohibited area)												
FFE6 1148 _H	OCR2D00												
FFE6 114C _H	(Prohibited area)												
FFE6 1150 _H	ICR1D00												
FFE6 1154 _H	ICR2D00												
FFE6 1158 _H	DCNTD00												
FFE6 115C _H	(Prohibited area)												
FFE6 1160 _H	OCR1D01												
FFE6 1164 _H	(Prohibited area)												
FFE6 1168 _H	OCR2D01												
FFE6 116C _H	(Prohibited area)												
FFE6 1170 _H	ICR1D01												
FFE6 1174 _H	ICR2D01												
FFE6 1178 _H	DCNTD01												
FFE6 117C _H	(Prohibited area)												
FFE6 1180 _H	OCR1D02												
FFE6 1184 _H	(Prohibited area)												
FFE6 1188 _H	OCR2D02												
FFE6 118C _H	(Prohibited area)												
FFE6 1190 _H	ICR1D02												
FFE6 1194 _H	ICR2D02												
FFE6 1198 _H	DCNTD02												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (2/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 119C _H	(Prohibited area)												
FFE6 11A0 _H	OCR1D03												
FFE6 11A4 _H	(Prohibited area)												
FFE6 11A8 _H	OCR2D03												
FFE6 11AC _H	(Prohibited area)												
FFE6 11B0 _H	ICR1D03												
FFE6 11B4 _H	ICR2D03												
FFE6 11B8 _H	DCNTD03												
FFE6 11BC _H	(Prohibited area)												
FFE6 11C0 _H	(Prohibited area)												
to													
FFE6 11FC _H													
FFE6 1200 _H	DCRD1						TCRD1						D1
FFE6 1204 _H	TIOR2D1						TIOR1D1						
FFE6 1208 _H	DSR2D1			DSR1D1			DSCRD1			DSTRD1			
FFE6 120C _H	TSCRD1						TSRD1						
FFE6 1210 _H	(Prohibited area)			ODRD1			OSELRD1			TOCRD1			
FFE6 1214 _H	(Prohibited area)									TICTSELD1			
FFE6 1218 _H	OSBRD1												
FFE6 121C _H	(Prohibited area)												
FFE6 1220 _H	TCNT1D1												
FFE6 1224 _H	TCNT2D1												
FFE6 1228 _H	CUCR1D1												
FFE6 122C _H	CUCR2D1												
FFE6 1230 _H	(Prohibited area)									RCR1D1			
FFE6 1234 _H	(Prohibited area)									RCR2D1			
FFE6 1238 _H	(Prohibited area)												
FFE6 123C _H	(Prohibited area)												
FFE6 1240 _H	OCR1D10												
FFE6 1244 _H	(Prohibited area)												
FFE6 1248 _H	OCR2D10												
FFE6 124C _H	(Prohibited area)												
FFE6 1250 _H	ICR1D10												
FFE6 1254 _H	ICR2D10												
FFE6 1258 _H	DCNTD10												
FFE6 125C _H	(Prohibited area)												
FFE6 1260 _H	OCR1D11												
FFE6 1264 _H	(Prohibited area)												
FFE6 1268 _H	OCR2D11												
FFE6 126C _H	(Prohibited area)												
FFE6 1270 _H	ICR1D11												
FFE6 1274 _H	ICR2D11												
FFE6 1278 _H	DCNTD11												
FFE6 127C _H	(Prohibited area)												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (3/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 1280 _H	OCR1D12												
FFE6 1284 _H	(Prohibited area)												
FFE6 1288 _H	OCR2D12												
FFE6 128C _H	(Prohibited area)												
FFE6 1290 _H	ICR1D12												
FFE6 1294 _H	ICR2D12												
FFE6 1298 _H	DCNTD12												
FFE6 129C _H	(Prohibited area)												
FFE6 12A0 _H	OCR1D13												
FFE6 12A4 _H	(Prohibited area)												
FFE6 12A8 _H	OCR2D13												
FFE6 12AC _H	(Prohibited area)												
FFE6 12B0 _H	ICR1D13												
FFE6 12B4 _H	ICR2D13												
FFE6 12B8 _H	DCNTD13												
FFE6 12BC _H	(Prohibited area)												
FFE6 12C0 _H	(Prohibited area)												
to													
FFE6 12FC _H													
FFE6 1300 _H	DCRD2						TCRD2						D2
FFE6 1304 _H	TIOR2D2						TIOR1D2						
FFE6 1308 _H	DSR2D2			DSR1D2			DSCRD2			DSTRD2			
FFE6 130C _H	TSCRD2						TSRD2						
FFE6 1310 _H	(Prohibited area)			ODRD2			OSELRD2			TOCRD2			
FFE6 1314 _H	(Prohibited area)									TICTSELD2			
FFE6 1318 _H	OSBRD2												
FFE6 131C _H	(Prohibited area)												
FFE6 1320 _H	TCNT1D2												
FFE6 1324 _H	TCNT2D2												
FFE6 1328 _H	CUCR1D2												
FFE6 132C _H	CUCR2D2												
FFE6 1330 _H	(Prohibited area)									RCR1D2			
FFE6 1334 _H	(Prohibited area)									RCR2D2			
FFE6 1338 _H	(Prohibited area)												
FFE6 133C _H	(Prohibited area)												
FFE6 1340 _H	OCR1D20												
FFE6 1344 _H	(Prohibited area)												
FFE6 1348 _H	OCR2D20												
FFE6 134C _H	(Prohibited area)												
FFE6 1350 _H	ICR1D20												
FFE6 1354 _H	ICR2D20												
FFE6 1358 _H	DCNTD20												
FFE6 135C _H	(Prohibited area)												
FFE6 1360 _H	OCR1D21												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (4/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 1364 _H	(Prohibited area)												
FFE6 1368 _H	OCR2D21												
FFE6 136C _H	(Prohibited area)												
FFE6 1370 _H	ICR1D21												
FFE6 1374 _H	ICR2D21												
FFE6 1378 _H	DCNTD21												
FFE6 137C _H	(Prohibited area)												
FFE6 1380 _H	OCR1D22												
FFE6 1384 _H	(Prohibited area)												
FFE6 1388 _H	OCR2D22												
FFE6 138C _H	(Prohibited area)												
FFE6 1390 _H	ICR1D22												
FFE6 1394 _H	ICR2D22												
FFE6 1398 _H	DCNTD22												
FFE6 139C _H	(Prohibited area)												
FFE6 13A0 _H	OCR1D23												
FFE6 13A4 _H	(Prohibited area)												
FFE6 13A8 _H	OCR2D23												
FFE6 13AC _H	(Prohibited area)												
FFE6 13B0 _H	ICR1D23												
FFE6 13B4 _H	ICR2D23												
FFE6 13B8 _H	DCNTD23												
FFE6 13BC _H	(Prohibited area)												
FFE6 13C0 _H	(Prohibited area)												
to													
FFE6 13FC _H													
FFE6 1400 _H	DCRD3						TCRD3						D3
FFE6 1404 _H	TIOR2D3						TIOR1D3						
FFE6 1408 _H	DSR2D3			DSR1D3			DSCRD3			DSTRD3			
FFE6 140C _H	TSCRD3						TSRD3						
FFE6 1410 _H	(Prohibited area)			ODRD3			OSELRD3			TOCRD3			
FFE6 1414 _H	(Prohibited area)									TICTSELD3			
FFE6 1418 _H	OSBRD3												
FFE6 141C _H	(Prohibited area)												
FFE6 1420 _H	TCNT1D3												
FFE6 1424 _H	TCNT2D3												
FFE6 1428 _H	CUCR1D3												
FFE6 142C _H	CUCR2D3												
FFE6 1430 _H	(Prohibited area)									RCR1D3			
FFE6 1434 _H	(Prohibited area)									RCR2D3			
FFE6 1438 _H	(Prohibited area)												
FFE6 143C _H	(Prohibited area)												
FFE6 1440 _H	OCR1D30												
FFE6 1444 _H	(Prohibited area)												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (5/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 1448 _H	OCR2D30												
FFE6 144C _H	(Prohibited area)												
FFE6 1450 _H	ICR1D30												
FFE6 1454 _H	ICR2D30												
FFE6 1458 _H	DCNTD30												
FFE6 145C _H	(Prohibited area)												
FFE6 1460 _H	OCR1D31												
FFE6 1464 _H	(Prohibited area)												
FFE6 1468 _H	OCR2D31												
FFE6 146C _H	(Prohibited area)												
FFE6 1470 _H	ICR1D31												
FFE6 1474 _H	ICR2D31												
FFE6 1478 _H	DCNTD31												
FFE6 147C _H	(Prohibited area)												
FFE6 1480 _H	OCR1D32												
FFE6 1484 _H	(Prohibited area)												
FFE6 1488 _H	OCR2D32												
FFE6 148C _H	(Prohibited area)												
FFE6 1490 _H	ICR1D32												
FFE6 1494 _H	ICR2D32												
FFE6 1498 _H	DCNTD32												
FFE6 149C _H	(Prohibited area)												
FFE6 14A0 _H	OCR1D33												
FFE6 14A4 _H	(Prohibited area)												
FFE6 14A8 _H	OCR2D33												
FFE6 14AC _H	(Prohibited area)												
FFE6 14B0 _H	ICR1D33												
FFE6 14B4 _H	ICR2D33												
FFE6 14B8 _H	DCNTD33												
FFE6 14BC _H	(Prohibited area)												
FFE6 14C0 _H	(Prohibited area)												
to													
FFE6 14FC _H													
FFE6 1500 _H	DCRD4						TCRD4						D4
FFE6 1504 _H	TIOR2D4						TIOR1D4						
FFE6 1508 _H	DSR2D4			DSR1D4			DSCRD4			DSTRD4			
FFE6 150C _H	TSCRD4						TSRD4						
FFE6 1510 _H	(Prohibited area)			ODRD4			OSELRD4			TOCRD4			
FFE6 1514 _H	(Prohibited area)									TICTSELD4			
FFE6 1518 _H	OSBRD4												
FFE6 151C _H	(Prohibited area)												
FFE6 1520 _H	TCNT1D4												
FFE6 1524 _H	TCNT2D4												
FFE6 1528 _H	CUCR1D4												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (6/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 152C _H	CUCR2D4												
FFE6 1530 _H	(Prohibited area)									RCR1D4			
FFE6 1534 _H	(Prohibited area)									RCR2D4			
FFE6 1538 _H	(Prohibited area)												
FFE6 153C _H	(Prohibited area)												
FFE6 1540 _H	OCR1D40												
FFE6 1544 _H	(Prohibited area)												
FFE6 1548 _H	OCR2D40												
FFE6 154C _H	(Prohibited area)												
FFE6 1550 _H	ICR1D40												
FFE6 1554 _H	ICR2D40												
FFE6 1558 _H	DCNTD40												
FFE6 155C _H	(Prohibited area)												
FFE6 1560 _H	OCR1D41												
FFE6 1564 _H	(Prohibited area)												
FFE6 1568 _H	OCR2D41												
FFE6 156C _H	(Prohibited area)												
FFE6 1570 _H	ICR1D41												
FFE6 1574 _H	ICR2D41												
FFE6 1578 _H	DCNTD41												
FFE6 157C _H	(Prohibited area)												
FFE6 1580 _H	OCR1D42												
FFE6 1584 _H	(Prohibited area)												
FFE6 1588 _H	OCR2D42												
FFE6 158C _H	(Prohibited area)												
FFE6 1590 _H	ICR1D42												
FFE6 1594 _H	ICR2D42												
FFE6 1598 _H	DCNTD42												
FFE6 159C _H	(Prohibited area)												
FFE6 15A0 _H	OCR1D43												
FFE6 15A4 _H	(Prohibited area)												
FFE6 15A8 _H	OCR2D43												
FFE6 15AC _H	(Prohibited area)												
FFE6 15B0 _H	ICR1D43												
FFE6 15B4 _H	ICR2D43												
FFE6 15B8 _H	DCNTD43												
FFE6 15BC _H	(Prohibited area)												
FFE6 15C0 _H	(Prohibited area)												
to													
FFE6 15FC _H													
FFE6 1600 _H	DCRD5						TCRD5						D5
FFE6 1604 _H	TIOR2D5						TIOR1D5						
FFE6 1608 _H	DSR2D5			DSR1D5			DSCRD5			DSTRD5			
FFE6 160C _H	TSCRD5						TSRD5						

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (7/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 1610 _H	(Prohibited area)			ODRD5			OSELRD5			TOCRD5			
FFE6 1614 _H	(Prohibited area)									TICTSELD5			
FFE6 1618 _H	OSBRD5												
FFE6 161C _H	(Prohibited area)												
FFE6 1620 _H	TCNT1D5												
FFE6 1624 _H	TCNT2D5												
FFE6 1628 _H	CUCR1D5												
FFE6 162C _H	CUCR2D5												
FFE6 1630 _H	(Prohibited area)									RCR1D5			
FFE6 1634 _H	(Prohibited area)									RCR2D5			
FFE6 1638 _H	(Prohibited area)												
FFE6 163C _H	(Prohibited area)												
FFE6 1640 _H	OCR1D50												
FFE6 1644 _H	(Prohibited area)												
FFE6 1648 _H	OCR2D50												
FFE6 164C _H	(Prohibited area)												
FFE6 1650 _H	ICR1D50												
FFE6 1654 _H	ICR2D50												
FFE6 1658 _H	DCNTD50												
FFE6 165C _H	(Prohibited area)												
FFE6 1660 _H	OCR1D51												
FFE6 1664 _H	(Prohibited area)												
FFE6 1668 _H	OCR2D51												
FFE6 166C _H	(Prohibited area)												
FFE6 1670 _H	ICR1D51												
FFE6 1674 _H	ICR2D51												
FFE6 1678 _H	DCNTD51												
FFE6 167C _H	(Prohibited area)												
FFE6 1680 _H	OCR1D52												
FFE6 1684 _H	(Prohibited area)												
FFE6 1688 _H	OCR2D52												
FFE6 168C _H	(Prohibited area)												
FFE6 1690 _H	ICR1D52												
FFE6 1694 _H	ICR2D52												
FFE6 1698 _H	DCNTD52												
FFE6 169C _H	(Prohibited area)												
FFE6 16A0 _H	OCR1D53												
FFE6 16A4 _H	(Prohibited area)												
FFE6 16A8 _H	OCR2D53												
FFE6 16AC _H	(Prohibited area)												
FFE6 16B0 _H	ICR1D53												
FFE6 16B4 _H	ICR2D53												
FFE6 16B8 _H	DCNTD53												
FFE6 16BC _H	(Prohibited area)												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (8/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 16C0 _H	(Prohibited area)												
to													
FFE6 16FC _H													
FFE6 1700 _H	DCRD6						TCRD6						D6
FFE6 1704 _H	TIOR2D6						TIOR1D6						
FFE6 1708 _H	DSR2D6			DSR1D6			DSCRD6			DSTRD6			
FFE6 170C _H	TSCRD6						TSRD6						
FFE6 1710 _H	(Prohibited area)			ODRD6			OSELRD6			TOCRD6			
FFE6 1714 _H	(Prohibited area)									TICTSELD6			
FFE6 1718 _H	OSBRD6												
FFE6 171C _H	(Prohibited area)												
FFE6 1720 _H	TCNT1D6												
FFE6 1724 _H	TCNT2D6												
FFE6 1728 _H	CUCR1D6												
FFE6 172C _H	CUCR2D6												
FFE6 1730 _H	(Prohibited area)									RCR1D6			
FFE6 1734 _H	(Prohibited area)									RCR2D6			
FFE6 1738 _H	(Prohibited area)												
FFE6 173C _H	(Prohibited area)												
FFE6 1740 _H	OCR1D60												
FFE6 1744 _H	(Prohibited area)												
FFE6 1748 _H	OCR2D60												
FFE6 174C _H	(Prohibited area)												
FFE6 1750 _H	ICR1D60												
FFE6 1754 _H	ICR2D60												
FFE6 1758 _H	DCNTD60												
FFE6 175C _H	(Prohibited area)												
FFE6 1760 _H	OCR1D61												
FFE6 1764 _H	(Prohibited area)												
FFE6 1768 _H	OCR2D61												
FFE6 176C _H	(Prohibited area)												
FFE6 1770 _H	ICR1D61												
FFE6 1774 _H	ICR2D61												
FFE6 1778 _H	DCNTD61												
FFE6 177C _H	(Prohibited area)												
FFE6 1780 _H	OCR1D62												
FFE6 1784 _H	(Prohibited area)												
FFE6 1788 _H	OCR2D62												
FFE6 178C _H	(Prohibited area)												
FFE6 1790 _H	ICR1D62												
FFE6 1794 _H	ICR2D62												
FFE6 1798 _H	DCNTD62												
FFE6 179C _H	(Prohibited area)												
FFE6 17A0 _H	OCR1D63												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (9/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 17A4 _H	(Prohibited area)												
FFE6 17A8 _H	OCR2D63												
FFE6 17AC _H	(Prohibited area)												
FFE6 17B0 _H	ICR1D63												
FFE6 17B4 _H	ICR2D63												
FFE6 17B8 _H	DCNTD63												
FFE6 17BC _H	(Prohibited area)												
FFE6 17C0 _H	(Prohibited area)												
to													
FFE6 17FC _H													
FFE6 1800 _H	DCRD7						TCRD7						D7
FFE6 1804 _H	TIOR2D7						TIOR1D7						
FFE6 1808 _H	DSR2D7			DSR1D7			DSCRD7			DSTRD7			
FFE6 180C _H	TSCRD7						TSRD7						
FFE6 1810 _H	(Prohibited area)			ODRD7			OSELRD7			TOCRD7			
FFE6 1814 _H	(Prohibited area)									TICTSELD7			
FFE6 1818 _H	OSBRD7												
FFE6 181C _H	(Prohibited area)												
FFE6 1820 _H	TCNT1D7												
FFE6 1824 _H	TCNT2D7												
FFE6 1828 _H	CUCR1D7												
FFE6 182C _H	CUCR2D7												
FFE6 1830 _H	(Prohibited area)									RCR1D7			
FFE6 1834 _H	(Prohibited area)									RCR2D7			
FFE6 1838 _H	(Prohibited area)												
FFE6 183C _H	(Prohibited area)												
FFE6 1840 _H	OCR1D70												
FFE6 1844 _H	(Prohibited area)												
FFE6 1848 _H	OCR2D70												
FFE6 184C _H	(Prohibited area)												
FFE6 1850 _H	ICR1D70												
FFE6 1854 _H	ICR2D70												
FFE6 1858 _H	DCNTD70												
FFE6 185C _H	(Prohibited area)												
FFE6 1860 _H	OCR1D71												
FFE6 1864 _H	(Prohibited area)												
FFE6 1868 _H	OCR2D71												
FFE6 186C _H	(Prohibited area)												
FFE6 1870 _H	ICR1D71												
FFE6 1874 _H	ICR2D71												
FFE6 1878 _H	DCNTD71												
FFE6 187C _H	(Prohibited area)												
FFE6 1880 _H	OCR1D72												
FFE6 1884 _H	(Prohibited area)												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (10/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 1888 _H	OCR2D72												
FFE6 188C _H	(Prohibited area)												
FFE6 1890 _H	ICR1D72												
FFE6 1894 _H	ICR2D72												
FFE6 1898 _H	DCNTD72												
FFE6 189C _H	(Prohibited area)												
FFE6 18A0 _H	OCR1D73												
FFE6 18A4 _H	(Prohibited area)												
FFE6 18A8 _H	OCR2D73												
FFE6 18AC _H	(Prohibited area)												
FFE6 18B0 _H	ICR1D73												
FFE6 18B4 _H	ICR2D73												
FFE6 18B8 _H	DCNTD73												
FFE6 18BC _H	(Prohibited area)												
FFE6 18C0 _H	(Prohibited area)												
to													
FFE6 18FC _H													
FFE6 1900 _H	DCRD8						TCRD8						D8
FFE6 1904 _H	TIOR2D8						TIOR1D8						
FFE6 1908 _H	DSR2D8			DSR1D8			DSCRD8			DSTRD8			
FFE6 190C _H	TSCRD8						TSRD8						
FFE6 1910 _H	(Prohibited area)			ODRD8			OSELRD8			TOCRD8			
FFE6 1914 _H	(Prohibited area)						TICTSELD8						
FFE6 1918 _H	OSBRD8												
FFE6 191C _H	(Prohibited area)												
FFE6 1920 _H	TCNT1D8												
FFE6 1924 _H	TCNT2D8												
FFE6 1928 _H	CUCR1D8												
FFE6 192C _H	CUCR2D8												
FFE6 1930 _H	(Prohibited area)						RCR1D8						
FFE6 1934 _H	(Prohibited area)						RCR2D8						
FFE6 1938 _H	(Prohibited area)												
FFE6 193C _H	(Prohibited area)												
FFE6 1940 _H	OCR1D80												
FFE6 1944 _H	(Prohibited area)												
FFE6 1948 _H	OCR2D80												
FFE6 194C _H	(Prohibited area)												
FFE6 1950 _H	ICR1D80												
FFE6 1954 _H	ICR2D80												
FFE6 1958 _H	DCNTD80												
FFE6 195C _H	(Prohibited area)												
FFE6 1960 _H	OCR1D81												
FFE6 1964 _H	(Prohibited area)												
FFE6 1968 _H	OCR2D81												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (11/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 196C _H	(Prohibited area)												
FFE6 1970 _H	ICR1D81												
FFE6 1974 _H	ICR2D81												
FFE6 1978 _H	DCNTD81												
FFE6 197C _H	(Prohibited area)												
FFE6 1980 _H	OCR1D82												
FFE6 1984 _H	(Prohibited area)												
FFE6 1988 _H	OCR2D82												
FFE6 198C _H	(Prohibited area)												
FFE6 1990 _H	ICR1D82												
FFE6 1994 _H	ICR2D82												
FFE6 1998 _H	DCNTD82												
FFE6 199C _H	(Prohibited area)												
FFE6 19A0 _H	OCR1D83												
FFE6 19A4 _H	(Prohibited area)												
FFE6 19A8 _H	OCR2D83												
FFE6 19AC _H	(Prohibited area)												
FFE6 19B0 _H	ICR1D83												
FFE6 19B4 _H	ICR2D83												
FFE6 19B8 _H	DCNTD83												
FFE6 19BC _H	(Prohibited area)												
FFE6 19C0 _H	(Prohibited area)												
to													
FFE6 19FC _H													
FFE6 1A00 _H	DCRD9						TCRD9						D9
FFE6 1A04 _H	TIOR2D9						TIOR1D9						
FFE6 1A08 _H	DSR2D9			DSR1D9			DSCRD9			DSTRD9			
FFE6 1A0C _H	TSCRD9						TSRD9						
FFE6 1A10 _H	(Prohibited area)			ODRD9			OSELRD9			TOCRD9			
FFE6 1A14 _H	(Prohibited area)									TICTSELD9			
FFE6 1A18 _H	OSBRD9												
FFE6 1A1C _H	(Prohibited area)												
FFE6 1A20 _H	TCNT1D9												
FFE6 1A24 _H	TCNT2D9												
FFE6 1A28 _H	CUCR1D9												
FFE6 1A2C _H	CUCR2D9												
FFE6 1A30 _H	(Prohibited area)									RCR1D9			
FFE6 1A34 _H	(Prohibited area)									RCR2D9			
FFE6 1A38 _H	(Prohibited area)												
FFE6 1A3C _H	(Prohibited area)												
FFE6 1A40 _H	OCR1D90												
FFE6 1A44 _H	(Prohibited area)												
FFE6 1A48 _H	OCR2D90												
FFE6 1A4C _H	(Prohibited area)												

Timer D Registers (FFE6 1000_H to FFE6 1FFC_H) (12/12)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 1A50 _H	ICR1D90												
FFE6 1A54 _H	ICR2D90												
FFE6 1A58 _H	DCNTD90												
FFE6 1A5C _H	(Prohibited area)												
FFE6 1A60 _H	OCR1D91												
FFE6 1A64 _H	(Prohibited area)												
FFE6 1A68 _H	OCR2D91												
FFE6 1A6C _H	(Prohibited area)												
FFE6 1A70 _H	ICR1D91												
FFE6 1A74 _H	ICR2D91												
FFE6 1A78 _H	DCNTD91												
FFE6 1A7C _H	(Prohibited area)												
FFE6 1A80 _H	OCR1D92												
FFE6 1A84 _H	(Prohibited area)												
FFE6 1A88 _H	OCR2D92												
FFE6 1A8C _H	(Prohibited area)												
FFE6 1A90 _H	ICR1D92												
FFE6 1A94 _H	ICR2D92												
FFE6 1A98 _H	DCNTD92												
FFE6 1A9C _H	(Prohibited area)												
FFE6 1AA0 _H	OCR1D93												
FFE6 1A4 _H	(Prohibited area)												
FFE6 1AA8 _H	OCR2D93												
FFE6 1AAC _H	(Prohibited area)												
FFE6 1AB0 _H	ICR1D93												
FFE6 1AB4 _H	ICR2D93												
FFE6 1AB8 _H	DCNTD93												
FFE6 1ABC _H	(Prohibited area)												
FFE6 1AC0 _H	(Prohibited area)												
to													
FFE6 1FFC _H													

Timer E Registers (FFE6 2000_H to FFE6 2FFF_H) (1/8)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page	
FFE6 2000 _H	(Prohibited area)									TSTRE		Entire E		
FFE6 2004 _H	(Prohibited area)													
FFE6 2008 _H	(Prohibited area)													
to														
FFE6 20FC _H														
FFE6 2100 _H	(Prohibited area)									SSTRE0		E0		
FFE6 2104 _H	(Prohibited area)									PSCRE0				
FFE6 2108 _H	(Prohibited area)			RLDCRE0			(Prohibited area)			TCRE0				
FFE6 210C _H	(Prohibited area)			SOLVLE0			POECRE0							
FFE6 2110 _H	TSCRE0						TSRE0							
FFE6 2114 _H	TIERE0						(Prohibited area)			TOCRE0				
FFE6 2118 _H	PSCCRE03			PSCCRE02			PSCCRE01			PSCCRE00				
FFE6 211C _H	(Prohibited area)													
FFE6 2120 _H	(Prohibited area)													
FFE6 2124 _H										TCNTE00				
FFE6 2128 _H										CYLRE00				
FFE6 212C _H										DTRE00				
FFE6 2130 _H										CRLDE00				
FFE6 2134 _H										DRLDE00				
FFE6 2138 _H	(Prohibited area)													
FFE6 213C _H	(Prohibited area)													
FFE6 2140 _H	(Prohibited area)													
FFE6 2144 _H										TCNTE01				
FFE6 2148 _H										CYLRE01				
FFE6 214C _H										DTRE01				
FFE6 2150 _H										CRLDE01				
FFE6 2154 _H										DRLDE01				
FFE6 2158 _H	(Prohibited area)													
FFE6 215C _H	(Prohibited area)													
FFE6 2160 _H	(Prohibited area)													
FFE6 2164 _H										TCNTE02				
FFE6 2168 _H										CYLRE02				
FFE6 216C _H										DTRE02				
FFE6 2170 _H										CRLDE02				
FFE6 2174 _H										DRLDE02				
FFE6 2178 _H	(Prohibited area)													
FFE6 217C _H	(Prohibited area)													
FFE6 2180 _H	(Prohibited area)													
FFE6 2184 _H										TCNTE03				
FFE6 2188 _H										CYLRE03				
FFE6 218C _H										DTRE03				
FFE6 2190 _H										CRLDE03				
FFE6 2194 _H										DRLDE03				
FFE6 2198 _H	(Prohibited area)													

Timer E Registers (FFE6 2000_H to FFE6 2FFF_H) (2/8)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 219C _H	(Prohibited area)												
FFE6 21A0 _H	(Prohibited area)												
to													
FFE6 21FC _H													
FFE6 2200 _H	(Prohibited area)									SSTRE1		E1	
FFE6 2204 _H	(Prohibited area)									PSCRE1			
FFE6 2208 _H	(Prohibited area)			RLDCRE1			(Prohibited area)			TCRE1			
FFE6 220C _H	(Prohibited area)			SOLVLE1			POECRE1						
FFE6 2210 _H	TSCRE1						TSRE1						
FFE6 2214 _H	TIERE1						(Prohibited area)			TOCRE1			
FFE6 2218 _H	PSCCRE13			PSCCRE12			PSCCRE11			PSCCRE10			
FFE6 221C _H	(Prohibited area)												
FFE6 2220 _H	(Prohibited area)												
FFE6 2224 _H	TCNTE10												
FFE6 2228 _H	CYLRE10												
FFE6 222C _H	DTRE10												
FFE6 2230 _H	CRLDE10												
FFE6 2234 _H	DRLDE10												
FFE6 2238 _H	(Prohibited area)												
FFE6 223C _H	(Prohibited area)												
FFE6 2240 _H	(Prohibited area)												
FFE6 2244 _H	TCNTE11												
FFE6 2248 _H	CYLRE11												
FFE6 224C _H	DTRE11												
FFE6 2250 _H	CRLDE11												
FFE6 2254 _H	DRLDE11												
FFE6 2258 _H	(Prohibited area)												
FFE6 225C _H	(Prohibited area)												
FFE6 2260 _H	(Prohibited area)												
FFE6 2264 _H	TCNTE12												
FFE6 2268 _H	CYLRE12												
FFE6 226C _H	DTRE12												
FFE6 2270 _H	CRLDE12												
FFE6 2274 _H	DRLDE12												
FFE6 2278 _H	(Prohibited area)												
FFE6 227C _H	(Prohibited area)												
FFE6 2280 _H	(Prohibited area)												
FFE6 2284 _H	TCNTE13												
FFE6 2288 _H	CYLRE13												
FFE6 228C _H	DTRE13												
FFE6 2290 _H	CRLDE13												
FFE6 2294 _H	DRLDE13												
FFE6 2298 _H	(Prohibited area)												
FFE6 229C _H	(Prohibited area)												

Timer E Registers (FFE6 2000_H to FFE6 2FFF_H) (3/8)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 22A0 _H	(Prohibited area)												
to													
FFE6 22FC _H													
FFE6 2300 _H	(Prohibited area)									SSTRE2			E2
FFE6 2304 _H	(Prohibited area)									PSCRE2			
FFE6 2308 _H	(Prohibited area)			RLDCRE2			(Prohibited area)			TCRE2			
FFE6 230C _H	(Prohibited area)			SOLVLE2			POECRE2						
FFE6 2310 _H	TSCRE2						TSRE2						
FFE6 2314 _H	TIERE2						(Prohibited area)			TOCRE2			
FFE6 2318 _H	PSCCRE23			PSCCRE22			PSCCRE21			PSCCRE20			
FFE6 231C _H	(Prohibited area)												
FFE6 2320 _H	(Prohibited area)												
FFE6 2324 _H	TCNTE20												
FFE6 2328 _H	CYLRE20												
FFE6 232C _H	DTRE20												
FFE6 2330 _H	CRLDE20												
FFE6 2334 _H	DRLDE20												
FFE6 2338 _H	(Prohibited area)												
FFE6 233C _H	(Prohibited area)												
FFE6 2340 _H	(Prohibited area)												
FFE6 2344 _H	TCNTE21												
FFE6 2348 _H	CYLRE21												
FFE6 234C _H	DTRE21												
FFE6 2350 _H	CRLDE21												
FFE6 2354 _H	DRLDE21												
FFE6 2358 _H	(Prohibited area)												
FFE6 235C _H	(Prohibited area)												
FFE6 2360 _H	(Prohibited area)												
FFE6 2364 _H	TCNTE22												
FFE6 2368 _H	CYLRE22												
FFE6 236C _H	DTRE22												
FFE6 2370 _H	CRLDE22												
FFE6 2374 _H	DRLDE22												
FFE6 2378 _H	(Prohibited area)												
FFE6 237C _H	(Prohibited area)												
FFE6 2380 _H	(Prohibited area)												
FFE6 2384 _H	TCNTE23												
FFE6 2388 _H	CYLRE23												
FFE6 238C _H	DTRE23												
FFE6 2390 _H	CRLDE23												
FFE6 2394 _H	DRLDE23												
FFE6 2398 _H	(Prohibited area)												
FFE6 239C _H	(Prohibited area)												

Timer E Registers (FFE6 2000_H to FFE6 2FFF_H) (4/8)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 23A0 _H	(Prohibited area)												
to													
FFE6 23FC _H													
FFE6 2400 _H	(Prohibited area)									SSTRE3		E3	
FFE6 2404 _H	(Prohibited area)									PSCRE3			
FFE6 2408 _H	(Prohibited area)			RLDCRE3			(Prohibited area)			TCRE3			
FFE6 240C _H	(Prohibited area)			SOLVLE3			POECRE3						
FFE6 2410 _H	TSCRE3						TSRE3						
FFE6 2414 _H	TIERE3						(Prohibited area)			TOCRE3			
FFE6 2418 _H	PSCCRE33			PSCCRE32			PSCCRE31			PSCCRE30			
FFE6 241C _H	(Prohibited area)												
FFE6 2420 _H	(Prohibited area)												
FFE6 2424 _H	TCNTE30												
FFE6 2428 _H	CYLRE30												
FFE6 242C _H	DTRE30												
FFE6 2430 _H	CRLDE30												
FFE6 2434 _H	DRLDE30												
FFE6 2438 _H	(Prohibited area)												
FFE6 243C _H	(Prohibited area)												
FFE6 2440 _H	(Prohibited area)												
FFE6 2444 _H	TCNTE31												
FFE6 2448 _H	CYLRE31												
FFE6 244C _H	DTRE31												
FFE6 2450 _H	CRLDE31												
FFE6 2454 _H	DRLDE31												
FFE6 2458 _H	(Prohibited area)												
FFE6 245C _H	(Prohibited area)												
FFE6 2460 _H	(Prohibited area)												
FFE6 2464 _H	TCNTE32												
FFE6 2468 _H	CYLRE32												
FFE6 246C _H	DTRE32												
FFE6 2470 _H	CRLDE32												
FFE6 2474 _H	DRLDE32												
FFE6 2478 _H	(Prohibited area)												
FFE6 247C _H	(Prohibited area)												
FFE6 2480 _H	(Prohibited area)												
FFE6 2484 _H	TCNTE33												
FFE6 2488 _H	CYLRE33												
FFE6 248C _H	DTRE33												
FFE6 2490 _H	CRLDE33												
FFE6 2494 _H	DRLDE33												
FFE6 2498 _H	(Prohibited area)												
FFE6 249C _H	(Prohibited area)												

Timer E Registers (FFE6 2000_H to FFE6 2FFF_H) (5/8)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 24A0 _H	(Prohibited area)												
to													
FFE6 24FC _H													
FFE6 2500 _H	(Prohibited area)									SSTRE4		E4	
FFE6 2504 _H	(Prohibited area)									PSCRE4			
FFE6 2508 _H	(Prohibited area)			RLDCRE4			(Prohibited area)			TCRE4			
FFE6 250C _H	(Prohibited area)			SOLVLE4			POECRE4						
FFE6 2510 _H	TSCRE4						TSRE4						
FFE6 2514 _H	TIERE4						(Prohibited area)			TOCRE4			
FFE6 2518 _H	PSCCRE43			PSCCRE42			PSCCRE41			PSCCRE40			
FFE6 251C _H	(Prohibited area)												
FFE6 2520 _H	(Prohibited area)												
FFE6 2524 _H	TCNTE40												
FFE6 2528 _H	CYLRE40												
FFE6 252C _H	DTRE40												
FFE6 2530 _H	CRLDE40												
FFE6 2534 _H	DRLDE40												
FFE6 2538 _H	(Prohibited area)												
FFE6 253C _H	(Prohibited area)												
FFE6 2540 _H	(Prohibited area)												
FFE6 2544 _H	TCNTE41												
FFE6 2548 _H	CYLRE41												
FFE6 254C _H	DTRE41												
FFE6 2550 _H	CRLDE41												
FFE6 2554 _H	DRLDE41												
FFE6 2558 _H	(Prohibited area)												
FFE6 255C _H	(Prohibited area)												
FFE6 2560 _H	(Prohibited area)												
FFE6 2564 _H	TCNTE42												
FFE6 2568 _H	CYLRE42												
FFE6 256C _H	DTRE42												
FFE6 2570 _H	CRLDE42												
FFE6 2574 _H	DRLDE42												
FFE6 2578 _H	(Prohibited area)												
FFE6 257C _H	(Prohibited area)												
FFE6 2580 _H	(Prohibited area)												
FFE6 2584 _H	TCNTE43												
FFE6 2588 _H	CYLRE43												
FFE6 258C _H	DTRE43												
FFE6 2590 _H	CRLDE43												
FFE6 2594 _H	DRLDE43												
FFE6 2598 _H	(Prohibited area)												
FFE6 259C _H	(Prohibited area)												

Timer E Registers (FFE6 2000_H to FFE6 2FFF_H) (6/8)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 25A0 _H	(Prohibited area)												
to													
FFE6 25FC _H													
FFE6 2600 _H	(Prohibited area)									SSTRE5		E5	
FFE6 2604 _H	(Prohibited area)									PSCRE5			
FFE6 2608 _H	(Prohibited area)			RLDCRE5			(Prohibited area)			TCRE5			
FFE6 260C _H	(Prohibited area)			SOLVLE5			POECRE5						
FFE6 2610 _H	TSCRE5						TSRE5						
FFE6 2614 _H	TIERE5						(Prohibited area)			TOCRE5			
FFE6 2618 _H	PSCCRE53			PSCCRE52			PSCCRE51			PSCCRE50			
FFE6 261C _H	(Prohibited area)												
FFE6 2620 _H	(Prohibited area)												
FFE6 2624 _H	TCNTE50												
FFE6 2628 _H	CYLRE50												
FFE6 262C _H	DTRE50												
FFE6 2630 _H	CRLDE50												
FFE6 2634 _H	DRLDE50												
FFE6 2638 _H	(Prohibited area)												
FFE6 263C _H	(Prohibited area)												
FFE6 2640 _H	(Prohibited area)												
FFE6 2644 _H	TCNTE51												
FFE6 2648 _H	CYLRE51												
FFE6 264C _H	DTRE51												
FFE6 2650 _H	CRLDE51												
FFE6 2654 _H	DRLDE51												
FFE6 2658 _H	(Prohibited area)												
FFE6 265C _H	(Prohibited area)												
FFE6 2660 _H	(Prohibited area)												
FFE6 2664 _H	TCNTE52												
FFE6 2668 _H	CYLRE52												
FFE6 266C _H	DTRE52												
FFE6 2670 _H	CRLDE52												
FFE6 2674 _H	DRLDE52												
FFE6 2678 _H	(Prohibited area)												
FFE6 267C _H	(Prohibited area)												
FFE6 2680 _H	(Prohibited area)												
FFE6 2684 _H	TCNTE53												
FFE6 2688 _H	CYLRE53												
FFE6 268C _H	DTRE53												
FFE6 2690 _H	CRLDE53												
FFE6 2694 _H	DRLDE53												
FFE6 2698 _H	(Prohibited area)												
FFE6 269C _H	(Prohibited area)												

Timer E Registers (FFE6 2000_H to FFE6 2FFF_H) (7/8)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 26A0 _H	(Prohibited area)												
to													
FFE6 26FC _H													
FFE6 2700 _H	(Prohibited area)									SSTRE6		E6	
FFE6 2704 _H	(Prohibited area)									PSCRE6			
FFE6 2708 _H	(Prohibited area)			RLDCRE6			(Prohibited area)			TCRE6			
FFE6 270C _H	(Prohibited area)			SOLVLE6			POECRE6						
FFE6 2710 _H	TSCRE6						TSRE6						
FFE6 2714 _H	TIERE6						(Prohibited area)			TOCRE6			
FFE6 2718 _H	PSCCRE63			PSCCRE62			PSCCRE61			PSCCRE60			
FFE6 271C _H	(Prohibited area)												
FFE6 2720 _H	(Prohibited area)												
FFE6 2724 _H	TCNTE60												
FFE6 2728 _H	CYLRE60												
FFE6 272C _H	DTRE60												
FFE6 2730 _H	CRLDE60												
FFE6 2734 _H	DRLDE60												
FFE6 2738 _H	(Prohibited area)												
FFE6 273C _H	(Prohibited area)												
FFE6 2740 _H	(Prohibited area)												
FFE6 2744 _H	TCNTE61												
FFE6 2748 _H	CYLRE61												
FFE6 274C _H	DTRE61												
FFE6 2750 _H	CRLDE61												
FFE6 2754 _H	DRLDE61												
FFE6 2758 _H	(Prohibited area)												
FFE6 275C _H	(Prohibited area)												
FFE6 2760 _H	(Prohibited area)												
FFE6 2764 _H	TCNTE62												
FFE6 2768 _H	CYLRE62												
FFE6 276C _H	DTRE62												
FFE6 2770 _H	CRLDE62												
FFE6 2774 _H	DRLDE62												
FFE6 2778 _H	(Prohibited area)												
FFE6 277C _H	(Prohibited area)												
FFE6 2780 _H	(Prohibited area)												
FFE6 2784 _H	TCNTE63												
FFE6 2788 _H	CYLRE63												
FFE6 278C _H	DTRE63												
FFE6 2790 _H	CRLDE63												
FFE6 2794 _H	DRLDE63												
FFE6 2798 _H	(Prohibited area)												
FFE6 279C _H	(Prohibited area)												

Timer E Registers (FFE6 2000_H to FFE6 2FFF_H) (8/8)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 27A0 _H	(Prohibited area)												
to													
FFE6 2FFC _H													

Timer F Registers (FFE6 3000_H to FFE6 38FC_H) (1/7)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 3000 _H	(Prohibited area)						TSTRF						Entire F
FFE6 3004 _H	(Prohibited area)						NCMCR1F						
FFE6 3008 _H	(Prohibited area)						(Prohibited area) NCMCR2F						
FFE6 300C _H	(Prohibited area)						NCCRF						
FFE6 3010 _H	(Prohibited area)						PVFCRF						
FFE6 3014 _H	(Prohibited area)												
to													
FFE6 3038 _H													
FFE6 303C _H	(Prohibited area)												
FFE6 3040 _H	(Prohibited area)			TCR2F0			(Prohibited area)			TCR1F0			F0
FFE6 3044 _H	TIERF0			TSCRF0			TSRF0			BKCRF0			
FFE6 3048 _H	NCRFA0						NCNTFA0						
FFE6 304C _H	NCRFB0						NCNTFB0						
FFE6 3050 _H	ECNTAF0												
FFE6 3054 _H	GRAF0												
FFE6 3058 _H	(Prohibited area)						ECNTBF0						
FFE6 305C _H	(Prohibited area)						GRBF0						
FFE6 3060 _H	ECNTCF0												
FFE6 3064 _H	GRCF0 (when ARSWCF0 = 0) BGRCF0 (when ARSWCF0 = 1)												
FFE6 3068 _H	GRDF0												
FFE6 306C _H	CDRF0												
FFE6 3070 _H	(Prohibited area)												
FFE6 3074 _H	(Prohibited area)												
FFE6 3078 _H	(Prohibited area)												
FFE6 307C _H	(Prohibited area)												
FFE6 3080 _H	(Prohibited area)			TCR2F1			(Prohibited area)			TCR1F1			F1
FFE6 3084 _H	TIERF1			TSCRF1			TSRF1			BKCRF1			
FFE6 3088 _H	NCRFA1						NCNTFA1						
FFE6 308C _H	NCRFB1						NCNTFB1						
FFE6 3090 _H	ECNTAF1												
FFE6 3094 _H	GRAF1												
FFE6 3098 _H	(Prohibited area)						ECNTBF1						
FFE6 309C _H	(Prohibited area)						GRBF1						
FFE6 30A0 _H	ECNTCF1												
FFE6 30A4 _H	GRCF1 (when ARSWCF1 = 0) BGRCF1 (when ARSWCF1 = 1)												
FFE6 30A8 _H	GRDF1												
FFE6 30AC _H	CDRF1												
FFE6 30B0 _H	(Prohibited area)												
FFE6 30B4 _H	(Prohibited area)												
FFE6 30B8 _H	(Prohibited area)												
FFE6 30BC _H	(Prohibited area)												
FFE6 30C0 _H	(Prohibited area)			TCR2F2			(Prohibited area)			TCR1F2			F2

Timer F Registers (FFE6 3000_H to FFE6 38FC_H) (2/7)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 30C4 _H	TIERF2			TSCRF2			TSRF2			BKCRF2			
FFE6 30C8 _H	NCRFA2						NCNTFA2						
FFE6 30CC _H	NCRFB2						NCNTFB2						
FFE6 30D0 _H	ECNTAF2												
FFE6 30D4 _H	GRAF2												
FFE6 30D8 _H	(Prohibited area)						ECNTBF2						
FFE6 30DC _H	(Prohibited area)						GRBF2						
FFE6 30E0 _H	ECNTCF2												
FFE6 30E4 _H	GRCF2 (when ARSWCF2 = 0) BGRCF2 (when ARSWCF2 = 1)												
FFE6 30E8 _H	GRDF2												
FFE6 30EC _H	CDRF2												
FFE6 30F0 _H	(Prohibited area)												
FFE6 30F4 _H	(Prohibited area)												
FFE6 30F8 _H	(Prohibited area)												
FFE6 30FC _H	(Prohibited area)												
FFE6 3100 _H	(Prohibited area)			TCR2F3			(Prohibited area)			TCR1F3			F3
FFE6 3104 _H	TIERF3			TSCRF3			TSRF3			BKCRF3			
FFE6 3108 _H	NCRFA3						NCNTFA3						
FFE6 310C _H	(Prohibited area)												
FFE6 3110 _H	ECNTAF3												
FFE6 3114 _H	GRAF3 (when ARSWAF3 = 0) BGRAF3 (when ARSWAF3 = 1)												
FFE6 3118 _H	(Prohibited area)						ECNTBF3						
FFE6 311C _H	(Prohibited area)						GRBF3						
FFE6 3120 _H	ECNTCF3												
FFE6 3124 _H	GRCF3 (when ARSWCF3 = 0) BGRCF3 (when ARSWCF3 = 1)												
FFE6 3128 _H	GRDF3 (when ARSWDF3 = 0) BGRDF3 (when ARSWDF3 = 1)												
FFE6 312C _H	CDRF3												
FFE6 3130 _H	(Prohibited area)												
FFE6 3134 _H	(Prohibited area)												
FFE6 3138 _H	(Prohibited area)												
FFE6 313C _H	(Prohibited area)												
FFE6 3140 _H	(Prohibited area)			TCR2F4			(Prohibited area)			TCR1F4			F4
FFE6 3144 _H	TIERF4			TSCRF4			TSRF4			BKCRF4			
FFE6 3148 _H	NCRFA4						NCNTFA4						
FFE6 314C _H	(Prohibited area)												
FFE6 3150 _H	ECNTAF4												
FFE6 3154 _H	GRAF4 (when ARSWAF4 = 0) BGRAF4 (when ARSWAF4 = 1)												
FFE6 3158 _H	(Prohibited area)						ECNTBF4						
FFE6 315C _H	(Prohibited area)						GRBF4						
FFE6 3160 _H	ECNTCF4												

Timer F Registers (FFE6 3000_H to FFE6 38FC_H) (3/7)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 3164 _H	GRCF4 (when ARSWCF4 = 0) BGRCF4 (when ARSWCF4 = 1)												
FFE6 3168 _H	GRDF4 (when ARSWDF4 = 0) BGRDF4 (when ARSWDF4 = 1)												
FFE6 316C _H	CDRF4												
FFE6 3170 _H	(Prohibited area)												
FFE6 3174 _H	(Prohibited area)												
FFE6 3178 _H	(Prohibited area)												
FFE6 317C _H	(Prohibited area)												
FFE6 3180 _H	(Prohibited area)			TCR2F5			(Prohibited area)			TCR1F5			F5
FFE6 3184 _H	TIERF5			TSCRF5			TSRF5			BKCRF5			
FFE6 3188 _H	NCRFA5						NCNTFA5						
FFE6 318C _H	(Prohibited area)												
FFE6 3190 _H	ECNTAF5												
FFE6 3194 _H	GRAF5 (when ARSWAF5 = 0) BGRAF5 (when ARSWAF5 = 1)												
FFE6 3198 _H	(Prohibited area)						ECNTBF5						
FFE6 319C _H	(Prohibited area)						GRBF5						
FFE6 31A0 _H	ECNTCF5												
FFE6 31A4 _H	GRCF5 (when ARSWCF5 = 0) BGRCF5 (when ARSWCF5 = 1)												
FFE6 31A8 _H	GRDF5 (when ARSWDF5 = 0) BGRDF5 (when ARSWDF5 = 1)												
FFE6 31AC _H	CDRF5												
FFE6 31B0 _H	(Prohibited area)												
FFE6 31B4 _H	(Prohibited area)												
FFE6 31B8 _H	(Prohibited area)												
FFE6 31BC _H	(Prohibited area)												
FFE6 31C0 _H	(Prohibited area)			TCR2F6			(Prohibited area)			TCR1F6			F6
FFE6 31C4 _H	TIERF6			TSCRF6			TSRF6			BKCRF6			
FFE6 31C8 _H	NCRFA6						NCNTFA6						
FFE6 31CC _H	(Prohibited area)												
FFE6 31D0 _H	ECNTAF6												
FFE6 31D4 _H	GRAF6 (when ARSWAF6 = 0) BGRAF6 (when ARSWAF6 = 1)												
FFE6 31D8 _H	(Prohibited area)						ECNTBF6						
FFE6 31DC _H	(Prohibited area)						GRBF6						
FFE6 31E0 _H	ECNTCF6												
FFE6 31E4 _H	GRCF6 (when ARSWCF6 = 0) BGRCF6 (when ARSWCF6 = 1)												
FFE6 31E8 _H	GRDF6 (when ARSWDF6 = 0) BGRDF6 (when ARSWDF6 = 1)												
FFE6 31EC _H	CDRF6												
FFE6 31F0 _H	(Prohibited area)												
FFE6 31F4 _H	(Prohibited area)												
FFE6 31F8 _H	(Prohibited area)												
FFE6 31FC _H	(Prohibited area)												

Timer F Registers (FFE6 3000_H to FFE6 38FC_H) (4/7)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 3200 _H	(Prohibited area)			TCR2F7			(Prohibited area)			TCR1F7			F7
FFE6 3204 _H	TIERF7			TSCRF7			TSRF7			BKCRF7			
FFE6 3208 _H	NCRFA7						NCNTFA7						
FFE6 320C _H	(Prohibited area)												
FFE6 3210 _H	ECNTAF7												
FFE6 3214 _H	GRAF7 (when ARSWAF7 = 0) BGRAF7 (when ARSWAF7 = 1)												
FFE6 3218 _H	(Prohibited area)						ECNTBF7						
FFE6 321C _H	(Prohibited area)						GRBF7						
FFE6 3220 _H	ECNTCF7												
FFE6 3224 _H	GRCF7 (when ARSWCF7 = 0) BGRCF7 (when ARSWCF7 = 1)												
FFE6 3228 _H	GRDF7 (when ARSWDF7 = 0) BGRDF7 (when ARSWDF7 = 1)												
FFE6 322C _H	CDRF7												
FFE6 3230 _H	(Prohibited area)												
FFE6 3234 _H	(Prohibited area)												
FFE6 3238 _H	(Prohibited area)												
FFE6 323C _H	(Prohibited area)												
FFE6 3240 _H	(Prohibited area)			TCR2F8			(Prohibited area)			TCR1F8			F8
FFE6 3244 _H	TIERF8			TSCRF8			TSRF8			BKCRF8			
FFE6 3248 _H	NCRFA8						NCNTFA8						
FFE6 324C _H	(Prohibited area)												
FFE6 3250 _H	ECNTAF8												
FFE6 3254 _H	GRAF8 (when ARSWAF8 = 0) BGRAF8 (when ARSWAF8 = 1)												
FFE6 3258 _H	(Prohibited area)						ECNTBF8						
FFE6 325C _H	(Prohibited area)						GRBF8						
FFE6 3260 _H	ECNTCF8												
FFE6 3264 _H	GRCF8 (when ARSWCF8 = 0) BGRCF8 (when ARSWCF8 = 1)												
FFE6 3268 _H	GRDF8 (when ARSWDF8 = 0) BGRDF8 (when ARSWDF8 = 1)												
FFE6 326C _H	CDRF8												
FFE6 3270 _H	(Prohibited area)												
FFE6 3274 _H	(Prohibited area)												
FFE6 3278 _H	(Prohibited area)												
FFE6 327C _H	(Prohibited area)												
FFE6 3280 _H	(Prohibited area)			TCR2F9			(Prohibited area)			TCR1F9			F9
FFE6 3284 _H	TIERF9			TSCRF9			TSRF9			BKCRF9			
FFE6 3288 _H	NCRFA9						NCNTFA9						
FFE6 328C _H	(Prohibited area)												
FFE6 3290 _H	ECNTAF9												
FFE6 3294 _H	GRAF9 (when ARSWAF9 = 0) BGRAF9 (when ARSWAF9 = 1)												
FFE6 3298 _H	(Prohibited area)						ECNTBF9						

Timer F Registers (FFE6 3000_H to FFE6 38FC_H) (5/7)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 329C _H	(Prohibited area)						GRBF9						
FFE6 32A0 _H	ECNTCF9												
FFE6 32A4 _H	GRCF9 (when ARSWCF9 = 0) BGRCF9 (when ARSWCF9 = 1)												
FFE6 32A8 _H	GRDF9 (when ARSWDF9 = 0) BGRDF9 (when ARSWDF9 = 1)												
FFE6 32AC _H	CDRF9												
FFE6 32B0 _H	(Prohibited area)												
FFE6 32B4 _H	(Prohibited area)												
FFE6 32B8 _H	(Prohibited area)												
FFE6 32BC _H	(Prohibited area)												
FFE6 32C0 _H	(Prohibited area)			TCR2F10			(Prohibited area)			TCR1F10			F10
FFE6 32C4 _H	TIERF10			TSCRF10			TSRF10			BKCRF10			
FFE6 32C8 _H	NCRFA10						NCNTFA10						
FFE6 32CC _H	(Prohibited area)												
FFE6 32D0 _H	ECNTAF10												
FFE6 32D4 _H	GRAF10 (when ARSWAF10 = 0) BGRAF10 (when ARSWAF10 = 1)												
FFE6 32D8 _H	(Prohibited area)						ECNTBF10						
FFE6 32DC _H	(Prohibited area)						GRBF10						
FFE6 32E0 _H	ECNTCF10												
FFE6 32E4 _H	GRCF10 (when ARSWCF10 = 0) BGRCF10 (when ARSWCF10 = 1)												
FFE6 32E8 _H	GRDF10 (when ARSWDF10 = 0) BGRDF10 (when ARSWDF10 = 1)												
FFE6 32EC _H	CDRF10												
FFE6 32F0 _H	(Prohibited area)												
FFE6 32F4 _H	(Prohibited area)												
FFE6 32F8 _H	(Prohibited area)												
FFE6 32FC _H	(Prohibited area)												
FFE6 3300 _H	(Prohibited area)			TCR2F11			(Prohibited area)			TCR1F11			F11
FFE6 3304 _H	TIERF11			TSCRF11			TSRF11			BKCRF11			
FFE6 3308 _H	NCRFA11						NCNTFA11						
FFE6 330C _H	(Prohibited area)												
FFE6 3310 _H	ECNTAF11												
FFE6 3314 _H	GRAF11 (when ARSWAF11 = 0) BGRAF11 (when ARSWAF11 = 1)												
FFE6 3318 _H	(Prohibited area)						ECNTBF11						
FFE6 331C _H	(Prohibited area)						GRBF11						
FFE6 3320 _H	ECNTCF11												
FFE6 3324 _H	GRCF11 (when ARSWCF11 = 0) BGRCF11 (when ARSWCF11 = 1)												
FFE6 3328 _H	GRDF11 (when ARSWDF11 = 0) BGRDF11 (when ARSWDF11 = 1)												
FFE6 332C _H	CDRF11												
FFE6 3330 _H	(Prohibited area)												
FFE6 3334 _H	(Prohibited area)												

Timer F Registers (FFE6 3000_H to FFE6 38FC_H) (6/7)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 3338 _H	(Prohibited area)												
FFE6 333C _H	(Prohibited area)												
FFE6 3340 _H	(Prohibited area)			TCR2F12			(Prohibited area)			TCR1F12			F12
FFE6 3344 _H	TIERF12			TSCRF12			TSRF12			BKCRF12			
FFE6 3348 _H	NCRFA12						NCNTFA12						
FFE6 334C _H	(Prohibited area)												
FFE6 3350 _H	ECNTAF12												
FFE6 3354 _H	GRAF12 (when ARSWAF12 = 0) BGRAF12 (when ARSWAF12 = 1)												
FFE6 3358 _H	(Prohibited area)						ECNTBF12						
FFE6 335C _H	(Prohibited area)						GRBF12						
FFE6 3360 _H	ECNTCF12												
FFE6 3364 _H	GRCF12 (when ARSWCF12 = 0) BGRCF12 (when ARSWCF12 = 1)												
FFE6 3368 _H	GRDF12 (when ARSWDF12 = 0) BGRDF12 (when ARSWDF12 = 1)												
FFE6 336C _H	CDRF12												
FFE6 3370 _H	(Prohibited area)												
FFE6 3374 _H	(Prohibited area)												
FFE6 3378 _H	(Prohibited area)												
FFE6 337C _H	(Prohibited area)												
FFE6 3380 _H	(Prohibited area)			TCR2F13			(Prohibited area)			TCR1F13			F13
FFE6 3384 _H	TIERF13			TSCRF13			TSRF13			BKCRF13			
FFE6 3388 _H	NCRFA13						NCNTFA13						
FFE6 338C _H	(Prohibited area)												
FFE6 3390 _H	ECNTAF13												
FFE6 3394 _H	GRAF13 (when ARSWAF13 = 0) BGRAF13 (when ARSWAF13 = 1)												
FFE6 3398 _H	(Prohibited area)						ECNTBF13						
FFE6 339C _H	(Prohibited area)						GRBF13						
FFE6 33A0 _H	ECNTCF13												
FFE6 33A4 _H	GRCF13 (when ARSWCF13 = 0) BGRCF13 (when ARSWCF13 = 1)												
FFE6 33A8 _H	GRDF13 (when ARSWDF13 = 0) BGRDF13 (when ARSWDF13 = 1)												
FFE6 33AC _H	CDRF13												
FFE6 33B0 _H	(Prohibited area)												
FFE6 33B4 _H	(Prohibited area)												
FFE6 33B8 _H	(Prohibited area)												
FFE6 33BC _H	(Prohibited area)												
FFE6 33C0 _H	(Prohibited area)			TCR2F14			(Prohibited area)			TCR1F14			F14
FFE6 33C4 _H	TIERF14			TSCRF14			TSRF14			BKCRF14			
FFE6 33C8 _H	NCRFA14						NCNTFA14						
FFE6 33CC _H	(Prohibited area)												
FFE6 33D0 _H	ECNTAF14												

Timer F Registers (FFE6 3000_H to FFE6 38FC_H) (7/7)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 33D4 _H	GRAF14 (when ARSWAF14 = 0) BGRAF14 (when ARSWAF14 = 1)												
FFE6 33D8 _H	(Prohibited area)						ECNTBF14						
FFE6 33DC _H	(Prohibited area)						GRBF14						
FFE6 33E0 _H	ECNTCF14												
FFE6 33E4 _H	GRCF14 (when ARSWCF14 = 0) BGRCF14 (when ARSWCF14 = 1)												
FFE6 33E8 _H	GRDF14 (when ARSWDF14 = 0) BGRDF14 (when ARSWDF14 = 1)												
FFE6 33EC _H	CDRF14												
FFE6 33F0 _H	(Prohibited area)												
FFE6 33F4 _H	(Prohibited area)												
FFE6 33F8 _H	(Prohibited area)												
FFE6 33FC _H	(Prohibited area)												
FFE6 3400 _H	(Prohibited area)			TCR2F15			(Prohibited area)			TCR1F15			F15
FFE6 3404 _H	TIERF15			TSCRF15			TSRF15			BKCRF15			
FFE6 3408 _H	NCRFA15						NCNTFA15						
FFE6 340C _H	(Prohibited area)												
FFE6 3410 _H	ECNTAF15												
FFE6 3414 _H	GRAF15 (when ARSWAF15 = 0) BGRAF15 (when ARSWAF15 = 1)												
FFE6 3418 _H	(Prohibited area)						ECNTBF15						
FFE6 341C _H	(Prohibited area)						GRBF15						
FFE6 3420 _H	ECNTCF15												
FFE6 3424 _H	GRCF15 (when ARSWCF15 = 0) BGRCF15 (when ARSWCF15 = 1)												
FFE6 3428 _H	GRDF15 (when ARSWDF15 = 0) BGRDF15 (when ARSWDF15 = 1)												
FFE6 342C _H	CDRF15												
FFE6 3430 _H	(Prohibited area)												
to													
FFE6 38FC _H													

Timer G Registers (FFE6 3900_H to FFE6 3BFF_H) (1/2)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 3900 _H	(Prohibited area)						TSTRG						Entire G
FFE6 3904 _H	(Prohibited area)												
FFE6 3908 _H	(Prohibited area)												
FFE6 390C _H	(Prohibited area)												
FFE6 3910 _H	TSCR0			TSR0			(Prohibited area)			TCR0			G0
FFE6 3914 _H	TCNT0												
FFE6 3918 _H	OCR0												
FFE6 391C _H	(Prohibited area)												
FFE6 3920 _H	TSCR1			TSR1			(Prohibited area)			TCR1			G1
FFE6 3924 _H	TCNT1												
FFE6 3928 _H	OCR1												
FFE6 392C _H	(Prohibited area)												
FFE6 3930 _H	TSCR2			TSR2			(Prohibited area)			TCR2			G2
FFE6 3934 _H	TCNT2												
FFE6 3938 _H	OCR2												
FFE6 393C _H	(Prohibited area)												
FFE6 3940 _H	TSCR3			TSR3			(Prohibited area)			TCR3			G3
FFE6 3944 _H	TCNT3												
FFE6 3948 _H	OCR3												
FFE6 394C _H	(Prohibited area)												
FFE6 3950 _H	TSCR4			TSR4			(Prohibited area)			TCR4			G4
FFE6 3954 _H	TCNT4												
FFE6 3958 _H	OCR4												
FFE6 395C _H	(Prohibited area)												
FFE6 3960 _H	TSCR5			TSR5			(Prohibited area)			TCR5			G5
FFE6 3964 _H	TCNT5												
FFE6 3968 _H	OCR5												
FFE6 396C _H	(Prohibited area)												
FFE6 3970 _H	TSCR6			TSR6			(Prohibited area)			TCR6			G6
FFE6 3974 _H	TCNT6												
FFE6 3978 _H	OCR6												
FFE6 397C _H	(Prohibited area)												
FFE6 3980 _H	TSCR7			TSR7			(Prohibited area)			TCR7			G7
FFE6 3984 _H	TCNT7												
FFE6 3988 _H	OCR7												
FFE6 398C _H	(Prohibited area)												
FFE6 3990 _H	TSCR8			TSR8			(Prohibited area)			TCR8			G8
FFE6 3994 _H	TCNT8												
FFE6 3998 _H	OCR8												
FFE6 399C _H	(Prohibited area)												
FFE6 39A0 _H	TSCR9			TSR9			(Prohibited area)			TCR9			G9
FFE6 39A4 _H	TCNT9												
FFE6 39A8 _H	OCR9												
FFE6 39AC _H	(Prohibited area)												

Timer G Registers (FFE6 3900_H to FFE6 3BFF_H) (2/2)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 39B0 _H	(Prohibited area)												
to													
FFE6 3BFC _H													

Timer H Register (FFE6 0100_H to FFE6 01FF_H)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 0100 _H	TSCRH			TSRH			(Prohibited area)			TCRH			H
FFE6 0104 _H	OCR1H						TCNT1H						
FFE6 0108 _H	TCNT2H												
FFE6 010C _H	(Prohibited area)												
FFE6 0110 _H	(Prohibited area)												
to													
FFE6 01FC _H													

Timer J Registers (FFE6 3C00_H to FFE6 3FFF_H) (1/2)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 3C00 _H	(Prohibited area)									TSTRJ		Entire J	
FFE6 3C04 _H	(Prohibited area)												
FFE6 3C08 _H	(Prohibited area)												
to													
FFE6 3C1C _H													
FFE6 3C20 _H	TSCRJ0			TSRJ0			FCRJ0			TCRJ0			J0
FFE6 3C24 _H	TCNTJ0												
FFE6 3C28 _H	OCRJ0												
FFE6 3C2C _H	FIFOJ0												
FFE6 3C30 _H	(Prohibited area)									FDNRJ0			
FFE6 3C34 _H	NCRJ0						NCNTJ0						
FFE6 3C38 _H	(Prohibited area)												
FFE6 3C3C _H	(Prohibited area)												
FFE6 3C40 _H	TSCRJ1			TSRJ1			FCRJ1			TCRJ1			J1
FFE6 3C44 _H	TCNTJ1												
FFE6 3C48 _H	OCRJ1												
FFE6 3C4C _H	FIFOJ1												
FFE6 3C50 _H	(Prohibited area)									FDNRJ1			
FFE6 3C54 _H	NCRJ1						NCNTJ1						
FFE6 3C58 _H	(Prohibited area)												
FFE6 3C5C _H	(Prohibited area)												
FFE6 3C60 _H	TSCRJ2			TSRJ2			FCRJ2			TCRJ2			J2
FFE6 3C64 _H	TCNTJ2												
FFE6 3C68 _H	OCRJ2												
FFE6 3C6C _H	FIFOJ2												
FFE6 3C70 _H	(Prohibited area)									FDNRJ2			
FFE6 3C74 _H	NCRJ2						NCNTJ2						
FFE6 3C78 _H	(Prohibited area)												
FFE6 3C7C _H	(Prohibited area)												
FFE6 3C80 _H	TSCRJ3			TSRJ3			FCRJ3			TCRJ3			J3
FFE6 3C84 _H	TCNTJ3												
FFE6 3C88 _H	OCRJ3												
FFE6 3C8C _H	FIFOJ3												
FFE6 3C90 _H	(Prohibited area)									FDNRJ3			
FFE6 3C94 _H	NCRJ3						NCNTJ3						
FFE6 3C98 _H	(Prohibited area)												
FFE6 3C9C _H	(Prohibited area)												
FFE6 3CA0 _H	TSCRJ4			TSRJ4			FCRJ4			TCRJ4			J4
FFE6 3CA4 _H	TCNTJ4												
FFE6 3CA8 _H	OCRJ4												
FFE6 3CAC _H	FIFOJ4												
FFE6 3CB0 _H	(Prohibited area)									FDNRJ4			
FFE6 3CB4 _H	NCRJ4						NCNTJ4						
FFE6 3CB8 _H	(Prohibited area)												

Timer J Registers (FFE6 3C00_H to FFE6 3FFF_H) (2/2)

Address	b31	+3	b24	b23	+2	b16	b15	+1	b8	b7	+0	b0	Page
FFE6 3CBC _H	(Prohibited area)												
FFE6 3CC0 _H	TSCRJ5			TSRJ5			FCRJ5			TCRJ5			J5
FFE6 3CC4 _H	TCNTJ5												
FFE6 3CC8 _H	OCRJ5												
FFE6 3CCC _H	FIFOJ5												
FFE6 3CD0 _H	(Prohibited area)									FDNRJ5			
FFE6 3CD4 _H	NCRJ5						NCNTJ5						
FFE6 3CD8 _H	(Prohibited area)												
FFE6 3CDC _H	(Prohibited area)												
FFE6 3CE0 _H	(Prohibited area)												
to													
FFE6 3FFF _H													

22.1.3 ATU-IV Input/Output Signals

Common Controller

Symbol	I/O	Number of Bits	Function
TCLKA	Input	1	Input pin for the external clock on signal line 4 of the clock bus
TCLKB	Input	1	Input pin for the external clock on signal line 5 of the clock bus

Prescaler

Not provided

Timer A

Symbol	I/O	Number of Bits	Function
TIA00 to TIA06	Input	7	Input pins for input-capture triggers for timer A channels

Timer B

Not provided

Timer C

Symbol	I/O	Number of Bits	Function
TIOC00 - 03 to TIOC70 - 73	Input	32	Input pins for input-capture triggers and output pins for output-compare signals of timer C (one each for channels 0 to 3 in subblocks C0 to C7)

Timer D

Symbol	I/O	Number of Bits	Function
TOD00A - 03A to TOD90A - 93A* ¹	Output	40	Output pins for compare-match signals of timer D (one each for channels 0 to 3 in subblocks D0 to D9)
TOD00B - 03B to TOD90B - 93B* ¹	Output	40	Output pins for one-shot pulses of timer D (one each for channels 0 to 3 in subblocks D0 to D9)

Note 1. The subblock D9 is used to activate the A/D and DFE and has no external input/output pin.

Timer E

Symbol	I/O	Number of Bits	Function
POE0 to POE5	Input	6	Timer E (subblocks E0 to E5) shutoff input * Shared with TIF0A to TIF2A and TIF0B to TIF2B
TOE00 - 03 to TOE60 - 63	Output	28	Output pins for PWM signals of timer E (one each for channels 0 to 3 in subblocks E0 to E6)

Timer F

Symbol	I/O	Number of Bits	Function
TIF0A to TIF2A TIF3 to TIF15	Input	16	Input pins for event signals for subblocks F0 to F15 of timer F TIF0A to TIF2A: Input pins for subblocks F0 to F2 TIF3 to TIF15: Input pins for subblocks F3 to F15
TIF0B to TIF2B	Input	3	Input pins for event signals for subblocks F0 to F2 of timer F

Timer G

Not provided

Timer H

Not provided

Timer J

Symbol	I/O	Number of Bits	Function
TIJ0 to TIJ5	Input	6	Input pins for input-capture triggers for subblocks of timer J

22.1.4 Clock Supply

The clock supply for ATU-IV is listed in the following table.

Clock for the Unit	Supply Clock Name
PΦ, PCLK, pclk	CLKC_LSB (non-modulated low speed peripheral clock)

22.2 Common Controller

22.2.1 Operation

The common controller controls the ATU-IV module as a whole. For example, it enables and disables the prescalers and timer counters for timers A to J and controls the clock bus.

Clock Bus

The clock bus consists of seven signal lines used to distribute the source signals for counting (counter enabling signals) to the timer channels. The timer counters on each of the channels run in synchronization with the internal peripheral clock (P ϕ).

The following table shows the signals which are available for input on the clock bus.

Bit Number of Clock Bus	Input Signals
6	Timer B output (AGCKM2)
5	Output signal from timer B (angle clock) or external input clock B (TCLKB)
4	External input clock A (TCLKA)
3	Output signal from prescaler 3
2	Output signal from prescaler 2
1	Output signal from prescaler 1
0	Output signal from prescaler 0

22.2.2 Common Controller Related Registers

22.2.2.1 ATUENR — ATU-IV Master Enable Register

Access: 8-bit and 16-bit accessible

Address: FFE6 0000_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TJE	THE	TGE	TFE	TEE	TDE	TCE	TBE	TAE	PSCE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.2 ATUENR Register Contents

Bit Position	Bit Name	Function
15 to 10	—	These bits are not used. Fix these bits to 0.
9	TJE	Timer J Enable 0: Timer J counter operation disabled 1: Timer J counter operation enabled
8	THE	Timer H Enable 0: Timer H counter operation disabled 1: Timer H counter operation enabled
7	TGE	Timer G Enable 0: Timer G counter operation disabled 1: Timer G counter operation enabled
6	TFE	Timer F Enable 0: Timer F counter operation disabled 1: Timer F counter operation enabled
5	TEE	Timer E Enable 0: Timer E counter operation disabled 1: Timer E counter operation enabled
4	TDE	Timer D Enable 0: Timer D counter operation disabled 1: Timer D counter operation enabled
3	TCE	Timer C Enable 0: Timer C counter operation disabled 1: Timer C counter operation enabled
2	TBE	Timer B Enable 0: Timer B counter operation disabled 1: Timer B counter operation enabled
1	TAE	Timer A Enable 0: Timer A counter operation disabled 1: Timer A counter operation enabled
0	PSCE	Prescaler Enable 0: Prescaler counter operation disabled 1: Prescaler counter operation enabled

ATUENR is a 16-bit readable/writable register. This register is used to enable and disable the prescalers and the individual blocks in ATU-IV. Setting an enable bit to 1 enables the corresponding block. Clearing the bit to 0 disables the corresponding block. Even when the enable bit is cleared to 0, the registers of these blocks remain accessible.

Timers can be synchronized by simultaneously setting multiple bits to 1.

(1) TJE — Timer J Enable

Enables and disables counter operation of timer J.

When this bit is set to 1, the timer J counter starts working. When this bit is cleared to 0, the timer J counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

However, the corresponding bit in the timer J start register must also be set to 1 to enable the operation of either of the subblock counters.

(2) THE — Timer H Enable

Enables and disables counter operation of timer H.

When this bit is set to 1, the timer H counter starts working. When this bit is cleared to 0, the timer H counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

(3) TGE — Timer G Enable

Enables and disables counter operation of timer G.

When this bit is set to 1, the timer G counter starts working. When this bit is cleared to 0, the timer G counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

However, the corresponding bit in the timer G start register must also be set to 1 to enable the operation of either of the subblock counters.

(4) TFE — Timer F Enable

Enables and disables counter operation of timer F.

When this bit is set to 1, the timer F counter starts working. When this bit is cleared to 0, the timer F counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

However, the corresponding bit in the timer F start register must also be set to 1 to enable the operation of either of the subblock counters.

(5) TEE — Timer E Enable

Enables and disables counter operation of timer E.

When this bit is set to 1, the timer E counter starts working. When this bit is cleared to 0, the timer E counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

However, the corresponding bit in the timer E start register must also be set to 1 to enable the operation of either of the subblock counters.

(6) TDE — Timer D Enable

Enables and disables counter operation of timer D.

When this bit is set to 1, the timer D counter starts working. When this bit is cleared to 0, the timer D counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

However, the corresponding bit in the timer D start register must also be set to 1 to enable the operation of either of the subblock counters.

(7) TCE — Timer C Enable

Enables and disables counter operation of timer C.

When this bit is set to 1, the timer C counter starts working. When this bit is cleared to 0, the timer C counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

However, the corresponding bit in the timer C start register must also be set to 1 to enable the operation of either of the subblock counters.

(8) TBE — Timer B Enable

Enables and disables counter operation of timer B.

When this bit is set to 1, the timer B counter starts working. When this bit is cleared to 0, the timer B counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

(9) TAE — Timer A Enable

Enables and disables counter operation of timer A.

When this bit is set to 1, the timer A counter starts working. When this bit is cleared to 0, the timer A counter stops working. When the counter is disabled, its value is retained. When this bit is again set to 1, the counter resumes counting from the retained value.

(10) PSCE — Prescaler Enable

Enables and disables the prescaler counters.

When this bit is set to 1, the prescaler counter starts working. When this bit is cleared to 0, the prescaler counter stops working. When the prescaler counters are disabled, the counter values are retained. Once the bit is set to 1 again, the counter resumes counting from the retained value.

22.2.2.2 CBCNT — Clock Bus Control Register

Access: 8-bit accessible

Address: FFE6 0002_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	CB4EG[1:0]		—	CB5SEL	CB5EG[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R	R/W	R/W	R/W

Table 22.3 CBCNT Register Contents

Bit Position	Bit Name	Function
7, 6	—	These bits are not used. Fix these bits to 0.
5, 4	CB4EG[1:0]	Clock Bus 4 Edge Select These bits specify the edge sense for external input clock (TCLKA) to be output on signal line 4 of the clock bus. 00: Neither edge of the external clock is sensed 01: Rising edges of the external clock are sensed 10: Falling edges of the external clock are sensed 11: Both rising and falling edges of the external clock are sensed
3	—	This bit is not used. Fix this bit to 0.
2	CB5SEL	Clock Bus 5 Source Select This bit specifies the clock to be output on signal line 5 of the clock bus. 0: External input clock B (TCLKB) 1: Multiplied-and-corrected clock output by Timer B
1, 0	CB5EG[1:0]	Clock Bus 5 Edge Select These bits specify the edge sense for external input clock to be output on signal line 5 of the clock bus when CB5S is cleared to 0. 00: Neither edge of the external clock is sensed 01: Rising edges of the external clock are sensed 10: Falling edges of the external clock are sensed 11: Both rising and falling edges of the external clock are sensed

CBCNT is an 8-bit readable/writable register that selects the source of the clock signal to be supplied on signal line 5 of the clock bus and the effective edge of the external clock signal (only applies to line 5 when the externally input clock is selected).

(1) CB4EG[1:0] — Clock Bus 4 Edge Select

These bits select the edge sense for externally input clock A (TCLKA). The clock signal is output on signal line 4 of the clock bus. Counters for which signal line 4 of the clock bus has been selected as the source for counting count on the edge selected by these bits.

(2) CB5SEL — Clock Bus 5 Source Select

Selects the source of the clock to be output on signal line 5 of the clock bus.

(3) CB5EG[1:0] — Clock Bus 5 Edge Select

These bits select the edge sense for external input clock B (TCLKB). The clock signal is output on signal line 5 of the clock bus. Counters for which signal line 5 of the clock bus has been selected as the source for counting count on the edge selected by these bits.

The setting of these bits is only valid when the TCLKB signal is selected as the source for line 5 of the clock bus. When the angle clock is selected as the source for line 5 of the clock bus, the setting of these bits is ignored.

22.2.2.3 NCMR — Noise Cancellation Mode Register

Access: 8-bit accessible

Address: FFE6 0003_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	NCCSEL	—	—	NCMSEL	NCMJ	NCMF	NCMC	NCMA
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W

Table 22.4 NCMR Register Contents

Bit Position	Bit Name	Function
7	NCCSEL	Noise Canceler Counter Clock Select This bit selects the clock for counting by the noise cancelers. 0: PCLK divided by 128 is used as the counter clock 1: PCLK is used as the counter clock
6, 5	—	These bits are not used. Fix these bits to 0.
4	NCMSEL	Noise Cancellation Mode Select This bit selects premature-transition edge cancellation mode or level-accumulative cancellation mode. 0: Premature-transition edge cancellation mode 1: Level-accumulative cancellation mode
3	NCMJ	Timer J Noise Cancellation Mode This bit specifies the operating mode of the timer J noise canceler. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (when NCMSEL = 0) Level-accumulative cancellation mode (when NCMSEL = 1)
2	NCMF	Timer F Noise Cancellation Mode This bit specifies the operating mode of the timer F noise canceler. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (when NCMSEL = 0) Level-accumulative cancellation mode (when NCMSEL = 1)
1	NCMC	Timer C Noise Cancellation Mode This bit specifies the operating mode of the timer C noise canceler. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (when NCMSEL = 0) Level-accumulative cancellation mode (when NCMSEL = 1)
0	NCMA	Timer A Noise Cancellation Mode This bit specifies the operating mode of the timer A noise canceler. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (when NCMSEL = 0) Level-accumulative cancellation mode (when NCMSEL = 1)

NCMR is an 8-bit readable/writable register that selects the mode and clock to drive the counter for of the noise canceler in each of timers A, C, F, and J.

In minimum time-at-level edge cancellation mode, subsequent changes to the input signal level are ignored if they come within a given period of a detected change. That is, level changes within a certain period of an initial one are treated as noise.

In premature-transition edge cancellation mode, the first and subsequent level changes are ignored unless the input signal level remains the same over a given period. Level changes occurring within a shorter period are considered to indicate an unstable signal, and such signals are treated as noise.

In level-accumulative cancellation mode, input signal levels are accumulated and the input level is regarded to have reached 0 or 1 when the accumulation result becomes 0 or the specified value.

The period is set by noise canceler registers in each of the applicable blocks (i.e. in timers A, C, F, and J) and is counted by a noise canceler counter.

To disable noise cancellation mode from premature-transition/minimum time-at-level edge cancellation mode, do so after the value of the counter (timer A: NCNTA0 to 6; timer C: NCNTC00 to NCNTC03, NCNTC10 to NCNTC13, NCNTC20 to NCNTC23, NCNTC30 to NCNTC33, NCNTC40 to NCNTC43, NCNTC50 to 53, NCNTC60 to 63, NCNTC70 to 73; timer F: NCNTFA0 to 15, NCNTFB0 to 2; timer J: NCNTJ0 to 5) held in each timer becomes 16'h0000.

Outline of noise canceling operation (example of TIA00 input signal of timer A) is shown in **Figure 22.1** (in minimum time-at-level edge cancellation mode), **Figure 22.2** (in premature-transition edge cancellation mode), and **Figure 22.3** (in level-accumulative cancellation mode).

Each timer (A, C, F, and J) detects the edge of a signal that has passed through the noise canceler.

Figure 22.1, **Figure 22.2**, and **Figure 22.3** show an example of detecting the rising edge of a signal that has passed through the noise canceler.

(1) NCCSEL — Noise Canceler Counter Clock Select

Selects the clock for counting by the noise cancelers. Either of the internal peripheral clock (PCLK) divided by 128 or the internal peripheral clock can be selected. The default setting is the clock divided by 128. The same counter clock must be used for all timers other than timer A. In the case of timer A, the clock signal on clock-bus line 5 is also available. For setting the counter clock, see the description of the TIOR2A register in timer A.

(2) NCMSEL — Noise Cancellation Mode Select

Noise cancellation mode when each noise cancellation mode bit (NCMA, NCMC, NCMF, or NCMJ) is set to 1 can be set to minimum time-at-level edge cancellation mode or level-accumulative cancellation mode.

(3) NCMJ — Noise Canceler Counter Clock Select

Selects the noise cancellation mode for timer J. A different operating mode cannot be set for each channel of timer J.

(4) NCMF — Timer F Noise Cancellation Mode

Selects the noise cancellation mode for timer F. A different operating mode cannot be set for each channel of timer F. The mode of operation is not individually selectable for each channel of Timer F. To make per-channel settings, start by setting this bit to 0 as the setting for Timer F as a unit, and then set noise cancellation mode channel registers 1F (NCMCR1F) and 2F (NCMCR2F).

(5) NCMC — Timer C Noise Cancellation Mode

Selects the noise cancellation mode for timer C. A different operating mode cannot be set for each channel of timer C.

Setting this bit to "0" along with setting the noise cancellation mode channel register 1C (NCMCR1C) and noise cancellation mode channel register 2C + (NCMCR2C) of timer C makes setting timer C for different operating modes per channel possible.

(6) NCMA — Timer A Noise Cancellation Mode

Selects the noise cancellation mode for timer A. A different operating mode cannot be set for each channel of timer A.

Modes of operation are individually selectable for each channel of Timer A. To make per-channel settings, start by setting this bit to 0 as the setting for Timer A as a unit, and then set noise cancellation mode channel register 1A (NCMCR1A) and 2A (NCMCR2A).

The following are truth tables for settings that determine the noise cancellation mode.

Settings that Determine Noise Cancellation Modes for Timer A

Channel Enable	Filter Mode		Channel Register		Mode of Cancellation	Unit of Filtering
	TIOR2A. NCEA*	NCMR. NCMA	NCMR. NCMSEL	NCMCR1A. NCM1A*		
0	—	—	—	—	Filter invalid	—
1	0	(-)	0	(-)	Minimum time-at-level edge	Individual channels/ All channels
1	0	(-)	1	0	Premature-transition edge	Individual channels
1	0	(-)	1	1	Level-accumulative	Individual channels
1	1	(0)	—	—	Premature-transition edge	Individual channels
1	1	1	—	—	Level-accumulative	Individual channels

Note: *: 0 to 6
A noise canceler enable bit Ax (NCEA*) can be set per channel.

Methods of setting noise cancellation for timer A according to the unit of filtering (precondition: channel enable = 1)

- Settings for individual channels:
After setting the noise cancellation mode bit (NCMA) in the noise cancellation mode register (NCMR) to 0, set even one of the noise cancellation mode channel setting bits (NCM1A*) in noise cancellation mode channel register 1A (NCMCR1A) of timer A to 1.
- Setting for all channels:
Set the noise cancellation mode bit (NCMA, the same bit as in “Settings for individual channels” above) in the noise cancellation mode register (NCMR) to 1 or set all of the noise cancellation mode channel setting bits (NCM1A*) in noise cancellation mode channel register 1A (NCMCR1A) to 0.

Settings That Determine Noise Cancellation Modes for Timer C

Channel Enable	Filter Mode		Channel Register		Mode of Cancellation	Unit of Filtering
	NCCRCx. NCECxy	NCMR. NCMC	NCMR. NCMSEL	NCMCR1C. NCM1Cx		
0	—	—	—	—	Filter invalid	—
1	0	(-)	0	(-)	Minimum time-at-level edge	Individual subblocks/ All subblocks
1	0	(-)	1	0	Premature-transition edge	Individual subblocks
1	0	(-)	1	1	Level-accumulative	Individual subblocks
1	1	(0)	—	—	Premature-transition edge	Individual subblocks
1	1	1	—	—	Level-accumulative	Individual subblocks

Note: x: 0 to 7 (subblocks); y: 0 to 3 (channels)
A noise canceller enable bit Cx (NCEC*) can be set per channel.

Methods of setting noise cancellation for timer C according to the unit of filtering (precondition: channel enable = 1)

Only timer C is set per subblock. Each subblock of timer C consists of four channels.

- Settings for individual subblocks:
After setting the noise cancellation mode bit (NCMC) in the noise cancellation mode register (NCMR) to 0, set even one of the noise cancellation mode channel setting bits (NCM1C*) in noise cancellation mode channel register 1C (NCMCR1C) of timer C to 1.
- Settings for all subblocks:
Set the noise cancellation mode bit (NCMC, the same bit as in “Settings for individual subblocks” above) in the noise cancellation mode register (NCMR) to 1 or set all of the noise cancellation mode channel setting bits (NCM1C*) in noise cancellation mode channel register 1C (NCMCR1C) to 0.

Settings that Determine Noise Cancellation Modes for Timer F

Channel Enable	Filter Mode		Channel Register		Mode of Cancellation	Unit of Filtering
	NCCRF. NCEF*	NCMR. NCMF	NCMR. NCMSEL	NCMCR1F. NCM1F*		
0	—	—	—	—	Filter invalid	—
1	0	(-)	0	(-)	Minimum time-at-level edge	Individual channels/ All channels
1	0	(-)	1	0	Premature-transition edge	Individual channels
1	0	(-)	1	1	Level-accumulative	Individual channels
1	1	(0)	—	—	Premature-transition edge	All channels
1	1	1	—	—	Level-accumulative	All channels

Note: *: 0 to 15
A noise canceler enable bit Fx (NCEF*) can be set per channel.

Methods of setting noise cancellation for timer F according to the unit of filtering (precondition: channel enable = 1)

- Settings for individual channels: After setting the noise cancellation mode bit (NCMF) in the noise cancellation mode register (NCMR) to 0, set even one of the noise cancellation mode channel setting bits (NCM1F*) in noise cancellation mode channel register 1F (NCMCR1F) of timer F to 1.
- Setting for all channels: Set the noise cancellation mode bit (NCMF, the same bit as in “Settings for individual channels” above) in the noise cancellation mode register (NCMR) to 1 or set all of the noise cancellation mode channel setting bits (NCM1F*) in noise cancellation mode channel register 1F (NCMCR1F) to 0.

Settings that Determine Noise Cancel Modes for Timer J

Canceller Enable TCRJ*.NCEJ*	Filter Mode		Mode of Cancellation
	NCMR.NCMJ	NCMR.NCMSEL	
0	—	—	Filter invalid
1	0	(—)	Minimum time-at-level edge
1	1	0	Premature-transition edge
1	1	1	Level-accumulative

Note: *: 0 to 5
An enable bit (TCRJ*.NCEJ*) can be set per subblock.

The figures below and overleaf give an overview of the timing of operations for noise cancellation in the three modes. Detailed descriptions and timing charts of operations in the three modes follow that. Since these are given in terms of timer A, if you will be using a different timer, read the following table and the other material with the corresponding register, bit, and pin names.

List of Timers, Noise Canceller-Related Registers, Bit Names, Input Pin Names

Common Units	Timer A	Timer C	Timer F	Timer J
	Noise cancel mode register (NCMR register bit name →)	NCMA NCMSEL	NCMC NCMSEL	NCMF NCMSEL
Each timer				
Noise cancellation mode channel register (register name →)	NCMCR1A NCMCR2A	NCMCR1C NCMCR2C	NCMCR1F NCMCR2F	— —
Noise canceller enable bit (register name, bit name →)	TIOR2A. NCEAx	NCCRCx. NCECxy	NCCRF. NCEF _x	TCRJx. NCEJx
Noise cancellation counter (register name →)	NCNTAx	NCNTCxy	NCNTFAx NCNTFBx	NCNTJx
Noise cancellation register (register name →)	NCRAx	NCRCxy	NCRFAx NCRFBx	NCRJx
Input pin	TIAx	TIOCxy	TIFxA TIFxB	TIJx

Note 1. x denotes the number of subblocks of each timer; y denotes the number of channels of each timer.

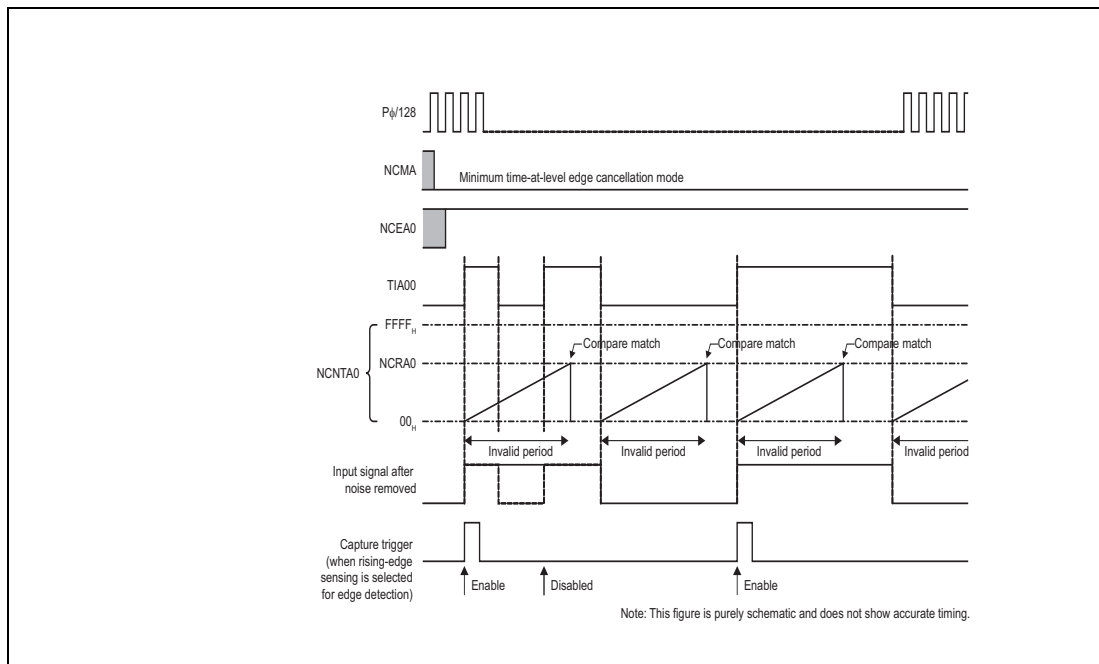


Figure 22.1 Outline of Noise Canceling Operation in Minimum Time-at-Level Edge Cancellation Mode

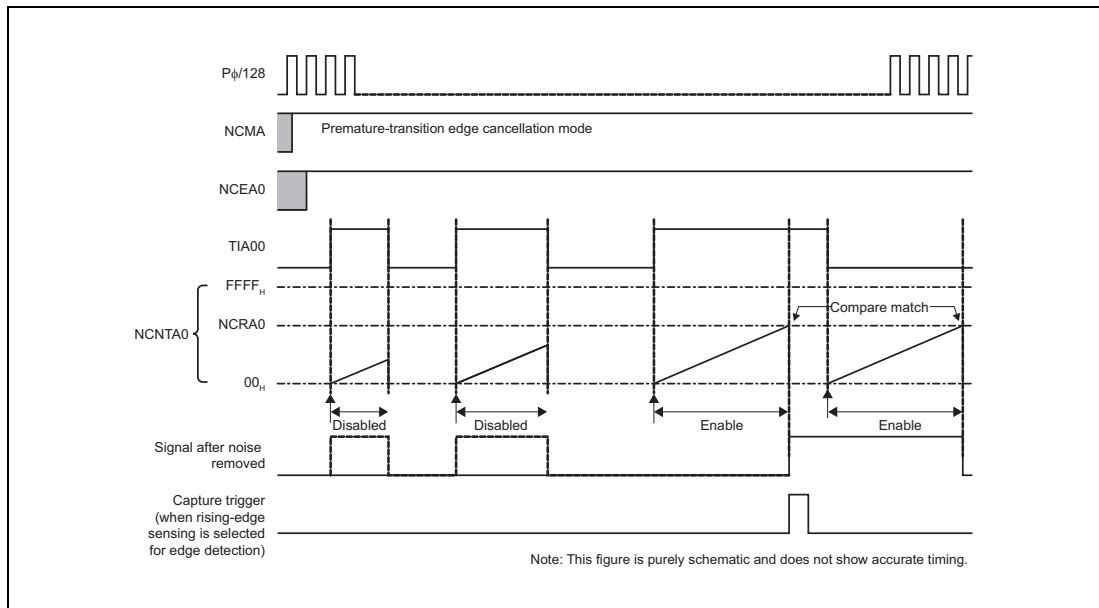


Figure 22.2 Outline of Noise Canceling Operation in Premature-Transition Edge Cancellation Mode

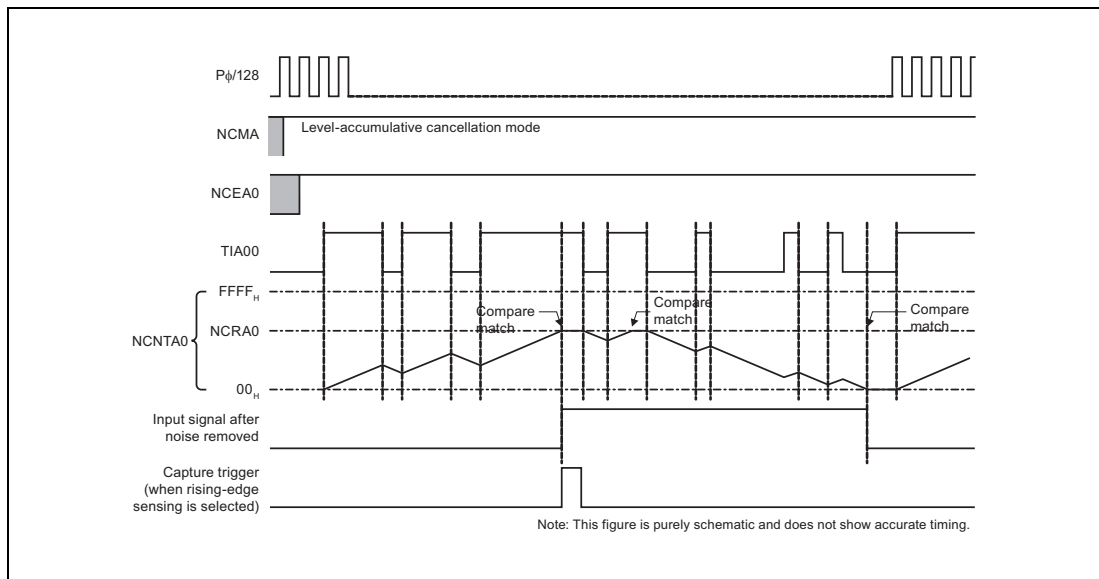


Figure 22.3 Outline of Noise Canceling Operation in Level-Accumulative Cancellation Mode

Description of operations for noise cancellation

The noise canceller has three operating modes. Settings for the noise cancellation mode register (NCMR) in the common control section and of noise cancellation mode channel register 1A (NCMCR1A) and noise cancellation mode channel register 2A (NCMCR2A) of timer A select minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode.

Figure 22.4 shows an example of operations for noise cancellation in minimum time-at-level edge cancellation mode and **Figure 22.6** shows an example of operations for noise cancellation in premature-transition edge cancellation mode. These figures show the situation where the settings are for detection of edges and for the edges to be rising in the signal input to TIA00.

In minimum time-at-level edge cancellation mode, counting by noise cancellation counter Ax (NCNTAx) starts in response to a change in the level of the input signal as a trigger. At the same time as counting starts, changes in the level of the input signal are only output following processing for noise cancellation.

Counting continues until the value in the counter matches that in noise cancellation register Ax (NCRAx). All changes in the level of the input signal are ignored over this period and are not output in the signal following processing for noise cancellation.

The level being input at the time the value of the counter has matched that of the noise cancellation register is then output as the signal following processing for noise cancellation. Accordingly, take note that the level each time counting operation starts (level following a change of level) and the level following the next match in comparison may differ; that is, the output signal may change following processing for noise cancellation at the time of the in match in comparison.

Figure 22.5 shows an example of how the waveforms produced by processing for noise cancellation in minimum time-at-level edge cancellation mode may differ for two input waveforms.

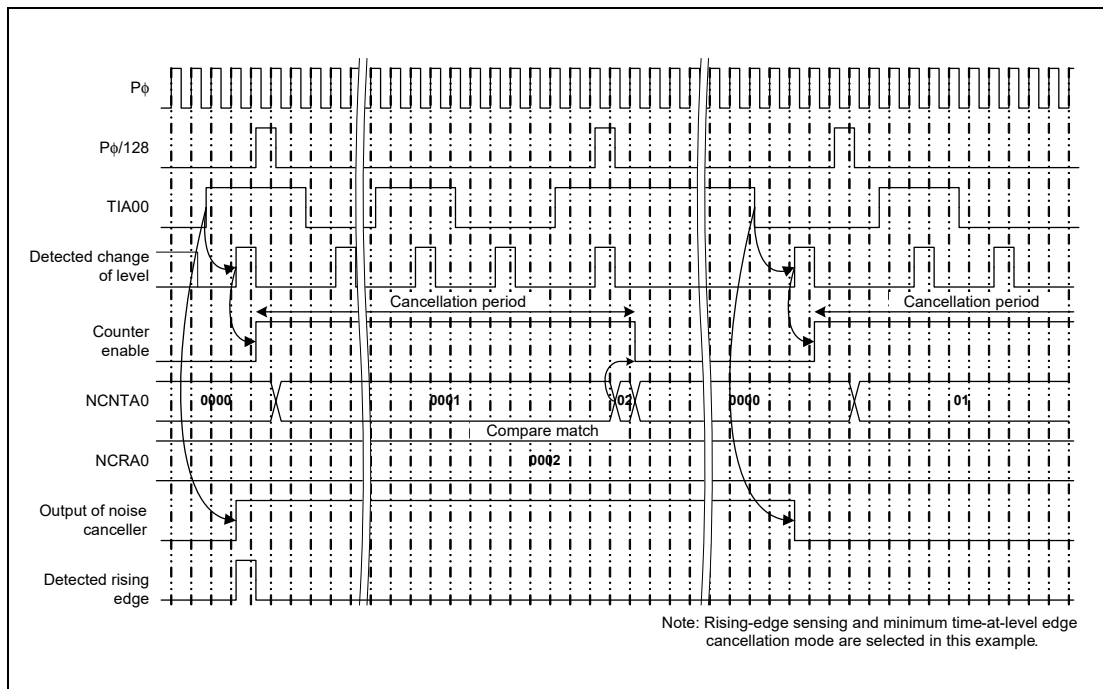


Figure 22.4 Example of Noise Cancellation in Minimum Time-at-Level Edge Cancellation Mode

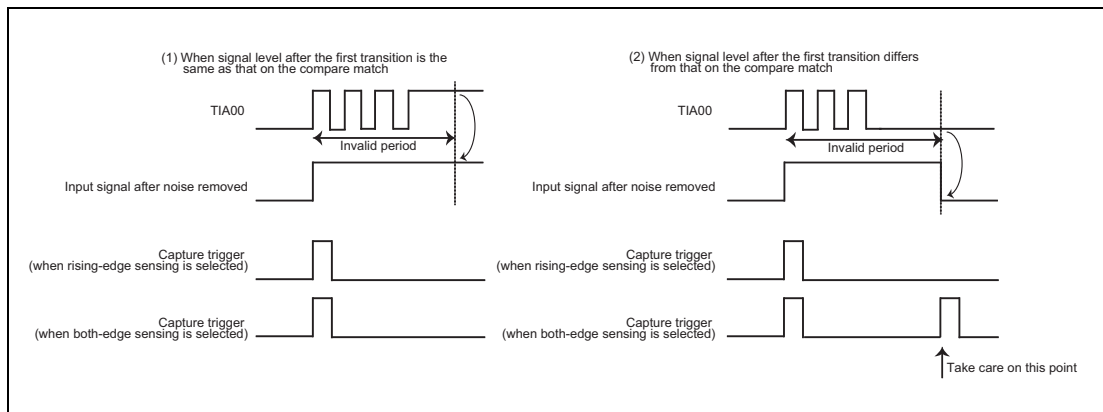


Figure 22.5 Example of Noise Cancellation for Two Types of Waveforms (in Minimum Time-at-Level Edge Cancellation Mode)

In premature-transition edge cancellation mode, counting by noise cancellation counter Ax (NCNTAx) starts in response to a change in the level of the input signal as a trigger. Counting continues until the value counted matches that of the noise cancellation register Ax (NCRAx) or until the level of the input signal changes.

When the value of the counter matches that of the noise cancellation register, any change in the level of the input signal from that before counting started is output following processing for noise cancellation. If the level of the input signal changes before the values of the counter and of the noise cancellation register match, the change of level from that when counting started is deemed to be noise, and is not output in the signal following processing for noise cancellation.

Figure 22.7 shows an example of operations for noise cancellation in level-accumulative cancellation mode. These figures show the situation where the settings are for detection of edges and for the edges to be rising in the signal input to TIA00.

In level-accumulative cancellation mode, whether noise cancellation counter Ax (NCNTAx) counts up or down depends on the level of the input signal. If the counter is counting up, this continues until the value counted matches that of noise cancellation register Ax (NCRAx), or if it is counting down, this continues until the value counted matches 0000_H.

Updating of the output of the noise canceller proceeds when there are matches in comparison. Updating takes the form of the value being output by the noise canceller becoming 1 when the counter counts up to match the value of NCRAx and 0 when the counter counts down to match 0000_H.

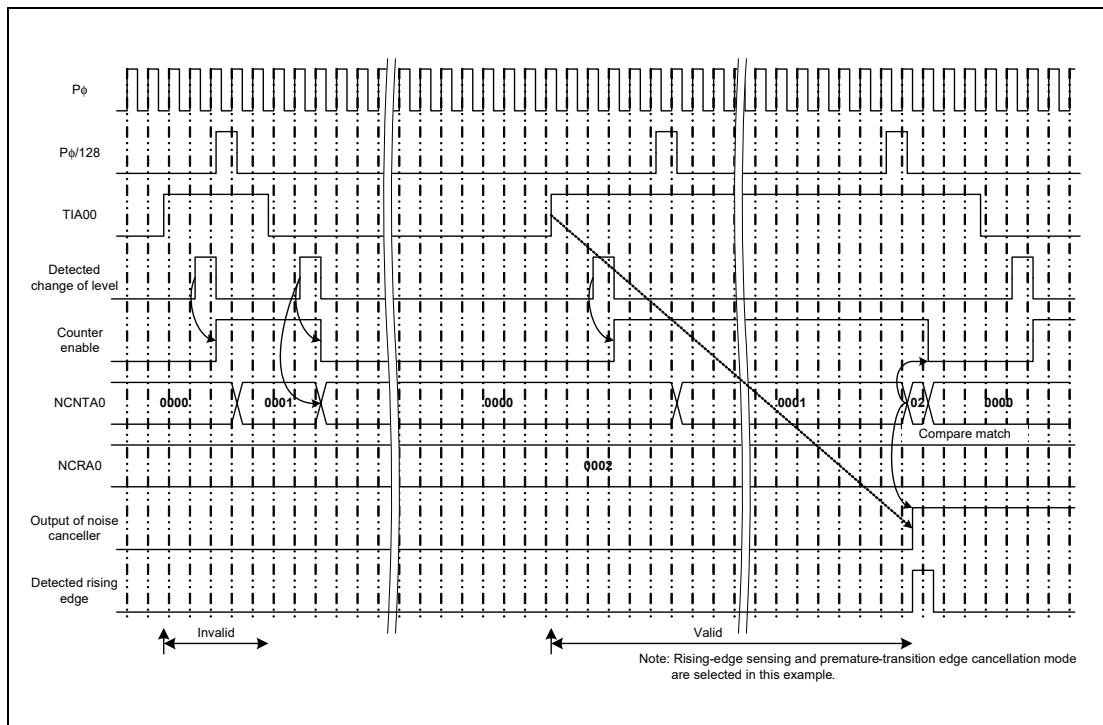


Figure 22.6 Example of Noise Cancellation in Premature-Transition Edge Cancellation Mode

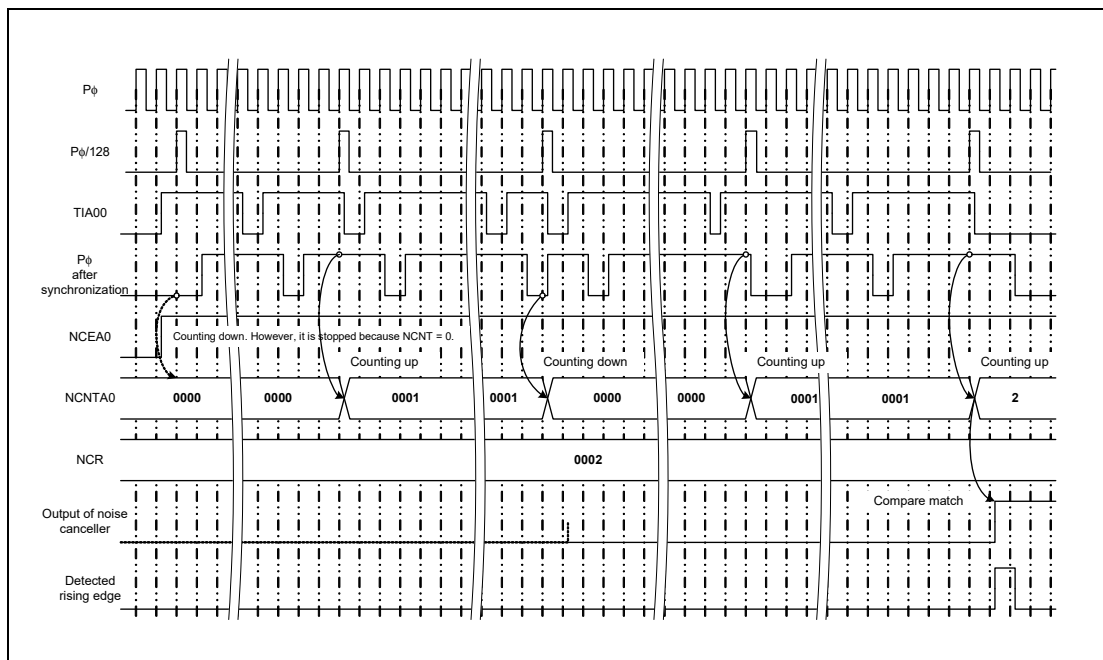


Figure 22.7 Example of Noise Cancellation in Level-Accumulative Cancellation Mode

22.3 Prescaler

22.3.1 Operation

ATU-IV includes four general prescalers and a prescaler for the noise-canceler clock.

The general prescalers are implemented as 10-bit down-counters, in which the prescaled clock signals are derived by frequency-dividing the peripheral clock (PCLK) by N ($1 \leq N \leq 1024$). The generated clock signals are supplied to the individual timers via the clock bus. The prescalers for each of the channels operate independently.

The prescaler for the noise-canceler clock is implemented as a 7-bit down-counter. This generates a clock signal by frequency-dividing the peripheral clock (PCLK) by 128. The clock signal thus generated is supplied to the noise cancelers of timers A, C, F, and J.

A clock signal derived by frequency-dividing the peripheral clock frequency by 128 can be selected for the noise canceler clock by the NCCSEL bit in NCMR of the common controller. No other division ratios are available.

The down-counters of the prescalers are initialized to 0000_{H} by a reset.

22.3.2 Register Description of Prescalers

22.3.2.1 PSCRx — Prescaler Registers x (x = 0 to 3)

Access: 16-bit accessible, but 8-bit inaccessible

Address: FFE6 0080_H (PSCR0)
 FFE6 0084_H (PSCR1)
 FFE6 0088_H (PSCR2)
 FFE6 008C_H (PSCR3)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PSCx[9:0]									
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.5 PSCR Register Contents

Bit Position	Bit Name	Function
15 to 10	—	These bits are not used. Fix these bits to 0.
9 to 0	PSCx[9:0]	Division Ratio These bits specify the division ratio for the corresponding prescaler.

Note: x is an integer of 0 to 3.

Prescaler registers x are 16-bit readable/writable registers, each of which holds a division ratio for one of the four prescalers.

When the value in prescaler register x is changed, the prescaler updates the value on its underflow.

Settable values range from 000_H to 3FF_H.

The division ratio is obtained from the following expression.

$$\text{Division ratio of prescaler} = \frac{1}{\text{PSCx}[9:0] + 1} \quad (\text{Settable value: } 1/1 \text{ to } 1/1024)$$

A duty cycle of 50% is not guaranteed for the clock-signal outputs of the prescalers. Instead, the high level is output in one cycle of the PCLK clock and the low level is output in the remaining cycles within the prescaled period.

22.3.3 Details of Operation

Starting Prescalers

The prescalers start operating when the PSCE bit in the ATU-IV master enable register is set to 1 and generates a clock with a frequency given by the division ratio in the PSCx bits. While a prescaler is operating, the high level is output for one cycle of the PCLK clock each time the corresponding prescaler counter underflows.

When the setting in the PSCx bits is changed during operation, the division ratio of the output clock is updated on the first subsequent counter underflow.

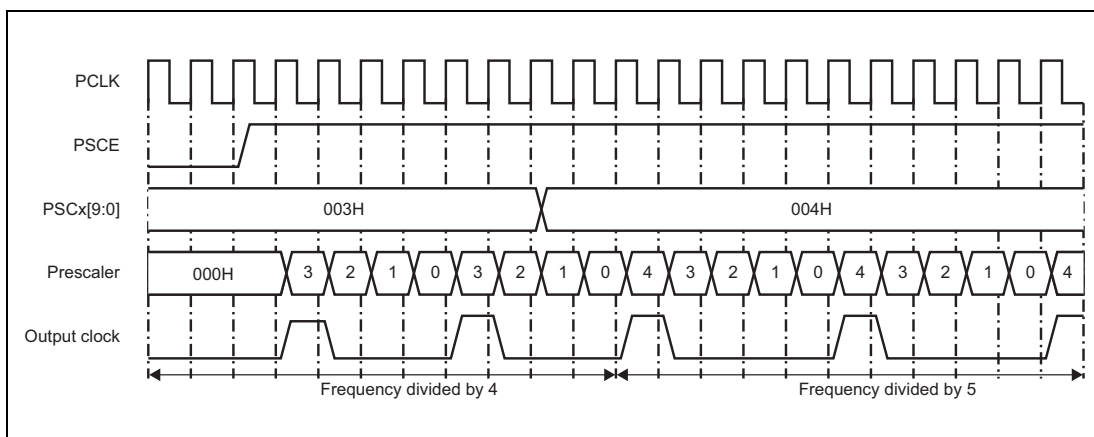


Figure 22.8 Starting Prescaler

Stopping and Restarting Operation

The prescaler stops operating when the PSCE bit in the ATU-IV master enable register is cleared to 0. The clock signal stays at the low level while the prescaler is stopped.

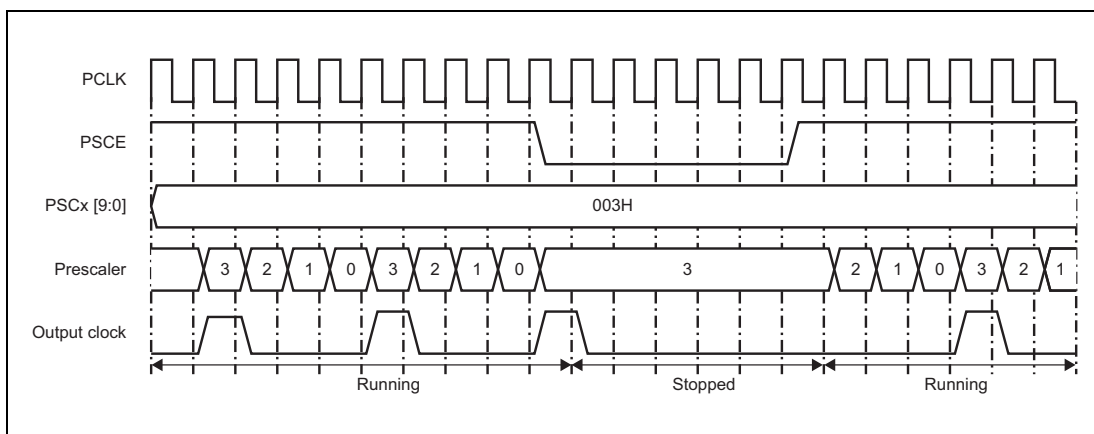


Figure 22.9 Stopping Prescaler

22.4 Timer A

22.4.1 Operation

Timer A includes a 32-bit free-running counter A (TCNTA) and seven 32-bit input capture registers Ax (ICRA0 to ICRA6). TCNTA is a free-running up counter. An interrupt request can be output when the counter overflows.

Seven input capture registers A0 to A6 (ICRA0 to ICRA6) capture the value of free-running counter A (TCNTA) on an assertion of the corresponding external input signal (TIA00 to TIA06). The rising or falling edge, or both edges, can be selected as the trigger for capture. The edge selection is made timer I/O control register 1A (TIOR1A). The interrupt is requested or the A-DMAC is activated at the same timing as capturing.

Noise on the external input signals can be removed by the noise canceler. The pin level of these external signal input pins (TIA00 to TIA06) after noise cancellation can be read and captured. The pin level is captured at the timing of the OCRB6 interrupt request signal from timer B. Input pin (TIA00 to TIA06) signals after noise cancellation can be output as input signals to timer F. Signals on pins TIA00 to TIA06 can be output to timer B, C or D as event signals after noise has been removed and their edges have been extracted. One of TIA00 to 06, or a combination with an input edge are selectable for output to timer B as an event signal (event output 1). Seven event signals TIA00 to 06 are output (event outputs 1B to 1H) to timer B to be used as the capture trigger of the event counter B1 (TCNTB1). One of seven event signals TIA00 to 06 or an event signal which is a combination of several input edges is output (event output 2A and 2B) to timer D0 to D9 respectively to be used as the capture trigger of timer offset base registers OSBRD0 to OSBRD 9. The signals of these event output 1 and event output 2A and 2B can be used as the input capture trigger of timer C.

The capture register value can be transferred by the DMAC by activating the DMAC at the capture timing.

Figure 22.10 is a block diagram of timer A.

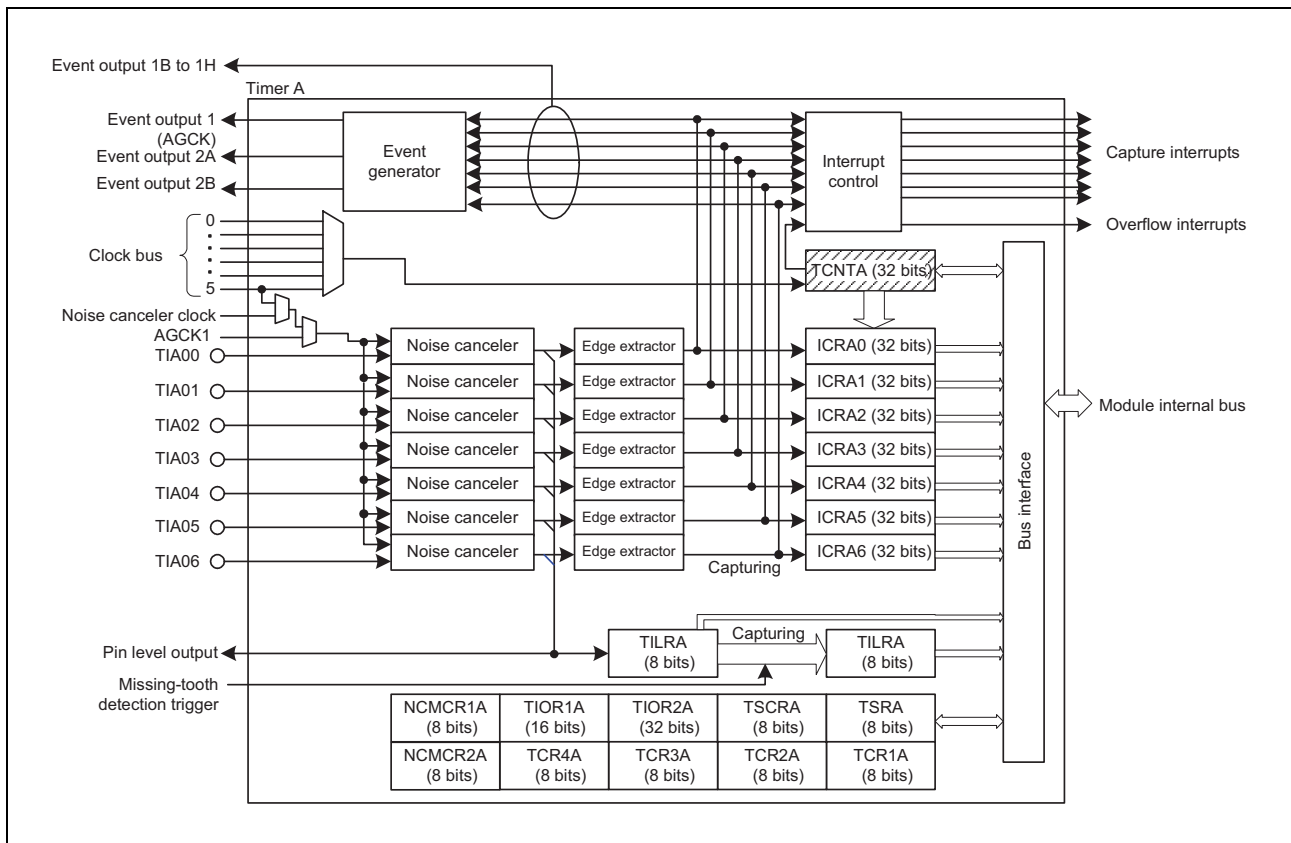


Figure 22.10 Timer A Block Diagram

22.4.2 Timer A Control Registers

22.4.2.1 TCR1A — Timer Control Register 1A

Access: 8-bit accessible

Address: FFE6 0200_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	EVOSEL2A	EVOSEL2B	EVOSEL1			CKSELA		
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.6 TCR1A Register Contents

Bit Position	Bit Name	Function
7	EVOSEL2A	Event Output 2A Select 0: TIA01 is selected as event output 2A 1: TIA02 is selected as event output 2A
6	EVOSEL2B	Event Output 2B Select 0: TIA01 is selected as event output 2B 1: TIA02 is selected as event output 2B
5 to 3	EVOSEL1	Event Output 1 Select 000: No signal is selected as event output 1 001: TIA00 is selected as event output 1 010: TIA01 is selected as event output 1 011: TIA01 and TIA00 input edges are output together. 100: TIA02 is selected as event output 1 101: TIA02 and TIA00 input edges are output together. 110: TIA02 and TIA01 input edges are output together. 111: TIA02, TIA01, and TIA00 input edges are output together.
2 to 0	CKSELA	Clock Select A 000: Clock-bus line 0 (prescaler 0) 001: Clock-bus line 1 (prescaler 1) 010: Clock-bus line 2 (prescaler 2) 011: Clock-bus line 3 (prescaler 3) 100: Clock-bus line 4 (TCLKA) 101: Clock-bus line 5 (TCLKB or multiplied-and-corrected clock) 110: Setting prohibited 111: Setting prohibited

TCR1A is an 8-bit readable/writable register that sets the event output generated from external input signals (TIA00 to TIA02) and the counter clock.

TCR1A is initialized to 00_H by a reset.

(1) EVOSEL2A — Event Output 2A Select

Selects the signal for output on event output 2A as the externally input signal TIA01 or TIA02 (signals after the noise cancellation and edge detection). In timers D0 to D9, the event output 2A signal can be used as a capture trigger for the corresponding timer-offset base registers D_x (OSBRD0 to OSBRD9).

Timer C can use this event output 2A signal as a capture trigger.

(2) EVOSEL2B — Event Output 2B Select

Selects the signal for output on event output 2B as the externally input signal TIA01 or TIA02 (signals after the noise cancellation and edge detection). In timer D0 to D9, the event output 2B signal can be used as a capture trigger for the corresponding timer-offset base register Dx (OSBRD0 to OSBRD9).

Timer C can use this event output 2B signal as a capture trigger.

(3) EVOSEL1 — Event Output 1 Select

These bits select the signal for output on event output 1 as one of the externally input signal TIA00 to TIA02 (signals after the noise cancellation and edge detection). In timer B, the event output 1 signal can be used as an event output 1 to timer B and timer C. Furthermore, input edge combinations of TIA00 and TIA01, TIA00 and TIA02, TIA01 and TIA02, and TIA00, TIA01, and TIA02 can be output together as an event output 1 to timer B and timer C.

(4) CKSELA — Clock Select A

These bits select the signal on one of clock-bus lines 0 to 5 as the clock signal for counting. The signal on lines 0 to 3 have been frequency-divided by prescalers 0 to 3, respectively. Clock-bus line 4 supplies externally input clock A (TCLKA). Clock-bus line 5 supplies externally input clock B (TCLKB) or the multiplied-and-corrected clock output by timer B.

Stop timer A before making or changing the counter-clock selection.

CAUTION

The edge of an external input clock is detected before it is output on a clock bus. When using external input clock A or B, select the edge to be detected by setting the edge select bit in the clock bus control register (CBCNT).

22.4.2.2 TCR2A — Timer Control Register 2A

Access: 8-bit accessible

Address: FFE6 0202_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	EVOSELE1E	EVOSELE1						
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.7 TCR2A Register Contents

Bit Position	Bit Name	Function
7	EVOSELE1E	Event Output 1 Extension Select Enable 0: Event output 1 extension selection is disabled. 1: Event output 1 extension selection is enabled.
6 to 0	EVOSELE1	Event Output 1 Extension Select These bits select the combination of inputs (TIA00 to 06) to be output as an event. b6: 0: TIA06 input edge is not output 1: TIA06 input edge is output b5: 0: TIA05 input edge is not output 1: TIA05 input edge is output b4: 0: TIA04 input edge is not output 1: TIA04 input edge is output b3: 0: TIA03 input edge is not output 1: TIA03 input edge is output b2: 0: TIA02 input edge is not output 1: TIA02 input edge is output b1: 0: TIA01 input edge is not output 1: TIA01 input edge is output b0: 0: TIA00 input edge is not output 1: TIA00 input edge is output

(1) EVOSELE1E — Event Output 1 Extension Select Enable

Event Output 1 Extension Select Enable (EVOSELE1E) is an 8-bit readable/writable register to enable or disable the event output 1 extension selection.

EVOSELE1E is initialized to 00_H by a reset.

(2) EVOSELE1 — Event Output 1 Extension Select Register

Event Output 1 Extension Select register (EVOSELE1) is an 8-bit readable/writable register to set event output 1 of external input edges TIA00 to TIA06 when EVOSELE1E is enabled.

EVOSELE1 is initialized to 00_H by a reset.

Any one of external input signals TIA00 to TIA06 (signals after noise cancellation and edge detection) or combination of these input edges can be output to timer B or timer C as event 1 by the settings of this register.

When this function is enabled, event output selection specified by TCR1A is disabled.

22.4.2.3 TCR3A — Timer Control Register 3A

Access: 8-bit accessible

Address: FFE6 0204_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	EVOSELE2AE	EVOSELE2A						
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.8 TCR3A Register Contents

Bit Position	Bit Name	Function
7	EVOSELE2AE	Event Output 2A Extension Enable 0: Event output 2A extension selection is disabled. 1: Event output 2A extension selection is enabled.
6 to 0	EVOSELE2A	Event Output 2A Extension Select These bits select the combination of inputs (TIA00 to 06) to be output as an event. b6: 0: TIA06 input edge is not output 1: TIA06 input edge is output b5: 0: TIA05 input edge is not output 1: TIA05 input edge is output b4: 0: TIA04 input edge is not output 1: TIA04 input edge is output b3: 0: TIA03 input edge is not output 1: TIA03 input edge is output b2: 0: TIA02 input edge is not output 1: TIA02 input edge is output b1: 0: TIA01 input edge is not output 1: TIA01 input edge is output b0: 0: TIA00 input edge is not output 1: TIA00 input edge is output

(1) EVOSELE2AE — Event Output 2A Extension Select Enable

Event Output 2A Extension Select Enable (EVOSELE2AE) is an 8-bit readable/writable register to enable or disable the event output 2A extension selection. EVOSELE2AE is initialized to 00_H by a reset.

(2) EVOSELE2A — Event Output 2A Extension Select Register

Event Output 2A Extension Select register (EVOSELE2A) is an 8-bit readable/writable register to set event output 2A of external input edges TIA00 to TIA06 when EVOSELE2AE is enabled.

EVOSELE2A is initialized to 00_H by a reset.

Any one of external input signals TIA00 to TIA06 (signals after noise cancellation and edge detection) or combination of these input edges can be output as event 2A by the settings of this register. Timer D0 to timer D9 can use this event 2A signal as the capture trigger of timer offset base registers Dx (OSBRD0 to OSBRD9).

Timer C can use this event output 2A signal as a capture trigger.

When this function is enabled, event output selection specified by TCR1A is disabled.

22.4.2.4 TCR4A — Timer Control Register 4A

Access: 8-bit accessible

Address: FFE6 0206_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	EVOSELE2BE		EVOSELE2B					
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.9 TCR4A Register Contents

Bit Position	Bit Name	Function
7	EVOSELE2BE	Event Output 2B Extension Enable 0: Event output 2B extension selection is disabled. 1: Event output 2B extension selection is enabled.
6 to 0	EVOSELE2B	Event Output 2B Extension Select These bits select the combination of inputs (TIA00 to 06) to be output as an event. b6: 0: TIA06 input edge is not output 1: TIA06 input edge is output b5: 0: TIA05 input edge is not output 1: TIA05 input edge is output b4: 0: TIA04 input edge is not output 1: TIA04 input edge is output b3: 0: TIA03 input edge is not output 1: TIA03 input edge is output b2: 0: TIA02 input edge is not output 1: TIA02 input edge is output b1: 0: TIA01 input edge is not output 1: TIA01 input edge is output b0: 0: TIA00 input edge is not output 1: TIA00 input edge is output

(1) EVOSELE2BE — Event Output 2B Extension Select Enable

Event Output 2B Extension Select Enable (EVOSELE2BE) is an 8-bit readable/writable register to enable or disable the event output 2B extension selection.

EVOSELE2BE is initialized to 00_H by a reset.

(2) EVOSELE2B — Event Output 2B Extension Select Register

Event Output 2B Extension Select register (EVOSELE2B) is an 8-bit readable/writable register to set event output 2B of external input edges TIA00 to TIA06 when EVOSELE2BE is enabled.

EVOSELE2B is initialized to 00_H by a reset.

Any one of external input signals TIA00 to TIA06 (signals after noise cancellation and edge detection) or a combination of them can be output as event 2B with input edge by the settings of this register. Timer D0 to timer D9 can use this event 2B signal as the capture trigger of timer-offset base registers Dx (OSBRD0 to OSBRD9).

Timer C can use this event output 2B signal as a capture trigger.

When this function is enabled, event output selection specified by TCR1A is disabled.

22.4.2.5 NCMCR1A — Noise Cancellation Mode Channel Register 1A

Access: 8-bit accessible

Address: FFE6 020C_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	NCM1A6	NCM1A5	NCM1A4	NCM1A3	NCM1A2	NCM1A1	NCM1A0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.10 NCMCR1A Register Contents

Bit Position	Bit Name	Function
7	—	This bit is not used. Fix this bit to 0.
6	NCM1A6	Noise Cancellation Mode of Channel 6 Specify the operating mode of noise canceler in channel 6. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMA = 0 and NCM2A6 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A6 = 1)
5	NCM1A5	Noise Cancellation Mode of Channel 5 Specify the operation mode of noise canceler in channel 5. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMA = 0 and NCM2A5 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A5 = 1)
4	NCM1A4	Noise Cancellation Mode of Channel 4 Specify the operation mode of noise canceler in channel 4. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMA = 0 and NCM2A4 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A4 = 1)
3	NCM1A3	Noise Cancellation Mode of Channel 3 Specify the operation mode of noise canceler in channel 3. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMA = 0 and NCM2A3 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A3 = 1)
2	NCM1A2	Noise Cancellation Mode of Channel 2 Specify the operation mode of noise canceler in channel 2. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMA = 0 and NCM2A2 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A2 = 1)
1	NCM1A1	Noise Cancellation Mode of Channel 1 Specify the operation mode of noise canceler in channel 1. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMA = 0 and NCM2A1 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A1 = 1)
0	NCM1A0	Noise Cancellation Mode of Channel 0 Specify the operation mode of noise canceler in channel 0. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMA = 0 and NCM2A0 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A0 = 1)

NCMCRIA is an 8-bit readable/writable register that selects the operation mode of noise canceler for each channel unit.

In minimum time-at-level edge cancellation mode, after an input signal level change is detected, any input signal level change in the specified period is ignored. This mode regards a signal level change in the specified period as noise after the first level change is detected.

In level-accumulative cancellation mode, input signal levels are accumulated and the input level is regarded to have reached 0 or 1 when the accumulation result becomes 0 or the specified value.

Each period is specified by the noise canceler register of each channel and the noise canceler counter measures time.

To disable noise cancellation mode from premature-transition/minimum time-at-level edge cancellation mode, do so after the value of the counter (NCNTA0 to 6) held in each timer becomes 16'h0000.

Outline of noise canceling operation (example of TIA00 input signal of timer A) is shown in **Figure 22.1** (in minimum time-at-level edge cancellation mode), **Figure 22.2** (in premature-transition edge cancellation mode), and **Figure 22.3** (in level-accumulative cancellation mode).

Each channel detects the edge of a signal that has passed through the noise canceler. **Figure 22.1**, **Figure 22.2**, and **Figure 22.3** show an example of detecting the rising edge of a signal that has passed through the noise canceler.

- (1) NCM1A6 — Noise Cancellation Mode of Channel 6**
Specify the operating mode of noise canceler in channel 6.
- (2) NCM1A5 — Noise Cancellation Mode of Channel 5**
Specify the operation mode of noise canceler in channel 5.
- (3) NCM1A4 — Noise Cancellation Mode of Channel 4**
Specify the operation mode of noise canceler in channel 4.
- (4) NCM1A3 — Noise Cancellation Mode of Channel 3**
Specify the operation mode of noise canceler in channel 3.
- (5) NCM1A2 — Noise Cancellation Mode of Channel 2**
Specify the operation mode of noise canceler in channel 2.
- (6) NCM1A1 — Noise Cancellation Mode of Channel 1**
Specify the operation mode of noise canceler in channel 1.
- (7) NCM1A0 — Noise Cancellation Mode of Channel 0**
Specify the operation mode of noise canceler in channel 0.

CAUTIONS

1. This register is only effective when the NCMA bit of the noise cancellation mode register (NCMR) in the common control unit is 0. Furthermore, when the corresponding channel bit (NCM1A*) in this register is set to 1, the mode can be set to minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode according to the state of the corresponding channel bit in the noise cancellation mode channel register 2A (NCMCR2A).
 2. *: 0 to 6.
-

22.4.2.6 NCMCR2A — Noise Cancellation Mode Channel Register 2A

Access: 8-bit accessible

Address: FFE6 020E_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	NCM2A6	NCM2A5	NCM2A4	NCM2A3	NCM2A2	NCM2A1	NCM2A0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.11 NCMCR2A Register Contents

Bit Position	Bit Name	Function
7	—	This bit is not used. Fix this bit to 0.
6	NCM2A6	Noise Cancellation Mode of Channel 6 Specify the operating mode of noise canceler in channel 6. 0: Premature-transition edge cancellation mode (When NCMA = 0 and NCM1A6 = 1) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM1A6 = 1)
5	NCM2A5	Noise Cancellation Mode of Channel 5 Specify the operation mode of noise canceler in channel 5. 0: Premature-transition edge cancellation mode (When NCMA = 0 and NCM1A5 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A5 = 1)
4	NCM2A4	Noise Cancellation Mode of Channel 4 Specify the operation mode of noise canceler in channel 4. 0: Premature-transition edge cancellation mode (When NCMA = 0 and NCM1A4 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A4 = 1)
3	NCM2A3	Noise Cancellation Mode of Channel 3 Specify the operation mode of noise canceler in channel 3. 0: Premature-transition edge cancellation mode (When NCMA = 0 and NCM1A3 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A3 = 1)
2	NCM2A2	Noise Cancellation Mode of Channel 2 Specify the operation mode of noise canceler in channel 2. 0: Premature-transition edge cancellation mode (When NCMA = 0 and NCM1A2 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A2 = 1)
1	NCM2A1	Noise Cancellation Mode of Channel 1 Specify the operation mode of noise canceler in channel 1. 0: Premature-transition edge cancellation mode (When NCMA = 0 and NCM1A1 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A1 = 1)
0	NCM2A0	Noise Cancellation Mode of Channel 0 Specify the operation mode of noise canceler in channel 0. 0: Premature-transition edge cancellation mode (When NCMA = 0 and NCM1A0 = 0) 1: Level-accumulative cancellation mode (When NCMA = 0 and NCM2A0 = 1)

NCMCR2A is an 8-bit readable/writable register that selects the operation mode of noise canceler for each channel unit.

In level-accumulative cancellation mode, input signal levels are accumulated and the input level is regarded to have reached 0 or 1 when the accumulation result becomes 0 or the specified value.

Each period is specified by the noise canceler register of each channel and the noise canceler counter measures time.

Outline of noise canceling operation (example of TIA00 input signal of timer A) is shown in **Figure 22.1** (in minimum time-at-level edge cancellation mode) and **Figure 22.3** (in level-accumulative cancellation mode).

Each channel detects the edge of a signal that has passed through the noise canceler. **Figure 22.1** and **Figure 22.3** show an example of detecting the rising edge of a signal that has passed through the noise canceler.

(1) NCM2A6 — Noise Cancellation Mode 2 of Channel 6

Specify the operating mode of noise canceler in channel 6.

(2) NCM2A5 — Noise Cancellation Mode of Channel 5

Specify the operation mode of noise canceler in channel 5.

(3) NCM2A4 — Noise Cancellation Mode of Channel 4

Specify the operation mode of noise canceler in channel 4.

(4) NCM2A3 — Noise Cancellation Mode of Channel 3

Specify the operation mode of noise canceler in channel 3.

(5) NCM2A2 — Noise Cancellation Mode of Channel 2

Specify the operation mode of noise canceler in channel 2.

(6) NCM2A1 — Noise Cancellation Mode of Channel 1

Specify the operation mode of noise canceler in channel 1.

(7) NCM2A0 — Noise Cancellation Mode of Channel 0

Specify the operation mode of noise canceler in channel 0.

CAUTIONS

1. This register is only effective when the NCMA bit in the noise cancellation mode register (NCMR) in the common control unit is 0 and the corresponding channel bit (NCM1A*) in noise cancellation mode channel register 1A (NCMCR1A) of timer A is set to 1.
2. *: 0 to 6

22.4.2.7 TIOR1A — Timer I/O Control Register 1A

Access: 8-bit and 16-bit accessible

Address: FFE6 0210_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	IOA6	IOA6	IOA5	IOA5	IOA4	IOA4	IOA3	IOA3	IOA2	IOA2	IOA1	IOA1	IOA0	IOA0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.12 TIOR1A Register Contents

Bit Position	Bit Name	Function
15, 14	—	These bits are not used. Fix these bits to 0.
13, 12	IOA6	I/O Control A6 00: TIA06 input capturing is prohibited. 01: TCNTA is captured in ICRA6 on the rising edge of TIA06. 10: TCNTA is captured in ICRA6 on the falling edge of TIA06. 11: TCNTA is captured in ICRA6 on both edges of TIA06.
11, 10	IOA5	I/O Control A5 00: TIA05 input capturing is prohibited. 01: TCNTA is captured in ICRA5 on the rising edge of TIA05 10: TCNTA is captured in ICRA5 on the falling edge of TIA05 11: TCNTA is captured in ICRA5 on both edges of TIA05
9, 8	IOA4	I/O Control A4 00: TIA04 input capturing is prohibited. 01: TCNTA is captured in ICRA4 on the rising edge of TIA04 10: TCNTA is captured in ICRA4 on the falling edge of TIA04 11: TCNTA is captured in ICRA4 on both edges of TIA04
7, 6	IOA3	I/O Control A3 00: TIA03 input capturing is prohibited. 01: TCNTA is captured in ICRA3 on the rising edge of TIA03 10: TCNTA is captured in ICRA3 on the falling edge of TIA03 11: TCNTA is captured in ICRA3 on both edges of TIA03
5, 4	IOA2	I/O Control A2 00: TIA02 input capturing is prohibited. 01: TCNTA is captured in ICRA2 on the rising edge of TIA02 10: TCNTA is captured in ICRA2 on the falling edge of TIA02 11: TCNTA is captured in ICRA2 on both edges of TIA02
3, 2	IOA1	I/O Control A1 00: TIA01 input capturing is prohibited. 01: TCNTA is captured in ICRA1 on the rising edge of TIA01 10: TCNTA is captured in ICRA1 on the falling edge of TIA01 11: TCNTA is captured in ICRA1 on both edges of TIA01
1, 0	IOA0	I/O Control A0 00: TIA00 input capturing is prohibited. 01: TCNTA is captured in ICRA0 on the rising edge of TIA00 10: TCNTA is captured in ICRA0 on the falling edge of TIA00 11: TCNTA is captured in ICRA0 on both edges of TIA00

The TIOR1A register is used to select the edge of event output 2A, event output 2B, event output 1, and event outputs 1B to 1H.

Timer I/O Control Register 1A (TIOR1A) is a 16-bit readable/writable register that sets the edge of external inputs (TIA00 to TIA06) to be detected.

TIOR1A is initialized to 0000_H by a reset.

(1) IOA0 to 6 — I/O Control A0 to 6

These bits select the edge of external inputs (TIA00 to TIA06) that is to be extracted for use in input-capture triggering. When these bits are set to 00_B, input capturing is not performed. When the bit is set to 01, 10 or 11, the contents of free-running counter A0 to A5 (TCNTA) are transferred to input capture register A0 to A6 (ICRA0 to ICRA6) on detection of the selected edge from one of the external inputs.

Edge extraction is synchronized with the PCLK clock. Make sure that the frequency of the Pφ clock is at least twice the frequency of the external input signal. Otherwise, edge extraction will not be performed correctly.

Edge extraction is performed for signals that have passed through the noise canceler. When the noise canceler is disabled, the selected edge is simply extracted from the external inputs (TIA00 to TIA06). When the noise canceler is enabled, the selected edge is extracted from the signals after noise removal.

The edge detection signals of TIA00 to TIA06 are directly output to event output 1B to 1H. TIA0 corresponds to event output 1B, TIA01 to event output 1C, TIA02 to event output 1D, TIA03 to event output 1E, TIA04 to event output 1F, TIA05 to event output 1G, and TIA06 to event output 1H respectively.

Furthermore, the edge extracted here is output to other timer modules by setting the event output 1 and event output 2 select bits (EVOSEL1, EVOSEL2) in TCR1A, the event output 1 extension select bit in TCR2A, the event output 2A extension select bit in TCR3A, and the event output 2B extension select bit in TCR4A. (Signals to be output after edge extraction are generated in positive logic.)

22.4.2.8 TIOR2A — Timer I/O Control Register 2A

Access: 8-bit/16-bit/32-bit accessible

Address: FFE6 0214_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	NCKGA6	NCKGA5	NCKGA4	NCKGA3	NCKGA2	NCKGA1	NCKGA0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	NCKA6	NCKA5	NCKA4	NCKA3	NCKA2	NCKA1	NCKA0	—	NCEA6	NCEA5	NCEA4	NCEA3	NCEA2	NCEA1	NCEA0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.13 TIOR2A Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 23	—	These bits are not used. Fix these bits to 0.
22	NCKGA6	Noise Canceler Clock Select GA6 0: The clock selected by NCKA6 is selected as the count source clock of NCNTA6. 1: Noise canceler count clock (AGCK1) is selected as the count source clock of NCNTA6.
21	NCKGA5	Noise Canceler Clock Select GA5 0: The clock selected by NCKA5 is selected as the count source clock of NCNTA5. 1: Noise canceler count clock (AGCK1) is selected as the count source clock of NCNTA5.
20	NCKGA4	Noise Canceler Clock Select GA4 0: The clock selected by NCKA4 is selected as the count source clock of NCNTA4. 1: Noise canceler count clock (AGCK1) is selected as the count source clock of NCNTA4.
19	NCKGA3	Noise Canceler Clock Select GA3 0: The clock selected by NCKA3 is selected as the count source clock of NCNTA3. 1: Noise canceler count clock (AGCK1) is selected as the count source clock of NCNTA3.
18	NCKGA2	Noise Canceler Clock Select GA2 0: The clock selected by NCKA2 is selected as the count source clock of NCNTA2. 1: Noise canceler count clock (AGCK1) is selected as the count source clock of NCNTA2.
17	NCKGA1	Noise Canceler Clock Select GA1 0: The clock selected by NCKA1 is selected as the count source clock of NCNTA1. 1: Noise canceler count clock (AGCK1) is selected as the count source clock of NCNTA1.
16	NCKGA0	Noise Canceler Clock Select GA0 0: The clock selected by NCKA0 is selected as the count source clock of NCNTA0. 1: Noise canceler count clock (AGCK1) is selected as the count source clock of NCNTA0.
15	—	This bit is not used. Fix this bit to 0.

Table 22.13 TIOR2A Register Contents (2/2)

Bit Position	Bit Name	Function
14	NCKA6	Noise Canceler Clock Select A6 0: Noise canceler count clock ($P\phi$ or $P\phi/128$) is selected as the count source clock of NCNTA6. 1: Clock-bus line 5 is selected as the count source clock of NCNTA6.
13	NCKA5	Noise Canceler Clock Select A5 0: Noise canceler count clock ($P\phi$ or $P\phi/128$) is selected as the signal for counting by NCNTA5 1: Clock-bus line 5 is selected as the signal for counting by NCNTA5
12	NCKA4	Noise Canceler Clock Select A4 0: Noise canceler count clock ($P\phi$ or $P\phi/128$) is selected as the signal for counting by NCNTA4 1: Clock-bus line 5 is selected as the signal for counting by NCNTA4
11	NCKA3	Noise Canceler Clock Select A3 0: Noise canceler count clock ($P\phi$ or $P\phi/128$) is selected as the signal for counting by NCNTA3 1: Clock-bus line 5 is selected as the signal for counting by NCNTA3
10	NCKA2	Noise Canceler Clock Select A2 0: Noise canceler count clock ($P\phi$ or $P\phi/128$) is selected as the signal for counting by NCNTA2 1: Clock-bus line 5 is selected as the signal for counting by NCNTA2
9	NCKA1	Noise Canceler Clock Select A1 0: Noise canceler count clock ($P\phi$ or $P\phi/128$) is selected as the signal for counting by NCNTA1 1: Clock-bus line 5 is selected as the signal for counting by NCNTA1
8	NCKA0	Noise Canceler Clock Select A0 0: Noise canceler count clock ($P\phi$ or $P\phi/128$) is selected as the signal for counting by NCNTA0 1: Clock-bus line 5 is selected as the signal for counting by NCNTA0
7	—	This bit is not used. Fix this bit to 0.
6	NCEA6	Noise Canceler Enable A6 0: Noise cancelers for TIA06 are disabled. 1: Noise cancelers for TIA06 are enabled.
5	NCEA5	Noise Canceler Enable A5 0: Noise cancelers for TIA05 are disabled 1: Noise cancelers for TIA05 are enabled
4	NCEA4	Noise Canceler Enable A4 0: Noise cancelers for TIA04 are disabled 1: Noise cancelers for TIA04 are enabled
3	NCEA3	Noise Canceler Enable A3 0: Noise cancelers for TIA03 are disabled 1: Noise cancelers for TIA03 are enabled
2	NCEA2	Noise Canceler Enable A2 0: Noise cancelers for TIA02 are disabled 1: Noise cancelers for TIA02 are enabled
1	NCEA1	Noise Canceler Enable A1 0: Noise cancelers for TIA01 are disabled 1: Noise cancelers for TIA01 are enabled
0	NCEA0	Noise Canceler Enable A0 0: Noise cancelers for TIA00 are disabled 1: Noise cancelers for TIA00 are enabled

Timer I/O Control Register 2A (TIOR2A) is a 32-bit readable/writable register that selects the noise canceler clock and enables and disables the noise cancelers for externally input signals (TIA00 to TIA06).

TIOR2A is initialized to 0000 0000_H by a reset.

(1) NCKGA0 to 6 — Noise Canceler Clock Select G A0 to 6

These bits select the count source clock of noise canceler counters A0 to 6 (NCNTA0 to 6).

The noise canceler count clock selected by the noise canceler clock select bits (NCKA0 to 6) or AGCK1 can be selected as the count source clock.

(2) NCKA0 to 6 — Noise Canceler Clock Select A0 to 6

These bits select the count source clock of noise canceler counter A0 to 6 (NCNTA0 to 6).

The noise canceler count clock or the signal on clock-bus line 5 can be selected as the signal for counting. Either the P ϕ clock frequency divided by 128 or the P ϕ clock can be selected as the noise canceler count clock by setting the NCCSEL bit of the common controller.

(3) NCEA0 to 6 — Noise Canceler Enable A0 to 6

These bits enable and disable the noise cancelers for externally input signals (TIA00 to TIA06).

When a level change on externally input signals TIA00 to TIA06 is detected while this bit is set to 1, it is processed in minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode depending on the setting in the noise cancellation mode register (NCMR) of the common controller, noise cancellation mode channel register 1A (NCMCR1A) of timer A, or noise cancellation mode channel register 2A (NCMCR2A) of timer A.

In minimum time-at-level edge cancellation mode, when a level change of the externally input signal is detected, the change is output as the signal whose noise is removed and the corresponding noise canceler counter (NCNTA0 to NCNTA6) is started for counting up. Subsequent level changes are masked until the value in the counter reaches the value in the noise canceler register (NCRA0 to NCRA6). The level of the externally input signal is output on this compare match.

When these bits are cleared to 0 while the counter (NCNTA0 to NCNTA6) is being incremented, counting continues until the values in the counter and the noise canceler register match. The subsequent level changes are also masked over this period.

In premature-transition edge cancellation mode, when a level change of the externally input signal is detected, the corresponding noise canceler counter (NCNTA0 to NCNTA6) is started for counting up. If subsequent level changes are not detected until the value in the counter reaches the value in the noise canceler register (NCRA0 to NCRA6), the previously accepted level change is output as the signal whose noise is removed on compare match of the counter and noise canceler register. When the subsequent level change is detected before the values in the counter and noise canceler register match, all the changes are treated as noise. Therefore the signal whose noise is removed is not changed.

When these bits are cleared to 0 while the counter (NCNTA0 to NCNTA6) is being incremented, counting continues until the values in the counter and the noise canceler register match or a level change on the externally input signal is detected.

In level-accumulative cancellation mode, the corresponding noise canceler counter A0 to A6 (NCNTA0 to NCNTA6) increments or decrements n according to the input signal level. It increments at the input high level and decrements at the input low level. Up-counting continues until the noise canceler counter value matches the noise canceler register A0 to A6 (NCRA0 to NCRA6) value. Down-counting continues until the noise canceler counter becomes 00_H.

When compare match (NCRA0 to NCRA6) occurs during up-counting, the noise canceler output is updated to 1. When compare match (00_H) occurs during down-counting, the noise canceler output is updated to 0.

In premature-transition edge cancellation mode and minimum time-at-level edge cancellation mode, level changes are always detected by P ϕ regardless of the selected noise-canceler clock. In level-

accumulative cancellation mode, input level sampling is performed by the clock selected by the noise canceler clock select bits A0 to A6 (NCKA0 to NCKA6).

For details of operations for noise cancellation, see the description of the noise cancellation mode register in **22.2.2, Common Controller Related Registers**.

22.4.2.9 TSRA — Timer Status Register A

Access: 8-bit accessible

Address: FFE6 0208_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	OVFA	ICFA6	ICFA5	ICFA4	ICFA3	ICFA2	ICFA1	ICFA0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.14 TSRA Register Contents

Bit Position	Bit Name	Function
7	OVFA	Overflow Flag A 0: Indicates that TCNTA has not overflowed 1: Indicates that TCNTA has overflowed
6	ICFA6	Input Capture Flag A6 0: No input capture has occurred 1: Input capture has occurred
5	ICFA5	Input Capture Flag A5 0: No input capture has occurred 1: Input capture has occurred
4	ICFA4	Input Capture Flag A4 0: No input capture has occurred 1: Input capture has occurred
3	ICFA3	Input Capture Flag A3 0: No input capture has occurred 1: Input capture has occurred
2	ICFA2	Input Capture Flag A2 0: No input capture has occurred 1: Input capture has occurred
1	ICFA1	Input Capture Flag A1 0: No input capture has occurred 1: Input capture has occurred
0	ICFA0	Input Capture Flag A0 0: No input capture has occurred 1: Input capture has occurred

The timer status register A (TSRA) is an 8-bit read-only register that indicates occurrence of overflow of the free-running counter A (TCNTA) and input capture of input capture registers A0 to A6 (ICRA0 to ICRA6).

These status flags indicate occurrence of an interrupt request, and can be cleared to 0 by setting the corresponding bit in timer status clear register A (TSCRA). When an interrupt source occurs while one of these flags is set to 1, an interrupt request is generated again. Even if flag clear by the corresponding timer status clear register is in contention with flag setting due to occurrence of an interrupt source, an interrupt request is generated.

TSRA is initialized to 00_H by a reset.

(1) OVFA — Overflow Flag A

Indicates that free-running counter A (TCNTA) has overflowed.

This flag indicates that an overflow occurred in TCNTA when this bit are read as 1. This flag can be set neither to 1 nor 0 by software.

- Setting (to 1) condition
When TCNTA overflows (transition from FFFF FFFF_H to 0000 0000_H)
- Clearing (to 0) condition
When OVFCA in timer status clear register A (TSCRA) is set to 1

(2) ICFA0 to 6 — Input Capture Flag A0 to 6

These bits indicate that the value in free-running counter A (TCNTA) has been captured by input capture register A0 to 6 (ICRA0 to ICRA6). When one of these bits is read as 1, the value in TCNTA has been stored in the corresponding ICRA.

These bits can be set neither to 1 nor 0 by software.

- Setting (to 1) condition
When TCNTA is transferred to ICRA0 to ICRA6 on assertion of the input capture signal (TIA00 to TIA06)
- Clearing (to 0) condition
When ICFCA0 to ICFCA6 in timer status clear register A (TSCRA) are set to 1

22.4.2.10 TSCRA — Timer Status Clear Register A

Access: 8-bit accessible

Writing 0 is disabled. If 1 is written to this register, data is not retained. This register is always read as 0.

Address: FFE6 020A_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	OVFCA	ICFCA6	ICFCA5	ICFCA4	ICFCA3	ICFCA2	ICFCA1	ICFCA0
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.15 TSCRA Register Contents

Bit Position	Bit Name	Function
7	OVFCA	Overflow Flag Clear A Enable 0: Disabled (Initial value) 1: OVFA in the timer status register A (TSRA) is cleared to 0.
6	ICFCA6	Input Capture Flag Clear A6 Enable 0: Disabled (Initial value) 1: ICFA6 in the timer status register A (TSRA) is cleared to 0.
5	ICFCA5	Input Capture Flag Clear A5 Enable 0: Disabled (Initial value) 1: ICFA5 in the timer status register A (TSRA) is cleared to 0.
4	ICFCA4	Input Capture Flag Clear A4 Enable 0: Disabled (Initial value) 1: ICFA4 in the timer status register A (TSRA) is cleared to 0.
3	ICFCA3	Input Capture Flag Clear A3 Enable 0: Disabled (Initial value) 1: ICFA3 in the timer status register A (TSRA) is cleared to 0.
2	ICFCA2	Input Capture Flag Clear A2 Enable 0: Disabled (Initial value) 1: ICFA2 in the timer status register A (TSRA) is cleared to 0.
1	ICFCA1	Input Capture Flag Clear A1 Enable 0: Disabled (Initial value) 1: ICFA1 in the timer status register A (TSRA) is cleared to 0.
0	ICFCA0	Input Capture Flag Clear A0 Enable 0: Disabled (Initial value) 1: ICFA0 in the timer status register A (TSRA) is cleared to 0.

TSCRA is an 8-bit readable/writable register to set clearing of flags at occurrence of an overflow or input capture.

TSCRA can be read and written only in 8-bit units, but this register is always read as 0.

TSCRA is initialized to 00_H by a reset.

(1) OVFA — Overflow Flag Clear A Enable

Writing 1 to this bit while overflow flag A (OVFA) in the timer status register A (TSRA) is set to 1 clears OVFA to 0. This bit is always read as 0.

(2) ICFA6 — Input Capture Flag Clear A6 Enable

Writing 1 to this bit while input capture flag A6 (ICFA6) in the timer status register A (TSRA) is set to 1 clears ICFA6 to 0. This bit is always read as 0.

(3) ICFA5 — Input Capture Flag Clear A5 Enable

Writing 1 to this bit while input capture flag A5 (ICFA5) in the timer status register A (TSRA) is set to 1 clears ICFA5 to 0. This bit is always read as 0.

(4) ICFA4 — Input Capture Flag Clear A4 Enable

Writing 1 to this bit while input capture flag A4 (ICFA4) in the timer status register A (TSRA) is set to 1 clears ICFA4 to 0. This bit is always read as 0.

(5) ICFA3 — Input Capture Flag Clear A3 Enable

Writing 1 to this bit while input capture flag A3 (ICFA3) in the timer status register A (TSRA) is set to 1 clears ICFA3 to 0. This bit is always read as 0.

(6) ICFA2 — Input Capture Flag Clear A2 Enable

Writing 1 to this bit while input capture flag A2 (ICFA2) in the timer status register A (TSRA) is set to 1 clears ICFA2 to 0. This bit is always read as 0.

(7) ICFA1 — Input Capture Flag Clear A1 Enable

Writing 1 to this bit while input capture flag A1 (ICFA1) in the timer status register A (TSRA) is set to 1 clears ICFA1 to 0. This bit is always read as 0.

(8) ICFA0 — Input Capture Flag Clear A0 Enable

Writing 1 to this bit while input capture flag A0 (ICFA0) in the timer status register A (TSRA) is set to 1 clears ICFA0 to 0. This bit is always read as 0.

22.4.2.11 ICRAx — Input Capture Registers Ax (x = 0 to 6)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0240_H (ICRA0)
 FFE6 0260_H (ICRA1)
 FFE6 0280_H (ICRA2)
 FFE6 02A0_H (ICRA3)
 FFE6 02C0_H (ICRA4)
 FFE6 02E0_H (ICRA5)
 FFE6 0300_H (ICRA6)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ICAx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ICAx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.16 ICRAx Register Contents

Bit Position	Bit Name	Function
31 to 0	ICAx	Input Capture Ax These bits hold 32-bit input capture value.

Input capture registers A0 to A6 (ICRA0 to ICRA6) are 32-bit read-only registers only for input capture. No value can be written to these registers.

Input capture-dedicated registers detect an external input capture signal (TIA00 to TIA06) and store the free-running counter A (TCNTA) value. The DMAC can be activated at this input capture timing. At this time, the corresponding bit in the timer status register A (TSRA) is set to 1.

The input capture signal edge to be extracted is set by the I/O control bits in the timer I/O control register 1A (TIOR1A).

ICRA0 to ICRA6 can be read only in 32-bit units. Do not read these registers in 16-bit or 8-bit units.

ICRA0 to ICRA6 are initialized to 0000 0000_H by a reset.

22.4.2.12 TCNTA — Free-Running Counter A

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0220_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CNTA															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNTA															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.17 TCNTA Register Contents

Bit Position	Bit Name	Function
31 to 0	CNTA	Timer Count A These bits hold the counter value in 32-bit units.

TCNTA is a 32-bit readable/writable register that counts on the signal output by the prescaler via the clock bus, externally input clock signal, or multiplied-and-corrected signal output by timer B.

Timer A is started for counting up by setting the TAE bit in the ATU-IV master enable register (ATUENR) to 1. The clock input to the counter is selected by setting the clock select bit (CKSELA) in timer control register 1A (TCR1A).

When TCNTA overflows (FFFF FFFF_H to 0000 0000_H), an overflow interrupt is generated and the overflow flag (OVFA) in timer status register A (TSRA) is set to 1.

TCNTA can be read and written only in 32-bit units. Do not read or write TCNTA in 16-bit or 8-bit units.

TCNTA is initialized to 0000 0000_H by a reset.

22.4.2.13 TILRA — Timer Input Signal Level Register A

Access: 8-bit accessible

Address: FFE6 0218_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	TIAL06	TIAL05	TIAL04	TIAL03	TIAL02	TIAL01	TIAL00
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.18 TILRA Register Contents

Bit Position	Bit Name	Function
7	—	This bit is not used. Fix this bit to 0.
6 to 0	TIAL0x	Pin Level Read Register only for reading the TIA0x pin level

The timer input signal level register A (TILRA) is an 8-bit read-only register that can read external input (TIA00 to TIA06) pin levels after noise cancellation.

TILRA can be read only in 8-bit units.

TILRA is initialized to 00_H by a reset.

22.4.2.14 TILCRA — Timer Input Signal Level Capture Register A

Access: 8-bit accessible

Address: FFE6 021A_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	CTIAL06	CTIAL05	CTIAL04	CTIAL03	CTIAL02	CTIAL01	CTIAL00
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.19 TILCRA Register Contents

Bit Position	Bit Name	Function
7	—	This bit is not used. Fix this bit to 0.
6 to 0	CTIAL0x	Capture Pin Level Register only for reading the TIA0x pin level capture

The timer input signal level capture register A (TILCRA) is an 8-bit read-only register that can capture and hold external input signal pin (TIA00 to TIA06) levels after noise cancellation.

Pin level is captured when TCNTB6 of timer B matches OCRB6 regardless of the setting of the IREGB6 bits in TICRB of timer B.

TILCRA can be read only in 8-bit units.

TILCRA is initialized to 00_H by a reset.

22.4.2.15 NCNTAx — Noise Canceler Counters Ax (x = 0 to 6)

Access: 16-bit accessible but 8-bit inaccessible

Address: FFE6 0244_H (NCNTA0)
 FFE6 0264_H (NCNTA1)
 FFE6 0284_H (NCNTA2)
 FFE6 02A4_H (NCNTA3)
 FFE6 02C4_H (NCNTA4)
 FFE6 02E4_H (NCNTA5)
 FFE6 0304_H (NCNTA6)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCNTAx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.20 NCNTA Register Contents

Bit Position	Bit Name	Function
15 to 0	NCNTAx	Noise Canceler Count Ax 16-bit count value

NCNTA0 to NCNTA6 are 8-bit readable/writable registers that are started for counting up by an assertion of externally input signals (TIA00 to TIA06) as a trigger when the noise cancelers are enabled by setting the noise canceler enable bit (NCEA6 to NCEA0) in timer I/O control register 2A (TIOR2A) to 1. In level-accumulative cancellation mode, these registers increment or decrement according to the external input level. The count clock for the noise cancelers or clock bus 5 is selectable as a count source by the noise canceler clock select bits (NCKA0 to NCKA6) in TIOR2A.

NCNTA0 to NCNTA6 can be read and written only in 16-bit units.

NCNTA0 to NCNTA6 are initialized to 00_H by a reset.

According to the settings of the noise cancellation mode select bit (NCMSEL) and the timer A noise cancellation mode bit (NCMA) in the noise cancellation mode register (NCMR) in the common control unit, the noise cancellation mode bits (NCM1A*) in noise cancellation mode channel register 1A (NCMCR1A) of timer A, and the noise cancellation mode bits (NCM2A*) in noise cancellation mode channel register 2A (NCMCR2A), these registers operate in minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode.

- Minimum Time-at-level Edge Cancellation Mode

When a level change of the externally input signal (TIA00 to TIA06) is detected while bits NCEA0 to NCEA6 are set to 1 and NCNTA0 to NCNTA6 are stopped, NCNTA0 to NCNTA6 are started for counting up. These counters are cleared to 0000_H and stopped on the first edge of the PCLK after the value in NCNTA0 to NCNTA6 matches the value in noise canceler registers A0 to A6 (NCRA0 to NCRA6).

NCNTA0 to NCNTA6 are incremented regardless of the TAE bits in the ATU-IV master enable register (ATUENR).

The first change is output as the signal whose noise is removed and the edge is to be extracted. Subsequent level changes are masked until the value in the counter reaches the value in the noise canceler register (NCRA0 to NCRA6). The level of the externally input signal is output on this compare match.

When the NCEA bits are cleared to 0 while the counter (NCNTA0 to NCNTA6) is being incremented, counting continues until the values in the counter and the noise canceler register match. The subsequent level changes are also masked over this period.

- Premature-transition Edge Cancellation Mode

When a level change of the externally input signal (TIA00 to TIA06) is detected while bits NCEA6 to NCEA0 are set to 1 and NCNTA0 to NCNTA6 are stopped, NCNTA0 to NCNTA6 are started for counting up. These counters are cleared to 0000_H and stopped on the first edge of the PCLK after the value in NCNTA0 to NCNTA6 matches the value in noise canceler registers A0 to A6 (NCRA0 to NCRA6) or after the level of the externally input signal (TIA00 to TIA06) is changed during count operation.

NCNTA0 to NCNTA6 are incremented regardless of the TAE bits in the ATU-IV master enable register (ATUENR).

When a change in the level of an externally input signal is detected, the corresponding noise canceler counter (NCNTA0 to NCNTA6) starts counting up. If subsequent level changes are not detected until the value in the counter reaches the value in the noise canceler register (NCRA0 to NCRA6), the previously accepted level change is output as the signal from which noise has been removed on a compare match between the counter and noise canceler register. When a subsequent level change is detected before the values in the counter and noise canceler register match, the signal is treated as noise. The output signal from which noise has been removed is not changed in this case.

When the NCEA bits are cleared to 0 while the counter (NCNTA0 to NCNTA6) is being incremented, counting continues until the values in the counter and the noise canceler register match or a change in the level of the externally input signal is detected.

- Level-accumulative cancellation mode

While NCEA0 to NCEA6 bits are set to 1, NCNTA0 to NCNTA6 increment or decrement according to the input signal level. When the input level is high, NCNTA0 to NCNTA6 increment. When the counter value matches the noise canceler register A0 to A6 (NCRA0 to NCRA6) value, up-counting stops on the next PCLK. When the input level is low, NCNTA0 to NCNTA6 decrement. When the counter value reaches 0000_H, down-counting stops on the next PCLK.

NCNTA0 to NCNTA6 count regardless of the TAE bit value in the ATU-IV master enable register (ATUENR).

When the counter value matches the NCRA0 to NCRA6 value during up-counting, the noise canceler output is updated to 1. When the counter value reaches 0000_H during down-counting, the noise canceler output is updated to 0.

When the NCEA bit is cleared during counting, the noise canceler counter stops working and the value changes from the noise canceler output to the input signal level at that time.

For this reason, note that when clearing the NCEA bit in level-accumulative cancellation mode, edge detection may be made at this changeover.

22.4.2.16 NCRAx — Noise Canceler Registers Ax (x = 0 to 6)

Access: 16-bit accessible but 8-bit inaccessible

Address: FFE6 0246_H (NCRA0)
 FFE6 0266_H (NCRA1)
 FFE6 0286_H (NCRA2)
 FFE6 02A6_H (NCRA3)
 FFE6 02C6_H (NCRA4)
 FFE6 02E6_H (NCRA5)
 FFE6 0306_H (NCRA6)

Value after reset: 0000_H

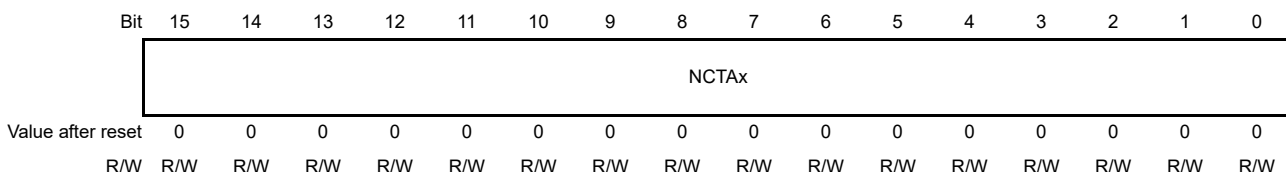


Table 22.21 NCRAx Register Contents

Bit Position	Bit Name	Function
15 to 0	NCTAx	Noise Canceler Count Ax TIA0x noise cancellation period (16-bit comparison value)

NCRA0 to NCRA6 are 16-bit readable/writable registers that set the upper limitations of noise cancel counters Ax (NCNTA0 to NCNTA6). For example, when the noise canceler is driven by the PCLK divided by 128 and these registers are set to FFFF_H, a pulse whose width is 0.21 s (when PCLK is 40 MHz) can be treated as noise.

According to the settings of the noise cancellation mode select bit (NCMSEL) and the timer A noise cancellation mode bit (NCMA) in the noise cancellation mode register (NCMR) in the common control unit, the noise cancellation mode bits (NCM1A*) in noise cancellation mode channel register 1A (NCMCR1A) of timer A, and the noise cancellation mode bits (NCM2A*) in noise cancellation mode channel register 2A (NCMCR2A), these registers operate in minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode.

- Minimum time-at-level edge cancellation mode

While NCNTAx is in count operation, the level change of the subsequent input signal is masked. Values of NCNTAx and NCRAx are constantly compared. When these values match, the NCNTAx count value is cleared on the next PCLK, the counter stops, and the input signal mask is canceled.

- Premature-transition edge cancellation mode

While NCNTA0 to NCNTA6 are in count operation, noise canceler processing waiting state is entered. Values in NCNTA0 to NCNTA6 and NCRA0 to NCRA6 are constantly compared. When these values match, the NCNTA0 to NCNTA6 count value is cleared on the next PCLK, the counter stops, and at the same time the noise canceler outputs the input signal that has passed through the noise canceling processing.

- Level-accumulative cancellation mode

While NCNTA0 to NCNTA6 are in up-count operation, values of NCNTA0 to NCNTA6 and NCRA0 to NCRA6 are compared. When these values match, the NCNTA0 to NCNTA6 stop up-counting on the next PCLK. While NCNTA0 to NCNTA6 are in down-count operation, the NCNTA0 to NCNTA6 value is compared with 0000_H.

NCRA0 to NCRA6 can be read and written only in 16-bit units.

NCRA0 to NCRA6 are initialized to 0000_H by a reset.

22.4.3 Detailed Operation

Operation of Noise Canceler

Operations for Noise Cancellation

For details of operations for noise cancellation, see the description of the noise cancellation mode register in **Section 22.2.2, Common Controller Related Registers**.

Operation of Free-Running Counter

Free-running counter A (TCNTA) is started for counting up by setting the TAE bit in ATU-IV master enable register (ATUENR) to 1. When TCNTA overflows (from FFFF FFFF_H to 0000 0000_H), the OVFA bit in timer status register A (TSRA) is set to 1. An interrupt request is issued for the CPU when the OVEA bit in timer interrupt enable register A is set to 1. After overflow, TCNTA continues counting up from 0000 0000_H.

When the TAE bit in ATU-IV master enable register (AUTENR) is cleared to 0, TCNTA is stopped but is not cleared. By setting the TAE bit to 1 again, TCNTA is resumed from the value when stopped.

TCNTA can be written during operation and writing takes priority over counting. After that, TCNTA is started from the written value. Regardless of the clock driving the counter, the write access is completed in two cycles of the PCLK clock.

CAUTION

The prescalers run regardless of the TAE bit and are not synchronized with the timing at which the TAE bit is set. Therefore, the time from when the TAE bit is set to when TCNTA is incremented for the first time is less than the cycle of the clock of TCNTA.

Figure 22.11 shows an example of free-running counter A (TCNTA) operation.

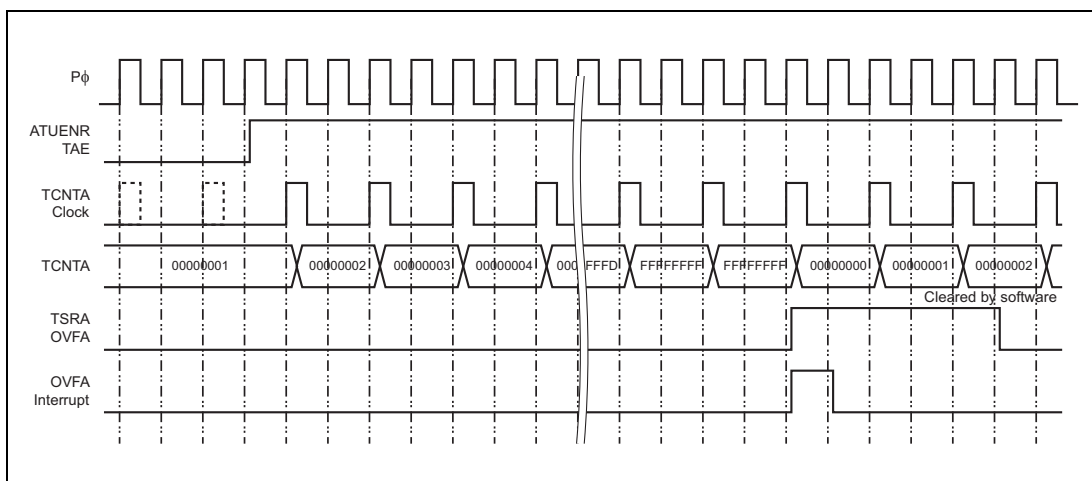


Figure 22.11 Example of Free-Running Counter A (TCNTA) Operation: Overflow Timing

Input Capture

Input capture is performed by input capture registers A0 to A6 (ICRA0 to ICRA6) when input capture is enabled in bits IOA6 to IOA0 in timer I/O control register 1A (TIOR1A). ICRA0 to ICRA6 capture the value in free-running counter A (TCNTA) by an edge of externally input signals (TIA00 to TIA06).

Noise on the signals can be removed by the noise cancelers. TCNTA is started for counting up by setting the TAE bit in ATU-IV master enable register (ATUENR). When an edge is input on the corresponding signal, the bit in timer status register (TSRA) is set to 1 and the value in TCNTA is transferred to ICRA. The rising or falling edge, or both edges can be selected. At this time, it is also possible to output an interrupt request to the CPU, and start DMA transfer.

When input capture registers and free-running counter A (TCNTA) are written simultaneously, ICRA0 to ICRA6 capture the previous value stored in TCNTA.

Figure 22.12 shows an example of input capture when the edges to be sensed are rising edges for TIA00, falling edges for TIA01, and both edges for TIA02.

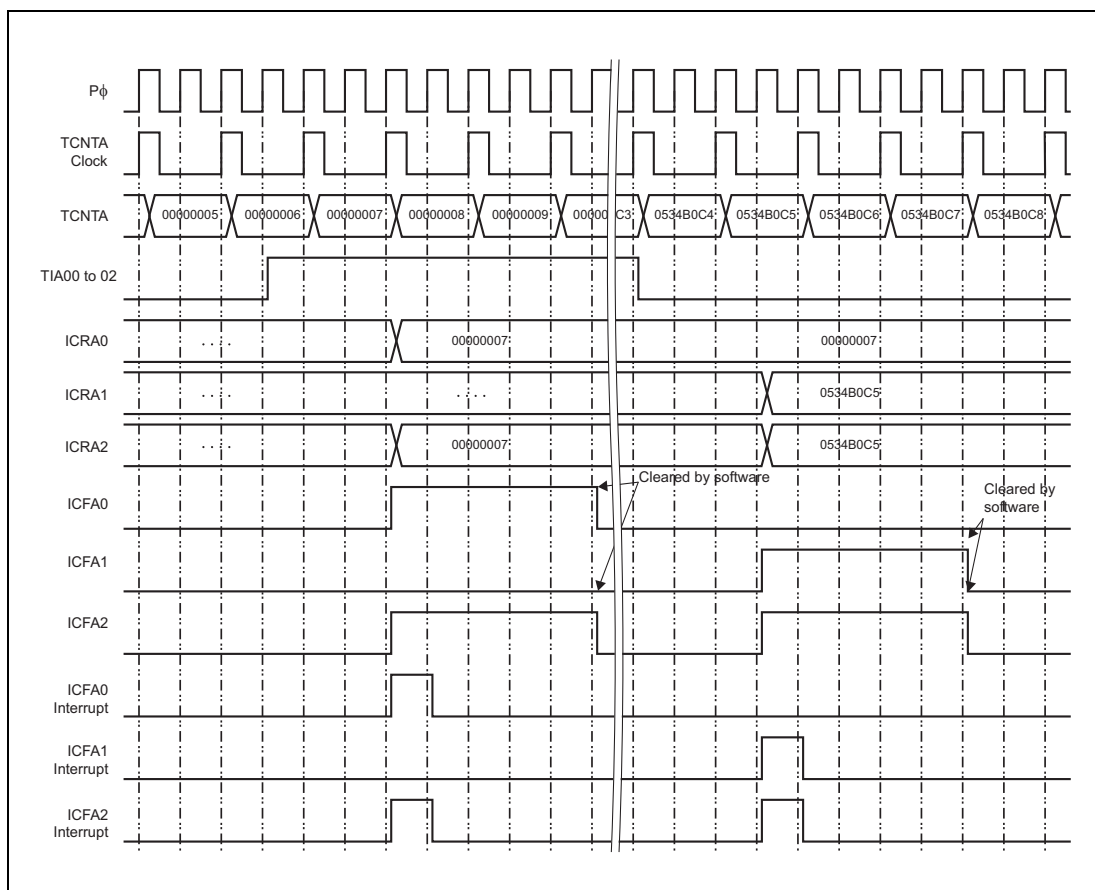


Figure 22.12 Example of Input Capture of Timer A

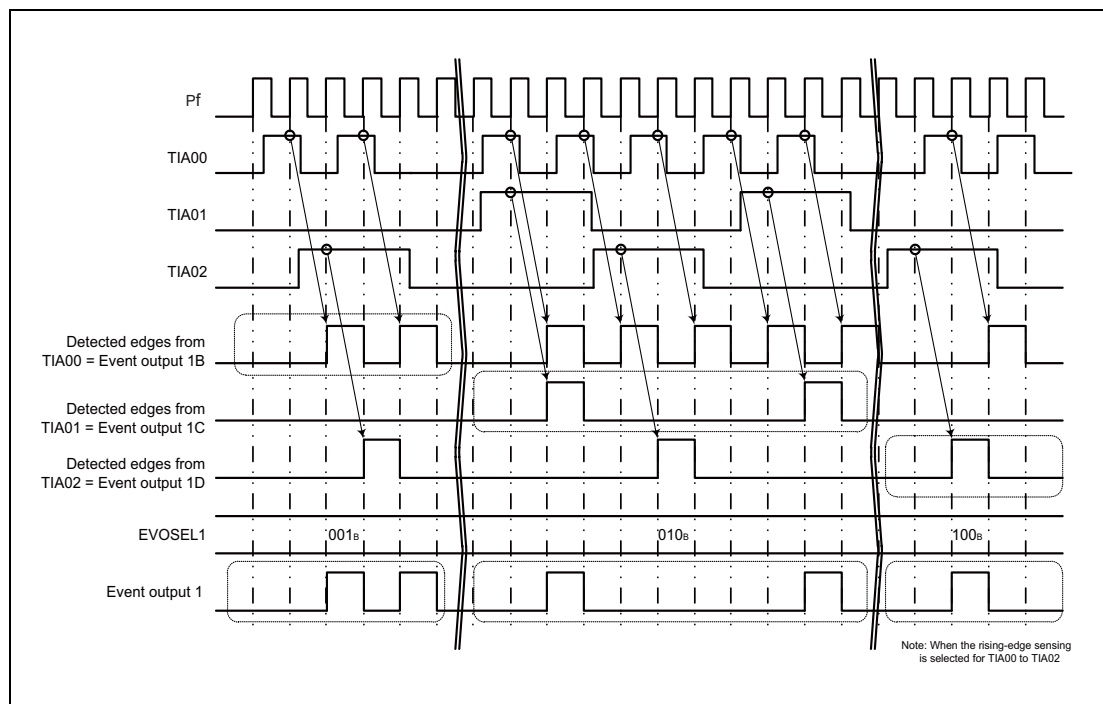


Figure 22.13 Example of TIA00 to TIA02 Event Output

By setting the EVOSEL1 bit in timer control register 1A (TCR1A), any one of edges of external input pins TIA00 to TIA02 can be detected and signals after noise cancellation can be output to timer B and timer C as an event (event output 1). Furthermore, either TIA01 or TIA02 (signal after edge detection and noise cancellation) can be output to timer C and timer D as an event by setting the EVOSEL2A bit and EVOSEL2B bit (event output 2A/2B). In addition, any one of external input pins TIA00 to TIA06 or a combination of them (signals after edge detection and noise cancellation) can be output as an event to timer B and timer C by setting the EVOSELE1E and EVOSELE1 bits in timer control register 2A (TCR2A) (event output 1). Any one of external input pins TIA00 to TIA06 or a combination of them (signals after edge detection and noise cancellation) can be output as an event to timer C and timer D by setting the EVOSELE2AE and EVOSELE2A bits in timer control register 3A (TCR3A) and the EVOSELE2BE and EVOSELE2B bits in timer control register 4A (TCR4A) (event output 2A/2B).

Figure 22.13 shows an example of event output operation in case EVOSEL1 is set to 001_B (TIA00 input edge output), 010_B (TIA01 input edge output), and 100_B (TIA02 input edge output).

Pin Level Capture Operation

Levels of the external input pins (TIA00 to TIA06) after noise cancellation can be read from the timer input signal level register A (TILRA). Furthermore, the value of the timer input signal level register A (TILRA) can be captured to the timer input signal level capture register A (TILCRA). The value is captured from TILRA to TILCRA by the missing-tooth detection trigger at the timing of compare match between TCNTB6 and OCRB6 of timer B. **Figure 22.14** shows an example of operation of the TILRA register and the TILCRA capture triggered by missing-tooth detection when signals are input to TIA00 to TIA06.

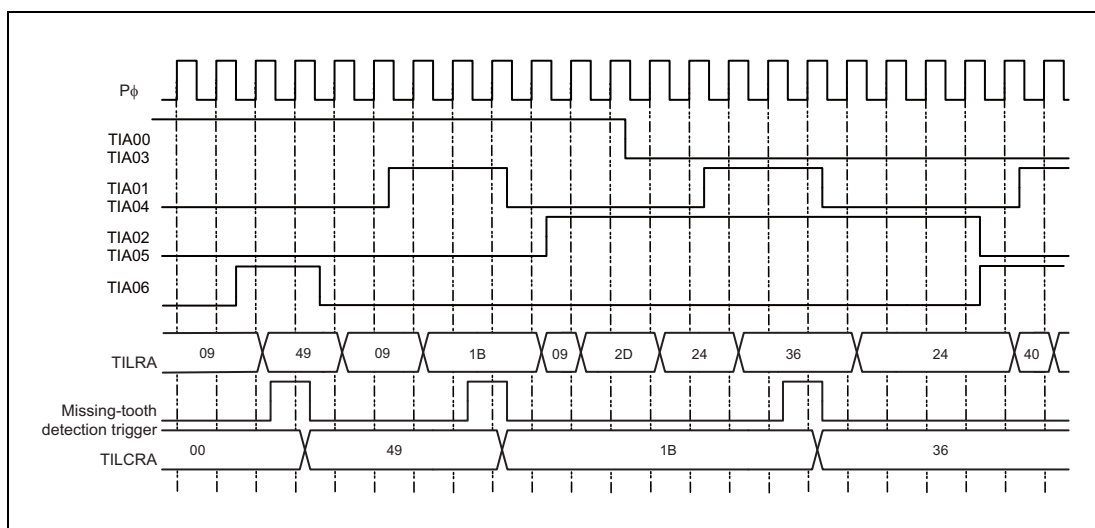


Figure 22.14 Example of TILCRA Capture Operation

DMA Transfer

Setting the DMAC allows it to be activated by input capture operation of timer A.

22.5 Timer B

22.5.1 Operation

Timer B generates a multiplied-and-corrected clock signal based on an external-event input and supplies the generated signal to other timers. Timer B consists of an edge-interval measuring block, frequency-multiplying clock generator, and corrector for the frequency-multiplied clock signal.

Edge-Interval Measuring Block

The edge-interval measuring block measures the intervals between edges of external-event signals input via timer A (TCNTB0, ICRB0). Interrupt requests can be issued for the CPU in response to matches between edge interval measuring counter (TCNTB0) and output compare register B0 (OCRB0). TCNTB0 can also be captured in ICRB2 via ICRB1 on matches between event counter B1 (TCNTB1) and output compare register B1 (OCRB1). Counting by TCNTB1 is driven by the external-event input. This provides a way to measure the intervals between multiple event inputs. Although TCNTB0 is cleared every event input, ICRB1 keeps a running total of the TCNTB0 value. ICRB2 latches the running totals on compare matches of the event counter. Furthermore, it is also possible to set the value of the event counter B1 (TCNTB1) that uses an external event input as a count source to 01_H by the CLR B1 bit (TCNTB1 clear bit) in the timer control register B (TCRB) at the next external event input timing after an event compare match with OCRB10. Furthermore, up to seven capture values (ICRB0) can be retained in record registers B-1 to 6 (RECRB1 to RECRB6) at the external input event timing. Values retained in ICRB0 and RECRB1 to RECRB6 can be backed up in record backup registers B 0 to 6 (RBURB0 to RBURB6) on event compare match between the event counter B1 (TCNTB1) and OCRB12.

In the edge-interval measuring block, the event counter B1 (TCNTB1) value is captured for the event counter B1 (TCNTB1) at occurrence of any of seven external event input signals 1_B to 1_H that are input via timer A (ICRB30 to ICRB36). The event counter B1 (TCNTB1) is not cleared at occurrence of any of external event input signals 1_B to 1_H .

Frequency-Multiplied Clock Generator

The frequency-multiplied clock generator generates a clock signal obtained by frequency-multiplying an external-event input signal by a value from 1 to 4095.

In the edge-interval measuring block, down-counting (TCNTB2) with reload (RLDB) is performed for the capture value (ICRB0) in the input edge-interval measuring counter B0 (TCNTB0). Down-counting is performed by the set division ratio value specified in the PIMR select register. In addition to PIMR1, a division ratio value of PIMR2 can be selected by an event compare match between the event counter B1 (TCNTB1) in the edge-interval measuring block and OCRB11. When the down counter underflows, the multiplied clock (AGCK1) signal is asserted.

TCNTB6 is a measuring counter using the multiplied clock as a source clock, and an interrupt request to the CPU can be output due to the compare match with OCRB6. ICRB6 is a capture register, and this TCNTB6 value is captured when an external event input occurs.

TCNTB6M is a measuring counter using the multiplied clock as a source clock. The up-count value can be set within a range from 0 to less than 4 in units of 1/64. When an external event input occurs, the TCNTB6M value is compared with the ICRB6 value. When the TCNTB6M value is smaller than the ICRB6 value, an interrupt request to the CPU can be output.

Frequency-Multiplied Clock Signal Corrector

The multiplied clock signal (AGCK1) needs to be corrected when two consecutive edge intervals differ significantly, since the earlier interval is referred to in calculating the multiplier for the current interval. The frequency-multiplied clock signal corrector generates a multiplied-and-corrected clock signal (AGCKM) by using three correcting counters (TCNTB3 to TCNTB5) and correcting counter clearing register B (TCCLR B). Output of the clock signal thus produced on clock-bus line 5 can be selected by using the clock-bus control register (CBCNT). Other timers can then use this clock as a source for counting. For the automatic up-counting function that continues counting until the multiplied-and-corrected clock generating counter B5 (TCNTB5) value matches the correcting counter clear register B (TCCLR B) value when the multiplied-and-corrected clock (AGCKM) is generated, whether to enable or disable this function is selectable. Furthermore, the correcting counter B3 (TCNTB3) can be automatically cleared by the CLR B3 bit (TCNTB3 clear bit) in the timer control register B (TCRB) at the timing of an event compare match between the event counter B1 (TCNTB1) in the edge-interval measuring block and OCRB10 or between the correcting event counter B3 (TCNTB3) and OCRB8.

Setting ACRTRG in the AGCKM2 correction enable setting register (ACRTRGB) to 1 corrects the multiplied-and-corrected clock (AGCKM). The multiplied-and-corrected clock 2 (AGCKM2) corrected from AGCKM is output by operation of the internal AGCKM2 counter according to the AGCKM2 correction clock count setting register (ACRVALRB).

The internal AGCKM2 counter keeps operating even in the break state caused by the debugger during counting. To stop counting of the internal AGCKM2 counter, set ACRCCLR in the AGCKM2 correction clear setting register (ACRCLR B) to 1.

Figure 22.15 is a block diagram of timer B.

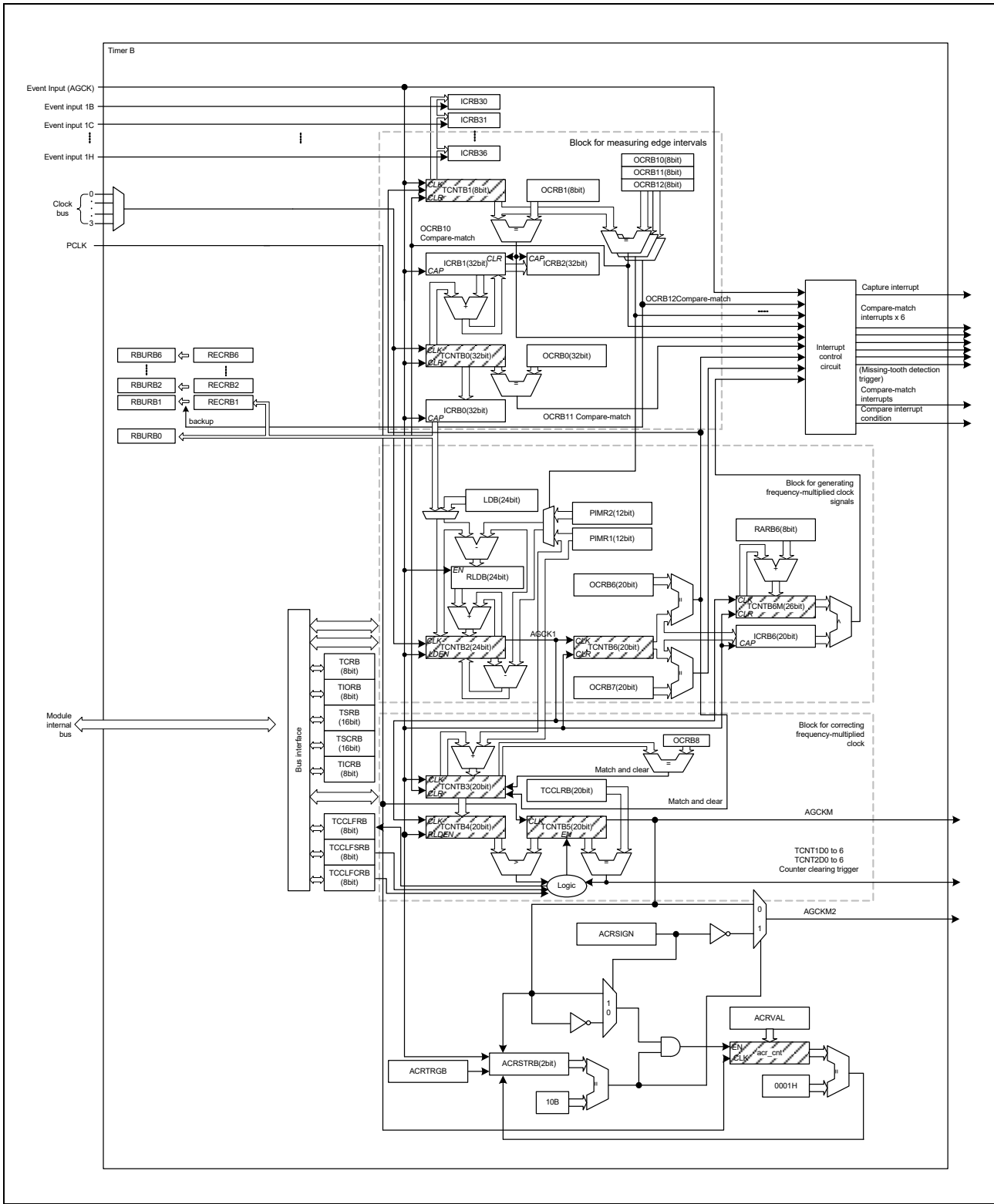


Figure 22.15 Timer B Block Diagram

22.5.2 Timer B Control Registers

22.5.2.1 TCRB — Timer Control Register B

Access: 8-bit accessible

Address: FFE6 0400_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	PIMRSEL	CLRB3	CLRB1	CLRB3SEL		CLRB1SEL	CKSELB	
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.22 TCRB Register Contents

Bit Position	Bit Name	Function
7	PIMRSEL	PIMR Select 0: PIMR1 is always selected. 1: PIMR2 is selected instead of PIMR1 while TCNTB1 and OCRB11 match.
6	CLRB3	TCNTB3 Clear 0: TCNTB3 is not cleared. 1: TCNTB3 is cleared.
5	CLRB1	TCNTB1 Clear 0: TCNTB1 is not cleared 1: TCNTB1 is cleared.
4, 3	CLRB3SEL	TCNTB3 Clear Select 00: Compare match between TCNTB1 and OCRB10 is used to clear TCNTB3. 01: Compare match between TCNTB6 and OCRB6 is used to clear TCNTB3. 10: Compare match between TCNTB3 and OCRB8 is used to clear TCNTB3. 11: Setting prohibited
2	CLRB1SEL	TCNTB1 Clear Select 0: Compare match between TCNTB1 and OCRB10 is used to clear TCNTB1. 1: Compare match between TCNTB6 and OCRB6 is used to clear TCNTB1.
1, 0	CKSELB	Block Select B4 00: Clock-bus line 0 is selected 01: Clock-bus line 1 is selected 10: Clock-bus line 2 is selected 11: Clock-bus line 3 is selected

TCRB is an 8-bit readable/writable register that allows you to select a count source for the input edge interval measuring counter B0 (TCNTB0) and the reload counter B2 (TCNTB2), select whether to clear the TCNTB1 and TCNTB3 values at a compare match between TCNTB1 and OCRB10 or a compare match between TCNTB6 and OCRB6, and to select a pulse interval multiplier.

TCRB can be read and written in 8-bit units.

TCRB is initialized to 00_H by a reset.

(1) CKSELB — Clock Select B

These bits select the clock driving TCNTB0 and TCNTB2 from clock-bus lines 0 to 3, which are clock signals divided by prescalers 0 to 3. The counters are incremented on the rising edge of the selected clock.

To select the clock, stop timer B operation.

(2) PIMRSEL — Pulse Interval Multiplier Select

By setting the PIMRSEL bit to 1 while TCNTB1 matches OCRB11, PIMR2 is selected for down-count values to be loaded to reload register B (RLDB) or for down-count values of TCNT2B. In other cases, PIMR1 is selected. However, PIMR1 is always used for adding the TCNTB3 value.

While the PIMRSEL bit is 0, PIMR1 is always used.

(3) CLR B1 — TCNTB1 Clear

Setting the TCNTB1 clear bit (CLR B1) to 1 clears the TCNTB1 value at the timing of the first event input after a compare match between TCNTB1 and OCRB10 or between TCNTB6 and OCRB6 for the CLR B1SEL setting condition.

(4) CLR B3 — TCNTB3 Clear

Setting the TCNTB3 clear bit (CLR B3) to 1 clears the TCNTB3 value in synchronization with the first PCLK after a compare match between TCNTB1 and OCRB10, between TCNTB6 and OCRB6, or between TCNTB3 and OCRB8 for the CLR B3SEL setting condition.

(5) CLR B1SEL — TCNTB1 Clear Select

Setting the TCNTB1 clear select bit (CLR B1SEL) sets the TCNTB1 clearing condition. When CLR B1SEL is 0, TCNTB1 can be cleared on compare match between TCNTB1 and OCRB10. When CLR B1SEL is 1, TCNTB1 can be cleared on compare match between TCNTB6 and OCRB6.

(6) CLR B3SEL — TCNTB3 Clear Select

Setting the TCNTB3 clear select bit (CLR B3SEL) sets TCNTB3 clearing condition. When CLR B3SEL is 00, TCNTB3 can be cleared on compare match between TCNTB1 and OCRB10. When CLR B3SEL is 01, TCNTB3 can be cleared on compare match between TCNTB6 and OCRB6. When CLR B3SEL is 10, TCNTB3 can be cleared on compare match between TCNTB3 and OCRB8.

22.5.2.2 TIORB — Timer I/O Control Register B

Access: 8-bit accessible

Address: FFE6 0402_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	LDSEL	CTCNTB5	EVCNTB	LDEN	CCS	—	—	IOB6
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W

Table 22.23 TIORB Register Contents

Bit Position	Bit Name	Function
7	LDSEL	Loading Data Select 0: ICRB0 value is used to calculate the data to be loaded to TCNTB2 and RLDB. 1: LDB value is used to calculate the data to be loaded to TCNTB2 and RLDB.
6	CTCNTB5	Count Control B5 0: TCNTB5 is in operation 1: TCNTB5 is stopped
5	EVCNTB	Event Control B 0: Disables the externally input events 1: Enables the externally input events
4	LDEN	Load Enable 0: TCNTB2 and RLDB are updated on ICEB0 input capture 1: TCNTB2 and RLDB are not updated on ICEB0 input capture
3	CCS	Counter Correction Select 0: TCNTB4 is in operation when TCNTB3 = TCNTB4 1: TCNTB4 is stopped when TCNTB3 = TCNTB4
2, 1	—	These bits are not used. Fix these bits to 0.
0	IOB6	I/O Control B6 0: Compare match between TCNTB6 and OCRB6 is disabled 1: Compare match between TCNTB6 and OCRB6 is enabled

TIORB is an 8-bit readable/writable register that selects the source of the frequency-multiplied clock and enables and disables the externally input signals, loading data, and correcting frequency multiplied clock. TIORB also controls multiplied-and-corrected clock generating counter B5 (TCNTB5) and output compare register B6 (OCRB6).

TIORB can be read and written in 8-bit units.

TIORB is initialized to 00_H by a reset.

(1) LDSEL — Loading Data Select

Selects the register to be loaded to reload counter B2 (TCNTB2) and to be used for calculating data to be loaded to reload register B (RLDB) from ICRB0 or LDB.

(2) CTCNTB5 — Count Control B5

Selects whether the multiplied-and-corrected clock generating counter B5 (TCNTB5) is enabled or stopped.

Setting this bit to 1 stops TCNTB5 and the multiplied-and-corrected clock to be output to other timers. Even if the counter is stopped, it is not cleared. Clearing this bit to 0 resumes TCNTB5 and multiplied-and-corrected clock.

(3) EVCNTB — Event Control B

Disables and enables the externally input events. Clearing this bit to 0 disables the input. Setting this bit to 1 enables the input with which input capture or generating the multiplied-and-corrected clock signal.

(4) LDEN — Load Enable

Selects whether to update the input capture register B0 (ICRB0) value, the reload counter B2 (TCNTB2) value, and the reload register B (RLDB) value at the input capture of the input edge interval measuring counter B0 (TCNTB0).

(5) CCS — Counter Correction Select

Selects whether or not correcting multiplied clock counter B4 (TCNTB4) is stopped when TCNTB3 = TCNTB4.

(6) IOB6 — I/O Control B6

Enables and disables compare match between TCNTB6 and OCRB6. When this bit is cleared to 0, compare match between TCNTB6 and OCRB6 is disabled. When it is set to 1, compare match between TCNTB6 and OCRB6 is enabled. At this time, an interrupt request is output to the CPU at a compare match.

22.5.2.3 TSRB — Timer Status Register B

Access: 8-bit and 16-bit accessible

Address: FFE6 0404_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CMFB 6E	CMFB 6M	—	CMFB 12	CMFB 11	CMFB 10	CMFB6	CMFB1	ICFB0	CMFB0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.24 TSRB Register Contents

Bit Position	Bit Name	Function
15 to 10	—	These bits are not used. Fix these bits to 0.
9	CMFB6E	Compare Match Flag B6E 0: Function is not selected or no compare match has occurred. 1: A compare match has occurred under the condition set for IREGB6E in TICRB.
8	CMFB6M	Compare Match Flag B6M 0: The TCNTB6M value is the ICRB6 value or larger. 1: When the TCNTB6M value is smaller than ICRB6, the next event input occurs.
7	—	This bit is not used. Fix these bits to 0.
6	CMFB12	Compare Match Flag B12 0: No compare match has occurred. 1: Compare match has occurred.
5	CMFB11	Compare Match Flag B11 0: No input capture has occurred. 1: Input capture has occurred.
4	CMFB10	Compare Match Flag B10 0: No compare match has occurred. 1: Compare match has occurred.
3	CMFB6	Compare Match Flag B6 0: No compare match has occurred. 1: Compare match has occurred.
2	CMFB1	Compare Match Flag B1 0: No compare match has occurred. 1: Compare match has occurred.
1	ICFB0	Input Capture Flag B0 0: No input capture has occurred. 1: Input capture has occurred.
0	CMFB0	Compare Match Flag B0 0: No compare match has occurred. 1: Compare match has occurred.

The timer status register B (TSRB) is a 16-bit read-only register that indicates occurrence of input capture and compare match. These status flags indicate occurrence of an interrupt request, and can be cleared to 0 by setting the corresponding bit in timer status clear register B (TSCRb). When an interrupt source occurs while one of these flags is set to 1, an interrupt request is generated again. Even if flag clear by the corresponding timer status clear register is in contention with flag setting due to occurrence of an interrupt source, an interrupt request is generated.

Supplement: If compare match between TNTB6 and OCRB6 is generated while the CMFB6 flag is set, the CMFB6 bit does not generate OCRB6 compare match interrupt.

TSRB can be read and written only in 8-bit or 16-bit units.

TSRB is initialized to 0000_H by a reset.

(1) CMFB6E — Compare Match Flag B6E

This status flag indicates that both (or one of) CMFB6 and CMFB6M flags have been set by the setting for IREGB6E in the timer interrupt control register B (TICRB). When 1 is read from this flag, it shows that both (or one of) CMFB6 and CMFB6M flags have been set. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) condition
When a CMFB6E interrupt request has occurred by the setting of IREGB6E in the timer interrupt control register B (TICRB). For details, see the description of the setting for IREGB6E in TICRB.
- Clearing (to 0) condition
Writing 1 to CMFCB6E in timer status clear register B (TSCRB)

(2) CMFB6M — Compare Match Flag B6M

This status flag indicates that the multiplied clock counter B6M (TCNTB6M) value was smaller than the input capture register B6 (ICRB6) value at the external input event timing. When 1 is read from this flag, the TCNTB6M value is not larger than the ICRB6 value and the next event input has occurred. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) condition
When the TCNTB6M count value does not exceed the ICRB6 value and the next event input has occurred
- Clearing (to 0) condition
Writing 1 to CMFCB6M in timer status clear register B (TSCRB)

(3) CMFB12 — Compare Match Flag B12

This status flag indicates occurrence of a compare match of output compare register B12 (OCRB12). When 1 is read from this flag, it shows that a compare match has occurred in CMFB12. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) condition
When the TCNTB1 count value matches the OCRB12 value and the next PCLK has occurred
- Clearing (to 0) condition
Writing 1 to CMFCB12 in timer status clear register B (TSCRB)

(4) CMFB11 — Compare Match Flag B11

This status flag indicates occurrence of a compare match of output compare register B11 (OCRB11). When 1 is read from this flag, it shows that a compare match has occurred in CMFB11. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) condition
When the TCNTB1 count value matches the OCRB11 value and the next PCLK has occurred
- Clearing (to 0) condition
Writing 1 to CMFCB11 in timer status clear register B (TSCRB)

(5) CMFB10 — Compare Match Flag B10

This status flag indicates occurrence of a compare match of output compare register B10 (OCRB10). When 1 is read from this flag, it shows that a compare match has occurred in CMFB10. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) condition
When the TCNTB1 count value matches the OCRB10 value and the next PCLK has occurred
- Clearing (to 0) condition
Writing 1 to CMFCB10 in timer status clear register B (TSCRB)

(6) CMFB6 — Compare Match Flag B6

This status flag indicates occurrence of a compare match of output compare register B6 (OCRB6). When 1 is read from this flag, it shows that a compare match has occurred in CMFB6. This flag cannot be set to 1 or 0 by the software.

This flag is automatically cleared to 0 at an OCRB7 compare match only when IREGB6 in TICRB is set to 10.

- Setting (to 1) condition
When the TCNTB6 count value matches the OCRB6 value and the next AGCK1 has occurred with compare match enabled by the IOB6 bit in timer I/O control register B (TIORB)
- Clearing (to 0) condition
 - Writing 1 to CMFCB6 in timer status clear register B (TSCRB)
 - Automatically cleared to 0 at an OCRB7 compare match when IREGB6 = 10.

(7) CMFB1 — Compare Match Flag B1

This status flag indicates occurrence of a compare match of output compare register B1 (OCRB1). When 1 is read from this flag, it shows that a compare match has occurred in CMFB1. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) condition
When the TCNTB1 count value matches the OCRB1 value and the next PCLK has occurred
- Clearing (to 0) condition
Writing 1 to CMFCB1 in timer status clear register B (TSCRB)

(8) ICFB0 — Input Capture Flag B0

This status flag indicates occurrence of an input capture of input capture register B0 (ICRB0). When 1 is read from this flag, it shows that an input capture has occurred in ICRB0. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) condition
When the TCNTB0 value has been transferred to ICRB0 at an input capture trigger due to an external event
- Clearing (to 0) condition
Writing 1 to ICFCB0 in timer status clear register B (TSCRB)

(9) CMFB0 — Compare Match Flag B0

This status flag indicates occurrence of a compare match of output compare register B0 (OCRB0). When 1 is read from this flag, it shows that a compare match has occurred in CMFB0. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) condition
When the TCNTB0 count value matches the OCRB0 value and the next clock set by the prescaler has occurred
- Clearing (to 0) condition
Writing 1 to CMFCB0 in the timer status clear register B (TSCRB)

22.5.2.4 TSCRB — Timer Status Clear Register B

Access: 8-bit and 16-bit accessible

Writing 0 is disabled. When 1 is written to this register, data is not retained. This register is always read as 0.

Address: FFE6 0406_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CMFCB 6E	CMFCB 6M	—	CMFCB 12	CMFCB 11	CMFCB 10	CMFCB 6	CMFCB 1	ICFCB0	CMFCB 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.25 TSCRB Register Contents

Bit Position	Bit Name	Function
15 to 10	—	These bits are not used. Fix these bits to 0.
9	CMFCB6E	Compare Match Flag Clear B6E Enable 0: Disabled (Initial value) 1: CMFB6E in timer status register B (TSRB) is cleared to 0.
8	CMFCB6M	Compare Match Flag Clear B6M Enable 0: Disabled (Initial value) 1: CMFB6M in timer status register B (TSRB) is cleared to 0.
7	—	This bit is not used. Fix these bits to 0.
6	CMFCB12	Compare Match Flag Clear B12 Enable 0: Disabled (Initial value) 1: CMFB12 in timer status register B (TSRB) is cleared to 0.
5	CMFCB11	Compare Match Flag Clear B11 Enable 0: Disabled (Initial value) 1: CMFB11 in timer status register B (TSRB) is cleared to 0.
4	CMFCB10	Compare Match Flag Clear B10 Enable 0: Disabled (Initial value) 1: CMFB10 in timer status register B (TSRB) is cleared to 0.
3	CMFCB6	Compare Match Flag Clear B6 Enable 0: Disabled (Initial value) 1: CMFB6 in timer status register B (TSRB) is cleared to 0.
2	CMFCB1	Compare Match Flag Clear B1 Enable 0: Disabled (Initial value) 1: CMFB1 in timer status register B (TSRB) is cleared to 0.
1	ICFCB0	Input Capture Flag Clear B0 Enable 0: Disabled (Initial value) 1: ICFB0 in timer status register B (TSRB) is cleared to 0.
0	CMFCB0	Compare Match Flag Clear B0 Enable 0: Disabled (Initial value) 1: CMFB0 in timer status register B (TSRB) is cleared to 0.

The timer status clear register B (TSCRB) is a 16-bit readable/writable register to set clearing of flags at occurrence of an input capture or compare match.

TSCRB can be read and written only in 16-bit units, but this register is always read as 0.

TSCRB is initialized to 0000_H by a reset.

(1) CMFCB6E — Compare Match Flag Clear B6E Enable

Writing 1 to this bit while the compare match flag B6E (CMFB6E) in timer status register B (TSRB) is set to 1 clears CMFB6E to 0. This bit is always read as 0.

(2) CMFCB6M — Compare Match Flag Clear B6M Enable

Writing 1 to this bit while the compare match flag B6M (CMFB6M) in timer status register B (TSRB) is set to 1 clears CMFB6M to 0. This bit is always read as 0.

(3) CMFCB12 — Compare Match Flag Clear B12 Enable

Writing 1 to this bit while the compare match flag B12 (CMFB12) in timer status register B (TSRB) is set to 1 clears CMFB12 to 0. This bit is always read as 0.

(4) CMFCB11 — Compare Match Flag Clear B11 Enable

Writing 1 to this bit while the compare match flag B11 (CMFB11) in timer status register B (TSRB) is set to 1 clears CMFB11 to 0. This bit is always read as 0.

(5) CMFCB10 — Compare Match Flag Clear B10 Enable

Writing 1 to this bit while the compare match flag B10 (CMFB10) in timer status register B (TSRB) is set to 1 clears CMFB10 to 0. This bit is always read as 0.

(6) CMFCB6 — Compare Match Flag Clear B6 Enable

Writing 1 to this bit while the compare match flag B6 (CMFB6) in timer status register B (TSRB) is set to 1 clears CMFB6 to 0. This bit is always read as 0.

(7) CMFCB1 — Compare Match Flag Clear B1 Enable

Writing 1 to this bit while the compare match flag B1 (CMFB1) in timer status register B (TSRB) is set to 1 clears CMFB1 to 0. This bit is always read as 0.

(8) ICFB0 — Input Capture Flag Clear B0 Enable

Writing 1 to this bit while the input capture flag B0 (ICFB0) in timer status register B (TSRB) is set to 1 clears ICFB0 to 0. This bit is always read as 0.

(9) CMFCB0 — Compare Match Flag Clear B0 Enable

Writing 1 to this bit while the compare match flag B0 (CMFB0) in timer status register B (TSRB) is set to 1 clears CMFB0 to 0. This bit is always read as 0.

22.5.2.5 TICRB — Timer Interrupt Control Register B

Access: 8-bit accessible

Address: FFE6 0408_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	IREGB6E		IREGB6	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.26 TICRB Register Contents

Bit Position	Bit Name	Function
7 to 4	—	These bits are not used. Fix these bits to 0.
3, 2	IREGB6E	Interrupt Enable Edge B6E 00: No interrupt request is output. 01: An interrupt request is output when CMFB6 is enabled and then CMFB6M is enabled or when CMFB6M is enabled and then CMFB6 is enabled (AND condition). 10: An interrupt request is output when CMFB6 or CMFB6M is enabled (OR condition) 11: Setting prohibited
1, 0	IREGB6	Interrupt Enable Edge B6 00: An interrupt request is output when CMFB6 is enabled. 01: An interrupt request is output at the next external event input timing after CMFB6 is enabled. 10: An interrupt request is output at the second external event input timing after CMFB6 is enabled. However, no interrupt request is output if compare match B7 occurs before the second external event is input. 11: Setting prohibited

The timer interrupt control register B (TICRB) is an 8-bit readable/writable register to control the compare match interrupt request output timing.

TICRB can be read and written only in 8-bit units.

TICRB is initialized to 00_H by a reset.

(1) IREGB6E — Interrupt Enable Edge B6E

These bits select conditions for CMFB6E interrupt request output of TSRB.

Operation of these bits is disabled if these bits are set to 00.

While these bits are set to 01, an interrupt request is output at the external event input timing at the time when CMFB6M is enabled while a CMFB6 interrupt by the IREGB6 setting is present or at the timing of a CMFB6 interrupt request by the IREGB6 setting with CMFB6M enabled (AND condition). If CMFB6 is cleared even after a CMFB6 interrupt has occurred, no CMFB6E interrupt request is output even while CMFB6M is enabled. Otherwise, if CMFB6M is cleared even while CMFB6M is enabled, a CMFB6 interrupt request by the IREGB6 setting occurs but no CMFB6E interrupt request is output.

While these bits are set to 10, an interrupt request is output when a CMFB6 interrupt by the IREGB6 setting occurs or when CMFB6M is enabled (OR condition). Note that, if the CMFB6 interrupt request timing by the IREGB6 setting differs from the CMFB6M interrupt request timing, respective interrupt requests occur.

However, if the CMFB6 interrupt request timing matches the CMFB6M interrupt request timing, an interrupt request occurs once.

Do not modify these bits while the counter is working or the CMFB6 or CMFB6M bit in TSRB is set to 1. If these bits are modified, this register does not function correctly.

(2) IREGB6 — Interrupt Enable Edge B6

These bits select CMFB6 interrupt request output timing of TSRB. While these bits are set to 00, a CMFB6 interrupt request is output when CMFB6 is enabled. While these bits are set to 01, an interrupt request is output at the first external event input timing after CMFB6 is enabled.

While these bits are set to 10, an interrupt request is output at the second external event input timing after CMFB6 is enabled. However, if compare match B7 occurs during the period of waiting for the second external event input, CMFB6 is automatically cleared and no interrupt request is output even if the second external event is input.

Do not modify these bits while the counter is working or the CMFB6 bit in TSRB is set to 1. If these bits are modified, this register does not function correctly.

22.5.2.6 TCNTB0 — Edge Interval Measuring Counter B0

Access: 32-bit accessible but 8-bit/16-bit in accessible

Address: FFE6 0480_H

Value after reset: 0000 0001_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CNTB0															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNTB0															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.27 TCNTB0 Register Contents

Bit Position	Bit Name	Function
31 to 0	CNTB0	Edge Interval Count These bits store 32-bit counter value

TCNTB0 is a 32-bit readable/writable register that functions as a counter driven by the clock selected in the clock select bit B (CKSELB) of timer control register B (TCRB). TCNTB0 is cleared to 0000 0001_H on input capture by an externally input event.

TCNTB0 is started when the timer B enable bit (TBE) in ATU-IV master enable register (ATUENR) is set to 1. Clearing the TBE bit to 0 stops the counting but the counter value is not cleared.

TCNTB0 can be read and written only in 32-bit units. Do not make 8-bit or 16-bit accesses to TCNTB0.

TCNTB0 is initialized to 0000 0001_H by a reset.

22.5.2.7 ICRB0 — Input Capture Register B0

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0484_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ICB0															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ICB0															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.28 ICRB0 Register Contents

Bit Position	Bit Name	Function
31 to 0	ICB0	Input Capture B0 These bits store 32-bit captured value.

ICRB0 is a 32-bit read-only register that is loaded with the value in TCNTB0 when an externally input event is detected. At this time, bit ICFB0 in timer status register B (TSRB) is set to 1.

An interrupt request can be output to the CPU at this ICRB0 input capture timing. TCNTB0 is cleared to 0000 0001_H.

ICRB0 can be read only in 32-bit units. Do not read ICRB0 in 8-bit or 16-bit units.

ICRB0 is initialized to 0000 0000_H by a reset.

22.5.2.8 RECRBx— Record Registers Bx (x = 1 to 6)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0488_H (RECRB1)
 FFE6 048C_H (RECRB2)
 FFE6 0490_H (RECRB3)
 FFE6 0494_H (RECRB4)
 FFE6 0498_H (RECRB5)
 FFE6 049C_H (RECRB6)

Value after reset: 00000000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RECRB1-6															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RECRB1-6															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.29 RECRB1 to RECRB6 Register Contents

Bit Position	Bit Name	Function
31 to 0	RECRB1-6	Record Register B1 to B6 32-bit event capture value

Record registers B1 to B6 (RECRB1 to RECRB6) are 32-bit registers that capture the ICRB0 value at the timing of external event input (event 1 input). Each time an external event is input, the ICRB0 value is captured by shifting the ICRB0 value to RECRB1, the RECRB1 value to RECRB2, and the RECRB2 value to RECRB3. Thus up to seven past TCNT0B values can be retained in ICRB0 and RECRB1 to RECRB6.

RECRB1 to RECRB6 can be read and written only in 32-bit units.

To initialize these registers, write 0000 0000_H to them.

RECRB1 to RECRB6 are initialized to 0000 0000_H by a reset.

22.5.2.9 RBURBx — Record Backup Registers Bx (x = 0 to 6)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 04A0_H (RBURB0)
 FFE6 04A4_H (RBURB1)
 FFE6 04A8_H (RBURB2)
 FFE6 04AC_H (RBURB3)
 FFE6 04B0_H (RBURB4)
 FFE6 04B4_H (RBURB5)
 FFE6 04B8_H (RBURB6)

Value after reset: 00000000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RBURB0-6															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RBURB0-6															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.30 RBURB0 to RBURB6 Register Contents

Bit Position	Bit Name	Function
31 to 0	RBURB0-6	Record Backup Registers B0 to B6 32-bit event capture backup value

Record backup registers B0 to B6 (RBURB0 to RBURB6) are 32-bit registers that back up values of ICRB0 and RECRB1 to RECRB6 in this register at the timing of event compare match between the event counter B1 (TCNTB1) and OCRB12.

The ICRB0 value is retained in RBURB0, the RECRB1 value in RBURB1, the RECRB2 value in RBURB2, the RECRB3 value in RBURB3, the RECRB4 value in RBURB4, the RECRB5 value in RBURB5, and the RECRB6 value is retained in RBURB6.

RBURB0 to RBURB6 can be read and written only in 32-bit units.

RBURB0 to RBURB6 are initialized to 0000 0000_H by a reset.

22.5.2.10 ICRB3x — Input Capture Registers B3x (x = 0 to 6)

Access: 8-bit accessible

Address: FFE6 04D8_H (ICRB30)
 FFE6 04D9_H (ICRB31)
 FFE6 04DA_H (ICRB32)
 FFE6 04DB_H (ICRB33)
 FFE6 04DC_H (ICRB34)
 FFE6 04DD_H (ICRB35)
 FFE6 04DE_H (ICRB36)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	ICRB30-36							
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.31 ICRB30 to ICRB 36 Register Contents

Bit Position	Bit Name	Function
7 to 0	ICRB30-36	Input Capture Registers B30 to B36 8-bit event capture value

Input capture registers B30 to B36 (ICRB30 to ICRB36) are 8-bit read-only registers. In the edge-interval measuring block, the event counter B1 (TCNTB1) value is captured at occurrence of any of seven external event inputs 1_B to 1_H that are input via timer A (ICRB30 to ICRB36). The event counter B1 (TCNTB1) is not cleared at occurrence of any of external event inputs 1_B to 1_H .

ICRB30 to ICRB36 can be read only in 8-bit units.

ICRB30 to ICRB36 are initialized to 00_H by a reset.

22.5.2.11 OCRB0 — Output Compare Register B0

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 04BC_H

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OCB0															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCB0															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.32 OCRB0 Register Contents

Bit Position	Bit Name	Function
31 to 0	OCB0	Output Compare B0 These bits store 32-bit data to be compared with TCNTB0.

The output compare register B0 (OCRB0) is a 32-bit readable/writable register that is constantly compared with the input edge interval measuring counter B0 (TCNTB0). When the OCRB0 value matches the TCNTB0 value, an interrupt request due to this compare match can be output to the CPU and the CMFB0 bit in timer status register B (TSRB) is set to 1.

OCRB0 can be read and written only in 32-bit units. Do not make 8-bit or 16-bit accesses to OCRB0.

OCRB0 is initialized to FFFF FFFF_H by a reset.

22.5.2.12 TCNTB1 — Event Counter B1

Access: 8-bit accessible

Address: FFE6 04C_H

Value after reset: 00_H

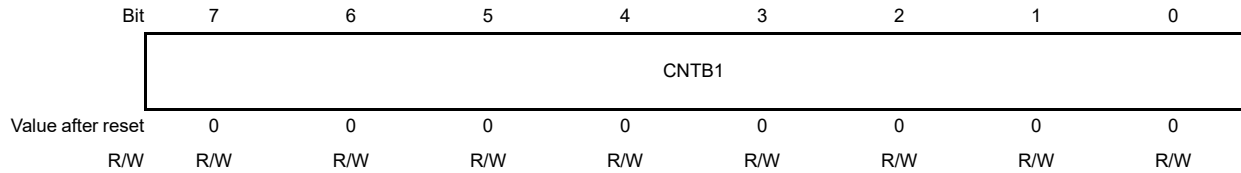


Table 22.33 TCNTB1 Register Contents

Bit Position	Bit Name	Function
7 to 0	CNTB1	Event Count B1 These bits store 8-bit counter value.

The event counter B1 (TCNTB1) is an 8-bit readable/writable register that counts an external event. According to the setting for the CLR B1 and CLR B1SEL bits in the timer control register B (TCRB), the TCNTB1 value can be cleared to 01_H at the next event input timing after a compare match between TCNTB1 and OCRB10 or between TCNTB6 and OCRB6 occurs.

When the TBE bit of the ATU-IV master enable register (ATUENR) is set to 1, the event counter is incremented every time the active level of an external event signal is input.

TCNTB1 can be read and written only in 8-bit units.

TCNTB1 is initialized to 00_H by a reset.

22.5.2.13 OCRB1 — Output Compare Register B1

Access: 8-bit accessible

Address: FFE6 04C6_H

Value after reset: FF_H

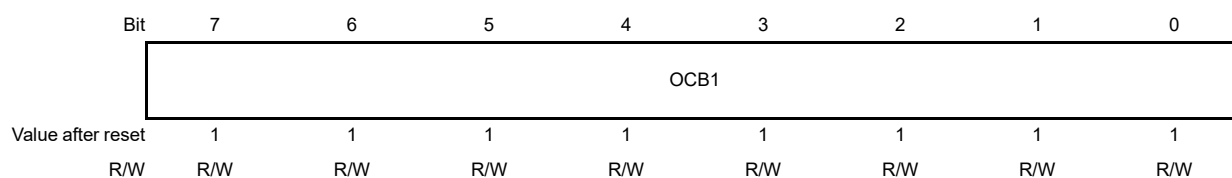


Table 22.34 OCB1 Register Contents

Bit Position	Bit Name	Function
7 to 0	OCB1	Output Compare B1 These bits store 8-bit data to be compared.

The output compare register B1 (OCRB1) is an 8-bit readable/writable register that is constantly compared with the event counter B1 (TCNTB1). When the OCRB1 value matches the TCNTB1 value, an interrupt request due to this compare match can be output to the CPU and the CMFB1 bit in timer status register B (TSRB) is set to 1 on the next PCLK.

The input capture register B1 (ICRB1) value is transferred to input capture register B2 (ICRB2) and ICRB1 is cleared at this compare match timing.

OCRB1 can be read and written only in 8-bit units.

OCRB1 is initialized to FF_H by a reset.

22.5.2.14 OCRB10 — Output Compare Register B10

Access: 8-bit accessible

Address: FFE6 04C8_H

Value after reset: FF_H

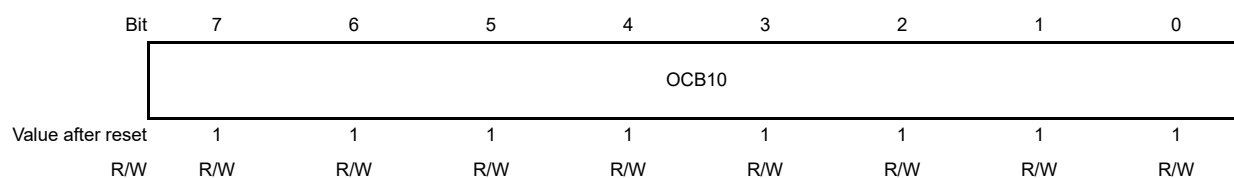


Table 22.35 OCB10 Register Contents

Bit Position	Bit Name	Function
7 to 0	OCB10	Output Compare B10 These bits store 8-bit data to be compared.

The output compare register B10 (OCRB10) is an 8-bit readable/writable register that is constantly compared with the event counter B1 (TCNTB1). When the OCRB10 value matches the TCNTB1 value, an interrupt request due to this compare match can be output to the CPU and the CMFB10 bit in timer status register B (TSRB) is set to 1 on the next PCLK.

According to the setting for the CLRB1 and CLRB1SEL bits in timer control register B (TCRB), the TCNTB1 value can be cleared to 01_H at the next event input timing after this compare match occurs. Furthermore, according to the setting for the CLRB3 and CLRB3SEL bits in timer control register B (TCRB), the TCNTB3 value can be cleared to 0000 0000_H at the next PCLK timing after this compare match occurs.

OCRB10 can be read and written only in 8-bit units.

OCRB10 is initialized to FF_H by a reset.

22.5.2.15 OCRB11 — Output Compare Register B11

Access: 8-bit accessible

Address: FFE6 04CA_H

Value after reset: FF_H

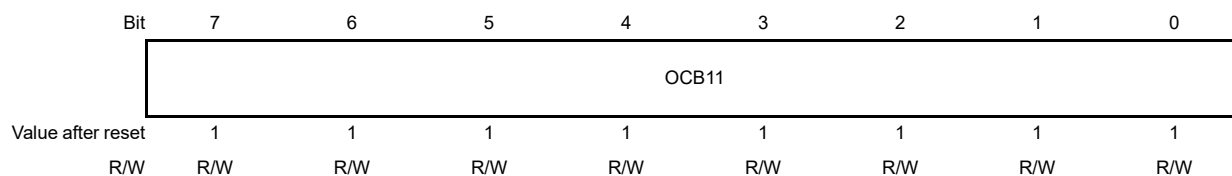


Table 22.36 OCRB11 Register Contents

Bit Position	Bit Name	Function
7 to 0	OCB11	Output Compare B11 These bits store 8-bit data to be compared.

The output compare register B11 (OCRB11) is an 8-bit readable/writable register. According to the setting for the PIMRSEL bit in timer control register B (TCRB), this register can operate by using PIMR2 for down-count values to be loaded to RLDB and for down-count values of TCNTB2 during a compare match between TCNTB1 and OCRB11. PIMR1 is always used for up-count values of TCNTB3.

When the TCNTB1 value matches the OCRB11 value, an interrupt request due to this compare match can be output to the CPU and the CMFB11 bit in timer status register B (TSRB) is set to 1 on the next PCLK.

OCRB11 can be read and written only in 8-bit units.

OCRB11 is initialized to FF_H by a reset.

22.5.2.16 OCRB12 — Output Compare Register B12

Access: 8-bit accessible

Address: FFE6 04CC_H

Value after reset: FF_H

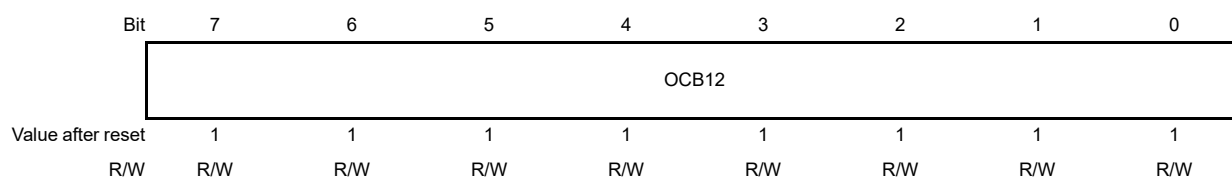


Table 22.37 OCB12 Register Contents

Bit Position	Bit Name	Function
7 to 0	OCB12	Output Compare B12 These bits store 8-bit data to be compared.

The output compare register B12 (OCRB12) is an 8-bit readable/writable register. Values of ICRB0 and RECRB1 to RECRB6 can be backed up in RBURB0 to RBURB6 at the timing of event compare match between the event counter B1 (TCNTB1) and this register.

When the TCNTB1 value matches the OCRB12 value, an interrupt request due to this compare match can be output to the CPU and the CMFB12 bit in timer status register B (TSRB) is set to 1 on the next PCLK.

OCRB12 can be read and written only in 8-bit units.

OCRB12 is initialized to FF_H by a reset.

22.5.2.17 ICRB1 — Input Capture Register B1

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 04D0_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ICB1															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ICB1															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.38 ICRB1 Register Contents

Bit Position	Bit Name	Function
31 to 0	ICB1	Input Capture B1 These bits store 32-bit input capture value.

ICRB1 is a 32-bit read-only register. ICRB1 accumulates and stores the input inter-edge measuring counter B0 (TCNTB0) value in ICRB1 at the input timing of the external event. ICRB1 is cleared on compare match between the event counter B1 (TCNTB1) and output compare register B1 (OCRB1).

ICRB1 can be read only in 32-bit units. Do not read ICRB1 in 8-bit or 16-bit units.

ICRB1 is initialized to 0000 0000_H by a reset.

22.5.2.18 ICRB2 — Input Capture Register B2

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 04D4_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ICB2															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ICB2															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.39 ICRB2 Register Contents

Bit Position	Bit Name	Function
31 to 0	ICB2	Input Capture B2 These bits store 32-bit input capture value.

ICRB2 is a 32-bit read-only register. ICRB1 keeps a running total of the value in input capture register B1 (ICRB1) on compare match between event counter B1 (TCNTB1) and output compare register B1 (OCRB1).

ICRB2 can be read only in 32-bit units. Do not read ICRB2 in 16-bit units.

ICRB2 is initialized to 0000 0000_H by a reset.

22.5.2.19 LDB — Load Register B

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0500_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—								LDVAL							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LDVAL															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.40 LDB Register Contents

Bit Position	Bit Name	Function
31 to 24	—	These bits are not used. Fix these bits to 0.
23 to 0	LDVAL	Load Value These bits store 24-bit data to be loaded to TCNTB2 and RLDB.

LDB is a 32-bit readable/writable register that is mapped to the lower-order 24 bits on a 32-bit boundary. The lower 24 bits are available.

When the LDSEL bit in timer I/O control register B (TIORB) is set to 1, the value in this register is loaded to reload counter B2 (TCNTB2) and reload register B (RLDB).

LDB can be read and written only in 32-bit units. Do not make 16-bit accesses to LDB.

LDB is initialized to 0000 0000_H by a reset.

22.5.2.20 RLDB — Reload Register B

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0504_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RLDVAL															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RLDVAL								—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 22.41 RLDB Register Contents

Bit Position	Bit Name	Function
31 to 8	RLDVAL	Reload Value These bits store 24-bit reload value.
7 to 0	—	These bits are not used. Fix these bits to 0.

RLDB is a 32-bit readable/writable register that is aligned with a longword boundary. The upper 24 bits are available.

This register is updated when the externally input event is detected while the LDEN bit in timer I/O control register B (TIORB) is cleared to 0.

The value in input capture register B0 (ICRB0) or load register B (LDB) minus the value in the PIMR bits in PIM is used for updating. According to the setting for the PIMRSEL bit in timer control register B (TCRB) and a compare match between TCNTB1 and OCRB11, PIMR2 is used as the PIMR value. In other cases, PIMR1 is used as the PIMR value. ICRB0 or LDB is set by the LDSEL bit in TIORB. For subtraction on ICRB0 and PIMR, the lower 24 bits of ICRB0 and PIM which is zero-extended.

The value in this register is added to the value in TCNTB2 on the first counter clock after the value in bits reload count B2 (CNTB2) is equal to or less than the value in the pulse interval multiplier register (PIM).

RLDB can be read and written only in 32-bit units. Do not make 8-bit or 16-bit accesses to RLDB.

RLDB is initialized to 0000 0000_H by a reset.

An initial value should be set before starting this function. For details on the operation, see **Section 22.5.3, Detailed Operation**.

22.5.2.21 TCNTB2 — Reload Counter B2

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0508_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CNTB2															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNTB2								—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 22.42 TCNTB2 Register Contents

Bit Position	Bit Name	Function
31 to 8	CNTB2	Reload Counter B2 These bits store 24-bit reload counter value.
7 to 0	—	These bits are not used. Fix these bits to 0.

TCNTB2 is a down counter mapped to 24 bits in a 32-bit readable and writable register and functions as a counter driven by the clock selected by the clock selection B bits (CKSELB0 to CKSELB2) in timer control register B (TCRB). Each decrementation by the value set in the pulse interval multiplier register (PIMR). According to the setting for the PIMRSEL bit in timer control register B (TCRB) and in response to a compare match between TCNTB1 and OCRB11, PIMR2 is used as the PIMR value. In other cases, PIMR1 is used as the PIMR value.

TCNTB2 starts counting when the TBE bit in the ATU-IV master enable register (ATUENR) is set to 1. Even if the TBE bit is cleared to 0, this counter is not cleared.

The TCNTB2 value is updated when the externally input event is detected while the LEDN bit in timer I/O control register B (TIORB) is cleared to 0.

The value in input capture register B0 (ICRB0) or load register B (LDB) is used for updating.

ICRB0 or LDB can be set by the LDSEL bit in TIORB.

The value in reload register B (RLDB) is added to the value stored in this counter on the first counter clock cycle after the value in this counter is equal to or less than the value in PIM. The frequency-multiplied clock (AGCK1) is output as a train of single pulses equal in width to the cycle of the Pφ clock on reloading.

TCNTB2 can be read and written only in 32-bit units. Do not make 8-bit or 16-bit accesses to TCNTB2.

TCNTB2 is initialized to 0000 0000_H by a reset.

An initial value should be set before starting this function. For details on the operation, see **Section 22.5.3, Detailed Operation**.

22.5.2.22 PIMR1 — Pulse Interval Multiplier Register 1

Access: 16-bit accessible but 8-bit inaccessible

Address: FFE6 050C_H

Value after reset: 0001_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PIM1											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.43 PIMR1 Register Contents

Bit Position	Bit Name	Function
15 to 12	—	These bits are not used. Fix these bits to 0.
11 to 0	PIM1	Pulse Interval Multiplier 1 These bits set the multiplication ratio for the frequency-multiplied clock. The settable value ranges from 1 to 4095.

PIMR1 is a 16-bit readable/writable register that sets the multiplication ratio of the externally input event for generation of the frequency-multiplied clock.

The settable value ranges from 1 (001_H) to 4095 (FFF_H). Do not set the PIM bits to 000_H. If the PIM bits are set to 000_H operation cannot be guaranteed.

The value in this register is used in various registers: as the step size in decrementation of reload counter B2 (TCNTB2); for calculation of the value to be input to reload register B (RLDB); and for calculation of the value to be input to corrected event counter B3 (TCNTB3). However, when a compare match between TCNTB1 and OCRB11 occurs with the PIMRSEL bit in timer control register B (TCRB) set to 1, PIMR2 is used to calculate the TCNTB2 down-count value and the RLDB input value. PIMR1 is always used to calculate the TCNTB3 input value.

PIMR1 can be read and written only in 16-bit units. Do not make 8-bit accesses to PIMR1.

PIMR1 is initialized to 0001_H by a reset.

22.5.2.23 PIMR2 — Pulse Interval Multiplier Register 2

Access: 16-bit accessible but 8-bit inaccessible

Address: FFE6 050E_H

Value after reset: 0001_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PIM2											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.44 PIMR2 Register Contents

Bit Position	Bit Name	Function
15 to 12	—	These bits are not used. Fix these bits to 0.
11 to 0	PIM2	Pulse Interval Multiplier 2 These bits set the multiplication ratio for the frequency-multiplied clock. The settable value ranges from 1 to 4095.

The pulse interval multiplier register 2 (PIMR2) is a 16-bit readable/writable register that is mapped to the lower 12 bits. PIMR2 sets the multiplication ratio of the frequency-multiplied clock when tooth is missing.

The settable value ranges from 1 (001_H) to 4095 (FFF_H). Do not set the PIM2 bits to 000_H. If the PIM2 bits are set to 000_H, operation cannot be guaranteed.

By setting the PIMRSEL bit in timer control register B (TCRB), the reload counter B2 (TCNTB2) counts down with the set PIMR2 value (PIM2) (not with the PIMR1 value) while the TCNTB1 value is equal to the OCRB11 value. The PIMR2 value is also used to calculate the reload register B (RLDB) input value, but is not used to calculate the correction event counter B3 (TCNTB3) input value. The multiplication ratio of the frequency-multiplied clock at missing tooth is corrected by setting a value of (N (number of missing teeth) + 1) times for the PIMR1 value. When the number of missing teeth is 2, for example, a value of (PIMR1 value × 3) is set for PIMR2.

PIMR2 can be read and written only in 16-bit units. Do not make 8-bit accesses to PIMR2.

PIMR2 is initialized to 0001_H by a reset.

22.5.2.24 TCNTB6 — Multiplied Clock Counter B6

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0510_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CNTB6															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNTB6				—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.45 TCNTB6 Register Contents

Bit Position	Bit Name	Function
31 to 12	CNTB6	Frequency-Multiplied Clock Count B6 These bit store 20-bit counter value driven by the frequency-multiplied clock
11 to 0	—	These bits are not used. Fix these bits to 0.

The multiplied clock counter B6 (TCNTB6) is a 20-bit up-counter mapped in the 32-bit readable/writable register. TCNTB6 counts up on the frequency-multiplied clock (AGCK1). This counter is cleared to 00000_H when the external input event is detected.

When the TBE bit in ATU-IV master enable register (ATUENR) is set to 1, counting is not performed. Even if the TBE bit is cleared to 0 and counting up is stopped, the counter value is not cleared.

TCNTB6 can be read and written only in 32-bit units. Do not make 16-bit accesses to TCNTB6.

TCNTB6 is initialized to 0000 0000_H by a reset.

22.5.2.25 ICRB6 — Input Capture Register B6

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0514_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ICB6															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ICB6				—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.46 ICRB6 Register Contents

Bit Position	Bit Name	Function
31 to 12	ICB6	Input Capture B6 20-bit input capture value
11 to 0	—	These bits are not used. Fix these bits to 0.

The input capture register B6 (ICRB6) is a 32-bit read-only register that is mapped to upper 20 bits. No value can be written to this register.

When an external event input is detected, ICRB6 stores the TCNTB6 value at the next clock (Pφ) timing. The value stored in ICRB6 is compared with the TCNTB6M value at the next external event input timing. When the ICRB6 value is larger than the TCNTB6M value, an interrupt request can be output.

ICRB6 can be read only in 32-bit units.

ICRB6 is initialized to 0000 0000_H by a reset.

22.5.2.26 RARB6 — Multiplication Setting Register B6

Access: 8-bit accessible

Address: FFE6 0518_H

Value after reset: 40_H

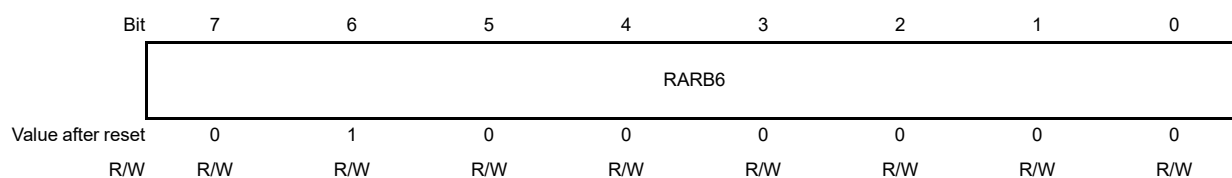


Table 22.47 RARB6 Register Contents

Bit Position	Bit Name	Function
7 to 0	RARB6	Multiplication Setting Register B6 These bits set the TCNTB6M count value.

The multiplication setting register B6 (RARB6) is an 8-bit readable/writable register to set an up-count value of the frequency-multiplied clock counter B6M (TCNTB6M). RARB6 handles the lower 6 bits as fixed point. A multiplication of 1 to 3.984375 can be set with a resolution of 1/64.

RARB6 can be read and written only in 8-bit units.

RARB6 is initialized to 40_H by a reset.

22.5.2.27 TCNTB6M — Frequency-Multiplied Clock Counter B6M

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 051C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	CNTB6M																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	CNTB6M											—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	

Table 22.48 TCNTB6M Register Contents

Bit Position	Bit Name	Function
31 to 6	CNTB6M	Frequency-Multiplied Clock Count B6M 26-bit frequency-multiplied clock count value
5 to 0	—	These bits are not used. Fix these bits to 0.

The frequency-multiplied clock counter B6M (TCNTB6M) is a 32-bit readable/writable register (up-counter) that is mapped to upper 26 bits. TCNTB6M performs count-up operation with a count value of multiplication that is set in multiplication setting register B6 (RARB6) for the frequency-multiplied clock (AGCK1). TCNTB6M handles the lower 6 bits (b11 to b6) as fixed point, and can count within a range of 1 to 1048575.984375 with a resolution of 1/64. Each time an external event is input, the TCNTB6M value is compared with the ICRB6 value. When ICRB6 is larger than TCNTB6M, an interrupt request can be output. TCNTB6M is initialized to 0000 0000_H at the first clock (Pφ) timing after occurrence of an external event input.

Setting the TBE bit in the ATU-IV master enable register (ATUENR) to 1 starts counting of this counter. Clearing the TBE bit to 0 stops counting but the counter value is not cleared.

TCNTB6M can be read and written only in 32-bit units. Do not make 8-bit or 16-bit accesses to TCNTB6M.

TCNTB6M is initialized to 0000 0000_H by a reset.

22.5.2.28 OCRB6 — Output Compare Register B6

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0520_H

Value after reset: FFFF F000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OCB6															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCB6				—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.49 OCRB6 Register Contents

Bit Position	Bit Name	Function
31 to 12	OCB6	Output Compare B6 These bits store 20-bit data to be compared.
11 to 0	—	These bits are not used. Fix these bits to 0.

OCRB6 is a 32-bit readable/writable register in which output compare B6 (OCB6) is mapped to upper 20 bits in 32 bits. Whether to perform compare match between multiplied-clock counter B6 and OCRB6 can be selected by the IOB6 setting of timer I/O control register B (TIORB).

The OCRB6 value is compared with the TCNTB6 value. When input of the frequency-multiplied clock signal (AGCK1) leads to the values matching, a missing tooth detection trigger is generated, which leads to setting of the CMFB6 bit in timer status register B (TSRB) to 1 and can also cause the output of an interrupt request for the CPU.

According to the setting for the CLRB1 and CLRB1SEL bits in the timer control register B (TCRB) and this compare match occurrence, the TCNTB1 value can be cleared to 01_H at the next event input timing. Furthermore, according to the setting for the CLRB3 and CLRB3SEL bits in the timer control register B (TCRB) and this compare match occurrence, the TCNTB3 value can be cleared to 0000 0000_H at the next PCLK timing.

OCRB6 can be read and written only in 32-bit units. Do not make 8-bit or 16-bit accesses to OCRB6. OCRB6 is initialized to FFFF F000_H by a reset.

22.5.2.29 OCRB7 — Output Compare Register B7

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0524_H

Value after reset: FFFF F000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OCB7															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCB7				—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.50 OCRB7 Register Contents

Bit Position	Bit Name	Function
31 to 12	OCB7	Output Compare B7 These bit store 20-bit data to be compared.
11 to 0	—	These bits are not used. Fix these bits to 0.

OCRB7 is a 32-bit readable/writable register in which output compare B7 (OCB7) is mapped to upper 20 bits in 32 bits.

The OCRB7 value is compared with the TCNTB6 value. When the frequency-multiplied clock (AGCK1) is input with these values matching, a compare match occurs. When the IREGB6 bits in timer interrupt control register B (TICRB) are set to 10, the CMFB6 bit in timer status register B (TSRB) is cleared to 0 at an occurrence of this compare match.

There is no status flag or interrupt request that indicates occurrence of a compare match of OCRB7.

OCRB7 can be read and written only in 32-bit units. Do not make 16-bit accesses to OCRB7.

OCRB7 is initialized to FFFF F000_H by a reset.

22.5.2.30 TCNTB3 — Correcting Event Counter B3

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0580_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CNTB3																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CNTB3																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.51 TCNTB3 Register Contents

Bit Position	Bit Name	Function
31 to 12	CNTB3	Correcting Event Count B3 These bits store 20-bit event count value.
11 to 0	—	These bits are not used. Fix these bits to 0.

The correcting event counter B3 (TCNTB3) is a 20-bit up-counter mapped in the 32-bit readable/writable register.

TCNTB3 transfers its counter value to the correcting multiplied-clock counter B4 (TCNTB4) at the external event input timing, and then starts counting up. The pulse interval multiplier register 1 (PIMR1) value is used for up-counting ($CNTB3+ = PIM1$). The pulse interval multiplier register 2 (PIMR2) value is not used for up-counting of TCNTB3.

TCNTB3 starts counting when the TBE bit in the ATU-IV master enable register (ATUENR) is set to 1. Even if the TBE bit is cleared to 0, the counter value is not cleared. According to the settings for the CLR3 and CLR3SEL bits in the timer control register B (TCRB), the TCNTB3 value can be cleared to 0000 0000_H at the first PCLK timing after a compare match between TCNTB1 and OCRB10, TCNTB6 and OCRB6, or TCNTB3 and OCRB8.

TCNTB3 can be read and written only in 32-bit units. Do not make 8-bit or 16-bit accesses to TCNTB3.

TCNTB3 is initialized to 0000 0000_H by a reset.

22.5.2.31 OCRB8 — Output Compare Register B8

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0594_H

Value after reset: FFFF F000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OCB8															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCB8				—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.52 OCRB8 Register Contents

Bit Position	Bit Name	Function
31 to 12	OCB8	Output Compare B8 20-bit comparison value
11 to 0	—	These bits are not used. Fix these bits to 0.

OCRB8 is a 32-bit readable/writable register in which output compare B8 (OCB8) bits are mapped to the upper 20 bits.

The OCRB8 value is compared with the TCNTB3 value. When TCNTB3 clear (due to a compare match between OCRB8 and TCNTB3) is enabled by bit 4 and bit 3 in the timer control register B (TCRB), the TCNTB3 value is cleared to 0 at the first PCLK timing after a compare match between the OCRB8 value and the TCNTB3 value. OCRB8 has no compare match status flag or interrupt.

OCRB8 can be read and written only in 32-bit units. Do not read or write it in 16-bit units.

OCRB8 is initialized to FFFF F000_H by a reset.

22.5.2.32 TCNTB4 — Multiplied-and-Corrected Clock Counter B4

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0584_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CNTB4															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNTB4				—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.53 TCNTB4 Register Contents

Bit Position	Bit Name	Function
31 to 12	CNTB4	Multiplied-and-Corrected Clock Counter B4 These bits store 20-bit frequency-multiplied clock count value.
11 to 0	—	These bits are not used. Fix these bits to 0.

The multiplied-and-corrected clock counter B4 (TCNTB4) is a 20-bit up-counter mapped in the 32-bit readable/writable register.

The value in TCNTB3 is loaded to this counter when the externally input event is detected.

This up-counter is driven by the frequency-multiplied clock (AGCK1) output by reload counter B2 (TCNTB2) and is cleared to 00000_H when the externally input event is detected while CNTB3 = 00000_H.

When the values in this counter and TCNTB3 match with the CCS bit in timer I/O control register B (TIORB) set to 1, counting is stopped. When the CCS bit is set to 0, counting is continued.

TCNTB4 starts counting when the TBE bit in the ATU-IV master enable register (ATUENR) is set to 1. Even if the TBE bit is cleared to 0 and counting is stopped, the counter value is not cleared.

TCNTB4 can be read and written only in 32-bit units. Do not make 16-bit accesses to TCNTB4.

TCNTB4 is initialized to 0000 0000_H by a reset.

22.5.2.33 TCNTB5 — Multiplied-and-Corrected Clock Generating Counter B5

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0588_H

Value after reset: 0000 1000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CNTB5															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNTB5			—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.54 TCNTB5 Register Contents

Bit Position	Bit Name	Function
31 to 12	CNTB5	Multiplied-and-Corrected Clock Generation Count B5 These bit store 20-bit multiplied-and-corrected clock count value.
11 to 0	—	These bits are not used. Fix these bits to 0.

The multiplied-and-corrected clock generating counter B5 (TCNTB5) is a 20-bit up-counter mapped in the 32-bit readable/writable register.

This counter is enabled by the TBE bit in ATU-IV master enable register (ATUENR) and the count control B5 bit (CTCNTB5). Incrementation of this counter is driven by the PCLK as long as the counter value is less than the value in multiplied-and-corrected clock counter B4 (TCNTB4). Incrementation is stopped when the counter value matches the value in correcting counter clearing register (TCCLR B).

The value in this counter is corrected and cleared when the externally input event is detected while CNTB3 = 00000_H or bit TCCLFSB in the correcting counter clearing flag set register B (TCCLFSRB) is set to 1. The value for the clearing depends on the counter value.

- When the counter value is equal to the value in TCCLR B
This counter is cleared to 0000 1000_H. The corrected counter clear flag register B (TCCLFRB) retains 0.
- When the counter value is not equal to the value in TCCLR B
Incrementation continues until the counter value reaches the value in TCCLR B and then TCNTB5 is cleared to 0000 1000_H.

Every incrementation of this counter, a single pulse of the multiplied-and-corrected clock (AGCKM) is output. The clock can be output on clock-bus line 5 by setting the CB5SEL bit in clock bus control register (CBCNT) to 1. The output of the clock is temporarily stopped by altering the setting in bit CTCNTB5 in the TIORB during counting.

TCNTB5 can be read and written only in 32-bit units. Do not make 16-bit accesses to TCNTB5.

TCNTB5 is initialized to 0000 1000_H by a reset.

An initial value should be set before starting this function. For details on the operation, see **Section 22.5.3, Detailed Operation**.

22.5.2.34 TCCLFRB — Correcting Counter Clear Flag Register B

Access: 8-bit accessible

Address: FFE6 058C_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TCCLFB
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.55 TCCLFRB Register Contents

Bit Position	Bit Name	Function
7 to 1	—	These bits are not used. Fix these bits to 0.
0	TCCLFB	Correcting Counter Clear Flag B 0: TCNTB5 is not automatically counting up (Initial value). 1: TCNTB5 is automatically counting up until it matches the TCCLR B value.

The correcting counter clear flag register B (TCCLFRB) is an 8-bit read-only register that indicates whether the function of correcting TCNTB5 (the automatic up-counting function that continues counting until TCNTB5 = TCCLR B) is enabled or disabled.

TCCLFRB can be read only in 8-bit units.

TCCLFRB is initialized to 00_H by a reset.

(1) TCCLFB — Correcting Counter Clear Flag B

This status flag shows that the function of correcting TCNTB5 is enabled and the automatic up-counting function continues until TCNTB5 = TCCLR B. When 1 is read from this flag, it shows that TCNTB5 is automatically counting up until TCNTB5 = TCCLR B. This flag cannot be set to 1 or 0 by the software.

- Setting (to 1) conditions
 - Writing 1 to TCCLFSB in the correcting counter clear flag setting register B (TCCLFSRB)
 - When an external event is input with TCNTB3 = 00000_H and TCNTB5 ≠ TCCLR B while TCNTB5 is automatically counting up until it reaches the TCCLR B value
- Clearing (to 0) conditions
 - Writing 1 to TCCLFCB in the correcting counter clear flag clearing register B (TCCLFCRB)
 - When TCNTB5 value has reached the TCCLR B value after counting with the TCCLFB bit set to 1, the TCNTB5 value has matched the TCCLR B value, and TCNTB5 has been cleared to 0000 1000_H

22.5.2.35 TCCLFSRB — Correcting Counter Clear Flag Setting Register B

Access: 8-bit accessible

Writing 0 is disabled. If 1 is written to this register, data is not retained. This register is always read as 0.

Address: FFE6 058D_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TCCLFSB
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 22.56 TCCLFSRB Register Contents

Bit Position	Bit Name	Function
7 to 1	—	These bits are not used. Fix these bits to 0.
0	TCCLFSB	Correcting Counter Clear Flag Set B 0: Disabled 1: TCCLFB in correcting counter clear flag register B (TCCLFRB) is set to 1.

The correcting counter clear flag setting register B (TCCLFSRB) is an 8-bit readable/writable register.

TCCLFSRB can be read and written only in 8-bit units, but it is always read as 0.

TCCLFSRB is initialized to 00_H by a reset.

(1) TCCLFSB — Correcting Counter Clear Flag Set B

Writing 1 to TCCLFSB sets TCCLFB in the correcting counter clear flag register B (TCCLFRB) to 1 to enable automatic up-counting until the TCNTB5 matches the TCCLRB value. When TCCLFSB is set to 1 while TCCLFB is 1, TCCLFB holds 1. When TCCLFSB is set to 1 while TCNTB5 = TCCLRB, TCNTB5 is cleared to 0000 1000_H and TCCLFB holds 0. When writing 0 to this flag is attempted, the writing is ignored.

22.5.2.36 TCCLFCRB — Correcting Counter Clear Flag Clearing Register B

Access: 8-bit accessible

Writing 0 is disabled. If 1 is written to this register, data is not retained. This register is always read as 0.

Address: FFE6 058E_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TCCLFCB
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 22.57 TCCLFCRB Register Contents

Bit Position	Bit Name	Function
7 to 1	—	These bits are not used. Fix these bits to 0.
0	TCCLFCB	Correcting Counter Clear Flag Clear B 0: Disabled 1: TCCLFB in correcting counter clear flag register B (TCCLFRB) is cleared to 0.

The correcting counter clear flag clearing register B (TCCLFCRB) is an 8-bit readable/writable register.

TCCLFCRB can be read and written only in 8-bit units, but it is always read as 0.

TCCLFCRB is initialized to 00_H by a reset.

(1) TCCLFCB — Correcting Counter Clear Flag Clear B

Writing 1 to TCCLFCB sets TCCLFB in the correcting counter clear flag register B (TCCLFRB) to 0 to inhibit automatic up-counting until the TCNTB5 matches the TCCLRB value and enter the up-count state of TCNTB5 at the time when TCNTB4 > TCNTB5. If this is in contention with the condition for setting the TCCLFB bit when TCNTB3 = 0 and an event input has occurred, clearing by writing this register is prioritized. If TCCLFB is cleared when it is 0, TCCLFB holds 0. When writing 0 to this flag is attempted, the writing is ignored.

22.5.2.37 TCCLRB — Correcting Counter Clearing Register B

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0590_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CCLRB															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CCLRB				—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.58 TCCLRB Register Contents

Bit Position	Bit Name	Function
31 to 12	CCLRB	Correcting Counter Clear B These bits store 20-bit correcting counter clear value.
11 to 0	—	These bits are not used. Fix these bits to 0.

The correcting counter clearing register B (TCCLRB) is a 32-bit readable/writable register mapped to upper 20 bits in 32 bits.

TCCLRB is constantly compared with TCNTB5. When they match, TCNTB5 is stopped and a counter clearing trigger is output to timer D. TCNT1Dx and TCNT2Dx in timer D are separately cleared by setting the corresponding counter clearing enable bit in timer control register Dx (TCRDx).

TCCLRB can be read and written only in 32-bit units. Do not make 8/16-bit accesses to TCCLRB.

TCCLRB is initialized to 0000 0000_H by a reset.

22.5.2.38 ACRTRGB — AGCKM2 Correction Enable Setting Register

Access: 8-bit accessible
Writing 0 is disabled. If 1 is written to these bits, data is not retained. These bits are always read as 0.

Address: FFE6 05A0_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ACRTRG
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 22.59 ACRTRGB Register Contents

Bit Position	Bit Name	Function
7 to 1	—	These bits are not used. Fix these bits to 0.
0	ACRTRG	AGCKM2 Correction Enable 0: Disabled 1: AGCKM2 correction is enabled.

The AGCKM2 correction enable setting register (ACRTRGB) is an 8-bit readable/writable register.

When the ACRTRG bit is set to 1, the number of correction clocks is corrected according to the specification of the ACRVALRB register.

Then the AGCKM2 output corrected based on AGCKM from the input timer B external event (AGCK) is generated.

Write-access to the AGCKM2 correction enable setting register (ACRTRGB) is enabled only when ACRST is 00_B.

When ACRST is not 00_B, write-access to this register is disabled.

ACRTRGB can be read and written only in 8-bit units.

ACRTRGB is initialized to 00_H by a reset.

22.5.2.39 ACRLRB — AGCKM2 Correction Clear Setting Register

Access: 8-bit accessible
Writing 0 is disabled. If 1 is written to these bits, data is not retained. These bits are always read as 0.

Address: FFE6 05A1_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ACRCLR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 22.60 ACRLRB Register Contents

Bit Position	Bit Name	Function
7 to 1	—	These bits are not used. Fix these bits to 0.
0	ACRCLR	AGCKM2 Correction Clear 0: Disabled 1: AGCKM2 correction is stopped. ACRSTRB = 00 _B

The AGCKM2 correction clear setting register (ACRLRB) is an 8-bit readable/writable register.

Setting the ACRCLR bit to 1 transitions ACRSTRB to State 00_B and stops AGCKM correction control.

ACRCLR can be read and written only in 8-bit units.

ACRCLR is initialized to 00_H by a reset.

22.5.2.40 ACRSTRB — AGCKM2 Correction Status Register

Access: 8-bit accessible

Address: FFE6 05A2_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ACRST	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.61 ACRSTRB Register Contents

Bit Position	Bit Name	Function
7 to 2	—	These bits are not used. Fix these bits to 0.
1, 0	ACRST	AGCKM2 Correction Status 00: No AGCKM2 correction 01: Correction waiting state The ACREN bit is set to 1, and then an external event input is waited. 10: AGCKM2 correction in progress

The AGCKM2 correction status register (ACRSTRB) is an 8-bit readable register.

The ACRST bit is used to check the AGCKM1 correction status.

ACRSTRB can be read only in 8-bit units.

ACRSTRB is initialized to 00_H by a reset.

22.5.2.41 ACRVALRB — AGCKM2 Correction Clock Count Setting Register

Access: 16-bit accessible but 8-bit/32-bit inaccessible

Address: FFE6 05A4_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ACRSIGN	ACRVAL[14:0]														
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.62 ACRVALRB Register Contents

Bit Position	Bit Name	Function
15	ACRSIGN	AGCKM2 Correction Clock Count Sign 0: The number of correction clocks (ACRVAL[14:0] value) is treated as a positive value. 1: The number of correction clocks (ACRVAL[14:0] value) is treated as a negative value.
14 to 0	ACRVAL[14:0]	AGCKM2 Correction Clock Count These bits specify the number of AGCKM2 correction clocks. AGCKM2 is corrected for the number of clocks indicated by the ACRSIGN bit and these bits. (Positive value: high level is output additionally, Negative value: AGCKM high level is masked to low level and is output as AGCKM2.)

The AGCKM2 correction clock count setting register (ACRVALRB) is a 16 bit readable/writable register.

This register generates AGCKM2 output corrected based on AGCKM according to the set value of the AGCKM2 correction clock count setting register (ACRVALRB).

The AGCKM2 correction counter starts counting from the set ACRVALB value and continues down-counting until 0001_H is detected.

When ACRVALB is set to 0000_H, the counter decrements as 0000_H → 7FFF_H → 7FFE_H → 7FFD_H → ... → 0001_H.

ACRVALRB can be read and written only in 16-bit units.

ACRVALRB is initialized to 0000_H by a reset.

22.5.3 Detailed Operation

Edge Interval Measuring Function and Edge Input Stopping Function

For timer B, input-capture and compare-match operations are unconditionally performed with 32-bit input capture register B0 (ICRB0) and 32-bit output compare register B0 (OCRB0), respectively. These registers are connected to input edge-interval measuring counter B0 (TCNTB0).

Operation of timer B is started by setting the TBE bit in the ATU-IV master enable register (ATUENR).

ICRB0 captures the TCNTB0 value when an event (the AGCK signal) is input via timer A. At the same time, TCNTB0 is set to 0000 0001_H. An interrupt request can be output to the CPU at this capture timing. This enables measurement of the time of edge-to-edge interval.

The value captured in ICRB0 is transferred to the frequency-multiplied clock generating block to be used as an input value to the reload counter B2 (TCNTB2) and the reload register B (RLDB). Furthermore, up to six captured values (ICRB0) can be retained in the record registers B1 to B6 (RECRB1 to RECRB6) at the external input event timing. Values retained in ICRB0 and RECRB1 to RECRB6 are backed up in the record backup registers B0 to B6 (RBURB0 to RBURB6) at the timing of B12 (OCRB12) event compare match between TCNTB1 and the output compare register B12 (OCRB12).

When TCNTB0 reaches the value set in OCRB0, an interrupt request due to this compare match can be output. This interrupt indicates that active edge input has stopped for at least time equivalent to the setting in OCRB0.

Figure 22.16 shows input-capture and compare-match operation of TCNTB0.

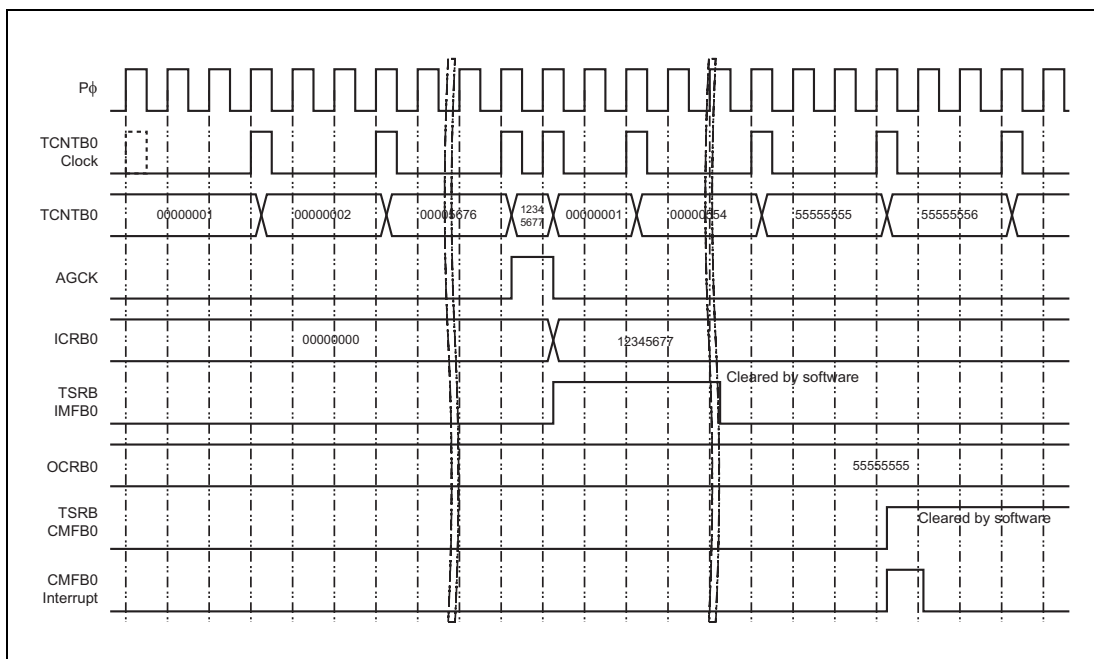


Figure 22.16 Input-Capture and Compare-Match Operation of TCNTB0

Event counter B1 (TCNTB1) counts the input of signals indicating external events (AGCK). When a predetermined value is set in output compare register B1 (OCRB1) and TCNTB1 reaches that value, a compare-match occurs. When a value is set in output compare register B10 (OCRB10) by the setting of the TCNTB1 clear setting bit (CLRB1) in the timer control register B (TCRB), TCNTB1 can be cleared at the first event input timing after an event compare match between TCNTB1 and OCRB10. Furthermore, by the setting of the TCNTB3 clear setting bit (CLRB3SEL) in the timer control register

B (TCRB), TCNTB3 can be cleared at a compare match between TCNTB1 and OCRB10. Input capture register B2 (ICRB2) can capture input capture register B1 (ICRB1) at the timing of a compare match between TCNTB1 and OCRB1. This compare match makes it possible to output an interrupt request to the CPU, allowing detection of edge input stop of external event. In addition, event counter B1 (TCNTB1) has a function for compare match with output compare register B11 (OCRB11). When the pulse interval multiplier select bit (PIMRSELR) is set to 1, TCNTB1 can operate by using PIMR2 for down-count values to be loaded to RLDB and for down-count values of TCNTB2 at a compare match between TCNTB1 and OCRB11. When the TCNTB1 value matches the OCRB11 value, an interrupt request due to this compare match can be output to the CPU.

The external event signal (AGCK) drives the capturing of TCNTB0 values in ICRB1. Moreover, latching of ICRB1 in ICRB2 on matches between TCNTB1 and OCRB1 can also be selected. This enables the measurement of multiple edge-to-edge intervals.

Registers ICRB30 to ICRB 36 capture the TCNTB1 value by using the external event input 1B to 1H as a trigger. ICRB30 corresponds to external event input 1B and ICRB31 to ICRB36 correspond to respective external event input 1C to 1H.

Figure 22.17 shows compare-match operation of TCNTB1 and capture operation of ICRB1 and ICRB2, and **Figure 22.18** shows capture operation of TCNTB1 and ICRB3x.

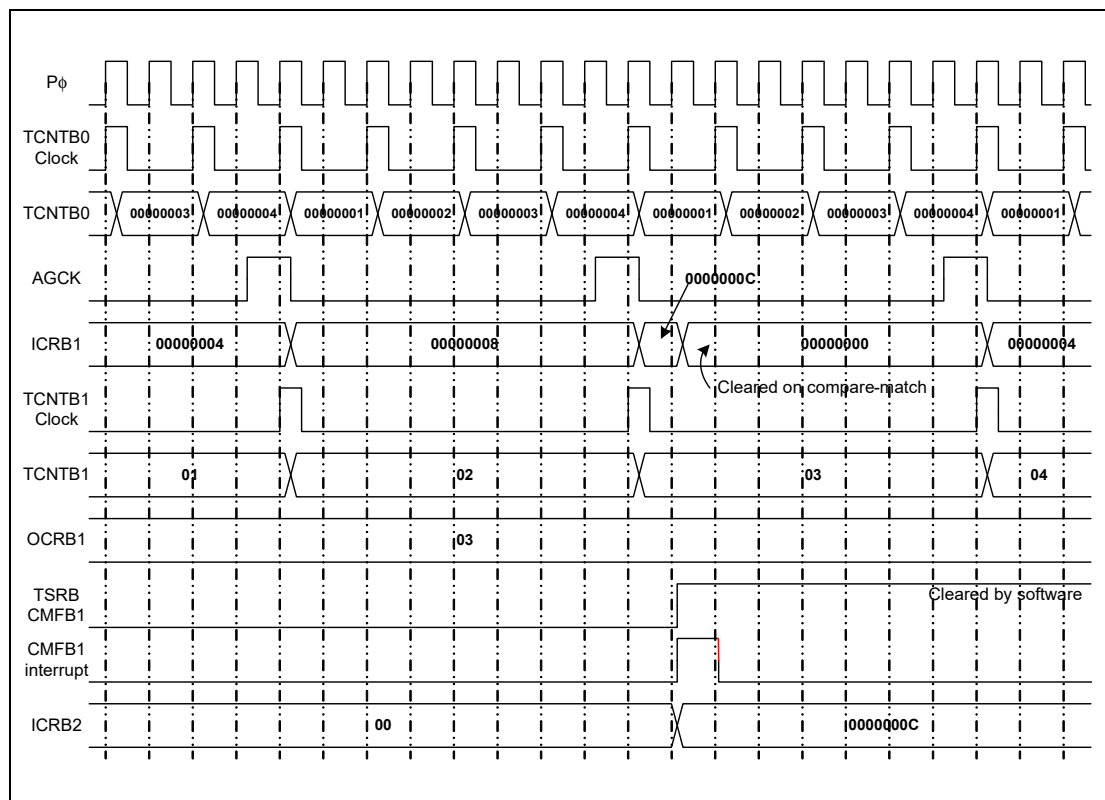


Figure 22.17 Compare-Match Operation of TCNTB1 and Capture Operation of ICRB1 and ICRB2

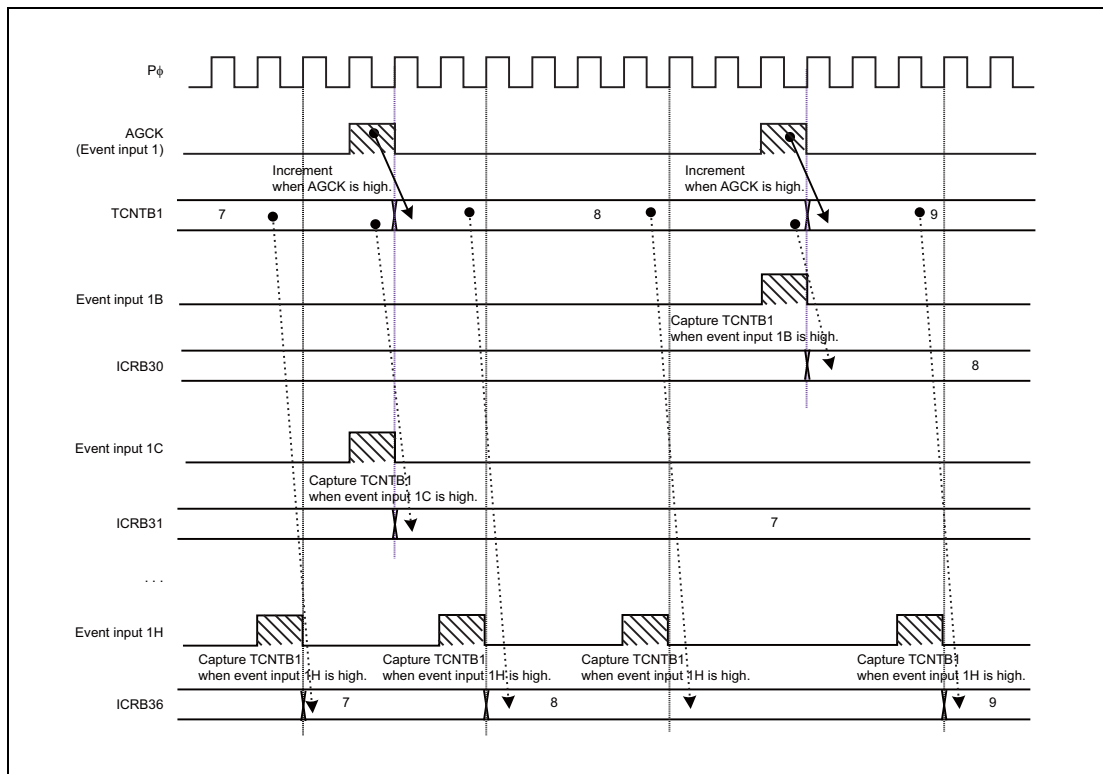


Figure 22.18 Count Operation of TCNTB1 and Capture Operation of ICRB3x

Frequency-Multiplied Clock Generator

The frequency-multiplied clock generator generates a clock signal (AGCK1) for use within timer B. The cycle of this clock signal is obtained by dividing the intervals between selected transitions of the external-event input (AGCK) by the value in the pulse interval multiplier register (PIMR1 or PIMR2).

When the LDEN bit in the TIORB is 0, On the selected transition of the external-event input signal, the lower 24 bits of the value captured in ICRB0 of the edge-interval measuring block are transferred to 24-bit reload counter B2 (TCNTB2). At the same time, the value transferred to TCNTB2 minus the value in PIMR (PIM1 or PIM2) is transferred to 24-bit reload register B (RLDB). When the LDEN bit in the TIORB is 1, the values of TCNTB2 and RLDB are not updated on ICRB0 input capture.

When the LDSEL bit in timer I/O control register B (TIORB) is set to 1, the value in load register B (LDB) instead of that in ICRB0 can be transferred to TCNTB2 and RLDB. When the pulse interval multiplier select bit (PIMRSELR) is set to 1, the above operation is performed using the PIMR2 value instead of PIMR1 value while TCNTB1 matches OCRB11.

24-bit reload counter B2 (TCNTB2) is driven to count down by the clock selected by the CKSELB bits in timer control register B (TCRB). Each decrementation is by the value set in PIMR (TCNTB2- = PIM). When the value in the down counter is less than or equal to that of the PIM bits, RLDB is automatically read out into TCNTB2 and added to the count value (TCNTB2 + the RLDB value), and which again starts to count down. A single pulse of the multiplied clock signal (AGCK1) is output in synchronization with the reloading of TCNTB2. The pulse width is equal to the cycle of the PCLK.

Compare match operation by frequency-multiplied clock (AGCK1) can be performed by using 20-bit output compare register B6 (OCRB6) and 20-bit frequency-multiplied clock counter B6 (TCNTB6).

Incrementation of TCNTB6 on the assertion of AGCK1 is unconditional. The values in TCNTB6 and output compare register B6 (OCRB6) are tested for matches, and an interrupt request will be generated to the CPU when the values match. The IREGB6 bits in TICRB can be set so that the interrupt is generated on the match, on the first AGCK pulse (external event) after the match, or on the second AGCK pulse (external event) after the match.

When an external event input (AGCK) is detected, ICRB6 stores the TCNTB6 value at the next clock (Pφ) timing. The frequency-multiplied clock counter B6M (TCNTB6M) performs count-up operation with a count value of multiplication that is set in multiplication setting register B6 (RARB6) for the frequency-multiplied clock (AGCK1). Each time an external event (AGCK) is input, the TCNTB6M value is compared with the ICRB6 value. When the ICRB6 value is larger than the TCNTB6M value as a result of comparison, an interrupt request can be output.

Since AGCK1 is generated with reference to the previous edge-to-edge interval, if two consecutive edge intervals differ significantly, the clock will not be generated correctly. To correct this error, AGCK1 is corrected by the frequency-multiplied clock signal corrector, whose description is provided in the next section, and is to be converted into AGCKM.

Figure 22.19 and **Figure 22.20** show counting operations with reloading and output of the frequency-multiplied clock and **Figure 22.21** and **Figure 22.22** show the generation of interrupt requests on matches between TCNTB6 and CMFB6, enabled or disabled by the setting in IREG. **Figure 22.23** shows the Switching Timing of PIMR1 and PIMR2. **Figure 22.24** shows comparison of TCNTB6M and ICRB6 operations and interrupt request output.

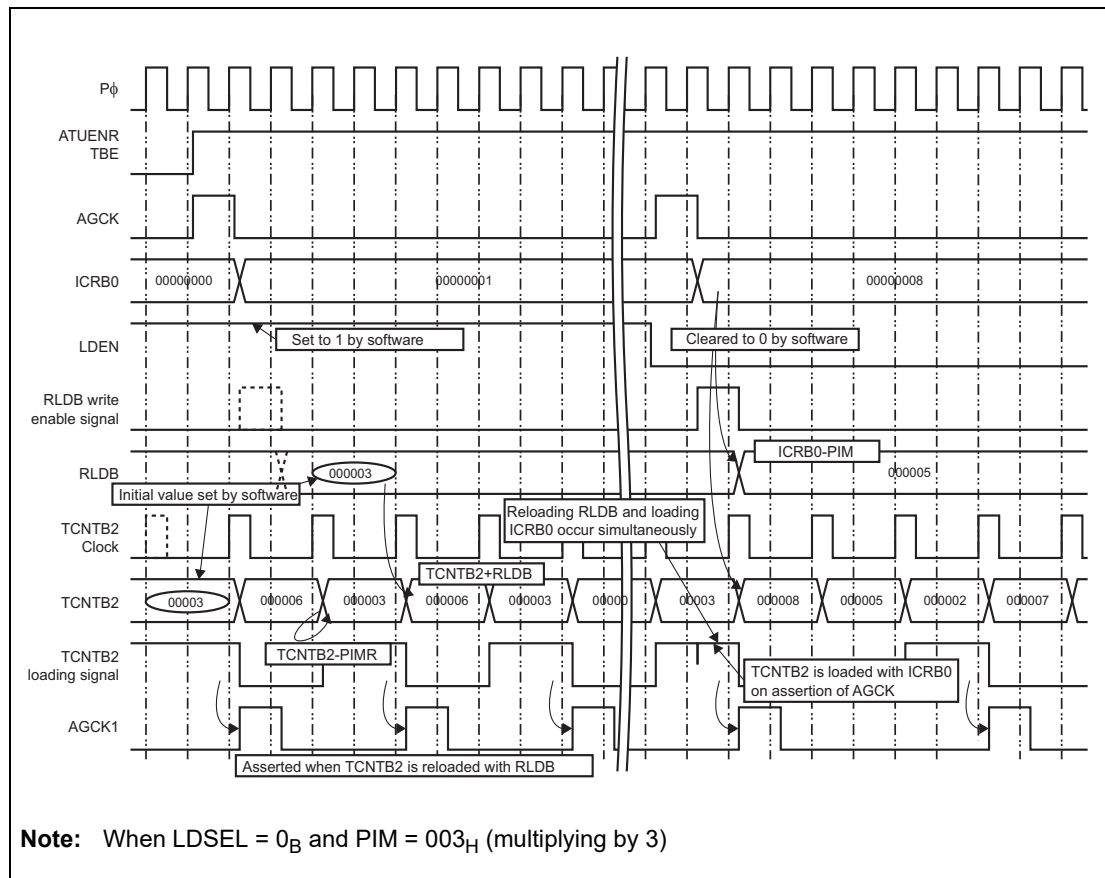


Figure 22.19 Counting Operations with Reloading and Output of Frequency-Multiplied Clock (1)

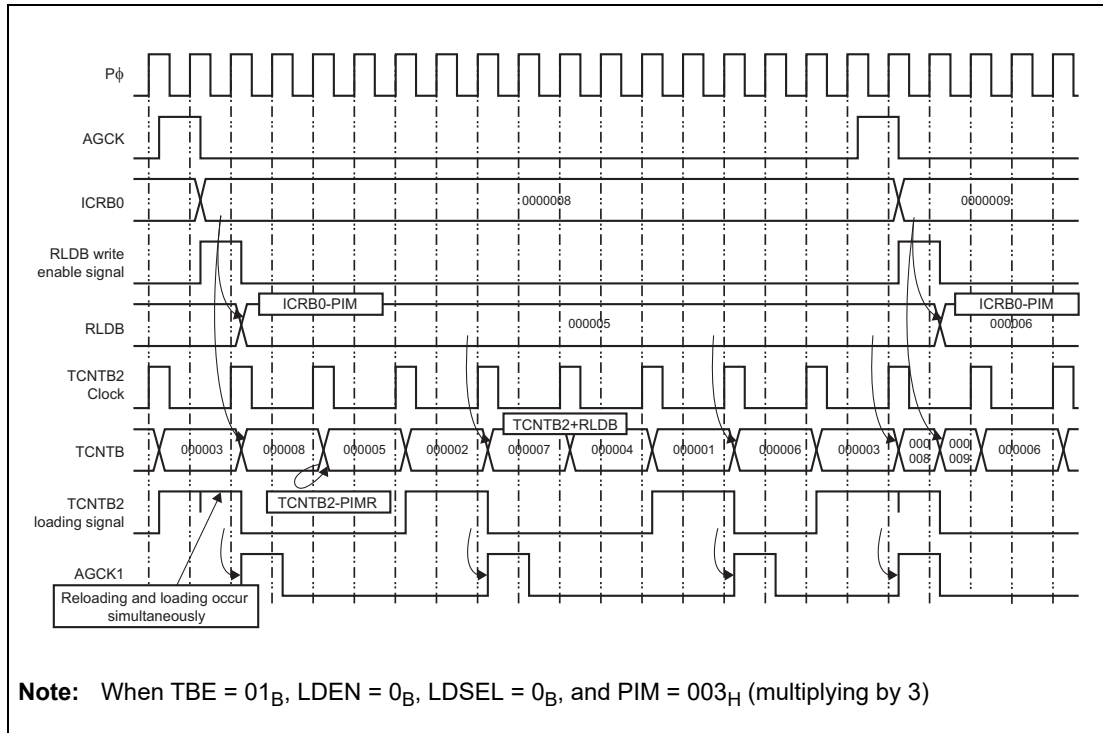


Figure 22.20 Counting Operations with Reloading and Output of Frequency-Multiplied Clock (2)

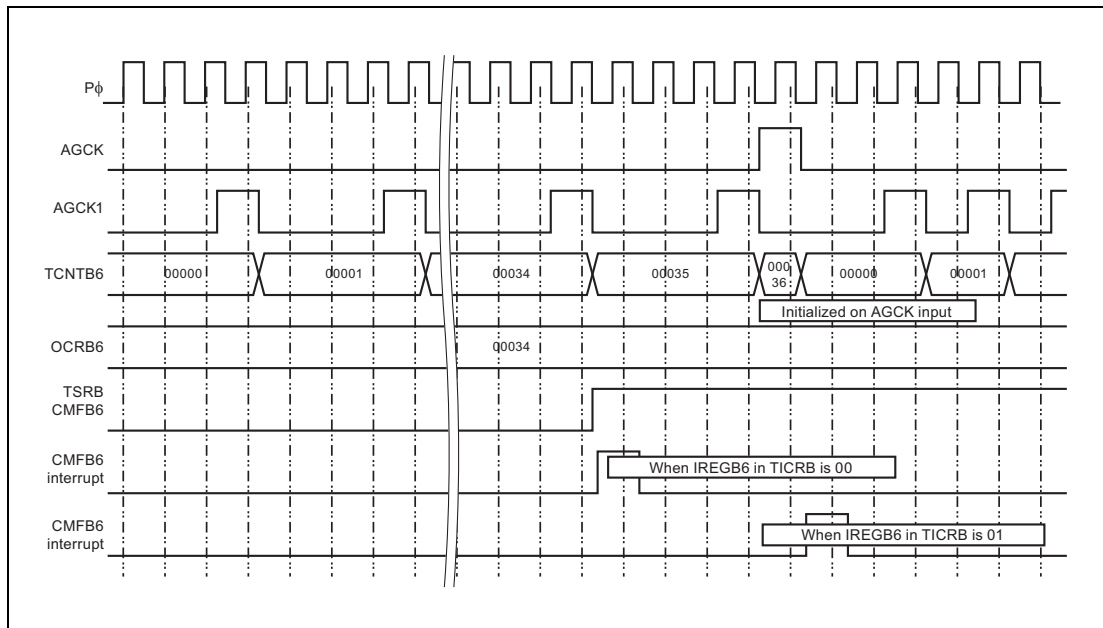


Figure 22.21 Compare-Match Operation of TCNTB6 and Output of CMFB6 Interrupt (IREGB6 = 00, 01)

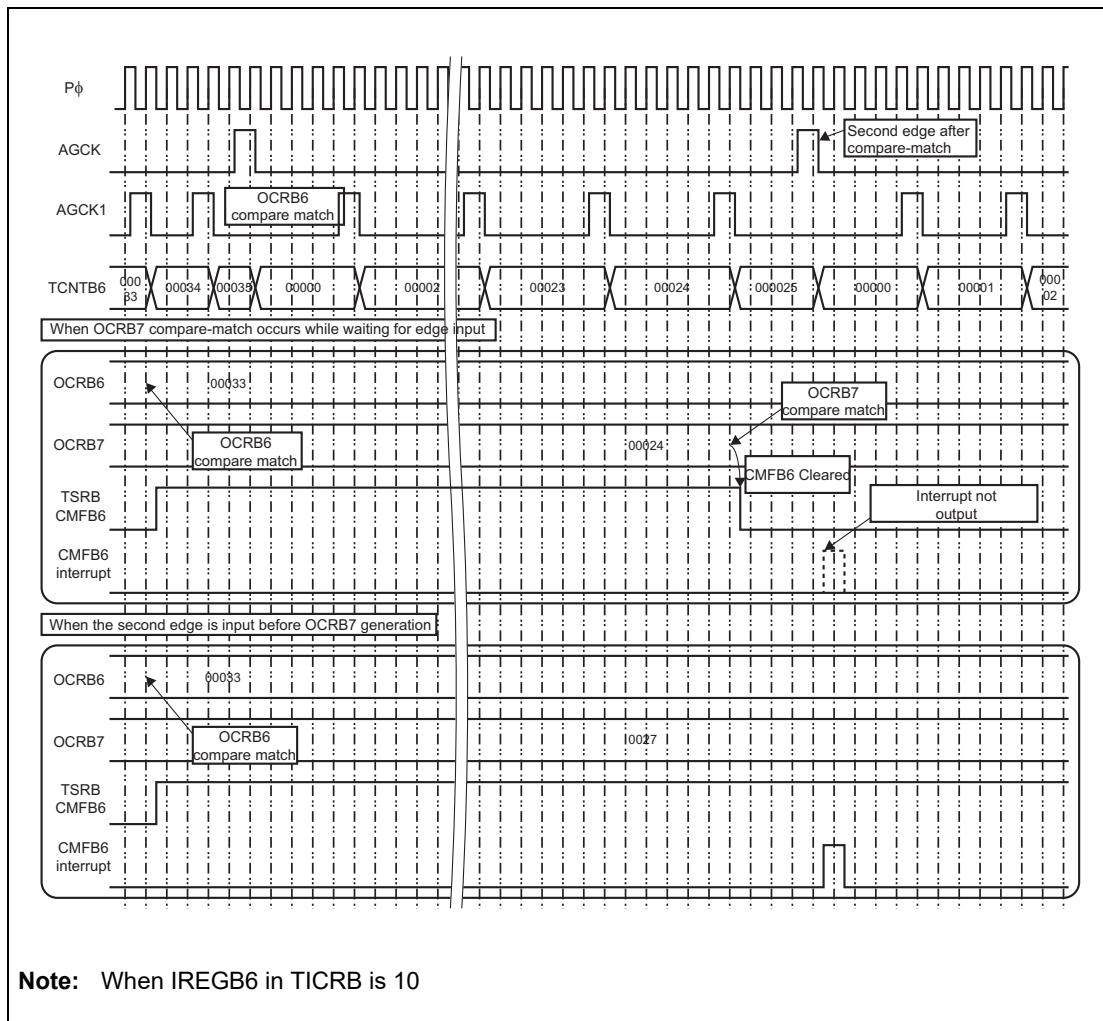


Figure 22.22 CMFB6 Interrupt Output when IREGB6 = 10

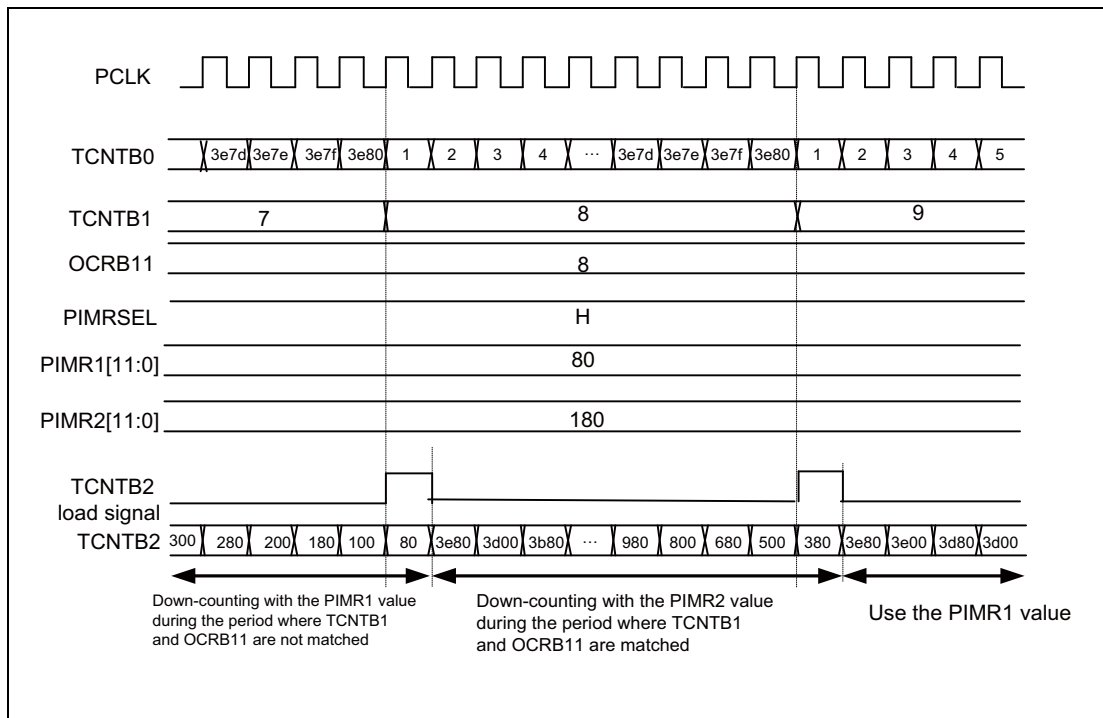


Figure 22.23 Switch Timing between PIMR1 and PIMR2

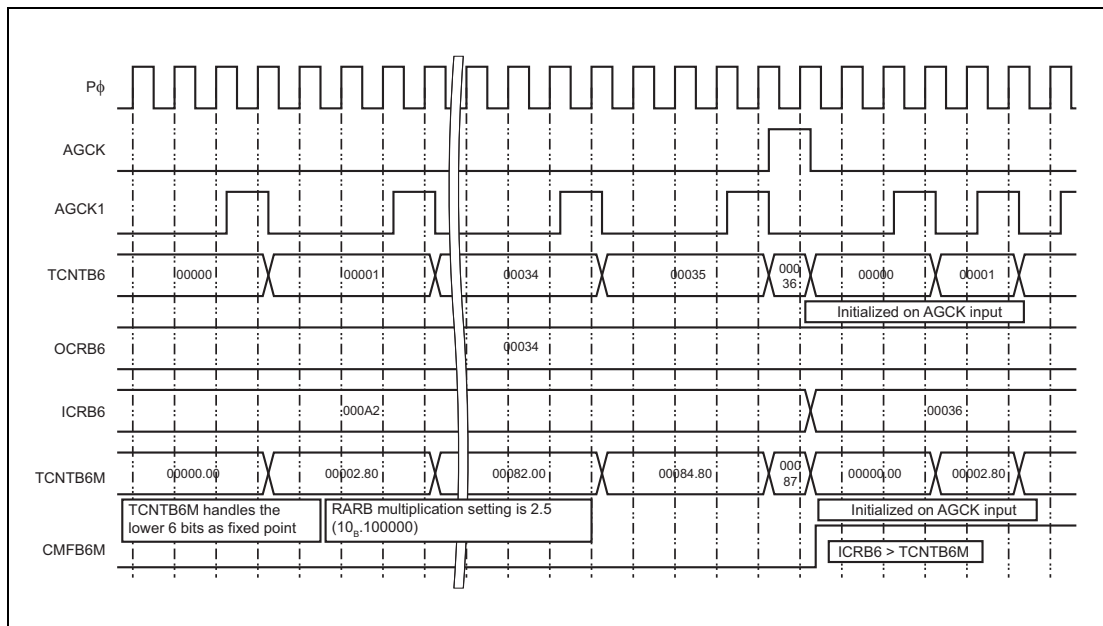


Figure 22.24 Example of Operations of TCNTB6M and ICRB6

Frequency-Multiplied Clock Signal Corrector

The frequency-multiplied clock signal which is generated by dividing the intervals between external event inputs by the multiplication ratio set in the PIM bits in PIMR can be corrected by using 20-bit correcting event counter B3 (TCNTB3), 20-bit multiplied-and-corrected clock counter B4 (TCNTB4), 20-bit multiplied-and-corrected clock generating counter B5 (TCNTB5), and correcting counter clearing register B (TCCLR B).

TCNTB3 is a 20-bit up-counter that is driven by the external event input (AGCK). On the selected transition of the AGCK signal, the value in TCNTB3 is transferred to TCNTB4, after which TCNTB3 is incremented by the value in the PIM bits ($TCNTB3+ = PIM$). According to the setting for the CLR3SEL bit (TCNTB3 clear select bit) in the timer control register B (TCRB), TCNTB3 can be cleared by a compare match between TCNTB1 and OCRB10, between TCNTB6 and OCRB6, or between TCNTB3 and OCRB8.

TCNTB4 is a 20-bit up-counter that is driven by the multiplied clock signal (AGCK1). TCNTB3 is loaded to TCNTB4 with the AGCK input as a trigger, and incrementation of TCNTB4 is driven by the AGCK1 input.

The counter correcting select bit (CCS) in TIORB controls counting by TCNTB4; that is, it selects whether or not counting stops when $TCNTB3 = TCNTB4$.

TCNTB5 is a 20-bit up-counter that is driven by the PCLK clock, meaning that it operates at a high speed. TCNTB5 is constantly compared with TCNTB4 and is incremented as long as its value is lower than that in TCNTB4. Each time TCNTB5 is actually incremented, it produces a single pulse whose width is equal to one cycle of the PCLK clock. pulse of the peripheral clock signal, namely the multiplied-and -corrected clock signal (AGCKM), for which output on clock-bus line 5 can be selected by bit CB5SEL in the clock bus control register (CBCNT). The AGCKM signal is then available on clock-bus line 5 as a source to drive counting by other timers.

As state above, TCNTB5 is not incremented when its value is greater that in TCNTB4 (for example, after TCNTB3 has been loaded to TCNTB4), TCNTB5 can also be disabled by the count control B5 (CTCNTB5) bit in timer I/O control register B (TIORB). This halts the output of the AGCKM signal.

As long as its value is lower than TCNTB4, TCNTB5 is incremented until it reaches the value in correcting counter clearing register B (TCCLR B). This function allows you to check the automatic up-count status by using correcting counter clear flag register B (TCCLFRB). It also allows you to set automatic up-count operation status by using the correcting counter clear setting register (TCCLFSRB) and the correcting counter clear flag clearing register (TCCLFCRB). Incrementation of TCNTB5 then stops, regardless of the relation between its value and that of TCNTB4. In addition, timer counters 1Dx and 2Dx of timer D (TCNT1Dx and TCNT2Dx) can be separately cleared by this match as a trigger when the corresponding counter clearing enable bit (C1CEDx/C2CEDx) in timer control register Dx (TCRDx) is set to 1.

TCNTB4 is unconditionally cleared to $0000\ 0000_H$ when a pulse of the external-event signal (AGCK) is input while $TCNTB3 = 0000\ 0000_H$. TCNTB5 is unconditionally set to $0000\ 1000_H$ when a pulse of the external-event signal (AGCK) is input while $TCNTB3 = 0000\ 0000_H$.

However, when TCNTB5 has not reached TCCLR B, TCNTB5 is incremented until it reaches TCCLR B. After that, it is set to $0000\ 1000_H$.

Figure 22.25 shows operations of TCNTB3 and TCNTB4, **Figure 22.26** shows operation when TCNTB5 is being started up, **Figure 22.27** shows TCNTB5 operation with correction at the end of a cycle, and **Figure 22.28** shows TCNTB5 operation with no correction at the end of a cycle.

The multiplied-and-corrected clock 2 (AGCKM2) is generated and output for the multiplied-and-corrected clock (AGCKM) by setting the correction enable trigger bit (ACRTRG) to 1. In the case of

positive logic (+) correction for AGCKM, AGCKM2 extends the active time of AGCKM. In the case of negative logic (-) correction, AGCKM2 masks the active time of AGCKM.

Generation of AGCKM2 is controlled by ACRSTRB, and the correction time is controlled by the internal down-counter.

AGCKM2 is generated as follows: AGCKM2 correction is started (ACRSTRB = 10_B) by detection of a timer B external event (AGCK) after correction enable trigger bit (ACRTRG) is set to 1 (ACRSTRB = 01_B). **Figure 22.29** shows AGCKM2 Operation (Positive Logic) and **Figure 22.30** shows AGCKM2 Operation (Negative Logic).

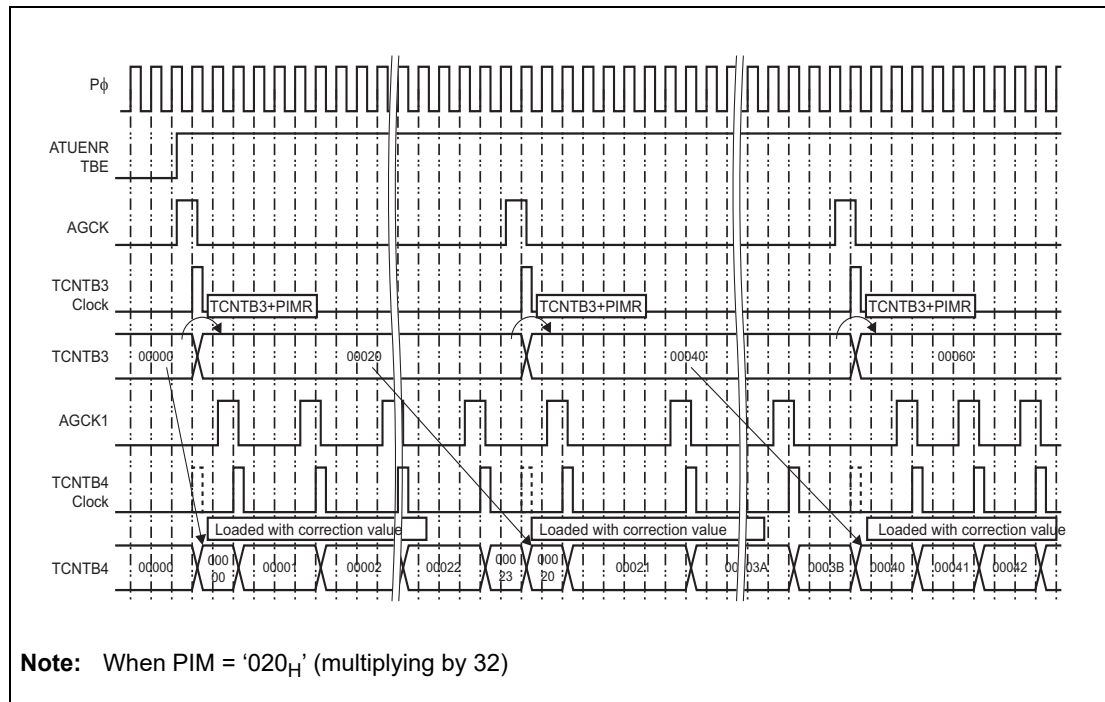


Figure 22.25 Operation of TCNTB3 and TCNTB4

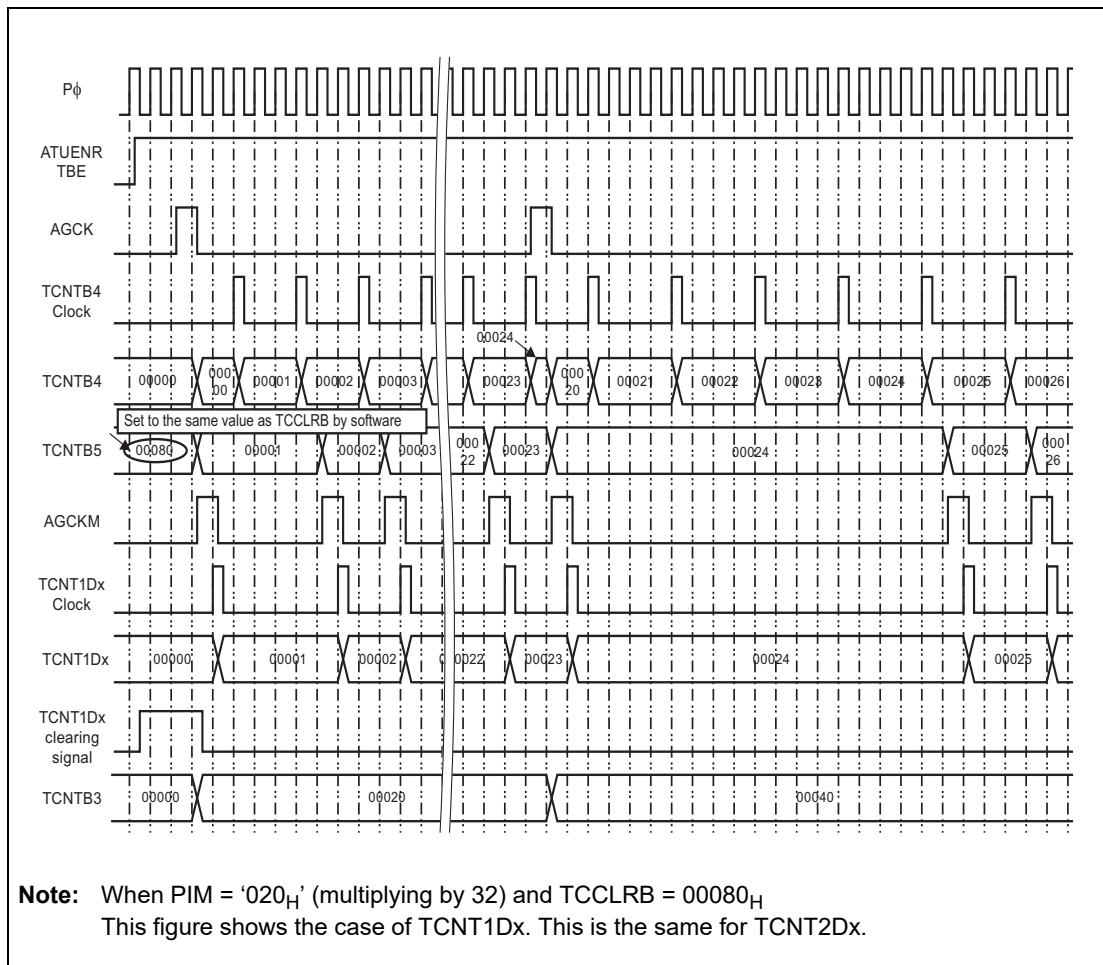


Figure 22.26 TCNTB5 Operation (at Start-Up)

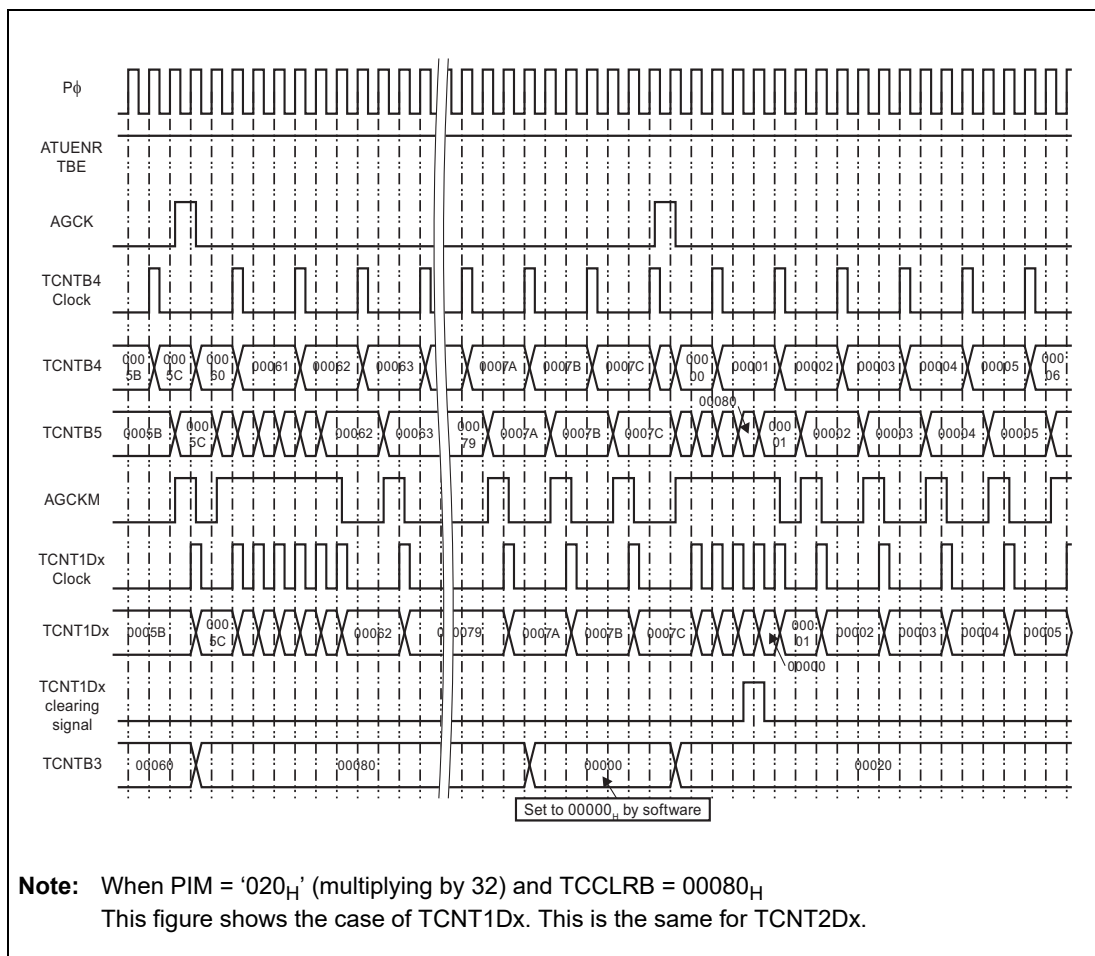


Figure 22.27 Operation of TCNTB5 (with Correction at End of Cycle)

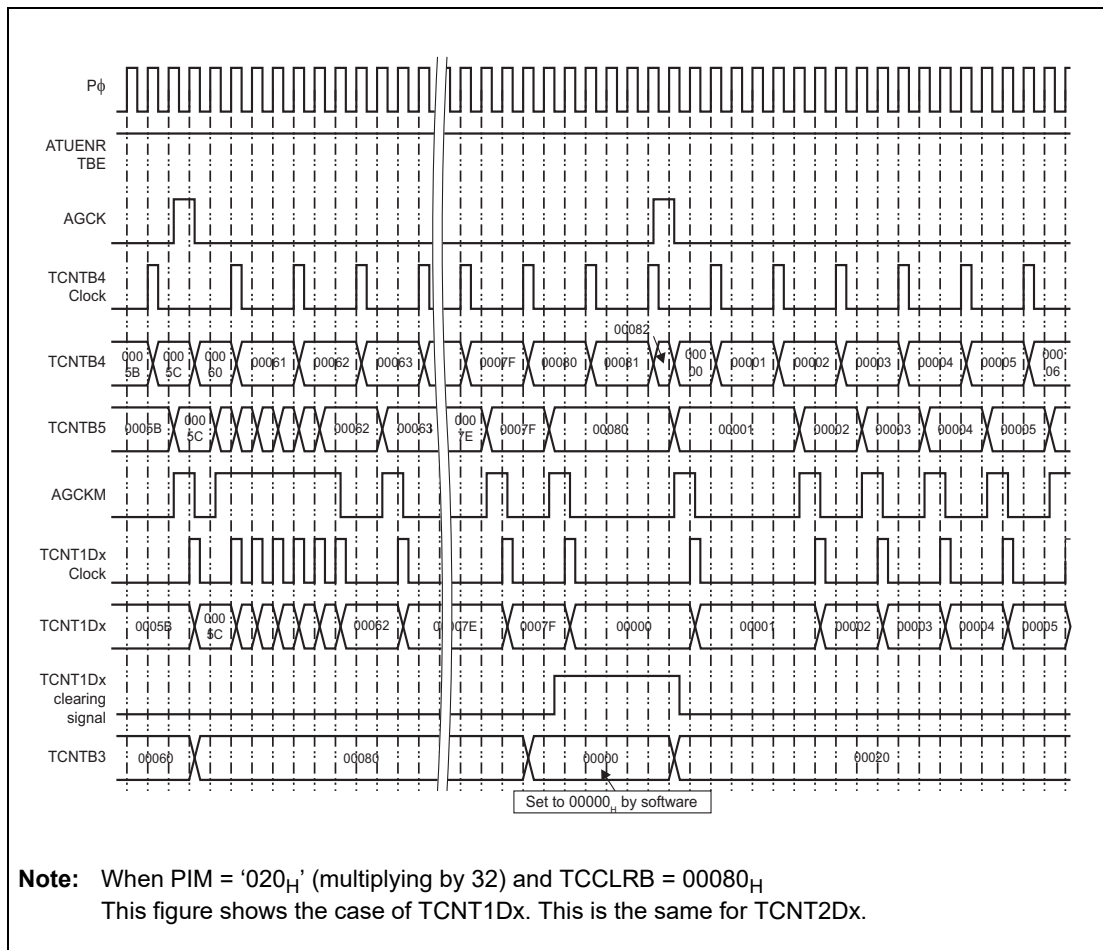


Figure 22.28 Operation of TCNTB5 (without Correction at End of Cycle)

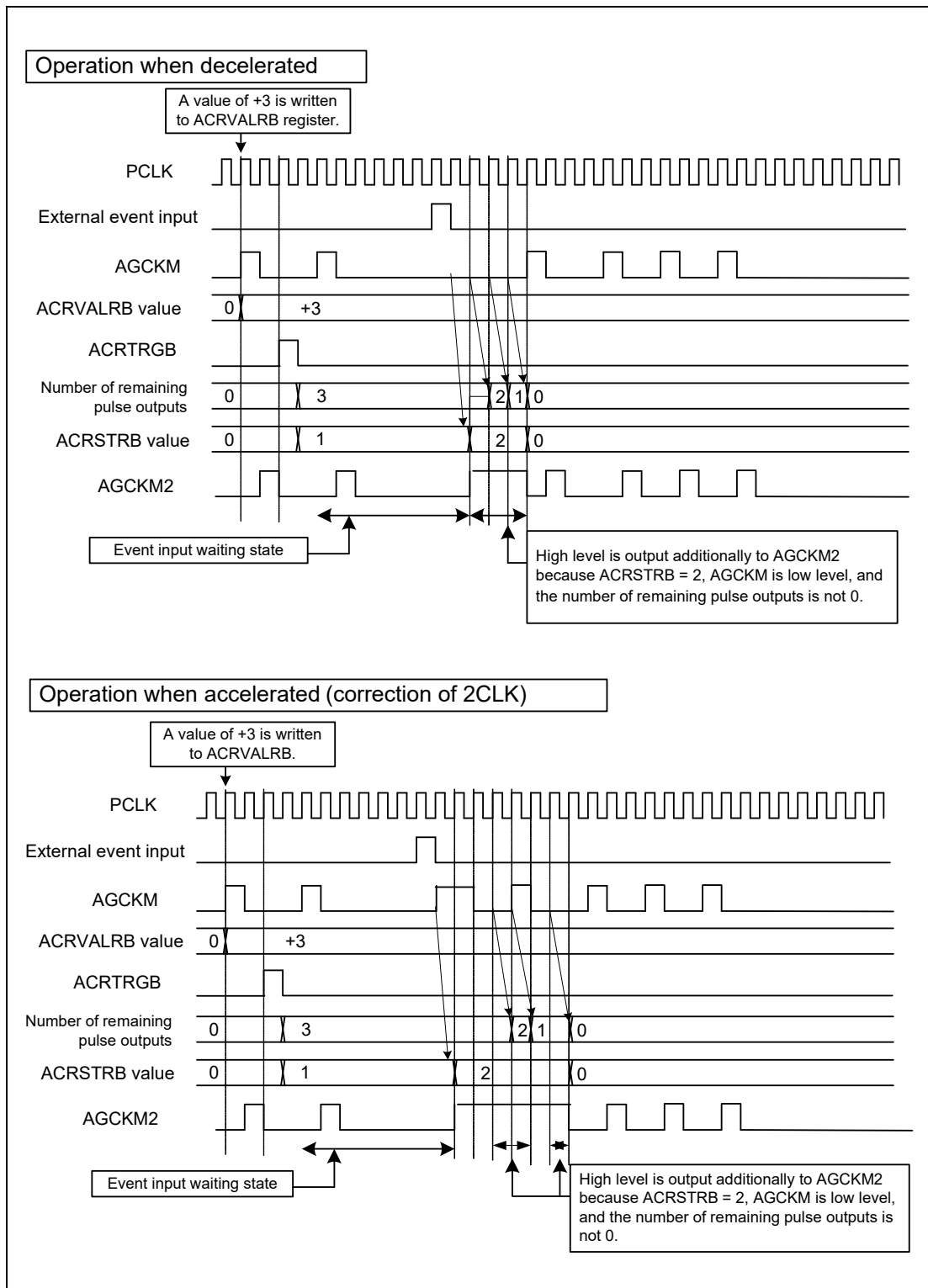


Figure 22.29 AGCKM2 Operation (Positive Logic)

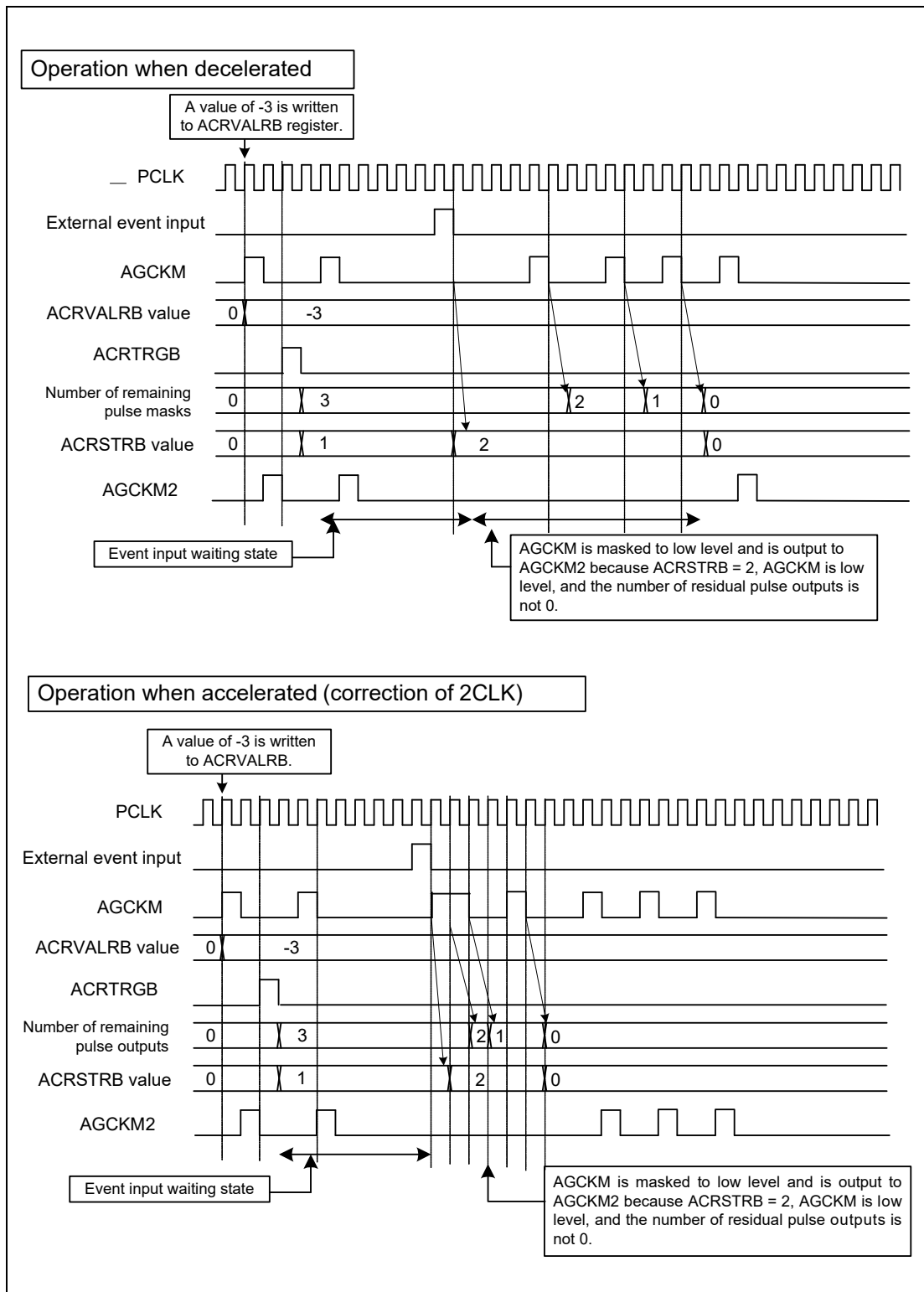


Figure 22.30 AGCKM2 Operation (Negative Logic)

22.6 Timer C

22.6.1 Operation

The timer C block is a general-purpose timer consisting of eight subblocks having the same function. Each subblock consists of four channels.

Each timer C subblock can achieve the following functions.

- Input capture and output compare matches
- Choice of rising edge, falling edge, or both edge sensing as the edge of input capture trigger signal
- Capturing at the timing of event output 1, 2A, or 2B from timer A when used as input capture
- Output of a waveform on compare match. Choice of a logical one, a logical zero, a toggled output, or a one-shot pulse output by setting a register
- Output of an interrupt request and a DMA request on capture or compare match
- Output of an interrupt request on timer counter overflow
- Clearing timer counter Cx (TCNTCx) on compare match (two types)
 - The counter can be cleared on compare match of GRCx0 in PWM mode (not supported by GRCx1 to GRCx3)
 - When the counter upper-limit setting function is used in any mode other than PWM mode, the counter can be cleared on compare match of CUCRCx.
- Output of forced compare match by setting the forced compare match bit
- Noise canceling function (noise canceler count clock or clock bus 5 selectable)

Timer C subblock consists of a 32-bit timer counter Cx (TCNTCx), four 32-bit timer general registers Cxy (GRCxy), four 32-bit output compare registers Cxy (OCRCxy), a 32-bit counter upper-limit setting compare register Cx (CUCRCx), and controller. The timer general registers Cxy (GRCxy) can be used for input capture/compare match operations and input capture trigger input and output compare output signals (TIOCxy) are available.

The initial output value on the TIOCxy pin is 0 for output compare operation. During operation, the previous state is reflected.

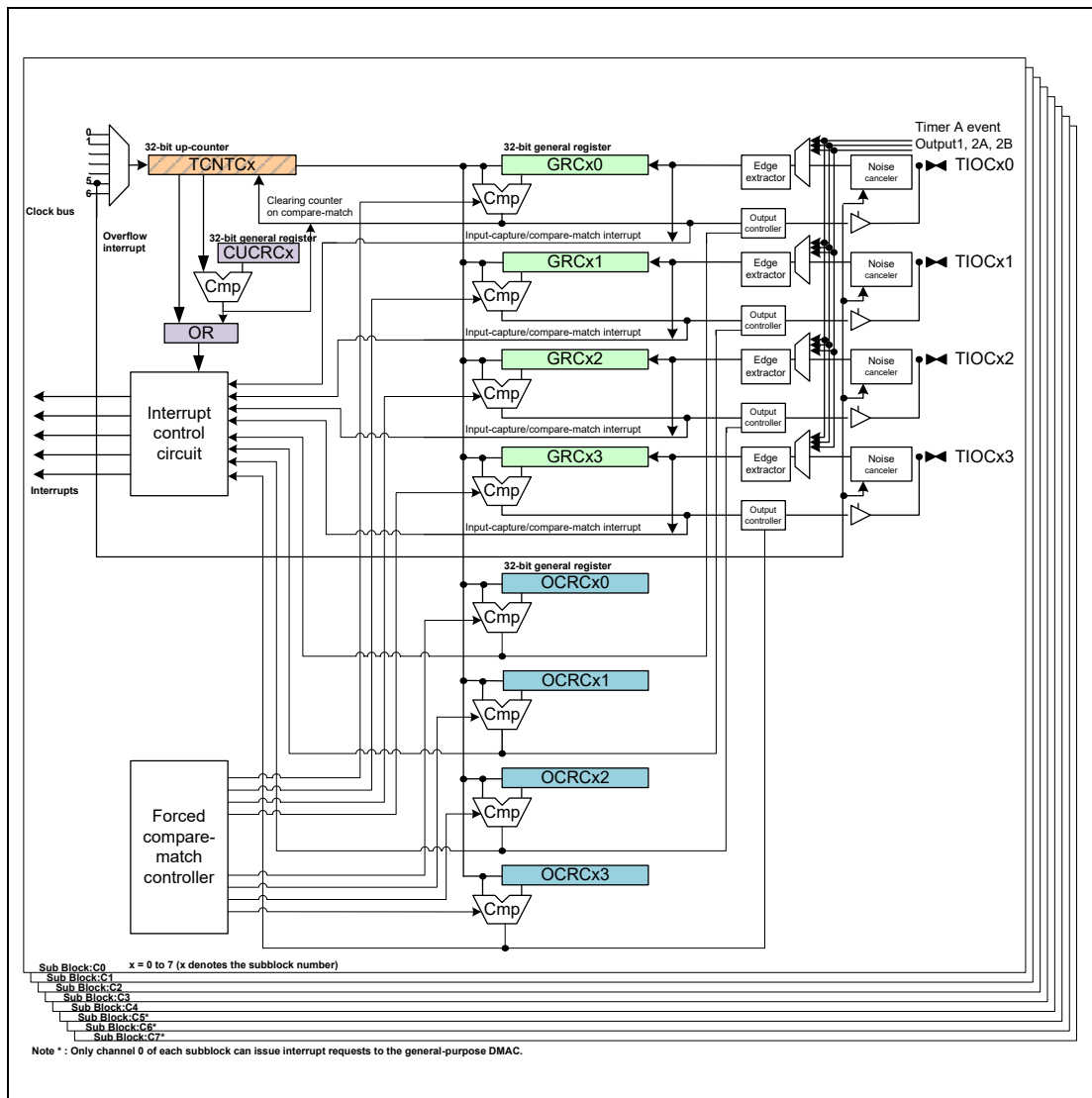


Figure 22.31 Block Diagram of Timer C

22.6.2 Timer C Registers

22.6.2.1 TSTRC — Timer Start Register C

Access: 8-bit accessible

Address: FFE6 0600_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	STRC7	STRC6	STRC5	STRC4	STRC3	STRC2	STRC1	STRC0
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.63 TSTRC Register Contents

Bit Position	Bit Name	Function
7	STRC7	Counter C7 Start 0: TCNTC7 is disabled 1: TCNTC7 is enabled
6	STRC6	Counter C6 Start 0: TCNTC6 is disabled 1: TCNTC6 is enabled
5	STRC5	Counter C5 Start 0: TCNTC5 is disabled 1: TCNTC5 is enabled
4	STRC4	Counter C4 Start 0: TCNTC4 is disabled 1: TCNTC4 is enabled
3	STRC3	Counter C3 Start 0: TCNTC3 is disabled 1: TCNTC3 is enabled
2	STRC2	Counter C2 Start 0: TCNTC2 is disabled 1: TCNTC2 is enabled
1	STRC1	Counter C1 Start 0: TCNTC1 is disabled 1: TCNTC1 is enabled
0	STRC0	Counter C0 Start 0: TCNTC0 is disabled 1: TCNTC0 is enabled

Note 1. Start bits are provided for subblocks C0 to C7 respectively.

TSTRC is an 8-bit readable/writable register that enables and disables timer counter C_x (TCNTC_x) in eight subblocks C_x (x = 0 to 7). When the both the STRC bits in this register and the TCE bit in ATU-IV master enable register (ATUENR) are set to 1, counting is enabled.

TSTRC is initialized to 00_H by a reset.

(1) STRCx — Counter Cx Start

These bits enable and disable timer counter Cx (TCNTCx) in a subblock.

When bit STRCx is cleared to 0, TCNTCx is stopped. While TCNTCx is stopped, the previous counter value is retained and TCNTCx is resumed from the value when this bit is set to 1 again.

Even if the counter Cx start bit is set to 1, counting does not start unless the timer Cx master enable bit in the ATU-IV control register is set to 1.

CAUTION

The prescalers run regardless of this bit and are not synchronized with the timing at which this bit is set. Therefore, the time from when this bit is set to 1 until TCNTCx is incremented for the first time is less than the cycle time of the clock of TCNTCx.

22.6.2.2 NCCRCx — Noise Canceler Control Register Cx (x = 0 to 7)

Access: 8-bit accessible

Address: FFE6 0604_H (NCCRC0)
 FFE6 0605_H (NCCRC1)
 FFE6 0606_H (NCCRC2)
 FFE6 0607_H (NCCRC3)
 FFE6 0608_H (NCCRC4)
 FFE6 0609_H (NCCRC5)
 FFE6 060A_H (NCCRC6)
 FFE6 060B_H (NCCRC7)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	NCKCx3	NCKCx2	NCKCx1	NCKCx0	NCECx3	NCECx2	NCECx1	NCECx0
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.64 NCCRCx Register Contents

Bit Position	Bit Name	Function
7 to 4	NCKCx _y	Noise Canceler Clock Select These bits select the count source clock for noise canceler counter C _{xy} (NCNTC _{xy}).
3 to 0	NCECx _y	Noise Canceler Enable C _{xy} These bits set the TIOC _{xy} input noise canceling function.

Note: (x = 0, 1, 2, 3, 4, 5, 6, 7) (y = 0, 1, 2, 3)

C_x (NCCRC_x) is an 8-bit readable/writable register. The noise cancellation is performed on the input capture trigger signal input from pin TIOC_{xy} in subblock C_x by setting this register. Three modes are available in noise cancellation and can be switched by the NCMC bit in the noise cancel mode register (NCMR). Noise canceler count clock or clock bus 5 can be selected as the count source by the noise canceler clock select bits (NCKCx_{xy}) in this register.

NCCRC_x is initialized to 00_H by a reset.

(1) NCKCx_y — Noise-Canceler Clock Select

These bits select the count source clock of noise canceler counter C_{xy} (NCNTC_{xy}).

NCKCx _y	Description
0	Noise canceler count clock (P _φ or P _φ /128) is selected as the count source clock of NCNTC _{xy} (Initial value).
1	Clock bus 5 is selected as the count source clock of NCNTC _{xy} .

Note: (x = 0, 1, 2, 3, 4, 5, 6, 7) (y = 0, 1, 2, 3)

Noise canceler count clock or clock bus 5 is selectable as the count source clock. As the noise canceler count clock, a clock of P_φ or P_φ/128 can be selected by the NCCSEL bit in the common control unit.

(2) NCECxy — Noise Canceler Enable Cxy

These bits enable or disable the noise canceling function for input/output pins TIOCx0 to TIOCx3 of subblock Cx.

NCECxy	Description
0	The TIOCxy input noise canceling function is disabled (Initial value).
1	The TIOCxy input noise canceling function is enabled.

Note: (x = 0, 1, 2, 3, 4, 5, 6, 7) (y = 0, 1, 2, 3)

When a change in input signal level from TIOCxy is detected with these bits set to 1, processing for minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode starts according to the settings of the noise cancellation mode register (NCMR) and the noise canceler clock select bit (NCKC) in the common control unit.

In minimum time-at-level edge cancellation mode:

When a level change of the externally input signal is detected, the change is output as the signal whose noise is removed and the corresponding noise canceler counter (NCNTCxy) is started for counting up. Subsequent level changes are masked until the value in the counter reaches the value in the noise canceler register (NCR Cxy). The level of the externally input signal is output on this compare match.

When these bits are cleared to 0 while the counter (NCNTCxy) is being incremented, counting continues until the values in the counter and the noise canceler register match. The subsequent level changes are also masked over this period.

In premature-transition edge cancellation mode:

When a level change of the externally input signal is detected, the corresponding noise canceler counter (NCNTCxy) is started for counting up. If subsequent level changes are not detected until the value in the counter reaches the value in the noise canceler register (NCR Cxy), the previously accepted level change is output as the signal whose noise is removed on compare match of the counter and noise canceler register.

When the subsequent level change is detected before the values in the counter and noise canceler register match, all the changes are treated as noise. Therefore the signal whose noise is removed is not changed.

When these bits are cleared to 0 while the counter (NCNTCxy) is being incremented, counting continues until the values in the counter and the noise canceler register match or a level change on the externally input signal is detected.

In level-accumulative cancellation mode:

The corresponding noise canceler counter Cxy (NCNTCxy) is started for counting up or down according to the input signal level (high level: up-count, low level: down-count). Up-count continues until the noise canceler counter value matches the noise canceler register Cxy (NCR Cxy) value. Down-count continues until the noise canceler counter value reaches 0000_H. When a compare match (NCR Cxy) occurs during up-counting, the noise canceler output is updated to 1. When a compare match (0000_H) occurs during down-counting, the noise canceler output is updated to 0.

In premature-transition edge cancellation mode and minimum time-at-level edge cancellation mode, clock Pφ is always used to detect input signal level changes regardless of the selected noise canceler

clock. In level-accumulative cancellation mode, the clock selected by the noise canceler clock select Cxy bits (NCKCxy) is used for sampling the input level.

For details on operations in each mode, see **Figure 22.1**, **Figure 22.2** and **Figure 22.3**.

22.6.2.3 TCRCx — Timer Control Registers C (x = 0 to 7)

Access: 8-bit/16-bit accessible

Address: FFE6 0624_H (TCRC0)
 FFE6 06A4_H (TCRC1)
 FFE6 0724_H (TCRC2)
 FFE6 07A4_H (TCRC3)
 FFE6 0824_H (TCRC4)
 FFE6 08A4_H (TCRC5)
 FFE6 0924_H (TCRC6)
 FFE6 09A4_H (TCRC7)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FOCMC _{x3}	FOCMC _{x2}	FOCMC _{x1}	FOCMC _{x0}	—	—	—	CLRC _x	FCMC _{x3}	FCMC _{x2}	FCMC _{x1}	FCMC _{x0}	PWM _{x0}	CKSEL _{Cx} [2:0]		
Value after reset	0*1	0*1	0*1	0*1	0	0	0	0	0*1	0*1	0*1	0*1	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note 1. Writing 0 is disabled. If 1 is written to these bits, data is not retained. These bits are always read as 0.

Table 22.65 TCRCx Register Contents

Bit Position	Bit Name	Function
15 to 12	FOCMC _{xy}	Forced Output Compare Match C _{xy} Forced compare match is performed by output compare register C _{xy} (OCRC _{xy}).
11 to 9	—	Not used. These bits are read as 0. When writing, always write 0.
8	CLRC _x	TCNTC _x Clear C _x Enables or disables clearing of timer counters.
7 to 4	FCMC _{xy}	Forced Compare Match C _{xy} Forced compare match is performed by timer general register C _{xy} (GRC _{xy}).
3	PWM _{x0}	PWM Mode Whether to operate subblock C _x in PWM mode is selected.
2 to 0	CKSEL _{Cx} [2:0]	Clock Select The count clock is selected from clock bus 0 to 6.

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7
 y = 0, 1, 2, 3: Corresponding to general registers Cx0, Cx1, Cx2, and Cx3

The timer control registers C_x (TCRC_x) are 8-bit/16-bit readable/writable registers that select the counter clock for subblocks C0 to C7, set operating mode, set forced compare matches, and enable/disable clearing of timer counters.

(1) CKSELx[2:0] — TCNTCx Clock Select

These bits select the counter clock of subblock Cx.

Timer counters Cx (TCNTCx) in subblock Cx are driven by the clock selected in these bits.

CKSELx			Description	
0	0	0	Counters are driven by clock-bus line 0	(initial value)
0	0	1	Counters are driven by clock-bus line 1	
0	1	0	Counters are driven by clock-bus line 2	
0	1	1	Counters are driven by clock-bus line 3	
1	0	0	Counters are driven by clock-bus line 4	
1	0	1	Counters are driven by clock-bus line 5	
1	1	0	Counters are driven by clock-bus line 6	
1	1	1	Reserved	

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7

(2) PWMx0 — PWM Mode

Setting this bit to 1 makes subblock Cn operate in PWM mode. In PWM mode, TCNTCn is cleared on compare match between TCNTCn and timer general register Cx0 (GRCx0). The setting of this bit is valid when GRCn0 functions as a compare match register.

When general register GRCxm (m = 1 to 3) functions as a compare match register, aIOCx0 setting value in the TIORCx is output to its output pins (TIOCx1, TIOCx2, TIOCx3) at the timing of clearing of the TCNTCx.

PWM output from pins TIOCx1 to TIOCx3 is enabled by setting a PWM cycle in GRCx0 and setting a duty cycle in GRCx1 to GRCx3.

CAUTION

To make the subblock operate in PWM mode, further setting is needed. Select the compare match (IOCxy[3:2] = 00_B) by the IOCxy bits in timer I/O control register Cx (TIORCx) for GRCx0 and GRCx1 to GRCx3 (for PWM output). Set IOCxy[1:0] to 01_B or 10_B.

The active polarity of PWM can be specified by the IOCxy[1:0] bits.

PWMx0	Description	
0	0: Subblock Cx does not operate in PWM mode	(initial value)
1	1: Subblock Cx operates in PWM mode	

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7

When TCNTCx matches GRCn0 while this bit is set to 1, the counter is cleared to 0000 0000_H.

However, when clearing the counter on compare match and incrementation occur simultaneously, TCNTCx is set to 0000 0001_H. This occurs when TCNTCx is driven by the clock whose frequency is equal to the P ϕ clock.

In PWM mode, do not set from GRCx0 to GRCx3 to 0000 0000_H. If GRCx0 is set to 0000 0000_H, note that compare match occurs at illegal cycles.

(3) FCMxy — Forced Compare Match Cxy

Setting these bits to 1 generates forced compare match when a general register (Cxy) is used for compare match.

FCMxy	Description
0	No forced compare match is disabled on timer general register Cxy (GRCxy) (Initial value)
1	Forced compare match generated on general register Cxy (GRCxy)

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7,
y = 0, 1, 2, 3: Corresponding to general registers Cx0, Cx1, Cx2, and Cx3

Setting the FCMxy bit to 1 sets the IMFCxy bit (compare match flag) in TSRCx (timer status register Cx) to 1 and outputs a compare match interrupt to the CPU. Even when the IMFCxy bit is set to 1, a compare match interrupt is output. Furthermore, TIOCxy output data also changes as in the case of compare match. This operation is performed only once when the FCMxy bit is set to 1. Writing 0 to these bits is disabled. If 1 is written to these bits, data is not retained. These bits are always read as 0.

When both PWMx0 bit and FCMCx0 bit are set to 1, the counter is cleared and the set IOCx0 value is output to TIOCxy due to forced compare match. Then, TCNTCx starts counting from 0000 0000_H. (Counter clear due to compare match is enabled only for channel 0 in each subblock.)

(4) CLRCx — TCNTCx Clear Cx

Setting the TCNTCx clear bit Cx to 1 clears the TCNTCx value at the first clock after a compare match between timer counter Cx (TCNTCx) and counter upper-limit setting compare register Cx (CUCRCx).

CLRCx	Description
0	CUCRCx compare match is not used to clear TCNTCx. (Initial value)
1	CUCRCx compare match is used to clear TCNTCx

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7 and timer counter Cx

The upper-limit setting function (CLRCx = 1) can be set in any mode other than PWM mode (PWMx0 = 0).

When the upper-limit setting function (CLRCx = 1) is set in PWM mode (PWMx0 = 1), timer counter Cx (TCNTCx) is cleared in cycles other than the PWM cycle, which sets the PWM output undefined.

(5) FOCMCxy — Forced Output Compare Match Cxy

When the output compare register Cxy (OCRCxy) is used as a compare match register, a compare match is forcibly generated by setting FOCMCxy to 1.

FOCMCxy	Description
0	Forced compare match is disabled for the output compare register Cxy (OCRCxy). (Initial value)
1	Forced compare match is generated in the output compare register Cxy (OCRCxy).

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7
y = 0, 1, 2, 3: Corresponding to output compare registers Cx0 to Cx3

Setting the FOCMCxy bit to 1 sets the OCMFCxy bit (compare match flag) in TSRCx (timer status register Cx) to 1 and outputs a compare match interrupt to the CPU. Even when the OCMFCxy bit is 1, a compare match interrupt is generated and the output from TIOCxy changes as when a compare match occurs. This operation is performed only once when 1 is written to this bit. Writing 0 is disabled. If 1 is written to this bit, data is not retained. This bit is always read as 0.

22.6.2.4 TSRCx — Timer Status Registers Cx (x = 0 to 7)

Access: 8-bit/16-bit accessible
Writing 0 is disabled. If 1 is written to these bits, data is not retained. These bits are always read as 0.

Address: FFE6 0626_H (TSRC0)
FFE6 06A6_H (TSRC1)
FFE6 0726_H (TSRC2)
FFE6 07A6_H (TSRC3)
FFE6 0826_H (TSRC4)
FFE6 08A6_H (TSRC5)
FFE6 0926_H (TSRC6)
FFE6 09A6_H (TSRC7)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	OCMF Cx3	OCMF Cx2	OCMF Cx1	OCMF Cx0	—	—	—	OVFCx	IMFCx3	IMFCx2	IMFCx1	IMFCx0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.66 TSRCx Register Contents

Bit Position	Bit Name	Function
15 to 12	—	Not used. These bits are read as 0. When writing, always write 0.
11 to 8	OCMFCxy	Output Compare Match Flag Cxy 1: A compare match has occurred by the OCRCxy register. 0: No compare match has occurred by the OCRCxy register. (Initial value)
7 to 5	—	These bits are not used. Fix these bits to 0.
4	OVFCx	Overflow Flag Cx 1: An overflow has occurred. 0: No overflow has occurred.
3 to 0	IMFCxy	Input Capture/Compare Match Flag Cxy 1: Input capture and compare match by the GRCxy register have occurred. 0: No input capture or compare match by the GRCxy register has occurred.

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7
y = 0, 1, 2, 3: Corresponding to channels 0 to 3

Timer Status Registers Cx (TSRCx) are 8-bit/16-bit read-only registers that indicate occurrence of overflow of timer counter Cx (TCNTCx) in subblocks Cx (x = 0 to 7) and input capture and compare match of timer general registers Cxy (GRCxy, y = 0 to 3), and output compare match of output compare registers Cxy (OCRCxy, y = 0 to 3).

These status flags indicate occurrence of an interrupt request. These flags can be cleared by setting corresponding bits in the timer status clear register Cx (TSCRCx). If an interrupt source occurs with one of these flags set to 1, an interrupt request is generated again. Even when clearing a flag by using the corresponding timer status clear register Cx is in contention with setting the flag due to occurrence of an interrupt source, an interrupt request is generated.

TSRCx is initialized to 0000_H by a reset.

(1) OCMFCxy — Output Compare Match Flag Cxy

This status flag indicates occurrence of an output compare match of the output compare register Cxy (OCRCxy). This flag cannot be set to 1 or 0 by the software. Setting and clearing conditions are described below.

OCMFCxy	Description
0	[Clearing condition: compare match mode/input capture mode/one-shot pulse mode] Writing 1 to OCMFCCxy in timer status clear register Cx (TSCRCx). (Initial value)
1	[Setting conditions: compare match mode/input capture mode] <ul style="list-style-type: none"> • When the TCNTCx value is equal to the OCRCxy value • Writing 1 to FOCMCxy (forced output compare match bit) in TCRCx [Setting conditions: one-shot pulse mode] <ul style="list-style-type: none"> • When the TCNTCx value is equal to the OCRCxy value while one-shot pulse is output • Writing 1 to FOCMCxy (forced output compare match bit) in TCRCx while one-shot pulse is output

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7
y = 0, 1, 2, 3: Corresponding to channels 0 to 3

The next output compare processing is enabled even when the output compare match flag (OCMFCxy) is 1 (the flag is not cleared). At this time, 1 is overwritten to OCMFCxy.

Even if the output compare match status is cleared while the TCNTCx and OCMFCxy values are equal after an output compare match is detected, no status is set newly.

OCMFCxy and IMFCxy shares the same interrupt. Output of interrupt for one or both bits is enabled by setting the timer interrupt enable register Cx (TIERCx).

(2) OVFCx — Overflow Flag Cx

Indicates whether or not TCNTCx has overflowed. This flag cannot be set to 1 or 0 by software.

OVFCx	Description
0	[Clearing condition] Writing 1 to OVFCx in timer status clear register Cx (TSCRCx) (Initial value)
1	[Setting condition] <ul style="list-style-type: none"> • When the TCNTCx value overflows (FFFF FFFF_H to 0000 0000_H) • When the counter is cleared with the upper-limit setting function enabled

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7

The overflow flag is set to 1 when the up-count clock is input with TCNTCx set to FFFF FFFF_H or at the next PCLK clock after the counter value matches the upper-limit setting register value with the upper-limit setting function enabled. When writing 0000 0000_H to TCNTCx or

TCNTCx is started from 0000 0000_H, this bit is not set to 1.

When writing to TCNTCx at the same time as incrementation while it is FFFF FFFF_H, this bit is set to 1. However, TCNTCx is started from the written value.

(3) IMFCxy — Input Capture/Compare Match Flag Cxy

These bits indicate whether or not input capture and compare match between timer general register Cxy (GRCxy) and TCNTCx has occurred. This flag cannot be set to 1 or 0 by software. Setting and clearing conditions are shown below.

IMFCxy	Description
0	[Clearing conditions: compare match mode/input capture mode/one-shot pulse mode] Writing 1 to IMFCCxy in timer status clear register Cx (TSCRCx) (Initial value)
1	[Setting condition: input capture mode] <ul style="list-style-type: none"> When GRCxy functions as an input capture register and the value in TCNTCx is transferred to GRCxy on an assertion of the input capture signal [Setting conditions: output compare mode] <ul style="list-style-type: none"> When GRCxy functions as a compare match register and the values in TCNTCx and GRCxy match When the forced compare match bit (FCMCxy) in TCRCx is set to 1 [Setting conditions: one-shot pulse output mode] <ul style="list-style-type: none"> When the TCNTCx value is equal to the GRCxy after (or at the same time when) a compare match of OCRCxy is generated while one-shot pulse is output When the forced compare match bit (FCMCxy) in TCRCx is set to 1 after (or at the same time when) a compare match of OCRCxy is generated while one-shot pulse is output

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7
y = 0, 1, 2, 3: Corresponding to channels 0 to 3

Even if these bits are set to 1 meaning that the flag has not been cleared, another input capture or output compare signal can be input. A value of 1 is written to these bits.

Even if the compare match flag is cleared to 0 while TCNTCx = IMFCxy after the compare match is detected, these bits are not set to 1.

OCMFCxy and IMFCxy shares the same interrupt. Output of interrupt for one or both bits is enabled by setting the timer interrupt enable register Cx (TIERCx).

22.6.2.5 TSCRCx — Timer Status Clear Register Cx (x = 0 to 7)

Access: 8-bit/16-bit accessible

Address: FFE6 0622_H (TSCRC0)
 FFE6 06A2_H (TSCRC1)
 FFE6 0722_H (TSCRC2)
 FFE6 07A2_H (TSCRC3)
 FFE6 0822_H (TSCRC4)
 FFE6 08A2_H (TSCRC5)
 FFE6 0922_H (TSCRC6)
 FFE6 09A2_H (TSCRC7)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	OCMFC Cx3	OCMFC Cx2	OCMFC Cx1	OCMFC Cx0	—	—	—	OVFC Cx	IMFC Cx3	IMFC Cx2	IMFC Cx1	IMFC Cx0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Table 22.67 TSCRCx Register Contents

Bit Position	Bit Name	Function
15 to 12	—	These bits are not used. These bits are read as 0.
11	OCMFCx3	Output Compare Match Flag Clear Cx3 Enable 0: Disabled (Initial value) 1: OCMFCx3 in timer status register Cx (TSCRCx) is cleared to 0.
10	OCMFCx2	Output Compare Match Flag Clear Cx2 Enable 0: Disabled (Initial value) 1: OCMFCx2 in timer status register Cx (TSCRCx) is cleared to 0.
9	OCMFCx1	Output Compare Match Flag Clear Cx1 Enable 0: Disabled (Initial value) 1: OCMFCx1 in timer status register Cx (TSCRCx) is cleared to 0.
8	OCMFCx0	Output Compare Match Flag Clear Cx0 Enable 0: Disabled (Initial value) 1: OCMFCx0 in timer status register Cx (TSCRCx) is cleared to 0.
7 to 5	—	These bits are not used. Fix these bits to 0.
4	OVFCx	Overflow Flag Clear C Enable 0: Disabled (Initial value) 1: OVFCx in timer status register Cx (TSCRCx) is cleared to 0.
3	IMFCx3	Input Capture Flag Clear C3 Enable 0: Disabled (Initial value) 1: IMFCx3 in timer status register Cx (TSCRCx) is cleared to 0.
2	IMFCx2	Input Capture Flag Clear C2 Enable 0: Disabled (Initial value) 1: IMFCx2 in timer status register C (TSCRCx) is cleared to 0.
1	IMFCx1	Input Capture Flag Clear C1 Enable 0: Disabled (Initial value) 1: IMFCx1 in timer status register Cx (TSCRCx) is cleared to 0.
0	IMFCx0	Input Capture Flag Clear C0 Enable 0: Disabled (Initial value) 1: IMFCx0 in timer status register Cx (TSCRCx) is cleared to 0.

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7

TSCRCx is an 8-bit/16-bit readable/writable register to set clearing of flags at occurrence of an overflow or input capture or compare match.

This register is always read as 0.

TSCRCx is initialized to 0000_H by a reset.

(1) OCMFCCx3 — Output Compare Match Flag Clear Cx3 Enable

Writing 1 to this register while the compare match flag (OCMFCx3) in the timer status register Cx (TSRCx) is set to 1 clears OCMFCx3 to 0. This bit is always read as 0.

(2) OCMFCCx2 — Output Compare Match Flag Clear Cx2 Enable

Writing 1 to this register while the compare match flag (OCMFCx2) in the timer status register Cx (TSRCx) is set to 1 clears OCMFCx2 to 0. This bit is always read as 0.

(3) OCMFCCx1 — Output Compare Match Flag Clear Cx1 Enable

Writing 1 to this register while the compare match flag (OCMFCx1) in the timer status register Cx (TSRCx) is set to 1 clears OCMFCx1 to 0. This bit is always read as 0.

(4) OCMFCCx0 — Output Compare Match Flag Clear Cx0 Enable

Writing 1 to this register while the compare match flag (OCMFCx0) in the timer status register Cx (TSRCx) is set to 1 clears OCMFCx0 to 0. This bit is always read as 0.

(5) OVFCx — Overflow Flag Clear Cx Enable

Writing 1 to this bit while overflow flag Cx (OVFCx) in the timer status register Cx (TSRCx) is set to 1 clears OVFCx to 0. This bit is always read as 0.

(6) IMFCx3 — Input Capture Flag Clear Cx3 Enable

Writing 1 to this bit while input capture flag Cx3 (IMFCx3) in the timer status register Cx (TSRCx) is set to 1 clears IMFCx3 to 0. This bit is always read as 0.

(7) IMFCx2 — Input Capture Flag Clear Cx2 Enable

Writing 1 to this bit while input capture/compare match flag Cx2 (IMFCx2) in the timer status register Cx (TSRCx) is set to 1 clears IMFCx2 to 0. This bit is always read as 0.

(8) IMFCx1 — Input Capture Flag Clear Cx1 Enable

Writing 1 to this bit while input capture/compare match flag Cx1 (IMFCx1) in the timer status register Cx (TSRCx) is set to 1 clears IMFCx1 to 0. This bit is always read as 0.

(9) IMFCx0 — Input Capture Flag Clear Cx0 Enable

Writing 1 to this bit while input capture/compare match flag Cx0 (IMFCx0) in the timer status register Cx (TSRCx) is set to 1 clears IMFCx0 to 0. This bit is always read as 0.

22.6.2.6 TIORCx — Timer I/O Control Registers Cx (x = 0 to 7)

Access: 8-bit and 16-bit accessible

Address: FFE6 0628_H (TIORC0)
 FFE6 06A8_H (TIORC1)
 FFE6 0728_H (TIORC2)
 FFE6 07A8_H (TIORC3)
 FFE6 0828_H (TIORC4)
 FFE6 08A8_H (TIORC5)
 FFE6 0928_H (TIORC6)
 FFE6 09A8_H (TIORC7)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IOCx3[3:0]				IOCx2[3:0]				IOCx1[3:0]				IOCx0[3:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.68 TIORCx Register Contents

Bit Position	Bit Name	Function
15 to 0	IOCxy[3:0]	Settings of timer general register Cxy (GRCxy) functions, input capture and compare match, edge to be extracted at input capture, and output value at compare match

Note: x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7
 y = 0, 1, 2, 3: Corresponding to channels 0 to 3

(1) IOCxy[3:0] — I/O Control bit

IOCxy					Function
[3]	[2]	[1]	[0]		
0	0	0	0	Compare match mode GRCxy is used as output compare register. OCRCxy is used as output compare register.	Compare match by GRCxy disabled (Initial value) Compare match by OCRCxy enabled
0	0	0	1		A value of 0 is output at compare match by GRCxy Compare match by OCRCxy enabled
0	0	1	0		A value of 1 is output at compare match by GRCxy Compare match by OCRCxy enabled
0	0	1	1		Toggle output at compare match by GRCxy Compare match by OCRCxy enabled
0	1	0	0	Input capture mode GRCxy is used as input capture register. OCRCxy is used as output compare register.	Input capture disabled Compare match by OCRCxy enabled
0	1	0	1		Capturing at the rising edge of TIOCxy Compare match by OCRCxy enabled
0	1	1	0		Capturing at the falling edge of TIOCxy Compare match by OCRCxy enabled
0	1	1	1		Capturing at the rising edge and falling edge of TIOCxy Compare match by OCRCxy enabled
1	0	0	0	One-shot pulse mode GRCxy and OCRCxy are used as output compare register for one-shot.*2	Compare match of OCRCxy and GRCxy disabled A value of 0 is output from TIOCxy output (active high)*3
1	0	0	1		Compare match of OCRCxy and GRCxy disabled A value of 1 is output from TIOCxy output (active low)*3
1	0	1	0		A value of 0 is output from TIOCxy output until occurrence of a compare match of OCRCxy, a value of 1 is output from TIOCxy output from occurrence of a compare match of OCRCxy until occurrence of a compare match of GRCxy, and then a value of 0 is output from TIOCxy output at occurrence of a compare match of GRCxy (active high). *1
1	0	1	1		A value of 1 is output from TIOCxy output until occurrence of a compare match of OCRCxy, a value of 0 is output from TIOCxy output from occurrence of a compare match of OCRCxy until occurrence of a compare match of GRCxy, and then a value of 1 is output from TIOCxy output at occurrence of a compare match of GRCxy (active low) *1
1	1	0	0	Input capture mode GRCxy is used as input capture register. OCRCxy is used as output compare register.	Input capture disabled Compare match by OCRCxy enabled
1	1	0	1		Capturing by timer A event output 1 Compare match by OCRCxy enabled
1	1	1	0		Capturing by timer A event output 2A Compare match by OCRCxy enabled
1	1	1	1		Capturing by timer A event output 2B Compare match by OCRCxy enabled

Note: x = 0, 1, 2, 3, 4, 5, 6, 7) (y = 0, 1, 2, 3)

Note 1. If a compare match by OCRCxy and a compare match by GRCxy occur at the same time, the compare match by GRCxy takes precedence.

Note 2. Before selecting one-shot pulse mode (IOCxy[3:2] = 10_B), set the PWMX0 bit to 0. It is prohibited to set PWMX0 bit to 1.

Note 3. The mode is one-shot pulse when IOCxy[1] = 0, so TIOCxy is output at the time of a match in comparison with the value of GRCxy. Neither flag nor interrupt operations follow the match in comparison as both are prohibited in this case.

The IOCxy[3:2] bits are used to set operating mode (compare match mode, input capture mode, or one-shot pulse mode). Change operating mode (IOCxy[3:2]) while the counter is not working.

Disable compare match and input capture (by setting IOCxy[1:0] to 00_B) before switching output mode for compare match mode (IOCxy[3:2] = 00_B) or switching edge detection/trigger for input capture mode (IOCxy[3:2] = 01_B or 11_B).

Change operating mode to one-shot pulse mode (IOCxy[3:2] = 10_B) and change active polarity (IOCxy[1:0]) in one-shot pulse mode (IOCxy[3:2] = 10_B) while the counter is not working.

When one-shot pulse mode (IOCxy[3:2] = 10_B) is used, initialize the external pins (TIOCxy) by forced compare match Cxy (FCMCxy) after operating mode is set, and then start counting.

When IOCxy[3:2] = 2'bx1 and the mode setting is for input-capture, output operations do not proceed (the existing level on TIOCxy is retained).

Operation in cases where the mode is PWM mode because the PWMx0 bit is set to "1" and the setting of IOCxy[3:2] is 2'bx0 to select either compare-match or one-shot pulse mode is as listed below. Take particular care in the case of the setting for one-shot pulse mode because operation also differs with the settings in the table on the previous page.

When IOCxy[1:0] = 2'b00, comparison is inhibited so the existing level is retained on TIOCxy.

When IOCxy[1:0] = 2'b01, the output on TIOCxy becomes 0 in response to a match in comparison.

When IOCxy[1:0] = 2'b10, the output on TIOCxy becomes 1 in response to a match in comparison.

When IOCxy[1:0] = 2'b11, the output on TIOCxy is inverted in response to a match in comparison.

22.6.2.7 TCNTCx — Timer Counters Cx (x = 0 to 7)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0638_H (TCNTC0)
 FFE6 06B8_H (TCNTC1)
 FFE6 0738_H (TCNTC2)
 FFE6 07B8_H (TCNTC3)
 FFE6 0838_H (TCNTC4)
 FFE6 08B8_H (TCNTC5)
 FFE6 0938_H (TCNTC6)
 FFE6 09B8_H (TCNTC7)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CNTC[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNTC[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Timer counter Cx (TCNTCx) is 32-bit readable/writable registers driven by the input clock. These counters can be read from and written to while they are being run.

Timer counter Cx (TCNTCx) is started for counting by setting the bit in timer start register C (TSTRC) to 1. The clock signal is selected by the clock select bit (CKSEL) in timer control register Cx (TCRCx). A timer overflow causes an overflow interrupt request to be output to the CPU. TCNTCx is initialized to 0000 0000_H by a reset.

22.6.2.8 GRCxy — General Registers Cxy

(x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0640_H + (80_H * x) + (4_H * y)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
GRCxy[31:16]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
GRCxy[15:0]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

These timer general registers Cxy (GRCxy) are 32-bit readable/writable registers that function as the input capture register or output compare register. These functions are switched by setting timer I/O control register Cx (TIORCx).

Operation in input capture mode:

While a timer general register Cx is used as an input capture register, it detects an external input capture signal, stores the TCNTCx value, and outputs an input capture interrupt request to the CPU and a start request to the DMA. At this time, the IMFCxy bit in timer status register Cx (TSRCx) is set to 1. The edge to be detected is selected by TIORCx.

Input capture is performed even if the counter is stopped (the TCE bit in ATUENR is cleared to 0 or the STRCx bit in TSTRC is cleared to 0). The value in the counter stopped is loaded to GRCxy.

Operation in compare match mode:

If these registers function as the output compare register for compare match, the values in GRCxy and the timer counter Cx (TCNTCx) are constantly compared. When these values match, TIOCxxy output is changed according to the method (0 output, 1 output, or toggle output) specified in TIORCx, a compare match interrupt request is output to the CPU, and a start request is output to the DMA. At this time, the IMFCxy bit in the timer status register Cx (TSRCx) is set to 1. Initially, logical zero is output on the TIOCxxy pin (immediately after a reset or output compare modes are switched). During operation, the previous value is output.

If these registers function as the output compare register for one-shot pulse output, one-shot pulse output starts by writing to GRCxy. Set OCRCxy before writing to GRCxy.

Operation in one-shot pulse mode:

If these registers function as output compare registers for one-shot pulse output, one-shot pulse output starts by writing to GRCxy. Set OCRCxy before writing to GRCxy.

When one-shot pulse output starts, the values in GRCxy and timer counter Cx (TCNTCx) are compared after a compare match with OCRCxy is detected (or when GRCxy = OCRCxy).

Compare match of GRCxy inactivates one-shot pulse (compare match with OCRCxy activates one-shot pulse) and the IMFCxy bit in the timer status register Cx (TSRCx) is set to 1.

Once the one-shot pulse is output, another output is not performed until new value is set to GRCxy. Also, the IMFCxy bit in the timer status register Cx (TSRCx) is not changed.

When these registers are used as output compare registers for compare match or one-shot pulse output, if the counter upper-limit setting function (see **Section 22.6.3**) is in use with clock-bus line 5 or 6, or with a division ratio of 1/1 selected for the prescaler, the timer counter counts between 1 and the value of CUCRCx and the counter value may not become 0000 0000_H. Therefore, do not set these registers to 0000 0000_H in such cases.

GRCxy is initialized to FFFF FFFF_H by a reset.

22.6.2.9 NCNTCxy — Noise Canceler Counters Cxy

(x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 16-bit accessible but 8-bit inaccessible

Address: FFE6 0670_H + (80_H * x) (NCNTCx0)
 FFE6 0674_H + (80_H * x) (NCNTCx1)
 FFE6 0678_H + (80_H * x) (NCNTCx2)
 FFE6 067C_H + (80_H * x) (NCNTCx3)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCNTCxy															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.69 NCNTCxy Register Contents

Bit Position	Bit Name	Function
15 to 0	NCNTCxy	Noise Cancel Count Cxy These bits store a 16-bit count value

Noise Canceler counters Cxy (NCNTCx0 to x3) are 8-bit readable/writable registers.

NCNTCx0 to x3 are started by the external input pins (TIOCx0 to TIOCx3) as triggers when the noise canceler is enabled by the noise cancel enable bit (NCECx0 to x3) in timer I/O control register Cx (TIORCx). In level-accumulative cancellation mode, these counters increment or decrement according to the external input level. Up-count or down-count after operation start is performed in synchronization with the noise canceler count clock or clock bus 5 supplied from the prescaler.

NCNTCxy continues counting regardless of the settings in the timer C enable bit (TCE) in ATU-IV master enable register (ATUENR) and in TSTRC (regardless of the TCNTCx).

NCNTCxy operates in one of three modes (minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode) according to the settings of the noise cancellation mode select bit (NCMSEL) and the timer C noise cancellation mode bit (NMC) in the noise cancellation mode register (NCMR) in the common control unit.

- **Minimum Time-at-level Edge Cancellation Mode**

When a level change of the externally input signal (TIOCxy) is detected while bit NCECxy is set to 1 and NCNTCxy is stopped, NCNTCxy is started for counting up. This counter is cleared to 0000_H and stopped on the first edge of the PCLK after the value in NCNTCxy matches the value in noise cancel register Cxy (NCR Cxy).

NCNTCxy is incremented regardless of the TCE bit in ATUENR.

The first change is output as the signal whose noise is removed and the edge is to be extracted. Subsequent level changes are masked until the value in the counter reaches the value in the noise cancel register (NCR Cxy). The level of the externally input signal is output on this compare match.

When the NCECxy bit is cleared to 0 while the counter (NCR Cxy) is being incremented, counting continues until the values in the counter and the noise canceler register match. The subsequent level changes are also masked over this period.

- In Premature-transition Edge Cancellation Mode

When a level change of the externally input signal (TIOCxy) is detected while the NCECxy bit is set to 1 and NCNTxy is stopped, NCNTxy is started for counting up. This counter is cleared to 0000_H and stopped on the first edge of the PCLK after the value in NCNTxy matches the value in noise cancel registers Cxy (NCRCxy) or after the level of the externally input signal (TIOCxy) is changed.

NCNTxy is incremented regardless of the TCE bits in ATUENR.

When a level change of the externally input signal is detected, the corresponding noise canceler counter (NCNTxy) is started for counting up. If subsequent level changes are not detected until the value in the counter reaches the value in the noise canceler register (NCRCxy), the previously accepted level change is output as the signal whose noise is removed on compare match of the counter and noise canceler register. When the subsequent level change is detected before the values in the counter and noise canceler register match, all the changes is treated as noise.

Therefore the signal whose noise is removed is not changed.

When the NCECxy bits are cleared to 0 while the counter (NCNTCxy) is being incremented, counting continues until the values in the counter and the noise canceler register match or a level change on the externally input signal is detected.

- In level-accumulative cancellation mode

When the NCECxy bit is 1, NCNTCxy increments or decrements according to the input signal level. input While the input level is high, NCNTCxy increments. When the counter value matches the noise cancel register Cxy (NCRCxy) value, up-counting stops on the next PCLK. While the input level is low, NCNTCxy decrements. When the counter value reaches 0000_H, down-counting stops on the next PCLK.

NCNTCxy counts regardless of the TCE bit value in the ATU-IV master enable register (ATUENR).

When the counter value matches the NCRCxy value during up-counting, the noise canceler output is updated to 1. When the counter value reaches 0000_H during down-counting, the noise canceler output is updated to 0.

When the NCECxy bit is cleared during counting, the noise canceler counter stops working and the value changes from the noise canceler output to the input signal level at that time. For this reason, note that when clearing the NCECxy bit in level-accumulative cancellation mode, edge detection may be made at this changeover.

NCNTCxy is initialized to 0000_H by a reset.

22.6.2.10 NCRCxy — Noise Canceler Registers Cxy

(x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 16-bit accessible but 8-bit inaccessible

Address: FFE6 0672_H + (80_H * x) (NCRCx0)
 FFE6 0676_H + (80_H * x) (NCRCx1)
 FFE6 067A_H + (80_H * x) (NCRCx2)
 FFE6 067E_H + (80_H * x) (NCRCx3)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCRCxy															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.70 NCRCxy Register Contents

Bit Position	Bit Name	Function
15 to 0	NCRCxy	Noise Canceling Time Cxy TIOCxy noise canceling period (16-bit comparison value)

Noise cancel registers Cxy (NCSCx0 to Cx3) are 16-bit readable/writable registers that are provided in each subblock and set the upper limitations of noise cancel counters Cxy (NCNTCx0 to Cx3).

When PCLK/128 clock is selected as a noise canceler clock, noise with maximum length of 0.21 s (at PCLK = 40 MHz) can be canceled when this register is set to FFFF_H.

NCSCx0 to NCSCx3 operate in one of three modes (minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode) according to the settings of the noise cancellation mode select bit (NCMSEL) and the timer C noise cancellation mode bit (NCMC) in the noise cancellation mode register (NCMR) in the common control unit.

- Minimum Time-at-level Edge Cancellation Mode

While NCNTCxxy is in count operation, the level change of the subsequent input signal is masked. Values in NCNTCxxy and NCRCxy are always compared. If a compare match occurs, the value in NCNTCxxy is cleared on the next PCLK, the count operation is stopped, and the masking of the input signal is canceled.

- In Premature-transition Edge Cancellation Mode

While NCNTCxxy is in count operation, noise canceler processing waiting state is entered. Values in NCNTCxxy and NCRCxy are always compared. If a compare match occurs, the value in NCNTCxxy is cleared on the next PCLK, the count operation is stopped, and at the same time the noise canceler outputs the input signal that has passed through the noise canceling processing.

- In level-accumulative cancellation mode

While NCNTCxxy is counting up, the NCNTCxxy value is compared with the NCRCxy value. When a compare match occurs, NCNTCxxy stops up-counting on the next PCLK. While NCNTCxxy is counting down, the NCNTCxxy value is compared with 0000_H.

NCRCx0 to NCRCx3 can be read and written only in 16-bit units.

NCRCx0 to NCRCx3 are initialized to 0000_H by a reset.

22.6.2.11 OCRCxy — Output Compare Registers Cxy

(x = 0, 1, 2, 3, 4, 5, 6, 7: Corresponding to subblocks C0 to C7, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 0650_H + (4_H * y) (OCRC0y)
 FFE6 06D0_H + (4_H * y) (OCRC1y)
 FFE6 0750_H + (4_H * y) (OCRC2y)
 FFE6 07D0_H + (4_H * y) (OCRC3y)
 FFE6 0850_H + (4_H * y) (OCRC4y)
 FFE6 08D0_H + (4_H * y) (OCRC5y)
 FFE6 0950_H + (4_H * y) (OCRC6y)
 FFE6 09D0_H + (4_H * y) (OCRC7y)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OCRCxy[31:16]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCRCxy[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Output compare registers Cxy (OCRCxy) are 32-bit readable/writable registers that function as an output compare register.

Operation in input capture mode and compare match mode:

These registers are used as a compare register in modes other than one-shot pulse mode.

The values in OCRCxy and timer counter Cx (TCNTCx) are always compared. When these values match, a compare match interrupt request and DMA activation request are output to the CPU. At this time, the OCMFCxy bit in the timer status register Cx (TSRCx) is set to 1.

Operation in one-shot pulse mode:

If these registers function as the output compare register for one-shot pulse output, one-shot pulse output starts by writing to GRCxy. Set OCRCxy before writing to GRCxy.

When one-shot pulse output starts, the values in OCRCxy and timer counter Cx (TCNTCx) are compared.

Compare match with OCRCxy activates one-shot pulse (compare match with GRCxy inactivates one-shot pulse) and the OCMFCxy bit in the timer status register Cx (TSRCx) is set to 1.

Once the one-shot pulse is output, another output is not performed until new value is set to GRCxy. Also, the OCMFCxy bit in the timer status register Cx (TSRCx) is not changed.

When these registers are used as output compare registers for compare match or one-shot pulse output, if the counter upper-limit setting function (see **Section 22.6.3**) is in use with clock-bus line 5 or 6, or with a division ratio of 1/1 selected for the prescaler, the timer counter counts between 1 and the value of CUCRCx and the counter value may not become 0000 0000_H. Therefore, do not set these registers to 0000 0000_H in such cases.

OCRCxy is initialized to FFFF FFFF_H by a reset.

22.6.2.12 TIERCx — Timer Interrupt Enable Registers Cx

(x = 0, 1, 2, 3, 4, 5, 6, 7: for subblocks C0 to C7; y = 0, 1, 2, 3: for channels 0 to 3)

Access: 8-bit/16-bit accessible

Address: FFE6 0634_H (TIERC0)
 FFE6 06B4_H (TIERC1)
 FFE6 0734_H (TIERC2)
 FFE6 07B4_H (TIERC3)
 FFE6 0834_H (TIERC4)
 FFE6 08B4_H (TIERC5)
 FFE6 0934_H (TIERC6)
 FFE6 09B4_H (TIERC7)

Value after reset: 000F_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	OCRCE x3	OCRCE x2	OCRCE x1	OCRCE x0	—	—	—	—	GRCE _x 3	GRCE _x 2	GRCE _x 1	GRCE _x 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.71 TIERCx Register Contents

Bit Position	Bit Name	Function
15 to 12	—	Not used. These bits are read as 0.
11 to 8	OCRCE _{xy}	OCRC Interrupt Enable xy Interrupt request due to comparison by OCRC _{xy} 0: Interrupt request due to comparison by OCRC _{xy} is disabled. 1: Interrupt request due to comparison by OCRC _{xy} is enabled.
7 to 4	—	Not used. These bits are read as 0.
3 to 0	GRCE _{xy}	GRC Interrupt Enable xy 0: Interrupt request due to comparison and capture by GRC _{xy} is disabled. 1: Interrupt request due to comparison and capture by GRC _{xy} is enabled.

Timer interrupt enable registers Cx (TIERCx) are 16-bit readable/writable registers used to set interrupt requests due to comparison in subblocks C0 to C7.

(1) OCRCE_{xy} — Interrupt request C_{xy} due to comparison

An interrupt is generated on compare match by the output compare register C_{xy} (OCRC_{xy}).

(2) GRCE_{xy} — Interrupt request C_{xy} due to comparison and capture

An interrupt is generated on compare match or capture operation by the general register GRC_{xy}.

22.6.2.13 CUCRCx — Counter Upper-Limit Setting Compare Registers Cx

(x = 0, 1, 2, 3, 4, 5, 6, 7: for subblocks C0 to C7; y = 0, 1, 2, 3: for channels 0 to 3)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 063C_H (CUCRC0)
 FFE6 06BC_H (CUCRC1)
 FFE6 073C_H (CUCRC2)
 FFE6 07BC_H (CUCRC3)
 FFE6 083C_H (CUCRC4)
 FFE6 08BC_H (CUCRC5)
 FFE6 093C_H (CUCRC6)
 FFE6 09BC_H (CUCRC7)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CUCRCx[31:16]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CUCRCx[15:0]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Counter upper-limit value compare registers Cx (CUCRCx) are 32-bit readable/writable registers that has a function to be compared with the timer counter Cx (TCNTCx). Compare match between this register and the timer counter Cx (TCNTCx) is enabled by setting the TCNTCx clear bit Cx (CLRCx) in the timer control register Cx (TCRCx) to 1.

The timer counter Cx (TCNTCx) is cleared to 0000 0000_H on compare match between the timer counter Cx (TCNTCx) and counter upper-limit setting compare register Cx (CUCRCx).

If this match in comparison occurs at the same time as counting up by the timer counter Cx (TCNTCx), the timer counter Cx (TCNTCx) is cleared to 0000 0001_H.

The OVFCx bit in timer status register Cx (TSRCx) is set to 1 and an overflow interrupt is output on compare match between the timer counter Cx (TCNTCx) and counter upper-limit setting compare register Cx (CUCRCx).

Do not set CUCRCx to 0000 0000_H. Note that if CUCRCx is set to 0000 0000_H, a compare match occurs at incorrect intervals.

NOTE

The upper-limit setting function (CLRCx = 1) can be set in modes other than PWM mode (PWMx0 = 0).

22.6.2.14 NCMCR1C — Noise Cancellation Mode Channel Register 1C

Access: 8-bit accessible

Address: FFE6 0610_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	NCM1C7	NCM1C6	NCM1C5	NCM1C4	NCM1C3	NCM1C2	NCM1C1	NCM1C0
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.72 NCMCR1C Register Contents (1/2)

Bit Position	Bit Name	Function
7	NCM1C7	Subblock 7 All Channels Noise Cancellation Mode This bit specifies the operating mode of the all noise cancellers in subblock 7. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMC = 0 and NCM2C7 = 0) 1: Level-accumulative cancellation mode (When NCMC = 0 and NCM2C7 = 1)
6	NCM1C6	Subblock 6 All Channels Noise Cancellation Mode This bit specifies the operating mode of the all noise cancellers in subblock 6. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMC = 0 and NCM2C6 = 0) 1: Level-accumulative cancellation mode (When NCMC = 0 and NCM2C6 = 1)
5	NCM1C5	Subblock 5 All Channels Noise Cancellation Mode This bit specifies the operating mode of the all noise cancellers in subblock 5. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMC = 0 and NCM2C5 = 0) 1: Level-accumulative cancellation mode (When NCMC = 0 and NCM2C5 = 1)
4	NCM1C4	Subblock 4 All Channels Noise Cancellation Mode This bit specifies the operating mode of the all noise cancellers in subblock 4. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMC = 0 and NCM2C4 = 0) 1: Level-accumulative cancellation mode (When NCMC = 0 and NCM2C4 = 1)
3	NCM1C3	Subblock 3 All Channels Noise Cancellation Mode This bit specifies the operating mode of the all noise cancellers in subblock 3. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMC = 0 and NCM2C3 = 0) 1: Level-accumulative cancellation mode (When NCMC = 0 and NCM2C3 = 1)
2	NCM1C2	Subblock 2 All Channels Noise Cancellation Mode This bit specifies the operating mode of the all noise cancellers in subblock 2. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMC = 0 and NCM2C2 = 0) 1: Level-accumulative cancellation mode (When NCMC = 0 and NCM2C2 = 1)
1	NCM1C1	Subblock 1 All Channels Noise Cancellation Mode This bit specifies the operating mode of the all noise cancellers in subblock 1. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMC = 0 and NCM2C1 = 0) 1: Level-accumulative cancellation mode (When NCMC = 0 and NCM2C1 = 1)

Table 22.72 NCMCR1C Register Contents (2/2)

Bit Position	Bit Name	Function
0	NCM1C0	Subblock 0 All Channels Noise Cancellation Mode This bit specifies the operating mode of the all noise cancellers in subblock 0. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (When NCMC = 0 and NCM2C0 = 0) 1: Level-accumulative cancellation mode (When NCMC = 0 and NCM2C0 = 1)

The noise cancellation mode channel register 1C is an 8-bit readable/writable register used to select an operating mode of noise canceler in each channel. However, the setting of this register applies to all channels in the corresponding subblock and the setting cannot be made for the individual channels.

Minimum time-at-level edge cancellation mode detects a change in input signal level, and then ignores changes in input signal level within the specified time period. Changes in input signal level within the specified time period after the first level change are regarded as noise in this mode.

Level-accumulative cancellation mode accumulates input signal levels and regards that the input level has reached 0 or 1 when the accumulation result becomes 0 or the specified value.

Each period is specified by the noise cancellation register in each channel, and the noise cancellation counter measures the time.

Figure 22.1, Figure 22.2, and Figure 22.3 show schematics of noise cancellation operation (example of TIA00 input of timer A) in minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode, respectively.

Edge detection is made for signals that have passed through the noise canceler in each channel. **Figure 22.1, Figure 22.2, and Figure 22.3** show examples of rising-edge detection of signals that have passed through the noise canceler.

(1) NCM1C7 — Subblock 7 All Channels Noise Cancellation Mode

This bit specifies the operating mode of the all noise cancellers in subblock 7.

(2) NCM1C6 — Subblock 6 All Channels Noise Cancellation Mode

This bit specifies the operating mode of the all noise cancellers in subblock 6.

(3) NCM1C5 — Subblock 5 All Channels Noise Cancellation Mode

This bit specifies the operating mode of the all noise cancellers in subblock 5.

(4) NCM1C4 — Subblock 4 All Channels Noise Cancellation Mode

This bit specifies the operating mode of the all noise cancellers in subblock 4.

(5) NCM1C3 — Subblock 3 All Channels Noise Cancellation Mode

This bit specifies the operating mode of the all noise cancellers in subblock 3.

(6) NCM1C2 — Subblock 2 All Channels Noise Cancellation Mode

This bit specifies the operating mode of the all noise cancellers in subblock 2.

(7) NCM1C1 — Subblock 1 All Channels Noise Cancellation Mode

This bit specifies the operating mode of the all noise cancellers in subblock 1.

(8) NCM1C0 — Subblock 0 All Channels Noise Cancellation Mode

This bit specifies the operating mode of the all noise cancellers in subblock 0.

CAUTIONS

1. Setting this register is enabled only when the NCMC bit in the noise cancellation mode register (NCMR) of the common controller is 0. Furthermore, in case the noise cancellation mode bit of corresponding channel (NCM1C*) in this register is set to 1, the mode can be set to minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, or level-accumulative cancellation mode depending on the status of the corresponding channel bit in the noise cancellation mode channel register 2C (NCMCR2C).
2. * = 0 to 7 (for subblocks)

22.6.2.15 NCMCR2C — Noise Cancellation Mode Channel Register 2C

Access: 8-bit accessible

Address: FFE6 0612_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	NCM2C7	NCM2C6	NCM2C5	NCM2C4	NCM2C3	NCM2C2	NCM2C1	NCM2C0
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.73 NCMCR2C Register Contents

Bit Position	Bit Name	Function
7	NCM2C7	<p>Subblock 7 All Channels Noise Cancellation Mode</p> <p>This bit specifies the operating mode of the all noise cancellers in subblock 7.</p> <p>0: Premature-transition edge cancellation mode (When NCMC = 0 and NCM1C7 = 1)</p> <p>1: Level-accumulative cancellation mode (When NCMC = 0 and NCM1C7 = 1)</p>
6	NCM2C6	<p>Subblock 6 All Channels Noise Cancellation Mode</p> <p>This bit specifies the operating mode of the all noise cancellers in subblock 6.</p> <p>0: Premature-transition edge cancellation mode (When NCMC = 0 and NCM1C6 = 1)</p> <p>1: Level-accumulative cancellation mode (When NCMC = 0 and NCM1C6 = 1)</p>
5	NCM2C5	<p>Subblock 5 All Channels Noise Cancellation Mode</p> <p>This bit specifies the operating mode of the all noise cancellers in subblock 5.</p> <p>0: Premature-transition edge cancellation mode (When NCMC = 0 and NCM1C5 = 1)</p> <p>1: Level-accumulative cancellation mode (When NCMC = 0 and NCM1C5 = 1)</p>
4	NCM2C4	<p>Subblock 4 All Channels Noise Cancellation Mode</p> <p>This bit specifies the operating mode of the all noise cancellers in subblock 4.</p> <p>0: Premature-transition edge cancellation mode (When NCMC = 0 and NCM1C4 = 1)</p> <p>1: Level-accumulative cancellation mode (When NCMC = 0 and NCM1C4 = 1)</p>
3	NCM2C3	<p>Subblock 3 All Channels Noise Cancellation Mode</p> <p>This bit specifies the operating mode of the all noise cancellers in subblock 3.</p> <p>0: Premature-transition edge cancellation mode (When NCMC = 0 and NCM1C3 = 1)</p> <p>1: Level-accumulative cancellation mode (When NCMC = 0 and NCM1C3 = 1)</p>
2	NCM2C2	<p>Subblock 2 All Channels Noise Cancellation Mode</p> <p>This bit specifies the operating mode of the all noise cancellers in subblock 2.</p> <p>0: Premature-transition edge cancellation mode (When NCMC = 0 and NCM1C2 = 1)</p> <p>1: Level-accumulative cancellation mode (When NCMC = 0 and NCM1C2 = 1)</p>
1	NCM2C1	<p>Subblock 1 All Channels Noise Cancellation Mode</p> <p>This bit specifies the operating mode of the all noise cancellers in subblock 1.</p> <p>0: Premature-transition edge cancellation mode (When NCMC = 0 and NCM1C1 = 1)</p> <p>1: Level-accumulative cancellation mode (When NCMC = 0 and NCM1C1 = 1)</p>
0	NCM2C0	<p>Subblock 0 All Channels Noise Cancellation Mode</p> <p>This bit specifies the operating mode of the all noise cancellers in subblock 0.</p> <p>0: Premature-transition edge cancellation mode (When NCMC = 0 and NCM1C0 = 1)</p> <p>1: Level-accumulative cancellation mode (When NCMC = 0 and NCM1C0 = 1)</p>

The noise cancellation mode channel register 2C is an 8-bit readable/writable register used to select an operating mode of noise canceler in each channel. However, the setting of this register applies to all channels in the corresponding subblock and the setting cannot be made for the individual channels.

Level-accumulative cancellation mode accumulates input signal levels and regards that the input level has reached 0 or 1 when the accumulation result becomes 0 or the specified value.

Each period is specified by the noise cancellation register in each channel, and the noise cancellation counter measures the time.

Figure 22.1 and **Figure 22.3** show schematics of noise cancellation operation (example of TIA00 input of timer A) in minimum time-at-level edge cancellation mode and level-accumulative cancellation mode, respectively.

Edge detection is made for signals that have passed through the noise canceler in each channel. **Figure 22.1** and **Figure 22.3** show examples of rising-edge detection for signals that have passed through the noise canceler.

(1) NCM2C7 — Subblock 7 All Channels Noise Cancellation Mode 2

This bit specifies the operating mode of the all noise cancellers in subblock 7.

(2) NCM2C6 — Subblock 6 All Channels Noise Cancellation Mode 2

This bit specifies the operating mode of the all noise cancellers in subblock 6.

(3) NCM2C5 — Subblock 5 All Channels Noise Cancellation Mode 2

This bit specifies the operating mode of the all noise cancellers in subblock 5.

(4) NCM2C4 — Subblock 4 All Channels Noise Cancellation Mode 2

This bit specifies the operating mode of the all noise cancellers in subblock 4.

(5) NCM2C3 — Subblock 3 All Channels Noise Cancellation Mode 2

This bit specifies the operating mode of the all noise cancellers in subblock 3.

(6) NCM2C2 — Subblock 2 All Channels Noise Cancellation Mode 2

This bit specifies the operating mode of the all noise cancellers in subblock 2.

(7) NCM2C1 — Subblock 1 All Channels Noise Cancellation Mode 2

This bit specifies the operating mode of the all noise cancellers in subblock 1.

(8) NCM2C0 — Subblock 0 All Channels Noise Cancellation Mode 2

This bit specifies the operating mode of the all noise cancellers in subblock 0.

CAUTIONS

1. Setting this register is enabled only when the NCMC bit in the noise cancellation mode register (NCMR) of the common controller is 0 and the corresponding channel bit (NCM1C*) in the noise cancellation mode channel register 1C (NCMCR1C) of timer C is 1.
2. * = 0 to 7 (for subblocks)

22.6.3 Operation

Input Capture Mode — Input Capture Function

Timer general registers Cxy (GRCxy) of timer C performs input capture when an edge is input from the corresponding external pin (TIOCxy) or an event output (event 1, 2A, or 2B) from timer A is input by setting input capture in timer I/O control registers Cx (TIORCx).

The timer counter Cx (TCNTCx) starts counting up by setting the timer start register C (TSTRC). When an edge of the corresponding external pin of GRCxy is input or an event output from timer A is input, the corresponding bit (IMFCxy) in the timer status register Cx (TSRCx) is set to 1 and the counter value is transferred to GRCxy. After a changed edge of TIOCxy has been extracted and then two internal operating clock (PCLK) cycles have passed, the interrupt output changes. Input capture flags (IMFCxy bits in TSRCx) can be cleared by writing 1 to the corresponding clear bit in the timer status clear register Cx (TSCRCx).

An edge to be input can be selected from rising edge, falling edge, and both edges according to the setting of the IOC bit in the TIORCx register.

Furthermore, an interrupt request can be output to the CPU at the input capture timing and DMA transfer can be activated.

The output compare register Cxy (OCRCxy) and timer counter Cx (TCNTCx) are compared.

When the values in OCRCxy and TCNTCx match, the bit (OCMFCxy) in timer status register Cx (TSRCx) corresponding to OCRCxy is set.

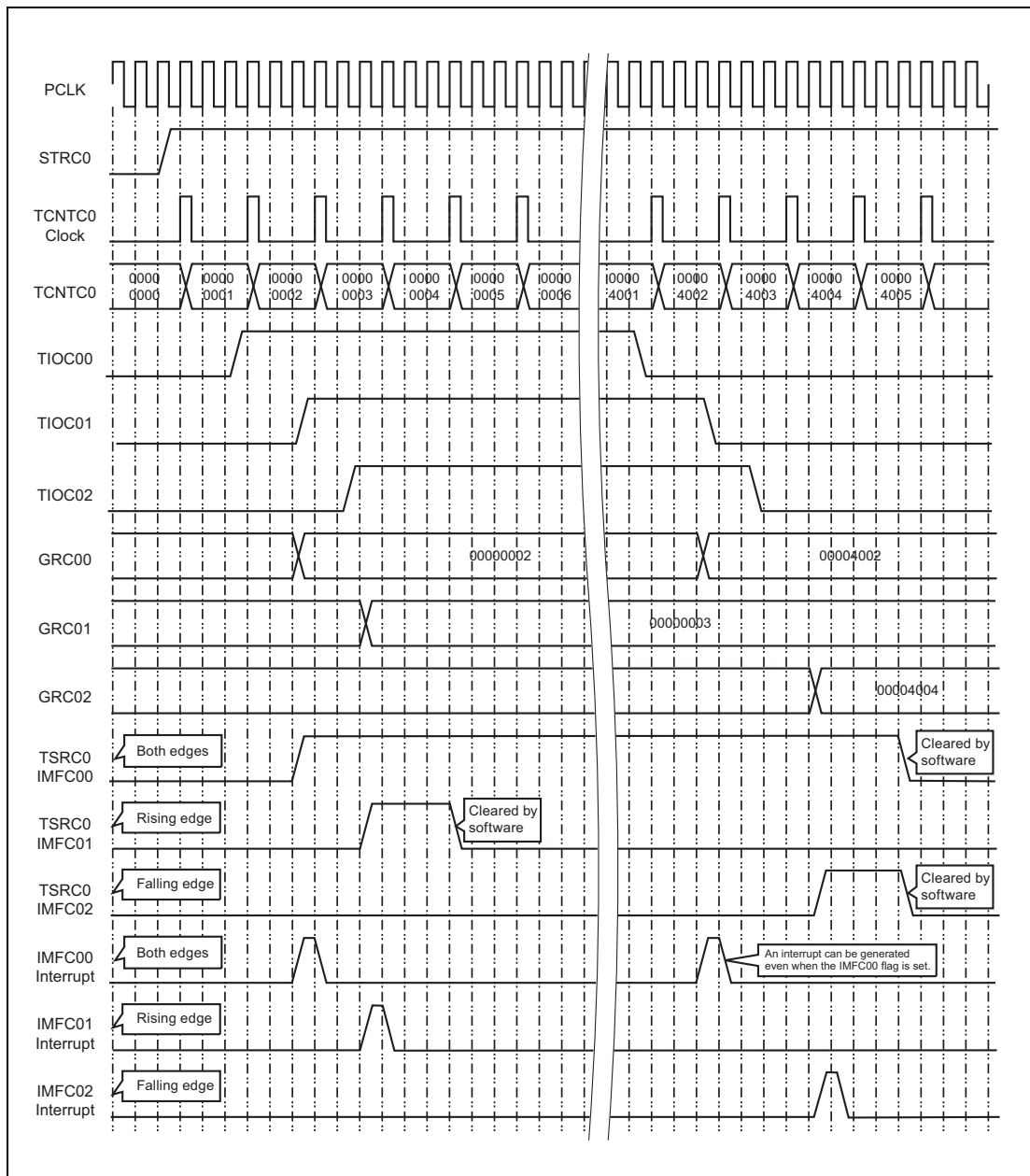


Figure 22.32 Operation Example of Input Capture

Figure 22.32 shows an operation example of input capture in subblock C0. In this example, the both edges on pin TIOC00, the rising edge on pin TIOC01, and the falling edge on TIOC02 are selected.

Input capture is performed even if TCNTCx is stopped (when the TCE bit in ATUENR or bit STRCx is cleared to 0). The counter value of the TCNTCx stopped is captured in GRCxy.

Compare Match Mode — Compare Match Function

Timer general registers Cxy (GRCxy) of timer C output compare match from the corresponding external pin (TIOCxy) by setting compare match operation in timer I/O control registers Cx (TIORCx).

Timer counter Cx (TCNTCx) is started for counting up by setting a bit in timer start register C (TSTRC) to 1. Set the value in GRCxy before starting the counter. When the values in GRCxy and TCNTCx match, a bit corresponding to GRCxy in timer status register Cx (TSRCx) is set and a waveform is output on external pin TIOCxy.

The compare match flag is set and the signal level on pin TIOCnm is changed on the first edge of the PCLK immediately after compare match between GRCnm and TCNTCx. Compare match flags (IMFCxy bits in TSRCx) can be cleared to 0 by writing 1 to the corresponding clear bit in the timer status clear register Cx (TSCRCx).

A logical one, a logical zero, or a toggled output can be selected for the signal to be output on pin TIOCxy.

An interrupt request can be output to the CPU at occurrence of a compare match.

and DMA transfer can be activated.

The output compare register Cxy(OCRCxy) is compared with the timer counter Cx(TCNTCx). When the values of OCRCxy and TCNTCx are matched, the (OCMFCxy) bit in the timer status register Cx (TSRCx) corresponding to OCRCxy is set.

Figure 22.33 shows an operation example of compare match. In this example, a toggled output on GRC00, a logical one output on GRC01, and a logical zero output on GRC02 are externally output. A value of 004004 is set for GRC0y, which changes the TIOC0y output on the next PCLK after compare match with the TCNTC0 value.

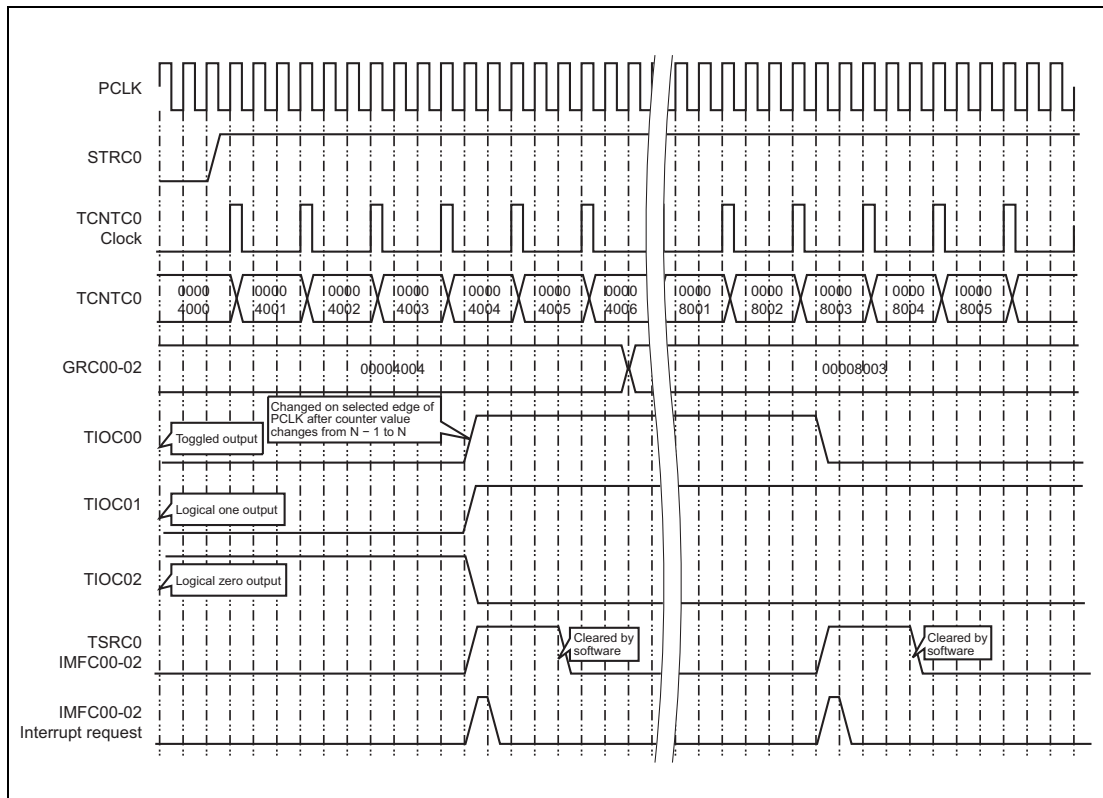


Figure 22.33 Operation Example of Compare Match

By setting a forced compare match bit (FMC_{Mxy}) in timer control register C_x (TCRC_x), compare match can be generated even if TCNTC_x has not matched GRC_{xy}. The compare match flag and the signal level on pin TIOC_{xy} are changed on the first edge of the PCLK after bit FMC_{Mxy} is set to 1.

Compare match is detected when any of the following occurs.

- When the values in TCNTC_x and GRC_{xy} match (forced compare match is OFF)
- When the forced compare match bit (bit FMC_{Mxy} in TCRC_x) is changed from 0 to 1
- When the values in TCNTC_x and GRC_{xy} match because a counter is cleared on compare match of GRC_{x0}

The compare match flag and the signal level on pin TIOC_{xy} is changed on the first edge of the PCLK after bit FMC_{Mxy} is set to 1. Make sure that the compare match operation is selected by bits IOC_{xy}[2:0] in TIORC_x before starting operation. Compare match is not detected; when GRC_{xy} is set to the same value as TCNTC_x; when the compare match operation is selected after setting the forced compare match bit to 1.

Compare match is detected regardless of the counter operating state. Even if the counter is stopped, compare match occurs when the condition is satisfied.

When the compare match status flag is cleared before GRC_{xy} and TCNTC_x are changed (such as before counting while the counter has been stopped), the compare match is not detected.

The output compare register C_{xy} (OCRC_{xy}) and timer counter C_x (TCNTC_x) are compared.

When the values in OCRC_{xy} and TCNTC_x match, the bit (OCMFC_{xy}) in timer status register C_x (TSRC_x) corresponding to OCRC_{xy} is set.

PWM Function

Setting bit PWM_{x0} in timer control register C_x (TCRC_x) to 1 makes channels 1 to 3 in each subblock function as PWM timers with the same frequency. In PWM mode, GRC_{x0} as a cycle setting register and GRC_{x1} to GRC_{x3} as duty cycle setting registers are used. External pins TIOC_{x1} to TIOC_{x3} corresponding GRC_{x1} to GRC_{x3} are used to output PWM signals. To use them as PWM signal outputs, select the compare match operation by bits IOC_{xy} in TIORC_x as well as setting bit PWM_{x0} so that GRC_{n0} to GRC_{n3} function as compare match registers. Furthermore, the active polarity of the PWM waveform can be set by the IOC_{xy}[0] bit in TIORC_x (IOC_{xy}[0] = 0: Active high, 1: Active low)

Timer counter C_x (TCNTC_x) is started by setting timer start register C (TSTRC). When the value in TCNTC_x reaches the value in the cycle setting register (GRC_{x0}), compare match occurs and the bit in timer status register C_x (TSRC_x) is set to 1. At this time, TCNTC_x is cleared and a signal is output on external pins TIOC_{x1} to TIOC_{x3} according to bit IOC_{x0} in PWM mode. The output signal levels on pin TIOC_{x0} depend on bit IOC_{x0}.

When the value in TCNTC_x reaches the value in the duty cycle setting register (GRC_{x1} to GRC_{x3}), the bit in timer status register C_x (TSRC_x) is set to 1 and a signal is output on external pins TIOC_{x1} to TIOC_{x3} according to bits IOC_{x1} to IOC_{x3}.

When the same value is set in the cycle and duty cycle setting registers, priority is given to bit IOC_{x0} corresponding to the cycle setting register.

Figure 22.34 shows an operation example of block C0 in PWM mode.

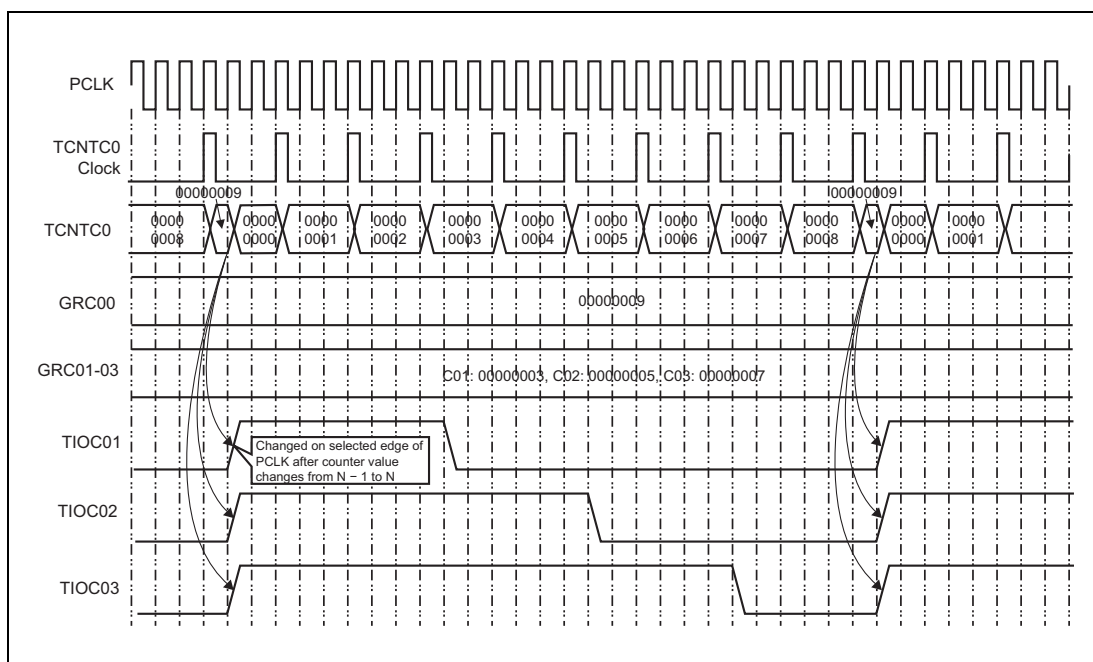


Figure 22.34 Operation Example of PWM Mode

The settings to obtain the above waveforms are IOC00 = 10 (for the output of 1 on TIOC00) and IOC01, 02, 03 = 01 or 11 (for the output of 0 on or inversion of TIOC01, 02, 03).

CAUTION

Operation will not be correct for PWM output with a duty cycle of 0%. Do not set GRCxy to 0, since the output will not be as expected in this case (in the case of frequency division by one, operation becomes the same as with a duty cycle of 100%, and in the case of division by two, pulses of one cycle of PCLK will be generated).

One-Shot Pulse Mode — One-Shot Pulse Function

By setting the PWMx0 bits in timer control register Cx (TCRCx) to 0_B and setting the IOCxy[3:2] bits in timer I/O control register Cx (TIORXCx) to 10_B, one-shot pulses are output from the corresponding external pin (TIOCxy).

Setting the timer start register C (TSTRC) starts up-count of the timer counter Cx (TCNTCx).

In one-shot pulse mode, a one-shot pulse is output at a trigger of write access to the GRCxy register.

After the write access to the GRCxy register, a compare match interrupt is output on compare match between timer counter Cx (TCNTCx) and OCRCxy register, set the external pin (TIOCxy) to active level, a compare match interrupt is output on compare match between timer counter Cx (TCNTCx) and GRCxy register, and then reset the external pin (TIOCxy) to inactive level. When a single one-shot pulse output has been completed after an access to the GRCxy register, no interrupt occurs until the next write access to the GRCxy register is made and the external pin (TIOCxy) retains inactive level.

When one-shot pulse mode (IOCxy[3:2] = 10_B) is used, initialize the external pin (TIOCxy) by forced compare match Cxy (FCMCxy) after operating mode is set, and then start counting.

If one-shot pulse mode is activated without initializing the external pin (TIOCxy) to inactive level, output level becomes unstable.

To cancel one-shot pulse mode after a value is written to the GRCxy register, write 1 to forced compare match Cxy (FCMCxy) and forced output compare match Cxy (FOCMCxy) simultaneously.

Figure 22.35 shows an example of one-shot pulse mode operation in block C0.

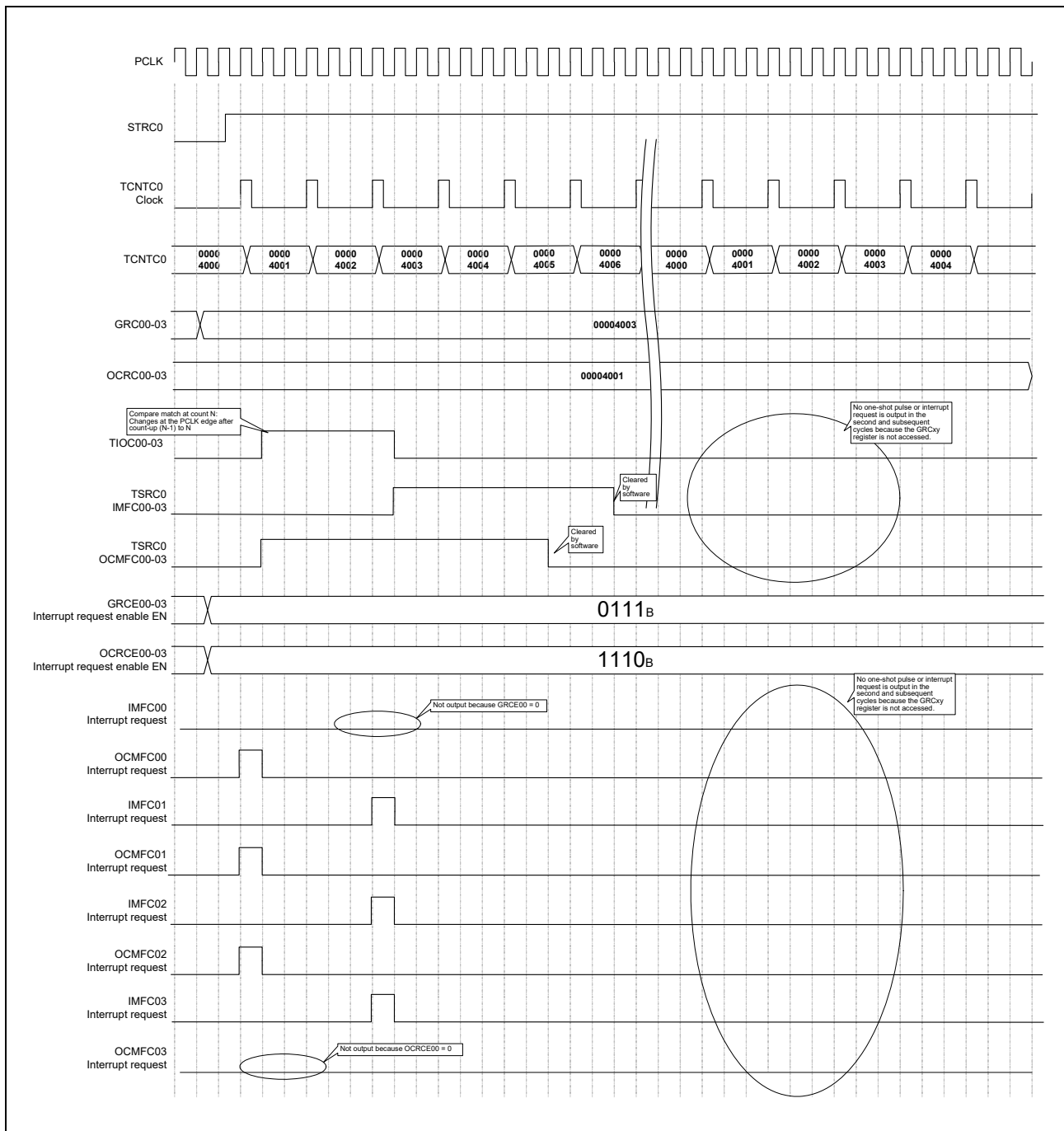


Figure 22.35 One-Shot Pulse Mode Operation

The active width of one-shot pulse can be obtained from the following formula.

GRCxy = OCRCExy:

One-shot pulse (active) width = 0

GRCxy > OCRCExy:

One-shot pulse (active) width = GRCxy[31:0] – OCRCExy[31:0]

GRCxy < OCRCExy:

- Upper-limit setting function is off
 One-shot pulse (active) width = (FFFF FFFF_H – OCRCxy[31:0]) + (GRCxy[31:0] + 1)
- Upper-limit setting function is on
 One-shot pulse (active) width = (CUCRCx – OCRCxy[31:0]) + GRCxy[31:0]

Note. IMFC and OCMFC shares one interrupt request signal though described separately in the above figure.

To output a one-shot pulse in the second and subsequent cycles, be sure to confirm that the previously set one-shot pulse output has been completed, and then set GRCxy and OCRCxy in the second and subsequent cycles. If the GRCxy or OCRCxy register value is modified before the one-shot pulse output has been completed, the modified value is reflected to the ongoing one-shot-pulse output.

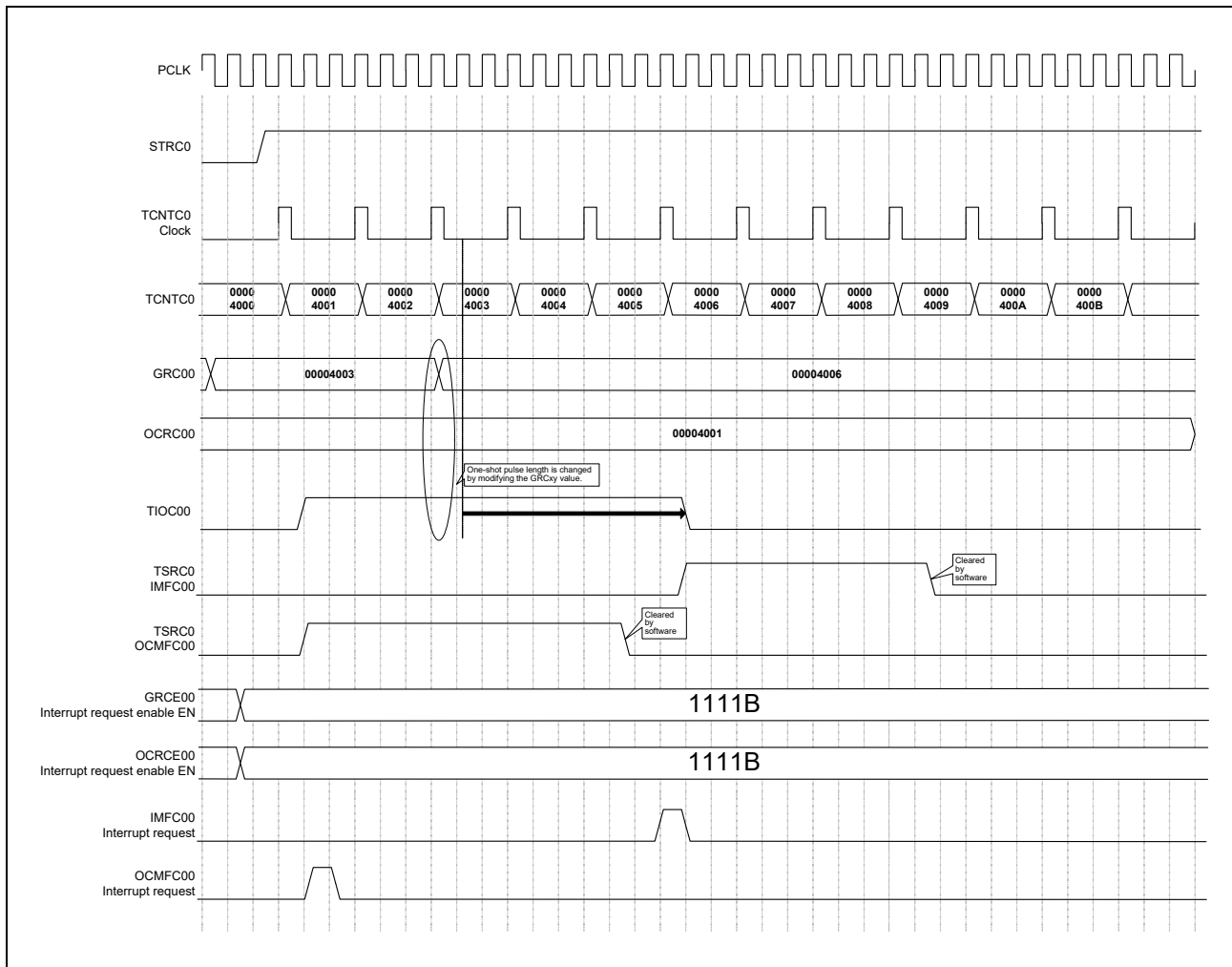


Figure 22.36 Operation when the Compare Register Is Modified during One-Shot Pulse Output

Counter Upper-Limit Setting Function

The timer counter Cx (TCNTCx) upper-limit value in each subblock can be changed by the counter upper-limit setting compare register Cx (CUCRCx) to perform interval operation. To enable the counter upper-limit setting function, set the CLRCx bit in the timer control register Cx (TCRCx) to 1.

Figure 22.37 shows an example of operation with the counter upper-limit setting function of block C0 enabled.

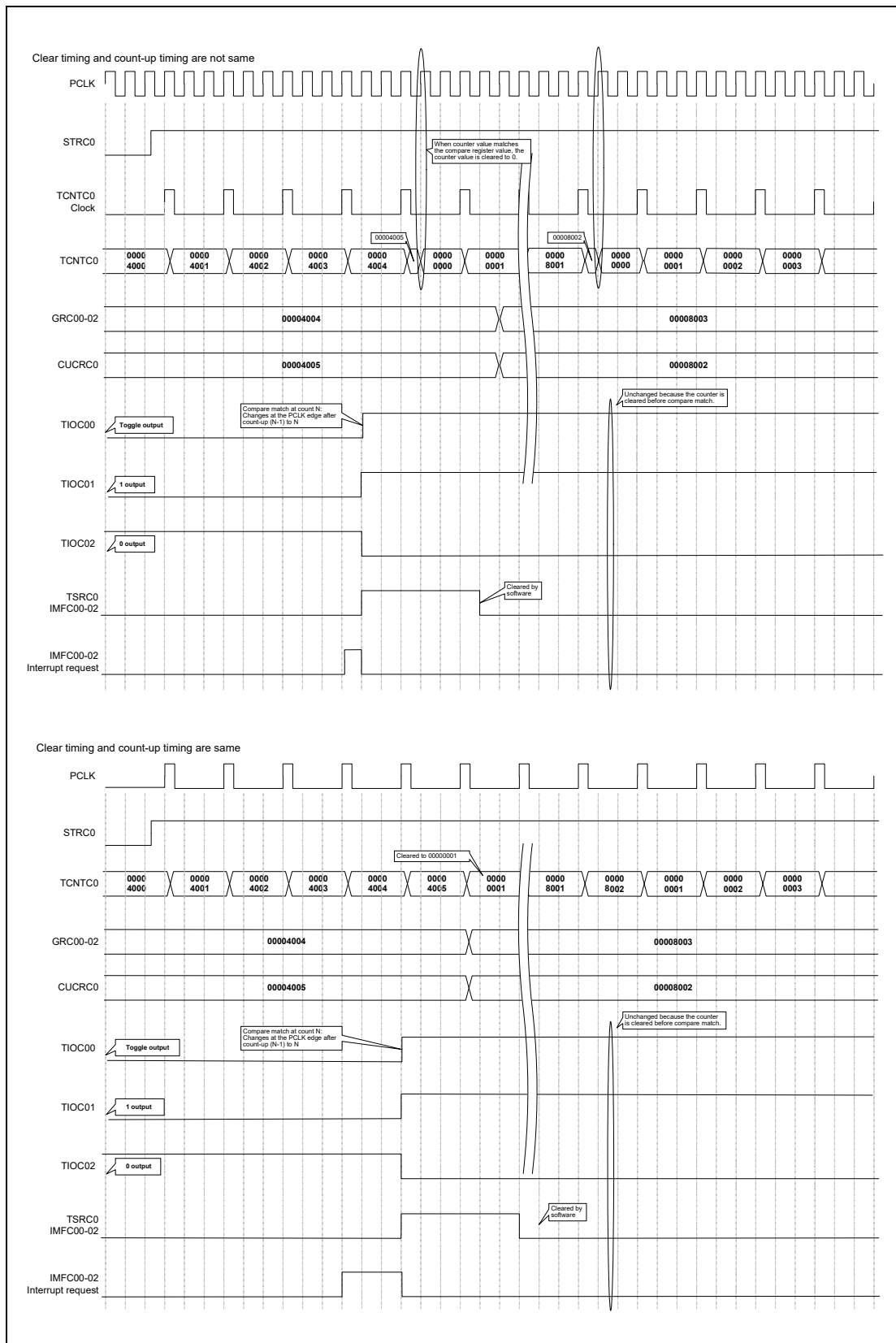


Figure 22.37 Example of Upper-Limit Setting Function Operation

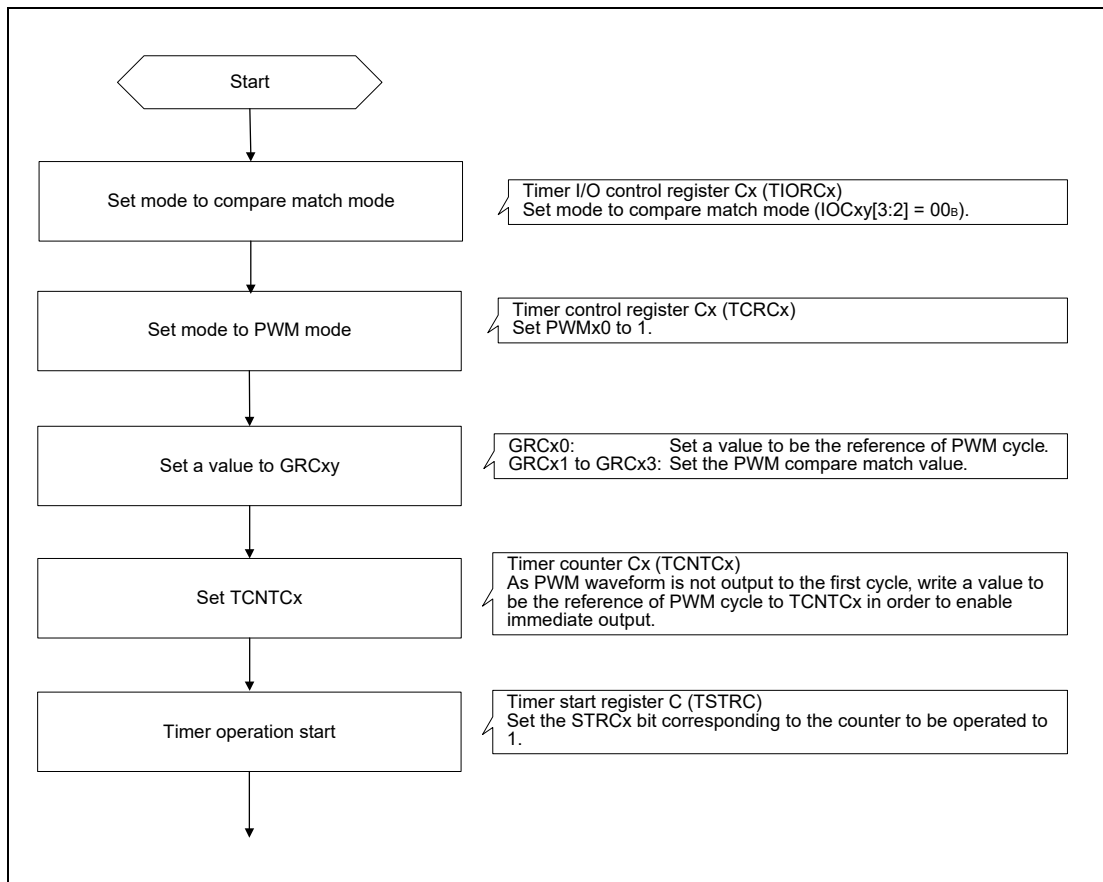


Figure 22.38 PWM Operation Setting Procedure

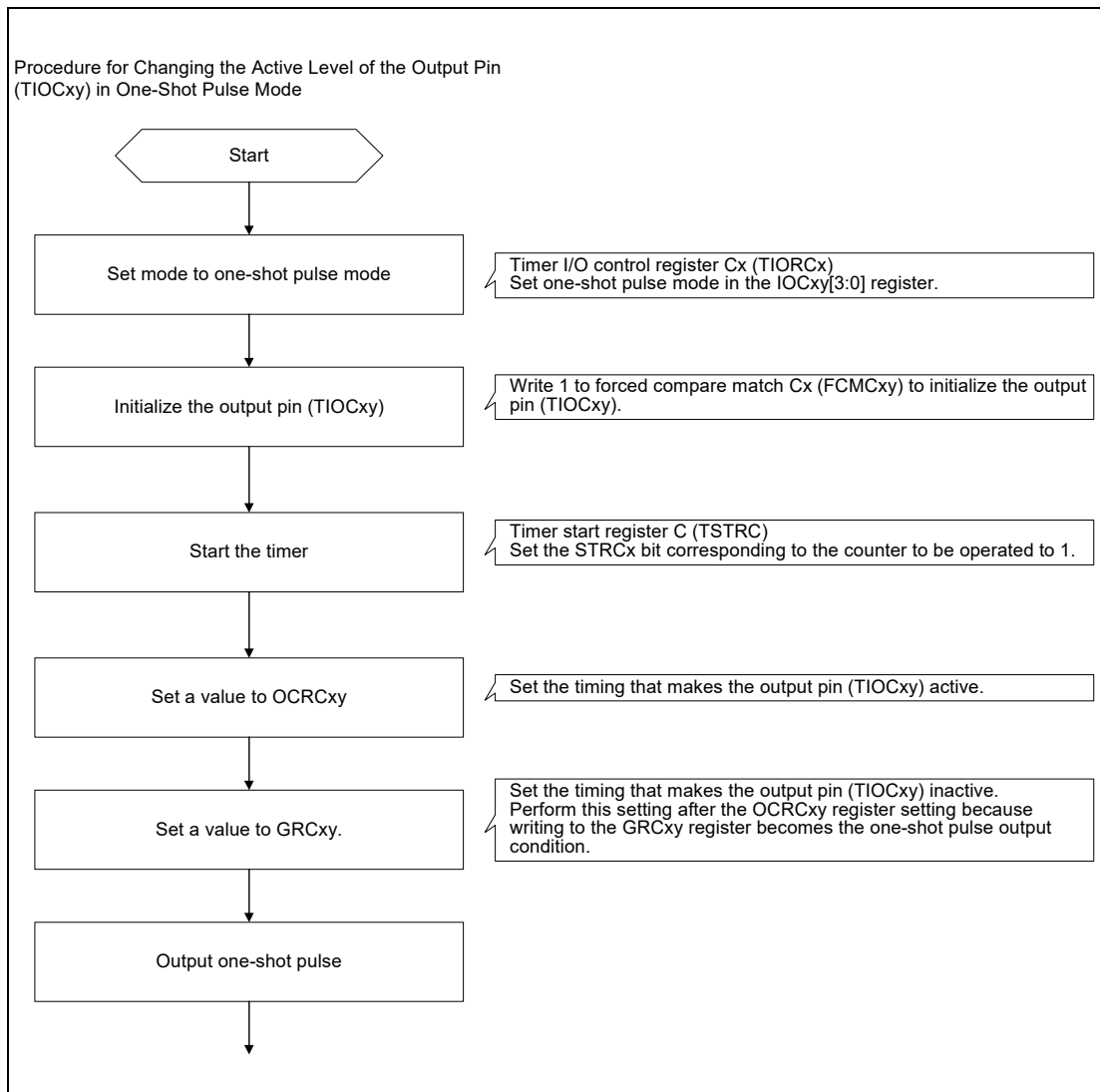


Figure 22.39 One-Shot Pulse Operation (Output Pin Initialization Procedure)

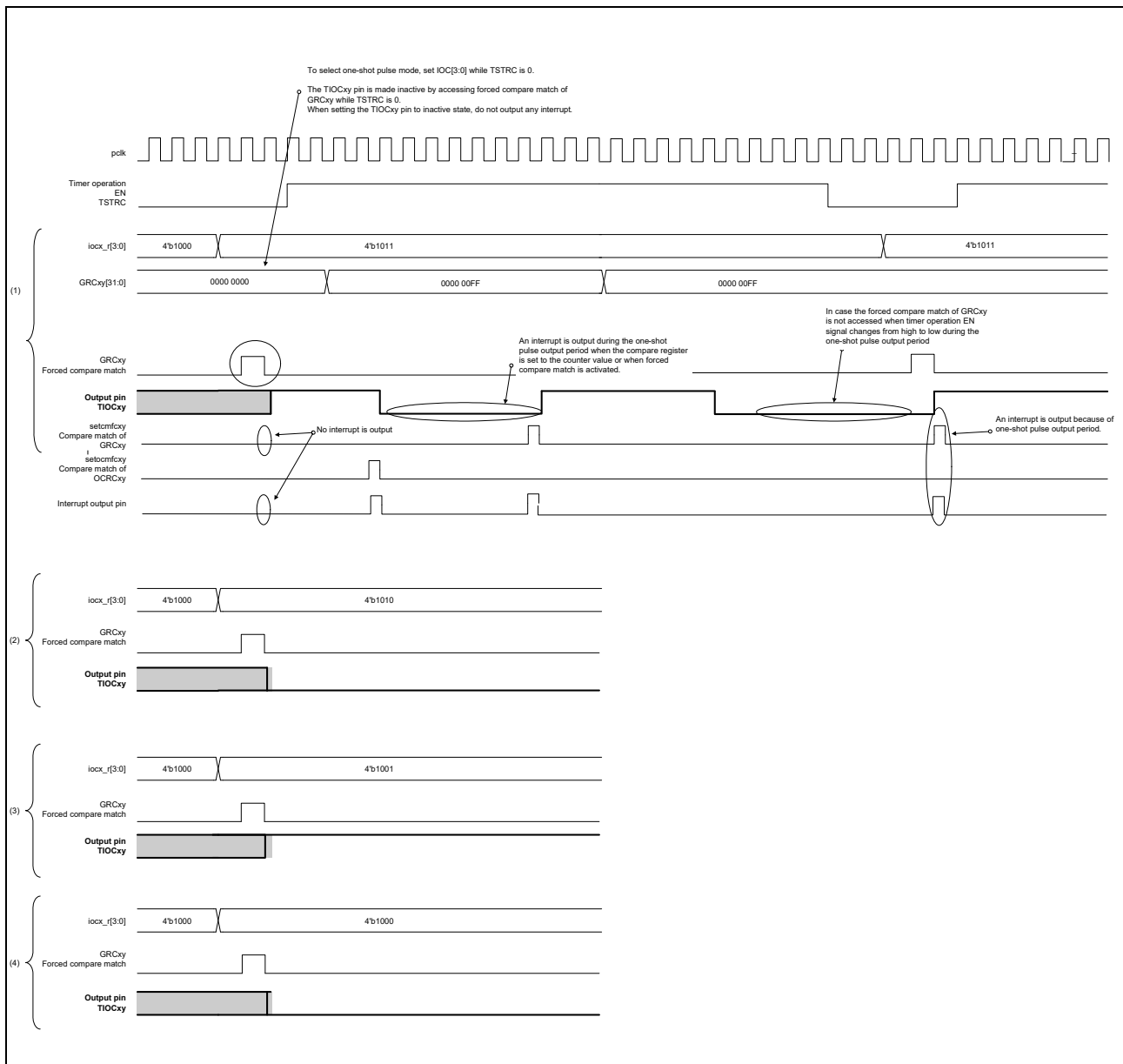


Figure 22.40 One-Shot Pulse Operation (Output Pin Initialization Timing Chart)

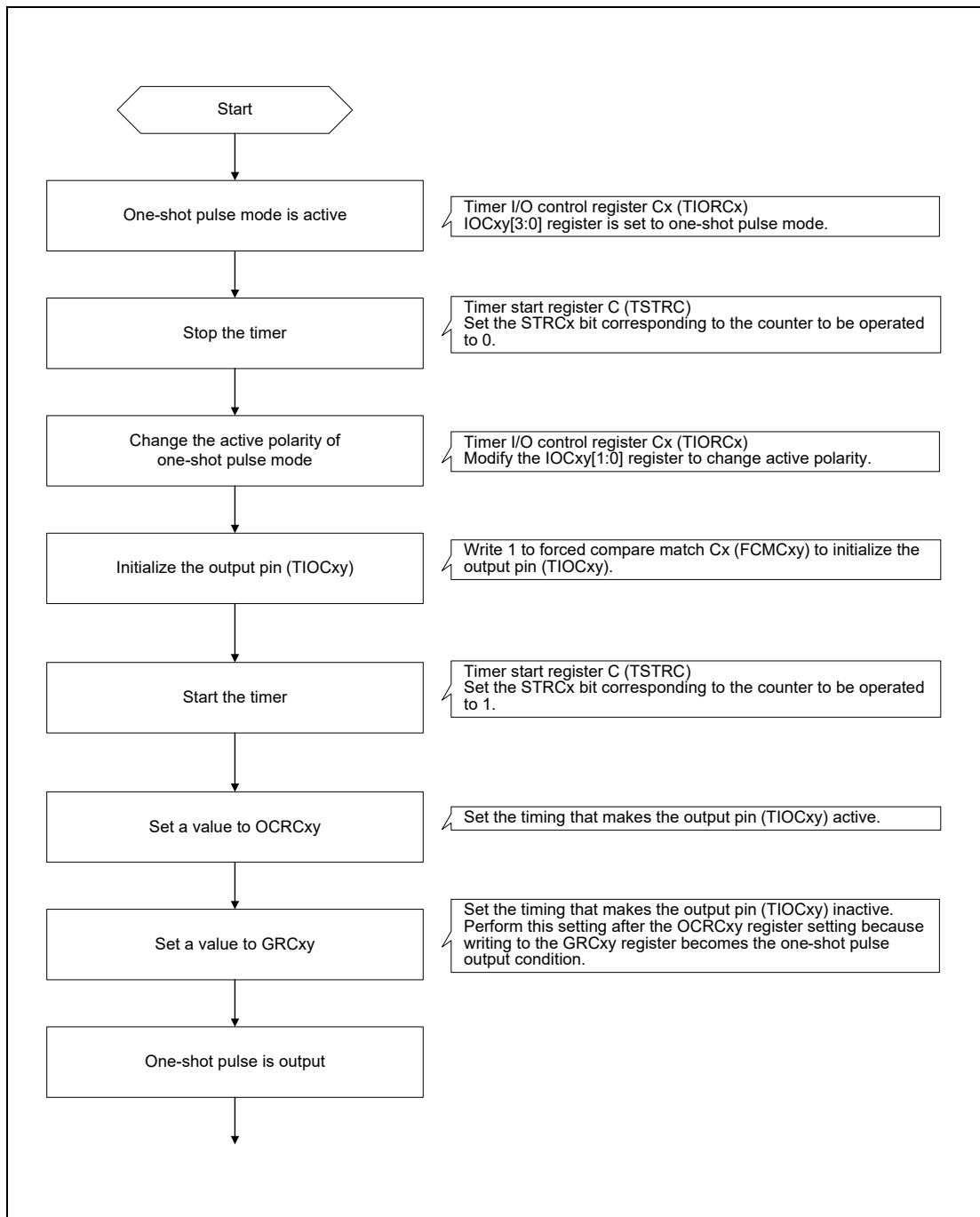


Figure 22.41 One-Shot Pulse Operation (Outline of Active Polarity Change)

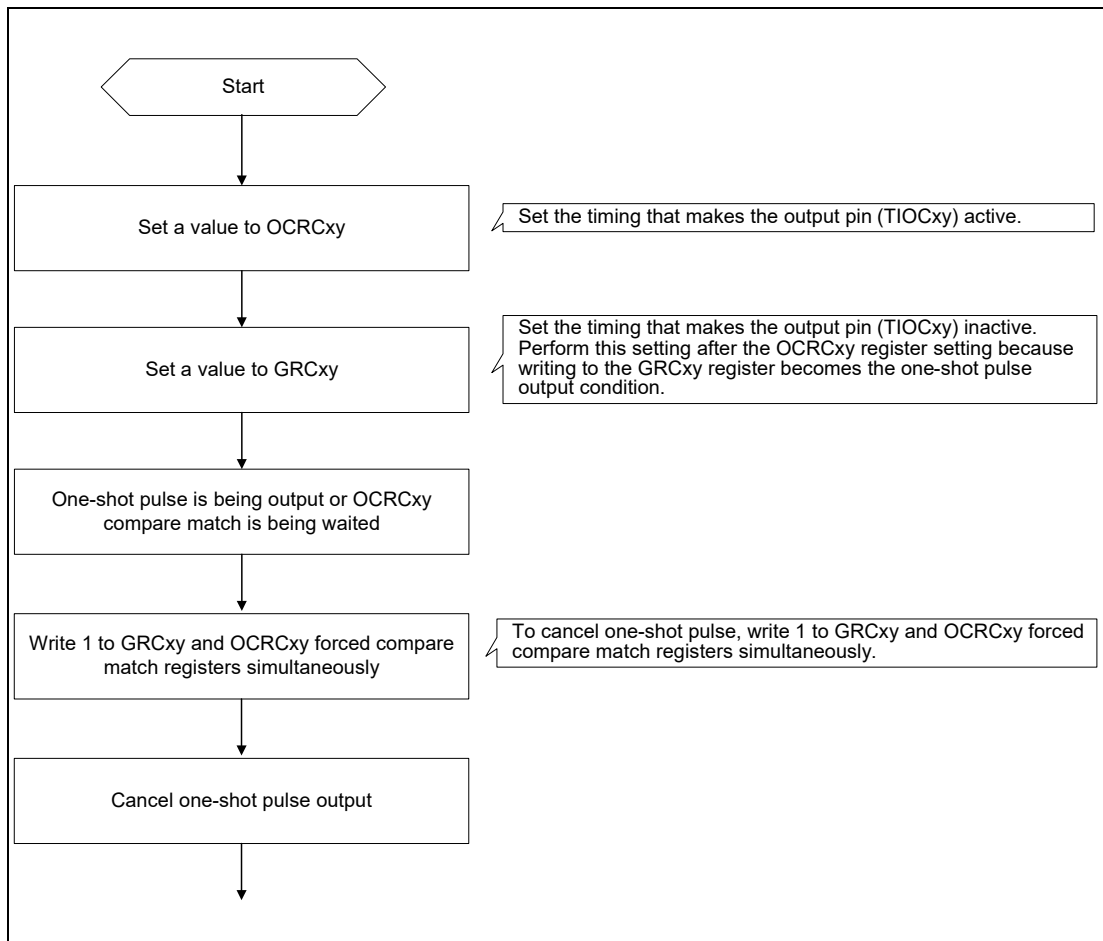


Figure 22.42 One-Shot Pulse Output Cancellation Procedure

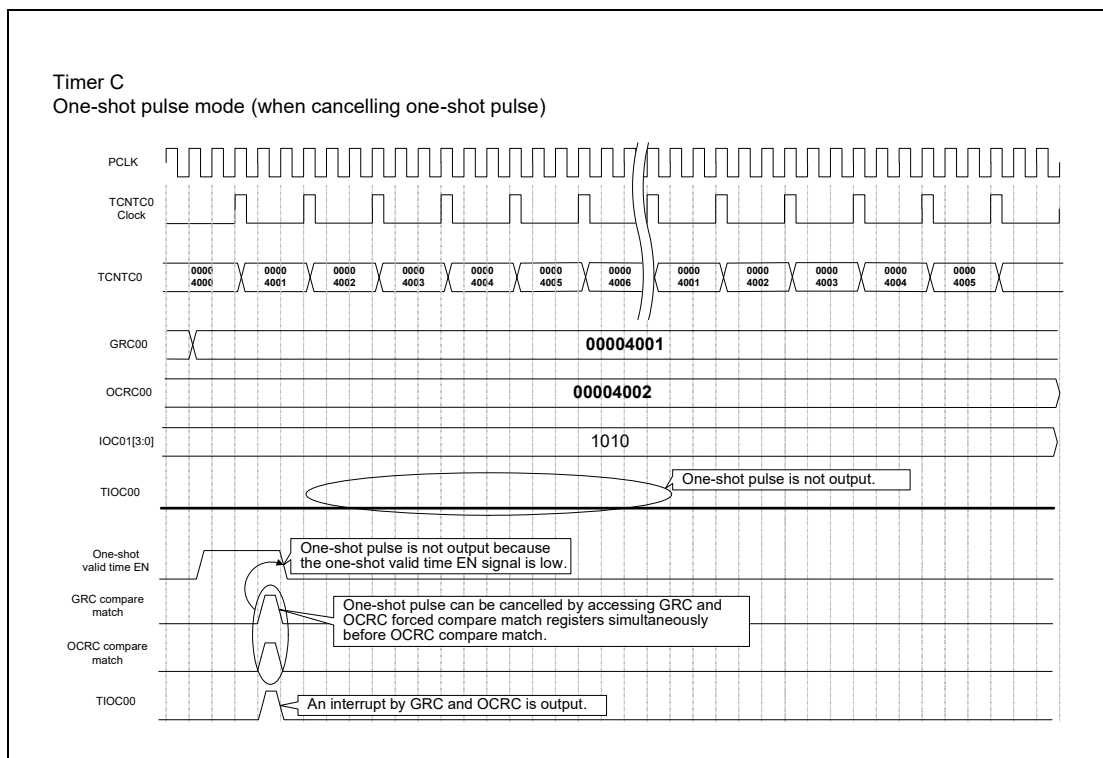


Figure 22.43 One-Shot Pulse Output Cancellation Timing Chart

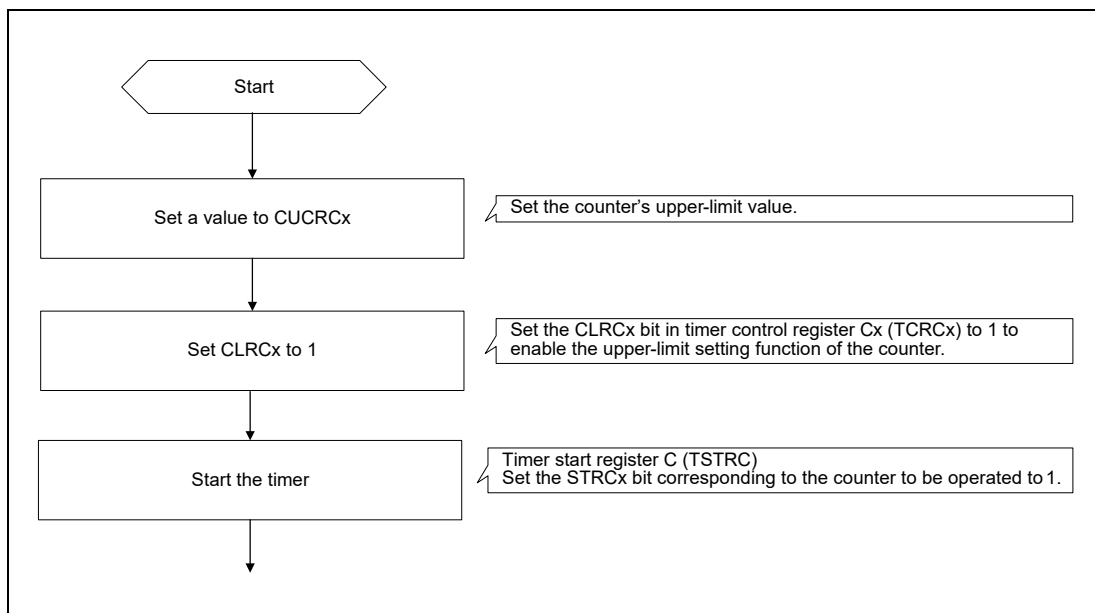


Figure 22.44 Counter Upper-Limit Setting Function Setting Procedure

22.7 Timer D

22.7.1 Operation Overview

Timer D consists of ten subblocks that output one-shot pulses.

Timer D has the following functions.

- A compare match between the counter and output compare register is generated. Compare match A by compare match of TCNT1Dx and OCR1Dxy and compare match B by compare match of TCNT2Dx and OCR2Dxy are generated respectively.
- Down counter is started on compare match A or B of the output compare register or writing to the counter start bit in the down-counter start register. A one-shot pulse with an offset can be output.
- The output waveform can be forcibly shutoff regardless of the down-counter value by compare match B of the compare match register. If compare match A or counter start bit writing occurs concurrently with compare match B, output shutoff takes precedence.
- The input capture register enables to capture the TCNT2Dx value using compare match A as a trigger and the TCNT1Dx value using compare match B as a trigger.
- Pulse indicating that compare match A or B has been detected for A/D converter activation can be output. (40 lines supported by subblocks D0, D2, D4, D6, and D9)
- Interrupt requests can be output on compare matches A and B (80 lines supported).
- Range compare function by the compare match register is enabled according to the range comparison value setting register.
- When the upper-limit setting function of the timer counter 1Dx (TCNT1Dx) is enabled, the counter can be cleared on compare match of CUCR1Dx.
- When the upper-limit setting function of the timer counter 2Dx (TCNT2Dx) is enabled, the counter can be cleared on compare match of CUCR2Dx.
- Interrupt requests (20 in total) can be output on counter overflow: ten outputs from TCNT1Dx and ten outputs from TCNT2Dx.
- Interrupt requests can be output on down-counter underflow (40 lines supported). A DMA transfer request can be issued for the DMAC. (20 lines for DMA transfer requests supported by down counters in subblocks D0 to D4)
- Offset base register can capture the counter value by a trigger signal from timer A and a PH notification trigger from DFE
- Clearing TCNT1Dx and TCNT2Dx is possible by a clear signal issued from timer B.
- The value configured in the output value register can be output from pins according to the output setting register.
- Reference data and events can be output to APA. The counter values of TCNT1D0 and TCNT2D0 can be output as reference data. For selection of output values, see **Section 23.6, Overview of APA Input/Output Selection Function**. Compare match A, compare match B, down counter underflow, TOD0yA, and TOD0yB of subblock 0 can be output as event outputs.

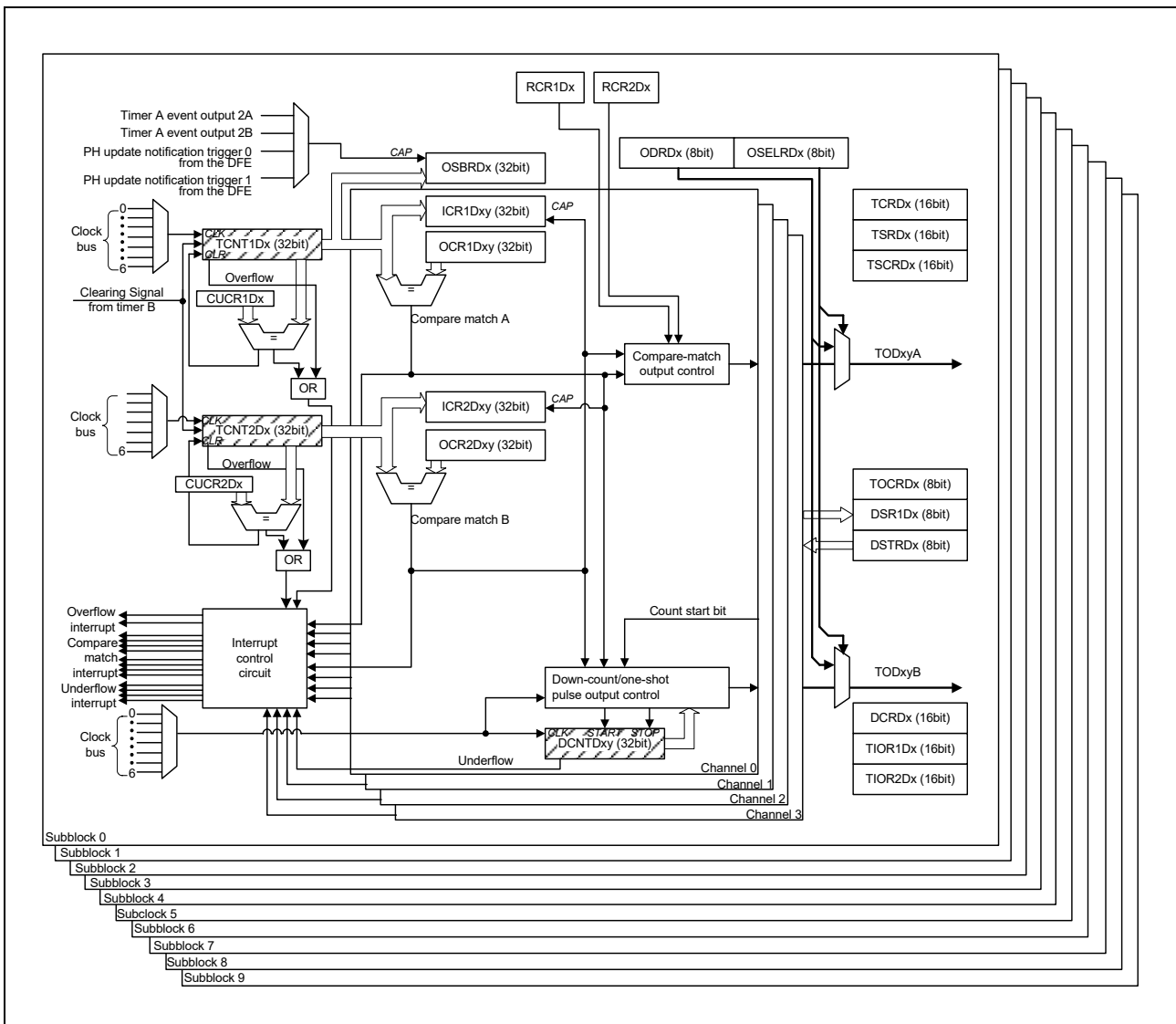


Figure 22.45 Block Diagram of Timer D

Figure 22.45 is a block diagram of timer D. Components of timer D subblock Dx include two range compare setting registers ($RCR1Dx$ and $RCR2Dx$), two 32-bit timer counters $1Dx$, $2Dx$ ($TCNT1Dx$ and $TCNT2Dx$), one offset base register Dx ($OSBRDx$), one output value register Dx ($ORDx$), one output setting register Dx ($OSELRDx$), eight output compare registers $1Dxy$, $2Dxy$ ($OCR1Dxy$ and $OCR2Dxy$), four timer down-counters Dxy ($DCNTDxy$), two counter upper-limit setting registers Dx ($CUCR1Dx$ and $CUCR2Dx$), eight input capture registers $1Dxy$, $2Dxy$ ($ICR1Dxy$ and $ICR2Dxy$), and a controller. Each channel includes two output pins; $TODxyA$ for compare match output and $TODxyB$ for one-shot pulse output. (Output pins are supported by subblocks $D0$ to $D8$.)

$TODxyA$ and $TODxyB$ are output a level of 0 as a default.

A trigger for activating the A/D converter can be output to the on compare matches A and B.

22.7.2 Registers Related to Timer D

22.7.2.1 TSTRD — Timer Start Register D

Access: 8-bit/16-bit accessible

Address: FFE6 1000_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	STRD9	STRD8	STRD7	STRD6	STRD5	STRD4	STRD3	STRD2	STRD1	STRD0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.74 TSTRD Register Contents

Bit Position	Bit Name	Function
15 to 10	—	Not used. This bit is always read as 0. These bits are read as 0. When writing, always write 0.
9	STRD9	Counter D9 Start 0: TCNT1D9, TCNT2D9, and DCNTD9y are disabled 1: TCNT1D9, TCNT2D9, and DCNTD9y are enabled
8	STRD8	Counter D8 Start 0: TCNT1D8, TCNT2D8, and DCNTD8y are disabled 1: TCNT1D8, TCNT2D8, and DCNTD8y are enabled
7	STRD7	Counter D7 Start 0: TCNT1D7, TCNT2D7, and DCNTD7y are disabled 1: TCNT1D7, TCNT2D7, and DCNTD7y are enabled
6	STRD6	Counter D6 Start 0: TCNT1D6, TCNT2D6, and DCNTD6y are disabled 1: TCNT1D6, TCNT2D6, and DCNTD6y are enabled
5	STRD5	Counter D5 Start 0: TCNT1D5, TCNT2D5, and DCNTD5y are disabled 1: TCNT1D5, TCNT2D5, and DCNTD5y are enabled
4	STRD4	Counter D4 Start 0: TCNT1D4, TCNT2D4, and DCNTD4y are disabled 1: TCNT1D4, TCNT2D4, and DCNTD4y are enabled
3	STRD3	Counter D3 Start 0: TCNT1D3, TCNT2D3, and DCNTD3y are disabled 1: TCNT1D3, TCNT2D3, and DCNTD3y are enabled
2	STRD2	Counter D2 Start 0: TCNT1D2, TCNT2D2, and DCNTD2y are disabled 1: TCNT1D2, TCNT2D2, and DCNTD2y are enabled
1	STRD1	Counter D1 Start 0: TCNT1D1, TCNT2D1, and DCNTD1y are disabled 1: TCNT1D1, TCNT2D1, and DCNTD1y are enabled
0	STRD0	Counter D0 Start 0: TCNT1D0, TCNT2D0, and DCNTD0y are disabled 1: TCNT1D0, TCNT2D0, and DCNTD0y are enabled

Note: A start bit is provided for each subblock D0 to D9. (y = 0, 1, 2, 3: Correspond to Dx0 to Dx3.)

Timer start register D (TSTRD) is a 16-bit register that can read and write upper 8 bits as TSTRDH and lower 8 bits as TSTRDL. This register is set to enable or disable two timer counters 1Dx and 2Dx (TCNT1Dx and TCNT2Dx) and timer down counters Dxy (DCNTDxy) in nine subblocks Dx (x = 0 to

9). When the count Dx start bit and the TDE bit in the ATU-IV control register (ATUENR) are both set to 1, the counters are started.

When TSTRD is reset, it is initialized to 0000_H.

(1) STRD_x — Counter Dx Start Bit

These bits enable and disable timer counters 1D_x and 2D_x (TCNT1D_x, TCNT2D_x) and timer down counters D_{xy} (DCNTD_{xy}).

When this bit is cleared to 0, TCNT1D_x, TCNT2D_x, and DCNTD_{xy} stop operation. The counter value is retained while the counter is stopped. When this bit is set to 1 again, the counter is restarted from the value.

Even if the counter Dx start bit is set to 1, counting does not start unless the master enable of timer Dx is set to 1 by the ATU-IV control register.

CAUTION

The prescalers run regardless of this counter Dx start bit and are not synchronized with the timing at which this bit is set. Therefore, the time from when this bit is set to when TCNT1D_x and TCNT2D_x are incremented for the first time is less than the cycle of the clock of TCNT1D_x and TCNT2D_x.

22.7.2.2 TCRDx — Timer Control Registers Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit and 16-bit accessible

Address: FFE6 1100_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	OBRE Dx	C2CE Dx	C1CE Dx	CLR2 Dx	CKSEL2Dx[2:0]			CLR1 Dx	CKSEL1Dx[2:0]			—	DCSELdx[2:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W

Table 22.75 TCRDx Register Contents

Bit Position	Bit Name	Function
15	—	Not used. This bit is always read as 0. This bit is always read as 0. When writing, always write 0.
14	OBREDx	Timer Offset Base Register Enable Enables and disables input capture to the offset base register.
13	C2CEDx	Counter 2 Clear Enable Enables and disables a timer counter 2 clearing request from timer B.
12	C1CEDx	Counter 1 Clear Enable Enables and disables a timer counter 1 clearing request from timer B.
11	CLR2Dx	TCNT2Dx Clear Setting Enables and disables clearing the timer counter.
10 to 8	CKSEL2Dx[2:0]	TCNT2Dx Clock Select These bits select the TCNT2Dx counting-up clock from clock-bus lines 0 to 6.
7	CLR1Dx	TCNT1Dx Clear Setting Enables and disables clearing the timer counter.
6 to 4	CKSEL1Dx[2:0]	TCNT1Dx Clock Select These bits select the TCNT1Dx counting-up clock from clock-bus lines 0 to 6.
3	—	Not used. This bit is always read as 0. When writing, always write 0.
2 to 0	DCSELdx[2:0]	DCNTDxy Clock Select These bits select the DCNTDxy counting-down clock from clock-bus lines 0 to 6.

Timer control registers Dx (TCRDx) are 16-bit readable/writable registers that select the counter clocks in subblock Dx for 32-bit timer counter 1Dx (TCNT1Dx), 32-bit timer counter 2Dx (TCNT2Dx), and 32-bit timer down counter Dxy (DCNTDxy) from clock-bus lines 0 to 6. These registers also enable and disable capture of the timer offset base register, counter clearing requests from timer B for TCNT1Dx and TCNT2Dx, and clearing timer counters 1Dx (TCNT1Dx) and 2Dx (TCNT2Dx).

(1) OBREDx — Timer Offset Base Register Enable

This register enables and disables input capture to timer offset base register Dx (OSBRDx). When this bit is set to 1, the value in TCNT1Dx is captured by OSBRDx in the PCLK cycles following cycles in which the input signal selected by the TICTSEL Dx register is asserted. When the pulse width of the event 2A or 2B signal from timer A exceeds one cycle of the PCLK, the counter value is captured every clock cycle.

OBREDx	Function	
0	Input capture by OSBRDx is enabled	(Initial value)
1	Input capture by OSBRDx is disabled	

(2) C2CEDx — Counter 2 Clear Enable

Enables and disables clearing the counter value in TCNT2Dn by timer B.

When an edge of the counter clearing signal output from timer B is detected while this bit is set to 1, TCNT2Dx is cleared (0000 0000_H) in the following timing. When the rising edge of the clearing signal is detected in the cycle in which TCNT2Dx is counted up, the counter is cleared on the counting up timing. When the rising edge of the clearing signal is detected in other than the TCNT2Dx counting-up cycle, the counter is cleared on the first counting up timing after edge detection. In other words, the request for clearing remains in place from the rising edge of the counter-clearing signal from timer B until completion of the first clock cycle to drive counting up. Even if C2CEDx is changed to 0 during this period of retention, and even if timer D is disabled and the clock is stopped, the request for clearing remains in place.

The counter clearing signal is ignored with this bit set to the initial value.

C2CEDx	Function	
0	TCNT2Dx clearing signal from timer B is disabled	(Initial value)
1	TCNT2Dx clearing signal from timer B is enabled	

(3) C1CEDx — Counter 1 Clear Enable

Enables and disables clearing the value in TCNT1Dx by timer B.

When an edge of the counter clearing signal output from timer B is detected while this bit is set to 1, TCNT1Dx is cleared (0000 0000_H) in the following timing. When the rising edge of the clearing signal is detected in the cycle in which TCNT1Dx is counted up, the counter is cleared on the counting up timing. When the rising edge of the clearing signal is detected in other than the TCNT1Dx counting-up cycle, the counter is cleared on the first counting up timing after edge detection.

The counter clearing signal is ignored with this bit set to the initial value.

C1CEDx	Function	
0	TCNT1Dx clearing signal from timer B is disabled	(Initial value)
1	TCNT1Dx clearing signal from timer B is enabled	

(4) CLR2Dx — TCNT2Dx Clear

Setting the TCNT2Dx clear bit to 1 clears (0000 0000_H) the TCNT2Dx value at the first clock after a compare match between timer counter 2Dx (TCNT2D) and counter upper-limit setting compare register 2Dx (CUCR2Dx).

If there is contention with TCNT2Dx count up, it is cleared to 0000 0001_H.

CLR2Dx	Function
0	CUCR2Dx compare match is not used to clear the TCNT2Dx value. (Initial value)
1	CUCR2Dx compare match is used to clear the TCNT2Dx value.

When the CLR2Dx bit is set to 1, set the range comparison value setting register 2Dx (RCR2Dx) to 00_H.

(5) CKSEL2Dx[2:0] — TCNT2Dx Clock Select

These bits select the TCNT2Dx counting-up clock.

CKSEL2Dx			Function
[2]	[1]	[0]	
0	0	0	Incrementation of TCNT2Dx is driven by clock-bus line 0. (Initial value)
0	0	1	Incrementation of TCNT2Dx is driven by clock-bus line 1.
0	1	0	Incrementation of TCNT2Dx is driven by clock-bus line 2.
0	1	1	Incrementation of TCNT2Dx is driven by clock-bus line 3.
1	0	0	Incrementation of TCNT2Dx is driven by clock-bus line 4.
1	0	1	Incrementation of TCNT2Dx is driven by clock-bus line 5.
1	1	0	Incrementation of TCNT2Dx is driven by clock-bus line 6.
1	1	1	Reserved

(6) CLR1Dx — TCNT1Dx Clear

The TCNT1Dx value is cleared to 0000 0000_H by setting the TCNT1Dx clear bit to 1 at the first clock after a compare match between timer counter 1Dx (TCNT1Dx) and counter upper-limit setting compare register 1Dx (CUCR1Dx). If there is contention with TCNT1Dx count up, it is cleared to 0000 0001_H.

CLR1Dx	Function
0	CUCR1Dx compare match is not used to clear the TCNT1Dx value. (Initial value)
1	CUCR1Dx compare match is used to clear the TCNT1Dx value.

When the CLR1Dx bit is set to 1, set the range comparison value setting register 1Dx (RCR1Dx) to 00_H.

(7) CKSEL1Dx[2:0] — TCNT1Dx Clock Select

These bits select the TCNT1Dn counting-up clock.

CKSEL1Dx			Function
[2]	[1]	[0]	
0	0	0	Incrementation of TCNT1Dx is driven by clock-bus line 0. (Initial value)
0	0	1	Incrementation of TCNT1Dx is driven by clock-bus line 1.
0	1	0	Incrementation of TCNT1Dx is driven by clock-bus line 2.
0	1	1	Incrementation of TCNT1Dx is driven by clock-bus line 3.

CKSEL1Dx			Function
[2]	[1]	[0]	
1	0	0	Incrementation of TCNT1Dx is driven by clock-bus line 4.
1	0	1	Incrementation of TCNT1Dx is driven by clock-bus line 5.
1	1	0	Incrementation of TCNT1Dx is driven by clock-bus line 6.
1	1	*	Reserved

(8) DCSEL1Dx[2:0] — DCNTDxy Clock Select

These bits select the clock signal to drive counting down by the 32-bit timer down counter Dxy (DCNTDxy) of the Dx sub-block.

DCSEL1Dx			Function
[2]	[1]	[0]	
0	0	0	Decrementation of DCNTDxy is driven by clock-bus line 0. (Initial value)
0	0	1	Decrementation of DCNTDxy is driven by clock-bus line 1.
0	1	0	Decrementation of DCNTDxy is driven by clock-bus line 2.
0	1	1	Decrementation of DCNTDxy is driven by clock-bus line 3.
1	0	0	Decrementation of DCNTDxy is driven by clock-bus line 4.
1	0	1	Decrementation of DCNTDxy is driven by clock-bus line 5.
1	1	0	Decrementation of DCNTDxy is driven by clock-bus line 6.
1	1	1	Reserved

Note: Channels 0 to 3 of a subblock share a common counter clock.

Output of one-shot pulse (TODxyB) is synchronized with the clock selected in these bits.

22.7.2.3 TIOR1Dx — Timer I/O Control Registers 1Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit and 16-bit accessible

Address: FFE6 1104_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OSSDx3		OSSDx2		OSSDx1		OSSDx0		IOADx3		IOADx2		IOADx1		IOADx0	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.76 TIOR1Dx Register Contents

Bit Position	Bit Name	Function
15 to 8	OSSDx3 to OSSDx0	Compare Match Output Source Select These bits select the output level on the compare match output pin (TODxyA). The output is controlled by compare match A, compare match B, or both matches.
7 to 0	IOADx3 to IOADx0	I/O Control A These bits select the function of the output compare register 1Dxy (OCR1Dxy).

TIOR1Dx are 16-bit readable/writable registers that select the source of compare match output (TODxyA), enable and disable compare match of OCRDxy, and set the output level on pin TODxyA on compare match A.

TIOR1Dx is initialized to 0000_H by a reset.

(1) OSSDxy[1:0] — Compare Match Output Source Select

OSSDxy		
[1]	[0]	Function
0	0	No TODxyA pin output (Initial value)
0	1	Output level on TODxyA depends on the I/O control bit A on compare match A
1	0	Output level on TODxyA depends on the I/O control bit B on compare match B
1	1	Output level on TODxyA depends on the I/O control bit A or B on compare match A or B, respectively

These bits select the output level on the compare match output pin (TODxyA). The output is controlled by compare match A, compare match B, or both matches.

Either of compare matches A and B is used as a start/stop trigger of timer down counter Dxy (DCNTDxy), and the other one is used as a trigger of compare match output. In addition, both of compare matches A and B are used to control the output, with one as a trigger of an assertion of the output and the other as a trigger of a negation of the output, enabling a one-shot pulse to be output from pin TODxyA.

When both matches are used as a trigger of the output and they occur at the same time, priority is given to compare match B and the output level depends on the IOBxy bit in TIOR2Dx.

A level of 0 is output on TODxyA as a default. While these bits are set to 00_B, the output level on TODxyA is not changed even if compare match A or B occurs.

(2) IOADxy[1:0] — I/O Control A

IOADxy		Function	
[1]	[0]		
0	0	Compare match is not performed	(Initial value)
0	1	Output level on compare match is 0	
1	0	Output level on compare match is 1	
1	1	Output level on compare match is toggled	

These bits select the function of the output compare register 1Dxy (OCR1Dxy).

When these bits are set to 00_B, compare match between OCR1Dxy and timer counter 1Dx (TCNT1Dx) is not performed. Otherwise, the compare match is performed. An interrupt request is issued on compare match. AD conversion trigger is also issued (only for subblocks D0, D2, D4, D6, and D9).

If compare match A is selected by the compare match output source select bit (OSSDxy), a signal is output on pin TODxyA according to the IOADxy bits (only subblocks D0 to D9).

22.7.2.4 TIOR2Dx — Timer I/O Control Register 2Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit and 16-bit accessible

Address: FFE6 1106_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	IOBDx3			—	IOBDx2			—	IOBDx1			—	IOBDx0		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Table 22.77 TIOR2Dx Register Contents

Bit Position	Bit Name	Function
15, 11, 7, 3	—	Not used. These bits are always read as 0. When writing, always write 0.
14 to 12, 10 to 8, 6 to 4, 2 to 0	IOBDx3 to IOBDx0	I/O Control B Sets permission/prohibition of the output compare register 2Dxy (OCR2Dxy), and the compare match output value.

TIOR2Dx are 16-bit readable/writable registers that select the function of general registers (GRDxy). GRDxy can function as capture or output compare registers 2Dxy (OCR2Dxy). TIOR2Dx also enables and disables compare match and set the output level on pin TODxyA on compare match.

TIOR2Dx is initialized to 0000_H by a reset.

(1) IOBDxy[2:0] — I/O Control B

IOBDxy			Function
[2]	[1]	[0]	
0	0	0	Selects compare match output of OCR2Dxy. Compare match is disabled (Initial value)
0	0	1	Output level on compare match is 0
0	1	0	Output level on compare match is 1
0	1	1	Output level on compare match is toggled
1	0	0	Reserved Setting prohibited
1	0	1	Setting prohibited
1	1	0	Setting prohibited
1	1	1	Setting prohibited

These bits enable and disable of compare match of the output compare register 2Dxy (OCR2Dxy) and select the TODxyA pin output value on the compare match B.

When TIOR2Dx is used as the compare match register (IOBDxy[2] = 0) and the IOBDxy[1:0] bits are set to 00B, compare match between GRDxy and timer counter 2Dx (TCNT2Dx) is not performed. Otherwise, the compare match is performed. At this time, an interrupt request is issued to CPU by compare match. An AD interrupt conversion trigger is also issued (only for subblock D0, D2, D4, D6, D9).

When compare match B is selected as the output source in the compare match output source select bit (OSSDxy), a signal is output on pin TODxyA according to the IOBDxy bits.

22.7.2.5 OSELRDx — Output Select Register Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit accessible

Address: FFE6 1111_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	OSELBDx3	OSELBDx2	OSELBDx1	OSELBDx0	OSELADx3	OSELADx2	OSELADx1	OSELADx0
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.78 OSELRDx Register Contents

Bit Position	Bit Name	Function
7 to 4	OSELBDxy	Output Selection B 0: TODxyB provides normal output. 1: TODxyB provides the value of the output value register.
3 to 0	OSELADxy	Output Selection A 0: TODxyA provides normal output. 1: TODxyA provides the value of the output value register.

The output selection register Dx (OSELRDx) is an 8-bit readable/writable register.

It determines whether to output the value of output value register from the pins (TODxyA and TODxyB).

OSELRDx is initialized to 00_H by a reset.

(1) OSELA (B) Dxy — Output Setting Bits A (B) xy

Writing 1 to this bit outputs the value of the output value register to TODxyA (or TODxyB) pin. Setting of the timer I/O control register 1Dx and 2Dx (TIOR1Dx and TIOR2Dx), setting of the timer output control register Dx (TOCRDx), or one-shot pulse output by the timer down-counter Dxy has no effect on the output value.

When this bit is set to 0, the TODxyA (TODxyB) pin outputs according to the settings of the timer I/O control register 1Dx and 2Dx (TIOR1Dx and TIOR2Dx), and settings of the one-shot pulse output by the timer output control register Dx (TOCRDx).

A glitch may be generated if a change in normal output on TODxyA (or TODxyB) coincides with the setting of this bit. Do not write a new value to the bit if the counter value is in the vicinity of that which leads to a match in comparison.

22.7.2.6 ODRDx — Output Value Register Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit accessible

Address: FFE6 1112_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	ODBDx3	ODBDx2	ODBDx1	ODBDx0	ODADx3	ODADx2	ODADx1	ODADx0
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.79 ODRDx Register Contents

Bit Position	Bit Name	Function
7 to 4	ODBDxy (y = 3, 2, 1, 0: corresponding channel 0 to 3)	Output Value B Sets the value to be output to TODxyB.
3 to 0	ODADxy (y = 3, 2, 1, 0: corresponding channel 0 to 3)	Output Value A Sets the value to be output to TODxyA.

The output value register Dx (ODRDx) is an 8-bit readable/writable register.

When a bit of the output selection register Dx (OSELRDx) is set to 1, the corresponding ODRDx value is issued from respective pins (TODxyA and TODxyB).

ODRDx is initialized to 00_H by a reset.

22.7.2.7 DSTRDx — Down Counter Start Register Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit accessible

Address: FFE6 1108_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	DSTDx3	DSTDx2	DSTDx1	DSTDx0
Value after reset	0	0	0	0	0*1	0*1	0*1	0*1
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Note 1. Value 0 cannot be written. If 1 is written to these bits, data is not retained. This bit is always read as 0.

Table 22.80 DSTRDx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. These bits are always read as 0. The write value should always be 0. When writing, always write 0.
3 to 0	DSTDxy	Down Counter Start 0: No operation 1: Timer down counters Dxy (DCNTDx3-Dx0) are started

The down counter starting register Dx (DSTRDx) is an 8-bit readable/writable register. This register has a start bit for the down counter. Writing a value to the bit by software starts down counting.

DSTRDx is initialized to 00_H by a reset.

(1) DSTDxy — Down Counter Start Dxy

Setting these bits to 1 makes timer down counter Dxy (DCNTDxy) start. The setting in these bits is always valid and regardless of the start trigger setting in the down counter control register. When compare match B and writing 1 to these bits occurs at the same time if the down counter is set so that it is stopped on compare match B (compare match A or B), compare match B (compare match A or B) takes priority and the down counter is not started.

When DCNTDxy = 0000 0000_H, writing 1 to these bits has no effect.

22.7.2.8 DSR1Dx — Down Counter Status Registers 1Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit accessible

Address: FFE6 110A_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	DWFDx3	DWFDx2	DWFDx1	DWFDx0	DSFDx3	DSFDx2	DSFDx1	DSFDx0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.81 DSR1Dx Register Contents

Bit Position	Bit Name	Function
7 to 4	DWFDxy	Down Count Wait Flag Dxy 0: Down count compare match start wait status has not occurred. 1: Down count compare match start wait status has occurred.
3 to 0	DSFDxy	Down Counter Status Flag Dxy 0: Down counter is disabled 1: Down counter is enabled

The down count status register 1Dx (DSR1Dx) is an 8-bit read-only register. This register has a flag that indicates the status of the timer down counter Dxy (DCNTDxy).

DSR1Dx is initialized to 00_H by a reset.

(1) DWFDxy — Down Count Wait Flag Dxy

These bits are flags that indicate whether timer down count Dxy (DCNTDxy) is in the count start wait status. This flag is valid only when compare match A and B is set for the count start trigger by TRGSEL_{Dxy} bits in the control register Dx (DCRDx). This flag is not set to 1 in other settings.

When compare match A and B is set as a count start trigger and DWFDxy is 0, if compare match A or compare match B occurs, DWFDxy is set to 1. When a compare match (compare match B if DWFDxy is set to 1 on compare match A) of a source different from setting DWFDxy to 1 occurs, it is recognized as a count start trigger and down-counting starts. At this time, the DWFDxy value is cleared to 0.

Even when a compare match of the same source as setting DWFDxy to 1 occurs, the DWFDxy value remains 1 and is not recognized as a count start trigger.

If compare match A and compare match B occur simultaneously, it is immediately recognized as a count start trigger. Therefore, this flag does not enter the down count wait status and DWFDxy is not set to 1.

This flag is read-only flag and cannot be set to 1 or cleared to 0 by the software.

- Setting condition
 - When compare match A or compare match B has occurred while TRGSELD_{xy} in the down counter control register Dx (DCRD_x) is 110_B
- Clearing conditions
 - When DWFD_{xy} is set to 1 on compare match A and compare match B has occurred while DWFD_{xy} is 1
 - When DWFD_{xy} is set to 1 on compare match B and compare match A has occurred while DWFD_{xy} is 1
 - Writing 1 to DWFCD_{xy} in the down count status clear register Dx (DSCRD_x)

(2) DSFD_{xy} — Down Counter Status Flag D_{xy}

These bits indicate enabling/disabling of timer down counter D_{xy} (DCNTD_{xy}). When these bits are read as 1, the counter operation is enabled. If the TDE bit of ATUENR is 1 and the STRD_x bit of TSTRD is 1, the counter is running.

When these bits are read as 0, the counter operation is disabled, so counting cannot be in progress.

This flag is a read-only flag; it cannot be set to 1 or cleared to 0 by software.

- Setting conditions
 - When writing 1 to the down count start bit in the down count starting register Dx (DSTRD_x)
 - When the condition set as the down counter start trigger is satisfied (compare-match A, compare-match B, compare-match A or B, compare-match A and B)
- Clearing conditions
 - When the down counter is stopped by underflow
 - When the condition to stop the down counter (compare match B)

These flags are set regardless of the settings of the TDE bit in ATUENR and the STRD_x bit in TSTRD.

Accordingly, if the TDE bit and the STRD_x bit are not set to enable counting, the down counter is not actually running even if these bits indicate that counting is enabled.

Clearing proceeds in synchronization with the down-count clock.

CAUTION

When the value of down counter DCNTD_{xy} is 0000 0000_H, a trigger to start counting down by the counter being produced by writing 1 to DSTD_{xy}, the bit that starts counting down by the counter, or by a match in compare-match A or B occurring, counting down will not start, although the value of the above counting down status flag (DSFD_{xy}) becomes “1” over the period where the clock input to the down counter is “0”. The value of DSFD_{xy} returns to “0” when the clock input to the down counter becomes “1”. If a start trigger is issued through the down-counting start bit or by compare-match A, B over the period where the clock input to the down counter is “1”, the value of DSFD_{xy} will remain “0”.

22.7.2.9 DSR2Dx — Down Count Status Register 2Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit accessible

Address: FFE6 110B_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	DWRFDx3[1:0]		DWRFDx2[1:0]		DWRFDx1[1:0]		DWRFDx0[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.82 DSR2Dx Register Contents

Bit Position	Bit Name	Function
7 to 0	DWRFDxy[1:0]	Down Count Wait Record Flag Dxy 00: No compare match 01: Down-counting starts on compare match A. 10: Down-counting starts on compare match B. 11: Down-counting starts on simultaneous compare match A and compare match B.

Down count status registers 2Dx (DSR2Dx) are 8-bit read-only registers.

The DWRFDxy register is a flag that indicates the condition for starting count operation of the timer down counter Dxy (DCNTDxy).

The status is updated when the timer down counter Dxy (DCNTDxy) starts counting.

When the down count start condition is “A and B”, the down count start (compare match occurring later) condition is retained in the status register. When down-counting is started by the down count start register Dx (DSTRDx), the status register keeps retaining the previous value.

DSR2Dx is initialized to 00_H by a reset.

- Clearing (to 00_B) condition
Writing 1 to DWRFCxy in the down count status clear register Dx (DSCRdx)

22.7.2.10 DSCR_{Dx} — Down Count Status Clear Register Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit accessible

Address: FFE6 1109_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	DWFC _{Dx3}	DWFC _{Dx2}	DWFC _{Dx1}	DWFC _{Dx0}	DWRFC _{Dx3}	DWRFC _{Dx2}	DWRFC _{Dx1}	DWRFC _{Dx0}
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.83 DSCR_{Dx} Register Contents

Bit Position	Bit Name	Function
7 to 4	DWFC _{Dxy}	Down Count Wait Flag Clear Enable Dxy 0: Disabled (Initial value) 1: DWFD _{Dxy} in the down count status register 1Dx (DSR1Dx) is cleared to 0.
3 to 0	DWRFC _{Dxy}	Down Count Wait Record Flag Clear Enable Dxy 0: Disabled (Initial value) 1: DWRFD _{Dxy} in the down count status register 2Dx (DSR2Dx) is cleared to 0.

The down count status clear register Dx (DSCR_{Dx}) is an 8-bit readable/writable register that sets clearing of the flag on compare match when setting compare match A and B for the down count status registers 1Dx, 2Dx (DSR1Dx and DSR2Dx).

DSCR_{Dx} is initialized to 00_H by a reset.

(1) DWFC_{Dxy} — Down Count Wait Flag Clear Enable Dxy

These bits set clearing the flag that is set by occurrence of down count wait of the down count status register 1Dx (DSR1Dx).

Setting each of these bits to 1 clears the down count wait flag Dxy (DWFD_{Dxy}) in the down count status register 1Dx (DSR1Dx). These bits are always read as 0.

(2) DWRFC_{Dxy} — Down Count Wait Record Flag Clear Enable Dxy

These bits set clearing of the flag that is set by occurrence of down count wait of the down count status register 2Dx (DSR2Dx).

Setting each of these bits to 1 clears the down count wait record flag Dx (DWRFD_{Dxy}) and the down count wait A flag Dxy (DWRFD_{Dxy}) in the down count status register 2Dx (DSR2Dx). These bits are always read as 0.

22.7.2.11 DCRDx — Down Counter Control Registers Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit and 16-bit accessible

Address: FFE6 1102_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TRGSELDx3				TRGSELDx2				TRGSELDx1				TRGSELDx0			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.84 DCRDx Register Contents

Bit Position	Bit Name	Function
15 to 0	TRGSELDx3 to TRGSELDx0	Down Counter Start/Stop Trigger Select Compare match A and compare match B can be set as the start or stop condition for counting of the timer down counter Dxy (DCNTDxy).

Down counter control registers Dx (DCRDx) are 16-bit readable/writable registers that starts the timer down counter Dxy (DCNTDxy). Compare match A, compare match B, compare match A or B, or compare match A and B can be set as a starting or stopping trigger of timer down counters Dxy (DCNTDxy).

DCRDx is initialized to 0000_H by a reset. To change the TRGSELDxy bit, stop the counter. Otherwise operation cannot be guaranteed.

(1) TRGSELDxy — Down Counter Start/Stop Trigger Select Dxy

TRGSELDxy				Function	
[3]	[2]	[1]	[0]	Counter start trigger	Counter stop trigger
0	0	0	0	No trigger	No trigger (Initial value)
0	0	0	1	No trigger	Compare match B
0	0	1	0	Compare match A	No trigger
0	0	1	1	Compare match A	Compare match B
0	1	0	0	Compare match B	No trigger
0	1	0	1	Setting prohibited	Setting prohibited
0	1	1	0	Compare match A and B	No trigger
0	1	1	1	Setting prohibited	Setting prohibited
1	0	0	0	Setting prohibited	Setting prohibited
1	0	0	1	No trigger	Compare match A or B
1	0	1	0	Compare match A or B	No trigger
1	0	1	1	Compare match A or B	Compare match A or B
1	1	0	0	Setting prohibited	Setting prohibited
1	1	0	1	Setting prohibited	Setting prohibited
1	1	1	0	Setting prohibited	Setting prohibited
1	1	1	1	Setting prohibited	Setting prohibited

The trigger source to start and stop the timer down counter Dxy (DCNTDxy) can be selected by these TRGSELDxy bits. Compare-match A, compare-match B, compare-match A or B, or compare-match A and B can be set as a count start trigger. In the case of compare match A and B, counting down starts when both compare match A and compare match B are satisfied. (Simultaneous occurrence of compare match A and compare match B is not necessary.)

Compare-match B, compare-match A or B, or compare-match A and B can be set as a count stop trigger.

The counter can also be started by writing 1 to the down counter start bit. The trigger source is always valid regardless of the TRGSELDxy bits and takes priority over other sources.

A signal from compare-match A or B acts as a stop-trigger and as a start-trigger for counting when the setting of TRGSELDxy is 4'b1011. Specifically, a trigger generated while counting is stopped acts as a start trigger and a trigger generated while counting is in progress acts as a stop trigger. This applies to compare-match A and B, to compare-match A or compare-match B alone, and to synchronized generation by compare-match A and B.

CAUTION

When an underflow and compare match A occur simultaneously while TRGSELDxy is 1010b, an underflow interrupt is not generated and the underflow flag is not set to 1. When a count start trigger and a compare match A occur simultaneously when the timer down-counter Dxy (DCNTDxy) stops with 0000 0000_H while TRGSELDxy is 1010b, an underflow interrupt is not generated and the underflow flag is not set to 1.

In this case, to execute software processing for underflow occurrence, write the underflow interrupt flag to 1 (EICz.EIRFz = 1) only when the down counter is stopped (DSR1Dx.DSFDxy = 0) and the underflow interrupt flag of the interrupt controller is 0 (EICz.EIRFz = 0).

22.7.2.12 TSRDx — Timer Status Registers Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit and 16-bit accessible

Address: FFE6 110C_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	OVF2 Dx	OVF1 Dx	UDF Dx3	UDF Dx2	UDF Dx1	UDF Dx0	CMFA Dx3	CMFA Dx2	CMFA Dx1	CMFA Dx0	CMFB Dx3	CMFB Dx2	CMFB Dx1	CMFB Dx0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.85 TSRDx Register Contents

Bit Position	Bit Name	Function
15, 14	—	Not used. These bits are always read as 0. When writing, always write 0.
13	OVF2Dx	Overflow Flag 2Dx 0: TCNT2Dx has not overflowed 1: TCNT2Dx has overflowed
12	OVF1Dx	Overflow Flag 1Dx 0: TCNT1Dx has not overflowed 1: TCNT1Dx has overflowed
11 to 8	UDFDx3 to UDFDx0	Underflow Flag Dx3-Dx0 0: DCNTDxy has not underflowed 1: DCNTDxy has underflowed
7 to 4	CMFADx3 to CMFADx0	Compare Match A Flag Dx3-Dx0 0: Compare match A has not occurred 1: Compare match A has occurred
3 to 0	CMFBDx3 to CMFBDx0	Compare Match B Flag Dx3-Dx0 0: Compare match B has not occurred 1: Compare match B has occurred

The timer status register Dx (TSRDx) is a 16-bit read-only register. This register indicates overflow of two timer counters (TCNT2Dx and TCNT1Dx) of subblock Dx (x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9), underflow of the timer down counters Dxy (DCNTDxy) of channels 0 to 3, and compare match of the output compare registers (OCR1xy and OCR2Dxy). If an interrupt source takes effect when this flag is set, an interrupt request is made again. An interrupt request is issued even in cases of contention between clearing by the corresponding timer status clear register and setting by an interrupt source.

Overflow flags 2 and 1 as well as underflow flags and compare match flags A and B can be cleared by setting the corresponding bits of the timer status clear register Dx (TSCRDx). Each of compare match A and B can use 20 pulse outputs (subblocks D0, D2, D4, D6, and D9) as the AD conversion trigger. TSRDx is initialized to 0000_H by a reset.

(1) OVF2Dx — Overflow Flag 2Dx

OVF2Dx	Function
0	[Clearing condition] When 1 is written to the OVFC2Dx bit of the timer status clear register Dx (TSCR Dx). (Initial value)
1	[Setting condition] <ul style="list-style-type: none"> • When TCNT2Dx overflowed (from FFFF FFFF_H to 0000 0000_H) • When the counter is cleared with the upper-limit setting function enabled

Indicates whether or not timer counter 2Dx (TCNT2Dx) has overflowed. If the reading value of this flag is 1, it means that an overflow in TCNT2Dx has occurred. This flag cannot be set to 1 by software. The overflow flag is set when the count-up clock is input while TCNT2Dx is FFFF FFFF_H or at the first clock after the counter value matches the upper-limit setting register value with the upper-limit setting function enabled. Writing 0000 0000_H to TCNT2Dx or starting TCNT2Dx from an initial value of 0000 0000_H has no effect on this bit.

When writing to TCNT2Dx at the same time as incrementation while it is FFFF FFFF_H, this bit is set to 1. However, TCNT2Dx is updated with the written value, but not 0000 0000_H.

When an assertion of counter clearing signal from timer B and overflow due to count up occur, overflow does not occur.

Simultaneous occurrence of counter clearing by timer B and counter clearing with the upper-limit setting function enabled is detected as an overflow.

(2) OVF1Dx — Overflow Flag 1Dx

OVF1Dx	Function
0	[Clearing condition] When 1 is written to the OVFC1Dx bit of the timer status clear register Dx (TSCR Dx). (Initial value)
1	[Setting condition] <ul style="list-style-type: none"> • When TCNT1Dx overflowed (from FFFF FFFF_H to 0000 0000_H) • When the counter is cleared with the upper-limit setting function enabled

Indicates whether or not timer counter 1Dx (TCNT1Dx) has overflowed. If the reading value of this flag is 1, it means that an overflow in TCNT1Dx has occurred. This flag cannot be set to 1 by software. The overflow flag is set when the count-up clock is input while TCNT1Dx is FFFF FFFF_H or at the first clock after the counter value matches the upper-limit setting register value with the upper-limit setting function enabled. Writing 0000 0000_H to TCNT1Dx or starting TCNT1Dx from an initial value of 0000 0000_H has no effect on this bit.

When writing to TCNT1Dn at the same time as incrementation while it is FFFF FFFF_H, this bit is set to 1.

However, TCNT1Dx is updated with the written value, but not 0000 0000_H. When an assertion of counter clearing signal from timer B and an overflow by counting up occur simultaneously, the overflow is not detected. Simultaneous occurrence of counter clearing by timer B and counter clearing with the upper-limit setting function enabled is detected as an overflow

(3) UDFDxy — Underflow Flag Dxy

UDFDxy	Function
0	[Clearing condition] When 1 is written to the UDFCDxy bit of the timer status clear register Dx (TSCRDX). (Initial value)
1	[Setting condition] When DCNTDxy underflowed (decremented while DCNTDxy = 0000 0000 _H)

This flag is a status flag that indicates underflow of subblock Dx and down counter Dxy of channel y. If the reading value of this flag is 1, it means that DCNTDxy had an underflow. These flags cannot be set to 1 by software.

This bit is set to 1 when DCNTDxy is to be decremented while it is 0000 0000_H. DCNTDxy holds 0000 0000_H on underflow. Writing FFFF FFFF_H to DCNTDxy has no effect on these bits.

These bits are initialized to 0 by a reset. Although DCNTDxy is initialized to 0000 0000_H, these flags do not indicate underflow because DCNTDxy has not started. For details on control of DCNTDxy, see descriptions of timer D down counters.

(4) CMFADxy — Compare Match A Flag Dxy

CMFADxy	Function
0	[Clearing condition] When 1 is written to the CMFCADxy bit of the timer status clear register Dx (TSCRDX). (Initial value)
1	[Setting condition] When the values in timer counter 1Dx (TCNT1Dx) and the output compare register 1Dxy (OCR1Dxy) match while operation of compare match with OCRDxy is enabled

These bits indicate whether or not compare match between the output compare register 1Dxy (OCR1Dxy) and TCNT1Dx has occurred. If the reading value of this flag is 1, it means that a compare match occurs between TCNT1Dx and OCR1Dxy. This flag cannot be set to 1 by software.

When operation of compare match between OCRDxy and TCNT1Dx is enabled by the setting in timer I/O control register 1Dx (TIOR1Dx), compare match operation is performed regardless of the state of TCNT1Dx. These bits are set to 1 on the first edge of the PCLK after the values in TCNT1Dx and OCR1Dxy match. Even if these compare match flags are cleared to 0 by software while TCNT1Dx = OCR1Dxy after the compare match is detected, these bits are not set to 1 again.

A single pulse, signaling detection of compare match A, whose width is equal to the cycle of the PCLK is output to activate the A/D converter (supported by 20 channels in subblocks D0, D2, D4, D6, D9).

If TCNT1Dx matches OCR1Dxy again before the status flag is cleared, the compare match A is detected and the status flag is rewritten with 1.

(5) CMFBDxy — Compare Match B Flag Dxy

CMFBDxy	Function
0	[Clearing condition] When 0 is written to the CMFCBDxy bit of the timer status clear register Dx (TSCRDX). (Initial value)
1	[Setting condition] When the values in timer counter 2Dx (TCNT2Dx) and output compare register 2Dxy (OCR2Dxy) match while operation of compare match with OCR2Dxy is enabled

These bits indicate whether or not compare match between the output compare register 2Dxy (OCR2Dxy) and TCNT2Dx has occurred. If the reading value of this flag is 1, it means that a compare match of TCNT2Dx and OCR2Dxy has happened. This flag cannot be set to 1 by software.

When operation of compare match between OCR2Dxy and TCNT2Dx is enabled by the setting in timer I/O control register 2Dx (TIOR2Dx), compare match operation is performed regardless of the state of TCNT2Dx. These bits are set to 1 on the first edge of the Pφ clock after the values in TCNT2Dx and OCR2Dxy match.

Even if these compare match flags are cleared to 0 by software while TCNT2Dx = OCR2Dxy after the compare match is detected, these bits are not set to 1 again.

A single pulse, signaling detection of compare match B, whose width is equal to the cycle of the PCLK is output to activate the A/D converter (supported by 20channels in subblocks D0, D2, D4, D6, D9).

If TCNT2Dx matches OCR2Dxy again before the status flag is cleared, the compare match B is detected and the status flag is rewritten with 1.

22.7.2.13 TSCR Dx — Timer Status Clear Register Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access and 16-bit access are possible.
Value 0 cannot be written. The value is not retained when 1 is written. This bit is always read as 0.

Address: FFE6 110E_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	OVFC2 Dx	OVFC1 Dx	UDFC Dx3	UDFC Dx2	UDFC Dx1	UDFC Dx0	CMFCA Dx3	CMFCA Dx2	CMFCA Dx1	CMFCA Dx0	CMFCB Dx3	CMFCB Dx2	CMFCB Dx1	CMFCB Dx0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.86 TSCR Dx Register Contents

Bit Position	Bit Name	Function
15, 14	—	Not used. These bits are always read as 0. When writing, always write 0.
13	OVFC2Dx	Overflow Flag Clear Enable 2Dx 0: Disabled (Initial value) 1: Clears OVFC2Dx of timer status register Dx (TSRDx) to 0.
12	OVFC1Dx	Overflow Flag Clear Enable 1Dx 0: Disabled (Initial value) 1: Clears OVFC1Dx of timer status register Dx (TSRDx) to 0.
11 to 8	UDFCDx3 to UDFCDx0	Underflow Flag Clear Enable Dx3-Dx0 0: Disabled (Initial value) 1: Clears UDFCDx3-UDFCDx0 of timer status register Dx (TSRDx) to 0.
7 to 4	CMFCADx3 to CMFCADx0	Compare Match A Flag Clear Enable Dx3-Dx0 0: Disabled (Initial value) 1: Clears CMFADx3-CMFADx0 of timer status register Dx (TSRDx) to 0.
3 to 0	CMFCBDx3 to CMFCBDx0	Compare Match B Flag Clear Enable Dx3-Dx0 0: Disabled (Initial value) 1: Clears CMFBDx3-CMFBDx0 of timer status register Dx (TSRDx) to 0.

The timer status clear register Dx (TSCR Dx) is a 16-bit readable/writable register. This register specifies the flag clearing at the time of overflow of two 32-bit up-counters (TCNT2Dx and TCNT1Dx), compare match of TCNT1Dx and the output compare register 1Dxy (OCR1Dxy), and compare match of TCNT2Dx and the output compare register 2Dxy (OCR2Dxy).

When TSCR Dx is reset, it is initialized to 0000_H.

(1) OVFC2Dx — Overflow Flag Clear Enable 2Dx

This bit specifies flag clearing at the time of overflow of the timer counter 2Dx (TCNT2Dx).

Setting this bit enables clearing of the overflow flag 2Dx (OVFC2Dx) of the timer status register Dx (TSRDx). This bit is always read as 0.

OVFC2Dx	Function
0	Disabled (Initial value)
1	Clears OVFC2Dx to 0.

(2) OVFC1Dx — Overflow Flag Clear Enable 1Dx

This bit specifies flag clearing at the time of overflow of the timer counter 1Dx (TCNT1Dx).

Setting this bit enables clearing of overflow flag 1Dx (OVF1Dx) of the timer status register Dx (TSRDx). This bit is always read as 0.

OVFC1Dx	Function	
0	Disabled	(Initial value)
1	Clears OVF1Dx to 0.	

(3) UDFCDxy — Underflow Flag Clear Enable Dxy

This bit specifies flag clearing at the time of underflow of the timer down counter Dxy (DCNTDxy).

Setting this bit enables clearing of the underflow flag Dxy (UDFDxy) of the timer status register Dx (TSRDx). This bit is always read as 0.

UDFCDxy	Function	
0	Disabled	(Initial value)
1	Clears UDFDxy to 0.	

(4) CMFCADxy — Compare Match A Flag Clear Enable Dxy

This flag specifies flag clearing at the time of compare match of the output compare register 1Dxy (OCR1Dxy). Setting this bit enables clearing of the compare match A flag Dxy (CMFADxy) of the timer status register Dx (TSRDx). This bit is always read as 0.

CMFCADxy	Function	
0	Disabled	(Initial value)
1	Clears CMFADxy to 0.	

(5) CMFCBDxy — Compare Match B Flag Clear Enable Dxy

This flag specifies flag clearing at the time of compare match of the output compare register 2Dxy (OCR2Dxy). Setting this bit enables clearing of the compare match B flag Dxy (CMFBDxy) of the timer status register Dx (TSRDx). This bit is always read as 0.

CMFCBDxy	Function	
0	Disabled	(Initial value)
1	Clears CMFBDxy to 0.	

22.7.2.14 TOCRDx — Timer Output Control Registers Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access is possible.

Address: FFE6 1110_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TONEBDx	TONEADx
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 22.87 TOCRDx Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Not used. These bits are always read as 0. When writing, always write 0.
1	TONEBDx	Output Inversion Select TODxyB 0: Output level is not inverted 1: Output level is inverted
0	TONEADx	Output Inversion Select TODxyA 0: Output level is not inverted 1: Output level is inverted

The timer output control register Dx (TOCRD0 to TOCRD9) is an 8-bit readable/writable register. This register specifies whether to invert signals of the output pins TODxyA and TODxyB of each subblock Dx.

When this register is reset, it is initialized to 00_H.

(1) TONEBDx, TONEADx — Output Inversion Select Dx

Specifies whether to invert the output from TODxy and TODxyA.

TONEBDx	Function
0	Normal output from the output pin (TODxyB) (Initial value)
1	Inverted output from the output pin (TODxyB)

TONEADx	Function
0	Normal output from the output pin (TODxyA) (Initial value)
1	Inverted output from the output pin (TODxyA)

Signals on pins TODxyA and TODxyB are inverted on the first edge of the PCLK after the output inversion select Dx bit is set to 1.

This function is not affected by the operating state of timer counters 1Dx and 2Dx (TCNT1Dx, TCNT2Dx).

The TONEBDx bit controls four outputs (TODx0B, TODx1B, TODx2B, TODx3B) in a single subblock. The TONEADx bit controls four outputs (TODx0A, TODx1A, TODx2A, TODx3A) in a single subblock. These bits cannot control individual signals independently (channel control is not available).

Output levels on pins TODxyA and TODxyB are initialized to a level of 0 (when TONEADx = 0 and TONEBDx = 0).

A glitch may be generated if a change in normal output on TODxyA (or TODxyB) coincides with the setting of this bit. Do not write a new value to the bit if the counter value is in the vicinity of that which leads to a match in comparison.

22.7.2.15 OSBRDx — Timer Offset Base Registers Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9)

Access: 32-bit read access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 1118_H + (100_H * x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OSBRD[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PSBRD[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note 1. This register does not accept write access.

Timer offset base registers Dx (OSBRDx) are 32-bit read only registers that are used only for input capture. The timer counter 1Dx (TCNT1Dx) value is captured and stored by a trigger signal from timer A and PH update notification triggers 0 and 1 from DFE.

The trigger signal from timer A is selectable from TIA00 to TIA06, and the external input signals TID0 and TID1 are selectable with the timer input capture trigger select register Dx (TICTSELDx). For details, see the description of the timer control registers 1A, 3A, and 4A (TCR1A, TCR3A, TCR4A) and the timer input capture trigger select register Dx (TICTSELDx).

When this register is reset, it is initialized to 0000 0000_H.

22.7.2.16 TICTSELDx — Timer Input Capture Trigger Select Register Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9)

Access: 8-bit accessible

Address: FFE6 1114_H + (100_H * x)

Value after reset: 0X_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TIDSELDx[1:0]	
Value after reset	0	0	0	0	0	0	0	*1
R/W	R	R	R	R	R	R	R/W	R/W

Note 1. This bit varies with the subblocks.
 x = 0 to 2: 0
 x = 3 to 9: 1

The timer input capture trigger select register Dx (TICTSELDx) is an 8-bit readable/writable register.

This register is used to select event 2A or 2B from timer A and PH update notification triggers 0 and 1 from DFE as external input signals, and to capture the TCNT1Dx counter value in the OSBRDx register.

Table 22.88 TICTSELDx Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Not used. These bits are read as 0. When writing, always write 0.
1, 0	TIDSELDx[1:0]	00: Event 2A 01: Event 2B 10: PH update notification trigger 0 from the DFE 11: PH update notification trigger 1 from the DFE

Note: x = 0 to 9

22.7.2.17 TCNT1Dx — Timer Counter 1Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 1120_H + (100_H * x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
TCNT1D[31:16]																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TCNT1D[15:0]																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Timer counters 1Dx (TCNT1Dx) are 32-bit readable/writable registers driven by the clock selected in the CKSEL1Dx[2:0] bits in timer control register Dx (TCRDx). These counters are started by setting the bit in timer start register D (TSTRD) to 1.

An overflow interrupt request can be issued to CPU when the timer overflows.

The overflow flag 1Dx (OVF1Dx) of the timer status register Dx (TSRDx) is set to 1. When this register is reset, it is initialized to 0000 0000_H.

22.7.2.18 TCNT2Dx — Timer Counter 2Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 1124_H + (100_H * x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TCNT2D[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCNT2D[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Timer counters 2Dx (TCNT2Dx) are 32-bit readable/writable registers driven by the clock selected in the CKSEL2Dx[2:0] bits in timer control register Dx (TCRDx). These counters are started by setting the bit in timer start register D (TSTRD) to 1.

An overflow interrupt request can be issued to CPU when the timer overflows.

The overflow flag 2Dx (OVF2Dx) of the timer status register Dx (TSRDx) is set to 1. When this register is reset, it is initialized to 0000 0000_H.

22.7.2.19 CUCR1Dx — Counter Upper-Limit Setting Compare Register 1Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 1128_H + (100_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CUCR1D[31:16]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CUCR1D[15:0]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

The counter upper-limit setting compare register 1Dx (CUCR1Dx) is a 32-bit readable/writable register that has a function for comparison with the TCNT1Dx counter. Compare match between this register and the TCNT1Dx counter is enabled by setting the TCNT1Dx clear setting bit (CLR1Dx) in the timer control register Dx (TCRDx) to 1. The TCNT1Dx counter value is cleared to 0000 0000_H on compare match between timer counter 1Dx (TCNT1Dx) and counter upper-limit setting compare register 1Dx (CUCR1Dx). When this compare match and count up of the timer counter 1Dx (TCNT1Dx) occur simultaneously, the timer counter 1Dx (TCNT1Dx) is cleared to 0000 0001_H.

The OVF1Dx bit in timer status register Dx (TSRDx) is set to 1 and an overflow interrupt is output on compare match between timer counter 1Dx (TCNT1Dx) and counter upper-limit setting compare register 1Dx (CUCR1Dx).

The overflow interrupt output width is one clock width of PCLK.

OCR1Dxy compare match by the counter upper-limit setting compare register 1Dx (CUCR1Dx) occurs when $CUCR1Dx \geq OCR1Dxy$.

Do not set CUCR1Dx to 0000 0000_H. Note that if CUCR1Dx is set to 0000 0000_H, a compare match occurs at incorrect intervals.

22.7.2.20 CUCR2Dx — Counter Upper-Limit Setting Compare Register 2Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9)

Access: 32-bit accessible but 8-bit/16-bit inaccessible

Address: FFE6 112C_H + (100_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CUCR2D[31:16]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CUCR2D[15:0]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

The counter upper-limit setting compare register 2Dx (CUCR2Dx) is a 32-bit readable/writable register that has a function for comparison with the TCNT2Dx timer counter. Compare match between this register and the TCNT2Dx counter is enabled by setting the TCNT2Dx clear setting bit (CLR2Dx) in the timer control register Dx (TCRDx) to 1. The TCNT2Dx counter value is cleared to 0000 0000_H on compare match between the timer counter 2Dx (TCNT2Dx) and counter upper-limit setting compare register 2Dx (CUCR2Dx). When this compare match and count up of the timer counter 2Dx (TCNT2Dx) occur simultaneously, the timer counter 2Dx (TCNT2Dx) is cleared to 0000 0001_H.

The OVF2Dx bit in timer status register Dx (TSRDx) is set to 1 and an overflow interrupt is output on compare match between the timer counter 2Dx (TCNT2Dx) and counter upper-limit setting compare register 2Dx (CUCR2Dx).

The overflow interrupt output width is one clock width of PCLK.

OCR2Dxy compare match by the counter upper-limit setting compare register 2Dx (CUCR2Dx) occurs when $CUCR2Dx \geq OCR2Dxy$.

Do not set CUCR2Dx to 0000 0000_H. Note that if CUCR2Dx is set to 0000 0000_H, a compare match occurs at incorrect intervals.

22.7.2.21 OCR1Dxy — Output Compare Registers 1Dxy

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 1140_H + (100_H * x) + (20_H * y)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
OC1D[31:16]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OC1D[15:0]																
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

OCR1Dxy are 32-bit readable/writable registers.

OCR1Dxy is constantly compared with the timer counter 1Dx (TCNT1Dx). When compare match operation is selected by bit IOADxy in TIOR1Dx, the compare match A flag (CMFADxy) in TSRDx is set to 1 on the first edge of the PCLK after the values in TCNT1Dx and OCR1Dxy match. When compare match A is selected by an output source select bit, a signal is output to pin TODxyA on compare match.

When compare match A is selected as a down counter starting trigger by the TRGSELDxy bit in DCRDxy, DCNTDxy is ready to be counted down on compare match A.

When the down counter (DCNTDxy) is ready, it is started in synchronization with the down counter clock. At this time, a one-shot pulse can be output on pin TODxyB. If compare match A and down-counter stop trigger are output at the same time, output is disabled without any pulse.

When TCNT1Dx overflows to change from FFFF FFFF_H to 0000 0000_H and OCRDxy is set to 0000 0000_H, compare match is detected.

If the counter upper-limit setting function (see **Section 22.7.3**) is in use with clock-bus line 5 or 6, or with a division ratio of 1/1 selected for the prescaler, the timer counter counts between 1 and the value of CUCR1Dx and the counter value may not become 0000 0000_H. Therefore, do not set these registers to 0000 0000_H in such cases.

An interrupt can be issued to CPU by a compare match A detection. Subblocks 0, 2, 4, 6, and 9 can issue AD start triggers.

When the range compare function is enabled (RCR1Dx is not 0), the TCNT1Dx value at the compare match timing is stored in OCR1Dxy.

This register is initialized to FFFF FFFF_H by a reset.

22.7.2.22 RCR1Dx — Range Comparison Value Setting Register 1Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9)

Access: 8-bit accessible

Address: FFE6 1130_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	RC1D[4:0]				
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

The range comparison value setting register 1Dx (RCR1Dx) is an 8-bit readable/writable register.

According to the setting of this register, if the TCNT1Dx value is within the range of OCR1Dxy \leq TCNT1Dx \leq (OCR1Dxy + the value of the range specified by RCR1Dx) when writing to OCR1Dxy, a compare match A between OCR1Dxy and TCNT1Dx is generated. RCR1Dx is initialized to 00_H by a reset.

This function is enabled when RCR1Dx is set to a value other than 00_H, and is judged only when a value is written to OCR1Dxy.

When setting the TCNT1Dx clear 1Dx bit (CLR1Dx) to 1, set RCR1Dx to 00_H.

The following table shows ranges that can be set as range compare values (power of 2 (excluded only when RCR1Dx = 0)).

RCR1Dx[4:0]	Selectable Range	Note
00000	None	Range compare disable (Initial value)
00001	2^1-1	—
00010	2^2-1	—
00011	2^3-1	—
00100	2^4-1	—
00101	2^5-1	—
00110	2^6-1	—
00111	2^7-1	—
01000	2^8-1	—
01001	2^9-1	—
01010	$2^{10}-1$	—
01011	$2^{11}-1$	—
01100	$2^{12}-1$	—
01101	$2^{13}-1$	—
01110	$2^{14}-1$	—
01111	$2^{15}-1$	—
10000	$2^{16}-1$	—
10001	$2^{17}-1$	—
10010	$2^{18}-1$	—
10011	$2^{19}-1$	—
10100	$2^{20}-1$	—
10101	$2^{21}-1$	—
10110	$2^{22}-1$	—
10111	$2^{23}-1$	—
11000	$2^{24}-1$	—
11001	$2^{25}-1$	—
11010	$2^{26}-1$	—
11011	$2^{27}-1$	—
11100	$2^{28}-1$	—
11101	$2^{29}-1$	—
11110	$2^{30}-1$	—
11111	$2^{31}-1$	—

22.7.2.23 OCR2Dxy — Output Compare Registers 2Dxy

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 1148_H + (100_H * x) + (20_H * y)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OC2D[31:16]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OC2D[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

OCR2Dxy are 32-bit readable/writable registers.

OCR2Dxy is always compared with timer counter T2Dx (CNT2Dx), and if the IOBDxy bit of the TIOR2Dx register permits compare match, a match of TCNT2Dx and OCR2Dxy values is detected. If the OSSDxy bit specifies compare match B as the output source, the compare match is output to the TODxyA pin at the next PCLK cycle.

When compare match B is selected as a down counter starting trigger by the TRGSELDxy bit in DCRDx, DCNTDxy is ready to be counted down on compare match B.

When the down counter (DCNTDxy) is ready, it is started in synchronization with the down counter clock. At this time, a one-shot pulse can be output on pin TODxyB. If compare match A and down-counter stop trigger are output at the same time, output is disabled without any pulse.

If the TRGSELDxy bit of DCRDx specifies compare match B as the down count stop trigger, detection of compare match B disables down counting. At the next down-counting clock cycle, the down counter is cleared to 0 and TODxyB output (one-shot pulse) is negated.

When TCNT2Dx overflows to change from FFFF FFFF_H to 0000 0000_H and OCR2Dxy is set to 0000 0000_H, compare match is detected.

If the counter upper-limit setting function (see **Section 22.7.3**) is in use with clock-bus line 5 or 6, or with a division ratio of 1/1 selected for the prescaler, the timer counter counts between 1 and the value of CUCR2Dx and the counter value may not become 0000 0000_H. Therefore, do not set these registers to 0000 0000_H in such cases.

An interrupt can be issued to CPU by compare match B detection. Subblocks 0, 2, 4, 6, and 9 can issue AD start triggers.

When the range compare function is enabled (RCR2Dx is not 0), the TCNT2Dx value at the compare match timing is stored in OCR2Dxy.

This register is initialized to FFFF FFFF_H by a reset.

22.7.2.24 RCR2Dx — Range Comparison Value Setting Register 2Dx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9)

Access: 8-bit accessible

Address: FFE6 1134_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	RC2D[4:0]				
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

The range comparison value setting register 2Dx (RCR2Dx) is a 5-bit readable/writable register.

According to the setting of this register, if the TCNT2Dx value is within the range of $OCR2Dxy \leq TCNT2Dx \leq (OCR2Dxy + \text{the value of the range specified by RCR2Dx})$ when writing to OCR2Dxy, a compare match B between OCR2Dxy and TCNT2Dx is generated. RCR2Dx is initialized to 00_H by a reset.

This function is enabled when RCR2Dx is set to a value other than 00_H, and is judged only when a value is written to OCR2Dxy.

When setting the TCNT2Dx clear 2Dx bit (CLR2Dx) to 1, set RCR2Dx to 00_H.

The following table shows ranges that can be set as range compare values (power of 2 (excluded only when RCR2Dx = 0)).

RCR2Dx[4:0]	Selectable Range	Note
00000	None	Range compare is invalid (Initial value)
00001	2^1-1	—
00010	2^2-1	—
00011	2^3-1	—
00100	2^4-1	—
00101	2^5-1	—
00110	2^6-1	—
00111	2^7-1	—
01000	2^8-1	—
01001	2^9-1	—
01010	$2^{10}-1$	—
01011	$2^{11}-1$	—
01100	$2^{12}-1$	—
01101	$2^{13}-1$	—
01110	$2^{14}-1$	—
01111	$2^{15}-1$	—
10000	$2^{16}-1$	—
10001	$2^{17}-1$	—
10010	$2^{18}-1$	—
10011	$2^{19}-1$	—
10100	$2^{20}-1$	—
10101	$2^{21}-1$	—
10110	$2^{22}-1$	—
10111	$2^{23}-1$	—
11000	$2^{24}-1$	—
11001	$2^{25}-1$	—
11010	$2^{26}-1$	—
11011	$2^{27}-1$	—
11100	$2^{28}-1$	—
11101	$2^{29}-1$	—
11110	$2^{30}-1$	—
11111	$2^{31}-1$	—

22.7.2.25 ICR1Dxy — Input capture register 1Dxy

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: $\text{FFE6 } 1150_{\text{H}} + (100_{\text{H}} * x) + (20_{\text{H}} * y)$

Value after reset: $0000\ 0000_{\text{H}}$

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IC1D[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IC1D[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

The input capture register 1Dxy (IC1Dxy) is a 32-bit read-only register, and its initial value is $0000\ 0000_{\text{H}}$. This register captures the counter value of TCNT1Dx into ICR1Dxy triggered by compare match B.

When ICR1Dxy is reset, it is initialized to $0000\ 0000_{\text{H}}$.

22.7.2.26 ICR2Dxy — Input capture register 2Dxy

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: $\text{FFE6 } 1154_{\text{H}} + (100_{\text{H}} * x) + (20_{\text{H}} * y)$

Value after reset: $0000\ 0000_{\text{H}}$

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IC2D[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IC2D[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

The input capture register 2Dxy (ICR2Dxy) is a 32-bit read-only register, and its initial value is $0000\ 0000_{\text{H}}$. This register captures the counter value of TCNT2Dx in ICR2Dxy triggered by compare match A.

When ICR2Dxy is reset, it is initialized to $0000\ 0000_{\text{H}}$.

22.7.2.27 DCNTDxy — Timer Down Counters Dxy

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks D0 to D9, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 1158_H + (100_H * x) + (20_H * y)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CNTD[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNTD[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Timer down counters Dxy (DCNTDxy) are 32-bit readable/writable registers driven by the clock selected in the DCSELDx[2:0] bits in timer control register Dx (TCRDx).

DCNTDxy is controlled by the down counter control register Dx (DCRDx). Down-counting is started when compare match A, compare match B, compare match A or B, or compare match A and B is detected or when the DSTDxy bit in the DSTRDx register is set to 1. While the down counter is enabled, it is decremented every input of the down counter clock. Counting can be stopped by an underflow of DCNTDxy, detection of compare match B, or detection of compare match A or B. When the decrementing is stopped by an underflow, a down counter underflow interrupt request and a DMA transfer request can be issued.

Decrementation is enabled; on the first edge of the PCLK (the same as compare match A) after the values in TCNT1Dx and OCRDxy match; on the first edge of the PCLK (the same as compare match B) after the values in TCNT2Dx and OCR2Dxy match; on the first edge of the PCLK after the DSTDxy bit is set to 1. Decrementation is enabled until DCNTDxy underflows or until the first edge of the PCLK (the same as compare match A) after the values in TCNT1Dx and OCR2Dxy or the first edge of the PCLK (the same as compare match B) after the values in TCNT2Dx and OCR2Dxy match. The down counter is decremented every input of the down counter clock while it is enabled.

Once DCNTDxy is enabled, it remains enabled until DCNTDxy underflow, compare match B, or compare match A or B (if selected as a count stop trigger) is detected. While it is enabled, another counter starting trigger or writing 1 to DSTDxy bit has no effect on the enabled state of the counter.

When compare match B or compare match A or B (if selected as a count stop trigger) is detected, the counter is stopped on the first edge of the down counter clock and then cleared to 0000 0000_H. If a down count start trigger (compare match A or writing 1 to DSTDxy) and a down count stop trigger (compare match B) are detected at the same time, the count stop trigger takes priority. The counter is not decremented and no signal on pin TODxyB is output. Moreover, When no down counter clock is input during the time between enabled state due to compare match A or writing 1 to DSTDxy and counter stop state due to compare match B, the counter stops without performing down-count. The counter stops counting down in the down-count stop state regardless of that the DCNTDxy value is 0000 0000_H.

A request to stop counting down is retained until the next input of the clock signal to drive counting. Accordingly, after a request to stop counting is issued, a trigger to start counting will not be accepted until the next input of the clock signal to drive counting.

If a value other than 0000 0000_H is set in DCNTD_{xy} after decrementation is terminated by underflow, the counter is not decremented until the counter stopping source is activated. When the DCNTD_{xy} value is 0000 0000_H and the down-count clock is not input at the beginning of down-counting, only flags in the down count status register 2D_x (DSR2D_x) are updated without performing down-counting. A count down stop interrupt (due to DCNTD_{xy} = 0000 0000_H) is generated at the next down-count clock. The down-count status flag D_{xy} (DSFD_{xy}) in the down count status register 1D_x (DSR1D_x) retains 1 until an interrupt occurs.

This is initialized to 0000 0000_H by a reset.

22.7.3 Operation Description

Timer D consists of 10 subblocks. Each block has two range compare setting registers (RCR1D_x and RCR2D_x), two 32-bit timer counters 1D_x, 2D_x (TCNT1D_x and TCNT2D_x), one timer offset base register D_x (OSBRD_x), one output value register (ODRD_x), one output setting register (OSELRD_x), and four channels described below.

Each channel consists of the output compare register 1D_{xy} (OCR1D_{xy}) to which TCNT1D_x is compared, the output compare register 2D_{xy} (OCR2D_{xy}) to which TCNT2D_x is compared, one timer down counter D_{xy} (DCNTD_{xy}), two upper-limit setting registers D_{xy} (CUCR1D_x, CUCR2D_x) for two counters, and two input capture registers (ICR1D_{xy} and ICR2D_{xy}).

One-shot pulse can be output from timer D. By using compare match A, compare match B, compare match A or B, (or compare match A and B) as a start trigger of a down-counter, one-shot pulse with an offset can also be output.

Setting the TDE bit in ATUENR and bit STRD_x in timer start register D (TSTRD) to 1 makes two timer counters 1D_x, 2D_x (TCNT1D_x and TCNT2D_x) in subblock D_x start operation. Also, this becomes a request for counting down by the down counter to start.

The down-counter is started by any of four sources; setting the DSTD_{xy} bit in the down count start register D_x (DSTRD_x) to 1, compare match A, compare match B, compare match A or B, and compare match A and B that are set by the TRGSEL_{Dxy} bit in the down counter control register D_x (DCRD_x). When any of these triggers occurs, DCNTD_{xy} driven by the down counter clock is started.

The down counter is stopped on an underflow of the down counter and compare match B or A or B selected by bit TRGSEL_{xy}. The down counter is stopped immediately after it underflows (the counter is to be decremented when the value is 0000 0000_H). It is stopped and cleared to 0000 0000_H on the first edge of the down counter clock after the trigger is detected.

For compare match A between TCNT1D_x and OCR1D_{xy} and compare match B between TCNT2D_x and OCR2D_{xy} are set to 1 on the first edge of the PCLK after the compare match. A compare match interrupt request is issued to CPU triggered by the compare match. According to the settings of range comparison value setting registers (RCR1D_x and RCR2D_x), a compare match A between OCR1D_{xy} and TCNT1D_x can be generated if the TCNT1D_x value is within the range of $OCR1D_{xy} \leq TCNT1D_x \leq (OCR1D_{xy} + \text{the value of the range specified by RCR1D}_x)$ when writing to OCR1D_{xy}, and a compare match B between OCR2D_{xy} and TCNT2D_x can be generated if the TCNT2D_x value is within the range of $OCR2D_{xy} \leq TCNT2D_x \leq (OCR2D_{xy} + \text{the value of the range specified by RCR2D}_x)$ when writing to OCR2D_{xy}.

Furthermore, the counter value of TCNT2D_x is captured into ICR2D_{xy} triggered by compare match A and the counter value of TCNT1D_x is captured into ICR1D_{xy} triggered by compare match B. The CMFAD_{xy} and CMFBD_{xy} bits in TSRD_x are set to 1 in synchronization with PCLK in the occurrence of compare match.

A signal on pin TOD_{xy}A is output when the output source selected in the OSSD_{xy} bit in timer I/O control register 1D_x (TIOR1D_x) is activated. For example, assume that compare match A is selected. A signal level set by the IOA_{xy} bit is output on pin TOD_{xy}A on the first edge of the PCLK after the compare match between TCNT1D_x and OCR1D_{xy}.

Output of the one-shot pulse is synchronized with the down counter clock in a way similar to the down counter operation. The four (five) counter starting sources are synchronized with the PCLK, a signal on pin TOD_{xy}B is output on the first edge of the down counter clock after the source is activated.

Underflow of the down counter, which is a counter stopping source, is synchronized with the down counter clock and compare match B and compare match A or B is synchronized with the PCLK. As to

negation timing, the TODxyB signal is negated in synchronization with underflow and on the first edge of the down counter clock after the compare match B or A or B.

Output Pin	Assertion Timing	Negation Timing	Initial Value
TODxyB	On the first edge of the down counter clock after the counter starting source is activated	On the first edge of the down counter clock after compare match or on DCNTDxy underflow	0 (inverted depending on TOCRDx)

Note: If an assertion and a negation occur simultaneously, the negation takes priority.

The initial values output on pins TODxyA and TODxyB are 0. However, the output level can be inverted by setting timer output control register Dx (TOCRDx). Setting bit TONEADx to 1 makes pin TODxyA in subblock Dn inverted and setting bit TONEBDx to 1 makes pin TODxyB in subblock Dx inverted. By setting the output select register Dx (OSELRDx), the value of the corresponding output value register Dx (ODRDx) can be output to pins (TODxyA and TODxyB).

To set the clocks for TCNT1Dx, TCNT2Dx, or DCNTDxy or values in registers such as DCNTDxy, OCR1Dxy, and OCR2Dxy while TCNT1Dx or TCNT2Dx is in operation, note that the value to be set may lead to malfunction. For example, while setting the compare match value, the counter value may exceed the value to be set.

Figure 22.46 shows an operation example of one-shot pulse output for channel 0 in subblock D0.

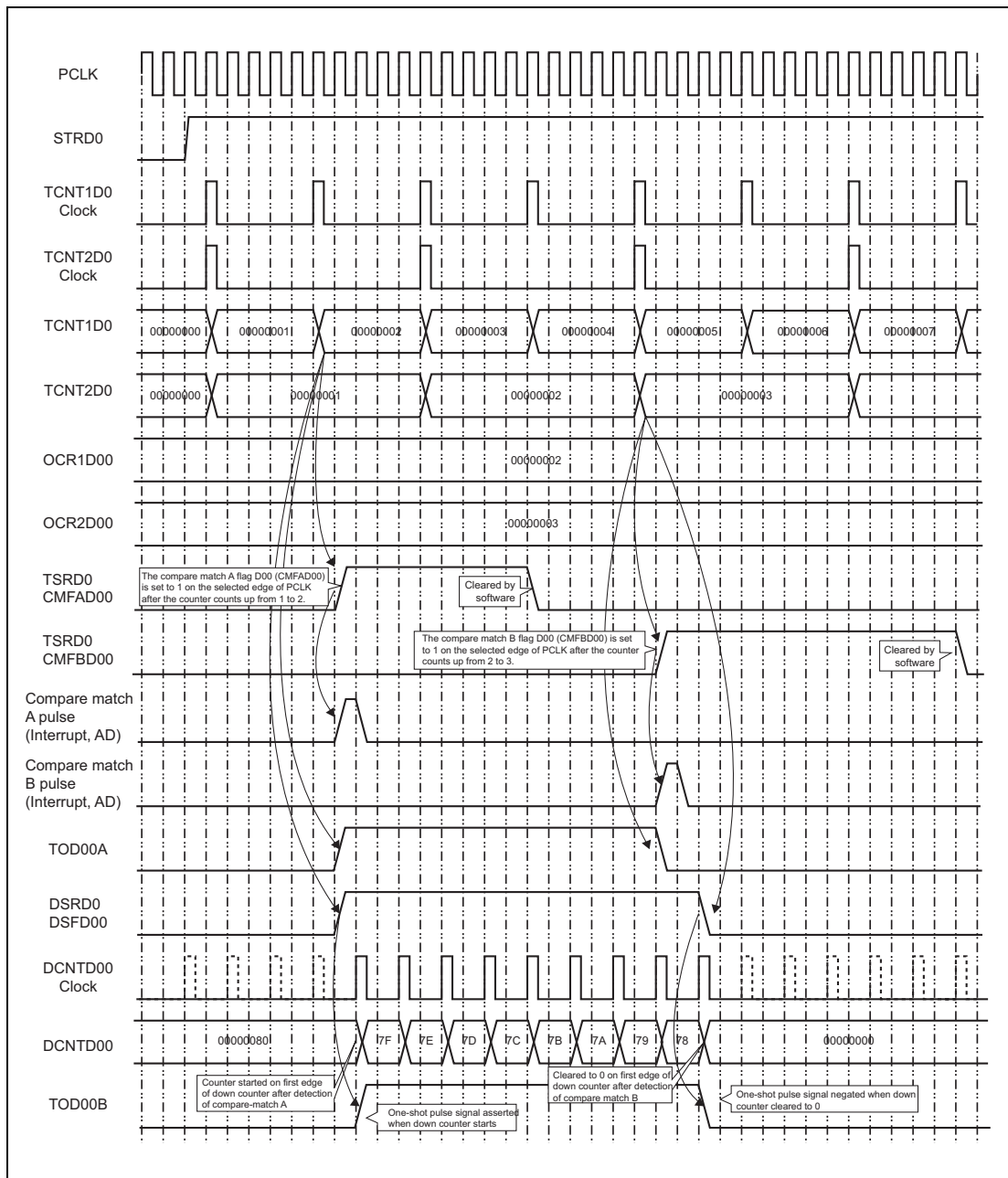


Figure 22.46 Operation Example of One-Shot Pulse Output (1) (Counting Started on Compare Match A and Stopped on Compare Match B)

Figure 22.46 shows operations of the down counter when the counter is started on compare match A and is stopped on compare match B. It also shows the assertion and negation of a one-shot pulse. Compare match A as the counter starting trigger and compare match B as the counter stopping trigger are set by the TRGSELD00 bits in DCRD0. Both matches are selected as the source of the output signal by the OSSD00 bits in TIOR1D0 and output levels are set by the IOAD00 and IOBD00 bits. A logical one for compare match A and a logical zero for compare match A are selected.

TCNT1D0 and TCNT2D0 are started for counting up on the first edge of the counter clock after the counter Dn start bit in timer start register D (TSTRD) is set to 1. If TCNT1D0 coincides with the output compare register (OCR1D00), compare match A occurs at the next PCLK cycle. At this time, the counter value of TCNT2Dx is captured in ICR2Dxy. In addition, a compare match interrupt request is issued to CPU triggered by compare match A. The compare match A flag D00 (CMFAD00) is set to 1.

At the same time, TOD00A outputs 1 and the down count status flag (DSFD00) is also set to 1, entering the down counter enabled state. This down count enabled state continues until detection of compare match B or under flow of DCNTD00. Input of the down counter clock during this state decrements DCNTD00. TOD00B outputs 1 from the time of the first down counter clock input.

If TCNT2D0 coincides with the output compare register (OCR2D00), compare match B occurs at the next PCLK cycle. At this time, the counter value of TCNT1Dx is captured into ICR1Dxy. In addition, a compare match interrupt request is issued to CPU triggered by compare match B. The compare match B flag D00 (CMFBD00) is set to 1. At this time, a level of 0 is output on pin TOD00A. The down counter is cleared and a one-shot pulse (TOD00B) is terminated.

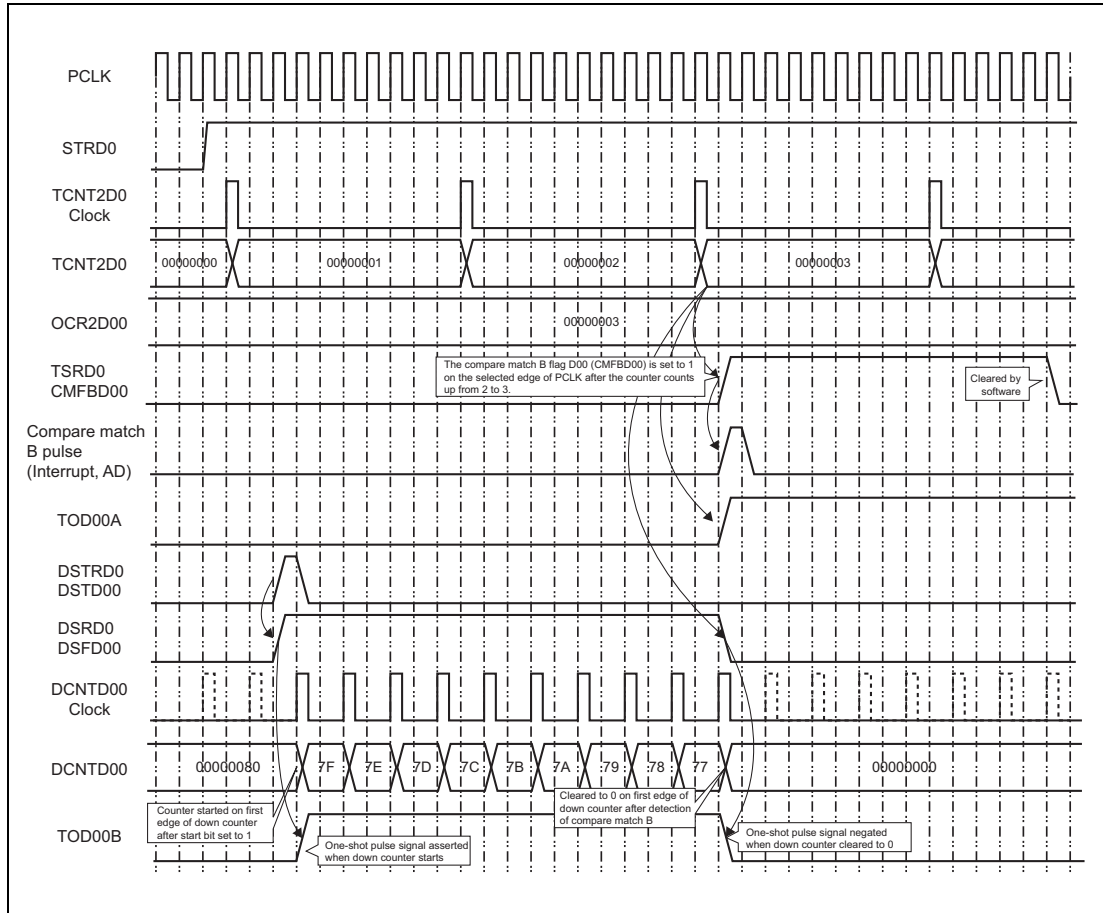


Figure 22.47 Operation Example of One-Shot Pulse Output (2) (Counting Started by Writing 1 to Counter Starting Bit and Stopped on Compare Match B)

Figure 22.47 shows an operation example when the down counter is started by writing 1 to the down counter starting bit. In this example, the counter starting trigger is not selected and compare match B is selected as the counter stopping trigger (TRGSEL00 in DCRD0). The source of the output signal is compare match B (OSSD00 in TIOR1D0) and logical one is output (IOBD00 in TIOR1D0).

Figure 22.48 shows an operation example of a one-shot pulse output for channel 0 in subblock D0. Setting the DSTD00 bit in the down counter starting register D0 (DSTRD0) sets the down counter status flag (DSFD00) to 1. This makes the down counter ready for counting down. DCNTD00 is started on the first edge of the down counter clock after DSFD00 is set to 1. At this time, a level of 1 is output on pin TOD00B.

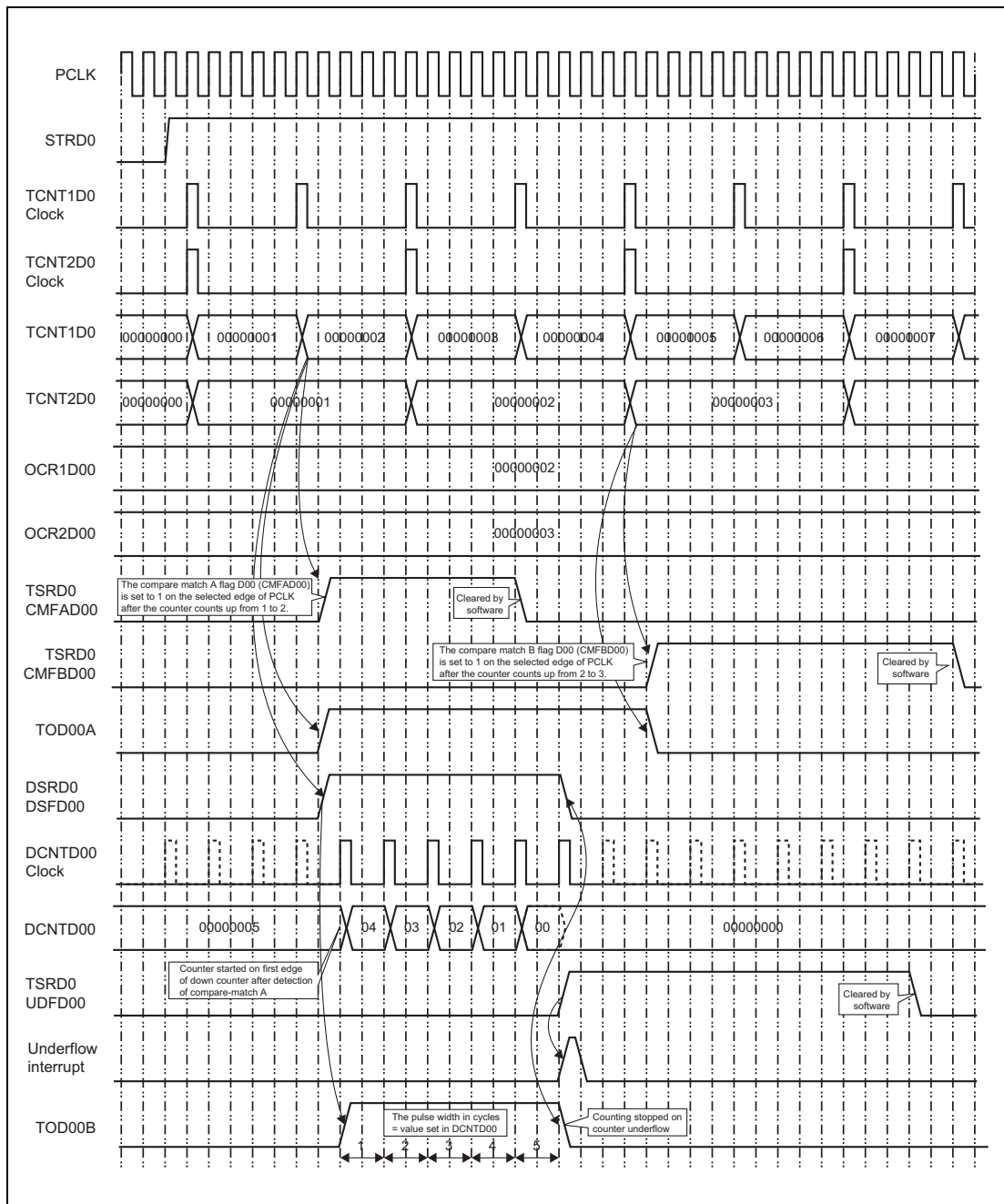


Figure 22.48 Operation Example of One-Shot Pulse Output (3) (Underflow Occurs)

Figure 22.48 shows an operation example when a one-shot pulse is terminated on underflow. In this example, compare match A as the counter starting trigger is selected and the counter stopping trigger is not selected (TRGSEL0 in DCRD0). Both compare matches A and B as the source of the output signal (OSSD0 in TIOR1D0) are selected. Output levels of 1 for compare match A (IOAD00) and 0 for compare match B (IOBD00) are selected.

Underflow is detected and the underflow flag D00 (UDFD00) in TSRD0 is set on the first edge of the down counter clock after the value in timer down counter Dxy (DCNTD00) is 000 000_H. At the same time, the one-shot pulse output is terminated. The width of the pulse output on pin TOD00B is equal to the value set in DCNTD00 before counting down.

Range Comparison Function

Figure 22.49 shows the operation of compare match occurrence using the range compare function according to the setting of the range comparison value setting register 1Dx (RCR1Dx).

If TCNT1Dx is larger than the output compare register 1Dxy (OCR1Dxy) value when writing to OCR1Dxy, a compare match A between OCR1Dxy and TCNT1Dx can be generated if the TCNT1Dx value is within the range of $OCR1Dxy \leq TCNT1Dx \leq (OCR1Dxy + \text{the value of the range specified by RCR1Dx})$.

At this time, the TCNT1Dx value is captured into OCR1Dxy.

The range comparison value setting register 2Dx (RCR2Dx) behaves similarly to TCNT2Dx.

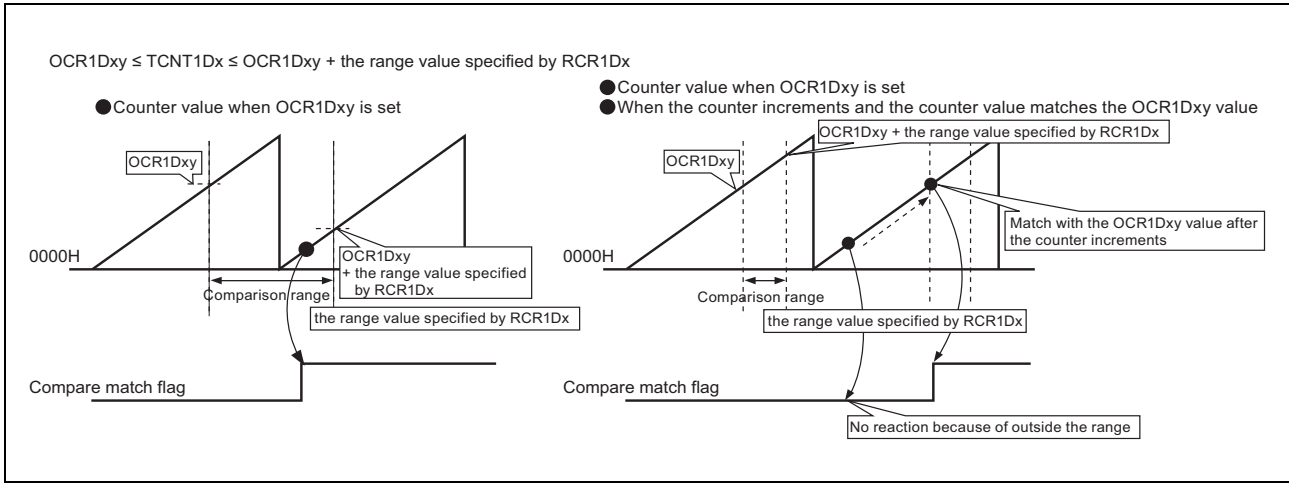


Figure 22.49 Operation of the Range Comparison Function

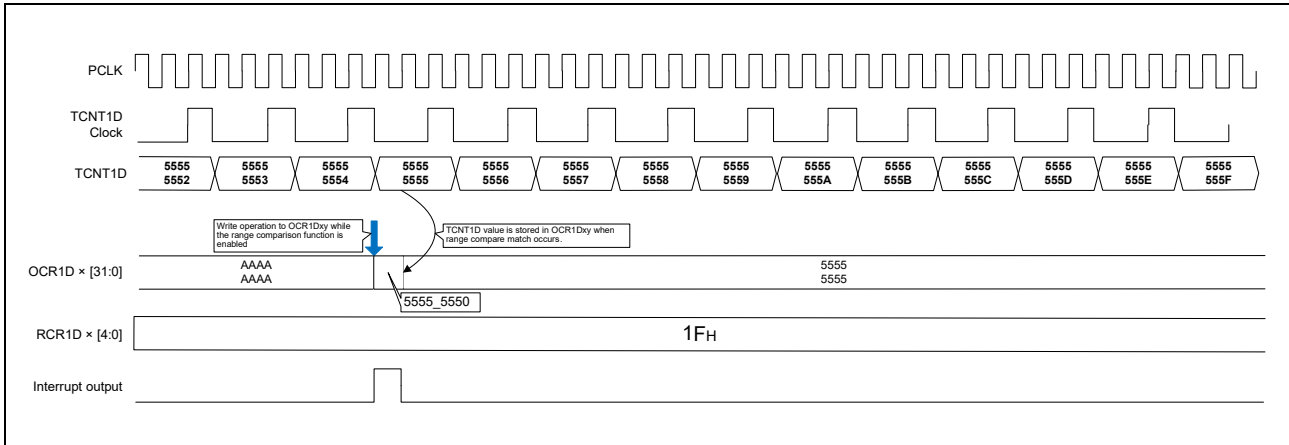


Figure 22.50 Range Compare Counter Value Capturing Operation

Counter Upper-Limit Setting Function

According to the setting for the counter upper-limit setting compare register 1Dx (CUCR1Dx), the upper-limit value of the timer counter 1Dx (TCNT1Dx) in each subblock can be modified to change the one-shot pulse cycle. To enable the counter upper-limit setting function, the CLR1Dx bit in the timer control register Dx (TCRDx) must be set to 1.

According to the setting for the counter upper-limit setting compare register 2Dx (CUCR2Dx), the upper-limit value of the timer counter 2Dx (TCNT2Dx) in each subblock can be modified to change the one-shot pulse cycle. To enable the counter upper-limit setting function, the CLR1Dx bit in the timer control register Dx (TCRDx) must be set to 1.

Figure 22.51 shows an example of operation when the counter upper-limit setting function in block D1 is enabled.

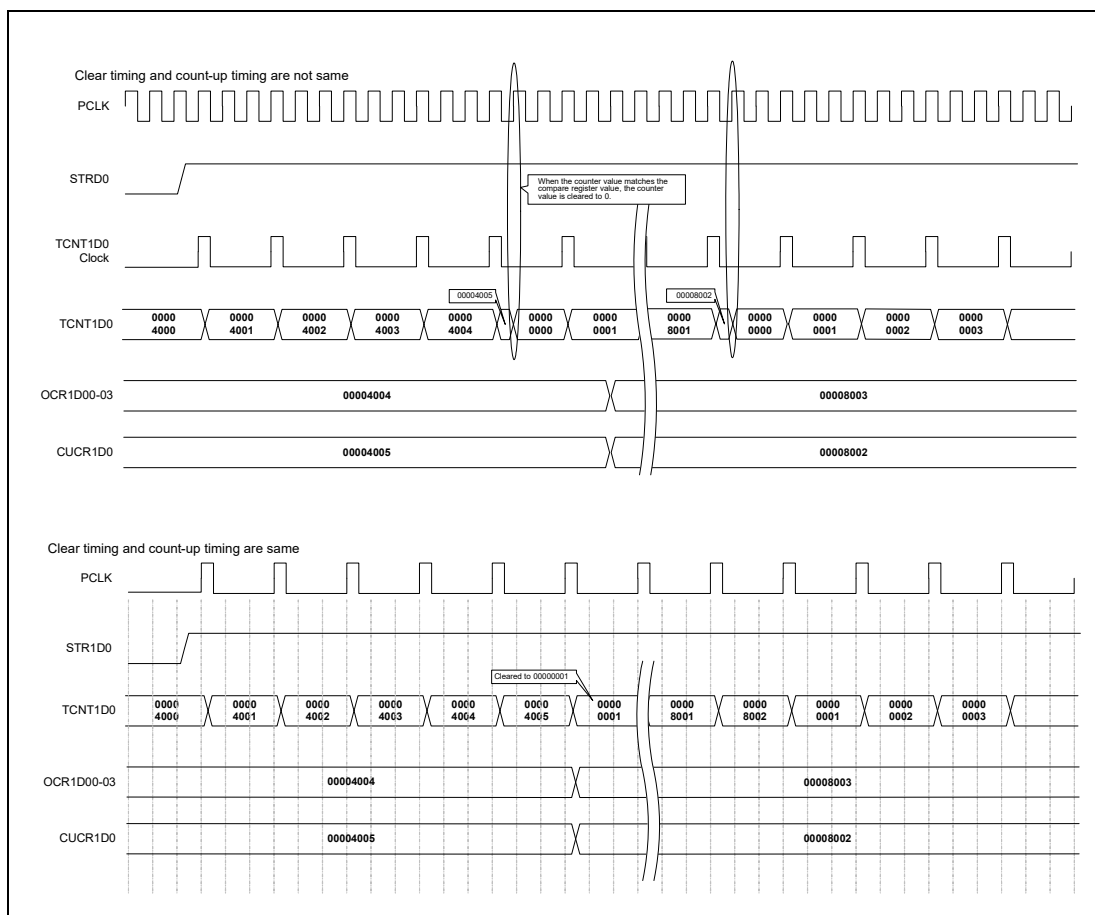


Figure 22.51 Operation of the Counter Upper-Limit Setting Function

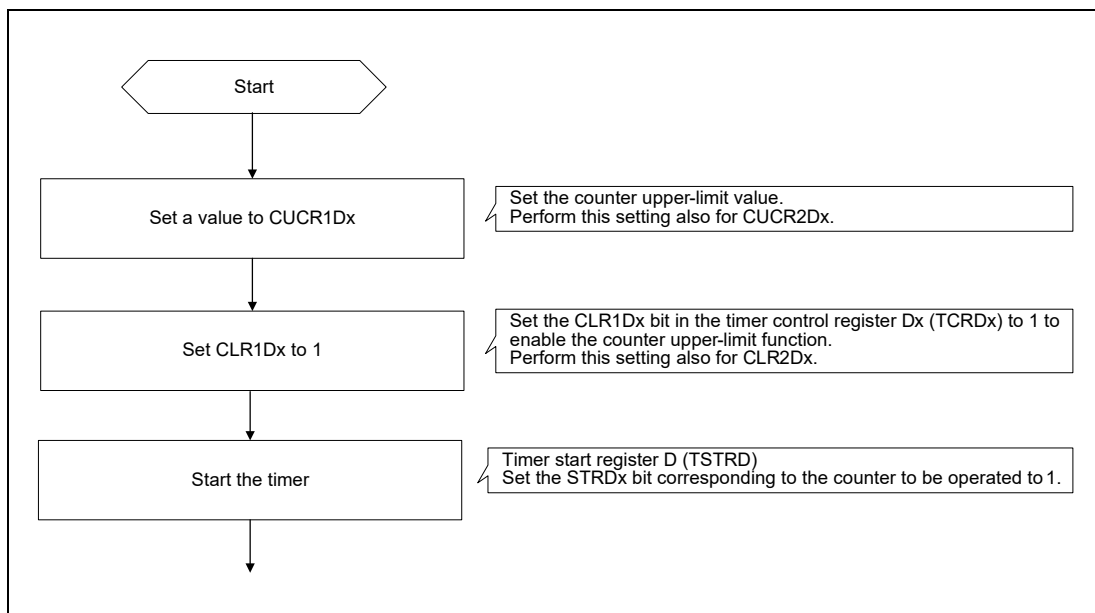


Figure 22.52 Counter Upper-Limit Function Setting Procedure

Capture function

The input capture registers 1Dxy (ICR1Dxy) and 2Dxy (ICR2Dxy) capture the values counted by timer counters 1Dx (TCNT1Dx) and 2Dx (TCNT2Dx) in response to the compare match B and compare match A triggers, respectively. Capture proceeds on the rising edges of the pulses produced by matches.

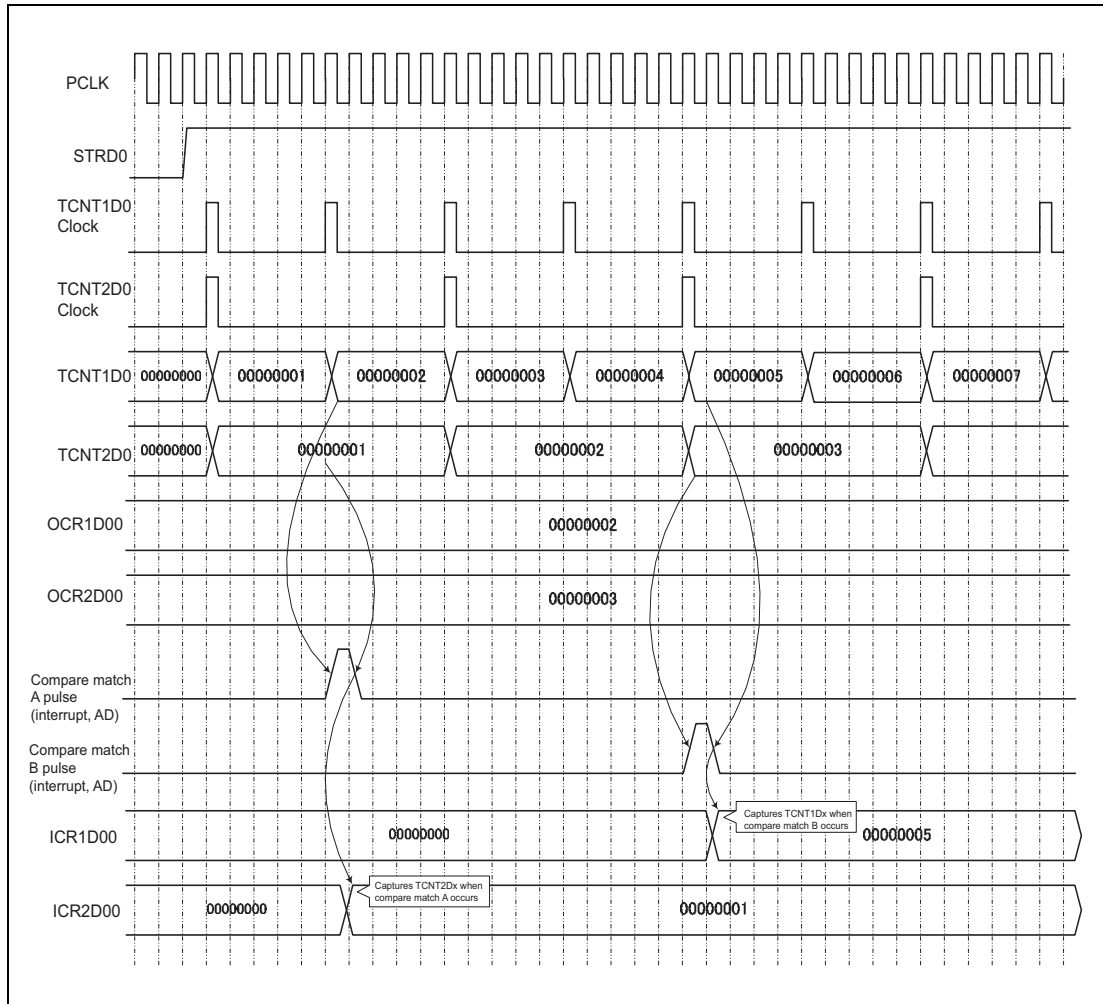


Figure 22.53 Capture Operation for Input Capture Registers 1Dxy and 2Dxy (ICR1Dxy, ICR2Dxy)

22.8 Timer E

22.8.1 Operation Overview

The timer E block is a PWM output timer that consists of seven timer E subblocks.

Timer E subblocks realize the following features:

- Output of waveform with a duty cycle of 0 to 100% by setting cycle-setting register and duty cycle-setting register
- The values of the cycle-setting and duty-cycle-setting registers are updated every PWM cycle. The values in the cycle reload register and duty cycle reload register are reloaded as update data. The reloading function can be enabled and disabled.
- Writing 000 000_H to the 24 higher-order bits of the counter can forcibly end PWM cycle.
- The shutoff input pins (POEx) shut off the PWM output. (They can also be used as the timer F input pins.) This feature is supported by subblocks E0 to E5. Subblock E6 does not support this feature.
- On-state duty (active-high output) and off-state duty (active-low output) modes available
- Interrupt requests can be issued on cycle match (compare match between cycle setting register and timer counter), that is, interrupts are issued every cycle.
- Cycle matches of channel 0 can be used as DMAC activation interrupts.
- Compare matches of the duty cycle setting register generate interrupt requests periodically.

A timer E subblock Ex consists of 4 channels. Components of each channel include a 24-bit timer counter (TCNTExy), a 24-bit cycle-setting register (CYLRExy), a 24-bit duty-cycle-setting register (DTRExy), a 24-bit cycle reload register Exy (CRLDExy), a 24-bit duty-load register (DRLDExy), and a controller.

Subblocks E0 to E5 has a shutoff input pin (POEx), and each channel of each subblock has a PWM output pin (TOExy). (The initial value of TOExy: 0)

POEx can also be used as TIF0A to TIF2A and TIF0B to TIF2B of timer F. For timer E, signals of TIF0A to TIF2A and TIF0B to TIF2B that have been processed by a noise canceler are used, which means that their noise canceler feature can be used. To use the noise canceler for the shutoff input signal of the PWM output shutoff feature, the timer F noise canceler setting is necessary as well as the timer E setting. For more about the setting, see **Section 22.9, Timer F**.

Table 22.89 shows the correspondence between TIF0A/B to TIF2A/B and POEx.

Table 22.89 Correspondence Between Timer F Primary Inputs and Timer E Shutoff Inputs

Timer F Primary Inputs	Timer E Shutoff Inputs
TIF0A	POE0
TIF1A	POE1
TIF2A	POE2
TIF0B	POE3
TIF1B	POE4
TIF2B	POE5

Be noted that the timer F measurement signals become the shutoff input signals when TIF0A/B to TIF2A/B are used as POEx inputs and the corresponding timer F subblocks are operated simultaneously.

Figure 22.54 is a block diagram of timer E.

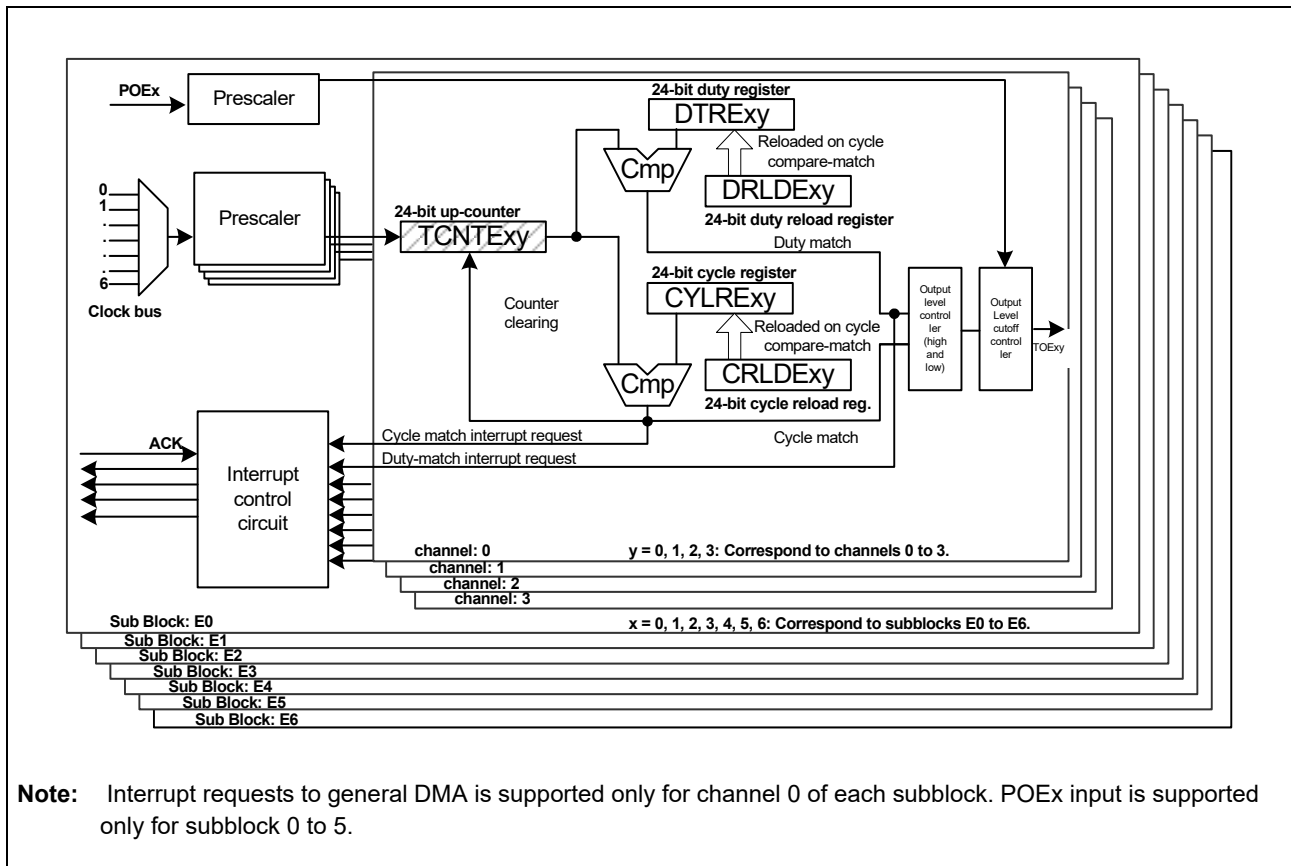


Figure 22.54 Block Diagram of Timer E

22.8.2 Registers Related to Timer E

22.8.2.1 TSTRE — Timer Start Register E

Access: 8-bit access is possible.

Address: FFE6 2000_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	STRE6	STRE5	STRE4	STRE3	STRE2	STRE1	STRE0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.90 TSTRE Register Contents

Bit Position	Bit Name	Function
7	—	Not used. This bit is always read as 0. This bit is read as 0. When writing, always write 0.
6	STRE6	Subblock E6 Start 0: Subblock E6 is disabled 1: Subblock E6 is enabled
5	STRE5	Subblock E5 Start 0: Subblock E5 is disabled 1: Subblock E5 is enabled
4	STRE4	Subblock E4 Start 0: Subblock E4 is disabled 1: Subblock E4 is enabled
3	STRE3	Subblock E3 Start 0: Subblock E3 is disabled 1: Subblock E3 is enabled
2	STRE2	Subblock E2 Start 0: Subblock E2 is disabled 1: Subblock E2 is enabled
1	STRE1	Subblock E1 Start 0: Subblock E1 is disabled 1: Subblock E1 is enabled
0	STRE0	Subblock E0 Start 0: Subblock E0 is disabled 1: Subblock E0 is enabled

TSTRE controls subblocks E0 to E6.

The timer E counters run when the timer E enable bit (TEE) in the ATU-IV master enable register (ATUENR), timer start register E (TSTRE), and subblock starting register E (SSTRE) must be set.

When this register is reset, it is initialized to 00_H.

CAUTION

To synchronize timer operation for all channels in the subblock, do not use the SSTREx register; instead, use the TSTRE register to enable or disable operation for each subblock.

22.8.2.2 SSTREx — Subblock Starting Registers Ex

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access is possible.

Address: FFE6 2100_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	SSTREx3	SSTREx2	SSTREx1	SSTREx0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.91 SSTREx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. These bits are always read as 0. These bits are read as 0. When writing, always write 0.
3	SSTREx3	Counter Ex3 Start 0: Counter of channel 3 in subblock Ex is disabled 1: Counter of channel 3 in subblock Ex is enabled
2	SSTREx2	Counter Ex2 Start 0: Counter of channel 2 in subblock Ex is disabled 1: Counter of channel 2 in subblock Ex is enabled
1	SSTREx1	Counter Ex1 Start 0: Counter of channel 1 in subblock Ex is disabled 1: Counter of channel 1 in subblock Ex is enabled
0	SSTREx0	Counter Ex0 Start 0: Counter of channel 0 in subblock Ex is disabled 1: Counter of channel 0 in subblock Ex is enabled

The subblock starting registers E0 to E6 (SSTRE0 to SSTRE6) are 8-bit readable/writable registers. These registers control stop/start of timer counters of 4 channels of each subblock. This control is effective only for subblocks enabled by the timer start register E (TSTRE).

When SSTRE0 to SSTRE6 are reset, they are initialized to 00_H.

(1) SSTRExy — Counter Exy Start bit

Enables and disables timer counter Exy (TCNTExy).

SSTRExy	Function
0	Counting of TCNTExy is disabled. (Initial value)
1	Counting of TCNTExy is enabled.

When this bit is cleared to 0, TCNTExy is disabled. TCNTExy retains the previous value while it is stopped. When this bit is set to 1 again, TCNTExy is resumed from the retained value.

Even if the counter Exy start bit is set to 1, counting does not start unless the master enable of timer Ex is set to 1 by the ATU-IV control register.

CAUTION

The prescalers run regardless of the counter Exy start bit and are not synchronized with the timing at which TCNTExy is started. Therefore, the time from when the counter Enm start bit is set to when TCNTExy is incremented for the first time is less than the cycle of the clock of TCNTE.

22.8.2.3 PSCREx — Prescaler Registers Ex

(x = 0, 1, 2, 3, 4, 5, 6: Correspond to subblocks E0 to E6.)

Access: 8-bit access is possible.

Address: FFE6 2104_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	PSCEx[2:0]		
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W

Table 22.92 PSCREx Register Contents

Bit Position	Bit Name	Function
7 to 3	—	Not used. Fix these bits to 0.
2 to 0	PSCEx[2:0]	Division Ratio These bits store the division ratio of the prescaler.

Prescaler registers Ex are 8-bit readable/writable registers.

Each subblock of timer E has one prescaler Ex that divides the frequency of the clock supplied via the clock bus. The register sets the division ratio of the prescaler Ex.

When the value in prescaler register Ex (PSCRE) is changed, the prescaler Ex updates the value on its underflow. Timer counter E (TCNTE_y) (y = 0 to 3) in the same block is driven by the clock output from prescaler Ex.

The settable value in prescaler register Ex (PSCRE) ranges from 0_H to 7_H. The division ratio is given below.

$$\text{Division ratio of prescaler} = \frac{1}{\text{PSCEx}[2:0] + 1} \quad (\text{Settable value: } 1/1 \text{ to } 1/8)$$

A duty cycle of 50% for the prescaler E output clock is not guaranteed. The high level width is equal to the cycle of the PCLK and a low level is output in the remaining cycle of the prescaler E output clock.

Prescaler Ex runs when the TEE bit in the ATU-IV master enable register (ATUENR) and the subblock Ex start bit (STRE_x) in timer start register E (TSTRE) are both set to 1.

22.8.2.4 PSCCRExy — Prescaler Channel Registers Exy

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access is possible.

Address: FFE6 2118_H + (100_H * x) + y

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	PSCCRExy[7:0]							
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.93 PSCCRExy Register Contents

Bit Position	Bit Name	Function
7 to 0	PSCCRExy[7:0]	Division Ratio These bits store the division ratio of the prescaler.

Prescaler channel registers Exy are 8-bit readable/writable registers.

Each channel of timer E has one prescaler Exy that divides the frequency of the clock supplied via the clock bus. The register sets the division ratio of the prescaler Exy.

When the value in prescaler channel register Exy is changed, the prescaler Exy updates the value on its underflow. Timer counter E (TCNTExy) (y = 0 to 3) in the same channel is driven by the clock output from prescaler Exy.

The settable value in prescaler channel register Exy ranges from 00_H to FF_H. The division ratio is given below.

$$\text{Division ratio of prescaler} = \frac{1}{\text{PSCCRExy}[7:0] + 1} \quad (\text{Settable value: } 1/1 \text{ to } 1/256)$$

A duty cycle of 50% for the prescaler Exy output clock is not guaranteed. The high level width is equal to the cycle of the PCLK and a low level is output in the remaining cycle of the prescaler E output clock.

Prescaler Exy runs when the TEE bit in the ATU-IV timer enable register (ATUENR) and the subblock Ex start bit (STREx) in timer start register Ex (TSTRE) are both set to 1. The setting of the counter Exy start bit (SSTRExy) in the subblock start register Ex (SSTREx) does not affect operation of the prescaler Exy.

22.8.2.5 TCREx — Timer Control Register Ex

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access is possible.

Address: FFE6 2108_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	PSCSEL	—	—	—	—	CKSELEX[2:0]		
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R/W	R/W	R/W

Table 22.94 TCREx Register Contents

Bit Position	Bit Name	Function
7	PSCSEL	Prescaler Select 0: These bits select the prescaler registers Ex (PSCREx: 3-bit settings for subblock units). 1: These bits select the prescaler channel registers Exy (PSCRExy: 8 bit settings for channel units).
6 to 3	—	Not used. These bits are always read as 0. When writing, always write 0.
2 to 0	CKSELEX[2:0]	TCNTExy Clock Select These bits select the counter clock of prescaler E from clock-bus lines 0 to 6.

Timer control registers Ex (TCREx) are 8-bit readable/writable registers that select the counter clock of prescaler E from clock-bus lines 0 to 6. 16-bit timer counter Exy (TCNTExy) is driven by the clock output from prescaler E.

(1) PSCSEL — Prescaler Select

The prescaler can be selected in subblock units or in channel units.

This selection makes a difference in the range of division ratios that can be selected for the prescaler.

(2) CKSELEX[2:0] — Subblock Ex Clock Select

The subblock Ex clock select (CKSELEX) selects the count source of the prescaler of subblock Ex.

CKSELEX				
[2]	[1]	[0]	Function	
0	0	0	Clock-bus line 0 is selected as counter clock of prescaler E	(Initial value)
0	0	1	Clock-bus line 1 is selected as counter clock of prescaler E	
0	1	0	Clock-bus line 2 is selected as counter clock of prescaler E	
0	1	1	Clock-bus line 3 is selected as counter clock of prescaler E	
1	0	0	Clock-bus line 4 is selected as counter clock of prescaler E	
1	0	1	Clock-bus line 5 is selected as counter clock of prescaler E	
1	1	0	Clock-bus line 6 is selected as counter clock of prescaler E.	
1	1	1	Reserved	

22.8.2.6 RLDCREx — Reload Control Registers Ex

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access is possible.

Address: FFE6 210A_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	RLDENEx3	RLDENEx2	RLDENEx1	RLDENEx0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.95 RLDCREx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. These bits are always read as 0. When writing, always write 0.
3 to 0	RLDENEx3 to RLDENEx0	Reload Enable Ex3-Ex0 0: Reload function on cycle match is disabled 1: Reload function on cycle match is enabled

Reload control registers Ex (RLDCREx) are 8-bit readable/writable registers. RLDENExy enables and disables the reload function.

When RLDCREx is reset, it is initialized to 00_H.

(1) RLDENExy — Reload Enable Exy

If the reload feature is enabled by setting this bit to 1, the value of the cycle reload register Exy (CRLDExy) is set to the cycle-setting register, and the value of the duty reload register Exy (DRLDExy) is set to the duty cycle setting register at the time of cycle matches of the timer counter Exy (TCNTExy) and the cycle-setting register Exy (CYLREx).

22.8.2.7 POECREx — Output Shutoff Control Register Ex

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 16-bit access is supported. 8-bit access is prohibited.

Address: FFE6 210C_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	POECCRKEY[7:0]							—	—	—	POEPOL _x	POEEN _{x3}	POEEN _{x2}	POEEN _{x1}	POEEN _{x0}	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	(W)*1	(W)*1	(W)*1	(W)*1	(W)*1	(W)*1	(W)*1	(W)*1	R	R	R	R/W	R/W	R/W	R/W	R/W

Note 1. Values written to the write key code are not retained.

Table 22.96 POECREx Register Contents

Bit Position	Bit Name	Function
15 to 8	POECCRKEY[7:0]	Write Key Code 9C _H : Values of POEEN _{xy} and POEPOL _x can be changed. Other than 9C _H : Values of POEEN _{xy} and POEPOL _x cannot be changed.
7 to 5	—	Not used. These bits are always read as 0. When writing, always write 0.
4	POEPOL _x	Shutoff Input Active Level Selection 0: Shutoff input is L active. 1: Shutoff input is H active.
3	POEEN _{x3}	Output Shutoff Enable/Disable 0: Output shutoff is disabled. 1: Output shutoff is enabled.
2	POEEN _{x2}	
1	POEEN _{x1}	
0	POEEN _{x0}	

Output shutoff register Ex (POECREx) is a 16-bit readable/writable register. To write a value to this register, the data to be written must be provided and the write key code must be set in bits 15-8. This feature is not supported for subblock 6 because there is no POE6 input. Do not enable the output shutoff enable/disable bits (POEEN60 to POEEN63) for POECRE6.

POECREx is initialized to 0000_H by a reset.

(1) POECCRKEY — Write Key Code

This code controls the write permission for bits POEEN_{xy} (y = 0 to 3) and POEPOL_x. Setting is required to bits 15-8 as well as the data to be written to bits POEEN_{xy} (y = 0 to 3) and POEPOL_x. Data written to these bits is not retained; Value 00_H is always returned when being read.

(2) POEPOL_x — Shutoff Input Active Level Selection

Controls the active level of the shutoff input (POEx). The setting of this bit applies to all channels of the subblock.

(3) POEEN_{xy} — Output Shutoff Enable/Disable

Controls disable/enable of the output shutoff feature. This bit can be set for each channel.

For details of the output shutoff feature, see **Figure 22.58** in **Section 22.8.3, Operation Description**

22.8.2.8 SOLVLE_x — Output Shutoff Level Setting Register Ex

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6)

Access: 8-bit access is possible.

Address: FFE6 210E_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	PWMSLV _{x3}	PWMSLV _{x2}	PWMSLV _{x1}	PWMSLV _{x0}
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.97 SOLVLE_x Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. These bits are always read as 0. When writing, always write 0.
3	PWMSLV _{x3}	Output Level H/L Selection
2	PWMSLV _{x2}	0: L level is output to TOEx when output is shutoff. 1: H level is output to TOEx when output is shutoff.
1	PWMSLV _{x1}	
0	PWMSLV _{x0}	

The output shutoff level setting register Ex (SOLVLE_x) is an 8-bit readable/writable register. When SOLVLE_x is reset, it is initialized to 00_H.

(1) PWMSLV_{xy} — Output Level H/L Selection

This bit specifies the output level of TOEx_y in the output shutoff state.

22.8.2.9 TSREx — Timer Status Registers Ex

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access and 16-bit access are possible.

Address: FFE6 2110_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	DMF Ex3	DMF Ex2	DMF Ex1	DMF Ex0	OVF Ex3	OVF Ex2	OVF Ex1	OVF Ex0	CMF Ex3	CMF Ex2	CMF Ex1	CMF Ex0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.98 TSREx Register Contents

Bit Position	Bit Name	Function
15 to 12	—	Not used. These bits are always read as 0. When writing, always write 0.
11 to 8	DMFEx3- DMFEx0	Duty Match Flags Ex3-Ex0 0: No duty match has occurred. 1: A Duty match has occurred.
7 to 4	OVFEx3- OVFEx0	Overflow Flags Ex3-Ex0 0: Counter E has not overflowed 1: Counter E has overflowed
3 to 0	CMFEx3- CMFEx0	Cycle Match Flags Ex3-Ex0 0: Cycle match has not occurred 1: Cycle match has occurred

The timer status register Ex (TSREx) is a 16-bit read-only register. In subblocks E0 to E6, these registers indicate occurrence of compare match (cycle match) of cycle-setting registers Exy (CYLRExy) and timer counters Exy (TCNTExy), compare match (duty match) of duty cycle setting registers Exy (DTRExy) and timer counters Exy (TCNTExy), and overflow of TCNTExy.

The overflow flag is the status flag for indicating the occurrence of overflow. It does not generate interrupts. The cycle match flag and the duty match flag are status flags for requesting interrupts. Interrupts can be issued by setting the corresponding bits of the TIEREx register. Setting the corresponding flags issues interrupt requests. To cancel an interrupt request, clear this flag by the timer status clear register Ex (TSCREx). Setting a bit of the timer status clear register Ex (TSCREx) clears the corresponding flag. Cycle matches of channel 0 can issue transfer requests to DMAC. DMA transfer requests are issued upon cycle matches regardless of the setting of this bit. Only one cycle of PCLK is generated for this request for DMA transfer when the rising edge of the cycle-match signal for channel 0 is detected.

When TSREx is reset, it is initialized to 0000_H.

(1) DMFExy — Duty Match Flag Exy

DMFExy	Function
0	[Clearing condition] When 1 is written to the DMFCExy bit of the timer status clear register Ex (TSCREx). (Initial value)
1	[Setting condition] When the counter clock is input in the condition where the timer counter Exy (TCNTExy) value coincides with the duty cycle setting register Exy (DTRExy) value.

This flag cannot be set to 1 or 0 by software. The next duty match can be processed even if DMFExy is 1 (even if the flag is not cleared). 1 is overwritten to these bits.

(2) CMFExy — Cycle Match Flag Exy

CMFExy	Function
0	[Clearing conditions] When 1 is written to the CMFCExy bit of the timer status clear register Ex (TSCREx). (Initial value)
1	[Setting condition] When timer counter Exy (TCNTExy) is incremented while it is the same value as cycle setting register Exy (CYLRExy)

These bits cannot be set to 1 or 0 by software. Even if these bits are 1, meaning that the flag has not been cleared, the next cycle match and DMA transfer request can be input. In this case, 1 is rewritten to these bits.

(3) OVFExy — Overflow Flag Exy

OVFExy	Function
0	[Clearing condition] When 1 is written to the OVFEExy bit of the timer status clear register Ex (TSCREx). (Initial value)
1	[Setting condition] When the 24 higher-order bits of the timer counter Exy (TCNTExy) value changes from FFF FFF _H to 000 000 _H

These bits are set to 1 when timer counter Exy (TCNTExy) overflows. This flag cannot be set to 1 or 0 by software.

Overflow occurs when the 24 higher-order bits of the timer counter Exy is incremented while it is FFF FFF_H. Writing 000 000_H to the 24 higher-order bits of the timer counter Exy has no effect on these bits.

When writing a value to the 24 higher-order bits of the timer counter and incrementation occur simultaneously while the counter is FFF FFF_H, the overflow flag is set to 1 but the counter value is changed to the written value instead of 000000_H.

No interrupt corresponds to these flags. As to cycle match, since the 24 higher-order bits of the counter is cleared to 000 001_H, overflow will not occur. However, it may occur when the value in the cycle setting register is changed during counter in operation.

When overflow and cycle match occur simultaneously, overflow is not detected (the 24 higher-order bits of the counter is incremented while it is FFF FFF_H and the 24 higher-order bits of CYLRExy is FFF FFF_H). In this case, only the cycle match is handled. If the 24 higher-order bits of the counter value is 000 001_H and the reload function is enabled, cycle reload or duty-cycle reload is performed. The above operation applies for the case when an overflow and a duty match occur simultaneously since cycle match also occurs simultaneously when duty is 100%.

22.8.2.10 TSCREx — Timer Status Clear Register Ex

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access and 16-bit access are possible.
Value 0 cannot be written. The value is not retained when 1 is written. These bits are always read as 0.

Address: FFE6 2112_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	DMFC Ex3	DMFC Ex2	DMFC Ex1	DMFC Ex0	OVFC Ex3	OVFC Ex2	OVFC Ex1	OVFC Ex0	CMFC Ex3	CMFC Ex2	CMFC Ex1	CMFC Ex0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.99 TSCREx Register Contents

Bit Position	Bit Name	Function
15 to 12	—	Not used. These bits are always read as 0. When writing, always write 0.
11 to 8	DMFCExy	Duty Match Flag Clear Enable Exy 0: Disabled (Initial value) 1: Clears DMFCExy of timer status register Ex (TSREx) to 0.
7 to 4	OVFCExy	Overflow Flag Clear Enable Exy 0: Disabled (Initial value) 1: Clears OVFCExy of timer status register Ex (TSREx) to 0.
3 to 0	CMFCExy	Cycle Match Flag Clear Enable Exy 0: Disabled (Initial value) 1: Clears CMFCExy of timer status register Ex (TSREx) to 0.

The timer status clear register Ex (TSCREx) is a 16-bit readable/writable register. This register specifies flag clearing in the events of overflow of timer counters Exy (TCNTExy), cycle match of TCNTExy and cycle-setting registers Exy (CYLRExy), and duty match of TCNTExy and duty cycle setting registers Exy (DTRExy).

TSCREx is readable/writable in 16-bit units. Value 0 is always returned when being read.

When TSCREx is reset, it is initialized to 0000_H.

(1) DMFCExy — Duty Match Flag Clear Enable Exy

This flag specifies flag clearing at the time of duty match of TCNTExy and the duty cycle setting register Exy (DTRExy).

Setting this bit enables clearing of the duty match flag (DMFCExy) of the timer status register Ex (TSREx). This bit is always read as 0.

DMFCExy	Function
0	Disabled (Initial value)
1	Clears DMFCExy of timer status register Ex (TSREx) to 0.

(2) OVFCExy — Overflow Flag Clear Enable Exy

This bit specifies flag clearing at the time of overflow of the timer counter Exy (TCNTExy).

Setting this bit enables clearing of the overflow flag Exy (OVFCExy) of the timer status register Ex (TSREx). This bit is always read as 0.

OVFCExy	Function
0	Disabled (Initial value)
1	Clears OVFCExy of timer status register Ex (TSREx) to 0.

(3) CMFCExy — Cycle Match Flag Clear Enable Exy

This flag specifies flag clearing at the time of cycle match of TCNTExy and the cycle-setting register Exy (CYLRExy).

Setting this bit enables clearing of the cycle match flag Exy (CMFCExy) of the timer status register Ex (TSREx). This bit is always read as 0.

CMFCExy	Function
0	Disabled (Initial value)
1	Clears CMFCExy of timer status register Ex (TSREx) to 0.

22.8.2.11 TIEREx — Timer Interrupt Enable Registers Ex

(x = 0, 1, 2, 3, 4, 5, 6: Correspond to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3.)

Access: 8-bit access and 16-bit access are possible.

Address: FFE6 2116_H + (100_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	DME Ex3	DME Ex2	DME Ex1	DME Ex0	—	—	—	—	CME Ex3	CME Ex2	CME Ex1	CME Ex0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.100 TIEREx Register Contents

Bit Position	Bit Name	Function
15 to 12	—	Not used. These bits are always read as 0. When writing, always write 0.
11 to 8	DMEEEx3- DMEEEx0	Duty match interrupt enable Ex3-Ex0 Specifies enable/disable of interrupt requests issued by duty match flags DMFExy.
7 to 4	—	Not used. These bits are always read as 0. When writing, always write 0.
3 to 0	CMEEx3- CMEEx0	Cycle Match Interrupt Enable Ex3-Ex0 Specifies enable/disable of interrupt requests issued by cycle match flags CMFExy.

The timer interrupt enable register Ex (TIEREx) is a 16-bit readable/writable register. This register controls enable/disable of interrupts triggered by compare match (cycle match) of the cycle-setting register Exy (CYLRExy) and TCNTExy and compare match (duty match) of the duty cycle setting register Exy (DTRExy) and TCNTExy.

When TIEREx is reset, it is initialized to 0000_H.

(1) DMEEExy — Duty Match Interrupt Enable Exy

This flag specifies enable/disable of interrupt requests triggered by duty match of DTRExy.

Setting this bit enables interrupts issued by the duty match flag (DMFExy) of the timer status register Ex (TSREx).

DMEEExy	Function
0	Interrupts by DMFExy is disabled. (Initial value)
1	Interrupts by DMFExy is enabled.

(2) CMEExy — Cycle Match Interrupt Enable Exy

This flag specifies enable/disable of interrupt requests triggered by cycle matches of CYLExy.

A cycle match flag (CMFExy) of the timer status register (TSREx) can be output as an interrupt by setting this bit.

CMEExy	Function
0	Interrupts by CMFExy is disabled.(Initial value)
1	Interrupts by CMFExy is enabled.

CAUTION

Interrupt requests by cycle match (CMFExy) and duty match (DMFExy) of timer subblock Ex are issued as the logical sum of CMFExy and DMFExy. Whether the interrupt request is triggered by a cycle match or a duty match of the counter can be determined by referencing TSREx. Clear the corresponding interrupt request flag of TSREx when processing the interrupt. The interrupt request will be repeated if the flag is not cleared.

22.8.2.12 TOCREx — Timer Output Control Registers Ex

(x = 0, 1, 2, 3, 4, 5, 6: Corresponding to subblocks E0 to E6, y = 0, 1, 2, 3: Corresponding to channels 0 to 3)

Access: 8-bit access is possible.

Address: FFE6 2114_H + (100_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	TONEEx3	TONEEx2	TONEEx1	TONEEx0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.101 TOCREx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. These bits are always read as 0. When writing, always write 0.
3 to 0	TONEExy	TOExy Output Inversion Select Inversion setting of the TOExy output signal (on-state duty/off-state duty selection)

Timer output control registers Ex (TOCRE0 to TOCRE6) are 8-bit readable/writable registers that select whether or not a signal on the output pin TOExy in each subblock Ex is inverted.

When this register is reset, it is initialized to 00_H.

(1) TONEExy — TOExy Output Inversion Select

These bits select whether or not a signal on the PWM output pin (TOE) is inverted.

TONEExy	function
0	Normal output from the output pin (TOExy) (Initial value)
1	Inverted output from the output pin (TOExy)

The output signal is inverted on the first edge of the PCLK after duty modes are switched by the timer output control register. The operating state of the timer counter Exy (TCNTExy) has no effect on the mode switching.

The initial level on the PWM output pin is low (TONEExy = 0).

22.8.2.13 TCNTExy — Timer Counters Exy

(x = 0, 1, 2, 3, 4, 5, 6: Correspond to subblocks E0 to E6. y = 0, 1, 2, 3: Correspond to channels 0 to 3.)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 2124_H + (100_H * x) + (20_H * y)

Value after reset: 0000 0100_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TCNTExy															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCNTExy								—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Timer counters Exy (TCNTExy) are 24-bit readable/writable registers allocated in channel y of subblock Ex. When the 8 lower-order bits are read, 0 is always read. When writing to these bits, always write 0. These registers are started by setting the TEE bit in the ATU-IV master enable register (ATUENR), the subblock Ex start bit (STREx) in the timer start register E (TSTRE), and the counter Exy start bit (SSTREx) in subblock starting register Ex (SSTREx).

The counter clock is selected by the TCNTEx clock select bits (CKSELEx[2:0]) in timer control register x (TCREx), and 2nd prescaler register Ex (PSCREx) of timer E.

The 24 higher-order bits of these counters are initialized to 000 001_H on cycle match with cycle setting register Exy (CYLREx). For example, when the value of the 24 higher-order bits in the cycle setting register is N and the 24 higher-order bits of the counter value is to be incremented from N to N + 1, the counter value is changed to 1. This enables counting from 1 to N and PWM pulses with the cycle time of N is produced.

The 24 higher-order bits of these counters can count from 000 001_H to FFF FFF_H (when the value of the 24 higher-order bits of the cycle setting register is FFF FFF_H).

When writing 000 000_H to the 24 higher-order bits of these counters, a PWM cycle is terminated and a new PWM cycle is started in the next clock cycle. While the 24 higher-order bits of the counter value holds 000 000_H, the PWM output retains the previous value and outputs a level of 1 at the beginning of the new cycle. When the PWM cycle is terminated before duty cycle match, the duty cycle for that PWM cycle is 100% (1 is always output), that is, a level of 0 will not be output between PWM cycles. For details on writing 000 000_H to the 24 higher-order bits of these counters, see **Figure 22.56** and **Figure 22.57**.

When TCNTExy or CYLREx is rewritten during the counter in operation, a cycle match may not occur even if the value of the 24 higher-order bits of the counter reaches FFF FFF_H. In this case, the 24 higher-order bits of the counter value is changed from FFF FFF_H to 000000_H in the next counter clock cycle. A PWM cycle is terminated in a way similar to writing 000000_H. The counter value is incremented to 000 001_H and a new PWM cycle is started.

When the reload function is enabled, reloading of the cycle or duty cycle is also performed.

When the 24 higher-order bits of TCNTExy is reset, it is initialized to 000 001_H.

22.8.2.14 CYLRExy — Cycle-Setting Registers Exy

(x = 0, 1, 2, 3, 4, 5, 6: Correspond to subblocks E0 to E6. y = 0, 1, 2, 3: Correspond to channels 0 to 3.)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 2128_H + (100_H * x) + (20_H * y)

Value after reset: FFFF FF00_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CYLRExy															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CYLRExy								—	—	—	—	—	—	—	—
Value after reset	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

CYLRExy are 32-bit readable/writable registers that store the cycle of PWM. The settable value of the 24 higher-order bits ranges from 000 001_H to FFF FFF_H.

When the 8 lower-order bits are read, 0 is always read. When writing to these bits, always write 0.

The value in CYLRENm is constantly compared with the value in the timer counter Exy (TCNTExy). When they match, the 24 higher-order bits of TCNTExy is cleared to 000 001_H. When the RLDENxy bit in the reload control register Ex (RLDCREx) is set to 1, the values in the cycle reload register Exy (CRLDExy) and duty cycle reload register Exy (DRLDExy) are transferred to cycle-setting register Exy (CYLRExy) and duty cycle setting register Exy (DTRExy). Writing 000 000_H to the 24 higher-order bits of TCNTExy can forcibly end PWM cycle and start the same reloading as above at the next clock cycle.

Interrupt request to CPU and transfer request to DMAC (only channel 0) can be made by a compare match (cycle match) of the cycle-setting register. Do not make, however, an interrupt request and a transfer request to DMAC simultaneously.

To rewrite to CYLRExy during TCNTExy in operation, note that the value to be set may lead to malfunction. When TCNTExy in operation is rewritten, a cycle match between TCNTExy and DTRExy may not be detected and TCNTExy continues to be incremented even if the counter value exceeds the value in CYLRExy. In this case, unwanted PWM waveforms are output.

When the 24 higher-order bits of CYLRExy is reset, it is initialized to FFF FFF_H.

22.8.2.15 DTRExy — Duty Cycle Setting Registers Exy

(x = 0, 1, 2, 3, 4, 5, 6: Correspond to subblocks E0 to E6. y = 0, 1, 2, 3: Correspond to channels 0 to 3.)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 212C_H + (100_H * x) + (20_H * y)

Value after reset: FFFF FF00_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTRExy															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTRExy								—	—	—	—	—	—	—	—
Value after reset	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

DTRExy are 32-bit readable/writable registers that store the duty cycle of PWM. The settable value of the 24 higher-order bits ranges from 000 000_H to FFF FFF_H.

When the 8 lower-order bits are read, 0 is always read. When writing to these bits, always write 0.

The value in DTRExy is constantly compared with the value in timer counter Exy (TCNTExy). When they match, the output level on the pin for the corresponding channel becomes 0. When the values in CYLRExy and TCNTExy match while the RLDENxy bit is set to 1, the value in DRLDExy is reloaded to DTRExy. Writing 000 000_H to the 24 higher-order bits of TCNTExy can forcibly end PWM cycle and start the same reloading as above at the next clock cycle.

Interrupt requests to CPU can be issued by compare match (duty matches) of the duty cycle setting register.

The settable value of the 24 higher-order bits in DTRExy ranges from 0 to the value in CYLRExy. When 0 is set, the duty cycle is 0% and the same value as CYLRExy is set, the duty cycle is 100%. DTRExy must be set to the value less than CYLRExy.

To rewrite to DTRExy during TCNTExy in operation, note that the value to be set may lead to malfunction. When TCNTExy in operation is rewritten, a duty cycle match may not be detected. In this case, unwanted PWM waveforms may be output.

When the 24 higher-order bits of DTRExy is reset, it is initialized to FFF FFF_H.

22.8.2.16 CRLDExy — Cycle Reload Registers Exy

(x = 0, 1, 2, 3, 4, 5, 6: Correspond to subblocks E0 to E6. y = 0, 1, 2, 3: Correspond to channels 0 to 3.)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 2130_H + (100_H * x) + (20_H * y)

Value after reset: FFFF FF00_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CRLDExy															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CRLDExy								—	—	—	—	—	—	—	—
Value after reset	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Cycle reload registers Exy (CRLDExy) are 32-bit readable/writable register, and the 24 higher-order bits in this register can be set to 000 001_H to FFF FFF_H as the cycle of PWM outputs.

When the 8 lower-order bits are read, 0 is always read. When writing to these bits, always write 0.

When the reload function is enabled, the value in this register is transferred to the cycle-setting register Exy (CYLRExy) on cycle match.

Writing 000 000_H to the 24 higher-order bits of TCNTExy can forcibly end PWM cycle and start the same reloading as above at the next clock cycle.

When the 24 higher-order bits of CRLDExy is reset, it is initialized to FFF FFF_H.

22.8.2.17 DRLDExy — Duty Cycle Reload Registers Exy

(x = 0, 1, 2, 3, 4, 5, 6: Correspond to subblocks E0 to E6. y = 0, 1, 2, 3: Correspond to channels 0 to 3.)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 2134_H (100_H * x) + (20_H * y)

Value after reset: FFFF FF00_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DRLDExy															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DRLDExy								—	—	—	—	—	—	—	—
Value after reset	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Duty cycle reload registers Exy (DRLDExy) are a 32-bit readable/writable register, and the 24 high-order bits in this register can be set to 000 000_H to FFF FFF_H as the duty cycle.

When the 8 lower-order bits are read, 0 is always read. When writing to these bits, always write 0.

When the reload function is enabled, the value in this register is transferred to the duty cycle-setting register Exy (DTRExy) on cycle match.

Writing 000 000_H to the 24 higher-order bits of TCNTExy can forcibly end PWM cycle and start the same reloading as above at the next clock cycle.

When the 24 higher-order bits of DRLDExy is reset, it is initialized to FFF FFF_H.

22.8.3 Operation Description

Timer E consists of 24-bit timer counter E_{xy} (TCNTE $_{xy}$), 24-bit cycle-setting register E_{xy} (CYLRE $_{xy}$), 24-bit duty cycle setting register E_{xy} (DTRE $_{xy}$), 24-bit cycle reload register E_{xy} (CRLDE $_{xy}$), and 24-bit duty cycle reload register E_{xy} (DRLDE $_{xy}$). Timer E can be used as a PWM timer.

TCNTE $_{xy}$ starts counting up when a channel is selected by subblock starting register E_x (SSTRE $_x$) after a subblock is selected by timer start register E (TSTRE). A logical zero level is output on pin TOE $_{xy}$ on the first edge of the counter clock after TCNTE $_{xy}$ matches duty cycle setting register E_{xy} (DTRE $_{xy}$), or a logical one level is output on pin TOE $_{xy}$ on the first edge the counter clock after TCNTE $_{xy}$ matches cycle setting register E_{xy} (CYLRE $_{xy}$). After a match with the cycle setting register, the 24 higher-order bits of the counter is set to 000 001 $_H$ on the next counter clock edge and starts counting up again.

Subsequently duty-cycle and cycle match are repeated, producing a PWM output on pin TOE $_{xy}$.

However, externally output level retains an initial value of 0 for one cycle which is from starting up the counter to the first cycle match.

The settable PWM cycle ranges from 000 001 $_H$ to FFF FFF $_H$. The settable duty cycle ranges from 0% to 100%. When the duty cycle setting register is set to 000 000 $_H$, the output level is 0 and remains unchanged (duty cycle = 0%). When the values in duty cycle setting register and cycle setting register are the same, the output level is 1 and remains unchanged (duty cycle = 100%). The value in duty cycle setting register must be equal to or less than the value in cycle setting register.

An interrupt request can be generated per cycle by a compare match (cycle match) of the cycle register. The cycle match of channel 0 can be used as a DMA transfer request. As shown in **Figure 22.55**, a DMA transfer request becomes 1 PCLK pulse output.

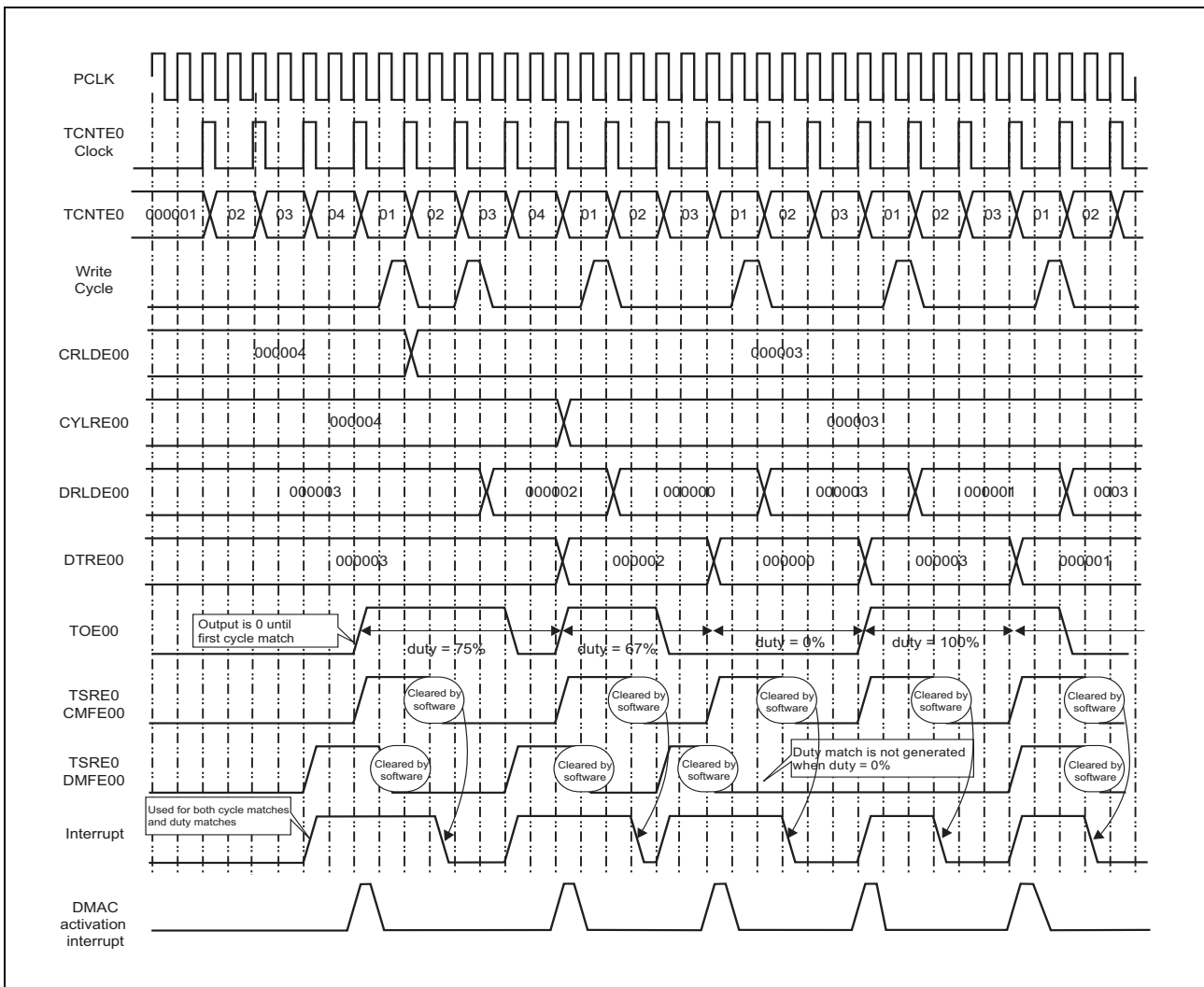


Figure 22.55 Operation of PWM (1)

The duty cycle setting and cycle setting registers have respective reload registers. When the values in the up-counter and cycle-setting register match, the values in the duty cycle reload and cycle reload registers are loaded to the duty cycle setting and cycle setting registers. The loaded data is updated in the next PWM cycle after loading. The reload function is enabled and disabled by the reload enable bit Exy (RLDENExy) in the reload control register Ex (RLDCREx).

In timer E, a PWM output cycle is terminated by writing 000 000_H to the 24 higher-order bits of the timer counter Exy (TCNTExy). The value of the 24 higher-order bits of the counter is changed from 000 000_H to 000 001_H on the next counter clock and the counter is restarted. When the 24 higher-order bits of the counter value is changed, the values in the duty cycle reload and cycle reload registers are loaded to the duty cycle setting and cycle setting registers.

Figure 22.55 illustrates the operation of the PWM timer of channel 0, block E0.

The figure illustrates an operation in which the duty is changed from 75% to 67%, 0%, and to 100% in every cycle.

Figure 22.56 shows the PWM output cycle terminated by writing 000 000_H to the 24 higher-order bits of the counter and the counter restarted.

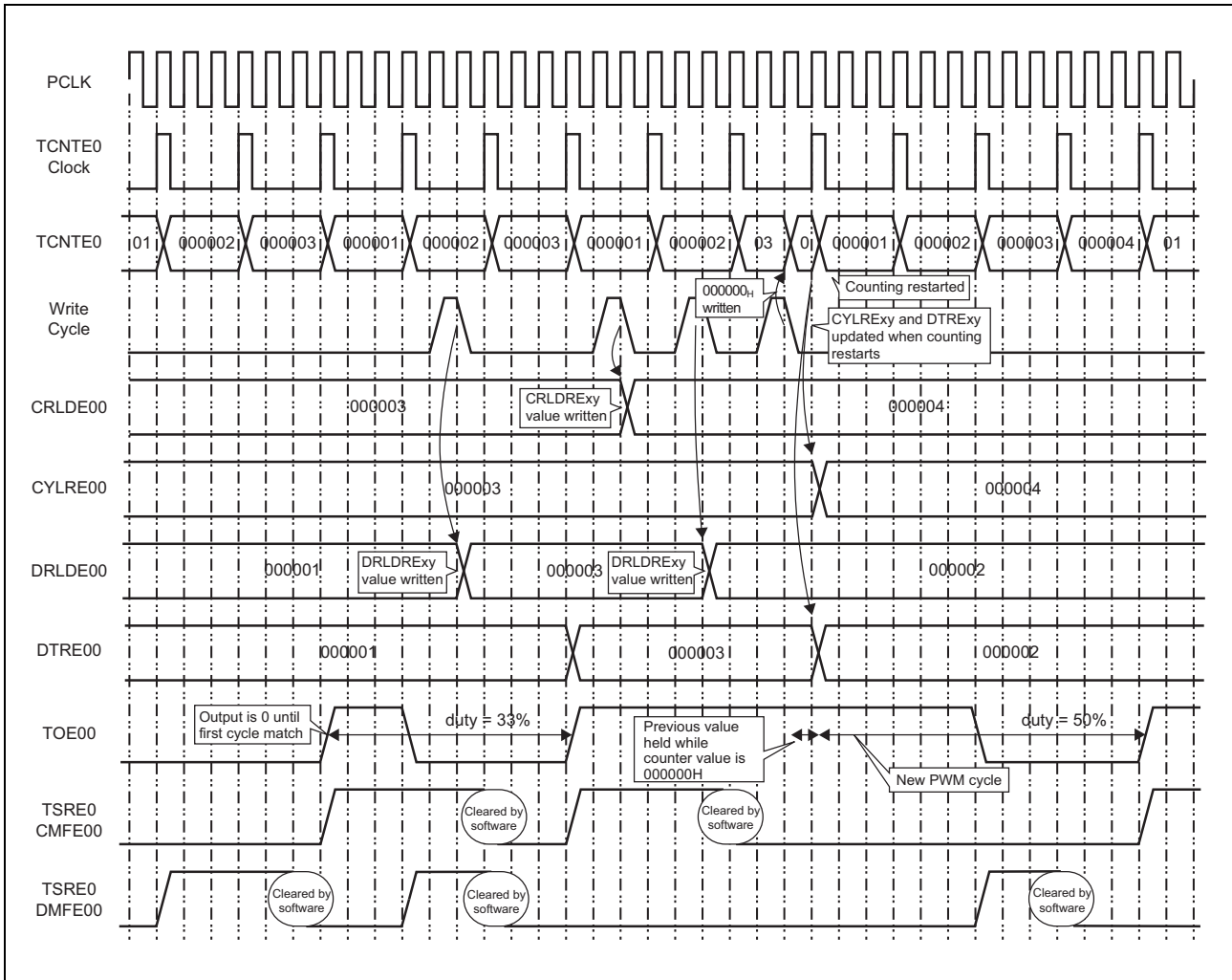


Figure 22.56 Operation of PWM (2)

Writing 000 000_H to the 24 higher-order bits of the counter changes the 24 higher-order bits values of the counter to 000 000_H. The output waveform (TOE00) does not change. If the reload feature is enabled, an input of counter clock after writing 000 000_H to the 24 higher-order bits transfers the values of the cycle reload register and the duty reload register to the cycle-setting register and the duty cycle setting register. At the same time, counting starts and PWM output also starts.

A waveform is output in off-state duty (active-low output) mode by selecting the off-state duty mode in timer output control register Ex (TOCREx). The output waveform on pin TOExy is inverted on the next PCLK cycle after setting.

Figure 22.57 shows an example of a waveform when switching on- and off-state duty modes. By selecting the off-state duty mode before the counter is started, the initial output level on the PWM output pin TOE00 is 1. After the counter started until the first cycle match, the level on pin TOE00 retains 1. On the following cycle match and duty cycle match, the output levels are alternated.

When the PWM cycle is forcibly terminated by writing 000 000_H to the 24 higher-order bits of the counter, TOE00 retains the previous value. At the timing in which the 24 higher-order bits of the counter is incremented to 000 001_H, a new PWM cycle is started.

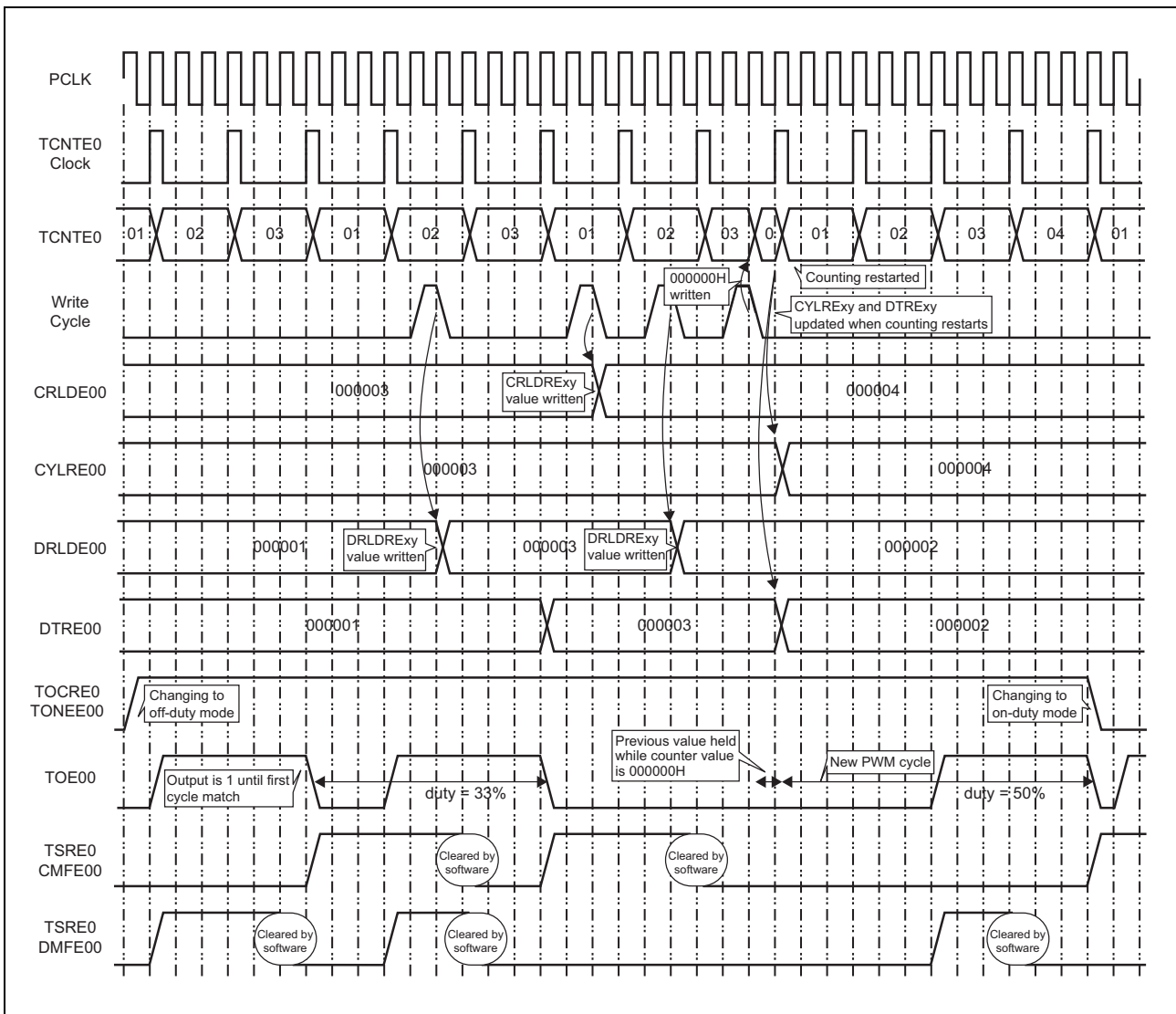


Figure 22.57 Operation of PWM (3)

Figure 22.58 illustrates the output waveform when PWM output is shutoff. PWM output is shutoff if the output shutoff enable/disable selection bit (POEEN_{xy}) of the output-shutoff control register Ex (POECRE_{xy}) is enabled and shutoff input (POE_{xy}) is enabled during a duty period (between a cycle match in the previous PWM cycle to a duty match). POE_{xy} being enabled during non-duty period does not trigger a shutoff. During an output shutoff period, the signal is output to TOE_{xy} at the level specified by the output level H/L selection bit (PWMSLV_{xy}) of the output shutoff setting register Ex (SOLVLE_{xy}). This output level is not affected by the inversion setting (on-state/off-state duty) of the corresponding bit of the timer output control register Ex (TOCRE_{xy}).

The state of output shutoff is released if POE_{xy} is disabled at the time of a cycle match. The state of PWM output being shutoff continues to the next cycle match if POE_{xy} is in the enabled state at the above-mentioned timing.

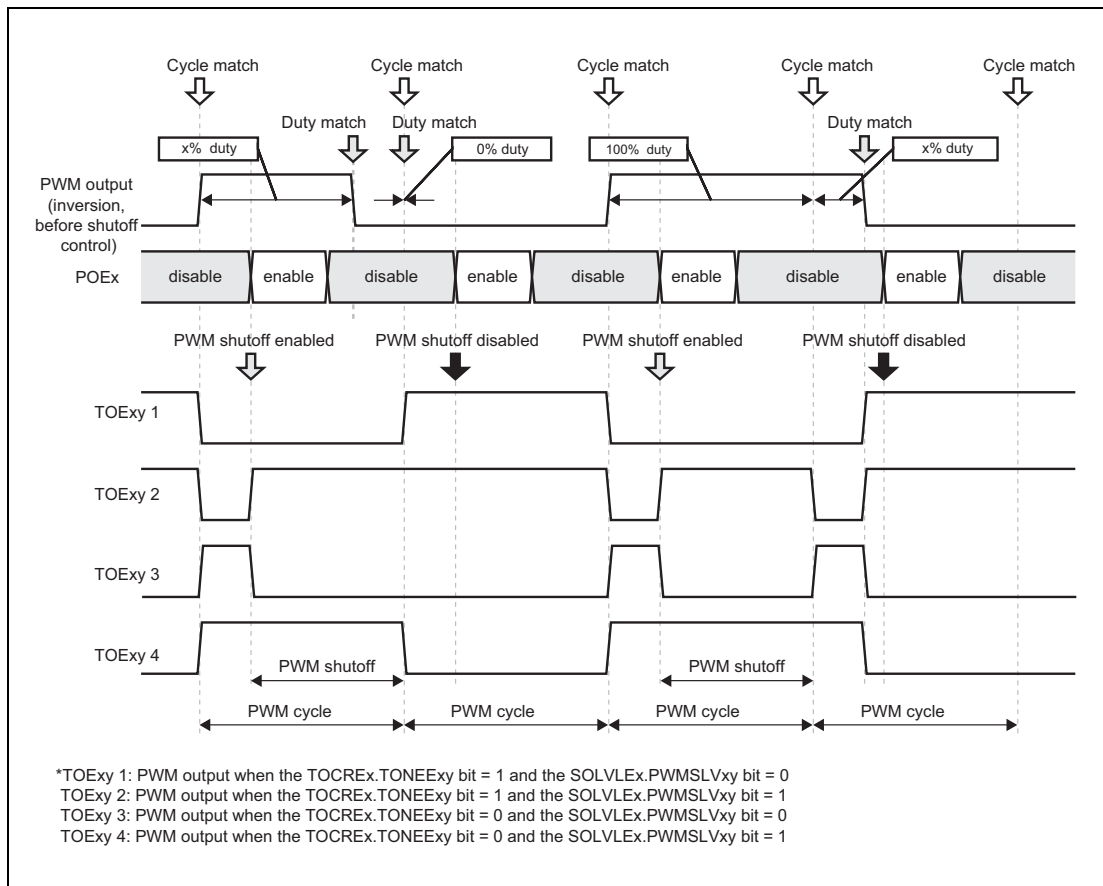


Figure 22.58 Example of PWM Output shutoff

Supplementary note: The shutdown state continues until the next cycle match, even if POEx is temporarily enabled or disabled within the duty period. When the setting is for a duty cycle of 100% (except when it becomes 0% due to reloading), the shutdown state can newly be set by enabling POEx, even at the time of a cycle match. Shutdown or release from shutdown is in accord with POEx for forcible ending of the PWM cycle when the value of the higher-order 24 bits of the counter is H'0000_00, if the setting is not for a duty cycle of 100% (including it becoming 0% due to reloading). After POEx has been disabled, only a request for release from shutdown is accepted if the setting is for a duty cycle of 0% (including it becoming 0% due to reloading).

22.9 Timer F

22.9.1 Operation Overview

The timer F block consists of 16 timer F subblocks.

Timer F subblocks realize the following features:

- Edge counting in a specified period:
Counts the number of edges input to the external input pin (TIFxA or TIFx)
- Effective edge interval counting:
Measures time until a specified number of edges is input to the external pin (TIFxA or TIFx).
- Measurement of time during high/low input levels:
Measures a total amount of time when a high or low level is input to the external input pin (TIFxA or TIFx). The duration of measurement is designated as the number of pulses input to the external pin.
- Measurement of PWM input waveform timing:
Measures the off-duty period and cycle time of the PWM waveform input to the external pin (TIFxA or TIFx). The duration of measurement is designated as the number of PWM cycles input to the external pin.
- Rotation speed/pulse measurement (for the subblock 3 to 15 only):
Every time an edge is input to the external pin (TIFx), the following values are retained edge count, time stamp at edge input, edge input interval (cycle), and high/low input level immediately before input.
- Up/down event count (for the subblock 0 to 2 only):
TIFnA of the two external pins (TIFxA, TIFxB) is used to count as the count source. TIFnB switches between up-counting and down-counting.
- Four-time multiplication event count (for the subblock 0 to 2 only):
Counting operation is executed using two external input pins (TIFxA, TIFxB) as the count sources. Signals in the pins switch between up-counting and down-counting.

Input signals from the external input pins TIFxA or TIFx and TIFxB can be subject to the noise cancellation function using the input cancellation function. Noise-canceled signals from TIA00 to TIA06 of timer A can be used instead of external signal input pin TIFxA or TIFx.

Inputs of TIF0A to TIF2A and TIF0B and TIF2B can also be used as inputs (shutoff inputs) for POE0 to POE5 of timer E. For the correspondence between TIFxA/B and POEx, see **Table 22.89** of timer E.

Note that, if any of TIF0A to TIF2A and TIF0B to TIF2B is used as a shutoff input of timer E, the shutoff input becomes the measurement target of the corresponding timer F subblock.

Configuration

Figure 22.59 is a block diagram of timer F. Subblocks 0 to 2 of timer F have two external inputs (TIFxA and TIFxB) and the other subblocks have one external input (TIFx), two 32-bit counters (ECNTAFx and ECNTCFx), three 32-bit generic registers (GRAFx, GRCFx, and GRDFx), three 32-bit backup registers (BGRAFx, BGRCFx, and BGRDFx), a 16-bit up/down counter (ENCTBFx), a 16-bit generic register (GRBFx), an input processor (edge detection and noise canceler), and a controller.

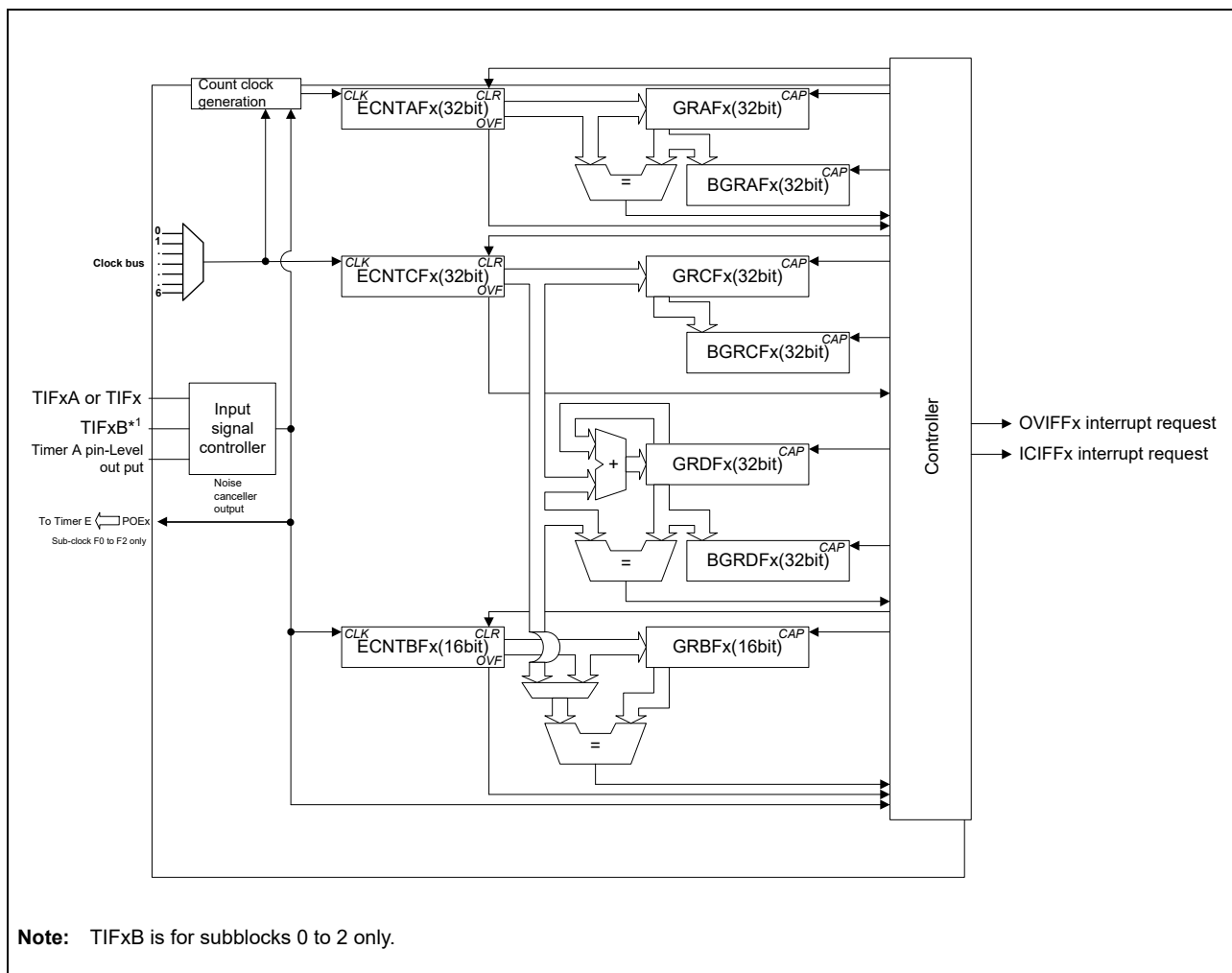


Figure 22.59 Block Diagram of Subblocks of Timer F

NOTE

For the correspondence between TIFxA/B and POEx, see **Table 22.89** of timer E.

Interrupt request

The timer F can output two types of interrupts totaling 32 interrupts.

- OVFFx interrupt requests (16 interrupts (0 ≤ x ≤ 15)): An interrupt is output when one of the three counters (ECNTAFx, ECNTBFx, ECNTCFx) in the subblock Fx has overflow or underflow (only in ECNTBFx). They can also be used as compare match interrupts in PWM input waveform measurement mode and “rotation speed/pulse measurement” mode. To which counter the interrupt belongs can be known by referring to the timer status register F (ISRF). This request is received by the INTC block and the designated processing is performed.
- ICFFx interrupt requests (16 interrupts (0 ≤ x ≤ 15)): The interrupt is output when a count value capturing in the timer subblock Fx occurs. This request is received by the DMAC block or INTC. DMA transfer by DMAC enables to transfer captured data obtained by using compare match as a trigger to the on-chip RAM or perform designated processing by interrupt request. For details on DMA transfer by DMAC, see **Section 7, DMA**.

22.9.2 Registers Related to Timer F

22.9.2.1 TSTRF — Timer Start Register F

Access: 8-bit access, 16-bit access is possible.

Address: FFE6 3000_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	STRF 15	STRF 14	STRF 13	STRF 12	STRF 11	STRF 10	STRF 9	STRF 8	STRF 7	STRF 6	STRF 5	STRF 4	STRF 3	STRF 2	STRF 1	STRF 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.102 TSTRF Register Contents

Bit Position	Bit Name	Function
15 to 0	STRF15 to STRF0	Timer F start 0: Stops counting of ECNTAF _x , ECNTBF _x , and ECNTCF _x . 1: Permits counting of ECNTAF _x , ECNTBF _x , and ECNTCF _x .

Note: x is an integer from 0 to 15.

TSTRF is a 16-bit readable/writable register that specifies whether to operate or stop each subblock (timer F0 to F15) in the timer F. Count operation is not executed unless TFE bit in ATUIV master enable register (ATUENR) is enabled even if the start bit in timer F is set to enable the count operation.

When TSTRF is reset, it is initialized to 0000_H.

(1) STRFx — Counter F Start

These bits specify whether to operate or stop two time counters (ECNTAFx, ECNTCFx) in subblocks (F0 to F15) of timer F and event counter Fx (ECNTBFx). When this bit is cleared to 0, ECNTAFx, ECNTBFx, and ECNTCFx stop operation. Counter value is retained at stop state. When this bit is set to 1 once again, the operation starts at the retained value.

Count operation is not executed unless TFE bit in ATU-IV master enable register (ATUENR) is enabled even if the start bit in timer F is set enable the count operation.

CAUTION

The prescaler is operating regardless of the setting of the counter F start bit, and not initialized at the start of counter. Therefore, during the time between the activation and the start of actual count operation by the above counter, hardware-related uncertainty shorter than the period of selected count source (resolution) accompanies

22.9.2.2 NCMCR1F — Noise Cancellation Mode Channel Register 1F

Access: 8-bit access and 16-bit access are possible.

Address: FFE6 3004_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCM1F 15	NCM1F 14	NCM1F 13	NCM1F 12	NCM1F 11	NCM1F 10	NCM1F 9	NCM1F 8	NCM1F 7	NCM1F 6	NCM1F 5	NCM1F 4	NCM1F 3	NCM1F 2	NCM1F 1	NCM1F 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.103 NCMCR1F Register Contents

Bit Position	Bit Name	Function
15 to 0	NCM1F 15 to NCM1F 0	Noise Cancel Mode Specifies the operation mode of the noise canceler of channel x. 0: Minimum time-at-level edge cancellation mode 1: Premature-transition edge cancellation mode (when NCMF = 0 and NCM2Fx = 0) Level-accumulative cancellation mode (when NCMF = 0 and NCM2Fx = 1)

Note: x stands for the subblock number (channel number) of 0 to 15.

NCMCR1F is a 16-bit readable/writable register that selects the mode of operation of the noise canceller for each channel unit.

In minimum time-at-level edge cancellation mode, after a change in the level of the input signal has been detected, further changes in the level of the input signal that occur within a specified period are ignored. That is, changes with a specified period after each initial level change are regarded as noise in this mode.

In premature-transition edge cancellation mode, the first and subsequent level changes are ignored unless the input signal level remains the same over a given period. Level changes occurring within a shorter period are considered to indicate an unstable signal, and such signals are treated as noise.

In level-accumulative cancellation mode, input signal levels are accumulated until it reaches 0 or the specified value, at which time the input level is considered to have reached to 0 or 1. The period is set by noise canceler registers in each of the applicable blocks and is counted by a noise canceler counter.

Figure 22.1 illustrates minimum time-at-level edge cancellation mode, and **Figure 22.3** illustrates overview of the noise cancellation operation (TIA00 input of timer A) in level-accumulative cancellation mode. Each channel detects edges in signals that have been processed by the noise canceler. **Figure 22.1** and **Figure 22.3** illustrate the cases when rising edges are detected in signals processed by the noise canceler.

(1) NCM1Fx — Channel n noise cancellation mode

Specify the operation mode of noise canceller in channel x.

CAUTION

This register is effective only when the NCMF bit of the noise cancel mode register (NCMR) of the common controller is set to 0. The channel mode when the corresponding bit (NCM1Fx) of this register is set to 1 can be set to the premature-transition edge cancellation mode or the level-accumulative cancellation mode depending on the setting of the corresponding bit of the noise cancel mode channel register 2F (NCMCR2F). Note: x is from 0 to 15.

22.9.2.3 NCMCR2F — Noise Cancellation Mode Channel Register 2F

Access: 8-bit access, and 16-bit access are possible.

Address: FFE6 3008_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCM2F15	NCM2F14	NCM2F13	NCM2F12	NCM2F11	NCM2F10	NCM2F9	NCM2F8	NCM2F7	NCM2F6	NCM2F5	NCM2F4	NCM2F3	NCM2F2	NCM2F1	NCM2F0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.104 NCMCR2F Register Contents

Bit Position	Bit Name	Function
15 to 0	NCM2F15 to NCM2F0	Noise Cancel Mode Specifies the operation mode of the noise canceler of channel x. 0: Premature-transition edge cancellation mode (when NCMF = 0 and NCM1Fx = 1) 1: Level-accumulative cancellation mode (when NCMF = 0 and NCM1Fx = 1)

Note: x stands for the subblock number (channel number) of 0 to 15.

Noise cancel mode channel register 2F is a 16-bit readable/writable register, which selects the operation mode of the noise canceler for each channel. In level-accumulative cancellation mode, input signal levels are accumulated until it reaches 0 or the specified value, at which time the input level is considered to have reached to 0 or 1.

Intervals are specified by the noise cancel register of each channel, and the time is measured by the noise cancel counter.

Figure 22.1 illustrates minimum time-at-level edge cancellation mode, and **Figure 22.3** illustrates overview of the noise cancellation operation (TIA00 input of timer A) in level-accumulative cancellation mode. Each channel detects edges in signals that have been processed by the noise canceler. **Figure 22.1** and **Figure 22.3** illustrate the cases when rising edges are detected in signals processed by the noise canceler.

(1) NCM2Fx — Channel n noise cancellation mode

Specify the operation mode of noise canceller in channel x.

CAUTION

This register is effective only when the NCMF bit of the noise cancel mode register (NCMR) of the common controller is set to 0. The channel mode when the corresponding bit (NCM1Fx) of this register is set to 1 can be set to the premature-transition edge cancellation mode or the level-accumulative cancellation mode depending on the setting of the corresponding bit of the noise cancel mode channel register 2F (NCMCR2F). Note: x is from 0 to 15.

22.9.2.4 NCCRF — Noise Canceller Control Register F

Access: 8-bit access and 16-bit access are possible.

Address: FFE6 300C_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCEF 15	NCEF 14	NCEF 13	NCEF 12	NCEF 11	NCEF 10	NCEF 9	NCEF 8	NCEF 7	NCEF 6	NCEF 5	NCEF 4	NCEF 3	NCEF 2	NCEF 1	NCEF 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.105 NCCRF Register Contents

Bit Position	Bit Name	Function
15 to 0	NCEF _x	Noise Canceller Enable F _x (NCEF _x) 0: The noise cancel feature of TIF _x A or TIF _x and TIF _x B is disabled. 1: The noise cancel feature of TIF _x A or TIF _x and TIF _x B is enabled.

Note: x is an integer from 0 to 15.

The noise canceler control register F (NCCRF) is a 16-bit readable/writable register that specifies enable/disable of the noise canceler feature of each subblock (timer F0 to timer F15) of timer F.

When NCCRF is reset, it is initialized to 0000_H.

(1) NCEFx — Noise Canceller Enable Fx

Specify to enable/disable the noise canceller in each subblock. Regarding the subblocks 2 to 0, each subblock has noise cancellers TIFxA and TIFxB but enabling/disabling these cancellers cannot be specified independently. Setting the NCEFx bit to 1 enables each noise canceller in TIFxA and TIFxB.

If the noise cancel feature is enabled, upon detection of a level change of the input signal of external input TIFxA, TIFx or TIFxB, the settings in the noise cancel mode register (NCMR) of common controller, noise cancel mode channel register 1F (NCMCR1F) of timer F, and noise cancel mode channel register 2F (NCMCR2F) of timer F start operation by selecting an operation mode from minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode.

In minimum time-at-level edge cancellation mode, when the input signal level change is detected, the change is output as the signal that has passed through noise canceling.

Simultaneously, the corresponding noise canceler counter FAx or FBx (NCNTFA15 to NCNTFA0 and NCNTFB2 to NCNTFB0) starts counting up. The input signal level change is masked until a compare match occurs between the value in the noise canceler counter and the values in the noise cancel register (NCRFA15 to NCRFA0 and NCRFB2 to NCRFB0). When a compare match occurs, the input signal level at this moment is output as the signal after noise canceling.

When these bits are cleared to 0 while NCNTFAx and NCNTFBx are in count operation, the count operation continues until a compare match occurs and the level change of the corresponding external input (TIFxA, TIFx and TIFxB) is kept being masked.

In premature-transition edge cancellation mode, when the level change of the input signal is detected, the corresponding noise canceler counter FAx, FBx (NCNTFA15 to NCNTFA 0 and NCNTFB2 to NCNTFB0) starts counting up. If a level change of input signal is not detected during the period until a compare match occurs between the value in the noise canceler counter and the values in the noise cancel register (NCRFA15 to NCRFA0 and NCRFB2 to NCRFB0), the level change at the compare match is output as the signal after a noise cancellation. If a noise change is detected, this change is regarded as noise and the noise canceller does not change the signal after a noise cancel regarding that no level change of input signal occurred.

When these bits are cleared to 0 while NCNTFAx and NCNTFBx are in count operation, the count operation continues to keep noise canceling processing until a compare match or input signal change occurs.

In level-accumulative cancellation mode, the input signal level determines the up/down counting of the corresponding noise cancel counters FAx, FBx (NCNTFA0 to NCNTFA15 and NCNTFB0 to NCNTFB2). Up-counting is made with high-level input, down-counting is made with low-level inputs. Up-count continues until a compare match between the noise cancel counter and the noise cancel registers (NCRFA0 to NCRFA15 and NCRFB0 to NCRFB2), and down-count continues until the noise cancel counter matches $*0000_H$. If an up-counting results in a compare match (NCRFA0 to NCRFA15 and NCRFB0 to NCRFB2), the noise canceler output is updated to 1. If a down-counting results in a compare match (0000_H), the noise canceler output is updated to 0.

In premature-transition edge cancellation mode and minimum time-at-level edge cancellation mode, level change detection is always made by $P\phi$ regardless of the selected noise cancel clock. In level-accumulative cancellation mode, the sampling of the input level is made by the noise canceler clock ($P\phi$ or $P\phi/128$).

For an operating example in cancel mode, see **Figure 22.1**, **Figure 22.2** and **Figure 22.3**.

22.9.2.5 PVFCRF — Private Function Control Register F

Access: 16-bit access is possible.

Address: FFE6 3010_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PVFCRKEY[7:0]								—	—	—	—	—	—	GRDFCMEN	BKCRWEN
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W ^{*1}	R/W ^{*1}	R/W ^{*1}	R/W ^{*1}	R/W ^{*1}	R/W ^{*1}	R/W ^{*1}	R/W ^{*1}	R/W ^{*1}	R	R	R	R	R	R/W	R/W

Note 1. Values written to the write key code are not retained.

Table 22.106 PVFCRF Register Contents

Bit Position	Bit Name	Function
15 to 8	PVFCRKEY [7:0]	Write Key Code C9 _H : GRDFCMEN and BKCRWEN values can be changed. Other than C9 _H : GRDFCMEN and BKCRWEN values cannot be changed.
7 to 2	—	Not used. These bits are always read as 0. Fix these bits to 0.
1	GRDFCMEN	GRDFx Compare Match Enable 0: GRDFx compare match feature is disabled in PWM input waveform measurement mode. 1: GRDFx compare match feature is enabled in PWM input waveform measurement mode.
0	BKCRWEN	Backup Control Register Fx Write Enable 0: The BKCRFx register is not writable. 1: The BKCRFx register is writable.

Note: x is an integer from 0 to 15.

The private function control register F (PVFCRF) is a 16-bit readable/writable register. To write a value to this register, write key code setting is required to bits 15 to 8 as well as the data to be written.

When PVFCRF is reset, it is initialized to 0000_H.

(1) PVFCRKEY — Write Key Code

This code controls the write permission for bits GRDFCMEN and BKCRWEN. Setting is required to bits 15 to 8 as well as the data to be written to bits GRDFCMEN and BKCRWEN. Data written to this bit is not retained; Value 00_H is always returned when being read.

(2) GRDFCMEN — GRDFx Compare Match Enable

Controls enable/disable of the compare match of time measurement counter CFx (ECNTCFx) and general register DFx (GRDFx). This bit takes effect in PWM input waveform mode, and is ignored in other modes. (GRDFx compare match feature is disabled.)

The setting of this bit is applied to all subblocks of timer F. Subblock-individual setting is not possible.

(3) BKCRWEN — Backup Control Register Fx Write Enable

Controls write permission to the backup control register Fx (BKCRFx) The setting of this bit is applied to all subblocks of timer F. Subblock-individual setting is not possible.

22.9.2.6 TCR1Fx — Timer Control Registers 1Fx

(x = 0 to 15: Correspond to subblocks F0 to F15.)

Access: 8-bit access is possible.

Address: FFE6 3040_H + (40_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	CKSELFx[2:0]			MDFx[2:0]			EGSELFx[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.107 TCR1Fx Register Contents

Bit Position	Bit Name	Function
7 to 5	CKSELFx[2:0]	Clock Select Fx Specify the clock sources for the time counters (ECNTAFx, ECNTCFx). 000: Clock bus 0 001: Clock bus 1 010: Clock bus 2 011: Clock bus 3 100: Clock bus 4 101: Clock bus 5 110: Clock bus 6 111: Reserved
4 to 2	MDFx[2:0]	Timer Operation Mode Fx Specify the operation mode for the corresponding subblocks Fx. 000: Edge counting in a specified period 001: Effective edge interval counting 010: Measurement of time during high/low input levels 011: Reserved 100: Measurement of PWM input waveform timing 101: Rotation speed/pulse measurement 110: Up/down event count 111: Four-time multiplication event count
1, 0	EGSELFx[1:0]	Edge Select Fx Specify the edge sense mode of TIFxA or TIFx input or TIA00-06 input. 00: Edge detection disabled 01: Rising edge 10: Falling edge 11: Both edges

Timer control registers 1Fx (TCR1F0 to TCR1F15) are 8-bit readable/writable registers that specify the operation mode of the subblocks F0 to F15.

When TCR1F0 to TCR1F15 are reset, they are initialized to 00_H.

(1) CKSELFx — Clock Select Fx

Specify the clock sources for the two time counters (ECNTAFn, ECNTCFn) in the subblocks F0 to F15.

Setting these bits to a value from 000 to 110 selects the corresponding clock bus (0 to 6) as the clock source. Do not specify 111. If specified, the operation is not guaranteed.

(2) MDFx — Timer Operation Mode Fx

Specify the operation mode for the timer subblocks F0 to F15. There are seven modes: up/down event count, four-time multiplication event count, edge counting in a specified period, effective edge interval counting, measurement of time during high/low input levels, measurement of PWM input waveform timing, and rotation speed/pulse measurement.

Do not set rotation speed/pulse measurement for subblocks other than 3 to 15.

(3) EGSELFx — Edge Select Fx

Specifies the event input (TIFxA or TIFx) of timer subblock F0 to F15 and the edge sense mode of pin inputs (TIA00-06) from timer A. Edge detection is done for signals that have passed through the noise canceller. Therefore, edge detection is done to the external input (TIFxA or TIFx, TIFxB) if the noise cancel function is disabled, and to signals after noise cancel if the noise cancel function is enabled.

While measurement of time during high/low input levels is specified, when this bit selects the falling edge, measurement of time during high level is specified. When this bit selects the rising edge, measurement of time during low level is specified. Do not select both edges.

While measurement of PWM input waveform timing and rotation speed/pulse measurement are specified, when this bit selects the rising edge, the period between the two rising edges is regarded as the PWM cycle and the low level period is regarded as the off-duty period. If the falling edge is selected, the period between the two falling edges is regarded as the PWM cycle and the high-level period is regarded as the off-duty period. Do not select both edges.

When up/down event count mode and four-time multiplication event count mode are specified, be sure to designate both the rising and falling edges. If otherwise selected, the operation is not guaranteed.

CAUTION

TIFxB pin is available only when up/down event count and four-time multiplication event count are specified. TIFxB operates always detecting both the rising and falling edges. In other modes, TIFxB does not detect edges.

22.9.2.7 TCR2F_x — Timer Control Registers 2F_x

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 8-bit access is possible.

Address: FFE6 3042_H + (40_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	EISELEF _x	—	—	—	—	EISELF _x		
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R/W	R/W	R/W

Table 22.108 TCR2F_x Register Contents

Bit Position	Bit Name	Function
7	EISELEF _x	Event Input Selection Enable Ex 0: Selects TIF _x A or TIF _x . 1: Selects the signal processed by noise canceling of TIA.
6 to 3	—	Not used. Fix these bits to 0.
2 to 0	EISELF _x	Event Input Selection Ex 000: Selects the signal of TIA00 of timer A processed by noise canceling. 001: Selects the signal of TIA01 of timer A processed by noise canceling. 010: Selects the signal of TIA02 of timer A processed by noise canceling. 011: Selects the signal of TIA03 of timer A processed by noise canceling. 100: Selects the signal of TIA04 of timer A processed by noise canceling. 101: Selects the signal of TIA05 of timer A processed by noise canceling. 110: Selects the signal of TIA06 of timer A processed by noise canceling. 111: Setting not permitted.

Note: x is an integer of 0 to 15.

The timer control register 2F_x (TCR2F_x) is an 8-bit readable/writable register that specifies the event input of each subblock (timer F0 to timer F15) of timer F.

When TCR2F0 to TCR2F27 are reset, they are initialized to 00_H.

(1) EISELEF_x — Event Input Selection Enable F_x

Selects an event input for each subblock (timer F0 to timer F15) included in timer F.

By setting this bit, noise-canceled signals from TIA00 to TIA06 of timer A can be used as the event input instead of external input pin TIF_xA or TIF_x.

(2) EISELF_x — Event Input Selection F_x

When EISELEF_x is set to 1, noise-canceled signal TIA00 to TIA06 of timer A can be selected as the event input for each subblock (timer F0 to timer F15) included in timer F.

Do not specify 111. If specified, the operation is not guaranteed.

22.9.2.8 TIERFx — Timer Interrupt Enable Registers Fx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 8-bit access is possible.

Address: FFE6 3047_H + (40_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	OVECFx	OVEBFx	OVEAFx	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R

Table 22.109 TIERFx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. These bits are always read as 0. When writing, always write 0.
3	OVECFx	Overflow Interrupt Enable CFx 0: Interrupt by OVFCFx disabled 1: Interrupt by OVFCFx enabled
2	OVEBFx	Overflow Interrupt Enable BFx 0: Interrupt by OVFBFx disabled 1: Interrupt by OVFBFx enabled
1	OVEAFx	Overflow Interrupt Enable AFx 0: Interrupt by OVFAFx disabled 1: Interrupt by OVFAFx enabled
0	—	Not used. This bit is always read as 0. When writing, always write 0.

Note: x is an integer of 0 to 15.

Timer interrupt enable registers Fx (TIERF0 to TIERF15) are 8-bit readable/writable registers that specify whether to enable or disable the interrupt corresponding to the status flag of the timer status register Fx (TSRFx).

When TIERF0 to TIERF15 are reset, they are initialized to 00_H.

(1) Overflow Interrupt Enable AFx

Specifies whether to enable or disable the interrupt by OVFAFx to the status corresponding to the overflow of the time measurement counter AFx (ECNTAFx).^{*1}

(2) Overflow Interrupt Enable BFx

Specifies whether to enable or disable the interrupt by OVFBFx to the status corresponding to the overflow/underflow of the event counter Fx (ECNTBFx).^{*1}

(3) Overflow Interrupt Enable CFx

This flag specifies whether to permit or prohibit interrupt requests of the state (OVFCFx) corresponding to overflow of timer measurement counter CFx (ECNTCFx) (when it is in PWM input waveform measurement mode and the GRDFCMEN bit of the PVFCRF register is 0), corresponding to compare match of ECNTCFx and GRDFx (when it is in PWM input waveform measurement mode and the GRDFCMEN bit of the PVFCRF register is 1), or corresponding to compare match of ECNTCFx and GRBFx (rotation speed/pulse measurement mode).^{*1}

Note 1. The overflow of interrupt of the timer subblock Fx is requested as the logical sum of the interrupts OVFAFx, OVFBFx, and OVFCFx. By referring to TSRFx, which counter generated the interrupt by overflow or underflow can be known. Clear the corresponding interrupt request flag of TSRFx when processing the interrupt. The interrupt request will be repeated if the flag is not cleared.

22.9.2.9 BKCRFx — Backup Control Register Fx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 8-bit access is possible.

Address: FFE6 3044_H + (40_H * x)

Value after reset: 00_H

[Subblocks F00 to F02]

Bit	7	6	5	4	3	2	1	0
	—	—	BKENCx	—	—	—	ARSWCFx	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R	R	R	R/W	R

[Subblocks F03 to F15]

Bit	7	6	5	4	3	2	1	0
	—	BKENAFx	BKENCx	BKENDx	—	ARSWAFx	ARSWCFx	ARSWDFx
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W ²	R/W ²	R/W ²	R	R/W ²	R/W ²	R/W ²

Table 22.110 BKCRFx Register Contents

Bit Position	Bit Name	Function
7	—	Not used. This bit is always read as 0. When writing, always write 0.
6	BKENAFx ^{*1}	Backup Enable A Saving GRAFx in BGRAFx when CDRFx is read 0: Not saved 1: Saved
5	BKENCx	Backup Enable C Saving GRCFx in BGRCFx when CDRFx is read 0: Not saved 1: Saved
4	BKENDx ^{*1}	Backup Enable D Saving GRDFx in BGRDFx when CDRFx is read 0: Not saved 1: Saved
3	—	Not used. This bit is always read as 0. When writing, always write 0.
2	ARSWAFx ^{*1}	Mapping to Access Register Switching A To FFE6 3054 _H + (40 _H * x), 0: GRAFx is mapped. 1: BGRAFx is mapped.
1	ARSWCFx	Mapping to Access Register Switching C To FFE6 3064 _H + (40 _H * x), 0: GRCFx is mapped. 1: BGRCFx is mapped.
0	ARSWDFx ^{*1}	Mapping to Access Register Switching D To FFE6 3064 _H + (40 _H * x), 0: GRDFx is mapped. 1: BGRDFx is mapped.

Note 1. BKENAFx, BKENDx, ARSWAFx, and ARSWDFx exist only in subblocks F03 to F15. Nothing is deployed in F00 to F02. These bits are always read as 0. Writing value must always be 0.

Note 2. Writing to this register is permitted only when the BKCRWEN bit of the PVFCRF register is 1.

Note: x is an integer of 0 to 15.

The backup control register Fx (BKCRF00 to BKCRF15) is an 8-bit readable/writable register.

Writing to BKCRF00 to BKCRF15 is permitted only when the BKCRWEN bit of the private function control register F (PVFCRF) is 1.

When BKCRF00 to BKCRF15 are reset, they are initialized to 00_H.

(1) BKENAFx, BKENCx, and BKENDFx — Backup Enable A, C, and D

These bits permit or prohibit value saving of GRAF_x to BGRAF_x, GRCF_x to BGRCF_x, and GRDF_x to BGRDF_x when capture output register Fx (CDRF_x) is read.

(2) ARSWAFx, ARSWCFx, and ARSWDFx — Access Register Switching A, C, and D

These bits specify whether BGRAF_x is mapped instead of GRAF_x to address FFE6 3054_H + (40_H × x), whether BGRCF_x is mapped instead of GRCF_x to address FFE6 3064_H + (40_H × x), and whether BGRDF_x is mapped instead of GRDF_x to address FFE6 3068_H + (40_H × x).

CAUTION

Setting of this register always takes effect regardless of the operation mode. Value saving and mapping change are performed even for registers that do not operate in some operation mode.

22.9.2.10 TSRFx — Timer Status Registers Fx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 8-bit access is possible.

Address: FFE6 3045_H + (40_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	OVFCFx	OVFBFx	OVFAFx	ICFFx
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.111 TSRFx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. These bits are always read as 0. When writing, always write 0.
3	OVFCFx	Overflow/Compare Match Flag CFx 0: No overflow in ECNTCFx 1: ECNTCFx overflows
2	OVFBFx	Overflow Flag BFx 0: No overflow or underflow in ECNTBFx 1: ECNTBFx overflows or underflows
1	OVFAFx	Overflow Flag AFx 0: No overflow in ECNTAFx 1: ECNTAFx overflows
0	ICFFx	Input Capture Flag Fx 0: Input capture is not detected in the subblock Fx 1: Input capture in subblock Fx detected

Timer status registers Fx (TSRF0 to TSRF15) are 8-bit readable/writable registers that indicate overflows in the time counters A and C, overflow or underflow in the event counter, and input capture occurrence.

These flags are status flags that indicate occurrence of an interrupt request. For overflow flags AFx, BFx, and CFx (OVFAx, OVFBx, and OVFCx), interrupt requests can be issued by setting the TIERFx register. Setting a bit of the timer status clear register Fx (TSCRFx) clears the corresponding flag.

For input capture flag Fx (ICFFx), an interrupt request is made again if an interrupt source takes effect while this flag is set. An interrupt request is issued even in cases of contention between clearing by the corresponding timer status clear register and setting by an interrupt source.

For overflow flags, an interrupt request is issued when the corresponding flag is set by setting the corresponding bit of timer interrupt enable register Fx (TIERFx). To cancel an interrupt request, clear this flag by the timer status clear register Fx (TSCRFx).

When TSRF00 to TSRF15 are reset, they are initialized to 00_H.

(1) ICFFx — Input Capture Flag Fx

By this bit, the detection state of input capture and compare match in the subblock Fx (F0 to F15) can be monitored. This flag cannot be set to 1 or 0 by software.

- Setting condition
When input capture is detected in the subblock Fx.
- Clearing condition
When 1 is written to ICFCFx of the timer status clear register Fx (TSCRFx).

(2) OVFAFx — Overflow Flag AFx

By this flag, overflow of the time counter AFx (ECNTAFx) can be monitored. This flag cannot be set to 1 or 0 by software.

- Setting condition
When ECNTAFx overflows (FFFF FFFF_H → 0000 0000_H)
- Clearing condition
When 1 is written to OVFAFx of the timer status clear register Fx (TSCRFx).

(3) OVFBFx — Overflow Flag BFx

By this flag, overflow or underflow of the event counter Fx (ECNTBFx) can be monitored. This flag cannot be set to 1 or 0 by software.

- Setting condition
When ECNTBFx overflows (FFFF_H → 0000_H) or underflows (0000_H → FFFF_H)
- Clearing condition
When 1 is written to OVFBFx of the timer status clear register Fx (TSCRFx).

(4) OVFCFx — Overflow Flag CFx

Values of this flag indicate different conditions depending on the operation mode and the setting of the GRDFx compare match enable bit (GRDFCMEN) of the private function control register F (PVFCRF). When the PWM input waveform measurement mode is set, value 0 of the GRDFCMEN bit makes this flag indicate an overflow of time measurement counter CFx (ECNTCFx), and value 1 of the GRDFCMEN bit makes this flag indicate a compare match of ENCTCFx and GRDFx. In “rotation speed/pulse measurement” mode, this flag indicates a compare match of ECNTCFx and GRBFx regardless of the GRDFCMEN bit setting.

This flag cannot be set to 1 or 0 by software.

- Setting condition
Measurement of PWM input waveform timing mode
[GRDFCMEN = 0]
When the value of ECNTCFx has overflown (from FFFF FFFF_H to 0000 0000_H)
[GRDFCMEN = 1]
When the values of ECNTCFx and GRDFx coincide.
Rotation speed/pulse measurement mode
When ECNTCFx and GRDFx (the value of zero extension to the 16 lower-order bits) coincide
- Clearing condition
When 1 is written to OVFCFx of the timer status clear register Fx (TSCRFx).

22.9.2.11 TSCRFx — Timer Status Clear Register Fx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 8-bit access is possible.

Value 0 cannot be written. The value is not retained when 1 is written. These bits are always read as 0.

Address: FFE6 3046_H + (40_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	OVFCCFx	OVFCBFx	OVFAF _x	ICFCFx
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.112 TSCRFx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. Fix these bits to 0.
3	OVFCCFx	Overflow Flag Clear CFx Enable 0: Disabled (Initial value) 1: Clears OVFCFx of timer status register Fx (TSRFx) to 0.
2	OVFCBFx	Overflow Flag Clear BFx Enable 0: Disabled (Initial value) 1: Clears OVFBFx of timer status register Fx (TSRFx) to 0.
1	OVFAF _x	Overflow Flag Clear AFx Enable 0: Disabled (Initial value) 1: Clears OVFAF _x of timer status register Fx (TSRFx) to 0.
0	ICFCFx	Input Capture Flag Clear Fx 0: Disabled (Initial value) 1: Clears ICFFx of timer status register Fx (TSRFx) to 0.

The timer status clear register Fx (TSCRF00 to TSCRF15) is an 8-bit readable/writable register. This register specifies flag clearing in the events of an overflow of time measurement counter A or C, an overflow or an underflow of an event counter, and an input capture occurrence.

TSCRFx is readable/writable only in 8-bit units. This register is always read as 0.

When TSCRFx is reset, it is initialized to 00_H.

(1) OVFCCFx — Overflow Flag Clear CFx Enable

When overflow flag CFx (OVFCFx) of timer status register Fx (TSRFx) is set to 1, writing 1 to this register clears OVFCFx to 0. This register is always read as 0.

(2) OVFCBFx — Overflow Flag Clear BFx Enable

When overflow flag BFx (OVFBFx) of timer status register Fx (TSRFx) is set to 1, writing 1 to this register clears OVFBFx to 0. This register is always read as 0.

(3) OVFAF_x — Overflow Flag Clear AFx Enable

When overflow flag AFx (OVFAF_x) of timer status register Fx (TSRFx) is set to 1, writing 1 to this register clears OVFAF_x to 0. This register is always read as 0.

(4) ICFCFx — Input Capture Flag Clear Fx

When input capture flag Fx (ICFFx) of timer status register Fx (TSRFx) is set to 1, writing 1 to this register clears ICFFx to 0. This register is always read as 0.

22.9.2.12 ECNTAFx — Timer Measurement Counters AFx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3050_H + (40_H * x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECNTAFx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECNTAFx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.113 ECNTAFx Register Contents

Bit Position	Bit Name	Function
31 to 0	ECNTAFx	Time Measurement Count AFx Up-counter A

ECNTAF0 to ECNTAF15 are 32-bit readable/writable registers. This register is readable/writable only in 32-bit units. Do not write or read 8-bit or 16-bit data for this register.

This register, with one provided to each subblock, executes up-count operation using the input clock. One clock bus from clock buses 0 to 6 can be selected as the input clock according to the setting of the corresponding control register. The input clocks for ECNTAFx and ECNTCFx are the same. Clock source cannot be set independently.

When clearing the counter is done at the countup timing, ECNTAFx is cleared to 0000 0001_H, and to 0000 0000_H in other cases.

When ECNTAF0 to ECNTAF15 are reset, they are initialized to 0000 0000_H.

22.9.2.13 ECNTBFx — Event Counters Fx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 16-bit access is supported. 8-bit access is prohibited.

Address: FFE6 3058_H + (40_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECNTBFx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.114 ECNTBFx Register Contents

Bit Position	Bit Name	Function
15 to 0	ECNTBFx	Event Count Fx Up/down counter

Note: x is an integer of 0 to 15.

Event counters Fx (ECNTBF0 to ECNTBF15) are 16-bit readable/writable registers. This register, with one provided to each subblock, executes up-count/downcount operation using the input clock. The input clock is given two external input pins (TIFxA, TIFxB) for subblocks 0 to 2 and one external input TIFx for the other subblocks. The external pin and edge used to count differs according to the setting of the corresponding control register (operation mode and edge select).

The input clock in each mode is listed in **Table 22.115**.

When clearing the counter is done at the count-up timing, ECNTBFx is cleared to 0001_H, and to 0000_H in other cases.

When ECNTBF0 to ECNTBF15 are reset, they are initialized to 0000_H.

Table 22.115 Event Counter Input Clocks and Count Edges for Each Operation Mode of Timer

Operation Mode	Input Clock	Count Edge
Edge counting in a specified period	TIFxA or TIFx	Selectable by EGSELFx
Effective edge interval counting	TIFxA or TIFx	Selectable by EGSELFx
Measurement of time during high/low input levels	TIFxA or TIFx	Selectable by EGSELFx (other than both edges)
Measurement of PWM input waveform timing	TIFxA or TIFx	Selectable by EGSELFx (other than both edges)
Rotation speed/pulse measurement	TIFx	Selectable by EGSELFx (other than both edges)
Up/down event count	TIFxA (Count direction is specified by TIFnB level)	Both rising/falling edges
Four-time multiplication event count	TIFxA, TIFxB	Both rising/falling edges

22.9.2.14 ECNTCFx — Time measurement Counters CFx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3060_H + (40_H * x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECNTCFx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECNTCFx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.116 ECNTCFx Register Contents

Bit Position	Bit Name	Function
31 to 0	ECNTCFx	Time Counter CFx Up-counter C

Note: x is an integer of 0 to 15.

Timer counters CFx (ECNTCF00 to ECNTCF15) are 32-bit readable/writable registers. They are up-counters. This register is readable/writable only in 32-bit units. Do not write or read 8-bit or 16-bit data for this register.

This register, with one provided to each subblock, is enabled only in measurement of PWM input waveform timing and rotation speed/pulse measurement modes. This register does not execute count operation in other modes.

This register executes up-count operation using the input clock. One clock bus from clock buses 0 to 6 can be selected as the input clock according to the setting of the corresponding control register. The input clocks for ECNTAFx and ECNTCFx are the same. Clock source cannot be set independently.

The timing of external input and the count value clearing by a compare match with ECNTBFx are synchronized with the count clock of ECNTCFx. At this time, ECNTCFx is cleared to 0000 0001_H.

When ECNTCF0 to ECNTCF15 are reset, they are initialized to 0000 0000_H.

22.9.2.15 GRAF_x — General Registers AF_x

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3054_H + (40_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GRAF _x															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GRAF _x															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.117 GRAF_x Register Contents

Bit Position	Bit Name	Function
31 to 0	GRAF _x	General Registers AF _x Input capture value or output compare match value for the time counter A.

Note: x is an integer of 0 to 15.

General registers AF_x (GRAF00 to GRAF15) are 32-bit readable/writable registers. This register is readable/writable only in 32-bit units. Do not write or read 8-bit or 16-bit data for this register. This register, with one provided to each subblock, has two functions such as input capture register and output compare register for the time measurement counter AF_x (ECNTAF_x).

Do not set GRAF_x to 0000 0000_H to function this register as the compare match register. Note that if 0000 0000_H is set, incorrect measurement may occur.

When GRAF00 to GRAF15 are reset, they are initialized to FFFF FFFF_H.

GRAF03 to GRAF15 are mapped to target addresses and become readable and writable when the ARSWAF_x bit of backup control register F_x (BKCRF_x) is 0 (initial value: 0).

22.9.2.16 BGRAFx — Backup Register AFx

(x = 3 to 15: Correspond to subblocks F3 to F15.)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3054_H + (40_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BGRAFx[31:16]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BGRAFx[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.118 BGRAFx Register Contents

Bit Position	Bit Name	Function
31 to 0	BGRAFx[31:0]	When the BKENAFx bit of BKCRFx is 1, this register retains the value of general register AFx (GRAFx) at the time of reading the capture output register Fx (CDRFx).

Note: x is an integer of 3 to 15.

Backup register AFx (BGRAF03 to BGRAF15) is a 32-bit read-only register. One instance of this register is provided for each of subblock 03 to subblock 15. If the BKENAFx bit of backup control register Fx (BKCRFx) is 1, this register retains the content of general register AFx (GRAFx) when capture output register Fx (CDRFx) is read.

When BGRAF03 to BGRAF15 are reset, they are initialized to FFFF FFFF_H.

BGRAFx is mapped to target addresses and becomes readable when the ARSWAFx bit of backup control register Fx (BKCRFx) is 1 (initial value: 0).

22.9.2.17 GRBFx — General Registers BFx

(x = 0 to 15: Correspond to subblocks F0 to F15.)

Access: 16-bit access is possible. 8-bit access is prohibited.

Address: FFE6 305C_H + (40_H * x)

Value after reset: FFFF_H

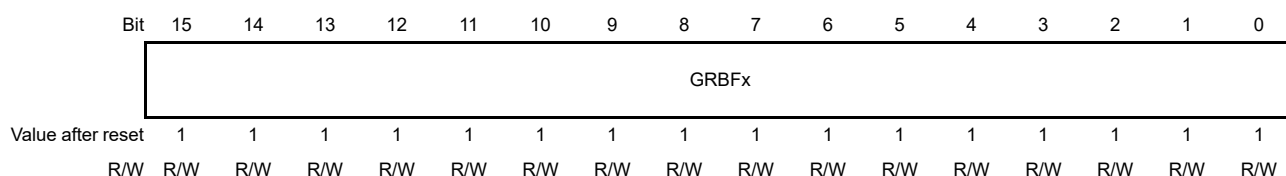


Table 22.119 GRBFx Register Contents

Bit Position	Bit Name	Function
15 to 0	GRBFx	General Registers BFx Input capture value or output compare match value for event counter.

Note: x is an integer of 0 to 15.

General registers BFx (GRBF00 to GRAB15) are 16-bit readable/writable registers. This register, with one provided to each subblock, has two functions such as input capture register and output compare register for the event counter Fx (ECNTBFx).

Do not set GRBF_n to 0000_H to function this register as the compare match register. Note that if 0000_H is set, incorrect measurement may occur.

When GRBF00 to GRBF15 are reset, they are initialized to FFFF_H.

22.9.2.18 GRCFx — General Registers CFx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 32-bit access is possible. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3064_H + (40_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GRCFx															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GRCFx															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.120 GRCFx Register Contents

Bit Position	Bit Name	Function
31 to 0	GRCFx	General Registers CFx Input capture value for the time counter C

Note: x is an integer of 0 to 15.

General register CFx (GRCF00 to GRCF15) is a 32-bit readable/writable register, and can be read from and written to in 32-bit units. Do not write or read 8-bit or 16-bit data for this register.

This register, with one provided to each subblock, has a function as the input capture register for the time measurement counter CFx (ECNTCFx). Triggered by a compare match between ECNTBFx and GRBx (in measurement of PWM input waveform timing mode) or edge input of the TIFx pin (in rotation speed/pulse measurement mode), ECNTCFx count number is taken in at the next ECNTCFx up-count timing. These registers are valid only in measurement of PWM input waveform timing or rotation speed/pulse measurement mode. Capture operation is not executed in other modes.

When GRCF00 to GRCF15 are reset, they are initialized to FFFF FFFF_H.

GRCF00 to GRCF15 are mapped to target addresses and become readable and writable when the ARSWCFx bit of backup control register Fx (BKCRFx) is 0 (initial value: 0).

22.9.2.19 BGRCF_x — Backup Register CF_x

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3064_H + (40_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BGRCF _x [31:16]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BGRCF _x [15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.121 BGRCF_x Register Contents

Bit Position	Bit Name	Function
31 to 0	BGRCF _x [31:0]	When the BKENC _{Fx} bit of BKCRF _x is 1, this register retains the value of general register CF _x (GRCF _x) at the time of reading the capture output register F _x (CDRF _x).

Backup register CF_x (BGRCF00 to BGRCF15) is a 32-bit read-only register.

One instance of this register is provided for each subblock. If the BKENC_{Fx} bit of backup control register F_x (BKCRF_x) is 1, this register retains the content of general register CF_x (GRCF_x) when capture output register F_x (CDRF_x) is read.

When BGRCF00 to BGRCF15 are reset, they are initialized to FFFF FFFF_H.

BGRCF_x is mapped to target addresses and becomes readable when the ARSWCF_x bit of backup control register F_x (BKCRF_x) is 1 (initial value: 0).

22.9.2.20 GRDFx — General Registers DFx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3068_H + (40_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GRDFx															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GRDFx															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.122 GRDFx Register Contents

Bit Position	Bit Name	Function
31 to 0	GRDFx	General Register DFx In PWM input waveform measurement mode: Compare match value of time measurement counter C In “rotation speed/pulse measurement” mode: (only for x = 3 to 15) accumulated value of time measurement counter C

Note: x is an integer of 0 to 15.

General registers DFx (GRDF00 to GRDF15) are 32-bit readable/writable registers that can be read and written only in 32-bit units.

Do not read or write these registers in 16 bit or 8-bit units.

This register is provided individually for subblocks F00 to 15. This register operates differently depending on the subblock. For subblocks F00 to F02, this register works only in PWM input waveform measurement mode. This register does not work in other modes.

For subblocks F03 to F15, this register works in PWM input waveform measurement mode and in “rotation speed/pulse measurement” mode. This register does not work in other modes.

In PWM input waveform measurement mode, this register works as a compare match register, and is always compared with the value of time measurement counter CFx (ECNTCFx). If the values of both registers coincide, the OVFCFx bit of timer status register Fx (TSRFx) is set to 1 at the next Pφ clock cycle. To make this register work as a compare match register, the GRDFCMEN bit of PVFCRF must be set. In rotation speed/pulse measurement mode, this register works as an input capture register. Triggered by an edge input of the TIFx pin, this register takes and accumulates the value of time measurement counter Cx (ECNTCFx) at the next cycle of ECNTCFx increment.

When GRDF00 to GRDF15 are reset, they are initialized to FFFF FFFF_H.

GRDF03 to GRDF15 are mapped to target addresses and become readable and writable when the ARSWDFx bit of backup control register Fx (BKCRFx) is 0 (initial value: 0).

22.9.2.21 BGRDFx — Backup Register DFx

(x = 3 to 15: Corresponding to subblocks F3 to F15)

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3068_H + (40_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BGRDFx[31:16]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BGRDFx[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.123 BGRDFx Register Contents

Bit Position	Bit Name	Function
31 to 0	BGRDFx[31:0]	When the BKENDFx bit of BKCRFx is 1, this register retains the value of general register DFx (GRDFx) at the time of reading the capture output register Fx (CDRFx).

Backup register DFx (BGRDF03 to BGRDF15) is a 32-bit read-only register. This register is readable only in 32-bit units. Do not read this register in 8-bit or 16-bit units.

One instance of this register is provided for each of subblock F03 to subblock F15. If the BKENDFx bit of backup control register Fx (BKCRFx) is 1, this register retains the content of general register DFx (GRDFx) when capture output register Fx (CDRFx) is read.

When BGRDF03 to BGRDF15 are reset, they are initialized to FFFF FFFF_H.

BGRDFxis mapped to target addresses and becomes readable when the ARSWDFx bit of backup control register Fx (BKCRFx) is 1 (initial value: 0).

22.9.2.22 CDRFx — Capture Output Registers Fx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 32-bit access is possible.
8-bit access and 16-bit access are prohibited.

Address: FFE6 306C_H + (40_H * x)

Value after reset*1: 0000 FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CDRFx															
Value after reset*1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CDRFx															
Value after reset*1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note 1. The value after a reset is 0000 FFFF_H since the timer operation mode after a reset is “edge counting in a specified period” (i.e., the MDFx bit in the TCR1Fx register = 000_B).

Table 22.124 CDRFx Register Contents

Bit Position	Bit Name	Function
31 to 0	CDRFx	Capture Output Register Fx Data retained in GRAFx, GRBFx, or ECNTBFx is read depending on the operation mode. Edge count mode: GRBFx Edge input interval measurement mode: GRAFx Input high-level period measurement mode: GRAFx Input low-level period measurement mode: GRAFx PWM input waveform measurement mode: GRAFx Rotation speed/pulse measurement mode: ECNTBFx Up/down count mode: GRBFx Four-time multiplication event count mode: GRBFx

Note: x is an integer of 0 to 15.

The capture output register is a 32-bit read-only register. This register is provided to each subblock. When this register is read, values in GRAFx, GRBFx, or ECNTBFx is read according to the operation mode. A 16-bit value in GRBFx and ECNTBFx are read from the 16 lower-order bits in CDRFx. In this case, the 16 higher-order bits in CDRFx are read as 0.

Registers corresponding to various modes are listed below. Writing to these registers are ignored.

Edge count mode: GRBFx

Edge input interval measurement mode: GRAFx

Input high-level period measurement mode: GRAFx

Input low-level period measurement mode: GRAFx

PWM input waveform measurement mode: GRAFx

Rotation speed/pulse measurement mode: ECNTBFx

Up/down count mode: GRBFx

Four-time multiplication event count mode: GRBFx

When CDRF0 to CDRF15 are reset, they are initialized to FFFF FFFF_H.

Depending on the setting of bits BKENAF_x, BKENC_{Fx}, and BKEND_{Fx} of backup control register F_x (BKCR_{Fx}), reading CDR_{Fx} triggers value saving from general register AF_x (GRA_{Fx}) to backup general register AF_x (BGRA_{Fx}), from general register CF_x (GRCF_x) to backup general register CF_x (BGRC_{Fx}), and from general register DF_x (GRDF_x) to backup general register DF_x (BGRDF_x). For more information, see the sections on backup general registers corresponding to individual general registers.

22.9.2.23 NCNTF_x — Noise Canceler Counters F_x

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 16-bit access is supported. 8-bit access is prohibited.

Address: FFE6 3048_H + (40_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCNTF _x															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.125 NCNTF_x Register Contents

Bit Position	Bit Name	Function
15 to 0	NCNTF _x	Noise Cancel Counter F _x 16-bit count value

Note: x is an integer of 0 to 15.

Noise canceler counters registers F_x (NCNTF_x) are 16-bit readable/writable registers.

When the noise canceler is enabled by noise canceler control register F (NCCRF) and the operation mode is minimum time-at-level edge cancellation mode or premature-transition edge cancellation mode, a level change of external input pin TIF_xA or TIF_x triggers the up-count operation ticked by the noise canceler counter clock provided by the prescaler. In level-accumulative cancellation mode, up/down counting is performed based on the external input level.

NCNTF_x is readable/writable only in 16-bit units.

When NCNTF_x is reset, it is initialized to 0000_H. One of the three different operation modes, which are minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode, takes place depending on the setting of the noise cancel mode selection bit (NCMSEL) and the timer F noise cancel mode bit (NCMF) of the noise cancel mode register (NCMR) of the common controller, as well as on a couple of timer F bits, which are the noise cancel mode bit (NCM1F*) of the noise cancel mode channel register 1F (NCMCR1F) and the noise cancel mode bit (NCM2F*) of the noise cancel mode channel register 2F (NCMCR2F).

- Minimum time-at-level edge cancellation mode

NCNTF_x starts up-count operation triggered by the level change of input signal in TIF_xA or TIF_x under the condition that the NCEF_x bit is set to 1 and NCNTF_x is not in count operation. When the count number matches the value in the noise cancel register F_x (NCRF_x), this register stops the count operation, clearing the count value to 0000_H synchronizing with the next PCLK. NCNTF_x executes the count operation regardless of the setting of the TFE bit in the ATU-IV master enable register (ATUENR).

A level change at the start of count operation is output as it is as the signal that passed through the noise canceling operation. Although this signal is the subject of edge detection, the signal does not change because any input level change is masked until the count number matches the value of NCRF_x.

Even if the NCEF_x bit is cleared during the count operation, the count operation continues until the count number matches the value of NCRF_x. The input signal is masked during all that time.

- Premature-transition edge cancellation mode

NCNTFAX starts up-count operation triggered by the level change of input signal in TIFxA or TIFx under the condition that the NCEFx bit is set to 1 and NCNTFAX is not in count operation. When the level change of the input signal occurs during the count operation or the count number matches the value in the noise cancel register FAX (NCRFAX), this register stops the count operation, clearing the count value to 0000_H synchronizing with the next PCLK.

NCNTFAX executes the count operation regardless of the setting of the TFE bit in the ATU-IV master enable register (ATUENR).

Signals that passed through the noise canceling operation can change only when the count number matches the value of NCRFAX according to the level change at the count start. If the count operation stops before the count number matches the value of NCRFAX, signals that passed through the noise canceling operation do not change because the level changes at the start or stop of counting are masked.

Even if the NCEFx bit is cleared during the count operation, the count operation and noise canceling processing continue until a compare match occurs or the level of the input signal changes.

- Level-accumulative cancellation mode

When the NCEFx bit is set to 1, NCNTFAX performs up or down counting depending on the input signal level. Up-counting is performed when the input level is high, and if the counter value coincides with NCRFAX, the up-counting stops at the next PCLK cycle. Down-counting is performed when the input level is low, and if the counter value coincides with 0000_H, the down-counting stops at the next PCLK cycle.

Counting of NCNTFAX is performed regardless of the setting of the TFE bit of the ATU-IV master enable register (ATUENR).

If up-counting results in a compare match of NCRFAX, the noise canceler output is updated to 1. If down-counting results in a compare match with 0000_H, the noise canceler output is updated to 0.

If the NCEFx bit is cleared when counting is in progress, the noise cancel counter stops counting, and the value is changed from the noise canceler output to the current input signal level. Be noted that clearing the NCEFx bit in level-accumulative cancellation mode might cause an edge detection due to this value change.

22.9.2.24 NCNTFBx — Noise Canceler Counters FBx

(x = 0 to 2: Correspond to subblocks F0 to F2.)

Access: 16-bit access is supported. 8-bit access is prohibited.

Address: FFE6 304C_H + (40_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCNTFBx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.126 NCNTFBx Register Contents

Bit Position	Bit Name	Function
15 to 0	NCNTFBx	Noise Cancel Counter FBx 16-bit count value

Note: x is an integer of 0 to 2.

Noise cancel counters FBx (NCNTFBx) are 16-bit readable/writable registers. These registers are available only in up/down event count mode and 4-time multiplication event count mode.

When the noise canceler is enabled by noise canceler control register F (NCCRF) and the operation mode is minimum time-at-level edge cancellation mode or premature-transition edge cancellation mode, a level change of external input pin TIFxB triggers the up-count operation ticked by the noise canceler counter clock provided by the prescaler. In level-accumulative cancellation mode, up/down counting is performed based on the external input level.

NCNTFBx is readable/writable only in 16-bit units.

When NCNTFBx is reset, it is initialized to 0000_H.

One of the three different operation modes, which are minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode, takes place depending on the setting of the noise cancel mode selection bit (NCMSEL) and the timer F noise cancel mode bit (NCMF) of the noise cancel mode register (NCMR) of the common controller, as well as on a couple of timer F bits, which are the noise cancel mode bit (NCM1F*) of the noise cancel mode channel register 1F (NCMCR1F) and the noise cancel mode bit (NCM2F*) of the noise cancel mode channel register 2F (NCMCR2F).

- **Minimum time-at-level edge cancellation mode**
 NCNTFBx starts upcount operation triggered by the level change of input signal in TIFxB under the condition that the NCEF_x bit is set to 1 and NCNTFBx is not in count operation. When the count number matches the value in the noise cancel register FBx (NCRFB_x), this register stops the count operation, clearing the count value to 0000_H synchronizing with the next PCLK. NCNTFBx executes the count operation regardless of the setting of the TFE bit in the ATU-IV master enable register (ATUENR).
 A level change at the start of count operation is output as it is as the signal that passed through the noise canceling operation. Although this signal is the subject of edge detection, the signal does not change because any input level change is masked until the count number matches the value of NCRFB_x.
 Even if the NCEF_x bit is cleared during the count operation, the count operation continues until the count number matches the value of NCRFB_x. The input signal is masked during all that time.
- **Premature-transition edge cancellation mode**
 NCNTFBx starts upcount operation triggered by the level change of input signal in TIFxB under the condition that the NCEF_x bit is set to 1 and NCNTFBx is not in count operation. When the level change of the input signal occurs during the count operation or the count number matches the value in the noise cancel register FBx (NCRFB_x), this register stops the count operation, clearing the count value to 0000_H synchronizing with the next PCLK.
 NCNTFBx executes the count operation regardless of the setting of the TFE bit in the ATU-IV master enable register (ATUENR).
 Signals that passed through the noise canceling operation can change only when the count number matches the value of NCRFB_x, according to the level change at the count start. If the count operation stops before the count number matches the value of NCRFB_x, signals that passed through the noise canceling operation do not change because the level changes at the start or stop of counting are masked.
 Even if the NCEF_x bit is cleared during the count operation, the count operation and noise canceling processing continue until a compare match occurs or the level of the input signal changes.
- **Level-accumulative cancellation mode**
 When the NCEF_x bit is set to 1, NCNTFBx performs up or down counting depending on the input signal level. Up-counting is performed when the input level is high, and if the counter value coincides with NCRFB_x, the up-counting stops at the next PCLK cycle. Down-counting is performed when the input level is low, and if the counter value coincides with 0000_H, the down-counting stops at the next PCLK cycle.
 Counting of NCNTFBx is performed regardless of the setting of the TFE bit of the ATU-IV master enable register (ATUENR).
 If an up-count results in a compare match of NCRFB_x, the noise canceler output is updated to 1. If down-counting results in a compare match with 0000_H, the noise canceler output is updated to 0. If the NCEF_x bit is cleared when counting is in progress, the noise cancel counter stops counting, and the value is changed from the noise canceler output to the current input signal level.
 Be noted that clearing the NCEF_x bit in level-accumulative cancellation mode might cause edge detection due to this value change.

22.9.2.25 NCRFAx — Noise Cancel Registers FAx

(x = 0 to 15: Corresponding to subblocks F0 to F15)

Access: 16-bit access is supported. 8-bit access is prohibited.

Address: FFE6 304A_H + (40_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCTFAx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.127 NCRFAx Register Contents

Bit Position	Bit Name	Function
15 to 0	NCTFAx	Noise Cancel Time FAx TIFxA or TIFx noise cancel period (16-bit compare value)

Note: x is an integer of 0 to 15.

Noise cancel registers FAx (NCRFAx) are 16-bit readable/writable registers that set the upper limit of the noise canceler counter FAx (NCNTFAx). When a period of 128 PCLK cycles is selected as the noise cancel clock, setting of FFFF_H can cancel noise for maximum of 0.21 second period (when PCLK = 40 MHz).

One of the three different operation modes, which are minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode, takes place depending on the setting of the noise cancel mode selection bit (NCMSEL) and the timer F noise cancel mode bit (NCMF) of the noise cancel mode register (NCMR) of the common controller, as well as on a couple of timer F bits, which are the noise cancel mode bit (NCM1F*) of the noise cancel mode channel register 1F (NCMCR1F) and the noise cancel mode bit (NCM2F*) of the noise cancel mode channel register 2F (NCMCR2F).

- **Minimum time-at-level edge cancellation mode**
While NCNTFAx is in count operation, the level change of the subsequent input signal is masked. Values in NCNTFAx and NCRFAx are always compared. If a compare match occurs, these registers clear the value in NCNTFAx synchronizing with the next PCLK, stop the count operation, and cancel the masking of the input signal.
- **Premature-transition edge cancellation mode**
While NCNTFAx is in count operation, noise canceler processing waiting state is entered. Values in NCNTFAx and NCRFAx are always compared. If a compare match occurs, these registers clear the value in NCNTFAx synchronizing with the next PCLK, stop the count operation, and then cancel the masking of the input signal and the noise canceler outputs the input signal that has passed through the noise canceling processing.
- **Level-accumulative cancellation mode**
When NCNTFAx up-counting is in progress, values of CNTFAx and NCRFAx are compared. When a compare match occurs, the up-counting of NCNTFAx stops at the next PCLK cycle. When NCNTFAx down-counting is in progress, NCNTFAx is compared with 0000_H.

NCRFBx is readable/writable only in 16-bit units.

When NCRFBx is reset, it is initialized to 0000_H.

22.9.2.26 NCRFBx — Noise Cancel Registers FBx

(x = 0 to 2: Correspond to subblocks F0 to F2.)

Access: 16-bit access is supported. 8-bit access is prohibited.

Address: FFE6 304E_H + (40_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCTFBx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.128 NCRFBx Register Contents

Bit Position	Bit Name	Function
15 to 0	NCTFBx	Noise Cancel Time FBx TIFxB noise cancel period (16-bit compare value)

Note: x is an integer of 0 to 2.

Noise cancel registers FBx (NCRFBx) are 16-bit readable/writable registers that set the upper limit of the noise canceler counter FBx (NCNTFBx). When a period of 128 PCLK cycles is selected as the noise cancel clock, setting of FFFF_H can cancel noise for maximum of 0.21 second period (when PCLK = 40 MHz). This register is effective only during up/down counting and the four-time multiplication event count mode.

One of the three different operation modes, which are minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode, takes place depending on the setting of the noise cancel mode selection bit (NCMSEL) and the timer F noise cancel mode bit (NCMF) of the noise cancel mode register (NCMR) of the common controller, as well as on a couple of timer F bits, which are the noise cancel mode bit (NCM1F*) of the noise cancel mode channel register 1F (NCMCR1F) and the noise cancel mode bit (NCM2F*) of the noise cancel mode channel register 2F (NCMCR2F).

- **Minimum time-at-level edge cancellation mode**
While NCNTFBx is in count operation, the level change of the subsequent input signal is masked. Values in NCNTFBx and NCRFBx are always compared. If a compare match occurs, these registers clear the value in NCNTFBx synchronizing with the next PCLK, stop the count operation, and cancel the masking of the input signal.
- **Premature-transition edge cancellation mode**
While NCNTFBx is in count operation, noise canceler processing waiting state is entered. Values in NCNTFBx and NCRFBx are always compared. If a compare match occurs, these registers clear the value in NCNTFBx synchronizing with the next PCLK, stop the count operation. Simultaneously the noise canceler outputs the input signal that has passed through noise canceling processing.
- **Level-accumulative cancellation mode**
When NCNTFBx up-counting is in progress, values of CNTFBx and NCRFBx are compared. When a compare match occurs, the up-counting of NCNTFBx stops at the next PCLK cycle.

When NCNTFBx down-counting is in progress, NCNTFBx is compared with 0000_H.

NCRFBx is readable/writable only in 16-bit units.

When NCRFBx is reset, it is initialized to 0000_H.

For details of operations for noise cancellation, see the description of the noise cancellation mode register in **Section 22.2.2, Common Controller Related Registers**.

22.9.3 Detailed Operation Description

Edge Counting in a Given Time

When a period over which edges are counted is set in GRAF_x, the number of edges within the period is obtained in GRBF_x. When no edge is detected within the period, 0 is set to GRBF_x. The period set to count is equivalent to the cycle of the ECNTAF_x clock (GRAF_x value). Operation of the timer F_x is described below. **Figure 22.60** shows an operation example. In this example, eight edges are input to 12 cycles of the count source clock. Timer counter ECNTAF_x and event counter ECNTBF_x are driven by the ECNTAF_x and ECNTBF_x clocks, respectively.

- ECNTAF_x: Measures time using one of the clock buses 0 to 6. When a compare match is detected, the count value is cleared synchronized with the next PCLK.
- ECNTBF_x: Counts edges of the signals provided from TIF_xA or TIF_x input. Edge types subject to count can be selected from among rising, falling, or both edges. The example given here counts the falling edges. A delay of two cycles in TIF_xA or TIF_x occurs because of synchronization processing. When a compare match in ECNTAF_x is detected, the count number is cleared synchronized with the next PCLK. In a case where edges subject to count are given simultaneously at a count clearing by a compare match, both operations are regarded to be done in one cycle, setting the count value to 0001_H. **Figure 22.61** shows an example of this.
- GRAF_x: Functions as the compare match register for ECNTAF_x. A compare match is detected when the count values in ECNTAF_x and GRAF_x agree.
- GRBF_x: Functions as the capture register for ECNTBF_x. When a compare match in ECNTAF_x is detected, this register captures the ECNTBF_x count number synchronizing with the next PCLK.
- Compare match interrupt request output: After compare match detection of ECNTAF_x, a compare match interrupt request is issued to CPU at the next PCLK cycle.
- DMA transfer request output: After compare match detection of ECNTAF_x, a DMA transfer request is issued to DMAC at the next PCLK cycle.
- ICFF_x: After detecting a compare match in ECNTAF_x, sets the ICFF_x flag synchronized with the next PCLK.
- ECNTCF_x, GRCF_x, GRDF_x: Do not function.

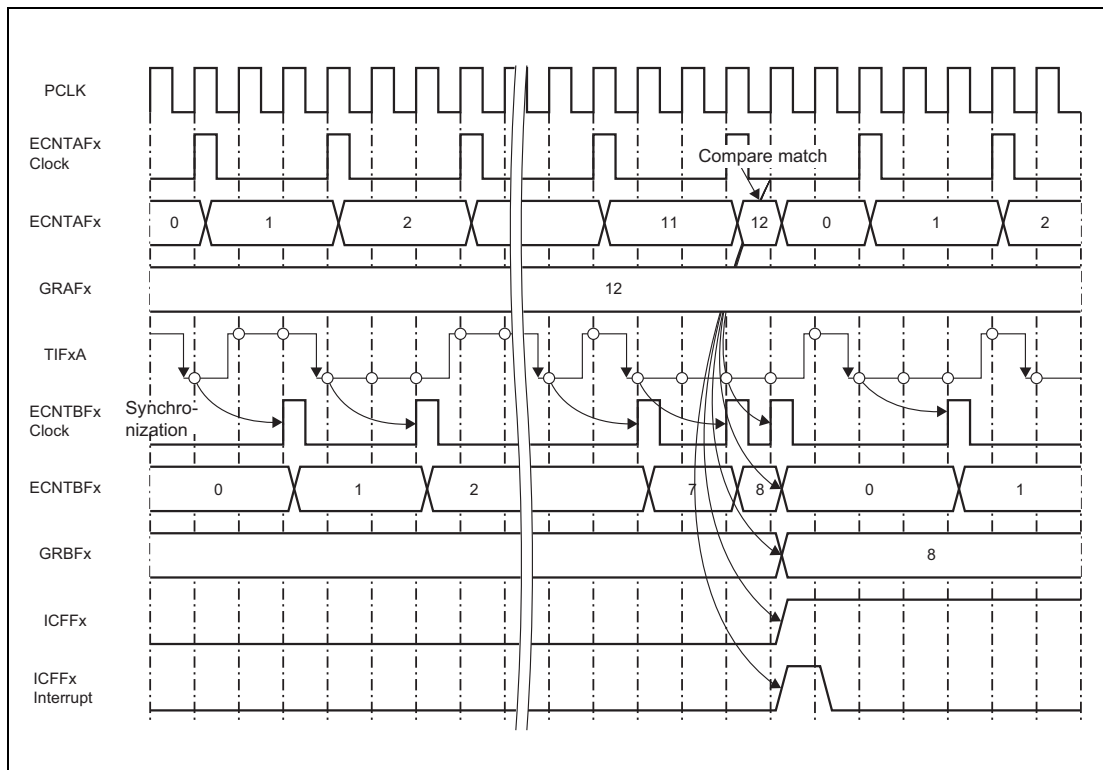


Figure 22.60 Operation Example of Edge Count in a Given Time

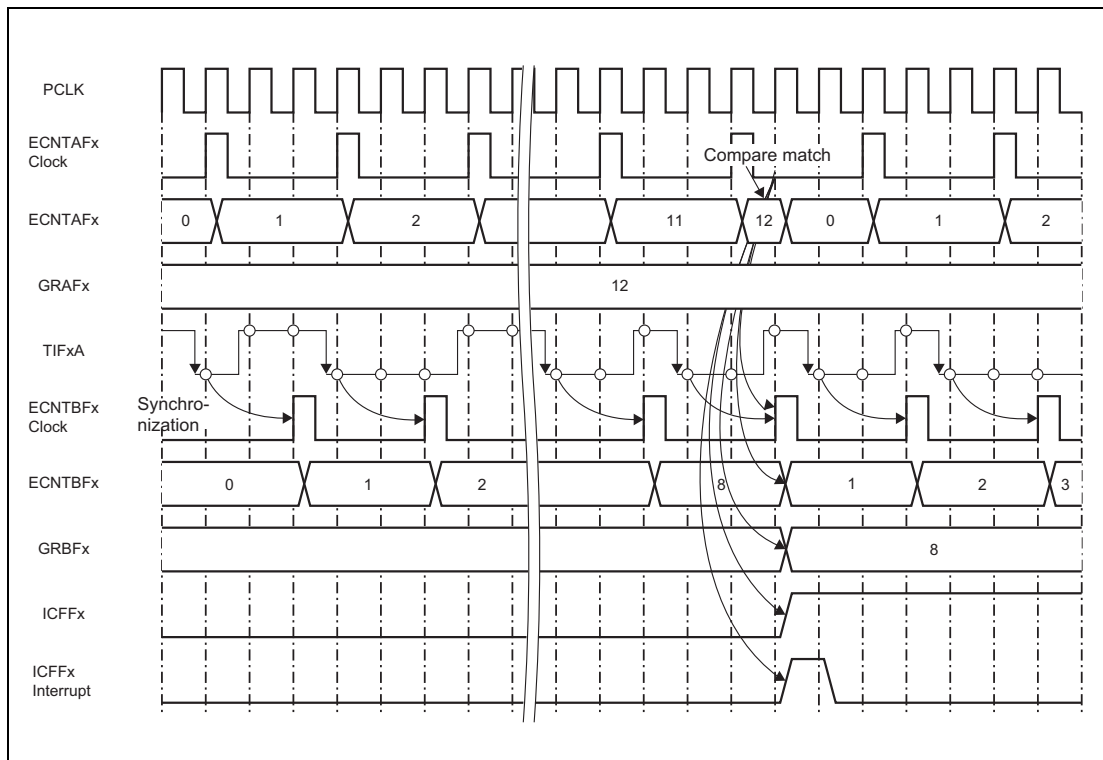


Figure 22.61 Operation Example 2 of Edge Count in a Given Time (Same Timing as Compare Match and Event)

Effective Edge Interval Counting

When a number of edges are set in GRBFx, the time necessary to count these edges is notified to GRAFx. The average of input edge intervals is obtained by dividing the time by the number of edges. The outcome is given as the unit of the ECNTAFx count source clock (GRAFx). Operation of the timer Fx is described below. **Figure 22.62** shows an operation example. In this example, 13 cycles of the counter clock are needed to detect 12 input edges. Timer counter ECNTAFx and event counter ECNTBFx are driven by the ECNTAFx and ECNTBFx clocks, respectively.

- ECNTAFx: Measures time using one of the clock buses 0 to 6. When a compare match between ECNTBFx and GRBFx is detected, the count value is cleared synchronized with the next ECNTAFx clock. Since ECNTAFx count clear occurs at the same time with countup, the cleared value becomes 0000 0001_H.
- ECNTBFx: Counts edges provided from TIFxA or TIFx. Edge types subject to count can be selected from among rising, falling, or both edges. The example given here counts the falling edges. A delay of two cycles in TIFxA or TIFx occurs because of synchronization processing. When a compare match is detected, the count number is cleared synchronized with the next PCLK.
- GRAFx: Functions as the capture register for ECNTAFx. When a compare match in ECNTBFx is detected, this register captures the ECNTAFx count number synchronizing with the next ECNTAFx clock.
- GRBFx: Functions as the compare match register for ECNTBFx. A compare match is detected when the count values in ECNTBFx and GRBFx agree.
- Compare match interrupt request: After a compare match detection of ECNTBFx, a compare match interrupt request is issued to CPU at the next “ECNTAFx Clock” cycle.
- DMA transfer request output: After a compare match detection of ECNTBFx, a DMA transfer request is issued to DMAC at the next “ECNTAFx Clock” cycle.
- ICFFx: After detecting a compare match in ECNTBFx, sets the ICFFx flag synchronized with the next ECNTAFx clock.
- ECNTCFx, GRCFx, GRDFx: Do not function.

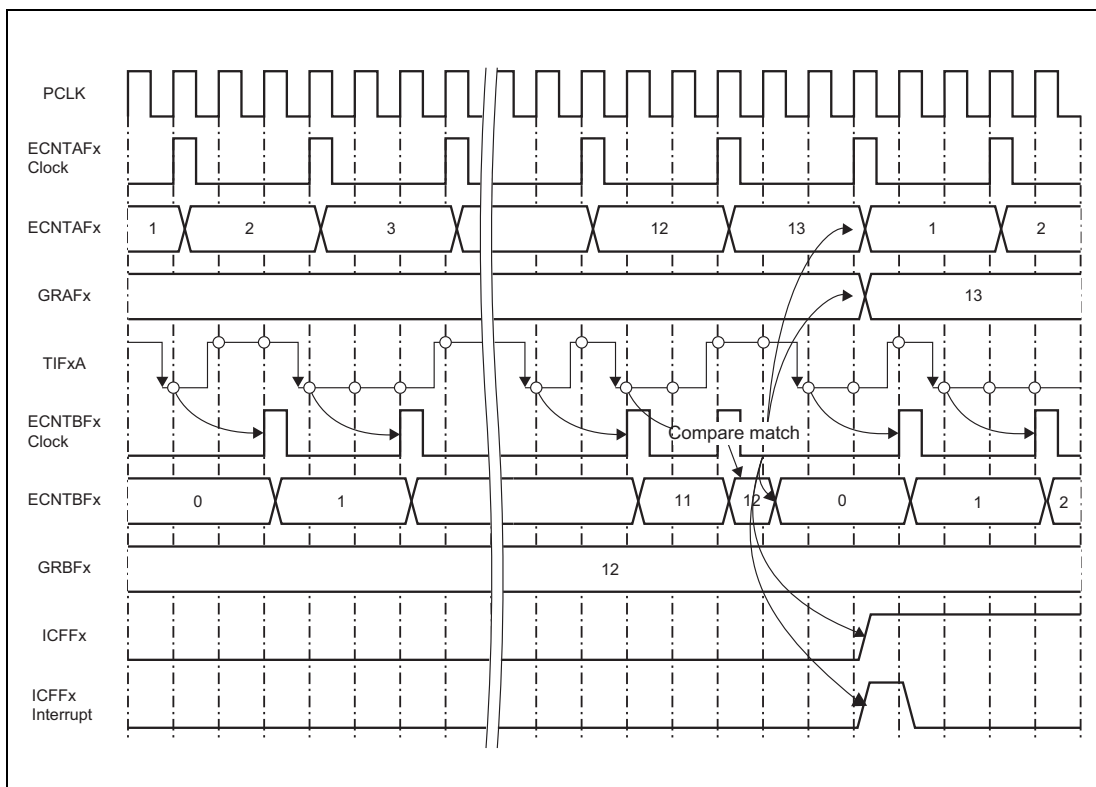


Figure 22.62 Operation Example of Effective Edge Interval Counting

Measurement of Time during High/Low Input Levels

Measures the time while TIFxA or TIFx is driven high or low. The time obtained is indicated using the ECNTAFx clock source as the standard. The width of the measurement time is specified to GRBFx in the form of the pulse number provided for TIFxA or TIFx (GRBFx value). Operation of the timer F is described below. **Figure 22.63** shows an operation example. This is the example in which the high level periods of the three pulses are measured as nine count source cycles. Timer counter ECNTAFx and event counter ECNTBFx are driven by the ECNTAFx and ECNTBFx clocks, respectively.

- ECNTAFx: Executes up-count using one of the clock buses 0 to 6 as a count source and TIFxA or TIFx level as enable. Therefore, the time period in which TIFxA or TIFx is in high level (EGSELFx = 2, falling edge selected), or TIFxA or TIFx is in low level (EGSELFx = 1, rising edge selected) is measured. After detecting a compare match in ECNTBFx, this register clears the count number synchronizing with the next count source clock. If TIFxA or TIFx is driven high (EGSELFx = 2) or low (EGSELFx = 1) at clearing count by the compare match, the count value becomes 0000 0001_H. **Figure 22.64** is an example of this.
- ECNTBFx: Counts the falling edge of the signal from the TIFxA or TIFx input. Rising or falling edge is selectable to be counted. The operation example shows counting of the TIFxA or TIFx falling edge. A delay of two cycles occurs because of synchronization processing. When a compare match is detected, the count number is cleared synchronized with the next PCLK.
- GRAFx: Functions as the capture register for ECNTAFx. When a compare match in ECNTBFx is detected, this register captures the ECNTAFx count number synchronizing with the next ECNTAFx clock.
- GRBFx: Functions as the compare match register for ECNTBFx. A compare match is detected when the count number in ECNTBFx and GRBFx agree.
- Compare match interrupt request: After a compare match detection of ECNTBFx, a compare match interrupt request is issued to CPU at the next “ECNTAFx Clock” cycle.
- DMA transfer request output: After a compare match detection of ECNTBFx, a DMA transfer request is issued to DMAC at the next “ECNTAFx Clock” cycle.
- ICFFx: After detecting a compare match in ECNTBFx, sets the ICFFx flag synchronized with the next ECNTAFx clock.
- ECNTCFx, GRCFx, GRDFx: Do not function.

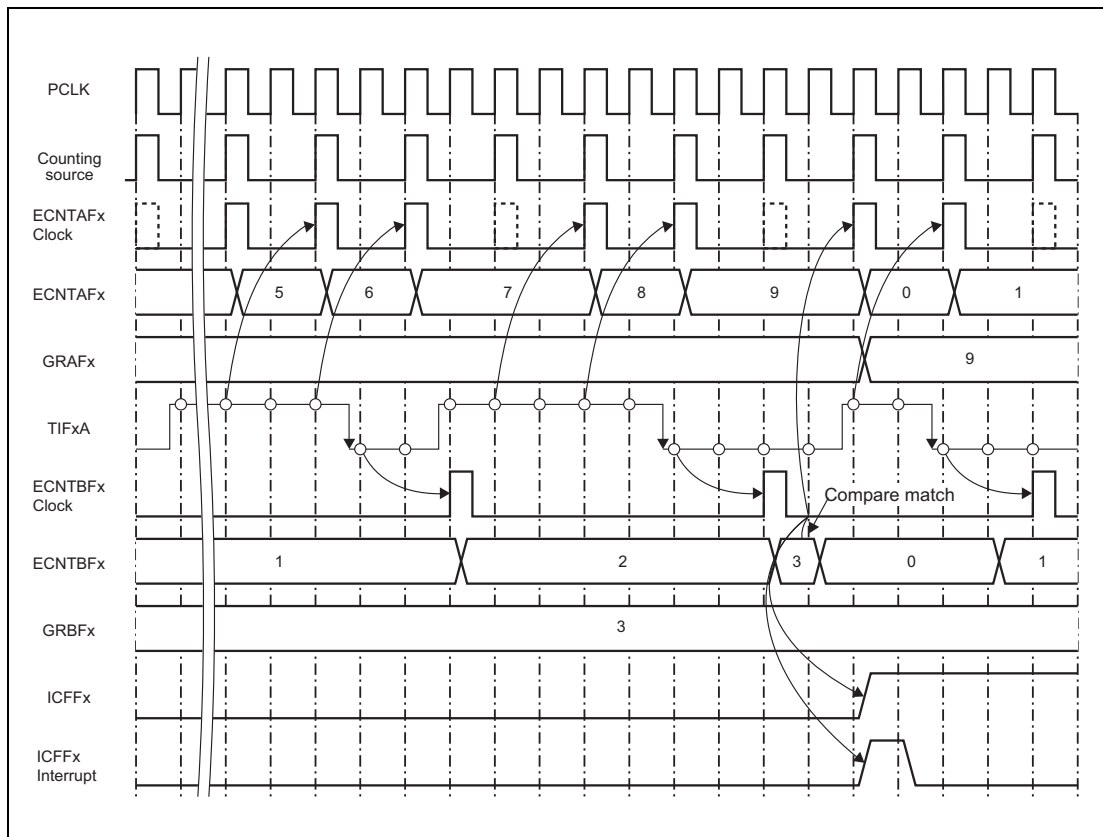


Figure 22.63 Operation Example of Measurement of Time during High Input Levels

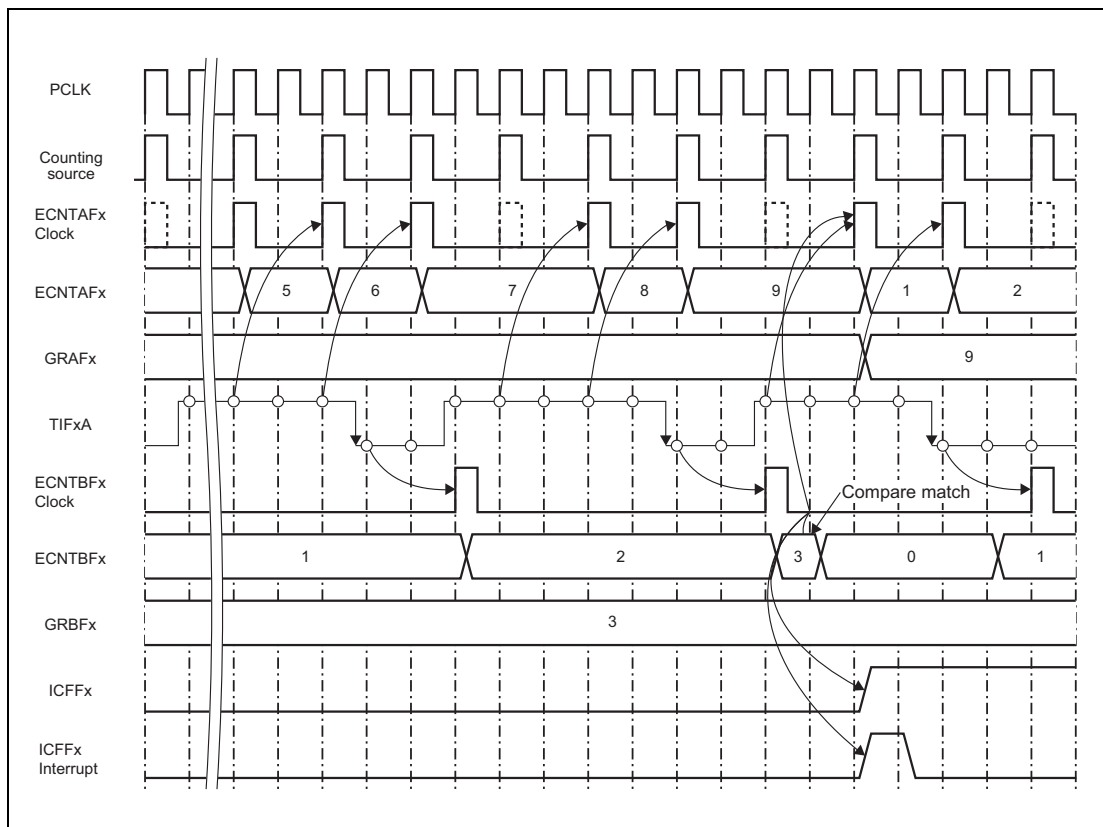


Figure 22.64 Operation Example of Measurement of Time during High Input Levels (TIFxA is at the High Level during Capture Operation)

Measurement of PWM Input Waveform Timing

Measures the off-duty (non-active) period and cycle time of the PWM waveform input to TIFxA or TIFx. The off-duty period is measured as the period of either the high or low level input on TIFxA or TIFx, and the PWM cycle is measured as the interval between two rising or falling edges. Both are measured concurrently. The measured time is expressed in the number of cycles of the clock source for ECNTAFx. The duration of the measurement is set in GRBFx, which is specified as the number of PWM pulses input to TIFxA or TIFx.

Compare match is possible for the number of PWM cycles. A compare match can issue an interrupt request to CPU.

Operation of timer F is described below. **Figure 22.65** shows an operation example. This is the example in which two PWM cycles in PWM waveform are measured as six counter clock cycles and the off-duty period (low-level period) is measured as four counter clock cycles.

The clocks for ECNTAFx, ECNTBFx, and ECNTCFx in this example provide the timing of counting or clearing operation of the time counter ECNTAFx, event counter ECNTBFx, and ECNTCFx, respectively.

- ECNTAFx: Executes up-count using one of the clock buses 0 to 6 as a count source and TIFxA or TIFx input level as enable. Therefore, the time period in which TIFxA or TIFx is in high level (EGSELFx = 2, falling edge selected), or TIFxA or TIFx is in low level (EGSELFx = 1, rising edge selected) is measured. After detecting a compare match in ECNTBFx, this register clears the count number synchronizing with the next count source clock. If TIFxA or TIFx is driven high (EGSELFx = 2) or low (EGSELFx = 1) at clearing count by the compare match, the count value becomes 0000 0001_H. The operation example shows measurement of low level.
- ECNTBFx: Counts the edge of the signal from the TIFxA or TIFx input. Rising or falling edge is selectable to be counted. The operation example shows counting of the rising edge. A delay of two cycles occurs because of synchronization processing. When a compare match is detected, the count number is cleared synchronized with the next PCLK.
- GRAFx: Functions as the capture register for ECNTAFx. When a compare match in ECNTBFx is detected, this register captures the ECNTAFx count number synchronizing with the next ECNTAFx clock.
- GRBFx: Functions as the compare match register for ECNTBFx. A compare match is detected when the count number in ECNTBFx and GRBFx agree.
- ECNTCFx: Measures time using the same count source as ECNTAFx. This register clears the count number synchronizing with the next ECNTAFx clock after detecting a compare match in ECNTBFx. Since ECNTCFx count clear occurs at the same time with countup, the cleared value is 0000 0001_H. A compare match with GRDFx does not clear ECNTCFx, and the counting continues.
- GRCFx: Functions as the capture register for ECNTCFx. This register captures the ECNTCFx count number synchronizing with the next ECNTAFx clock after detecting a compare match in ECNTBFx.
- Input capture interrupt request: After a compare match detection of ECNTBFx, an input capture interrupt request is issued to CPU at the next "ECNTAFx Clock" cycle.
- DMA transfer request output: After a compare match detection of ECNTBFx, a DMA transfer request is issued to DMAC at the next "ECNTAFx Clock" cycle.
- ICFFx: After detecting a compare match in ECNTBFx, sets the ICFFx synchronized with the next ECNTAFx clock.

- GRDFx: This register works as a compare match register of ECNTCFx. A compare match occurs when the ECNTCFx count coincides with GRDFx. (Effective when the GRDFCMEN bit of the private function control register (PVFCRF) is 1.)
- Overflow interrupt request output: After a compare match detection of ECNTCFx, an overflow interrupt request is issued to CPU at the next PCLK cycle. (Effective when the GRDFCMEN bit of the private function control register (PVFCRF) is 1.)
- OVFCFx: After detection of a compare match of ECNTCFx, OVFCFx is set at the next PCLK cycle. (Effective when the GRDFCMEN bit of the private function control register F (PVFCRF) is 1.)

Therefore, ECNTBFx (GRBFx) and ECNTAFx (GRAFx) are operating in low-period measurement mode and ECNTBFx (GRBFx) and ECNTCFx (GRCFx) are operating in effective edge interval counting mode.

The measured values in PWM input waveform measurement mode are saved in two 32-bit registers: GRAFx and GRCFx. Be noted that, when reading these two registers, a capture might occur in the period between reading one register and reading the other register, resulting in reading incorrect measurements (for example, when an interrupt request was processed in between).

Reading values from backup registers would provide two consistent values. For details, see “Simultaneous Access to Multiple Registers” described below.

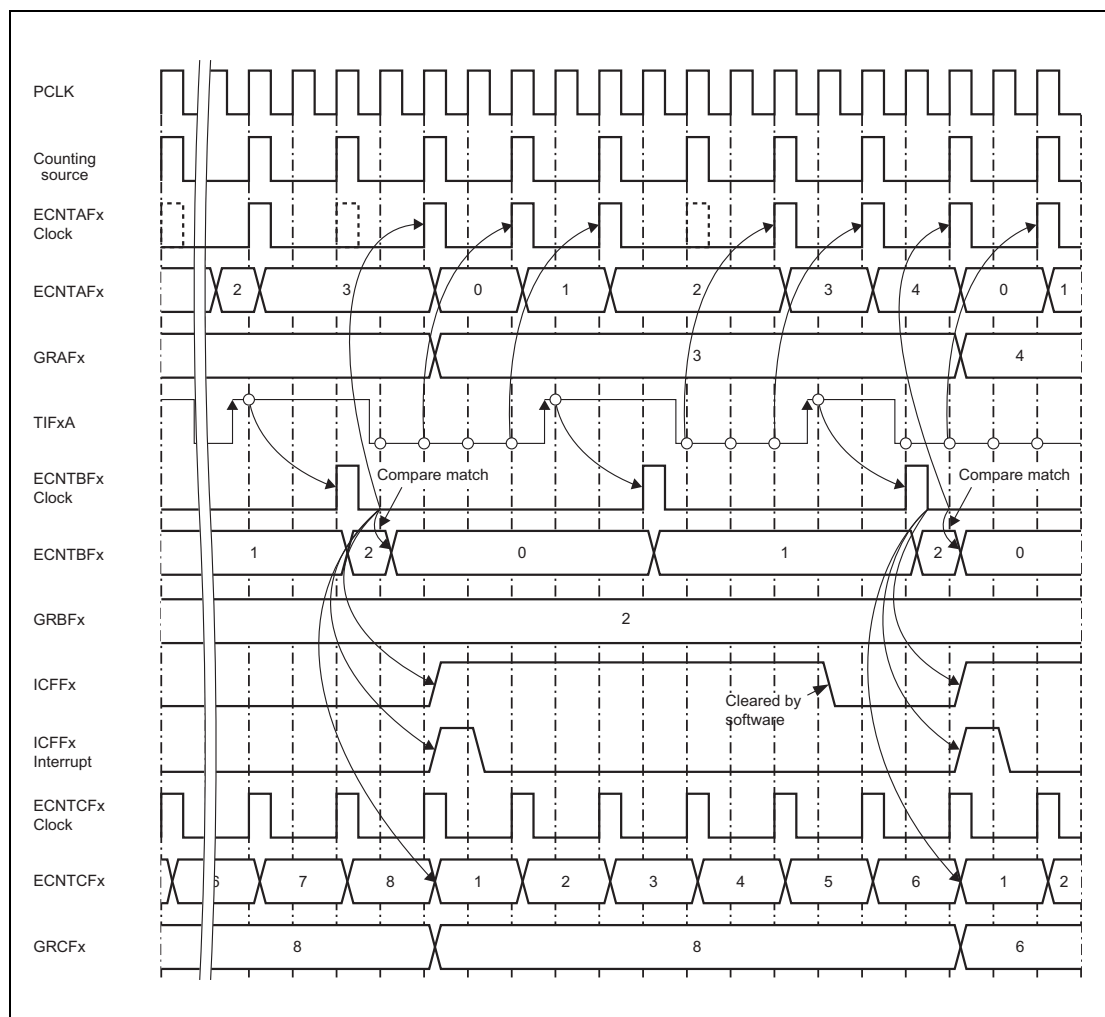


Figure 22.65 Operation Example of Measurement of PWM Input Waveform Timing

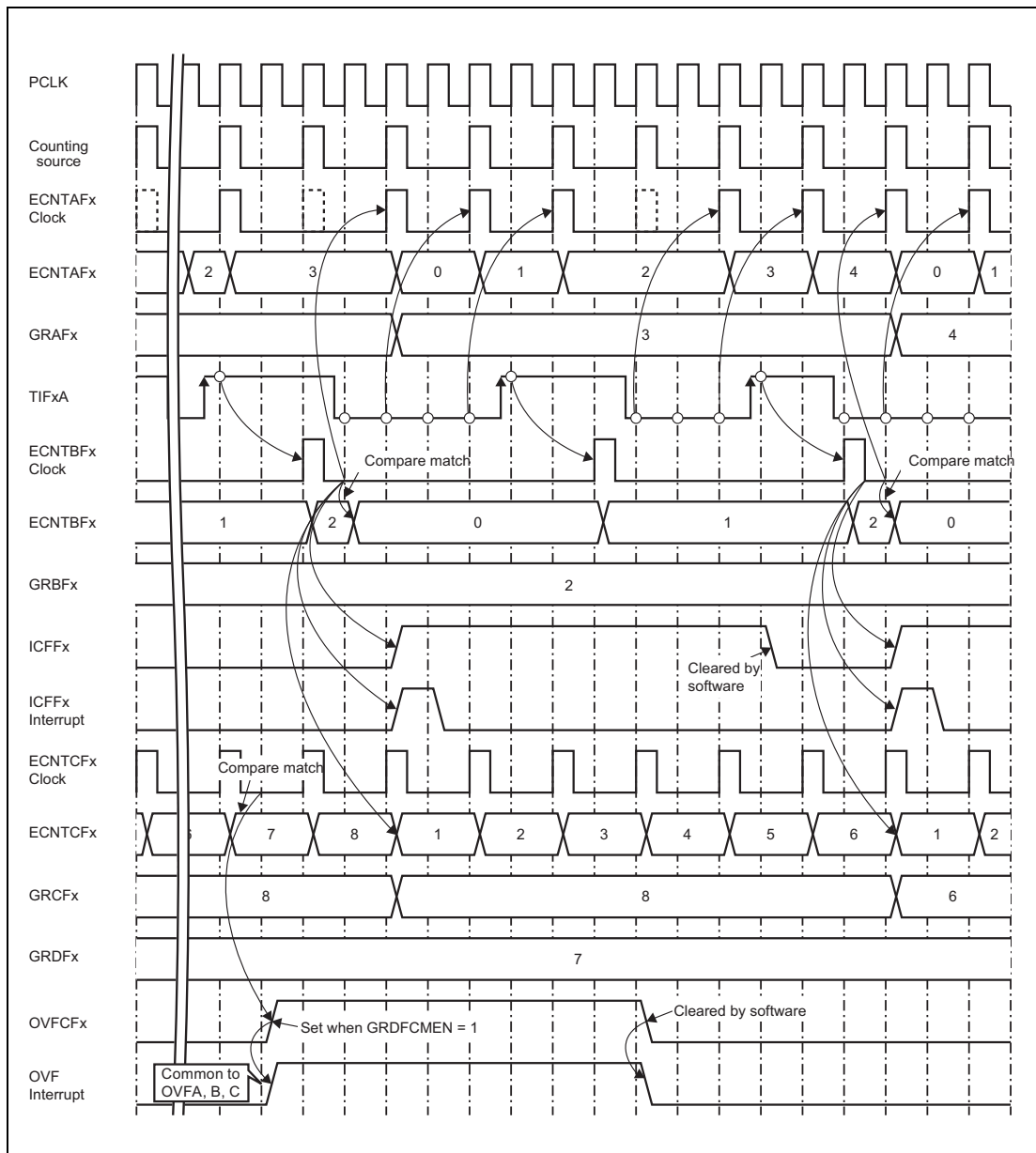


Figure 22.66 Operation Example of Measurement of PWM Input Waveform Timing

Rotation Speed/Pulse Measurement

Measures the number of edges input to TIFx, the edge input time (time stamp), the off-duty period in the PWM waveform that emerges between the last input edge and the edge this time, and PWM cycle time.

The time obtained is expressed using the ECNTAFx clock source as the standard. The maximum interval of edge input can be set to GRBFx, which enables to output an interrupt request if the edge input interval exceeds the maximum value.

At this moment, the timer F operates as shown below. **Figure 22.67** shows an example of operation. The ECNTAFx clock, ECNTBFx clock, and ECNTCFx clock show the timing of count operation or clearing for the time counter ECNTAFx, event counter ECNTBFx, and ECNTCFx, respectively.

- ECNTAFx: Executes up-count using one of the clock buses 0 to 6 as a count source and TIFx input level as enable. Therefore, the time period in which TIFx is in high level (EGSELFx = 2, falling edge selected), or TIFx is in low level (EGSELFx = 1, rising edge selected) is measured. After inputting the edge to TIFx, this register clears the count number synchronizing with the next count source clock. If TIFx is driven high (EGSELFx = 2) or low (EGSELFx = 1) at clearing count by the compare match, the count value becomes 0000 0001_H.
- ECNTBFx: Counts the edge of the signal from the TIFx input. Rising or falling edge is selectable to be counted. The operation example shows counting of the falling edge. A delay of two cycles occurs because of synchronization processing.
- GRAFx: Functions as the capture register for ECNTAFx. This register captures the ECNTAFx count number synchronizing with the next ECNTAFx clock after inputting the edge to TIFx.
- GRBFx: Functions as the capture register for ECNTCFx. When the ECNTCFx count and the value in the 16 lower-order bits in GRBFx extended with 0 match, this register detects a compare match and set the OVFCFx to 1.
- ECNTCFx: Measures time using the same count source as ECNTAFx. This register clears the count number synchronizing with the next ECNTAFx clock after inputting the edge to TIFx. Since ECNTCFx count clear occurs in the same timing, the cleared value is 0000 0001_H.
- GRDFx: Functions as the capture register for ECNTCFx. This register captures the ECNTCFx count number synchronizing with the next ECNTAFx clock after inputting the edge to TIFx.
- GRDFx: Functions as the capture register for ECNTCFx. This register captures the ECNTAFx, whose number being accumulated to GRDFx, synchronizing with the next ECNTAFx clock after inputting the edge to TIFx. The value to be added is the ECNTCFx value before clearing. (Capture value: GRDFx+ = ECNTCFx).
- Input capture interrupt request output: After an edge input to TIFx, an input capture interrupt request is issued to CPU at the next “ECNTAFx Clock” cycle.
- DMA transfer request output: After an edge input to TIFx, a DMA transfer request is issued to DMAC at the next “ECNTAFx Clock” cycle.
- ICFFx: Sets the ICFFx synchronizing with the next ECNTAFx clock after inputting the edge to TIFx.
- Overflow interrupt request output: An overflow interrupt request is issued to CPU at the next PCLK cycle during which values of ECNTCFx and GRBFx coincide (zero extension of 16 lower-order bits).
- OVFCFx flag: Sets the OVFCFx synchronizing with the next PCLK after the values in ECNTCFx and GRBFx (zero extension of 16 lower-order bits) match.

At the time of an input capture interrupt request, reading ECNTBFx, GRAFx, GRCFx, and GRDFx provides the number of edges, the off-state duty cycle, the PWM cycle, and the edge input time, respectively.

The capture timing of GRAFx, GRCFx, and GRDFx synchronizes with the count clock of ECNTAFx. Note that if the edge input cycle is shorter than the ECNTAFx count clock cycle, incorrect measurement may occur.

The measured values in “rotation speed/pulse measurement” mode are saved in three 32-bit registers GRAFx, GRCFx, and GRDFx. Be noted that, when reading these three registers, a capture might occur in the period between reading one register and reading another register, resulting in reading incorrect measurements (for example, when an interrupt request was processed in between).

Reading values from backup registers would provide three consistent values. For details, see “Simultaneous Access to Multiple Registers” described below.

CAUTION

Do not set this mode for subblocks other than 03 to 15.

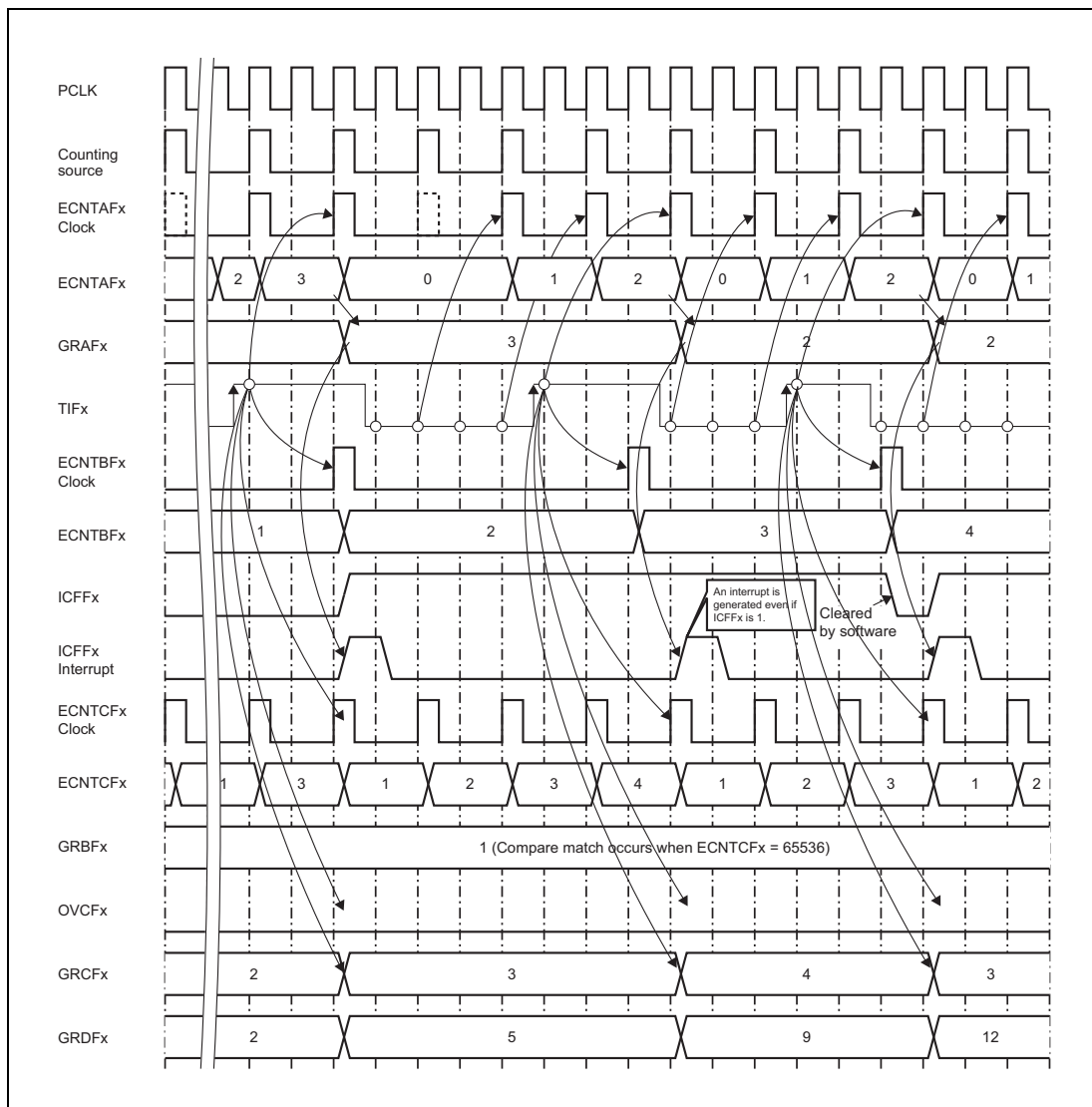


Figure 22.67 Operation Example of Rotation Speed/Pulse Measurement



Up/Down Event Count

This register uses the TIFxA pin, one of the two external input pins (TIFxA, TIFxB), as the count source, and TIFxB switches upcount to and from downcount. If a count period is designated to GRAFx the count number after designation can be obtained in GRBFx. The counting period is the period of ECNTAFx count source clock (GRAFx value).

At this moment, the timer F operates as shown below. **Figure 22.68** shows an example of operation. The ECNTAFx clock and ECNTBFx clock show the timing that time counter ECNTAFx and event counter ECNTBFx execute the count operation or clearing, respectively.

- ECNTAFx: Measures time using one of the clock buses 0 to 6. When a compare match is detected, the count value is cleared synchronized with the next PCLK.
- ECNTBFx: Upcount/downcount operation is performed at both rising and falling edges of TIFxA. Count direction is determined by the TIFxB input level. (See **Table 22.129**.) Because of synchronization processing, a delay of two cycles occurs in TIFxA and TIFxB.
- GRAFx: Functions as the compare match register for ECNTAFx. A compare match is detected when the count number in ECNTAFx and GRAFx agree.
- GRBFx: Functions as the capture register for ECNTBFx. When a compare match in ECNTAFx is detected, this register captures the ECNTBFx count number synchronizing with the next PCLK.
- Input capture interrupt request output: After compare match detection of ECNTAFx, an interrupt request is issued to CPU at the next PCLK cycle.
- DMA transfer request output: After compare match detection of ECNTAFx, a DMA transfer request is issued to DMAC at the next PCLK cycle.
- ICFFx: After detecting a compare match in ECNTAFx, sets the ICFFx flag synchronized with the next PCLK.
- ECNTCFx, GRCFx, GRDFx: Do not function

Table 22.129 Count Direction in Up/Down Event Count Mode

Input	Count Direction	
	Upcount	Downcount
TIFxA		
TIFxB	Low	High

CAUTION

Do not set this mode for the subblocks other than subblocks 0 to 2.

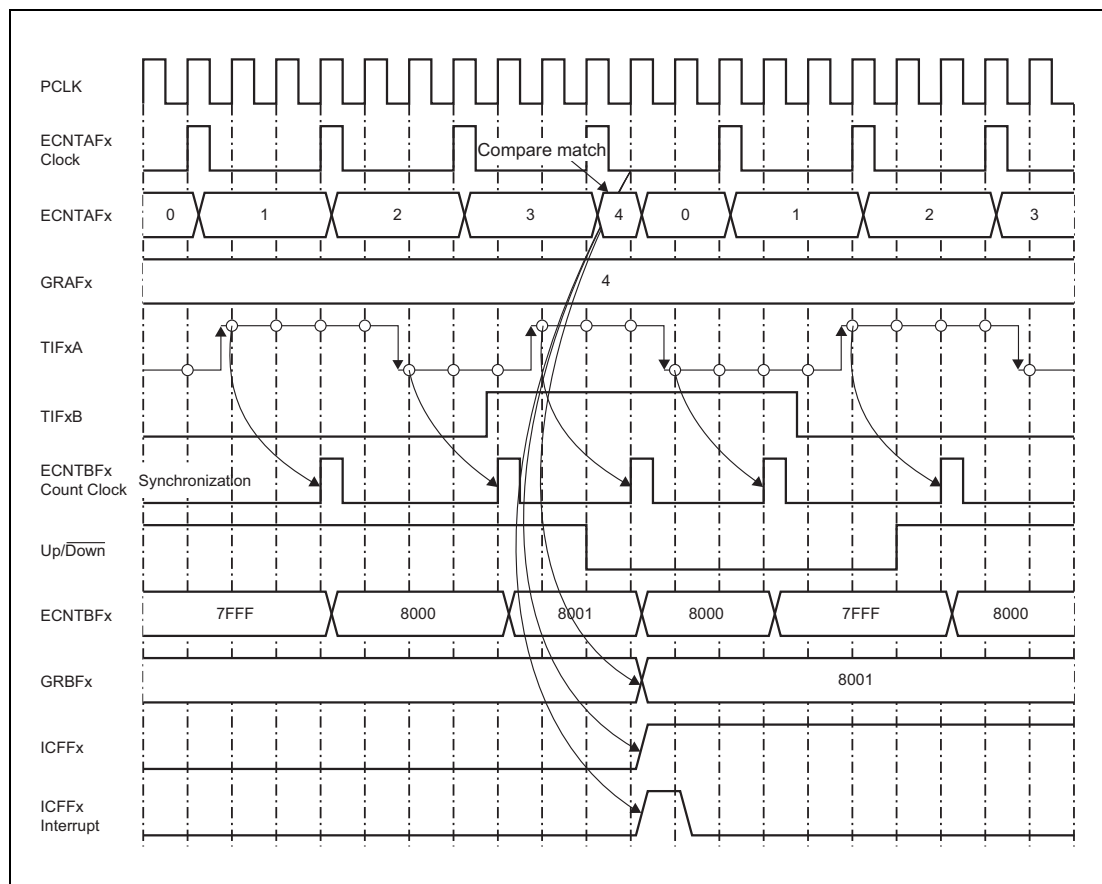


Figure 22.68 Operation Example of Up/Down Event Count

Four-time Multiplication Event Count









The count operation is executed using the external two input pins (TIFxA, TIFxB) as the count sources. Upcount or downcount is switched according to their input states. If a count period is designated to GRAFx, the count number after designation can be obtained in GRBFx. The counting period is the period of ECNTAFx count source clock (GRAFx value).

At this moment, the timer F operates as shown below. **Figure 22.69** shows an example of operation. The ECNTAFx clock and ECNTBFx clock show the timing that time counter ECNTAFx and event counter ECNTBFx execute the count operation or clearing, respectively.

- ECNTAFx: Measures time using one of the clock buses 0 to 6. When a compare match is detected, the count value is cleared synchronized with the next PCLK.
- ECNTBFx: Upcount/downcount operation is performed at both rising and falling edges of TIFxA and TIFxB respectively. Count direction is determined by the other signal input level. (See **Table 22.130**). Because of synchronization processing, a delay of two cycles occurs in TIFxA and TIFxB.
- GRAFx: Functions as the compare match register for ECNTAFx. A compare match is detected when the count number in ECNTAFx and GRAFx agree.
- GRBFx: Functions as the capture register for ECNTBFx. When a compare match in ECNTAFx is detected, this register captures the ECNTBFx count number synchronizing with the next PCLK.
- Input capture interrupt request output: After a compare match detection of ECNTAFx, an input capture interrupt request is issued to CPU at the next PCLK cycle.

- DMA transfer request output: After compare match detection of ECNTAFx, a DMA transfer request is issued to DMAC at the next PCLK cycle.
- ICFFx: After detecting a compare match in ECNTAFx, sets the ICFFx synchronized with the next PCLK.
- ECNTCFx, GRCFx, GRDFx: Do not function

Table 22.130 Count Direction in Four-time Multiplication Event Count Mode

Input	Count Direction							
	Upcount				Downcount			
TIFxA	High		Low		High		Low	
TIFxB		High		Low		Low		High

CAUTIONS

1. Operation when edge inputs in TIFxA and TIFxB are detected simultaneously is not guaranteed. The interval between edge inputs in TIFnA and TIFnB must be at least 1.5 cycles (PCLK).
2. Do not set this mode for the subblocks other than subblocks 0 to 2.

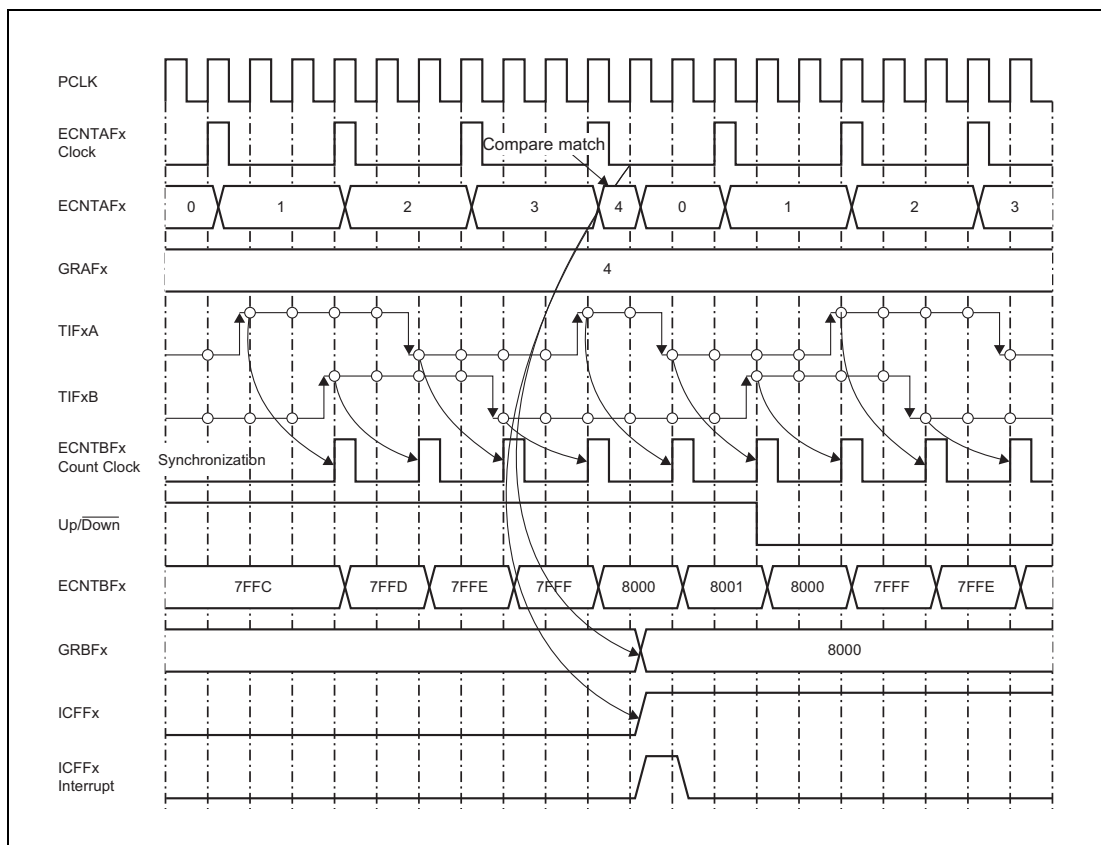


Figure 22.69 Operation Example of Four-time Multiplication Event Count

Overflow and Underflow

If the counter value becomes $0000\ 0000_{\text{H}}$ (ECNTAFx, ECNTCFx) from $FFFF\ FFFF_{\text{H}}$ (ECNTAFx, ECNTCFx) or it becomes 0000_{H} (ECNTBFx) from $FFFF_{\text{H}}$ (ECNTBFx) for cases other than counter clearing, an overflow is detected. In this case, the overflow flag is set and an overflow interrupt request is issued at the same time as the counter value becomes $0000\ 0000_{\text{H}}$ (or 0000_{H}). (A figure is omitted.) When an overflow of ECNTAFx is detected, OVFAFx is set and an overflow A interrupt request is issued. When an overflow of ECNTBFx is detected, OVFBFx is set and an overflow B interrupt request is issued. When an overflow of ECNTCFx is detected, OVFCFx is set and an overflow C interrupt request is issued.

An underflow is detected when the counter value changes from 0000_{H} (ECNTBFx) to $FFFF_{\text{H}}$ (ECNTBFx). In this case, OVFBFx is set and an overflow interrupt request is issued at the same time as the counter value becomes $FFFF_{\text{H}}$. (A figure is omitted.) OVFBFx is also set. An underflow occurs only with ECNTBFx, in which case an overflow B interrupt request is issued.

Simultaneous Access of Multiple Registers

In PWM input waveform measurement mode and rotation speed/pulse measurement mode, saving register values of measurement results to backup registers provides multiple register values of the same time point. When the CDRFx register is read, register values are saved from GRAFx to BGRAFx, from GRCFx to BGRCFx, and from GRDFx to BGRDFx.

For saving general register values to backup registers and for reading data from backup registers, the backup control register Fx (BKCRFx) must be set. For details, see the section above explaining backup control registers.

With the above method in PWM input waveform measurement mode, reading CDRFx and then BGRCFx (in the order of DMAC transfer access) provides the PWM cycle and the duty time of the same time point. In “rotation speed/pulse measurement” mode, reading CDRFx and then BGRAFx, BGRCFx, and BGRDFx provides data of the same time point.

22.10 Timer G

22.10.1 Operation Overview

The timer G block consists of 10 timer G subblocks.

A timer G subblock reads the input clock, and when a predetermined time period has passed, generates a pulse signal of one PCLK cycle period. The generated signals can be used as activation of the AD conversion device and interrupt request triggers. By a DMAC setting, the interrupt requests can be used as triggers of DMA transfer. An input clock can be selected for the counter from the seven clocks on the clock bus. The counter value of free-run counter TCNTG0 can be output as reference data for APA. For selection of output values, see **Section 23.6, Overview of APA Input/Output Selection Function**.

Configuration

Timer G subblock includes one 32-bit counter (TCNTG_x), one compare match register (OCRG_x), and a controller.

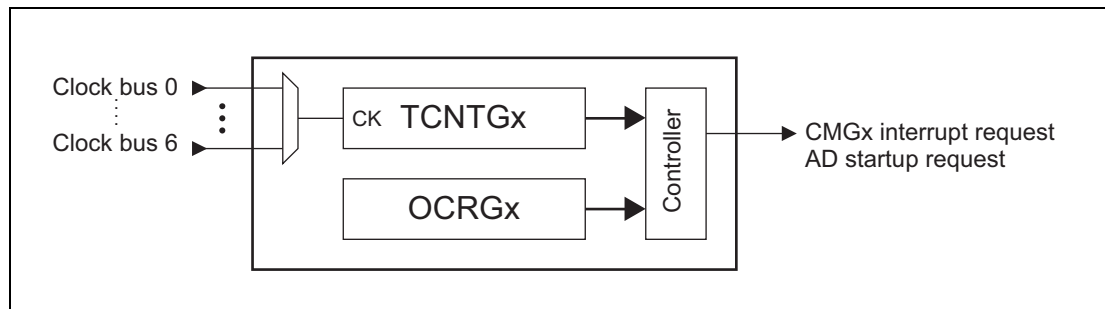


Figure 22.70 Timer G Configuration

Interrupt request

Timer G can issue 10 interrupt requests as described below.

- An interrupt request is issued upon compare match detection at timer subblock G_x. These requests are received by AD, DMAC, and the interrupt request controller, and they perform their processing according to individual settings.

22.10.2 Registers Related to Timer G

22.10.2.1 TSTRG — Timer Start Register G

Access: 8-bit /16-bit access is possible.

Address: FFE6 3900_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	STRG9	STRG8	STRG7	STRG6	STRG5	STRG4	STRG3	STRG2	STRG1	STRG0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.131 TSTRG Register Contents

Bit Position	Bit Name	Function
15 to 10	—	Not used. Fix these bits to 0.
9 to 0	STRG9 to STRG0	Counter G Start 0: TCNTGx is disabled 1: TCNTGx is enabled

Note: x is an integer from 0 to 9.

The timer start register G (TSTRG) is a 16-bit register.

The 8 higher- and lower-order bits can be read and written as a TSTRGH register and a TSTRGL register respectively. This register specifies whether to start or stop each subblock (timer G0 to timer G9) included in timer G. The counting is not performed if the TGE bit of the ATU-IV control register (ATUENR) is not enabled even if the start bit of timer G permits counting.

When TSTRG is reset, it is initialized to 0000_H.

(1) STRGx — Counter G Start

These bits enable and disable timer counter Gx (TCNTGx) (G0 to G9) in the subblocks.

When these bits are cleared to 0, TCNTGx is stopped. While TCNTGx is stopped, it retains the previous value. When these bits are set to 1, TCNTGx is resumed from the previous value. TCNTGx runs when these bits and the TGE bit in ATUENR are both set to 1.

CAUTION

The prescalers run regardless of the counter G start bit and are not synchronized with the timing at which TCNTG is started. Therefore, the time from when the counter G start bit is set to when TCNTG is incremented for the first time is less than the cycle of the clock of TCNTG.

22.10.2.2 TCRGx — Timer Control Register Gx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks G0 to G9)

Access: 8-bit access is possible.

Address: FFE6 3910_H + (10_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	CKSELGx[2:0]			—	—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R	R	R	R

Table 22.132 TCRGx Register Contents

Bit Position	Bit Name	Function
7	—	Not used. This bit is always read as 0. When writing, always write 0.
6 to 4	CKSELGx[2:0]	Clock Select Gn These bits select the clock source of timer counter Gx (TCNTGx) of subblock. 000: Clock-bus line 0 001: Clock-bus line 1 010: Clock-bus line 2 011: Clock-bus line 3 100: Clock-bus line 4 101: Clock-bus line 5 110: Clock-bus line 6 111: Reserved
3 to 0	—	Not used. These bits are always read as 0. When writing, always write 0.

Note: x is an integer of 0 to 9.

Timer control registers Gx (TCRG0 to TCRG9) are 8-bit readable/writable registers that set the operating mode of each subblock of timer G (G0 to G9).

When TCRG0 to TCRG9 are reset, they are initialized to 00_H.

(1) CKSELGx — Clock Select Gx

These bits select the clock source of timer counter Gx (TCNTGx) of subblocks (G0 to G9). Setting these bits to a value from 000 to 110 selects a clock source from clock bus 0 to clock bus 6.

However, do not set these bits to 111. If set, operation cannot be guaranteed.

22.10.2.3 TSRGx — Timer Status Registers Gx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks G0 to G9)

Access: 8-bit access is possible.

Address: FFE6 3912_H + (10_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	OVFGx	CMFGx
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.133 TSRGx Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Not used. These bits are always read as 0. When writing, always write 0.
1	OVFGx	Overflow Flag Gx 1: TCNTGx has overflowed 0: TCNTGx has not overflowed
0	CMFGx	Compare Match Flag Gx 1: Compare match has occurred in subblocks Gx 0: Compare match has not occurred in subblocks Gx

Timer status registers Gx (TSRG0 to TSRG9) are 8-bit readable/writable registers that measure the time and indicate occurrence of event counter overflow and compare match.

The overflow flag is the status flag for indicating the occurrence of overflow. It does not generate interrupts. The compare match flag is a status flag that indicates occurrence of an interrupt request. Setting a bit of the timer status clear register Gx (TSCRGx) clears the corresponding flag. If an interrupt source takes effect when this flag is set, an interrupt request is made again. An interrupt request is issued even in cases of contention between clearing by the corresponding timer status clear register and setting by an interrupt source.

When TSRG0 to TSRG9 are reset, they are initialized to 00_H.

(1) OVFGx — Overflow Flag Gx

Indicates whether or not timer counter Gx (TCNTGx) has overflowed. This bit cannot be set to 1 or 0 by software.

- Setting condition
When TCNTGx overflowed (from FFFF FFFF_H to 0000 0000_H)
- Clearing condition
Writing 1 to OVFCGx in timer status clear register (Gx (TSCRGx))

(2) CMFGx — Compare Match Flag Gx

Indicates whether or not a compare match has occurred in subblocks Gx (G0 to G9). This flag cannot be set to 1 or 0 by software.

- Setting condition
When compare match occurred in subblocks Gx
- Clearing conditions
When 1 is written to CMFCGx of the timer status clear register Gx (TSCRGx).

22.10.2.4 TSCRGx — Timer Status Clear Register Gx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks G0 to G9)

Access: 8-bit access is possible.

Address: FFE6 3913_H + (10_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	OVFCGx	CMFCGx
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Note 1. Value 0 cannot be written. The value is not retained when 1 is written. These bits are always read as 0.

Table 22.134 TSCRGx Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Not used. These bits are always read as 0. When writing, always write 0.
1	OVFCGx	Overflow Flag Clear Gx Enable 0: Disabled (Initial value) 1: Writes 0 to OVFGx
0	CMFCGx	Compare Match Flag Clear Gx Enable 0: Disabled (Initial value) 1: Writes 0 to CMFGx

TSCRG is an 8-bit readable/writable register, which clears flags when compare match occur.

TSCRG is readable/writable only in 8-bit units. This register is always read as 0.

When TSCRGx is reset, it is initialized to 00_H.

(1) OVFCGx — Overflow Flag Clear Gx Enable

When overflow flag Gx (OVFGx) of timer status register Gx (TSRGx) is set to 1, writing 1 to this register clears OVFGx to 0. This register is always read as 0.

(2) CMFCGx — Compare Match Flag Clear Gx Enable

When compare match flag Gx (CMFGx) of timer status register Gx (TSRGx) is set to 1, writing 1 to this register clears CMFGx to 0. This register is always read as 0.

22.10.2.5 TCNTGx — Timer Counters Gx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks G0 to G9)

Access: 32-bit access is possible. Note 1: 8-bit access and 16-bit access are prohibited.

Address: FFE6 3914_H + (10_H * x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TCNTGx[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCNTGx[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.135 TCNTGx Register Contents

Bit Position	Bit Name	Function
31 to 0	TCNTGx[31:0]	Timer Counter Gx These bits store the up-counter value.

Timer counters Gx (TCNTGx) are 32-bit readable/writable registers. These registers are provided one for each subblock and are incremented by the clock selected in the corresponding control register. Lines 0 to 6 of the clock bus can be selected as the input clock.

These counter values are compared with the value in compare match register Gx (OCRGx). When they match, Compare match flag (CMFGx bit in TSRGx register) is set and the counter value is cleared to 0000 0000_H in the next PCLK cycle. If counter clearing by compare match and incrementation occur simultaneously, TCNTGx is initialized to 0000 0001_H. This occurs when TCNTGx is driven by the clock whose frequency is equal to the PCLK. An interrupt request can be issued to CPU by detection of a compare match.

When TCNTGx is reset, it is initialized to 0000 0000_H.

22.10.2.6 OCRGx — Compare Match Registers Gx

(x = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9: Corresponding to subblocks G0 to G9)

Access: 32-bit access is possible. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3918_H + (10_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OCRGx[31:16]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCRGx[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.136 OCRGx Register Contents

Bit Position	Bit Name	Function
31 to 0	OCRGx[31:0]	Compare Match Gx These bits set the compare match value.

Compare match registers Gx (OCRGx) are 32-bit readable/writable registers. These registers are provided one for each subblock and function as the output compare register for timer counter Gx. A compare match can trigger an interrupt request to CPU or a DMA transfer request to DMAC.

Do not set OCRGx to 0000 0000_H. If 0000 0000_H is set, compare matches occur at unwanted cycles.

When OCRGx is reset, it is initialized to FFFF FFFF_H.

22.10.3 Detailed Operation Description

Specifying a time period in OCRGx generates a positive logical pulse of one PCLK cycle when the specified period has passed. The initial value of the output signal is 0. The counting period is specified based on the clock source of TCNTGx. The generated signals can be output to the AD conversion device for AD activation and interrupt request triggers.

The compare match flag Gx (CMFGx) of the timer status register Gx (TSRGx) is set when a compare match occurs. Compare match can trigger a DMA activation request to DMAC and an interrupt request to CPU.

Figure 22.71 illustrates the operation example. “TCNTGx Clock” here is a virtual signal indicating the timing of counting and clearing of counter TCNTGx.

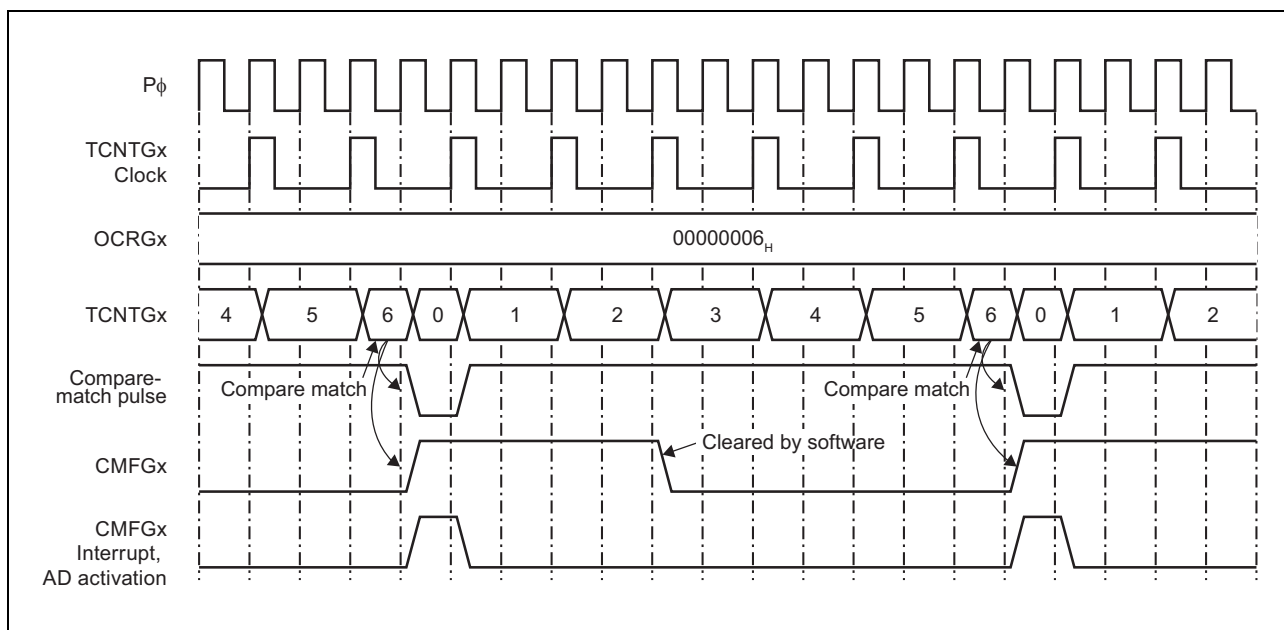


Figure 22.71 Operation Example of Counter and Compare Match

22.11 Timer H

22.11.1 Operation Overview

Timer H is a counter that measures a given time repeatedly.

Timer counter 1H (TCNT1H) is a 16-bit up-counter driven by the clock selected from seven lines of the clock bus. When the value in TCNT1H reaches the value in compare register 1H (OCR1H), it is cleared to 0000_H and is incremented again.

Timer counter 2H (TCNT2H) is a 32-bit counter that is incremented on compare match between TCNT1H and OCR1H, meaning that the counter counts the compare match.

Interrupt requests can be issued when TCNT2H is incremented.

Configuration

Timer H consists of one 16-bit timer counter 1H (TCNT1H), one compare match register 1H (OCR1H), one 32-bit timer counter 2H (TCNT2H), and controller.

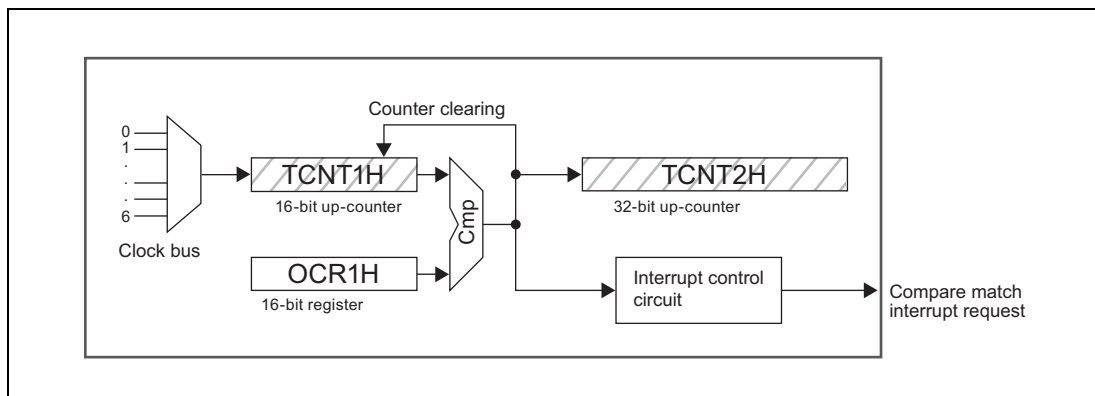


Figure 22.72 Block Diagram of Timer H

Interrupt request

Timer H can issue 1 interrupt requests as described below.

- Compare match interrupt request (1): Interrupt requests are issued on compare match between TCNT1H and OCR1H.

22.11.2 Registers Related to Timer H

22.11.2.1 TCRH — Timer Control Register H

Access: 8-bit access is possible.

Address: FFE6 0100_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	CKSELH[2:0]			—	—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R	R	R	R

Table 22.137 TCRH Register Contents

Bit Position	Bit Name	Function
7	—	Not used. This bit is always read as 0. When writing, always write 0.
6 to 4	CKSELH[2:0]	These bits select the source of the clock of 16-bit timer counter 1H (TCNT1H). 000: Clock-bus line 0 001: Clock-bus line 1 010: Clock-bus line 2 011: Clock-bus line 3 100: Clock-bus line 4 101: Clock-bus line 5 110: Clock-bus line 6 111: Reserved
3 to 0	—	Not used. These bits are always read as 0. When writing, always write 0.

Timer control register H (TCRH) is an 8-bit readable/writable register. This register selects a count source for a 16-bit timer counter 1H (TCNT1H).

When TCRH is reset, it is initialized to 00_H.

(1) CKSELH — Clock Select H

These bits select the source of the clock of 16-bit timer counter 1H (TCNT1H).

Setting these bits to a value from 000 to 110 selects a clock source from clock bus 0 to clock bus 6. Do not set these bits to 111. If these values are set, the timer might not work properly.

22.11.2.2 TSRH — Timer Status Register H

Access: 8-bit access is possible.

Address: FFE6 0102_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	OVF2H	OVF1H	CMFH
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.138 TSRH Register Contents

Bit Position	Bit Name	Function
7 to 3	—	Not used. These bits are always read as 0. When writing, always write 0.
2	OVF2H	Overflow Flag 2H 1: TCNT2H has overflowed 0: TCNT2H has not overflowed
1	OVF1H	Overflow Flag 1H 1: TCNT1H has overflowed 0: TCNT1H has not overflowed
0	CMFH	Compare Match Flag H 1: Compare match between TCNT1H and OCR1H has occurred 0: Compare match between TCNT1H and OCR1H has not occurred

The timer status register H (TSRH) is an 8-bit read-only register.

This register indicates compare match of a 16-bit timer counter 1H (TCNT1H) and a compare match register (OCR1H), overflow of TCNT1H, and overflow of a 32-bit timer counter (TCNT2H).

These flags are status flags indicating overflow and compare match, and can be cleared by setting the corresponding bits of the timer status clear register H (TSCRH). If an interrupt source takes effect when this flag is set, an interrupt request is made again. An interrupt request is issued even in cases of contention between clearing by the corresponding timer status clear register and setting by an interrupt source.

When TSRH is reset, it is initialized to 00_H.

(1) OVF2H — Overflow Flag 2H

Indicates whether or not timer counter 2H (TCNT2H) has overflowed. This flag cannot be set to 1 or 0 by software.

OVF2H	Function
0	[Clearing condition] When 1 is written to OVFC2H of timer status clear register H (TSCRH) (Initial value)
1	[Setting condition] TCNT2H has overflowed (from FFFF FFFF _H to 0000 0000 _H)

Writing 0000 0000_H to TCNT2H or starting TCNT2H up from the initial value (0000 0000_H) has no effect on this bit. When writing a value to the counter and incrementation occur simultaneously while the counter is FFFF FFFF_H, the overflow flag is set to 1 but the counter value is changed to the written value instead of 0000 0000_H.

(2) OVF1H — Overflow Flag 1H

Indicates whether or not timer counter 1H (TCNT1H) has overflowed. This flag cannot be set to 1 or 0 by software.

OVF1H	Function
0	[Clearing condition] When 1 is written to OVFC1H of timer status clear register H (TSCRH) (Initial value)
1	[Setting condition] TCNT1H has overflowed (from FFFF _H to 0000 _H)

Writing 0000_H to TCNT1H or starting TCNT1H up from the initial value (0000_H) has no effect on this bit. When writing a value to the counter and incrementation occur simultaneously while the counter is FFFF, the overflow flag is set to 1 but the counter value is changed to the written value instead of 0000 0000_H.

(3) CMFH — Compare Match Flag H

Indicates whether or not compare match between TCNT1H and OCR1H has occurred. This flag cannot be set to 1 or 0 by software.

CMFH	Function
0	[Clearing condition] When 1 is written to CMFCH of timer status clear register H (TSCRH) (Initial value)
1	[Setting condition] When the values in TCNT1H and OCR1H match

While CMFH is set to 1, meaning that the flag has not been cleared, the next compare match can be detected. In this case, 1 is rewritten to this bit.

22.11.2.3 TSCRH — Timer Status Clear Register H

Access: 8-bit access is possible.

Address: FFE6 0103_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	OVFC2H	OVFC1H	CMFCH
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W

Table 22.139 TSCRH Register Contents

Bit Position	Bit Name	Function
7 to 3	—	Not used. Fix these bits to 0.
2	OVFC2H	Overflow Flag Clear 2H Enable 0: Disabled (Initial value) 1: Writes 0 to OVF2H.
1	OVFC1H	Overflow Flag Clear 1H Enable 0: Disabled (Initial value) 1: Writes 0 to OVF1H.
0	CMFCH	Compare Match Flag Clear H Enable 0: Disabled (Initial value) 1: Writes 0 to CMFH.

TSCRH is an 8-bit readable/writable register, which clears flags when compare matches occur.

TSCRH is readable/writable only in 8-bit units. This register is always read as 0.

When TSCRH is reset, it is initialized to 00_H.

(1) OVFC2H — Overflow Flag Clear 2H Enable

When overflow flag 2H (OVF2H) of timer status register H (TSRH) is set to 1, writing 1 to this register clears OVF2H to 0. This register is always read as 0.

(2) OVFC1H — Overflow Flag Clear 1H Enable

When overflow flag 1H (OVF1H) of timer status register H (TSRH) is set to 1, writing 1 to this register clears OVF1H to 0. This register is always read as 0.

(3) CMFCH — Compare Match Clear H Enable

When compare match flag H (CMFH) of timer status register H (TSRH) is set to 1, writing 1 to this register clears CMFH to 0. This register is always read as 0.

22.11.2.4 TCNT1H — Timer Counter 1H

Access: 16-bit access is possible. 8-bit access is prohibited.

Address: FFE6 0104_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCNT1H[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.140 TCNT1H Register Contents

Bit Position	Bit Name	Function
15 to 0	TCNT1H[15:0]	Timer Counter 1H 16-bit up-counter

TCNT1H is a 16-bit readable/writable register. 8-bit access is prohibited.

TCNT1H run when the THE bit in the ATU-IV master enable register (ATUENR) and is incremented by the clock selected in timer control register H (TCRH). Overflow flag 1H (OVF1H) in timer status register H (TSRH) is set to 1 when TCNT1H overflows (from FFFF_H to 0000_H)

The value in TCNT1H is constantly compared with the value in compare match register 1H (OCR1H). When they match, the CMFH bit in TSRH is set to 1 and TCNT1H is cleared to 0000_H in the next PCLK cycle.

However, if counter clearing by compare match and incrementation occur simultaneously, TCNT1H is cleared to 0001_H. This occurs when TCNT1H is driven by the clock whose frequency is equal to the PCLK. An interrupt request can be issued to CPU by detection of a compare match.

At the same time as compare match, timer counter 2H (TCNT2H) is incremented.

When TCNT1H is reset, it is initialized to 0000_H.

22.11.2.5 OCR1H — Compare Match Register 1H

Access: 16-bit access is possible. 8-bit access is prohibited.

Address: FFE6 0106_H

Value after reset: FFFF_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCR1H[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.141 OCR1H Register Contents

Bit Position	Bit Name	Function
15 to 0	OCR1H[15:0]	Timer Counter 1H These bits specify the compare match value.

OCR1H is a 16-bit readable/writable register that function as the output compare register for timer counter 1H (TCNT1H). Compare match occurs at the following cycles.

Cycle of compare match = cycle of the TCNT1H counter clock (selected in the CKSELH bit in TCRH) × value in OCR1H

TCNT2H is incremented at this cycle. An interrupt request is issued to CPU.

Do not set OCR1H to 0000_H. If set, compare match occurs at unwanted cycles.

When this register is reset, it is initialized to FFFF_H.

22.11.2.6 TCNT2H — Timer Counter 2H

Access: 32-bit access is supported. 8-bit access and 16-bit access are prohibited.

Address: FFE6 0108_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TCNT2H															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCNT2H															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.142 TCNT2H Register Contents

Bit Position	Bit Name	Function
31 to 0	TCNT2H	Timer Counter 2H These bits store the 32-bit counter value.

Timer counter 2H (TCNT2H) is a 32-bit readable/writable register. Do not write or read 16-bit or 8-bit data for this register.

This register is incremented by compare match between a 16-bit timer counter 1H (TCNT1H) and a compare match register 1H (OCR1H).

TCNT2H runs when the THE bit in the ATU-IV master enable register (ATUENR).

When TCNT2H overflowed (FFFF FFFF_H → 0000 0000_H), the overflow flag 2H (OVF2H) in the timer status register H (TSRH) is set to 1.

When TCNT2H is reset, it is initialized to 0000 0000_H.

22.11.3 Operation Description

Compare match occurs and the compare match flag (CMFH) is set to 1 when a time set in the compare match register 1H (OCR1H) has elapsed. At this time, the timer counter 2H (TCNT2H) is incremented and the timer counter 1H (TCNT1H) is cleared to 0000_H.

The TCNT1H counter clock is selected by TCRH. TCNT1H and TCNT2H run when the THE bit in ATUENR is set to 1. If the THE bit is cleared to 0 while the counters are in operation, TCNT1H and TCNT2H are stopped and retain the counter value unchanged. When the THE bit is set to 1, the counters are resumed from the retained value.

A compare match of compare match register 1H (OCR1H) can issue an interrupt request to CPU.

Figure 22.73 shows an operation example of timer H. In this example, the TCNT1H counter clock is virtual signal to show counter operation or clearing operation timing.

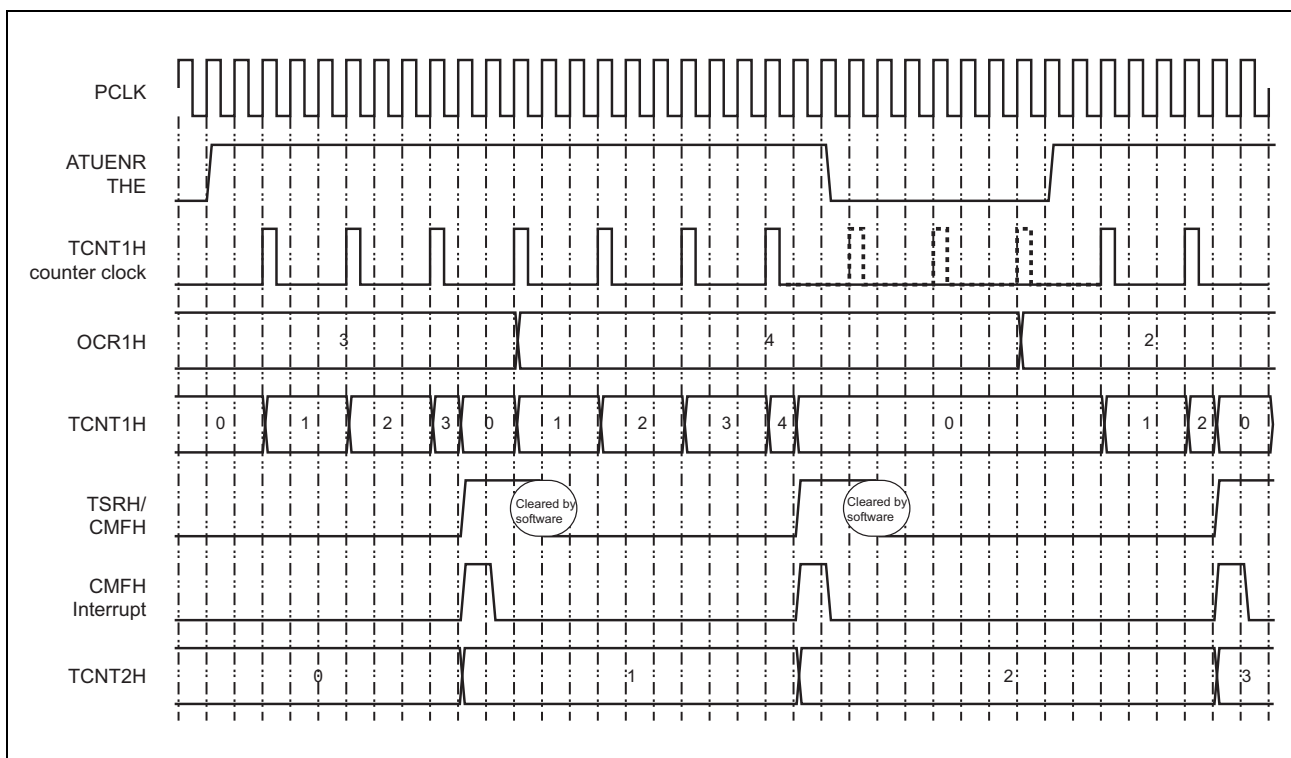


Figure 22.73 Operations of Timer H

22.12 Timer J

22.12.1 Operation Overview

The timer J block consists of 6 subblocks.

A timer J subblock counts the input clock to measure a predetermined time period repeatedly.

A 32-bit counter (TCNTJx) performs counting by a clock selected from seven clock buses. TCNTJx is cleared by the input edge of the TIJx pin. Timer J also has nine 32-bit FIFO registers which latch the value in TCNTJx every edge input. When the FIFO becomes full, DMAC activation or an interrupt request can be issued.

The validity period of the FIFO registers can be set to the period from a compare match of the compare match register (OCRJx) to the time when the FIFO registers become full.

Noise of the externally input signals (TIJx) can be removed by the input noise cancellation function.

Configuration

Timer J subblock includes one 32-bit counter (TCNTJx), one compare match register Jx (OCRJx), nine 32-bit FIFO registers, input signal controller (edge extractors and noise cancelers), and controller.

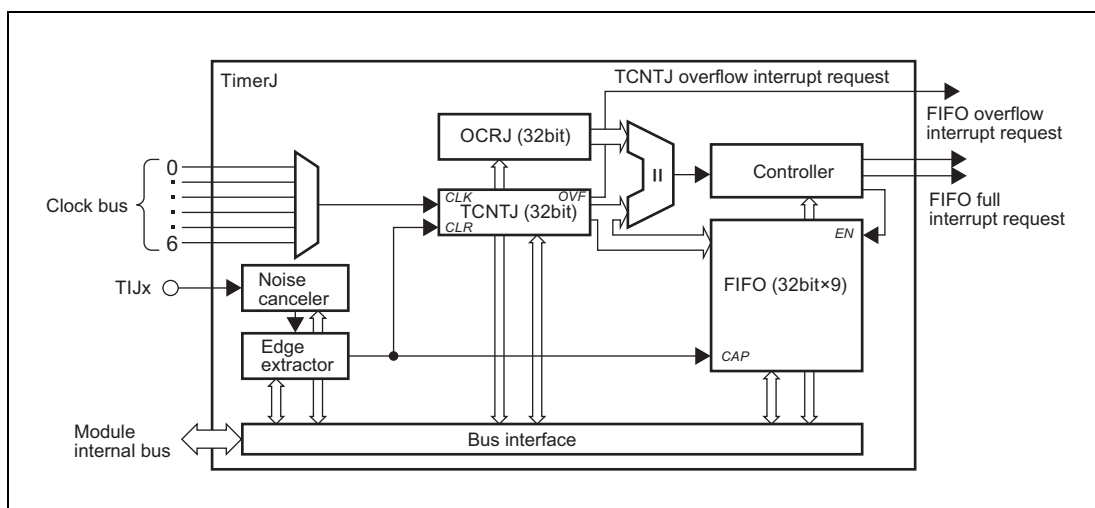


Figure 22.74 Block Diagram of Timer J

22.12.2 Registers Related to Timer J

22.12.2.1 TSTRJ — Timer Start Register J

Access: 8-bit access is possible.

Address: FFE6 3C00_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	STRJ5	STRJ4	STRJ3	STRJ2	STRJ1	STRJ0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.143 TSTRJ Register Contents

Bit Position	Bit Name	Function
7, 6	—	Not used. These bits are always read as 0. When writing, always write 0.
5 to 0	STRJ5 to STRJ0	Counter J Start 0: Counting of TCNTJx is stopped 1: Counting of TCNTJx is enabled

Note: x is an integer from 0 to 5.

Timer start register J (TSTRJ) is an 8-bit readable/writable register that enables and disables the subblocks (timer Jx) of timer J. Timer J counters run when the counter J start bit (STRJ) and timer J enable bit (TJE) in the ATU-IV master enable register (ATUENR) are both set to 1.

When TSTRJ is reset, it is initialized to 00_H.

(1) STRJx — Counter J Start

This bit specifies whether to enable or disable the timer counter Jx (TCNTJx) of timer subblock Jx.

When this bit is cleared to 0, TCNTJx stops operation. When stopped, the counter value is retained. Counting starts from the retained value when this bit is set to 1 again.

Even if the counter J start bit is set to 1, counting does not start unless the TJE bit of the ATU-IV enable register is set.

CAUTION

The prescalers run regardless of the counter J start bit and are not synchronized with the timing at which the TCNTJx is started. Therefore, the time from when the counter J start bit is set to when TCNTJx is incremented for the first time is less than the cycle of the clock of TCNTJx.

22.12.2.2 TCRJx — Timer Control Registers Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 8-bit access is possible.

Address: FFE6 3C20_H + (20_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	CKSELJx[2:0]			—	NCEJx	IOJx	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Table 22.144 TCRJx Register Contents

Bit Position	Bit Name	Function
7, 3	—	Not used. These bits are always read as 0. When writing, always write 0.
6 to 4	CKSELJx	Clock Select Jx Specify the clock source of the timer counter Jx (TCNTJx). 000: Clock bus 0 001: Clock bus 1 010: Clock bus 2 011: Clock bus 3 100: Clock bus 4 101: Clock bus 5 110: Clock bus 6 111: Reserved
2	NCEJx	Noise Canceler Enable Jx 0: Disables the noise canceler of the TIJx input. 1: Enables the noise canceler of the TIJx input.
1, 0	IOJx	I/O Control Jx 00: Input capture of TIJx is disabled. 01: Input capture is made with TIJx rises. 10: Input capture is made with TIJx falls. 11: Input capture is made with TIJx rises and falls.

Note: x is an integer of 0 to 5.

Timer control registers Jx (TCRJx) are 8-bit readable/writable registers that select operation modes of each subblock (timer Jx).

When TCRJx is reset, it is initialized to 00_H.

(1) CKSELJx — Clock Select Jx

These bits select the clock source of timer counter Jx (TCNTJx) of subblock. Setting these bits to a value from 000 to 110 selects a clock source from clock bus 0 to clock bus 6. However, do not set these bits to 111. If set, operation cannot be guaranteed.

(2) NCEJx — Noise Canceler Enable Jx

These bits enable and disable the noise cancelers for externally input signals (TIJx)

If a level change of external input TIJx is detected after this bit is set to 1, the setting of the noise cancel mode register (NCMR) of the common controller determines the operation mode to be started from the following modes: minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode.

- In minimum time-at-level edge cancellation mode

When a level change of the externally input signal is detected, the change is output as the signal whose noise is removed and the corresponding noise canceler counter Jx (NCNTJx) is started for counting up. Subsequent level changes are masked until the value in the counter reaches the value in the noise canceler register Jx (NCRJx). The level of the externally input signal is output on this compare match.

When these bits are cleared to 0 while the counter (NCNTJx) is being incremented, counting continues until the values in the counter and the noise canceler register match. The subsequent level changes are also masked over this period.

- In premature-transition edge cancellation mode

When a level change of the externally input signal is detected, the corresponding noise canceler counter Jx (NCNTJx) is started for counting up. If subsequent level changes are not detected until the value in the counter reaches the value in the noise canceler register Jx (NCRJx), the previously accepted level change is output as the signal whose noise is removed on compare match of the counter and noise canceler register. When the subsequent level change is detected before the values in the counter and noise canceler register match, all the changes are treated as noise. Therefore the signal whose noise is removed is not changed.

When these bits are cleared to 0 while the counter Jx (NCNTJx) is being incremented, counting continues until the values in the counter and the noise canceler register match or a level change on the externally input signal is detected.

In level-accumulative cancellation mode, the input signal level determines the up/down counting of the corresponding noise cancel counters Jx (NCNTJx). Up-counting is made with high-level input, down-counting is made with low-level input. Up-count continues until a compare match between the noise cancel counter and noise cancel register Jx (NCRJx), and down-count continues until the noise cancel counter matches *0000_H. If an up-count results in a compare match (NCRJx), the noise canceler output is updated to 1. If a down-count results in a compare match (0000_H), the noise canceler output is updated to 0.

In premature-transition edge cancellation mode and minimum time-at-level edge cancellation mode, level change detection is always made by P regardless of the selected noise cancel clock. In level-accumulative cancellation mode, the sampling of the input level is made by the noise canceler clock.

For details on operations in each mode, see **Figure 22.1**, **Figure 22.2** and **Figure 22.3**.

(3) IOJx — I/O Control Jx

These bits select edges to be detected for input capture triggers. When these bits are set to 00, input capture is not made. When they are set to 01, 10, or 11, detection of the selected edge transfers the value of timer counter Jx (TCNTJx) to the corresponding FIFO register Jx (FIFOJx).

Edges are extracted from the signal after noise removal.

When the noise canceler is disabled, the selected edge is simply extracted from the external inputs (TIJx). When the noise canceler is enabled, the selected edge is extracted from the signals after noise removal.

Edge extraction is synchronized with the PCLK. Make sure that the frequency of the PCLK is at least twice the frequency of the external input signal. Otherwise, edge extraction will not be performed correctly.

22.12.2.3 FCRJx — FIFO Control Registers Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 8-bit access is possible.

Address: FFE6 3C21_H + (20_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	FIFOENJx	—	FVCRENJx	FRSTJx	—	—	FDFTRGJx	
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R	R/W	R/W ¹	R	R	R/W	R/W

Note 1. Value 0 cannot be written. The value is not retained when 1 is written. These bits are always read as 0.

Table 22.145 FCRJx Register Contents

Bit Position	Bit Name	Function
6, 3, 2	—	Not used. These bits are always read as 0. When writing, always write 0.
7	FIFOENJx	FIFO Register Enable Jx Enables and disables FIFO register Jx (FIFOJx) 0: FIFO Jx is disabled 1: FIFO Jx is enabled
5	FVCRENJx	FIFO Enable Control Enable Jx Specifies whether to control the enabled period of FIFO registers. 0: FIFO is not enabled on OCRJx compare match 1: FIFO is enabled until it becomes full after OCRJx compare match
4	FRSTJx	FIFO Data Register Reset Jx Invalidates the data in the FIFO register, and resets it to the idle state. 0: No operation 1: FIFO is reset
1, 0	FDFTRGJx	FIFO Data Full Trigger Jx Specifies the number of data items that determines the setting of FDFTRGJx of the timer J status register. 00: 9 01: 6 10: 4 11: 2

Note: x is an integer of 0 to 5.

FIFO control registers Jx (FCRJx) are 8-bit readable/writable registers that control FIFO of each subblock (timer Jx). When FCRJx is reset, it is initialized to 00_H.

(1) FIFOENJx — FIFO Register Enable Jx

Enables and disables FIFO register Jx (FIFOJx) in subblocks Jx. When this bit is set to 0 and the FIFO is disabled, even if an edge is input on pin TIJx, the value in TCNTJx is not latched in FIFO. However when FVCRENJx is set to 1, even if this bit (FIFOENJx) is 0, the value in TCNTJx is latched in the FIFO every input edge until FIFO becomes full (data count that fills FIFO full by the FDFTRGJx bit can be set) after compare match on OCRJx. When FVCRENJx = 1 and FIFOENJx = 1, the setting of FIFOENJx takes precedence.

(2) FVCREN_{Jx} — FIFO Enable Control Enable Jx

When FIFOEN_{Jx} = 1 and FIFOEN_{Jx} = 0, the FIFO is temporarily enabled until it becomes full (the threshold level can be set by FDFTRG_{Jx}) after compare match between timer counter Jx (TCNT_{Jx}) and compare match register Jx (OCR_{Jx}). Note that the FIFO is always enabled regardless of this bit when bit FIFOEN_{Jx} is set to 1.

(3) FRST_{Jx} — FIFO Data Register Reset Jx

When FRST_{Jx} is set to 1, data capture by the FIFO buffer is disabled, after which the FIFO buffer is emptied and FDN_{RJx} is reset while the FIFO is empty. However, the FDF_{FJx} and FDO_{VFJx} flags which have been set to 1 are not cleared. And the TSR_{Jx}.FVL_{DFJx} is not also cleared.

(4) FDFTRG_{Jx} — FIFO Data Full Trigger Jx

These bits set the number of data words which is the threshold for setting the FDF_{FJx} flag in the timer J status register Jx (TSR_{Jx}). When the FIFO is enabled and the number of data words in it has reached the trigger count, the FDF_{FJx} bit is set to 1. When the FIFO is enabled on compare match between TCNT_{Jx} and OCR_{Jx} while FIFOEN_{Jx} = 0 and FVCREN_{Jx} = 1, and then the number of data words has reached the trigger count, the FIFO is disabled.

22.12.2.4 TSRJx — Timer Status Register Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 8-bit access is possible.

Address: FFE6 3C22_H + (20_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	FVLDFJx	CMFJx	OVFJx	FDOVFJx	FDFJx
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.146 TSRJx Register Contents

Bit Position	Bit Name	Function
7 to 5	—	Not used. Fix these bits to 0.
4	FVLDFJx	FIFO Status Flag Jx 0: FIFO is not enabled 1: FIFO is enabled
3	CMFJx	Compare Match Flag Jx 0: Compare match between OCRJx and TCNTJx has not occurred 1: Compare match between OCRJx and TCNTJx has occurred
2	OVFJx	Overflow Flag Jx 0: TCNTJx has not overflowed 1: TCNTJx has overflowed
1	FDOVFJx	FIFO Data Overflow Flag Jx 0: Data in the FIFO is normal 1: Another capture has occurred while nine words of data was in the FIFO
0	FDFJx	FIFO Data Full Flag Jx 0: Number of data words in FIFO is less than the value in FDFTRGJx 1: Number of data words in FIFO is equal to or exceeds the value in FDFTRGJx

Note: x is an integer of 0 to 5.

Timer status registers Jx (TSRJx) are 8-bit readable/writable registers that indicate occurrence of overflow on timer counter Jx (TCNTJx), and compare match on compare register Jx (OCRJx). In addition, there are flags that indicate that the FIFO has overflowed and the number of data in the FIFO exceeds the trigger count.

The FIFO status flag and the compare match flag are status flags that indicate the status of FIFO and occurrence of timer compare matches. It does not generate interrupts. The overflow flag, FIFO data overflow flag, and FIFO data full flag are status flags for occurrence of interrupt requests. Setting a bit of the timer status clear register Jx (TSCRJx) clears the corresponding flag. If an interrupt source takes effect when this flag is set, an interrupt request is made again. An interrupt request is issued even in cases of contention between clearing by the corresponding timer status clear register and setting by an interrupt source.

When TSRJ is reset, it is initialized to 00_H.

(1) FVLDFJx — FIFO Status Flag Jx

Indicates whether the FIFO is enabled or disabled. This bit cannot be set or cleared by software.

When this bit is 1, the corresponding FIFO register Jx (FIFOJx) is enabled. The value in TCNTJx is latched in the FIFO on the edge of the TIJx pin.

When FIFOENJx = 1, this bit is always set to 1. When FIFOENJx = 0 and FVCRENJx = 1, FVLDFJx becomes 1 on compare match between TCNTJx and OCRJx. When the FIFO becomes full (matches the number of data set by FDFTRGJx), FVLDFJx is cleared to 0. When FIFOENJx = 0 and FVCRENJx = 0, this bit is always 0.

- Setting conditions
 1. When FIFOENJx is set to 1
 2. When FIFOENJx is 0, FVCRENJx is 1, and OCRJx compare match occurred
- Clearing conditions
 1. When FIFOENJx is cleared to 0
 2. When FIFOENJx is 0, FVCRENJx is 1, and the number of data words in FIFO exceeds the value set in FDFTRGJx

(2) CMFJx — Compare Match Flag Jx

Indicates that compare match between TCNTJx and OCRJx has occurred. When this bit is 1, compare match on compare match register Jx (OCRJx) has occurred. This bit cannot be set to 1 or 0 by software.

- Setting condition

When the values in TCNTJx and OCRJx match
- Clearing condition

When 1 is written to CMFCJx of timer status clear register Jx (TSCRJx).

(3) OVFJx — Overflow Flag Jx

Indicates that timer counter Jx (TCNTJx) has overflowed. When this bit is 1, timer counter Jx (TCNTJx) has overflowed. This bit cannot be set to 1 or 0 by software.

- Setting condition

When TCNTJx has overflowed (from FFFF FFFF_H to 0000 0000_H)
- Clearing condition

When 1 is written to OVFCJx of the timer status clear register Jx (TSCRJx).

(4) FDOVFJx — FIFO Data Overflow Flag Jx

Indicates that another capture has occurred while nine words of data was in the FIFO. When this bit is 1, FIFOJx has overflowed and captured data is lost. This bit cannot be set to 1 or 0 by software.

- Setting condition

When another capture has occurred while nine words of data was in the FIFO
- Clearing condition

When 1 is written to FDOVFCJx of the timer status clear register Jx (TSCRJx).

(5) FDFFJx — FIFO Data Full Flag Jx

Indicates that the number of data words (TCNTJx counter values) captured in the FIFO is equal to or exceeds the value set in the FDFTRGJx bits in the FIFO control register Jx (FCRJx).

When this bit is 1, the number of data words captured in the FIFO is equal to or exceeds the set value and the captured data is ready to be read.

This bit cannot be set to 0 or 1 by software.

- Setting condition

When the number of data words captured in FIFOJx is equal to or exceeds the value in FTRGJx

- Clearing condition

When 1 is written to FDDFCJx of the timer status clear register Jx (TSCRJx).

However, the data in FIFOJx must be read to make the number of data words in the FIFO less than the value set in the FDFTRGJx bits.

22.12.2.5 TSCRJx — Timer Status Clear Register Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 8-bit access is possible.

Value 0 cannot be written. The value is not retained when 1 is written. These bits are always read as 0.

Address: FFE6 3C23_H + (20_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	CMFCJx	OVFCJx	FDOVFCJx	FDFFCJx
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.147 TSCRJx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. Fix these bits to 0.
3	CMFCJx	Compare Match Flag Clear Jx Enable 0: Disabled (Initial value) 1: Writes 0 to CMFJx
2	OVFCJx	Overflow Flag Clear Jx Enable 0: Disabled (Initial value) 1: Writes 0 to OVJx
1	FDOVFCJx	FIFO Overflow Flag Clear Jx Enable 0: Disabled (Initial value) 1: Writes 0 to FDOVFJx.
0	FDFFCJx	FIFO Table Full Flag Clear Jx Enable 0: Disabled (Initial value) 1: Writes 0 to FDFJx.

Note: x is an integer of 0 to 5.

Timer status clear register Jx (TSCRJx) is an 8-bit readable/writable register that specifies clearing of flags upon occurrence of compare match, overflow, overflow of FIFO registers, and data full.

TSCRJx is readable/writable only in 8-bit units. This register is always read as 0.

When TSCRJx is reset, it is initialized to 00_H.

(1) CMFCJx — Compare Match Flag Clear Jx Enable

When compare match flag Jx (CMFJx) of the timer status register Jx (TSRJx) is set to 1, writing 1 to this register clears CMFJx to 0. This register is always read as 0.

(2) OVFCJx — Overflow Flag Clear Jx Enable

When overflow flag Jx (OVFJx) of the timer status register Jx (TSRJx) is set to 1, writing 1 to this register clears OVFJx to 0. This register is always read as 0.

(3) FDOVFCJx — FIFO Overflow Flag Clear Jx Enable

When FIFO overflow flag Jx (FDOVFJx) of the timer status register Jx (TSRJx) is set to 1, writing 1 to this register clears FDOVFJx to 0. This register is always read as 0.

(4) FDFFCJx — FIFO Table Full Flag Clear Jx Enable

When FIFO data full flag G_x (FDFJ_x) of the timer status register J_x (TSRJ_x) is set to 1, writing 1 to this register clears FDFJ_x to 0. When this register is read, it is always read as 0. By reading data captured in FIFOJ_x, the data saved in the FIFO register must be made less than the amount specified by the FDFTRGJ_x bit.

22.12.2.6 TCNTJx — Timer Counter Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 32-bit access is possible. Note 1: 8-bit access and 16-bit access are prohibited.

Address: FFE6 3C24_H + (20_H * x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TCNTJx[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCNTJx[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.148 TCNTJx Register Contents

Bit Position	Bit Name	Function
31 to 0	TCNTJx	Timer Counter Jx These bits store the up-counter value.

Note: x is an integer of 0 to 5.

Timer counters Jx (TCNTJx) are 32-bit readable/writable registers. These registers are provided one for each subblock and when the STRJx bit in the TSTRJ register is 1, these registers are incremented by the clock selected from lines 0 to 6 of the clock bus depending on the control register. The counter value is cleared to 0000 0000_H by the edge of pin TIJx. Only when contention between clearing by the edge input of pin TIJx and timing of count-up occurs, TCNTJx is cleared to 0000 0001_H.

An overflow interrupt request can be issued to CPU when the timer counter overflows.

When TCNTJx are reset, they are initialized to 0000 0000_H.

22.12.2.7 OCRJx — Compare Match Registers Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 32-bit access is possible. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3C28_H + (20_H * x)

Value after reset: FFFF FFFF_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OCRJx[31:16]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OCRJx[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.149 OCRJx Register Contents

Bit Position	Bit Name	Function
31 to 0	OCRJx	Compare Match Jx These bits store the compare match value.

Note: x is an integer of 0 to 5.

Compare match registers OCRJx are 32-bit readable/writable registers. These registers are provided one for each subblock and function as output compare registers for timer counter Jx (TCNTJx).

When OCRJ0 to OCRJ5 are reset, they are initialized to FFFF FFFF_H.

When FIFOENJx and FVCRENJx in FIFO control register Jx (FCRJx) is 0 and 1, and STRJx bit in the TSTRJ register is 1, respectively, the FIFO is enabled (FVLDFJx is set to 1) on TCNTJx and OCRJx compare match.

Do not set OCRJx to 0000 0000H. If this setting is made, matches in comparison will occur with an incorrect period, so take care on this point.

22.12.2.8 FIFOJx — FIFO Registers Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 32-bit access is possible. 8-bit access and 16-bit access are prohibited.

Address: FFE6 3C2C_H + (20_H * x)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FIFODJx[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FIFODJx[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 22.150 FIFOJx Register Contents

Bit Position	Bit Name	Function
31 to 0	FIFODJx	FIFO Data Jx These bits store the FIFO register data.

FIFO registers Jx (FIFOJx) are 32-bit read-only registers. These register are provided one for each subblock and can store nine words of data of timer counter Jx (TCNTJx). FIFOJx can be read but cannot be written by the CPU. If FIFOJx in which no data is captured is read, the read value is undefined.

If FIFO registers hold nine pieces of capture data (when FDNRJx is 9), an occurrence of capture can issue an interrupt request of FIFO data overflow to CPU. At this time, the new captured data is lost. If another capture occurs while nine words of data is captured in the FIFO, the latest data is lost. Secure the free area by reading the FIFO before another capture has occurred (FDNRJx is less than 9).

22.12.2.9 FDNRJx — FIFO Data Count Registers Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 8-bit access is possible.

Address: FFE6 3C30_H + (20_H * x)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	FDNJx			
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.151 FDNRJx Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used. Fix these bits to 0.
3 to 0	FDNJx	FIFO Data Count Jx These bits indicate the number of data words captured in the FIFO. The value ranges from 0 _H to 9 _H . 0 _H indicates no data is in the FIFO and 9 _H indicates that FIFOJx is full with the captured data.

Note 1. This register is a read-only register. Writing to this register is ignored.

Note 2. x is an integer of 0 to 5.

FIFO data count registers Jx (FDNRJx) are 8-bit read-only registers. These registers are provided one for each subblock and indicate the number of data words in FIFOJx which stores captured data. This register cannot be written to.

This register is incremented by 1 every capture in FIFOJx and is decremented by 1 every read from FIFOJx (one-data read).

When the FIFOJx is reset by the FRSTJx bit in FIFOJx control register Jx (FCRJx), the value in this register is also cleared to 00_H.

CAUTION

When FIFOENJx = 1, counting up will continue until the value reaches nine even if the setting of FDNRJx is less than nine.

Read FIFOJx when FIFOENJx = 0, FVCRENJx = 1 and FDNRJx = FDFTRGJx. If this is not done, the same process of counting up to nine will proceed in the case where a further match in comparison between TCRJx and OCRJx occurs.

22.12.2.10 NCNTJx — Noise Canceler Counters Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 16-bit access is possible. 8-bit access is prohibited.

Address: FFE6 3C34_H + (20_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCNTJx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.152 NCNTJx Register Contents

Bit Position	Bit Name	Function
15 to 0	NCNTJx	Noise Canceler Counter Jx These bits store the 16-bit counter value.

Note: x is an integer of 0 to 5.

Noise cancel counters Jx (NCNTJx) are 16-bit readable/writable registers.

These registers are incremented by an assertion of the input signals (TIJx) as triggers when the noise canceler function is enabled by the noise canceler enable bits (NCEJx) in timer control register Jx (TCRJx). These registers are driven by the noise canceler counter clock, which is supplied by the prescaler. In level-accumulative cancellation mode, up/down counting is performed based on the external input level.

NCNTJx is readable/writable only in 16-bit units. When NCNTJx is reset, it is initialized to 0000_H. One of the three different operation modes, which are minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode, takes place depending on the setting of the noise cancel mode selection bit (NCMSEL) and timer J noise cancel mode bit (NCMF) of the noise cancel mode register (NCMR) of the common controller.

- In minimum time-at-level edge cancellation mode

When the NCEJx bit is 1, NCNTJx is stopped, and a level change on pin TIJx is detected, NCNTJx is started for counting up. The counter is cleared to 0000_H and stopped on the first edge of the PCLK after the counter value matches the value in noise canceler register Jx (NCRJx). NCNTJx is incremented regardless of the TJE bit in the ATU-IV master enable register (ATUENR).

The level change at the start of counting is output as the signal after noise removal and its edge is to be extracted. However, since subsequent level changes are masked, the noise removal signal is not changed. When the values in the counter and NCRJx match, the input signal level at this time is output as the noise removal signal.

When NCEJx bits are cleared to 0 while the counter is being incremented, counting continues until the values in the counter and the noise canceler register match. The subsequent level changes are also masked over this period.

- In premature-transition edge cancellation mode

When the NCEJx bit is 1, NCNTJx is stopped, and a level change on pin TIJx is detected, NCNTJx is started for counting up. If subsequent level change is detected or the values in the counter and the noise canceler register Jx (NCRJx) match, the counter is cleared to 0000_H and stopped on the next PCLK cycle.

NCNTJx is incremented regardless of the TJE bit in the ATU-IV master enable register (ATUENR).

The signal after noise removal is changed only on compare match between the counter and NCRJx in synchronization with the level change at the start of counting. When the counter is stopped before the compare match, level changes at the start and stop of counting are masked and the signal after noise removal is not changed.

When the NCEJx bit is cleared during the counter in operation, counting continues until compare match or a level change on the pin is detected.
- Level-accumulative cancellation mode

When the NCEJx bit is set to 1, NCNTJx performs up or down counting depending on the input signal level. Up-counting is performed when the input level is high, and if the counter value coincides with noise cancel register Jx (NCRJx), the up-counting stops at the next PCLK cycle. Down-counting is performed when the input level is low, and if the counter value coincides with 0000_H, the down-counting stops at the next PCLK cycle.

Counting of NCNTJx is performed regardless of the setting of the TJE bit of the ATU-IV master enable register (ATUENR).

If an up-count results in a compare match of NCRJx, the noise canceler output is updated to 1. If a down-count results in a compare match with 0000_H, the noise canceler output is updated to 0.

If the NCEJx bit is cleared during counting operation, the noise cancel counter stops counting, and the value is changed from the noise canceler output to the current input signal level.

Be noted that clearing the NCEJx bit in level-accumulative cancellation mode might cause an edge detection due to this value change.

For details of operations for noise cancellation, see the description of the noise cancellation mode register in **Section 22.2.2, Common Controller Related Registers**.

22.12.2.11 NCRJx — Noise Cancel Registers Jx

(x = 0, 1, 2, 3, 4, 5: Corresponding to subblocks J0 to J5)

Access: 16-bit access is supported. 8-bit access is prohibited.

Address: FFE6 3C36_H + (20_H * x)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NCTJx															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 22.153 NCRJx Register Contents

Bit Position	Bit Name	Function
15 to 0	NCTJx	Noise Cancellation Time Jx These bits store the 16-bit TIJx noise cancellation time.

Note: x is an integer of 0 to 5.

Noise cancel registers Jx (NCRJx) are 8-bit readable/writable registers that set the upper limitation of the noise cancel counters Jx (NCNTJx). When a period of 128 PCLK cycles is selected as the noise cancel clock, setting of FFFF_H can cancel noise for maximum of 0.21 second period (when PCLK = 40 MHz).

One of the three different operation modes, which are minimum time-at-level edge cancellation mode, premature-transition edge cancellation mode, and level-accumulative cancellation mode, takes place depending on the setting of the noise cancel mode selection bit (NCMSEL) and timer J noise cancel mode bit (NCMF) of the noise cancel mode register (NCMR) of the common controller.

- **Minimum time-at-level edge cancellation mode**
While NCNTJx counting is in progress, level changes of succeeding input signals are masked. Values of NCNTJx and NCRJx are always compared. If a compare match occurs, the NCNTJx counter value is cleared, the counting is stopped, and the input signal mask is removed at the next PCLK cycle.
- **Premature-transition edge cancellation mode**
While NCNTJx counting is in progress, the noise canceler processing is waited for. Values of NCNTJx and NCRJx are always compared. If a compare match occurs, the NCNTJx counter value is cleared, the counting is stopped, and the noise canceler starts to output noise-canceled signals at the next PCLK cycle.
- **Level-accumulative cancellation mode**
When up-counting of NCNTJ1 and NCNTJ0 is in progress, values of NCNTJx and NCRJx are compared. When a compare match occurs, the up-counting of NCNTJx stops at the next PCLK cycle. When NCNTJx down-counting is in progress, NCNTJx is compared with 0000_H.

NCRJx is readable/writable only in 16-bit units.

When NCRJx is reset, it is initialized to 0000_H.

For details of operations for noise cancellation, see the description of the noise cancellation mode register in **Section 22.2.2, Common Controller Related Registers**.

22.12.3 Operation description

The TCNTJx counter clock is selected by the TCRJx register from the clock-bus lines. When the TJE bit in ATUENR and the STRJx bit in TSTR is set to 1, TCNTJx can be operated. TCNTJx is cleared to 0000 0000_H by the input edge of pin TIJx. Only when contention between clearing by the edge input of pin TIJx and count-up timing occurs, TCNTJx is cleared to 0000 0001_H.

For the edge detection, the rising, falling, or both edge sensing can be selected by the IOJx bit in TCRJx.

When the FIFOEN bit in FCRFJx is set to 1, FIFOJx captures the TCNTJx counter value by the input edge of pin TIJx. The number of data captured in the FIFO is indicated in FDNRx.

When FIFOJx has taken data in a quantity equal to or larger than the number of data set in the FDFTRGJx bit of FCRJx, a FIFO data full interrupt request to CPU and a DMA transfer request to DMAC can be issued. FDFJx of TSRJx is set to 1.

When FIFOENJx = 0, FVCRENJx = 1, and compare match between TCNTJx and OCRJx occurs, FIFOJx is enabled (FVLDFJx in TSRJx is 1). Under these conditions, when the number of data captured in FIFOJx exceeds the value set in the FDFTRGJx bits in FCRJx, FIFOJx is disabled.

Operation examples for subblock 0 are shown below. The TCNTJ0 counter clock is a virtual signal to show the counting and clearing timing of TCNTJ0.

In **Figure 22.75**, falling edge sensing is selected, FIFOEN = 1, FDFTRGJx = 11_B, and FDFJx is set by the input edge.

In **Figure 22.76**, falling edge sensing is selected, FIFOEN = 0, FVCRENJx = 1, FDFTRGJx = 00_B and FDFJx is set by the input edge.

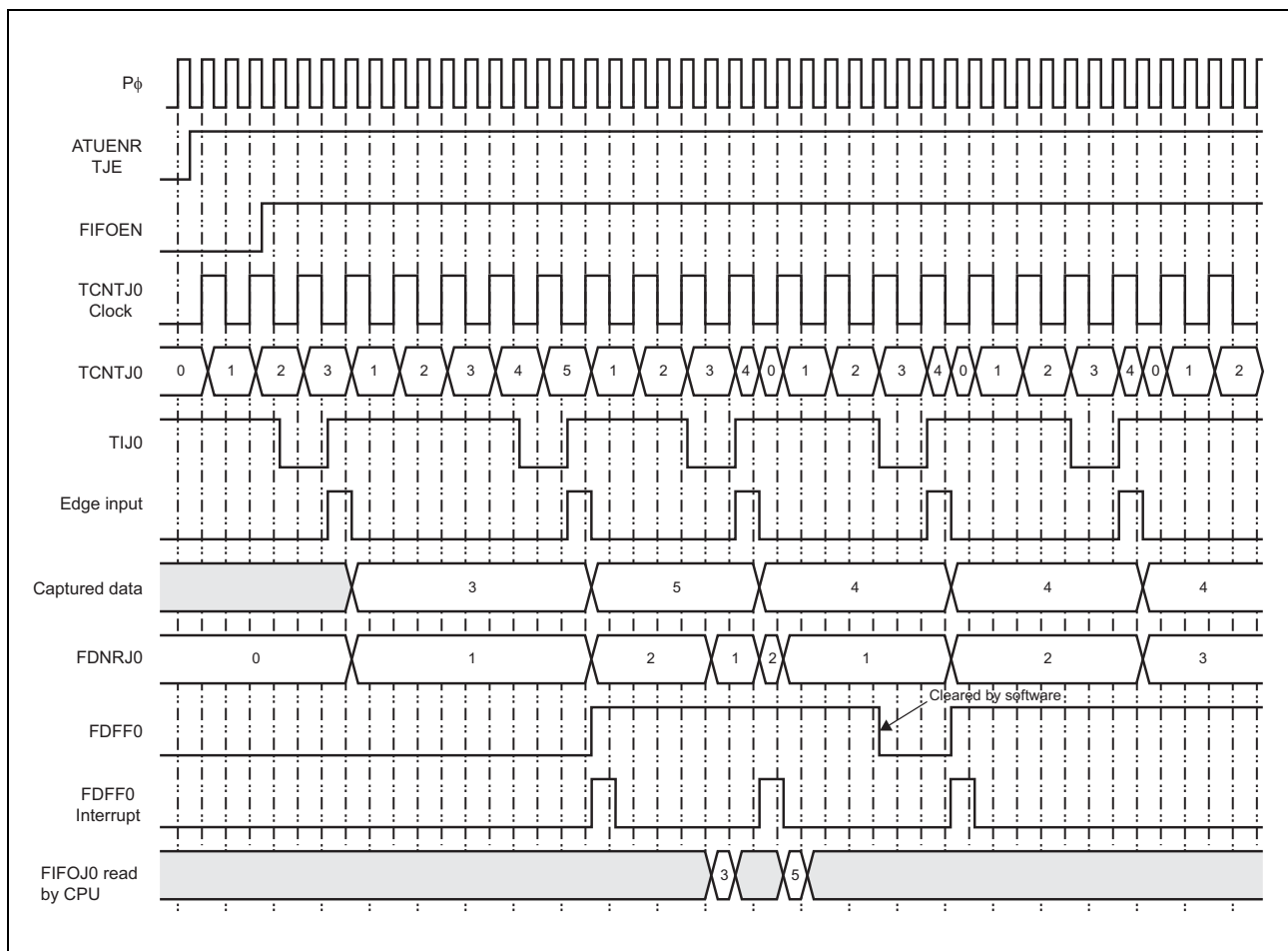


Figure 22.75 Operation Example of Timer J (1)

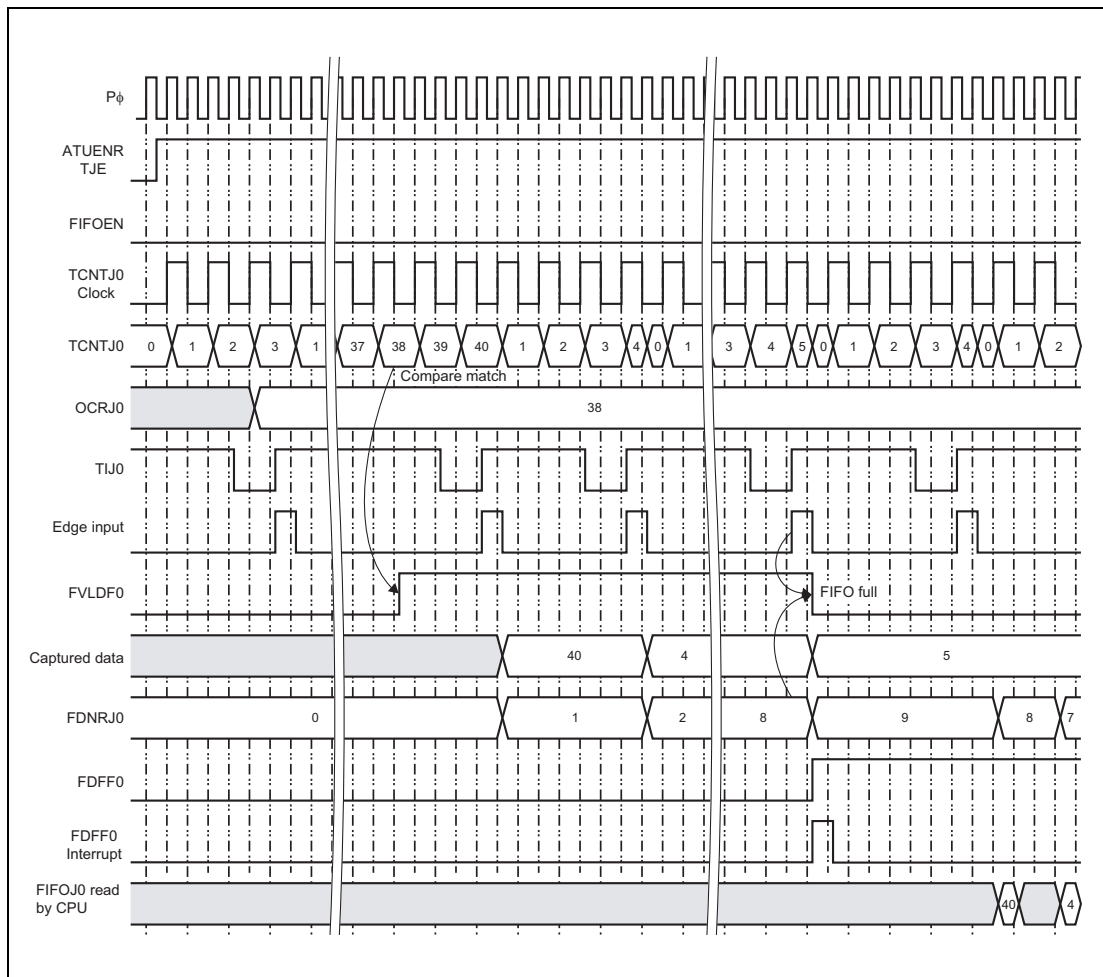


Figure 22.76 Operation Example of Timer J (2)

22.13 Automatic Switching of DMA and AD Requests

22.13.1 Overview of Operation

This function controls trigger signals to be output to DMA and SAR-AD. There are three trigger signals (data DMA trigger, count DMA trigger, and SAR-AD trigger signals) described below.

(1) DMA trigger for data — Data DMA trigger

Data DMA trigger signals include AD skipping DMA transfer request 0 and AD skipping DMA transfer request 1.

The data DMA trigger can be selected from AGCK1 from timer B, timer G sub-block G1, G2 compare interrupt output (timer G1 compare interrupt or timer G2 compare interrupt), DFE filter completion signal, ADC0 scan group 0 to 4 end interrupt (ADC0 scan group 0 end interrupt, ADC0 scan group 1 end interrupt, ADC0 scan group 2 end interrupt, ADC0 scan group 3 end interrupt, or ADC0 scan group 4 end interrupt), and output stop. One of the two data DMA trigger signals is output, and the DMA output to output the trigger is switched at the comparison timing of TCNT1D0 and OCR1D00 of timer D.

(2) DMA trigger for the number of times — Count DMA trigger

Count DMA trigger signals include AD skipping DMA transfer request 2 and AD skipping DMA transfer request 3.

The count DMA trigger can be selected from AGCK of timer A, timer G sub-block G3 compare interrupt output (timer G3 compare interrupt), and output stop. One of the two count DMA trigger signals is output, and the DMA output to output the trigger is switched at the comparison timing of TCNT1D0 and OCR1D00 of timer D.

(3) SAR-AD trigger

SAR-AD trigger signals include the SAR-AD trigger.

The SAR-AD trigger can be selected from AGCK1 from timer B, timer G sub-block G1, G2 compare interrupt output (timer G1 compare interrupt or timer G2 compare interrupt), and output stop.

22.13.2 DMA/AD Requests Auto-Switching Registers

22.13.2.1 TRGSRDMA0 — Trigger Status Register DMA0

Access: 8-bit accessible, but 16-bit/32-bit inaccessible

Address: FFE6 00C0_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	OUTSRDMA0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.154 TRGSRDMA0 Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Not used
0	OUTSRDMA0	0: AD skipping DMA transfer request 0 is selected 1: AD skipping DMA transfer request 1 is selected

Trigger status register DMA0 is an 8-bit read-only register that indicates the selected request: data AD skipping DMA transfer request 0 or AD skipping DMA transfer request 1.

22.13.2.2 TRGSELDMA00 — Trigger Select Register DMA00

Access: 8-bit accessible, but 16-bit/32-bit inaccessible

Address: FFE6 00C4_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	INSELDMA00			
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.155 TRGSELDMA00 Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used
3 to 0	INSELDMA00	0000: Output stop (output is fixed to 0) 0001: AGCK1 is selected. 0010: Timer G sub-block G1 compare interrupt signal (CMFG1 interrupt) is selected. 0011: Timer G sub-block G2 compare interrupt signal (CMFG2 interrupt) is selected. 0100: DF filter completion signal is selected. 0101: Setting prohibited 0110: Setting prohibited 0111: Setting prohibited 1000: ADC0 scan group 0 end interrupt is selected. 1001: ADC0 scan group 1 end interrupt is selected. 1010: ADC0 scan group 2 end interrupt is selected. 1011: ADC0 scan group 3 end interrupt is selected. 1100: ADC0 scan group 4 end interrupt is selected. 1101: Setting prohibited 1110: Setting prohibited 1111: Setting prohibited

This register is an 8-bit readable/writable register that selects the signal to be output to the data AD skipping DMA transfer request 0. This register can be modified during operation.

22.13.2.3 TRGSELDMA01 — Trigger Select Register DMA01

Access: 8-bit accessible, but 16-bit/32-bit inaccessible

Address: FFE6 00C6_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	INSELDMA01			
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 22.156 TRGSELDMA01 Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Not used
3 to 0	INSELDMA01	0000: Output stop (output is fixed to 0) 0001: AGCK1 is selected. 0010: Timer G sub-block G1 compare interrupt signal (CMFG1 interrupt) is selected. 0011: Timer G sub-block G2 compare interrupt signal (CMFG2 interrupt) is selected. 0100: DF filter completion signal is selected. 0101: Setting prohibited 0110: Setting prohibited 0111: Setting prohibited 1000: ADC0 scan group 0 end interrupt is selected. 1001: ADC0 scan group 1 end interrupt is selected. 1010: ADC0 scan group 2 end interrupt is selected. 1011: ADC0 scan group 3 end interrupt is selected. 1100: ADC0 scan group 4 end interrupt is selected. 1101: Setting prohibited 1110: Setting prohibited 1111: Setting prohibited

This register is an 8-bit readable/writable register that selects the signal to be output to the data AD skipping DMA transfer request 1. This register can be modified during operation.

22.13.2.4 TRGSELAD — Trigger Select Register AD

Access: 8-bit accessible, but 16-bit/32-bit inaccessible

Address: FFE6 00C8_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	INSELAD	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 22.157 TRGSELAD Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Not used
1, 0	INSELAD	00: Output stop (output is fixed to 0) 01: AGCK1 is selected. 10: Timer G sub-block G1 compare interrupt signal (CMFG1 interrupt) is selected. 11: Timer G sub-block G2 compare interrupt signal (CMFG2 interrupt) is selected.

This register is an 8-bit readable/writable register that selects the signal to be output to the SAR-AD trigger. This register can be modified during operation.

22.13.2.5 TRGSRDMA1 — Trigger Status Register DMA1

Access: 8-bit accessible, but 16-bit/32-bit inaccessible

Address: FFE6 00D0_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	OUTSRDMA1
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 22.158 TRGSRDMA1 Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Not used
0	OUTSRDMA1	0: AD skipping DMA transfer request 2 is selected. 1: AD skipping DMA transfer request 3 is selected.

This register is an 8-bit read-only register that indicates the selected request (count AD skipping DMA transfer request 2 or AD skipping DMA transfer request 3).

22.13.2.6 TRGSELDMA10 — Trigger Select Register DMA10

Access: 8-bit accessible, but 16-bit/32-bit inaccessible

Address: FFE6 00D4_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	INSELDMA10	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 22.159 TRGSELDMA10 Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Not used
1, 0	INSELDMA10	00: Output stop (output is fixed to 0) 01: AGCK is selected. 10: Timer G sub-block G3 compare interrupt signal (CMFG3 interrupt) is selected. 11: Setting prohibited

This register is an 8-bit readable/writable register that selects the signal to be output to the count AD skipping DMA transfer request 2. This register can be modified during operation.

22.13.2.7 TRGSELDMA11 — Trigger Select Register DMA11

Access: 8-bit accessible, but 16-bit/32-bit inaccessible

Address: FFE6 00D6_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	INSELDMA11	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 22.160 TRGSELDMA11 Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Not used
1, 0	INSELDMA11	00: Output stop (output is fixed to 0) 01: AGCK is selected. 10: Timer G sub-block G3 compare interrupt signal (CMFG3 interrupt) is selected. 11: Setting prohibited

This register is an 8-bit readable/writable register that selects the signal to be output to the count AD skipping DMA transfer request 3. This register can be modified during operation.

22.13.3 Details of Operation

The following describes the operation and block diagram of each trigger.

Data DMA Trigger

Figure 22.77 shows the data DMA trigger selection circuit.

The signal to be output to the data DMA trigger output pin (AD skipping DMA transfer request 0) is selected by the INSELDMA00[3:0] bits in TRGSELDMA00.

The signal to be output to the data DMA trigger output pin (AD skipping DMA transfer request 1) is selected by the INSELDMA01[3:0] bits in TRGSELDMA01.

The data DMA trigger output pin outputs only AD skipping DMA transfer request 0 when the DMA select signal is low, and only AD skipping DMA transfer request 1 when the DMA select signal is high. Since ADC0 scan group 0 end interrupt to ADC0 scan group 4 end interrupt are asynchronous input signals, a synchronization circuit is provided.

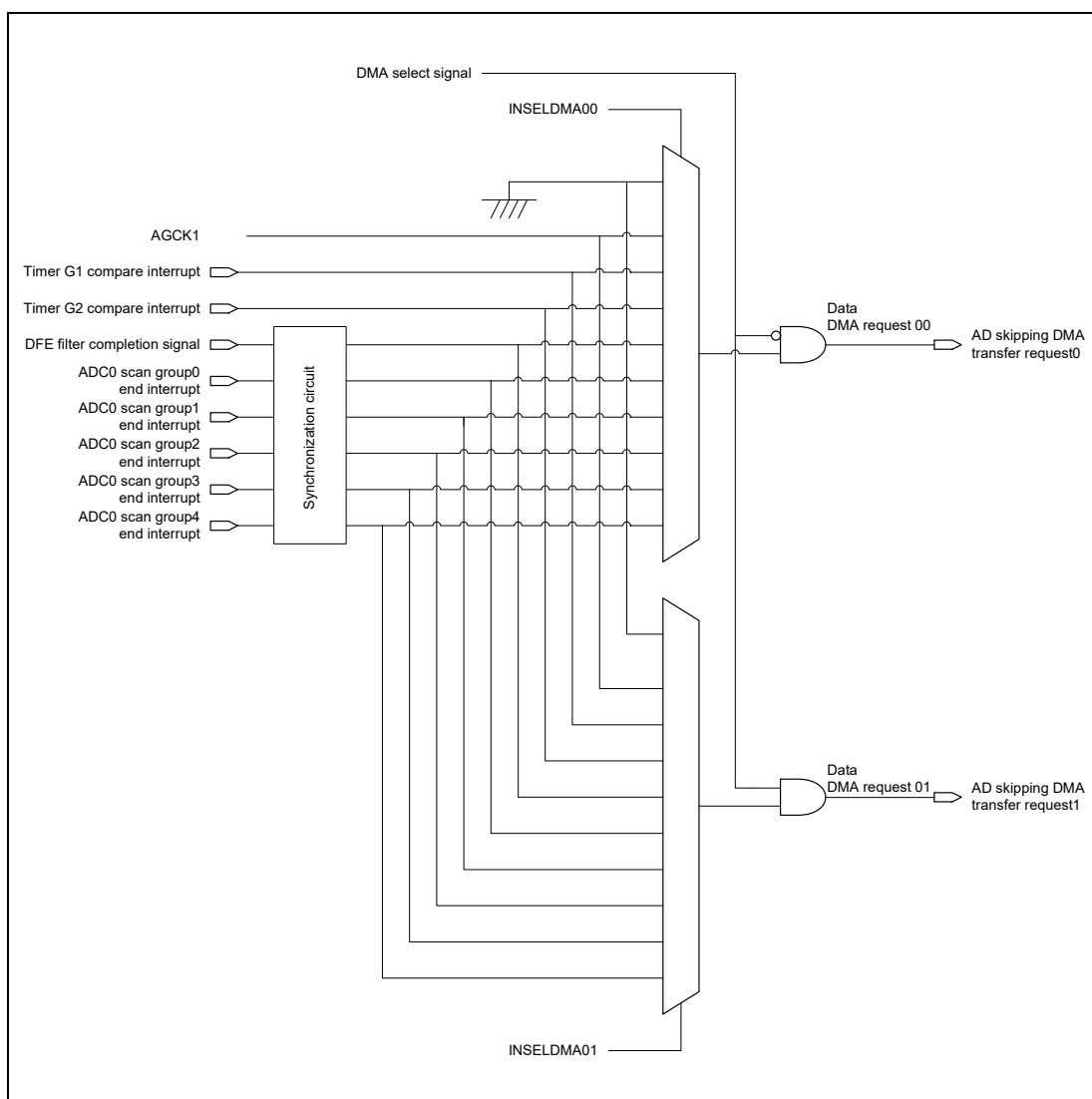


Figure 22.77 Data DMA Trigger Selection Circuit

Count DMA Trigger

Figure 22.78 shows the count DMA trigger selection circuit.

The signal to be output to the count DMA trigger output pin (AD skipping DMA transfer request 2) is selected by the INSELDMA10[1:0] bits in TRGSELDMA10.

The signal to be output to the count DMA trigger output pin (AD skipping DMA transfer request 3) is selected by the INSELDMA11[1:0] bits in TRGSELDMA11.

The count DMA trigger output pin outputs only AD skipping DMA transfer request 2 when the DMA select signal is low, and only AD skipping DMA transfer request 3 when the DMA select signal is high.

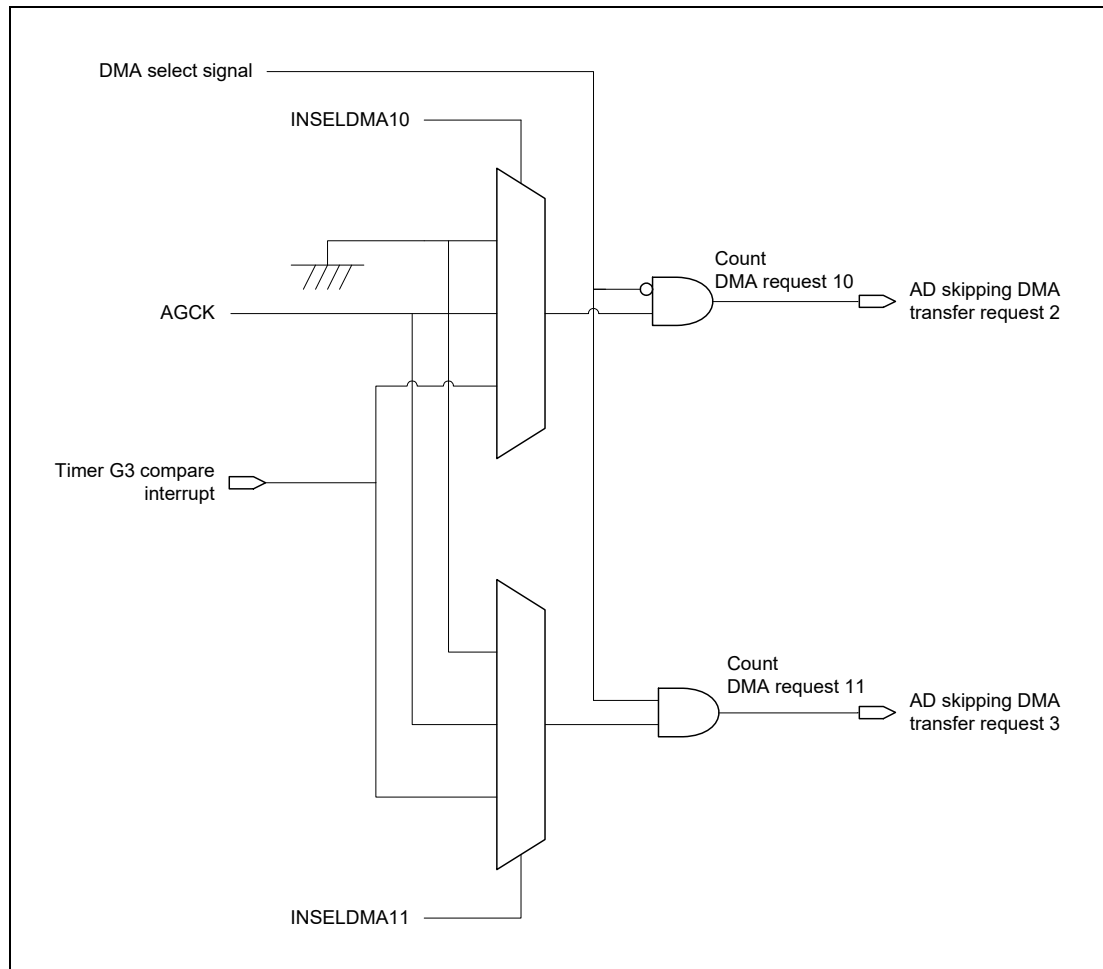


Figure 22.78 Count DMA Trigger Selection Circuit

SAR-AD Trigger

The signal to be output to the SAR-AD trigger output pin is selected by the INSELAD[1:0] bits in TRGSELAD.

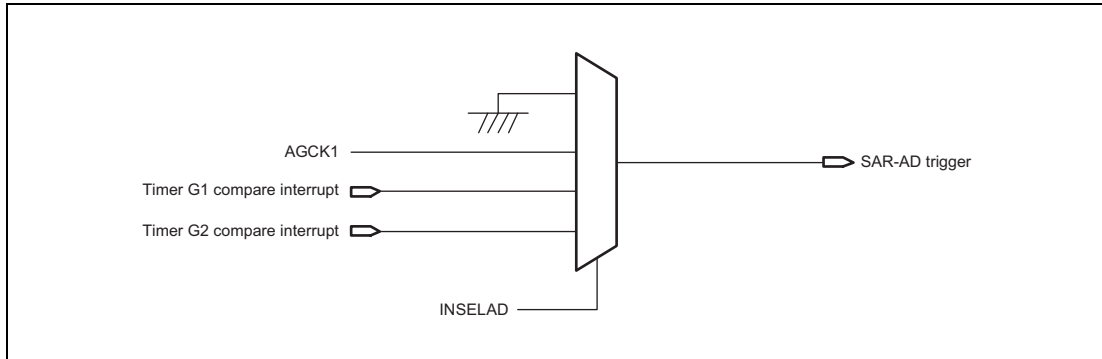


Figure 22.79 SAR-AD Trigger Selection Circuit

Figure 22.80 shows the trigger output timing chart.

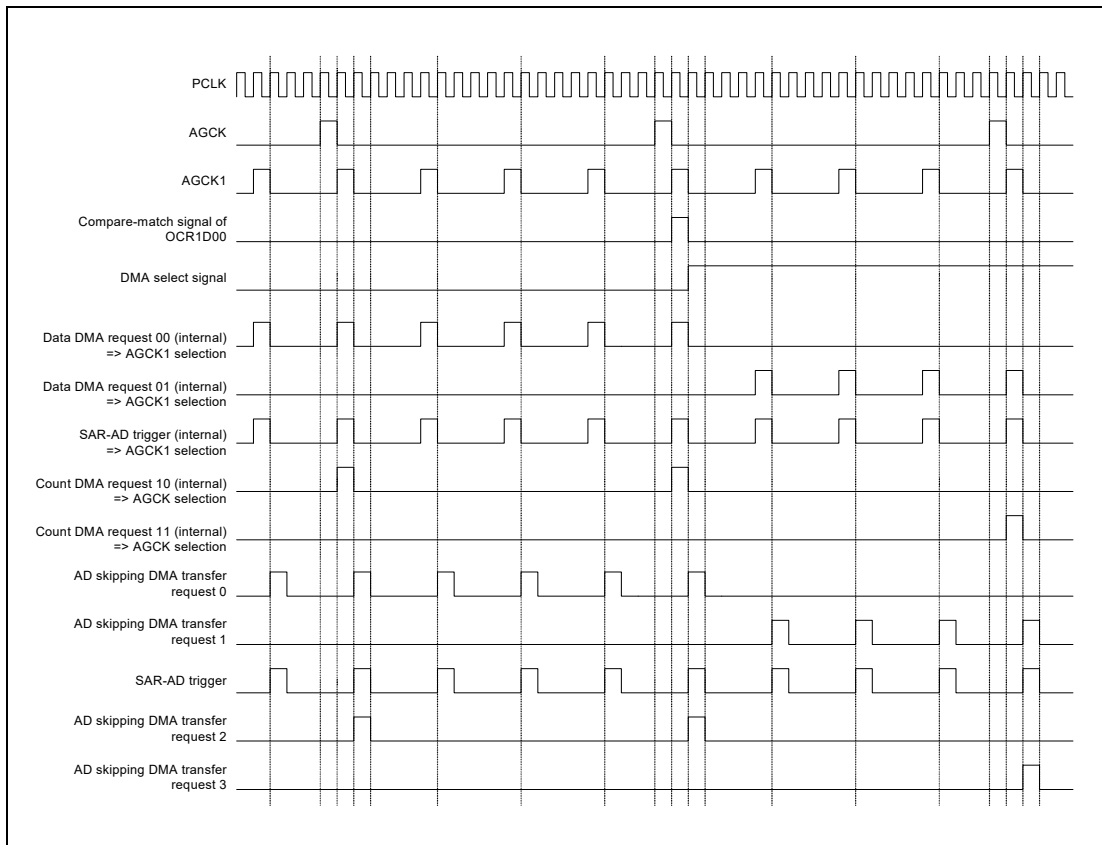


Figure 22.80 DMA/AD Trigger Timing Chart

22.14 Usage Notes

In ATU-IV, status register (TSR) flags deployed in different timers are status flags indicating occurrences of compare match, overflow, underflow, and input capture. In the condition that the status flag is set to 1, an occurrence of compare match, overflow, underflow, or input capture retains the status flag value of 1, and issues an interrupt request to CPU. To find out whether an interrupt request has been made properly, the corresponding flag on the “INTC” side needs to be checked. Be noted that if two interrupt conditions occur in succession in a period shorter than a PCLK cycle, an interrupt request is generated for the first interrupt condition, but not for the subsequent one.

Note that contention and operation described below occur during ATU-IV operation.

22.14.1 Input Capture Contention

22.14.1.1 Contention between Writing to General Register and Input Capture

When a write to a general register occurs simultaneously with input capture, writing takes priority (Figure 22.81). However, an input capture interrupt request is issued, and if input capture status is provided, the input capture flag is set. The waveforms in the right half of Figure 22.81 indicate a case in which writing occurs one PCLK cycle prior to input capture.

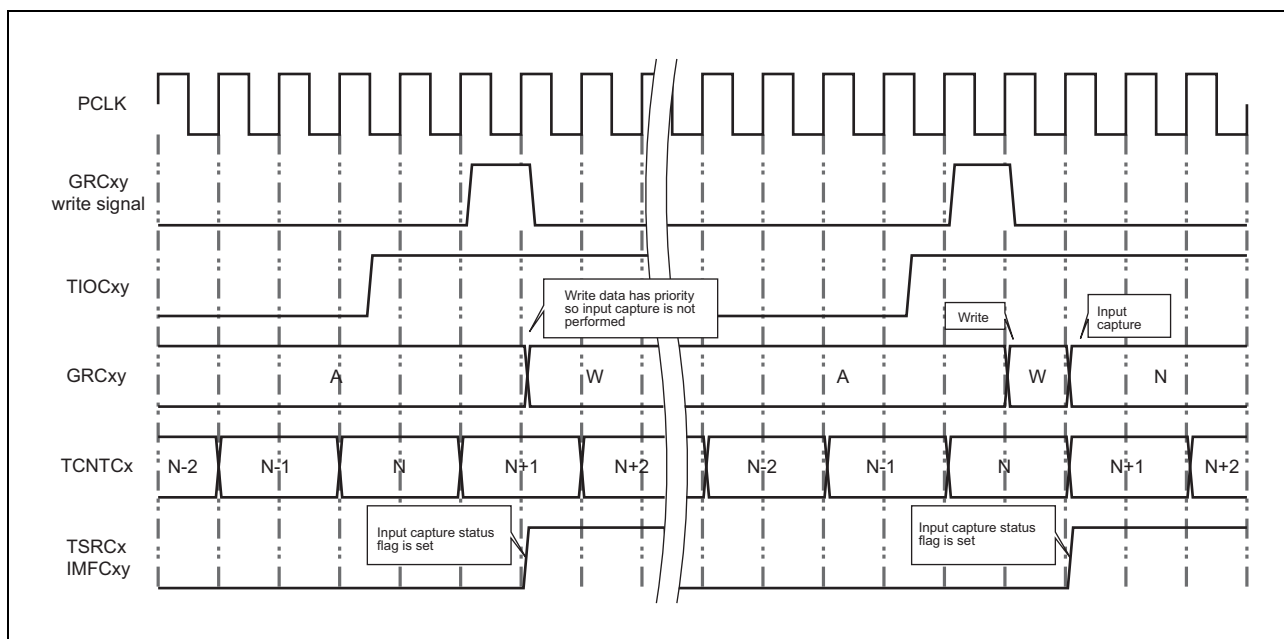


Figure 22.81 Contention between Writing to GRCxy and Input Capture

Timer	Counter (Whose Value is Captured)	Capture Register	Status
Timer C	TCNTCx	GRCxy	IMFCxy
Timer F	ECNTAFx	GRAFx	ICFFx
	ECNTBFx	GRBFx	
	ECNTCFx	GRCFx	
	ECNTCFx + GRDFx	GRDFx	

22.14.1.2 Contention between Writing to Counter and Input Capture

When a write to a counter occurs simultaneously with input capture, the value immediately before writing is captured (**Figure 22.82**). The waveforms in the right half of **Figure 22.82** indicate a case in which writing occurs one PCLK cycle prior to input capture, so the written value is captured.

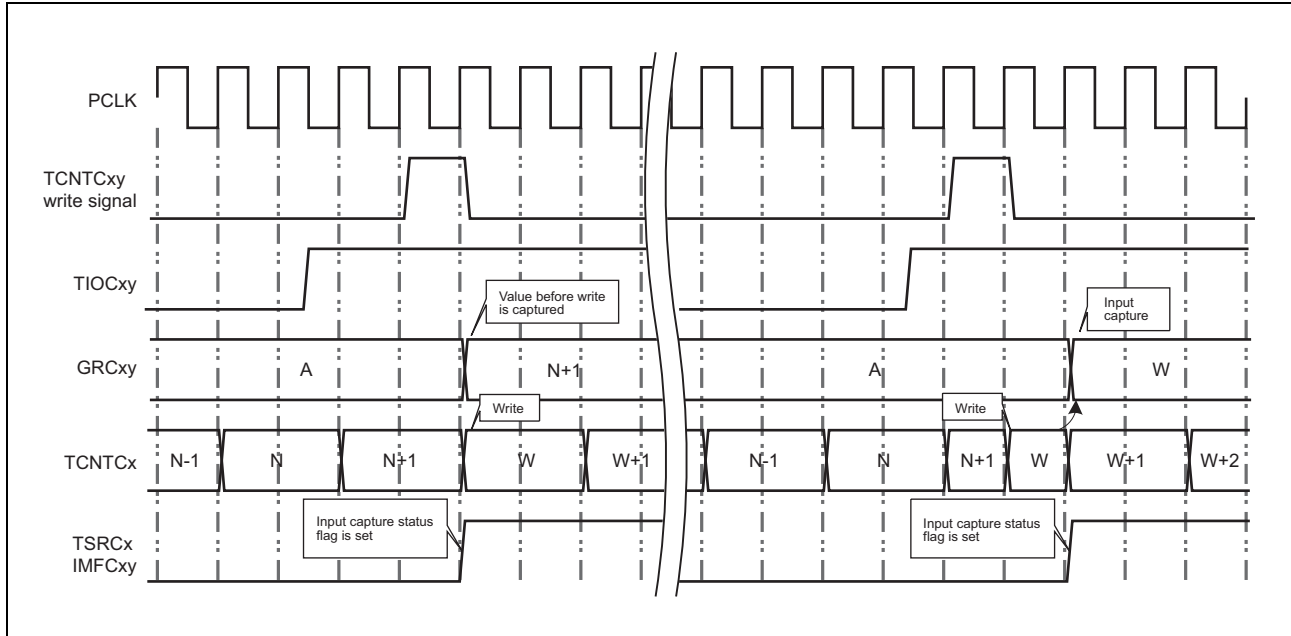


Figure 22.82 Contention between Writing to TCNTCx and Input Capture

Target Timer	Counter (Whose Value is Captured)	Capture Register	Status
Timer A	TCNTAx	ICRAx	ICFAx
Timer B	TCNTB0	ICRB0	ICFB0
	TCNTB0 + ICRB1	ICRB1	
	TCNTB6	ICRB6	
Timer C	TCNTCx	GRCxy	IMFCxy
Timer D	TCNT1Dx	OSBRDx	—
	TCNT1Dx	ICR1Dxy	—
	TCNT2Dx	ICR2Dxy	
Timer F	ECNTAFx	GRAFx	ICFFx
	ECNTBFx	GRBFx	
	ECNTCFx	GRCFx	
	ECNTCFx + GRDFx	GRDFx	
Timer J	TCNTJx	FIFOJx	(FDOVFJx, FDFJx)

22.14.1.3 Contention between Setting and Clearing of Input Capture Status Flag

Flag clearing by a timer status clear register takes priority over flag setting by an input capture. The left half of **Figure 22.83** shows an example where an input capture and a flag clearing occur simultaneously, and the flag is cleared. In contrast with this, the waveforms in the right half of **Figure 22.83** indicate an example in which input capture is performed immediately after the flag has been cleared.

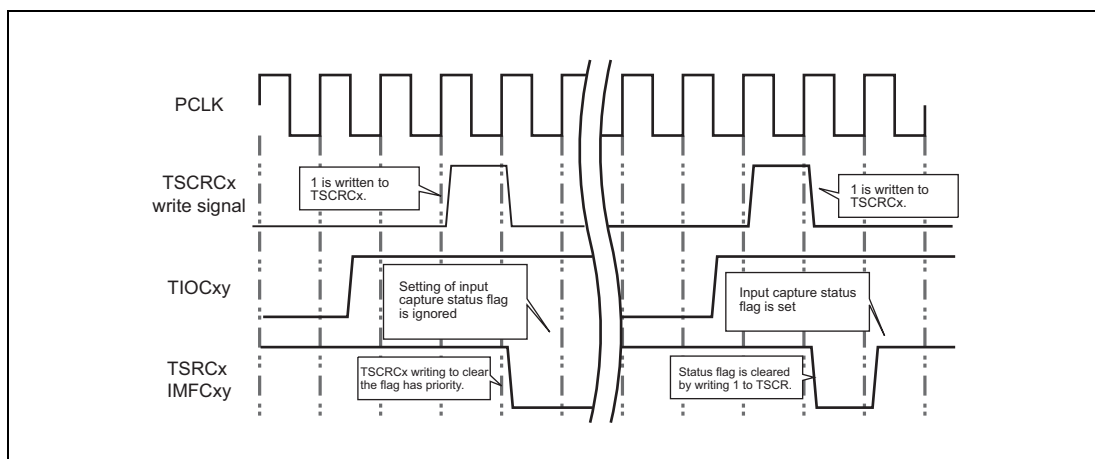


Figure 22.83 Contention between Status Clearing by Writing 1 to Status Clear Register and Input Capture

	Flag
Timer A	ICFAX
Timer B	ICFB0
Timer C	IMFCxy
Timer F	ICFFx
Timer J	(FDOVFJx, FDFFJx)

22.14.2 Compare Match Contention

22.14.2.1 Regarding the Compare–Match Signal in Cases of Consecutive Comparison

Matches between the counter and comparison register will take two or more cycles of PCLK when the counter clock has a period of or more than two cycles of PCLK. Detection of the rising edge of the compare–match signal by the timers listed in the table below is handled as the compare–match signal.

Timer	Counter	Compare Match Register
Timer C	TCNTCx	GRCxy, OCRCxy
Timer D	TCNT1Dx, TCNT2Dx	OCR1Dxy, RCR1Dx OCR2Dxy, RCR2Dx

22.14.2.2 Contention between Writing to Compare-Match General Register and Compare Match

Contention between a write to a register provided with the compare match function and compare match is described here with timer C used as an example. If a write takes place after the values of GRCxy and TCNTCx coincide (left half of **Figure 22.84**), a compare match interrupt request is issued, and the compare match status is set. If GRCxy and TCNTCx do not coincide in any cycles (right half of **Figure 22.84**), no compare match is detected.

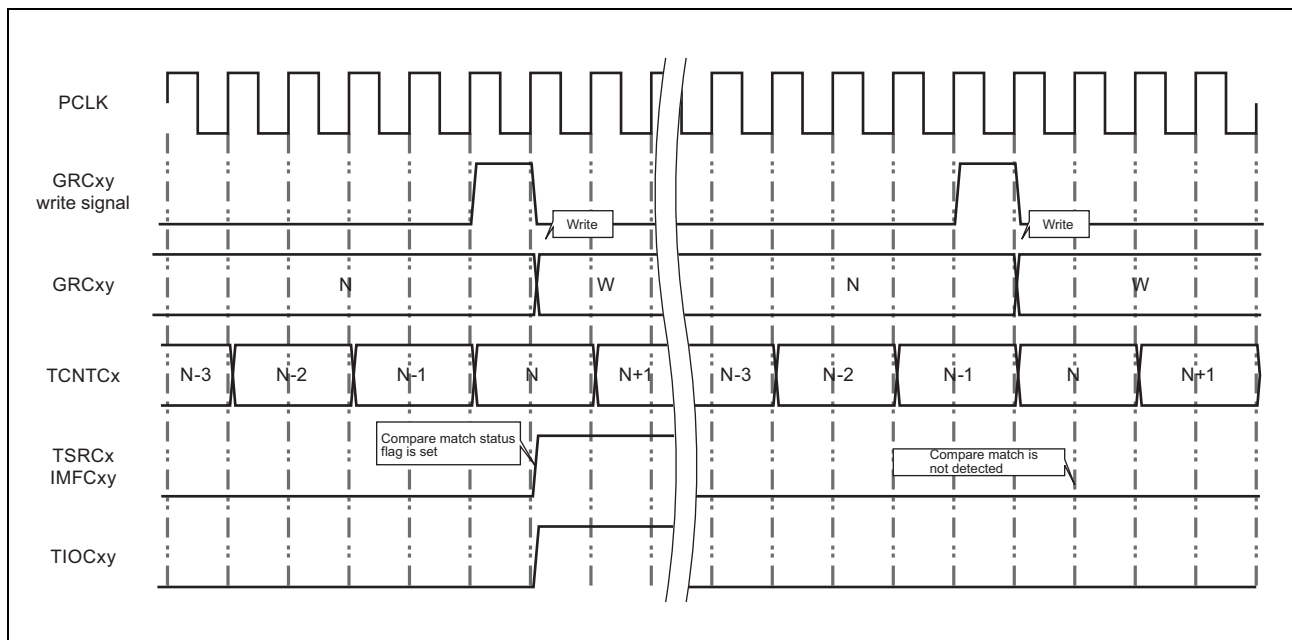


Figure 22.84 Contention between Writing to GRCxy and Compare Match

Timer	Counter	Compare Match Register	Status
Timer B	TCNTB1	OCRB1	CMFB1
	TCNTB1	OCRB10	CMFB10
	TCNTB1	OCRB11	CMFB11
	TCNTB1	OCRB12	CMFB12
Timer C	TCNTCx	GRCxy	IMFCxy
Timer D	TCNT1Dx	OCR1Dxy	CMFADxy
	TCNT2Dx	OCR2Dxy	CMFBDxy
Timer F	ECNTAFx	GRAFx	—
	ECNTBFx	GRBFx	—
	ECNTCFx	GRBFx	OVFCFx
		GRDFx	OVFCFx
Timer G	TCNTGx	OCRGx	CMFGx
Timer H	TCNT1H	OCR1H	CMFH
Timer J	TCNTJx	OCRJx	CMFJx

Timing of compare match B0 and compare match B6 of timer B and the cycle match of timer E differ from the timing of these compare matches. For details, see **Section 22.14.2.3, Contention between CYLRExy Write and Cycle Match of CYLRExy, TCNTExy.**

22.14.2.3 Contention between CYLRExy Write and Cycle Match of CYLRExy, TCNTExy

Operation when a write to CYLRExy occurs simultaneously with compare match (cycle match) with TCNTExy is shown below. As shown in **Figure 22.85**, if a write to CYLRExy takes place at the time of cycle match counter clearing, TCNTExy is cleared as in the case of normal cycle match, a cycle match interrupt request is issued, and the cycle match status and PWM output are changed. The waveforms in the right half of **Figure 22.85** show an example in which CYLRExy is written to before the counter is cleared. In this case, no cycle match is detected and TCNTExy continues to be incremented.

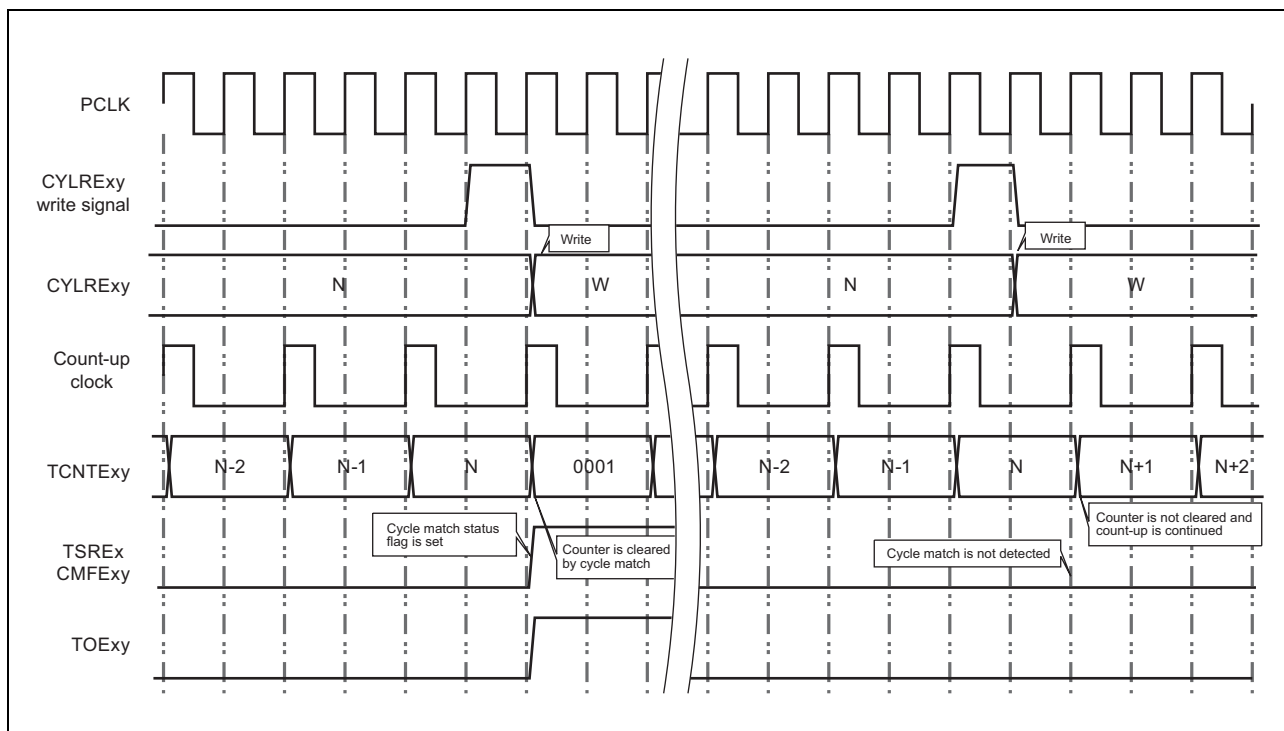


Figure 22.85 Contention between Writing to CYLRExy and Cycle Match

Timer	Counter	Compare (Cycle) Match Register	Status
Timer B	TCNTB0	OCRB0	CMFB0
	TCNTB6	OCRB6/OCRB7	CMFB6
	TCNTB6M	ICRB6	CMFB6M
Timer E	TCNTExy	CYLRExy	CMFExy

22.14.2.4 Contention between Writing to DTRExy and Cycle Match of DTRExy

The operation is the same as the case of contention between writing to CYLRExy and cycle matches with TCNTExy described above.

22.14.2.5 Contention between Writing to Counter and Compare Match

Contention between a write to a counter and compare match is described below. If a write takes place after the compare match register and the counter coincide (left half of **Figure 22.86**), a compare match interrupt request is issued, and the compare match status is set. If the compare match register and the counter do not coincide in any cycles (right half of **Figure 22.86**), a compare match interrupt request is not issued, and a compare match is not detected.

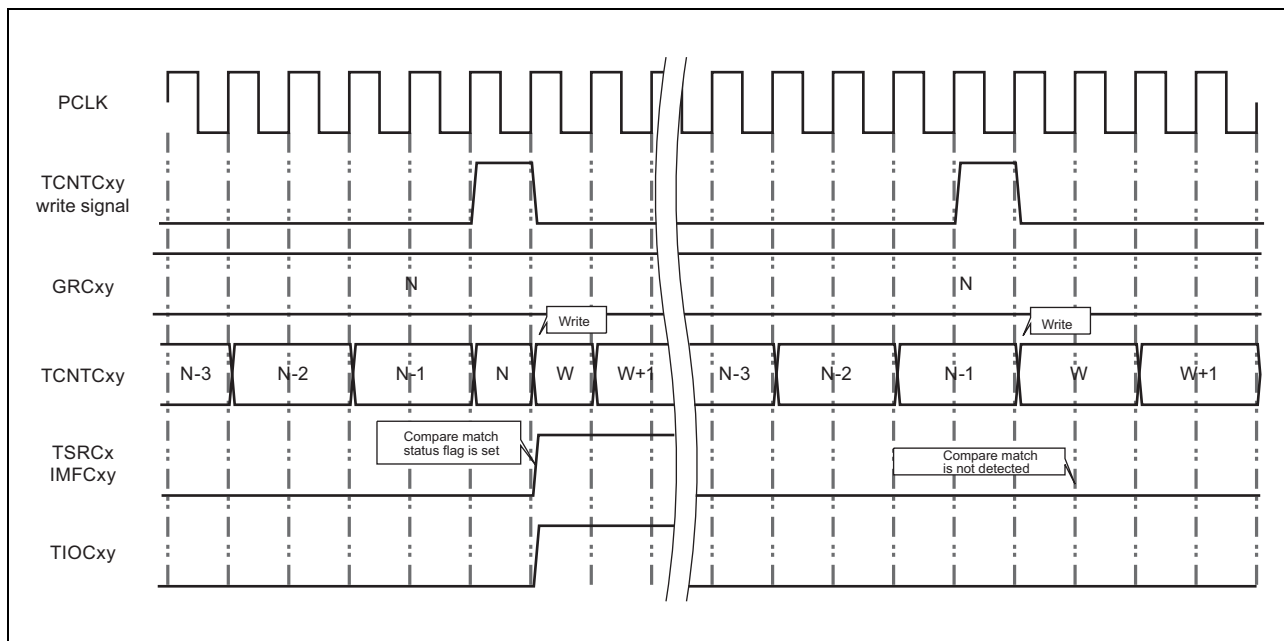


Figure 22.86 Contention between Writing to TCNTCx and Compare Match

Timer	Counter	Compare Match Register	Status
Timer B	TCNTB1	OCRB1	CMFB1
Timer C	TCNTCx	GRCxy	IMFCxy
Timer D	TCNT1Dx	OCR1Dxy	CMFADxy
	TCNT2Dx	OCR2Dxy	CMFBDxy
Timer F	ECNTAFx	GRAFx	—
	ECNTBFx	GRBFx	—
	ECNTCFx	GRBFx	OVFCFx
		GRDFx	OVFCFx
Timer G	TCNTGx	OCRGx	CMFGx
Timer H	TCNT1H	OCR1H	CMFH
Timer J	TCNTJx	OCRJx	CMFJx

Timing of compare match B0 and compare match B6 of timer B and the cycle match of timer E differ from the timing of these compare matches. For details, see **Section 22.14.2.7, Contention between Writing to TCNTExy and Counter Clearing by Cycle Match.**

22.14.2.6 Contention between Writing to Counter and Counter Clearing by Compare Match

The waveforms shown here are for when the function to clear a counter by compare match is enabled. If a write to a counter and counter clearing by compare match occur simultaneously, the counter is not cleared and the write takes precedence (left half of **Figure 22.87**). However, a compare match interrupt request is issued, and the compare match status is set. The waveforms in the right half of **Figure 22.87** show a case in which writing to TCNTCx is one PCLK cycle later.

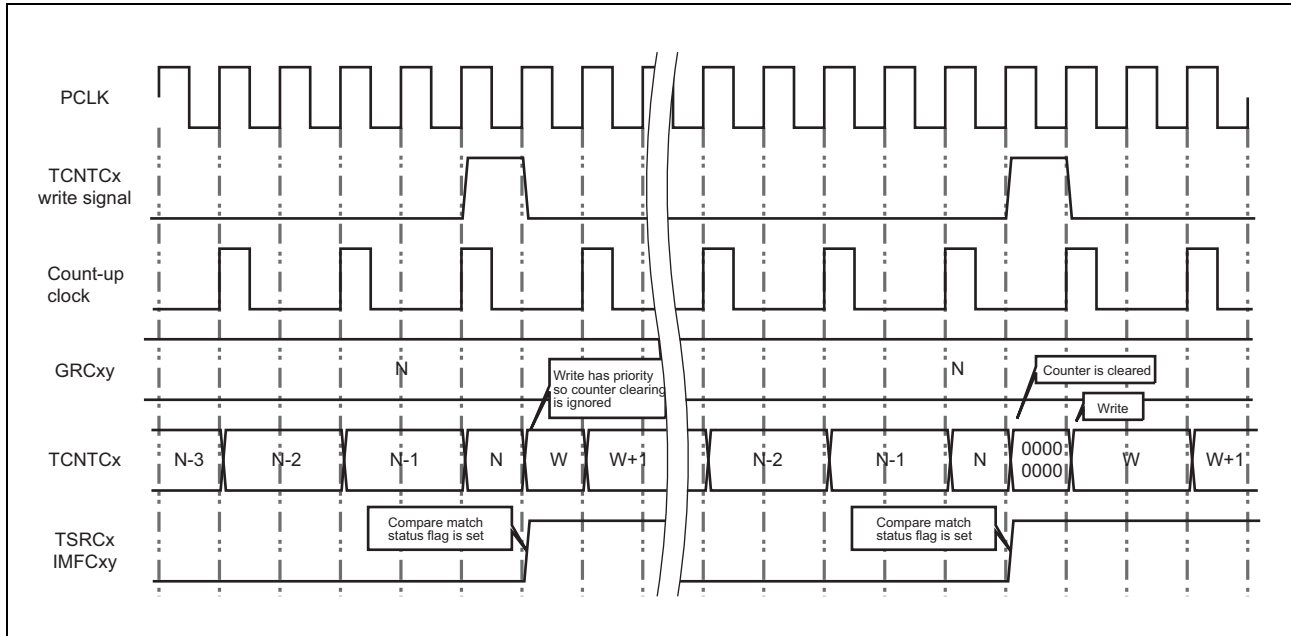


Figure 22.87 Contention between Writing to TCNTCx and Counter Clearing by Compare Match

Timer	Counter	Compare Match Register	Status
Timer C	TCNTCx	GRCxy	IMFCxy
	TCNTCx	CUCRCx	OVFCx
Timer D	TCNT1Dx	CUCR1Dx	OVF1Dx
	TCNT2Dx	CUCR2Dx	OVF2Dx
Timer F	ECNTAFx	GRAFx	—
	ECNTBFx	GRBFx	—
Timer G	TCNTGx	OCRGx	CMFGx
Timer H	TCNT1H	OCR1H	CMFH

22.14.2.7 Contention between Writing to TCNTExy and Counter Clearing by Cycle Match

When a write to TCNTExy occurs simultaneously with counter clearing by cycle match, the counter is not cleared and TCNTExy is written to. However, a cycle match interrupt request is issued, the cycle match status is set, and reload of the cycle-setting register and the duty cycle setting register are performed (right half of **Figure 22.88**). PWM waveform output at the time of cycle match is also performed.

The waveforms in the left half of **Figure 22.88** show operation when writing is performed one PCLK cycle earlier than the count-up clock.

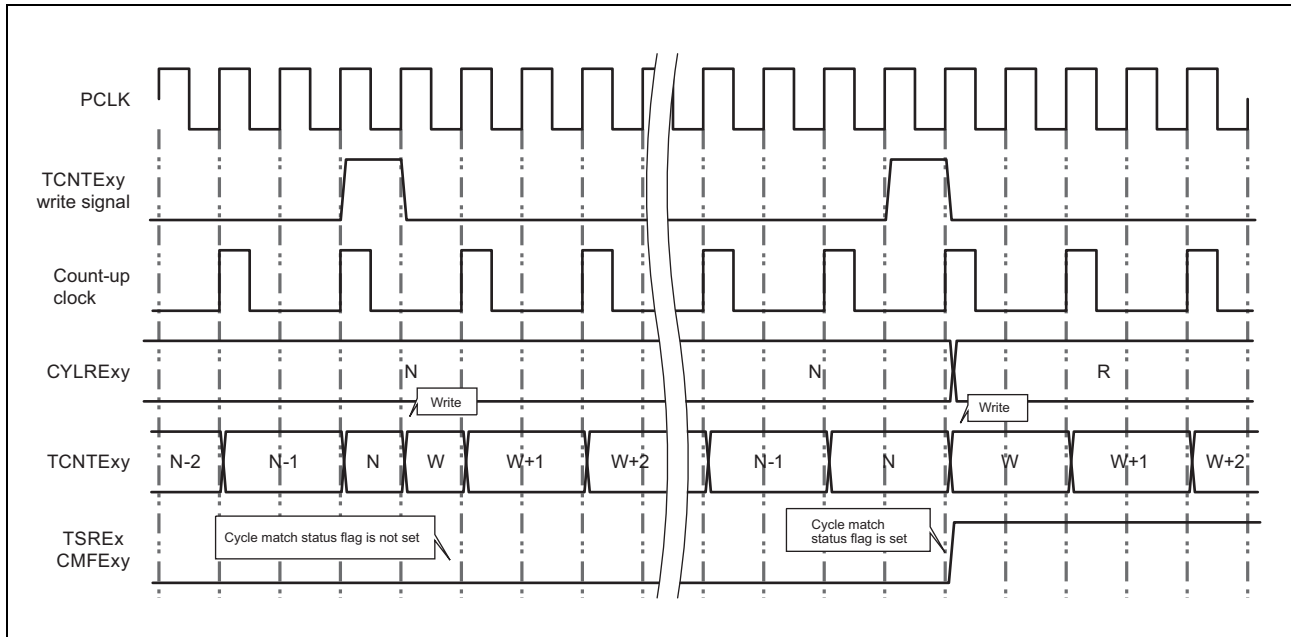


Figure 22.88 Contention between TCNTEnm Write and Counter Clearing by Cycle Match

Timer	Counter	Compare (Cycle) Match Register	Status
Timer B	TCNTB0	OCRB0	CMFB0
	TCNTB6	OCRB6/OCRB7	CMFB6
	TCNTB6M	ICRB6	CMFB6M
Timer E	TCNTExy	CYLRExy	CMFExy

22.14.2.8 Contention between Setting and Clearing of Compare Match Status Flag

Flag clearing by a timer status clear register takes priority over flag setting by compare match (left half of **Figure 22.89**). The right half of **Figure 22.89** illustrates the case where a compare match occurs just after flag clearing.

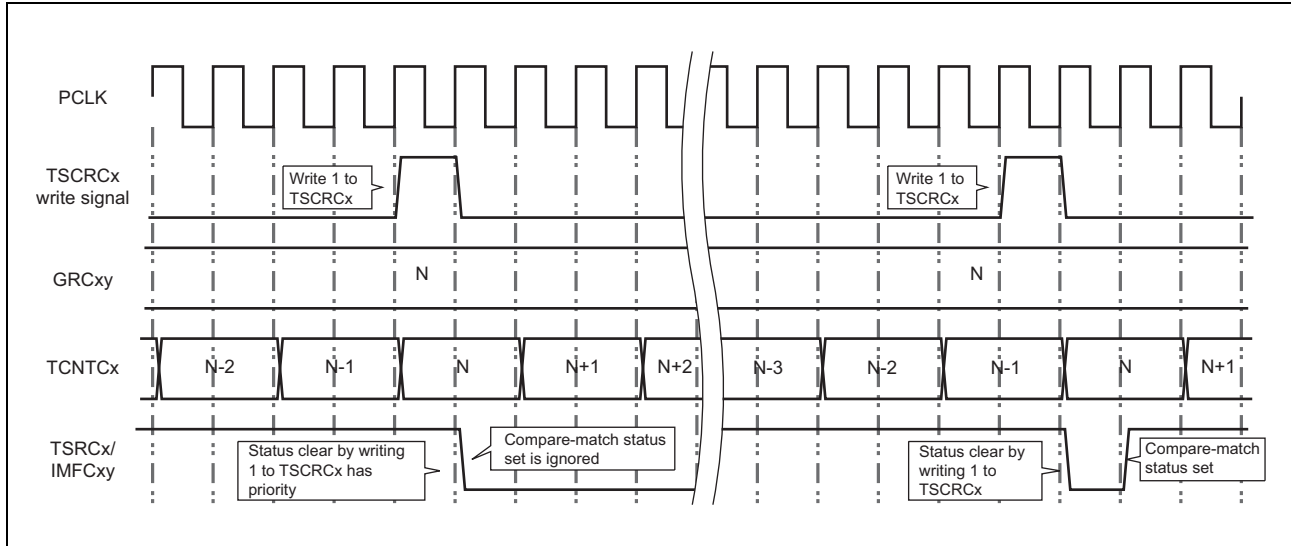


Figure 22.89 Contention between Setting and Clearing of Compare Match Status Flag

Timer	Counter	Compare Match Register	Status
Timer B	TCNTB1	OCRB1	CMFB1
	TCNTB1	OCRB10	CMFB10
	TCNTB1	OCRB11	CMFB11
	TCNTB1	OCRB12	CMFB12
Timer C	TCNTCx	GRCxy	IMFCxy
Timer D	TCNT1Dx	OCR1Dxy	CMFADxy
	TCNT2Dx	OCR2Dxy	CMFBDxy
Timer F	TCNTCFx	GRDFx	OVFCFx
Timer G	TCNTGx	OCRGx	CMFGx
Timer H	TCNT1H	OCR1H	CMFH
Timer J	TCNTJx	OCRJx	CMFJx

Timing of compare match B0 and compare match B6 of timer B and the cycle match of timer E differ from the timing of these compare matches. For details, see **Section 22.14.2.9, Contention between Setting of Cycle Match Status Flag and Writing 1 to the Status Clear Register.**

22.14.2.9 Contention between Setting of Cycle Match Status Flag and Writing 1 to the Status Clear Register

If setting of the cycle match flag (cycle match) and clearing of the flag by the timer status clear register occurs simultaneously, clearing of the flag takes priority. The left half of **Figure 22.90** illustrates an example where flag setting by cycle match and flag clearing by the timer status clear register occur simultaneously. The waveforms in the right half of **Figure 22.90** show an example in which the flag is cleared one PCLK cycle earlier than flag setting.

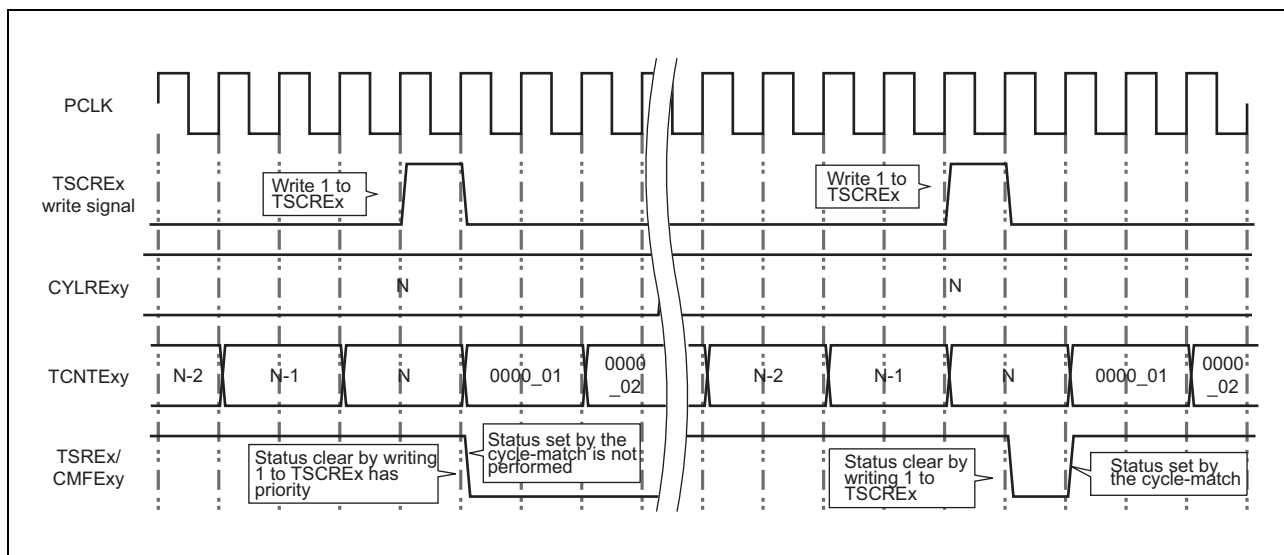


Figure 22.90 Contention between Cycle Match and Cycle Match Status Clear by Writing 1 to the Status Clear Register

Timer	Counter	Compare (Cycle) Match Register	Status
Timer B	TCNTB0	OCRB0	CMFB0
	TCNTB6	OCRB6	CMFB6
	TCNTB6M	ICRB6	CMFB6M
Timer E	TCNTExy	CYLRExy	CMFExy

22.14.2.10 Contention between Detection of 1H Compare Match and Disabling of Counter by ATUENR Setting

When compare match between TCNT1H and OCR1H is detected at the same time a counter enable bit (each bit in ATUENR) is changed to 0, compare match is detected but TCNT2H is not incremented (the left side of **Figure 22.91**). Thereafter, even though a counter enable bit is set to 1, TCNT2H is not incremented until the next compare match occurs.

The waveforms in the right half of **Figure 22.91** show an example in which a counter enable bit is changed to 0 one PCLK cycle after compare match has been detected.

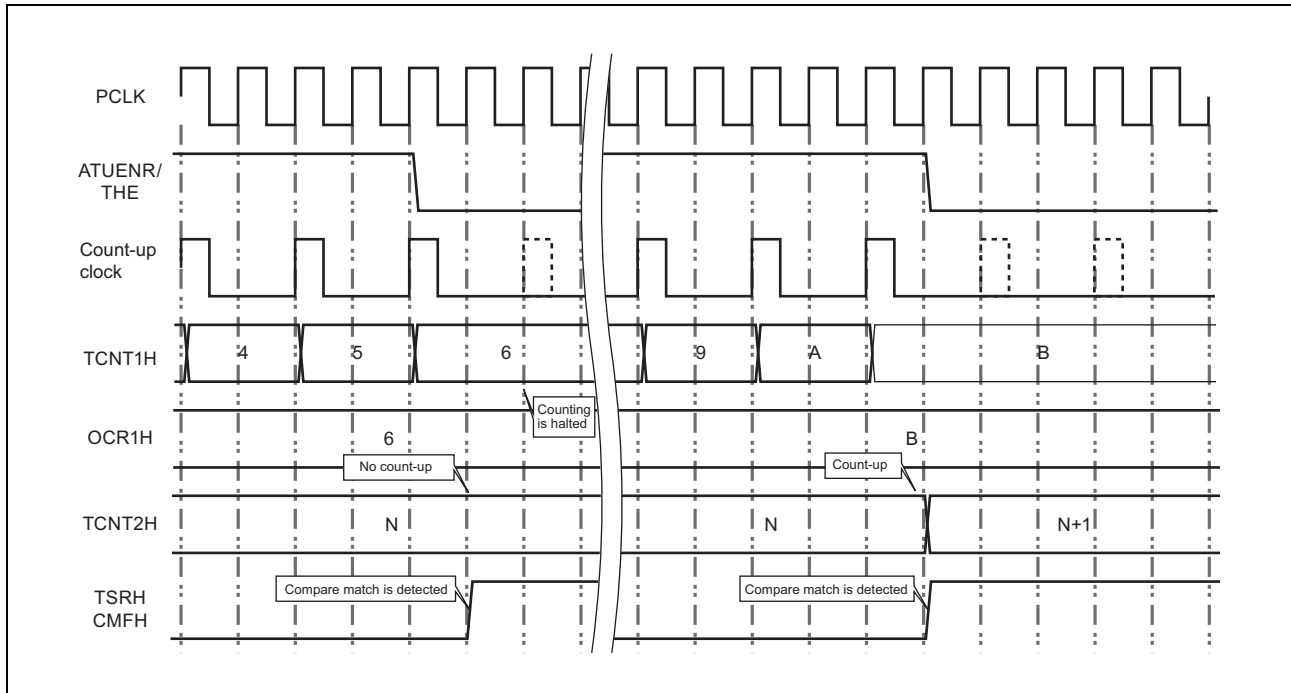


Figure 22.91 Contention between Compare Match Detection and Disabling of Counter

Timer	Counter	Compare Match Register	Status
Timer H	TCNT1H	OCR1H	CMFH

22.14.2.11 Contention between Writing 0 to TCNTExy and Cycle Match

Operation when writing 0 to the 24 higher-order bits of TCNTExy occurs simultaneously with cycle match is shown below. The waveforms in the left half of **Figure 22.92** show a case in which 000 000_H is written to the 24 higher-order bits of TCNTExy at the same time the 24 higher-order bits of TCNTExy is to be cleared to 000 001_H due to cycle match. A cycle match interrupt request is issued and the cycle match status is set, but PWM output does not start because zero writing takes priority. The waveforms in the middle of the figure indicate a case in which 0 is written to the 24 higher-order bits of TCNTExy one PCLK cycle after the counter has been cleared by cycle match. Cycle match detection and PWM output are restarted at the timing the 24 higher-order bits of the TCNTExy counter value changes from N to 1. In contrast with this, the waveforms in the right half of the figure show an example in which 0 is written one PCLK before detection of cycle match. In this case, neither cycle match is detected nor PWM output restarted, and the previous state is retained.

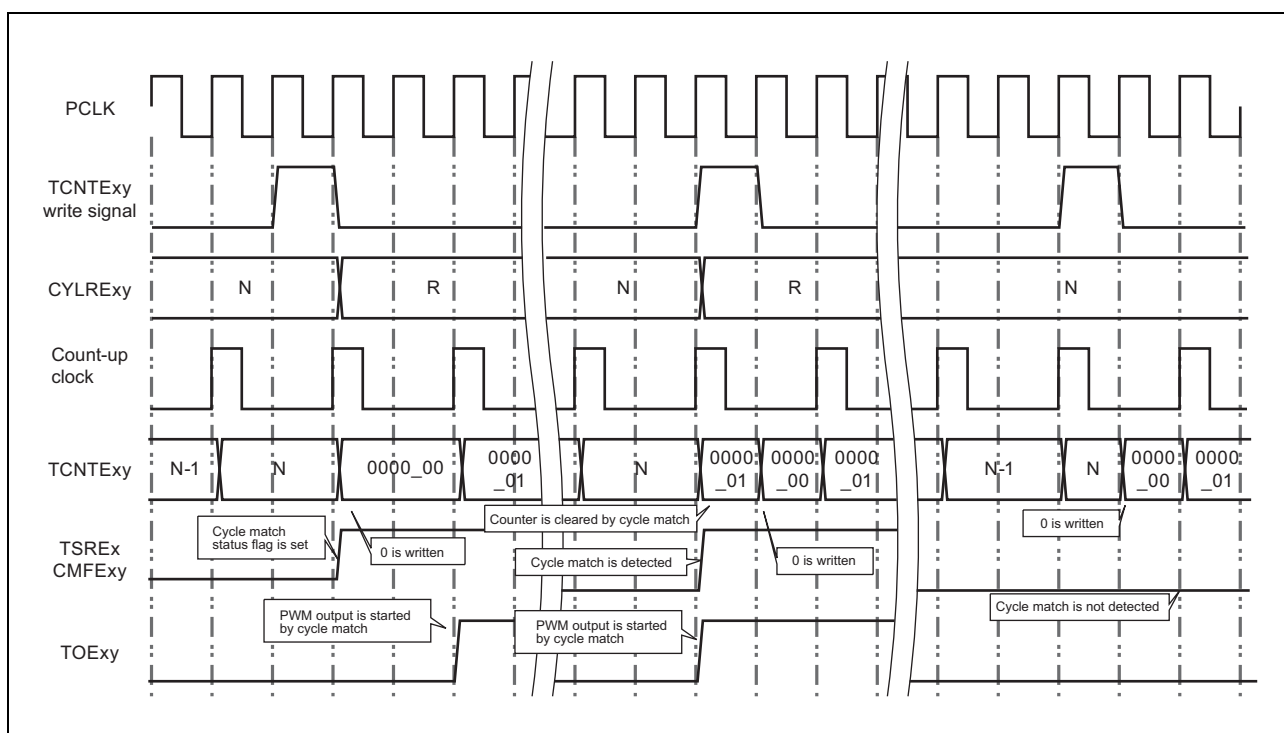


Figure 22.92 Contention between Writing 0 to TCNTExy and Cycle Match

22.14.3 Load/Reload Contention

22.14.3.1 Contention between Data Transfer and Writing to Transfer Destination Register

Contention between data transfer between registers and a peripheral bus write to the transfer destination register is described below. When data transfer occurs simultaneously with a write to the transfer destination register, writing takes priority and the attempt of data transfer is ignored. **Figure 22.93** shows contention between reload to CYLRExy of timer E and a write to it. As shown by the waveforms in the left half of the figure, if writing to CYLRExy occurs at the same timing as cycle reload, writing takes priority. The waveforms in the right half of the figure indicate a case in which CYLRExy is written to immediately after cycle reload.

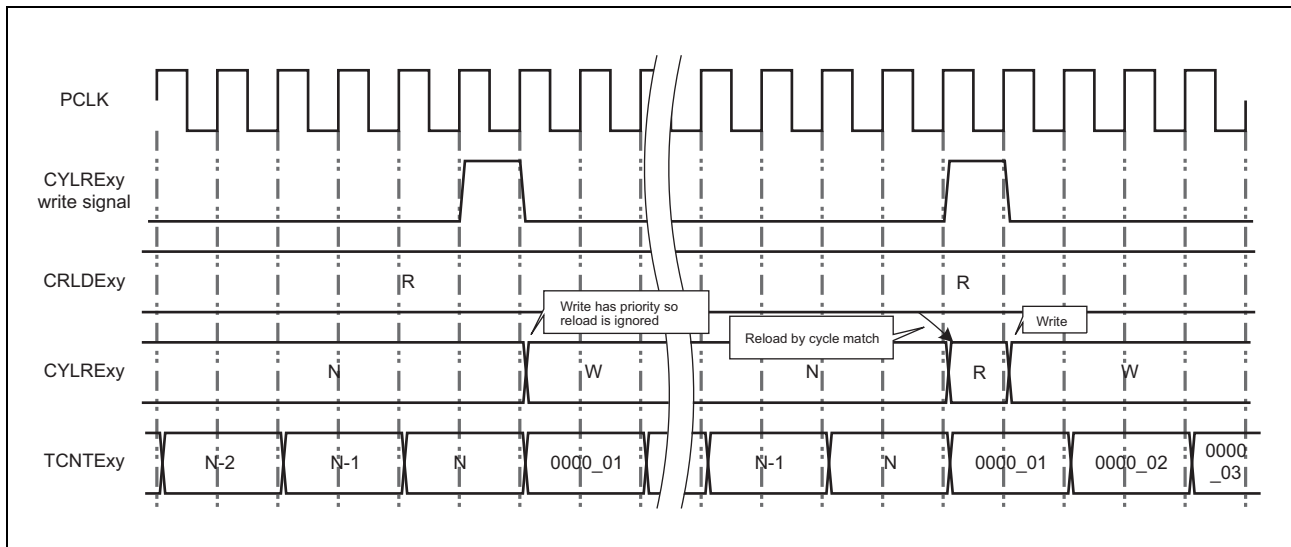


Figure 22.93 Contention between Writing to CYLRExy and Cycle Reload

Timer	Transfer Data	Transfer Destination Register	Transfer Timing
Timer B	ICRB0 LDB TCNTB2 – PIMR TCNTB2 + RLDB	TCNTB2	External event
	ICRB0 – PIMR LDB – PIMR	RLDB	External event
	TCNTB3 + PIMR	TCNTB3	External event
	TCNTB3	TCNTB4	External event
	CRLDExy	CYLRExy	Cycle match
Timer E	DRLDExy	DTRExy	Cycle match

22.14.3.2 Contention between Data Transfer and Writing to Transfer Source Register

Contention between data transfer between registers and a peripheral bus write to the transfer source register is described below. When data transfer occurs simultaneously with a write to the transfer source register, the value prior to writing is transferred. At the same time, the value of the transfer source register is modified. Operation when writing to CRLDExy occurs at the timing of cycle reload is shown below. If writing to CRLDExy occurs at the same timing as cycle reload (waveforms in the left half of **Figure 22.94**), the value immediately before writing is reloaded. On the other hand, the waveforms in the right half of the figure show an example in which CRLDExy is written to one cycle earlier than cycle reload.

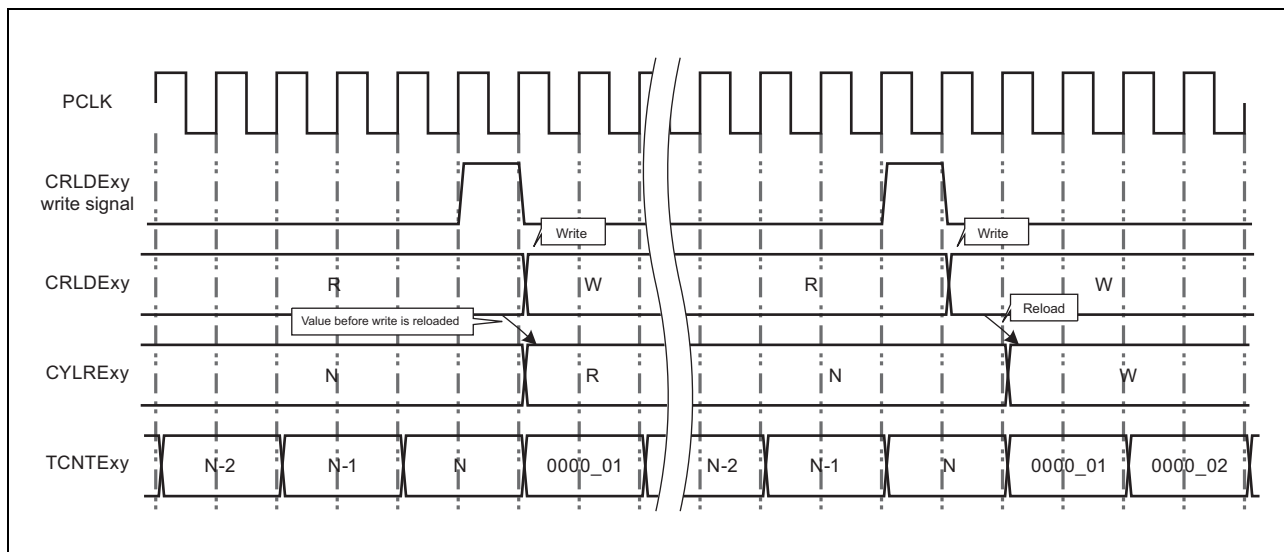


Figure 22.94 Contention between Writing to CRLDExy and Cycle Reload

Timer	Transfer Source Register	Transferred Value	Transfer Destination Register	Transfer Timing
Timer B	LDB	LDB – PIMR	RLDB	External event
		LDB	TCNTB2	External event
	PIMR	ICRB0 – PIMR LDB – PIMR	RLDB	External event
		TCNTB2 – PIMR	TCNTB2	External event
		TCNTB3 + PIMR	TCNTB3	External event
	RLDB	TCNTB2 + RLDB	TCNTB2	External event
TCNTB3	TCNTB3	TCNTB4	External event	
Timer E	CRLDExy	CRLDExy	CYLRExy	Cycle match
	DRLDExy	DRLDExy	DTRExy	Cycle match

22.14.4 Counter Contention

22.14.4.1 Contention between Writing to Counter and Count-Up/Count-Down

When a write to a counter occurs simultaneously with incrementation/decrementation of the counter, the write operation takes priority. The attempt to increment/decrement the value is ignored and incrementation/decrementation recommences from the new value on the next counter clock.

22.14.4.2 Contention between Count-Up and Counter Clearing

When incrementation of a counter occurs simultaneously with clearing of the counter, the counter is not cleared to 0 but cleared to 1.

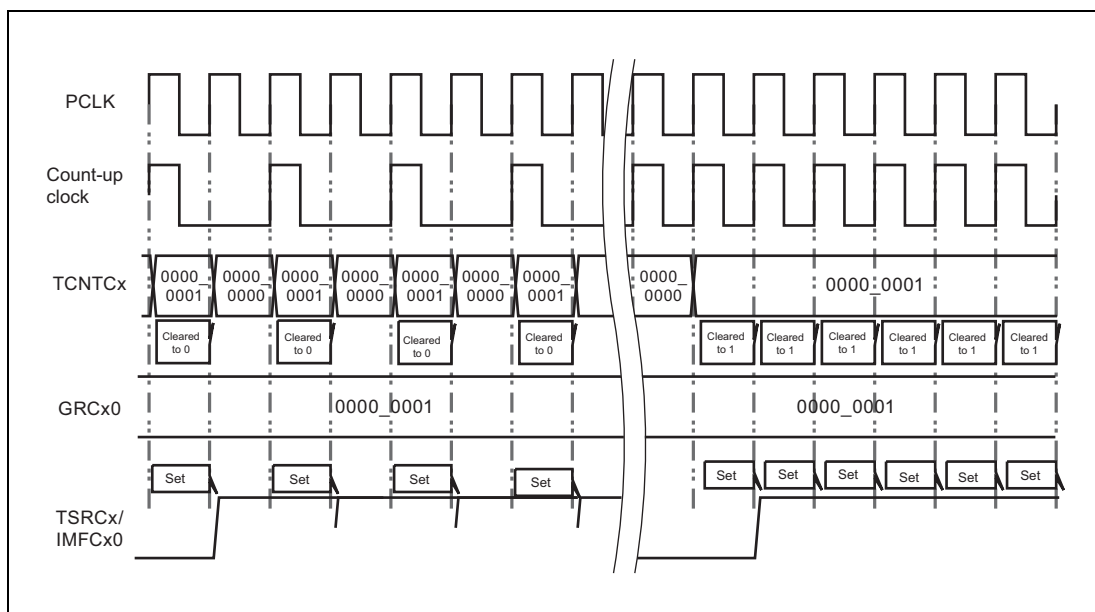


Figure 22.95 Simultaneous Occurrence of Count-Up and Counter Clearing

Timer	Counter	Compare Match Register	Remarks
Timer C	TCNTCx	GRCx0	Only when PWMx0 = 1
	TCNTCx	CUCRCx	Only when PWMx0 = 0, CLRCx = 1
Timer D	TCNT1Dx	CUCR1Dx	Only when CLR1Dx = 1
	TCNT2Dx	CUCR2Dx	Only when CLR2Dx = 1
Timer F	ECNTAFx	GRAFx	Only when MDFx = 000, 110, or 111
	ECNTBFx	GRBFx	Only when MDFx = 001, 010, or 100
Timer G	TCNTGx	OCRGx	
Timer H	TCNT1H	OCR1H	

22.14.4.3 Contention between Writing to Counter and Overflow

When counter overflow occurs simultaneously with a write to TCNTCx, writing to TCNTCx takes priority. However, an overflow interrupt request is issued, and the overflow status is set (left half of **Figure 22.96**). If the timing for writing to the counter is earlier than incrementation of the counter (waveforms in the right half of the figure), the overflow status flag is not set.

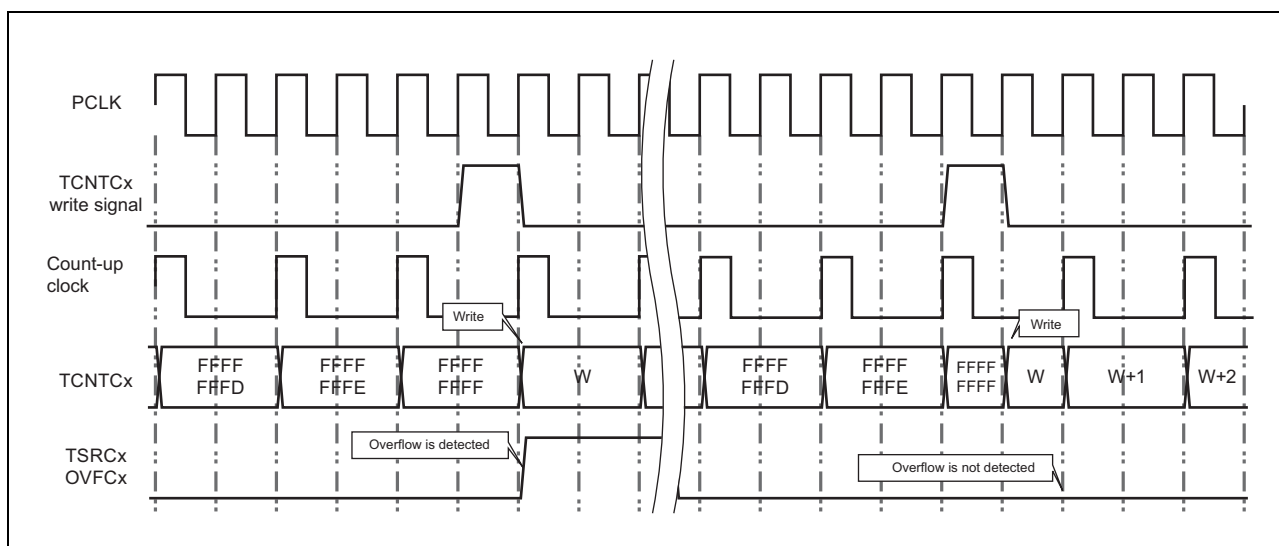


Figure 22.96 Contention between Writing to TCNTCx and Counter Clearing on Overflow

Timer	Counter	Status
Timer A	TCNTA	OVFA
Timer C	TCNTCx	OVFCx
Timer D	TCNT1Dx	OVF1Dx
	TCNT2Dx	OVF2Dx
Timer E	TCNTEy	OVFEy
Timer F	ECNTAFx	OVFAFx
	ECNTBFx	OVFBFx
	ECNTCFx	OVFCFx
Timer G	TCNTGx	OVFGx
Timer H	TCNT1H	OVF1H
	TCNT2H	OVF2H
Timer J	TCNTJx	OVFJx

22.14.4.4 Contention between Setting and Clearing of Overflow Status Flag

When clearing and setting of the overflow status flag occur simultaneously, clearing takes priority. Illustrated below is an example where status flag setting by an overflow of the counter value (FFFF FFFF_H to 0000 0000_H) and flag clearing by the timer status clear register occur simultaneously (left half of **Figure 22.97**). The waveforms in the right half of the figure show the way the overflow status flag is set again immediately after the status flag has been cleared.

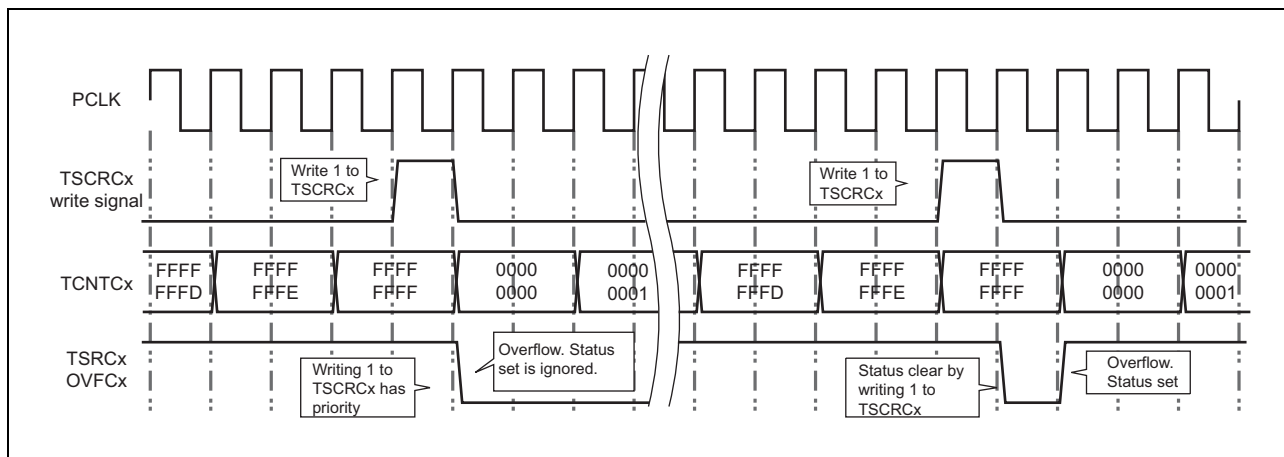


Figure 22.97 Contention between Setting and Clearing of Overflow Status Flag

Timer	Counter	Status
Timer A	TCNTA	OVFA
Timer C	TCNTCx	OVFCx
Timer D	TCNT1Dx	OVF1Dx
	TCNT2Dx	OVF2Dx
Timer E	TCNTExy	OVFExy
Timer F	ECNTAFx	OVFAFx
	ECNTBFx	OVFBFx
	ECNTCFx	OVFCFx
Timer G	TCNTGx	OVFGx
Timer H	TCNT1H	OVF1H
	TCNT2H	OVF2H
Timer J	TCNTJ x	OVFJx

22.14.4.5 Contention between Overflow and Counter Clearing by Compare Match

If the maximum value is set in a compare match register that has the function to clear a counter by compare match and that function is enabled, when the counter reaches its maximum value, the counter is cleared. At this time, an overflow interrupt request is not issued even if the counter clock is 1/1 PCLK, so that an overflow is not detected.

Examples using TCNT1H and OCR1H of timer H are shown in **Figure 22.98**. With FFFF_H set in OCR1H, a case in which the count-up clock is not PCLK × 1/1 (waveforms in the left half of the figure) and a case in which the count-up clock is PCLK × 1/1 (waveforms in the right half of the figure) are shown.

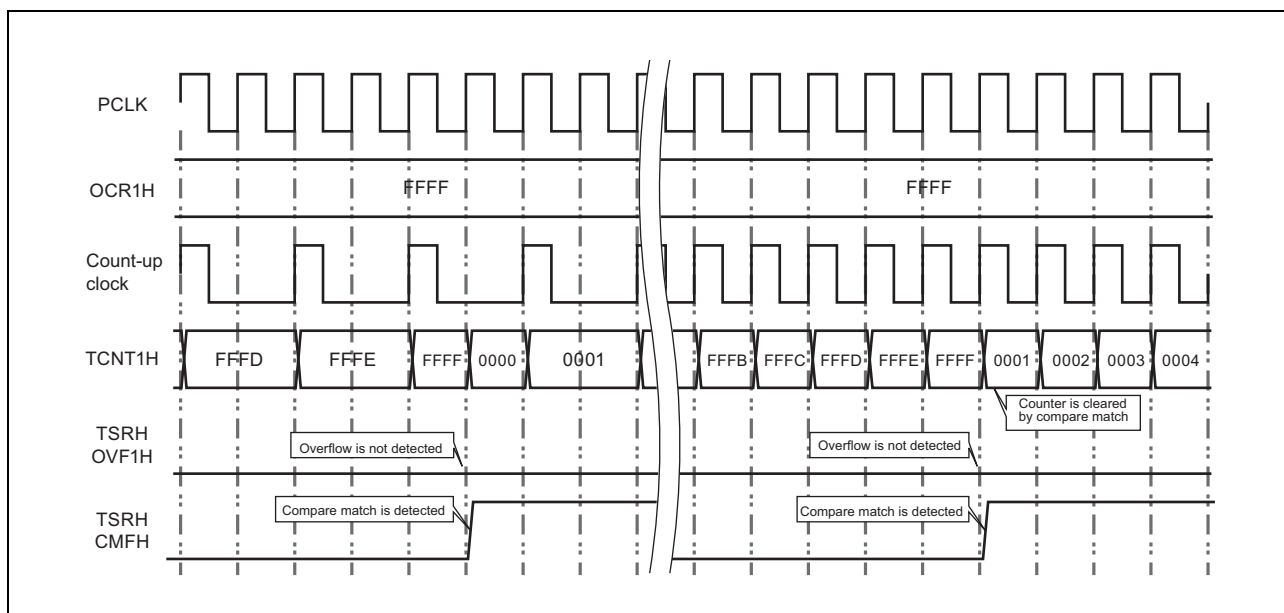


Figure 22.98 Contention between TCNT1H Counter Overflow and Compare Match

Timer	Counter	Status	Remarks
Timer C	TCNTCx	OVFCx	Only when PWMn0 = 1
Timer F	ECNTAFx	OVFAFx	Only when MDFx = 000, 110, or 111
	ECNTBFx	OVFBFx	Only when MDFx = 001
Timer G	TCNTGx	OVFGx	
Timer H	TCNT1H	OVF1H	

If the compare match counter clear feature is not provided or is disabled, an overflow interrupt request is issued and the overflow status is set. **Figure 22.99** shows operation when the PWMx0 bit of timer C is 1 (counter clearing is enabled) and when the PWMx0 bit is 0 (counter clearing is disabled).

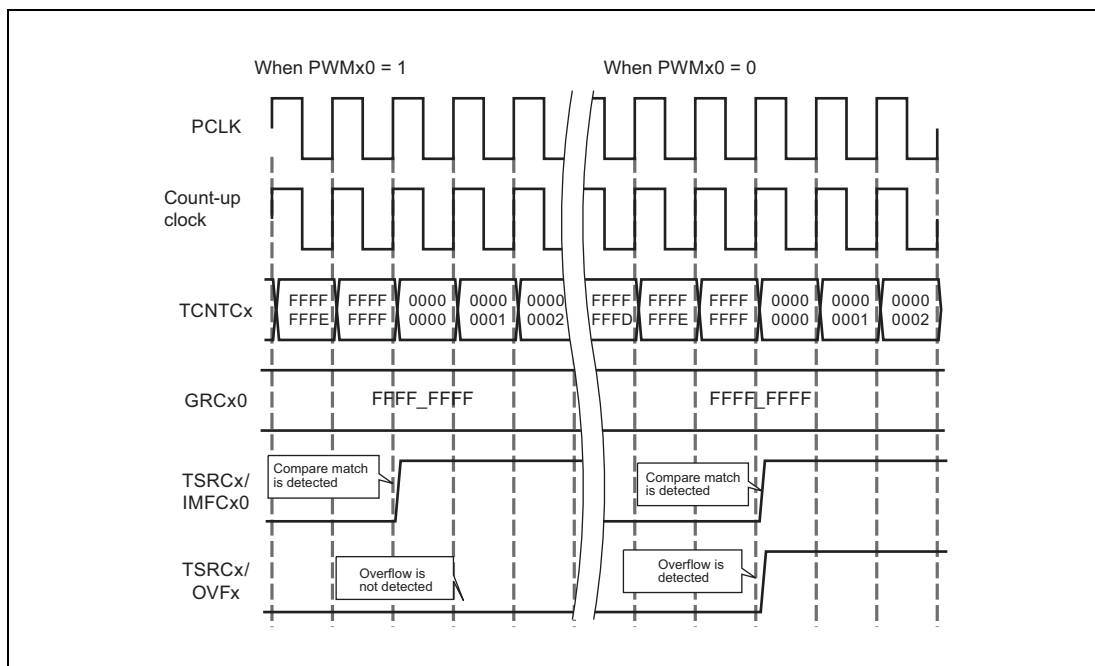


Figure 22.99 Contention between Counter Clearing by Compare Match of Timer C and Overflow (PWMx0 = 1/0)

22.14.5 Contention in Noise Canceler

Contentions in the noise cancelers are described here.

Timer	Counter	Compare Match Register
Timer A	NCNTAx	NCRAx
Timer C	NCNTCxy	NCRCxy
Timer F	NCNTAFx	NCRAFx
	NCNTBFx	NCRBFx
Timer J	NCNTJx	NCRJx

22.14.5.1 Contention between Writing to Noise Canceler Counter and Compare Match with Noise Canceler Register

When a write to NCNT occurs simultaneously with a compare match with NCR, writing takes priority. An example in premature-transition edge cancellation mode is shown below. In the example in the left half of **Figure 22.100**, since writing prevents compare match from occurring, input capture is also not performed. The example in the right half of the figure shows a case in which writing is performed one PCLK cycle later. In this case, compare match occurs so input capture processing is carried out.

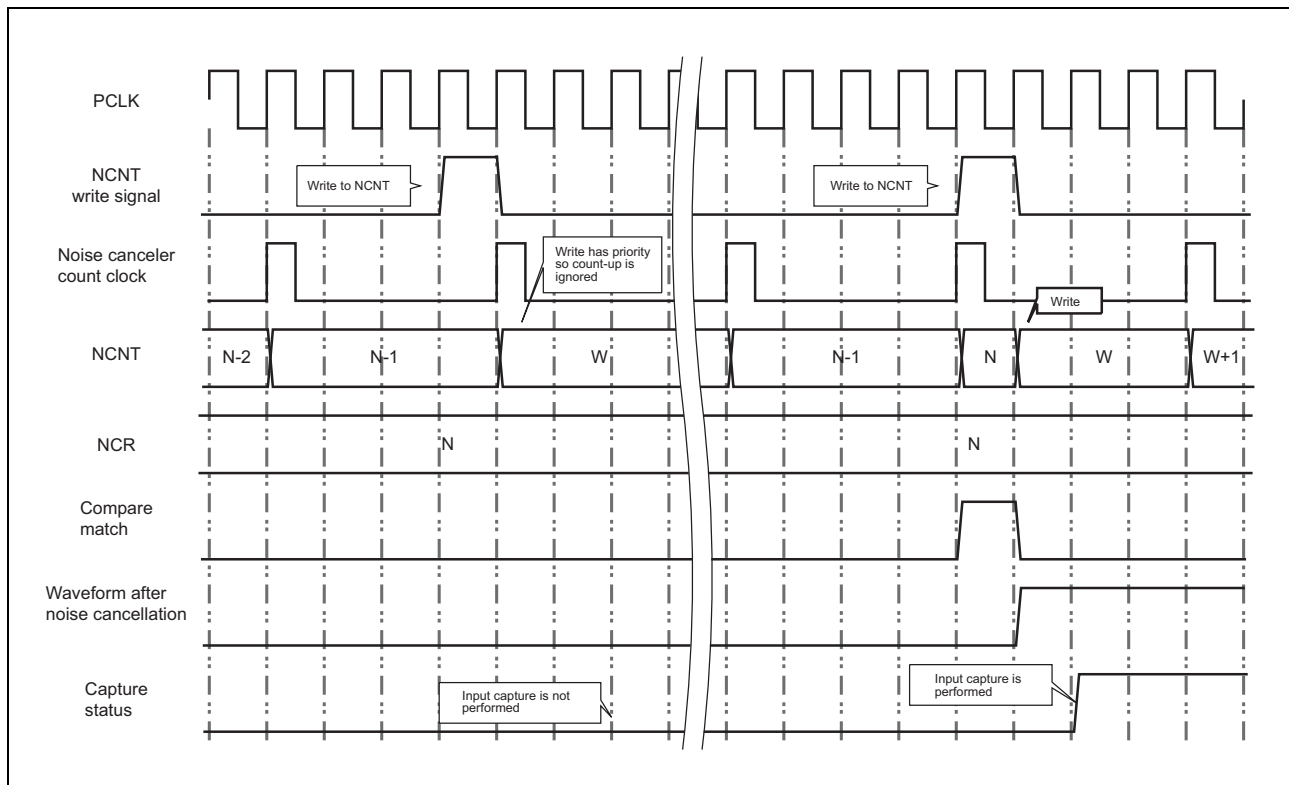


Figure 22.100 Contention between Writing to NCNT and Compare Match of NCNT-NCR (Example in Premature-transition Edge Cancellation Mode)

22.14.5.2 Contention between Writing to Noise Canceler Register and Compare Match with Noise Canceler Counter

When a write to NCR occurs simultaneously with a compare match with NCNT, writing takes priority. An example in premature-transition edge cancellation mode is shown below. In the example in the left half of **Figure 22.101**, since writing prevents compare match from occurring, input capture is also not performed. The example in the right half of the figure shows a case in which writing is performed one PCLK cycle later. In this case, compare match occurs so input capture processing is carried out.

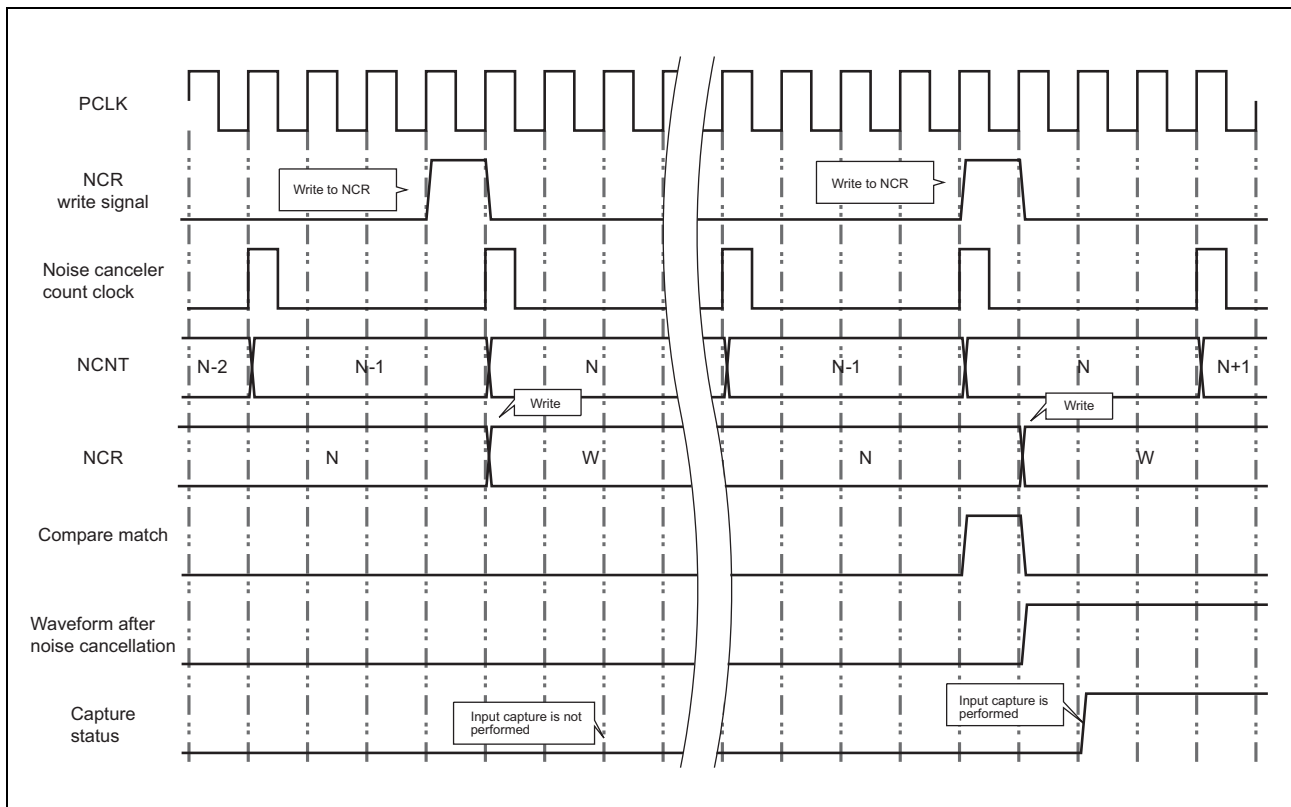


Figure 22.101 Contention between Writing to NCR and Compare Match with NCNT (Example in Premature-transition Edge Cancellation Mode)

22.14.6 Contention in Timer Down Counter Dxy

Contentions in DCNTDxy are described here.

22.14.6.1 Contention between Writing to DCNTDxy Counter and Count-Down

When a write occurs simultaneously with decrementation of the down counter, writing to DCNTDxy is performed. The attempt to decrement the value is ignored and decrementation recommences from the new value on the next count-down clock.

22.14.6.2 Contention between Writing to DCNTDxy Counter and Underflow

When a write to DCNTDxy occurs simultaneously with underflow, writing to DCNTDxy is performed. The example in the left half of **Figure 22.102** shows operation when a count-down clock is input simultaneously with a write to DCNTDxy when the DCNTDxy value is 0000 0000_H. Though the new value is written to DCNTDxy, count-down operation will be halted because underflow is detected. The underflow status flag is set. Figure on the right illustrates the case where data is written to DCNTDxy one cycle before, in which case an underflow interrupt request is not issued, so that an underflow will not be detected.

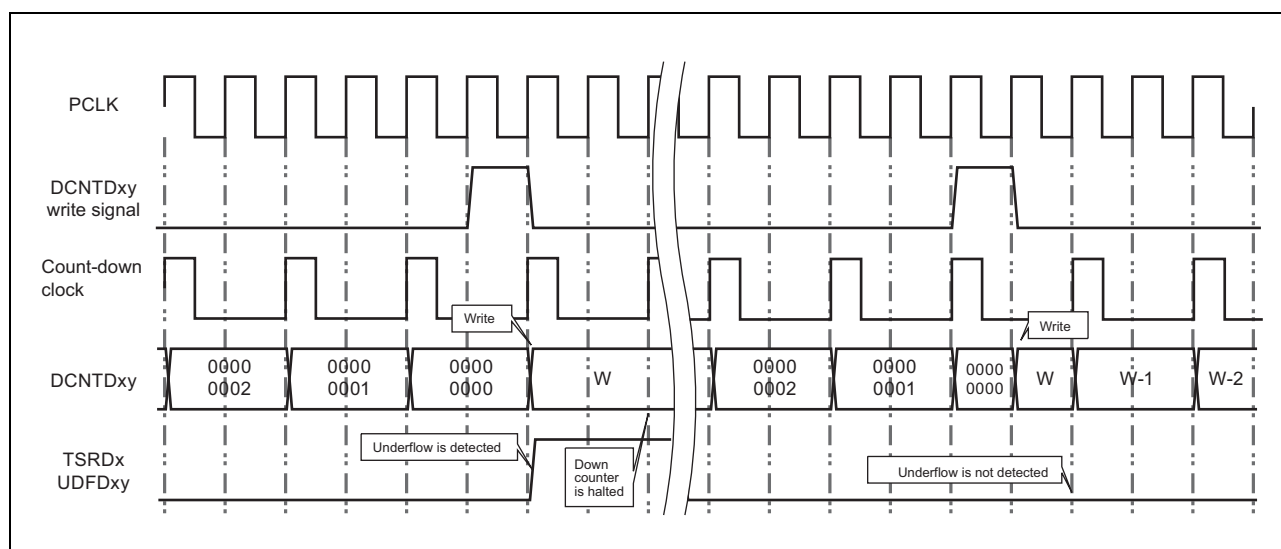


Figure 22.102 Contention between Writing to DCNTDxy and Underflow

22.14.6.3 Contention between Writing to DCNTDxy Counter and Compare Match B (Counter Stop Trigger)

When a write to DCNTDxy occurs simultaneously with compare match B, writing to DCNTDxy is performed (if compare match B is selected as a condition to stop the down counter).

An example in which writing to DCNTDxy occurs simultaneously with clearing of the counter by detection of compare match B is shown in the middle of **Figure 22.103**. Counter clearing of DCNTDxy by compare match B is ignored, and writing takes priority. However, the output on TODxyB is turned off due to compare match B, and DCNTDxy halts with the written value retained. The waveforms in the right half of **Figure 22.103** show a case in which the write cycle occurs one PCLK cycle earlier. During the PCLK cycle subsequent to writing to DCNTDxy, the counter is cleared by compare match B. The waveforms in the left half of **Figure 22.103** show an example in which writing is performed immediately after the counter has been cleared by compare match B.

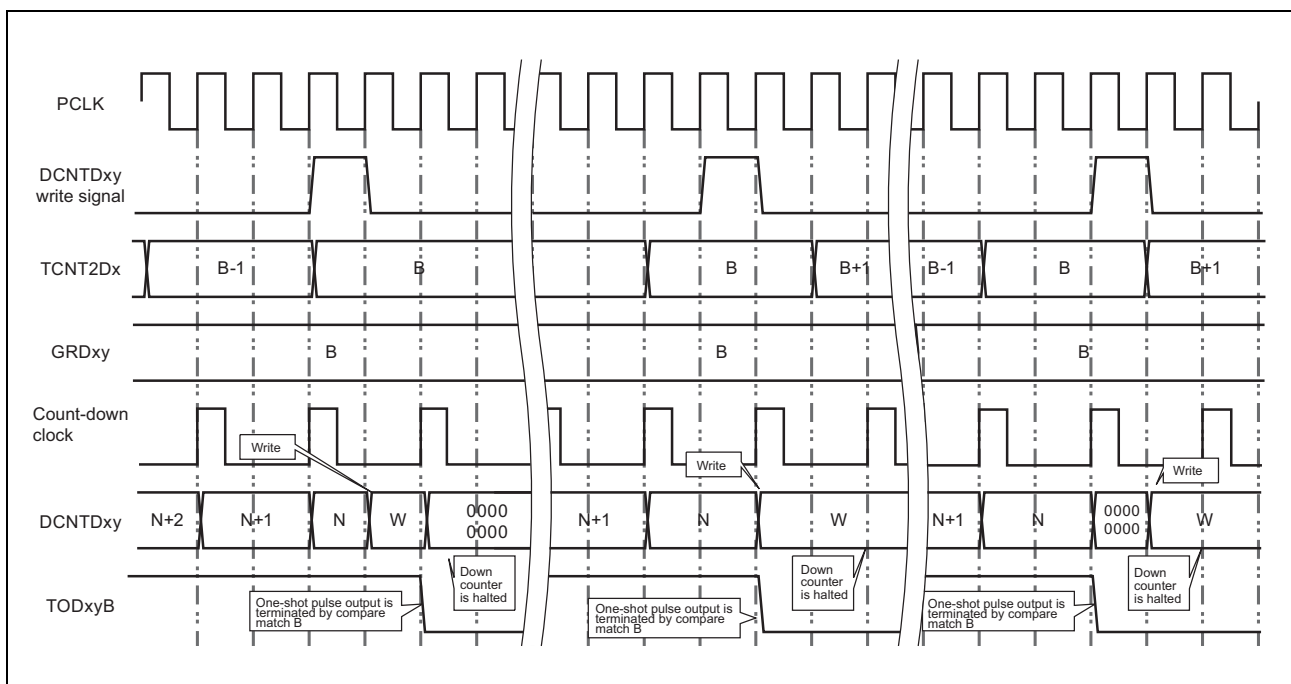


Figure 22.103 Contention between Writing to DCNTDxy and Counter Clearing by Compare Match B

22.14.6.4 Contention between Setting of Underflow Status Flag and Clearing by Writing 1 to Status Clear Register

When flag clearing by the timer status clear register and an underflow occurs simultaneously, flag clearing is performed. Illustrated below is an example where status flag setting by an underflow of DCNTDxy and flag clearing by the timer status clear register occur simultaneously (left half the figure below). The waveforms in the right half of **Figure 22.104** show how the status flag is set again by underflow occurrence immediately after the status flag has been cleared.

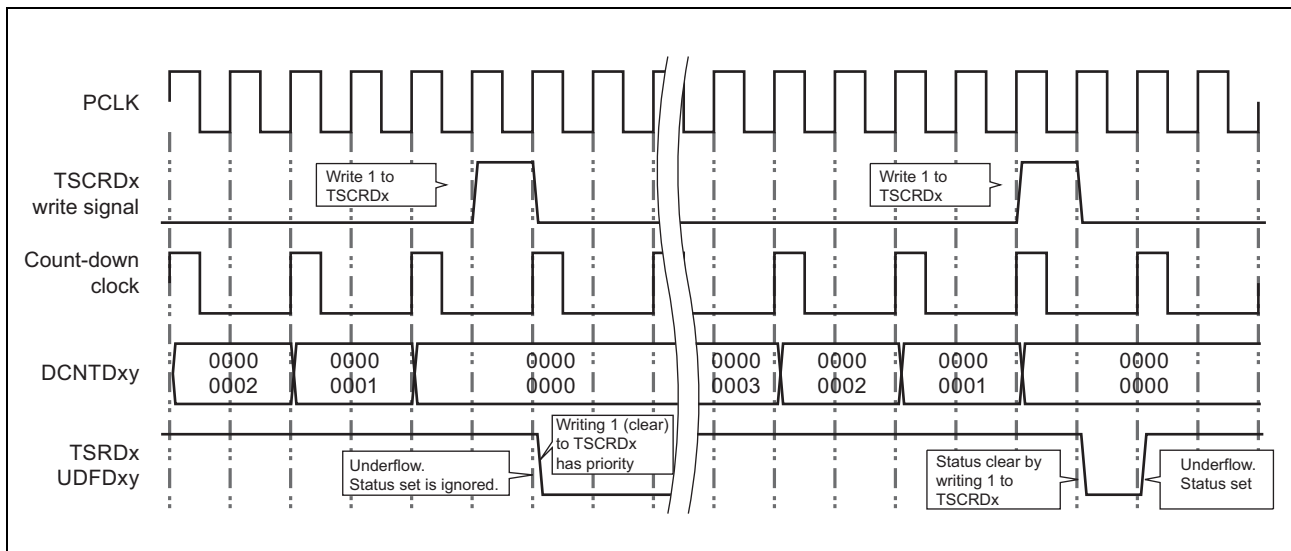


Figure 22.104 Contention between Setting and Clearing of Underflow Status Flag

22.14.6.5 TODxyB Output at Occurrence of Down Counter Start Trigger When Down Counter Value is 0000 0000_H

The TODxyB output (one-shot pulse) is not started by down counter underflow.

22.14.6.6 TODxyB Output at Simultaneous Occurrence of Start Trigger and Stop Trigger for Down Counter

When the down counter start trigger occurs simultaneously with the down counter stop trigger, the down counter is cleared to 0 by the stop trigger. In this case, the one-shot pulse output on the TODxyB pin is not started.

Similar to the above case, when the down counter start trigger occurs and then the down counter stop trigger occurs before the first count-down clock is input, the down counter is cleared to 0 without being decremented even once and the one-shot pulse output on the TODxyB pin is not started.

22.14.6.7 Contention between Down Counter Start Trigger and Underflow

When the down counter start trigger occurs simultaneously with underflow, DCNTDxy remains halted at the value of 0000 0000_H (waveforms in the middle of **Figure 22.105**). If the down counter had been in process of decrementing, the TODxyB output is turned off by underflow (waveforms in the left half of the figure). If compare match A occurs while the down counter is halted (DCNTDxy = 0000 0000_H), the TODxyB output is kept negated (waveforms in the right half of the figure). In both cases, the underflow interrupt request and setting of the underflow flag to 1 are performed upon detection of a down count start trigger or at the first cycle of the down count clock after detection.

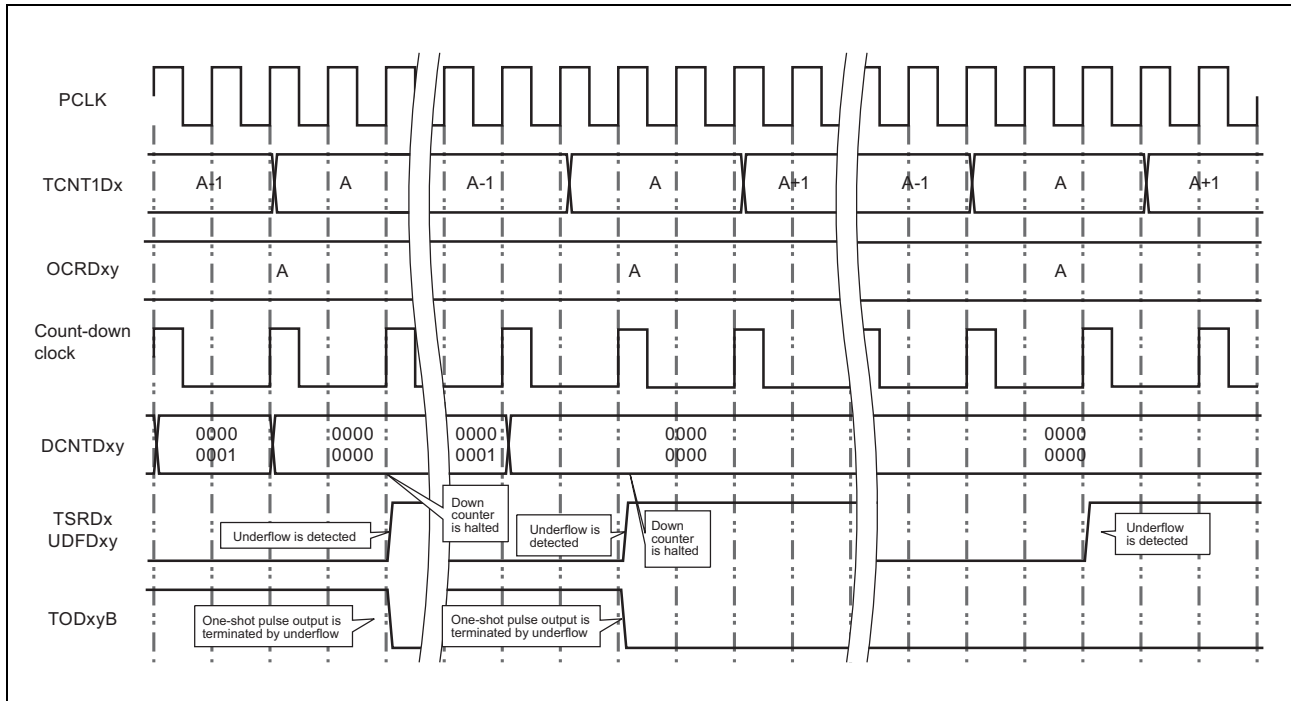


Figure 22.105 Contention between Compare Match A and Underflow

22.14.7 Coordinated Operation of Timers A, B, and D

This section explains the contention between counter clear requests from timer B and TCNT1Dx and TCNT2Dx.

22.14.7.1 Contention Between Counter Clearing of TCNT1Dx and 2Dx and Compare Match

Operation when clearing of the TCNT1Dx/TCNT2Dx counter by a counter clearing signal from timer B occurs simultaneously with compare match is shown below. The waveforms in the left half of **Figure 22.106** show a case in which the counter is cleared prior to compare match. On the other hand, the waveforms in the right half of the figure show a case in which the counter is cleared simultaneously with compare match.

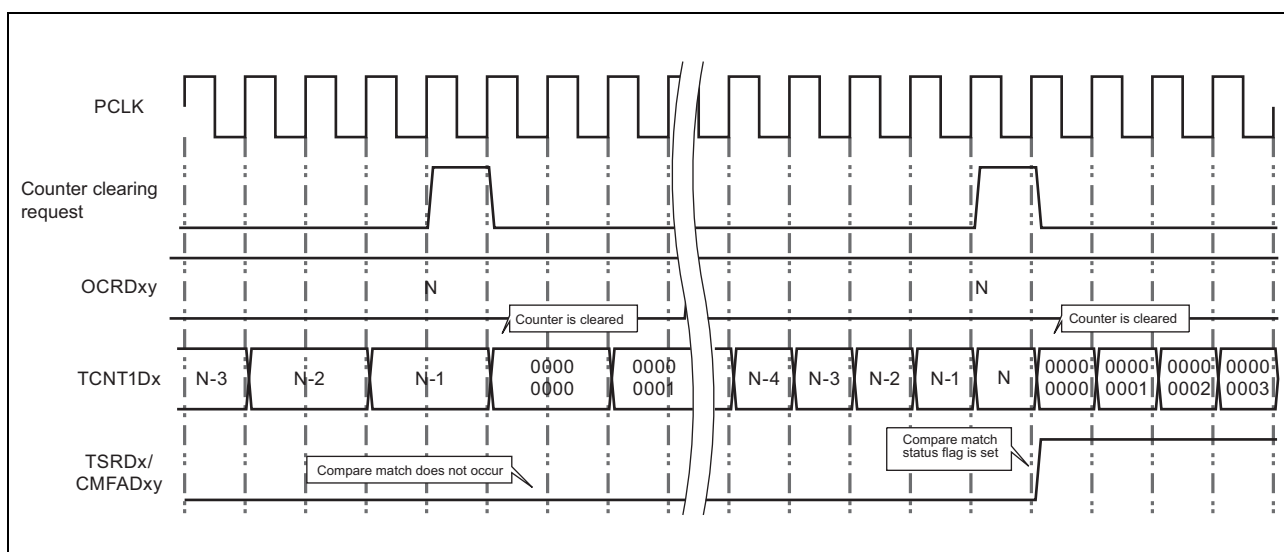


Figure 22.106 Contention between Counter Clearing by Timer B and Compare Match

Timer	Counter	Counter Clearing Source	Compare Match Register	Status
Timer D	TCNT1Dx	TCNT1Dx/TCNT2Dx clearing request from timer B	OCR1Dxy	CMFADxy
	TCNT2Dx		OCR2Dxy	CMFBDxy

22.14.7.2 Contention between TCNT1Dx/TCNT2Dx Counter Overflow and Counter Clearing by Timer B

When a write to TCNT1Dx/TCNT2Dx occurs simultaneously with a counter clearing signal from timer B, the counter is not cleared but writing to the counter is performed (waveforms in the left half of **Figure 22.107**). The waveforms in the right half of the figure show a case in which writing to TCNT1Dx is one PCLK cycle later. This is the same for TCNT2Dx.

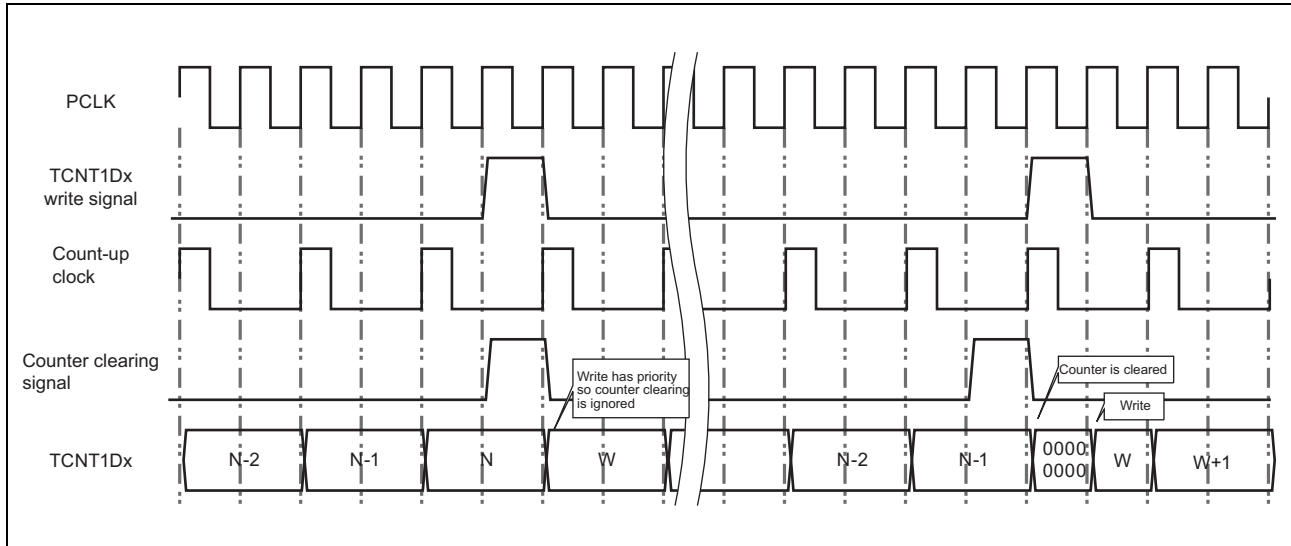


Figure 22.107 Contention between Writing to TCNT1Dx and Counter Clearing

22.14.7.3 Contention between TCNT1Dx/TCNT2Dx Counter Overflow and Counter Clearing by Timer B

When TCNT1Dx overflow by the counting up occurs simultaneously with clearing of TCNT1Dx from timer B, the counter value is cleared to 0000 0000_H by the counter clearing signal. In this case, the overflow status flag is not set (only for when C1CEDx = 1). The same applies to TCNT2Dx overflow.

Although counter clearing on matches with the setting for the upper limit on the value of the register and counter clearing by the signal from timer B must be used exclusively of each other, if the two events erroneously occur at the same time, the counter gives priority to counter clearing due to the signal from timer B, and its value is cleared to 0000 0000_H. Interrupt generation and flag setting proceed in the case where a match between an overflow and the value of the upper-limit setting register is given priority. This also applies in relation to TCNT2Dx.

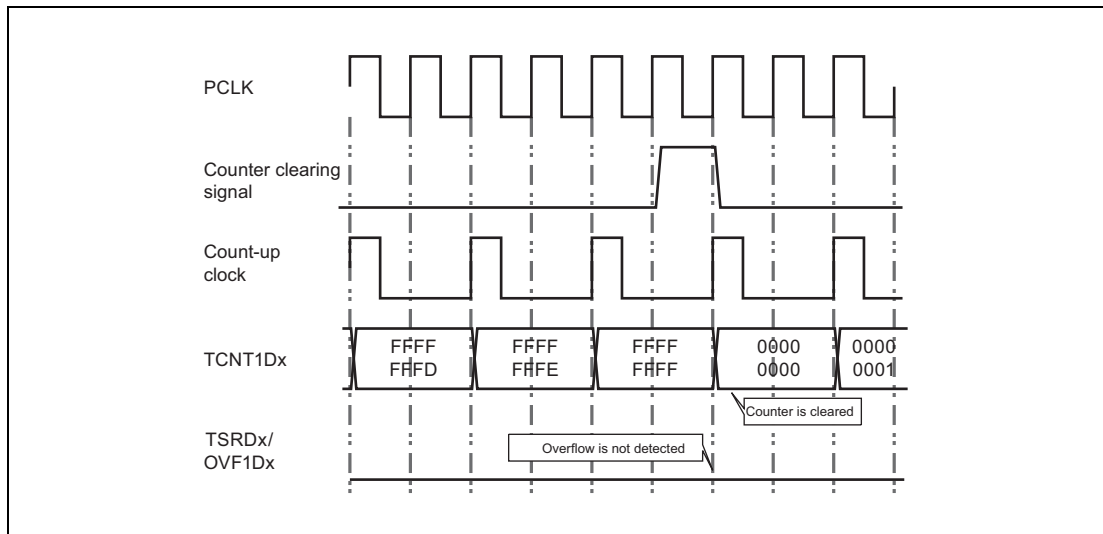


Figure 22.108 Contention between Counter Clearing and Overflow

22.14.7.4 Contention between TCNT1Dx Clearing by Clearing Signal from Timer B and Input Capture to OSBRDx

Operation when clearing of the TCNT1Dx counter by timer B occurs simultaneously with input capture to an offset base register is shown below. When capture and counter clearing occur simultaneously, the counter value before clearing is captured in OSBRDx. At the same time, the TCNT1Dx counter is cleared (waveforms in the left half of **Figure 22.109**).

The waveforms in the right half of the figure show a case in which capture is performed one PCLK cycle after the counter has been cleared and the counter value after clearing is captured in OSBRDx.

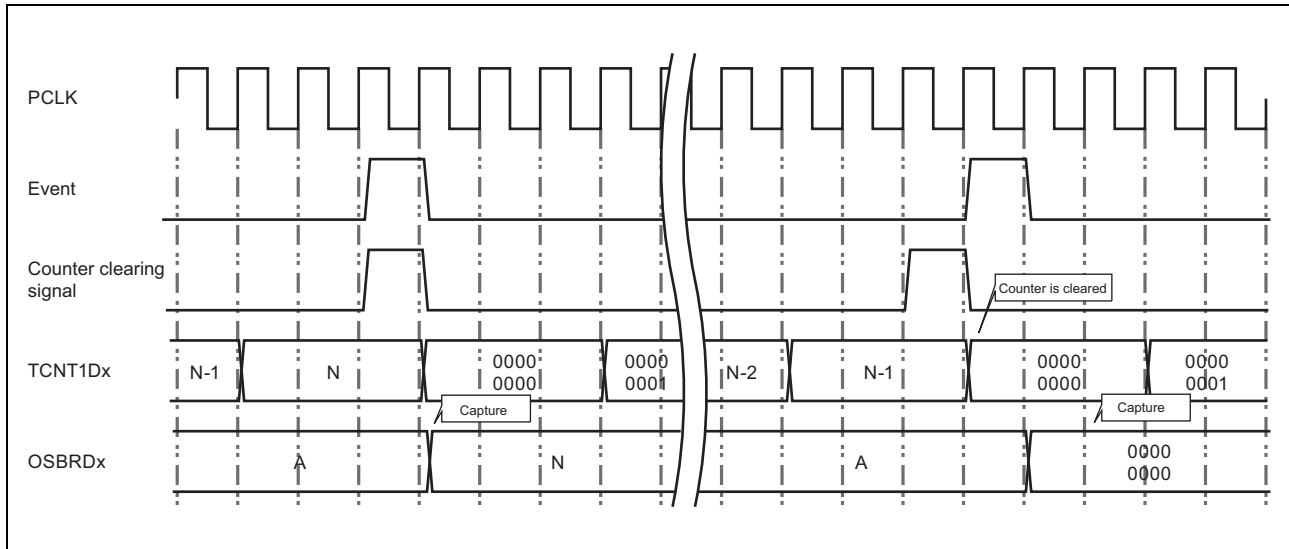


Figure 22.109 Contention between TCNT1Dx Counter Clearing and Input Capture to OSBRDx

22.14.7.5 Contention between Clearing of the Counter to 0 by Timer B and Clearing of the Counter by the Counter Upper-Limit Setting Function

If the signal for clearing the counter to 0 from timer B and clearing by the timer D counter upper-limit setting function are in contention, the former is given priority and is responsible for the counter value becoming 0.

Applicable Timer	Counter	Counter Clearing Source	Compare-Match Register
Timer D	TCNT1Dx	Request for clearing TCNT1Dx from timer B	CUCR1Dx
	TCNT2Dx	Request for clearing TCNT2Dx from timer B	CUCR2Dx

22.14.8 Different Specifications of Operation in Response to a Match in Comparison

Operation in response to a match in comparison differs from timer to timer. Timers have the following three types of operation, according to differences in the time the match in comparison is detected and the condition for detection.

- Type 1
 - The match in comparison is detected in the cycle of PCLK following that in which the values of the timer counter and the compare-match register have matched.
 - Testing for a match in comparison proceeds in every cycle of PCLK.
 - A match in comparison is detected even if it occurs at the time a value is written to the timer counter or the compare-match register.
- Type 2
 - The match in comparison is detected in the cycle of PCLK following that in which the values of the timer counter and the compare-match register have matched.
 - A match in comparison is detected in the cycle of PCLK when the timer counter counts up or down to the matching value.
 - A match in comparison is not detected if it occurs at the time a value is written to the timer counter or the compare-match register.
- Type 3
 - A match in comparison is detected in the next cycle of the counter clock after the values of the timer counter and the compare-match register have matched.
 - Testing for a match in comparison proceeds in every cycle of the counter clock.
 - A match in comparison is not detected if it occurs at the time a value is written to the timer counter or the compare-match register.

Applicable Timer	Counter	Compare-Match Register	Type of Match in Comparison
Timer B	TCNTB0	OCRB0	Type 3
	TCNTB1	OCRB1	Type 1
		OCRB10	Type 1
		OCRB11	Type 1
		OCRB12	Type 1
	TCNTB6	OCRB6	Type 3
		OCRB7	Type 3
TCNTB3	OCRB8	Type 1	
Timer C	TCNTCx	CUCRCx	Type 1
		GRCxy	Type 1
		OCRCxy	Type 1
Timer D	TCNT1Dx	CUCR1Dx	Type 1
		OCR1Dxy	Type 2
	TCNT2Dx	CUCR2Dx	Type 1
		OCR2Dxy	Type 2
Timer E	TCNTExy	CYLRExy	Type 3
		DTRExy	Type 3

Applicable Timer	Counter	Compare-Match Register	Type of Match in Comparison
Timer F	ECNTAFx	GRAFx	Type 1
	ECNTBFx	GRBFx	Type 1
	ECNTCFx	GRCFx	Type 1
		GRDFx	Type 1
Timer G	TCNTGx	OCRGx	Type 1
Timer H	TCNT1H	OCR1H	Type 1
Timer J	TCNTJx	OCRJx	Type 1

Section 23 APA

The autonomous pulse adapter (APA) enables real-time generation of complex pulse waveforms without intervention by the CPU. Use of APA reduces the workload on the CPU and periphery buses, and coordinates the PWM channels and the reference inputs for pulse generation.

23.1 APA Features

Channel

This product has the following number of channel of the APA.

APA	
Number of channel	1
Name	APAn (n = 0)

Meaning of n

In this section, the channel of the APA is identified by the index “n” (n = 0), for example, APAAnEN for the APA operation enable register.

The APA channel and APA output names are as follows.

Name	APA Output	Remark
APA0	APA15 to APA00	Corresponding to PWM15 to PWM0 of APA0

23.2 Overview

Basic functions

- Real-time generation of complex waveforms without intervention by the CPU.
- Internal calculation device for real-time calculation of pulse width.
- Generation of complex pulse sequences by defining one-shot pulses, which are basic building blocks.
- A one-shot pulse is generated from multiple instances of reference inputs. Reference input can be used by combining times, angles, and AD conversion values.
- Pulse sequences can be controlled (can be put to different states) on a real-time basis by event inputs. The manner of control by event inputs can be selected from multiple options (stop of output, transition to the next pulse, output masks, etc.)
- Synchronization of multiple channels by using the same event signal to control the channels.

Configuration of Reference Input

- The following 3 types (11 channels) can be used as reference inputs, each of which has a different time resolution.

Table 23.1 Configuration of Reference Input

Type	Time Resolution	Number of Channels	Dynamic Range	Remarks
Reference input A	pclk × 4	2 (ch.0 and ch.1)	16 bits	External input
Reference input C	pclk × 20	8 (ch.2 to ch.9)	16 bits	External input
Reference input S	pclk × 20	1 (ch.sw)	16 bits	These registers can be used as reference inputs, and can be read and written by software.

Note: A signal to be used as a reference input must have slower update intervals than time resolutions in **Table 23.1** (If it is faster, APA cannot capture data inside, resulting in data losses.)

Table 23.2 Configuration of Reference Input (electric current feedback configuration pclk = 40 MHz)

Type	Time Resolution	Channels	Dynamic Range	Reference Used	Connected to	Remarks
Timer	10 MHz (pclk × 4)	ch.0, ch.1	16 bits	Reference A × 2 ch	ATU (Timer D, Timer G)	ATU output is 32 bits, and 16 bits of them are used. It is used by the register of the APA input selector (see Section 23.6, Overview of APA Input/Output Selection Function).
ADC	2 MHz (pclk × 20)	ch.2 to ch.9	16 bits	Reference C × 8 ch	ΔΣ-ADC/ ADC0/ ADC1	ADC can be selectable from ΔΣ-ADC, ADC0, or ADC1 as reference input. For details, see Section 23.6, Overview of APA Input/Output Selection Function .
Software reference	2 MHz (pclk × 20)	ch.sw	16 bits	Reference S × 1 ch	—	—

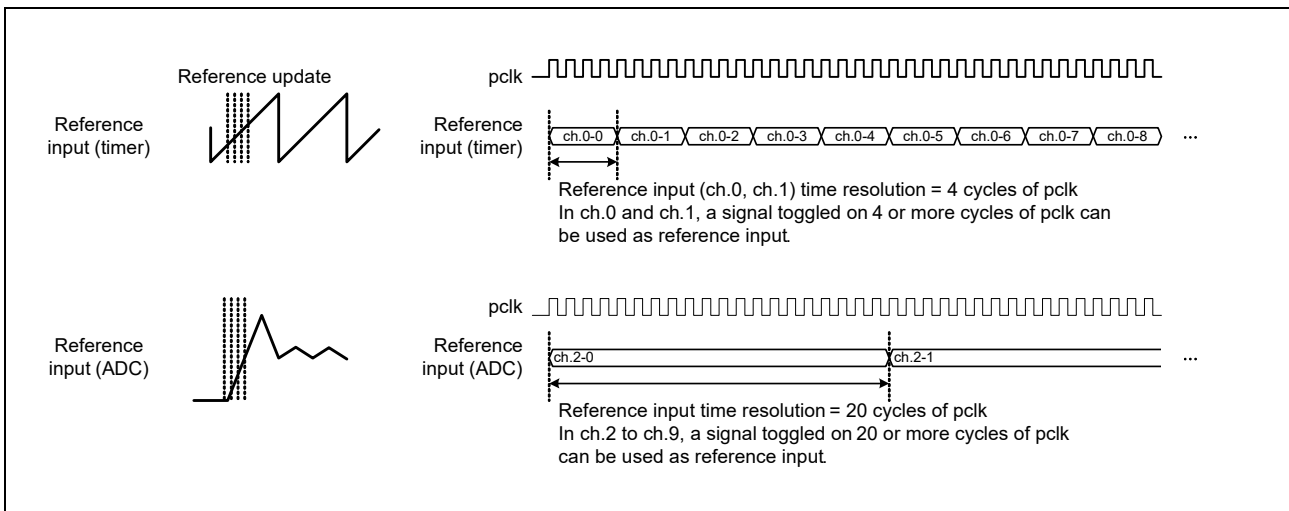


Figure 23.1 Use Conditions of Reference Inputs

Event input

- 32 channels are available
 - Selection of 16 channels is possible from 64 channels of event inputs (including 6 channels of software events).
 - For other 16 channels, PWM output generated by APA can be used as event input.
- Event input to pulse generation channels is performed by time division.

Table 23.3 Event Input

Type	Time Resolution	Number of Channels	Detection Edge	Remarks
Event input	pclk × 1	58	Rise, fall, or rise and fall	—
Software event input	pclk × 1	6	Rise, fall, or rise and fall	These registers can be used as event inputs, and can be read and written by software.

Note 1. A signal to be used as a reference input must have slower update intervals than time resolutions in the table above. (If it is faster, APA cannot capture data inside, resulting in data losses.)

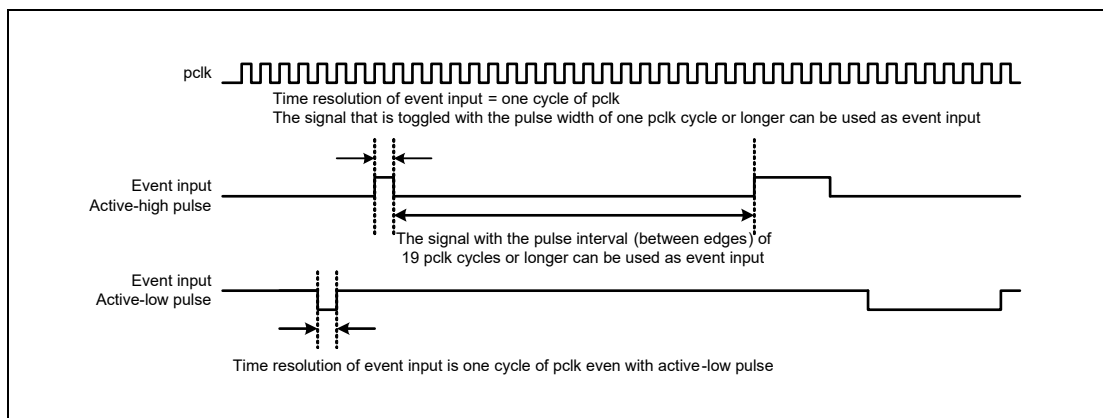


Figure 23.2 Use Conditions of Reference Inputs

Pulse generation channels

- PWM pulse generation can use 16 channels.
- Each pulse generation channel can have 1 interrupt output channel (16 channels in total).
 - An interrupt cause can be one of the following 5 types: element transition, channel operation completion, on match, off match, and on/off match.
- Pulse generation is realized by setting a set of parameters (called an element). Each parameter specifies a PWM output enabling condition ($=$, $<$, or $>$) for a reference input, a PWM output disabling condition ($=$, $<$, or $>$) for a reference input, or exception processing for an event input.
- Combination of multiple elements can realize a complex pulse sequence.

Table 23.4 Pulse Output

Type	Time Resolution	Number of Channels	Minimum Pulse Width	Remarks
PWM output*1	pclk × 1	16	pclk × 40 (High) pclk × 40 (Low)	The minimum pulse width shown here is applicable when ON/OFF occurs on the match condition specified by an element. If the match status is forcibly changed by exception processing, a shorter pulse width may result from the conflict with a match.

Note 1. PWM output matching condition can be specified by an element. A matching condition must satisfy the minimum pulse widths listed in the above table (see **Section 23.5.7.1, Matching Condition Setting 1**). Specifying a matching condition with a pulse width of pclk × 40 or shorter might result in an unintended pulse width.

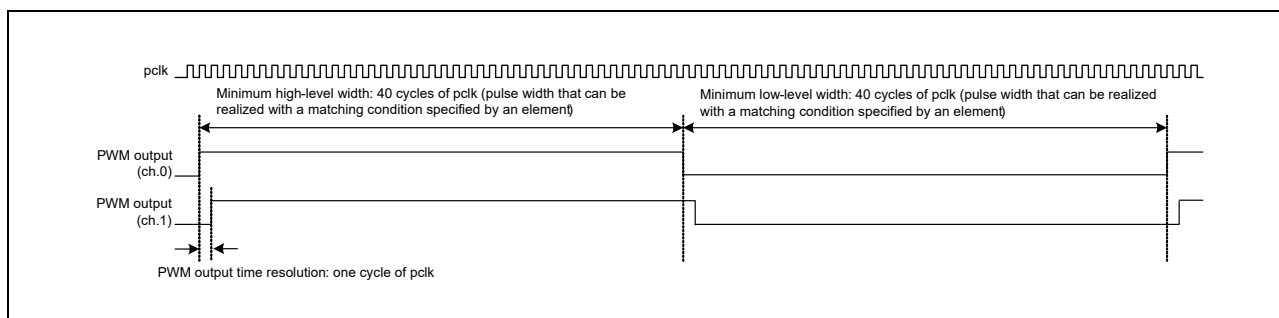


Figure 23.3 Use Condition of Pulse Output

Element RAM

- 128 elements can be defined.
- A piece of element information can be shared by all pulse generation channels (16 channels). Access from a pulse generation channel to an element RAM is made with time division which is controlled by the event input block.
- Each element is allocated on the memory individually and can be readable and writable from the CPU.
- Writing to each element requires three consecutive rounds of access in Word (32-bit) units.
- Internal capability of calculating matching conditions (relative/absolute).
- The element RAM incorporate an error correction circuit (ECC). For details of the ECC, refer to **Section 30, Safety**.

23.2.1 Terms and Definitions

Table 23.5 lists and defines the terms used in this section.

Description of the definitions is for APAn (one channel).

Table 23.5 List of Terms (1/2)

Terms	Definition in This Section
APA	Abbreviation of Autonomous Pulse Adapter. Autonomous pulse control adapter.
External reference	Various data output signals to be referenced for pulse generation such as timers, ADCs, and sensors are referred to as "references" here. The configuration here is intended to allow 16-bit, 10-channel references for each channel. References of different resolutions (frequencies) can coexist.
Software reference	A register area (16 bits) that can be used as a virtual reference through writing data by software. One channel is available.
Reference bus	An APA-internal local bus that multiplexes all 11 reference channels (10 external and 1 software).
Event	A signal that triggers an APA-internal control action is referred to as an event here. Examples of events include an interrupt signal from peripheral macros and PWM output signal from APA itself. Events are represented by 1 bit per event channel. Up to 32 channels can be used (among which 16 channels can be selected from 64 input channels, and other 16 channels have fixed connection).
Software event	A register area that can be used as a virtual event through writing data by software. 1 bit * 6 channels are available.
Event bus	An APA-internal local bus that connects 32 event channels in a parallel manner.
Element	A data structure of a set of parameters as conditions for pulse generation. Each pulse generation channel generates pulses in accordance with the setting defined by the referenced element. <ul style="list-style-type: none"> An element contains such information as a reference input number (0 to 7), a PWM output enabling condition (=, <, or >), a PWM output disabling condition (=, <, or >), exception processing for an event input, and a pointer to the next element. An element is deployed in an APA-internal local memory (element RAM), and is configured through the CPU before pulse generation. Each element has a pointer to the next elements, which is used in exception processing (transfer) to control transition to next elements. Combination of multiple elements can realize a complex pulse sequence.
Exception	An operation control of a pulse generation channel is referred to as an exception. <ul style="list-style-type: none"> There are six exception types: Postpone, force, restart, transfer, start, and stop, each of which can be assigned with any event as its trigger.
Reference time division	Time division processing that delivers reference inputs to each pulse generation channel (0 to 15).
Reference slot	A unit of time that constitutes the reference time division ($= pclk \times 1$).
Fixed event input	The event input used for the loop back of the PWM output. It can be used as a fixed input.
Selected event input	Event input of 16 channels selected from 64 channels, which are 58 channels of external event inputs and 6 channels of software event inputs. Event inputs that can be used concurrently are 32 channels, which consists of fixed events (16 channels) and selected event inputs (16 channels).
Event time division	Event time division assigns time available for circuits in APA for sharing hardware resources such as the element RAM and the calculation device.
Event slot	A unit of time that constitutes the event time division ($= pclk \times 1$).
Shared cycle	The cycle of event time division. A cycle consists of 20 event slots ($pclk \times 20$).

Table 23.5 List of Terms (2/2)

Terms	Definition in This Section
Pulse generation channel	A circuit that generates a PWM waveform. This type of circuit monitors a set of reference inputs to generate a PWM waveform that satisfies the conditions. Each module has 16 channels, each of which can operate independently. In this section, pulse generation channels 0 to 15 may be notated as PGCH0 to PGCH15.
ON match/OFF match	A match is a state, in which a reference input satisfies the pulse generating condition defined in an element, for generating PWM pulses on a pulse generation channel. A condition for enabling pulses is an ON match, and that for disabling pulses is an OFF match.
ON waiting/OFF waiting	ON waiting is a state in which ON match is being monitored. OFF waiting is a condition in which OFF match is being monitored. ON waiting and OFF waiting are mutually exclusive.
Absolute designation	Absolute designation is the specification of absolute thresholds for matching with references that turn outputs on and off. That is, in absolute designation, the thresholds are directly compared with reference values. (Antonym of absolute: relative)
Relative designation	Relative designation is the specification of differences from the reference value at the time the threshold was specified. Outputs are turned on and off when the references reach these differences. The condition takes the form of a difference, so is not directly compared with the reference values (doing this requires converting the differences to absolute thresholds). (Antonym of relative: absolute)
Time resolution	Minimum time unit (in terms of clock cycles) of a signal that can be input to or output from APA. For example, when $pclk \times 4$ is defined for an input signal (reference input A in Table 23.1), APA can process input signals whose period is 4 pclk cycles or more. When $pclk \times 1$ is defined for an output signal (PWM output in Table 23.4), the signal will be toggled every pclk cycle.
Channel enabling	The reference or event bus is ready to operate and the targeted pulse generation channel is enabled.
PCLK (pclk)	Unmodulated low-speed peripheral clock (CLKC_LSB) For details, Section 11, Clock Controller .

23.3 Configuration

Figure 23.4 is a block diagram of APA.

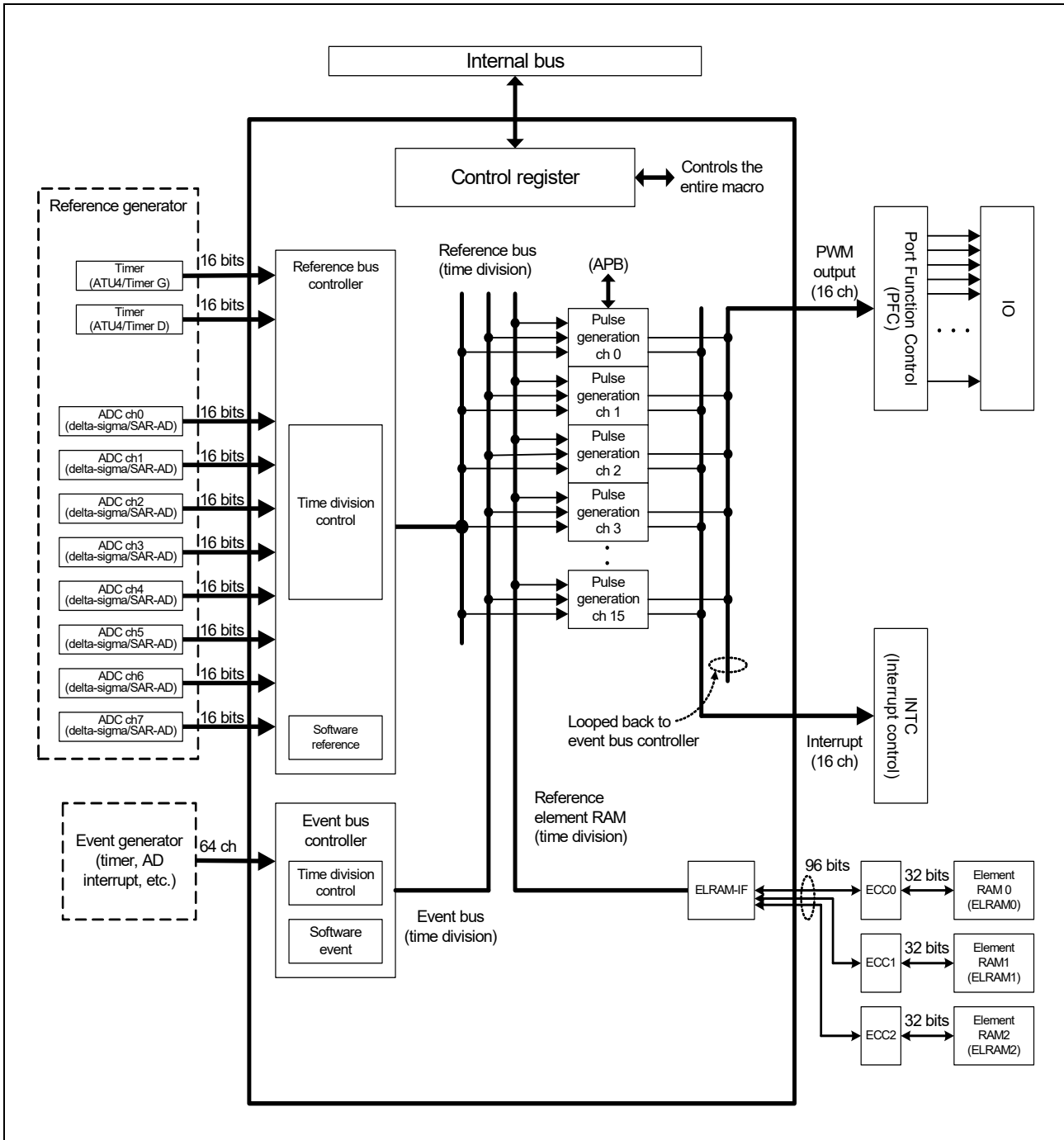


Figure 23.4 APA Block Diagram

Table 23.6 lists the event input sources of APA0.

Table 23.6 External Event Sources

External Event Source No.	Function
External event sources 0 to 15	APA0 interrupt output 0 to 15
External event sources 16 to 19	ATU timer D0m compare match A (m: 0 to 3)
External event sources 20 to 23	ATU timer D0m compare match B (m: 0 to 3)
External event sources 24 to 27	ATU TOD0mA output (m: 0 to 3)
External event sources 28 to 31	ATU TOD0mB output (m: 0 to 3)
External event sources 32 to 35	ATU Timer D0m down counter underflow (m: 0 to 3)
External event sources 36 to 43	Timer G compare match interrupt channel m (m: 0 to 7)
External event source 44	2-bit error detection interrupt from the ECC for APA0 (margin interrupts ECC0 to ECC2)
External event sources 45 to 48	Condition match interrupt of DFE channels 6 to 9
External event sources 49 to 56	Not used (input of the fixed value Low)
External event sources 57	Fixed value input for unused event processing

23.4 Registers

All APAn register addresses are given as address offsets to the individual base address

<APAn_base>.

Each APA base address <APAn_base> is given in **Table 23.7**.

Table 23.7 Register Base Address <APAn_base>

APAn Channel	APAn_base Address
APA0	FFEB 0000 _H

23.4.1 List of Control Registers

Table 23.8 lists APAn registers.

Table 23.8 APAn Register (1/5)

Register Name	Symbol	Value after Reset	Address	Access Size
APAn operation enable register	APAAAnEN	00 _H	<APAn_base> + 0000 _H	8
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0004 _H	32
APAn channel operation enable register	APAAAnCHEN	0000 0000 _H	<APAn_base> + 0008 _H	32
APAn channel output status register	APAAAnCHST	0000 _H	<APAn_base> + 0008 _H	16
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0010 _H to <APAn_base> + 01FF _H	32
APAn reference data register 0	APAAAnRFDT0	0000 _H	<APAn_base> + 0200 _H	16
APAn reference data register 1	APAAAnRFDT1	0000 _H	<APAn_base> + 0204 _H	16
APAn reference data register 2	APAAAnRFDT2	0000 _H	<APAn_base> + 0208 _H	16
APAn reference data register 3	APAAAnRFDT3	0000 _H	<APAn_base> + 020C _H	16
APAn reference data register 4	APAAAnRFDT4	0000 _H	<APAn_base> + 0210 _H	16
APAn reference data register 5	APAAAnRFDT5	0000 _H	<APAn_base> + 0214 _H	16
APAn reference data register 6	APAAAnRFDT6	0000 _H	<APAn_base> + 0218 _H	16
APAn reference data register 7	APAAAnRFDT7	0000 _H	<APAn_base> + 021C _H	16
APAn reference data register 8	APAAAnRFDT8	0000 _H	<APAn_base> + 0220 _H	16
APAn reference data register 9	APAAAnRFDT9	0000 _H	<APAn_base> + 0224 _H	16
APAn software reference data register	APAAAnRFSW	0000 _H	<APAn_base> + 0228 _H	16
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 022C _H to <APAn_base> + 023C _H	32
APAn reference maximum value setting register 0	APAAAnRFMX0	FFFF _H	<APAn_base> + 0240 _H	16
APAn reference maximum value setting register 1	APAAAnRFMX1	FFFF _H	<APAn_base> + 0244 _H	16
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0248 _H to <APAn_base> + 0264 _H	32
APAn software reference maximum value setting register	APAAAnRFMXSW	FFFF _H	<APAn_base> + 0268 _H	16
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 026C _H to <APAn_base> + 03FC _H	32
APAn event selection register 0	APAAAnEVSL00	00 _H	<APAn_base> + 0400 _H	8
APAn event selection register 1	APAAAnEVSL01	00 _H	<APAn_base> + 0404 _H	8
APAn event selection register 2	APAAAnEVSL02	00 _H	<APAn_base> + 0408 _H	8

Table 23.8 APAn Register (2/5)

Register Name	Symbol	Value after Reset	Address	Access Size
APAn event selection register 3	APAAnevsl03	00 _H	<APAn_base> + 040C _H	8
APAn event selection register 4	APAAnevsl04	00 _H	<APAn_base> + 0410 _H	8
APAn event selection register 5	APAAnevsl05	00 _H	<APAn_base> + 0414 _H	8
APAn event selection register 6	APAAnevsl06	00 _H	<APAn_base> + 0418 _H	8
APAn event selection register 7	APAAnevsl07	00 _H	<APAn_base> + 041C _H	8
APAn event selection register 8	APAAnevsl08	00 _H	<APAn_base> + 0420 _H	8
APAn event selection register 9	APAAnevsl09	00 _H	<APAn_base> + 0424 _H	8
APAn event selection register 10	APAAnevsl10	00 _H	<APAn_base> + 0428 _H	8
APAn event selection register 11	APAAnevsl11	00 _H	<APAn_base> + 042C _H	8
APAn event selection register 12	APAAnevsl12	00 _H	<APAn_base> + 0430 _H	8
APAn event selection register 13	APAAnevsl13	00 _H	<APAn_base> + 0434 _H	8
APAn event selection register 14	APAAnevsl14	00 _H	<APAn_base> + 0438 _H	8
APAn event selection register 15	APAAnevsl15	00 _H	<APAn_base> + 043C _H	8
APAn software event register	APAAnevsw	0000 0000 _H	<APAn_base> + 0440 _H	32
APAn software event setting register	APAAnevsc	0000 _H	<APAn_base> + 0444 _H	16
APAn event status register A	APAAnevsta	0000 0000 _H	<APAn_base> + 0448 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 044C _H to <APAn_base> + 05FC _H	32
APAn channel setting register A00	APAAnevsa00	0000 0100 _H	<APAn_base> + 0600 _H	32
APAn channel setting register B00	APAAnevsb00	0000 0000 _H	<APAn_base> + 0604 _H	32
APAn channel status register A00	APAAnevsa00	0000 0000 _H	<APAn_base> + 0608 _H	32
APAn channel status register B00	APAAnevsb00	0000 0000 _H	<APAn_base> + 060C _H	32
APAn channel status register C00	APAAnevsc00	0000 0000 _H	<APAn_base> + 0610 _H	32
APAn channel status register D00	APAAnevstd00	0000 0000 _H	<APAn_base> + 0614 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0618 _H to <APAn_base> + 061C _H	32
APAn channel setting register A01	APAAnevsa01	0000 0100 _H	<APAn_base> + 0620 _H	32
APAn channel setting register B01	APAAnevsb01	0000 0000 _H	<APAn_base> + 0624 _H	32
APAn channel status register A01	APAAnevsa01	0000 0000 _H	<APAn_base> + 0628 _H	32
APAn channel status register B01	APAAnevsb01	0000 0000 _H	<APAn_base> + 062C _H	32
APAn channel status register C01	APAAnevsc01	0000 0000 _H	<APAn_base> + 0630 _H	32
APAn channel status register D01	APAAnevstd01	0000 0000 _H	<APAn_base> + 0634 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0638 _H to <APAn_base> + 063C _H	32
APAn channel setting register A02	APAAnevsa02	0000 0100 _H	<APAn_base> + 0640 _H	32
APAn channel setting register B02	APAAnevsb02	0000 0000 _H	<APAn_base> + 0644 _H	32
APAn channel status register A02	APAAnevsa02	0000 0000 _H	<APAn_base> + 0648 _H	32
APAn channel status register B02	APAAnevsb02	0000 0000 _H	<APAn_base> + 064C _H	32
APAn channel status register C02	APAAnevsc02	0000 0000 _H	<APAn_base> + 0650 _H	32
APAn channel status register D02	APAAnevstd02	0000 0000 _H	<APAn_base> + 0654 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0658 _H to <APAn_base> + 065C _H	32
APAn channel setting register A03	APAAnevsa03	0000 0100 _H	<APAn_base> + 0660 _H	32
APAn channel setting register B03	APAAnevsb03	0000 0000 _H	<APAn_base> + 0664 _H	32
APAn channel status register A03	APAAnevsa03	0000 0000 _H	<APAn_base> + 0668 _H	32

Table 23.8 APAn Register (3/5)

Register Name	Symbol	Value after Reset	Address	Access Size
APAn channel status register B03	APAAncSTB03	0000 0000 _H	<APAn_base> + 066C _H	32
APAn channel status register C03	APAAncSTC03	0000 0000 _H	<APAn_base> + 0670 _H	32
APAn channel status register D03	APAAncSTD03	0000 0000 _H	<APAn_base> + 0674 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0678 _H to <APAn_base> + 067C _H	32
APAn channel setting register A04	APAAncCGA04	0000 0100 _H	<APAn_base> + 0680 _H	32
APAn channel setting register B04	APAAncCGB04	0000 0000 _H	<APAn_base> + 0684 _H	32
APAn channel status register A04	APAAncSTA04	0000 0000 _H	<APAn_base> + 0688 _H	32
APAn channel status register B04	APAAncSTB04	0000 0000 _H	<APAn_base> + 068C _H	32
APAn channel status register C04	APAAncSTC04	0000 0000 _H	<APAn_base> + 0690 _H	32
APAn channel status register D04	APAAncSTD04	0000 0000 _H	<APAn_base> + 0694 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0698 _H to <APAn_base> + 069C _H	32
APAn channel setting register A05	APAAncCGA05	0000 0100 _H	<APAn_base> + 06A0 _H	32
APAn channel setting register B05	APAAncCGB05	0000 0000 _H	<APAn_base> + 06A4 _H	32
APAn channel status register A05	APAAncSTA05	0000 0000 _H	<APAn_base> + 06A8 _H	32
APAn channel status register B05	APAAncSTB05	0000 0000 _H	<APAn_base> + 06AC _H	32
APAn channel status register C05	APAAncSTC05	0000 0000 _H	<APAn_base> + 06B0 _H	32
APAn channel status register D05	APAAncSTD05	0000 0000 _H	<APAn_base> + 06B4 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 06B8 _H to <APAn_base> + 06BCH	32
APAn channel setting register A06	APAAncCGA06	0000 0100 _H	<APAn_base> + 06C0 _H	32
APAn channel setting register B06	APAAncCGB06	0000 0000 _H	<APAn_base> + 06C4 _H	32
APAn channel status register A06	APAAncSTA06	0000 0000 _H	<APAn_base> + 06C8 _H	32
APAn channel status register B06	APAAncSTB06	0000 0000 _H	<APAn_base> + 06CC _H	32
APAn channel status register C06	APAAncSTC06	0000 0000 _H	<APAn_base> + 06D0 _H	32
APAn channel status register D06	APAAncSTD06	0000 0000 _H	<APAn_base> + 06D4 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 06D8 _H to <APAn_base> + 06DC _H	32
APAn channel setting register A07	APAAncCGA07	0000 0100 _H	<APAn_base> + 06E0 _H	32
APAn channel setting register B07	APAAncCGB07	0000 0000 _H	<APAn_base> + 06E4 _H	32
APAn channel status register A07	APAAncSTA07	0000 0000 _H	<APAn_base> + 06E8 _H	32
APAn channel status register B07	APAAncSTB07	0000 0000 _H	<APAn_base> + 06EC _H	32
APAn channel status register C07	APAAncSTC07	0000 0000 _H	<APAn_base> + 06F0 _H	32
APAn channel status register D07	APAAncSTD07	0000 0000 _H	<APAn_base> + 06F4 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 06F8 _H to <APAn_base> + 06FC _H	32
APAn channel setting register A08	APAAncCGA08	0000 0100 _H	<APAn_base> + 0700 _H	32
APAn channel setting register B08	APAAncCGB08	0000 0000 _H	<APAn_base> + 0704 _H	32
APAn channel status register A08	APAAncSTA08	0000 0000 _H	<APAn_base> + 0708 _H	32
APAn channel status register B08	APAAncSTB08	0000 0000 _H	<APAn_base> + 070C _H	32
APAn channel status register C08	APAAncSTC08	0000 0000 _H	<APAn_base> + 0710 _H	32
APAn channel status register D08	APAAncSTD08	0000 0000 _H	<APAn_base> + 0714 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0718 _H to <APAn_base> + 071C _H	32

Table 23.8 APAn Register (4/5)

Register Name	Symbol	Value after Reset	Address	Access Size
APAn channel setting register A09	APAAAnCCGA09	0000 0100 _H	<APAn_base> + 0720 _H	32
APAn channel setting register B09	APAAAnCCGB09	0000 0000 _H	<APAn_base> + 0724 _H	32
APAn channel status register A09	APAAAnCSTA09	0000 0000 _H	<APAn_base> + 0728 _H	32
APAn channel status register B09	APAAAnCSTB09	0000 0000 _H	<APAn_base> + 072C _H	32
APAn channel status register C09	APAAAnCSTC09	0000 0000 _H	<APAn_base> + 0730 _H	32
APAn channel status register D09	APAAAnCSTD09	0000 0000 _H	<APAn_base> + 0734 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0738 _H to <APAn_base> + 073C _H	32
APAn channel setting register A10	APAAAnCCGA10	0000 0100 _H	<APAn_base> + 0740 _H	32
APAn channel setting register B10	APAAAnCCGB10	0000 0000 _H	<APAn_base> + 0744 _H	32
APAn channel status register A10	APAAAnCSTA10	0000 0000 _H	<APAn_base> + 0748 _H	32
APAn channel status register B10	APAAAnCSTB10	0000 0000 _H	<APAn_base> + 074C _H	32
APAn channel status register C10	APAAAnCSTC10	0000 0000 _H	<APAn_base> + 0750 _H	32
APAn channel status register D10	APAAAnCSTD10	0000 0000 _H	<APAn_base> + 0754 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0758 _H to <APAn_base> + 075C _H	32
APAn channel setting register A11	APAAAnCCGA11	0000 0100 _H	<APAn_base> + 0760 _H	32
APAn channel setting register B11	APAAAnCCGB11	0000 0000 _H	<APAn_base> + 0764 _H	32
APAn channel status register A11	APAAAnCSTA11	0000 0000 _H	<APAn_base> + 0768 _H	32
APAn channel status register B11	APAAAnCSTB11	0000 0000 _H	<APAn_base> + 076C _H	32
APAn channel status register C11	APAAAnCSTC11	0000 0000 _H	<APAn_base> + 0770 _H	32
APAn channel status register D11	APAAAnCSTD11	0000 0000 _H	<APAn_base> + 0774 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0778 _H to <APAn_base> + 077C _H	32
APAn channel setting register A12	APAAAnCCGA12	0000 0100 _H	<APAn_base> + 0780 _H	32
APAn channel setting register B12	APAAAnCCGB12	0000 0000 _H	<APAn_base> + 0784 _H	32
APAn channel status register A12	APAAAnCSTA12	0000 0000 _H	<APAn_base> + 0788 _H	32
APAn channel status register B12	APAAAnCSTB12	0000 0000 _H	<APAn_base> + 078C _H	32
APAn channel status register C12	APAAAnCSTC12	0000 0000 _H	<APAn_base> + 0790 _H	32
APAn channel status register D12	APAAAnCSTD12	0000 0000 _H	<APAn_base> + 0794 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 0798 _H to <APAn_base> + 079C _H	32
APAn channel setting register A13	APAAAnCCGA13	0000 0100 _H	<APAn_base> + 07A0 _H	32
APAn channel setting register B13	APAAAnCCGB13	0000 0000 _H	<APAn_base> + 07A4 _H	32
APAn channel status register A13	APAAAnCSTA13	0000 0000 _H	<APAn_base> + 07A8 _H	32
APAn channel status register B13	APAAAnCSTB13	0000 0000 _H	<APAn_base> + 07AC _H	32
APAn channel status register C13	APAAAnCSTC13	0000 0000 _H	<APAn_base> + 07B0 _H	32
APAn channel status register D13	APAAAnCSTD13	0000 0000 _H	<APAn_base> + 07B4 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 07B8 _H to <APAn_base> + 07BC _H	32
APAn channel setting register A14	APAAAnCCGA14	0000 0100 _H	<APAn_base> + 07C0 _H	32
APAn channel setting register B14	APAAAnCCGB14	0000 0000 _H	<APAn_base> + 07C4 _H	32
APAn channel status register A14	APAAAnCSTA14	0000 0000 _H	<APAn_base> + 07C8 _H	32
APAn channel status register B14	APAAAnCSTB14	0000 0000 _H	<APAn_base> + 07CC _H	32
APAn channel status register C14	APAAAnCSTC14	0000 0000 _H	<APAn_base> + 07D0 _H	32

Table 23.8 APAn Register (5/5)

Register Name	Symbol	Value after Reset	Address	Access Size
APAn channel status register D14	APAAncSTD14	0000 0000 _H	<APAn_base> + 07D4 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 07D8 _H to <APAn_base> + 07DC _H	32
APAn channel setting register A15	APAAncCGA15	0000 0100 _H	<APAn_base> + 07E0 _H	32
APAn channel setting register B15	APAAncCGB15	0000 0000 _H	<APAn_base> + 07E4 _H	32
APAn channel status register A15	APAAncSTA15	0000 0000 _H	<APAn_base> + 07E8 _H	32
APAn channel status register B15	APAAncSTB15	0000 0000 _H	<APAn_base> + 07EC _H	32
APAn channel status register C15	APAAncSTC15	0000 0000 _H	<APAn_base> + 07F0 _H	32
APAn channel status register D15	APAAncSTD15	0000 0000 _H	<APAn_base> + 07F4 _H	32
Unused area* ¹	—	0000 0000 _H	<APAn_base> + 07F8 _H to <APAn_base> + 0FFC _H	32
APAn element setting register A000	APAAncELMA000	—* ²	<APAn_base> + 1000 _H	32
APAn element setting register B000	APAAncELMB000	—* ²	<APAn_base> + 1004 _H	32
APAn element setting register C000	APAAncELMC000	—* ²	<APAn_base> + 1008 _H	32
Unused area* ¹	—	—* ²	<APAn_base> + 100C _H	32
APAn element setting register A001	APAAncELMA001	—* ²	<APAn_base> + 1010 _H	32
APAn element setting register B001	APAAncELMB001	—* ²	<APAn_base> + 1014 _H	32
APAn element setting register C001	APAAncELMC001	—* ²	<APAn_base> + 1018 _H	32
Unused area* ¹	—	—* ²	<APAn_base> + 101C _H	32
— Ditto — from <APAn_base> + 1020 _H to <APAn_base> + 17DC _H				
APAn element setting register A126	APAAncELMA126	—* ²	<APAn_base> + 17E0 _H	32
APAn element setting register B126	APAAncELMB126	—* ²	<APAn_base> + 17E4 _H	32
APAn element setting register C126	APAAncELMC126	—* ²	<APAn_base> + 17E8 _H	32
Unused area* ¹	—	—* ²	<APAn_base> + 17EC _H	32
APAn element setting register A127	APAAncELMA127	—* ²	<APAn_base> + 17F0 _H	32
APAn element setting register B127	APAAncELMB127	—* ²	<APAn_base> + 17F4 _H	32
APAn element setting register C127	APAAncELMC127	—* ²	<APAn_base> + 17F8 _H	32
Unused area* ¹	—	—* ²	<APAn_base> + 17FC _H	32
Unused area* ³	—	—* ²	<APAn_base> + 1800 _H to <APAn_base> + 1FFC _H	32

Note 1. Unused area is not writable. When the area is read, 0 is read.

Note 2. As the actual registers are on the RAM, the values after reset are undefined.

Note 3. Mirror area is <APAn_base> + 1000_H to <APAn_base> + 17FC_H.

Note that element settings will be overwritten if the area is write-accessed.

23.4.2 Control Register Details (Overall Operation)

This section provides details of the registers that set overall APA operations.

23.4.2.1 APAAnEN — APAn Operation Enable Register

This register controls operation and halt of the reference and event buses.

Write-access to this register must be made while the pulse generation channels (total of 16) are all stopped (the APAAnCHEN register is 0000 0000_H).

Overwriting the APAACMENAPA bit with 0 while the pulse generation channels are not stopped may lead to the output of a PWM waveform that was not intended.

For setting APA to operate or stop, refer to **Section 23.5.7.4, Operation Procedure**.

Access: This register can be read/written in 8-bit units.

Address: <APAn_base> + 0000_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	APAACMENAPA
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 23.9 APAAnEN Register Contents

Bit Position	Bit Name	Function
0	APAACMENAPA	Enabling APA operation. 0: Disabling stops APA 1: Enabling starts APA

23.4.2.2 APAAnCHEN — APAAn Channel Operation Enable Register

This register enables or disables operations of all the pulse generation channels.

On and off of the pulse generation channels are controlled by setting of each bit in APAACMENPGCH [15:0].

Only the values of those APAACMENPGCH [15:0] bits for which the corresponding write mask bit (APAACMENMSKPGCH[15:0]) is set to 1 can be modified.

Access: This register can be read/written in 32-bit units.

Address: <APAn_base> + 0008_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16																																																		
APAACMENMSKPGCH[15:0]																																																																		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0																																																		
R/W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W																																																		
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																		
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td><td>APAAC</td> </tr> <tr> <td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td><td>MENPG</td> </tr> <tr> <td>CH15</td><td>CH14</td><td>CH13</td><td>CH12</td><td>CH11</td><td>CH10</td><td>CH9</td><td>CH8</td><td>CH7</td><td>CH6</td><td>CH5</td><td>CH4</td><td>CH3</td><td>CH2</td><td>CH1</td><td>CH0</td> </tr> </table>																	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	CH15	CH14	CH13	CH12	CH11	CH10	CH9	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1	CH0
APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC	APAAC																																																		
MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG	MENPG																																																		
CH15	CH14	CH13	CH12	CH11	CH10	CH9	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1	CH0																																																			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0																																																		
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W																																																		

Table 23.10 APAAnCHEN Register Contents

Bit Position	Bit Name	Function
31 to 16	APAACMENMSKPGCH[15:0]	Mask writing to APAACMENPGCH[15:0]. Each bit is assigned for control of PGCH15 to PGCH0. 0: Writing to APAACMENPGCH[15:0] is disabled. 1: Writing to APAACMENPGCH[15:0] is enabled. Note: These bits are read as 0.
15 to 0	APAACMENPGCH[15:0]	Set On/Off of PGCH. Each bit is assigned for control of PGCH15 to PGCH0. 0: Operation of PGCH15 to PGCH0 is disabled. 1: Operation of PGCH15 to PGCH0 is enabled.

The following examples show the settings to enable or disable the operation of the pulse generation channels (PGCHs).

- Writing 0x00FF FFFF: Operation of PGCH7 to PGCH0 is enabled.
- Writing 0x0000 00FF: No effect (The registers retain the previous values.)
- Writing 0xFFFF 0000: Operation of PGCH15 to PGCH0 is disabled.
- Writing 0x0000 0000: No effect (The registers retain the previous values.)

Each bit corresponds to the pulse generation channels (PGCHs) for both bits
 APAACMENMSKPGCH[15:0] and APAACMENPGCH[15:0] as shown in **Table 23.11**.

Table 23.11 Bit Correspondence to PGCH

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Corresponding channels	PGC H15	PGC H14	PGC H13	PGC H12	PGC H11	PGC H10	PGC H9	PGC H8	PGC H7	PGC H6	PGC H5	PGC H4	PGC H3	PGC H2	PGC H1	PGC H0

Note 1. Enable the pulse generation channel from its disabled state while the reference or event bus is in the operation state (the APAAAnEN.APAACMENAPA bit is 1).

For the procedures of enabling or disabling the operations, refer to **Section 23.5.7.4, Operation Procedure**.

Note 2. When the setting of the pulse generation channels is made while they are enabled, there is a delay of 1 to 2 common cycles before they actually stop.

23.4.2.3 APAAnCHST — APAn Channel Output Status Register

This register monitors the operation status of all pulse generation channels (PWM). Each bit indicates output level of the current PWM output pin of each pulse generation channel.

Access: This register can be read in 16-bit units.

Address: <APAn_base> + 0008_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAC MSTAT PWM15	APAAC MSTAT PWM14	APAAC MSTAT PWM13	APAAC MSTAT PWM12	APAAC MSTAT PWM11	APAAC MSTAT PWM10	APAAC MSTAT PWM9	APAAC MSTAT PWM8	APAAC MSTAT PWM7	APAAC MSTAT PWM6	APAAC MSTAT PWM5	APAAC MSTAT PWM4	APAAC MSTAT PWM3	APAAC MSTAT PWM2	APAAC MSTAT PWM1	APAAC MSTAT PWM0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 23.12 APAAnCHST Register Contents

Bit Position	Bit Name	Function
15 to 0	APAACMSTATP WM[15:0]	Indicate the PWM output level of each pulse generation channel (0 to 15). For the correspondence between each bit and the pulse generation channels (PGCHs), see Table 23.11 .

23.4.3 Control Register Details (Reference Bus)

These registers configure and read information about the operation of the reference bus.

23.4.3.1 APAAnRFDTm — APAn Reference Data Registers m (m = 0 to 9)

These registers read the value of reference inputs.

The value to be read is the latest value that is output on the reference bus.

Access: This register can be read in 16-bit units.

Address: <APAn_base> + 0200_H + (04_H × m)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAREFBDAT[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 23.13 APAAnRFDTm Register Contents

Bit Position	Bit Name	Function
15 to 0	APAAREFBDAT [15:0]	Read the latest data of reference input n.* ¹

Note 1. The updated data can be read only when the reference or event bus is in operation (APAAnEN.APAACMENAPA bit = 1).
The value is retained when read-accessed and while the reference or event bus is stopped (APAAnEN.APAACMENAPA bit = 0).

Table 23.14 shows the correspondence between registers and reference inputs.

Table 23.14 Correspondence between APAAnRFDT0 to APAAnRFDT9 Registers and Reference Inputs

Register	Reference ID	Reference Input
APAAnRFDT0	0	Reference Input 0 [15:0]
APAAnRFDT1	1	Reference Input 1 [15:0]
APAAnRFDT2	2	Reference Input 2 [15:0]
APAAnRFDT3	3	Reference Input 3 [15:0]
APAAnRFDT4	4	Reference Input 4 [15:0]
APAAnRFDT5	5	Reference Input 5 [15:0]
APAAnRFDT6	6	Reference Input 6 [15:0]
APAAnRFDT7	7	Reference Input 7 [15:0]
APAAnRFDT8	8	Reference Input 8 [15:0]
APAAnRFDT9	9	Reference Input 9 [15:0]

23.4.3.2 APAAnRFSW — APAAn Software Reference Data Register

This register configures and reads the value of the software reference input.

Access: This register can be read/written in 16-bit units.

Address: <APAn_base> + 0228_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAREFBDATSW[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.15 APAAnRFSW Register Contents

Bit Position	Bit Name	Function
15 to 0	APAAREFBDATSW[15:0]	Software reference input. It is specified as an unsigned value.* ¹

Note 1. The value set in this register is reflected in the input of the reference data immediately after writing is completed. However, as an output of the reference bus, the value will be reflected after the reference bus slot is 12_H.
For operation of the reference bus, refer to **Section 23.5.2.2, Operation of Reference Bus**.

23.4.3.3 APAAnRFMXm — APAAn Reference Maximum Value Setting Registers m (m = 0, 1, sw)

These registers set the maximum values of reference inputs.

These registers are referenced when relative designation is employed for matching conditions (used for overflow processing that might occur when relative designation is converted to absolute designation). Relative destination is available for only references 0, 1, and the software reference input. Absolute destination is only available for references 2 to 9.

Access: This register can be read/written in 16-bit units.

Address: <APAn_base> + 0240_H + (m × 04_H) (m = 0,1), <APAn_base> + 0268_H (m = sw)

Value after reset: FFFF_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAREFBMAX[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.16 APAAnRFMXm Register Contents

Bit Position	Bit Name	Function
15 to 0	APAAREFBMAX [15:0]	Set the maximum value of the software reference input. It is specified as an unsigned value.

Note: This register must be set while the pulse generation channels are stopped (the APAAnCHEN.APAACMENPGCH bit is 0000_H). Setting in other state may lead to an unintended matching comparison.

Table 23.17 shows the correspondence between registers and reference inputs.

Table 23.17 Correspondence between APAAnRFMXn Registers and Reference Inputs

Register	Reference Input	
	Reference ID	Time Resolution
APAAnRFMX0	0	pclk × 4
APAAnRFMX1	1	pclk × 4
APAAnRFMXsw	F	pclk × 20

If the corresponding reference input is smaller than the dynamic range (16 bits), set any of these registers to a value that the corresponding reference input can take (dynamic range).

If the dynamic range of the reference input and the register value do not coincide, matching might not be obtained in the intended manner when relative designation is employed for matching comparison.

If the source counter value of the corresponding reference input is larger than the dynamic range of APAn, care must be taken on the relationship with the reference input value of APAn at an overflow of the source counter.

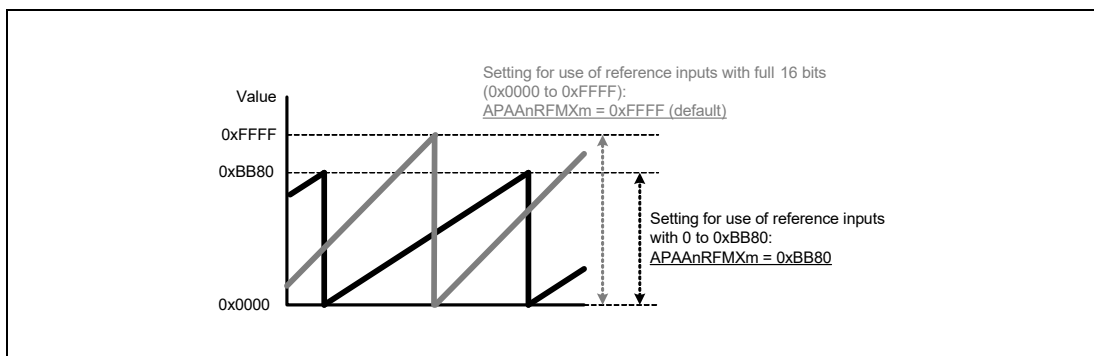


Figure 23.5 Configuration Example of APAAnRFMXm (m = 0, 1, sw)

23.4.4 Control Register Details (Event Bus)

This section provides the details of the registers configure and read information about the operation of the event buses.

23.4.4.1 APAAAnEVSLm — APAn Event Select Registers m (m = 00 to 15)

These registers select event inputs.

In the event bus[31:16], any 16 event inputs can be selected from among 64 channels, which consist of 58 external event inputs and 6 software events. These registers configure the selection of event inputs.

Access: This register can be read/written in 8-bit units.

Address: <APAn_base> + 0400_H + (m × 04_H)

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	APAAEVSEL[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.18 APAAAnEVSLm Register Contents

Bit Position	Bit Name	Function
7, 6	—	Reserved Writing has no effect. When read, 0 is read.
5 to 0	APAAEVSEL [5:0]	Selects an event input.*1

Note 1. When these registers are configured, all pulse generation channels must be stopped (APAACMENPGCH = 0000 0000_H). If any of these registers are configured in other conditions, event detection might operate in an incorrect manner.

Table 23.19 shows the correspondence between the setting value of the APAAAnEVSLm registers and the event input selection. Events that can be selected by each of the APAAAnEVSLm registers are called selected event inputs. For the correspondence between the setting of the registers and the event buses within the APA, see **Table 23.20**.

Table 23.19 Correspondence between APAAAnEVSLm Register Setting and Event Inputs

Setting Value	Selected External Event Source	Setting Value	Selected External Event Source	Setting Value	Selected External Event Source	Setting Value	Selected External Event Source
0x00	External event source 0	0x10	External event source 16	0x20	External event source 32	0x30	External event source 48
0x01	External event source 1	0x11	External event source 17	0x21	External event source 33	0x31	External event source 49
0x02	External event source 2	0x12	External event source 18	0x22	External event source 34	0x32	External event source 50
0x03	External event source 3	0x13	External event source 19	0x23	External event source 35	0x33	External event source 51
0x04	External event source 4	0x14	External event source 20	0x24	External event source 36	0x34	External event source 52
0x05	External event source 5	0x15	External event source 21	0x25	External event source 37	0x35	External event source 53
0x06	External event source 6	0x16	External event source 22	0x26	External event source 38	0x36	External event source 54
0x07	External event source 7	0x17	External event source 23	0x27	External event source 39	0x37	External event source 55
0x08	External event source 8	0x18	External event source 24	0x28	External event source 40	0x38	External event source 56
0x09	External event source 9	0x19	External event source 25	0x29	External event source 41	0x39	External event source 57
0x0a	External event source 10	0x1a	External event source 26	0x2a	External event source 42	0x3a	Software event 0
0x0b	External event source 11	0x1b	External event source 27	0x2b	External event source 43	0x3b	Software event 1
0x0c	External event source 12	0x1c	External event source 28	0x2c	External event source 44	0x3c	Software event 2
0x0d	External event source 13	0x1d	External event source 29	0x2d	External event source 45	0x3d	Software event 3
0x0e	External event source 14	0x1e	External event source 30	0x2e	External event source 46	0x3e	Software event 4
0x0f	External event source 15	0x1f	External event source 31	0x2f	External event source 47	0x3f	Software event 5

The correspondence of the APAn internal event buses [31:0] are shown in **Table 23.20**.

- Event bus [15:0]: Correspond to PWM outputs n (n = 15 to 0) one by one (fixed event inputs).
- Event bus [31:16]: Event inputs selected with the APAAAnEVSLm register settings can be used (selected event inputs).

Table 23.20 Input Sources of Event Bus Signals

Fixed Event Input			Selected Event Input	
Event Bus	Setting Register	Corresponding Pin	Event Bus	Setting Register
Event Bus[0]	None	PWM output 0	Event Bus[16]	APAAAnEVSL00
Event Bus[1]	None	PWM output 1	Event Bus[17]	APAAAnEVSL01
Event Bus[2]	None	PWM output 2	Event Bus[18]	APAAAnEVSL02
Event Bus[3]	None	PWM output 3	Event Bus[19]	APAAAnEVSL03
Event Bus[4]	None	PWM output 4	Event Bus[20]	APAAAnEVSL04
Event Bus[5]	None	PWM output 5	Event Bus[21]	APAAAnEVSL05
Event Bus[6]	None	PWM output 6	Event Bus[22]	APAAAnEVSL06
Event Bus[7]	None	PWM output 7	Event Bus[23]	APAAAnEVSL07
Event Bus[8]	None	PWM output 8	Event Bus[24]	APAAAnEVSL08
Event Bus[9]	None	PWM output 9	Event Bus[25]	APAAAnEVSL09
Event Bus[10]	None	PWM output 10	Event Bus[26]	APAAAnEVSL10
Event Bus[11]	None	PWM output 11	Event Bus[27]	APAAAnEVSL11
Event Bus[12]	None	PWM output 12	Event Bus[28]	APAAAnEVSL12
Event Bus[13]	None	PWM output 13	Event Bus[29]	APAAAnEVSL13
Event Bus[14]	None	PWM output 14	Event Bus[30]	APAAAnEVSL14
Event Bus[15]	None	PWM output 15	Event Bus[31]	APAAAnEVSL15

23.4.4.2 APAAAnEVSW — APAAAn Software Event Register

This register configures generation of the software event. The value of each of bits APAAEVSW[5:0] in this register can be used as an event input as it is.

Only the values of those APAAEVSWMSK[5:0] bits for which the corresponding write mask bit (APAAEVSWMSK[5:0]) is set to 1 can be modified.

The operation option can be set by bits APAAAnEVSC5 to APAAAnEVSC0.

Access: This register can be read/written in 32-bit units.

Address: <APAn_base> + 0440_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	APAAEVSWMSK[5:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	W	W	W	W	W	W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	APAAE VSW5	APAAE VSW4	APAAE VSW3	APAAE VSW2	APAAE VSW1	APAAE VSW0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.21 APAAAnEVSW Register Contents

Bit Position	Bit Name	Function
31 to 22	—	Reserved Writing has no effect. When read, 0 is read.
21 to 16	APAAEVSWMSK[5:0]	Mask writing to APAAEVSW[5:0]. Each bit is assigned to control each of APAAEVSW[5:0]. 0: Writing to APAAEVSW[i] is disabled. (i = 5 to 0) 1: Writing to APAAEVSW[i] is enabled. (i = 5 to 0) Note: These bits are read as 0.
15 to 6	—	Reserved Writing has no effect. When read, 0 is read.
5 to 0	APAAEVSW[5:0]	Generate the software event. Each bit corresponds to the software event ID (5 to 0).* ¹ 0: Sets a software event (ID = bit) to low 1: Sets a software event (ID = bit) to high

Note 1. The set value in this register becomes effective as an event input immediately after completion of writing. A software event is actually applied as an exception processing request in CLKC_LSB × 2 cycles after completion of writing if the edge is detected, and upon completion of writing if the level is detected.

The following examples show how software event IDs (5 to 0) are configured.

- Writing 0x003F 003F: All software event IDs 5 to 0 are set to 1 simultaneously.
- Writing 0x0000 003F: No effect (no software event)
- Writing 0x003F 0000: All software event IDs 5 to 0 are cleared to 0 simultaneously.
- Writing 0x0000 0000: No effect (The registers retain the previous values.)

23.4.4.3 APAAAnEVSC — APAn Software Event Setting Register

This register sets the software event.

This register configures the operation options of the APA software event registers APAAAnEVSW[5:0].

Access: This register can be read/written in 16-bit units.

Address: <APAn_base> + 0444_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	APAAEVSWCF G5[1:0]	APAAEVSWCF G4[1:0]	APAAEVSWCF G3[1:0]	APAAEVSWCF G2[1:0]	APAAEVSWCF G1[1:0]	APAAEVSWCF G0[1:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.22 APAAAnEVSC Register Contents (1/2)

Bit Position	Bit Name	Function
15 to 12	—	Reserved Writing has no effect. When read, 0 is read.
11, 10	APAAEVSWCF G5[1:0]	Configures the operation of bit 5 in the software event register APAAAnEVSW.*1 00: No control 01: A one-shot software event has occurred (writing high to APAAEVSW[5], and returning to low after one cycle of pclk) 10: A one-shot software event has occurred (writing low to APAAEVSW[5], and returning to high after one cycle of pclk) Others: Setting prohibited.
9, 8	APAAEVSWCF G4[1:0]	Configures the operation of bit 4 in the software event register APAAAnEVSW.*1 00: No control 01: A one-shot software event has occurred (writing high to APAAEVSW[4], and returning to low after one cycle of pclk) 10: A one-shot software event has occurred (writing low to APAAEVSW[4], and returning to high after one cycle of pclk) Others: Setting prohibited.
7, 6	APAAEVSWCF G3[1:0]	Configures the operation of bit 3 in the software event register APAAAnEVSW.*1 00: No control 01: A one-shot software event has occurred (writing high to APAAEVSW[3], and returning to low after one cycle of pclk) 10: A one-shot software event has occurred (writing low to APAAEVSW[3], and returning to high after one cycle of pclk) Others: Setting prohibited.
5, 4	APAAEVSWCF G2[1:0]	Configures the operation of bit 2 in the software event register APAAAnEVSW.*1 00: No control 01: A one-shot software event has occurred (writing high to APAAEVSW[2], and returning to low after one cycle of pclk) 10: A one-shot software event has occurred (writing low to APAAEVSW[2], and returning to high after one cycle of pclk) Others: Setting prohibited.
3, 2	APAAEVSWCF G1[1:0]	Configures the operation of bit 1 in the software event register APAAAnEVSW.*1 00: No control 01: A one-shot software event has occurred (writing high to APAAEVSW[1], and returning to low after one cycle of pclk) 10: A one-shot software event has occurred (writing high to APAAEVSW[1], and returning to low after one cycle of pclk) Others: Setting prohibited.

Table 23.22 APAAAnEVSC Register Contents (2/2)

Bit Position	Bit Name	Function
1, 0	APAAEVSWCF G0[1:0]	Configures the operation of bit 0 in the software event register APAAAnEVSW.* ¹ 00: No control 01: A one-shot software event has occurred (writing high to APAAEVSW[0], and returning to low after one cycle of pclk) 10: A one-shot software event has occurred (writing low to APAAEVSW[0], and returning to high after one cycle of pclk) Others: Setting prohibited.

Note 1. When this register is configured, all pulse generation channels must be stopped (the APAAAnCHEN.APAACMENPGCH bit is 0000_H). If this register is configured in other conditions, event detection might operate in an incorrect manner.

NOTES

When this register is modified to 2'b01 or 2'b10, the corresponding software event is set as follows.

1. When the setting of this register is changed to 2'b01, the corresponding software event is set to low at the next cycle (PCLK × 1 cycle) after the corresponding software event outputs high level.
2. When the setting of this register is changed to 2'b10, the corresponding software event is set to high level at the next cycle (PCLK × 1 cycle) after the corresponding software event outputs low level.

23.4.4.4 APAAAnESTA — APAn Event Status Register A

This register monitors the current level (high/low) of each bit of the event bus in APAn.

Access: This register can be read in 32-bit units.

Address: <APAn_base> + 0448_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	APAAE BSTATL EV31	APAAE BSTATL EV30	APAAE BSTATL EV29	APAAE BSTATL EV28	APAAE BSTATL EV27	APAAE BSTATL EV26	APAAE BSTATL EV25	APAAE BSTATL EV24	APAAE BSTATL EV23	APAAE BSTATL EV22	APAAE BSTATL EV21	APAAE BSTATL EV20	APAAE BSTATL EV19	APAAE BSTATL EV18	APAAE BSTATL EV17	APAAE BSTATL EV16
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAE BSTATL EV15	APAAE BSTATL EV14	APAAE BSTATL EV13	APAAE BSTATL EV12	APAAE BSTATL EV11	APAAE BSTATL EV10	APAAE BSTATL EV9	APAAE BSTATL EV8	APAAE BSTATL EV7	APAAE BSTATL EV6	APAAE BSTATL EV5	APAAE BSTATL EV4	APAAE BSTATL EV3	APAAE BSTATL EV2	APAAE BSTATL EV1	APAAE BSTATL EV0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 23.23 APAAAnESTA Register Contents

Bit Position	Bit Name	Function
31 to 0	APAAEBSTATL EV[31:0]	Indicate the level of event bus [31:0] when read.

23.4.5 Control Register Details (Pulse Generation Channels 0 to 15)

This section provides the details of the registers that configure and read the operation of pulse generation channels 0 to 15.

23.4.5.1 APAAnCCGAm — APAAn Channel Setting Registers Am (m = 00 to 15)

These registers are the setting registers for pulse generation channels n (0 to 15).

Access: This register can be read/written in 32-bit units.

Address: <APAn_base> + 0600_H + (m × 20_H)

Value after reset: 0000 0100_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	APAACHNFSTEL[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	APAACHNCONT	APAACHNLEV	—	—	—	—	—	APAACHNINTSEL[2:0]		
Value after reset	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Table 23.24 APAAnCCGAm Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved Writing has no effect. When read, 0 is read.
22 to 16	APAACHNFSTEL[6:0]	Set starting element number (0x00 to 7F)* ¹
15 to 10	—	Reserved Writing has no effect. When read, 0 is read.
9	APAACHNCONT	Sets channel continuation* ² 0: Single operation. The operation stops when the last element is completed. 1: Continuous operation. The operation restarts from the starting element number when the last element is completed.
8	APAACHNLEV	Set the active level of an output pulse* ² This register setting is immediately reflected to the PWM output. 0: Active-low 1: Active-high
7 to 3	—	Reserved Writing has no effect. When read, 0 is read.
2 to 0	APAACHNINTSEL[2:0]	Set interrupts* ² Interrupts of the following events are generated. 000: After element transition 001: Upon channel operation completion 010: Upon ON match 011: Upon OFF match 100: Upon ON match or OFF match Others: Setting prohibited

Note 1. Only the APAACHNFSTEL[6:0] bits in this register can be modified during operation of the pulse generation channels. When modifying these bits during operation of a pulse generation channel, the existing values must be written to the other bits.

For the operation when the APAACHNFSTEL[6:0] bits are modified while a pulse generation channel is operating, see **23.5.5.3 Changing Starting Element Number during Operation**.

Note 2. Bits other than the APAACHNFSTEL[6:0] bits must be modified while a pulse generation channel is stopped (APAAnCHEN.APAACMENPGCH[15:0] = 0000_H). If a bit other than the APAACHNFSTEL[6:0]

bits is modified during operation of a pulse generation channel, it may cause an unintended operation. Correspondence between the APA channel setting register Am (APAAAnCCGA_m) and respective pulse generation channels (PGCH0 to 15) as shown in **Table 23.25**.

Table 23.25 shows the correspondence between the APA channel setting register Am (APAAAnCCGA_m) and respective pulse generation channels (PGCH0 to 15).

Table 23.25 Correspondence between Pulse Generation Channels and Register Settings (1/6)

Pulse Generation Channel	Setting Register
PGCH0	APAAAnCCGA00
PGCH1	APAAAnCCGA01
PGCH2	APAAAnCCGA02
PGCH3	APAAAnCCGA03
PGCH4	APAAAnCCGA04
PGCH5	APAAAnCCGA05
PGCH6	APAAAnCCGA06
PGCH7	APAAAnCCGA07
PGCH8	APAAAnCCGA08
PGCH9	APAAAnCCGA09
PGCH10	APAAAnCCGA10
PGCH11	APAAAnCCGA11
PGCH12	APAAAnCCGA12
PGCH13	APAAAnCCGA13
PGCH14	APAAAnCCGA14
PGCH15	APAAAnCCGA15

23.4.5.2 APAAnCCGBm — APAn Channel Setting Registers Bm (m = 00 to 15)

These registers are setting registers for pulse generation channels n (0 to 15).

This register must be modified while a pulse generation channel is stopped (APAAnCHEN.APAACMENPGCH[15:0] bits = 0000_H).

Modifying this register during operation of a pulse generation channel may cause the channel to operate in an unintended manner.

Access: This register can be read/written in 32-bit units.

Address: <APAn_base> + 0604_H + (m × 20_H)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	—	—	—	—	—	—	—	—	APAACHNEGR ES[1:0]	APAACHNIDRES[4:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	APAACHNOPS TR	APAACHNEGST R[1:0]	APAACHNIDSTR[4:0]						—	APAACHNEGST P[1:0]	APAACHNIDSTP[4:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	

Table 23.26 APAAnCCGBm Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 23	—	Reserved Writing has no effect. When read, 0 is read.
22, 21	APAACHNEGR ES[1:0]	Specify the effective edge(s) of the event input signal for the exception processing (restart). 00: Rising edge 01: Falling edge 10: Both (rising/falling) edges Others: Setting prohibited.
20 to 16	APAACHNIDRE S[4:0]	Specify the event bus signal to be used for the exception processing (restart). See Table 23.28 for the correspondence between the setting values and event bus signals.
15	APAACHNOPST R	Specifies option for the operation of the exception processing (start). This bit specifies the behavior of pulse generation channels after the operation is enabled (the APAAnCHEN.APAACMENPGCH bit is 1). 0: Operation starts, triggered by a start exception after the operation is enabled. 1: Operation starts immediately after the operation is enabled, without waiting for a start exception.
14, 13	APAACHNEGST R[1:0]	Indicate the effective edge(s) of the event input signal for the exception processing (start). 00: Rising edge 01: Falling edge 10: Both (rising/falling) edges Others: Setting prohibited.
12 to 8	APAACHNIDST R[4:0]	Specify the event bus signal to be used for the exception processing (Start). See Table 23.28 for the correspondence between the setting values and event bus signals.
7	—	Reserved Writing has no effect. When read, 0 is read.

Table 23.26 APAAnCCGBm Register Contents (2/2)

Bit Position	Bit Name	Function
6, 5	APAACHNEGST P[1:0]	Indicate the effective edge(s) of the event input signal for the exception processing (stop). 00: Rising edge 01: Falling edge 10: Both (rising/falling) edges Others: Setting prohibited.
4 to 0	APAACHNIDST P[4:0]	Specify the event bus signal to be used for the exception processing (stop). See Table 23.28 for the correspondence between the setting values and event bus signals.

Note 1. When the APAACHNOPSTR bit is set to 1, Stop exceptions do not stop pulse generation (input of a Stop exception suspends pulse generation temporarily and restarts the initial element).
When the APAACHNOPSTR bit is set to 1, setting the APAAnCHEN register for the stop state stops pulse generation.

The exception processing (start, stop, transfer, force, restart, and postpone) can use any internal event bus signals.

Table 23.27 shows correspondence between exception processing and setting registers.

Table 23.27 Correspondence Between Exception Processing and Setting Registers

Exception Processing	Setting Register	Remarks
Stop	APAACHNIDSTP[4:0]	Set to a pulse generation channel.
Start	APAACHNIDSTR[4:0]	Set to a pulse generation channel.
Restart	APAACHNIDRES[4:0]	Set to a pulse generation channel.
Transfer	APAAELMIDTRN[4:0]	Set to an element.
Force	APAAELMIDFOR[4:0]	Set to an element.
Postpone	APAAELMIDPPN[4:0]	Set to an element.

For details on the exception processing, see **Section 23.5.1.3, Exception Processing**.

Table 23.28 Correspondence Between Exception Processing and Internal Event Bus Signals (1/2)

Register Setting Value	Event to be Selected	Register Setting Value	Event to be Selected
0x00	PWM0 output generated by PGCH0	0x10	Selection event input specified in APAAnEVSL00[5:0]* ¹
0x01	PWM1 output generated by PGCH1	0x11	Selection event input specified in APAAnEVSL01[5:0]* ¹
0x02	PWM2 output generated by PGCH2	0x12	Selection event input specified in APAAnEVSL02[5:0]* ¹
0x03	PWM3 output generated by PGCH3	0x13	Selection event input specified in APAAnEVSL03[5:0]* ¹
0x04	PWM4 output generated by PGCH4	0x14	Selection event input specified in APAAnEVSL04[5:0]* ¹
0x05	PWM5 output generated by PGCH5	0x15	Selection event input specified in APAAnEVSL05[5:0]* ¹
0x06	PWM6 output generated by PGCH6	0x16	Selection event input specified in APAAnEVSL06[5:0]* ¹
0x07	PWM7 output generated by PGCH7	0x17	Selection event input specified in APAAnEVSL07[5:0]* ¹

Table 23.28 Correspondence Between Exception Processing and Internal Event Bus Signals (2/2)

Register Setting Value	Event to be Selected	Register Setting Value	Event to be Selected
0x08	PWM8 output generated by PGCH8	0x18	Selection event input specified in APAAAnEVSL08[5:0]* ¹
0x09	PWM9 output generated by PGCH9	0x19	Selection event input specified in APAAAnEVSL09[5:0]* ¹
0x0A	PWM10 output generated by PGCH10	0x1A	Selection event input specified in APAAAnEVSL10[5:0]* ¹
0x0B	PWM11 output generated by PGCH11	0x1B	Selection event input specified in APAAAnEVSL11[5:0]* ¹
0x0C	PWM12 output generated by PGCH12	0x1C	Selection event input specified in APAAAnEVSL12[5:0]* ¹
0x0D	PWM13 output generated by PGCH13	0x1D	Selection event input specified in APAAAnEVSL13[5:0]* ¹
0x0E	PWM14 output generated by PGCH14	0x1E	Selection event input specified in APAAAnEVSL14[5:0]* ¹
0x0F	PWM15 output generated by PGCH15	0x1F	Selection event input specified in APAAAnEVSL15[5:0]* ¹

Note 1. The external event inputs[57:0] or the software events[5:0] that are specified in the APAAAnEVSLm[5:0] (m = 00 to 15) registers are selected.

Table 23.29 shows the correspondence between the APA channel setting register (APAAAnCCGBm) and respective pulse generation channels (PGCH0 to 15).

Table 23.29 Correspondence between Pulse Generation Channels and Register Settings (2/6)

Pulse Generation Channel	Setting Register
PGCH0	APAAAnCCGB00
PGCH1	APAAAnCCGB01
PGCH2	APAAAnCCGB02
PGCH3	APAAAnCCGB03
PGCH4	APAAAnCCGB04
PGCH5	APAAAnCCGB05
PGCH6	APAAAnCCGB06
PGCH7	APAAAnCCGB07
PGCH8	APAAAnCCGB08
PGCH9	APAAAnCCGB09
PGCH10	APAAAnCCGB10
PGCH11	APAAAnCCGB11
PGCH12	APAAAnCCGB12
PGCH13	APAAAnCCGB13
PGCH14	APAAAnCCGB14
PGCH15	APAAAnCCGB15

23.4.5.3 APAAnCSTAm — APAn Channel Status Registers Am (m = 00 to 15)

These registers monitor the channel status data for pulse generation channels n (0 to 15).

All the effective bits in these registers except APAACHNEN and APAAEOPWM take effect only when the reference and event buses are enabled (the APAAnEN.APAACMENAPA bit is 1) and the operation of the targeted pulse generation channel is enabled (the bits corresponding to the APAAnCHEN.APAACMENPGCH[15:0] bits are 1).

Access: This register can be read in 32-bit units.

Address: <APAn_base> + 0608_H + (m × 20_H)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	APAACHNCUREL[6:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	APAACMPSTAT[4:0]				—	—	—	—	APAAMATSTAT[1:0]	APAATRNSTAT	APAAPPNSTAT	APAACHNEN	APAAEOPWM
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 23.30 APAAnCSTAm Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 23	—	Reserved Writing has no effect. When read, 0 is read.
22 to 16	APAACHNCUREL[6:0]	Current element number (the element number currently effective for the pulse generation channel) The value is retained except when the channel-enabled setting is made.
15 to 13	—	Reserved Writing has no effect. When read, 0 is read.
12 to 8	APAACMPSTAT[4:0]	Indicate the current operation status of the matching comparator. The value is 00000 (disable) except when the channel-enabled setting is made. See Figure 23.47 and Figure 23.14. 00000: disable 00001: dis_wstart 00010: (Nothing detected) 00011: pre_dis 00100: pre_on_cur 00101: pre_on_init 00110: pre_on_nxt 00111: pre_off 01000: waiton 01001: waiton_tron 01010: forcedoff_troff 01011: on_postponed 01100: waitoff 01101: waitoff_tron 01110: matoff_troff 01111: off_postponed 10000: terminate
7, 6	—	Reserved Writing has no effect. When read, 0 is read.

Table 23.30 APAAnCSTAm Register Contents (2/2)

Bit Position	Bit Name	Function
5, 4	APAAMATSTAT [1:0]	Indicate the matching detection status in the matching comparator. The value is 00 (not match) except when the channel-enabled setting is made. 00: Not match (matching is not detected) 01: ON match is detected. 10: OFF match is detected. 11: (Nothing detected)
3	APAATRSTAT	Indicates whether the transfer exception is entered (whether element transition upon OFF match is enabled) in the currently effective element. The value is 0 (transfer exception not entered) except when the channel-enabled setting is made. 0: Transfer exception is not entered. 1: Transfer exception is entered.
2	APAAPPNSTAT	Indicates whether the currently effective element is in the Postpone state. The value is 0 (Postpone OFF) except when the channel-enabled setting is made. 0: Postpone OFF 1: Postpone ON
1	APAACHNEN	The operation status of the corresponding pulse generation channel. This feature is effective even if the channel-enabled setting is not made. 0: Disabled: PGCHn (n = 0 to 15) is stopped. 1: Enabled: PGCHn (n = 0 to 15) is in operation.
0	APAAEOPWM	The operation status of the corresponding pulse generation channel (PGCHm) (the output level of the PWM output pin n of the corresponding pulse generation channel). The above feature is effective even if the channel-enabled setting is not made.

Table 23.31 shows the correspondence between the APA channel status register Am (APAAnCSTAm) and the respective pulse generation channels (PGCH0 to 15).

Table 23.31 Correspondence between Pulse Generation Channels and Register Settings (3/6)

Pulse Generation Channel	Setting Register
PGCH0	APAAnCSTA00
PGCH1	APAAnCSTA01
PGCH2	APAAnCSTA02
PGCH3	APAAnCSTA03
PGCH4	APAAnCSTA04
PGCH5	APAAnCSTA05
PGCH6	APAAnCSTA06
PGCH7	APAAnCSTA07
PGCH8	APAAnCSTA08
PGCH9	APAAnCSTA09
PGCH10	APAAnCSTA10
PGCH11	APAAnCSTA11
PGCH12	APAAnCSTA12
PGCH13	APAAnCSTA13
PGCH14	APAAnCSTA14
PGCH15	APAAnCSTA15

23.4.5.4 APAAnCSTBm — APAAn Channel Status Registers Bm (m = 00 to 15)

These registers monitor the element settings for pulse generation channels n (0 to 15).

The values that can be monitored by these registers are element information that is currently effective in the corresponding pulse generation channel, and those values are loaded from the element RAM.

All the effective bits in these registers take effect only when the reference and event buses are enabled (APAACMENAPA = 1) and the operation of the target channel is enabled (APAA0EN[n] = 1).

Access: This register can be read in 32-bit units.

Address: <APAn_base> + 060C_H + (m × 20_H)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	APAAE LDFINE L	APAAE LDCON T	—	—	—	—	—	APAAELDRBIDON[3:0]			APAAELDMCO N[1:0]		APAAE LDABR EON	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAELDRBDATON[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 23.32 APAAnCSTBm Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	—	Reserved Writing has no effect. When read, 0 is read.
29	APAAELDFINEL	The last element flag. This flag indicates whether the element is the last one. The value is retained except when the channel-enabled setting is made. 0: The element is not the last one. 1: The element is the last one.
28	APAAELDCONT	The element continuation setting. This bit indicates how the currently enabled element operates after an OFF match. The value is retained except when the channel-enabled setting is made. 0: Single operation (matching comparison is stopped until transition to the next element.) 1: Continuous operation (the operation returns to ON matching comparison after an OFF match is detected.)
22 to 19	APAAELDRBIDON[3:0]	Indicate the reference number for ON matching comparison. For the correspondence between the values and the reference numbers, see Table 23.33 . The value is retained except when the channel-enabled setting is made.

Table 23.32 APAAAnCSTBm Register Contents (2/2)

Bit Position	Bit Name	Function
18, 17	APAAELDMCON[1:0]	<p>Indicate the criteria for ON matching comparison. The value is retained except when the channel-enabled setting is made. The settings of 01 (>) and 10 (<) cannot be used when an overflow is generated at the reference value (the values before and after the overflow cannot be compared properly).</p> <p>00: [The specified reference value] == [Comparison baseline APAAELDRBDATON[15:0]] 01: [The specified reference value] > [Comparison baseline APAAELDRBDATON[15:0]] 10: [The specified reference value] < [Comparison baseline APAAELDRBDATON[15:0]] Others: Setting prohibited.</p> <p>Note: The settings of 01 and 10 cannot be used when an overflow is generated at the reference value (the values before and after the overflow cannot be compared properly).</p>
16	APAAELDABREON	<p>Indicates whether the specified baseline (APAAELDRBDATON) is interpreted as an absolute value or a relative value for determining the comparison baseline (APAAELDRBDATON) for ON matching comparison. The value is retained except when the channel-enabled setting is made.</p> <p>0: Absolute designation. The specified baseline is interpreted as an absolute value. 1: Relative designation. The baseline is interpreted as the difference from the reference value at the time of the start of matching comparison. However, the relative designation is available only for references 0, 1, and sw.</p>
15 to 0	APAAELDRBDATON[15:0]	<p>Indicate the comparison baseline for ON match. A comparison baseline is used for actual matching comparison, and has been converted to an absolute value. The value is retained except when the channel-enabled setting is made. The value differs depending on the APAAELDRBDATON setting.</p> <ul style="list-style-type: none"> APAAELDABREON = 0 (absolute designation) APAAELDRBDATON[15:0] = APAAELMRBDATON[15:0] APAAELDABREON = 1 (relative designation) APAAELDRBDATON[15:0] = refb_dat_n[15:0] + APAAELMRBDATON[15:0] <p>If OFF matching comparison is in progress when these bits are read, or the relative designation is made for the references 2 to 9, the values of these bits are identical to the relatively designated values. APAAELDRBDATON[15:0] = APAAELMRBDATON[15:0]</p>

For both ON match and OFF match, the correspondence between the compared reference IDs and setting values is as listed in **Table 23.33**.

The relative destination is only available for references 0, 1, and sw.

Table 23.33 Comparison between Matching Comparison Setting and Reference IDs

APAAELDRBIDON / APAAELDRBIDOFF Set Value	Reference ID	Reference Name	Time Resolution	Relative Designation
0x0	0	Reference 0	pclk × 4	Possible
0x1	1	Reference 1	pclk × 4	Possible
0x2	2	Reference 2	pclk × 20	Not possible ^{*1}
0x3	3	Reference 3	pclk × 20	Not possible ^{*1}
0x4	4	Reference 4	pclk × 20	Not possible ^{*1}
0x5	5	Reference 5	pclk × 20	Not possible ^{*1}
0x6	6	Reference 6	pclk × 20	Not possible ^{*1}
0x7	7	Reference 7	pclk × 20	Not possible ^{*1}
0x8	8	Reference 8	pclk × 20	Not possible ^{*1}
0x9	9	Reference 9	pclk × 20	Not possible ^{*1}
0xF	f	Software reference	pclk × 20	Possible
Others	0	(Interpreted as reference 0)	pclk × 4	Possible

Note 1. If the relative designation is set for a reference for which the relative designation is not possible, the setting is ignored (the comparison baseline is the same as that for the absolute designation).

Table 23.34 shows the correspondence between the APA channel status register Bm (APAAAnCSTBm) and respective pulse generation channels (PGCH0 to 15).

Table 23.34 Correspondence between Pulse Generation Channels and Register Settings (4/6)

Pulse Generation Channel	Setting Register
PGCH0	APAAAnCSTB00
PGCH1	APAAAnCSTB01
PGCH2	APAAAnCSTB02
PGCH3	APAAAnCSTB03
PGCH4	APAAAnCSTB04
PGCH5	APAAAnCSTB05
PGCH6	APAAAnCSTB06
PGCH7	APAAAnCSTB07
PGCH8	APAAAnCSTB08
PGCH9	APAAAnCSTB09
PGCH10	APAAAnCSTB10
PGCH11	APAAAnCSTB11
PGCH12	APAAAnCSTB12
PGCH13	APAAAnCSTB13
PGCH14	APAAAnCSTB14
PGCH15	APAAAnCSTB15

23.4.5.5 APAnCSTCm — APAn Channel Status Registers Cm (m = 00 to 15)

These registers monitor the element settings for the pulse generation channels n (0 to 15).

The values that can be monitored by these registers are element information that is currently effective in the corresponding pulse generation channel, and those values are loaded from the element RAM.

All the effective bits in these registers take effect only when the reference and event buses are enabled (the APAAEnEN.APAACMENAPA bit is 1) and the operation of the target pulse generation channel is enabled (the corresponding bits to the APAAEnCHEN.APAACMENPGCH[15:0] bits are 1).

Access: This register can be read in 32-bit units.

Address: <APAn_base> + 0610_H + (m × 20_H)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	APAAELDRBIDOFF[3:0]			APAAELD_MCOFF[1:0]		APAAELDABREOFF	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAELDRBDATOFF[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 23.35 APAnCSTCm Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 23	—	Reserved Writing has no effect. When read, 0 is read.
22 to 19	APAAELDRBIDOFF[3:0]	Indicate the reference number for OFF matching comparison. For the correspondence between the values and the reference numbers, see Table 23.33 . The value is retained except when the channel-enabled setting is made.
18, 17	APAAELD_MCOFF[1:0]	Indicate the condition for OFF matching comparison. The value is retained except when the channel-enabled setting is made. 00: [The specified reference value] == [Comparison baseline APAAELDRBDATON[15:0]] 01: [The specified reference value] > [Comparison baseline APAAELDRBDATON[15:0]] 10: [The specified reference value] < [Comparison baseline APAAELDRBDATON[15:0]] Others: Setting prohibited. Note: The settings of 01 and 10 cannot be used when an overflow is generated at the reference value. (The values before and after the overflow cannot be compared properly.)
16	APAAELDABREOFF	Indicates whether the specified baseline (APAAELMRBDATOFF[15:0]) is interpreted as an absolute value or a relative value for determining the comparison baseline (APAAELDRBDATOFF[15:0]) for OFF matching comparison. 0: Absolute designation: the specified baseline is interpreted as an absolute value. 1: Relative designation: the baseline is interpreted as the difference from the reference value at the time of the start of matching comparison. However, the relative designation is available only for references 0, 1, and sw. * The value is retained except when the channel-enabled setting is made.

Table 23.35 APAnCSTCm Register Contents (2/2)

Bit Position	Bit Name	Function
15 to 0	APAAELDRBDATOFF[15:0]	<p>Indicate the comparison baseline for OFF match. A comparison baseline is used for actual matching comparison, and has been converted to an absolute value. The value is retained except when the channel-enabled setting is made. The value differs depending on the APAAELDABREOFF setting.</p> <ul style="list-style-type: none"> APAAELDABREOFF = 0 (absolute designation) APAAELDRBDATOFF[15:0] = APAAELMRBDATOFF[15:0] APAAELDABREOFF = 1 (relative designation) APAAELDRBDATOFF[15:0] = refb_dat_n[15:0] + APAAELMRBDATOFF[15:0] <p>If ON matching comparison is in progress when these bits are read, or the relative designation is made for the references 2 to 9, the values of these bits are not converted to absolutely designated values and are identical to the relatively designated values. APAAELDRBDATOFF[15:0] = APAAELMRBDATOFF[15:0]</p>

Table 23.36 shows the correspondence between the APA channel status register Cm (APAAncSTCm) and respective pulse generation channels (PGCH0 to 15).

Table 23.36 Correspondence between Pulse Generation Channels and Register Settings (5/6)

Pulse Generation Channel	Setting Register
PGCH0	APAAncSTC00
PGCH1	APAAncSTC01
PGCH2	APAAncSTC02
PGCH3	APAAncSTC03
PGCH4	APAAncSTC04
PGCH5	APAAncSTC05
PGCH6	APAAncSTC06
PGCH7	APAAncSTC07
PGCH8	APAAncSTC08
PGCH9	APAAncSTC09
PGCH10	APAAncSTC10
PGCH11	APAAncSTC11
PGCH12	APAAncSTC12
PGCH13	APAAncSTC13
PGCH14	APAAncSTC14
PGCH15	APAAncSTC15

23.4.5.6 APAAnCSTDm — APAAn Channel Status Registers Dm (m = 00 to 15)

These registers monitor the element settings for the pulse generation channels n (0 to 15).

The values that can be monitored by these registers are the element information that is currently effective in the corresponding pulse generation channel, and those values are loaded from the element RAM.

All the effective bits in these registers take effect only when the reference and event buses are enabled (the APAAnEN.APAACMENAPA bit is 1) and the operation of the target channel is enabled (the bits corresponding to the APAAnCHEN.APAACMENPGCH[15:0] are 1).

Access: This register can be read in 32-bit units.

Address: <APAAn_base> + 0614_H + (m × 20_H)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—							APAAELDNEXTEL[6:0]			APAAELDOPTRN	APAAELDEGTRN[1:0]	APAAELDIDTRN[4:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAELDOPTOR	APAAELDEGFOR[1:0]		APAAELDIDFOR[4:0]				—	—	APAAELDLVPPN	APAAELDIDPPN[4:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 23.37 APAAnCSTDm Register Contents (1/2)

Bit Position	Bit Name	Function
31	Reserved	Writing has no effect. When read, 0 is read.
30 to 24	APAAELDNEXTEL[6:0]	Indicate the next element number (0x00 to 7F). Note: The value is retained except when the channel-enabled setting is made.
23	APAAELDOPTRN	Option for the operation of the exception processing (Transfer). Indicates whether an element transition is allowed without a Transfer exception in a certain condition. The value is retained except when the channel-enabled setting is made. 0: The input of the Transfer exception enables the element transition to occur upon an OFF match. Once the Transfer exception is input, the element transition occurs only for the currently effective elements upon an OFF match. When the element is updated, another Transfer exception must be input. 1: The occurrence of an OFF match automatically triggers transition to next elements. Enabling of the element transition using the Transfer exception is not required. The element transition is given priority over the element continuation setting (APAAELMCONT).
22, 21	APAAELDEGTRN[1:0]	Indicate the effective edge(s) of the event input signal for the exception processing (Transfer). 00: Rising edge 01: Falling edge 10: Both (rising/falling) edges Others: Setting prohibited.
20 to 16	APAAELDIDTRN[4:0]	Specify the event bus signal to be used for the exception processing (transfer). See Table 23.28 for the correspondence between the values and event bus signals. The value is retained except when the channel-enabled setting is made.

Table 23.37 APAAAnCSTDm Register Contents (2/2)

Bit Position	Bit Name	Function
15	APAAELDOPFOR	Option for the operation of the exception processing (force). The value is retained except when the channel-enabled setting is made. 0: Next match is forcibly generated. ON waiting → ON match generated + transition to OFF waiting OFF waiting → OFF match forcibly generated + transition to the next state 1: OFF match is forcibly generated. ON waiting → OFF match generated. OFF waiting → ON match generated.
14, 13	APAAELDEGFOR[1:0]	Indicate the effective edge(s) of the event input signal for the exception processing (force). 00: Rising edge 01: Falling edge 10: Both (rising/falling) edges Others: Setting prohibited.
12 to 8	APAAELDIDFOR[4:0]	Specify the event bus signal to be used for the exception processing (force). See Table 23.28 for the correspondence between the values and event bus signals. The value is retained except when the channel-enabled setting is made.
5	APAAELDLVPPN	Indicates the effective level of the event input signal for the exception processing (postpone). The value is retained except when the channel-enabled setting is made. 0: Low level 1: High level
4 to 0	APAAELDIDPPN[4:0]	Specify the event bus signal to be used for the exception processing (postpone). See Table 23.28 for the correspondence between the values and event bus signals. The value is retained except when the channel-enabled setting is made.

Table 23.38 shows the correspondence between the APA channel status register Dm (APAAAnCSTDm) and respective pulse generation channels (PGCH0 to 15).

Table 23.38 Correspondence between Pulse Generation Channels and Register Settings (6/6)

Pulse Generation Channel	Register
PGCH0	APAAAnCSTD00
PGCH1	APAAAnCSTD01
PGCH2	APAAAnCSTD02
PGCH3	APAAAnCSTD03
PGCH4	APAAAnCSTD04
PGCH5	APAAAnCSTD05
PGCH6	APAAAnCSTD06
PGCH7	APAAAnCSTD07
PGCH8	APAAAnCSTD08
PGCH9	APAAAnCSTD09
PGCH10	APAAAnCSTD10
PGCH11	APAAAnCSTD11
PGCH12	APAAAnCSTD12
PGCH13	APAAAnCSTD13
PGCH14	APAAAnCSTD14
PGCH15	APAAAnCSTD15

23.4.6 Details of Elements

This section provides details of the registers that configure and read the elements.

- There are 128 elements (0x00 to 0x7F) available, and they can be read and written through the CPU.
- The elements are deployed on the SRAM, so that they cannot be initialized by a reset and the values after a reset are undefined.

23.4.6.1 APAAnELMam — APAn Element Setting Registers Am (m = 000 to 127)

These registers configure the operation of elements.

Since the contents of these registers are allocated to the SRAM, they are not initialized by hardware and the values after reset are undefined.

For writing to and reading from these registers, see **Section 23.5.6.1, Write to Element RAM**, and **Section 23.5.6.2, Read from Element RAM**, respectively.

Access: This register can be read/written in 32-bit units.

Address: <APAn_base> + 1000_H + (m × 0010_H)

Value after reset: (Undefined)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	APAAELMFINEL	APAAELMCONT	—	—	—	—	—	APAAELMRBIDON[3:0]			APAAELMMCON[1:0]		APAAELMABREON	
Value after reset	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined
R/W	R	R	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAELMRBDATON[15:0]															
Value after reset	Undefined															
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.39 APAAnELMam Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	—	Reserved Writing has no effect. When read, 0 is read.
29	APAAELMFINEL	Last element setting. This bit specifies whether the element is to be the last one. 0: The element is not the last one. 1: The element is the last one.
28	APAAELMCONT	Element continuation setting. This bit specifies how the currently-effective element operates after an OFF match. 0: Single operation (matching comparison is stopped until transition to next elements.) 1: Continuous operation (the operation returns to ON matching comparison after an OFF match is detected.)
27 to 23	—	Reserved Writing has no effect. When read, 0 is read.
22 to 19	APAAELMRBIDON[3:0]	Specify the reference number for ON matching comparison. For the correspondence between the values and the reference numbers, see Table 23.33 .

Table 23.39 APAAELMAM Register Contents (2/2)

Bit Position	Bit Name	Function
18, 17	APAAELMMCON[1:0]	Specify the condition for ON matching comparison. Comparison of large and small values is performed by interpreting the reference value as an unsigned number. The specified baseline is converted to an absolute designation format before comparison. 00: [Specified reference value] == [Comparison baseline APAAELDRBDATON[15:0]] 01: [Specified reference value] > [Comparison baseline APAAELDRBDATON[15:0]] 10: [Specified reference value] < [Comparison baseline APAAELDRBDATON[15:0]] Others: Setting prohibited
16	APAAELMABREON	Indicates whether the specified baseline (APAAELMRBDATON[15:0]) is interpreted as an absolute value or a relative value for determining the comparison baseline (APAAELMRBDATON[15:0]) for ON matching comparison. 0: Absolute designation. The specified baseline is interpreted as an absolute value. 1: Relative designation. The baseline is interpreted to specify the difference from the reference value at the time when matching comparison started. Relative designation is valid only for references 0, 1, and sw.
15 to 0	APAAELMRBDATON[15:0]	Specify the baseline for ON matching comparison. It is specified as an unsigned value.

23.4.6.2 APAAAnELMBm — APAAAn Element Setting Registers Bm (n = 000 to 127)

These registers configure the operation of elements.

Since the contents of these registers are allocated to the SRAM, they are not initialized by hardware and the values after reset are undefined.

For writing to and reading from these registers, see **Section 23.5.6.1, Write to Element RAM**, and **Section 23.5.6.2, Read from Element RAM**, respectively.

Access: This register can be read/written in 32-bit units.

Address: <APAn_base> + 1004_H + (m × 0010_H)

Value after reset: (Undefined)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	APAAELMRBIDOFF[3:0]			APAAELMMCOFF[1:0]		APAAELMABREOFF	
Value after reset	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APAAELMRBDATOFF[15:0]															
Value after reset	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.40 APAAAnELMBm Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved Writing has no effect. When read, 0 is read.
22 to 19	APAAELMRBIDOFF[3:0]	Specify the reference number for OFF matching comparison. For the correspondence between the values and the reference numbers, see Table 23.33 .
18, 17	APAAELMMCOFF[1:0]	Specify the condition for OFF matching comparison. Comparison of large and small values is performed by interpreting the reference value as an unsigned number. The specified baseline is converted to an absolute designation format before comparison. 00: [Specified reference value] == [Comparison baseline APAAELDRBDATON[15:0]] 01: [Specified reference value] > [Comparison baseline APAAELDRBDATON[15:0]] 10: [Specified reference value] < [Comparison baseline APAAELDRBDATON[15:0]] Others: Setting prohibited
16	APAAELMABREOFF	Indicates whether the specified baseline (APAAELMRBDATOFF[15:0]) is interpreted as an absolute value or a relative value for determining the comparison baseline (APAAELMRBDATOFF[15:0]) for OFF matching comparison. 0: Absolute designation. The specified baseline is interpreted as an absolute value. 1: Relative designation. The baseline is interpreted to specify the difference from the reference value at the time when matching comparison started. Relative designation is valid only for references 0, 1, and sw.
15 to 0	APAAELMRBDATOFF[15:0]	Specify the baseline for OFF matching comparison. It is specified as an unsigned value.

23.4.6.3 APAAnELMCm — APAn Element Setting Registers Cm (m = 000 to 127)

These registers configure the operation of elements.

Since the contents of these registers are allocated to the SRAM, they are not initialized by hardware and the values after reset are undefined.

For writing to and reading from these registers, see **Section 23.5.6.1, Write to Element RAM**, and **Section 23.5.6.2, Read from Element RAM**.

Access: This register can be read/written in 32-bit units.

Address: <APAn_base> + 1008_H + (m × 0010_H)

Value after reset: (Undefined)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	APAAELMNEXTEL[6:0]						APAAELMOPTRN	APAAELMEGTRN[1:0]	APAAELMIDTRN[4:0]							
Value after reset	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	APAAELMOPFOR	APAAELMEGFOR[1:0]	APAAELMIDFOR[4:0]				—	—	APAAELMLVPPN	APAAELMIDPPN[4:0]							
Value after reset	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.41 APAAnELMCm Register Contents (1/2)

Bit Position	Bit Name	Function
31	—	Reserved Writing has no effect. When read, 0 is read.
30 to 24	APAAELMNEXTEL[6:0]	Specify the next element number (0x00 to 7F).
23	APAAELMOPTRN	Option for the operation of the exception processing (transfer). Specifies whether an element transition is allowed without a transfer exception in a certain condition. 0: the input of the transfer exception enables the element transition to occur upon an OFF match. Once the transfer exception is input, the element transition occurs only for the currently effective elements upon an OFF match. After the element update, another transfer exception must be input. 1: the occurrence of an OFF match automatically triggers transition to next elements, only when element continuation is disabled (APAAELMCONT = 0). Enabling of the element transition by the transfer exception is not required.
22, 21	APAAELMEGTRN[1:0]	Indicate the effective edge(s) of the event input signal for the exception processing (transfer). 00: Rising edge 01: Falling edge 10: Both (rising/falling) edges Others: Setting prohibited.
20 to 16	APAAELMIDTRN[4:0]	Specify the event bus signal to be used for the exception processing (transfer). See Table 23.28 for the correspondence between the values and event bus signals.
15	APAAELMOPFOR	Option for the operation of for the exception processing (force). 0: Next match is forcibly generated. ON waiting → ON match generated + transition to OFF waiting OFF waiting → OFF match forcibly generated + transition to the next state 1: OFF match is forcibly generated. ON waiting → OFF match generated OFF waiting → ON match generated

Table 23.41 APAAELMCm Register Contents (2/2)

Bit Position	Bit Name	Function
14, 13	APAAELMEGFOR[1:0]	Indicate the effective edge(s) of the event input signal for the exception processing (Force). 00: Rising edge 01: Falling edge 10: Both (rising/falling) edges Others: Setting prohibited.
12 to 8	APAAELMIDFOR[4:0]	Specify the event bus signal to be used for the exception processing (force). See Table 23.28 for the correspondence between the values and event bus signals.
7, 6	—	Reserved Writing has no effect. When read, 0 is read.
5	APAAELMLVPPN	Indicates the effective level of the event input assigned to the exception processing (postpone). 0: Low level 1: High level
4 to 0	APAAELMIDPPN[4:0]	Specify the event bus signal to be used for the exception processing (postpone). See Table 23.28 for the correspondence between the values and event bus signals.

23.5 Functions

23.5.1 Concept

23.5.1.1 Pulse Generation by APA

The APA generates pulses in the following manner:

- The APA generates the pulse waveforms by continuously comparing the external inputs (references) against a pair of specified criteria: the criterion for making the PWM output ON (ON matching condition) and the criterion for making the PWM output OFF (OFF matching condition). The state in which ON match is awaited and the state in which OFF match is awaited are mutually exclusive.
- There are the following two ways to specify the matching conditions for ON match and OFF match.
 - Absolute designation: The matching condition is specified by a value against which the reference values are directly compared.
 - Relative designation: The matching condition is specified by a relative value variation from the reference value at the time when the matching comparison starts.
- Both cyclic pulses and one-shot pulses can be generated by specifying the matching conditions.
- The pulse generation conditions are specified by data structures called elements. For more information on elements, refer to **Section 23.5.1.2, Element**.
- For each APAn 1 channel, there are 16 channels of the comparison circuit that compares the pulse condition specified in the reference and element (pulse generation channel), each of which can operate independently.

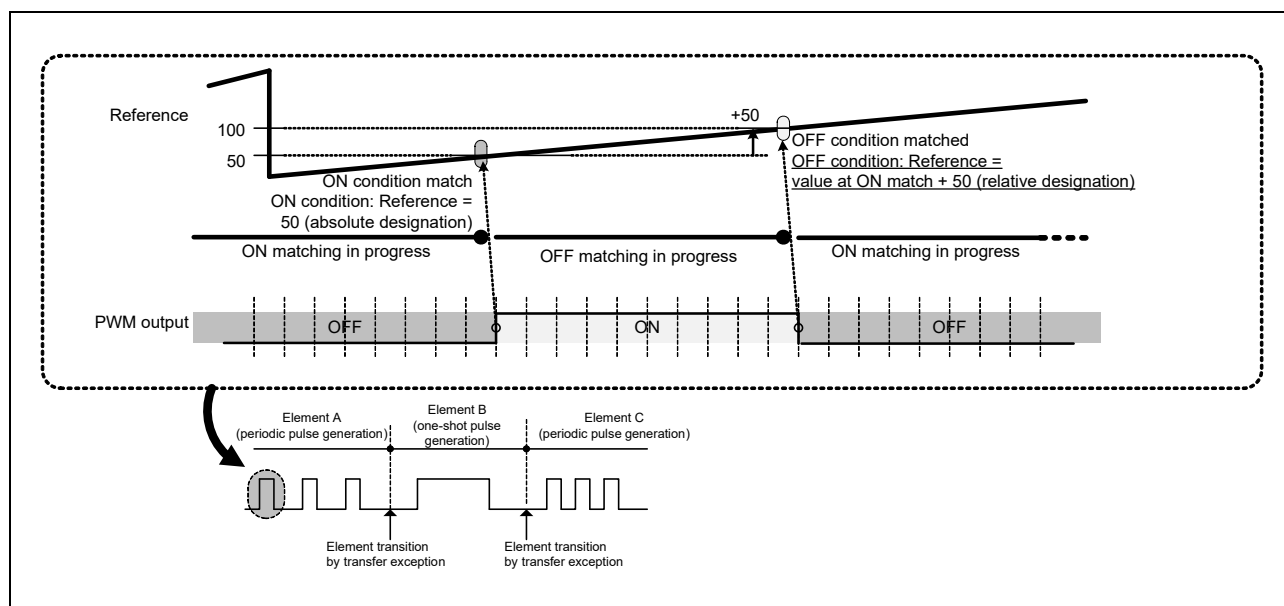


Figure 23.6 Conceptual Diagram of PWM Generation by APA

23.5.1.2 Element

- A data structure of a set of parameters that specify the pulse generation conditions is called an element. Each pulse generation channel loads a specific element, and generates a PWM waveform according to the element contents.
- For data specified for each element, see **Section 23.4.6.1**, **Section 23.4.6.2**, and **Section 23.4.6.3**.
- A total of 128 elements can be specified, and they can be shared among different pulse generation channels (PGCH0 to PGCH15).
- An element has a pointer to the next elements, and transition to next elements can be controlled by setting conditions (see **Section 23.5.1.3, Exception Processing**). By this mechanism, a single pulse generation channel can use multiple elements, so that a pulse generation channel can generate a complex pulse sequence by combination of elements.

23.5.1.3 Exception Processing

- When a pulse generation channel generates pulses by PWM, the internal operation is controlled by a state machine. A signal that triggers a specific state transition is called exception, and the transition itself is called the exception processing.
- Any event input can be assigned as an exception, and an edge (rising/falling) or a level (high/low) can be assigned for each type of exception processing. Some exception processing types (stop, start, and restart) are defined for each pulse generation channel, and others (transfer, force, and postpone) are defined for each element.
- There are six exceptions processing as listed in **Table 23.42**.

Table 23.42 Exception Processing

Exception Processing	Operation	Assignment to Event Input	Defined for	Remarks
Stop	Stops the matching comparison.	Edge (rising /falling/both)	Pulse generation channel	
Start	Starts the matching comparison.	Edge (rising /falling/both)	Pulse generation channel	ON matching comparison starts based on the setting in the initial element defined for each pulse generation channel.
Restart	Initiate a transition to the initial element.	Edge (rising /falling/both)	Pulse generation channel	ON matching comparison starts based on the setting in the initial element defined for each pulse generation channel.
Transfer	Permits an element transition upon OFF match.	Edge (rising /falling/both)	Element	After a transfer exception input, the permission of element transition upon OFF match is retained. This condition is valid until an element transition occurs (see the option bit APAAELMOPTRN).
Force	Forcibly generates ON match or OFF match.	Edge (rising /falling/both)	Element	By default, the next ON/OFF match is forcibly generated (see the option bit APAAELMOPFOR).
Postpone	Temporarily postpones the operation that normally takes place upon match detection.	Level (high/low)	Element	Postpones the reflection in the PWM output pin, switching ON/OFF conditions and its accompanying element transition, which should normally occur upon a match. Matching comparison itself is in progress, and if there is a match during the Postpone period, a given operation restarts after release from the Postpone state.

23.5.2 Reference Control

23.5.2.1 Features and Overview of Functions

External reference inputs (and software references) are multiplexed by time division within the APA.

The internal pulse generation channels (PGCH0 to PGCH15) are able to read desired references.

Reference outputs are initialized with the reset input signal or the APA operation enable bit APAACMENAPA.

Figure 23.7 shows the circuit configuration.

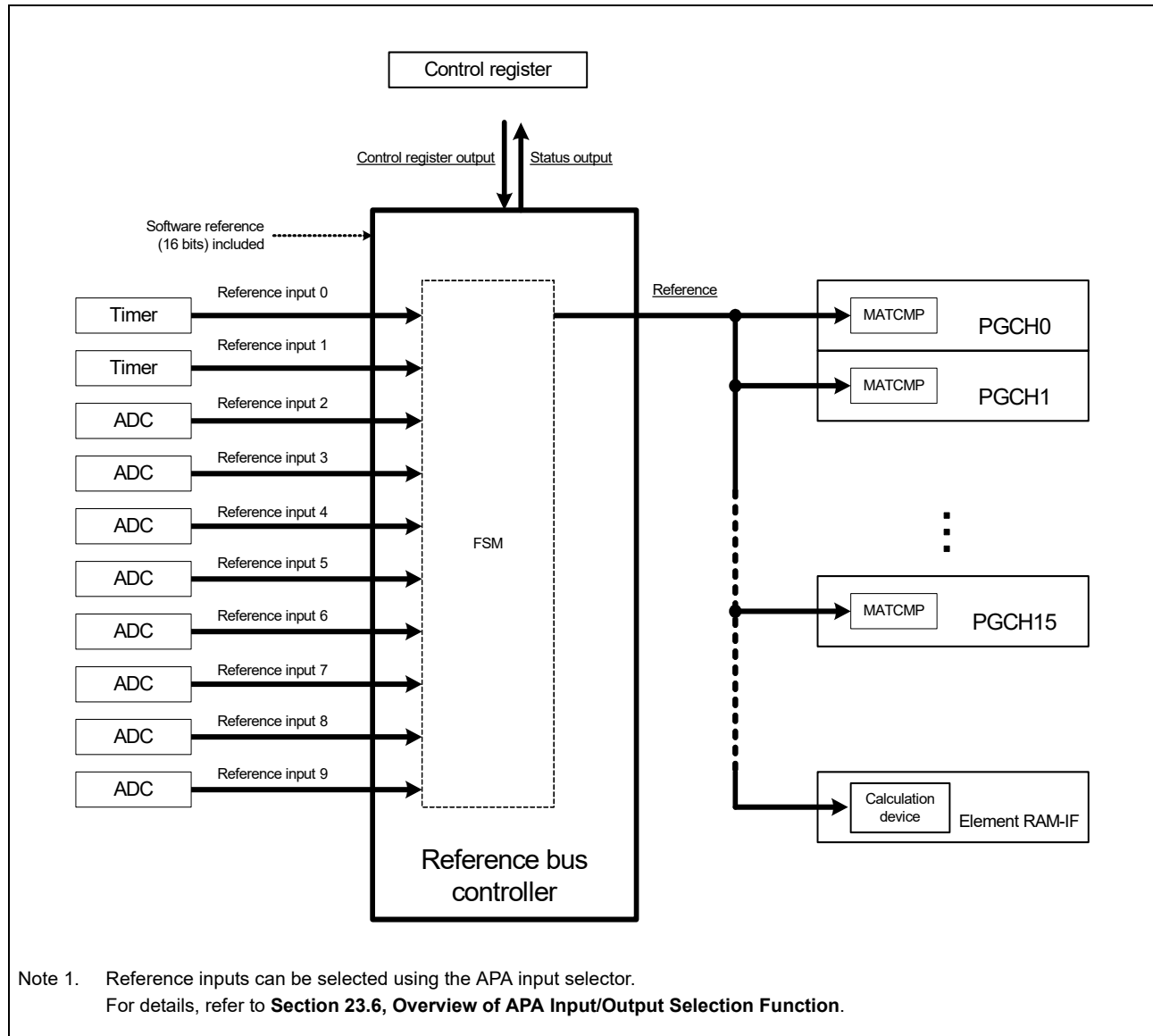


Figure 23.7 Configuration of Reference Control Circuit

23.5.2.2 Operation of Reference Bus

All the reference inputs are multiplexed by time division with the timing shown in Figure 23.8. By periodically assigning reference inputs to the reference slots, multiple references of different resolutions can be multiplexed.

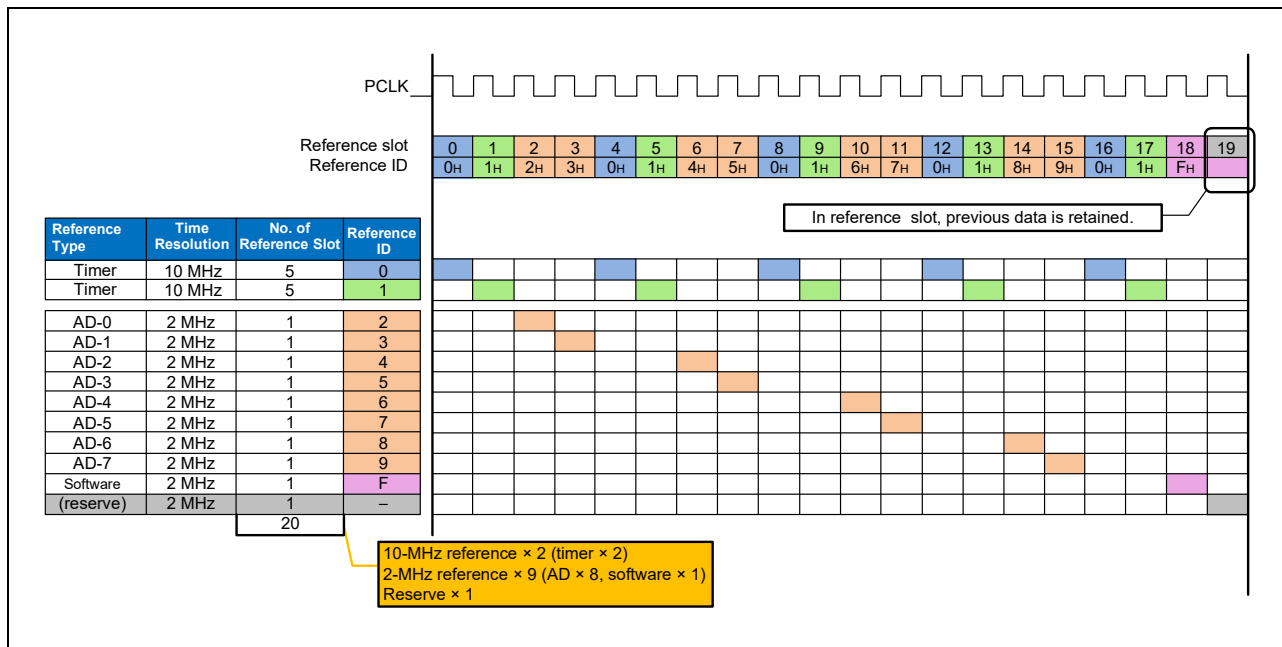


Figure 23.8 Reference Bus Operation

Table 23.43 shows the correspondence between available reference inputs and IDs.

Table 23.43 Types of Reference Inputs

Reference ID	Name	Time Resolution	Relative Designation	Reference Frequency Example at pclk = 40 MHz
0x0	Reference input 0	pclk × 4	Available	10 MHz
0x1	Reference input 1	pclk × 4	Available	10 MHz
0x2	Reference input 2	pclk × 20	Not available	2 MHz
0x3	Reference input 3	pclk × 20	Not available	2 MHz
0x4	Reference input 4	pclk × 20	Not available	2 MHz
0x5	Reference input 5	pclk × 20	Not available	2 MHz
0x6	Reference input 6	pclk × 20	Not available	2 MHz
0x7	Reference input 7	pclk × 20	Not available	2 MHz
0x8	Reference input 8	pclk × 20	Not available	2 MHz
0x9	Reference input 9	pclk × 20	Not available	2 MHz
0xf	Software reference	pclk × 20	Available	2 MHz

Note 1. A signal to be connected as a reference input must have slower update cycles than the time resolutions in Table 23.43. If it is faster, data will be lost in the reference control circuit, resulting in an unintended operation. For the reference inputs 0 and 1, update cycle can be adjusted with the bit select function of APA input selector. For details, see Section 23.6, Overview of APA Input/Output Selection Function.

23.5.3 Event Control

23.5.3.1 Features and Function Overview

The following processing is applied to external event inputs (and internal event inputs):

- Event inputs are selected for use. Out of 58 channels of the external event inputs and 6 channels of software events, 16 channels is selected. PWM outputs (16 channels) generated internally can also be used as event inputs.
- Selected event inputs (16 channels) and fixed event inputs (16 channels) are shared on a bus by the internal pulse generation channels (PGCH0 to PGCH15) and the element RAM (ELRAM).
- Time division control signals are generated so that the pulse generation channels (PGCH0 to PGCH15) can share common resources such as the element RAM and the calculation device.
- Event bus outputs are initialized with the reset input signal and the APA operation enable bit APAACMENAPA.

Figure 23.9 shows the configuration of the event control circuit.

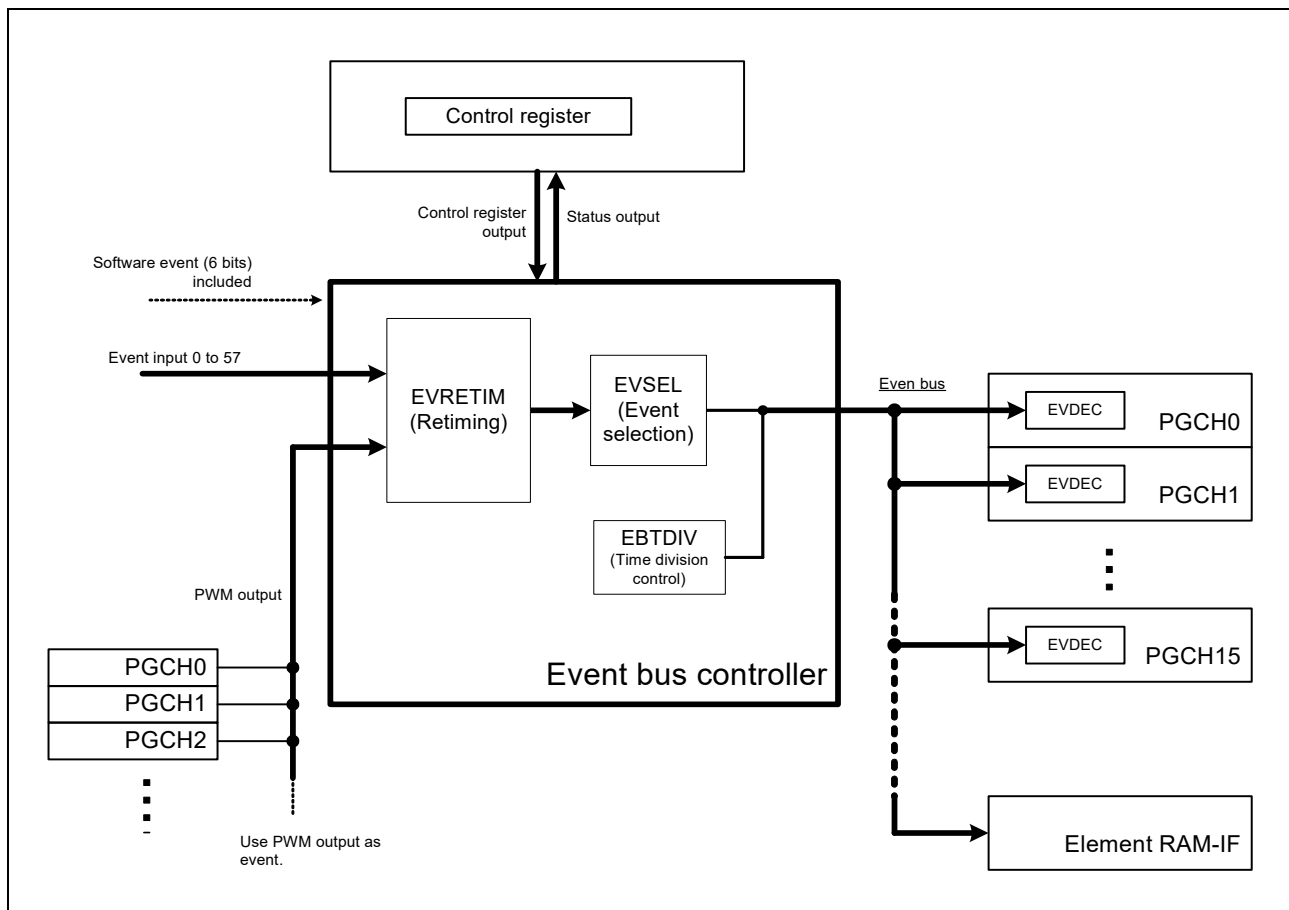


Figure 23.9 Configuration of Event Control Circuit

23.5.3.2 Operation: Selection of Event Inputs

The PWM outputs (16 channels) generated within the APA can be used as events by the pulse generation channels (PGCH 0 to 15). At this time, the timing of the event bus is internally generated.

Among the 64 channels of the external event inputs (58 channels) and software events (6 channels), 16 channels can be used as events by the pulse generation (PGCH 0 to 15).

Table 23.44 lists the inputs that the event bus can receive.

Table 23.44 Correspondence between Event Inputs and Event Buses

Event Type	Signal Source	Time Resolution	No of Channels	Corresponding Event Bus Bit
Fixed event input	PWM output: generated within APA	pc _{clk} × 1	16	Event Bus [15:0]
Selected event input	Selects any 16 channels from 64 channels of external event sources 0 to 57, or software event 6 channels	pc _{clk} × 1	16	Event Bus [31:16]

Note 1. A signal to be used as an event input must be slower than the time resolutions in **Table 23.44**. If it is faster, the APA cannot process it as an event input inside, resulting in data losses.

23.5.3.3 Operation: Generation of Time Division Control Signals

An event input is handled as a trigger of an exception processing on a pulse generation channel, in which access to the element RAM and various calculations take place. The APA performs the time division control to assign time to be used by the circuits in the APA for sharing hardware resources such as the element RAM and the calculation device.

The time division control signals are generated with the timing shown in **Figure 23.10**.

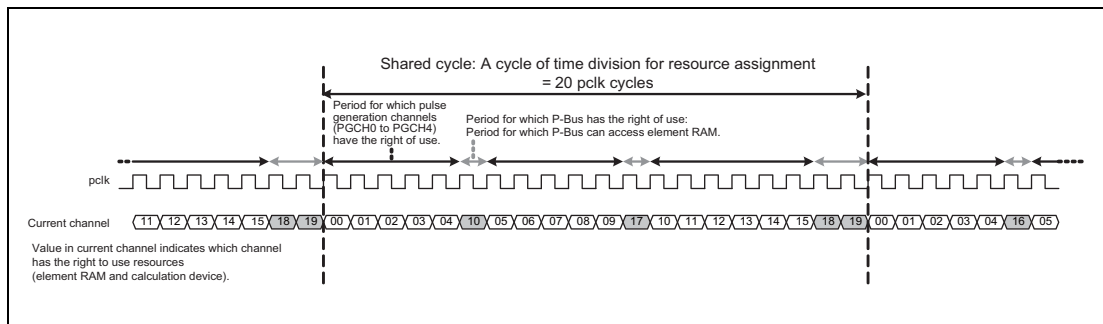


Figure 23.10 Operation of Event Time Division

Based on the current channel value, the APA assigns the access rights to the shared resources (element RAM and calculation device) as shown in **Table 23.45**.

Table 23.45 List of Current Channels and Shared Resource Assignment

Current Channel Value	Meaning	Current Channel Value	Meaning
0x00	PGCH0 can access shared resources.	0x09	PGCH9 can access shared resources.
0x01	PGCH1 can access shared resources.	0x11	CPU can access element RAM.
0x02	PGCH2 can access shared resources.	0x0a	PGCH10 can access shared resources.
0x03	PGCH3 can access shared resources.	0x0b	PGCH11 can access shared resources.
0x04	PGCH4 can access shared resources.	0x0c	PGCH12 can access shared resources.
0x10	CPU can access element RAM.	0x0d	PGCH13 can access shared resources.
0x05	PGCH5 can access shared resources.	0x0e	PGCH14 can access shared resources.
0x06	PGCH6 can access shared resources.	0x0f	PGCH15 can access shared resources.
0x07	PGCH7 can access shared resources.	0x12	CPU can access element RAM.
0x08	PGCH8 can access shared resources.	0x13	CPU can access element RAM.

23.5.4 Pulse Generation

23.5.4.1 Features and Overview of Functions

The following processing is applied to outputs of the reference bus and the event bus:

- A pulse generation channel extracts desired reference signals from the reference bus to generate a PWM based on the pulse generation conditions. Pulse generation conditions are expressed in elements.
- A pulse generation channel extracts desired event signals from the event bus, and performs exception processing triggered by these events. Conditions for generating exception processing from events are also expressed by elements.
- Exception processing of different pulse generation channels operates with time division.
- The PWM and interrupt request outputs are initialized using the reset input signal or the pulse generation channel operation enable bits APPACMENPGCH[15:0].

Figure 23.11 shows the configuration of the pulse generation circuit.

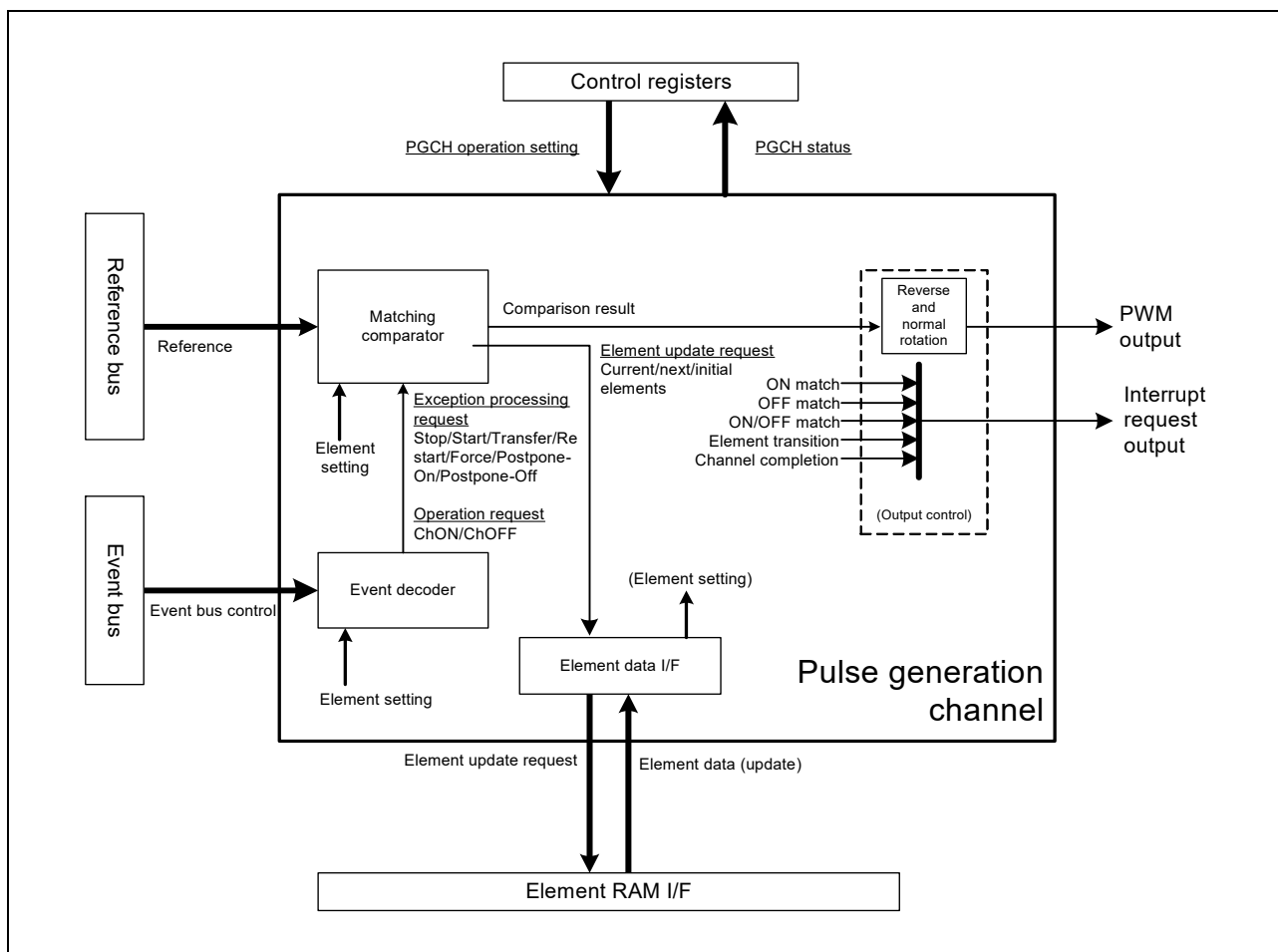


Figure 23.11 Configuration of Pulse Generation Circuit

23.5.4.2 Operation: Matching Comparator

(1) Overview

The matching comparator generates pulses and interrupts by comparing reference inputs with the matching conditions.

Matching comparison is performed according to the parameters defined in the element and the pulse generation channel. Upon a match detection, the pulse generation channel setting (see **Section 23.4.5.1**) and the element setting (see **Section 23.4.6.1** to **Section 23.4.6.3**) determine issuing of an element update request to the element control module (element RAM-IF).

Table 23.46 PWM Outputs and Interrupt Outputs

Type	Time Resolution	Number of Channels	Minimum Pulse Width	Remarks
PWM output	pclk × 1	16	pclk × 40 (high) pclk × 40 (low)	The minimum pulse width shown here is applicable when ON/OFF occurs on the match condition specified by an element. If the match status is forcibly changed by exception processing, a shorter pulse width may result from the conflict with a match.

Note: PWM output matching conditions can be specified by an element. A matching condition must satisfy the minimum pulse widths listed in **Table 23.46** (see **Section 23.5.7.1, Matching Condition Setting 1**). Specifying a matching condition with a pulse width of the minimum pulse width or shorter might result in an unintended pulse width.

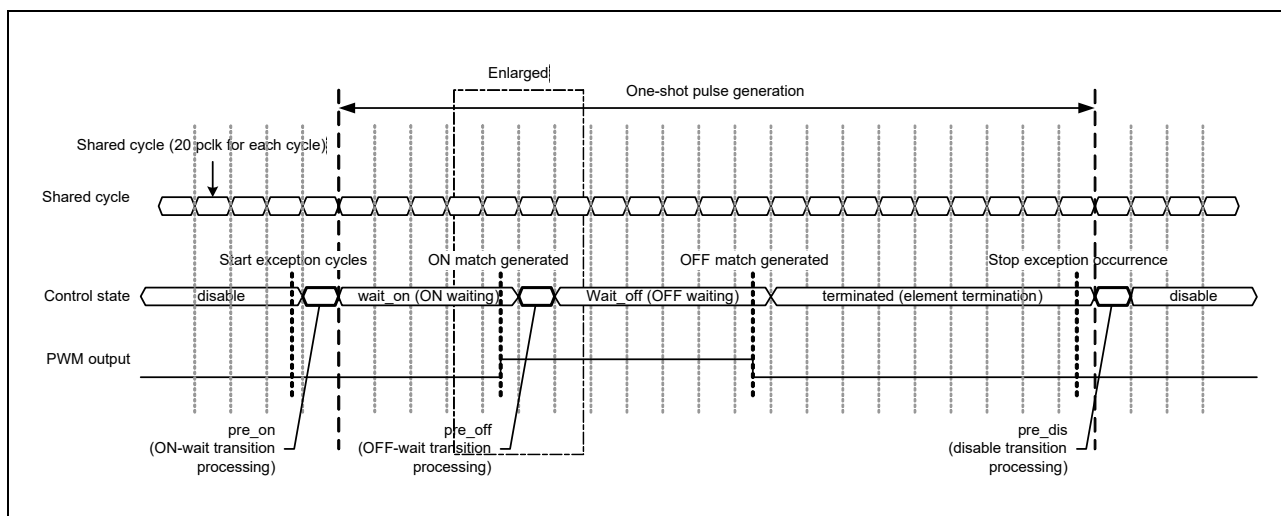


Figure 23.12 Operation of Matching Comparator

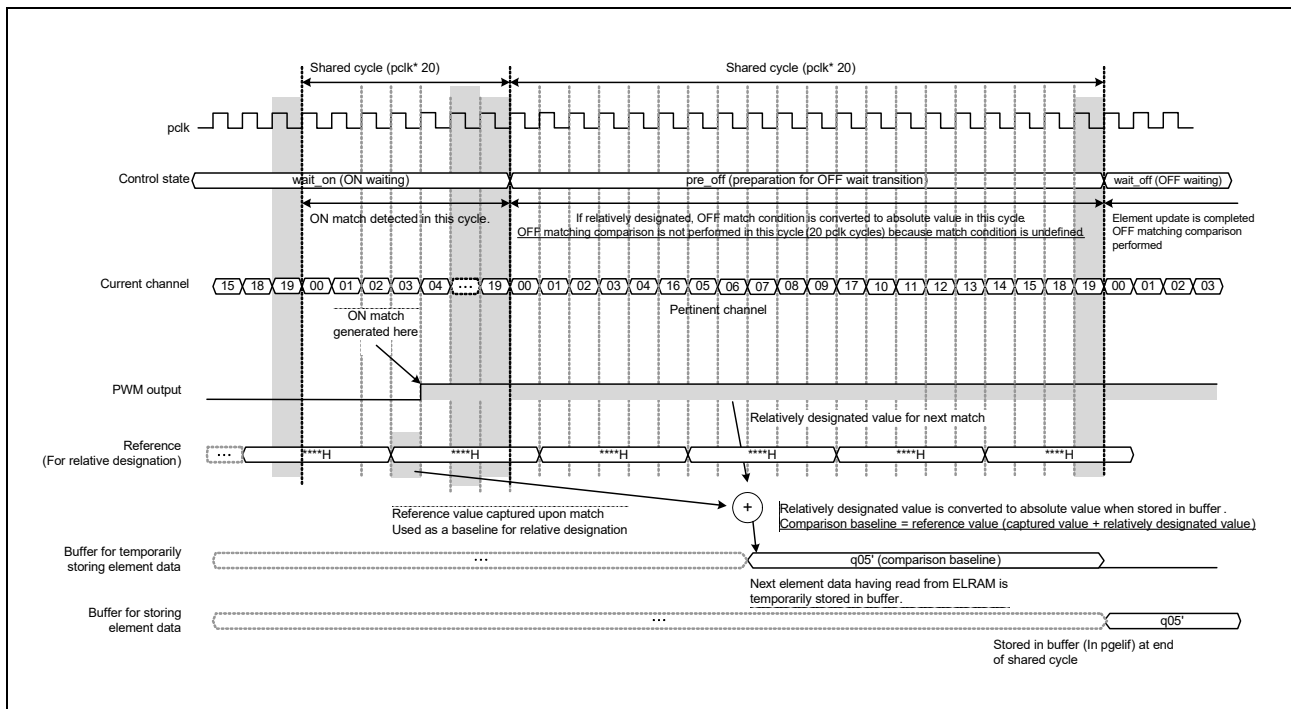


Figure 23.13 Operation of Matching Comparator (Enlarged View)

(2) State Control

The matching comparator controls operation starting/stopping, ON matching comparison, OFF matching comparison, element sequence according to the state control rules in **Figure 23.14**.

- States are controlled every shared cycle ($pelk \times 20$) based on the current channel signal generated from the event bus.
- State control is linked with the matching control described in **Section 23.5.4.2 (3)**.
- States of the matching comparator are controlled as shown in the state transition shown in **Figure 23.14**.
- The states shown in **Figure 23.14** include sub-states. For the relationships between the states and sub-states, refer to **Table 23.47** and **Figure 23.14** to **Figure 23.22**.

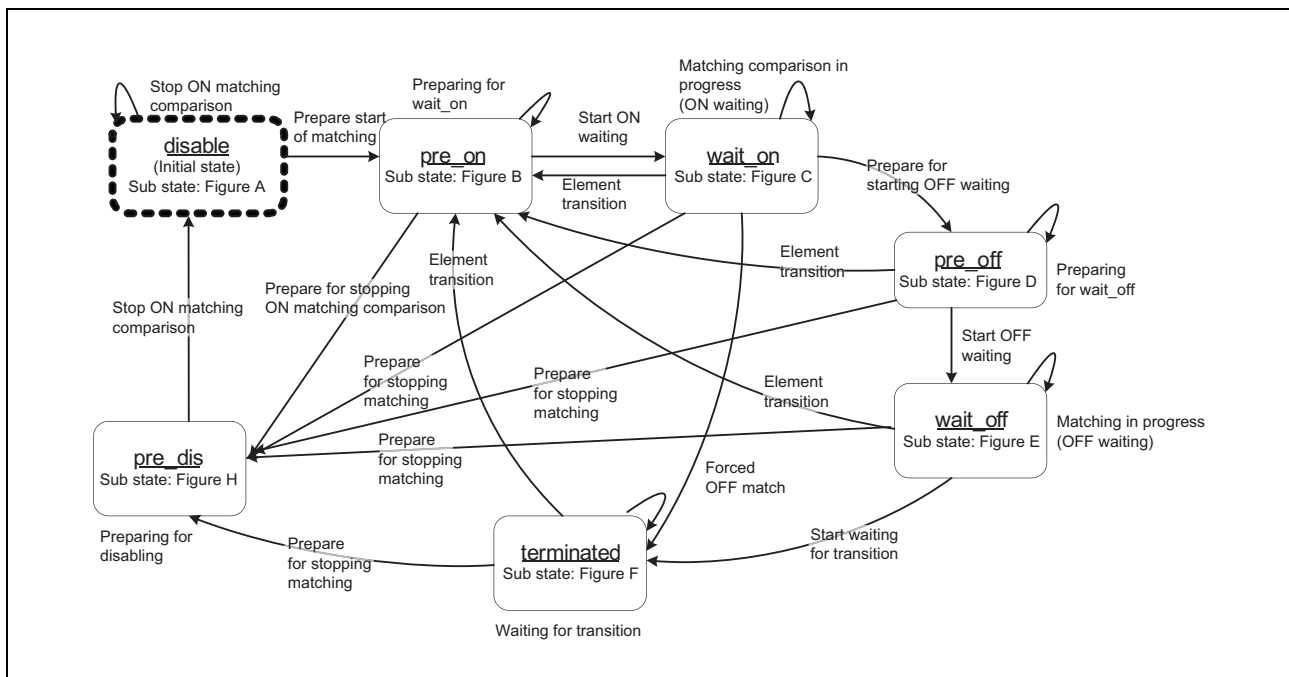


Figure 23.14 State Transition of Matching Comparator

In the matching comparison state, the operation proceeds as described in **Table 23.47**.

Table 23.47 List of States (1/2)

State			Input Condition (left: high priority; right: low priority)							
State	Sub-state	Operation Overview	Channel ON/OFF	Stop exception	Re-start exception	Transfer exception	Force exception	Match	Postpone exception	Start exception
disable	disable	State of complete stop, where no matching comparison is made. The initial state of the state machine.	√ (ON only)	x	x	—	—	—	—	x
	dis_wstart	State of matching comparison stop. Operation permission = enabled, and Start/Restart is awaited.	√ (OFF only)	x	√	—	—	—	—	√
pre_on	pre_on_cur	Preparing for transition to ON waiting. Element update (current element) is performed. Matching comparison is not performed. Used when looping in element continuation.	√ (OFF only)	√	√	√	√	—	x	x
	pre_on_init	Preparing for transition to ON waiting. Element update (initial element) is performed. Matching comparison is not performed.	√ (OFF only)	√	√	—	—	—	—	x
	pre_on_nxt	Preparing for transition to ON waiting. Element update (next element) is performed. Matching comparison is not performed.	√ (OFF only)	√	√	—	—	—	—	x
wait_on	waiton	For ON matching comparison, a match or a Transfer exception input is awaited.	√ (OFF only)	√	√	√	√	√	√	x
	waiton_tron	For On matching comparison, a Transfer has been input. A match is awaited.	√ (OFF only)	√	√	√	√	√	√	x
	forcedoff_tr off	For ON matching comparison, a forced OFF match has occurred by a Force exception. A Transfer exception input is awaited.	√ (OFF only)	√	√	√	√	x (OFF match has occurred)	√	x
	on_postponed	For ON matching comparison, a Postpone exception has been input. A match occurrence and release from the Postpone state are awaited. ON matching comparison is operating during the Postpone input period, but the PWM pin is not affected, and a state transition is not initiated until release from the Postpone state.	√ (OFF only)	√	√	√	√	√	√	x
pre_off	pre_off	Preparing for transition to OFF waiting. Element update (current element) is performed. Matching comparison is not performed.	√ (OFF only)	√	√	√	√	—	x	x
wait_off	waitoff	For OFF matching comparison, a match or a Transfer exception input is awaited.	√ (OFF only)	√	√	√	√	√	√	x
	waitoff_tron	For OFF matching comparison, a Transfer has been input. A match is awaited.	√ (OFF only)	√	√	√	√	√	√	x
	matoff_troff	For OFF matching comparison, a Transfer has not been input and an OFF match has occurred. A Transfer exception is awaited.	√ (OFF only)	√	√	√	√	x (OFF match has occurred)	√	x
	off_postponed	For OFF matching comparison, a Postpone exception has been input. A match occurrence and release from the Postpone state are awaited. OFF matching comparison is operating during the Postpone input period, but the PWM pin is not affected and a state transition is not initiated until release from the Postpone state.	√ (OFF only)	√	√	√	√	√	√	x

Table 23.47 List of States (2/2)

State			Input Condition (left: high priority; right: low priority)							
State	Sub-state	Operation Overview	Channel ON/OFF	Stop exception	Re-start exception	Transfer exception	Force exception	Match	Post-pone exception	Start exception
terminate	terminate	There is no next element to be executed (i.e. the last element has been completed). Matching comparison is not performed, and a Stop or Restart exception is awaited.	√ (OFF only)	√	√	—	—	—	—	×
pre_dis	pre_dis	Preparing for transition to "disable". The internal status registers are reset (the channel element settings are retained).	×	×	×	—	—	—	—	×

Legend:

√: Processing is possible.

×: Processing is impossible (occurrence of an input condition is ignored).

—: Processing is impossible (no effective input conditions can occur since definition is impossible in the pertinent state).

For details of the input conditions, refer to the related sections listed below.

Channel ON/OFF	(5) Channel ON/OFF in Section 23.5.4.2, Operation: Matching Comparator
Stop exception	(1) Stop Exception in Section 23.5.4.3, Operation: Event Decoder
Restart exception	(3) Restart Exception in Section 23.5.4.3, Operation: Event Decoder
Transfer exception	(4) Transfer Exception in Section 23.5.4.3, Operation: Event Decoder
Force exception	(5) Force Exception in Section 23.5.4.3, Operation: Event Decoder
Matching comparison	(3) Matching control in Section 23.5.4.2, Operation: Matching Comparator
Postpone exception	(6) Postpone Exception in Section 23.5.4.3, Operation: Event Decoder
Start exception	(2) Start Exception in Section 23.5.4.3, Operation: Event Decoder

The input conditions shown in Table 23.47 are enabled at the points in time as shown in Figure 23.15.

When more than one input condition is detected, they are processed according to the priority shown in Table 23.47.

For details of the input conditions, refer to Section 23.5.4.3.

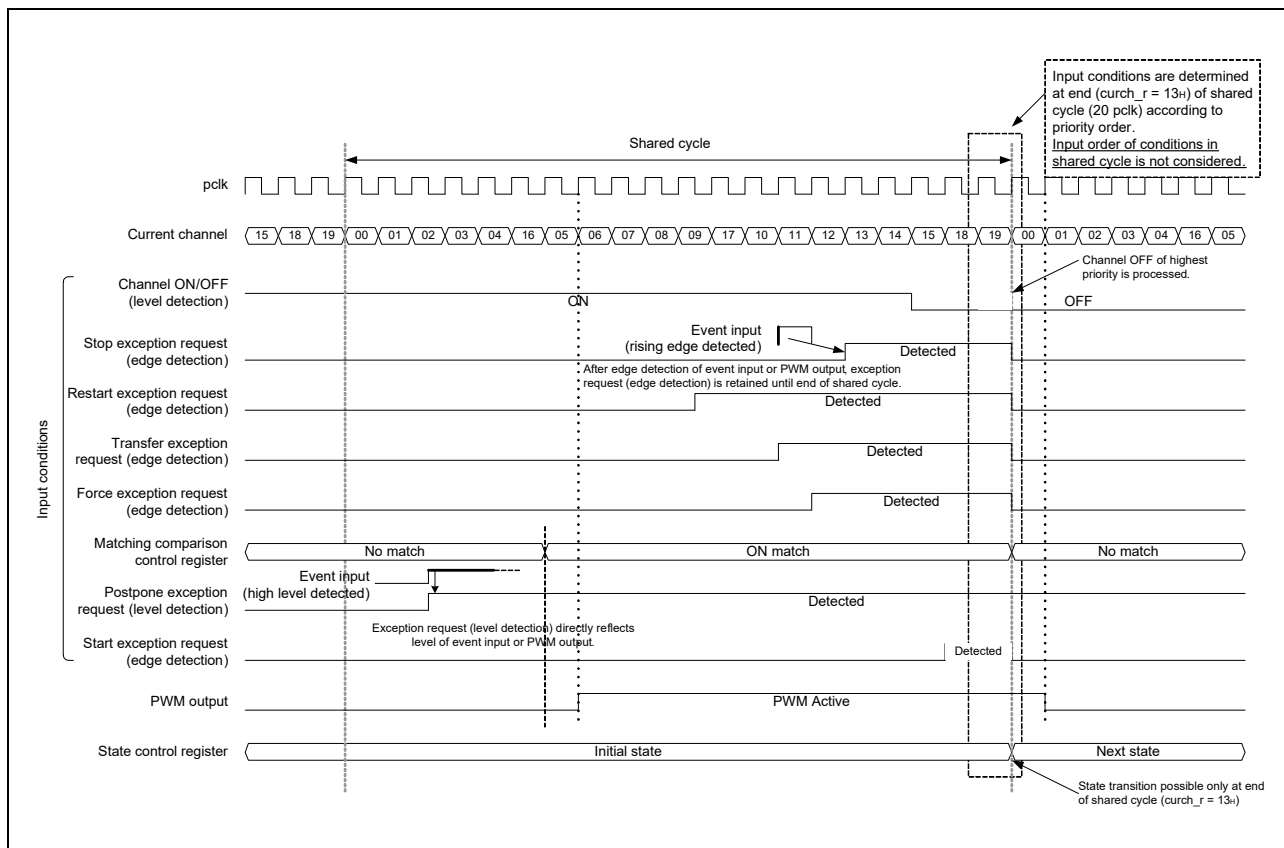


Figure 23.15 Input Condition Determination Timing

Figure 23.16 to Figure 23.22 show details of each state of the matching comparator.

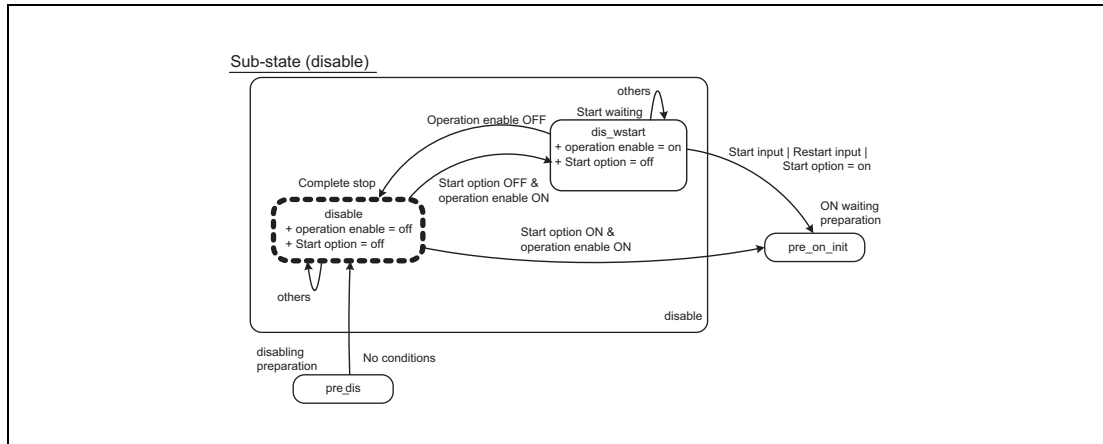


Figure 23.16 State Transition of Matching Comparator (figure A indicated in Figure 23.14)

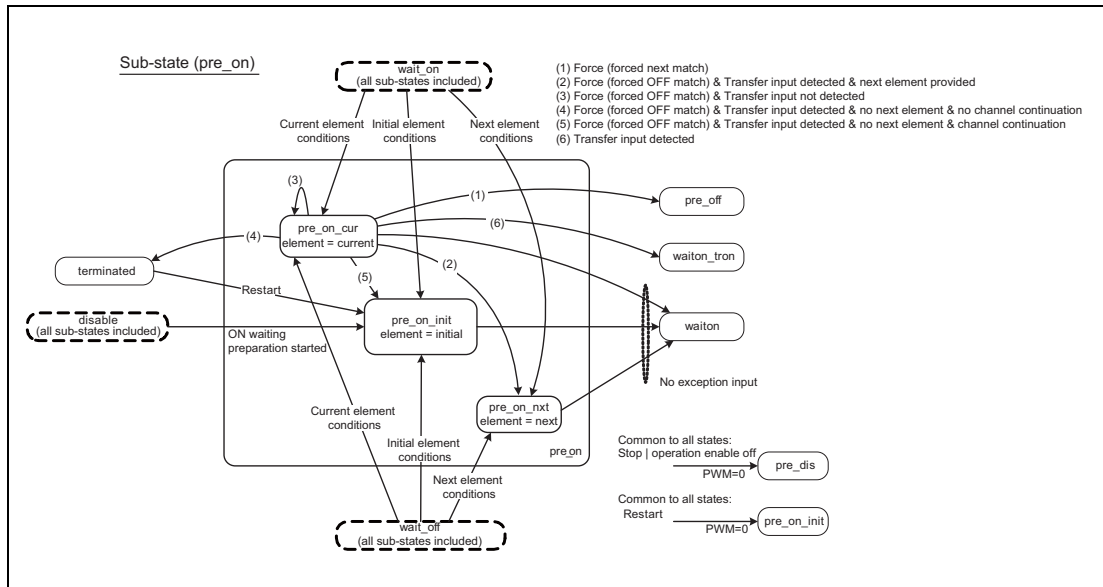


Figure 23.17 Sub-State Transition in pre_on State (figure B indicated in Figure 23.14)

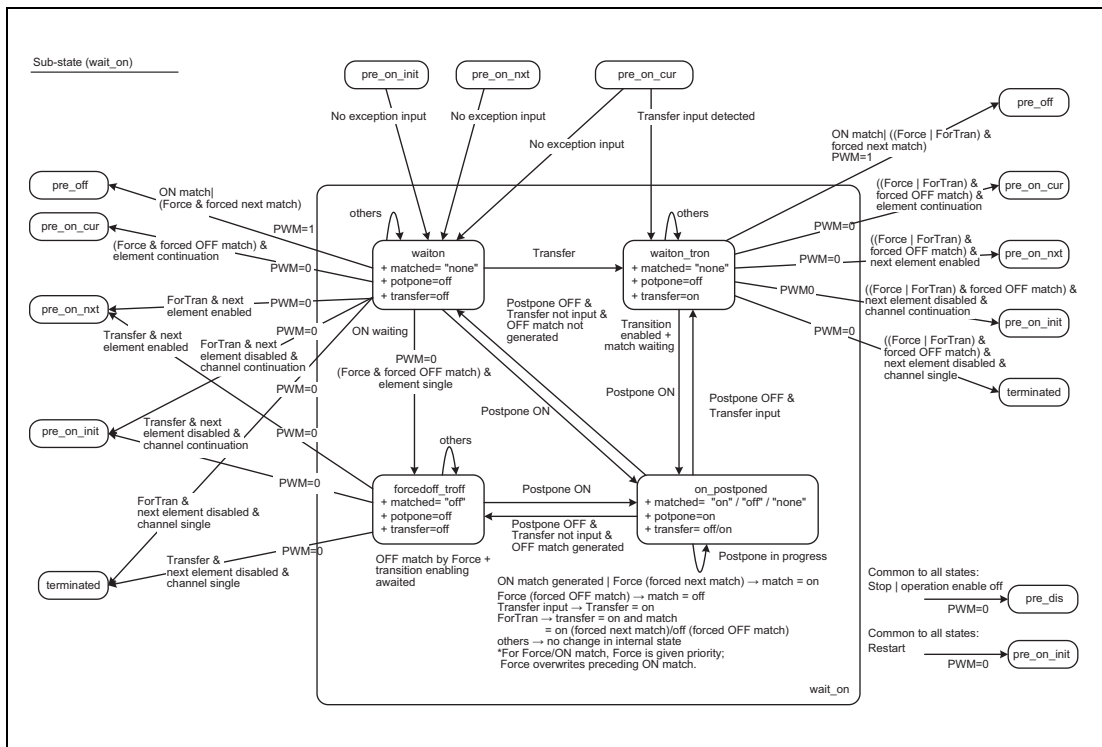


Figure 23.18 Sub-State Transition in wait_on State (figure C indicated in Figure 23.14)

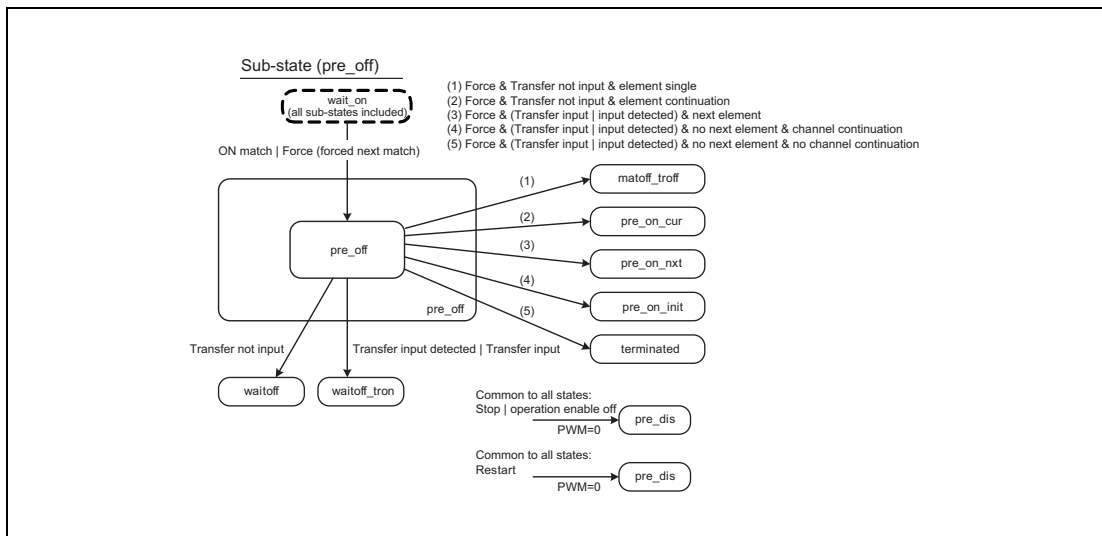


Figure 23.19 Sub-State Transition in pre_off State (figure D indicated in Figure 23.14)

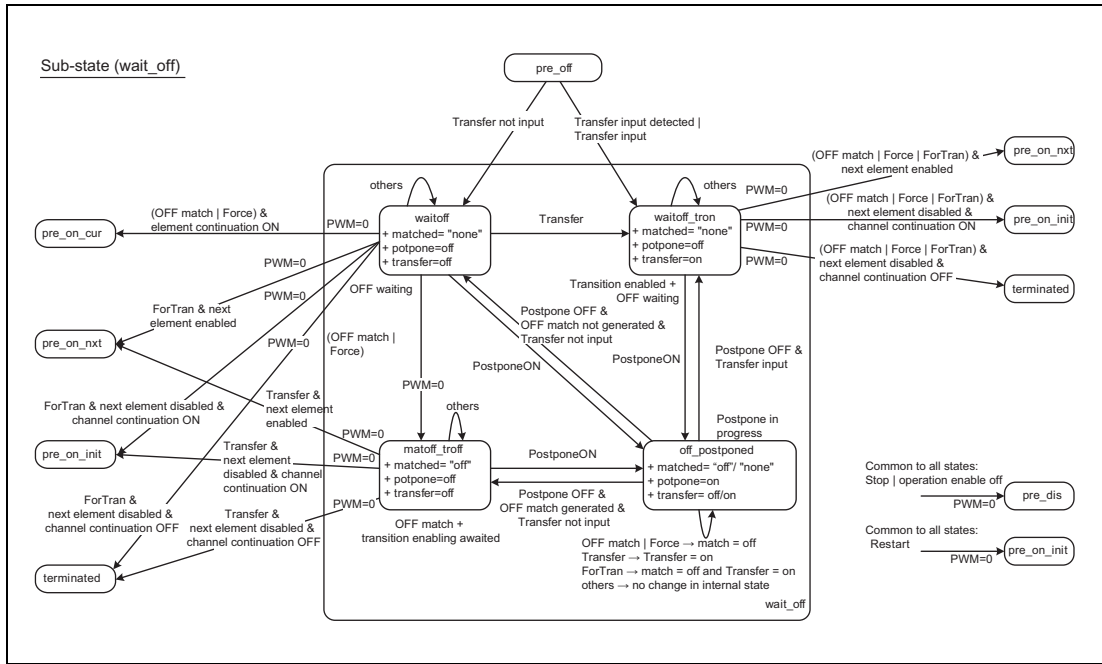


Figure 23.20 Sub-State Transition in wait_off State (figure E indicated in Figure 23.14)

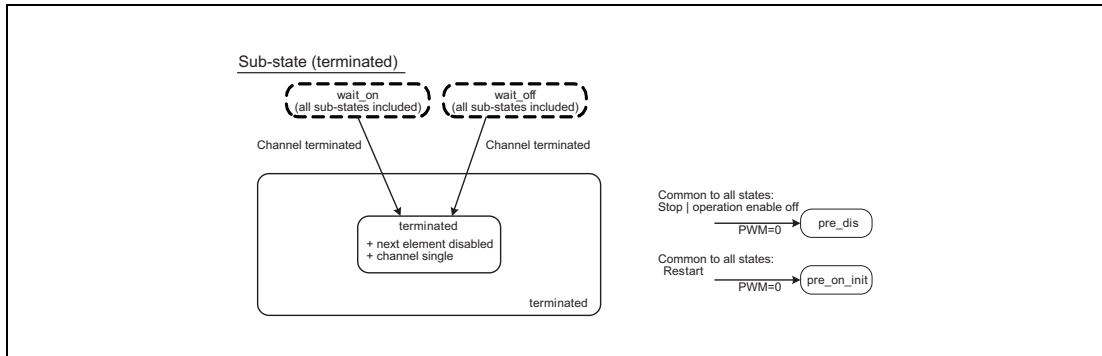


Figure 23.21 Sub-State Transition in Terminated State (figure F indicated in Figure 23.14)

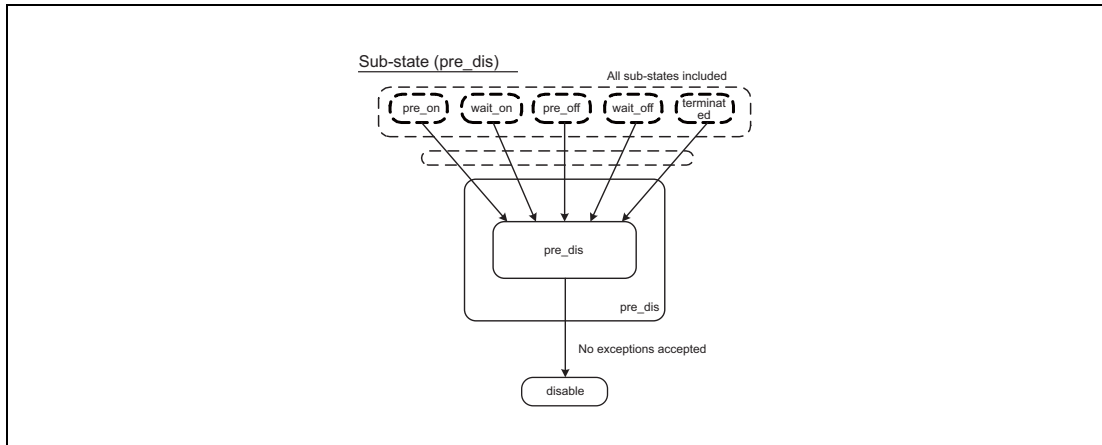


Figure 23.22 Sub-State Transition in pre_dis State (figure G indicated in Figure 23.14)

(3) Matching control

Matching is controlled based on comparison of the reference inputs with the comparison conditions using the matching comparator. Operations are described in detail below.

- The outputs from the reference bus (reference inputs are time-division multiplexed) are compared to the conditions specified using the matching comparison registers (refer to **Table 23.48** and **Table 23.50**). If all the conditions agree with the reference bus outputs, a match detection is determined and the match control register settings are modified.
- Comparison is linked to state control: only ON matching comparison is performed in the wait_on system states, and only OFF matching comparison is performed in the wait_off system states. ON matching and OFF matching comparison are not performed simultaneously.
- A match is detected only once in a single state and cannot occur more than once.
- The matching comparison conditions are defined for each element.
- With using the Force exception, the match control status can be changed independently of ON matching and OFF matching comparison status. For details of the Force exception, refer to **(5) Force Exception** in **Section 23.5.4.3**.

Table 23.48 ON Matching Comparison

Item	Description	
Applicable states	4 wait_on system states	ON matching comparison is performed in the following states: waiton, waiton_tron, forcedoff_troff, on_postponed
Comparison condition 1 (reference number)	APAAELDRBIDON[3:0]	Reference number is specified. For the correspondence between the settings and the reference numbers, refer to Table 23.33 .
Comparison condition 2 (large/small relationship)	APAAELDMCON[1:0]	Whether the reference value is larger, smaller, or equal to the comparison baseline is specified. In comparison of large and small values, the reference value is handled as unsigned. 2'b00: [Reference value of specified reference number] == [comparison baseline] 2'b01: [Reference value of specified reference number] > [comparison baseline] 2'b10: [Reference value of specified reference number] < [comparison baseline]
Comparison condition 3 (comparison baseline)	APAAELDRBDATON[15:0]	Comparison baseline for ON matching comparison is specified as an unsigned value.

In ON matching comparison, when all of the three comparison conditions shown in **Table 23.48** are satisfied, an ON match is detected in the next clock edge. The control signals change as shown in **Table 23.49**.

Table 23.49 Signal Change upon ON Match Occurrence

Item	Description	
Match control	APAAMATSTAT[1:0]	Match not detected (2'b00) → ON match detected (2'b01)
PWM output	APAAEOPWM[X] (X = channel number)	Inactive level → Active level <ul style="list-style-type: none"> • Active level is specified for each channel using the APAACHNLEV bit in the APA channel setting register Am. • Level does not change if ON match is detected in Postpone state.

By inputting the Force exception, an ON match detection can be caused independently of the above comparison conditions.

For details, refer to **(5) Force Exception** in **Section 23.5.4.3**.

Table 23.50 OFF Matching Comparison

Item	Description	
Applicable states	4 wait_off system states	OFF matching comparison is performed in the following states: waitoff, waitoff_tron, matoff_troff, off_postponed
Comparison condition 1 (reference number)	APAAELDRBIDOFF[3:0]	Reference number is specified. For the correspondence between the settings and the reference numbers, refer to Table 23.33 .
Comparison condition 2 (large/small relationship)	APAAELD_MCOFF[1:0]	Whether the reference value is larger, smaller, or equal to the comparison baseline is specified. In comparison of large and small values, the reference value is handled as unsigned. 2'b00 _B : [Reference value of specified reference number] == [comparison baseline] 2'b01 _B : [Reference value of specified reference number] > [comparison baseline] 2'b10 _B : [Reference value of specified reference number] < [comparison baseline]
Comparison condition 3 (comparison baseline)	APAAELDRBDATOFF[15:0]	Baseline for OFF matching comparison. It is specified as an unsigned value.

In OFF matching comparison, when all of the three comparison conditions shown in **Table 23.50** are satisfied, an OFF match is detected in the next clock edge. The control signals change as shown in **Table 23.51**.

Table 23.51 Signal Change upon OFF Match Occurrence

Item	Description	
Match control	APAAMATSTAT[1:0]	ON match detected (01 _B) → OFF match detected (10 _B)
PWM output	APAAEOPWM[X] (X = channel number)	Active level → Inactive level <ul style="list-style-type: none"> Active level is specified for each channel using the APAACHNLEV bit in the APA channel setting register Am. Level does not change if OFF match is detected in Postpone state.

By inputting the Force exception, an OFF match detection can be caused independently of the above comparison conditions. For details, refer to **(5) Force Exception** in **Section 23.5.4.3**.

Figure 23.23 shows ON match control operations.

This figure is also applicable to OFF match control operations if the comparison conditions for ON match are replaced with those for OFF match.

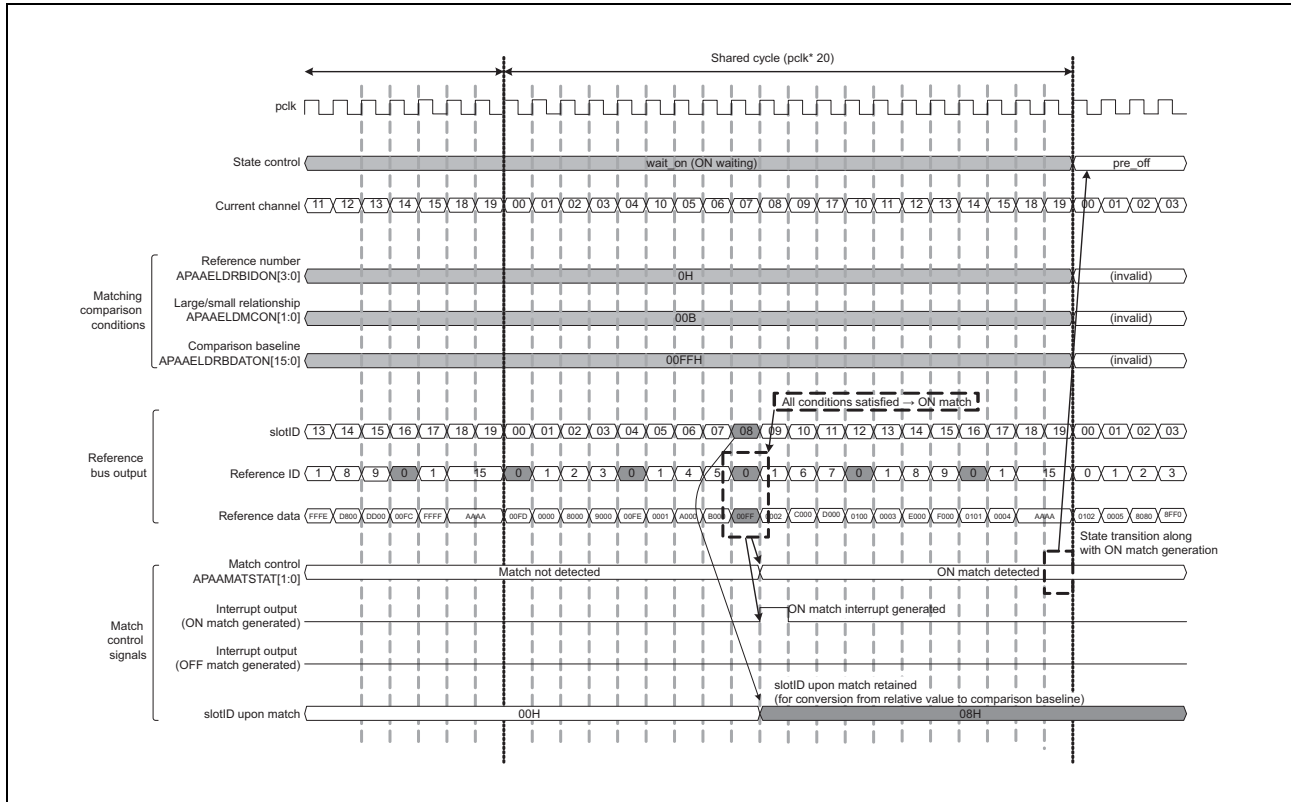


Figure 23.23 ON Match Control Operations

(4) Interrupts

While the matching comparator is operating, an interrupt can be generated on either of the conditions shown in **Table 23.52**.

Interrupts can be independently set using the APAA_nCCGAm.APAACHNINTSEL[2:0] bits (n = 0 to 15) for each channel.

Table 23.52 Interrupt Generation Conditions

APAACHNINTSEL[2:0] Setting	Interrupt Generation Condition	Interrupt Generation Timing
3'b000	After element transition	An interrupt is generated at a shared cycle boundary after element update (state: pre_on). When element continuation is enabled (eldat_**_0.elm_cont = 1), an interrupt is also generated at a shared cycle boundary after pre_on_cur state. Refer to Figure 23.24 .
3'b001	Upon channel operation completion	An interrupt is generated at a shared cycle boundary after last element completion (match or OFF match by Force exception). Refer to Figure 23.25 .
3'b010	Upon ON match	An interrupt is generated upon ON match (match by comparison or Force exception) during ON waiting (state: wait_on). Specifically, an interrupt is output in the following cases. <ul style="list-style-type: none"> • ON match detection by comparison (refer to Figure 23.26) • ON match detection by Force exception (refer to Figure 23.27) • Conflict between ON match detection by comparison and ON match detection by Force exception (refer to Figure 23.28) • Conflict between ON match detection by comparison and OFF match detection by Force exception (refer to Figure 23.29) An interrupt is output also in Postpone state whether ON match occurs or not. Refer to Figure 23.47 .
3'b011	Upon OFF match	An interrupt is generated upon OFF match (match by comparison or Force exception) during OFF waiting (state: wait_off) or upon forced OFF match by Force exception during ON waiting (state: wait_on). Refer to the same figures listed in the description of "Upon ON" description above. As in "Upon ON Match" above, an interrupt is output also in Postpone state.
3'b100	Upon either ON match or OFF match	An interrupt is generated simultaneously with PWM assertion/negation upon either ON or OFF match. Refer to the same figures listed in the description of "Upon ON Match" above. As in "Upon ON Match" above, an interrupt is output also in Postpone state.

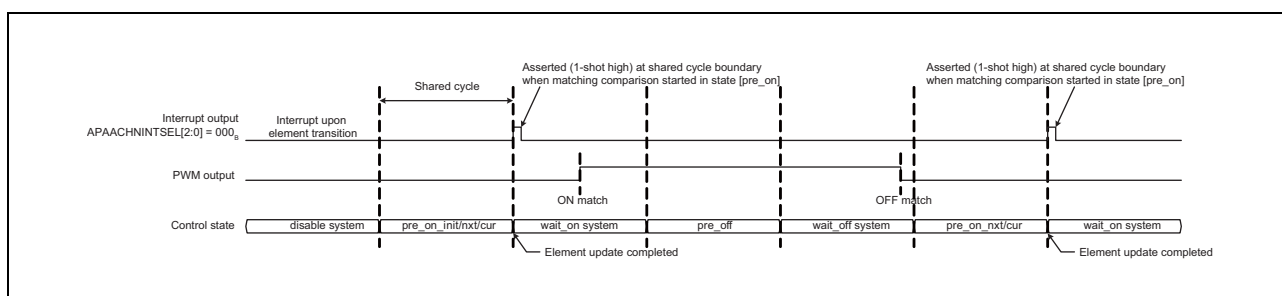


Figure 23.24 Interrupt Generation (after element transition)

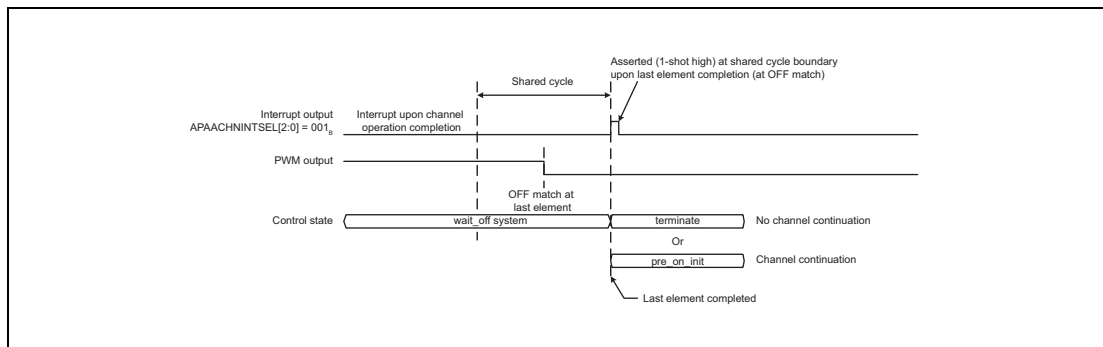


Figure 23.25 Interrupt Generation (upon channel operation completion)

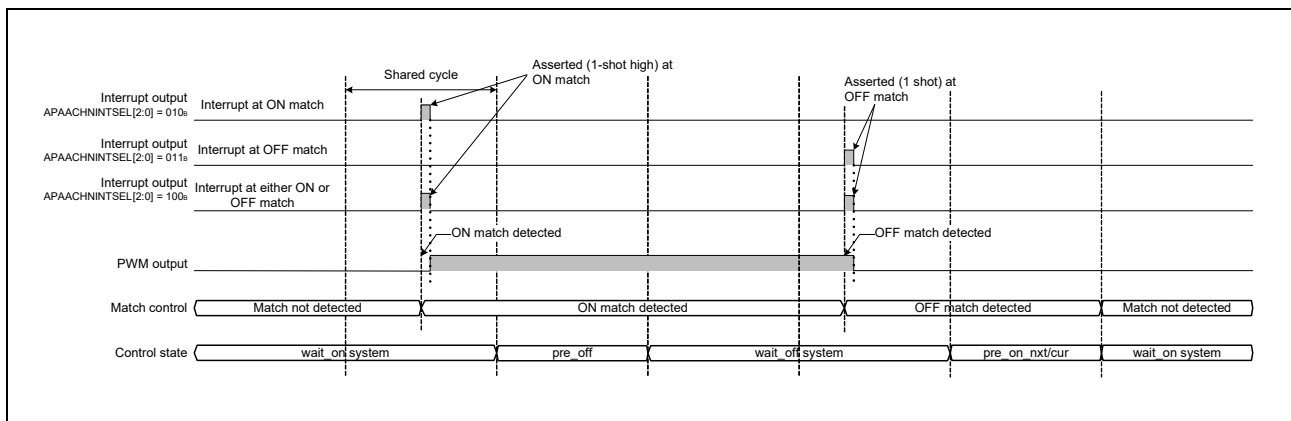


Figure 23.26 Interrupt Generation (upon ON/OFF/ON+OFF match by comparison)

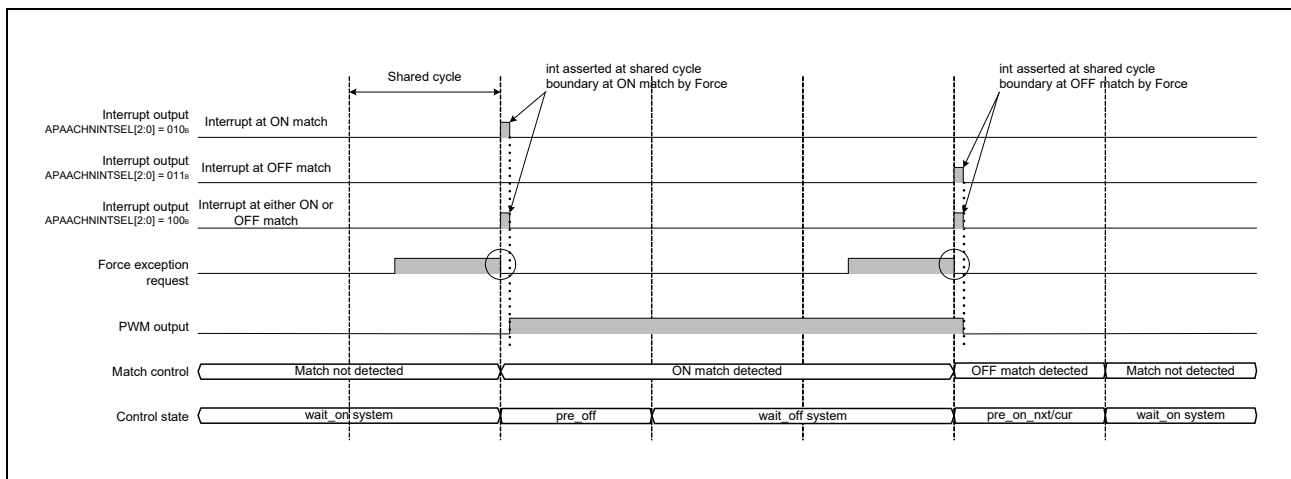


Figure 23.27 Interrupt Generation (upon ON/OFF/ON+OFF match by Force exception)

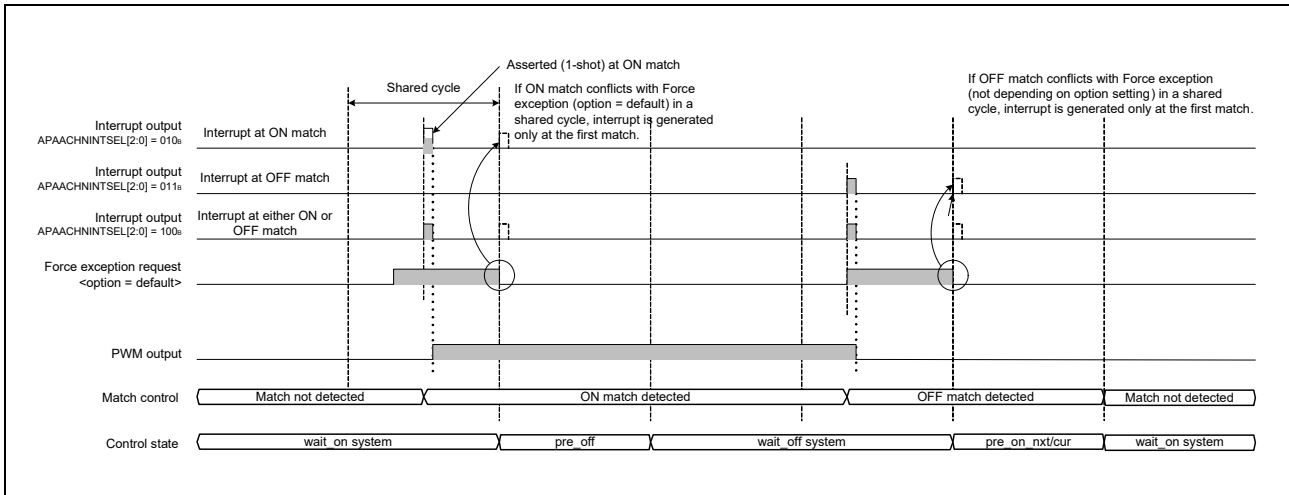


Figure 23.28 Interrupt Generation (upon conflict between match detection by comparison and match detection by Force exception 1/2)

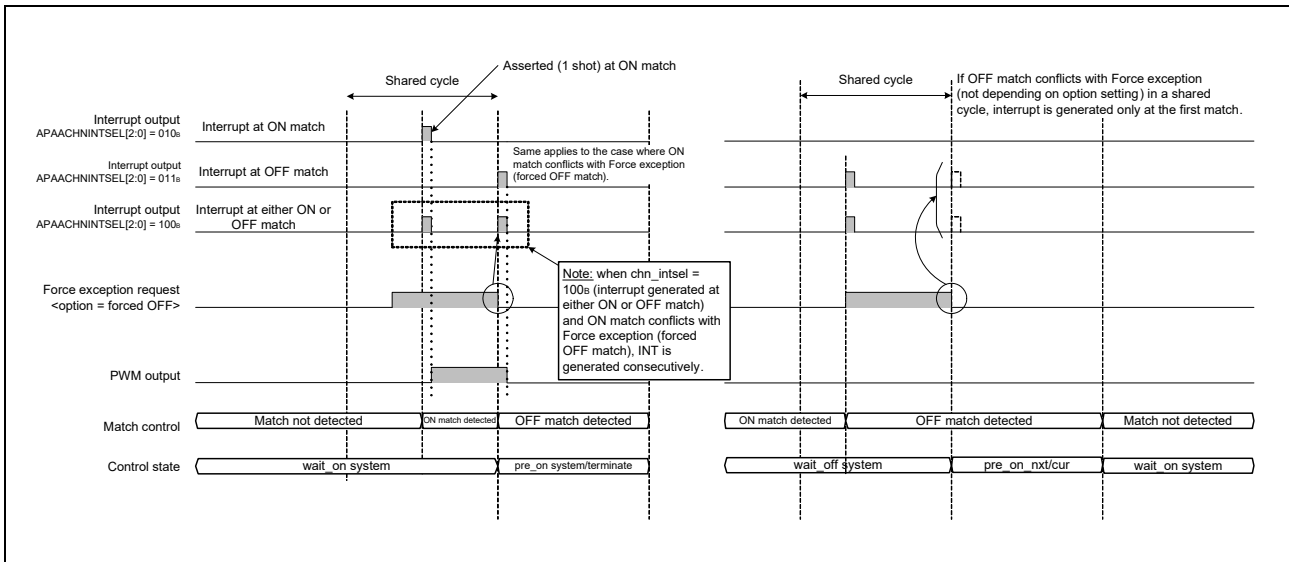


Figure 23.29 Interrupt Generation (upon conflict between match detection by comparison and match detection by Force exception 2/2)

(5) Channel ON/OFF

Channel ON/OFF is an input condition according to the exception processing requests generated by the event decoder, which are described in **Section 23.5.4.3**.

Channel on/off operations cause the operations shown in **Table 23.52**.

Table 23.53 Channel ON/OFF Operations

Item	Description
Operation (channel ON)	<ul style="list-style-type: none"> Channel ON operation is used as the condition input to start the matching comparator in the stop state. Channel ON operation is valid only in the disable state; it is ignored in the other states. Channel ON operation does not cause changes in PWM output or interrupt output.
Operation (channel OFF)	<ul style="list-style-type: none"> Channel OFF operation is used as the condition input to stop the matching comparator in the operating state. Channel OFF operation is valid while the channel is operating (in the states other than disable and pre_dis). Channel OFF operation forcibly causes PWM output to become inactive one pclk cycle after state transition. Here, no interrupt request is output.
Assignment	<ul style="list-style-type: none"> APAAAnCHEN[15:0] register is used for setting. Each bit corresponds to a channel.
Detection type	<ul style="list-style-type: none"> Level detection (active high only; active level cannot be selected)
Option	<ul style="list-style-type: none"> None
Note	<ul style="list-style-type: none"> None

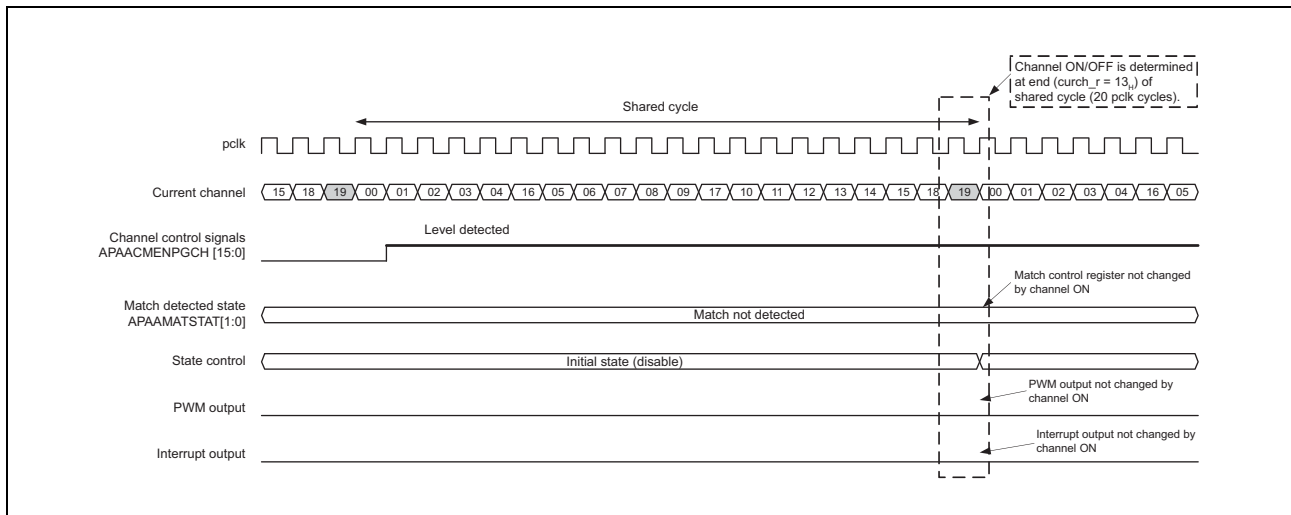


Figure 23.30 Channel ON Acceptance Timing

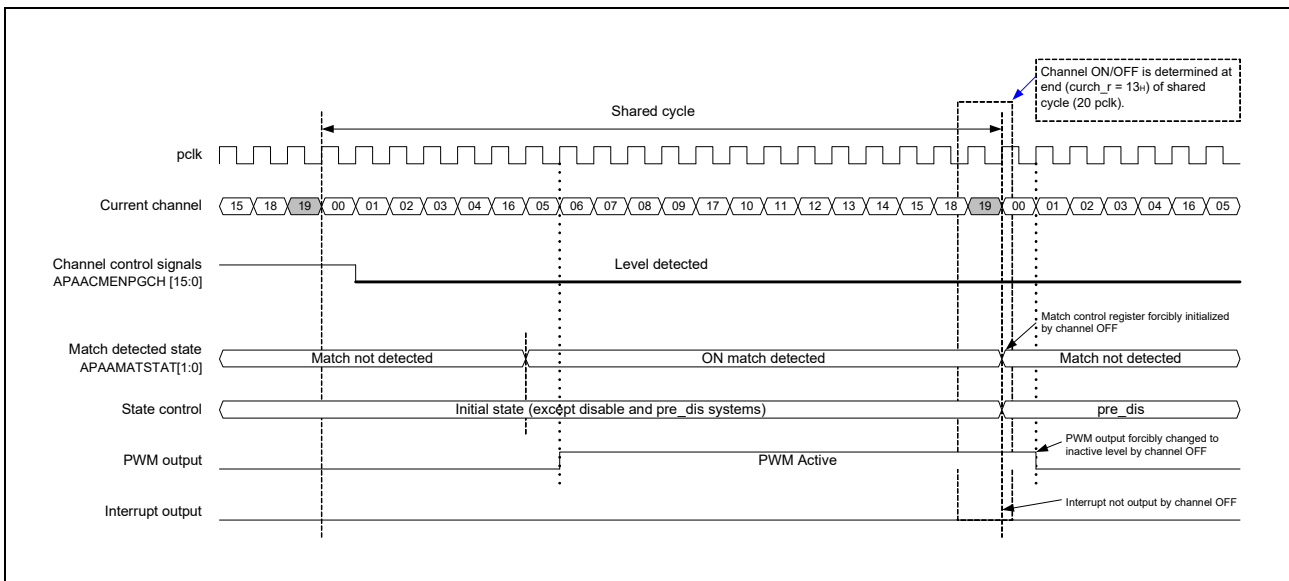


Figure 23.31 Channel OFF Acceptance Timing

23.5.4.3 Operation: Event Decoder

The event decoder generates exception processing requests based on the event bus or PWM outputs generated by the pulse generation channels.

Figure 23.32 and **Figure 23.33** are timing charts of the exception signals.

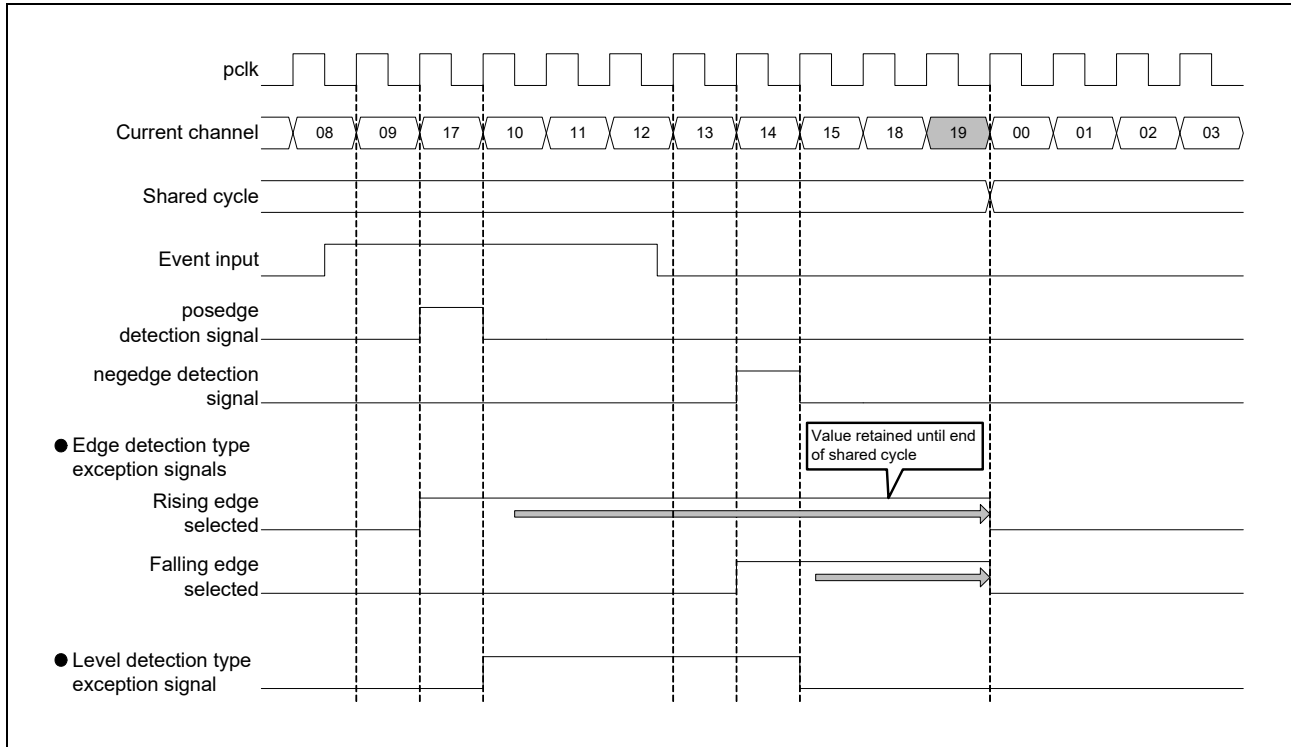


Figure 23.32 Timing Chart of Exception Signals when External Event is Selected

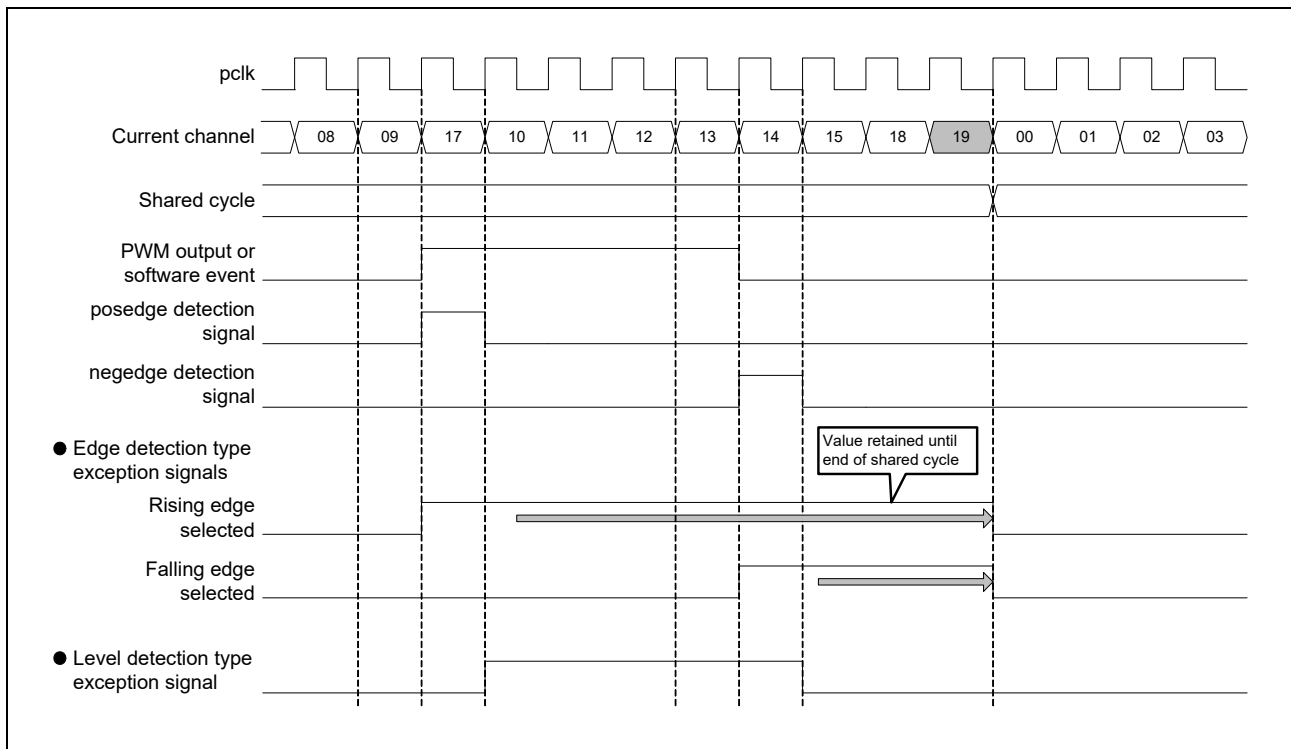


Figure 23.33 Timing Chart of Exception Signals when PWM Output or Software Event is Selected

(1) Stop Exception

The Stop exception processing causes the operations shown in **Table 23.54**.

Table 23.54 Stop Exception Operations

Item	Description
Operation	<ul style="list-style-type: none"> Stop exception stops the matching comparator operation. Stop exception is valid while the matching comparator is operating (valid in states other than disable, dis_wstart, and pre_dis).
Signal change upon exception acceptance	<p>The following signals change simultaneously with state transition (shared cycle boundary).</p> <ul style="list-style-type: none"> Match control registers: Initialized (2'b00: Match not detected) PWM output: Inactive level Interrupt output: Not changed
Assignment	<ul style="list-style-type: none"> Selected from the 32-bit event buses. Refer to Section 23.5.3.2. Separately defined for each pulse generation channel. APAACHNIDSTP[4:0] register is used for setting.
Detection type	<ul style="list-style-type: none"> Edge detection (rising edge, falling edge, or both edges) Separately defined for each pulse generation channel. APAACHNEGSTP[1:0] register is used for setting.
Option	<ul style="list-style-type: none"> None
Note	<ul style="list-style-type: none"> When Start exception option (APAACHNOPSTR) is valid, a Stop exception does not stop the operation. In this case, the operation can be stopped by setting the APAACHEN register to disable the operation of the applicable channel.

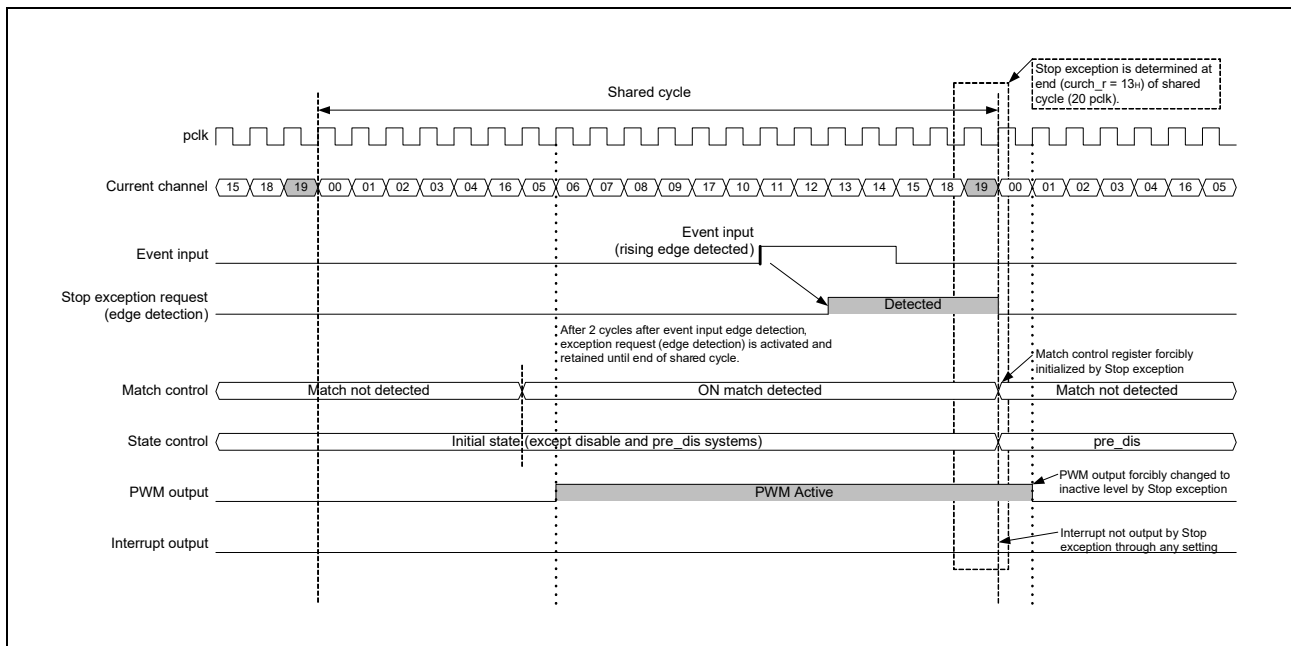


Figure 23.34 Stop Exception Acceptance Timing

(2) Start Exception

The Start exception processing causes the operations shown in **Table 23.55**.

Table 23.55 Start Exception Operations

Item	Description
Operation	<ul style="list-style-type: none"> Start exception starts the matching comparator operation. Start exception is valid only while the matching comparator is stopped and channel operation is enabled (ON) (valid in dis_wstart state).
Signal change upon exception acceptance	<p>No signals change.</p> <ul style="list-style-type: none"> Match control registers: Not changed PWM output: Not changed Interrupt output: Not changed
Assignment	<ul style="list-style-type: none"> Selected from the 32-bit event buses. Refer to Section 23.5.3.2. Separately defined for each pulse generation channel. APAACHNIDSTR[4:0] register is used for setting.
Detection type	<ul style="list-style-type: none"> Edge detection (rising edge, falling edge, or both edges) Separately defined for each pulse generation channel. APAACHNEGSTR[1:0] register is used for setting.
Option	<ul style="list-style-type: none"> The Start option (APAACHNOPSTR) is used. <ul style="list-style-type: none"> 0: Operation starts triggered by a Start exception after operation is enabled (default) 1: Operation starts immediately after operation is enabled. Start exception is not required.
Note	<ul style="list-style-type: none"> When Start exception option (APAACHNOPSTR) is valid, a Stop exception does not stop the operation. In this case, the operation can be stopped by setting the APAAnCHEN register to disable the operation of the applicable channel.

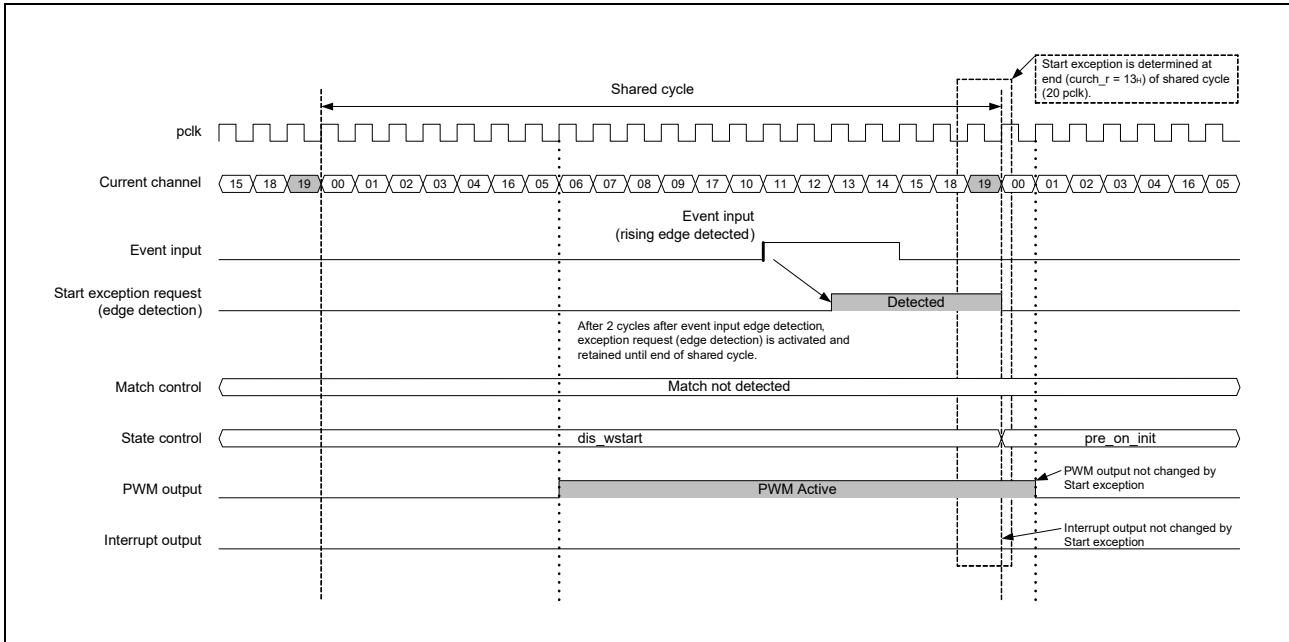


Figure 23.35 Start Exception Acceptance Timing

(3) Restart Exception

The Restart exception processing causes the operations shown in **Table 23.56**.

Table 23.56 Restart Exception Operations

Item	Description
Operation	<ul style="list-style-type: none"> Restart exception forcibly initiates transition to the initial element while the matching comparator is operating. Restart exception is valid only while the matching comparator is not stopped (valid in states other than disable and pre_dis). When Restart exception is accepted, PWM output is forcibly made inactive simultaneously with state transition. Here, no interrupt request is output.
Signal change upon exception acceptance	<p>The following signals change simultaneously with state transition (shared cycle boundary).</p> <ul style="list-style-type: none"> Match control registers: Initialized (2'b00: Match not detected) PWM output: Inactive level Interrupt output: Not changed
Assignment	<ul style="list-style-type: none"> Selected from the 32-bit event buses. Refer to Section 23.5.3.2. Separately defined each pulse generation channel. APAACHNIDRES[4:0] register is used for setting.
Detection type	<ul style="list-style-type: none"> Edge detection (rising edge, falling edge, or both edges) Separately defined for each pulse generation channel APAACHNEGRES[1:0] register is used for setting.
Option	<ul style="list-style-type: none"> None
Note	<ul style="list-style-type: none"> None

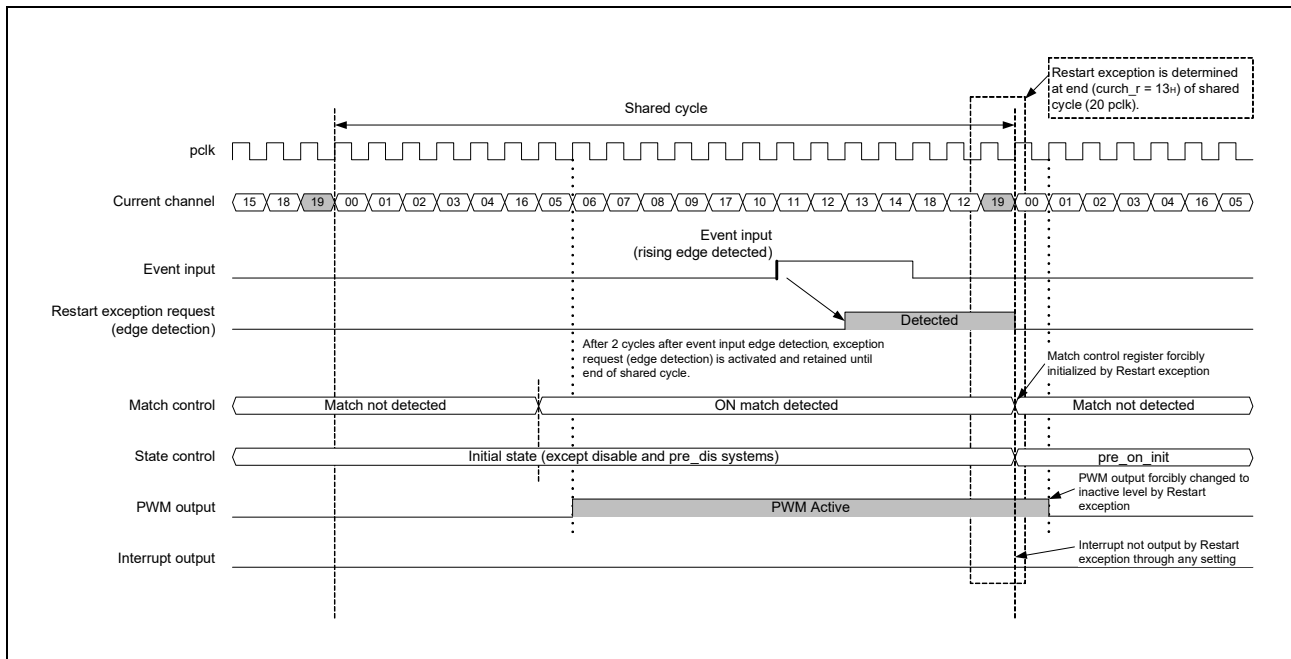


Figure 23.36 Restart Exception Acceptance Timing

(4) Transfer Exception

The Transfer exception processing causes the operations shown in **Table 23.57**.

Table 23.57 Transfer Exception Operations

Item	Description
Operation	<ul style="list-style-type: none"> Transfer exception enables state transition upon OFF match. Transfer exception is valid while ON matching comparison (wait_on system states), OFF matching comparison (wait_off system states), or update to the current element (pre_on_cur and pre_off states) is in progress. When Transfer exception is accepted with OFF match not yet generated, The Transfer input status flag (tran_stat register) is set to 1. The value of the tran_stat register is retained until transition to next elements is initiated and is cleared upon transition to the next elements. When Transfer exception is accepted with OFF match generated, transition to next elements is initiated. Here, the APAATRNSTAT register is not set.
Signal change upon exception acceptance	<p>The following signals change simultaneously with state transition (shared cycle boundary).</p> <ul style="list-style-type: none"> Match control registers: Not changed PWM output: Not changed Interrupt output: Not changed Transfer input status flag: 0 → 1 (with OFF match not yet generated), or 0 left unchanged (with Transfer exception not yet input before OFF match).
Assignment	<ul style="list-style-type: none"> Selected from the 32-bit event buses. Refer to Section 23.5.3.2. Separately defined for each element. APAAELMIDTRN[4:0] register is used for setting.
Detection type	<ul style="list-style-type: none"> Edge detection (rising edge, falling edge, or both edges) Separately defined for each element. APAAELMEGTRN[1:0] register is used for setting.
Option	<ul style="list-style-type: none"> The Transfer option (APAAELMOPTRN) is used. <ul style="list-style-type: none"> 0: Transfer exception input is required for transition to next elements (default). 1: Transition to next elements is automatically made upon OFF match (Transfer exception not required).
Note	<ul style="list-style-type: none"> Transfer option (APAAELMOPTRN) setting is given priority over element continuation setting (APAAELMCONT); to enable element continuation, clear Transfer option (APAAELMOPTRN) to 0.

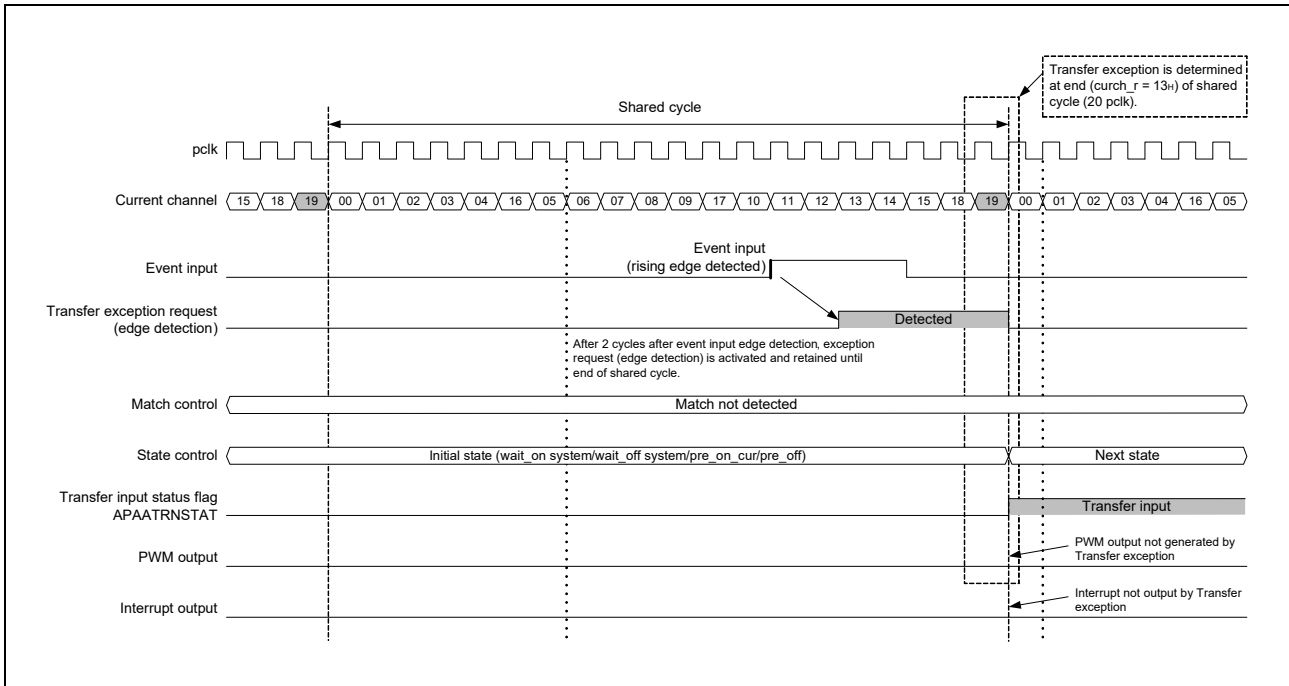


Figure 23.37 Transfer Exception Acceptance Timing

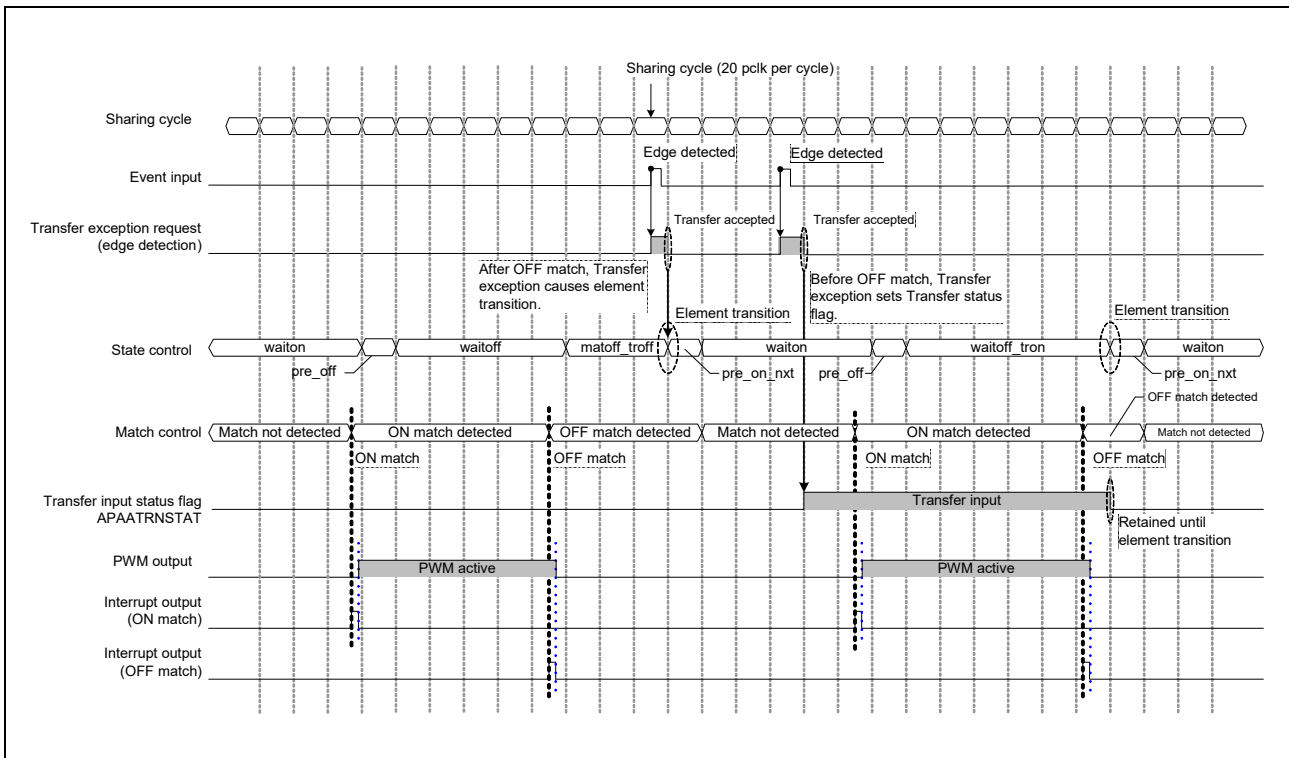


Figure 23.38 Transfer Exception Operation

(5) Force Exception

The Force exception processing causes the operations shown in **Table 23.58**.

Table 23.58 Force Exception Operations (1/2)

Item	Description
Operation	<ul style="list-style-type: none"> Force exception forcibly generates a match. Force exception is valid while ON matching comparison (wait_on system states), OFF matching comparison (wait_off system states), or update to the current element (pre_on_cur and pre_off states) is in progress.
Signal change upon exception acceptance (wait_on system states)	<p>The following signals change simultaneously with state transition (shared cycle boundary).</p> <ul style="list-style-type: none"> Case: ON match not yet generated and Force exception (option = default) (refer to Figure 23.39) <ul style="list-style-type: none"> Match control registers: ON match detected (2'b01) PWM output: Inactive level → active level (not changed in Postpone state) Interrupt output: an interrupt request is asserted (when ON match interrupt or ON match + OFF match interrupt is set). slot ID: Set to 13_H Case: ON match not yet generated and Force exception (forced OFF match option) (refer to Figure 23.40) <ul style="list-style-type: none"> Match control registers: OFF match detected (2'b10) PWM output: Not changed Interrupt output: an interrupt request is asserted (when OFF match interrupt or ON match + OFF match interrupt is set). Case: ON match generated and Force exception (option = default) (refer to Figure 23.42) <ul style="list-style-type: none"> Match control registers: Not changed PWM output: Not changed Interrupt output: Not changed Case: ON match generated and Force exception (forced OFF match option) (refer to Figure 23.45) <ul style="list-style-type: none"> Match control registers: OFF match detected (2'b10) PWM output: Active level → inactive level (not changed in Postpone state) Interrupt output: an interrupt request is asserted (when OFF match interrupt or ON match + OFF match interrupt is set). Case: OFF match generated (Force exception: forced OFF match option) and Force exception (refer to Figure 23.44) <ul style="list-style-type: none"> Match control registers: Not changed PWM output: Not changed Interrupt output: Not changed
Signal change upon exception acceptance (wait_off system states)	<p>The following signals change simultaneously with state transition (shared cycle boundary).</p> <ul style="list-style-type: none"> Case: OFF match not yet generated and Force exception (not depending on option setting) (refer to Figure 23.41) <ul style="list-style-type: none"> Match control registers: OFF match detected (2'b10) PWM output: Active level → Inactive level (not changed in Postpone state) Interrupt output: an interrupt request is asserted (when OFF match interrupt or ON match + OFF match interrupt is set). Case: OFF match generated and Force exception (not depending on option setting) (refer to Figure 23.43) <ul style="list-style-type: none"> Match control registers: OFF match detected (2'b10) PWM output: Not changed Interrupt output: Not changed
Assignment	<ul style="list-style-type: none"> Selected from the 32-bit event buses. Refer to Section 23.5.3.2. Separately defined for each element. APAAELMIDFOR[4:0] register is used for setting.
Detection type	<ul style="list-style-type: none"> Edge detection (rising edge, falling edge, or both edges) Separately defined for each element. APAAELMEGFOR[1:0] register is used for setting.

Table 23.58 Force Exception Operations (2/2)

Item	Description
Option	<ul style="list-style-type: none"> The Force option (APAAELMOPFOR) is used. <ul style="list-style-type: none"> 0: Next match is forcibly generated. ON waiting → ON match is forcibly generated; OFF waiting → OFF match is forcibly generated (default). 1: OFF match is forcibly generated. ON waiting → OFF match is forcibly generated; OFF waiting → OFF match is forcibly generated.
Note	<ul style="list-style-type: none"> None

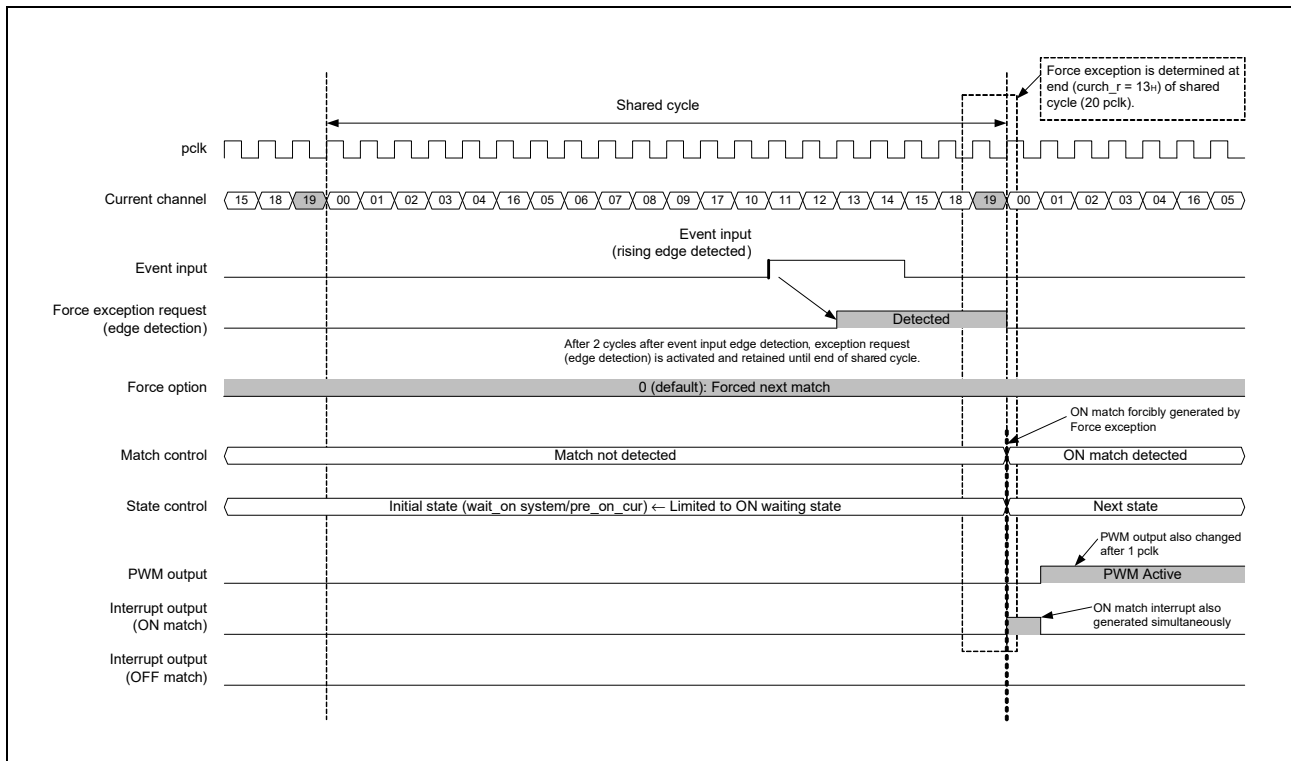


Figure 23.39 Force Exception Operation 1 (Match Not Detected → ON Match Detected)

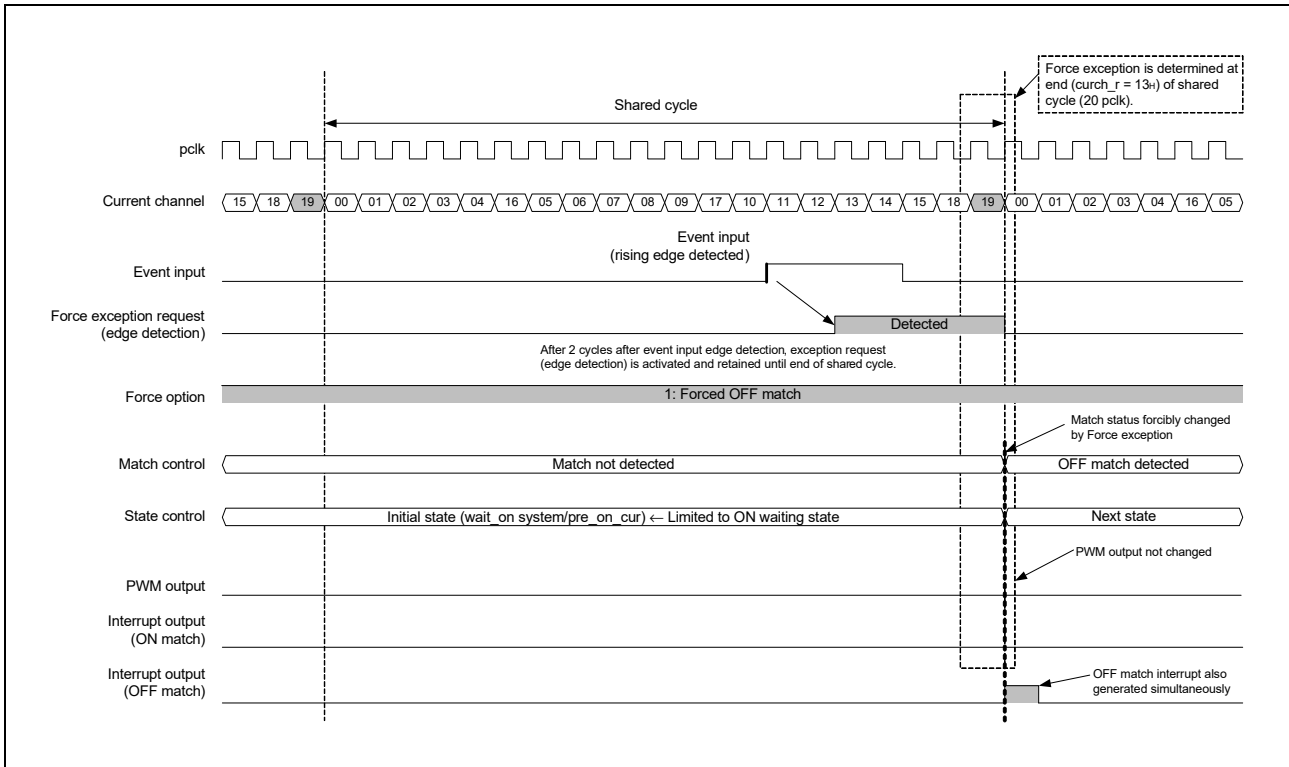


Figure 23.40 Force Exception Operation 2 (Match Not Detected → OFF Match Detected)

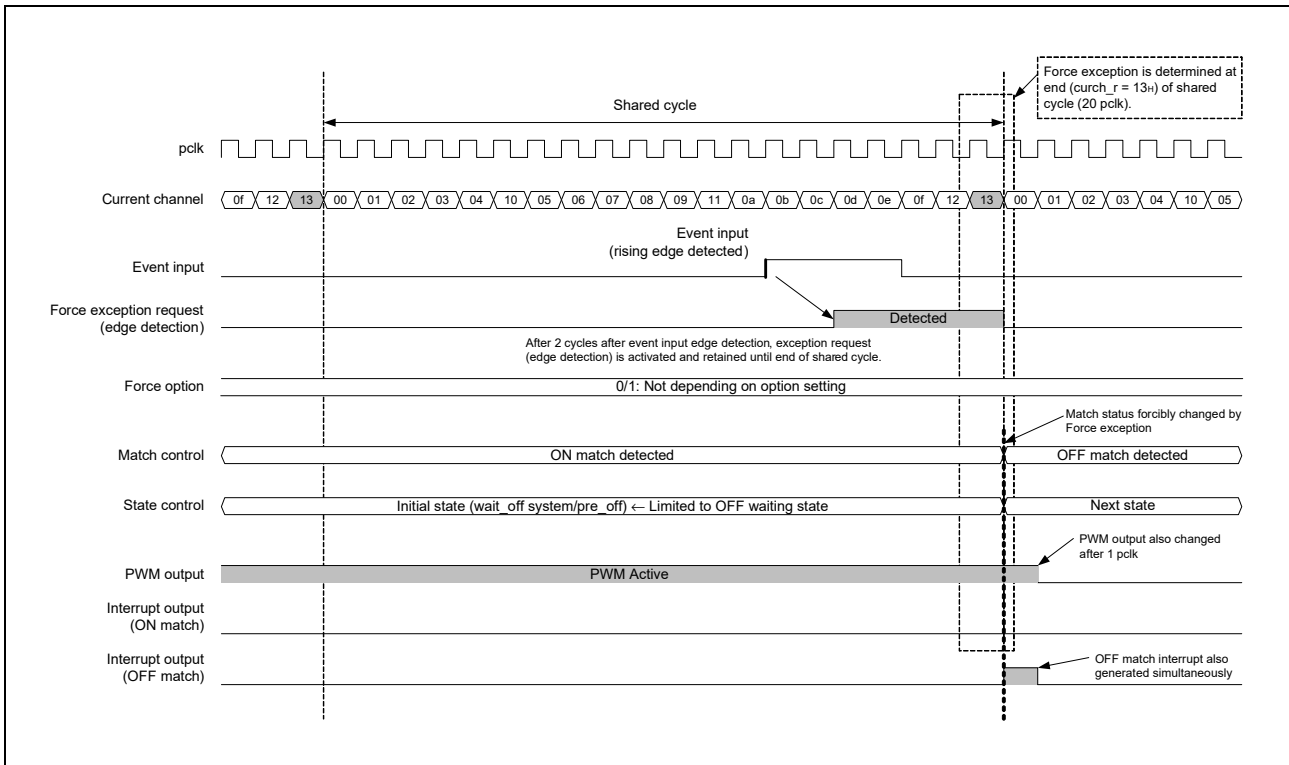


Figure 23.41 Force Exception Operation 3 (ON Match Detected → OFF Match Detected)

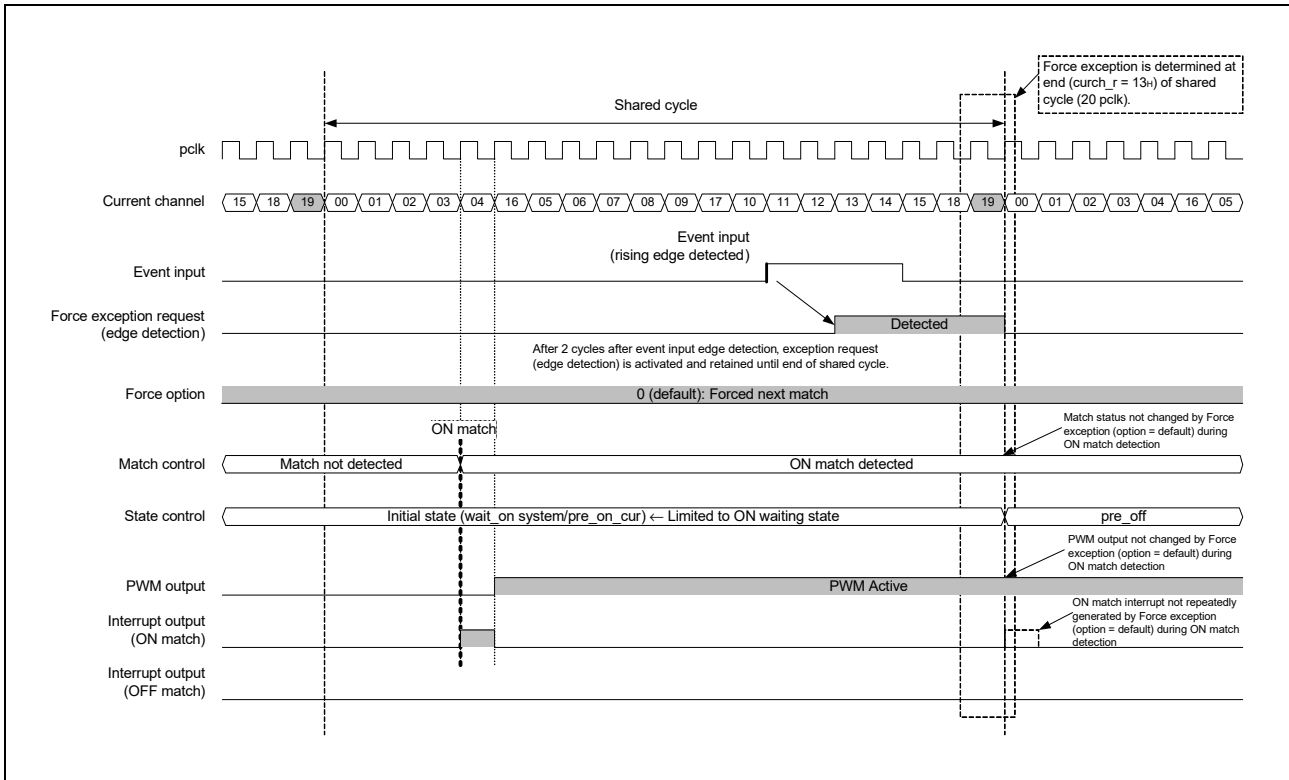


Figure 23.42 Force Exception Operation 4 (Repeated ON Match Detection)

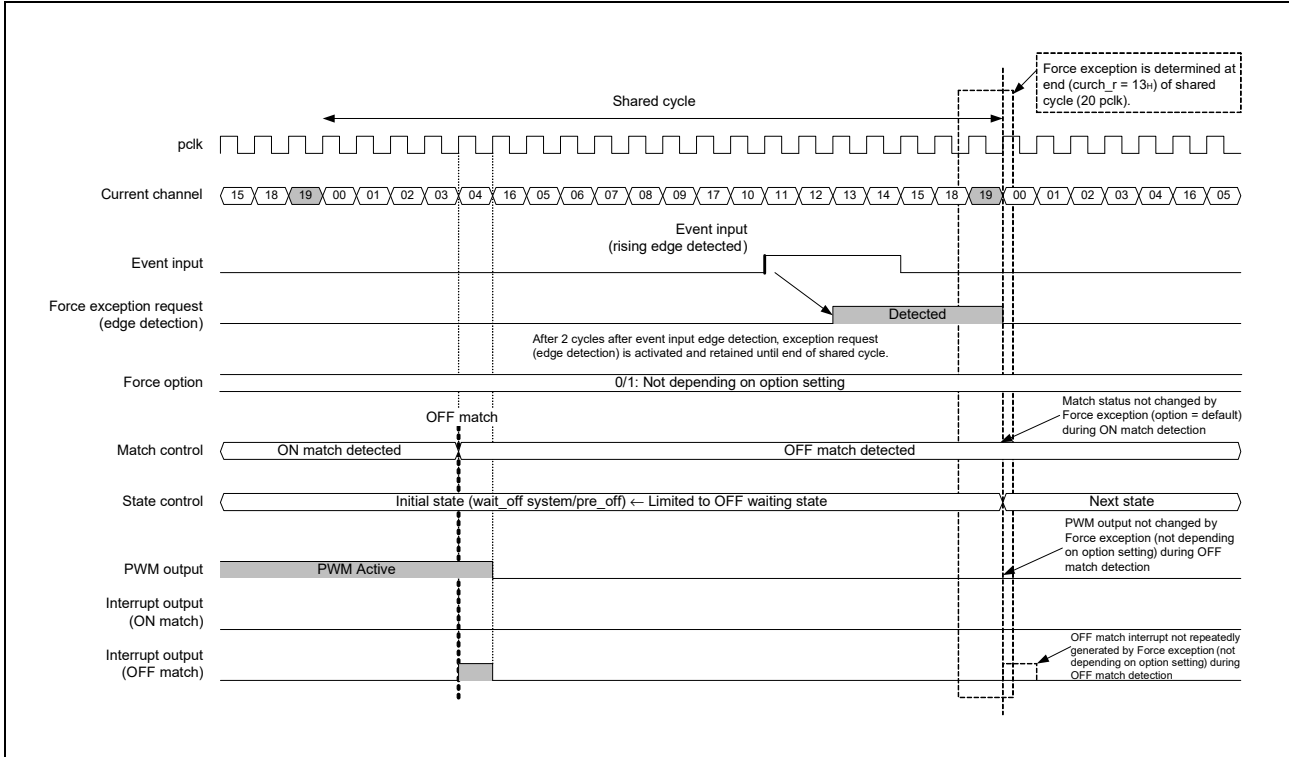


Figure 23.43 Force Exception Operation 5 (Repeated OFF Match Detection 1)

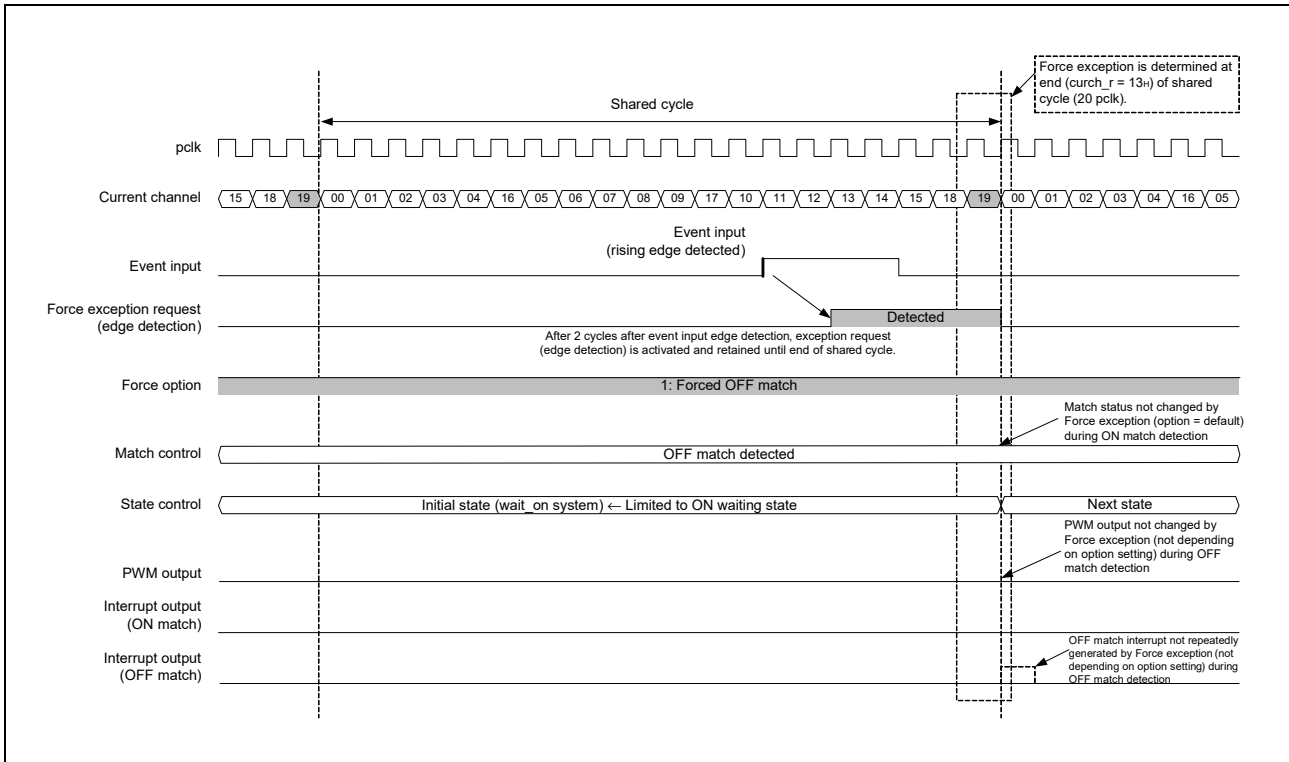


Figure 23.44 Force Exception Operation 6 (Repeated OFF Match Detection 2)

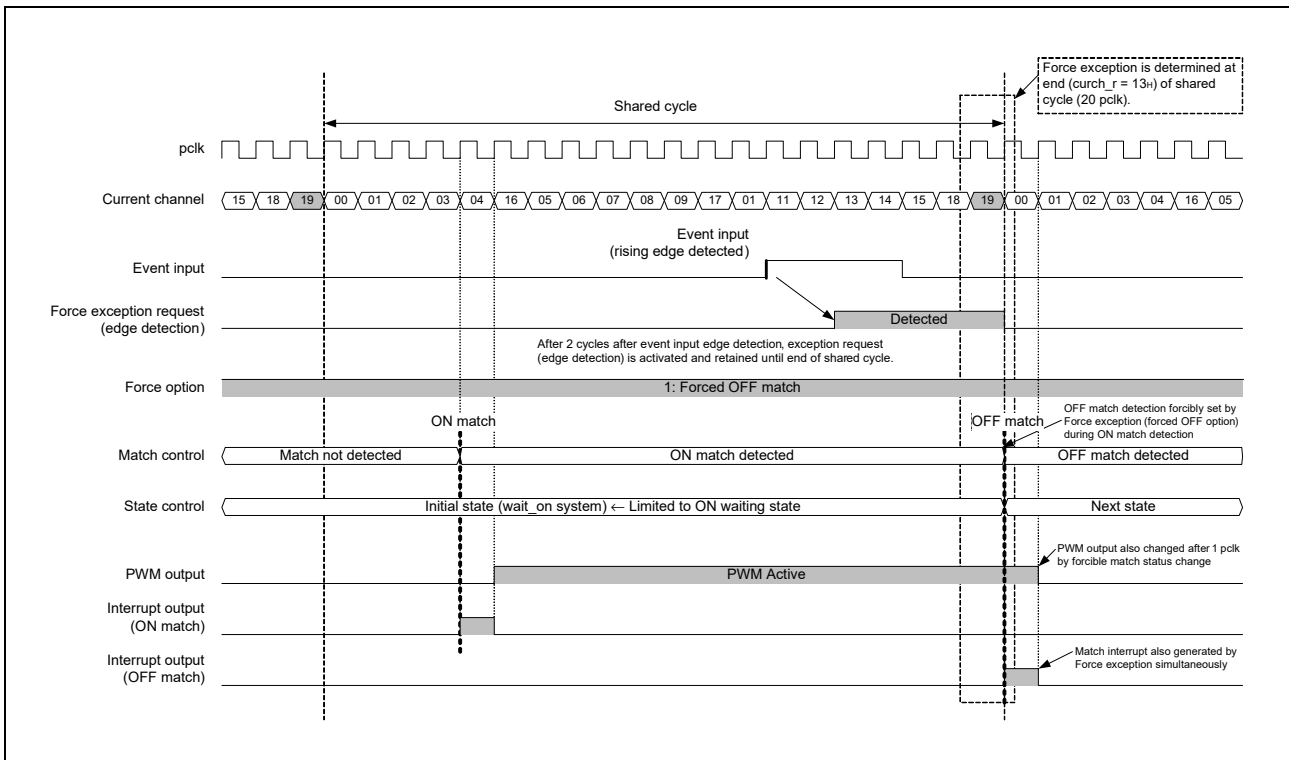


Figure 23.45 Force Exception Operation 7 (Conflict Between ON Match Detection and OFF Match Detection)

(6) Postpone Exception

The Postpone exception processing causes the operations shown in **Table 23.59**.

Table 23.59 Postpone Exception Operations

Item	Description
Operation	<ul style="list-style-type: none"> Postpone exception temporarily postpones the operation that should normally takes place upon a match. Postpone exception is valid while ON matching comparison (wait_on system states) or OFF matching comparison (wait_off system states) is in progress. When Postpone exception turns active and is accepted as an exception, the Postpone status flag (APAAPPNSTAT register) is set to 1 simultaneously with state transition and the status is retained while the matching comparator is in the Postpone state. When Postpone exception turns inactive, the Postpone state is canceled simultaneously with state transition and the APAAPPNSTAT register is cleared to 0. While the matching comparator is in the Postpone state, PWM output does not change. However, ON matching comparison or OFF matching comparison continues and PWM output begins to change according to the match status from the next state after Postpone state is canceled. While Postpone exception is accepted, ON match interrupt or OFF match interrupt is output according to ON/OFF match detection or Force exception input.
Signal change upon exception acceptance	<p>The following signals change simultaneously with state transition (shared cycle boundary).</p> <ul style="list-style-type: none"> Match control registers: Not changed PWM output: Not changed Interrupt output: Not changed Postpone status flag: 0 → 1
Signal change in Postpone state	<p>The following signals change simultaneously with state transition (shared cycle boundary).</p> <ul style="list-style-type: none"> Match control registers: Changed according to match/Force PWM output: Not changed Interrupt output: Changed according to match/Force Postpone status flag: Not changed (remains 1)
Signal change upon Postpone cancelation	<p>The following signals change simultaneously with state transition (shared cycle boundary).</p> <ul style="list-style-type: none"> Match control registers: Changed according to match/Force PWM output: Changed according to match/Force Interrupt output: Changed according to match/Force Postpone status flag: 1 → 0
Assignment	<ul style="list-style-type: none"> Selected from the 32-bit event buses. Refer to Section 23.5.3.2. Separately defined for each element. APAELMIDPPN[4:0] register is used for setting.
Detection type	<ul style="list-style-type: none"> Either high or low is selected by level detection Separately defined for each element. APAELMLVPPN register is used for setting.
Option	<ul style="list-style-type: none"> None
Note	<ul style="list-style-type: none"> Since Postpone exception is level-sensitive, the assigned signal (one of event inputs or PWM outputs) needs to be high or low for 1 or more shared cycles (20 cycles of pclk). If the input level cannot be retained for the specified duration, the input may fail to be accepted as Postpone exception input.

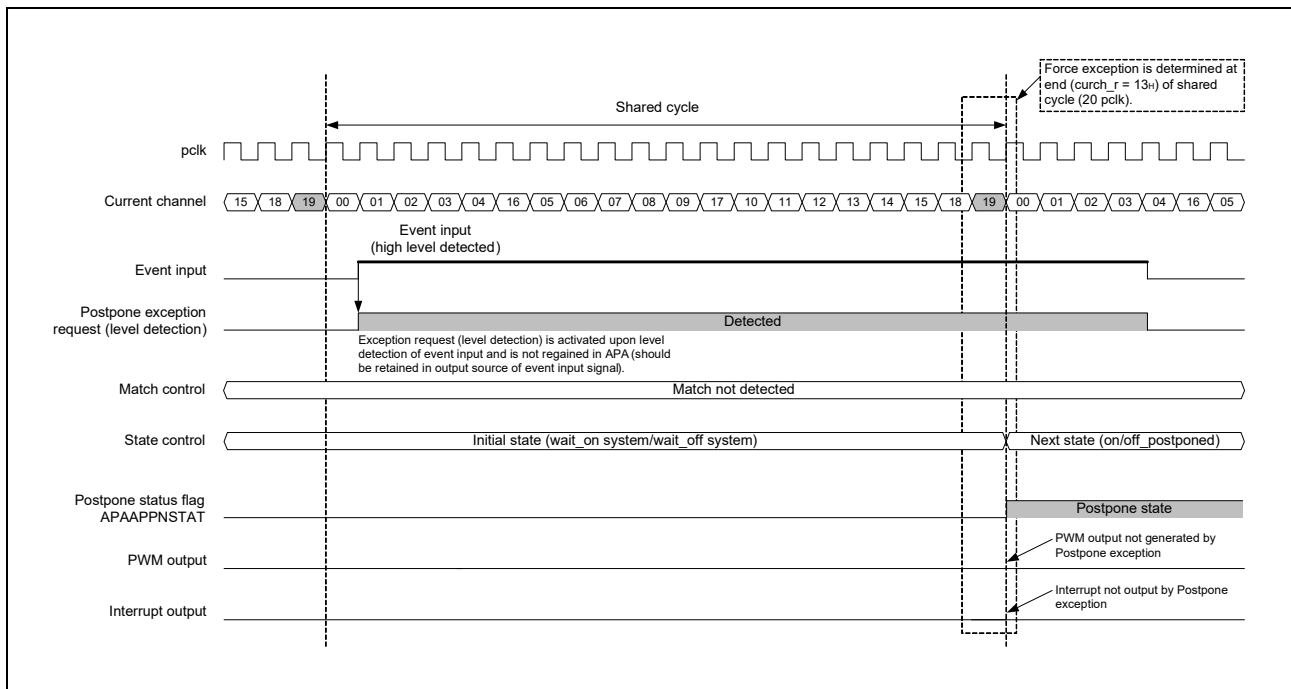


Figure 23.46 Postpone Exception Acceptance Timing

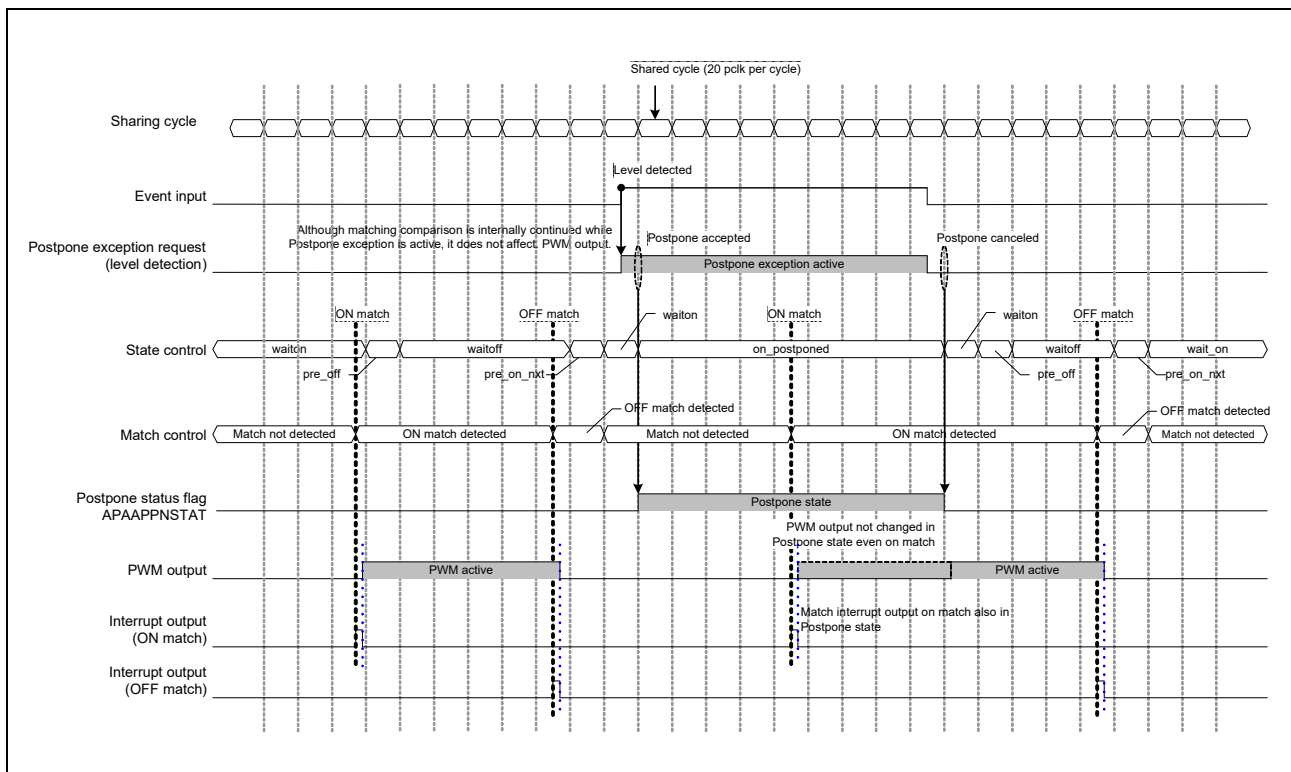


Figure 23.47 Postpone Exception Operation

23.5.4.4 Operation: Conflict between Matching Comparator and Event Decoder

When multiple input conditions shown in **Table 23.47** conflict in the same sharing cycle, the input conditions are handled as follows.

(1) Conflicts involving Channel OFF, Stop Exception, and Restart Exception

Channel OFF, Stop exception, and Restart exception are accepted according to the following priority order.

- Channel OFF > Stop exception > Restart exception

When Channel OFF, Stop exception, or Restart exception conflicts with the other input conditions, only one of the Channel OFF, Stop exception, and Restart exception is accepted according to the above priority order and the other conditions are ignored.

(2) Conflicts involving Start Exception

When Start exception, which is normally accepted only in the `dis_wstart` state, conflicts with Restart exception, both exceptions are accepted (in this state, Restart exception and Start exception behave in the same way).

In the other states, Start exception is ignored.

(3) Conflicts involving Transfer Exception

When Transfer exception has not yet been accepted in any state in which Transfer exception can be accepted, Transfer exception is accepted independently of the other input conditions (except for Channel OFF, Stop exception, and Restart exception), which affects the pertinent state transition. Here, the other input conditions can also be accepted. Contrarily, when Transfer exception has been accepted in any state in which Transfer exception can be accepted and another Transfer exception is input, it is ignored.

(4) Conflicts involving Match Detection and Force Exception

When Force exception is input in the same sharing cycle in which match is detected, Force exception is ignored.

However, when ON match is detected in the ON waiting state and Force exception (forced OFF option) is input, Force exception (forced OFF option) is accepted (see **Figure 23.40**).

When Force exception is input with match not yet detected, Force exception is accepted.

(5) Conflicts involving Postpone Exception (Postpone canceled state → Postpone state)

Postpone exception is accepted when match has not yet been detected and Postpone exception does not conflict with Force exception.

Postpone exception is ignored in the pertinent state when match has not yet been detected or when Force exception is input in conflict with Postpone exception.

(6) Conflicts involving Postpone Exception (Postpone state → Postpone canceled state)

Even when Postpone exception conflicts with match or Force exception, associated operations are completely executed.

23.5.5 Element control

23.5.5.1 Features and Overview of functions

This function generates control signals for the element RAM and the calculation device. In order to allow the elements to be shared by all pulse control channels, the following processing and control are made:

- All element information can be read and written through the CPU. Element data can be read and written whenever pulse generation channels are not generating pulses. If pulse generation is in progress, element data can be read and written only during the time when pulse generation channels are not accessing the element RAM. This time period is controlled by the event time division signals generated by the event bus.
- Each pulse generation channel can only read the elements. When an ON match, an OFF match, or exception processing (Transfer, Restart, Force, or Start) is generated in a pulse generation channel, the channel issues an element update request (a read request) to the element RAM. Element update requests align with the time division governed by the event time division signal, so that they are controlled not to conflict with reads and writes through the CPU and other pulse generation channels.
- If the next element has a match condition of relative designation, the designated value cannot be compared with the reference input as it is; it needs to be converted to a comparison baseline (absolute value). The element decoder is equipped with the calculation device (addition device) for this conversion. As with the element RAM, this calculation device is shared by different pulse generation channels.

Figure 23.48 shows the configuration of the element control circuit.

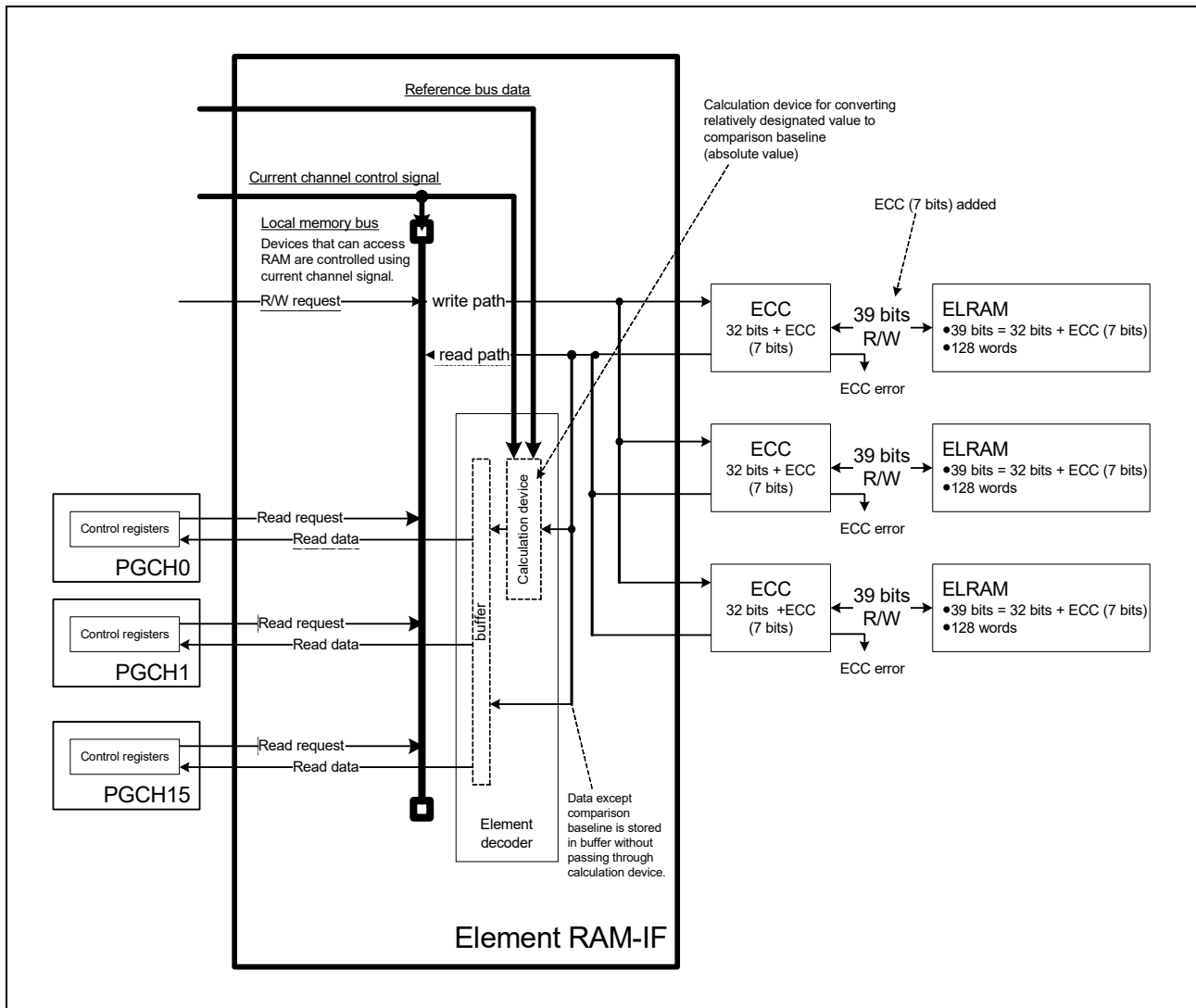


Figure 23.48 Configuration of Element Control Circuit

23.5.5.2 Operation

Access to the element RAM (from the APB or pulse generation channels 0 to F) is performed using time division as shown in **Figure 23.49**. Access from the CPU is held in the wait state until access to the element RAM is enabled.

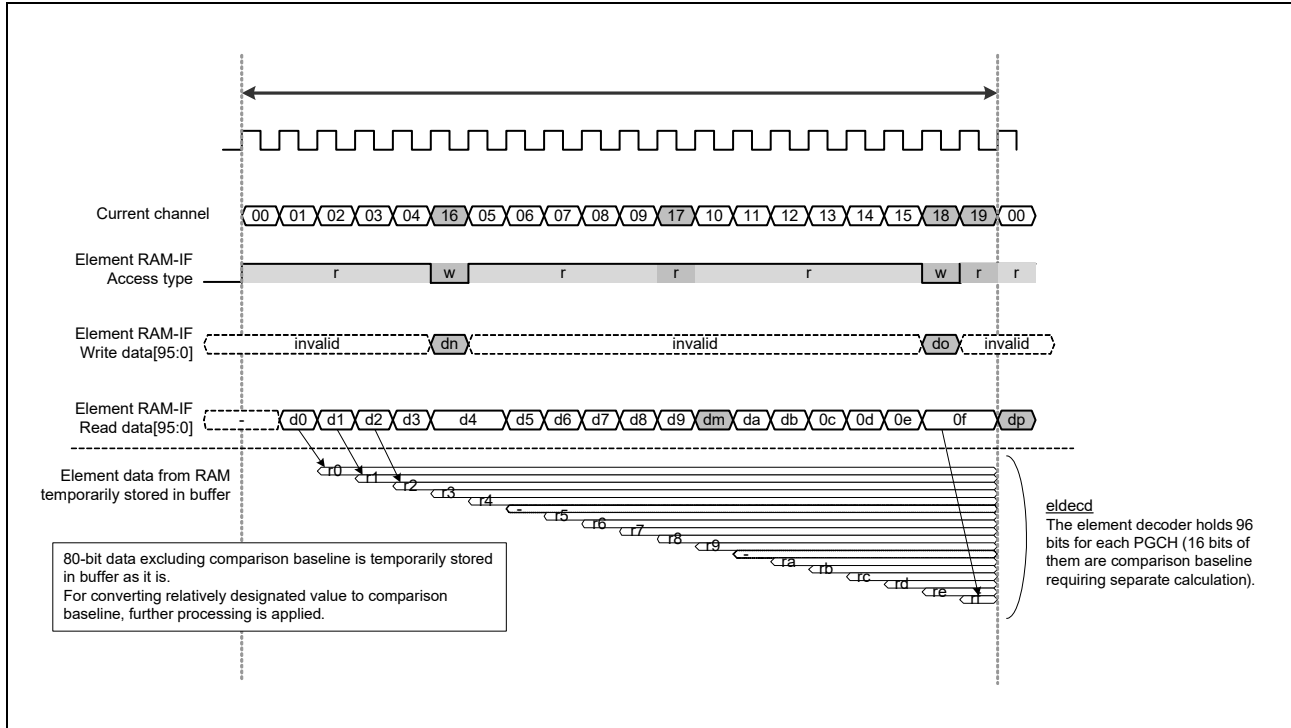


Figure 23.49 Access to Element RAM

23.5.5.3 Changing Starting Element Number during Operation

When the starting element number setting bits `APAAnCCGAm.APAACHNFSTEL[6:0]` ($m = 0$ to 15) are modified while a pulse generation channel is operating, the newly set number is applied when the starting element number is referenced to next (`pre_on_init` state). Therefore, to change the starting element when the starting element number is referenced to next, modify the `APAAnCCGAm.APAACHNFSTEL[6:0]` ($m = 0$ to 15) bits before transition to `pre_on_init` state (refer to **Figure 23.51**). For details of state transition, refer to **(2) State Control** in **Section 23.5.4.2**.

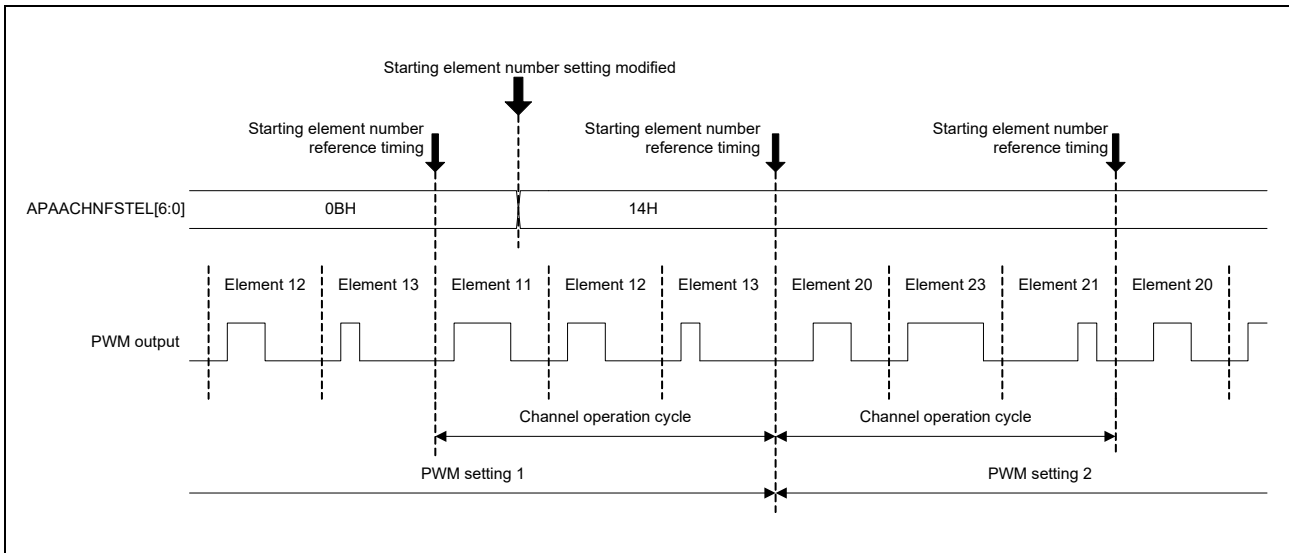


Figure 23.50 Operation Example when Starting Element is Changed during Operation

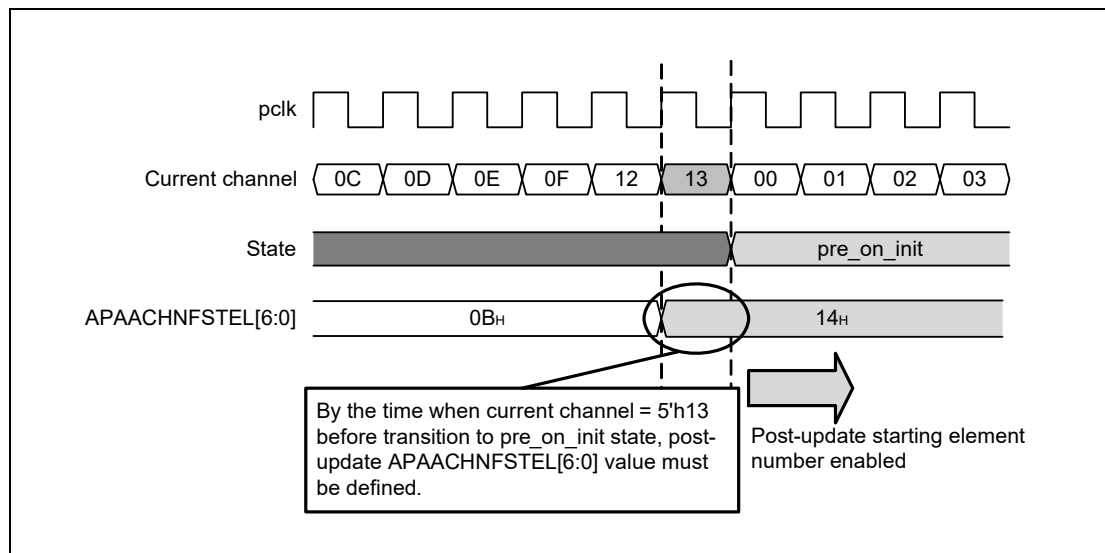


Figure 23.51 Timing of Changing Starting Element Number

Figure 23.52 shows the procedure for modifying both the starting element number and unused element RAM during operation. If this procedure is not followed, pulse generation channels might behave in an unintended way.

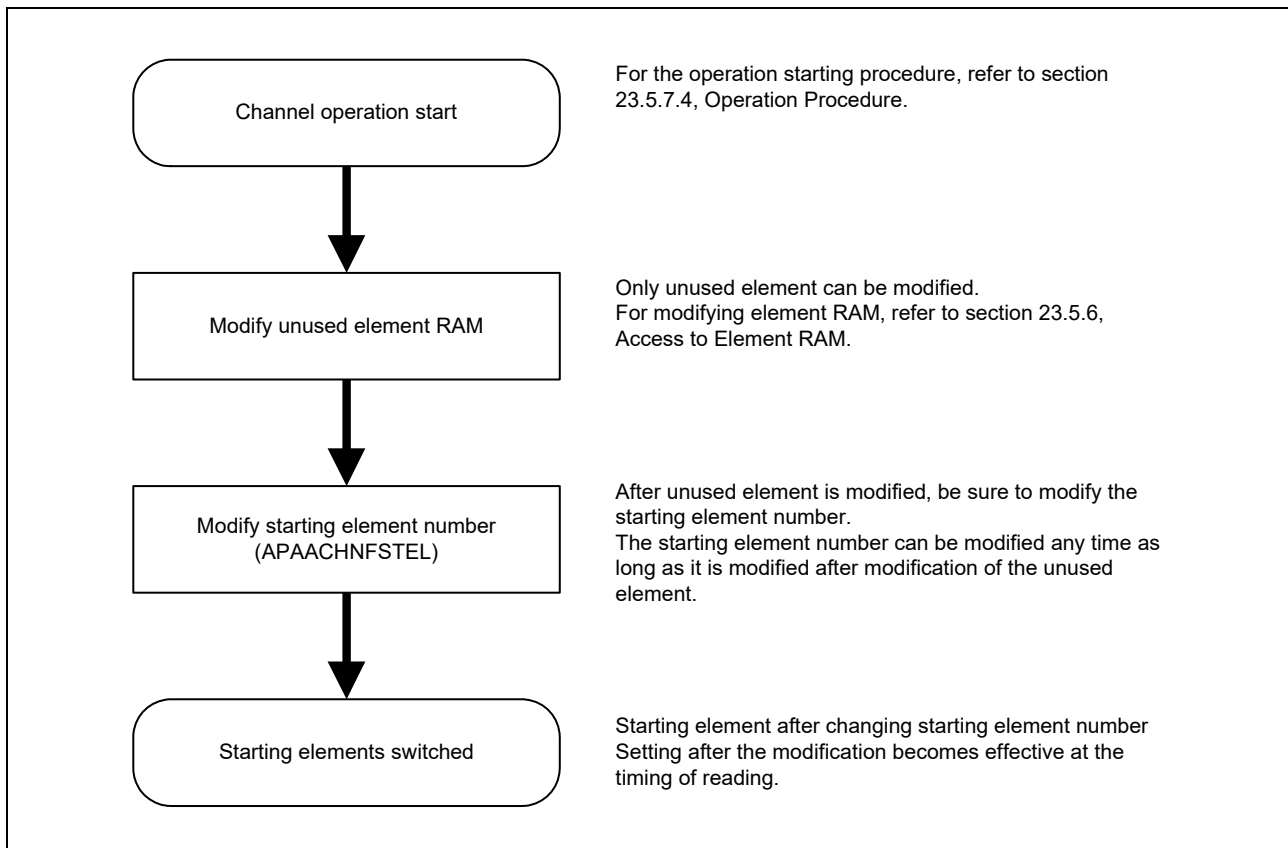


Figure 23.52 Procedure for Changing Starting Element and Unused Element during Operation

23.5.5.4 Operation: Element Decoder

In element update processing triggered by exception processing or a match occurrence, the match condition in the element that is read from the element RAM can be a value of relative designation. By definition, the value of relative designation cannot be compared with the reference input as it is; it must be converted to a comparison baseline (absolute value). The element decoder allows the calculation device used for conversion to be shared by multiple pulse generation channels. It operates as follows:

- Absolutely designated values are not converted.
- In the case of relative comparison, calculation is made based on the specified reference value when a match detection starts.
- In the case of relative designation, the reference input must satisfy the following conditions (**Figure 23.53**):
 - Quasi-monotone increasing waveform (has a “saw” shape).
 - The maximum value is fixed.
- If overflow occurs when converting from the relatively designated value to the comparison baseline, the portion exceeding the maximum value becomes the comparison baseline (**Figure 23.54**). The maximum value should be specified in advance for each reference.
- In the case of relative designation, the maximum value setting (APAAAnRFMX0, APAAAnRFMX1, APAAAnRFMXsw registers) must satisfy the following conditions (**Figure 23.54**):
 - The value of relative designation (APAAELMRBDATON[15:0] or APAAELMRBDATOFF[15:0]) must not exceed the maximum value that the reference input can take.
 - The maximum value must be equal to the maximum value that the corresponding reference input can take. If the source counter value of the corresponding reference input is larger than the dynamic range of APAn, care must be taken on the relationship with the reference input value of APAn at an overflow of the source counter.
- Relative designation is valid only for references 0, 1, and sw. If relative designation is made for references 2 to 9, the designated value is used as the comparison baseline.

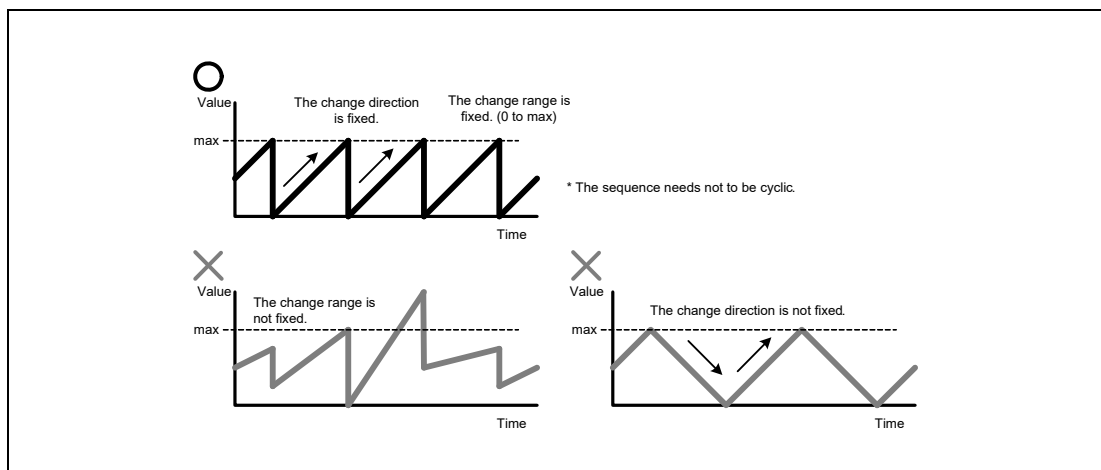


Figure 23.53 Reference Waveform Suitable for Relative Designation

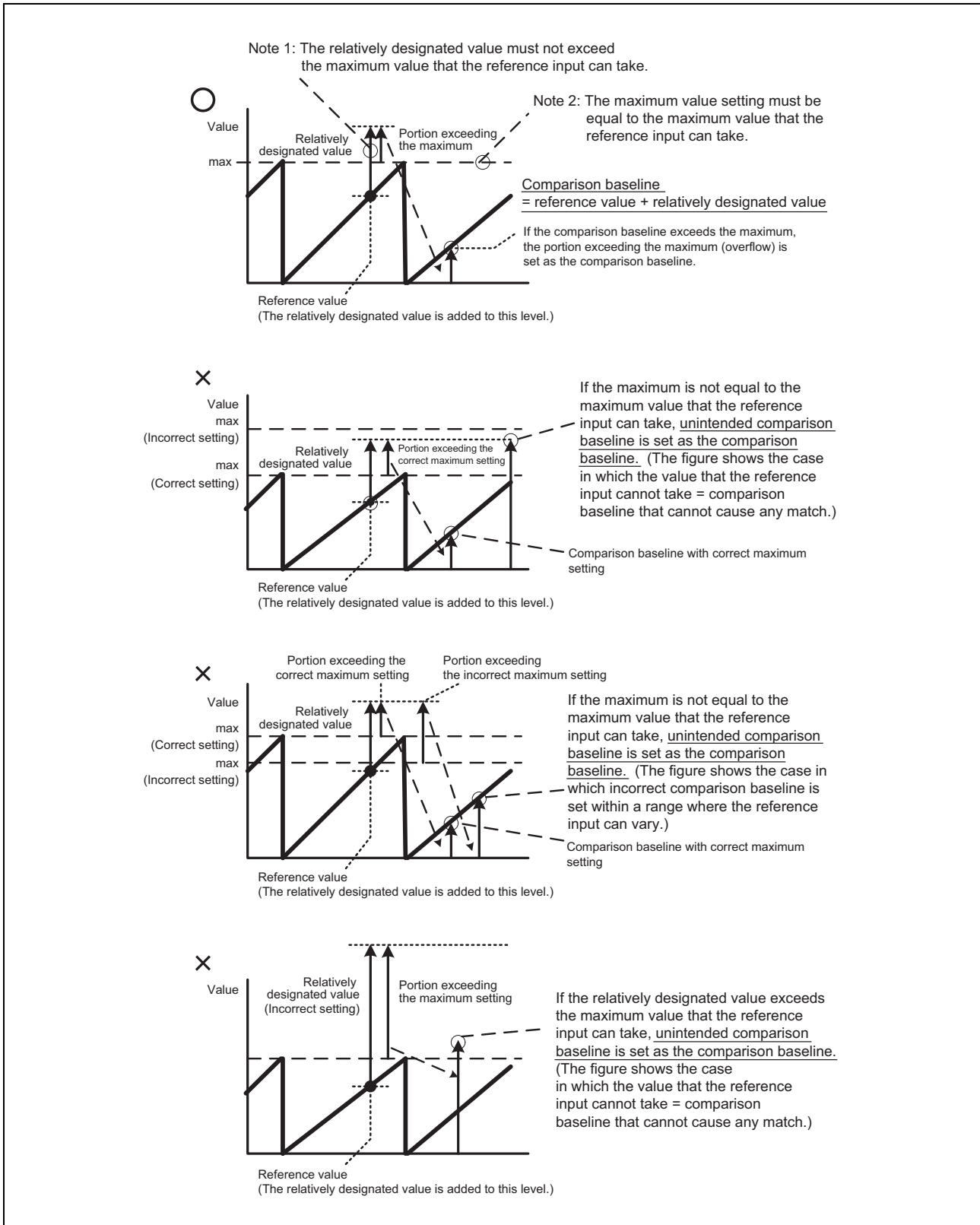


Figure 23.54 Handling of Overflow in Relative Designation

23.5.6 Access to Element RAM

23.5.6.1 Write to Element RAM

Write operation for the element RAM is as follows.

- Since the element RAM is read also by pulse generation channels, access to RAM is limited to the time in which the element RAM is not used by any pulse generation channel. The element RAM can only be read or written to in the event slots that are not assigned to pulse generation channels according to event time division timing.
- In writing to the element RAM, write 3 words of data continuously (32 low-, 32 middle-, and 32 high-order bits, in this order) to store up element data in the registers, which completes preparation for write access to the element RAM. If the words are written in the wrong order, or the element number is changed or the element RAM is read in the middle of write, unintended data is written.
- As soon as an event slot becomes available, data is written to the element RAM (1 cycle).
- Writing data to the registers during operation is possible only for the element not currently used. If data is written for the currently used element, the pulse generation channel in operation might behave in an unintended way.

23.5.6.2 Read from Element RAM

Read operation for the element RAM is as follows.

- Similar to write, the element RAM is read according to time division timing from the event bus. (Access is possible only in the event slots in which the element RAM is not used by any pulse generation channel.)
- Data can be read from any location in the element RAM regardless of use.

23.5.7 Usage Notes

23.5.7.1 Matching Condition Setting 1

For a condition setting between an ON match and an OFF match, consider the resolution of the reference, and set the matching condition with a pulse width of 2 sharing cycles ($pclk \times 40$) or more.

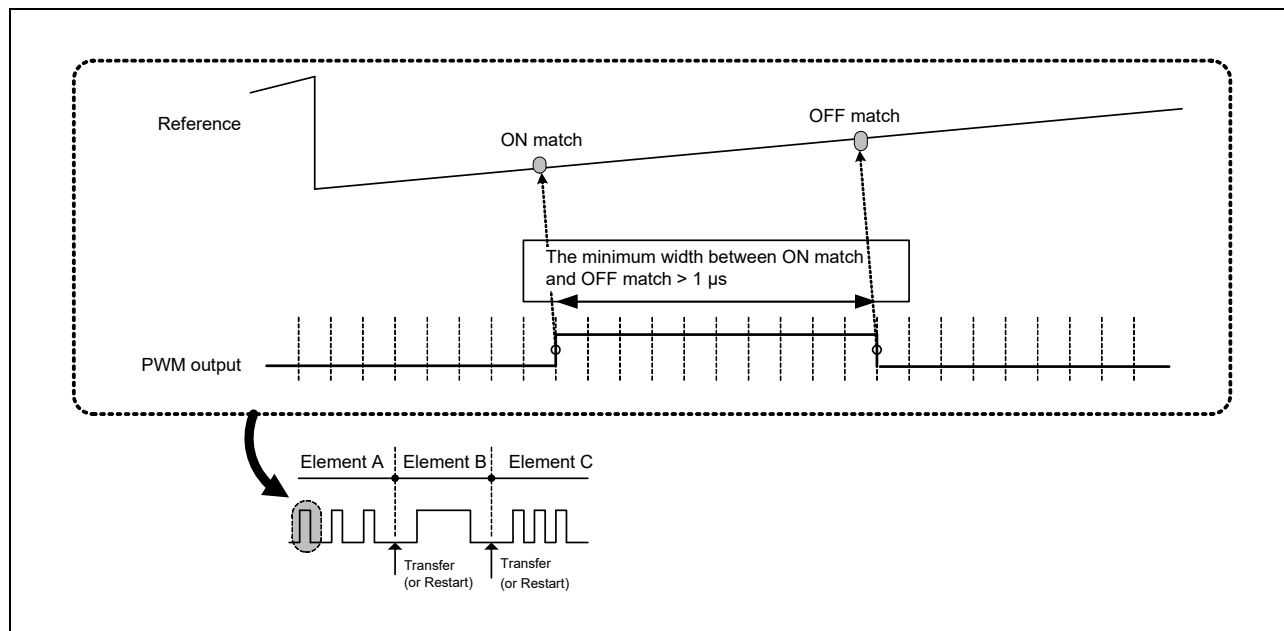


Figure 23.55 Restriction of Matching Condition Setting

23.5.7.2 Matching Condition Setting 2 (ADC Input)

In cases where the reference input takes discrete values (e.g. ADC), matching condition specification (APAAELMMCON[1:0] or APAAELMMCOFF[1:0]) should use “>” or “<” (because “=” specification might not have matches as expected).

23.5.7.3 Event Input Interval

If the same event input is used for exception processing of multiple elements, the input must have intervals of 1 shared cycle ($pclk \times 20$) or longer. An interval shorter than this length might cause the latter pulse (event input) to be lost.

23.5.7.4 Operation Procedure

In pulse generation using APA, follow the procedure below for generic register setting and element setting. Steps 3 to 8 must be done when the reference bus and event bus are stopped and all pulse generation channels are stopped. (Otherwise unintended operation might be made and correct operation cannot be guaranteed.)

Table 23.60 Standard Setting and Operation Procedure

Step	Setting Item	Example of Setting and Operation	Remarks
1	a. Reference bus setting	Setting of registers APAAAnRFMXm	Set the register corresponding to the reference input to be used among m = 0, 1, sw.
	b. Event bus setting	Setting of registers APAAAnEVSLm, APAAAnEVSW, and APAAAnEVSC	Set the register corresponding to the selection event input to be used among m = 00 to 15.
	c. Pulse generation channel setting	Setting of registers APAAAnCCGAm, APAAAnCCGBm	The channel number to be used among m = 0 to 15 will be applied. Set all pulse generation channels to be used.
	d. Element RAM setting	Setting of registers APAAAnELMAm, APAAAnELMBm, APAAAnELMCm	The element number to be used among m = 000 to 127 will be applied. Set all element to be used. When the self-correction function is used, write any value to unused elements.
2	a. Enabling operation of the reference bus and the event bus	Register APAAAnEN = 1	
3	a. Enabling operation of pulse generation channels	Setting of register APAAAn0CHEN	Setting value = 0x**** (write_mask)_**** (channel to be enabled). Set value 1 in the bit that corresponds to the channel to be enabled, and set value 1 in the corresponding bit of write_mask.
4	a. Starting matching comparison	—	Waiting for a Start exception Note: When the APAAAnCCGBm.APAACHNOPSTR bit is 0, operation starts after a Start exception occurs. A maximum of 20 pclk cycles of wait time are inserted between the event input and operation start.
5	a. Execution of matching comparison	—	Execution of an element
6	a. Ending matching comparison	—	Completion of element execution or suspension due to a Stop exception
7	a. Stopping channel operation	Setting of register APAAAnCHEN	Setting value = 0x**** (write_mask)_**** (channel to be enabled). Set value 1 in the bit that corresponds to the channel to be enabled, and set value 1 in the corresponding bit of write_mask.
8	a. Confirming stopping of channel operation	Reading of APAAAnCSTAm	Stops all pulse generation channels, waits for 40 pclk or longer, and then read the APAACMPSTAT[4:0]bits in the APAAAnCSTAm register (m = 00 to 15) to confirm that the matching comparator is in the disable state.
	b. Stopping operation of the reference bus and the event bus	Register APAAAnEN = 0	

23.5.7.5 Handling of Unused Exceptions

If any exception should be set so that it is left unused in channel setting or element setting, take measures 1 and 2 described below.

(1) Measure 1: Assigning Unused Exception to Event Input

Handle the unused exception as described below in order to avoid unintended edge detection and level detection.

- Use one of the 64 event input channels (58 external event input channels and six software event input channels) for handling unused exceptions.
- Use one of the 16 selection event input channels exclusively for handling unused exceptions.

CAUTION

For the exception input by level (postpone), take care of the level to be enabled when handling unused exception.

(2) Measure 2: Assigning Unused Exception Processing to Event Input for Handling Unused Exceptions

Set the inverted logic of the event input (one channel) and selection event input (one channel), which are assigned using measure 1 above, for the unused exception.

Table 23.61 shows setting examples of the cases in which Transfer, Force or Postpone exception is not used regarding element 10.

Table 23.61 Setting Example for Avoiding Unintended Exception Processing

Setting Item	Register	Setting Value	Remarks
b. Event bus setting	APAAAnEVSL12	0x00000039 _H	Assign external event source 57 to selected event input 12.
d. Element RAM setting	APAAAnELMA10	0x301c0a00 _H	Reference 3, absolute designation, condition = "< 0x0a00" Last element, element continuation
	APAAAnELMB10	0x001a0b00 _H	Reference 3, absolute designation, condition = "> 0x0b00"
	APAAAnELMAC10	0x7f1c1c3c _H	The following is executed as exception processing: <ul style="list-style-type: none"> • Transfer: External event source 57, rise • Force: External event source 57, rise • Postpone: External event source 57, high → The above 3 exceptions can be disabled.

Note: The table above are based on the standard procedure described in **Section 23.5.7.4, Operation Procedure**.

23.5.7.6 Notes on Interrupt Outputs

If one of the following conditions is satisfied, note that while consecutive interrupt request signals are output, the two interrupt requests are treated as a single request.

Item	Description
Setting	APAACHNINTSEL[2:0] in the interrupt selection register are set to 100B APAACHNINTSEL[2:0] = 3'b100 (interrupt output upon either ON match or OFF match)
Condition	Force exception (forced OFF match option) is accepted in 1 pclk cycle after ON match generation, and then OFF match is generated.

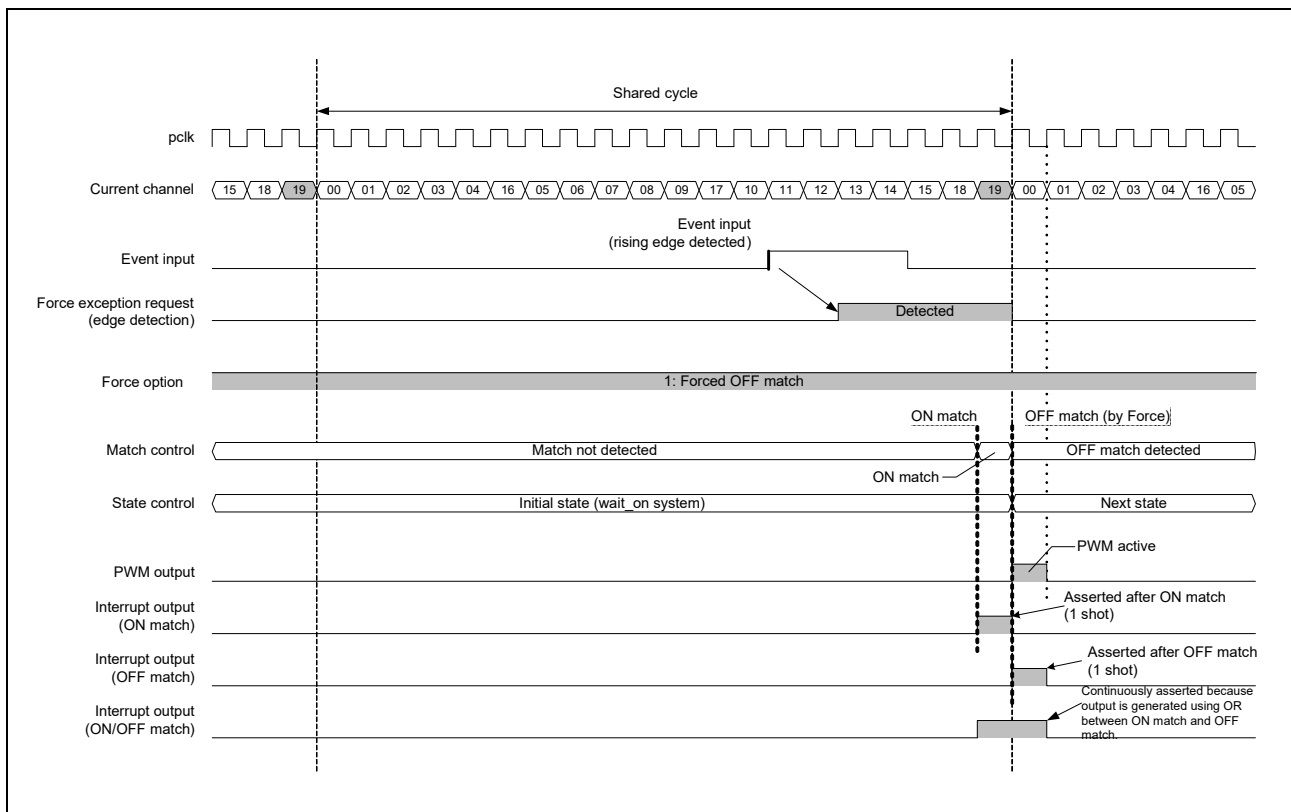


Figure 23.56 Continuous Generation of ON Match Interrupt and OFF Match Interrupt

23.5.7.7 Restriction for Relative Designation of Match Conditions

When relative designation is set for match conditions, a deviation in the pulse width is produced if any of the three conditions described in **Table 23.62** is satisfied.

Exercise caution when the settings satisfy any of these conditions.

Table 23.62 Generation of Relative Designation: Condition 1

Item	Description
Setting	When APAAELMABREON = 1 (relative designation for match with "ON") is set as the selected initial element.
Condition	ON match is generated due to relative designation for the conditional initial element
Operation	ON match generation is earlier than the setting for the relative designation of the operation initial element (by up to 20 cycles of pclk).

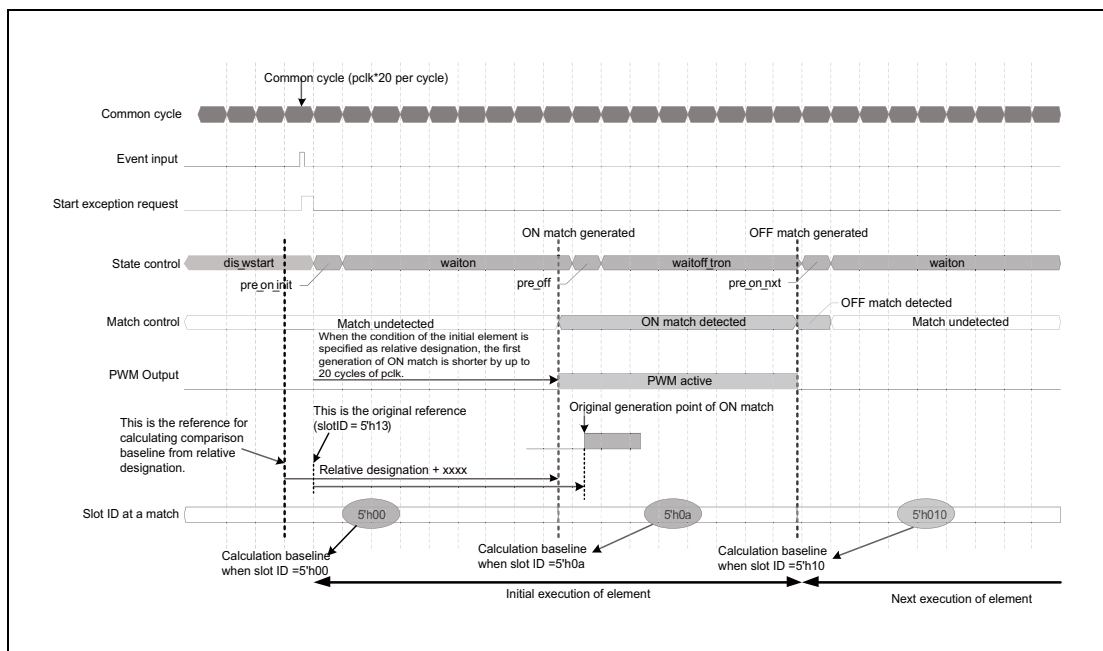


Figure 23.57 Deviation from Relative Designation Point (Condition 1)

Table 23.63 Generation of Relative Designation: Condition 2

Item	Description
Setting	When APAAELMABREON = 1 (relative designation for match with ON) or APAAELMABREOFF = 1 is set by any element.
Condition	Redundancy of ON match (Table 23.42) or OFF match (Table 23.43) is generated due to a force exception
Operation	Match generation is slower than the setting by the element for the next match specified as relative designation (by up to 20 cycles of pclk).

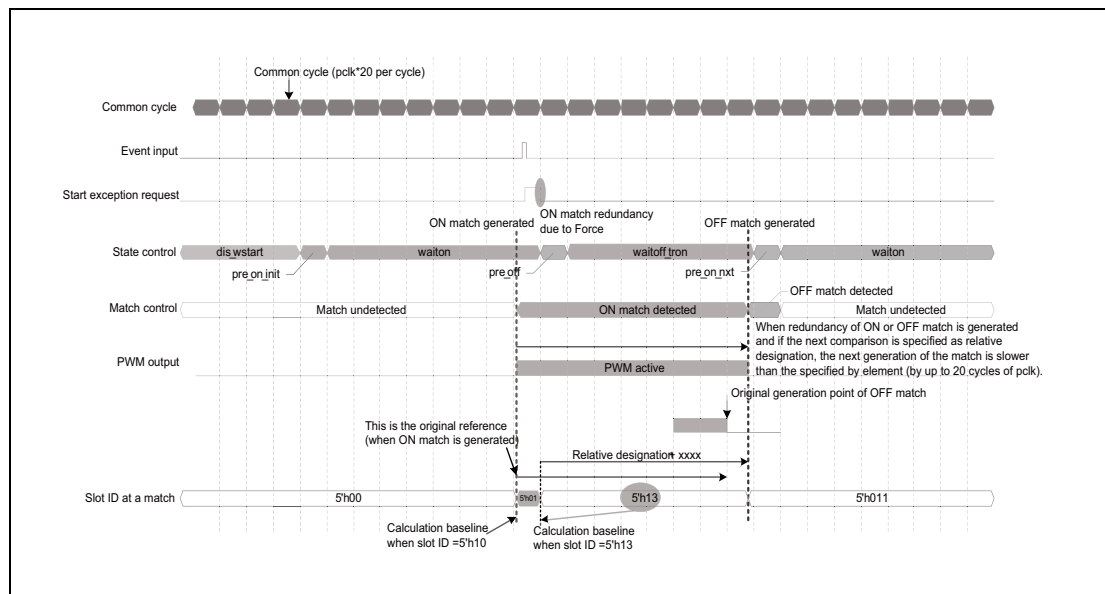


Figure 23.58 Deviation from Relative Designation Point (Condition 2)

Table 23.64 Generation of Relative Designation: Condition 3

Item	Description
Setting	When APAAELMABREON = 1 (relative designation for match with ON) or APAAELMABREOFF = 1 is set by any element.
Condition	ON or OFF match is generated in Postpone state and the Postpone state is released.
Operation	Match generation is slower than the setting by the element for the next match specified as relative designation (by up to 20 cycles of pclk).

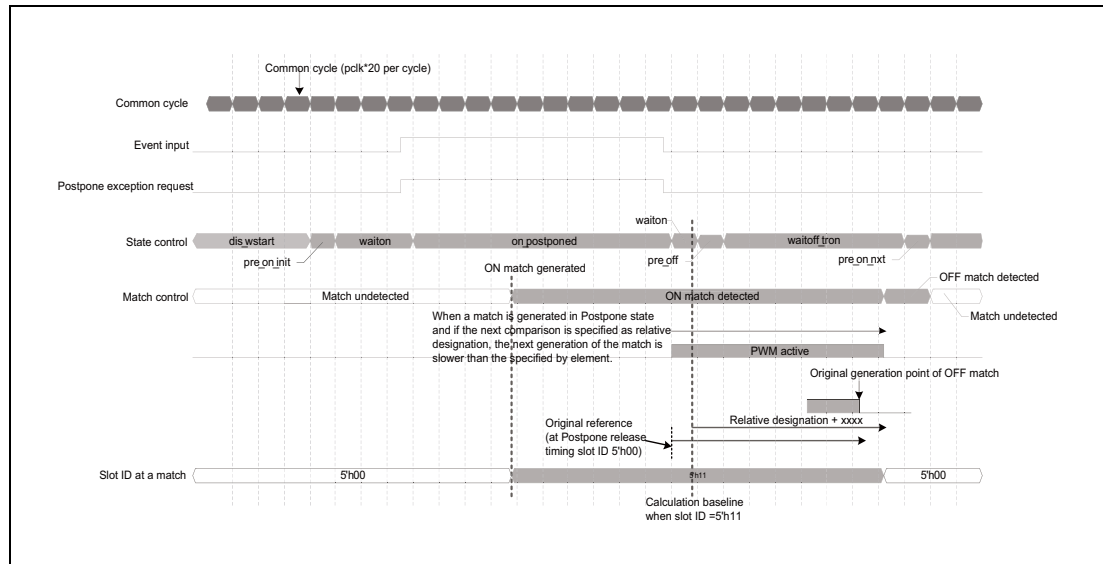


Figure 23.59 Deviation from Relative Designation Point (Condition 3)

23.6 Overview of APA Input/Output Selection Function

Overview of APA Input/Output Selection Function

When the APA is used, the following selection is available for the input/output signal of the APA.

- Timer G or D of the ATU-IV can be selectable as an APA reference source
Shifting of bits 0 to 5, 8, and 16 to the right is selectable for the selected counter value
- ADC0, ADC1 or $\Delta\Sigma$ AD can be selectable as an APA reference source
Sign conversion is selectable for the selected A/D conversion value

23.6.1 Registers

The addresses of the registers with the APA input/output selection function are given as offsets from the base address FFED C000_H.

The registers are listed below.

Table 23.65 Registers for APA I/O Selection Function

Offset address	Register Name	R/W	Access Size	Value after Reset
0000 _H	APGA0CNTR0	R/W	8	00 _H
0004 _H	APGA0CNTR1	R/W	8	00 _H
0005 _H	APGA0CNTR3	R/W	8	FF _H
0008 _H	APGA0CNTR2	R/W	32/16/8	0000 0000 _H
001C _H	APGA0CNTR5	R/W	8	00 _H

CAUTION

Writing to the control registers with the APA input/output selection function must be performed while the module (ATU-IV, ADC, or $\Delta\Sigma$ AD) is not operating.

The offset addresses (000C_H, 0010_H, 0014_H, 0015_H, 0018_H, 001D_H and 001E_H) are reserved area.

When writing to the register, 0 should be written. When reading the register, 0 is read.

23.7 Details of Register Functions

23.7.1 APGAnCNR0 — APGAn Register Control Register 0 (n = 0)

This register controls selection of the data input to the APA reference ch0 and ch1.

Access: This register can be read/written in 8-bit units.

Address: FFED C000_H + 0000_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	REF_SEL1		BIT_SEL1		REF_SELO		BIT_SELO	
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.66 APGAnCNR0 Register Contents

Bit Position	Bit Name	Function
7	REF_SEL1	Selects the counter to be output to the APAn reference channel 1. 0: TCNTG0 of ATU timer G 1: TCNT2D0 of ATU timer D
6 to 4	BIT_SEL1	Selects 16-bit data to be output to APAn reference channel 1. 000: No shift to the right 001: 1-bit shift to the right 010: 2-bit shift to the right 011: 3-bit shift to the right 100: 4-bit shift to the right 101: 5-bit shift to the right 110: 8-bit shift to the right (middle 16 bits) 111: 16-bit shift to the right (upper 16 bits)
3	REF_SELO	Selects the counter to be output to the APAn reference channel 0. 0: TCNTG0 of ATU timer G 1: TCNT1D0 of ATU timer D
2 to 0	BIT_SELO	Selects 16-bit data to be output to APAn reference channel 0. 000: No shift to the right 001: 1-bit shift to the right 010: 2-bit shift to the right 011: 3-bit shift to the right 100: 4-bit shift to the right 101: 5-bit shift to the right 110: 8-bit shift to the right (middle 16 bits) 111: 16-bit shift to the right (upper 16 bits)

23.7.2 APGAnCNTR1 — APGAn Register Control Register 1 (n = 0)

This register controls selection of the data input to the APA reference ch2 to ch9.

Access: This register can be read/written in 8-bit units.

Address: FFED C000_H + 0004_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	REF_SEL9	REF_SEL8	REF_SEL7	REF_SEL6	REF_SEL5	REF_SEL4	REF_SEL3	REF_SEL2
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.67 APGA0CNTR1 Register Contents

Bit Position	Bit Name	Function
7	REF_SEL9	Selects AD data to be input to the APAn reference (channel 9). 0: Data of the $\Delta\Sigma$ AD channel 7 is selected 1: TAG data that matches with SARAD_TAG_SEL9 of the ADC selected by using SARAD_CTL_SEL9 is selected
6	REF_SEL8	Selects AD data to be input to the APAn reference (channel 8). 0: Data of the $\Delta\Sigma$ AD channel 6 is selected 1: TAG data that matches with SARAD_TAG_SEL8 of the ADC selected by using SARAD_CTL_SEL8 is selected
5	REF_SEL7	Selects AD data to be input to the APAn reference (channel 7). 0: Data of the $\Delta\Sigma$ AD channel 5 is selected 1: TAG data that matches with SARAD_TAG_SEL7 of the ADC selected by using SARAD_CTL_SEL7 is selected
4	REF_SEL6	Selects AD data to be input to the APAn reference (channel 6). 0: Data of the $\Delta\Sigma$ AD channel 4 is selected 1: TAG data that matches with SARAD_TAG_SEL6 of the ADC selected by using SARAD_CTL_SEL6 is selected
3	REF_SEL5	Selects AD data to be input to the APAn reference (channel 5). 0: Data of the $\Delta\Sigma$ AD channel 3 is selected 1: TAG data that matches with SARAD_TAG_SEL5 of the ADC selected by using SARAD_CTL_SEL5 is selected
2	REF_SEL4	Selects AD data to be input to the APAn reference (channel 4). 0: Data of the $\Delta\Sigma$ AD channel 2 is selected 1: TAG data that matches with SARAD_TAG_SEL4 of the ADC selected by using SARAD_CTL_SEL4 is selected
1	REF_SEL3	Selects AD data to be input to the APAn reference (channel 3). 0: Data of the $\Delta\Sigma$ AD channel 1 is selected 1: TAG data that matches with SARAD_TAG_SEL3 of the ADC selected by using SARAD_CTL_SEL3 is selected
0	REF_SEL2	Selects AD data to be input to the APAn reference (channel 2). 0: Data of the $\Delta\Sigma$ AD channel 0 is selected 1: TAG data that matches with SARAD_TAG_SEL2 of the ADC selected by using SARAD_CTL_SEL2 is selected

23.7.3 APGAnCNTR2 — APGAn Register Control Register 2 (n = 0)

This register is used to specify TAG of the SAR-AD data to be input to the APA references (channels 2 to 9).

Access: This register can be read/written in 32-bit units.

Address: FFED C000_H + 0008_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SARAD0_TAG_SEL9				SARAD0_TAG_SEL8				SARAD0_TAG_SEL7				SARAD0_TAG_SEL6			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SARAD0_TAG_SEL5				SARAD0_TAG_SEL4				SARAD0_TAG_SEL3				SARAD0_TAG_SEL2			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.68 APGA0CNTR2 Register Contents

Bit Position	Bit Name	Function
31 to 28	SARAD0_TAG_SEL9	Specify TAG of the SAR-AD data to be input to the APAn reference (channel 9) This bit setting is effective when REF_SEL9 in the APGAmCNTR1 register is 1 (with SAR-AD selected), the TAG data which is identical to the value set to these bits is selected.
27 to 24	SARAD0_TAG_SEL8	Specify TAG of the SAR-AD data to be input to the APAn reference (channel 8) This bit setting is effective when REF_SEL8 in the APGAmCNTR1 register is 1 (with SAR-AD selected), the TAG data which is identical to the value set to these bits is selected.
23 to 20	SARAD0_TAG_SEL7	Specify TAG of the SAR-AD data to be input to the APAn reference (channel 7) This bit setting is effective when REF_SEL7 in the APGAmCNTR1 register is 1 (with SAR-AD selected), the TAG data which is identical to the value set to these bits is selected.
19 to 16	SARAD0_TAG_SEL6	Specify TAG of the SAR-AD data to be input to the APAn reference (channel 6) This bit setting is effective when REF_SEL6 in the APGAmCNTR1 register is 1 (with SAR-AD selected), the TAG data which is identical to the value set to these bits is selected.
15 to 12	SARAD0_TAG_SEL5	Specify TAG of the SAR-AD data to be input to the APAn reference (channel 5) This bit setting is effective when REF_SEL5 in the APGAmCNTR1 register is 1 (with SAR-AD selected), the TAG data which is identical to the value set to these bits is selected.
11 to 8	SARAD0_TAG_SEL4	Specify TAG of the SAR-AD data to be input to the APAn reference (channel 4) This bit setting is effective when REF_SEL4 in the APGAmCNTR1 register is 1 (with SAR-AD selected), the TAG data which is identical to the value set to these bits is selected.
7 to 4	SARAD0_TAG_SEL3	Specify TAG of the SAR-AD data to be input to the APAn reference (channel 3) This bit setting is effective when REF_SEL3 in the APGAmCNTR1 register is 1 (with SAR-AD selected), the TAG data which is identical to the value set to these bits is selected.
3 to 0	SARAD0_TAG_SEL2	Specify TAG of the SAR-AD data to be input to the APAn reference (channel 2) This bit setting is effective when REF_SEL2 in the APGAmCNTR1 register is 1 (with SAR-AD selected), the TAG data which is identical to the value set to these bits is selected.

23.7.4 APGAnCNTR3 — APGAn Register Control Register 3 (n = 0)

This register controls sign conversion of the AD data input to the APA reference ch2 to ch9.

Access: This register can be read/written in 8-bit units.

Address: FFED C000_H + 0005_H

Value after reset: FF_H

Bit	7	6	5	4	3	2	1	0
	CODE_SEL9	CODE_SEL8	CODE_SEL7	CODE_SEL6	CODE_SEL5	CODE_SEL4	CODE_SEL3	CODE_SEL2
Value after reset	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.69 APGAnCNTR3 Register Contents

Bit Position	Bit Name	Function
7	CODE_SEL9	Selects whether to convert a sign of AD data to be input to APA Ref9. 0: Sign is not converted. 1: Sign is converted.
6	CODE_SEL8	Selects whether to convert a sign of AD data to be input to APA Ref8. 0: Sign is not converted. 1: Sign is converted.
5	CODE_SEL7	Selects whether to convert a sign of AD data to be input to APA Ref7. 0: Sign is not converted. 1: Sign is converted.
4	CODE_SEL6	Selects whether to convert a sign of AD data to be input to APA Ref6. 0: Sign is not converted. 1: Sign is converted.
3	CODE_SEL5	Selects whether to convert a sign of AD data to be input to APA Ref5. 0: Sign is not converted. 1: Sign is converted.
2	CODE_SEL4	Selects whether to convert a sign of AD data to be input to APA Ref4. 0: Sign is not converted. 1: Sign is converted.
1	CODE_SEL3	Selects whether to convert a sign of AD data to be input to APA Ref3. 0: Sign is not converted. 1: Sign is converted.
0	CODE_SEL2	Selects whether to convert a sign of AD data to be input to APA Ref2. 0: Sign is not converted. 1: Sign is converted.

23.7.5 APGAnCNR5 — APGAn Control Register 5 (n = 0)

This register is used to select the ADC data to be input to the APA references (channels 2 to 9) from ADC0 and ADC1.

Access: This register can be read/written in 8-bit units.

Address: FFED C000_H + 001C_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	SARAD_CTL_S EL9	SARAD_CTL_S EL8	SARAD_CTL_S EL7	SARAD_CTL_S EL6	SARAD_CTL_S EL5	SARAD_CTL_S EL4	SARAD_CTL_S EL3	SARAD_CTL_S EL2
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.70 APGAnCNR5 Register Contents

Bit Position	Bit Name	Description
7	SARAD_CTL_S EL9	Selects the AD data to be input to the APAn reference (channel 9). This bit setting is effective when the APGAmCNR1.REF_SEL9 is 1 (ADC selected). 0: ADC0 data is selected. 1: ADC1 data is selected.
6	SARAD_CTL_S EL8	Selects the AD data to be input to the APAn reference (channel 8). This bit setting is effective when the APGAmCNR1.REF_SEL8 is 1 (ADC selected). 0: ADC0 data is selected. 1: ADC1 data is selected.
5	SARAD_CTL_S EL7	Selects the AD data to be input to the APAn reference (channel 7). This bit setting is effective when the APGAmCNR1.REF_SEL7 is 1 (ADC selected). 0: ADC0 data is selected. 1: ADC1 data is selected.
4	SARAD_CTL_S EL6	Selects the AD data to be input to the APAn reference (channel 6). This bit setting is effective when the APGAmCNR1.REF_SEL6 is 1 (ADC selected). 0: ADC0 data is selected. 1: ADC1 data is selected.
3	SARAD_CTL_S EL5	Selects the AD data to be input to the APAn reference (channel 5). This bit setting is effective when the APGAmCNR1.REF_SEL5 is 1 (ADC selected). 0: ADC0 data is selected. 1: ADC1 data is selected.
2	SARAD_CTL_S EL4	Selects the AD data to be input to the APAn reference (channel 4). This bit setting is effective when the APGAmCNR1.REF_SEL4 is 1 (ADC selected). 0: ADC0 data is selected. 1: ADC1 data is selected.
1	SARAD_CTL_S EL3	Selects the AD data to be input to the APAn reference (channel 3). This bit setting is effective when the APGAmCNR1.REF_SEL3 is 1 (ADC selected). 0: ADC0 data is selected. 1: ADC1 data is selected.
0	SARAD_CTL_S EL2	Selects the AD data to be input to the APAn reference (channel 2). This bit setting is effective when the APGAmCNR1.REF_SEL2 is 1 (ADC selected). 0: ADC0 data is selected. 1: ADC1 data is selected.

23.8 Details of Operations

23.8.1 Selecting Reference Source 1

Input to APA reference ch0 or ch1 can be set from the channel 1 or 2 of the timer G or timer D to be input from the ATU-IV.

Figure 23.60 shows a block diagram of reference selection function 1.

Table 23.71 and **Table 23.72** show lists of reference source selection function 1.

When used as a reference source of the APA, bits must be set so that the resolution of the reference input is higher than the counting cycle of the counter to be connected.

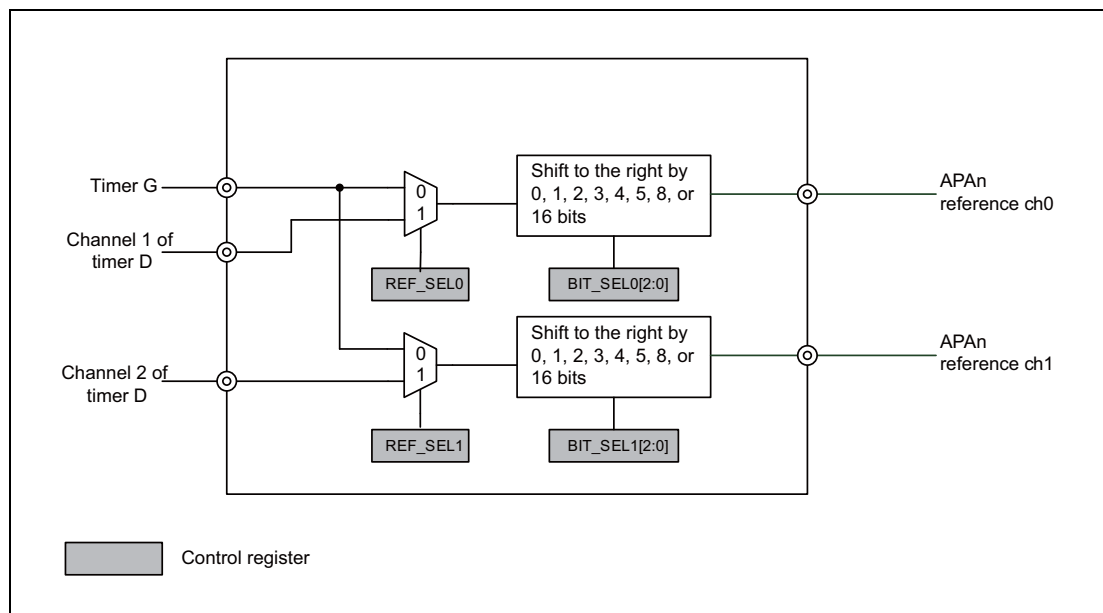


Figure 23.60 Block Diagram of Selecting Reference Source 1

Table 23.71 Selecting Reference Source of APAn Reference ch0

REF_SEL0	BIT_SEL0[2:0]	Reference ch0	
		Reference Source	Shift width
0	000	TCNTG0 in the ATU timer G	No shift
0	001		1 bit shifted to the right
0	010		2 bits shifted to the right
0	011		3 bits shifted to the right
0	100		4 bits shifted to the right
0	101		5 bits shifted to the right
0	110		8 bits shifted to the right
0	111		16 bits shifted to the right
1	000		TCNT1D0 in the ATU timer D
1	001	1 bit shifted to the right	
1	010	2 bits shifted to the right	
1	011	3 bits shifted to the right	
1	100	4 bits shifted to the right	
1	101	5 bits shifted to the right	
1	110	8 bits shifted to the right	
1	111	16 bits shifted to the right	

Table 23.72 Selecting Reference Source of APAn Reference ch1

REF_SEL1	BIT_SEL1[2:0]	Reference ch0	
		Reference Source	Shift width
0	000	TCNTG0 in the ATU timer G	No shift
0	001		1 bit shifted to the right
0	010		2 bits shifted to the right
0	011		3 bits shifted to the right
0	100		4 bits shifted to the right
0	101		5 bits shifted to the right
0	110		8 bits shifted to the right
0	111		16 bits shifted to the right
1	000		TCNT2D0 in the ATU timer D
1	001	1 bit shifted to the right	
1	010	2 bits shifted to the right	
1	011	3 bits shifted to the right	
1	100	4 bits shifted to the right	
1	101	5 bits shifted to the right	
1	110	8 bits shifted to the right	
1	111	16 bits shifted to the right	

23.8.2 Selecting Reference Source 2

Inputs to reference ch2 to ch9 in the APA can be selected the data of $\Delta\Sigma$ AD, ADC0, or ADC1 as reference source.

Figure 23.61 shows a block diagram of the reference selection function.

When REF_SEL2 to REF_SEL9 are set to 0, the data in $\Delta\Sigma$ AD is selected.

When REF_SEL2 to REF_SEL9 are set to 1, the data in ADC0/ADC1 is selected.

Selection of ADC0 or ADC1 as data input is specified in the SARAD_CTL_SEL2 to SARAD_CTL_SEL9.

When ADC0 and ADC1 is selected as the source of data, if the TAG to be input from ADC0 and ADC1 matches the TAG setting in SARAD_TAG_SEL2 to SARAD_TAG_SEL 9 when the trigger for output from ADC0 and ADC1 becomes active, the data are acquired and retained until the next TAG match.

When the $\Delta\Sigma$ AD or ADC0/ADC1 is selected as the source of the data, sign conversion can be selected in the CODE_SEL2 to CODE_SEL 9 bits.

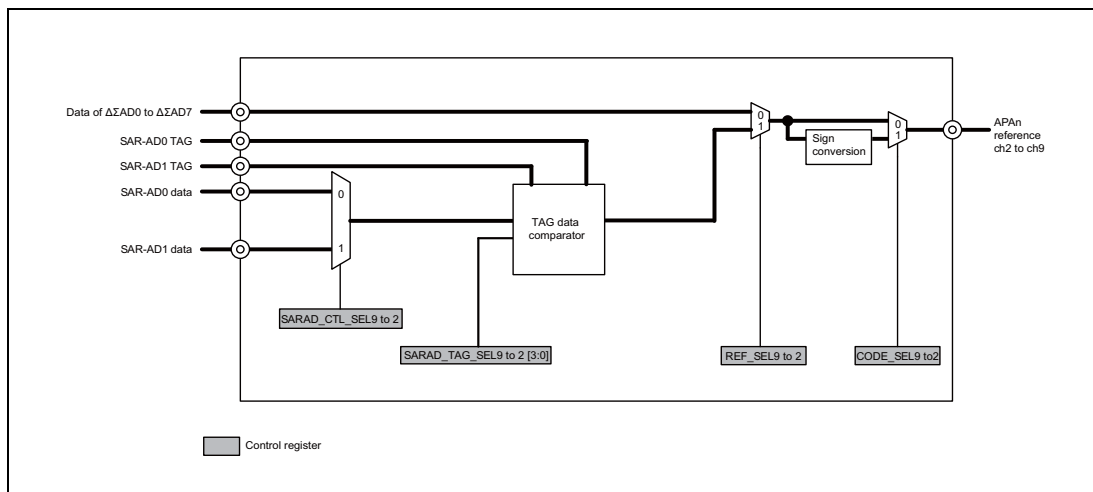


Figure 23.61 Block Diagram of Selection Function 2 of Reference Source

Table 23.73 Selecting Reference Source of Reference ch0 to ch9

REF_SEL 2 to 9	SARAD_CTL_SEL 2 to 9	CODE_SEL 2 to 9	Reference Source Selection of Reference ch0 to ch9
0	—	0	$\Delta\Sigma$ AD data with sign conversion disabled
0	—	1	$\Delta\Sigma$ AD data with sign conversion enabled
1	0	0	TAG data, matched with SARAD_TAG_SEL2 to SARAD_TAG_SEL9 in the ADC0, with sign conversion disabled
1	0	1	TAG data, matched with SARAD_TAG_SEL2 to SARAD_TAG_SEL9 in the ADC0, with sign conversion enabled
1	1	0	TAG data, matched with SARAD_TAG_SEL2 to SARAD_TAG_SEL9 in the ADC1, with sign conversion disabled
1	1	1	TAG data, matched with SARAD_TAG_SEL2 to SARAD_TAG_SEL9 in the ADC1, with sign conversion enabled

23.8.2.1 Sign Conversion

Reference channels 2 to 9 of the APA can convert the signs of values from the $\Delta\Sigma$ AD and ADC0/ADC1 when any of the latter is selected as the source. **Figure 23.62** shows a block diagram of the sign conversion.

Setting a CODE_SEL2 to CODE_SEL 9 bit to 0 disables sign conversion for the given channel. Setting a CODE_SEL2 to CODE_SEL 9 bit to 1 enables sign conversion for the channel.

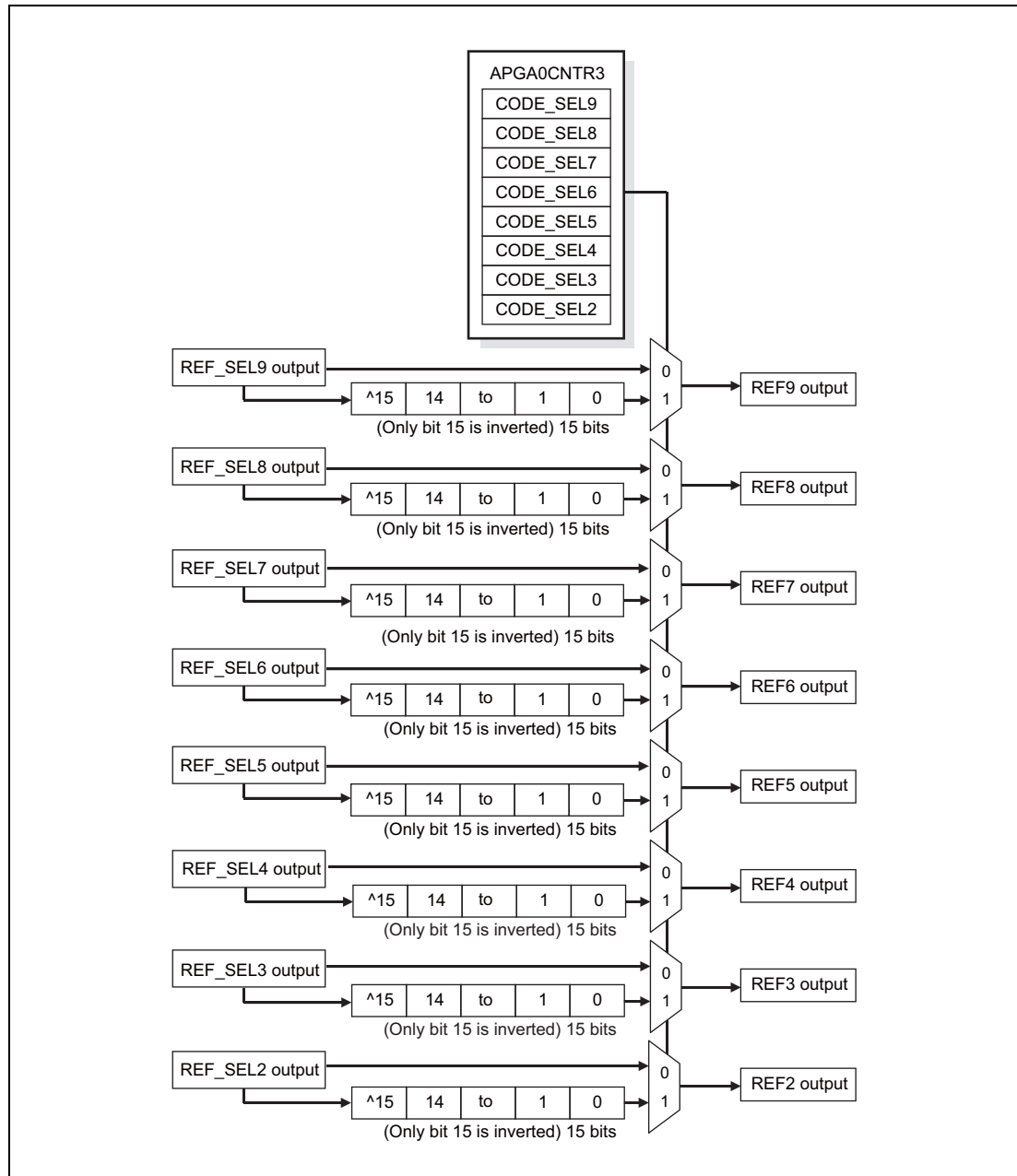


Figure 23.62 Block Diagram of Sign Conversion

In reference input from each ADC, values input are assumed to have a sign. Signed values are not subject to size comparison by the APA.

For this reason, the following format conversion is required for reference input from respective ADs.

AD Output		APA Input	
Hexadecimal	Decimal	Hexadecimal	Decimal
7FFF _H	+32767	FFFF _H	65535
:	:	:	:
0001 _H	1	8001 _H	32769
0000 _H	0	8000 _H	32768
FFFF _H	-1	7FFF _H	32767
:	:	:	:
8000 _H	-32768	0000 _H	0

CAUTION

The sign of values from the SAR-AD is always 0. The data format must be matched when this is used.

Thus, the most significant bit must be set, i.e. the value must be at least 8000_H when the element is set in the APA.

Section 24 Motor Control Timer (TSG2)

24.1 Functions of TSG2n

- Channels

This microcontroller provides two channels of TSG2n (n = 0, 1).

Table 24.1 TSG2 Channels

TSG2	
Number of Channels	2
Name	TSG20, TSG21

Meaning of n

Throughout this section, the TSG2 channels are identified by the index n (n = 0 or 1): for example, TSG2n control register 0 (TSG2nCTL0).

- Register addresses

TSG2n register addresses are given as offsets from the individual base addresses <TSG2n_base>.

Table 24.2 shows the base addresses of TSG2n.

Table 24.2 TSG2n Register Base Address

TSG2n	<TSG2n_base> Address
TSG20	FFE7 0000 _H
TSG21	FFE7 1000 _H

- Interrupt requests

The TSG2n interrupt requests are listed in **Table 24.3**.

Table 24.3 List of TSG2n Interrupt Requests

TSG2n Interrupt Request	Function	Connected to
INTTSG2nI[12:0]	TSG2n compare match interrupt 0 to 12	Interrupt controller (INTC)
INTTSG2nIPEK	TSG2n peak interrupt	Interrupt controller (INTC)
INTTSG2nIVLY	TSG2n trough interrupt	Interrupt controller (INTC)
INTTSG2nIER	TSG2n error interrupt	Interrupt controller (INTC) PIC1
INTTSG2nIWN	TSG2n warning interrupt	Interrupt controller (INTC)

- DMA transfer requests

The Table below shows TSG2n DMA transfer requests.

Table 24.4 List of TSG2n DMA Transfer Requests

TSG2n Interrupt Request	Function	Connected to
INTTSG2nI[12:11]	TSG2n compare match interrupt 11 to 12	DMA controller (DTS)
INTTSG2nIPEK	TSG2n peak interrupt	DMA controller (DTS)
INTTSG2nIVLY	TSG2n trough interrupt	DMA controller (DTS)

24.2 Functional Overview

The TSG2n is a 16-bit timer counter with various motor control functions.

- Count clock resolution: Minimum 12.5 ns (count clock = 80 MHz)
- Operating mode corresponding to various motor control methods
- Compare registers with reload buffer
- 10-bit dead time counter
 - Dead time counter with reload buffer
 - Independent dead time can be set for positive to inverse phase change and inverse to positive phase change.
- A/D conversion trigger signal generation
 - Three A/D conversion trigger signals can be generated by the compare registers TSG2nDCMP0W and TSG2nDCMP2.
 - Skipping function of A/D conversion trigger signals TSTADT0 and TSTADT1 can be set independently. The skipping ratio can be selected among 1/1, 1/2, 1/4, and 1/8.
 - The dedicated pin (TSON7) can be used to output the toggle or diagnostic signal set by the TSTADT0 signal and reset by the TSTADT1 signal.
- Interrupt skipping
 - Skipping rate: 1/1 to 1/32
- Forced output stop function
 - Using the TOP function allows the high impedance control of the TSON1 to TSON6 pin output.
- Compare value setting
 - Reload (simultaneous rewrite) or anytime rewrite can be selected.
- Reload mode
 - Writing to TSG2nCMP1 enables reload (the reload request flag (TSG2nRSF) is set), and allows simultaneous transfer of the values of multiple registers.
 - Data can be transferred at peak/trough/peak or trough reload timing
 - Reload request flag (TSG2nRSF)
 - Register address assignment allowing DMA transfer
 - Reload skipping
- HT-PWM mode
 - 0 to 100% PWM duty cycle output is possible (with possible dead time reduction).
 - The LSB in the compare register can be used to append an additional pulse to the PWM output during count up, thus improving the output resolution without extra load on software.
- 120-DC control
 - A trigger signal can be generated by an offset in conjunction with the semi-automatic drive function.
- Three-phase encoder function (hall sensor signals can be input).

- Active level of the output pins (TSON1 to TSON6) can be set individually.
- Fail-safe function (warning interrupt or error interrupt can be generated)
 - Simultaneous active output detection function for positive and inverse phases.
 - Abnormal input detection function of the three-phase encoder

24.3 Configuration

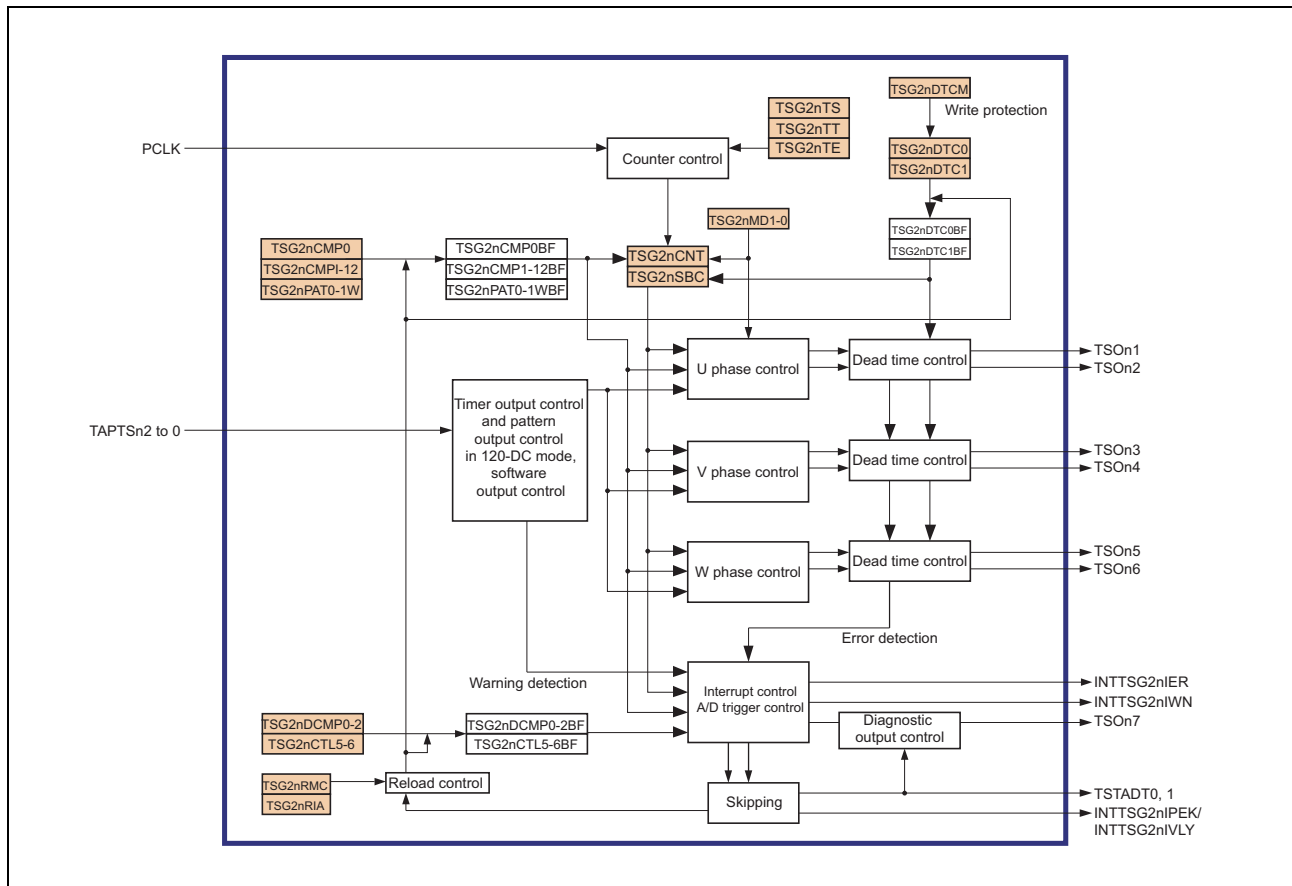


Figure 24.1 Block Diagram of TSG2n

24.4 Registers

This section contains a description of all registers of the TSG2n (n = 0, 1).

24.4.1 List of Registers

The TSG2n (n = 0, 1) registers and addresses are shown in **Table 24.5**.

The base address of TSG20 is FFE7 0000_H and TSG21 is FFE7 1000_H respectively.

For the actual addresses, the offset values shown in the table below are added to the base addresses.

Table 24.5 TSG2n (n = 0, 1) Registers (1/2)

Register Name	Function	R/W	Reset value	Access			Offset address (PADDR 9-0)	Dynamic	Reload
				8	16	32			
TSG2nIOC2	TSG2n I/O control register 2	R/W	0000 _H	x	√	x	000 _H	Enable	Disable
TSG2nCTL3	TSG2n control register 3	R/W	00 _H	√	x	x	004 _H	Enable	Disable
TSG2nCTL5	TSG2n control register 5	R/W	0000 _H	x	√	x	008 _H	Enable	Disable
TSG2nCTL6	TSG2n control register 6	R/W	0000 _H	x	√	x	00C _H	Enable	Disable
TSG2nSTR0	TSG2n status register 0	R	00 _H	√	x	x	010 _H	Enable	Disable
TSG2nSTR1	TSG2n status register 1	R	00 _H	√	x	x	014 _H	Enable	Disable
TSG2nSTR2	TSG2n status register 2	R	0000 _H	x	√	x	018 _H	Enable	Disable
TSG2nSTC	TSG2n status clear trigger register	W	0000 _H	x	√	x	01C _H	Enable	Disable
TSG2nOPT0	TSG2n option register 0	R/W	00 _H	√	x	x	020 _H	Enable	Disable
TSG2nOPT1	TSG2n option register 1	R/W	00 _H	√	x	x	024 _H	Enable	Disable
TSG2nCNT	TSG2n timer counter register	R	0000 _H	x	√	x	028 _H	Enable	Disable
TSG2nSBC	TSG2n timer sub-counter register	R	0000 _H	x	√	x	02C _H	Enable	Disable
TSG2nTRG0	TSG2n trigger register 0	W	00 _H	√	x	x	030 _H	Enable	Disable
TSG2nTRG1	TSG2n trigger register 1	W	00 _H	√	x	x	034 _H	Enable	Disable
TSG2nCMP1W	TSG2n compare registers 1,2	R/W	0000 0000 _H	x	x	√	040 _H	Enable	Enable
TSG2nCMP5W	TSG2n compare registers 5,6	R/W	0000 0000 _H	x	x	√	044 _H	Enable	Enable
TSG2nCMP9W	TSG2n compare registers 9,10	R/W	0000 0000 _H	x	x	√	048 _H	Enable	Enable
TSG2nCMP3W	TSG2n compare registers 3,4	R/W	0000 0000 _H	x	x	√	04C _H	Enable	Enable
TSG2nCMP7W	TSG2n compare registers 7,8	R/W	0000 0000 _H	x	x	√	050 _H	Enable	Enable
TSG2nCMP11W	TSG2n compare registers 11,12	R/W	0000 0000 _H	x	x	√	054 _H	Enable	Enable
TSG2nCMP0	TSG2n compare register 0	R/W	0000 0000 _H	x	x	√	058 _H	Enable	Enable
TSG2nDCMP0W	TSG2n diagnostic compare registers 0,1	R/W	0000 0000 _H	x	x	√	05C _H	Enable	Enable
TSG2nDCMP2	TSG2n diagnostic compare register 2	R/W	0000 0000 _H	x	x	√	060 _H	Enable	Enable
TSG2nPAT0W	TSG2n pattern register 0	R/W	0000 0000 _H	x	x	√	064 _H	Enable	Enable
TSG2nPAT1W	TSG2n pattern register 1	R/W	0000 0000 _H	x	x	√	068 _H	Enable	Enable
TSG2nDTC0W	TSG2n dead time compare register 0	R/W	0000 0000 _H	x	x	√	06C _H	Enable	Enable
TSG2nDTC1W	TSG2n dead time compare register 1	R/W	0000 0000 _H	x	x	√	070 _H	Enable	Enable
TSG2nIOC3	TSG2n I/O control register 3	R/W	0000 0000 _H	x	x	√	074 _H	Enable	Enable
TSG2nCTL4	TSG2n control register 4	R/W	0000 0000 _H	x	x	√	07C _H	Enable	Enable
TSG2nCMP1	TSG2n compare register 1	R/W	0000 _H	x	√	x	080 _H	Enable	Enable
TSG2nCMP2	TSG2n compare register 2	R/W	0000 _H	x	√	x	084 _H	Enable	Enable
TSG2nCMP5	TSG2n compare register 5	R/W	0000 _H	x	√	x	088 _H	Enable	Enable
TSG2nCMP6	TSG2n compare register 6	R/W	0000 _H	x	√	x	08C _H	Enable	Enable
TSG2nCMP9	TSG2n compare register 9	R/W	0000 _H	x	√	x	090 _H	Enable	Enable
TSG2nCMP10	TSG2n compare register 10	R/W	0000 _H	x	√	x	094 _H	Enable	Enable
TSG2nCMP3	TSG2n compare register 3	R/W	0000 _H	x	√	x	098 _H	Enable	Enable

Table 24.5 TSG2n (n = 0, 1) Registers (2/2)

Register Name	Function	R/W	Reset value	Access			Offset address (PADDR 9-0)	Dynamic	Reload
				8	16	32			
TSG2nCMP4	TSG2n compare register 4	R/W	0000 _H	x	√	x	09C _H	Enable	Enable
TSG2nCMP7	TSG2n compare register 7	R/W	0000 _H	x	√	x	0A0 _H	Enable	Enable
TSG2nCMP8	TSG2n compare register 8	R/W	0000 _H	x	√	x	0A4 _H	Enable	Enable
TSG2nCMP11	TSG2n compare register 11	R/W	0000 _H	x	√	x	0A8 _H	Enable	Enable
TSG2nCMP12	TSG2n compare register 12	R/W	0000 _H	x	√	x	0AC _H	Enable	Enable
TSG2nCMPU	TSG2n U phase compare register	R/W	0000 _H	x	√	x	0B0 _H	Enable	Enable
TSG2nCMPV	TSG2n V phase compare register	R/W	0000 _H	x	√	x	0B4 _H	Enable	Enable
TSG2nCMPW	TSG2n W phase compare register	R/W	0000 _H	x	√	x	0B8 _H	Enable	Enable
TSG2nUPW	TSG2n U phase period register	R/W	0000 _H	x	√	x	0BC _H	Enable	Enable
TSG2nVPW	TSG2n V phase period register	R/W	0000 _H	x	√	x	0C0 _H	Enable	Enable
TSG2nWPW	TSG2n W phase period register	R/W	0000 _H	x	√	x	0C4 _H	Enable	Enable
TSG2nIOC0	TSG2n I/O control register 0	R/W	7E _H	√	x	x	200 _H	Disable	Disable
TSG2nIOC1	TSG2n I/O control register 1	R/W	00 _H	√	x	x	204 _H	Disable	Disable
TSG2nCTL0	TSG2n control register 0	R/W	00 _H	√	x	x	208 _H	Disable	Disable
TSG2nCTL1	TSG2n control register 1	R/W	0000 _H	x	√	x	20C _H	Disable	Disable
TSG2nDTPR	TSG2n dead time protection register	R/W	0000 _H	x	√	x	210 _H	Disable	Disable

- Dynamic: “Enable” means that registers can be read during TSG2 operation. “Disable” means that the contents of registers cannot be changed during TSG2 operation.
- Reload: “Reload” means that the register is provided with the reload function.

24.4.2 TSG2n Register Details

24.4.2.1 TSG2nCTL0 — TSG2n Control Register 0

This register specifies the pulse width for TSON7 and operating mode of the TSG2n.

This register can be written only when TSG2nTE = 0 (while macros are stopped).

Access: This register can be read/written in 8-bit units.

Address: TSG20: FFE7 0208_H
TSG21: FFE7 1208_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	TSG2n DWD	—	—	TSG2nMD[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R	R	R/W	R/W

Table 24.6 TSG2nCTL0 Register Contents

Bit Position	Bit Name	Functions
7 to 5	Reserved	When read, the value after reset is read. When writing, write the value after reset.
4	TSG2nDWD	TSON7 Pulse Width Control 0: The TSON7 pulse width is 8 clock cycles. 1: The TSON7 pulse width is 16 clock cycles. This bit controls the pulse width of TSON7 and is valid when TSG2nTGS = 1. (See the description of TSG2nTGS) For the detailed functions, refer to Section 24.5.4(1) (a), TSON7 Pin Output Control .
3, 2	Reserved	When read, the value after reset is read. When writing, write the value after reset.
1, 0	TSG2nMD[1:0]	TSG2n Mode Control 00: PWM mode 01: High-accuracy triangle-wave PWM mode 10: Shift pulse PWM mode 11: 120-degree energization control mode These bits are mode control bits of TSG2n. TSG2n has four modes. PWM mode controls six PWM timer outputs. Each timer output is controlled by the two compare registers (set and clear). High-accuracy triangle-wave PWM mode (HT-PWN mode) controls three complementary PWM outputs by using up-count and down-count (triangle-wave count). Shift pulse PWM mode (SP-PWM mode) controls three complementary PWM outputs by using up-count (saw-wave count). 120-degree energization control mode (120-DC mode) controls six PWM outputs by using twelve compare registers, two pattern registers, and six output steps.

24.4.2.2 TSG2nCTL1 — TSG2n Control Register 1

This register controls the error/warning detection and can be written only when TSG2nTE = 0 (while macros are stopped).

Refer to the description of TSG2nSTR2 register and **Section 24.10, Error and Warning Interrupts**.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 020C_H
TSG21: FFE7 120C_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TSG2n TBA2	TSG2n TBA1	TSG2n TBA0	TSG2n PPC	TSG2n PEC	—	TSG2n NDC	TSG2n PRC	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R	R

Table 24.7 TSG2nCTL1 Register Contents

Bit Position	Bit Name	Functions
15 to 10	Reserved	When read, the value after reset is read. When writing, write the value after reset.
9	TSG2nTBA2	TSG2nTBF2 Control 0: Disables TSG2nTBF2 1: Enables TSG2nTBF2
8	TSG2nTBA1	TSG2nTBF1 Control 0: Disables TSG2nTBF1 1: Enables TSG2nTBF1
7	TSG2nTBA0	TSG2nTBF0 Control 0: Disables TSG2nTBF0 1: Enables TSG2nTBF0
6	TSG2nPPC	TSG2nPPF Control 0: Disables TSG2nPPF 1: Enables TSG2nPPF
5	TSG2nPEC	TSG2nPEF Control 0: Disables TSG2nPEF 1: Enables TSG2nPEF
4	Reserved	When read, the value after reset is read. When writing, write the value after reset.
3	TSG2nNDC	TSG2nNDF Control 0: Disables TSG2nNDF 1: Enables TSG2nNDF
2	TSG2nPRC	TSG2nPRF Control 0: Disables TSG2nPRF 1: Enables TSG2nPRF
1, 0	Reserved	When read, the value after reset is read. When writing, write the value after reset.

24.4.2.3 TSG2nCTL3 — TSG2n Control Register 3

This register controls TSG2n reload /IMWRITE function.

Access: This register can be read/written in 8-bit units.

Address: TSG20: FFE7 0004_H
TSG21: FFE7 1004_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TSG2n RIA	TSG2n RMC
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 24.8 TSG2nCTL3 Register Contents

Bit Position	Bit Name	Function
7 to 2	Reserved	When read, the value after reset is read. When writing, write the value after reset.
1	TSG2nRIA	Reload and INTTSG2nIPEK/INTTSG2nIVLY Adjustment 0: The reload timing is controlled only by TSG2nPRE or TSG2nVRE. 1: The reload timing is adjusted by INTTSG2nIPEK or INTTSG2nIVLY output timing. TSG2nRIA controls reload timing and is valid when TSG2nRMC = 0.
0	TSG2nRMC	Register Mode Control 0: Update the value of registers with reload function when reloading 1: Update the value of registers when written. This function is called "Reload" when TSG2nRMC = 0 and "IMWRITE" (immediate write) when TSG2nRMC = 1

24.4.2.4 TSG2nCTL4 — TSG2n Control Register 4

This register controls INTTSG2nIPEK/INTTSG2nIVLY interrupt function.

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 007C_H
TSG21: FFE7 107C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TSG2n PRE	TSG2n VRE	TSG2n PIE	TSG2n VIE	TSG2nRCC[04:00]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 24.9 TSG2nCTL4 Register Contents

Bit Position	Bit Name	Function
31 to 9	Reserved	When read, the value after reset is read. When writing, write the value after reset.
8	TSG2nPRE	Reloading by INTTSG2nIPEK Timing Enable Bit 0: Disables reload operation at the peak timing (in HT-PWM mode) Disables reload operation at the PWM cycle timing (in any mode other than HT-PWM mode) 1: Enables reload operation at the peak timing (in HT-PWM mode) Enables reload operation at the PWM cycle timing (in any mode other than HT-PWM mode) When setting TSG2nRMC to 0 in any mode other than HT-PWM mode, reloading does not proceed. Accordingly, when recovery from the abnormal state is required, the setting for IMWRITE function needs to be changed.
7	TSG2nVRE	Reloading by INTTSG2nIVLY Timing Enable Bit 0: Disables reload operation at the trough timing 1: Enables reload operation at the trough timing This bit is only valid in HT-PWM mode.
6	TSG2nPIE	INTTSG2nIPEK Interrupt Enable 0: Masks INTTSG2nIPEK output 1: Does not mask INTTSG2nIPEK output
5	TSG2nVIE	INTTSG2nIVLY Interrupt Enable 0: Masks INTTSG2nIVLY output 1: Does not mask INTTSG2nIVLY output This bit is only valid in HT-PWM mode.
4 to 0	TSG2nRCC [04:00]	Reload Skipping Control 00000: No reload/interrupt skipping 00001: 1 skipping/1 generation out of 2 reloads/interrupts 00010: 2 skipplings/1 generation out of 3 reloads/interrupts 00011: 3 skipplings/1 generation out of 4 reloads/interrupts 11110: 30 skipplings/1 generation out of 31 reloads/interrupts 11111: 31 skipplings/1 generation out of 32 reloads/interrupts

24.4.2.5 TSG2nCTL5 — TSG2n Control Register 5

This register controls A/D conversion trigger (TSTADT0) function.

See **Section 24.9, A/D Conversion Trigger Function**.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 0008_H
TSG21: FFE7 1008_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	TSG2nACC [01:00]	TSG2n AT09	TSG2n AT08	TSG2n AT07	TSG2n AT06	TSG2n AT05	TSG2n AT04	TSG2n AT03	TSG2n AT02	TSG2n AT01	TSG2n AT00	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 24.10 TSG2nCTL5 Register Contents (1/2)

Bit Position	Bit Name	Function
15 to 12	Reserved	When read, the value after reset is read. When writing, write the value after reset.
11, 10	TSG2nACC [01:00]	TSTADT0 Skipping Control 00: No TSTADT0 skipping 01: 1 skipping/1 trigger output out of 2 A/D source triggers 10: 3 skipping/1 trigger output out of 4 A/D source triggers 11: 7 skipping/1 trigger output out of 8 A/D source triggers When a write access is made, the TSTADT0 skipping counter is simultaneously cleared.
9	TSG2nAT09	TSTADT0 Trigger Control 9 0: Not selected 1: Selects TSG2nSBC peak timing as A/D source trigger. This bit is only valid in HT-PWM mode.
8	TSG2nAT08	TSTADT0 Trigger Control 8 0: Not selected 1: Selects TSG2nSBC trough timing as A/D source trigger. This bit is only valid in HT-PWM mode.
7	TSG2nAT07	TSTADT0 Trigger Control 7 0: Not selected 1: Selects the matching points of TSG2nDCMP2 and TSG2nCNT as A/D source triggers for down-counting by TSG2nCNT. This bit is only valid in HT-PWM mode. In other modes, TSG2nCNT does not count down.
6	TSG2nAT06	TSTADT0 Trigger Control 6 0: Not selected 1: Selects the matching points of TSG2nDCMP2 and TSG2nCNT as A/D source triggers for up-counting by TSG2nCNT.
5	TSG2nAT05	TSTADT0 Trigger Control 5 0: Not selected 1: Selects the matching points of TSG2nDCMP1 and TSG2nCNT as A/D source triggers for down-counting by TSG2nCNT. This bit is only valid in HT-PWM mode. In other modes, TSG2nCNT does not count down.
4	TSG2nAT04	TSTADT0 Trigger Control 4 0: Not selected 1: Selects the matching points of TSG2nDCMP1 and TSG2nCNT as A/D source triggers for up-counting by TSG2nCNT.

Table 24.10 TSG2nCTL5 Register Contents (2/2)

Bit Position	Bit Name	Function
3	TSG2nAT03	TSTADT0 Trigger Control 3 0: Not selected 1: Selects the matching points of TSG2nDCMP0 and TSG2nCNT as A/D source triggers for down-counting by TSG2nCNT. This bit is only valid in HT-PWM mode. In other modes, TSG2nCNT does not count down.
2	TSG2nAT02	TSTADT0 Trigger Control 2 0: Not selected 1: Selects the matching points of TSG2nDCMP0 and TSG2nCNT as A/D source triggers for up-counting by TSG2nCNT.
1	TSG2nAT01	TSTADT0 Trigger Control 1 0: Not selected 1: Selects INTTSG2nIPEK* ¹ as A/D source trigger.
0	TSG2nAT00	TSTADT0 Trigger Control 0 0: Not selected 1: Selects INTTSG2nIVLY* ² as A/D source trigger. This bit is only valid in HT-PWM mode.

Note 1. INTTSG2nIPEK is a signal for skipping by the TSG2nRCC04 to TSG2nRCC00 bits.

Note 2. INTTSG2nIVLY is a signal for skipping by the TSG2nRCC04 to TSG2nRCC00 bits.

24.4.2.6 TSG2nCTL6 — TSG2n Control Register 6

This register controls A/D conversion trigger (TSTADT1) function.

See **Section 24.9, A/D Conversion Trigger Function**.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 000C_H
TSG21: FFE7 100C_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	TSG2nACC [11:10]	TSG2n AT19	TSG2n AT18	TSG2n AT17	TSG2n AT16	TSG2n AT15	TSG2n AT14	TSG2n AT13	TSG2n AT12	TSG2n AT11	TSG2n AT10	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 24.11 TSG2nCTL6 Register Contents (1/2)

Bit Position	Bit Name	Function
15 to 12	Reserved	When read, the value after reset is read. When writing, write the value after reset.
11, 10	TSG2nACC[11:10]	TSTADT1 Skipping Control 00: No TSTADT1 skipping 01: 1 skipping/1 trigger output out of 2 A/D source triggers 10: 3 skipping/1 trigger output out of 4 A/D source triggers 11: 7 skipping/1 trigger output out of 8 A/D source triggers When a write access is made, the TSTADT1 skipping counter is simultaneously cleared.
9	TSG2nAT19	TSTADT1 Trigger Control 9 0: Not selected 1: Selects TSG2nSBC peak timing as A/D source trigger. This bit is only valid in HT-PWM mode.
8	TSG2nAT18	TSTADT1 Trigger Control 8 0: Not selected 1: Selects TSG2nSBC trough timing as A/D source trigger. This bit is only valid in HT-PWM mode.
7	TSG2nAT17	TSTADT1 Trigger Control 7 0: Not selected 1: Selects the matching points of TSG2nDCMP2 and TSG2nCNT as A/D source triggers for down-counting by TSG2nCNT. This bit is only valid in HT-PWM mode. In other modes, TSG2nCNT does not count down.
6	TSG2nAT16	TSTADT1 Trigger Control 6 0: Not selected 1: Selects the matching points of TSG2nDCMP2 and TSG2nCNT as A/D source triggers for up-counting by TSG2nCNT.
5	TSG2nAT15	TSTADT1 Trigger Control 5 0: Not selected 1: Selects the matching points of TSG2nDCMP1 and TSG2nCNT as A/D source triggers for down-counting by TSG2nCNT. This bit is only valid in HT-PWM mode. In other modes, TSG2nCNT does not count down.
4	TSG2nAT14	TSTADT1 Trigger Control 4 0: Not selected 1: Selects the matching points of TSG2nDCMP1 and TSG2nCNT as A/D source triggers for up-counting by TSG2nCNT.

Table 24.11 TSG2nCTL6 Register Contents (2/2)

Bit Position	Bit Name	Function
3	TSG2nAT13	TSTADT1 Trigger Control 3 0: Not selected 1: Selects the matching points of TSG2nDCMP0 and TSG2nCNT as A/D source triggers for down-counting by TSG2nCNT. This bit is only valid in HT-PWM mode. In other modes, TSG2nCNT does not count down.
2	TSG2nAT12	TSTADT1 Trigger Control 2 0: Not selected 1: Selects the matching points of TSG2nDCMP0 and TSG2nCNT as A/D source triggers for up-counting by TSG2nCNT.
1	TSG2nAT11	TSTADT1 Trigger Control 1 0: Selects INTTSG2nIPEK (*) as A/D source trigger. 1: Selects the matching points of TSG2nDCMP2 and TSG2nCNT as A/D source triggers for up-counting by TSG2nCNT. (*) INTTSG2nIPEK is a signal for skipping by TSG2nRCC04 to TSG2nRCC00 bits.
0	TSG2nAT10	TSTADT1 Trigger Control 0 0: Not selected 1: Selects INTTSG2nIVLY (*) as A/D source trigger. This bit is only valid in HT-PWM mode. (*) INTTSG2nIVLY is a signal for skipping by TSG2nRCC04 to TSG2nRCC00 bits

24.4.2.7 TSG2nIOC0 — TSG2n I/O Control Register 0

This register controls the timer output (TSON1 to TSON6) function and can be written only when TSG2nTE = 0 (while macros are stopped).

See **Section 24.5.4, List of Outputs in Each Mode.**

Access: This register can be read/written in 8-bit units.

Address: TSG20: FFE7 0200_H
TSG21: FFE7 1200_H

Value after reset: 7E_H

Bit	7	6	5	4	3	2	1	0
	—	TSG2n TOE6	TSG2n TOE5	TSG2n TOE4	TSG2n TOE3	TSG2n TOE2	TSG2n TOE1	—
Value after reset	0	1	1	1	1	1	1	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R

Table 24.12 TSG2nIOC0 Register Contents

Bit Position	Bit Name	Function
7	Reserved	When read, the value after reset is read. When writing, write the value after reset.
6 to 1	TSG2nTOEm	0: The TSG2nIOC2 register (TSG2nTOM/TSG2nTOLm bits) can be rewritten by software. 1: The TSG2nIOC2 register (TSG2nTOM/TSG2nTOLm bits) cannot be rewritten by software. (Write access to the TSG2nIOC2 register is ignored.) This register controls write access to TSG2nIOC2 (m = 1, 2, 3, 4, 5, 6).
0	Reserved	When read, the value after reset is read. When writing, write the value after reset.

24.4.2.8 TSG2nIOC1 — TSG2n I/O Control Register 1

This register controls various I/O port functions.

This register can be written only when TSG2nTE = 0 (while macros are stopped).

Access: This register can be read/written in 8-bit units.

Address: TSG20: FFE7 0204_H
TSG21: FFE7 1204_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	TSG2n EOC	TSG2n WOC	TSG2n TGS	TSG2n TOS
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 24.13 TSG2nIOC1 Register Contents

Bit Position	Bit Name	Function
7 to 4	Reserved	When read, the value after reset is read. When writing, write the value after reset.
3	TSG2nEOC	INTTSG2nIER Output Control 0: Fixes the INTTSG2nIER signal to 0. 1: Enables output of the INTTSG2nIER signal.
2	TSG2nWOC	INTTSG2nIWN Output Control 0: Fixes the INTTSG2nIWN signal to 0. 1: Enables to output INTTSG2nIWN signal.
1	TSG2nTGS	TSON7 Function Selection 0: A/D trigger output mode 1: Diagnostic output mode See Section 24.5.4 (1),(a) TSON7 Pin Output Control .
0	TSG2nTOS	TSON7 Output Status Selection 0: Outputs the TSG2nCNT up/down status (same as TSG2nCUF). 1: Outputs the TSG2nSBC up/down status (same as TSG2nSUF).

24.4.2.9 TSG2nIOC2 — TSG2n I/O Control Register 2

This register controls the timer output (TSOn1 to TSOn6) functions.

See **Section 24.5.4, List of Outputs in Each Mode.**

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 0000_H
TSG21: FFE7 1000_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	TSG2n OL6	TSG2n OL5	TSG2n OL4	TSG2n OL3	TSG2n OL2	TSG2n OL1	—	—	TSG2n TO6	TSG2n TO5	TSG2n TO4	TSG2n TO3	TSG2n TO2	TSG2n TO1	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R

Table 24.14 TSG2nIOC2 Register Contents

Bit Position	Bit Name	Function
15	Reserved	When read, the value after reset is read. When writing, write the value after reset.
14 to 9	TSG2nOLm	TSOnm Active Level Control 0: The active level of TSOnm is high. 1: The active level of TSOnm is low. These bits control the active level of TSOnm and thereby the level selector is placed closest to the TSOnm pin. They can be changed when TSG2nTOEn = 0. In this document, TSOnm is described as TSG2nOLm = 0 (m = 1, 2, 3, 4, 5, 6).
8, 7	Reserved	When read, the value after reset is read. When writing, write the value after reset.
6 to 1	TSG2nTOm	TSOnm Output Buffer Latch 0: TSOnm is at the low level. 1: TSOnm is at the high level. These bits are TSOnm output buffer latches. They can be changed when TSG2nTOEm = 0 (m = 1, 2, 3, 4, 5, 6).
0	Reserved	When read, the value after reset is read. When writing, write the value after reset.

24.4.2.10 TSG2nIOC3 — TSG2n I/O Control Register 3

This register controls timer output (TSON1 to TSON6) function.

See **Section 24.5.4, List of Outputs in Each Mode.**

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 0074_H
TSG21: FFE7 1074_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	TSG2n TOL6	TSG2n TOL5	TSG2n TOL4	TSG2n TOL3	TSG2n TOL2	TSG2n TOL1	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R

Table 24.15 TSG2nIOC3 Register Contents

Bit Position	Bit Name	Function
31 to 7	Reserved	When read, the value after reset is read. When writing, write the value after reset.
6 to 1	TSG2nTOLm	TSONm 0: Normal set/clear level 1: Reversed set/clear level These bits control the setting and clearing levels of the timer output. A change to an output level is reflected at the time of the next compare match. TSG2nTOLm should not be set to 1 in HT-PWM mode. In this document, TSONm is described as TSG2nOLm = 0 (m = 1, 2, 3, 4, 5, 6)
0	Reserved	When read, the value after reset is read. When writing, write the value after reset.

24.4.2.11 TSG2nSTR0 — TSG2n Status Register 0

This register indicates TSG2 up-/down-count, reload request, and macro enable statuses.

Access: This register can be read in 8-bit units.

Address: TSG20: FFE7 0010_H
TSG21: FFE7 1010_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	TSG2nCUF	TSG2nSUF	TSG2nRSF	TSG2nTE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 24.16 TSG2nSTR0 Register Contents

Bit Position	Bit Name	Function
7 to 4	Reserved	When read, the value after reset is read. When writing, write the value after reset.
3	TSG2nCUF	TSG2nCNT UP-/Down-Count Status Flag 0: TSG2nCNT is being incremented. 1: TSG2nCNT is being decremented.
2	TSG2nSUF	TSG2nSBC Up-/Down-Count Status Flag 0: TSG2nSBC is being incremented. 1: TSG2nSBC is being decremented. This bit is only valid in HT-PWM mode. (In other mode, it is fixed to 0.)
1	TSG2nRSF	Reload Holding Status Flag 0: No reload request, or reloading is complete. 1: A reload request is generated and waiting for the reload timing. See Section 24.7.3, Reload Request Flag (TSG2nRSF) .
0	TSG2nTE	Timer Enable Status Flag 0: The timer is stopped. (Macros are stopped.) 1: The timer is operating.

24.4.2.12 TSG2nSTR1 — TSG2n Status Register 1

This register indicates the direction, reload request and macro enable statuses of TAPTSn2-0.

Access: This register can be read in 8-bit units.

Address: TSG20: FFE7 0014_H
TSG21: FFE7 1014_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	TSG2n TSF	TSG2nOPF[2:0]		
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 24.17 TSG2nSTR1 Register Contents

Bit Position	Bit Name	Function
7 to 4	Reserved	When read, the value after reset is read. When writing, write the value after reset.
3	TSG2nTSF	TAPTSn2-0 Pattern Order Detection Flag 0: Indicates that the rotation order of TAPTSn2-0 is clockwise. 1: Indicates that the rotation order of TAPTSn2-0 is counter-clockwise. See Section 24.7.5, Pattern Order Detection Flag (TSG2nTSF) and Section 24.7.7, Pattern Inversion Detection Flag (TSG2nPRF) .
2 to 0	TSG2nOPF[2:0]	Timer Output Pattern Flag 000-111: Indicates the timer output pattern status.

24.4.2.13 TSG2nSTR2 — TSG2n Status Register 2

This register indicates the error/warning status.

Access: This register can be read in 16-bit units.

Address: TSG20: FFE7 0018_H
TSG21: FFE7 1018_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TSG2nTBF2	TSG2nTBF1	TSG2nTBF0	TSG2nPPF	TSG2nPEF	—	TSG2nNDF	TSG2nPRF	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 24.18 TSG2nSTR2 Register Contents (1/2)

Bit Position	Bit Name	Function
15 to 10	Reserved	When read, the value after reset is read. When writing, write the value after reset.
9	TSG2nTBF2	Positive/Negative Phase Simultaneous Activation Detection Flag 2 0: No error 1: TSO _n 5 and TSO _n 6 are active simultaneously or the setting of the compare register may be incorrect For how to clear this error flag, see the description of the TSG2nTBF0 bit.
8	TSG2nTBF1	Positive/Negative Phase Simultaneous Activation Detection Flag 1 0: No error 1: TSO _n 3 and TSO _n 4 are active simultaneously or the setting of the compare register may be incorrect. For how to clear this error flag, see the description of the TSG2nTBF0 bit.
7	TSG2nTBF0	Positive/Negative Phase Simultaneous Activation Detection Flag 0 0: No error 1: TSO _n 1 and TSO _n 2 are active simultaneously or the setting of the compare register may be incorrect. This error flag can be cleared in the following two ways. <ul style="list-style-type: none"> Write 1 to the TSG2nTBR2-0 bits. Change TSG2nTE from 0 to 1. See Section 24.4.2.14, TSG2nSTC — TSG2n Status Clear Trigger Registers.
6	TSG2nPPF	Input/Output Pattern Phase Difference Detection Flag 0: No error 1: A phase difference detected between the input patterns (TAPTS _n 2-0) and the output patterns (TSG2nOPF2-0) This warning flag can be cleared in the following two ways. <ul style="list-style-type: none"> Write 1 to the TSG2nPPR bit. Write 1 to TSG2nTS or TSTSST input (timer start or timer restart). See Section 24.7.8, Pattern Phase Difference Detection Flag (TSG2nPPF).
5	TSG2nPEF	Input Pattern (TAPTS _n 2-0) Error Detection Flag 0: No error 1: Detects that TAPTS _n 2-0 are all high or low. This warning flag can be cleared in the following two ways. <ul style="list-style-type: none"> Write 1 to TSG2nPER bit. Write 1 to TSG2nTS or TSTSST input (timer start or timer restart). See Section 24.7.6, Pattern Error Detection Flag (TSG2nPEF).
4	Reserved	When read, the value after reset is read. When writing, write the value after reset.

Table 24.18 TSG2nSTR2 Register Contents (2/2)

Bit Position	Bit Name	Function
3	TSG2nNDF	<p>Input Pattern (TAPTSn2-0) Noise Detection Flag</p> <p>0: No error</p> <p>1: Detects non-gray code operation of TAPTSn2-0 (the level of TAPTSn2-0 on two or more pins changes simultaneously).</p> <p>This warning flag can be cleared in the following two ways.</p> <ul style="list-style-type: none"> • Write 1 to the TSG2nNDR bit. • Write 1 to TSG2nTS or TSTSST input (timer start or timer restart). <p>See Section 24.7.4, Noise Detection Flag (TSG2nNDF).</p>
2	TSG2nPRF	<p>Input Pattern (TAPTSn2) Inversion Detection Flag</p> <p>0: No error</p> <p>1: Detects inversion of TAPTSn2-0 (detects the change of motor rotation.)</p> <p>This warning flag can be cleared in the following two ways.</p> <ul style="list-style-type: none"> • Write 1 to the TSG2nPRR bit. • Write 1 to TSG2nTS or TSTSST input (timer start or timer restart). <p>See Section 24.7.5, Pattern Order Detection Flag (TSG2nTSF).</p>
1, 0	Reserved	When read, the value after reset is read. When writing, write the value after reset.

24.4.2.14 TSG2nSTC — TSG2n Status Clear Trigger Registers

This register is a trigger register for clearing TSG2nSTR2.

When this register is read, it is always read as “0000_H”.

Access: This register can be written in 16-bit units.

Address: TSG20: FFE7 001C_H
TSG21: FFE7 101C_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TSG2n TBR2	TSG2n TBR1	TSG2n TBR0	TSG2n PPR	TSG2n PER	—	TSG2n NDR	TSG2n PRR	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	W	W	W	W	W	R	W	W	R	R

Table 24.19 TSG2nSTC Register Contents (1/2)

Bit Position	Bit Name	Function
15 to 10	Reserved	When read, the value after reset is read. When writing, write the value after reset.
9	TSG2nTBR2	TSG2nTBF2 Clear Trigger 0 write: Invalid 1 write: Clears TSG2nTBF2 to 0. If TSG2nTBF2 is set and 1 is written to TSG2nTBR2 at the same time, the TSG2nTBF2 setting is given priority.
8	TSG2nTBR1	TSG2nTBF1 Clear Trigger 0 write: Invalid 1 write: Clears TSG2nTBF1 to 0. If TSG2nTBF1 is set and 1 is written to TSG2nTBR1 at the same time, the TSG2nTBF1 setting is given priority.
7	TSG2nTBR0	TSG2nTBF0 Clear Trigger 0 write: Invalid 1 write: Clears TSG2nTBF0 to 0. If TSG2nTBF0 is set and 1 is written to TSG2nTBR0 at the same time, the TSG2nTBF0 setting is given priority.
6	TSG2nPPR	TSG2nPPF Clear Trigger 0 write: Invalid 1 write: Clears TSG2nPPF to 0 If TSG2nPPF is set and 1 is written to TSG2nPPR at the same time, the TSG2nPPF setting is given priority.
5	TSG2nPER	TSG2nPEF Clear Trigger 0 write: Invalid 1 write: Clears TSG2nPEF to 0 If TSG2nPEF is set and 1 is written to TSG2nPER at the same time, the TSG2nPEF setting is given priority.
4	Reserved	When read, the value after reset is read. When writing, write the value after reset.
3	TSG2nNDR	TSG2nNDF Clear Trigger 0 write: Invalid 1 write: Clears TSG2nNDF to 0 If TSG2nNDF is set and 1 is written to TSG2nNDR at the same time, the TSG2nNDF setting is given priority.
2	TSG2nPRR	TSG2nPRF Clear Trigger 0 write: Invalid 1 write: Clears TSG2nPRF to 0 If TSG2nPRF is set and 1 is written to TSG2nPRR at the same time, the TSG2nPRF setting is given priority.

Table 24.19 TSG2nSTC Register Contents (2/2)

Bit Position	Bit Name	Function
1, 0	Reserved	When read, the value after reset is read. When writing, write the value after reset.

24.4.2.15 TSG2nOPT0 — TSG2n Option Register 0

This register configures the option function.

Access: This register can be read/written in 8-bit units.

Address: TSG20: FFE7 0020_H
TSG21: FFE7 1020_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	TSG2n SOC	TSG2n STE	—	TSG2n PSS	TSG2n IDC	TSG2n PSC	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R	R/W	R/W	R/W	R

Table 24.20 TSG2nOPT0 Register Contents

Bit Position	Bit Name	Function
7	Reserved	When read, the value after reset is read. When writing, write the value after reset.
6	TSG2nSOC	Enables or disables control of the timer output (TSON1 to TSON6 pins) by software. 0: Disables control by software. 1: Enables control by software. <ul style="list-style-type: none"> When TSG2nSOC is set to 1, timer output is switched to the software control/trigger control output pattern specified by TSG2nSPC2 to TSG2nSPC0. The dead time is secured by the dead time counter.
5	TSG2nSTE	Enables or disables control by the pattern output trigger. 0: Disables TAPTSn0 to TAPTSn2 inputs. 1: Enables TAPTSn0 to TAPTSn2 inputs. <ul style="list-style-type: none"> TSG2nSTE is valid in 120-DC mode and while software output control function is enabled.
4	Reserved	When read, the value after reset is read. When writing, write the value after reset.
3	TSG2nPSS	Selects the pattern output order switch factor. 0: Switching of the pattern output order by TSG2nPSC is not used. 1: Switching of the pattern output order by TSG2nPSC is used.
2	TSG2nIDC	Determines the output pattern from the TSON1 to TSON6 pins in combination with the TSG2nIDC, TSG2nSTR1, TSG2nTSF and TSG2nPSC signals. For the timer output order and patterns to be output, see Figure 24.74 to Figure 24.77, Example of Operation in 120-DC Mode , in Section 24.11.4.5, Operation in 120-DC Mode .
1	TSG2nPSC	Selects the pattern output order when the semi-automatic cruise function is enabled. 0: Switches the timer output (TSON1 to TSON6) in the normal rotation. 1: Switches the timer output (TSON1 to TSON6) in the reverse rotation. <ul style="list-style-type: none"> If the signal input to TAPTSn0 to TAPTSn2 changes with TSG2n operation being stopped (TSG2nSTR0.TSG2nTE = 0), the TSG2nTRG0.TSG2nTS bit should be set to 1 after matching the input signal change logic with the TSG2nPSC order. Output order in normal or reverse rotation.
0	Reserved	When read, the value after reset is read. When writing, write the value after reset.

24.4.2.16 TSG2nOPT1 — TSG2n Option Register 1

This register configures the option function.

Access: This register can be read/written in 8-bit units.

Address: TSG20: FFE7 0024_H
TSG21: FFE7 1024_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	TSG2nSPC[2:0]		
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W

Table 24.21 TSG2nOPT1 Register Contents

Bit Position	Bit Name	Function
7 to 3	Reserved	When read, the value after reset is read. When writing, write the value after reset.
2 to 0	TSG2nSPC[2:0]	These bits specify the timer output pattern while software output function is enabled and in 120-DC mode. For the output pattern, see Section 24.11.5, Software Output Control Function , and Section 24.11.4, 120-DC Mode .

24.4.2.17 TSG2nTRG0 — TSG2n Trigger Register 0

This register is a trigger register for starting the timer.

When this register is read, it is always read as “00_H”.

Access: This register can be written in 8-bit units.

Address: TSG20: FFE7 0030_H
TSG21: FFE7 1030_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TSG2nTS
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 24.22 TSG2nTRG0 Register Contents

Bit Position	Bit Name	Function
7 to 1	Reserved	When read, the value after reset is read. When writing, write the value after reset.
0	TSG2nTS	Timer Start Trigger 0: Invalid 1: Triggers the start of timer software (setting TSG2nTE = 1) Also, this bit triggers the restart of timer software.

24.4.2.18 TSG2nTRG1 — TSG2n Trigger Register 1

This register controls the stop of the timer.

When this register is read, it is always read as “00_H”.

Access: This register can be written in 8-bit units.

Address: TSG20: FFE7 0034_H
TSG21: FFE7 1034_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TSG2nTT
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 24.23 TSG2nTRG1 Register Contents

Bit Position	Bit Name	Function
7 to 1	Reserved	When read, the value after reset is read. When writing, write the value after reset.
0	TSG2nTT	Timer Stop Trigger 0: Invalid 1: Triggers stopping of timer software (TSG2nTE = 0).

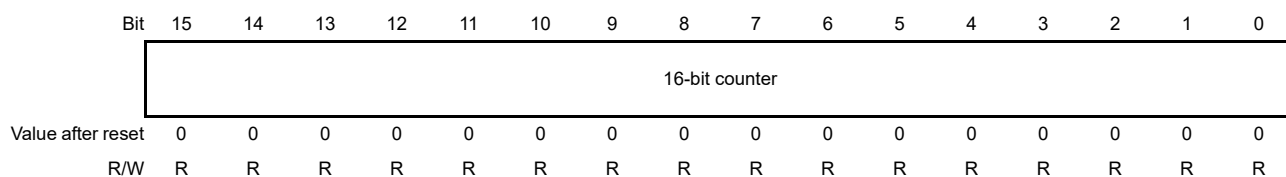
24.4.2.19 TSG2nCNT — TSG2n Counter Register

These registers are the main counters for this macro. In HT-PWM mode, TSG2nCNT counts up or down according to triangle-wave control where the counter value is incremented by two until the peak and then decremented by two until the trough. In other modes, the counter is under sawtooth wave control where its value is incremented by one until the peak and then returned to the initial value.

Access: This register can be read in 16-bit units.

Address: TSG20: FFE7 0028_H
TSG21: FFE7 1028_H

Value after reset: 0000_H



[TSG2nCNT Count Value]

Operating Mode	At the Beginning	Minimum Value	Maximum Value
HT-PWM mode	TSG2nDTC0	TSG2nDTC0	TSG2nDTC0+TSG2nCMP0* ¹
Other modes	0000 _H	0000 _H	TSG2nCMP0

Note 1. Set a value so that the following condition can be satisfied: TSG2nDTC0 + TSG2nCMP0 < FFFF_H.

24.4.2.20 TSG2nSBC — TSG2n Sub-Counter Register

This register is a sub-counter of this macro in HT-PWM mode. In HT-PWM mode, TSG2nCNT counts up or down according to triangle-wave control where the counter value is incremented by two until the peak and then decremented by two until the trough. In addition, this register is provided with a jump function.

Access: This register can be read in 16-bit units.

Address: TSG20: FFE7 002C_H
TSG21: FFE7 102C_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	16-bit counter															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Operating Mode	At the Beginning	Minimum Value	Maximum Value
HT-PWM mode	TSG2nDTC0	0000 _H	TSG2nDTC0+TSG2nDTC1+TSG2nCMP0* ¹
Other modes	0000 _H	0000 _H	0000 _H

Note 1. Set a value so that the following condition can be satisfied: TSG2nDTC0 + TSG2nDTC1 + TSG2nCMP0 < FFFF_H.

24.4.2.21 TSG2nCMP0 — TSG2n Compare Register 0

This register is a compare register that specifies the PWM cycle in all modes.

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 0058_H
TSG21: FFE7 1058_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	16-bit compare register															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Operating Mode	At the Beginning	Minimum Value	Maximum Value
HT-PWM mode	TSG2nCMP0* ¹	0002 _H	FFFE _H
Other modes	TSG2nCMP0 + 1	1 (TSG2nCMP0 = 0000 _H)	10000 _H (TSG2nCMP0 = FFFF _H)

Note 1. In HT-PWM mode, the LSB is ignored because TSG2nCNT is incremented or decremented by 2.

24.4.2.22 TSG2nCMP1W — TSG2n Compare Registers 1 and 2

These registers specify the timer PWM duty in all modes. The 16 high-order bits are called TSG2nCMP2 and the 16 low-order bits are called TSG2nCMP1.

The table below shows the matching operation of TSG2nCNT and the compare registers.

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 0040_H
TSG21: FFE7 1040_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSG2nCMP2 (16-bit compare register)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSG2nCMP1 (16-bit compare register)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

	PWM Mode	HT-PWM Mode	SP-PWM Mode	120-DC Mode
TSG2nCMP1	TSON1 clear	TSON1 clear/ TSON2 set	Same as on the left	TSON1, 3, or 5 output PWM is selected by the TSG2nPAT0 register
TSG2nCMP2	TSON1 set	TSON1 set/ TSON2 clear	Same as on the left	TSON1, 3, or 5 output PWM is selected by the TSG2nPAT0 register

When TSG2nTOEm = 1, the dead time function is enabled in any operating mode. The table above shows the basic functions.

In HT-PWM mode, this is connected with the timing of matches between this register and TSG2nSBC.

In 120-DC mode, the output from TSON1 to TSON6 is controlled by TSG2nCMPm, TSG2nPAT0 and TSG2nPAT1.

24.4.2.23 TSG2nCMP5W — TSG2n Compare Registers 5 and 6

These registers specify the timer PWM duty in all modes. The 16 high-order bits are called TSG2nCMP6 and the 16 low-order bits are called TSG2nCMP5.

The table below shows the matching operation of TSG2nCNT and the compare registers.

Access: These registers can be read/written in 32-bit units.

Address: TSG20: FFE7 0044_H
TSG21: FFE7 1044_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
TSG2nCMP6 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSG2nCMP5 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

	PWM Mode	HT-PWM Mode	SP-PWM Mode	120-DC Mode
TSG2nCMP5	TSON3 clear	TSON3 clear/ TSON4 set	Same as on the left	TSON1, 3, or 5 output PWM is selected by the TSG2nPAT0 register
TSG2nCMP6	TSON3 set	TSON3 clear/ TSON4 set	Same as on the left	TSON1, 3, or 5 output PWM is selected by the TSG2nPAT0 register

When TSG2nTOEm = 1, the dead time function is enabled in any operating mode. The table above shows the basic functions.

In HT-PWM mode, this is connected with the timing of matches between this register and TSG2nSBC.

In 120-DC mode, the output from TSON1 to TSON6 is controlled by TSG2nCMPm, TSG2nPAT0 and TSG2nPAT1.

24.4.2.24 TSG2nCMP9W — TSG2n Compare Registers 9 and 10

These registers specify the timer PWM duty in all modes. The 16 high-order bits are called TSG2nCMP10 and the 16 low-order bits are called TSG2nCMP9.

The table below shows the matching operation of TSG2nCNT and the compare registers.

Access: These registers can be read/written in 32-bit units.

Address: TSG20: FFE7 0048_H
TSG21: FFE7 1048_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
TSG2nCMP10 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSG2nCMP9 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

	PWM Mode	HT-PWM Mode	SP-PWM Mode	120-DC Mode
TSG2nCMP9	TSOn5 clear	TSOn5 clear/ TSOn6 set	Same as on the left	TSOn1, 3, or 5 output PWM is selected by the TSG2nPAT0 register
TSG2nCMP10	TSOn5 set	TSOn5 set/ TSOn6 clear	Same as on the left	TSOn1, 3, or 5 output PWM is selected by the TSG2nPAT0 register

When TSG2nTOEm = 1, the dead time function is enabled in any operating mode. The table above shows the basic functions.

In HT-PWM mode, this is connected with the timing of matches between this register and TSG2nSBC.

In 120-DC mode, the output from TSOn1 to TSOn6 is controlled by TSG2nCMPm, TSG2nPAT0 and TSG2nPAT1.

24.4.2.25 TSG2nCMP3W — TSG2n Compare Registers 3 and 4

These registers specify the timer PWM duty in all modes. The 16 high-order bits are called TSG2nCMP4 and the 16 low-order bits are called TSG2nCMP3.

The table below shows the matching operation of TSG2nCNT and the compare registers.

Access: These registers can be read/written in 32-bit units.

Address: TSG20: FFE7 004C_H
TSG21: FFE7 104C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
TSG2nCMP4 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSG2nCMP3 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

	PWM Mode	HT-PWM Mode	SP-PWM Mode	120-DC Mode
TSG2nCMP3	TSOn2 clear	—	—	TSOn2, 4, or 6 output PWM is selected by the TSG2nPAT1 register
TSG2nCMP4	TSOn2 set	—	—	TSOn2, 4, or 6 output PWM is selected by the TSG2nPAT1 register

When TSG2nTOEm = 1, the dead time function is enabled in any operating mode. The table above shows the basic functions.

In HT-PWM mode, this is connected with the timing of matches between this register and TSG2nSBC.

In 120-DC mode, the output from TSOn1 to TSOn6 is controlled by TSG2nCMPm, TSG2nPAT0 and TSG2nPAT1.

24.4.2.26 TSG2nCMP7W — TSG2n Compare Registers 7 and 8

These registers specify the timer PWM duty in any mode. The 16 high-order bits are called TSG2nCMP8 and the 16 low-order bits are called TSG2nCMP7.

The table below shows the matching operation of TSG2nCNT and the compare registers.

Access: These registers can be read/written in 32-bit units.

Address: TSG20: FFE7 0050_H
TSG21: FFE7 1050_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
TSG2nCMP8 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSG2nCMP7 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

	PWM Mode	HT-PWM Mode	SP-PWM Mode	120-DC Mode
TSG2nCMP7	TSOn4 clear	—	—	TSOn2, 4, or 6 output PWM is selected by the TSG2nPAT1 register
TSG2nCMP8	TSOn4 set	—	—	TSOn2, 4, or 6 output PWM is selected by the TSG2nPAT1 register

When TSG2nTOEm = 1, the dead time function is enabled in any operating mode. The table above shows the basic functions.

In HT-PWM mode, this is connected with the timing of matches between this register and TSG2nSBC.

In 120-DC mode, the output from TSOn1 to TSOn6 is controlled by TSG2nCMPm, TSG2nPAT0 and TSG2nPAT1.

24.4.2.27 TSG2nCMP11W — TSG2n Compare Registers 11 and 12

These registers specify the timer PWM duty in any mode. The 16 high-order bits are called TSG2nCMP12 and the 16 low-order bits are called TSG2nCMP11.

The table below shows the matching operation of TSG2nCNT and the compare registers.

Access: These registers can be read/written in 32-bit units.

Address: TSG20: FFE7 0054_H
TSG21: FFE7 1054_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSG2nCMP12 (16-bit compare register)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSG2nCMP11 (16-bit compare register)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

	PWM Mode	HT-PWM Mode	SP-PWM Mode	120-DC Mode
TSG2nCMP11	TSOn6 clear	—	—	TSOn2, 4, or 6 output PWM is selected by the TSG2nPAT1 register
TSG2nCMP12	TSOn6 set	—	—	TSOn2, 4, or 6 output PWM is selected by the TSG2nPAT1 register

When TSG2nTOEm = 1, the dead time function is enabled in any operating mode. The table above shows the basic functions.

In HT-PWM mode, this is connected with the timing of matches between this register and TSG2nSBC.

In 120-DC mode, the output from TSOn1 to TSOn6 is controlled by TSG2nCMPm, TSG2nPAT0 and TSG2nPAT1.

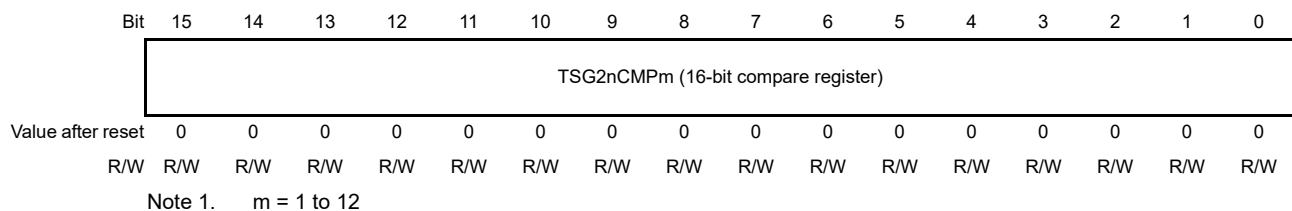
24.4.2.28 TSG2nCMP1-12 — TSG2n Compare Registers 1 to 12

These registers specify the timer PWM duty in all modes. They reflect the address mapping of TSG2nCMP1W, 3W, 5W, 7W, 9W, and 11W, so the function is the same as that of these registers.

Access: These registers can be read/written in 16-bit units.

Address: TSG20CMP1/TSG21CMP1: FFE7 0080_H/FFE7 1080_H
 TSG20CMP2/TSG21CMP2: FFE7 0084_H/FFE7 1084_H
 TSG20CMP3/TSG21CMP3: FFE7 0098_H/FFE7 1098_H
 TSG20CMP4/TSG21CMP4: FFE7 009C_H/FFE7 109C_H
 TSG20CMP5/TSG21CMP5: FFE7 0088_H/FFE7 1088_H
 TSG20CMP6/TSG21CMP6: FFE7008C_H/FFE7 108C_H
 TSG20CMP7/TSG21CMP7: FFE7 00A0_H/FFE7 10A0_H
 TSG20CMP8/TSG21CMP8: FFE7 00A4_H/FFE7 10A4_H
 TSG20CMP9/TSG21CMP9: FFE7 0090_H/FFE7 1090_H
 TSG20CMP10/TSG21CMP10: FFE7 0094_H/FFE71094_H
 TSG20CMP11/TSG21CMP11: FFE7 00A8_H/FFE7 10A8_H
 TSG20CMP12/TSG21CMP12: FFE7 00AC_H/FFE7 10AC_H

Value after reset: 0000_H



24.4.2.29 TSG2nDCMP0W — TSG2n Diagnostic Output Compare Registers 0 and 1

These registers diagnose the output function and A/D start trigger timing in all modes. The 16 high-order bits are called TSG2nDCMP1 and the 16 low-order bits are called TSG2nDCMP0. When the value of TSG2nCNT and these registers match, the TSTADT0, TSTADT1, and TSO_n7 output pins are controlled.

See **Section 24.9, A/D Conversion Trigger Function** and **Section (1) (a) TSO_n7 Pin Output Control**.

Access: These registers can be read/written in 32-bit units.

Address: TSG20: FFE7 005C_H
TSG21: FFE7 105C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
TSG2nDCMP1 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSG2nDCMP0 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

24.4.2.30 TSG2nDCMP2 — TSG2n Diagnostic Output Compare Register 2

This register diagnose the output function and A/D start trigger timing in all modes. The 16 low-order bits are called TSG2nDCMP2.

When the value of TSG2nCNT and this register match, the TSTADT0, TSTADT1 and TSO_n7 output pins are controlled.

See **Section 24.9, A/D Conversion Trigger Function** and **Section (1) (a) TSO_n7 Pin Output Control**.

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 0060_H
TSG21: FFE7 1060_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSG2nDCMP2 (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

24.4.2.31 TSG2nPAT0W — TSG2n Pattern Register 0

This register controls the UT/VT/WT output pattern.

Bits 17 to 15 are for PAT5T; bits 14 to 12 for PAT4T; bits 11 to 9 for PAT3T; bits 8 to 6 for PAT2T; bits 5 to 3 for PAT1T; and bits 2 to 0 for PAT0T.

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 0064_H
TSG21: FFE7 1064_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16																
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PAT5T																	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0																
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W																
Bit	15		14		13		12		11		10		9		8		7		6		5		4		3		2		1		0	
	PAT5T		PAT4T				PAT3T				PAT2T				PAT1T				PAT0T													
Value after reset	0		0				0				0				0				0				0									
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	

Value of PAT5T to PAT0T	Output Control
000	The low level is held.
001	PWM output set by TSG2nCMP1
010	PWM output set by TSG2nCMP2
011	PWM output set by TSG2nCMP5
100	PWM output set by TSG2nCMP6
101	PWM output set by TSG2nCMP9
110	PWM output set by TSG2nCMP10
111	The high level is held.

24.4.2.32 TSG2nPAT1W — TSG2n Pattern Register 1

This register controls the UT/VT/WT output pattern.

Bits 17 to 15 are for PAT5B; bits 14 to 12 for PAT4B; bits 11 to 9 for PAT3B; bits 8 to 6 for PAT2B; bits 5 to 3 for PAT1B; and bits 2 to 0 for PAT0B.

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 0068_H
TSG21: FFE7 1068_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PAT5B	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PAT5B		PAT4B			PAT3B			PAT2B			PAT1B		PAT0B		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Value of PAT5B to PAT0B	Output Control
000	The low level is held.
001	PWM output set by TSG2nCMP3
010	PWM output set by TSG2nCMP4
011	PWM output set by TSG2nCMP7
100	PWM output set by TSG2nCMP8
101	PWM output set by TSG2nCMP11
110	PWM output set by TSG2nCMP12
111	The high level is held.

24.4.2.33 TSG2nDTC0W — TSG2n Dead Time Compare Register 0

This register is a compare register for the dead time. It controls the period from inverse phase inactivation to positive phase activation. The 10 low-order bits are called TSG2nDTC0.

When the 10-bit dead time compare value is changed, the write protection code must be written to TSG2nPWDATA0. Only when TSG2nPWDATA0 and TSG2nDTPR (TSG2n dead time protection register) match while TSG2nDTCM = 0, the 10-bit dead time compare value can be changed.

During timer operation (TSG2nTE = 1), the register should not be written except by reloading (TSG2nRMC = 0).

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 006C_H
TSG21: FFE7 106C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSG2nPWDATA0 (Write protection code)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSG2nDTC0 (10-bit dead time compare)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

24.4.2.34 TSG2nDTC1W — TSG2n Dead Time Compare Register 1

This register is a compare register for the dead time. It controls the period from positive phase inactivation to inverse phase activation. The 10 low-order bits are called TSG2nDTC1.

When the 10-bit dead time compare value is changed, the write protection code must be written to TSG2nPWDATA1. Only when TSG2nPWDATA1 and TSG2nDTPR (TSG2n dead time protection register) match while TSG2nDTCM = 0, the 10-bit dead time compare value can be changed.

During timer operation (TSG2nTE = 1), the register should not be written except by reloading (TSG2nRMC = 0).

Access: This register can be read/written in 32-bit units.

Address: TSG20: FFE7 0070_H
TSG21: FFE7 1070_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSG2nPWDATA1 (Write protection code)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSG2nDTC1 (10-bit dead time compare)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

24.4.2.35 TSG2nCMPU — TSG2n U Phase Compare Register

This register is used only in HT-PWM mode. Though the function of this register is the same as TSG2nCMP1W (TSG2nCMP1, 2), access to this register requires a specific sequence. In other words, data are written to TSG2nCMPU and then stored in the TSG2nCMP1 and 2 registers. Thereby, only a single write access is required to start the generation of a symmetric triangle wave in PWM mode (see **Figure 24.2**).

When this register is read, the same value as TSG2nCMP1 is read.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 00B0_H
TSG21: FFE7 10B0_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TSG2nCMPU (16-bit compare register)																
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

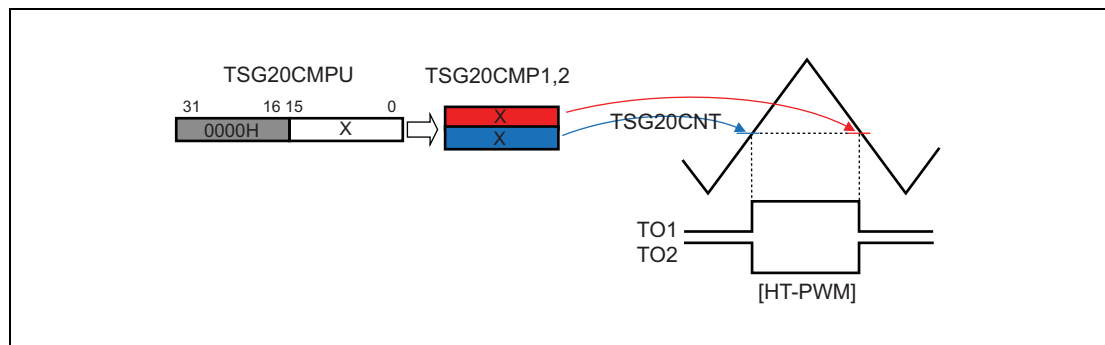


Figure 24.2 TSG2nCMPU Register Access

24.4.2.36 TSG2nCMPV — TSG2n V Phase Compare Register

This register is used only in HT-PWM mode. Though the function of this register is the same as TSG2nCMP5W (TSG2nCMP5, 6), access to this register requires a specific sequence. In other words, data are written to TSG2nCMPV and then stored in the TSG2nCMP 5 and 6 registers. Thereby, only a single write access is required to start the generation of a symmetric triangle wave in PWM mode (see **Figure 24.3**).

When this register is read, the same value as TSG2nCMP5 is read.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 00B4_H
TSG21: FFE7 10B4_H

Value after reset: 0000_H

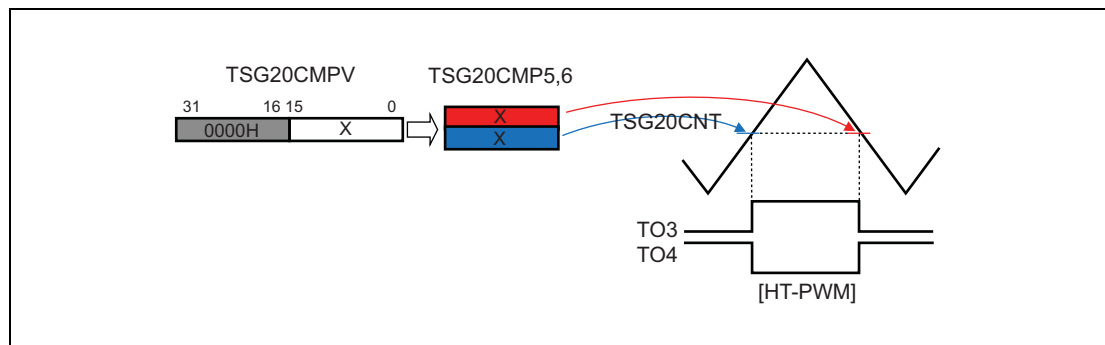
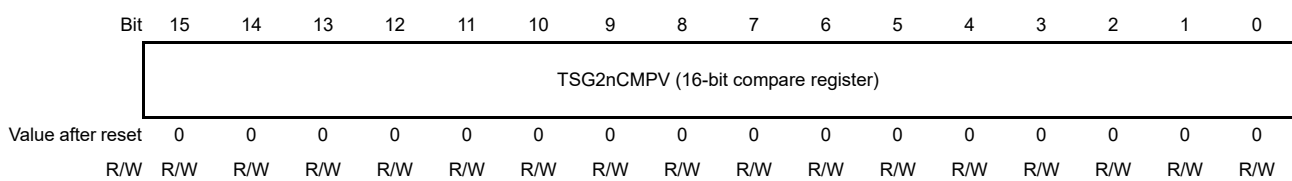


Figure 24.3 TSG2nCMPV Register Access

24.4.2.37 TSG2nCMPW — TSG2n W Phase Compare Register

This register is used only in HT-PWM mode. Though the function of this register is the same as TSG2nCMP9W (TSG2nCMP9,10), access to this register requires a specific sequence. In other words, data are written to TSG2nCMPW and then stored in the TSG2nCMP 9 and 10 registers. Thereby, only a single write access is required to start the generation of a symmetric triangle wave in PWM mode (see **Figure 24.4**).

When this register is read, the same value as TSG2nCMP9 is read.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 00B8_H
TSG21: FFE7 10B8_H

Value after reset: 0000_H

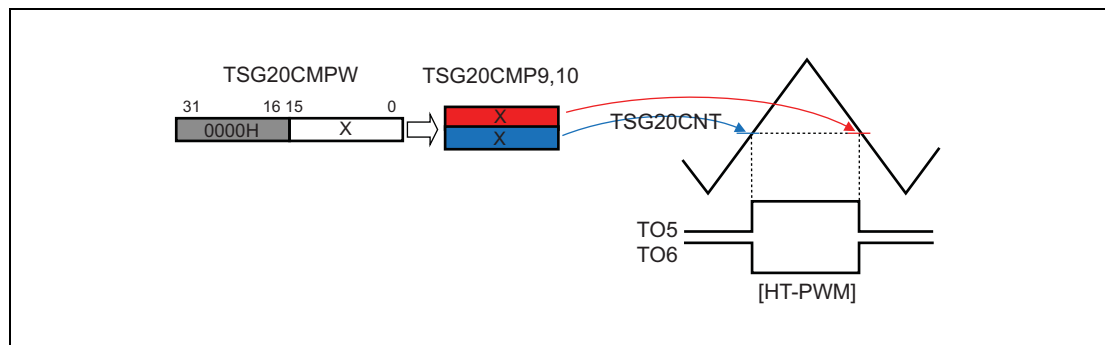
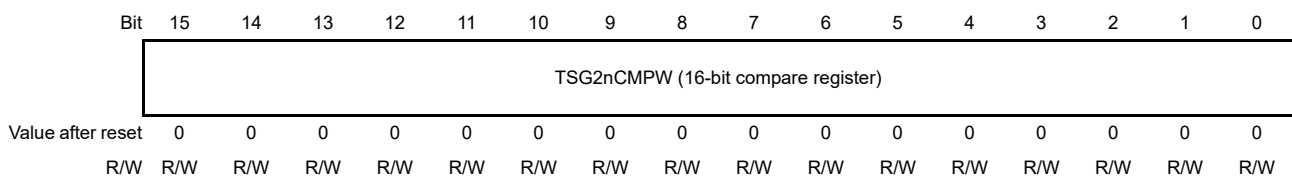


Figure 24.4 TSG2nCMPW Register Access

24.4.2.38 TSG2nUPW — TSG2n U Phase Period Register

This register is used only in SP-PWM mode and sets the PWM period. In other words, data written to TSG2nUPW and TSG2nCMP2 are stored together in the TSG2nCMP1 register (see **Figure 24.5**). When this register is read, the same value as TSG2nCMP1 is read.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 00BC_H
TSG21: FFE7 10BC_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSG2nUPW (16-bit compare register)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

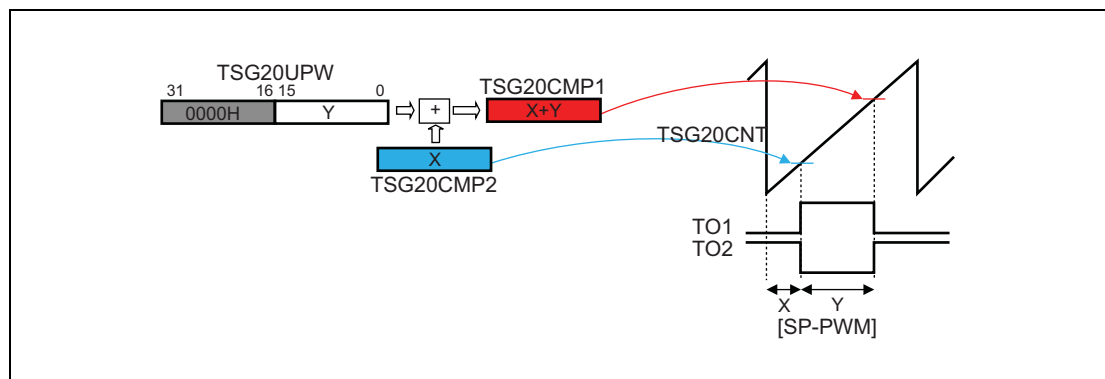


Figure 24.5 TSG2nUPW Register Access

24.4.2.39 TSG2nVPW — TSG2n V Phase Period Register

This register is used only in SP-PWM mode and sets the PWM period. In other words, data written to TSG2nVPW and TSG2nCMP6 are stored together in the TSG2nCMP5 register (see **Figure 24.6**). When this register is read, the same value as TSG2nCMP5 is read.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 00C0_H
TSG21: FFE7 10C0_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSG2nVPW (16-bit compare register)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

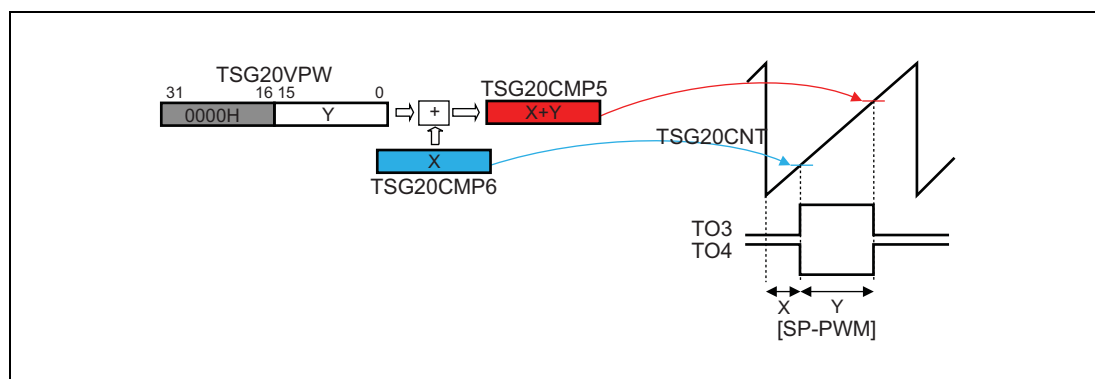


Figure 24.6 TSG2nVPW Register Access

24.4.2.40 TSG2nWPW — TSG2n W Phase Period Register

This register is used only in SP-PWM mode and sets the PWM period. In other words, data written to TSG2nWPW and TSG2nCMP10 are stored together in the TSG2nCMP9 register (see **Figure 24.7**). When this register is read, the same value as TSG2nCMP9 is read.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 00C4_H
TSG21: FFE7 10C4_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSG2nWPW (16-bit compare register)															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

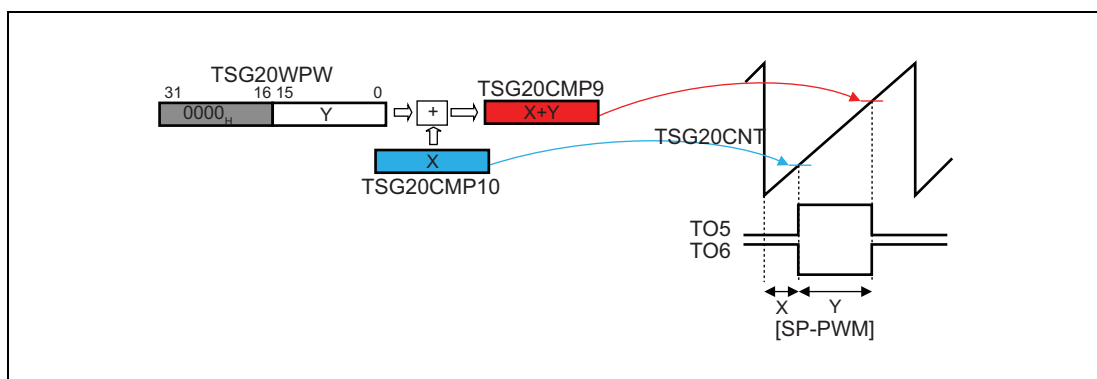


Figure 24.7 TSG2nWPW Register Access

24.4.2.41 TSG2nDTPR — TSG2n Dead Time Protection Register

This register controls protection against write access to the TSG2nDTC0 and TSG2nDTC1 registers.

Access: This register can be read/written in 16-bit units.

Address: TSG20: FFE7 0210_H
TSG21: FFE7 1210_H

Value after reset: 0000_H

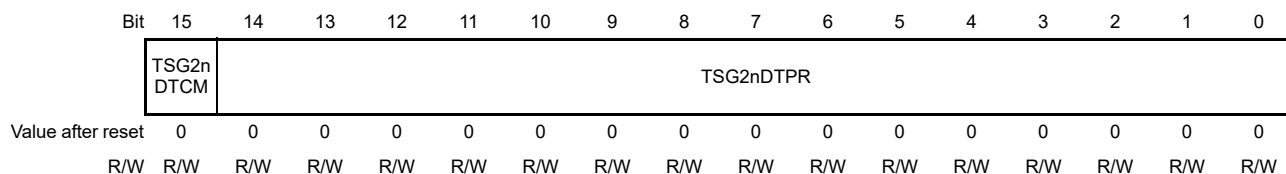


Table 24.24 TSG2nDTPR Register Contents

Bit Position	Bit Name	Function
15	TSG2nDTCM	TSG2nDTC0 and 1 Write Mask 0: Enables rewriting of TSG2nDTC0 and TSG2nDTC1. 1: Disables rewriting of TSG2nDTC0 and TSG2nDTC1.
14 to 0	TSG2nDTPR	Write Protection Code 0000 _H -7FFF _H : Sets any value from 0000 _H to 7FFF _H .

24.5 Basic Operation

24.5.1 Basic Operation of 16-Bit Counter

The basic operation of the 16-bit counter is described.

Counting start

The 16-bit counter of TSG2n starts counting from the value after reset 0000_H in any mode other than HT-PWM mode.

The counter increments from 0000_H, 0001_H, 0002_H, 0003_H, ... in any mode other than HT-PWM mode.

Counter clear

The 16-bit counter is cleared when the counter value and the compare register set value match.

Counter read during counting

In the TSG2n, the 16-bit counter value during counting can be read through TSG2nCNT.

Interrupt operation

In the TSG2n, the following interrupts are generated.

- INTTSG2nI[0]: This interrupt works as a cyclic interrupt when the 16-bit counter value matches the TSG2nDTC0 value in HT-PWM mode. It works as an interrupt on compare match between the 16-bit counter value and the TSG2nCMP0 buffer register value in modes other than HT-PWM mode.
- INTTSG2nI[1]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP1 buffer register.
- INTTSG2nI[2]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP2 buffer register value.
- INTTSG2nI[3]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP3 buffer register value.
- INTTSG2nI[4]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP4 buffer register value.
- INTTSG2nI[5]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP5 buffer register value.
- INTTSG2nI[6]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP6 buffer register value.
- INTTSG2nI[7]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP7 buffer register value.
- INTTSG2nI[8]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP8 buffer register value.
- INTTSG2nI[9]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP9 buffer register value.
- INTTSG2nI[10]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP10 buffer register value.

- INTTSG2nI[11]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP11 buffer register value.
- INTTSG2nI[12]: An interrupt on compare match between the 16-bit counter value and the TSG2nCMP12 buffer register value.
- INTTSG2nIPEK: A peak interrupt when the 16-bit counter switches from incrementing to decrementing.
- INTTSG2nIVLY: A trough interrupt when the 16-bit counter switches from decrementing to incrementing (only in HT-PWM mode)
- INTTSG2nIER: An interrupt on detection of simultaneous activation of the positive phase and inverse phase
- INTTSG2nIWN: A warning detection interrupt

24.5.2 Functions of Compare Registers

The functions of the compare registers in each operating mode are shown in **Table 24.25** to **Table 24.28**.

Table 24.25 Compare Register Functions in Each Mode (1/4)

Operating Mode	TSG2nCMP0	TSG2nCMP1W	TSG2nCMP3W	TSG2nCMP5W
PWM mode	Setting PWM period	TSG2nCMP1: Setting TSO _n 1 clear timing TSG2nCMP2: Setting TSO _n 1 set timing	TSG2nCMP3: Setting TSO _n 2 clear timing TSG2nCMP4: Setting TSO _n 2 set timing	TSG2nCMP5: Setting TSO _n 3 clear timing TSG2nCMP6: Setting TSO _n 3 set timing
HT-PWM mode	Setting PWM period	TSG2nCMP1: Setting TSO _n 1 clear timing and TSO _n 2 set timing TSG2nCMP2: Setting TSO _n 1 set timing and TSO _n 2 clear timing	—	TSG2nCMP5: Setting TSO _n 3 clear timing and TSO _n 4 set timing TSG2nCMP6: Setting TSO _n 3 set timing and TSO _n 4 clear timing
SP-PWM mode	Setting PWM period	TSG2nCMP1: Setting TSO _n 1 clear timing and TSO _n 2 set timing TSG2nCMP2: Setting TSO _n 1 set timing and TSO _n 2 clear timing	—	TSG2nCMP5: Setting TSO _n 3 clear timing and TSO _n 4 set timing TSG2nCMP6: Setting TSO _n 3 set timing and TSO _n 4 clear timing
120-DC mode	Setting PWM period	TSG2nCMP1, TSG2nCMP2: Selecting TSO _n 1, TSO _n 3, and TSO _n 5 outputs by TSG2nPAT0.	TSG2nCMP3, TSG2nCMP4: Selecting TSO _n 2, TSO _n 4, and TSO _n 6 outputs by TSG2nPAT1.	TSG2nCMP5, TSG2nCMP6: Selecting TSO _n 1, TSO _n 3, and TSO _n 5 outputs by TSG2nPAT0.

Table 24.26 Compare Register Functions in Each Mode (2/4)

Operating Mode	TSG2nCMP7W	TSG2nCMP9W	TSG2nCMP11W	TSG2nCMP1- TSG2nCMP12
PWM mode	TSG2nCMP7: Setting TSO _n 4 clear timing TSG2nCMP8: Setting TSO _n 4 set timing	TSG2nCMP9: Setting TSO _n 5 clear timing TSG2nCMP10: Setting TSO _n 5 set timing	TSG2nCMP11: Setting TSO _n 6 clear timing TSG2nCMP12: Setting TSO _n 3 set timing	See TSG2nCMP1W to TSG2nCMP11W
HT-PWM mode	—	TSG2nCMP9: Setting TSO _n 5 clear timing and TSO _n 6 set timing TSG2nCMP10: Setting TSO _n 5 set timing and TSO _n 6 clear timing	—	See TSG2nCMP1W, TSG2nCMP5W, and TSG2nCMP9W.
SP-PWM mode	—	TSG2nCMP9: Setting TSO _n 5 clear timing and TSO _n 6 set timing TSG2nCMP10: Setting TSO _n 5 set timing and TSO _n 6 clear timing	—	See TSG2nCMP1W, TSG2nCMP5W, and TSG2nCMP9W
120-DC mode	TSG2nCMP7, TSG2nCMP8: Selecting TSO _n 2, TSO _n 4, and TSO _n 6 outputs by TSG2nPAT1.	TSG2nCMP9, TSG2nCMP10: Selecting TSO _n 1, TSO _n 3, and TSO _n 5 outputs by TSG2nPAT0	TSG2nCMP11, TSG2nCMP12: Selecting TSO _n 2, TSO _n 4, and TSO _n 6 outputs by TSG2nPAT1.	See TSG2nCMP1W to TSG2nCMP11W.

Table 24.27 Compare Register Functions in Each Mode (3/4)

Operating Mode	TSG2nDCMP0W	TSG2nDCMP2W	TSG2nCMPU	TSG2nCMPV
PWM mode	Setting diagnostic output or A/D conversion trigger timing	Setting diagnostic output or A/D conversion trigger timing	—	—
HT-PWM mode	Setting diagnostic output or A/D conversion trigger timing	Setting diagnostic output or A/D conversion trigger timing	The value set in TSG2nCMPU will be the TSG2nCMP1W (TSG2nCMP1, TSG2nCMP2) value.	The value set in TSG2nCMPV will be the TSG2nCMP5W (TSG2nCMP5, TSG2nCMP6) value.
SP-PWM mode	Setting diagnostic output or A/D conversion trigger timing	Setting diagnostic output or A/D conversion trigger timing	—	—
120-DC mode	Setting diagnostic output or A/D conversion trigger timing	Setting diagnostic output or A/D conversion trigger timing	—	—

Table 24.28 Compare Register Functions in Each Mode (4/4)

Operating Mode	TSG2nCMPW	TSG2nUPW	TSG2nVPW	TSG2nWPW
PWM mode	—	—	—	—
HT-PWM mode	The value set in TSG2nCMPW will be the TSG2nCMP9W (TSG2nCMP9, TSG2nCMP10) value.	—	—	—
SP-PWM mode	—	The value set in TSG2nUPW plus the value set in TSG2nCMP2 will be the TSG2nCMP1 value.	The value set in TSG2nVPW plus the value set in TSG2nCMP6 will be the TSG2nCMP5 value.	The value set in TSG2nWPW plus the value set in TSG2nCMP10 will be the TSG2nCMP9 value.
120-DC mode	—	—	—	—

24.5.3 Compare Register Rewrite Operation

The following compare registers are rewritten by reloading (TSG2nCTL3.TSG2nRMC = 0) mode or anytime rewriting (TSG2nCTL3.TSG2nRMC = 1).

The target registers are as follows:

- TSG2nCMP0
- TSG2nCMP1-TSG2nCMP12 (TSG2nCMP1W, TSG2nCMP3W, TSG2nCMP5W, TSG2nCMP7W, TSG2nCMP9W, TSG2nCMP11W)
- TSG2nPAT0W, TSG2nPAT1W
- TSG2nDTC0W, TSG2nDTC1W
- TSG2nDCMP0W, TSG2nDCMP2
- TSG2nCTL4
- TSG2nIOC3

Anytime rewriting

This mode allows direct rewriting of the values of the compare registers. That is, whenever a value is written to the compare register, the written value is reflected immediately.

CAUTION

In anytime rewriting in HT-PWM mode, if rewriting is performed again before a transfer to the buffer register is completed, the written value is not reflected immediately.

If rewriting is performed while the 16-bit counter is counting up, the value is reflected at the next peak timing of the 16-bit sub-counter. If rewriting is performed while the 16-bit counter is counting down, the value is reflected at the next trough timing of the 16-bit sub-counter.

Reloading (simultaneous rewriting)

Writing to TSG2nCMP1 (TSG2nCMP1W, TSG2nCMPU, TSG2nUPW) enables reload (sets the reload request flag (TSG2nSTR0.TSG2nRSF)), and the values of all the target registers are updated simultaneously at the next reload timing (reload).

The reload timing is the peak or trough timing of the 16-bit counter when the TSG2nTRG0.TSG2nTS bit is changed from 0 to 1. Reloading is controlled by TSG2nCTL4.TSG2nPRE and TSG2nVRE.

Writing to any register other than TSG2nCMP1 (TSG2nCMP1W, TSG2nCMPU, TSG2nUPW) does not enable reloading.

Do not write to the registers for reloading until the next reload timing after reloading is enabled by writing to TSG2nCMP1 (TSG2nCMP1W, TSG2nCMPU, TSG2nUPW). The target registers should be rewritten when the reload request flag (TSG2nSTR0.TSG2nRSF) is 0.

Rewriting the registers for reloading by DMA transfer

Some of the registers for reloading can be rewritten by DMA transfer. DMA transfer is performed as follows.

Table 24.29 Example of DMA Transfer Order of Registers for Reloading

Address	Register Name	DMA Transfer Order (Example)
<TSG2n_base1> + 040 _H	TSG2nCMP1W	↑
<TSG2n_base1> + 044 _H	TSG2nCMP5W	↑
<TSG2n_base1> + 048 _H	TSG2nCMP9W	↑
<TSG2n_base1> + 04C _H	TSG2nCMP3W	↑
<TSG2n_base1> + 050 _H	TSG2nCMP7W	↑
<TSG2n_base1> + 054 _H	TSG2nCMP11W	↑
<TSG2n_base1> + 058 _H	TSG2nCMP0	↑
<TSG2n_base1> + 05C _H	TSG2nDCMP0W	↑
<TSG2n_base1> + 060 _H	TSG2nDCMP2	↑
<TSG2n_base1> + 064 _H	TSG2nPAT0W	↑
<TSG2n_base1> + 068 _H	TSG2nPAT1W	↑
<TSG2n_base1> + 06C _H	TSG2nDTC0W	↑
<TSG2n_base1> + 070 _H	TSG2nDTC1W	↑

Table 24.30 Duty Setting in HT-PWM Mode

Address	Register Name	DMA Transfer Order (Example)
<TSG2n_base1> + 0B0 _H	TSG2nCMPU	↑
<TSG2n_base1> + 0B4 _H	TSG2nCMPV	↑
<TSG2n_base1> + 0B8 _H	TSG2nCMPW	↑

Table 24.31 Active Width Setting in SP-PWM Mode

Address	Register Name	DMA Transfer Order (Example)
<TSG2n_base1> + 0BC _H	TSG2nUPW	↑
<TSG2n_base1> + 0C0 _H	TSG2nVPW	↑
<TSG2n_base1> + 0C4 _H	TSG2nWPW	↑

NOTES

1. TSG2nCTL4 and TSG2nIOC3 should be rewritten individually.
2. Since writing to TSG2nCMP1W (including TSG2nCMP1, TSG2nCMPU, and TSG2nUPW) enables reloading, it should be rewritten after all the other registers for reloading have been rewritten (ready to be reloaded).

(1) Operation Example of Anytime Rewriting

In this mode, the values written to the compare registers (TSG2nCMP1 to TSG2nCMP12) are transferred to the internal buffer registers immediately, and are compared with the counter value.

The values are transferred to the internal compare buffer registers one clock cycle (PCLK) after being written to the compare registers (TSG2nCMP1 to TSG2nCMP12).

The transfer timing of the TSG2nCMP0 is the peak or trough timing (only in HT-PWM mode) of the 16-bit counter after being written to the compare registers, or at the match timing of the TSG2nCMP0 value with the 16-bit counter value (in any mode other than HT-PWM mode).

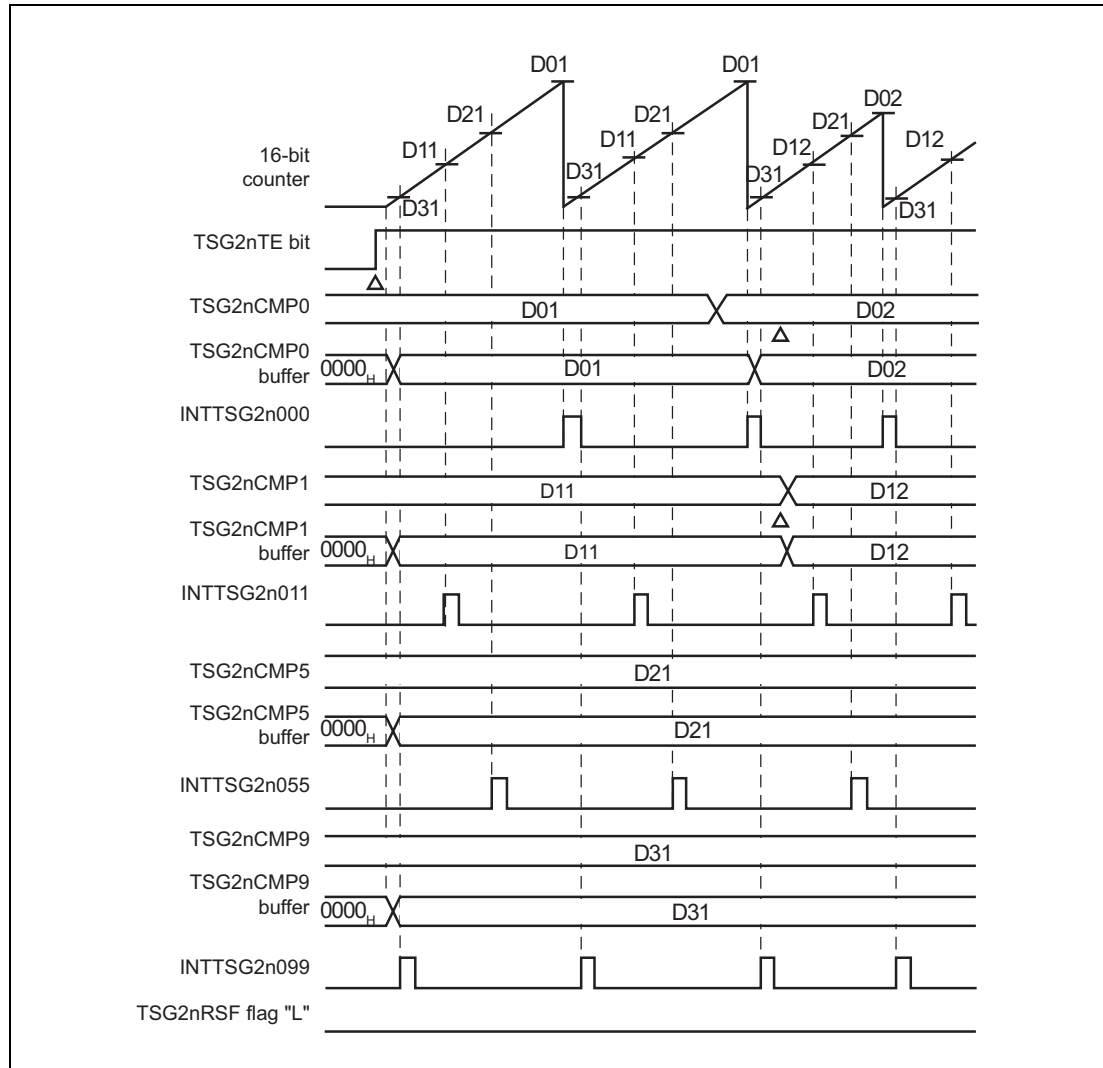


Figure 24.8 Anytime Rewriting Timing (Example in PWM Mode)

NOTES

1. D01, D02: TSG2nCMP0 setting value (0000_H to FFFF_H)
 D11, D12: TSG2nCMP1 setting value (0000_H to FFFF_H)
 D21: TSG2nCMP5 setting value (0000_H to FFFF_H)
 D31: TSG2nCMP9 setting value (0000_H to FFFF_H)
2. Δ: Write access

(a) Data Reflection on PWM by Anytime Rewriting in HT-PWM Mode

In HT-PWM mode, the following output control is performed depending on the timing of anytime rewriting of the compare registers.

- If anytime rewriting is performed after the inverse phase is cleared while the 16-bit counter is counting up (the 16-bit sub-counter is counting up), the positive phase is set if the rewritten value is $TSG2nCMPm < TSG2nSBC$. The inverse phase is set if the rewritten value is $TSG2nCMPm > TSG2nCNT$. (The dead time is inserted after clearance of the positive phase and inverse phase.)
- If anytime rewriting is performed after the positive phase is set while the 16-bit counter is counting up (the 16-bit sub-counter is counting up), the positive phase is cleared if the rewritten value is $TSG2nCMPm > TSG2nSBC$. The positive phase is cleared and the inverse phase is set if the rewritten value is $TSG2nCMPm > TSG2nCNT$. (The dead time is inserted after clearance of the positive phase and inverse phase.)
- If anytime rewriting is performed before the inverse phase is cleared while the 16-bit counter is counting up (the 16-bit sub-counter is counting up), the inverse phase is cleared if the rewritten value is $TSG2nCMPm < TSG2nCNT$. The inverse phase is cleared and the positive phase is set if the rewritten value is $TSG2nCMPm < TSG2nSBC$. (The dead time is inserted after clearance of the positive phase and inverse phase.)
- If anytime rewriting is performed after the positive phase is cleared while the 16-bit counter is counting up (the 16-bit sub-counter is counting down), the inverse phase is set if the rewritten value is $TSG2nCMPm > TSG2nCNT$. (The dead time is inserted after clearance of the positive phase.)
- If anytime rewriting is performed before the positive phase is cleared while the 16-bit counter is counting up (the 16-bit sub-counter is counting down), the positive phase is cleared if the rewritten value is $TSG2nCMPm > TSG2nSBC$. The positive phase is cleared and the inverse phase is set if the rewritten value is $TSG2nCMPm > TSG2nCNT$. (The dead time is inserted after clearance of the positive phase and inverse phase.)
- If anytime rewriting is performed after the positive phase is set while the 16-bit counter is counting up (the 16-bit sub-counter is counting up), the positive phase is cleared if the rewritten value is $TSG2nCMPm > TSG2nSBC$. The positive phase is cleared and the inverse phase is set if the rewritten value is $TSG2nCMPm > TSG2nCNT$. (The dead time is inserted after clearance of the positive phase and inverse phase.)
- If anytime rewriting is performed after the positive phase is set while the 16-bit counter is counting down (the 16-bit sub-counter is counting up), the positive phase is cleared if the rewritten value is $TSG2nCMPm > TSG2nSBC$. (The dead time is inserted after clearance of the positive phase.)
- If anytime rewriting is performed after the positive phase is set while the 16-bit counter is counting down (the 16-bit sub-counter is counting up), the positive phase is cleared if the rewritten value is $TSG2nCMPm > TSG2nCNT$. The positive phase is cleared and the inverse phase is set if the rewritten value is $TSG2nCMPm > TSG2nSBC$. (The dead time is inserted after clearance of the positive phase.)

(2) Operation Example of Reloading (Simultaneous Rewriting)

The rewritten values of the registers for reloading (TSG2nCMP0 to TSG2nCMP12, TSG2nCTL4, TSG2nIOC3, TSG2nPAT0W, TSG2nPAT1W, TSG2nDTC0W, TSG2nDTC1W, TSG2nDCMP0W, and TSG2nDCMP2) can be transferred to the corresponding buffer registers simultaneously at the reload timing.

The registers should be rewritten when the pertinent reload request flag (TSG2nSTR0.TSG2nRSF) is 0.

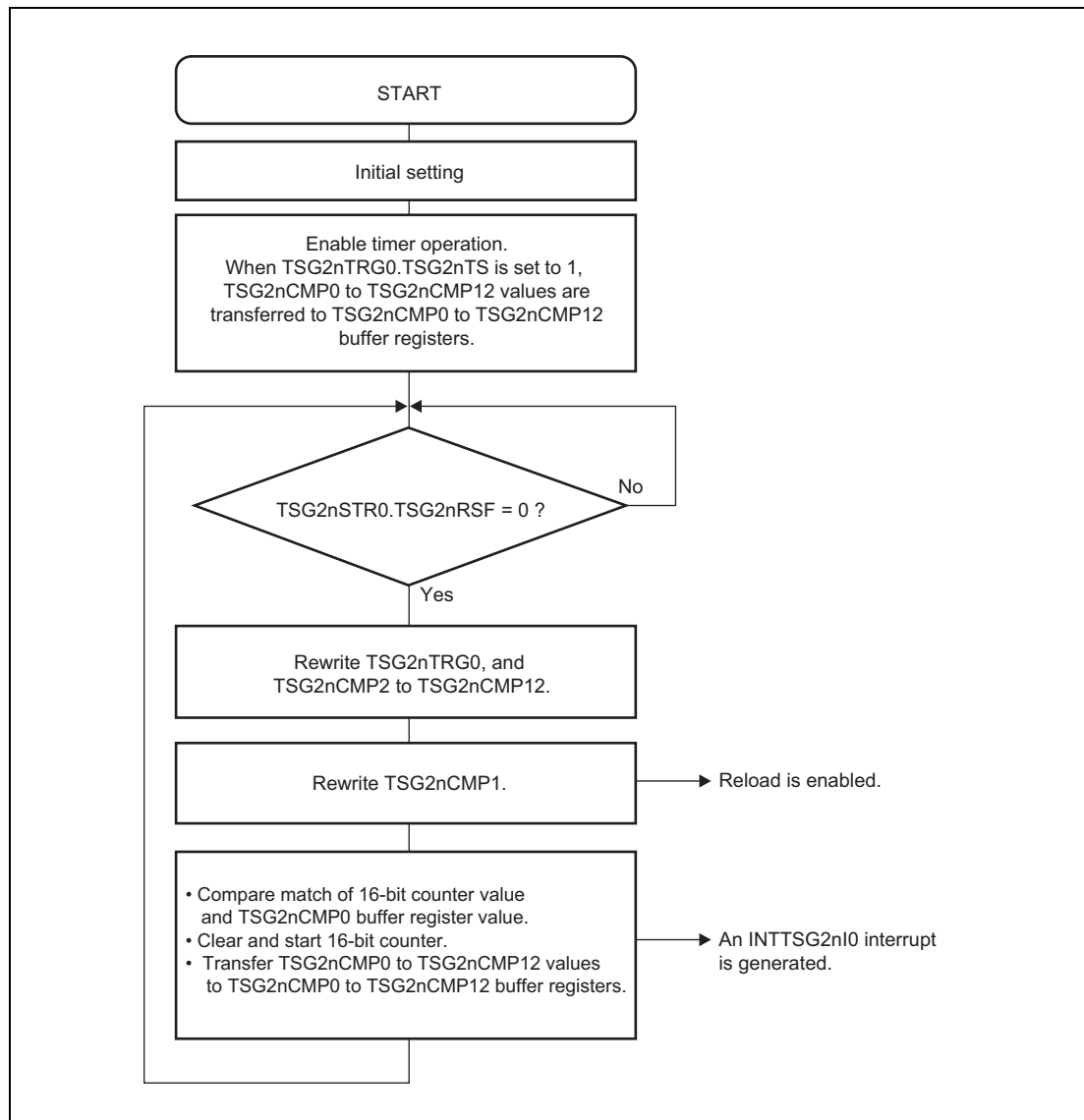


Figure 24.9 Basic Operation Flow of Reloading (Simultaneous Rewriting) (Example of PWM Mode)

CAUTION

Writing to TSG2nCMP1 also enables reloading. Therefore, TSG2nCMP1 should be rewritten after TSG2nCMP0 and TSG2nCMP2 to TSG2nCMP12 registers have been rewritten.

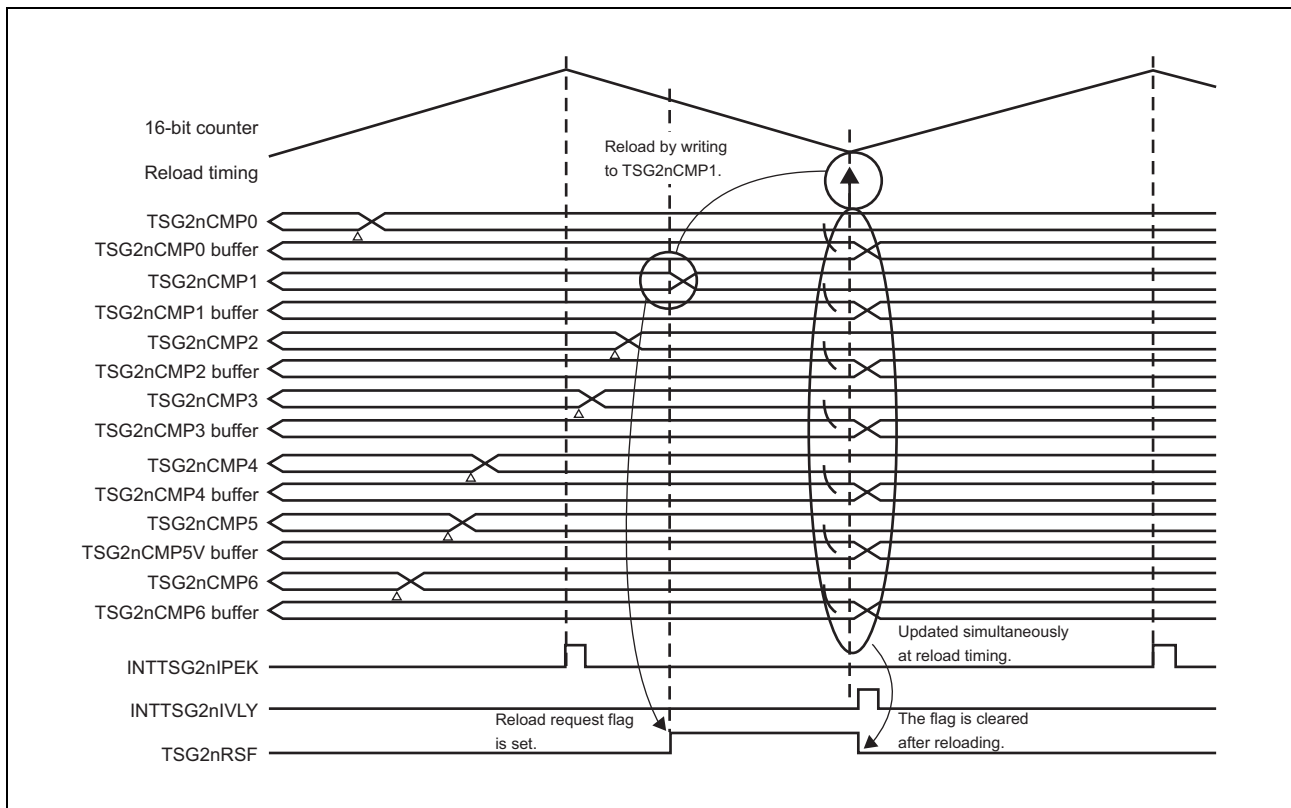


Figure 24.10 Simultaneous Rewriting Timing (1/2) (Example of HT-PWM Mode)

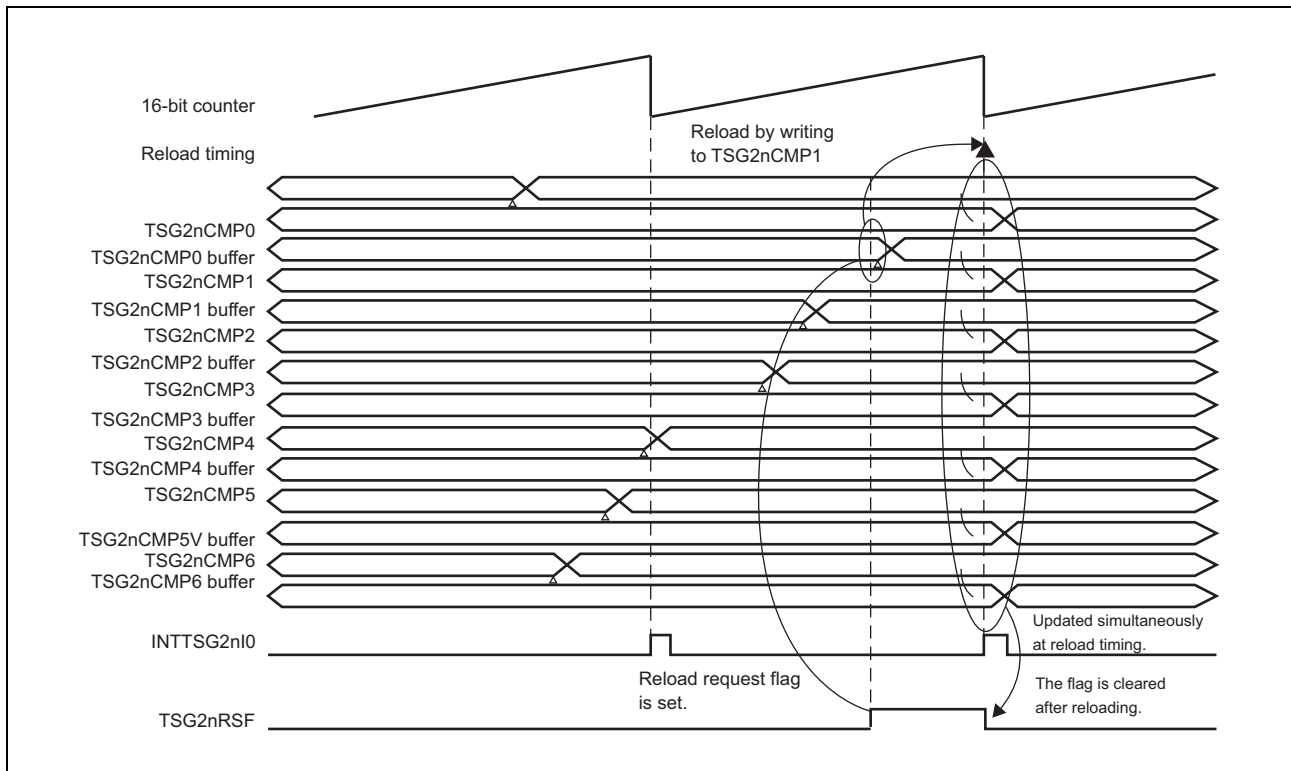


Figure 24.11 Simultaneous Rewriting Timing (2/2) (Example of PWM mode)

(a) Reload Setting Example in Each Mode

Reloading conditions and setting examples are shown below.

Table 24.32 List of Reload Settings (when TSG2nCTL3.TSG2nRIA = 0)

Operating Mode	TSG2nCTL4. TSG2nPRE	TSG2nCTL4. TSG2nVRE	TSG2nCTL4. TSG2nPIE	TSG2nCTL4. TSG2nVIE	TSG2nCTL4. TSG2nRCC04- TSG2nRCC00	Reload
PWM mode	0	0/1	0/1	0/1	Any value	Setting is prohibited
SP-PWM mode	1	0	0/1	0/1	Any value	When INTTSG2nI[0] is generated.
120-DC mode	1	1	0/1	0/1	Any value	When INTTSG2nI[0] is generated.
HT-PWM mode	0	0	0/1	0/1	Any value	Setting is prohibited
	0	1	0/1	0/1	Any value	When INTTSG2nIVLY is generated.
	1	0	0/1	0/1	Any value	When INTTSG2nIPEK is generated.
	1	1	0/1	0/1	Any value	When INTTSG2nIPEK or INTTSG2nIVLY is generated.

Table 24.33 List of Reload Settings (when TSG2nCTL3.TSG2nRIA = 1)

Operating Mode	TSG2nCTL4. TSG2nPRE	TSG2nCTL4. TSG2nVRE	TSG2nCTL4. TSG2nPIE	TSG2nCTL4. TSG2nVIE	TSG2nCTL4. TSG2nRCC04- TSG2nRCC00	Reload
PWM mode	0	0/1	0/1	0/1	Any value	Setting is prohibited
SP-PWM mode	1	0	0	0/1	Any value	Setting is prohibited
120-DC mode	1	0	1	0/1	Any value	When INTTSG2nI[0] is generated.
	1	1	0	0/1	Any value	Setting is prohibited
	1	1	1	0/1	Any value	When INTTSG2nI[0] is generated.
HT-PWM mode	0	0	0/1	0/1	Any value	Setting is prohibited
	0	1	0	0	Any value	Setting is prohibited
	0	1	0	1	Any value	When INTTSG2nIVLY is generated.
	0	1	1	0	Any value	Setting is prohibited
	0	1	1	1	Any value	When INTTSG2nIVLY is generated.
	1	0	0	0/1	Any value	Setting is prohibited
	1	0	1	0/1	Any value	When INTTSG2nIPEK is generated.
	1	1	0	0	Any value	Setting is prohibited
	1	1	0	1	Any value	When INTTSG2nIVLY is generated.
	1	1	1	0	Any value	When INTTSG2nIPEK is generated.
	1	1	1	1	Any value	When INTTSG2nIPEK/INTTSG2nIVLY is generated.

24.5.4 List of Outputs in Each Mode

(1) Timer Output in Each Mode

The list of timer outputs (TSON0 to TSON7) in each mode is shown in **Table 24.34** to **Table 24.36**.

Table 24.34 List of Timer Outputs in Each Mode (1/3)

Operating Mode	TSON0 Pin	TSON1 Pin	TSON2 Pin
PWM mode	— (fixed to low.)	Outputs a PWM signal by compare match of TSG2nCMP1W (TSG2nCMP1 and TSG2nCMP2).	Outputs a PWM signal by compare match of TSG2nCMP3W (TSG2nCMP3 and TSG2nCMP4).
HT-PWM mode	Outputs the status indicating whether the 16-bit counter or 16-bit sub-counter is incremented or decremented.	Outputs a positive phase PWM signal (with dead time) by compare match of TSG2nCMP1W (TSG2nCMP1 and TSG2nCMP2).	Outputs an inverse phase PWM signal (with dead time) to the TSON1 pin.
SP-PWM mode	— (fixed to low.)	Outputs a positive phase PWM signal (with dead time) by compare match of TSG2nCMP1W (TSG2nCMP1 and TSG2nCMP2).	Outputs an inverse phase PWM signal (with dead time) to the TSON1 pin.
120-DC mode	— (fixed to low.)	Outputs a PWM signal by TSG2nCMP1W (TSG2nCMP1 and TSG2nCMP2), TSG2nCMP5W (TSG2nCMP5 and TSG2nCMP6), and TSG2nCMP9W (TSG2nCMP9 and TSG2nCMP10).	Outputs a PWM signal by TSG2nCMP3W (TSG2nCMP3 and TSG2nCMP4), TSG2nCMP7W (TSG2nCMP7 and TSG2nCMP8), and TSG2nCMP11W (TSG2nCMP11 and TSG2nCMP12).

Table 24.35 List of Timer Outputs in Each Mode (2/3)

Operating Mode	TSON3 Pin	TSON4 Pin	TSON5 Pin
PWM mode	Outputs a PWM signal by compare match of TSG2nCMP5W (TSG2nCMP5 and TSG2nCMP6).	Outputs a PWM signal by compare match of TSG2nCMP7W (TSG2nCMP7 and TSG2nCMP8).	Outputs a PWM signal by compare match of TSG2nCMP9W (TSG2nCMP9 and TSG2nCMP10).
HT-PWM mode	Outputs a positive phase PWM signal (with dead time) by compare match of TSG2nCMP5W (TSG2nCMP5 and TSG2nCMP6).	Outputs an inverse phase PWM signal (with dead time) to the TSON3 pin.	Outputs a positive phase PWM signal (with dead time) by compare match of TSG2nCMP9W (TSG2nCMP9 and TSG2nCMP10).
SP-PWM mode	Outputs a positive phase PWM signal (with dead time) by compare match of TSG2nCMP5W (TSG2nCMP5 and TSG2nCMP6).	Outputs an inverse phase PWM signal (with dead time) to the TSON3 pin.	Outputs a positive phase PWM signal (with dead time) by compare match of TSG2nCMP9W (TSG2nCMP9 and TSG2nCMP10).
120-DC mode	Outputs a PWM signal by TSG2nCMP1W (TSG2nCMP1 and TSG2nCMP2), TSG2nCMP5W (TSG2nCMP5 and TSG2nCMP6), and TSG2nCMP9W (TSG2nCMP9 and TSG2nCMP10).	Outputs a PWM signal by TSG2nCMP3W (TSG2nCMP3 and TSG2nCMP4), TSG2nCMP7W (TSG2nCMP7 and TSG2nCMP8), and TSG2nCMP11W (TSG2nCMP11 and TSG2nCMP12).	Outputs a PWM signal by TSG2nCMP1W (TSG2nCMP1 and TSG2nCMP2), TSG2nCMP5W (TSG2nCMP5 and TSG2nCMP6), and TSG2nCMP9W (TSG2nCMP9 and TSG2nCMP10).

Table 24.36 List of Timer Outputs in Each Mode (3/3)

Operating Mode	TSON6 Pin	TSON7 Pin
PWM mode	Outputs a PWM signal by compare match of TSG2nCMP11W (TSG2nCMP11 and TSG2nCMP12).	Outputs a diagnostic signal or A/D conversion trigger.
HT-PWM mode	Outputs an inverse phase PWM signal (with dead time) to the TSON5 pin.	Outputs a diagnostic signal or A/D conversion trigger.
SP-PWM mode	Outputs an inverse phase PWM signal (with dead time) to the TSON5 pin.	Outputs a diagnostic signal or A/D conversion trigger* ¹ .
120-DC mode	Outputs a PWM signal by TSG2nCMP3W (TSG2nCMP3 and TSG2nCMP4), TSG2nCMP7W (TSG2nCMP7 and TSG2nCMP8), and TSG2nCMP11W (TSG2nCMP11 and TSG2nCMP12).	Outputs a diagnostic signal or A/D conversion trigger* ¹ .

Note 1. For TSON7, see **Section (1), (a) TSON7 Pin Output Control**.

(a) TSON7 Pin Output Control

The TSON7 pin can output an A/D conversion trigger pulse ($TSG2nIOC1.TSG2nTGS = 0$) or diagnostic signal ($TSG2nIOC1.TSG2nTGS = 1$). When outputting an A/D conversion trigger pulse, the TSON7 pin is activated at the rising edge of the TSTADT0 signal, and inactivated at the rising edge of the TSTADT1 signal. When the TSTADT0 signal is detected while the TSON7 pin is active, the TSON7 pin remains active. When the TSTADT1 signal is detected while the TSON7 pin is inactive, the TSON7 pin remains inactive. If TSTADT0 and TSTADT1 signal triggers occur simultaneously, the TSON7 pin is inactivated.

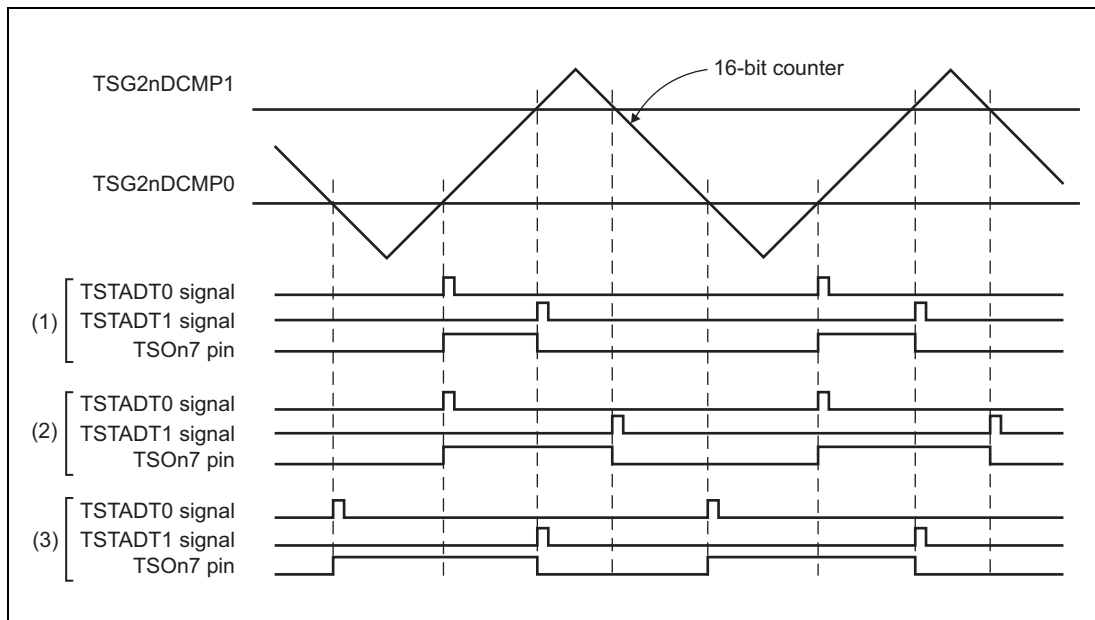


Figure 24.12 Timing Example of A/D Trigger Output by the TSON7 Pin ($TSG2nIOC1.TSG2nTGS = 0$)

NOTES

1. When $TSG2nDCMP0 < TSG2nDCMP1$, $TSG2nCTL5 = 0004_H$, and $TSG2nCTL6 = 0010_H$
2. When $TSG2nDCMP0 < TSG2nDCMP1$, $TSG2nCTL5 = 0004_H$, and $TSG2nCTL6 = 0020_H$
3. When $TSG2nDCMP0 < TSG2nDCMP1$, $TSG2nCTL5 = 0008_H$, and $TSG2nCTL6 = 0010_H$
 For TSO_n7, see **Section (1) (a) TSO_n7 Pin Output Control**.

The TSO_n7 pin during diagnostic output outputs the active level with the output width specified by TSG2nCTL0.TSG2nDWD at the match timing of the TSG2nDCMP0 to TSG2nDCMP2 values with the 16-bit counter value. If another match of the TSG2nDCMP0 to TSG2nDCMP2 values with the 16-bit counter value occurs consecutively within the output width specified by TSG2nDWD causing their active level widths to be overlapped, the TSO_n7 pin outputs a pulse within 16 clock cycles (PCLK).

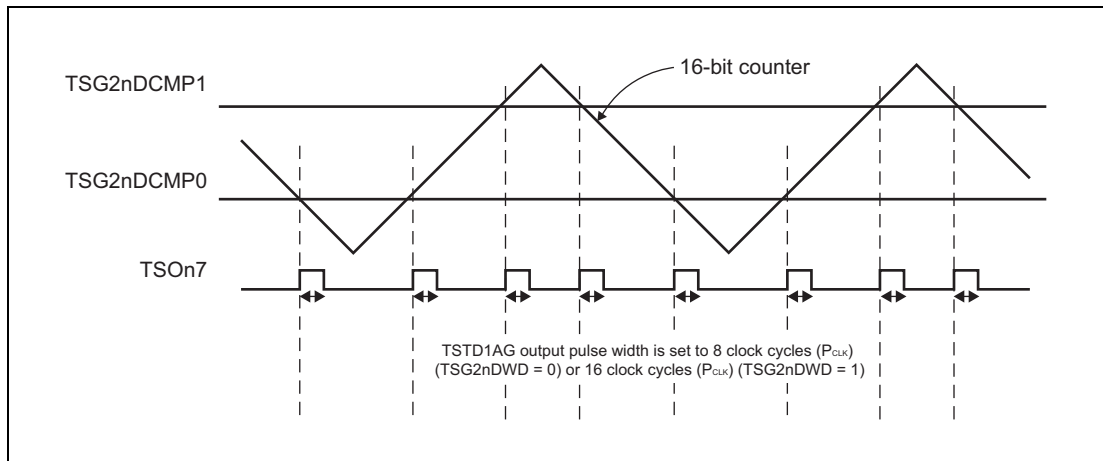


Figure 24.13 Timing Example of Diagnostic Output by the TSO_n7 Pin (1)
 (TSG2nIOC1.TSG2nTGS = 1)

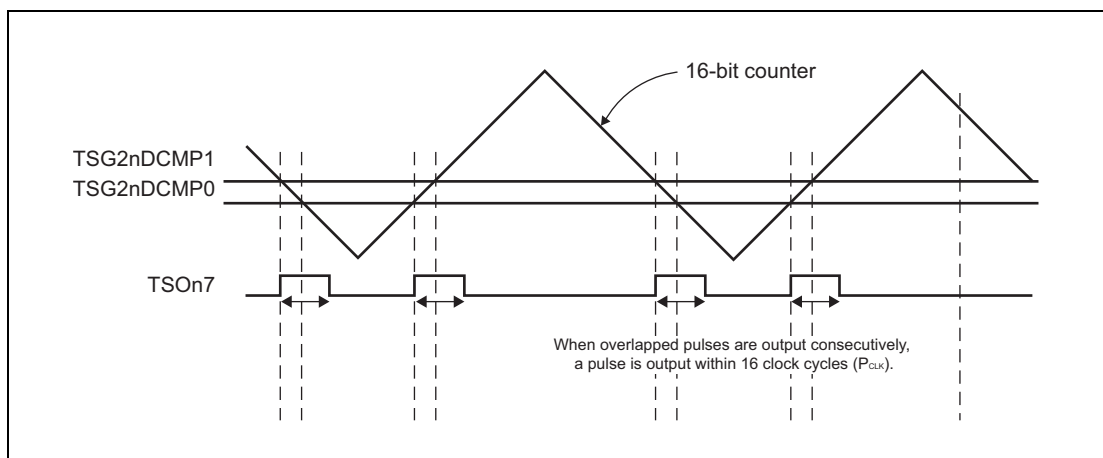


Figure 24.14 Timing Example of Diagnostic Output by the TSO_n7 Pin (2)
 (with Output Width Overlapped)

(2) Interrupts in Each Mode

A list of interrupts (INTTSG2nI[0] to INTTSG2nI[12], INTTSG2nIPEK, INTTSG2nIVLY, INTTSG2nIER and INTTSG2nIWN) in each mode is shown in **Table 24.37** to **Table 24.41**.

Table 24.37 List of Interrupts in Each Mode (1/5)

Operating mode	INTTSG2nI[0]	INTTSG2nI[1]	INTTSG2nI[2]	INTTSG2nI[3]
PWM mode	TSG2nCMP0 compare match interrupt	TSG2nCMP1 compare match interrupt* ¹	TSG2nCMP2 compare match interrupt* ¹	TSG2nCMP3 compare match interrupt* ¹
HT-PWM mode	Periodic interrupt	TSG2nCMP1 compare match interrupt* ²	TSG2nCMP2 compare match interrupt* ²	—
SP-PWM mode	TSG2nCMP0 compare match interrupt	TSG2nCMP1 compare match interrupt* ¹	TSG2nCMP2 compare match interrupt* ¹	—
120-DC mode	TSG2nCMP0 compare match interrupt	TSG2nCMP1 compare match interrupt* ¹	TSG2nCMP2 compare match interrupt* ¹	TSG2nCMP3 compare match interrupt* ¹

Note 1. When $TSG2nCMP0 < TSG2nCMPm$, a compare match interrupt is not generated ($m = 1$ to 12).

Note 2. When $0000_H \leq TSG2nCMPm < TSG2nDTC0$, and $(TSG2nCMP0 + TSG2nDTC0) < TSG2nCMPm$, a compare match interrupt is not generated.

Table 24.38 List of Interrupts in Each Mode (2/5)

Operating mode	INTTSG2nI[4]	INTTSG2nI[5]	INTTSG2nI[6]	INTTSG2nI[7]
PWM mode	TSG2nCMP4 compare match interrupt* ¹	TSG2nCMP5 compare match interrupt* ¹	TSG2nCMP6 compare match interrupt* ¹	TSG2nCMP7 compare match interrupt* ¹
HT-PWM mode	—	TSG2nCMP5 compare match interrupt* ²	TSG2nCMP6 compare match interrupt* ²	—
SP-PWM mode	—	TSG2nCMP5 compare match interrupt* ¹	TSG2nCMP6 compare match interrupt* ¹	—
120-DC mode	TSG2nCMP4 compare match interrupt* ¹	TSG2nCMP5 compare match interrupt* ¹	TSG2nCMP6 compare match interrupt* ¹	TSG2nCMP7 compare match interrupt* ¹

Note 1. When $TSG2nCMP0 < TSG2nCMPm$, a compare match interrupt is not generated ($m = 1$ to 12).

Note 2. When $0000_H \leq TSG2nCMPm < TSG2nDTC0$, and $(TSG2nCMP0 + TSG2nDTC0) < TSG2nCMPm$, a compare match interrupt is not generated.

Table 24.39 List of Interrupts in Each Mode (3/5)

Operating mode	INTTSG2nI[8]	INTTSG2nI[9]	INTTSG2nI[10]	INTTSG2nI[11]
PWM mode	TSG2nCMP8 compare match interrupt* ¹	TSG2nCMP9 compare match interrupt* ¹	TSG2nCMP10 compare match interrupt* ¹	TSG2nCMP11 compare match interrupt* ¹
HT-PWM mode	—	TSG2nCMP9 compare match interrupt* ²	TSG2nCMP10 compare match interrupt* ²	—
SP-PWM mode	—	TSG2nCMP9 compare match interrupt* ¹	TSG2nCMP10 compare match interrupt* ¹	—
120-DC mode	TSG2nCMP8 compare match interrupt* ¹	TSG2nCMP9 compare match interrupt* ¹	TSG2nCMP10 compare match interrupt* ¹	TSG2nCMP11 compare match interrupt* ¹

Note 1. When $TSG2nCMP0 < TSG2nCMPm$, a compare match interrupt is not generated ($m = 1$ to 12).

Note 2. When $0000_H \leq TSG2nCMPm < TSG2nDTC0$, and $(TSG2nCMP0 + TSG2nDTC0) < TSG2nCMPm$, a compare match interrupt is not generated.

Table 24.40 List of Interrupts in Each Mode (4/5)

Operating mode	INTTSG2nI[12]	INTTSG2nIPEK	INTTSG2nIVLY
PWM mode	TSG2nCMP12 compare match interrupt*1	Peak interrupt at the same timing as INTTSG2nI[0]	—
HT-PWM mode	—	Peak interrupt	Trough interrupt
SP-PWM mode	—	Peak interrupt at the same timing as INTTSG2nI[0]	—
120-DC mode	TSG2nCMP12 compare match interrupt*1	Peak interrupt at the same timing as INTTSG2nI[0]	—

Note 1. When $TSG2nCMP0 < TSG2nCMPm$, a compare match interrupt is not generated ($m = 1$ to 12).

Table 24.41 List of Interrupts in Each Mode (5/5)

Operating mode	INTTSG2nIER	INTTSG2nIWN
PWM mode	Error interrupt	Warning interrupt
HT-PWM mode	Error interrupt	Warning interrupt
SP-PWM mode	Error interrupt	Warning interrupt
120-DC mode	Error interrupt	Warning interrupt

24.6 Match Interrupt

TSG2n can interrupts include a compare match interrupt (INTTSG2nIm), a peak interrupt (INTTSG2nIPEK), and a trough interrupt (INTTSG2nIVLY). For error interrupt and warning interrupts (INTTSG2nIER and INTTSG2nIWN), see **Section 24.10, Error and Warning Interrupts**.

A periodic interrupt (INTTSG2nI[0]) is generated for each timer cycle. In HTPWM mode, it is generated when the TSG2nDTC0 buffer register value matches with the 16-bit counter value. When the 16-bit counter performs sawtooth wave operation (PWM mode, SP-PWM mode, and 120-DC mode), it is generated after the 16-bit counter value has matched with the TSG2nCMP0 buffer register value.

A compare match interrupt (INTTSG2nIm) is generated on matches between the TSG2nCMPm buffer register value and the 16-bit counter value depending on the compare register to be used in each operating mode (m = 1 to 12).

A peak interrupt (INTTSG2nIPEK) is generated in all modes. In HT-PWM mode, it is generated when the 16-bit counter switches from incrementing to decrementing. When the 16-bit counter performs sawtooth wave operation (PWM mode, SP-PWM mode, and 120-DC mode), it is generated after the 16-bit counter value has matched with the TSG2nCMP0 buffer register value (the same timing as an INTTSG2nI[0] interrupt).

A trough interrupt (INTTSG2nIVLY) is generated when the 16-bit counter switches from decrementing to incrementing in HT-PWM mode.

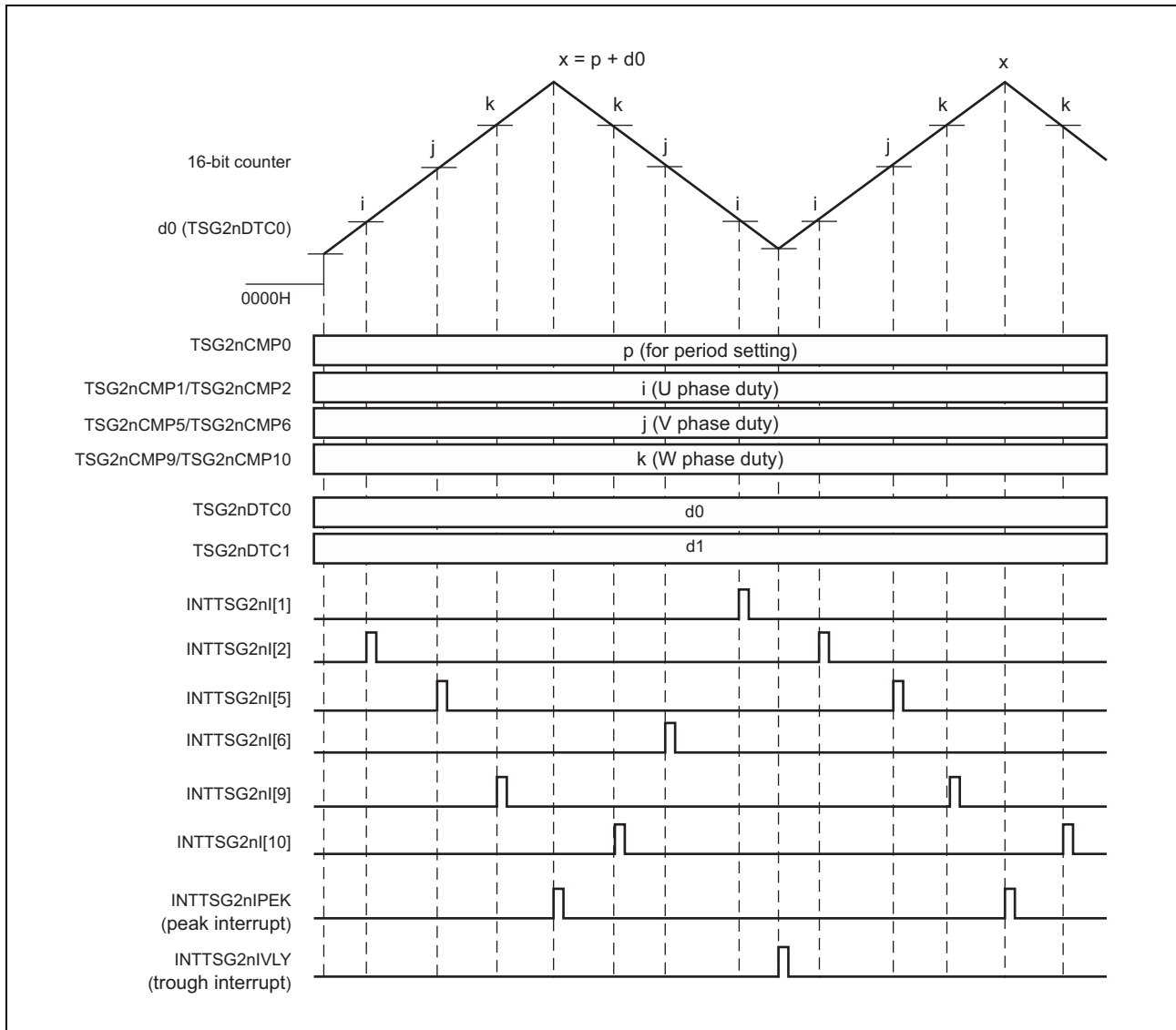


Figure 24.15 Interrupt Generation Example (1/2) (Example of HT-PWM Mode)

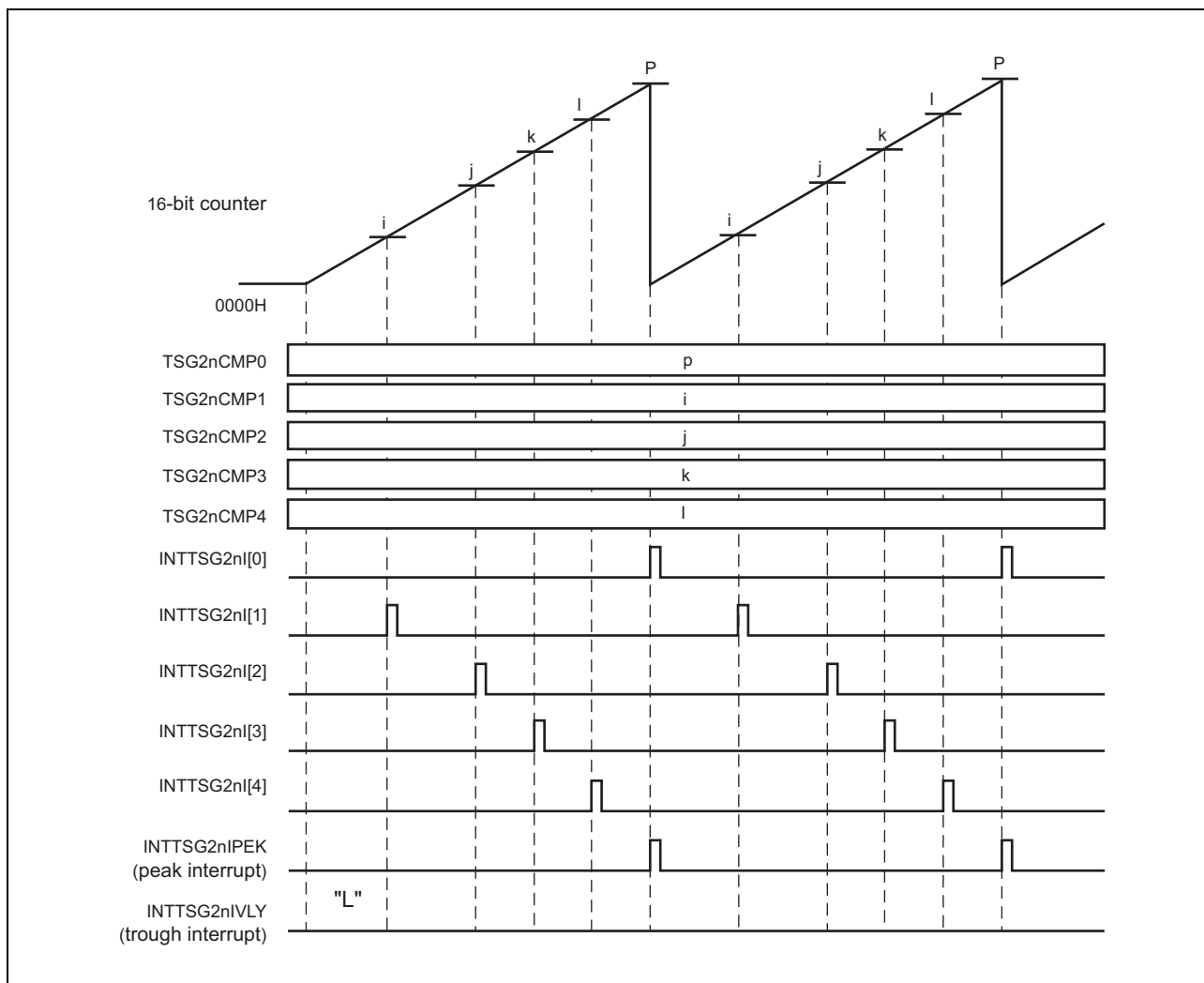


Figure 24.16 Interrupt Generation Example (2/2) (Example of PWM Mode)

24.7 Flags

Table 24.42 List of Flags

No.	Flag Name	Symbol	Register	Operating Mode
(1)	Up-count flag	TSG2nCUF	TSG2nSTR0	HT-PWM mode
		TSG2nSUF	TSG2nSTR0	
(2)	Positive/negative phase simultaneous activation detection flag	TSG2nTBF0-TSG2nTBF2	TSG2nSTR2	All operating modes
(3)	Reload request flag	TSG2nRSF	TSG2nSTR0	All operating modes
(4)	Noise detection flag	TSG2nNDF	TSG2nSTR2	All operating modes
(5)	Pattern order detection flag	TSG2nTSF	TSG2nSTR1	All operating modes
(6)	Pattern error detection flag	TSG2nPEF	TSG2nSTR2	All operating modes
(7)	Pattern inversion detection flag	TSG2nPRF	TSG2nSTR2	All operating modes
(8)	Pattern phase difference detection flag	TSG2nPPF	TSG2nSTR2	All operating modes
(9)	Timer output pattern flag	TSG2nOPF0-TSG2nOPF2	TSG2nSTR1	All operating modes
(10)	Pattern switch detection signal (internal signal)	TSG2nPTE	—	All operating modes

24.7.1 Up-Count Flags (TSG2nCUF and TSG2nSUF)

Name

Up count flag (TSG2nSTR0.TSG2nCUF and TSG2nSUF)

Description

There are following two up-count flags.

TSG2nCUF is an up-/down-count flag of the 16-bit counter.

TSG2nSUF is an up-/down-count flag of the 16-bit sub-counter.

For both TSG2nCUF and TSG2nSUF, 0 indicates incrementing, whereas 1 indicates decrementing.

TSG2nCUF and TSG2nSUF can be used only in HT-PWM mode.

Example of operation

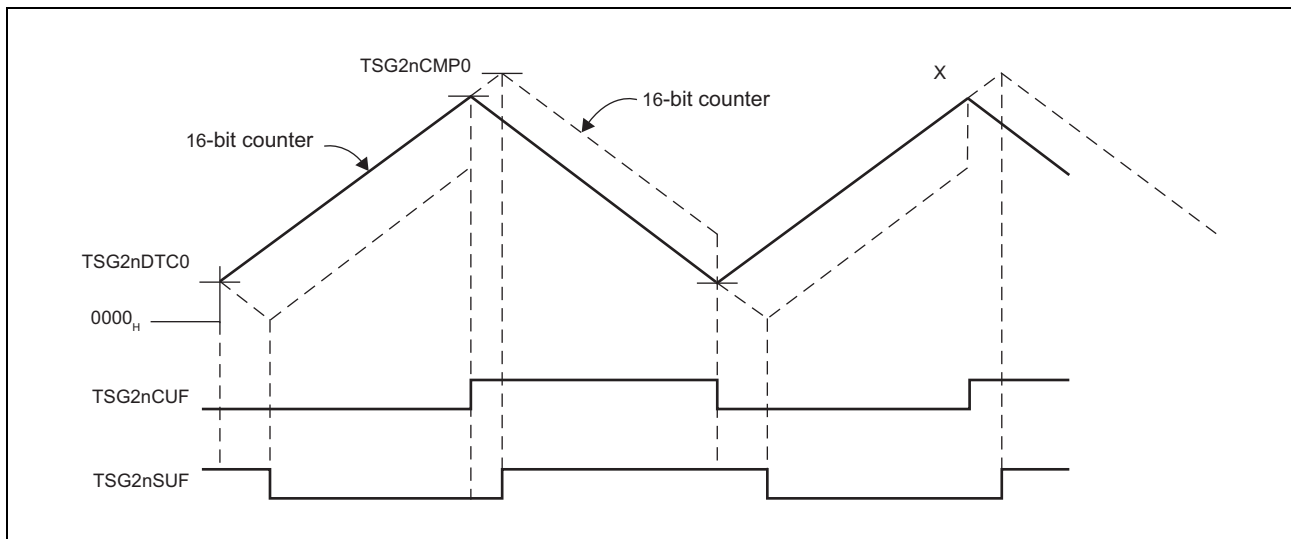


Figure 24.17 Example of Up-Count Flag Operation

NOTES

1. TSG2nCUF is set to the value as below:
 0 (up-count) when $TSG2nDTC0 \leq 16\text{-bit counter} \leq (TSG2nCMP0 + TSG2nDTC0 - 2)$
 1 (down-count) when $(TSG2nCMP0 + TSG2nDTC0) \geq 16\text{-bit counter} \geq TSG2nDTC0 + 2$
2. TSG2nSUF is set to the value as below:
 0 (up-count) when $0 \leq 16\text{-bit sub-counter} \leq (TSG2nDTC0 + TSG2nDTC1 - 2)$
 1 (down-count) when $(TSG2nDTC0 + TSG2nDTC1) \geq 16\text{-bit sub-counter} \geq 2$

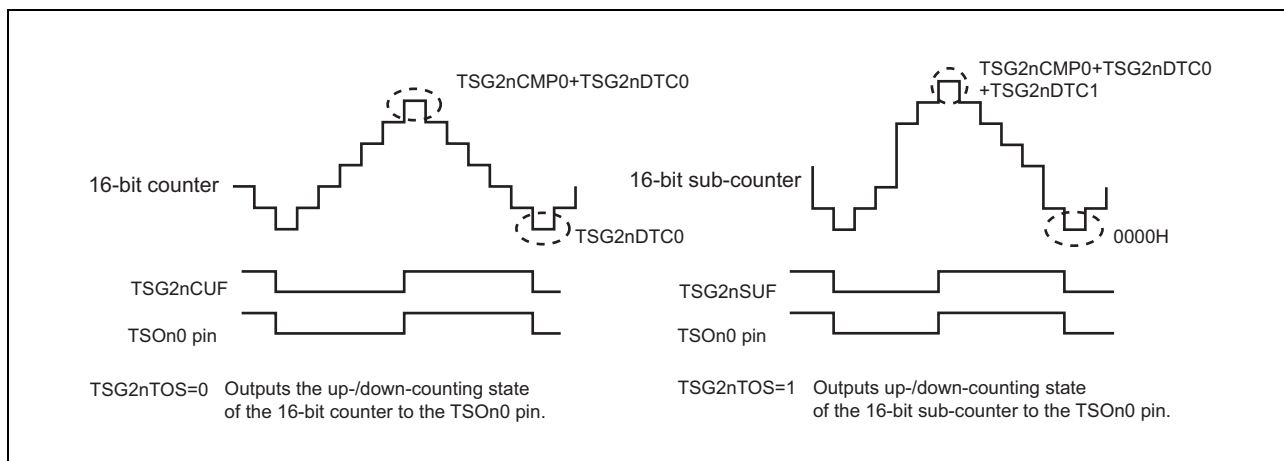


Figure 24.18 TSON0 Pin Output depending on TSG2nIOC1.TSG2nTOS Setting

Operating mode

TSG2nCUF and TSG2nSUF can be used only in HT-PWM mode.

24.7.2 Positive/Negative Phase Simultaneous Activation Detection Flags (TSG2nTBF0 to TSG2nTBF2)

Name

Positive phase and negative phase simultaneous activation detection flags (TSG2nSTR2.TSG2nTBF0 to TSG2nTBF2 flags)

Description

When any of TSG2nCTL1.TSG2nTBA2 to TSG2nTBA0 is 1, TSG2nTBF0 to TSG2nTBF2 can detect simultaneous activation of the positive and negative phases of TSG2n.

When the simultaneous active state of the positive phase and inverse phase of the TSG2n is detected, the corresponding TSG2nTBF0 to TSG2nTBF2 flags are set to 1, and an error interrupt (INTTSG2nIER) is generated. The flags are cleared when 1 is written to TSG2nSTC.TSG2nTBR0 to TSG2nTBR2, respectively.

Example of operation

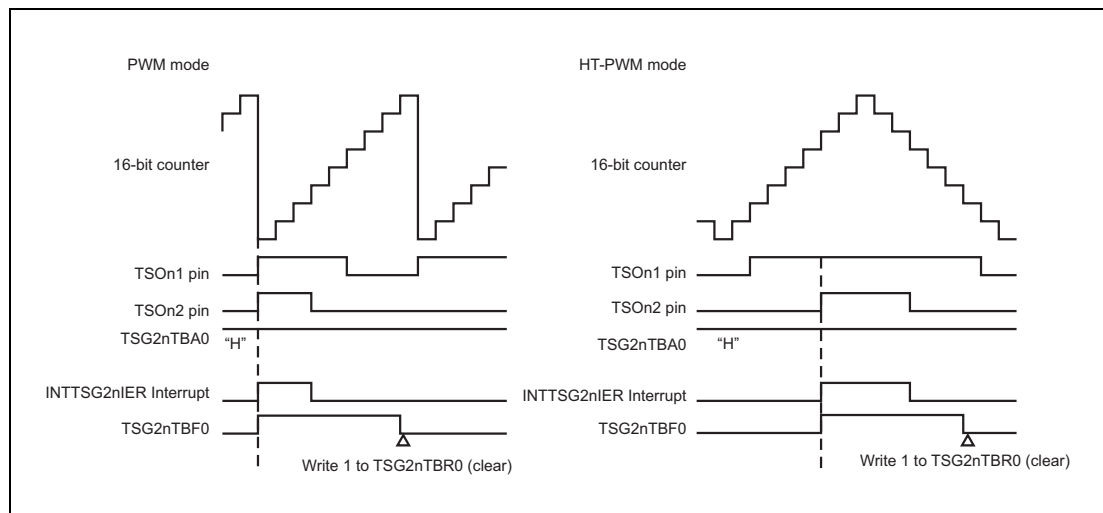


Figure 24.19 Example of Positive /Negative Phase Simultaneous Activation Detection Flag Operation

Operating mode

TSG2nTBF0 to TSG2nTBF2 can be used in all operating modes.

CAUTION

TSG2nTBF0 to TSG2nTBF2 are valid only when TSG2nCTL1.TSG2nTBA0 to TSG2nTBA2 = 1 and TSG2nSTR0.TSG2nTE = 1.

24.7.3 Reload Request Flag (TSG2nRSF)

Name

Reload request flag (TSG2nSTR0.TSG2nRSF)

Description

TSG2nRSF is set to 1 when a reload request is generated (when a value is written to TSG2nCMP1 (TSG2nCMP1W, TSG2nCMPU, TSG2nCPW)), and cleared to 0 when the value is transferred to all the buffer registers.

Example of operation

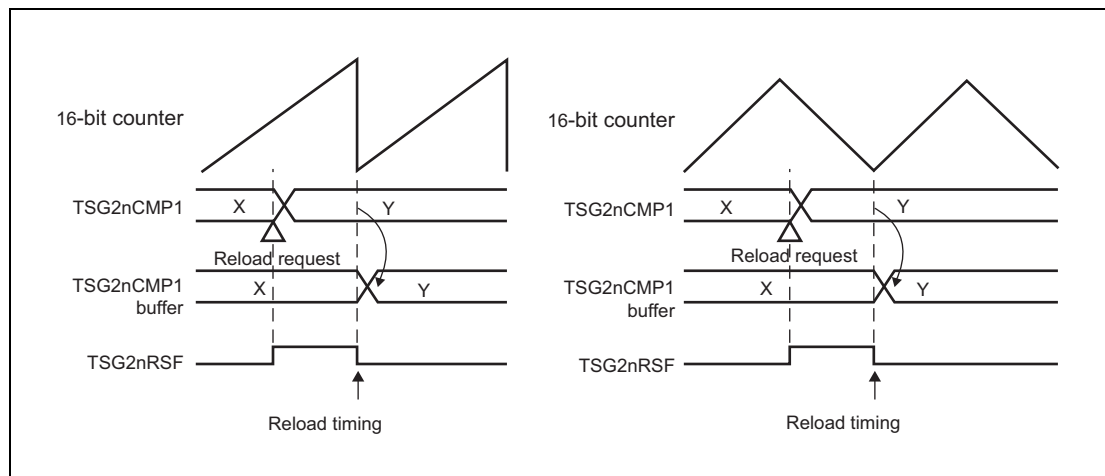


Figure 24.20 Example of Reload Request Flag Operation

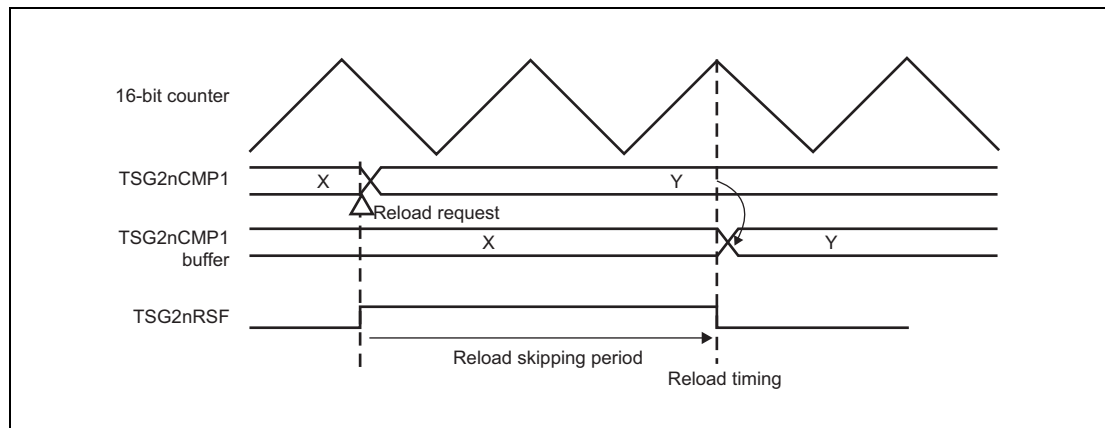


Figure 24.21 Reload Request Flag and Reload Skipping Period

Operating Mode

TSG2nRSF can be used in all operating modes.

24.7.4 Noise Detection Flag (TSG2nNDF)

Name

Noise detection flag (TSG2nSTR2.TSG2nNDF)

Description

TSG2nNDF can detect that two or more pins of TAPTSn2 to TAPTSn0 have changed simultaneously (a noise is generated).

TSG2nNDF is set to 1 when two or more pins of TAPTSn2 to TAPTSn0 have changed simultaneously (a noise is generated), and a warning interrupt (INTTSG2nIWN) is generated. The TSG2nNDF flag is cleared to 0 when 1 is written to the TSG2nSTC.TSG2nNDR bit.

Example of operation

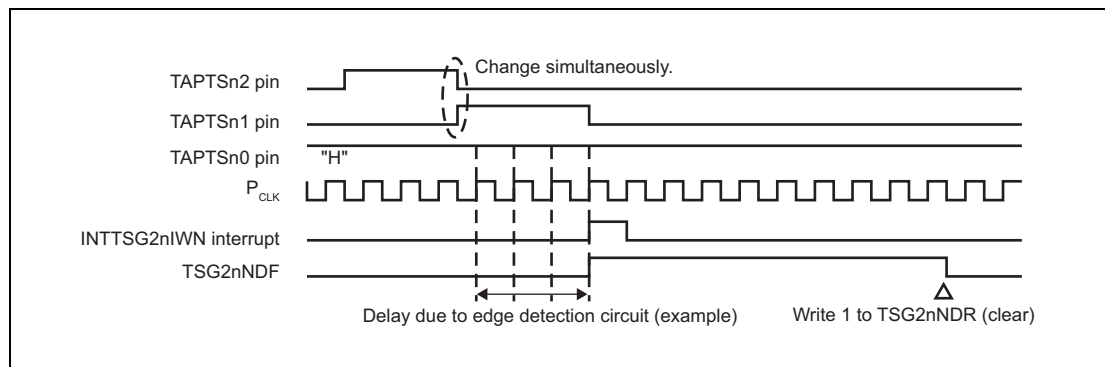


Figure 24.22 Example of Noise Detection Flag Operation

Operating mode

TSG2nNDF can be used in all operating modes.

CAUTION

TSG2nNDF is valid only when TSG2nCTL1.TSG2nNDC = 1 and TSG2nSTR0.TSG2nTE = 1.

24.7.5 Pattern Order Detection Flag (TSG2nTSF)

Name

Pattern order detection flag (TSG2nSTR1.TSG2nTSF)

Description

TSG2nTSF can detect the order of patterns input to the TAPTSn2 to TAPTSn0 pins.

TSG2nTSF is set depending on the values input to the TAPTSn2 to TAPTSn0 pins as shown in the table below.

TSG2nTSF	Values input to TAPTSn2 to TAPTSn0 Pins
0	[1,0,1] → [1,0,0] → [1,1,0] → [0,1,0] → [0,1,1] → [0,0,1]
1	[1,0,1] ← [1,0,0] ← [1,1,0] ← [0,1,0] ← [0,1,1] ← [0,0,1]

Example of operation

(a) When Normal Input to TAPTSn2 to TAPTSn0 Pins is Detected

As shown in **Figure 24.23**, if the TAPTSn2 to TAPTSn0 pins change in the normal order, 0 or 1 is set according to the change order at the change timing.

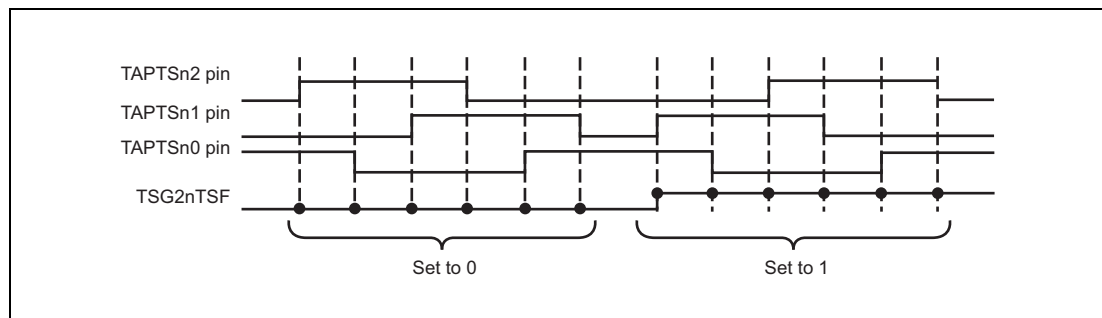


Figure 24.23 Example of Pattern Order Detection Flag Operation (Normal Operation)

(b) Detection of Input Pattern Change

Immediately after TSG2n starts operation, the rotation direction cannot be determined. Therefore, TSG2nTSF cannot detect a change (normal or reverse rotation) in the pattern input to the TAPTSn2 to TAPTSn0 pins. To enable detection of a change immediately after the start of operation, TSG2nPSC should be set before operation starts (when TSG2nTE = 0, the TSG2nPSC value is reflected).

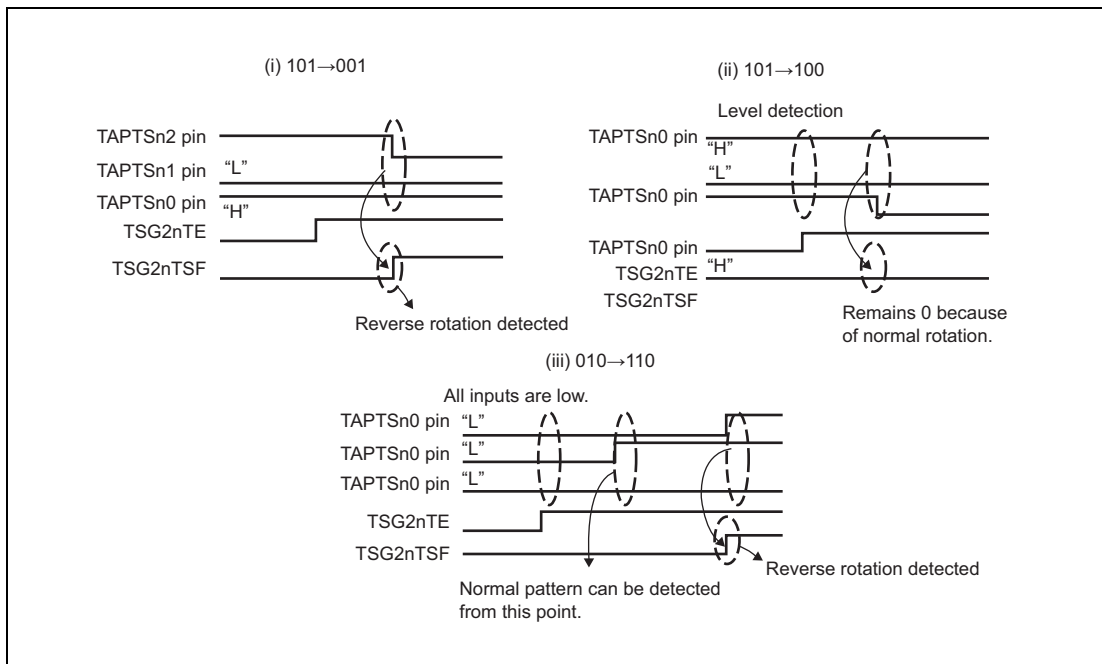


Figure 24.24 Detection of a Change (Normal/Reverse Rotation) in the Pattern Input to TAPTSn2-TAPTSn0 Pins

(c) When Abnormal Input to TAPTSn2-TAPTSn0 Pins is Detected

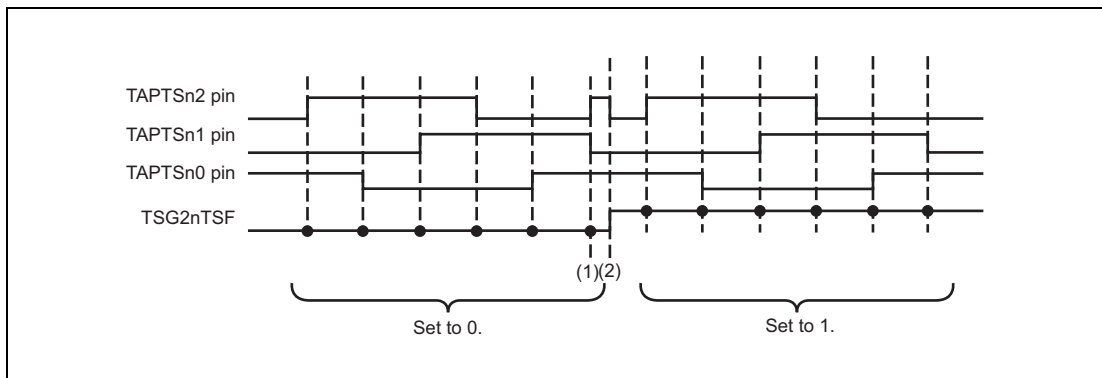


Figure 24.25 Example of Operation when Values Input to Two Pins of TAPTSn2-TAPTSn0 Change (Abnormal Operation)

- (1) TSG2nTSF does not change at this point because it expects the input pattern change to {0, 1, 0} or {0, 0, 1} (if values of two pins change, TSG2nTSF does not change).
- (2) The TAPTSn2-TAPTSn0 pins are judged to have been changed from {1, 0, 1} to {0, 0, 1}, and TSG2nTSF is set to 1.

Operating Mode

TSG2nTSF can be used in all operating modes.

24.7.6 Pattern Error Detection Flag (TSG2nPEF)

Name

Pattern error detection flag (TSG2nSTR2.TSG2nPEF)

Description

TSG2nPEF can detect that 000 or 111 has been input to the TAPTSn2-TAPTSn0 pins.

TSG2nPEF is set to 1 when the levels of the TAPTSn2-TAPTSn0 pins are 111 or 000, and a warning interrupt (INTTSG2nIWM) is generated. TSG2nPEF is cleared to 0 when 1 is written to TSG2nSTC.TSG2nPER.

Example of operation

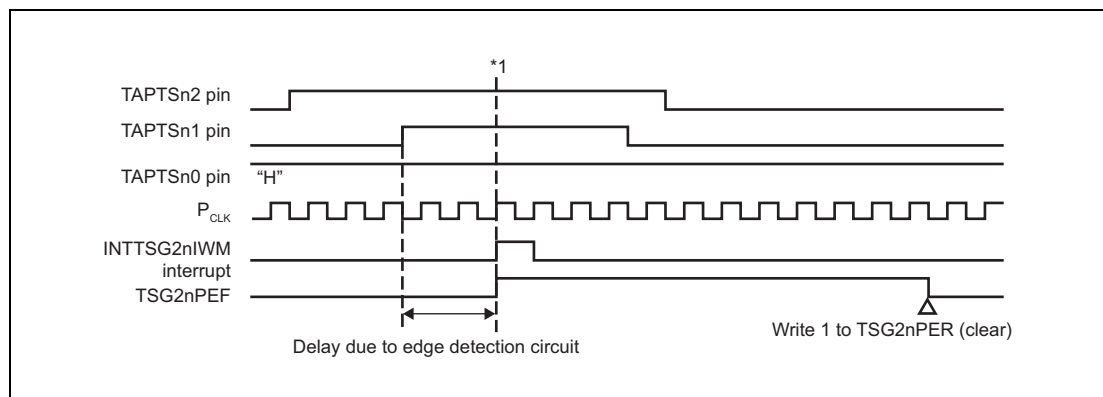


Figure 24.26 Example of Pattern Error Detection Flag Operation (TAPTSn2-TAPTSn0 Pins = 111)

CAUTION

“111” is detected.

Operating mode

TSG2nPEF can be used in all operating modes.

CAUTION

TSG2nPEF is valid only when TSG2nCTL1.TSG2nPEC = 1 and TSG2nSTR0.TSG2nTE = 1.

24.7.7 Pattern Inversion Detection Flag (TSG2nPRF)

Name

Pattern reversal inversion flag (TSG2nSTR2.TSG2nPRF)

Description

TSG2nPRF can detect that the pattern change order of the TAPTSn2 to TAPTSn0 pins have been inverted.

TSG2nPRF is set to 1 when the pattern order detection flag (TSG2nTSF) changes, and a warning interrupt (INTTSG2nIWN) is generated. However, immediately after TSG2nSTR0.TSG2nTE is set to 1, TSG2nPRF is valid at the timing of the second and subsequent change in TAPTSn2 to TAPTSn0 pins. TSG2nPRF is cleared to 0 when 1 is written to the TSG2nSTC.TSG2nPRR bit.

Example of operation

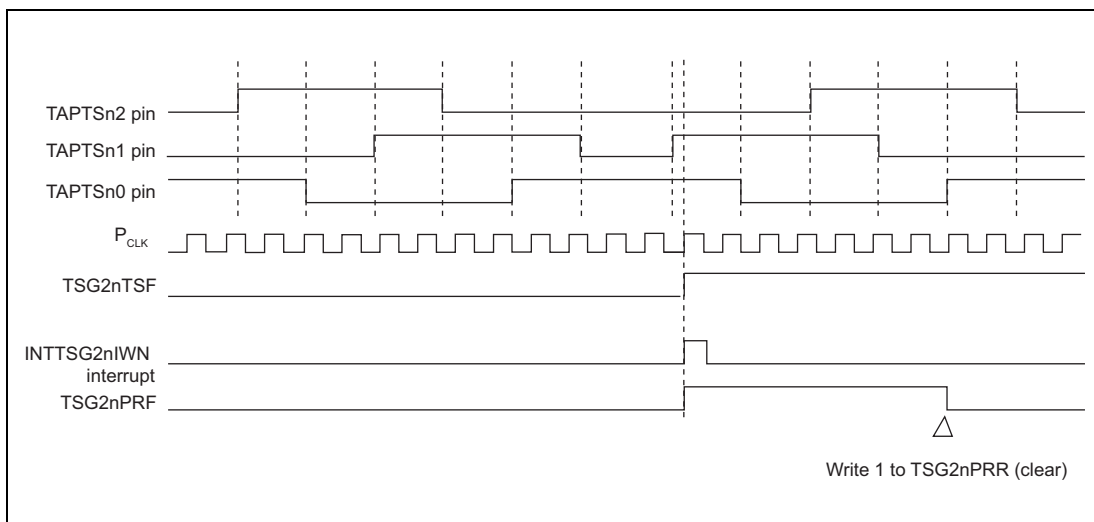


Figure 24.27 Example of Pattern Inversion Detection Flag Operation

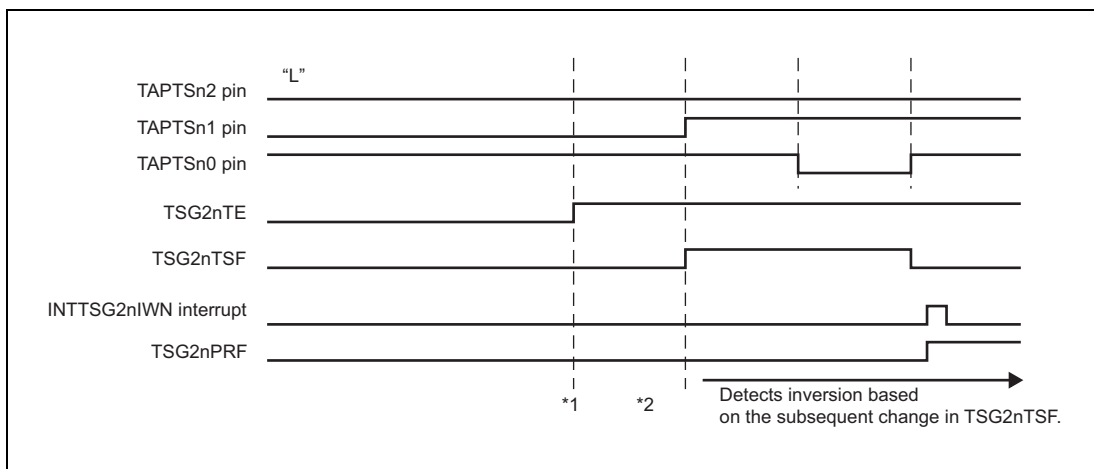


Figure 24.28 Example of Operation immediately after TSG2nTE Flag in TSG2nSTR0 is Set to 1

CAUTIONS

1. Operation starts.
 2. If TSG2nTSF is set to 1 by the first change in the TAPTSn2 to TAPTSn0 pins immediately after TSG2nTE is set to 1, inversion is not detected.
-

Operating mode

TSG2nPEF can be used in all operating modes.

CAUTION

TSG2nPEF is valid only when TSG2nCTL1.TSG2nPEC = 1 and TSG2nSTR0.TSG2nTE = 1.

24.7.8 Pattern Phase Difference Detection Flag (TSG2nPPF)

Name

Pattern phase difference detection flag (TSG2nSTR2.TSG2nPPF)

Description

TSG2nPPF can detect the phase difference between the input pattern (TAPTSn2-TAPTSn0 pins) and the output pattern (TSG2nSTR1.TSG2nOPF2 to TSG2nOPF0 flags).

TSG2nPPF is set to 1 when the pattern phase difference is detected, and a warning interrupt (INTTSG2nIWN) is generated. TSG2nPPF remains 1 until it is cleared to 0 when 1 is written to TSG2nSTC.TSG2nPPR by software. When the phase difference is detected, TSG2nPPF is set at each operation clock cycle (PCLK). TSG2nPPF should be cleared to 0 when no phase difference occurs.

Table 24.43 Correspondence between Normal Input Patterns and Output Patterns

TAPTSn2-TAPTSn0 pins (input)	"1,0,1"	"1,0,0"	"1,1,0"	"0,1,0"	"0,1,1"	"0,0,1"
TSG2nOPF2-TSG2bOPF0 flags (output)	"0,0,1"	"1,0,1"	"1,0,0"	"1,1,0"	"0,1,0"	"0,1,1"
	"1,0,1"	"1,0,0"	"1,1,0"	"0,1,0"	"0,1,1"	"0,0,1"
	"1,0,0"	"1,1,0"	"0,1,0"	"0,1,1"	"0,0,1"	"1,0,1"

Example of operation

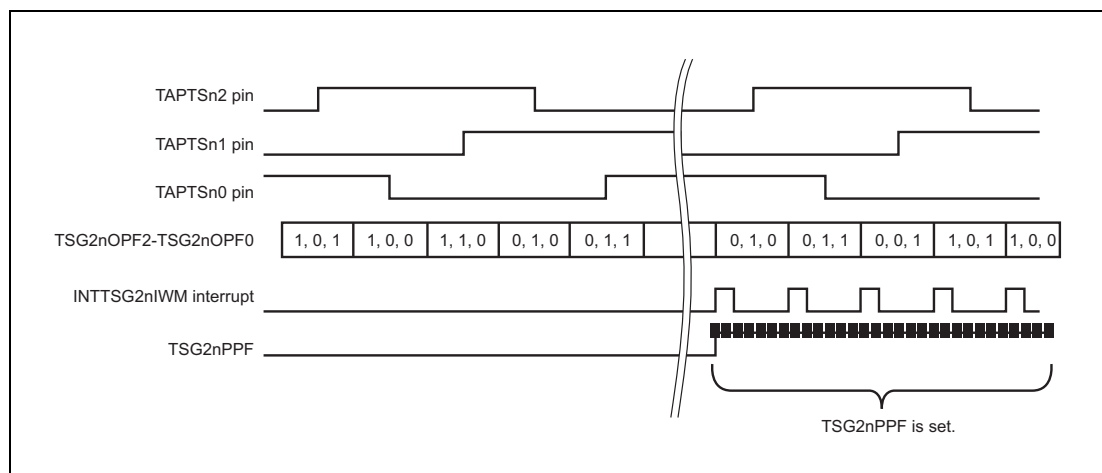


Figure 24.29 Example of Pattern Difference Detection Flag Operation

Operating mode

TSG2nPPF can be used in all operating modes.

CAUTIONS

1. TSG2nPPF is valid only when TSG2nCTL1.TSG2nPPC = 1 and TSG2nSTR0.TSG2nTE = 1.
2. When 000 or 111 is input to the TAPTSn2 to TAPTSn0 pins, or when TSG2nOPF2 to TSG2nOPF0 are set to 000 or 111, TSG2nPPF is not set.

24.7.9 Timer Output Pattern Flag (TSG2nOPF2-TSG2nOPF0)

Name

Timer output pattern flag (TSG2nSTR1.TSG2nOPF2-TSG2nOPF0)

Description

TSG2nOPF2 to TSG2nOPF0 flags indicate the timer output patterns.

Operating mode

TSG2nOPF2 to TSG2nOPF0 can be used in all operating modes.

24.7.10 Pattern Switch Detection Signal (TSG2nPTE)

Name

Pattern switch detection signal (TSG2nPTE signal)

Description

The TSG2nPTE signal toggles when the input pattern (TAPTSn2-TAPTSn0 pins) changes.

The toggle pattern is determined by the TSG2nPSC bit (TSG2nOPT0.TSG2nPSS = 1).

- TSG2nPSC = 0

		TAPTSn2-TAPTSn0 Pins after Change							
		000	111	101	100	110	010	011	001
Current TAPTSn2- TAPTSn0 pins	000	—	—	—	—	—	—	—	—
	111	—	—	—	—	—	—	—	—
	101	—	—	—	Toggle	—	—	—	—
	100	—	—	—	—	Toggle	—	—	—
	110	—	—	—	—	—	Toggle	—	—
	010	—	—	—	—	—	—	Toggle	—
	011	—	—	—	—	—	—	—	Toggle
	001	—	—	Toggle	—	—	—	—	—

- TSG2nPSC = 1

		TAPTSn2-TAPTSn0 Pins after Change							
		000	111	101	100	110	010	011	001
Current TAPTSn2- TAPTSn0 pins	000	—	—	—	—	—	—	—	—
	111	—	—	—	—	—	—	—	—
	101	—	—	—	—	—	—	—	Toggle
	100	—	—	Toggle	—	—	—	—	—
	110	—	—	—	Toggle	—	—	—	—
	010	—	—	—	—	Toggle	—	—	—
	011	—	—	—	—	—	Toggle	—	—
	001	—	—	—	—	—	—	Toggle	—

Example of operation

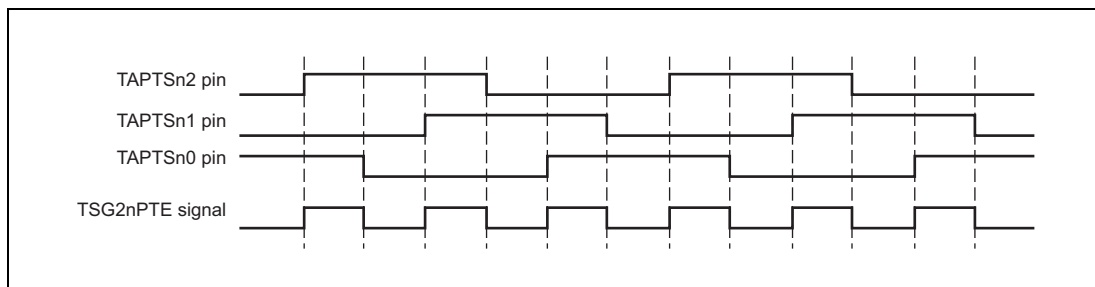


Figure 24.30 Example of Pattern Switch Detection Signal Operation

24.8 Operation of Interrupt Skipping Function

Operation related to the interrupt skipping function is described below.

Peak interrupts (INTTSG2nIPEK) and trough interrupts (INTTSG2nIVLY) can be skipped.

- TSG2nCTL4.TSG2nPIE enables output of the INTTSG2nIPEK interrupt and specifies whether to skip the interrupts.
- TSG2nCTL4.TSG2nVIE enables output of the INTTSG2nIVLY interrupt and specifies whether to skip the interrupts.

When TSG2nCTL3.TSG2nRIA is set to 1 (with reload skipping), reload is executed at the same timing as the interrupt after being skipped.

When TSG2nCTL3.TSG2nRIA is set to 0 (without reload skipping), reload is executed at the specified reload timing regardless of interrupt skipping.

CAUTION

When a value is written to TSG2nCTL4, and TSG2nRCC04 to TSG2nRCC00 are transferred to the buffer register, the interrupt skipping counter is cleared. Therefore, when the interrupt skipping function is used, the interrupt interval may be long temporarily. To avoid this, the interrupt skipping count should be changed with the reload timing being set to the interrupts skipped (TSG2nCTL3.TSG2nRIA = 1).

24.8.1 Operation of Interrupt Skipping Function

(1) Interrupt Skipping Operation when TSG2nPIE = 1 and TSG2nVIE = 1 in TSG2nCTL4 (Peak and Trough Interrupt Generation in HT-PWM Mode)

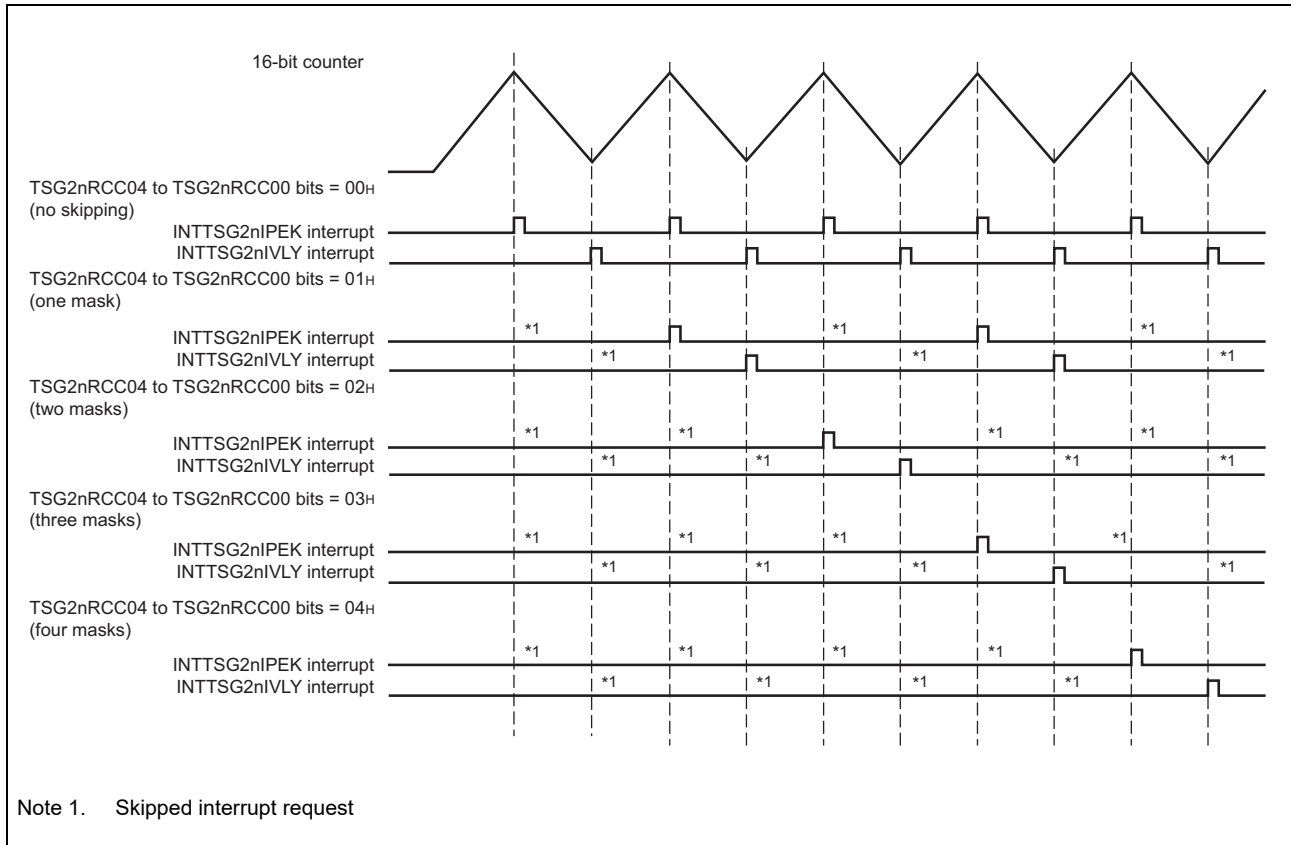


Figure 24.31 When TSG2nPIE = 1 and TSG2nVIE = 1 in TSG2nCTL4 (Peak and Trough Interrupt Generation in HT-PWM Mode)

(2) Interrupt Skipping Operation when TSG2nPIE = 1 and TSG2nVIE = 0 in TSG2nCTL4 (Generation of Only Peak Interrupts in HT-PWM Mode)

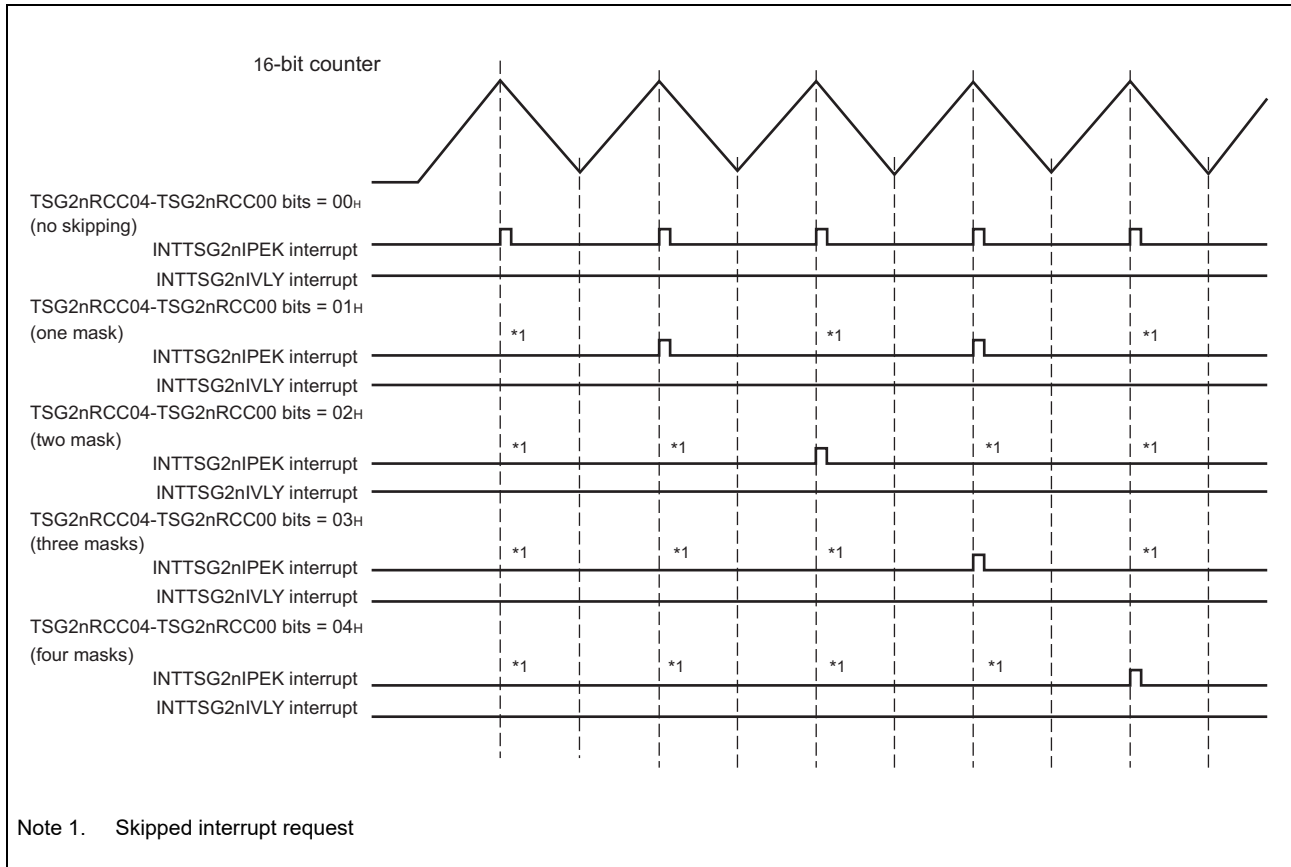


Figure 24.32 When TSG2nPIE = 1 and TSG2nVIE = 0 in TSG2nCTL4 (Generation of Only Peak Interrupts in HT-PWM Mode)

(3) Interrupt Skipping Operation when TSG2nPIE = 0 and TSG2nVIE = 1 in TSG2nCTL4 (Generation of Only Trough Interrupts in HT-PWM Mode)

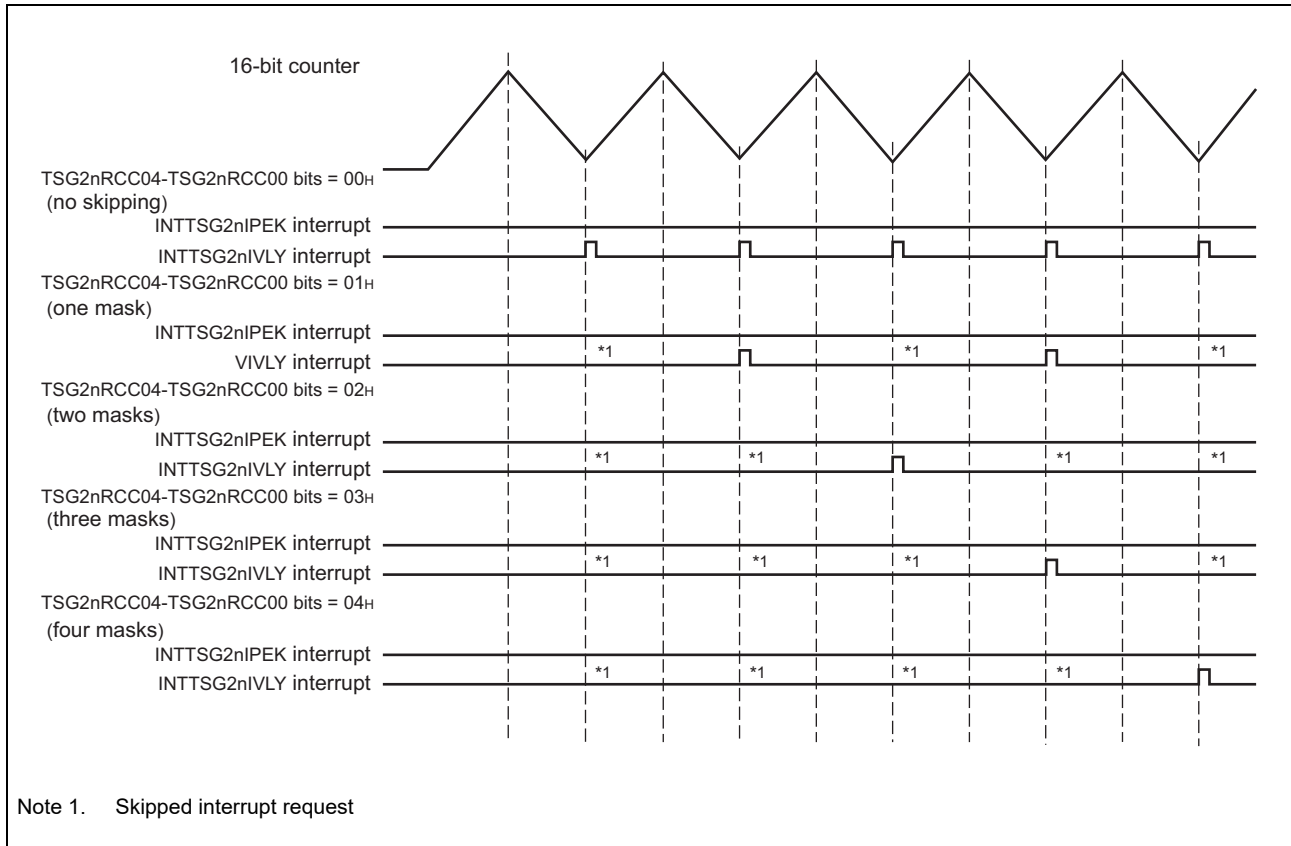


Figure 24.33 When TSG2nPIE = 0 and TSG2nVIE = 1 in TSG2nCTL4 (Generation of Only Trough Interrupts in HT-PWM Mode)

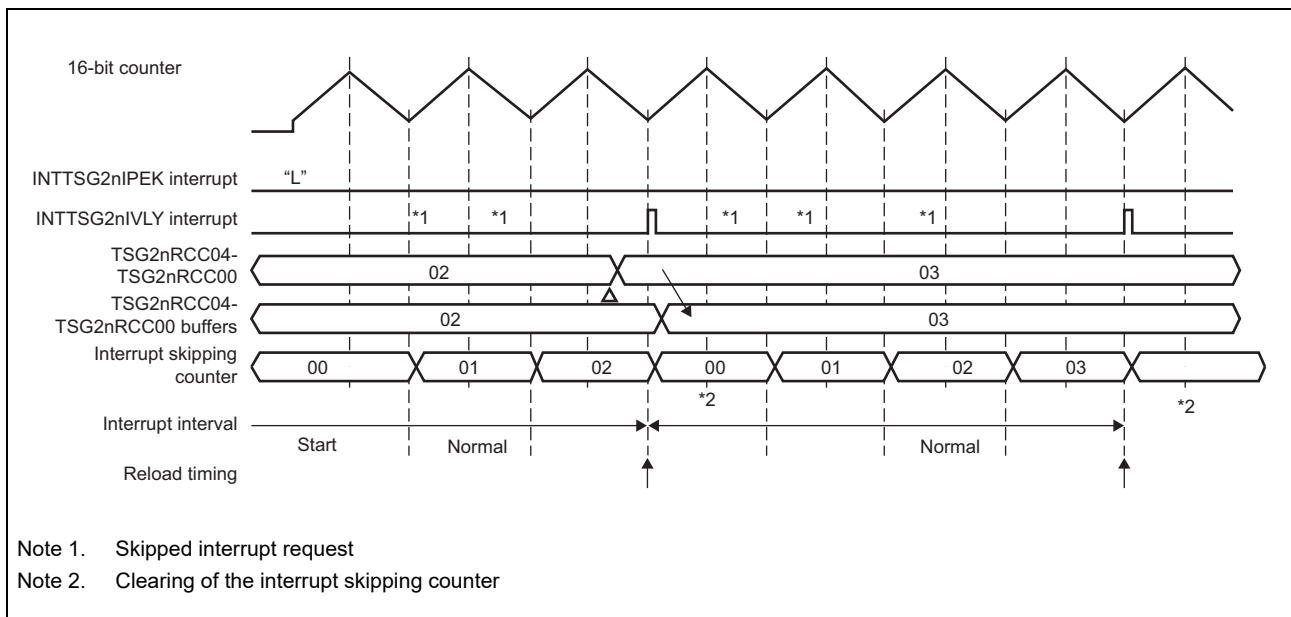


Figure 24.34 When TSG2nRMC = 0 and TSG2nRIA = 1 in TSG2nCTL3 (with Reload Skipping)

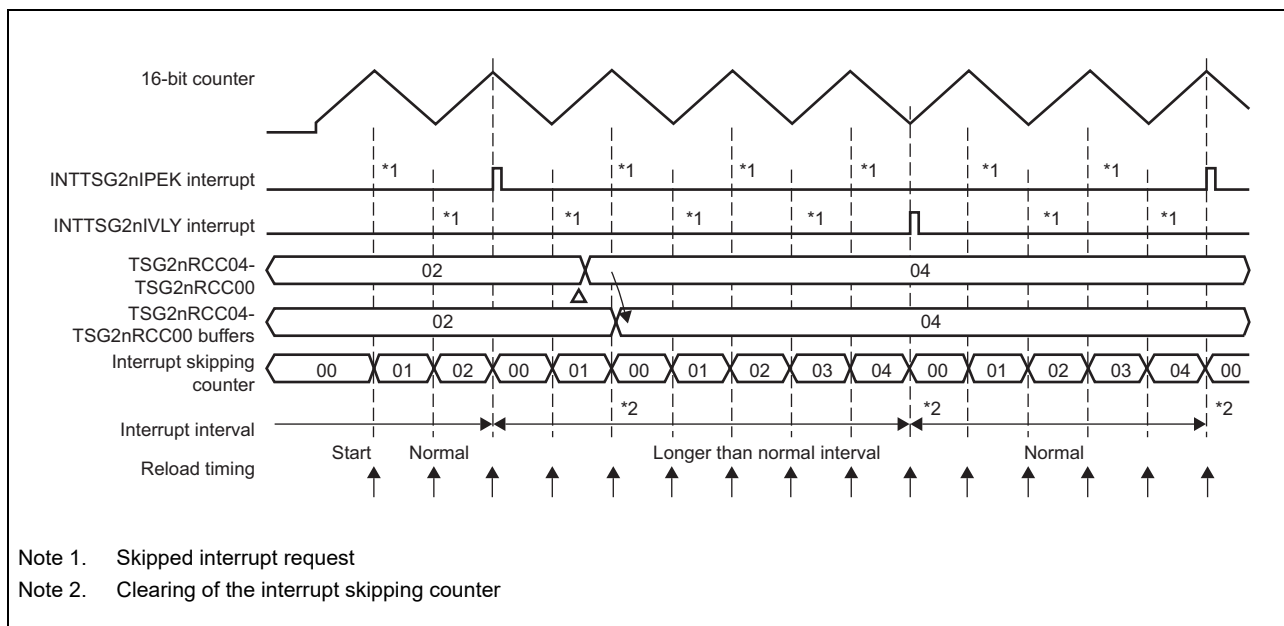


Figure 24.35 When TSG2nRMC = 0 and TSG2nRIA = 0 in TSG2nCTL3 (without Reload Skipping)

CAUTION

The interrupt interval might be longer.

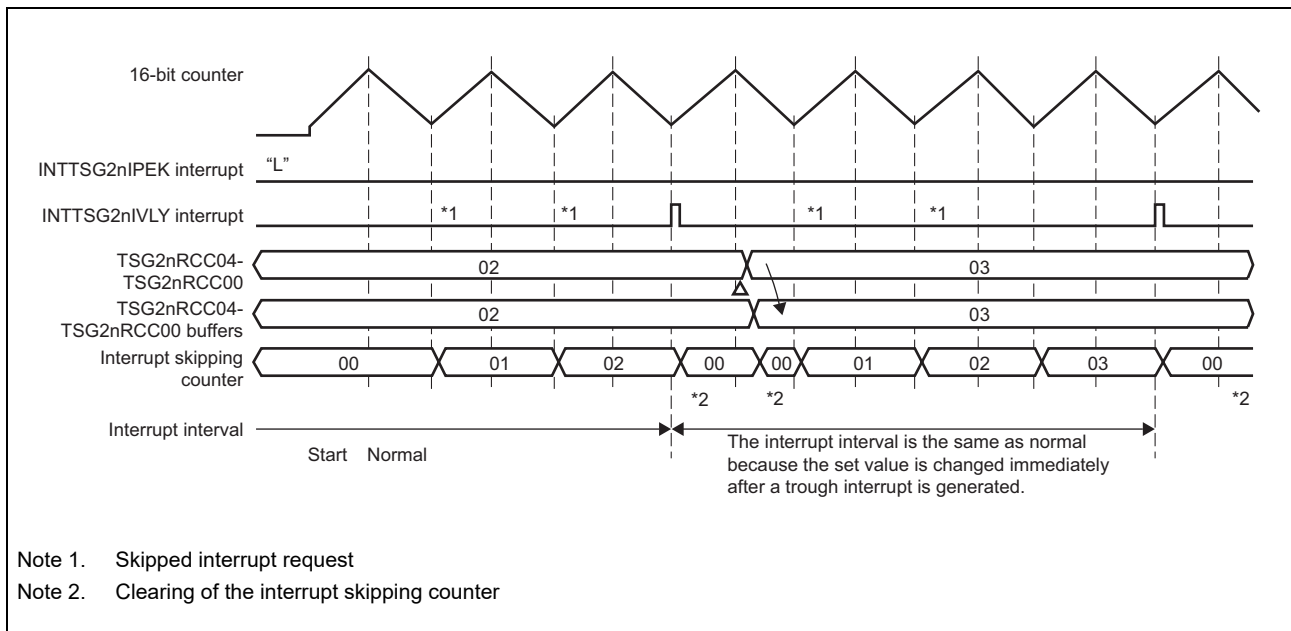


Figure 24.36 When TSG2nRMC = 1 in TSG2nCTL3 (Anytime Rewriting)

CAUTION

The interrupt interval might be longer.

NOTE

After rewriting, the value is reflected immediately regardless of the reload timing. The interrupt skipping counter is cleared when the value is transferred to the TSG2nRCC04 to TSG2nRCC00 buffers, not when the pertinent register is rewritten.

24.8.2 Example of Operation when Peak Interrupt is Generated (in PWM Mode)

Operation related to the interrupt skipping function in PWM mode is described below.

- Trough interrupts (INTTSG2nIPEK) can be skipped. In PWM mode, it is generated on compare match between the TSG2nCMP0 buffer register and the 16-bit counter.
- TSG2nCTL4.TSG2nPIE enables output of the INTTSG2nIVLY interrupt and specifies whether to skip the interrupts.
- The setting of TSG2nCTL4.TSG2nVIE is disabled. At this time, the INTTSG2nIVLY interrupt is not generated.

When TSG2nCTL3.TSG2nRIA is set to 1 (with reload skipping), reload is executed at the same timing as the interrupt after being skipped.

CAUTION

When a value is written to TSG2nCTL4, and TSG2nRCC04 to TSG2nRCC00 are transferred to the buffer register, the interrupt skipping counter is cleared. Therefore, when the interrupt skipping function is used, the interrupt interval may be long temporarily. To avoid this, the interrupt skipping count should be changed with the reload timing being set to the interrupts skipped (TSG2nCTL3.TSG2nRIA = 1).

(1) Example of Operation

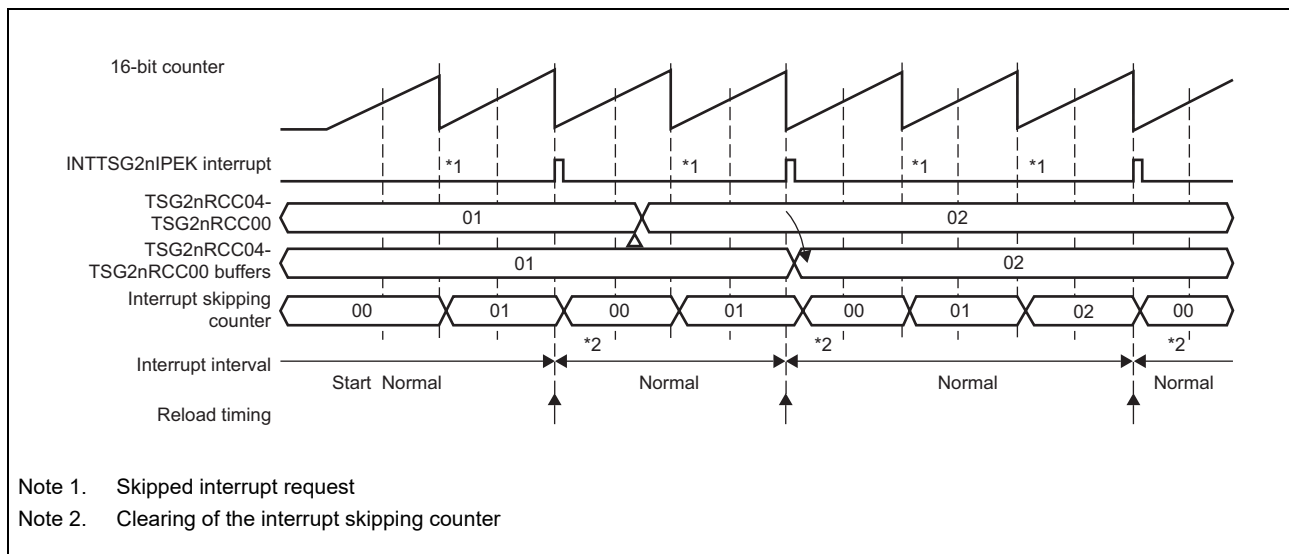


Figure 24.37 When TSG2nCTL3.TSG2nRMC = 0, TSG2nRIA = 1 and TSG2nCTL4.TSG2nPRE = 1 (Recommended Setting)

NOTE

When TSG2nCTL3.TSG2nRIA = 1, reload is executed at the same timing as the interrupt after being skipped.

24.9 A/D Conversion Trigger Function

A/D conversion trigger operation is described below.

TSG2nDCMP0W and TSG2nDCMP2 are used as compare registers of the A/D conversion trigger function.

24.9.1 A/D Operation of A/D Conversion Trigger

TSG2n has a function to generate A/D conversion start triggers (TSTADT0 and TSTADT1 signals) by selecting any of ten trigger sources as required.

The trigger sources are selected by TSG2nAT09 to TSG2nAT00 in TSG2nCTL5 and TSG2nAT19 to TSG2nAT10 in TSG2nCTL6.

(1) TSTADT0/TSTADT1 Signal Output Control (TSG2nCTL5 and TSG2nCTL6)

[Trigger source]

- TSG2nAT00/TSG2nAT10 = 1: A trough interrupt (INTTSG2nIVLY) causes an A/D conversion trigger pulse to be generated.
- TSG2nAT01/TSG2nAT11 = 1: A peak interrupt (INTTSG2nIPEK) causes an A/D conversion trigger pulse to be generated.
- TSG2nAT02/TSG2nAT12 = 1: While the 16-bit counter is counting up, a TSG2nDCMP0 compare match enables A/D conversion trigger to be generated.
- TSG2nAT03/TSG2nAT13 = 1: While the 16-bit counter is counting down, a TSG2nDCMP0 compare match enables A/D conversion trigger to be generated.
- TSG2nAT04/TSG2nAT14 = 1: While the 16-bit counter is counting up, a TSG2nDCMP1 compare match enables A/D conversion trigger to be generated.
- TSG2nAT05/TSG2nAT15 = 1: While the 16-bit counter is counting down, a TSG2nDCMP1 compare match enables A/D conversion trigger to be generated.
- TSG2nAT06/TSG2nAT16 = 1: While the 16-bit counter is counting up, a TSG2nDCMP2 compare match enables A/D conversion trigger to be generated.
- TSG2nAT07/TSG2nAT17 = 1: While the 16-bit counter is counting down, a TSG2nDCMP2 compare match enables A/D conversion trigger to be generated.
- TSG2nAT08/TSG2nAT18 = 1: A trough timing of the 16-bit sub-counter (at a switch from decrementing to incrementing) enables A/D conversion trigger to be generated.
- TSG2nAT09/TSG2nAT19 = 1: A peak timing of the 16-bit sub-counter (at a switch from incrementing to decrementing) enables A/D conversion trigger to be generated.

[Skipping setting]

- TSG2nACC01 and TSG2nACC00, and TSG2nACC11 and TSG2nACC10: Set the skipping rate of the TSTADT0 and TSTADT1 signals, respectively.

All A/D conversion triggers selected by TSG2nAT09 to TSG2nAT00 and TSG2nAT19 to TSG2nAT10 are logically ORed, and the resultant signals are subjected to skipping control specified by TSG2nACC01 and TSG2nACC00, and TSG2nACC11 and TSG2nACC10, and then the TSTADT0 and TSTADT1 signals are generated.

A peak interrupt (INTTSG2nIPEK) and a trough interrupt (INTTSG2nIVLY) selected by TSG2nAT00 and TSG2nAT01, and TSG2nAT10 and TSG2nAT11 are interrupt signals obtained after skipped.

Therefore, they are output at the timing according to interrupt skipping control. If the interrupt output is not enabled by TSG2nCTL4.TSG2nPIE and TSG2nVIE, A/D conversion trigger is not output.

TSG2nACC01, TSG2nACC00, and TSG2nAT09 to TSG2nAT00, and TSG2nACC11, TSG2nACC10, and TSG2nAT19 to TSG2nAT10 can be rewritten during timer operation.

If A/D conversion trigger setting bits are rewritten during operation, the rewritten values are reflected on the A/D conversion trigger output status immediately. Such control bits are rewritten at anytime regardless of operating modes. If a write access is made to TSG2nCTL5 and TSG2nCTL6 (including a rewrite of the same value), the A/D conversion trigger skipping counter is cleared and starts counting from zero.

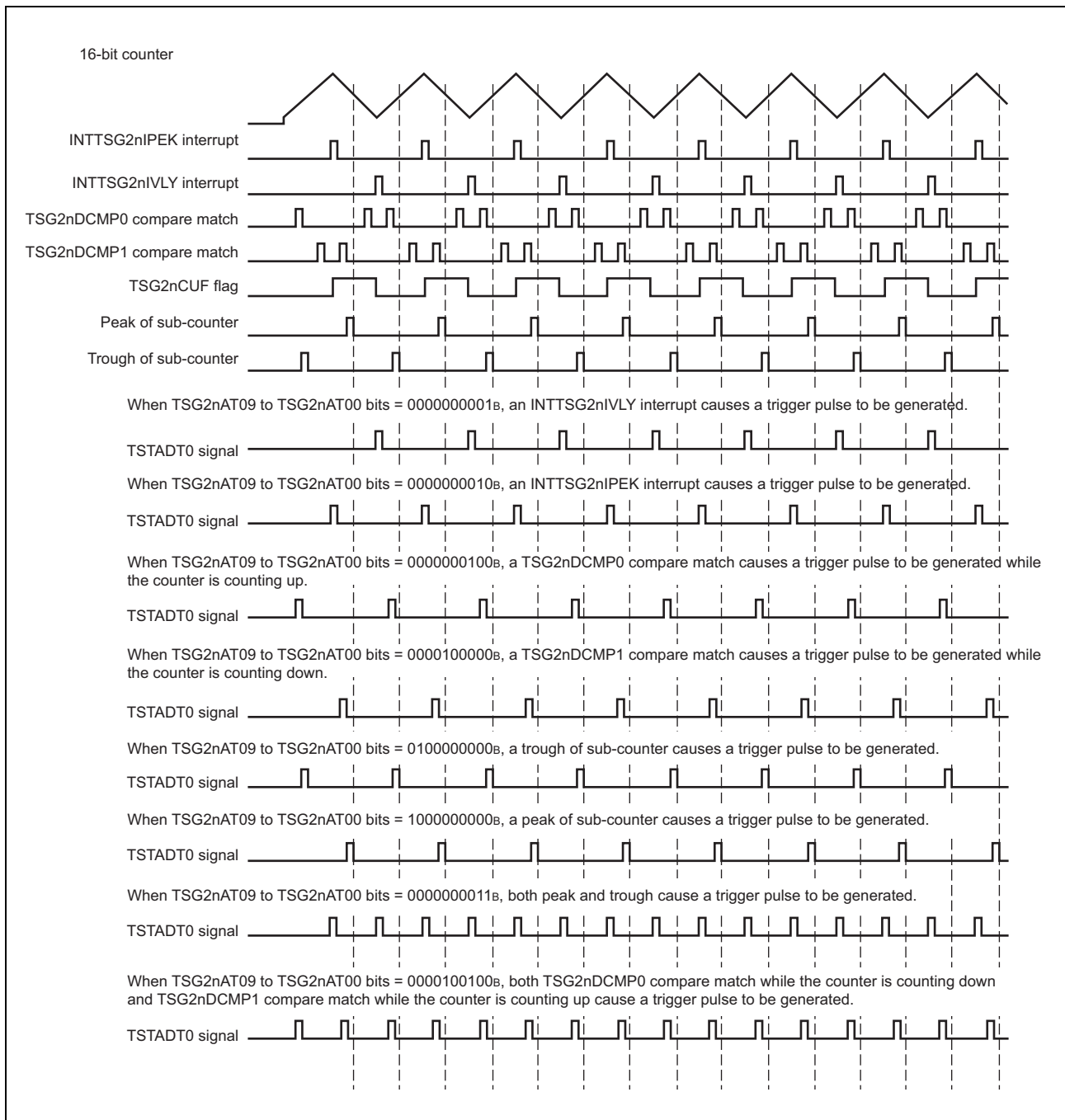


Figure 24.38 When TSG2nPIE = 1, TSG2nVIE = 1, and TSG2nRCC04 to TSG2nRCC00 = 00_B in TSG2nCTL4, and TSG2nACC01 and TSG2nACC00 = 00_B in TSG2nCTL5 (HT-PWM Mode)

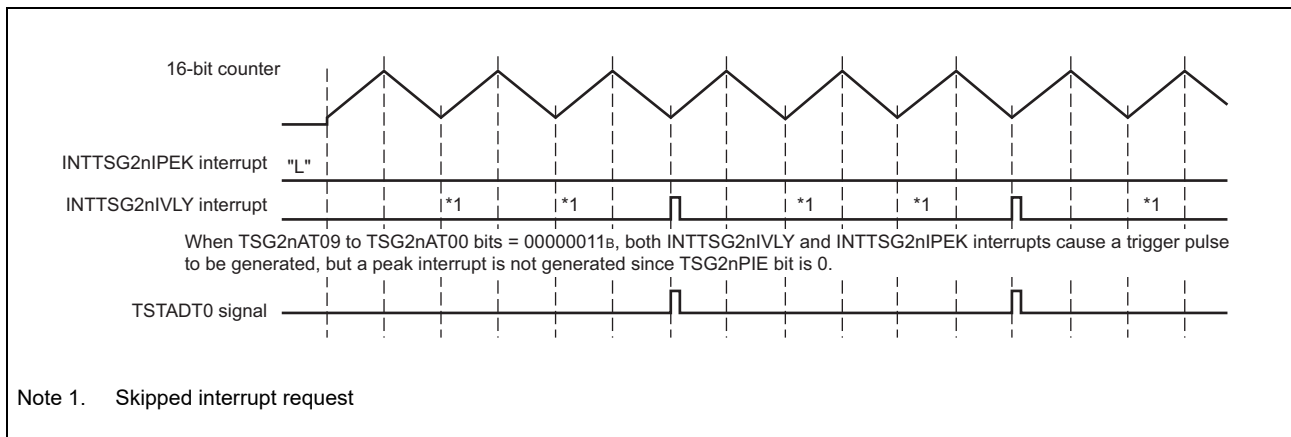


Figure 24.39 When TSG2nPIE = 0, TSG2nVIE = 1, and TSG2nRCC04 to TSG2nRCC00 = 02_B in TSG2nCTL4 and TSG2nACC01 and TSG2nACC00 = 00_B in TSG2nCTL5 (HT-PWM Mode)

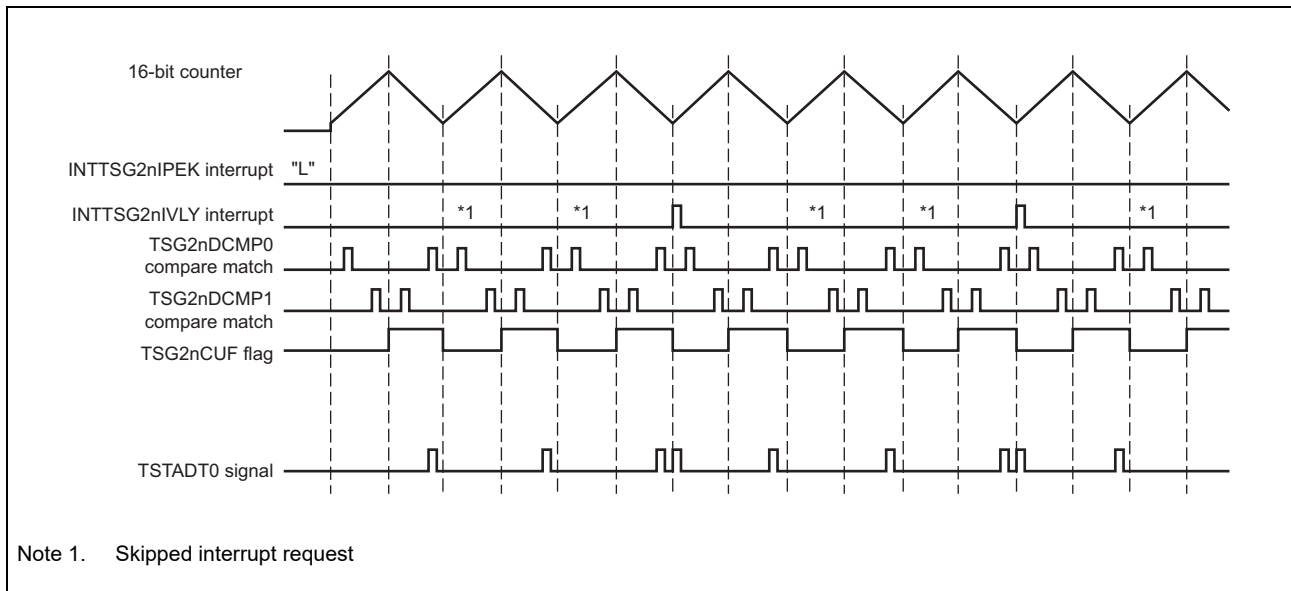


Figure 24.40 When TSG2nPIE = 0, TSG2nVIE = 1, and TSG2nRCC04 to TSG2nRCC00 = 02_B in TSG2nCTL4 and TSG2nACC01 and TSG2nACC00 = 00_B, and TSG2nAT09 to TSG2nAT00 = 0000 1001_B in TSG2nCTL5 (HT-PWM Mode)

(2) A/D Conversion Trigger Skipping Function

Example of operation of the A/D conversion trigger skipping function is shown in Figure below.

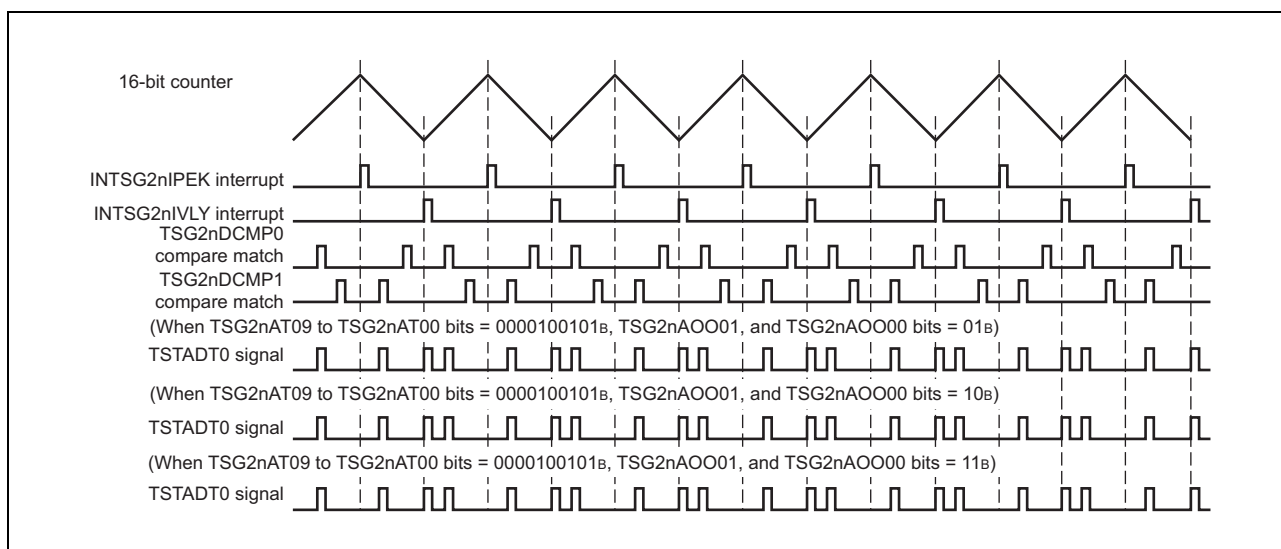


Figure 24.41 Example of Operation of A/D Conversion Trigger Skipping Function

NOTE

Broken-lined pulses indicate A/D conversion trigger pulses skipped by the A/D conversion trigger skipping function.

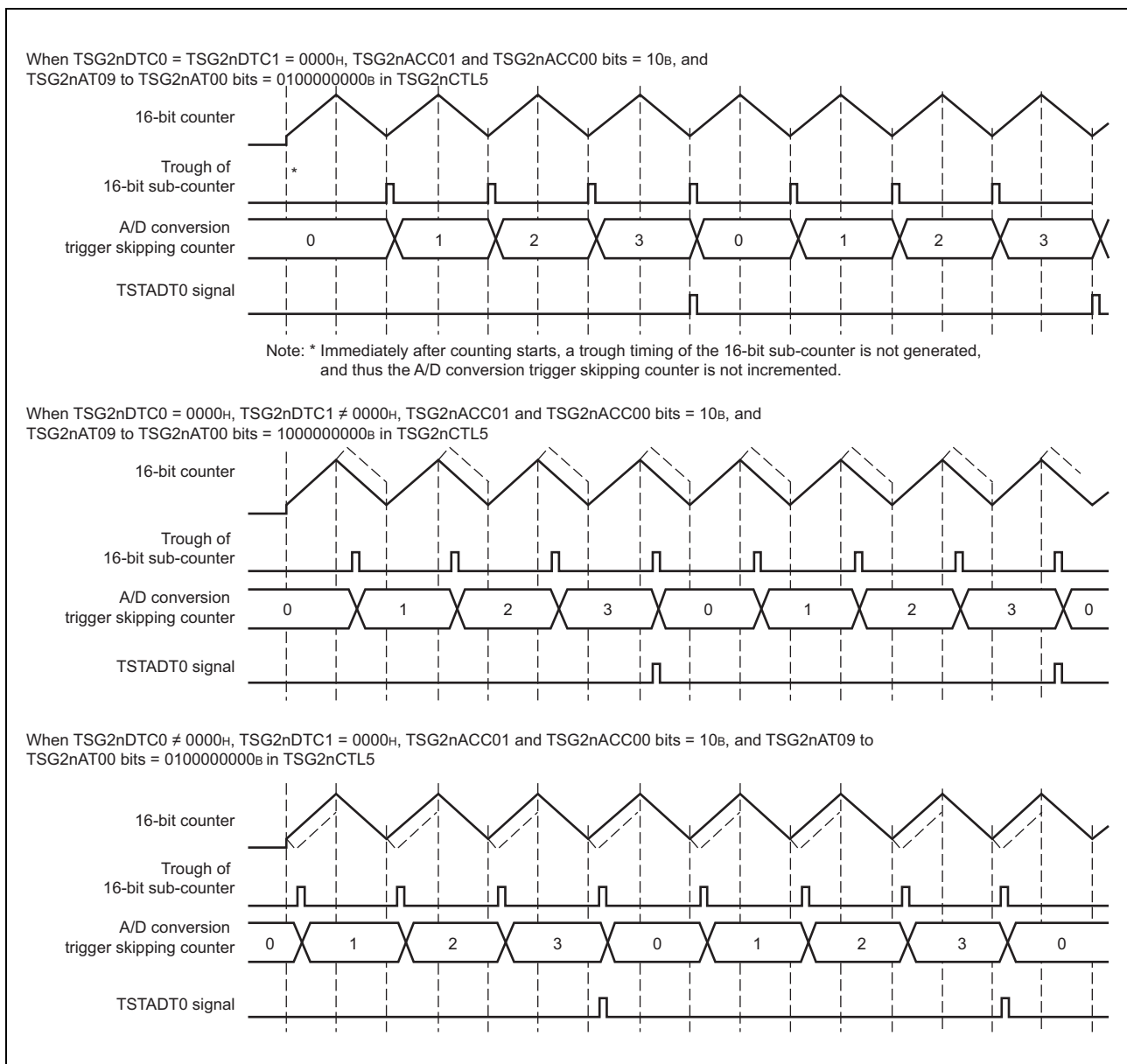


Figure 24.42 Example of Operation of A/D Conversion Trigger Skipping Function

(3) Notes on A/D Conversion Trigger

- If the same value is written to TSG2nDCMP0 and TSG2nDCMP1 or TSG2nDCMP2, and the same condition (when the 16-bit counter increments or decrements) is set as the valid A/D conversion trigger, A/D conversion trigger skipping counter is incremented by one and one trigger pulse is output upon a match of the 16-bit counter with these registers.
- In PWM mode, SP-PWM mode, and 120-DC mode, a trough interrupt (INTTSG2nIVLY) is not generated. Only a peak interrupt (INTTSG2nIPEK) is valid.
- In 120-DC mode, when the 16-bit counter is cleared during the carrier period due to switch of the output pattern, the A/D conversion trigger is not generated if TSG2nDCMP2 to TSG2nDCMP0 values do not match with the 16-bit counter value and a peak interrupt (INTTSG2nIPEK) is not generated.

24.10 Error and Warning Interrupts

24.10.1 Error Interrupt Function

If simultaneous activation of the positive and negative phases is detected after the error interrupt function is enabled (TSG2nIOC1.TSG2nEOC = 1), TSG2nSTR2.TSG2nTBF is set, and an error interrupt (INTTSG2nIER) of TSG2n is generated. Whether or not to detect an error of each phase (TSON1 and TSON2, TSON3 and TSON4, and TSON5 and TSON6 pins) can be selected by TSG2nCTL1.TSG2nTBA2 to TSG2nTBA0, respectively.

When an error occurs, outputs of the TSON1 to TSON6 pins can be set to high-impedance.

The following table shows whether or not simultaneous activation of the positive and negative phases can be detected in each mode.

Mode	Positive Phase and Negative Phase Simultaneous Active State Detection
PWM mode	Possible
HT-PWM mode	Possible
SP-PWM mode	Possible
120-DC mode	Possible

CAUTION

When an error interrupt is generated, the error status should be canceled within an error interrupt handling. Otherwise, subsequent error interrupts are not generated.

(1) PWM Mode and 120-DC Mode

In PWM mode, if TSG2nCMP1 and TSG2nCMP2, and TSG2nCMP3 and TSG2nCMP4 are set so that the TSON1 and TSON2 pins output the active level simultaneously, an error interrupt (INTTSG2nIER) is generated. With the same setting, if TSG2nCMP5, TSG2nCMP6, TSG2nCMP7, TSG2nCMP8, TSG2nCMP9, TSG2nCMP10, TSG2nCMP11, and TSG2nCMP12 are set so that the TSON3 and TSON4, and TSON5 and TSON6 pins output the active level simultaneously, an error interrupt (INTTSG2nIER) is generated.

In 120-DC mode, if TSG2nCMP1, TSG2nCMP2, TSG2nCMP5, TSG2nCMP6, TSG2nCMP9, and TSG2nCMP10, TSG2nCMP3, TSG2nCMP4, TSG2nCMP7, TSG2nCMP8, TSG2nCMP11, and TSG2nCMP12, and TSG2nPAT0W and TSG2nPAT1W are set so that the TSON1 and TSON2 pins output the active level simultaneously, an error interrupt (INTTSG2nIER) is generated. With the same setting, the TSON3 and TSON4, and TSON5 and TSON6 pins also output the active level simultaneously, an error interrupt (INTTSG2nIER) is generated.

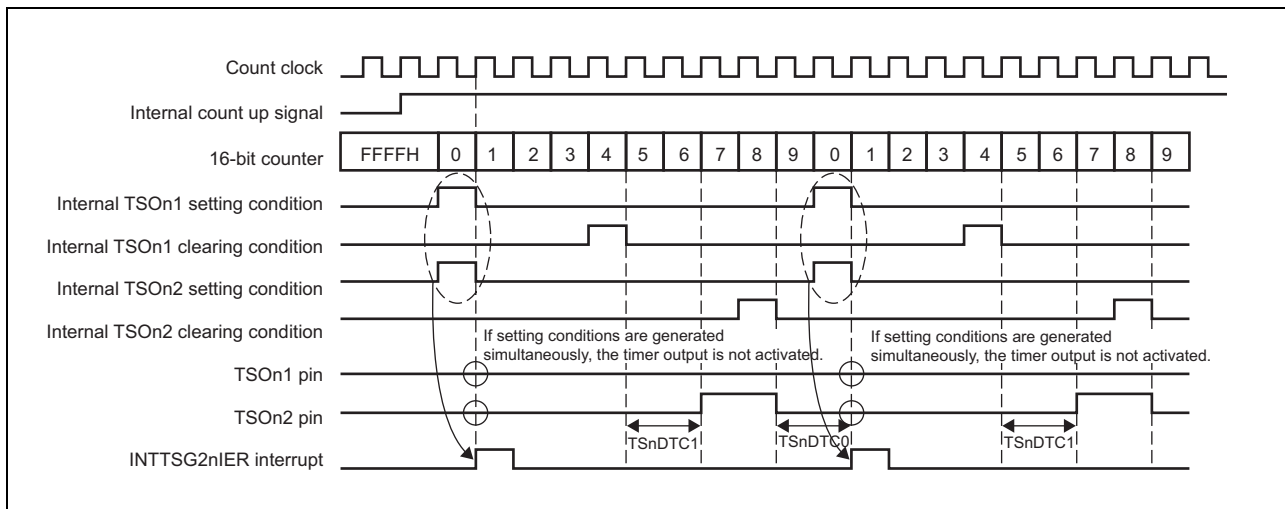


Figure 24.43 Example of Error Interrupt (INTTSG2nIER) Generation (PWM Mode)

NOTE

TSON3 and TSON4, and TSON5 and TSON6 behave the same.

When the active level of output is switched by operating TSG2nIOC2.TSG2nOL1 and TSG2nOL2, an error interrupt is generated as shown in the figure below.

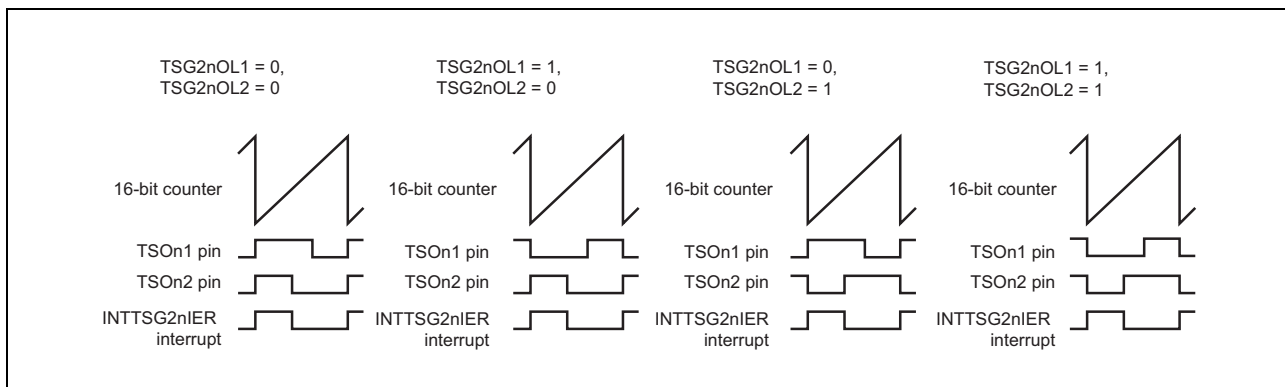


Figure 24.44 Example of Error Interrupt (INTTSG2nIER) Generation for Each Active Level

(2) HT-PWM Mode and SP-PWM Mode

Either TSG2n dead time setting register 0 or 1 (TSG2nDTC0 or TSG2nDTC1) is 0000_H, an error may occur.

NOTE

If an error occurs when the dead time control function is used (both TSG2nDTC0 and TSG2nDTC1 are not 0000_H), internal circuit failure may occur.

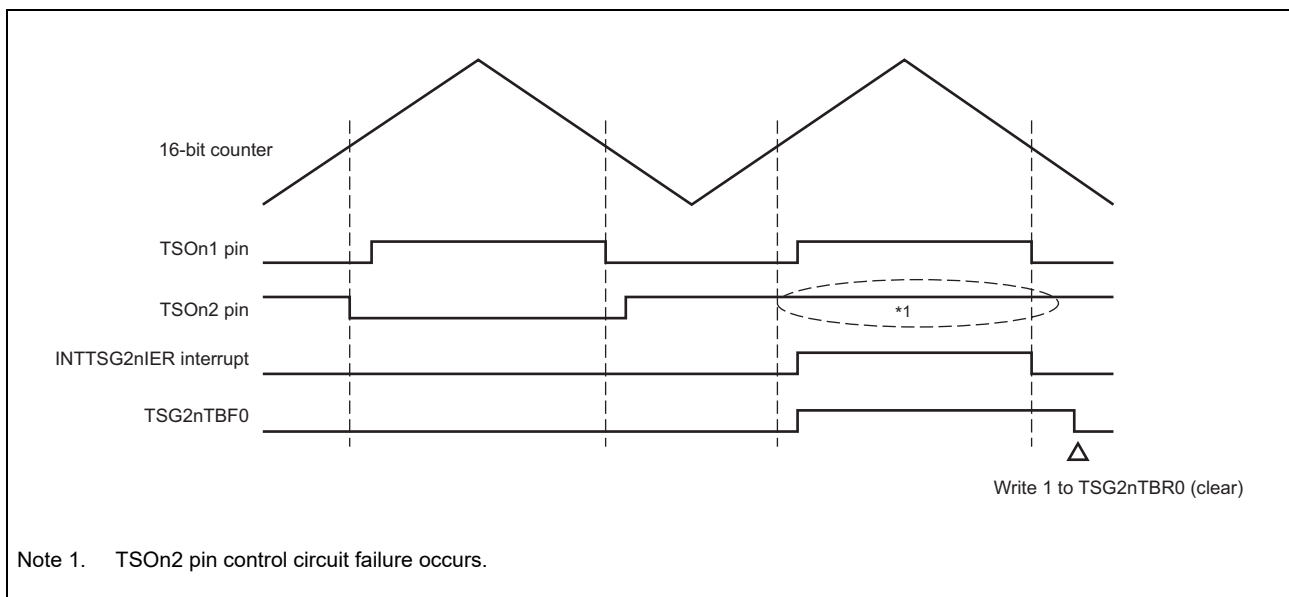


Figure 24.45 Example of Error Interrupt Operation

24.10.2 Warning Interrupt Function

TSG2n has a warning interrupt (INTTSG2nIWN).

Warning interrupt (INTTSG2nIWN) is generated when any of the following conditions is detected.

For details, see **Section 24.7, Flags**.

- When simultaneous change in two or more pins of TAPTSn2-TAPTSn0 is detected
See **Section 24.7.4, Noise Detection Flag (TSG2nNDF)**.
- When inversion is detected on the TAPTSn2-TAPTSn0
See **Section 24.7.7, Pattern Inversion Detection Flag (TSG2nPRF)**.
- When 000 or 111 is detected from the TAPTSn2-TAPTSn0 pins
See **Section 24.7.6, Pattern Error Detection Flag (TSG2nPEF)**.
- When the phase difference between the input pattern (TAPTSn2 to TAPTSn0 pins) and output patterns (TSG2nOPF2 to TSG2nOPF0) is detected
See **Section 24.7.8, Pattern Phase Difference Detection Flag (TSG2nPPF)**.

24.11 Operating Modes

Table 24.44 List of Modes

TSG2nCTL0 Register		
TSG2nMD1	TSG2nMD0	Timer Modes
0	0	PWM mode
0	1	HT-PWM mode (HT-PWM)
1	0	Shifted-pulse - pulse width modulation mode (SP-PWM)
1	1	120-DC mode

24.11.1 PWM Mode

Overview

A PWM signal is output at the TSON1 to TSON6 pins according to set timing/clear timing of TSG2nCMP1 to TSG2nCMP12 registers with the PWM period set in the TSG2nCMP0 register.

Prerequisites

- Set the set timing to the compare register with an even number:
TSG2nCMP2 (set timing of the TSON1 output), TSG2nCMP4 (set timing of the TSON2 output), TSG2nCMP6 (set timing of the TSON3 output), TSG2nCMP8 (set timing of the TSON4 output), TSG2nCMP10 (set timing of the TSON5 output) and TSG2nCMP12 (set timing of the TSON6 output)
- Set the clear timing to the compare register with an odd number:
TSG2nCMP1 (clear timing of the TSON1 output), TSG2nCMP3 (clear timing of the TSON2 output), TSG2nCMP5 (clear timing of the TSON3 output), TSG2nCMP7 (clear timing of the TSON4 output), TSG2nCMP9 (clear timing of the TSON5 output) and TSG2nCMP11 (clear timing of the TSON6 output)

Functional description

Set the PWM period and set/clear timing of the TSON1 to TSON6 outputs. Set TSG2nTRG0.TSG2nTS = 1 to start the timer counter.

The TSON1 to TSON6 outputs are set to the inactive state at the same time the counting begins. The outputs are set to the active state by the match of the buffer registers TSG2nCMP2, TSG2nCMP4, TSG2nCMP6, TSG2nCMP8, TSG2nCMP10, and TSG2nCMP12 with the 16-bit counter.

Next, the TSON1 to TSON6 outputs are set to the inactive state by the match of the buffer registers TSG2nCMP1, TSG2nCMP3, TSG2nCMP5, TSG2nCMP7, TSG2nCMP9, and TSG2nCMP11 with the 16-bit counter.

During counting, a compare match interrupt (INTTSG2nI0 to INTTSG2nI12) is generated by the match of the buffer register TSG2nCMP0 to TSG2nCMP12 with the 16-bit counter.

CAUTION

Reload is executed when writing to the TSG2nCMP1 register at TSG2nCTL3.TSG2nRMC = 0. Therefore, even when it is needed to rewrite only the value of the TSG2nCMP0 register, a write operation to the TSG2nCMP1 register is necessary. When only the TSG2nCMP0 register is rewritten, reload is not done.

NOTE

The PWM mode is set when TSG2nCTL0.TSG2nMD1 and TSG2nMD0 = 00_B.

(1) When TSG2nCMP0 and TSG2nCMP1 to TSG2nCMP12 are Not Rewritten during Timer Operation

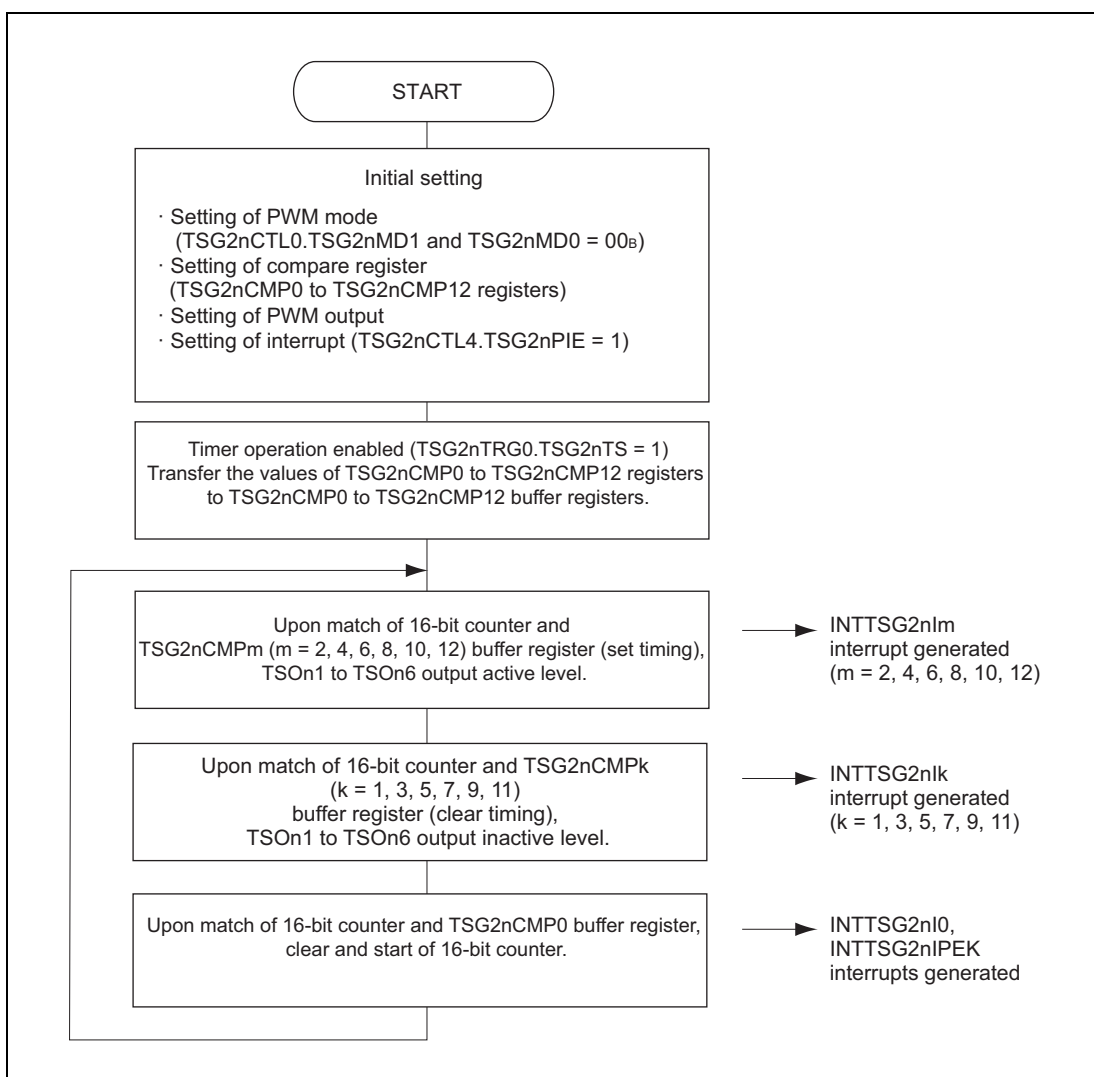


Figure 24.46 Basic Operation Flow of PWM Mode (1/2)

(2) When TSG2nCMP0 and TSG2nCMP1 to TSG2nCMP12 are Rewritten during Timer Operation

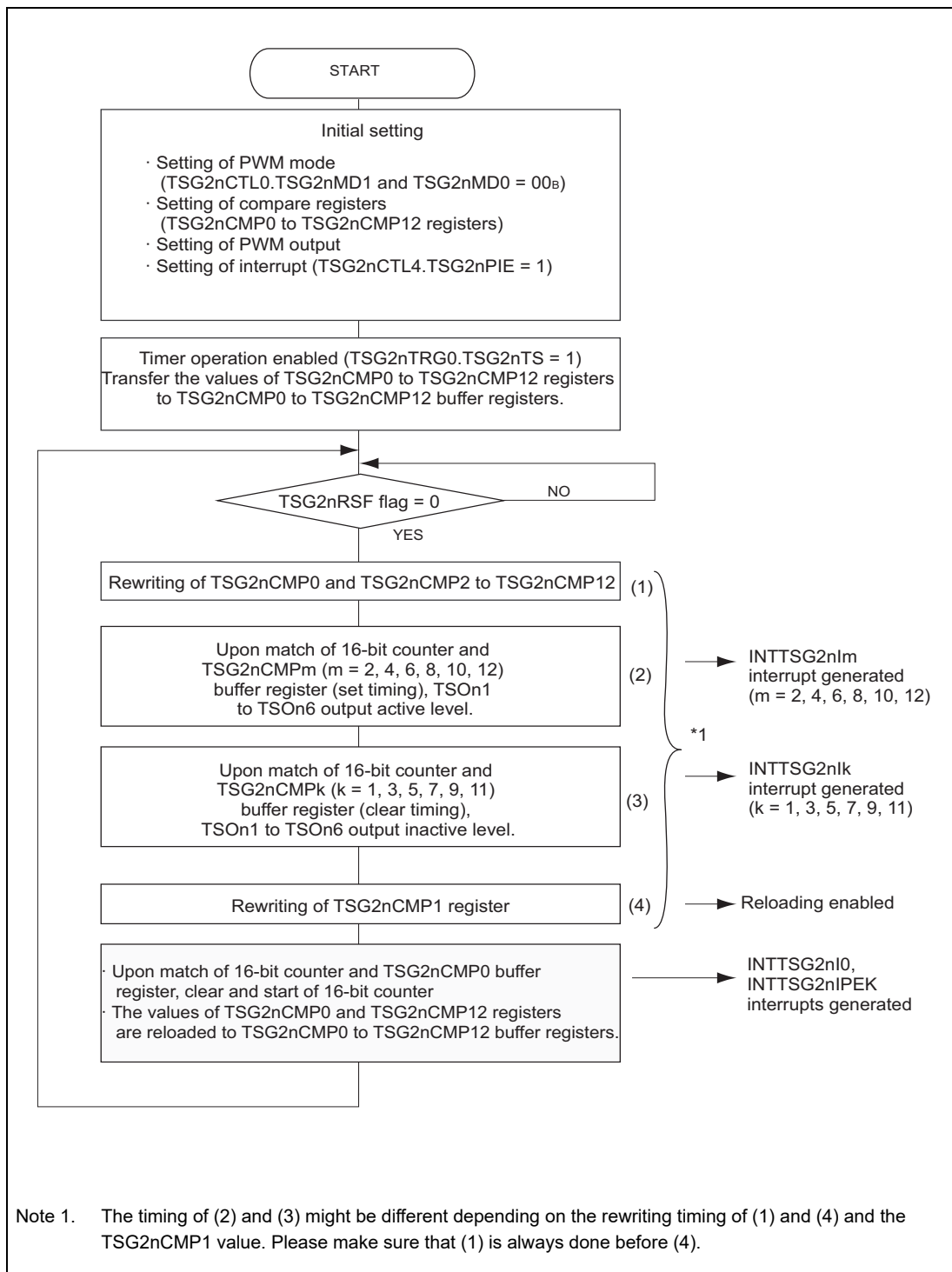


Figure 24.47 Basic Operation Flow of PWM Mode (2/2)

CAUTION

Please rewrite compare registers after confirming that the reload request flag TSG2nRSF is 0.

24.11.1.1 List of Operations in PWM Mode

Table 24.45 Counter Functions in PWM Mode

Operation	Setting Conditions	
16-bit counter	Start	TSG2nTRG0.TSG2nTS = 0 → 1, or a simultaneous start trigger
	Clear	Compare match of TSG2nCMP0 buffer register and 16-bit counter
	Stop	TSG2nTRG1.TSG2nTT = 0 → 1

Table 24.46 Functions of Compare Registers and Dead Time Setting Register in PWM Mode

Register	Rewriting Method	Rewrite during Operation	Function
TSG2nCMP0	Reload/Anytime rewrite	Possible	Setting period
TSG2nCMPm (m = 1 to 12)	Reload/Anytime rewrite	Possible	Setting set/clear timing
TSG2nDCMP0W, TSG2nDCMP2	Reload/Anytime rewrite	Possible	Diagnostic output or A/D conversion trigger
TSG2nDTC0, TSG2nDTC1	Reload	Possible* ¹	Setting dead time

Note 1. Please refer to **Section 24.11.1.3, Controlling Dead Time in PWM Mode**.

Table 24.47 Timer Output in PWM Mode

Pin	Function
TSONm (m = 1 to 6)	PWM output by compare match of TSG2nCMPk buffer register and 16-bit counter (k = 1 to 12)
TSON7	Diagnostic signal output or pulse output by A/D conversion trigger

Table 24.48 Timer Output in PWM Mode

Interrupt	Function
INTTSG2nIm (m = 0 to 12)	Compare match of TSG2nCMPm buffer register and 16-bit counter (m = 0 to 12)
INTTSG2nIER	Error (simultaneous active state of TSON1 and TSON2, or TSON3 and TSON4, or TSON5 and TSON6)
INTTSG2nIVLY	—
INTTSG2nIPEK	Peak interrupt (generated at the same timing as INTTSG2nI0)
INTTSG2nIWN	Warning interrupt

Note: “—” : Not available in PWM mode

Table 24.49 Compare Match Timing in PWM Mode

Compare Match	Timing
TSG2nCMP0	When 16-bit counter changes from TSG2nCMP0 to 0000 _H
TSG2nCMPm (m = 1 to 12)	After detecting the match of 16-bit counter and TSG2nCMPm (m = 1 to 12)

Table 24.50 Example of Setting Each Timer Output Condition in PWM Mode

Pin	Item	Output Period	Output Duty	
			Output Condition	Setting Condition
TSONm (m = 1 to 6)	PWM output	$(TSG2nCMP0 + 1) \times$ count clock	Output an inactive level throughout one period (duty cycle 0%)	TSG2nCMPm = TSG2nCMP (m + 1) or TSG2nCMP (m + 1) > TSG2nCMP0 (m = 1, 3, 5, 7, 9, 11)
			Output an active level of one count clock in one period	TSG2nCMPm = TSG2nCMP (m + 1) + 1 TSG2nCMP (m + 1) = TSG2nCMPm - 1 (m = 1, 3, 5, 7, 9, 11)
			Output an inactive level of one count clock in one period	TSG2nCMPm = TSG2nCMP (m + 1) - 1 TSG2nCMP (m + 1) = TSG2nCMPm + 1 (m = 1, 3, 5, 7, 9, 11)
			Output an active level throughout one period (duty cycle 100%)	TSG2nCMPm > TSG2nCMP0 TSG2nCMP (m + 1) ≤ TSG2nCMP0 (m = 1, 3, 5, 7, 9, 11)

When only the TSG2nCMP2 register is rewritten and the TSON1 pin output is used
(TSG2nIOC0.TSG2nTOE1 = 1, TSG2nIOC2.TSG2nOL1 = 0)

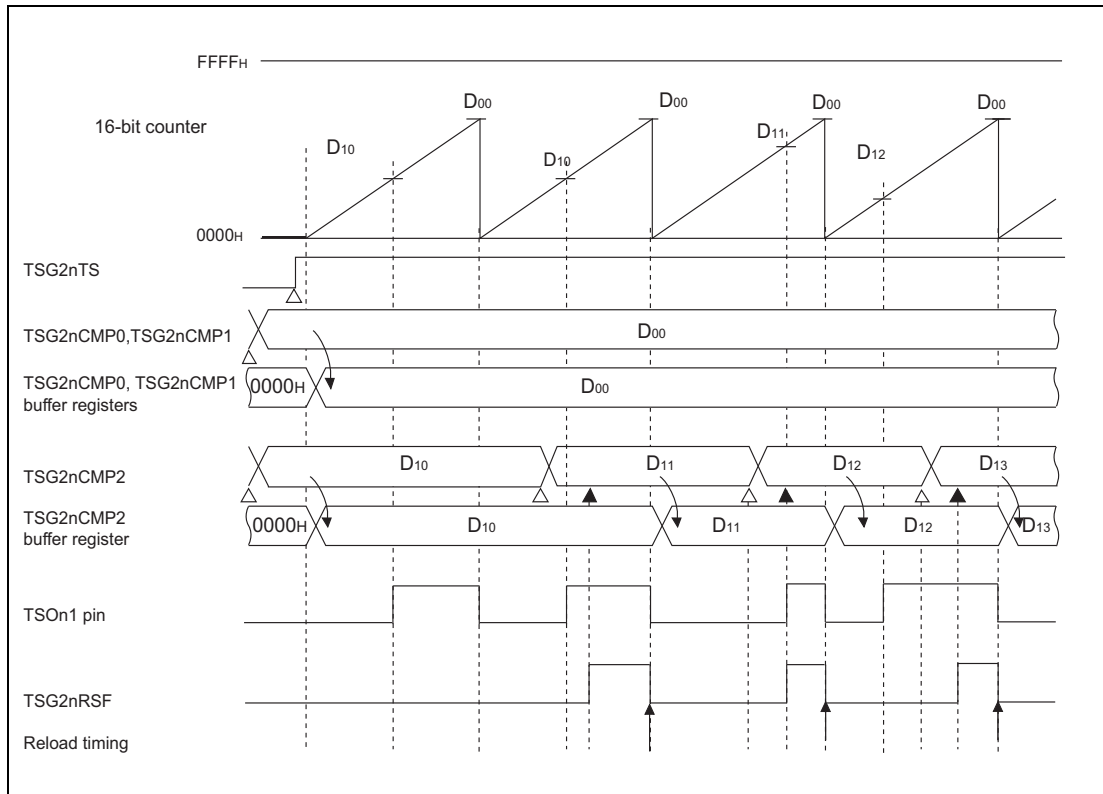


Figure 24.48 Example of Basic Operation Timing in PWM Mode (1/2)

NOTES

1. D00: Set values of TSG2nCMP0 and TSG2nCMP1 (0000_H - FFFF_H)
D10, D11, D12 and D13: Set values of TSG2nCMP2 (0000_H - FFFF_H)
2. TSON1 (PWM duty cycle) = (TSG2nCMP1 - TSG2nCMP2) × count clock
TSON1 (PWM period) = (TSG2nCMP0 + 1) × count clock
3. TSON2 to TSON6 pins behave similarly to the TSON1 pin.
4. Δ: Write access
5. ▲: TSG2nCMP1 write access (equivalent).

When the TSG2nCMP0 to TSG2nCMP2 registers are rewritten, and the TSON1 pin output is used (TSG2nIOC0.TSG2nTOE1 = 1, TSG2nIOC2.TSG2nOL1 = 0)

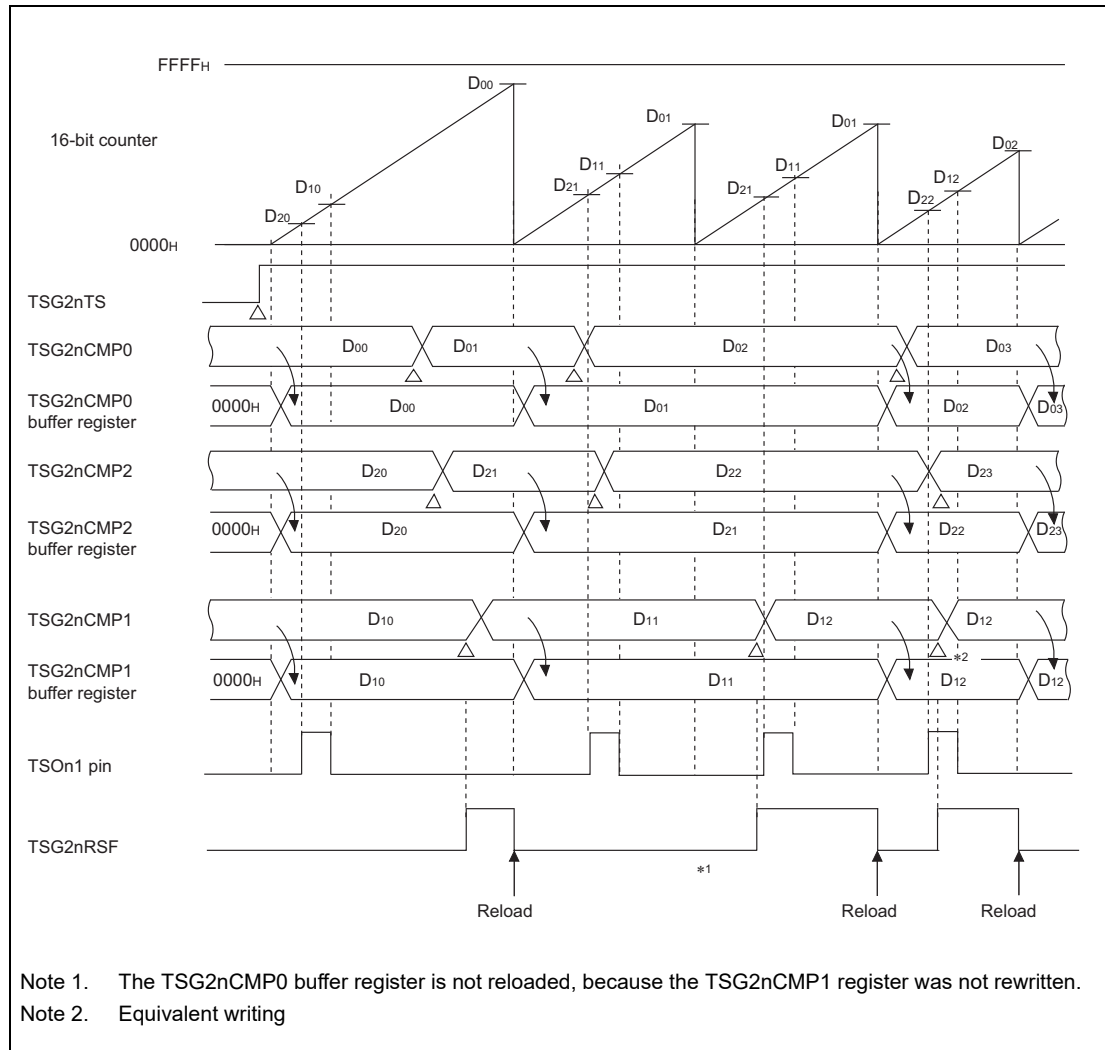


Figure 24.49 Example of Basic Operation Timing in PWM Mode (2/2)

NOTES

1. D00, D01, D02, and D03: Set point of TSG2nCMP0 (0000_H - FFFF_H)
 D10, D11, D12, and D13: Set point of TSG2nCMP1 (0000_H - FFFF_H)
 D20, D21, D22, and D23: Set point of TSG2nCMP2 (0000_H - FFFF_H)
2. Outputs from the TSON2 to TSON6 pins behave similarly to the TSON1 pin.
3. Δ: Write access

24.11.1.2 Interrupt/Reload Skipping Function in PWM Mode

By setting TSG2nCTL4.TSG2nPRE and TSG2nPIE to 1 and setting TSG2nRCC04 to TSG2nRCC00 and TSG2nCTL3.TSG2nRIA, the reload and interrupt skipping function can be used.

By setting TSG2nPRE to 1 and setting TSG2nRCC04 to TSG2nRCC00, the interrupt skipping function can be used.

24.11.1.3 Controlling Dead Time in PWM Mode

By setting the dead time in the TSG2nDTC0 and TSG2nDTC1 registers in PWM mode, it is possible to control the dead time. The dead time is controlled according to the switch timing of the TSON1 and TSON2 pin outputs, the TSON3 and TSON4 pin outputs, and the TSON5 and TSON6 pin outputs.

Table 24.51 Dead Time in PWM Mode

Switch Timing	Dead Time
TSON1: High level to low level TSON2: Low level to high level	Value of TSG2nDTC1 register
TSON2: High level to low level TSON1: Low level to high level	Value of TSG2nDTC0 register
TSON3: High level to low level TSON4: Low level to high level	Value of TSG2nDTC1 register
TSON4: High level to low level TSON3: Low level to high level	Value of TSG2nDTC0 register
TSON5: High level to low level TSON6: Low level to high level	Value of TSG2nDTC1 register
TSON6: High level to low level TSON5: Low level to high level	Value of TSG2nDTC0 register

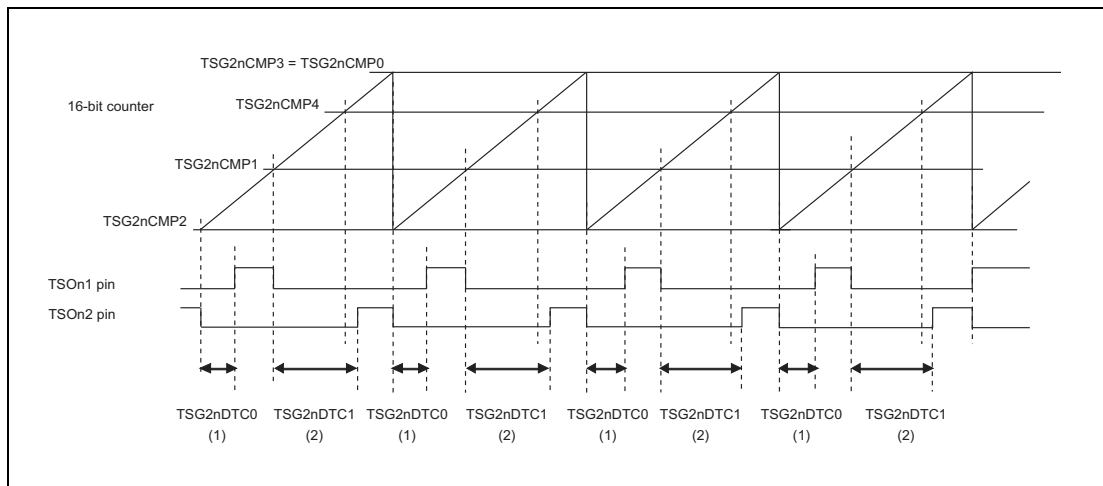


Figure 24.50 Example of Dead Time Control between TSO n1 and TSO n2 Outputs (1/2)

At (1), the dead time counter starts counting at the falling edge of the TSO n2 output. Here, although the 16-bit counter is 0000_{H} , the TSO n1 output stays inactive because the dead time counter is still operating. The TSO n1 output becomes active at the timing when the dead time count operation ends.

At (2), the dead time counter starts counting at the falling edge of the TSO n1 output. Even after the match of the 16-bit counter and TSG2nCMP4, the TSO n2 output stays inactive because the dead time counter is still operating. The TSO n2 output becomes active at the timing when the dead time count operation ends.

NOTES

1. The TSO n1 and TSO n2 pin outputs are active high.
2. The TSO n3 to TSO n6 pin outputs behave similarly.

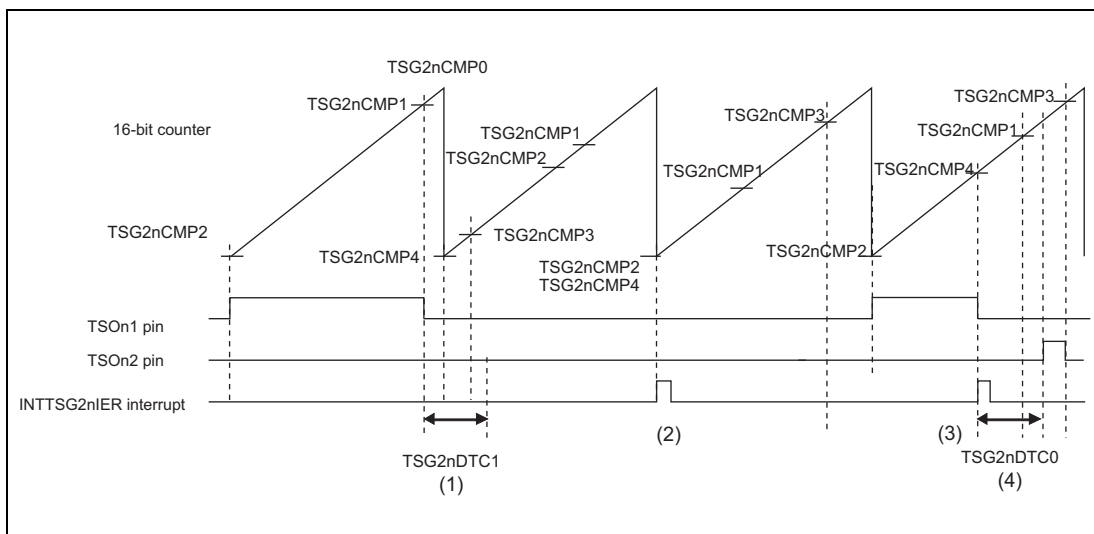


Figure 24.51 Example of Dead Time Control between TSON1 and TSON2 Outputs (2/2)

During (1), the dead time counter starts counting at the falling edge of the TSON1 output. Even after the 16-bit counter reaches 0000_H and the match occurs between the 16-bit counter and TSG2nCMP4, the TSON2 output stays inactive because the dead time counter is still operating. Moreover, since the TSG2nCMP3 register compare match occurs before the operation of the dead time counter ends, the TSON2 output stays inactive.

$$TSG2nCMP1 + TSG2nDTC1 \geq TSG2nCMP0 + TSG2nCMP2 \text{ (TSON2 stays inactive)}$$

$$TSG2nCMP2 + TSG2nDTC0 \geq TSG2nCMP0 + TSG2nCMP1 \text{ (TSON1 stays inactive)}$$

At (2), the INTTSG2nIER interrupt occurs because the TSG2nCMP2 register and the TSG2nCMP4 register are set so that the TSON1 and TSON2 outputs rise simultaneously. Here, the TSON1 output and the TSON2 output are inactive.

At (3), compare match with the TSG2nCMP4 register generates an INTTSG2nIER interrupt and both TSON1 and TSON2 outputs become inactive.

At (4), the falling edge (inactive) of the TSON1 output is caused by the simultaneous active state detected and the dead time counter starts counting. After the end of the dead time counter operation, the TSON2 output becomes active.

NOTES

1. TSON1 and TSON2 are set to active high.
2. The TSON3 to TSON6 pin outputs behave similarly.

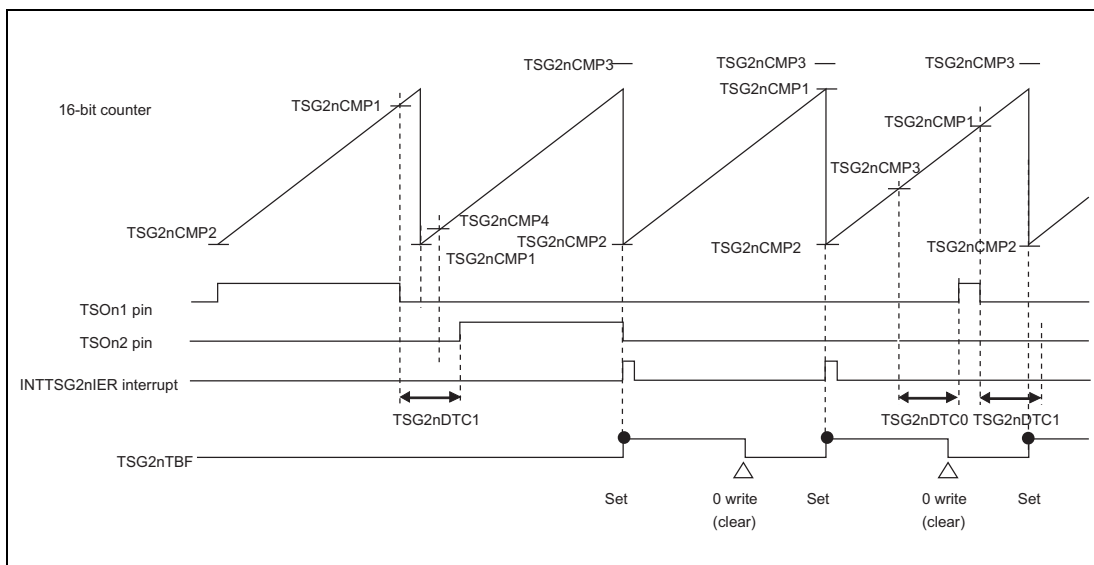


Figure 24.52 Example of 100% Duty Output at Dead Time Control

When the TSON2 pin is set to duty cycle of 100% ($TSG2nCMP3 \geq TSG2nCMP0 + 1$), the output of the TSON1 pin is fixed to a low level. This control is intended to mask the active condition of TSON1 output since the TSON2 output is active before the TSON1 output becomes active. In this case, the INTTSG2nIER interrupt is also generated because TSON1 and TSON2 outputs become high simultaneously.

NOTES

1. TSON1 and TSON2 are set to active high.
2. The TSON3 to TSON6 pin outputs behave similarly.

24.11.1.4 Dead Time Rewriting during Timer Operation in PWM Mode

In PWM mode, it is possible to rewrite TSG2n dead time setting registers TSG2nDTC0 and TSG2nDTC1 while counting. The new settings are active at reload timing. It is not possible to change the dead time setting by rewriting at anytime.

Please enable reloading by writing to the TSG2nCMP1 register.

24.11.2 HT-PWM Mode (High Accuracy Triangular - Pulse Width Modulation Mode)

Overview

In this mode, the 16-bit counter (up/down count by ± 2 bits, practically 15 bits) and the 16-bit compare registers (LSB is used to control additional pulse) are used to generate a 6-phase PWM signal.

Prerequisites

- Set the carrier wave period to TSG2nCMP0.
- Set the duty cycle of the voltage data signals of the U phase, V phase, and W phase with TSG2nCMPU, TSG2nCMPV, and TSG2nCMPW (The values set to TSG2nCMPU, TSG2nCMPV, and TSG2nCMPW are reflected immediately to the corresponding TSG2nCMPm ($m = 1, 2, 5, 6, 9, 10$)).
- Symmetric triangular wave control is described in this section. Please refer to **Section 24.11.2.10, Asymmetric Triangular Wave Control in HT-PWM Mode**, for asymmetric triangular wave control.

Functional description

Set the period of carrier wave and the duty cycle of the U phase, the V phase, and the W phase. Counting up begins when TSG2nTRG0.TSG2nTS is set to 1.

The 16-bit counter counts up from TSG2nDTC0 as the minimum value, and counts down upon the match of the maximum value of TSG2nCMP0 + TSG2nDTC0.

The dead time is set with TSG2nDTC0 and TSG2nDTC1. TSG2nDTC0 sets the dead time of inverse phase (OFF) to positive phase (ON) switch and TSG2nDTC1 sets the dead time of positive phase (OFF) to inverse phase (ON) switch. The 10-bit counters (TSG2nDTT1 to TSG2nDTT3) for dead time generation load the set values of TSG2nDTC0 and TSG2nDTC1 by the compare match of the 16-bit counter and the TSG2nCMPm buffer register ($m = 1, 2, 5, 6, 9, 10$), and start down-counting.

The INTTSG2nIm interrupts ($m = 1, 2, 5, 6, 9, 10$) are generated by the compare match of the 16-bit counter with the TSG2nCMP1, TSG2nCMP2, TSG2nCMP5, TSG2nCMP6, TSG2nCMP9, and TSG2nCMP10 buffer registers.

NOTE

The HT-PWM mode is enabled when TSG2nTRG0.TSG2nMD1 and TSG2nMD0 = 01_B.

24.11.2.1 Block Diagram and Basic Timing Chart

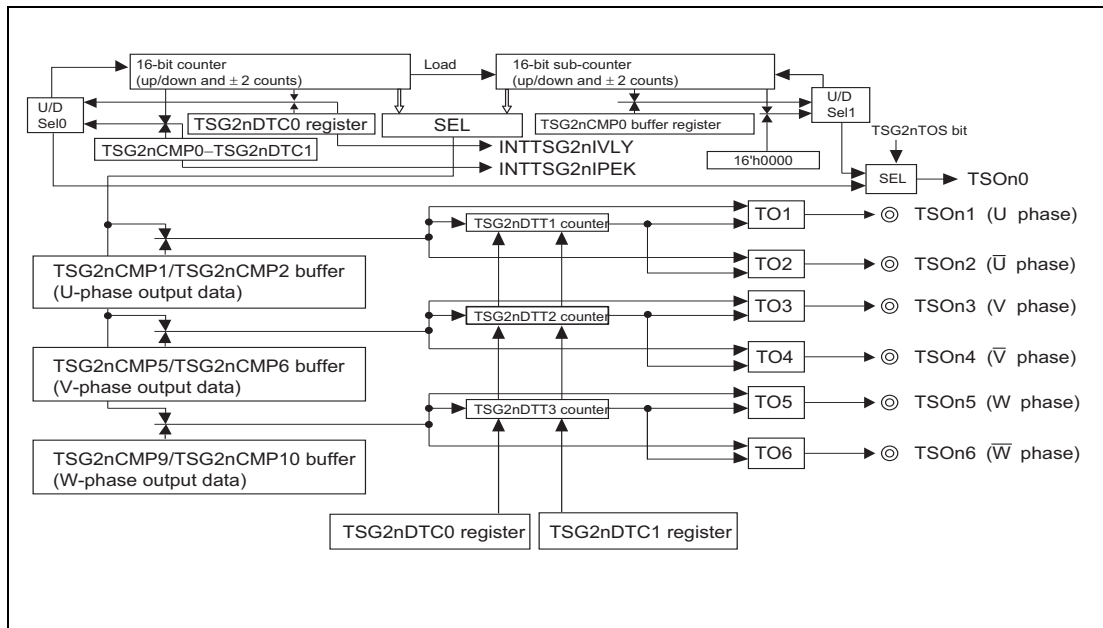


Figure 24.53 Block Diagram in HT-PWM Mode

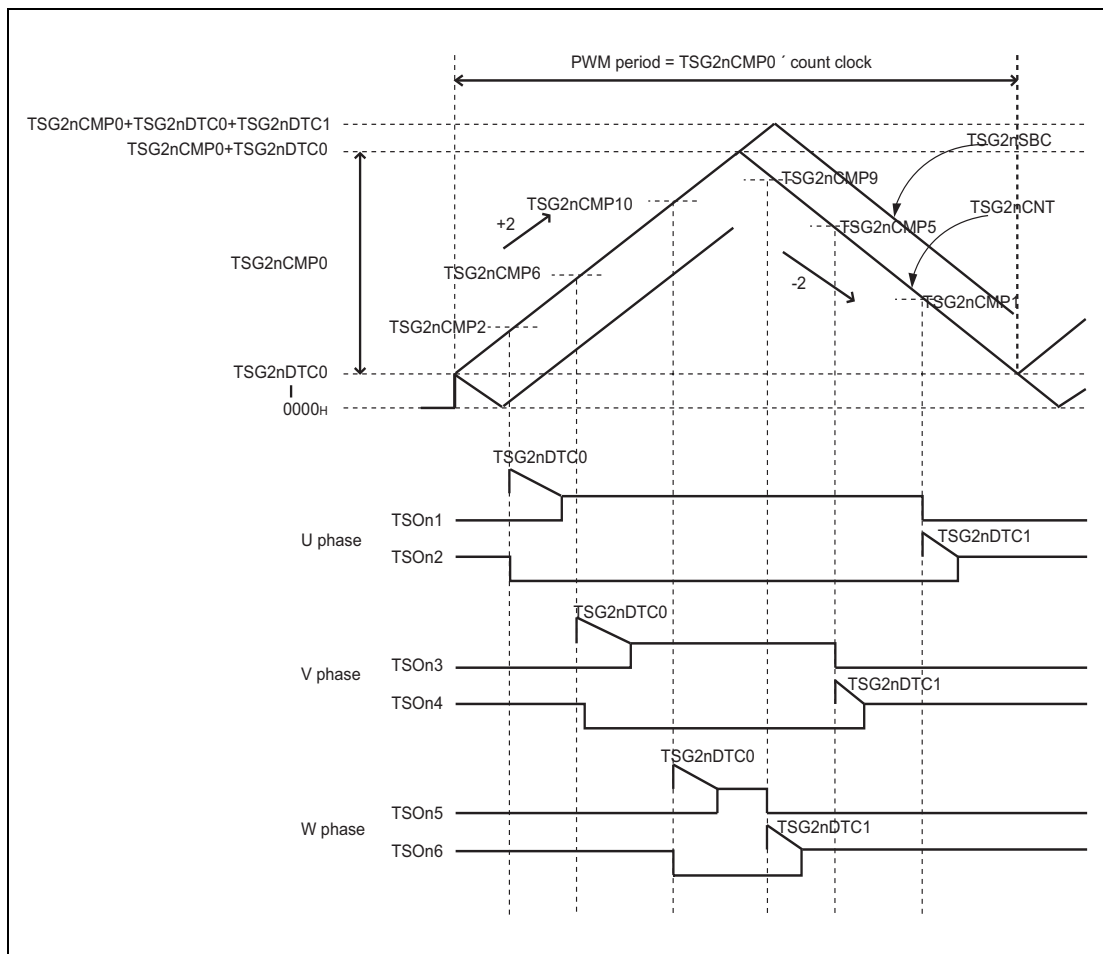


Figure 24.54 Basic Timing in HT-PWM Mode

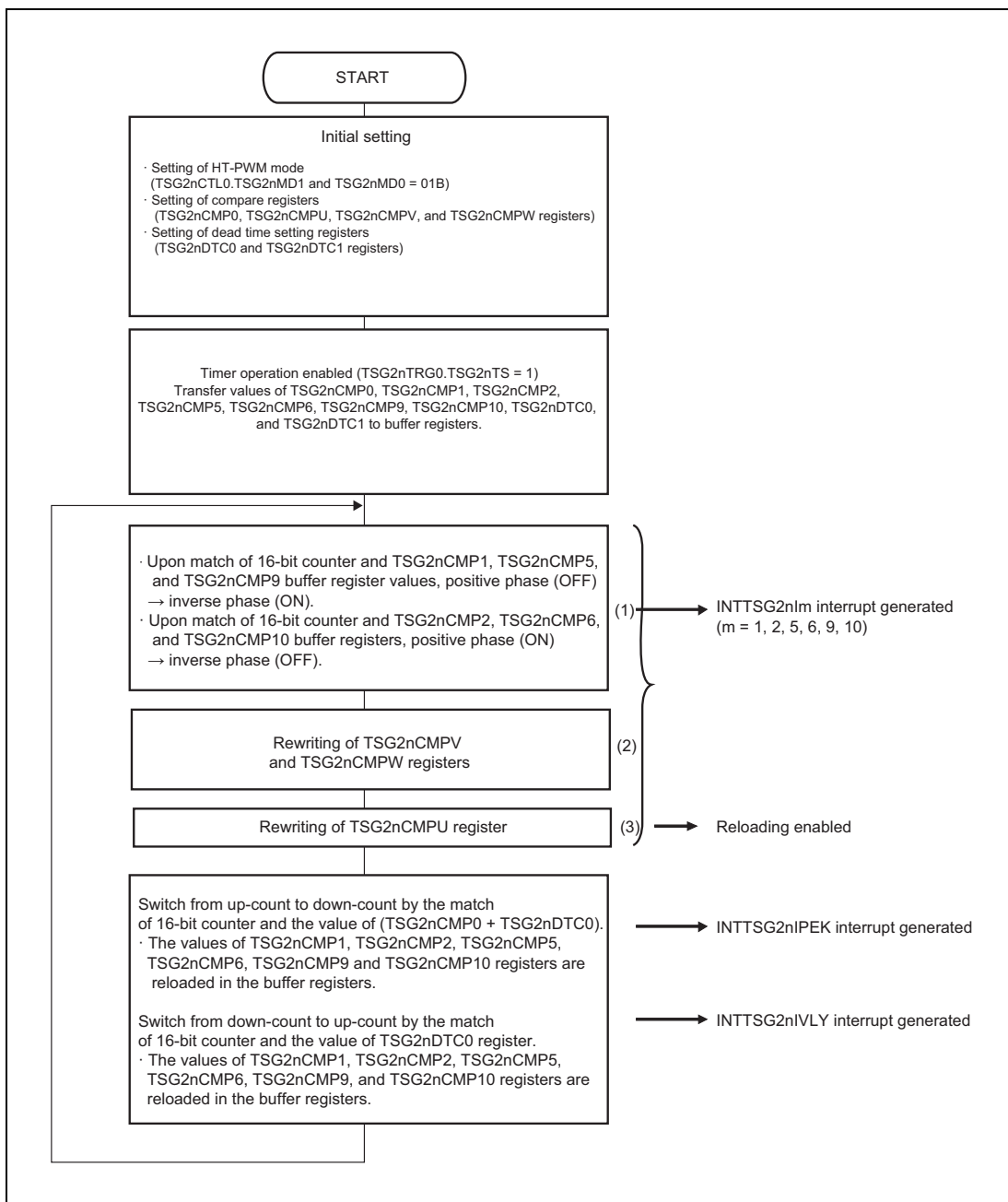


Figure 24.55 Basic Operation Flow in HT-PWM Mode

NOTES

- Write access to TSG2nCMPU (TSG2nCMP1) includes reloading enabling operation. Therefore, (3) must be done after (2).
- The INTTSG2nIPEK interrupt is generated only when TSG2nCTL4.TSG2nPRE = 1.
- The INTTSG2nIVLY interrupt is generated only when TSG2nCTL4.TSG2nVRE = 1.

24.11.2.2 List of HT-PWM Mode Operations

Table 24.52 Counter Function in HT-PWM Mode

Operation		Setting Condition
16-bit counter	Start	TSG2nTRG0.TSG2nTS = 0 → 1 (up count from TSG2nDTC0)
	Up count	Compare match of TSG2nDTC0 buffer register and 16-bit counter
	Down count	Compare match of TSG2nCMP0 + TSG2nDTC0 buffer register and 16-bit counter
	Clear	—
	Stop	TSG2nTRG1.TSG2nTT = 0 → 1
16-bit sub-counter	Start	TSG2nTRG0.TSG2nTS = 0 → 1 (down count from TSG2nDTC0)
	Up count	Underflow
	Down count	Compare match of TSG2nCMP0 + TSG2nDTC0 + TSG2nDTC1 buffer register and 16-bit sub-counter
	Load	<ul style="list-style-type: none"> TSG2nCMP0 + TSG2nDTC0 when the value of 16-bit counter matches the value of buffer register TSG2nCMP0 + TSG2nDTC0 TSG2nDTC0 when the value of 16-bit counter matches the value of the buffer register TSG2nDTC0
	Clear	—
	Stop	TSG2nTRG1.TSG2nTT = 0 → 1

Table 24.53 Compare Register and Dead Time Setting Register Functions in HT-PWM Mode

Register	Rewrite Method	Rewrite during Operation	Function
TSG2nCMP0	Reload/Anytime rewrite	Possible	Setting period
TSG2nCMPU	—	Possible	PWM control for U phase
TSG2nCMP1W (TSG2nCMP1, TSG2nCMP2)	Reload/Anytime rewrite	—	—
TSG2nCMPV	—	Possible	PWM control for V phase
TSG2nCMP5W (TSG2nCMP5, TSG2nCMP6)	Reload/Anytime rewrite	—	—
TSG2nCMPW	—	Possible	PWM control for W phase
TSG2nCMP9W (TSG2nCMP9, TSG2nCMP10)	Reload/Anytime rewrite	—	—
TSG2nDCMP0W, TSG2nDCMP2	Reload/Anytime rewrite	Possible	Diagnostic signal output or A/D conversion trigger
TSG2nDTC0, TSG2nDTC1	Reload	Possible conditionally	Period and dead time setting

NOTES

- The values written to TSG2nCMPU, TSG2nCMPV, and TSG2nCMPW registers are set to both the lower and upper 16-bits of the respective TSG2nCMP1W (TSG2nCMP1, TSG2nCMP2), TSG2nCMP5W (TSG2nCMP5, TSG2nCMP6), and TSG2nCMP9W (TSG2nCMP9, TSG2nCMP10) registers.
- Please refer to (1), **TSG2nDTC0 and TSG2nDTC1 Rewriting**, on how to rewrite the TSG2nDTC0 and TSG2nDTC1.

Table 24.54 Timer Output Function in HT-PWM Mode

Pin	Function
TSON0	Active level output during up count, inactive level output at down count of the 16-bit counter/sub-counter
TSON1	PWM output with dead time by compare match of TSG2nCMP1 buffer register and 16-bit counter (down count) and compare match of TSG2nCMP2 buffer register and 16-bit counter (up count)
TSON2	Inverse phase output to TSON1
TSON3	PWM output with dead time by compare match of TSG2nCMP5 buffer register and 16-bit counter (down count) and compare match of TSG2nCMP6 buffer register and 16-bit counter (up count).
TSON4	Inverse phase output to TSON3
TSON5	PWM output with dead time by compare match of TSG2nCMP9 buffer register and 16-bit counter (down count) and TSG2nCMP10 buffer register and 16-bit counter (up count).
TSON6	Inverse phase output to TSON5
TSON7	Diagnostic signal output or pulse output by A/D conversion trigger

NOTE

State of TSON0 output can be switched with TSG2nIOC1.TSG2nTOS.

Table 24.55 Interrupt Request in HT-PWM Mode

Interrupt	Function
INTTSG2nI0	Compare match of TSG2nDTC0 buffer register and 16-bit counter (periodic interrupt)
INTTSG2nIm (m = 1, 2, 5, 6, 9, 10)	Compare match of TSG2nCMPm buffer register and 16-bit counter
INTTSG2nIER	Error interrupt
INTTSG2nIVLY	Trough interrupt
INTTSG2nIPEK	Peak interrupt
INTTSG2nIWN	Warning interrupt

Table 24.56 Compare Match Timing in HT-PWM Mode

Compare Match	Timing
TSG2nCMP0	When 16-bit counter changes from TSG2nCMP0 + TSG2nDTC0 to TSG2nCMP0 + TSG2nDTC0 - 2
TSG2nCMPm (m = 1, 2, 5, 6, 9, 10)	When 16-bit counter changes from TSG2nCMPm to TSG2nCMPm ± 2 (m = 1, 2, 5, 6, 9, 10)

Table 24.57 Example of Setting Each Timer Output Condition in HT-PWM Mode

Pin	Item	Output Period	Output Duty	
			Output Condition	Setting Condition
TSOn0	Toggle output	TSG2nCMP0 × count clock	Output an active level during up count, and an inactive level during down count	—
TSOn1, TSOn3, TSOn5	PWM output	TSG2nCMP0 × count clock	Output an inactive level throughout one period (0% duty)	TSG2nCMPm = TSG2nDTC0 + TSG2nDTC1 (m = U, V, W)
			Output an active level of one count clock in one period	TSG2nCMPm = TSG2nCMP0 - 1 (m = U, V, W)
			Output an inactive level of one count clock in one period	TSG2nCMPm = 0001 _H (m = U, V, W)
			Active level during all period (100% duty)	TSG2nCMPm = 0000 _H (m = U, V, W)
TSOn2, TSOn4, TSOn6	PWM output	TSG2nCMP0 × count clock	Inactive level during all period (0% duty)	TSG2nCMPm = 0000 _H (m = U, V, W)
			Output an active level of one count clock in one period	TSG2nCMPm = TSG2nDTC0 + TSG2nDTC1 + 1 (m = U, V, W)
			Output an inactive level of one count clock in one period	TSG2nCMPm = TSG2nCMP0 + TSG2nDTC0 + TSG2nDTC1 - 1 (m = U, V, W)
			Active level during all period (100% duty)	TSG2nCMPm = TSG2nCMP0 + TSG2nDTC0 + TSG2nDTC1 (m = U, V, W)
TSOn7	Diagnostic signal output or pulse output by A/D conversion trigger	TSG2nCMP0 × count clock	Please refer to Section 24.9.1, A/D Operation of A/D Conversion Trigger .	

24.11.2.3 Various Settings of HT-PWM Mode

Mode Setting

HT-PWM can be used when TSG2nCTL0.TSG2nMD1 and TSG2nMD0 are set to 01_B.

Setting timer output

The output pins TSO_n1 to TSO_n6 are controlled by setting TSG2nIOC0, TSG2nIOC2, and TSG2nIOC3.

The output pin TSO_n0 indicates the up/down count status of the 16-bit counter or the 16-bit sub-counter. Switch between the 16-bit sub-counter and the 16-bit counter is done with the TSG2nIOC1.TSG2nTOS bit.

The TSO_n7 pin outputs pulses of the diagnostic output or the A/D conversion trigger. Please set it as required.

Enabling error interrupt generation

Error interrupt (INTTSG2nIER) due to the detection of the simultaneous active state of the positive phase and inverse phase is enabled by setting TSG2nIOC1.TSG2nEOC to 1. In HT-PWM mode, with any value set in the compare register, the simultaneous active state of the positive phase and inverse phase is not possible. Please refer to **Section 24.10, Error and Warning Interrupts**, for details.

Setting register rewriting timing with reload function

With TSG2nCTL3.TSG2nRMC, reload (simultaneous rewrite) or rewrite (anytime) is specified for the registers with reload function. The default setting is 0 (reload). To reload, set TSG2nCTL4.TSG2nPRE or TSG2nVRE to 1.

The reload timing is not generated if both the TSG2nPRE and TSG2nVRE bits are set to 0.

When "anytime rewrite" is specified, the unintended output may be generated depending on the rewrite timing.

Setting interrupts and skipping function

Interrupts and the skipping function are set with TSG2nCTL4. TSG2nPIE should be set to 1 when peak interrupt (INTTSG2nIPEK) is necessary and TSG2nVIE to 1 when trough interrupt (INTTSG2nIVLY) is necessary. To use the skipping function for peak/trough interrupts, the TSG2nRCC04 to TSG2nRCC00 must be set.

Setting A/D conversion trigger output

To set A/D conversion trigger 0 (TSTADT0 signal), use TSG2nCTL5.TSG2nAT09 to TSG2nAT00.

With TSG2nAT09 to TSG2nAT00, A/D conversion trigger output is enabled or disabled at the match of 16-bit counter (during up count) with TSG2nDCMP2 to TSG2nDCMP0, the match of the 16-bit counter (during down count) with TSG2nDCMP2 to TSG2nDCMP0, the 16-bit counter peak interrupt (INTTSG2nIPEK), the 16-bit counter trough interrupt (INTTSG2nIVLY), the 16-bit sub-counter peak timing, and 16-bit sub-counter trough timing.

To set A/D conversion trigger 1 (TSTADT1 signal), use TSG2nCTL6.TSG2nAT19 to TSG2nAT10.

To set the match timing of 16-bit counter and TSG2nDCMP2 to TSG2nDCMP0, set the compare value to the pertinent register.

The skipping function can be used for TSTADT0 and the TSTADT1 signals. Use TSG2nACC00, TSG2nACC01 of TSG2nCTL5, TSG2nACC10, and TSG2nACC11 of TSG2nCTL6 to select the skipping rate among 1/1, 1/2, 1/4, and 1/8.

CAUTION

Set TSG2nCTL5, TSG2nCTL6, and TSG2nDCMP2 to TSG2nDCMP0 correctly when using the TSON7 output for the A/D conversion trigger timing pulse.

Setting dead time

The dead time can be set with TSG2nDTC0 and TSG2nDTC1.

The dead time is calculated by the following expressions:

$$\text{PCLK} \times \text{TSG2nDTC0}$$

$$\text{PCLK} \times \text{TSG2nDTC1}$$

TSG2nDTC0 can set the time between a change of TSON2, TSON4, and TSON6 to the inactive state and a change of TSON1, TSON3, and TSON5 to the active state, respectively.

TSG2nDTC1 can set the time between a change of TSON1, TSON3, TSON5 to the inactive state and a change of TSON2, TSON4, and TSON6 to the active state, respectively.

TSG2nDTC0 and TSG2nDTC1 can only be set to an even value.

Carrier period

Set the carrier period with TSG2nCMP0 according to the following expression:

$$\text{TSG2nCMP0} = \text{Carrier period/count clock period (PCLK)}$$

Satisfy the following requirements when setting the TSG2nCMP0 register regarding the dead time:

- $\text{TSG2nCMP0} + \text{TSG2nDTC0} + \text{TSG2nDTC1} \leq \text{FFFEH}$
- $\text{TSG2nCMP0} > \text{TSG2nDTC0}$
- $\text{TSG2nCMP0} > \text{TSG2nDTC1}$
- $\text{TSG2nCMP0} > 3 \times \text{MAX}(\text{TSG2nDTC0}, \text{TSG2nDTC1})$
- TSG2nCMP0: Even number

NOTES

MAX (A, B) indicates the larger value of A and B.

Duty (PWM width) setting

The duty of the U phase, the V phase, and the W phase is set with TSG2nCMPm (m = U, V, W, or 1, 2, 5, 6, 9, and 10), respectively. The setting range of the compare registers is as follows:

$$0000_{\text{H}} \leq \text{TSG2nCMPm} \leq \text{TSG2nCMP0} + \text{TSG2nDTC0} + \text{TSG2nDTC1}$$

LSB (least significant bit) of TSG2nCMPU, TSG2nCMPV, and TSG2nCMPW indicates the setting of an additional pulse. When $\text{TSG2nCMPU} = 0003_{\text{H}}$, the change in the inverse phase (TSOn2 output) is done one count clock later compared to the $\text{TSG2nCMPU} = 0002_{\text{H}}$ setting (when the 16-bit counter is up-counting). The additional pulse cannot be set to TSG2nCMP1, TSG2nCMP2, TSG2nCMP5, TSG2nCMP6, TSG2nCMP9, or TSG2nCMP10 (only even numbers can be set to these registers).

24.11.2.4 16-Bit Counter Operation in HT-PWM Mode

The 16-bit counter is initialized to 0000_{H} and the value of TSG2nDTC0 is loaded immediately after starting the TSG2n timer operation ($\text{TSG2nTRG0.TSG2nTS} = 1$). Afterwards, counting is done by +2. After 16-bit counter reaches the value of $\text{TSG2nCMP0} + \text{TSG2nDTC0}$, counting is done by -2.

Figure 24.56 shows 16-bit counter operation.

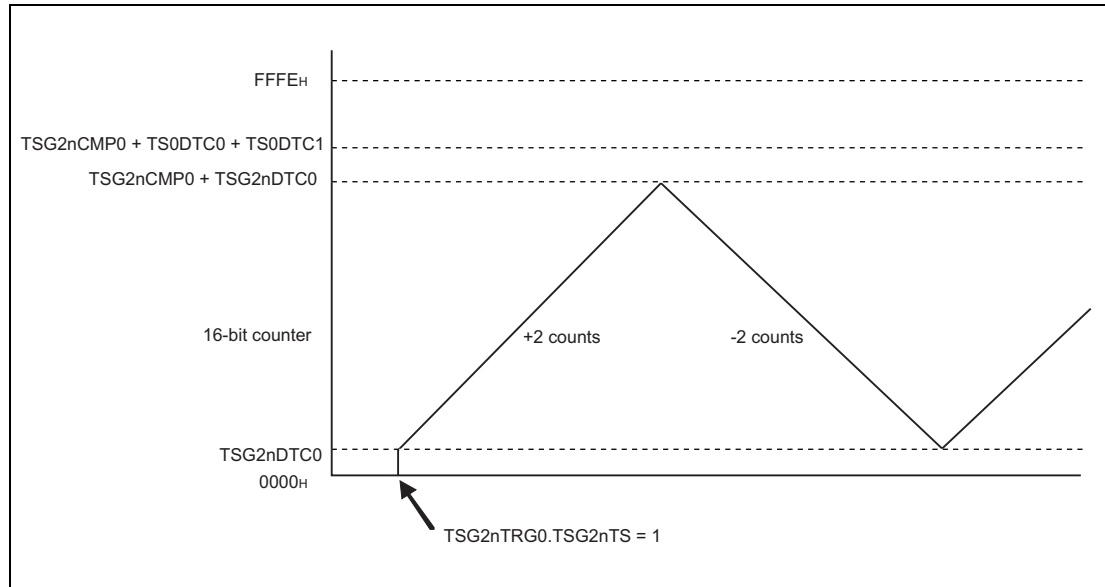


Figure 24.56 Example of 16-Bit Counter Operation in HT-PWM Mode

NOTE

Minimum 16-bit counter value: TSG2nDTC0
 Maximum 16-bit counter value: $\text{TSG2nCMP0} + \text{TSG2nDTC0}$
 Carrier period: $\text{TSG2nCMP0} \times \text{count clock period (PCLK)}$

The 16-bit sub-counter is initialized to 0000_H and the value of $TSG2nDTC0$ is loaded immediately after starting the TSG2n timer operation ($TSG2nTRG0.TSG2nTS = 1$). Afterwards, counting by -2 is done until 0000_H is reached and counting by +2 begins. Next, the value of the 16-bit counter is loaded into the 16-bit sub-counter at a change timing of the 16-bit counter into the down count. Counting up by the 16-bit sub-counter continues until the value reaches the value of $TSG2nCMP0 + TSG2nDTC0 + TSG2nDTC1$, and then counting by -2 begins. Similarly, when the 16-bit counter value matches the $TSG2nDTC0$ value, the 16-bit counter value is loaded to the 16-bit sub-counter and the down count is continued.

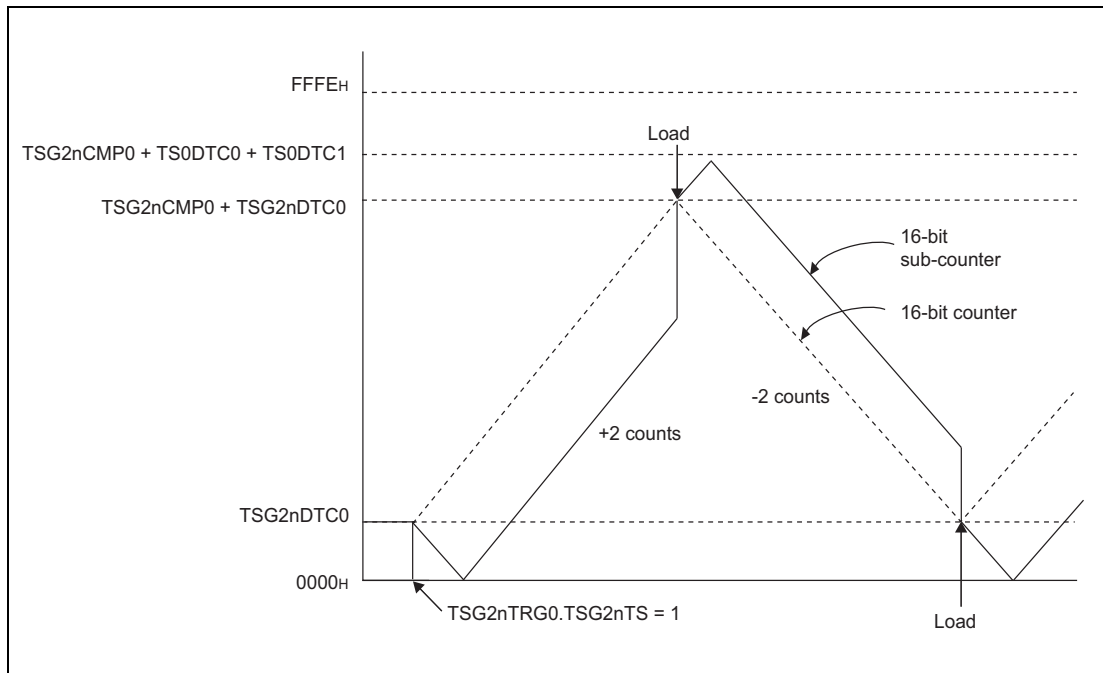


Figure 24.57 Example of 16-bit Sub-Counter Operation in HT-PWM Mode

NOTE

Minimum 16-bit sub-counter value: 0000_H

Maximum 16-bit sub-counter value: $TSG2nCMP0 + TSG2nDTC0 + TSG2nDTC1$

24.11.2.5 Basic Operation of HT-PWM Mode

(1) Example of Timer Output Immediately after the Start of the TSG2n Timer Operation

Figure 24.58 shows the timing chart when TSG2nCMP0 = 000E_H, TSG2nDTC0 = 0002_H, TSG2nDTC1 = 0004_H and TSG2nCMPU = 0000_H-0014_H (excerpt). In this example, TSG2nIOC2.TSG2nOL1-TSG2nOL6 = 000000_B.

In the case of TSG2nCMPU = TSG2nDTC0, when the initial value of the counter is loaded after TSG2n begins operation (TSG2nTRG0.TSG2nTS = 1), the TSO_n2 output is changed to the active level. When TSG2nCMPU = TSG2nDTC0-0001_H, an additional pulse is generated, the TSO_n2 output is changed one count clock cycle later compared to the case of TSG2nCMPU = TSG2nDTC0-0002_H.

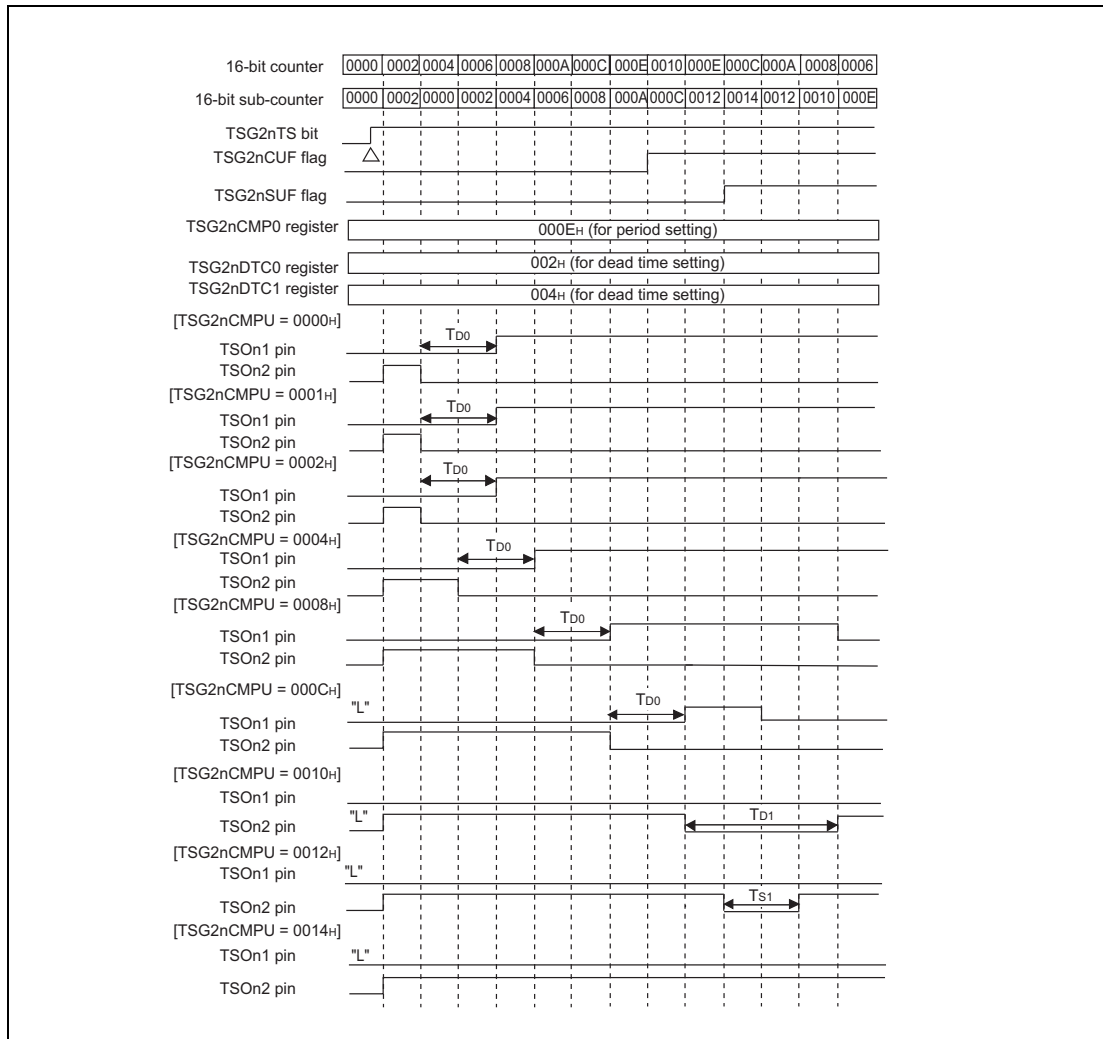


Figure 24.58 Example of Timer Output when TSG2nTS is Set to 1 (Initial) in HT-PWM Mode

NOTES

1. TSG2nCMP0 = 000E_H, TSG2nDTC0 = 0002_H, TSG2nDTC1 = 0004_H
2. TDo: Time depending on setting of the dead time in the TSG2nDTC0 register
 TD1: Time depending on setting of the dead time in the TSG2nDTC1 register
 TS1: Time decided by compare match of the 16-bit sub-counter and TSG2nCMPU register, when TSG2nCMPU > 16-bit counter maximum value
3. Δ: Write access

(2) Example of Timer Output during TSG2n Timer Operation

The figure below shows the timing chart when TSG2nCMP0 = 000E_H, TSG2nDTC0 = 0002_H, TSG2nDTC1 = 0004_H, and TSG2nCMPU is set to 0000_H-0014_H (excerpt). In this example, TSG2nIOC2.TSG2nOL1-TSG2nOL6 = 000000_B.

The range of the active (high level) width of a positive phase (TSOn1) output is 0000_H ≤ TSG2nCMPU ≤ TSG2nCMP0 (for the additional pulse). The range of the active (high level) width of an inverse phase (TSOn2) output is TSG2nDTC0 + TSG2nDTC1 ≤ TSG2nCMPU ≤ TSG2nCMP0 + TSG2nDTC0 + TSG2nDTC1.

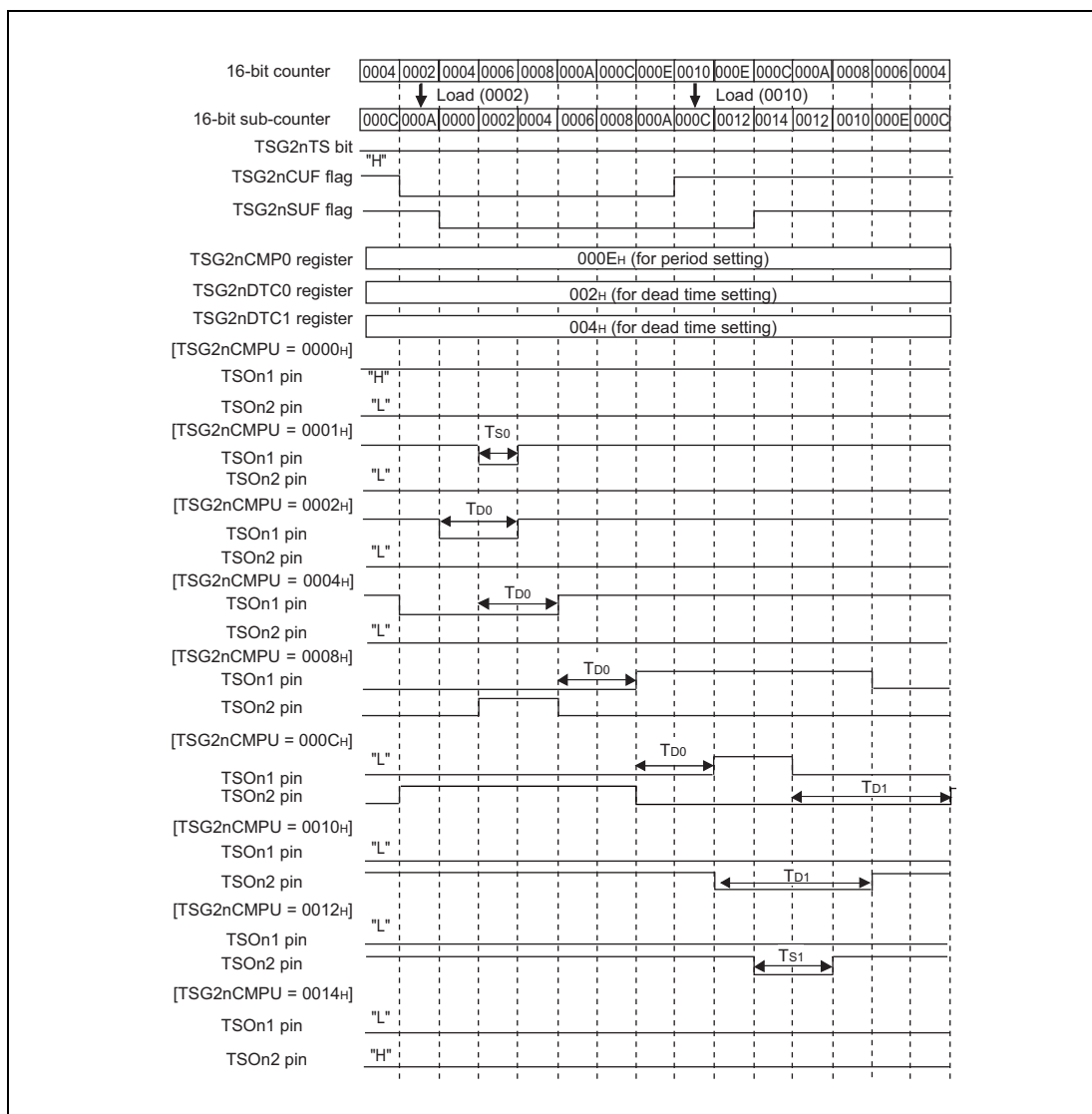


Figure 24.59 Example of Timer Output during TSG2n Operation in HT-PWM Mode

NOTES

1. TSG2nCMP0 = 000E_H, TSG2nDTC0 = 0002_H, TSG2nDTC1 = 0004_H
2. TD0: Time depending on setting of the dead time in the TSG2nDTC0 register
 TD1: Time depending on setting of the dead time in the TSG2nDTC1 register
 TS0: Time decided by compare match of 16-bit sub-counter and the TSG2nCMPU register, when TSG2nCMPU < 16-bit counter minimum value
 TS1: Time decided by compare match of the 16-bit sub-counter and the TSG2nCMPU register, when TSG2nCMPU > 16-bit counter maximum value

24.11.2.6 Additional Pulse Control in HT-PWM Mode

The HT-PWM mode can generate an additional pulse by setting 1 to the LSB of the duty setting registers (TSG2nCMPU, TSG2nCMPV, and TSG2nCMPW). This allows more precise control of the pulse duty than standard pulse control.

The following sections describe two examples of pulse output of TSON1: additional pulse control is used in one example and additional pulse control is not used in another.

(1) Example of Pulse Output when Additional Pulse Control is Used

Figure 24.60 shows the additional pulse control when an odd value is set to TSG2nCMPU.

The arrows and numerical values show the width of the duty cycle of the TSON1 output in one period.

When the additional pulse control is used as shown in **Figure 24.60**, the width of the output of the TSON1 (duty cycle) can be set within a range from the width of 12 clock cycles to the width of 0 clock cycles in one-clock-cycle step.

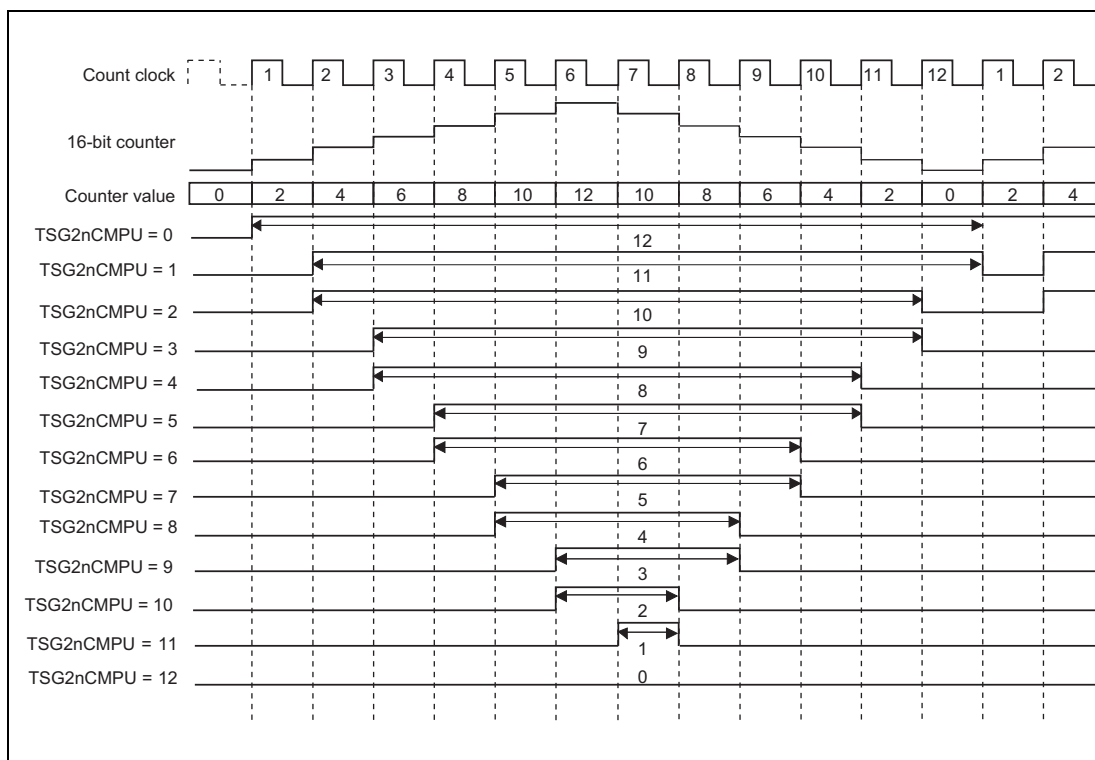


Figure 24.60 Example of TSON1 Output when Additional Pulse Control is Used in HT-PWM Mode

NOTE

TSG2nCMP0 = 12, TSG2nDTC0 = 0, TSG2nDTC1 = 0

(2) Example of Pulse Output when Additional Pulse Control is Not Used

The arrows and numerical values in **Figure 24.61** show the width of the duty cycle of the TSO_n1 output in one period.

When the additional pulse control is not used, the width of the TSO_n1 output can be set within a range from the width of 12 clock cycles to the width of 0 clock cycles in two-clock-cycle step. In this case, the change in duty cycle is larger than that in the case when the additional pulse control is used.

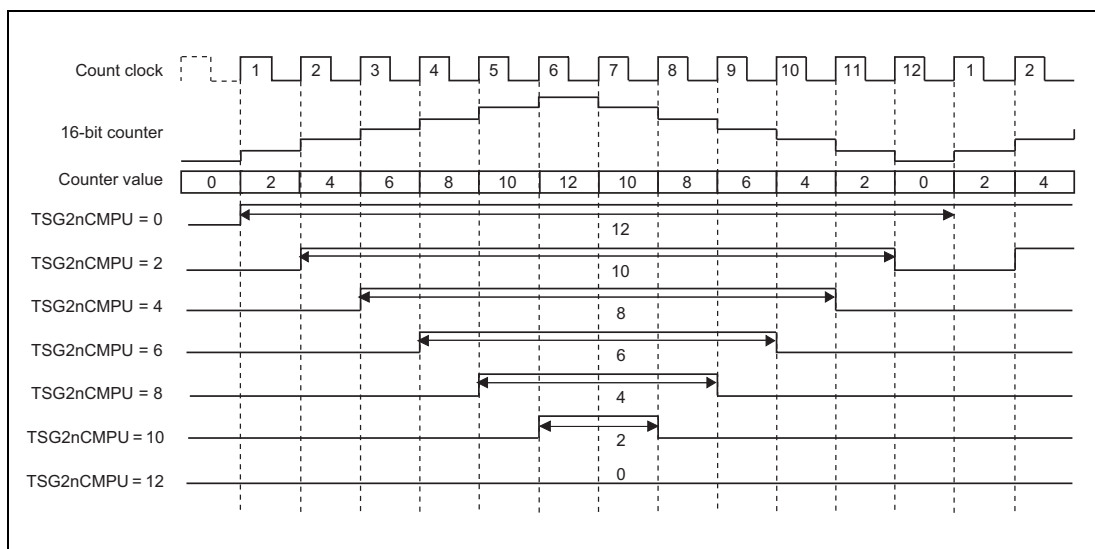


Figure 24.61 Example of Output when Additional Pulse Control is Not Used in HT-PWM Mode

NOTE

TSG2nCMP0 = 12, TSG2nDTC0 = 0, TSG2nDTC1 = 0

24.11.2.7 Dead Time Control in HT-PWM Mode

Duty setting registers are TSG2nCMP1, TSG2nCMP2, TSG2nCMP5, TSG2nCMP6, TSG2nCMP9, and TSG2nCMP10 and registers for setting the period are TSG2nCMP0, TSG2nDTC0, and TSG2nDTC1 in HT-PWM mode. The 6-phase PWM waveform of a variable duty is output by using these registers. To achieve the dead time control, there are two dead time setting registers (TSG2nDTC0 and TSG2nDTC1) and six 10-bit down counters that operate synchronously with the count clock of the 16-bit counter. TSG2nDTC0 is used for setting a dead time from a change of the inverse phase to the inactive state to a change of the positive phase to the active state. TSG2nDTC1 is used for setting a dead time from a change of the positive phase to the inactive state to a change of the inverse phase to the active state.

Figure 24.11 shows the output waveform when TSG2nDTC0 = x and TSG2nDTC1 = y.

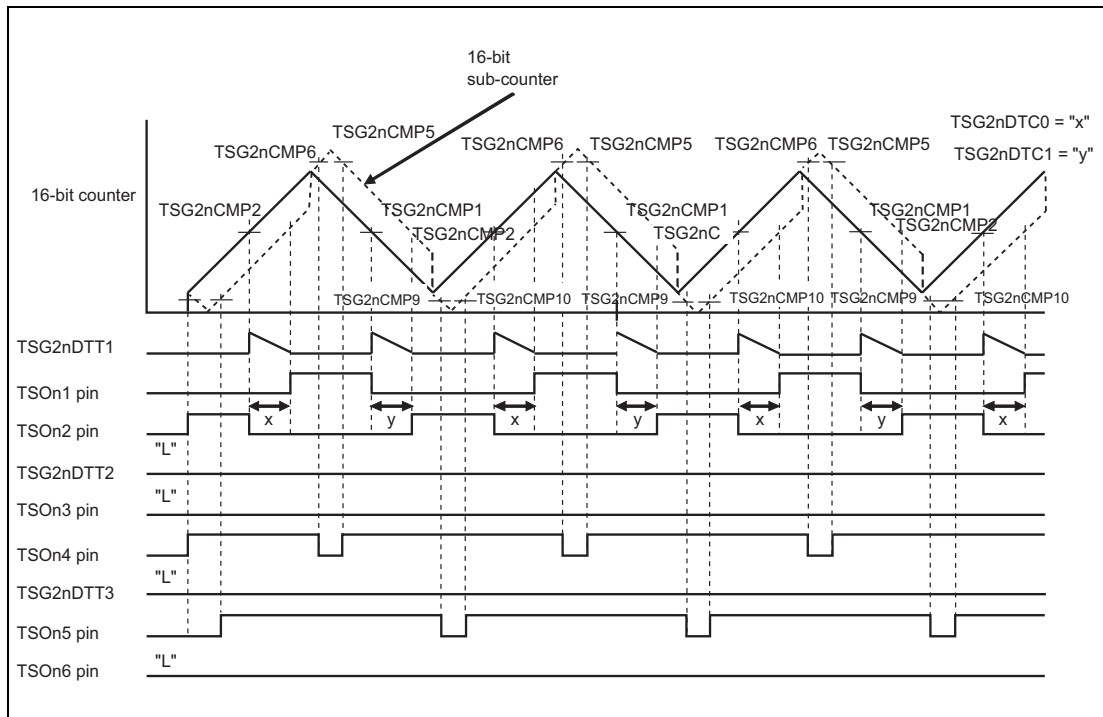


Figure 24.62 Example of Output Waveform with Dead Time in HT-PWM Mode

24.11.2.8 Notes Concerning Dead Time Control in HT-PWM Mode

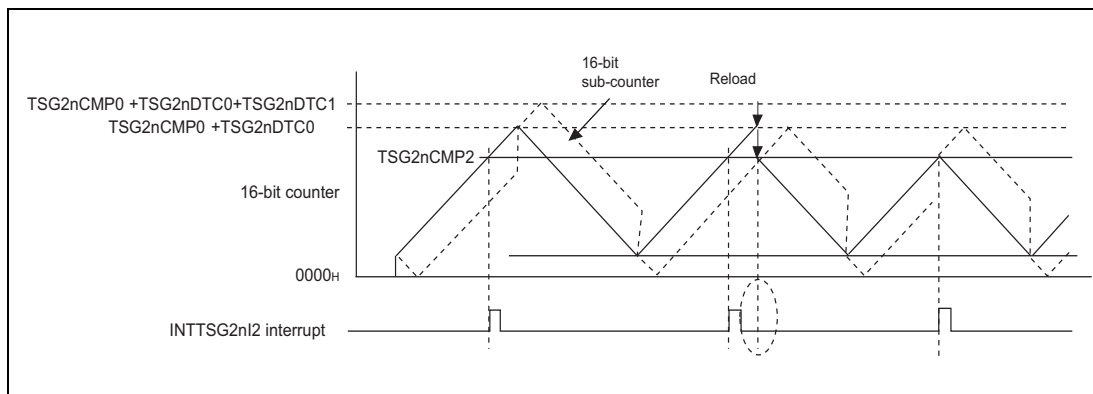
(1) TSG2nDTC0 and TSG2nDTC1 Rewriting

It is possible to rewrite the dead time setting in TSG2nDTC0 and TSG2nDTC1 registers during timer operation.

CAUTIONS

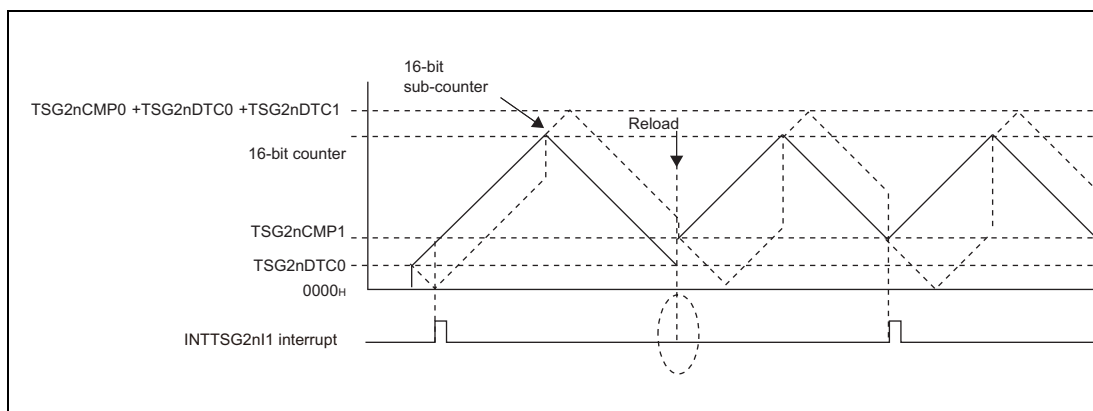
1. Rewrite TSG2nDTC0 and TSG2nDTC1 when the reload function is used (TSG2nRMC = 0).
2. The write protection code check function is applied when TSG2nDTC0 and TSG2nDTC1 are rewritten. Refer to the pertinent register description for details.
3. When the TSG2nCMP0 and TSG2nDTC1 are updated at the peak of the 16-bit counter:

If the setting of TSG2nCMPm is greater than the updated TSG2nCMP0+TSG2nDTC0 (new maximum value with the main counter), the match interrupt (INTTSG2nm) will not be generated immediately after reload (m = 2, 6, 10).



4. When the TSG2nDTC0 is updated at the trough of the 16-bit counter:

If the setting of TSG2nCMPm is less than the updated TSG2nDTC0 (new minimum value with the main counter), the match interrupt (INTTSG2nm) is not generated immediately after reload (m = 1, 5, 9).



24.11.2.9 Software Output Control Function in HT-PWM Mode

TSG2nOPT0.TSG2nSOC, TSG2nIDC, and TSG2nOPT1.TSG2nSPC2-TSG2nSPC0 are used in HT-PWM mode for software control of timer output control.

As shown in **Figure 24.63**, with TSG2nSTE = 0, the output control is switched immediately when TSG2nSOC is set to 1. If the dead time is set, the period of the dead time is guaranteed. After that, when TSG2nSOC is set to 0, output control is retained. When the reload timing is generated, output control is switched to HT-PWM mode output control.

For details, refer to **Section 24.11.5, Software Output Control Function**.

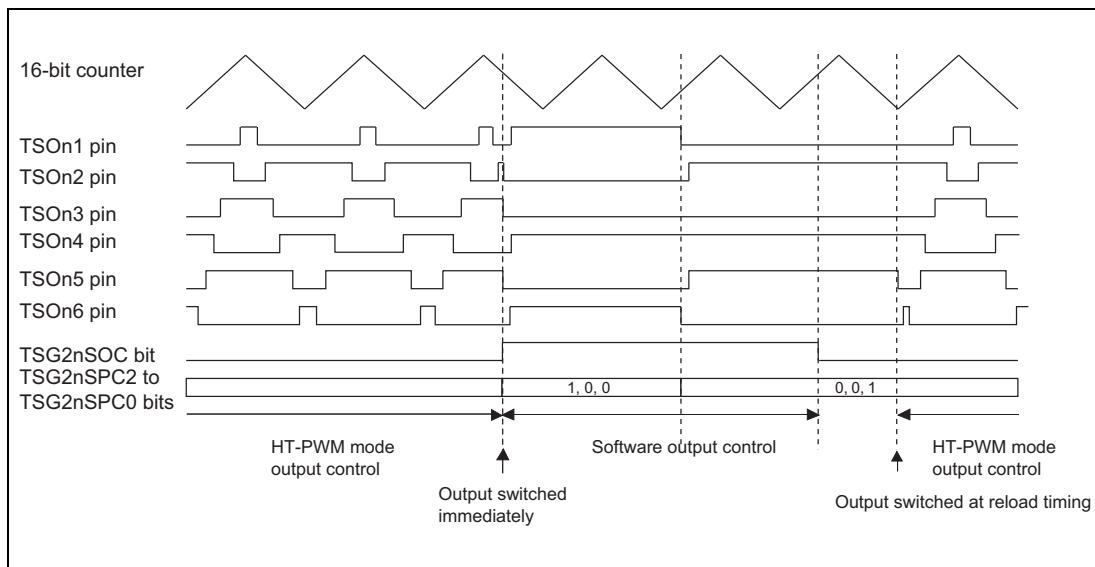


Figure 24.63 Example of Software Output Control Switching in HT-PWM Mode

CAUTION

Use reload (simultaneous rewrite) mode (TSG2nCTL3.TSG2nRMC = 0) when software output control function is used.

(1) Procedure for Software Output Control

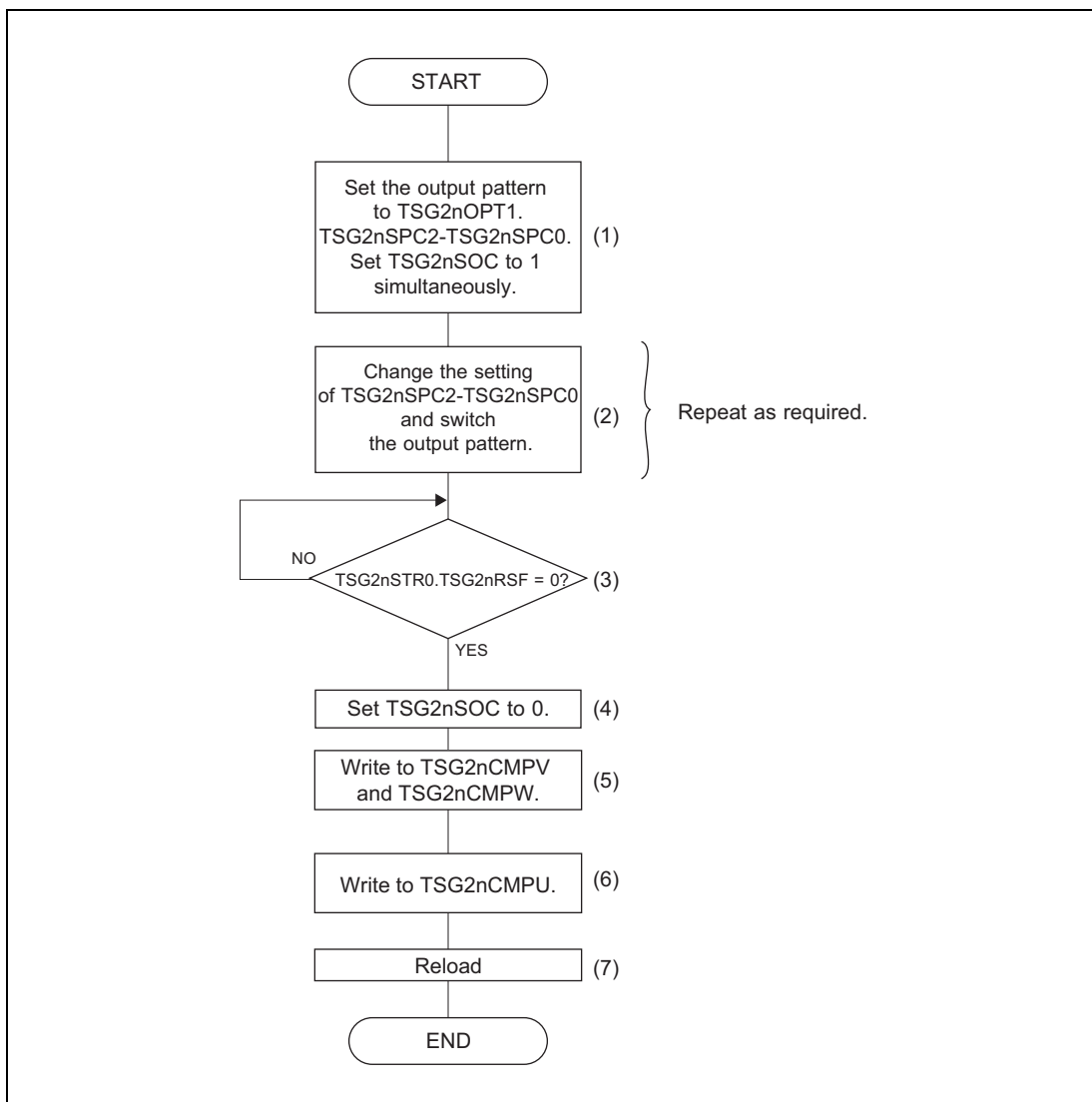


Figure 24.64 Flow of Software Output Control in HT-PWM Mode

The procedure for software output control is described below.

- (1) Set the output pattern to the TSG2nOPT1.TSG2nSPC2-TSG2nSPC0. To enable software output control, set TSG2nOPT0.TSG2nSOC to 1 simultaneously.
- (2) Change the output pattern setting of the TSG2nSPC2-TSG2nSPC0 to change the timer output. The registers that can be changed during software control are: TSG2nTRG1.TSG2nTT, TSG2nCTL3-TSG2nCTL6, TSG2nOPT0, TSG2nOPT1, TSG2nCMPm (m = 0, 1, 2, 5, 6, 9, 10), TSG2nDTC0, and TSG2nDTC1
- (3) Confirm that reload request flag TSG2nSTR0.TSG2nRSF = 0. In case TSG2nRSF = 1, do not proceed to the following step until TSG2nRSF = 0.
- (4) By setting TSG2nSOC = 0, the software control starts to be released (it is not released here yet).
- (5) After releasing the software output control, set the necessary compare registers. Proceed to the following step when the register setting is not required. Here, change the registers with the reload function.
- (6) Write to TSG2nCMPU (TSG2nCMP1) to start reloading.
- (7) Reload is executed and software output is released.

CAUTION

Execute reload after executing steps (3), (4), (5), (6), and (7). When reload cannot be executed, the software output cannot be released.

24.11.2.10 Asymmetric Triangular Wave Control in HT-PWM Mode

In HT-PWM mode, it is possible to control output by an asymmetric triangular waveform by setting the different timings for setting and clearing the U, V, and W phases.

The following describes the differences of the asymmetric triangular wave control from the symmetric triangular wave control.

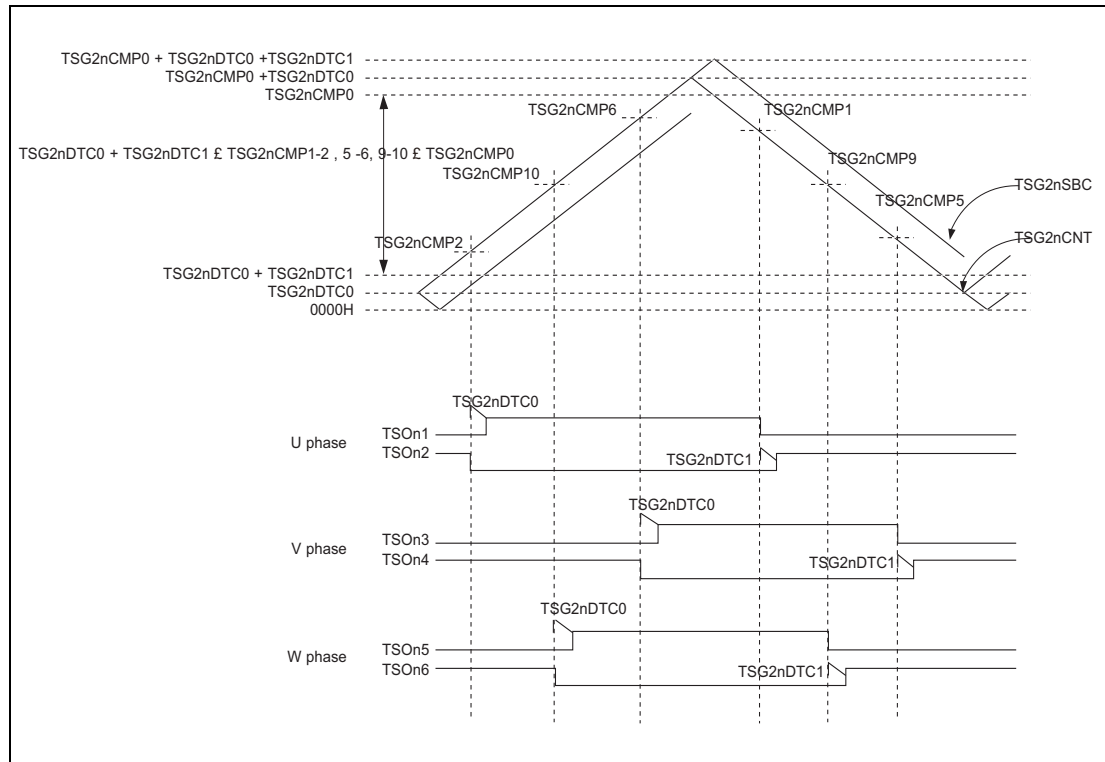
(1) PWM Setting

When a symmetric triangular wave is used, the output control of each of the U phase, V phase, and W phase is done by setting the set timing and the clear timing to the same value to the TSG2nCMPU, TSG2nCMPV, and TSG2nCMPW. When an asymmetric triangular wave is used, the output control of each phase is done by setting TSG2nCMPm as follows (m = 1, 2, 5, 6, 9, 10):

Prerequisites

- The clear timing of PWM of the voltage data signal of U, V and W phases is set with TSG2nCMP1, TSG2nCMP5, and TSG2nCMP9.
- The set timing of PWM of the voltage data signal of U, V, and W phases is set with TSG2nCMP2, TSG2nCMP6, and TSG2nCMP10.
- The set and the clear timings of each phase can also be set with TSG2nCMP1W (TSG2nCMP1 and TSG2nCMP2), TSG2nCMP5W (TSG2nCMP5 and TSG2nCMP6), and TSG2nCMP9W (TSG2nCMP9 and TSG2nCMP10)
- TSG2nCMPm can only be set to an even value (m = 1, 2, 5, 6, 9, 10).

(2) Timer Output



NOTE

When output is controlled by the asymmetric triangular waveform, the following conditions apply to setting of TSG2nCMPm (m = 1, 2, 5, 6, 9, 10):

- $TSG2nDTC0 + TSG2nDTC1 \leq TSG2nCMPm \leq TSG2nCMP0$
 - Only when $TSG2nCMPm = TSG2nCMP(m+1)$ or $TSG2nCMPm = TSG2nCMP(m+1) + 2$, it is possible to set TSG2nCMPm under the condition $0000_H \leq TSG2nCMPm \leq TSG2nCMP0 + TSG2nDTC0 + TSG2nDTC1$, which also applies to the case in which the symmetric triangular wave is used.
-

24.11.3 SP-PWM Mode (Shifted-pulse - Pulse Width Modulation Mode)

Overview

In this mode, a 6-phase PWM can be generated using the 16-bit counter and the 16-bit compare registers.

Prerequisites

- The PWM signal cycle is set in TSG2nCMP0.
- The set timings of the U phase, V phase, and W phase are set with TSG2nCMP2, TSG2nCMP6, and TSG2nCMP10, while the clear timings of these phases are set with TSG2nCMP1, TSG2nCMP5, and TSG2nCMP9 (when set timing and clear timing are used for control).
- The set timings of the U phase, V phase, and W phase are set with TSG2nCMP2, TSG2nCMP6, and TSG2nCMP10 while the active periods of these phases are set with TSG2nUPW, TSG2nVPW, and TSG2nWPW.
The sum of the set values of TSG2nCMP2, TSG2nCMP6, TSG2nCMP10, and the set values of TSG2nUPW, TSG2nVPW, TSG2nWPW are set to TSG2nCMP1, TSG2nCMP5, and TSG2nCMP9 respectively (when set timing and active period are used for control).

Functional description

Set the carrier period and the set timings and duty of U phase, V phase, and W phase. The counting up begins when TSG2nTRG0.TSG2nTS is set to 1.

The 16-bit counter counts up from 0000_H and is cleared by match with TSG2nCMP0.

The dead time is set with TSG2nDTC0 and TSG2nDTC1. TSG2nDTC0 sets the dead time of inverse phase (OFF) to positive phase (ON) switch while TSG2nDTC1 sets that of positive phase (OFF) to inverse phase (ON) switch. The 10-bit counters (TSG2nDTT1 to TSG2nDTT3) for dead time generation load the set values of TSG2nDTC0 and TSG2nDTC1 at compare match of the 16-bit counter with the TSG2nCMP_m buffer register (m = 1, 2, 5, 6, 9, 10) and start down-counting.

INTTSG2nIm interrupts (m = 1, 2, 5, 6, 9, 10) are generated by the compare match of the 16-bit counter with the TSG2nCMP1, TSG2nCMP2, TSG2nCMP5, TSG2nCMP6, TSG2nCMP9, and TSG2nCMP10 buffer registers.

NOTES

SP-PWM mode is enabled when TSG2nTRG0.TSG2nMD1 and TSG2nMD0 = 10_B.

24.11.3.1 Basic Timing Chart

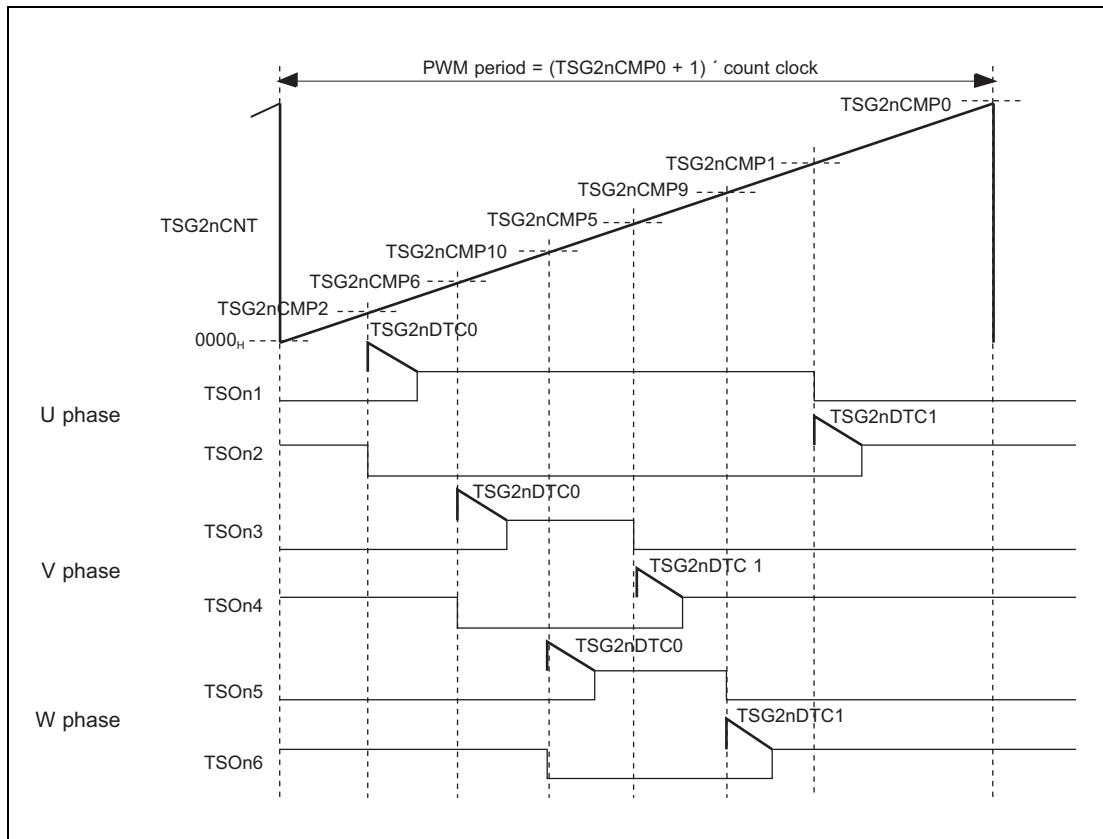


Figure 24.65 Basic Timing in SP-PWM Mode

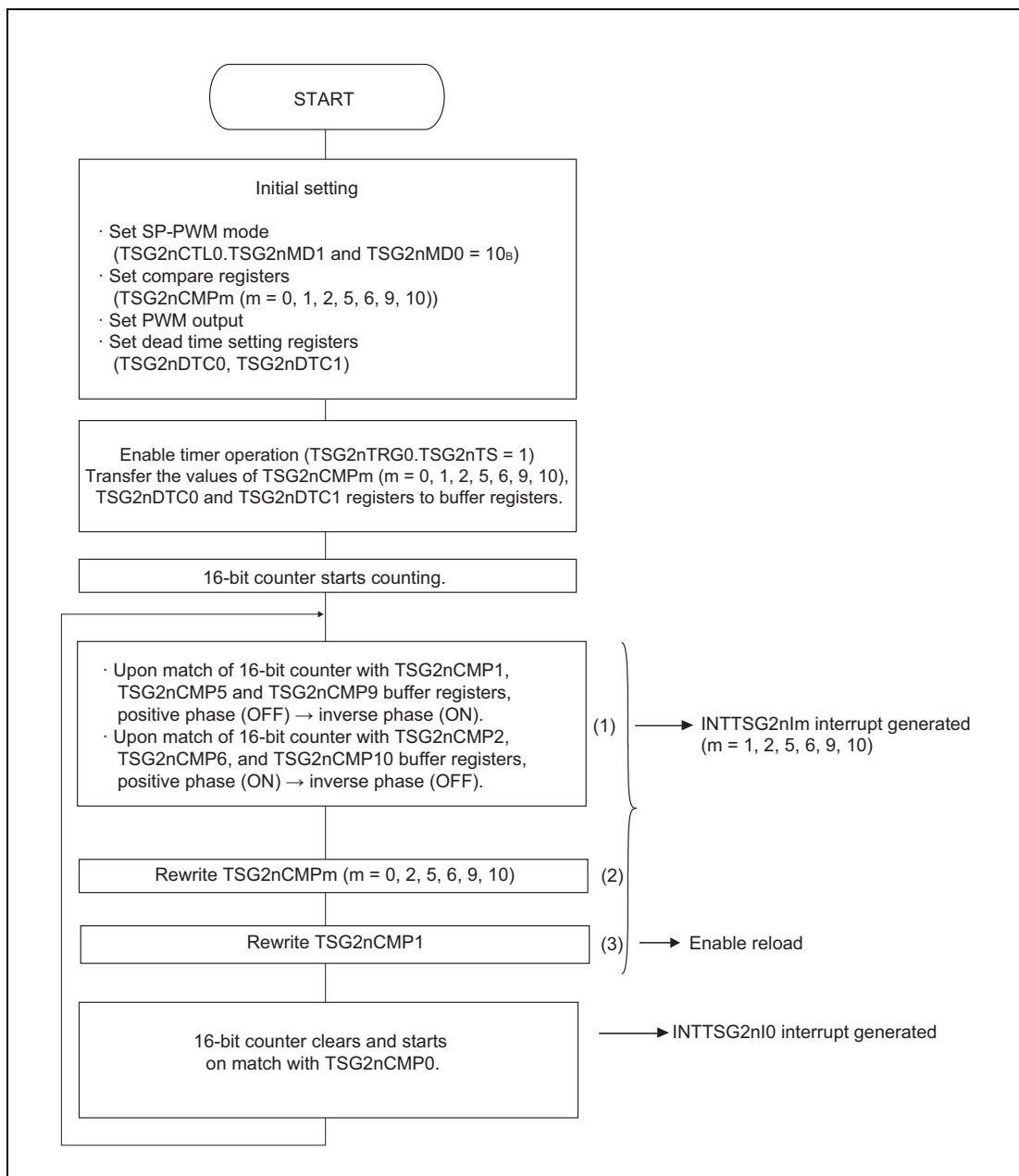


Figure 24.66 Basic Operation Flow in SP-PWM Mode

NOTE

The timing of (1) may be different depending on the rewriting timing of (2) and (3), the value of TSG2nCMP1, etc.

Be sure to do step (2) before (3).

24.11.3.2 List of SP-PWM Mode Operations

Table 24.58 Counter Functions in SP-PWM Mode

Operation		Setting Condition
16-bit counter	Start	TSG2nTRG0.TSG2nTS = 0 → 1
	Clear	Compare match of TSG2nCMP0 buffer register with 16-bit counter
	Stop	TSG2nTRG1.TSG2nTT = 0 → 1

Table 24.59 Compare Registers and Dead Time Setting Register Functions in SP-PWM Mode

Register	Rewriting Method	Rewrite during Operation	Function
TSG2nCMP0	Reload/Anytime rewrite	Possible	Setting period
TSG2nUPW	Reload/Anytime rewrite	Possible	PWM control for U phase
TSG2nCMP1W (TSG2nCMP1, TSG2nCMP2)	Reload/Anytime rewrite		
TSG2nVPW	Reload/Anytime rewrite	Possible	PWM control for V phase
TSG2nCMP5W (TSG2nCMP5, TSG2nCMP6)	Reload/Anytime rewrite		
TSG2nWPW, TSG2nCMP9W (TSG2nCMP9, TSG2nCMP10)	Reload/Anytime rewrite	Possible	PWM control for W phase
TSG2nDTC0, TSG2nDTC1	Reload	Possible	
TSG2nDCMP0W, TSG2nDCMP2	Reload/Anytime rewrite	Possible	Diagnostic signal output or A/D conversion trigger

Table 24.60 Output Functions in SP-PWM Mode

Pin	Function
TSON1	PWM output with dead time by compare match of TSG2nCMP1 buffer register (clear timing) or TSG2nCMP2 buffer register (set timing) with 16-bit counter
TSON2	Output inverse phase with respect to TSON1 (with dead time)
TSON3	PWM output with dead time by compare match of TSG2nCMP5 buffer register (clear timing) or TSG2nCMP6 buffer register (set timing) with 16-bit counter
TSON4	Output inverse phase with respect to TSON3 (with dead time)
TSON5	PWM output with dead time by compare match of the TSG2nCMP9 buffer register (clear timing) or the TSG2nCMP10 buffer register (set timing) with the 16-bit counter
TSON6	Output inverse phase with respect to TSON5 (with dead time)
TSON7	Diagnostic signal output or pulse output by A/D conversion trigger

Table 24.61 Interrupt Requests in SP-PWM Mode

Interrupt	Function
INTTSG2nIm (m = 0, 1, 2, 5, 6, 9, 10)	Compare match of TSG2nCMPm buffer register with 16-bit counter (m = 0, 1, 2, 5, 6, 9, 10)
INTTSG2nIER	Error
INTTSG2nIVLY	—
INTTSG2nIPEK	Peak interrupt (generated at the same timing as INTTSG2nI0)
INTTSG2nIWN	Warning

Table 24.62 Compare Match Timing in SP-PWM Mode

Compare Match	Timing
TSG2nCMP0	When 16-bit counter changes from TSG2nCMP0 to 0000 _H
TSG2nCMPm (m = 1, 2, 5, 6, 9, 10)	After match of 16-bit counter and TSG2nCMPm is detected (m = 1, 2, 5, 6, 9, 10)

Table 24.63 Example of Setting Each Timer Output Condition in SP-PWM Mode (1/2)

Pin	Item	Output Period	Output Duty	
			Output Condition	Setting Condition
TSON1, TSON3, TSON5	PWM output	$(TSG2nCMP0 + 1) \times$ count clock	Output an inactive level throughout one period (duty 0%)	$TSG2nCMPm = TSG2nCMP(m + 1)$ or $TSG2nCMP(m + 1) > TSG2nCMP0$ (m = 1, 5, 9)
			Output an active level of one count clock in one period	$TSG2nCMPm = TSG2nCMP(m + 1) + 1$ $TSG2nCMP(m + 1) = TSG2nCMPm - 1$ (m = 1, 5, 9)
			Output an inactive level of one count clock in one period	$TSG2nCMPm = TSG2nCMP(m + 1) - 1$ $TSG2nCMP(m + 1) = TSG2nCMPm + 1$ (m = 1, 5, 9)
			Output an active level throughout one period (duty 100%)	$TSG2nCMPm > TSG2nCMP0$ $TSG2nCMP(m + 1) \leq TSG2nCMP0$ (m = 1, 5, 9)
TSON2, TSON4, TSON6	PWM output	$(TSG2nCMP0 + 1) \times$ count clock	Output an inactive level throughout one period (duty 0%)	$TSG2nCMPm = TSG2nCMP(m - 1)$ or $TSG2nCMP(m - 1) > TSG2nCMP0$ (m = 2, 6, 10)
			Output an active level of one count clock in one period	$TSG2nCMPm = TSG2nCMP(m - 1) - 1$ $TSG2nCMP(m - 1) = TSG2nCMPm + 1$ (m = 2, 6, 10)
			Output an inactive level of one count clock in one period	$TSG2nCMPm = TSG2nCMP(m - 1) + 1$ $TSG2nCMP(m - 1) = TSG2nCMPm - 1$ (m = 2, 6, 10)
			Output an active level throughout one period (duty 100%)	$TSG2nCMPm > TSG2nCMP0$ (m = 2, 6, 10)
TSON7	Diagnostic signal output or pulse output by A/D conversion trigger	$(TSG2nCMP0 + 1) \times$ count clock	Please refer to Section 24.9, A/D Conversion Trigger Function.	

24.11.3.3 Various Settings of SP-PWM Mode

Mode Setting

SP-PWM mode is entered by setting TSG2nCTL0.TSG2nMD1-TSG2nMD0 to 10_B.

Setting timer output

The output pins TSON1-TSON6 are controlled by setting TSG2nIOC0, TSG2nIOC2, and TSG2nIOC3. The TSON7 pin provides output pulse as diagnostic output or analog to digital conversion trigger. The pin should be set as necessary.

Enabling error interrupt generation

Error interrupt (INTTSG2nIER) due to the detection of the simultaneous active state of the positive and inverse phases is enabled by setting TSG2nIOC1.TSG2nEOC to 1. For details, refer to **Section 24.10, Error and Warning Interrupts**.

Setting rewriting timing of register with reload function

With the TSG2nCTL3.TSG2nRMC, reload (simultaneous rewrite) or rewrite (anytime) is specified for the registers with reload function. The default setting is 0 (reload). To reload, set TSG2nCTL4.TSG2nPRE to 1.

No reload timing is generated when TSG2nPRE = 0.

When "anytime rewrite" is specified, the unintended output may be generated depending on the rewrite timing.

Setting analog to digital conversion trigger output

The analog to digital conversion trigger 0 (TSTADT0 signal) is set with TSG2nCTL5.TSG2nAT09 to TSG2nAT00.

TSG2nAT09 to TSG2nAT00 is used to enable or disable the A/D conversion trigger output on timing match of TSG2nDCMP2 to TSG2nDCMP0 with the 16-bit counter (up count).

TSG2nCTL6.TSG2nAT19 to TSG2nAT10 is used to set the analog to digital conversion trigger 1 (TSTADT1 signal).

To set the match timing of the 16-bit counter and TSG2nDCMP2 to TSG2nDCMP0, set the compare value to each register.

The skipping function can be used for TSTADT0 and TSTADT1 signals. TSG2nACC00 and TSG2nACC01 of TSG2nCTL5, and TSG2nACC10 and TSG2nACC11 of TSG2nCTL6 can be used to select the skipping rate among 1/1, 1/2, 1/4, and 1/8.

CAUTIONS

- Be sure to set TSG2nCTL5, TSG2nCTL6, and TSG2nDCMP2 to TSG2nDCMP0 correctly when the timing pulse of analog to digital conversion trigger is output to TSON7.
- In SP-PWM mode, no trough interrupt (INTTSG2nIVLY) is generated. Therefore, TSG2nCTL5.TSG2nAT00 and TSG2nCTL6.TSG2nAT10 must be set to 0.
- In SP-PWM mode, the 16-bit sub-counter does not operate. Therefore, TSG2nAT09, and TSG2nAT08 in TSG2nCTL5, and TSG2nAT19, and TSG2nAT18 in TSG2nCTL6 must be set to 0.
- In SP-PWM mode, down counting by the 16-bit counter is not generated. Therefore, TSG2nAT07, TSG2nAT05, and TSG2nAT03 in TSG2nCTL5 and TSG2nAT17, TSG2nAT15, and TSG2nAT13 in TSG2nCTL6 should be set to 0.

Setting dead time

The dead time can be set with TSG2nDTC0 and TSG2nDTC1.

The dead time is calculated by the following expressions:

$$PCLK \times TSG2nDTC0$$

$$PCLK \times TSG2nDTC1$$

TSG2nDTC0 can set the time between a change of TSON2, TSON4, and TSON6 to the inactive state and a change of TSON1, TSON3, and TSON5 to the active state, respectively.

TSG2nDTC1 can set the time between a change of TSON1, TSON3, and TSON5 to the inactive state, and a change of TSON2, TSON4, and TSON6 to the active state, respectively.

Carrier period

Set the carrier period with TSG2nCMP0 according to the following expression:

$$TSG2nCMP0 = (\text{carrier period/count clock period}) - 1$$

CAUTION

PWM output with 100% duty cannot be produced when TSG2nCMP0 = FFFF_H.

Setting duty (PWM width)

The duty of U phase, V phase, and W phase is set with TSG2nCMPm, TSG2nUPW, TSG2nVPW, and TSG2nWPW (m = 1, 2, 5, 6, 9, 10), respectively.

- The set timings of the U phase, V phase, and W phase are set with TSG2nCMP2, TSG2nCMP6, and TSG2nCMP10, and the clear timings are set with TSG2nCMP1, TSG2nCMP5, and TSG2nCMP9. (The set and clear timing setting is used for control.)
- The set timings of U phase, V phase, and W phase is set with TSG2nCMP2, TSG2nCMP6, and TSG2nCMP10 while the active periods of these phases are set with TSG2nUPW, TSG2nVPW, and TSG2nWPW.

The sum of the set values of TSG2nCMP2, TSG2nCMP6, and TSG2nCMP10, and the set values of TSG2nUPW, TSG2nVPW, and TSG2nWPW are set to TSG2nCMP1, TSG2nCMP5, and TSG2nCMP9 respectively (when set timing and active period are used for control).

24.11.3.4 Dead Time Control in SP-PWM mode

Duty setting registers are TSG2nCMPm (m = 1, 2, 5, 6, 9, 10), TSG2nUPW, TSG2nVPW, and TSG2nWPW and register for setting the period is TSG2nCMP0. The 6-phase PWM waveform of a variable duty is output by using these registers. To achieve the dead time control, there are six 10-bit down counters that operate synchronously with the count clock of the 16-bit counter and two dead time setting registers (TSG2nDTC0 and TSG2nDTC1). TSG2nDTC0 is used for setting a dead time from a change of the inverse phase to the inactive state to a change of the positive phase to the active state. TSG2nDTC1 is used for setting a dead time from a change of the positive phase to the inactive state to a change of the inverse phase to the active state. **Figure 24.67** shows an example of the output waveform.

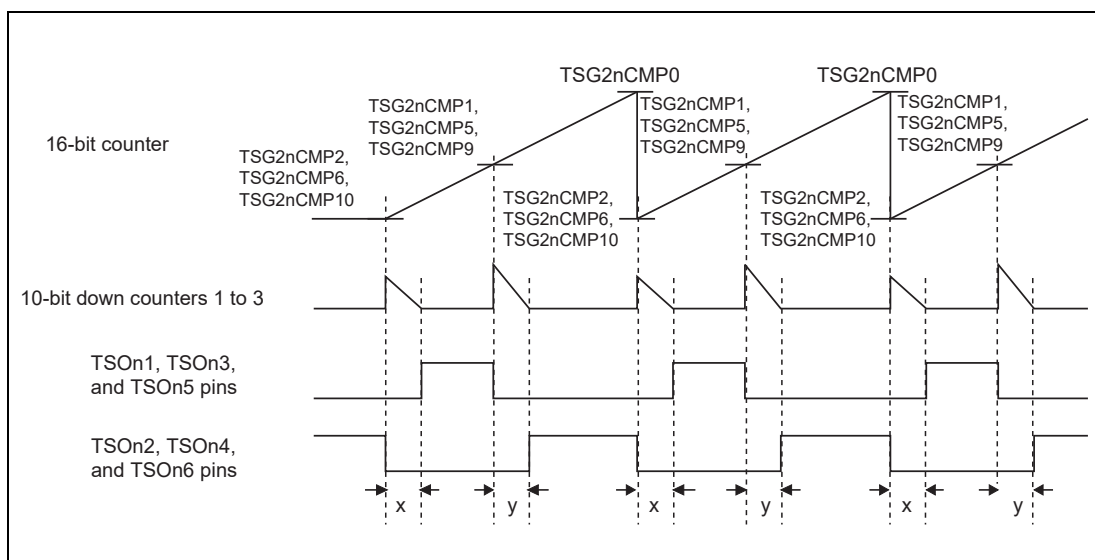


Figure 24.67 Example of Output Waveform in SP-PWM Mode

NOTE

x: TSG2nDTC0 register values

y: TSG2nDTC1 register values

24.11.3.5 Software Output Control Function in SP-PWM Mode

TSG2nOPT0.TSG2nSOC, TSG2nIDC, and TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0 are used to control timer output by software.

As shown in **Figure 24.68**, the output control is switched immediately when TSG2nSOC is set to 1. If the dead time is set, the period of the dead time is guaranteed. After that, when TSG2nSOC is set to 0, output control is retained. When the reload timing is generated, output control is switched to SP-PWM mode output control.

For details, refer to **Section 24.11.5, Software Output Control Function**.

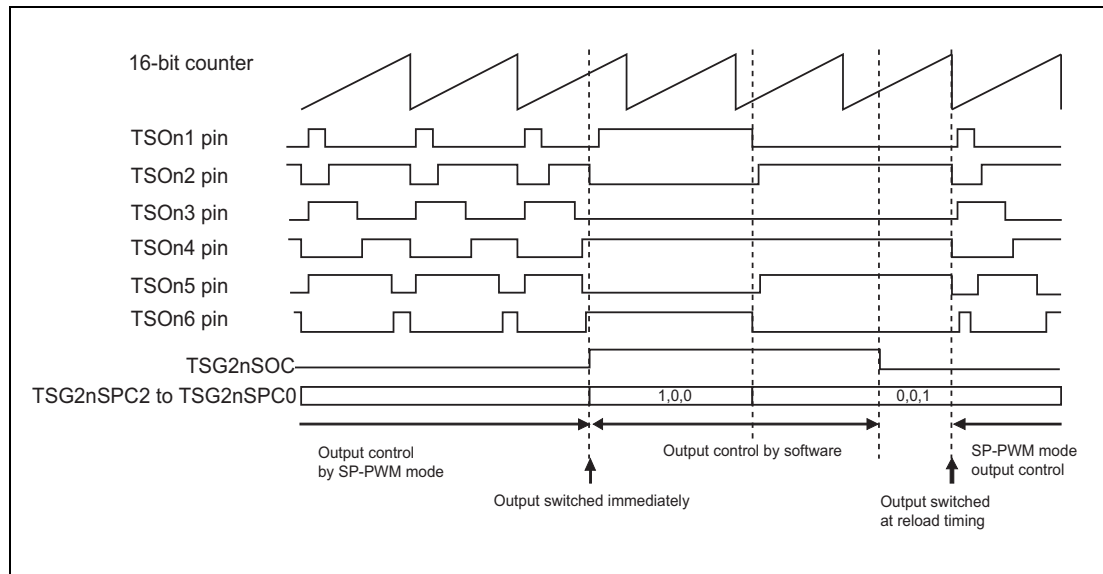


Figure 24.68 Example of Output Control Switching from SP-PWM Mode Control to Software Control

(1) Procedure on Software Output Control Processing

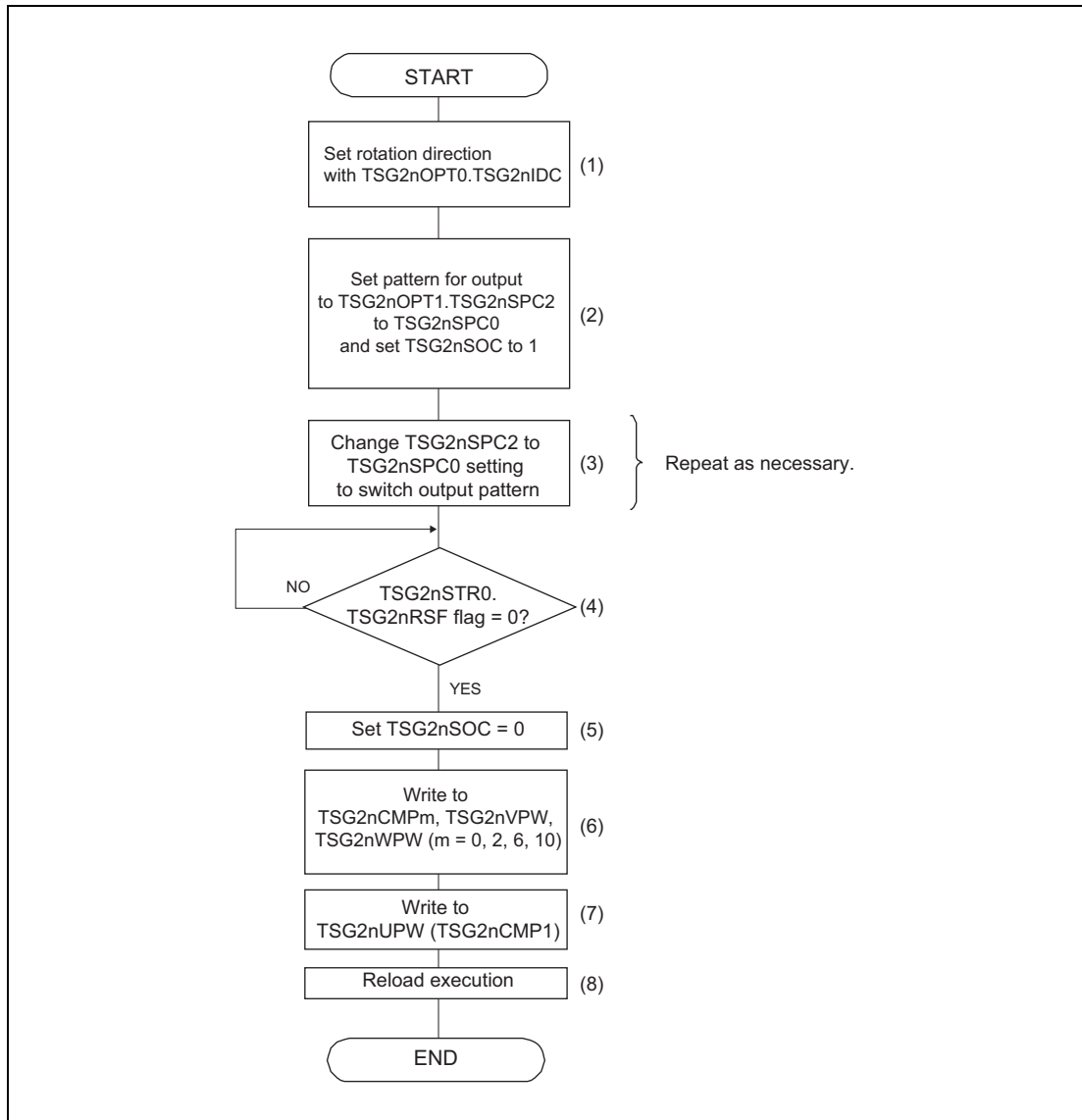


Figure 24.69 Flow of Software Output Control

The procedure for software output control is described below.

- (1) Set TSG2nOPT0 to determine the rotation direction. The timer output has a 180-degree phase shift between when TSG2nIDC = 0 and when TSG2nIDC = 1. With the software output control function, the timer output will not change only by rewriting the TSG2nOPT0 bit.
- (2) Set the pattern for output to TSG2nOPT1. At the same time, set TSG2nOPT0.TSG2nSOC to 1 to switch to software output control mode.
- (3) Change the output pattern setting for TSG2nSPC2-TSG2nSPC0 to change the timer output. During software control mode, the following registers can be modified: TSG2nTRG0.TSG2nTS, TSG2nCTL3-TSG2nCTL6, TSG2nOPT0, TSG2nOPT1, TSG2nCMP0-TSG2nCMP12, TSG2nDTC0, and TSG2nDTC1.
- (4) Ensure that the reload request flag TSG2nSTR0.TSG2nRSF is 0. If TSG2nRSF is 1, do not shift to the following procedure until it goes 0.
- (5) By clearing TSG2nSOC to 0, software control starts to be released (not yet released here).
- (6) After software output control is released, set the compare registers if necessary. Move to the following procedure if no setting is required. In addition, change the registers with the reload function if necessary.
- (7) Write TSG2nUPW (TSG2nCMP1) to start reloading.
- (8) Reload is executed and software output control is released.

CAUTION

Be sure to execute reload after execution of steps (4), (5), (6), and (7). Unless reload can be executed, software output control cannot be released

24.11.4 120-DC Mode

Overview

In this mode, PWM output period set to TSG2nCMP0 and timer output (TSON1 to TSON6) according to the duty cycle set to TSG2nCMP1 to TSG2nCMP12 are controlled with two types of pattern inputs (software output control method and pattern switch method) to perform 120-DC control.

Prerequisites

- Set the PWM period to TSG2nCMP0.
- Set the PWM duty to TSG2nCMP1 to TSG2nCMP12 and set the output pattern to TSG2nPAT0W and TSG2nPAT1W.

Functional description

Set the PWM period, set the duty cycle to individual compare register, and set the pattern to be output to the pattern register. Setting TSG2nTRG0.TSG2nTS to 1 starts counting.

The 16-bit counter starts counting from 0000_H, and is cleared by the match with TSG2nCMP0.

INTTSG2nI1 to INTTSG2nI12 interrupts are generated by a compare match of the 16-bit counter and TSG2nCMP1 to TSG2nCMP12 buffer registers, respectively.

NOTE

120-DC mode is valid when TSG2nCTL0.TSG2nMD1 to TSG2nMD0 are set to 11_B.

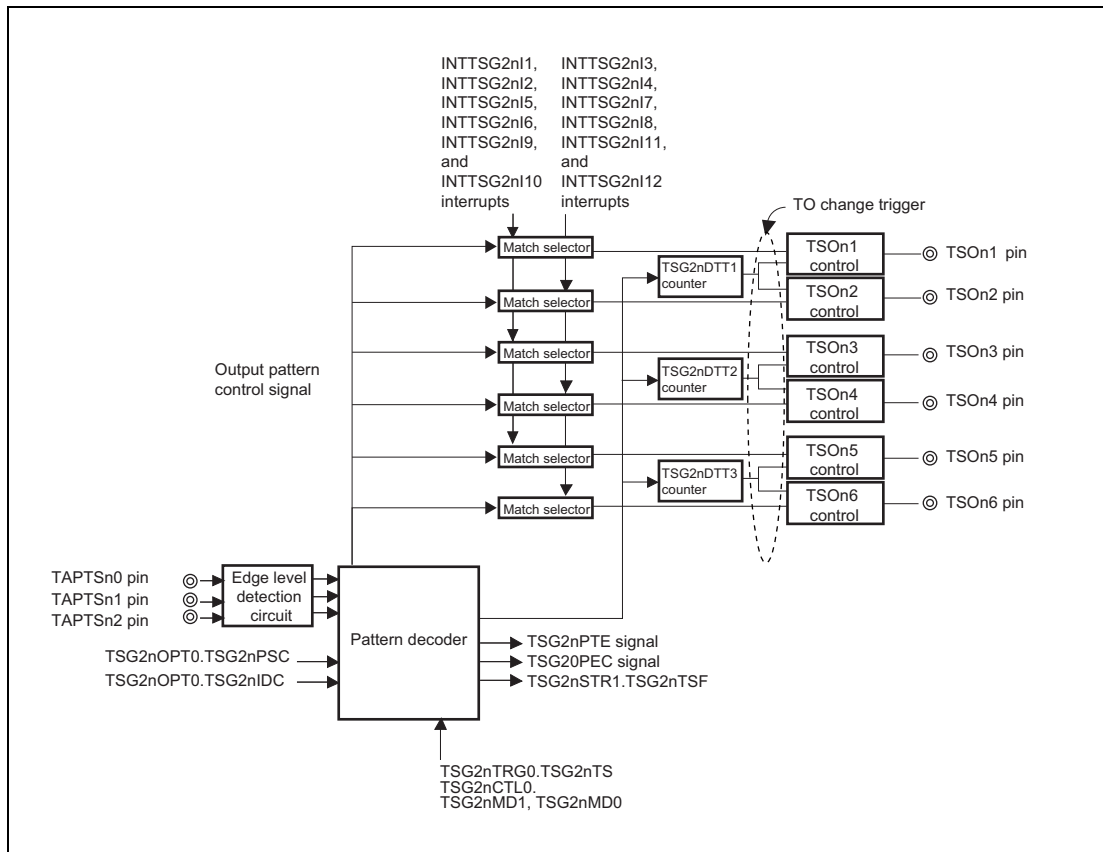


Figure 24.70 Block Diagram in 120-DC Mode

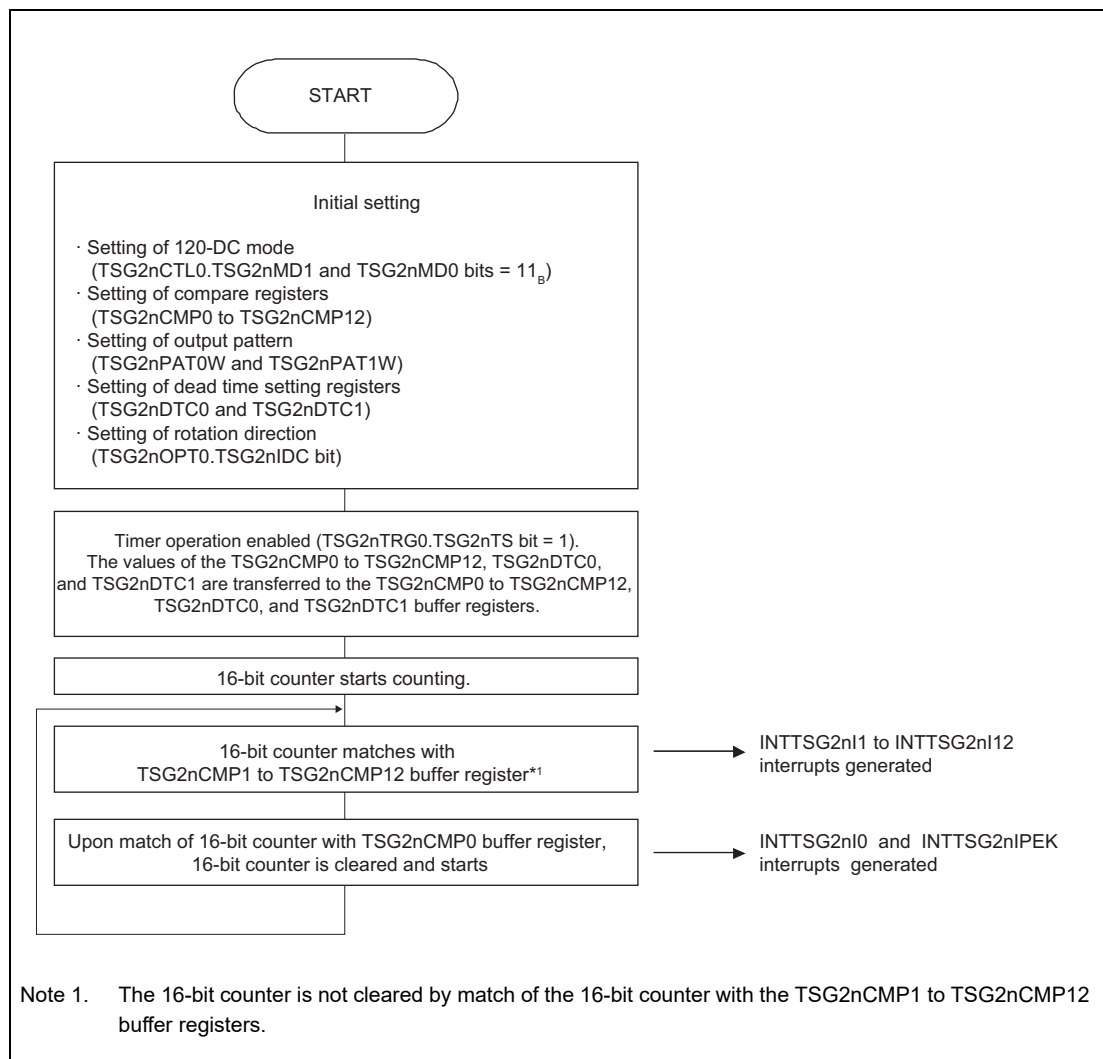


Figure 24.71 Basic Operation Flow in 120-DC Mode

24.11.4.1 List of Operations in 120-DC Mode

Table 24.64 Counter Functions in 120-DC Mode

Operation		Setting Condition
16-bit counter	Start	TSG2nTRG0.TSG2nTS = 0 → 1
	Clear	Match of TSG2nCMP0 value and 16-bit counter value, or output pattern switch timing
	Stop	TSG2nTRG1.TSG2nTT = 0 → 1

Table 24.65 Functions of Compare Registers and Dead Time Setting Registers in 120-DC Mode

Register	Rewrite Method	Rewrite during Operation	Function
TSG2nCMP0	Reload	Possible	Setting period
TSG2nCMPm (m = 1 to 12)	Reload	Possible	Setting PWM duty
TSG2nDCMP0W, TSG2nDCMP2	Reload	Possible	Outputting diagnostic signal or setting A/D conversion trigger
TSG2nDTC0, TSG2nDTC1	Reload	Possible	Setting dead time

Table 24.66 Timer Input Function in 120-DC Mode

Pin/Signal	Function
TAPTSn2 to TAPTSn0 pins	Pattern input (3 phases)

Table 24.67 Timer Output Function in 120-DC Mode

Pin/Signal	Function
TSON1 pin	PWM output (with dead time) by compare match of the TSG2nCMPm buffer register (m = 1, 2, 5, 6, 9, 10) with the 16-bit counter and by selecting output pattern through TSG2nPAT0W setting.
TSON2 pin	PWM output (with dead time) by compare match of the TSG2nCMPm buffer register (m = 3, 4, 7, 8, 11, 12) and the 16-bit counter and by selecting output pattern through TSG2nPAT1W setting.
TSON3 pin	PWM output (with dead time) by compare match of the TSG2nCMPm buffer register (m = 1, 2, 5, 6, 9, 10) and the 16-bit counter and by selecting output pattern through TSG2nPAT0W setting.
TSON4 pin	PWM output (with dead time) by compare match of the TSG2nCMPm buffer register (m = 3, 4, 7, 8, 11, 12) and the 16-bit counter and by selecting output pattern through TSG2nPAT1W setting.
TSON5 pin	PWM output (with dead time) by compare match of the TSG2nCMPm buffer register (m = 1, 2, 5, 6, 9, 10) and the 16-bit counter and by selecting output pattern through TSG2nPAT0W setting.
TSON6 pin	PWM output (with dead time) by a compare match of the TSG2nCMPm buffer register (m = 3, 4, 7, 8, 11, 12) and the 16-bit counter and by selecting output pattern through TSG2nPAT1W setting.
TSON7 pin	Diagnostic signal output or pulse output by A/D conversion trigger
TSG2nPTE signal	Toggle signal by change in input pattern

Table 24.68 Interrupt Requests in 120-DC Mode

Interrupt	Function
INTTSG2nIm (m = 0 to 12)	Compare match of TSG2nCmPm buffer register and 16-bit counter (m = 0 to 12)
INTTSG2nIER	Error
INTTSG2nIVLY	—
INTTSG2nIPEK	Peak interrupt (generated at the same timing as INTTSG2nI0)
INTTSG2nIWN	Warning interrupt

Table 24.69 Compare Match Timing in 120-DC Mode

Compare Match	Timing
TSG2nCmP0	When 16-bit counter changes from TSG2nCmP0 to 0000 _H
TSG2nCmPm (m = 1 to 12)	After detecting the match of 16-bit counter and TSG2nCmPm (m = 1 to 12)

Table 24.70 Example of Setting Each Timer Output Condition in 120-DC Mode

Pin	Item	Output Period	Output Duty	
			Output Condition	Setting Condition
TSONm (m = 1 to 6)	PWM output	$(TSG2nCmP0 + 1) \times \text{count clock}$	See 24.11.4.6, List of Output Patterns in 120-DC Mode.	—
TSON7	Diagnostic signal output or pulse output by A/D conversion trigger	$(TSG2nCmP0 + 1) \times \text{count clock}$	See 24.9, A/D Conversion Trigger Function.	—

24.11.4.2 Various Settings of 120-DC Mode

Mode setting

120-DC mode can be used by setting TSG2nCTL0.TSG2nMD1 and TSG2nMD0 are set to 11_B.

Setting timer output

The output pins TSON1 to TSON6 are controlled by setting TSG2nIOC0, TSG2nIOC2, and TSG2nIOC3.

The TSON7 pin outputs pulses of the diagnostic output or the A/D conversion trigger. Please set it as required.

Enabling error interrupt generation

With TSG2nIOC1.TSG2nEOC = 1, the error interrupt (INTTSG2nIER) generation is enabled when the simultaneous active state of the positive phase and inverse phase is detected. For details, see **Section 24.10, Error and Warning Interrupts**.

Setting register rewrite timing

Reloading the registers with the reload function is activated with TSG2nCTL3.TSG2nRMC (simultaneous rewrite; default setting is 0 = reload). Set TSG2nCTL4.TSG2nPRE to 1 when reload is used.

The reload timing is not generated if TSG2nPRE is 0.

Setting A/D conversion trigger output

To set A/D conversion trigger 0 (TSG2nADTRG0 signal), use TSG2nCTL5.TSG2nAT09 to TSG2nAT00.

With TSG2nAT09 to TSG2nAT00, A/D conversion trigger output is enabled or disabled at the match of the 16-bit counter and TSG2nDCMP2 to TSG2nDCMP0 (during up count).

To set A/D conversion trigger 1 (TSG2nADTRG1 signal), use TSG2nCTL6.TSG2nAT19 to TSG2nAT10.

To set the match timing of the 16-bit counter and TSG2nDCMP2 to TSG2nDCMP0, set the compare value to the pertinent register.

The skipping function can be used for TSG2nADTRG0 and TSG2nADTRG1 signals. Use TSG2nACC01, TSG2nACC00 of TSG2nCTL5 and TSG2nACC11, and TSG2nACC10 in TSG2nCTL6 to select the skipping rate among 1/1, 1/2, 1/4, and 1/8.

CAUTIONS

Set TSG2nCTL5, TSG2nCTL6, and TSG2nDCMP2 to TSG2nDCMP0 correctly when using the TSON7 output for the A/D conversion trigger timing pulse.

- In 120-DC mode, a trough interrupt (INTTSG2nIVLY) is not generated. Therefore, set TSG2nAT00 and TSG2nAT10 in TSG2nCTL5 and TSG2nCTL6 to 0.
- In 120-DC mode, the 16-bit sub-counter does not operate. Therefore, set TSG2nAT09, TSG2nAT08, TSG2nAT19, and TSG2nAT18 in TSG2nCTL5 and TSG2nCTL6 to 0.
- In 120-DC mode, the 16-bit counter does not decrement. Therefore, set TSG2nAT07, TSG2nAT05, TSG2nAT03, TSG2nAT17, TSG2nAT15, and TSG2nAT13 in TSG2nCTL5 and TSG2nCTL6 to 0.

Setting dead time

The dead time can be set with TSG2nDTC0 and TSG2nDTC1.

The dead time is calculated by the following expressions:

$$\text{PCLK} \times \text{TSG2nDTC0}$$

$$\text{PCLK} \times \text{TSG2nDTC1}$$

TSG2nDTC0 can set the time between a change of TSON2, TSON4, and TSON6 to the inactive state and a change of TSON1, TSON3, and TSON5 to the active state, respectively.

TSG2nDTC0 can set the time between a change of TSON1, TSON3, and TSON5 to the inactive state to a change of TSON2, TSON4, and TSON6 to the active state.

Carrier period

Set the carrier period with TSG2nCMP0 according to the following expression:

$$\text{TSG2nCMP0} = (\text{carrier period/count clock period}) - 1$$

Duty (PWM width) setting

The duty of PWM output is set with TSG2nCMP1 to TSG2nCMP12. The setting range of the compare registers is as follows:

$$0000_{\text{H}} \leq \text{TSG2nCMPm} \leq \text{TSG2nCMP0} + 1$$

CAUTION

Do not set TSG2nCMPm to TSG2nCMP0 + 1 (m = 1 to 12) only when TSG2nCMP0 + 1 < TSG2nCMPm and TSG2nCMP0 = FFFF_H.

Output PWM setting

In 120-DC mode, the output pins TSO_n1, TSO_n3, and TSO_n5 are controlled by TSG2nCMP1, TSG2nCMP2, TSG2nCMP5, TSG2nCMP6, TSG2nCMP9, and TSG2nCMP10, and the output pins TSO_n2, TSO_n4, TSO_n6 are controlled by TSG2nCMP3, TSG2nCMP4, TSG2nCMP7, TSG2nCMP8, TSG2nCMP11, and TSG2nCMP12. The duty cycle of a PWM period (TSG2nCMP0) can be set with TSG2nCMP1 to TSG2nCMP12. Setting TSG2nCMP1 to TSG2nCMP12 to 0000H sets the PWM duty cycle to 0%. Setting TSG2nCMP1 to TSG2nCMP12 to TSG2nCMP0 + 1 value sets the PWM duty cycle to 100%. This allows chopping output control and rectangular wave output control.

24.11.4.3 Control Methods in 120-DC Mode

Control methods in 120-DC mode are listed below.

Control Method	Function
Software output control method	Switches the output pattern according to the TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0 setting made by software.
Pattern switch method	Directly switches the output pattern by the pattern input signal of TAPTSn0 to TAPTSn2.

Setting software output control method

Setting TSG2nOPT0.TSG2nSTE = 0 switches the output pattern by software output control. The TSON1 to TSON6 pin output is switched according to TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0.

The output order at the beginning of operation is set with TSG2nOPT0.TSG2nIDC. The output pattern is set with TSG2nOPT0.TSG2nPSC.

Operation of software output control method

The PWM output of TSON1 to TSON6 pins (PWM output defined by TSG2nCMP1 to TSG2nCMP12) is selected by TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0 by software. To control the dead time, the dead time counter is activated at the falling edge of the signals in each phase and the dead time is inserted.

The 16-bit counter counts based on the carrier period set in TSG2nCMP0. The 16-bit counter is cleared by match of the 16-bit counter and TSG2nCMP0 or by a write access to TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0.

In this method, the pattern is output, which is decoded using information on the output pattern (TSG2nSPC2 to TSG2nSPC0), the electric current direction control bit (TSG2nOPT0.TSG2nIDC), and the order direction control bit (TSG2nOPT0.TSG2nPSC). **Figure 24.91** shows the timer output when the output pattern is changed by software output control.

Immediately after the operation starts (TSG2nTRG0.TSG2nTS = 1), the output pattern of TSG2nSPC2 to TSG2nSPC0 and the pattern set with TSG2nIDC and TSG2nPSC (TSG2nOPT0.TSG2nPSS = 1) are output.

Setting pattern switch method

Setting TSG2nOPT0.TSG2nSTE to 1 and TSG2nPOT to 0 selects the pattern switch method. The TSON1 to TSON6 pin output is changed at the change timing of the TAPTSn2 to TAPTSn0 pins.

The output order at the beginning of operation is set with TSG2nOPT0.TSG2nIDC. The initial output pattern is set with TSG2nOPT0.TSG2nPSC. However, after determining the rotation direction (after the value is set to TSG2nSTR1.TSG2nTSF), the setting of TSG2nPSC is disabled.

Operation of pattern switch method

After level detection is performed for the pins (three inputs from the hall sensor), the level-detected signals are decoded. From the decoding result, the PWM output of TSO_n1 to TSO_n6 pins (PWM output defined by TSG2nCMP1 to TSG2nCMP12) is selected. To control the dead time, the dead time counter is activated at the falling timing of signals in each phase and the dead time is inserted.

The 16-bit counter counts based on the carrier period set in TSG2nCMP0. The 16-bit counter is cleared by match of the 16-bit counter and TSG2nCMP0 or by a change of the input pattern (TAPTS_n2 to TAPTS_n0 pins).

In this method, the pattern, which is decoded by using information on input pattern (TAPTS_n2 to TAPTS_n0), the electric current direction control bit (TSG2nOPT0.TSG2nIDC), and the order direction control bit (TSG2nOPT0.TSG2nPSC), is output. **Figure 24.74** to **Figure 24.77** show the timer output when TAPTS_n2 to TAPTS_n0 pin inputs change. If input pattern 1 is switched to input pattern 4 due to an abnormal input pattern, the output pattern is switched to the pattern corresponding to the input pattern.

Immediately after the operation starts (TSG2nTRG0.TSG2nTS = 1), the output pattern set with the input level of TAPTS_n2 to TAPTS_n0 pins, TSG2nIDC, and TSG2nPSC (TSG2nOPT0.TSG2nPSS = 1) is output. After the TSG2nTSF value is determined, the output pattern is determined by TSG2nTSF instead of TSG2nPSC.

CAUTION

When connecting the three-phase pulse input signal to the TAPTS_n2 to TAPTS_n0 pins, confirm that the three-phase pulse input value and the patterns output from the TSO_n1 to TSO_n6 pins satisfy the expected conditions.

If the expected conditions are not satisfied, change the connection between the three-phase pulse input signal and the TAPTS_n2 to TAPTS_n0 pins.

24.11.4.4 Timer Output in 120-DC Mode

In 120-DC mode, the PWM output is controlled with TSG2nPAT0W, TSG2nPAT1W, and TSG2nCMP1 to TSG2nCMP12. TSG2nPAT0W, TSG2nCMP1, TSG2nCMP2, TSG2nCMP5, TSG2nCMP6, TSG2nCMP9, and TSG2nCMP10 are set to control the output of TSO_n1, TSO_n3, and TSO_n5 pins. TSG2nPAT1W, TSG2nCMP3, TSG2nCMP4, TSG2nCMP7, TSG2nCMP8, TSG2nCMP11, and TSG2nCMP12 are set with the output of TSO_n2, TSO_n4, and TSO_n6 pins.

With PWM output control, eight types of output patterns can be selected for each of TSO_n1, TSO_n3, and TSO_n5 pins and TSO_n2, TSO_n4, and TSO_n6 pins.

Table 24.71 TSG2nPAT0W Set Value and Output Control

PATmT Value	Output Control
000	Fixed to low
001	PWM output set with TSG2nCMP1
010	PWM output set with TSG2nCMP2
011	PWM output set with TSG2nCMP5
100	PWM output set with TSG2nCMP6
101	PWM output set with TSG2nCMP9
110	PWM output set with TSG2nCMP10
111	Fixed to high

(m = 0, 1, 2, 3, 4, 5)

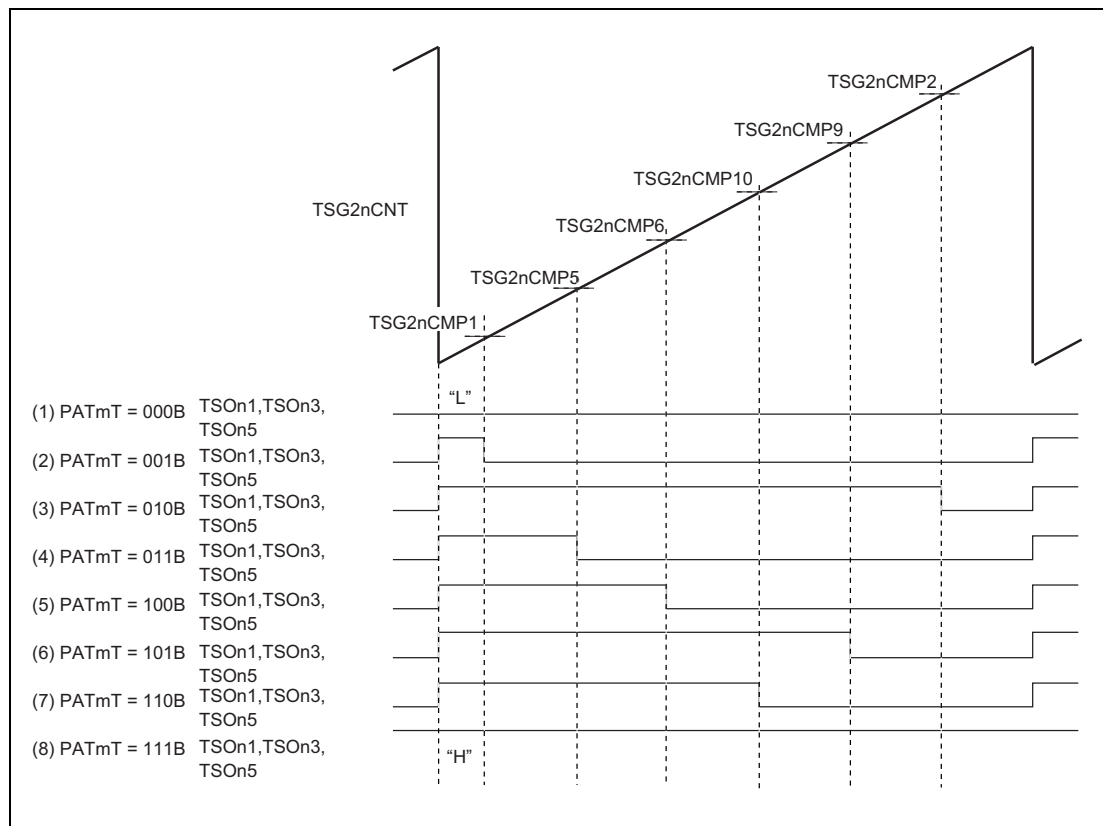


Figure 24.72 TSO_n1, TSO_n3, TSO_n5 Pin Output of Each Output Pattern

Table 24.72 TSG2nPAT1W Set Value and Output Control

PATmB Value	Output Control
000	Fixed to low
001	PWM output set with TSG2nCMP3
010	PWM output set with TSG2nCMP4
011	PWM output set with TSG2nCMP7
100	PWM output set with TSG2nCMP8
101	PWM output set with TSG2nCMP11
110	PWM output set with TSG2nCMP12
111	Fixed to high

(m = 0, 1, 2, 3, 4, 5)

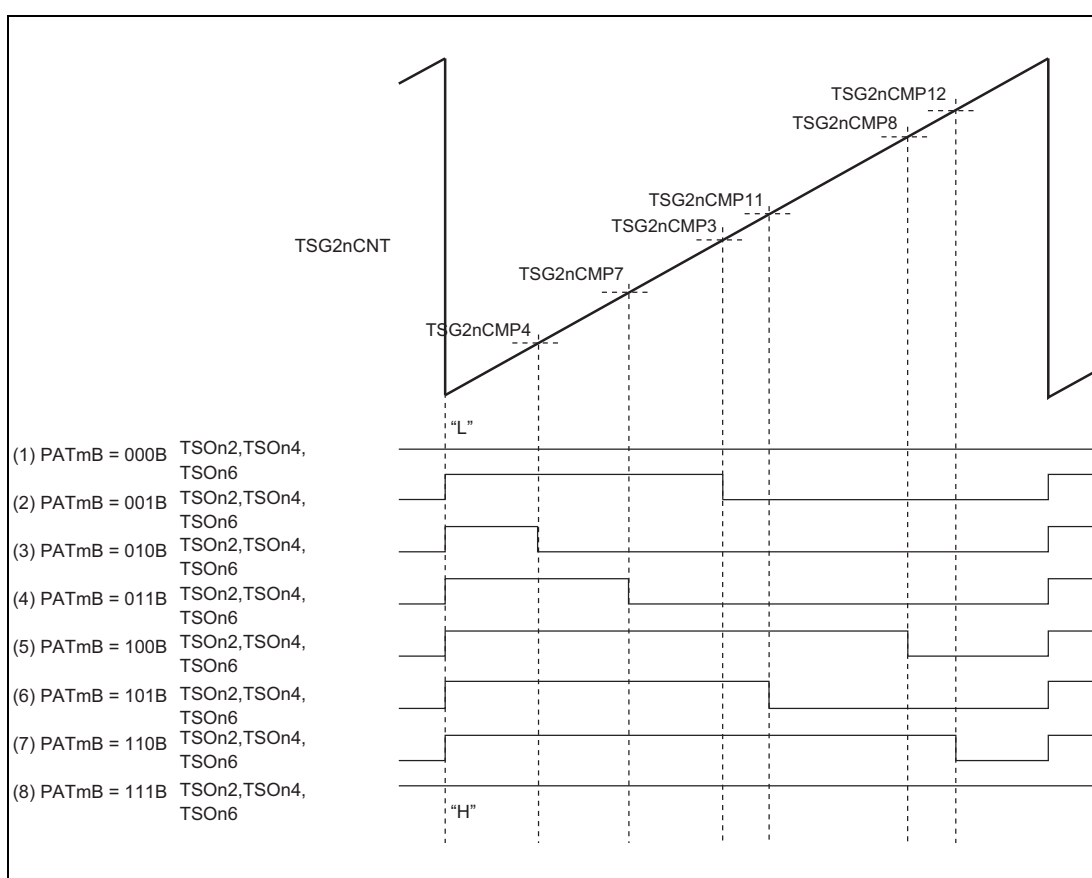


Figure 24.73 TSON2, TSON4, TSON6 Pin Output of Each Output Pattern

24.11.4.5 Operation in 120-DC Mode

Figure 24.74 to Figure 24.77 show examples of operation in 120-DC mode.

The TSO_n1 to TSO_n6 pins detect the input level change of the TAPTS_n2 to TAPTS_n0 pins, then change the output pattern. The 16-bit counter produces sawtooth waveform, and TSG2nCMP0 to TSG2nCMP12 output PWM signal. The 16-bit counter is cleared to 0000_H each time the counter value matches with TSG2nCMP0 or a change in the TAPTS_n2 to TAPTS_n0 pins is detected. The timer output pattern is switched each time a change in the TAPTS_n2 to TAPTS_n0 pins is detected.

NOTE

PAT0T to PAT5T and PAT0B to PAT5B show PWM operation set by TSG2nCMP1 to TSG2nCMP12, respectively.

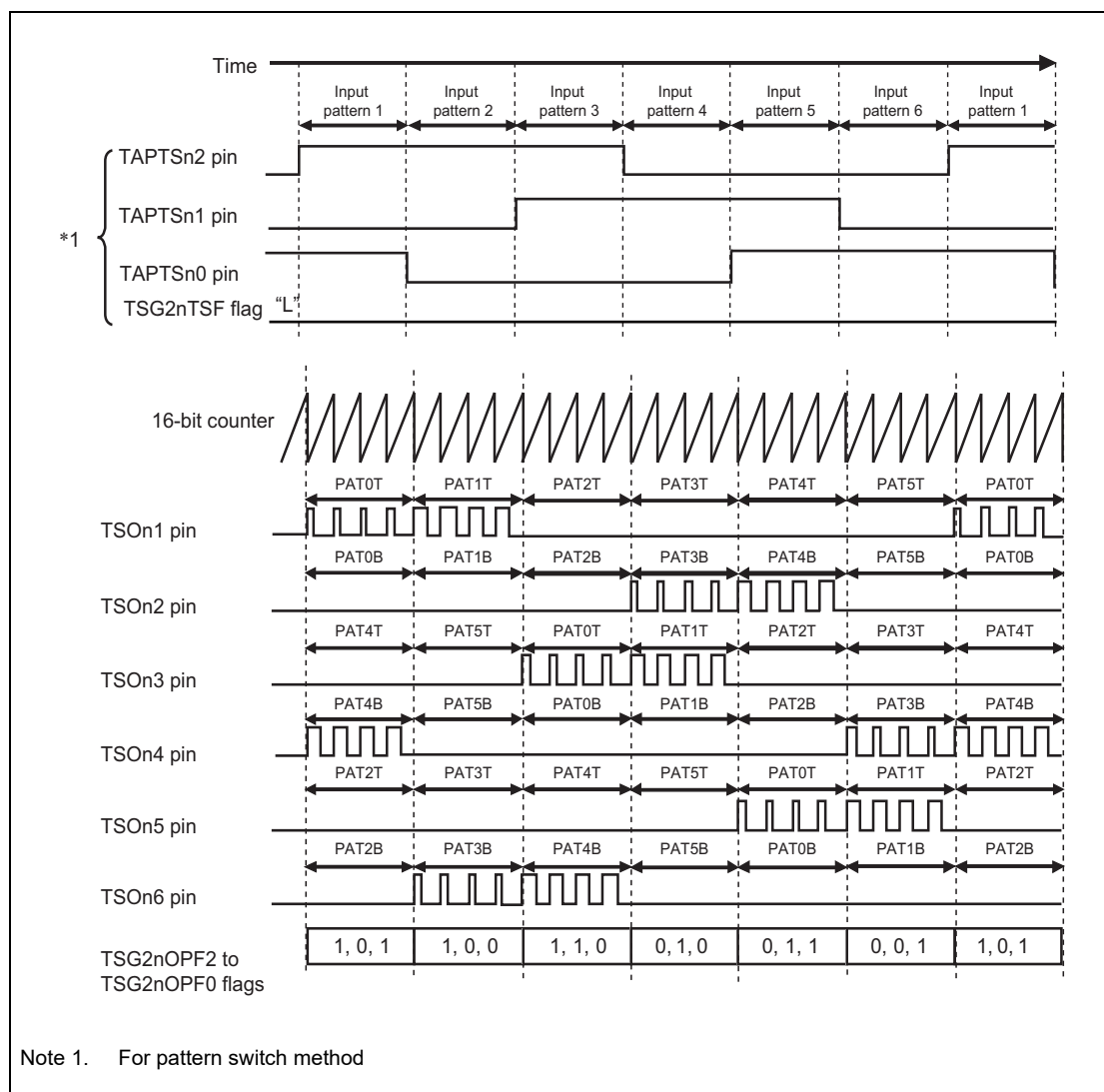


Figure 24.74 Example of Operation in 120-DC Mode (Normal Rotation: TSG2nSTR1.TSG2nTSF = 0 and TSG2nOPT0.TSG2nIDC = 0)

NOTE

TSG2nOPT0.TSG2nSOC = 0

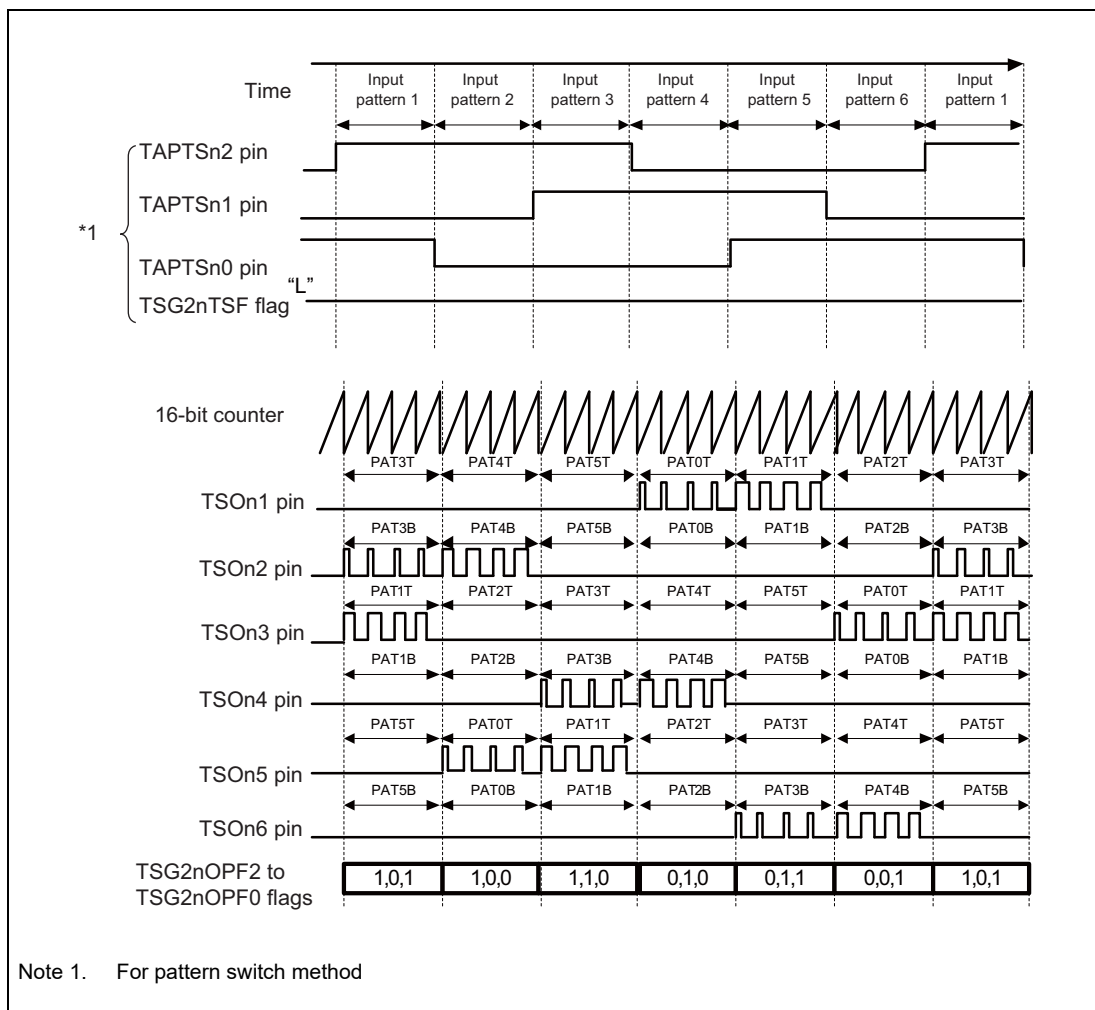


Figure 24.75 Example of Operation in 120-DC Mode (Normal Rotation: TSG2nSTR1.TSG2nTSF = 0 and TSG2nOPT0.TSG2nIDC = 1)

NOTE

TSG2nOPT0.TSG2nSOC = 0

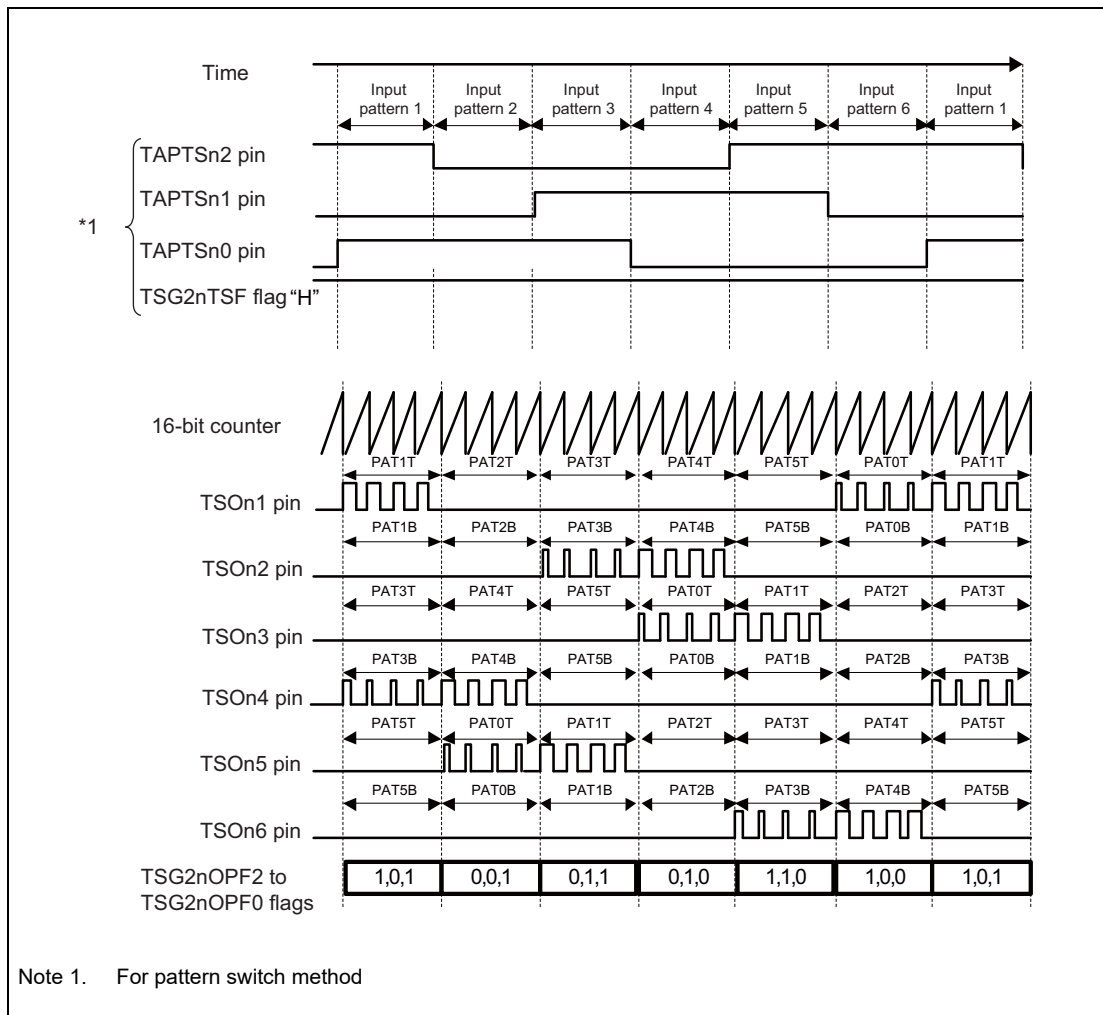


Figure 24.76 Example of Operation in 120-DC Mode (Reverse Rotation: TSG2nSTR1.TSG2nTSF = 1 and TSG2nOPT0.TSG2nIDC = 0)

NOTE

TSG2nOPT0.TSG2nSOC = 0

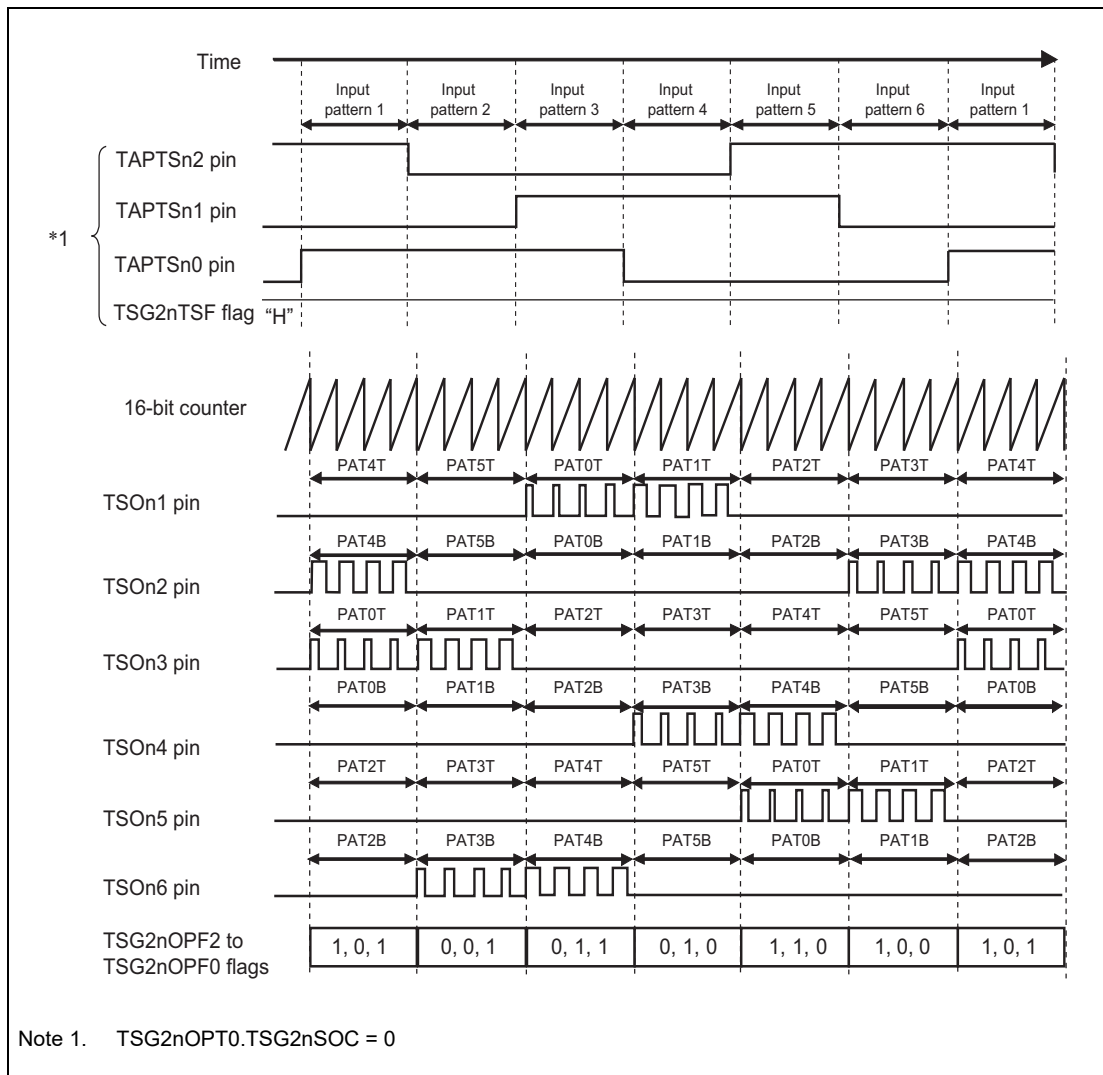


Figure 24.77 Example of Operation in 120-DC Mode (Reverse Rotation: TSG2nSTR1.TSG2nTSG = 1 and TSG2nOPT0.TSG2nIDC = 1)

NOTE

For pattern switch method

24.11.4.6 List of Output Patterns in 120-DC Mode

In 120-DC mode, the output pattern is determined according to the rotation direction and TSG2nOPT0.TSG2nIDC.

- Forward current direction (TSG2nIDC = 0)
Forward pattern order direction (TSG2nTSF = 0 or TSG2nPSC = 0)

The order of pattern switching

Output Pin	TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0/TSG2nSTR1.TSG2nOPF2 to TSG2nOPF0							
	101	100	110	010	011	001	000	111
TSOn1	PAT0T	PAT1T	PAT2T	PAT3T	PAT4T	PAT5T	Low	Low
TSOn2	PAT0B	PAT1B	PAT2B	PAT3B	PAT4B	PAT5B	Low	Low
TSOn3	PAT4T	PAT5T	PAT0T	PAT1T	PAT2T	PAT3T	Low	Low
TSOn4	PAT4B	PAT5B	PAT0B	PAT1B	PAT2B	PAT3B	Low	Low
TSOn5	PAT2T	PAT3T	PAT4T	PAT5T	PAT0T	PAT1T	Low	Low
TSOn6	PAT2B	PAT3B	PAT4B	PAT5B	PAT0B	PAT1B	Low	Low

- Reverse current direction (TSG2nIDC = 1)
Forward pattern order direction (TSG2nTSF = 0 or TSG2nPSC = 0)

The order of pattern switching

Output Pin	TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0/TSG2nSTR1.TSG2nOPF2 to TSG2nOPF0							
	101	100	110	010	011	001	000	111
TSOn1	PAT3T	PAT4T	PAT5T	PAT0T	PAT1T	PAT2T	Low	Low
TSOn2	PAT3B	PAT4B	PAT5B	PAT0B	PAT1B	PAT2B	Low	Low
TSOn3	PAT1T	PAT2T	PAT3T	PAT4T	PAT5T	PAT0T	Low	Low
TSOn4	PAT1B	PAT2B	PAT3B	PAT4B	PAT5B	PAT0B	Low	Low
TSOn5	PAT5T	PAT0T	PAT1T	PAT2T	PAT3T	PAT4T	Low	Low
TSOn6	PAT5B	PAT0B	PAT1B	PAT2B	PAT3B	PAT4B	Low	Low

NOTES

1. PAT0T to PAT5T: PWM output set by TSG2nCMP1W, TSG2nCMP5W, and TSG2nCMP9W
2. PAT0B to PAT5B: PWM output set by TSG2nCMP3W, TSG2nCMP7W, and TSG2nCMP11W

- Forward current direction (TSG2nIDC = 0)
Reverse pattern order direction (TSG2nTSF = 1 or TSG2nPSC = 1)

The order of pattern switching

Output Pin	TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0/TSG2nSTR1.TSG2nOPF2 to TSG2nOPF0							
	101	100	110	010	011	001	000	111
TSOn1	PAT1T	PAT0T	PAT5T	PAT4T	PAT3T	PAT2T	Low	Low
TSOn2	PAT1B	PAT0B	PAT5B	PAT4B	PAT3B	PAT2B	Low	Low
TSOn3	PAT3T	PAT2T	PAT1T	PAT0T	PAT5T	PAT4T	Low	Low
TSOn4	PAT3B	PAT2B	PAT1B	PAT0B	PAT5B	PAT4B	Low	Low
TSOn5	PAT5T	PAT4T	PAT3T	PAT2T	PAT1T	PAT0T	Low	Low
TSOn6	PAT5B	PAT4B	PAT3B	PAT2B	PAT1B	PAT0B	Low	Low

- Reverse current direction (TSG2nIDC = 1)
Reverse pattern order direction (TSG2nTSF = 1 or TSG2nPSC = 1)

The order of pattern switching

Output Pin	TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0/TSG2nSTR1.TSG2nOPF2 to TSG2nOPF0							
	101	100	110	010	011	001	000	111
TSOn1	PAT4T	PAT3T	PAT2T	PAT1T	PAT0T	PAT5T	Low	Low
TSOn2	PAT4B	PAT3B	PAT2B	PAT1B	PAT0B	PAT5B	Low	Low
TSOn3	PAT0T	PAT5T	PAT4T	PAT3T	PAT2T	PAT1T	Low	Low
TSOn4	PAT0B	PAT5B	PAT4B	PAT3B	PAT2B	PAT1B	Low	Low
TSOn5	PAT2T	PAT1T	PAT0T	PAT5T	PAT4T	PAT3T	Low	Low
TSOn6	PAT2B	PAT1B	PAT0B	PAT5B	PAT4B	PAT3B	Low	Low

NOTES

1. PAT0T to PAT5T: PWM output set by TSG2nCMP1W, TSG2nCMP5W, and TSG2nCMP9W
2. PAT0B to PAT5B: PWM output set by TSG2nCMP3W, TSG2nCMP7W, and TSG2nCMP11W

24.11.4.7 Operation Start Timing in 120-DC Mode

When pattern switch control is used, the pattern of the TAPTSn2 to TAPTSn0 pins can be detected but rotation direction (TSG2nSTR1.TSG2nTSF) cannot be determined. Therefore, set the rotation direction in TSG2nPSC when TSG2nTE is 0. The TSG2nPSC set value is loaded to TSG2nTSF, and the value can be used for the initial pattern setting.

- TSG2nOPT0.TSG2nSOC = 0, TSG2nPSC = 0, TSG2nIDC = 0

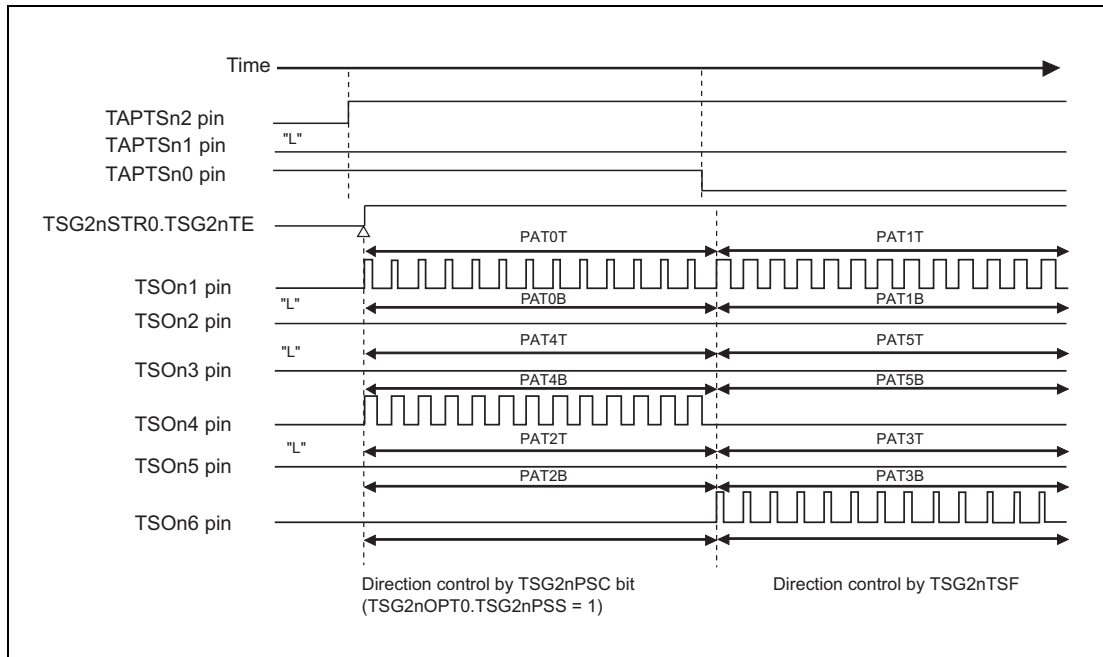


Figure 24.78 Control when Timer Output Starts in Normal Rotation (when Normal Pattern is Input)

- TSG2nOPT0.TSG2nSOC = 0, TSG2nPSC = 1, TSG2nIDC = 1

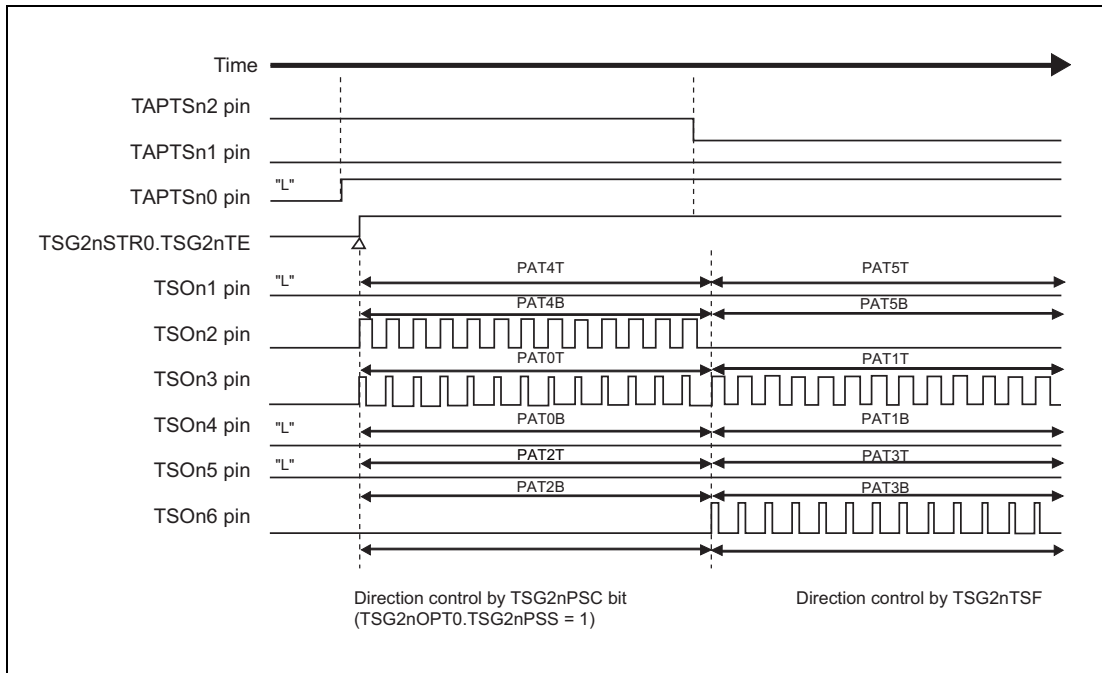


Figure 24.79 Control when Timer Output Starts in Reverse Rotation (when Normal Pattern is Input)

- TSG2nOPT0.TSG2nSOC = 0, TSG2nPSC = 0, TSG2nIDC = 0

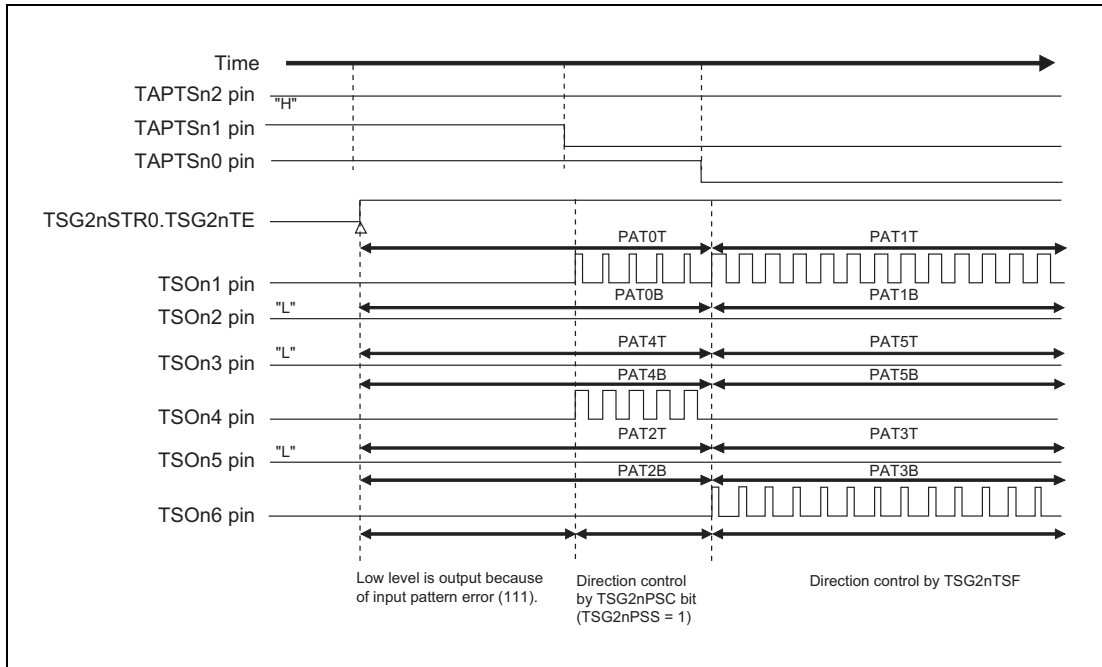


Figure 24.80 Control when Timer Output Starts in Normal Rotation (when Error Pattern is Input)

- TSG2nOPT0.TSG2nSOC = 0, TSG2nPSC = 1, TSG2nIDC = 1

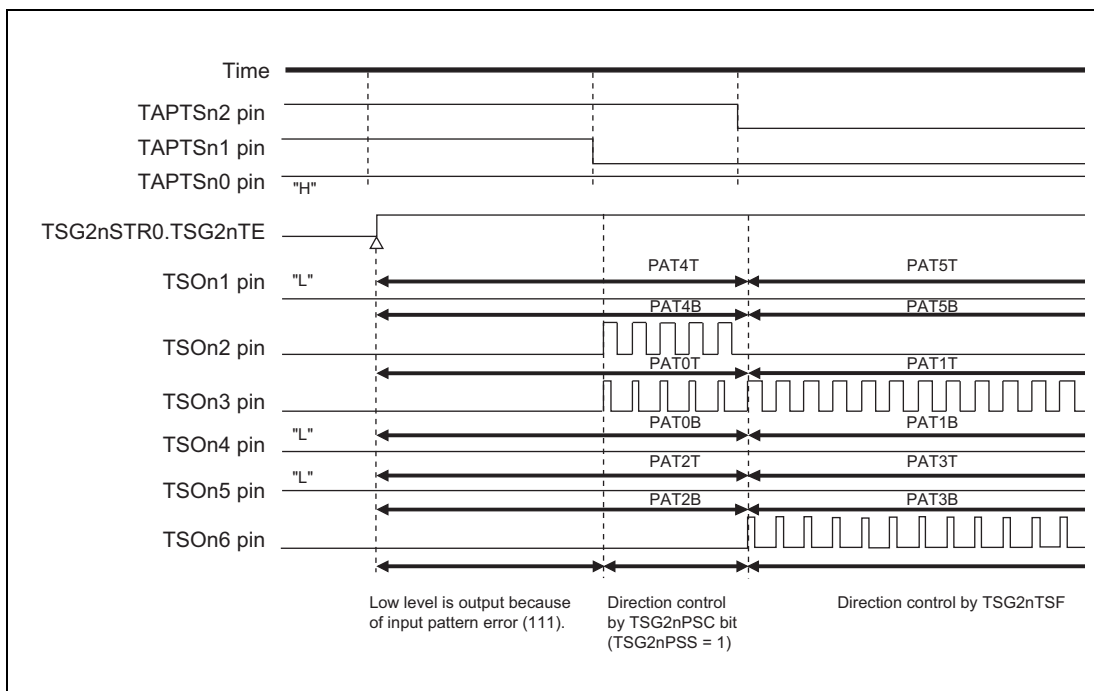


Figure 24.81 Control when Timer Output Starts in Reverse Rotation (when Error Pattern is Input)

24.11.4.8 Output Switch Timing in 120-DC Mode

As shown in **Figure 24.82** to **Figure 24.85**, in 120-DC mode, the external switch timing for output pattern (TAPTSn2 to TAPTSn0 pins) is input irrespective of the 16-bit counter operation. The output is switched to the new pattern by clearing the 16-bit counter using the pattern switch timing signal applied from outside.

In the pattern switch method, if a change in TAPTSn2 to TAPTSn0 pins occurs consecutively within one period, the value edge detected immediately before the period match timing is reflected to PWM output in the following periods.

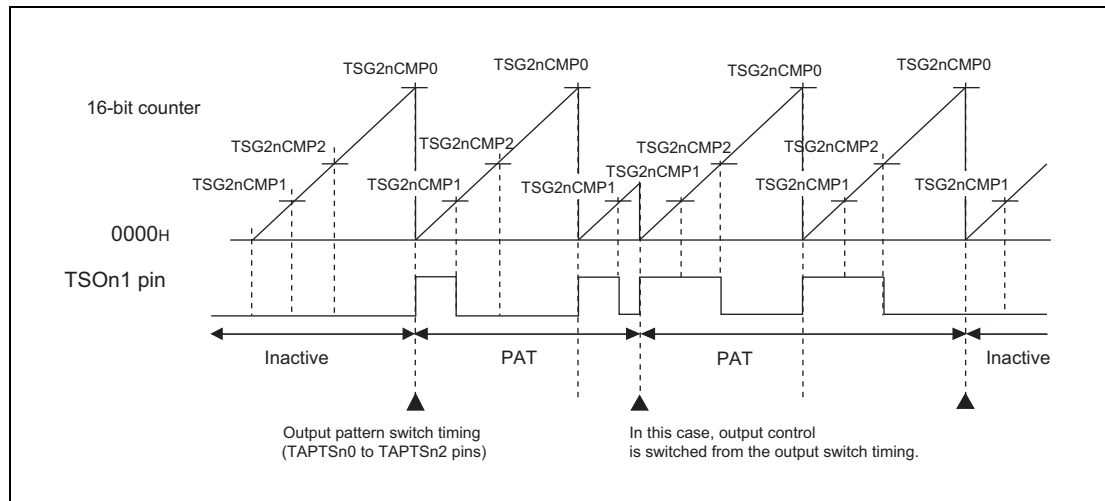


Figure 24.82 Output Switch Example (TAPTSn2 to TAPTSn0 Pins Trigger Input)

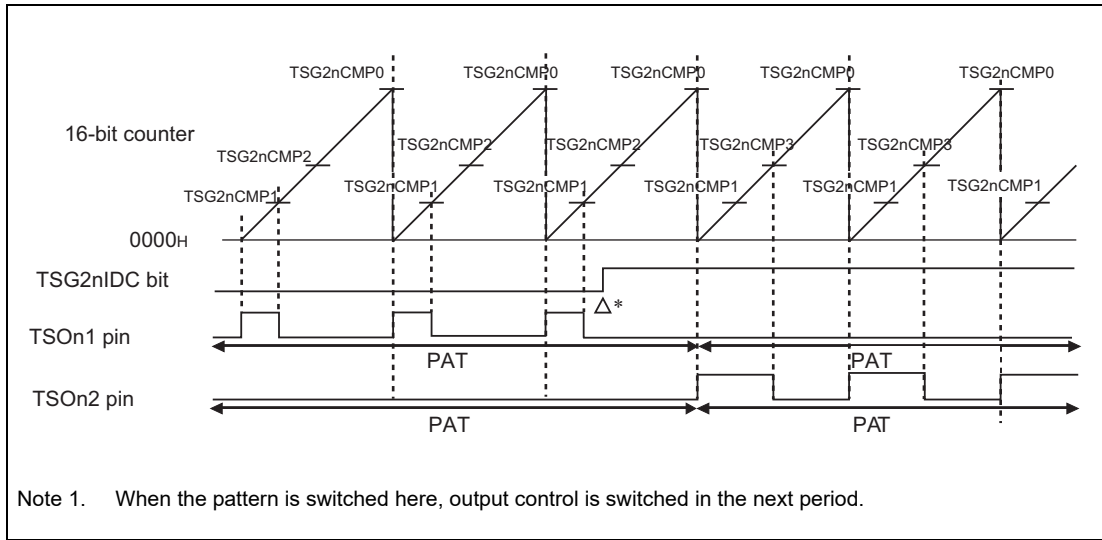


Figure 24.83 Output Switch Example (Switched by TSG2nOPT0.TSG2nIDC)

NOTE

If a change in the TAPTSn2 to TAPTSn0 pins occurs by the time the next period when output control is switched by the TSG2nIDC bit, the 16-bit counter is cleared and output control is switched.

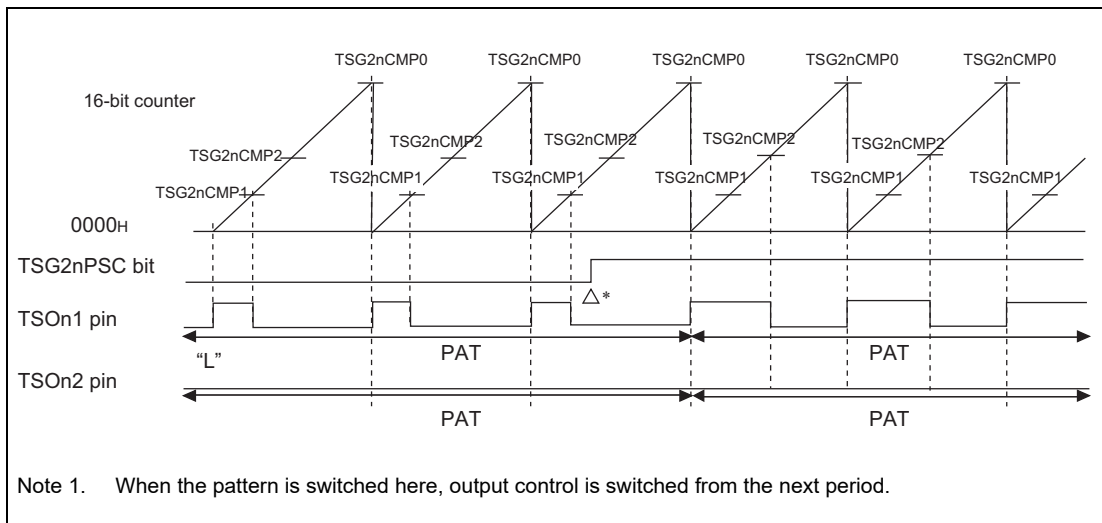


Figure 24.84 Output Switch Example (Switched by TSG2nOPT0.TSG2nPSC)

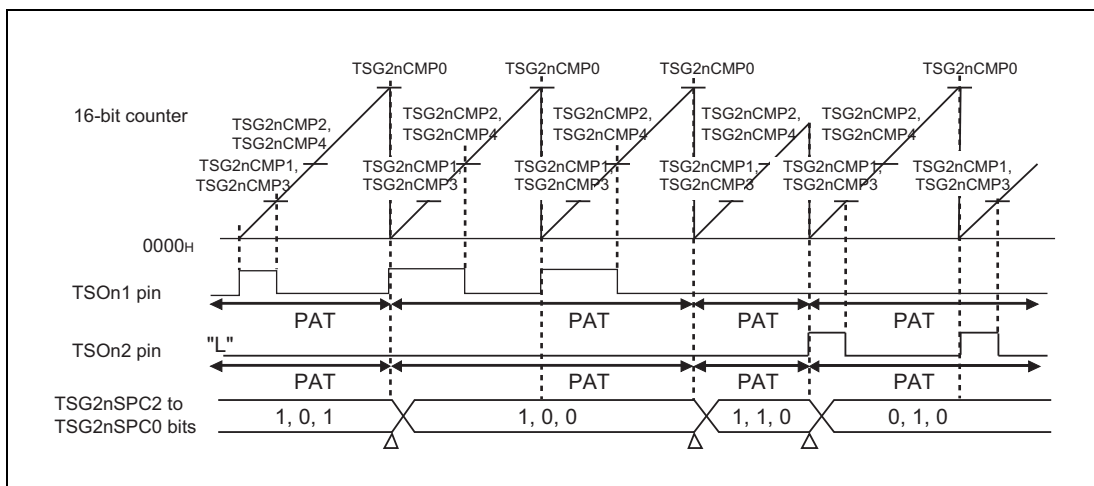


Figure 24.85 Output Switch Example (Switched by TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0)

NOTE

Δ: Write access

24.11.4.9 Compare Register Rewrite Timing in 120-DC Mode

Example of operation when TSG2nCMP1 is reloaded (rewritten simultaneously) is shown below.

Figure 24.86 shows an output example when TSG2nCMP1 is rewritten. After TSG2nCMP1 is changed, data is not transferred to the TSG2nCMP1 buffer register (changed data is not valid) until the next reload timing; therefore, the specified output waveform can be obtained. However, do not write to TSG2nCMP1 again while the reload is suspended (period from when TSG2nCMP1 is changed to when simultaneous rewrite is executed). Be sure to read the reload request flag (TSG2nRSF) to confirm that the flag is 0, and write data to TSG2nCMP1.

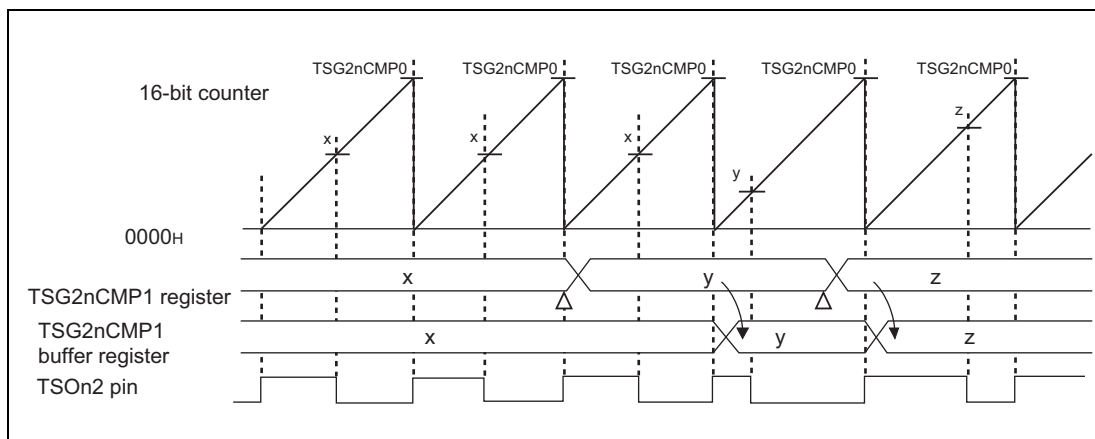


Figure 24.86 Output Example when TSG2nCMP1 is Rewritten

NOTE

Δ: Write access

24.11.4.10 Dead Time Control in 120-DC Mode

In 120-DC mode, the dead time is controlled on falling of each phase, and the dead time is added.

The dead time set in TSG2nDTC1 is inserted on falling of the positive phase, and the dead time set in TSG2nDTC0 is inserted on falling of the inverse phase.

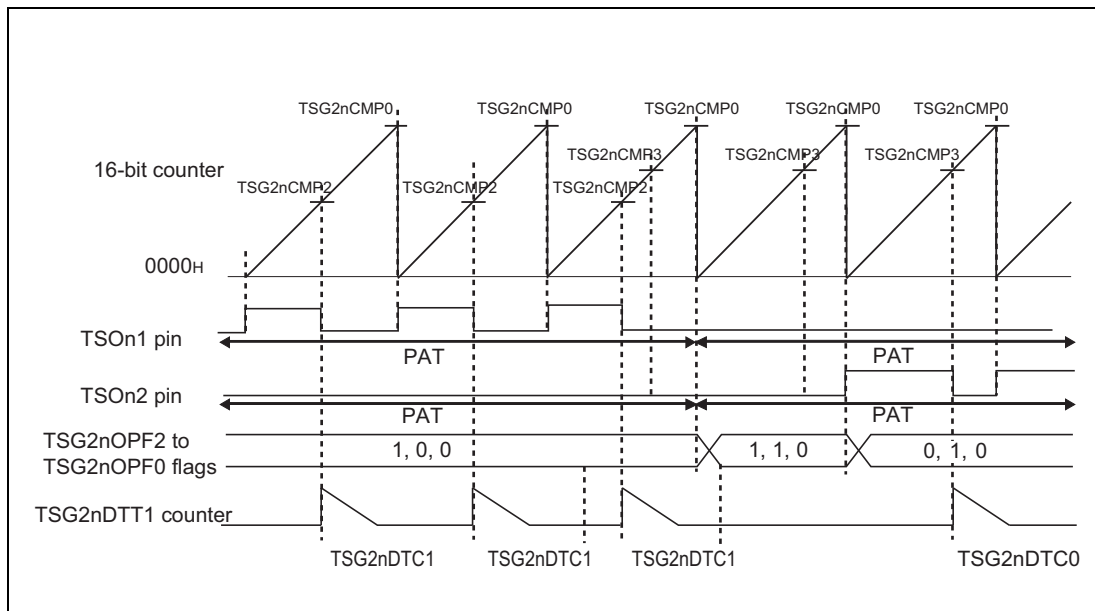


Figure 24.87 Output Switch Example

CAUTION

The dead time control method may affect the timer output. The timer output may not have the specified active level width due to the dead time control under the following conditions:

- When noise is generated on the input pattern in the pattern switch method
- When a change in the input pattern occurs earlier than the PWM period in the pattern switch method
- When switch method is changed
- When the current direction control bit (TSG2nOPT0.TSG2nIDC) is changed
- When the software output control function is used

24.11.4.11 Operation when Noise is Generated in TAPTSn2 to TAPTSn0 Pins in 120-DC Mode

Input to the TAPTSn2 to TAPTSn0 pins is assumed to be the hall sensor signals of the brushless DC motor. Depending on the system, a noise may be generated on the TAPTSn2 to TAPTSn0 pins. Operation when a noise is generated is described below.

For system product design, be sure to insert a noise filter circuit between the hall sensor and the TAPTSn2 to TAPTSn0 pins.

Figure 24.89 shows a case when a noise is generated on the TAPTSn2 to TAPTSn0 pins during operation with the pattern switch method used.

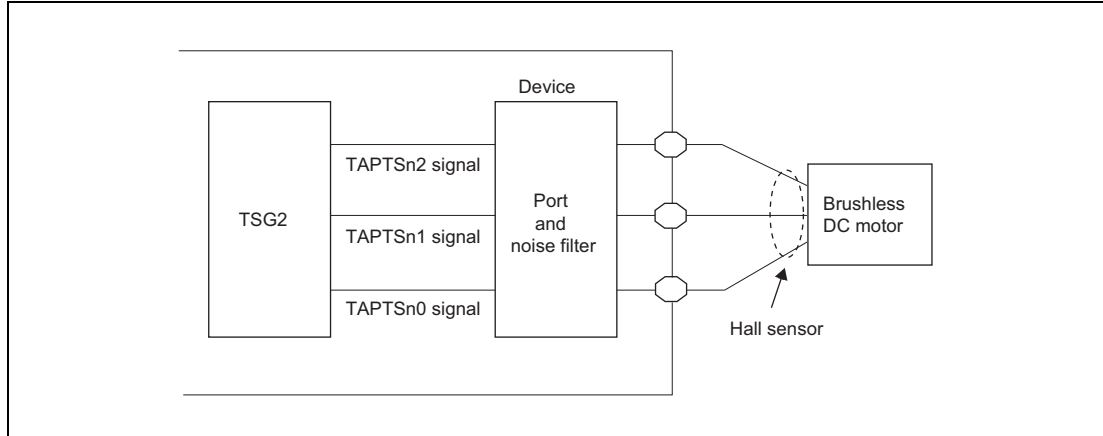


Figure 24.88 Example of Noise Filter Circuit Connection

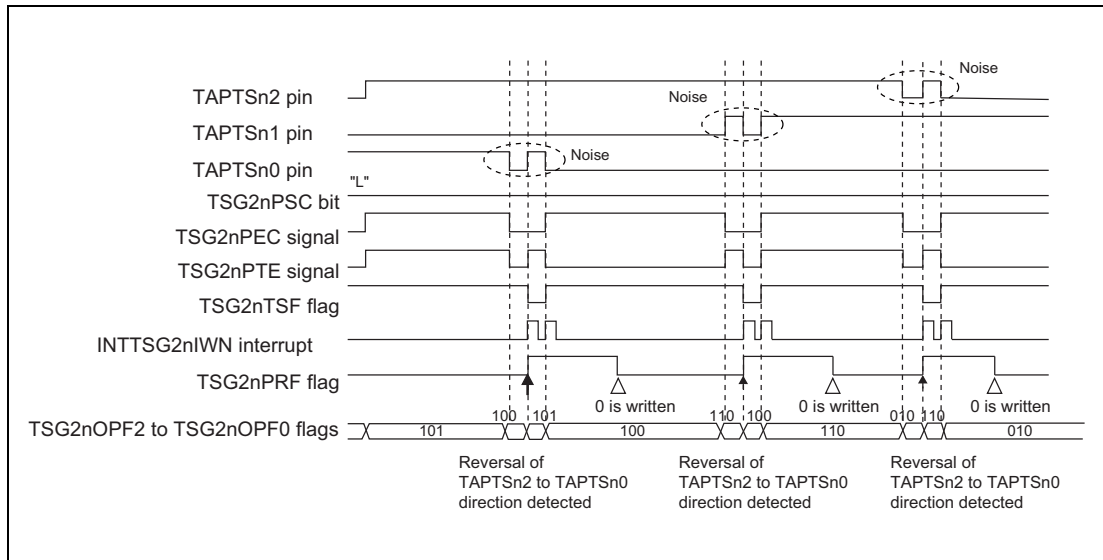


Figure 24.89 Example of Noise Generation at Level Change in TAPTSn2 to TAPTSn0 Pins (Pattern Switch Method)

(1) Change Timing of Input Pattern Change Detection Signal (TSG2nPTE)

- The TSG2nPTE signal toggles when the input pattern (TAPTSn2 to TAPTSn0 pins) changes.

CAUTION

Be sure to specify the rotation direction by TSG2nPSC (TSG2nPSS = 1 in TSG2nOPT0) in TSG2nOPT0.

(when TSG2nPSC = 0)

		TAPTSn2 to TAPTSn0 Pins after Change							
		000	111	101	100	110	010	011	001
Current TAPTSn2 to TAPTSn0 pins	000	—	—	—	—	—	—	—	—
	111	—	—	—	—	—	—	—	—
	101	—	—	—	Toggle	—	—	—	—
	100	—	—	—	—	Toggle	—	—	—
	110	—	—	—	—	—	Toggle	—	—
	010	—	—	—	—	—	—	Toggle	—
	011	—	—	—	—	—	—	—	Toggle
	001	—	—	Toggle	—	—	—	—	—

(when TSG2nPSC = 1)

		TAPTSn2 to TAPTSn0 Pins after Change							
		000	111	101	100	110	010	011	001
Current TAPTSn2 to TAPTSn0 pins	000	—	—	—	—	—	—	—	—
	111	—	—	—	—	—	—	—	—
	101	—	—	—	—	—	—	—	Toggle
	100	—	—	Toggle	—	—	—	—	—
	110	—	—	—	Toggle	—	—	—	—
	010	—	—	—	—	Toggle	—	—	—
	011	—	—	—	—	—	Toggle	—	—
	001	—	—	—	—	—	—	Toggle	—

(2) Change Timing of Three-Phase Encode Signal (TSG2nPEC)

- The TSG2nPEC signal toggles when input pattern (TAPTSn2 to TAPTSn0 pins) changes.

		TAPTSn2 to TAPTSn0 Pins after Change							
		000	111	101	100	110	010	011	001
Current TAPTSn2 to TAPTSn0 Pins	000	—	—	—	—	—	—	—	—
	111	—	—	—	—	—	—	—	—
	101	—	—	—	Toggle	—	—	—	Toggle
	100	—	—	Toggle	—	Toggle	—	—	—
	110	—	—	—	Toggle	—	Toggle	—	—
	010	—	—	—	—	Toggle	—	Toggle	—
	011	—	—	—	—	—	Toggle	—	Toggle
	001	—	—	Toggle	—	—	—	Toggle	—

(3) Change Timing of TSON1 to TSON6 Pins

- When the pattern switch method is used, the output pattern changes when the input signal of the TAPTSn2 to TAPTSn0 pins changes. The output is also switched when two or more pins change simultaneously.

CAUTION

When the input pattern changes to 000 or 111, the TSON1 to TSON6 pins are driven low.

(4) Change Timing of TSG2nTSF Flag

- The TSG2nTSF flag toggles when the input pattern (TAPTSn2 to TAPTSn0 pins) changes.

		TAPTSn2 to TAPTSn0 Pins after Change							
		000	111	101	100	110	010	011	001
Current TAPTSn2 to TAPTSn0 Pins	000	—	—	—	—	—	—	—	—
	111	—	—	—	—	—	—	—	—
	101	—	—	—	0	—	—	—	1
	100	—	—	1	—	0	—	—	—
	110	—	—	—	1	—	0	—	—
	010	—	—	—	—	1	—	0	—
	011	—	—	—	—	—	1	—	0
	001	—	—	0	—	—	—	1	—

(5) Set Timing of TSG2nNDF Flag

- The TSG2nNTF flag is set when two or more pins of the TAPTSn2 to TAPTSn0 pins change simultaneously, and cleared when 1 is written to the TSG2nNDR bit. The TSG2nNDF flag is valid when 1 is set to the TSG2nNDC bit.

(6) Set Timing of TSG2nPRF Flag

- The TSG2nPRF flag is set when the TSG2nTSF flag changes, and cleared when 1 is written to the TSG2nPRR bit. The TSG2nPRF flag is valid when 1 is set to the TSG2nPRC bit.

(7) Set Timing of TSG2nPPEF Flag

- The TSG2nPRF flag is set when 000 or 111 is input to the TAPTSn2 to TAPTSn0 pins, and cleared when 1 is written to the TSG2nPER bit. The TSG2nPPEF flag is valid when the TSG2nPEC bit is set to 1.

24.11.4.12 Basic Control Flow in 120-DC Mode

In 120-DC mode, there are eight control states as listed in **Table 24.73**.

When TSG2nOPT0.TSG2nSTE = 1, the pattern switch method is used for 120-DC control.

This is defined as fixed phase control. The fixed phase control should be performed considering the factors such as delay from the hall sensor and delay from sensor level detection to timer output. However, acceleration or deceleration can be performed simply by changing the PWM duty.

Table 24.73 Timer Control Status

Status	TSG2nTSF in TSG2nSTR1	TSG2nIDC in TSG2nOPT0	Control
A	0	0	Normal rotation, acceleration, and fixed phase
D	0	1	Normal rotation, deceleration, and fixed phase
E	1	1	Reverse rotation, acceleration, and fixed phase
H	1	0	Reverse rotation, deceleration, and fixed phase

Generally, the state, when the motor rotation stops, is assumed to be a state of the start and the control begins. First the fixed phase control is used to rotate the motor from the stopped state.

State transition is shown in **Figure 24.90**.

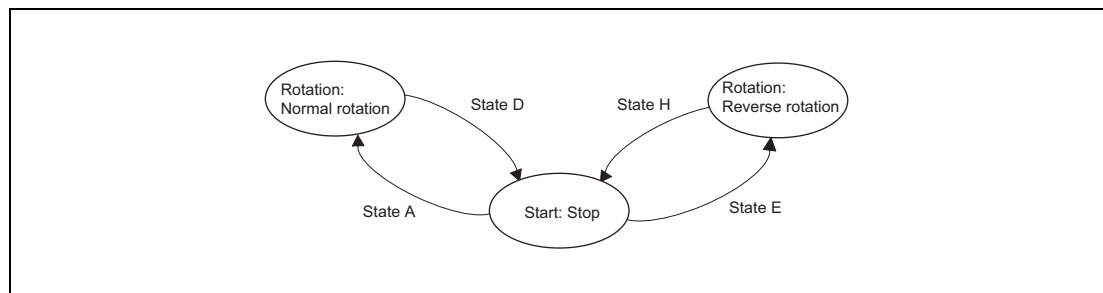


Figure 24.90 State Transition Diagram

24.11.4.13 Software Output Control Function in 120-DC Mode

TSG2nOPT0.TSG2nSOC and TSG2nIDC, and TSG2nOPT1.TSG2nSPC2 to TSG2nSPC0 are used in 120-DC mode for timer output control by software.

As shown in **Figure 24.91**, the output control is switched immediately when TSG2nSOC is set to 1. If the dead time is set, the period of the dead time period is guaranteed. After that, to switch the output control from software output control to 120-DC control, set TSG2nSOC to 0. At this timing, output control is retained. When the reload timing is generated, output control is switched to 120-DC mode.

For details on software output control function, see **Section 24.11.5, Software Output Control Function**.

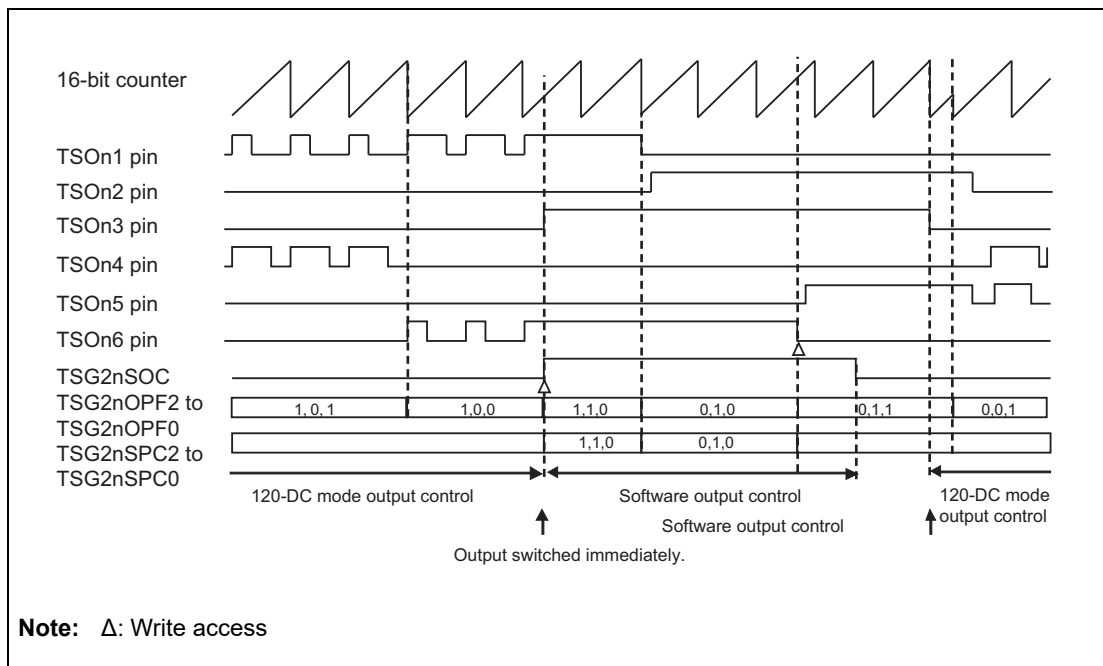


Figure 24.91 Example of Switching from 120-DC Mode to Software Output Control Function

(1) Procedure for Software Output Control

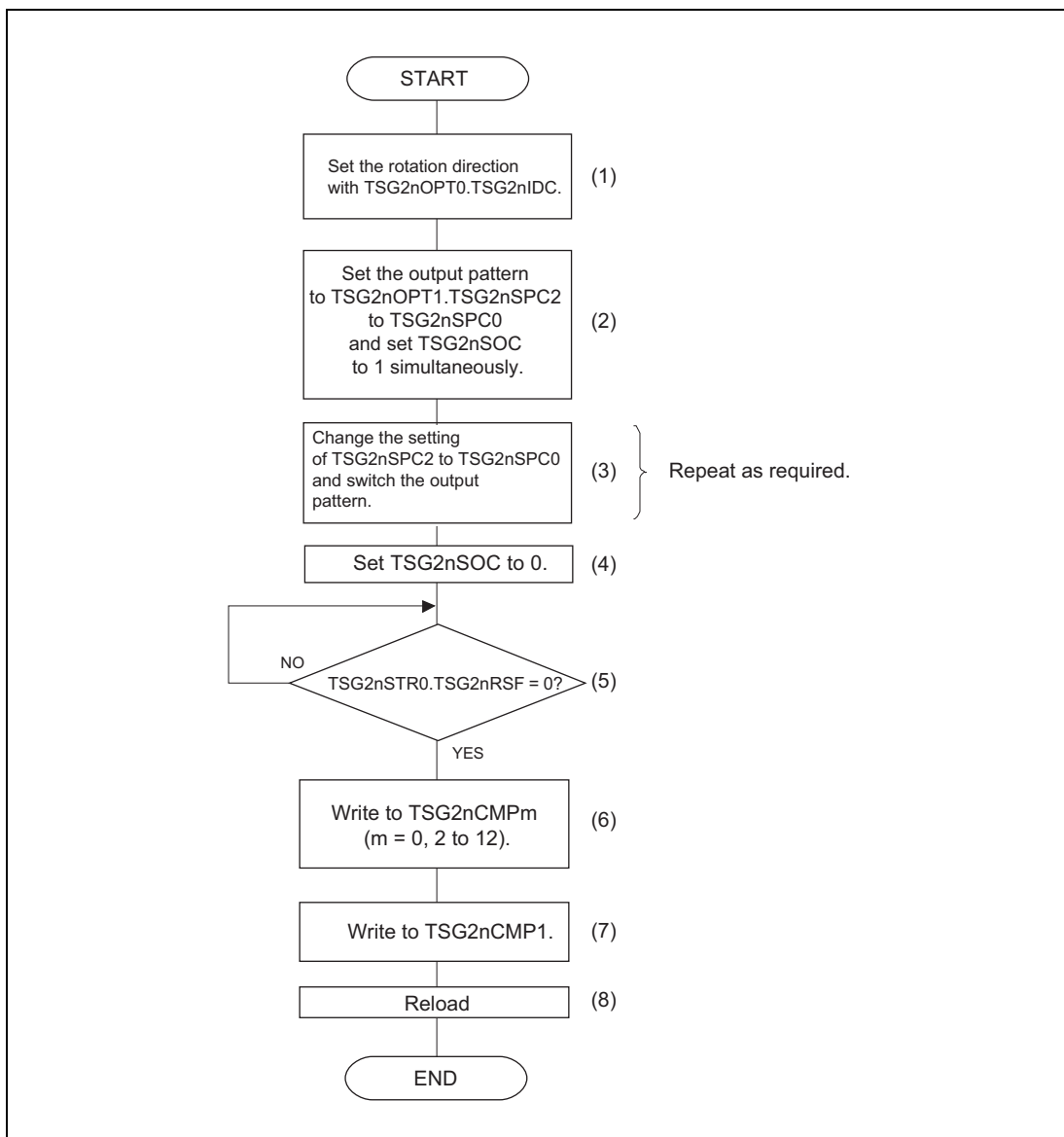


Figure 24.92 Process Flow of Software Output Control

The procedure for software output control is described below.

- (1) Set TSG2nIDC to determine the rotation direction. The phase of the timer output with TSG2nIDC = 0 is different by 180 degrees from that with TSG2nIDC = 1. The timer output does not change if only this bit is rewritten using the software output control function. However, if the period match occurs before step (2), the output pattern of 120-DC control changes. So, schedule so as to prevent the period match from occurring before step (2).
- (2) Set the output pattern to TSG2nSPC2 to TSG2nSPC0. To enable software output control, set TSG2nSOC to 1 simultaneously.
- (3) Change the output pattern setting of TSG2nSPC2 to TSG2nSPC0 to change the timer output. The registers that can be changed during software control are: TSG2nTRG1, TSG2nTT, TSG2nCTL4 to TSG2nCTL6, TSG2nOPT0, TSG2nOPT1, TSG2nCMP0 to TSG2nCMP12, TSG2nDTC0, and TSG2nDTC1.
- (4) Confirm that the reload request flag (TSG2nRSF) = 0. If TSG2nRFS = 1, do not proceed to the following step until TSG2nRSF = 0.
- (5) By setting TSG2nSOC = 0 the software control starts to be released (it is not released here yet).
- (6) After releasing the software output control, set the necessary compare registers. Proceed to the following step when the register setting is not required. Here, change the registers with the reload function.
- (7) Write to TSG2nCMP1 to start reloading.
- (8) Reload is executed and software output is released.

CAUTION

Execute reload after executing steps (4) to (7). When reload cannot be executed, the software output cannot be released.

24.11.5 Software Output Control Function

Software output control function can be used in HT-PWM mode, SP-PWM mode, and 120-DC mode. This function can switch six output patterns for the TSO_n1 to TSO_n6 pins using TSG2_nOPT0.TSG2_nSOC, TSG2_nIDC, and TSG2_nOPT1.TSG2_nSPC2 to TSG2_nSPC0.

When TSG2_nSOC is switched from 0 to 1, the output control method of the TSO_n1 to TSO_n6 pins is switched to the software output control immediately. On the contrast, when TSG2_nSOC is switched from 1 to 0, the software output control is released at the reload timing.

Table 24.74 Register Description on Software Output Control Function

Register	Setting
TSG2 _n OPT0.TSG2 _n SOC	TSG2 _n SOC = 1
TSG2 _n OPT0.TSG2 _n STE	TSG2 _n STE = 0
TSG2 _n OPT1.TSG2 _n SPC2 to TSG2 _n SPC0	Set output patterns listed in Table 24.75 and Table 24.76 .
TSG2 _n OPT0.TSG2 _n IDC	Set output pattern (rotation direction).

Table 24.75 Output Pattern of Software Output Control (TSG2_nOPT0.TSG2_nIDC = 0)

TSG2_nOPT0.TSG2_nSOC = 1, TSG2_nSTE = 0, TSG2_nIDC = 0

Output Pin	TSG2 _n STR1.TSG2 _n OPF2 to TSG2 _n OPF0							
	101	100	110	010	011	001	000	111
TSO _n 1	ACT	ACT	ACT	INACT	INACT	INACT	INACT	ACT
TSO _n 2	INACT	INACT	INACT	ACT	ACT	ACT	ACT	INACT
TSO _n 3	INACT	INACT	ACT	ACT	ACT	INACT	INACT	ACT
TSO _n 4	ACT	ACT	INACT	INACT	INACT	ACT	ACT	INACT
TSO _n 5	ACT	INACT	INACT	INACT	ACT	ACT	INACT	ACT
TSO _n 6	INACT	ACT	ACT	ACT	INACT	INACT	ACT	INACT

Note: ACT: Active level is output.
INACT: Inactive level is output.

Table 24.76 Output Pattern of Software Output Control (TSG2_nOPT0.TSG2_nIDC = 1)

TSG2_nOPT0.TSG2_nSOC = 1, TSG2_nSTE = 0, TSG2_nIDC = 1

Output Pin	TSG2 _n STR1.TSG2 _n OPF2 to TSG2 _n OPF0							
	101	100	110	010	011	001	000	111
TSO _n 1	INACT	INACT	INACT	ACT	ACT	ACT	ACT	INACT
TSO _n 2	ACT	ACT	ACT	INACT	INACT	INACT	INACT	ACT
TSO _n 3	ACT	ACT	INACT	INACT	INACT	ACT	ACT	INACT
TSO _n 4	INACT	INACT	ACT	ACT	ACT	INACT	INACT	ACT
TSO _n 5	INACT	ACT	ACT	ACT	INACT	INACT	ACT	INACT
TSO _n 6	ACT	INACT	INACT	INACT	ACT	ACT	INACT	ACT

Note: ACT: Active level is output.
INACT: Inactive level is output.

Section 25 Timer Option (TAPA)

25.1 Overview

The timer option (TAPA) is for use with the motor control timer (TSG2) to realize a motor system.

- Asynchronous Hi-Z control to deal with pin input

25.1.1 Basic functions

Channel

This product has the following number of channels of timer option modules.

Table 25.1 Channels of Timer Option Modules

Timer Option	
Number of channels	2
Name	TAPAn (n = 2, 3)

Meaning of n

Throughout this section, the individual channels of the timer option function are identified by the index “n”. For example, TAPAnFLG indicates the TAPAn flag registers (n = 2, 3).

Since TAPA0 and 1 are not used in this product, only TAPA2 and TAPA3 are provided.

Register addresses

All TAPAn register addresses are given as offsets from the given base address, <TAPAn_base>. Each of the TAPAn base addresses is listed in the following table.

Table 25.2 Register Base Address

TAPAn	<TAPAn_base> Address
TAPA2	FFE9 2000
TAPA3	FFE9 3000

25.2 Registers

TAPAn (n = 2 and 3) is controlled and operated by means of the following registers.

25.2.1 Registers Overview

The list of TAPAn (n = 2 and 3) registers and the memory addresses are shown below.

The base address is FFE9 2000_H for TAPA2 and FFE9 3000_H for TAPA3.

For the actual addresses, the offset values indicated in the following table are added to the base addresses.

Register Name	Function	R/W	Reset Value	Access Unit			Offset Address
				8	16	32	
TAPAnCTL0	TAPAn control register 0	R/W	0000 _H	—	√	—	0020 _H
TAPAnFLG	TAPAn flag register	R	0000 _H	—	√	—	0000 _H
TAPAnACWE	TAPAn asynchronous control write enable register	R/W	00 _H	√	—	—	0004 _H
TAPAnACTS	TAPAn asynchronous control start trigger register	R/W	00 _H	√	—	—	0008 _H
TAPAnACTT	TAPAn asynchronous control stop trigger register	R/W	00 _H	√	—	—	000C _H
TAPAnOPHS	TAPAn Hi-Z start trigger register	R/W	00 _H	√	—	—	0014 _H
TAPAnOPHT	TAPAn Hi-Z stop trigger register	R/W	00 _H	√	—	—	0018 _H

25.2.2 TAPAnCTL0 — TAPAn Control Register 0

Control register 0 is used to control Hi-Z.

A value in this register can only be rewritten when TAPAnFLG.TAPAnACE = 0.

Access: This register can be read/written in 16-bit units.

Address: <TAPAn_base> + 20_H

Value after reset: 0000_H

This register is initialized by a reset from any source.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	TAPAn DCM	TAPAn DCN	TAPAn DCP	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R

Table 25.3 TAPAnCTL0 Register Contents

Bit Position	Bit Name	Function															
15 to 5	—	Reserved When read, the value after reset is read. When writing, write the value after reset.															
4	TAPAnDCM	Clearing Condition Specification This control bit specifies the condition for clearing of the Hi-Z control outputs. 0: Manipulation of TAPAnOPHT0 is enabled regardless of the TAPATHASIN signal input level. 1: Manipulation of TAPAnOPHT0 is disabled when the TAPATHASIN input signal is at the active level. Manipulation of TAPAnOPHT0 is enabled when the TAPATHASIN signal input is inactive.															
3, 2	TAPAnDCN, TAPAnDCP	Hi-Z Input Edge Selection These control bits specify the effective edge of TAPAnTHASIN. <table border="1" data-bbox="673 1265 1412 1473"> <thead> <tr> <th>TAPAn DCN</th> <th>TAPAn DCP</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Does not detect effective edges</td> </tr> <tr> <td>0</td> <td>1</td> <td>Detects a rising edge as the effective edge (active level = high)</td> </tr> <tr> <td>1</td> <td>0</td> <td>Detects a falling edge as the effective edge (active level = low)</td> </tr> <tr> <td>1</td> <td>1</td> <td>Setting is prohibited.</td> </tr> </tbody> </table>	TAPAn DCN	TAPAn DCP	Description	0	0	Does not detect effective edges	0	1	Detects a rising edge as the effective edge (active level = high)	1	0	Detects a falling edge as the effective edge (active level = low)	1	1	Setting is prohibited.
TAPAn DCN	TAPAn DCP	Description															
0	0	Does not detect effective edges															
0	1	Detects a rising edge as the effective edge (active level = high)															
1	0	Detects a falling edge as the effective edge (active level = low)															
1	1	Setting is prohibited.															
1, 0	—	Reserved When read, the value after reset is read. When writing, write the value after reset.															

25.2.3 TAPAnFLG — TAPAn Flag Register

This flag register is used to control Hi-Z.

Access: This register can be read/written in 16-bit units.

Address: <TAPAn_base> + 00_H

Value after reset: 0000_H
This register is initialized by a reset from any source.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	TAPAnHOF[2:0]			—	—	—	—	—	—	—	TAPAn ACE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 25.4 TAPAnFLG Register Contents

Bit Position	Bit Name	Function
15 to 11	—	Reserved When read, the value after reset is read. When writing, write the value after reset.
10 to 8	TAPAnHOF[2:0]	HZOUT _m Output Monitor (m = 0 to 2) These bits monitor the TAPATHZOUT _{mz} output. 0: The TAPATHZOUT _{mz} output is at the high level. 1: The TAPATHZOUT _{mz} output is at the low level.
7 to 1	—	Reserved When read, the value after reset is read. When writing, write the value after reset.
0	TAPAnACE	Asynchronous Hi-Z Control Enable This bit indicates the state of asynchronous Hi-Z control (TAPATHASIN). 0: Asynchronous Hi-Z control is stopped. 1: Asynchronous Hi-Z control is enabled. The conditions for setting and clearing this bit are as follows. Clearing condition: Writing 1 to TAPAnACTT while TAPAnACWE = 1. Setting condition: Writing 1 to TAPAnACTS while TAPAnACWE = 1.

25.2.4 TAPAnACWE — TAPAn Asynchronous Control Write Enable Register

This register enables writing for asynchronous Hi-Z control.

Access: This register can be read/written in 8-bit units.

Address: <TAPAn_base> + 04_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TAPAn ACWE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 25.5 TAPAnACWE Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, the value after reset is read. When writing, write the value after reset.
0	TAPAnACWE	Asynchronous Control Write Enable This is a write-enable bit for asynchronous Hi-Z control. After 1 has been written to this bit, it is automatically cleared to 0 by writing 1 to TAPAnACTS and TAPAnACTT. 0: Disables writing to TAPAnACTS and TAPAnACTT. 1: Enables writing to TAPAnACTS and TAPAnACTT.

25.2.5 TAPAnACTS — TAPAn Asynchronous Control Start Trigger Register

This register enables the start trigger for asynchronous Hi-Z control.

Access: This register can be read/written in 8-bit units. This register is always read as 00_H.

Address: <TAPAn_base> + 08_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TAPAn ACTS
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 25.6 TAPAnACTS Register Contents

Bit Position	Bit Name	Function
7 to 1	—	When read, the value after reset is read. When writing, write the value after reset.
0	TAPAnACTS	Asynchronous Control Start Trigger This bit enables the start trigger for asynchronous Hi-Z control. The setting of this bit is only valid when TAPAnACWE = 1. 0: Writing 0 to this bit is ignored (no function). 1: Enables asynchronous Hi-Z control if TAPAnACWE = 1.

25.2.6 TAPAnACTT — TAPAn Asynchronous Control Stop Trigger Register

This register enables the stop trigger for asynchronous Hi-Z control.

Access: This register can be read/written in 8-bit units. This register is always read as 00_H.

Address: <TAPAn_base> + 0C_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TAPAn ACTT
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 25.7 TAPAnACTT Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, the value after reset is read. When writing, write the value after reset.
0	TAPAnACTT	Asynchronous Control Stop Trigger This bit enables the stop trigger for asynchronous Hi-Z control. The setting of this bit is only valid when TAPAnACWE = 1. 0: Writing 0 to this bit is ignored (no function). 1: Stops asynchronous Hi-Z control if TAPAnACWE = 1.

25.2.7 TAPAnOPHS — TAPAn Hi-Z Start Trigger Register

This register sets the start trigger for a Hi-Z control signal (TAPATHZOUT0Z).

Access: This register can be read/written in 8-bit units. This register is always read as 00_H.

Address: <TAPAn_base> + 14_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TAPAn OPHS0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 25.8 TAPAnOPHS Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, the value after reset is read. When writing, write the value after reset.
0	TAPAnOPHS0	Hi-Z Control Signal Start Trigger 0 This bit sets the start trigger for a Hi-Z control signal. 0: The read value is always 0 and writing 0 to this bit is ignored. 1: Sets the Hi-Z control signal (TAPATHZOUT0Z) to the low level.

25.2.8 TAPAnOPHT — TAPAn Hi-Z Stop Trigger Register

This register sets the stop trigger for a Hi-Z control signal (TAPATHZOUT0Z).

Access: This register can be read/written in 8-bit units. This register is always read as 00_H.

Address: <TAPAn_base> + 18_H

Value after reset: 00_H
This register is initialized by a reset from any source.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TAPAn OPHT0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 25.9 TAPAnOPHT Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, the value after reset is read. When writing, write the value after reset.
0	TAPAnOPHT0	Hi-Z Control Signal Stop Trigger 0 This bit sets the stop trigger for a Hi-Z control signal. 0: The read value is always 0 and writing 0 to this bit is ignored. 1: Sets a Hi-Z control signal (TAPATHZOUT0Z) to the high level.

25.3 Basic Functions

25.3.1 Hi-Z Control Function

25.3.1.1 Purpose of Hi-Z Control Function

Abnormal operation in timer motor-control under CPU control leads to rotation of the externally connected motor also becoming abnormal. In such a case, this function forcibly sets the motor control output to the Hi-Z state, independently of control by the CPU.

25.3.1.2 Overview of Hi-Z Control Function

The following method is available for controlling Hi-Z.

- Asynchronous input Hi-Z control for pin inputs
 - Controls the Hi-Z control output signals TAPATHZOUT0Z (phase U) asynchronously.

25.3.1.3 Hi-Z Control and Its Operation

Function	Operation
Asynchronous Hi-Z control corresponding to pin input	This function detects pin inputs that are asynchronous and forcibly stops TSO _n 1 to 6 pin output from the corresponding timer module (TSG2) in response. Device outputs become Hi-Z while TAPATHASIN is active and until software sends a stop request.

25.3.2 Asynchronous Hi-Z Control for pin Inputs

25.3.2.1 Basic Operation in Hi-Z Control Asynchronous Inputs

Examples of system configuration are described below.

Hi-Z Control when TAPAnCTL0.TAPAnDCM = 0, TAPAnDCP = 1, and TAPAnDCN = 0

TAPATHZOUT0Z goes to the low level on detection of an effective edge of the asynchronous input (TAPATHASIN).

Output is forcibly stopped (by port control for Hi-Z output) as long as the TAPATHZOUT0Z output is at the low level.

TAPATHZOUT0Z goes to the high level in response to writing 1 to Hi-Z stop trigger 0 (TAPAnOPHT0), regardless of the level of TAPATHASIN.

Hi-Z Control when TAPAnCTL0.TAPAnDCM = 1, TAPAnDCP = 1, TAPAnDCN = 0

TAPATHZOUT0Z goes to the low level in response to detection of an effective edge of the asynchronous input signal (TAPATHASIN).

Output is forcibly stopped (by port control for Hi-Z output) as long as the TAPATHZOUT0Z output is at the low level.

Writing of 1 to Hi-Z stop trigger 0 (TAPAnOPHT0) is ignored as long as the asynchronous input signal (TAPATHASIN) is at the active level (high because TAPAnDCP = 1).

After the asynchronous input signal (TAPATHASIN) is switched to the inactive level (low because TAPAnDCP = 1), TAPATHZOUT0Z goes to the high level when 1 is written to Hi-Z stop trigger 0 (TAPAnOPHT0).

25.3.2.2 Software Operations for Asynchronous Input Hi-Z Control

This module allows software control of the output of Hi-Z control signals.

Hi-Z start trigger 0 (TAPAnOPHS0) and Hi-Z stop trigger 0 (TAPAnOPHT0) are used to control TAPATHZOUT0Z.

Operation of the Hi-Z Start Trigger (TAPAnOPHS)

TAPAnDCM	Operation
0/1	Writing 1 to the TAPAnOPHS0 bit places the TAPATHZOUT0Z signal at the low level.

Operation of the Hi-Z Stop Trigger (TAPAnOPHT) during Hi-Z Control in Response to Asynchronous Input

The Hi-Z stop trigger operates as follows.

TAPAnDCM	Operation
0	Writing 1 to the TAPAnOPHT0 bit places the TAPATHZOUT0Z signal at the high level.
1	If TAPATHASIN is at the inactive level, writing 1 to the TAPAnOPHT0 bit places the TAPATHZOUT0Z signal at the high level. If TAPATHASIN is at the active level, writing of 1 to the TAPAnOPHT0 bit is ignored.

25.3.2.3 Operating Procedure Example for Hi-Z Control in Response to Asynchronous Input

An example of the operating procedure for Hi-Z control in response to asynchronous input is as follows (the table only covers settings for the timer option module because this operation does not depend on timer operations).

	Operation	State of TAPA
Restart operation →	Initial settings Setting in the TAPAnCTL0 register. Set TAPAnDCP and TAPAnDCN (input edge selection). Set TAPAnDCM (clearing mode selection).	Hi-Z control in response to asynchronous input is stopped (TAPAnFLG.TAPAnACE = 0).
	Starting operation Setting in the TAPAnACWE register: Set the TAPAnACWE bit to 1. Setting in the TAPAnACTS register: Set the TAPAnACTS bit to 1.	Writing to the TAPAnACTS bit is enabled. TAPAnFLG.TAPAnACE = 1, enabling Hi-Z control in response to asynchronous input.
	During operation To start Hi-Z control of an output from the timer: – Control is by the TAPAnOPHS0 bit of TAPA – Control is by the Hi-Z input signal (TAPATHASIN) for TAPA To stop Hi-Z control of output from the timer: – Control is by the TAPAnOPHT0 bit of TAPA (if TAPAnDCM = 0) – TAPAnOPHT0 is used if the Hi-Z input signal for TAPA (TAPATHASIN) is at the inactive level (if TAPAnDCM = 1) The state of TAPA operations can be read from the TAPAnFLG register at all times.	On detection of input of the starting edge of the Hi-Z input signal (TAPATHASIN) or setting of the start trigger bit (TAPAnOPHS0 = 1), the Hi-Z controller switches the TAPATHZOUT0Z pin to low-level output. In accord with the operating mode settings in TAPAnDCM, the Hi-Z controller switches the TAPATHZOUT0Z pins to high-level outputs in response to setting of the stop trigger bit (TAPAnOPHT0 = 1).
	Stopping operation Setting in the TAPAnACWE register: Set the TAPAnACWE bit to 1. Setting in the TAPAnACTT register: Set the TAPAnACTT bit to 1.	Writing to the TAPAnACTT bit is enabled. TAPAnFLG.ACE = 0, stopping asynchronous Hi-Z control.

Section 26 Peripheral Interconnection (PIC)

26.1 Timer Synchronization and Port Hi-Z Function

26.1.1 Overview

The peripheral interconnection (PIC1) handles synchronous operation using multiple timers and Hi-Z control of ports by working with TAPA.

Table 26.1 describes the overview of the PIC1 specification.

Table 26.1 PIC1 Specification Overview

Item	Description
Timer synchronization	Realizes simultaneous start of any combination of timers (TSG2n and OSTMn).
Port Hi-Z function	Realizes Hi-Z control of ports by working with TAPA.

26.1.2 Registers

Table 26.2 lists the PIC1-related registers.

For information about restrictions on the individual registers and bits, see the register description in the following sections.

Table 26.2 List of PIC1 registers

<Base: FFDD 0000 _H >		
Register Name	Symbol	Address
Control register EN	PIC1EN	Base + 00 _H
Simultaneous start trigger control register	PIC1SST	Base + 04 _H
Simultaneous start control register 2	PIC1SSER2	Base + 18 _H
Simultaneous start control register 3	PIC1SSER3	Base + 1C _H
Hi-Z output control register 2	PIC1HIZCEN2	Base + 88 _H
Hi-Z output control register 3	PIC1HIZCEN3	Base + 8C _H

26.1.2.1 PIC1EN — Control Register EN

This register is set when the PIC1 function is used.

Access: This register can be read/written in 8-bit units.

Address: <Base> + 00_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PIC1EN0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 26.3 PIC1EN Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When writing to these bits, write 0.
0	PIC1EN0	Enables and disables the PIC1 function. 0: disabled 1: enabled

26.1.2.2 PIC1SST — Simultaneous Start Trigger Control Register 0

The PIC1SST register generates start triggers of the timers for which simultaneous start is enabled.

Access: This register can be read/written in 8-bit units.

Address: <Base> + 04_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SYNCTRG
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 26.4 PIC1SST Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When writing to these bits, write 0.
0	SYNCTRG* ¹	Generates start triggers of the timers for which simultaneous start is enabled. 0: Invalid 1: Generates a trigger of simultaneous start (outputs a pulse of 1-PCLK-cycle).

Note 1. When this bit is read, the result is always 0.

26.1.2.3 PIC1SSER2 — Simultaneous Start Control Register 2

The PIC1SSER2 register permits start triggers of TSG2n. The selected signal is supplied to the TSTSST signal input line of TSG2n (n = 0, 1).

Access: This register can be read/written in 16-bit units.

Address: <Base> + 18_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PIC1SSER209	PIC1SSER208	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Table 26.5 PIC1SSER2 Register Contents

Bit Position	Bit Name	Function
15 to 10	—	Reserved When writing to these bits, write 0.
9	PIC1SSER209	Permits TSG21 simultaneous start triggers. 0: TSG21 simultaneous start triggers are permitted. 1: TSG21 simultaneous start triggers are not permitted.
8	PIC1SSER208	Permits TSG20 simultaneous start triggers. 0: TSG20 simultaneous start triggers are permitted. 1: TSG20 simultaneous start triggers are not permitted.
7 to 0	—	Reserved bit When writing to these bits, write 0.

26.1.2.4 PIC1SSER3 — Simultaneous Start Control Register 3

The PIC1SSER3 register permits start triggers of OSTMn. The selected signal is supplied to the OSTMnTSST signal input line of OSTMn (n = 0 to 2).

Access: This register can be read/written in 16-bit units.

Address: <Base> + 1C_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	PIC1SSER302	PIC1SSER301	PIC1SSER300
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 26.6 PIC1SSER3 Register Contents

Bit Position	Bit Name	Function
15 to 3	—	Reserved When writing to these bits, write 0.
2	PIC1SSER302	Permits OSTM2 simultaneous start triggers. 0: OSTM2 simultaneous start triggers are permitted. 1: OSTM2 simultaneous start triggers are not permitted.
1	PIC1SSER301	Permits OSTM1 simultaneous start triggers. 0: OSTM1 simultaneous start triggers are permitted. 1: OSTM1 simultaneous start triggers are not permitted.
0	PIC1SSER300	Permits OSTM0 simultaneous start triggers. 0: OSTM0 simultaneous start triggers are permitted. 1: OSTM0 simultaneous start triggers are not permitted.

26.1.2.5 PIC1HIZCEN2 — Hi-Z Output Control Register 2

The PIC1HIZCEN2 register selects an input signal for Hi-Z output control. The selected signal is supplied to the TAPATHASIN signal input line of TAPA2.

Access: This register can be read/written in 8-bit units.

Address: <Base> + 88_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	PIC1HIZCEN25	—	PIC1HIZCEN23	—	—	PIC1HIZCEN20
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R	R/W	R	R	R/W

Table 26.7 PIC1HIZCEN2 Register Contents

Bit Position	Bit Name	Function
7, 6	—	Reserved When writing to these bits, write 0.
5	PIC1HIZCEN25	Enables or disables Hi-Z output control by the ERROROUTZ signal. 0: Disabled 1: Enabled
4	—	Reserved When writing to these bits, write 0.
3	PIC1HIZCEN23	Enables or disables Hi-Z output control by the INTTSG20IER signal. 0: Disabled 1: Enabled
2 to 1	—	Reserved When writing to these bits, write 0.
0	PIC1HIZCEN20	Enables or disables Hi-Z output control by input to the ESO02 pin. 0: Disabled 1: Enabled

26.1.2.6 PIC1HIZCEN3 — Hi-Z Output Control Register 3

The PIC1HIZCEN3 register selects an input signal for Hi-Z output control. The selected signal is supplied to the TAPATHASIN signal input line of TAPA3.

Access: This register can be read/written in 8-bit units.

Address: <Base> + 8C_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	PIC1HIZCEN35	PIC1HIZCEN34	—	—	—	PIC1HIZCEN30
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.8 PIC1HIZCEN3 Register Contents

Bit Position	Bit Name	Function
7 to 6	—	Reserved When writing to these bits, write 0.
5	PIC1HIZCEN35	Enables or disables Hi-Z output control by the ERROROUTZ signal. 0: Disabled 1: Enabled
4	PIC1HIZCEN34	Enables or disables Hi-Z output control by the INTTSG21IER signal. 0: Disabled 1: Enabled
3 to 1	—	Reserved When writing to these bits, write 0.
0	PIC1HIZCEN30	Enables or disables Hi-Z output control by input to the ESO3 pin. 0: Disabled 1: Enabled

26.1.3 Operation

26.1.3.1 Timer Synchronization

- (1) An arbitrary combination of timers (TSG2n and OSTMn) that operate the given operating mode is started simultaneously.
- (2) Simultaneous start of the target timers is permitted by setting the corresponding bits of PIC1SSER2 and PIC1SSER3 to 1.
- (3) Writing 1 to the SYNCTRIG bit of PIC1SST0 simultaneously starts the target timers specified in (2).
- (4) Repeating (2) and (3) for the channels that are not yet started allow each of the different target timer groups to be started simultaneously in separate timing.

26.2 Trigger Selection Function (PIC2)

26.2.1 Overview

The trigger selection block (PIC2: Peripheral Interconnection-2) selects triggers for the ADC from among signals from the ATU and APA and signals from other internal modules and for starting and stopping $\Delta\Sigma$ ADC from among internal signals from various timers and other peripheral modules.

Table 26.9 describes the overview of the PIC2 specifications.

Table 26.9 Overview of the PIC2 specifications

Item	Description
ADC trigger selection function (selection from ATU timers, peripheral IPs, and above described sources)	Selects sources from ATU and APA for ADC. Selects an AD trigger from the above selected sources and internal signals from peripheral IPs.
$\Delta\Sigma$ ADC trigger selection	Selects an AD trigger for $\Delta\Sigma$ ADC from ATU and external pins.

26.2.2 Block Diagram

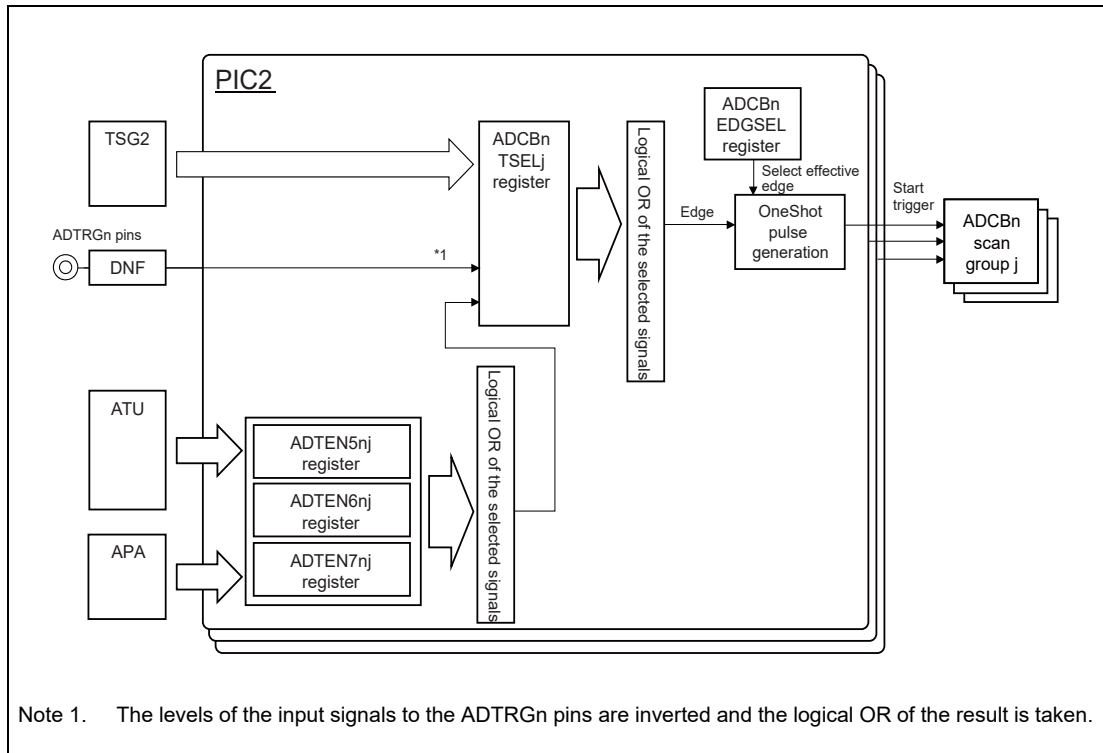


Figure 26.1 Block Diagram of Trigger Selection Function of ADCBn Scan Group j

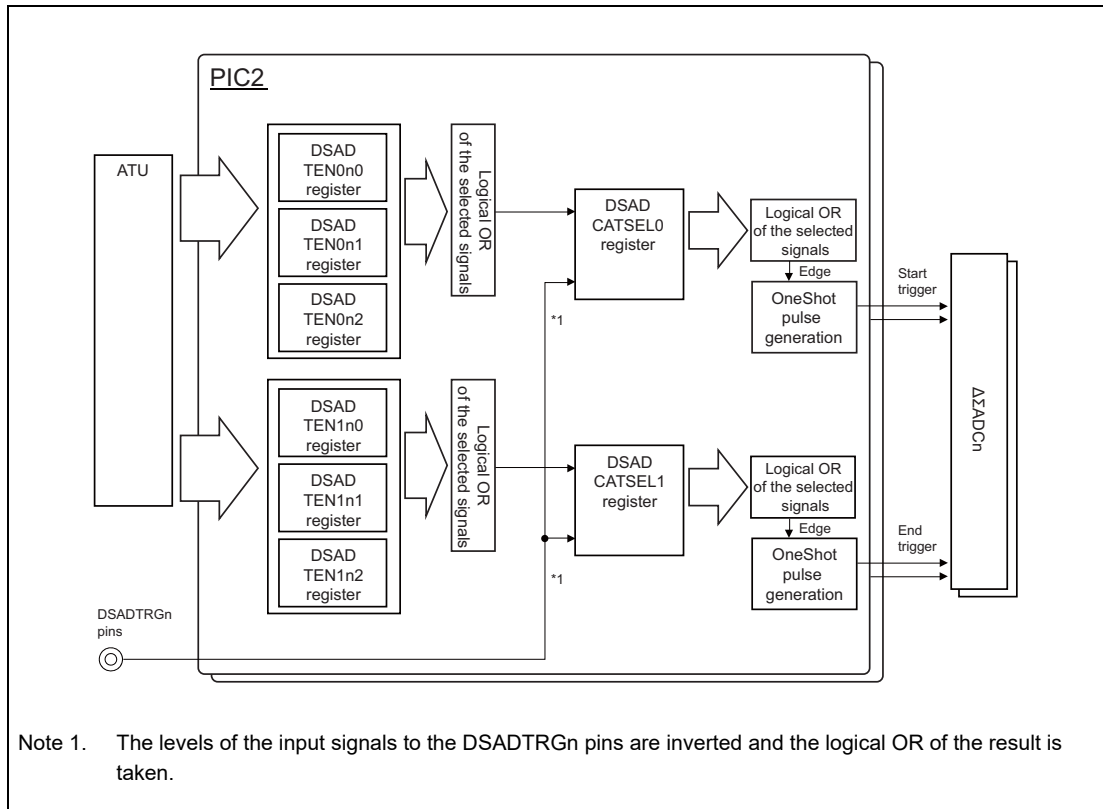


Figure 26.2 Block Diagram of Trigger Selection Function of ΔΣADCn

26.2.3 Register

Table 26.10 lists the registers related to PIC2.

For information about restrictions on the individual registers and bits, see the register description in the following sections.

Table 26.10 List of PIC2 Registers (1/3)

<Base: FFDD 1000 _H >		
Register Name	Symbol	Address
ADC trigger selection control register		
A/D converter 0 trigger selection control register 0	PIC2ADCB0TSEL0	Base + 00 _H
A/D converter 0 trigger selection control register 1	PIC2ADCB0TSEL1	Base + 04 _H
A/D converter 0 trigger selection control register 2	PIC2ADCB0TSEL2	Base + 08 _H
A/D converter 0 trigger selection control register 3	PIC2ADCB0TSEL3	Base + 0C _H
A/D converter 0 trigger selection control register 4	PIC2ADCB0TSEL4	Base + 10 _H
A/D converter 0 trigger edge selection control register	PIC2ADCB0EDGSEL	Base + 1C _H
A/D converter 1 trigger selection control register 0	PIC2ADCB1TSEL0	Base + 20 _H
A/D converter 1 trigger selection control register 1	PIC2ADCB1TSEL1	Base + 24 _H
A/D converter 1 trigger selection control register 2	PIC2ADCB1TSEL2	Base + 28 _H
A/D converter 1 trigger selection control register 3	PIC2ADCB1TSEL3	Base + 2C _H
A/D converter 1 trigger selection control register 4	PIC2ADCB1TSEL4	Base + 30 _H
A/D converter 1 trigger edge selection control register	PIC2ADCB1EDGSEL	Base + 3C _H
AD converter trigger output control register 500	PIC2ADTEN500	Base + 80 _H
AD converter trigger output control register 501	PIC2ADTEN501	Base + 84 _H
AD converter trigger output control register 502	PIC2ADTEN502	Base + 88 _H
AD converter trigger output control register 503	PIC2ADTEN503	Base + 8C _H
AD converter trigger output control register 504	PIC2ADTEN504	Base + 90 _H
AD converter trigger output control register 510	PIC2ADTEN510	Base + 94 _H
AD converter trigger output control register 511	PIC2ADTEN511	Base + 98 _H
AD converter trigger output control register 512	PIC2ADTEN512	Base + 9C _H
AD converter trigger output control register 513	PIC2ADTEN513	Base + A0 _H
AD converter trigger output control register 514	PIC2ADTEN514	Base + A4 _H
AD converter trigger output control register 600	PIC2ADTEN600	Base + A8 _H
AD converter trigger output control register 601	PIC2ADTEN601	Base + AC _H
AD converter trigger output control register 602	PIC2ADTEN602	Base + B0 _H
AD converter trigger output control register 603	PIC2ADTEN603	Base + B4 _H
AD converter trigger output control register 604	PIC2ADTEN604	Base + B8 _H
AD converter trigger output control register 610	PIC2ADTEN610	Base + BC _H
AD converter trigger output control register 611	PIC2ADTEN611	Base + C0 _H
AD converter trigger output control register 612	PIC2ADTEN612	Base + C4 _H
AD converter trigger output control register 613	PIC2ADTEN613	Base + C8 _H
AD converter trigger output control register 614	PIC2ADTEN614	Base + CC _H
A/D converter trigger output control register 700	PIC2ADTEN700	Base + D0 _H
A/D converter trigger output control register 701	PIC2ADTEN701	Base + D4 _H
A/D converter trigger output control register 702	PIC2ADTEN702	Base + D8 _H
A/D converter trigger output control register 703	PIC2ADTEN703	Base + DC _H
A/D converter trigger output control register 704	PIC2ADTEN704	Base + E0 _H

Table 26.10 List of PIC2 Registers (2/3)

<Base: FFDD 1000 _H >		
Register Name	Symbol	Address
A/D converter trigger output control register 710	PIC2ADTEN710	Base + E4 _H
A/D converter trigger output control register 711	PIC2ADTEN711	Base + E8 _H
A/D converter trigger output control register 712	PIC2ADTEN712	Base + EC _H
A/D converter trigger output control register 713	PIC2ADTEN713	Base + F0 _H
A/D converter trigger output control register 714	PIC2ADTEN714	Base + F4 _H
DS-ADC trigger selection control register		
DSADC start trigger output control register 00	PIC2DSADTEN000	Base + 100 _H
DSADC start trigger output control register 01	PIC2DSADTEN001	Base + 104 _H
DSADC start trigger output control register 02	PIC2DSADTEN002	Base + 108 _H
DSADC stop trigger output control register 00	PIC2DSADTEN100	Base + 10C _H
DSADC stop trigger output control register 01	PIC2DSADTEN101	Base + 11C _H
DSADC stop trigger output control register 02	PIC2DSADTEN102	Base + 114 _H
DSADC start trigger output control register 10	PIC2DSADTEN010	Base + 118 _H
DSADC start trigger output control register 11	PIC2DSADTEN011	Base + 11C _H
DSADC start trigger output control register 12	PIC2DSADTEN012	Base + 120 _H
DSADC stop trigger output control register 10	PIC2DSADTEN110	Base + 124 _H
DSADC stop trigger output control register 11	PIC2DSADTEN111	Base + 128 _H
DSADC stop trigger output control register 12	PIC2DSADTEN112	Base + 12C _H
DSADC start trigger output control register 20	PIC2DSADTEN020	Base + 130 _H
DSADC start trigger output control register 21	PIC2DSADTEN021	Base + 134 _H
DSADC start trigger output control register 22	PIC2DSADTEN022	Base + 138 _H
DSADC stop trigger output control register 20	PIC2DSADTEN120	Base + 13C _H
DSADC stop trigger output control register 21	PIC2DSADTEN121	Base + 140 _H
DSADC stop trigger output control register 22	PIC2DSADTEN122	Base + 144 _H
DSADC start trigger output control register 30	PIC2DSADTEN030	Base + 148 _H
DSADC start trigger output control register 31	PIC2DSADTEN031	Base + 14C _H
DSADC start trigger output control register 32	PIC2DSADTEN032	Base + 150 _H
DSADC stop trigger output control register 30	PIC2DSADTEN130	Base + 154 _H
DSADC stop trigger output control register 31	PIC2DSADTEN131	Base + 158 _H
DSADC stop trigger output control register 32	PIC2DSADTEN132	Base + 15C _H
DSADC start trigger output control register 40	PIC2DSADTEN040	Base + 160 _H
DSADC start trigger output control register 41	PIC2DSADTEN041	Base + 164 _H
DSADC start trigger output control register 42	PIC2DSADTEN042	Base + 168 _H
DSADC stop trigger output control register 40	PIC2DSADTEN140	Base + 16C _H
DSADC stop trigger output control register 41	PIC2DSADTEN141	Base + 170 _H
DSADC stop trigger output control register 42	PIC2DSADTEN142	Base + 174 _H
DSADC start trigger output control register 50	PIC2DSADTEN050	Base + 178 _H
DSADC start trigger output control register 51	PIC2DSADTEN051	Base + 17C _H
DSADC start trigger output control register 52	PIC2DSADTEN052	Base + 180 _H
DSADC stop trigger output control register 50	PIC2DSADTEN150	Base + 184 _H
DSADC stop trigger output control register 51	PIC2DSADTEN151	Base + 188 _H
DSADC stop trigger output control register 52	PIC2DSADTEN152	Base + 18C _H
DSADC start trigger output control register 60	PIC2DSADTEN060	Base + 190 _H

Table 26.10 List of PIC2 Registers (3/3)

<Base: FFDD 1000 _H >		
Register Name	Symbol	Address
DSADC start trigger output control register 61	PIC2DSADTEN061	Base + 194 _H
DSADC start trigger output control register 62	PIC2DSADTEN062	Base + 198 _H
DSADC stop trigger output control register 60	PIC2DSADTEN160	Base + 19C _H
DSADC stop trigger output control register 61	PIC2DSADTEN161	Base + 1A0 _H
DSADC stop trigger output control register 62	PIC2DSADTEN162	Base + 1A4 _H
DSADC start trigger output control register 70	PIC2DSADTEN070	Base + 1A8 _H
DSADC start trigger output control register 71	PIC2DSADTEN071	Base + 1AC _H
DSADC start trigger output control register 72	PIC2DSADTEN072	Base + 1B0 _H
DSADC stop trigger output control register 70	PIC2DSADTEN170	Base + 1B4 _H
DSADC stop trigger output control register 71	PIC2DSADTEN171	Base + 1B8 _H
DSADC stop trigger output control register 72	PIC2DSADTEN172	Base + 1BC _H
DSADC converter trigger selection control register 0	PIC2DSADCATSEL0	Base + 1C0 _H
DSADC converter trigger selection control register 1	PIC2DSADCATSEL1	Base + 1C4 _H

26.2.3.1 PIC2ADCBnTSELj — AD Converter n Trigger Selection Control Register j

The PIC2ADCBnTSELj register selects a trigger for ADCBn scan group j (n = 0, 1; j = 0 to 4).

Access: This register can be read/written in 16- or 32-bit units.

Address: <Base> + 00_H (n = 0, j = 0), <Base> + 04_H (n = 0, j = 1),
<Base> + 08_H (n = 0, j = 2), <Base> + 0C_H (n = 0, j = 3),
<Base> + 10_H (n = 0, j = 4), <Base> + 20_H (n = 1, j = 0),
<Base> + 24_H (n = 1, j = 1), <Base> + 28_H (n = 1, j = 2),
<Base> + 2C_H (n = 1, j = 3), <Base> + 30_H (n = 1, j = 4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2AD CBnTSE ELj15	—	—	—	—	—	—	PIC2AD CBnTSE ELj08	PIC2AD CBnTSE ELj07	PIC2AD CBnTSE ELj06	PIC2AD CBnTSE ELj05	PIC2AD CBnTSE ELj04	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Table 26.11 PIC2ADCBnTSELj Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved When writing to these bits, write 0.
15	PIC2ADCBnTSELj15	Selects the trigger selected by the PIC2ADTEN5nj, PIC2ADTEN6nj, or PIC2ADTEN7nj register as a trigger source of ADCBn scan group i. 0: Does not select the trigger selected by register PIC2ADTEN5nj, 6nj, or 7nj. 1: Selects the trigger selected by register PIC2ADTEN5nj, 6nj, or 7nj.
14 to 9	—	Reserved When writing to these bits, write 0.
8	PIC2ADCBnTSELj08	Selects the ADTRGn pin as a trigger source of ADCBn scan group j. 0: The ADTRGn pin is not selected. 1: The ADTRGn pin is selected.
7	PIC2ADCBnTSELj07	Selects TSG21TSTADT1 as a trigger source of ADCBn scan group j. (TSG21 TSTADT1 signal) 0: TSG21TSTADT1 is not selected. 1: TSG21TSTADT1 is selected.
6	PIC2ADCBnTSELj06	Selects TSG21TSTADT0 as a trigger source of ADCBn scan group j. (TSG21 TSTADT0 signal) 0: TSG21TSTADT0 is not selected. 1: TSG21TSTADT0 is selected.
5	PIC2ADCBnTSELj05	Selects TSG20TSTADT1 as a trigger source of ADCBn scan group j. (TSG20 TSTADT1 signal) 0: TSG20TSTADT1 is not selected. 1: TSG20TSTADT1 is selected.
4	PIC2ADCBnTSELj04	Selects TSG20TSTADT0 as a trigger source of ADCBn scan group j. (TSG20 TSTADT0 signal) 0: TSG20TSTADT0 is not selected. 1: TSG20TSTADT0 is selected.
3 to 0	—	Reserved When writing to these bits, write 0.

26.2.3.2 PIC2ADCBnEDGSEL — AD Converter n Trigger Edge Selection Control Register

The PIC2ADCBnEDGSEL register selects an effective edge for the one-shot pulse generation circuit which generates an ADCB trigger.

The ADC external pin trigger is input in negative logic, but it is converted to positive logic for trigger source selection. Since edge detection is made for a trigger source after selection, note that the definition of an edge is reversed for an ADC external pin signal. (Setting 00 enables selection of a falling edge of ADC external pin triggers ADTRG0 and ADTRG1).

Access: This register can be read in 16-bit units.

Address: <Base> + 1C_H (n = 0), <Base> + 3C_H (n = 1)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PIC2ADCBnED GSEL98[9:8]	PIC2ADCBnED GSEL76[7:6]	PIC2ADCBnED GSEL54[5:4]	PIC2ADCBnED GSEL32[3:2]	PIC2ADCBnED GSEL10[1:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.12 PIC2ADCBnEDGSEL Register Contents

Bit Position	Bit Name	Function
15 to 10	—	Reserved When writing to these bits, write 0.
9, 8	PIC2ADCBnED GSEL98[9:8]	Select an effective edge of ADCBn scan group 4. 00: Rising edge is selected. 01: Falling edge is selected. 10: Both edges are selected. 11: — (setting prohibited)
7, 6	PIC2ADCBnED GSEL76[7:6]	Select an effective edge of ADCBn scan group 3. 00: Rising edge is selected. 01: Falling edge is selected. 10: Both edges are selected. 11: — (setting prohibited)
5, 4	PIC2ADCBnED GSEL54[5:4]	Select an effective edge of ADCBn scan group 2. 00: Rising edge is selected. 01: Falling edge is selected. 10: Both edges are selected. 11: — (setting prohibited)
3, 2	PIC2ADCBnED GSEL32[3:2]	Select an effective edge of ADCBn scan group 1. 00: Rising edge is selected. 01: Falling edge is selected. 10: Both edges are selected. 11: — (setting prohibited)
1, 0	PIC2ADCBnED GSEL10[1:0]	Select an effective edge of ADCBn scan group 0. 00: Rising edge is selected. 01: Falling edge is selected. 10: Both edges are selected. 11: — (setting prohibited)

26.2.3.3 PIC2ADTEN5nj — AD Converter Trigger Output Control Register 5nj

The PIC2ADTEN5nj register enables a trigger source from ATU timer C compare match, ATU timer G compare match, and ATU DMA request switch function to be selected as an ADCB trigger (n = 0, 1; j = 0 to 4).

Access: This register can be read/written in 16- or 32-bit units.

Address: <Base> + 80_H (n = 0, j = 0), <Base> + 84_H (n = 0, j = 1),
<Base> + 88_H (n = 0, j = 2), <Base> + 8C_H (n = 0, j = 3),
<Base> + 90_H (n = 0, j = 4), <Base> + 94_H (n = 1, j = 0),
<Base> + 98_H (n = 1, j = 1), <Base> + 9C_H (n = 1, j = 2),
<Base> + A0_H (n = 1, j = 3), <Base> + A4_H (n = 1, j = 4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PIC2ADTEN5nj31	PIC2ADTEN5nj30	PIC2ADTEN5nj29	PIC2ADTEN5nj28	PIC2ADTEN5nj27	PIC2ADTEN5nj26	PIC2ADTEN5nj25	PIC2ADTEN5nj24	PIC2ADTEN5nj23	PIC2ADTEN5nj22	PIC2ADTEN5nj21	PIC2ADTEN5nj20	PIC2ADTEN5nj19	PIC2ADTEN5nj18	PIC2ADTEN5nj17	PIC2ADTEN5nj16
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2ADTEN5nj15	PIC2ADTEN5nj14	PIC2ADTEN5nj13	PIC2ADTEN5nj12	PIC2ADTEN5nj11	PIC2ADTEN5nj10	PIC2ADTEN5nj9	PIC2ADTEN5nj8	—	—	—	—	—	—	—	PIC2ADTEN5nj0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Table 26.13 PIC2ADTEN5nj Register Contents (1/3)

Bit Position	Bit Name	Function
31	PIC2ADTEN5nj31	OCRC73 input capture/compare match interrupt (ATU4 timer C subblock 7 channel 3 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
30	PIC2ADTEN5nj30	OCRC72 input capture/compare match interrupt (ATU4 timer C subblock 7 channel 2 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
29	PIC2ADTEN5nj29	OCRC71 input capture/compare match interrupt (ATU4 timer C subblock 7 channel 1 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
28	PIC2ADTEN5nj28	OCRC70 input capture/compare match interrupt (ATU4 timer C subblock 7 channel 0 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
27	PIC2ADTEN5nj27	OCRC63 input capture/compare match interrupt (ATU4 timer C subblock 6 channel 3 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
26	PIC2ADTEN5nj26	OCRC62 input capture/compare match interrupt (ATU4 timer C subblock 6 channel 2 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
25	PIC2ADTEN5nj25	OCRC61 input capture/compare match interrupt (ATU4 timer C subblock 6 channel 1 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.

Table 26.13 PIC2ADTEN5nj Register Contents (2/3)

Bit Position	Bit Name	Function
24	PIC2ADTEN5nj2 4	OCRC60 input capture/compare match interrupt (ATU4 timer C subblock 6 channel 0 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
23	PIC2ADTEN5nj2 3	OCRC43 input capture/compare match interrupt (ATU4 timer C subblock 4 channel 3 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
22	PIC2ADTEN5nj2 2	OCRC42 input capture/compare match interrupt (ATU4 timer C subblock 4 channel 2 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
21	PIC2ADTEN5nj2 1	OCRC41 input capture/compare match interrupt (ATU4 timer C subblock 4 channel 1 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
20	PIC2ADTEN5nj2 0	OCRC40 input capture/compare match interrupt (ATU4 timer C subblock 4 channel 0 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
19	PIC2ADTEN5nj1 9	OCRC03 input capture/compare match interrupt (ATU4 timer C subblock 0 channel 3 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
18	PIC2ADTEN5nj1 8	OCRC02 input capture/compare match interrupt (ATU4 timer C subblock 0 channel 2 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
17	PIC2ADTEN5nj1 7	OCRC01 input capture/compare match interrupt (ATU4 timer C subblock 0 channel 1 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
16	PIC2ADTEN5nj1 6	OCRC00 input capture/compare match interrupt (ATU4 timer C subblock 0 channel 0 input capture/compare match interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
15	PIC2ADTEN5nj1 5	OCRG7 compare match interrupt (ATU4 timer G subblock 7) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
14	PIC2ADTEN5nj1 4	OCRG6 compare match interrupt (ATU4 timer G subblock 6) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
13	PIC2ADTEN5nj1 3	OCRG5 compare match interrupt (ATU4 timer G subblock 5) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
12	PIC2ADTEN5nj1 2	OCRG4 compare match interrupt (ATU4 timer G subblock 4) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
11	PIC2ADTEN5nj1 1	OCRG3 compare match interrupt (ATU4 timer G subblock 3) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
10	PIC2ADTEN5nj1 0	OCRG2 compare match interrupt (ATU4 timer G subblock 2) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
9	PIC2ADTEN5nj9	OCRG1 compare match interrupt (ATU4 timer G subblock 1) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.

Table 26.13 PIC2ADTEN5nj Register Contents (3/3)

Bit Position	Bit Name	Function
8	PIC2ADTEN5nj8	OCRG0 compare match interrupt (ATU4 timer G subblock 0) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
7 to 1	—	Reserved When writing to these bits, write 0.
0	PIC2ADTEN5nj0	Output signal from the SAR-AD trigger selection circuit for ATU DMA/AD request auto-switching 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.

26.2.3.4 PIC2ADTEN6nj — AD Converter Trigger Output Control Register 6nj

The PIC2ADTEN6nj register enables a trigger source from APA0 interrupt and ATU timer D compare match A to be selected as an ADCB trigger (n = 0, 1; j = 0 to 4).

Access: This register can be read/written in 32-bit units.

Address: <Base> + A8_H (n = 0, j = 0), <Base> + AC_H (n = 0, j = 1),
<Base> + B0_H (n = 0, j = 2), <Base> + B4_H (n = 0, j = 3),
<Base> + B8_H (n = 0, j = 4), <Base> + BC_H (n = 1, j = 0),
<Base> + C0_H (n = 1, j = 1), <Base> + C4_H (n = 1, j = 2),
<Base> + C8_H (n = 1, j = 3), <Base> + CC_H (n = 1, j = 4)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PIC2ADTEN6nj31	PIC2ADTEN6nj30	PIC2ADTEN6nj29	PIC2ADTEN6nj28	—	—	—	—	—	—	—	—	PIC2ADTEN6nj19	PIC2ADTEN6nj18	PIC2ADTEN6nj17	PIC2ADTEN6nj16
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2ADTEN6nj15	PIC2ADTEN6nj14	PIC2ADTEN6nj13	PIC2ADTEN6nj12	PIC2ADTEN6nj11	PIC2ADTEN6nj10	PIC2ADTEN6nj9	PIC2ADTEN6nj8	PIC2ADTEN6nj7	PIC2ADTEN6nj6	PIC2ADTEN6nj5	PIC2ADTEN6nj4	PIC2ADTEN6nj3	PIC2ADTEN6nj2	PIC2ADTEN6nj1	PIC2ADTEN6nj0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.14 PIC2ADTEN6nj Register Contents (1/3)

Bit Position	Bit Name	Function
31	PIC2ADTEN6nj31	APA0 PWM output ch.3 status change interrupt 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
30	PIC2ADTEN6nj30	APA0 PWM output ch.2 status change interrupt 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
29	PIC2ADTEN6nj29	APA0 PWM output ch.1 status change interrupt 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
28	PIC2ADTEN6nj28	APA0 PWM output ch.0 status change interrupt 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
27 to 20	—	Reserved When writing, always write 0.
19	PIC2ADTEN6nj19	OCR1D93 compare match interrupt (ATU4 timer D subblock 9 channel 3 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
18	PIC2ADTEN6nj18	OCR1D92 compare match interrupt (ATU4 timer D subblock 9 channel 2 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
17	PIC2ADTEN6nj17	OCR1D91 compare match interrupt (ATU4 timer D subblock 9 channel 1 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
16	PIC2ADTEN6nj16	OCR1D90 compare match interrupt (ATU4 timer D subblock 9 channel 0 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.

Table 26.14 PIC2ADTEN6nj Register Contents (2/3)

Bit Position	Bit Name	Function
15	PIC2ADTEN6nj1 5	OCR1D63 compare match interrupt (ATU4 timer D subblock 6 channel 3 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
14	PIC2ADTEN6nj1 4	OCR1D62 compare match interrupt (ATU4 timer D subblock 6 channel 2 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
13	PIC2ADTEN6nj1 3	OCR1D61 compare match interrupt (ATU4 timer D subblock 6 channel 1 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
12	PIC2ADTEN6nj1 2	OCR1D60 compare match interrupt (ATU4 timer D subblock 6 channel 0 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
11	PIC2ADTEN6nj1 1	OCR1D43 compare match interrupt (ATU4 timer D subblock 4 channel 3 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
10	PIC2ADTEN6nj1 0	OCR1D42 compare match interrupt (ATU4 timer D subblock 4 channel 2 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
9	PIC2ADTEN6nj9	OCR1D41 compare match interrupt (ATU4 timer D subblock 4 channel 1 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
8	PIC2ADTEN6nj8	OCR1D40 compare match interrupt (ATU4 timer D subblock 4 channel 0 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
7	PIC2ADTEN6nj7	OCR1D23 compare match interrupt (ATU4 timer D subblock 2 channel 3 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
6	PIC2ADTEN6nj6	OCR1D22 compare match interrupt (ATU4 timer D subblock 2 channel 2 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
5	PIC2ADTEN6nj5	OCR1D21 compare match interrupt (ATU4 timer D subblock 2 channel 1 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
4	PIC2ADTEN6nj4	OCR1D20 compare match interrupt (ATU4 timer D subblock 2 channel 0 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
3	PIC2ADTEN6nj3	OCR1D03 compare match interrupt (ATU4 timer D subblock 0 channel 3 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
2	PIC2ADTEN6nj2	OCR1D02 compare match interrupt (ATU4 timer D subblock 0 channel 2 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.

Table 26.14 PIC2ADTEN6nj Register Contents (3/3)

Bit Position	Bit Name	Function
1	PIC2ADTEN6nj1	OCR1D01 compare match interrupt (ATU4 timer D subblock 0 channel 1 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
0	PIC2ADTEN6nj0	OCR1D00 compare match interrupt (ATU4 timer D subblock 0 channel 0 compare match A interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.

26.2.3.5 PIC2ADTEN7nj — A/D Converter Trigger Output Control Register 7nj

The PIC2ADTEN7nj register enables a trigger source from ATU timer D compare match B to be selected as an ADCB trigger ($n = 0, 1; j = 0$ to 4).

Access: This register can be read/written in 32-bit units.

Address: <Base> + D0_H ($n = 0, j = 0$), <Base> + D4_H ($n = 0, j = 1$),
<Base> + D8_H ($n = 0, j = 2$), <Base> + DC_H ($n = 0, j = 3$),
<Base> + E0_H ($n = 0, j = 4$), <Base> + E4_H ($n = 1, j = 0$),
<Base> + E8_H ($n = 1, j = 1$), <Base> + EC_H ($n = 1, j = 2$),
<Base> + F0_H ($n = 1, j = 3$), <Base> + F4_H ($n = 1, j = 4$)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	PIC2AD TEN7nj 19	PIC2AD TEN7nj 18	PIC2AD TEN7nj 17	PIC2AD TEN7nj 16
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2AD TEN7nj 15	PIC2AD TEN7nj 14	PIC2AD TEN7nj 13	PIC2AD TEN7nj 12	PIC2AD TEN7nj 11	PIC2AD TEN7nj 10	PIC2AD TEN7nj 9	PIC2AD TEN7nj 8	PIC2AD TEN7nj 7	PIC2AD TEN7nj 6	PIC2AD TEN7nj 5	PIC2AD TEN7nj 4	PIC2AD TEN7nj 3	PIC2AD TEN7nj 2	PIC2AD TEN7nj 1	PIC2AD TEN7nj 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.15 PIC2ADTEN7nj Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 20	—	Reserved When writing to these bits, write 0.
19	PIC2ADTEN7nj1 9	OCR2D93 compare match interrupt (ATU4 timer D subblock 9 channel 3 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
18	PIC2ADTEN7nj1 8	OCR2D92 compare match interrupt (ATU4 timer D subblock 9 channel 2 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
17	PIC2ADTEN7nj1 7	OCR2D91 compare match interrupt (ATU4 timer D subblock 9 channel 1 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
16	PIC2ADTEN7nj1 6	OCR2D90 compare match interrupt (ATU4 timer D subblock 9 channel 0 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
15	PIC2ADTEN7nj1 5	OCR2D63 compare match interrupt (ATU4 timer D subblock 6 channel 3 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
14	PIC2ADTEN7nj1 4	OCR2D62 compare match interrupt (ATU4 timer D subblock 6 channel 2 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
13	PIC2ADTEN7nj1 3	OCR2D61 compare match interrupt (ATU4 timer D subblock 6 channel 1 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.

Table 26.15 PIC2ADTEN7nj Register Contents (2/2)

Bit Position	Bit Name	Function
12	PIC2ADTEN7nj1 2	OCR2D60 compare match interrupt (ATU4 timer D subblock 6 channel 0 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
11	PIC2ADTEN7nj1 1	OCR2D43 compare match interrupt (ATU4 timer D subblock 4 channel 3 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
10	PIC2ADTEN7nj1 0	OCR2D42 compare match interrupt (ATU4 timer D subblock 4 channel 2 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
9	PIC2ADTEN7nj9	OCR2D41 compare match interrupt (ATU4 timer D subblock 4 channel 1 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
8	PIC2ADTEN7nj8	OCR2D40 compare match interrupt (ATU4 timer D subblock 4 channel 0 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
7	PIC2ADTEN7nj7	OCR2D23 compare match interrupt (ATU4 timer D subblock 2 channel 3 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
6	PIC2ADTEN7nj6	OCR2D22 compare match interrupt (ATU4 timer D subblock 2 channel 2 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
5	PIC2ADTEN7nj5	OCR2D21 compare match interrupt (ATU4 timer D subblock 2 channel 1 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
4	PIC2ADTEN7nj4	OCR2D20 compare match interrupt (ATU4 timer D subblock 2 channel 0 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
3	PIC2ADTEN7nj3	OCR2D03 compare match interrupt (ATU4 timer D subblock 0 channel 3 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
2	PIC2ADTEN7nj2	OCR2D02 compare match interrupt (ATU4 timer D subblock 0 channel 2 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
1	PIC2ADTEN7nj1	OCR2D01 compare match interrupt (ATU4 timer D subblock 0 channel 1 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.
0	PIC2ADTEN7nj0	OCR2D00 compare match interrupt (ATU4 timer D subblock 0 channel 0 compare match B interrupt) 0: Selection of the above signal as an ADCB trigger is disabled. 1: Selection of the above signal as an ADCB trigger is enabled.

26.2.3.6 PIC2DSADTEN0n0 — DSADC Start Trigger Output Control Register n0 (n = 0 to 7)

DSADC start trigger output control register n0 enables a trigger source from ATU timer G compare match to be selected as a trigger for starting $\Delta\Sigma$ ADC.

Access: This register can be read/written in 16-bit units.

Address: <Base> + 100_H (n = 0), <Base> + 118_H (n = 1),
<Base> + 130_H (n = 2), <Base> + 148_H (n = 3),
<Base> + 160_H (n = 4), <Base> + 178_H (n = 5),
<Base> + 190_H (n = 6), <Base> + 1A8_H (n = 7)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2DSADTEN0n015	PIC2DSADTEN0n014	PIC2DSADTEN0n013	PIC2DSADTEN0n012	PIC2DSADTEN0n011	PIC2DSADTEN0n010	PIC2DSADTEN0n009	PIC2DSADTEN0n008	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 26.16 PIC2DSADTEN0n0 Register Contents

Bit Position	Bit Name	Function
15	PIC2DSADTEN0n015	OCRG7 compare match interrupt (ATU4 timer G subblock 7) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
14	PIC2DSADTEN0n014	OCRG6 compare match interrupt (ATU4 timer G subblock 6) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
13	PIC2DSADTEN0n013	OCRG5 compare match interrupt (ATU4 timer G subblock 5) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
12	PIC2DSADTEN0n012	OCRG4 compare match interrupt (ATU4 timer G subblock 4) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
11	PIC2DSADTEN0n011	OCRG3 compare match interrupt (ATU4 timer G subblock 3) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
10	PIC2DSADTEN0n010	OCRG2 compare match interrupt (ATU4 timer G subblock 2) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
9	PIC2DSADTEN0n009	OCRG1 compare match interrupt (ATU4 timer G subblock 1) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
8	PIC2DSADTEN0n008	OCRG0 compare match interrupt (ATU4 timer G subblock 0) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
7 to 0	—	Reserved When writing to these bits, write 0.

26.2.3.7 PIC2DSADTEN0n1 — DSADC Start Trigger Output Control Register n1 (n = 0 to 7)

DSADC start trigger output control register n1 enables a trigger source from ATU timer D compare match A to be selected as a trigger for starting $\Delta\Sigma$ ADC.

Access: This register can be read/written in 32-bit units.

Address: <Base> + 104_H (n = 0), <Base> + 11C_H (n = 1), <Base> + 134_H (n = 2),
<Base> + 14C_H (n = 3), <Base> + 164_H (n = 4), <Base> + 17C_H (n = 5),
<Base> + 194_H (n = 6), <Base> + 1AC_H (n = 7)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	PIC2DSADTEN0n119	PIC2DSADTEN0n118	PIC2DSADTEN0n117	PIC2DSADTEN0n116
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2DSADTEN0n115	PIC2DSADTEN0n114	PIC2DSADTEN0n113	PIC2DSADTEN0n112	PIC2DSADTEN0n111	PIC2DSADTEN0n110	PIC2DSADTEN0n109	PIC2DSADTEN0n108	PIC2DSADTEN0n107	PIC2DSADTEN0n106	PIC2DSADTEN0n105	PIC2DSADTEN0n104	PIC2DSADTEN0n103	PIC2DSADTEN0n102	PIC2DSADTEN0n101	PIC2DSADTEN0n100
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.17 PIC2DSADTEN0n1 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 20	—	Reserved When writing to these bits, write 0.
19	PIC2DSADTEN0n119	OCR1D93 compare match interrupt (ATU4 timer D subblock 9 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
18	PIC2DSADTEN0n118	OCR1D92 compare match interrupt (ATU4 timer D subblock 9 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
17	PIC2DSADTEN0n117	OCR1D91 compare match interrupt (ATU4 timer D subblock 9 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
16	PIC2DSADTEN0n116	OCR1D90 compare match interrupt (ATU4 timer D subblock 9 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
15	PIC2DSADTEN0n115	OCR1D63 compare match interrupt (ATU4 timer D subblock 6 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
14	PIC2DSADTEN0n114	OCR1D62 compare match interrupt (ATU4 timer D subblock 6 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
13	PIC2DSADTEN0n113	OCR1D61 compare match interrupt (ATU4 timer D subblock 6 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.

Table 26.17 PIC2DSADTEN0n1 Register Contents (2/2)

Bit Position	Bit Name	Function
12	PIC2DSADTEN 0n112	OCR1D60 compare match interrupt (ATU4 timer D subblock 6 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
11	PIC2DSADTEN 0n111	OCR1D43 compare match interrupt (ATU4 timer D subblock 4 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
10	PIC2DSADTEN 0n110	OCR1D42 compare match interrupt (ATU4 timer D subblock 4 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
9	PIC2DSADTEN 0n19	OCR1D41 compare match interrupt (ATU4 timer D subblock 4 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
8	PIC2DSADTEN 0n18	OCR1D40 compare match interrupt (ATU4 timer D subblock 4 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
7	PIC2DSADTEN 0n17	OCR1D23 compare match interrupt (ATU4 timer D subblock 2 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
6	PIC2DSADTEN 0n16	OCR1D22 compare match interrupt (ATU4 timer D subblock 2 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
5	PIC2DSADTEN 0n15	OCR1D21 compare match interrupt (ATU4 timer D subblock 2 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
4	PIC2DSADTEN 0n14	OCR1D20 compare match interrupt (ATU4 timer D subblock 2 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
3	PIC2DSADTEN 0n13	OCR1D03 compare match interrupt (ATU4 timer D subblock 0 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
2	PIC2DSADTEN 0n12	OCR1D02 compare match interrupt (ATU4 timer D subblock 0 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
1	PIC2DSADTEN 0n11	OCR1D01 compare match interrupt (ATU4 timer D subblock 0 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
0	PIC2DSADTEN 0n10	OCR1D00 compare match interrupt (ATU4 timer D subblock 0 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.

26.2.3.8 PIC2DSADTEN0n2 — DSADC Start Trigger Output Control Register n2 (n = 0 to 7)

DSADC start trigger output control register n2 enables a trigger source from ATU timer D compare match B to be selected as a trigger for starting $\Delta\Sigma$ ADC.

Access: This register can be read/written in 32-bit units.

Address: <Base> + 108_H (n = 0), <Base> + 120_H (n = 1), <Base> + 138_H (n = 2), <Base> + 150_H (n = 3)
<Base> + 168_H (n = 4), <Base> + 180_H (n = 5), <Base> + 198_H (n = 6), <Base> + 1B0_H (n = 7)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	PIC2DSADTEN0n219	PIC2DSADTEN0n218	PIC2DSADTEN0n217	PIC2DSADTEN0n216
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2DSADTEN0n215	PIC2DSADTEN0n214	PIC2DSADTEN0n213	PIC2DSADTEN0n212	PIC2DSADTEN0n211	PIC2DSADTEN0n210	PIC2DSADTEN0n209	PIC2DSADTEN0n208	PIC2DSADTEN0n207	PIC2DSADTEN0n206	PIC2DSADTEN0n205	PIC2DSADTEN0n204	PIC2DSADTEN0n203	PIC2DSADTEN0n202	PIC2DSADTEN0n201	PIC2DSADTEN0n200
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.18 PIC2DSADTEN0n2 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 20	—	Reserved When writing to these bits, write 0.
19	PIC2DSADTEN0n219	OCR2D93 compare match interrupt (ATU4 timer D subblock 9 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
18	PIC2DSADTEN0n218	OCR2D92 compare match interrupt (ATU4 timer D subblock 9 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
17	PIC2DSADTEN0n217	OCR2D91 compare match interrupt (ATU4 timer D subblock 9 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
16	PIC2DSADTEN0n216	OCR2D90 compare match interrupt (ATU4 timer D subblock 9 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
15	PIC2DSADTEN0n215	OCR2D63 compare match interrupt (ATU4 timer D subblock 6 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
14	PIC2DSADTEN0n214	OCR2D62 compare match interrupt (ATU4 timer D subblock 6 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
13	PIC2DSADTEN0n213	OCR2D61 compare match interrupt (ATU4 timer D subblock 6 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
12	PIC2DSADTEN0n212	OCR2D60 compare match interrupt (ATU4 timer D subblock 6 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.

Table 26.18 PIC2DSADTEN0n2 Register Contents (2/2)

Bit Position	Bit Name	Function
11	PIC2DSADTEN0n211	OCR2D43 compare match interrupt (ATU4 timer D subblock 4 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
10	PIC2DSADTEN0n210	OCR2D42 compare match interrupt (ATU4 timer D subblock 4 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
9	PIC2DSADTEN0n29	OCR2D41 compare match interrupt (ATU4 timer D subblock 4 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
8	PIC2DSADTEN0n28	OCR2D40 compare match interrupt (ATU4 timer D subblock 4 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
7	PIC2DSADTEN0n27	OCR2D23 compare match interrupt (ATU4 timer D subblock 2 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
6	PIC2DSADTEN0n26	OCR2D22 compare match interrupt (ATU4 timer D subblock 2 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
5	PIC2DSADTEN0n25	OCR2D21 compare match interrupt (ATU4 timer D subblock 2 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
4	PIC2DSADTEN0n24	OCR2D20 compare match interrupt (ATU4 timer D subblock 2 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
3	PIC2DSADTEN0n23	OCR2D03 compare match interrupt (ATU4 timer D subblock 0 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
2	PIC2DSADTEN0n22	OCR2D02 compare match interrupt (ATU4 timer D subblock 0 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
1	PIC2DSADTEN0n21	OCR2D01 compare match interrupt (ATU4 timer D subblock 0 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.
0	PIC2DSADTEN0n20	OCR2D00 compare match interrupt (ATU4 timer D subblock 0 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn start trigger is enabled.

26.2.3.9 PIC2DSADTEN1n0 — DSADC Stop Trigger Output Control Register n0 (n = 0 to 7)

DSADC stop trigger output control register n0 enables a trigger source from ATU timer G compare match to be selected as a trigger for stopping $\Delta\Sigma$ ADC.

Access: This register can be read/written in 16-bit units.

Address: <Base> + 10C_H (n = 0), <Base> + 124_H (n = 1), <Base> + 13C_H (n = 2),
<Base> + 154_H (n = 3), <Base> + 16C_H (n = 4), <Base> + 184_H (n = 5),
<Base> + 19C_H (n = 6), <Base> + 1B4_H (n = 7)

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2DSADTEN1n015	PIC2DSADTEN1n014	PIC2DSADTEN1n013	PIC2DSADTEN1n012	PIC2DSADTEN1n011	PIC2DSADTEN1n010	PIC2DSADTEN1n009	PIC2DSADTEN1n008	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 26.19 PIC2DSADTEN1n0 Register Contents

Bit Position	Bit Name	Function
15	PIC2DSADTEN1n015	OCRG7 compare match interrupt (ATU4 timer G subblock 7) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
14	PIC2DSADTEN1n014	OCRG6 compare match interrupt (ATU4 timer G subblock 6) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
13	PIC2DSADTEN1n013	OCRG5 compare match interrupt (ATU4 timer G subblock 5) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
12	PIC2DSADTEN1n012	OCRG4 compare match interrupt (ATU4 timer G subblock 4) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
11	PIC2DSADTEN1n011	OCRG3 compare match interrupt (ATU4 timer G subblock 3) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
10	PIC2DSADTEN1n010	OCRG2 compare match interrupt (ATU4 timer G subblock 2) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
9	PIC2DSADTEN1n009	OCRG1 compare match interrupt (ATU4 timer G subblock 1) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
8	PIC2DSADTEN1n008	OCRG0 compare match interrupt (ATU4 timer G subblock 0) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
7 to 0	—	Reserved When writing to these bits, write 0.

26.2.3.10 PIC2DSADTEN1n1 — DSADC Stop Trigger Output Control Register n1 (n = 0 to 7)

DSADC stop trigger output control register n1 enables a trigger source from ATU timer D compare match A to be selected as a trigger for stopping $\Delta\Sigma$ ADC.

Access: This register can be read/written in 32-bit units.

Address: <Base> + 110_H (n = 0), <Base> + 128_H (n = 1), <Base> + 140_H (n = 2),
<Base> + 158_H (n = 3), <Base> + 170_H (n = 4), <Base> + 188_H (n = 5),
<Base> + 1A0_H (n = 6), <Base> + 1B8_H (n = 7)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	PIC2DSADTEN1n119	PIC2DSADTEN1n118	PIC2DSADTEN1n117	PIC2DSADTEN1n116
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2DSADTEN1n115	PIC2DSADTEN1n114	PIC2DSADTEN1n113	PIC2DSADTEN1n112	PIC2DSADTEN1n111	PIC2DSADTEN1n110	PIC2DSADTEN1n109	PIC2DSADTEN1n108	PIC2DSADTEN1n107	PIC2DSADTEN1n106	PIC2DSADTEN1n105	PIC2DSADTEN1n104	PIC2DSADTEN1n103	PIC2DSADTEN1n102	PIC2DSADTEN1n101	PIC2DSADTEN1n100
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.20 PIC2DSADTEN1n1 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 20	—	Reserved When writing to these bits, write 0.
19	PIC2DSADTEN1n119	OCR1D93 compare match interrupt (ATU4 timer D subblock 9 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
18	PIC2DSADTEN1n118	OCR1D92 compare match interrupt (ATU4 timer D subblock 9 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
17	PIC2DSADTEN1n117	OCR1D91 compare match interrupt (ATU4 timer D subblock 9 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
16	PIC2DSADTEN1n116	OCR1D90 compare match interrupt (ATU4 timer D subblock 9 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
15	PIC2DSADTEN1n115	OCR1D63 compare match interrupt (ATU4 timer D subblock 6 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
14	PIC2DSADTEN1n114	OCR1D62 compare match interrupt (ATU4 timer D subblock 6 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
13	PIC2DSADTEN1n113	OCR1D61 compare match interrupt (ATU4 timer D subblock 6 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.

Table 26.20 PIC2DSADTEN1n1 Register Contents (2/2)

Bit Position	Bit Name	Function
12	PIC2DSADTEN1n112	OCR1D60 compare match interrupt (ATU4 timer D subblock 6 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
11	PIC2DSADTEN1n111	OCR1D43 compare match interrupt (ATU4 timer D subblock 4 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
10	PIC2DSADTEN1n110	OCR1D42 compare match interrupt (ATU4 timer D subblock 4 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
9	PIC2DSADTEN1n19	OCR1D41 compare match interrupt (ATU4 timer D subblock 4 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
8	PIC2DSADTEN1n18	OCR1D40 compare match interrupt (ATU4 timer D subblock 4 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
7	PIC2DSADTEN1n17	OCR1D23 compare match interrupt (ATU4 timer D subblock 2 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
6	PIC2DSADTEN1n16	OCR1D22 compare match interrupt (ATU4 timer D subblock 2 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
5	PIC2DSADTEN1n15	OCR1D21 compare match interrupt (ATU4 timer D subblock 2 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
4	PIC2DSADTEN1n14	OCR1D20 compare match interrupt (ATU4 timer D subblock 2 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
3	PIC2DSADTEN1n13	OCR1D03 compare match interrupt (ATU4 timer D subblock 0 channel 3 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
2	PIC2DSADTEN1n12	OCR1D02 compare match interrupt (ATU4 timer D subblock 0 channel 2 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
1	PIC2DSADTEN1n11	OCR1D01 compare match interrupt (ATU4 timer D subblock 0 channel 1 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
0	PIC2DSADTEN1n10	OCR1D00 compare match interrupt (ATU4 timer D subblock 0 channel 0 compare match A interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.

26.2.3.11 PIC2DSADTEN1n2 — DSADC Stop Trigger Output Control Register n2 (n = 0 to 7)

DSADC stop trigger output control register n2 enables a trigger source from ATU timer D compare match B to be selected as a trigger for stopping $\Delta\Sigma$ ADC.

Access: This register can be read/written in 32-bit units.

Address: <Base> + 114_H (n = 0), <Base> + 12C_H (n = 1), <Base> + 144_H (n = 2), <Base> + 15C_H (n = 3)
<Base> + 174_H (n = 4), <Base> + 18C_H (n = 5), <Base> + 1A4_H (n = 6), <Base> + 1BC_H (n = 7)

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	PIC2DSADTEN1n219	PIC2DSADTEN1n218	PIC2DSADTEN1n217	PIC2DSADTEN1n216
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC2DSADTEN1n215	PIC2DSADTEN1n214	PIC2DSADTEN1n213	PIC2DSADTEN1n212	PIC2DSADTEN1n211	PIC2DSADTEN1n210	PIC2DSADTEN1n209	PIC2DSADTEN1n208	PIC2DSADTEN1n207	PIC2DSADTEN1n206	PIC2DSADTEN1n205	PIC2DSADTEN1n204	PIC2DSADTEN1n203	PIC2DSADTEN1n202	PIC2DSADTEN1n201	PIC2DSADTEN1n200
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.21 PIC2DSADTEN1n2 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 20	—	Reserved When writing to these bits, write 0.
19	PIC2DSADTEN1n219	OCR2D93 compare match interrupt (ATU4 timer D subblock 9 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
18	PIC2DSADTEN1n218	OCR2D92 compare match interrupt (ATU4 timer D subblock 9 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
17	PIC2DSADTEN1n217	OCR2D91 compare match interrupt (ATU4 timer D subblock 9 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
16	PIC2DSADTEN1n216	OCR2D90 compare match interrupt (ATU4 timer D subblock 9 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
15	PIC2DSADTEN1n215	OCR2D63 compare match interrupt (ATU4 timer D subblock 6 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
14	PIC2DSADTEN1n214	OCR2D62 compare match interrupt (ATU4 timer D subblock 6 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
13	PIC2DSADTEN1n213	OCR2D61 compare match interrupt (ATU4 timer D subblock 6 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
12	PIC2DSADTEN1n212	OCR2D60 compare match interrupt (ATU4 timer D subblock 6 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.

Table 26.21 PIC2DSADTEN1n2 Register Contents (2/2)

Bit Position	Bit Name	Function
11	PIC2DSADTEN1n211	OCR2D43 compare match interrupt (ATU4 timer D subblock 4 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
10	PIC2DSADTEN1n210	OCR2D42 compare match interrupt (ATU4 timer D subblock 4 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
9	PIC2DSADTEN1n29	OCR2D41 compare match interrupt (ATU4 timer D subblock 4 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
8	PIC2DSADTEN1n28	OCR2D40 compare match interrupt (ATU4 timer D subblock 4 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
7	PIC2DSADTEN1n27	OCR2D23 compare match interrupt (ATU4 timer D subblock 2 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
6	PIC2DSADTEN1n26	OCR2D22 compare match interrupt (ATU4 timer D subblock 2 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
5	PIC2DSADTEN1n25	OCR2D21 compare match interrupt (ATU4 timer D subblock 2 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
4	PIC2DSADTEN1n24	OCR2D20 compare match interrupt (ATU4 timer D subblock 2 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
3	PIC2DSADTEN1n23	OCR2D03 compare match interrupt (ATU4 timer D subblock 0 channel 3 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
2	PIC2DSADTEN1n22	OCR2D02 compare match interrupt (ATU4 timer D subblock 0 channel 2 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
1	PIC2DSADTEN1n21	OCR2D01 compare match interrupt (ATU4 timer D subblock 0 channel 1 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.
0	PIC2DSADTEN1n20	OCR2D00 compare match interrupt (ATU4 timer D subblock 0 channel 0 compare match B interrupt) 0: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is disabled. 1: Selection of the above signal as a $\Delta\Sigma$ ADCn end trigger is enabled.

26.2.3.12 PIC2DSADCATSEL0 — DSADC Trigger Selection Control Register 0

DSADC trigger selection control register 0 selects a trigger for starting DSADC_j (j = 0 to 7).

Access: This register can be read/written in 16-bit units.

Address: <Base> + 1C0_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO	DSADC ATSELO
	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.22 PIC2DSADCATSEL0 Register Contents (1/2)

Bit Position	Bit Name	Function
15	DSADCATSEL0 15	Selects the DSADTRG7 pin as a trigger source for starting DSADC7. 0: DSADTRG7 is not selected. 1: DSADTRG7 is selected.
14	DSADCATSEL0 14	Selects the trigger selected by DSADC start trigger output control register 7j (j = 0 to 2) as a trigger source for starting DSADC7. 0: Does not select the trigger selected by register PIC2DSADTEN07j. 1: Selects the trigger selected by register PIC2DSADTEN07j.
13	DSADCATSEL0 13	Selects the DSADTRG6 pin as a trigger source for starting DSADC6. 0: DSADTRG6 is not selected. 1: DSADTRG6 is selected.
12	DSADCATSEL0 12	Selects the trigger selected by DSADC start trigger output control register 6j (j = 0 to 2) as a trigger source for starting DSADC6. 0: Does not select the trigger selected by register PIC2DSADTEN06j. 1: Selects the trigger selected by register PIC2DSADTEN06j.
11	DSADCATSEL0 11	Selects the DSADTRG5 pin as a trigger source for starting DSADC5. 0: DSADTRG5 is not selected. 1: DSADTRG5 is selected.
10	DSADCATSEL0 10	Selects the trigger selected by DSADC start trigger output control register 5j (j = 0 to 2) as a trigger source for starting DSADC5. 0: Does not select the trigger selected by register PIC2DSADTEN05j. 1: Selects the trigger selected by register PIC2DSADTEN05j.
9	DSADCATSEL0 09	Selects the DSADTRG4 pin as a trigger source for starting DSADC4. 0: DSADTRG4 is not selected. 1: DSADTRG4 is selected.
8	DSADCATSEL0 08	Selects the trigger selected by DSADC start trigger output control register 4j (j = 0 to 2) as a trigger source for starting DSADC4. 0: Does not select the trigger selected by register PIC2DSADTEN04j. 1: Selects the trigger selected by register PIC2DSADTEN04j.
7	DSADCATSEL0 07	Selects the DSADTRG3 pin as a trigger source for starting DSADC3. 0: DSADTRG3 is not selected. 1: DSADTRG3 is selected.
6	DSADCATSEL0 06	Selects the trigger selected by DSADC start trigger output control register 3j (j = 0 to 2) as a trigger source for starting DSADC3. 0: Does not select the trigger selected by register PIC2DSADTEN03j. 1: Selects the trigger selected by register PIC2DSADTEN03j.
5	DSADCATSEL0 05	Selects the DSADTRG2 pin as a trigger source for starting DSADC2. 0: DSADTRG2 is not selected. 1: DSADTRG2 is selected.
4	DSADCATSEL0 04	Selects the trigger selected by DSADC start trigger output control register 2j (j = 0 to 2) as a trigger source for starting DSADC2. 0: Does not select the trigger selected by register PIC2DSADTEN02j. 1: Selects the trigger selected by register PIC2DSADTEN02j.

Table 26.22 PIC2DSADCATSEL0 Register Contents (2/2)

Bit Position	Bit Name	Function
3	DSADCATSEL003	Selects the DSADTRG1 pin as a trigger source for starting DSADC1. 0: DSADTRG1 is not selected. 1: DSADTRG1 is selected.
2	DSADCATSEL002	Selects the trigger selected by DSADC start trigger output control register 1j (j = 0 to 2) as a trigger source for starting DSADC1. 0: Does not select the trigger selected by register PIC2DSADTEN01j. 1: Selects the trigger selected by register PIC2DSADTEN01j.
1	DSADCATSEL001	Selects the DSADTRG0 pin as a trigger source for starting DSADC0. 0: DSADTRG0 is not selected. 1: DSADTRG0 is selected.
0	DSADCATSEL000	Selects the trigger selected by DSADC start trigger output control register 0j (j = 0 to 2) as a trigger source for starting DSADC0. 0: Does not select the trigger selected by register PIC2DSADTEN00j. 1: Selects the trigger selected by register PIC2DSADTEN00j.

26.2.3.13 PIC2DSADCATSEL1 — DSADC Trigger Selection Control Register 1

DSADC trigger selection control register 1 selects a trigger for stopping DSADC_j (j = 0 to 7).

Access: This register can be read/written in 16-bit units.

Address: <Base> + 1C4_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1	DSADC ATSEL1
	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 26.23 PIC2DSADCATSEL1 Register Contents (1/2)

Bit Position	Bit Name	Function
15	DSADCATSEL1 15	Selects the DSADTRG7 pin as a trigger source for stopping DSADC7. 0: DSADTRG7 is not selected. 1: DSADTRG7 is selected.
14	DSADCATSEL1 14	Selects the trigger selected by DSADC stop trigger output control register 7j (j = 0 to 2) as a trigger source for stopping DSADC7. 0: Does not select the trigger selected by register PIC2DSADTEN07j. 1: Selects the trigger selected by register PIC2DSADTEN07j.
13	DSADCATSEL1 13	Selects the DSADTRG6 pin as a trigger source for stopping DSADC6. 0: DSADTRG6 is not selected. 1: DSADTRG6 is selected.
12	DSADCATSEL1 12	Selects the trigger selected by DSADC stop trigger output control register 6j (j = 0 to 2) as a trigger source for stopping DSADC6. 0: Does not select the trigger selected by register PIC2DSADTEN06j. 1: Selects the trigger selected by register PIC2DSADTEN06j.
11	DSADCATSEL1 11	Selects the DSADTRG5 pin as a trigger source for stopping DSADC5. 0: DSADTRG5 is not selected. 1: DSADTRG5 is selected.
10	DSADCATSEL1 10	Selects the trigger selected by DSADC stop trigger output control register 5j (j = 0 to 2) as a trigger source for stopping DSADC5. 0: Does not select the trigger selected by register PIC2DSADTEN15j. 1: Selects the trigger selected by register PIC2DSADTEN15j.
9	DSADCATSEL1 09	Selects the DSADTRG4 pin as a trigger source for stopping DSADC4. 0: DSADTRG4 is not selected. 1: DSADTRG4 is selected.
8	DSADCATSEL1 08	Selects the trigger selected by DSADC stop trigger output control register 4j (j = 0 to 2) as a trigger source for stopping DSADC4. 0: Does not select the trigger selected by register PIC2DSADTEN14j. 1: Selects the trigger selected by register PIC2DSADTEN14j.
7	DSADCATSEL1 07	Selects the DSADTRG3 pin as a trigger source for stopping DSADC3. 0: DSADTRG3 is not selected. 1: DSADTRG3 is selected.
6	DSADCATSEL1 06	Selects the trigger selected by DSADC stop trigger output control register 3j (j = 0 to 2) as a trigger source for stopping DSADC3. 0: Does not select the trigger selected by register PIC2DSADTEN13j. 1: Selects the trigger selected by register PIC2DSADTEN13j.
5	DSADCATSEL1 05	Selects the DSADTRG2 pin as a trigger source for stopping DSADC2. 0: DSADTRG2 is not selected. 1: DSADTRG2 is selected.
4	DSADCATSEL1 04	Selects the trigger selected by DSADC stop trigger output control register 2j (j = 0 to 2) as a trigger source for stopping DSADC2. 0: Does not select the trigger selected by register PIC2DSADTEN12j. 1: Selects the trigger selected by register PIC2DSADTEN12j.

Table 26.23 PIC2DSADCATSEL1 Register Contents (2/2)

Bit Position	Bit Name	Function
3	DSADCATSEL103	Selects the DSADTRG1 pin as a trigger source for stopping DSADC1. 0: DSADTRG1 is not selected. 1: DSADTRG1 is selected.
2	DSADCATSEL102	Selects the trigger selected by DSADC stop trigger output control register 1j (j = 0 to 2) as a trigger source for stopping DSADC1. 0: Does not select the trigger selected by register PIC2DSADTEN11j. 1: Selects the trigger selected by register PIC2DSADTEN11j.
1	DSADCATSEL101	Selects the DSADTRG0 pin as a trigger source for stopping DSADC0. 0: DSADTRG0 is not selected. 1: DSADTRG0 is selected.
0	DSADCATSEL100	Selects the trigger selected by DSADC stop trigger output control register 0j (j = 0 to 2) as a trigger source for stopping DSADC0. 0: Does not select the trigger selected by register PIC2DSADTEN10j. 1: Selects the trigger selected by register PIC2DSADTEN10j.

26.2.4 AD Trigger Selection Function

26.2.4.1 ADC Trigger Selection Function

Each of ADCB0 and ADCB1 has 5 scan groups, and provides the ADCB hardware triggers corresponding to each of the scan groups.

The internal trigger signals selected by register PIC2ADCBnTSELj from TSG20, TSG21, the ATU, and APA0 are ORed with the external trigger signal from the pin and the result can be input as the ADCB hardware trigger signal for the pertinent scan group.

Furthermore, of the above triggers, the ATU and APA triggers are selected from among internal signals of the respective timers.

NOTE

One input external ADTRG pin is provided as an external trigger pin for each AD1. The same external pin is allocated to each AD scan group.

- ATU and APA Trigger Selection

ADCB hardware trigger signals are generated for 5 scan groups per AD, a total of 10 triggers, from the ATU sources (16 sources of ATU timer C compare match, 20 sources of ATU timer D compare match A, 20 sources of ATU timer D compare match B, 8 sources of ATU timer G compare match, and 1 source of ATU DMA switch function, which are selected independently for each scan group) and the APA0 interrupt.

26.2.4.2 $\Delta\Sigma$ ADC Trigger Selection Function

$\Delta\Sigma$ ADC has 2 types of hardware trigger: start and stop triggers. Start and stop triggers are obtained by ORing external pin inputs DSADTRGn and signals selected by ATU trigger selection function and can be input as the $\Delta\Sigma$ ADC hardware trigger signal.

- ATU trigger selection

One $\Delta\Sigma$ ADC trigger is generated for each AD from the ATU sources (20 sources of ATU timer D compare match A, 20 sources of ATU timer D compare match B, and 8 sources of ATU timer G compare match).

Section 27 A/D Converter (ADCB)

This LSI has two 12-bit successive approximation A/D converter modules (ADC0 and ADC1).

27.1 Features

The ADC has the following features.

- Analog channels and sample-and-hold function
A/D conversion is available for 24 ADC0 channels and 24 ADC1 channels (48 channels in total). Each of ADC0 and ADC1 has an internal sample-and-hold circuit that enables ADC0 and ADC1 to perform A/D conversion independently.
- Advanced A/D converter
Resolution: 12 bits
A/D conversion method: Successive approximation
Conversion speed: 1.0 μ s
- Supporting simultaneous track and hold for up to 4 channels
ADC0 and ADC1 have a track-and-hold circuit for 2 channels respectively, allowing simultaneous track and hold for up to 4 channels.
- Supporting five scan groups
Each ADC has five scan groups. Scan settings can be made independently for each scan group.
- Two scan modes
Each ADC has two scan modes.
Multicycle scan mode executes the specified number of scans.
Continuous scan mode executes scans repeatedly without limit.
- Virtual channels
Each ADC has 40 virtual channels. Analog channels for which A/D conversion is to be made and other accompanying information are set for each virtual channel. By sequentially performing the processing for the virtual channels indicated by the start virtual channel pointer and the end virtual channel pointer in each scan group, scans (which can perform A/D conversion for any analog channels in any order) can be executed.
- Extended physical channels
Each ADC can extend physical channels by using an external analog multiplexer. Furthermore, an external analog multiplexer for the CSIH interface is available when DMA is used. (One channel can be set for each ADC.)
- Interval function
The ADC can start scan groups in any cycle by using the A/D timer equipped in the scan groups 3 and 4. This enables scans with intervals inserted.
- A/D-converted value adding function
The ADC performs A/D conversion sequentially twice or four times for a channel, and stores the addition result in the data register. The addition count can be set for each virtual channel. The effect of the moving average filter can be gained by using this result. However, this function does not always ensure that A/D conversion accuracy is improved. In addition, using an optional function ASF makes the extended summation function available. For details, see **Section 27.11, ADC Summation Function (ASF)**.

- Data registers
Data registers corresponding to virtual channels are provided.
- Start trigger for each scan group
Hardware triggers and software triggers can start processing of each scan group. Only scan groups 3 and 4 can start processing by an A/D timer trigger.
- Asynchronous/synchronous suspend and resume function
A processing for a scan group can interrupt an ongoing processing for another scan group. The priority is as follows:

Low	High
SG0 < SG1 < SG2 < SG3 < SG4	(SG: Scan group)

If a request for a higher-priority SG is present while a lower-priority SG is being processed, the lower-priority SG is suspended after the ongoing virtual channel processing is stopped (synchronous suspend) or after the ongoing virtual channel processing is immediately stopped (asynchronous suspend), and then the processing for the higher-priority SG is performed. After the processing for the higher-priority SG is completed, the suspended virtual channel processing of the lower-priority SG resumes.

Also, you can set as follows: when a higher-priority SG interrupts an SG0 processing, asynchronous suspend occurs, but when a higher-priority SG interrupts a lower-priority SG other than SG0, synchronous suspend occurs.
- Entry to the digital filter engine, autonomous pulse adapter, and the ADC summation function
A/D-converted values can be directly entered into the digital filter engine (DFE), autonomous pulse adapter (APA), or the ADC summation function (ASF). Whether to enable or disable entry and a tag used to define the target channel for entry can be set for each virtual channel. Entry to the DEF (APA0) or entry to the ASF can be set for each scan group.
- Supporting scan end interrupt and DMA transfer
Each scan group can generate an interrupt request to the INTC and activate the DMAC each time a processing for the virtual channel indicated by the end virtual channel pointer ends or a virtual channel ends.
- Supporting interrupt and DMA transfer for an external analog multiplexer
The ADC can generate an interrupt request to the INTC and activate the DMAC when the specified virtual channel is started. This enables transfer of the MPX value to an external analog multiplexer in cooperation with an I/O port or CSIH.
- An analog conversion voltage settable
The A0VREFH pin and the A1VREFH pin can be used to set the voltage range for analog conversion.
- A/D conversion monitor output
The processing timing of a desired virtual channel can be output to the A/D conversion monitor output pin.
- A wide range of safety functions
The ADC has various safety functions, including self-diagnosis, pin-level self-diagnosis, wiring-break detection, normality check for analog selection, upper-limit/lower-limit check for data registers, parity check for data registers, overwrite check for data registers, and read and clear function for data registers.

27.2 Configuration

Figure 27.1 and Figure 27.2 show the block diagrams of ADC, and Table 27.1 and Table 27.2 show the pin configuration of ADC.

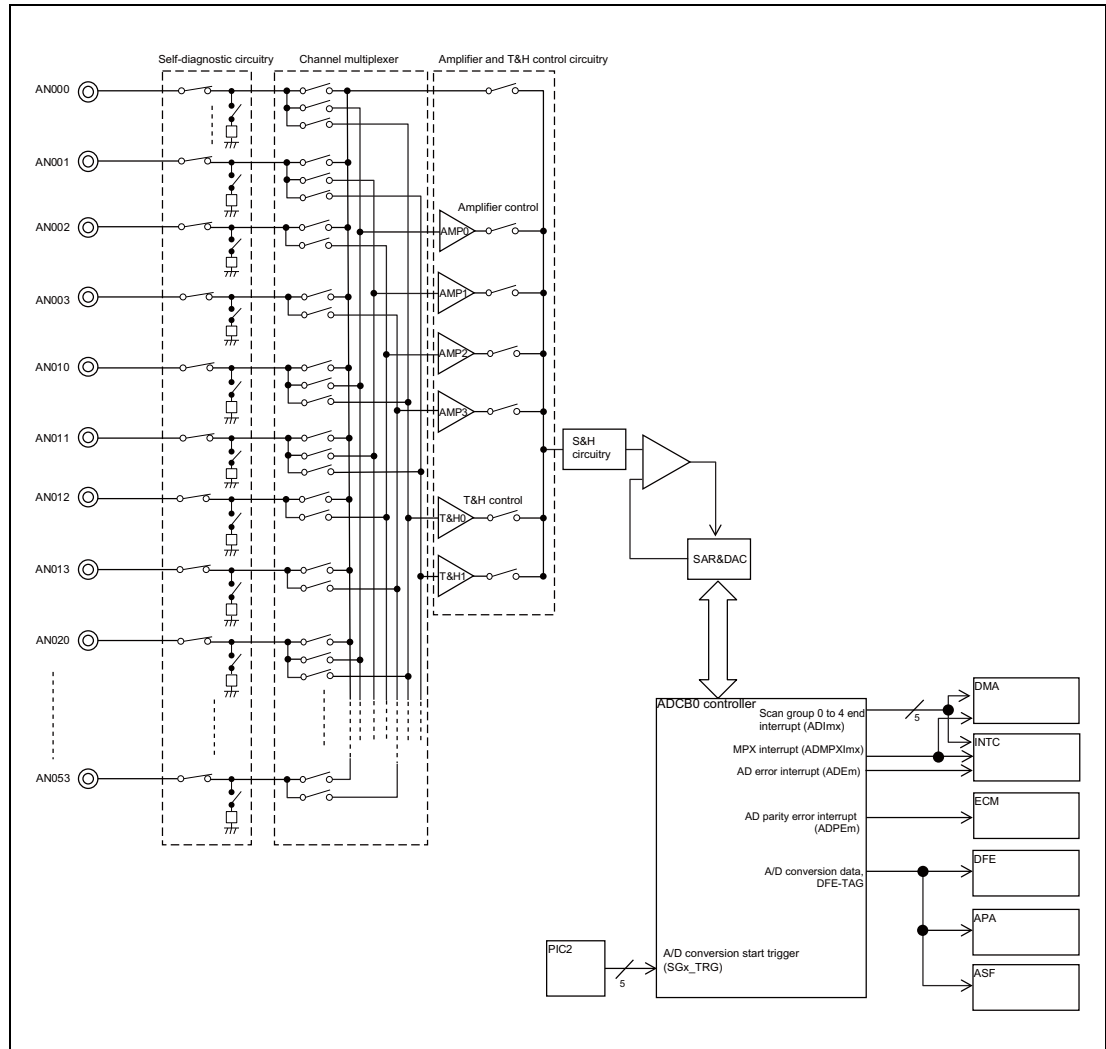


Figure 27.1 ADC0 Block Diagram

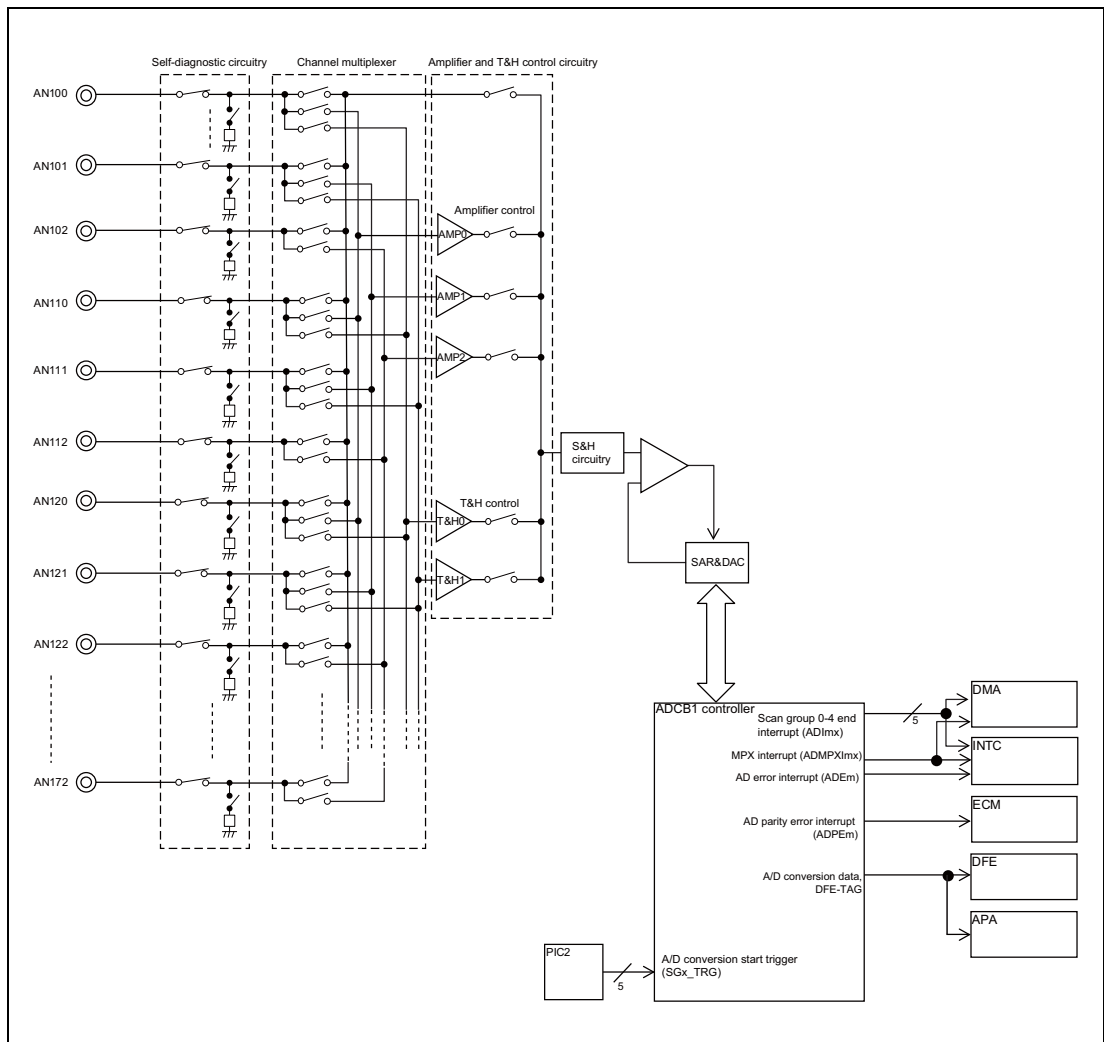


Figure 27.2 ADC1 Block Diagram

Table 27.1 ADC Pin Configuration (1/2)

Pin Name	Module	I/O	Description
A0VCC	ADC0	Input	Analog block power supply pin
A0VSS	ADC0	Input	Analog block ground pin
A1VCC	ADC1	Input	Analog block power supply pin
A1VSS	ADC1	Input	Analog block ground pin
A0VREFH	ADC0	Input	Analog block reference voltage pin
A1VREFH	ADC1	Input	Analog block reference voltage pin
AN000	ADC0	Input	Analog pin 000
AN001	ADC0	Input	Analog pin 001
AN002	ADC0	Input	Analog pin 002
AN003	ADC0	Input	Analog pin 003
AN010	ADC0	Input	Analog pin 010
AN011	ADC0	Input	Analog pin 011
AN012	ADC0	Input	Analog pin 012
AN013	ADC0	Input	Analog pin 013
AN020	ADC0	Input	Analog pin 020
AN021	ADC0	Input	Analog pin 021
AN022	ADC0	Input	Analog pin 022
AN023	ADC0	Input	Analog pin 023
AN030	ADC0	Input	Analog pin 030
AN031	ADC0	Input	Analog pin 031
AN032	ADC0	Input	Analog pin 032
AN033	ADC0	Input	Analog pin 033
AN040	ADC0	Input	Analog pin 040
AN041	ADC0	Input	Analog pin 041
AN042	ADC0	Input	Analog pin 042
AN043	ADC0	Input	Analog pin 043/external analog multiplexer input pin
AN050	ADC0	Input	Analog pin 050
AN051	ADC0	Input	Analog pin 051
AN052	ADC0	Input	Analog pin 052
AN053	ADC0	Input	Analog pin 053
AN100	ADC1	Input	Analog pin 100/external analog multiplexer input pin
AN101	ADC1	Input	Analog pin 101
AN102	ADC1	Input	Analog pin 102
AN110	ADC1	Input	Analog pin 110
AN111	ADC1	Input	Analog pin 111
AN112	ADC1	Input	Analog pin 112
AN120	ADC1	Input	Analog pin 120
AN121	ADC1	Input	Analog pin 121
AN122	ADC1	Input	Analog pin 122
AN130	ADC1	Input	Analog pin 130
AN131	ADC1	Input	Analog pin 131
AN132	ADC1	Input	Analog pin 132
AN140	ADC1	Input	Analog pin 140
AN141	ADC1	Input	Analog pin 141

Table 27.1 ADC Pin Configuration (2/2)

Pin Name	Module	I/O	Description
AN142	ADC1	Input	Analog pin 142
AN150	ADC1	Input	Analog pin 150
AN151	ADC1	Input	Analog pin 151
AN152	ADC1	Input	Analog pin 152
AN160	ADC1	Input	Analog pin 160
AN161	ADC1	Input	Analog pin 161
AN162	ADC1	Input	Analog pin 162
AN170	ADC1	Input	Analog pin 170
AN171	ADC1	Input	Analog pin 171
AN172	ADC1	Input	Analog pin 172
ADTRG0	ADC0	Input	External trigger pin
ADTRG1	ADC1	Input	External trigger pin
ADEND0	ADC0	Output	A/D conversion timing monitor pin
ADEND1	ADC1	Output	A/D conversion timing monitor pin

To ensure reliability of the LSI, the following relationship is required between A0VCC, A1VCC, A0VSS, and A1VSS and VCC and VSS when the ADC is used.

$$A0VCC = 5V \pm 0.5V, A1VCC = 5V \pm 0.5V, \text{ and } A0VSS = A1VSS = VSS$$

If you do not use the ADC, the following relationship should be satisfied: A0VCC = A1VCC = EVCC, and A0VSS = A1VSS = VSS. The voltage to be applied to analog input pins must be within the following range:

$$A0VSS \leq AN0kl \text{ (k = 0 to 5, l = 0 to 3)} \leq A0VREFH, \text{ and } A1VSS \leq AN1kl \text{ (k = 0 to 7, l = 0 to 2)} \leq A1VREFH$$

Table 27.2 Physical Channel Groups and Physical Sub-channels

ADC0		
Pin Name	Physical Channel Groups	Physical Sub-channels
AN000	0	0
AN001		1
AN002		2
AN003		3
AN010	1	0
AN011		1
AN012		2
AN013		3
AN020	2	0
AN021		1
AN022		2
AN023		3
AN030	3	0
AN031		1
AN032		2
AN033		3
AN040	4	0
AN041		1
AN042		2
AN043		3
AN050	5	0
AN051		1
AN052		2
AN053		3

ADC1

Pin Name	Physical Channel Groups	Physical Sub-channels
AN100	0	0
AN101		1
AN102		2
AN110	1	0
AN111		1
AN112		2
AN120	2	0
AN121		1
AN122		2
AN130	3	0
AN131		1
AN132		2
AN140	4	0
AN141		1
AN142		2
AN150	5	0
AN151		1
AN152		2
AN160	6	0
AN161		1
AN162		2
AN170	7	0
AN171		1
AN172		2

27.3 Register Address

Table 27.3 Register Base Address <ADCm_base>

ADCm	<ADCm_base> Address
ADC0	FFF2 0000 _H
ADC1	FFF2 1000 _H

Note: m = 0, 1

Table 27.4 Register Address List (1/2)

Register Name	Symbol	Value after Reset	Address	Access Size
■ ADC Common Registers				
A/D synchronization start control register	ADCB0ADSYNSTCR	00 _H	<ADC0_base> + 300 _H	8
A/D timer synchronization start control register	ADCB0ADTSYNSTCR	00 _H	<ADC0_base> + 304 _H	8
■ ADC Specific Registers (Virtual Channel)				
Virtual channel register n	ADCBmVCRn	0000 _H	<ADCm_base> + n × 4 _H	8, 16
Data register n	ADCBmDRn	0000 _H	<ADCm_base> + 100 _H + n × 2 _H	16, 32 (when n is even-numbered) 16 (when n is odd-numbered)
Data supplementary information register n	ADCBmDIRn	0000 0000 _H	<ADCm_base> + 200 _H + n × 4 _H	32
■ ADC Specific Registers (Control)				
A/D halt register	ADCBmADHALTR	00 _H	<ADCm_base> + 380 _H	8
A/D control register 1	ADCBmADCR1	00 _H	<ADCm_base> + 384 _H	8
MPX current control register	ADCBmMPXCURCR	00 _H	<ADCm_base> + 388 _H	8
MPX current register	ADCBmMPXCURR	0000 0000 _H	<ADCm_base> + 38C _H	32
MPX optional wait register	ADCBmMPXOWR	00 _H	<ADCm_base> + 390 _H	8
MPX command information register	ADCBmMPXCMDR	00 _H	<ADCm_base> + 394 _H	8
A/D control register 2	ADCBmADCR2	00 _H	<ADCm_base> + 398 _H	8
DEF/APA/ASF entry scan group enable register	ADCBmDFASENTSGER	0000 _H	<ADCm_base> + 39C _H	16
A/D conversion monitor virtual channel pointer	ADCBmDENDP	00 _H	<ADCm_base> + 3A0 _H	8
■ ADC Specific Registers (Safety-related)				
Safety control register	ADCBmSFTCR	00 _H	<ADCm_base> + 3C0 _H	8
Pin-level self-diagnosis control register	ADCBmTDCR	00 _H	<ADCm_base> + 3C4 _H	8
Wiring-break detection control register	ADCBmODCR	00 _H	<ADCm_base> + 3C8 _H	8
Upper limit/lower limit table register 0	ADCBmULLMTBR0	7FFE 0000 _H	<ADCm_base> + 3CC _H	16, 32
Upper limit/lower limit table register 1	ADCBmULLMTBR1	7FFE 0000 _H	<ADCm_base> + 3D0 _H	16, 32
Upper limit/lower limit table register 2	ADCBmULLMTBR2	7FFE 0000 _H	<ADCm_base> + 3D4 _H	16, 32
Error clear register	ADCBmECR	00 _H	<ADCm_base> + 3D8 _H	8
Upper limit/lower limit error register	ADCBmULER	00 _H	<ADCm_base> + 3DC _H	8
Overwrite error register	ADCBmOWER	00 _H	<ADCm_base> + 3E0 _H	8
Parity error register	ADCBmPER	00 _H	<ADCm_base> + 3E4 _H	8
ID error register	ADCBmIDER	00 _H	<ADCm_base> + 3E8 _H	8
■ Scan Group Specific Registers				

Table 27.4 Register Address List (2/2)

Register Name	Symbol	Value after Reset	Address	Access Size
Scan group x start control register	ADCBmSGSTCRx	00 _H	<ADCM_base> + x × 80 _H + 480 _H	8
A/D timer y start control register	ADCBmADTSTCRy	00 _H	<ADCM_base> + y × 80 _H + 488 _H	8
A/D timer y end control register	ADCBmADTENDCRy	00 _H	<ADCM_base> + y × 80 _H + 48C _H	8
Scan group x control register	ADCBmSGCRx	00 _H	<ADCM_base> + x × 80 _H + 490 _H	8
Scan group x start virtual channel pointer	ADCBmSGVCSPx	00 _H	<ADCM_base> + x × 80 _H + 494 _H	8
Scan group x end virtual channel pointer	ADCBmSGVCEPx	00 _H	<ADCM_base> + x × 80 _H + 498 _H	8
Scan group x multicycle register	ADCBmSGMCYCRx	00 _H	<ADCM_base> + x × 80 _H + 49C _H	8
Scan group x status register	ADCBmSGSRx	00 _H	<ADCM_base> + x × 80 _H + 4A4 _H	8
A/D timer initial phase register y	ADCBmADTIPRy	0000 0000 _H	<ADCM_base> + y × 80 _H + 4A8 _H	32
A/D timer cycle register y	ADCBmADTPRRy	001F FFFF _H	<ADCM_base> + y × 80 _H + 4AC _H	32
Scan group x upper limit/lower limit table select register	ADCBmULLMSRx	00 _H	<ADCM_base> + x × 80 _H + 4B0 _H	8

Note: m = 0, 1; n = 0 to 39; x = 0 to 4; y = 3, 4

27.4 ADC Common Registers

This section describes common registers for ADC0 and ADC1.

27.4.1 ADCB0ADSYNSTCR — A/D Synchronization Start Control Register

ADCB0ADSYNSTCR is an 8-bit write-only register that controls simultaneous start of A/D conversion for scan groups of ADC0 and ADC1. The register bits are always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ADSTART
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 27.5 ADCB0ADSYNSTCR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	These bits are always read as 0. The write value should always be 0.
0	ADSTART	This bit starts A/D conversion for scan groups of ADC0 and ADC1. Start condition for SGx of ADCm: 1 is written to ADSTART when SGACTION for SGx of ADCm is 0 and ADSTARTE is 1. A/D conversion is started simultaneously for the scan groups (of ADC0 and ADC1) for which ADSTARTE has been set to 1.

NOTE

m = 0, 1; x = 0 to 4

27.4.2 ADCB0ADTSYNSTCR — A/D Timer Synchronization Start Control Register

ADCB0ADTSYNSTCR is an 8-bit write-only register that controls simultaneous start of counting by A/D timers of ADC0 and ADC1. The register bits are always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ADTSTART
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 27.6 ADCB0ADTSYNSTCR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	These bits are always read as 0. The write value should always be 0.
0	ADTSTART	This bit starts counting by the A/D timers of ADC0 and ADC1. Start condition for SGx of ADCm: 1 is written to ADTSTART when ADTACT for A/D timer y of ADCm is 0 and ADTSTARTE is 1. The A/D timers (of ADC0 and ADC1) for which ADTST has been set to 1 start counting simultaneously.

NOTE

m = 0, 1; x = 0 to 4; y = 3, 4

27.5 ADC Specific Registers (Virtual Channel)

27.5.1 ADCBmVCRn — Virtual Channel Register n

ADCBmVCRn is a 16-bit readable/writable register used for each virtual channel. ADCBmVCRn is initialized to 0000_H at a reset.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CNVCLS[2:0]			DFENT	DFTAG[3:0]			ADIE	—	GCTRL[5:0]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 27.7 ADCBmVCRn Register Contents (1/2)

Bit Position	Bit Name	Function
15 to 13	CNVCLS[2:0]	Conversion Type 0 _H : Normal A/D conversion 1 _H : Hold value A/D conversion 2 _H : Execution of the selected T&H (physical channel group selected) 3 _H : Self-diagnosis 4 _H : Normal A/D conversion in addition mode 5 _H : Normal A/D conversion with the MPX 6 _H : Normal A/D conversion with the MPX in addition mode Other than above: Setting prohibited
12	DFENT	DfE Entry 0: Entry disabled 1: Entry enabled This bit specifies whether to enable or disable entry to DfE (digital filter engine), APA (autonomous pulse adapter), or ASF (ADC summation function). Only the scan groups enabled by DFENTSGxE and ASENTSGxE in ADCBmDFASENTSGER are entered. No scan groups are entered for execution of the selected T&H (CNVCLS[2:0] = 2 _H) regardless of the DFENT setting.
11 to 8	DFTAG[3:0]	DfE-TAG When entry to DfE/APA0 is requested, entry is made to the DfE or APA0 channel for which the same tag with DFTAG[3:0] is set. If this applies to multiple channels, entry is made to multiple channels. If this applies to multiple channels, entry is made to multiple channels. When entry to ASF is requested, entry is made to the ASF channel corresponding to DFTAG[3:0]. When entry to ASF is requested, setting of DFTAG[3:0] = B _H to F _H is invalid.
7	ADIE	Virtual Channel End Interrupt Enable 0: ADImx is not output when A/D conversion for virtual channel n ends in SGx 1: ADImx is output when A/D conversion for virtual channel n ends in SGx ADIE in ADCBmSGCRx is independent of ADIE in ADCBmVCRn. For details, see Section 27.7.16, Scan End Interrupt Request .
6	—	Reserved This bit is always read as 0. The write value should always be 0.

Table 27.7 ADCBmVCRn Register Contents (2/2)

Bit Position	Bit Name	Function
5 to 0	GCTRL[5:0]	<p>General Control</p> <ul style="list-style-type: none"> For normal A/D conversion (CNVCLS[2:0] = 0_H) <ul style="list-style-type: none"> GCTRL[4:2]: Physical Channel Group These bits specify a physical channel group. GCTRL[1:0]: Physical Sub-channel These bits specify a physical sub-channel. <p>Always set the other GCTRL bits to 0.</p> For hold value A/D conversion (CNVCLS[2:0] = 1_H) <ul style="list-style-type: none"> GCTRL[2:0]: Specification of T&H 0_H: Hold value of T&H0 is A/D converted. 1_H: Hold value of T&H1 is A/D converted. <p>Settings other than the above and those described in Section 27.9.3, Notes when Current is Being Injected, are prohibited.</p> For execution of the selected T&H (CNVCLS[2:0] = 2_H) <ul style="list-style-type: none"> GCTRL[5:3]: Physical Channel Group These bits specify a physical channel group. GCTRL[1]: T&H1 Execution 0: Sampling and holding are not executed on T&H1. 1: Sampling and holding of physical sub-channel 1 are executed on T&H1. GCTRL[0]: T&H0 Execution 0: Sampling and holding are not executed on T&H0. 1: Sampling and holding of physical sub-channel 0 are executed on T&H0. <p>Settings other than the above and those described in Section 27.9.3, Notes when Current is Being Injected, are prohibited.</p> For self-diagnosis (CNVCLS[2:0] = 3_H) <ul style="list-style-type: none"> GCTRL[4:0]: Self-diagnostic Voltage Level 10_H: AVREFH × 1 0C_H: AVREFH × 3/4 08_H: AVREFH × 1/2 04_H: AVREFH × 1/4 00_H: AVREFH × 0 Other than above: Setting prohibited <p>Always set the other GCTRL bits to 0.</p> For normal A/D conversion in addition mode (CNVCLS[2:0] = 4_H) <ul style="list-style-type: none"> GCTRL[4:2]: Physical Channel Group These bits specify a physical channel group. GCTRL[1:0]: Physical sub-channel These bits specify a physical sub-channel. <p>Always set the other GCTRL bits to 0. The count specified by ADDNT is reflected as the number of addition times.</p> For normal A/D conversion with the MPX (CNVCLS[2:0] = 5_H) <ul style="list-style-type: none"> GCTRL[4:0]: MPX Channel Setting These bits set the MPX value to be transferred to an external analog multiplexer. The GCTRL[4:0] value is transferred to ADCBmMPXCURR at the start of virtual channel, and an interrupt request (ADMPXIm) or a DMA request is issued. Activating an interrupt or the DMAC and transferring ADCBmMPXCURR to Pn or PSRn of the I/O port or to CSIHnTX0H of CSIH enables transfer of the MPX value to an external analog multiplexer. For details, see Section 27.7.5, Example of Operation of External Analog Multiplexer. For normal A/D conversion with the MPX in addition mode (CNVCLS[2:0] = 6_H) <ul style="list-style-type: none"> GCTRL[4:0]: MPX Channel Setting These bits set the MPX value to be transferred to an external analog multiplexer. The GCTRL[4:0] value is transferred to ADCBmMPXCURR at the start of virtual channel, and an interrupt request (ADMPXIm) or a DMA request is issued. Activating an interrupt or the DMAC and transferring ADCBmMPXCURR to Pn or PSRn of the I/O port or to CSIHnTX0H of CSIH enables transfer of the MPX value to an external analog multiplexer. For details, see Section 27.7.5, Example of Operation of External Analog Multiplexer. The count specified by ADDNT is reflected as the number of addition times.

CAUTION

To prevent malfunction, ADCBmVCRn should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1; n = 0 to 39; x = 0 to 4

27.5.2 ADCBmDRn — Data Register n

ADCBmDRn is a 16-bit read-only register that stores an A/D converted value.

ADCBmDRn is provided for each virtual channel, and its format depends on the DFMT setting of ADCBmADCR2 and the ADDNT setting (when CNVCLS[2:0] of ADCBmVCRn = 4_H or 6_H). The format of data transferred to the digital filter engine (DFE), autonomous pulse adapter (APA), ADC summation function (ASF), and integer/floating-point conversion module (IFC) also depends on the above settings. ADCBmDRn is cleared to 0000_H when ADCBmDRn or ADCBmDIRn is read or ADCBmDRn is read via the IFC while RDCLRE is set to 1. ADCBmDRi and ADCBmDRi+1 must always be read together as 32-bit data. When data must be read in 16-bit units, set RDCLRE = 0. Note that ADCBmDIRi+1.WFLG is cleared by reading ADCBmDRi in 16-bit units at this time. When CNVCLS[2:0] is 2_H, no data is stored in ADCBmDRn. ADCBmDRn is initialized to 0000_H at a reset.

For signed fixed-point format (DFMT = 0)

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Convert once	S													0	0	0
Convert twice	S														0	0
Convert 4 times	S															0

↑ Position of decimal point

For signed integer format (DFMT = 1)

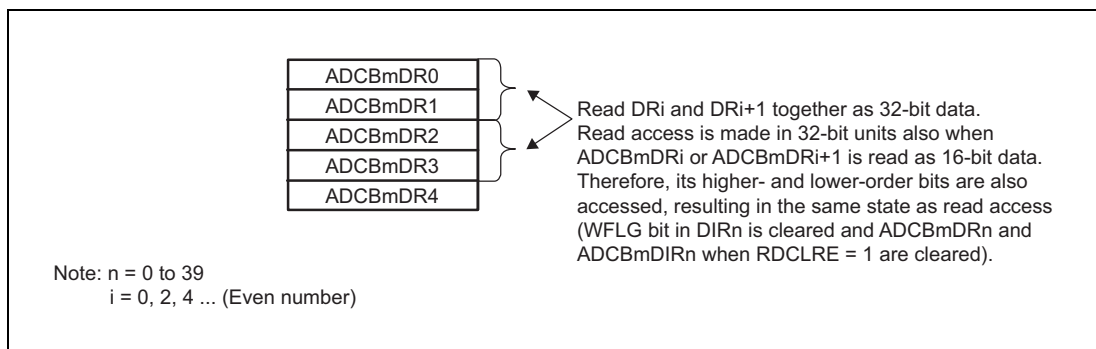
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Convert once	S	S	S	S												
Convert twice	S	S	S													
Convert 4 times	S	S														

↗ Position of decimal point

S	: Sign bit (always 0)
0	: Zero extension

The format setting in ADDNT is valid when CNVCLS[2:0] = 4_H or 6_H.

If CNVCLS[2:0] is not 4_H or 6_H, the format is “convert once.”



NOTE

m = 0, 1; n = 0 to 39; i = 0, 2, 4, ... (Even)

27.5.3 ADCBmDIRn — Data Supplementary Information Register n

ADCBmDIRn is a 32-bit read-only register that stores supplementary information of ADCBmDRn and A/D converted value. ADCBmDIRn is provided for each virtual channel. ADCBmDIRn is cleared to 0000 0000_H when ADCBmDRn or ADCBmDIRn is read or ADCBmDRn is read via the IFC while RDCLRE is set to 1. WFLG is cleared when ADCBmDRn or ADCBmDIRn is read or ADCBmDRn is read via the IFC regardless of the RDCLRE setting. This register must always be read as 32-bit data. ADCBmDRn is read from the lower 16 bits. ADCBmDIRn is initialized to 0000 0000_H at a reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	WFLG	PRTY	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADCBmDRn															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 27.8 ADCBmDIRn Register Contents

Bit Position	Bit Name	Function
31 to 26	—	Reserved These bits are always read as 0. The write value should always be 0.
25	WFLG	Write Flag Setting condition An A/D converted value is stored in ADCBmDRn. Clearing conditions ADCBmDRn or CBmDIRn is read. ADCBmDRn is read via IFC. This bit is not set when CNVCLS[2:0] = 2 _H .
24	PRTY	Parity Parity bit (even parity) for ADCBmDRn This bit is not set when CNVCLS[2:0] = 2 _H .
23 to 16	—	Reserved These bits are always read as 0. The write value should always be 0.

NOTE

m = 0, 1; n = 0 to 39

27.5.4 ADCBmADHALTR — AD Halt Register

ADCBmADHALTR is an 8-bit write-only register that forcibly terminates the ADC. The register bits are always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	HALT
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 27.9 ADCBmADHALTR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	HALT	Halt All scan groups and all AD timers are halted and initialized, and the ADC becomes the idle state. Writing 0: Scan groups and timers are not halted. Writing 1: Scan groups and timers are halted.

NOTE

m = 0, 1

27.5.5 ADCBmADCR1 — AD Control Register 1

ADCBmADCR1 is an 8-bit readable/writable register for ADC common control. ADCBmADCR1 is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SUSMTD[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 27.10 ADCBmADCR1 Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	SUSMTD[1:0]	<p>Suspend Method</p> <p>These bits select the suspend method when a higher-priority scan group interrupts a lower-priority scan group.</p> <p>Synchronous suspend: If a request from a higher-priority SG is present while a lower-priority SG is being processed, processing for the lower-priority SG is suspended after the ongoing virtual channel processing is completed, and then processing for the higher-priority SG is executed. After processing for the higher-priority SG is completed, the suspended virtual channel processing for the lower-priority SG is resumed.</p> <p>Asynchronous suspend: If a request from a higher-priority SG is present while a lower-priority SG is being processed, the ongoing virtual channel processing is immediately suspended, and then processing for the higher-priority SG is executed. After processing for the higher-priority SG is completed, the suspended virtual channel processing for the lower-priority SG is resumed.</p> <p>0_H: Synchronous suspend 1_H: Asynchronous suspend when a higher-priority SG interrupts SG0 Synchronous suspend when a higher-priority SG interrupts a lower-priority SG (except for SG0) 2_H: Asynchronous suspend 3_H: Setting prohibited</p> <p>For details, see Figure 27.13, Example of Synchronous Suspend and Resume Operation and Figure 27.14, Example of Asynchronous Suspend and Resume Operation.</p>

CAUTION

To prevent malfunction, ADCBmADCR1 should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1

27.5.6 ADCBmMPXCURCR — MPX Current Control Register

ADCBmMPXCURCR is an 8-bit readable/writable register that controls the ADCBmMPXCURR format. ADCBmMPXCURR is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	MSKCFMT[3:0]			
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 27.11 ADCBmMPXCURCR Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	MSKCFMT[3:0]	MSKC Format Specification These bits specify the MSKC[15:0] format of ADCBmMPXCURR. MSKCFMT[3] 0: MSKC[15:12] = 0000 1: MSKC[15:12] = 1111 MSKCFMT[2] 0: MSKC[11:8] = 0000 1: MSKC[11:8] = 1111 MSKCFMT[1] 0: MSKC[7:4] = 0000 1: MSKC[7:4] = 1111 MSKCFMT[0] 0: MSKC[3:0] = 0000 1: MSKC[3:0] = 1111

CAUTION

To prevent malfunction, ADCBmMPXCURCR should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1

27.5.7 ADCBmMPXCURR — MPX Current Register

ADCBmMPXCURR is a 32-bit read-only register that stores the MPX value for an external analog multiplexer. ADCBmMPXCURR is initialized to 0000 0000_H at a reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSKC[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MPXCMD[7:0]							—			MPXCUR[4:0]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 27.12 ADCBmMPXCURR Register Contents

Bit Position	Bit Name	Function
31 to 16	MSKC[15:0]	Mask Control The format depends on the MSKCFMT[3:0] setting of ADCBmMPXCURCR. For details, see Section 27.5.6, ADCBmMPXCURCR — MPX Current Control Register .
15 to 8	MPXCMD[7:0]	SPI Communication Command Information A command information register to control an external analog multiplexer by using SPI communication. When a virtual channel in which CNVCLS[2:0] in ADCBmVCRn is set to 5 _H or 6 _H is started, the MPXCMD[7:0] value in ADCBmMPXCMDR is transferred to MPXCMD[7:0] in ADCBmMPXCURR.
7 to 5	—	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	MPXCUR[4:0]	Current MPX Value When a virtual channel for which CNVCLS[2:0] in ADCBmVCRn is set to 5 _H or 6 _H is started, GCTRL[4:0] in ADCBmVCRn is transferred to MPXCUR[4:0]. At this time, an interrupt request to the INTC or a DMA transfer request is generated. The DMAC transfers ADCBmMPXCURR to Pn or PSRn of the I/O port or to CSIHnTX0H of CSIH, enabling the MPX value to be sent to an external analog multiplexer. When Pn is used, transfer the lower 5 bits. When PSRn is used, transfer the MPX value as a 32-bit value. This enables you to rewrite only the necessary ports by using the format control in MSKC[15:0]. When transferring the value to CSIHnTX0H, transfer the lower 16 bits. For details, see Section 27.7.5, Example of Operation of External Analog Multiplexer .

NOTE

m = 0, 1; n = 0 to 39

27.5.8 ADCBmMPXOWR — MPX Optional Wait register

ADCBmMPXOWR is an 8-bit readable/writable register that specifies the wait time to be inserted for an external analog multiplexer. ADCBmMPXOWR is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	MPXOW[3:0]			
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 27.13 ADCBmMPXOWR Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	MPXOW[3:0]	MPX Optional Wait These bits specify the wait time to be inserted before A/D conversion is started after a virtual channel for which CNVCLS[2:0] in ADCBmVCRn is 5 _H or 6 _H is started. 0 _H : 0 μs 1 _H : 1 μs 2 _H : 2 μs 3 _H : 3 μs 4 _H : 4 μs 5 _H : 5 μs 6 _H : 6 μs 7 _H : 7 μs 8 _H : 8 μs 9 _H : 9 μs A _H : 10 μs B _H to F _H : Setting prohibited For details, see Section 27.7.5, Example of Operation of External Analog Multiplexer.

CAUTION

To prevent malfunction, ADCBmMPXOWR should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1; n = 0 to 39

27.5.9 ADCBmMPXCMDR — MPX Command Information Register

ADCBmMPXCMDR is an 8-bit readable/writable register that stores SPI communication command information to be transferred to an external analog multiplexer. ADCBmMPXCMDR is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	MPXCMD[7:0]							
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 27.14 ADCBmMPXCMDR Register Contents

Bit Position	Bit Name	Function
7 to 0	MPXCMD[7:0]	SPI Communication Command Information These bits are a register that stores command information for controlling an external analog multiplexer by using the SPI communication. When a virtual channel for which CNVCLS[2:0] in ADCBmVCRn is set to 5 _H or 6 _H is started, MPXCMD[7:0] in ADCBmMPXCMDR is transferred to MPXCMD[7:0] in ADCBmMPXCURR and it can be read by ADCBmMPXCURR together with MPXCUR[4:0].

NOTE

m = 0, 1; n = 0 to 39

27.5.10 ADCBmADCR2 — AD Control Register 2

ADCBmADCR2 is an 8-bit readable/writable register for ADC common control. ADCBmADCR2 is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	DFMT	—	—	—	ADDNT
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R	R	R	R/W

Table 27.15 ADCBmADCR2 Register Contents

Bit Position	Bit Name	Function
7 to 5	—	Reserved These bits are always read as 0. The write value should always be 0.
4	DFMT	Data Format 0: Signed fixed-point format 1: Signed integer format This bit specifies the format of data to be transferred to ADCBmDRn, DFE, APA, and ASF. For details of data format, see Section 27.5.2, ADCBmDRn — Data Register n .
3 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	ADDNT	Addition Count Select 0: Add twice 1: Add 4 times This register is valid only when CNVCLS[2:0] is 4 _H or 6 _H .

CAUTION

To prevent malfunction, perform ADCBmADCR2 settings when SGACTION of all scan groups is 0 (before scan groups are started), ADSTARTE of all scan groups is 0, TRGMD[0] of scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] of scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1; n = 0 to 39

27.5.11 ADCBmDFASENTSGER — DFE/APA/ASF Entry Scan Group Enable Register

ADCBmDFASENTSGER is a 16-bit readable/writable register that enables or disables scan groups to be entered to the DFE, APA0, and ASF. ADCBmDFASENTSGER is initialized to 0000_H at a reset.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	DFENT SG4E	DFENT SG3E	DFENT SG2E	DFENT SG1E	DFENT SG0E	—	—	—	ASENT SG4E	ASENT SG3E	ASENT SG2E	ASENT SG1E	ASENT SG0E
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Table 27.16 ADCBmDFASENTSGER Register Contents

Bit Position	Bit Name	Function
15 to 13	—	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	DFENTSGxE	DFE Entry Scan Group Enable 0: Entry to DFE and APA0 is disabled when starting SGx. 1: Entry to DFE and APA0 is enabled when starting SGx. Entry is made in virtual channels for which DFENT in ADCBmVCRn is set to 1.
7 to 5	—	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	ASENTSGxE	ASF Entry Scan Group Enable 0: Entry to ASF is disabled when starting SGx. 1: Entry to ASF is enabled when starting SGx. Entry is made in virtual channels for which DFENT in ADCBmVCRn is set to 1. Use the ASENTSGxE bits by setting one of these bits to 1.

CAUTIONS

- To prevent malfunction, ADCBmDFASENTSGER should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.
- Do not set DFENTSGxE or ASENTSGxE for the same scan group to 1. If it is enabled for the same scan group, entry is made to both DFE (APA0) and ASF of virtual channels for which DFENT in ADCBmVCRn is set to 1 specified for the scan group.

NOTE

m = 0, 1; n = 0 to 39; x = 0 to 4

27.5.12 ADCBmADENDP — A/D Conversion Monitor Virtual Channel Pointer

ADCBmADENDP is an 8-bit readable/writable register that selects a virtual channel that outputs the A/D conversion timing to ADENDm. ADCBmADENDP is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	ENDP[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 27.17 ADCBmADENDP Register Contents

Bit Position	Bit Name	Function
7, 6	—	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	ENDP[5:0]	A/D Conversion Monitor Virtual Channel Pointer When the virtual channel selected by ADCBmADENDP is started, a high level is output to ADENDm. When the virtual channel selected by ADCBmADENDP ends, a low level is output.

CAUTION

To prevent malfunction, ADCBmADENDP should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1

27.5.13 ADCBmSFTCR — Safety Control Register

ADCBmSFTCR is an 8-bit readable/writable register for safety control. ADCBmSFTCR is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	RDCLRE	ULEIE	OWEIE	PEIE	IDEIE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Table 27.18 ADCBmSFTCR Register Contents

Bit Position	Bit Name	Function
7 to 5	—	Reserved These bits are always read as 0. The write value should always be 0.
4	RDCLRE	Read and Clear Enable 0: ADCBmDRn and ADCBmDIRn are not cleared by reading ADCBmDRn or ADCBmDIRn and by reading ADCBmDRn via the IFC. 1: ADCBmDRn and ADCBmDIRn are cleared by reading ADCBmDRn or ADCBmDIRn and by reading ADCBmDRn via the IFC. NOTE WFLG in ADCBmDIRn is cleared by reading ADCBmDRn or ADCBmDIRn and by reading ADCBmDRn via the IFC regardless of the RDCLRE setting.
3	ULEIE	Upper-Limit/Lower-Limit Error Interrupt Enable 0: Disabled 1: Enabled
2	OWEIE	Overwrite Error Interrupt Enable 0: Disabled 1: Enabled
1	PEIE	Parity Error Interrupt Enable 0: Disabled 1: Enabled
0	IDEIE	ID Error Interrupt Enable 0: Disabled 1: Enabled

CAUTION

To prevent malfunction, ADCBmSFTCR should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1; n = 0 to 39

27.5.14 ADCBmTDCR — Pin-Level Self-Diagnosis Control Register

ADCBmTDCR is an 8-bit readable/writable register that controls the pin-level self-diagnosis. ADCBmTDCR is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	TDE	—	—	—	—	—	TDLV[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R	R/W	R/W

Table 27.19 ADCBmTDCR Register Contents

Bit Position	Bit Name	Function
7	TDE	Pin-Level Self-Diagnosis 0: Pin-level self-diagnosis is disabled. 1: Pin-level self-diagnosis is enabled. When TDE is set to 1, all analog pins are disconnected from the input buffer. When TDE is set to 0, all analog pins are connected to the input buffer. When TDE is set to 1, the voltage is fixed to the level specified by TDLV[1:0]. Performing A/D conversion in this state and checking the A/D converted value allows diagnosis of the path from an analog pin to the ADC.
6 to 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	TDLV[1:0]	Pin-Level Self-Diagnosis 0 _H : Even numbers of physical channel groups are discharged to AVSS, and odd numbers of physical channel groups are charged to AVSS. 1 _H : Even numbers of physical channel groups are charged to AVCC, and odd numbers of physical channel groups are discharged to AVSS. 2 _H : Even numbers of physical channel groups are discharged to AVSS, and odd numbers of physical channel groups are charged to 1/2*AVCC. 3 _H : Even numbers of physical channel groups are charged to 1/2*AVCC, and odd numbers of physical channel groups are discharged to AVSS.

CAUTION

To prevent malfunction, ADCBmTDCR should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1

27.5.15 ADCBmODCR — Wiring-break Detection Control Register

ADCBmODCR is an 8-bit readable/writable register that controls wiring-break detection.

ADCBmODCR is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0	
	ODE	—	ODPW[5:0]						
Value after reset	0	0	0	0	0	0	0	0	
R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	

Table 27.20 ADCBmODCR Register Contents

Bit Position	Bit Name	Function
7	ODE	Wiring-break Detection Enable 0: Wiring-break is not detected. 1: Wiring-break is detected. When ODE is set to 1, wiring-break detection is enabled for all analog pins. After sampling for A/D conversion ends, analog pins for which A/D conversion is to be performed are discharged with the pulse width specified in ODPW[5:0].
6	—	Reserved This bit is always read as 0. The write value should always be 0.
5 to 0	ODPW[5:0]*1	Wiring-break Detection Pulse Width 04 _H : 1 state (of internal clock) 05 _H : 2 states (of internal clock) : 13 _H : 16 states (of internal clock) 14 _H : 17 states (of internal clock)

Note 1. When ODE = 1 (wiring-break detection enabled), setting ODPW[5:0] to 03_H or below and 15_H or above is prohibited.

CAUTIONS

- To prevent malfunction, ADCBmODCR should be set while SGACT for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMD[1:0] for scan groups 3 and 4 is 0_H.
- Do not perform T&H (CNVCLS in ADCBmVCRn is 2_H) or A/D conversion of the hold value (CNVCLS in ADCBmVCRn is 1_H) with wiring-break detection enabled (ODE = 1).

NOTE

m = 0, 1; n = 0 to 39

27.5.16 ADCBmULLMTBR0 to 2 — Upper Limit/Lower Limit Table Register 0 to 2

ADCBmULLMTBR0 to ADCBmULLMTBR2 are 16/32-bit readable/writable registers that set the upper-limit and lower-limit values of an A/D converted value. Specify any of ADCBmULLMTBR0 to ADCBmULLMTBR2 by ULS[1:0] in ADCBmULLMSRx. These registers are initialized to 7FFE 0000_H by a reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ULMTB[15:0]															
Value after reset	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LLMTB[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R

Table 27.21 ADCBmULLMTBR Register 0 to 2 Contents

Bit Position	Bit Name	Function
31 to 16	ULMTB[15:0]	<p>Upper Limit Table</p> <p>These bits specify the upper-limit value of an A/D converted value. ULE (upper limit/lower limit error) is set when the following condition is met.</p> <p>ULMTB[15:0] < A/D converted value</p> <p>The ULMTB[15:0] format is the signed fixed-point format regardless of the format of ADCBmDRn. If the signed integer format is selected for the ADCBmDRn format, the ADCBmDRn format is replaced with the signed fixed-point format, and then the values are compared. Note that ULMTB[15] and ULMTB[0] are always fixed to 0.</p>
15 to 0	LLMTB[15:0]	<p>Lower Limit Table</p> <p>These bits specify the lower-limit value of an A/D converted value. ULE (upper limit/lower limit error) is set when the following condition is met.</p> <p>LLMTB[15:0] > A/D converted value</p> <p>The LLMTB[15:0] format is the signed fixed-point format regardless of the format of ADCBmDRn. If the signed integer format is selected for the ADCBmDRn format, the ADCBmDRn format is replaced with the signed fixed-point format, and then the values are compared. Note that LLMTB[15] and LLMTB[0] are always fixed to 0.</p>

CAUTION

To prevent malfunction, ADCBmULLMTBR0 to ADCBmULLMTBR2 should be set while SGACTION for all scan groups is 0 (before scan groups are started), ADSTARTE for all scan groups is 0, TRGMDD[0] for scan groups 0, 1, and 2 is 0_H, and TRGMDD[1:0] for scan groups 3 and 4 is 0_H.

NOTE

m = 0, 1; n = 0 to 39; x = 0 to 4

27.5.17 ADCBmECR — Error Clear Register

ADCBmECR is an 8-bit write-only register that controls error clear. The register bits are always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	ULEC	OWEC	PEC	IDEC
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	W	R	W	W	W	W

Table 27.22 ADCBmECR Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved These bits are always read as 0. The write value should always be 0.
3	ULEC	Upper Limit/Lower Limit Error Clear Writing 0: Not cleared Writing 1: Cleared
2	OWEC	Overwrite Error Clear Writing 0: Not cleared Writing 1: Cleared
1	PEC	Parity Error Clear Writing 0: Not cleared Writing 1: Cleared
0	IDEC	ID Error Clear Writing 0: Not cleared Writing 1: Cleared

NOTE

m = 0, 1

27.5.18 ADCBmULER — Upper Limit/Lower Limit Error Register

ADCBmULER is an 8-bit read-only register that indicates upper limit/lower limit errors.

ADCBmULER is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0	
	ULE	—	ULECAP[5:0]						
Value after reset	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	

Table 27.23 ADCBmULER Register Contents

Bit Position	Bit Name	Function
7	ULE	Upper Limit/Lower Limit Error 0: No error 1: An error is present. Setting condition The A/D converted value exceeds the range of the specified upper limit/lower limit table. Clearing condition A value of 1 is written to ULEC.
6	—	Reserved This bit is always read as 0. The write value should always be 0.
5 to 0	ULECAP[5:0]	Upper Limit/Lower Limit Error Capture The virtual channel at the time when an upper limit/lower limit error occurred is captured. Capturing condition ULE = 0 and the A/D converted value exceeds the range of the specified upper limit/lower limit table. Clearing condition A value of 1 is written to ULEC.

CAUTION

ADCBmULER is updated when the A/D converted value is written to ADCBmDRn.

NOTE

m = 0, 1; n = 0 to 39

27.5.19 ADCBmOWER — Overwrite Error Register

ADCBmOWER is an 8-bit read-only register that indicates an overwrite error.

ADCBmOWER is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0	
	OWE	—	OWECAP[5:0]						
Value after reset	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	

Table 27.24 ADCBmOWER Register Contents

Bit Position	Bit Name	Function
7	OWE	Overwrite Error 0: No error 1: An error is present. Setting condition The A/D converted value is written to ADCBmDRn when WFLG = 1. Clearing condition A value of 1 is written to OWEC.
6	—	Reserved This bit is always read as 0. The write value should always be 0.
5 to 0	OWECAP[5:0]	Overwrite Error Capture The virtual channel at the time when an overwrite error occurred is captured. Capturing condition The A/D converted value is written to ADCBmDRn when OWE = 0 and WFLG = 1. Clearing condition A value of 1 is written to OWEC.

CAUTION

ADCBmOWER is updated when the A/D converted value is written to ADCBmDRn.

NOTE

m = 0, 1; n = 0 to 39

27.5.20 ADCBmPER — Parity Error Register

ADCBmPER is an 8-bit read-only register that indicates a parity error. ADCBmPER is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	PE	—	PECAP[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 27.25 ADCBmPER Register Contents

Bit Position	Bit Name	Function
7	PE	Parity Error 0: No error 1: An error is present. Setting condition A parity error is detected. Clearing condition A value of 1 is written to PEC.
6	—	Reserved This bit is always read as 0. The write value should always be 0.
5 to 0	PECAP[5:0]	Parity Error Capture The virtual channel at the time when a parity error occurred is captured. Capturing condition A parity error is detected when PE = 0. Clearing condition A value of 1 is written to PEC.

CAUTION

ADCBmPER is updated when ADCBmDR_n or ADCBmDIR_n is read, but is not updated when ADCBmDR_n is read via the IFC.

NOTE

m = 0, 1; n = 0 to 39

27.5.21 ADCBmIDER — ID Error Register

ADCBmIDER is an 8-bit read-only register that indicates an ID error. ADCBmIDER is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	IDE	—	IDECAP[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 27.26 ADCBmIDER Register Contents

Bit Position	Bit Name	Function
7	IDE	ID Error 0: No error 1: An error is present. Setting condition The physical channel (ADC0: AN043 and ADC1: AN100 when external multiplexer is specified) specified in ADCBmVCRn does not match the physical channel actually converted. Clearing condition A value of 1 is written to IDEC.
6	—	Reserved This bit is always read as 0. The write value should always be 0.
5 to 0	IDECAP[5:0]	ID Error Capture The virtual channel at the time when an ID error occurred is captured. Capturing condition The physical channel (ADC0: AN043 and ADC1: AN100 when external multiplexer is specified) specified in ADCBmVCRn does not match the physical channel actually converted when IDE = 0. Clearing condition A value of 1 is written to IDEC.

CAUTION

ADCBmIDER is updated when the A/D converted value is written to ADCBmDRn.

NOTE

m = 0, 1; n = 0 to 39

27.6 Scan Group Specific Registers

This section describes registers provided for each scan group.

27.6.1 ADCBmSGSTCRx — Scan Group x Start Control Register

ADCBmSGSTCRx is an 8-bit write-only register that controls the start of scan group x. The register bits are always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SGST
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 27.27 ADCBmSGSTCRx Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	SGST	Scan Group Start Condition for starting scan group x: A value of 1 is written to SGST when SGACT = 0

NOTE

m = 0, 1; x = 0 to 4

27.6.2 ADCBmADTSTCRy — A/D Timer y Start Control Register

ADCBmADTSTCRy is an 8-bit write-only register that controls the start of A/D timer y. The register bits are always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ADTST
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 27.28 ADCBmADTSTCRy Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	ADTST	A/D Timer Start Condition for starting A/D timer y: A value of 1 is written to ADTST when ADTACT = 0

NOTE

m = 0, 1; y = 3, 4

27.6.3 ADCBmADTENDCRy — A/D Timer y End Control Register

ADCBmADTENDCRy is an 8-bit write-only register that controls stopping of A/D timer y. The register bits are always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ADTEND
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 27.29 ADCBmADTENDCRy Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	ADTEND	A/D Timer End Condition for finishing A/D timer y: A value of 1 is written to ADTEND when ADTACT = 1

NOTE

m = 0, 1; y = 3, 4

27.6.4 ADCBmSGCRx — Scan Group x Control Register

ADCBmSGCRx is an 8-bit readable/writable register that controls scan group x. ADCBmSGCRx is initialized to 00_H at a reset.

- When x = 0 to 2

Bit	7	6	5	4	3	2	1	0
	—	ADSTARTE	SCANMD	ADIE	—	—	—	TRGMD[0]
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R	R	R	R/W

Table 27.30 ADCBmSGCRx Register Contents (x = 0 to 2)

Bit Position	Bit Name	Function
7	—	Reserved This bit is always read as 0. The write value should always be 0.
6	ADSTARTE	Scan Group Synchronization Start Enable 0: ADSTART is disabled. 1: ADSTART is enabled.
5	SCANMD	Scan Mode 0: Multicycle scan mode 1: Continuous scan mode In multicycle scan mode, scans are repeated as many times as specified in ADCBmSGMCYCRx. In continuous scan mode, scans are repeated with no limit of times.
4	ADIE	Scan End Interrupt Enable 0: ADImx is not output at the end of scan for SGx. 1: ADImx is output at the end of scan for SGx. ADIE of ADCBmSGCRx is independent of ADIE of ADCBmVCRn. For details, see Section 27.7.16, Scan End Interrupt Request .
3 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	TRGMD[0]	Trigger Mode 0 _H : Trigger input to SGx is disabled. 1 _H : The SGx_TRG hardware trigger is selected for the trigger input to SGx. TRGMD[0] is for selecting enabling or disabling of hardware triggers, and software triggers are always enabled.

- When $x = 3$ or 4

Bit	7	6	5	4	3	2	1	0
	ADTSTARTE	ADTSTARTE	SCANMD	ADIE	—	—	TRGMD[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W

Table 27.31 ADCBmSGCRx Register Contents ($x = 3$ or 4)

Bit Position	Bit Name	Function
7	ADTSTARTE	A/D Timer Synchronization Start Enable 0: ADSTART is disabled. 1: ADSTART is enabled.
6	ADTSTARTE	Scan Group Synchronization Start Enable 0: ADSTART is disabled. 1: ADSTART is enabled.
5	SCANMD	Scan Mode 0: Multicycle scan mode 1: Continuous scan mode In multicycle scan mode, scans are repeated as many times as specified in ADCBmSGMNCYCRx. In continuous scan mode, scans are repeated with no limit of times.
4	ADIE	Scan End Interrupt Enable 0: ADImx is not output at the end of scan for SGx. 1: ADImx is output at the end of scan for SGx. ADIE of ADCBmSGCRx is independent of ADIE of ADCBmVCRn. For details, see Section 27.7.16, Scan End Interrupt Request .
3, 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	TRGMD[1:0]	Trigger Mode 0 _H : Trigger input to SGx is disabled. Trigger input to A/D timer x is disabled. 1 _H : SGx_TRG hardware trigger is selected for the trigger input to SGx. Trigger input to A/D timer x is disabled. 2 _H : A/D timer trigger x is selected for the trigger input to SGx. Trigger input to A/D timer x is disabled. 3 _H : A/D timer trigger x is selected for the trigger input to SGx. The SGx_TRG hardware trigger is selected for the trigger input to A/D timer x. TRGMD[1:0] is for selecting enabling or disabling of hardware triggers, and software triggers are always enabled.

CAUTIONS

1. To prevent malfunction, SCANMD and ADIE in ADCBmSGCRx should be set while SGACT for scan group x is 0 (before scan groups are started), ADTSTARTE for scan group x is 0, and TRGMD for scan group x is 0_H.
2. If a trigger of a lower-priority scan group is input to a scan group for which continuous scan mode is set (SCANMD = 1_H), the trigger is not accepted. Therefore, it is assumed that continuous scan mode is set for scan group 0.

NOTE

$m = 0, 1$; $n = 0$ to 39 ; $x = 0$ to 4

27.6.5 ADCBmSGVCSPx — Scan Group x Start Virtual Channel Pointer

ADCBmSGVCSPx is an 8-bit readable/writable register that specifies the start pointer of a virtual channel. ADCBmSGVCSPx is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	VCSP[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 27.32 ADCBmSGVCSPx Register Contents

Bit Position	Bit Name	Function
7, 6	—	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	VCSP[5:0] ^{*1}	Start Virtual Channel Pointer These bits select the virtual channel from which the scan is to be started. When SGx is started, processing for the virtual channels from ADCBmSGVCSPx to ADCBmSGVCEPx is executed.

CAUTIONS

1. ADCBmSGVCSPx must be equal to or less than ADCBmSGVCEPx.
2. To prevent malfunction, ADCBmSGVCSPx should be set while SGACT for scan group x is 0 (before scan groups are started), ADSTARTE for scan group x is 0, and TRGMD for scan group x is 0_H.

NOTE

m = 0, 1; x = 0 to 4

27.6.6 ADCBmSGVCEPx — Scan Group x End Virtual Channel Pointer

ADCBmSGVCEPx is an 8-bit readable/writable register that specifies the end pointer of a virtual channel. ADCBmSGVCEPx is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	VCEP[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 27.33 ADCBmSGVCEPx Register Contents

Bit Position	Bit Name	Function
7, 6	—	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	VCEP[5:0]	End Virtual Channel Pointer These bits select the virtual channel at which the scan is to be ended. When SGx is started, processing for the virtual channels from ADCBmSGVCSPx to ADCBmSGVCEPx is executed.

CAUTIONS

1. ADCBmSGVCSPx must be equal to or smaller than ADCBmSGVCEPx.
2. To prevent malfunction, ADCBmSGVCEPx should be set while SGACT for scan group x is 0 (before scan groups are started), ADSTARTE for scan group x is 0, and TRGMD for scan group x is 0_H.

NOTE

m = 0, 1; x = 0 to 4

27.6.7 ADCBmSGMCYCRx — Scan Group x Multicycle Register

ADCBmSGMCYCRx is an 8-bit readable/writable register that specifies the number of scan times in multicycle scan mode. ADCBmSGMCYCRx is initialized to 00_H at a reset.

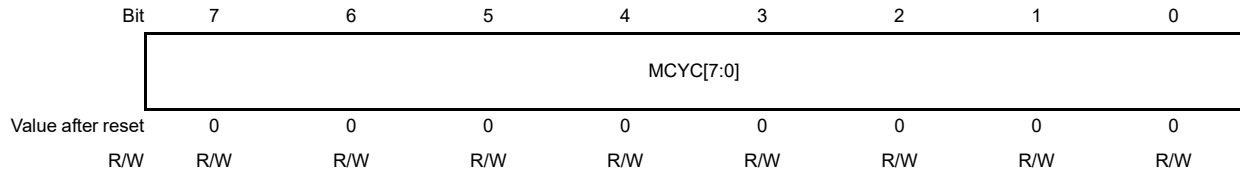


Table 27.34 ADCBmSGMCYCRx Register Contents

Bit Position	Bit Name	Function
7 to 0	MCYC[7:0]	Multicycle Specification These bits specify the number of scan times in multicycle scan mode. Number of scan times = MCYC[7:0] + 1 When SGx is started, scans are repeated for virtual channels from ADCBmSGVCSPx to ADCBmSGVCEPx as many times as specified in ADCBmSGMCYCRx.

CAUTION

To prevent malfunction, ADCBmSGMCYCRx should be set while SGACT for scan group x is 0 (before scan groups are started), ADSTARTE for scan group x is 0, and TRGMD for scan group x is 0_H.

NOTE

m = 0,1; x = 0 to 4

27.6.8 ADCBmSGSRx — Scan Group x Status Register

ADCBmSGSRx is an 8-bit read-only register that indicates the status of scan group x. ADCBmSGSRx is initialized to 00_H at a reset.

- When x = 0 to 2

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SGACT	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 27.35 ADCBmSGSRx Register Contents (x = 0 to 2)

Bit Position	Bit Name	Function
7 to 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1	SGACT	Scan Group Status 0: There is no source in SGx. 1: There is a source in SGx.
0	—	Reserved This bit is always read as 0. The write value should always be 0.

- When x = 3 or 4

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	ADTACT	SGACT	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 27.36 ADCBmSGSRx Register Contents (x = 3, 4)

Bit Position	Bit Name	Function
7 to 3	—	Reserved These bits are always read as 0. The write value should always be 0.
2	ADTACT	A/D Timer Status 0: A/D timer x is in idle state. 1: A/D timer x is running.
1	SGACT	Scan Group Status 0: There is no source in SGx. 1: There is a source in SGx.
0	—	Reserved This bit is always read as 0. The write value should always be 0.

NOTE

m = 0, 1; x = 0 to 4

27.6.9 ADCBmADTIPTy — A/D Timer y Initial Phase Register

ADCBmADTIPTy is a 32-bit readable/writable register that sets the initial phase of A/D timer y. ADCBmADTIPTy is initialized to 0000 0000_H at a reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	ADTIP[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADTIP[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 27.37 ADCBmADTIPTy Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved These bits are always read as 0. The write value should always be 0.
20 to 0	ADTIP[20:0]	A/D Timer Initial Phase These bits set the initial phase of A/D timer y. (1) After A/D timer y is started, ADCBmADTIPTy is loaded to A/D timer y and the timer counts down. (2) After A/D timer y becomes 0, A/D timer trigger y is output for one cycle, ADCBmADTPRRy is loaded to A/D timer y, and the timer counts down again. After that, (2) is repeated. For details, see Section 27.7.8, Example of A/D Timer Operation.

CAUTION

To prevent malfunction, ADCBmADTIPTy should be set while ADTACT for scan group y is 0 (before A/D timer is started), ADTSTARTE for scan group y is 0, and TRGMD[1:0] for scan group y is not 3_H.

NOTE

m = 0, 1; y = 3, 4

27.6.10 ADCBmADTPRRy — A/D Timer y Cycle Register

ADCBmADTPRRy is a 32-bit readable/writable register that sets the cycle of A/D timer y.
ADCBmADTPRRy is initialized to 001F FFFF_H at a reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—											ADTPR[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADTPR[15:0]															
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 27.38 ADCBmADTPRRy Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved These bits are always read as 0. The write value should always be 0.
20 to 0	ADTPR[20:0]	A/D Timer Cycle These bits set the cycle of A/D timer y. (1) After A/D timer y is started, ADCBmADTPRRy is loaded to A/D timer y and the timer counts down. (2) After A/D timer y becomes 0, A/D timer trigger y is output for one cycle, ADCBmADTPRRy is loaded to A/D timer y, and the timer counts down again. After that, (2) is repeated. For details, see Section 27.7.8, Example of A/D Timer Operation.

CAUTION

To prevent malfunction, ADCBmADTPRRy should be set while ADTACT for scan group y is 0 (before A/D timer is started), ADTSTARTE for scan group y is 0, and TRGMD[1:0] for scan group y is not 3_H.

NOTE

m = 0, 1; y = 3, 4

27.6.11 ADCBmULLMSRx — Scan Group x Upper Limit/Lower Limit Table Select Register

ADCBmULLMSRx is an 8-bit readable/writable register that controls scan group x. ADCBmSGCRx is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ULS[1:0]	
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 27.39 ADCBmULLMSRx Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	ULS[1:0]	Upper Limit/Lower Limit Table Select 0 _H : Neither upper limit nor lower limit is checked. 1 _H : Upper limit and lower limit are checked in ADCBmULLMTBR0. 2 _H : Upper limit and lower limit are checked in ADCBmULLMTBR1. 3 _H : Upper limit and lower limit are checked in ADCBmULLMTBR2. Upper limit and lower limit are checked by using the upper limit/lower limit table selected by ULS[1:0] when storing the A/D converted value in ADCBmDRn.

CAUTION

To prevent malfunction, ADCBmULLMSRx should be set while SGACT for scan group x is 0 (before scan groups are started), ADSTARTE for scan group x is 0, and TRGMD for scan group x is 0_H.

NOTE

m = 0, 1; n = 0 to 39; x = 0 to 4

27.7 Operation

27.7.1 Setting Procedure

27.7.1.1 Initial Settings

A/D conversion of the ADC starts by setting the registers shown in **Figure 27.3**. For trigger input, see **Section 27.7.1.2, Trigger Input Flow**.

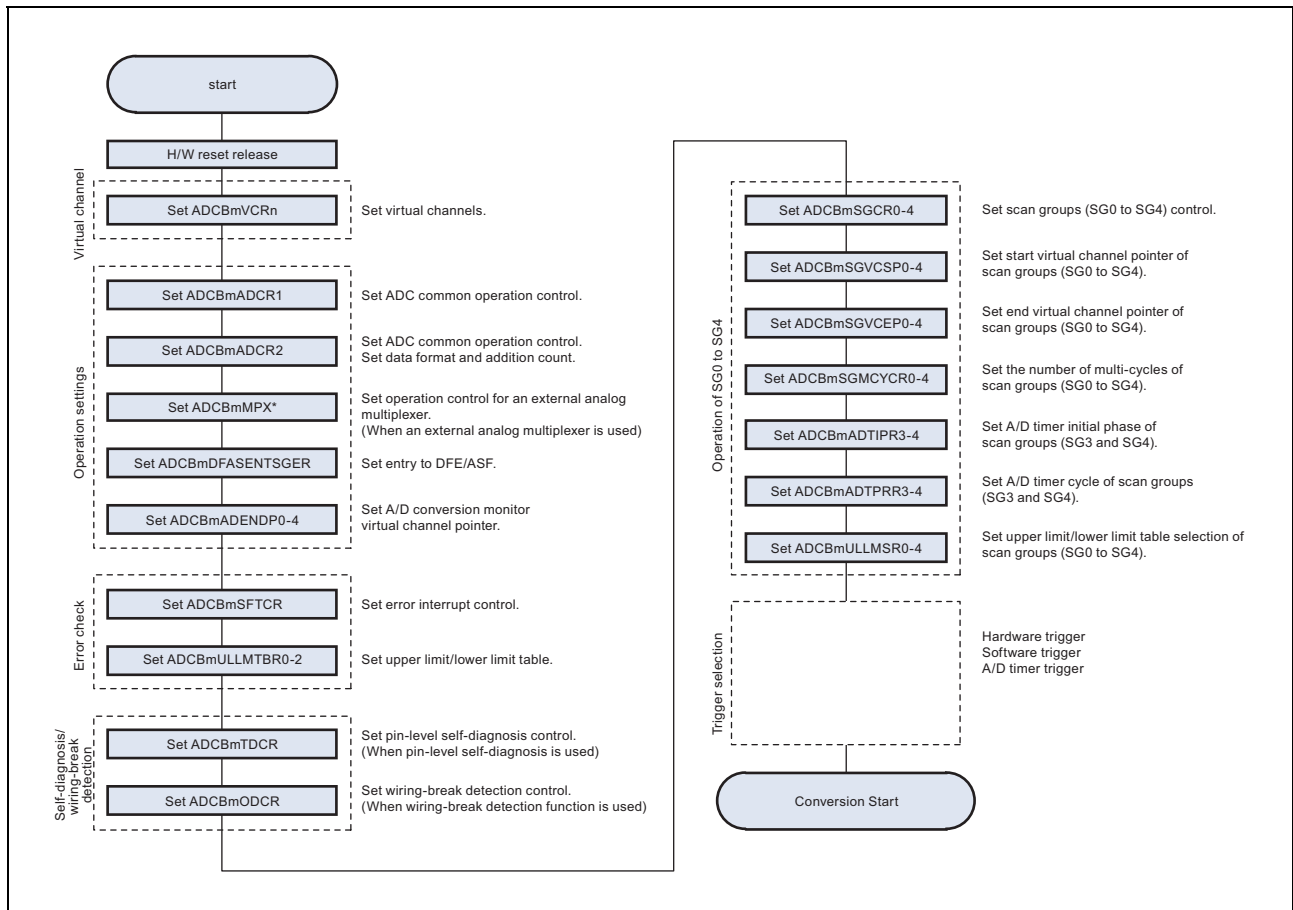


Figure 27.3 Initial Settings

NOTE

m = 0, 1; n = 0 to 39

27.7.1.2 Trigger Input Flow

A/D conversion start triggers of the ADC include hardware triggers, software triggers, and A/D timer triggers. Scan group x (x = 0 to 4) supports the software trigger specified by ADSTART and SGST (SG0 to SG4), the hardware trigger of SGx_TRG (x = 0 to 4), and the A/D timer trigger (SG3 and SG4).

A/D conversion starts according to the trigger input flows shown in **Figure 27.4** and **Figure 27.5**. For the trigger configuration of SGx_TRG (x = 0 to 4), see **27.7.11, Selection of Trigger Input for a Scan Group**. For the initial settings flow shown in these figures, see **Section 27.7.1.1, Initial Settings**.

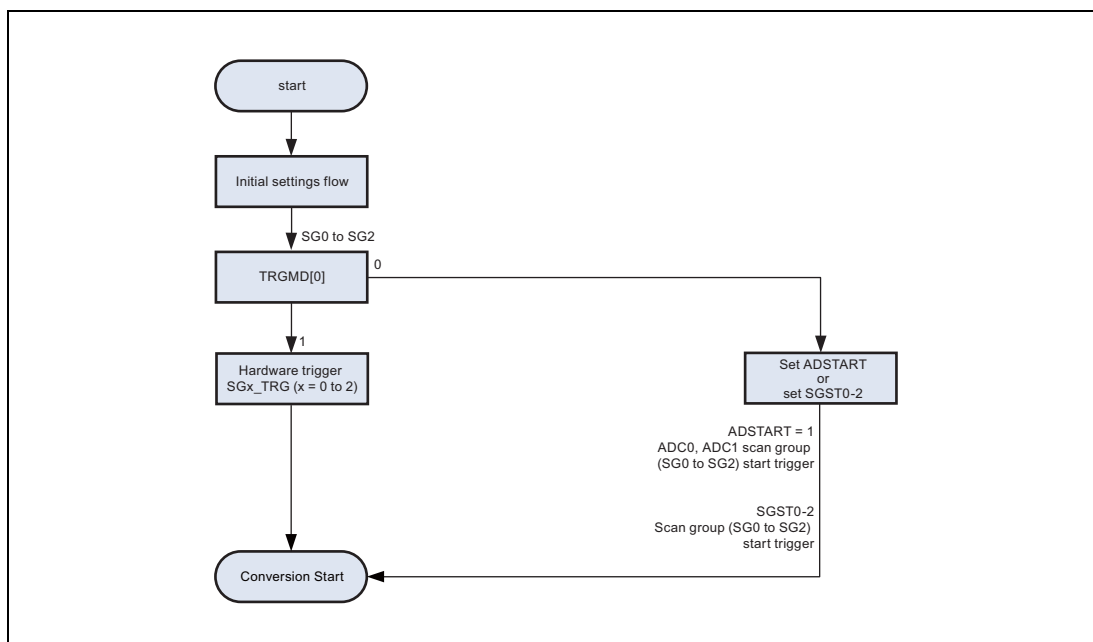


Figure 27.4 Trigger Input Flow (SG0 to SG2)

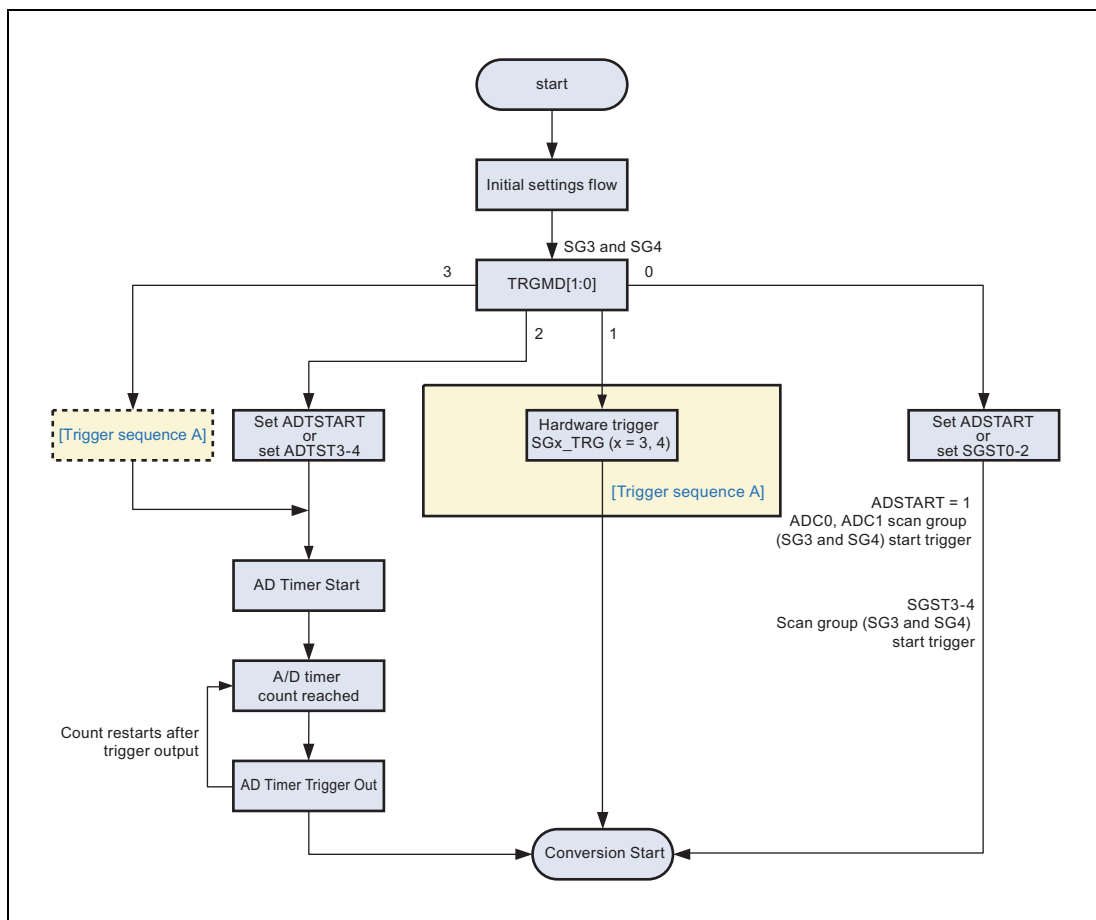


Figure 27.5 Trigger Input Flow (SG3 and SG4)

27.7.1.3 Terminating Procedure

The ADC is forcibly terminated according to the processing flow shown below.

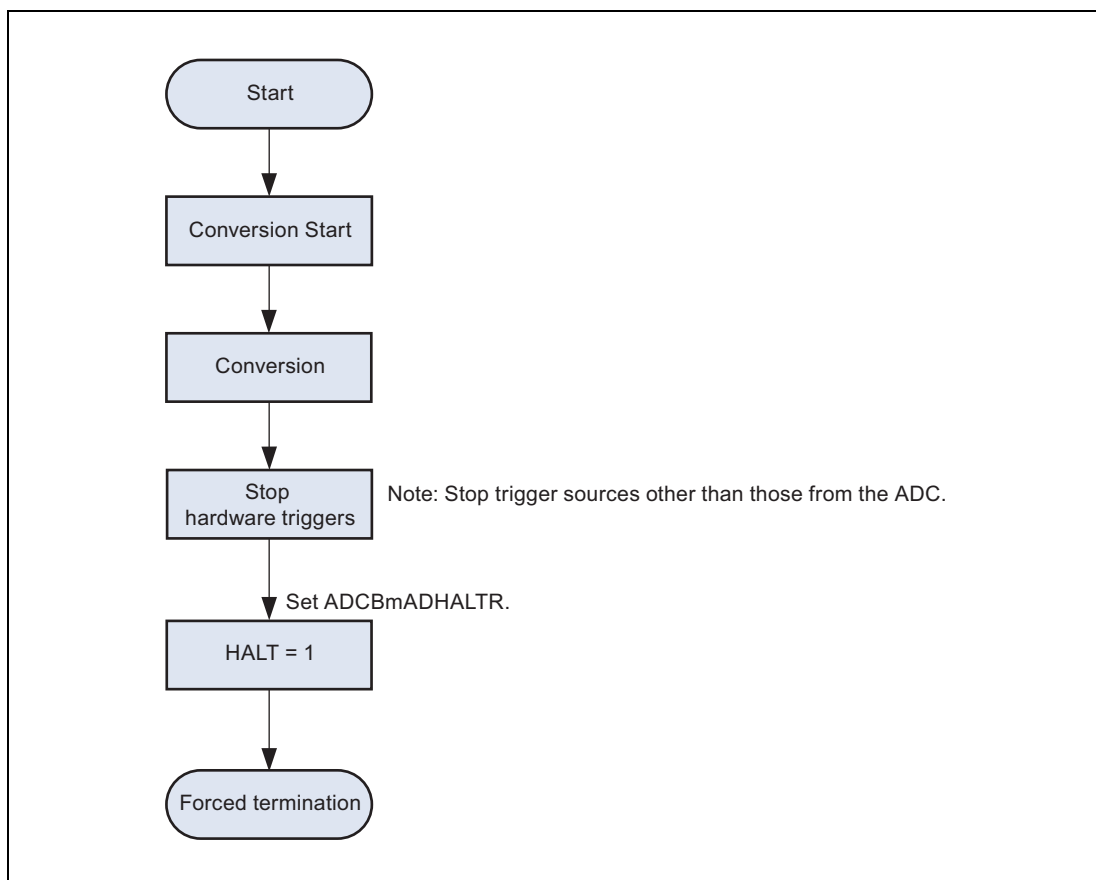


Figure 27.6 Terminating Procedure

NOTE

m = 0, 1

27.7.2 Examples of Normal A/D Conversion Operation

27.7.2.1 Multicycle Scan Mode

The following figure shows an example of operation when converting four virtual channels by 2-cycle scan for scan group 0 in multicycle scan mode by using normal A/D conversion mode (CNVCLS[2:0] = 0_H).

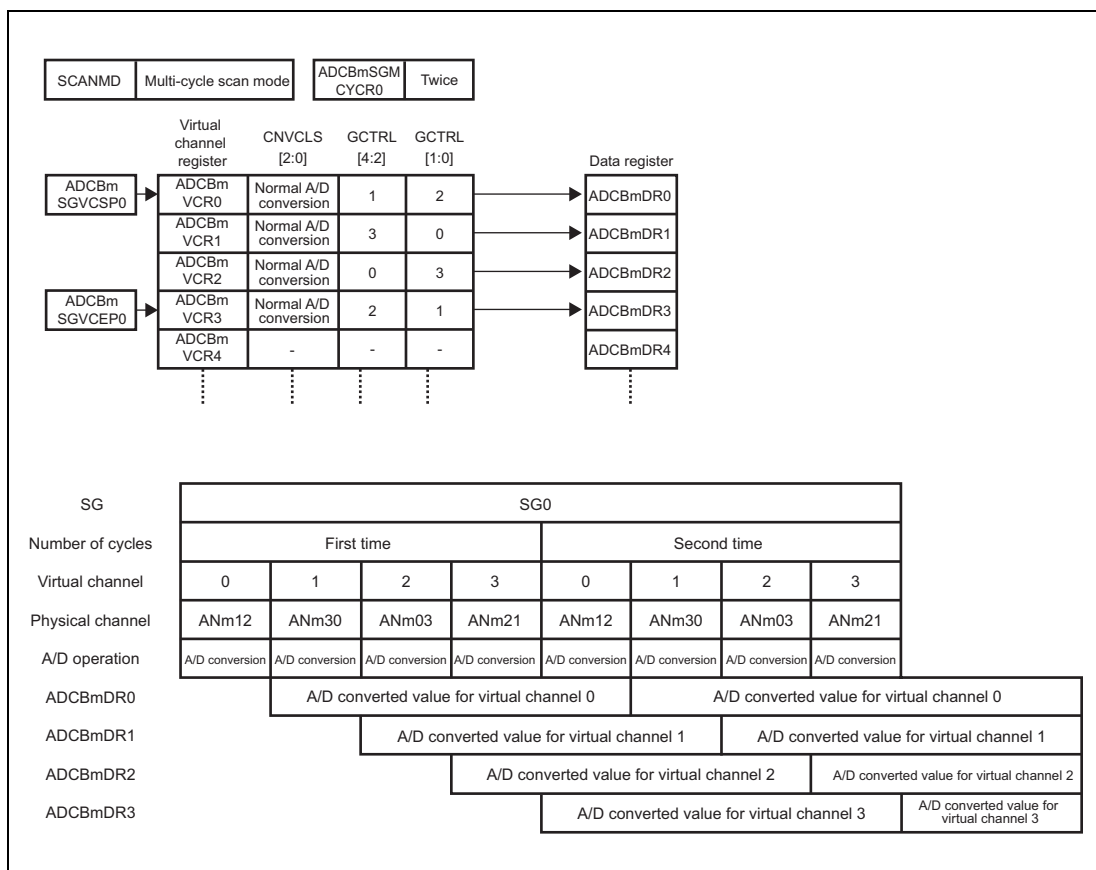


Figure 27.7 Example of Operation in Multicycle Scan Mode

NOTE

m = 0, 1

27.7.2.2 Continuous Scan Mode

Figure 27.8 shows an example of operation when converting four virtual channels for scan group 0 in continuous scan mode by using normal A/D conversion mode (CNVCLS[2:0] = 0_H).

In this mode, if a trigger of a lower-priority scan group is input to a scan group for which continuous scan mode is set (SCANMD = 1_H), the trigger is not accepted. Therefore, it is assumed that continuous scan mode is set for scan group 0.

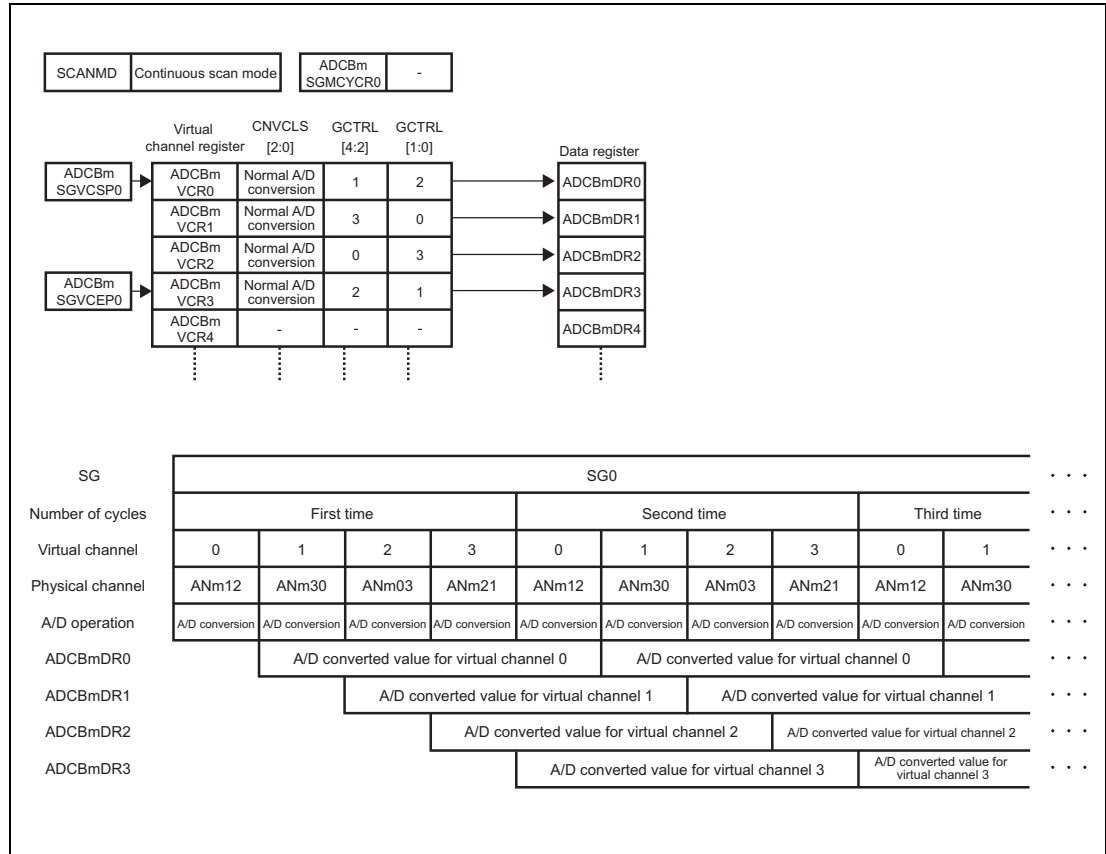


Figure 27.8 Example of Operation in Continuous Scan Mode

NOTE

m = 0, 1

27.7.3 Example of Simultaneous Track-and-Hold Operation

27.7.3.1 Simultaneous Track-and-Hold Operation (Physical Channel Group Selected)

Figure 27.9 shows an example of simultaneous track-and-hold operation when execution of selected T&H (CNVCLS[2:0] = 2_H with physical channel group selected), A/D conversion of the hold value (CNVCLS[2:0] = 1_H), and self-diagnosis (CNVCLS[2:0] = 3_H) are performed.

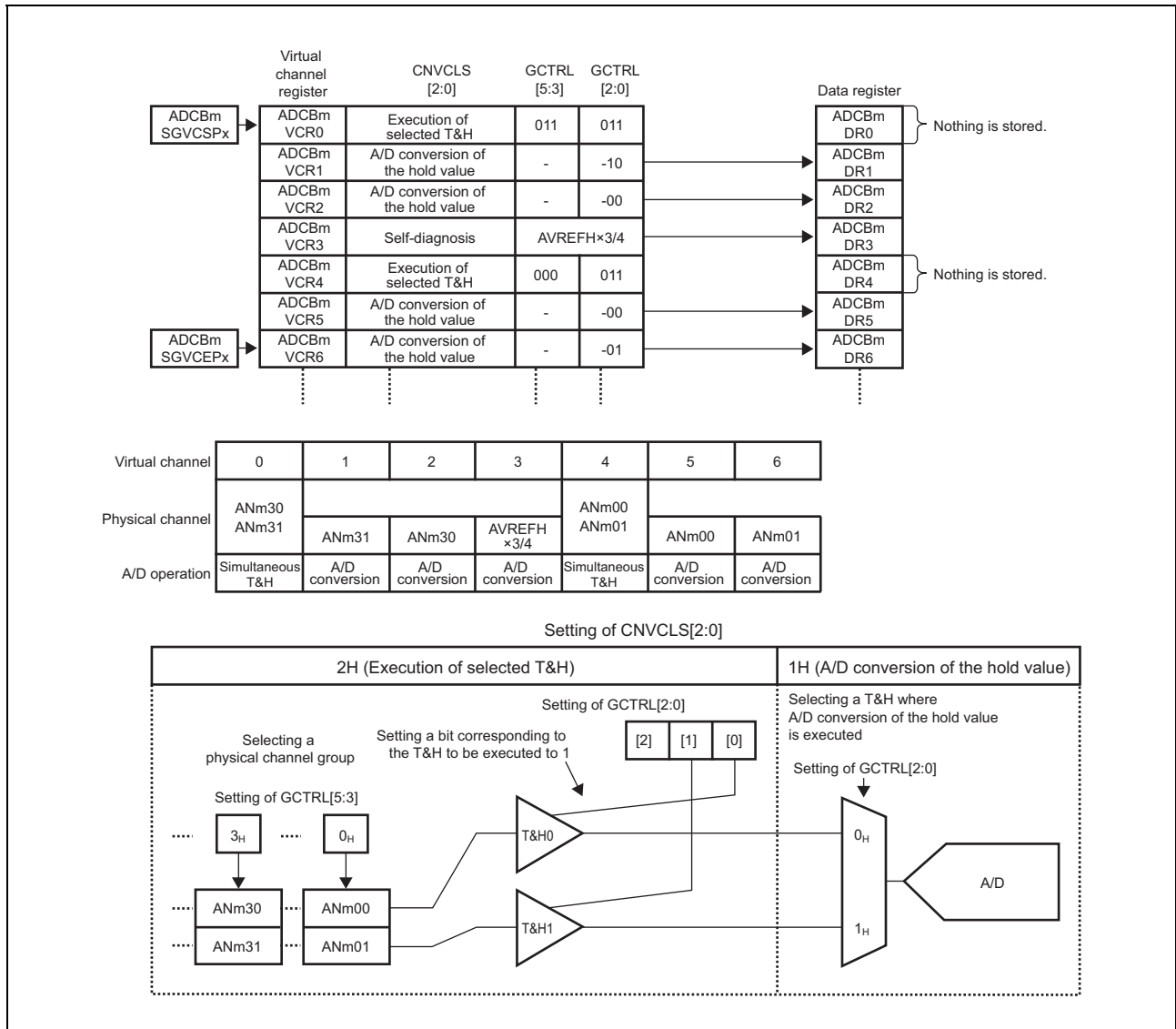


Figure 27.9 Example of Simultaneous Track-and-Hold Operation (Physical Channel Group Selected)

NOTE

m = 0; x = 0 to 4

27.7.4 Example of Normal A/D Conversion Operation in Addition Mode

Figure 27.10 shows an example of operation when converting four virtual channels for scan group 0 by using normal A/D conversion (CLVCLS[2:0] = 4_H) in addition mode.

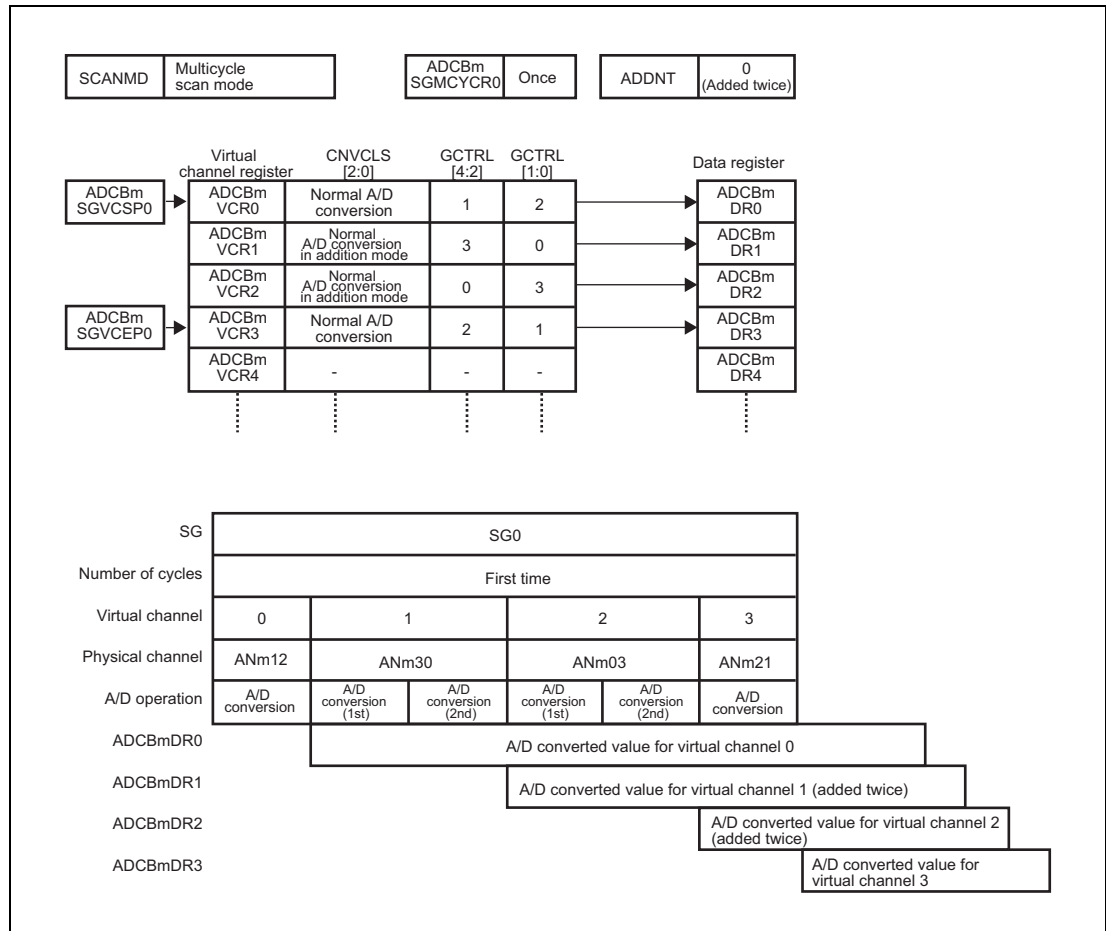


Figure 27.10 Example of Normal A/D Conversion Operation in Addition Mode

NOTE

m = 0, 1

27.7.5 Example of Operation of External Analog Multiplexer

The following shows examples of operation of an external analog multiplexer using normal A/D conversion with the MPX mode (CNVCLS[2:0] = 5_H) or normal A/D conversion in addition mode with the MPX mode (CNVCLS[2:0] = 6_H).

27.7.5.1 Example of Using an External Analog Multiplexer (Port Output)

Figure 27.11 shows an example of port output using an external analog multiplexer.

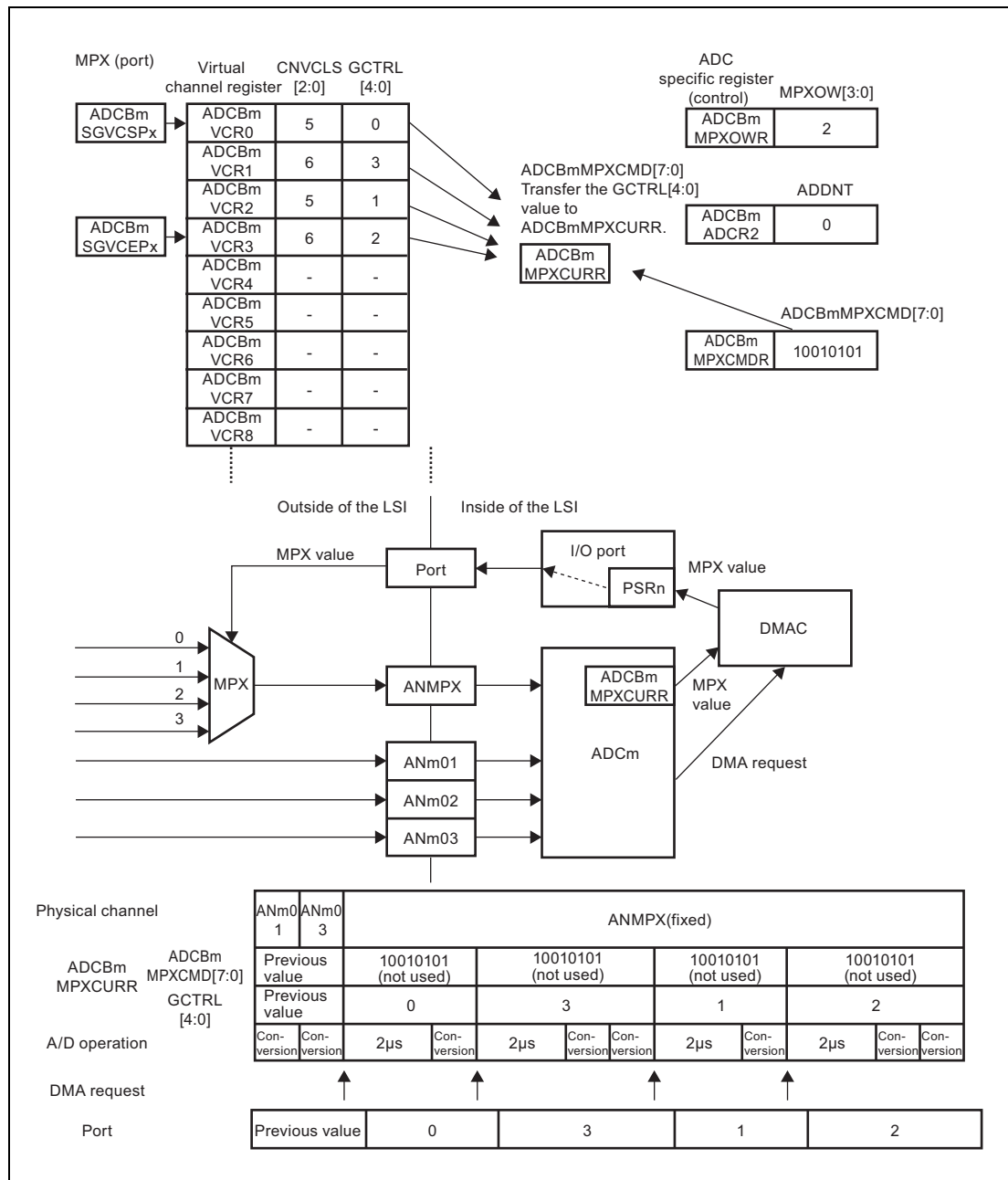


Figure 27.11 Example of Using an External Analog Multiplexer — Port Output

NOTE

m = 0: ANMPX = AN043; m = 1: ANMPX = AN100; x = 0 to 4

27.7.5.2 Example of Using an External Analog Multiplexer (SPI Output)

Figure 27.12 shows an example of SPI output using an external analog multiplexer.

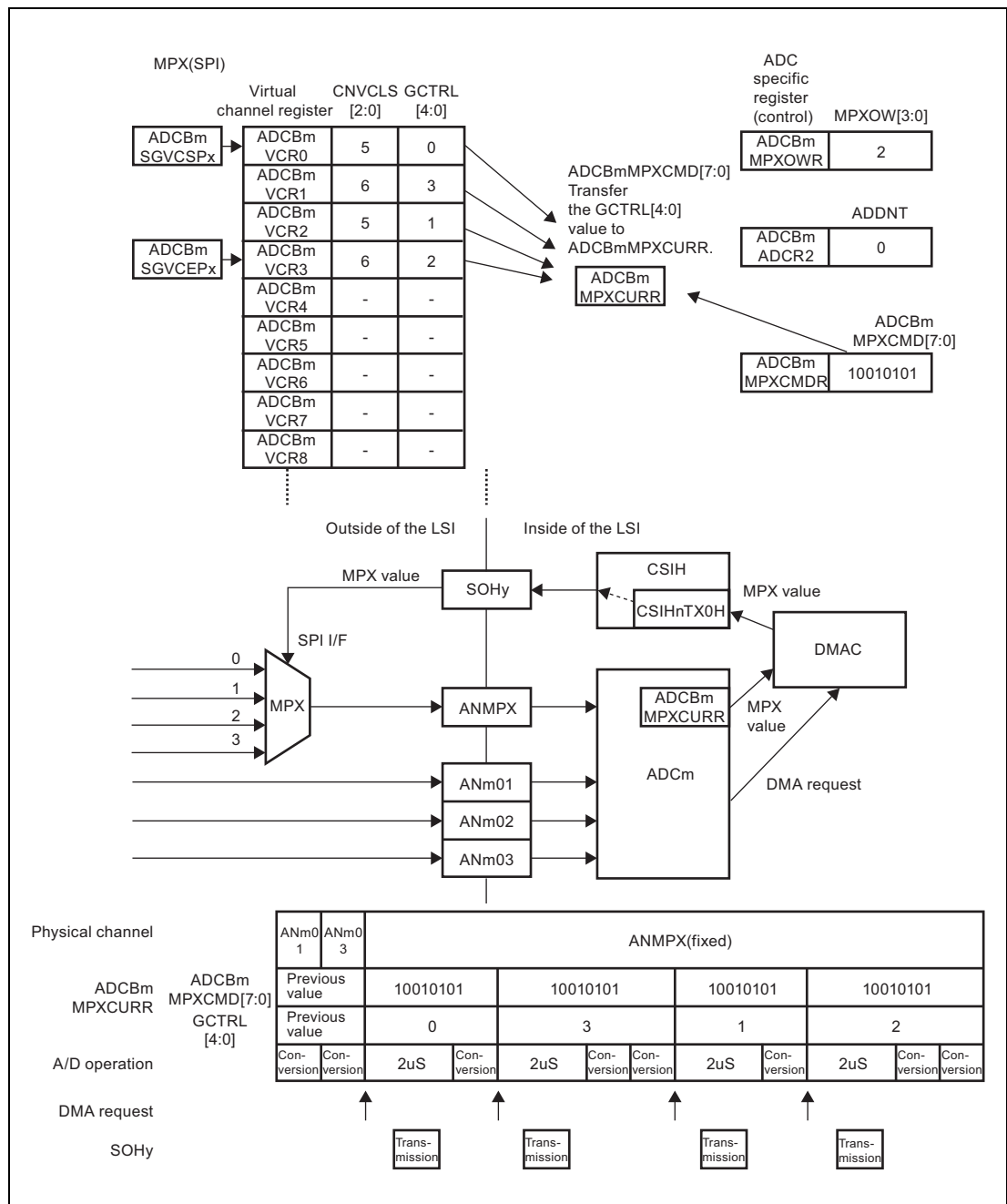


Figure 27.12 Example of Using an External Analog Multiplexer — SPI Output

NOTE

m = 0: ANMPX = AN043; m = 1: ANMPX = AN100; x = 0 to 4

27.7.6 Example of Synchronous Suspend and Resume Operation

Figure 27.13 shows an example of synchronous suspend and resume operation when a higher-priority SG interrupts a lower-priority SG.

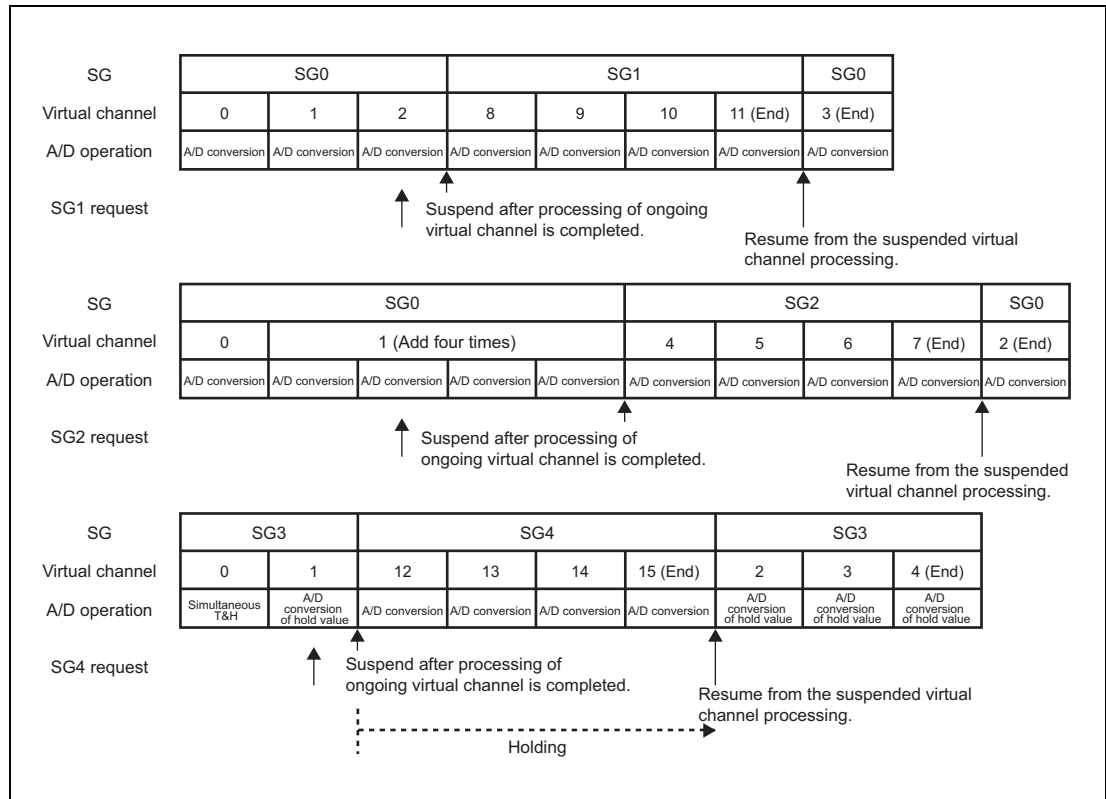


Figure 27.13 Example of Synchronous Suspend and Resume Operation

CAUTION

Priority of scan groups:

Low High
SG0 < SG1 < SG2 < SG3 < SG4

27.7.7 Example of Asynchronous Suspend and Resume Operation

Figure 27.14 shows an example of asynchronous suspend and resume operation when a higher-priority SG interrupts a lower-priority SG.

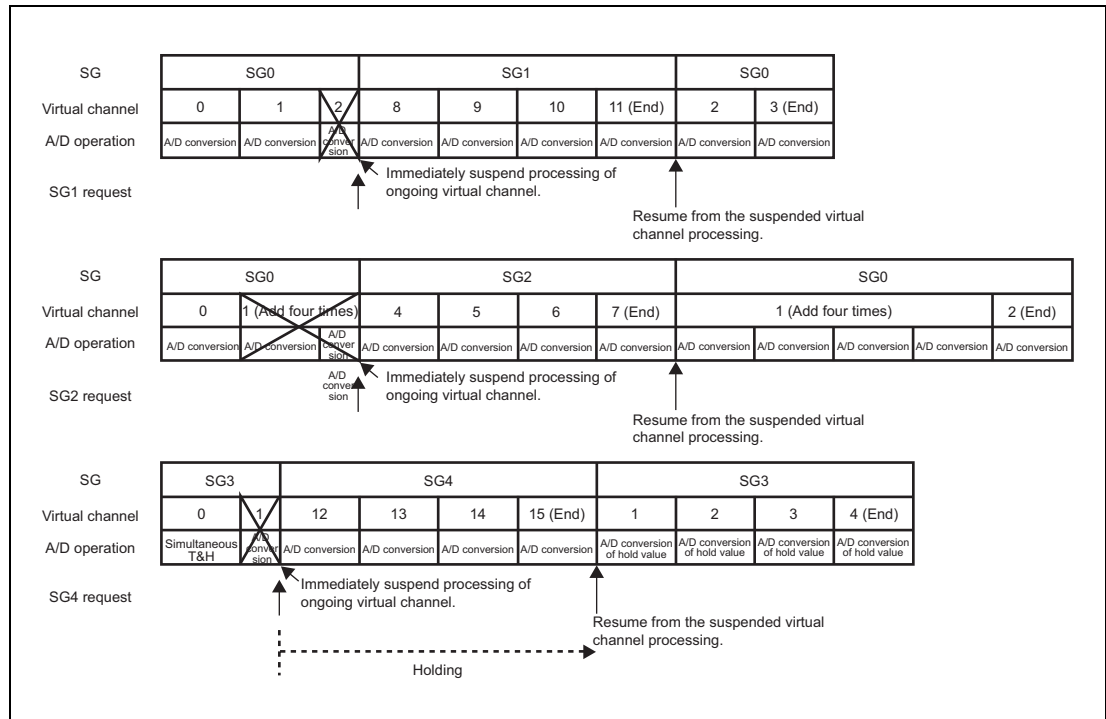


Figure 27.14 Example of Asynchronous Suspend and Resume Operation

CAUTION

Priority of scan groups:

Low High

SG0 < SG1 < SG2 < SG3 < SG4

27.7.8 Example of A/D Timer Operation

Figure 27.15 shows an example of A/D timer operation.
 The A/D timer counts in synchronization of the 40-MHz clock.

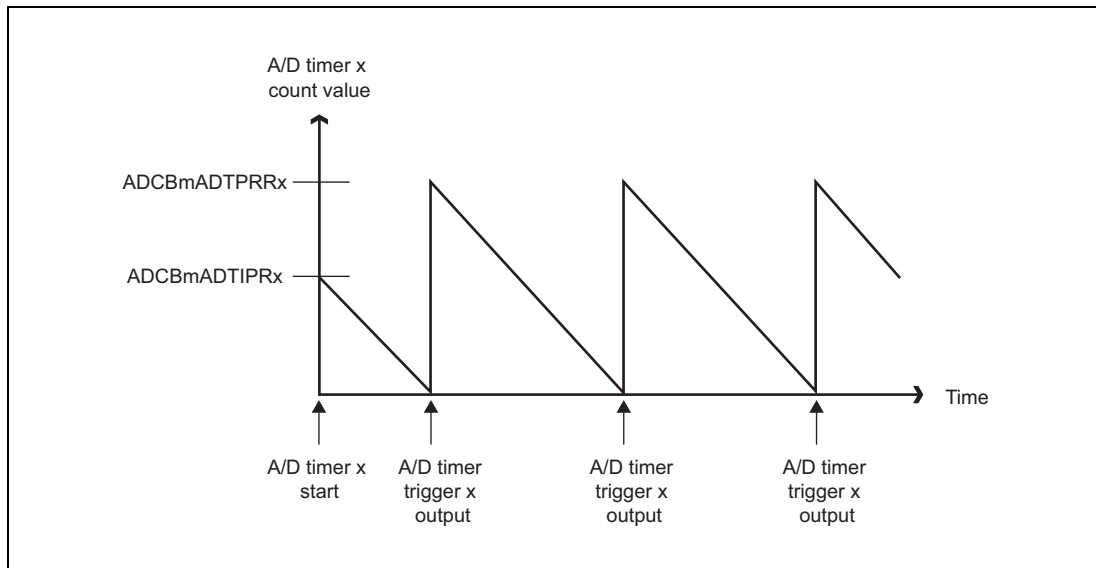


Figure 27.15 Example of A/D Timer Operation

NOTE

m = 0, 1; x = 3, 4

27.7.9 Self-Diagnostic Functions

The ADC is equipped with the following three self-diagnostic functions.

- Pin-level self-diagnosis
- A/D conversion circuit self-diagnosis
- Wiring-break detection self-diagnosis

27.7.9.1 Pin-Level Self-Diagnosis

The pin-level self-diagnosis performs A/D conversion that is set to a different voltage for even-number physical channel groups and odd-number physical channel groups to check an abnormal path from the ANI.

The different voltage setting is made in ADCBmTDCR and can be detected by combination of AVSS, AVCC, and $1/2 \times AVCC$.

Features and settings of the pin-level self-diagnosis of the ADC are described below.

[Features]

- (1) Users can select desired physical channels to be tested.
- (2) AVSS, AVCC, or $1/2AVCC$ is selectable as a self-diagnosis level.
- (3) Performing A/D conversion for SG0 to SG4 makes the pin-level self-diagnosis available.

[Settings]

- (1) Make settings according to the initial settings (**Figure 27.3, Initial Settings**).
- (2) Set CNVCLS[2:0] in the virtual channel register ADCBmVCRn to 0_H and set GCTRL[4:0] to select desired channels.
- (3) Set TDE in the pin-level self-diagnosis control register to 1_H and set TDLV[1:0] to specify the desired level of pin-level self-diagnosis.
- (4) Make other settings required for A/D conversion according to the initial settings (**Figure 27.3, Initial Settings**).
- (5) Assert SG0 to SG4 trigger signals to perform A/D conversion.

NOTE

m = 0, 1; n = 0 to 39

27.7.9.2 A/D Converter Self-Diagnosis

The A/D converter self-diagnosis is used to verify that A/D conversion operates correctly.

The voltage value setting is made in GCTRL[4:0] when CNVCLS[2:0] = 3_H, and can be converted for AVREFH × 1, AVREFH × 3/4, AVREFH × 1/2, AVREFH × 1/4, and AVREFH × 0.

Features of the A/D conversion circuit self-diagnosis are described below.

[Features]

- (1) AVREFH × 1, AVREFH × 3/4, AVREFH × 1/2, AVREFH × 1/4, or AVREFH × 0 is selectable as a self-diagnosis voltage level.
- (2) Performing A/D conversion for SG0 to SG4 makes the A/D converter self-diagnosis available.

[Settings]

- (1) Make settings according to the initial settings (**Figure 27.3, Initial Settings**).
- (2) Set CNVCLS[2:0] in the virtual channel register ADCBmVCRn (n = 0 to 47) to 3_H and set GCTRL[5:0] to specify the desired self-diagnosis voltage level.
- (3) Make other settings required for A/D conversion according to the initial settings (**Figure 27.3, Initial Settings**).
- (4) Assert SG0 to SG4 trigger signals to perform A/D conversion.

NOTE

m = 0, 1; n = 0 to 39

Applying A/D converter self-diagnosis to a pin which has handled A/D conversion before A/D converter self-diagnosis while an injection current is flowing may affect the accuracy of the result of conversion. Accordingly, select pins through which a current will not be being injected as targets for A/D converter self-diagnosis.

Example settings are as follows.

CAUTION

Applying a voltage above the power supply voltage or below the ground voltage to a pin will lead to an injection current flowing.

- (1) If A/D conversion and A/D converter self-diagnosis proceed in the same SG, select pins through which a current will not be being injected before A/D converter self-diagnosis.

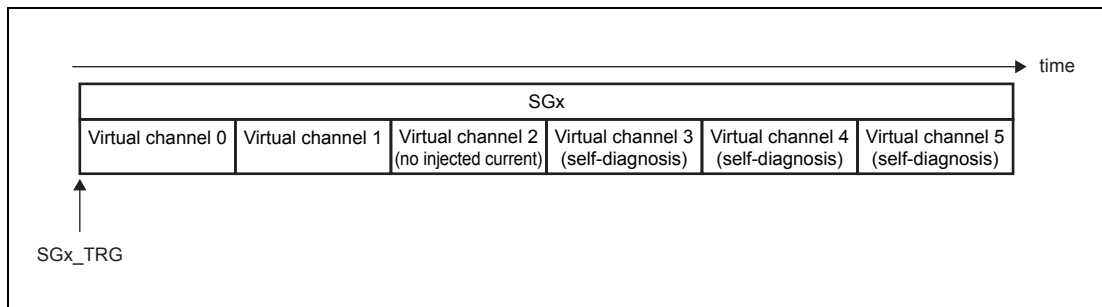


Figure 27.16 Example Setting when A/D Conversion and A/D Converter Diagnosis Proceed in the Same SG

- (2) If a scan group has higher priority than a scan group to which A/D converter self-diagnosis is to be applied, the self-diagnosis may be suspended to allow A/D conversion by the higher-priority SG to proceed, and then resumed. If this is the case, select pins^{*1} through which current will not be being injected at the end of conversion by the high-priority SG.

Note 1. If you cannot determine which pins will not have current being injected, proceed with A/D conversion on an unused pin as an alternative.

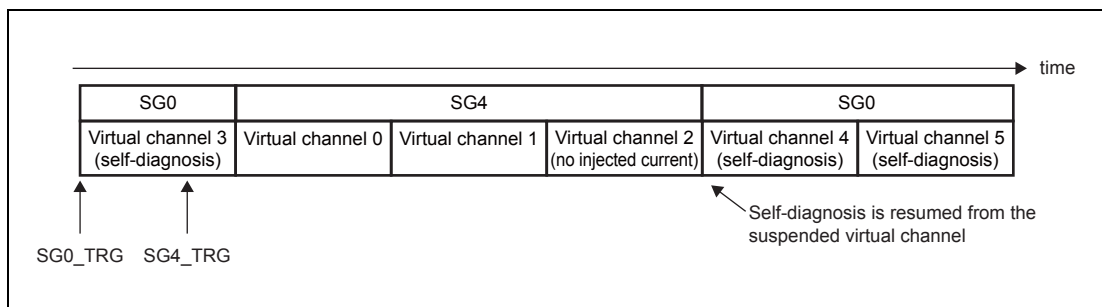


Figure 27.17 Example Setting when a Scan Group has Higher Priority than a Scan Group to which A/D Converter Self-Diagnosis is to be Applied

27.7.9.3 Wiring-Break Detection Self-Diagnosis

The wiring-break detection self-diagnosis detects wiring-break of the ANI. If a wiring-break is present, the conversion result attenuates to approximately 0 V, and an abnormal value is detected in the conversion result. This can be determined as detection of wiring-break.

[Feature]

- (1) Users can select desired physical channels for which wiring-break is to be detected.

[Settings]

- (1) Make settings according to the initial settings (**Figure 27.3, Initial Settings**).
- (2) Set CNVCLS[2:0] in the virtual channel register ADCBmVCRn to 0_H and set GCTRL[5:0] to select desired channels.
- (3) Set ODE in the wiring-break detection control register to 1_H and set ODPW[5:0] to specify the desired wiring-break detection pulse width.
- (4) Assert SG0 to SG4 trigger signals to perform A/D conversion.

NOTE

$m = 0, 1; n = 0 \text{ to } 39$

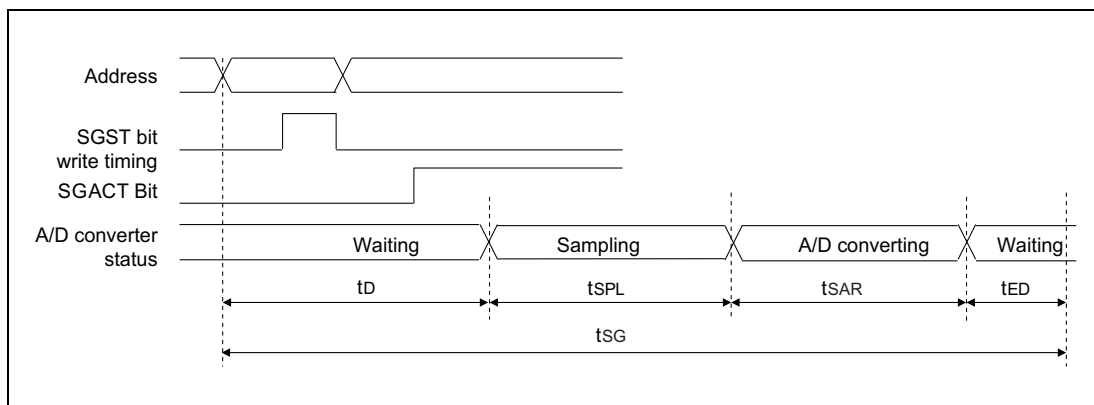
27.7.10 Sampling of an Analog Input and Processing Time for a Scan Group

Figure 27.18 Timing Chart of Normal A/D Conversion Operation (Single Conversion)

The track-and-hold circuit is equipped subsequent to the analog input. The ADC has an internal sample-and-hold circuit. After the SGST bit in ADCBmSGCRx is set to 1, the ADC performs sampling after the scan group start delay time (t_D) has passed, and then starts successive approximation conversion processing.

Figure 27.18, Timing Chart of Normal A/D Conversion Operation (Single Conversion) shows the operation timing in one-cycle scan for a single virtual channel. The processing time for a scan group (t_{SG}) includes the scan group start delay time (t_D), the sampling time (t_{SPL}), the successive approximation conversion processing time (t_{SAR}), and the scan group end delay time (t_{ED}). **Table 27.40, Processing Time for a Scan Group** lists the processing time for a scan group.

The processing time for a scan group (t_{SG}) can be obtained from the following formula, where the number of virtual channels is i and the number of multicycles is j in multicycle scan mode:

$$t_{SG} = t_D + (t_{SPL} + t_{SAR}) \times i \times j + t_{ED}$$

The processing time for the first cycle of scan in continuous scan mode is as follows:

$$t_D + (t_{SPL} + t_{SAR}) \times i$$

The processing time for the second (or subsequent) cycle of scan in continuous scan mode is as follows:

$$(t_{SPL} + t_{SAR}) \times i$$

Table 27.40 Processing Time for a Scan Group

Item	Symbol	Period	Unit
Scan group start delay time	t_D	$(2 \text{ to } 4) \times P\phi + 5 \times l\phi$	$P\phi$ (CLK_LSB) $l\phi$ (CLKC_LSB)
Sampling time	t_{SPL}	$18 \times l\phi$	$l\phi$ (CLKC_LSB)

Table 27.40 Processing Time for a Scan Group

Item	Symbol	Period	Unit
Successive approximation conversion processing time	tSAR	$22 \times l\phi$	$l\phi$ (CLKC_LSB)
Scan group end delay time	tED	$(2 \text{ to } 4) \times l\phi + 3 \times P\phi$	$P\phi$ (CLK_LSB) $l\phi$ (CLKC_LSB)
Scan group processing time	tSG	$47 \times l\phi + 5 \times P\phi$ to $49 \times l\phi + 7 \times P\phi$	$P\phi$ (CLK_LSB) $l\phi$ (CLKC_LSB)

NOTE

$m = 0, 1; x = 0 \text{ to } 4$

27.7.10.1 Processing Time for Execution of Selected T&H and A/D Conversion of Hold Value

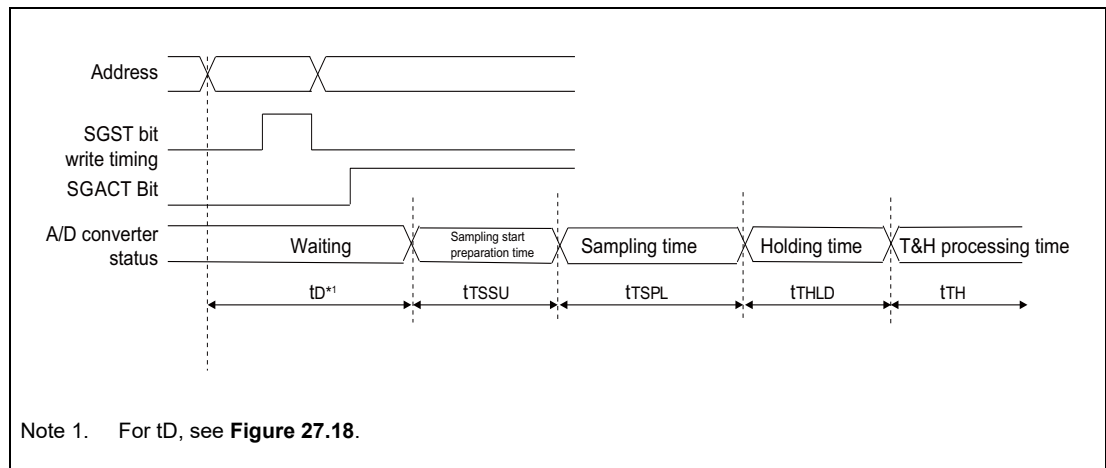


Figure 27.19 Timing Chart for Operation of Execution of Selected T&H and A/D Conversion of Hold Value

The track-and-hold circuit is equipped subsequent to the analog input. **Table 27.41** shows the specified time period from sampling start to transition to the hold state (tTSPL) and the specified time period from transition to the hold state to A/D conversion start (tTHLD), and also shows the T&H processing time (tTH) when T&H is performed in a virtual channel.

Table 27.41 Track-and-Hold Processing Time

Item	Symbol	Period	Unit
Sampling start preparation period	tTSSU	3	$l\phi$ (internal clock)
Sampling period	tTSPL	27	$l\phi$ (internal clock)
Hold period	tTHLD	10	$l\phi$ (internal clock)
T&H processing period	tTH	40	$l\phi$ (internal clock)

27.7.11 Selection of Trigger Input for a Scan Group

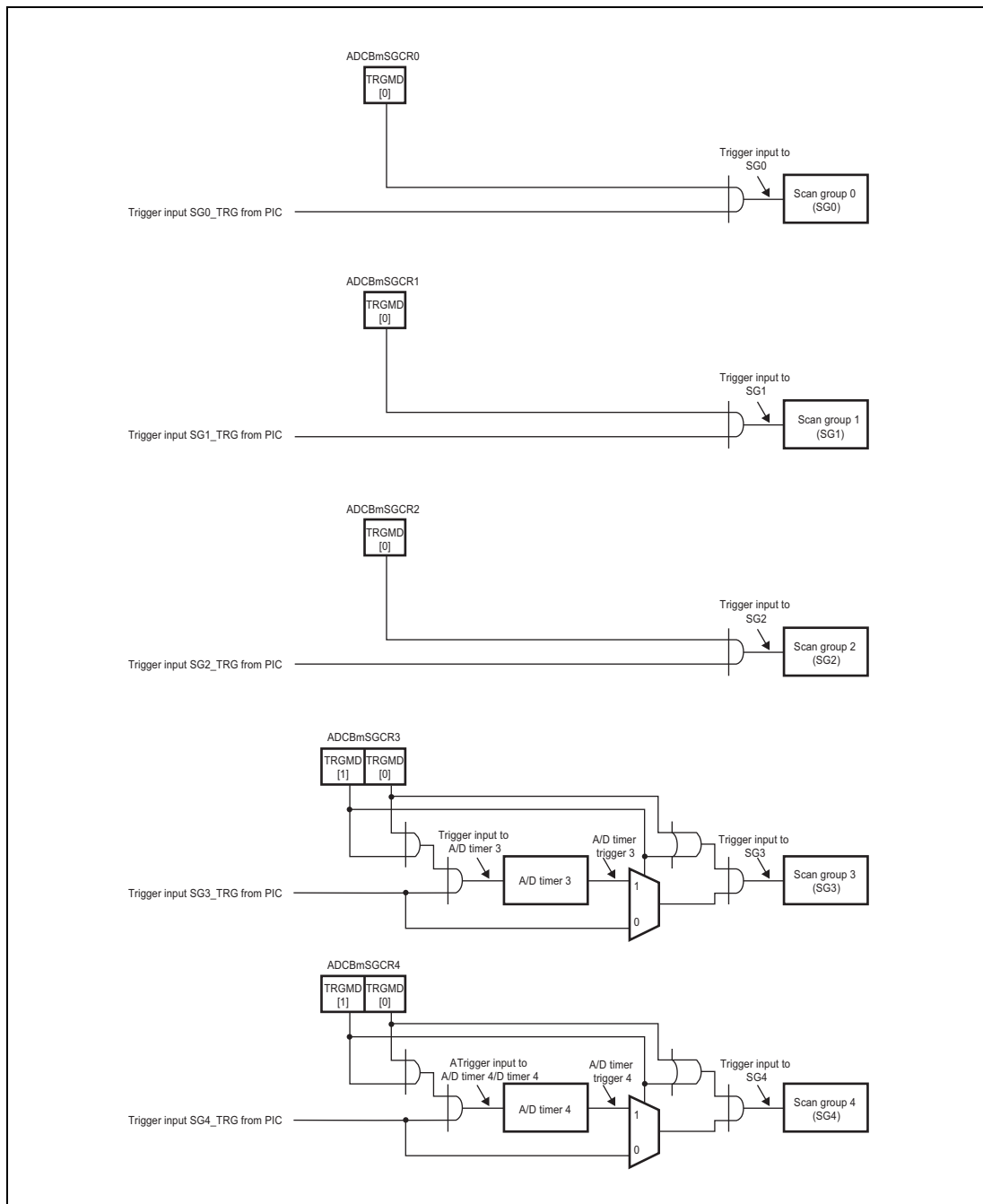


Figure 27.20 Selection of Trigger Input for a Scan Group

NOTE

m = 0, 1

27.7.12 Starting a Scan Group by Using a Hardware Trigger

Scan group x can be started by using an input from hardware trigger SGx_TRG. To start scan group x by an input from hardware trigger SGx_TRG, set TRGMD in ADCBmSGCRx to 1_H. When the selected hardware trigger SGx_TRG is input in this state, SGACT is set to 1. The timing since SGACT is set to 1 until scan group x is started is the same as the timing when SGST is set to 1 by a software trigger.

NOTE

m = 0, 1; x = 0 to 4

27.7.13 Starting a Scan Group by Using an A/D Timer Trigger

Scan group 3 or 4 can be started by using a trigger from A/D timer 3 or 4. To start scan group 3 or 4 by using a trigger from A/D timer 3 or 4, set TRGMD in ADCBmSGCR3 or ADCBmSGCR4 to 2_H. Furthermore, set ADTST of scan group 3 or 4 to 1 to start A/D timer 3 or 4.

When a timer trigger is input in this state, SGACT is set to 1. The timing since SGACT is set to 1 until scan group 3 or 4 is started is the same as the timing when SGST is set to 1 by a software trigger.

NOTE

m = 0, 1

27.7.14 Starting A/D Timer by Using a Hardware Trigger

A/D timer 3 or 4 can be started by using a hardware trigger SG3_TRG or SG4_TRG input. To start A/D timer 3 or 4 by using a hardware trigger SG3_TRG or SG4_TRG input, set TRGMD in ADCBmSGCR3 or ADCBmSGCR4 to 3_H. When the selected external trigger is input in this state, A/D timer 3 or 4 starts. Furthermore, a trigger from A/D timer 3 or 4 starts scan group 3 or 4.

NOTE

m = 0, 1

27.7.15 Monitoring Function by Using the A/D Conversion Monitor Pin

ADEND_m can be used to monitor the processing timing of the virtual channel specified by ADCBmADENDP. For details of pin settings, see **Section 2, Pins**.

Figure 27.21 shows the A/D conversion monitor timing.

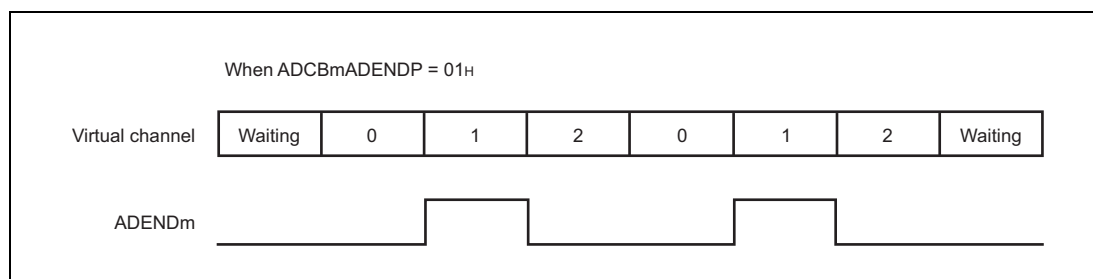


Figure 27.21 A/D Conversion Monitor Timing

CAUTION

If the high-level voltage is output from ADEND_m in a lower-priority scan group and a higher-priority scan group suspends (asynchronous suspend) the processing of the lower-priority scan group, the low-level voltage is output from ADEND_m. Since the suspended virtual channel processing for the lower-priority scan group resumes after that, the high-level voltage is output again from ADEND_m.

NOTE

m = 0, 1

27.7.16 Scan End Interrupt Request

Scan group x can issue a scan end interrupt request (ADImx) to the INTC. When ADIE in ADCBmSGCRx is set to 1, ADImx can be output after the SGx scan ends. When ADIE in ADCBmSGCRx is set to 0, the ADImx output at the end of the SGx scan can be disabled. When ADIE in ADCBmVCRn is set to 1, ADImx can be output when A/D conversion for virtual channel n in SGx ends. When ADIE in ADCBmVCRn is set to 0, the ADImx output at the end of the A/D conversion for virtual channel n in SGx can be disabled. The setting of ADIE in ADCBmSGCRx is independent of the setting of ADIE in ADCBmVCRn.

Example 1) A scan is executed for virtual channel 0 or 1 in SG0 when ADIE in ADCBmSGCR0 is 0, ADIE in ADCBmVCR0 is 1, and ADIE in ADCBmVCR1 is 0. ADIm0 is output when A/D conversion ends for virtual channel 0.

Example 2) A scan is executed for virtual channel 0 or 1 in SG0 when ADIE in ADCBmSGCR0 is 0, ADIE in ADCBmVCR0 is 1, and ADIE in ADCBmVCR1 is 1. ADIm0 is output when A/D conversion ends for virtual channel 0 and virtual channel 1.

Example 3) A scan is executed for virtual channel 0 or 1 in SG0 when ADIE in ADCBmSGCR0 is 1, ADIE in ADCBmVCR0 is 0, and ADIE in ADCBmVCR1 is 0. ADIm0 is output when a scan ends (at the end of A/D conversion for virtual channel 1). ADIm0 is output at each two cycles (or more) in multicycle scan mode, or each time a scan ends (at the end of A/D conversion for virtual channel 1) in continuous scan mode.

Furthermore, the DMAC can be activated when ADImx occurs.

For the DMAC setting, see **Section 7, DMA**.

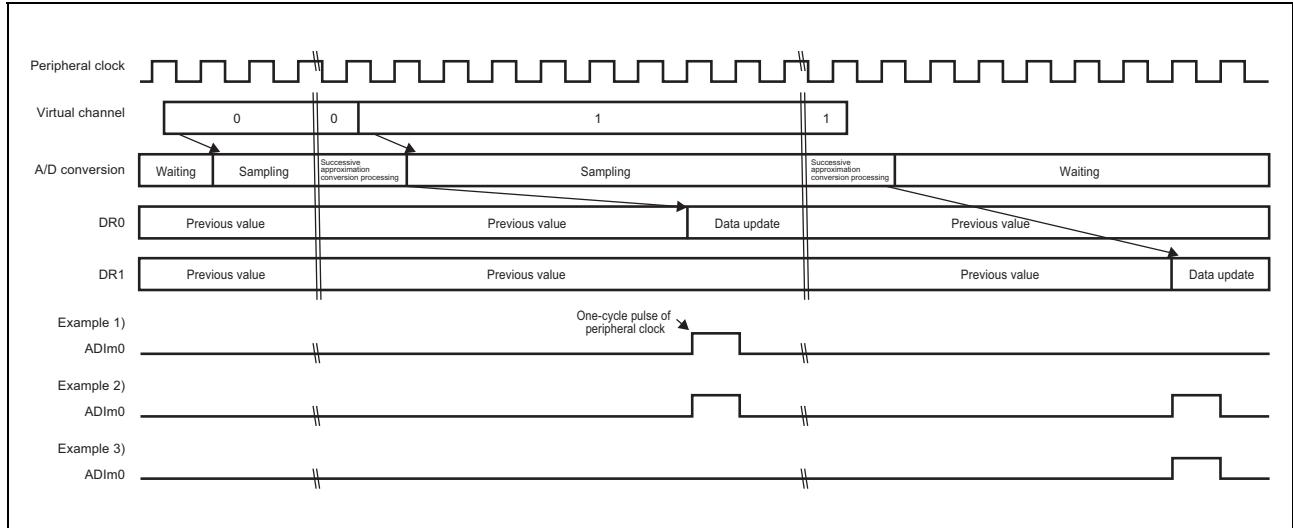


Figure 27.22 Scan Conversion End Interrupt Occurrence Timing

NOTE

m = 0, 1; x = 0 to 4; n = 0 to 39

27.7.17 MPX Interrupt Request

The ADC can issue an MPX interrupt request (ADMPXIm) to the INTC. ADMPXIm is generated when a virtual channel for which CNVCLS[2:0] in ADCBmVCRn is set to 5_H or 6_H is started.

The DMAC can be activated when ADMPXIm occurs.

For the DMAC setting, see **Section 7, DMA**.

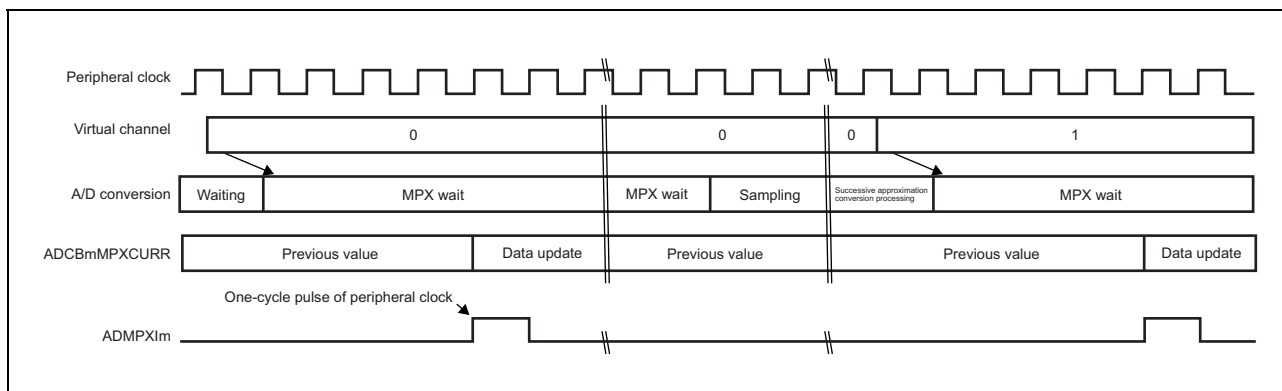


Figure 27.23 Timing of an MPX Interrupt Occurrence

NOTE

m = 0, 1; n = 0 to 39

27.7.18 A/D Error Interrupt Request and A/D Parity Error Interrupt Request

The ADC can issue an A/D error interrupt request (ADEm) to the INTC and an A/D parity error notification (ADPEm) to the error control module (ECM). For an error source for which ULEIE, OWEIE, and IDEIE in ADCBmSFTCR is set to 1, the OR condition of the error source is issued as ADEm. For an error source for which ULEIE, OWEIE, and IDEIE in ADCBmSFTCR is set to 0, ADEm can be disabled. ADPEm is enabled when PEIE in ADCBmSFTCR is set to 1. ADPEm is disabled when PEIE in ADCBmSFTCR is set to 0.

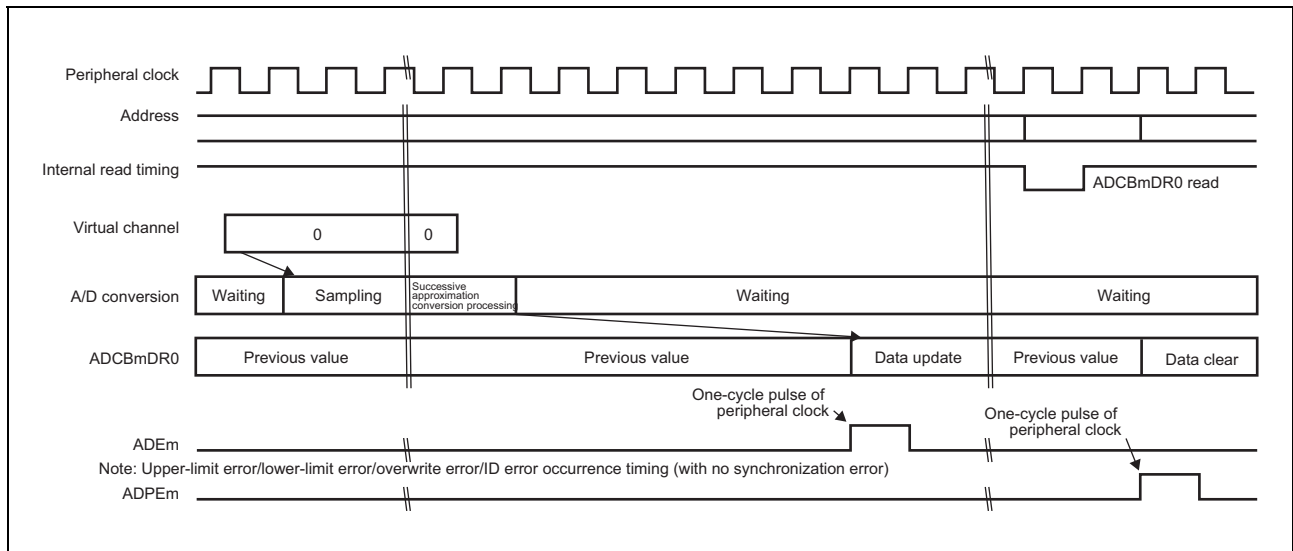


Figure 27.24 Timing of A/D Error Interrupt and Parity Error Interrupt Generation

NOTE

m = 0, 1

27.7.19 DFE/APA/ASF Entry Function

The ADC can issue a request for entry to the DFE or APA0 and a request for entry to the ASF for DFE, APA0, and ASF to enable entry according to the settings of DFENT in ADCBmVCRn and DFENTSGxE and ASENTSGxE in ADCBmDFASENTSGER. At the same time, the ADC outputs the TAG information and A/D conversion data that are set in DFTAG in ADCBmVCRn. For the format of the output A/D conversion data, see **Section 27.5.2, ADCBmDRn — Data Register n**.

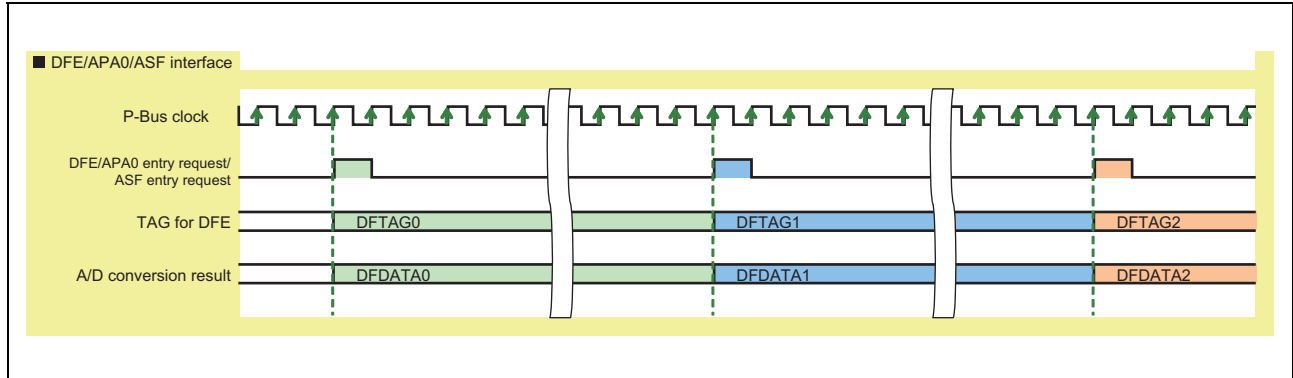


Figure 27.25 DFE/APA0/ASF Entry Timing

NOTE

$m = 0, 1; n = 0 \text{ to } 39; x = 0 \text{ to } 4$

27.8 Definition of A/D Conversion Accuracy

A/D conversion accuracy is defined below.

- Resolution
Number of digital output codes of the A/D converter
- Quantization error
An error essentially contained in A/D converters, which is given as 1/2LSB (**Figure 27.26**).
- Offset error
Deviation of the analog input voltage value from the ideal A/D conversion characteristics when the digital output changes from the minimum voltage value 000_H to 001_H . However, the quantization error is not included (**Figure 27.26**).
- Full-scale error
Deviation of the analog input voltage value from the ideal A/D conversion characteristics when the digital output changes from FFE_H to FFF_H . However, the quantization error is not included (**Figure 27.26**).
- DNL (Differential nonlinear error)
Deviation between the ideal digital output code width (V_q) and the actual digital output code width (V_a), which is given as $(V_a - V_q)/V_q$. However, the offset error, the full-scale error, and the quantization error are not included (**Figure 27.26**).
- INL (Integral nonlinear error)
Deviation of the actual value from the ideal A/D conversion characteristics, from the zero voltage to the full-scale voltage, which is given as an integral of DNL from 000_H to a digital output code. However, the offset error, the full-scale error, and the quantization error are not included (**Figure 27.26**).
- Absolute accuracy
Deviation between the digital value and the analog input value. The offset error, the full-scale error, the quantization error, DNL, and INL are included (**Figure 27.26**).

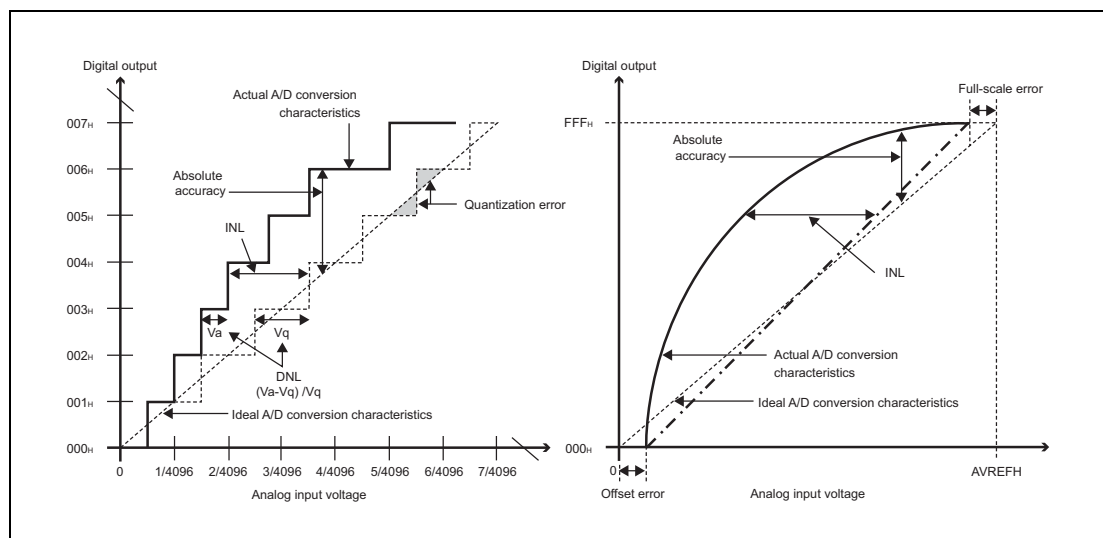


Figure 27.26 Definition of A/D Conversion Accuracy

27.9 Usage Notes

27.9.1 Notes on Using an External Analog Multiplexer

When you use an external multiplexer, observe the following notes so as not to cause system crash.

Except for the exceptions below, set the MPX wait as follows:

- When an MPX value is transferred at a port: Insert a wait of at least 1 μ s.
- When an MPX value is transferred with the SPI interface: Insert a wait of at least SPI transmission time + 1 μ s.

Exception 1) When an external multiplexer is used for one scan group

When an external multiplexer is used for SG0 with SUSMTD[1:0] set to 1_H, or when an external multiplexer is used for any of SG0 to SG3 with SUSMTD[1:0] set to 2_H, set the MPX wait as follows:

- When an MPX value is transferred at a port: Insert a wait of at least 1 μ s.
- When an MPX value is transferred with the SPI interface: Insert a wait of at least SPI transmission time \times 2.

Exception 2) When an external multiplexer is used for multiple scan groups

When an external multiplexer is used with SUSMTD[1:0] set to 1_H or 2_H, observe the following notes.

- For the start virtual channel of each scan group, make a setting so as not to use an external multiplexer. (However, for the start virtual channel of the scan group whose priority is lowest among the scan groups for which the external multiplexer is used, a setting to use an external multiplexer does not cause any problem.)
- Up to two scan groups can be transferred with the SPI interface.

Furthermore, set the MPX wait as follows:

- When an MPX value is transferred at a port: Insert a wait of at least 1 μ s.
- When an MPX value is transferred with the SPI interface: Insert a wait of at least SPI transmission time \times 2.

27.9.2 Notes on Using Analog Input Pins

Do not perform A/D conversion for an analog pin with both $\Delta\Sigma$ ADC and SAR-ADC at the same time. Also, do not perform A/D conversion with SAR-ADC for an analog pin that is being selected for digital input. Doing so may degrade the A/D conversion accuracy.

When a digital input or output signal is multiplexed with an analog input signal, it can also be used as a digital general-purpose input or output pin. Changes in a digital input or output during AD conversion may reduce the precision of conversion. Noise from the operation of digital pins near analog input pins may also reduce the precision of conversion. Notes on how to reduce the effects of digital input and output on the results of AD conversion are given below.

(1) Notes on Analog Input Pins

- (a) Place the capacitors of RC circuits as close to the LSI pin as is possible. This reduces the effects of digital inputs and outputs on the precision of conversion. Since the improvement in precision also depends on other conditions of the board, evaluate the situation on the actual board.

(2) Notes on Digital Input and Output Pins near Analog Pins

- (a) If digital input through the pin is not essential, disable digital input.
- (b) If a digital signal is input to such a pin, the signal should not include overshoot or undershoot.
- (c) Set the voltage to $AVCC = EVCC$ (if an analog pin function is multiplexed with the digital function).
Operation outside the range of $-0.3\text{ V } AVCC-EVCC\ 0.3\text{ V}$ may negatively affect the reliability of the chip.
- (d) Design the board so that load capacitances connected to output pins to suppress discharge currents are small.
- (e) Lower the output driving ability (boosting) of pins that may be affected.

(3) Software Measures against Effects on the Results of Conversion

- (a) Use the average of multiple results of AD conversion.
- (b) When using multiple consecutive results of ADC conversion, exclude outlying results.

27.9.3 Notes when Current is Being Injected

Proceeding with A/D conversion by using simultaneous track-and-hold while current is being injected may affect the accuracy of A/D conversion.

To avoid the effects of injection current on the accuracy of A/D conversion, make settings according to either of the following descriptions.

CAUTION

Applying a voltage above the power supply voltage or below the ground voltage to a pin will lead to an injection current flowing.

- (1) If you are using simultaneous track-and-hold, do not allow current to be injected to pins where this will affect the accuracy of conversion.

Table 27.42 Combination of the T&H Circuits and Pins where Injected Current will Affect the Accuracy of Conversion

Unit	T&H Circuit for Conversion	Pins where Injected Current will Affect the Accuracy of Conversion
ADCB0	T&H Circuit 0	AN000
	T&H Circuit 1	AN001
ADCB1	T&H Circuit 0	AN100
	T&H Circuit 1	AN101

- (2) When simultaneous track-and-hold is in use, setting a value other than 00_B to bits 4 and 3 (GCTRL) of the ADCBnVCRj register changes the pins where injected current will affect the accuracy of conversion.

The table below shows the correspondence between settings other than 00_B for bits 4 and 3 (GCTRL) of the ADCBnVCRj register and the pins which are subject to injected current affecting the accuracy of conversion. Follow the table to set bits 4 and 3 (GCTRL) such that the result for pins which may be affected is no applicable pins or use pins to which no injection current is being applied.

Table 27.43 Combination of the T&H Circuits and Pins where Injected Current will Affect the Accuracy of Conversion (the ADCBnVCRj.GCTRL bits are used)

Unit	T&H Circuit for Conversion	Settings Other than 00_B for GCTRL[4:3]	Pins where Injected Current will Affect the Accuracy of Conversion
ADCB0	T&H Circuit 0	11_B	– (no applicable pins)
	T&H Circuit 1	11_B	– (no applicable pins)
ADCB1	T&H Circuit 0	00_B	AN100
		01_B	AN120
		10_B	AN140
		11_B	AN160
	T&H Circuit 1	00_B	AN101
		01_B	AN121
		10_B	AN141
		11_B	AN161

27.9.4 Notes on Register Setting

When setting the registers listed in **Table 27.44**, read the given register before writing to it or write to the given register after writing to the other registers in the used module (or those in the other AD module). If the procedure is not followed correctly, the value written to the register may not correctly reflected.

Table 27.44 Registers that Must Be Read before Setting

Applicable Register	Symbol
Scan group x control register	ADCBmSGCRx
Scan group x virtual start register	ADCBmSGVCSPx
Scan group x virtual end register	ADCBmSGVCEPx

Note: m = 0, 1
x = 0 to 4

27.10 IFC (Integer/Floating-Point Conversion Module)

The IFC module can read data in the ADC's register data via the IFC and convert it to the floating-point format.

27.10.1 Features

The IFC has the following features:

- Floating-point format: IEEE754 standard single-precision
- Supported registers: Data registers for all virtual channels of the ADC

27.10.2 Configuration

Figure 27.27 is a configuration block diagram of the IFC.

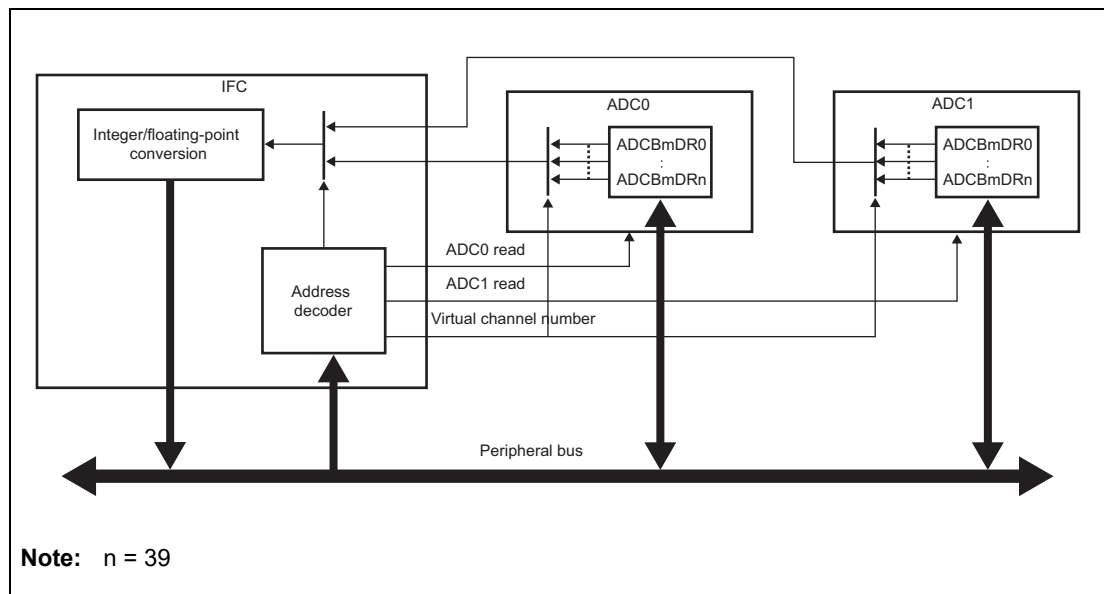


Figure 27.27 Configuration Block Diagram

27.10.3 Register Address

Table 27.45 Register Base Address <IFC_base>

<IFC_base> Address
FFF2 3000 _H

Table 27.46 Register Address List

Register Name	Symbol	Address
Floating-point data register mn	FDRmn	<IFC_base> + m × 100 _H + n × 4 _H

Note: m = 0, 1; n = 00 to 39

27.10.4 Register

27.10.4.1 FDRmn — Floating-Point Data Register mn

FDRmn is a 32-bit read-only register that can read DRn of ADCm, converting it to the floating-point format. Data in an ADC data register is converted from the signed fixed-point format to the floating-point format. Even data in the signed integer format (DFMT bit in ADCBmADCR2 of ADCm is set to 1) is regarded as data in the signed fixed-point format, and converted to the floating-point format.

Signed fixed-point format

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	S	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

↑
Position of decimal point

Floating-point format

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	S	EXP[7:0]							FRACTION[22:16]								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FRACTION[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 27.47 FDRmn Register Contents

Bit Position	Bit Name	Function
31	S	Sign bit
30 to 23	EXP[7:0]	Exponent
22 to 0	FRACTION[22:0]	Mantissa

Expression: $(-1)^S \times 2^{(EXP-127)} \times (1 + (Fraction \times 2^{(-23)}))$

NOTE

m = 0, 1; n = 00 to 39

27.11 ADC Summation Function (ASF)

The ASF is a function that accumulates the A/D converted value from the ADC the specified number of times, and then stores the total value in a register.

27.11.1 Features

The ASF has the following features:

- Compatible module: ADC0
- Number of accumulation channels: 11
- Entry from ADC:
Upon receiving an ASF entry request, TAG for DFE, and data for DFE from the ADC, the ASF enters them to each accumulation channel (with the same number as the TAG value for DFE) of the ASF.
- Accumulation data register: 32 bits
- Accumulation end interrupt:
Each time accumulation for the number of times specified in each channel ends, an interrupt request (ASI00 to ASI10) to the CPU can be generated.

27.11.2 Configuration

Figure 27.28 illustrates the ASF block diagram.

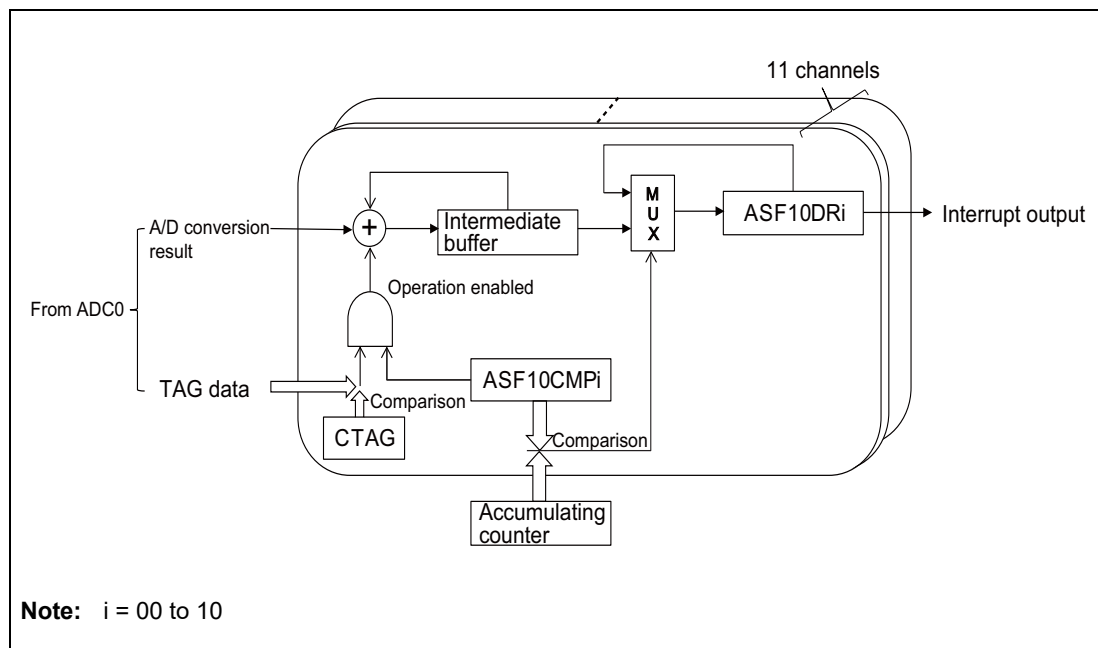


Figure 27.28 Block Diagram of ASF Configuration

27.11.3 Register Addresses

Table 27.48 Register Base Address <ASF_base>

<ASF_base> Address
FFF2 2000 _H

Table 27.49 List of Register Addresses

Register Name	Symbol	Value after Reset	Address	Access Size
Accumulation data read register 0	ASF1nDR00	0000 0000 _H	<ASF_base> + 00 _H	32
Accumulation data read register 1	ASF1nDR01	0000 0000 _H	<ASF_base> + 04 _H	32
Accumulation data read register 2	ASF1nDR02	0000 0000 _H	<ASF_base> + 08 _H	32
Accumulation data read register 3	ASF1nDR03	0000 0000 _H	<ASF_base> + 0C _H	32
Accumulation data read register 4	ASF1nDR04	0000 0000 _H	<ASF_base> + 10 _H	32
Accumulation data read register 5	ASF1nDR05	0000 0000 _H	<ASF_base> + 14 _H	32
Accumulation data read register 6	ASF1nDR06	0000 0000 _H	<ASF_base> + 18 _H	32
Accumulation data read register 7	ASF1nDR07	0000 0000 _H	<ASF_base> + 1C _H	32
Accumulation data read register 8	ASF1nDR08	0000 0000 _H	<ASF_base> + 20 _H	32
Accumulation data read register 9	ASF1nDR09	0000 0000 _H	<ASF_base> + 24 _H	32
Accumulation data read register 10	ASF1nDR10	0000 0000 _H	<ASF_base> + 28 _H	32
Accumulation compare match register 0	ASF1nCMP00	00 _H	<ASF_base> + 40 _H	8
Accumulation compare match register 1	ASF1nCMP01	00 _H	<ASF_base> + 44 _H	8
Accumulation compare match register 2	ASF1nCMP02	00 _H	<ASF_base> + 48 _H	8
Accumulation compare match register 3	ASF1nCMP03	00 _H	<ASF_base> + 4C _H	8
Accumulation compare match register 4	ASF1nCMP04	00 _H	<ASF_base> + 50 _H	8
Accumulation compare match register 5	ASF1nCMP05	00 _H	<ASF_base> + 54 _H	8
Accumulation compare match register 6	ASF1nCMP06	00 _H	<ASF_base> + 58 _H	8
Accumulation compare match register 7	ASF1nCMP07	00 _H	<ASF_base> + 5C _H	8
Accumulation compare match register 8	ASF1nCMP08	00 _H	<ASF_base> + 60 _H	8
Accumulation compare match register 9	ASF1nCMP09	00 _H	<ASF_base> + 64 _H	8
Accumulation compare match register 10	ASF1nCMP10	00 _H	<ASF_base> + 68 _H	8
Accumulation counter control register 0	ASF1nCTL0	0000 _H	<ASF_base> + 80 _H	8, 16
Accumulation counter control register 1	ASF1nCTL1	00 _H	<ASF_base> + 84 _H	8
Accumulation count read register	ASF1nCNT	00 _H	<ASF_base> + 8C _H	8

Note: n = 0

27.11.4 Registers

27.11.4.1 ASF1nDRi — Accumulation Data Register i

ASF1nDRi is a 32-bit read-only register that stores an accumulation value. When ASF1nCNT matches ASF1nCMPi, data in accumulator i is updated to ASF1nDRi. The ASF1nDRi value is retained until the next compare match occurs.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ASF1nDRi[16:1]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ASF1nDRi[0:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 27.50 ASF1nDRi Register Contents

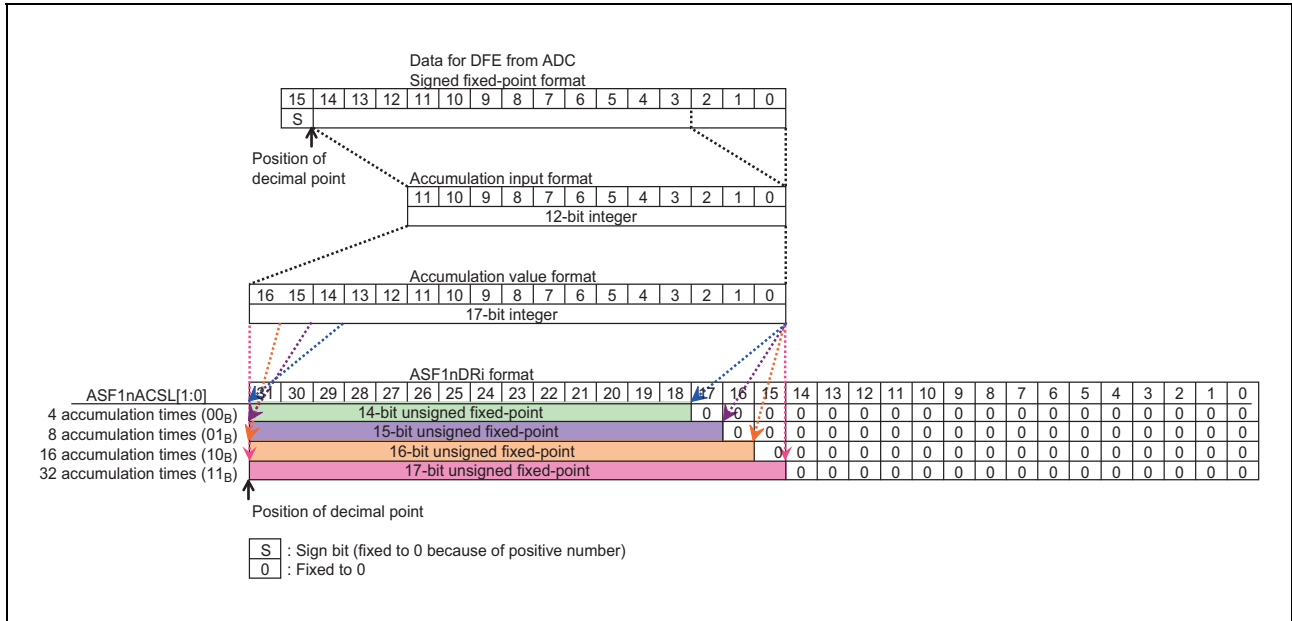
Bit Position	Bit Name	Function
31 to 15	ASF1nDRi [16:0]	Accumulation Data When ASF1nCNT matches ASF1nCMPi, data in accumulator i is updated to ASF1nDRi.

NOTE

i = 00 to 10; n = 0

A 12-bit (bit14 to bit3) value is extracted from the data for DFE from the ADC for use in the input of accumulation as a 12-bit integer. Therefore, even if the valid number of digits of the data for DFE is 13 or 14 bits after addition is performed twice or four times in the ADC, the valid number of digits is regarded as 12 bits and accumulation processing is performed. Even the signed integer format (DFMT = 1 is set in the ADC) is regarded as the signed fixed-point format and accumulation processing is performed. For this reason, when using the ASF function, be sure to disable the ADC's addition function and set DFMT to 0 (signed fixed-point format).

ASF1nDRi is in a format with left-aligned valid bits according to the accumulation count setting out of 17-bit accumulation value. ASF1nDRi is initialized to 0000 0000_H at a reset.



27.11.4.2 ASF1nCMPi — Accumulation Compare Match Register i

ASF1nCMPi is an 8-bit readable/writable register that enables or disables accumulation processing for accumulation channel i and specifies the ASF1nCNT compare match value for updating ASF1nDRi. ASF1nCMPi is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	ASF1nCHEi	—	—	ASF1nCMPi[4:0]				
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W

Table 27.51 ASF1nCMPi Register Contents

Bit Position	Bit Name	Function
7	ASF1nCHEi	Accumulation Channel i Enable 0: Accumulation is disabled. <ul style="list-style-type: none"> – Accumulator i is cleared to 0. – ASF1nDRi is not updated. – Accumulation end interrupt i (INT_ACE[i]) is not generated. 1: Accumulation is enabled. <ul style="list-style-type: none"> – Each time an ASF entry request of TAG for DFE (TAG for DFE = i) that matches accumulation channel i is accepted, the result of sum of data for DFE and accumulator i is stored in accumulator i (accumulation processing for accumulation channel i). – When ASF1nCNT matches ASF1nCMPi, data in accumulator i is updated to ASF1nDRi and accumulator i is cleared to 0 (ASF1nDRi update). – An accumulation end interrupt i (INT_ACE[i]) is generated on compare match.
4 to 0	ASF1nCMPi[4:0]	Accumulation Compare Match When ASF1nCNT matches ASF1nCMPi, data in accumulator i is updated to ASF1nDRi. These bits must not be modified during operation (while ASF1nST = 1).

NOTE

i = 00 to 10 or 0 to 10

CAUTIONS

- Each time ASF1nCNT[4:0] matches ASF1nCMPi[4:0], the accumulator i value is stored in ASF1nDRi[16:0] and an INT_ACE[i] interrupt is generated. Therefore, the first accumulation count in ASF1nDRi[16:0] is not ensured after accumulation processing (where ASF1nST is changed from 0 to 1) is started, or immediately after an accumulation channel (for which ASF1nCHEi is changed from 0 to 1 during accumulation processing) is enabled (the accumulation count is variable). For example of operation, see **Section 27.11.5.1, Example of Accumulation Processing Operation**.
- Set ASF1nCMPi[4:0] to a value less than the accumulation count selected by ASF1nACSL[1:0]. If a value equal to or greater than the accumulation count is set in ASF1nCMPi[4:0], ASF1nCNT[4:0] does not match ASF1nCMPi[4:0], so the ASF1nDRi[16:0] value is not updated.

27.11.4.3 ASF1nCTL0 — Accumulation Counter Control Register 0

ASF1nCTL0 is a 16-bit or 8-bit readable/writable register that sets count-up conditions for ASF1nCNT. ASF1nCTL0 is initialized to 0000_H at a reset.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ASF1nACSL [1:0]		—	—	—	—	ASF1nCTAG[3:0]			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 27.52 ASF1nCTL0 Register Contents

Bit Position	Bit Name	Function
9, 8	ASF1nACSL[1:0]	Accumulation Count Select 00 _B : 4 times 01 _B : 8 times 10 _B : 16 times 11 _B : 32 times These bits must not be modified during operation (while ASF1nST = 1).
3 to 0	ASF1nCTAG[3:0]	Accumulation Count-Up TAG When an ASF entry request of TAG for DFE that matches ASF1nCTAG is accepted, ASF1nCNT starts count-up. These bits must not be modified during operation (while ASF1nST = 1).

27.11.4.4 ASF1nCTL1 — Accumulation Counter Control Register 1

ASF1nCTL1 is an 8-bit readable/writable register that enables (starts) or disables (stops) counting up by ASF1nCNT. ASF1nCTL1 is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ASF1nST
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 27.53 ASF1nCTL1 Register Contents

Bit Position	Bit Name	Function
0	ASF1nST	Accumulation Counter Start 0: The accumulation counter and all accumulators are cleared to 0. 1: Counting up and accumulation processing by the accumulation counter are enabled. When an ASF entry request of TAG for DFE that matches ASF1nCTAG is accepted with ASF1nST set to 1, ASF1nCNT starts counting up.

27.11.4.5 ASF1nCNT — Accumulation Count Read Register

ASF1nCNT is an 8-bit read-only register that indicates the count value of the accumulation counter. ASF1nCNT is initialized to 00_H at a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	ASF1nCNT[4:0]				
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 27.54 ASF1nCNT Register Contents

Bit Position	Bit Name	Function
4 to 0	ASF1nCNT[4:0]	<p>Accumulation Counter</p> <p>When ASF1nST is set to 1, ASF1nCNT counts up each time an ASF entry request of TAG for DFE that matches ASF1nCTAG is accepted.</p> <p>When ASF1nST is set to 0, ASF1nCNT is cleared to 0.</p> <ul style="list-style-type: none"> When ASF1nACSL = 00_B (4 accumulation times) The counter counts up to 3 and then returns to 0. When ASF1nACSL = 01_B (8 accumulation times) The counter counts up to 7 and then returns to 0. When ASF1nACSL = 10_B (16 accumulation times) The counter counts up to 15 and then returns to 0. When ASF1nACSL = 11_B (32 accumulation times) The counter counts up to 31 and then returns to 0.

27.11.5 Operation

The summation function ASF accumulates the results of ADC conversion from the ADC, stores the accumulation value in a register, and generates an interrupt request each time accumulation for the specified number of times is completed.

The ASF allows accumulation for up to 11 channels. The number of accumulation times is selectable from 4, 8, 16, and 32. However, the number of accumulation times is common to all channels (it cannot be set individually for each channel). Furthermore, interrupt timing offset is enabled by register setting.

After ASF1nST is set to 1 to enable accumulation processing, the ADC conversion result is added to the accumulation channel that is the same as the TAG value for DFE each time an ASF entry request from the ADC becomes a high level.

The accumulation counter ASF1nCNT[4:0] counts up when TAG for DFE that matches ASF1nCTAG[3:0] is input and an ASF entry request becomes a high level. When ASF1nCTAG [3:0] matches the TAG for DFE and the accumulation count reaches number of accumulation times specified by ASF1nACSL[1:0] – 1, the accumulation counter returns to 1 at an ASF entry request timing.

When ASF1nCMPi[4:0] matches ASF1nCNT[4:0], the accumulation data ASF1nDRi[31:0] is updated and an accumulation end interrupt ASI[i] is generated.

[Setting Procedure]

- (1) While ASF1nST = 0, set a required value in each of ASF1nACSL[1:0], ASF1nCTAG[3:0], ASF1nCMPi [4:0], and ASF1nCHEi in any order.
- (2) Set ASF1nST to 1 to enable (start) the accumulation processing operation.
- (3) Ignore the first accumulation end interrupt ASI[i] (or discard the ASF1nDRi[16:0] read value) because the first accumulation count after accumulation start is variable.
- (4) Read ASF1nDRi[16:0] required for accumulation end interrupt ASI[i] from the second time, and then read the accumulation value of the ADC conversion result.
- (5) After the required accumulation value of the ADC conversion results is obtained, set ASF1nST to 0 to finish the accumulation processing.

27.11.5.1 Example of Accumulation Processing Operation

(1) Operation start

Figure 27.29 shows an example of accumulation processing operation for four channels when the number of accumulation times is set to 8 ($ASF1nACSL[1:0] = 01_B$), $ASF1nCTAG[3:0] = 1_H$, $ASF1nCMP00[4:0] = 00_H$, $ASF1nCMP01[4:0] = 01_H$, $ASF1nCMP02[4:0] = 02_H$, and $ASF1nCMP03[4:0] = 03_H$.

In this example, data of TAG (for DFE) = 0_H is always 10, data of TAG (for DFE) = 1_H is always 20, data of TAG (for DFE) = 2_H is always 30, and data of TAG (for DFE) = 3_H is always 40 for convenience.

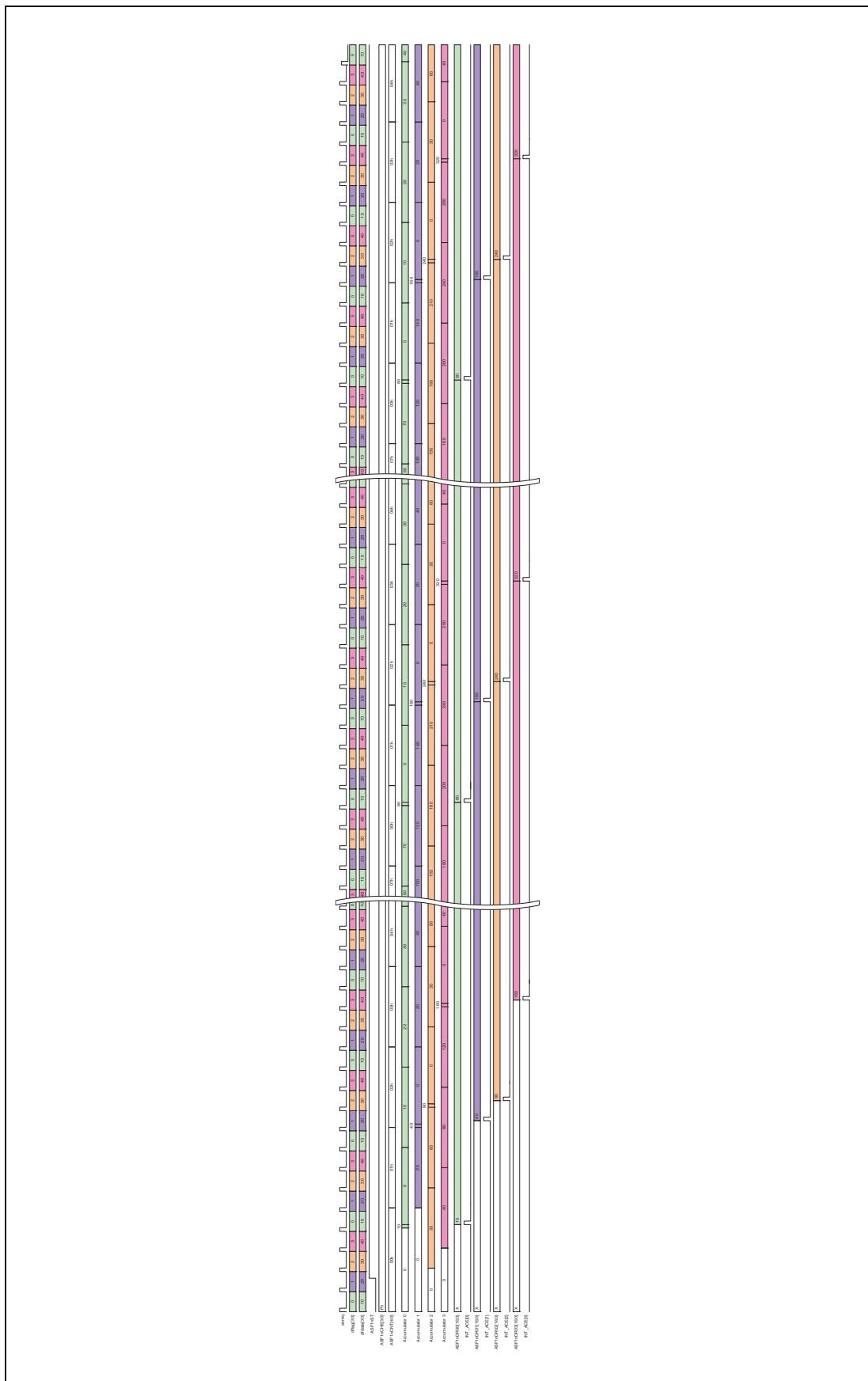


Figure 27.29 Timing of Accumulation Processing Start Operation Example

(2) Operation stop and restart

Figure 27.30 shows an example of accumulation processing stop and restart operation.

When ASF1nST is set to 0, the accumulation counter ASF1nCNT[4:0] and accumulator i are cleared to 0.

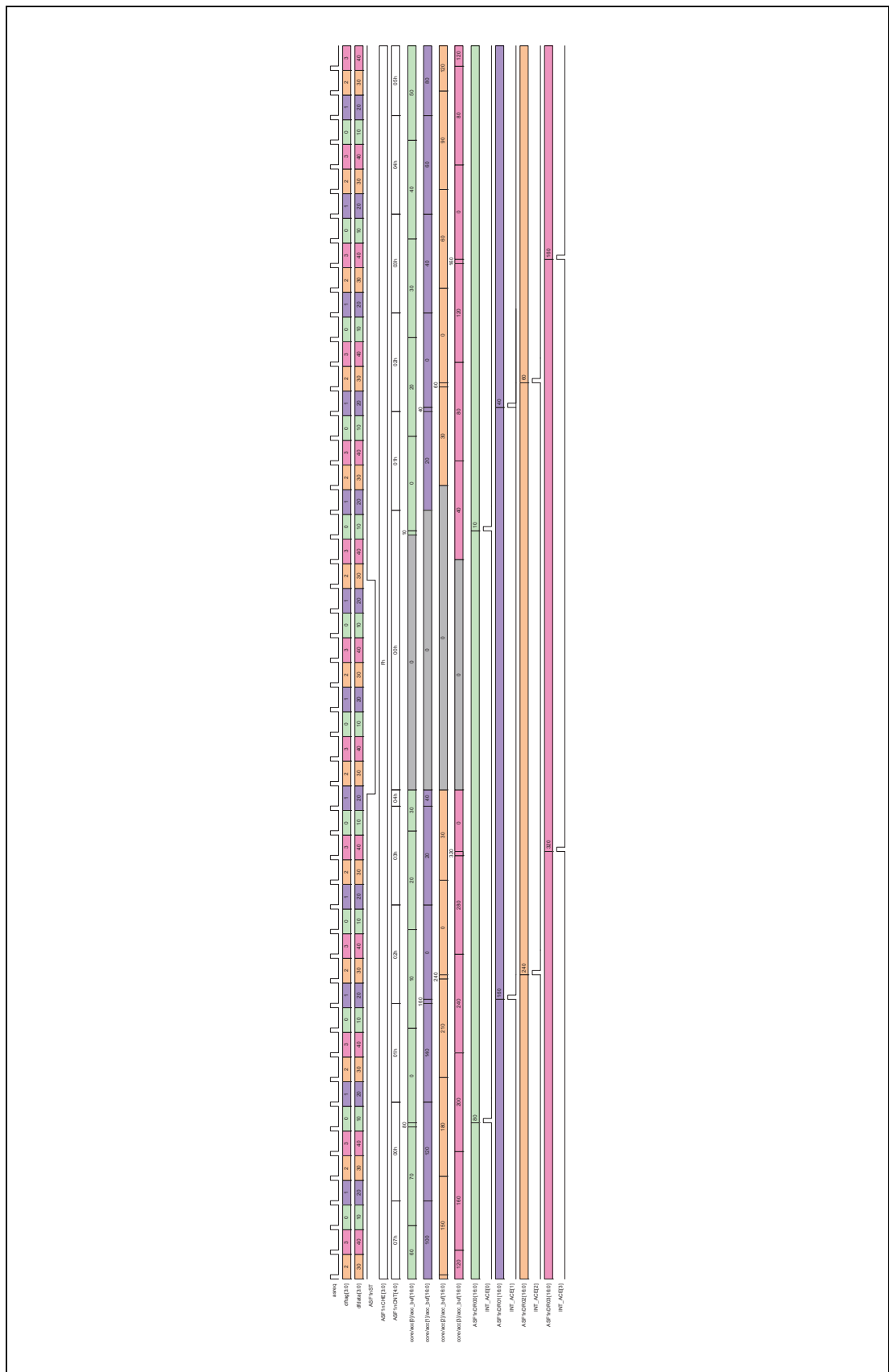


Figure 27.30 Timing of Accumulation Processing Stop and Restart Operation Example

(3) Channel stop

Figure 27.31 shows an example of accumulation processing stop and restart operation for an accumulation channel.

When ASF1nCHEi is set to 0, accumulator i is cleared to 0.

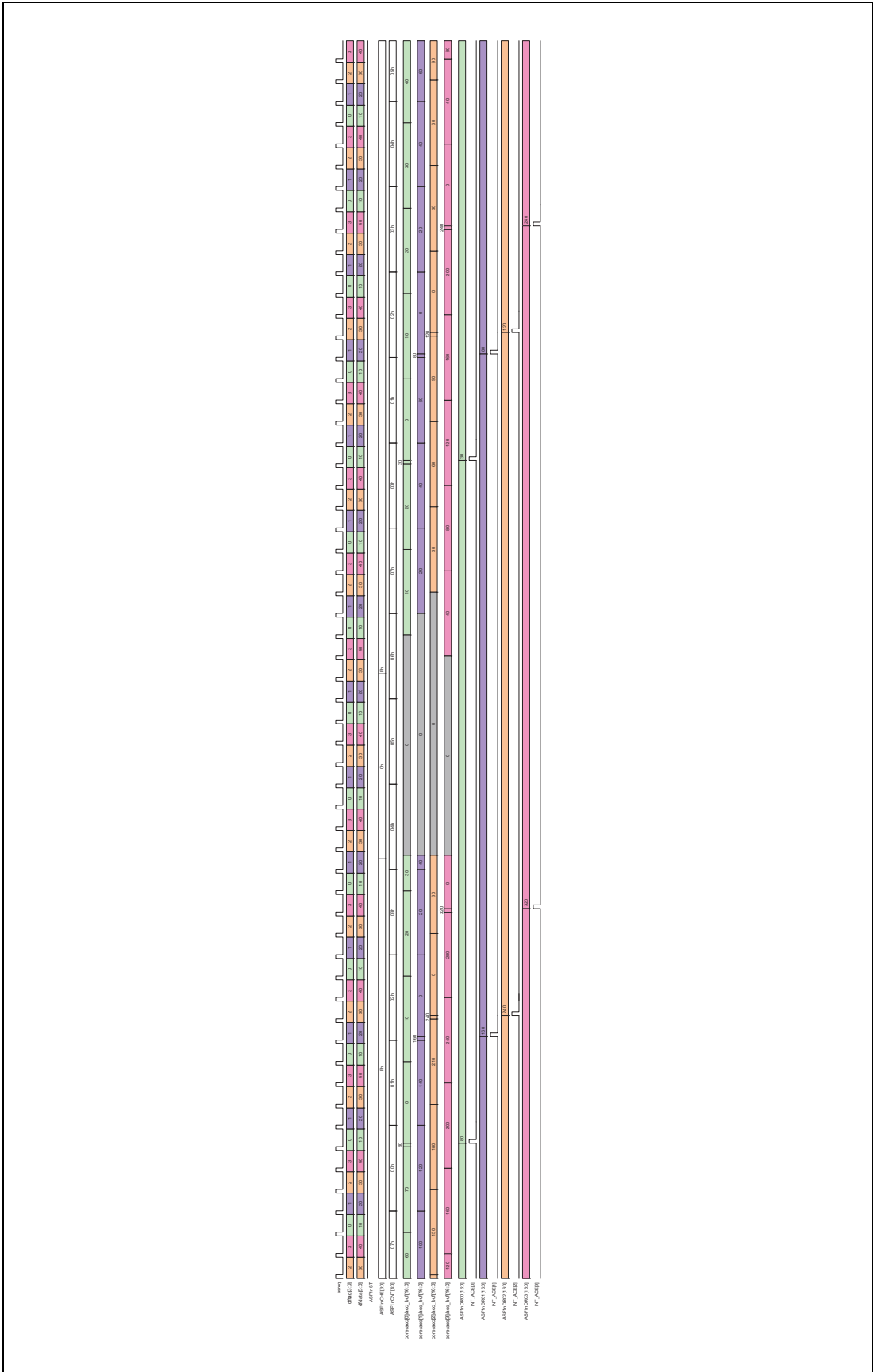


Figure 27.31 Timing of Accumulation Processing Stop Operation Example by ASF1nCHEi

Section 28 Delta-Sigma AD Converter (DS-ADC)

This LSI, provided with eight A/D converter modules (DSADC0 to DSADC7) using the delta-sigma modulation method, consists of a delta-sigma modulator and a digital filter.

28.1 Features

The following describes features (functional overview) of the delta-sigma ADC.

- Analog channels
 - Eight channels are provided. Each channel has a P side and an N side.
- Enhanced A/D converter
 - Valid bits (analog signal bandwidth):
 - 13 bits (30 kHz) when $F_{os} = 8$ Msps, $F_s = 100$ ksps (usage example 1)
 - 13 bits (30 kHz) when $F_{os} = 8$ Msps, $F_s = 200$ ksps (usage example 2)
 - 13 bits (60 kHz) when $F_{os} = 8$ Msps, $F_s = 200$ ksps (usage example 3)
 - 8 bits (200 kHz) when $F_{os} = 8$ Msps, $F_s = 1.6$ Msps (usage example 4)
 - A/D conversion method: Delta-sigma modulation method
 - Oversampling rate (F_{os}): 8 Msps
 - Sampling rate (F_s): 100 ksps, 200 ksps, 1.6 Msps
- Supporting single-ended input and differential input
 - Single-ended input or differential input can be selected for each delta-sigma ADC (DSADC0 to DSADC7).
- Input gain function
 - Each delta-sigma ADC (DSADC0 to DSADC7) contains a programmable gain amplifier (PGA). A gain of $\times 1$, $\times 2$, $\times 4$, or $\times 8$ is selectable.
- Data register
 - A data register corresponding to each delta-sigma ADC (DSADC0 to DSADC7) is contained in the data supplementary information register.
- A/D conversion start trigger
 - Each delta-sigma ADC (DSADC0 to DSADC7) can start A/D conversion by software, each timer trigger, or an external trigger (DSADC0 to DSADC7: DSADTRG0 to DSADTRG7).
- A/D conversion end trigger
 - Each delta-sigma ADC can terminate A/D conversion by software, each timer trigger, or an external trigger ((DSADC0 to DSADC7: DSADTRG0 to DSADTRG7).
- Entry to the digital filter engine
 - A/D converted values can be entered directly in the digital filter engine (DFE).
 - Whether to enable or disable DFE entry and TAG to determine channels for entry can be set for each delta-sigma ADC (DSADC0 to DSADC7).
- Supporting DMA transfer based on A/D conversion end timing
 - Each time A/D conversion ends, each delta-sigma ADC (DSADC0 to DSADC7) outputs a DMA request on completion of A/D conversion (DSADIm), which can generate DMA request sources (DSADC0 to DSADC7: DSADI0 to DSADI7) to the DMAC or activate the DMAC.

- AD error interrupt request and AD parity error notification
Each delta-sigma ADC (DSADC0 to DSADC7) can generate an AD error interrupt request (DSADEm) to the INTC and an AD parity error notification (DSADPEm) to the ECM (error control module).
- Settable analog conversion voltage range
An analog conversion voltage range can be set using the ADSVREFH pin and the ADSVREFL pin. When performing A/D conversion by using the single-ended input, either ADSVREFL or ADSVREFH/2 is selectable as a common voltage.
- A/D conversion monitor output
A/D conversion timing can be output to the DSADEND0 to DSADEND7 pins.
- A wide range of safety functions
A variety of safety functions are provided, such as self-diagnosis of delta-sigma ADC(HM), pin-level self-diagnosis, upper-limit/lower-limit check for data registers, data register parity check for data registers, overwrite check for data registers, and read and clear function for data registers.

28.2 Configuration

Figure 28.1 is a block diagram of the delta-sigma ADC, and Table 28.1 shows the pin configuration of the delta-sigma ADC.

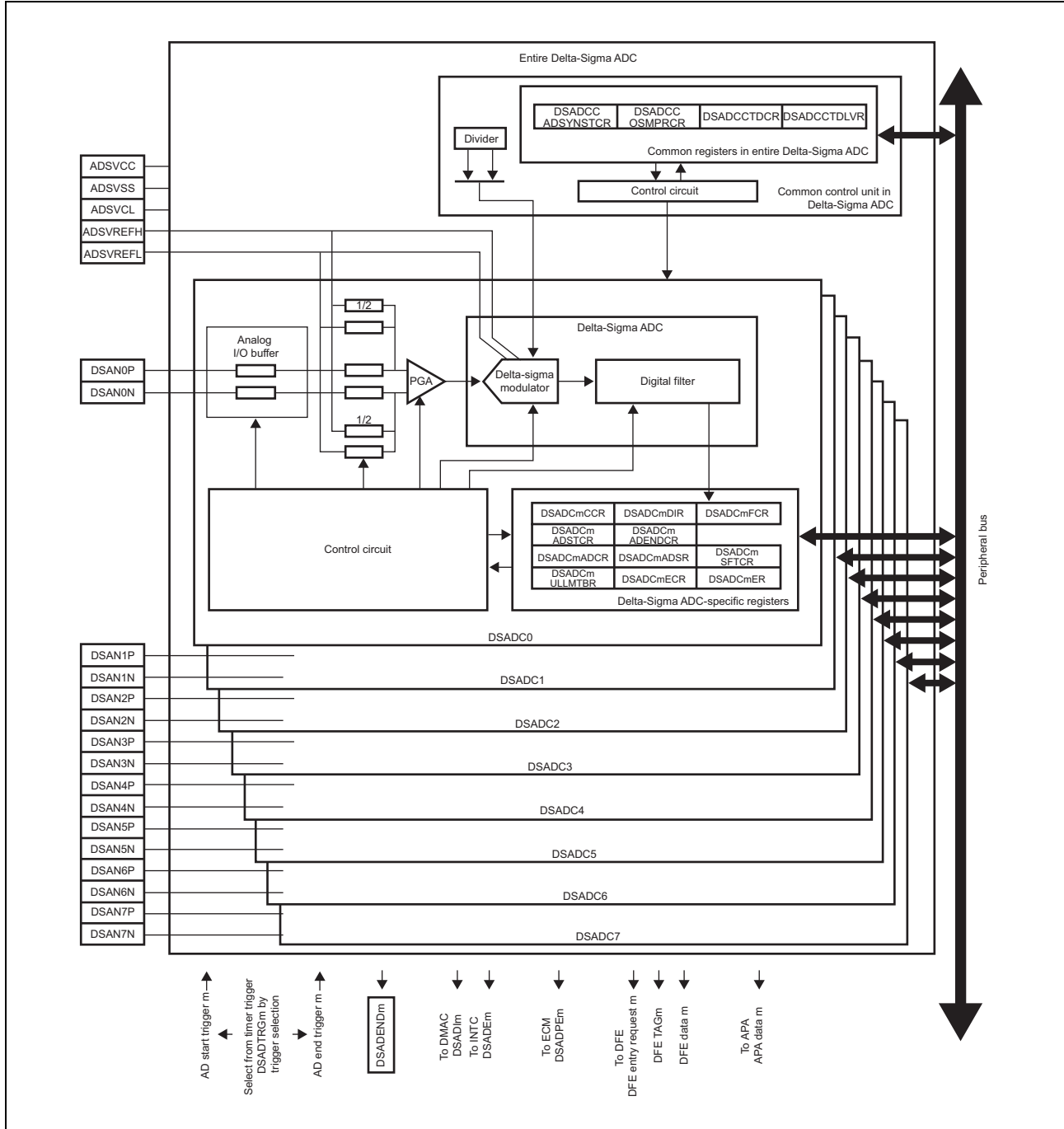


Figure 28.1 Block Diagram of Delta-Sigma ADC

Table 28.1 Delta-Sigma ADC Pin Configuration

Pin Name	I/O	Description
ADSVCC	Input	Analog block power supply pin
ADSVSS	Input	Analog block ground pin
ADSVREFH	Input	Analog block upper reference voltage pin
ADSVREFL	Input	Analog block lower reference voltage pin
ADSVCL	—	Delta-sigma ADC external capacitor pin
DSAN0P	Input	Analog pin 0P
DSAN0N	Input	Analog pin 0N
DSAN1P	Input	Analog pin 1P
DSAN1N	Input	Analog pin 1N
DSAN2P	Input	Analog pin 2P
DSAN2N	Input	Analog pin 2N
DSAN3P	Input	Analog pin 3P
DSAN3N	Input	Analog pin 3N
DSAN4P	Input	Analog pin 4P
DSAN4N	Input	Analog pin 4N
DSAN5P	Input	Analog pin 5P
DSAN5N	Input	Analog pin 5N
DSAN6P	Input	Analog pin 6P
DSAN6N	Input	Analog pin 6N
DSAN7P	Input	Analog pin 7P
DSAN7N	Input	Analog pin 7N
DSADTRG0	Input	External trigger pin (for DSADC0)
DSADTRG1	Input	External trigger pin (for DSADC1)
DSADTRG2	Input	External trigger pin (for DSADC2)
DSADTRG3	Input	External trigger pin (for DSADC3)
DSADTRG4	Input	External trigger pin (for DSADC4)
DSADTRG5	Input	External trigger pin (for DSADC5)
DSADTRG6	Input	External trigger pin (for DSADC6)
DSADTRG7	Input	External trigger pin (for DSADC7)
DSADEND0	Output	A/D conversion timing monitor pin (for DSADC0)
DSADEND1	Output	A/D conversion timing monitor pin (for DSADC1)
DSADEND2	Output	A/D conversion timing monitor pin (for DSADC2)
DSADEND3	Output	A/D conversion timing monitor pin (for DSADC3)
DSADEND4	Output	A/D conversion timing monitor pin (for DSADC4)
DSADEND5	Output	A/D conversion timing monitor pin (for DSADC5)
DSADEND6	Output	A/D conversion timing monitor pin (for DSADC6)
DSADEND7	Output	A/D conversion timing monitor pin (for DSADC7)

To ensure reliability of this LSI, the following relationship is required between ADSVCC and ADSVSS and VCC and VSS when using a delta-sigma ADC.

$$\text{ADSVCC} = 5 \text{ V} \pm 0.5 \text{ V}, \text{ ADSVSS} = \text{VSS}$$

When no delta-sigma ADC is used, do not leave the ADSVCC and ADSVSS pins open. The voltage to be applied to analog input pins must be within the following range.

$$\text{ADSVREFL} \leq \text{DSANKx} \text{ (k = 0 to 7 x = P, N)} \leq \text{ADSVREFH}$$

28.3 Register Addresses

The delta-sigma ADC has delta-sigma ADC common registers for common use by all modules (DSADC0 to DSADC7) and delta-sigma ADC-specific registers for use by individual modules (DSADC0 to DSADC7). Table 28.3 lists the register addresses.

Table 28.2 Register Base Address (<DSADCcom_base>, <DSADCm_base>)

DSADCcom DSADCm	<DSADCcom_base> address <DSADCm_base> address
DSADCcom	FFF3 0000 _H
DSADC0	FFF3 1000 _H
DSADC1	FFF3 2000 _H
DSADC2	FFF3 3000 _H
DSADC3	FFF3 4000 _H
DSADC4	FFF3 5000 _H
DSADC5	FFF3 6000 _H
DSADC6	FFF3 7000 _H
DSADC7	FFF3 8000 _H

Table 28.3 Register Addresses

Register Name	Symbol	Value after Reset	Address	Access Size
Delta-sigma ADC common registers				
AD synchronization start control register	DSADCCADSYNSTCR	00 _H	<DSADCcom_base> + 00 _H	8
Oversampling rate control register	DSADCCOSMPRCR	00 _H	<DSADCcom_base> + 04 _H	8
Pin level self-diagnosis control register	DSADCCTDCR	00 _H	<DSADCcom_base> + 08 _H	8
Pin level self-diagnosis level setting register	DSADCCTDLVR	0000 _H	<DSADCcom_base> + 0C _H	8, 16
Delta-sigma ADC-specific registers (m = 0 to 7)				
Channel control register	DSADCmCCR	0000 0000 _H	<DSADCm_base> + 00 _H	8, 16, 32
Data supplementary information register	DSADCmDIR	0000 0000 _H	<DSADCm_base> + 04 _H	32
AD start control register	DSADCmADSTCR	00 _H	<DSADCm_base> + 08 _H	8
AD stop control register	DSADCmADENDCR	00 _H	<DSADCm_base> + 0C _H	8
AD control register	DSADCmADCR	00 _H	<DSADCm_base> + 10 _H	8
AD status register	DSADCmADSR	00 _H	<DSADCm_base> + 14 _H	8
Safety control register	DSADCmSFTCR	00 _H	<DSADCm_base> + 18 _H	8
Upper-limit/lower-limit table register	DSADCmULLMTBR	7FFF 8000 _H	<DSADCm_base> + 1C _H	16, 32
Error clear register	DSADCmECR	00 _H	<DSADCm_base> + 20 _H	8
Error register	DSADCmER	00 _H	<DSADCm_base> + 24 _H	8
Digital filter FIR control register	DSADCmFCR	00 _H	<DSADCm_base> + 28 _H	8

NOTE

DSADCcom_base: Common register base address

DSADCm_base: Specific register base address (DSADCm register)

m = 0 to 7

28.4 Common Registers for Delta-Sigma ADC

The following describes registers shared by all delta-sigma ADCs (DSADC0 to DSADC7).

28.4.1 DSADCCADSYNSTCR — AD Synchronization Start Control Register

DSADCCADSYNSTCR is an 8-bit write-only register to control simultaneous start of delta-sigma ADCs. This register is always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ADSTART
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 28.4 DSADCCADSYNSTCR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	ADSTART	A/D Conversion Start of Delta-Sigma ADCs Condition for starting A/D conversion of DSADC _m by ADSTART A value of 1 is written to ADSTART when ADTACT for DSADC _m is 0 and ADSTARTE is 1. Delta-sigma ADCs for which ADSTARTE is set to 1 are activated simultaneously. While the setting of ADOACT in DSADC _m is 1, writing 1 to this bit is ignored and DSADC _m continues A/D conversion in progress. While the setting of ADSTARTE in DSADC _m is 0, writing 1 to this bit is ignored and DSADC _m does not start A/D conversion. Writing 0 to this bit is ignored.

Note 1. m = 0 to 7

Note 2. It is recommended that ADSTART be written to while ENDTRGE for all the delta-sigma ADCs is 0 considering external trigger.

28.4.2 DSADCCOSMPRCR — Oversampling Rate Control Register

DSADCCOSMPRCR is an 8-bit readable/writable register to control the oversampling rate.

DSADCCOSMPRCR is initialized to 00_H by a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	OSMPR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 28.5 DSADCCOSMPRCR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	OSMPR	Oversampling Rate This bit selects the oversampling rate. When a delta-signal ADC is to be used, be sure to set 1 _B = 8 MHz. 0: Setting prohibited 1: 8 Msps

CAUTION

To prevent malfunction, DSADCCOSMPRCR should be set while ADACT for all delta-sigma ADCs is 0 (before starting A/D conversion) and STTRGE for all delta-sigma ADCs is 0.

28.4.3 DSADCCTDCR — Pin Level Self-Diagnosis Control Register

DSADCCTDCR is an 8-bit readable/writable register to control self-diagnosis of pin levels.

DSADCCTDCR is initialized to 00_H by a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TDE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 28.6 DSADCCTDCR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	TDE	Pin Level Self-Diagnosis Enable 0: Pin level self-diagnosis is disabled. 1: Pin level self-diagnosis is enabled. Setting TDE to 1 disconnects all analog pins from the analog I/O buffer. Clearing TDE to 0 connects all analog pins to the analog I/O buffer. When TDE is set to 1, DSAN _{kx} is fixed to the level specified by AN _{kx} LV. The route from an analog pin to the delta-sigma ADC can be diagnosed by performing A/D conversion in this state and checking the A/D converted value.

Note 1. k = 0 to 7; x = P, N

CAUTION

To prevent malfunction, DSADCCTDCR should be set while A_DACT for all delta-sigma ADCs is 0 (before starting A/D conversion) and STTRGE for all delta-sigma ADCs is 0.

28.4.4 DSADCCTDLVR — Pin Level Self-Diagnosis Level Setting Register

DSADCCTDLVR is a 16-bit readable/writable register to specify the level of pin-level self-diagnosis. DSADCCTDLVR is initialized to 0000_H by a reset.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AN7N LV	AN7P LV	AN6N LV	AN6P LV	AN5N LV	AN5P LV	AN4N LV	AN4P LV	AN3N LV	AN3P LV	AN2N LV	AN2P LV	AN1N LV	AN1P LV	AN0N LV	AN0P LV
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 28.7 DSADCCTDLVR Register Contents

Bit Position	Bit Name	Function
15 to 0	ANkxLV	Pin Level Self-Diagnosis Level 0: Discharges (ADSVSS) DSANKx. 1: Charges (ADSVCC) DSANKx.

Note 1. k = 0 to 7; x = P, N

CAUTION

To prevent malfunction, DSADCCTDLVR should be set while ADACT for all delta-sigma ADCs is 0 (before starting A/D conversion) and STTRGE for all delta-sigma ADCs is 0.

28.5 Delta-Sigma ADC-Specific Registers

The following describes specific registers of the individual delta-sigma ADCs (DSADC0 to DSADC7).

28.5.1 DSADCmCCR — Channel Control Register (m = 0 to 7)

DSADCmCCR is a 32-bit readable/writable register to control channels. DSADCmCCR is initialized to 0000 0000_H by a reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DFENT	—	DFTAG[3:0]			—	ULS	—	—	—	DSDFTYP	—	—	GAIN[1:0]		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R	R	R	R/W	R	R	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DFMT[3:0]			—	—	CNVCLS[1:0]		—	—	—	—	GCTRL[3:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 28.8 DSADCmCCR Register Contents (1/2)

Bit Position	Bit Name	Function
31	DFENT	DFE Entry 0: Not entered 1: Entered This bit selects whether to perform entry to the DFE (digital filter engine).
30	—	Reserved This bit is always read as 0. The write value should always be 0.
29 to 26	DFTAG[3:0]	DFE-TAG These bits are used to perform entry to a channel of the DFE for which TAG identical to the setting of DFTAG[3:0] is set. If TAG matches the setting DFTAG[3:0] for multiple channels, entry to multiple channels is performed.
25	—	Reserved This bit is always read as 0. The write value should always be 0.
24	ULS	Upper-Limit/Lower-Limit Table Select 0: Upper-limit /lower-limit check is not performed. 1: Upper-limit /lower-limit check is performed by DSADCmULLMTBR. When the A/D converted value is stored in DR, upper-limit and lower-limit values are checked using the upper-limit/lower-limit table.
23 to 21	—	Reserved These bits are always read as 0. The write value should always be 0.
20	DSDFTYP	Delta-Sigma ADC Digital Filter Type This bit specifies the digital filter type of delta-sigma ADC. This bit is valid when F _{ovs} = 8 Msps. 0: The digital filter type depends on the DSADCmFCR setting. Set the DSADCmFCR register. 1: F _s = 1.6 Msps; ENOB = 8 bits (specification example 4) Set the DSADCmFCR register to the initial value. (F _s : Sampling rate, ENOB = Valid bits)
CAUTION		
ENOB is a value when gain ×1 and differential input are used.		
19, 18	—	Reserved These bits are always read as 0. The write value should always be 0.

Table 28.8 DSADCmCCR Register Contents (2/2)

Bit Position	Bit Name	Function
17, 16	GAIN[1:0]	Gain These bits specify the input gain. 0 _H : ×1 1 _H : ×2 2 _H : ×4 3 _H : ×8
15 to 12	DFMT[3:0]	Data Format These bits specify the lower bits to be zero-masked (rounded in the -∞ direction). 0 _H : Not masked 1 _H : Lower 1 bit masked 2 _H : Lower 2 bits masked 3 _H : Lower 3 bits masked 4 _H : Lower 4 bits masked 5 _H : Lower 5 bits masked 6 _H : Lower 6 bits masked 7 _H : Lower 7 bits masked 8 _H : Lower 8 bits masked Others: Setting prohibited The setting of these bits is the format of data for DR, DFE, and APA. For details of data format, see Section 28.5.2, DSADCmDIR — Data Supplementary Information Register (m = 0 to 7) .
11, 10	—	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	CNVCLS[1:0]	Conversion Type 0 _H : Single-ended input, common = ADSVREFL 1 _H : Single-ended input, common = ADSVREFH/2 2 _H : Differential input 3 _H : Self-diagnosis
7 to 4	—	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	GCTRL[3:0]	General-Purpose Control Write 0 _H when self-diagnosis is not used (CNVCLS[1:0] ≠ 3 _H). When self-diagnosis is used (CNVCLS = 3 _H), GCTRL[3:0] are used to select the level of self-diagnosis. 7 _H : ADSVREFH ×1 4 _H : ADSVREFH ×1/2 0 _H : ADSVREFH ×0 C _H : -ADSVREFH ×1/2 8 _H : -ADSVREFH ×1 Others: Setting prohibited

CAUTIONS

1. To prevent malfunction, DSADCmCCR should be set while A/D conversion is 0 (before starting A/D conversion) and STTRGE is 0.
2. The filter type depends on the combination of DSADCCOSMPRCR, DSADCmCCR, and DSADCmFCR settings. Make appropriate settings to suit the purpose, as described in Section 28.6.2, Setting Filter Type.

28.5.2 DSADCmDIR — Data Supplementary Information Register (m = 0 to 7)

DSADCmDIR is a 32-bit read-only register to store A/D converted values and information incidental to A/D converted values. DSADCmDIR is cleared to 0000 0000_H by reading it while RDCLRE is set to 1. The WFLG bit is cleared to 0 by reading DSADCmDIR regardless of the setting of the DSADCmSFTCR.RDCLRE bit. DSADCmDIR is initialized to 0000 0000_H by a reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	WFLG	PRTY	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DR															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 28.9 DSADCmDIR Register Contents

Bit Position	Bit Name	Function
31 to 26	—	Reserved These bits are always read as 0. The write value should always be 0.
25	WFLG	Write Flag Setting condition The A/D converted value is stored in DR. Clearing condition DSADCmDIR is read.
24	PRTY	Parity Even parity bit for DR.
23 to 16	—	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	DR[15:0]	These bits store A/D converted values. For the data format, see (1), Bits 15 to 0: Data format of DR (data register) .

(1) Bits 15 to 0: Data format of DR (data register)

AD converted values are stored in DR. **Table 28.10** shows the DR format. The same format applies to data to be transferred to the DFE (digital filter engine) and the APA (autonomous pulse adapter).

Table 28.10 Signed Fixed-Point Format

DFMT[3:0]	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0 _H	S																
1 _H	S																0
2 _H	S															0	0
3 _H	S														0	0	0
4 _H	S													0	0	0	0
5 _H	S												0	0	0	0	
6 _H	S											0	0	0	0	0	
7 _H	S										0	0	0	0	0	0	
8 _H	S									0	0	0	0	0	0	0	



Decimal point position

S	: Sign bit
0	: Always 0

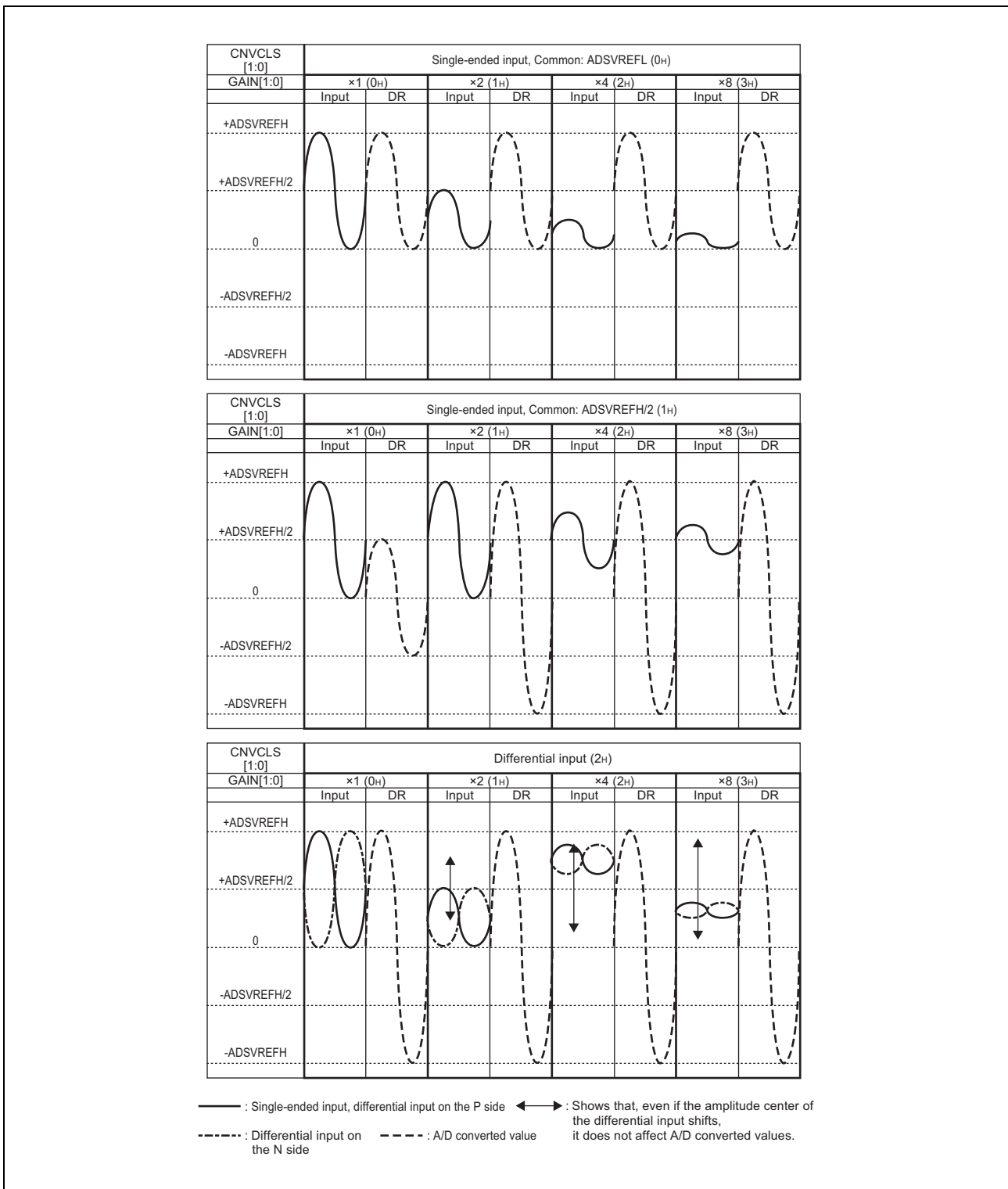


Figure 28.2 Input Range and Conversion Result Range at Each Gain

28.5.3 DSADCmADSTCR — AD Start Control Register (m = 0 to 7)

DSADCmADSTCR is an 8-bit write-only register to control starting delta-sigma ADCs. This register is always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ADST
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 28.11 DSADCmADSTCR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	ADST	A/D Conversion Start Condition for starting A/D conversion by ADST Writing 1 to ADST when ADACT = 0 While ADACT = 1, writing 1 to this bit is ignored and A/D conversion in progress continues. Writing 0 to this bit is ignored.

Note: It is recommended that ADST be written to while ENDTRGE is 0 considering external trigger.

28.5.4 DSADCmADENDCR — AD Stop Control Register (m = 0 to 7)

DSADCmADENDCR is an 8-bit write-only register to control stopping delta-sigma ADCs. This register is always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ADEND
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 28.12 DSADCmADENDCR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	ADEND	A/D Conversion Stop Condition for stopping A/D conversion by ADEND Writing 1 to ADEND when DSADCmADSR.ADACT= 1 Writing 1 to this bit is ignored while ADACT = 0. Writing 0 to this bit is ignored.

Note: It is recommended that ADEND be written to while STTRGE is 0, taking external trigger.

28.5.5 DSADCmADCR — AD Control Register (m = 0 to 7)

DSADCmADCR is an 8-bit readable/writable register to control delta-sigma ADCs. DSADCmADCR is initialized to 00_H by a reset.

Bit	7	6	5	4	3	2	1	0
	—	ADSTARTE	—	ADIE	—	—	ENDTRGE	STTRGE
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R	R/W	R	R	R/W	R/W

Table 28.13 DSADCmADCR Register Contents

Bit Position	Bit Name	Function
7	—	Reserved This bit is always read as 0. The write value should always be 0.
6	ADSTARTE	AD Synchronization Start Enable 0: ADSTART is disabled. 1: ADSTART is enabled.
5	—	Reserved This bit is always read as 0. The write value should always be 0.
4	ADIE	A/D Conversion End DMA Request Enable 0: Issuing DSADIm is disabled. 1: Issuing DSADIm is enabled.
3, 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1	ENDTRGE	AD End Trigger Enable 0: AD end trigger m is disabled. 1: AD end trigger m is enabled. Trigger source selection of AD end trigger m is set by the trigger selection function. For details, see Section 26.2, Trigger Selection Function (PIC2) .
0	STTRGE	AD Start Trigger Enable 0: AD start trigger m is disabled. 1: AD start trigger m is enabled. Trigger source selection of AD start trigger m is set by the trigger selection function. For details, see Section 26.2, Trigger Selection Function (PIC2) .

Note 1. m = 0 to 7

CAUTIONS

1. To prevent malfunction, ADIE in DSADCmADCR should be set while ADACT is 0 (before starting A/D conversion) and STTRGE is 0.
2. To enable the module standby function, ENDTRGE and STTRGE must be 0. For details, see **Section 28.7.2, Module Standby Function**.

28.5.6 DSADCmADSR — AD Status Register (m = 0 to 7)

DSADCmADSR is an 8-bit read-only register that indicates delta-sigma ADC status. DSADCmADSR is initialized to 00_H by a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ADACT
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 28.14 DSADCmADSR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should always be 0.
0	ADACT	A/D Conversion Status 0: A/D conversion is stopped. 1: A/D conversion is in progress. This bit is set when an A/D conversion start source is generated (ADACT = 1) and cleared when an A/D conversion end source is generated (ADACT = 0).

CAUTION

To enable module standby, ADACT must be 0. For details, see Section 28.7.2, Module Standby Function.

28.5.7 DSADCmSFTCR — Safety Control Register (m = 0 to 7)

DSADCmSFTCR is an 8-bit readable/writable register associated with safety control.

DSADCmSFTCR is initialized to 00_H by a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	RDCLRE	ULEIE	OWEIE	PEIE	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R

Table 28.15 DSADCmSFTCR Register Contents

Bit Position	Bit Name	Function
7 to 5	—	Reserved These bits are always read as 0. The write value should always be 0.
4	RDCLRE	Read and Clear Enable 0: Reading DSADCmDIR does not clear DSADCmDIR. 1: Reading DSADCmDIR clears DSADCmDIR. CAUTION WFLG in DSADCmDIR is cleared by reading DSADCmDIR regardless of the RDCLRE value. To check clearing of the bit in DSADCmDIR by reading DSADCmDIR, read it after waiting for three read access cycles after DSADCmDIR is read. If DSADCmDIR is read without a wait, the value before clearing may be read. Since the relation between the bus clock frequency and the internal clock frequency is 1:2, a latency for clock synchronization will occur.
3	ULEIE	Upper-Limit /Lower-Limit Error Interrupt Enable 0: Disabled 1: Enabled
2	OWEIE	Overwrite Error Interrupt Enable 0: Disabled 1: Enabled
1	PEIE	Parity Error Interrupt Enable 0: Disabled 1: Enabled
0	—	Reserved These bits are always read as 0. The write value should always be 0.

CAUTION

To prevent malfunction, DSADCmSFTCR should be set while A/D conversion is 0 (before starting A/D conversion) and STTRGE is 0.

28.5.8 DSADCmULLMTBR — Upper-Limit/Lower-Limit Table Register (m = 0 to 7)

DSADCmULLMTBR is a 32-bit readable/writable register to set the upper-limit and lower-limit of A/D converted values. DSADCmULLMTBR is initialized to 7FFF 8000_H by a reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ULMTB[15:0]															
Value after reset	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LLMTB[15:0]															
Value after reset	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 28.16 DSADCmULLMTBR Register Contents

Bit Position	Bit Name	Function
31 to 16	ULMTB[15:0]	<p>Upper-Limit Table</p> <p>These bits specify the upper-limit of A/D converted values. When the following condition is met, ULE (upper-limit/lower-limit error) is set.</p> <p>ULMTB[15:0] < A/D converted value</p> <p>The ULMTB[15:0] format is the same as the DR format. Signed upper-limit value (2's complement) is compared. The A/D converted value is compared using the value before it is masked by DSADCmCCR.DFMT[3:0].</p>
15 to 0	LLMTB[15:0]	<p>Lower-Limit Table</p> <p>These bits specify the lower-limit of A/D converted values. When the following condition is met, ULE (upper-limit/lower-limit error) is set.</p> <p>LLMTB[15:0] > A/D converted value</p> <p>The LLMTB[15:0] format is the same as the DR format. Signed lower-limit value (2's complement) is compared. The A/D converted value is compared using the value before it is masked by DSADCmCCR.DFMT[3:0].</p>

CAUTION

To prevent malfunction, ULLMTBR should be set while A/D conversion is 0 (before starting A/D conversion) and STTRGE is 0.

28.5.9 DSADCmECR — Error Clear Register (m = 0 to 7)

DSADCmECR is an 8-bit write-only register to control clearing errors. This register is always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	ULEC	OWEC	PEC	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	W	W	W	R

Table 28.17 DSADCmECR Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved These bits are always read as 0. The write value should always be 0.
3	ULEC	Upper-Limit/Lower-Limit Error Clear Writing 0: Does not clear an upper-limit or lower-limit error. Writing 1: Clears an upper-limit or lower-limit error.
2	OWEC	Overwrite Error Clear Writing 0: Does not clear an overwrite error. Writing 1: Clears an overwrite error.
1	PEC	Parity Error Clear Writing 0: Does not clear a parity error. Writing 1: Clears a parity error.
0	—	Reserved These bits are always read as 0. The write value should always be 0.

28.5.10 DSADCmER — Error Register (m = 0 to 7)

DSADCmER is an 8-bit read-only register that indicates an error. DSADCmER is initialized to 00_H by a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	ULE	OWE	PE	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 28.18 DSADCmER Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved These bits are always read as 0. The write value should always be 0.
3	ULE	Upper-Limit /Lower-Limit Error 0: No error occurred. 1: An error occurred. Setting condition The A/D converted value exceeds the specified range of the upper-limit/lower-limit table. Clearing condition Writing 1 to ULEC
2	OWE	Overwrite Error 0: No error occurred. 1: An error occurred. Setting condition The A/D converted value is written to DSADCmDIR.DR when DSADCmDIR.WFLG = 1. Clearing condition Writing 1 to OWEC
1	PE	Parity Error 0: No error occurred. 1: An error occurred. Setting condition A parity error is detected. Clearing condition Writing 1 to PEC
0	—	Reserved This bit is always read as 0. The write value should always be 0.

CAUTIONS

- Bits ULE and OWE are updated when the A/D converted value is written to DSADCmDIR. The PE bit is updated when DSADCmDIR is read.
- When an AD error interrupt request is generated, read DSADCmER in the interrupt exception handling and check bits being set to 1, and then clear them by using corresponding clear bits in DSADCmECR.

If error bits are not cleared and then an error occurs in the next A/D conversion, the following operation takes place, disabling error detection or identification.

1. When the same error (error bit = 1) occurs:
No AD error interrupt request is sent. The relevant error bit in DSADCmER remains 1.
2. When a different error (error bit = 0) occurs:
An AD error interrupt request is sent. The error bit set in the previous A/D conversion remains 1 and the relevant error bit in DSADCmER is set to 1.

28.5.11 DSADCmFCR — Digital Filter FIR Control Register (m = 0 to 7)

DSADCmFCR is an 8-bit readable/writable register to control the digital filter FIR. DSADCmFCR is initialized to 00_H by a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	ORT	—	TPVSL[2:0]		
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R	R/W	R/W	R/W

Table 28.19 DSADCmFCR Register Contents

Bit Position	Bit Name	Function
7 to 5	—	Reserved These bits are always read as 0. The write value should always be 0.
4	ORT	Digital Filter FIR Type Output Rate Select This bit is invalid when TPVSL[2:0] = 0 _H (FIR is not used). 0: FIR output rate is halved. 1: FIR output rate is quartered. The output rate of the delta-sigma ADC (general filter type) is determined by the combination of the DSADCCOSMPRCR.OSMPR and DSADCmFCR.DSDFTYP settings.
3	—	Reserved This bit is always read as 0. The write value should always be 0.
2 to 0	TPVSL[2:0]	Digital Filter FIR Use and Factor Select These bits are valid when DSADCmCCR.DSDFTYP = 0 _H . For the factors, see Table 28.20 . 0 _H : Digital filter FIR is not used. 1 _H : Digital filter FIR is used and factor 1 is applied. 2 _H : Digital filter FIR is used and factor 2 is applied. 3 _H to 7 _H : Setting prohibited

CAUTIONS

- The filter type depends on the combination of DSADCCOSMPRCRm, DSADCmCCR, and DSADCmFCR settings. Make appropriate settings to suit the purpose, as described in **Section 28.6.2, Setting Filter Type**.
- To prevent malfunction, DSADCmFCR should be set while ADACT is 0 (before starting AD conversion) and STTRGE is 0.

Table 28.20 Digital Filter FIR Factors

No.	Factor 1 (TPVSL = 1 _H) BW = 30 kHz at 400 ksps	Factor 2 (TPVSL = 2 _H) BW = 60 kHz at 400 ksps
0	681	1649
1	1940	5765
2	3911	10863
3	6089	12706
4	7674	8333
5	7890	101
6	6397	-5597
7	3581	-4689
8	417	349
9	-1978	3549
10	-2889	2155
11	-2320	-1082
12	-913	-2167
13	460	-577
14	1176	1082
15	1105	964
16	556	-170
17	-26	-694
18	-335	-298
19	-332	169
20	-210	228
21	58	-53

28.6 Operation

28.6.1 A/D Conversion Flow

The delta-sigma ADC starts A/D conversion by setting the registers listed in **Figure 28.3**.

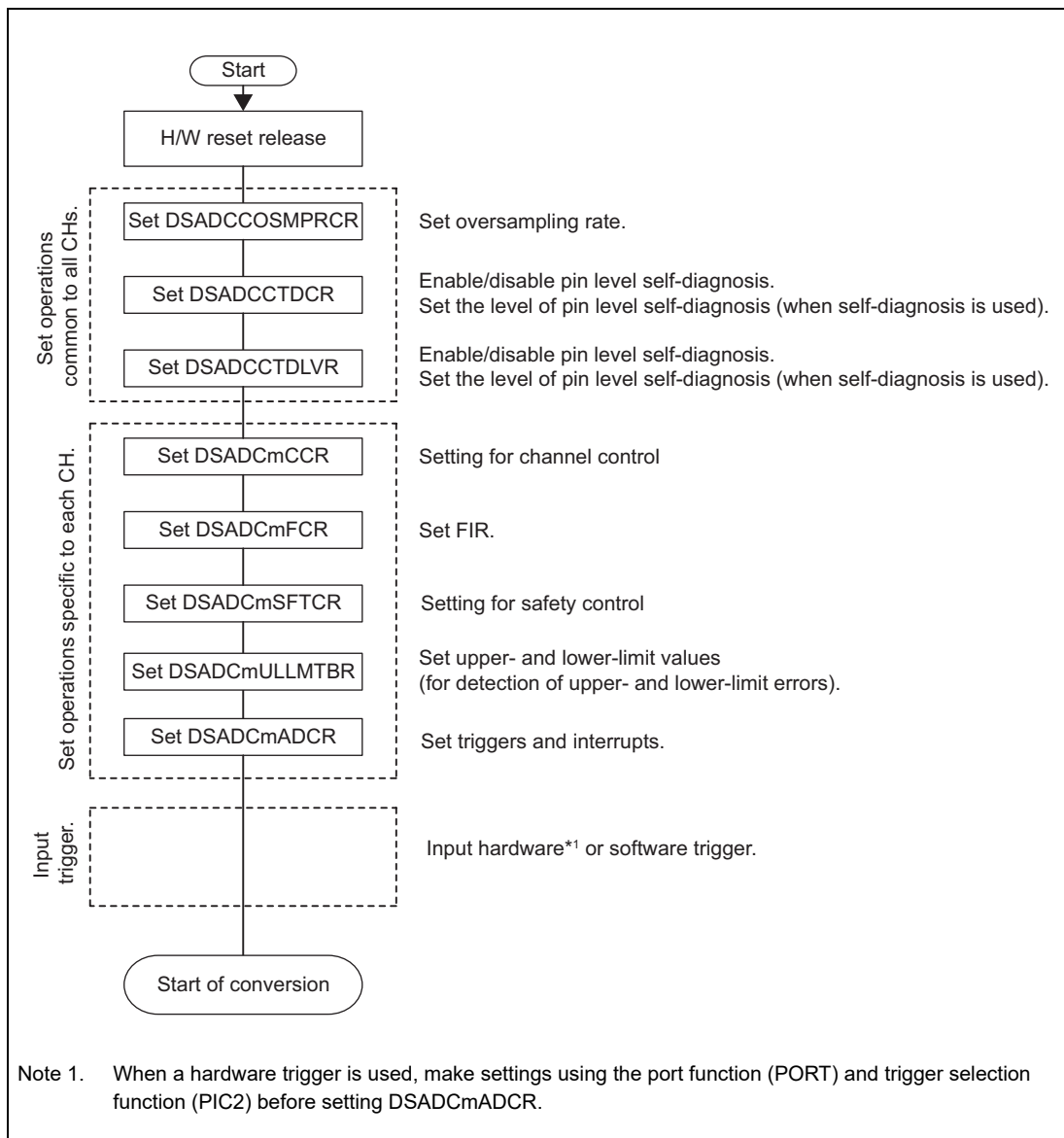


Figure 28.3 Initial Setting Flow

28.6.2 Setting Filter Type

The filter type depends on the combination of DSADCCOSMPRCRm, DSADCmCCR, and DSADCmFCR settings. Make appropriate settings to suit the purpose, based on **Table 28.21**.

Table 28.21 Register Settings for Each Filter Type

Item	Usage Example 1	Usage Example 2	Usage Example 3	Usage Example 4
Target performance				
Fos	8 Msps	8 Msps	8 Msps	8 Msps
Fs	100 ksps	200 ksps	200 ksps	1.6 Msps
BW	30 kHz	30 kHz	60kHz	200 kHz
ENOB	13 bits	13 bits	13 bits	8 bits
Register settings				
DSADCCOSMPRCR.OSM PR	1 _H	1 _H	1 _H	1 _H
DSADCmCCR.DSDFTYP	0 _H	0 _H	0 _H	1 _H
DSADCmFCR.ORT	1 _H	0 _H	0 _H	0 _H
DSADCmFCR.TPVSL[2:0]	1 _H	1 _H	2 _H	0 _H

28.6.3 A/D Conversion Time

After the ADST bit in DSADCmADSTCR is set to 1 and then the A/D conversion start delay time (t_D) and the internal stabilization time (t_W) have passed, the delta-sigma ADC starts A/D conversion processing.

Figure 28.4 shows the A/D conversion start and end timing. **Figure 28.5** shows a budget for A/D conversion processing. The first A/D processing time (t_{AD}) includes A/D conversion start delay time (t_D), internal stabilization time (t_W), and digital filter processing delay time (t_{DF}).

The second and subsequent A/D conversion processing time (t_{AD}) is a sampling cycle (t_S). **Table 28.22** shows the A/D conversion processing time.

The following equation is used to calculate A/D conversion processing time (t_{AD}).

$$t_{AD} = t_D + t_W + t_{DF}$$

The second and subsequent t_{AD} is given by the following equation.

$$t_{AD} = t_S$$

Table 28.22 A/D Conversion Processing Time (Unit: P ϕ P-Bus Clock (40 MHz))

Item		Usage Example 1	Usage Example 2	Usage Example 3	Usage Example 4
A/D conversion processing time	t_{AD} (first time)	2595.5* ¹ to 2602.5* ¹	2595.5* ¹ to 2602.5* ¹	2595.5* ¹ to 2602.5* ¹	180.5* ¹ to 187.5* ¹
A/D conversion start delay time	t_D	16.5* ¹ to 23.5* ¹	16.5* ¹ to 23.5* ¹	16.5* ¹ to 23.5* ¹	16.5* ¹ to 23.5* ¹
Internal stabilization time	t_W	10	10	10	10
Digital filter processing delay time	t_{DF}	2569	2569	2569	154
A/D conversion processing time	t_{AD} (second or subsequent time)	400	200	200	25
Sampling cycle	t_S	400	200	200	25

Note 1. These values are for odd-numbered channels. The values for even-numbered channels are plus 2.5 busclocks.

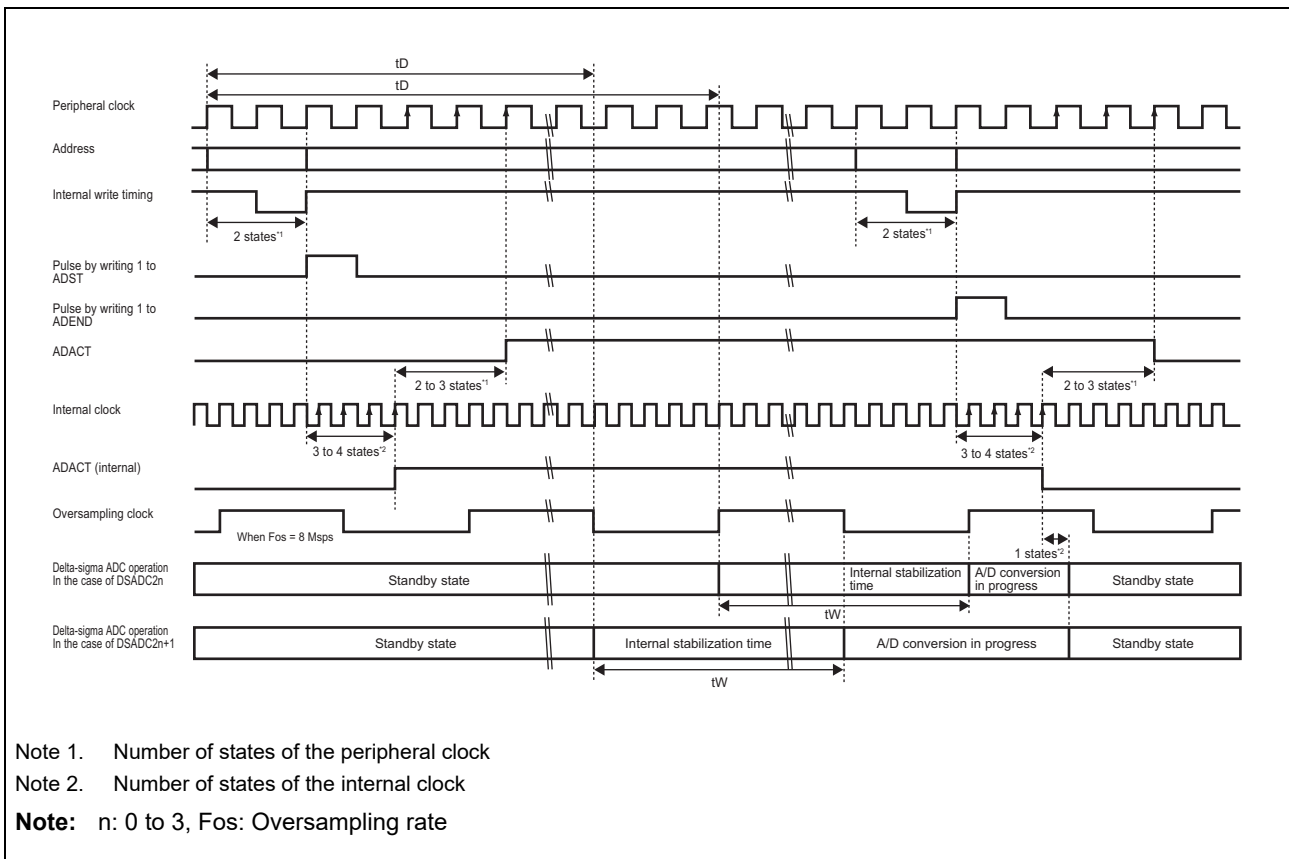


Figure 28.4 A/D Conversion Start and End

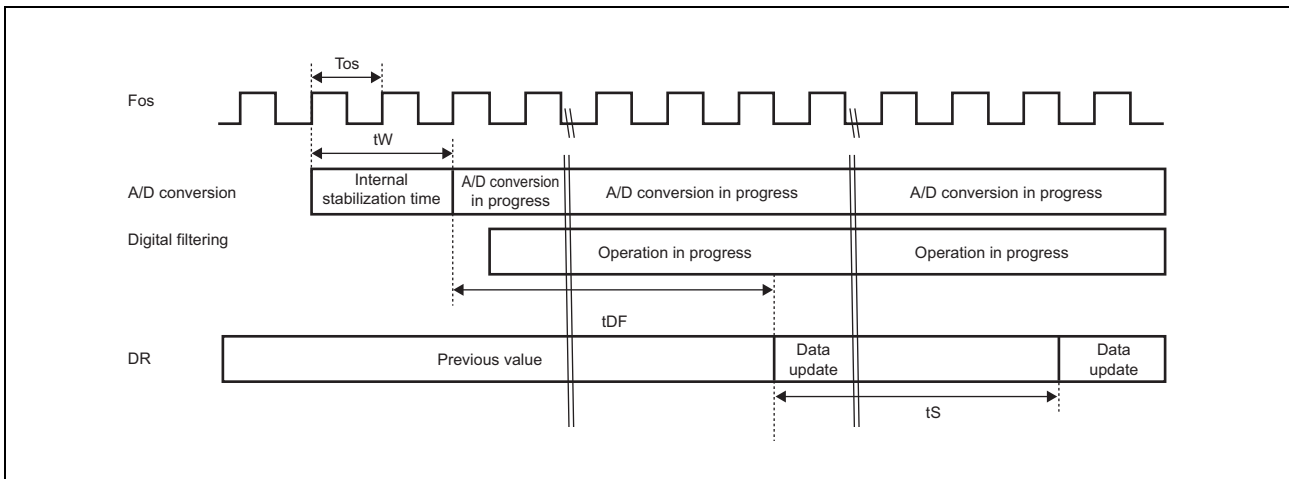


Figure 28.5 Budget for A/D Conversion Processing

28.6.4 Starting A/D Conversion by an External Trigger

DSADCm can be activated by the input of DSADTRGm. To activate DSADCm by DSADTRGm, set pin functions by the pin function controller (PFC) and select a trigger source of AD start trigger m by the trigger selection function. Input a high level to DSADTRGm and then set STTRGE in DSADCmADCR to 1. When a low level is input to DSADTRGm in this state, DSADCm detects a pulse's falling edge and sets DSADCmADSR.ADACT to 1.

DSADCmADSR.ADACT is set to 1 when 3 or 4 internal clock states + 2 or 3 bus clock states have passed after the falling edge of DSADTRGm.

The timing after DSADCmADSR.ADACT is set to 1 until DSADCm is activated is the same as when ADST is set to 1 by the software. For pin function settings, see **Section 2, Pins**. For selecting a trigger source of AD start trigger m, see **Section 26.2, Trigger Selection Function (PIC2)**.

To stop an active DSADCm, set ADEND in DSADCmADENDCR to 1.

28.6.5 Terminating A/D Conversion by an External Trigger

DSADCm can be deactivated by the input of DSADTRGm. To deactivate DSADCm by DSADTRGm, set pin functions by the pin function controller (PFC) and select a trigger source of AD start trigger m by the trigger selection function. Input a high level to DSADTRGm and then set ENDTRGE in DSADCmADCR to 1. When a low level is input to DSADTRGm in this state, DSADCm detects a pulse's falling edge and clears DSADCmADSR.ADACT to 0 to deactivate DSADCm.

DSADCmADSR.ADACT is cleared to 0 when 3 or 4 internal clock states + 2 or 3 bus clock states have passed after the falling edge of DSADTRGm.

For pin function settings, see **Section 2, Pins**. For selecting a trigger source of AD end trigger m, see **Section 26.2, Trigger Selection Function (PIC2)**.

NOTE

m = 0 to 7

28.6.6 Starting A/D Conversion by a Timer Trigger

DSADCm can be activated by a timer trigger. To activate DSADCm by a timer trigger, select a timer trigger as a trigger source of AD start trigger m by the trigger selection function. Then set STTRGE in DSADCmADCR to 1.

When the selected timer trigger is input in this state, DSADCmADSR.ADACT is set to 1. The timing after the DSADCmADSR.ADACT bit is set to 1 until DSADCm is activated is the same as when DSADCmADSR.ADST is set to 1 by software.

For selecting a trigger source of AD start trigger m, see **Section 26.2, Trigger Selection Function (PIC2)**.

To stop an active DSADCm, set DSADCmADENDCR.ADEND to 1.

NOTE

m = 0 to 7

28.6.7 Terminating A/D Conversion by a Timer Trigger

DSADC_m can be deactivated by a timer trigger. To deactivate DSADC_m by a timer trigger, select a timer trigger as a trigger source of AD end trigger *m* by the trigger selection function. Then set ENDTRGE in DSADC_mADCR to 1.

When the selected timer trigger is input in this state, DSADC_mADSR.ADACT is cleared to 0 to deactivate DSADC_m.

For selecting a trigger source of AD end trigger *m*, see **Section 26.2, Trigger Selection Function (PIC2)**.

NOTE

m = 0 to 7

28.6.8 Monitoring Using the A/D Conversion Monitor Pin

DSADEND_m allows monitoring of A/D conversion of DSADC_m. For pin settings, see **Section 2, Pins**.

Figure 28.6 shows an example of output from the A/D conversion monitor pin.

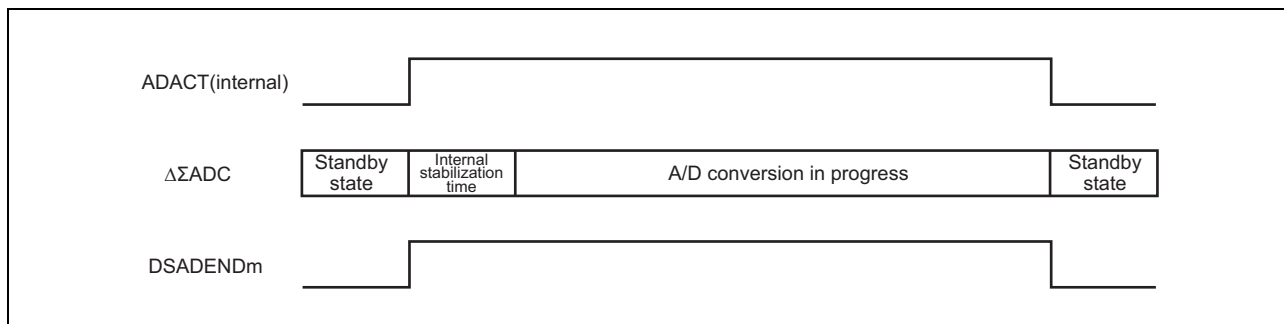


Figure 28.6 Example of A/D Conversion Monitor Pin Output

NOTE

m = 0 to 7

28.6.9 DMA Request Source

The delta-sigma ADC can generate a DMA request source (DSADIm) and send it to the DMAC to activate the DMAC (an interrupt for the INTC is not generated). Setting ADIE in DSADCmADCR to 1 outputs DSADIm at the end of the A/D conversion. Clearing ADIE to 0 disables DSADIm to be output even after the A/D conversion ends.

For settings of the DMAC, see **Section 7, DMA**.

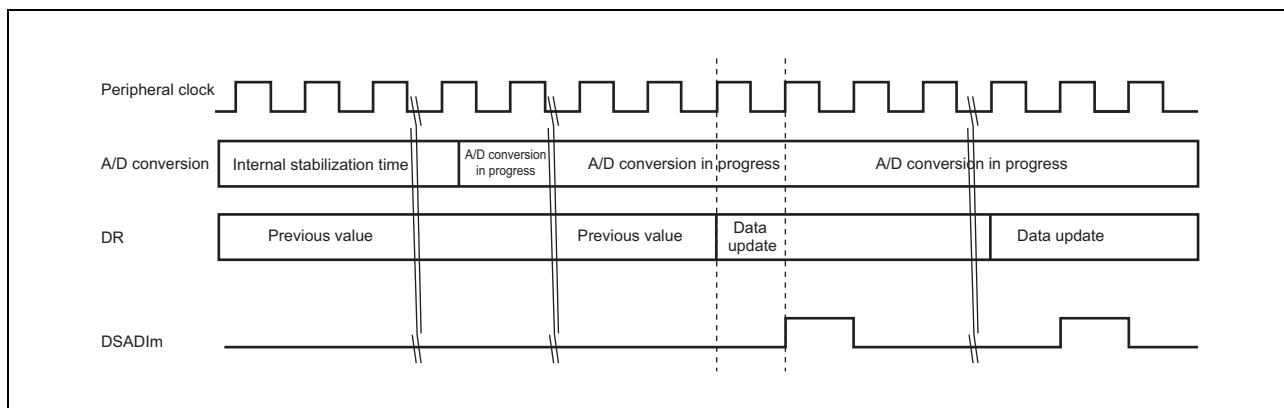


Figure 28.7 Example of DMA Request Source

NOTE

m = 0 to 7

28.6.10 AD Error Interrupt Request and AD Parity Error Interrupt Request

The delta-sigma ADC can issue an AD error interrupt request (DSADEm) to the INTC and also can issue an AD parity error interrupt (DSADPEm) to the error control module (ECM). The OR condition of the error source for which ULEIE and OWEIE in DSADCmSFTCR are set to 1 is issued as DSADEm. DSADEm of the error source being set to 0 can be disabled. Setting PEIE in DSADCmSFTCR to 1 enables DSADPEm, while clearing PEIE to 0 disables DSADPEm.

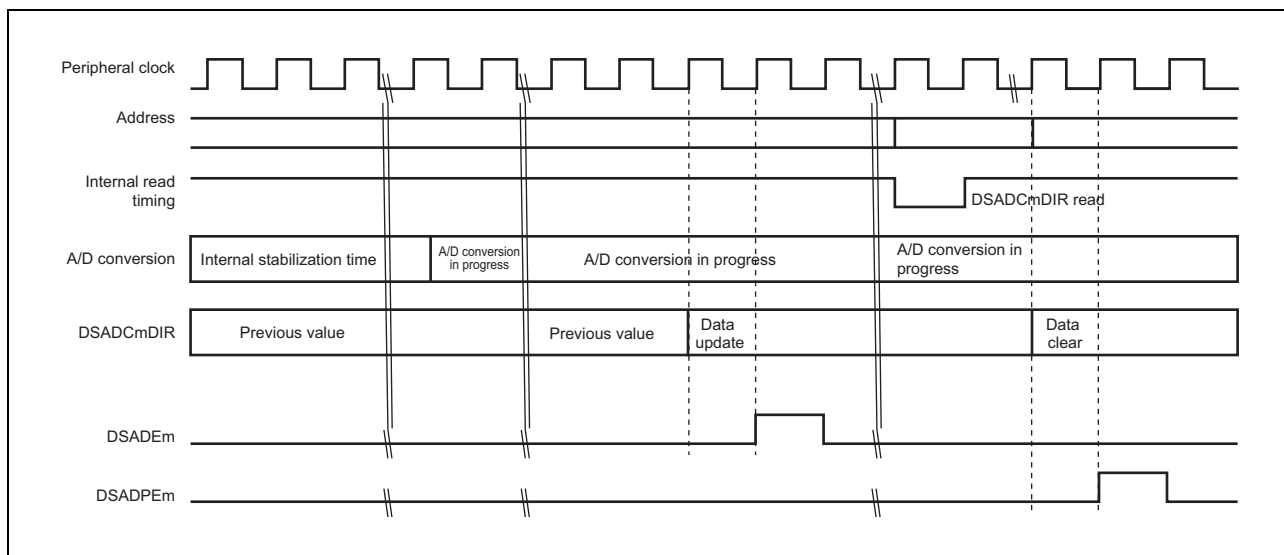


Figure 28.8 Example of Issuing of an AD Error Interrupt and AD Parity Error Interrupt

NOTE

m = 0 to 7

28.7 Usage Note

28.7.1 Notes on Using Analog Input Pins

Do not perform A/D conversion on the value of the same analog pin simultaneously by the delta-sigma ADC and SAR-ADC. Also, do not allow the delta-sigma ADC to perform A/D conversion on the value of the analog pin currently selected for digital input. It may lead to a deteriorated A/D accuracy.

When the delta-sigma ADC is used with single-ended input, only the analog input pins on the P side of the corresponding channel are used, and thus the analog input pins on the N side can be used for ADC input.

28.7.2 Module Standby Function

The delta-sigma ADC has the module standby function.

Module standby stops clock supply to the common units and all the channels altogether by setting `MSRDAD.MS_DSAD`.

In addition, it stops the clock for DSADC2 to 7, the clock for DSADC2 and DSADC3, the clock for DSADC4 and DSADC5, and the clock for DSADC6 and DSADC7, by setting `MSRFRAY.MS_DSAD2_7`, `MSRDAD.MS_DSAD23`, `MSRDAD.MS_DSAD45`, and `MSRDAD.MS_DSAD67` in the module standby register, respectively.

To prevent malfunction, do not set module standby mode during A/D conversion or while A/D conversion start/end trigger is enabled. Before setting module standby mode, set the related channels as follows.

- `DSADCmADSR.ADACT = 0`
- `DSADCmADCR.ENDTRGE = 0`, and
- `DSADCmADCR.STTRGE = 0`

Section 29 Digital Filter (DFE)

29.1 Overview

29.1.1 Features

- Incorporates a 16-channel FIR and IIR digital filter unit (eight channels if a 64-tap FIR filter is selected).
- Filter coefficients and data are stored in the on-chip RAM.
- Incorporates an accumulation circuit (for accumulation processing or decimation processing for filtered data) and a peak-hold circuit (for peak hold processing or comparison processing).
- Generates an interrupt request when comparison calculation result is true.
- Inputs converted data from the on-chip A/D converter.

29.1.2 Overall Configuration

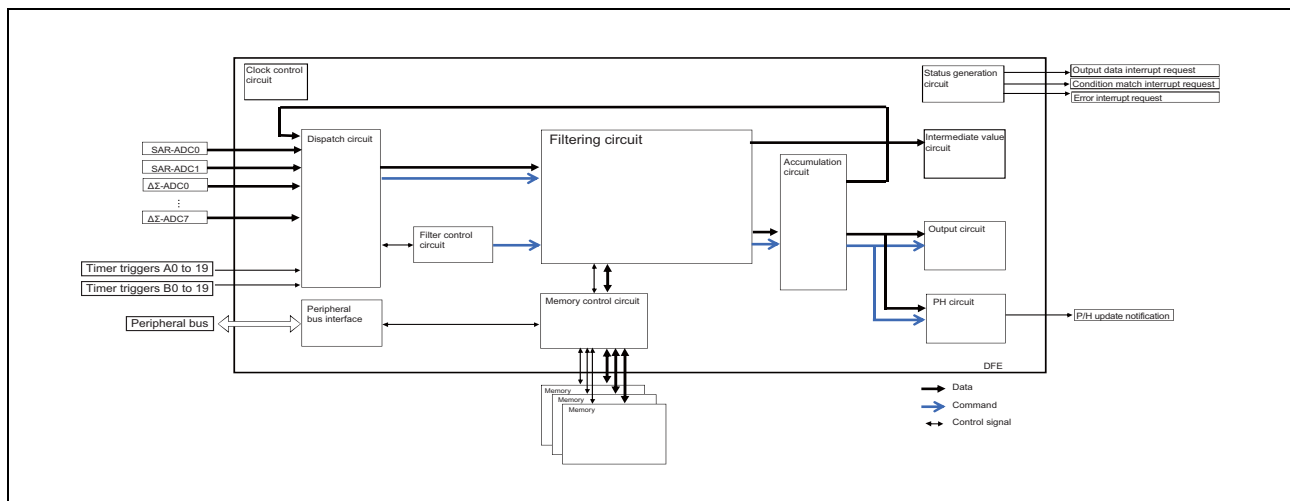


Figure 29.1 Overall Configuration of the DFE

The digital filter engine (DFE) is able to execute 16-channel filter processing on a time-division basis. FIR (up to 64 taps) or IIR (up to 6 stages) is selectable as a filter algorithm. When data is given from the A/D converter through the peripheral bus, the DFE executes FIR/IIR filter processing automatically. In normal mode, all filter processing results are stored in the output data register. In decimation mode, output data is stored in the output data register once every four filter processing, for example. When data is stored in the output data register, an interrupt request can be issued. Furthermore, the digital filter processing result can be input again to the filtering circuit.

29.1.3 Data Format

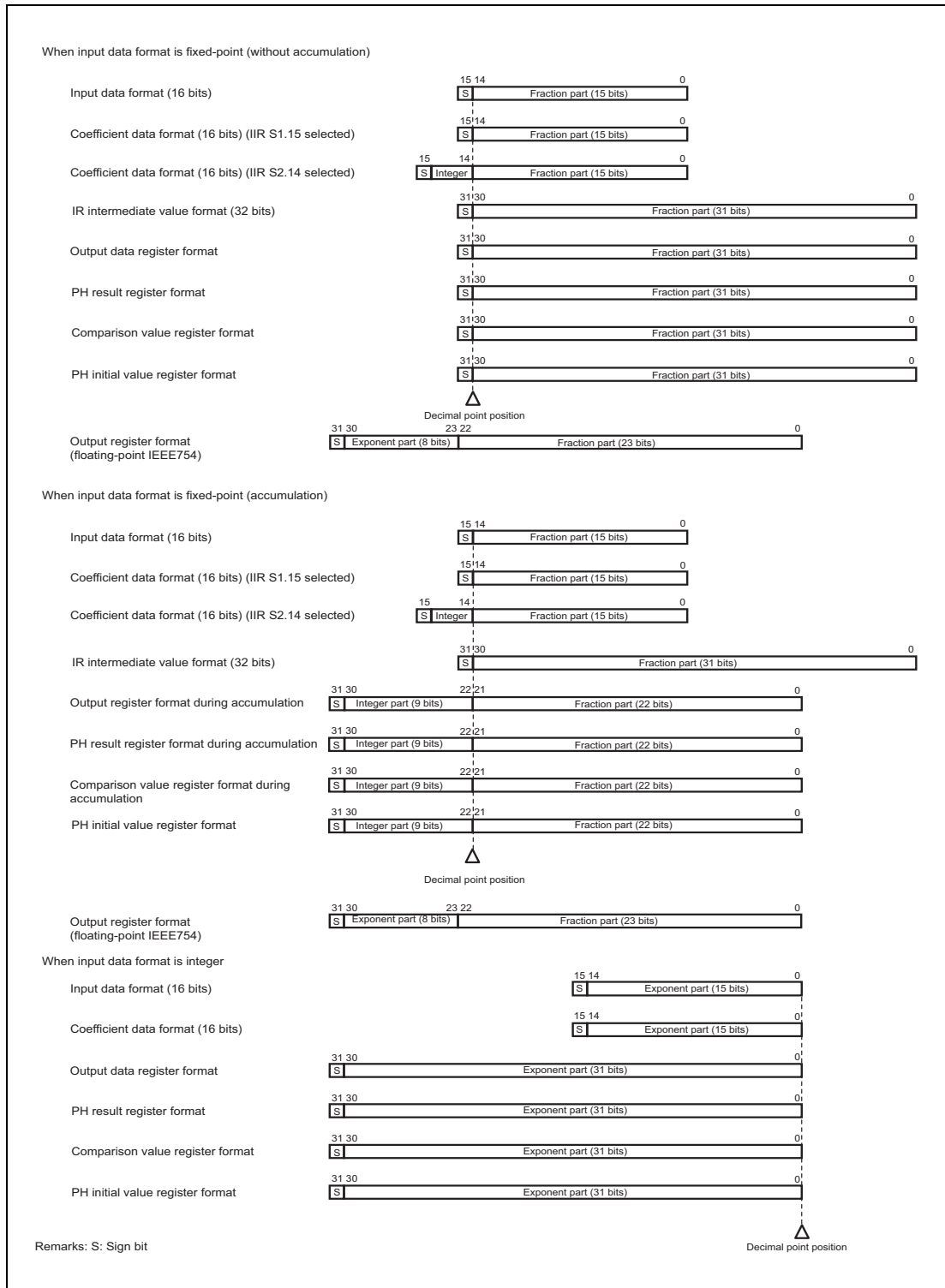


Figure 29.2 Data Format

29.1.4 Filtering Circuit

29.1.4.1 FIR Filter

- Number of taps: Selectable from 8, 16, 24, 32, and 64
- Input data and coefficients: 16-bit signed fixed-point/16-bit integer
- Intermediate values: 32-bit signed fixed-point data
- Output data: 32-bit signed fixed-point/32-bit integer
- Product-sum operation accuracy: 32 bits

29.1.4.2 IIR Filter

- Number of secondary biquad stages: Selectable from 1, 2, and 3
- Input data: 16-bit signed fixed-point data
- Coefficient data format: 16-bit signed fixed-point data S1.15 or S1.14
- Intermediate data and output data: 32-bit signed fixed-point data
- Product-sum operation accuracy: 32 bits

29.1.5 Dispatch Circuit

The dispatch circuit accepts data to be filtered from the A/D converter and peripheral bus. It assigns the accepted data to sixteen channels, then selects data to be filtered and outputs that data to the filter circuit. The data that can be input is specified for each channel. **Table 29.1** lists the data that can be input for each channel.

Channels 8 to 15 are not available if one or more channels from among channels 0 to 7 are set to operate as a 64-tap FIR filter.

Table 29.1 Data that Can be Input for Each Channel

	SAR-ADC		Delta-Sigma AD Converter								Software	Cascade
	0	1	0	1	2	3	4	5	6	7		
CH0	√	√	√	√	√	×	×	×	×	×	√	√
CH1	√	√	√	√	×	√	×	×	×	×	√	√
CH2	√	√	√	√	×	×	√	×	×	×	√	√
CH3	√	√	√	√	×	×	×	√	×	×	√	√
CH4	√	√	√	√	×	×	×	×	√	×	√	√
CH5	√	√	√	√	×	×	×	×	×	√	√	√
CH6	√	√	√	√	√	×	×	×	×	×	√	√
CH7	√	√	√	√	×	√	×	×	×	×	√	√
CH8	√	√	√	√	×	×	√	×	×	×	√	√
CH9	√	√	√	√	×	×	×	√	×	×	√	√
CH10	√	√	√	√	×	×	×	×	√	×	√	√
CH11	√	√	√	√	×	×	×	×	×	√	√	√
CH12	√	√	√	√	√	×	×	×	×	×	√	√
CH13	√	√	√	√	×	√	×	×	×	×	√	√
CH14	√	√	√	√	×	×	√	×	×	×	√	√
CH15	√	√	√	√	×	×	×	√	×	×	√	√

Note: √: Data can be input; ×: Data cannot be input

29.1.6 Accumulation Circuit

The accumulation circuit allows absolute value calculation, accumulation, and decimation processing for filtering results of all channels. Either accumulation or decimation can be specified.

- Absolute value: The absolute value of each filtering result is calculated.
- Accumulation: Accumulation of filtering results can be obtained. The maximum accumulation count is 511. Filtering results are of the S10.22 format. After accumulation processing for the predetermined number of times has been completed, one accumulation result is sent to the next processing.
- Decimation: Filtering results are decimated. If the decimation count is set to 4, for example, filtering result is output once every four filter processing. The maximum decimation count is 511.

29.1.7 Peak-Hold Circuit

The peak-hold circuit allows peak hold or comparison calculation for channels 0 to 9. The peak-hold circuit can be linked to the accumulation circuit. For example, when accumulation/decimation is set with a specified count, peak hold processing or comparison calculation is executed on each specified count. When accumulation/decimation is not set, peak hold processing or comparison calculation is executed on each filter processing.

- Peak hold (PH): Peak hold processing of filtering results or accumulation circuit output results is possible. When the peak hold end flag is enabled, an interrupt can be requested. When the peak hold result registers are updated in the selected channels (two channels selectable), the peak-hold update notification can be output.
- Peak-hold index: Indicates the round of peak-hold processing in which the peak-hold results register was updated to hold its current value.
- Comparison: A filtering result or accumulation circuit output result is compared with the predetermined value ($=$, $<$, $>$, \geq , \leq) and an interrupt can be requested according to condition match.

29.1.8 Output Circuit

In the output circuit, calculation results are stored in the output data register for each channel. When accumulation or decimation is specified, an interrupt can be requested at the same time when data is stored. In the case of input of fixed-point format data, the data format can be converted to the floating-point (IEEE754) format and the data can be stored in the output data register.

29.1.9 Intermediate Values Output Circuit

Each channel has an intermediate values output register, which holds intermediate values (values from filter calculations prior to processing for rounding) from the intermediate values output circuit. When FIR filtering is selected, the values are input in fixed-point format. Conversion to fixed or floating point (IEEE754) format for storage is available.

29.1.10 Terms

Table 29.2 provides definitions of terms used in this section.

Table 29.2 List of Terms (1/2)

Term	Definition in This Section
DFE operating clock	SSCG 80-MHz clock to be input to the DFE
Filtering circuit	A circuit to perform FIR filtering and IIR filtering
Data to be processed	Data for which the DFE performs filter processing, including data to be input by the AD and peripheral bus and filter processing result re-entry (cascade) data
Software input	Activation of the DFE by writing data to be processed to a register from the CPU or DMA through the peripheral bus
Input data register	A register for writing data to be processed, which is provided for 16 channels
DFE activation signal	DFE processing start signal to be input to the DFE together with data to be processed
AD tag	A tag value to be input to the DFE by the AD together with data to be processed
AD data	Data to be processed to be input to the DFE by the AD
AD input	AD tag or AD data or DFE activation signal to be input by the AD In figures, AD input shows DFE activation signal to be input by the AD.
Channel tag	A tag signal specified by the DFE's control register A, which is provided for each channel
Dispatch	Writing data to be processed to an input data register Dispatch means writing data to the input data register of the matched channel through comparison between channel tag and AD tag signal after processing is started by the DFE activation signal.
Dispatch circuit	A circuit to output filtering target data to the dispatch processing and filtering circuit
Accumulation	Accumulation of filter processing result data in each channel for the count specified in the control register
Decimation	Decimation (thinning) of filter processing result data for the count specified in the control register
Accumulation circuit	A circuit to perform absolute value calculation, accumulation, and decimation for filter processing result data
Peak-hold processing	Processing to hold the maximum of output data from the accumulation circuit
Peak-hold circuit	A circuit to perform peak-hold processing and comparison processing
Peak-hold results register	A register that retains the peak-hold processing result value
Peak-hold index register	A register that indicates the number of times from the beginning of peak-hold processing when the peak-hold result register value is input to the peak-hold circuit
Output circuit	A circuit to write accumulation circuit output data to the output data register and to convert accumulation circuit output data to floating-point format data and write the data to the output data register
Output data register	A register used to write data after DFE processing is completed, which is provided for 16 channels
Input data overwrite error (DIOW)	An error that occurs when new data is written to the input data register while valid data is contained in the input data register (filter processing waiting state in the DFE, during filter processing, or during accumulation circuit processing)
Output data overwrite error (DOOW)	An error that occurs when new data is written to the output data register while valid data is contained in the output data register (after the DFE has written filter processing result or accumulation processing result to the output data register)

Table 29.2 List of Terms (2/2)

Term	Definition in This Section
Multiplication error	An error that occurs during execution of $8000_H \times 8000_H$ in the filtering circuit
Guard error	A guard bit overflow or underflow error that occurs during execution of accumulation in the filtering circuit
Cascade error	An overflow error that occurs when 32-bit accumulation circuit output data is rounded to 16-bit data when cascade processing is enabled
Absolute value calculation error	An error to be generated when 8000_0000_H is input during calculation of absolute values in the accumulation circuit
Timer trigger	A trigger that is input from the timer.
Software trigger	A trigger generated by writing 1 to the software trigger register from the CPU or DMA
Trigger flag	Five flags: accumulation/decimation initialization flag, accumulation/decimation disable flag, peak-hold initialization flag, peak-hold end flag, and filter initialization flag, which are generated by the DFE at a timer trigger, software trigger, or trigger setting register (control register in the DFE)
Accumulation/decimation initialization flag	A trigger flag that functions as an accumulation initialization flag when accumulation is specified or as a decimation initialization flag when decimation is specified, which is used to initialize the counter in the accumulation circuit.
Accumulation/decimation disable flag	A trigger flag that functions as an accumulation disable flag when accumulation is specified or as a decimation disable flag when decimation is specified, which stops the counter in the accumulation circuit and disables accumulation processing and decimation processing without updating output data after execution
Peak-hold initialization flag	A trigger flag that is enabled when peak-hold operation is specified, which is used to initialize the counter in the peak-hold circuit.
Peak-hold end flag	A trigger flag that is enabled when peak-hold operation is specified, which is a command to terminate peak-hold processing
Filter initialization flag	A trigger flag to be performed by adding the initialization sequence to initialization for the address pointer used in filter processing and normal filter processing.
Interrupt request	An interrupt to request activation of the interrupt controller, CPU (PCU), or DMA.

29.2 Control Registers

29.2.1 List of Registers

Table 29.3 lists registers and memory addresses of the DFE. 32-bit write access to the coefficient memory is possible, and upper 16-bit or lower 16-bit or 32-bit write access to the data memory is possible.

Table 29.3 List of Control Registers (1/5)

Register address = FFBF 0000_H + <offset address>

Offset Address	Register Name	Function	Access Size	R/W	Value after Reset
0000 _H	CTLACH0	Control register A (channel 0)	8, 16, 32	R/W	0000 0000 _H
0004 _H	CTLACH1	Control register A (channel 1)	8, 16, 32	R/W	0000 0000 _H
0008 _H	CTLACH2	Control register A (channel 2)	8, 16, 32	R/W	0000 0000 _H
000C _H	CTLACH3	Control register A (channel 3)	8, 16, 32	R/W	0000 0000 _H
0010 _H	CTLACH4	Control register A (channel 4)	8, 16, 32	R/W	0000 0000 _H
0014 _H	CTLACH5	Control register A (channel 5)	8, 16, 32	R/W	0000 0000 _H
0018 _H	CTLACH6	Control register A (channel 6)	8, 16, 32	R/W	0000 0000 _H
001C _H	CTLACH7	Control register A (channel 7)	8, 16, 32	R/W	0000 0000 _H
0020 _H	CTLACH8	Control register A (channel 8)	8, 16, 32	R/W	0000 0000 _H
0024 _H	CTLACH9	Control register A (channel 9)	8, 16, 32	R/W	0000 0000 _H
0028 _H	CTLACH10	Control register A (channel 10)	8, 16, 32	R/W	0000 0000 _H
002C _H	CTLACH11	Control register A (channel 11)	8, 16, 32	R/W	0000 0000 _H
0030 _H	CTLACH12	Control register A (channel 12)	8, 16, 32	R/W	0000 0000 _H
0034 _H	CTLACH13	Control register A (channel 13)	8, 16, 32	R/W	0000 0000 _H
0038 _H	CTLACH14	Control register A (channel 14)	8, 16, 32	R/W	0000 0000 _H
003C _H	CTLACH15	Control register A (channel 15)	8, 16, 32	R/W	0000 0000 _H
0040 _H	CTLBCH0	Control register B (channel 0)	8, 16, 32	R/W	0000 0000 _H
0044 _H	CTLBCH1	Control register B (channel 1)	8, 16, 32	R/W	0000 0000 _H
0048 _H	CTLBCH2	Control register B (channel 2)	8, 16, 32	R/W	0000 0000 _H
004C _H	CTLBCH3	Control register B (channel 3)	8, 16, 32	R/W	0000 0000 _H
0050 _H	CTLBCH4	Control register B (channel 4)	8, 16, 32	R/W	0000 0000 _H
0054 _H	CTLBCH5	Control register B (channel 5)	8, 16, 32	R/W	0000 0000 _H
0058 _H	CTLBCH6	Control register B (channel 6)	8, 16, 32	R/W	0000 0000 _H
005C _H	CTLBCH7	Control register B (channel 7)	8, 16, 32	R/W	0000 0000 _H
0060 _H	CTLBCH8	Control register B (channel 8)	8, 16, 32	R/W	0000 0000 _H
0064 _H	CTLBCH9	Control register B (channel 9)	8, 16, 32	R/W	0000 0000 _H
0068 _H	CTLBCH10	Control register B (channel 10)	8, 16, 32	R/W	0000 0000 _H
006C _H	CTLBCH11	Control register B (channel 11)	8, 16, 32	R/W	0000 0000 _H
0070 _H	CTLBCH12	Control register B (channel 12)	8, 16, 32	R/W	0000 0000 _H
0074 _H	CTLBCH13	Control register B (channel 13)	8, 16, 32	R/W	0000 0000 _H
0078 _H	CTLBCH14	Control register B (channel 14)	8, 16, 32	R/W	0000 0000 _H
007C _H	CTLBCH15	Control register B (channel 15)	8, 16, 32	R/W	0000 0000 _H
0080 _H	DOCH0	Output data register (channel 0)	32	R	0000 0000 _H
0084 _H	DOCH1	Output data register (channel 1)	32	R	0000 0000 _H
0088 _H	DOCH2	Output data register (channel 2)	32	R	0000 0000 _H

Table 29.3 List of Control Registers (2/5)

Register address = FFBF 0000_H + <offset address>

Offset Address	Register Name	Function	Access Size	R/W	Value after Reset
008C _H	DOCH3	Output data register (channel 3)	32	R	0000 0000 _H
0090 _H	DOCH4	Output data register (channel 4)	32	R	0000 0000 _H
0094 _H	DOCH5	Output data register (channel 5)	32	R	0000 0000 _H
0098 _H	DOCH6	Output data register (channel 6)	32	R	0000 0000 _H
009C _H	DOCH7	Output data register (channel 7)	32	R	0000 0000 _H
00A0 _H	DOCH8	Output data register (channel 8)	32	R	0000 0000 _H
00A4 _H	DOCH9	Output data register (channel 9)	32	R	0000 0000 _H
00A8 _H	DOCH10	Output data register (channel 10)	32	R	0000 0000 _H
00AC _H	DOCH11	Output data register (channel 11)	32	R	0000 0000 _H
00B0 _H	DOCH12	Output data register (channel 12)	32	R	0000 0000 _H
00B4 _H	DOCH13	Output data register (channel 13)	32	R	0000 0000 _H
00B8 _H	DOCH14	Output data register (channel 14)	32	R	0000 0000 _H
00BC _H	DOCH15	Output data register (channel 15)	32	R	0000 0000 _H
00C0 _H	PHCH0	Peak-hold results register (channel 0)	32	R	8000 0000 _H
00C4 _H	PHCH1	Peak-hold results register (channel 1)	32	R	8000 0000 _H
00C8 _H	PHCH2	Peak-hold results register (channel 2)	32	R	8000 0000 _H
00CC _H	PHCH3	Peak-hold results register (channel 3)	32	R	8000 0000 _H
00D0 _H	PHCH4	Peak-hold results register (channel 4)	32	R	8000 0000 _H
00D4 _H	PHCH5	Peak-hold results register (channel 5)	32	R	8000 0000 _H
00D8 _H	PHCH6	Peak-hold results register (channel 6)	32	R	8000 0000 _H
00DC _H	PHCH7	Peak-hold results register (channel 7)	32	R	8000 0000 _H
00E0 _H	PHCH8	Peak-hold results register (channel 8)	32	R	8000 0000 _H
00E4 _H	PHCH9	Peak-hold results register (channel 9)	32	R	8000 0000 _H
0100 _H	PHINDCH0	Peak-hold index register (channel 0)	32	R	0000 0000 _H
0104 _H	PHINDCH1	Peak-hold index register (channel 1)	32	R	0000 0000 _H
0108 _H	PHINDCH2	Peak-hold index register (channel 2)	32	R	0000 0000 _H
010C _H	PHINDCH3	Peak-hold index register (channel 3)	32	R	0000 0000 _H
0110 _H	PHINDCH4	Peak-hold index register (channel 4)	32	R	0000 0000 _H
0114 _H	PHINDCH5	Peak-hold index register (channel 5)	32	R	0000 0000 _H
0118 _H	PHINDCH6	Peak-hold index register (channel 6)	32	R	0000 0000 _H
011C _H	PHINDCH7	Peak-hold index register (channel 7)	32	R	0000 0000 _H
0120 _H	PHINDCH8	Peak-hold index register (channel 8)	32	R	0000 0000 _H
0124 _H	PHINDCH9	Peak-hold index register (channel 9)	32	R	0000 0000 _H
0140 _H	STCH0	Status register (channel 0)	8, 16	R	0000 _H
0144 _H	STCH1	Status register (channel 1)	8, 16	R	0000 _H
0148 _H	STCH2	Status register (channel 2)	8, 16	R	0000 _H
014C _H	STCH3	Status register (channel 3)	8, 16	R	0000 _H
0150 _H	STCH4	Status register (channel 4)	8, 16	R	0000 _H
0154 _H	STCH5	Status register (channel 5)	8, 16	R	0000 _H
0158 _H	STCH6	Status register (channel 6)	8, 16	R	0000 _H
015C _H	STCH7	Status register (channel 7)	8, 16	R	0000 _H
0160 _H	STCH8	Status register (channel 8)	8, 16	R	0000 _H

Table 29.3 List of Control Registers (3/5)

Register address = FFBF 0000_H + <offset address>

Offset Address	Register Name	Function	Access Size	R/W	Value after Reset
0164 _H	STCH9	Status register (channel 9)	8, 16	R	0000 _H
0168 _H	STCH10	Status register (channel 10)	8, 16	R	0000 _H
016C _H	STCH11	Status register (channel 11)	8, 16	R	0000 _H
0170 _H	STCH12	Status register (channel 12)	8, 16	R	0000 _H
0174 _H	STCH13	Status register (channel 13)	8, 16	R	0000 _H
0178 _H	STCH14	Status register (channel 14)	8, 16	R	0000 _H
017C _H	STCH15	Status register (channel 15)	8, 16	R	0000 _H
0180 _H	CLRSTC0	Clear status register (channel 0)	8, 16	R/W	0000 _H
0184 _H	CLRSTC1	Clear status register (channel 1)	8, 16	R/W	0000 _H
0188 _H	CLRSTC2	Clear status register (channel 2)	8, 16	R/W	0000 _H
018C _H	CLRSTC3	Clear status register (channel 3)	8, 16	R/W	0000 _H
0190 _H	CLRSTC4	Clear status register (channel 4)	8, 16	R/W	0000 _H
0194 _H	CLRSTC5	Clear status register (channel 5)	8, 16	R/W	0000 _H
0198 _H	CLRSTC6	Clear status register (channel 6)	8, 16	R/W	0000 _H
019C _H	CLRSTC7	Clear status register (channel 7)	8, 16	R/W	0000 _H
01A0 _H	CLRSTC8	Clear status register (channel 8)	8, 16	R/W	0000 _H
01A4 _H	CLRSTC9	Clear status register (channel 9)	8, 16	R/W	0000 _H
01A8 _H	CLRSTC10	Clear status register (channel 10)	8, 16	R/W	0000 _H
01AC _H	CLRSTC11	Clear status register (channel 11)	8, 16	R/W	0000 _H
01B0 _H	CLRSTC12	Clear status register (channel 12)	8, 16	R/W	0000 _H
01B4 _H	CLRSTC13	Clear status register (channel 13)	8, 16	R/W	0000 _H
01B8 _H	CLRSTC14	Clear status register (channel 14)	8, 16	R/W	0000 _H
01BC _H	CLRSTC15	Clear status register (channel 15)	8, 16	R/W	0000 _H
01C0 _H	ERMCH0	Error mask register (channel 0)	8	R/W	00 _H
01C4 _H	ERMCH1	Error mask register (channel 1)	8	R/W	00 _H
01C8 _H	ERMCH2	Error mask register (channel 2)	8	R/W	00 _H
01CC _H	ERMCH3	Error mask register (channel 3)	8	R/W	00 _H
01D0 _H	ERMCH4	Error mask register (channel 4)	8	R/W	00 _H
01D4 _H	ERMCH5	Error mask register (channel 5)	8	R/W	00 _H
01D8 _H	ERMCH6	Error mask register (channel 6)	8	R/W	00 _H
01DC _H	ERMCH7	Error mask register (channel 7)	8	R/W	00 _H
01E0 _H	ERMCH8	Error mask register (channel 8)	8	R/W	00 _H
01E4 _H	ERMCH9	Error mask register (channel 9)	8	R/W	00 _H
01E8 _H	ERMCH10	Error mask register (channel 10)	8	R/W	00 _H
01EC _H	ERMCH11	Error mask register (channel 11)	8	R/W	00 _H
01F0 _H	ERMCH12	Error mask register (channel 12)	8	R/W	00 _H
01F4 _H	ERMCH13	Error mask register (channel 13)	8	R/W	00 _H
01F8 _H	ERMCH14	Error mask register (channel 14)	8	R/W	00 _H
01FC _H	ERMCH15	Error mask register (channel 15)	8	R/W	00 _H
0200 _H	TRGCH0	Trigger setting register (channel 0)	16, 32	R/W	0000 0000 _H
0204 _H	TRGCH1	Trigger setting register (channel 1)	16, 32	R/W	0000 0000 _H
0208 _H	TRGCH2	Trigger setting register (channel 2)	16, 32	R/W	0000 0000 _H

Table 29.3 List of Control Registers (4/5)

Register address = FFBF 0000_H + <offset address>

Offset Address	Register Name	Function	Access Size	R/W	Value after Reset
020C _H	TRGCH3	Trigger setting register (channel 3)	16, 32	R/W	0000 0000 _H
0210 _H	TRGCH4	Trigger setting register (channel 4)	16, 32	R/W	0000 0000 _H
0214 _H	TRGCH5	Trigger setting register (channel 5)	16, 32	R/W	0000 0000 _H
0218 _H	TRGCH6	Trigger setting register (channel 6)	16, 32	R/W	0000 0000 _H
021C _H	TRGCH7	Trigger setting register (channel 7)	16, 32	R/W	0000 0000 _H
0220 _H	TRGCH8	Trigger setting register (channel 8)	16, 32	R/W	0000 0000 _H
0224 _H	TRGCH9	Trigger setting register (channel 9)	16, 32	R/W	0000 0000 _H
0228 _H	TRGCH10	Trigger setting register (channel 10)	16, 32	R/W	0000 0000 _H
022C _H	TRGCH11	Trigger setting register (channel 11)	16, 32	R/W	0000 0000 _H
0230 _H	TRGCH12	Trigger setting register (channel 12)	16, 32	R/W	0000 0000 _H
0234 _H	TRGCH13	Trigger setting register (channel 13)	16, 32	R/W	0000 0000 _H
0238 _H	TRGCH14	Trigger setting register (channel 14)	16, 32	R/W	0000 0000 _H
023C _H	TRGCH15	Trigger setting register (channel 15)	16, 32	R/W	0000 0000 _H
0240 _H	TRHCH0	Trigger history register (channel 0)	8	R	00 _H
0244 _H	TRHCH1	Trigger history register (channel 1)	8	R	00 _H
0248 _H	TRHCH2	Trigger history register (channel 2)	8	R	00 _H
024C _H	TRHCH3	Trigger history register (channel 3)	8	R	00 _H
0250 _H	TRHCH4	Trigger history register (channel 4)	8	R	00 _H
0254 _H	TRHCH5	Trigger history register (channel 5)	8	R	00 _H
0258 _H	TRHCH6	Trigger history register (channel 6)	8	R	00 _H
025C _H	TRHCH7	Trigger history register (channel 7)	8	R	00 _H
0260 _H	TRHCH8	Trigger history register (channel 8)	8	R	00 _H
0264 _H	TRHCH9	Trigger history register (channel 9)	8	R	00 _H
0268 _H	TRHCH10	Trigger history register (channel 10)	8	R	00 _H
026C _H	TRHCH11	Trigger history register (channel 11)	8	R	00 _H
0270 _H	TRHCH12	Trigger history register (channel 12)	8	R	00 _H
0274 _H	TRHCH13	Trigger history register (channel 13)	8	R	00 _H
0278 _H	TRHCH14	Trigger history register (channel 14)	8	R	00 _H
027C _H	TRHCH15	Trigger history register (channel 15)	8	R	00 _H
0280 _H	CPA	Comparison value setting register A	32	R/W	0000 0000 _H
0284 _H	CPB	Comparison value setting register B	32	R/W	0000 0000 _H
0288 _H	CPC	Comparison value setting register C	32	R/W	0000 0000 _H
028C _H	CPD	Comparison value setting register D	32	R/W	0000 0000 _H
0290 _H	PHIA	Peak-hold initial value setting register A	32	R/W	8000 0000 _H
0294 _H	PHIB	Peak-hold initial value setting register B	32	R/W	8000 0000 _H
0298 _H	PHIC	Peak-hold initial value setting register C	32	R/W	8000 0000 _H
029C _H	PHID	Peak-hold initial value setting register D	32	R/W	8000 0000 _H
02B0 _H	ACA	Accumulation/decimation count setting register A	16	R/W	0000 _H
02B4 _H	ACB	Accumulation/decimation count setting register B	16	R/W	0000 _H
02B8 _H	ACC	Accumulation/decimation count setting register C	16	R/W	0000 _H
02BC _H	ACD	Accumulation/decimation count setting register D	16	R/W	0000 _H
02C0 _H	DI	Software input data register	32	R/W	0000 0000 _H

Table 29.3 List of Control Registers (5/5)

Register address = FFBF 0000_H + <offset address>

Offset Address	Register Name	Function	Access Size	R/W	Value after Reset
02C4 _H	TRG	Software trigger register	8	R/W	00 _H
02CC _H	ST	DFE status register	8, 16, 32	R	0000 0000 _H
0300 _H	PITRG	Peak-hold initialization/end timer trigger select register	8, 16, 32	R/W	0000 0000 _H
0304 _H	MITRG	Accumulation/decimation initialization/prohibition timer trigger select register	8, 16, 32	R/W	0000 0000 _H
0308 _H	FITRG	Filter initialization timer trigger select register	8, 16, 32	R/W	0000 0000 _H
0310 _H	PHUPDC0	Peak-hold update notification setting register 0	8	R/W	00 _H
0314 _H	PHUPDC1	Peak-hold update notification setting register 1	8	R/W	00 _H
0320 _H	HOLCH0	Intermediate values output register L (channel 0)	32	R	0000 0000 _H
0324 _H	HOHCH0	Intermediate values output register H (channel 0)	32	R	0000 0000 _H
0328 _H	HOLCH1	Intermediate values output register L (channel 1)	32	R	0000 0000 _H
032C _H	HOHCH1	Intermediate values output register H (channel 1)	32	R	0000 0000 _H
0330 _H	HOLCH2	Intermediate values output register L (channel 2)	32	R	0000 0000 _H
0334 _H	HOHCH2	Intermediate values output register H (channel 2)	32	R	0000 0000 _H
0338 _H	HOLCH3	Intermediate values output register L (channel 3)	32	R	0000 0000 _H
033C _H	HOHCH3	Intermediate values output register H (channel 3)	32	R	0000 0000 _H
0340 _H	HOLCH4	Intermediate values output register L (channel 4)	32	R	0000 0000 _H
0344 _H	HOHCH4	Intermediate values output register H (channel 4)	32	R	0000 0000 _H
0348 _H	HOLCH5	Intermediate values output register L (channel 5)	32	R	0000 0000 _H
034C _H	HOHCH5	Intermediate values output register H (channel 5)	32	R	0000 0000 _H
0350 _H	HOLCH6	Intermediate values output register L (channel 6)	32	R	0000 0000 _H
0354 _H	HOHCH6	Intermediate values output register H (channel 6)	32	R	0000 0000 _H
0358 _H	HOLCH7	Intermediate values output register L (channel 7)	32	R	0000 0000 _H
035C _H	HOHCH7	Intermediate values output register H (channel 7)	32	R	0000 0000 _H
0360 _H	HOLMCH0	Intermediate values output mirror register L (channel 0)	32	R	0000 0000 _H
0364 _H	HOLMCH1	Intermediate values output mirror register L (channel 1)	32	R	0000 0000 _H
0368 _H	HOLMCH2	Intermediate values output mirror register L (channel 2)	32	R	0000 0000 _H
036C _H	HOLMCH3	Intermediate values output mirror register L (channel 3)	32	R	0000 0000 _H
0370 _H	HOLMCH4	Intermediate values output mirror register L (channel 4)	32	R	0000 0000 _H
0374 _H	HOLMCH5	Intermediate values output mirror register L (channel 5)	32	R	0000 0000 _H
0378 _H	HOLMCH6	Intermediate values output mirror register L (channel 6)	32	R	0000 0000 _H
037C _H	HOLMCH7	Intermediate values output mirror register L (channel 7)	32	R	0000 0000 _H
1000 _H to 13FF _H	—	Coefficient memory area (1 KB)	—	R/W	—
2000 _H to 27FF _H	—	Data memory area (2 KB)	—	R/W	—

29.2.2 CTLACHn — Control Register A (n = 0 to 15)

This register is used to execute filter processing, control interrupt requests, and set channel tag and cascade tag for each channel.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	CATAG				CAEN		—	—	—	—	TAG			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMD				—	—	—	FMT	—	IEE	IEC	IEO	—	—	—	EN
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R	R/W	R/W	R/W	R	R	R	R/W

Table 29.4 CTLACHn Register Contents (1/3)

Bit Position	Bit Name	Function
29 to 26	CATAG	<p>Tag Value (Cascade Tag) for Reentering Filter Result (Cascade Input) 0000_B to 1111_B: Output data of the accumulation circuit is reentered (cascaded) during execution of cascade. A channel tag value (CTLACHn.TAG) is specified.</p> <p>CAUTION</p> <p>While the setting of CTLACHn.EN or STCHn.VALID is 1, writing to CATAG, CAEN, TAG, CMD, FMT, IEE, IEC, and IEO is prohibited.</p>
25, 24	CAEN	<p>Cascade Enable</p> <p>00_B: Cascade is disabled. Output data of the accumulation circuit is written to the output data register: value after a reset.</p> <p>01_B: Setting prohibited</p> <p>10_B: Cascade is enabled. Output data of the accumulation circuit is written to the output data register together with cascade.</p> <p>11_B: Cascade is enabled. Output data of the accumulation circuit is not written to the output data register.</p>
19 to 16	TAG	<p>Channel Tag</p> <p>0000_B to 1111_B: When specifying the channel for processing input data from each AD for this channel, set the same value as the AD tag value that is input from the AD.</p> <p>When specifying the input data processing channel when cascade is enabled, set the same value as the tag value (CTLA.CATAG) of the cascade output source.</p> <p>When specifying the software input data processing channel for this channel, set the same value as the tag value (DI.TAG) of software input.</p> <p>CAUTION</p> <p>While the setting of CTLACHn.EN or STCHn.VALID is 1, writing to CATAG, CAEN, TAG, CMD, FMT, IEE, IEC, and IEO is prohibited.</p>

Table 29.4 CTLACHn Register Contents (2/3)

Bit Position	Bit Name	Function
15 to 12	CMD	<p>Filter Processing Select</p> <p>0000_B: FIR 8TAP (value after a reset) 0001_B: FIR 16TAP 0010_B: FIR 24TAP 0011_B: FIR 32TAP 0100_B: Setting prohibited 0101_B: Setting prohibited 0110_B: Setting prohibited 0111_B: Setting prohibited 1000_B: IIR secondary biquad 1 stage 1001_B: IIR secondary biquad 2 stages 1010_B: IIR secondary biquad 3 stages 1011_B to 1111_B: Setting prohibited</p> <p>CAUTION</p> <p>Only channels 0 to 7 are selectable when the 64-tap FIR filter is in use. Do not set CMD to 0111_B for these channels if you wish to use channels 8 to 15.</p> <p>When 64-tap FIR filter operation is selected for one or more channels from among channels 0 to 7, channels 8 to 15 are not available. Setting CMD to 0111_B for channels 8 to 15 selects operation as a 32-tap FIR filter.</p> <p>While the setting of CTLACHn.EN or STCHn.VALID is 1, writing to CATAG, CAEN, TAG, CMD, FMT, IEE, IEC, and IEO is prohibited.</p>
8	FMT	<p>Input Data Format/IIR Coefficient Data Format Select</p> <p>0: When FIR is selected: Input data format = 16-bit fixed-point (value after a reset) When IIR is selected: Coefficient data format = S1.15 (value after a reset) 1: When FIR is selected: Input data format = 16-bit integer When IIR is selected: Coefficient data format = S2.14</p> <p>To execute accumulation processing or floating-point processing, specify 16-bit fixed-point.</p> <p>The coefficient data format when FIR is selected is fixed to S1.15. When IIR is selected, the input data format is 16-bit fixed-point. The coefficient data format when IIR is selected is selectable from S1.15 or S2.14.</p> <p>CAUTION</p> <p>While the setting of CTLACHn.EN or STCHn.VALID is 1, writing to CATAG, CAEN, TAG, CMD, FMT, IEE, IEC, and IEO is prohibited.</p>
6	IEE	<p>Error Interrupt Request Enable</p> <p>0: An error interrupt request is disabled: value after a reset. 1: An error interrupt request is enabled.</p> <p>CAUTION</p> <p>While the setting of CTLACHn.EN or STCHn.VALID is 1, writing to CATAG, CAEN, TAG, CMD, FMT, IEE, IEC, and IEO is prohibited.</p>
5	IEC	<p>Condition Match Interrupt Request Enable</p> <p>0: A peak-hold end interrupt request is disabled when peak-hold operation is specified: value after a reset. When comparison calculation is specified, an interrupt request when the comparison calculation result is true is disabled: value after a reset. 1: A peak-hold end interrupt request is enabled when peak-hold operation is specified. When comparison calculation is specified, an interrupt request when the comparison calculation result is true is enabled.</p> <p>CAUTION</p> <p>Peak-hold operation can be specified only for channels 0 to 9. While the setting of CTLACHn.EN or STCHn.VALID is 1, writing to CATAG, CAEN, TAG, CMD, FMT, IEE, IEC, and IEO is prohibited.</p>

Table 29.4 CTLACHn Register Contents (3/3)

Bit Position	Bit Name	Function
4	IEO	<p>Output Data Interrupt Request Enable</p> <p>0: An output data interrupt when the result of calculation is written to the output data register (and the intermediate values output register) is disabled: value after a reset.</p> <p>1: An output data interrupt when the result of calculation is written to the output data register (and the intermediate values output register) is enabled.</p> <p>CAUTION</p> <p>While the setting of CTLACHn.EN or STCHn.VALID is 1, writing to CATAG, CAEN, TAG, CMD, FMT, IEE, IEC, and IEO is prohibited.</p>
0	EN	<p>Channel Enable</p> <p>0: Channel disabled No processing is executed in this channel: value after a reset.</p> <p>1: Channel enabled Processing is executed in this channel.</p> <p>CAUTION</p> <p>When 64-tap FIR filter operation is selected for one or more channels from among channels 0 to 7, channels 8 to 15 remain unusable even if the EN bit is set to "1".</p>

29.2.3 CTLBCHn — Control Register B (n = 0 to 15)

This register is used to set floating-point conversion, absolute value conversion, accumulation/decimation processing, and peak-hold/comparison processing for each channel. For channels 0 to 7, all the control bits can be set. For channels 8 to 15, the CTLBCHn.HOFS bit is not supported because these channels do not have an intermediate values output register.

For channels 10 to 15, bits CTLBCHn.DISB, CTLBCHn.SELB2, CTLBCHn.SELB1, and CTLBCHn.PRCSC are not supported because these channels do not have the peak-hold/comparison processing function.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	DISB	—	—	—	—	—	—	—	DISA
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PRCSC	SELB2			SELB1		PRCSB	HOFS	PICS	SELA		—	ABS	PRCSA		
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W

Table 29.5 CTLBCHn Register Contents (1/4)

Bit Position	Bit Name	Function
24	DISB	<p>Peak-Hold Processing Disable (not supported by channels 10 to 15)</p> <p>0: Indicates that peak-hold processing is in progress or peak-hold processing is enabled: value after a reset.</p> <p>DISB is cleared to 0 when the following condition is satisfied while DISB is 1:</p> <ul style="list-style-type: none"> – Reset input – The peak-hold initialization flag is enabled by a timer trigger or a software trigger. At this time, DISB is automatically cleared to 0. – 0 is written to DISB by setting the register by the software. <p>When DISB is 0, peak-hold processing is started from the data that is input after CTLBCHn.PRCSC is set to 01_B (peak-hold processing executed) and CTLACHn.EN is set to 1.</p> <p>1: Indicates that peak-hold processing is disabled</p> <p>DISB is set to 1 when the following condition is satisfied while DISB is 0:</p> <ul style="list-style-type: none"> – The peak-hold end flag is enabled by a timer trigger or a software trigger. At this time, DISB is automatically set to 1. – 1 is written to DISB by setting the register by the software. <p>When DISB is 1, peak-hold processing is not started until the peak-hold initialization flag is enabled after CTLBCHn.PRCSC is set to 01_B (peak-hold processing executed) and CTLACHn.EN is set to 1.</p> <p>CAUTION</p> <p>Writing to the DISB or DISA is prohibited while the CTLACHn.EN bit is 1 or the STCHn.VALID bit is 1.</p>

Table 29.5 CTLBCHn Register Contents (2/4)

Bit Position	Bit Name	Function
16	DISA	<p>Accumulation/Decimation Processing Disable</p> <p>0: Indicates that accumulation/decimation processing is in progress or accumulation/decimation processing is enabled: value after a reset. DISA is cleared to 0 when the following condition is satisfied while DISA is 1:</p> <ul style="list-style-type: none"> – Reset input – The accumulation/decimation initialization flag is enabled by a timer trigger or a software trigger. At this time, DISA is automatically cleared to 0. – 0 is written to DISA by setting the register by the software. <p>When DISA is 0, accumulation/decimation processing is started from the data that is input after CTLBCHn.PRCSA is set to 01_B (accumulation/decimation processing executed) and CTLACHn.EN is set to 1.</p> <p>1: Indicates that accumulation/decimation processing is disabled</p> <p>DISA is set to 1 when the following condition is satisfied while DISA is 0:</p> <ul style="list-style-type: none"> – The accumulation/decimation disable flag is enabled by a timer trigger or a software trigger. At this time, DISA is automatically set to 1. – 1 is written to DISA by setting the register by the software. <p>When DISA is 1, accumulation/decimation processing is not started until the accumulation/decimation initialization flag is enabled after CTLBCHn.PRCSA is set to 01_B (accumulation or decimation processing executed) and CTLACHn.EN is set to 1.</p> <p>CAUTION</p> <hr/> <p>Writing to the DISB or DISA is prohibited while the CTLACHn.EN bit is 1 or the STCHn.VALID bit is 1.</p> <hr/>
15	PRCSC	<p>Output Data Register Floating-Point Conversion</p> <p>0: Floating-point conversion for DOCH is not executed: value after a reset.</p> <p>1: Floating-point conversion for DOCH is executed.</p> <p>Fixed-point format (1.31/10.22) is converted to floating-point (IEEE754). This bit must not be set to 1 if the setting of CTLACHn.FMT = 1 (integer mode) while FIR operation is selected.</p>

Table 29.5 CTLBCHn Register Contents (3/4)

Bit Position	Bit Name	Function
14 to 12	SELB2	<p>Peak-Hold Initialization Value Register Select (not supported by channels 10 to 15)</p> <p>When peak-hold operation is specified (CTLBCHn.PRCSB = 01_B)</p> <p>000_B: PHIA register value is selected for the initial value of peak-hold processing: value after a reset.</p> <p>001_B: PHIB register value is selected for the initial value of peak-hold processing.</p> <p>010_B: PHIC register value is selected for the initial value of peak-hold processing.</p> <p>011_B: PHID register value is selected for the initial value of peak-hold processing.</p> <p>100_B to 111_B: Setting prohibited</p> <p>Comparison Calculation Select (not supported by channels 10 to 15)</p> <p>When comparison is specified (CTLBCHn.PRCSB = 10_B)</p> <p>000_B: "Equal to (==)" is selected. Calculation of "equal to (==)" for the comparison target register selected by CTLBCHn.SELB1 and peak-hold circuit input data is performed: value after a reset.</p> <p>001_B: "Equal to or less than (≤)" is selected. Calculation of "equal to or less than (≤)" for the comparison target register selected by CTLBCHn.SELB1 and peak-hold circuit input data is performed.</p> <p>010_B: "Equal to or more than (≥)" is selected. Calculation of "equal to or more than (≥)" for the comparison target register selected by CTLBCHn.SELB1 and peak-hold circuit input data is performed.</p> <p>011_B: "Less than (<)" is selected. Calculation of "less than (<)" for the comparison target register selected by CTLBCHn.SELB1 and peak-hold circuit input data is performed.</p> <p>100_B: "More than (>)" is selected. Calculation of "more than (>)" for the comparison target register selected by CTLBCHn.SELB1 and peak-hold circuit input data is performed.</p> <p>101_B to 111_B: Setting prohibited</p> <p>CAUTION</p> <p>Peak-hold and comparison calculation can be specified only for channels 0 to 9.</p>
11, 10	SELB1	<p>Comparison Target Register Select (not supported by channels 10 to 15)</p> <p>00_B: CPA register value is selected for the comparison calculation target value: value after a reset.</p> <p>01_B: CPB register value is selected for the comparison calculation target value.</p> <p>10_B: CPC register value is selected for the comparison calculation target value.</p> <p>11_B: CPD register value is selected for the comparison calculation target value.</p>
9, 8	PRCSB	<p>Peak-Hold Circuit Processing Select (not supported by channels 10 to 15)</p> <p>00_B: Neither peak-hold processing nor comparison calculation processing is executed: value after a reset.</p> <p>01_B: Peak-hold processing is executed.</p> <p>10_B: Comparison calculation processing is executed.</p> <p>11_B: Setting prohibited</p>
7	HOFS	<p>Intermediate Values Output Register Floating-Point Conversion (not supported by channels 8 to 15)</p> <p>0: Floating-point conversion for MOHCH and MOLCH is not executed: value after a reset.</p> <p>1: Floating-point conversion for MOHCH and MOLCH is executed.</p> <p>The setting of this bit is effective while CTLBCH.PRCSC = 0.</p> <p>Fixed-point format is converted to floating-point (IEEE754).</p> <p>This bit must not be set to 1 if the setting of CTLACHn.FMT = 1 (integer mode) and CTLBCH.PRCSC = 1 (output data register floating-point converted) when FIR is selected.</p>

Table 29.5 CTLBCHn Register Contents (4/4)

Bit Position	Bit Name	Function
6	PICS	<p>Peak-Hold Index Register Control Select (not supported by channels 10 to 15)</p> <p>0: Peak-hold index updating mode (value after a reset) Following the completion of peak-hold processing, the peak-hold index register is cleared before the start of a next round of peak-hold processing.</p> <p>1: Peak-hold index-retention mode After the completion of peak-hold processing, the peak-hold index register retains its value until it is read (clearing of the index register proceeds when the next round of peak-hold processing is started).</p>
5, 4	SELA	<p>Accumulation/Decimation Count Register Select</p> <p>00_B: ACA value is selected for the accumulation/decimation count: value after a reset.</p> <p>01_B: ACB value is selected for the accumulation/decimation count.</p> <p>10_B: ACC value is selected for the accumulation/decimation count.</p> <p>11_B: ACD value is selected for the accumulation/decimation count.</p>
2	ABS	<p>Absolute Value Calculation</p> <p>0: Absolute value calculation for filter result is not performed: value after a reset.</p> <p>1: Absolute value calculation for filter result is performed.</p>
1, 0	PRCSA	<p>Accumulation Circuit Processing Select</p> <p>00_B: Neither accumulation processing nor decimation processing is executed: value after a reset.</p> <p>01_B: Accumulation processing is executed.</p> <p>10_B: Decimation processing is executed.</p> <p>11_B: Setting prohibited</p>

29.2.4 DOCHn — Output Data Register (n = 0 to 15)

This register is used to store the calculation result for each channel after DFE processing has been completed.

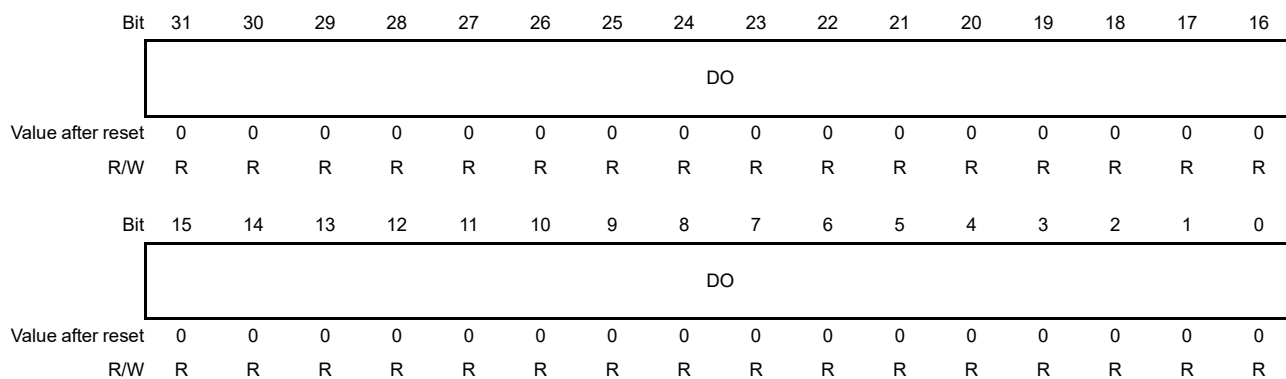


Table 29.6 DOCHn Register Contents

Bit Position	Bit Name	Function
31 to 0	DO	Output Data These bits show the DFE processing calculation result.

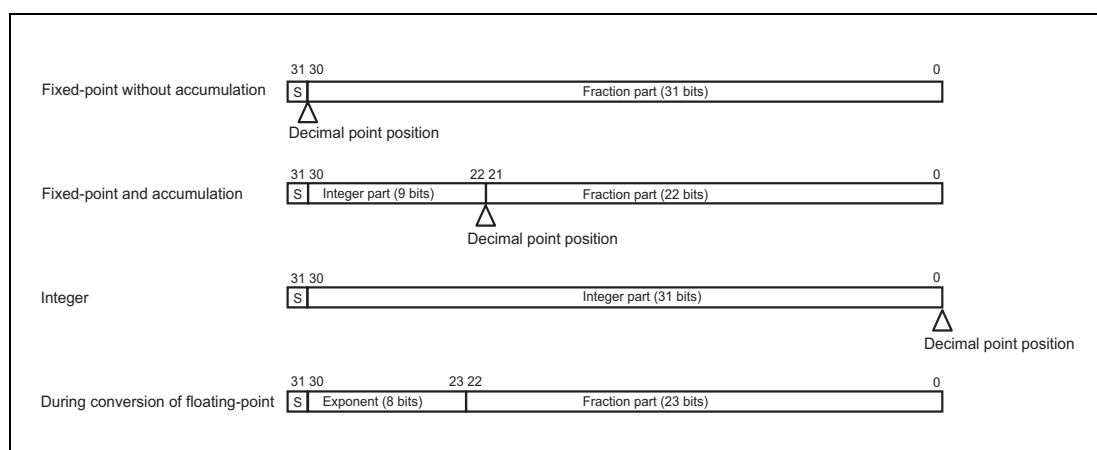


Figure 29.3 Format of Output Data Register Value

29.2.5 PHCHn — Peak-Hold Result Register (n = 0 to 9)

This register is used to store the peak-hold processing result value.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PH															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PH															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 29.7 PHCHn Register Contents

Bit Position	Bit Name	Function
31 to 0	PH	Peak-Hold Result Data These bits show the peak-hold processing calculation result.

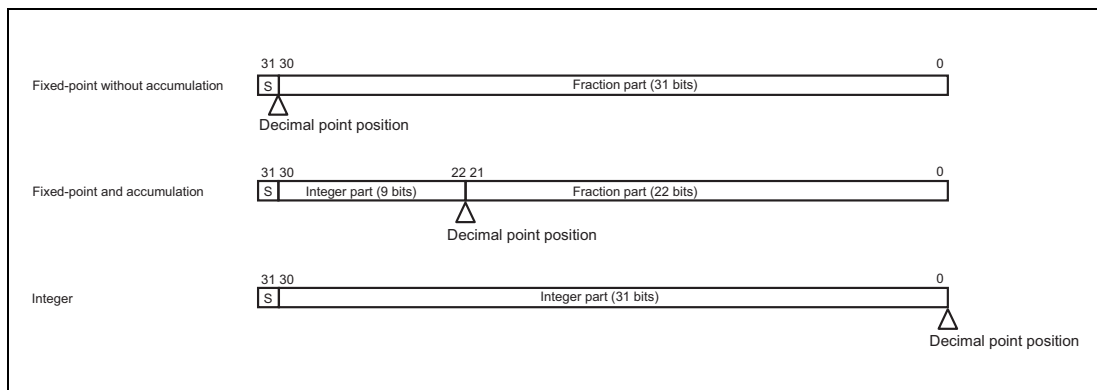


Figure 29.4 Format of Peak-Hold Results Register Value

29.2.6 STCHn — Status Register (n = 0 to 15)

This register is used to indicate channel status. For channels 0 to 9, all the status bits are valid. For channels 10 to 15, STCHn.CND is not supported because these channels do not have the peak-hold/comparison processing function.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VALID	—	—	CND	DOEN	—	—	CER	AER	MER	GER	DOOW	DIOW
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 29.8 STCHn Register Contents (1/3)

Bit Position	Bit Name	Function
12	VALID	<p>Input Data Register Valid</p> <p>0: Input data register value is invalid. This indicates that there is no data to be processed: value after a reset.</p> <p>1: Input data register value is valid.</p> <p>This bit is set to 1 when data to be processed is input to the input data register, and is cleared to 0 when the data has been processed in the accumulation circuit.</p>
9	CND	<p>Condition Match (not supported by channels 10 to 15)</p> <p>When peak-hold operation is specified (CTLBCHn.PRCBSB = 01_B)</p> <p>0: Initial value</p> <p>Setting CCND in the clear status register to 1 when CLRCND = 1 clears this bit to 0: value after a reset.</p> <p>1: Peak-hold processing completed</p> <p>This bit is set to 1 while CND = 0 or when the peak-hold end flag is executed.</p> <p>When comparison is specified (CTLBCHn.PRCBSB = 10_B)</p> <p>0: Initial value</p> <p>Setting CCND in the clear status register to 1 when CLRCND = 1 clears this bit to 0: value after a reset.</p> <p>1: Comparison calculation result is true.</p> <p>This bit is set to 1 when the comparison calculation result is true while CND = 0.</p> <p>CAUTION</p> <p>Peak-hold and comparison calculation can be specified only for channels 0 to 9.</p>

Table 29.8 STCHn Register Contents (2/3)

Bit Position	Bit Name	Function
8	DOEN	<p>Output Data Register Valid</p> <ul style="list-style-type: none"> Channels 0 to 7 <p>0: Indicates that the value of the output data register is invalid: value after a reset. While DOEN = 1, writing 1 to CLRDOEN in the clear status register clears this bit to 0. While DOEN = 1 and the IIR filter is selected, reading the DOCHn register clears this bit to 0. While DOEN = 1 and the FIR filter is selected, this bit is cleared in the following conditions. While CTLBCHn.HOFS = 0, reading the DOCHn register or reading both the HOLCHn and HOHCHn registers clears this bit to 0. While CTLBCHn.HOFS = 1, reading the DOCHn register or the HOLCHn register clears this bit to 0.</p> <p>1: Indicates that the value of the output data register is valid. This bit is set to 1 when the DFE stores the results of calculation in the output data register (and the intermediate values output register) while CTLBCHn.PRCSA = 01_B (accumulation) or CTLBCHn.PRCSA = 10_B (decimation).</p> <ul style="list-style-type: none"> Channels 8 to 15 <p>0: Indicates that the output data register value is invalid: value after a reset. Setting CDOEN in the clear status register to 1 when CLRDOEN = 1 clears this bit to 0. Reading the DOCHn register when DOEN = 1 clears this bit to 0.</p> <p>1: Indicates that the output data register value is valid. This bit is set to 1 when the DFE writes the calculation result data to the output data register while CTLBCHn.PRCSA is 01_B (accumulation) or CTLBCHn.PRCSA is 10_B (decimation).</p>
5	CER	<p>Cascade Rounding Error</p> <p>0: No cascade rounding error is present: value after a reset. Setting CCER in the clear status register to 1 when CLRCER = 1 clears this bit to 0.</p> <p>1: A cascade rounding error is present. This bit is set to 1 when an overflow occurs when the 32-bit accumulation circuit output data is rounded to 16-bit data when cascade is specified (CTLA.CAEN = 10_B or 11_B).</p>
4	AER	<p>Absolute Value Calculation Error</p> <p>0: No absolute value calculation error is present: value after a reset. Setting CAER in the clear status register to 1 when CLRAER = 1 clears this bit to 0.</p> <p>1: An absolute value calculation error is present. This bit is set to 1 when the accumulation circuit input data is 8000 0000_H when absolute value calculation is specified (CTLB.ABS = 1).</p>
3	MER	<p>Multiplication Error</p> <p>0: No multiplication error is present: value after a reset. Setting CMER in the clear status register to 1 when CLRMER = 1 clears this bit to 0.</p> <p>1: A multiplication error is present. This bit is set to 1 when multiplication 8000_H*8000_H is performed in the filtering circuit.</p>
2	GER	<p>Guard Error</p> <p>0: No guard error is present: value after a reset. Setting CGER in the clear status register to 1 when CLRGER = 1 clears this bit to 0.</p> <p>1: A guard error is present. This bit is set to 1 when an overflow or underflow occurs when the accumulation result is rounded to 32 bits in the filter circuit.</p>

Table 29.8 STCHn Register Contents (3/3)

Bit Position	Bit Name	Function
1	DOOW	<p>Output Data Overwrite Error</p> <p>0: No output data overwrite error is present: value after a reset. Setting CDOOW in the clear status register to 1 when CLRDOOW = 1 clears this bit to 0.</p> <p>1: An output data overwrite error is present. This bit is set to 1 when the DFE stores the result of calculation in the output data register (and the intermediate values output register) while the output data register has a valid value (DOEN = 1) while CTLBCHn.PRCSA is 01_B (accumulation) or CTLBCHn.PRCSA is 10_B (decimation).</p>
0	DIOW	<p>Input Data Overwrite Error</p> <p>0: No input data overwrite is present: value after a reset. Setting CDIOW in the clear status register to 1 when CLRDIOW = 1 clears this bit to 0.</p> <p>1: An input data overwrite error is present. This bit is set to 1 when the value is stored again while the input data register has a valid value (VALID = 1).</p>

29.2.7 CLRSTCHn — Clear Status Register (n = 0 to 15)

This register is used to clear the status register. Writing 1 to each clear bit clears the corresponding bits in STCHn and PHINDCHn to 0. For channels 0 to 9, all the clear bits are valid. For channels 10 to 15, STCHn.CLRCND and CLRPHIOW are not supported because these channels do not have the peak-hold/comparison processing function.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CLRPHIOW	—	—	—	—	—	CLRCND	CLRDOEN	—	—	CLRCE R	CLRAE R	CLRME R	CLRGE R	CLRDOOW	CLRDIOW
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 29.9 CLRSTCHn Register Contents

Bit Position	Bit Name	Function
15	CLRPHIOW	Peak-Hold Index Overwrite Flag Clear (not supported by channels 10 to 15) 0: PHINDCHn.PHIOW is not cleared. 1: PHINDCHn.PHIOW is cleared. This bit is always read as 0.
9	CLRCND	Condition Match Bit Clear (not supported by channels 10 to 15) 0: STCHn.CND is not cleared: value after a reset. 1: STCHn.CND is cleared. When STCHn.CND is cleared, this bit is automatically cleared to 0. This bit is always read as 0.
8	CLRDOEN	Output Data Enable Bit Clear 0: STCHn.DOEN is not cleared: value after a reset. 1: STCHn.DOEN is cleared. When STCHn.DOEN is cleared, this bit is automatically cleared to 0. This bit is always read as 0.
5	CLRCER	Cascade Rounding Error Bit Clear 0: STCHn.CER is not cleared: value after a reset. 1: STCHn.CER is cleared. This bit is always read as 0.
4	CLRAER	Absolute Value Calculation Error Bit Clear 0: STCHn.AER is not cleared: value after a reset. 1: STCHn.AER is cleared. When STCHn.AER is cleared, this bit is automatically cleared to 0. This bit is always read as 0.
3	CLRMER	Multiplication Error Bit Clear 0: STCHn.MER is not cleared: value after a reset. 1: STCHn.MER is cleared. When STCHn.MER is cleared, this bit is automatically cleared to 0. This bit is always read as 0.
2	CLRGER	Guard Error Bit Clear 0: STCHn.GER is not cleared: value after a reset. 1: STCHn.GER is cleared. When STCHn.GER is cleared, this bit is automatically cleared to 0. This bit is always read as 0.
1	CLRDOOW	Output Data Register Overwrite Error Bit Clear 0: STCHn.DOOW is not cleared: value after a reset. 1: STCHn.DOOW is cleared. This bit is always read as 0.
0	CLRDIOW	Input Data Register Overwrite Error Bit Clear 0: STCHn.DIOW is not cleared: value after a reset. 1: STCHn.DIOW is cleared. When STCHn.DIOW is cleared, this bit is automatically cleared to 0. This bit is always read as 0.

29.2.8 ERMCHn — Error Mask Register (n = 0 to 15)

This register is used to mask errors.

Bit	7	6	5	4	3	2	1	0
	—	—	MSK CER	MSK AER	MSK MER	MSK GER	MSK DOOW	MSK DIOW
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 29.10 ERMCHn Register Contents

Bit Position	Bit Name	Function
5	MSKCER	Cascade Rounding Error Bit (STCHn.CER) Mask 0: The cascade rounding error bit (STCHn.CER) is not masked: value after a reset. 1: The cascade rounding error bit (STCHn.CER) is masked.
4	MSKAER	Absolute Value Calculation Error Bit (STCHn.AER) Mask 0: The absolute value calculation error bit (STCHn.AER) is not masked: value after a reset. 1: The absolute value calculation error bit (STCHn.AER) is masked.
3	MSKMER	Multiplication Error Bit (STCHn.MER) Mask 0: The multiplication error bit (STCHn.MER) is not masked: value after a reset. 1: The multiplication error bit (STCHn.MER) is masked.
2	MSKGER	Guard Error Bit (STCHn.GER) Mask 0: The guard error bit (STCHn.GER) is not masked: value after a reset. 1: The guard error bit (STCHn.GER) is masked.
1	MSKDOOW	Output Data Overwrite Error Bit (STCHn.DOOW) Mask 0: The output data overwrite error bit (STCHn.DOOW) is not masked: value after a reset. 1: The output data overwrite error bit (STCHn.DOOW) is masked.
0	MSKDIOW	Input Data Overwrite Error Bit (STCHn.DIOW) Mask 0: The input data overwrite error bit (STCHn.DIOW) is not masked: value after a reset. 1: The input data overwrite error bit (STCHn.DIOW) is masked.

29.2.9 TRGCHn — Trigger Setting Register (n = 0 to 15)

This register is used to set generation of trigger flags by using software triggers or timer triggers. It is prohibited to set both the initialization flag and end flag as a software trigger for the peak-hold processing. Furthermore, it is prohibited to set both the initialization flag and the disable flag as a software trigger for the accumulation/decimation processing. Any operation under prohibited settings is not guaranteed. For channels 10 to 15, bits TRGCHn.PFE, TRGCHn.PE, and TRGCHn.PT are not supported because these channels do not have the peak-hold/comparison processing function.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	PFE	—	—	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AFE	—	—	—	PE	PT	—	AE	AT	—	—	FE	—	—	FT	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 29.11 TRGCHn Register Contents (1/2)

Bit Position	Bit Name	Function
19, 18	PFE	<p>Peak-Hold End Flag Trigger Setting (not supported by channels 10 to 15)</p> <p>00_B: The peak-hold end flag is not generated: value after a reset. 01_B: The peak-hold end flag is generated by a timer trigger. 10_B: The peak-hold end flag is generated by a software trigger. 11_B: Setting prohibited</p> <p>These bits disable both peak-hold initialization flag and peak-hold end flag to be set as a software trigger (Setting both PE and PFE bits in TRGCHn to 10_B is prohibited.)</p> <p>When the peak-hold end flag is generated by a timer trigger (TRGCHn.PFE = 01_B), the peak-hold end flag is automatically selected from among the compare-match B interrupt signals from the ATU4 which corresponds to (have the same channel number in the same subblock of timer D as) the timer trigger (one of the 20 compare-match A interrupt signals from timer D of the ATU4) selected by the peak-hold initialization flag timer trigger select bit (TRGCHn.PT).</p>
15, 14	AFE	<p>Accumulation/Decimation Disable Flag Trigger Setting</p> <p>00_B: The accumulation/decimation disable flag is not generated: value after a reset. 01_B: The accumulation/decimation disable flag is generated by a timer trigger. 10_B: The accumulation/decimation disable flag is generated by a software trigger. 11_B: Setting prohibited</p> <p>These bits disable both accumulation/decimation initialization flag and accumulation/decimation disable flag to be set as a software trigger. (Setting both AE and AFE bits in TRGCHn to 10_B is prohibited.)</p> <p>When the accumulation/decimation disable flag is generated by a timer trigger (TRGCHn.AFE = 01_B), the accumulation/decimation disable flag is automatically selected from among the compare-match B interrupt signals from the ATU4 which corresponds to (have the same channel number in the same subblock of timer D as) the timer trigger (one of the 20 compare-match A interrupt signals from timer D of the ATU4) selected by the accumulation/decimation initialization flag timer trigger select bit (TRGCHn.AT).</p>

Table 29.11 TRGCHn Register Contents (2/2)

Bit Position	Bit Name	Function
11, 10	PE	<p>Peak-Hold Initialization Flag Trigger Setting</p> <p>00_B: The peak-hold initialization flag is not generated: value after a reset. 01_B: The peak-hold initialization flag is generated by a timer trigger. 10_B: The peak-hold initialization flag is generated by a software trigger. 11_B: Setting prohibited</p> <p>These bits disable both peak-hold initialization flag and peak-hold end flag to be set as a software trigger. (Setting both PE and PFE bits in TRGCHn to 10_B is prohibited.)</p>
9, 8	PT	<p>Peak-Hold Initialization Flag and Peak-Hold End Flag Timer Trigger Select (not supported by channels 10 to 15)</p> <p>00_B: Timer trigger 0 is selected for generating the peak-hold initialization flag and peak-hold end flag: value after a reset. 01_B: Timer trigger 1 is selected for generating the peak-hold initialization flag and peak-hold end flag. 10_B: Timer trigger 2 is selected for generating the peak-hold initialization flag and peak-hold end flag. 11_B: Timer trigger 3 is selected for generating the peak-hold initialization flag and peak-hold end flag.</p> <p>These bits are valid when the peak-hold initialization flag trigger setting bit (TRGCHn.PE) or the peak-hold end flag trigger setting bit (TRGCHn.PFE) is 01_B. Timer triggers 0 to 3 are selected with PITMTRG0 to PITMTRG3 in PITRG.</p>
7, 6	AE	<p>Accumulation/Decimation Initialization Flag Trigger Setting</p> <p>00_B: The accumulation/decimation initialization flag is not generated: value after a reset. 01_B: The accumulation/decimation initialization flag is generated by a timer trigger. 10_B: The accumulation/decimation initialization flag is generated by a software trigger. 11_B: Setting prohibited</p> <p>These bits disable both accumulation/decimation initialization flag and accumulation/decimation disable flag to be set as a software trigger. (Setting both AE and AFE bits in TRGCHn to 10_B is prohibited.)</p>
5, 4	AT	<p>Accumulation/Decimation Initialization Flag and Accumulation/Decimation Prohibition Flag Timer Trigger Select</p> <p>00_B: Timer trigger 0 is used for generating the accumulation/decimation initialization flag and accumulation/decimation prohibition flag: value after a reset. 01_B: Timer trigger 1 is used for generating the accumulation/decimation initialization flag and accumulation/decimation prohibition flag. 10_B: Timer trigger 2 is used for generating the accumulation/decimation initialization flag and accumulation/decimation prohibition flag. 11_B: Timer trigger 3 is used for generating the accumulation/decimation initialization flag and accumulation/decimation prohibition flag.</p> <p>These bits are valid when the accumulation/decimation initialization flag trigger setting bit (TRGCHn.AE) or the accumulation/decimation prohibition flag trigger setting bit (TRGCHn.AFE) is 01_B. Timer triggers 0 to 3 are selected with MITMTRG0 to MITMTRG3 in MITRG.</p>
3, 2	FE	<p>Filter Initialization Flag Trigger Setting</p> <p>00_B: The filter initialization flag is not generated: value after a reset. 01_B: The filter initialization flag is generated by a timer trigger. 10_B: The filter initialization flag is generated by a software trigger. 11_B: Setting prohibited</p>
1, 0	FT	<p>Filter Initialization Flag Timer Trigger Select</p> <p>00_B: Timer trigger 0 is used for generating the filter initialization flag: value after a reset. 01_B: Timer trigger 1 is used for generating the filter initialization flag. 10_B: Timer trigger 2 is used for generating the filter initialization flag. 11_B: Timer trigger 3 is used for generating the filter initialization flag. Timer triggers 0 to 3 are selected with FITMTRG0 to FITMTRG3 in FITRG.</p>

29.2.10 TRHCHn — Trigger History Register (n = 0 to 15)

This register is used to monitor execution history of software triggers, timer triggers, and trigger flags.

Bit	7	6	5	4	3	2	1	0
	—	—	—	PITS	PETS	MITS	METS	FITS
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 29.12 TRHCH Register Contents

Bit Position	Bit Name	Function
4	PITS	<p>Peak-Hold Initialization Flag Trigger History (not supported by channels 10 to 15)</p> <p>0: Peak-hold initialization flag trigger is not present: value after a reset. This bit is cleared to 0 when execution of the peak-hold initialization flag has been completed while PITS = 1. This bit is also cleared to 0 if EN in CTLACHn is set to 0 and there is no input data which is in DFE processing.</p> <p>1: This bit is set to 1 when a peak-hold initialization flag trigger occurs.</p>
3	PETS	<p>Peak-Hold End Flag Trigger History (not supported by channels 10 to 15)</p> <p>0: Peak-hold end flag trigger is not present: value after a reset. This bit is cleared to 0 when execution of the peak-hold end flag has been completed while PETS = 1. This bit is also cleared to 0 if EN in CTLACHn is set to 0 and there is no input data which is in DFE processing.</p> <p>1: This bit is set to 1 when a peak-hold end flag trigger occurs.</p>
2	MITS	<p>Accumulation/Decimation Initialization Flag Trigger History</p> <p>0: Accumulation/decimation initialization flag trigger is not present: value after a reset. This bit is cleared to 0 when execution of the accumulation/decimation initialization flag has been completed while MITS = 1. This bit is also cleared to 0 if EN in CTLACHn is set to 0 and there is no input data which is in DFE processing.</p> <p>1: This bit is set to 1 when an accumulation/decimation initialization flag trigger occurs.</p>
1	METS	<p>Accumulation/Decimation Disable Flag Trigger History</p> <p>0: Accumulation/decimation disable flag trigger is not present: value after a reset. This bit is cleared to 0 when execution of the accumulation/decimation disable flag has been completed while METS = 1. This bit is also cleared to 0 if EN in CTLACHn is set to 0 and there is no input data which is in DFE processing.</p> <p>1: This bit is set to 1 when an accumulation/decimation disable flag trigger occurs.</p>
0	FITS	<p>Filter Initialization Flag Trigger History</p> <p>0: Filter initialization flag trigger is not present: value after a reset. This bit is cleared to 0 when execution of the filter initialization flag has been completed while FITS = 1. This bit is also cleared to 0 if EN in CTLACHn is set to 0 and there is no input data which is in DFE processing.</p> <p>1: This bit is set to 1 when a filter initialization flag trigger occurs.</p>

29.2.11 CPA to CPD — Comparison Value Setting Registers

These registers are used to set a comparison calculation target value when comparison calculation is specified.

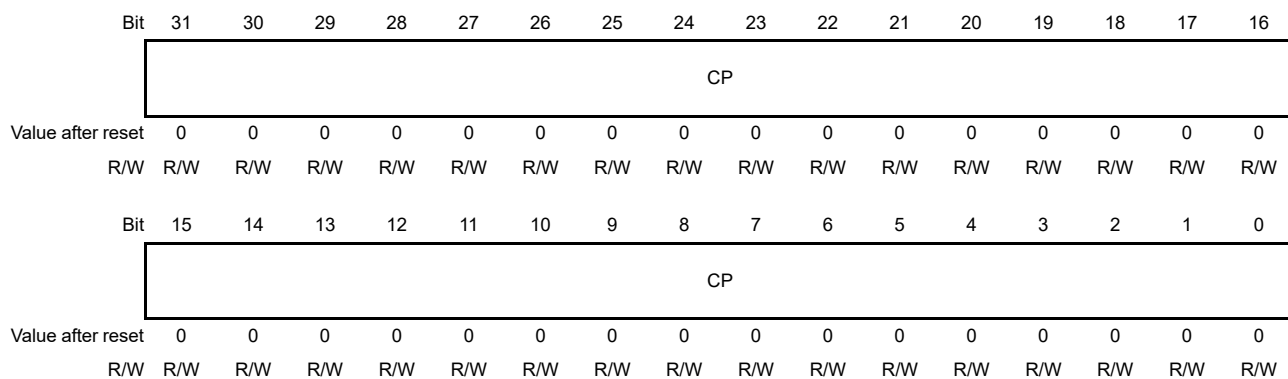
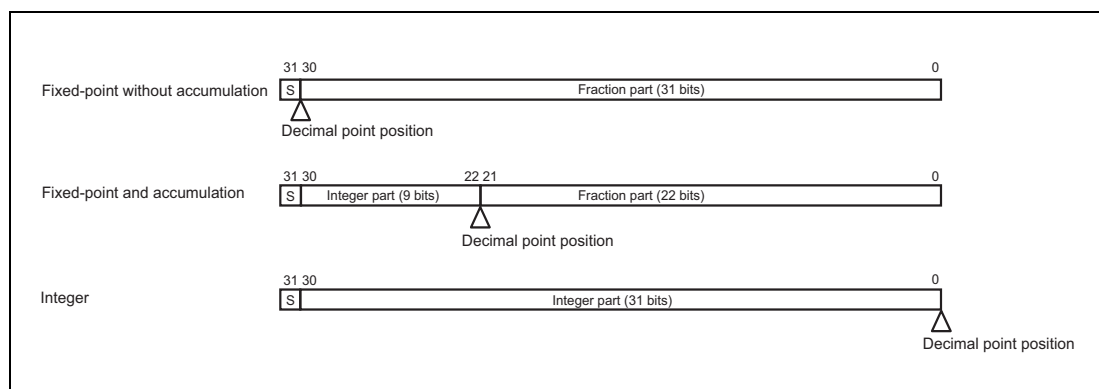


Table 29.13 Contents of CPA to CPD Registers

Bit Position	Bit Name	Function
31 to 0	CP	Comparison Value These bits set the comparison value when comparison calculation is specified.



29.2.12 PHIA to PHID — Peak-Hold Initial Value Setting Registers

These registers are used to set the initial peak-hold value when peak-hold calculation is specified.

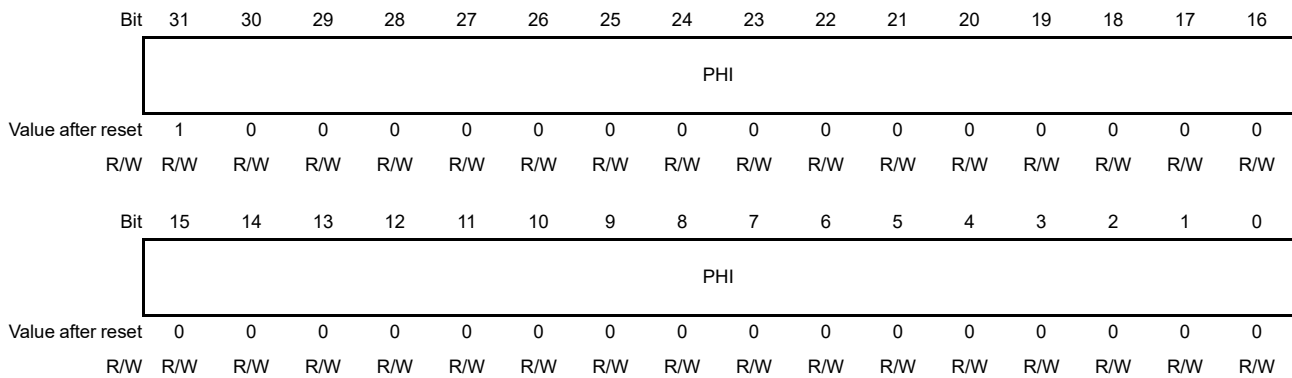
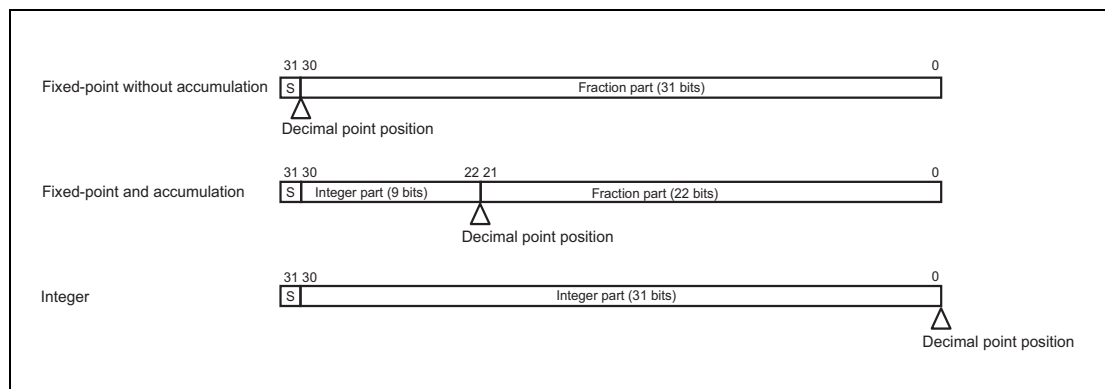


Table 29.14 Contents of PHIA to PHID Registers

Bit Position	Bit Name	Function
31 to 0	PHI	Initial Peak-Hold Value These bits set the initial peak-hold value when Peak-hold calculation is specified. Initial value: Negative minimum value (8000 0000 _H)



29.2.13 ACA to ACD — Accumulation/Decimation Count Setting Registers

These registers are used to set accumulation count or decimation count when accumulation/decimation is specified. A value of 0 to 511 can be set in these registers.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	AC								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 29.15 Contents of ACA to ACD Registers

Bit Position	Bit Name	Function
8 to 0	AC	<p>In the case of accumulation (CTLACHn.PRCSA = 01_B) Accumulation Count Setting Register</p> <p>000_H: Accumulation processing is not performed*1: value after a reset. 001_H: Accumulation is performed once. Two filter processing results are added and output from the accumulation circuit. 002_H: Accumulation is performed twice. Three filter processing results are added and output from the accumulation circuit. : 1FF_H: Accumulation is performed 511 times. 512 filter processing results are added and output from the accumulation circuit.</p> <p>In the case of decimation (CTLACHn.PRCSA = 10_B) Decimation Count Setting Register</p> <p>000_H: Decimation processing is not performed: value after a reset. 001_H: Decimation is performed once. Filter processing result is output once in two filter processing results. 002_H: Decimation is performed twice. Filter processing result is output once in three filter processing results. : 1FF_H: Decimation is performed 511 times. Filter processing result is output once in 512 filter processing results.</p>

Note 1. However, since arithmetic right shift is executed during accumulation, the format of data that is input to the accumulation circuit is (1.31) data format to (10.22) data format.

29.2.14 DI — Software Input Data Register

This register is used to input data to be processed (software input) from the CPU or DMA to the DFE through the peripheral bus. A write access to this register activates the DFE.

Write access to the TAG[3:0] and DI[15:0] bits should be made at the same time.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—												TAG			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DI															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 29.16 DI Register Contents

Bit Position	Bit Name	Function
19 to 16	TAG	Software Input Tag 0 _H to F _H : Set the same value as the channel tag (CTLCHn.TAG) to be allocated.
15 to 0	DI	Software Input Data Data to be filtered is set with the input data format of the channel to be allocated. The fixed-point (1.31) format or the integer format is applicable. Set data to be filtered with the data format of the channel to be allocated. (If CTLACHn.FMT = 0 while FIR is selected, set data in fixed-point format; if CTLACHn.FMT = 1, set data in integer format. While IIR is selected, the fixed-point format is fixed.)

29.2.15 TRG — Software Trigger Register

This register is used to generate a software trigger by writing a value to this register from the CPU or DMA through the peripheral bus.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TRGA
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 29.17 TRG Register Contents

Bit Position	Bit Name	Function
0	TRGA	Software Trigger Generation 0: No software trigger is generated. 1: A software trigger is generated. Writing 1 to this bit generates a software trigger. This bit is always read as 0.

29.2.16 ST — DFE Status Register

This register is used to indicate DFE status. This register consists of logical OR of the VALID bit and each error bit in STCHn. It is supposed that the CPU uses this register to monitor error channels when the DFE outputs an error interrupt request.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CH15S		CH14S		CH13S		CH12S		CH11S		CH10S		CH9S		CH8S	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CH7S		CH6S		CH5S		CH4S		CH3S		CH2S		CH1S		CH0S	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 29.18 ST Register Contents

Bit Position	Bit Name	Function
bit $2*n+1$ - $2*n$	CHnS	Channel n Status ($\{STCHn.VALID, (STCHn.ERR)\}$) 00_B : Input data register disabled with no error: value after a reset 01_B : Input data register disabled with an error 10_B : Input data register enabled with no error 11_B : Input data register enabled with an error

29.2.17 PITRG — Peak-Hold Initialization/End Timer Trigger Select Register

This register selects the timer trigger 0 to 3 according to the setting of the peak-hold initialization flag and peak-hold end flag timer trigger select bit (TRGCHn.PT) from among 20 compare matches A and B of the ATU4 and timer D.

Compare match A is selected for the peak-hold initialization flag while compare match B of the same channel is selected for the peak-hold end flag.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	—	—	PITMTRG3						—	—	—	PITMTRG2				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	—	—	—	PITMTRG1						—	—	—	PITMTRG0				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	

Table 29.19 PITRG Register Contents (1/2)

Bit Position	Bit Name	Function
28 to 24	PITMTRG3	Peak-Hold Initialization/End Flag Timer Trigger 3 00000 _B : Uses compare match A/B (channel 0 in subblock 0) from timer D of the ATU4 as timer trigger 3: value after a reset. 00001 _B : Uses compare match A/B (channel 1 in subblock 0) from timer D of the ATU4 as timer trigger 3. 00010 _B : Uses compare match A/B (channel 2 in subblock 0) from timer D of the ATU4 as timer trigger 3. 00011 _B : Uses compare match A/B (channel 3 in subblock 0) from timer D of the ATU4 as timer trigger 3. 00100 _B : Uses compare match A/B (channel 0 in subblock 2) from timer D of the ATU4 as timer trigger 3. 00101 _B : Uses compare match A/B (channel 1 in subblock 2) from timer D of the ATU4 as timer trigger 3. 00110 _B : Uses compare match A/B (channel 2 in subblock 2) from timer D of the ATU4 as timer trigger 3. 00111 _B : Uses compare match A/B (channel 3 in subblock 2) from timer D of the ATU4 as timer trigger 3. 01000 _B : Uses compare match A/B (channel 0 in subblock 4) from timer D of the ATU4 as timer trigger 3. 01001 _B : Uses compare match A/B (channel 1 in subblock 4) from timer D of the ATU4 as timer trigger 3. 01010 _B : Uses compare match A/B (channel 2 in subblock 4) from timer D of the ATU4 as timer trigger 3. 01011 _B : Uses compare match A/B (channel 3 in subblock 4) from timer D of the ATU4 as timer trigger 3. 01100 _B : Uses compare match A/B (channel 0 in subblock 6) from timer D of the ATU4 as timer trigger 3. 01101 _B : Uses compare match A/B (channel 1 in subblock 6) from timer D of the ATU4 as timer trigger 3. 01110 _B : Uses compare match A/B (channel 2 in subblock 6) from timer D of the ATU4 as timer trigger 3. 01111 _B : Uses compare match A/B (channel 3 in subblock 6) from timer D of the ATU4 as timer trigger 3. 10000 _B : Uses compare match A/B (channel 0 in subblock 9) from timer D of the ATU4 as timer trigger 3. 10001 _B : Uses compare match A/B (channel 1 in subblock 9) from timer D of the ATU4 as timer trigger 3. 10010 _B : Uses compare match A/B (channel 2 in subblock 9) from timer D of the ATU4 as timer trigger 3. 10011 _B : Uses compare match A/B (channel 3 in subblock 9) from timer D of the ATU4 as timer trigger 3. 10100 _B to 11111 _B : Setting prohibited

Table 29.19 PITRG Register Contents (2/2)

Bit Position	Bit Name	Function
20 to 16	PITMTRG2	Peak-Hold Initialization/End Flag Timer Trigger 2 00000 _B : Uses compare match A/B (channel 0 in subblock 0) from timer D of the ATU4 as timer trigger 2: value after a reset. 00001 _B : Uses compare match A/B (channel 1 in subblock 0) from timer D of the ATU4 as timer trigger 2. 00010 _B : Uses compare match A/B (channel 2 in subblock 0) from timer D of the ATU4 as timer trigger 2. : 10011 _B : Uses compare match A/B (channel 3 in subblock 9) from timer D of the ATU4 as timer trigger 2. 10100 _B to 11111 _B : Setting prohibited
12 to 8	PITMTRG1	Peak-Hold Initialization/End Flag Timer Trigger 1 00000 _B : Uses compare match A/B (channel 0 in subblock 0) from timer D of the ATU4 as timer trigger 1: value after a reset. 00001 _B : Uses compare match A/B (channel 1 in subblock 0) from timer D of the ATU4 as timer trigger 1. 00010 _B : Uses compare match A/B (channel 2 in subblock 0) from timer D of the ATU4 as timer trigger 1. : 10011 _B : Uses compare match A/B (channel 3 in subblock 9) from timer D of the ATU4 as timer trigger 1. 10100 _B to 11111 _B : Setting prohibited
4 to 0	PITMTRG0	Peak-Hold Initialization/End Flag Timer Trigger 0 00000 _B : Uses compare match A/B (channel 0 in subblock 0) from timer D of the ATU4 as timer trigger 0: value after a reset. 00001 _B : Uses compare match A/B (channel 1 in subblock 0) from timer D of the ATU4 as timer trigger 0. 00010 _B : Uses compare match A/B (channel 2 in subblock 0) from timer D of the ATU4 as timer trigger 0. : 10011 _B : Uses compare match A/B (channel 3 in subblock 9) from timer D of the ATU4 as timer trigger 0. 10100 _B to 11111 _B : Setting prohibited

29.2.18 MITRG — Accumulation/Decimation Initialization/Prohibition Timer Trigger Select Register

This register selects the timer trigger 0 to 3 according to the setting of the accumulation/decimation initialization flag and the accumulation/decimation prohibition flag timer trigger select bit (TRGCHn.AT) from among 20 compare matches A and B of the ATU4 and timer D.

Compare match A is selected for the accumulation/decimation initialization flag while compare match B of the same channel is selected for the accumulation/decimation prohibition flag.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	—	—	MITMTRG3						—	—	—	MITMTRG2				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	—	—	—	MITMTRG1						—	—	—	MITMTRG0				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	

Table 29.20 MITRG Register Contents (1/2)

Bit Position	Bit Name	Function
28 to 24	MITMTRG3	Accumulation/Decimation Initialization/Prohibition Flag Timer Trigger 3 0000 _B : Uses compare match A/B (channel 0 in subblock 0) from timer D of the ATU4 as timer trigger 3: value after a reset. 00001 _B : Uses compare match A/B (channel 1 in subblock 0) from timer D of the ATU4 as timer trigger 3. 00010 _B : Uses compare match A/B (channel 2 in subblock 0) from timer D of the ATU4 as timer trigger 3. 00011 _B : Uses compare match A/B (channel 3 in subblock 0) from timer D of the ATU4 as timer trigger 3. 00100 _B : Uses compare match A/B (channel 0 in subblock 2) from timer D of the ATU4 as timer trigger 3. 00101 _B : Uses compare match A/B (channel 1 in subblock 2) from timer D of the ATU4 as timer trigger 3. 00110 _B : Uses compare match A/B (channel 2 in subblock 2) from timer D of the ATU4 as timer trigger 3. 00111 _B : Uses compare match A/B (channel 3 in subblock 2) from timer D of the ATU4 as timer trigger 3. 01000 _B : Uses compare match A/B (channel 0 in subblock 4) from timer D of the ATU4 as timer trigger 3. 01001 _B : Uses compare match A/B (channel 1 in subblock 4) from timer D of the ATU4 as timer trigger 3. 01010 _B : Uses compare match A/B (channel 2 in subblock 4) from timer D of the ATU4 as timer trigger 3. 01011 _B : Uses compare match A/B (channel 3 in subblock 4) from timer D of the ATU4 as timer trigger 3. 01100 _B : Uses compare match A/B (channel 0 in subblock 6) from timer D of the ATU4 as timer trigger 3. 01101 _B : Uses compare match A/B (channel 1 in subblock 6) from timer D of the ATU4 as timer trigger 3. 01110 _B : Uses compare match A/B (channel 2 in subblock 6) from timer D of the ATU4 as timer trigger 3. 01111 _B : Uses compare match A/B (channel 3 in subblock 6) from timer D of the ATU4 as timer trigger 3. 10000 _B : Uses compare match A/B (channel 0 in subblock 9) from timer D of the ATU4 as timer trigger 3. 10001 _B : Uses compare match A/B (channel 1 in subblock 9) from timer D of the ATU4 as timer trigger 3. 10010 _B : Uses compare match A/B (channel 2 in subblock 9) from timer D of the ATU4 as timer trigger 3. 10011 _B : Uses compare match A/B (channel 3 in subblock 9) from timer D of the ATU4 as timer trigger 3. 10100 _B to 11111 _B : Setting prohibited

Table 29.20 MITRG Register Contents (2/2)

Bit Position	Bit Name	Function
20 to 16	MITMTRG2	Accumulation/Decimation Initialization/Prohibition Flag Timer Trigger 2 00000 _B : Uses compare match A/B (channel 0 in subblock 0) from timer D of the ATU4 as timer trigger 2: value after a reset. 00001 _B : Uses compare match A/B (channel 1 in subblock 0) from timer D of the ATU4 as timer trigger 2. 00010 _B : Uses compare match A/B (channel 2 in subblock 0) from timer D of the ATU4 as timer trigger 2. : 10011 _B : Uses compare match A/B (channel 3 in subblock 9) from timer D of the ATU4 as timer trigger 2. 10100 _B to 11111 _B : Setting prohibited
12 to 8	MITMTRG1	Accumulation/Decimation Initialization/Prohibition Flag Timer Trigger 1 00000 _B : Uses compare match A/B (channel 0 in subblock 0) from timer D of the ATU4 as timer trigger 1: value after a reset. 00001 _B : Uses compare match A/B (channel 1 in subblock 0) from timer D of the ATU4 as timer trigger 1. 00010 _B : Uses compare match A/B (channel 2 in subblock 0) from timer D of the ATU4 as timer trigger 1. : 10011 _B : Uses compare match A/B (channel 3 in subblock 9) from timer D of the ATU4 as timer trigger 1. 10100 _B to 11111 _B : Setting prohibited
4 to 0	MITMTRG0	Accumulation/Decimation Initialization/Prohibition Flag Timer Trigger 0 00000 _B : Uses compare match A/B (channel 0 in subblock 0) from timer D of the ATU4 as timer trigger 0: value after a reset. 00001 _B : Uses compare match A/B (channel 1 in subblock 0) from timer D of the ATU4 as timer trigger 0. 00010 _B : Uses compare match A/B (channel 2 in subblock 0) from timer D of the ATU4 as timer trigger 0. : 10011 _B : Uses compare match A/B (channel 3 in subblock 9) from timer D of the ATU4 as timer trigger 0. 10100 _B to 11111 _B : Setting prohibited

29.2.19 FITRG — Filter Initialization Timer Trigger Select Register

This register selects the timer trigger 0 to 3 according to the setting of the filter initialization flag timer trigger select bit (TRGCHn.FT) from among 20 compare signals A0 to A19 from ATU4.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	—	—	FITMTRG3						—	—	—	FITMTRG2				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	—	—	—	FITMTRG1						—	—	—	FITMTRG0				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	

Table 29.21 FITRG Register Contents (1/2)

Bit Position	Bit Name	Function
28 to 24	FITMTRG3	Filter Initialization Flag Timer Trigger 3 00000 _B : Uses compare match A (channel 0 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 3: value after a reset. 00001 _B : Uses compare match A (channel 1 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 3. 00010 _B : Uses compare match A (channel 2 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 3. 00011 _B : Uses compare match A (channel 3 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 3. 00100 _B : Uses compare match A (channel 0 in subblock 2) from timer D of the ATU4 as filter initialization flag timer trigger 3. 00101 _B : Uses compare match A (channel 1 in subblock 2) from timer D of the ATU4 as filter initialization flag timer trigger 3. 00110 _B : Uses compare match A (channel 2 in subblock 2) from timer D of the ATU4 as filter initialization flag timer trigger 3. 00111 _B : Uses compare match A (channel 3 in subblock 2) from timer D of the ATU4 as filter initialization flag timer trigger 3. 01000 _B : Uses compare match A (channel 0 in subblock 4) from timer D of the ATU4 as filter initialization flag timer trigger 3. 01001 _B : Uses compare match A (channel 1 in subblock 4) from timer D of the ATU4 as filter initialization flag timer trigger 3. 01010 _B : Uses compare match A (channel 2 in subblock 4) from timer D of the ATU4 as filter initialization flag timer trigger 3. 01011 _B : Uses compare match A (channel 3 in subblock 4) from timer D of the ATU4 as filter initialization flag timer trigger 3. 01100 _B : Uses compare match A (channel 0 in subblock 6) from timer D of the ATU4 as filter initialization flag timer trigger 3. 01101 _B : Uses compare match A (channel 1 in subblock 6) from timer D of the ATU4 as filter initialization flag timer trigger 3. 01110 _B : Uses compare match A (channel 2 in subblock 6) from timer D of the ATU4 as filter initialization flag timer trigger 3. 01111 _B : Uses compare match A (channel 3 in subblock 6) from timer D of the ATU4 as filter initialization flag timer trigger 3. 10000 _B : Uses compare match A (channel 0 in subblock 9) from timer D of the ATU4 as filter initialization flag timer trigger 3. 10001 _B : Uses compare match A (channel 1 in subblock 9) from timer D of the ATU4 as filter initialization flag timer trigger 3. 10010 _B : Uses compare match A (channel 2 in subblock 9) from timer D of the ATU4 as filter initialization flag timer trigger 3. 10011 _B : Uses compare match A (channel 3 in subblock 9) from timer D of the ATU4 as filter initialization flag timer trigger 3. 10100 _B to 11111 _B : Setting prohibited

Table 29.21 FITRG Register Contents (2/2)

Bit Position	Bit Name	Function
20 to 16	FITMTRG2	Filter Initialization Flag Timer Trigger 2 00000 _B : Uses compare match A (channel 0 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 2: value after a reset. 00001 _B : Uses compare match A (channel 1 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 2. 00010 _B : Uses compare match A (channel 2 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 2. : 10011 _B : Uses compare match A (channel 3 in subblock 9) from timer D of the ATU4 as filter initialization flag timer trigger 2. 10100 _B to 11111 _B : Setting prohibited
12 to 8	FITMTRG1	Filter Initialization Flag Timer Trigger 1 00000 _B : Uses compare match A (channel 0 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 1: value after a reset. 00001 _B : Uses compare match A (channel 1 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 1. 00010 _B : Uses compare match A (channel 2 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 1. : 10011 _B : Uses compare match A (channel 3 in subblock 9) from timer D of the ATU4 as filter initialization flag timer trigger 1. 10100 _B to 11111 _B : Setting prohibited
4 to 0	FITMTRG0	Filter Initialization Flag Timer Trigger 0 00000 _B : Uses compare match A (channel 0 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 0: value after a reset. 00001 _B : Uses compare match A (channel 1 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 0. 00010 _B : Uses compare match A (channel 2 in subblock 0) from timer D of the ATU4 as filter initialization flag timer trigger 0. : 10011 _B : Uses compare match A (channel 3 in subblock 9) from timer D of the ATU4 as filter initialization flag timer trigger 0. 10100 _B to 11111 _B : Setting prohibited

29.2.20 PHUPDCn — Peak-Hold Update Notification Setting Register n (n = 0, 1)

These registers are used to set a peak-hold results register update notification during peak-hold processing. One of the channels 0 to 9 can be independently selected with PHUPDC0 and PHUPDC1. The set update notification is output to the ATU4.

Bit	7	6	5	4	3	2	1	0
	PHUPDCH				—	—	—	OEPH UPD
Value after reset	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R	R	R	R/W

Table 29.22 PHUPDCn Register Contents

Bit Position	Bit Name	Function
7 to 4	PHUPDCH	Peak-Hold Result Register Update Notification Channel Select 0 _H : It is notified that peak-hold result register has been updated in channel 0: value after a reset. 1 _H : It is notified that peak-hold result register has been updated in channel 1. 2 _H : It is notified that peak-hold result register has been updated in channel 2. : 9 _H : It is notified that peak-hold result register has been updated in channel 9. A _H to F _H : Setting prohibited
0	OEPHUPD	Peak-Hold Result Register Update Notification Enable 0 _B : Notification of peak-hold result register update in the selected channel is disabled: value after a reset. 1 _B : Notification of peak-hold result register update in the selected channel is enabled.

29.2.21 PHINDCHn — Peak-Hold Index Registers (n = 0 to 9)

These registers hold the number of rounds of peak-hold processing when the peak-hold results register is updated.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PHIOW	PHIOF	PHIND													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 29.23 PHINDCHn Register Contents

Bit Position	Bit Name	Function
15	PHIOW	<p>Peak-Hold Index Overwrite Flag</p> <p>0: PHIND has not been overwritten: value after a reset. This flag becomes 0 when 1 is written to CLRSTCHn.CLRPHIOW.</p> <p>1: PHIND has been overwritten in peak-hold index updating mode. This flag is valid in peak-hold index updating mode. It is always 0 in peak-hold index retention mode.</p>
14	PHIOF	<p>Peak-Hold Index Overflow Flag</p> <p>0: The number of rounds of peak-hold processing has not overflowed (≤ 16383 times): value after a reset.</p> <ul style="list-style-type: none"> If the peak-hold initialized flag is raised in peak-hold index updating mode, peak-hold processing clears it to 0. In peak-hold index-retention mode, the peak-hold initialized flag is raised after the peak-hold index register is read, and processing of the first value for peak-hold processing clears it to 0. <p>1: The number of rounds of peak hold processing has overflowed (> 16383 times).</p> <p>The number of rounds of peak-hold processing is counted from the time of input to the peak-hold initialized flag to the time of input to the peak-hold completed flag.</p>
13 to 0	PHIND	<p>Peak-Hold Index</p> <p>0_H: Value after a reset</p> <ul style="list-style-type: none"> In peak-hold index-updating mode, the first value input to the peak-hold circuit for peak-hold processing being smaller than the peak-hold initial value, leading to the peak-hold initialized flag being raised In peak-hold index-retention mode, after the peak-hold index register is read, the peak-hold initialized flag being raised and the first value input to the peak-hold circuit for peak-hold processing being smaller than the peak-hold initial value <p>1_H: Indicates that the value for the first input to the peak-hold circuit has been written to the peak-hold results register.</p> <p>2_H: Indicates that the value for the second input to the peak-hold circuit has been written to the peak-hold results register.</p> <p>:</p> <p>3FFF_H: Indicates that the value for the 16383rd input to the peak-hold circuit has been written to the peak-hold results register.</p> <p>When the condition for peak-hold updating has been satisfied and the value is stored in the peak-hold results register, the PHIND register captures the number of values to which peak-hold processing has been applied (the value of the peak-hold counter within the digital filter).</p> <p>After the value of PHIOF becomes "1" when the number of rounds of peak-hold processing reaches and exceeds 16384, operation of the peak-hold counter continues and PHIND continues to be updated.</p>

29.2.22 HOLCHn — Intermediate Values Output Registers L (n = 0 to 7)

While FIR operation is selected, these registers hold intermediate values for digital filter processing for the corresponding channels.

The output intermediate values are the results of calculations prior to saturation processing.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	HO															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	HO															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 29.24 HOLCHn Register Contents

Bit Position	Bit Name	Function
31 to 0	HO	Output for intermediate values Intermediate values in calculation for digital filter processing (in the output of FIR results, values output prior to saturation processing)

The format of the values is as shown below.

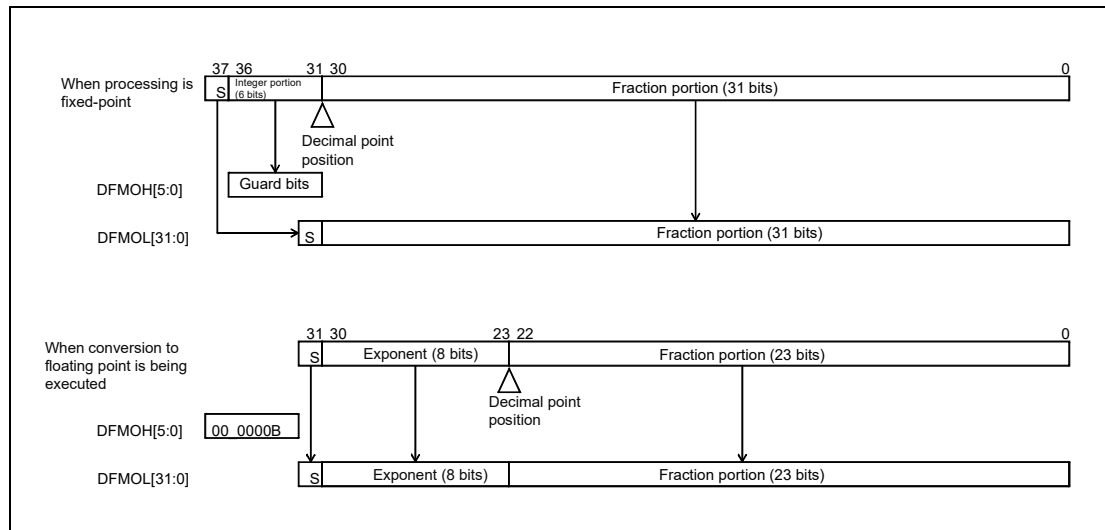


Figure 29.5 Format of Intermediate Values Output Register Values

29.2.23 HOHCHn — Intermediate Values Output Registers H (n = 0 to 7)

While FIR operation is selected, these registers hold guard bits for intermediate values in processing by the digital filter for the value storage registers of the corresponding channels. The output intermediate values are the results of calculations prior to saturation processing.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	GURD					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 29.25 HOHCHn Register Contents

Bit Position	Bit Name	Function
5 to 0	GURD	<p>Output Values Output Guard</p> <p>When processing is fixed-point</p> <p>These bits hold the integer portions (bits [36:31]) of intermediate values in processing for calculation by the digital filter.</p> <p>When conversion to floating point is being executed</p> <p>000000_B is stored.</p> <p>For the format of the values, see Figure 29.5, Format of Intermediate Values Output Register Values</p>

29.2.24 HOLMCHn — Intermediate Values Output Mirror Registers L (n = 0 to 7)

Although they are allocated to different locations, these registers are the same as the intermediate value output registers L (HOLCHn, n = 0 to 7). For the specifications of the intermediate values output registers L, see **Section 29.2.22, HOLCHn — Intermediate Values Output Registers L (n = 0 to 7)**.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	HO															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	HO															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 29.26 HOLMCHn Register Contents

Bit Position	Bit Name	Function
31 to 0	HO	Output for intermediate values Intermediate values in calculation for digital filter processing (in the output of FIR results, values output prior to saturation processing)

29.3 Operation

29.3.1 Overview of Operation

The DFE imports output data from the Delta-Sigma ADC or the ADC (referred to as AD hereafter) and performs filter (FIR or IIR) processing, accumulation/decimation processing, peak-hold/comparison calculation processing, or floating-point conversion processing for the output data.

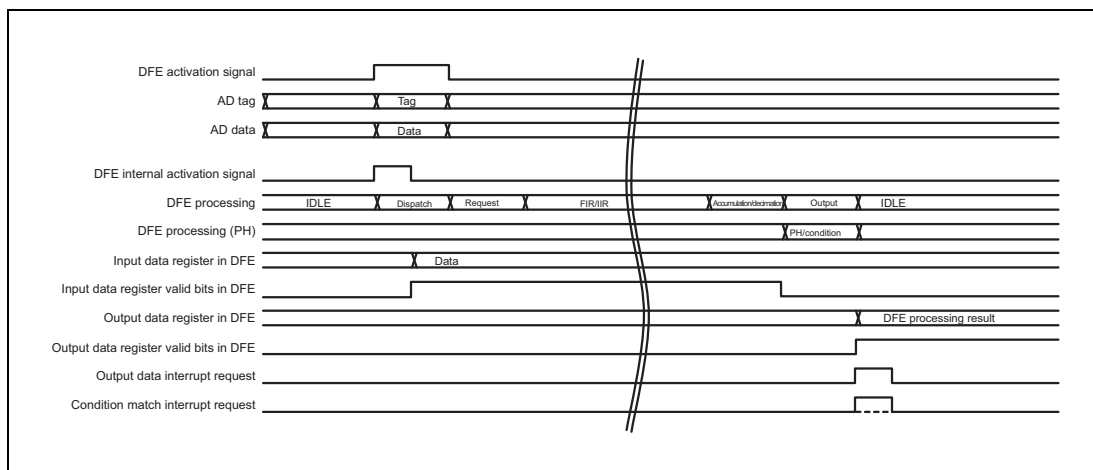


Figure 29.6 Overview of Operation

The AD inputs the DFE activation signal, AD tag, and AD conversion data (AD data) to the DFE. The DFE imports the AD data in the internal input data register to execute dispatch processing, request processing, FIR/IIR processing, accumulation/decimation processing, output processing, or peak-hold/comparison processing, and then stores the DFE processing result in the output data register.

- **Dispatch processing:**
The DFE stores data in the input data register of the relevant channel by using the AD tag from the AD and DFE's control register values. Before data is stored, the input data register is enabled.
- **Request processing:**
The DFE arbitrates FIR/IIR processing target data from the input data register of 16 channels and inputs the filter processing target data to the FIR/IIR processing.
- **FIR/IIR processing (filter processing):**
The DFE performs FIR or IIR filter calculation. Coefficient data and intermediate values in the filter calculation are stored in the memory.
- **Accumulation/decimation processing:**
The DFE executes accumulation processing or decimation processing for the FIR or IIR processing result. After the accumulation/decimation processing has been completed, the input data register is disabled.
- **Output processing:**
The DFE stores the accumulation/decimation processing result in the output data register of the relevant channel. Before the result is stored, the output data register is enabled and an output data interrupt request is issued.
- **Peak-hold/comparison processing:**
The DFE executes peak-hold processing or comparison processing for the accumulation/decimation processing result. In the case of peak-hold processing, a condition match interrupt request is output when the peak-hold end trigger is enabled. In the case of comparison processing, a condition match interrupt request is output when the comparison calculation result is true.

29.3.2 Operating Procedures

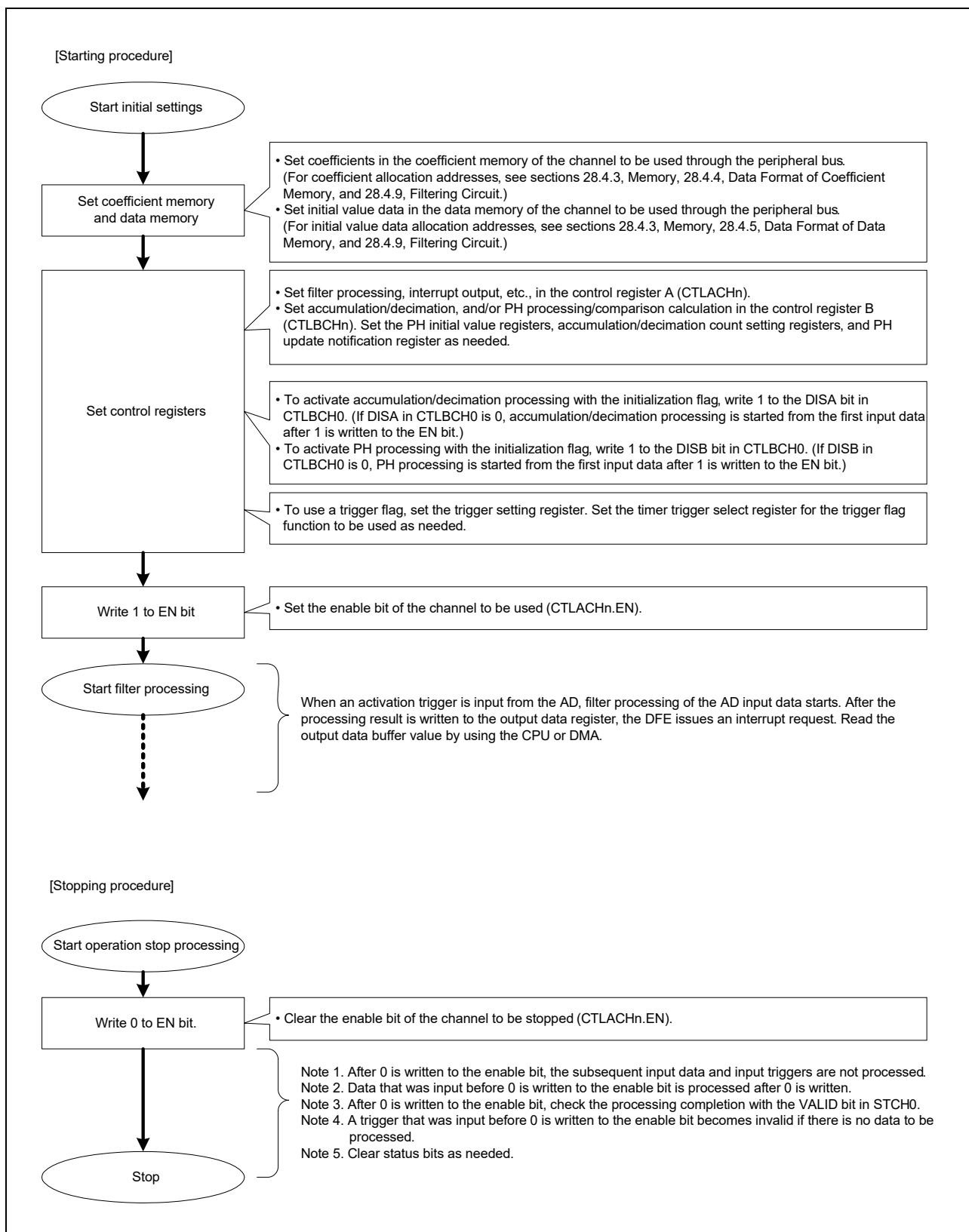


Figure 29.7 Starting and Stopping Procedures

29.3.3 Error Processing Procedure

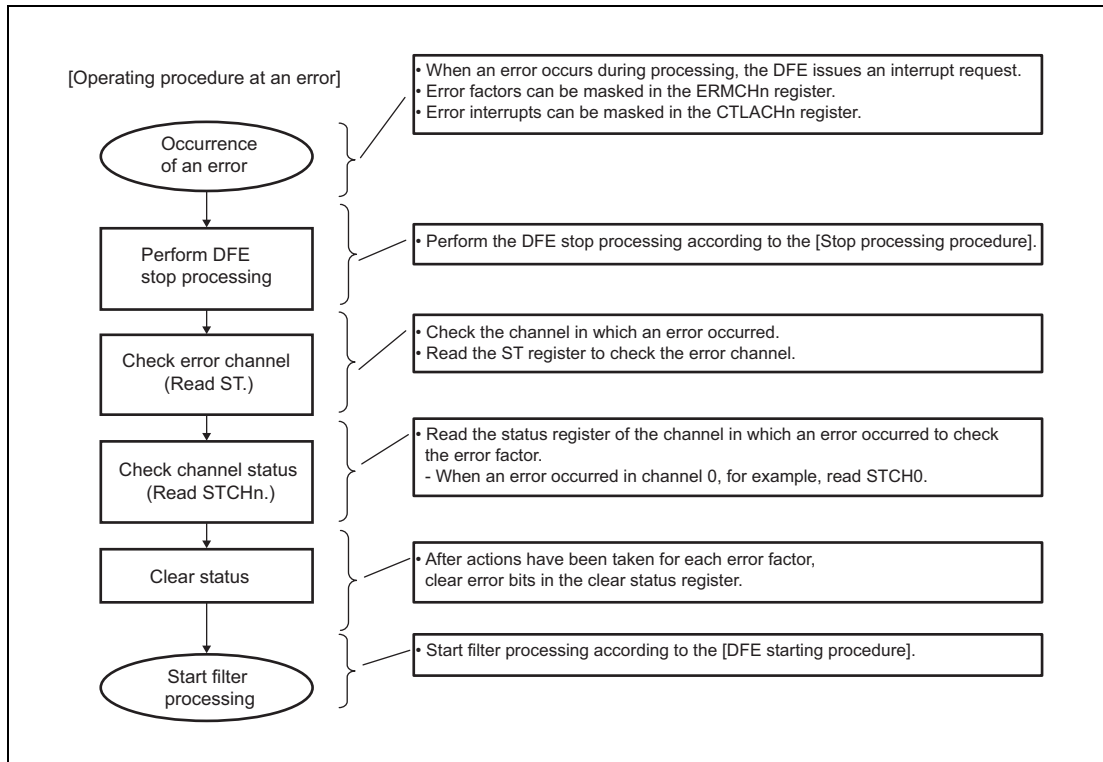


Figure 29.8 Operating Procedure when an Error Occurs

29.4 Details

29.4.1 Data Flow

Figure 29.9 shows a data flow and a block diagram of the DFE.

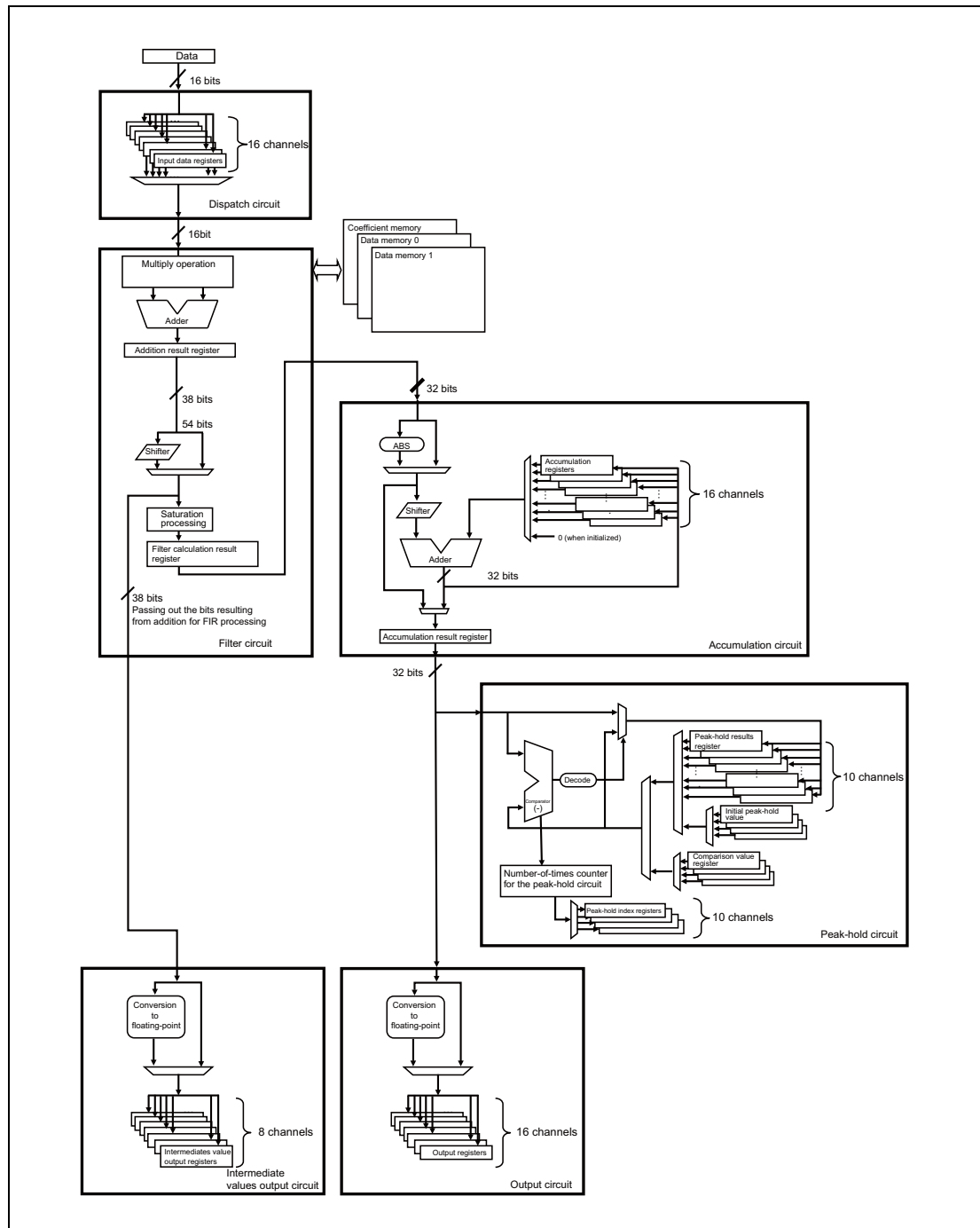


Figure 29.9 Data Flow

29.4.2 Address Map

Figure 29.10 shows an address map of the DFE.

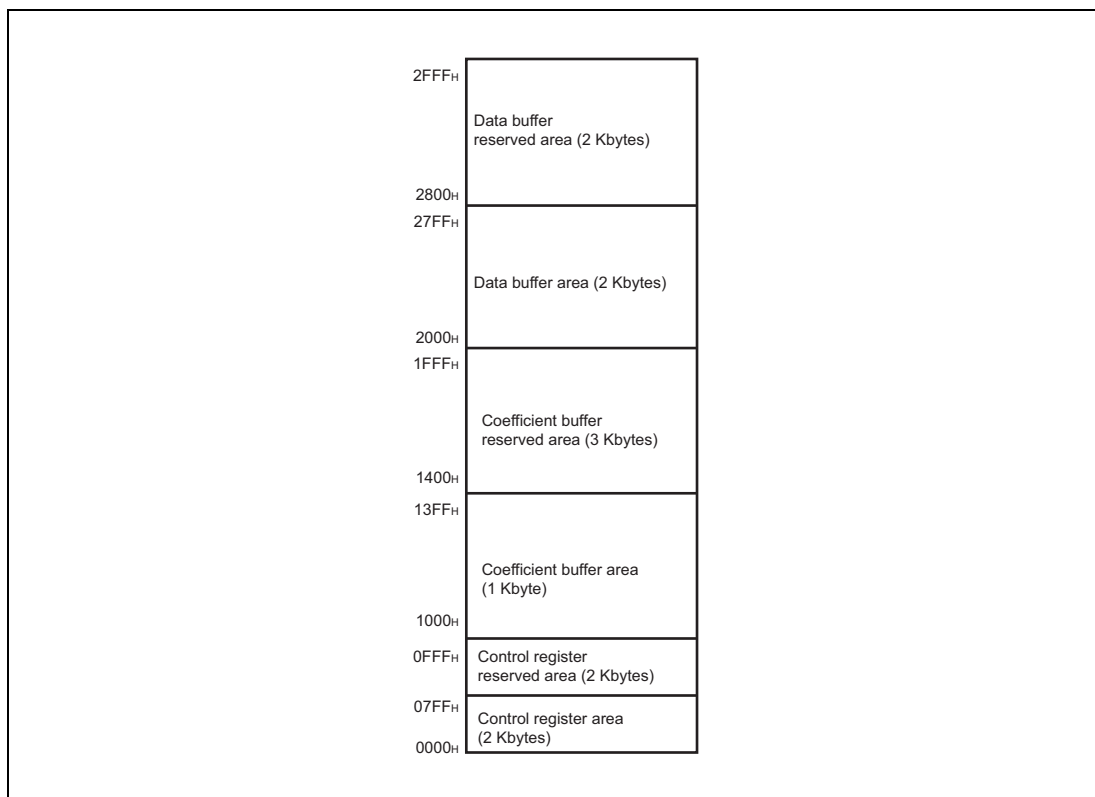


Figure 29.10 Memory Map

29.4.3 Memory

Coefficients required for filter processing are stored in coefficient memory (CMEM). Data memory holds the input values for FIR, and the initial and intermediate values for IIR. Each channel has its own area.

One or more channels from among channels 0 to 7 can be selected for 64-tap FIR operation. The allocation of coefficient memory is shown in the left-hand half of the figure below. The same allocation applies whether the processing is 8, 16, 24, or 32 FIR or 1, 2, or 3 stage IIR. When 64-tap FIR is selected, use of the coefficient memory by channels 8 to 15 is prohibited because there it has no empty space. Operation is not guaranteed in cases of attempting to use channels 8 to 15 while 64-tap FIR operation is selected. Do not select 64-tap FIR if you wish to use channels 8 to 15.

The map in the figure below shows the allocation of coefficient memory when none of channels 0 to 7 is selected as 64-tap FIR. Otherwise, the same allocation applies whether the processing is 8, 16, 24, or 32 FIR or 1, 2, or 3 stage IIR.

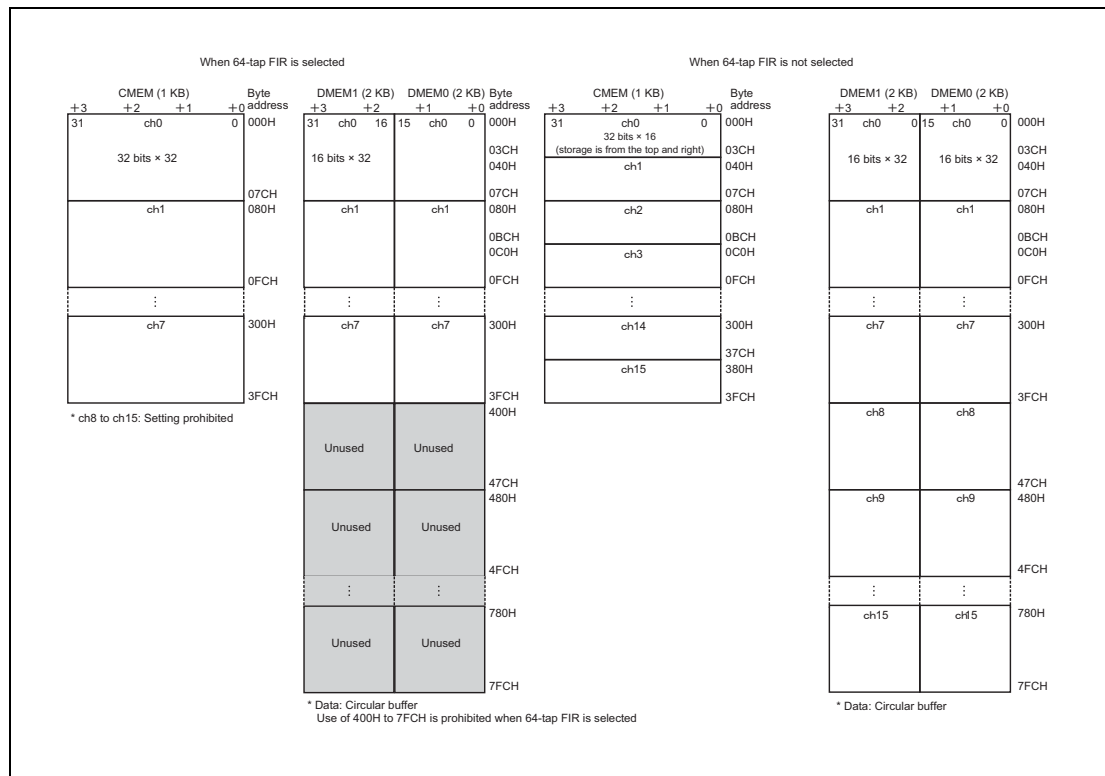


Figure 29.11 Usage of Memory (with and without Selection of a 64-Tap FIR Filter)

29.4.4 Data Format of Coefficient Memory

Figure 29.12 shows a data format of the coefficient memory.

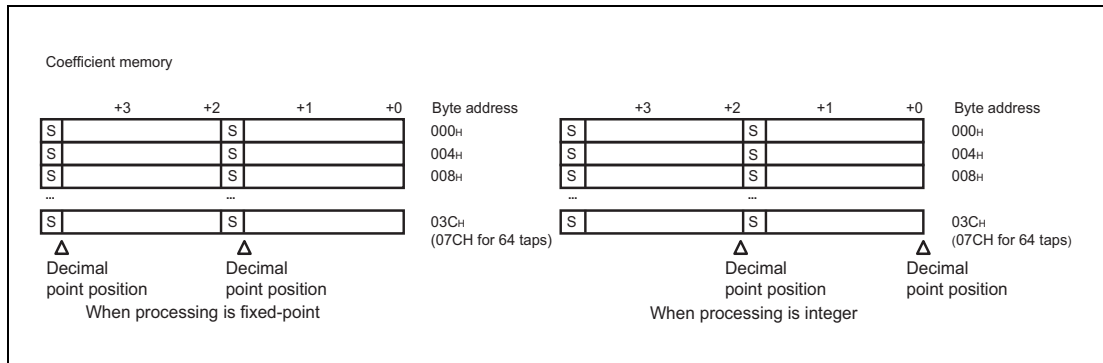


Figure 29.12 Decimal Point Positions in the Coefficient Memory (when FIR is Selected)

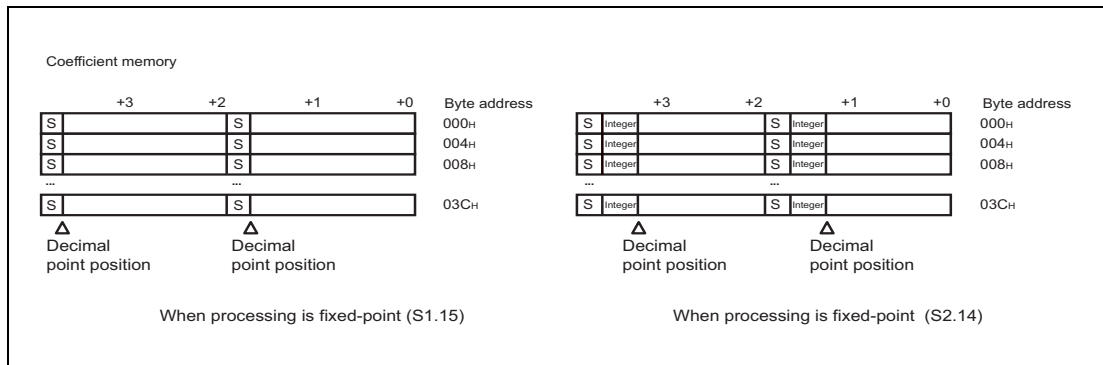


Figure 29.13 Decimal Point Positions in the Coefficient Memory (when IIR is Selected)

29.4.5 Data Format of Data Memory

Figure 29.14 shows decimal point positions of data in the data memory.

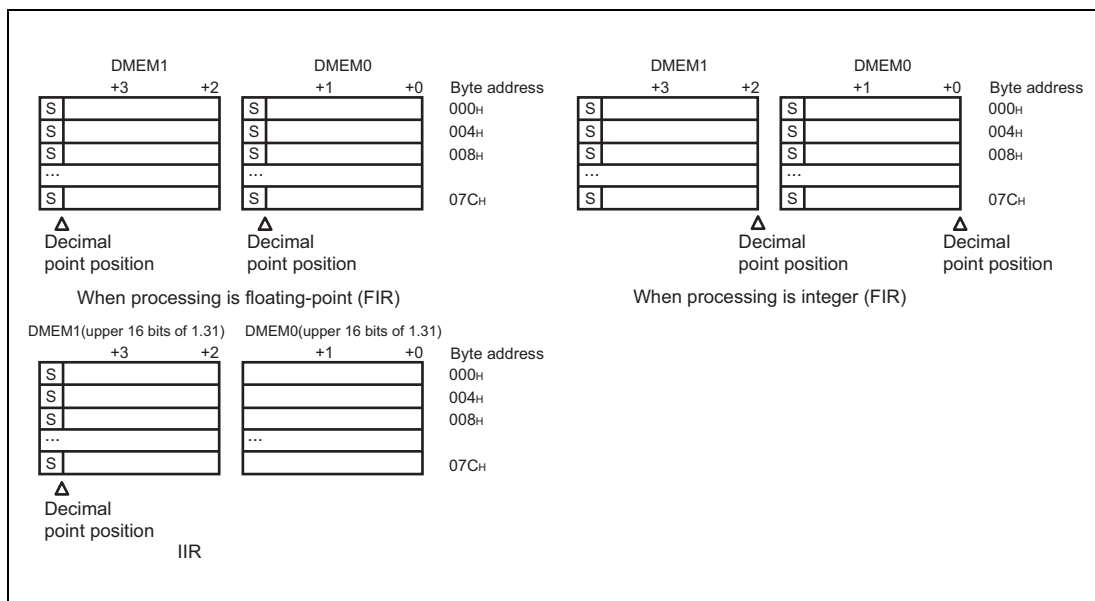


Figure 29.14 Decimal Point Positions in the Data Memory

29.4.6 Setting Control Registers

29.4.6.1 FIR (Fixed-Point)

The following table shows combinations of calculations and cascades that are selectable in the control register A (CTLACHn) and the control register B (CTLBCHn) when FIR and fixed-point format are specified in the control register A. Does not use the cascade function in channels for which accumulation is specified.

Table 29.27 FIR (Fixed-Point)

Input Format	Filter	Accumulation or Decimation	Peak-Hold or Comparison	Floating-Point Conversion	Execution (Result)	Cascade (Output)*1	
Fixed-point (1.15)	FIR	Accumulation	Peak-hold	Conversion specified	OK (floating-point)	NO	
				Conversion not specified	OK (10.22)	NO	
				Comparison	Conversion specified	OK (floating-point)	NO
					Conversion not specified	OK (10.22)	NO
				Not specified	Conversion specified	OK (floating-point)	NO
					Conversion not specified	OK (10.22)	NO
			Decimation	Peak-hold	Conversion specified	OK (floating-point)	OK (S1.15)
					Conversion not specified	OK (1.31)	OK (S1.15)
				Comparison	Conversion specified	OK (floating-point)	OK (S1.15)
					Conversion not specified	OK (1.31)	OK (S1.15)
				Not specified	Conversion specified	OK (floating-point)	OK (S1.15)
					Conversion not specified	OK (1.31)	OK (S1.15)
		Not specified	Peak-hold	Peak-hold	Conversion specified	OK (floating-point)	OK (S1.15)
					Conversion not specified	OK (1.31)	OK (S1.15)
				Comparison	Conversion specified	OK (floating-point)	OK (S1.15)
					Conversion not specified	OK (1.31)	OK (S1.15)
				Not specified	Conversion specified	OK (floating-point)	OK (S1.15)
					Conversion not specified	OK (1.31)	OK (S1.15)

Note 1. Setting is prohibited for NO combinations. For OK combinations, set fixed-point as an input data format of cascade destination channels.

29.4.6.2 FIR (Integer)

The following table shows combinations of calculations and cascades that are selectable in the control register A (CTLACHn) and the control register B (CTLBCHn) when FIR and integer format are specified in the control register A. When integer is specified, only the FIR filter processing can be executed. Do not specify floating-point conversion.

Table 29.28 FIR (Integer)

Input Format	Filter	Accumulation or Decimation	Peak-Hold or Comparison	Floating-Point Conversion	Execution (Result)* ¹	Cascade (Output)* ²	
Integer (16-bit integer)	FIR	Accumulation	Peak-hold	Conversion specified	NO	NO	
				Conversion not specified	NO	NO	
				Comparison	Conversion specified	NO	NO
					Conversion not specified	NO	NO
				Not specified	Conversion specified	NO	NO
					Conversion not specified	NO	NO
			Decimation	Peak-hold	Conversion specified	NO	OK (16-bit integer)
					Conversion not specified	OK (32-bit integer)	OK (16-bit integer)
				Comparison	Conversion specified	NO	OK (16-bit integer)
					Conversion not specified	OK (32-bit integer)	OK (16-bit integer)
				Not specified	Conversion specified	NO	OK (16-bit integer)
					Conversion not specified	OK (32-bit integer)	OK (16-bit integer)
		Not specified	Peak-hold	Conversion specified	NO	OK (16-bit integer)	
				Conversion not specified	OK (32-bit integer)	OK (16-bit integer)	
			Comparison	Conversion specified	NO	OK (16-bit integer)	
				Conversion not specified	OK (32-bit integer)	OK (16-bit integer)	
			Not specified	Conversion specified	NO	OK (16-bit integer)	
				Conversion not specified	OK (32-bit integer)	OK (16-bit integer)	

Note 1. Setting is prohibited for NO combinations.

Note 2. Setting is prohibited for NO combinations. For OK combinations, set integer as an input data format of cascade destination channels.

29.4.6.3 IIR (Fixed-Point)

The following table shows combinations of calculations and cascades that are selectable in the control register A (CTLACHn) and the control register B (CTLBCHn) when IIR is specified in the control register A. When IIR is specified, only fixed-point format filter processing can be executed. When accumulation is specified, specification of cascade is prohibited.

Table 29.29 IIR

Input Format	Filter	Accumulation or Decimation	Peak-Hold or Comparison	Floating-Point Conversion	Execution (Result)	Cascade (Output) ^{*1}
Fixed-point (1.15)	IIR	Accumulation	Peak-hold	Conversion specified	OK (floating-point)	NO
				Conversion not specified	OK (10.22)	NO
			Comparison	Conversion specified	OK (floating-point)	NO
				Conversion not specified	OK (10.22)	NO
			Not specified	Conversion specified	OK (floating-point)	NO
				Conversion not specified	OK (10.22)	NO
		Decimation	Peak-hold	Conversion specified	OK (floating-point)	OK (S1.15)
				Conversion not specified	OK (1.31)	OK (S1.15)
			Comparison	Conversion specified	OK (floating-point)	OK (S1.15)
				Conversion not specified	OK (1.31)	OK (S1.15)
			Not specified	Conversion specified	OK (floating-point)	OK (S1.15)
				Conversion not specified	OK (1.31)	OK (S1.15)
Not specified	Peak-hold	Conversion specified	OK (floating-point)	OK (S1.15)		
		Conversion not specified	OK (1.31)	OK (S1.15)		
	Comparison	Conversion specified	OK (floating-point)	OK (S1.15)		
		Conversion not specified	OK (1.31)	OK (S1.15)		
	Not specified	Conversion specified	OK (floating-point)	OK (S1.15)		
		Conversion not specified	OK (1.31)	OK (S1.15)		

Note 1. Setting is prohibited for NO combinations. For OK combinations, set fixed-point as an input data format of cascade destination channels.

29.4.7 Trigger Control

29.4.7.1 Timer Trigger Input

The DFE uses 40 signals from timer D of the ATU4: compare-match A interrupts xy and comparematch B interrupts xy ($x = 0, 2, 4, 6, 9; y = 0$ to 3) as timer triggers.

Four compare-match A interrupt signals can be selected for each of three trigger flag functions (accumulation/decimation initialization flag, peak-hold initialization flag, and filter initialization flag) with the peak-hold initialization timer trigger select register (PITRG), accumulation/decimation initialization timer trigger select register (MITRG), and filter initialization timer trigger select register (FITRG). The selected signals are allocated to timer triggers 0 to 3 for each flag function.

Then, compare-match B interrupt signals with the same number as the compare-match A interrupt signals selected for accumulation/decimation initialization flag are automatically allocated to the accumulation/decimation disable flag timer triggers 0 to 3.

Also, compare-match B interrupt signals with the same number as the compare-match A interrupt signals selected for peak-hold initialization flag are automatically allocated to the peak-hold end flag timer triggers 0 to 3.

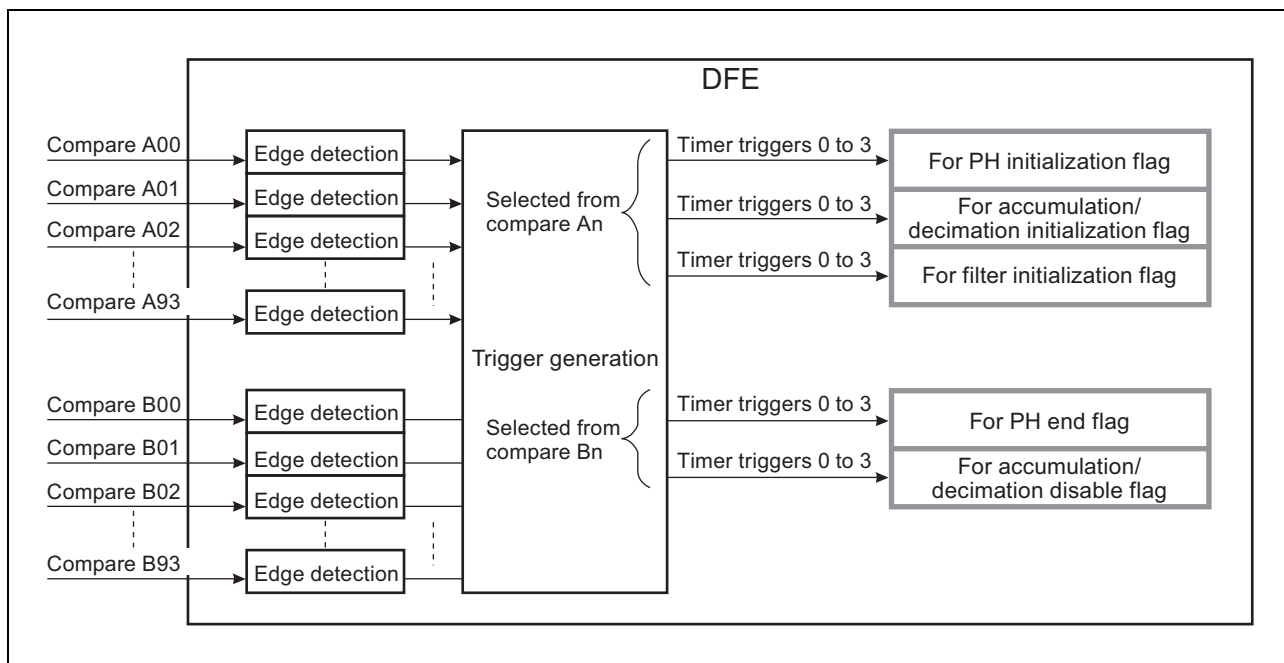


Figure 29.15 Timer Trigger Input

29.4.7.2 Trigger Flag Functions

When the channel enable bit (CTLACHn.EN) is 1, the DFE can generate flags of the following five functions for each channel by using software triggers, timer triggers 0 to 3 that are allocated to the trigger functions, and the trigger setting register (TRGCHn). (These flags are referred to as trigger flags hereafter.)

The accumulation/decimation processing is set with CTLBCHn.PRCSA, and the peak-hold processing is set with CTLBCHn.PRCSE.

Whether the accumulation/decimation processing and peak-hold processing are enabled or disabled can be checked by CTLBn.DISA and CTLBn.DISB, respectively. Before the DFE starts processing, in other words, when the channel is disabled (CTLACHn.EN = 0) and there is no data to be processed (STCHn.VALID = 0), CTLBn.DISA and CTLBn.DISB can be set to enable or disable processing.

For details, see **Section 29.2.3, CTLBCHn — Control Register B (n = 0 to 15)**.

Table 29.30 Trigger Flags

Flag Name	Description
Accumulation/decimation initialization flag	When the accumulation/decimation initialization flag is enabled by timer triggers or software triggers specified for each channel while accumulation/decimation processing is in progress or in the enabled or disabled state, the DFE initializes the counter of the accumulation circuit and executes accumulation/decimation processing for the subsequent input data.
Accumulation/decimation disable flag	When the accumulation/decimation disable flag is enabled by timer triggers or software triggers specified for each channel while accumulation/decimation processing is in progress or in the enabled state, the DFE disables accumulation/decimation processing for the subsequent input data. To enable accumulation/decimation processing again, enable the accumulation/decimation initialization flag.
Peak-hold initialization flag	When the peak-hold initialization flag is enabled by timer triggers or software triggers specified for each channel while peak-hold processing is in progress or in the enabled or disabled state, the DFE compares the next input data with the peak-hold initialization value setting register value, not with a peak-hold processing result as before, and after that the DFE compares the subsequent data with the peak-hold processing result.
Peak-hold end flag	When the peak-hold end flag is enabled by timer triggers or software triggers specified for each channel while peak-hold processing is in progress or in the enabled state, the DFE disables peak-hold processing for the subsequent input data. The peak-hold end interrupt can be output when the peak-hold end flag is enabled. To enable peak-hold processing again, enable the peak-hold initialization flag.
Filter initialization flag	When the filter initialization flag is enabled by timer triggers or software triggers specified for each channel, the DFE initializes the filter processing address pointer and executes FIR/IIR processing from the initial value.

Note 1. When timer triggers are used for the accumulation/decimation disable flag or peak-hold end flag, timer triggers 0 to 3 are automatically allocated as described in **Section 29.4.7.1, Timer Trigger Input**.

Note 2. The peak-hold initialization flag and peak-hold end flag are only supported by channels 0 to 9.

Timer triggers and software triggers can be allocated to trigger flags for each channel. Timer triggers for accumulation/decimation disable flag and peak-hold end flag are automatically allocated. Details of trigger flag operation are described in the sections of the accumulation circuit, peak-hold circuit, and filtering circuit, respectively.

Table 29.31 Example of Trigger Flag Settings

	Accumulation/ Decimation/ Initialization Flag	Accumulation/ Decimation/ Disable Flag	Peak-Hold Initialization Flag	Peak-Hold Disable Flag	Filter Initialization Flag
Channel 0	Timer trigger 0 (compare A0)	Compare B0 is automatically allocated according to the timer trigger selection.	None	None	Timer trigger 3
Channel 1	None	None	Timer trigger 2 (compare A9)	Compare B9 is automatically allocated according to the timer trigger selection.	Software trigger
...
Channel 9	Timer trigger 3 (compare A5)	Compare B5 is automatically allocated according to the timer trigger selection.	None	None	None
Channel 10	Timer trigger 1	Software trigger	Not supported	Not supported	Timer trigger 0
...
Channel 15	None	None	Not supported	Not supported	None

Trigger flags are valid for data that is input after a software trigger or timer trigger is generated.

If timer trigger 0 is set for the accumulation initialization flag in channel 0, for example, accumulation processing is initialized for the first input data in channel 0 after a timer trigger is generated.

To process the same data in multiple channels, the trigger flag settings should be the same to keep consistency in processed data.

For example, when data input from the AD0 is specified for channels 0 and 1 and the accumulation initialization flag is used, the same accumulation initialization flag timer trigger should be set for both channels 0 and 1.

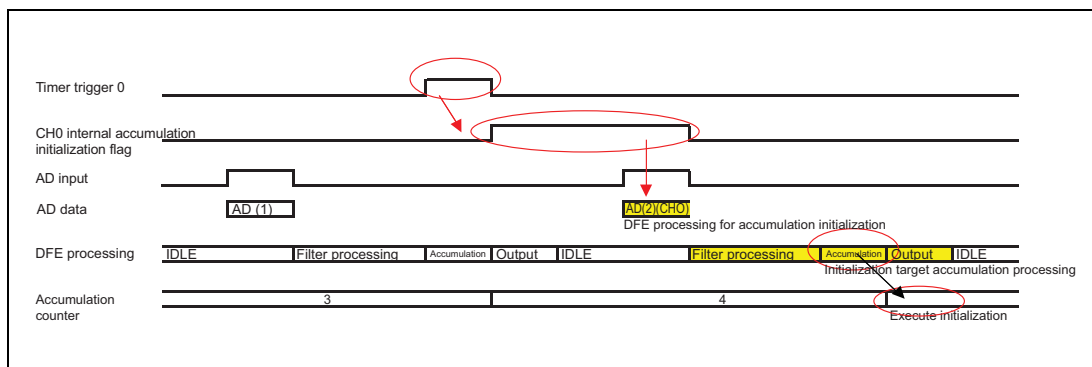


Figure 29.16 Example of Trigger Flag Operation

29.4.7.3 Trigger Flag Functions and Processing

Table 29.32 shows the relationship between the trigger flag functions and processing.

Table 29.32 Trigger Flag Functions and Processing

Register Setting		Trigger Flag Function		Input Data Processing after Trigger Flag is Enabled			
		Accumulation/ decimation	Peak-Hold	Output data write	Output data interrupt	Condition match interrupt	Peak-hold update notification
Accumulation/ decimation disabled	Peak-hold/ comparison disabled	Flag is invalid	Flag is invalid	Provided	Not provided	Not provided	Not provided
	Setting for execution of peak-hold processing	Flag is invalid	Enabled	Provided	Not provided	Not provided	Provided
			Disabled	Provided	Not provided	Not provided ^{*1}	Not provided
Setting for comparison	Flag is invalid	Flag is invalid	Provided	Not provided	Provided	Not provided	
Accumulation/ decimation performed	Peak-hold/ comparison disabled	Enabled	Flag is invalid	Provided	Provided	Not provided	Not provided
		Disabled	Flag is invalid	Not provided	Not provided	Not provided	Not provided
	Setting for execution of peak-hold processing	Enabled	Enabled	Provided	Provided	Not provided	Provided
			Disabled	Provided	Provided	Not provided ^{*1}	Not provided
	Setting for comparison	Enabled	Flag is invalid	Provided	Provided	Provided	Not provided
		Disabled	Flag is invalid	Not provided	Not provided	Not provided	Not provided

Note 1. The interrupt is output when the peak-hold end flag is enabled.

When accumulation/decimation processing and peak-hold/comparison processing are used in the same channel with the accumulation/decimation count specified, peak-hold processing is executed on each specified count.

If accumulation/decimation processing is disabled by the trigger flag function, peak-hold/comparison processing is not executed, either. Do not input software triggers or timer triggers for the trigger flag function for peak-hold initialization and peak-hold end trigger flag functions to a channel with accumulation/decimation processing disabled.

29.4.8 Input Data Control

The digital filter allows AD input (from delta-sigma AD0 to AD7 and ADC0/ADC1), cascade input (to perform filter calculation of the DFE's filter calculation result again), and software input (by the CPU or DMA).

The digital filter compares values of CTLACHn.TAG for each channel (channel tags) with the tags input from an ADC (ADC tags). The channel with a matching tag handles processing. This allows the input of data from a single ADC for processing by multiple channels.

29.4.8.1 AD Input

The digital filter compares the tag value (channel tag hereafter) set in the TAG bits in CTLACHn for each channel and the AD tag input from the AD, and executes processing in the channel that has the matched tag value. This function allows single piece of AD data to be input to processing in multiple channels.

29.4.8.2 Cascade Input

The digital filter has a cascade input function to input filter processing result again. This cascade input function performs rounding processing for 32-bit accumulation circuit output data to 16-bit data, and then executes filter processing again. In integer mode, when the accumulation circuit output data is a positive value and the 16 high-order bits contain a valid value, the output data is rounded to a 16-bit positive maximum value (7FFF_H). When the accumulation circuit output data is a negative value and the 16 high-order bits contain a valid value, the output data is rounded to a 16-bit negative minimum value (8000_H). If rounding of both positive and negative values occurs, the cascade rounding error flag is set to 1.

In fixed-point mode, the accumulation circuit output data is added to 0000 8000_H and rounding processing is executed. As a result of this addition, if an overflow occurs in 32-bit positive value, the added data is rounded to a positive maximum value (7FFF_H) and the cascade rounding error flag is set.

The CAEN bits in the control register CTLACHn can control enabling or disabling the cascade input function and enabling or disabling the output data register mask function.

Table 29.33 CAEN Flag Function

CAEN Bits	Description
00 _B	Cascade input is disabled. Calculation result is written to the output data register: value after a reset.
01 _B	Setting prohibited
10 _B	Cascade input is enabled. Calculation result is written to the output data register.
11 _B	Cascade input is enabled. Calculation result is not written to the output data register.

When cascade input is enabled, the cascade input destination channel is specified by using the tag value for cascade (cascade tag hereafter). The cascade tag is set by the CATAG bits in CTLACHn. The DFE compares the cascade tag with the channel tag, and executes cascade input filter processing in the channel where the tags matched. The following figures show operations when cascade input is enabled.

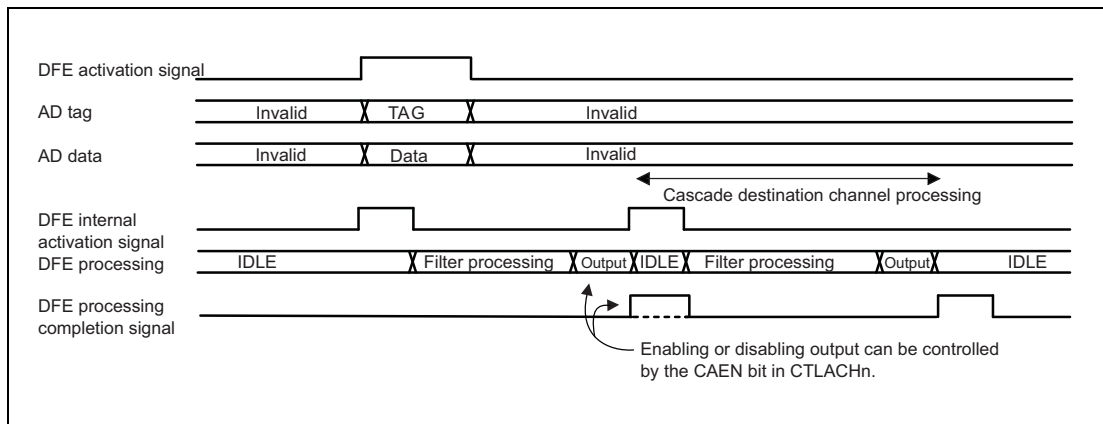


Figure 29.17 Cascade Input Processing (Normal Processing)

When cascade input is enabled and decimation is specified, a decimation result becomes cascade input data. When decimation count is set to 4, for example, the data after filter processing of the fourth AD input becomes cascade input data.

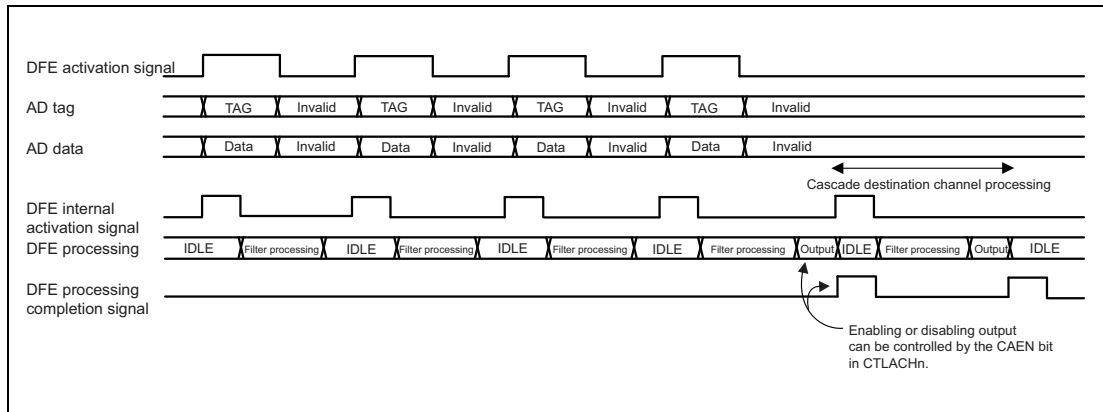


Figure 29.18 Cascade Input Processing (Decimation: 4 Times)

29.4.8.3 Software Input

The DFE has a function to input DFE processing target data through the peripheral bus by using the CPU or DMA. (This function is referred to as software input function hereafter.) DFE processing can be started by writing filter processing target data and a tag value to the software input data register (DI) from the peripheral bus.

29.4.8.4 Dispatch

A channel to be processed is selected by activation signals of AD input (delta-sigma AD and SAR-ADC), cascade input, and software input and the channel tag, and then processing target data is stored in the input data register of each channel. This processing is called dispatch.

After processing target data is stored in the input data register, the input data register is enabled until the accumulation circuit processing is completed. If new data is stored in the same channel while the input data register is enabled, the data is overwritten causing an input data overwrite error (DIOW).

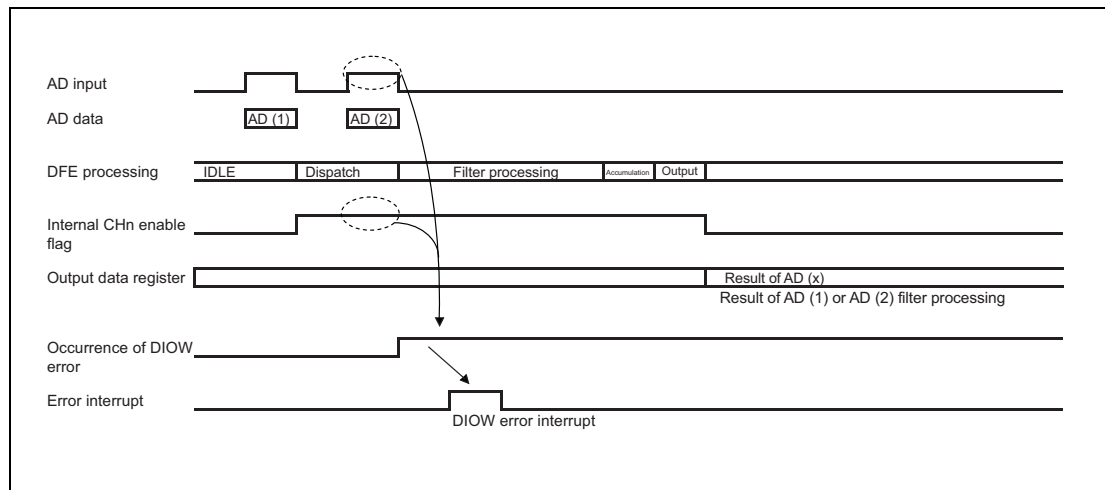


Figure 29.19 Input Data Overwrite (DIOW) Error

When the input data register of each channel is enabled, filter processing target data is arbitrated. The highest priority is given to the processing for channel 0, the second highest priority is given to the processing for channel 1, and the lowest priority is given to the processing for channel 15. The input data register value of arbitrated channels is input to the filtering circuit where FIR/IIR processing is applied to the input data register value according to the control register value.

If the same data is set for multiple channels, processing is also executed for all of the specified channels in the channel priority order. If the trigger flag function is enabled, it is not applied until the next input data processing.

For example, if the same input data is set for multiple channels and the accumulation processing is set and the same accumulation/decimation disable trigger is set for the channels, the accumulation is not disabled until the next input data processing if any unprocessed channel exists when the disable trigger is input.

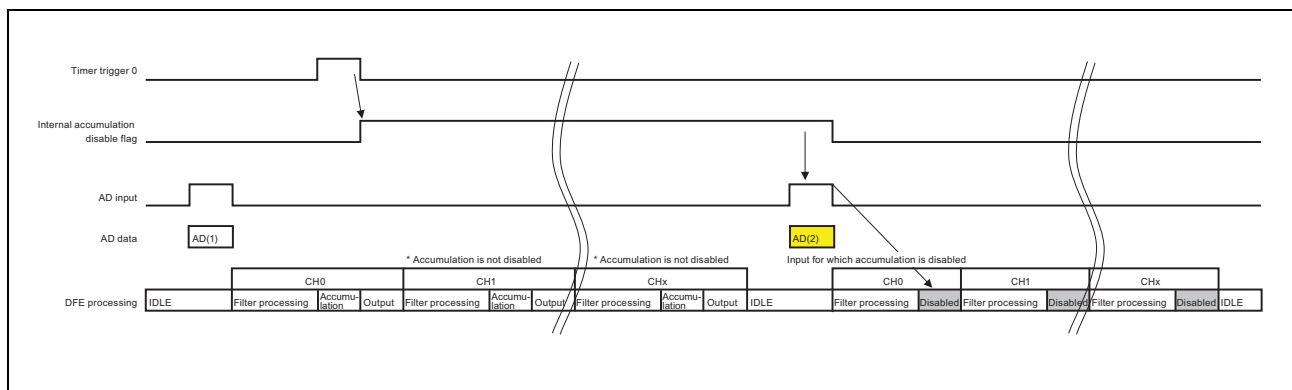


Figure 29.20 Processing when the Same Input Data is Set for Multiple Channels

29.4.9 Filtering Circuit

The filter circuit accepts requests for the single channel selected by the dispatch circuit from among channels 0 to 15. In other words, if 64-tap FIR filtering is selected for one or more channels from among channels 0 to 7, channels 0 to 7 are able to accept requests but channels 8 to 15 are not.

Once a request is accepted, the selected type of filtering (FIR or IIR) starts. Another request cannot be accepted during execution of filter processing. Upon completion of processing in the accumulation circuit, the DFE accepts a new request. Coefficients required for filtering are stored in the coefficient memory and input data to be used for FIR processing and intermediate data to be used for IIR processing are stored in the data memory. These memory areas are allocated for each channel.

29.4.9.1 FIR (8, 16, 24, 32 Taps)

Figure 29.21 shows the FIR filter configuration.

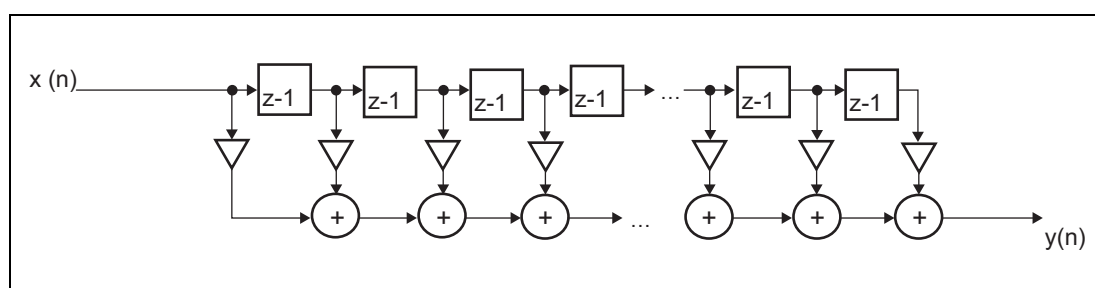


Figure 29.21 FIR Filter Configuration

Values must be set in the coefficient memory and data memory buffers before FIR filtering is started.

For example, in the case of a 32-tap FIR filter, values must be assigned to C[0] to C[31] in coefficient memory and a circular buffer area set up in data memory, with all locations set to the initial value 0000_H.

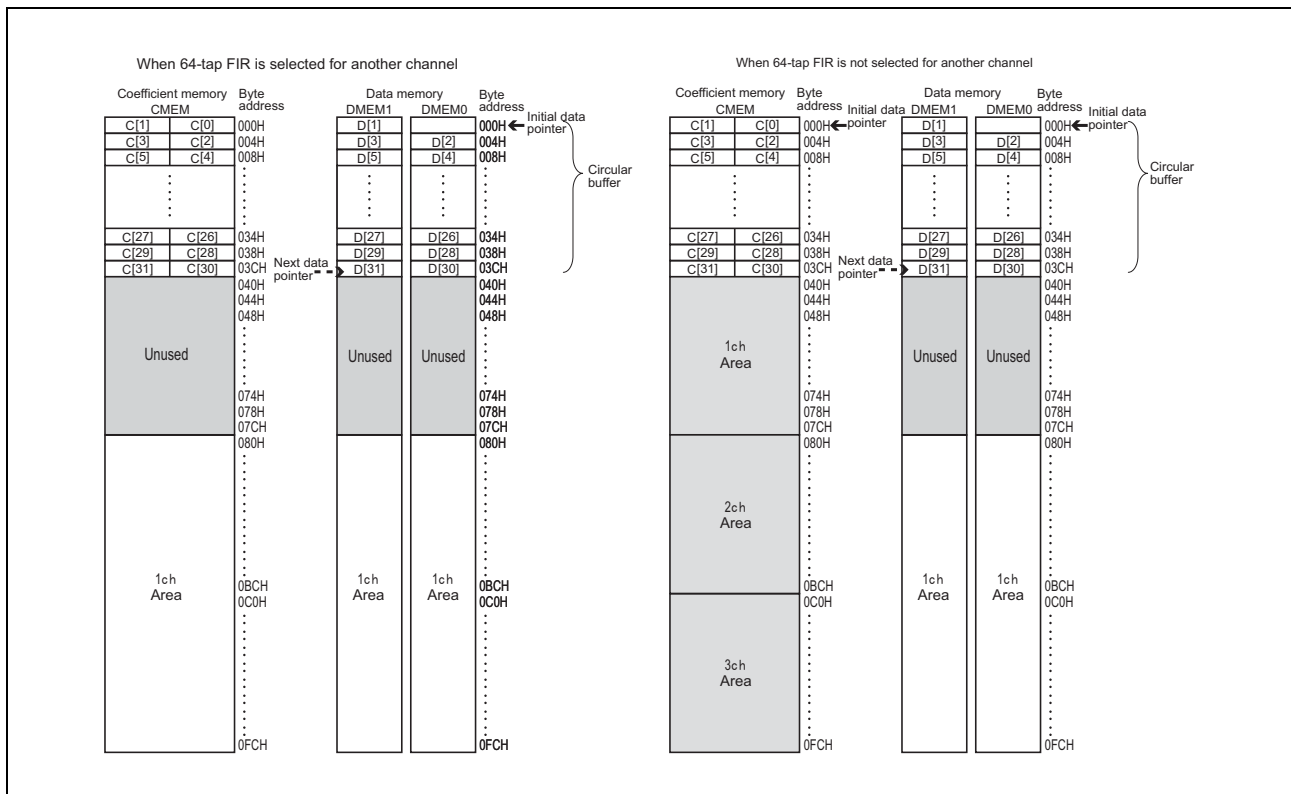


Figure 29.22 FIR Memory (with and without Selection of a 64-Tap FIR Filter)

Figure 29.22 shows the areas for access in coefficient and data memory in the case of a 32-tap FIR filter. The same approach applies to 8-, 16-, and 24-tap FIR filters.

If 64-tap FIR is selected for another channel, access to coefficient memory by one channel is as shown in the left-hand half of Figure 29.22. If 64-tap FIR is not selected for another channel, access to coefficient memory by one channel is as shown in the right-hand half of Figure 29.22.

When the filter processing initialization flag indicates “enabled”, “0” must be written to as many locations in the circular buffer as the number of taps (filling the buffer), after which FIR processing by the digital filter starts. For example, in the case of the 32-tap FIR filter, “0” must be written to each location from D[0] to D[31] of the circular buffer before FIR processing is executed.

29.4.9.2 FIR (64 Taps)

In the same way, for an 8-, 16-, or 24-tap FIR filter, values must be written to coefficient memory and data memory before FIR filtering starts.

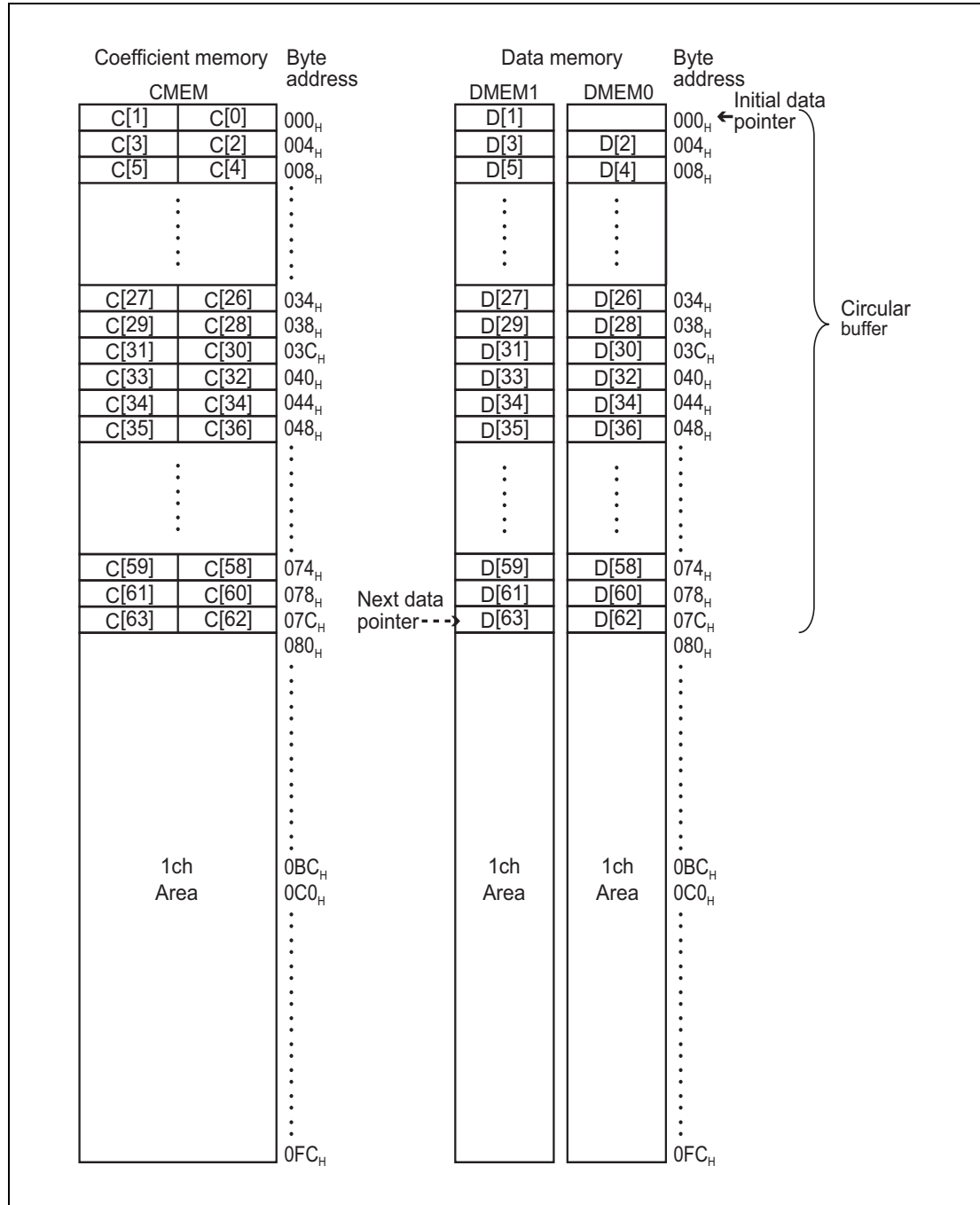


Figure 29.23 FIR Memory (when a 64-Tap FIR Filter is Selected)

When the filter processing initialization flag indicates “enabled”, “0” must be written to as many locations of the circular buffer as the 64 taps (filling the buffer), after which FIR processing by the digital filter starts. Specifically, in the case of the 64-tap FIR filter, “0” must be written to each location from D[0] to D[63] of the circular buffer before FIR processing starts.

Figure 29.23 shows the areas for access in coefficient and data memory in the case of a 64-tap FIR filter. In this case, channels 0 to 7 are usable, but channels 8 to 15 are not.

29.4.9.3 One-Stage IIR

Figure 29.24 shows the configuration of a one-stage IIR filter.

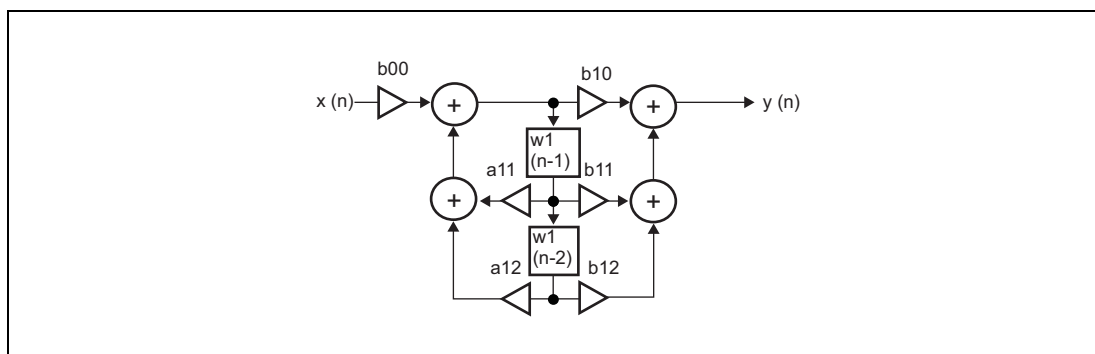


Figure 29.24 Configuration of a One-Stage IIR Filter

Before starting IIR filter processing, set values for the coefficient memory and data memory buffer areas. Set the intermediate value data for the circular buffer area and the initial value buffer area in the data memory.

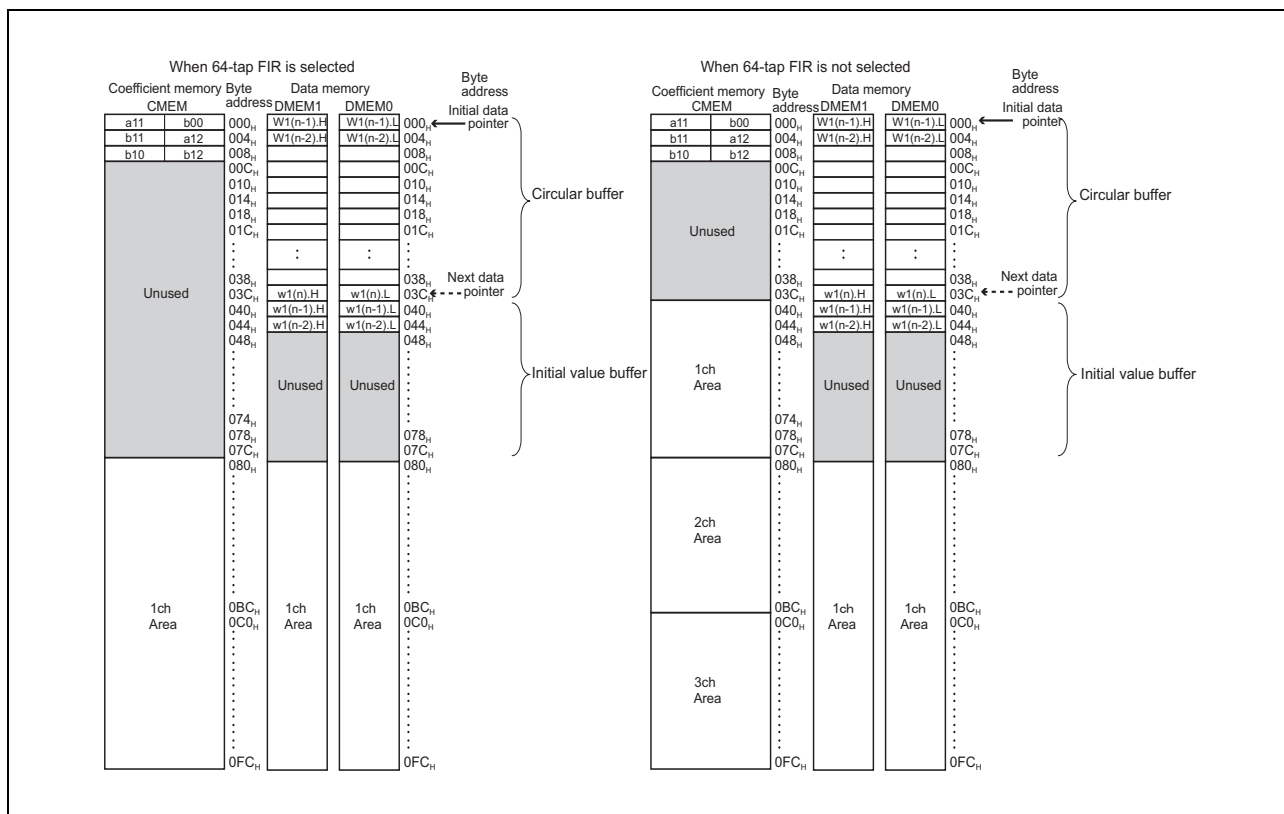


Figure 29.25 Usage of Memory for a One-Stage IIR Filter (with and without 64-Tap FIR Selected for Another Channel)

Figure 29.25 shows the areas for access in coefficient and data memory in the case of a one-stage IIR filter. If 64-tap FIR is selected for another channel, access to coefficient memory by one channel is as shown in the left-hand half of Figure 29.25. If 64-tap FIR is not selected for another channel, access to coefficient memory by one channel is as shown in the right-hand half of Figure 29.25.

When the filter processing initialization flag indicates “enabled”, the digital filter’s pointer to the data in the circular buffer must be initialized to “0” and initial values be written to the circular buffer, after which IIR processing starts.

29.4.9.4 Two-Stage IIR

Figure 29.26 shows the configuration of a two-stage IIR filter.

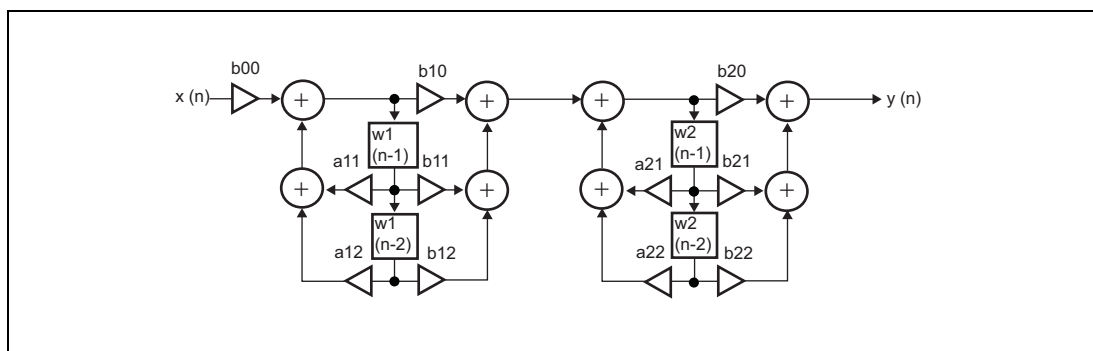


Figure 29.26 Configuration of a Two-Stage IIR Filter

Before starting IIR filter processing, set values for the coefficient memory and data memory buffer areas. Set the intermediate value data for the circular buffer area and the initial value buffer area in the data memory.

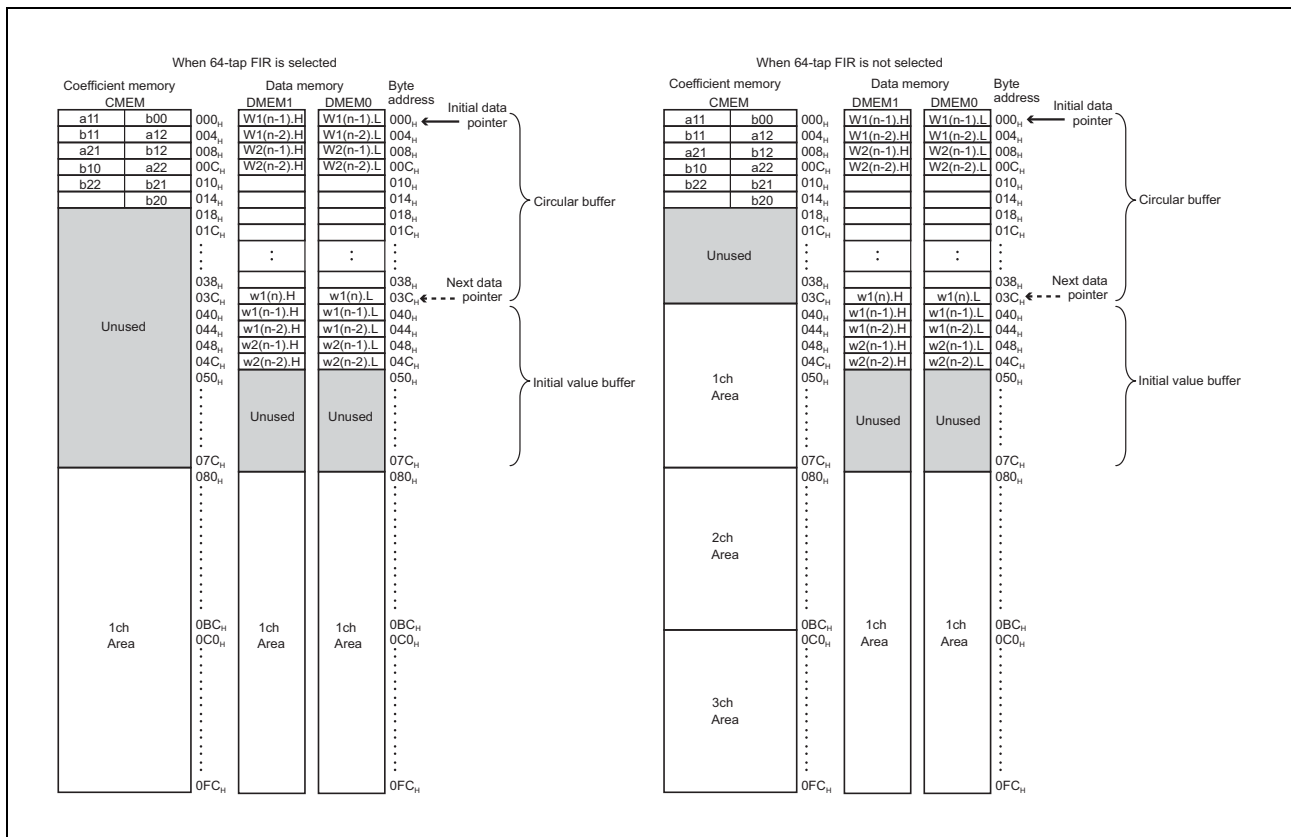


Figure 29.27 Usage of Memory for a Two-Stage IIR Filter (with and without 64-Tap FIR Selected for Another Channel)

Figure 29.27 shows the areas for access in coefficient and data memory in the case of a two-stage IIR filter. If 64-tap FIR is selected for another channel, access to coefficient memory by one channel is as shown in the left-hand half of Figure 29.27. If 64-tap FIR is not selected for another channel, access to coefficient memory by one channel is as shown in the right-hand half of Figure 29.27.

When the filter processing initialization flag indicates “enabled”, the digital filter’s pointer to the data in the circular buffer must be initialized to “0” and initial values be written to the circular buffer, after which IIR processing starts.

29.4.9.5 Three-Stage IIR

Figure 29.28 shows the configuration of a three-stage IIR filter.

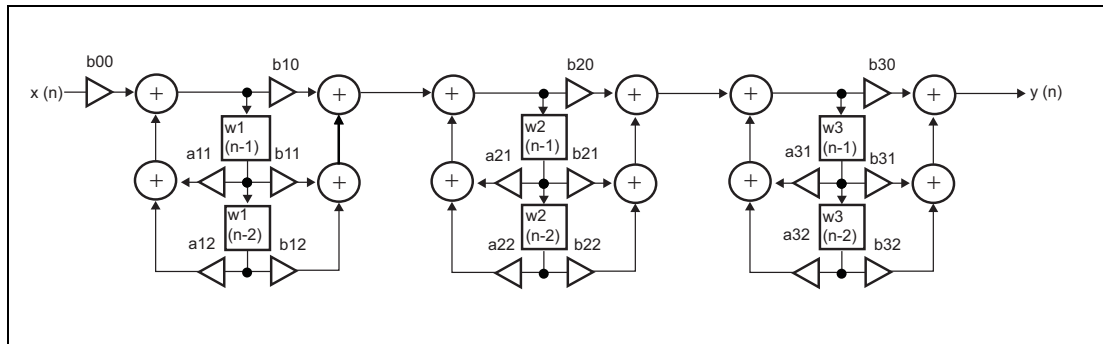


Figure 29.28 Configuration of a Three-Stage IIR Filter

Before starting IIR filter processing, set values for the coefficient memory and data memory buffer areas. Set the intermediate value data for the circular buffer area and the initial value buffer area in the data memory.

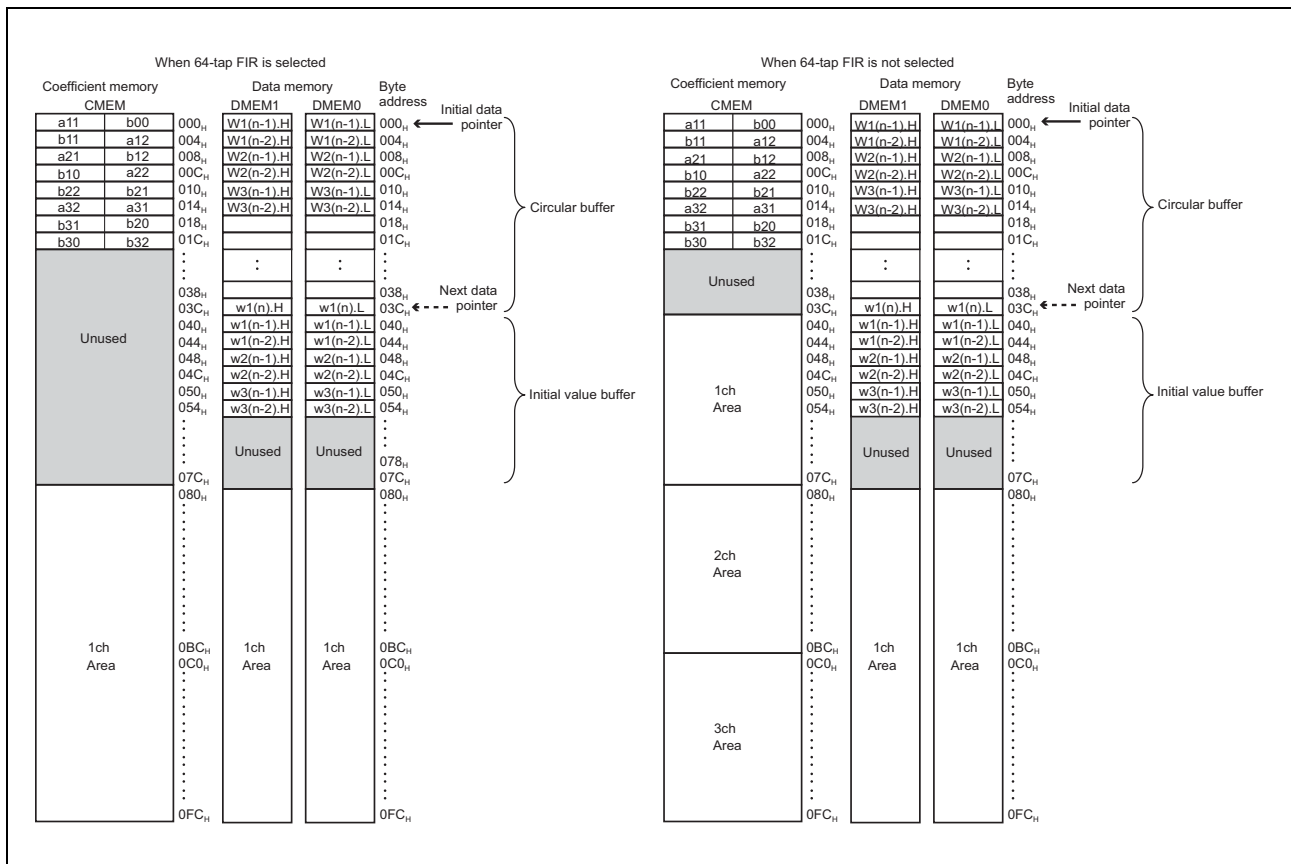


Figure 29.29 Usage of Memory for a Three-Stage IIR Filter (with and without 64-Tap FIR Selected for Another Channel)

Figure 29.29 shows the areas for access in coefficient and data memory in the case of a three-stage IIR filter.

If 64-tap FIR is selected for another channel, access to coefficient memory by one channel is as shown in the left-hand half of **Figure 29.29**. If 64-tap FIR is not selected for another channel, access to coefficient memory by one channel is as shown in the right-hand half of **Figure 29.29**.

When the filter processing initialization flag indicates “enabled”, the digital filter’s pointer to the data in the circular buffer must be initialized to “0” and initial values be written to the circular buffer, after which IIR processing starts.

29.4.9.6 Errors in Filtering Circuit

If multiplication of $8000_{\text{H}} * 8000_{\text{H}}$ is performed by the multiplier, a multiplication error occurs and the multiplication error flag is set to 1.

To prevent an overflow in the multiplication result addition processing, six guard bits are provided. To round data with guard bits to 32 bits, rounding operation is performed. When guard bits contain a valid value after the rounding operation, the error flag is set to 1. This error is called guard bit error.

When the calculation result is larger than the 32-bit positive maximum value ($7FFF\ FFFF_{\text{H}}$), saturation processing is executed for $7FFF\ FFFF_{\text{H}}$. When the calculation result is smaller than the 32-bit negative minimum value ($8000\ 0000_{\text{H}}$), saturation processing is executed for $8000\ 0000_{\text{H}}$.

29.4.10 Accumulation Circuit

The accumulation circuit has a function to execute absolute value conversion, accumulation processing, or decimation processing for the filter processing result data that is output from the filtering circuit and to output the processing result data to the output circuit and the peak-hold circuit. When the cascade function is used, the accumulation circuit sends the accumulation circuit output data to the dispatch circuit.

29.4.10.1 Absolute Value Calculation

The filter processing result data that is output from the filtering circuit is converted to an absolute value. When the ABS bit in CTLBCHn is 1, absolute value conversion is executed. When the ABS bit is 0, absolute value conversion is not executed. If the filter processing result data that is output from the filtering circuit is 8000 0000_H, an absolute value error is generated. The absolute value conversion result at this time is 7FFF FFFF_H.

29.4.10.2 Summary of Accumulation Processing

In the accumulation processing, the filter processing result data that is input to the accumulation circuit is right shifted (9 bits) arithmetically, and then this filter processing result data is added to the filter processing result data that has been input for each channel.

The data format after the accumulation processing is (10.22). Accumulation processing can be executed up to 511 times. After processing for the specified accumulation processing count has been completed, accumulation processing is executed again.

When the PRCSA bits in CTLBCHn are 01_B, accumulation processing is executed. Specify the accumulation processing count by the SELA bits in CTLBCHn by selecting one of the four accumulation/decimation count setting registers (ACA to ACD).

29.4.10.3 Operation of Accumulation Processing

Operation of accumulation processing is explained using an example when $ACA = 000_H$, $ACB = 001_H$, $ACC = 002_H$, and $CTLBCHn.PRCSA = 01_B$.

When the SELA bits in $CTLBCHn$ are 00_B , ACA is selected and accumulation processing is executed with an accumulation count set value of 0.

The 9-bit arithmetic right-shift result data (DADD (1)) from the filter processing result data (D (1)) is written to the output data register and an output data interrupt request is issued.

In accumulation processing with an accumulation count set value of 0, one-time filter processing result is right shifted (9 bits) arithmetically without addition processing and an interrupt request is issued. This processing is repeated subsequently.

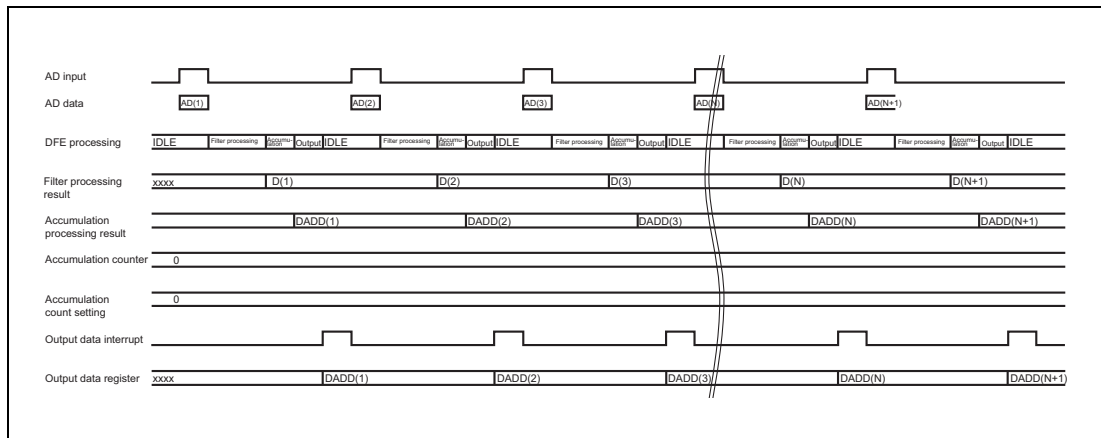


Figure 29.30 Accumulation Processing (Set Count Value = 0)

When the SELA bits in $CTLBCHn$ are 01_B , the ACB register is selected and accumulation processing is executed with a set accumulation count value of 1.

When the filter processing result data (D (1)) is input to the accumulation circuit, the 9-bit arithmetic right-shift result data (DADD (1)) from the filter processing result data (D (1)) is written to the accumulator. After that, when the filter processing result data (D (2)) is input to the accumulation circuit, the filter processing result data (D (2)) is right shifted (9 bits) arithmetically (DADD (2)) and this data is added to the accumulator value (DADD (1)). The addition result (DADD (1) + DADD (2)) is written to the output data register. After this writing has been completed, an output data interrupt request is issued.

When the accumulation count is set to 1, 9-bit arithmetic right shift is made for two filter processing results and these results are added, and then an interrupt request is issued once. This processing is repeated subsequently.

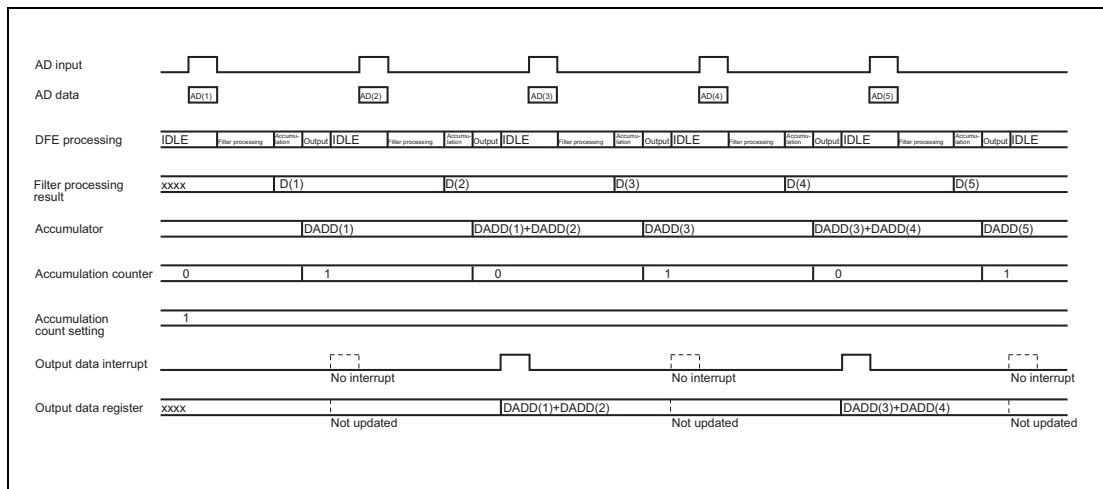


Figure 29.31 Accumulation Processing (Set Count Value = 1)

When the SELA bits in CTLBCHn are 10_B, the ACC register is selected and accumulation processing is executed with a set accumulation count value of 2.

When the filter processing result data (D (1)) is input to the accumulation circuit, the 9-bit arithmetic right-shift result data (DADD (1)) from the filter processing result data (D (1)) is written to the accumulator. After that, when the filter processing result data (D (2)) is input to the accumulation circuit, the filter processing result data (D (2)) is right shifted (9 bits) arithmetically (DADD (2)) and this data is added to the accumulator value (DADD (1)). The addition result (DADD (1) + DADD (2)) is written to the accumulator again. Next, when the filter processing result data (D (3)) is input to the accumulation circuit, the filter processing result data (D (3)) is right shifted (9 bits) arithmetically (DADD (3)) and this data is added to the accumulator value (DADD (1) + DADD (2)). The addition result (DADD (1) + DADD (2) + DADD (3)) is written to the output data register. After this writing has been completed, an output data interrupt request is issued.

When the accumulation count is set to 2, 9-bit arithmetic right shift is made for three filter processing results and these results are added, and then an interrupt request is issued once. This processing is repeated subsequently.

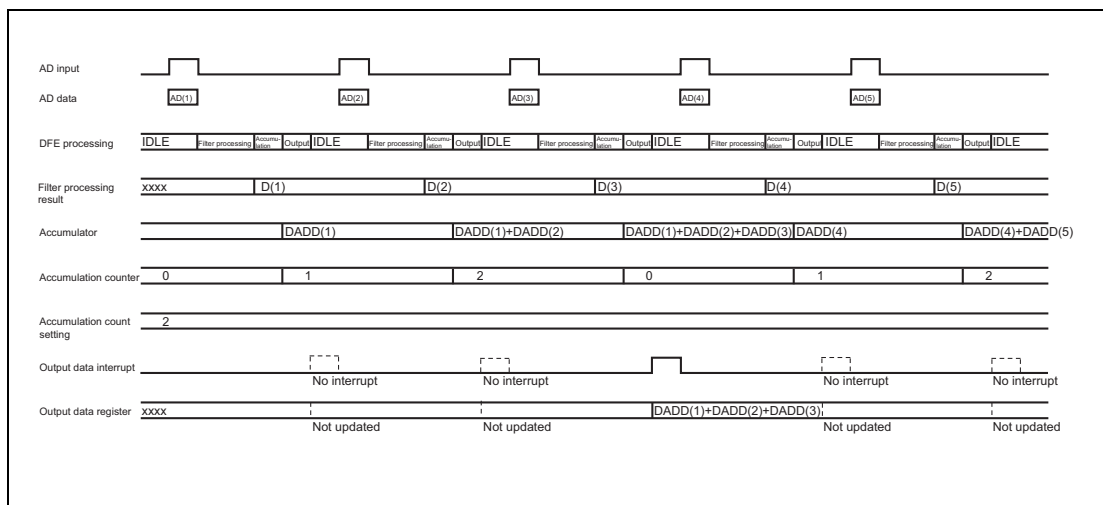


Figure 29.32 Accumulation Processing (Set Count Value = 2)

29.4.10.4 Operation of Accumulation Processing (with Trigger Flag)

The following describes operation of accumulation processing when the accumulation initialization flag and the accumulation disable flag are enabled.

When the accumulation initialization flag is enabled by a timer trigger or a software trigger while accumulation is specified (PRCSA = 01_B in CTLBCHn), the accumulation counter is initialized and accumulation processing is executed as the first data of the accumulation processing in the DFE's accumulation processing of the immediately following target channel.

In case the accumulation initialization flag is enabled and the accumulation count is set to 2, for example, when data (D (3)) is input to the accumulation circuit third time, the 9-bit arithmetic right-shift (DADD (3)) from the third data (D (3)) is written to the accumulator. The accumulation result value (DADD (1) + DADD (2)) is overwritten.

The data (D (4)) that is input next to the accumulation circuit is added to the data (D (5)) that is input after that to the accumulation circuit. Three accumulation results ((DADD (3) + DADD (4) + DADD (5)) are written to the output data register after the accumulation initialization flag is enabled, and an output data interrupt request is issued.

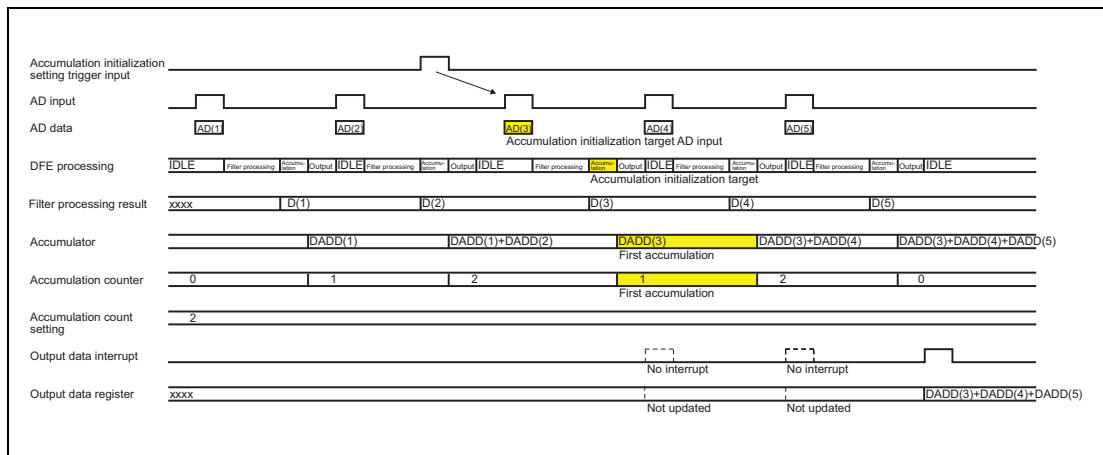


Figure 29.33 Accumulation Processing (with the Initialization Flag Enabled)

When the accumulation disable flag is enabled by a timer trigger or a software trigger while accumulation is specified (PRCSA = 01_B in CTLBCHn), the DFE's accumulation processing of the immediately following target channel is not executed and the internal accumulation disable flag is asserted. No accumulation is performed in the subsequent processing.

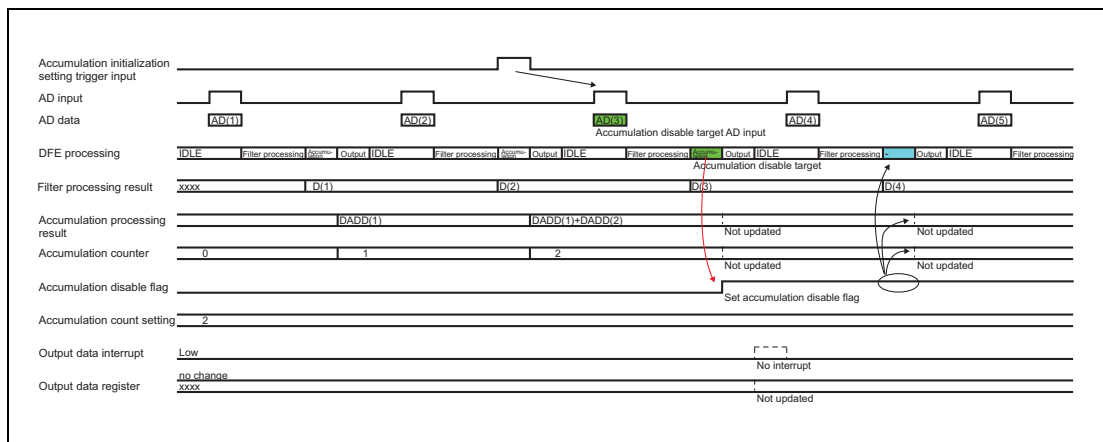


Figure 29.34 Accumulation Processing (with the Accumulation Disable Flag Enabled)

To execute accumulation processing again while the accumulation disable flag is asserted, enable the accumulation initialization flag.

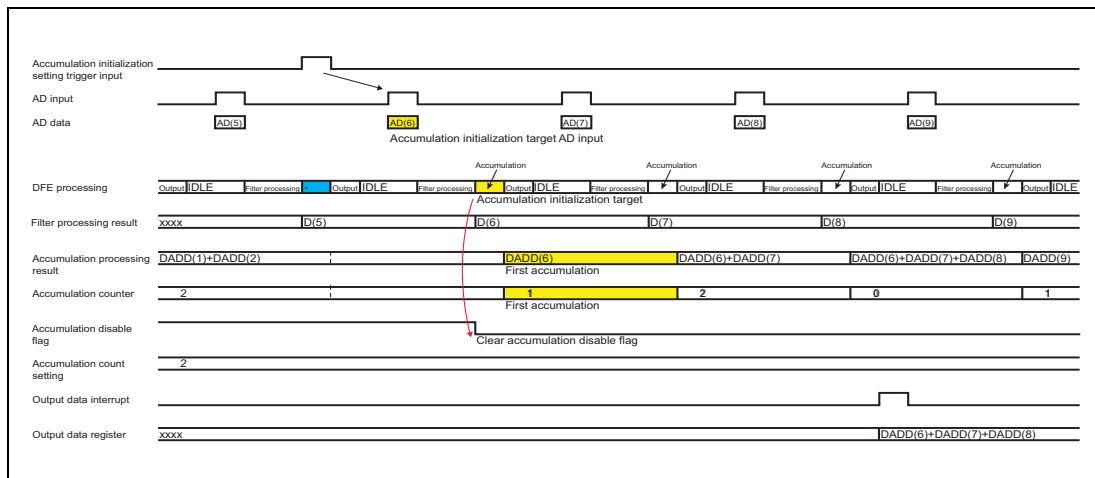


Figure 29.35 Accumulation Processing (Disable to Enable)

29.4.10.5 Summary of Decimation Processing

In the decimation processing, filter processing result data that is input to the accumulation circuit is decimated. The decimation processing count can be set to up to 511. (Data is output once every 512 times.) After processing for the specified decimation count has been completed, decimation processing is executed again.

When the PRCSA bits in CTLBCHn are 10_B, decimation processing is executed. Specify the decimation processing count by the SELA bits in CTLBCHn by selecting one of the four accumulation/decimation count setting registers (ACA to ACD).

29.4.10.6 Operation for Decimation Processing

Operation for decimation processing is explained using an example when $ACA = 0_H$, $ACB = 1_H$, $ACC = 2_H$, and $PRCSA$ bits in $CTLBCHn = 10_B$.

When the SELA bits in $CTLBCHn$ are 00_B , ACA is selected and decimation processing is executed with a decimation count set value of 0.

In decimation processing with a decimation count set value of 0, one-time filter processing result is output as it is and an interrupt request is issued. This processing is repeated subsequently.

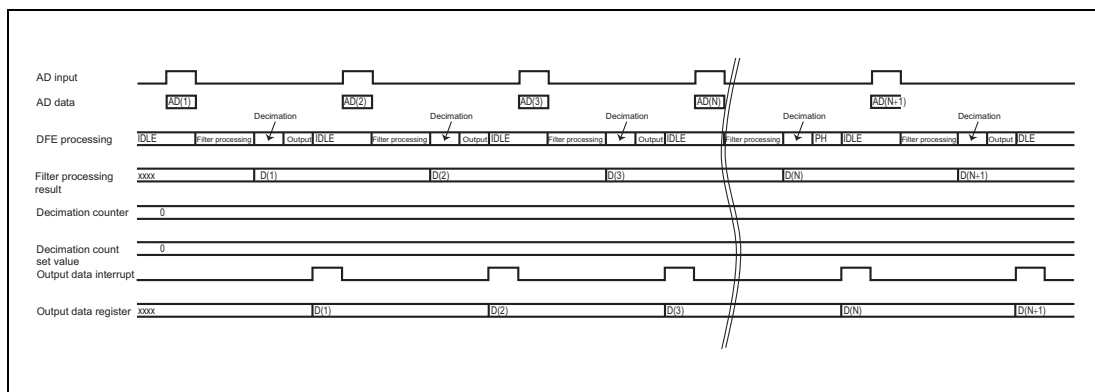


Figure 29.36 Decimation Processing (Set Count Value = 0)

When the SELA bits in $CTLBCHn$ are 01_B , the ACB register is selected and decimation processing is executed with a set decimation count value of 1.

When the filter processing result data (D (1)) is input to the accumulation circuit, the decimation counter is incremented. At this time, the accumulation circuit does not output the input filter processing result data (D (1)) to the output circuit because the decimation counter value differs from the set decimation count value.

After that, when the filter processing result data (D (2)) is input to the accumulation circuit, the accumulation circuit outputs the input filter processing result data (D (2)) to the output circuit because the decimation counter value is equal to the set decimation count value. The output circuit writes the data (D (2)) that is input from the accumulation circuit to the output data register and issues an output data interrupt request.

When the decimation count is set to 1, an interrupt request is issued once in two filter processings. This processing is repeated subsequently.

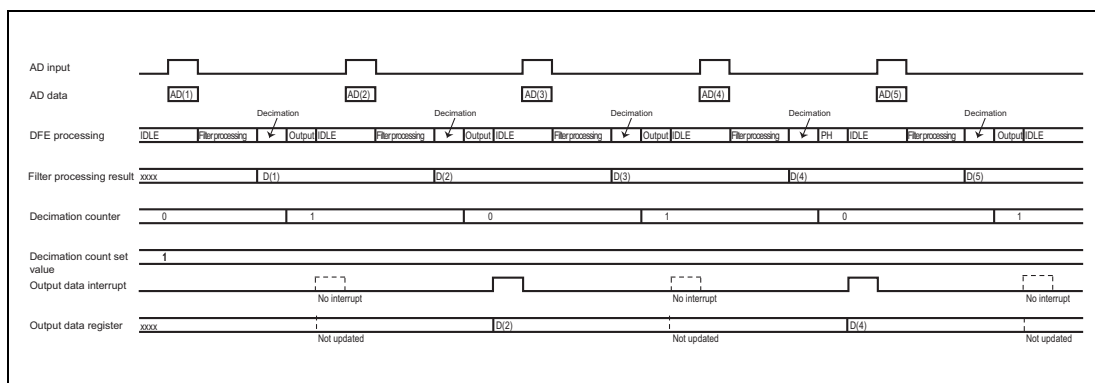


Figure 29.37 Decimation Processing (Set Count Value = 1)

When the SELA bits in CTLBCHn are 10_B, the ACC register is selected and decimation processing is executed with a set decimation count value of 2.

When the filter processing result data (D (1)) is input to the accumulation circuit, the decimation counter is incremented. At this time, the accumulation circuit does not output the input filter processing result data (D (1)) to the output circuit because the decimation counter value differs from the set decimation count value.

Then, when the filter processing result data (D (2)) is input to the accumulation circuit, the decimation counter is incremented. At this time, the accumulation circuit does not output the input filter processing result data (D (2)) to the output circuit because the decimation counter value differs from the set decimation count value.

After that, when the filter processing result data (D (3)) is input to the accumulation circuit, the accumulation circuit outputs the input filter processing result data (D (3)) to the output circuit because the decimation counter value is equal to the set decimation count value. The output circuit writes the data (D (3)) that is input from the accumulation circuit to the output data register and issues an output data interrupt request.

When the decimation count is set to 2, an interrupt request is issued once in three filter processings. This processing is repeated subsequently.

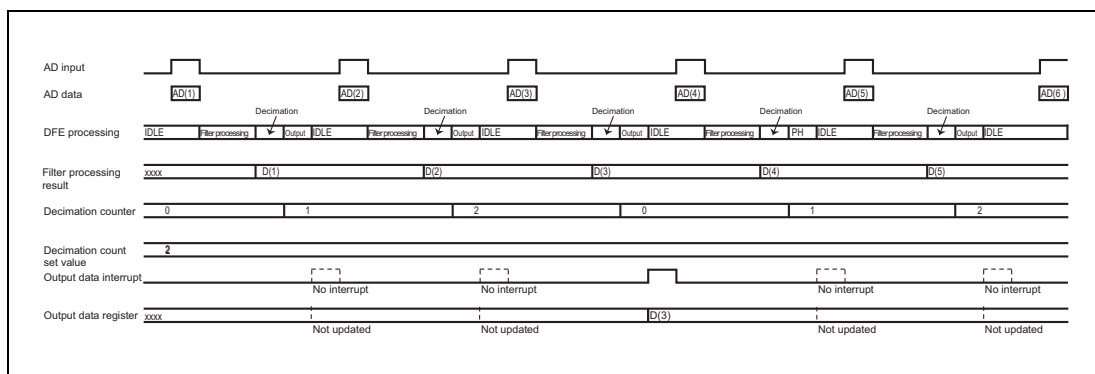


Figure 29.38 Decimation Processing (Set Count Value = 2)

29.4.10.7 Operation of Decimation Processing (with Trigger Flag)

The following describes operation of decimation processing when the decimation initialization flag and the decimation disable flag are enabled. When the decimation initialization flag is enabled by a timer trigger or a software trigger while decimation is specified (PRCSA = 10_B in CTLBCHn), the decimation counter is initialized and decimation processing is executed as the first data of the decimation processing in the DFE's decimation processing of the immediately following target channel.

In case the decimation initialization flag is enabled and the decimation count is set to 2, for example, when data (D (3)) is input to the accumulation circuit third time, the third data (D (3)) is not output from the accumulation circuit, but is processed as the first input data. Subsequently, the accumulation circuit does not output data (D (4)) that is input next to the accumulation circuit as usual, but outputs data (D (5)) that is input after that to the accumulation circuit to the output circuit.

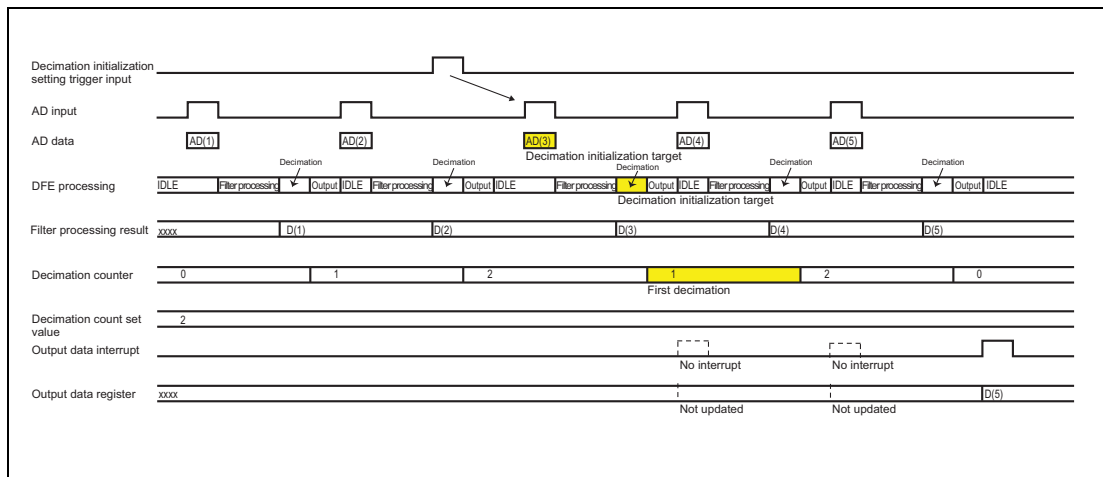


Figure 29.39 Decimation Processing (with the Initialization Flag Enabled)

When decimation is specified (PRCSA = 10_B in CTLBCHn) and the decimation disable flag is enabled, the internal decimation disable flag is asserted. In the subsequent processing, the decimation counter is disabled. While decimation is disabled, no output data interrupt request is issued.

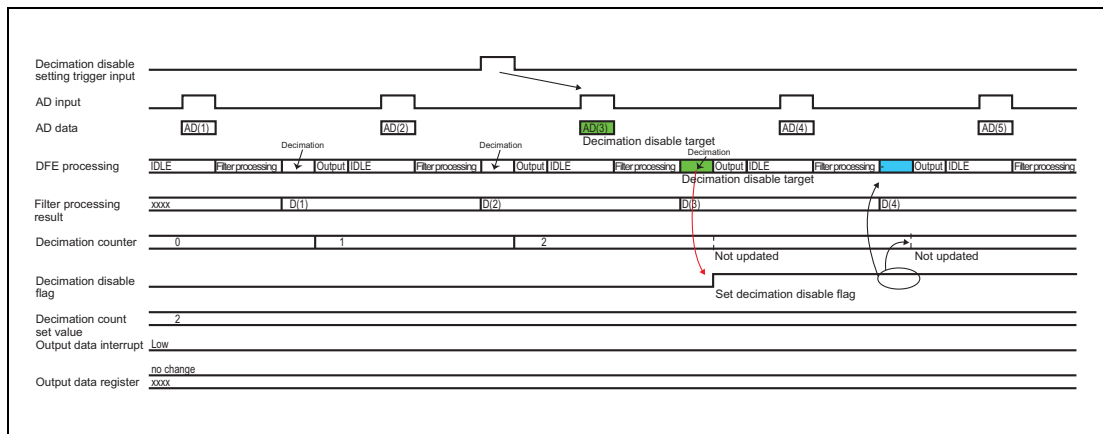


Figure 29.40 Decimation Processing (with the Decimation Disable Flag Enabled)

To execute decimation processing again while the internal decimation disable flag is asserted, enable the decimation initialization flag.

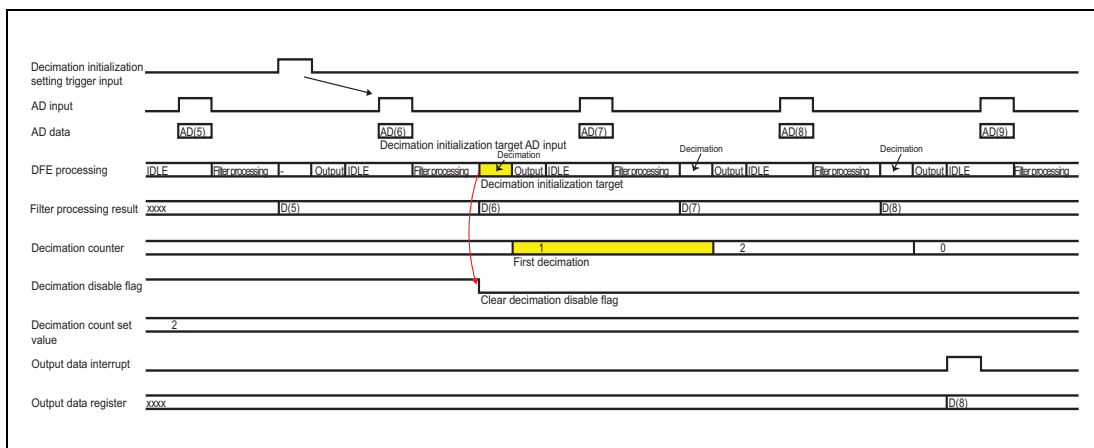


Figure 29.41 Decimation Processing (Disable to Enable)

29.4.11 Peak-Hold Circuit

The peak-hold circuit executes peak-hold processing or comparison processing for data that is output from the accumulation circuit. When the accumulation/decimation count is specified, peak-hold processing is executed on each specified count.

In peak-hold processing, peak-hold results are written to the peak-hold results register. A condition match interrupt is generated at the end of peak-hold processing. In comparison processing, accumulation circuit output data is compared with the value of the comparison target register. When the comparison result is true, a condition match interrupt is generated.

29.4.11.1 Summary of Peak-Hold Processing

In peak-hold processing, data that is input to the peak-hold circuit is compared with the data that has been input to the peak-hold circuit for each channel, and the larger value is written to the peak-hold result register as a peak-hold result. The initial peak-hold value can be selected by using the SELB2 bits in CTLBCHn. The peak-hold circuit executes peak-hold processing from the time the peak-hold initialized flag is valid until the peak-hold completed flag is valid. The peak-hold circuit does not execute peak-hold processing from the time the peak-hold completed flag is valid until the peak-hold initialized flag is valid. The peak-hold index register indicates how many data have been stored in the peak-hold results register since the start of peak-hold processing.

29.4.11.2 Operation of Peak-Hold Processing

Peak-hold processing proceeds when CTLBCHn.PRC SB = 01_B (specifying peak-hold operation).

Peak-hold processing starts from the next input of data following the peak-hold initialized flag becoming valid.

Peak-hold processing ends from the next input of data following the peak-hold completed flag becoming valid. After this, the peak-hold initialized flag must again become valid for peak-hold processing to be restarted.

Alternate between input to the peak-hold initialized and completed flags. Operations for peak-hold processing are not guaranteed in case of consecutive input to either flag.

Values input to the peak-hold circuit are compared with the peak-hold initialization register and the peak-hold results register. The condition for updating the peak-hold value is given below. When the condition is satisfied, the value input to the peak-hold circuit is stored in the peak-hold results register. Notifications of peak-hold updating are issued in accord with the setting of the peak-hold updated notification setting register.

Next input of data following the peak-hold initialized flag becoming valid	Value input to the peak-hold circuit > Value of the peak-hold initialization register
Subsequent input	Value input to the peak-hold circuit > Value of the peak-hold results register

If the next value to be input following the peak-hold initialized flag being valid does not satisfy the condition for updating the peak-hold value, the value of the peak-hold initialization register is stored in the peak-hold results register. In this case, a notification of peak-hold updating is not issued, regardless of the setting of the peak-hold updated notification setting register.

Operations for peak-hold initialization are shown below. The execution of peak-hold processing on values from the given ADC starts once the peak-hold initialized flag becomes valid.

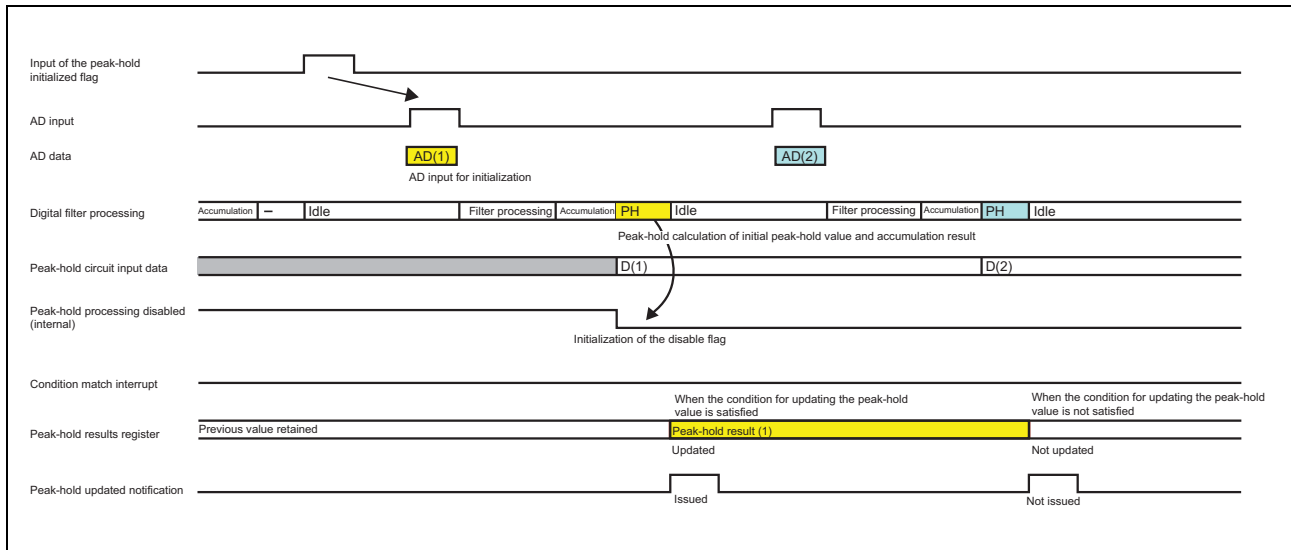


Figure 29.42 Operations for Peak-Hold Initialization

Operations for ending peak-hold are shown below. The execution of peak-hold processing on values from the given ADC does not start when the peak-hold completed flag becomes valid.

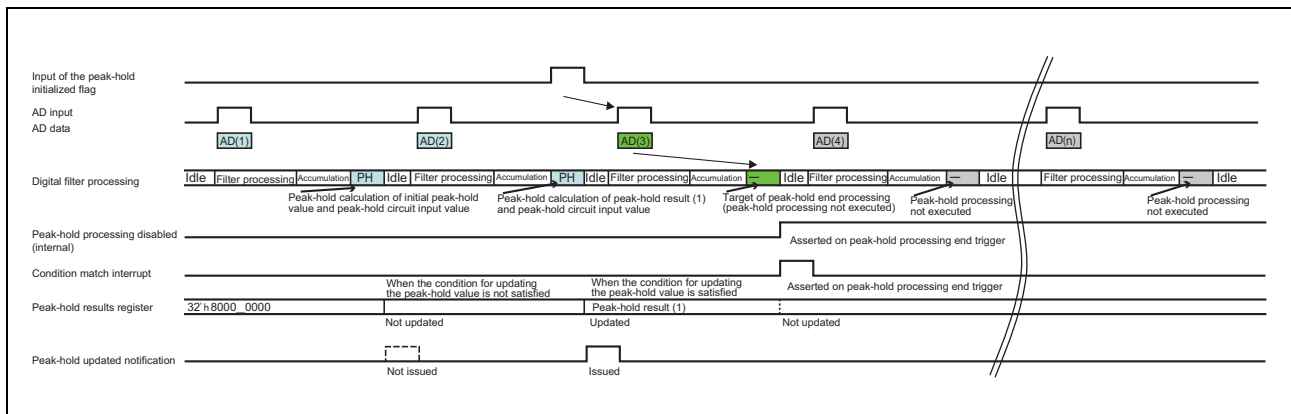


Figure 29.43 Operations for Ending Peak-Hold Processing

29.4.11.3 Operation of the Peak-Hold Index Register

When peak-hold processing is enabled (by setting CTLBCHn.PRCSB to 01_B), the peak-hold counter in the digital filter is cleared after the first round of peak-hold processing following input of the peak-hold initialized flag. After that, the peak-hold counter is incremented every time a value is peak-hold processed (whether or not it satisfies the condition for updating the peak-hold value).

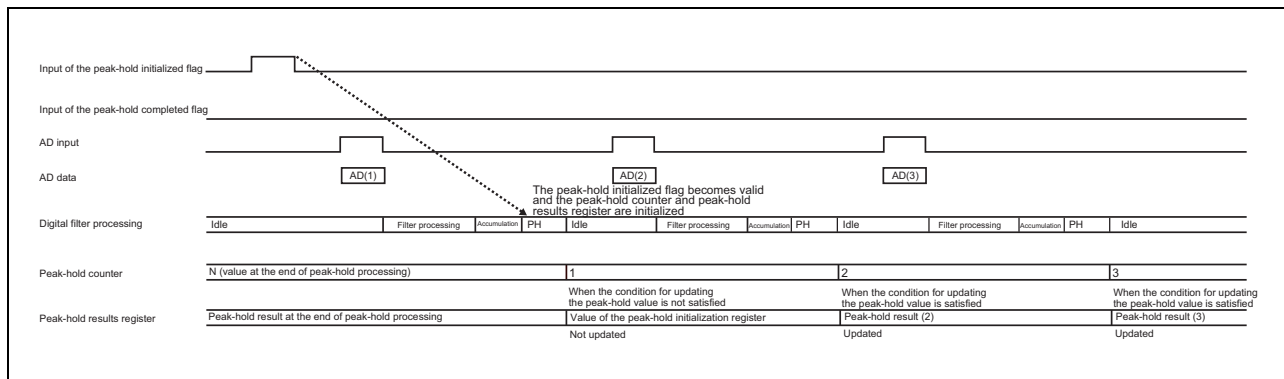


Figure 29.44 Operation of the Peak-Hold Counter at the Start of Peak-Hold Processing

Input of the peak-hold completed flag leads to the end of peak-hold processing following input of the next value for peak-hold processing. Once the peak-hold completed flag becomes valid, the peak-hold counter and results register are not updated in response to data from the ADC, but retain their previous values. The values are retained until the peak-hold initialized flag again becomes valid.

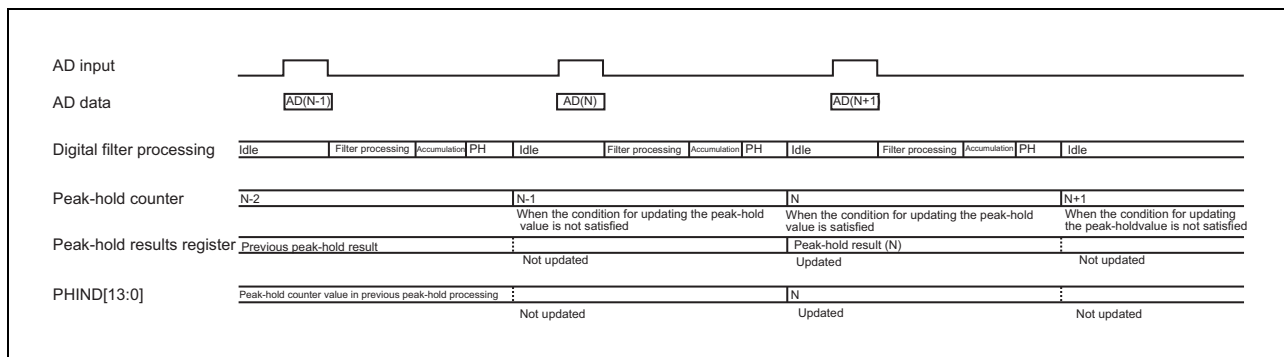


Figure 29.45 Operation of the Peak-Hold Counter at the End of Peak-Hold Processing

Updating of the peak-hold counter at the same time as the peak-hold results register is updated in response to the condition for updating the peak-hold value being satisfied leads to the new value of the peak-hold counter being stored in the PHIND bits of the peak-hold index register.

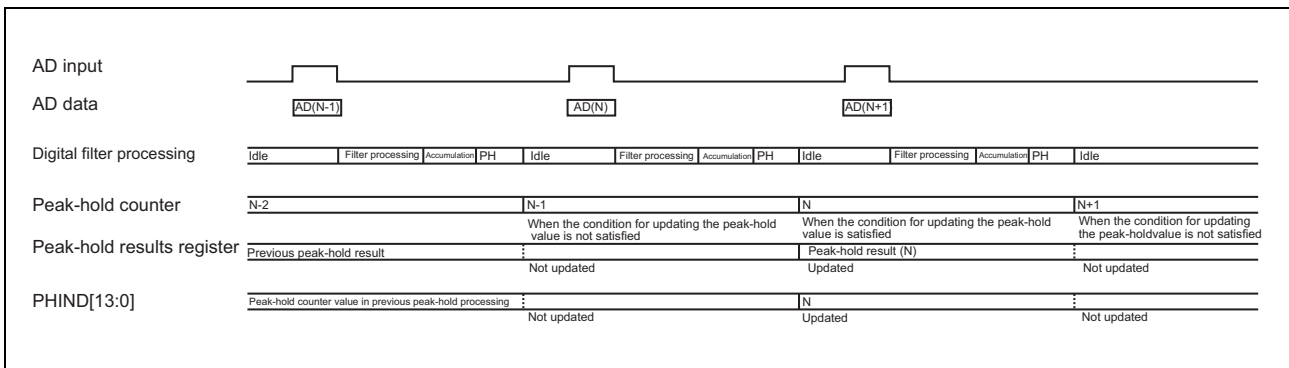


Figure 29.46 Peak-Hold Counter and Peak-Hold Index Register

When 16384 rounds of peak-hold processing are completed, the PHIOF bit in the peak-hold index register is set to 1. At this time, the value of the peak-hold counter becomes 0. Since the value of the peak-hold counter is stored in the PHIND bits when the input value satisfies the condition for updating the peak-hold value, the value of the PHIND bits becomes 0 if the condition is satisfied, but the previous value is retained if it is not.

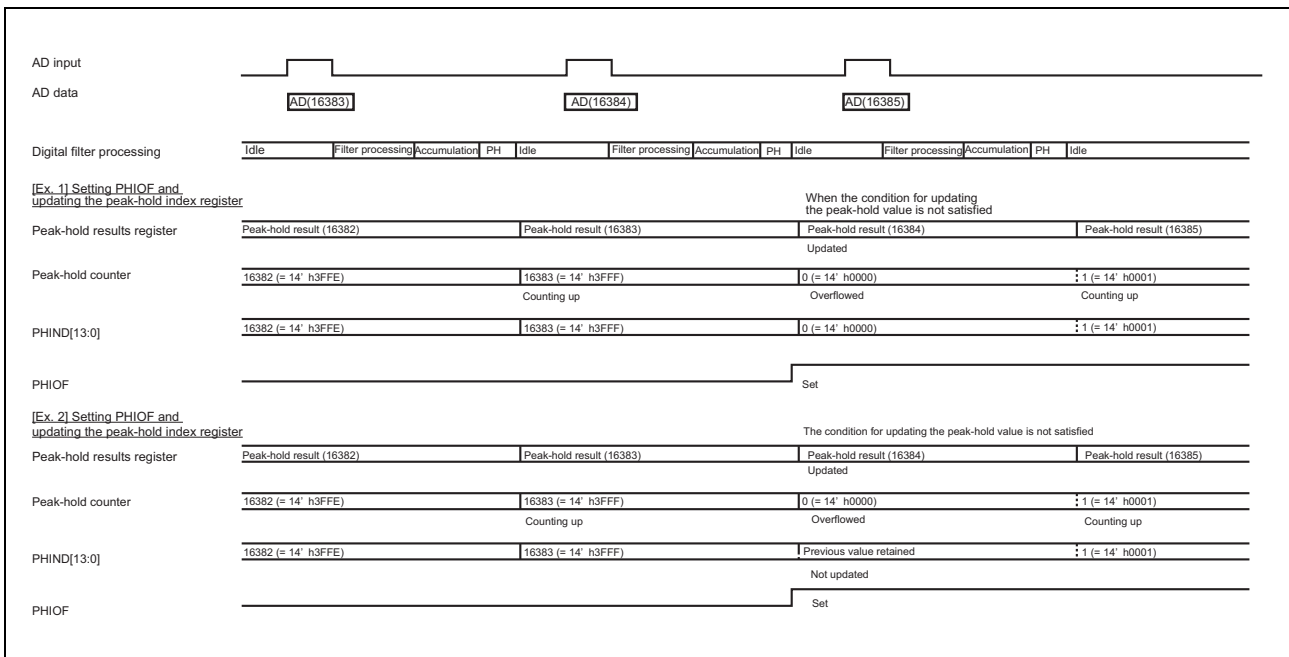


Figure 29.47 Setting of the Peak-Hold Index Overflow Bit

29.4.11.4 Reading of the Peak-Hold Index Register and Operation

Read the peak-hold index register between the end of peak-hold processing and the next time it starts (i.e. while peak-hold processing is disabled).

Operation of the peak-hold index register differs according to whether or not it is read.

Operation in peak-hold index updating and peak-hold retention modes also differs if the peak-hold index register is not read.

- (1) When the register is read while peak-hold processing is disabled

The following applies whether the mode is peak-hold index updating or peak-hold index retention.

The PHIND and PHIOF bits are cleared when the first value for peak-hold processing is handled after peak-hold processing starts. The value of the PHIOW bit does not change.

The value of the peak-hold counter becomes 1, as does the value of the PHIND bits.

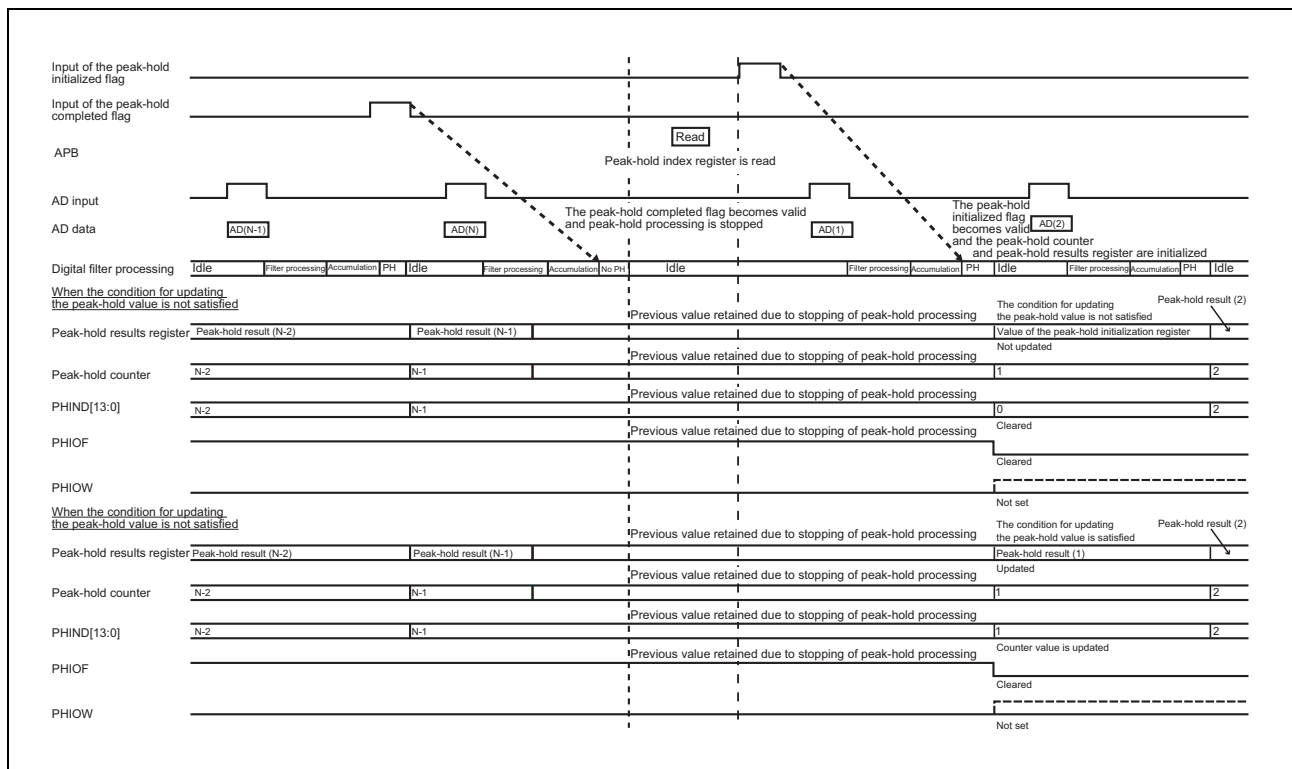


Figure 29.48 Operation of the Peak-Hold Index Register when It is Read

(2) When the register is not read while peak-hold processing is disabled

Peak-hold index updating mode (CTLBCHn.PICS = 0):

The PHIND and PHIOF bits are cleared when the first value for peak-hold processing is handled after peak-hold processing starts and the PHIOW bit is set.

The value of the peak-hold counter becomes 1, as does the value of the PHIND bits.

To clear the PHIOW bit, write 1 to CLRSTCHn.CLRPHIOW.

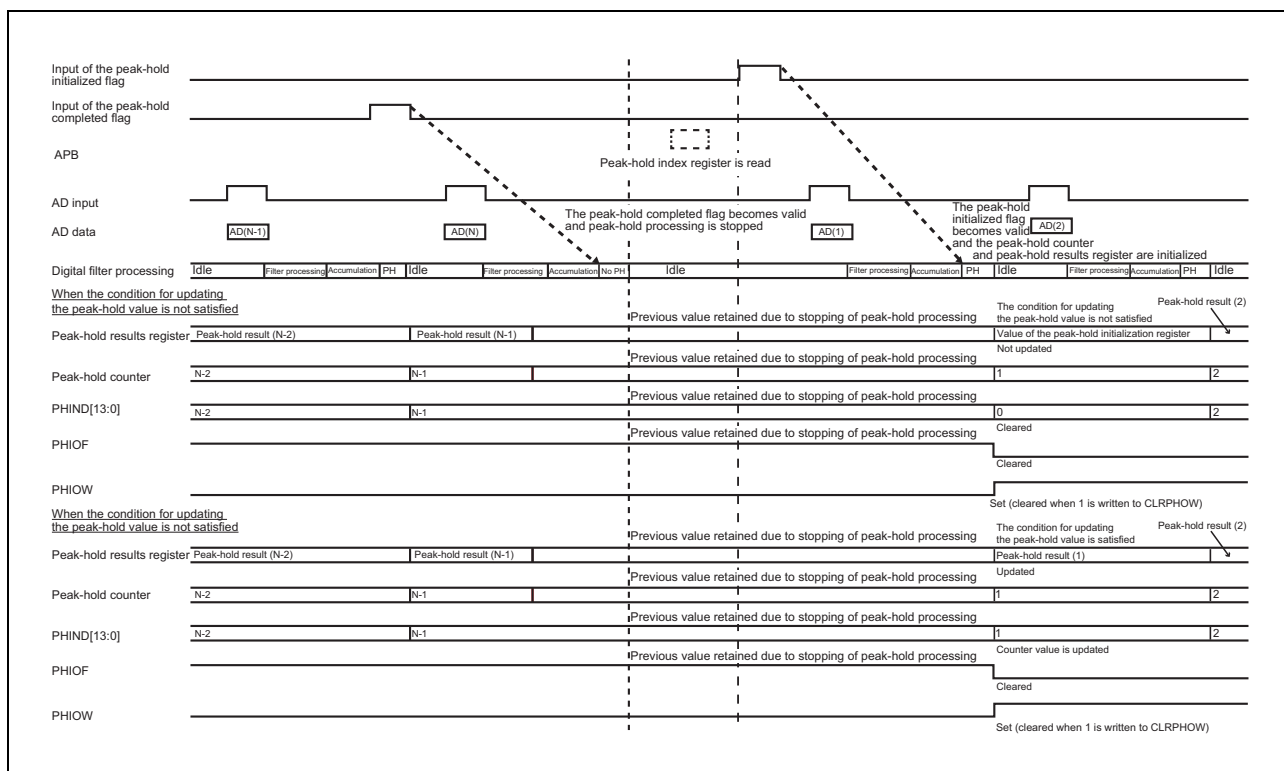


Figure 29.49 Operation of the Peak-Hold Index Register When It is Not Read (in Updating Mode)

Peak-hold index retention mode (CTLBCHn.PICS = 1):

The values of the PHIND and PHIOF bits are retained the next time peak-hold processing starts. The value of PHIOW does not change.

If the register is read following the next and subsequent times peak-hold processing is ended, starting peak-hold processing again leads to clearing of the PHIND and PHIOF bits (refer to **(1) When the register is read while peak-hold processing is disabled** When the register is read while peak-hold processing is disabled).

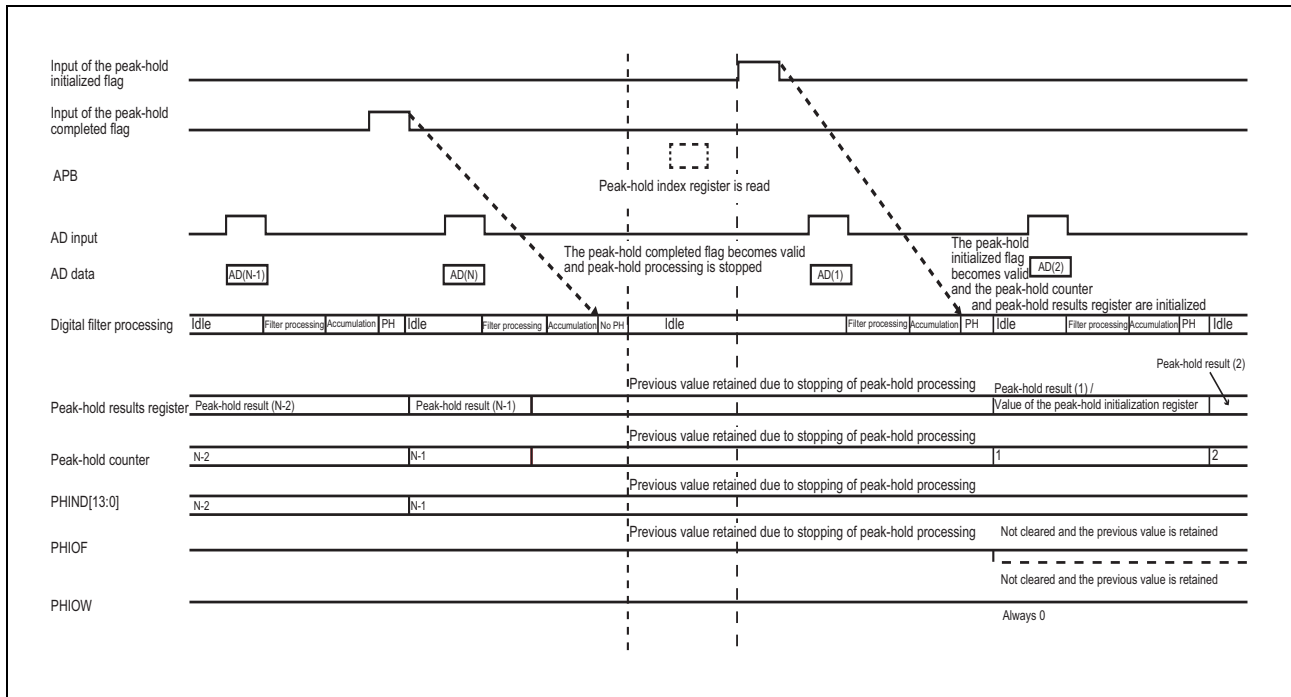


Figure 29.50 Operation of the Peak-Hold Index Register when It is Not Read (in Retention Mode)

29.4.11.5 Comparison

In comparison processing, the peak-hold circuit input data is compared with the value of comparison target registers (CPA to CPD) for each channel. When the comparison result is true, the CND flag (condition match flag) is asserted and a condition match interrupt request is issued. Comparison processing is not affected by trigger flags. When the PRCSB bits in CTRLCHn are 10_B, comparison processing is executed.

The following comparison calculations can be performed.

Comparison	Description
Equal to (=)	"Equal to (=)" calculation is performed between the peak-hold circuit input data and the selected value to be compared. When the comparison result is "equal to," it is true.
Equal to or less than (\leq)	"Equal to or less than (\leq)" calculation is performed between the peak-hold circuit input data and the selected value to be compared. When the comparison result is "equal to or less than," it is true.
Equal to or more than (\geq)	"Equal to or more than (\geq)" calculation is performed between the peak-hold circuit input data and the selected value to be compared. When the comparison result is "equal to or more than," it is true.
Less than (<)	"Less than (<)" calculation is performed between the peak-hold circuit input data and the selected value to be compared. When the comparison result is "less than," it is true.
More than (>)	"More than (>)" calculation is performed between the peak-hold circuit input data and the selected value to be compared. When the comparison result is "more than," it is true.

Once the comparison calculation result is true and the condition match bit (CND in STCHn) is set to 1, the condition match bit remains 1 even if the subsequent comparison calculation result is false. Use the clear status register to clear the condition match bit to 0.

NOTE

n = 0 to 9

29.4.12 Output Circuit

29.4.12.1 Floating-Point Conversion Circuit

This circuit executes IEEE754 floating-point conversion of (1.31) format data that is input to the output circuit and (10.22) format data after accumulation. Setting the PRCSA bit of the control register B (CTLBCHn) to 1 converts data to be stored in the output data register to the floating-point format.

29.4.12.2 Output Register Circuit

The output register circuit has 32-bit registers for 16 channels. Input calculation result data or floating-point conversion result is stored in the output register (DOCHn.DO[31:0]) for each channel.

When a result of calculation with CTLBCHn.PRCSA = 01_B (accumulation) or CTLBCHn.PRCSA = 10_B (decimation) is written to an output register, the DOEN bit in STCHn is set and an interrupt request is generated. When filter processing is executed with CTLBCHn.PRCSA = 00_B, the filtering result is stored in an output register but the DOEN bit is not set and no interrupt is output.

To execute filter processing without accumulation/decimation and output an interrupt, set the PRCSA bit in CTLBCHn to 10_B (decimation) and set the decimation count to 0.

The DOEN flag in STCHn is automatically cleared to 0 by reading the output register. If another calculation result is written to the output data register with the DOEN flag in STCHn set to 1, the value in the output data register is overwritten. At this time, the DOOW bit in STCHn is set to 1.

The DOEN bit in STCHn is cleared to 0 by reading DOCHn (output data register) from the peripheral bus or setting the CLRDOOW bit in CLRSTCHn to 1.

29.4.12.3 Floating Point Conversion Circuits for the Intermediate Values Output Registers L and H

An intermediate value circuit produces 38-bit values, which can be processed by floating-point conversion for conformance with the IEEE 754 standard in the case of channels 0 to 7. If the value of the HOFBS bit in control register B (CTLBCHn) is 1, the contents of the given intermediate values output register L/H pair are converted from 38- to 32-bit floating-point format. This is only the case for channels 0 to 7.

29.4.12.4 Intermediate Values Output Register Circuits

The intermediate values output register circuits for the eight channels from 0 to 7 include 38-bit registers. They are in service when FIR filtering is selected. Values from the results of calculation to which processing for rounding has not been applied or the results of floating-point conversion are stored in the respective intermediate values output registers L and H.

The values become fixed point if 0 has been written to the HOFBS bit in control register B (CTLBCHn). In this case, of each 38-bit value, the six higher-order bits from 2 to 7 (guard bits) are stored in HOHCHn, and the highest-order bit (the sign bit) and 31 lower-order bits (the fractional part) are stored in HOLCHn.

If 1 has been written to the HOFBS bit, values are floating-point converted and the 32-bit values thus produced are stored in the given HOLCHn register. The value of the corresponding HOHCHn register is fixed to 0.

The timing for updating of the intermediate values register is the same as that for the corresponding output registers.

The intermediate values output registers become invalid if IIR filtering is selected, and their values are fixed to 0.

29.4.13 Status Register

The DFE has a status register for each channel. The status register indicates the status shown below. Each flag except VALID can be cleared by using the corresponding clear status register. Only the DOEN flag can be automatically cleared by reading the output data register and the intermediate values output register L/H in addition to the clear status register.

Table 29.34 Status Register

Name	Description
VALID	Input Data Register Valid This bit is set to 1 when the input data register contains a valid value. This bit is cleared to 0 by a reset or at completion of accumulation/decimation processing.
CND	Condition Match This bit is set to 1 at the end of peak-hold processing when peak-hold operation is specified. This bit is also set to 1 when the comparison calculation result is true when comparison calculation is specified.
DOEN	Output Data Register Enable Conditions for setting and clearing of this flag are described later.
DLOW	Input Data Overwrite Error This bit is set to 1 when the input data register is overwritten during processing for the relevant channel. This bit is also set to 1 when the input data register in processing is overwritten by another input data with the same tag.
DOOW	Output Data Overwrite Error This bit is set to 1 when another calculation result is written while the output data register contains valid data.
MER	Multiplication Error This bit is set to 1 when calculation $8000_{\text{H}} * 8000_{\text{H}}$ is performed in the filtering circuit.
GER	Guard Error This bit is set to 1 when a rounding error (48 bits to 32 bits) occurs in the filtering circuit.
CER	Cascade Rounding Error This bit is set to 1 when a rounding error (32 bits to 16 bits) occurs during execution of cascade input.
AER	Absolute Value Error This bit is set to 1 when absolute value calculation of $8000\ 0000_{\text{H}}$ is performed during absolute value calculation in the accumulation circuit.

29.4.13.1 Conditions for Setting and Clearing of the DOEN Flag

The DOEN flag indicates whether values stored in output registers are or are not valid. The flag is valid when settings are for integration or decimation. Its value stays unchanged as 0 for any other settings.

When a channel from among channels 0 to 7 is in use as an FIR filter, the output data register and intermediate values output registers (including the intermediate values output mirror register L) are all in the scope of operations.

When a channel from among channels 0 to 7 is in use as an FIR filter, only the output data register is in the scope of operations. When a channel is in use as an IIR filter, although the values of the intermediate values output registers are fixed to 0, reading a register still leads to clearing of the DOEN flag. Accordingly, since only the output register is in scope for an IIR filter, reading of the intermediate values output registers (including the intermediate values output mirror register L) is prohibited.

Channels 8 to 15 do not have intermediate values output registers, so only the output data registers are in the scope of operations, regardless of the selected type of filter.

Conditions for setting and clearing of the DOEN flag differ with the channel, selected filter type, and selection or non-selection of floating point conversion for the intermediate values output registers. The conditions are summarized in the tables below.

Conditions for setting of and the timing of storage in the DOCHn, HOLCHn (or HOLMCHn), and HOHCHn bits do not vary.

In some case there are multiple conditions for clearing. In this case, the overall condition is the logical OR of the multiple conditions.

Table 29.35 Conditions for Setting and Clearing of DOEN

Case 1: Channels 0 to 7 with IIR filtering selected, and channels 8 to 15 in general

DOEN Setting Condition	DOEN Clearing Conditions
The result of filter calculations being stored in DOCHn	1 being written to CLRSTCHn.CLRDOEN DOCHn being read

Case 2: Channels 0 to 7 with FIR filtering selected, and floating-point conversion of intermediate values not selected

DOEN Setting Condition	DOEN Clearing Conditions
The result of filter calculations being stored in DOCHn, HOLCHn, and HOHCHn	1 being written to CLRSTCHn.CLRDOEN DOCHn being read Both HOLCHn (or HOLMCHn) and HOHCHn being read (the order of reading does not create a problem)

Case 3: Channels 0 to 7 with FIR filtering selected, and floating-point conversion of intermediate values selected

DOEN Setting Condition	DOEN Clearing Conditions
The result of filter calculations being stored in DOCHn and HOLCHn	1 being written to CLRSTCHn.CLRDOEN DOCHn being read HOLCHn (or HOLMCHn) being read

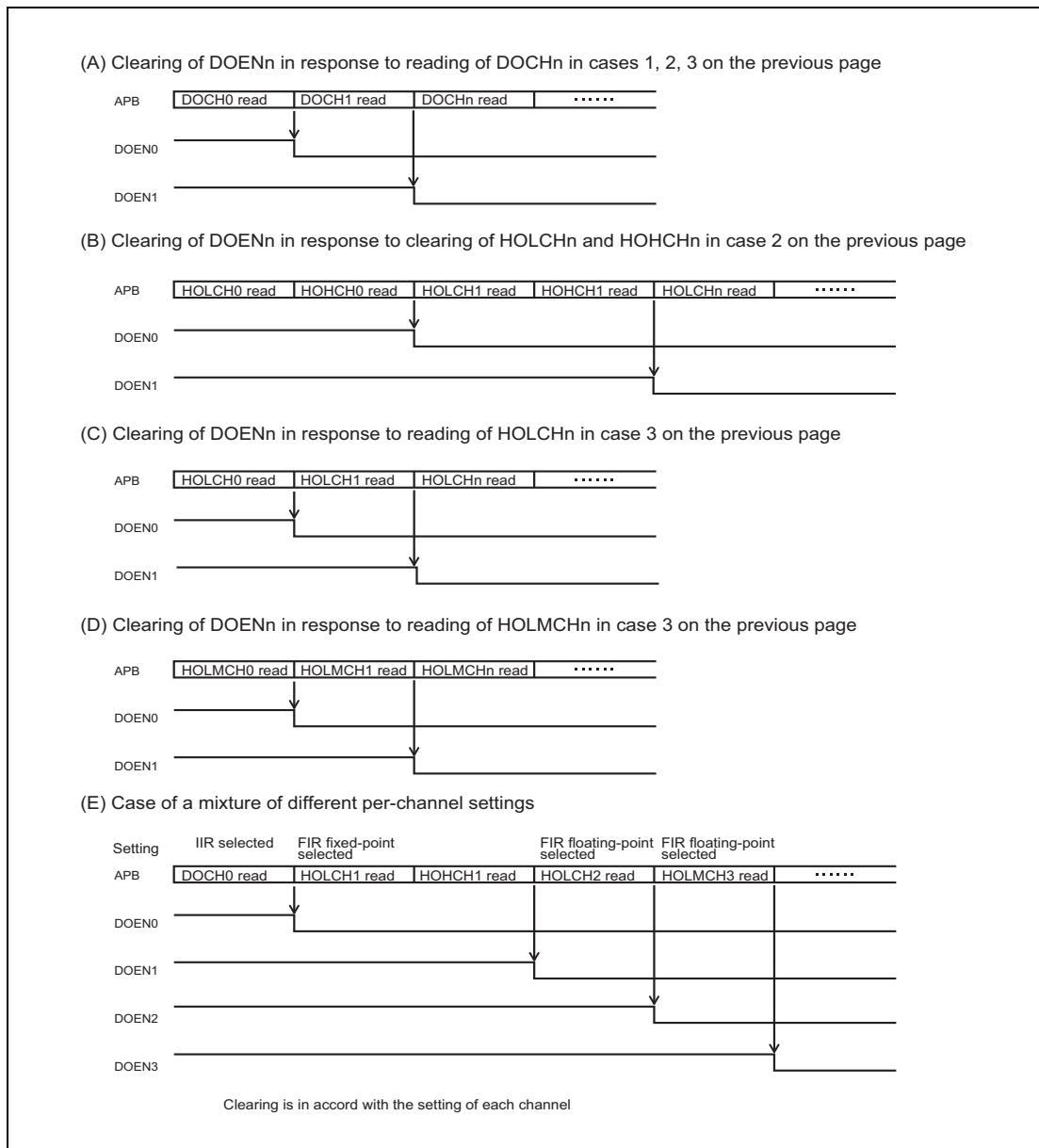


Figure 29.51 Operations for Clearing of the DOEN Flag

29.4.14 Error Mask Registers

Functions of error mask registers are shown below. Masked error factors are excluded from error interrupt request conditions.

When the multiplication error mask flag is set to 1 in channel 0, for example, the multiplication error flag is not set to 1 even if a multiplication error occurs in channel 0. No error interrupt request is output in this case.

Table 29.36 Error Mask Registers

Flag	Description
MSKDIOW	Input data error (DIOW) mask bit
MSKDOOW	Output data error (DOOW) mask bit
MSKMER	Multiplication error (MER) mask bit
MSKGER	Guard error (GER) mask bit
MSKAER	Absolute value error (AER) mask bit
MSKCER	Cascade rounding error (CER) mask bit

29.4.15 Interrupt Requests

The DFE has 16 interrupt requests for output data for each channel, 10 condition match interrupt requests for each channel, and an error interrupt request.

29.4.15.1 Output Data Interrupt Requests

When a calculation result with $CTLBCHn.PRCSA = 01_B$ (accumulation) or $CTLBCHn.PRCSA = 10_B$ (decimation) is written to an output register, an output data interrupt request is output. (When the $PRCSA$ is 00_B , a calculation result is stored in an output data register but no interrupt is output.)

Interrupt requests corresponding to each channel can be output.

Interrupt request output can be controlled by using the IEO bit in the control register A.

The relationship between the $STCHn.DOEN$ bit and an output data interrupt request and the relationship between the $STCHn.DOEN$ flag and an output data interrupt request are shown below. For operation of the $STCHn.DOEN$ bit, see **Section 29.4.13.1, Conditions for Setting and Clearing of the DOEN Flag**.

If the $DOEN$ flag has been cleared to 0, an output data interrupt is generated when the result of calculation is stored in the output data register again.

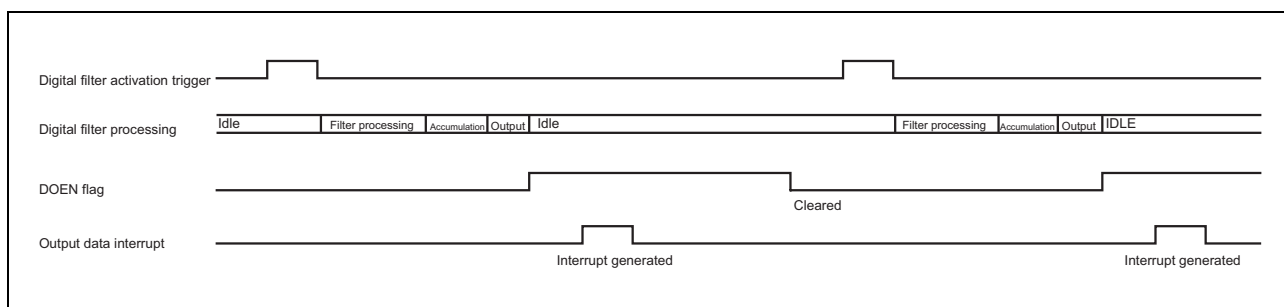


Figure 29.52 Relationship between the DOEN Bit and an Interrupt

When the $DOEN$ bit in $STCHn$ is not cleared by the software, an output data interrupt request is not output even if data is rewritten to the output data register. If the output data register value is overwritten, the $DOOW$ bit in $STCHn$ is set to 1.

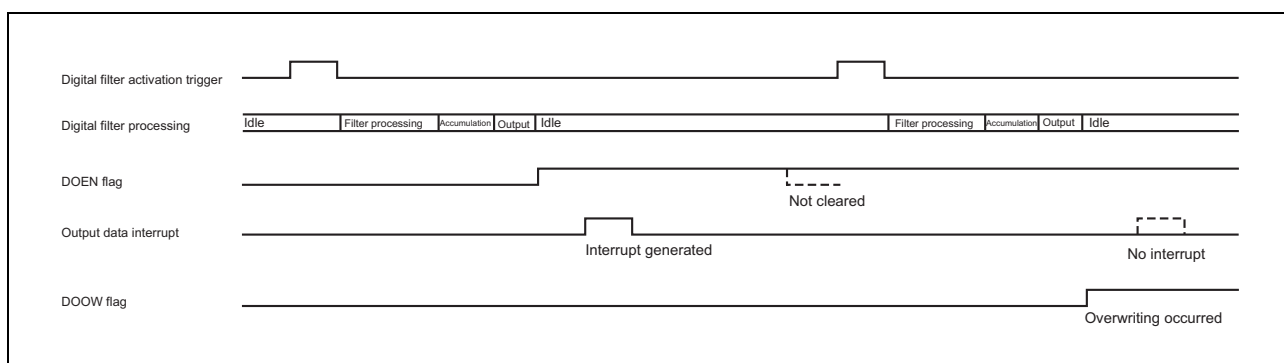


Figure 29.53 Relationship between the DOEN and DOOW Bits and an Interrupt

29.4.15.2 Condition Match Interrupt Request

When the peak-hold end trigger flag is enabled during peak-hold processing, a condition match interrupt request indicating completion of peak-hold processing is output. When comparison calculation result is true during comparison calculation, a condition match interrupt request is output. These requests share an interrupt. This interrupt request is given to channels 0 to 9.

Interrupt request output can be controlled by using the IEC flag in the control register A.

Figure 29.54 shows the relationship between the CND bit in the status register (STCHn (n = 0 to 9)) and condition match interrupt request. When the peak-hold end flag is enabled, a condition match interrupt request is issued in the same timing.

The DISB bit (peak-hold processing disable bit) in CTLBCHn disables peak-hold processing in the same way as the enabling of the peak-hold end flag, but does not output a condition match interrupt. In addition, even if a peak-hold end trigger is input with peak-hold processing, no condition match interrupt is output.

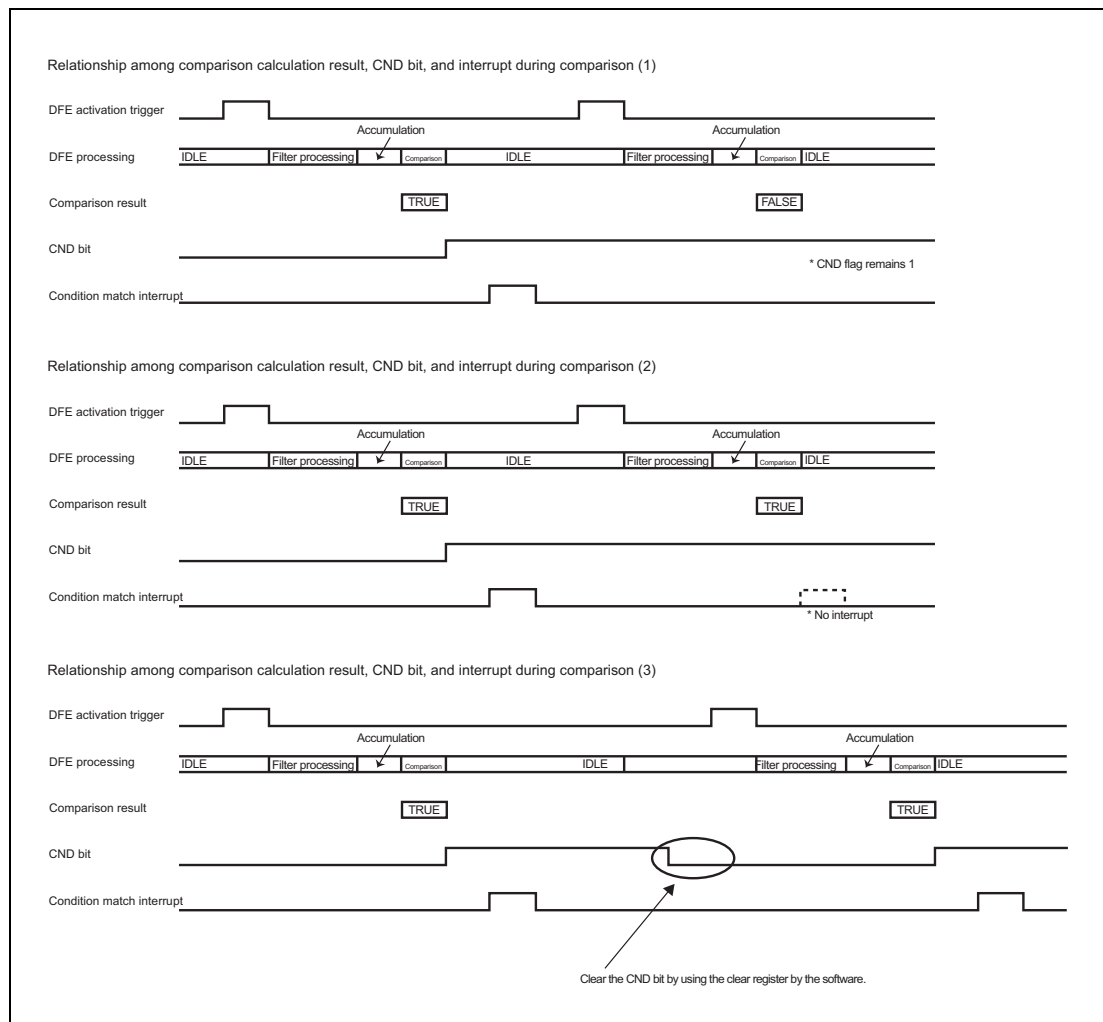


Figure 29.54 Relationship between CND Bit and Condition Match Interrupt Request

NOTE

n = 0 to 9

29.4.15.3 Error Interrupt Requests

An interrupt is generated as logical OR of errors of all channels. Error interrupt request output can be controlled for each channel.

For example, in case error interrupt requests for channel 0 to channel 7 are enabled and error interrupt requests for channel 8 to channel 15 are masked, if an error occurs in any of channels 0 to 7, an error interrupt request is output. However, if an error occurs in any of channels 8 to 15 in this state, no error interrupt request is output.

The following figure shows the relationship between error bit and error interrupt request. Since an error interrupt is generated as logical OR of error factors, another error interrupt due to a new error factor is not output while an error interrupt request is already present. After an error interrupt was output and the error bit has been cleared by the clear register, if the error bit is set again, an error interrupt is output.

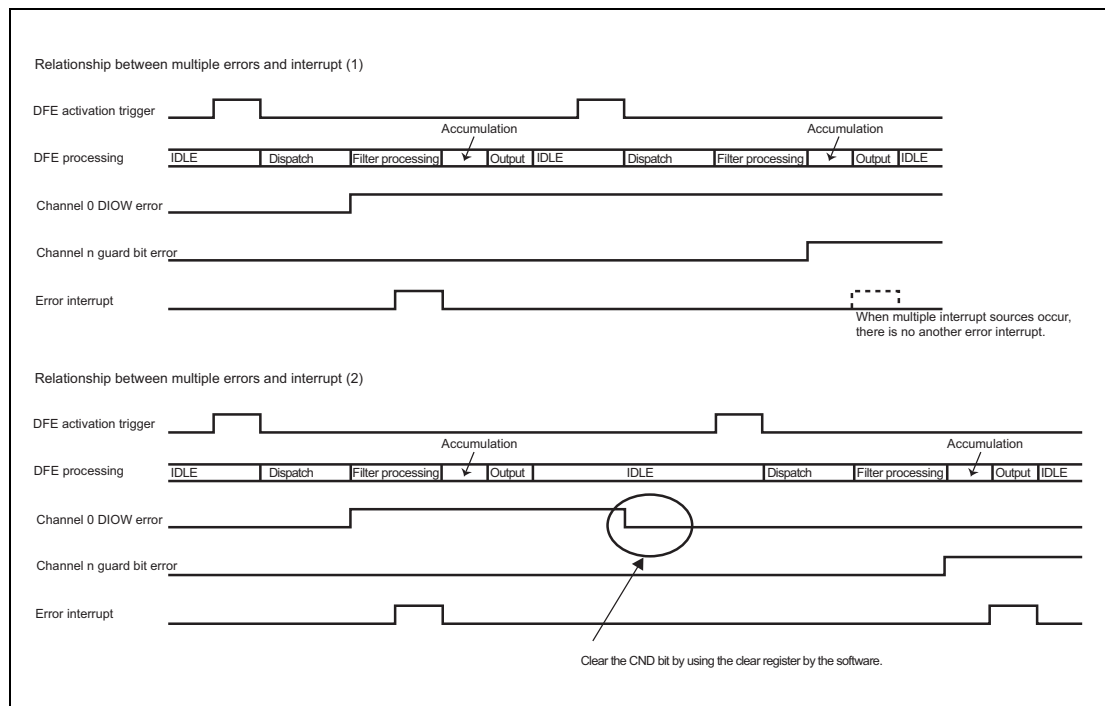


Figure 29.55 Relationship between Error Bit and Error Interrupt

29.5 Notes and Restrictions

29.5.1 Processing Time

29.5.1.1 Processing Time for One Channel

The digital filter executes a single-time processing of FIR or IIR in a maximum of 1.1 μs when there is no memory access competition. If memory access competition occurs, the processing time is a maximum of 1.6 μs .

29.5.1.2 Termination Processing Time

When the EN bit in CTLACH is set to 0, the digital filter executes processing for all the input data that has been accepted and terminates processing. The maximum processing time up to the termination is obtained by “the number of channels for which input data has been accepted (number of channels for which processing has not been done) \times processing time”. For example, if five channels have not been processed, the termination processing time is a maximum of 6.0 μs .

29.5.2 DFE Activation Input Interval

An interval of DFE activation signal inputs should be a minimum of 1.6 μs if there is no memory access competition or a minimum of 1.1 μs if memory competition occurs.

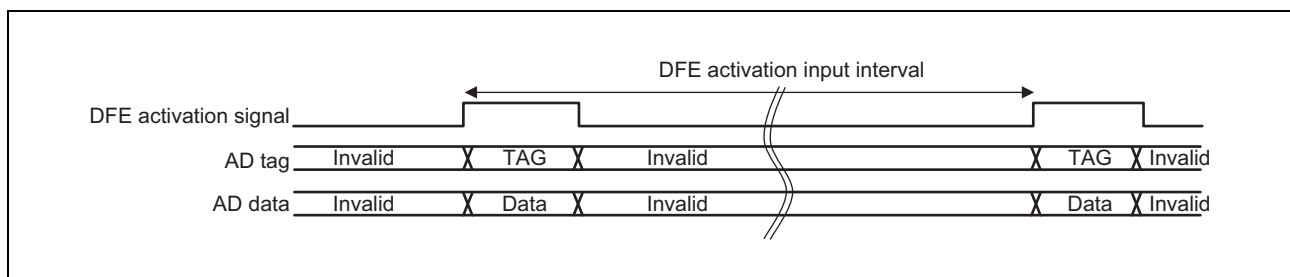


Figure 29.56 DFE Activation Input Interval (AD Input)

29.5.2.1 DFE Processing Time

The following two tables list the DFE processing time, i.e. the cycle from inputting a startup trigger from the AD to getting the next startup trigger on the same channel acceptable.

Table 29.37 Processing Time of FIR and IIR (Normal Cases)

		Time
FIR (normal case)	8TAP	240 ns
	16TAP	300 ns
	24TAP	350 ns
	32TAP	400 ns
	64TAP	610 ns
IIR (normal case)	Secondary biquad 1 stage	310 ns
	Secondary biquad 2 stages	400 ns
	Secondary biquad 3 stages	490 ns

Table 29.38 Processing Time of FIR and IIR (with Initialization)

		Time
FIR (with initialization)	8TAP	310 ns
	16TAP	410 ns
	24TAP	520 ns
	32TAP	630 ns
	64TAP	1050 ns
IIR (with initialization)	Secondary biquad 1 stage	400 ns
	Secondary biquad 2 stages	570 ns
	Secondary biquad 3 stages	750 ns

Access by the CPU to the coefficient memory or data memory during DFE processing increases the total time for processing. When the frequency of the DFE operating clock is 80 MHz, access takes 25 ns.

29.5.3 Trigger Input

The following figure shows an example of supposed input of timer triggers 0 to 3 and a software trigger. When timer trigger 0 is used, for example, it is supposed that the DFE activation signal is input once or more times and timer trigger 0 is input again after the trigger flag function is enabled by the timer trigger 0 input.

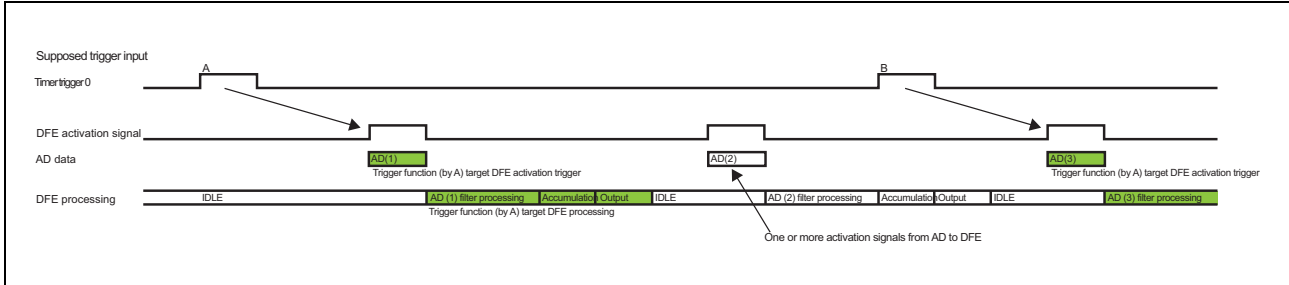


Figure 29.57 Example of Trigger Input

Input of a trigger from a timer or from software leads to setting of the corresponding trigger flag and the start of digital filter processing, but repeating input of the same trigger is prohibited.

In the example below, the trigger function by B is not enabled in some cases.

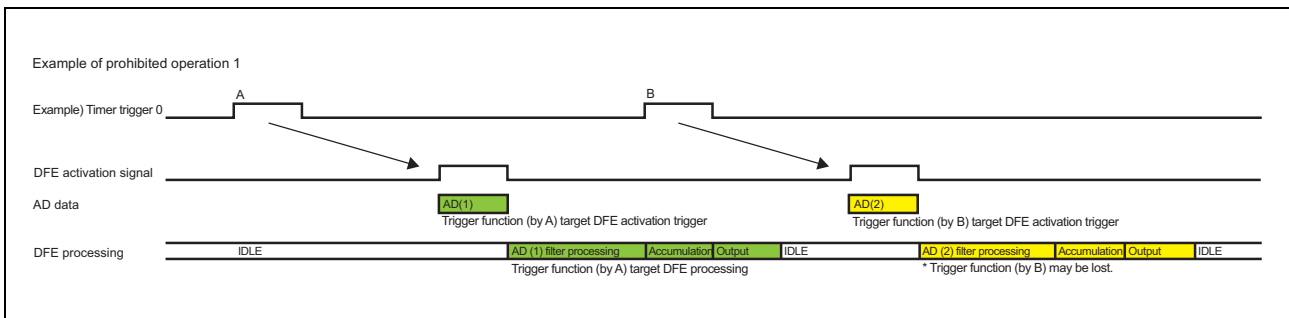


Figure 29.58 Operation in which the Same Trigger is Prohibited 1

Before a timer trigger or a software trigger is input and the DFE activation signal is input, the same timer trigger or software trigger must not be input again. An example is shown below. In this case, two consecutive are input at A and B, but are only effective as a single trigger from AD (2).

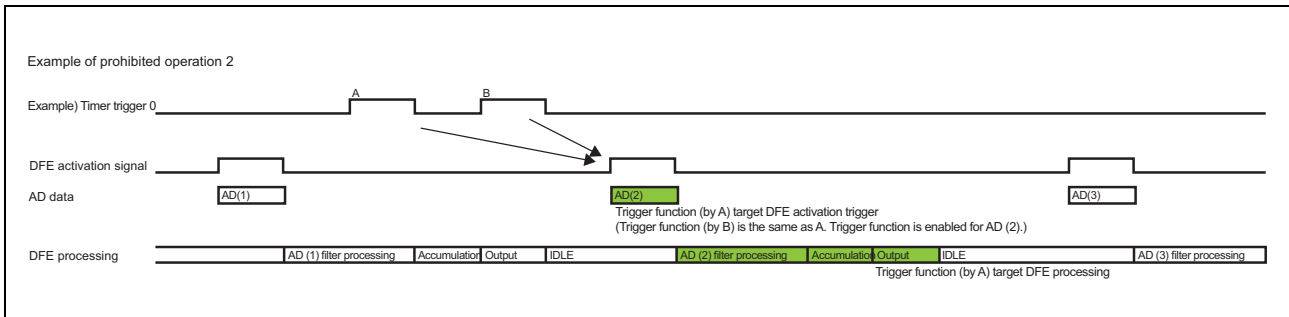


Figure 29.59 Operation in which the Same Trigger is Prohibited 2

29.5.4 Channel Tag and AD Tag

If a tag value (AD tag) that the AD inputs to the digital filter and a tag value (channel tag) that the software sets for the digital filter are different, correct processing is disabled. For example, the AD inputs an AD tag value of 0001_{B} to the digital filter and there is no channel with a digital filter's channel tag value 0001_{B} , the DFE does not execute filter processing.

29.5.5 Input Data Format and Calculation Restrictions

Restrictions on available calculations are provided for the digital filter. For details, see **Section 29.4.6, Setting Control Registers**.

29.5.6 Restrictions on Cascade Processing

Cascade processing is a function to round 32-bit accumulation circuit output data to 16-bit data to be input data of other channels. The following restrictions are provided for cascade processing. Observe these restrictions together with the descriptions in **Section 29.4.6, Setting Control Registers**.

1. When cascade is enabled, do not set the same value for cascade tag and channel tag in the same channel. Assign a channel that is different from the channel for which cascade is specified as a cascade destination channel. If the same tag value is set, the filter processing result is input to the same channel again and calculation is repeated.
2. When cascade is enabled, the data format of cascade enabled channels must be the same as the data format of cascade destination channels. For example, when the fixed-point input format is specified for cascade enabled channels, also specify the fixed-point input format for cascade destination channels.
3. Cascade input can be enabled for up to 15 channels in 16 channels. If cascade input is enabled for all channels, calculation is repeated for filter calculation results that are input in cascade.
4. The CAEN bits in the control register A (CTLACHn) must not be set to 01_{B} .
5. When peak-hold processing and comparison processing are enable, peak-hold processing and comparison processing are executed for 32-bit data.
6. No floating-point conversion result can be a cascade input.
7. When enabling the cascade function of two or more channels and selecting a single cascade destination channel, pay attention to the priority of channels. Specify cascade channels so that higher priority is given to cascade destination channels than cascade enabled channels. To enable the cascade function of channel 1 and channel 2 and select the same cascade destination for channel 1 and channel 2, for example, specify channel 0 as a cascade destination channel.

29.5.7 Operation when the Given Channel is Disabled

29.5.7.1 Channel Enable Bits and Invalidation

While the channel enable bit (CTLACHn.EN) is set to 0, filter processing is not activated even if the AD tag value that is input from the AD is equal to the channel tag value.

In addition, timer trigger input of the trigger flag function specified for the channel and software trigger input are not accepted.

When the channel enable bit (CTLACHn.EN) is set to 0 from 1, data to be processed that was input before this bit is set to 0 is processed.

At this time, if a trigger for the trigger flag function is input before the channel enable bit is set to 0, the trigger flag function is enabled for the data to be processed.

When the channel enable bit (CTLACHn.EN) is 1, input trigger for the trigger flag function is held until AD data is input and the trigger flag function is enabled for the data to be processed (trigger held).

After the channel enable bit (CTLACHn.EN) is set to 0 from 1, the held trigger is cleared if there is no data to be processed.

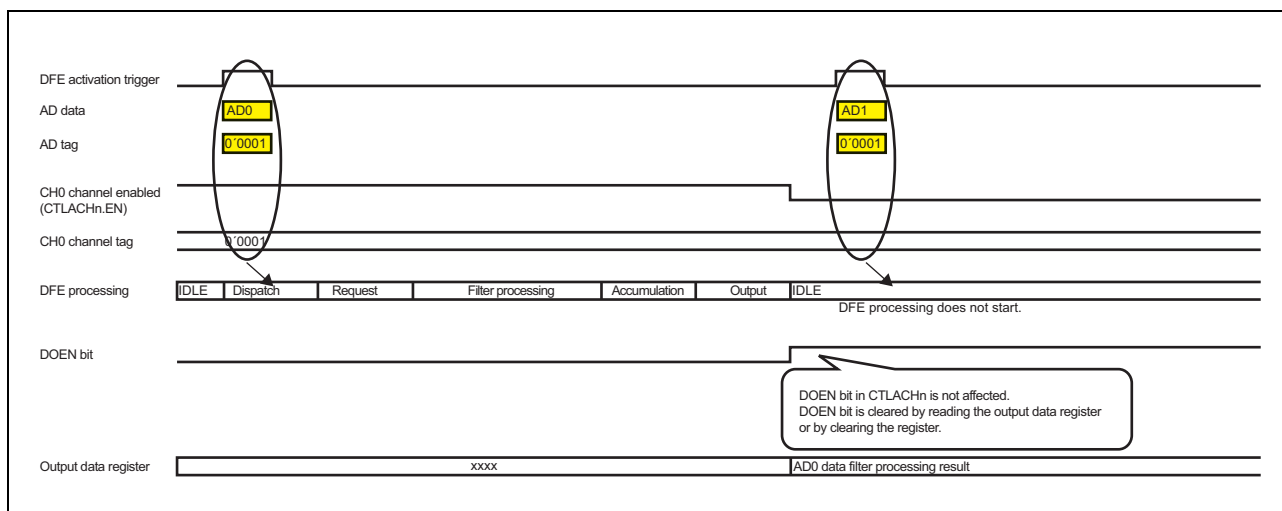


Figure 29.60 EN Bit and DOEN Bit

Even if the channel enable bit (EN in CTLACHn) is cleared to 0, the status register is not cleared. Clear the status register by the software as needed.

If the channel enable bit is set to 1 from 0 to restart the DFE processing.

- Accumulation/decimation counter starts at 0 in the same way as the first DFE processing after a reset.
- Comparison with the initial value register value is performed during the first peak-hold processing, and comparison with the peak-hold result register value is performed during the subsequent processing.

29.5.7.2 Filter Processing Selection Bits and Invalidation

When 64-tap FIR filter operation is selected for one or more of channels 0 to 7 (i.e. when the setting of CTLACHn.CMD is 0111_B for any of the channels), channels 8 to 15 become invalid and are able to accept neither triggers nor requests.

29.5.8 Restrictions on Memory Access

8-bit or 16-bit write access to the coefficient memory is prohibited. Write data to the coefficient memory in 32 bits. 8-bit write access to data memory 0 and data memory 1 is prohibited. Write data to data memory 0 and data memory 1 in 16 bits.

If a prohibited access is made, data may be broken. In the case of the coefficient memory, word data (32 bits) including a byte-write address may be broken. In the case of data memory 0 and data memory 1, half-word data (16 bits) including a byte-write address may be broken.

29.5.9 Restrictions on Trigger Setting Registers

A software trigger must not be used to set both the accumulation/decimation initialization and the accumulation/decimation disable setting. Operation is not guaranteed if this setting is made.

A software trigger must not be used to set both the peak-hold initialization and the peak-hold end setting. Operation is not guaranteed if this setting is made.

29.5.10 Setting of Peak-Hold Processing Disable Bit and Accumulation/Decimation Processing Disable Bit

When the EN bit in CTLACH_n and VALID bit in STCH_n are both 0, the DISB bit (peak-hold processing disable bit) in CTLBCH_n and DISA bit (accumulation/decimation processing disable bit) in CTLBCH_n can be set by software.

To disable peak-hold processing by writing 1 to the DISB bit in CTLBCH_n, set the PRCSB bit in CTLBCH_n to 01_B (for peak-hold processing). To disable accumulation/decimation processing by writing 1 to the DISA bit in CTLBCH_n, set the PRCSA bit to 01_B (for accumulation processing) or 10_B (for decimation processing).

29.5.11 Controlling Control Registers A and B

Set control registers A (CTLACH_n; n = 0 to 15) and B (CTLBCH_n; n = 0 to 15) in advance of trigger input. Setting control registers A and B is prohibited during digital filter operations while the value of the STCH_n.VALID or CTLACH_n.EN1 bit is 1. If this is done, operations for digital filtering are not guaranteed.

Furthermore, as well as the above restriction, writing to the intermediate values output register floating point conversion bit (CTLBCH_n.HOFS) is prohibited while the value of the output data register enable bit (STCH_n.DOEN) is 1. Again, operations for digital filtering are not guaranteed if this is done.

29.5.12 Controlling the Peak-Hold Index Registers

A peak-hold index register retains its value even if the given channel is disabled (the CTRLACH_n.EN bit is 0).

When reading a peak-hold index register, do so after the value of the condition matching bit (STCH_n.CND) has become 1 following the value of the input data valid bit (STCH_n.VALID) becoming 0.

29.5.13 Restrictions on the Intermediate Values Output Registers

Reading the intermediate values output registers (including the intermediate values output mirror register L) is prohibited for channels in use as IIR filters.

Section 30 Safety

30.1 Overview

This section describes the failure detection functions provided to detect the LSI failures in the early stage. Here, the failures include both the recoverable transient failures such as software errors of a memory and the unrecoverable permanent failures.

This microcontroller was developed to meet the requirements for a Safety Element out of Context (SEooC) as described in the ISO26262. Contact our sale office for the details regarding the development process and safety organization.

The following lists the failure detection functions provided by this product.

ECC and EDC

Detect failures of memories and data transfer paths; correct some types of failures.

Lockstep

Detects failures of the CPU1 in the early stage.

Memory Protection

Detects erroneous access to memories and peripheral circuits to protect the data in these elements against erroneously access.

MISG

Monitors write access to a specific address by the CPU or PCU, generates the signatures based on the written data, and automatically compares the generated signatures with each other.

Clock Monitor

Monitors the clock operation to detect abnormal operation.

BIST

Detects failures of the failure detection function itself.

Error Control Module (ECM)

Monitors various failure detection states in the LSI and defines the operation to be carried out upon failure detection.

30.2 ECC and EDC

30.2.1 Overview

30.2.1.1 ECC

This product incorporates ECC for the following memories. The ECC enables detection and correction of errors of the data retained in the memories. The ECC also enables detection and correction of errors produced between the ECC encoder and memories; and memories and ECC decoder.

Table 30.1 ECC Overview

Applicable Memory	Applicable Data Width [bits]	Operation upon Error Detection				
		Detection/Correction	Notice to ECM	Error Status	Address Capture	Failure Insertion
Code flash	128	SEC-DED	Possible	Possible	Possible	Possible
Data flash	32	SEC-DED	Possible	Possible	Possible	Possible
Local RAM (CPU1, PCU)	32	SEC-DED	Possible	Possible	Possible	Possible
Global RAM	32	SEC-DED	Possible	Possible	Possible	Possible
Instruction cache (data)	64	SEC-DED	Possible	Possible	Possible	Possible
Instruction cache (tag)	16	SED-DED	Possible	Possible	Possible	Possible
RAM for DTS	32	SEC-DED	Possible	Possible	Possible	Possible
Peripheral RAM (32 bits)	32	SEC-DED	Possible	Possible	Possible	Possible
Peripheral RAM (16 bits)	16	SEC-DED	Possible	Possible	Possible	Possible

Applicable Data Width

ECC encoding is applied to the data of the shown width. If narrower data is to be written, the following processes are required. Here, ECC is also checked when data is read out in (1).

- (1) Read data to which ECC encoding is applied, including data to be rewritten.
- (2) Replace data to be rewritten.
- (3) Write back the data generated in (2).

Detection/Correction

SEC-DED: 1-bit errors can be detected and corrected, and 2-bit errors can only be detected.

SED-DED: 1-bit errors and 2-bit errors can only be detected.

Notice to ECM

An error detected can be notified to the ECM.

Error Status

The status of an error detected is retained.

Address Capture

The address of an error detected is retained.

Failure Insertion

An ECC error can be intentionally caused to enable self-diagnosis of the ECC decoder operation.

30.2.1.2 Address Parity

This product incorporates address parity for the following memories. The address parity enables detection of errors during address decoding. The EDC also enables detection of errors produced at addresses between the parity encoder and memories.

Table 30.2 Address Parity Overview

Applicable Memory	Parity Bit	Notice to ECM	Error Status	Address Capture	Failure Insertion
Code flash	2 bits ^{*1}	Possible	Possible	Possible	Possible
Local RAM (CPU1)	2 bits ^{*2}	Possible	Possible	Possible	Possible
Global RAM	2 bits ^{*2}	Possible	Possible	Possible	Possible

Note 1. An address parity bit is written to a single location in memory for every 128 bits of data. Since the unit of reading is double this at 256 bits, the corresponding address parity bits are in a two-bit configuration. An address parity bit is generated for each 128 bits that are written, so the two address parity bits for the unit of reading always have an inverse relation to each other.

Note 2. The parity bits corresponding to the written address are written to two locations in the memory. When they are compared to the parity bits corresponding to the read address and errors are detected at both of the two parity bits stored in the memory, it is handled as an address parity error. When an error is detected only at one of the parity bits, it is handled as a parity bit error.

30.2.1.3 Data Parity

This product incorporates data parity for the particular data transfer. The data EDC enables detection of errors of the transferred data. For details, refer to **Section 30.2.11, Data Parity for Data Transfer Paths**.

30.2.2 Code Flash ECC and Address Parity

30.2.2.1 Overview

The code flash ECC is summarized in the table below.

Table 30.3 Overview of Code Flash ECC

Item	Description
ECC error detection and correction	<p>ECC error detection and correction can be either enabled or disabled. When enabled, either of the following settings can be selected.</p> <ul style="list-style-type: none"> ECC error detection and correction are carried out (2-bit error detection and 1-bit error detection and correction are carried out). ECC error detection is carried out (2-bit error detection and 1-bit error detection are carried out). <p>In the state after reset, detection of a 2-bit error and detection and correction of a 1-bit error will be notified while the function is enabled.</p>
Address parity	<p>Address parity check can be either enabled or disabled. Address parity is checked during data read. In the state after reset, this function is enabled.</p>
Error notification	<p>Upon occurrence of an ECC error or parity error, the ECM is notified of the error.</p> <p>ECC Error:</p> <ul style="list-style-type: none"> Error notification can be either enabled or disabled upon detection of a 2-bit ECC error. Error notification can be either enabled or disabled upon detection of a 1-bit ECC error. <p>In the state after reset, error notification is enabled upon detection of a 2-bit ECC error, and error notification is disabled upon detection of a 1-bit ECC error.</p> <p>Parity Error:</p> <ul style="list-style-type: none"> Error notification can be either enabled or disabled upon detection of an address parity error. <p>In the state after reset, error notification is enabled upon detection of an address parity error. The error notification signal is issued to the ECM, where a 2-bit ECC error and an address parity error are handled as one source, and a 1-bit ECC error is handled as one source.</p>
Error status	<p>A status register is provided, which indicates the statuses of 2-bit ECC error detection, 1-bit ECC error detection, and address parity error detection. If an error occurs while no error status flag is set, the corresponding status is set. The error status can be cleared using the clear register.</p>
Address capture	<p>If an ECC error or a parity error occurs while no error status flag is set, the address at which the associated error has occurred is captured. The address is captured when a 2-bit ECC error, a 1-bit ECC error, or an address parity error is detected. The error status serves as the enable bit of the capture address.</p>
Self-diagnosis	<p>Data in the ROM and the ECC and address parity bits can all be read directly. Desired values can also be written to the RAM and to the ECC and address parity bits.</p>
Others	<p>The ECM can initiate a transition to the safe state in response to the detection of a 2-bit ECC error during the fetching of an instruction.</p>

All circuits for reading (by CPU1, the PCU, and the interconnect) that are connected to the interface with the code flash memory include an ECC decoder and address parity generator. The address parity checker is in the access controller for the code flash memory. See **Figure 30.1**. While the error information for CPU1 is retained per instruction and datum, error information for both instructions and data is stored in the same register in the case of the PCU and interconnect. See **Figure 30.2**.

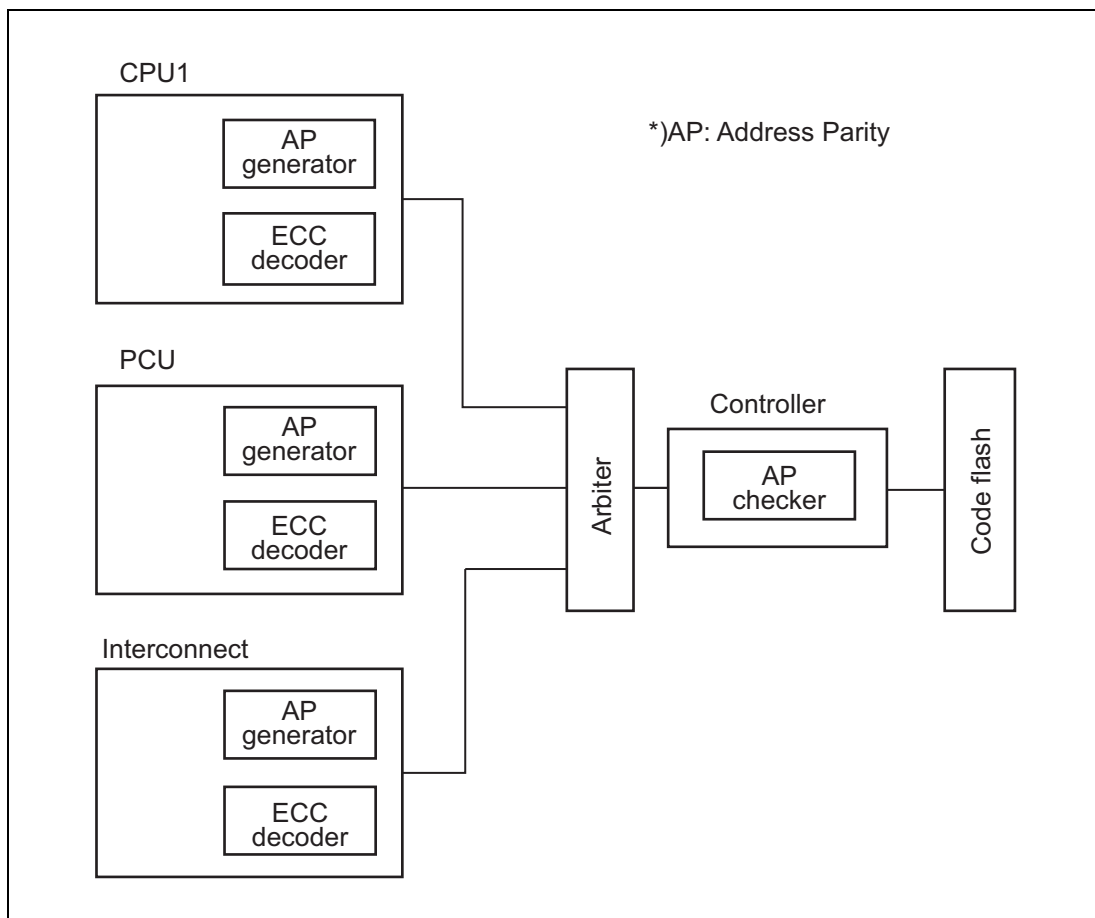


Figure 30.1 ECC and Address Parity of Code Flash

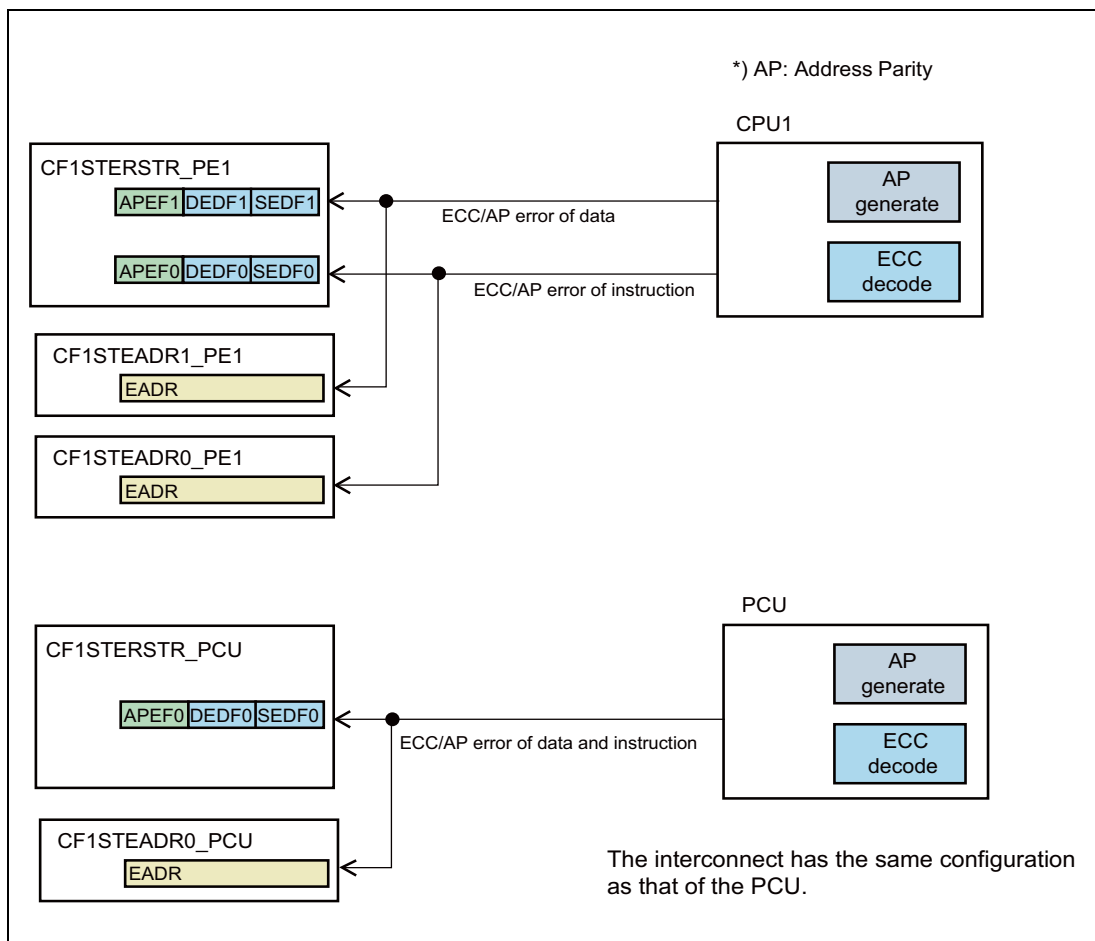


Figure 30.2 Configuration of Error Information Retention in Code Flash Memory

30.2.2.2 List of Registers

Table 30.4 List of Registers

Address	Symbol*1	Register Name	R/W	Value after Reset	Access Size
FFC6 2000 _H	CFAPCTL	Code flash address parity control register	R/W	0000 0000 _H	16/32
FFC6 2200 _H	CFECCCTL_SIC	Code flash ECC control register (SIC)	R/W	0000 0000 _H	16/32
FFC6 2204 _H	CFERRINT_SIC	Code flash error information control register (SIC)	R/W	0000 0006 _H	8/16/32
FFC6 2208 _H	CFSTCLR_SIC	Code flash status clear register (SIC)	W	0000 0000 _H	8/16/32
FFC6 220C _H	CFOVFSTR_SIC	Code flash error count overflow status register (SIC)	R	0000 0000 _H	8/16/32
FFC6 2210 _H	CF1STERSTR_SIC	Code flash 1st error status register (SIC)	R	0000 0000 _H	8/16/32
FFC6 2250 _H	CF1STEADR0_SIC	Code flash 1st error address register (SIC)	R	0000 0000 _H	8/16/32
FFC6 2350 _H	CFSTSTCTL_SIC	Code flash sub test control register (SIC)	R/W	0000 0000 _H	16/32
FFC6 2400 _H	CFECCCTL_PE1	Code flash ECC control register (PE1)	R/W	0000 0000 _H	16/32
FFC6 2404 _H	CFERRINT_PE1	Code flash error information control register (PE1)	R/W	0000 0006 _H	8/16/32
FFC6 2408 _H	CFSTCLR_PE1	Code flash status clear register (PE1)	W	0000 0000 _H	8/16/32
FFC6 240C _H	CFOVFSTR_PE1	Code flash error count overflow status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 2410 _H	CF1STERSTR_PE1	Code flash 1st error status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 2450 _H	CF1STEADR0_PE1	Code flash 1st error address register0 (PE1)	R	0000 0000 _H	8/16/32
FFC6 2454 _H	CF1STEADR1_PE1	Code Flash 1st error address register 1 (PE1)	R	0000 0000 _H	8/16/32
FFC6 2550 _H	CFSTSTCTL_PE1	Code flash sub test control register (PE1)	R/W	0000 0000 _H	16/32
FFC6 2800 _H	CFECCCTL_PCU	Code flash ECC control register (PCU)	R/W	0000 0000 _H	16/32
FFC6 2804 _H	CFERRINT_PCU	Code flash error information control register (PCU)	R/W	0000 0006 _H	8/16/32
FFC6 2808 _H	CFSTCLR_PCU	Code flash status clear register (PCU)	W	0000 0000 _H	8/16/32
FFC6 280C _H	CFOVFSTR_PCU	Code flash error count overflow status register (PCU)	R	0000 0000 _H	8/16/32
FFC6 2810 _H	CF1STERSTR_PCU	Code flash 1st error status register (PCU)	R	0000 0000 _H	8/16/32
FFC6 2850 _H	CF1STEADR0_PCU	Code flash 1st error address register (PCU)	R	0000 0000 _H	8/16/32
FFC6 2950 _H	CFSTSTCTL_PCU	Code flash sub test control register (PCU)	R/W	0000 0000 _H	16/32

Note 1. The registers with symbols “_SIC”, “_PE1”, and “_PCU” as suffixes are provided to the particular ECC controllers for each of the access paths: the registers with “_SIC” are provided to the ECC controller for access from the system interconnect 1 to the code flash, the registers with “_PE1” are provided to the ECC controller for access from the CPU1, and the registers with “_PCU” are provided to the ECC controller for access from the PCU.

30.2.2.3 Details of Registers

(1) CFAPCTL — Code Flash Address Parity Control Register

CFAPCTL enables or disables address parity check. Set the PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	—	APARIDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 30.5 CFAPCTL Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable writing to this register. The read value is 0.
13 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	APARIDIS	Address Parity Check Disable Enables or disables address parity check by the address parity circuit. 0: Enables address parity check. 1: Disables address parity check.

(2) CFECCCTL_SIC/PE1/PCU — Code Flash ECC Control Register

CFECCCTL enables or disables ECC error detection and correction and 1-bit error correction. Set the PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	SECDIS	ECCDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.6 CFECCCTL_SIC/PE1/PCU Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	SECDIS	1-Bit Error Correction Disable Enables or disables 1-bit error correction when ECC error detection and correction are enabled. 0: Enables correction of the 1-bit error detected. 1: Disables correction of the 1-bit error detected.
0	ECCDIS	ECC Disable Enables or disables ECC error detection and correction. 0: Enables ECC error detection and correction. 1: Disables ECC error detection and correction.

(3) CFERRINT_SIC/PE1/PCU — Code Flash Error Information Control Register

CFERRINT enables or disables generation of the error notification signal to the ECM upon detection of a 2-bit ECC error, a 1-bit ECC error, or an address parity error.

CFERRINT is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	—	—	—	—	—	—	—	—	—	—	—	—	—	APEIE	DEDIE	SEDIE	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 30.7 CFERRINT_SIC/PE1/PCU Register Contents

Bit Position	Bit Name	Function
31 to 3	—	Reserved These bits are always read as 0. The write value should also be 0.
2	APEIE	Address Parity Error Notification Enable Enables or disables generation of the error notification signal upon detection of an address parity error when address parity check is enabled. 0: Disables notification of the address parity error. 1: Enables notification of the address parity error.
1	DEDIE	2-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 2-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 2-bit ECC error. 1: Enables notification of the 2-bit ECC error.
0	SEDIE	1-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 1-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 1-bit ECC error. 1: Enables notification of the 1-bit ECC error.

(4) CFSTCLR_SIC/PE1/PCU — Code Flash Status Clear Register

CFSTCLR clears the error flags in the error status register (CF1STERSTR), the overflow flag in the error count overflow status register (CFOVFSTR), and the error address register (CF1STEADR).

CFSTCLR is a write-only register and is always read as 0.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STCLR 1	STCLR 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W	W

Table 30.8 CFSTCLR_SIC/PE1/PCU Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	STCLR1	Error Overflow Flag Clearing (for Data) Writing 1 to this bit clears the APEF1, DEDF1, and SEDF1 flags in CF1STERSTR; ERROVF1 flag in CFOVFSTR; and CF1STEADR1. Since this bit is reserved in CFSTCLR_SIC and CFSTCLR_PCU, the value written to this bit should always be 0.
0	STCLR0	Error Overflow Flag Clear (for instructions and SIC/PCU) Writing 1 to this bit clears the APEF0, DEDF0, and SEDF0 flags in CF1STERSTR; ERROVF0 flag in CFOVFSTR; and CF1STEADR0.

(5) CFOVFSTR_SIC/PEI/PCU — Code Flash Error Count Overflow Status Register

CFOVFSTR monitors occurrence of error count overflow. If the second error occurs after the first error (= while any of the error flags in the error status register is set), the flag in this register is set. However, if the second error is identical to the first error (both the source and address are same), this flag is not set. ERROVF is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in CFSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERROVF1	ERROVF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.9 CFOVFSTR_SIC/PEI/PCU Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	ERROVF1	Error Overflow Flag (for Data) This flag is set when an error which source is other than that of the same error address has occurred while the error flag (APEF1, DEDF1, or SEDF1) is set. Since this bit is reserved in CFOVFSTR_SIC and CFOVFSTR_PCU, the value read is always 0.
0	ERROVF0	Error Overflow Flag (for instructions and SIC/PCU) This flag is set if the second error occurs while any of the error flags (APEF0, DEDF0, and SEDF0) in the error status register is set, except when both of the error address and source of the second error are the same as those of the first error.

(6) CF1STERSTR_SIC/PE1/PCU — Code Flash 1st Error Status Register

CF1STERSTR monitors occurrence of the first error. The error status flag is set if an error occurs while the error flag is 0. Note, however, that the corresponding error flag is also set if a 2-bit ECC error or an address parity error occurs in subsequent access as long as only the 1-bit ECC error flag is set at the time.

If more than one error is detected for a given memory access, all the corresponding error flags are set. CF1STERSTR is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in CFSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	APEF1	DEDF1	SEDF1	—	—	—	—	—	APEF0	DEDF0	SEDF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.10 CF1STERSTR_SIC/PE1/PCU Register Contents

Bit Position	Bit Name	Function
31 to 11, 7 to 3	—	Reserved These bits are always read as 0. The write value should also be 0.
2+8n	APEFn	Address Parity Error Monitor Flag Clearing conditions: A reset is generated. The CFSTCLR.STCLRn bit is set to 1. Setting condition: An address parity error has occurred while the error flags DEDFn and APEFn are 0
1+8n	DEDFn	2-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The CFSTCLR.STCLRn is set to 1. Setting condition: A 2-bit ECC error has occurred while the error flags DEDFn and APEFn are 0.
0+8n	SEDFn	1-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The CFSTCLR.STCLRn bit is set to 1. Setting condition: A 1-bit ECC error has occurred while the error flags DEDFn, SEDFn, and APEFn are 0.

NOTE

SIC/PCU: n = 0

PE1: n = 0 (for instructions), n = 1 (for data)

(7) CF1STEADR_n_SIC/PE1/PCU — Code Flash 1st Error Address Register n

CF1STEADR0 holds the address at which an error has occurred.

The error address is set if an error occurs while all the error flags are 0 in CF1STERSTR. The address is updated if a 2-bit ECC error or an address parity error occurs while the 1-bit ECC error flag is set as the first error. Once a 2-bit ECC error or an address parity error occurs, the address is not updated.

EADR[27:5] of this register correspond to bits [27:5] of the real address. The real address can be calculated by appending the higher-order address bits [31:28] as a base address.

CF1STEADR0 is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in CFSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
	—	—	—	—	EADR[27:16]												
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	EADR[15:5]												—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	

Table 30.11 CF1STEADR_n_SIC/PE1/PCU Register Contents

Bit Position	Bit Name	Function
31 to 28	—	Reserved These bits are always read as 0. The write value should also be 0.
27 to 5	EADR[27:5]	1st Error Address These bits monitor the address of the first error. The error address is set if an error occurs while all the error flags are 0 in CF1STERSTR. The address is updated if a 2-bit ECC error or an address parity error occurs while the 1-bit ECC error flag is set as the first error. Once a 2-bit ECC error or an address parity error occurs, the address is not updated.
4 to 0	—	Reserved These bits are always read as 0. The write value should also be 0.

NOTE

SIC/PCU: n = 0

PE1: n = 0 (for instructions), n = 1 (for data)

(8) CFSTSTCTL_SIC/PE1/PCU — Code Flash Sub-Test Control Register

CFSTSTCTL is used for the ECC test (self-diagnosis). This register is dedicated for the code flash. After ECC test mode is enabled by setting ECCTST = 1, the ECC and address parity bits can be read directly. Set the PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ECCTST
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 30.12 CFSTSTCTL_SIC/PE1/PCU Registers Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 1	—	Reserved These bits are always read as 0. The write value should also be 0
0	ECCTST	ECC Test After ECC test mode is enabled by setting ECCTST = 1, the ECC and address parity bits can be read directly.

Correctly reading instructions from the code flash access path is not possible while ECC test mode is selected (ECCTST = 1). While the access path for the CPU or PCU is set to test mode (including during changes to the value of the ECCTST bit), the CPU or PCU must run a program from the local RAM or global RAM and must not fetch instructions from the code flash memory.

The CPU has a small data buffer. If an old value remains in this buffer, the correct value cannot be read even when the ECCTST bit is switched. When switching the ECCTST bit, be sure to clear the data buffer. For how to clear the data buffer, see **Section 3, CPU System**.

From the code flash access path with ECC test mode selected, access must be made by reading 4 bytes aligned to 16n address. The results of code flash reading are as follows:

Table 30.13 Results of Code Flash Reading

Bit Position	Contents
31 to 10	Always 0
9	Address parity bit
8 to 0	ECC bits

30.2.2.4 Test Function

Through appropriate register setting, the code flash, ECC bits, and address parity bits can be read out.

(1) Reading Code Flash Data

- (1) Set the ECCDIS bit in the CFECCCTL register to 1 to disable ECC error detection and correction.
- (2) When ECCDIS = 1, neither error detection nor correction proceeds when the code flash is read; the data output from the code flash is read unchanged.

How to exit this test mode:

- (1) Set the ECCDIS bit in the CFECCCTL register to 0 to enable ECC error detection and correction.

(2) Reading the ECC and Address Parity Bits

- (1) Set the ECCDIS bit in the CFECCCTL register to 1 to disable ECC error detection and correction.
- (2) Set the ECCTST bit in the CFSTSTCTL register to 1 to set test mode.
- (3) When the code flash is read, the ECC and address parity bits are read instead of the code flash data.

How to exit this test mode:

- (1) Set the ECCDIS bit in the CFECCCTL register to 0 to enable ECC error detection and correction.
- (2) Set the ECCTST bit in the CFSTSTCTL register to 0 to set normal mode.

(3) Self-Diagnosis

Self-diagnosis of the ECC decoder and address parity decoder for the access paths is possible by writing incorrect data to the code flash memory beforehand (fault injection) and then reading this data. In writing of the address parity, since an address-parity bit is generated for each 128-bit unit, two address-parity bits correspond to the 256-bit unit of reading, so always write inverse values to the two bits even when injecting an error.

For details on programming of the code flash, refer to “RH850/E1x-FCC2 Flash Memory User’s Manual: Hardware Interface”.

(4) Self-Diagnosis of the ECC and Address Parity for Code Flash Memory

Data for generating a 1-bit ECC error, 2-bit ECC error, or address parity error has been written to the area from 01032000_H to 010331FF_H in advance for the self-diagnosis of the ECC and address parity for code flash memory, and access to the area can intentionally generate an error to allow self-diagnosis of the operation of the ECC and address parity.

Read access to the data diagnosis code area leads to the generation of an error for the given area. In addition, the instruction diagnosis code area has been written with the jmp r31 instruction, and jumping to this area and fetching instructions leads to the generation of an error. While 1-bit ECC error correction is enabled, the instruction diagnosis code can return to the address written to r31. 1-bit ECC error correction being disabled, a 2-bit ECC error, or address parity error leads to a system error exception.

The tables below lists the addresses written with the error-generating code.

Table 30.14 Code Flash Data Diagnosis Code

Address	Description
01032000 _H to 0103211F _H	1-bit ECC error generation (ECC code area walking)
01032120 _H to 0103311F _H	1-bit ECC error generation (data area walking)
01033160 _H to 0103317F _H	2-bit ECC error generation
01033180 _H to 0103319F _H	Address parity error generation

Table 30.15 Code Flash Instruction Diagnosis Code

Address	Description
010331A2 _H to 010331BF _H *1	1-bit ECC error generation
010331C2 _H to 010331DF _H	2-bit ECC error generation
010331E2 _H to 010331FF _H	Address parity error generation

Note 1. The instruction code stored in 010331B0_H does not become the Jmp r31 instruction after 1-bit ECC error correction. Do not use 010331B0_H as the instruction diagnosis code.

30.2.3 Data Flash ECC

30.2.3.1 Overview

The data flash ECC is summarized in the table below.

Table 30.16 Overview of Data Flash ECC

Item	Description
ECC error detection and correction	<p>ECC error detection and correction can be either enabled or disabled. When enabled, either of the following settings can be selected.</p> <ul style="list-style-type: none"> • ECC error detection and correction are carried out (2-bit error detection and 1-bit error detection and correction are carried out). • ECC error detection is carried out (2-bit error detection and 1-bit error detection are carried out). When disabled, neither error detection nor correction is carried out. <p>In the state after reset, this function is enabled, and 1-bit error detection and correction and 2-bit error detection and notification are carried out.</p>
Error notification	<p>Upon occurrence of an ECC error, the ECM is notified of the error.</p> <p>ECC Error:</p> <ul style="list-style-type: none"> • Error notification can be either enabled or disabled upon detection of a 2-bit ECC error. • Error notification can be either enabled or disabled upon detection of a 1-bit ECC error. <p>In the state after reset, error notification is enabled upon detection of a 2-bit ECC error, and error notification is disabled upon detection of a 1-bit ECC error. The error notification signal is output, where a 2-bit ECC error is handled as one source, and a 1-bit ECC error is handled as one source.</p>
Error status	<p>A status register is provided, which indicates the statuses of 2-bit ECC error detection and 1-bit ECC error detection. If an error occurs while no error status flag is set, the corresponding status is set. The error status can be cleared using the clear register.</p>
Address capture	<p>If an ECC error occurs while no error status flag is set, the address at which the associated error has occurred is captured. The address is captured when a 2-bit ECC error or a 1-bit ECC error is detected. The error status serves as the enable bit of the capture address.</p>
Self-diagnosis	<p>Data in the ROM and the ECC bits can be read directly. Desired values can be written as ROM data and to the ECC bits.</p>

30.2.3.2 List of Registers

(1) List of ECC Modules

Table 30.17 List of Modules

Name of ECC Modules and Register Base Address			
Master Side* ¹		Checker Side* ¹	
Module Name	Base Address <Base_addr>	Module Name	Base Address <Base_addr>
ECCEEP	FFC6 2C00 _H	ECCEEPC	FFC6 2E00 _H

Note 1. Two ECC modules are provided to support BIST, one for the master and the other for the checker. For details, refer to section **Section 30.7, BIST**.

(2) List of Registers

Each ECC module has the registers shown in the following table.

Table 30.18 List of Registers

Symbol	Register Name	R/W	Value after Reset	Address	Access Size
DFECCCTL	Data flash ECC control register	R/W	0000 _H	<Base_addr>	16
DFERSTR	Data flash error status register	R	00 _H	<Base_addr> + 04 _H	8
DFERSTC	Data flash error status clear register	W	00 _H	<Base_addr> + 08 _H	8
DFOVFSTR	Data flash error overflow status register	R	00 _H	<Base_addr> + 0C _H	8
DFOVFSTC	Data flash error overflow status clear register	W	00 _H	<Base_addr> + 10 _H	8
DFERRINT	Data flash error notification control register	R/W	02 _H	<Base_addr> + 14 _H	8
DFEADR	Data flash 1st error address register	R	0000 0000 _H	<Base_addr> + 18 _H	32
DFTSTCTL	Data flash test control register	R/W	0000 _H	<Base_addr> + 1C _H	16

30.2.3.3 Details of Registers

(1) DFECCTL — Data Flash ECC Control Register

DFECCTL enables or disables ECC error detection and correction and 1-bit error correction.

This register is initialized by an internal reset or an external reset.

Set the PROT[1:0] bits to 01_B when writing to this register.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]		—	—	—	—	—	—	—	—	—	—	—	—	SECDIS	ECCDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.19 DFECCTL Register Contents

Bit Position	Bit Name	Function
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 2	—	Reserved When read, 0 is always read. When writing, always write 0.
1	SECDIS	1-Bit Error Correction Disable Enables or disables 1-bit error correction when ECC error detection and correction are enabled. 0: Enables correction of the 1-bit error detected. 1: Disables correction of the 1-bit error detected.
0	ECCDIS	ECC Disable Enables or disables ECC error detection and correction. In the initial state, ECC error detection and correction are enabled. 0: Enables ECC error detection and correction. 1: Disables ECC error detection and correction.

(2) DFERSTR — Data Flash Error Status Register

DFERSTR monitors occurrence of errors.

DFERSTR is initialized by an internal reset, an external reset, or setting the clear bit in the data flash error status clear register.

The SEDF bit is set if a 1-bit ECC error is detected while ECC error correction and detection are enabled, and the DEDF bit is set if a 2-bit ECC error is detected.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	DEDF	SEDF
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 30.20 DFERSTR Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved When read, 0 is always read. When writing, always write 0.
1	DEDF	2-Bit ECC Error Monitor Clearing conditions: A reset is generated. The DFERSTC.ERRCLR bit is set to 1. Setting condition: A 2-bit ECC error has occurred while all DEDF and SEDF flags are 0.
0	SEDF	1-Bit ECC Error Monitor Clearing conditions: A reset is generated. The DFERSTC.ERRCLR bit is set to 1. Setting condition: A 1-bit ECC error has occurred while all DEDF and SEDF flags are 0.

(3) DFERSTC — Data Flash Error Status Clear Register

DFERSTC clears the error flags in the data flash error status register. DFERSTC is a write-only register and is always read as 0.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ERRCLR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 30.21 DFERSTC Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, 0 is always read. When writing, always write 0.
0	ERRCLR	SEDF/DEDF Flag Clear Writing 1 to this bit clears the SEDF/DEDF flag.

(4) DFOVFSTR — Data Flash Error Overflow Status Register

DFOVFSTR monitors occurrence of data flash error overflow. The ERROVF flag is cleared by an internal reset, an external reset, or setting the ERROVFCLR bit to 1 in DFOVFSTC.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ERROVF
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 30.22 DFOVFSTR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, 0 is always read. When writing, always write 0.
0	ERROVF	Error Overflow Flag This flag is set if an ECC error occurs while the error address register is full.

(5) DFOVFSTC — Data Flash Error Overflow Status Clear Register

DFOVFSTC clears the data flash error overflow flag. Setting the ERROVFCLR bit to 1 clears this flag.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ERROVFCLR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 30.23 DFOVFSTC Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, 0 is always read. When writing, always write 0.
0	ERROVFCLR	Error Overflow Flag Clear Writing 1 to this bit clears the ERROVF flag. This bit is always read as 0.

(6) DFERRINT — Data Flash Error Notification Control Register

DFERRINT enables or disables generation of the error notification signal upon detection of a 2-bit ECC error or a 1-bit ECC error.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	DEDIE	SEDIE
Value after reset	0	0	0	0	0	0	1	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 30.24 DFERRINT Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved When read, 0 is always read. When writing, always write 0.
1	DEDIE	2-Bit ECC Error Notification Control Enables or disables generation of the error notification signal upon detection of a 2-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 2-bit ECC error. 1: Enables notification of the 2-bit ECC error.
0	SEDIE	1-Bit ECC Error Notification Control Enables or disables generation of the error notification signal upon detection of a 1-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 1-bit ECC error. 1: Enables notification of the 1-bit ECC error.

(7) DFEADR — Data Flash 1st Error Address Register

DFEADR holds the address at which an ECC error has occurred while both of the SEDF and DEDF bits in the data flash error status register are 0.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	DFEADR[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DFEADR[15:2]														—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.25 DFEADR Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved When read, 0 is always read. When writing, always write 0.
20 to 2	DFEADR[20:2]	ECC Error Address These bits are read-only and used to monitor the address at which an ECC error has occurred.
1, 0	—	Reserved When read, 0 is always read. When writing, always write 0.

(8) DFTSTCTL — Data Flash Test Control Register

DFTSTCTL is used for the ECC test. After ECC test mode is enabled by setting ECCTST = 1, the ECC bits can be read.

Set PROT[1:0] bits to 01_B when writing to this register.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]		—	—	—	—	—	—	—	—	—	—	—	—	—	ECCTST
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 30.26 DFTSTCTL Register Contents

Bit Position	Bit Name	Function
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	ECCTST	ECC Test Sets ECC test mode.

30.2.3.4 Test Function

Data in the ROM and the ECC bits can be read through the setting of the data flash test control register (DFTSTCTL).

(1) Reading the ROM Data

- (a) Set the ECCDIS bit in the DFECCTL register to 1 to disable ECC error detection and correction.
- (b) When ECCDIS = 1, neither error detection nor correction proceeds when the data flash is read; the data output from the data flash is read unchanged.

How to exit this test mode:

- (a) Set the ECCDIS bit in the DFECCTL register to 0 to enable ECC error detection and correction.

(2) Reading the ECC Data

- (a) Set the ECCDIS bit in the DFECCTL register to 1 to disable ECC error detection and correction.
- (b) Set the ECCTST bit in the DFTSTCTL register to 1 to set test mode.
- (c) When the data flash is read, the 7 lower-order bits of read data are read as ECC data.

How to exit this test mode:

- (a) Set the ECCDIS bit in the DFECCTL register to 0 to enable ECC error detection and correction.
- (b) Set the ECCTST bit in the DFTSTCTL register to 0 to set normal mode.

(3) Self-Diagnosis

Self-diagnosis of the ECC decoder is possible by writing incorrect data to the data flash memory beforehand (fault injection) and then reading this data. A 1- or 2-bit ECC error fault can be injected by generating correct ECC bits once and inverting only the appropriate bits.

For details on programming of the data flash, refer to *RH850/E1x-FCC2 Flash Memory User's Manual: Hardware Interface*.

30.2.4 Local RAM (CPU1) ECC and Address Parity

30.2.4.1 Overview

The local RAM ECC of CPU1 is summarized in the table below.

Table 30.27 Overview of Local RAM ECC of CPU1

Item	Description
ECC error detection and correction	<p>ECC error detection and correction can be either enabled or disabled. When enabled, either of the following settings can be selected.</p> <ul style="list-style-type: none"> ECC error detection and correction are carried out (2-bit error detection and 1-bit error detection and correction are carried out). ECC error detection is carried out (2-bit error detection and 1-bit error detection are carried out). <p>When disabled, neither error detection nor correction is carried out. In the state after reset, the ECC function is enabled; 1-bit error detection and correction and 2-bit error detection and notification are carried out.</p>
Address parity	<p>Address parity check can be either enabled or disabled. During data write, a parity bit generated based on the written address is written simultaneously with the write data. At this time, the same parity bit is written to two locations in the RAM. During read, comparison is performed between a parity bit generated based on the read address and a parity bit read from the RAM. The error decoding specifications are shown in Table 30.28 Address Parity Definitions. In the state after reset, this function is enabled.</p>
Error notification	<p>Upon occurrence of an ECC error or address parity error, the ECM is notified of the error.</p> <p>ECC Error:</p> <ul style="list-style-type: none"> Error notification can be either enabled or disabled upon detection of a 2-bit ECC error. Error notification can be either enabled or disabled upon detection of a 1-bit ECC error. <p>In the state after reset, notification of the 2-bit error is enabled and notification of the 1-bit error is disabled.</p> <p>Parity Error:</p> <ul style="list-style-type: none"> Error notification can be either enabled or disabled upon detection of an address parity error. Error notification can be either enabled or disabled upon detection of a parity bit error. <p>In the state after reset, notification of the address parity error is enabled and notification of the parity bit error is disabled. The error notification signal is output, where a 2-bit ECC error and an address parity error are handled as one source, and a 1-bit ECC error and a parity bit error are handled as one source.</p>
Error status	<p>A status register is provided, which indicates the statuses of 2-bit ECC error detection, 1-bit ECC error detection, and address parity error detection. If an error occurs while no error status flag is set, the corresponding status is set. The error status can be cleared using the clear register.</p>
Address capture	<p>If an ECC error or a parity error occurs while no error status flag is set, the address at which the associated error has occurred is captured. The address is captured when a 2-bit ECC error, a 1-bit ECC error, or an address parity error is detected. The error status serves as the enable bit of the capture address.</p>
Self-diagnosis	<p>Desired values can be written as RAM data and to the ECC and address parity bits. The RAM data and the ECC and address parity bits can be read directly.</p>

The definitions of the address parity error during read accesses are shown in the table below.

Table 30.28 Address Parity Definitions

Address Parity Bit		Read Address Parity	Error Determination and Error Name
0	0	0	No error
0	0	1	Address parity error
0	1	0	Parity bit error
0	1	1	Parity bit error
1	0	0	Parity bit error
1	0	1	Parity bit error
1	1	0	Address parity error
1	1	1	No error

CPU1 is capable of simultaneously writing or reading up to 128 bits of data at a time to or from the local RAM. Meanwhile, ECC and address parity bits are provided for each 32 bits of data and each 32-bit data is called Word 0 to 3. The relationship between addresses and Word numbers are as follows.

Table 30.29 Relationship between Addresses and Bank Numbers

4 Lower-Order Bits of Address (Hexadecimal Notation)	F _H to C _H	B _H to 8 _H	7 _H to 4 _H	3 _H to 0 _H
Bank number	Word3	Word2	Word1	Word0

The error data of the CPU1 is retained for each instruction and data.

30.2.4.2 List of Registers

Table 30.30 List of Registers

Address	Symbol	Register Name	R/W	Value after Reset	Access Size
FFC6 5000 _H	LRAPCTL_PE1	Local RAM address parity control register (PE1)	R/W	0000 0000 _H	16/32
FFC6 5004 _H	LRTSTCTL_PE1	Local RAM test control register (PE1)	R/W	0000 0000 _H	16/32
FFC6 5008 _H	LRTDATBF0_PE1	Local RAM test data read buffer 0 (PE1)	R	0000 0000 _H	8/16/32
FFC6 500C _H	LRTDATBF1_PE1	Local RAM test data read buffer 1 (PE1)	R	0000 0000 _H	8/16/32
FFC6 5400 _H	LRECCCTL_PE1	Local RAM ECC control register (PE1)	R/W	0000 0000 _H	16/32
FFC6 5404 _H	LRERRINT_PE1	Local RAM error information control register (PE1)	R/W	0000 0006 _H	8/16/32
FFC6 5408 _H	LRSTCLR_PE1	Local RAM status clear register (PE1)	W	0000 0000 _H	8/16/32
FFC6 540C _H	LROVFSTR_PE1	Local RAM error count overflow status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 5410 _H	LR1STERSTR_PE1	Local RAM 1st error status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 5450 _H	LR1STEADR0_PE1	Local RAM 1st error address register 0 (PE1)	R	0000 0000 _H	8/16/32
FFC6 5454 _H	LR1STEADR1_PE1	Local RAM 1st error address register 1 (PE1)	R	0000 0000 _H	8/16/32

30.2.4.3 Details of Registers

(1) LRAPCTL_PE1 — Local RAM Address Parity Control Register

LRAPCTL enables or disables address parity check. Set PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	—	APARIDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 30.31 LRAPCTL_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	APARIDIS	Address Parity Check Disable Enables or disables address parity check by all the address parity circuits (Word0 to Word3). 0: Enables address parity check. 1: Disables address parity check.

(2) LRTSTCTL_PE1 — Local RAM Test Control Register

This register is used for the ECC test (self-diagnosis) and address parity checker test (self-diagnosis). After ECC test mode is enabled by setting ECCTST = 1, desired values can be written to the ECC and address parity bits. The DATSEL bit is used to select RAM data or the ECC and address parity bits.

By setting address parity test mode (APTEST_i = 1; i = 0, 1, 2, 3), the parity to be input to the address parity checker is inverted. Set PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	APTES T3	APTES T2	APTES T1	APTES T0	ECCTS T	DATSE L
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.32 LRTSTCTL_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 6	—	Reserved These bits are always read as 0. The write value should also be 0.
5	APTEST3	Address Parity Checker (Word3) Test Sets the address parity checker to test mode. When APTEST3 = 1, the parity generated through the address parity generator is inverted.
4	APTEST2	Address Parity Checker (Word2) Test Sets the address parity checker to test mode. When APTEST2 = 1, the parity generated through the address parity generator is inverted.
3	APTEST1	Address Parity Checker (Word1) Test Sets the address parity checker to test mode. When APTEST1 = 1, the parity generated through the address parity generator is inverted.
2	APTEST0	Address Parity Checker (Word0) Test Sets the address parity checker to test mode. When APTEST0 = 1, the parity generated through the address parity generator is inverted.
1	ECCTST	ECC Test After ECC test mode is enabled by setting ECCTST = 1, the ECC and address parity bits can be read directly.
0	DATSEL	Data Select This bit is valid when ECCTST = 1. This bit selects the RAM bit which can be accessed when writing. 0: RAM data is selected. 1: The ECC bits and address parity bit are selected.

Note 1. When ECC test mode for the local RAM is enabled (ECCTST = 1), access to the local RAM should be accessed in 4-byte units.

(3) LRTDATBF_n_PE1 — Local RAM Test Data Read Buffer n (n = 0, 1)

In ECC test mode (self-diagnosis), the ECC and address parity bits can be read. If the local RAM is read while ECCTST = 1 in the local RAM test control register LRTSTCTL, reading from the local RAM reads out the ECC and address parity bits, and these bits are stored in this buffer.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—							LRTDATBF(2n+1)								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—							LRTDATBF(2n)								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.33 LRTDATBF_n_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 25	—	Reserved These bits are always read as 0. The write value should also be 0.
24 to 16	LRTDATBF(2n+1)	These bits are valid when ECCTST = 1 (selecting test mode) in the local RAM test control register. When reading from the corresponding Word in the local RAM, the ECC bits for the local RAM (Word (2n + 1)) and the address parity bit are respectively stored in LRTDATBF[22:16] and LRTDATBF[24:23].
15 to 9	—	Reserved These bits are always read as 0. The write value should also be 0.
8 to 0	LRTDATBF(2n)	These bits are valid when ECCTST = 1 (selecting test mode) in the local RAM test control register. When reading from the corresponding Word in the local RAM, the ECC bits for the local RAM (Word (2n)) and the address parity bit are respectively stored in LRTDATBF[6:0] and LRTDATBF[8:7].

(4) LRECCCTL_PE1 — Local RAM ECC Control Register

LRECCCTL enables or disables ECC error detection and correction and 1-bit error correction. Set PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	SECDIS	ECCDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.34 LRECCCTL_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	SECDIS	1-Bit Error Correction Disable Enables or disables 1-bit error correction when ECC error detection and correction are enabled. 0: Enables correction of the 1-bit error detected. 1: Disables correction of the 1-bit error detected.
0	ECCDIS	ECC Disable Enables or disables ECC error detection and correction. 0: Enables ECC error detection and correction. 1: Disables ECC error detection and correction.

(5) LRERRINT_PE1 — Local RAM Error Information Control

LRERRINT enables or disables generation of the error notification signal to the ECM upon detection of a 2-bit ECC error, a 1-bit ECC error, an address parity error, or a parity bit error.

LRERRINT is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	PBEIE	APEIE	DEDIE	SEDIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 30.35 LRERRINT_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 4	—	Reserved These bits are always read as 0. The write value should also be 0.
3	PBEIE	Parity Bit Error Notification Enable Enables or disables generation of the error notification signal upon detection of a parity bit error when address parity check is enabled. 0: Disables notification of the parity bit error. 1: Enables notification of the parity bit error.
2	APEIE	Address Parity Error Notification Enable Enables or disables generation of the error notification signal upon detection of an address parity error when address parity check is enabled. 0: Disables notification of the address parity error. 1: Enables notification of the address parity error.
1	DEDIE	2-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 2-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 2-bit ECC error. 1: Enables notification of the 2-bit ECC error.
0	SEDIE	1-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 1-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 1-bit ECC error. 1: Enables notification of the 1-bit ECC error.

(6) LRSTCLR_PE1 — Local RAM Status Clear Register

LRSTCLR clears the error flags in the error status register (LR1STERSTR), the overflow flag in the error count overflow status register (LROVFSTR), and the error address register (LR1STEADR).

LRSTCLR is a write-only register and is always read as 0.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STCLR 1	STCLR 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W	W

Table 30.36 LRSTCLR_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	STCLR1	Error Overflow Flag Clear (for data) Writing 1 to this bit clears the PBEF1, APEF1, DEDF1, and SEDF1 flags in LR1STERSTR; ERROVF1 flag in LROVFSTR; and LR1STEADR1.
0	STCLR0	Error Overflow Flag Clear (for instructions) Writing 1 to this bit clears the PBEF0, APEF0, DEDF0, and SEDF0 flags in LR1STERSTR; ERROVF0 flag in LROVFSTR; and LR1STEADR0.

(7) LROVFSTR_PE1 — Local RAM Error Count Overflow Status Register

LROVFSTR monitors occurrence of error overflow. If the second error occurs after the first error (= while any of the error flags in the error status register is set), the flag in this register is set. However, if the second error is identical to the first error (both the source and address are same), this flag is not set. ERROVF is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in LRSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERROVF1	ERROVF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.37 LROVFSTR_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	ERROVF1	Error Overflow Flag (for data) This flag is set if the second error occurs while any of the error flags (PBEF1, APEF1, DEDF1, and SEDF1) in the error status register is set, except when both of the error address and source of the second error are the same as those of the first error.
0	ERROVF0	Error Overflow Flag (for instructions) This flag is set if the second error occurs while any of the error flags (PBEF0, APEF0, DEDF0, and SEDF0) in the error status register is set, except when both of the error address and source of the second error are the same as those of the first error.

(8) LR1STERSTR_PE1 — Local RAM 1st Error Status Register

LR1STERSTR monitors occurrence of the first error. Errors are detected and the states are updated independently for each bank. An error status flag is set if an error occurs while all error flags for the given bank are 0. Note, however, that the corresponding error flag is also set if a 2-bit ECC error or an address parity error occurs in subsequent access as long as only the 1-bit ECC error flag or parity bit error flag is set at the time.

If more than one error is detected for a given memory access, all the corresponding error flags are set. LR1STERSTR is cleared by an internal reset, an external reset, or setting 1 to the STCLR bit in LRSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PBEF1	APEF1	DEDF1	SEDF1	—	—	—	—	PBEF0	APEF0	DEDF0	SEDF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.38 LR1STERSTR_PE1 Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 12, 7 to 4	—	Reserved These bits are always read as 0. The write value should also be 0.
3+8n	PBEFn	Parity Bit Error Monitor Flag Clearing conditions: A reset is generated. The LRSTCLR.STCLRn bit is set to 1. Setting condition: An parity bit error has occurs while the error flags PBEFn, APEFn, DEDFn, and SEDFn are all 0.
2+8n	APEFn	Address Parity Error Monitor Flag Clearing conditions: A reset is generated. The LRSTCLR.STCLRn bit is set to 1. Setting condition: An address parity error has occurs while the error flags DEDFn and APEFn are 0.
NOTE		
This flag is set regardless of the generation source, read or write operation.		
1+8n	DEDFn	2-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The LRSTCLR.STCLRn bit is set to 1. Setting condition: A 2-bit ECC error has occurs while the error flags DEDFn and APEFn are 0.

Table 30.38 LR1STERSTR_PE1 Register Contents (2/2)

Bit Position	Bit Name	Function
0+8n	SEDFn	1-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The LRSTCLR.STCLRn bit is set to 1. Setting condition: A 1-bit ECC error has occurs while the error flags PBEFn, APEFn, DEDFn, and SEDFn are all 0.

Note: n = 0 (for instructions), n = 1 (for data)

(9) LR1STEADR_n_PE1 — Local RAM 1st Error Address Register n (n = 0, 1)

LR1STEADR_n holds the address at which an error has occurred.

The error address is set if an error occurs while all the error flags are 0 in LR1STERSTR. The address is updated if a 2-bit ECC error or an address parity error occurs while the 1-bit ECC error flag or parity bit error flag is set in LR1STERSTR. Once a 2-bit ECC error or an address parity error occurs, the address is not updated.

EADR[22:2] of this register correspond to bits [22:2] of the real address. The real address can be calculated by appending the higher-order address bits [31:23] as a base address. LR1STEADR_n is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in LRSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—									EADR[22:16]						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EADR[15:2]														—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.39 LR1STEADR_n_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 23	—	Reserved These bits are always read as 0. The write value should also be 0.
22 to 2	EADR[22:2]	1st Error Address (for Word) These bits monitor the address of the first error. The error address is set if an error occurs while all the error flags for word are 0 in LR1STERSTR. The address is updated if a 2-bit ECC error or an address parity error occurs while the 1-bit ECC error flag or parity bit error flag is set as the first error. Once a 2-bit ECC error or an address parity error occurs, the address is not updated.
1, 0	—	Reserved When read, 0 is always read. When writing, always write 0.

Note: n = 0 (for instructions), n = 1 (for data)

The second bit is always 0 for the register:

LR1STEADR₀_PE1

For example, FEF0 0000_H is stored in the register above as an error address, it indicates that a failure has occurred in the address of FEF0 0000_H or FEF0 0004_H.

30.2.4.4 Test Function

Through appropriate register setting, desired values can be written as RAM data and to the ECC and address parity bits. Also, data in the RAM and the ECC and address parity bits can all be read.

(1) Writing RAM Data

- (a) Set the ECCTST bit in the LRTSTCTL register to 1 to set test mode.
- (b) Set the corresponding DATSEL bit in the LRTSTCTL register to 0 to select RAM data for access when writing.
- (c) When data is written to the local RAM, only the RAM data can be modified without updating the ECC bits.

How to exit this test mode:

- (a) Set the ECCTST bit in the LRTSTCTL register to 0 to disable test mode (normal mode).

(2) Reading RAM Data

- (a) Set the ECCDIS bit in the LRECCCTL register to 1 to disable ECC error detection and correction.
- (b) Read the local RAM. Since neither error detection nor correction proceeds when the local RAM is read, the RAM data is read unchanged.

How to exit this test mode:

- (a) Set the ECCDIS bit in the LRECCCTL register to 0 to enable ECC error detection and correction.

(3) Writing to the ECC and Address Parity Bits

- (a) Set the ECCTST bit in the LRTSTCTL register to 1 to set test mode.
- (b) Set the corresponding DATSEL bit in the LRTSTCTL register to 1 to select the ECC bits and the address parity bit for access when writing.
- (c) When data is written to the local RAM, only the ECC and address parity bits can be modified without updating the RAM data. At that time, bit[6:0] and bit[8:7] are respectively written to the ECC bits and to the address parity bit.

How to exit this test mode:

- (a) Set the ECCTST bit in the LRTSTCTL register to 0 to disable test mode (normal mode).

(4) Reading the ECC and Address Parity Bits

- (a) Set the ECCTST bit in the LRTSTCTL register to 1 to set test mode.
- (b) When the local RAM is read, the ECC and address parity bits are stored in the Word corresponding to local RAM test data read buffer 0 or local RAM test data read buffer 1.

How to exit this test mode:

- (a) Set the ECCTST bit in the local RAM test control register to 0 to disable test mode (normal mode).

(5) Self-Diagnosis of the ECC Check Function

Desired values can be written to the RAM data and/or ECC bits by following the procedure described in (1) or (3) above. Therefore, a fault can be injected by, for example, inverting appropriate bits of the RAM data and/or ECC bits. After that, self-diagnosis of the ECC decoder is possible by reading the local RAM in normal mode and checking the result of error correction or detection.

(6) Self-Diagnosis of the Address Parity Check Function

Self-diagnosis is enabled by following either of the two procedures below.

- (a) Setting $APTSTCTL_i$ ($i = 0, 1, 2, 3$) in the LRTSTCTL register to 1 inverts the result of address parity generation for the corresponding Word. That is, a fault can be injected to the address parity generator. Writing to the corresponding Word in the local RAM in this state and checking the result of parity error detection allows self-diagnosis of the address parity check function in writing.
- (b) Desired data can be written to the address parity bit through the procedure described in (3) above. This enables injection of a 1-bit or 2-bit fault to the address parity bit by inverting the address parity bit. After that, self-diagnosis of the address parity bit checking function for reading is possible by reading the local RAM in normal mode and checking the result of parity error detection.

30.2.5 Local RAM (PCU) ECC

30.2.5.1 Overview

The local RAM ECC of PCU is summarized in the table below.

Table 30.40 Overview of Local RAM ECC of PCU

Item	Description
ECC error detection and correction	<p>ECC error detection and correction can be either enabled or disabled. When enabled, either of the following settings can be selected.</p> <ul style="list-style-type: none"> • ECC error detection and correction are carried out (2-bit error detection and 1-bit error detection and correction are carried out). • ECC error detection is carried out (2-bit error detection and 1-bit error detection are carried out). <p>When disabled, neither error detection nor correction is carried out. In the state after reset, the ECC function is enabled; 1-bit error detection and correction and 2-bit error detection and notification are carried out.</p>
Address parity	None
Error notification	<p>Upon occurrence of an ECC error, the ECM is notified of the error.</p> <p>ECC Error:</p> <ul style="list-style-type: none"> • Error notification can be either enabled or disabled upon detection of a 2-bit ECC error. • Error notification can be either enabled or disabled upon detection of a 1-bit ECC error. <p>In the state after reset, notification of 2-bit error is enabled and notification of 1-bit error is disabled. The error notification signal is output, where a 2-bit ECC error is handled as one source and a 1-bit ECC error is handled as one source.</p>
Error status	<p>A status register is provided, which indicates the statuses of 2-bit ECC error detection and 1-bit ECC error detection. If an error occurs while no error status flag is set, the corresponding status is set. The error status can be cleared using the clear register.</p>
Address capture	<p>If an ECC error occurs while no error status flag is set, the address at which the associated error has occurred is captured. The address is captured when a 2-bit ECC error or a 1-bit ECC error is detected. The error status serves as the enable bit of the capture address.</p>
Self-diagnosis	<p>Desired values can be written as RAM data and to the ECC bits. Data in the RAM and the ECC bits can be read directly.</p>

30.2.5.2 List of Registers

Table 30.41 List of Registers

Address	Symbol	Register Name	R/W	Value after Reset	Access Size
FFC6 5800 _H	LRECCCTL_PCU	Local RAM ECC control register (PCU)	R/W	0000 0000 _H	16/32
FFC6 5804 _H	LRFSTERSTR_PCU	Local RAM 1st error status register (PCU)	R	0000 0000 _H	32
FFC6 5824 _H	LRSTCLR_PCU	Local RAM error status clear register (PCU)	W	0000 0000 _H	8/16/32
FFC6 5828 _H	LROVFSTR_PCU	Local RAM overflow status register (PCU)	R	0000 0000 _H	32
FFC6 582C _H	LROVFSTC_PCU	Local RAM overflow status clear register (PCU)	W	0000 0000 _H	8/16/32
FFC6 5830 _H	LRFSTEADR0_PCU	Local RAM 1st error address register 0 (PCU)	R	0000 0000 _H	32
FFC6 58B0 _H	LRERRINT_PCU	Local RAM error information control register (PCU)	R/W	0000 0002 _H	8/16/32
FFC6 58B4 _H	LRTSTCTL_PCU	Local RAM test control register (PCU)	R/W	0000 0000 _H	16/32
FFC6 58B8 _H	LRTDATBF0_PCU	Local RAM test data read buffer (PCU)	R	0000 0000 _H	32

30.2.5.3 Details of Registers

(1) LRECCCTL_PCU — Local RAM ECC Control Register

LRECCCTL enables or disables ECC error detection and correction and 1-bit error correction. Set PROT[1:0] bits to 01B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	SECDIS	ECCDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.42 LRECCCTL_PCU Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	SECDIS	1-Bit Error Correction Disable Enables or disables 1-bit error correction when ECC error detection and correction are enabled. 0: Enables correction of the 1-bit error detected. 1: Disables correction of the 1-bit error detected.
0	ECCDIS	ECC Disable Enables or disables ECC error detection and correction. 0: Enables ECC error detection and correction. 1: Disables ECC error detection and correction.

(2) LRFSTERSTR_PCU — Local RAM 1st Error Status Register

LRFSTERSTR monitors occurrence of the first error.

An error status bit is set if an error occurs while the error flag is 0. Note, however, that the corresponding error flag is also set if a 2-bit ECC error occurs in subsequent access as long as only the 1-bit ECC error flag is set at the time.

LRFSTERSTR is cleared by an internal reset or an external reset, or by setting the FSTERRCLR0 bit in LRSTCLR to 1.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DEDF0	SEDF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.43 LRFSTERSTR_PCU Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	DEDF0	2-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The LRSTCLR.FSTERRCLR0 bit is set to 1. Setting condition: A 2-bit ECC error has occurred while the error flags DEDF0 is 0.
0	SEDF0	1-Bit RAM ECC Error Monitor Flag Clearing conditions: A reset is generated. The LRSTCLR.FSTERRCLR0 bit is set to 1. Setting condition: A 1-bit ECC error has occurs while the error flags DEDF0 and SEDF0 are all 0.

(3) LRSTCLR_PCU — Local RAM Error Status Clear Register

LRSTCLR clears the error flags in the local RAM 1st error status register (LRFSTERSTR). LRSTCLR is a write-only register and is always read as 0.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FSTER RCLR0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W

Table 30.44 LRSTCLR_PCU Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	FSTERRCLR0	1st Error Status Register Clear Writing 1 to this bit clears the error flags in the 1st error status register.

(4) LROVFSTR_PCU — Local RAM Overflow Status Register

LROVFSTR monitors occurrence of local RAM error overflow. ERROVF0 is cleared by an internal reset, an external reset, or setting the ERROVFCLR0 bit to 1 in LROVFSTC.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERROVF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.45 LROVFSTR_PCU Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	ERROVF0	Error Overflow Flag This bit is set when an error which source is other than that of the same error address has occurred while one of the error flags (DEDF0, SEDF0) in the error status register.

(5) LROVFSTC_PCU — Local RAM Overflow Status Clear Register

LROVFSTC clears the local RAM error overflow flag. Setting the ERROVFCLR0 bit to 1 clears the flag.

LROVFSTC is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERROVFCLR0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W

Table 30.46 LROVFSTC_PCU Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	ERROVFCLR0	Error Overflow Flag Clear Writing 1 to this bit clears the ERROVF0 flag. This bit is always read as 0.

(6) LRFSTEADR0_PCU — Local RAM 1st Error Address Register 0

LRFSTEADR0 holds the address at which an ECC error has occurred. LRFSTEADR0[21:2] of this register correspond to bits [21:2] of the real address. The real address can be calculated by appending the higher-order address bits [31:22] as a base address.

LRFSTEADR0 is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—										LRFSTEADR0[21:16]					
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LRFSTEADR0[15:2]														—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.47 LRFSTEADR0_PCU Register Contents

Bit Position	Bit Name	Function
31 to 22	—	Reserved These bits are always read as 0. The write value should also be 0.
21 to 2	LRFSTEADR0 [21:2]	1st Error Address These bits are read-only and used to monitor the address of the first error. The address is updated under the following conditions: <ul style="list-style-type: none"> When error source for the retained address is SEDF <ul style="list-style-type: none"> A 1-bit error has occurred on the same address -> The address is not overwritten. A 1-bit error has occurred on a different address -> The address is not overwritten. A 2-bit error has occurred -> The address is overwritten. When error source for the retained address is DEDF <ul style="list-style-type: none"> A 1-bit error has occurred -> The address is not overwritten. A 2-bit error has occurred on the same address -> The address is not overwritten. A 2-bit error has occurred on a different address -> The address is not overwritten.
1, 0	—	Reserved These bits are always read as 0. The write value should also be 0.

(7) LRERRINT_PCU — Local RAM Error Information Control Register

LRERRINT enables or disables generation of the error notification signal to the ECM upon detection of a 2-bit ECC error or a 1-bit ECC error.

LRERRINT is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DEDIE	SEDIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.48 LRERRINT_PCU Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	DEDIE	2-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 2-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 2-bit ECC error. 1: Enables notification of the 2-bit ECC error.
0	SEDIE	1-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 1-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 1-bit ECC error. 1: Enables notification of the 1-bit ECC error

(8) LRTSTCTL_PCU — Local RAM Test Control Register

This register is used for the ECC test (self-diagnosis). After ECC test mode is enabled by setting ECCTST = 1, desired values can be written to the ECC bits. The DATSEL bit is used to select the RAM data or ECC bits. Set PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	ECCTST	DATSEL
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.49 LRTSTCTRL_PCU Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	ECCTST	ECC Test After ECC test mode is enabled by setting ECCTST = 1, the ECC and address parity bits can be read directly.
0	DATSEL	Data Select This bit is valid when ECCTST = 1. This bit selects the RAM bit which can be accessed when writing. 0: RAM data is selected. 1: The ECC bits and address parity bit are selected.

Note 1. When ECC test mode for the local RAM is enabled (ECCTST = 1), access to the local RAM should be accessed in 4-byte units.

(9) LRTDATBF0_PCU — Local RAM Test Data Read Buffer 0

In ECC test mode (self-diagnosis), the ECC bits can be read. If the local RAM is read while ECCTST = 1 in the local RAM test control register LRTSTCTL, reading from the local RAM reads out the ECC bits, and these bits are stored in this buffer.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	LRTDATBF						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.50 LRTDATBF0_PCU Register Contents

Bit Position	Bit Name	Function
31 to 7	—	Reserved These bits are always read as 0. The write value should also be 0.
6 to 0	LRTDATBF	These bits are valid when ECCTST = 1 (selecting test mode) in the local RAM test control register. When reading from the local RAM, the ECC bits are stored in LRTDATBF[6:0].

30.2.5.4 Test Function

For the test function and procedures for self-diagnosis, see the section on the local RAM (for the CPU). However, since the local RAM for the PCU does not have an address parity facility, ignore the description of address parity.

30.2.6 Global RAM ECC and Address Parity

30.2.6.1 Overview

The global RAM ECC is summarized in the table below.

Table 30.51 Overview of Global RAM ECC

Item	Description
ECC error detection and correction	<p>ECC error detection and correction can be either enabled or disabled. When enabled, either of the following settings can be selected.</p> <ul style="list-style-type: none"> ECC error detection and correction are carried out (2-bit error detection and 1-bit error detection and correction are carried out). ECC error detection is carried out (2-bit error detection and 1-bit error detection are carried out). <p>When disabled, neither error detection nor correction is carried out. In the state after reset, the ECC function is enabled, and 1-bit error detection and correction and 2-bit error detection and notification are carried out.</p>
Address parity	<p>Address parity check can be either enabled or disabled. During data write, a parity bit generated based on the written address is written simultaneously with the write data. At this time, the parity bit is written to only one location in the RAM. During data read, comparison is performed between a parity bit generated based on the read address and a parity bit2 read from the memory. In this case, the specification of the error decode is as shown in Table 30.50 Definition of Address Parity. In the state after reset, this function is enabled.</p>
Error notification	<p>Upon occurrence of an ECC error or address parity error, the ECM is notified of the error.</p> <p>ECC Error:</p> <ul style="list-style-type: none"> Error notification can be either enabled or disabled upon detection of a 2-bit ECC error. Error notification can be either enabled or disabled upon detection of a 1-bit ECC error. <p>In the state after reset, error notification is enabled upon detection of a 2-bit ECC error, and error notification is disabled upon detection of a 1-bit ECC error.</p> <p>Parity Error:</p> <ul style="list-style-type: none"> Error notification can be either enabled or disabled upon detection of an address parity error. Error notification can be either enabled or disabled upon detection of a parity bit error. <p>In the state after reset, notification of an address parity error is enabled and notification of a parity bit error is disabled.</p> <p>In the state after reset, error notification is enabled upon detection of an address parity error. The error notification signal is output, where a 2-bit ECC error and an address parity error are handled as one source, and a 1-bit ECC error is handled as one source.</p>
Error status	<p>A status register is provided, which indicates the statuses of 2-bit ECC error detection, 1-bit ECC error detection, and address parity error detection. If an error occurs while no error status flag is set, the corresponding status is set. The error status can be cleared using the clear register.</p>
Address capture	<p>If an ECC error or a parity error occurs while no error status flag is set, the address at which the associated error has occurred is captured. The address is captured when a 2-bit ECC error, a 1-bit ECC error, or an address parity error is detected. The error status serves as the enable bit of the capture address.</p>
Self-diagnosis	<p>Desired values can be written as RAM data and to the ECC and address parity bits. Data in the RAM and the ECC and address parity bits can be read directly.</p>

The definition of the address parity error for read-access is as shown below.

Table 30.52 Definition of Address Parity

Address Parity Bit		Read Address Parity	Error Judgement/Error Name
0	0	0	No error
0	0	1	Address parity error
0	1	0	Parity bit error
0	1	1	Parity bit error
1	0	0	Parity bit error
1	0	1	Parity bit error
1	1	0	Address parity error
1	1	1	No error

The ECC encoder and decoder and the address parity generator are provided for the access paths (CPU1 and interconnect) that are connected to the global RAM. Separate address checkers are provided for bank A and bank B of the global RAM. Also, the ECC decoder and ECC encoder for RMW processing are provided for each of bank A and bank B. See **Figure 30.3**.

- RMW processing

Bit manipulation instructions, 2-byte writing and 1-byte writing are executed in three steps: 1) reading of 32-bit data; 2) generation of write data by replacement of (modifying) the predetermined data; and 3) writing of 32-bit data. In this section, such operations are referred to as read-modify-write (RMW) processing. RMW processing for the global RAM proceeds in the controller for each bank.

In RMW processing, ECC decoding proceeds in step 1), reading, and ECC encoding proceeds in step 3), writing. Refer to **Figure 30.4** for the configuration of ECC for use in RMW processing. As for the ECC decoder for use with the new values corresponding to the data to be written in step 2), an erroneous result can be injected by switching to a register in which a desired value can be set. Regarding the method for injecting errors, see **30.2.6.4, Test Function**.

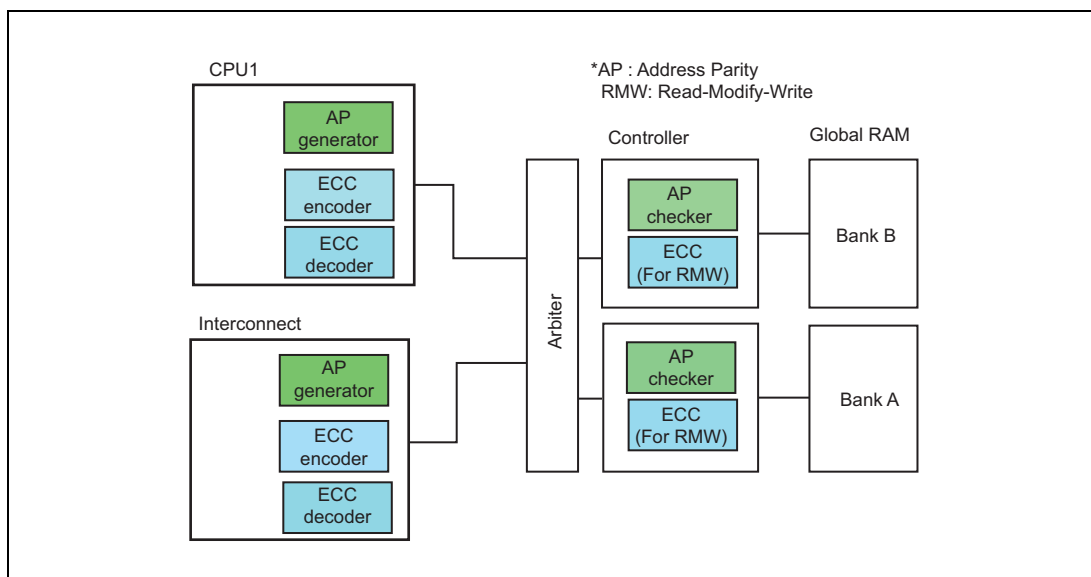


Figure 30.3 ECC of Global RAM and Address Parity

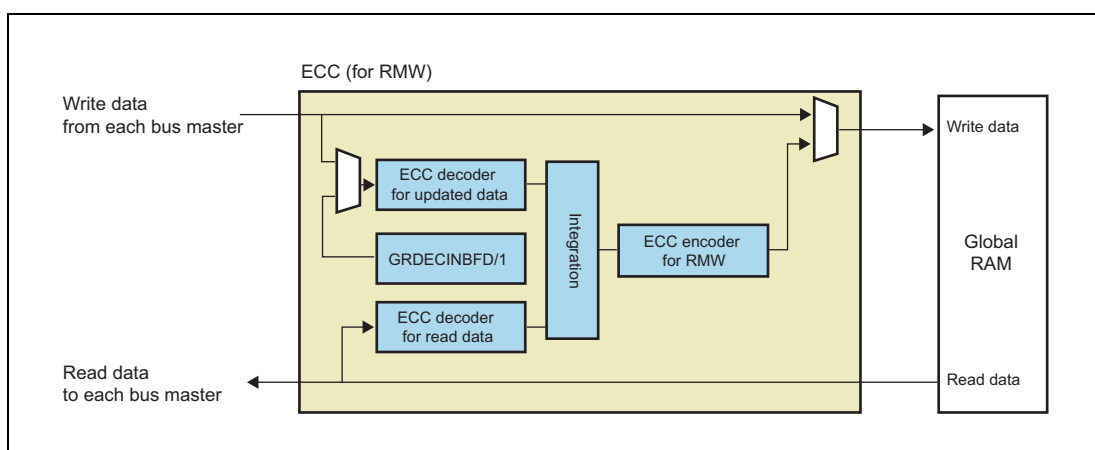


Figure 30.4 ECC Configuration of RWM for Global RAM

The structure of the global RAM allows the simultaneous reading or writing of up to 64 bits of data. Each bus master (CPU1 and the interconnect) has a 64-bit data bus. The configuration of the data bus on the controller side is of bank A and bank B, each having a width of 128-bits. On the other hand, calculation of the ECC and address parity is arranged to be per 32 bits of data.

That is to say, the ECC decoders and the ECC encoders, the ECC for use in RMW operations, and the address parity checkers in **Figure 30.3** are provided in pairs on the bus-master side, with one for the 32 higher-order bits and the other for the 32 higher-order bits, but they are provided in groups of four on the controller side, with each handling a word from word 0 to word 3 into which the 128 bits are divided. Both banks A and B are further divided into sets of four words.

Table 30.53 ECC Circuit Corresponding to Addresses

4 Lower-Order Bits of Address (Hexadecimal Notation)	F_H to C_H	B_H to 8_H	7_H to 4_H	3_H to 0_H
ECC circuit (Bus master side)	32 higher-order bits	32 lower-order bits	32 higher-order bits	32 lower-order bits
ECC circuit (Controller side)	Word3	Word2	Word1	Word0

CAUTION

The global RAM is divided into Bank A and Bank B at the boundary of the address, FEF 0000_H.

Error information of the CPU1 is retained for each instruction and data. Error information of the interconnect is stored per higher-order and lower-order section of the data. See **Figure 30.5**.

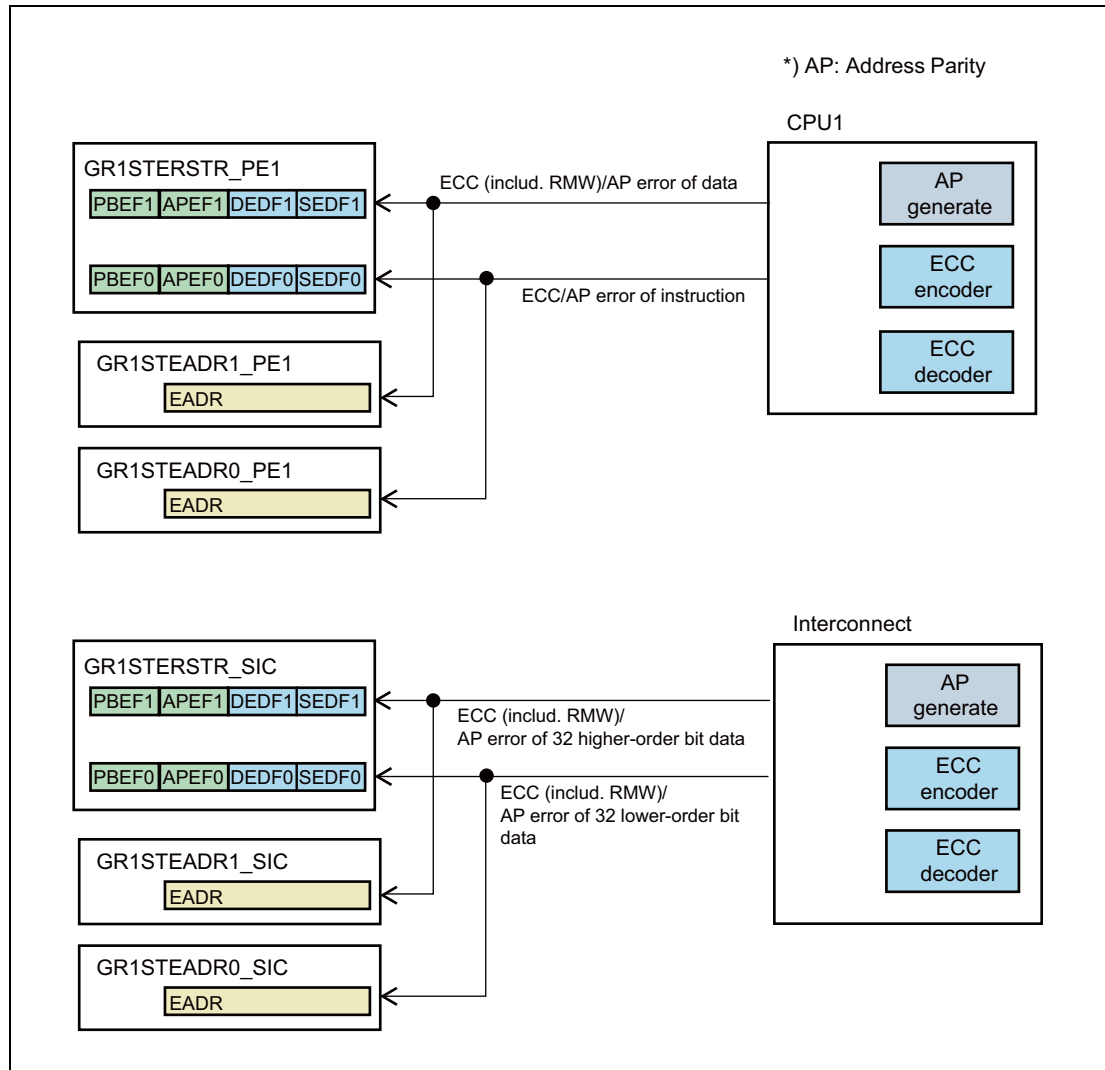


Figure 30.5 Configuration of Error Information Retention for Global RAM

30.2.6.2 List of Registers

Table 30.54 List of Registers

Address	Symbol*1	Register Name	R/W	Value after Reset	Access Size
FFC6 4000 _H	GRECCCTL_GRAMC	Global RAM ECC control register (GRAMC)	R/W	0000 0000 _H	16/32
FFC6 4180 _H	GRTSTCTL	Global RAM test control register	R/W	0000 0000 _H	32
FFC6 4184 _H	GRTDATBF	Global RAM test data read buffer	R	0000 0000 _H	8/16/32
FFC6 4188 _H	GRDECINBF0	Global RAM ECC decoder input data buffer 0	R/W	0000 0000 _H	8/16/32
FFC6 418C _H	GRDECINBF1	Global RAM ECC decoder input data buffer 1	R/W	0000 0000 _H	8/16/32
FFC6 4204 _H	GRERRINT_SIC	Global RAM error information control register (SIC)	R/W	0000 0006 _H	8/16/32
FFC6 4208 _H	GRSTCLR_SIC	Global RAM status clear register (SIC)	W	0000 0000 _H	8/16/32
FFC6 420C _H	GROVFSTR_SIC	Global RAM error count overflow status register (SIC)	R	0000 0000 _H	8/16/32
FFC6 4210 _H	GR1STERSTR_SIC	Global RAM 1st error status register (SIC)	R	0000 0000 _H	8/16/32
FFC6 4250 _H	GR1STEADR0_SIC	Global RAM 1st error (lower 32-bit data) address register (SIC)	R	0000 0000 _H	8/16/32
FFC6 4254	GR1STEADR1_SIC	Global RAM 1st error (upper 32-bit data) address register (SIC)	R	0000 0000 _H	8/16/32
FFC6 4404 _H	GRERRINT_PE1	Global RAM error information control register (PE1)	R/W	0000 0006 _H	8/16/32
FFC6 4408 _H	GRSTCLR_PE1	Global RAM status clear register (PE1)	W	0000 0000 _H	8/16/32
FFC6 440C _H	GROVFSTR_PE1	Global RAM error count overflow status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 4410 _H	GR1STERSTR_PE1	Global RAM 1st error status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 4450 _H	GR1STEADR0_PE1	Global RAM 1st error (instruction) address register (PE1)	R	0000 0000 _H	8/16/32
FFC6 4454 _H	GR1STEADR1_PE1	Global RAM 1st error (data) address register (PE1)	R	0000 0000 _H	8/16/32

Note 1. In the register symbols, “_SIC” and “_PE1” indicate the registers provided for the ECC controllers for each of the access path. Specifically, “_SIC” and “_PE1” indicate the control registers for access to the Global RAM from system interconnect 1 and to the Global RAM from CPU1, respectively. “_GRAMC” is a common control register for all access paths.

30.2.6.3 Details of Registers

(1) GRECCCTL_GRAMC — Global RAM ECC Control Register

GRECCCTL is the ECC and address parity control register shared by Global RAMs. This register enables or disables address parity check and specifies ECC processing. Set PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	APARIDIS	SECDIS	ECCDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	W	W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Table 30.55 GRECCCTL_GRAMC Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 3	—	Reserved These bits are always read as 0. The write value should also be 0.
2	APARIDIS	Address Parity Check Disable Enables or disables address parity check. In the initial state, the parity check is enabled. 0: Enables address parity check. 1: Disables address parity check.
1	SECDIS	1-Bit Error Correction Disable for RMW Enables or disables 1-bit error correction when ECC error detection and correction are enabled. 0: Enables correction of the 1-bit error detected. 1: Disables correction of the 1-bit error detected.
0	ECCDIS	ECC Disable for RMW Enables or disables ECC error detection and correction. In the initial state, ECC error detection and correction are enabled. 0: Enables ECC error detection and correction. 1: Disables ECC error detection and correction.
NOTE		
The encoding function is enabled even though the error detection and correction are disabled.		

(2) GRTSTCTL — Global RAM Test Control Register

This register is used for the ECC test (self-diagnosis) and address parity checker test (self-diagnosis).

After the test function is enabled by setting TESTEN = 1, desired values can be written to the ECC and address parity bits. The DATSEL bit is used to select the RAM data or the ECC and address parity bits. Also, input and output by the ECC decoder in the Global RAM controller can be controlled for testing (self-diagnosis).

By setting address parity test mode (MAPTEST = 1, BAPTEST = 1), the parity to be input to the address parity checker is inverted. Set PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PROT[1:0]		—	—	—	—	MAPBIT[1:0]		MAPTEST[7:0]							
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BAPTEST[7:0]								—	RAMSEL		DATSEL		DECIN EN	TESTE N	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.56 GRTSTCTL Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	PROT[1:0]	This bit enables write-access to this register. When read, 0 is always read.
29 to 26	—	Reserved When read, 0 is always read. When writing, always write 0.
25, 24	MAPBIT[1:0]	These bits set the memory address parity bit. The memory address parity is used for an address parity check during read-access. This bit setting is effective except when TESTEN = 1 or MAPTEST[7:0] = 00 _H . When MAPBIT is 1, the target memory address parity bit is inverted. The relationship between MAPBIT[1:0] and the corresponding memory address parity bit is as shown below. MAPBIT[0]: Lower-order address parity bit MAPBIT[1]: Higher-order address parity bit This bit setting is applied to all Words and Banks.
23 to 16	MAPTEST[7:0]	These bits set the memory address parity checker in test mode. When MAPTEST is 1, setting of the MAPBIT[1:0] is enabled. The setting of this bit is effective only when TESTEN is 1. MAPTEST [0]: BankA Word0 MAPTEST [1]: BankA Word1 MAPTEST [2]: BankA Word2 MAPTEST [3]: BankA Word3 MAPTEST [4]: BankB Word0 MAPTEST [5]: BankB Word1 MAPTEST [6]: BankB Word2 MAPTEST [7]: BankB Word3

Table 30.56 GRTSTCTL Register Contents (2/2)

Bit Position	Bit Name	Function
15 to 8	BAPTEST[7:0]	<p>These bits set the bus address parity checker in test mode. The bus address parity is used for address parity checking during write-access. The parity generated in the bus address parity generation unit is inverted while BAPTEST = 1.</p> <p>This bit setting is effective when TESTEN = 1.</p> <p>BAPTEST [0]: BankA Word0 BAPTEST [1]: BankA Word1 BAPTEST [2]: BankA Word2 BAPTEST [3]: BankA Word3 BAPTEST [4]: BankB Word0 BAPTEST [5]: BankB Word1 BAPTEST [6]: BankB Word2 BAPTEST [7]: BankB Word3</p>
7	—	<p>Reserved</p> <p>When read, 0 is always read. When writing, always write 0.</p>
6 to 4	RAMSEL[2:0]	<p>These bits set the global RAM address for reading the GRTDATBF register.</p> <p>000_B: BankA Word0 001_B: BankA Word1 010_B: BankA Word2 011_B: BankA Word3 100_B: BankB Word0 101_B: BankB Word1 110_B: BankB Word2 111_B: BankB Word3</p> <p>This bit setting is effective only when TESTEN = 1.</p>
3, 2	DATSEL[1:0]	<p>These bits selects write data to the RAM and read data in GRTDATBF. This bit setting is effective only when TESTEN = 1.</p> <p>00_B :</p> <ul style="list-style-type: none"> – GRTDATBF: RAM data is stored during read-access. – Global RAM: Only RAM data area is updated during write-access ECC bits and parity bits are not updated. <p>01_B :</p> <ul style="list-style-type: none"> – GRTDATBF: ECC bits and address parity bits are stored during read-access to RAM. – Global RAM: Only ECC bits and address parity bits are updated during write-access to RAM. The data area of the RAM is not updated. <p>1x_B :</p> <p>Reserved (setting prohibited)</p>
1	DECINEN	<p>ECC Decoder Error Injection Enabling for DECINEN RMW</p> <p>This bit is effective when TESTEN = 1 and enables input of the data of the ECC decoder input buffer register to ECC decoder for updated data during RMW.</p> <p>0: Data of the ECC decoder input buffer is not input. 1: Data of the ECC decoder input buffer is input.</p>
0	TESTEN	<p>ECC Test</p> <p>When ECC test mode is set (TESTEN = 1), the data in the ECC bits and address parity bits can be read directly.</p>

(3) GRTDATBF — Global RAM Test Data Read Buffer

This register can read the RAM data and ECC bits and address parity bits. When the RAM is read, the value selected by the DATSEL1 or DATSEL0 bit of the GRTSTCTL register is stored in this buffer.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GRTDATBF															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GRTDATBF															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.57 GRTDATBF Register Contents

Bit Position	Bit Name	Function
31 to 0	GRTDATBF	<p>These bits operate as a buffer for retaining data read from the global RAM. The address in global RAM from which the data are to be read is selected by the setting of the RAMSEL bits.</p> <p>When RAM is read while the setting of the DATSEL[1:0] bits is (0, 0), the data are stored in the GRTDATBF[31:0] bits. When RAM is read while the setting of the DATSEL[1:0] bits is (0, 1), the corresponding ECC bits are stored in the GRTDATBF[6:0] bits and the corresponding address parity bits are stored in the GRTDATBF[8:7] bits. The GRTDATBF[31:9] bits all have the value 0 in this case.</p>

(4) GRDECINBF0 — Global RAM ECC Decoder Input Data Buffer 0

This register is for setting 32-bit RAM data for input to the ECC decoder for updating data during RMW.

Using this register allows self-diagnosis of the ECC decoder for updating data during RMW.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GRDECINBF0															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GRDECINBF0															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.58 GRDECINBF0 Register Contents

Bit Position	Bit Name	Function
31 to 0	GRDECINBF0	These bits become effective when the value of the GRTSTCTL.TESTEN bit is 1 (test mode). When an instruction for an RMW operation is executed while the value of the DECINEN bit is 1, the bits in this register are input to the ECC decoder for use with the new values as if they were 32 bits of data from RAM. This register is for common use with words 0 to 3 of both the higher- and lower-order sections of data for both banks A and B.

(5) GRDECINBF1 — Global RAM ECC Decoder Input Data Buffer 1

This register is for setting a desired 7-bit ECC-encoded value for input to the ECC decoder for use with the new values in RMW operations. Using this register allows self-diagnosis of the ECC decoder for use with the new values in RMW operations.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	GRDECINBF1						
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.59 GRDECINBF1 Register Contents

Bit Position	Bit Name	Function
31 to 7	—	Reserved These bits are always read as 0. The write value should also be 0.
6 to 0	GRDECINBF1	These bits are valid when TESTEN = 1 (test mode) in the GRTSTCTL register. When DECINEN = 1, the value of this register is input to the ECC decoder as data for use in updating in response to the execution of an RMW instruction. This register is common to banks A and B and provides the values for both the higher-/lower-order bits and Word0 to Word3.

(6) GRERRINT_SIC/PE1 — Global RAM Error Information Control Register

GRERRINT enables or disables generation of the error notification signal to the ECM upon detection of a 2-bit ECC error, a 1-bit ECC error, or an address parity error.

The setting of this register is used for accesses through the respective access path.

GRERRINT is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	PBEIE	APEIE	DEDIE	SEDIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 30.60 GRERRINT_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 4	—	Reserved These bits are always read as 0. The write value should also be 0.
3	PBEIE	Parity Bit Error Notification Enable Enables or disables of generation of the error notification signal upon detection of a parity bit error when address parity check is enabled. 0: Disables notification of the parity bit error. 1: Enables notification of the parity error.
2	APEIE	Address Parity Error Notification Enable Enables or disables generation of the error notification signal upon detection of an address parity error when address parity check is enabled. 0: Disables notification of the address parity error. 1: Enables notification of the address parity error.
1	DEDIE	2-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 2-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 2-bit ECC error. 1: Enables notification of the 2-bit ECC error.
0	SEDIE	1-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 1-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 1-bit ECC error. 1: Enables notification of the 1-bit ECC error.

(7) GRSTCLR_SIC/PE1 — Global RAM Status Clear Register

GRSTCLR clears the error flags in the error status register (GR1STERSTR), the overflow flag in the error count overflow status register (GROVFSTR), and the error address register (GR1STEADR). GRSTCLR is a write-only register and is always read as 0.

The setting of this register is used for accesses through the respective access path.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STCLR 1	STCLR 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W	W

Table 30.61 GRSTCLR_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	STCLR1	Error Overflow Flag Clear (PE1: for data, SIC: for data of the 32 higher-order bits and RMW) Writing 1 to this bit clears the PBEF1 and APEF1 flags in GR1STERSTR; ERROVF1 flag in GROVFSTR; and GR1STEADR1.
0	STCLR0	Error Overflow Flag Clear (PE1: for instructions, SIC: for data of the 32 lower-order bits and RMW) Writing 1 to this bit clears the PBEF0, APEF0, DEDF0, and SEDF0 flags in GR1STERSTR; ERROVF0 flag in GROVFSTR; and GR1STEADR0.

(8) GROVFSTR_SIC/PE1 — Global RAM Error Count Overflow Status Register

GROVFSTR monitors occurrence of error overflow. If the second error occurs after the first error (= while any of the error flags in the error status register is set), the flag in this register is set. However, if the second error is identical to the first error (both the source and address are same), this flag is not set. ERROVF is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in GRSTCLR.

The setting of this register is used for accesses through the respective access path.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERROVF1	ERROVF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.62 GROVFSTR_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	ERROVF1	Error Overflow Flag (for data of the 32 higher-order bits) When writing 1 to this bit clears the PBEF1, APEF1, DEDF1, and SEDF1 flags in the GR1STERSTR register; the ERROVF1 flag in the GROVFSTR register; and the GR1STEADR1 register.
0	ERROVF0	Error Overflow Flag (for data of the 32 lower-order bits) Writing 1 to this bit clears the PBEF0, APEF0, DEDF0, and SEDF0 flags in the GR1STERSTR register; the ERROVF0 flag in the GROVFSTR register; and the GR1STEADR0 register.

(9) GR1STERSTR_SIC/PE1 — Global RAM 1st Error Status Register

GR1STERSTR monitors occurrence of the first error. Errors are detected and the states are updated independently for the higher- and lower-order 32 bits. An error status flag is set if an error occurs while all error flags for the higher-order or the lower-order bits are 0. Note, however, that the corresponding error flag is also set if a 2-bit ECC error or an address parity error occurs in subsequent access as long as only the 1-bit ECC error flag or parity bit error flag is set at the time.

If more than one error is detected for a given memory access, all the corresponding error flags are set. GR1STERSTR is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in GRSTCLR.

The setting of this register is used for accesses through the respective access port.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PBEF1	APEF1	DEDF1	SEDF1	—	—	—	—	PBEF0	APEF0	DEDF0	SEDF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.63 GR1STERSTR_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 12, 7 to 4	—	Reserved These bits are always read as 0. The write value should also be 0.
3+8n	PBEFn	Parity Error Monitoring Flag Clearing conditions: A reset is generated. The GRSTCLR.STCLRn bit is set to 1. Setting condition: A parity bit error has occurred while the error flags PBEFn, APEFn, DEDFn, and SEDFn are all 0.
2+8×n	APEFn	Address Parity Error Monitor Flag Clearing conditions: A reset is generated. The GRSTCLR.STCLRn bit is set to 1. Setting condition: An address parity error has occurred while the error flags APEFn and DEDFn are 0.
NOTE		
This flag is set equally for read and write; the error generation source is not considered.		
1+8×n	DEDFn	2-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The GRSTCLR.STCLRn bit is set to 1. Setting condition: A 2-bit ECC error has occurred while the error flags APEFn and DEDFn are 0.

Table 30.63 GR1STERSTR_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
0+8×n	SEDFn	1-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The GRSTCLR.STCLRn bit is set to 1. Setting condition: A parity bit error has occurred while the error flags PBEFn, APEFn, DEDFn, and SEDFn are all 0.

Note: SIC: n = 0 (the 32 lower-order bits and RMW), n = 1: (the 32 higher-order bits and RMW)
PE1: n = 0 (for instructions), n = 1: (for data and RMW)

(10) GR1STEADR_n_SIC/PE1 — Global RAM 1st Error Address Register n (n = 0, 1)

GR1STEADR_n holds the address at which an error has occurred.

The error address is set if an error occurs while all the error flags are 0 in GR1STERSTR. The address is updated if a 2-bit ECC error or an address parity error occurs while the 1-bit ECC error flag is set as the first error. Once a 2-bit ECC error or an address parity error occurs, the address is not updated.

EADR[20:2] of this register correspond to bits [20:2] of the real address. The real address can be calculated by appending the higher-order address bits [31:21] as a base address.

GR1STEADR is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in GRSTCLR. During accesses to the lower 32-bit data, the address is stored in GR1STEADR0. During accesses to the 32 higher-order bits data, the address is stored in GR1STEADR1.

The setting of this register is used for accesses through the respective access path.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—											EADR[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EADR[15:2]														—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.64 GR1STEADR_n_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved These bits are always read as 0. The write value should also be 0.
20 to 2	EADR[20:2]	1st Error Address These bits monitor the address of the first error. The error address is set if an error occurs while all the error flags are 0 in GR1STERSTR. The address is updated if a 2-bit ECC error or an address parity error occurs while the 1-bit ECC error flag is set as the first error. Once a 2-bit ECC error or an address parity error occurs, the address is not updated.
1, 0	—	Reserved When read, 0 is always read. When writing, always write 0.

Note: SIC: n = 0 (the 32 lower-order bits and RMW), n = 1: (the 32 higher-order bits and RMW)
PE1: n = 0 (for instructions), n = 1: (for data and RMW)

The second bit is always 0 for the register:

GR1STEADR0_PE1

When FEF0 0000_H is stored as an error address to the register above, it indicates that a failure has occurred in the address FEF0 0000_H or FEF0 0004_H.

30.2.6.4 Test Function

Through appropriate register setting, desired values can be written as RAM data and to the ECC and address parity bits. Also, data in the RAM and the ECC and address parity bits and the ECC decoder output data for RMW can all be read.

It is possible to input the desired data in the ECC decoder for RMW.

(1) Writing RAM Data

- (a) Set the TESTEN bit in the GRTSTCTL register to 1 to set test mode.
- (b) Set the corresponding DATSEL1 to 0 and DATSEL0 to 0 in the GRTSTCTL register to select RAM data for access when writing.
- (c) When data is written to the global RAM, only the RAM data can be modified without updating the ECC bits.

How to exit this test mode:

- (a) Set the TESTEN bit in the GRTSTCTL register to 0 to disable test mode (normal mode).

(2) Reading RAM Data

- (a) Set the ECCDIS bit in the GRECCCTL_GRAMC register to 1 to disable ECC error detection and correction.
- (b) Read the global RAM. Since neither error detection nor correction proceeds when the global RAM is read, the RAM data is read unchanged.

How to exit this test mode:

- (a) Set the ECCDIS bit in the GRECCCTL_GRAMC register to 0 to enable ECC error detection and correction.

(3) Writing to the ECC and Address Parity Bits

- (a) Set the TESTEN bit in the GRTSTCTL register to 1 to set test mode.
- (b) Set the corresponding DATSEL1 bit to 0 and DATSEL0 bit to 1 in the GRTSTCTL register to select the ECC bits and the address parity bit for access when writing.
- (c) When data is written to the global RAM, only the ECC and address parity bits can be modified without updating the RAM data. At that time, bits[6:0] and bits[8:7] are respectively written to the ECC bits and to the address parity bit.

How to exit this test mode:

- (a) Set the TESTEN bit in the GRTSTCTL register to 0 to disable test mode (normal mode).

(4) Reading the ECC and Address Parity Bits

- (a) Set the TESTEN bit in the GRTSTCTL register to 1 to set test mode.
- (b) Setting the DATSEL1 and DATSEL0 bits in the GRTSTCTL register to 0 and 1, respectively, to select the ECC and address parity bits for access when reading. The GRTSTCTL.RAMSEL bit is set in accordance with the address of the global RAM that reads the data.
- (c) When data in the global RAM is read, the ECC and address parity bits are stored in the GRTDATBF register.

How to exit this test mode:

- (a) Set the TESTEN bit in the GRTSTCTL register to 0 to disable test mode (normal mode).

(5) Self-Diagnosis of the ECC Check Function for the Access Ports

Desired values can be written to the RAM data and/or ECC bits by following the procedure described in (1) or (3) above. Therefore, a fault can be injected by, for example, inverting appropriate bits of the RAM data and/or ECC bits. After that, self-diagnosis of the ECC decoder is possible by reading the global RAM in normal mode and checking the result of error correction or detection.

(6) Self-Diagnosis of the Address Parity Check Function

Self-diagnosis by address parity check for write and read is enabled by following either of the two procedures below.

- (a) Setting BAPTEST[7:0] in the GRTSTCTL register to 1 inverts the result of address parity generation for the corresponding data area (Word0 to Word 3) of the corresponding bank (bank A or B). That is, a fault can be injected to the address parity generator. Writing to the corresponding data area of the corresponding bank in the global RAM in this state and checking the result of parity error detection allows self-diagnosis of the address parity check function in writing.
- (b) Setting the MAPTEST[7:0] bits in the GRTSTCTL register to 1 leads to inversion of the generated result for address parity of the selected span of data (word 0, 1, 2, or 3) in the selected bank (A or B). That is to say, it allows the injection of errors (faulty values) to the address parity generator. When the selected span of data in the selected bank is read in this state, an address parity error is conveyed in accord with the setting of the MAPBIT[1:0] bits. This allows self-diagnosis of address-parity checking by confirming the results for the detection of parity errors during reading. Furthermore, by following the procedures described in (3) and (4) above, the method of self-diagnosis with injection of a desired value to the address-parity bits is also possible.

Inverting the address bits in this way allows the injection of an error (faulty value) in one or both of the address-parity bits. Subsequently reading the global RAM in normal mode allows the self-diagnosis of address-parity checking during reading by confirming the results for the detection of parity errors.

(7) Self-Diagnosis of the ECC Decoder for the Data Read Out in an RMW Operation

Desired values can be written as the RAM data or ECC bits by following the procedures described in (1) and (3) above. Doing so by inverting suitable bits among, for example, the RAM data or ECC bits allows the injection of errors. Subsequently executing RMW processing then confirming the results for error correction or error detection allows self-diagnosis of the ECC decoder for the data read out in RMW operations.

(8) Self-Diagnosis of the ECC Decoder for the Data being Updated at the Time of RMW Access

Setting the DECINEN bit in the GRTSTCTL register to 1 selects switching of the values of the global RAM ECC decoder data input buffers 0 and 1 (GRDECINBF0, 1) to replace write data sent from all routes for access as the input to the ECC decoder for use with the new values in RMW operations. Accordingly, suitable errors can be injected by thus writing appropriate values to input buffer registers 0 and 1 for the ECC decoder for use with the new values in RMW operations. Subsequently executing RMW processing then confirming the results for error correction or error detection allows self-diagnosis of the ECC decoder for use with the new values in RMW operations.

30.2.7 Instruction Cache ECC and EDC

30.2.7.1 Overview

The instruction cache ECC is summarized in the table below.

Table 30.65 Overview of Instruction Cache ECC

Item	Description
ECC error detection and correction	<p>ECC error detection and correction can be either enabled or disabled. When enabled, either of the following settings can be selected.</p> <ul style="list-style-type: none"> ECC error detection and correction are carried out (2-bit error detection and 1-bit error detection and correction are carried out). ECC error detection is carried out (2-bit error detection and 1-bit error detection are carried out). <p>When disabled, neither error detection nor correction is carried out. In the state after reset, the ECC function is enabled, and 1-bit error detection and correction and 2-bit error detection and notification are carried out.</p>
Address parity	None
Error notification	<p>Upon occurrence of an ECC error, the ECM is not notified of the error.</p> <p>ECC Error:</p> <ul style="list-style-type: none"> Error notification can be either enabled or disabled upon detection of a 2-bit ECC error. Error notification can be either enabled or disabled upon detection of a 1-bit ECC error. <p>In the state after reset, notification of the 2-bit ECC error is disabled, and notification of the 1-bit ECC error is disabled. The error notification signal is output, where a 2-bit ECC error is handled as one source, and a 1-bit ECC error is handled as one source.</p>
Error status	<p>A status register is provided, which indicates the statuses of 2-bit ECC error detection and 1-bit ECC error detection. If an error occurs while no error status flag is set, the corresponding status is set. The error status can be cleared using the clear register.</p>
Address capture	<p>If an ECC error occurs while no error status flag is set, the address at which the associated error has occurred is captured. The address is captured when a 2-bit ECC error or a 1-bit ECC error is detected. The error status serves as the enable bit of the capture address.</p>
Self-diagnosis	<p>A cache instruction is used to write the desired values as RAM data and to the ECC bits. Similarly, data in the RAM and the ECC bits can be read directly. Since instructions as described above go through the same encoding or decoding path as a normal cache fill or instruction fetch, only such instructions can be used in inserting and confirming errors.</p>

30.2.7.2 List of Registers

Table 30.66 List of Registers

Address	Symbol	Register Name	R/W	Value after Reset	Access Size
FFC6 0400 _H	IDECCTL_PE1	Instruction cache data RAM ECC control register (PE1)	R/W	0000 0000 _H	16/32
FFC6 0404 _H	IDERRINT_PE1	Instruction cache data RAM error information control register (PE1)	R/W	0000 0000 _H	8/16/32
FFC6 0408 _H	IDSTCLR_PE1	Instruction cache data RAM error status clear register (PE1)	W	0000 0000 _H	8/16/32
FFC6 040C _H	IDOVFSTR_PE1	Instruction cache data RAM error count overflow status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 0410 _H	ID1STERSTR_PE1	Instruction cache data RAM 1st error status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 0450 _H	ID1STEADR0_PE1	Instruction cache data RAM (bank0) 1st error address register (PE1)	R	0000 0000 _H	8/16/32
FFC6 1400 _H	ITECCCTL_PE1	Instruction cache tag RAM ECC control register (PE1)	R/W	0000 0000 _H	16/32
FFC6 1404 _H	ITERRINT_PE1	Instruction cache tag RAM error information control register (PE1)	R/W	0000 0000 _H	8/16/32
FFC6 1408 _H	ITSTCLR_PE1	Instruction cache tag RAM error status clear register (PE1)	W	0000 0000 _H	8/16/32
FFC6 140C _H	ITOVFSTR_PE1	Instruction cache tag RAM error count overflow status register (PE1)	R	0000 0000 _H	8/16/32
FFC6 1410 _H	IT1STERSTR_PE1	Instruction cache tag RAM 1st error status clear register (PE1)	R	0000 0000 _H	8/16/32
FFC6 1450 _H	IT1STEADR0_PE1	Instruction cache tag RAM 1st error address register (PE1)	R	0000 0000 _H	8/16/32

30.2.7.3 Details of Registers

(1) IDECCCTL_PE1 — Instruction Cache Data RAM ECC Control Register

IDECCCTL enables or disables ECC error detection and correction and 1-bit error correction for cache data RAM. Set PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	SECDIS	ECCDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	RW	RW

Table 30.67 IDECCCTL_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	SECDIS	1-Bit Error Correction Disable Enables or disables 1-bit error correction when ECC error detection and correction are enabled. 0: Enables correction of the 1-bit error detected. 1: Disables correction of the 1-bit error detected.
0	ECCDIS	ECC Disable Enables or disables ECC error detection and correction. 0: Enables ECC error detection and correction. 1: Disables ECC error detection and correction.

(2) IDERRINT_PE1 — Instruction Cache Data RAM Error Information Control Register

IDERRINT enables or disables generation of the error notification signal to the ECM upon detection of a 2-bit ECC error or a 1-bit ECC error in cache data RAM.

IDERRINT is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DEDIE	SEDIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.68 IDERRINT_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	DEDIE	2-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 2-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 2-bit ECC error. 1: Enables notification of the 2-bit ECC error.
0	SEDIE	1-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 1-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 1-bit ECC error. 1: Enables notification of the 1-bit ECC error.

(3) IDSTCLR_PE1 — Instruction Cache Data RAM Error Status Clear Register

IDSTCLR clears the error flags in the error status register (ID1STERSTR), the overflow flag in the error count overflow status register (IDOVFSTR), and the error address register (ID1STEADR).

IDSTCLR is a write-only register and is always read as 0.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STCLR 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W

Table 30.69 IDSTCLR_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	STCLR0	Error Overflow Flag Clear Writing 1 to this bit clears the DEDF0 and SEDF0 flags in ID1STERSTR; ERROVF0 flag in IDOVFSTR; and ID1STEADR0.

(4) IDOVFSTR_PE1 — Instruction Cache Data RAM Error Count Overflow Status Register

IDOVFSTR monitors occurrence of error overflow in cache data RAM. If the second error occurs after the first error (= while any of the error flags in the error status register is set), the flag in this register is set. However, if the second error is identical to the first error (both the source and address are same), this flag is not set. ERROVF is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in IDSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERROVF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.70 IDOVFSTR_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	ERROVF0	Error Overflow Flag (for bank 0) This flag is set if the second error occurs while any of the error flags (DEDFO and SEDFO) in the error status register is set, except when both of the error address and source of the second error are the same as those of the first error.

(5) ID1STERSTR_PE1 — Instruction Cache Data RAM 1st Error Status Register

ID1STERSTR monitors occurrence of the first error in cache data RAM. The error status flag is set if an error occurs while all the error flags are 0. If a 2-bit ECC error occurs while the 1-bit ECC error flag is set, the corresponding error flag is set.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DEDFO	SEDF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.71 ID1STERSTR_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	DEDFO	2-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The STCLR0 bit in IDSTCLR is set to 1. Setting condition: A 2-bit ECC error has occurred while the error flag DEDFO is 0.
0	SEDF0	1-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The STCLR0 bit in IDSTCLR is set to 1. Setting condition: A 1-bit ECC error has occurred while the error flags DEDFO and SEDFO are 0.

(6) ID1STEADR0_PE1 — Instruction Cache Data RAM 1st Error Address Register

ID1STEADR holds the address at which an error has occurred in cache data RAM.

The error address is set if an error occurs while all the error flags are 0 in ID1STERSTR. The address is updated if a 2-bit ECC error is found while the 1-bit ECC error flag is set for a first error. Once a 2-bit ECC error occurs, the address is not updated.

The data RAM and tag RAM destination addresses of the cached code are uniquely determined from the addresses in code flash memory. This register holds the source addresses of cached code from the code flash memory. For the relationship between the addresses in code flash memory and the data RAM and tag RAM of the instruction cache, see **Section 3.2.2, Instruction Cache and Data Buffer**.

ID1STEADR is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in IDSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—							EADR0[24:16]								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EADR0[15:3]													—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.72 ID1STEADR0_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 25	—	Reserved When read, 0 is always read. When writing, always write 0.
24 to 3	EADR0[24:3]	1st Error Address These bits monitor the address of the first error. The error address is set if an error occurs while all the error flags are 0 in ID1STERSTR. The address is updated if a 2-bit ECC error is found while the 1-bit ECC error flag is set as the first error. Once a 2-bit ECC error occurs, the address is not updated.
2 to 0	—	Reserved: When read, 0 is always read. When writing, always write 0.

(7) ITECCCTL_PE1 — Instruction Cache Tag RAM ECC Control Register

This register is used to enable or disable ECC error detection of the cache TAG RAM. Set PROT[1:0] bits to 01_B when writing to this register.

This register is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT[1:0]	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ECCDIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 30.73 ITECCCTL_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	PROT[1:0]	These bits enable to write to this register. The read value is 0.
13 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	ECCDIS	ECC Disable Enables or disables ECC error detection. 0: Enables ECC error detection. 1: Disables ECC error detection.

(8) ITERRINT_PE1 — Instruction Cache Tag RAM Error Information Control Register

ITERRINT enables or disables generation of the error notification signal to the ECM upon detection of a 2-bit ECC error or a 1-bit ECC error in cache tag RAM.

ITERRINT is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DEDIE	SEDIE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.74 ITERRINT_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	DEDIE	2-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 2-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 2-bit ECC error. 1: Enables notification of the 2-bit ECC error.
0	SEDIE	1-Bit ECC Error Notification Enable Enables or disables generation of the error notification signal upon detection of a 1-bit error when ECC error detection and correction are enabled. 0: Disables notification of the 1-bit ECC error. 1: Enables notification of the 1-bit ECC error.

(9) ITSTCLR_PE1 — Instruction Cache Tag RAM Error Status Clear Register

ITSTCLR clears the error flags in the error status register (IT1STERSTR), the overflow flag in the error count overflow status register (ITOVFSTR), and the error address register (IT1STEADR0).

ITSTCLR is a write-only register and is always read as 0.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STCLR 0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W

Table 30.75 ITSTCLR_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	STCLR0	Error Overflow Flag Clear Writing 1 to this bit clears the DEDF0 and SEDF0 flags in IT1STERSTR; ERROVF0 flag in ITOVFSTR; and IT1STEADR0.

(10) ITOVFSTR_PE1 — Instruction Cache Tag RAM Error Count Overflow Status Register

ITOVFSTR monitors occurrence of error overflow in cache tag RAM. If the second error occurs after the first error (= while any of the error flags in the error status register is set), the flag in this register is set. However, if the second error is identical to the first error (both the source and address are same), this flag is not set. ERROVF is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in ITSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERROVF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.76 ITOVFSTR_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	ERROVF0	Error Overflow Flag This flag is set if the second error occurs while any of the error flags (DEDFO and SEDFO) in the error status register is set, except when both of the error address and source of the second error are the same as those of the first error.

(11) IT1STERSTR_PE1 — Instruction Cache Tag RAM 1st Error Status Register

IT1STERSTR monitors occurrence of the first error in cache tag RAM.

The error status flag is set if an error occurs while all the error flags are 0. If a 2-bit ECC error occurs while the 1-bit ECC error flag is set, the corresponding error flag is set.

IT1STERSTR is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in ITSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DEDFO	SEDF0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.77 IT1STERSTR_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	DEDFO	2-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The STCLR0 bit in ITSTCLR is set to 1. Setting condition: A 2-bit ECC error has occurred while the error flag DEDFO is 0.
0	SEDF0	1-Bit ECC Error Monitor Flag Clearing conditions: A reset is generated. The STCLR0 bit in ITSTCLR is set to 1. Setting condition: A 1-bit ECC error has occurred while the error flags DEDFO and SEDFO are 0.

(12) IT1STEADR0_PE1 — Instruction Cache Tag RAM 1st Error Address Register

IT1STEADR0 holds the address at which an error has occurred in cache tag RAM.

The error address is set if an error occurs while all the error flags are 0 in IT1STERSTR. The address is updated if a 2-bit ECC error is found while the 1-bit ECC error flag is set as the first error. Once a 2-bit ECC error occurs, the address is not updated.

The data RAM and tag RAM destination addresses of the cached code are uniquely determined from the addresses in code flash memory. This register holds the source addresses of cached code from the code flash memory. For the relationship between the addresses in code flash memory and the data RAM and tag RAM of the instruction cache, see **Section 3.2.2, Instruction Cache and Data Buffer**.

IT1STEADR0 is cleared by an internal reset, an external reset, or setting the STCLR bit to 1 in ITSTCLR.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—							EADR[24:16]								
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EADR[15:5]											—				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.78 IT1STEADR0_PE1 Register Contents

Bit Position	Bit Name	Function
31 to 25	—	Reserved When read, 0 is always read. When writing, always write 0.
24 to 5	EADR[24:5]	1st Error Address Monitors the address of the first error. The error address is set if an error occurs while all the error flags are 0 in IT1STERSTR. The address is updated if a 2-bit ECC error is found while the 1-bit ECC error flag is set as the first error. Once a 2-bit ECC error or an address parity error occurs, the address is not updated.
4 to 0	—	Reserved When read, 0 is always read. When writing, always write 0.

30.2.7.4 Test Function

A cache instruction is used to write the desired values as RAM data and to the ECC bits, and read data in the RAM and the ECC bits directly.

Since instructions as described above go through the same encoding or decoding path as a normal cache fill or instruction fetch, only such instructions can be used in inserting and confirming errors.

For details, see *RH850G3MH User's Manual: Software*.

30.2.8 DTS RAM ECC

See **Section 7, DMA**.

30.2.9 ECC for Peripheral RAM (32 Bits)

30.2.9.1 Overview

This is an ECC module for the RAM of the following peripheral modules.

RS-CAN-FD, FlexRay, APA, and DFE

Error Detection and Correction

Seven-bit ECC data is appended to the 32-bit RAM data.

This ECC module provides 2-bit ECC error detection and 1-bit ECC error detection and correction.

CAUTION

This module is not capable of reliably detecting errors in three or more bits.

If errors occur in three or more bits, the module may detect the errors as 1- or 2-bit ECC errors or not detect any errors. Depending on the settings, this may lead to the correction of a bit that was not actually inverted.

Enabling or Disabling ECC Error Detection and Correction

- ECC error detection can be either enabled or disabled.
- One-bit ECC error correction can be either enabled or disabled.
- If all the bits of RAM output data are stuck to 0 or 1, it is detected as a 2-bit ECC error.

Error Notification

- The ECM is notified when 2-bit ECC errors are detected (this can be enabled or disabled).
- The ECM is notified when 1-bit ECC errors are detected (this can be enabled or disabled).

Once the ECM has been notified of an error, even if another ECC error is detected, the ECM is not notified until the error status bit corresponding to the initial error is cleared.

Error Status

- Detection of 2-bit and 1-bit ECC errors can be monitored.
- Special registers are provided to clear error status.

Address Capture

- Only one address at which an ECC error has occurred can be captured.
- When a 2-bit or 1-bit ECC error is detected, the error-causing address is captured. It is used to capture only when the first error is detected after the flag is cleared.

Testing Function (Error Insertion)

- By setting the test mode, register values can be used as the data to be output to the RAM. When a peripheral module writes to the RAM, the ECEDB[31:0] register value can be written to the RAM data section, and the ECERDB[6:0] register value can be written to the ECC redundant bit section.
- By setting the test mode, the ECC redundant bit section can be latched when RAM data is read, and the value can be confirmed.
- By setting the test mode, the ECC redundant bit (encoding circuit) and syndrome code (decoding circuit), which are generated from the input data, can be confirmed.

30.2.9.2 List of Registers

(1) List of ECC Modules

The RAMs of the multiple peripheral functions are provided with the ECC modules. The following table shows the peripheral functions provided with the ECC modules, the corresponding ECC module names, and base addresses of the ECC modules.

Table 30.79 List of ECC Modules

Peripheral Functions		ECC Module Names and Register Base Addresses			
		Master Side*1		Checker Side*1	
		Module Name	Base Address <base_addr>	Module Names	Base Address <base_addr>
RS-CAN-FD	Message buffer RAM (MB RAM)	E7RC1M	FFC7 1400 _H	E7RC1C	FFC7 1600 _H
	Acceptance filter list RAM (AFL RAM)	E7RC2M	FFC7 1800 _H	E7RC2C	FFC7 1A00 _H
FlexRay	Message RAM (MRAM)	E7FR0M	FFC7 2000 _H	E7FR0C	FFC7 2200 _H
	Temporary buffer (TBF A)	E7FR1M	FFC7 2400 _H	E7FR1C	FFC7 2600 _H
	Temporary buffer(TBF B)	E7FR2M	FFC7 2800 _H	E7FR2C	FFC7 2A00 _H
APA	Element RAM0 (ELRAM0)	E7AP0M	FFC7 6000 _H	E7AP0C	FFC7 6200 _H
	Element RAM1 (ELRAM1)	E7AP1M	FFC7 6400 _H	E7AP1C	FFC7 6600 _H
	Element RAM2 (ELRAM2)	E7AP2M	FFC7 6800 _H	E7AP2C	FFC7 6A00 _H
DFE	Coefficient memory (CMEM)	E7DF1M	FFC7 D000 _H	E7DF1C	FFC7 D200 _H

Note 1. Two ECC modules are provided to support BIST, one for the master and the other for the checker. For details, refer to **Section 30.7, BIST**.

(2) List of Registers

Each ECC module has the registers shown in the following table.

Table 30.80 List of Registers

Register Name	Symbol	R/W	Value after Reset	Address	Access Size
ECC control register*1	E710CTL	R/W	001X _H	<base_addr> + 00 _H	8/16
ECC test mode control register	E710TMC	R/W	0000 _H	<base_addr> + 04 _H	8/16
ECC redundant bit data control test register	E710TRC	R/W	0000 0000 _H	<base_addr> + 08 _H	32
ECC encoder and decoder data test register	E710TED	R/W	0000 0000 _H	<base_addr> + 0C _H	32
ECC error address register	E710EAD	R/W	0000 0000 _H	<base_addr> + 10 _H	32

Note 1. The reset value of the LSB in the ECC control register is undefined.

(3) Register Map**Table 30.81 List of Register Map**

Symbol	31	24	23	16	15	8	7	0	Address
E710CTL	— (00 _H)		— (00 _H)		ECCTL[15:8]		ECCTL[7:0]		00 _H
E710TMC	— (00 _H)		— (00 _H)		ECTMC[15:8]		ECTMC[7:0]		04 _H
E710TRC	ECSYND[7:0]		ECHORD[7:0]		ECECRD[7:0]		ECERDB[7:0]		08 _H
E710TED	ECEDB[31:24]		ECEDB[23:16]		ECEDB[15:8]		ECEDB[7:0]		0C _H
E710EAD	ECEAD[31:24]		ECEAD[23:16]		ECEAD[15:8]		ECEAD[7:0]		10 _H

30.2.9.3 Details of Registers

(1) E710CTL — ECC Control Register

E710CTL controls the status and modes of the ECC module.

E710CTL can be read and written to using the 16-bit or 8-bit manipulation instruction.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EMCA[1:0]		—	—	ECOVFF	ECER2C	ECER1C	—	ECTHM	—	EC1ECP	EC2EDIC	EC1EDIC	ECER2F	ECER1F	ECEMF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	Undefined
R/W	R/W*1	R/W*1	R	R	R	R/W*1	R/W*1	R	R/W	R	R/W	R/W	R/W	R	R	R

Note 1. This bit is always read as 0.

Table 30.82 E710CTL Register Contents (1/2)

Bit Position	Bit Name	Function
15, 14	EMCA[1:0]	Access Control 1 and 0 to ECC Mode Select Bit These bits reserve the write trigger to bit 7. The read value is always 0.
13, 12	—	Reserved When read, 0 is always read. When writing, always write 0.
11	ECOVFF	Error Overflow Detection Flag This flag is set when an error of any source other than the same error address occurs while the error flag (ECER2F or ECER1F) is set. One of the following clears this flag. - An internal or external reset - ECC detection and correction being disabled (ECTHM = 1) - Writing 1 to ECER2C and ECRE1C
10	ECER2C	2-Bit ECC Error Detection Flag Clear Clears the bit 2 (ECER2F) status flag. The read value is always 0, and writing 0 to ECER2C does not change the state. If writing 1 to ECER2C conflicts with the condition for setting bit 2, the former takes priority. Writing 1 to ECER2C while ECER2F is set clears ECER2F.
9	ECER1C	1-Bit ECC Error Detection Flag Clear Clears the bit 1 (ECER1F) status flag. The read value is always 0, and writing 0 to ECER1C does not change the internal state. If writing 1 to ECER1C conflicts with the condition for setting bit 1, the former takes priority. Writing 1 to ECER1C while ECER1F is set clears ECER1F.
8	—	Reserved When read, 0 is always read. When writing, always write 0.
7	ECTHM	ECC Function Disable Select Selects the ECC decoding operation. Write access to ECTHM is enabled when the value of bits 15 and 14 is 01 _B . Therefore, only the 16-bit manipulation instruction is valid. Setting ECTHM to 1 disables error detection and bit correction. Here, if the data to be output to the peripheral module contains an error, the data is output without bit correction. Setting ECTHM to 1 has no effect on the encoder side. 0: Enables ECC detection and correction. 1: Disables ECC detection and correction.
6	—	Reserved When read, 0 is always read. When writing, always write 0.
5	EC1ECP	1-Bit ECC Error Correction Enable 0: Enables 1-bit error correction upon error detection. 1: Disables 1-bit error correction upon error detection.
4	EC2EDIC	2-Bit ECC Error Detection Notification Enable 0: When a 2-bit error is detected, the ECM is not notified of the error. 1: When a 2-bit error is detected, the ECM is notified of the error.

Table 30.82 E710CTL Register Contents (2/2)

Bit Position	Bit Name	Function
3	EC1EDIC	<p>1-Bit ECC Error Detection Notification Enable</p> <p>0: When a 1-bit error is detected, the ECM is not notified of the error. 1: When a 1-bit error is detected, the ECM is notified of the error.</p>
2	ECER2F	<p>2-Bit ECC Error Detection Flag</p> <p>Indicates that errors have been detected at two bits in bits 0 to 38 of the data read from the RAM during RAM read access while error detection is enabled. This bit is a read only flag.</p> <p>0: 2-bit error has not been generated since this bit was cleared. 1: 2-bit error has been generated</p> <p>Clearing conditions</p> <p>(1) Reset is applied. (2) 1 is written to ECER2C. (3) ECC detection and correction being disabled (ECTHM = 1)</p>
1	ECER1F	<p>1-Bit ECC Error Detection And Correction Flag</p> <p>Indicates that an error has been detected at one bit in bits 0 to 38 of the data read from the RAM during RAM read access while error detection is enabled. This bit is a read only flag.</p> <p>0: 1-bit error is not generated 1: 1-bit error is generated</p> <p>Clearing conditions</p> <p>(1) Reset is applied. (2) 1 is written to ECER1C. (3) ECC detection and correction being disabled (ECTHM = 1)</p>
0	ECEMF	<p>ECC Error Message Flag</p> <p>Indicates that the current read data bus contains an error. ECEMF is updated every time RAM data is output. Since the RAM value after reset is undefined, the initial value of this module is determined to be an error, and thus ECEMF may be set. Therefore, the ECEMF value after reset is undefined.</p> <p>0: The current read data bus contains no bit errors. 1: The current RAM output data contains bit errors.</p> <p>Clearing conditions</p> <p>(1) ECC detection and correction being disabled (ECTHM = 1) (2) Decoding circuit input data contains no 1-bit errors.</p> <p>ECEMF remains set as long as RAM data containing a bit error is output with error detection being enabled.</p>

(2) E710TMC — ECC Test Mode Control Register

E710TMC is a 16-bit register to switch the mode to test mode and controls the mode.

E710TMC can be read and written to using the 16-bit or 8-bit manipulation instruction.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ETMA[1:0]		—	—	—	—	—	—	ECTMCE	—	—	ECTRRS	ECREOS	ECENS	ECDCS	ECREIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W*1	R/W*1	R	R	R	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W

Note 1. This bit is always read as 0.

Table 30.83 E710TMC Register Contents (1/2)

Bit Position	Bit Name	Function
15, 14	ETMA[1:0]	Access Control 1 and 0 to ECC Test Mode Control Enable Bit These bits reserve the write trigger to bit 7. The read value is always 0.
13 to 8	—	Reserved When read, 0 is always read. When writing, always write 0.
7	ECTMCE	ECC Test Mode Control Enable ECTMCE enables or disables access to the test registers and test control bits. Write access to ECTMCE is enabled when the value of bits 15 and 14 is 10 _B . 0: Disables access to the test registers and test control bits. 1: Enables access to the test registers and test control bits.
6, 5	—	Reserved When read, 0 is always read. When writing, always write 0.
4	ECTRRS	ECC RAM Read Test Mode Control Enable ECTRRS enables the read status of RAM to be generated by reading the E710TED register, and also allows the RAM output data to be read out when the E710TRC:ECERDB[7:0] bits and the E710TED register are read. Write access to ECTRRS is enabled only when ECTMCE is 1 (can be set simultaneously). ECTRRS is cleared by writing 0 to ECTMCE (can be cleared synchronously). 0: Disables generation of RAM read status for testing when E710TED is read. 1: Enables generation of RAM read status for testing when E710TED is read. When E710TRC:ECERDB[7:0] and E710TED are read, the values of the RAM output data pin are read out.
3	ECREOS	ECC Redundant Bit Output Data Select ECREOS selects either the ECC encoder output data or the ECERDB register value to be output as the ECC redundant bit output. Write access to ECREOS is enabled only when ECTMCE is 1 (can be set simultaneously). ECREOS is cleared by writing 0 to ECTMCE (can be cleared synchronously). 0: Allows encoding result to be output as the ECC redundant bit output. 1: Allows the E710TRC:ECERDB[6:0] value to be output as the ECC redundant bit output.
2	ECENS	ECC Encoder Input Select ECENS selects either the data value from the peripheral module or the internal test register value (E710TED:ECEDB[31:0]) as the input signal to be encoded. Write access to ECENS is enabled only when ECTMCE is 1 (can be set simultaneously). ECENS is cleared by writing 0 to ECTMCE (can be cleared synchronously). 0: Allows the RAM write data from the peripheral module to be input as the ECC encoder input data. 1: Allows the E710TED:ECEDB[31:0] value to be input as the ECC encoder input data.

Table 30.83 E710TMC Register Contents (2/2)

Bit Position	Bit Name	Function
1	ECDCS	<p>ECC Decoder Input Select</p> <p>ECDCS selects either the lower 32-bit data value from the RAM or the internal test register value (E710TED:ECEDB[31:0]) as the lower 32-bit data of the input signal to be decoded.</p> <p>Write access to ECDCS is enabled only when ECTMCE is 1 (can be set simultaneously).</p> <p>ECDCS is cleared by writing 0 to ECTMCE (can be cleared synchronously).</p> <p>0: Allows the lower 32-bit RAM output data to be input to the data area (32 lower-order bits) to the decoder.</p> <p>1: Allows the E710TED:ECEDB[31:0] value to be input to the data area to the decoder.</p>
0	ECREIS	<p>ECC Redundant Bit Input Data Select</p> <p>ECREIS selects either the upper 7-bit data value from the RAM (redundant bit area) or the internal test register value (E710TRC:ECERDB[6:0]) as the upper 7-bit data of the input signal to be decoded.</p> <p>Write access to ECREIS is enabled only when ECTMCE is 1 (can be set simultaneously).</p> <p>ECREIS is cleared by writing 0 to ECTMCE (can be cleared synchronously).</p> <p>0: Allows the upper 7-bit RAM output data to be input to the ECC redundant bit area to the decoder.</p> <p>1: Allows the E710TRC:ECERDB[6:0] value to be input to the ECC redundant bit area to the decoder.</p>

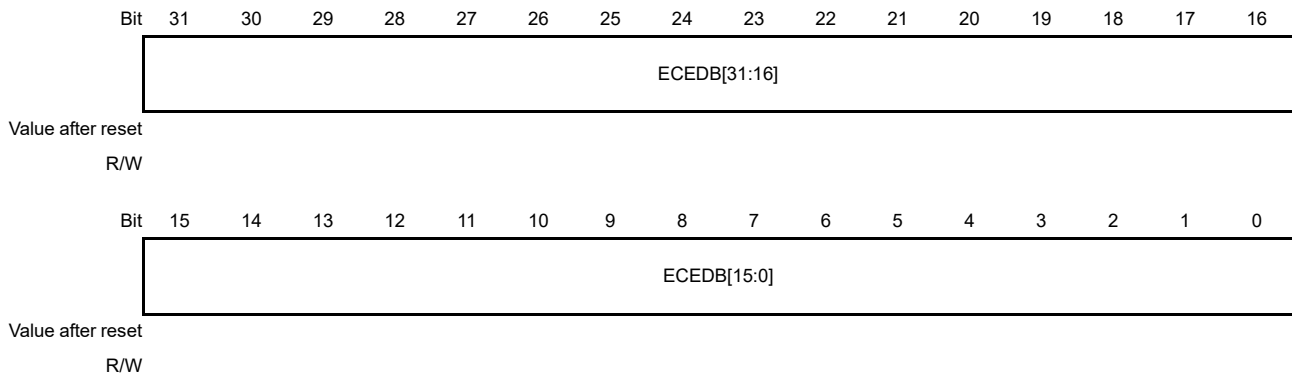
(3) E710TED — ECC Encoder and Decoder Data Test Register

E710TED is a 32-bit data test register for ECC encoding and decoding.

When ECTMCE = 1, E710TED can be read and written to using the 32-bit manipulation instruction.

When ECTMCE = 0, E710TED is always read as 0.

In test mode, the E710TED value can be used as the input data to the encoding circuit and decoding circuit.

**NOTE**

Changing ECTMCE from 1 to 0 resets E710TED synchronously.

When E710TMC:ECENS = 1, the ECEDB value is input to the encoding circuit and supplied to the RAM.

When E710TMC:ECDCS = 1, the ECEDB value is input as the 31th to 0th bits of the input data to the decoding circuit.

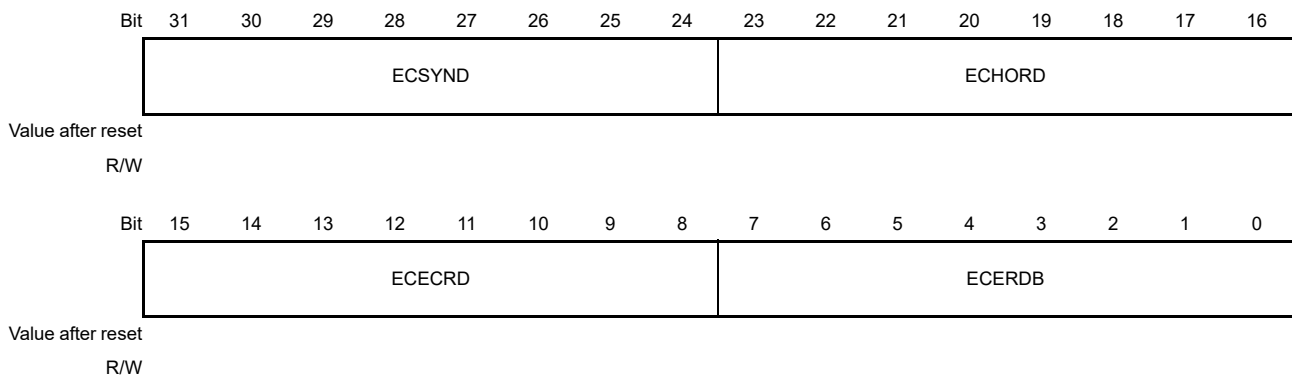
When E710TMC:ECTRRS = 1, reading ECEDB returns the RAM output data instead of the data written to ECEDB.

(4) E710TRC — ECC Redundant Bit Data Control Test Register

E710TRC is a 32-bit test register consisting of four fields (ECSYND, ECHORD, ECECRD, and ECRODM) corresponding to the ECC redundant bit area. Each field can be accessed as the 8-bit register with the same name. For details of each field, refer to the descriptions of these four registers.

When ECTMCE = 0, E710TRC is always read as 0.

When ECTMCE = 1, E710TRC can be read using the 32-bit manipulation instruction.

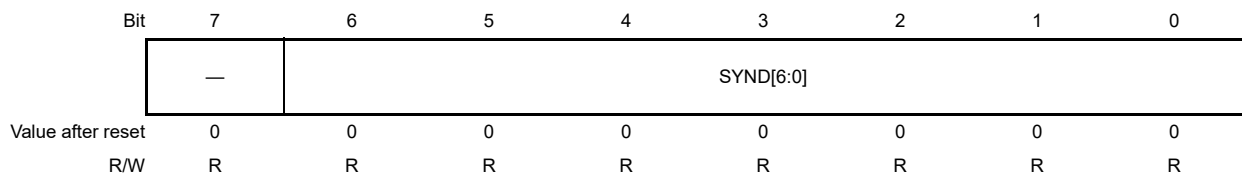
**NOTE**

Changing ECTMCE from 1 to 0 resets E710TRC synchronously.

(5) ECSYND — ECC Decoder Syndrome Data Register

ECSYND is a read-only register to confirm the syndrome code generated by the decoding circuit in test mode (ECTMCE = 1).

Write access to ECSYND is ignored.



When read, the ECSYND bits return the value of the syndrome code (synd[6:0]) generated based on the input data to the decoding circuit.

The ECSYND bits are not holding circuits; the register value changes as the input signal changes.

ECSYND is valid only when ECTMCE = 1, and is always read as 00_H when ECTMCE = 0.

Bit 31 is reserved. When reading this bit, 0 is always read. The write value should also be 0.

(6) ECHORD — ECC 7-Bit Redundant Data Holding Test Register

ECHORD holds the 7-bit ECC redundant area (upper 7-bit RAM data), which cannot be confirmed by the peripheral module, when the peripheral module accesses the RAM for reading in test mode (ECTMCE = 1).

Bit	7	6	5	4	3	2	1	0
	—	HORD[6:0]						
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

The ECHORD bits are loaded with the upper 7-bit RAM output data at the next rising edge of the operating clock signal after the peripheral module accesses the RAM for reading data in test mode (ECTMCE = 1).

The ECHORD bits are also loaded with the data on the input pins EC7TERI38 to EC7TERI32 at the next operating clock pulse when the ECEDB[15:0] register is read while E710TMC:ECTRRS = 1.

ECHORD is valid only when ECTMCE = 1, and is always read as 00_H when ECTMCE = 0.

Bit 23 is reserved. When reading this bit, 0 is always read. The write value should also be 0.

(7) ECECRD — ECC Encoder Test Register

ECECRD is a read-only register to read the 7-bit redundant section generated by the encoding circuit in test mode (ECTMCE = 1).

Bit	7	6	5	4	3	2	1	0
	—	ECRD[6:0]						
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

ECECRD is used to confirm the redundant bits generated by the input data from the peripheral module. Here, the read-out data is the result of encoding (ecc[6:0]), not the output value.

ECECRD is valid only when ECTMCE = 1, and is always read as 00_H when ECTMCE = 0.

Bit 15 is reserved. When reading this bit, 0 is always read. The write value should also be 0.

(8) ECERDB — ECC Redundant Bit Input and Output Substitution Buffer Register

ECERDB is a buffer register for the data that substitutes for the input and output data for the 7-bit ECC redundant data area in test mode (ECTMCE = 1).

ECERDB can be read and written to in ECC test mode (ECTMCE = 1).

Bit	7	6	5	4	3	2	1	0
	ERDB[6:0]							
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

When ECREOSS = 1, the ECERDB value, instead of the seven redundant bits generated by the encoding circuit, is output to the pin to be supplied to the RAM.

When ECREIESS = 1, the ECERDB value, instead of the upper seven data bits to be input to the decoding circuit, is handled by the decoding circuit.

When ECTRRS = 1, reading ECERDB returns the signal value supplied to RAM instead of the data written to ECERDB.

Bit 7 is reserved. When reading this bit, 0 is always read. The write value should also be 0.

(9) E710EAD — ECC Error Address Register

E710EAD is a read-only register to hold the address at which an ECC error has occurred.

If an ECC error is detected while ECC error detection is enabled, the RAM address is latched using the detection signal as a trigger, and the address is stored in E710EAD as the address at which the ECC error has occurred.

The address is stored upon detection of the first ECC error while no error status flag is set. However, if a 1-bit error is followed by a 2-bit error, the address of the latter is stored.

Only one address can be held in E710EAD.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECEAD[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECEAD[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

30.2.9.4 Notification to ECM

Detection of errors in two bits can be set for this module and the ECM is notified of detected errors.

- 1-bit Error Notification

While EC1EDIC is set to 1_B, when an error is detected in one bit from among bits 0 to 38 of data read from RAM, the ECM is notified of the 1-bit error. When ECER1F or ECER2F is already set, however, the ECM will not be notified of the error.

- 2-bit Error Notification

While EC2EDIC is set to 1_B, when an error is detected in two bits from among bits 0 to 38 of data read from RAM, the ECM is notified of the 2-bit error. When ECER2F is already set, however, the ECM will not be notified of the error.

30.2.9.5 Test Function

(1) Writing to RAM Data

Write data to the peripheral RAM. However, the ECC corresponding to the written data will be written to the ECC bits simultaneously. In order to write a specified value to the ECC bits, use the ECC test mode described in (3) below.

(2) Reading RAM Data

- (a) Set the ECTHM bit in the E710CTL register to 1 to disable ECC error detection and correction.
- (b) Read the peripheral RAM. Since neither error detection nor correction proceeds when the peripheral RAM is read, the RAM data is read unchanged.

How to exit this test mode:

- (a) Set the ECTHM bit in the E710CTL register to 0 to enable ECC error detection and correction.

(3) Writing to the ECC Bits

- (a) Set the ECTMCE bit in the E710TMC register to 1 to set ECC test mode.
- (b) Write the value for writing to the ECC bits to the E710TRC.ECERDB[6:0] bits.
- (c) Set the ECREOS bit in the E710TMC register to 1 to select writing of the value of the E710TRC.ECERDB[6:0] bits to the ECC bits.
- (d) When data are written to the peripheral RAM, the value in the E710TRC.ECERDB[6:0] bits will be written to the ECC bits.

How to exit this test mode:

- (a) Set the ECTMCE bit in the E710TMC register to 0 to set normal mode.

(4) Reading the ECC Bits

- (a) Set the ECTMCE bit in the E710TMC register to 1 to set ECC test mode.
- (b) When data in the peripheral RAM is read, the ECC bits are stored in the E710TRC.ECHORD[6:0] bits.

How to exit this test mode:

- (a) Set the ECTMCE bit in the E710TMC register to 0 to set normal mode.

30.2.10 ECC for Peripheral RAM (16 Bits)

30.2.10.1 Overview

This is an ECC module for the RAM of the following peripheral module.

DFE

Error Detection and Correction

Six-bit ECC data is appended to the 16-bit RAM data.

This ECC module provides 2-bit ECC error detection and 1-bit ECC error detection and correction.

CAUTION

If three or more bits of errors occur, they cannot be detected by this module. In this case, such errors may be detected as 1 or 2-bit errors; no errors may be detected; or a non-inverted bit may be corrected depending on the setting.

Enabling or Disabling ECC Error Detection and Correction

- ECC error detection can be either enabled or disabled.
- One-bit ECC error correction can be either enabled or disabled.
- If all the bits of RAM output data are stuck to 0 or 1, it is detected as a 2-bit ECC error.

Error Notification

- The ECM is notified when 2-bit ECC errors are detected (this can be enabled or disabled).
- The ECM is notified when 1-bit ECC errors are detected (this can be enabled or disabled).

Once the ECM has been notified of an error, even if another ECC error is detected, the ECM is not notified until the error status bit corresponding to the initial error is cleared.

Error Status

- Detection of 2- and 1-bit ECC errors can be monitored.
- Special registers are provided to clear error status.

Address Capture

- Only one address at which an ECC error has occurred can be captured.
- When a 2-bit or 1-bit ECC error is detected, the address where the error was found is captured (when the first (1-bit or 2-bit) error is detected after the flag is cleared).

Testing Function (Error Insertion)

- By setting the test mode, register values can be used as the data to be output to the RAM. When a peripheral module writes to the RAM, the ECEDB[15:0] register value can be written to the RAM data section, and the ECERDB[5:0] register value can be written to the ECC redundant bit section.
- By setting the test mode, the ECC redundant bit section can be latched when RAM data is read, and the value can be confirmed.
- By setting the test mode, the ECC redundant bit (encoding circuit) and syndrome code (decoding circuit), which are generated from the input data, can be confirmed.

30.2.10.2 List of Registers

(1) List of ECC Modules

The RAMs of the multiple peripheral functions are provided with the ECC modules. The following table shows the peripheral functions provided with the ECC modules, the corresponding ECC module names, and base addresses of the ECC modules.

Table 30.84 List of ECC Modules

Peripheral Functions		ECC Module Names and Register Base Addresses			
		Master Side* ¹		Checker Side* ¹	
		Module Name	Base Address <base_addr>	Module Names	Base Address <base_addr>
DFE	Data memory (DMEM0)	E6DF0M	FFC7 D400 _H	E6DF0C	FFC7 D600 _H
	Data memory (DMEM1)	E6DF1M	FFC7 D800 _H	E6DF1C	FFC7 DA00 _H

Note 1. Two ECC modules are provided to support BIST, one for the master and the other for the checker. For details, refer to **Section 30.7, BIST**.

(2) List of Registers

Each ECC module has the registers shown in the following table.

Table 30.85 List of Registers

Register Name	Symbol	R/W	Value after Reset	Address	Access Size
ECC control register* ¹	E610CTL	R/W	001X _H	<base_addr> + 00 _H	8/16
ECC test mode control register	E610TMC	R/W	0000 _H	<base_addr> + 04 _H	8/16
ECC redundant bit data control test register	E610TRC	R	0000 0000 _H	<base_addr> + 08 _H	32
ECC encoder and decoder data test register	E610TED	R/W	0000 0000 _H	<base_addr> + 0C _H	32
ECC error address register	E610EAD	R	0000 0000 _H	<base_addr> + 10 _H	32

Note 1. The reset value of the LSB in the ECC control register is undefined.

(3) Register Map

Table 30.86 Register Map

Abbreviation	31	24	23	16	15	8	7	0	Offset Address
E610CTL	— (00 _H)	— (00 _H)	— (00 _H)	— (00 _H)	ECCTL[15:8]	ECCTL[7:0]	— (00 _H)	— (00 _H)	00 _H
E610TMC	— (00 _H)	— (00 _H)	— (00 _H)	— (00 _H)	ECTMC[15:8]	ECTMC[7:0]	— (00 _H)	— (00 _H)	04 _H
E610TRC	ECSYND[7:0]	ECHORD[7:0]	ECHORD[7:0]	ECHORD[7:0]	ECECRD[7:0]	ECRODM[7:0]	— (00 _H)	— (00 _H)	08 _H
E610TED	ECEDB[31:24]	ECEDB[23:16]	ECEDB[23:16]	ECEDB[23:16]	ECRIDM[15:8]	ECERDB[7:0]	— (00 _H)	— (00 _H)	0C _H
E610EAD	ECEAD[31:24]	ECEAD[23:16]	ECEAD[23:16]	ECEAD[23:16]	ECEAD[15:8]	ECEAD[7:0]	— (00 _H)	— (00 _H)	10 _H

30.2.10.3 Details of Registers

(1) E610CTL — ECC Control Register

E610CTL controls the status and modes of the ECC module.

E610CTL can be read and written to using the 16-bit or 8-bit manipulation instruction.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EMCA[1:0]		—	—	ECOVFF	ECER2C	ECER1C	—	ECTHM	—	EC1ECP	EC2EDIC	EC1EDIC	ECER2F	ECER1F	ECEMF
Value after reset	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	Undefined
R/W	R/W*1	R/W*1	R	R	R	R/W*1	R/W*1	R	R/W	R	R/W	R/W	R/W	R	R	R

Note 1. This bit is always read as 0.

Table 30.87 E610CTL Register Contents (1/2)

Bit Position	Bit Name	Function
15, 14	EMCA[1:0]	Access Control 1 and 0 to ECC Mode Select Bit These bits reserve the write trigger to bit 7. The read value is always 0.
13, 12	—	Reserved When read, 0 is always read. When writing, always write 0.
11	ECOVFF	Error Overflow Detection Flag This flag is set when an error of any source other than the same error address occurs while the error flag (ECER2F or ECER1F) is set. This flag is cleared by an internal or external reset, ECC detection and correction being disabled (ECTHM = 1), or writing 1 to ECER2C and ECRE1C.
10	ECER2C	2-Bit ECC Error Detection Flag Clear Clears the bit 2 (ECER2F) status flag. The read value is always 0, and writing 0 to ECER2C does not change the state. If writing 1 to ECER2C conflicts with the condition for setting bit 2, the former takes priority. Writing 1 to ECER2C while ECER2F is set clears ECER2F.
9	ECER1C	1-Bit ECC Error Detection And Correction Accumulated Flag Clear Clears the bit 1 (ECER1F) status flag. The read value is always 0, and writing 0 to ECER1C does not change the state. If writing 1 to ECER1C conflicts with the condition for setting bit 1, the former takes priority. Writing 1 to ECER1C while ECER1F is set clears ECER1F.
8	—	Reserved When read, 0 is always read. When writing, always write 0.
7	ECTHM	ECC Function Disable Selection Selects the ECC decoding operation. Write access to ECTHM is enabled when the value of bits 15 and 14 is 01 _B . Therefore, only the 16-bit manipulation instruction is valid. Setting ECTHM to 1 disables error detection and bit correction. Here, if the data to be output to the peripheral module contains an error, the data is output without bit correction. Setting ECTHM to 1 has no effect on the encoder side. 0: Enables ECC detection and correction 1: Disables ECC detection and correction. Has no effect on the encoder side.
6	—	Reserved When read, 0 is always read. When writing, always write 0.
5	EC1ECP	1-Bit ECC Error Correction Enable 0: Enables 1-bit error correction upon error detection. 1: Disables 1-bit error correction upon error detection.
4	EC2EDIC	2-Bit ECC Error Detection Notification Enable 0: When a 2-bit error is detected, the ECM is not notified of the error. 1: When a 2-bit error is detected, the ECM is notified of the error.

Table 30.87 E610CTL Register Contents (2/2)

Bit Position	Bit Name	Function
3	EC1EDIC	<p>1-Bit ECC Error Detection Notification Enable</p> <p>0: When a 1-bit error is detected, the ECM is not notified of the error. 1: When a 1-bit error is detected, the ECM is notified of the error.</p>
2	ECER2F	<p>2-Bit ECC Error Detection Flag</p> <p>Indicates that errors have been detected at two bits in bits 0 to 21 of the data read from the RAM during RAM read access while error detection is enabled. This bit is a read only flag.</p> <p>0: 2-bit error has not been generated after clearing of this bit. 1: 2-bit error has been generated</p> <p>Clearing conditions</p> <p>(1) Reset is applied. (2) 1 is written to ECER2C. (3) ECC detection and correction being disabled (ECTHM = 1).</p>
1	ECER1F	<p>1-Bit ECC Error Detection And Correction Flag</p> <p>Indicates that an error has been detected at one bit in bits 0 to 21 of the data read from the RAM during RAM read access while error detection is enabled. This bit is a read only flag.</p> <p>0: 1-bit error has not been generated after clearing of this bit. 1: 1-bit error has been generated</p> <p>Clearing conditions</p> <p>(1) Reset is applied. (2) 1 is written to ECER1C. (3) ECC detection and correction being disabled (ECTHM = 1)</p>
0	ECEMF	<p>ECC Error Message Flag</p> <p>Indicates that the current read data bus contains an error. This bit is updated for each RAM output data. Since the RAM value after reset is undefined, the initial value of this module is determined to be an error, and thus ECEMF may be set. Therefore, the ECEMF value after reset is undefined.</p> <p>0: The current read data bus contains no bit errors. 1: The current RAM output data contains bit errors.</p> <p>Clearing conditions</p> <p>(1) ECC detection and correction being disabled (ECTHM = 1) (2) Decoding circuit input data contains no 1-bit errors.</p> <p>ECEMF remains set as long as RAM data containing a bit error is output with error detection being enabled.</p>

(2) E610TMC — ECC Test Mode Control Register

E610TMC is a 16-bit register to switch the mode to test mode and controls the mode.

E610TMC can be read and written to using the 16-bit or 8-bit manipulation instruction.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ETMA[1:0]		—	—	—	—	—	—	ECTMCE	—	—	ECTRRS	ECREOS	ECENS	ECDCS	ECREIS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W*1	R/W*1	R	R	R	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W

Note 1. This bit is always read as 0.

Table 30.88 E610TMC Register Contents (1/2)

Bit Position	Bit Name	Function
15, 14	ETMA[1:0]	Access Control 1 and 0 to ECC Test Mode Control Enable Bit These bits reserve the write trigger to bit 7. The read value is always 0.
13 to 8	—	Reserved When read, 0 is always read. When writing, always write 0.
7	ECTMCE	ECC Test Mode Control Enable ECTMCE enables or disables access to the test registers and test control bits. Write access to ECTMCE is enabled when the value of bits 15 and 14 is 10 _B . 0: Disables access to the test registers and test control bits. 1: Enables access to the test registers and test control bits.
6, 5	—	Reserved When read, 0 is always read. When writing, always write 0.
4	ECTRRS	ECC RAM Read Test Mode Control Enable ECTRRS enables the read status of RAM to be generated by reading the E610TED register, and also allows the RAM output data to be read out when the E610TED:ECEDB[15:0] and E610TED:ECRIDM[7:0] are read. Write access to ECTRRS is enabled only when ECTMCE is 1 (can be set simultaneously). ECTRRS is cleared by writing 0 to ECTMCE (can be cleared synchronously). 0: Disables generation of RAM read status for testing when E610TED is read. 1: Enables generation of RAM read status for testing when E610TED is read. When E610TED:ECEDB[15:0] and E610TED:ECRIDM[7:0] are read, the values of the RAM output data pin are read out.
3	ECREOS	ECC Redundant Bit Output Data Select ECREOS selects either the ECC encoder output data or the ECERDB register value to be output as the ECC redundant bit output. Write access to ECREOS is enabled only when ECTMCE is 1 (can be set simultaneously). ECREOS is cleared by writing 0 to ECTMCE (can be cleared synchronously). 0: Allows encoding result to be output as the ECC redundant bit output. 1: Allows the E610TED:ECERDB[5:0] value to be output as the ECC redundant bit output.
2	ECENS	ECC Encoder Input Select ECENS selects either the data value from the peripheral module or the internal test register value (E610TED:ECEDB[15:0]) as the input signal to be encoded. Write access to ECENS is enabled only when ECTMCE is 1 (can be set simultaneously). ECENS is cleared by writing 0 to ECTMCE (can be cleared synchronously). 0: Allows the RAM write data from the peripheral module to be input as the ECC encoder input data. 1: Allows the E610TED:ECEDB[15:0] value to be input as the ECC encoder input data.

Table 30.88 E610TMC Register Contents (2/2)

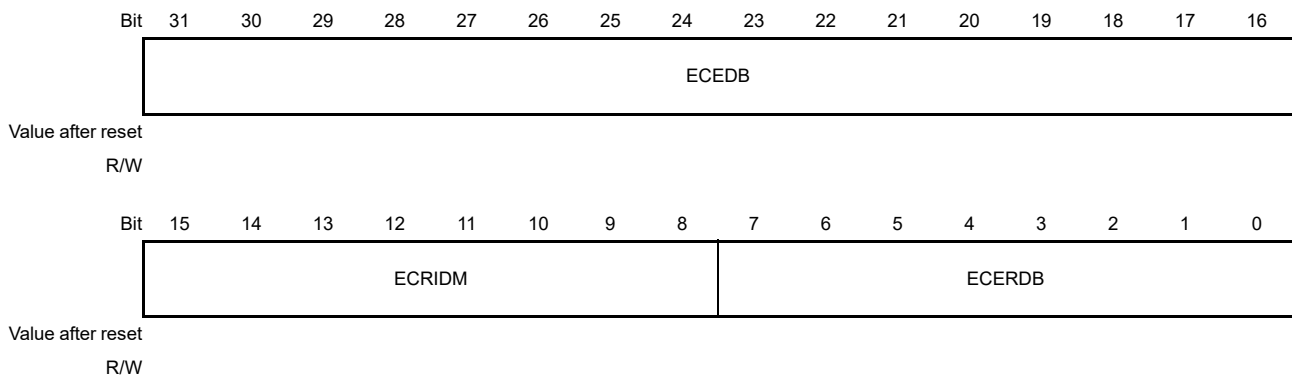
Bit Position	Bit Name	Function
1	ECDCS	<p>ECC Decoder Input Select</p> <p>ECDCS selects either the lower 16-bit data value from the RAM or the internal test register value (E610TED:ECEDB[15:0]) as the lower 32-bit data of the input signal to be decoded.</p> <p>Write access to ECDCS is enabled only when ECTMCE is 1 (can be set simultaneously).</p> <p>ECDCS is cleared by writing 0 to ECTMCE (can be cleared synchronously).</p> <p>0: Allows the lower 16-bit RAM output data to be input to the data area (lower 16 bits) to the decoder.</p> <p>1: Allows the E610TED:ECEDB[15:0] value to be input to the data area to the decoder.</p>
0	ECREIS	<p>ECC Redundant Bit Input Data Select</p> <p>ECREIS selects either the upper 6-bit data value from the RAM (redundant bit area) or the internal test register value (E610TED:ECERDB[5:0]) as the upper 6-bit data of the input signal to be decoded.</p> <p>Write access to ECREIS is enabled only when ECTMCE is 1 (can be set simultaneously).</p> <p>ECREIS is cleared by writing 0 to ECTMCE (can be cleared synchronously).</p> <p>0: Allows the upper 6-bit RAM output data to be input to the ECC redundant bit area to the decoder.</p> <p>1: Allows the E610TED:ECERDB[5:0] value to be input to the ECC redundant bit area to the decoder.</p>

(3) E610TED — ECC Encoder and Decoder Data Test Register

E610TED is a 32-bit test register consisting of three fields (ECEDB, ECRIDM, and ECERDB) corresponding to the ECC data area and redundant bit area. Each field can be accessed as the register with the same name. For details of each field, refer to the descriptions of these three registers.

When ECTMCE = 1, E610TED can be read and written to using the 32-bit manipulation instruction.

When ECTMCE = 0, E610TED is always read as 0.

**NOTE**

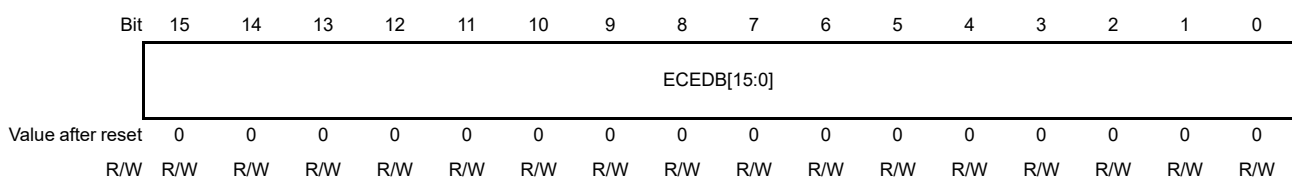
Changing ECTMCE from 1 to 0 resets E710TED synchronously.

(4) ECEDB — ECC Encoder and Decoder Data Input and Output Substitution Buffer Register

ECEDB is a 16-bit data buffer register for ECC encoding and decoding.

ECEDB can be read and written to in test mode (ECTMCE = 1).

When ECTMCE = 1, the ECEDB value can be used as the input data to the encoding circuit and decoding circuit.



When E610TMC:ECENS = 1, the ECEDB value is input to the encoding circuit and supplied to the RAM.

When E610TMC:ECDCS = 1, the ECEDB value is input as the 15th to 0th bits of the input data to the decoding circuit. When E610TMC:ECTRRS = 1, reading ECEDB returns the RAM output data instead of the data written to ECEDB.

(5) ECRIDM — ECC Redundant Bit Input Data Monitoring Register

ECRIDM is a read-only register to monitor the upper 6-bit data (redundant bit area) value from the RAM in test mode (ECTMCE = 1) when E610TMC:ECTRRS = 1. With ECRIDM, the RAM output data can be confirmed easily.

When ECTRRS = 0, ECRIDM is always read as 0.

Bit 15 and 14 are reserved. When reading these bits, 0 is always read. When writing, the write value should always be 0.

Bit	7	6	5	4	3	2	1	0
	—	—	RIDM[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

(6) ECERDB — ECC Redundant Bit Input and Output Substitution Buffer Register

ECERDB is a buffer register for the data that substitutes for the input and output data for the 6-bit ECC redundant data area in test mode (ECTMCE = 1).

ECERDB can be read and written to in test mode (ECTMCE = 1).

Bit	7	6	5	4	3	2	1	0
	—	—	ERDB[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

When ECREOS = 1, the ECERDB value, instead of the six redundant bits generated by the encoding circuit, is output to the ECC redundant bit output pin to be supplied to the RAM.

When ECREIS = 1, the ECERDB value, instead of the upper six data bits to be input to the decoding circuit, is handled by the decoding circuit.

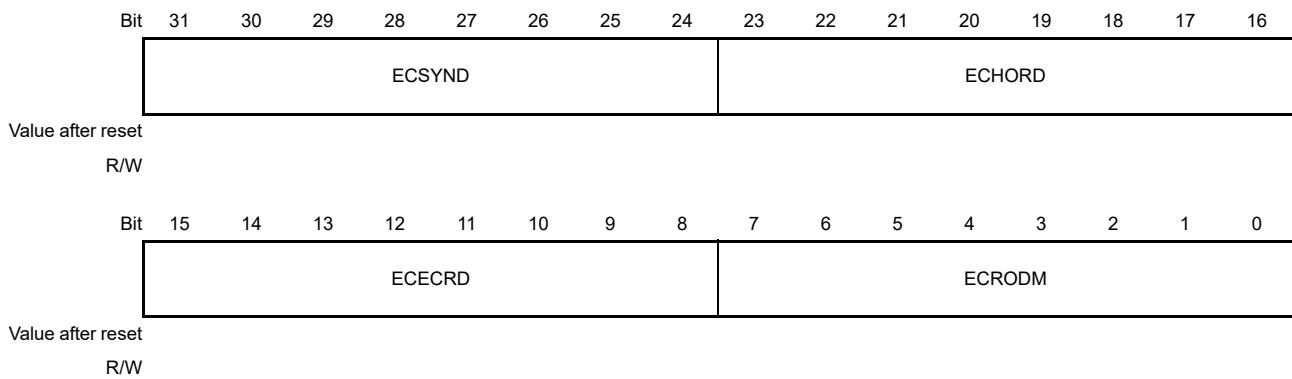
Bit 7 and 6 are reserved. When reading these bits, 0 is always read. When writing, the write value should always be 0.

(7) E610TRC — ECC Redundant Bit Data Control Test Register

E610TRC is a 32-bit test register consisting of four fields (ECSYND, ECHORD, ECECRD, and ECRODM) corresponding to the ECC redundant bit area. Each field can be accessed as the 8-bit register with the same name. For details of each field, refer to the descriptions of these four registers.

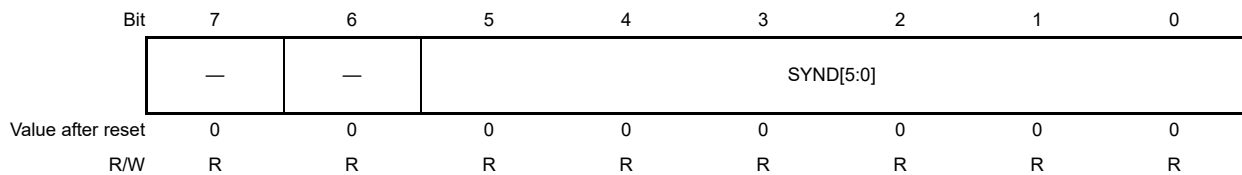
When ECTMCE = 0, E610TRC is always read as 0.

When ECTMCE = 1, E610TRC can be read using the 32-bit manipulation instruction.

**(8) ECSYND — ECC Decoder Syndrome Data Register**

ECSYND is a read-only register to confirm the syndrome code generated by the decoding circuit in test mode (ECTMCE = 1).

Write access to ECSYND is ignored.



When read, the ECSYND bits return the value of the syndrome code (synd[5:0]) generated based on the input data to the decoding circuit.

The ECSYND bits are not holding circuits; the register value changes as the input signal changes.

ECSYND is valid only when ECTMCE = 1, and is always read as 00_H when ECTMCE = 0.

Bit 31 and 30 are reserved. When reading these bits, 0 is always read. When writing, the write value should always be 0.

(9) ECHORD — ECC 6-Bit Redundant Data Holding Test Register

ECHORD holds the 6-bit ECC redundant area (upper 6-bit RAM data), which cannot be confirmed by the peripheral module, when the peripheral module accesses the RAM for reading in test mode (ECTMCE = 1).

Bit	7	6	5	4	3	2	1	0
	—	—	HORD[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

The ECHORD bits are loaded with the upper 6-bit RAM output data at the next rising edge of the operating clock signal after the peripheral module accesses the RAM for reading data in test mode (ECTMCE = 1).

The ECHORD bits are also loaded with the data on the input pins at the next operating clock pulse when the ECEDB[15:0] register is read while E610TMC:ECTRRS = 1.

ECHORD is valid only when ECTMCE = 1, and is always read as 00_H when ECTMCE = 0.

Bit 23 and 22 are reserved. When reading these bits, 0 is always read. When writing, the write value should always be 0.

(10) ECECRD — ECC Encoder Test Register

ECECRD is a read-only register to read the 6-bit redundant section generated by the encoding circuit in test mode (ECTMCE = 1).

Bit	7	6	5	4	3	2	1	0
	—	—	ECRD[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

ECECRD is used to confirm the redundant bits generated by the input data from the peripheral module. Here, the read-out data is the result of encoding (ecc[5:0]), not the value output from the ECC redundant bits.

ECECRD is valid only when ECTMCE = 1, and is always read as 00_H when ECTMCE = 0.

Bit 15 and 14 are reserved. When reading these bits, 0 is always read. When writing, the write value should always be 0.

(11) ECRODM — ECC Redundant Bit Output Data Monitoring Register

ECRODM is a read-only register to monitor the value of the ECC redundant bit output pin in test mode (ECTMCE = 1).

With ECRODM, the upper 6-bit output data to the RAM can be confirmed easily.

Bit	7	6	5	4	3	2	1	0
	—	—	RODM[5:0]					
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

ECRODM is valid only when ECTMCE = 1, and is always read as 00_H when ECTMCE = 0.

Bit 7 and 6 are reserved. When reading these bits, 0 is always read. When writing, the write value should always be 0.

(12) E610EAD — ECC Error Address Register

E610EAD is a read-only register to hold the address at which an ECC error has occurred.

If an ECC error is detected while ECC error detection is enabled, the RAM address is latched using the detection signal as a trigger, and the address is stored in E610EAD as the address at which the ECC error has occurred.

The address is stored upon detection of the first ECC error while no error status flag is set. However, if a 1-bit error is followed by a 2-bit error, the address of the latter is stored.

Only one address can be held in E610EAD.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECEAD[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECEAD[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

30.2.10.4 Notification to ECM

Detection of errors in two bits can be set for this module and the ECM is notified of detected errors.

- 1-bit Error Notification
While EC1EDIC is set to 1_B, when an error is detected in one bit from among bits 0 to 21 of data read from RAM, the ECM is notified of the 1-bit error. When ECER1F or ECER2F is already set, however, the ECM will not be notified of the error.
- 2-bit Error Notification
While EC2EDIC is set to 1_B, when an error is detected in two bits from among bits 0 to 21 of data read from RAM, the ECM is notified of the 2-bit error. When ECER2F is already set, however, the ECM will not be notified of the error.

30.2.10.5 Test Function

(1) Writing to RAM Data

Write data to the peripheral RAM. However, the ECC corresponding to the written data will be written to the ECC bits simultaneously. In order to write a specified value to the ECC bits, use the ECC test mode described in (3) below.

(2) Reading RAM Data

- (a) Set the ECTHM bit in the E610CTL register to 1 to disable ECC error detection and correction.
- (b) Read the peripheral RAM. Since neither error detection nor correction proceeds when the peripheral RAM is read, the RAM data is read unchanged.

How to exit this test mode:

- (a) Set the ECTHM bit in the E610CTL register to 0 to enable ECC error detection and correction.

(3) Writing to the ECC Bits

- (a) Set the ECTMCE bit in the E610TMC register to 1 to set ECC test mode.
- (b) Write the value for writing to the ECC bits to the E610TED.ECERDB[5:0] bits.
- (c) Set the ECREOS bit in the E610TMC register to 1 to select writing of the value of the E610TED.ECERDB[5:0] bits to the ECC bits.
- (d) When data are written to the peripheral RAM, the value in the E610TED.ECERDB[5:0] bits will be written to the ECC bits.

How to exit this test mode:

- (a) Set the ECTMCE bit in the E610TMC register to 0 to set normal mode.

(4) Reading the ECC Bits

- (a) Set the ECTMCE bit in the E610TMC register to 1 to set ECC test mode.
- (b) When data in the peripheral RAM is read, the ECC bits are stored in the E610TRC.ECHORD[5:0] bits.

How to exit this test mode:

- (a) Set the ECTMCE bit in the E610TMC register to 0 to set normal mode.

30.2.11 Data Parity for Data Transfer Paths

The following shows the transfer paths to which data parity is applied. Data parity errors can be detected during data transfer from the access sources to destinations shown below. If a parity error is detected in any of the paths, the ECM is notified of the error.

Table 30.89 Transfer Paths to which Data Parity is Applied

Access Source (Master)	Access Destination (Slave)
CPU1, PCU, DMAC, DTS	INTC2, DMA, DTS, APA, ATU-IV, CSIH, $\Delta\Sigma$ AD, ADC port group 0, DNF, edge detection DNF, SENT
DMAC, DTS	CPU1 local RAM, global RAM

When a data parity error occurs during read operation, 0 is returned to CPU1 and error data is returned to other masters.

When a data parity error occurs during write operation, the write operation is cancelled if the slave is INTC 2, APA, ATU-IV, $\Delta\Sigma$ AD, ADC (except IFC), DNF, edge detection DNF, or SENT.

Some of the parity-applied modules have the control registers in the parity controllers (encoder and decoder), which can enable or disable parity detection and hold status upon detection of an error. If a parity error is detected in these modules, it is possible to identify the access that caused the error.

On the other hand, parity controllers which do not have control registers always perform parity detection. Though the status upon detection of an error is not retained in these controllers, whether an error has been detected or not is retained in the ECM.

30.2.11.1 List of Registers

Table 30.90 List of Registers

Symbol	Register Name	R/W	Value after Reset	Address	Access Size
APDPERRST_xx	P-Bus data parity status register xx	R	0000 0000 _H	<Base_addr>+0 _H	8/16/32
APDPERRSTC_xx	P-Bus data parity status clear register xx	W	0000 0000 _H	<Base_addr>+4 _H	8/16/32
APDPTMC_xx	P-Bus data parity test mode control register xx	R/W	0000 0000 _H	<Base_addr>+8 _H	16/32
APDPERRADR_xx	P-Bus data parity error address register xx	R	0000 0000 _H	<Base_addr>+C _H	32

The symbol xx in the above table indicates a parity-applied module for which the control register is provided. **Table 30.91** shows the parity-applied modules and base addresses<base_addr>.

Table 30.91 List of Data Parity Control Modules (1/2)

Module to Which Parity is Applied	xx	<base_addr>
INTC2 (Group A) ^{*3}	INTC2A	FFC6 8800 _H
INTC2 (Group B) ^{*3}	INTC2B	FFC8 6000 _H
INTC2 (Group C) ^{*3}	INTC2C	FFF9 9000 _H
DMA_DTS	PDMA	FFC6 8900 _H
APA0 (Except APA input selection function)	APAA	FFDC 2000 _H
APA (APA input selection function)	APGA	FFDC 2020 _H
RSENT0	SNT0	FFDC_2100 _H
RSENT1	SNT1	FFDC_2120 _H
RSENT2	SNT2	FFDC_2140 _H
RSENT3	SNT3	FFDC_2160 _H
RSENT4	SNT4	FFDC_2180 _H
RSENT5	SNT5	FFDC_2200 _H
ATU-IV	ATU4	FFDD F000 _H
CSIH0 (group A) ^{*1}	CS0A	FFF9 6000 _H
CSIH0 (group B) ^{*1}	CS0B	FFF9 6020 _H
CSIH1 (group A) ^{*1}	CS1A	FFF9 6040 _H
CSIH1 (group B) ^{*1}	CS1B	FFF9 6060 _H
CSIH2 (group A) ^{*1}	CS2A	FFF9 6080 _H
CSIH2 (group B) ^{*1}	CS2B	FFF9 60A0 _H
CSIH3 (group A) ^{*1}	CS3A	FFF9 60C0 _H
CSIH3 (group B) ^{*1}	CS3B	FFF9 60E0 _H
$\Delta\Sigma$ AD (shared register)	DADC	FFC8 7000 _H
$\Delta\Sigma$ AD (CH0 register)	DAD0	FFC8 7020 _H
$\Delta\Sigma$ AD (CH1 register)	DAD1	FFC8 7040 _H
$\Delta\Sigma$ AD (CH2 register)	DAD2	FFC8 7060 _H
$\Delta\Sigma$ AD (CH3 register)	DAD3	FFC8 7080 _H
$\Delta\Sigma$ AD (CH4 register)	DAD4	FFC8 70A0 _H
$\Delta\Sigma$ AD (CH5 register)	DAD5	FFC8 70C0 _H
$\Delta\Sigma$ AD (CH6 register)	DAD6	FFC8 70E0 _H
$\Delta\Sigma$ AD (CH7 register)	DAD7	FFC8 7100 _H
ADC0	ADC0	FFC8 8000 _H
ADC1	ADC1	FFC8 8020 _H
ADC (IFC)	IFC	FFC8 8100 _H
ADC (ASF)	ASF	FFC8 8120 _H
Port group 0 (group A) ^{*2}	PT0A	FFC8 5000 _H
Port group 0 (group B) ^{*2}	PT0B	FFC8 5020 _H
Port group 1 to 17 (group A) ^{*2}	PT1A	FFC8 5040 _H
Port group 1 to 17 (group B) ^{*2}	PT1B	FFC8 5060 _H
DNF0	DNF0	FFC8 50C0 _H
DNF1	DNF1	FFC8 50E0 _H
Edge detection DNF2	DNF2	FFC8 5800 _H
Edge detection DNF3	DNF3	FFC8 5820 _H
Edge detection DNF4	DNF4	FFC8 5840 _H
Edge detection DNF5	DNF5	FFC8 5860 _H

Table 30.91 List of Data Parity Control Modules (2/2)

Module to Which Parity is Applied	xx	<base_addr>
Edge detection DNF6	DNF6	FFC8 5880 _H
Edge detection DNF7	DNF7	FFC8 58A0 _H
Edge detection	DNF8	FFC8 5100 _H

- Note 1. The CSIHx registers are divided into the following two groups and controlled separately.
 Group A: CSIHnCTL0 to CSIHnCTL2, CSIHnSTR0, and CSIHnSTCR0
 Group B: Other than above.
- Note 2. The port group registers are divided into the following two groups and controlled separately.
 Group A: Registers other than PCRn_m registers (see **Section 2.1.4.1 Table 2.6**)
 Group B: PCRn_m
 Here, n represents the port group number (n = 0 to 17), and m represents the bit numbers (m = 0 to 15) in each port group.
- Note 3. INTC2 registers are divided into 3 groups to be controlled.
 Group A: EICn, IMRn, and EIBDn
 Group B: NMICTL, EXINT registers, and SINTR0 to SINTR3
 Group C: PINT0 to PINT7, PINTCLR0 to PINTCLR7, and TIMER

30.2.11.2 Details of Registers

(1) APDPERRST_xx — P-Bus Data Parity Status Register

For the symbol xx, see **Table 30.91, List of Data Parity Control Modules.**

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	APDPE RR
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.92 APDPERRST Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	APDPERR	Data Parity Error Monitor Flag Indicates occurrence of the parity error. APDPERR is cleared by setting the Data Parity error monitor flag clear bit (APDPERRC) to 1. 0: Indicates that a parity error has not occurred. 1: Indicates that a parity error has occurred.

(2) APDPERRSTC_xx — P-Bus Data Parity Status Clear Register

For the symbol xx, see **Table 30.91, List of Data Parity Control Modules.**

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	APDPE RRC
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W

Table 30.93 APDPERRSTC Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved These bits are always read as 0. The write value should also be 0.
0	APDPERRC	Clears the Data Parity error monitor flag (APDPERR). Writing 1 to this bit with the APDPERR bit set clears APDPERR. This bit is always read as 0.

(3) APDPTMC_xx — P-Bus Data Parity Test Mode Control Register

APDPTMC[1:0] bits must be set to 01B before writing to this register.

For the symbol xx, see **Table 30.91, List of Data Parity Control Modules**.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APDPTMC[1:0]	—	—	—	—	—	—	—	—	—	—	—	APDPEIC3	APDPEIC2	APDPEIC1	APDPEIC0
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 30.94 APDPTMC Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15, 14	APDPTMC[1:0]	Data Parity Mode Control These bits enables write-access to this register. When reading these bits, 0 is read.
13 to 4	—	Reserved These bits are always read as 0. The write value should also be 0.
3	APDPEIC3	Byte-Lane 3 Error Insertion Control Changes the type of the parity bit generation and check for byte-lane 3 (bits 31 to 24) to odd parity. 0: Parity bit generation and check is performed with even parity. 1: Parity bit generation and check is performed with odd parity. (Error insertion)
2	APDPEIC2	Byte-Lane 2 Error Insertion Control Changes the type of the parity bit generation and check for byte-lane 2 (bits 23 to 16) to odd parity. 0: Parity bit generation and check is performed with even parity. 1: Parity bit generation and check is performed with odd parity. (Error insertion)
1	APDPEIC1	Byte-Lane 1 Error Insertion Control Changes the type of the parity bit generation and check for byte-lane 1 (bits 15 to 8) to odd parity. 0: Parity bit generation and check is performed with even parity. 1: Parity bit generation and check is performed with odd parity. (Error insertion)
0	APDPEIC0	Byte-Lane 0 Error Insertion Control Changes the type of the parity bit generation and check for byte-lane 0 (bits 7 to 0) to odd parity. APDPEIC0 can be written to when APDPTMC[1:0] = 01 _B . 0: Parity bit generation and check is performed with even parity. 1: Parity bit generation and check is performed with odd parity. (Error insertion)

(4) APDPERRADR_XX — P-Bus Data Parity Error Address Register

For the symbol xx, see **Table 30.91, List of Data Parity Control Modules.**

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	APDPERRADR[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APDPERRADR[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.95 APDPERRADR Register Contents

Bit Position	Bit Name	Function
31 to 0	APDPERRADR [31:0]	Data Parity Error Address Holds the address at which the first parity error has occurred while the Data Parity error monitor flag (APDPAERR) is not set. The retained information is not updated even though the next parity error occurs while DPAERR is set.

30.3 Lockstep

This product incorporates the CPU1 with the lockstep function to quickly detect CPU failures without special software. The CPU1 executes the program using two different cores, that is, master core and checker core, and constantly compares the execution results of the two cores. When the results do not agree, the CPU1 determines that an error has occurred in one of the cores, and notifies a lockstep compare error to the ECM.

Bus outputs to be compared are outputs to the local RAM of CPU1, global RAM, a CPU peripheral, interconnect, the P-bus, code flash memory, and the tag RAM and data RAM of the instruction cache.

The lockstep function of the CPU1 features failure insertion, with which errors can be intentionally caused and thus self-diagnosis of the lockstep operation is possible. When a lockstep compare error occurs, the address and data can be captured to a register.

30.3.1 List of Registers

Table 30.96 List of Registers

Address	Symbol	Register Name	R/W	Value after Reset	Access Size
FFFE ED00 _H	TESTCOMPREG0	Comparator test register 0	R/W	0000 0000 _H	8/16/32
FFFE ED04 _H	TESTCOMPREG1	Comparator test register 1	R/W	0000 0000 _H	8/16/32
FFFE EE00 _H	LS_ERR_CNT	Lockstep error control register	R/W	0000 0000 _H	32
FFFE EE04 _H	LS_ERR_ST	Lockstep error status register	R/W	0000 0000 _H	32
FFFE EE10 _H	LS_ERR_ADDRESS	Lockstep error address register	R	Undefined (retained)	32
FFFE EE14 _H	LS_ERR_DATA	Lockstep error data register	R	Undefined (retained)	32

These registers are placed in the CPU Peripheral of the CPU1. These registers can only be accessed by the CPU1.

30.3.2 Details of Registers

30.3.2.1 TESTCOMPREG0 — Comparator Test Register 0

TESTCOMPREG0 is test register 0 used for the lockstep function of the CPU1.

Combining TESTCOMPREG0 with TESTCOMPREG1 enables self-diagnosis of the lockstep function. The following gives an example of self-diagnosis procedure.

- (1) Write arbitrary value to TESTCOMPREG0.
- (2) Write a different value to TESTCOMPREG1.
- (3) Read TESTCOMPREG0. The different values are read and sent to the master core and checker core.
- (4) Using the values read, run the comparator to be diagnosed.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TESTCOMPREG0[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TESTCOMPREG0[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.97 TESTCOMPREG0 Register Contents

Bit Position	Bit Name	Function
31 to 0	TESTCOMPREG0[31:0]	Write: Data is written to each byte. Read: PE1: TESTCOMPREG0[31:0] value is read. PE1C: TESTCOMPREG1[31:0] value is read.

30.3.2.2 TESTCOMPREG1 — Comparator Test Register 1

TESTCOMPREG1 is test register 0 used for the lockstep function of the CPU1.

Combining TESTCOMPREG1 with TESTCOMPREG0 enables self-diagnosis of the lockstep function.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TESTCOMPREG1[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TESTCOMPREG1[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.98 TESTCOMPREG1 Register Contents

Bit Position	Bit Name	Function
31 to 0	TESTCOMPREG1[31:0]	Write: Data is written to each byte. Read: PE1: TESTCOMPREG1[31:0] value is read. PE1C: TESTCOMPREG0[31:0] value is read.

30.3.2.3 LS_ERR_CNT — Lockstep error control register

Register LS_ERR_CNT is used to enable or disable capturing of the address and data in the given destination area for access when a lock-step error occurs for an address and data. That is, setting an effective bit of this register to 1 selects capturing of addresses and data in the given destination area for access.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	L1RAM	L2RAM	GAPB	LAPB
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 30.99 LS_ERR_CNT Register Contents

Bit Position	Bit Name	Function
31 to 4	—	Reserved When read, 0 is always read. When writing, always write 0.
3	L1RAM	Enables or disables lockstep error address/data capture of the local RAM access 0: Capture is disabled 1: Capture is enabled
2	L2RAM	Enables or disables lockstep error address/data capture of the global RAM access 0: Capture is disabled 1: Capture is enabled
1	GAPB	Enables or disables lockstep error address/data capture of the P-bus access* ¹ 0: Capture is disabled 1: Capture is enabled
0	LAPB	Enables or disables lockstep error address/data capture of the IPIR and MEV access* ¹ 0: Capture is disabled 1: Capture is enabled

Note 1. For P-bus access and configuration for IPIR or MEV access, see **Section 3, CPU System**.

30.3.2.4 LS_ERR_ST — Lockstep Error Status Register

The LS_ERR_ST register is for monitoring the first occurrence of a lock-step error. After a flag is set to indicate the first occurrence of a lock-step error, the other flags are not set to 1 even in response to an error until the flag indicating the first error has been cleared. Also, in cases of contention between different source signals for setting of the error flags, the following order of priority determines which flag is set: L1RAM word 0 to L1RAM word 3 > L2RAM P0 to L2RAM P1 > GAPB > LAPB. Each of the flags when set is cleared by an internal or external reset or by writing 1 to the flag.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	L1RAM W0	L1RAM W1	L1RAM W2	L1RAM W3	L2RAM P0	L2RAM P1	GAPB	LAPB
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.100 LS_ERR_ST Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 8	—	Reserved When read, 0 is always read. When writing, always write 0.
7	L1RAMW0	Indicates state of the lockstep error address and data capture of Word0 in the local RAM Writing 1 clears this bit. 0: No input capture has occurred 1: Input capture has occurred
6	L1RAMW1	Indicates state of the lockstep error address and data capture of Word1 in the local RAM Writing 1 clears this bit. 0: No input capture has occurred 1: Input capture has occurred
5	L1RAMW2	Indicates state of the lockstep error address and data capture of Word2 in the local RAM Writing 1 clears this bit. 0: No input capture has occurred 1: Input capture has occurred
4	L1RAMW3	Indicates state of the lockstep error address and data capture of Word3 in the local RAM Writing 1 clears this bit. 0: No input capture has occurred 1: Input capture has occurred
3	L2RAMP0	Indicates state of the lockstep error address and data capture of the lower-order data in the global RAM. Writing 1 clears this bit. 0: No input capture has occurred 1: Input capture has occurred
2	L2RAMP1	Indicates state of the lockstep error address and data capture of the higher-order data in the global RAM. Writing 1 clears this bit. 0: No input capture has occurred 1: Input capture has occurred

Table 30.100 LS_ERR_ST Register Contents (2/2)

Bit Position	Bit Name	Function
1	GAPB	Indicates state of the lockstep error address and data capture of the P-bus access*1. Writing 1 clears this bit. 0: No input capture has occurred 1: Input capture has occurred
0	LAPB	Indicates state of the lockstep error address and data capture of the IPIR and MEV access*1. Writing 1 clears this bit. 0: No input capture has occurred 1: Input capture has occurred

Note 1. For P-bus access and configuration for IPIR or MEV access, see **Section 3, CPU System**.

30.3.2.5 LS_ERR_ADDRESS — Lockstep Error Address Register

This register stores data when an error occurs.

It stores the data of each error source of LS_ERR_ST.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Address[31:16]															
Value after reset	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Address[15:0]															
Value after reset	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.101 LS_ERR_ADDRESS Register Contents

Bit Position	Bit Name	Function
31 to 0	Address[31:0]	This register is to monitor the address when a lockstep error occurs. Effective bits when address is captured are as follows. 0 is stored to all invalid bits. See below to convert the address of each error flag in LS_ERR_ST to actual address. L1RAMW0: Local RAM base_address + (Address [14:0]<<4) L1RAMW1: Local RAM base_address + (Address [14:0]<<4) + 0 × 4 L1RAMW2: Local RAM base_address + (Address [14:0]<<4) + 0 × 8 L1RAMW3: Local RAM base_address + (Address [14:0]<<4) + 0 × C L2RAMP0: Global RAM_base_address + Address [20:0] L2RAMP1: Global RAM_base_address + Address [20:0] + 0×4 GAPB: Address [31:0] LAPB: 0xFF000000 + Address [23:0]

30.3.2.6 LS_ERR_DATA — Lockstep Error Data Register

This register stores data when an error occurs.

It stores the data of each error source of LS_ERR_ST.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DATA[31:16]															
Value after reset	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DATA[15:0]															
Value after reset	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.102 LS_ERR_DATA Register Contents

Bit Position	Bit Name	Function
31 to 0	DATA[31:0]	This register is to monitor the data [31:0] when a lockstep error occurs.

30.4 Memory Protection

30.4.1 Overview

This product incorporates the memory protection function to prevent erroneous accesses to data in memories and control registers of the peripheral circuits.

- MPU

The CPU1 and PCU protect memories against illegal accesses from the CPU1 and PCU themselves. Accesses to addresses that are prohibited by the MPU are never issued by the CPU1 or PCU. For details, refer to *RH850G3MH User's Manual: Software* and *RH850G3K User's Manual: Software*.

- Slave Guard

A specific memory is protected against illegal accesses from any bus master. Slave guard includes the following guard types. The details of each type are given in the following sections.

- PEG

The local RAM is protected against illegal accesses. However, accesses from the CPU incorporating the local RAM itself are excluded. For example, accesses from the CPU1 to local RAM in the CPU1 are not rejected by the PEG.

For details, refer to **Section 3, CPU System**.

- GRG

The global RAM is protected against illegal accesses.

- PBG

The control registers in the peripheral circuits and memories are protected against illegal accesses. For details, refer to **Section 30.4.3**

30.4.1.1 Identifiers for Slave Guard

For the slave guard function, the type of illegal accesses to be rejected can be designated using the following identifiers.

Table 30.103 Identifiers for Slave Guard

Identifier	Function
UM	<p>When the CPU makes an access, the operating mode of the CPU is indicated.</p> <p>0: Supervisor mode 1: User mode</p> <p>When the DMAC or DTS makes an access, the value of this identifier is the value in the channel master setting register.</p> <p>When the other master makes an access, the value of this identifier is always 0.</p>
SPID	<p>When the CPU makes an access, the system protection identifier SPID that is assigned to the CPU is indicated.</p> <p>When the DMAC or DTS makes an access, the value of this identifier is the value in the channel master setting register.</p> <p>When the other master makes an access, the value of this identifier is always 00_B.</p>
PEID	<p>The access source bus master is indicated.</p> <p>3'b000: Reserved 3'b001: CPU1 3'b010: Reserved 3'b011: PCU 3'b100: Other bus master 3'b101: Reserved 3'b110: Reserved 3'b111: DMAC/DTS</p>

30.4.2 GRG (Global RAM Guard)

This product is provided with 4-channel GRG, which is described in detail in the following sections.

30.4.2.1 List of Registers

Table 30.104 List of Registers (1/2)

Address	Symbol	Register Name	R/W	Value after Reset	Access Size
FFC4 9100 _H	MGDGRSCTL_SIC	GRG control register (SIC)	R/W	0000 0000 _H	8/16/32
FFC4 9104 _H	MGDGRSSTAT_SIC	GRG error status register (SIC)	R	0000 0000 _H	8/16/32
FFC4 9108 _H	MGDGRSAD_SIC	GRG error address register (SIC)	R	0000 0000 _H	8/16/32
FFC4 910C _H	MGDGRSTYPE_SIC	GRG error access type register (SIC)	R	0000 0000 _H	8/16/32
FFC4 9200 _H	MGDGRSCTL_PE1	GRG control register (PE1)	R/W	0000 0000 _H	8/16/32
FFC4 9204 _H	MGDGRSSTAT_PE1	GRG error status register (PE1)	R	0000 0000 _H	8/16/32
FFC4 9208 _H	MGDGRSAD_PE1	GRG error address register (PE1)	R	0000 0000 _H	8/16/32
FFC4 920C _H	MGDGRSTYPE_PE1	GRG error access type register (PE1)	R	0000 0000 _H	8/16/32
FFC4 9400 _H	MGDGRPROT0	GRG protection setting register 0	R/W	07FF 0000 _H	8/16/32
FFC4 9404 _H	MGDGRSPID0	GRG protection SPID setting register 0	R/W	FFFF FFFF _H	8/16/32
FFC4 9408 _H	MGDGRBAD0	GRG compare base address register 0	R/W	0000 0000 _H	8/16/32
FFC4 940C _H	MGDGRADV0	GRG valid compare address register 0	R/W	0000 0000 _H	8/16/32
FFC4 9410 _H	MGDGRPROT1	GRG protection setting register 1	R/W	07FF 0000 _H	8/16/32
FFC4 9414 _H	MGDGRSPID1	GRG protection SPID setting register 1	R/W	FFFF FFFF _H	8/16/32
FFC4 9418 _H	MGDGRBAD1	GRG compare base address register 1	R/W	0000 0000 _H	8/16/32
FFC4 941C _H	MGDGRADV1	GRG valid compare address register 1	R/W	0000 0000 _H	8/16/32
FFC4 9420 _H	MGDGRPROT2	GRG protection setting register 2	R/W	07FF 0000 _H	8/16/32
FFC4 9424 _H	MGDGRSPID2	GRG protection SPID setting register 2	R/W	FFFF FFFF _H	8/16/32
FFC4 9428 _H	MGDGRBAD2	GRG compare base address register 2	R/W	0000 0000 _H	8/16/32
FFC4 942C _H	MGDGRADV2	GRG valid compare address register 2	R/W	0000 0000 _H	8/16/32
FFC4 9430 _H	MGDGRPROT3	GRG protection setting register 3	R/W	07FF 0000 _H	8/16/32
FFC4 9434 _H	MGDGRSPID3	GRG protection SPID setting register 3	R/W	FFFF FFFF _H	8/16/32
FFC4 9438 _H	MGDGRBAD3	GRG compare base address register 3	R/W	0000 0000 _H	8/16/32
FFC4 943C _H	MGDGRADV3	GRG valid compare address register 3	R/W	0000 0000 _H	8/16/32
FFC4 9440 _H	MGDGRPROT4	GRG protection setting register 4	R/W	07FF 0000 _H	8/16/32
FFC4 9444 _H	MGDGRSPID4	GRG protection SPID setting register 4	R/W	FFFF FFFF _H	8/16/32
FFC4 9448 _H	MGDGRBAD4	GRG compare base address register 4	R/W	0000 0000 _H	8/16/32
FFC4 944C _H	MGDGRADV4	GRG valid compare address register 4	R/W	0000 0000 _H	8/16/32
FFC4 9450 _H	MGDGRPROT5	GRG protection setting register 5	R/W	07FF 0000 _H	8/16/32
FFC4 9454 _H	MGDGRSPID5	GRG protection SPID setting register 5	R/W	FFFF FFFF _H	8/16/32
FFC4 9458 _H	MGDGRBAD5	GRG compare base address register 5	R/W	0000 0000 _H	8/16/32
FFC4 945C _H	MGDGRADV5	GRG valid compare address register 5	R/W	0000 0000 _H	8/16/32
FFC4 9460 _H	MGDGRPROT6	GRG protection setting register 6	R/W	07FF 0000 _H	8/16/32
FFC4 9464 _H	MGDGRSPID6	GRG protection SPID setting register 6	R/W	FFFF FFFF _H	8/16/32
FFC4 9468 _H	MGDGRBAD6	GRG compare base address register 6	R/W	0000 0000 _H	8/16/32
FFC4 946C _H	MGDGRADV6	GRG valid compare address register 6	R/W	0000 0000 _H	8/16/32
FFC4 9470 _H	MGDGRPROT7	GRG protection setting register 7	R/W	07FF 0000 _H	8/16/32

Table 30.104 List of Registers (2/2)

Address	Symbol	Register Name	R/W	Value after Reset	Access Size
FFC4 9474 _H	MGDGRSPID7	GRG protection SPID setting register 7	R/W	FFFF FFFF _H	8/16/32
FFC4 9478 _H	MGDGRBAD7	GRG compare base address register 7	R/W	0000 0000 _H	8/16/32
FFC4 947C _H	MGDGRADV7	GRG valid compare address register 7	R/W	0000 0000 _H	8/16/32

- MGDGRPROT_n, MGDGRSPID_n, MGDGRBAD_n, and MGDGRADV_n set the protection specifications for each channel (n: 0 to 7).
- MGDGRSCTL_*, MGDGRSSTAT_*, MGDGRSAD_*, and MGDGRSTYPE_* indicate error information on each access path: “_SIC” represents access from the system interconnect to the global RAM, and “_PE1” represents access from the CPU1 to the global RAM.
- An error is detected if access is to the access-prohibited area of the address space FEE0_0000_H to FEEF_FFFF_H listed in **Table 4.1** in **Section 4.1, Address Space**.

30.4.2.2 Details of Registers

(1) MGDGRSCTL_SIC/PE1 — GRG Control Register n

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERRCLO	ERRCLE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 30.105 MGDGRSCTL_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	ERRCLO	Clears the error entry overflow flag 0: No operation. 1: Clears the overflow flag.
0	ERRCLE	Clears the error detection flag 0: No operation. 1: Clears the error detection flag. Note that this bit must be set simultaneously with the ERRCLO bit as shown in the table below.

Table 30.106 Combination of ERRCLO and ERRCLE

ERRCLO	ERRCLE	Function
0	0	Clears neither of the bits.
0	1	Clears neither of the bits (setting ignored).
1	0	Clears the OVF bit.
1	1	Clears both of the bits.

(2) MGDGRSSTAT_SIC/PE1 — GRG Error Status Register

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	OVF	ERR
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.107 MGDGRSSTAT_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	OVF	Error Entry Overflow Flag 0: No overflow. 1: Overflow occurred. Since the error entry depth of GRG is 1, when another guard violation occurs after the error detection flag was set due to the earlier guard violation, the error entry overflow occurs and this flag is set. Occurrence of overflow is not reported to ECM. Guard violation error information is not captured in case of an overflow.
0	ERR	Error Detection Flag 0: No error 1: An error occurred.

CAUTION

An error is detected also when access is to the access-prohibited area of the address space FEE0_0000_H to FEFF_FFFF_H listed in **Table 4.1** in **Section 4.1, Address Space**.

(3) MGDGRSAD_SIC/PE1 — GRG Error Address Register

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	GRIFA[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GRIFA[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.108 MGDGRSAD_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved These bits are always read as 0. The write value should also be 0.
20 to 0	GRIFA[20:0]	Address upon Error Occurrence

CAUTION

An error is detected and the address to which GRIFA is accessed is retained also when access is to the access-prohibited area of the address space FEE0_0000_H to FEF_F_FFF_F_H listed in **Table 4.1** in **Section 4.1, Address Space**.

(4) MGDGRSTYPE_SIC/PE1 — GRG Error Access Type Register

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PEID[2:0]			—	—	—	SPID[1:0]		—	UM	—	TYPE[4:0]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.109 MGDGRSTYPE_SIC/PE1 Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15 to 13	PEID[2:0]	PEID upon Error Occurrence
12 to 10	—	Reserved These bits are always read as 0. The write value should also be 0.
9, 8	SPID[1:0]	SPID upon Error Occurrence
7	—	Reserved This bit is always read as 0. The write value should also be 0.
6	UM	UM upon Error Occurrence
5	—	Reserved This bit is always read as 0. The write value should also be 0.
4 to 0	TYPE[4:0]	Transfer Type upon Error Occurrence (Internal bus and interconnect signals. Reference information.)

(5) MGDGRPROTn — GRG Protection Setting Register n (n = 0 to 7)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	EN	—	—	—	—	UM	DEB	PEID[7:0]							
Value after reset	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.110 MGDGRPROTn Register Contents

Bit Position	Bit Name	Function
31	—	Reserved This bit is always read as 0. The write value should also be 0.
30	EN	Protection Enable 0: Disables protection. 1: Enables protection. The access permitted by this register is enabled.
29 to 27	—	Reserved These bits are always read as 0. The write value should also be 0.
26	—	Reserved This bit is always read as 1. The write value should also be 1.
25	UM	User Mode Access 0: Enables access in supervisor mode. 1: Enables access in user mode and supervisor mode.
24	DEB	PEID Access 0: Disables access from the debug master. 1: Enables access from the debug master. Make sure to set this bit to 1. Setting this bit to 0 may lead to incorrect operation of the debugger or RAM monitoring tool.
23 to 16	PEID[7:0]	PEID Access The PEID field is a bit list, in which one bit corresponds to one PEID value. Setting multiple bits enables the ID values of the multiple virtual processors simultaneously. For example, setting the PEID field to 0101 _B enables access with PEID = 0 and PEID = 2. 0: Disables access with PEID = n. 1: Enables access with PEID = n.
15 to 0	—	Reserved These bits are always read as 0. The write value should also be 0.

(6) MGDGRSPIDn — GRG Protection SPID Setting Register n (n = 0 to 7)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	SPID[3:0]			
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 30.111 MGDGRSPIDn Register Contents

Bit Position	Bit Name	Function
31 to 4	—	Reserved These bits are always read as 1. The write value should also be 1.
3 to 0	SPID[3:0]	Access by SPID The SPID field is a bit list, in which one bit corresponds to one SPID value. Setting multiple bits enables the multiple SPID values simultaneously. For example, setting the SPID field to 0101B enables access with SPID = 0 and SPID = 2. 0: Disables access with SPID = n 1: Enables access with SPID = n

(7) MGDGRBADn — GRG Compare Base Address Register n (n = 0 to 7)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	AD[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AD[15:9]							—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 30.112 MGDGRBADn Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved These bits are always read as 1. The write value should also be 1.
20 to 9	AD[20:9]	Compare base address
8 to 0	—	Reserved These bits are always read as 0. The write value should also be 0.

(8) MGDGRADVn — GRG Valid Compare Address Register n (n = 0 to 7)

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	ADV[20:16]				
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADV[15:9]							—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Table 30.113 MGDGRADVn Register Contents

Bit Position	Bit Name	Function
31 to 21	—	Reserved These bits are always read as 0. The write value should also be 0.
20 to 9	ADV[20:9]	Valid Compare Address Address comparison proceeds for addresses for which the corresponding bit in MGDGRADVn[20:9] is 1. When all MGDGRADVn[20:9] bits are set to 1, 512 bytes (the minimum unit) are targeted for protection based on the addresses specified by MGDGRBADn. When all MGDGRADVn[20:9] bits are set to 0, the scope of protection is the whole of the global RAM.
8 to 0	—	Reserved These bits are always read as 0. The write value should also be 0.

Setting example: When the setting of MGDGRBADn[20:9] is 800_H and that of MGDGRADVn[20:9] is FF7_H, for example, global RAM guard protection area n is FEF0 0000_H to FEF0 01FF_H and FEF0 1000_H to FEF0 11FF_H.

Concept: When the setting of MGDGRBADn[20:9] is 800_H, the base address becomes FEF0 0000_H and the settable range of bits is enclosed in [] below.

```
1111 1110 111 [1 0000 0000 000] 0 0000 0000
F      E      F      0      0      0      0      0
```

When MGDGRADVn[20:9] is FF7_H, bits with 0 in that range and the 9 lower-order bits are ignored, so we have

```
1111 1110 111[1 0000 000X 000] X XXXX XXXX
```

which means that the 512-byte ranges (a total of 1 Kbyte) from

```
F      E      F      0      0      0      0      0 to
F      E      F      0      0      1      F      F,
```

and

```
F      E      F      0      1      0      0      0 to
F      E      F      0      1      1      F      F
```

will be protected.

30.4.3 PBG

The PBG module is divided into several PBG groups, each of which is provided with a maximum of 16 protection channels. A single PBG channel can designate the access against which a single peripheral circuit should be protected. Each PBG group can hold the information of the access that has been rejected.

The following table lists the peripheral circuits to be protected, the corresponding PBG group names, and the PBG channel numbers.

Table 30.114 List of Peripheral Circuit Module To be Protected (1/2)

PBG Group	PBG Channel Number	Module to be Protected
PBG0A	0	INTC2 (Group A) ^{*3}
	1	DMA_DTS
PBG0B	4	GRG (control register)
	5	GRG status (VCI2GRAM)
	6	GRG status (PE1)
PBG1A	0	APA0 (except I/O selection function)
	1	APA (I/O selection function)
	3	RSENT0
	4	RSENT1
	5	RSENT2
	6	RSENT3
	7	RSENT4
	8	RSENT5
PBG1B	0	ATU-IV (shared control, prescaler, DMA/AD requests)
	1	ATU-IV (Timer A)
	2	ATU-IV (Timer B)
	3	ATU-IV (Timer C)
	4	ATU-IV (Timer D)
	5	ATU-IV (Timer E)
	6	ATU-IV (Timer F)
	7	ATU-IV (Timer G)
	8	ATU-IV (Timer H)
	9	ATU-IV (Timer J)
PBG2A	0	CSIH0 (group A) ^{*1}
	1	CSIH0 (group B) ^{*1}
	2	CSIH1 (group A) ^{*1}
	3	CSIH1 (group B) ^{*1}
	4	CSIH2 (group A) ^{*1}
	5	CSIH2 (group B) ^{*1}
	6	CSIH3 (group A) ^{*1}
	7	CSIH3 (group B) ^{*1}
	12	INTC2 (group C) ^{*3}

Table 30.114 List of Peripheral Circuit Module To be Protected (2/2)

PBG Group	PBG Channel Number	Module to be Protected
PBG3A	0	$\Delta\Sigma$ AD (shared register)
	1	$\Delta\Sigma$ AD (CH0 register)
	2	$\Delta\Sigma$ AD (CH1 register)
	3	$\Delta\Sigma$ AD (CH2 register)
	4	$\Delta\Sigma$ AD (CH3 register)
	5	$\Delta\Sigma$ AD (CH4 register)
	6	$\Delta\Sigma$ AD (CH5 register)
	7	$\Delta\Sigma$ AD (CH6 register)
	8	$\Delta\Sigma$ AD (CH7 register)
	9	ADC0
	10	ADC1
	11	ADC (IFC)
	12	ADC (ASF)
	13	ECM (M)
	14	ECM (C)
15	ECM (Common)	
PBG3B	0	Port group 0 (group A) ^{*2}
	1	Port group 0 (group B) ^{*2}
	2	INTC2 (Group B) ^{*3}

Note 1. The CSIHx registers are divided into the following two groups and controlled separately.

Group A: CSIHnCTL0 to CSIHnCTL2, CSIHnSTR0, and CSIHnSTCR0

Group B: Other than above.

Note 2. The port group registers are divided into the following two groups and controlled separately.

Group A: Registers other than PCR0_m registers (see **Section 2.1.4.1 Table 2.6**)

Group B: PCR0_m

Here, m represents the bit numbers (m = 0 to 14) in each port group.

Note 3. The INTC2 registers are divided into three groups and controlled.

Group A: EICn, IMRn, EIBDn

Group B: NMICTL, EXINT registers, SINTR0 to SINTR3

Group C: PINT0 to PINT7, PINTCLR0 to PINTCLR7, TIMER

30.4.3.1 List of Registers

The following table lists the register provided for each PBG channel.

Table 30.115 List of Registers (for PBG Channel)

Register Symbol	Register Name	R/W	Value after Reset	Address	Access Size
FSGDxxDPROTn	PBGxx protection register n	R/W	07FF FFFF _H	<base_addr0> + 4*n	8/16/32

The following table lists the registers provided for each PBG group.

Table 30.116 List of Registers (for PBG Group)

Register Symbol	Register Name	R/W	Value after Reset	Address	Access Size
ERRSLVxxCTL	PBGxx error control register	W	0000 0000 _H	<base_addr1> + 0 _H	8/16/32
ERRSLVxxSTAT	PBGxx error status register	R	0000 0000 _H	<base_addr1> + 4 _H	8/16/32
ERRSLVxxADDR	PBGxx error address register	R	0000 0000 _H	<base_addr1> + 8 _H	32
ERRSLVxxTYPE	PBGxx error type register	R	0000 0000 _H	<base_addr1> + C _H	16/32

In the above tables, “xx” and “n” in the register names and symbols represents the PBG group numbers and PBG channel numbers, respectively. The table below shows the base address values <base_addr0> and <base_addr1>, which correspond to each of the PBG group numbers and PBG channel numbers.

Table 30.117 List of Base Address

PBG Group	PBG Group Number xx	PBG Channel Number n	<base_addr0>	<base_addr1>
PBG0A	0A	0, 1	FFC4 C000 _H	FFC4 C800 _H
PBG0B	0B	4 to 7	FFC4 C100 _H	FFC4 C900 _H
PBG1A	1A	0, 1, 3 to 8	FFDC 0000 _H	FFDC 0200 _H
PBG1B	1B	0 to 9	FFDD D000 _H	FFDD D200 _H
PBG2A	2A	0 to 7, 12	FFF9 4000 _H	FFF9 4200 _H
PBG3A	3A	0 to 15	FFC4 0000 _H	FFC4 0200 _H
PBG3B	3B	0 to 2	FFC4 1000 _H	FFC4 1200 _H

30.4.3.2 Details of Registers

(1) FSGDxxDPROTn — PBGxx Protection Register n

FSGDxxDPROTn designates the access to be rejected against which the peripheral circuit control registers and RAM should be protected. Any access that is disabled using any of the identifiers is rejected as an illegal access.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	PROTUM	PROTPEID[7:0]							—	
Value after reset	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PROTSPID[3:0]				PROTDEB	PROTRDPDEF	PROTWRPDEF	PROTRD	PROTWR
Value after reset	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.118 FSGDxxDPROTn Register Contents (1/2)

Bit Position	Bit Name	Function
31 to 27	—	Reserved These bits are always read as 0. The write value should also be 0.
26	—	Reserved This bit is always read as 1. The write value should also be 1.
25	PROTUM	User Mode Access 0: Enables access in supervisor mode. 1: Enables access in user mode and supervisor mode.
24 to 17	PROTPEID[7:0]	PEID Access The PROTNPEID field is a bit list, in which one bit corresponds to one PEID value. Setting multiple bits enables the ID values of the multiple virtual processors simultaneously. For example, setting the PROTNPEID field to 0101 _B enables access with PEID = 0 and PEID = 2. 0: Disables access with PEID = n. 1: Enables access with PEID = n.
16 to 9	—	Reserved These bits are always read as 1. The write value should also be 1.
8 to 5	PROTSPID[3:0]	SPID Access The PROTNSPID field is a bit list, in which one bit corresponds to one SPID value. Setting multiple bits enables the multiple SPID values simultaneously. For example, setting the PROTNSPID field to 0101 _B enables access with SPID = 0 and SPID = 2. 0: Disables access with SPID = n. 1: Enables access with SPID = n.
4	PROTDEB	Debug Access 0: Disables access from the debug master. 1: Enables access from the debug master. Make sure to set this bit to 1. Setting this bit to 0 may result in incorrect operation of the debugger or RAM monitoring tool.
3	PROTRDPDEF	Default Read Protection 0: Enables read access from any master. 1: Only enables read access from the master to which access is permitted.
2	PROTWRPDEF	Default Write Protection 0: Enables write access from any master. 1: Only enables write access from the master to which access is permitted.

Table 30.118 FSGDxxDPROTn Register Contents (2/2)

Bit Position	Bit Name	Function
1	PROTRD	PROTnRD Read Permission 0: Disables read access from any master. 1: Only enables read access from the master to which access is permitted. However, if both PROTRDPDEF and PROTRD are set to 0, the setting of PROTRDPDEF = 0 is given priority, enabling read access from any master.
0	PROTWR	PROTnWR Write Permission 0: Disables write access from any master 1: Only enables write access from the master to which access is permitted. However, if both PROTWRPDEF and PROTWR are set to 0, the setting of PROTWRPDEF = 0 is given priority, enabling write access from any master.

(2) ERRSLVxxCTL — PBGxx Error Control Register

ERRSLVxxCTL clears the status in the error status register.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CLRO	CLRE
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W	W

Table 30.119 ERRSLVxxCTL Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	CLRO	Clears the error entry overflow flag. 0: No operation. 1: Clears the overflow flag.
0	CLRE	Clears the error detection flag. 0: No operation. 1: Clears the error detection flag.

(3) ERRSLVxxSTAT — PBGxx Error Status Register

ERRSLVxxSTAT holds the status of the illegal access rejected with the PBGxx.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—														OVF	ERR
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.120 ERRSLVxxSTAT Register Contents

Bit Position	Bit Name	Function
31 to 2	—	Reserved These bits are always read as 0. The write value should also be 0.
1	OVF	Error Entry Overflow Flag 0: No overflow. 1: Overflow occurred. Since the error entry depth of PBG is 1, when another guard violation occurs after the error detection flag was set due to the earlier guard violation, the error entry overflow occurs and this flag is set. Occurrence of overflow is not reported to ECM. Guard violation error information is not captured in case of an overflow.
0	ERR	Error Detection Flag 0: No error. 1: Error occurred.

(4) ERRSLVxxADDR — PBGxx Error Address Register

ERRSLVxxADDR holds the address of the illegal access rejected with the PBGxx.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ADDR[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADDR[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.121 ERRSLVxxADDR Register Contents

Bit Position	Bit Name	Function
31 to 0	ADDR[31:0]	Address upon Error Occurrence ADDR[1:0] are always fixed to 0.

(5) ERRSLVxxTYPE — PBGxx Error Type Register

ERRSLVxxTYPE holds the type of the illegal access rejected with the PBGxx.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PEID[2:0]			—	—	—	SPID[1:0]		—	UM	—	STRB[3:0]			WRITE	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.122 ERRSLVxxTYPE Register Contents

Bit Position	Bit Name	Function
31 to 16	—	Reserved These bits are always read as 0. The write value should also be 0.
15 to 13	PEID[2:0]	PEID when an error has occurred
12 to 10	—	Reserved These bits are always read as 0. The write value should also be 0.
9, 8	SPID[1:0]	SPID when an error has occurred
7	—	Reserved This bit is always read as 0. The write value should also be 0.
6	UM	UM when an error has occurred
5	—	Reserved This bit is always read as 0. The write value should also be 0.
4 to 1	STRB[3:0]	Strobe signal when an error has occurred (this is an internal bus and interconnect signal and provides information for reference)
0	WRITE	Write signal when an error has occurred (this is an internal bus and interconnect signal and provides information for reference)

30.5 Multi-Input Signature Generator (MISG)

30.5.1 Overview

This LSI incorporates multi-input signature generators (MISG) for self-diagnosis by the CPUs.

The table below shows the overview of the MISG specifications.

Table 30.123 Specification Overview

Item	Description
Generating polynomials	<p>Two polynomials are available for use in signature generation.</p> <ul style="list-style-type: none"> MISR1: $G(x) = x^{32} + x^{26} + x^{23} + x^{22} + x^{16} + x^{12} + x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^2 + x + 1$ MISR2: $G(x) = x^{32} + x^{22} + x^2 + x + 1$ <p>*To support signature generation for 64-bit data, each CPU is connected with an MISG that has two MISRs (MISR1 and MISR2).</p>
Signature generation	<p>Signature generation can be enabled or disabled.</p> <ul style="list-style-type: none"> Signature generation in MISR1 is enabled or disabled. Signature generation in MISR2 is enabled or disabled. <p>The following two conditions can be selected as conditions for signature generation</p> <ul style="list-style-type: none"> Writing to the register <p>A signature is generated by writing to the MISR1 calculation register (MISRCDR_*)</p> <ul style="list-style-type: none"> Monitoring write access <p>A signature is generated if writing to the address area specified for monitoring occurs when writing by the CPU is being monitored. The address area is specified by the monitoring area base address register and the monitoring area address mask register.</p>
Automatic signature comparison	<p>Two signature generation units are selected for comparison of signatures. Each signature generation unit has a data counter and comparison proceeds when the values of the data counters in the MISGs selected as the target for comparison match. The data counter counts the number of write accesses to the MISRCDRL register or the address area being monitored.</p>
Error notification	<p>When signatures are compared and do not match, the ECM is notified of an error. Enabling or disabling of error notification to the ECM can be selected. No interrupt request is not issued directly to the INTC.</p>

“*” in MISRCDR_*, MISR1_*, and MISR2_* indicates PE1 or PCU.

30.5.2 Block Diagram

30.5.2.1 MISG

The figure below is a block diagram of the MISG. The MISG consists of two signature generation units and a signature comparison unit.

Write monitoring mode for signature generation conditions (**Section 30.5.3.1 (2), Write Monitoring Mode**) can only be executed between the corresponding signature generation unit and the CPU. Therefore, each signature generation unit is given a name corresponding to the CPU number (MISG_PE1, MISG_PCU). MISG_PE1 can monitor write access by CPU1. MISG_PCU cannot monitor write access by PCU.

When register write mode is the signature generation condition, there is no correspondence between a CPU and the signature generation unit. Any CPU can generate a signature in any signature generation unit.

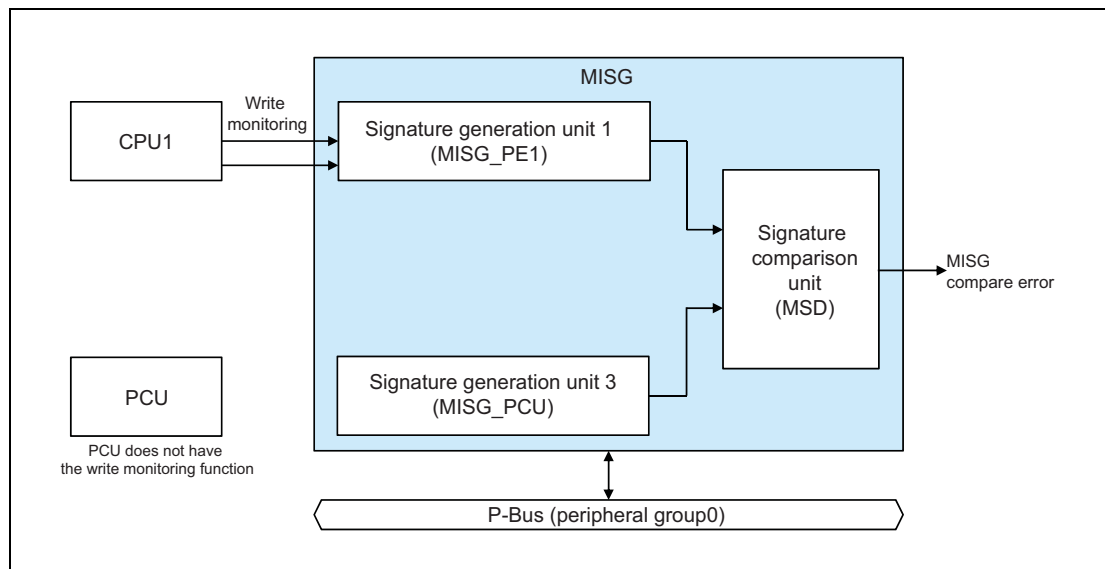


Figure 30.6 MISG Block Diagram (Multi Core)

30.5.2.2 Signature Generation

The figure below shows the flow of data in signature generation. MISR1 and MISR2 consist of two 32-bit signature generation units (MISR1_*, MISR2_*).

MISR2_* can generate a signature from 64-bits of data being written by the CPU being monitored, or from data being written to MISRCDR_*. The PCU does not have write monitoring, so in the case of the PCU, signatures are only generated from the data being written to MISRCDR_*.

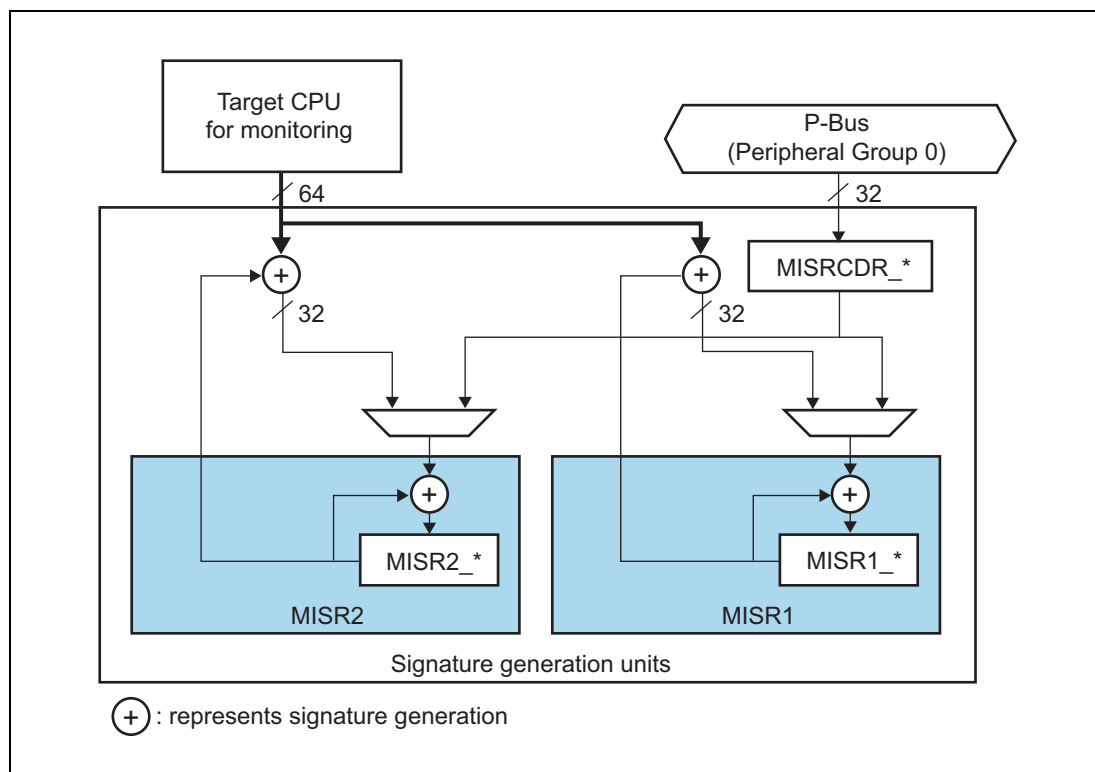


Figure 30.7 Signature Generation Units

Block diagrams of signature generation in MISR1_* and the polynomials used for this are shown below.

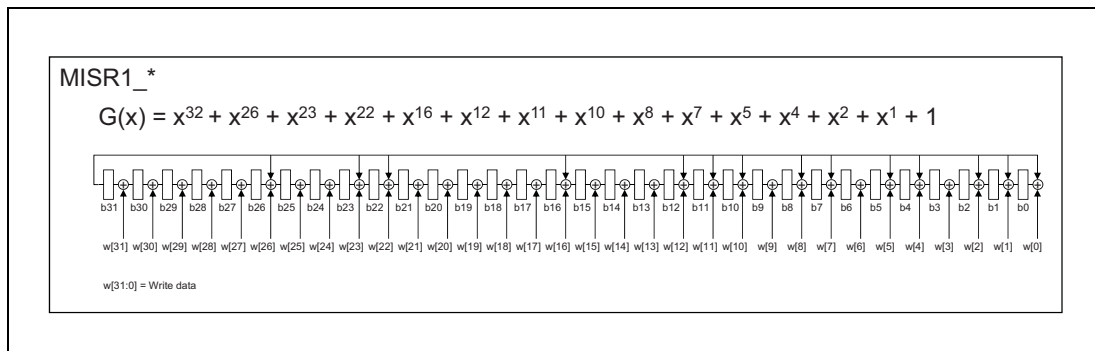


Figure 30.8 Block Diagram of Signature Generation in MISR1_*

Block diagrams of signature generation in MISR2_* and the polynomials used for this are shown below.

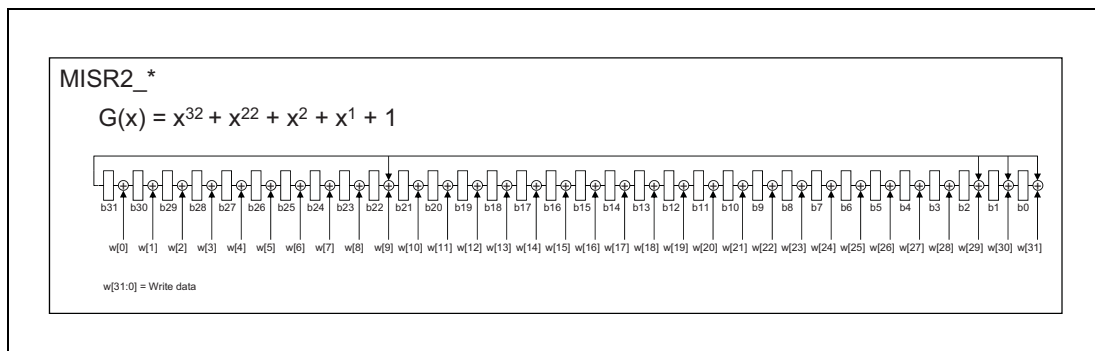


Figure 30.9 Block Diagram of Signature Generation in MISR2_*

30.5.3 Functional Specification

30.5.3.1 Conditions for Signature Generation

The conditions for signature generation in MISR1 and MISR2 can be selected by the setting of the MISR control register (MISRCR_*).

Signature generation conditions in MISR_i (i = 1, 2)

Table 30.124 Signature Generation Conditions of MISR_i

MISRCR. MISR1EN	MISRCR. MISR2EN	Signature Generation Conditions
0	—	MISR _i does not generate a signature.
1	0	Register write mode Writing to the MISRCDRL register leads to MISR _i generating a signature.
1	1	Write monitoring mode MISR _i generates a signature after the corresponding CPU writes to an address specified for monitoring.

(1) Register Write Mode

Writing to the MISR calculation register (MISRCDR_*) while MISR1 is in register write mode leads to the generation of a 32-bit signature in MISR1 from the value held in the multi-input signature register 1 (MISR1_*) and the data written to MISRCDR_*, and the result is retained in MISR1_*. Similarly, a 32-bit signature is generated in MISR2 from the value held in the multi-input signature register 2 (MISR2_*) and the data written to MISRCDR_*, and the result is retained in MISR2_*.

Writing to MISRCDR_* can proceed in 8-, 16-, or 32-bit units, and bits to which a value is not written are treated as 0. For example, writing to the 16 lower-order bits of MISRCDR_* leads to the generation of a signature with the 16 higher-order bits of write data treated as 0. Similarly, writing to the 16 higher-order bits of MISRCDR_* leads to the generation of a signature with the 16 lower-order bits of write data treated as 0. However, these cases will not arise if access is by using the IO header file.

MISR1 and MISR2 do not identify the bus master which writes to the MISRCDR_*. Writing by any bus master, whether a CPU, DMAC, or debugging master, produces a signature.

(2) Write Monitoring Mode

When the CPU writes to an address area specified for monitoring while MISR1 is in write-monitoring mode, MISR1 generates compressed 32-bit signatures from the value in MISR1_* and 64-bit data being written by the CPU, and generates signatures from the 32-bit compressed data and the value that is again held in MISR1_*. The generated signatures are stored in MISR1_*. Similarly, when the CPU writes to an address area specified for monitoring while MISR2 is in write-monitoring mode, MISR2 generates compressed 32-bit signatures from the value in MISR2_* and 64-bit data being written by the CPU, and generates signatures from the 32-bit compressed data and the value that is again held in MISR2_*. The generated signatures are stored in MISR2_*.

The address area specified for monitoring for signature generation is set by the MISR monitoring area base address register (MISRBASEADR) and the MISR monitoring area address mask register (MISRADRMSK). If the CPU write address is within the address area specified for monitoring, a signature is generated.

Write monitoring mode monitors write access by the corresponding CPU in 8-, 16-, 32-, or 64 units. When writing proceeds in 8-, or 16 units, remaining bits to which a value is not written are treated as

0, and compressed 32 bit data from 64-bit data is always input to MISR1 or MISR2. Write data are allocated to the lower-order side regardless of the destination address. For example, when 16 bits are written to an address of the form $4N + 2$, the 16 bits are allocated to the lower-order side and a signature is generated with the 16 higher-order bits treated as 0.

The CPU write access destinations that can be monitored by MISR1 and MISR2 are as follows:

Local RAM, global RAM, CPU peripheral (local APB), Peripheral circuit connected to the interconnect or to the P-Bus

The restrictions described below apply to the given store operations.

- (1) Instructions that core write data in slave responses: store operations such as BitOp, CAXI, and STC.W are not subject to monitoring.
- (2) Instructions for saving units of data larger than 64 bits on the stack (PREPARE and PUSHSP): signature values between the masters may not be matched when the instruction is suspended because of an interrupt. Therefore, the area to be used with the instructions must not be subject to monitoring or steps must be taken to make sure that the operation is not suspended due to an interrupt.

Write monitoring mode can only be executed between the specified signature generation unit and the corresponding CPU.

In this product, the following monitoring operations are possible. Writing by the PCU cannot be monitored.

- Monitoring of CPU1 write access by signature generation unit 1

A signature is not generated if write monitoring mode is set for a signature generation unit that does not support write monitoring mode. At this time, reference to the values of MISRBASEADR and MISRADRMSK is not possible from anywhere.

30.5.3.2 Automatic Signature Comparison

Of the signature generation units, two signature generation units are selected for the comparison of signatures by the MISR1CMPEN2 bit or MISR2CMPEN2 bit. Each signature generation unit has a data counter, and the signatures are compared if the values of the data counters generated in two signature generation units selected as targets for comparison match.

If two signatures are to be compared, use MISR1CMPEN2 or MISR2CMPEN2 in the MISRCMPCTL register to enable signature comparison by two signature generation units.

30.5.3.3 Data Counter

The MISR data counter register (MISRDCNT) counts how many times writing to MISRCDR_* or the address range specified by BASEADR and ADRMSK proceeds. When the CNTSTA bit = 1 and the CNTTRG bit = 0 in the data counter control register (MISRDCNTCTL), MISRDCNT counts the number of write accesses to MISRCDRL. When the CNTSTA bit = 1 and the CNTTRG bit = 1 in MISRDCNTCTL, MISRDCNT counts the number of write accesses by the corresponding CPU to the address range specified by MISRBASEADR and MISRADRMSK.

MISRDCNT can count the number of times either MISR1 or MISR2 or both MISR1 and MISR2 generate signatures by setting the trigger for counting up by MISRDCNT as the signature generation condition in MISR1 or MISR2. Note, however, that if the signature generation conditions for MISR1 and MISR2 and the trigger for counting up by the data counter are not consistent, the value of MISRDCNT and the signature generation count will not match.

CAUTIONS

1. When the MISR1EN and MISR2EN bits in the MISRCR register are both 0, counting by MISRDCNTCTL is not incremented even if writing to MISRCDRL and the address range specified by MISRBASEADR and MISRADRMSK proceeded.
2. In the signature generation unit that does not support write monitoring mode, the data counter is not incremented when the CPU write access to the monitoring address area is set as the trigger for counting up by the data counter.

30.5.3.4 Error Notification

When the CMPERREN bit in the error notification control register (MISRERRCTL) is set to 1, the ECM is notified of an error when signatures are compared and do not match. At the same time, the error flag in the compare error status register is set.

An interrupt request for the INTC is not generated.

30.5.4 Register Specifications

30.5.4.1 Register Map

The table below lists the registers of the signature generation units.

The registers with symbols ending in “_PE1” are those of signature generation unit 1 (MISG_PE1).

The registers with symbols ending in “_PCU” are those of signature generation unit 3 (MISG_PCU).

Note that the endings of the register symbols (“_PE1”, and “_PCU”) are omitted if signature generation units 1 and 3 do not require identification.

MISG_PE1_base = FFC5 1000_H

MISG_PCU_base = FFC5 3000_H

Table 30.125 List of Registers of the Signature Generation Units

Register Symbol	Register Name	R/W	Value after Reset	Address	Access Size
MISR1_PE1	Multi input signature register 1 (PE1)	R/W	0000 0000 _H	<MISG_PE1_base> + 000 _H	32
MISR2_PE1	Multi input signature register2 (PE1)	R/W	0000 0000 _H	<MISG_PE1_base> + 008 _H	32
MISRCDR_PE1	MISR calculation data register (PE1)	W	—	<MISG_PE1_base> + 010 _H	8/16/32
MISRRCR_PE1	MISR control register (PE1)	R/W	00 _H	<MISG_PE1_base> + 018 _H	8
MISRBASEADR_PE1	MISR monitoring area base address register (PE1)	R/W	0000 0000 _H	<MISG_PE1_base> + 01C _H	8/16/32
MISRADRMSK_PE1	MISR monitoring area mask address register (PE1)	R/W	0000 0000 _H	<MISG_PE1_base> + 020 _H	8/16/32
MISRDCNTCTL_PE1	MISR data count control register (PE1)	R/W	00 _H	<MISG_PE1_base> + 024 _H	8
MISRDCNT_PE1	MISR data count register (PE1)	R/W	0000 _H	<MISG_PE1_base> + 028 _H	16
MISR1_PCU	Multi input signature register 1 (PCU)	R/W	0000 0000 _H	<MISG_PCU_base> + 000 _H	32
MISR2_PCU	Multi input signature register 2 (PCU)	R/W	0000 0000 _H	<MISG_PCU_base> + 008 _H	32
MISRCDR_PCU	MISR calculation data register (PCU)	W	—	<MISG_PCU_base> + 010 _H	8/16/32
MISRRCR_PCU	MISR control register (PCU)	R/W	00 _H	<MISG_PCU_base> + 018 _H	8
MISRBASEADR_PCU	MISR monitoring area base address register (PCU)	R/W	0000 0000 _H	<MISG_PCU_base> + 01C _H	8/16/32
MISRADRMSK_PCU	MISR monitoring area mask address register (PCU)	R/W	0000 0000 _H	<MISG_PCU_base> + 020 _H	8/16/32
MISRDCNTCTL_PCU	MISR data count control register (PCU)	R/W	00 _H	<MISG_PCU_base> + 024 _H	8
MISRDCNT_PCU	MISR data count register (PCU)	R/W	0000 _H	<MISG_PCU_base> + 028 _H	16

The table below lists the registers of the signature comparison unit (MSD sub-block).

MSD_base = FFC5 0000_H

Table 30.126 List of Registers of the Signature Comparison Units

Register symbol	Register Name	R/W	Value after Reset	Address	Access Size
MISRCMPCTL	MISR comparator control register	R/W	0000 _H	<MSD_base> + 00 _H	8/16
MISRCMPERSTR	MISR compare error status register	R	00 _H	<MSD_base> + 04 _H	8
MISRCMPERRSTC	MISR compare error status clear register	W	00 _H	<MSD_base> + 08 _H	8
MISRERRCTL	MISR error notification control register	R/W	00 _H	<MSD_base> + 0C _H	8

Note 1. In case of access to a register in a unit smaller than 32 bits, the bits that are not specified are ignored when writing and read as 0.

The following describes the control registers of the signature comparison unit.

30.5.4.2 MISRCDR_PE1/PCU — MISR Calculation Data Register

The MISR calculation data register is a 32-bit write-only register.

When signature generation in register write mode is selected, a signature is generated in MISR1 or MISR2 by writing to this register. Data written to this register is the data input to the multi-input signature register 1 (MISR1_*) or the multi-input signature register 2 (MISR2_*). For the conditions for signature generation, see **Section 30.5.3.1, Conditions for Signature Generation**.

This register can be written in 8-, 16-, or 32-bit units. When writing proceeds in 8- or 16-bit units, remaining bits to which a value is not written are treated as 0, and 32-bit data is always input to MISR1_* or MISR2_*.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MISRCDR[31:16]															
Value after reset	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MISRCDR[15:0]															
Value after reset	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Table 30.127 MISRCDR_PE1/PCU Register Contents

Bit Position	Bit Name	Functions
31 to 0	MISRCDR31 to MISRCDR0	Calculation Data Input data to MISR1 or MISR2. When the MISR1EN bit = 1 and the MISR1CND bit = 0 in the MISRCR register, or the MISR2EN bit = 1 and the MISR2CND bit = 0, a new signature is generated each time the MISRCDR register is written, and the result is retained in MISR1 or MISR2.

30.5.4.3 MISR1_PE1/PCU — Multi-Input Signature Register 1

The multi-input signature register 1 is a 32-bit writable register.

Once the signature generation condition is met, this register generates a new signature each time the condition is met and retains the generated value. For the conditions for signature generation, see **Section 30.5.3.1, Conditions for Signature Generation**.

Signatures are generated by using the following polynomial:

$$G(x) = x^{32} + x^{26} + x^{23} + x^{22} + x^{16} + x^{12} + x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^2 + x + 1$$

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MISR1[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MISR1[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.128 MISR1_PE1/PCU Register Contents

Bit Position	Bit Name	Functions
31 to 0	MISR131 to MISR10	Multi-Input Signature Register 1 When read, a new signature is always read.

30.5.4.4 MISR2_PE1/PCU — Multi-Input Signature Register 2

The multi-input signature register 2 is a 32-bit readable and writable register.

Once the signature generation condition is met, this register generates a new signature each time the condition is met and retains the generated value. For the conditions for signature generation, see **Section 30.5.3.1, Conditions for Signature Generation**.

Signatures are generated by using the following polynomial:

$$G(x) = x^{32} + x^{22} + x^2 + x + 1$$

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MISR2[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MISR2[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.129 MISR2_PE1/PCU Register Contents

Bit Position	Bit Name	Function
31 to 0	MISR231 to MISR20	Multi-Input Signature Register 2 When read, a new signature is always read.

30.5.4.5 MISRCR_PE1/PCU — MISR Control Register

MISR is an 8-bit readable and writable register.

The MISR1EN and MISR2EN bits are used to enable signature generation in MISR1 and MISR2. When the MISR1EN or MISR2EN bit is 1, MISR1 or MISR2 generates a signature and retains the generated value. When the MISR1EN or MISR2EN bit is 0, MISR1 or MISR2 does not generate signatures and the values of these registers are not updated.

When the MISR1EN or MISR2EN bit is 1, the MISR1CND or MISR2CND bit selects the signal generation condition in MISR1 or MISR2. Setting the MISR1CND or MISR2CND bit to 0 selects signature generation in register write mode by MISR1 or MISR2, so writing to MISRCDR_* leads to signature generation. Setting the MISR1CND or MISR2CND bit to 1 selects signature generation in write monitoring mode by MISR1 or MISR2, writing by the CPU to the address range specified by the MISRBASEADR and MISRADRMSK registers leads to signature generation. For the conditions for signature generation, see **Section 30.5.3.1, Conditions for Signature Generation**.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	MISR2CND	MISR1CND	MISR2EN	MISR1EN
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 30.130 MISRCR_PE1/PCU Register Contents

Bit Position	Bit Name	Functions
7 to 4	—	Reserved
3	MISR2CND	MISR2 Signature Write Control This bit sets the signature generation condition in MISR2 when the MISR2EN bit = 1. 0: Register write mode 1: Write monitoring mode
2	MISR1CND	MISR1 Signature Write Control This bit sets the signature generation condition in MISR1 when the MISR1EN bit = 1. 0: Register write mode 1: Write monitoring mode
1	MISR2EN	MISR2 Enable 0: MISR2 does not generate a signature. 1: MISR2 generates a signature and the MISR2H and MISR2_* values are updated.
0	MISR1EN	MISR1 Enable 0: MISR1 does not generate a signature. 1: MISR1 generates a signature and the MISR1H and MISR1_* values are updated.

30.5.4.6 MISRBASEADR_PE1/PCU — MISR Monitoring Area Base Address Register

MISRBASEADR specifies the CPU write access area to be monitored by MISG when signature generation in write monitoring mode is selected. In combination with the setting of the monitoring area mask address register, this register specifies the address range of the monitoring area. For the conditions for signature generation, see **Section 30.5.3.1, Conditions for Signature Generation**.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BASEADR[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BASEADR[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.131 MISRBASEADR_PE1/PCU Register Contents

Bit Position	Bit Name	Function
31 to 0	BASEADR31 to BASEADR0	Monitoring Area Base Address Register

For the mechanism to judge access to the monitoring area, see **Section 30.5.4.7, MISRADRMSK_PE1/PCU — MISR Monitor Area Address Mask Register**.

30.5.4.7 MISRADRMSK_PE1/PCU — MISR Monitor Area Address Mask Register

MISRADRMSK specifies the CPU write access area to be monitored by MISG when signature generation in write monitoring mode is selected. In combination with the setting of the monitoring area base address register, this register specifies the address range of the monitoring area. For the conditions for signature generation, see **Section 30.5.3.1, Conditions for Signature Generation**.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ADRMSK[31:16]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADRMSK[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.132 ADRMSK_PE1/PCU Register Contents

Bit Position	Bit Name	Function
31 to 0	ADRMSK31 to ADRMSK0	Monitoring Area Mask Address Register

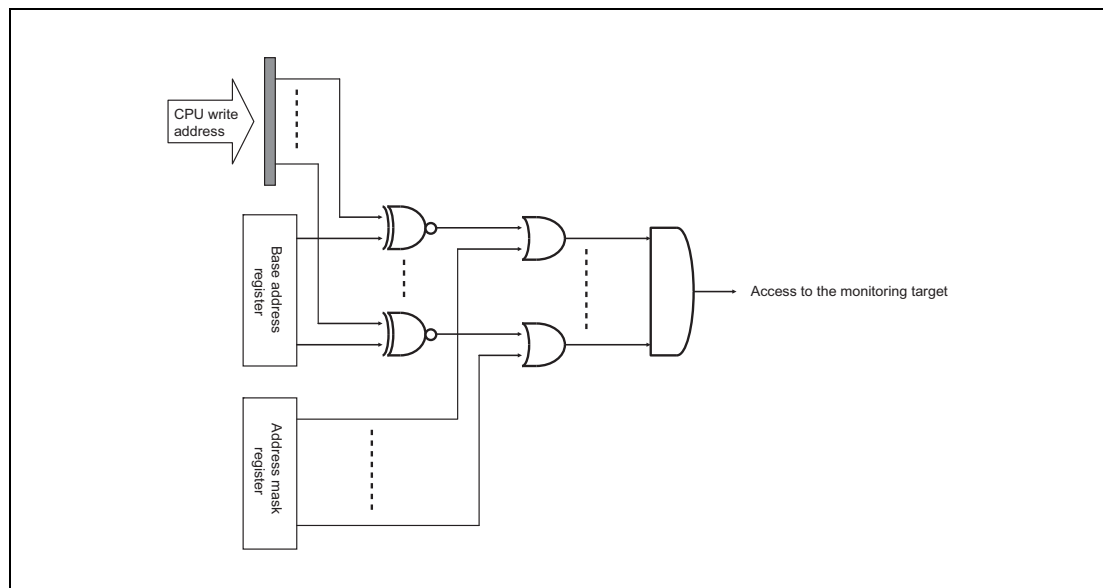


Figure 30.10 How to Detect Access to the Monitoring Area

30.5.4.8 MISRDCNTCTL_PE1/PCU — MISR Data Counter Control Register

This register controls operation of the MSIR data counter register. If the event selected by the CNTTRG bit occurs while the CNTSTA bit is 1, the data counter is incremented. For operation of the data counter, see **Section 30.5.3.3, Data Counter**.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CNTTRG	CNTSTA
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R/W	R/W

Table 30.133 MISRDCNTCTL_PE1/PCU Register Contents

Bit Position	Bit Name	Functions
7 to 2	—	Reserved
1	CNTTRG	Count-Up Trigger Select This bit selects the trigger for counting up by the data counter. 0: Write access to the MISRCDR_* register 1: Write access to the address area specified by the MISRBASEADR and MISRADRMSK registers
0	CNTSTA	Data Counter Start This bit is an enable bit for the data counter. If the event selected by the CNTTRG bit occurs while CNTSTA = 1, the data counter is incremented. 0: The data counter is stopped. 1: The data counter is operating.

30.5.4.9 MISRDCNT_PE1/PCU — MISR Data Counter Register

The data counter is a 16-bit readable and writable register.

If the data counter values of two signature generation units selected for comparison match, automatic comparison of the signatures proceeds.

When the CNTTRG bit in the data counter control register is 0, the data counter is incremented by write access to the MISR calculation data register. When the CNTTRG bit in the data control register is 1, the data counter is incremented by write access by the corresponding CPU to the address area specified by the MISRBASEADR and MISRADRMSK registers. For operation of the data counter, see **Section 30.5.3.3, Data Counter**.

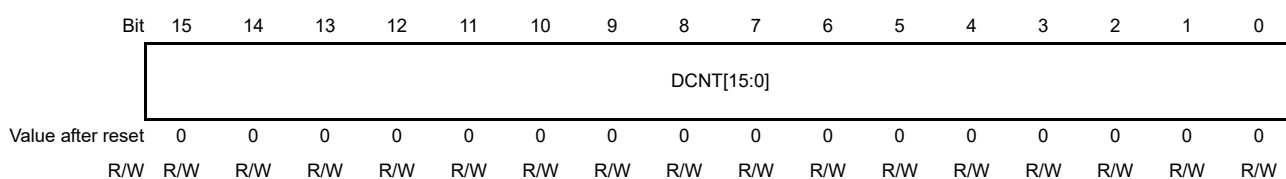


Table 30.134 MISRDCNT_PE1/PCU Register Contents

Bit Position	Bit Name	Function
15 to 0	DCNT15 to DCNT0	Data Counter Register

The following describes the control registers of the MSD unit (signature comparison unit).

30.5.4.10 MISRCMPCTL — MISR Comparator Control Register

MISRCMPCTL is a 16-bit readable and writable register.

This register controls the comparator that compares signatures generated in the signature generation units. For automatic comparison of signatures, see **Section 30.5.3.2, Automatic Signature Comparison**.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	MISR2 CMPEN 2	—	—	MISR1 CMPEN 2	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R/W	R	R

Table 30.135 MISRCMPCTL Register Contents

Bit Position	Bit Name	Functions
15 to 6	—	Reserved When read, 0 is always read. When writing, always write 0.
5	MISR2CMPEN2	MISR2 Signature Compare Enable 2 This bit controls comparison of signatures retained in MISR2 of MISG_PCU and MISG_PE1. 0: Disables comparison 1: Enables comparison
4, 3	—	Reserved When read, 0 is always read. When writing, always write 0.
2	MISR1CMPEN2	MISR1 Signature Compare Enable 2 This bit controls comparison of signatures retained in MISR1 of MISG_PCU and MISG_PE1. 0: Disables comparison 1: Enables comparison
1, 0	—	Reserved When read, 0 is always read. When writing, always write 0.

30.5.4.11 MISRCMPERSTR — MISR Compare Error Status Register

The compare error status register is an 8-bit readable register.

If a mismatch occurs in signature comparison enabled by the comparator control register, the corresponding error flag is set.

The error flag is cleared by writing 1 to the corresponding clear bit in the compare error status clear register. The flag is also cleared by a reset.

Bit	7	6	5	4	3	2	1	0
	—	—	MISR2ERR2	—	—	MISR1ERR2	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 30.136 MISRCMPERSTR Register Contents

Bit Position	Bit Name	Functions
7, 6	—	Reserved When read, 0 is always read. When writing, always write 0.
5	MISR2ERR2	MISR2 Signature Compare Error Flag 2 This flag is set when signatures retained in MISR2 of MISG_PE1 and MISG_PCU are compared and do not match. 0: A mismatch has not occurred in signature comparison. 1: A mismatch has occurred in signature comparison.
4, 3	—	Reserved When read, 0 is always read. When writing, always write 0.
2	MISR1ERR2	MISR1 Signature Compare Error Flag 2 This flag is set when signatures retained in MISR1 of MISG_PE1 and MISG_PCU are compared and do not match. 0: A mismatch has not occurred in signature comparison. 1: A mismatch has occurred in signature comparison.
1, 0	—	Reserved When read, 0 is always read. When writing, always write 0.

30.5.4.12 MISRCMPERRSTC — MISR Compare Error Status Clear Register

The compare error status clear register is an 8-bit write-only register.

When an error flag in the compare error status register is 1, writing 1 to corresponding clear bit clears the error flag. Read the MISR compare error status register and write 1 to the clear bit for the flag being 1.

Bit	7	6	5	4	3	2	1	0
	—	—	MISR2CLR2	—	—	MISR1CLR2	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	W	R	R	W	R	R

Table 30.137 MISRCMPERRSTC Register Contents

Bit Position	Bit Name	Functions
7, 6	—	Reserved When read, 0 is always read. When writing, always write 0.
5	MISR2CLR2	MISR2 Signature Compare Error Clear 2 Writing 1 to this bit clears the MISR2ERR2 bit in the MISRCMPERSTR register.
4, 3	—	Reserved When read, 0 is always read. When writing, always write 0.
2	MISR1CLR2	MISR1 Signature Compare Error Clear 2 Writing 1 to this bit clears the MISR1ERR2 bit in the MISRCMPERSTR register.
1, 0	—	Reserved When read, 0 is always read. When writing, always write 0.

30.5.4.13 MISRERRCTL — MISR Error Notification Control Register

The error notification control register is an 8-bit readable and writable register.

This register enables or disables error notification when signatures are compared by the automatic signature comparison and do not mach. For the automatic signature comparison and error notification, see **Section 30.5.3.2, Automatic Signature Comparison**, and **Section 30.5.3.4, Error Notification**

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CMPPERREN
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 30.138 MISRERRCTL Register Contents

Bit Position	Bit Name	Functions
7 to 1	—	Reserved When read, 0 is always read. When writing, always write 0.
0	CMPPERREN	Compare Error Notification Enable This bit enables or disables error notification when signatures are compared and do not mach. 0: Error notification does not proceed even if a mismatch has occurred in signature comparison. 1: Error notification proceeds if a mismatch has occurred in signature comparison.

30.5.5 Usage

30.5.5.1 Usage Example 1

The self-diagnostic program eases diagnosis. By using the MISG to compress intermediate transitions, the self-diagnostic program makes the saving and comparison of all intermediate results unnecessary. Results of self diagnosis including intermediate transitions can be judged by comparing the results of compression by the MISG with the expected results when the program ends.

This has the effect of reducing requirements for memory capacity and times for processing comparisons (substitution by CRCs is also possible).

Example of settings (when PE1 is running the self-diagnostic program)

The descriptions of registers of an MISG below applies to the registers of signature generation unit 1 (MISG_PE1), which is for PE1.

- (1) Initialize the multi-input signature register 1 (MISR1_*), multi-input signature register 2 (MISR2_*) and data counter register (MISRDCNT).
- (2) Set the MISR1CND or MISR2CND bit in the MISR control register (MISRCR) to 1 to select signature generation by MISR1 or MISR2 in write monitoring mode.
- (3) Use the MISR monitoring area base address register (MISRBASEADR) and MISR monitoring area address mask register (MISRADRMSK) to set the address area for monitoring.
- (4) Set the MISR1EN or MISR2EN bit in the MISR control register to 1 to enable signature generation in MISR1 or MISR2.
- (5) Run the self-diagnostic program on PE1.
- (6) Upon completion of execution of the self-diagnostic program, MISR1_* or MISR2_* data is compared with the expected value in flash memory.

30.5.5.2 Usage Example 2

Use multiple processors to run the same processing (including the self-diagnostic program) to confirm the correctness of results. Comparing results from different hardware raises reliability.

Example of settings (when PE1 and PCU are running the same task)

The descriptions of registers of an MISG below applies to the MISG registers of PE1 and PCU.

- (1) Initialize the multi-input signature register 1 (MISR1_*), multi-input signature register 2 (MISR2_*), and data counter register (MISRDCNT).
- (2) Set the MISR1CND or MISR2CND bit in the MISR control register (MISRCR) to 0 to select signature generation by MISR1 or MISR2 in register write mode.
- (3) Set MISR1CMPEN1 or MISR2CMPEN1 in the MISR comparator control register (MISRCMPCTL) to 1 to enable signature comparison by the comparator.
- (4) Set the CMPERREN bit in the MISR error notification control register to 1 to enable error notification to the ECM.

- (5) Set the CNTTRG bit in the MISR data counter control register (MISRDCNTCTL) to 0 to set writing to MISRCDR_* as the trigger for counting up by the data counter. Set the CNTSTA bit to 1 to enable operation of the data counter.
- (6) Set the MISR1EN or MISR2EN bit in the MISR control register to 1 to enable signature generation in MISR1 or MISR2.
- (7) Run the self-diagnostic program on all CPUs.
- (8) The self-diagnostic program stores intermediate results while the program is running in MISRCDR_* of the signature generation units. The signatures in the MISR1 and MISR2 registers of MISG_PE1 and MISG_PCU are compared whenever the values of the data counter registers (MISRDCNT) of MISG_PE1 and MISG_PCU match.
- (9) Check the comparison status register to see if there were errors in comparison.

30.6 Clock Monitors

30.6.1 Overview

This product incorporates the clock monitors to monitor the clock operation by detecting the abnormal frequency of the clock to be monitored. The clock monitors provide the following functions.

- Monitors to see if the frequency of the clock to be monitored is within the specified range based on the sampling clock.
- Issues an error notice to the ECM upon detection of the abnormal state of the clock.

Table 30.139 shows the clocks monitored by the clock monitors and the sampling clocks used.

Table 30.139 List of Clocks Monitored by Each Clock Monitor and Sampling Clocks Used

Clock Monitor Channel	Monitored Clock	Sampling Clock
CLMA0	Low-speed peripheral clock (40 MHz SSG)	Non-modulated low-speed peripheral clock (40 MHz clean)
CLMA1	Non-modulated low-speed peripheral clock (40 MHz clean)	10 MHz (1/2 main OSC)
CLMA2	WDTA counter clock (1/80 main OSC)	Low-speed ROSC clock (ROSC)

30.6.2 List of Registers

30.6.2.1 Clock Monitor Channel Registers

Table 30.140 List of Registers

Address	Symbol	Register Name	R/W	Value after Reset	Access Size
<Base_adr + 00 _H >	CLMA _n CTL0	CLMA _n control register 0	R/W	00 _H	8
<Base_adr + 08 _H >	CLMA _n CMPL	CLMA _n compare register L	R/W	0001 _H	16
<Base_adr + 0C _H >	CLMA _n CMPH	CLMA _n compare register H	R/W	03FF _H	16
<Base_adr + 10 _H >	CLMA _n PCMD	CLMA _n protection command register	W	00 _H	8
<Base_adr + 14 _H >	CLMA _n PS	CLMA _n protection command status register	R	00 _H	8

The base addresses of the registers are shown below.

Table 30.141 List of Base Address Registers

Clock Monitor Channel	<Base_adr>
CLMA0	FFF8 8400 _H
CLMA1	FFF8 8420 _H
CLMA2	FFF8 8440 _H

30.6.2.2 Shared Registers

Table 30.142 List of Shared Registers

Register Symbol	Register Name	R/W	Value after Reset	Address	Access Size	Protection
CLMATEST	CLMA self-test register	R/W	0000 0000 _H	FFF8 8204 _H	32	PROT1PHCMD ^{*1}
CLMATESTS	CLMA self-test status register	R/W	0000 0000 _H	FFF8 8208 _H	32	

Note 1. For this register, refer to **Section 11, Clock Controller**.

30.6.3 Details of Registers

30.6.3.1 CLMAnCTL0 — CLMAn Control Register 0

CLMAnCTL0 controls the operation of the clock monitors. CLMAnCTL0 is protected by the CLMAnPCMD register.

CLMAnCTL0 can be initialized by either an internal reset or an external reset.

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CLMAnCLME
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W*1

Note 1. CLMAnCTL0 can be cleared by a reset. Writing 0 is ignored.

Table 30.143 CLMAnCTL0 Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0. The write value should also be 0. When writing, follow the procedure of the protection release sequence, write the value after reset, or the bit inverse value of the value after reset to these bits.
0	CLMAnCLME	Clock Monitor Operation 0: Disables operation. 1: Enables operation.

30.6.3.2 CLMAnCMPL — CLMAn Compare Register L

CLMAnCMPL sets the lower limit of the normal frequency range used for comparison.

CLMAnCMPL can be initialized by either an internal reset or an external reset.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CLMAnCMPL[11:0]											
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.144 CLMAnCMPL Register Contents

Bit Position	Bit Name	Function
15 to 12	—	Reserved These bits are always read as 0. The write value should also be 0.
11 to 0	CLMAnCMPL [11:0]	Lower Limit of Normal Frequency Range CLMAnCMPL can be written to when CLMAnCTL0.CLMAnCLME is 0. Once CLMAnCTL0.CLMAnCLME is set to 1, writing to CLMAnCMPL is invalid.

30.6.3.3 CLMAnCMPH — CLMAn Compare Register H

CLMAnCMPH sets the upper limit of the normal frequency range used for comparison.

CLMAnCMPH can be initialized by either an internal reset or an external reset.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CLMAnCMPH[11:0]											
Value after reset	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1
R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.145 CLMAnCMPH Register Contents

Bit Position	Bit Name	Function
15 to 12	—	Reserved These bits are always read as 0. The write value should also be 0.
11 to 0	CLMAnCMPH [11:0]	Upper Limit of Normal Frequency Range CLMAnCMPH can be written to when CLMAnCTL0.CLMAnCLME is 0. Once CLMAnCTL0.CLMAnCLME is set to 1, writing to CLMAnCMPH is invalid.

30.6.3.4 CLMAnPCMD — CLMAn Protection Command Register

CLMAnPCMD is a special sequential register for CLMAnCTL0.

CLMAnPCMD can be initialized by either an internal reset or an external reset.

Bit	7	6	5	4	3	2	1	0
	CLMAnPCMD[7:0]							
Value after reset	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W

See **Section 30.6.6.1, Writing to Protected Registers**, regarding this protection method on details.

30.6.3.5 CLMAnPS — CLMAn Protection Command Status Register

CLMAnPS is a special sequential register for CLMAnCTL0.

CLMAnPS can be initialized by either an internal reset or an external reset

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CLMAnPRERR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 30.146 CLMAnPS Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved These bits are always read as 0.
0	CLMAnPRERR	Protection Error Detection 0: A protection error has not been generated. 1: A protection error has been generated.

Operating conditions of the CLMAnPRERR bit:

Setting condition: Access to CLMAnCTL0, which is the target for protection specified by CLMAnPCMD, without following the protection cancelling sequence.

Clearing condition: Writing of A5_H to the CLMAnPCMD register (step 1 in the protection cancelling sequence).

30.6.3.6 CLMATEST — CLMA Self-Test Register

CLMATEST is used for self-testing of CLMA2 to CLMA0.

CLMATEST can be protected by the PROT1PHCMD register.

CLMATEST is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CLMA2 TESTE N	CLMA1 TESTE N	CLMA0 TESTE N	ERRMS K	MONCL KMSK	RESCL M
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Table 30.147 CLMATEST Register Contents

Bit Position	Bit Name	Function
31 to 6	—	Reserved These bits are always read as 0. When writing, follow the procedure of the protection release sequence, write the value after reset, or the bit inverse value of the value after reset to these bits.
5 to 3	CLMA2TESTEN CLMA1TESTEN CLMA0TESTEN	These bits enable or disable self-testing of CLMA2 to CLMA0. 0: Disables self-testing of the corresponding CLMA. 1: Enables self-testing of the corresponding CLMA.
2	ERRMSK	Masks an error notification to the ECM when CLMA _n detects an error. When the ERRMSK is set for a certain CLMA _n , the associated CLMA _n does not issue an error notification to the ECM even if it detects an error. ERRMSK setting is valid only for the CLMA _n for which CLMA _n TESTEN (n = 0 to 2) is set to 1. 0: Does not mask an error notification to the ECM. 1: Masks an error notification to the ECM.
1	MONCLKMSK	Fixes the level of the clock input to the CLMA _n that should be monitored, to the low level. MONCLKMSK setting is valid only for the CLMA _n for which CLMA _n TESTEN (n = 0 to 2) is set to 1. 0: Does not fix the clock input to the CLMA _n that should be monitored to the low level. 1: Fixes the clock input to the CLMA _n that should be monitored to the low level.
0	RESCLM	Initializes CLMA _n forcibly. RESCLM setting is valid only for the CLMA _n for which CLMA _n TESTEN (n = 0 to 2) is set to 1. 0: Does not initialize CLMA _n . 1: Initializes CLMA _n .

30.6.3.7 CLMATESTS — CLMA Self-Test Status Register

CLMATESTS indicates the self-testing result of CLMA2 to CLMA0.

CLMATESTS is initialized by an internal reset or an external reset.

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	CLMA2 ERRS	CLMA1 ERRS	CLMA0 ERRS
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 30.148 CLMATESTS Register Contents

Bit Position	Bit Name	Function
31 to 3	—	Reserved These bits are always read as 0.
2 to 0	CLMA2ERRS CLMA1ERRS CLMA0ERRS	These bits indicate whether or not CLMA2 to CLMA0 have detected an error. These bits are not affected by CLMATEST.ERRMSK. 0: The corresponding CLMA _n has not yet detected an error. 1: The corresponding CLMA _n has detected an error.

30.6.4 Detection of Abnormal Clock Frequency

- CLMAN counts the number of rising edges of the monitored clock signal within 16 sampling clock cycles, and compares the count with the specified thresholds.
 - The lower threshold is specified using the CLMANCMPL[11:0] bits in CLMANCMPL register.
 - The upper threshold is specified using the CLMANCMPH[11:0] bits in CLMANCMPH register.
- When the frequency of the monitored clock is low^{*1} and the counter value falls below the value set in CLMANCMPL[11:0] in the CLMANCMPL register, CLMAN notifies the ECM of the abnormal clock. CLMAN also notifies the ECM of the abnormal clock when the clock frequency is high and the counter value exceeds the value set in CLMANCMPH[11:0] in the CLMANCMPH register.

Note 1. If the monitored clock stops completely, an error may not be detected.

Note that even if the frequency of the monitored clock fluctuates during the sampling period, an error is not notified as long as the number of detected edges falls within the specified range.

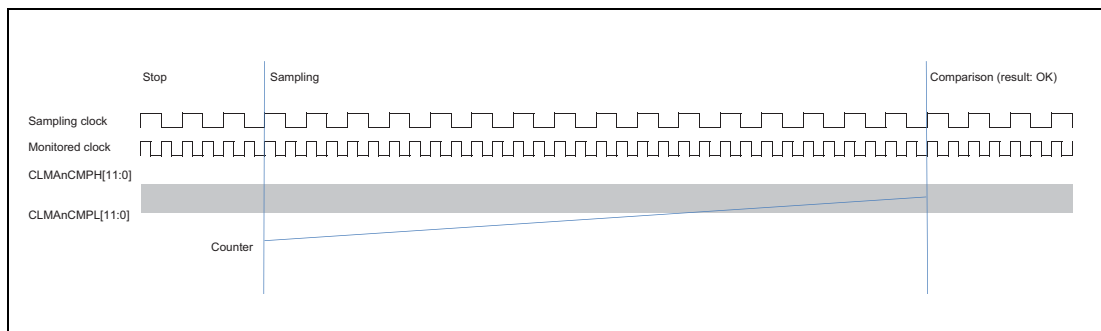


Figure 30.11 Operation When Clock Frequency is Within the Specified Range

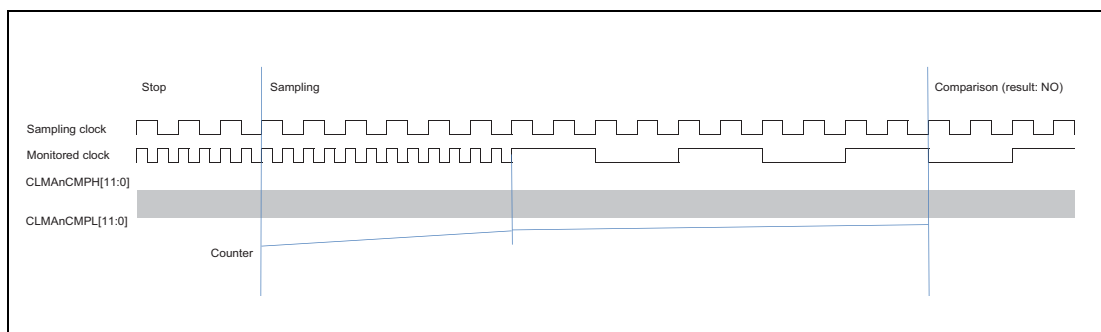


Figure 30.12 Operation When Clock Frequency is Lower than the Specified Range

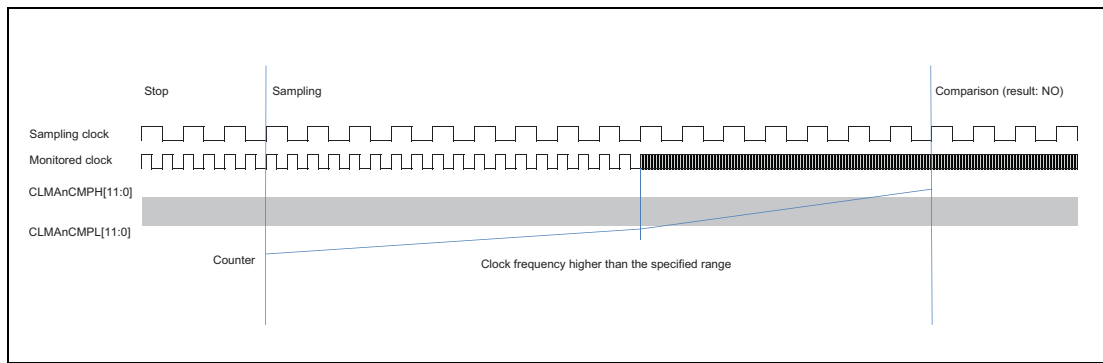


Figure 30.13 Operation When Clock Frequency is Higher than the Specified Range

(1) Calculating the thresholds set by CLMAncMPL.CLMAncMPL[11:0] and CLMAncMPH.CLMAncMPH[11:0]

The minimum and maximum values of the clock cycles of the monitored clock CLMATMON that are assumed to be valid within 16 cycles of the sampling clock CLMATMPL are set in the comparison registers CLMAncMPL and CLMAncMPH.

The expected clock cycle is indicated by “N”.

$$\frac{16}{f_{\text{CLMATMPL}}} = \frac{N}{f_{\text{CLMATMON}}}$$

$$N = \frac{f_{\text{CLMATMON}}}{f_{\text{CLMATMPL}}} \times 16$$

The thresholds are calculated considering allowable frequency deviation of CLMATMON and CLMATMPL.

$$\begin{aligned} \text{Lower threshold} &= N_{\text{min}} \\ &= \frac{f_{\text{CLMATMON}(\text{min})}}{f_{\text{CLMATMPL}(\text{max})}} \times 16 - 1 \end{aligned}$$

$$\begin{aligned} \text{Upper threshold} &= N_{\text{max}} \\ &= \frac{f_{\text{CLMATMON}(\text{max})}}{f_{\text{CLMATMPL}(\text{min})}} \times 16 + 1 \end{aligned}$$

NOTE

PLL jitter is covered by “+1” and “-1” as in the formulae.

Example

$f_{\text{CLMATSMPL}} = 240 \text{ kHz } (\pm 8\%)$ and $f_{\text{CLMATMON}} = 16 \text{ MHz } (\pm 5\%)$, the recommendable thresholds will be as follows:

$$\begin{aligned} N_{\min} &= 15,200 / 259.2 \times 16 - 1 \\ &= 937.27 \\ \text{CLMAAnCMPL} &= 937 = 03A9_{\text{H}} \end{aligned}$$

$$\begin{aligned} N_{\max} &= 16,800 / 220.8 \times 16 + 1 \\ &= 1218.39 \\ \text{CLMAAnCMPH} &= 1219 = 04C3_{\text{H}} \end{aligned}$$

Minimum Threshold:

The following restrictions must be taken into consideration.

- $\text{CLMAAnCMPL} \geq 0001_{\text{H}}$
- $\text{CLMAAnCMPH} \geq \text{CLMAAnCMPL} + 0003_{\text{H}}$

(2) Definition of initial values input to the threshold registers

The values of the threshold registers in the initial state and after a reset should permit the maximum frequency deviation of the monitor clock.

- $\text{CLMAAnCMPL}[11:0] = 0001_{\text{H}}$
- $\text{CLMAAnCMPH}[11:0] = 03FF_{\text{H}}$

30.6.5 Self-Diagnosis

Self-diagnosis of the clock monitor is available as described below. In the description, the clock monitor to be self-diagnosed is operating.

- (1) Set the threshold for the clock monitor to be self-diagnosed (set CLMAnCMPL and CLMAnCMPH).

At this time, set the threshold to a value which generates an error.

- (2) Specify the clock monitor to be self-diagnosed.

Setting the CLMATEST.CLMAnTESEN bit to 1 enables specifying the corresponding clock monitor to be self-diagnosed.

- (3) To prevent conveyance of the error signal to the ECM based on self-diagnosis, set CLMATEST.ERRMSKL simultaneously with step (2).

- (4) Set the CLMAnCTL0.CLMAnCLME bit to 1 to enable operation of the clock monitor.

- (5) Wait for the time long enough to allow error occurrence, read the CLMATESTS register to see if an error has been generated in the clock monitor to be self-diagnosed. The time from the start of self-diagnosis to the error occurrence depends on the CLMAnCMPL setting and the start point of self-diagnosis in the sampling period. A maximum of two sampling cycles are required.

- (6) Clear the error generated by self-diagnosis.

Setting CLMATEST.RESCLM to 1 enables initializing the clock monitor to be self-diagnosed.

- (7) Terminate self-diagnosis.

Setting all the bits in CLMATEST to 0 enables terminating self-diagnosis.

Before restarting the clock monitor that has been self-diagnosed, set the registers again as required.

30.6.6 Notes on Register Setting

30.6.6.1 Writing to Protected Registers

Writing to the CLMAnCTL0 register (n = 0 to 2) of each clock monitor is only possible with the protection release sequence described below.

Procedure

- 1) Write the fixed value (A5_H) to register CLMAnPCMD.
- 2) Write the new setting to register CLMAnCTL0. Write the value after a reset to the reserved bits.
- 3) Write the bitwise inverse of the setting value to register CLMAnCTL0. Write the inverse of the value after a reset to the reserved bits.
- 4) Write the new setting to register CLMAnCTL0. Write the value after a reset to the reserved bits.

A value can only be written to a write-protected register by following the procedure above.

Protection is not released if the procedure is not followed correctly, the setting is not written to the write-protected register, and the CLMAnPS.CLMAnPRERR bit is set to 1. (Although this is not a requirement, you can confirm if the values set in the targeted register was correctly written by checking that the setting of the CLMAnPS.CLMAnPRERR bit is 0 after step 4.)

In case of failure to follow the sequence, repeat the procedure from the beginning.

In case of writing to another register during steps 1) to 4) of the sequence, the protection function operates as follows. Operation is also as described when any interrupt is accepted during the sequence and the interrupt handling includes access to another register.

- When the writing is to another register in the same module*¹, writing to the protected register fails and the CLMAnPS.CLMAnPRERR bit is set to 1.
- When writing is to a register in another module, writing to the protected register will successfully proceed to completion, if the remainder of the procedure is followed correctly.

Reading of another register while the sequence is in progress does not lead to failure.

For writing to CLMATEST, see the description of the PROT1PHCMD register.

Note 1. “Another register in the same module” indicates a register under the same module name as that containing the write-protected register. For the module names of the registers, see **Appendix, List of Registers**.

30.6.6.2 Setting CLMAnCMPL/CLMAnCMPH Registers

The CLMAnCMPL/CLMAnCMPH registers should be set so that the following conditions are satisfied. If the clock monitor is otherwise used, operation cannot be guaranteed.

- $1 \leq \text{CLMAnCMPL}$
- $\text{CLMAnCMPL} + 3 \leq \text{CLMAnCMPH}$ (n = 0, 1, or 2)

30.7 BIST

This product incorporates the function to detect failures of the failure detection function itself, which is referred to as BIST. The functions shown in the table below have the dual hardware configuration, and a BIST error notice is issued to the ECM if a failure occurs in any function.

Table 30.149 List of Failure Detection Function

BIST-Applied Function	Remark
Lockstep comparator	Lockstep comparator for CPU1
ECC decoder	
Address parity decoder	

For the ECC decoder for the peripheral RAM and Data Flash, the hardware including the control registers has dual configuration. When using the BIST function, set the same values to the control registers of the master and checker.

The control register is not duplexed for other ECC decoder and address parity checker.

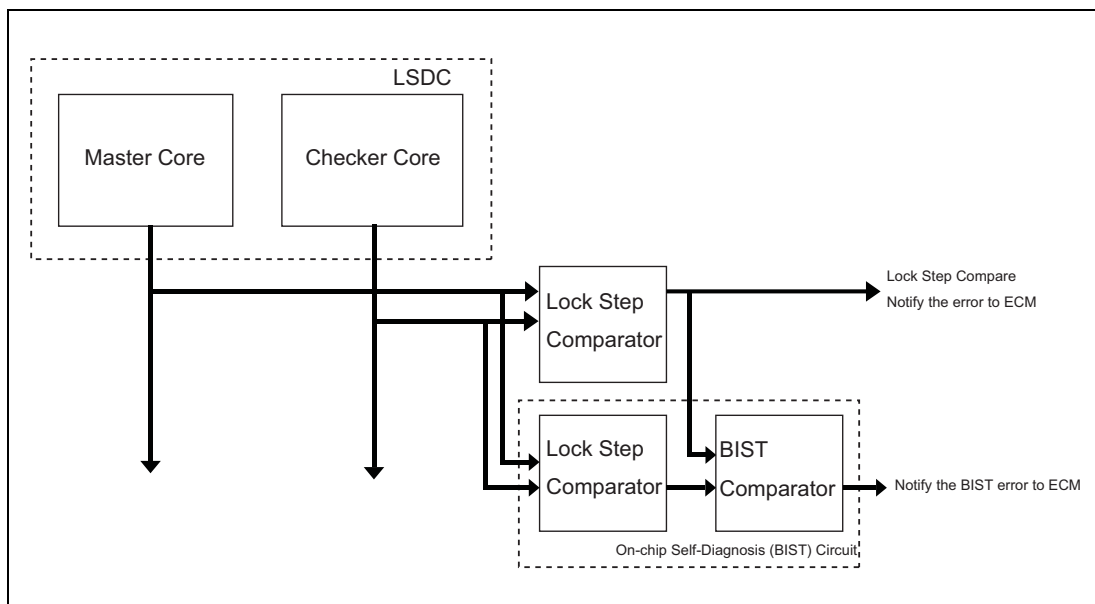


Figure 30.14 Lock Step Configuration

30.8 ECM

The ECM monitors various failure detection states in the LSI chip, and defines the operation to be carried out upon failure detection. For the details of the ECM, refer to **Section 31, Error Control Module (ECM)**.

Section 31 Error Control Module (ECM)

31.1 Overview

31.1.1 Specification Overview

The error control module (ECM) collects error signals coming from different error sources and monitoring circuits. It also outputs error signals (ERROROUT output) from the ERROROUT pin ($\overline{\text{ERROROUT_M}}$ and $\overline{\text{ERROROUT_C}}$) and generates interrupts and internal reset signals. **Table 31.1** shows the specification overview of the ECM.

Table 31.1 Specification Overview

Item	Description
Safety processing	<p>The ECM can handle the following processing in response to error signal inputs from individual modules.</p> <ul style="list-style-type: none"> • Error flag set • Maskable interrupt generation Maskable interrupt generation can be controlled (enabled/disabled) for individual errors. • FE level interrupt generation FE level interrupt generation can be controlled (enabled/disabled) for individual errors. • Internal reset generation Internal reset generation can be controlled (enabled/disabled) for individual errors. • ERROROUT output Pin output mask can be controlled (enabled/disabled) for individual errors. Output can be toggled in response to a timer input or made at a fixed level.
Error status	<p>The ECM incorporates the ECM master/checker error source status register, which can be used to confirm the error status from the error flag. The error flags are only cleared by setting the bit corresponding to the ECM error source status clear trigger register to 1 or an external reset. In case of an internal reset, the error flags are kept and the reset generation source can be confirmed by reading the ECM master/checker error source status after reset.</p>
Debug, self-diagnosis	<ul style="list-style-type: none"> • Pseudo errors can be generated for debug and self-diagnosis. The operation during injection of pseudo errors is identical to that for the occurrence of real errors. All configurations for the mask to the ERROROUT output, interrupt, or internal reset apply in the same way. • The ECM incorporates a loop-back function of the ERROROUT output that is used to diagnose the path to the ERROROUT pin. The status of the ERROROUT pin is reflected to the ECM master/checker error source status register and can be confirmed by reading the register.
Timeout function	<p>The ECM incorporates a function that generates an ERROROUT output or internal reset when the count value of the delay timer matches with the delay timer compare register because the delay timer was not stopped during the interrupt processing after being started simultaneously with the occurrence of an interrupt request. The value counted by the delay timer is in cycles of the low-speed peripheral clock.</p>
Register protection	<p>A write-protection with a special sequence is incorporated to protect registers from inadvertent write access.</p>
Others	<p>The ECM is duplexed. The ERROROUT pin is duplexed to the two pins of the master pin and the checker pin. ERROROUT output of the ECM master and ECM checker are constantly compared. Upon a mismatch, the ECM compare error (error source 26) occurs.</p>

31.1.2 Error Sources and Safety Processing

Table 31.2 shows the error sources and safety processing to the ECM.

Table 31.2 List of Error Sources and Safety Processing (1/2)

Error Source No.	Module	Error Sources	Error Flag Set	Maskable Interrupt	FE level Interrupt	Internal Reset	ERROR OUT Output	Delay Timer Start
0	WDTA	WDTA error (WDTA0, 1)* ¹	√	√	√	√* ²	√	√
1	SWDT	SWDT0 error* ¹	√	√	√	√* ²	√	√
2		Reserved	—	—	—	—	—	—
3		SWDT2 error* ¹	√	√	√	√* ²	√	√
4	Lock step	Lock step compare error* ³	√	√	√	√	√	√
5	MISG	MISG compare error* ³	√	√	√	√	√	√
6	RAM	Local RAM (CPU1, PCU) 2-bit ECC error and local RAM (CPU1) address parity error* ³	√	√	√	√	√	√
7		Local RAM (CPU1, PCU) 1-bit ECC error and local RAM (CPU1) address parity error* ³	√	√	√	√	√	√
8		Global RAM 2-bit ECC error and address parity error* ³	√	√	√	√	√	√
9		Global RAM 1-bit ECC error and parity bit error* ³	√	√	√	√	√	√
10		Peripheral RAM (FlexRay, CAN, DFE, DTS, APA0) 2-bit ECC error* ³	√	√	√	√	√	√
11		Peripheral RAM (FlexRay, CAN, DFE, DTS, APA0) 1-bit ECC error* ³	√	√	√	√	√	√
12		Code flash	Code flash 2-bit ECC error and address parity error* ³	√	√	√	√	√
13	Code flash 1-bit ECC error* ³		√	√	√	√	√	√
14	Instruction cache		Instruction cache data (CPU1) 2-bit ECC error* ³	√	√	√	√	√
15		Instruction cache data (CPU1) 1-bit ECC error* ³	√	√	√	√	√	√
16		Instruction cache tag (CPU1) 2-bit ECC error* ³	√	√	√	√	√	√
17		Instruction cache tag (CPU1) 1-bit ECC error* ³	√	√	√	√	√	√
18	Data flash	Data flash 2-bit ECC error* ³	√	√	√	√	√	√
19		Data flash 1-bit ECC error* ³	√	√	√	√	√	√
20	PE guard function (PEG)	PEG error (CPU1)* ⁴	√	√	√	√	√	√
21	GRG (Global RAM Guard)	GRG error* ³	√	√	√	√	√	√
22	PBG	PBG error* ³	√	√	√	√	√	√
23	Reserved		—	—	—	—	—	—
24	Reserved		—	—	—	—	—	—
25	Data parity	Data parity error * ³	√	√	√	√	√	√
26	ECM	ECM compare error* ⁵	√	√	√	√	√	√

Table 31.2 List of Error Sources and Safety Processing (2/2)

Error Source No.	Module	Error Sources	Error Flag Set	Maskable Interrupt	FE level Interrupt	Internal Reset	ERROR OUT Output	Delay Timer Start
27	Clock monitor	Clock monitor error WDT count clock* ³	√	√	√	√	√	√
28		Reserved	—	—	—	—	—	—
29		Reserved	—	—	—	—	—	—
30		Clock monitor error Low-speed peripheral clock* ³	√	√	√	√	√	√
31		Clock monitor error Non-modulated low-speed peripheral clock* ³	√	√	√	√	√	√
32	Reserved		—	—	—	—	—	—
33	Reserved		—	—	—	—	—	—
34	Reserved		—	—	—	—	—	—
35	Reserved		—	—	—	—	—	—
36	Reserved		—	—	—	—	—	—
37	DSADC	AD parity error* ⁶	√	√	√	√	√	√
	ADC	AD parity error* ⁷	√	√	√	√	√	√
38	Flash	Flash access error* ⁸	√	√	√	√	√	√
39		FACI reset transfer error* ^{8, *12}	√	—	—	—	√	—
40	Reserved		—	—	—	—	—	—
41	DMA	DTS RAM Data ECC SEC-DED* ⁹	√	√	√	√	√	√
42	BIST	Error detection using on-chip self-diagnostic (BIST) circuit* ³	√	√	√	√	√	√
43	DMA	DMAVIOL (DMA violation access notice)* ⁹	√	√	√	√	√	√
44	OSTM	OSTM1 interrupt* ¹⁰	√	√	√	√	√	√
45		Reserved	—	—	—	—	—	—
46	Reserved		—	—	—	—	—	—
47	Reserved		—	—	—	—	—	—

Note 1. Refer to **Section 20 Window Watchdog Timer (WDTA)** for the details of the errors.

Note 2. The internal reset generation is enabled in the initial state.

Note 3. Refer to **Section 30 Safety** for the details of the errors.

Note 4. Refer to **Section 3 CPU System** for the details of the errors.

Note 5. Refer to **Table 31.1 Specification Overview** for the details of the errors.

Note 6. Refer to **Section 28 Delta-Sigma AD Converter (DS-ADC)** for the details of the errors.

Note 7. Refer to **Section 27 A/D Converter (ADCB)** for the details of the errors.

Note 8. Refer to **RH850/E1x-FCC2 Flash Memory User's Manual: Hardware Interface** for the details of the errors.

Note 9. Refer to **Section 7 DMA** for the details of the errors.

Note 10. Refer to **Section 21 OS Timer (OSTM)** for the details of the errors.

Note 11. Refer to **Section 37, Secure Watchdog Timer (SWDT)** for the details of the errors.

Note 12. Operation of the device is not guaranteed if an FACI reset transfer error has occurred. When clearing the error signal output by the ERROROUT pin after release from the reset state, confirm that an FACI reset transfer error has not occurred by checking that an error state is not being indicated again.

Error sources are merged as described in **Table 31.3**.

Table 31.3 Merging of Error Sources

Error Source No	Module	Error Sources	Note
0	WDTA	WDTA error (WDTA0, WDTA1)	Overflows of WDTA0 and WDTA1 are merged. The internal reset generation is enabled in the initial state.
6	RAM	Local RAM (CPU1, PCU): 2-bit ECC error, Local RAM (CPU1): Address parity error	2-bit ECC errors (local RAM CPU1, PCU) and address parity errors (excluding PCU) are merged.
7		Local RAM (CPU1, PCU): 1-bit ECC error Local RAM (CPU1): Parity bit error	1-bit ECC errors (local RAM CPU1, PCU) and parity bit errors (excluding PCU) are merged.
8		Global RAM: 2-bit ECC error and address parity error	2-bit ECC errors and address parity errors when global RAM is accessed from each master are merged.
9		Global RAM: 1-bit ECC error and parity bit error	1-bit ECC errors and parity bit errors when global RAM is accessed from each master are merged.
10		Peripheral RAM (FlexRay, CAN, DFE, DTS, APA): 2-bit ECC error	2-bit ECC errors for RAM of peripheral circuits are merged.
11		Peripheral RAM (FlexRay, CAN, DFE, DTS, APA): 1-bit ECC error	1-bit ECC errors for RAM of peripheral circuits are merged.
12	Code flash	Code flash 2-bit ECC error Code flash address parity error	2-bit ECC errors and address parity errors when code flash is accessed from each master are merged.
13		Code flash 1-bit ECC error	1-bit ECC errors when code flash is accessed from each master are merged.
21	GRG (Global RAM Guard)	GRG error	GRG errors from each master in access to the global RAM are merged.
22	Peripheral guard	PBG error	Peripheral guard errors for each peripheral circuit are merged.
25	Data parity	Data parity error	Data parity errors for each access path are merged.
37	DSADC	AD parity error	AD parity errors for DSADC0-7 and ADC0-1 are merged.
	ADC	AD parity error	
41	DMA	DTS RAM Data ECC SEC-DED	2-bit ECC errors and 1-bit errors for DTS RAM are merged.
42	BIST	Error detection using on-chip self-diagnostic (BIST) circuit	Errors for each self-diagnostic circuit are merged.
43	DMA	DMAVIOL (DMA violation access notice)	DMA violation accesses for DMAC0, DMAC1, and DTS are merged.

Note: The error sources other than those listed in **Table 31.3** are not merged.

31.1.3 Operations for ERROROUT Output

The $\overline{\text{ERROROUT_M}}$ pin outputs the error level in the reset state or after release from the reset state. Clear the error output by following the procedure described in **Section 31.3.3, CAUTIONS** before use. As the $\overline{\text{ERROROUT_C}}$ pin is multiplexed with a general-purpose port and other functions, select the ERROROUT_C function before use. For settings, see **Section 2, Pins**.

ERROROUT output can be set in two operating modes: non-dynamic mode and dynamic mode. ERROROUT output is in synchronization with the occurrence of error source conditions and the error level is output as the pin state regardless of the dynamic mode pulse cycle.

Table 31.4 Operations for ERROROUT Output

Error Status ECMmSSE031 to ECMmSSE000 ECMmSSE115 to ECMmSSE100	Operating Mode ECMSL0 Bit	ERROROUT Output Operating Mode	ERROROUT Output Level	Error Status
0	0	Non-dynamic	High level	Normal
	1	Dynamic	Toggles (along with timer input) ^{*1}	Normal
1	0	Non-dynamic	Low level	Error
	1	Dynamic	Low level	Error

Note 1. See **Section 21 OS Timer (OSTM)** for the details.

31.1.3.1 Dynamic Mode Enable

1. Initialize OSTM0.
2. Set the ERROROUT output to normal output by setting the ECMmECT bit (m = M/C) in the ECM master/checker error clear trigger register to 1.
3. Set the ECMSL0 bit in the ECM error pulse configuration register to 1 to specify dynamic mode.
4. Start up OSTM0.

31.1.3.2 Dynamic Mode Disable

1. Set the ERROROUT output to error output by setting the ECMmEST bit (m = M/C) in the ECM master/checker error set trigger register to 1.
2. Stop OSTM0.
3. Clear the ECMSL0 bit in the ECM error pulse configuration register to 0 to specify non-dynamic mode.

31.1.4 Loop-Back Function

The ECM incorporates a loop-back function that is used to check the path to the ERROROUT pin. The output level of the ERROROUT pin can be checked with the ECMmSSE131 bit (m = M/C) in the ECM master/checker error source status register 1.

31.1.5 Pseudo Error Generation

The ECM incorporates a function that can generate pseudo errors for test or debug purposes. The operation of the ECM during injection of pseudo errors is identical to that for the occurrence of real errors. All configurations for error masks, interrupt, internal reset, or delay timer apply in the same way.

31.1.6 Error Status

The error status is indicated by ECM master/checker error source status register 0 and ECM master/checker error source status register 1. The error status is only cleared by setting the bit corresponding to the ECM error source status clear trigger register to 1 or an external reset. In case of an internal reset, the error status is kept and the error of the reset source can be confirmed by reading the ECM master/checker error source status register 0 and ECM master/checker error source status register 1 after release from the reset state.

31.1.7 Write-Protected Registers

Write protected registers are protected from inadvertent write access due to erroneous program execution, etc.

31.1.7.1 Sequence of Writing to the Write-Protected Registers

Writing to the write-protected registers is only possible with the protection unlock sequence described below.

1. Write the fixed value (0000 00A5_H) to the ECM protection command register ECMPCMD1 and ECM master/checker protection command register ECMmPCMD0.
2. Write the new setting to the write-protected registers in the ECM and ECMm. Write the value after a reset to the reserved bits.
3. Write the bitwise inverse of the setting value to the same registers as in step 2. Write the inverse of the value after a reset to the reserved bits.
4. Write the new setting to the same registers as in step 2. Write the value after a reset to the reserved bits.

A value can only be written to a write-protected register by following the procedure above.

Protection is not unlocked if the procedure is not followed correctly, the setting is not written to the write-protected register, and the ECMPRERR bit of the ECM protection status register ECMPS is set to 1. (Although this is not a requirement, you can confirm if the values set in the targeted register was correctly written by checking that the setting of the ECMPRERR bit of the ECM protection status register ECMPS is 0 after step 4.)

In case of failure to follow the sequence, repeat the procedure from the beginning.

In case of writing to another register during steps 1 to 4 of the sequence, the protection function operates as follows. Operation is also as described when any interrupt is accepted during the sequence and the interrupt handling includes access to another register.

- When the writing is to another register in the same module*¹, writing to the protected register fails and the protection status bit in the protection status register is set to 1.
- When writing is to a register in another module, writing to the protected register will successfully proceed to completion, if the remainder of the procedure is followed correctly.

Reading of another register while the sequence is in progress does not lead to failure.

Note 1. As to ECM, all registers under the module name of ECM, ECMM, or ECMC in **Appendix, List of Registers** are treated as “another register in the same module”.

31.1.8 Timeout Function for Interrupt Processing

The ECM incorporates a function that generates an ERROROUT output or internal reset when the count value of the delay timer incorporated in the ECM matches with the value of the ECM delay timer compare register because the delay timer was not stopped during the interrupt processing after being started simultaneously with the occurrence of an interrupt request. The timer counting is not stopped when a break occurs.

The counting of the delay timer always starts from 0. Configure the duration until an internal reset or ERROROUT output is generated with the settings of the ECM delay timer compare register.

In response to the occurrence of a new error source condition with the setting to start the delay timer while the delay timer is operating, the counter value of the delay timer which is currently operating is not reset. Instead, counting by the timer continues.

31.2 Block Diagram

Figure 31.1 shows the outline of the ECM, and **Figure 31.2** shows connection of the ECM.

The ERROROUT output, internal reset, and ERROROUTZ signals are active low, while the maskable and FE level interrupt signals are active high. Note that the ERROROUTZ signal for PIC1 is not toggled even if the ECM is in dynamic mode.

$\overline{\text{ERROROUT_M}}$ is ORed with the ERROROUT output of the voltage sensor.

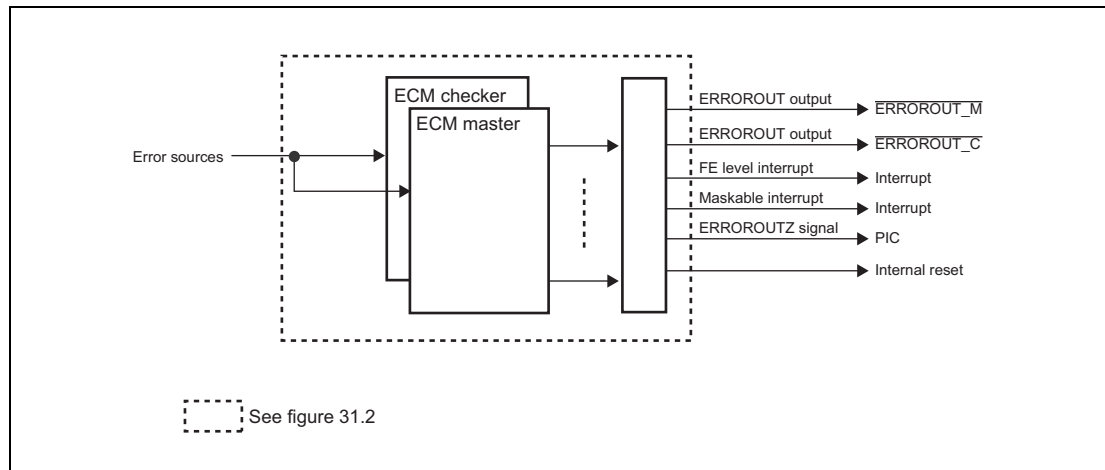


Figure 31.1 Outline of ECM

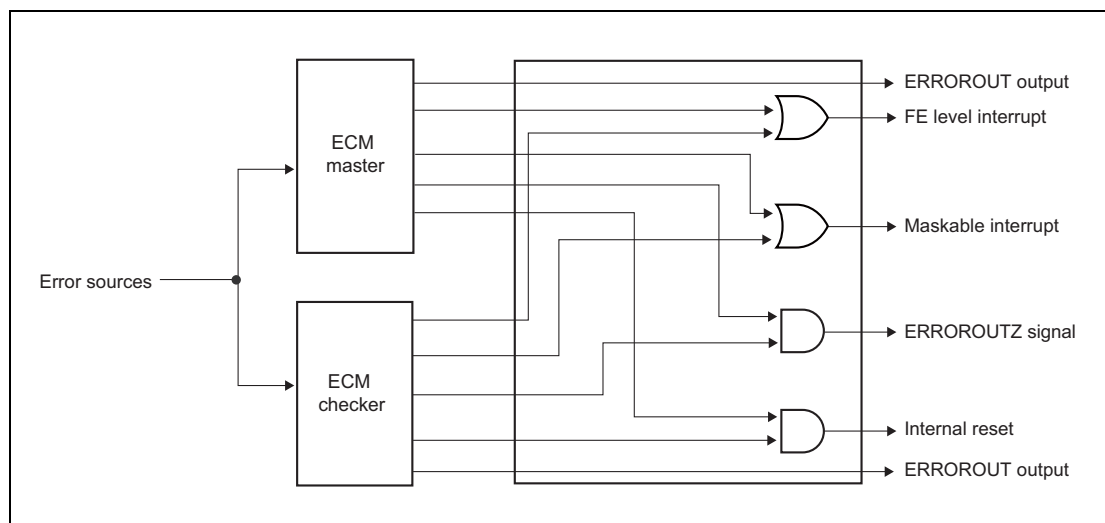


Figure 31.2 Connection of ECM

CAUTION

Pay attention to the difference in output voltage between the $\overline{\text{ERROROUT_M}}$ and $\overline{\text{ERROROUT_C}}$ pins because different power supply systems are used for those pins.

$\overline{\text{ERROROUT_M}}$ pin: VCC (3.3 V)

$\overline{\text{ERROROUT_C}}$ pin: EVCC (5 V) for P4_0 and P4_15; TTLVCC (5 V / 3.3 V) for P13_4

31.3 Register Specification

31.3.1 List of Registers

The ECM registers are divided into three address ranges. These are for the ECM master registers, the ECM checker registers, and the ECM registers common to both master and checker operation (ECM common registers). Writing to the common register area is effective simultaneously for both ECM master and checker. Reading from the common area returns the value for the ECM master. The ECM master registers and ECM checker registers allow separate writing.

The following shows the register map of the ECM master registers.

Table 31.5 List of Registers (ECM master)

<ECMM_base: FFCB 0000 _H >					
Register Symbol	Register Name	R/W	Value after Reset	Protection by Sequence	Address
ECMMESET	ECM master error set trigger register	W	00 _H	Protected	<ECMM_base>
ECMMECLR	ECM master error clear trigger register	W	00 _H	Protected	<ECMM_base> + 04 _H
ECMMESSTR0	ECM master error source status register 0	R	0000 0000 _H	Not protected	<ECMM_base> + 08 _H
ECMMESSTR1	ECM master error source status register 1	R	0000 0000 _H	Not protected	<ECMM_base> + 0C _H
ECMMPCMD0	ECM master protection command register	W	Undefined	Not protected	<ECMM_base> + 10 _H

The following shows the register map of the ECM checker registers.

Table 31.6 List of Registers (ECM checker)

<ECMC_base: FFCB 1000 _H >					
Register Symbol	Register Name	R/W	Value after Reset	Protection by Sequence	Address
ECMCESET	ECM checker error set trigger register	W	00 _H	Protected	<ECMC_base>
ECMCECLR	ECM checker error clear trigger register	W	00 _H	Protected	<ECMC_base> + 04 _H
ECMCESSTR0	ECM checker error source status register 0	R	0000 0000 _H	Not protected	<ECMC_base> + 08 _H
ECMCESSTR1	ECM checker error source status register 1	R	0000 0000 _H	Not protected	<ECMC_base> + 0C _H
ECMCPCMD0	ECM checker protection command register	W	Undefined	Not protected	<ECMC_base> + 10 _H

The following shows the register map of the ECM common registers.

Table 31.7 List of Registers (ECM common)

<ECM_base: FFCB 2000 _H >					
Register Symbol	Register Name	R/W	Value after reset	Protection by Sequence	Address
ECMEPCFG	ECM error pulse configuration register	R/W	00 _H	Protected	<ECM_base>
ECMMICFG0	ECM maskable interrupt configuration register 0	R/W	0000 0000 _H	Protected	<ECM_base> + 04 _H
ECMMICFG1	ECM maskable interrupt configuration register 1	R/W	0000 _H	Protected	<ECM_base> + 08 _H
ECNMICFG0	ECM FE level interrupt configuration register 0	R/W	0000 0000 _H	Protected	<ECM_base> + 0C _H
ECNMICFG1	ECM FE level interrupt configuration register 1	R/W	0000 _H	Protected	<ECM_base> + 10 _H
ECMIRCFG0	ECM internal reset configuration register 0	R/W	0000 000F _H	Protected	<ECM_base> + 14 _H
ECMIRCFG1	ECM internal reset configuration register 1	R/W	0000 0000 _H	Protected	<ECM_base> + 18 _H
ECMEMK0	ECM error mask register 0	R/W	0000 0000 _H	Protected	<ECM_base> + 1C _H
ECMEMK1	ECM error mask register 1	R/W	0000 0000 _H	Protected	<ECM_base> + 20 _H
ECMESSTC0	ECM error source status clear trigger register 0	W	0000 0000 _H	Protected	<ECM_base> + 24 _H
ECMESSTC1	ECM error source status clear trigger register 1	W	0000 0000 _H	Protected	<ECM_base> + 28 _H
ECMPCMD1	ECM protection command register	W	Undefined	Not protected	<ECM_base> + 2C _H
ECMPS	ECM protection status register	R	00 _H	Not protected	<ECM_base> + 30 _H
ECMPE0	ECM pseudo error trigger register 0	W	0000 0000 _H	Protected	<ECM_base> + 34 _H
ECMPE1	ECM pseudo error trigger register 1	W	0000 0000 _H	Protected	<ECM_base> + 38 _H
ECMDTMCTL	ECM delay timer control register	W	00 _H	Protected	<ECM_base> + 3C _H
ECMDTMR	ECM delay timer register	R	0000 0000 _H	Not protected	<ECM_base> + 40 _H
ECMDTMCMP	ECM delay timer compare register	R/W	0000 0000 _H	Protected	<ECM_base> + 44 _H
ECMDTMCFG0	ECM delay timer configuration register 0	R/W	0000 0000 _H	Protected	<ECM_base> + 48 _H
ECMDTMCFG1	ECM delay timer configuration register 1	R/W	0000 0000 _H	Protected	<ECM_base> + 4C _H
ECMDTMCFG2	ECM delay timer configuration register 2	R/W	0000 0000 _H	Protected	<ECM_base> + 50 _H
ECMDTMCFG3	ECM delay timer configuration register 3	R/W	0000 0000 _H	Protected	<ECM_base> + 54 _H

31.3.2 ECMmESET (m = M/C) — ECM Master/Checker Error Set Trigger Register

The ECM master/checker error set trigger register is for selecting output of the error signal from the ERROROUT pin. When an ECMmEST bit is set to 1, the ERROROUT pin immediately outputs the error signal. The output cannot be masked. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence. This register is always read as 00_H.

Access: This register can be written in 8-bit units.

Address: <ECMM_base>
<ECMC_base>

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ECMmESET
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 31.8 ECMmESET Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	ECMmESET	Error Set Trigger 0: Writing 0 is invalid 1: Set the output level from the ERROROUT pin to the error output.

CAUTIONS

Setting the ERROROUT output from the ERROROUT pin via the ECMmESET will set the ECMmSSE026 bit of the ECMmESSTR0 register (ECM compare error). Therefore, the ECMmESET or ECMmECLR register has to be set following the sequence below.

1. Set the ECMEMK026 bit of the ECMEMK0 register to “masked”.
2. Prevent the generation of interrupts by setting the ECMMIE026 bit of the ECMMICFG0 register to “prohibited” and the ECMNMIE026 bit of the ECMNMICFG0 register to “prohibited”.
3. Prevent generation of an internal reset by setting the ECMIRE026 bit of the ECMIRCFG0 register to “prohibited”.
4. Set the ERROROUT output bit by the ECMmESET register.
5. Clear error flags by setting the ECMCLSSE026 bit of the ECMESSTC0 register.
6. Make the following settings in accord with the condition of usage for the ECM compare error.
If an ERROROUT is being output from the ERROROUT pin, set the ECMEMK026 bit of the ECMEMK0 register to “not masked”.
If an interrupt is being enabled, set the ECMMIE026 bit of the ECMMICFG0 register to “enabled” or the ECMNMIE026 bit of the ECMNMICFG0 register to “enabled”.
If an internal reset is being enabled, set the ECMIRE026 bit of the ECMIRCFG0 register to “enabled”.

31.3.3 ECMmECLR (m = M/C) — ECM Master/Checker Error Clear Trigger Register

The ECM master/checker error clear trigger register is for setting the error signal from the ERROROUT pin to the normal output. When an ECMmECT bit is set to 1, the ERROROUT pin outputs the normal signal level to indicate that an error has not been detected as long as there are no other sources that set the ERROROUT pin to the normal signal level, which indicates that an error has been detected. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence. This register is always read as 00_H.

Access: This register can be written in 8-bit units.

Address: <ECMM_base> + 04_H
<ECMC_base> + 04_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ECMmECT
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	W

Table 31.9 ECMmECLR Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	ECMmECT	Error Clear Trigger 0: Writing 0 is invalid 1: Set the output level from the ERROROUT pin to the normal output.

CAUTIONS

Clearing of the ERROROUT pin is only possible if all errors, not masked by ECMEMK0/1, are cleared beforehand.

Clearing the ERROROUT output by the ECMmECLR register will set the ECMmSSE026 bit (ECM compare error) in the ECMmESSTR0 register. Therefore, the ECMmECLR register has to be set by following the sequence below.

1. Set the ECMEMK026 (ECM compare error) bit of the ECMEMK0 register to “masked”.
2. Disable interrupts by setting the ECMMIE026 bit of the ECMMICFG0 register to “disabled” and the ECMNMIE026 bit of the ECMNMICFG0 register to “disabled”.
3. Disable an internal reset by setting the ECMIRE026 bit of the ECMIRCFG0 register to “disabled”.
4. Clear error flags by setting the ECMmECLR (m = M/C) register.
5. Clear error flags by setting the ECMCLSSE026 bit of the ECMESSTC0 register.
6. Make the following settings in accordance with the condition of usage for the ECM compare error.
 - If ERROROUT will be output from the ERROROUT pin, set the ECMEMK026 bit in the ECMEMK0 register to “not masked”.
 - If interrupts are to be enabled, set the ECMMIE026 bit in the ECMMICFG0 register to “enabled” or the ECMNMIE026 bit in the ECMNMICFG0 register to “enabled”.
 - If a reset exception is to be enabled, set the ECMIRE026 bit in the ECMIRCFG0 register to “enabled”.

31.3.4 ECMmESSTR0 (m = M/C) — ECM Master/Checker Error Source Status Register 0

The ECM master/checker error source status register represents the status of individual internal error sources, which is irrelevant to the setting of the error mask. The status can be cleared only by writing 1 to the corresponding bit in the ECM error source status clear trigger register 0 or by an external reset. An internal reset does not affect this register.

Access: This register can be read in 32-bit units.

Address: <ECMM_base> + 08_H
<ECMC_base> + 08_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMm SSE031	ECMm SSE030	—	—	ECMm SSE027	ECMm SSE026	ECMm SSE025	—	—	ECMm SSE022	ECMm SSE021	ECMm SSE020	ECMm SSE019	ECMm SSE018	ECMm SSE017	ECMm SSE016
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMm SSE015	ECMm SSE014	ECMm SSE013	ECMm SSE012	ECMm SSE011	ECMm SSE010	ECMm SSE009	ECMm SSE008	ECMm SSE007	ECMm SSE006	ECMm SSE005	ECMm SSE004	ECMm SSE003	—	ECMm SSE001	ECMm SSE000
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 31.10 ECMmESSTR0 Register Contents

Bit Position	Bit Name	Function
31, 30	ECMmSSE031, ECMmSSE030	Error Source Status ECMmSSE031 and ECMmSSE030 correspond to error sources 31 and 30. 0: Error not occurred 1: Error occurred
29, 28	—	Reserved When read, the value after reset is returned.
27 to 25	ECMmSSE027 to ECMmSSE025	Error Source Status ECMmSSE027 to ECMmSSE025 correspond to error sources 27 to 25. 0: Error not occurred 1: Error occurred
24, 23	—	Reserved When read, the value after reset is returned.
22 to 3	ECMmSSE022 to ECMmSSE003	Error Source Status ECMmSSE022 to ECMmSSE003 correspond to error sources 22 to 3. 0: Error not occurred 1: Error occurred
2	—	Reserved When read, the value after reset is returned.
1, 0	ECMmSSE001, ECMmSSE000	Error Source Status ECMmSSE001 and ECMmSSE000 correspond to error sources 1 and 0. 0: Error not occurred 1: Error occurred

31.3.5 ECMmESSTR1 (m = M/C) — ECM Master/Checker Error Source Status Register 1

The ECM master/checker error source status register 1 represents the status of individual internal error sources, which is irrelevant to the setting of the error mask. The status can be cleared only by writing 1 to the corresponding bit in the ECM error source status clear trigger register 1 or by an external reset. An internal reset does not affect this register.

Access: This register can be read in 32-bit units.

Address: <ECMM_base> + 0C_H
<ECMC_base> + 0C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMmSSE131	ECMmSSE130	ECMmSSE129	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECMmSSE112	ECMmSSE111	ECMmSSE110	ECMmSSE109	—	ECMmSSE107	ECMmSSE106	ECMmSSE105	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 31.11 ECMmESSTR1 Register Contents

Bit Position	Bit Name	Function
31	ECMmSSE131	Indicates the ERROROUT output loopback status. 0: The ERROROUT_m pin outputs the low level. 1: The ERROROUT_m pin outputs the high level. Note: m = M/C
30	ECMmSSE130	Indicates the ECMmESET write status. 0: No error 1: Error is set by the ECMmEST bit of the ECMmESET register
29	ECMmSSE129	Indicates whether delay timer overflow has occurred. 0: Delay timer overflow not occurred 1: Delay timer overflow occurred
28 to 13	—	Reserved When read, the value after reset is returned.
12 to 9	ECMmSSE112 to ECMmSSE109	Error Source Status ECMmSSE109 to ECMmSSE112 correspond to error sources 44 to 41. 0: Error not occurred 1: Error occurred
8	—	Reserved When read, the value after reset is returned.
7 to 5	ECMmSSE107 to ECMmSSE105	Error Source Status ECMmSSE107 to ECMmSSE105 correspond to error sources 39 to 37. 0: Error not occurred 1: Error occurred
4 to 0	—	Reserved When read, the value after reset is returned.

31.3.6 ECMmPCMD0 (m = M/C) — ECM Master/Checker Protection Command Register

This register is used to protect targeted registers against unauthorized write access such as incorrect programming.

Refer to Section **Section 31.3.1, List of Registers**, for the protected registers by the ECM master/checker protection register.

Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be written in 32-bit units.

Address: <ECMM_base> + 10_H
<ECMC_base> + 10_H

Value after reset: Undefined

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	Undefined															
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ECMmREG0[7:0]							
Value after reset	Undefined															
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 31.12 ECMmPCMD0 Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved When writing to these bits, write the value after reset.
7 to 0	ECMmREG0 [7:0]	Protection command that enables writing to write protected ECMm registers.

31.3.7 ECMEPCFG — ECM Error Pulse Configuration Register

The ECM error pulse configuration register is used to configure the ERROROUT output operation of ERROROUT pins. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 8-bit units.

Address: <ECM_base>

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ECMSL0
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R/W

Table 31.13 ECMEPCFG Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
0	ECMSL0	ERROROUT Pin Operation Configuration ERROROUT output operation setting for the ERROROUT pin 0: Non-dynamic mode 1: Dynamic mode

31.3.8 ECMMICFG0 — ECM Maskable Interrupt Configuration Register 0

The ECM maskable interrupt configuration register 0 is used to set the generation of the ECM maskable interrupt. The generation of maskable interrupts in response to errors is selectable. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 04_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMMI E031	ECMMI E030	—	—	ECMMI E027	ECMMI E026	ECMMI E025	—	—	ECMMI E022	ECMMI E021	ECMMI E020	ECMMI E019	ECMMI E018	ECMMI E017	ECMMI E016
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMMI E015	ECMMI E014	ECMMI E013	ECMMI E012	ECMMI E011	ECMMI E010	ECMMI E009	ECMMI E008	ECMMI E007	ECMMI E006	ECMMI E005	ECMMI E004	ECMMI E003	—	ECMMI E001	ECMMI E000
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W

Table 31.14 ECMMICFG0 Register Contents

Bit Position	Bit Name	Function
31, 30	ECMMIE031, ECMMIE030	ECM Maskable Interrupt Generation Control ECMMIE031 and ECMMIE030 correspond to error sources 31 and 30. 0: Interrupt generation disabled 1: Interrupt generation enabled
29, 28	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
27 to 25	ECMMIE027 to ECMMIE025	ECM Maskable Interrupt Generation Control ECMMIE027 to ECMMIE025 correspond to error sources 27 to 25. 0: Interrupt generation disabled 1: Interrupt generation enabled
24, 23	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
22 to 3	ECMMIE022 to ECMMIE003	ECM Maskable Interrupt Generation Control ECMMIE022 to ECMMIE003 correspond to error sources 22 to 3. 0: Interrupt generation disabled 1: Interrupt generation enabled
2	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1, 0	ECMMIE001, ECMMIE000	ECM Maskable Interrupt Generation Control ECMMIE001 and ECMMIE000 correspond to error sources 1 and 0. 0: Interrupt generation disabled 1: Interrupt generation enabled

31.3.9 ECMMICFG1 — ECM Maskable Interrupt Configuration Register 1

The ECM maskable interrupt configuration register 1 is used to set the generation of ECM maskable interrupts. The generation of maskable interrupts in response to errors is selectable. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 08_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECMMI E112	ECMMI E111	ECMMI E110	ECMMI E109	—	—	ECMMI E106	ECMMI E105	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R

Table 31.15 ECMMICFG1 Register Contents

Bit Position	Bit Name	Function
31 to 13	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
12 to 9	ECMMIE112 to ECMMIE109	ECM Maskable Interrupt Generation Control ECMMIE112 to ECMMIE109 correspond to error sources 44 to 41. 0: Interrupt generation disabled 1: Interrupt generation enabled
8, 7	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
6, 5	ECMMIE106, ECMMIE105	ECM Maskable Interrupt Generation Control ECMMIE106 and ECMMIE105 correspond to error sources 38 and 37. 0: Interrupt generation disabled 1: Interrupt generation enabled
4 to 0	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

31.3.10 ECMNMICFG0 — ECM FE level Interrupt Configuration Register 0

The ECM FE level interrupt configuration register 0 is used to set the generation of ECM FE level interrupts. The generation of FE level interrupts in response to errors is selectable. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written 32-bit units.

Address: <ECM_base> + 0C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMN MIE031	ECMN MIE030	—	—	ECMN MIE027	ECMN MIE026	ECMN MIE025	—	—	ECMN MIE022	ECMN MIE021	ECMN MIE020	ECMN MIE019	ECMN MIE018	ECMN MIE017	ECMN MIE016
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMN MIE015	ECMN MIE014	ECMN MIE013	ECMN MIE012	ECMN MIE011	ECMN MIE010	ECMN MIE009	ECMN MIE008	ECMN MIE007	ECMN MIE006	ECMN MIE005	ECMN MIE004	ECMN MIE003	—	ECMN MIE001	ECMN MIE000
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W

Table 31.16 ECMNMICFG0 Register Contents

Bit Position	Bit Name	Function
31, 30	ECMNMIE031, ECMNMIE030	ECM FE Level Interrupt Generation Control ECMNMIE031 and ECMNMIE030 correspond to error sources 31 and 30. 0: Interrupt generation disabled 1: Interrupt generation enabled
29, 28	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
27 to 25	ECMNMIE027 to ECMNMIE025	ECM FE Level Interrupt Generation Control ECMNMIE027 to ECMNMIE025 correspond to error sources 27 to 25. 0: Interrupt generation disabled 1: Interrupt generation enabled
24, 23	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
22 to 3	ECMNMIE022 to ECMNMIE003	ECM FE Level Interrupt Generation Control ECMNMIE022 to ECMNMIE003 correspond to error sources 22 to 3. 0: Interrupt generation disabled 1: Interrupt generation enabled
2	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1, 0	ECMNMIE001, ECMNMIE000	ECM FE Level Interrupt Generation Control ECMNMIE001 and ECMNMIE000 correspond to error sources 1 and 0. 0: Interrupt generation disabled 1: Interrupt generation enabled

31.3.11 ECMNMICFG1 — ECM FE level Interrupt Configuration Register 1

The ECM FE level interrupt configuration register 1 is used to set the generation of the ECM FE level interrupt. The generation of FE level interrupts in response to errors is selectable. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 10_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECMN MIE112	ECMN MIE111	ECMN MIE110	ECMN MIE109	—	—	ECMN MIE106	ECMN MIE105	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R

Table 31.17 ECMNMICFG1 Register Contents

Bit Position	Bit Name	Function
31 to 13	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
12 to 9	ECMNMIE112 to ECMNMIE109	ECM FE Level Interrupt Generation Control ECMNMIE112 to ECMNMIE109 correspond to error sources 44 to 41. 0: Interrupt generation disabled 1: Interrupt generation enabled
8, 7	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
6, 5	ECMNMIE106, ECMNMIE105	ECM FE Level Interrupt Generation Control ECMNMIE106 and ECMNMIE105 correspond to error sources 38 and 37. 0: Interrupt generation disabled 1: Interrupt generation enabled
4 to 0	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

31.3.12 ECMIRCFG0 — ECM Internal Reset Configuration Register 0

The ECM internal reset configuration register 0 is used to set the generation of internal resets in response to internal errors. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 14_H

Value after reset: 0000 000F_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMIR E031	ECMIR E030	—	—	ECMIR E027	ECMIR E026	ECMIR E025	—	—	ECMIR E022	ECMIR E021	ECMIR E020	ECMIR E019	ECMIR E018	ECMIR E017	ECMIR E016
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMIR E015	ECMIR E014	ECMIR E013	ECMIR E012	ECMIR E011	ECMIR E010	ECMIR E009	ECMIR E008	ECMIR E007	ECMIR E006	ECMIR E005	ECMIR E004	ECMIR E003	—	ECMIR E001	ECMIR E000
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W

Table 31.18 ECMIRCFG0 Register Contents

Bit Position	Bit Name	Function
31, 30	ECMIRE031, ECMIRE030	ECM Internal Reset Generation Control ECMIRE031 and ECMIRE030 correspond to error sources 31 and 30. 0: Internal reset generation disabled 1: Internal reset generation enabled
29, 28	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
27 to 25	ECMIRE027 to ECMIRE025	ECM Internal Reset Generation Control ECMIRE027 to ECMIRE025 correspond to error sources 27 to 25. 0: Internal reset generation disabled 1: Internal reset generation enabled
24, 23	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
22 to 3	ECMIRE022 to ECMIRE003	ECM Internal Reset Generation Control ECMIRE022 to ECMIRE003 correspond to error sources 22 to 3. 0: Internal reset generation disabled 1: Internal reset generation enabled
2	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1, 0	ECMIRE001, ECMIRE000	ECM Internal Reset Generation Control ECMIRE001 and ECMIRE000 correspond to error sources 1 and 0. 0: Internal reset generation disabled 1: Internal reset generation enabled

31.3.13 ECMIRCFG1 — ECM Internal Reset Configuration Register 1

The ECM internal reset configuration register 1 is used to set the generation of internal resets in response to internal errors. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 18_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	ECMIR E129	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECMIR E112	ECMIR E111	ECMIR E110	ECMIR E109	—	—	ECMIR E106	ECMIR E105	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R

Table 31.19 ECMIRCFG1 Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
29	ECMIRE129	ECM Internal Reset Occurrence Control Corresponds to delay timer overflow. 0: Internal reset generation disabled 1: Internal reset generation enabled
28 to 13	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
12 to 9	ECMIRE112 to ECMIRE109	ECM Internal Reset Control ECMIRE112 to ECMIRE109 correspond to error sources 44 to 41. 0: Internal reset generation disabled 1: Internal reset generation enabled
8, 7	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
6, 5	ECMIRE106, ECMIRE105	ECM Internal Reset Control ECMIRE106 and ECMIRE105 correspond to error sources 38 and 37. 0: Internal reset generation disabled 1: Internal reset generation enabled
4 to 0	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

31.3.14 ECMEMK0 — ECM Error Mask Register 0

The ECM error mask register 0 is used to set masking of the individual error sources of the ERROROUT output. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 1C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECME MK031	ECME MK030	—	—	ECME MK027	ECME MK026	ECME MK025	—	—	ECME MK022	ECME MK021	ECME MK020	ECME MK019	ECME MK018	ECME MK017	ECME MK016
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECME MK015	ECME MK014	ECME MK013	ECME MK012	ECME MK011	ECME MK010	ECME MK009	ECME MK008	ECME MK007	ECME MK006	ECME MK005	ECME MK004	ECME MK003	—	ECME MK001	ECME MK000
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W

Table 31.20 ECMEMK0 Register Contents

Bit Position	Bit Name	Function
31, 30	ECMEMK031, ECMEMK030	ECM ERROROUT Output Mask Control ECMEMK031 and ECMEMK030 correspond to error sources 31 and 30. 0: ERROROUT output not masked 1: ERROROUT output masked
29, 28	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
27 to 25	ECMEMK027 to ECMEMK025	ECM ERROROUT Output Mask Control ECMEMK027 to ECMEMK025 correspond to error sources 27 to 25. 0: ERROROUT output not masked 1: ERROROUT output masked
24, 23	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
22 to 3	ECMEMK022 to ECMEMK003	ECM ERROROUT Output Mask Control ECMEMK022 to ECMEMK003 correspond to error sources 22 to 3. 0: ERROROUT output not masked 1: ERROROUT output masked
2	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1, 0	ECMEMK001, ECMEMK000	ECM ERROROUT Output Mask Control ECMEMK001 and ECMEMK000 correspond to error sources 1 and 0. 0: ERROROUT output not masked 1: ERROROUT output masked

31.3.15 ECMEMK1 — ECM Error Mask Register 1

The ECM error mask register 1 is used to set masking of the individual error sources of the ERROROUT output. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 20_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	ECME MK129	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECME MK112	ECME MK111	ECME MK110	ECME MK109	—	ECME MK107	ECME MK106	ECME MK105	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R	R

Table 31.21 ECMEMK1 Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
29	ECMEMK129	ECM ERROROUT Output Mask Control ECMEMK129 corresponds to an overflow of the delay timer. 0: ERROROUT output not masked 1: ERROROUT output masked
28 to 13	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
12 to 9	ECMEMK112 to ECMEMK109	ECM ERROROUT Output Mask Control ECMEMK112 to ECMEMK109 correspond to error sources 44 to 41. 0: ERROROUT output not masked 1: ERROROUT output masked
8	—	Reserved When read, the value after reset is returned. When writing to this bit, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
7 to 5	ECMEMK107 to ECMEMK105	ECM ERROROUT Output Mask Control ECMEMK107 to ECMEMK105 correspond to error sources 39 to 37. 0: ERROROUT output not masked 1: ERROROUT output masked
4 to 0	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

31.3.16 ECMESSTC0 — ECM Error Source Status Clear Trigger Register 0

The ECM error source status clear trigger register 0 is used to clear the individual error source status of the ECM master/checker error source status register 0. Both the error status of the ECM master and the ECM checker are cleared simultaneously. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be written in 32-bit units.

Address: <ECM_base> + 24_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMCL SSE031	ECMCL SSE030	—	—	ECMCL SSE027	ECMCL SSE026	ECMCL SSE025	—	—	ECMCL SSE022	ECMCL SSE021	ECMCL SSE020	ECMCL SSE019	ECMCL SSE018	ECMCL SSE017	ECMCL SSE016
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	W	W	R	R	W	W	W	R	R	W	W	W	W	W	W	W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMCL SSE015	ECMCL SSE014	ECMCL SSE013	ECMCL SSE012	ECMCL SSE011	ECMCL SSE010	ECMCL SSE009	ECMCL SSE008	ECMCL SSE007	ECMCL SSE006	ECMCL SSE005	ECMCL SSE004	ECMCL SSE003	—	ECMCL SSE001	ECMCL SSE000
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W	W	W	W	W	W	R	W	W

Table 31.22 ECMESSTC0 Register Contents

Bit Position	Bit Name	Function
31, 30	ECMCLSSE031, ECMCLSSE030	ECM Error Status Clear ECMCLSSE031 and ECMCLSSE030 correspond to error sources 31 and 30. 0: Corresponding error status unchanged 1: Corresponding error status cleared
29, 28	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
27 to 25	ECMCLSSE027 to ECMCLSSE025	ECM Error Status Clear ECMCLSSE027 to ECMCLSSE025 correspond to error sources 27 to 25. 0: Corresponding error status unchanged 1: Corresponding error status cleared
24, 23	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
22 to 3	ECMCLSSE022 to ECMCLSSE003	ECM Error Status Clear ECMCLSSE022 to ECMCLSSE003 correspond to error sources 22 to 3. 0: Corresponding error status unchanged 1: Corresponding error status cleared
2	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1, 0	ECMCLSSE001, ECMCLSSE000	ECM Error Status Clear ECMCLSSE001 and ECMCLSSE000 correspond to error sources 1 and 0. 0: Corresponding error status unchanged 1: Corresponding error status cleared

31.3.17 ECMESSTC1 — ECM Error Source Status Clear Trigger Register 1

The ECM error source status clear trigger register 1 is used to clear the individual error source status of the ECM master/checker error source status register 1. Both the error status of the ECM master and the ECM checker are cleared simultaneously. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be written in 32-bit units.

Address: <ECM_base> + 28_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	ECMCL SSE130	ECMCL SSE129	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	W	W	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECMCL SSE112	ECMCL SSE111	ECMCL SSE110	ECMCL SSE109	—	ECMCL SSE107	ECMCL SSE106	ECMCL SSE105	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	W	W	W	W	R	W	W	W	R	R	R	R	R

Table 31.23 ECMESSTC1 Register Contents

Bit Position	Bit Name	Function
31	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
30, 29	ECMCLSSE130, ECMCLSSE129	ECM Error Status Clear ECMCLSSE130 and ECMCLSSE129 correspond to writing status and delay timer overflow in the ECMmESET register. 0: Corresponding error status unchanged 1: Corresponding error status cleared
28 to 13	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
12 to 9	ECMCLSSE112 to ECMCLSSE109	ECM Error Status Clear ECMCLSSE112 to ECMCLSSE109 correspond to error source 44 to 41. 0: Corresponding error status unchanged 1: Corresponding error status cleared
8	—	Reserved When writing to this bit, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
7 to 5	ECMCLSSE107 to ECMCLSSE105	ECM Error Status Clear ECMCLSSE107 to ECMCLSSE105 correspond to error source 39 and 37. 0: Corresponding error status unchanged 1: Corresponding error status cleared
4 to 0	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

31.3.18 ECMPCMD1 — ECM Protection Command Register

Refer to **Section 31.3.1, List of Registers**, for the protected registers by the ECM protection command register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be written in 32-bit units.

Address: <ECM_base> + 2C_H

Value after reset: Undefined

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	Undefined															
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ECMREG1[7:0]							
Value after reset	Undefined															
R/W	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Table 31.24 ECMPCMD1 Register Contents

Bit Position	Bit Name	Function
31 to 8	—	Reserved When writing to these bits, write the value after reset.
7 to 0	ECMREG1[7:0]	Protection command that enables writing to write protected ECM registers.

31.3.19 ECMP5 — ECM Protection Status Register

The ECM protection status register is used to verify the write protected register has been written successfully or not. Refer to **Section 31.1.7, Write-Protected Registers**.

Access: This register can be read in 8-bit units.

Address: <ECM_base> + 30_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ECMPRERR
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 31.25 ECMP5 Register Contents

Bit Position	Bit Name	Function
7 to 1	—	Reserved When read, the value after reset is returned.
0	ECMPRERR	ECM Protection Status Indicates whether writing to a write protected register is failed or not. 0: Writing was successfully completed. 1: Writing failed

31.3.20 ECMPE0 — ECM Pseudo Error Trigger Register 0

The ECM pseudo error trigger register is used to generate a pseudo error for test purposes. The ECM operation in response to the generation of a pseudo error is identical to that in response to a real error source. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be written in 32-bit units.

Address: <ECM_base> + 34_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMPE031	ECMPE030	—	—	ECMPE027	ECMPE026	ECMPE025	—	—	ECMPE022	ECMPE021	ECMPE020	ECMPE019	ECMPE018	ECMPE017	ECMPE016
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	W	W	R	R	W	W	W	R	R	W	W	W	W	W	W	W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMPE015	ECMPE014	ECMPE013	ECMPE012	ECMPE011	ECMPE010	ECMPE009	ECMPE008	ECMPE007	ECMPE006	ECMPE005	ECMPE004	ECMPE003	—	ECMPE001	ECMPE000
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	W	W	W	W	W	W	W	W	W	W	W	W	W	R	W	W

Table 31.26 ECMPE0 Register Contents

Bit Position	Bit Name	Function
31, 30	ECMPE031, ECMPE030	ECM Pseudo Error Trigger ECMPE031, ECMPE030 correspond to error sources 31 to 30. 0: Pseudo error not generated 1: Generates corresponding pseudo error
29, 28	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
27 to 25	ECMPE027 to ECMPE025	ECM Pseudo Error Trigger ECMPE027 to ECMPE025 correspond to error sources 27 to 25. 0: Pseudo error not generated 1: Generates corresponding pseudo error
24, 23	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
22 to 3	ECMPE022 to ECMPE003	ECM Pseudo Error Trigger ECMPE022 to ECMPE003 correspond to error sources 22 to 3. 0: Pseudo error not generated 1: Generates corresponding pseudo error
2	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1, 0	ECMPE001, ECMPE000	ECM Pseudo Error Trigger ECMPE001 and ECMPE000 correspond to error sources 1 and 0. 0: Pseudo error not generated 1: Generates corresponding pseudo error

31.3.21 ECMPE1 — ECM Pseudo Error Trigger Register 1

The ECM pseudo error trigger register 1 is used to generate a pseudo error for test purposes. The ECM operation in response to the generation of a pseudo error is identical to that in response to a real error source. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be written in 32-bit units.

Address: <ECM_base> + 38_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	ECMPE 129	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	W	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECMPE 112	ECMPE 111	ECMPE 110	ECMPE 109	—	ECMPE 107	ECMPE 106	ECMPE 105	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	W	W	W	W	R	W	W	W	R	R	R	R	R

Table 31.27 ECMPE1 Register Contents

Bit Position	Bit Name	Function
31, 30	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
29	ECMPE129	ECM Pseudo Error Trigger Corresponds to delay timer overflow. 0: Pseudo error not generated 1: Generates corresponding pseudo error
28 to 13	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
12 to 9	ECMPE112 to ECMPE109	ECM Pseudo Error Trigger ECMPE112 to ECMPE109 correspond to error sources 44 to 41. 0: Pseudo error not generated 1: Generates corresponding pseudo error
8	—	Reserved When writing to this bit, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
7 to 5	ECMPE107 to ECMPE105	ECM Pseudo Error Trigger ECMPE107 to ECMPE105 correspond to error sources 39 to 37. 0: Pseudo error not generated 1: Generates corresponding pseudo error
4 to 0	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

31.3.22 ECMDTMCTL — ECM Delay Timer Control Register

The ECM delay timer control register is used to control the delay timer. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be written in 8-bit units.

Address: <ECM_base> + 3C_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ECMSTP	ECMSTA
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	W	W

Table 31.28 ECMDTMCTL Register Contents

Bit Position	Bit Name	Function
7 to 2	—	Reserved When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
1	ECMSTP	Delay Timer Stop Writing 1 to this bit initializes the delay timer counter, causing the delay timer to stop. Simultaneously, the ECMSTA bit is set to 0.
0	ECMSTA	Delay Timer Stop Writing 1 to this bit starts the delay timer when an interrupt is generated. (Writing 0 to this bit stops the delay timer.)

31.3.23 ECMDTMR — ECM Delay Timer Register

The ECM delay timer register represents the value of the delay timer.

The delay timer counter is initialized by writing 1 to the ECMSTP bit or writing 0 to the ECMSTA bit of the ECM delay timer control register (ECMDTMCTL).

Access: This register can be read in 16-bit units.

Address: <ECM_base> + 40_H

Value after reset: 0000_H

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMDTMR[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

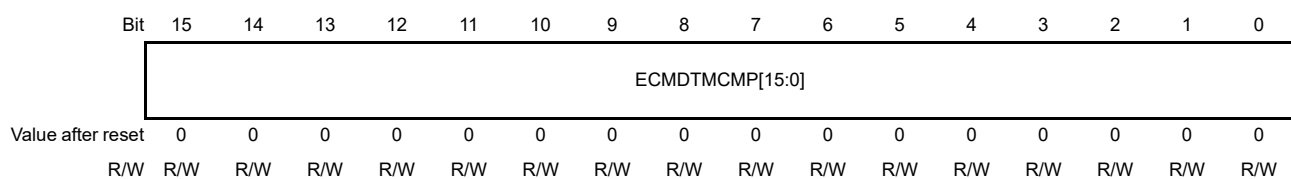
31.3.24 ECMDTMCMP — ECM Delay Timer Compare Register

A delay timer overflow signal is generated to set the ECMmSSE129n bit when this register matches with the value of the delay timer counter. Writing data to this register has to be conducted while the delay timer is stopped. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 16-bit units.

Address: <ECM_base> + 44_H

Value after reset: 0000_H



31.3.25 ECMDTMCFG0 — ECM Delay Timer Configuration Register 0

The ECM delay timer configuration register 0 is used to set enable/disable of the delay timer start caused by maskable interrupts in response to errors. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 48_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMTE031	ECMTE030	—	—	ECMTE027	ECMTE026	ECMTE025	—	—	ECMTE022	ECMTE021	ECMTE020	ECMTE019	ECMTE018	ECMTE017	ECMTE016
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMTE015	ECMTE014	ECMTE013	ECMTE012	ECMTE011	ECMTE010	ECMTE009	ECMTE008	ECMTE007	ECMTE006	ECMTE005	ECMTE004	ECMTE003	—	ECMTE001	ECMTE000
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W

Table 31.29 ECMDTMCFG0 Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	ECMTE031, ECMTE030	ECM Delay Timer Start Control ECMTE031 and ECMTE030 correspond to maskable interrupts generated by error sources 31 and 30. 0: Delay timer start disabled 1: Delay timer start enabled
29, 28	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
27 to 25	ECMTE027 to ECMTE025	ECM Delay Timer Start Control ECMTE027 to ECMTE025 correspond to maskable interrupts generated by error sources 27 to 25. 0: Delay timer start disabled 1: Delay timer start enabled
24, 23	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
22 to 3	ECMTE022 to ECMTE003	ECM Delay Timer Start Control ECMTE022 to ECMTE003 correspond to maskable interrupts generated by error sources 22 to 3. 0: Delay timer start disabled 1: Delay timer start enabled
2	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

Table 31.29 ECMDTMCFG0 Register Contents (2/2)

Bit Position	Bit Name	Function
1, 0	ECMTE001, ECMTE000	ECM Delay Timer Start Control ECMTE001 and ECMTE000 correspond to maskable interrupts generated by error sources 1 and 0. 0: Delay timer start disabled 1: Delay timer start enabled

31.3.26 ECMDTMCFG1 — ECM Delay Timer Configuration Register 1

The ECM delay timer configuration register 1 is used to set enable/disable of the delay timer start caused by maskable interrupts in response to errors. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 4C_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECMTE 112	ECMTE 111	ECMTE 110	ECMTE 109	—	—	ECMTE 106	ECMTE 105	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R

Table 31.30 ECMDTMCFG1 Register Contents

Bit Position	Bit Name	Function
31 to 13	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
12 to 9	ECMTE112 to ECMTE109	ECM Delay Timer Start Control ECMTE112 to ECMTE109 correspond to maskable interrupts generated by error sources 44 to 41. 0: Delay timer start disabled 1: Delay timer start enabled
8, 7	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
6, 5	ECMTE106, ECMTE105	ECM Delay Timer Start Control ECMTE106 and ECMTE105 correspond to maskable interrupts generated by error sources 38 and 37. 0: Delay timer start disabled 1: Delay timer start enabled
4 to 0	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

31.3.27 ECMDTMCFG2 — ECM Delay Timer Configuration Register 2

The ECM delay timer configuration register 2 is used to set enable/disable of the delay timer start caused by FE level interrupts in response to errors. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 50_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMTE 231	ECMTE 230	—	—	ECMTE 227	ECMTE 226	ECMTE 225	—	—	ECMTE 222	ECMTE 221	ECMTE 220	ECMTE 219	ECMTE 218	ECMTE 217	ECMTE 216
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMTE 215	ECMTE 214	ECMTE 213	ECMTE 212	ECMTE 211	ECMTE 210	ECMTE 209	ECMTE 208	ECMTE 207	ECMTE 206	ECMTE 205	ECMTE 204	ECMTE 203	—	ECMTE 201	ECMTE 200
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W

Table 31.31 ECMDTMCFG2 Register Contents (1/2)

Bit Position	Bit Name	Function
31, 30	ECMTE231, ECMTE230	ECM Delay Timer Start Control ECMTE231 and ECMTE230 correspond to FE level interrupts generated by error sources 31 and 30. 0: Delay timer start disabled 1: Delay timer start enabled
29, 28	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
27 to 25	ECMTE227 to ECMTE225	ECM Delay Timer Start Control ECMTE227 to ECMTE225 correspond to FE level interrupts generated by error sources 27 to 25. 0: Delay timer start disabled 1: Delay timer start enabled
24, 23	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
22 to 3	ECMTE222 to ECMTE203	ECM Delay Timer Start Control ECMTE222 to ECMTE203 correspond to FE level interrupts generated by error sources 22 to 3. 0: Delay timer start disabled 1: Delay timer start enabled
2	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

Table 31.31 ECMDTMCFG2 Register Contents (2/2)

Bit Position	Bit Name	Function
1, 0	ECMTE201, ECMTE200	ECM Delay Timer Start Control ECMTE201 and ECMTE200 correspond to FE level interrupts generated by error sources 1 and 0. 0: Delay timer start disabled 1: Delay timer start enabled

31.3.28 ECMDTMCFG3 — ECM Delay Timer Configuration Register 3

The ECM delay timer configuration register 3 is used to set enable/disable of the delay timer start caused by FE level interrupts in response to errors. You have to follow a predetermined protection unlock sequence for writing data to this register. Refer to **Section 31.1.7, Write-Protected Registers**, for the details of the protection unlock sequence.

Access: This register can be read/written in 32-bit units.

Address: <ECM_base> + 54_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ECMTE 312	ECMTE 311	ECMTE 310	ECMTE 309	—	—	ECMTE 306	ECMTE 305	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R

Table 31.32 ECMDTMCFG3 Register Contents

Bit Position	Bit Name	Function
31 to 13	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
12 to 9	ECMTE312 to ECMTE309	ECM Delay Timer Start Control ECMTE312 to ECMTE309 correspond to FE level interrupts generated by error sources 44 to 41. 0: Delay timer start disabled 1: Delay timer start enabled
8, 7	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.
6, 5	ECMTE306, ECMTE305	ECM Delay Timer Start Control ECMTE306 and ECMTE305 correspond to FE level interrupts generated by error sources 38 and 37. 0: Delay timer start disabled 1: Delay timer start enabled
4 to 0	—	Reserved When read, the value after reset is returned. When writing to these bits, follow the procedure of the protection unlock sequence to write the value after a reset or the bitwise inverse of the value after a reset.

Section 32 Data CRC (DCRA)

This section explains the data CRC function A (DCRA).

Table 32.1 shows the register base address.

Table 32.1 Register Base Address

Base Address Name	Base Address
<DCRA0_base>	FFF7 0000 _H

32.1 Overview

32.1.1 Functional Overview

The data CRC function A can verify or generate data streams protected by CRC with various lengths and different bit widths.

- Generating polynomial: Either 32-Ethernet (32-bit CRC code generation) or 16-CCITT (16-bit CRC code generation) can be selected with a register.

The generating polynomials are as follows:

– 32-Ethernet

$$(x^{32} + x^{26} + x^{23} + x^{22} + x^{16} + x^{12} + x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^2 + x + 1)$$

– 16-CCITT ($x^{16} + x^{12} + x^5 + 1$)

- When 32-Ethernet is selected, a 32-bit CRC code is generated to a data block of an arbitrary length in units of 8/16/32 bits as specified with a register.
- When 16-CCITT is selected, a 16-bit CRC code is generated to a data block of an arbitrary length in units of 8/16/32 bits as specified with a register.
- After setting an initial value in the CRC data register (DCRA0COUT), the calculation is carried out by transferring an input data to the CRC input register (DCRA0CIN), and the result of the calculation is stored in the CRC data register (DCRA0COUT).

32.1.2 Block Diagram

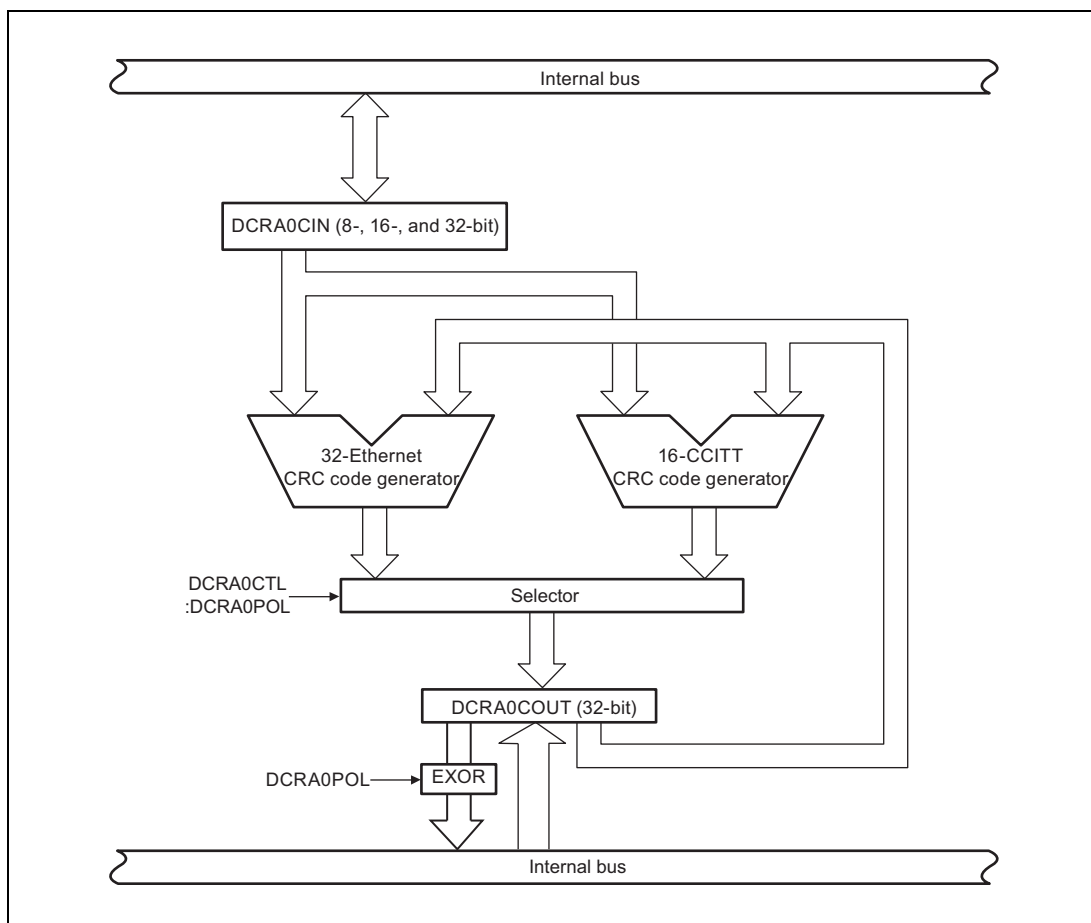
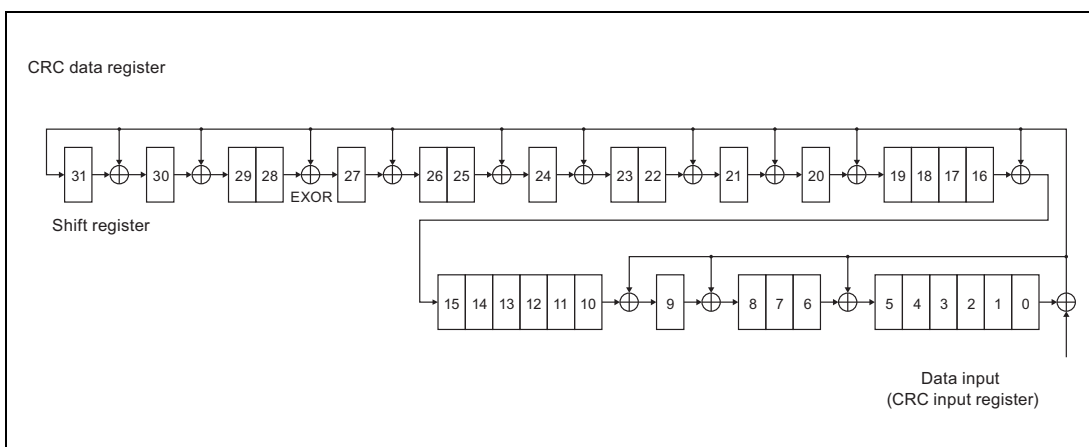


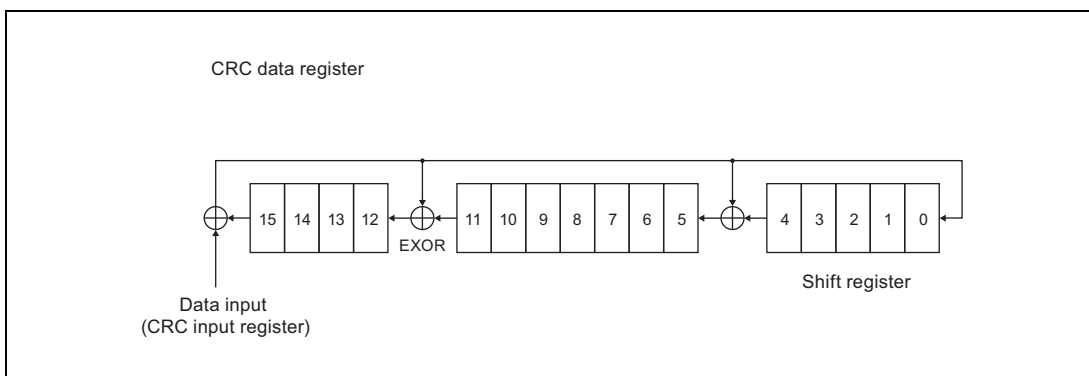
Figure 32.1 Data CRC Function A Block Diagram

32.1.3 Calculation Circuit

- 32-Ethernet



- 16-CCITT



32.2 Register Specifications

32.2.1 List of Registers

Table 32.2 List of DCRA Registers

Register Name	Function	Address
DCRA0CIN	CRC input register	<DCRA0_base> + 00 _H
DCRA0COUT	CRC data register	<DCRA0_base> + 04 _H
DCRA0CTL	CRC control register	<DCRA0_base> + 20 _H

32.2.2 DCRA0CIN — CRC Input Register

The CRC input register is a 32-bit register that stores input data.

When data is set in this register, the CRC code corresponding to the input is generated.

The DCRA0ISZ1 and DCRA0ISZ0 bits of the CRC control register specify the effective bit width used in the CRC calculation circuit.

Access: This register can be read/written in 32-bit units.

Address: FFF7 0000_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DCRA0CIN															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DCRA0CIN															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 32.3 DCRA0CIN Register Contents

Bit Position	Bit Name	Function
31 to 0	DCRA0CIN [31:0]	Input Data for CRC Calculation The effective bit widths are: <ul style="list-style-type: none"> • For 32 bits: DCRA0CIN[31:0] • For 16 bits: DCRA0CIN[15:0] • For 8 bits: DCRA0CIN[7:0]

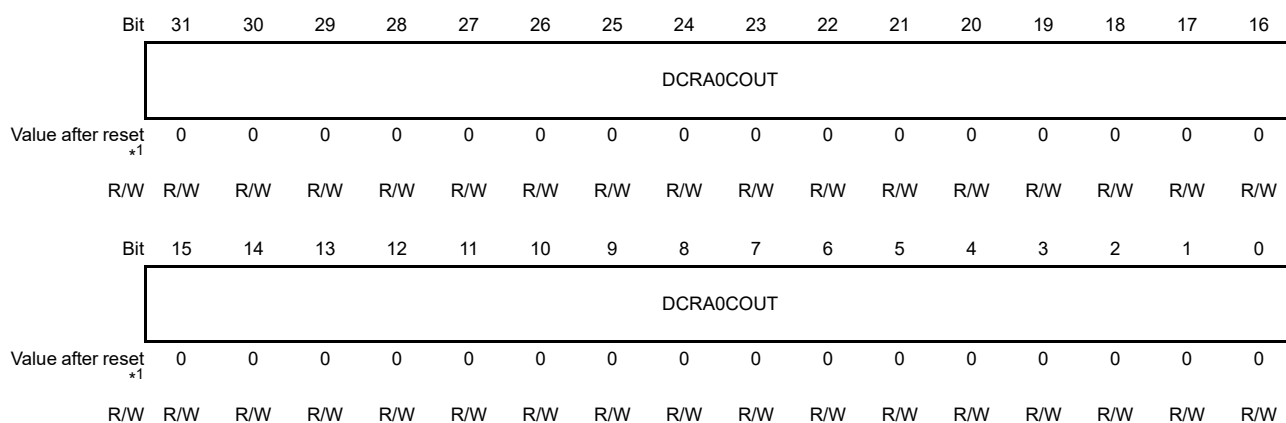
32.2.3 DCRA0COUT — CRC Data Register

The CRC data register is a 32-bit register that stores the result of CRC (32-Ethernet/16-CCITT) calculation.

Access: This register can be read/written in 32-bit units.

Address: FFF7 0004_H

Value after reset: 0000 0000_H



Note 1. The read value after reset is 0000 0000_H since the 32-bit Ethernet polynomial is selected as the CRC generating function after reset.

Table 32.4 DCRA0COUT Register Contents

Bit Position	Bit Name	Function
31 to 0	DCRA0COUT [31:0]	Result of the CRC Code Generation When the 16-bit CCITT polynomial is enabled, bits 15 to 0 show the CRC result. Bits 31 to 16 are undefined. The read value of this register is a value obtained by performing EXOR calculation for the following value: <ul style="list-style-type: none"> For 32-bit Ethernet polynomial: FFFF FFFF_H For 16-bit CCITT polynomial: 0000_H For example, when the 32-bit Ethernet polynomial is selected and DCRA0COUT is 5555 5555 _H , AAAA AAAA _H is read.

CAUTION

This register must be initialized (setting the initialized start value) before the first data of the data block is written to the DCRA0CIN register.

32.2.4 DCRA0CTL — CRC Control Register

The CRC control register is a bit register that controls CRC.

Access: This register can be read/written in 8-bit units.

Address: FFF7 0020_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	—	DCRA0ISZ[1:0]		DCRA0POL
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R/W	R/W	R/W

Table 32.5 DCRA0CTL Register Contents

Bit Position	Bit Name	Function
7 to 3	—	Reserved
2,1	DCRA0ISZ[1:0]	Input Data Width Selection These bits specify the effective input data width of the CRC input register. bit2 bit1 0 0: Sets the effective input data width to 32 bits (DCRA0CIN31-0) 0 1: Sets the effective input data width to 16 bits (DCRA0CIN15-0) 1 0: Sets the effective input data width to 8 bits (DCRA0CIN7-0) 1 1: Setting prohibited
0	DCRA0POL	CRC Generating Polynomial Selection This bit specifies the CRC generating polynomial. 0: Selects 32-Ethernet (32-bit CRC code generation) 1: Selects 16-CCITT (16-bit CRC code generation)

CAUTIONS

1. After changing the CRC generating function (DCRA0CTL.DCRA0POL), the DCRA0COUT register must be initialized.
2. The CRC bit width (DCRA0CTL.DCRA0ISZ[1:0]) must be set according to the data block bit width. Switching the CRC bit width is not allowed during processing of a data block. After the final CRC result is read from the DCRA0COUT register, the bit width can be changed. In this case, the DCRA0COUT register must be initialized (the initial start value must be set) afterwards.

32.3 Functions

The data CRC function A generates a CRC (cyclic redundancy check) of an arbitrary data block length. The data is transferred to the data CRC function in 8-, 16- or 32-bit units. The CRC polynomial can either be selected for 32-bit Ethernet or 16-bit CCITT.

The initial start value must be set in the DCRA0COUT register before the first write access to the CRC input register (DCRA0CIN) is performed.

The flow chart below shows the CRC generating procedure.

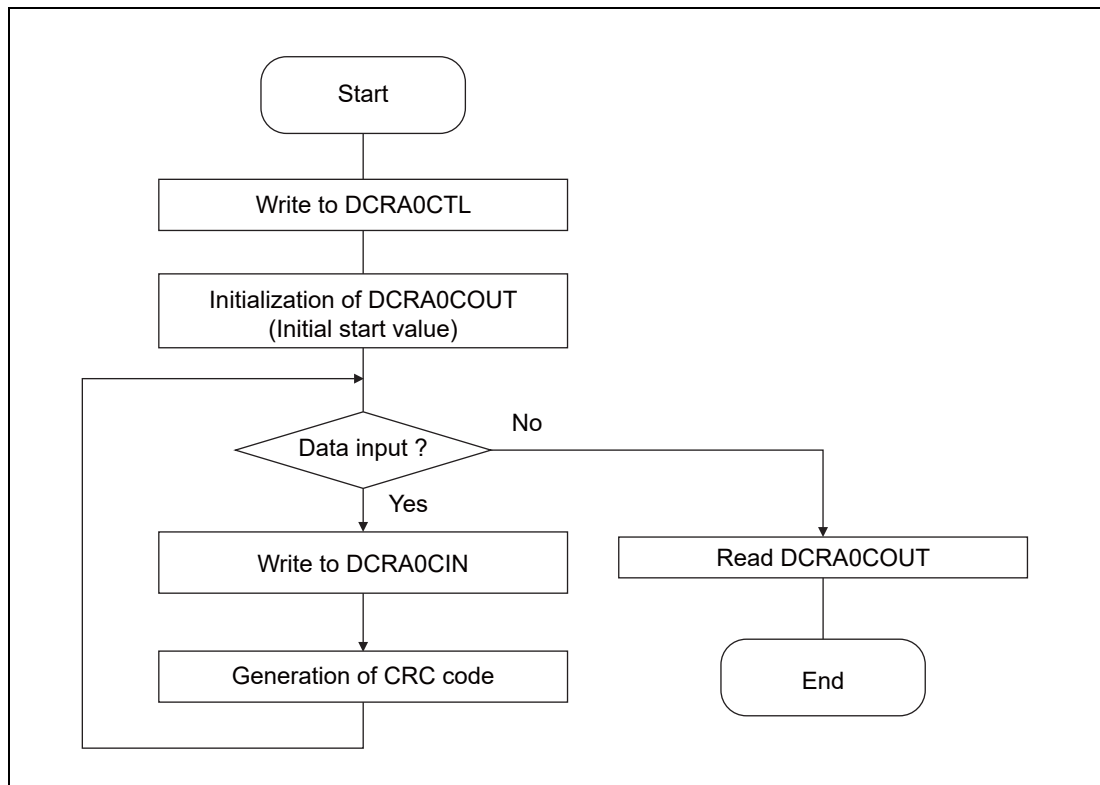


Figure 32.2 Flow of Data CRC Function A

NOTES

1. Before writing the first data to DCRA0CIN, the CRC output register DCRA0COUT must be initialized with the start value (initial start value).
2. Re-initialization of DCRA0COUT (initial start value) is also necessary when the polynomial is changed by changing DCRA0CTL.DCRA0POL.

Section 33 On-Chip Debugging Unit (OCD)

33.1 Debug Function

This microcontroller has an on-chip debug function. By using the on-chip debug emulator, programs can be debugged with the microcontroller mounted in the target system.

CAUTION

The debug functions described in this section are supported by the microcontroller but whether they are usable depends on the debugger. For details on debugging, see the user's manual of the debugger.

(1) Debug Interface

This microcontroller supports the NEXUS JTAG Interface, and low-pin debug interface (4-pin) (hereinafter referred to as LPD (4-pin)) as debug interfaces. Also it incorporates the AUD-RAM monitor and supports the AUD-RAM monitor interfaces to monitor and tune on-chip RAM data, peripheral registers, etc.

For the AUD-RAM monitor, see **Section 33.5, AUD-RAM Monitor (AUDR)**.

(2) Debug Monitoring

In debug mode, the monitoring program proceeds in the debugging-only area.

The basic debug functions below can be used by running a monitoring program.

- Downloading user programs
- Reading and writing user resources including the memory and registers while the user program is suspended
- Running the user program starting at any address

(3) On-chip Break Function

12 break points are included in the CPU1 and PCU each. Four of them can be designated for any access (access address and access data).

(4) Software Break Function

A software break point can be designated for any address.

(5) Forced Break Function

Execution of the user program can be forcibly suspended.

(6) Debug Interrupt Interface Function

Execution of the user program can be forcibly suspended by asserting an input signal on the $\overline{\text{EVTI}}$ pin from the outside.

(7) Forced Reset Function

The micro controller (this product) can be forcibly reset.

(8) Real-time RAM Monitoring (RRM)

The memory can be read during program execution. Because this read access uses debug-dedicated DMA, it has minimal effect on program execution.

(9) Dynamic Memory Modification (DMM)

The memory can be written during program execution. Because this write access uses debug-dedicated DMA, it has minimal effect on program execution.

(10) Timer Function

Using a 32-bit counter, the time for running the user program can be measured based on the clock for debug.

(11) Mask Function

A reset factor (external reset, software reset, and ECM reset) can be masked.

(12) Event Detection Function

Events can be detected by the following: execution address, access address, access data, range (comparison in size), and sequential execution.

(13) Trigger Input Interface

This microcontroller incorporates an event trigger input interface to accept external events. It can accept an external event in response to an input from the $\overline{\text{EVTI}}$ pin.

(14) Trigger Output Interface

An event trigger output interface is included in this microcontroller to notify the external debug device of event detection and the like. Output from the $\overline{\text{EVTO}}$ pin can output a trigger of event detection to the outside.

(15) Hot Plug-in Function

Debugging can be started in normal operating mode without an input of an external reset.

(16) Security Function

To prevent the contents of the flash memory from being read by an unauthorized person, a 128-bit ID code (OCD_ID) can be written to the microcontroller. If the code the user inputs when starting a debugger does not match the ID code written to the microcontroller, the flash memory cannot be accessed.

(17) Calibration Function

Emulating the flash memory and tuning ROM data can be executed by using the ERAM, the memory for emulation. For details, **Section 33.2, Calibration Function**.

(18) Tracing Function

Execution history, data changes, etc. of the user program can be obtained. For details, see **Section 33.3, Trace Control Function**.

(19) Multi Core Debug Function

The following functions are supported as the multi core debugger for the CPU1 and PCU: synchronization functions (including reset, execution, and break), synchronous setting, and simultaneous tracing for multiple cores.

33.2 Calibration Function

This microcontroller includes the emulation RAM as an emulation memory for the on-chip flash memory.

(1) Emulation RAM

A 8-Kbyte Emulation RAM is provided.

(2) Flash Emulation Function

The emulation RAM can be mapped to any areas in the flash area.

- Subblocks 0: 8 Kbytes

(3) Tuning Function

The ROM data can be dynamically tuned during execution of the user program via the ERAM that has mapped to the flash area.

(4) Flash Cache Clear Function

The flash cache is cleared when the ERAM mapping is set. This preserves coherency of the contents between the on-chip flash memory or the ERAM and the flash cache memory.

33.3 Trace Control Function

This microcontroller allows acquisition of the execution history of the user program, data changes, etc.

The software trace information can be output via the debug interface (LPD (4-pin)).

33.4 Peripheral Break Control

33.4.1 Overview

The peripheral break function stops the peripheral modules if the user program is stopped, for instance upon a breakpoint hit.

The on-chip modules can be classified into two by its operation at the time of peripheral break as follows:

1. Modules that are unconditionally stopped:
WDTA0, WDTA1, SWDT0, SWDT2
2. Modules that can select abeyance or continuation*¹:
OSTM0, OSTM1, OSTM2
TAPA2, TAPA3
TSG20, TSG21
ATU4
DMA

Note 1. When stopping the peripheral modules by peripheral break, TAPAn forcibly places TSG2n PWM output pins TSON1 to TSON6 in the Hi-Z state. Also, the value of the TAPAnHOF[10:8] bits in the TAPAnFLG register is set to 111_B.

33.5 AUD-RAM Monitor (AUDR)

33.5.1 Overview

This LSI includes the AUD (Advanced User Debugger) -RAM monitor (AUDR) to support debugging of a user program under conditions as if it were actually mounted in the system. The AUDR can read and write the resources mapped to memory spaces including an on-chip memory and a peripheral register during LSI operation.

Table 33.1 lists the outlines of the AUDR and **Figure 33.1** shows the block diagram of the AUDR.

Table 33.1 Outlines of the AUDR

Item	Outline
Transfer method	Clock-synchronous parallel interface (4 bits)
Transfer clock generation	Transfer clock is generated at the external host (RAM monitor tool) side.
Transfer clock frequency	Maximum 20 MHz
Access area	Physical address area on the system bus
Access data size	8, 16, 32, and 64 bits
Access address input bit width	8, 16, 24, and 32 bits The same values as those of the previous access address are used for the upper bits of access address, which are not input.
Data transfer method	<ul style="list-style-type: none"> • Single transfer: Single data is transferred to the access address that has been input. • Continuous transfer: Up to 16 data are continuously transferred from the access address that has been input. The access address is automatically incremented depending on data size.
I/O pin	7 pins (AUDRST, AUDCK, AUDSYNC, and AUDATA3 to AUDATA0)
Function	<ul style="list-style-type: none"> • RAM monitor function: Read and write are performed from a system bus to an accessible physical address area. This function enables reference to and modification of an on-chip memory, a peripheral register, and the like. • Configuration information retention (startup communication) function: The values of the AUDATA3 to AUDATA0 pins at the time of release from the internal reset state are retained. This function is used for communication with a RAM monitor tool. • Synchronization communication (message board) function: This flag register is used for communication of the firmware operated by the CPU with a RAM monitor tool.

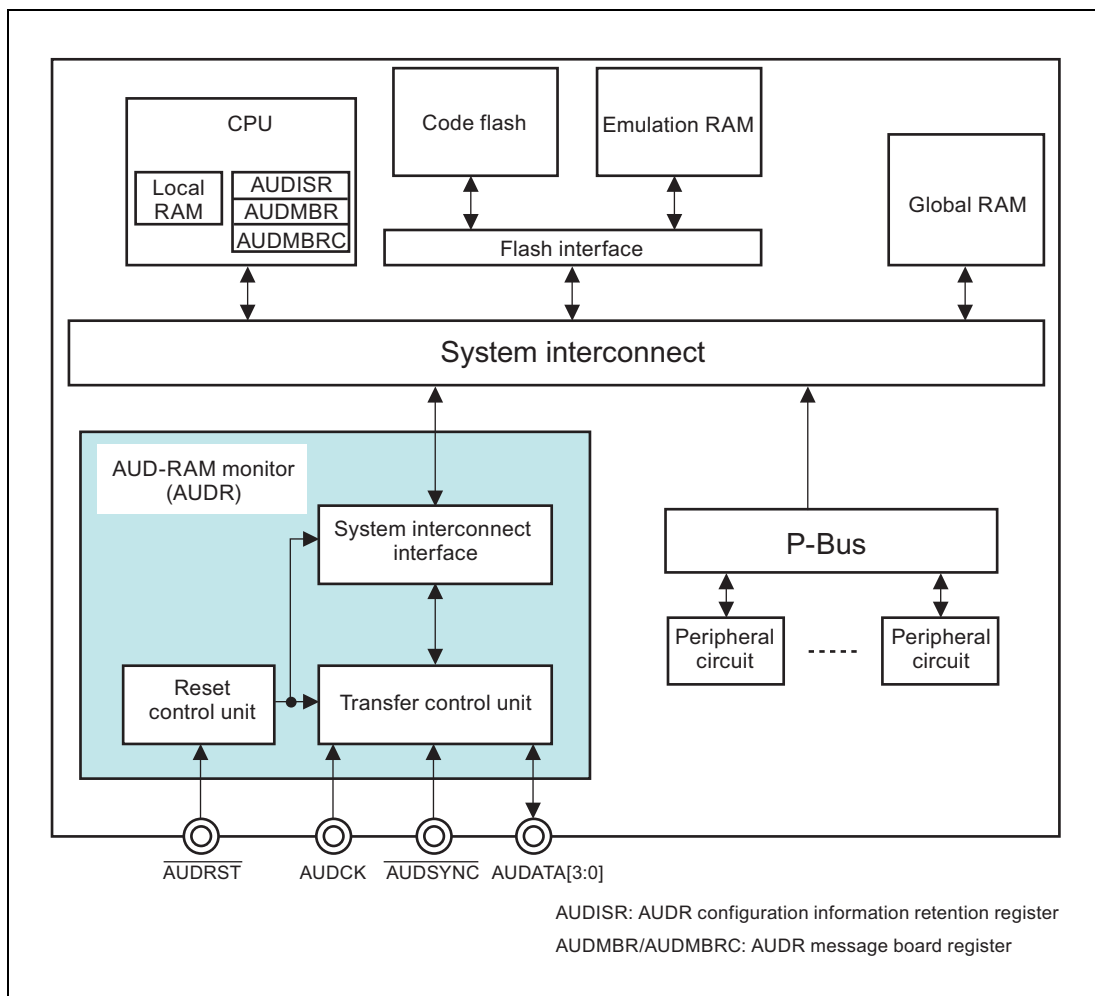


Figure 33.1 Block Diagram of the AUDR

33.5.2 I/O Pins

Table 33.2 lists the I/O pins of the AUDR.

Table 33.2 I/O Pins of AUDR

Pin Name	I/O	Description
AUDRST	Input	AUDR reset input pin. Inputting L to this pin resets the AUDR, but it does not initialize the AUDISR and AUDMBR/AUDMBRC (described below). When this pin is not connected, it is internally pulled-down.
AUDCK	Input	External clock input pin. The frequency of clock that can be input is less than 20 MHz. When this pin is not connected, it is internally pulled-up.
AUDSYNC	Input	Timing control signal input pin. L: A command, an address, and write data are input and the status flag is output. H: The read-out data is output, and it causes the idle state. When this pin is not connected, it is internally pulled-up. CAUTION This pin should not be negated (to H) until the ready state is entered by inputting a command or the like from the outside to the AUDATA. For details, see the protocol mentioned below.
AUDATA3 to AUDATA0	Input/output	4-bit parallel data I/O pin. The following information is input and output by time division. <ul style="list-style-type: none"> • Command (input) • Address (input) • Write data (input)/Read data (output) • Status flag (output) When this pin is not connected, it is internally pulled-up.

33.5.3 Description of Registers

Table 33.3 lists the registers related to the AUDR.

These registers can only be accessed by CPU1.

Table 33.3 List of Registers

Register Name	Abbreviation	Value after Reset	R/W	Address	Access Size	Reference Section
AUDR configuration information retention register	AUDISR	000X _H ^{*1}	R	FA00 5000 _H ^{*4}	16 ^{*5}	33.5.3.1
AUDR message board register	AUDMBR	0000 _H	R/W ^{*2}	FA00 5004 _H ^{*4}	16 ^{*5}	33.5.3.2
	AUDMBRC	0000 _H	R/W ^{*2,*3}	FA00 5008 _H ^{*4}	16 ^{*5}	

Note 1. The values of the AUDATA3 to AUDATA0 pins at the time of release from the internal reset state are retained in bit 3 to 0.

Note 2. Only 1 can be written to the bits that have been set to 0. 0 cannot be written to the bits that have been set to 1.

Note 3. All bits are cleared to 0 after read.

Note 4. The addresses of the AUDISR and AUDMBR/AUDMBRC bits differ when they are accessed from the program and the AUDR tool. Although these addresses are "Access prohibited" area, it is capable of accessing to this addresses for AUDR tool and communication.

Note 5. If an access in data sizes other than 16 bits (half-word) is performed, correct operation is not guaranteed.

33.5.3.1 AUDISR — AUDR Configuration Information Retention Register

AUDISR is a 16-bit readable register. Also it can be read out from the program and AUDR tool.

Use FA00 5000_H for an access from the program to the AUDISR.

Use F900 5000_H for an access from the AUDR tool to the AUDISR.

The AUDISR register is not initialized by AUDR reset. The AUDISR can be read out from the program during reset.

This register is used in the way described below.

- Retention of configuration information

On release from an internal reset, the register retains the values corresponding to the levels on pins AUDATA3 to AUDATA0.

Setting the levels on pins AUDATA3 to AUDATA0 in the emulator configuration allows programs to judge the connection configuration of the emulator.

If nothing is connected to the AUD RAM monitoring-related pins, pins AUDATA3 to AUDATA0 are pulled up and the register is read as 000F_H. If an AUD RAM monitoring tool is connected, the levels on pins AUDATA3 to AUDATA0 will correspond to a value other than 000F_H. Reading of the AUDISR by the CPU can then be used to judge that a tool is connected.

In addition, the values from pins AUDATA3 to AUDATA0 can be used to identify the vendor that is the source of the connected tool.

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	DATA			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	Values of the AUDATA3 to AUDATA0 pins			
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 33.4 AUDISR Register Contents

Bit Position	Bit Name	Function
15 to 4	—	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	DATA	The values of the AUDATA3 to AUDATA0 pins at the time of release from the internal reset state are retained.

33.5.3.2 AUDMBR/AUDMBRC — AUDR Message Board Register

The AUDMBR/AUDMBRC register is a 16-bit readable/writable register. It can be read and written from the program and the AUDR tool.

Use FA00 5004_H or FA00 5008_H for access to AUDMBR/AUDMBRC from the program. Use F900 5004_H or F900 5008_H for access to AUDMBR/AUDMBRC of CPU1 from the AUDR tool.

When the program reads AUDMBRC at FA00 5008_H, all bits of AUDMBR/AUDMBRC are cleared to 0 after reading. When the program reads the AUDMBR at FA00 5004_H, the bits of AUDMBR/AUDMBRC are not cleared.

When AUDR tool reads AUDMBRC at F900 5008_H, all bits of AUDMBR/AUDMBRC are cleared to 0 after reading. When the AUDR tool reads AUDMBR at F900 5004_H, the bits of AUDMBR/AUDMBRC are not cleared.

The program and the AUDR tool can write to AUDMBR/AUDMBRC from the above addresses. However, writing 0 to the bits that have been set to 1 will be ignored (they can only be set to 1).

Table 33.6 summarizes the recommended accesses to AUDMBR/AUDMBRC.

The AUDMBR/AUDMBRC register is not initialized by AUDR reset. AUDMBR/AUDMBRC can be read and written from the program during AUDR reset.

AUDMBR and AUDMBRC are used in the way described below.

- Synchronous communications (message board) function
 The firmware (program) run by the CPU uses AUDMBR as a flag register for use in communications with the emulator, which reads AUDMBR by using the RAM monitoring function. This allows the emulator to follow the state of firmware (program) operations.

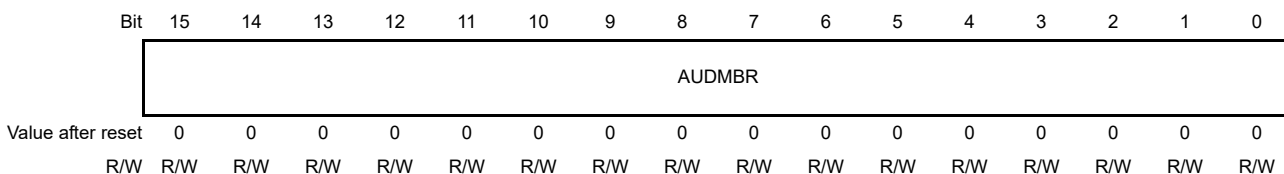


Table 33.5 AUDMBR/AUDMBRC Register Contents

Bit Position	Bit Name	Function
15 to 0	AUDMBR	Communication flag between the AUDR and the CPU

Table 33.6 Recommended Access to the AUDMBR/AUDMBRC

Accessing Master	Address	R/W	Access	Remarks
Program	FA00 5004 _H (AUDMBR)	Write	Only 1 can be written. Writing 0 is ignored.	—
		Read	Reading is enabled.	Not cleared after reading.
AUDR tool	F900 5008 _H (AUDMBRC)	Write	Only 1 can be written. Writing 0 is ignored.	—
		Read	Reading is enabled.	All bits are cleared to 0 after reading.

33.5.4 RAM Monitoring

33.5.4.1 Communication Protocol

Input a command, counter value, address, and data to the AUDATA pin in the format shown in **Figure 33.2**. For details, see **Section 33.5.4.2, Operation**.

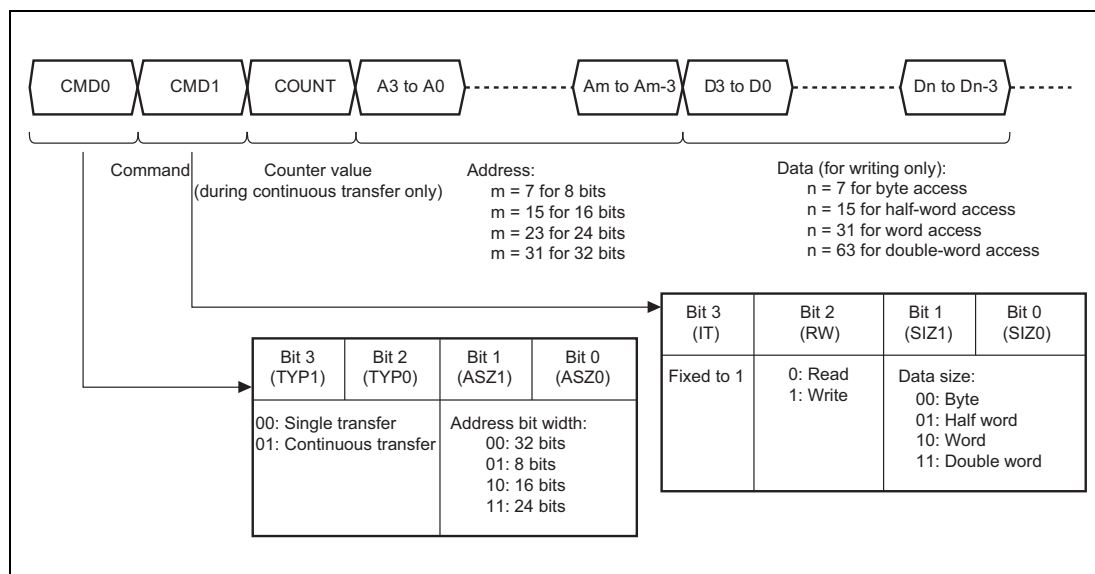


Figure 33.2 AUDATA Pin Input Format

33.5.4.2 Operation

(1) Single Transfer

Single transfer is a method of transmitting single data to an address that has been input for access.

Figure 33.3 shows an example of reading operation during single transfer and **Figure 33.4** shows an example of writing operation during single transfer.

When the $\overline{\text{AUDSYNC}}$ pin is asserted and a command, address and data (only for writing) are input to the AUDATA pin in the format shown in **Figure 33.2**, the AUDR starts reading or writing the specified address. The AUDR outputs the Not Ready flag (0000) to the AUDATA pin during this internal execution. After successful completion of the internal execution, the AUDR outputs the Ready flag (0001) to the AUDATA pin. (See **Figure 33.3** and **Figure 33.4**).

For reading, after the Ready flag is output and the $\overline{\text{AUDSYNC}}$ pin is negated, the read data is output from the AUDATA pin (see **Figure 33.3**).

After output of the read data and until input of the next command, at least one clock cycle is required for switching of the input/output states of the pins.

In addition, after the $\overline{\text{AUDSYNC}}$ pin is negated following the completion of processing for write access, when the next command is input, at least one clock cycle is required for switching of the input/output states of the pins. Therefore, the $\overline{\text{AUDSYNC}}$ pin is negated for two cycles.

If a command other than those shown in **Figure 33.2** is input to CMD0 and CMD1, the AUDR disables this processing as a command error and sets the CFLG bit in the Ready flag to 1. When a bus error occurs during the internal execution, the AUDR disables this processing and sets the BFLG bit in the Ready flag to 1 (see **Figure 33.5**). When an error is detected, the read data is not output.

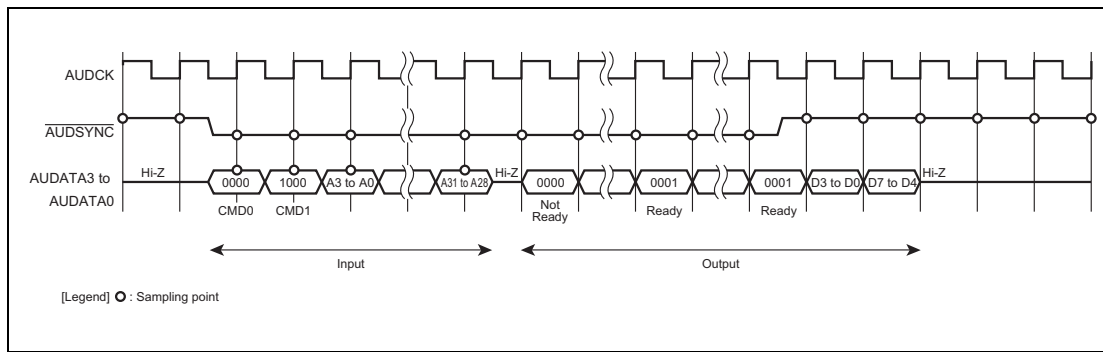


Figure 33.3 Example of Reading Operation in Single Transfer (Address 32 Bits; Byte Read)

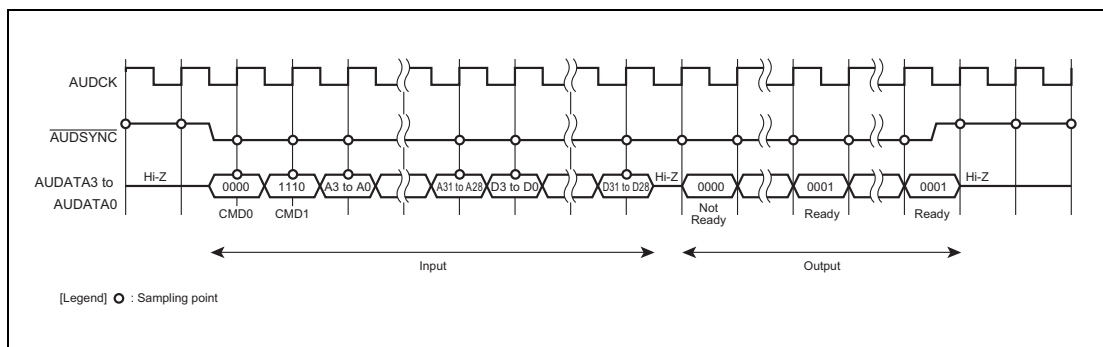


Figure 33.4 Example of Writing Operation in Single Transfer (Address 32 Bits; Word Write)

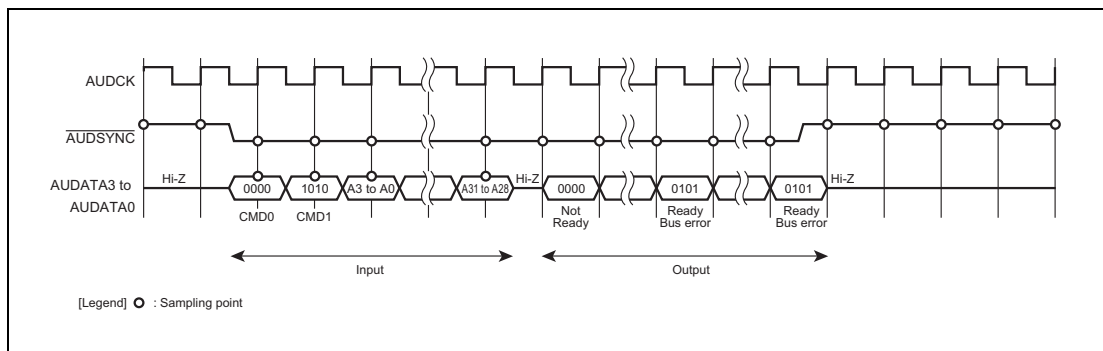


Figure 33.5 Example of Error Occurrence in Single Transfer (Address 32 Bits; Word Read)

(2) Continuous Transfer

Continuous transfer is a method of continuously transmitting up to 16 data to the address that has been input. The address to be accessed is automatically incremented depending on the data size after completion of each data transfer. **Figure 33.6** shows an example of reading operation during continuous transfer and **Figure 33.7** shows an example of writing operation during continuous transfer.

The first data transfer is equivalent to single transfer except that COUNT (counter value) shown in **Figure 33.2** should be input. The number of data to be transferred minus 1 is input to the COUNT.

In the second and subsequent data transfer, the input of CMD0, CMD1, COUNT, and addresses is skipped. The second and subsequent data transfer for reading and writing proceed as follows.

For reading, when the $\overline{\text{AUDSYNC}}$ pin is asserted after completion of the previous data transfer, the AUDR outputs the Not Ready flag (0000) to the AUDATA pin during this internal execution. After successful completion of the internal execution, the AUDR outputs the Ready flag (0001) to the AUDATA pin. Then after the $\overline{\text{AUDSYNC}}$ pin is negated, the read data is output from the AUDATA pin. This operation is repeated until the number of data specified in COUNT is read (see **Figure 33.6**).

For writing, when the $\overline{\text{AUDSYNC}}$ pin is asserted after completion of the previous data transfer, the AUDR inputs data to be written to the AUDATA pin. After that, the AUDR starts the internal execution. The AUDR outputs the Not Ready flag (0000) to the AUDATA pin during this operation. After successful completion of the internal execution, the AUDR outputs the Ready flag (0001) to the AUDATA pin. This operation is repeated until the number of data specified in the COUNT is written (see **Figure 33.7**).

When the $\overline{\text{AUDSYNC}}$ pin is re-asserted to input the next write data, at least two cycles are required for negating the $\overline{\text{AUDSYNC}}$ pin.

If a bus error occurs during the internal execution, the AUDR suspends data transfer and sets the BFLG bit in the Ready flag to 1 (see **Figure 33.8**).

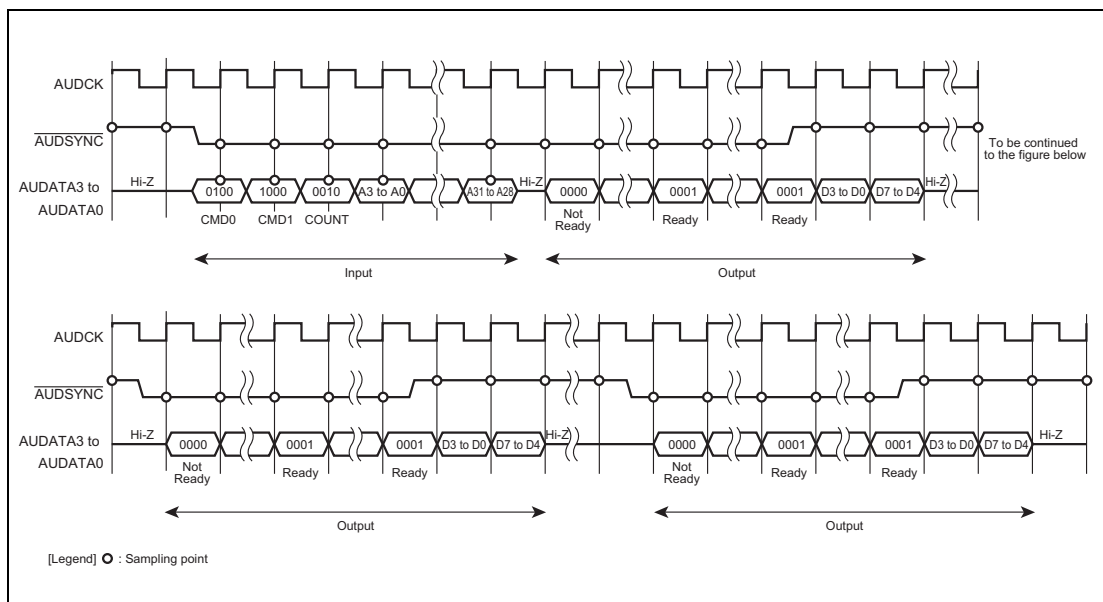


Figure 33.6 Example of Reading Operation in Continuous Transfer (Address 32 Bits; Byte Read × Three Units of Data)

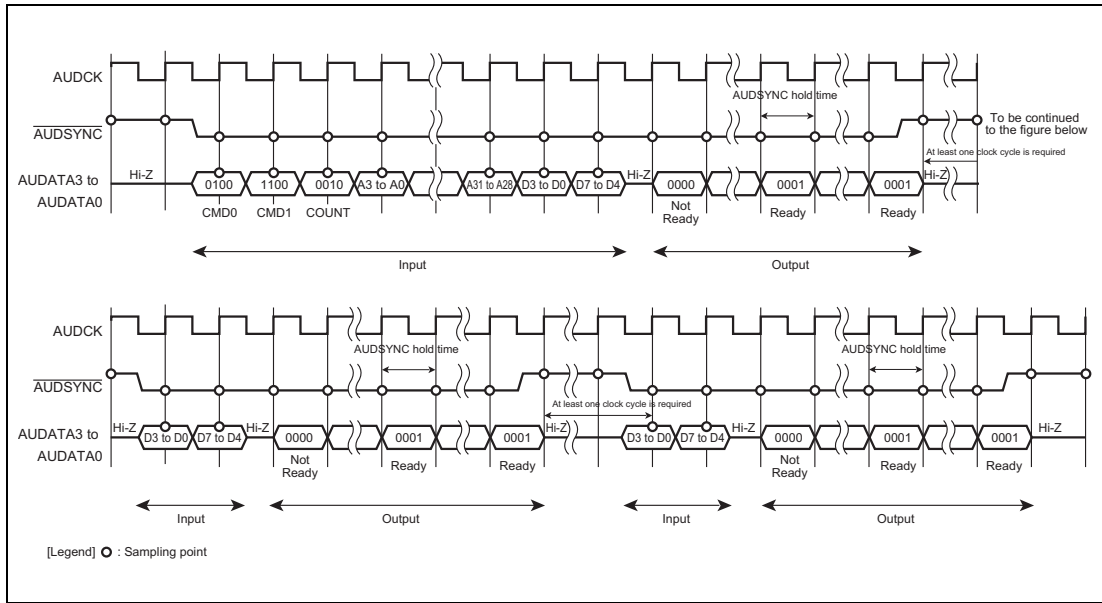


Figure 33.7 Example of Writing Operation in Continuous Transfer (Address 32 Bits; Byte Write × Three Units of Data)

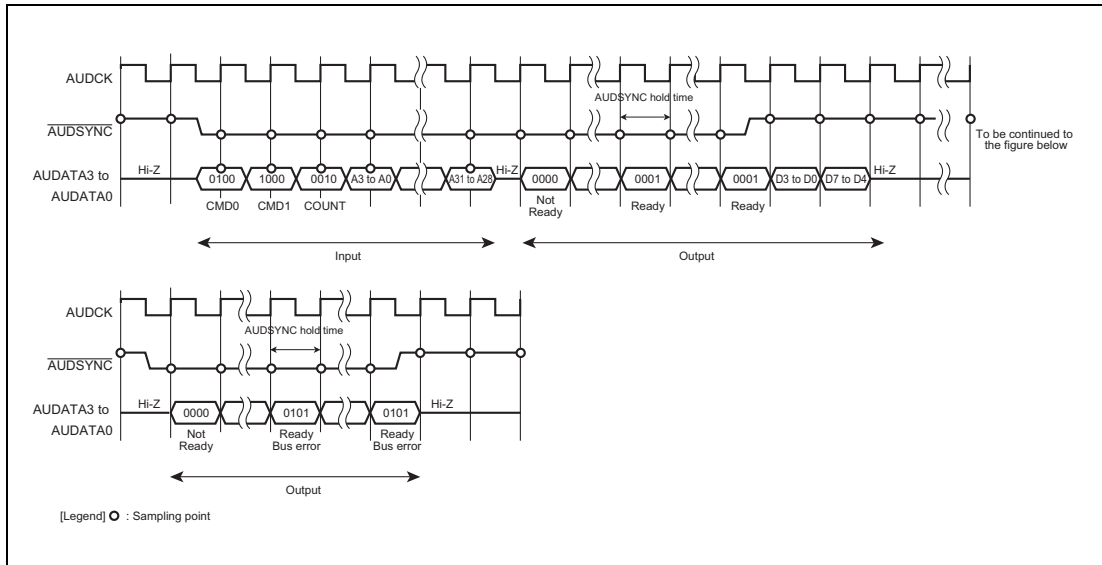


Figure 33.8 Example of Error Occurrence in Continuous Transfer (Address 32 Bits; Byte Read × Three Units of Data)

Control of the $\overline{\text{AUDSYNC}}$ pin after a ready response

Do not negate the $\overline{\text{AUDSYNC}}$ pin at the falling edge of AUDCK a half cycle after AUDATA is ready. This will lead to the state information inside AUDR becoming invalid. Wait for at least one clock cycle of AUDCK before negating the $\overline{\text{AUDSYNC}}$ pin.

(3) Command Error Conditions**Table 33.7 Command (CMD0) Error Conditions**

Bit 3 (TYP1)	Bit 2 (TYP0)	Bit 1 (ASZ1)	Bit 0 (ASZ0)	Description
0	0	0	0	Single transfer Address bit width: 32 bits
0	0	0	1	Single transfer Address bit width: 8 bits
0	0	1	0	Single transfer Address bit width: 16 bits
0	0	1	1	Single transfer Address bit width: 24 bits
0	1	0	0	Continued transfer Address bit width: 32 bits
0	1	0	1	Continued transfer Address bit width: 8 bits
0	1	1	0	Continued transfer Address bit width: 16 bits
0	1	1	1	Continued transfer Address bit width: 24 bits
1	x	x	x	Command error

Table 33.8 Command (CMD1) Error Conditions

Bit 3 (IT)	Bit 2 (RW)	Bit 1 (SIZ1)	Bit 0 (SIZ0)	Description
0	x	x	x	Command error
1	0	0	0	Read: Byte
1	0	0	1	Read: Half word
1	0	1	0	Read: Word
1	0	1	1	Read: Double word
1	1	0	0	Write: Byte
1	1	0	1	Write: Half word
1	1	1	0	Write: Word
1	1	1	1	Write: Double word

(4) Bus Error Conditions

- Half-word access is made to the address of $4n + 1$ and $4n + 3$.
- Word access is made to the address of $4n + 1$, $4n + 2$, and $4n + 3$.
- Double-word access is made to the address of $8n + 1$, $8n + 2$, $8n + 3$, $8n + 4$, $8n + 5$, $8n + 6$, and $8n + 7$.
- An error response is received from the system bus.

(5) AUDATA Pin Input Format

Table 33.9 Input Format Bit Position

Input Order	Format Name	Bit Position							
		AUDATA 3	AUDATA 2	AUDATA 1	AUDATA 0	√: Required —: Not Required			
Earlier ↓ Later	CMD0	TYP1	TYP0	ASZ1	ASZ0	√			
	CMD1	IT	RW	SIZ1	SIZ0	√			
	COUNT	C3	C2	C1	C0	—: Single transfer; √: Continuous transfer			
	Address					8 bits	16 bits	24 bits	32 bits
		A3	A2	A1	A0	√	√	√	√
		A7	A6	A5	A4	√	√	√	√
		A11	A10	A9	A8	—	√	√	√
		A15	A14	A13	A12	—	√	√	√
		A19	A18	A17	A16	—	—	√	√
		A23	A22	A21	A20	—	—	√	√
		A27	A26	A25	A24	—	—	—	√
		A31	A30	A29	A28	—	—	—	√
	Data (for writing only)					Byte write	Half-word write	Word write	Double-word write
		D3	D2	D1	D0	√	√	√	√
		D7	D6	D5	D4	√	√	√	√
		D11	D10	D9	D8	—	√	√	√
		D15	D14	D13	D12	—	√	√	√
		D19	D18	D17	D16	—	—	√	√
		D23	D22	D21	D20	—	—	√	√
		D27	D26	D25	D24	—	—	√	√
D31		D30	D29	D28	—	—	√	√	
D35		D34	D33	D32	—	—	—	√	
D39		D38	D37	D36	—	—	—	√	
D43		D42	D41	D40	—	—	—	√	
D47		D46	D45	D44	—	—	—	√	
D51		D50	D49	D48	—	—	—	√	
D55	D54	D53	D52	—	—	—	√		
D59	D58	D57	D56	—	—	—	√		
D63	D62	D61	D60	—	—	—	√		

Table 33.10 CMD0 Format

Bit Name	Function	Description
TYP[1:0]	Type of transfer	00: Single transfer 01: Continuous transfer
ASZ[1:0]	Specify an address bit width	This bit specifies the bit width of an address input from the AUDATA pin. When 8, 16, or 24 bits are specified, the same values as the previous access address are used for the upper bits that are not input from the AUDATA pin. Input a 32-bit address for the first access after reset release or occurrence of a command or bus error. 00: 32 bits 01: 8 bits 10: 16 bits 11: 24 bits

Note: Settings other than the above cause a command error.

Table 33.11 CMD1 Format

Bit Name	Function	Description
IT	Specifies access space	Set this bit to 1.
RW	Specifies read or write	0: Read 1: Write
SIZ[1:0]	Specify data size	These bits specify the size of data to be accessed. 00: Byte (8 bits) 01: Half word (16 bits) 10: Word (32 bits) 11: Double word (64 bits)

Note: Settings other than the above cause a command error.

Table 33.12 COUNT Format

Bit Name	Function	Description
C3 to C0	Specify the number of data to be transferred	These bits specify the number of data to be transferred in continuous transfer. 0000: 1 data 0001: 2 data 0010: 3 data 0011: 4 data 0100: 5 data 0101: 6 data 0110: 7 data 0111: 8 data 1000: 9 data 1001: 10 data 1010: 11 data 1011: 12 data 1100: 13 data 1101: 14 data 1110: 15 data 1111: 16 data

Table 33.13 Address Format

Bit Name	Function	Description
A31 to A0	Specify address	These bits specify an address to be accessed. The required number of bits depends on the setting of the ASZ[1:0] bits in CMD0 (for details, see Table 33.9).

Table 33.14 Write Data Format

Bit Name	Function	Description
D63 to D0	Specify write data	These bits specify write data. The required number of bits depends on the setting of the SIZ[1:0] bits in CMD1 (for details, see Table 33.9).

(6) AUDATA Pin Output Format

Table 33.15 Ready Flag Format

Bit Position	Bit Name	Function	Description
AUDATA3	0	—	—
AUDATA2	BFLG	This bit indicates a bus error.	0: Normal 1: A bus error occurred.
AUDATA1	CFLG	This bit indicates a command error.	0: Normal 1: A command error occurred.
AUDATA0	RFLG	This bit indicates completion of AUDR operation.	0: Not Ready 1: Ready

Table 33.16 Read Data Bit Position

Output Order	Bit Position				√: Required; —: Not Required			
	AUDATA3	AUDATA2	AUDATA1	AUDATA0	Byte read	Half-word read	Word read	Double-word read
Earlier ↓ Later	D3	D2	D1	D0	√	√	√	√
	D7	D6	D5	D4	√	√	√	√
	D11	D10	D9	D8	—	√	√	√
	D15	D14	D13	D12	—	√	√	√
	D19	D18	D17	D16	—	—	√	√
	D23	D22	D21	D20	—	—	√	√
	D27	D26	D25	D24	—	—	√	√
	D31	D30	D29	D28	—	—	√	√
	D35	D34	D33	D32	—	—	—	√
	D39	D38	D37	D36	—	—	—	√
	D43	D42	D41	D40	—	—	—	√
	D47	D46	D45	D44	—	—	—	√
	D51	D50	D49	D48	—	—	—	√
	D55	D54	D53	D52	—	—	—	√
	D59	D58	D57	D56	—	—	—	√
	D63	D62	D61	D60	—	—	—	√

Table 33.17 Read Data Format

Bit Name	Function	Description
D63 to D0	Output read data	The required number of bits depends on the setting of the SIZ[1:0] bits in CMD1 (for details, see Table 33.16).

33.5.4.3 Usage Notes on AUDR Function

- Do not negate the $\overline{\text{AUDSYNC}}$ pin until one cycle of AUDCK has elapsed after a command is input to the AUDATA pin and the Ready flag has been returned.
- When uninitialized memory is accessed through the AUDR, a bus error may occur due to ECC error detection.

33.5.4.4 Enabling and Disabling the RAM Monitor Function

Enabling or disabling of the AUDR can be specified using option bytes (stored in the flash memory and set by reset transfer).

AUDREN: AUDR Enable Bit

For setting of option bytes, see Section 34, Flash Memory.

NOTE

In serial programming mode, AUDR is disabled regardless of this setting.

33.6 Caution on Using On-Chip Debugger

- (1) Treatment of Devices Used for Debugging
Do not install a device that was used for debugging on a mass-produced product, because the flash memory was rewritten during system debugging and thus the number of write/erase count of flash memory cannot be guaranteed.
- (2) This product does not support hot plug out for power off (including removal of the connector) of the debug tool during debug mode. Do not turn off the power of the NEXUS tool (including removal of the connector) in debug mode.
- (3) When ending on-chip debugging, set the $\overline{\text{TRST}}$ pin and external reset pin to the low level.
- (4) When a debugger is used, the program written to the microcomputer before preparation for communications between the OCD emulator and microcomputer is complete is executed from the reset vector. For this reason, take care to ensure that this does not lead to any operations which you do not expect or intend.
This communications preparation period depends on the host PC environment of the OCD emulator and the operating frequency of the microcomputer.

Section 34 Flash Memory

This product incorporates code flash memory and data flash memory.

34.1 Features

- Code flash memory capacity: 4 Mbytes of user area and 32 Kbytes of user boot area
- Data flash memory capacity: 64 Kbytes of data area
- Methods of programming
 - Programming through transfer by a dedicated flash-memory programmer via a serial interface communication (serial programming)
 - Programming of flash memory by a user program (self-programming)
- Support for security functions to protect against illicit tampering and illicit reading with data in flash memory
- Support for protection functions to protect against erroneous overwriting of the flash memory
- Support for the detection and correction of errors in the flash memory
- Support for the BGO (Back Ground Operation) function
 - Code flash memory can be read while data flash memory is being programmed
- Interrupts acceptable during self-programming
- The initial settings of this product can be configured in the extended area (option bytes) of flash memory.

34.2 Structure of Memory

Figure 34.1 shows code flash memory map.

The user area in the code flash memory of this product is divided into 8- and 32-Kbyte blocks, which can be erased individually. The user area can be used to hold the user program. The user boot area can be used to hold a non-rewritable boot program during user program operation, such as a boot program for rewriting code flash memory through a selected user interface.

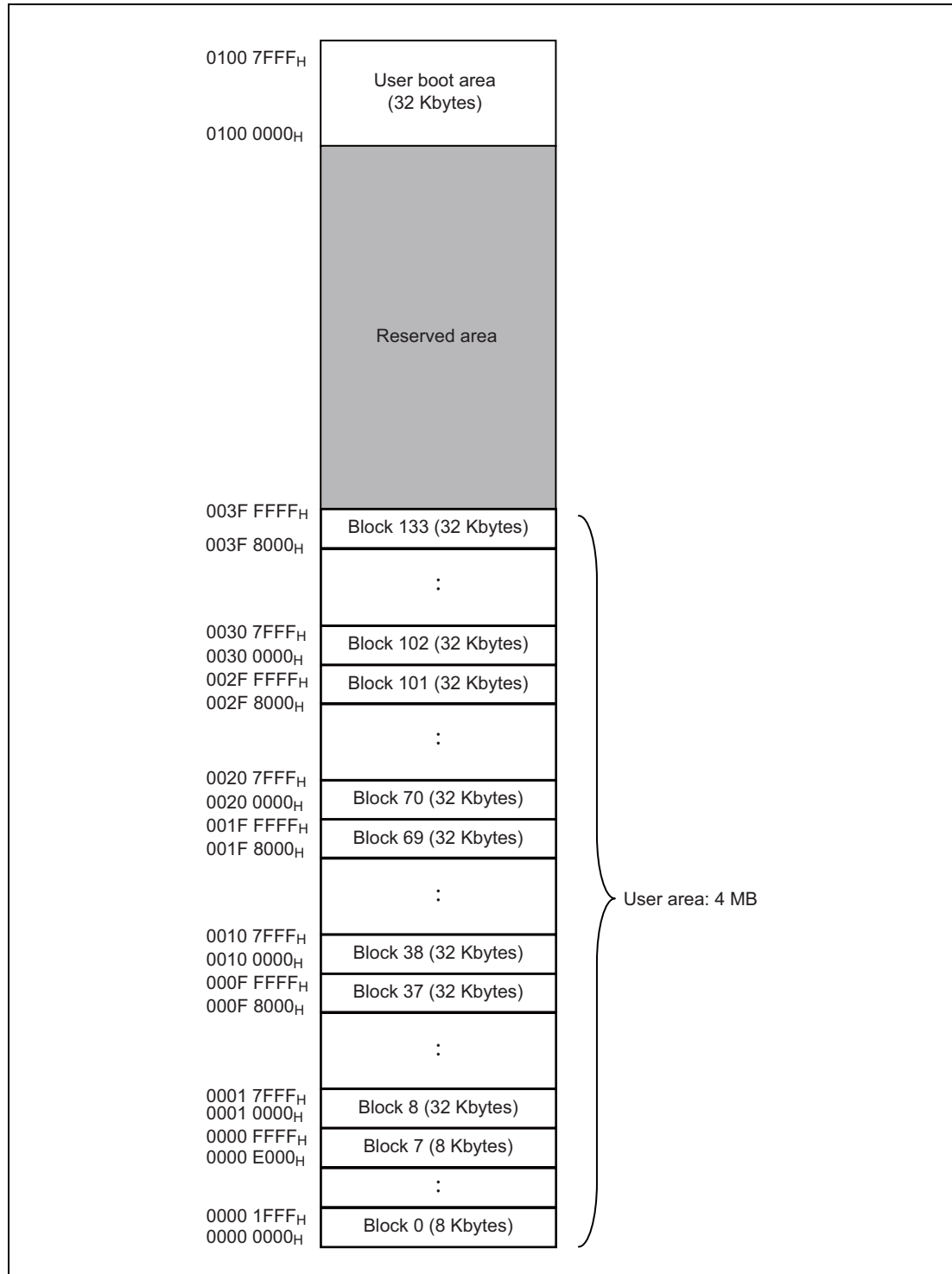


Figure 34.1 Code Flash Memory Map (8 Kbytes × 8 + 32 Kbytes × 126 configuration)

The data area of the data flash memory in this product is divided into 64-byte blocks, with each being a unit for erasure. **Figure 34.2** shows data flash memory map.

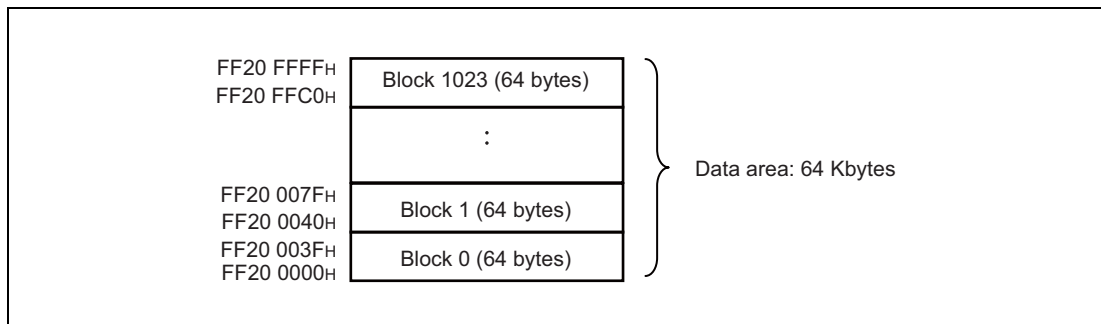


Figure 34.2 Data Flash Memory Map

34.3 Operating Modes Associated with Flash Memory

Figure 34.3 is a diagram of the mode transitions associated with the flash memory. For the procedures for setting the modes, refer to **Section 5, Operating Mode**.

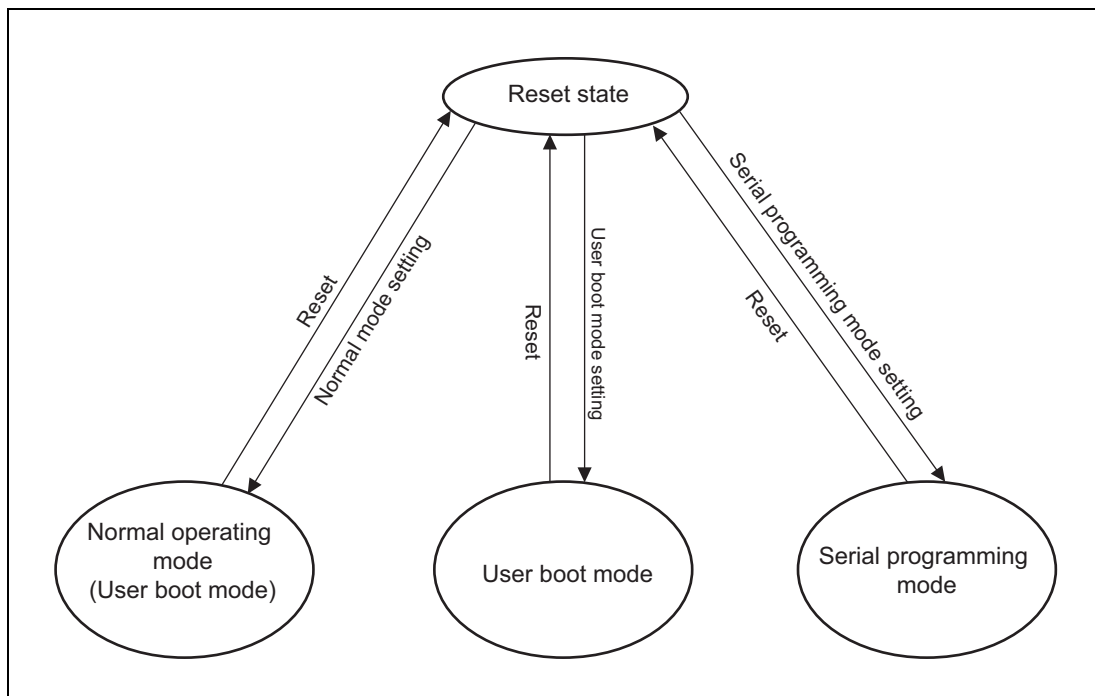


Figure 34.3 Mode Transition Associated with Flash Memory

The flash memory areas which are programmable and erasable and the boot program after a reset depend on the selected mode. The differences between modes are indicated in **Table 34.1**.

Table 34.1 Differences between Modes

Item	Normal Operating Mode (User boot mode)*1	User Boot Mode	Serial Programming Mode
Programmable and erasable area	<ul style="list-style-type: none"> User area Data area 	<ul style="list-style-type: none"> User area Data area 	<ul style="list-style-type: none"> User area User boot area Data area
Boot program at a reset	Program in user area	Program in user boot area	Embedded program for serial programming

Note 1. See **Section 5 Operating Mode** for the details on each mode.

34.4 Functional Overview

By using a dedicated flash-memory programmer to program the flash memory of this device via a serial interface (serial programming), the device can be programmed regardless of whether this is before or after it is mounted on the target system.

Furthermore, security functions to prohibit updating of the user program written in the on-chip flash memory are incorporated, and this can prevent tampering by third parties.

Programming by the user program (self-programming) is suited for applications where the target system program may require updating after the production or shipment. Protection features for the safe rewriting of the flash memory area are also incorporated. Furthermore, interrupt processing during self-programming is supported, so programming can proceed at the same time as interrupt processing on an external communication control, etc., and this allows programming under various conditions.

Table 34.2 gives an overview of the methods of programming and the corresponding operating modes.

Table 34.2 Programming Methods

Programming Method	Functional Overview	Operating Mode
Serial programming	<p>A dedicated flash-memory programmer is capable of on-board programming the flash memory after the device is mounted on the target system.</p> <p>A dedicated flash memory programmer and dedicated programming adapter board allow off-board programming of the flash memory, i.e. programming of the device before it is mounted on the target system.</p>	Serial programming mode
Self-programming	<p>The user program that is written to code flash memory in advance by serial programming executing also allows updating the flash memory.</p> <p>The background operation capability makes it possible to fetch instructions or otherwise read data in code flash memory while the data flash memory is being programmed. For this reason, it is possible to update the data flash memory by executing a program written to the code flash memory.</p> <p>Instructions in the code flash memory cannot be fetched and data cannot be read while the code flash memory is being updated by self-programming. In such cases, a program for updating must be transferred to the local RAM or the global RAM in advance and executed.</p>	Normal operating mode, user boot mode

When executing self-programming, see the *RH850/E1x-FCC2 Flash Memory User's Manual: Hardware Interface* which this product targets.

Table 34.3 lists the functions of the on-chip flash memory. Dedicated flash memory programmer commands realize serial programming, while reading of the on-chip flash memory by interface operation of flash memory or the user program realizes self-programming.

Table 34.3 Basic Functions at a Glance

Function	Description in Overview	Level of Support (√: Supported, Δ: Conditionally Supported, ×: Not Supported)	
		Serial programming	Self-programming
Blank checking	This is used to check a specified block to ensure that writing to it has not already proceeded. Results of reading from code flash memory and data flash memory to which nothing has been written after erasure are not guaranteed, so use blank checking to confirm that writing to memory has not proceeded after erasure.	√	√
Block erasure	This is for erasing the contents of a specified block of memory.	√	√
Programming	This is for writing to a specified address.	√	√
Verification and checksum	Data that are read out from flash memory are compared with data transferred from the flash memory programmer.	√	√
Reading	Data that have been written to the flash memory are read out.	√	√
Setting for OTP (one-time programming)	A specified block of code flash memory is set for OTP (OTP can only be set, that is, it is not possible to release a block's OTP setting).	√	√
Setting an ID	An ID setting is made for use in controlling the connection of a dedicated flash memory programmer for serial programming, and programming of the code flash memory by self-programming.	√	√
Security settings	Security settings are for use in serial programming.	√	Δ (only when setting is prohibited after being permitted)
Protection settings	Lock bits for all blocks of code flash memory are provided.	√	√
Setting of option bytes	Option bytes are set to change them from the initial values for this product.	√	√
Clearing the configuration	ID setting, security settings, protection settings, and option byte settings are initialized.	√	×

For details on serial programming, refer to the *PG-FP5 Flash Memory Programmer User's Manual* and *Renesas Flash Programmer Flash Programming Software User's Manual*.

For details on self-programming, refer to the *RH850/E1x-FCC2 Flash Memory User's Manual: Hardware Interface* which this product targets.

The on-chip flash memory supports various security functions.

The OTP setting and authentication of the ID code are security functions for use with serial programming and self-programming.

In serial programming, authentication of the ID code, prohibiting connection of a dedicated flash memory programmer, and prohibition of commands (for block erasure, programming, and reading) are available for use as security functions.

Table 34.4 lists security functions that are supported by the on-chip flash memory and **Table 34.5** lists security setting operations.

Table 34.4 Summary of Security Functions

Function	Description
OTP	OTP can be individually set for each block of the user area and the user boot area of code flash memory. When the OTP setting is made for an area, programming by serial programming and by self programming is prohibited. Once set, the OTP setting cannot be released. Furthermore, since execution of the configuration clearing command is prohibited for any area for which OTP has been set, changing a security setting from "prohibited" to "permitted" is not possible.
ID authentication	The result of ID authentication can be used to control the connection of a dedicated flash memory programmer for serial programming. The result of ID authentication can also be used to control enabling of code flash memory writing by self-programming.
Prohibition of connection of a dedicated flash memory programmer	The connection of a dedicated flash memory programmer for serial programming is prohibited. Since execution of the configuration clearing command is also prohibited when the connection of a dedicated Flash Memory programmer is prohibited, changing a security setting from "prohibited" to "permitted" is not possible.
Prohibition of block erasure commands	Block erasure commands at the time of serial programming are prohibited. Since execution of the configuration clearing command is also prohibited when block erasure commands are prohibited, changing a security setting from "prohibited" to "permitted" is not possible.
Prohibition of programming commands	Block erasure commands and programming commands at the time of serial programming are prohibited. Block erasure commands can only be executed by erasing all user areas in the following order starting from block 0: erasure of all areas → erasure of user boot area → erasure of data areas starting from block 0. The prohibition setting can only be initialized by issuing the configuration clearing command.
Prohibition of read commands	Read commands at the time of serial programming are prohibited. Only through execution of the configuration clearing command can the prohibition be lifted.

Table 34.5 Available Operations and Security Settings

All Security Settings and Erasure, Programming, and Read Operations (√: Executable, ×: Not Executable, —: Not Supported)			Point for Caution Regarding the Security Setting	
Function	Serial programming	Self programming	Serial programming	Self programming
OTP	<ul style="list-style-type: none"> Areas for which OTP is set <ul style="list-style-type: none"> Block erasure commands: × Programming commands: × Read commands: √ Areas for which OTP is not set <ul style="list-style-type: none"> Block erasure commands: √ Programming commands: √ Read commands: √ 	<ul style="list-style-type: none"> Areas for which OTP is set <ul style="list-style-type: none"> Block erasure: × Programming: × Reading: √ Areas for which OTP is not set <ul style="list-style-type: none"> Block erasure: √ Programming: √ Reading: √ 	<ul style="list-style-type: none"> The OTP setting cannot be released. Execution of the configuration clearing command is not possible. 	The OTP setting cannot be released.
ID authentication	<ul style="list-style-type: none"> When the ID codes do not match <ul style="list-style-type: none"> Block erasure commands: × Programming commands: × Read commands: × When the ID codes match <ul style="list-style-type: none"> Block erasure commands: √ Programming commands: √ Read commands: √ 	<ul style="list-style-type: none"> When the ID codes do not match <ul style="list-style-type: none"> Code flash memory <ul style="list-style-type: none"> Block erasure: × Programming: × Reading: √ Data flash memory <ul style="list-style-type: none"> Block erasure: √ Programming: √ Reading: √ When the ID codes match <ul style="list-style-type: none"> Block erasure: √ Programming: √ Reading: √ 	<ul style="list-style-type: none"> The configuration clearing command can initialize the setting for prohibition. The setting for prohibition of block erasure commands is not available. The setting for prohibition of programming commands is not available. The setting for prohibition of read commands is not available. 	ID authentication is always in effect.
Prohibition of the connection of a dedicated flash memory programmer	<ul style="list-style-type: none"> Block erasure commands: × Programming commands: × Read commands: × 	<ul style="list-style-type: none"> Block erasure: √ Programming: √ Reading: √ 	Since execution of the configuration clearing command is prohibited, initialization of the setting for prohibition is not possible.	Initialization of the settings prohibited because the configuration clearing command is not supported.
Prohibition of block erasure commands	<ul style="list-style-type: none"> Block erasure commands: × Programming commands: √ Read commands: √ 	<ul style="list-style-type: none"> Block erasure: √ Programming: √ Reading: √ 	<ul style="list-style-type: none"> Since execution of the configuration clearing command is prohibited, initialization of the setting for prohibition is not possible. The setting for ID authentication to be effective for serial programming is not available. 	Initialization of the settings prohibited is impossible because the configuration clearing command is not supported.
Prohibition of programming commands	<ul style="list-style-type: none"> Block erasure commands: ×*1 Programming commands: × Read commands: √ 	<ul style="list-style-type: none"> Block erasure: √ Programming: √ Reading: √ 	<ul style="list-style-type: none"> Executing the configuration clearing command only can initialize the settings prohibited. The setting for ID authentication to be effective for serial programming is not available. 	Initialization of the settings prohibited is impossible because the configuration clearing command is not supported.
Prohibition of read commands	<ul style="list-style-type: none"> Block erasure commands: √ Programming commands: √ Read commands: × 	<ul style="list-style-type: none"> Block erasure: √ Programming: √ Reading: √ 	<ul style="list-style-type: none"> The setting for ID authentication to be effective for serial programming is not available. 	

Note 1. Block erasure commands can only be executed by erasing all user areas in the following order starting from block 0: erasure of all areas → erasure of user boot area → erasure of data areas starting from block 0. The prohibition setting can only be initialized by issuing the configuration clearing command.

The on-chip flash memory supports various security functions. **Table 34.6** lists protection functions that are supported by the on-chip flash memory.

Table 34.6 Summary of Protection Functions

Function	Description
Block protection	Lock bit settings can be individually made to enable or disable programming/erasure of each block of the user area of code flash memory. Programming and erasure by self programming of an area for which the lock bit is set and the lock bit function is enabled are prohibited. Programming or erasure can proceed again when the lock bit function is disabled after having been enabled. When a block of code flash memory is erased, the lock bit for that block is also erased.
User boot protection	Programming or erasure of the user boot area by self programming is prohibited. Programming or erasure of the user boot area by serial programming is available.

34.5 Serial Programming

A dedicated flash memory programmer can be used to program the flash memory in serial programming mode.

Serial Programming

The microcontroller is mounted on the system board at the time of serial programming. Providing a connector to the board enables programming of the target microcontroller by the flash memory programmer to proceed.

34.5.1 Environments for Programming

The recommended environments for programming the flash memory of the microcontroller with data are described below.

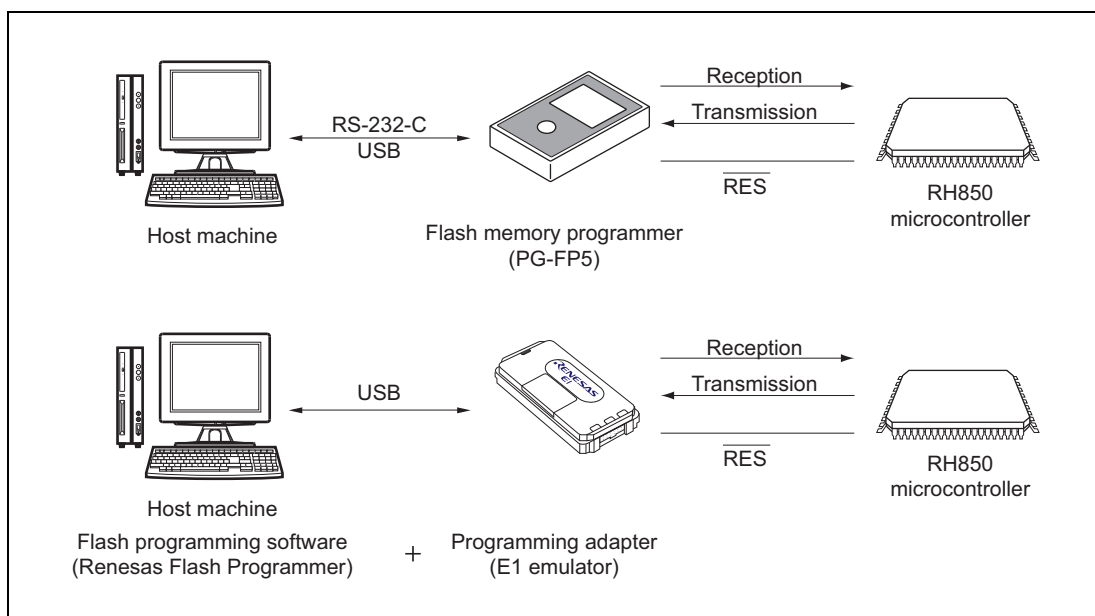


Figure 34.4 Environments for Programming Flash Memory

By using the PG-FP5 flash memory programmer or the combination of the Renesas Flash Programmer (software for writing to flash memory) running on the host machine and the E1 emulator as an programming adapter, the user is easily able to erase, program, and verify the contents of the on-chip memory of flash-memory-equipped microcontrollers from Renesas Electronics.

The PG-FP5 flash memory programmer handles programming from a host machine or programming in stand-alone mode while the Renesas Flash Programmer only handles programming from a host machine.

NOTE

For details on the PG-FP5, see the *PG-FP5 Flash Memory Programmer User's Manual*. For details on the Renesas Flash Programmer of flash programming software, see the *Renesas Flash Programmer Flash Programming Software User's Manual*.

34.6 Selection of the Communication Method

With this product, 2-wire UART connection or CSI (Clocked Serial Interface) connection is selectable as a method of serial communications by the level on the FLMODE pin. For details of the FLMODE pin setting, see **Section 5, Operating Mode**. For setting of programming environment in line with each communication method, see the *PG-FP5 Flash Memory Programmer User's Manual* and *Renesas Flash Programmer Flash Programming Software User's Manual*.

34.7 Self-Programming

34.7.1 Overview

This product supports programming of the flash memory by user program itself. The code flash and data flash memory can be programmed by using the commands of flash memory application command interface (FACI) for flash memory programming in user’s applications. Therefore, update of the user program and programming of constant data fields can be possible.

When the data flash memory is programmed, the background operation facility makes it possible to execute a programming program from the code flash memory to program the data flash memory. Furthermore, the programming program can be copied to the local RAM or the global RAM in advance and executed to program the data flash memory.

For comprehensive information on flash self-programming, see the *RH850/E1x-FCC2 Flash Memory User’s Manual: Hardware Interface* which this product targets.

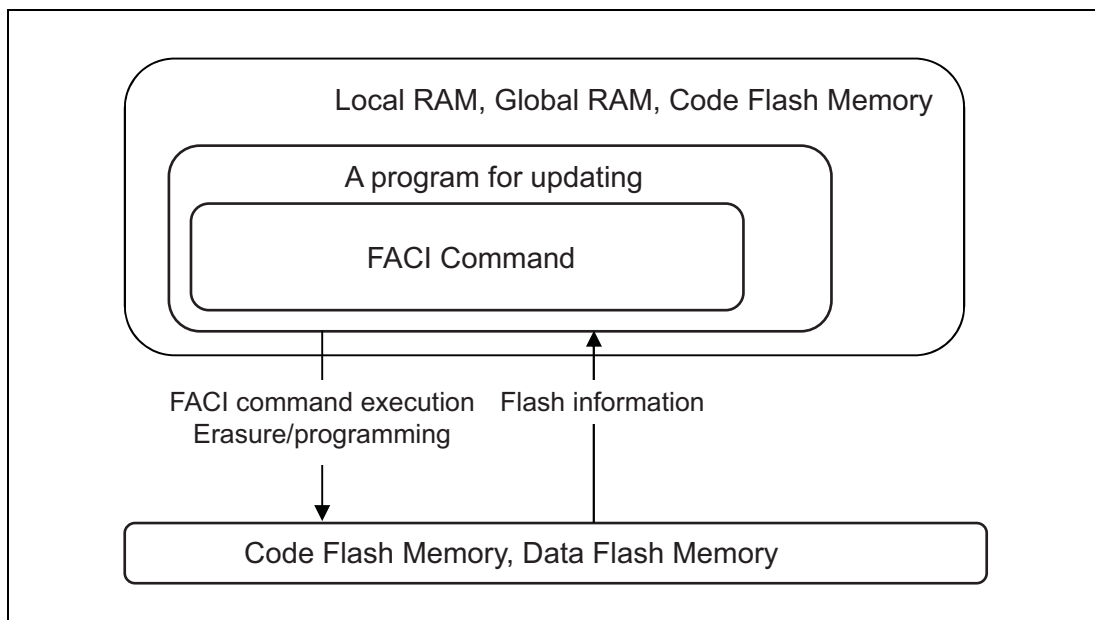


Figure 34.5 Concept of Self-Programming

34.7.2 Background Operation

Background operations can be used when the combination of the flash memory for writing and the flash memory for reading is any of those listed below.

Table 34.7 Conditions under which Background Operation is Usable

Range for Writing	Range for Reading
Data flash memory	Code flash memory

34.8 Reading Flash Memory

34.8.1 Reading Code Flash Memory

Special settings are not required to read code flash memory in normal mode and user boot mode. Data can simply be read out through access to addresses in the code flash memory.

Reading from an area of code flash memory that has been erased but not yet been programmed again (i.e. that is in the non-programmed state) can lead to the detection of an ECC error and generation of the corresponding exception. Furthermore, since the values of data cannot be guaranteed when an ECC error has been generated, use blank checking when you need to confirm that an area is in the non-programmed state. See **Section 30, Safety** for the details on ECC.

34.8.2 Reading Data Flash Memory

Configure the number of read cycles in the FRDCYCLD register prior to reading data from data flash memory in normal mode and user boot mode. Once this register is properly configured, data can be read by simply accessing addresses in the data flash memory. Once the setting for the number of cycles is made, data can simply be read out through access to addresses in the data flash memory.

Values read from data flash memory that has been erased but not yet been programming again are undefined. Use blank checking when you need to confirm that an area is in the non-programmed state.

34.9 Description of Registers

34.9.1 Registers Related to Data Flash Memory

Table 34.8 shows the list of registers related to data flash memory.

Table 34.8 List of Registers Related to Data Flash Memory

Register Name	Abbreviation	R/W	Value after rest	Address	Access Size
Data flash memory read cycle setting register	FRDCYCLD	R/W	0F _H	FFC5 9810 _H	8

34.9.1.1 FRDCYCLD — Data Flash Memory Read Cycle Setting Register

Access: This register can be read/written in 8-bit units.

Address: FFC5 9810_H

Value after reset: 0F_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	—	FRDCYCLD[3:0]			
Value after reset	0	0	0	0	1	1	1	1
R/W	R	R	R	R	R/W	R/W	R/W	R/W

Table 34.9 FRDCYCLD Register Contents

Bit Position	Bit Name	Function
7 to 4	—	Reserved
3 to 0	FRDCYCLD[3:0]	Number of Data Flash Memory Read Cycles Data flash memory is read in setting value + 1 cycles. 00 _H to 02 _H : Setting prohibited 03 _H : Read cycle 4 04 _H : Read cycle 5 05 _H : Read cycle 6 06 _H : Read cycle 7 07 _H : Read cycle 8 08 _H : Read cycle 9 09 _H to 0F _H : Read cycle 10

34.9.2 Registers Related to Write and Erase Protection of Flash Memory

Table 34.10 shows the list of registers related to write and erase protection of flash memory.

Table 34.10 Registers Related to Write and Erase Protection of Flash Memory

Register Name	Abbreviation	R/W	Value after Reset	Address	Access Size
FHVE15 control register	FHVE15	R/W	0000 0000 _H	FFF8 A430 _H	32
FHVE3 control register	FHVE3	R/W	0000 0000 _H	FFF8 2410 _H	32

34.9.2.1 FHVE15 — FHVE15 Control Register

FHVE15 is a readable/writable register for software protection of flash memory against programming and erasure. Set both the FHVE15 and FHVE3 registers in the programmable and erasable state (0000 0001_H) to program or erase flash memory.

Access: This register can be read/written in 32-bit units.

Address: FFF8 A430_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FHVE 15CNT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 34.11 FHVE15 Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved
0	FHVE15CNT	0: Programming and erasure are disabled. 1: Programming and erasure are enabled.

34.9.2.2 FHVE3 — FHVE3 Control Register

FHVE3 is a readable/writable register for software protection of flash memory against programming and erasure. Set both FHVE15 and FHVE3 in the programmable and erasable state (0000 0001_H) to program or erase flash memory.

Access: This register can be read/written in 32-bit units.

Address: FFF8 2410_H

Value after reset: 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FHVE3 CNT
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 34.12 FHVE3 Register Contents

Bit Position	Bit Name	Function
31 to 1	—	Reserved
0	FHVE3CNT	0: Programming and erasure are disabled. 1: Programming and erasure are enabled.

34.9.3 Registers Related to Product Information

Table 34.13 shows the list of registers related to product information.

Table 34.13 List of Registers Related to Product Information

Register Name	Abbreviation	R/W	Value after Reset	Address	Access Size
Product name storage register (1)	PRDNAME1	R	See Table 34.14	FFCD 00D0 _H	32
Product name storage register (2)	PRDNAME2	R	See Table 34.14	FFCD 00D4 _H	32
Product name storage register (3)	PRDNAME3	R	See Table 34.14	FFCD 00D8 _H	32
Product name storage register (4)	PRDNAME4	R	See Table 34.14	FFCD 00DC _H	32

Table 34.14 Relationship between Product Model Name and Initial Value (Value after Reset) of PRDNAME

Product Name	PRDNAME4	PRDNAME3	PRDNAME2	PRDNAME1
R7F701215	2020 2020 _H	2020 2035 _H	3132 3130 _H	3746 3752 _H
R7F701216	2020 2020 _H	2020 2036 _H	3132 3130 _H	3746 3752 _H

34.9.3.1 PRDNAME_n; n = 1 to 4 — Product Name Storage Register

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PRDNAME _n [31:16] (n = 1 to 4)															
Value after reset ^{*1}	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PRDNAME _n [15:0] (n = 1 to 4)															
Value after reset ^{*1}	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note 1. This is the value indicated in **Table 34.14, Relationship between Product Model Name and Initial Value (Value after Reset) of PRDNAME.**

Table 34.15 List of Registers Related to Product Information

Bit Position	Bit Name	Function
31 to 0	PRDNAME _n [31:0]	Product name: Indicate product model names by using 16-byte ASCII code. PRDNAME1[31:0]: Fourth to first bytes of product model name PRDNAME2[31:0]: Eighth to fifth bytes of product model name PRDNAME3[31:0]: Twelfth to ninth bytes of the product model name PRDNAME4[31:0]: Sixteenth to thirteenth bytes of the product model name

34.10 Option Bytes

The flash memory has the extended area (option bytes) to store data specified by the user for various purposes. Changes in settings such as initial setting of peripheral functions using option bytes become effective after release from the reset state. **Table 34.16** shows option byte setting area. Reserved area is always read as 1. When writing, always write 1. For setting and reading option bytes, see the *PG-FP5 Flash Memory Programmer User's Manual* and *Renesas Flash Programmer Flash Programming Software User's Manual*, or the *RH850/E1x-FCC2 Flash Memory User's Manual: Hardware Interface*.

Table 34.16 Setting Area of Option Bytes

Option Byte Area (each 8 bits × 32 = Total 256 bits)	Setting Effective Area	Initial State of Shipped Product*1
Option bytes 4 to 1 (OPBT0)	Enable	7FFF FFFE _H
Option bytes 8 to 5 (OPBT1)	Reserved	FFFF FFFF _H
Option bytes 12 to 9 (OPBT2)	Enable	FFFF FFFF _H
Option bytes 16 to 13 (OPBT3)	Enable	7FFF FFFF _H
Option bytes 20 to 17 (OPBT4)	Reserved	FFFF FFFF _H
Option bytes 24 to 21 (OPBT5)	Enable	7FFF FFFF _H
Option bytes 28 to 25 (OPBT6)	Enable	FFFF FFFF _H
Option bytes 32 to 29 (OPBT7)	Reserved	FFFF FFFF _H

Note 1. This is the initial value of the shipped product. The value can be modified by setting the option bytes.

34.10.1 OPBT0 — Option Byte 4 to 1 Bit Arrangement

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OPWD RUN	OPWD INT	OPWD WS1	OPWD WS0	OPWD OVF2	OPWD OVF1	OPWD OVF0	—	—	—	—	—	—	—	—	—
Initial state*1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	CANFD CRC	—	—	—	—	—	AUDR EN	—	—	STM SEL1	STM SEL0
Initial state*1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2

Note 1. This is the initial value of the shipped product. The value can be modified by setting the option bytes.

Note 2. Only when an FACI command is used and when the PG-FP5 flash memory programmer and Renesas Flash Programmer flash programming software are used, reading and setting (R/W) are possible.

Table 34.17 OPBT0 Contents (1/2)

Bit Position	Bit Name	Function																																				
31	OPWDRUN	This bit sets the start mode of WDTA0. 0: WDTA0 software trigger start mode 1: WDTA0 default start mode																																				
30	OPWDINT	This bit enables or disables a 75% interrupt request of WDTA0 (WDTA0TIT). 0: WDTA0TIT is disabled. 1: WDTA0TIT is enabled.																																				
29, 28	OPWDWS1, OPWDWS0	These bits select the window-open period of WDTA0. <table border="1" data-bbox="673 1137 1412 1330"> <thead> <tr> <th>OPWDWS1</th><th>OPWDWS0</th><th>Window-Open Period</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>25%</td></tr> <tr> <td>0</td><td>1</td><td>50%</td></tr> <tr> <td>1</td><td>0</td><td>75%</td></tr> <tr> <td>1</td><td>1</td><td>100%</td></tr> </tbody> </table>	OPWDWS1	OPWDWS0	Window-Open Period	0	0	25%	0	1	50%	1	0	75%	1	1	100%																					
OPWDWS1	OPWDWS0	Window-Open Period																																				
0	0	25%																																				
0	1	50%																																				
1	0	75%																																				
1	1	100%																																				
27 to 25	OPWDOVF2 to OPWDOVF0	These bits select the overflow interval time of WDTA0. <table border="1" data-bbox="673 1397 1412 1733"> <thead> <tr> <th>OPWDOVF2</th><th>OPWDOVF1</th><th>OPWDOVF0</th><th>Overflow Interval Time</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>0</td><td>2⁹ / WDTATCKI</td></tr> <tr> <td>0</td><td>0</td><td>1</td><td>2¹⁰ / WDTATCKI</td></tr> <tr> <td>0</td><td>1</td><td>0</td><td>2¹¹ / WDTATCKI</td></tr> <tr> <td>0</td><td>1</td><td>1</td><td>2¹² / WDTATCKI</td></tr> <tr> <td>1</td><td>0</td><td>0</td><td>2¹³ / WDTATCKI</td></tr> <tr> <td>1</td><td>0</td><td>1</td><td>2¹⁴ / WDTATCKI</td></tr> <tr> <td>1</td><td>1</td><td>0</td><td>2¹⁵ / WDTATCKI</td></tr> <tr> <td>1</td><td>1</td><td>1</td><td>2¹⁶ / WDTATCKI</td></tr> </tbody> </table>	OPWDOVF2	OPWDOVF1	OPWDOVF0	Overflow Interval Time	0	0	0	2 ⁹ / WDTATCKI	0	0	1	2 ¹⁰ / WDTATCKI	0	1	0	2 ¹¹ / WDTATCKI	0	1	1	2 ¹² / WDTATCKI	1	0	0	2 ¹³ / WDTATCKI	1	0	1	2 ¹⁴ / WDTATCKI	1	1	0	2 ¹⁵ / WDTATCKI	1	1	1	2 ¹⁶ / WDTATCKI
OPWDOVF2	OPWDOVF1	OPWDOVF0	Overflow Interval Time																																			
0	0	0	2 ⁹ / WDTATCKI																																			
0	0	1	2 ¹⁰ / WDTATCKI																																			
0	1	0	2 ¹¹ / WDTATCKI																																			
0	1	1	2 ¹² / WDTATCKI																																			
1	0	0	2 ¹³ / WDTATCKI																																			
1	0	1	2 ¹⁴ / WDTATCKI																																			
1	1	0	2 ¹⁵ / WDTATCKI																																			
1	1	1	2 ¹⁶ / WDTATCKI																																			
24 to 11	—	Reserved (The setting value should be 1.)																																				
10	CANFDCRC	ISO11898-1 Protocol Switching 0: Supports CAN FD conforming to the ISO 11898-1: 2015 protocol. 1: Supports CAN FD ISO/CD 11898-1 (August 12, 2014 version) protocol (not conforming to ISO 11898-1: 2015).																																				
9 to 5	—	Reserved (The setting value should be 1.)																																				
4	AUDREN	AUDRAM monitor enable 0: AUDRAM monitor is disabled. 1: AUDRAM monitor is enabled.																																				

Table 34.17 OPBT0 Contents (2/2)

Bit Position	Bit Name	Function
3, 2	—	Reserved (The setting value should be 1.)
1, 0	STMSEL1, STMSEL0	These bits select operating mode and startup area. When all of the MD0, MD1, and FLMODE pins are 0, the following operating mode and startup area are selected depending on the combination of the STMSEL1 and STMSEL0. For details, see Section 5, Operating Mode .

34.10.2 OPBT2 — Option Byte 12 to 9 Bits Arrangement

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	OPJTAG1	OPJTAG0	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial state*1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial state*1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2

Note 1. This is the initial value of the shipped product. The value can be modified by setting the option bytes.

Note 2. Only when an FACI command is used and when the PG-FP5 flash memory programmer and Renesas Flash Programmer flash programming software are used, reading and setting (R/W) are possible.

Table 34.18 OPBT2 Register Contents

Bit Position	Bit Name	Function															
31	—	Reserved (The setting value should be 1.)															
30, 29	OPJTAG1, OPJTAG0	Switch the debug interfaces. The following debug interface is selected depending on the combination of the values of OPJTAG1 and OPJTAG0.															
		<table border="1"> <thead> <tr> <th>OPJTAG1</th> <th>OPJTAG0</th> <th>Debug Interface</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>FLSCI3 (writer I/F)</td> </tr> <tr> <td>0</td> <td>1</td> <td>LPD (4-pin)</td> </tr> <tr> <td>1</td> <td>0</td> <td>Setting prohibited</td> </tr> <tr> <td>1</td> <td>1</td> <td>Nexus (JTAG)</td> </tr> </tbody> </table>	OPJTAG1	OPJTAG0	Debug Interface	0	0	FLSCI3 (writer I/F)	0	1	LPD (4-pin)	1	0	Setting prohibited	1	1	Nexus (JTAG)
OPJTAG1	OPJTAG0	Debug Interface															
0	0	FLSCI3 (writer I/F)															
0	1	LPD (4-pin)															
1	0	Setting prohibited															
1	1	Nexus (JTAG)															
28 to 0	—	Reserved (The setting value should be 1.)															

34.10.3 OPBT3 — Option Byte 16 to 13 Bit Arrangement

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SWDT0_OPRUN	SWDT0_OPWDOVF2	SWDT0_OPWDOVF1	SWDT0_OPWDOVF0	—	—	—	—	—	SWDT0_SADU22	SWDT0_SADU21	SWDT0_SADU20	SWDT0_SADU19	SWDT0_SADU18	SWDT0_SADU17	SWDT0_SADU16
Initial state*1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SWDT0_SADU15	SWDT0_SADU14	SWDT0_SADU13	SWDT0_SADU12	SWDT0_SADU11	SWDT0_SADU10	SWDT0_SADU9	SWDT0_SADU8	SWDT0_SADU7	SWDT0_SADU6	SWDT0_SADU5	SWDT0_SADU4	SWDT0_SADU3	SWDT0_SADU2	SWDT0_SADU1	SWDT0_SADU0
Initial state*1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2

Note 1. This is the initial value of the shipped product. The value can be modified by setting the option bytes.

Note 2. Only when an FACI command is used and when the PG-FP5 flash memory programmer and Renesas Flash Programmer flash programming software are used, reading and setting (R/W) are possible.

Table 34.19 OPBT3 Register Contents

Bit Position	Bit Name	Function																																				
31	SWDT0_OPRUN	This bit enables or disables auto start of SWDT0. 0: SWDT0 automatic start is disabled. 1: SWDT0 automatic start is enabled.																																				
30 to 28	SWDT0_OPWDOVF2 to SWDT0_OPWDOVF0	These bits select the overflow time of SWDT0.																																				
		<table border="1"> <thead> <tr> <th>SWDT0_OPWDOVF2</th> <th>SWDT0_OPWDOVF1</th> <th>SWDT0_OPWDOVF0</th> <th>Overflow Time</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>2⁹ / WDTATCKI</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>2¹⁰ / WDTATCKI</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>2¹¹ / WDTATCKI</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>2¹² / WDTATCKI</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>2¹³ / WDTATCKI</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>2¹⁴ / WDTATCKI</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>2¹⁵ / WDTATCKI</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>2¹⁶ / WDTATCKI</td> </tr> </tbody> </table>	SWDT0_OPWDOVF2	SWDT0_OPWDOVF1	SWDT0_OPWDOVF0	Overflow Time	0	0	0	2 ⁹ / WDTATCKI	0	0	1	2 ¹⁰ / WDTATCKI	0	1	0	2 ¹¹ / WDTATCKI	0	1	1	2 ¹² / WDTATCKI	1	0	0	2 ¹³ / WDTATCKI	1	0	1	2 ¹⁴ / WDTATCKI	1	1	0	2 ¹⁵ / WDTATCKI	1	1	1	2 ¹⁶ / WDTATCKI
SWDT0_OPWDOVF2	SWDT0_OPWDOVF1	SWDT0_OPWDOVF0	Overflow Time																																			
0	0	0	2 ⁹ / WDTATCKI																																			
0	0	1	2 ¹⁰ / WDTATCKI																																			
0	1	0	2 ¹¹ / WDTATCKI																																			
0	1	1	2 ¹² / WDTATCKI																																			
1	0	0	2 ¹³ / WDTATCKI																																			
1	0	1	2 ¹⁴ / WDTATCKI																																			
1	1	0	2 ¹⁵ / WDTATCKI																																			
1	1	1	2 ¹⁶ / WDTATCKI																																			
27 to 23	—	Reserved (these bits should be set to 1)																																				
22 to 0	SWDT0_SADU22 to SWDT0_SADU0	A PC address for comparison with SWDT0 is set in these bits. Bits 23 to 31 of the address are padded with zeros and settings for a desired location in code flash memory from 0000 0000 _H to 003F FFFF _H is possible.																																				

34.10.4 OPBT5 — Option Byte 24 to 21 Bit Arrangement

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SWDT2_OPRUN	SWDT2_OPWDOVF2	SWDT2_OPWDOVF1	SWDT2_OPWDOVF0	—	—	—	—	—	SWDT2_SADU22	SWDT2_SADU21	SWDT2_SADU20	SWDT2_SADU19	SWDT2_SADU18	SWDT2_SADU17	SWDT2_SADU16
Initial state*1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SWDT2_SADU15	SWDT2_SADU14	SWDT2_SADU13	SWDT2_SADU12	SWDT2_SADU11	SWDT2_SADU10	SWDT2_SADU9	SWDT2_SADU8	SWDT2_SADU7	SWDT2_SADU6	SWDT2_SADU5	SWDT2_SADU4	SWDT2_SADU3	SWDT2_SADU2	SWDT2_SADU1	SWDT2_SADU0
Initial state*1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2

Note 1. This is the initial value of the shipped product. The value can be modified by setting the option bytes.

Note 2. Only when an FACI command is used and when the PG-FP5 flash memory programmer and Renesas Flash Programmer flash programming software are used, reading and setting (R/W) are possible.

Table 34.20 OPBT5 Register Contents

Bit Position	Bit Name	Function																																				
31	SWDT2_OPRUN	This bit enables or disables auto start of SWDT2. 0: SWDT2 automatic start is disabled. 1: SWDT2 automatic start is enabled.																																				
30 to 28	SWDT2_OPWDOVF2 to SWDT2_OPWDOVF0	These bits select the overflow time of SWDT2..																																				
		<table border="1"> <thead> <tr> <th>SWDT2_OPWDOVF2</th><th>SWDT2_OPWDOVF1</th><th>SWDT2_OPWDOVF0</th><th>Overflow Time</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>0</td><td>2^9 / WDTATCKI</td></tr> <tr> <td>0</td><td>0</td><td>1</td><td>2^{10} / WDTATCKI</td></tr> <tr> <td>0</td><td>1</td><td>0</td><td>2^{11} / WDTATCKI</td></tr> <tr> <td>0</td><td>1</td><td>1</td><td>2^{12} / WDTATCKI</td></tr> <tr> <td>1</td><td>0</td><td>0</td><td>2^{13} / WDTATCKI</td></tr> <tr> <td>1</td><td>0</td><td>1</td><td>2^{14} / WDTATCKI</td></tr> <tr> <td>1</td><td>1</td><td>0</td><td>2^{15} / WDTATCKI</td></tr> <tr> <td>1</td><td>1</td><td>1</td><td>2^{16} / WDTATCKI</td></tr> </tbody> </table>	SWDT2_OPWDOVF2	SWDT2_OPWDOVF1	SWDT2_OPWDOVF0	Overflow Time	0	0	0	2^9 / WDTATCKI	0	0	1	2^{10} / WDTATCKI	0	1	0	2^{11} / WDTATCKI	0	1	1	2^{12} / WDTATCKI	1	0	0	2^{13} / WDTATCKI	1	0	1	2^{14} / WDTATCKI	1	1	0	2^{15} / WDTATCKI	1	1	1	2^{16} / WDTATCKI
SWDT2_OPWDOVF2	SWDT2_OPWDOVF1	SWDT2_OPWDOVF0	Overflow Time																																			
0	0	0	2^9 / WDTATCKI																																			
0	0	1	2^{10} / WDTATCKI																																			
0	1	0	2^{11} / WDTATCKI																																			
0	1	1	2^{12} / WDTATCKI																																			
1	0	0	2^{13} / WDTATCKI																																			
1	0	1	2^{14} / WDTATCKI																																			
1	1	0	2^{15} / WDTATCKI																																			
1	1	1	2^{16} / WDTATCKI																																			
27 to 23	—	Reserved (these bits should be set to 1)																																				
22 to 0	SWDT2_SADU22 to SWDT2_SADU0	A PC address for comparison with SWDT2 is set in these bits. Bits 23 to 31 of the address are padded with zeros and settings for a desired location in code flash memory from 0000 0000 _H to 003F FFFF _H is possible.																																				

34.10.5 OPBT6 — Option Byte 25 to 28 Bit Arrangement

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial state*1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	OP_CF BANK_CFG2	OP_CF BANK_CFG1	OP_CF BANK_CFG0
Initial state*1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2

Note 1. This is the initial value of the shipped product. The value can be modified by setting the option bytes.

Note 2. Only when an FACI command is used and when the PG-FP5 flash memory programmer and Renesas Flash Programmer flash programming software are used, reading and setting (R/W) are possible.

Table 34.21 OPBT6 Register Contents

Bit Position	Bit Name	Function																																																		
31 to 3	—	Reserved (these bits should be set to 1)																																																		
2 to 0	OP_CFBANK_CFG2 to OP_CFBANK_CFG0	These bits set the capacities assigned to the banks of code flash memory.																																																		
<table border="1"> <thead> <tr> <th colspan="3">OP_CFBANK_CFG</th> <th colspan="2">Capacities Assigned to FLI</th> </tr> <tr> <th>2</th> <th>1</th> <th>0</th> <th>Bank A</th> <th>Bank B</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>Setting prohibited</td> <td>Setting prohibited</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>Setting prohibited</td> <td>Setting prohibited</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>2 MB (0000_0000_H to 001F_FFFF_H)</td> <td>2MB(0020_0000_H to 003F_FFFF_H)</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>Setting prohibited</td> <td>Setting prohibited</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>4MB(0000_0000_H to 003F_FFFF_H)</td> <td>—</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>Setting prohibited</td> <td>Setting prohibited</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>Setting prohibited</td> <td>Setting prohibited</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>4MB(0000_0000_H to 003F_FFFF_H)</td> <td>—</td> </tr> </tbody> </table>			OP_CFBANK_CFG			Capacities Assigned to FLI		2	1	0	Bank A	Bank B	0	0	0	Setting prohibited	Setting prohibited	0	0	1	Setting prohibited	Setting prohibited	0	1	0	2 MB (0000_0000 _H to 001F_FFFF _H)	2MB(0020_0000 _H to 003F_FFFF _H)	0	1	1	Setting prohibited	Setting prohibited	1	0	0	4MB(0000_0000 _H to 003F_FFFF _H)	—	1	0	1	Setting prohibited	Setting prohibited	1	1	0	Setting prohibited	Setting prohibited	1	1	1	4MB(0000_0000 _H to 003F_FFFF _H)	—
OP_CFBANK_CFG			Capacities Assigned to FLI																																																	
2	1	0	Bank A	Bank B																																																
0	0	0	Setting prohibited	Setting prohibited																																																
0	0	1	Setting prohibited	Setting prohibited																																																
0	1	0	2 MB (0000_0000 _H to 001F_FFFF _H)	2MB(0020_0000 _H to 003F_FFFF _H)																																																
0	1	1	Setting prohibited	Setting prohibited																																																
1	0	0	4MB(0000_0000 _H to 003F_FFFF _H)	—																																																
1	0	1	Setting prohibited	Setting prohibited																																																
1	1	0	Setting prohibited	Setting prohibited																																																
1	1	1	4MB(0000_0000 _H to 003F_FFFF _H)	—																																																

34.11 Usage Notes

(1) Reading areas where programming or erasure was interrupted

When programming or erasure of an area of flash memory is interrupted, the data stored in the area become undefined. To avoid undefined data that are read out becoming the source of faulty operation, take care not to fetch instructions or read data from areas where programming or erasure was interrupted.

(2) Reading the code flash memory that has been erased but not yet been programming again

Note that reading from an area of code flash memory that has been erased but not yet been programming again (i.e. that is in the non-programmed state) can lead to the detection of an ECC error and generation of the corresponding exception. Use blank checking when you need to confirm that an area is in the non-programmed state.

(3) Prohibition of additional writing

Writing to a given area twice is not possible. If you want to overwrite data in an area of flash memory after writing to the area has been completed, erase the area first.

(4) Resets during programming and erasure

In the case of an external reset during programming and erasure, wait for at least min width of reset pulse once the operating voltage is within the range stipulated in the electrical characteristics after assertion of the reset signal before releasing the device from the reset state.

(5) Allocation of vectors for interrupts and other exceptions during programming and erasure

When the FCUFAREA register is used to select the FCU firmware storage area for generation of an interrupt or other exception during transfer of FCU firmware or during programming or erasure of code flash memory, mask the interrupt or other exception beforehand or allocate the interrupt handler address table* and exception handlers to a space from which instructions can be fetched other than code flash memory.

* This applies to cases where the table reference method is used as the method of selection for the addresses of interrupt handlers.

For details, see the *RH850G3MH User's Manual: Software*.

(6) Abnormal termination of programming and erasure

Even if programming/erasure ends abnormally due to the generation of an external reset or power cutoff, the programming or erasure state of the flash memory with undefined data cannot be verified or checked. For the area where programming or erasure ends abnormally, the blank check function cannot judge whether the area is erased successfully or not. Erase the area again to prove that the corresponding area is completely erased before using.

If programming and erasure of code flash memory are not completed normally, the lock bit for the target area may be enabled (locked). In such cases, erase the block to erase the lock bit while the lock bit is in the disabled state (the area is not locked).

(7) Items prohibited during programming, erasure, and blank checking

Do not perform the following operations during programming, erasure, and blank checking.

- Have the operating voltage from the power supply go beyond the allowed range.
- Update the values of FHVE15 and FHVE3.
- Change the operating frequency of peripheral clock.

(8) Flash memory commands prohibited before completion of clock gear-up sequence

Various commands during serial programming and self-programming must be executed after clock gear-up sequence is complete. For details of clock gear-up sequence, see **Section 11, Clock Controller**.

(9) Securing coherency of instruction cache and data buffer

After the code flash memory is programmed or erased, a reset or instruction cache and data buffer clearing are required to secure coherency of the instruction cache and data buffer. For details of instruction cache and data buffer, see **Section 3, CPU System**.

Section 35 Security

To protect the code flash memory, data flash memory, and ID codes, this product has the functions described in **Section 34, Flash Memory**, and functions to restrict connection of the debug interface, which are described in this section.

For detailed descriptions of the security functions in serial programming mode and how to program the flash memory, see **Section 34, Flash Memory**.

In this section, the interfaces that may be used in on-chip debugging (the Nexus and 4-pin LPD) are referred to as “debug interfaces”. In addition, ID authentication to protect the code flash memory, data flash memory, and ID codes in user boot mode is referred to as “self ID authentication”, and ID authentication to protect against access through the on-chip debug functions is referred to as “OCD ID authentication”.

The data length of each ID code during self ID and OCD ID authentication as well as the ID code in the ID authentication stage of serial programming is 128 bits. In the initial state of the product at shipment, the ID codes are FFFF_FFFF_FFFF_FFFF_FFFF_FFFF_FFFF_FFFF_H.

35.1 Features

35.1.1 Protection of Code Flash Memory, Data Flash Memory, and ID Codes

This product includes the following security functions in user boot mode and serial programming mode to prevent any leaking of the user program programmed in the code flash memory.

35.1.1.1 Functions Unique to User Boot Mode

Self ID authentication protects against programming and erasure of code flash memory and reading of ID code.

(1) Security States

This mode has two security states, protection locked and protection unlocked. Transition between these two states can be made by changing self ID authentication and the ID codes.

1. Protection unlocked
Security functions have been unlocked by self ID authentication so that protection against programming and erasure of code flash memory and reading of ID codes is not applied.
2. Protection locked
Security functions have been enabled by self ID authentication and protection against programming and erasure of code flash memory and ID code reading is applied.

35.1.1.2 Functions Unique to Serial Programming Mode

Three functions are provided as security functions unique to serial programming mode: ID authentication, prohibition of programming, erasure, and read commands, and prohibition of serial programmer connection. Parallel use of these functions is not allowed.

(1) ID Authentication

ID codes are checked for authenticity to protect the code flash memory and data flash memory. Programming, erasure, and reading of the code flash and data flash memory can proceed upon successful ID authentication.

(2) Prohibition of Programming, Erasure, and Read Commands

Issuing of programming, erasure, and read commands can be enabled or disabled individually for the code flash memory and data flash memory. All commands are prohibited for both areas in the initial state of the product as shipped.

(3) Prohibition of Serial Programmer Connection

Issuing commands for programming, erasure, or reading to the code flash memory and data flash memory can be disabled in serial programming mode. Transitions to other functions are not possible once this state is set.

35.1.1.3 Common Function of User Boot Mode and Serial Programming Mode

(1) OTP (One Time Programming)

Setting an area of the code flash memory as OTP protects it against any further programming and erasure. For details of the setting, see **Section 34, Flash Memory**.

35.1.2 Connection Restriction Function of Debug Interface

This product is provided with unauthorized access protection via debug interfaces and two security levels are available.

- Security level 1:
Debug interfaces can be used. At this level, the on-chip debugging function is protected by OCD ID authentication. For OCD to be used, it must be unlocked by using OCD ID authentication.
- Security level 2:
At this level, the debug interfaces cannot be used.

As described above, restrictions on the connection of code flash and data flash memory, ID code protection, and availability of the debug interfaces differ according to the mode. **Table 35.1** summarizes security functions in each mode.

Table 35.1 Security Functions in Each Mode

Operation Mode	Code Flash, Data Flash, and ID Code Protection	Restriction on Debug Interface Connection
User boot mode	<ul style="list-style-type: none"> • SELF ID authentication • OTP (parallel use possible) 	<ul style="list-style-type: none"> • Security level 1 (OCD ID authentication) • Security level 2 (Debug interface connection is prohibited)
Serial programming mode	<ul style="list-style-type: none"> • ID authentication • Programming commands, block erasure commands, and read commands are prohibited. • Connection of serial programmers is prohibited. (The above three cannot be used in parallel.) • OTP (parallel use possible) 	<ul style="list-style-type: none"> • No function (Debug interface connection is always prohibited.)

35.2 Security in User Boot Mode

35.2.1 SELF ID Authentication

To prevent leakage of the user program written to the code flash memory, this product has security functions to enable or disable the programming and erasure of code flash memory and the reading of ID codes. The setting of enabling or disabling of these functions can be switched through self ID authentication with the ID code the user has set as the expected value.

35.2.2 SELF ID Authentication and Security State

Table 35.2 and Figure 35.1 show the security state by self ID authentication and conditions for transition.

Table 35.2 Security Setting State

State	Self ID Authentication	Protection against Programming and Erasure of Code Flash and Reading of ID Codes
Protection unlocked	Unlocked	Not protected
Protection locked	Locked	Protected

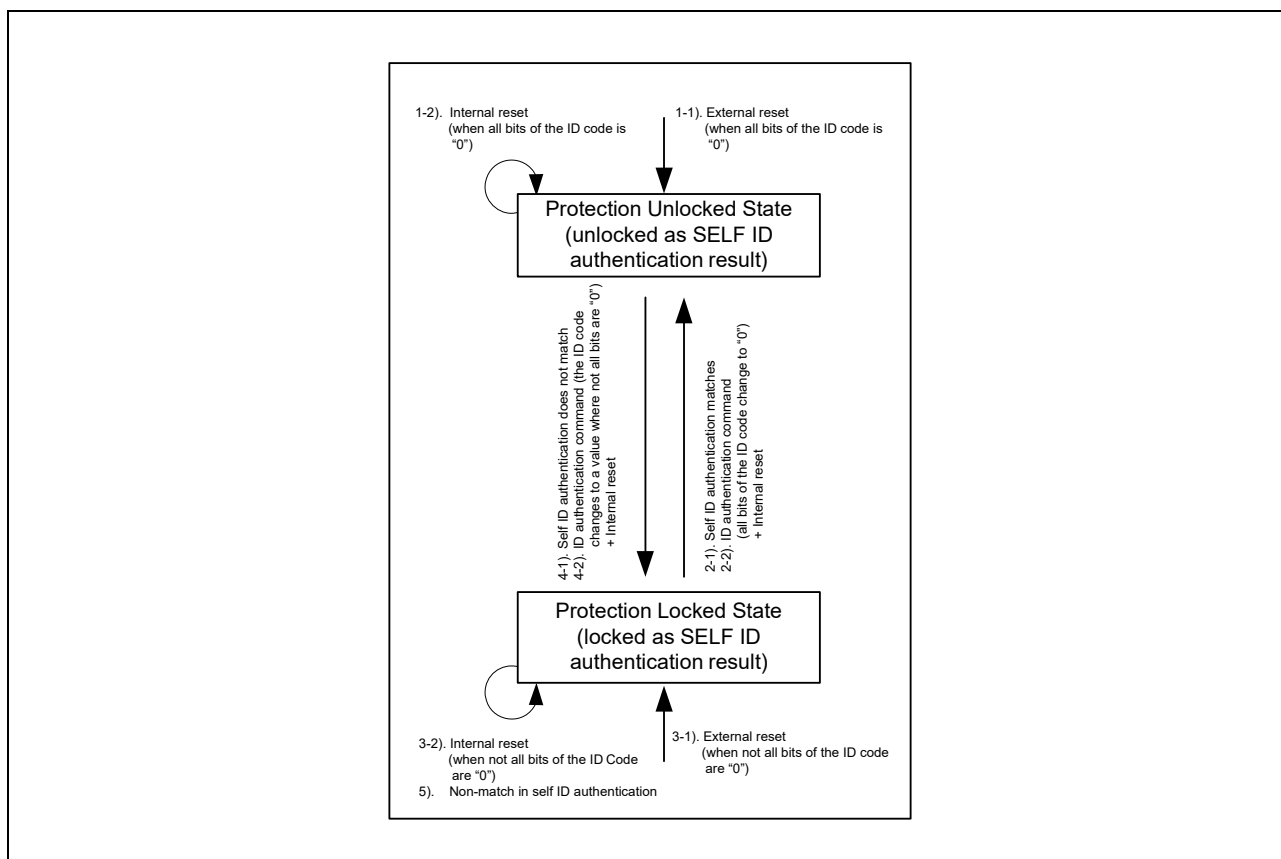


Figure 35.1 Security Setting State by SELF ID Authentication and Transition

The conditions for the transitions of security states shown in **Figure 35.1** are as follows.

- Conditions for Transitions to the Protection Unlocked State
 - 1). Startup when protection is unlocked
 - 1-1). When an external reset is applied while the ID code is all 0s, startup proceeds with protection unlocked.
 - 1-2). When an internal reset is applied without modification of the ID code while all bits of the ID code are 0, startup proceeds with protection in place.
 - 2). Transition from Protection Locked to Protection Unlocked
 - 2-1). A transition to the protection unlocked state follows a match in self ID authentication matches.
 - 2-2). When an internal reset is applied after changing the ID code has been changed from other than “all bits 0” to “all bits 0”, startup proceeds with protection unlocked.
- Conditions for Transitions to Protection Locked
 - 3). Startup with protection in place
 - 3-1). When an external reset is applied while the ID code is other than “all bits 0”, startup proceeds with protection in place.
 - 3-2). When an internal reset is applied without modification of the ID code while not all bits of the ID code are 0, startup proceeds with protection in place.
 - 4). Transition from protection unlocked to protection locked
 - 4-1). A transition to the protection locked state follows a non-match in self ID authentication.
 - 4-2). When an internal reset is applied after the ID code has been changed from other than “all bits 0” to “all bits 0”, startup proceeds with protection in place.
 - 5). To retain protection locked

Protection remains in place in case of a non-match in self ID authentication.

35.3 Security Functions in Serial Programming Mode

For details of security functions in serial programming mode, see **Section 34, Flash Memory**.

35.4 Restricting Connection with Debug Interfaces

This product is capable of restricting connection of the debug interfaces to protect against unauthorized access via the debug interfaces. This feature has two security levels.

- Security level 1: Restrict access to OCD functions by using OCD ID authentication
- Security level 2: Prohibit all connection to the debug interfaces

These security levels can be changed by bits 30 and 29 (OPJTAG1 and OPJTAG0) in option byte 2 in the extended area of the flash memory.

In this section, OPJTAG0 and OPJTAG1 are referred to as the OPJTAG bits.

35.4.1 Security Levels and State of Restricting the Connection of Debug Interfaces

Table 35.3 show each security level and the corresponding security states and Figure 35.2 shows the conditions for transitions.

Table 35.3 Security Levels and State of Restricting Connection to the Debug Interfaces

State	Result of OCD ID Authentication	OPJTAG Bit *1	Restriction on Debug Interface Connection
Security level 1	Unlocked	Other than 00 _B	No restriction on access via the debug interfaces
	Locked	Other than 00 _B	Restriction on access via the debug interfaces is in place.
Security level 2	—	00 _B	Connection to the debug interfaces is prohibited.

Note 1. For a detailed description of the OPJTAG bits, see Section 34, Flash Memory.

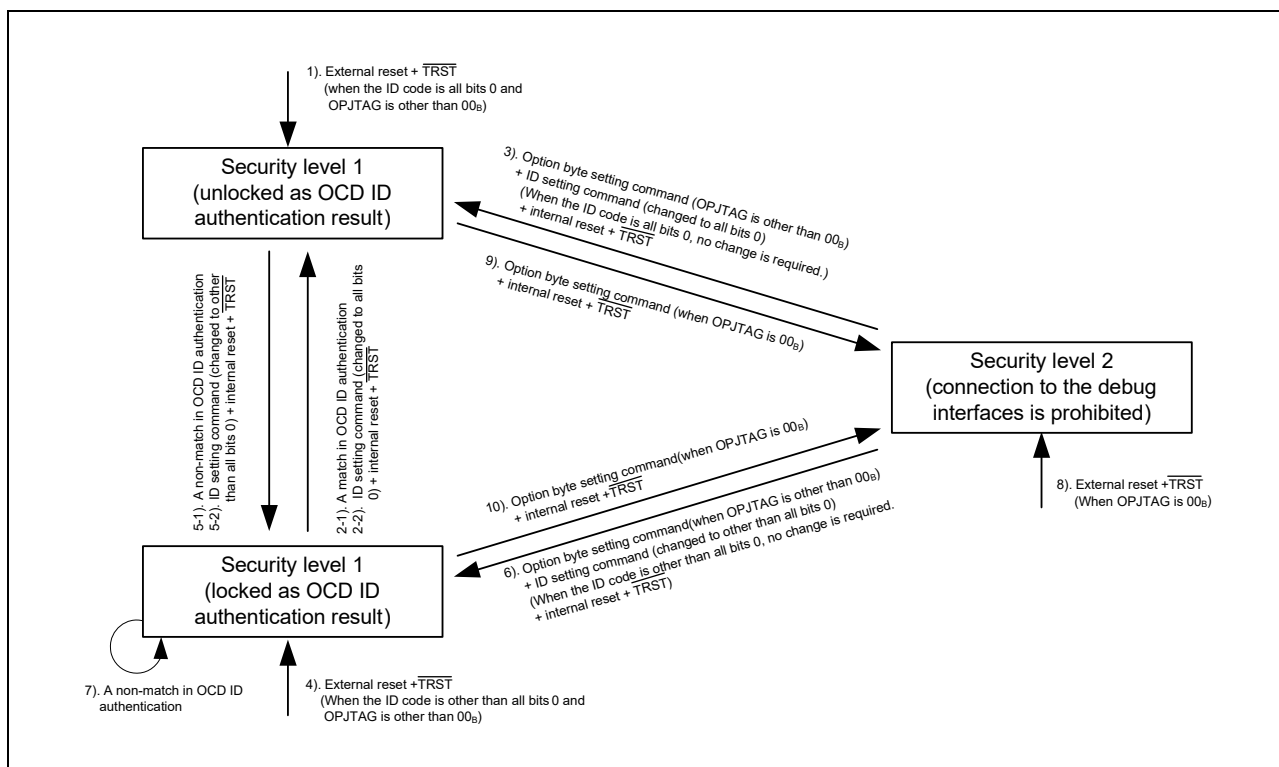


Figure 35.2 Transitions of Security Level

Conditions for transitions to each security level described in Table 35.3.

- Conditions for transitions to security level 1 (locked as OCD ID authentication result)
 - 1). Startup in the state of security level 1 (unlocked as OCD ID authentication result)

When an external reset and a reset by $\overline{\text{TRST}}$ are applied while the ID code is all 0s and while the value of the OPJTAG is other than 00_B, startup proceeds with security level 1 (unlocked as OCD ID authentication result).
 - 2). Transition from security level 1 (locked as OCD ID authentication result) to security level 1 (unlocked as OCD ID authentication result)
 - 2-1). Transition to security level 1 (unlocked as OCD ID authentication result) follows a match in OCD ID authentication.

- 2-2). When an internal reset or a reset by $\overline{\text{TRST}}$ is applied after changing the ID code to “all bits 0”, startup proceeds at security level 1 (unlocked as OCD ID authentication result).
- 3). Transition from security level 2 to security level 1 (unlocked as OCD ID authentication result)
When an internal reset or a reset by $\overline{\text{TRST}}$ is applied after changing the ID code to “all bits 0” and the value of the OPJTAG to other than 00_B, startup proceeds at security level 1 (unlocked as OCD ID authentication result).
- Conditions for Transitions to Security Level 1 (locked as OCD ID Authentication result)
 - 4). Startup in the state of security level 1 (locked as OCD ID authentication result)
When an external reset or a reset by $\overline{\text{TRST}}$ is applied while the ID code is “other than all bits 0” and the value of the OPJTAG is other than 00_B, startup proceeds at security level 1 (locked as OCD ID authentication result).
 - 5). Transition from security level 1 (unlocked as OCD ID authentication result) to security level 1 (locked as OCD ID authentication result)
 - 5-1). A transition to security level 1 (locked as OCD ID authentication result) follows a non-match in OCD ID authentication.
 - 5-2). When an internal reset or a reset by $\overline{\text{TRST}}$ is applied after changing the ID code to “other than all bits 0”, startup proceeds at security level 1 (locked as OCD ID authentication result).
 - 6). Transition from security level 2 to security level 1 (locked as OCD ID authentication result)
When an internal reset or a reset by $\overline{\text{TRST}}$ is applied after changing the ID code to “other than all bits 0” and the value of OPJTAG is other than 00_B, startup proceeds at security level 1 (locked as OCD ID authentication result).
 - 7). Retaining security level 1 (locked as OCD ID authentication result)
In case of a non-match in OCD ID authentication, security level 1 (failure in OCD ID authentication) remains in place.
 - Transition to security level 2
 - 8). Startup at security level 2
When an external reset or a reset by $\overline{\text{TRST}}$ is applied while the value of OPJTAG is 00_B, startup proceeds at security level 2.
 - 9). Transition from security level 1 (unlocked as OCD ID authentication result) to security level 2
When an internal reset or a reset by $\overline{\text{TRST}}$ is applied after changing the value of the OPJTAG to 00_B, startup proceeds at security level 2.
 - 10). Transition from security level 1 (locked as OCD ID authentication result) to security level 2
When an internal reset or a reset by $\overline{\text{TRST}}$ is applied after changing the value of the OPJTAG to 00_B, startup proceeds at security level 2.

Section 36 ICUS

For the ICUS (intelligent cryptographic unit (slave type), the separate document is provided.

Please contact our sales representatives for details.

Section 37 Secure Watchdog Timer (SWDT)

37.1 Functional Overview

The secure watchdog timer (SWDT) is a watchdog timer with extended functions for checking security.

To clear the counter of the SWDT, the CPU must execute the software allocated to a desired address specified in the code flash area (hereafter referred to as “secure software”).

This secure software checks for tampering with the code flash memory and the SWDT monitors for regular execution of the secure software to realize regular detection to identify tampering with the code flash memory.

Setting the range where the secure software is stored as one-time programming (OTP) can also prevent from tampering with the secure software itself.

37.1.1 Features of SWDT

- An SWDT is incorporated for each of the CPU cores (CPU1 and the PCU).
- When the counter overflows, an error request signal is output to the error control module (ECM). For details of the ECM, see **Section 31, Error Control Module (ECM)**.
- WDTACKI (250 [kHz]) is used as the clock for the counter. The overflow time can be set in the range from 2^9 to 2^{16} cycles (2 ms to 256 ms) (For WDTACKI, see **Section 11, Clock Controller**.)
- Operation after release from the reset state can be set by using an option byte. For details of the option bytes, see **Section 34, Flash Memory**.
- Execution of the secure software by the CPU is the condition for clearing of the counter. The secure software must be at an address range in the code flash area. For address specification, see **Section 37.3.1, Operation on Release from the Reset State**.

The table below shows the correspondence between the respective CPU cores and SWDTs.

Corresponding CPU Core	Name
CPU1	SWDT0
PCU	SWDT2

In this section, the individual channels of SWDT are identified by the index “n” (n = 0, 2).

SWDTn register addresses are given as offsets from the base addresses <SWDTn_base>.

Table 37.1 lists the base addresses <SWDTn_base>.

Table 37.1 Register Base Addresses <SWDTn_base>

SWDTn	SWDTn_base Address
SWDT0	FFED 3000 _H
SWDT2	FFED 5000 _H

SWDTn has the registers listed in **Table 37.2**.

Table 37.2 SWDTn Registers

Register Name	Symbol	Value after Reset	Address	Access Size
SWDT clear register	SWDTnCLR	00 _H	<SWDTn_base> + 00 _H	8
SWDT status register 0	SWDTnSTS0	00 _H	<SWDTn_base> + 04 _H	8
SWDT status register 1	SWDTnSTS1	00 _H	<SWDTn_base> + 08 _H	8
SWDT status clear register	SWDTnSTSC	00 _H	<SWDTn_base> + 0C _H	8
SWDT enable register	SWDTnWDTE	00 _H ^{*1}	<SWDTn_base> + 10 _H	8
SWDT mode register	SWDTnMD	70 _H ^{*2}	<SWDTn_base> + 14 _H	8

- Note 1. The SWDTnWDTE value after a reset depends on the setting of the option byte.
For details of SWDTnWDTE, see **Section 37.2.1, SWDTnWDTE — SWDT Enable Register**.
- Note 2. The SWDTnMD value after a reset depends on the setting of the option byte.
For details of SWDTnMD, see **Section 37.2.2, SWDTnMD — SWDT Mode Register**.

37.2 Description of Registers

37.2.1 SWDTnWDTE — SWDT Enable Register

The SWDTnWDTE register enables operation of SWDTn.

Access: This register can be read/written in 8-bit units.

Address: <SWDTn_base> + 10_H

Value after reset: The value depends on the option byte setting.

Bit	7	6	5	4	3	2	1	0
	SWDnRUN	—	—	—	—	—	—	—
Value after reset	SWDTn_ OPRUN	0	0	0	0	0	0	0
R/W	R/W	R	R	R	R	R	R	R

Table 37.3 SWDTnWDTE Register Contents

Bit Position	Bit Name	Description
7	SWDnRUN	<p>This bit enables operation of SWDTn.</p> <p>The value of this bit after a reset is determined by an option byte (OPBTm[31]; m = 3, 5).</p> <p>In serial programming mode, this bit is set to 0 regardless of the setting of the option byte.</p> <p>For details of the option bytes, see Section 34, Flash Memory.</p> <p>Once this bit has been set to 1, it can only be cleared to 0 by a reset.</p> <p>Attempting to clear this bit by writing 0 to it has no effect.</p> <p>0: SWDTn operation is stopped.</p> <p>1: SWDTn operation is enabled.</p>

37.2.2 SWDTnMD — SWDT Mode Register

The SWDTnMD register is used to set the time until SWDTn overflows.

Writing to this register is only possible while operation is stopped (SWDnRUN = 0).

Writing to the register has no effect while operation is enabled (SWDnRUN = 1).

Access: This register can be read/written in 8-bit units.

Address: <SWDTn_base> + 14_H

Value after reset: The value depends on the option byte setting.

Bit	7	6	5	4	3	2	1	0
	—	SWDnOVF[2:0]			—	—	—	—
Value after reset	0	SWDTn_ OPWDOVF2	SWDTn_ OPWDOVF1	SWDTn_ OPWDOVF0	0	0	0	0
R/W	R	R/W	R/W	R/W	R	R	R	R

Table 37.4 SWDTnMD Register Contents

Bit Position	Bit Name	Description
6 to 4	SWDnOVF2-0	<p>These bits set the time until SWDTn overflows.</p> <p>The value of these bits after a reset depends on the setting of the option byte (OPBTm[30:28]; m = 3, 5).</p> <p>For details of the option bytes, see Section 34, Flash Memory.</p> <p>Settings of the overflow time in powers of two from 2⁹ to 2¹⁶ cycles of WDTACLK1, the counter clock for SWDTn, are available.</p> <p>000_B: Overflow in 2⁹ cycles 001_B: Overflow in 2¹⁰ cycles 010_B: Overflow in 2¹¹ cycles 011_B: Overflow in 2¹² cycles 100_B: Overflow in 2¹³ cycles 101_B: Overflow in 2¹⁴ cycles 110_B: Overflow in 2¹⁵ cycles 111_B: Overflow in 2¹⁶ cycles</p>

37.2.3 SWDTnCLR — SWDT Clear Register

The SWDTnCLR register is a trigger register for clearing the counter of SWDTn.

Writing to this register is only possible while the setting of the SWDnCLGF bit in the SWDTnSTS1 register is 1.

The read value is always 00_H.

Access: This register can be read/written in 8-bit units.

Address: <SWDTn_base> + 00_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	SWDnCLRT	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	W	R	R	R	R	R	R	R

Table 37.5 SWDTnCLR Register Contents

Bit Position	Bit Name	Description
7	SWDnCLRT	This is a trigger bit for clearing the counter of SWDTn. While operation is enabled (SWDnRUN = 1) and the SWDnCLGF bit of the SWDTnSTS1 register is set to 1, writing 1 to this bit leads to clearing of the counter of SWDTn. Writing 1 to this bit clears the counter of SWDTn. Writing 0 to it has no effect.

37.2.4 SWDTnSTS0 — SWDT Status Register 0

The SWDTnSTS0 register is a status register of SWDTn.

Access: This register can be read in 8-bit units.

Address: <SWDTn_base> + 04_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	—	SWDnCLSF	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 37.6 SWDTnSTS0 Register Contents

Bit Position	Bit Name	Description
4	SWDnCLSF	<p>This bit indicates the state of execution of clearing of the counter in SWDTn. This bit is set to 1 by writing 1 to the SWDnCLRT bit of the SWDTnCLR register while operation is enabled (SWDnRUN = 1), and its value remains 1 until clearing of the counter of SWDTn is completed.</p> <p>As long as the setting of this bit is 1, writing 1 to the SWDnCLRT bit of the SWDTnCLR register has no effect.</p> <p>Clearing of this bit to 0 indicates that clearing of the counter in SWDTn has been completed.</p> <p>When clearing the counter, be sure to confirm that this bit has been cleared to 0.</p> <p>0: Clearing of the counter is possible. 1: Clearing of the counter is in progress.</p>

37.2.5 SWDTnSTS1 — SWDT Status Register 1

The SWDTnSTS1 register is a status register of SWDTn.

Access: This register can be read in 8-bit units.

Address: <SWDTn_base> + 08_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	SWDnNMIF	SWDnSADF	SWDnCLGF	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R

Table 37.7 SWDTnSTS1 Register Contents

Bit Position	Bit Name	Description
6	SWDnNMIF	This flag indicates detection of an NMI. This flag is set to 1 on detection of input of an NMI while operation is enabled (SWDnRUN = 1). While SWDnSADF = 1, writing 1 to the SWDnSADCT bit of the SWDTnSTSC register leads to clearing of this flag. If the flag being set to 1 on detection of NMI input and clearing of the flag to 0 by writing 1 to the SWDnSADCT bit of the SWDTnSTSC register are in contention while operation is enabled (SWDnRUN = 1), the former is given priority. 0: Input of an NMI has not been detected. 1: Input of an NMI has been detected.
5	SWDnSADF	This is a flag indicating that execution of the secure software is being detected. This flag is set to 1 while execution of the secure software is being detected as long as operation is enabled (SWDnRUN = 1). While SWDnSADF = 1, writing 1 to the SWDnSADCT bit of the SWDTnSTSC register leads to clearing of this flag. 0: Execution of the secure software has not been detected. 1: Execution of the secure software has been detected.
4	SWDnCLGF	This is a flag indicating whether writing to the SWDTnCLR register is possible. This flag is set to 1 while execution of the secure software is being detected as long as operation is enabled (SWDnRUN = 1). Setting the SWDnNMIF bit to 1 or writing 1 to the SWDnCLGCT bit of the SWDTnSTSC register leads to clearing of this flag. If the flag being set to 1 on detection of the execution of the secure software and clearing of the flag to 0 when SWDnNMIF = 1 on detection of NMI input or by writing 1 to the SWDnCLGCT bit of the SWDTnSTSC register are in contention, the latter is given priority. 0: Writing to the SWDTnCLRT register has no effect. 1: Writing to the SWDTnCLRT register is valid.

37.2.6 SWDTnSTSC — SWDT Status Clear Register

SWDTnSTSC is a trigger register for clearing of the status register of SWDTn.

The read value is always 00_H.

Access: This register can be read/written in 8-bit units.

Address: <SWDTn_base> + 0C_H

Value after reset: 00_H

Bit	7	6	5	4	3	2	1	0
	—	—	SWDnSADCT	SWDnCLGCT	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0
R/W	R	R	W	W	R	R	R	R

Table 37.8 SWDTnSTSC Register Contents

Bit Position	Bit Name	Description
5	SWDnSADCT	This is a trigger bit for clearing of the SWDnNMIF and SWDnSADF flags in the SWDTnSTS1 register. Writing 1 to this bit while SWDnSADF = 1 leads to clearing of the SWDnNMIF and SWDnSADF flags. Writing 0 to this bit has no effect.
4	SWDnCLGCT	This is a trigger bit for clearing of the SWDnCLGF flag in the SWDTnSTS1 register. Writing 1 to this bit leads to clearing of the SWDnCLGF flag. Writing 0 to this bit has no effect.

37.3 Operation

37.3.1 Operation on Release from the Reset State

By setting the bits of option bytes listed below for SWDTn, operation after release from the reset state can be selected.

For details of the option bytes, see **Section 34, Flash Memory**.

Option Byte	Target
OPBT3[31]	Value of the SWD0RUN bit of the SWDT0WDTE register after reset
OPBT3[30:28]	Value of the SWD0OVF[2:0] bit of the SWDT0MD register after reset
OPBT3[22:0]	Start address of the secure software for SWDT0
OPBT5[31]	Value of the SWD2RUN bit of the SWDT2WDTE register after reset
OPBT5[30:28]	Value of the SWD2OVF[2:0] bits of the SWDT2MD register after reset
OPBT5[22:0]	Start address of the secure software for SWDT2

Now, the method for detection of the execution of the secure software is described.

Execution of the secure software is detected by comparing the program counter (PC) value of the CPU and the secure software start address value set in the OPBTm[22:0] (m = 3, 5) bits of the option bytes with the value 0 appended as the higher-order 9 address bits.

This address range means that the only area to which the secure software can be allocated is the code flash area.

In addition, the address value which can be set with the option byte as the start address of the secure software must be even-numbered.

If an odd-numbered address is set, operation by SWDTn for detection of secure software execution is not guaranteed.

When the PC value matches the setting, SWDTn sets the SWDnSADF bit of the SWDTnSTS1 register to 1.

37.3.2 Counter Clearing by SWDTn

The figure below shows a flow of execution in counter clearing by SWDTn.

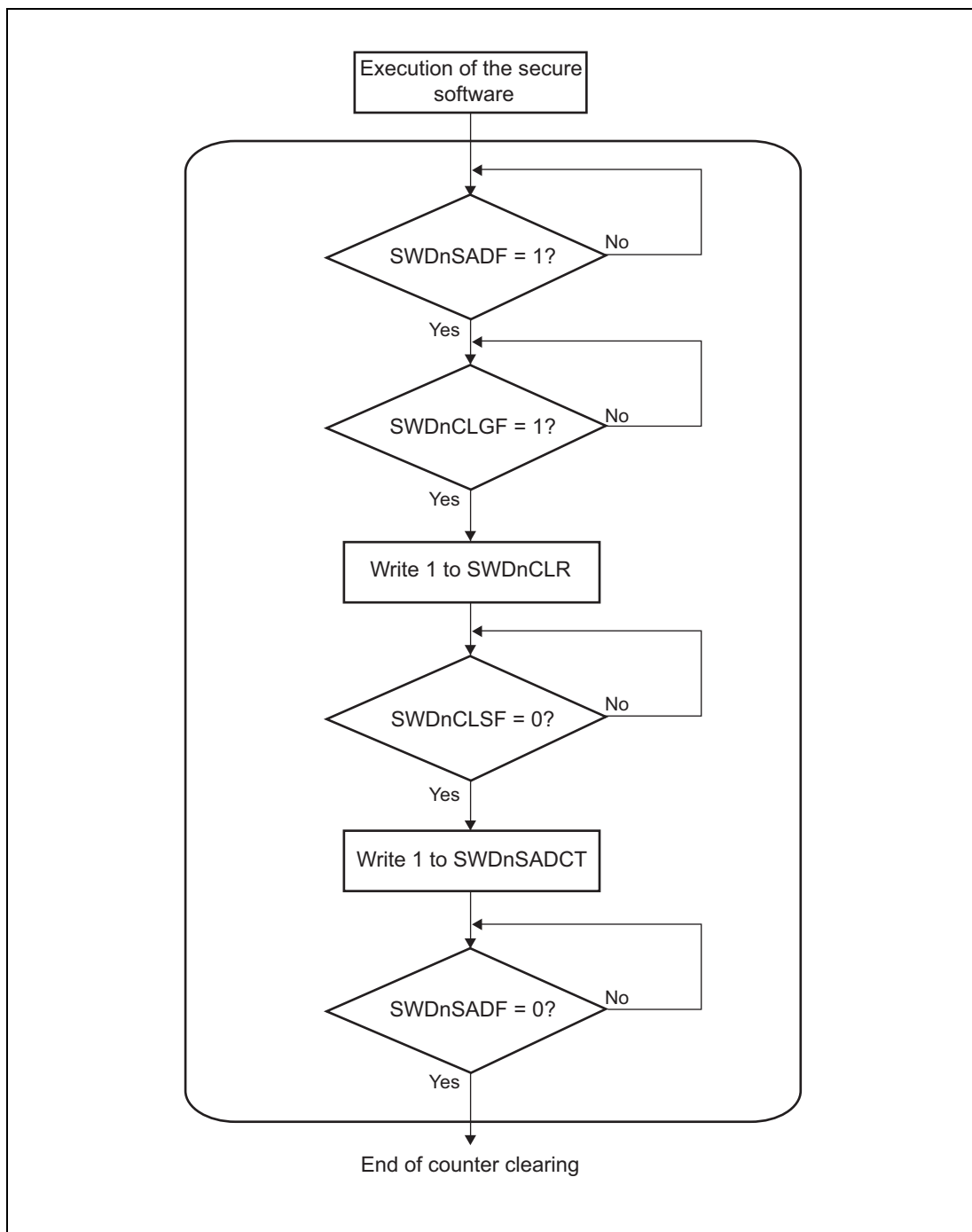


Figure 37.1 Flow of Counter Clearing by SWDT

CAUTION

If an NMI is detected while clearing of the counter is in progress, do this in accord with the NMI interrupt processing routine.

For details, of NMI interrupt processing, see Section 6, Interrupt.

Section 38 On-Chip RAM

38.1 List of On-Chip RAM

RH850/E1M-S2 includes the following RAMs.

- Local RAM (CPU1): 64 Kbytes
- Local RAM (PCU): 32 Kbytes
- Global RAM: 256 Kbytes (32 Kbytes of data is retained in power-off standby mode)
- Emulation RAM: 8 Kbytes (no RAM retention)

38.2 Features

Access:

The CPU1, PCU, DMAC, and H-BUS can access the local RAM (CPU1) and the global RAM.

The PCU also can access the local RAM (PCU).

The access latency from the CPU1 is the same as that of the local RAM (CPU1) and local RAM (self).

For details of address map and access, see **Section 4, Address Space**.

Emulation RAM (ERAM):

The specific area of the code flash can be replaced with this RAM in 8-Kbyte units. The access latency from the CPU after replacement is the same as that of the code flash.

RAM Retention:

32 Kbytes of data in the global RAM are retained in power-off standby mode.

ECC:

The local RAM (CPU1), local RAM (PCU), and global RAM include the ECC.

The local RAM (CPU1) and global RAM also include the address parity. For details, see **Section 30, Safety**.

38.3 RAM Data Retention

Simultaneous occurrence of write and reset in the RAM space that retains data does not damage RAM data in power-off standby mode.

38.4 Emulation RAM (ERAM)

38.4.1 About the ERAM

RH850/E1M-S2 products incorporate emulation RAM (ERAM) for the emulation of code flash memory. The ERAM can be overlaid on the code flash memory for use in the tuning of programs, etc. In RH850/E1M-S2 products, the code flash memory is in a two-bank configuration, and ERAM is allocated for each bank. Each ERAM has 8 KB (8 KB × 1 sub-block). The ERAM can be used in emulating the code flash memory as described below. Also, it is accessible by CPU1.

38.4.2 Code Flash Emulation using ERAM

The external debugger and calibration function unit (CFU) can be used to enable or disable mapping for each sub-block of the ERAM to the desired areas of the code flash area (up to 32 areas). Mapping ERAM to an area of the code flash memory replaces the flash memory with the RAM for emulating the code flash memory. Doing so allows dynamic changes to data in code flash memory during execution of the user program.

The code flash memory in the RH850/E1M-S2 is divided into two areas, bank A and bank B. The division of the overall capacity into banks A and B can be set by using an option byte (see **Section 34, Flash Memory**), so the setting can be changed to suit different applications. Two masters are able to separately and simultaneously access bank A and bank B, eliminating the need for a wait due to arbitration.

When the ERAM is used for emulation of the code flash, allocate ERAM sub-block 00 to the desired areas of banks A and B of the code flash memory.

Figure 38.1 shows the configuration of circuits around the ERAM.

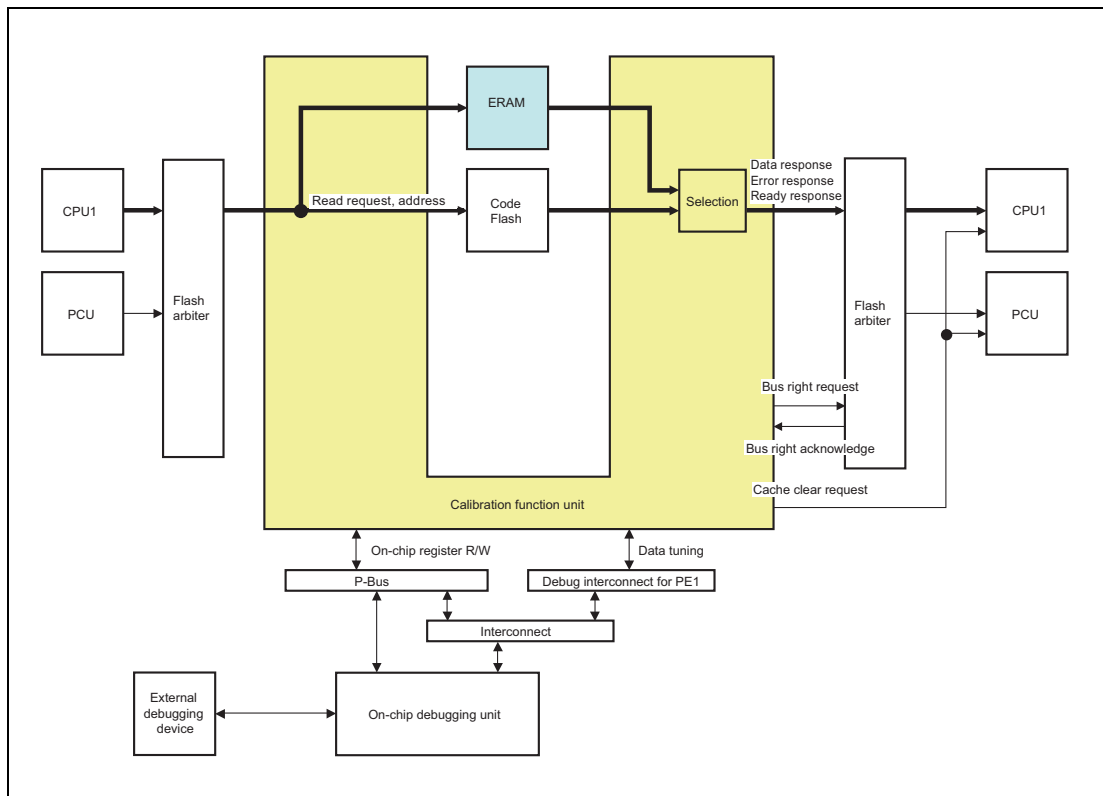


Figure 38.1 Circuit Configuration around the ERAM

38.4.3 Memory Map of ERAM

The memory map of the ERAM in this product is shown below.

Sub-block 00 of the ERAM has 8-Kbytes.

The ERAM area can only be read and written in 32-bit units.

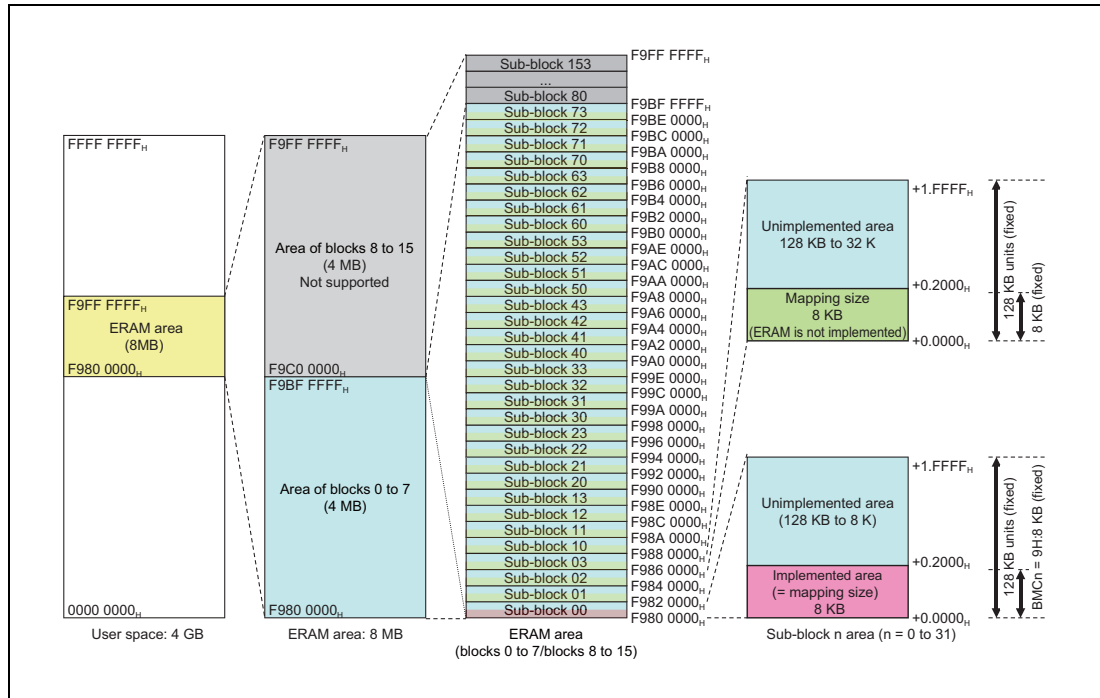


Figure 38.2 Memory Map of 8-MB ERAM

38.4.4 List of CFU Registers

The list below shows function registers that control operations of the calibration function unit (CFU).

The base address of the CFU is FFFF 7800_H.

Table 38.1 List of Function Registers

Address	Register Name	Function
<CFU_base>+08 _H	TM_CC	Cache clear operation register
<CFU_base>+10 _H	TM_ME	ERAM sub-blocks 0 mapping enable
<CFU_base>+14 _H	TM_MS	ERAM sub-blocks 0 mapping status
<CFU_base>+20 _H	TM_BNK	ERAM bank setting
<CFU_base>+24 _H	TM_ERR	ERAM bank setting error indication
<CFU_base>+28 _H	TM_FST	FLI mapping indication
<CFU_base>+30 _H	TM_BMC0	ERAM blocks 0 mapping size setting
<CFU_base>+40 _H	TM_MA00	ERAM sub-block 00 mapping address

38.4.5 TM_CC — Cache Clear Operation Register

The TM_CC register is used to issue requests for clearing of the unit (instruction cache or data buffer) that holds data from the code flash.

Access: This register can be read/written in 32-bit units.

Address: FFFF 7808_H

Value after reset 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CCMK	CCLR
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 38.2 TM_CC Register Contents

Bit Position	Bit name	Functions
31 to 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1	CCMK	Writing 1 to these bits masks cache clearing requests when the tuning memory mapping enable register TM_ME is updated. Cache clearing requests by writing 1 to the TM_CC.CCLR bit are not masked. 0: Cache clearing requests are not masked. 1: Cache clearing requests are masked.
0	CCLR	A cache clearing request is issued by writing 1 to this bit. Writing 0 has no effect. The value read is 1 if this bit is read before the response to a cache clearing request is completed and 0 after the response to a cache clearing request is completed.

CAUTION

- After 1 has been written to this bit, writing 1 to the bit is ignored if this is done before the response to the earlier cache clearing request is completed (the cache is not cleared in response to the latter request).
- After 1 has been written to this bit, if 0 is written before the response to the cache clearing request is completed, this will not cancel the response to the earlier request

0: A cache clearing request is not being processed or the response to a cache clearing request has been completed (when read).
1: A cache clearing request is issued (when written), or a cache clearing request is being processed (when read).

38.4.6 TM_ME — Tuning Memory Mapping Enable Register

This register is used to control mapping of ERAM sub-block 00 to the code flash area.

Access: This register can be read/written in 32-bit units.

Address: FFFF 7810_H

Value after reset 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TME00
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Table 38.3 TM_ME Register Contents

Bit Position	Bit name	Functions
0	TME00	Tuning Memory Sub-Block mn Mapping Enable (m = 0; n = 0) These bits control mapping for the user space of ERAM sub-block mn (code flash area) (m = 0; n = 0). 0: Mapping is disabled. 1: Mapping is enabled.

- Note 1. When the mapping enable bit TMEn is updated (including writing of its current value again), the cache is cleared (m = 0; n = 0).
- Note 2. Before ERAM sub-block nm and tuning memory mapping address register nm (TM_MAnm register) are updated, the corresponding mapping enable bit TMEnm must be set to 0 (disabling mapping) (m = 0; n = 0).
- Note 3. After an update of the TM_ME register, wait and verify that the value in the TM_MS register has become the same as the setting of the TM_ME register.

38.4.7 TM_MS — Tuning Memory Mapping Status Register

This register indicates the state of mapping for ERAM sub-block 00 to the code flash area.

Access: This register can be read in 32-bit units.

Address: FFFF 7814_H

Value after reset 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	MES00
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 38.4 TM_MS Register Contents

Bit Position	Bit name	Functions
0	MES00	Tuning Memory Sub-Block mn Mapping Enable Status (m = 0; n = 0) These bits indicate the state of mapping for the user space of ERAM sub-block mn (code flash area) (m = 0; n = 0). 0: Mapping is disabled. 1: Mapping is enabled.

38.4.8 TM_BNK — Tuning Memory Mapping Bank Register

This register is used to set the bank of the code flash memory to which ERAM block 0 is mapped.

Access: This register can be read in 32-bit units.

Address: FFFF 7820_H

Value after reset 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	BNK0[1:0]	
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Table 38.5 TM_BNK Register Contents

Bit Position	Bit name	Functions
31 to 2	—	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	BNK0[1:0]	Tuning Memory Bank 0 Setting These bits set the bank of the code flash area to which ERAM sub-block 00 is mapped. 0 _H : Bank A 1 _H : Bank B 2 _H : Setting prohibited 3 _H : Setting prohibited

CAUTION

Before the tuning memory mapping bank register (TM_BNK register) is updated, the corresponding mapping enable bit TMEn must be set to 0 (disabling mapping).

38.4.9 TM_ERR — Tuning Memory Mapping Error Register

This register indicates an error in the setting of mapping for ERAM sub-block 00 to the code flash area.

Access: This register can be read in 32-bit units.

Address: FFFF 7824_H

Value after reset 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	E00
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 38.6 TM_ERR Register Contents

Bit Position	Bit name	Functions
31 to 1	—	Reserved
0	E00	The value of this bit is 1 if the address setting in the tuning memory sub-block mapping error status TM_MA00 register is inconsistent with the state of bank assignment of ERAM sub-block 00 set in the TM_BNK register. Comparison proceeds at all times. 0: Consistent 1: Inconsistent

38.4.10 TM_FST — Tuning Memory Flash Bank Register

This register indicates the state of bank assignment of the code flash memory.

Access: This register can be read in 32-bit units.

Address: FFFF 7828_H

Value after reset 0000 00F0_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset *1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	FBM3	FBM2	FBM1	FBM0
Value after reset	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note 1. This is the initial value of the shipped product. It reflects the setting of the option byte (OPBT6). For details, see **Section 34, Flash Memory**.

Table 38.7 TM_FST Register Contents

Bit Position	Bit name	Functions
31 to 4	—	Reserved
3	FBM3	Flash Bank Mapping Status 3 This bit indicates the state of bank assignment of the code flash (0030_0000 _H to 003F_FFFF _H). 0: Assigned to bank A. 1: Assigned to bank B.
2	FBM2	Flash Bank Mapping Status 2 This bit indicates the state of bank assignment of the code flash (0020_0000 _H to 002F_FFFF _H). 0: Assigned to bank A. 1: Assigned to bank B.
1	FBM1	Flash Bank Mapping Status 1 This bit indicates the state of bank assignment of the code flash (0010_0000 _H to 001F_FFFF _H). 0: Assigned to bank A. 1: Assigned to bank B.
0	FBM0	Flash Bank Mapping Status 0 This bit indicates the state of bank assignment of the code flash (0000_0000 _H to 000F_FFFF _H). 0: Assigned to bank A. 1: Assigned to bank B.

38.4.11 TM_BMC0 — Tuning Memory Bank Mapping Size Configuration Register 0

These registers are used to set the mapping size of sub-block 00 of the ERAM.

Access: This register can be read/written in 32-bit units.

Address: FFFF 7830_H

Value after reset 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	BMC00			
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Table 38.8 TM_BMC0 Register Contents

Bit Position	Bit name	Functions
31 to 4	—	Reserved
3 to 0	BMC00	Sub-block 00 mapping size setting

The mapping size of each sub-block of the ERAM (sub-block 00) is set.

0 _H	Reserved (setting prohibited)	8 _H	Reserved (setting prohibited)
1 _H	Reserved (setting prohibited)	9 _H	8 Kbytes/sub-block
2 _H	Reserved (setting prohibited)	A _H	Reserved (setting prohibited)
3 _H	Reserved (setting prohibited)	B _H	Reserved (setting prohibited)
4 _H	Reserved (setting prohibited)	C _H	Reserved (setting prohibited)
5 _H	Reserved (setting prohibited)	D _H	Reserved (setting prohibited)
6 _H	Reserved (setting prohibited)	E _H	Reserved (setting prohibited)
7 _H	Reserved (setting prohibited)	F _H	Reserved (setting prohibited)

Only the following combinations of settings for mapping size are available.

ERAM Capacity	Sub-Block 00 Mapping Size Setting
8 Kbytes	9 _H (8 Kbytes/sub-block)
Setting of any combination other than the above prohibited	

Note: Before updating the tuning memory bank mapping size configuration register (TM_BMC0 register), be sure to set the corresponding mapping enable bit TME_mn to 0 (disabling mapping) (m = 0; n = 0).

38.4.12 TM_MA00 — Tuning Memory Mapping Address Register 00

These registers are used to set the address to which ERAM sub-block 00 is mapped.

Access: This register can be read/written in 32-bit units.

Address: FFFF 7840_H

Value after reset 0000 0000_H

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Bnk m[1:0]		TMAmn[29:16]													
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMAmn[15:0]															
Value after reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R

Table 38.9 TM_MA00 Register Contents

Bit Position	Bit name	Functions
31, 30	Bnk m[1:0]	ERAM Bank m Setting Status (m = 0) These bits indicate the setting of bank m of the ERAM. These bits act as mirrors of the Bnkm bits of the TM_BNK register. Writing to these bits is prohibited.
29 to 0	TMAmn[29:0]	Tuning memory mapping address mn (m = 0; n = 0) These bits specify the address to which sub-block mn of the ERAM is mapped. Mapping is in units of 8 Kbytes per sub-block. CAUTION Values written to TMAmn29 to 23 and 12 to 0 are ignored.

CAUTIONS

1. The corresponding mapping enable bit TME_{mn} must be set to 0 (bank n is not mapped) before updating the tuning memory mapping address register n (TM_MA_{mn} registers: m = 0; n = 0).
2. Specify the address in the code flash area as the mapping address. Correct operation is not guaranteed if any other address is specified.

38.4.13 Flow of Processing for Tuning

The flow of processing for tuning is shown below.

(1)	Mapping initial setting handling
(1-1)	Set the size and address of sub-block 00 to be tuned* ¹ Tuning memory mapping bank register TM_BNK Tuning memory bank mapping size configuration register 0 (TM_BMC0) Tuning memory mapping address register 0 (TM_MA00)
(2)	Handling tuning data
(2-1)	Write data to the ERAM area for use in tuning.
(3)	Mapping the banks
(3-1)	Set the mapping enable bit TME00 for sub-block 00 for which tuning is complete to 1 (enabling mapping).
(3-2)	Read the mapping status bit MES00 to verify the completion of mapping settings.

Note 1. Set the corresponding mapping enable bit TME0 to 0 (disabling mapping) to update the register.

When data are tuned (programming of data in the ERAM area) in a mapped bank, the cache must be cleared after tuning of the data.

38.5 Usage Notes

- (1) When ECC error detection/correction is enabled for the local RAM and global RAM, initialize the RAM using a write instruction with the maximum bit length of its access size before using the RAM. For the maximum bit length of the RAM access size, see the applicable data width in **Section 30, Safety**.
If the RAM is accessed before its initialization, an ECC error may be detected. Also if initialization with the maximum bit length is not performed (e.g. if a 32-bit RAM is initialized by an 8-bit or 16-bit access), an ECC error may be detected.
- (2) Buffers are included for high-speed access between the following RAMs and the CPU.
 - Local RAM (PE1), Local RAM (PCU)

After a value has been written to an address, reading the value from the same address may lead to reading from the buffer instead of the RAM. Ways to make sure that values are being read from the RAM are as follows.

- For Local RAM (PE1)
 1. Only read the first byte to have been written after having written more than 32 bytes of data.
 2. Issue a SYNCM instruction between a write instruction and an instruction to read from the same address.
- For Local RAM (PCU)
 1. Only read the first byte to have been written after having written more than 4 bytes of data.
 2. Issue at least one instruction which is not accompanied by access to memory (an NOP instruction, SYNCM instruction, etc.) between a write instruction and an instruction to read from the same address.

Section 39 Boundary Scan

This LSI has the JTAG interface and provides the boundary scan function conforming to the IEEE1149.1 standard.

39.1 Features

- Five test signals (TCK, TDI, TDO, TMS, and $\overline{\text{TRST}}$)
- TAP controller
- Instruction register
- Bypass register
- Boundary scan register

The JTAG interface has six commands.

- BYPASS mode
Test mode conforming to the IEEE 1149.1
- EXTEST mode
Test mode conforming to the IEEE 1149.1
- SAMPLE/PRELOAD mode
Test mode conforming to the IEEE 1149.1
- CLAMP mode
Test mode conforming to the IEEE 1149.1
- HIGHZ mode
Test mode conforming to the IEEE 1149.1
- IDCODE mode
Test mode conforming to the IEEE 1149.1

Figure 39.1 shows a block diagram of the JTAG interface.

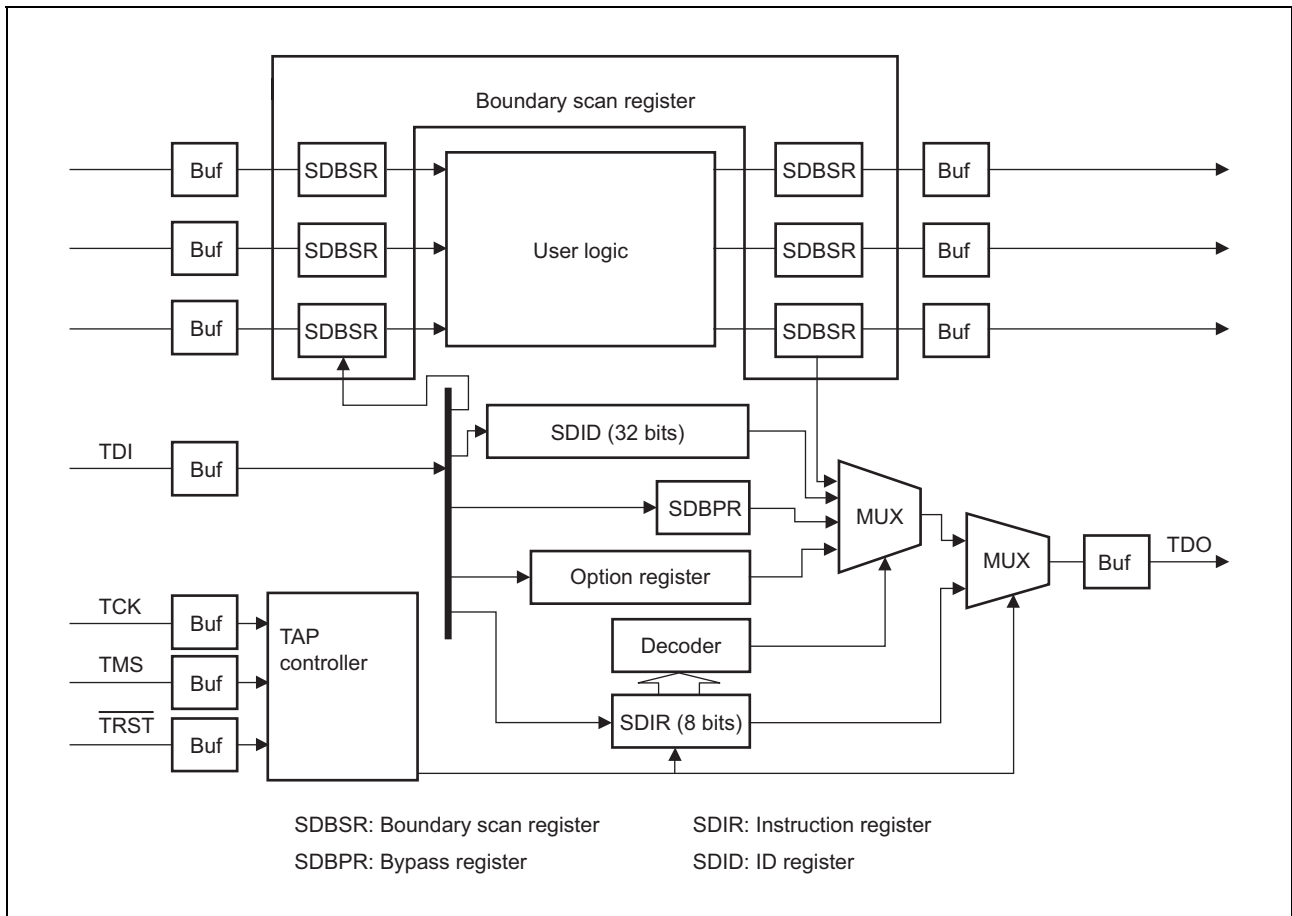


Figure 39.1 Block Diagram of JTAG Interface

39.2 Input/Output Pins

There are five JTAG control signals: TCK, TDI, TMS, TDO, and $\overline{\text{TRST}}$.

Table 39.1 shows the pin configuration.

Table 39.1 Pin Configuration

Pin Name	Description
TCK	Serial data input/output clock pin Data is supplied via the data input pin (TDI) and is output from the data output pin (TDO) in synchronization with this clock signal.
TMS	Mode select input pin Changing the level of this signal in synchronization with TCK changes the state of the TAP controller. For the protocol, refer to Figure 39.2 TAP Controller State Transition Diagram .
$\overline{\text{TRST}}$	Reset input pin A low-level input of this signal, which is accepted asynchronously with TCK, resets the JTAG interface. Even if the JTAG interface is not used, $\overline{\text{TRST}}$ must be held low for the specified time at a power on.
TDI	Serial data input pin Changing the state of this pin in synchronization with TCK allows data to be sent to the JTAG interface.
TDO	Serial data output pin Reading the state of this pin in synchronization with TCK allows data to be read from the JTAG interface.

39.3 Register Descriptions

The JTAG interface has the following registers. None of the registers can be accessed by the CPU.

- SDIR: Instruction register
- SDID: ID register
- SDBPR: Bypass register
- SDBSR: Boundary scan register

Table 39.2 Register Configuration

Register Name	Symbol	Access Size	Initial Value ^{*1}
Instruction register	SDIR	8	55 _H
ID register	SDID	32	*2
Bypass register	SDBPR	1	Undefined
Boundary scan register	SDBSR	—	Undefined

Note 1. Registers are initialized when the $\overline{\text{TRST}}$ pin is 0 or when TAP is in the test-logic-reset state.

Note 2. It is dependent on products. Contact our sales representative.

Commands can be serially transferred from the serial data input pin (TDI) and input to the instruction register (SDIR). The bypass register (SDBPR) is a 1-bit register, to which TDI and TDO are connected in BYPASS mode, CLAMP mode, and HIGHZ mode. The boundary scan register (SDBSR) is connected to TDI and TDO in SAMPLE/PRELOAD mode and EXTEST mode. The ID code register (SDID) is a 32-bit register, from which the ID code is output via TDO in IDCODE mode.

Table 39.3 shows the serial transfer types possible with the JTAG interface registers.

Table 39.3 Serial Transfer Types Possible with JTAG Interface Registers

Register	Serial Input	Serial Output
SDIR	Possible	Impossible ^{*1}
SDBPR	Possible	Possible
SDBSR	Possible	Possible
SDID	Impossible	Possible

Note 1. A fixed value is read out.

39.3.1 SDIR — Instruction Register

SDIR is an 8-bit register that holds a boundary scan command. SDIR is initialized when $\overline{\text{TRST}}$ is asserted or TAP is in the test-logic-reset state. Operation is not guaranteed when any reserved command is set in this register.

Table 39.4 Boundary Scan Commands

IR Code								Description
0	0	0	0	0	0	0	0	JTAG EXTEST
0	1	0	0	0	0	0	0	JTAG SAMPLE/PRELOAD
1	1	0	1	0	0	0	0	JTAG CLAMP
1	0	0	0	0	0	0	0	JTAG HIGHZ
0	1	0	1	0	1	0	1	JTAG IDCODE (initial value)
1	1	1	1	1	1	1	1	JTAG BYPASS
Other than above								Reserved

39.3.2 SDID — ID Register

SDID is a 32-bit register that indicates an LSI-specific ID.

SDID can be read via the JTAG interface pin when the IDCODE command is set but cannot be written to.

For the read values, refer to **Table 39.2, Register Configuration**.

39.3.3 SDBPR — Bypass Register

SDBPR is a 1-bit register. When SDIR is set to BYPASS mode, SDBPR is connected between TDI and TDO. The initial value is undefined. SDBPR is not initialized by a power-on reset or asserted $\overline{\text{TRST}}$.

39.3.4 SDBSR — Boundary Scan Register

SDBSR is a shift register located on the PADs for controlling the external I/O pins. When SDIR is set to SAMPLE/PRELOAD or EXTEST mode, SDBSR is connected between TDI and TDO. The initial value is undefined. SDBSR is not initialized by a power-on reset or asserted $\overline{\text{TRST}}$.

39.4 Operation

39.4.1 TAP Controller

Figure 39.2 shows the TAP controller internal states.

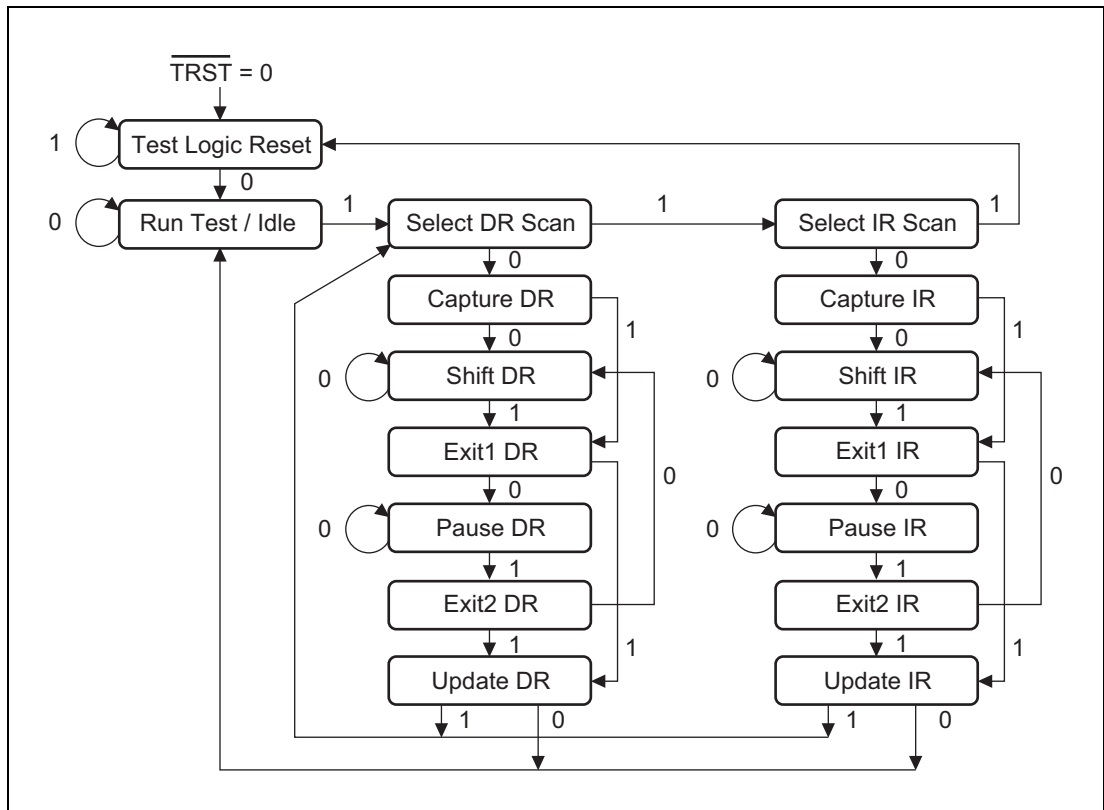


Figure 39.2 TAP Controller State Transition Diagram

Note 1. Transition is made according to the TMS value at the rising edge of TCK. The TDI value is sampled at the rising edge of TCK and is shifted at the falling edge. TDO is in the high-impedance state in the states other than Shift-DR and Shift-IR. Asserting $\overline{\text{TRST}}$ causes transition to the test-logic-reset state asynchronously with TCK.

39.4.2 Supported Commands

39.4.2.1 BYPASS

The BYPASS command is a standard command indispensable to bypass register operation. This command shortens the shift path to achieve high-speed serial data transfer of other LSIs on the printed-circuit board. During execution of this command, the test circuit has no effect on the system circuit.

39.4.2.2 SAMPLE/PRELOAD

The SAMPLE/PRELOAD command is used to input the value to the boundary scan register from the internal circuits of this LSI; to output the value from the scan path; and to load data onto the scan path. During execution of this command, the level of the input pin of this LSI is sent to the internal circuits as is, and the value of the internal circuits is output to the outside via the output pin as is. Executing this command has no effect on the system circuit of this LSI.

The SAMPLE operation allows taking in the snapshots of the value to be transferred to the internal circuits from the input pin or the value to be transferred to the output pin from the internal circuits to the boundary scan register and allows reading the snapshots from the scan path. Snapshots can be taken in without preventing the normal operation of this LSI.

The PRELOAD operation allows setting the initial value to the parallel output latch of the boundary scan register from the scan path prior to the EXTEST command. If the EXTEST command is executed without PRELOAD operation, the undefined value is output from the output pin until the first scan sequence is completed (transfer to the output latch) because the parallel output latch value is always output to the output pin with the EXTEST command.

39.4.2.3 EXTEST

The EXTEST command is used to test the external circuits when this LSI is mounted on the printed-circuit board. When this command is executed, the output pin is used to output the test data (previously set with the SAMPLE/PRELOAD command) from the boundary scan register to the printed-circuit board; whereas the input pin is used to take in the test result from the printed-circuit board to the boundary scan register. When the EXTEST command is executed N times for testing, the test data for the Nth execution is scanned in at the (N – 1)th scan-out.

If the data is loaded onto the boundary scan register of the output pin in the Capture-DR state of this command, it is not used for testing the external circuits (replaced through shift operation).

39.4.2.4 CLAMP

When the CLAMP command is selected, the output pin outputs the boundary scan register value that has been previously set with the SAMPLE/PRELOAD command. While the CLAMP command is selected, the boundary scan register retains the previous state regardless of the TAP controller state.

The bypass register is connected between TDI and TDO and operates in the same manner as when the BYPASS command is selected.

39.4.2.5 HIGHZ

When the HIGHZ command is selected, all the output pins go to the high-impedance state. While the HIGHZ command is selected, the boundary scan register retains the previous state regardless of the TAP controller state.

The bypass register is connected between TDI and TDO and operates in the same manner as when the BYPASS command is selected.

39.4.2.6 IDCODE

The IDCODE command sets the JTAG interface pins to IDCODE mode, which is defined by the JTAG standard. When the JTAG interface is initialized (by asserting $\overline{\text{TRST}}$ or placing TAP in the test-logic-reset state), IDCODE mode is set.

39.4.3 Notes

There are restrictions related to the JTAG interface as follows.

- The power supply/GND pins are not subjected to boundary scan.
- The reference voltage pins of the A/D converter (ADSVREFH, ADSVREFL, A0VREFH, and A1VREFH) are not subjected to boundary scan.
- The pins to be connected to a stabilizing capacitor (ADSVCL and RAMVCL) are not subjected to boundary scan.
- The EPT control pin (EPTVOUT) is not subjected to boundary scan.
- The NC pins are not subjected to boundary scan.

Table 39.5 lists the pins not subjected to boundary scan.

Table 39.5 Pins not Subjected to Boundary Scan

Type	Pins
Analog input	AN000/DSAN0P, AN001/DSAN0N, AN002/DSAN1P, AN003/DSAN1N, AN010/DSAN2P, AN011/DSAN2N, AN012/DSAN3P, AN013/DSAN3N, AN020/DSAN4P, AN021/DSAN4N, AN022/DSAN5P, AN023/DSAN5N, AN030/DSAN6P, AN031/DSAN6N, AN032/DSAN7P, AN033/DSAN7N, AN040, AN041, AN042, AN043, AN050, AN051, AN052, AN053, AN100, AN101, AN102, AN110, AN111, AN112, AN120, AN121, AN122, AN130, AN131, AN132, AN140, AN141, AN142, AN150, AN151, AN152, AN160, AN161, AN162, AN170, AN171, AN172
Debug system	AUDCK, $\overline{\text{DRDY}}$ /LPDCLKO, $\overline{\text{EVTI}}$, $\overline{\text{EVTO}}$, $\overline{\text{RES}}$, TCK/LPDCLKI, TDI/LPDI, TDO/LPDO, TMS/ $\overline{\text{EVTO}}$, $\overline{\text{TRST}}$ /LPDRST
LVDS	RHSB0FCLN, RHSB0FCLP, RHSB0SON, RHSB0SOP, RHSB1FCLN, RHSB1FCLP, RHSB1SON, RHSB1SOP
Mode setting	FLMODE, MD0, MD1
Clock	CK, EXTAL, XTAL

- The HIGHZ command is invalid for the pulled-up and pulled-down pins.

39.5 Usage Notes

1. Once a command is set, it is not modified until another command is issued again. To continuously issue the same commands, insert a command that has no effect on chip operation (such as BYPASS mode) between the desired commands.
2. To start the system in boundary scan mode, negate $\overline{\text{TRST}}$ while $\overline{\text{RES}}$ is high.
3. For the maximum clock frequency that can be input to TCK, refer to Section 40, Electrical Characteristics.
4. If the number of serially transferred bits exceeds the number of bits of the register connected between TDI and TDO, the data that is input from TDI is output from TDO after the serial data equal to the number of register bits are output.
5. If the serial transfer sequence is corrupted, be sure to reset $\overline{\text{TRST}}$. Here, start the transfer over again regardless of the point of transfer corruption.
6. Data is output via TDO synchronized with the falling edge of TCK.
7. To facilitate debugging, route $\overline{\text{TRST}}$ on the board in such a way that patterns can be easily cut.
8. No commands can be accepted in power-off standby mode.

Section 40 Electrical Characteristics

40.1 Absolute Maximum Ratings

Table 40.1 lists absolute maximum ratings.

Table 40.1 Absolute Maximum Ratings

Item	Symbol	Rated Value	Unit	Note
Power voltage* ¹	PLLVCC, SYSVCC, VCC	VCC	-0.3 to +4.3	V
	EVCC	EVCC	-0.3 to +6.5	V
	VDD	VDD	-0.3 to +1.8	V
	LVDVCC	VLVDVCC	-0.3 to +4.3	V
	TTLVCC	VTTLVCC	-0.3 to +6.5	V
Input voltage	SYSVCC power pin	V _{in}	-0.3 to SYSVCC +0.3	V See Table 40.3
	VCC power pin	V _{in}	-0.3 to VCC +0.3	V
	EVCC power pins	V _{in}	-0.3 to EVCC +0.3	V
	5 V tolerant pin* ²	V _{in}	-0.3 to +5.8	V
RHSB power voltage	LVDVCC	-0.3 to +4.3	V	
	TTLVCC	-0.3 to +6.5	V	
RHSB input voltage	V _{LVDSIN}	-0.3 to LVDVCC +0.3	V	
	V _{TTLIN}	-0.3 to TTLVCC +0.3	V	
Analog power voltage	A0VCC, A1VCC	-0.3 to +6.5	V	
	ADSVCC	-0.3 to +6.5	V	
Analog reference voltage	A0VREFH	-0.3 to A0VCC +0.3	V	
	A1VREFH	-0.3 to A1VCC +0.3	V	
	ADSVREFH	-0.3 to ADSVCC +0.3	V	
	ADSVREFL	-0.3 to ADSVSS +0.3	V	
Analog input voltage	V _{AIN}	-0.3 to A0VCC +0.3 -0.3 to A1VCC +0.3	V	
	V _{ADSIN}	-0.3 to ADSVCC +0.3	V	
VSS differential voltage* ³ (Condition: Between any two of VSS, A0VSS, A1VSS, ADSVSS, PLLVSS, and LVDVSS)		-0.1 to +0.1	V	
Maximum input current (per pin)	Digital input pin	I _{max}	-25 to +25	mA Only 1 pin simultaneously
	Analog input pin	I _{max}	-25 to +25	mA
Junction temperature* ¹	T _j	-40 to +150	°C	
Storage temperature	T _{stg}	-55 to +150	°C	After mounting

Note 1. Cumulative hours of operation of this LSI with T_j in the range from 125°C to 150°C must be kept within 3000 hours.

Note 2. Pins below described as "(5 V tol.)" in Table 40.2, Relationship between Power Name and Pin .
FLMODE, MD0, MD1, RES, TRST, NMI

Note 3. Of the digital power supplies on the board, short-circuit PLLVSS to VSS.

NOTE

Using this LSI without observing these absolute maximum ratings may result in permanent breakdown of the LSI. This product is used in combination of multiple power voltages simultaneously in some cases. Use this LSI conforming to power pin connections, conditions for combination of power voltages to be applied, voltages that can be applied to pins, and output voltage conditions, which are specified in the manual. Using this LSI with unspecified power connection or voltage may result in permanent breakdown of the LSI or damage to the system that contains this LSI.

40.2 DC Characteristics

40.2.1 Relationship between Power Name and Pin

Table 40.2 shows the relationship between power name and pin.

Table 40.2 Relationship between Power Name and Pin (1/7)

Pin Name	Port Group	Circuit Power Name	I/O	Maximum Input Voltage (V)	Input Buffer Type	Output Driving Ability	Note
AN110	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN102	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN101	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN100	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN053/P15_3	P15	A0VCC	I	A0VCC + 0.3	SAR analog SchB		
AN052/P15_2	P15	A0VCC	I	A0VCC + 0.3	SAR analog SchB		
AN051/P15_1	P15	A0VCC	I	A0VCC + 0.3	SAR analog SchB		
AN050/P15_0	P15	A0VCC	I	A0VCC + 0.3	SAR analog SchB		
AN043/P14_11	P14	A0VCC	I	A0VCC + 0.3	SAR analog SchB		
AN042/P14_10	P14	A0VCC	I	A0VCC + 0.3	SAR analog SchB		
AN041/P14_9	P14	A0VCC	I	A0VCC + 0.3	SAR analog SchB		
AN040/P14_8	P14	A0VCC	I	A0VCC + 0.3	SAR analog SchB		
AN033/DSAN7N/ P14_7	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN032/DSAN7P/ P14_6	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN031/DSAN6N/ P14_5	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN030/DSAN6P/ P14_4	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN023/DSAN5N/ P14_3	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN022/DSAN5P/ P14_2	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN021/DSAN4N/ P14_1	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN020/DSAN4P/ P14_0	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN013/DSAN3N/ P14_15	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN012/DSAN3P/ P14_14	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN011/DSAN2N/ P14_13	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN010/DSAN2P/ P14_12	P14	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog SchB		
AN003/ DSAN1N	—	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog		
AN002/ DSAN1P	—	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog		
AN001/ DSAN0N	—	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog		

Table 40.2 Relationship between Power Name and Pin (2/7)

Pin Name	Port Group	Circuit Power Name	I/O	Maximum Input Voltage (V)	Input Buffer Type	Output Driving Ability	Note
AN000/ DSAN0P	—	ADSVCC	I	ADSVCC + 0.3	$\Delta\Sigma$ analog		
P10_0	P10	EVCC	IO	EVCC + 0.3	SchB	√	
P10_1	P10	EVCC	IO	EVCC + 0.3	SchB	√	
P10_2	P10	EVCC	IO	EVCC + 0.3	SchB	√	
P10_3	P10	EVCC	IO	EVCC + 0.3	SchB	√	
P10_4	P10	EVCC	IO	EVCC + 0.3	SchB	√	
P8_0	P8	EVCC	IO	EVCC + 0.3	SchB	√	
P8_1	P8	EVCC	IO	EVCC + 0.3	SchB	√	
P8_2	P8	EVCC	IO	EVCC + 0.3	SchB	√	
P8_3	P8	EVCC	IO	EVCC + 0.3	SchB	√	
P8_4	P8	EVCC	IO	EVCC + 0.3	SchB	√	
P8_5	P8	EVCC	IO	EVCC + 0.3	SchB	√	
P8_6	P8	EVCC	IO	EVCC + 0.3	SchB	√	
P8_7	P8	EVCC	IO	EVCC + 0.3	SchB	√	
P6_0	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_1	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_2	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_3	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_4	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_5	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_6	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_7	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_8	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_9	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_10	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P6_11	P6	EVCC	IO	EVCC + 0.3	SchB	√	
P5_0	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_1	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_2	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_3	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_4	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_5	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_6	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_7	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_8	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P5_9	P5	EVCC	IO	EVCC + 0.3	SchB	√	
P4_0	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_1	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_2	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_3	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_4	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_5	P4	EVCC	IO	EVCC + 0.3	SchB	√	

Table 40.2 Relationship between Power Name and Pin (3/7)

Pin Name	Port Group	Circuit Power Name	I/O	Maximum Input Voltage (V)	Input Buffer Type	Output Driving Ability	Note
P4_6	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_7	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_8	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_9	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_10	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_11	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_12	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_13	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_14	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P4_15	P4	EVCC	IO	EVCC + 0.3	SchB	√	
P11_0	P11	EVCC	IO	EVCC + 0.3	SchB	√	
P11_1	P11	EVCC	IO	EVCC + 0.3	SchB	√	
P11_2	P11	EVCC	IO	EVCC + 0.3	SchB	√	
P11_3	P11	EVCC	IO	EVCC + 0.3	SchB	√	
P11_4	P11	EVCC	IO	EVCC + 0.3	SchB	√	
P11_5	P11	EVCC	IO	EVCC + 0.3	SchB	√	
P13_9	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
P13_8	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
P13_7	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
P13_6	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
P13_5	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
RHSB1FCLN	P17	LVDVCC	O	—	—		LVDS clock output
RHSB1FCLP	P17	LVDVCC	O	—	—		LVDS clock output
RHSB1SON	P17	LVDVCC	O	—	—		LVDS data output
RHSB1SOP	P17	LVDVCC	O	—	—		LVDS data output
RHSB0FCLN	P17	LVDVCC	O	—	—		LVDS clock output
RHSB0FCLP	P17	LVDVCC	O	—	—		LVDS clock output
RHSB0SON	P17	LVDVCC	O	—	—		LVDS data output
RHSB0SOP	P17	LVDVCC	O	—	—		LVDS data output
P13_0	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
P13_1	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
P13_2	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	

Table 40.2 Relationship between Power Name and Pin (4/7)

Pin Name	Port Group	Circuit Power Name	I/O	Maximum Input Voltage (V)	Input Buffer Type	Output Driving Ability	Note
P13_3	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
P13_4	P13	TTLVCC	IO	TTLVCC + 0.3	SchC	√	
FLMODE	—	SYSVCC	I	5.5 + 0.3	SchA (5 V tol.)		
MD0	—	SYSVCC	I	5.5 + 0.3	SchA (5 V tol.)		
MD1	—	SYSVCC	I	5.5 + 0.3	SchA (5 V tol.)		
RES	—	SYSVCC	I	5.5 + 0.3	SchA (5 V tol.)		
TRST/ LPDRST	—	SYSVCC	I	5.5 + 0.3	SchA (5 V tol.)		
TDO/ LPDO/ FLSCI3TX	—	VCC	O	VCC + 0.3	TTL2		
TMS/EVTO	—	VCC	IO	VCC + 0.3	TTL2		
TCK/ LPDCLKI/ FLSCI3SCK	—	VCC	I	VCC + 0.3	TTL2		
TDI/ LPDI/ FLSCI3RX	—	VCC	I	VCC + 0.3	TTL2		
DRDY/ LPDCLKO	—	VCC	O	VCC + 0.3	TTL2		
XTAL	—	VCC	O	—	—		
EXTAL	—	VCC	I	VCC + 0.3	CMOS		
EVTO	—	VCC	O	—	—		
EVTI	—	VCC	I	VCC + 0.3	SchB		
AUDRST	—	VCC	I	VCC + 0.3	SchA		
AUDCK	—	VCC	I	VCC + 0.3	TTL2		
AUDSYNC	—	VCC	I	VCC + 0.3	TTL2		
AUDATA3	—	VCC	IO	VCC + 0.3	TTL2		
AUDATA2	—	VCC	IO	VCC + 0.3	TTL2		
AUDATA1	—	VCC	IO	VCC + 0.3	TTL2		
AUDATA0	—	VCC	IO	VCC + 0.3	TTL2		
NMI	—	VCC	I	5.5 + 0.3	SchA (5 V tol.)		
ERROROUT_M	—	VCC	O	—	—		
CK	—	EVCC	O	—	—		
P0_0	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_1	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_2	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_3	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_4	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_5	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_6	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_7	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_8	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_9	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_10	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_11	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_12	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P0_13	P0	EVCC	IO	EVCC + 0.3	SchB	√	

Table 40.2 Relationship between Power Name and Pin (5/7)

Pin Name	Port Group	Circuit Power Name	I/O	Maximum Input Voltage (V)	Input Buffer Type	Output Driving Ability	Note
P0_14	P0	EVCC	IO	EVCC + 0.3	SchB	√	
P1_0	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_1	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_2	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_3	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_4	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_5	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_6	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_7	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_8	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_9	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_10	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_11	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_12	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_13	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_14	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P1_15	P1	EVCC	IO	EVCC + 0.3	SchB	√	
P2_0	P2	EVCC	IO	EVCC + 0.3	SchB	√	
P2_1	P2	EVCC	IO	EVCC + 0.3	SchB	√	
P2_2	P2	EVCC	IO	EVCC + 0.3	SchB	√	
P2_3	P2	EVCC	IO	EVCC + 0.3	SchB	√	
P2_4	P2	EVCC	IO	EVCC + 0.3	SchB	√	
P2_5	P2	EVCC	IO	EVCC + 0.3	SchB	√	
P2_6	P2	EVCC	IO	EVCC + 0.3	SchB	√	
P2_7	P2	EVCC	IO	EVCC + 0.3	SchB	√	
P3_0	P3	EVCC	IO	EVCC + 0.3	SchB	√	
P3_1	P3	EVCC	IO	EVCC + 0.3	SchB	√	
P3_2	P3	EVCC	IO	EVCC + 0.3	SchB	√	
P3_3	P3	EVCC	IO	EVCC + 0.3	SchB	√	
P3_4	P3	EVCC	IO	EVCC + 0.3	SchB	√	
P3_5	P3	EVCC	IO	EVCC + 0.3	SchB	√	
P3_6	P3	EVCC	IO	EVCC + 0.3	SchB	√	
P3_7	P3	EVCC	IO	EVCC + 0.3	SchB	√	
P7_0	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_1	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_2	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_3	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_4	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_5	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_6	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_7	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_8	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_9	P7	EVCC	IO	EVCC + 0.3	SchB	√	

Table 40.2 Relationship between Power Name and Pin (6/7)

Pin Name	Port Group	Circuit Power Name	I/O	Maximum Input Voltage (V)	Input Buffer Type	Output Driving Ability	Note
P7_10	P7	EVCC	IO	EVCC + 0.3	SchB	√	
P7_11	P7	EVCC	IO	EVCC + 0.3	SchB	√	
AN172/P16_8	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN171/P16_5	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN170/P16_4	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN162/P16_7	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN161/P16_3	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN160/P16_2	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN152/P16_6	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN151/P16_1	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN150/P16_0	P16	A1VCC	I	A1VCC + 0.3	SAR analog SchB		
AN142	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN141	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN140	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN132	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN131	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN130	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN122	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN121	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN120	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN112	—	A1VCC	I	A1VCC + 0.3	SAR analog		
AN111	—	A1VCC	I	A1VCC + 0.3	SAR analog		
A0VCC							
A1VCC							
ADSVCC							
ADSVCL							ΔΣADC external capacitor pin
A0VREFH							
A1VREFH							
ADSVREFH							
ADSVREFL							
A0VSS							
A1VSS							
A1VSS (N.C.)							
ADSVSS							
PLLCC							
PLLSS							
EVCC							
EPTVOUT		VCC	O				
VCC							
LVDVCC							
LVDVSS							

Table 40.2 Relationship between Power Name and Pin (7/7)

Pin Name	Port Group	Circuit Power Name	I/O	Maximum Input Voltage (V)	Input Buffer Type	Output Driving Ability	Note
SYSVCC							
TTLVCC*1							
VDD							
VDD (N.C.)							
RAMVCL							
VSS							
VSS (N.C.)							

Note 1. The ground for TTLVCC is LVDVSS (the same as the ground for LVDVCC).

Note 2. Though the pins listed with the names of power supply pins (and as N.C.) do not affect operation of the microcontroller even if they are open-circuit, we recommend connecting the pins to the power supply of the same name as those that do not include N.C. to ensure that the power supply is stable. In addition, be sure to mount solder balls on the substrate. The pins listed with the names of power supply pins (and as N.C.) are internally connected with the power supply of the same name as those that do not include N.C.

40.2.2 Operating Conditions

Table 40.3 Operating Conditions

Symbol	Min.	Typ.	Max.	Unit
SYSVCC	3.0	3.3	3.6	V
VCC	3.0	3.3	3.6	V
PLLVCC	3.0	3.3	3.6	V
VDD	1.15	1.25	1.35	V
EVCC	4.5	5.0	5.5	V
LVDVCC	3.0	3.3	3.6	V
TTLVCC	3.0	3.3	3.6	V
	4.5	5.0	5.5	V
A0VCC* ³ , A1VCC	4.5	5.0	5.5	V
ADSVCC* ³	4.5	5.0	5.5	V
A0VREFH, A1VREFH* ¹	4.5	5.0	5.5	V
ADSVREFH* ²	4.5	5.0	5.5	V

Note 1. Set a value less than A0VCC and A1VCC.

Note 2. Set a value less than ADSVCC.

Note 3. Operated under the condition of A0VCC = ADSVCC.

Note: Supply the specified voltages to all power-supply voltage connections when starting operation. Turn off all power voltages when stopping operation. In power-off standby mode, turn off power voltages other than SYSVCC.

40.2.3 Input Voltage Characteristics

Table 40.4 DC Characteristics (Input Voltage)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC,
 A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC,
 ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V,
 SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V,
 VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
 Tj = -40°C to 150°C

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement Condition
Schmitt trigger input voltage (Buffer type A)	V_T^+ (V_{IH})	SYSVCC × 0.75 VCC × 0.75	—	5.5 + 0.3*1 VCC + 0.3*2	V	See Table 40.2 (Item of SchA input buffer type)
	V_T^- (V_{IL})	-0.3	—	SYSVCC × 0.25 VCC × 0.25	V	
	V_{HS}	SYSVCC × 0.2 VCC × 0.2	—	—	V	
Schmitt trigger input voltage (Buffer type B)	V_T^+ (V_{IH})	EVCC × 0.7 A0VCC × 0.7 A1VCC × 0.7 ADSVCC × 0.7 VCC × 0.74	—	EVCC + 0.3 A0VCC + 0.3 A1VCC + 0.3 ADSVCC + 0.3 VCC + 0.3	V	See Table 40.2 (Item of SchB input buffer type)
	V_T^- (V_{IL})	-0.3	—	EVCC × 0.42 A0VCC × 0.42 A1VCC × 0.42 ADSVCC × 0.42 VCC × 0.34	V	
	V_{HS}	EVCC × 0.082 A0VCC × 0.082 A1VCC × 0.082 ADSVCC × 0.082 VCC × 0.082	—	—	V	
Schmitt trigger input voltage (Buffer type C)	V_T^+ (V_{IH})	TTLVCC × 0.6	—	TTLVCC + 0.3	V	See Table 40.2 (Item of SchC input buffer type) TTLVCC = 3.0 to 3.6 V, 4.5 to 5.5 V
	V_T^- (V_{IL})	-0.3	—	TTLVCC × 0.36	V	
	V_{HS}	TTLVCC × 0.082	—	—	V	
TTL input voltage	V_{IH}	2.2	—	VCC + 0.3	V	See Table 40.2 (Item of TTL2 input buffer type)
	V_{IL}	-0.3	—	0.8	V	
Clock input pin voltage (EXTAL)	V_{IH}	VCC × 0.7	—	VCC + 0.3	V	
	V_{IL}	-0.3	—	VCC × 0.2	V	

Note 1. Except for $\overline{\text{AUDRST}}$

Note 2. $\overline{\text{AUDRST}}$

40.2.4 Input Leak Current Characteristics

Table 40.5 DC Characteristics (Input Leak Current)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC,
 A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC,
 ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V,
 SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V,
 VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
 Tj = -40°C to 150°C

Item		Symbol	Min.	Typ.	Max.	Unit	Measurement Condition
Input leak current	Other than A/D port	lin	—	—	1	μA	Vin = 0 V to EVCC Vin = 0 V to TTLVCC Vin = 0 V to SYSVCC, Vin = 0 V to VCC
	A/D port	lin	—	—	0.1	μA	Vin = 0 V to A0VCC, A1VCC Vin = 0 V to ADSVCC

40.2.5 Pull-Up/Pull-Down MOS Current Characteristics

Table 40.6 DC Characteristics (Pull-Up/Pull-Down MOS Current)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC, A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC, ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V, SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V, VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
Tj = -40°C to 150°C

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement Condition
Input pull-up MOS current	TMS, TDI, TCK (Including the case of use as JTAG port)	$-I_{pu}$	—	—	350	μA Vin = 0 V, VCC = 3.0 to 3.6 V
	AUDCK, AUDSYNC (VCC power pin)	—	—	350	μA Vin = 0 V VCC = 3.0 to 3.6 V	
	EVCC power pin	—	—	350	μA Vin = 0 V EVCC = 4.5 to 5.5 V	
	TTLVCC power pin	15	—	90	μA Vin = 0 V, TTLVCC = 3.0 to 3.6 V	
		40	—	190	μA Vin = 0 V, TTLVCC = 4.5 to 5.5 V	
Pull-up MOS current	AUDATA3-0*1	—	—	350	μA Vin = 0 V VCC = 3.0 to 3.6 V	
Input pull-down MOS current	RES	I_{pd}	25	60	120	μA Vin = SYSVCC, SYSVCC = 3.6 V
			5	20	40	μA Vin = SYSVCC, SYSVCC = 2.0 V
	TRST	—	—	350	μA Vin = SYSVCC, SYSVCC = 3.0 to 3.6 V	
	FLMODE, MD0, MD1 (SYSVCC power pin)	15	—	120	μA Vin = SYSVCC, SYSVCC = 3.0 to 3.6 V	
	AUDRST	—	—	350	μA Vin = VCC, VCC = 3.0 to 3.6 V	
	NMI	15	—	120	μA Vin = VCC, VCC = 3.0 to 3.6 V	
	EVCC power pin	—	—	350	μA Vin = EVCC, EVCC = 4.5 to 5.5 V	
	TTLVCC power pin	15	—	120	μA Vin = TTLVCC, TTLVCC = 3.0 to 3.6 V	
		50	—	240	μA Vin = TTLVCC TTLVCC = 4.5 V to 5.5 V	

Note 1. The pull-up of AUDATA3-0 is valid not only in input but also in output.

40.2.6 Output Voltage Characteristics

Table 40.7 DC Characteristics (Output Voltage)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC,
 A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC,
 ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V,
 SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V,
 VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
 Tj = -40°C to 150°C

Item		Symbol	Min.	Typ.	Max.	Unit	Measurement Condition
Output high level voltage	EVCC power pin	V_{OH}	EVCC - 0.5	—	—	V	$I_{OH} = 200 \mu A$, EVCC = 4.5 V to 5.5 V
			EVCC - 1.0	—	—	V	$I_{OH} = 1 mA$, EVCC = 4.5 V to 5.5 V
	TTLVCC power pin		TTLVCC - 0.4	—	—	V	$I_{OH} = 2 mA$, TTLVCC = 4.5 V to 5.5 V
			TTLVCC - 0.4	—	—	V	$I_{OH} = 2 mA$, TTLVCC = 3.0 V to 3.6 V
	VCC power pin		VCC - 0.1	—	—	V	$I_{OH} = 50 \mu A$, VCC = 3.0 V to 3.6 V
			VCC - 1.0	—	—	V	$I_{OH} = 200 \mu A$, VCC = 3.0 V to 3.6 V
Output low level voltage	EVCC power pin	V_{OL}	—	—	0.4	V	$I_{OL} = 1.6 mA$ EVCC = 4.5 V to 5.5 V
			—	—	1.2	V	$I_{OL} = 4 mA$ EVCC = 4.5 V to 5.5 V
	TTLVCC power pin		—	—	0.4	V	$I_{OL} = 2 mA$, TTLVCC = 4.5 V to 5.5 V
			—	—	0.4	V	$I_{OL} = 2 mA$, TTLVCC = 3.0 V to 3.6 V
	VCC power pin		—	—	0.1	V	$I_{OL} = 50 \mu A$ VCC = 3.0 V to 3.6 V
			—	—	0.4	V	$I_{OL} = 1.6 mA$ VCC = 3.0 V to 3.6 V

40.2.7 Allowable Output Current

Table 40.8 DC Characteristics (Allowable Output Current)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC,
 A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC,
 ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V,
 SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V,
 VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
 Tj = -40°C to 150°C

Item	Symbol	Min.	Typ.	Max.	Unit
Output low-level allowable current (per pin)	I_{OL}	—	—	4.0	mA
Output low-level allowable current (total)	ΣI_{OL}	—	—	80	mA
Output high-level allowable current (per pin)	I_{OH}	—	—	2.0	mA
Output high-level allowable current (total)	ΣI_{OH}	—	—	25	mA

40.2.8 Injection Current

Table 40.9 DC Characteristics (Injection Current)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC,
 A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC,
 ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V,
 SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V,
 VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
 Tj = -40°C to 150°C

Item		Symbol	Min.	Typ.	Max.	Unit
DC injection current (per pin)	Logic pin	I_{IC}	-2.0	—	2.0	mA
	Analog pin		-3.0	—	3.0	mA
DC injection current (total)		$\Sigma I_{IC} $	-50.0	—	50.0	mA

40.2.9 LVDS Driver

Table 40.10 DC Characteristics (LVDS Driver Characteristics)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC, A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC, ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V, SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V, VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
 Tj = -40°C to 150°C

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement Condition
Output high-level voltage	V_{OH}	—	—	1525	mV	Figure 40.1, Figure 40.2
Output low-level voltage	V_{OL}	875	—	—	mV	
Output differential voltage	V_{OD}	150	—	400	mV	
Offset voltage	V_{OS}	1075	—	1325	mV	
Output impedance	R0	40	—	140	Ω	

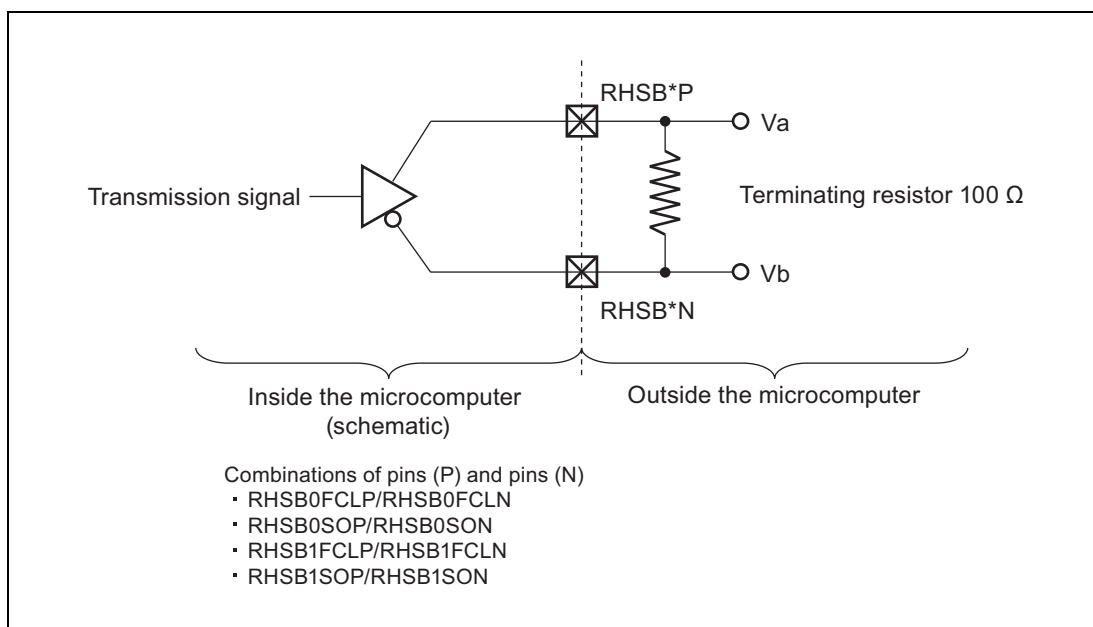


Figure 40.1 LVDS Driver Va/Vb Measurement Conditions

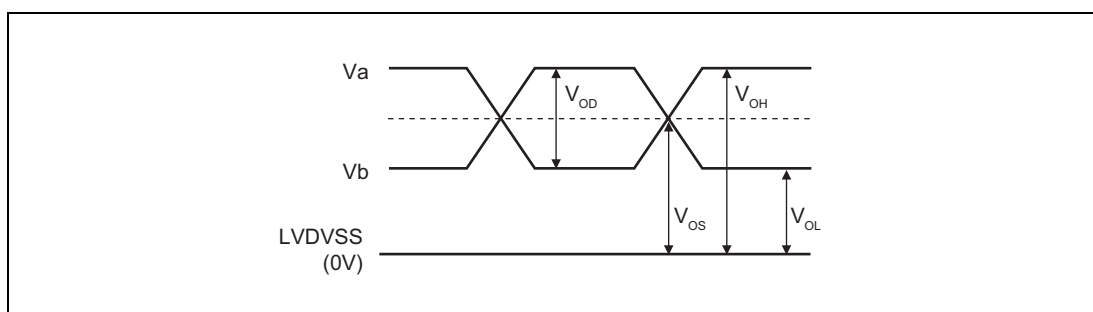


Figure 40.2 Meaning of LVDS Driver Symbols

40.2.10 Input Capacitance

Table 40.11 DC Characteristics (Input Capacitance)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC,
 A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC,
 ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V,
 SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V,
 VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V

Item		Symbol	Min.	Typ.	Max.	Unit	Measurement Condition
Input capacitance	All pins	C_{in}	—	10	20	pF	$V_{in} = 0\text{ V}$, $f = 1\text{ MHz}$, $T_j = 25^\circ\text{C}$

40.2.11 Supply Current Characteristics

Table 40.12 DC Characteristics (Supply Current)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC, A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC, ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V, SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V, VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
T_j = -40°C to 150°C

Item		Symbol	Min.	Typ.* ¹	Max.	Unit	Measurement Condition
Core supply current (VDD power)	Normal operation	I _{DD}	—	310	500	mA	Operation at 320 MHz
			—	240	450	mA	Operation at 240 MHz
	Current during reset	I _{DDrst}	10	170	300	mA	
VCC supply current (when EPT is not used)* ²	Normal operation (excluding erasure of code flash)	I _{CC}	—	10	23	mA	
	Erasure of code flash	I _{CC_cferase}	—	20	40	mA	
	Current during reset	I _{CCrst}	3	7	15	mA	
System supply current (SYSVCC)	Normal operation	I _{SYS}	—	0.25	1	mA	
	Current during reset	I _{SYSrst}	0.1	0.3	1	mA	
PLL supply current (PLLVCC)		I _{PLL}	2	3.5	5	mA	
RHSB supply current (LVDVCC)		I _{LVDS}	—	14	24	mA	
Analog power current (A0VCC, A1VCC)		I _{AVCC}	—	3.5	6	mA	
Analog power current(ADSVCC)		I _{ADSVCC}	—	12	15	mA	
ADC reference power current (A0VREFH, A1VREFH)		I _{AVREF}	—	220	500	μA	
ADC reference power current(ADSVREFH)		I _{AVREF_DS}	—	400	1000	μA	

Note 1. At T_j = 25°C

Note 2. When an EPT is to be used, calculate the current through the EPT from its current gain and the current from EPTVOUT, then add the result to the value for VCC.

CAUTIONS

1. When the A/D converter is not used or it is in the standby state, do not open the A0VCC pin, A1VCC pin, A0VREFH pin, AVREFH pin, ADSVREFH pin, ADSVREFL pin, A0VSS pin, and A1VSS pin.
2. Supply current values are with all output pins unloaded when V_{IHmin} = V_{CC} - 0.5 V EVCC - 0.5 V and V_{IL} = 0.5 V.

40.2.12 Standby Current

Table 40.13 DC Characteristics (Standby)

Conditions: EVCC = 0 V to EVCCstdby1, SYSVCC = SYSVCCLow to 3.6 V
 Other power supplies 0 V to operating voltage,
 VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
 Tj = -40°C to 150°C

Item		Symbol	Min.	Typ.	Max.	Unit	Measurement Condition
Supply current (SYSVCC)	Power-off standby	I _{SB}	—	—	0.4	mA	-40°C < Tj ≤ 50°C
			—	—	0.7	mA	50°C < Tj ≤ 105°C
			—	—	1	mA	105°C < Tj ≤ 150°C

40.2.13 Power Voltage Monitoring Characteristics

Table 40.14 DC Characteristics (Power Voltage Monitoring)

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC,
 A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC,
 ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V,
 SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V,
 VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
 Tj = -40°C to 150°C

Item		Symbol	Min.	Typ.	Max.	Unit	Measurement Condition
Power voltage monitoring upper-limit voltage	HDETCTL.VDDREF H 1/0 setting	00	—	1.40	1.50	1.60	V
Power voltage monitoring lower-limit voltage	LDETCTL.VDDREFL 1/0 setting	00	—	0.85	0.95	1.05	V

40.3 AC Characteristics

- Unless otherwise described, the following timing conditions are applied.
 $\text{SYSVCC} = \text{VCC} = \text{PLLVC} = \text{LVDVCC} = \text{TTLVCC} = 3.0 \text{ V to } 3.6 \text{ V}$
 $\text{EVCC} = 4.5 \text{ V to } 5.5 \text{ V}$, $\text{A0VCC} = \text{A1VCC} = 4.5 \text{ V to } 5.5 \text{ V}$, $\text{A0VREFH} = 4.5 \text{ V to A0VCC}$,
 $\text{A1VREFH} = 4.5 \text{ V to A1VCC}$,
 $\text{ADSVCC} = 4.5 \text{ V to } 5.5 \text{ V}$, $\text{ADSVREFH} = 4.5 \text{ V to ADSVCC}$, $\text{VDD} = 1.15 \text{ to } 1.35 \text{ V}$,
 $\text{VSS} = \text{PLLSS} = \text{A0VSS} = \text{A1VSS} = \text{ADSVSS} = \text{ADSVREFL} = \text{LVDVSS} = 0 \text{ V}$,
 $T_j = -40^\circ\text{C to } 150^\circ\text{C}$
- In the port control register, conditions where all output pins of the module used in the same channel are set to the same driving ability are applied to output pins whose driving ability is selectable. Unless otherwise specified, all driving ability settings are included.
- Unless otherwise described, AC measurement conditions described in **Figure 40.3** are applied.
 Input reference level High level: V_{IH} minimum value; Low level: V_{IL} maximum value
 Output reference level High level: 2.0 V; Low level: 0.8 V
 Input rising time, falling time: 1 ns

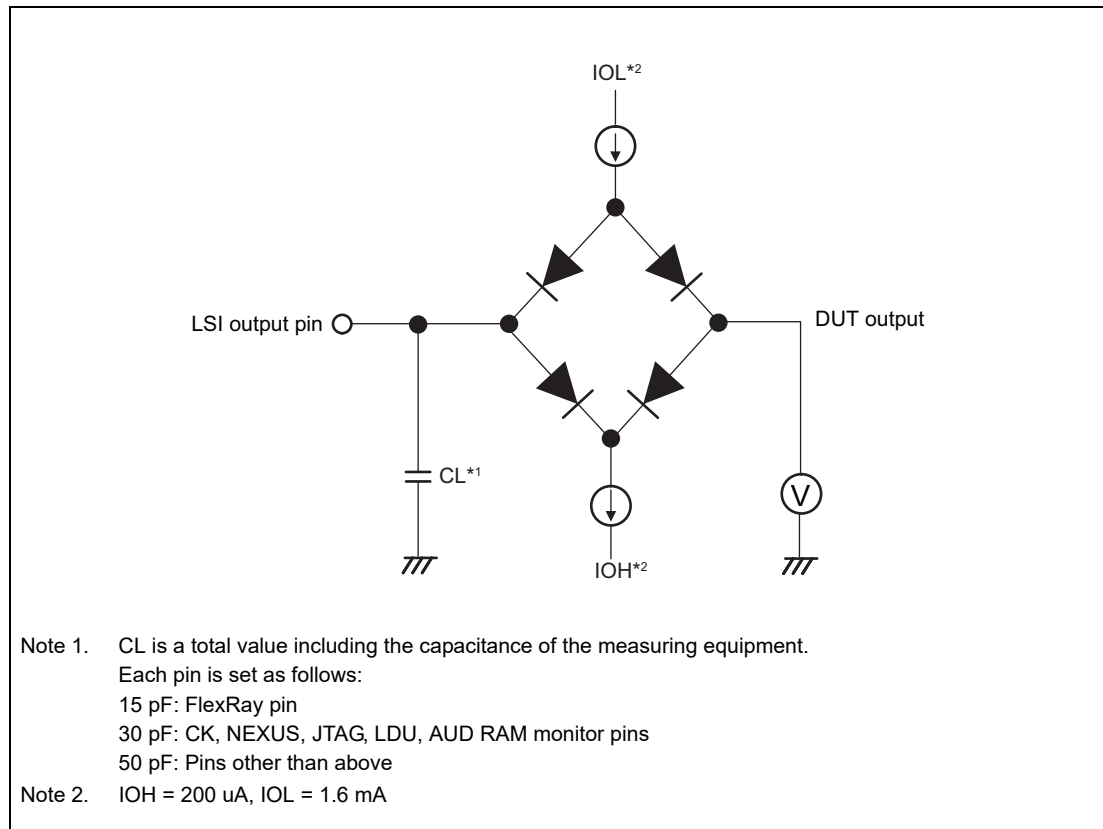


Figure 40.3 AC Measurement Conditions

40.3.1 Power On/Off Timings

(1) When EPT is not used

Table 40.15 Power On/Off Timings

Item	Symbol	Min.	Max.	Unit	Note	Reference
External reset L time at power-on	tRESW1	10	—	ms	*1	Figure 40.4
External reset L time at power-off	tRESW2	2	—	μs	*2	
PLL1 lock in time	tPLL1L0	—	1	ms	*3	

Note 1. tRESW1 is the reset time required for the supply of internal clock signals to become stable after all power supplies are turned on. No restriction applies to potential differences between each power supply during power up.

Note 2. tRESW2 is the time from assertion of the reset signal until all of the power voltages have dropped below the lower-limit voltages.

Note 3. tPLL1L0 is the time required for PLL1 to lock in after MOSC oscillation has become stable.

CAUTION

- The states of I/O pins are not reset during the noise cancellation interval (max. 1.2 μs) of the reset signal following its assertion while power is being turned off. During that time, do not allow any input of mid-range potential to the pin or contention of output data.
- If power is disconnected during programming or erasure of flash memory, the flash memory may be destroyed.

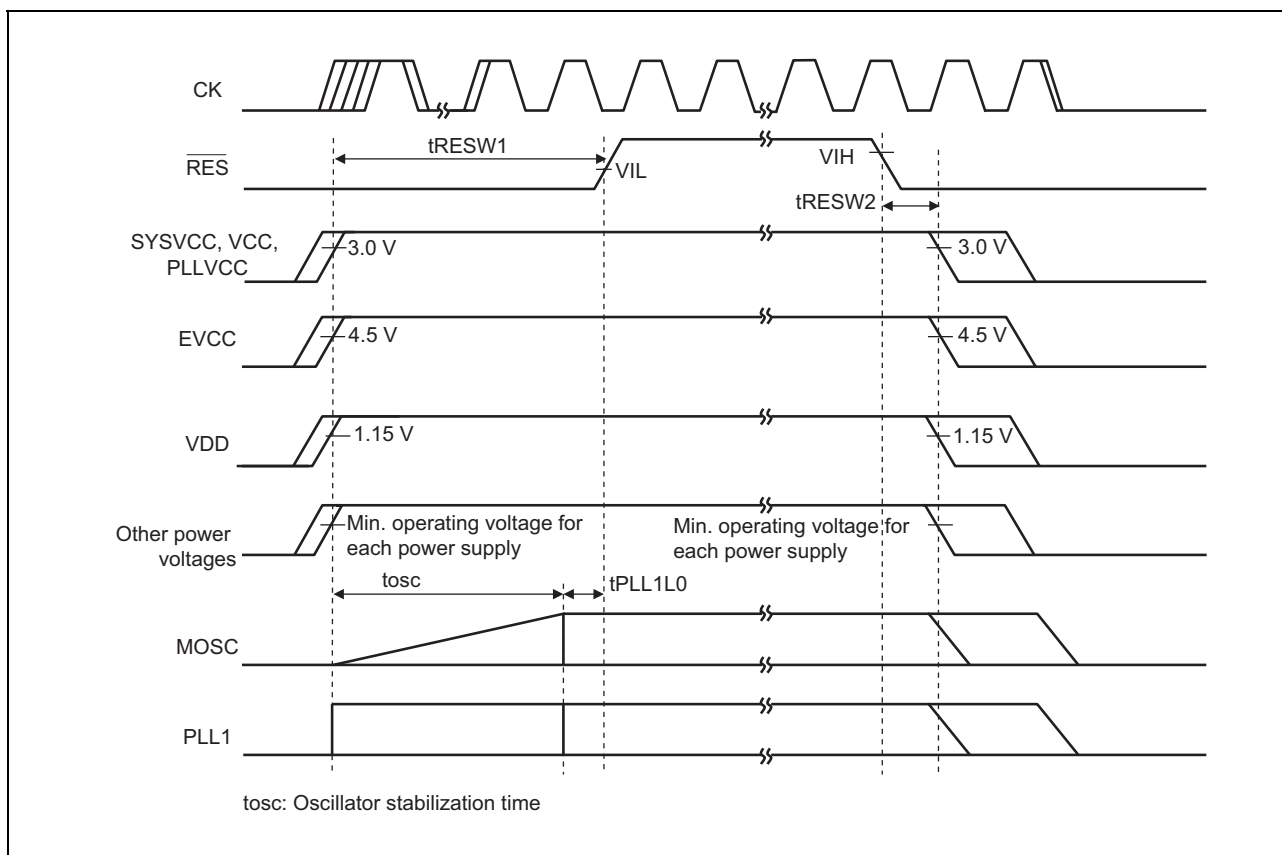


Figure 40.4 Power On/Off Timings When EPT is not Used

(2) When EPT is used

Table 40.16 Power On/Off Timings

Item	Symbol	Min.	Max.	Unit	Condition	Reference
External reset L time at power-on	tRESW4	10	—	ms	*1	Figure 40.5
External reset L time at power-off	tRESW5	2	—	μs	*2	
PPL1 lock-in time	tPLL1L0	—	1	ms	*3	

Note 1. tRESW4 is the reset time required for the supply of internal clock signals to become stable after all power supplies are turned on. No restriction applies to potential differences between each power supply during power up.

Note 2. tRESW5 is the time from assertion of the reset signal until all of the power voltages have dropped below the lower-limit voltages.

Note 3. tPLL1L0 is the time required for PLL1 to lock in after MOSC oscillation has become stable.

CAUTION

- The states of I/O pins are not reset during the noise cancellation interval (max. 1.2 μs) of the reset signal following its assertion while power is being turned off. During that time, do not allow any input of mid-range potential to the pin or contention of output data.
- If power is disconnected during programming or erasure of flash memory, the flash memory may be destroyed.

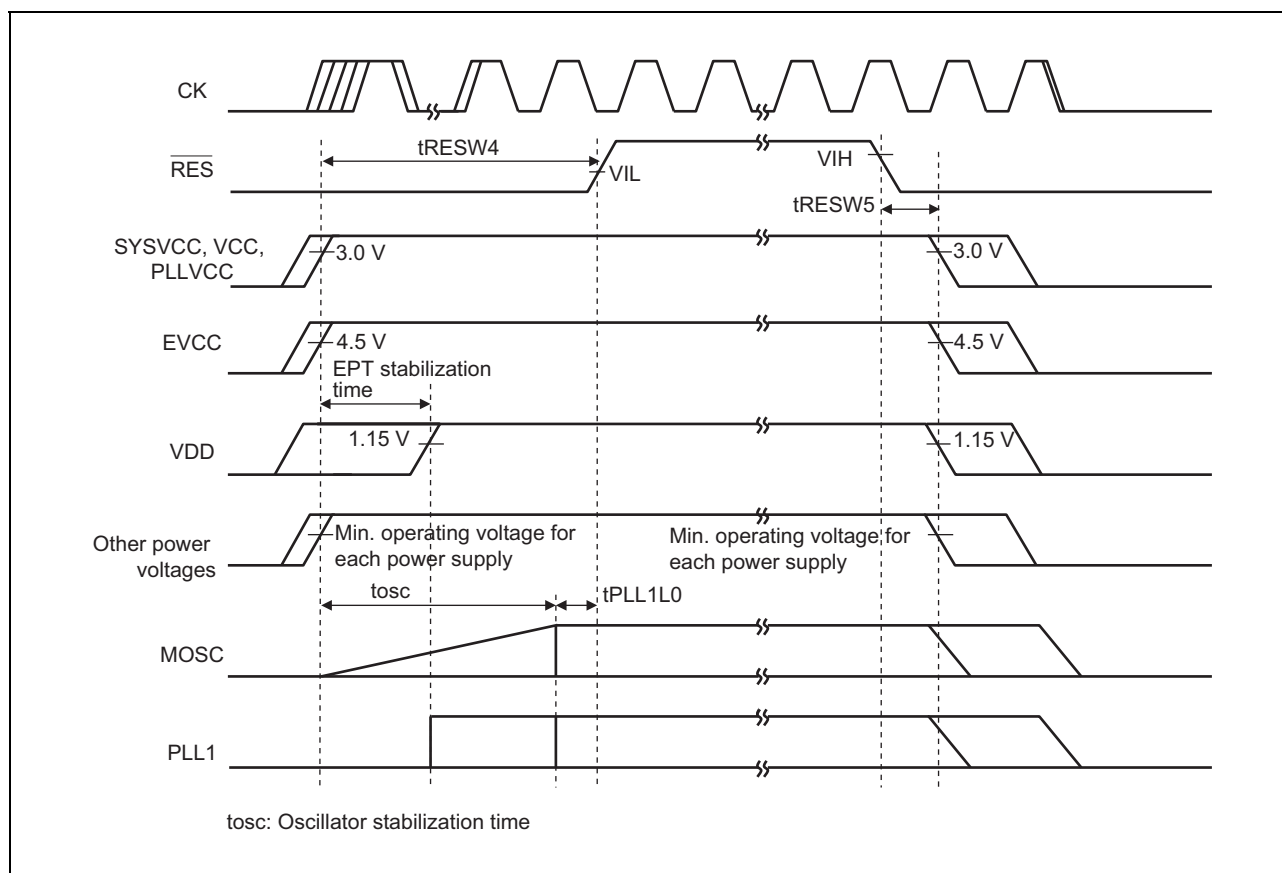


Figure 40.5 Power On Timing when EPT is Used

40.3.2 Standby Transition/Return Timings

Table 40.17 Power-Off Standby Timing

Item	Symbol	Condition	Min.	Max.	Unit	Reference
Reset assertion time before VCC off	tVCC		2	—	μs	Figure 40.6
Reset assertion time before VDD off	tVDD		2	—	μs	
Reset assertion time before EVCC off	tEVCC		2	—	μs	
Reset assertion time before power off other than VCC, VDD, and EVCC	tVoltage		2	—	μs	
Reset hold time at return from power-off standby mode	tRESW3	*1	tRESW1	—	ms	
		*2	tRESW4	—	ms	
EVCC voltage at transition to power-off standby mode	EVCCstdby1	*3	2.1	—	V	
EVCC voltage at return from power-off standby mode	EVCCstdby2	*4	—	2.5	V	
SYSVCC voltage in power-off standby mode	SYSVCCLow		2.7	3.6	V	

Note 1. When EPT is not used.

Note 2. When EPT is used.

Note 3. This is the EVCC voltage for transition to power-off standby mode. This value must be equal to or less than the min. EVCCstdby1 value.

Note 4. This is the EVCC voltage for return from power-off standby mode. This value must be equal to or more than the max. EVCCstdby2 value.

CAUTION

For resetting while flash memory is being programmed or erased, follow the specifications in the RH850/E1x-FCC2 Flash Memory User's Manual: Hardware Interface.

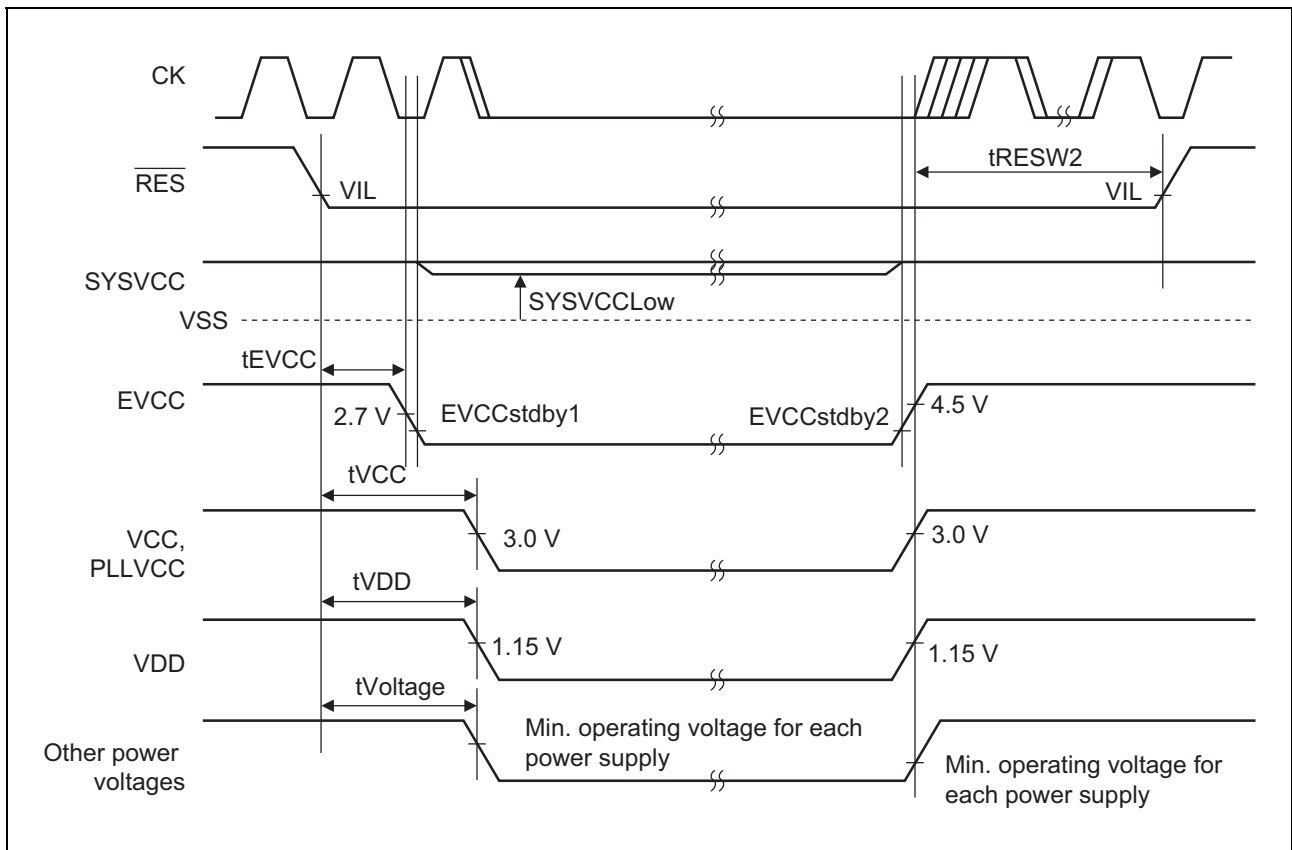


Figure 40.6 Power-Off Standby Timing

40.3.3 Clock Timing

40.3.3.1 External Clock and Output Clock

Table 40.18 Clock Timing

Item	Symbol	Min.	Typ.	Max.	Unit	Reference
EXTAL clock input frequency	f_{EX}	19.9	—	20	MHz	Figure 40.7
EXTAL clock input low-level pulse width	t_{EXL}	20	—	—	ns	
EXTAL clock input high-level pulse width	t_{EXH}	20	—	—	ns	
EXTAL clock input rising time	t_{EXR}	—	—	4	ns	
EXTAL clock input falling time	t_{EXF}	—	—	4	ns	
CK clock frequency*1	f_{op}	0.995	1	2	MHz	Figure 40.8
CK clock low-level pulse width	t_{CL}	230	—	—	ns	
CK clock high-level pulse width	t_{CH}	230	—	—	ns	
CK clock rising time*2	t_{CR}	—	—	15	ns	
CK clock falling time*2	t_{CF}	—	—	15	ns	

Note 1. The frequency of clock that is output from the CK pin is 1 MHz (when EXTAL input = 20 MHz), which is divided according to the setting by the baud rate generator (BRG). Clock jitter values depend on the board design.

Note 2. CL = 30pF

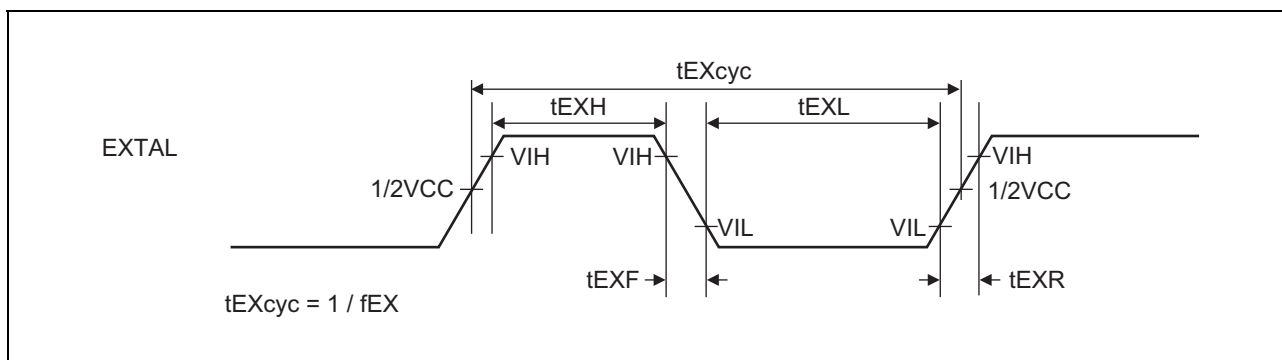


Figure 40.7 EXTAL Timing

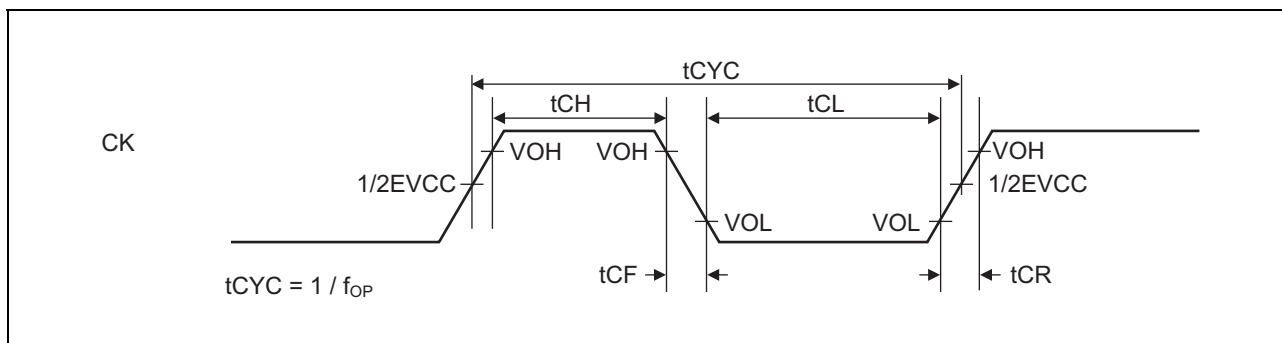


Figure 40.8 CK Timing

40.3.3.2 Spread Spectrum Clock Generator

Table 40.19 SSCG Timing

Item	Symbol	Min.	Typ.	Max.	Unit
Modulation frequency	fmod	20	—	100	kHz
Frequency dithering range ^{*1}	fdit	4.1	—	—	%
Frequency stabilization time (OFF → ON)		—	—	1.6	ms

Note 1. The modulation method is applied only to down spread.

40.3.3.3 Oscillation Frequency Accuracy of the On-Chip Oscillator

Table 40.20 Oscillation Frequency Accuracy of the On-Chip Oscillator

Item	Symbol	Min.	Typ.	Max.	Unit
ROSC oscillation frequency	fLOCO	160	240	360	kHz

40.3.4 Output Slew Rate

EVCC power supply pins

Table 40.21 Selection of Driving Ability = High

Item	Symbol	Condition	Min.	Typ.	Max.	Unit	Reference
Output rising time/falling time slew rate	tR, tF	CL = 25 pF	—	4	6	ns	Figure 40.9
		CL = 50 pF	—	6	12	ns	
		CL = 75 pF	—	8	16	ns	
		CL = 100 pF	—	10	20	ns	

Table 40.22 Selection of Driving Ability = Mid

Item	Symbol	Condition	Min.	Typ.	Max.	Unit	Reference
Output rising time/falling time slew rate	tR, tF	CL = 25 pF	—	8	15	ns	Figure 40.9
		CL = 50 pF	—	15	30	ns	
		CL = 75 pF	—	23	45	ns	
		CL = 100 pF	—	30	60	ns	

Table 40.23 Selection of Driving Ability = Low

Item	Symbol	Condition	Min.	Typ.	Max.	Unit	Reference
Output rising time/falling time slew rate	tR, tF	CL = 25 pF	—	25	50	ns	Figure 40.9
		CL = 50 pF	—	50	100	ns	
		CL = 75 pF	—	70	120	ns	
		CL = 100 pF	—	85	150	ns	

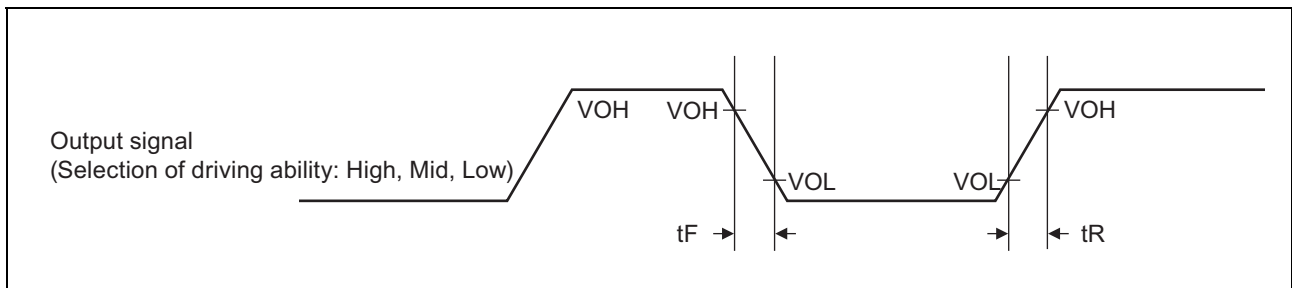


Figure 40.9 Output Signal Timing

Table 40.24 TTLVCC Power Supply Pin

Item	Symbol	Condition	Min.	Typ.	Max.	Unit	Remarks
Output rising time/ falling time slew rate	tR, tF	Selection of driving ability = High CL = 50 pF	—	6	12	ns	10% to 90%
		Selection of driving ability = Mid CL = 50 pF	—	15	30	ns	
		Selection of driving ability = Low CL = 50 pF	—	50	100	ns	

40.3.5 Control Signal Timing

Table 40.25 Control Signals

Item	Symbol	Min.	Typ.	Max.	Unit	Reference
Reset pulse width*1	tRESW6	1.5	—	—	μs	Figure 40.10
Reset noise cancel width	tRESNCW	0.2	0.4	1.2	μs	
TRST noise cancel width	tTRSTNCW	0.2	0.4	1.2	μs	
NMI noise cancel width	tNC	0.2	0.4	1.2	μs	Figure 40.11
IRQ pulse width*2	tIRQ	50	—	—	ns	
Operating mode setup time	tMDS	1	—	—	ms	
Operating mode hold time	tMDH	1	—	—	ms	

Note 1. The reset pulse width must be equal to or more than the minimum tRESW6 value.
If the reset pulse width is less than the minimum value of the reset noise cancel width, the reset cannot be accepted.

Note 2. In case noise removal is disabled by DNF.

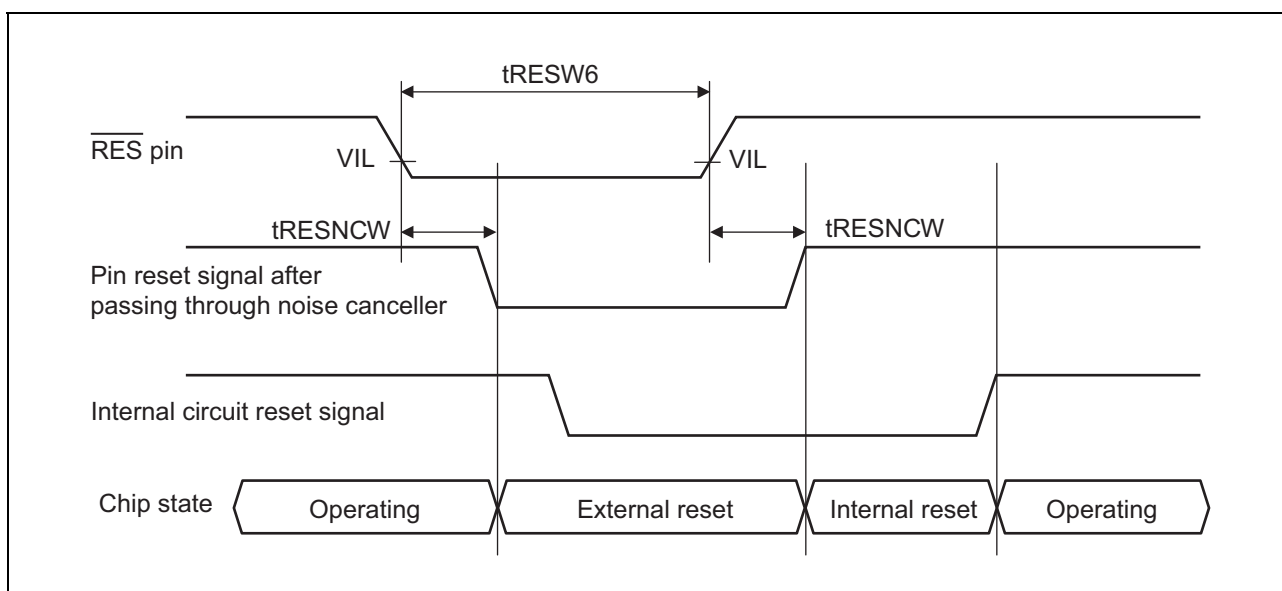


Figure 40.10 Reset Timing

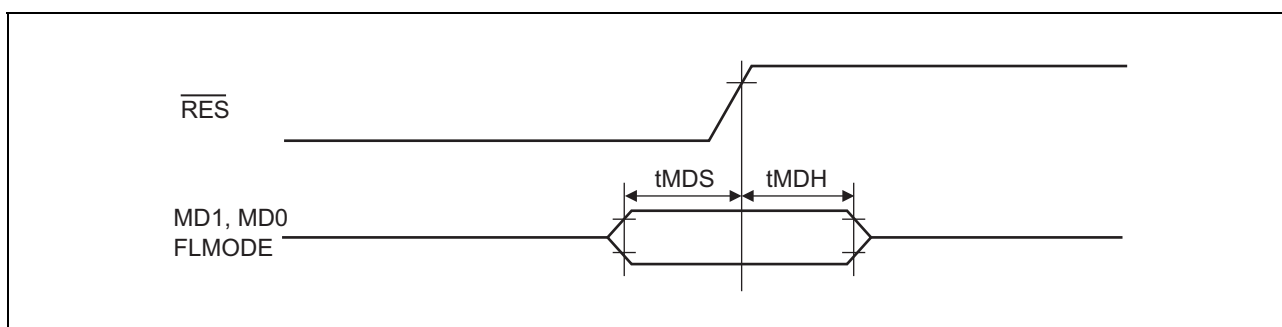


Figure 40.11 Control Signal Timing

40.3.6 CSIH Timing

Table 40.26 CSIH Timing in Master Mode

Conditions: CL = 50 pF, selection of driving ability = High, EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V

Item	Symbol	Condition	Min.	Max.	Unit	Reference
CSIHnTSCK cycle	tKCYM		100	—	ns	Figure 40.12
CSIHnTSCK high-level width	tKWHM		$(tKCYM/2) - 12$	—	ns	
CSIHnTSCK low-level width	tKWLM		$(tKCYM/2) - 12$	—	ns	
CSIHnTSI setup time (for CSIHnTSCK)	tSSIM		18	—	ns	
CSIHnTSI hold time (for CSIHnTSCK)	tHSIM		10	—	ns	
CSIHnTSO output delay time (for CSIHnTSCK)	tDSOM		—	10	ns	
CSIHnTSO output hold time (for CSIHnTSCK)	tHSOM		$tKWHM - 10$	—	ns	
CSIHnTRY setup time (for CSIHnTSCK)	tSRY1	HSE = 1	$(2 \times tPAck) + 30$	—	ns	Figure 40.13
CSIHnTCSSx inactive level width	tWSCSB	*1	$(CSidle + 0.5) \times tKCYM - 20$	—	ns	Figure 40.14
		Other than above	$CSidle \times tKCYM - 20$	—	ns	
CSIHnTCSSx setup time (for CSIHnTSCK)	tSSCSB0	DAP = 0	$CSsetup \times tKCYM - 10$	—	ns	
	tSSCSB1	DAP = 1	$(CSsetup + 0.5) \times tKCYM - 10$	—	ns	
CSIHnTCSSx hold time (for CSIHnTSCK)	tHSCSB0	SIT = 0	$CShold \times tKCYM - 10$	—	ns	Figure 40.15
	tHSCSB1	SIT = 1	$(CShold + 0.5) \times tKCYM - 10$	—	ns	

Note 1. When the serial clock level is changed during communication and when the idle time is set to 0.5 transmission clock periods.

- Note:**
- tPAck is the operating clock cycle of CSIH (80 MHz SSCG).
 - n = 0 to 3, x = 0 to 5 (n = 0), x = 0 to 3 (n = 1, 2, 3)
 - CSsetup: CSIHnCFGx.CSIHnSPx3-0 set value
 - CShold: CSIHnCFGx.CSIHnHDx3-0 set value
 - CSidle: CSIHnCFGx.CSIHnIDLx set value
 - DAP: CSIHnCFGx.CSIHnDAPx bit
 - SIT: CSIHnCTL1.CSIHnSIT bit

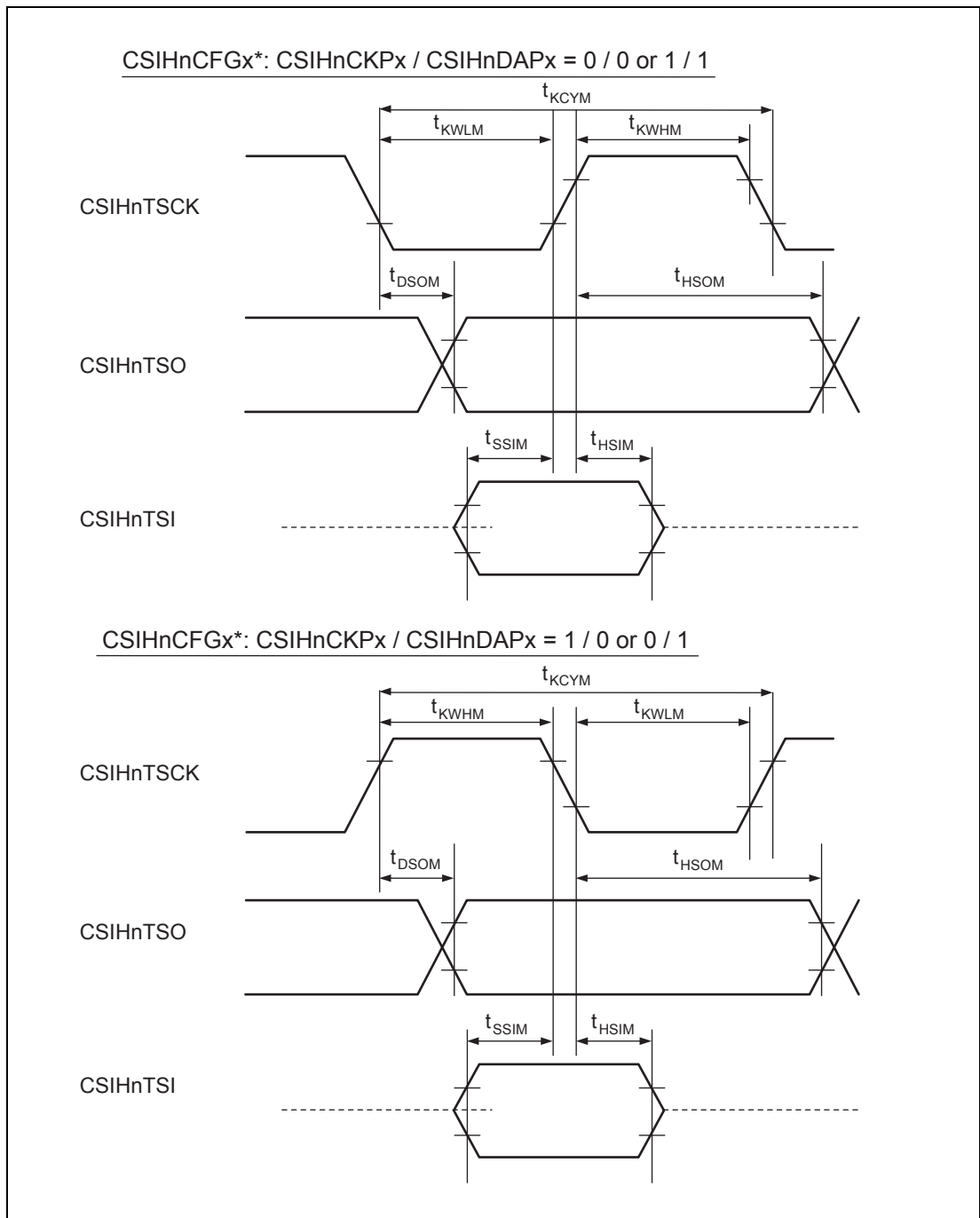


Figure 40.12 CSIH Timing (Master Mode)

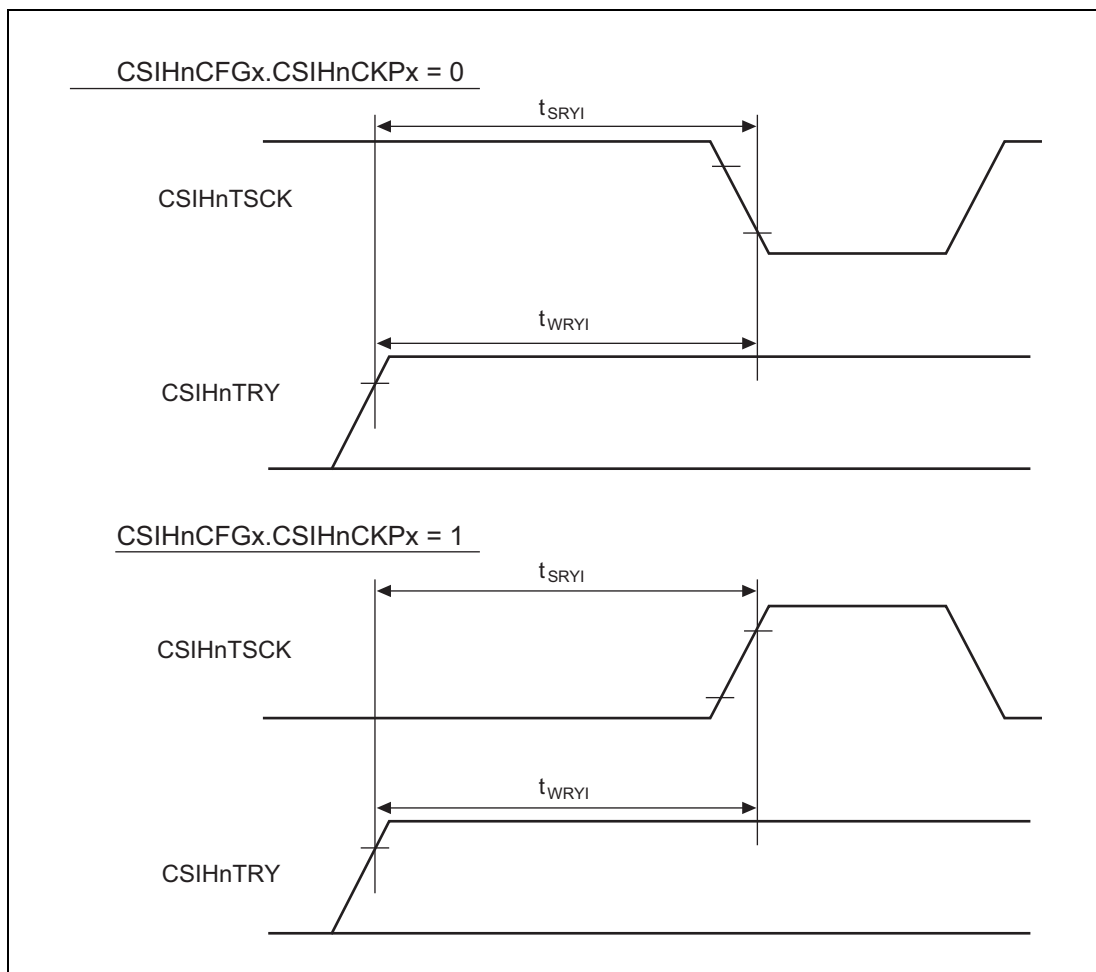


Figure 40.13 CSIH Timing (Master Mode)

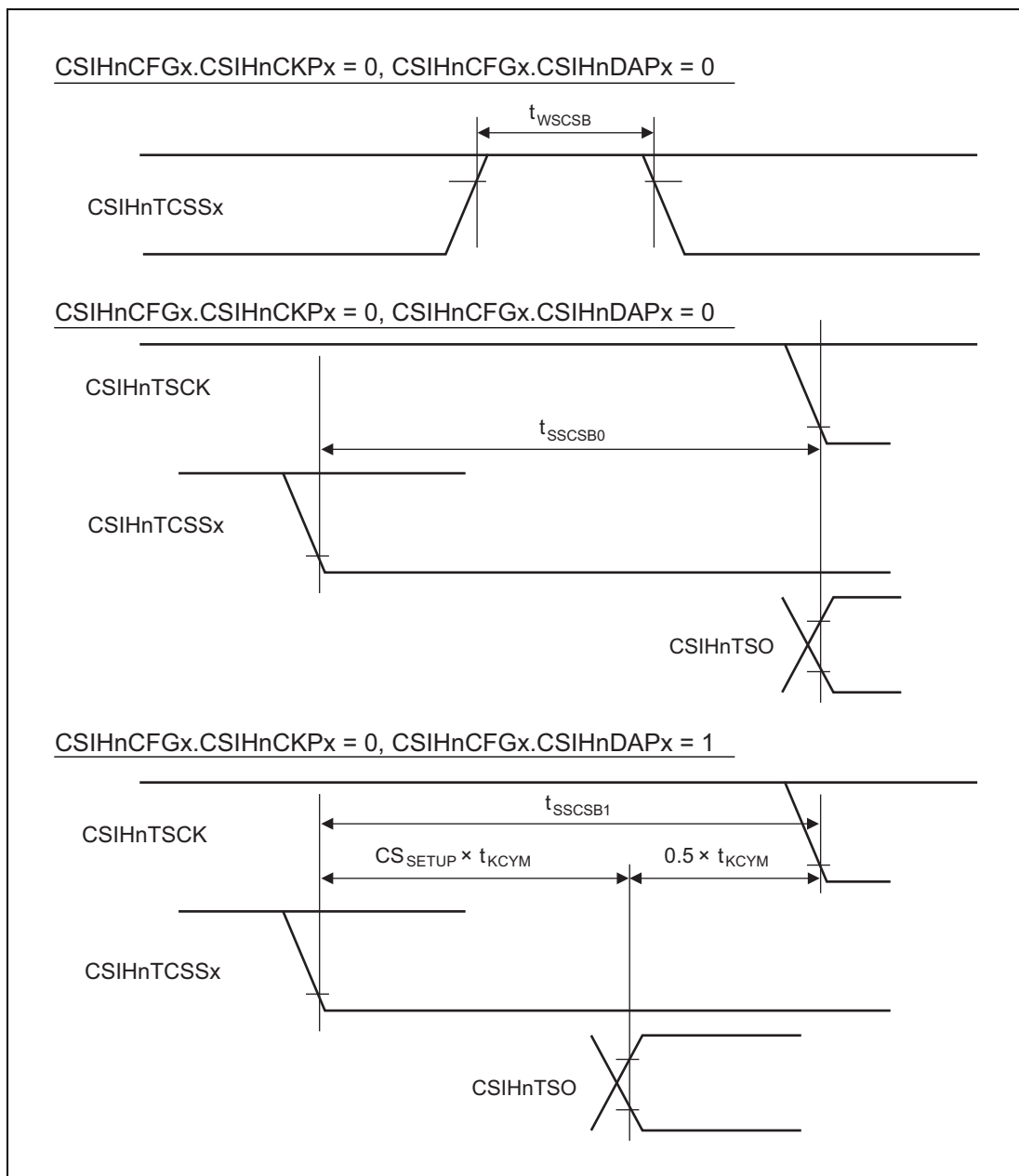


Figure 40.14 CSIH Timing (Master Mode)

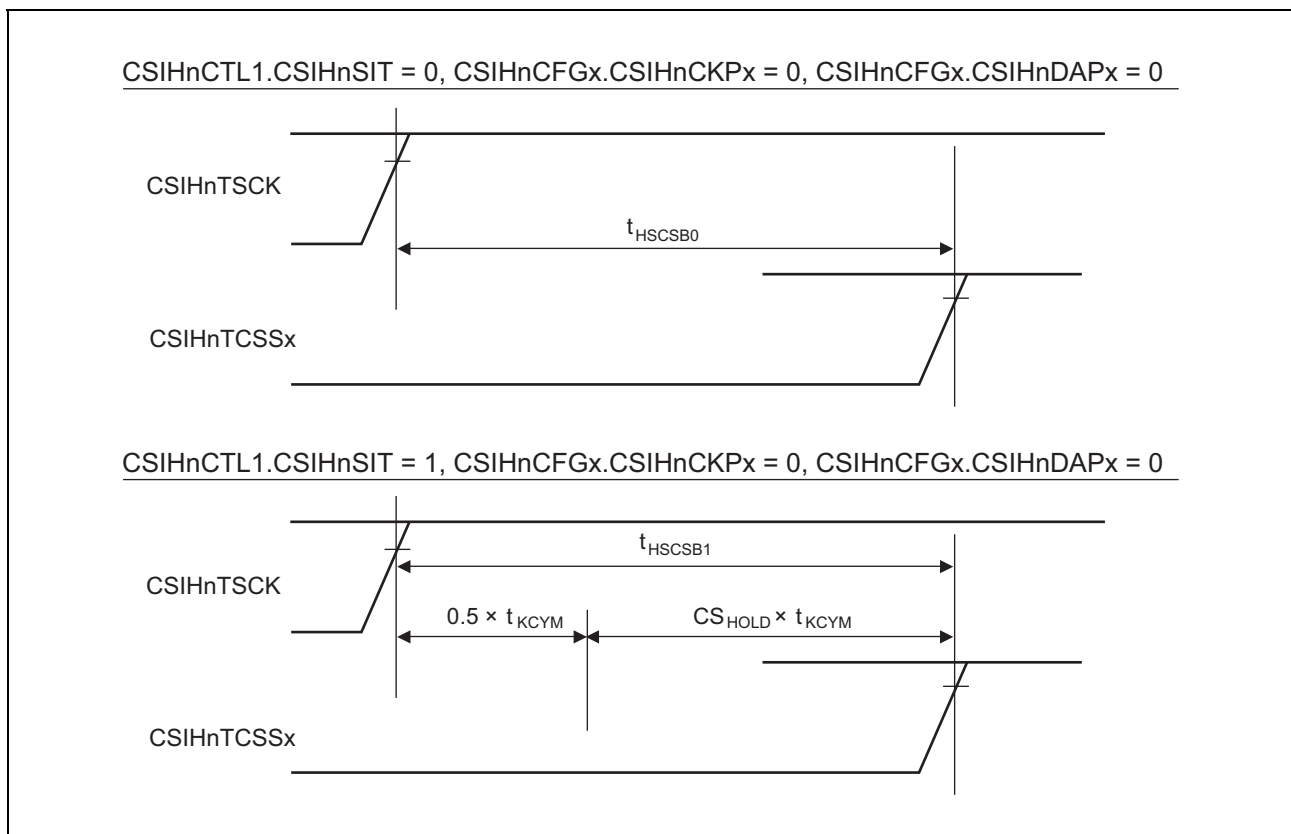


Figure 40.15 CSIH Timing (Master Mode)

Table 40.27 CSIH Timing in Slave Mode

Conditions: CL = 50 pF, selection of driving ability = High, EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V

Item	Symbol	Condition	Min.	Max.	Unit	Reference
CSIHnTSCk cycle	tKCYS		250	—	ns	Figure 40.16
CSIHnTSCk high-level width	tKWHS		(tKCYS/2) – 30	—	ns	
CSIHnTSCk low-level width	tKWLS		(tKCYS/2) – 30	—	ns	
CSIHnTSI setup time (for CSIHnTSCk)	tSSIS		15	—	ns	
CSIHnTSI hold time (for CSIHnTSCk)	tHSIS		tPacK + 15	—	ns	
CSIHnTSO output delay time (for CSIHnTSCk)	tDSOS		—	30	ns	
CSIHnTSO output hold time (for CSIHnTSCk)	tHSOS		tKWHS	—	ns	
CSIHnTRY output delay time	tSRYO		—	30	ns	Figure 40.17
CSIHnTSO slave output release time	tREL		—	8x tPacK	ns	
CSIHnTSSI setup time (for CSIHnTSCk)	tSSSIS		0.5 × tKCYS	—	ns	Figure 40.18
CSIHnTSSI hold time (for CSIHnTSCk)	tHSSIS		tPacK + 30	—	ns	

Note: tPacK is the operating clock cycle of CSIH (80 MHz SSCG).

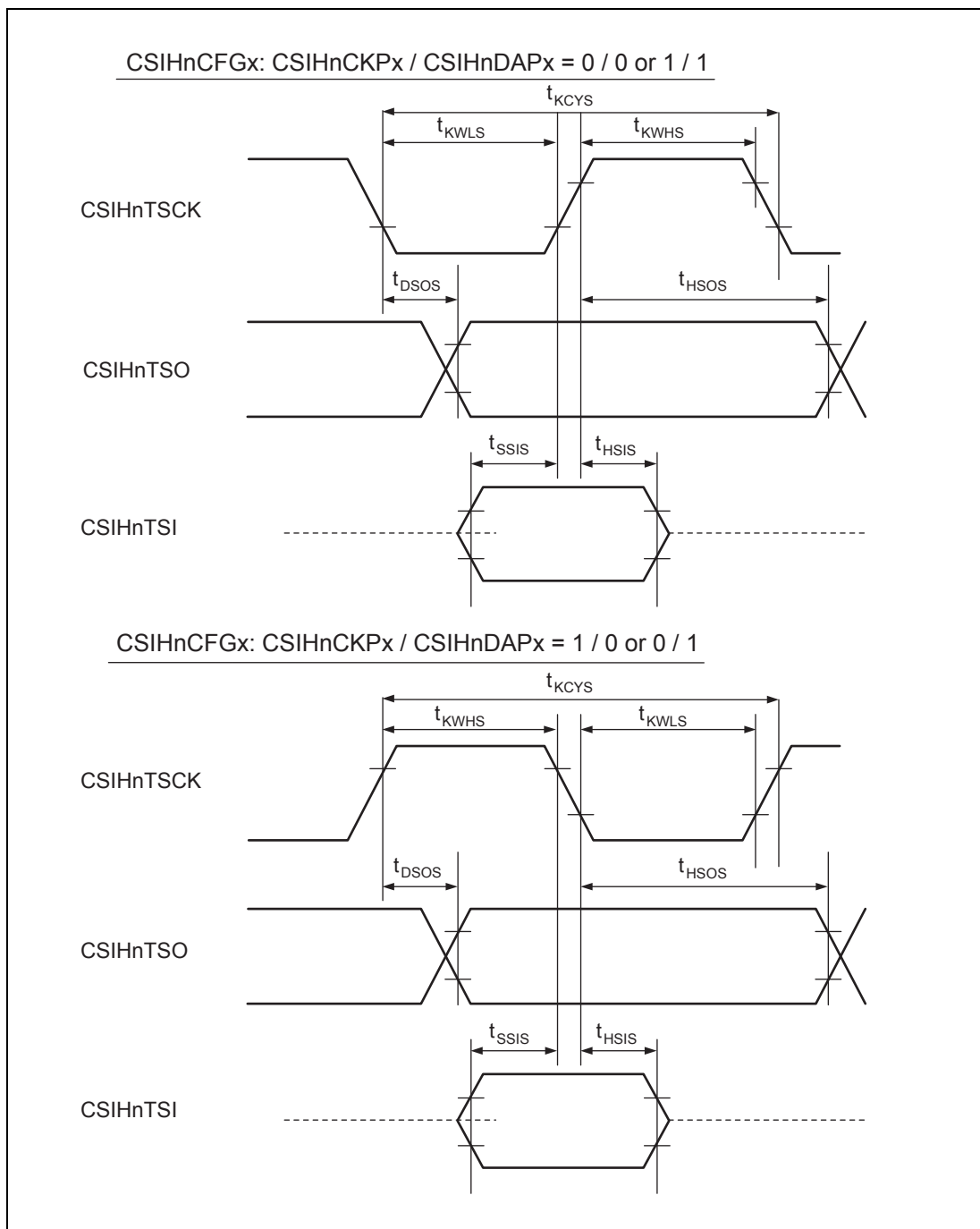


Figure 40.16 CSIH Timing (Slave Mode)

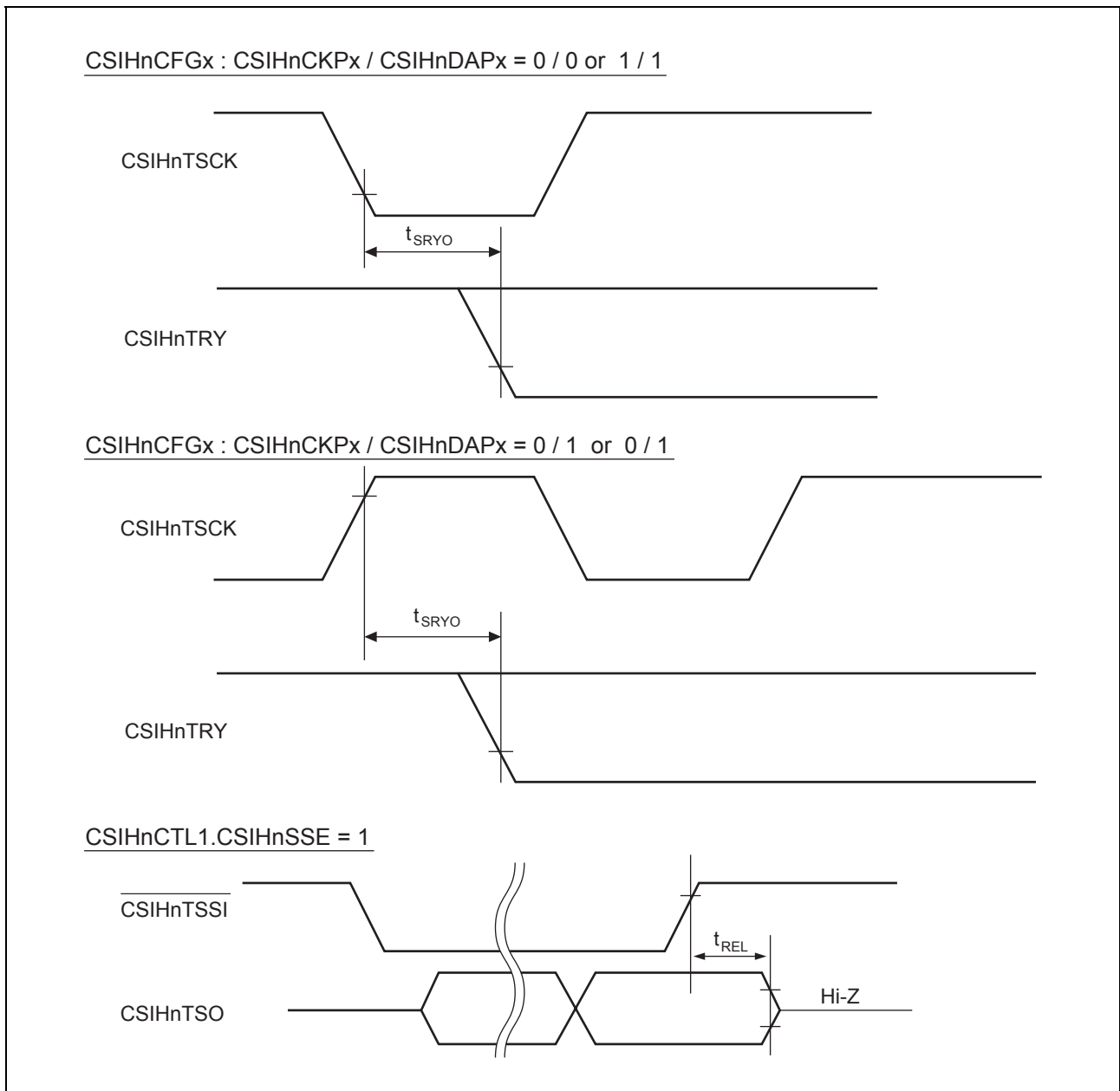


Figure 40.17 CSIH Timing (Slave Mode)

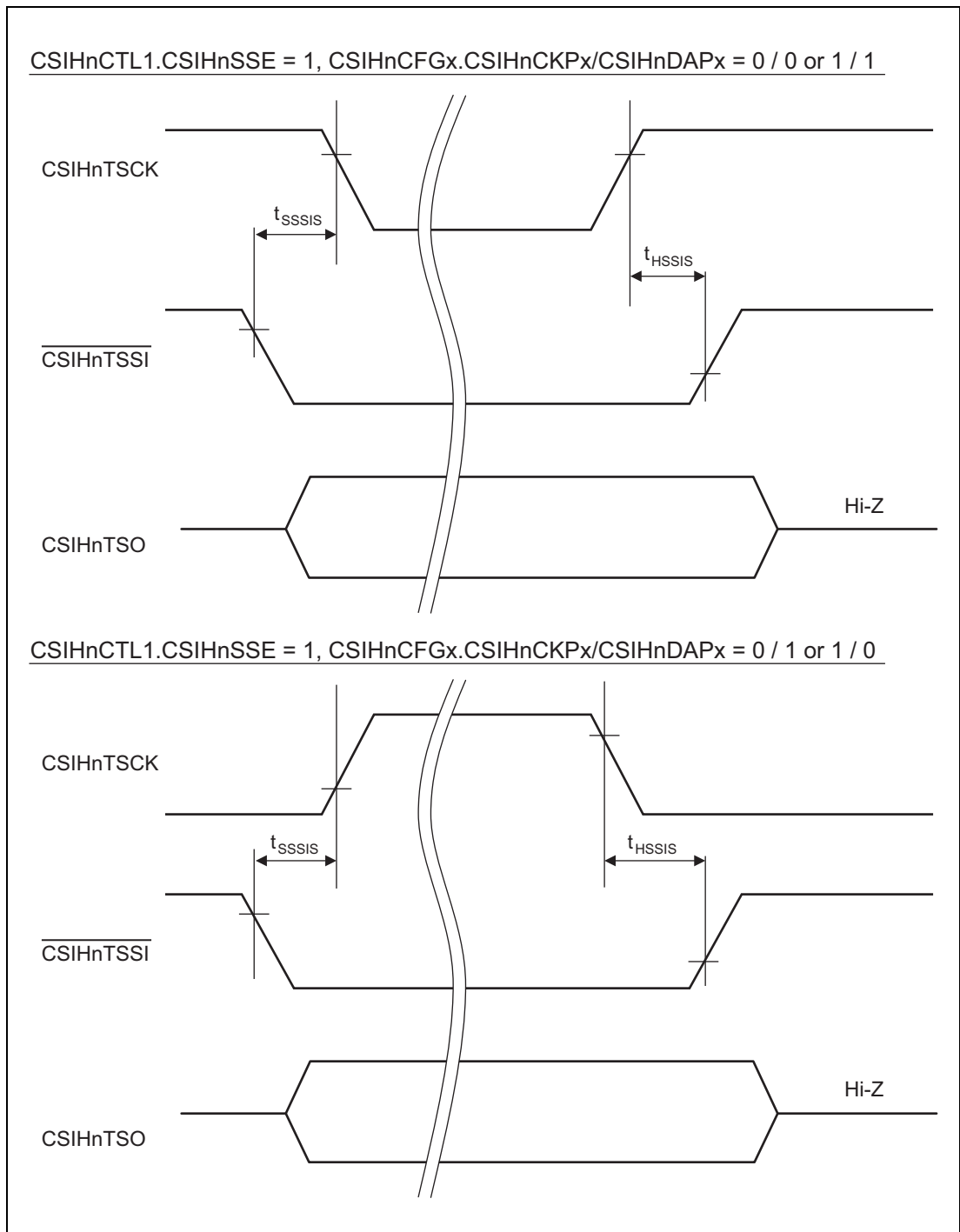


Figure 40.18 CSIH Timing (Slave Mode)

40.3.7 SCI/FLSCI Timing

Table 40.28 SCI3 Timing (Master Mode)

Conditions: CL = 50 pF, selection of driving ability = High

Item	Symbol	Condition	Min.	Max.	Unit	Reference
Output clock cycle	tScyc	Asynchronous	16 × tPck	—	ns	Figure 40.19
		Clock synchronous	8 × tPck	—	ns	
Output clock pulse width	tSCKW		0.4 × tScyc	0.6 × tScyc	ns	
Transmit data delay time	tTXD	Clock synchronous	−40	40	ns	Figure 40.20
Receive data setup time	tRXS	Clock synchronous	2 × tPck	—	ns	
Receive data hold time	tRXH	Clock synchronous	2 × tPck	—	ns	

Note: tPck is the operating clock cycle of SCI3 (40 MHz clean clock).

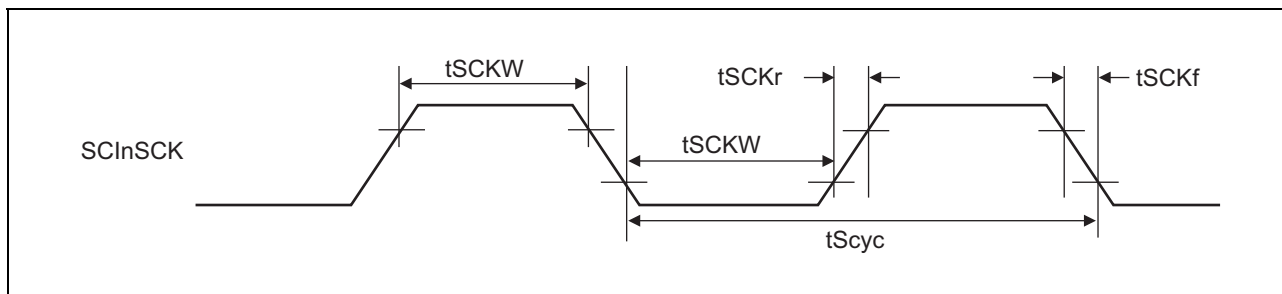


Figure 40.19 SCI3 Clock Input/Output Timing

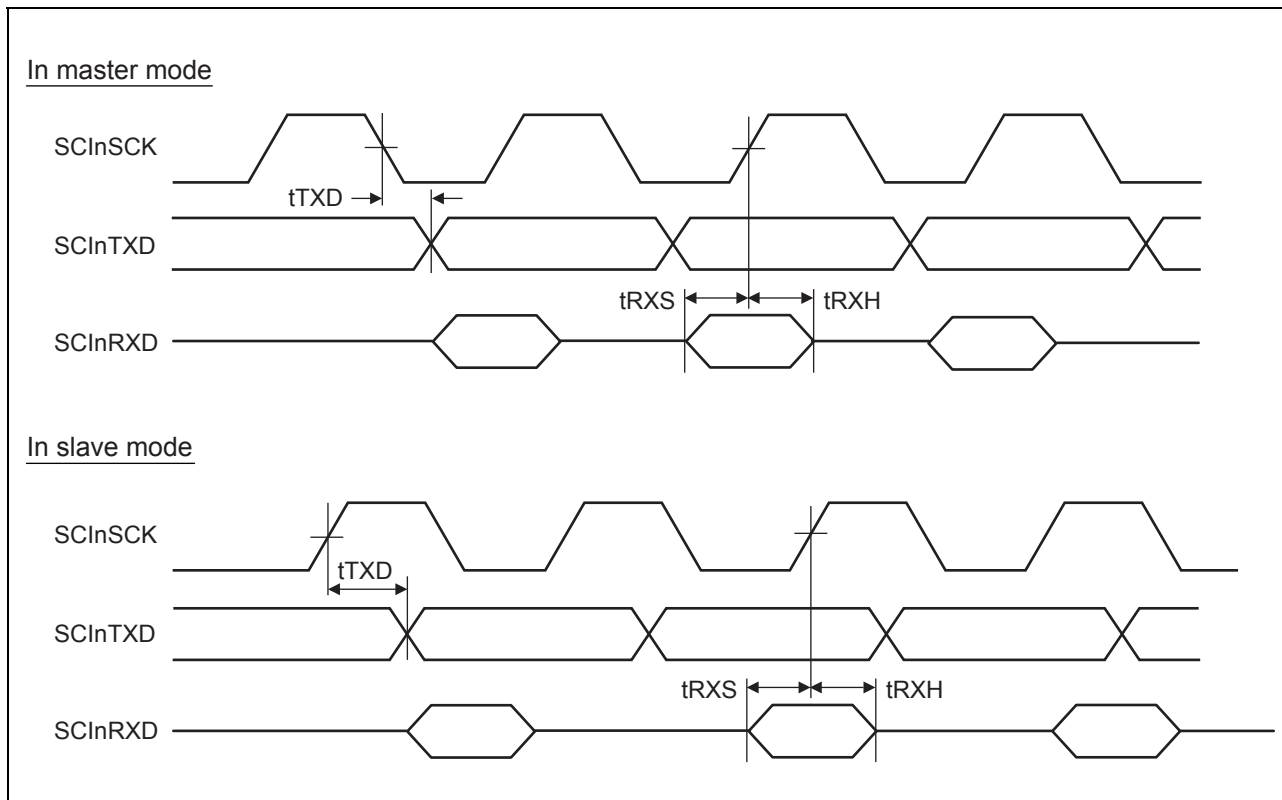


Figure 40.20 SCI3 Input/Output Timing / Clock Synchronous Mode

Table 40.29 SCI3 Timing (Slave Mode)

Conditions: CL = 50 pF, selection of driving ability= High

Item	Symbol	Min.	Max.	Unit	Reference
Input clock cycle	tScyc	$8 \times tPck$	—	ns	Figure 40.19
Input clock pulse width	tSCKW	$0.4 \times tScyc$	$0.6 \times tScyc$	ns	
Input clock rising time	tSCKr	—	20	ns	
Input clock falling time	tSCKf	—	20	ns	
Transmit data delay time	tTXD	$2 \times tPck$	$50 + 3 \times tPck^{*1}$	ns	Figure 40.20
Receive data setup time	tRXS	$2 \times tPck$	—	ns	
Receive data hold time	tRXH	$2 \times tPck$	—	ns	

Note 1. For bits other than for data 0 (1st bit) in discontinuous transfer.

Transmission of data 0 (1st bit) in discontinuous transfer starts at the same time as TDRE is set to 0.

Note: tPck represents the operating clock cycle of SCI3 (40 MHz clean clock).

40.3.8 FlexRay Timing

Table 40.30 FlexRay Timing

Conditions: CL = 15 pF, selection of driving ability = High

Item	Symbol	Condition	Min.	Max.	Unit	Reference
FRTxD transmit data rising time	tCTXr		—	2.5	ns	Figure 40.21
FRTxD transmit data falling time	tCTXf		—	2.5	ns	

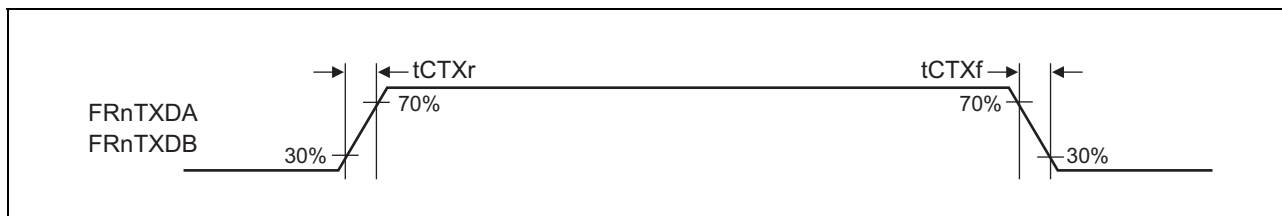


Figure 40.21 FlexRay Timing

40.3.9 RS-CANFD Timing

Table 40.31 RS-CANFD Timing

Conditions: CL = 50pF, selection of driving ability = High

Item	Symbol	Min.	Max.	Unit	Reference
Transmit rate	—	—	5	Mbps	Figure 40.22
Internal delay time	tNODE	—	50	ns	

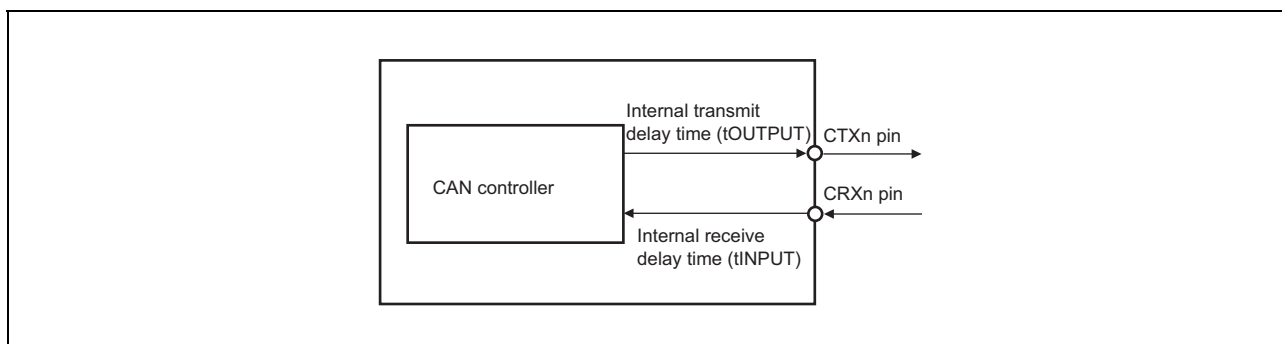


Figure 40.22 Definition of Internal Delay Time of RS-CANFD
 Internal delay time (tNODE) = tOUTPUT + tINPUT

40.3.10 TSG2 Timing

Table 40.32 TSG2 Timing

Item	Symbol	Condition	Min.	Max.	Unit	Reference
Input high-level width	tTIH	TAPTS00 to TAPTS02 TAPTS10 to TAPTS12 ESO2, ESO3	1.5 × tPck	—	ns	Figure 40.23
Input low-level width	tTIL	TAPTS00 to TAPTS02 TAPTS10 to TAPTS12 ESO2, ESO3	1.5 × tPck	—	ns	

Note: tPck is the operating clock cycle of TSG2.

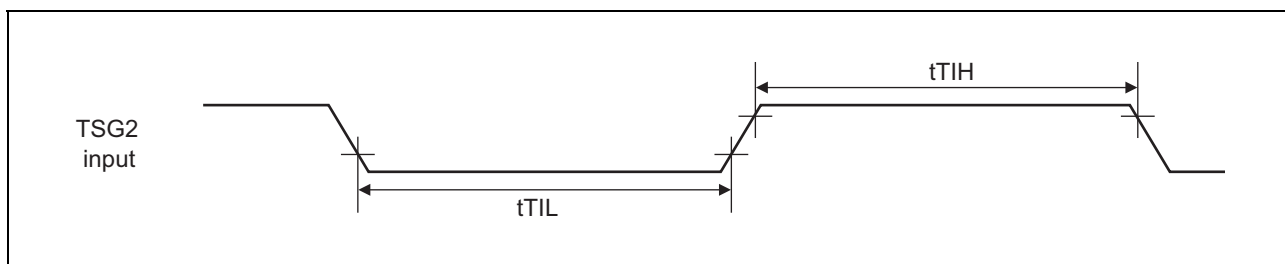


Figure 40.23 TSG2 Timing

40.3.11 RHSB Timing

Table 40.33 RHSB Timing

Conditions: LVDVCC = TTLVCC = 3.3V ± 0.3V or LVDVCC = 3.3 ± 0.3V, TTLVCC = 5.0 ± 0.5V
CL = 50 pF

Item	Symbol	Condition	Min.	Max.	Unit	Reference
RHSBnFCL clock cycle	tFCLcyc		25	—	ns	Figure 40.24
RHSBnFCL high-level period	tFCLWH		$0.45 \times tFCLcyc$	$0.55 \times tFCLcyc$	ns	
RHSBnFCL low-level period	tFCLWL		$0.45 \times tFCLcyc$	$0.55 \times tFCLcyc$	ns	
RHSBnSO/RHSBnCSDx output delay time	tSOD		$-0.25 \times tFCLcyc$	$0.25 \times tFCLcyc$	ns	
RHSBnSI rising time	tSlr	10 to 90%	—	$0.5 \times tFCLcyc$	ns	
RHSBnSI falling time	tSif	10 to 90%	—	$0.5 \times tFCLcyc$	ns	
RHSBnSI 1-bit length	tSIW		$8 \times tFCLcyc$	—	ns	

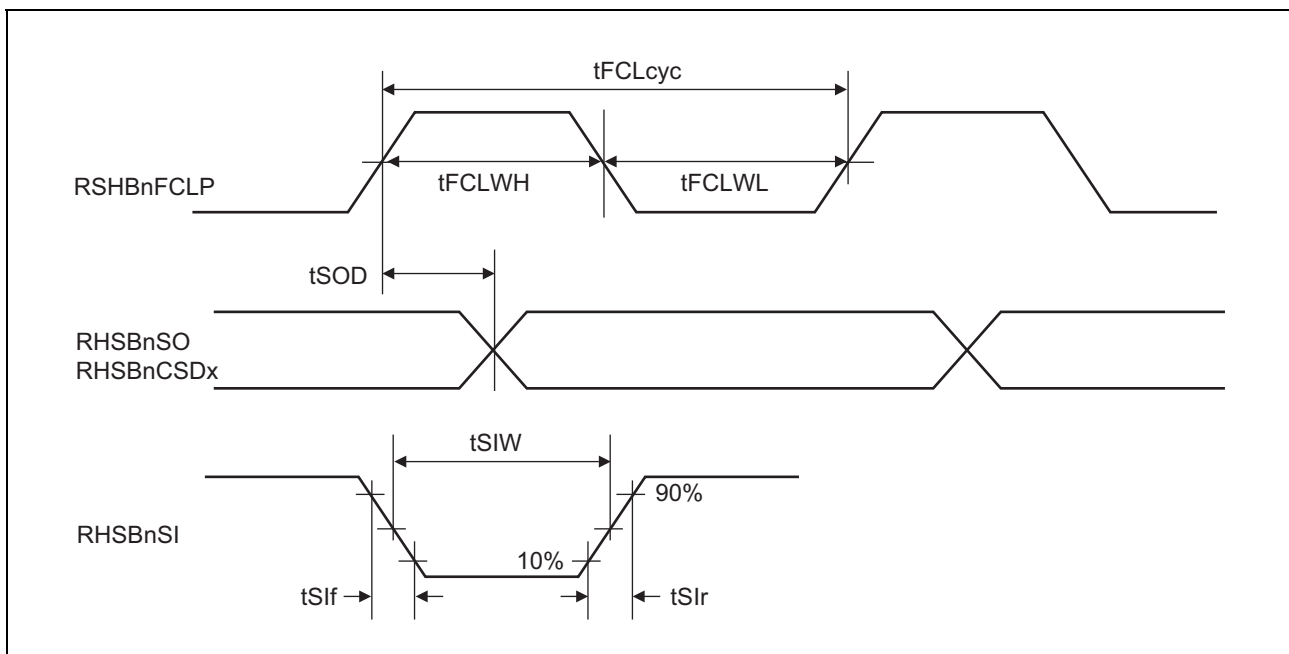


Figure 40.24 RSB Timing

CAUTION

1. When the following pins are not used as LVDS, leave the RSHB*N pins open. In that case, the pin load capacitance must be 0.2 pF or less.

[Pin pair]

- RSHBnFCLN/RSHBnFCLP (n = 0, 1)
- RSHBnSON/RSHBnSOP (n = 0, 1)

2. RSHBnCSDx does not satisfy the specification if Mid or Low is selected for the driving ability of output pins. When P13_0, P13_1, P13_5, or P13_6 is used as an RSHB pin, driving ability must be set to High.

40.3.12 JTAG/NEXUS Timing

Table 40.34 JTAG/NEXUS Timing

Conditions: $T_j = -40$ to 150°C , $CL = 30$ pF

Item	Symbol	Condition	Min.	Max.	Unit	Reference
TCK cycle time	tTCKW		40	—	ns	Figure 40.25
TCK high-level width	tTCKWH		16	—	ns	
TCK low-level width	tTCKWL		16	—	ns	
TMS/TDI setup time (until TCK \uparrow)	tTISU		12	—	ns	
TMS/TDI hold time (until TCK \uparrow)	tTIH		12	—	ns	
TDO output delay time (until TCK \downarrow)	tTDOD		—	tTCKW - 20	ns	
$\overline{\text{DRDY}}$ output delay time (until TCK \downarrow)	tRDYD		—	tTCKW - 20	ns	
$\overline{\text{TRST}}$ low-level width	tTRSTWL		1200	—	ns	
TCK/ $\overline{\text{TRST}}$ /TMS/TDI input rising time	tTIR		—	12	ns	
TCK/ $\overline{\text{TRST}}$ /TMS/TDI input falling time	tTIF		—	12	ns	

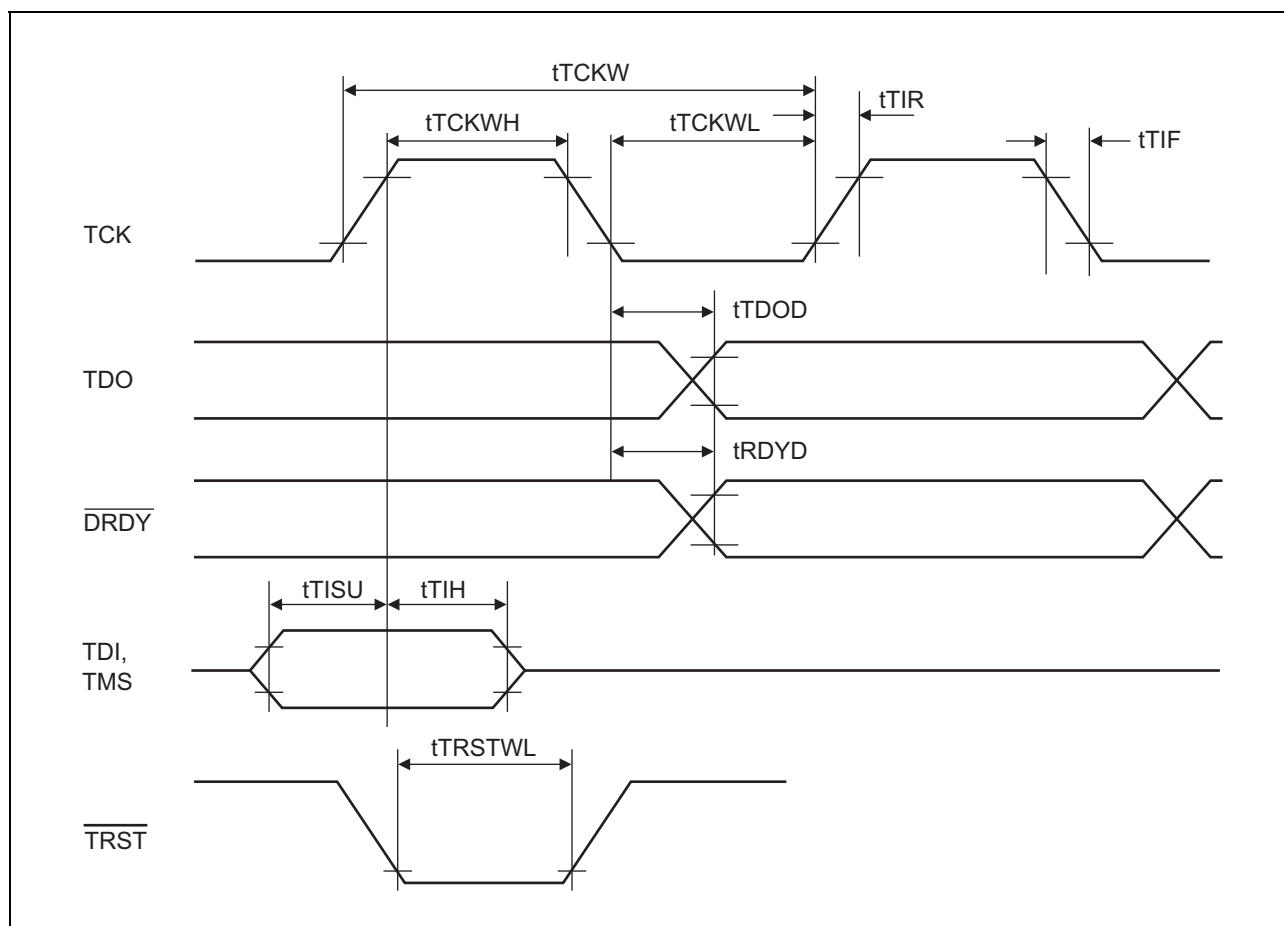


Figure 40.25 JTAG/NEXUS Timing

40.3.13 LDU 4-Wire Timing

Table 40.35 LDU 4-Wire Timing

Conditions: $T_j = -40$ to 150°C , $CL = 30$ pF

Item	Symbol	Condition	Min.	Max.	Unit	Reference
LPDCLK cycle time	tLPDCKW		25	—	ns	Figure 40.26
LPDCLK high-level width	tLPDCKWH		4.5	—	ns	
LPDCLK low-level width	tLPDCKWL		4.5	—	ns	
LPDCLK input rising time	tLPDCKR		—	8	ns	
LPDCLK input falling time	tLPDCKF		—	8	ns	
LPDI setup time (until LPDCLK \uparrow)	tLPDSU		2	—	ns	
LPDI hold time (until LPDCLK \uparrow)	tLPDH		2	—	ns	
LPDCKO cycle time	tLPDCKOW		25	—	ns	
LPDCKO high-level width	tLPDCKOWH		4.5	—	ns	
LPDCKO low-level width	tLPDCKOWL		4.5	—	ns	
LPDCKO rising time	tLPDCKOR		—	8	ns	
LPDCKO falling time	tLPDCKOF		—	8	ns	
LPDO output delay (until LPDCKO \uparrow)	tLPDOD		0	12	ns	

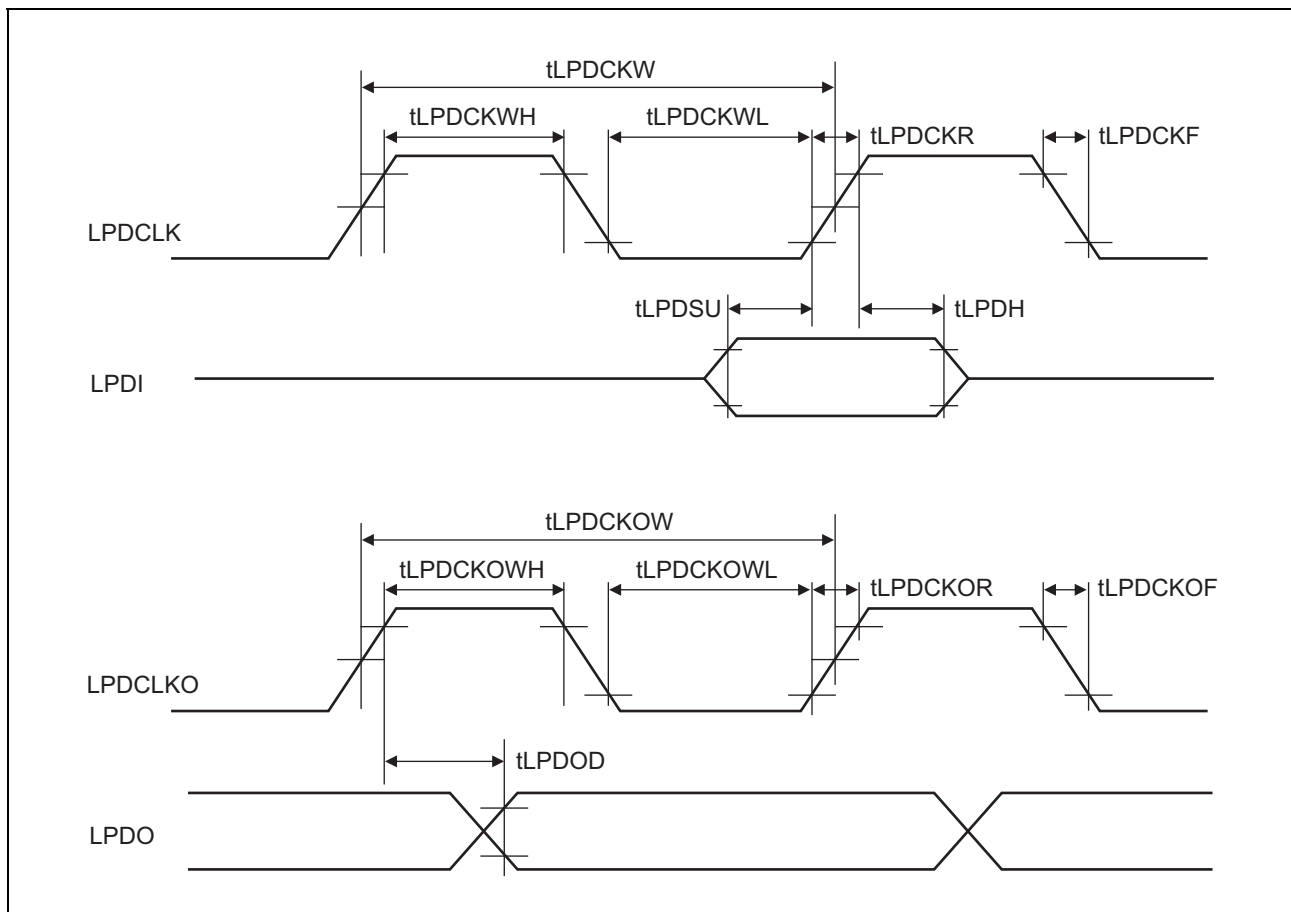


Figure 40.26 LDU 4-Wire Timing

40.3.14 AUD RAM Monitor

Table 40.36 AUD RAM Monitor Timing

Conditions: $T_j = -40$ to 125 °C, $C_L = 30$ pF

Item	Symbol	Min.	Max.	Unit	Reference
AUDCK cycle time (monitor mode)	$t_{AUCKM_{cyc}}$	50	—	ns	Figure 40.27
AUDCK high-level width (monitor mode)	t_{AUCKMH}	0.4		$t_{AUCKM_{cyc}}$	
AUDCK low-level width (monitor mode)	t_{AUCKML}	0.4		$t_{AUCKM_{cyc}}$	
\overline{AUDRST} setup time (monitor mode)	$t_{AMRSTMS}$	30		ns	
\overline{AUDRST} pulse width (monitor mode)	$t_{AURSTMW}$	5		$t_{AUCKM_{cyc}}$	
Monitor data output delay time	t_{AUDTMD}	—	35	ns	
Monitor data input setup time	t_{AUDTMS}	15		ns	
Monitor data input hold time	t_{AUDTMH}	5		ns	
$\overline{AUDSYNC}$ input setup time	t_{AUDSYS}	15		ns	
$\overline{AUDSYNC}$ input hold time	t_{AUDSYH}	5		ns	

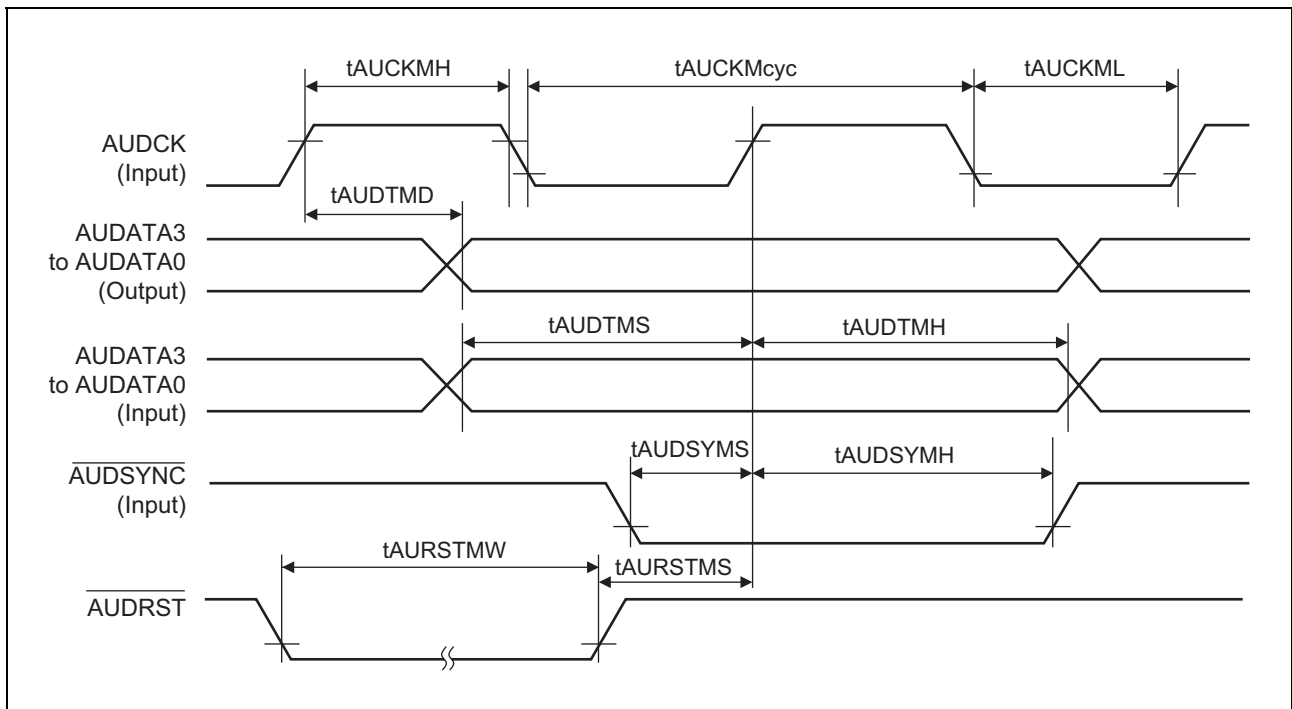


Figure 40.27 AUD RAM Monitor Timing

40.4 A/D Converter Characteristics

Table 40.37 ADC Converter Characteristics

Item	Symbol	Min.	Typ.	Max.	Unit	Reference
Digital resolution	—	—	12	—	bit	
Voltage resolution*1	—	1.10	1.22	1.34	mV	
A/D conversion time	—	—	1.0	—	μs	
Non-linearity error	—	—	—	±4.0	LSB	
Offset error	—	—	—	±7.5	LSB	
Full-scale error	—	—	—	±7.5	LSB	
Quantization error	—	—	—	±0.5	LSB	
Absolute error	—	—	—	±8.0	LSB	
Self-diagnosis absolute error	A/D conversion circuit self-diagnosis is in use	—	—	—	±8.0	LSB
	Pin-level self-diagnosis is in use	—	—	—	±40	LSB
Analog input capacitance	Waiting	—	—	10	pF	
	During sampling	—	—	20	pF	
Allowable analog signal source impedance	—	—	—	3	kΩ	
T&H hold time	—	—	—	10	μs	
Input Voltage Range	When T&H is not used	—	0	A0VREFH, A1VREFH	V	
	When T&H is used	—	0.2	A0VREFH, A1VREFH – 0.2	V	

Note 1. When AnVREFH (n = 0, 1) = 4.5 V, the resolution is 1.10 mV. When AnVREFH (n = 0, 1) = 5.5 V, the resolution is 1.34 mV.

CAUTION

A current being injected to analog input pins while pin-level self-diagnosis is in use does not guarantee the conversion accuracy for the diagnostic voltage of the channels for these pins.

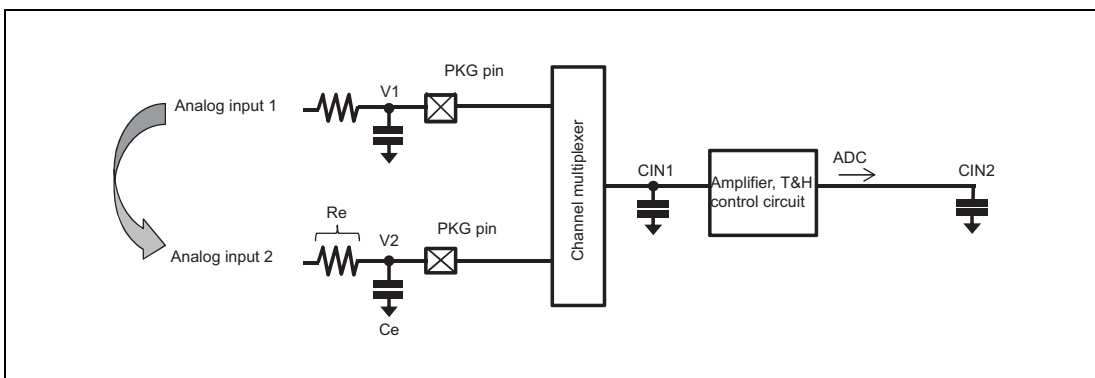
• Errors in the External Circuit of the A/D Converter

A formula for errors in sampled values due to the external circuit of the A/D converter is given below.

These errors will depend on the input circuit and conversion cycle. The formula given below for the errors is simplified for the calculation of sampling errors based on internal stray capacitance, amplifier offset, resistance of the signal source, and conversion cycle. This formula can also be used to calculate the effects of the signal source resistance and conversion cycle on these errors. The formula gives the error of analog input 2 as shown in the figure below when A/D conversion is performed in the order analog input 1 then 2.

$$\text{Conversion error (LSB)} = \left[\frac{|V2-V1| \times CIN1}{Ce + CIN1} + \frac{|Vvfaerr| \times CIN2}{Ce + CIN2} \right] \times \frac{1}{1 - e^{-T1/(Re + Ce)}} + \left(\frac{1}{T1} \times C1 \times V3 \times Re \right) \times \frac{4096}{Vavrefh}$$

Item	Symbol	Reference	Unit
Common capacitance of the final stage of channel multiplexer	CIN1	1.4	pF
Common capacitance of the final state of the amplifier and T&H control circuit	CIN2	10	pF
External capacitor on analog input pin	Ce	Depends on user board	μF
Signal source impedance	Re		KΩ
Conversion cycle of conversion pins	T1		ms
AnVREFH voltage (n = 0, 1)	Vavrefh		V
Potential difference between V1 and V2	V2-V1	5	V
Offset voltage of amplifier and T&H control circuit	Vvfaerr	50	mV
Parasitic capacitance of the last stage of channel multiplexer	C1	2	pF
AnVCC voltage /2.5 – measured pin voltage (V2) (n = 0, 1)	V3	Depends on user board	V



- Values for conversion error calculated by using this formula do not include error (absolute error, etc.) specified in the A/D converter characteristics.
- This formula is a desktop formula and theoretical. When the signal source has an extremely high resistance or when the conversion cycle is too short, calculated and measured values may differ. Actual error depends on the capacitor, resistor, capacitance and resistance of board wiring, so please evaluate and verify the error on the user board is no greater than the value produced by this formula (Re < 1.5 MΩ and T1 ≥ 10 μs, or 1.5 MΩ ≤ Re ≤ 2 MΩ and T1 ≥ 512 μs).

Table 40.38 $\Delta\Sigma$ ADC Conversion Characteristics (Example 1)

DSADCmCCR.DSDFTYP = 0_H Fs = 100 ksps
 DSADCmFCR.ORT = 1_H BW = 30 kHz
 DSADCmFCR.TPVSL[2:0] = 1_H GIN = ×2

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Valid bit	ENOB	—	13	—	—	bit
Peak SNDR	SNDR	—	80	—	—	dB
Shutoff frequency	BW	fos = 8 MHz	—	—	30	kHz
Initial delay	—	—	—	—	65	μs
Group delay	—	Fin = up to 10 kHz	—	—	15	μs
Gain error	Gerr	DC input	-1	—	1	%

Table 40.39 $\Delta\Sigma$ ADC Conversion Characteristics (Example 2)

DSADCmCCR.DSDFTYP = 0_H Fs = 200 ksps
 DSADCmFCR.ORT = 0_H BW = 30 kHz
 DSADCmFCR.TPVSL[2:0] = 1_H GIN = ×2

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Valid bit	ENOB	—	13	—	—	bit
Peak SNDR	SNDR	—	80	—	—	dB
Shutoff frequency	BW	fos = 8 MHz	—	—	30	kHz
Initial delay	—	—	—	—	65	μs
Group delay	—	Fin = up to 10 kHz	—	—	15	μs
Gain error	Gerr	DC input	-1	—	1	%

Table 40.40 $\Delta\Sigma$ ADC Conversion Characteristics (Example 3)

DSADCmCCR.DSDFTYP = 0_H Fs = 200 ksps
 DSADCmFCR.ORT = 0_H BW = 60 kHz
 DSADCmFCR.TPVSL[2:0] = 2_H GIN = ×2

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Valid bit	ENOB	—	13	—	—	bit
Peak SNDR	SNDR	—	80	—	—	dB
Shutoff frequency	BW	fos = 8 MHz	—	—	60	kHz
Initial delay	—	—	—	—	65	μs
Group delay	—	Fin = up to 10 kHz	—	—	10	μs
Gain error	Gerr	DC input	-1	—	1	%

Table 40.41 $\Delta\Sigma$ ADC Conversion Characteristics (Example 4)

DSADCmCCR.DSDFTYP = 1_H Fs = 1.6 Msps
 DSADCmFCR.ORT = 0_H BW = 200 kHz
 DSADCmFCR.TPVSL[2:0] = 0_H GIN = ×2

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Valid bit	ENOB	—	8	—	—	bit
Peak SNDR	SNDR	—	50	—	—	dB
Shutoff frequency	BW	fos = 8 MHz	—	—	200	kHz
Initial delay	—	—	—	—	4.588	μs
Group delay	—	Fin = up to 10 kHz	—	—	2.025	μs
Gain error	Gerr	DC input	-1	—	1	%

Table 40.42 $\Delta\Sigma$ ADC Conversion Characteristics (Common)

Common

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Input conversion offset error	Vos	—	-20	—	20	mV
Input impedance	—	GIN = ×1	200	—	—	kΩ
	—	GIN = ×2	100	—	—	kΩ
	—	GIN = ×4	50	—	—	kΩ
	—	GIN = ×8	25	—	—	kΩ

Table 40.43 $\Delta\Sigma$ -A/D Input Voltage Specifications

Item	Symbol	conditions	Min.	Typ.	Max.	Unit	Reference
Input voltage specification with reference single-end ADSVREFH/2	Vain	GIN = ×1	ADSVREFL	—	ADSVREFH	V	
		GIN = ×2	ADSVREFL	—	ADSVREFH	V	
		GIN = ×4	ADSVREFH × (1/4)	—	ADSVREFH × (3/4)	V	
		GIN = ×8	ADSVREFH × (3/8)	—	ADSVREFH × (5/8)	V	
Input voltage specification with reference single-end ADSVREFL	Vain	GIN = ×1	ADSVREFL	—	ADSVREFH	V	
		GIN = ×2	ADSVREFL	—	ADSVREFH × (1/2)	V	
		GIN = ×4	ADSVREFL	—	ADSVREFH × (1/4)	V	
		GIN = ×8	ADSVREFL	—	ADSVREFH × (1/8)	V	
Input voltage specification with differential input	Vain	GIN = ×1	-ADSVREFH	—	ADSVREFH	V	
		GIN = ×2	-ADSVREFH × (1/2)	—	ADSVREFH × (1/2)	V	
		GIN = ×4	-ADSVREFH × (1/4)	—	ADSVREFH × (1/4)	V	
		GIN = ×8	-ADSVREFH × (1/8)	—	ADSVREFH × (1/8)	V	

40.5 Code Flash Characteristics

Table 40.44 Code Flash Basic Characteristics

Item	Symbol	Conditions	Min.	Typ.	Max.	Unit
Programming endurance* ¹	CWRT	Retained for 20 years * ²	1000	—	—	Times
Temperature range of programming	TPRG	Tj	-40	—	+150	°C
Temperature range of reading	TREAD	Tj	-40	—	+150	°C

Note 1. Programming endurance is defined as the number of times each block is erased. Where programming endurance is n times (n = 1000 in this case), each block is erasable n times. For example, given a memory device that has 32-Kbyte erasure blocks, programming in the address range of each 256-byte programming block (128 programming operations, one for each block) in an erasure block and then erasing the block counts as one time in terms of programming endurance. However, programming of a given address range more than once after erasure is not possible (overwriting after programming is prohibited).

Note 2. This is the case when the average Ta is 85°C. This retained period is from when the erasure of the code flash memory has been normally completed.

Table 40.45 Code Flash Programming Characteristics

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC, A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC, ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V, SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V, VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
Tj = -40°C to 150°C

Item	Condition	Block size	Min.	Typ.	Max.	Unit
Programming time	Programming endurance < 100 times	256 B	—	0.4* ¹	6* ¹	ms
		32 KB	—	80	360	ms
	Programming endurance ≥ 100 times	256 B	—	0.5* ¹	7.2* ¹	ms
		32 KB	—	96	432	ms
Erasing time	Programming endurance < 100 times	8 KB	—	39	120	ms
		32 KB	—	141	480	ms
	Programming endurance ≥ 100 times	8 KB	—	47	144	ms
		32 KB	—	169	576	ms

Note 1. Values are only for processing by hardware. Software overhead is not taken into account.

40.6 Data Flash Characteristics

Table 40.46 Data Flash Basic Characteristics

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Programming endurance* ¹	CWRT	Retained for 20 years* ²	125000	—	—	Times
		Retained for 3 years* ²	250000	—	—	Times
Temperature range of programming	TPRG	T _j	-40	—	+150	°C
Temperature range of reading	TREAD	T _j	-40	—	+150	°C

Note 1. Programming endurance is defined as the number of times each block is erased. Where programming endurance is n times (n = 125000 in this case), each block is erasable n times. For example, given a memory device that has 64-byte erasure blocks, programming in the address range of each 4-byte programming block (16 programming operations, one for each block) in an erasure block and then erasing the block counts as one time in terms of programming endurance. However, programming of a given address range more than once after erasure is not possible (overwriting after programming is prohibited).

Note 2. This is the case when the average T_a is 85°C. This retained period is from when the erasure of the data flash memory has been normally completed.

Table 40.47 Data Flash Programming Characteristics

Conditions: EVCC = 4.5 V to 5.5 V, TTLVCC = 4.5 V to 5.5 V or 3.0 V to 3.6 V, A0VCC, A1VCC = 4.5 V to 5.5 V, A0VREFH = 4.5 V to A0VCC, A1VREFH = 4.5 V to A1VCC, ADSVCC = 4.5 V to 5.5 V, ADSVREFH = 4.5 V to ADSVCC, PLLVCC = 3.0 V to 3.6 V, SYSVCC = 3.0 V to 3.6 V, VCC = 3.0 V to 3.6 V, LVDVCC = 3.0 V to 3.6 V, VDD = 1.15 V to 1.35 V, VSS = PLLVSS = A0VSS = A1VSS = ADSVSS = ADSVREFL = LVDVSS = 0 V
T_j = -40°C to 150°C

Item	Block size	Min.	Typ.	Max.	Unit
Programming time	4 B	—	0.16* ¹	1.7* ¹	ms
Erasing time	64 B	—	1.7* ¹	10 * ¹	ms
Blank check time	4 B	—	—	30* ¹	μs
	64 B	—	—	100* ¹	μs

Note 1. Values are only for processing by hardware. Software overhead is not taken into account.

40.7 Thermal Characteristics

40.7.1 Parameters

Table 40.48 Thermal Resistance in RH850/E1M-S2

Package	Parameter	Estimate	Unit	Remark
BGA1919-304 (with vias on the board)	Θ_{ja}	19	°C /W	JESD51-9 compliant (4 layers)
	Ψ_{jb}	14	°C /W	JESD51-9 compliant (4 layers)
	4L Θ_{ja}	23	°C /W	L board (4 layers)
	4L Ψ_{jb}	15	°C /W	L board (4 layers)
	4LTb_inc	8	°C /W	L board (4 layers)
	4L Ψ_{jt}	1	°C /W	L board (4 layers)
BGA1717-252 (with vias on the board)	Θ_{ja}	20	°C /W	JESD51-9 compliant (4 layers)
	Ψ_{jb}	14	°C /W	JESD51-9 compliant (4 layers)
	4L Θ_{ja}	24	°C /W	L board (4 layers)
	4L Ψ_{jb}	16	°C /W	L board (4 layers)
	4LTb_inc	9	°C /W	L board (4 layers)
	4L Ψ_{jt}	1	°C /W	L board (4 layers)

40.7.2 Assumed Board

Table 40.49 JESD51-9 Compliant Board (4 Layers)

	Board Size(mm)		Area(mm ²)
	X	Y	
Board	101.5	114.5	11621.75
Residual copper ratio	Conductor thickness		
50-95-95-50%	70-35-35-70 μ m		

Table 40.50 L Board (4 Layers)

	Board Size(mm)		Area(mm ²)
	X	Y	
L board	90	160	14400
Residual copper ratio	Conductor thickness		
30-80-80-30%	35-35-35-35 μ m		

Appendix List of Registers

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
FLXA0	FlexRay Operation Control Register	FLXA0FROC	0000 0000 _H	32	1002 0004 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Operation Status Register	FLXA0FROS	0000 0000 _H	32	1002 000C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Lock Register	FLXA0FRLCK	0000 0000 _H	32	1002 001C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Error Interrupt Register	FLXA0FREIR	0000 0000 _H	32	1002 0020 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Status Interrupt Register	FLXA0FRSIR	0000 0000 _H	32	1002 0024 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Error Interrupt Line Select Register	FLXA0FREILS	0000 0000 _H	32	1002 0028 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Status Interrupt Line Select Register	FLXA0FRSILS	0303 FFFF _H	32	1002 002C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Error Interrupt Enable Set Register	FLXA0FREIES	0000 0000 _H	32	1002 0030 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Error Interrupt Enable Reset Register	FLXA0FREIER	0000 0000 _H	32	1002 0034 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Status Interrupt Enable Set Register	FLXA0FRSIES	0000 0000 _H	32	1002 0038 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Status Interrupt Enable Reset Register	FLXA0FRSIER	0000 0000 _H	32	1002 003C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Interrupt Line Enable Register	FLXA0FRILE	0000 0000 _H	32	1002 0040 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Timer 0 Configuration Register	FLXA0FRTOC	0000 0000 _H	32	1002 0044 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Timer 1 Configuration Register	FLXA0FR1C	0002 0000 _H	32	1002 0048 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Stop Watch Register 1	FLXA0FRSTPW1	0000 0000 _H	32	1002 004C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Stop Watch Register 2	FLXA0FRSTPW2	0000 0000 _H	32	1002 0050 _H	FlexRay	8, 16, 32
FLXA0	FlexRay SUC Configuration Register 1	FLXA0FRSUC1	0C40 1080 _H	32	1002 0080 _H	FlexRay	8, 16, 32
FLXA0	FlexRay SUC Configuration Register 2	FLXA0FRSUC2	0100 0504 _H	32	1002 0084 _H	FlexRay	8, 16, 32
FLXA0	FlexRay SUC Configuration Register 3	FLXA0FRSUC3	0000 0011 _H	32	1002 0088 _H	FlexRay	8, 16, 32
FLXA0	FlexRay NEM Configuration Register	FLXA0FRNEMC	0000 0000 _H	32	1002 008C _H	FlexRay	8, 16, 32
FLXA0	FlexRay PRT Configuration Register 1	FLXA0FRPRTC1	084C 0633 _H	32	1002 0090 _H	FlexRay	8, 16, 32
FLXA0	FlexRay PRT Configuration Register 2	FLXA0FRPRTC2	0F2D 0A0E _H	32	1002 0094 _H	FlexRay	8, 16, 32
FLXA0	FlexRay MHD Configuration Register	FLXA0FRMHDC	0000 0000 _H	32	1002 0098 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 1	FLXA0FRGTUC1	0000 0280 _H	32	1002 00A0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 2	FLXA0FRGTUC2	0002 000A _H	32	1002 00A4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 3	FLXA0FRGTUC3	0202 0000 _H	32	1002 00A8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 4	FLXA0FRGTUC4	0008 0007 _H	32	1002 00AC _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 5	FLXA0FRGTUC5	0E00 0000 _H	32	1002 00B0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 6	FLXA0FRGTUC6	0002 0000 _H	32	1002 00B4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 7	FLXA0FRGTUC7	0002 0004 _H	32	1002 00B8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 8	FLXA0FRGTUC8	0000 0002 _H	32	1002 00BC _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 9	FLXA0FRGTUC9	0000 0101 _H	32	1002 00C0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 10	FLXA0FRGTUC10	0002 0005 _H	32	1002 00C4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay GTU Configuration Register 11	FLXA0FRGTUC11	0000 0000 _H	32	1002 00C8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay CC Status Vector Register	FLXA0FRCCSV	0010 4000 _H	32	1002 0100 _H	FlexRay	8, 16, 32
FLXA0	FlexRay CC Error Vector Register	FLXA0FRCCVEV	0000 0000 _H	32	1002 0104 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Slot Counter Value Register	FLXA0FRSCV	0000 0000 _H	32	1002 0110 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Macrotick and Cycle Counter Value Register	FLXA0FRMTCCV	0000 0000 _H	32	1002 0114 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Rate Correction Value Register	FLXA0FRRCV	0000 0000 _H	32	1002 0118 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Offset Correction Value Register	FLXA0FROCV	0000 0000 _H	32	1002 011C _H	FlexRay	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
FLXA0	FlexRay Sync Frame Status Register	FLXA0FRSFS	0000 0000 _H	32	1002 0120 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Symbol Window and NIT Status Register	FLXA0FRSWNIT	0000 0000 _H	32	1002 0124 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Aggregated Channel Status Register	FLXA0FRACS	0000 0000 _H	32	1002 0128 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 1	FLXA0FRESID1	0000 0000 _H	32	1002 0130 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 2	FLXA0FRESID2	0000 0000 _H	32	1002 0134 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 3	FLXA0FRESID3	0000 0000 _H	32	1002 0138 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 4	FLXA0FRESID4	0000 0000 _H	32	1002 013C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 5	FLXA0FRESID5	0000 0000 _H	32	1002 0140 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 6	FLXA0FRESID6	0000 0000 _H	32	1002 0144 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 7	FLXA0FRESID7	0000 0000 _H	32	1002 0148 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 8	FLXA0FRESID8	0000 0000 _H	32	1002 014C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 9	FLXA0FRESID9	0000 0000 _H	32	1002 0150 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 10	FLXA0FRESID10	0000 0000 _H	32	1002 0154 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 11	FLXA0FRESID11	0000 0000 _H	32	1002 0158 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 12	FLXA0FRESID12	0000 0000 _H	32	1002 015C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 13	FLXA0FRESID13	0000 0000 _H	32	1002 0160 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 14	FLXA0FRESID14	0000 0000 _H	32	1002 0164 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Even Sync ID Register 15	FLXA0FRESID15	0000 0000 _H	32	1002 0168 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 1	FLXA0FROSID1	0000 0000 _H	32	1002 0170 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 2	FLXA0FROSID2	0000 0000 _H	32	1002 0174 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 3	FLXA0FROSID3	0000 0000 _H	32	1002 0178 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 4	FLXA0FROSID4	0000 0000 _H	32	1002 017C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 5	FLXA0FROSID5	0000 0000 _H	32	1002 0180 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 6	FLXA0FROSID6	0000 0000 _H	32	1002 0184 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 7	FLXA0FROSID7	0000 0000 _H	32	1002 0188 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 8	FLXA0FROSID8	0000 0000 _H	32	1002 018C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 9	FLXA0FROSID9	0000 0000 _H	32	1002 0190 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 10	FLXA0FROSID10	0000 0000 _H	32	1002 0194 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 11	FLXA0FROSID11	0000 0000 _H	32	1002 0198 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 12	FLXA0FROSID12	0000 0000 _H	32	1002 019C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 13	FLXA0FROSID13	0000 0000 _H	32	1002 01A0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 14	FLXA0FROSID14	0000 0000 _H	32	1002 01A4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Odd Sync ID Register 15	FLXA0FROSID15	0000 0000 _H	32	1002 01A8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Network Management Vector Register 1	FLXA0FRNMV1	0000 0000 _H	32	1002 01B0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Network Management Vector Register 2	FLXA0FRNMV2	0000 0000 _H	32	1002 01B4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Network Management Vector Register 3	FLXA0FRNMV3	0000 0000 _H	32	1002 01B8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message RAM Configuration Register	FLXA0FRMRC	0180 0000 _H	32	1002 0300 _H	FlexRay	8, 16, 32
FLXA0	FlexRay FIFO Rejection Filter Register	FLXA0FRFRF	0180 0000 _H	32	1002 0304 _H	FlexRay	8, 16, 32
FLXA0	FlexRay FIFO Rejection Filter Mask Register	FLXA0FRFRFM	0000 0000 _H	32	1002 0308 _H	FlexRay	8, 16, 32
FLXA0	FlexRay FIFO Critical Level Register	FLXA0FRFCL	0000 0080 _H	32	1002 030C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Handler Status Register	FLXA0FRMHDS	0000 0080 _H	32	1002 0310 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Last Dynamic Transmit Slot Register	FLXA0FRLDTS	0000 0000 _H	32	1002 0314 _H	FlexRay	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
FLXA0	FlexRay FIFO Status Register	FLXA0FRFSR	0000 0000 _H	32	1002 0318 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Handler Constraints Flags Register	FLXA0FRMHDF	0000 0000 _H	32	1002 031C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Transmission Request Register 1	FLXA0FRTXRQ1	0000 0000 _H	32	1002 0320 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Transmission Request Register 2	FLXA0FRTXRQ2	0000 0000 _H	32	1002 0324 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Transmission Request Register 3	FLXA0FRTXRQ3	0000 0000 _H	32	1002 0328 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Transmission Request Register 4	FLXA0FRTXRQ4	0000 0000 _H	32	1002 032C _H	FlexRay	8, 16, 32
FLXA0	FlexRay New Data Register 1	FLXA0FRNDAT1	0000 0000 _H	32	1002 0330 _H	FlexRay	8, 16, 32
FLXA0	FlexRay New Data Register 2	FLXA0FRNDAT2	0000 0000 _H	32	1002 0334 _H	FlexRay	8, 16, 32
FLXA0	FlexRay New Data Register 3	FLXA0FRNDAT3	0000 0000 _H	32	1002 0338 _H	FlexRay	8, 16, 32
FLXA0	FlexRay New Data Register 4	FLXA0FRNDAT4	0000 0000 _H	32	1002 033C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Buffer Status Changed Register 1	FLXA0FRMBSC1	0000 0000 _H	32	1002 0340 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Buffer Status Changed Register 2	FLXA0FRMBSC2	0000 0000 _H	32	1002 0344 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Buffer Status Changed Register 3	FLXA0FRMBSC3	0000 0000 _H	32	1002 0348 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Buffer Status Changed Register 4	FLXA0FRMBSC4	0000 0000 _H	32	1002 034C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 1	FLXA0FRWRDS1	0000 0000 _H	32	1002 0400 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 2	FLXA0FRWRDS2	0000 0000 _H	32	1002 0404 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 3	FLXA0FRWRDS3	0000 0000 _H	32	1002 0408 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 4	FLXA0FRWRDS4	0000 0000 _H	32	1002 040C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 5	FLXA0FRWRDS5	0000 0000 _H	32	1002 0410 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 6	FLXA0FRWRDS6	0000 0000 _H	32	1002 0414 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 7	FLXA0FRWRDS7	0000 0000 _H	32	1002 0418 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 8	FLXA0FRWRDS8	0000 0000 _H	32	1002 041C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 9	FLXA0FRWRDS9	0000 0000 _H	32	1002 0420 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 10	FLXA0FRWRDS10	0000 0000 _H	32	1002 0424 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 11	FLXA0FRWRDS11	0000 0000 _H	32	1002 0428 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 12	FLXA0FRWRDS12	0000 0000 _H	32	1002 042C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 13	FLXA0FRWRDS13	0000 0000 _H	32	1002 0430 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 14	FLXA0FRWRDS14	0000 0000 _H	32	1002 0434 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 15	FLXA0FRWRDS15	0000 0000 _H	32	1002 0438 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 16	FLXA0FRWRDS16	0000 0000 _H	32	1002 043C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 17	FLXA0FRWRDS17	0000 0000 _H	32	1002 0440 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 18	FLXA0FRWRDS18	0000 0000 _H	32	1002 0444 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 19	FLXA0FRWRDS19	0000 0000 _H	32	1002 0448 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 20	FLXA0FRWRDS20	0000 0000 _H	32	1002 044C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 21	FLXA0FRWRDS21	0000 0000 _H	32	1002 0450 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 22	FLXA0FRWRDS22	0000 0000 _H	32	1002 0454 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 23	FLXA0FRWRDS23	0000 0000 _H	32	1002 0458 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 24	FLXA0FRWRDS24	0000 0000 _H	32	1002 045C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 25	FLXA0FRWRDS25	0000 0000 _H	32	1002 0460 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 26	FLXA0FRWRDS26	0000 0000 _H	32	1002 0464 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 27	FLXA0FRWRDS27	0000 0000 _H	32	1002 0468 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 28	FLXA0FRWRDS28	0000 0000 _H	32	1002 046C _H	FlexRay	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
FLXA0	FlexRay Write Data Section Register 29	FLXA0FRWRDS29	0000 0000 _H	32	1002 0470 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 30	FLXA0FRWRDS30	0000 0000 _H	32	1002 0474 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 31	FLXA0FRWRDS31	0000 0000 _H	32	1002 0478 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 32	FLXA0FRWRDS32	0000 0000 _H	32	1002 047C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 33	FLXA0FRWRDS33	0000 0000 _H	32	1002 0480 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 34	FLXA0FRWRDS34	0000 0000 _H	32	1002 0484 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 35	FLXA0FRWRDS35	0000 0000 _H	32	1002 0488 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 36	FLXA0FRWRDS36	0000 0000 _H	32	1002 048C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 37	FLXA0FRWRDS37	0000 0000 _H	32	1002 0490 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 38	FLXA0FRWRDS38	0000 0000 _H	32	1002 0494 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 39	FLXA0FRWRDS39	0000 0000 _H	32	1002 0498 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 40	FLXA0FRWRDS40	0000 0000 _H	32	1002 049C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 41	FLXA0FRWRDS41	0000 0000 _H	32	1002 04A0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 42	FLXA0FRWRDS42	0000 0000 _H	32	1002 04A4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 43	FLXA0FRWRDS43	0000 0000 _H	32	1002 04A8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 44	FLXA0FRWRDS44	0000 0000 _H	32	1002 04AC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 45	FLXA0FRWRDS45	0000 0000 _H	32	1002 04B0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 46	FLXA0FRWRDS46	0000 0000 _H	32	1002 04B4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 47	FLXA0FRWRDS47	0000 0000 _H	32	1002 04B8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 48	FLXA0FRWRDS48	0000 0000 _H	32	1002 04BC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 49	FLXA0FRWRDS49	0000 0000 _H	32	1002 04C0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 50	FLXA0FRWRDS50	0000 0000 _H	32	1002 04C4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 51	FLXA0FRWRDS51	0000 0000 _H	32	1002 04C8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 52	FLXA0FRWRDS52	0000 0000 _H	32	1002 04CC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 53	FLXA0FRWRDS53	0000 0000 _H	32	1002 04D0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 54	FLXA0FRWRDS54	0000 0000 _H	32	1002 04D4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 55	FLXA0FRWRDS55	0000 0000 _H	32	1002 04D8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 56	FLXA0FRWRDS56	0000 0000 _H	32	1002 04DC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 57	FLXA0FRWRDS57	0000 0000 _H	32	1002 04E0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 58	FLXA0FRWRDS58	0000 0000 _H	32	1002 04E4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 59	FLXA0FRWRDS59	0000 0000 _H	32	1002 04E8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 60	FLXA0FRWRDS60	0000 0000 _H	32	1002 04EC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 61	FLXA0FRWRDS61	0000 0000 _H	32	1002 04F0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 62	FLXA0FRWRDS62	0000 0000 _H	32	1002 04F4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 63	FLXA0FRWRDS63	0000 0000 _H	32	1002 04F8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Data Section Register 64	FLXA0FRWRDS64	0000 0000 _H	32	1002 04FC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Header Section Register 1	FLXA0FRWRHS1	0000 0000 _H	32	1002 0500 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Header Section Register 2	FLXA0FRWRHS2	0000 0000 _H	32	1002 0504 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Write Header Section Register 3	FLXA0FRWRHS3	0000 0000 _H	32	1002 0508 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Input Buffer Command Mask Register	FLXA0FRIBCM	0000 0000 _H	32	1002 0510 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Input Buffer Command Request Register	FLXA0FRIBCR	0000 0000 _H	32	1002 0514 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 1	FLXA0FRRDDS1	0000 0000 _H	32	1002 0600 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 2	FLXA0FRRDDS2	0000 0000 _H	32	1002 0604 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 3	FLXA0FRRDDS3	0000 0000 _H	32	1002 0608 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 4	FLXA0FRRDDS4	0000 0000 _H	32	1002 060C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 5	FLXA0FRRDDS5	0000 0000 _H	32	1002 0610 _H	FlexRay	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
FLXA0	FlexRay Read Data Section Register 6	FLXA0FRRDDS6	0000 0000 _H	32	1002 0614 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 7	FLXA0FRRDDS7	0000 0000 _H	32	1002 0618 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 8	FLXA0FRRDDS8	0000 0000 _H	32	1002 061C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 9	FLXA0FRRDDS9	0000 0000 _H	32	1002 0620 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 10	FLXA0FRRDDS10	0000 0000 _H	32	1002 0624 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 11	FLXA0FRRDDS11	0000 0000 _H	32	1002 0628 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 12	FLXA0FRRDDS12	0000 0000 _H	32	1002 062C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 13	FLXA0FRRDDS13	0000 0000 _H	32	1002 0630 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 14	FLXA0FRRDDS14	0000 0000 _H	32	1002 0634 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 15	FLXA0FRRDDS15	0000 0000 _H	32	1002 0638 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 16	FLXA0FRRDDS16	0000 0000 _H	32	1002 063C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 17	FLXA0FRRDDS17	0000 0000 _H	32	1002 0640 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 18	FLXA0FRRDDS18	0000 0000 _H	32	1002 0644 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 19	FLXA0FRRDDS19	0000 0000 _H	32	1002 0648 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 20	FLXA0FRRDDS20	0000 0000 _H	32	1002 064C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 21	FLXA0FRRDDS21	0000 0000 _H	32	1002 0650 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 22	FLXA0FRRDDS22	0000 0000 _H	32	1002 0654 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 23	FLXA0FRRDDS23	0000 0000 _H	32	1002 0658 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 24	FLXA0FRRDDS24	0000 0000 _H	32	1002 065C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 25	FLXA0FRRDDS25	0000 0000 _H	32	1002 0660 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 26	FLXA0FRRDDS26	0000 0000 _H	32	1002 0664 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 27	FLXA0FRRDDS27	0000 0000 _H	32	1002 0668 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 28	FLXA0FRRDDS28	0000 0000 _H	32	1002 066C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 29	FLXA0FRRDDS29	0000 0000 _H	32	1002 0670 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 30	FLXA0FRRDDS30	0000 0000 _H	32	1002 0674 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 31	FLXA0FRRDDS31	0000 0000 _H	32	1002 0678 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 32	FLXA0FRRDDS32	0000 0000 _H	32	1002 067C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 33	FLXA0FRRDDS33	0000 0000 _H	32	1002 0680 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 34	FLXA0FRRDDS34	0000 0000 _H	32	1002 0684 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 35	FLXA0FRRDDS35	0000 0000 _H	32	1002 0688 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 36	FLXA0FRRDDS36	0000 0000 _H	32	1002 068C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 37	FLXA0FRRDDS37	0000 0000 _H	32	1002 0690 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 38	FLXA0FRRDDS38	0000 0000 _H	32	1002 0694 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 39	FLXA0FRRDDS39	0000 0000 _H	32	1002 0698 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 40	FLXA0FRRDDS40	0000 0000 _H	32	1002 069C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 41	FLXA0FRRDDS41	0000 0000 _H	32	1002 06A0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 42	FLXA0FRRDDS42	0000 0000 _H	32	1002 06A4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 43	FLXA0FRRDDS43	0000 0000 _H	32	1002 06A8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 44	FLXA0FRRDDS44	0000 0000 _H	32	1002 06AC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 45	FLXA0FRRDDS45	0000 0000 _H	32	1002 06B0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 46	FLXA0FRRDDS46	0000 0000 _H	32	1002 06B4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 47	FLXA0FRRDDS47	0000 0000 _H	32	1002 06B8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 48	FLXA0FRRDDS48	0000 0000 _H	32	1002 06BC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 49	FLXA0FRRDDS49	0000 0000 _H	32	1002 06C0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 50	FLXA0FRRDDS50	0000 0000 _H	32	1002 06C4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 51	FLXA0FRRDDS51	0000 0000 _H	32	1002 06C8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 52	FLXA0FRRDDS52	0000 0000 _H	32	1002 06CC _H	FlexRay	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
FLXA0	FlexRay Read Data Section Register 53	FLXA0FRRDDS53	0000 0000 _H	32	1002 06D0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 54	FLXA0FRRDDS54	0000 0000 _H	32	1002 06D4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 55	FLXA0FRRDDS55	0000 0000 _H	32	1002 06D8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 56	FLXA0FRRDDS56	0000 0000 _H	32	1002 06DC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 57	FLXA0FRRDDS57	0000 0000 _H	32	1002 06E0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 58	FLXA0FRRDDS58	0000 0000 _H	32	1002 06E4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 59	FLXA0FRRDDS59	0000 0000 _H	32	1002 06E8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 60	FLXA0FRRDDS60	0000 0000 _H	32	1002 06EC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 61	FLXA0FRRDDS61	0000 0000 _H	32	1002 06F0 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 62	FLXA0FRRDDS62	0000 0000 _H	32	1002 06F4 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 63	FLXA0FRRDDS63	0000 0000 _H	32	1002 06F8 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Data Section Register 64	FLXA0FRRDDS64	0000 0000 _H	32	1002 06FC _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Header Section Register 1	FLXA0FRRDHS1	0000 0000 _H	32	1002 0700 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Header Section Register 2	FLXA0FRRDHS2	0000 0000 _H	32	1002 0704 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Read Header Section Register 3	FLXA0FRRDHS3	0000 0000 _H	32	1002 0708 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Buffer Status Register	FLXA0FRMBS	0000 0000 _H	32	1002 070C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Output Buffer Command Mask Register	FLXA0FROBCM	0000 0000 _H	32	1002 0710 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Output Buffer Command Request Register	FLXA0FROBCR	0000 0000 _H	32	1002 0714 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Input Transfer Configuration Register	FLXA0FRITC	0000 0000 _H	32	1002 0800 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Output Transfer Configuration Register	FLXA0FROTC	0000 0000 _H	32	1002 0804 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Input Pointer Table Base Address Register	FLXA0FRIBA	0000 0000 _H	32	1002 0808 _H	FlexRay	8, 16, 32
FLXA0	FlexRay FIFO Pointer Table Base Address Register	FLXA0FRFBA	0000 0000 _H	32	1002 080C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Output Pointer Table Base Address Register	FLXA0FROBA	0000 0000 _H	32	1002 0810 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Input Queue Control Register	FLXA0FRIQC	0000 0000 _H	32	1002 0814 _H	FlexRay	8, 16, 32
FLXA0	FlexRay User Input Transfer Request Register	FLXA0FRUIR	0000 0000 _H	32	1002 0818 _H	FlexRay	8, 16, 32
FLXA0	FlexRay User Output Transfer Request Register	FLXA0FRUOR	0000 0000 _H	32	1002 081C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Input Transfer Status Register	FLXA0FRITS	0000 0000 _H	32	1002 0820 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Output Transfer Status Register	FLXA0FROTS	0000 0000 _H	32	1002 0824 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Access Error Status Register	FLXA0FRAES	0000 0000 _H	32	1002 0828 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Access Error Address Register	FLXA0FRAEA	0000 0000 _H	32	1002 082C _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Data Available Register 0	FLXA0FRDA0	0000 0000 _H	32	1002 0830 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Data Available Register 1	FLXA0FRDA1	0000 0000 _H	32	1002 0834 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Data Available Register 2	FLXA0FRDA2	0000 0000 _H	32	1002 0838 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Message Data Available Register 3	FLXA0FRDA3	0000 0000 _H	32	1002 083C _H	FlexRay	8, 16, 32
FLXA0	FlexRay H-Bus Configuration Register	FLXA0FRAHBC	0000 0000 _H	32	1002 0840 _H	FlexRay	8, 16, 32
FLXA0	FlexRay Timer 2 Configuration Register	FLXA0FRT2C	0000 0000 _H	32	1002 0844 _H	FlexRay	8, 16, 32
AUD	AUDR Configuration Information Retention Register	AUDISR	000X _H	16	FA00 5000 _H	CPU (DEBUG)	16
AUD	AUDR Message Board Register	AUDMBR	0000 _H	16	FA00 5004 _H	CPU (DEBUG)	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
AUD	AUDR Message Board Register	AUDMBRC	0000 _H	16	FA00 5008 _H	CPU (DEBUG)	16
PORT	Port Register	P0	0000 _H	16	FF61 0000 _H	3	16
PORT	Port Set/Reset Register	PSR0	0000 0000 _H	32	FF61 0004 _H	3	32
PORT	Port NOT Register	PNOT0	0000 _H	16	FF61 0008 _H	3	16
PORT	Port Pin Read Register	PPR0	0000 _H	16	FF61 000C _H	3	16
PORT	Port Mode Register	PM0	FFFF _H	16	FF61 0010 _H	3	16
PORT	Port Mode Control Register	PMC0	0000 _H	16	FF61 0014 _H	3	16
PORT	Port Function Control Register	PFC0	0000 _H	16	FF61 0018 _H	3	16
PORT	Port Function Control Expansion Register	PFCE0	0000 _H	16	FF61 001C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR0	0000 FFFF _H	32	FF61 0020 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR0	0000 0000 _H	32	FF61 0024 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE0	0000 _H	16	FF61 0028 _H	3	16
PORT	Port Output Level Inversion Register	PINV0	0000 0000 _H	32	FF61 0030 _H	3	32
PORT	Port Register	P1	0000 _H	16	FF61 0040 _H	3	16
PORT	Port Set/Reset Register	PSR1	0000 0000 _H	32	FF61 0044 _H	3	32
PORT	Port NOT Register	PNOT1	0000 _H	16	FF61 0048 _H	3	16
PORT	Port Pin Read Register	PPR1	0000 _H	16	FF61 004C _H	3	16
PORT	Port Mode Register	PM1	FFFF _H	16	FF61 0050 _H	3	16
PORT	Port Mode Control Register	PMC1	0000 _H	16	FF61 0054 _H	3	16
PORT	Port Function Control Register	PFC1	0000 _H	16	FF61 0058 _H	3	16
PORT	Port Function Control Expansion Register	PFCE1	0000 _H	16	FF61 005C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR1	0000 FFFF _H	32	FF61 0060 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR1	0000 0000 _H	32	FF61 0064 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE1	0000 _H	16	FF61 0068 _H	3	16
PORT	Port Output Level Inversion Register	PINV1	0000 0000 _H	32	FF61 0070 _H	3	32
PORT	Port Register	P2	0000 _H	16	FF61 0080 _H	3	16
PORT	Port Set/Reset Register	PSR2	0000 0000 _H	32	FF61 0084 _H	3	32
PORT	Port NOT Register	PNOT2	0000 _H	16	FF61 0088 _H	3	16
PORT	Port Pin Read Register	PPR2	0000 _H	16	FF61 008C _H	3	16
PORT	Port Mode Register	PM2	FFFF _H	16	FF61 0090 _H	3	16
PORT	Port Mode Control Register	PMC2	0000 _H	16	FF61 0094 _H	3	16
PORT	Port Function Control Register	PFC2	0000 _H	16	FF61 0098 _H	3	16
PORT	Port Function Control Expansion Register	PFCE2	0000 _H	16	FF61 009C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR2	0000 FFFF _H	32	FF61 00A0 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR2	0000 0000 _H	32	FF61 00A4 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE2	0000 _H	16	FF61 00A8 _H	3	16
PORT	Port Output Level Inversion Register	PINV2	0000 0000 _H	32	FF61 00B0 _H	3	32
PORT	Port Register	P3	0000 _H	16	FF61 00C0 _H	3	16
PORT	Port Set/Reset Register	PSR3	0000 0000 _H	32	FF61 00C4 _H	3	32
PORT	Port NOT Register	PNOT3	0000 _H	16	FF61 00C8 _H	3	16
PORT	Port Pin Read Register	PPR3	0000 _H	16	FF61 00CC _H	3	16
PORT	Port Mode Register	PM3	FFFF _H	16	FF61 00D0 _H	3	16
PORT	Port Mode Control Register	PMC3	0000 _H	16	FF61 00D4 _H	3	16
PORT	Port Function Control Register	PFC3	0000 _H	16	FF61 00D8 _H	3	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PORT	Port Function Control Expansion Register	PFCE3	0000 _H	16	FF61 00DC _H	3	16
PORT	Port Mode Set/Reset Register	PMSR3	0000 FFFF _H	32	FF61 00E0 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR3	0000 0000 _H	32	FF61 00E4 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE3	0000 _H	16	FF61 00E8 _H	3	16
PORT	Port Output Level Inversion Register	PINV3	0000 0000 _H	32	FF61 00F0 _H	3	32
PORT	Port Register	P4	0000 _H	16	FF61 0100 _H	3	16
PORT	Port Set/Reset Register	PSR4	0000 0000 _H	32	FF61 0104 _H	3	32
PORT	Port NOT Register	PNOT4	0000 _H	16	FF61 0108 _H	3	16
PORT	Port Pin Read Register	PPR4	0000 _H	16	FF61 010C _H	3	16
PORT	Port Mode Register	PM4	FFFF _H	16	FF61 0110 _H	3	16
PORT	Port Mode Control Register	PMC4	0000 _H	16	FF61 0114 _H	3	16
PORT	Port Function Control Register	PFC4	0000 _H	16	FF61 0118 _H	3	16
PORT	Port Function Control Expansion Register	PFCE4	0000 _H	16	FF61 011C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR4	0000 FFFF _H	32	FF61 0120 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR4	0000 0000 _H	32	FF61 0124 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE4	0000 _H	16	FF61 0128 _H	3	16
PORT	Port Output Level Inversion Register	PINV4	0000 0000 _H	32	FF61 0130 _H	3	32
PORT	Port Register	P5	0000 _H	16	FF61 0140 _H	3	16
PORT	Port Set/Reset Register	PSR5	0000 0000 _H	32	FF61 0144 _H	3	32
PORT	Port NOT Register	PNOT5	0000 _H	16	FF61 0148 _H	3	16
PORT	Port Pin Read Register	PPR5	0000 _H	16	FF61 014C _H	3	16
PORT	Port Mode Register	PM5	FFFF _H	16	FF61 0150 _H	3	16
PORT	Port Mode Control Register	PMC5	0000 _H	16	FF61 0154 _H	3	16
PORT	Port Function Control Register	PFC5	0000 _H	16	FF61 0158 _H	3	16
PORT	Port Function Control Expansion Register	PFCE5	0000 _H	16	FF61 015C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR5	0000 FFFF _H	32	FF61 0160 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR5	0000 0000 _H	32	FF61 0164 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE5	0000 _H	16	FF61 0168 _H	3	16
PORT	Port Output Level Inversion Register	PINV5	0000 0000 _H	32	FF61 0170 _H	3	32
PORT	Port Register	P6	0000 _H	16	FF61 0180 _H	3	16
PORT	Port Set/Reset Register	PSR6	0000 0000 _H	32	FF61 0184 _H	3	32
PORT	Port NOT Register	PNOT6	0000 _H	16	FF61 0188 _H	3	16
PORT	Port Pin Read Register	PPR6	0000 _H	16	FF61 018C _H	3	16
PORT	Port Mode Register	PM6	FFFF _H	16	FF61 0190 _H	3	16
PORT	Port Mode Control Register	PMC6	0000 _H	16	FF61 0194 _H	3	16
PORT	Port Function Control Register	PFC6	0000 _H	16	FF61 0198 _H	3	16
PORT	Port Function Control Expansion Register	PFCE6	0000 _H	16	FF61 019C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR6	0000 FFFF _H	32	FF61 01A0 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR6	0000 0000 _H	32	FF61 01A4 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE6	0000 _H	16	FF61 01A8 _H	3	16
PORT	Port Output Level Inversion Register	PINV6	0000 0000 _H	32	FF61 01B0 _H	3	32
PORT	Port Register	P7	0000 _H	16	FF61 01C0 _H	3	16
PORT	Port Set/Reset Register	PSR7	0000 0000 _H	32	FF61 01C4 _H	3	32
PORT	Port NOT Register	PNOT7	0000 _H	16	FF61 01C8 _H	3	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PORT	Port Pin Read Register	PPR7	0000 _H	16	FF61 01CC _H	3	16
PORT	Port Mode Register	PM7	FFFF _H	16	FF61 01D0 _H	3	16
PORT	Port Mode Control Register	PMC7	0000 _H	16	FF61 01D4 _H	3	16
PORT	Port Function Control Register	PFC7	0000 _H	16	FF61 01D8 _H	3	16
PORT	Port Function Control Expansion Register	PFCE7	0000 _H	16	FF61 01DC _H	3	16
PORT	Port Mode Set/Reset Register	PMSR7	0000 FFFF _H	32	FF61 01E0 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR7	0000 0000 _H	32	FF61 01E4 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE7	0000 _H	16	FF61 01E8 _H	3	16
PORT	Port Output Level Inversion Register	PINV7	0000 0000 _H	32	FF61 01F0 _H	3	32
PORT	Port Register	P8	0000 _H	16	FF61 0200 _H	3	16
PORT	Port Set/Reset Register	PSR8	0000 0000 _H	32	FF61 0204 _H	3	32
PORT	Port NOT Register	PNOT8	0000 _H	16	FF61 0208 _H	3	16
PORT	Port Pin Read Register	PPR8	0000 _H	16	FF61 020C _H	3	16
PORT	Port Mode Register	PM8	FFFF _H	16	FF61 0210 _H	3	16
PORT	Port Mode Control Register	PMC8	0000 _H	16	FF61 0214 _H	3	16
PORT	Port Function Control Register	PFC8	0000 _H	16	FF61 0218 _H	3	16
PORT	Port Function Control Expansion Register	PFCE8	0000 _H	16	FF61 021C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR8	0000 FFFF _H	32	FF61 0220 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR8	0000 0000 _H	32	FF61 0224 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE8	0000 _H	16	FF61 0228 _H	3	16
PORT	Port Output Level Inversion Register	PINV8	0000 0000 _H	32	FF61 0230 _H	3	32
PORT	Port Register	P10	0000 _H	16	FF61 0280 _H	3	16
PORT	Port Set/Reset Register	PSR10	0000 0000 _H	32	FF61 0284 _H	3	32
PORT	Port NOT Register	PNOT10	0000 _H	16	FF61 0288 _H	3	16
PORT	Port Pin Read Register	PPR10	0000 _H	16	FF61 028C _H	3	16
PORT	Port Mode Register	PM10	FFFF _H	16	FF61 0290 _H	3	16
PORT	Port Mode Control Register	PMC10	0000 _H	16	FF61 0294 _H	3	16
PORT	Port Function Control Register	PFC10	0000 _H	16	FF61 0298 _H	3	16
PORT	Port Function Control Expansion Register	PFCE10	0000 _H	16	FF61 029C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR10	0000 FFFF _H	32	FF61 02A0 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR10	0000 0000 _H	32	FF61 02A4 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE10	0000 _H	16	FF61 02A8 _H	3	16
PORT	Port Output Level Inversion Register	PINV10	0000 0000 _H	32	FF61 02B0 _H	3	32
PORT	Port Register	P11	0000 _H	16	FF61 02C0 _H	3	16
PORT	Port Set/Reset Register	PSR11	0000 0000 _H	32	FF61 02C4 _H	3	32
PORT	Port NOT Register	PNOT11	0000 _H	16	FF61 02C8 _H	3	16
PORT	Port Pin Read Register	PPR11	0000 _H	16	FF61 02CC _H	3	16
PORT	Port Mode Register	PM11	FFFF _H	16	FF61 02D0 _H	3	16
PORT	Port Mode Control Register	PMC11	0000 _H	16	FF61 02D4 _H	3	16
PORT	Port Function Control Register	PFC11	0000 _H	16	FF61 02D8 _H	3	16
PORT	Port Function Control Expansion Register	PFCE11	0000 _H	16	FF61 02DC _H	3	16
PORT	Port Mode Set/Reset Register	PMSR11	0000 FFFF _H	32	FF61 02E0 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR11	0000 0000 _H	32	FF61 02E4 _H	3	32
PORT	Port Output Level Inversion Register	PINV11	0000 0000 _H	32	FF61 02F0 _H	3	32
PORT	Port Register	P13	0000 _H	16	FF61 0340 _H	3	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PORT	Port Set/Reset Register	PSR13	0000 0000 _H	32	FF61 0344 _H	3	32
PORT	Port NOT Register	PNOT13	0000 _H	16	FF61 0348 _H	3	16
PORT	Port Pin Read Register	PPR13	0000 _H	16	FF61 034C _H	3	16
PORT	Port Mode Register	PM13	FFFF _H	16	FF61 0350 _H	3	16
PORT	Port Mode Control Register	PMC13	0000 _H	16	FF61 0354 _H	3	16
PORT	Port Function Control Register	PFC13	0000 _H	16	FF61 0358 _H	3	16
PORT	Port Function Control Expansion Register	PFCE13	0000 _H	16	FF61 035C _H	3	16
PORT	Port Mode Set/Reset Register	PMSR13	0000 FFFF _H	32	FF61 0360 _H	3	32
PORT	Port Mode Control Set/Reset Register	PMCSR13	0000 0000 _H	32	FF61 0364 _H	3	32
PORT	Port Function Control Additional Expansion Register	PFCAE13	0000 _H	16	FF61 0368 _H	3	16
PORT	Port Output Level Inversion Register	PINV13	0000 0000 _H	32	FF61 0370 _H	3	32
PORT	Port Pin Read Register	PPR14	0000 _H	16	FF61 038C _H	3	16
PORT	Port Mode Control Register	PMC14	0000 _H	16	FF61 0394 _H	3	16
PORT	Port Function Control Register	PFC14	0000 _H	16	FF61 0398 _H	3	16
PORT	Port Mode Control Set/Reset Register	PMCSR14	0000 0000 _H	32	FF61 03A4 _H	3	32
PORT	Port Pin Read Register	PPR15	0000 _H	16	FF61 03CC _H	3	16
PORT	Port Mode Control Register	PMC15	0000 _H	16	FF61 03D4 _H	3	16
PORT	Port Function Control Register	PFC15	0000 _H	16	FF61 03D8 _H	3	16
PORT	Port Mode Control Set/Reset Register	PMCSR15	0000 0000 _H	32	FF61 03E4 _H	3	32
PORT	Port Pin Read Register	PPR16	0000 _H	16	FF61 040C _H	3	16
PORT	Port Mode Register	PM17	FFFF _H	16	FF61 0450 _H	3	16
PORT	Port Mode Set/Reset Register	PMSR17	0000 FFFF _H	32	FF61 0460 _H	3	32
PORT	Port Control Register	PCR0_0	0000 0010 _H	32	FF61 2000 _H	3	32
PORT	Port Control Register	PCR0_1	0000 0010 _H	32	FF61 2004 _H	3	32
PORT	Port Control Register	PCR0_2	0000 0010 _H	32	FF61 2008 _H	3	32
PORT	Port Control Register	PCR0_3	0000 0010 _H	32	FF61 200C _H	3	32
PORT	Port Control Register	PCR0_4	0000 0010 _H	32	FF61 2010 _H	3	32
PORT	Port Control Register	PCR0_5	0000 0010 _H	32	FF61 2014 _H	3	32
PORT	Port Control Register	PCR0_6	0000 0010 _H	32	FF61 2018 _H	3	32
PORT	Port Control Register	PCR0_7	0000 0010 _H	32	FF61 201C _H	3	32
PORT	Port Control Register	PCR0_8	0000 0010 _H	32	FF61 2020 _H	3	32
PORT	Port Control Register	PCR0_9	0000 0010 _H	32	FF61 2024 _H	3	32
PORT	Port Control Register	PCR0_10	0000 0010 _H	32	FF61 2028 _H	3	32
PORT	Port Control Register	PCR0_11	0000 0010 _H	32	FF61 202C _H	3	32
PORT	Port Control Register	PCR0_12	0000 0010 _H	32	FF61 2030 _H	3	32
PORT	Port Control Register	PCR0_13	0000 0010 _H	32	FF61 2034 _H	3	32
PORT	Port Control Register	PCR0_14	0000 0010 _H	32	FF61 2038 _H	3	32
PORT	Port Control Register	PCR1_0	0000 0010 _H	32	FF61 2040 _H	3	32
PORT	Port Control Register	PCR1_1	0000 0010 _H	32	FF61 2044 _H	3	32
PORT	Port Control Register	PCR1_2	0000 0010 _H	32	FF61 2048 _H	3	32
PORT	Port Control Register	PCR1_3	0000 0010 _H	32	FF61 204C _H	3	32
PORT	Port Control Register	PCR1_4	0000 0010 _H	32	FF61 2050 _H	3	32
PORT	Port Control Register	PCR1_5	0000 0010 _H	32	FF61 2054 _H	3	32
PORT	Port Control Register	PCR1_6	0000 0010 _H	32	FF61 2058 _H	3	32
PORT	Port Control Register	PCR1_7	0000 0010 _H	32	FF61 205C _H	3	32
PORT	Port Control Register	PCR1_8	0000 0010 _H	32	FF61 2060 _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PORT	Port Control Register	PCR1_9	0000 0010 _H	32	FF61 2064 _H	3	32
PORT	Port Control Register	PCR1_10	0000 0010 _H	32	FF61 2068 _H	3	32
PORT	Port Control Register	PCR1_11	0000 0010 _H	32	FF61 206C _H	3	32
PORT	Port Control Register	PCR1_12	0000 0010 _H	32	FF61 2070 _H	3	32
PORT	Port Control Register	PCR1_13	0000 0010 _H	32	FF61 2074 _H	3	32
PORT	Port Control Register	PCR1_14	0000 0010 _H	32	FF61 2078 _H	3	32
PORT	Port Control Register	PCR1_15	0000 0010 _H	32	FF61 207C _H	3	32
PORT	Port Control Register	PCR2_0	0000 0010 _H	32	FF61 2080 _H	3	32
PORT	Port Control Register	PCR2_1	0000 0010 _H	32	FF61 2084 _H	3	32
PORT	Port Control Register	PCR2_2	0000 0010 _H	32	FF61 2088 _H	3	32
PORT	Port Control Register	PCR2_3	0000 0010 _H	32	FF61 208C _H	3	32
PORT	Port Control Register	PCR2_4	0000 0010 _H	32	FF61 2090 _H	3	32
PORT	Port Control Register	PCR2_5	0000 0010 _H	32	FF61 2094 _H	3	32
PORT	Port Control Register	PCR2_6	0000 0010 _H	32	FF61 2098 _H	3	32
PORT	Port Control Register	PCR2_7	0000 0010 _H	32	FF61 209C _H	3	32
PORT	Port Control Register	PCR3_0	0000 0010 _H	32	FF61 20C0 _H	3	32
PORT	Port Control Register	PCR3_1	0000 0010 _H	32	FF61 20C4 _H	3	32
PORT	Port Control Register	PCR3_2	0000 0010 _H	32	FF61 20C8 _H	3	32
PORT	Port Control Register	PCR3_3	0000 0010 _H	32	FF61 20CC _H	3	32
PORT	Port Control Register	PCR3_4	0000 0010 _H	32	FF61 20D0 _H	3	32
PORT	Port Control Register	PCR3_5	0000 0010 _H	32	FF61 20D4 _H	3	32
PORT	Port Control Register	PCR3_6	0000 0010 _H	32	FF61 20D8 _H	3	32
PORT	Port Control Register	PCR3_7	0000 0010 _H	32	FF61 20DC _H	3	32
PORT	Port Control Register	PCR4_0	0000 0010 _H	32	FF61 2100 _H	3	32
PORT	Port Control Register	PCR4_1	0000 0010 _H	32	FF61 2104 _H	3	32
PORT	Port Control Register	PCR4_2	0000 0010 _H	32	FF61 2108 _H	3	32
PORT	Port Control Register	PCR4_3	0000 0010 _H	32	FF61 210C _H	3	32
PORT	Port Control Register	PCR4_4	0000 0010 _H	32	FF61 2110 _H	3	32
PORT	Port Control Register	PCR4_5	0000 0010 _H	32	FF61 2114 _H	3	32
PORT	Port Control Register	PCR4_6	0000 0010 _H	32	FF61 2118 _H	3	32
PORT	Port Control Register	PCR4_7	0000 0010 _H	32	FF61 211C _H	3	32
PORT	Port Control Register	PCR4_8	0000 0010 _H	32	FF61 2120 _H	3	32
PORT	Port Control Register	PCR4_9	0000 0010 _H	32	FF61 2124 _H	3	32
PORT	Port Control Register	PCR4_10	0000 0010 _H	32	FF61 2128 _H	3	32
PORT	Port Control Register	PCR4_11	0000 0010 _H	32	FF61 212C _H	3	32
PORT	Port Control Register	PCR4_12	0000 0010 _H	32	FF61 2130 _H	3	32
PORT	Port Control Register	PCR4_13	0000 0010 _H	32	FF61 2134 _H	3	32
PORT	Port Control Register	PCR4_14	0000 0010 _H	32	FF61 2138 _H	3	32
PORT	Port Control Register	PCR4_15	0000 0010 _H	32	FF61 213C _H	3	32
PORT	Port Control Register	PCR5_0	0000 0010 _H	32	FF61 2140 _H	3	32
PORT	Port Control Register	PCR5_1	0000 0010 _H	32	FF61 2144 _H	3	32
PORT	Port Control Register	PCR5_2	0000 0010 _H	32	FF61 2148 _H	3	32
PORT	Port Control Register	PCR5_3	0000 0010 _H	32	FF61 214C _H	3	32
PORT	Port Control Register	PCR5_4	0000 0010 _H	32	FF61 2150 _H	3	32
PORT	Port Control Register	PCR5_5	0000 0010 _H	32	FF61 2154 _H	3	32
PORT	Port Control Register	PCR5_6	0000 0010 _H	32	FF61 2158 _H	3	32
PORT	Port Control Register	PCR5_7	0000 0010 _H	32	FF61 215C _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PORT	Port Control Register	PCR5_8	0000 0010 _H	32	FF61 2160 _H	3	32
PORT	Port Control Register	PCR5_9	0000 0010 _H	32	FF61 2164 _H	3	32
PORT	Port Control Register	PCR6_0	0000 0010 _H	32	FF61 2180 _H	3	32
PORT	Port Control Register	PCR6_1	0000 0010 _H	32	FF61 2184 _H	3	32
PORT	Port Control Register	PCR6_2	0000 0010 _H	32	FF61 2188 _H	3	32
PORT	Port Control Register	PCR6_3	0000 0010 _H	32	FF61 218C _H	3	32
PORT	Port Control Register	PCR6_4	0000 0010 _H	32	FF61 2190 _H	3	32
PORT	Port Control Register	PCR6_5	0000 0010 _H	32	FF61 2194 _H	3	32
PORT	Port Control Register	PCR6_6	0000 0010 _H	32	FF61 2198 _H	3	32
PORT	Port Control Register	PCR6_7	0000 0010 _H	32	FF61 219C _H	3	32
PORT	Port Control Register	PCR6_8	0000 0010 _H	32	FF61 21A0 _H	3	32
PORT	Port Control Register	PCR6_9	0000 0010 _H	32	FF61 21A4 _H	3	32
PORT	Port Control Register	PCR6_10	0000 0010 _H	32	FF61 21A8 _H	3	32
PORT	Port Control Register	PCR6_11	0000 0010 _H	32	FF61 21AC _H	3	32
PORT	Port Control Register	PCR7_0	0000 0010 _H	32	FF61 21C0 _H	3	32
PORT	Port Control Register	PCR7_1	0000 0010 _H	32	FF61 21C4 _H	3	32
PORT	Port Control Register	PCR7_2	0000 0010 _H	32	FF61 21C8 _H	3	32
PORT	Port Control Register	PCR7_3	0000 0010 _H	32	FF61 21CC _H	3	32
PORT	Port Control Register	PCR7_4	0000 0010 _H	32	FF61 21D0 _H	3	32
PORT	Port Control Register	PCR7_5	0000 0010 _H	32	FF61 21D4 _H	3	32
PORT	Port Control Register	PCR7_6	0000 0010 _H	32	FF61 21D8 _H	3	32
PORT	Port Control Register	PCR7_7	0000 0010 _H	32	FF61 21DC _H	3	32
PORT	Port Control Register	PCR7_8	0000 0010 _H	32	FF61 21E0 _H	3	32
PORT	Port Control Register	PCR7_9	0000 0010 _H	32	FF61 21E4 _H	3	32
PORT	Port Control Register	PCR7_10	0000 0010 _H	32	FF61 21E8 _H	3	32
PORT	Port Control Register	PCR7_11	0000 0010 _H	32	FF61 21EC _H	3	32
PORT	Port Control Register	PCR8_0	0000 0010 _H	32	FF61 2200 _H	3	32
PORT	Port Control Register	PCR8_1	0000 0010 _H	32	FF61 2204 _H	3	32
PORT	Port Control Register	PCR8_2	0000 0010 _H	32	FF61 2208 _H	3	32
PORT	Port Control Register	PCR8_3	0000 0010 _H	32	FF61 220C _H	3	32
PORT	Port Control Register	PCR8_4	0000 0010 _H	32	FF61 2210 _H	3	32
PORT	Port Control Register	PCR8_5	0000 0010 _H	32	FF61 2214 _H	3	32
PORT	Port Control Register	PCR8_6	0000 0010 _H	32	FF61 2218 _H	3	32
PORT	Port Control Register	PCR8_7	0000 0010 _H	32	FF61 221C _H	3	32
PORT	Port Control Register	PCR10_0	0000 0010 _H	32	FF61 2280 _H	3	32
PORT	Port Control Register	PCR10_1	0000 0010 _H	32	FF61 2284 _H	3	32
PORT	Port Control Register	PCR10_2	0000 0010 _H	32	FF61 2288 _H	3	32
PORT	Port Control Register	PCR10_3	0000 0010 _H	32	FF61 228C _H	3	32
PORT	Port Control Register	PCR10_4	0000 0010 _H	32	FF61 2290 _H	3	32
PORT	Port Control Register	PCR11_0	0000 0010 _H	32	FF61 22C0 _H	3	32
PORT	Port Control Register	PCR11_1	0000 0010 _H	32	FF61 22C4 _H	3	32
PORT	Port Control Register	PCR11_2	0000 0010 _H	32	FF61 22C8 _H	3	32
PORT	Port Control Register	PCR11_3	0000 0010 _H	32	FF61 22CC _H	3	32
PORT	Port Control Register	PCR11_4	0000 0010 _H	32	FF61 22D0 _H	3	32
PORT	Port Control Register	PCR11_5	0000 0010 _H	32	FF61 22D4 _H	3	32
PORT	Port Control Register	PCR13_0	0000 0010 _H	32	FF61 2340 _H	3	32
PORT	Port Control Register	PCR13_1	0000 0010 _H	32	FF61 2344 _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PORT	Port Control Register	PCR13_2	0000 0010 _H	32	FF61 2348 _H	3	32
PORT	Port Control Register	PCR13_3	0000 0010 _H	32	FF61 234C _H	3	32
PORT	Port Control Register	PCR13_4	0000 0010 _H	32	FF61 2350 _H	3	32
PORT	Port Control Register	PCR13_5	0000 0010 _H	32	FF61 2354 _H	3	32
PORT	Port Control Register	PCR13_6	0000 0010 _H	32	FF61 2358 _H	3	32
PORT	Port Control Register	PCR13_7	0000 0010 _H	32	FF61 235C _H	3	32
PORT	Port Control Register	PCR13_8	0000 0010 _H	32	FF61 2360 _H	3	32
PORT	Port Control Register	PCR13_9	0000 0010 _H	32	FF61 2364 _H	3	32
PORT	Port Control Register	PCR14_0	0000 0000 _H	32	FF61 2380 _H	3	32
PORT	Port Control Register	PCR14_1	0000 0000 _H	32	FF61 2384 _H	3	32
PORT	Port Control Register	PCR14_2	0000 0000 _H	32	FF61 2388 _H	3	32
PORT	Port Control Register	PCR14_3	0000 0000 _H	32	FF61 238C _H	3	32
PORT	Port Control Register	PCR14_4	0000 0000 _H	32	FF61 2390 _H	3	32
PORT	Port Control Register	PCR14_5	0000 0000 _H	32	FF61 2394 _H	3	32
PORT	Port Control Register	PCR14_6	0000 0000 _H	32	FF61 2398 _H	3	32
PORT	Port Control Register	PCR14_7	0000 0000 _H	32	FF61 239C _H	3	32
PORT	Port Control Register	PCR14_8	0000 0000 _H	32	FF61 23A0 _H	3	32
PORT	Port Control Register	PCR14_9	0000 0000 _H	32	FF61 23A4 _H	3	32
PORT	Port Control Register	PCR14_10	0000 0000 _H	32	FF61 23A8 _H	3	32
PORT	Port Control Register	PCR14_11	0000 0000 _H	32	FF61 23AC _H	3	32
PORT	Port Control Register	PCR14_12	0000 0000 _H	32	FF61 23B0 _H	3	32
PORT	Port Control Register	PCR14_13	0000 0000 _H	32	FF61 23B4 _H	3	32
PORT	Port Control Register	PCR14_14	0000 0000 _H	32	FF61 23B8 _H	3	32
PORT	Port Control Register	PCR14_15	0000 0000 _H	32	FF61 23BC _H	3	32
PORT	Port Control Register	PCR15_0	0000 0000 _H	32	FF61 23C0 _H	3	32
PORT	Port Control Register	PCR15_1	0000 0000 _H	32	FF61 23C4 _H	3	32
PORT	Port Control Register	PCR15_2	0000 0000 _H	32	FF61 23C8 _H	3	32
PORT	Port Control Register	PCR15_3	0000 0000 _H	32	FF61 23CC _H	3	32
PORT	Port Control Register	PCR16_0	0000 0000 _H	32	FF61 2400 _H	3	32
PORT	Port Control Register	PCR16_1	0000 0000 _H	32	FF61 2404 _H	3	32
PORT	Port Control Register	PCR16_2	0000 0000 _H	32	FF61 2408 _H	3	32
PORT	Port Control Register	PCR16_3	0000 0000 _H	32	FF61 240C _H	3	32
PORT	Port Control Register	PCR16_4	0000 0000 _H	32	FF61 2410 _H	3	32
PORT	Port Control Register	PCR16_5	0000 0000 _H	32	FF61 2414 _H	3	32
PORT	Port Control Register	PCR16_6	0000 0000 _H	32	FF61 2418 _H	3	32
PORT	Port Control Register	PCR16_7	0000 0000 _H	32	FF61 241C _H	3	32
PORT	Port Control Register	PCR16_8	0000 0000 _H	32	FF61 2420 _H	3	32
PORT	Port Control Register	PCR17_0	0000 0010 _H	32	FF61 2440 _H	3	32
PORT	Port Control Register	PCR17_1	0000 0010 _H	32	FF61 2444 _H	3	32
PORT	Port Control Register	PCR17_2	0000 0010 _H	32	FF61 2448 _H	3	32
PORT	Port Control Register	PCR17_3	0000 0010 _H	32	FF61 244C _H	3	32
DFE	Control Register A (Channel 0)	CTLACH0	0000 0000 _H	32	FFBF 0000 _H	3	8, 16, 32
DFE	Control Register A (Channel 1)	CTLACH1	0000 0000 _H	32	FFBF 0004 _H	3	8, 16, 32
DFE	Control Register A (Channel 2)	CTLACH2	0000 0000 _H	32	FFBF 0008 _H	3	8, 16, 32
DFE	Control Register A (Channel 3)	CTLACH3	0000 0000 _H	32	FFBF 000C _H	3	8, 16, 32
DFE	Control Register A (Channel 4)	CTLACH4	0000 0000 _H	32	FFBF 0010 _H	3	8, 16, 32
DFE	Control Register A (Channel 5)	CTLACH5	0000 0000 _H	32	FFBF 0014 _H	3	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DFE	Control Register A (Channel 6)	CTLACH6	0000 0000 _H	32	FFBF 0018 _H	3	8, 16, 32
DFE	Control Register A (Channel 7)	CTLACH7	0000 0000 _H	32	FFBF 001C _H	3	8, 16, 32
DFE	Control Register A (Channel 8)	CTLACH8	0000 0000 _H	32	FFBF 0020 _H	3	8, 16, 32
DFE	Control Register A (Channel 9)	CTLACH9	0000 0000 _H	32	FFBF 0024 _H	3	8, 16, 32
DFE	Control Register A (Channel 10)	CTLACH10	0000 0000 _H	32	FFBF 0028 _H	3	8, 16, 32
DFE	Control Register A (Channel 11)	CTLACH11	0000 0000 _H	32	FFBF 002C _H	3	8, 16, 32
DFE	Control Register A (Channel 12)	CTLACH12	0000 0000 _H	32	FFBF 0030 _H	3	8, 16, 32
DFE	Control Register A (Channel 13)	CTLACH13	0000 0000 _H	32	FFBF 0034 _H	3	8, 16, 32
DFE	Control Register A (Channel 14)	CTLACH14	0000 0000 _H	32	FFBF 0038 _H	3	8, 16, 32
DFE	Control Register A (Channel 15)	CTLACH15	0000 0000 _H	32	FFBF 003C _H	3	8, 16, 32
DFE	Control Register B (Channel 0)	CTLBCH0	0000 0000 _H	32	FFBF 0040 _H	3	8, 16, 32
DFE	Control Register B (Channel 1)	CTLBCH1	0000 0000 _H	32	FFBF 0044 _H	3	8, 16, 32
DFE	Control Register B (Channel 2)	CTLBCH2	0000 0000 _H	32	FFBF 0048 _H	3	8, 16, 32
DFE	Control Register B (Channel 3)	CTLBCH3	0000 0000 _H	32	FFBF 004C _H	3	8, 16, 32
DFE	Control Register B (Channel 4)	CTLBCH4	0000 0000 _H	32	FFBF 0050 _H	3	8, 16, 32
DFE	Control Register B (Channel 5)	CTLBCH5	0000 0000 _H	32	FFBF 0054 _H	3	8, 16, 32
DFE	Control Register B (Channel 6)	CTLBCH6	0000 0000 _H	32	FFBF 0058 _H	3	8, 16, 32
DFE	Control Register B (Channel 7)	CTLBCH7	0000 0000 _H	32	FFBF 005C _H	3	8, 16, 32
DFE	Control Register B (Channel 8)	CTLBCH8	0000 0000 _H	32	FFBF 0060 _H	3	8, 16, 32
DFE	Control Register B (Channel 9)	CTLBCH9	0000 0000 _H	32	FFBF 0064 _H	3	8, 16, 32
DFE	Control Register B (Channel 10)	CTLBCH10	0000 0000 _H	32	FFBF 0068 _H	3	8, 16, 32
DFE	Control Register B (Channel 11)	CTLBCH11	0000 0000 _H	32	FFBF 006C _H	3	8, 16, 32
DFE	Control Register B (Channel 12)	CTLBCH12	0000 0000 _H	32	FFBF 0070 _H	3	8, 16, 32
DFE	Control Register B (Channel 13)	CTLBCH13	0000 0000 _H	32	FFBF 0074 _H	3	8, 16, 32
DFE	Control Register B (Channel 14)	CTLBCH14	0000 0000 _H	32	FFBF 0078 _H	3	8, 16, 32
DFE	Control Register B (Channel 15)	CTLBCH15	0000 0000 _H	32	FFBF 007C _H	3	8, 16, 32
DFE	Output Data Register (Channel 0)	DOCH0	0000 0000 _H	32	FFBF 0080 _H	3	32
DFE	Output Data Register (Channel 1)	DOCH1	0000 0000 _H	32	FFBF 0084 _H	3	32
DFE	Output Data Register (Channel 2)	DOCH2	0000 0000 _H	32	FFBF 0088 _H	3	32
DFE	Output Data Register (Channel 3)	DOCH3	0000 0000 _H	32	FFBF 008C _H	3	32
DFE	Output Data Register (Channel 4)	DOCH4	0000 0000 _H	32	FFBF 0090 _H	3	32
DFE	Output Data Register (Channel 5)	DOCH5	0000 0000 _H	32	FFBF 0094 _H	3	32
DFE	Output Data Register (Channel 6)	DOCH6	0000 0000 _H	32	FFBF 0098 _H	3	32
DFE	Output Data Register (Channel 7)	DOCH7	0000 0000 _H	32	FFBF 009C _H	3	32
DFE	Output Data Register (Channel 8)	DOCH8	0000 0000 _H	32	FFBF 00A0 _H	3	32
DFE	Output Data Register (Channel 9)	DOCH9	0000 0000 _H	32	FFBF 00A4 _H	3	32
DFE	Output Data Register (Channel 10)	DOCH10	0000 0000 _H	32	FFBF 00A8 _H	3	32
DFE	Output Data Register (Channel 11)	DOCH11	0000 0000 _H	32	FFBF 00AC _H	3	32
DFE	Output Data Register (Channel 12)	DOCH12	0000 0000 _H	32	FFBF 00B0 _H	3	32
DFE	Output Data Register (Channel 13)	DOCH13	0000 0000 _H	32	FFBF 00B4 _H	3	32
DFE	Output Data Register (Channel 14)	DOCH14	0000 0000 _H	32	FFBF 00B8 _H	3	32
DFE	Output Data Register (Channel 15)	DOCH15	0000 0000 _H	32	FFBF 00BC _H	3	32
DFE	PH Result Register (Channel 0)	PHCH0	8000 0000 _H	32	FFBF 00C0 _H	3	32
DFE	PH Result Register (Channel 1)	PHCH1	8000 0000 _H	32	FFBF 00C4 _H	3	32
DFE	PH Result Register (Channel 2)	PHCH2	8000 0000 _H	32	FFBF 00C8 _H	3	32
DFE	PH Result Register (Channel 3)	PHCH3	8000 0000 _H	32	FFBF 00CC _H	3	32
DFE	PH Result Register (Channel 4)	PHCH4	8000 0000 _H	32	FFBF 00D0 _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DFE	PH Result Register (Channel 5)	PHCH5	8000 0000 _H	32	FFBF 00D4 _H	3	32
DFE	PH Result Register (Channel 6)	PHCH6	8000 0000 _H	32	FFBF 00D8 _H	3	32
DFE	PH Result Register (Channel 7)	PHCH7	8000 0000 _H	32	FFBF 00DC _H	3	32
DFE	PH Result Register (Channel 8)	PHCH8	8000 0000 _H	32	FFBF 00E0 _H	3	32
DFE	PH Result Register (Channel 9)	PHCH9	8000 0000 _H	32	FFBF 00E4 _H	3	32
DFE	PH Index Register (Channel 0)	PHINDCH0	0000 0000 _H	32	FFBF 0100 _H	3	32
DFE	PH Index Register (Channel 1)	PHINDCH1	0000 0000 _H	32	FFBF 0104 _H	3	32
DFE	PH Index Register (Channel 2)	PHINDCH2	0000 0000 _H	32	FFBF 0108 _H	3	32
DFE	PH Index Register (Channel 3)	PHINDCH3	0000 0000 _H	32	FFBF 010C _H	3	32
DFE	PH Index Register (Channel 4)	PHINDCH4	0000 0000 _H	32	FFBF 0110 _H	3	32
DFE	PH Index Register (Channel 5)	PHINDCH5	0000 0000 _H	32	FFBF 0114 _H	3	32
DFE	PH Index Register (Channel 6)	PHINDCH6	0000 0000 _H	32	FFBF 0118 _H	3	32
DFE	PH Index Register (Channel 7)	PHINDCH7	0000 0000 _H	32	FFBF 011C _H	3	32
DFE	PH Index Register (Channel 8)	PHINDCH8	0000 0000 _H	32	FFBF 0120 _H	3	32
DFE	PH Index Register (Channel 9)	PHINDCH9	0000 0000 _H	32	FFBF 0124 _H	3	32
DFE	Status Register (Channel 0)	STCH0	0000 _H	16	FFBF 0140 _H	3	8, 16
DFE	Status Register (Channel 1)	STCH1	0000 _H	16	FFBF 0144 _H	3	8, 16
DFE	Status Register (Channel 2)	STCH2	0000 _H	16	FFBF 0148 _H	3	8, 16
DFE	Status Register (Channel 3)	STCH3	0000 _H	16	FFBF 014C _H	3	8, 16
DFE	Status Register (Channel 4)	STCH4	0000 _H	16	FFBF 0150 _H	3	8, 16
DFE	Status Register (Channel 5)	STCH5	0000 _H	16	FFBF 0154 _H	3	8, 16
DFE	Status Register (Channel 6)	STCH6	0000 _H	16	FFBF 0158 _H	3	8, 16
DFE	Status Register (Channel 7)	STCH7	0000 _H	16	FFBF 015C _H	3	8, 16
DFE	Status Register (Channel 8)	STCH8	0000 _H	16	FFBF 0160 _H	3	8, 16
DFE	Status Register (Channel 9)	STCH9	0000 _H	16	FFBF 0164 _H	3	8, 16
DFE	Status Register (Channel 10)	STCH10	0000 _H	16	FFBF 0168 _H	3	8, 16
DFE	Status Register (Channel 11)	STCH11	0000 _H	16	FFBF 016C _H	3	8, 16
DFE	Status Register (Channel 12)	STCH12	0000 _H	16	FFBF 0170 _H	3	8, 16
DFE	Status Register (Channel 13)	STCH13	0000 _H	16	FFBF 0174 _H	3	8, 16
DFE	Status Register (Channel 14)	STCH14	0000 _H	16	FFBF 0178 _H	3	8, 16
DFE	Status Register (Channel 15)	STCH15	0000 _H	16	FFBF 017C _H	3	8, 16
DFE	Clear Status Register (Channel 0)	CLRSTCH0	0000 _H	16	FFBF 0180 _H	3	8, 16
DFE	Clear Status Register (Channel 1)	CLRSTCH1	0000 _H	16	FFBF 0184 _H	3	8, 16
DFE	Clear Status Register (Channel 2)	CLRSTCH2	0000 _H	16	FFBF 0188 _H	3	8, 16
DFE	Clear Status Register (Channel 3)	CLRSTCH3	0000 _H	16	FFBF 018C _H	3	8, 16
DFE	Clear Status Register (Channel 4)	CLRSTCH4	0000 _H	16	FFBF 0190 _H	3	8, 16
DFE	Clear Status Register (Channel 5)	CLRSTCH5	0000 _H	16	FFBF 0194 _H	3	8, 16
DFE	Clear Status Register (Channel 6)	CLRSTCH6	0000 _H	16	FFBF 0198 _H	3	8, 16
DFE	Clear Status Register (Channel 7)	CLRSTCH7	0000 _H	16	FFBF 019C _H	3	8, 16
DFE	Clear Status Register (Channel 8)	CLRSTCH8	0000 _H	16	FFBF 01A0 _H	3	8, 16
DFE	Clear Status Register (Channel 9)	CLRSTCH9	0000 _H	16	FFBF 01A4 _H	3	8, 16
DFE	Clear Status Register (Channel 10)	CLRSTCH10	0000 _H	16	FFBF 01A8 _H	3	8, 16
DFE	Clear Status Register (Channel 11)	CLRSTCH11	0000 _H	16	FFBF 01AC _H	3	8, 16
DFE	Clear Status Register (Channel 12)	CLRSTCH12	0000 _H	16	FFBF 01B0 _H	3	8, 16
DFE	Clear Status Register (Channel 13)	CLRSTCH13	0000 _H	16	FFBF 01B4 _H	3	8, 16
DFE	Clear Status Register (Channel 14)	CLRSTCH14	0000 _H	16	FFBF 01B8 _H	3	8, 16
DFE	Clear Status Register (Channel 15)	CLRSTCH15	0000 _H	16	FFBF 01BC _H	3	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DFE	Error Mask Register (Channel 0)	ERMCH0	00 _H	8	FFBF 01C0 _H	3	8
DFE	Error Mask Register (Channel 1)	ERMCH1	00 _H	8	FFBF 01C4 _H	3	8
DFE	Error Mask Register (Channel 2)	ERMCH2	00 _H	8	FFBF 01C8 _H	3	8
DFE	Error Mask Register (Channel 3)	ERMCH3	00 _H	8	FFBF 01CC _H	3	8
DFE	Error Mask Register (Channel 4)	ERMCH4	00 _H	8	FFBF 01D0 _H	3	8
DFE	Error Mask Register (Channel 5)	ERMCH5	00 _H	8	FFBF 01D4 _H	3	8
DFE	Error Mask Register (Channel 6)	ERMCH6	00 _H	8	FFBF 01D8 _H	3	8
DFE	Error Mask Register (Channel 7)	ERMCH7	00 _H	8	FFBF 01DC _H	3	8
DFE	Error Mask Register (Channel 8)	ERMCH8	00 _H	8	FFBF 01E0 _H	3	8
DFE	Error Mask Register (Channel 9)	ERMCH9	00 _H	8	FFBF 01E4 _H	3	8
DFE	Error Mask Register (Channel 10)	ERMCH10	00 _H	8	FFBF 01E8 _H	3	8
DFE	Error Mask Register (Channel 11)	ERMCH11	00 _H	8	FFBF 01EC _H	3	8
DFE	Error Mask Register (Channel 12)	ERMCH12	00 _H	8	FFBF 01F0 _H	3	8
DFE	Error Mask Register (Channel 13)	ERMCH13	00 _H	8	FFBF 01F4 _H	3	8
DFE	Error Mask Register (Channel 14)	ERMCH14	00 _H	8	FFBF 01F8 _H	3	8
DFE	Error Mask Register (Channel 15)	ERMCH15	00 _H	8	FFBF 01FC _H	3	8
DFE	Trigger Setting Register (Channel 0)	TRGCH0	0000 0000 _H	32	FFBF 0200 _H	3	16, 32
DFE	Trigger Setting Register (Channel 1)	TRGCH1	0000 0000 _H	32	FFBF 0204 _H	3	16, 32
DFE	Trigger Setting Register (Channel 2)	TRGCH2	0000 0000 _H	32	FFBF 0208 _H	3	16, 32
DFE	Trigger Setting Register (Channel 3)	TRGCH3	0000 0000 _H	32	FFBF 020C _H	3	16, 32
DFE	Trigger Setting Register (Channel 4)	TRGCH4	0000 0000 _H	32	FFBF 0210 _H	3	16, 32
DFE	Trigger Setting Register (Channel 5)	TRGCH5	0000 0000 _H	32	FFBF 0214 _H	3	16, 32
DFE	Trigger Setting Register (Channel 6)	TRGCH6	0000 0000 _H	32	FFBF 0218 _H	3	16, 32
DFE	Trigger Setting Register (Channel 7)	TRGCH7	0000 0000 _H	32	FFBF 021C _H	3	16, 32
DFE	Trigger Setting Register (Channel 8)	TRGCH8	0000 0000 _H	32	FFBF 0220 _H	3	16, 32
DFE	Trigger Setting Register (Channel 9)	TRGCH9	0000 0000 _H	32	FFBF 0224 _H	3	16, 32
DFE	Trigger Setting Register (Channel 10)	TRGCH10	0000 0000 _H	32	FFBF 0228 _H	3	16, 32
DFE	Trigger Setting Register (Channel 11)	TRGCH11	0000 0000 _H	32	FFBF 022C _H	3	16, 32
DFE	Trigger Setting Register (Channel 12)	TRGCH12	0000 0000 _H	32	FFBF 0230 _H	3	16, 32
DFE	Trigger Setting Register (Channel 13)	TRGCH13	0000 0000 _H	32	FFBF 0234 _H	3	16, 32
DFE	Trigger Setting Register (Channel 14)	TRGCH14	0000 0000 _H	32	FFBF 0238 _H	3	16, 32
DFE	Trigger Setting Register (Channel 15)	TRGCH15	0000 0000 _H	32	FFBF 023C _H	3	16, 32
DFE	Trigger History Register (Channel 0)	TRHCH0	00 _H	8	FFBF 0240 _H	3	8
DFE	Trigger History Register (Channel 1)	TRHCH1	00 _H	8	FFBF 0244 _H	3	8
DFE	Trigger History Register (Channel 2)	TRHCH2	00 _H	8	FFBF 0248 _H	3	8
DFE	Trigger History Register (Channel 3)	TRHCH3	00 _H	8	FFBF 024C _H	3	8
DFE	Trigger History Register (Channel 4)	TRHCH4	00 _H	8	FFBF 0250 _H	3	8
DFE	Trigger History Register (Channel 5)	TRHCH5	00 _H	8	FFBF 0254 _H	3	8
DFE	Trigger History Register (Channel 6)	TRHCH6	00 _H	8	FFBF 0258 _H	3	8
DFE	Trigger History Register (Channel 7)	TRHCH7	00 _H	8	FFBF 025C _H	3	8
DFE	Trigger History Register (Channel 8)	TRHCH8	00 _H	8	FFBF 0260 _H	3	8
DFE	Trigger History Register (Channel 9)	TRHCH9	00 _H	8	FFBF 0264 _H	3	8
DFE	Trigger History Register (Channel 10)	TRHCH10	00 _H	8	FFBF 0268 _H	3	8
DFE	Trigger History Register (Channel 11)	TRHCH11	00 _H	8	FFBF 026C _H	3	8
DFE	Trigger History Register (Channel 12)	TRHCH12	00 _H	8	FFBF 0270 _H	3	8
DFE	Trigger History Register (Channel 13)	TRHCH13	00 _H	8	FFBF 0274 _H	3	8
DFE	Trigger History Register (Channel 14)	TRHCH14	00 _H	8	FFBF 0278 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DFE	Trigger History Register (Channel 15)	TRHCH15	00 _H	8	FFBF 027C _H	3	8
DFE	Comparison Value Setting Register A	CPA	0000 0000 _H	32	FFBF 0280 _H	3	32
DFE	Comparison Value Setting Register B	CPB	0000 0000 _H	32	FFBF 0284 _H	3	32
DFE	Comparison Value Setting Register C	CPC	0000 0000 _H	32	FFBF 0288 _H	3	32
DFE	Comparison Value Setting Register D	CPD	0000 0000 _H	32	FFBF 028C _H	3	32
DFE	PH Initial Value Setting Register A	PHIA	8000 0000 _H	32	FFBF 0290 _H	3	32
DFE	PH Initial Value Setting Register B	PHIB	8000 0000 _H	32	FFBF 0294 _H	3	32
DFE	PH Initial Value Setting Register C	PHIC	8000 0000 _H	32	FFBF 0298 _H	3	32
DFE	PH Initial Value Setting Register D	PHID	8000 0000 _H	32	FFBF 029C _H	3	32
DFE	Accumulation/Decimation Count Setting Register A	ACA	0000 _H	16	FFBF 02B0 _H	3	16
DFE	Accumulation/Decimation Count Setting Register B	ACB	0000 _H	16	FFBF 02B4 _H	3	16
DFE	Accumulation/Decimation Count Setting Register C	ACC	0000 _H	16	FFBF 02B8 _H	3	16
DFE	Accumulation/Decimation Count Setting Register D	ACD	0000 _H	16	FFBF 02BC _H	3	16
DFE	Software Input Data Register	DI	0000 0000 _H	32	FFBF 02C0 _H	3	32
DFE	Software Trigger Register	TRG	00 _H	8	FFBF 02C4 _H	3	8
DFE	DFE Status Register	ST	0000 0000 _H	32	FFBF 02CC _H	3	8, 16, 32
DFE	Peak-Hold Initialization/End Timer Trigger Select Register	PITRG	0000 0000 _H	32	FFBF 0300 _H	3	8, 16, 32
DFE	Accumulation/Decimation Initialization/Prohibition Timer Trigger Select Register	MITRG	0000 0000 _H	32	FFBF 0304 _H	3	8, 16, 32
DFE	Filter Initialization Timer Trigger Selection Register	FITRG	0000 0000 _H	32	FFBF 0308 _H	3	8, 16, 32
DFE	PH Update Notification Setting Register 0	PHUPDC0	00 _H	8	FFBF 0310 _H	3	8
DFE	PH Update Notification Setting Register 1	PHUPDC1	00 _H	8	FFBF 0314 _H	3	8
DFE	Intermediate Values Output Register L (Channel 0)	HOLCH0	0000 0000 _H	32	FFBF 0320 _H	3	32
DFE	Intermediate Values Output Register H (Channel 0)	HOHCH0	0000 0000 _H	32	FFBF 0324 _H	3	32
DFE	Intermediate Values Output Register L (Channel 1)	HOLCH1	0000 0000 _H	32	FFBF 0328 _H	3	32
DFE	Intermediate Values Output Register H (Channel 1)	HOHCH1	0000 0000 _H	32	FFBF 032C _H	3	32
DFE	Intermediate Values Output Register L (Channel 2)	HOLCH2	0000 0000 _H	32	FFBF 0330 _H	3	32
DFE	Intermediate Values Output Register H (Channel 2)	HOHCH2	0000 0000 _H	32	FFBF 0334 _H	3	32
DFE	Intermediate Values Output Register L (Channel 3)	HOLCH3	0000 0000 _H	32	FFBF 0338 _H	3	32
DFE	Intermediate Values Output Register H (Channel 3)	HOHCH3	0000 0000 _H	32	FFBF 033C _H	3	32
DFE	Intermediate Values Output Register L (Channel 4)	HOLCH4	0000 0000 _H	32	FFBF 0340 _H	3	32
DFE	Intermediate Values Output Register H (Channel 4)	HOHCH4	0000 0000 _H	32	FFBF 0344 _H	3	32
DFE	Intermediate Values Output Register L (Channel 5)	HOLCH5	0000 0000 _H	32	FFBF 0348 _H	3	32
DFE	Intermediate Values Output Register H (Channel 5)	HOHCH5	0000 0000 _H	32	FFBF 034C _H	3	32
DFE	Intermediate Values Output Register L (Channel 6)	HOLCH6	0000 0000 _H	32	FFBF 0350 _H	3	32
DFE	Intermediate Values Output Register H (Channel 6)	HOHCH6	0000 0000 _H	32	FFBF 0354 _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DFE	Intermediate Values Output Register L (Channel 7)	HOLCH7	0000 0000 _H	32	FFBF 0358 _H	3	32
DFE	Intermediate Values Output Register H (Channel 7)	HOHCH7	0000 0000 _H	32	FFBF 035C _H	3	32
DFE	Intermediate Values Output Mirror Register L (Channel 0)	HOLMCH0	0000 0000 _H	32	FFBF 0360 _H	3	32
DFE	Intermediate Values Output Mirror Register L (Channel 1)	HOLMCH1	0000 0000 _H	32	FFBF 0364 _H	3	32
DFE	Intermediate Values Output Mirror Register L (Channel 2)	HOLMCH2	0000 0000 _H	32	FFBF 0368 _H	3	32
DFE	Intermediate Values Output Mirror Register L (Channel 3)	HOLMCH3	0000 0000 _H	32	FFBF 036C _H	3	32
DFE	Intermediate Values Output Mirror Register L (Channel 4)	HOLMCH4	0000 0000 _H	32	FFBF 0370 _H	3	32
DFE	Intermediate Values Output Mirror Register L (Channel 5)	HOLMCH5	0000 0000 _H	32	FFBF 0374 _H	3	32
DFE	Intermediate Values Output Mirror Register L (Channel 6)	HOLMCH6	0000 0000 _H	32	FFBF 0378 _H	3	32
DFE	Intermediate Values Output Mirror Register L (Channel 7)	HOLMCH7	0000 0000 _H	32	FFBF 037C _H	3	32
EINT	NMI Interrupt Control Register	NMCTL	00 _H	8	FFC0 0000 _H	3	8
EINT	External Interrupt Control Register	EXINTCTL	0000 _H	16	FFC0 0010 _H	3	8, 16
EINT	External Interrupt Status Register	EXINTSTR	00 _H	8	FFC0 0014 _H	3	8
EINT	External Interrupt Status Clear Register	EXINTSTC	00 _H	8	FFC0 0018 _H	3	8
EINT	Software Interrupt Register 0	SINTR0	00 _H	8	FFC0 0020 _H	3	8
EINT	Software Interrupt Register 1	SINTR1	00 _H	8	FFC0 0024 _H	3	8
EINT	Software Interrupt Register 2	SINTR2	00 _H	8	FFC0 0028 _H	3	8
EINT	Software Interrupt Register 3	SINTR3	00 _H	8	FFC0 002C _H	3	8
ACK0	Clock Control Register	ACK0CKC	01 _H	8	FFC0 4000 _H	3	8
ACK0	CKC Flag Register	ACK0CKCFLG	01 _H	8	FFC0 4004 _H	3	8
ACK0	Clock Select Register	ACK0CKCTL	00 _H	8	FFC0 4008 _H	3	8
ACK0	BRGA0 Compare Register	ACK0BRGA0CMP	00 _H	8	FFC0 400C _H	3	8
ACK0	CKC Protect Command Register	ACK0CKCPCMD	Undefined	8	FFC0 4100 _H	3	8
ACK0	CKC Protect Status Register	ACK0CKCPCS	00 _H	8	FFC0 4104 _H	3	8
MSTB	Module Standby Register -TSG2	MSRTSG	00 _H	8	FFC0 5000 _H	3	8
MSTB	Module Standby Register -TAPA	MSRTAPA	00 _H	8	FFC0 5004 _H	3	8
MSTB	Module Standby Register -OSTM	MSROSTM	00 _H	8	FFC0 5008 _H	3	8
MSTB	Module Standby Register -WDTA	MSRWDTA	00 _H	8	FFC0 500C _H	3	8
MSTB	Module Standby Register -PIC	MSRPIC	00 _H	8	FFC0 5010 _H	3	8
MSTB	Module Standby Register -RS-CAN	MSRRCAN	00 _H	8	FFC0 5014 _H	3	8
MSTB	Module Standby Register -FlexRay	MSRFRAY	00 _H	8	FFC0 5018 _H	3	8
MSTB	Module Standby Register -RLIN2	MSRRLIN	00 _H	8	FFC0 501C _H	3	8
MSTB	Module Standby Register -SCI3	MSRSCI	00 _H	8	FFC0 5020 _H	3	8
MSTB	Module Standby Register -CSIH	MSRCSIH	00 _H	8	FFC0 5024 _H	3	8
MSTB	Module Standby Register -SAR AD	MSRSAD	00 _H	8	FFC0 5028 _H	3	8
MSTB	Module Standby Register -ΔZAD	MSRDAD	00 _H	8	FFC0 502C _H	3	8
MSTB	Module Standby Register -ATU-IV	MSRATU	00 _H	8	FFC0 5030 _H	3	8
MSTB	Module Standby Register -APA	MSRAPA	00 _H	8	FFC0 5034 _H	3	8
MSTB	Module Standby Register -DFE	MSRDFE	00 _H	8	FFC0 5038 _H	3	8
MSTB	Module Standby Register -RHSB	MSRRHSB	00 _H	8	FFC0 503C _H	3	8
MSTB	Module Standby Register -RESENT	MSRRSENT	00 _H	8	FFC0 5044 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
MSTB	MSR Protection Command Register	MSRPCMD	Undefined	8	FFC0 5070 _H	3	8
MSTB	MSR Protection Status Register	MSRPS	00 _H	8	FFC0 5074 _H	3	8
PORT	Port Input Buffer Control Register	PIBC0	0000 _H	16	FFC1 4000 _H	3	16
PORT	Port Bidirectional Control Register	PBDC0	0000 _H	16	FFC1 4004 _H	3	16
PORT	Port IP Control Register	PIPC0	0000 _H	16	FFC1 4008 _H	3	16
PORT	Pull-Up Option Register	PU0	0000 _H	16	FFC1 400C _H	3	16
PORT	Pull-Down Option Register	PD0	0000 _H	16	FFC1 4010 _H	3	16
PORT	Port Drive Strength Control Register	PDSC0	0000 0000 _H	32	FFC1 4018 _H	3	32
PORT	Port Universal Control Register	PUCC0	0000 0000 _H	32	FFC1 4028 _H	3	32
PORT	Port Register Protection Command Register	PPCMD0	00 _H	8	FFC1 402C _H	3	8
PORT	Port Protection Status Register	PPROTS0	00 _H	8	FFC1 4034 _H	3	8
PORT	Port Input Buffer Control Register	PIBC1	0000 _H	16	FFC1 4040 _H	3	16
PORT	Port Bidirectional Control Register	PBDC1	0000 _H	16	FFC1 4044 _H	3	16
PORT	Port IP Control Register	PIPC1	0000 _H	16	FFC1 4048 _H	3	16
PORT	Pull-Up Option Register	PU1	0000 _H	16	FFC1 404C _H	3	16
PORT	Pull-Down Option Register	PD1	0000 _H	16	FFC1 4050 _H	3	16
PORT	Port Drive Strength Control Register	PDSC1	0000 0000 _H	32	FFC1 4058 _H	3	32
PORT	Port Universal Control Register	PUCC1	0000 0000 _H	32	FFC1 4068 _H	3	32
PORT	Port Register Protection Command Register	PPCMD1	00 _H	8	FFC1 406C _H	3	8
PORT	Port Protection Status Register	PPROTS1	00 _H	8	FFC1 4074 _H	3	8
PORT	Port Input Buffer Control Register	PIBC2	0000 _H	16	FFC1 4080 _H	3	16
PORT	Port Bidirectional Control Register	PBDC2	0000 _H	16	FFC1 4084 _H	3	16
PORT	Port IP Control Register	PIPC2	0000 _H	16	FFC1 4088 _H	3	16
PORT	Pull-Up Option Register	PU2	0000 _H	16	FFC1 408C _H	3	16
PORT	Pull-Down Option Register	PD2	0000 _H	16	FFC1 4090 _H	3	16
PORT	Port Drive Strength Control Register	PDSC2	0000 0000 _H	32	FFC1 4098 _H	3	32
PORT	Port Universal Control Register	PUCC2	0000 0000 _H	32	FFC1 40A8 _H	3	32
PORT	Port Register Protection Command Register	PPCMD2	00 _H	8	FFC1 40AC _H	3	8
PORT	Port Protection Status Register	PPROTS2	00 _H	8	FFC1 40B4 _H	3	8
PORT	Port Input Buffer Control Register	PIBC3	0000 _H	16	FFC1 40C0 _H	3	16
PORT	Port Bidirectional Control Register	PBDC3	0000 _H	16	FFC1 40C4 _H	3	16
PORT	Port IP Control Register	PIPC3	0000 _H	16	FFC1 40C8 _H	3	16
PORT	Pull-Up Option Register	PU3	0000 _H	16	FFC1 40CC _H	3	16
PORT	Pull-Down Option Register	PD3	0000 _H	16	FFC1 40D0 _H	3	16
PORT	Port Drive Strength Control Register	PDSC3	0000 0000 _H	32	FFC1 40D8 _H	3	32
PORT	Port Universal Control Register	PUCC3	0000 0000 _H	32	FFC1 40E8 _H	3	32
PORT	Port Register Protection Command Register	PPCMD3	00 _H	8	FFC1 40EC _H	3	8
PORT	Port Protection Status Register	PPROTS3	00 _H	8	FFC1 40F4 _H	3	8
PORT	Port Input Buffer Control Register	PIBC4	0000 _H	16	FFC1 4100 _H	3	16
PORT	Port Bidirectional Control Register	PBDC4	0000 _H	16	FFC1 4104 _H	3	16
PORT	Port IP Control Register	PIPC4	0000 _H	16	FFC1 4108 _H	3	16
PORT	Pull-Up Option Register	PU4	0000 _H	16	FFC1 410C _H	3	16
PORT	Pull-Down Option Register	PD4	0000 _H	16	FFC1 4110 _H	3	16
PORT	Port Drive Strength Control Register	PDSC4	0000 0000 _H	32	FFC1 4118 _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PORT	Port Universal Control Register	PUCC4	0000 0000 _H	32	FFC1 4128 _H	3	32
PORT	Port Register Protection Command Register	PPCMD4	00 _H	8	FFC1 412C _H	3	8
PORT	Port Protection Status Register	PPROTS4	00 _H	8	FFC1 4134 _H	3	8
PORT	Port Input Buffer Control Register	PIBC5	0000 _H	16	FFC1 4140 _H	3	16
PORT	Port Bidirectional Control Register	PBDC5	0000 _H	16	FFC1 4144 _H	3	16
PORT	Port IP Control Register	PIPC5	0000 _H	16	FFC1 4148 _H	3	16
PORT	Pull-Up Option Register	PU5	0000 _H	16	FFC1 414C _H	3	16
PORT	Pull-Down Option Register	PD5	0000 _H	16	FFC1 4150 _H	3	16
PORT	Port Drive Strength Control Register	PDSC5	0000 0000 _H	32	FFC1 4158 _H	3	32
PORT	Port Universal Control Register	PUCC5	0000 0000 _H	32	FFC1 4168 _H	3	32
PORT	Port Register Protection Command Register	PPCMD5	00 _H	8	FFC1 416C _H	3	8
PORT	Port Protection Status Register	PPROTS5	00 _H	8	FFC1 4174 _H	3	8
PORT	Port Input Buffer Control Register	PIBC6	0000 _H	16	FFC1 4180 _H	3	16
PORT	Port Bidirectional Control Register	PBDC6	0000 _H	16	FFC1 4184 _H	3	16
PORT	Port IP Control Register	PIPC6	0000 _H	16	FFC1 4188 _H	3	16
PORT	Pull-Up Option Register	PU6	0000 _H	16	FFC1 418C _H	3	16
PORT	Pull-Down Option Register	PD6	0000 _H	16	FFC1 4190 _H	3	16
PORT	Port Drive Strength Control Register	PDSC6	0000 0000 _H	32	FFC1 4198 _H	3	32
PORT	Port Universal Control Register	PUCC6	0000 0000 _H	32	FFC1 41A8 _H	3	32
PORT	Port Register Protection Command Register	PPCMD6	00 _H	8	FFC1 41AC _H	3	8
PORT	Port Protection Status Register	PPROTS6	00 _H	8	FFC1 41B4 _H	3	8
PORT	Port Input Buffer Control Register	PIBC7	0000 _H	16	FFC1 41C0 _H	3	16
PORT	Port Bidirectional Control Register	PBDC7	0000 _H	16	FFC1 41C4 _H	3	16
PORT	Port IP Control Register	PIPC7	0000 _H	16	FFC1 41C8 _H	3	16
PORT	Pull-Up Option Register	PU7	0000 _H	16	FFC1 41CC _H	3	16
PORT	Pull-Down Option Register	PD7	0000 _H	16	FFC1 41D0 _H	3	16
PORT	Port Drive Strength Control Register	PDSC7	0000 0000 _H	32	FFC1 41D8 _H	3	32
PORT	Port Universal Control Register	PUCC7	0000 0000 _H	32	FFC1 41E8 _H	3	32
PORT	Port Register Protection Command Register	PPCMD7	00 _H	8	FFC1 41EC _H	3	8
PORT	Port Protection Status Register	PPROTS7	00 _H	8	FFC1 41F4 _H	3	8
PORT	Port Input Buffer Control Register	PIBC8	0000 _H	16	FFC1 4200 _H	3	16
PORT	Port Bidirectional Control Register	PBDC8	0000 _H	16	FFC1 4204 _H	3	16
PORT	Port IP Control Register	PIPC8	0000 _H	16	FFC1 4208 _H	3	16
PORT	Pull-Up Option Register	PU8	0000 _H	16	FFC1 420C _H	3	16
PORT	Pull-Down Option Register	PD8	0000 _H	16	FFC1 4210 _H	3	16
PORT	Port Drive Strength Control Register	PDSC8	0000 0000 _H	32	FFC1 4218 _H	3	32
PORT	Port Universal Control Register	PUCC8	0000 0000 _H	32	FFC1 4228 _H	3	32
PORT	Port Register Protection Command Register	PPCMD8	00 _H	8	FFC1 422C _H	3	8
PORT	Port Protection Status Register	PPROTS8	00 _H	8	FFC1 4234 _H	3	8
PORT	Port Input Buffer Control Register	PIBC10	0000 _H	16	FFC1 4280 _H	3	16
PORT	Port Bidirectional Control Register	PBDC10	0000 _H	16	FFC1 4284 _H	3	16
PORT	Port IP Control Register	PIPC10	0000 _H	16	FFC1 4288 _H	3	16
PORT	Pull-Up Option Register	PU10	0000 _H	16	FFC1 428C _H	3	16
PORT	Pull-Down Option Register	PD10	0000 _H	16	FFC1 4290 _H	3	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PORT	Port Drive Strength Control Register	PDSC10	0000 0000 _H	32	FFC1 4298 _H	3	32
PORT	Port Universal Control Register	PUCC10	0000 0000 _H	32	FFC1 42A8 _H	3	32
PORT	Port Register Protection Command Register	PPCMD10	00 _H	8	FFC1 42AC _H	3	8
PORT	Port Protection Status Register	PPROTS10	00 _H	8	FFC1 42B4 _H	3	8
PORT	Port Input Buffer Control Register	PIBC11	0000 _H	16	FFC1 42C0 _H	3	16
PORT	Port Bidirectional Control Register	PBDC11	0000 _H	16	FFC1 42C4 _H	3	16
PORT	Pull-Up Option Register	PU11	0000 _H	16	FFC1 42CC _H	3	16
PORT	Pull-Down Option Register	PD11	0000 _H	16	FFC1 42D0 _H	3	16
PORT	Port Drive Strength Control Register	PDSC11	0000 0000 _H	32	FFC1 42D8 _H	3	32
PORT	Port Universal Control Register	PUCC11	0000 0000 _H	32	FFC1 42E8 _H	3	32
PORT	Port Register Protection Command Register	PPCMD11	00 _H	8	FFC1 42EC _H	3	8
PORT	Port Protection Status Register	PPROTS11	00 _H	8	FFC1 42F4 _H	3	8
PORT	Port Input Buffer Control Register	PIBC13	0000 _H	16	FFC1 4340 _H	3	16
PORT	Port Bidirectional Control Register	PBDC13	0000 _H	16	FFC1 4344 _H	3	16
PORT	Port IP Control Register	PIPC13	0000 _H	16	FFC1 4348 _H	3	16
PORT	Pull-Up Option Register	PU13	0000 _H	16	FFC1 434C _H	3	16
PORT	Pull-Down Option Register	PD13	0000 _H	16	FFC1 4350 _H	3	16
PORT	Port Drive Strength Control Register	PDSC13	0000 0000 _H	32	FFC1 4358 _H	3	32
PORT	Port Universal Control Register	PUCC13	0000 0000 _H	32	FFC1 4368 _H	3	32
PORT	Port Register Protection Command Register	PPCMD13	00 _H	8	FFC1 436C _H	3	8
PORT	Port Protection Status Register	PPROTS13	00 _H	8	FFC1 4374 _H	3	8
PORT	Port Input Buffer Control Register	PIBC14	0000 _H	16	FFC1 4380 _H	3	16
PORT	Port Input Buffer Control Register	PIBC15	0000 _H	16	FFC1 43C0 _H	3	16
PORT	Port Input Buffer Control Register	PIBC16	0000 _H	16	FFC1 4400 _H	3	16
DNF0	Digital Noise Elimination Control Register	DNFP010CTL0	00 _H	8	FFC3 0000 _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL1	00 _H	8	FFC3 0004 _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL2	00 _H	8	FFC3 0008 _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL3	00 _H	8	FFC3 000C _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL4	00 _H	8	FFC3 0010 _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL5	00 _H	8	FFC3 0014 _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL6	00 _H	8	FFC3 0018 _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL7	00 _H	8	FFC3 001C _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL10	00 _H	8	FFC3 0028 _H	3	8
DNF0	Digital Noise Elimination Control Register	DNFP010CTL11	00 _H	8	FFC3 002C _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL0	00 _H	8	FFC3 0100 _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL1	00 _H	8	FFC3 0104 _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL2	00 _H	8	FFC3 0108 _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL3	00 _H	8	FFC3 010C _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL4	00 _H	8	FFC3 0110 _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL5	00 _H	8	FFC3 0114 _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL6	00 _H	8	FFC3 0118 _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL7	00 _H	8	FFC3 011C _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL8	00 _H	8	FFC3 0120 _H	3	8
DNF1	Digital Noise Elimination Control Register	DNFP011CTL9	00 _H	8	FFC3 0124 _H	3	8
DNF2	Digital Noise Elimination Control Register	DNFP022CTL	00 _H	8	FFC3 0200 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DNF2	Edge Detection Control Register	DNFP022EDC0	00 _H	8	FFC3 0204 _H	3	8
DNF2	Edge Detection Flag Register	DNFP022EDF0	00 _H	8	FFC3 0208 _H	3	8
DNF2	Edge Detection Control Register	DNFP022EDC1	00 _H	8	FFC3 020C _H	3	8
DNF2	Edge Detection Flag Register	DNFP022EDF1	00 _H	8	FFC3 0210 _H	3	8
DNF2	Edge Detection Control Register	DNFP022EDC2	00 _H	8	FFC3 0214 _H	3	8
DNF2	Edge Detection Flag Register	DNFP022EDF2	00 _H	8	FFC3 0218 _H	3	8
DNF2	Edge Detection Control Register	DNFP022EDC3	00 _H	8	FFC3 021C _H	3	8
DNF2	Edge Detection Flag Register	DNFP022EDF3	00 _H	8	FFC3 0220 _H	3	8
DNF2	Edge Detection Control Register	DNFP022EDC4	00 _H	8	FFC3 0224 _H	3	8
DNF2	Edge Detection Flag Register	DNFP022EDF4	00 _H	8	FFC3 0228 _H	3	8
DNF2	Edge Detection Control Register	DNFP022EDC5	00 _H	8	FFC3 022C _H	3	8
DNF2	Edge Detection Flag Register	DNFP022EDF5	00 _H	8	FFC3 0230 _H	3	8
DNF2	Edge Detection Control Register	DNFP022EDC6	00 _H	8	FFC3 0234 _H	3	8
DNF2	Edge Detection Flag Register	DNFP022EDF6	00 _H	8	FFC3 0238 _H	3	8
DNF2	Edge Detection Control Register	DNFP022EDC7	00 _H	8	FFC3 023C _H	3	8
DNF2	Edge Detection Flag Register	DNFP022EDF7	00 _H	8	FFC3 0240 _H	3	8
DNF3	Digital Noise Elimination Control Register	DNFP023CTL	00 _H	8	FFC3 0300 _H	3	8
DNF3	Edge Detection Control Register	DNFP023EDC0	00 _H	8	FFC3 0304 _H	3	8
DNF3	Edge Detection Flag Register	DNFP023EDF0	00 _H	8	FFC3 0308 _H	3	8
DNF3	Edge Detection Control Register	DNFP023EDC1	00 _H	8	FFC3 030C _H	3	8
DNF3	Edge Detection Flag Register	DNFP023EDF1	00 _H	8	FFC3 0310 _H	3	8
DNF3	Edge Detection Control Register	DNFP023EDC2	00 _H	8	FFC3 0314 _H	3	8
DNF3	Edge Detection Flag Register	DNFP023EDF2	00 _H	8	FFC3 0318 _H	3	8
DNF3	Edge Detection Control Register	DNFP023EDC3	00 _H	8	FFC3 031C _H	3	8
DNF3	Edge Detection Flag Register	DNFP023EDF3	00 _H	8	FFC3 0320 _H	3	8
DNF3	Edge Detection Control Register	DNFP023EDC4	00 _H	8	FFC3 0324 _H	3	8
DNF3	Edge Detection Flag Register	DNFP023EDF4	00 _H	8	FFC3 0328 _H	3	8
DNF3	Edge Detection Control Register	DNFP023EDC5	00 _H	8	FFC3 032C _H	3	8
DNF3	Edge Detection Flag Register	DNFP023EDF5	00 _H	8	FFC3 0330 _H	3	8
DNF3	Edge Detection Control Register	DNFP023EDC6	00 _H	8	FFC3 0334 _H	3	8
DNF3	Edge Detection Flag Register	DNFP023EDF6	00 _H	8	FFC3 0338 _H	3	8
DNF3	Edge Detection Control Register	DNFP023EDC7	00 _H	8	FFC3 033C _H	3	8
DNF3	Edge Detection Flag Register	DNFP023EDF7	00 _H	8	FFC3 0340 _H	3	8
DNF4	Digital Noise Elimination Control Register	DNFP024CTL	00 _H	8	FFC3 0400 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC0	00 _H	8	FFC3 0404 _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF0	00 _H	8	FFC3 0408 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC1	00 _H	8	FFC3 040C _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF1	00 _H	8	FFC3 0410 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC2	00 _H	8	FFC3 0414 _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF2	00 _H	8	FFC3 0418 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC3	00 _H	8	FFC3 041C _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF3	00 _H	8	FFC3 0420 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC4	00 _H	8	FFC3 0424 _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF4	00 _H	8	FFC3 0428 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC5	00 _H	8	FFC3 042C _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF5	00 _H	8	FFC3 0430 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC6	00 _H	8	FFC3 0434 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DNF4	Edge Detection Flag Register	DNFP024EDF6	00 _H	8	FFC3 0438 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC7	00 _H	8	FFC3 043C _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF7	00 _H	8	FFC3 0440 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC8	00 _H	8	FFC3 0444 _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF8	00 _H	8	FFC3 0448 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC9	00 _H	8	FFC3 044C _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF9	00 _H	8	FFC3 0450 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC10	00 _H	8	FFC3 0454 _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF10	00 _H	8	FFC3 0458 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC11	00 _H	8	FFC3 045C _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF11	00 _H	8	FFC3 0460 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC12	00 _H	8	FFC3 0464 _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF12	00 _H	8	FFC3 0468 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC13	00 _H	8	FFC3 046C _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF13	00 _H	8	FFC3 0470 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC14	00 _H	8	FFC3 0474 _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF14	00 _H	8	FFC3 0478 _H	3	8
DNF4	Edge Detection Control Register	DNFP024EDC15	00 _H	8	FFC3 047C _H	3	8
DNF4	Edge Detection Flag Register	DNFP024EDF15	00 _H	8	FFC3 0480 _H	3	8
DNF5	Digital Noise Elimination Control Register	DNFP025CTL	00 _H	8	FFC3 0500 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC0	00 _H	8	FFC3 0504 _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF0	00 _H	8	FFC3 0508 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC1	00 _H	8	FFC3 050C _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF1	00 _H	8	FFC3 0510 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC2	00 _H	8	FFC3 0514 _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF2	00 _H	8	FFC3 0518 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC3	00 _H	8	FFC3 051C _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF3	00 _H	8	FFC3 0520 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC4	00 _H	8	FFC3 0524 _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF4	00 _H	8	FFC3 0528 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC5	00 _H	8	FFC3 052C _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF5	00 _H	8	FFC3 0530 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC6	00 _H	8	FFC3 0534 _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF6	00 _H	8	FFC3 0538 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC7	00 _H	8	FFC3 053C _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF7	00 _H	8	FFC3 0540 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC8	00 _H	8	FFC3 0544 _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF8	00 _H	8	FFC3 0548 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC9	00 _H	8	FFC3 054C _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF9	00 _H	8	FFC3 0550 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC10	00 _H	8	FFC3 0554 _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF10	00 _H	8	FFC3 0558 _H	3	8
DNF5	Edge Detection Control Register	DNFP025EDC11	00 _H	8	FFC3 055C _H	3	8
DNF5	Edge Detection Flag Register	DNFP025EDF11	00 _H	8	FFC3 0560 _H	3	8
DNF6	Digital Noise Elimination Control Register	DNFP026CTL	00 _H	8	FFC3 0600 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC0	00 _H	8	FFC3 0604 _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF0	00 _H	8	FFC3 0608 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DNF6	Edge Detection Control Register	DNFP026EDC1	00 _H	8	FFC3 060C _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF1	00 _H	8	FFC3 0610 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC2	00 _H	8	FFC3 0614 _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF2	00 _H	8	FFC3 0618 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC3	00 _H	8	FFC3 061C _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF3	00 _H	8	FFC3 0620 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC4	00 _H	8	FFC3 0624 _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF4	00 _H	8	FFC3 0628 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC5	00 _H	8	FFC3 062C _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF5	00 _H	8	FFC3 0630 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC6	00 _H	8	FFC3 0634 _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF6	00 _H	8	FFC3 0638 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC7	00 _H	8	FFC3 063C _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF7	00 _H	8	FFC3 0640 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC8	00 _H	8	FFC3 0644 _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF8	00 _H	8	FFC3 0648 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC9	00 _H	8	FFC3 064C _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF9	00 _H	8	FFC3 0650 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC10	00 _H	8	FFC3 0654 _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF10	00 _H	8	FFC3 0658 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC11	00 _H	8	FFC3 065C _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF11	00 _H	8	FFC3 0660 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC12	00 _H	8	FFC3 0664 _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF12	00 _H	8	FFC3 0668 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC13	00 _H	8	FFC3 066C _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF13	00 _H	8	FFC3 0670 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC14	00 _H	8	FFC3 0674 _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF14	00 _H	8	FFC3 0678 _H	3	8
DNF6	Edge Detection Control Register	DNFP026EDC15	00 _H	8	FFC3 067C _H	3	8
DNF6	Edge Detection Flag Register	DNFP026EDF15	00 _H	8	FFC3 0680 _H	3	8
DNF7	Digital Noise Elimination Control Register	DNFP027CTL	00 _H	8	FFC3 0700 _H	3	8
DNF7	Edge Detection Control Register	DNFP027EDC0	00 _H	8	FFC3 0704 _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF0	00 _H	8	FFC3 0708 _H	3	8
DNF7	Edge Detection Control Register	DNFP027EDC1	00 _H	8	FFC3 070C _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF1	00 _H	8	FFC3 0710 _H	3	8
DNF7	Edge Detection Control Register	DNFP027EDC2	00 _H	8	FFC3 0714 _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF2	00 _H	8	FFC3 0718 _H	3	8
DNF7	Edge Detection Control Register	DNFP027EDC3	00 _H	8	FFC3 071C _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF3	00 _H	8	FFC3 0720 _H	3	8
DNF7	Edge Detection Control Register	DNFP027EDC4	00 _H	8	FFC3 0724 _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF4	00 _H	8	FFC3 0728 _H	3	8
DNF7	Edge Detection Control Register	DNFP027EDC5	00 _H	8	FFC3 072C _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF5	00 _H	8	FFC3 0730 _H	3	8
DNF7	Edge Detection Control Register	DNFP027EDC6	00 _H	8	FFC3 0734 _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF6	00 _H	8	FFC3 0738 _H	3	8
DNF7	Edge Detection Control Register	DNFP027EDC7	00 _H	8	FFC3 073C _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF7	00 _H	8	FFC3 0740 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DNF7	Edge Detection Control Register	DNFP027EDC8	00 _H	8	FFC3 0744 _H	3	8
DNF7	Edge Detection Flag Register	DNFP027EDF8	00 _H	8	FFC3 0748 _H	3	8
DNF8	Digital Noise Elimination Control Register	DNFP018CTL0	00 _H	8	FFC3 0800 _H	3	8
DNF8	Digital Noise Elimination Control Register	DNFP018CTL1	00 _H	8	FFC3 0804 _H	3	8
DNF8	Digital Noise Elimination Control Register	DNFP018CTL2	00 _H	8	FFC3 0808 _H	3	8
DNF8	Digital Noise Elimination Control Register	DNFP018CTL3	00 _H	8	FFC3 080C _H	3	8
DNF8	Digital Noise Elimination Control Register	DNFP018CTL4	00 _H	8	FFC3 0810 _H	3	8
DNF8	Digital Noise Elimination Control Register	DNFP018CTL5	00 _H	8	FFC3 0814 _H	3	8
PBG	PBG3A Protection Register 0	FSGD3ADPROT0	07FF FFFF _H	32	FFC4 0000 _H	3	8, 16, 32
PBG	PBG3A Protection Register 1	FSGD3ADPROT1	07FF FFFF _H	32	FFC4 0004 _H	3	8, 16, 32
PBG	PBG3A Protection Register 2	FSGD3ADPROT2	07FF FFFF _H	32	FFC4 0008 _H	3	8, 16, 32
PBG	PBG3A Protection Register 3	FSGD3ADPROT3	07FF FFFF _H	32	FFC4 000C _H	3	8, 16, 32
PBG	PBG3A Protection Register 4	FSGD3ADPROT4	07FF FFFF _H	32	FFC4 0010 _H	3	8, 16, 32
PBG	PBG3A Protection Register 5	FSGD3ADPROT5	07FF FFFF _H	32	FFC4 0014 _H	3	8, 16, 32
PBG	PBG3A Protection Register 6	FSGD3ADPROT6	07FF FFFF _H	32	FFC4 0018 _H	3	8, 16, 32
PBG	PBG3A Protection Register 7	FSGD3ADPROT7	07FF FFFF _H	32	FFC4 001C _H	3	8, 16, 32
PBG	PBG3A Protection Register 8	FSGD3ADPROT8	07FF FFFF _H	32	FFC4 0020 _H	3	8, 16, 32
PBG	PBG3A Protection Register 9	FSGD3ADPROT9	07FF FFFF _H	32	FFC4 0024 _H	3	8, 16, 32
PBG	PBG3A Protection Register 10	FSGD3ADPROT10	07FF FFFF _H	32	FFC4 0028 _H	3	8, 16, 32
PBG	PBG3A Protection Register 11	FSGD3ADPROT11	07FF FFFF _H	32	FFC4 002C _H	3	8, 16, 32
PBG	PBG3A Protection Register 12	FSGD3ADPROT12	07FF FFFF _H	32	FFC4 0030 _H	3	8, 16, 32
PBG	PBG3A Protection Register 13	FSGD3ADPROT13	07FF FFFF _H	32	FFC4 0034 _H	3	8, 16, 32
PBG	PBG3A Protection Register 14	FSGD3ADPROT14	07FF FFFF _H	32	FFC4 0038 _H	3	8, 16, 32
PBG	PBG3A Protection Register 15	FSGD3ADPROT15	07FF FFFF _H	32	FFC4 003C _H	3	8, 16, 32
PBG	PBG3A Error Control Register	ERRSLV3ACTL	0000 0000 _H	32	FFC4 0200 _H	3	8, 16, 32
PBG	PBG3A Error Status Register	ERRSLV3ASTAT	0000 0000 _H	32	FFC4 0204 _H	3	8, 16, 32
PBG	PBG3A Error Address Register	ERRSLV3AADDR	0000 0000 _H	32	FFC4 0208 _H	3	32
PBG	PBG3A Error Type Register	ERRSLV3ATYPE	0000 0000 _H	32	FFC4 020C _H	3	16, 32
PBG	PBG3B Protection Register 0	FSGD3BDPROT0	07FF FFFF _H	32	FFC4 1000 _H	3	8, 16, 32
PBG	PBG3B Protection Register 1	FSGD3BDPROT1	07FF FFFF _H	32	FFC4 1004 _H	3	8, 16, 32
PBG	PBG3B Protection Register 2	FSGD3BDPROT2	07FF FFFF _H	32	FFC4 1008 _H	3	8, 16, 32
PBG	PBG3B Error Control Register	ERRSLV3BCTL	0000 0000 _H	32	FFC4 1200 _H	3	8, 16, 32
PBG	PBG3B Error Status Register	ERRSLV3BSTAT	0000 0000 _H	32	FFC4 1204 _H	3	8, 16, 32
PBG	PBG3B Error Address Register	ERRSLV3BADDR	0000 0000 _H	32	FFC4 1208 _H	3	32
PBG	PBG3B Error Type Register	ERRSLV3BTYPE	0000 0000 _H	32	FFC4 120C _H	3	16, 32
MGDGR	GRG Control Register (SIC)	MGDGRSCTL_SIC	0000 0000 _H	32	FFC4 9100 _H	0	8, 16, 32
MGDGR	GRG Error Status Register (SIC)	MGDGRSSTAT_SIC	0000 0000 _H	32	FFC4 9104 _H	0	8, 16, 32
MGDGR	GRG Error Address Register (SIC)	MGDGRSAD_SIC	0000 0000 _H	32	FFC4 9108 _H	0	8, 16, 32
MGDGR	GRG Error Access Type Register (SIC)	MGDGRSTYPE_SIC	0000 0000 _H	32	FFC4 910C _H	0	8, 16, 32
MGDGR	GRG Control Register (PE1)	MGDGRSCTL_PE1	0000 0000 _H	32	FFC4 9200 _H	0	8, 16, 32
MGDGR	GRG Error Status Register (PE1)	MGDGRSSTAT_PE1	0000 0000 _H	32	FFC4 9204 _H	0	8, 16, 32
MGDGR	GRG Error Address Register (PE1)	MGDGRSAD_PE1	0000 0000 _H	32	FFC4 9208 _H	0	8, 16, 32
MGDGR	GRG Error Access Type Register (PE1)	MGDGRSTYPE_PE1	0000 0000 _H	32	FFC4 920C _H	0	8, 16, 32
MGDGR	GRG Protection Setting Register 0	MGDGRPROT0	07FF 0000 _H	32	FFC4 9400 _H	0	8, 16, 32
MGDGR	Protection SPID Setting Register 0	MGDGRSPID0	FFFF FFFF _H	32	FFC4 9404 _H	0	8, 16, 32
MGDGR	GRG Compare Base Address Register 0	MGDGRBAD0	0000 0000 _H	32	FFC4 9408 _H	0	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
MGDGR	GRG Valid Compare Address Register 0	MGDGRADV0	0000 0000 _H	32	FFC4 940C _H	0	8, 16, 32
MGDGR	GRG Protection Setting Register 1	MGDGRPROT1	07FF 0000 _H	32	FFC4 9410 _H	0	8, 16, 32
MGDGR	GRG Protection SPID Setting Register 1	MGDGRSPID1	FFFF FFFF _H	32	FFC4 9414 _H	0	8, 16, 32
MGDGR	GRG Compare Base Address Register 1	MGDGRBAD1	0000 0000 _H	32	FFC4 9418 _H	0	8, 16, 32
MGDGR	GRG Valid Compare Address Register 1	MGDGRADV1	0000 0000 _H	32	FFC4 941C _H	0	8, 16, 32
MGDGR	GRG Protection Setting Register 2	MGDGRPROT2	07FF 0000 _H	32	FFC4 9420 _H	0	8, 16, 32
MGDGR	GRG Protection SPID Setting Register 2	MGDGRSPID2	FFFF FFFF _H	32	FFC4 9424 _H	0	8, 16, 32
MGDGR	GRG Compare Base Address Register 2	MGDGRBAD2	0000 0000 _H	32	FFC4 9428 _H	0	8, 16, 32
MGDGR	GRG Valid Compare Address Register 2	MGDGRADV2	0000 0000 _H	32	FFC4 942C _H	0	8, 16, 32
MGDGR	GRG Protection Setting Register 3	MGDGRPROT3	07FF 0000 _H	32	FFC4 9430 _H	0	8, 16, 32
MGDGR	GRG Protection SPID Setting Register 3	MGDGRSPID3	FFFF FFFF _H	32	FFC4 9434 _H	0	8, 16, 32
MGDGR	GRG Compare Base Address Register 3	MGDGRBAD3	0000 0000 _H	32	FFC4 9438 _H	0	8, 16, 32
MGDGR	GRG Valid Compare Address Register 3	MGDGRADV3	0000 0000 _H	32	FFC4 943C _H	0	8, 16, 32
MGDGR	GRG Protection Setting Register 4	MGDGRPROT4	07FF 0000 _H	32	FFC4 9440 _H	0	8, 16, 32
MGDGR	GRG Protection SPID Setting Register 4	MGDGRSPID4	FFFF FFFF _H	32	FFC4 9444 _H	0	8, 16, 32
MGDGR	GRG Compare Base Address Register 4	MGDGRBAD4	0000 0000 _H	32	FFC4 9448 _H	0	8, 16, 32
MGDGR	GRG Valid Compare Address Register 4	MGDGRADV4	0000 0000 _H	32	FFC4 944C _H	0	8, 16, 32
MGDGR	GRG Protection Setting Register 5	MGDGRPROT5	07FF 0000 _H	32	FFC4 9450 _H	0	8, 16, 32
MGDGR	GRG Protection SPID Setting Register 5	MGDGRSPID5	FFFF FFFF _H	32	FFC4 9454 _H	0	8, 16, 32
MGDGR	GRG Compare Base Address Register 5	MGDGRBAD5	0000 0000 _H	32	FFC4 9458 _H	0	8, 16, 32
MGDGR	GRG Valid Compare Address Register 5	MGDGRADV5	0000 0000 _H	32	FFC4 945C _H	0	8, 16, 32
MGDGR	GRG Protection Setting Register 6	MGDGRPROT6	07FF 0000 _H	32	FFC4 9460 _H	0	8, 16, 32
MGDGR	GRG Protection SPID Setting Register 6	MGDGRSPID6	FFFF FFFF _H	32	FFC4 9464 _H	0	8, 16, 32
MGDGR	GRG Compare Base Address Register 6	MGDGRBAD6	0000 0000 _H	32	FFC4 9468 _H	0	8, 16, 32
MGDGR	GRG Valid Compare Address Register 6	MGDGRADV6	0000 0000 _H	32	FFC4 946C _H	0	8, 16, 32
MGDGR	GRG Protection Setting Register 7	MGDGRPROT7	07FF 0000 _H	32	FFC4 9470 _H	0	8, 16, 32
MGDGR	GRG Protection SPID Setting Register 7	MGDGRSPID7	FFFF FFFF _H	32	FFC4 9474 _H	0	8, 16, 32
MGDGR	GRG Compare Base Address Register 7	MGDGRBAD7	0000 0000 _H	32	FFC4 9478 _H	0	8, 16, 32
MGDGR	GRG Valid Compare Address Register 7	MGDGRADV7	0000 0000 _H	32	FFC4 947C _H	0	8, 16, 32
PBG	PBG0A Protection Register 0	FSGD0ADPROT0	07FF FFFF _H	32	FFC4 C000 _H	0	8, 16, 32
PBG	PBG0A Protection Register 1	FSGD0ADPROT1	07FF FFFF _H	32	FFC4 C004 _H	0	8, 16, 32
PBG	PBG0B Protection Register 4	FSGD0BDPROT4	07FF FFFF _H	32	FFC4 C110 _H	0	8, 16, 32
PBG	PBG0B Protection Register 5	FSGD0BDPROT5	07FF FFFF _H	32	FFC4 C114 _H	0	8, 16, 32
PBG	PBG0B Protection Register 6	FSGD0BDPROT6	07FF FFFF _H	32	FFC4 C118 _H	0	8, 16, 32
PBG	PBG0A Error Control Register	ERRSLV0ACTL	0000 0000 _H	32	FFC4 C800 _H	0	8, 16, 32
PBG	PBG0A Error Status Register	ERRSLV0ASTAT	0000 0000 _H	32	FFC4 C804 _H	0	8, 16, 32
PBG	PBG0A Error Address Register	ERRSLV0AADDR	0000 0000 _H	32	FFC4 C808 _H	0	32
PBG	PBG0A Error Type Register	ERRSLV0ATYPE	0000 0000 _H	32	FFC4 C80C _H	0	16, 32
PBG	PBG0B Error Control Register	ERRSLV0BCTL	0000 0000 _H	32	FFC4 C900 _H	0	8, 16, 32
PBG	PBG0B Error Status Register	ERRSLV0BSTAT	0000 0000 _H	32	FFC4 C904 _H	0	8, 16, 32
PBG	PBG0B Error Address Register	ERRSLV0BADDR	0000 0000 _H	32	FFC4 C908 _H	0	32
PBG	PBG0B Error Type Register	ERRSLV0BTYPE	0000 0000 _H	32	FFC4 C90C _H	0	16, 32
MISG	MISR Comparator Control Register	MISRCMPCTL	0000 _H	16	FFC5 0000 _H	0	8, 16
MISG	MISR Compare Error Status Register	MISRCMPERSTR	00 _H	8	FFC5 0004 _H	0	8
MISG	MISR Compare Error Status Clear Register	MISRCMPERRSTC	00 _H	8	FFC5 0008 _H	0	8
MISG	MISR Error Notification Control Register	MISRERRCTL	00 _H	8	FFC5 000C _H	0	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
MISG	Multi Input Signature Register 1 (PE1)	MISR1_PE1	0000 0000 _H	32	FFC5 1000 _H	0	32
MISG	Multi Input Signature Register 2 (PE1)	MISR2_PE1	0000 0000 _H	32	FFC5 1008 _H	0	32
MISG	MISR Calculation Data Register (PE1)	MISRCDR_PE1	—	32	FFC5 1010 _H	0	8, 16, 32
MISG	MISR Control Register (PE1)	MISRCR_PE1	00 _H	8	FFC5 1018 _H	0	8
MISG	MISR Monitoring Area Base Address Register (PE1)	MISRBASEADR_PE1	0000 0000 _H	32	FFC5 101C _H	0	8, 16, 32
MISG	MISR Monitor Area Address Mask Register (PE1)	MISRADRMSK_PE1	0000 0000 _H	32	FFC5 1020 _H	0	8, 16, 32
MISG	MISR Data Counter Control Register (PE1)	MISRDCNTCTL_PE1	00 _H	8	FFC5 1024 _H	0	8
MISG	MISR Data Counter Register (PE1)	MISRDCNT_PE1	0000 _H	16	FFC5 1028 _H	0	16
MISG	Multi Input Signature Register 1 (PCU)	MISR1_PCU	0000 0000 _H	32	FFC5 3000 _H	0	32
MISG	Multi Input Signature Register 2 (PCU)	MISR2_PCU	0000 0000 _H	32	FFC5 3008 _H	0	32
MISG	MISR Calculation Data Register (PCU)	MISRCDR_PCU	—	32	FFC5 3010 _H	0	8, 16, 32
MISG	MISR Control Register (PCU)	MISRCR_PCU	00 _H	8	FFC5 3018 _H	0	8
MISG	MISR Monitoring Area Base Address Register (PCU)	MISRBASEADR_PCU	0000 0000 _H	32	FFC5 301C _H	0	8, 16, 32
MISG	MISR Monitor Area Address Mask Register (PCU)	MISRADRMSK_PCU	0000 0000 _H	32	FFC5 3020 _H	0	8, 16, 32
MISG	MISR Data Counter Control Register (PCU)	MISRDCNTCTL_PCU	00 _H	8	FFC5 3024 _H	0	8
MISG	MISR Data Counter Register (PCU)	MISRDCNT_PCU	0000 _H	16	FFC5 3028 _H	0	16
FLASH	Data Flash Memory Read Cycle Setting Register	FRDCYCLD	0F _H	8	FFC5 9810 _H	0	8
ECCIC1	Instruction Cache Data RAM ECC Control Register (PE1)	IDECCCTL_PE1	0000 0000 _H	32	FFC6 0400 _H	0	16, 32
ECCIC1	Instruction Cache Data RAM Error Information Control Register (PE1)	IDERRINT_PE1	0000 0000 _H	32	FFC6 0404 _H	0	8, 16, 32
ECCIC1	Instruction Cache Data RAM Error Status Clear Register (PE1)	IDSTCLR_PE1	0000 0000 _H	32	FFC6 0408 _H	0	8, 16, 32
ECCIC1	Instruction Cache Data RAM Error Count Overflow Status Register (PE1)	IDOVFSTR_PE1	0000 0000 _H	32	FFC6 040C _H	0	8, 16, 32
ECCIC1	Instruction Cache Data RAM 1st Error Status Register (PE1)	ID1STERSTR_PE1	0000 0000 _H	32	FFC6 0410 _H	0	8, 16, 32
ECCIC1	Instruction Cache Data RAM 1st Error Address Register (PE1)	ID1STEADR0_PE1	0000 0000 _H	32	FFC6 0450 _H	0	8, 16, 32
ECCIC1	Instruction Cache Tag RAM ECC Control Register (PE1)	ITECCCTL_PE1	0000 0000 _H	32	FFC6 1400 _H	0	16, 32
ECCIC1	Instruction Cache Tag RAM Error Information Control Register (PE1)	ITERRINT_PE1	0000 0000 _H	32	FFC6 1404 _H	0	8, 16, 32
ECCIC1	Instruction Cache Tag RAM Error Status Clear Register (PE1)	ITSTCLR_PE1	0000 0000 _H	32	FFC6 1408 _H	0	8, 16, 32
ECCIC1	Instruction Cache Tag RAM Error Count Overflow Status Register (PE1)	ITOVFSTR_PE1	0000 0000 _H	32	FFC6 140C _H	0	8, 16, 32
ECCIC1	Instruction Cache Tag RAM 1st Error Status Register (PE1)	IT1STERSTR_PE1	0000 0000 _H	32	FFC6 1410 _H	0	8, 16, 32
ECCIC1	Instruction Cache Tag RAM 1st Error Address Register (PE1)	IT1STEADR0_PE1	0000 0000 _H	32	FFC6 1450 _H	0	8, 16, 32
ECCFLI	Code Flash Address Parity Control Register	CFAPCTL	0000 0000 _H	32	FFC6 2000 _H	0	16, 32
ECCFLI	Code Flash ECC Control Register (SIC)	CFECCCTL_SIC	0000 0000 _H	32	FFC6 2200 _H	0	16, 32
ECCFLI	Code Flash Error Information Control Register (SIC)	CFERRINT_SIC	0000 0006 _H	32	FFC6 2204 _H	0	8, 16, 32
ECCFLI	Code Flash Status Clear Register (SIC)	CFSTCLR_SIC	0000 0000 _H	32	FFC6 2208 _H	0	8, 16, 32
ECCFLI	Code Flash Error Count Overflow Status Register (SIC)	CFOVFSTR_SIC	0000 0000 _H	32	FFC6 220C _H	0	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ECCFLI	Code Flash 1st Error Status Register (SIC)	CF1STERSTR_SIC	0000 0000 _H	32	FFC6 2210 _H	0	8, 16, 32
ECCFLI	Code Flash 1st Error Address Register (SIC)	CF1STEADR0_SIC	0000 0000 _H	32	FFC6 2250 _H	0	8, 16, 32
ECCFLI	Code Flash Sub Test Control Register (SIC)	CFSTSTCTL_SIC	0000 0000 _H	32	FFC6 2350 _H	0	16, 32
ECCFLI	Code Flash ECC Control Register (PE1)	CFECCCTL_PE1	0000 0000 _H	32	FFC6 2400 _H	0	16, 32
ECCFLI	Code Flash Error Information Control Register (PE1)	CFERRINT_PE1	0000 0006 _H	32	FFC6 2404 _H	0	8, 16, 32
ECCFLI	Code Flash Status Clear Register (PE1)	CFSTCLR_PE1	0000 0000 _H	32	FFC6 2408 _H	0	8, 16, 32
ECCFLI	Code Flash Error Count Overflow Status Register (PE1)	CFOVFSTR_PE1	0000 0000 _H	32	FFC6 240C _H	0	8, 16, 32
ECCFLI	Code Flash 1st Error Status Register (PE1)	CF1STERSTR_PE1	0000 0000 _H	32	FFC6 2410 _H	0	8, 16, 32
ECCFLI	Code Flash 1st Error Address Register 0 (PE1)	CF1STEADR0_PE1	0000 0000 _H	32	FFC6 2450 _H	0	8, 16, 32
ECCFLI	Code Flash 1st Error Address Register 1 (PE1)	CF1STEADR1_PE1	0000 0000 _H	32	FFC6 2454 _H	0	8, 16, 32
ECCFLI	Code Flash Sub Test Control Register (PE1)	CFSTSTCTL_PE1	0000 0000 _H	32	FFC6 2550 _H	0	16, 32
ECCFLI	Code Flash ECC Control Register (PCU)	CFECCCTL_PCU	0000 0000 _H	32	FFC6 2800 _H	0	16, 32
ECCFLI	Code Flash Error Information Control Register (PCU)	CFERRINT_PCU	0000 0006 _H	32	FFC6 2804 _H	0	8, 16, 32
ECCFLI	Code Flash Status Clear Register (PCU)	CFSTCLR_PCU	0000 0000 _H	32	FFC6 2808 _H	0	8, 16, 32
ECCFLI	Code Flash Error Count Overflow Status Register (SIC)	CFOVFSTR_PCU	0000 0000 _H	32	FFC6 280C _H	0	8, 16, 32
ECCFLI	Code Flash 1st Error Status Register (PCU)	CF1STERSTR_PCU	0000 0000 _H	32	FFC6 2810 _H	0	8, 16, 32
ECCFLI	Code Flash 1st Error Address Register (PCU)	CF1STEADR0_PCU	0000 0000 _H	32	FFC6 2850 _H	0	8, 16, 32
ECCFLI	Code Flash Sub Test Control Register (PCU)	CFSTSTCTL_PCU	0000 0000 _H	32	FFC6 2950 _H	0	16, 32
ECCEEP	Data Flash ECC Control Register	DFECCCTL	0000 _H	16	FFC6 2C00 _H	0	16
ECCEEP	Data Flash Error Status Register	DFERSTR	00 _H	8	FFC6 2C04 _H	0	8
ECCEEP	Data Flash Error Status Clear Register	DFERSTC	00 _H	8	FFC6 2C08 _H	0	8
ECCEEP	Data Flash Error Overflow Status Register	DFOVFSTR	00 _H	8	FFC6 2C0C _H	0	8
ECCEEP	Data Flash Error Overflow Status Clear Register	DFOVFSTC	00 _H	8	FFC6 2C10 _H	0	8
ECCEEP	Data Flash Error Notification Control Register	DFERRINT	02 _H	8	FFC6 2C14 _H	0	8
ECCEEP	Data Flash 1st Error Address Register	DFEADR	0000 0000 _H	32	FFC6 2C18 _H	0	32
ECCEEP	Data Flash Test Control Register	DFTSTCTL	0000 _H	16	FFC6 2C1C _H	0	16
ECCEEPC	Data Flash ECC Control Register	DFECCCTL	0000 _H	16	FFC6 2E00 _H	0	16
ECCEEPC	Data Flash Error Status Register	DFERSTR	00 _H	8	FFC6 2E04 _H	0	8
ECCEEPC	Data Flash Error Status Clear Register	DFERSTC	00 _H	8	FFC6 2E08 _H	0	8
ECCEEPC	Data Flash Error Overflow Status Register	DFOVFSTR	00 _H	8	FFC6 2E0C _H	0	8
ECCEEPC	Data Flash Error Overflow Status Clear Register	DFOVFSTC	00 _H	8	FFC6 2E10 _H	0	8
ECCEEPC	Data Flash Error Notification Control Register	DFERRINT	02 _H	8	FFC6 2E14 _H	0	8
ECCEEPC	Data Flash 1st Error Address Register	DFEADR	0000 0000 _H	32	FFC6 2E18 _H	0	32
ECCEEPC	Data Flash Test Control Register	DFTSTCTL	0000 _H	16	FFC6 2E1C _H	0	16
ECCGRAM	Global RAM ECC Control Register	GRECCCTL_GRAMC	0000 0000 _H	32	FFC6 4000 _H	0	16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ECCGRAM	Global RAM Test Control Register	GRTSTCTL	0000 0000 _H	32	FFC6 4180 _H	0	32
ECCGRAM	Global RAM Test Data Read Buffer	GRTDATBF	0000 0000 _H	32	FFC6 4184 _H	0	8, 16, 32
ECCGRAM	Global RAM ECC Decoder input Data Buffer 0	GRDECINBF0	0000 0000 _H	32	FFC6 4188 _H	0	8, 16, 32
ECCGRAM	Global RAM ECC Decoder input Data Buffer 1	GRDECINBF1	0000 0000 _H	32	FFC6 418C _H	0	8, 16, 32
ECCGRAM	Global RAM Error Information Control Register (SIC)	GRERRINT_SIC	0000 0006 _H	32	FFC6 4204 _H	0	8, 16, 32
ECCGRAM	Global RAM Status Clear Register (SIC)	GRSTCLR_SIC	0000 0000 _H	32	FFC6 4208 _H	0	8, 16, 32
ECCGRAM	Global RAM Error Count Overflow Status Register (SIC)	GROVFSTR_SIC	0000 0000 _H	32	FFC6 420C _H	0	8, 16, 32
ECCGRAM	Global RAM 1st Error Status Register (SIC)	GR1STERSTR_SIC	0000 0000 _H	32	FFC6 4210 _H	0	8, 16, 32
ECCGRAM	Global RAM 1st Error (Lower 32-Bit Data) Address Register (SIC)	GR1STEADR0_SIC	0000 0000 _H	32	FFC6 4250 _H	0	8, 16, 32
ECCGRAM	Global RAM 1st Error (Upper 32-Bit Data) Address Register (SIC)	GR1STEADR1_SIC	0000 0000 _H	32	FFC6 4254 _H	0	8, 16, 32
ECCGRAM	Global RAM Error Information Control Register (PE1)	GRERRINT_PE1	0000 0006 _H	32	FFC6 4404 _H	0	8, 16, 32
ECCGRAM	Global RAM Status Clear Register (PE1)	GRSTCLR_PE1	0000 0000 _H	32	FFC6 4408 _H	0	8, 16, 32
ECCGRAM	Global RAM Error Count Overflow Status Register (PE1)	GROVFSTR_PE1	0000 0000 _H	32	FFC6 440C _H	0	8, 16, 32
ECCGRAM	Global RAM 1st Error Status Register (PE1)	GR1STERSTR_PE1	0000 0000 _H	32	FFC6 4410 _H	0	8, 16, 32
ECCGRAM	Global RAM 1st Error (Instruction) Address Register (PE1)	GR1STEADR0_PE1	0000 0000 _H	32	FFC6 4450 _H	0	8, 16, 32
ECCGRAM	Global RAM 1st Error (Data) Address Register (PE1)	GR1STEADR1_PE1	0000 0000 _H	32	FFC6 4454 _H	0	8, 16, 32
ECCCPU1	Local RAM Address Parity Control Register (PE1)	LRAPCTL_PE1	0000 0000 _H	32	FFC6 5000 _H	0	16, 32
ECCCPU1	Local RAM Test Control Register (PE1)	LRTSTCTL_PE1	0000 0000 _H	32	FFC6 5004 _H	0	16, 32
ECCCPU1	Local RAM Test Data Read Buffer 0 (PE1)	LRTDATBF0_PE1	0000 0000 _H	32	FFC6 5008 _H	0	8, 16, 32
ECCCPU1	Local RAM Test Data Read Buffer 1 (PE1)	LRTDATBF1_PE1	0000 0000 _H	32	FFC6 500C _H	0	8, 16, 32
ECCCPU1	Local RAM ECC Control Register (PE1)	LRECCCTL_PE1	0000 0000 _H	32	FFC6 5400 _H	0	16, 32
ECCCPU1	Local RAM Error Information Control Register (PE1)	LRERRINT_PE1	0000 0006 _H	32	FFC6 5404 _H	0	8, 16, 32
ECCCPU1	Local RAM Status Clear Register (PE1)	LRSTCLR_PE1	0000 0000 _H	32	FFC6 5408 _H	0	8, 16, 32
ECCCPU1	Local RAM Error Count Overflow Status Register (PE1)	LROVFSTR_PE1	0000 0000 _H	32	FFC6 540C _H	0	8, 16, 32
ECCCPU1	Local RAM 1st Error Status Register (PE1)	LR1STERSTR_PE1	0000 0000 _H	32	FFC6 5410 _H	0	8, 16, 32
ECCCPU1	Local RAM 1st Error Address Register 0 (PE1)	LR1STEADR0_PE1	0000 0000 _H	32	FFC6 5450 _H	0	8, 16, 32
ECCCPU1	Local RAM 1st Error Address Register 1 (PE1)	LR1STEADR1_PE1	0000 0000 _H	32	FFC6 5454 _H	0	8, 16, 32
ECCPCU	Local RAM ECC Control Register (PCU)	LRECCCTL_PCU	0000 0000 _H	32	FFC6 5800 _H	0	16, 32
ECCPCU	Local RAM 1st Error Status Register (PCU)	LRFSTERSTR_PCU	0000 0000 _H	32	FFC6 5804 _H	0	32
ECCPCU	Local RAM Error Status Clear Register (PCU)	LRSTCLR_PCU	0000 0000 _H	32	FFC6 5824 _H	0	8, 16, 32
ECCPCU	Local RAM Overflow Status Register (PCU)	LROVFSTR_PCU	0000 0000 _H	32	FFC6 5828 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ECCPCU	Local RAM Overflow Status Clear Register (PCU)	LROVFSTC_PCU	0000 0000 _H	32	FFC6 582C _H	0	8, 16, 32
ECCPCU	Local RAM 1st Error Address Register 0 (PCU)	LRFSTEADR0_PCU	0000 0000 _H	32	FFC6 5830 _H	0	32
ECCPCU	Local RAM Error Information Control Register (PCU)	LRERRINT_PCU	0000 0002 _H	32	FFC6 58B0 _H	0	8, 16, 32
ECCPCU	Local RAM Test Control Register (PCU)	LRTSTCTL_PCU	0000 0000 _H	32	FFC6 58B4 _H	0	16, 32
ECCPCU	Local RAM Test Data Read Buffer (PCU)	LRTDATBF0_PCU	0000 0000 _H	32	FFC6 58B8 _H	0	32
APDP	P-Bus Data Parity Status Register INTC2A	APDPERRST_INTC2A	0000 0000 _H	32	FFC6 8800 _H	0	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register INTC2A	APDPERRSTC_INT C2A	0000 0000 _H	32	FFC6 8804 _H	0	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register INTC2A	APDPTMC_INTC2A	0000 0000 _H	32	FFC6 8808 _H	0	16, 32
APDP	P-Bus Data Parity Error Address Register INTC2A	APDPERRADR_INT C2A	0000 0000 _H	32	FFC6 880C _H	0	32
APDP	P-Bus Data Parity Status Register PDMA	APDPERRST_PDM A	0000 0000 _H	32	FFC6 8900 _H	0	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register PDMA	APDPERRSTC_PD MA	0000 0000 _H	32	FFC6 8904 _H	0	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register PDMA	APDPTMC_PDMA	0000 0000 _H	32	FFC6 8908 _H	0	16, 32
APDP	P-Bus Data Parity Error Address Register PDMA	APDPERRADR_PD MA	0000 0000 _H	32	FFC6 890C _H	0	32
E7RC1M	ECC Control Register	E710CTL	001X _H	16	FFC7 1400 _H	2	8/16
E7RC1M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 1404 _H	2	8/16
E7RC1M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 1408 _H	2	32
E7RC1M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 1408 _H	2	8
E7RC1M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 1409 _H	2	8
E7RC1M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 140A _H	2	8
E7RC1M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 140B _H	2	8
E7RC1M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 140C _H	2	32
E7RC1M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 1410 _H	2	32
E7RC1C	ECC Control Register	E710CTL	001X _H	16	FFC7 1600 _H	2	8/16
E7RC1C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 1604 _H	2	8/16
E7RC1C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 1608 _H	2	32
E7RC1C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 1608 _H	2	8
E7RC1C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 1609 _H	2	8
E7RC1C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 160A _H	2	8
E7RC1C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 160B _H	2	8
E7RC1C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 160C _H	2	32
E7RC1C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 1610 _H	2	32
E7RC2M	ECC Control Register	E710CTL	001X _H	16	FFC7 1800 _H	2	8/16
E7RC2M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 1804 _H	2	8/16
E7RC2M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 1808 _H	2	32
E7RC2M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 1808 _H	2	8
E7RC2M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 1809 _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
E7RC2M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 180A _H	2	8
E7RC2M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 180B _H	2	8
E7RC2M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 180C _H	2	32
E7RC2M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 1810 _H	2	32
E7RC2C	ECC Control Register	E710CTL	001X _H	16	FFC7 1A00 _H	2	8/16
E7RC2C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 1A04 _H	2	8/16
E7RC2C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 1A08 _H	2	32
E7RC2C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 1A08 _H	2	8
E7RC2C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 1A09 _H	2	8
E7RC2C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 1A0A _H	2	8
E7RC2C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 1A0B _H	2	8
E7RC2C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 1A0C _H	2	32
E7RC2C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 1A10 _H	2	32
E7FR0M	ECC Control Register	E710CTL	001X _H	16	FFC7 2000 _H	2	8, 16
E7FR0M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 2004 _H	2	8, 16
E7FR0M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 2008 _H	2	32
E7FR0M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 2008 _H	2	8
E7FR0M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 2009 _H	2	8
E7FR0M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 200A _H	2	8
E7FR0M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 200B _H	2	8
E7FR0M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 200C _H	2	32
E7FR0M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 2010 _H	2	32
E7FR0C	ECC Control Register	E710CTL	001X _H	16	FFC7 2200 _H	2	8, 16
E7FR0C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 2204 _H	2	8, 16
E7FR0C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 2208 _H	2	32
E7FR0C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 2208 _H	2	8
E7FR0C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 2209 _H	2	8
E7FR0C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 220A _H	2	8
E7FR0C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 220B _H	2	8
E7FR0C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 220C _H	2	32
E7FR0C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 2210 _H	2	32
E7FR1M	ECC Control Register	E710CTL	001X _H	16	FFC7 2400 _H	2	8, 16
E7FR1M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 2404 _H	2	8, 16
E7FR1M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 2408 _H	2	32
E7FR1M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 2408 _H	2	8
E7FR1M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 2409 _H	2	8
E7FR1M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 240A _H	2	8
E7FR1M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 240B _H	2	8
E7FR1M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 240C _H	2	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
E7FR1M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 2410 _H	2	32
E7FR1C	ECC Control Register	E710CTL	001X _H	16	FFC7 2600 _H	2	8, 16
E7FR1C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 2604 _H	2	8, 16
E7FR1C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 2608 _H	2	32
E7FR1C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 2608 _H	2	8
E7FR1C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 2609 _H	2	8
E7FR1C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 260A _H	2	8
E7FR1C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 260B _H	2	8
E7FR1C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 260C _H	2	32
E7FR1C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 2610 _H	2	32
E7FR2M	ECC Control Register	E710CTL	001X _H	16	FFC7 2800 _H	2	8, 16
E7FR2M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 2804 _H	2	8, 16
E7FR2M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 2808 _H	2	32
E7FR2M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 2808 _H	2	8
E7FR2M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 2809 _H	2	8
E7FR2M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 280A _H	2	8
E7FR2M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 280B _H	2	8
E7FR2M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 280C _H	2	32
E7FR2M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 2810 _H	2	32
E7FR2C	ECC Control Register	E710CTL	001X _H	16	FFC7 2A00 _H	2	8, 16
E7FR2C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 2A04 _H	2	8, 16
E7FR2C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 2A08 _H	2	32
E7FR2C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 2A08 _H	2	8
E7FR2C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 2A09 _H	2	8
E7FR2C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 2A0A _H	2	8
E7FR2C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 2A0B _H	2	8
E7FR2C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 2A0C _H	2	32
E7FR2C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 2A10 _H	2	32
E7AP0M	ECC Control Register	E710CTL	001X _H	16	FFC7 6000 _H	1 (1L)	8, 16
E7AP0M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 6004 _H	1 (1L)	8, 16
E7AP0M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 6008 _H	1 (1L)	32
E7AP0M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 6008 _H	1 (1L)	8
E7AP0M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 6009 _H	1 (1L)	8
E7AP0M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 600A _H	1 (1L)	8
E7AP0M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 600B _H	1 (1L)	8
E7AP0M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 600C _H	1 (1L)	32
E7AP0M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 6010 _H	1 (1L)	32
E7AP0C	ECC Control Register	E710CTL	001X _H	16	FFC7 6200 _H	1 (1L)	8, 16
E7AP0C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 6204 _H	1 (1L)	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
E7AP0C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 6208 _H	1 (1L)	32
E7AP0C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 6208 _H	1 (1L)	8
E7AP0C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 6209 _H	1 (1L)	8
E7AP0C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 620A _H	1 (1L)	8
E7AP0C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 620B _H	1 (1L)	8
E7AP0C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 620C _H	1 (1L)	32
E7AP0C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 6210 _H	1 (1L)	32
E7AP1M	ECC Control Register	E710CTL	001X _H	16	FFC7 6400 _H	1 (1L)	8, 16
E7AP1M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 6404 _H	1 (1L)	8, 16
E7AP1M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 6408 _H	1 (1L)	32
E7AP1M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 6408 _H	1 (1L)	8
E7AP1M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 6409 _H	1 (1L)	8
E7AP1M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 640A _H	1 (1L)	8
E7AP1M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 640B _H	1 (1L)	8
E7AP1M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 640C _H	1 (1L)	32
E7AP1M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 6410 _H	1 (1L)	32
E7AP1C	ECC Control Register	E710CTL	001X _H	16	FFC7 6600 _H	1 (1L)	8, 16
E7AP1C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 6604 _H	1 (1L)	8, 16
E7AP1C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 6608 _H	1 (1L)	32
E7AP1C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 6608 _H	1 (1L)	8
E7AP1C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 6609 _H	1 (1L)	8
E7AP1C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 660A _H	1 (1L)	8
E7AP1C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 660B _H	1 (1L)	8
E7AP1C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 660C _H	1 (1L)	32
E7AP1C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 6610 _H	1 (1L)	32
E7AP2M	ECC Control Register	E710CTL	001X _H	16	FFC7 6800 _H	1 (1L)	8, 16
E7AP2M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 6804 _H	1 (1L)	8, 16
E7AP2M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 6808 _H	1 (1L)	32
E7AP2M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 6808 _H	1 (1L)	8
E7AP2M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 6809 _H	1 (1L)	8
E7AP2M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 680A _H	1 (1L)	8
E7AP2M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 680B _H	1 (1L)	8
E7AP2M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 680C _H	1 (1L)	32
E7AP2M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 6810 _H	1 (1L)	32
E7AP2C	ECC Control Register	E710CTL	001X _H	16	FFC7 6A00 _H	1 (1L)	8, 16
E7AP2C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 6A04 _H	1 (1L)	8, 16
E7AP2C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 6A08 _H	1 (1L)	32
E7AP2C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 6A08 _H	1 (1L)	8
E7AP2C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 6A09 _H	1 (1L)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
E7AP2C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 6A0A _H	1 (1L)	8
E7AP2C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 6A0B _H	1 (1L)	8
E7AP2C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 6A0C _H	1 (1L)	32
E7AP2C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 6A10 _H	1 (1L)	32
E7DF1M	ECC Control Register	E710CTL	001X _H	16	FFC7 D000 _H	3	8, 16
E7DF1M	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 D004 _H	3	8, 16
E7DF1M	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 D008 _H	3	32
E7DF1M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 D008 _H	3	8
E7DF1M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 D009 _H	3	8
E7DF1M	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 D00A _H	3	8
E7DF1M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 D00B _H	3	8
E7DF1M	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 D00C _H	3	32
E7DF1M	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 D010 _H	3	32
E7DF1C	ECC Control Register	E710CTL	001X _H	16	FFC7 D200 _H	3	8, 16
E7DF1C	ECC Test Mode Control Register	E710TMC	0000 _H	16	FFC7 D204 _H	3	8, 16
E7DF1C	ECC Redundant Bit Data Control Test Register	E710TRC	0000 0000 _H	32	FFC7 D208 _H	3	32
E7DF1C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 D208 _H	3	8
E7DF1C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 D209 _H	3	8
E7DF1C	ECC7 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 D20A _H	3	8
E7DF1C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 D20B _H	3	8
E7DF1C	ECC Encode/Decode Data Test Register	E710TED	0000 0000 _H	32	FFC7 D20C _H	3	32
E7DF1C	ECC Error Address Register	E710EAD	0000 0000 _H	32	FFC7 D210 _H	3	32
E6DF0M	ECC Control Register	E610CTL	001X _H	16	FFC7 D400 _H	3	8, 16
E6DF0M	ECC Test Mode Control Register	E610TMC	0000 _H	16	FFC7 D404 _H	3	8, 16
E6DF0M	ECC Redundant Bit Data Control Test Register	E610TRC	0000 0000 _H	32	FFC7 D408 _H	3	32
E6DF0M	ECC Redundant Bit Output Data Monitor Register	ECRODM	00 _H	8	FFC7 D408 _H	3	8
E6DF0M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 D409 _H	3	8
E6DF0M	ECC6 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 D40A _H	3	8
E6DF0M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 D40B _H	3	8
E6DF0M	ECC Encode/Decode Data Test Register	E610TED	0000 0000 _H	32	FFC7 D40C _H	3	32
E6DF0M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 D40C _H	3	8
E6DF0M	ECC Redundant Bit Input Data Monitor Register	ECRIDM	00 _H	8	FFC7 D40D _H	3	8
E6DF0M	ECC Encode/Decode Data Input and Output Substitution Buffer Register	ECEDB	0000 _H	16	FFC7 D40E _H	3	16
E6DF0M	ECC Error Address Register	E610EAD	0000 0000 _H	32	FFC7 D410 _H	3	32
E6DF0C	ECC Control Register	E610CTL	001X _H	16	FFC7 D600 _H	3	8, 16
E6DF0C	ECC Test Mode Control Register	E610TMC	0000 _H	16	FFC7 D604 _H	3	8, 16
E6DF0C	ECC Redundant Bit Data Control Test Register	E610TRC	0000 0000 _H	32	FFC7 D608 _H	3	32
E6DF0C	ECC Redundant Bit Output Data Monitor Register	ECRODM	00 _H	8	FFC7 D608 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
E6DF0C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 D609 _H	3	8
E6DF0C	ECC6 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 D60A _H	3	8
E6DF0C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 D60B _H	3	8
E6DF0C	ECC Encode/Decode Data Test Register	E610TED	0000 0000 _H	32	FFC7 D60C _H	3	32
E6DF0C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 D60C _H	3	8
E6DF0C	ECC Redundant Bit Input Data Monitor Register	ECRIDM	00 _H	8	FFC7 D60D _H	3	8
E6DF0C	ECC Encode/Decode Data Input and Output Substitution Buffer Register	ECEDB	0000 _H	16	FFC7 D60E _H	3	16
E6DF0C	ECC Error Address Register	E610EAD	0000 0000 _H	32	FFC7 D610 _H	3	32
E6DF1M	ECC Control Register	E610CTL	001X _H	16	FFC7 D800 _H	3	8, 16
E6DF1M	ECC Test Mode Control Register	E610TMC	0000 _H	16	FFC7 D804 _H	3	8, 16
E6DF1M	ECC Redundant Bit Data Control Test Register	E610TRC	0000 0000 _H	32	FFC7 D808 _H	3	32
E6DF1M	ECC Redundant Bit Output Data Monitor Register	ECRODM	00 _H	8	FFC7 D808 _H	3	8
E6DF1M	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 D809 _H	3	8
E6DF1M	ECC6 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 D80A _H	3	8
E6DF1M	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 D80B _H	3	8
E6DF1M	ECC Encode/Decode Data Test Register	E610TED	0000 0000 _H	32	FFC7 D80C _H	3	32
E6DF1M	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 D80C _H	3	8
E6DF1M	ECC Redundant Bit Input Data Monitor Register	ECRIDM	00 _H	8	FFC7 D80D _H	3	8
E6DF1M	ECC Encode/Decode Data Input and Output Substitution Buffer Register	ECEDB	0000 _H	16	FFC7 D80E _H	3	16
E6DF1M	ECC Error Address Register	E610EAD	0000 0000 _H	32	FFC7 D810 _H	3	32
E6DF1C	ECC Control Register	E610CTL	001X _H	16	FFC7 DA00 _H	3	8, 16
E6DF1C	ECC Test Mode Control Register	E610TMC	0000 _H	16	FFC7 DA04 _H	3	8, 16
E6DF1C	ECC Redundant Bit Data Control Test Register	E610TRC	0000 0000 _H	32	FFC7 DA08 _H	3	32
E6DF1C	ECC Redundant Bit Output Data Monitor Register	ECRODM	00 _H	8	FFC7 DA08 _H	3	8
E6DF1C	ECC Encode Test Register	ECECRD	00 _H	8	FFC7 DA09 _H	3	8
E6DF1C	ECC6 Bit Redundant Bit Data Retention Test Register	ECHORD	00 _H	8	FFC7 DA0A _H	3	8
E6DF1C	ECC Decode Syndrome Data Register	ECSYND	00 _H	8	FFC7 DA0B _H	3	8
E6DF1C	ECC Encode/Decode Data Test Register	E610TED	0000 0000 _H	32	FFC7 DA0C _H	3	32
E6DF1C	ECC Redundant Bit input and Output Substitution Buffer Register	ECERDB	00 _H	8	FFC7 DA0C _H	3	8
E6DF1C	ECC Redundant Bit Input Data Monitor Register	ECRIDM	00 _H	8	FFC7 DA0D _H	3	8
E6DF1C	ECC Encode/Decode Data Input and Output Substitution Buffer Register	ECEDB	0000 _H	16	FFC7 DA0E _H	3	16
E6DF1C	ECC Error Address Register	E610EAD	0000 0000 _H	32	FFC7 DA10 _H	3	32
APDP	P-Bus Data Parity Status Register PT0A	APDPERRST_PT0A	0000 0000 _H	32	FFC8 5000 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register PT0A	APDPERRSTC_PT0A	0000 0000 _H	32	FFC8 5004 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register PT0A	APDPTMC_PT0A	0000 0000 _H	32	FFC8 5008 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register PT0A	APDPERRADR_PT0A	0000 0000 _H	32	FFC8 500C _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APDP	P-Bus Data Parity Status Register PT0B	APDPERRST_PT0B	0000 0000 _H	32	FFC8 5020 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register PT0B	APDPERRSTC_PT0B	0000 0000 _H	32	FFC8 5024 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register PT0B	APDPTMC_PT0B	0000 0000 _H	32	FFC8 5028 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register PT0B	APDPERRADR_PT0B	0000 0000 _H	32	FFC8 502C _H	3	32
APDP	P-Bus Data Parity Status Register PT1A	APDPERRST_PT1A	0000 0000 _H	32	FFC8 5040 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register PT1A	APDPERRSTC_PT1A	0000 0000 _H	32	FFC8 5044 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register PT1A	APDPTMC_PT1A	0000 0000 _H	32	FFC8 5048 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register PT1A	APDPERRADR_PT1A	0000 0000 _H	32	FFC8 504C _H	3	32
APDP	P-Bus Data Parity Status Register PT1B	APDPERRST_PT1B	0000 0000 _H	32	FFC8 5060 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register PT1B	APDPERRSTC_PT1B	0000 0000 _H	32	FFC8 5064 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register PT1B	APDPTMC_PT1B	0000 0000 _H	32	FFC8 5068 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register PT1B	APDPERRADR_PT1B	0000 0000 _H	32	FFC8 506C _H	3	32
APDP	P-Bus Data Parity Status Register DNF0	APDPERRST_DNF0	0000 0000 _H	32	FFC8 50C0 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DNF0	APDPERRSTC_DNF0	0000 0000 _H	32	FFC8 50C4 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF0	APDPTMC_DNF0	0000 0000 _H	32	FFC8 50C8 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF0	APDPERRADR_DNF0	0000 0000 _H	32	FFC8 50CC _H	3	32
APDP	P-Bus Data Parity Status Register DNF1	APDPERRST_DNF1	0000 0000 _H	32	FFC8 50E0 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DNF1	APDPERRSTC_DNF1	0000 0000 _H	32	FFC8 50E4 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF1	APDPTMC_DNF1	0000 0000 _H	32	FFC8 50E8 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF1	APDPERRADR_DNF1	0000 0000 _H	32	FFC8 50EC _H	3	32
APDP	P-Bus Data Parity Status Register DNF2	APDPERRST_DNF2	0000 0000 _H	32	FFC8 5800 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DNF2	APDPERRSTC_DNF2	0000 0000 _H	32	FFC8 5804 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF2	APDPTMC_DNF2	0000 0000 _H	32	FFC8 5808 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF2	APDPERRADR_DNF2	0000 0000 _H	32	FFC8 580C _H	3	32
APDP	P-Bus Data Parity Status Register DNF3	APDPERRST_DNF3	0000 0000 _H	32	FFC8 5820 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DNF3	APDPERRSTC_DNF3	0000 0000 _H	32	FFC8 5824 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF3	APDPTMC_DNF3	0000 0000 _H	32	FFC8 5828 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF3	APDPERRADR_DNF3	0000 0000 _H	32	FFC8 582C _H	3	32
APDP	P-Bus Data Parity Status Register DNF4	APDPERRST_DNF4	0000 0000 _H	32	FFC8 5840 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DNF4	APDPERRSTC_DNF4	0000 0000 _H	32	FFC8 5844 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF4	APDPTMC_DNF4	0000 0000 _H	32	FFC8 5848 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF4	APDPERRADR_DNF4	0000 0000 _H	32	FFC8 584C _H	3	32
APDP	P-Bus Data Parity Status Register DNF5	APDPERRST_DNF5	0000 0000 _H	32	FFC8 5860 _H	3	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APDP	P-Bus Data Parity Status Clear Register DNF5	APDPERRSTC_DNF5	0000 0000 _H	32	FFC8 5864 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF5	APDPTMC_DNF5	0000 0000 _H	32	FFC8 5868 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF5	APDPERRADR_DNF5	0000 0000 _H	32	FFC8 586C _H	3	32
APDP	P-Bus Data Parity Status Register DNF6	APDPERRST_DNF6	0000 0000 _H	32	FFC8 5880 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DNF6	APDPERRSTC_DNF6	0000 0000 _H	32	FFC8 5884 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF6	APDPTMC_DNF6	0000 0000 _H	32	FFC8 5888 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF6	APDPERRADR_DNF6	0000 0000 _H	32	FFC8 588C _H	3	32
APDP	P-Bus Data Parity Status Register DNF7	APDPERRST_DNF7	0000 0000 _H	32	FFC8 58A0 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DNF7	APDPERRSTC_DNF7	0000 0000 _H	32	FFC8 58A4 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF7	APDPTMC_DNF7	0000 0000 _H	32	FFC8 58A8 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF7	APDPERRADR_DNF7	0000 0000 _H	32	FFC8 58AC _H	3	32
APDP	P-Bus Data Parity Status Register DNF8	APDPERRST_DNF8	0000 0000 _H	32	FFC8 5100 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DNF8	APDPERRSTC_DNF8	0000 0000 _H	32	FFC8 5104 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DNF8	APDPTMC_DNF8	0000 0000 _H	32	FFC8 5108 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DNF8	APDPERRADR_DNF8	0000 0000 _H	32	FFC8 510C _H	3	32
APDP	P-Bus Data Parity Status Register INTC2B	APDPERRST_INTC2B	0000 0000 _H	32	FFC8 6000 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register INTC2B	APDPERRSTC_INTC2B	0000 0000 _H	32	FFC8 6004 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register INTC2B	APDPTMC_INTC2B	0000 0000 _H	32	FFC8 6008 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register INTC2B	APDPERRADR_INTC2B	0000 0000 _H	32	FFC8 600C _H	3	32
APDP	P-Bus Data Parity Status Register DADC	APDPERRST_DADC	0000 0000 _H	32	FFC8 7000 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DADC	APDPERRSTC_DADC	0000 0000 _H	32	FFC8 7004 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DADC	APDPTMC_DADC	0000 0000 _H	32	FFC8 7008 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DADC	APDPERRADR_DADC	0000 0000 _H	32	FFC8 700C _H	3	32
APDP	P-Bus Data Parity Status Register DAD0	APDPERRST_DAD0	0000 0000 _H	32	FFC8 7020 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DAD0	APDPERRSTC_DAD0	0000 0000 _H	32	FFC8 7024 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DAD0	APDPTMC_DAD0	0000 0000 _H	32	FFC8 7028 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DAD0	APDPERRADR_DAD0	0000 0000 _H	32	FFC8 702C _H	3	32
APDP	P-Bus Data Parity Status Register DAD1	APDPERRST_DAD1	0000 0000 _H	32	FFC8 7040 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DAD1	APDPERRSTC_DAD1	0000 0000 _H	32	FFC8 7044 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DAD1	APDPTMC_DAD1	0000 0000 _H	32	FFC8 7048 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DAD1	APDPERRADR_DAD1	0000 0000 _H	32	FFC8 704C _H	3	32
APDP	P-Bus Data Parity Status Register DAD2	APDPERRST_DAD2	0000 0000 _H	32	FFC8 7060 _H	3	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APDP	P-Bus Data Parity Status Clear Register DAD2	APDPERRSTC_DA D2	0000 0000 _H	32	FFC8 7064 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DAD2	APDPTMC_DAD2	0000 0000 _H	32	FFC8 7068 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DAD2	APDPERRADR_DA D2	0000 0000 _H	32	FFC8 706C _H	3	32
APDP	P-Bus Data Parity Status Register DAD3	APDPERRST_DAD3	0000 0000 _H	32	FFC8 7080 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DAD3	APDPERRSTC_DA D3	0000 0000 _H	32	FFC8 7084 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DAD3	APDPTMC_DAD3	0000 0000 _H	32	FFC8 7088 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DAD3	APDPERRADR_DA D3	0000 0000 _H	32	FFC8 708C _H	3	32
APDP	P-Bus Data Parity Status Register DAD4	APDPERRST_DAD4	0000 0000 _H	32	FFC8 70A0 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DAD4	APDPERRSTC_DA D4	0000 0000 _H	32	FFC8 70A4 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DAD4	APDPTMC_DAD4	0000 0000 _H	32	FFC8 70A8 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DAD4	APDPERRADR_DA D4	0000 0000 _H	32	FFC8 70AC _H	3	32
APDP	P-Bus Data Parity Status Register DAD5	APDPERRST_DAD5	0000 0000 _H	32	FFC8 70C0 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DAD5	APDPERRSTC_DA D5	0000 0000 _H	32	FFC8 70C4 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DAD5	APDPTMC_DAD5	0000 0000 _H	32	FFC8 70C8 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DAD5	APDPERRADR_DA D5	0000 0000 _H	32	FFC8 70CC _H	3	32
APDP	P-Bus Data Parity Status Register DAD6	APDPERRST_DAD6	0000 0000 _H	32	FFC8 70E0 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DAD6	APDPERRSTC_DA D6	0000 0000 _H	32	FFC8 70E4 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DAD6	APDPTMC_DAD6	0000 0000 _H	32	FFC8 70E8 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DAD6	APDPERRADR_DA D6	0000 0000 _H	32	FFC8 70EC _H	3	32
APDP	P-Bus Data Parity Status Register DAD7	APDPERRST_DAD7	0000 0000 _H	32	FFC8 7100 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register DAD7	APDPERRSTC_DA D7	0000 0000 _H	32	FFC8 7104 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register DAD7	APDPTMC_DAD7	0000 0000 _H	32	FFC8 7108 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register DAD7	APDPERRADR_DA D7	0000 0000 _H	32	FFC8 710C _H	3	32
APDP	P-Bus Data Parity Status Register ADC0	APDPERRST_ADC0	0000 0000 _H	32	FFC8 8000 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register ADC0	APDPERRSTC_AD C0	0000 0000 _H	32	FFC8 8004 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register ADC0	APDPTMC_ADC0	0000 0000 _H	32	FFC8 8008 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register ADC0	APDPERRADR_AD C0	0000 0000 _H	32	FFC8 800C _H	3	32
APDP	P-Bus Data Parity Status Register ADC1	APDPERRST_ADC1	0000 0000 _H	32	FFC8 8020 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register ADC1	APDPERRSTC_AD C1	0000 0000 _H	32	FFC8 8024 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register ADC1	APDPTMC_ADC1	0000 0000 _H	32	FFC8 8028 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register ADC1	APDPERRADR_AD C1	0000 0000 _H	32	FFC8 802C _H	3	32
APDP	P-Bus Data Parity Status Register IFC	APDPERRST_IFC	0000 0000 _H	32	FFC8 8100 _H	3	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APDP	P-Bus Data Parity Status Clear Register IFC	APDPERRSTC_IFC	0000 0000 _H	32	FFC8 8104 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register IFC	APDPTMC_IFC	0000 0000 _H	32	FFC8 8108 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register IFC	APDPERRADR_IFC	0000 0000 _H	32	FFC8 810C _H	3	32
APDP	P-Bus Data Parity Status Register ASF	APDPERRST_ASF	0000 0000 _H	32	FFC8 8120 _H	3	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register ASF	APDPERRSTC_ASF	0000 0000 _H	32	FFC8 8124 _H	3	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register ASF	APDPTMC_ASF	0000 0000 _H	32	FFC8 8128 _H	3	16, 32
APDP	P-Bus Data Parity Error Address Register ASF	APDPERRADR_ASF	0000 0000 _H	32	FFC8 812C _H	3	32
ECMM	ECM Master Error Set Trigger Register	ECMMESET	00 _H	8	FFCB 0000 _H	3	8
ECMM	ECM Master Error Clear Trigger Register	ECMMECLR	00 _H	8	FFCB 0004 _H	3	8
ECMM	ECM Master Error Source Status Register 0	ECMMESSTR0	0000 0000 _H	32	FFCB 0008 _H	3	32
ECMM	ECM Master Error Source Status Register 1	ECMMESSTR1	0000 0000 _H	32	FFCB 000C _H	3	32
ECMM	ECM Master Protection Command Register	ECMMPCMD0	XXXX XXXX _H	32	FFCB 0010 _H	3	32
ECMC	ECM Checker Error Set Trigger Register	ECMCESET	00 _H	8	FFCB 1000 _H	3	8
ECMC	ECM Checker Error Clear Trigger Register	ECMCECLR	00 _H	8	FFCB 1004 _H	3	8
ECMC	ECM Checker Error Source Status Register 0	ECMCESSTR0	0000 0000 _H	32	FFCB 1008 _H	3	32
ECMC	ECM Checker Error Source Status Register 1	ECMCESSTR1	0000 0000 _H	32	FFCB 100C _H	3	32
ECMC	ECM Checker Protection Command Register	ECMCPCMD0	XXXX XXXX _H	32	FFCB 1010 _H	3	32
ECM	ECM Error Pulse Configuration Register	ECMEPCFG	00 _H	8	FFCB 2000 _H	3	8
ECM	ECM Maskable Interrupt Configuration Register 0	ECMMICFG0	0000 0000 _H	32	FFCB 2004 _H	3	32
ECM	ECM Maskable Interrupt Configuration Register 1	ECMMICFG1	0000 0000 _H	32	FFCB 2008 _H	3	32
ECM	ECM FE Level Interrupt Configuration Register 0	ECMNMICFG0	0000 0000 _H	32	FFCB 200C _H	3	32
ECM	ECM FE Level Interrupt Configuration Register 1	ECMNMICFG1	0000 0000 _H	32	FFCB 2010 _H	3	32
ECM	ECM Internal Reset Configuration Register 0	ECMIRCFG0	0000 000F _H	32	FFCB 2014 _H	3	32
ECM	ECM Internal Reset Configuration Register 1	ECMIRCFG1	0000 0000 _H	32	FFCB 2018 _H	3	32
ECM	ECM Error Mask Register 0	ECMEMK0	0000 0000 _H	32	FFCB 201C _H	3	32
ECM	ECM Error Mask Register 1	ECMEMK1	0000 0000 _H	32	FFCB 2020 _H	3	32
ECM	ECM Error Source Status Clear Register 0	ECMESSTC0	0000 0000 _H	32	FFCB 2024 _H	3	32
ECM	ECM Error Source Status Clear Register 1	ECMESSTC1	0000 0000 _H	32	FFCB 2028 _H	3	32
ECM	ECM Protection Command Register	ECMPCMD1	XXXX XXXX _H	32	FFCB 202C _H	3	32
ECM	ECM Protection Status Register	ECMPS	00 _H	8	FFCB 2030 _H	3	8
ECM	ECM Pseudo Error Trigger Register 0	ECMPE0	0000 0000 _H	32	FFCB 2034 _H	3	32
ECM	ECM Pseudo Error Trigger Register 1	ECMPE1	0000 0000 _H	32	FFCB 2038 _H	3	32
ECM	ECM Delay Timer Control Register	ECMDTMCTL	00 _H	8	FFCB 203C _H	3	8
ECM	ECM Delay Timer Register	ECMDTMR	0000 _H	16	FFCB 2040 _H	3	16
ECM	ECM Delay Timer Comparison Register	ECMDTMCMP	0000 _H	16	FFCB 2044 _H	3	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ECM	ECM Delay Timer Configuration Register 0	ECMDTMCFG0	0000 0000 _H	32	FFCB 2048 _H	3	32
ECM	ECM Delay Timer Configuration Register 1	ECMDTMCFG1	0000 0000 _H	32	FFCB 204C _H	3	32
ECM	ECM Delay Timer Configuration Register 2	ECMDTMCFG2	0000 0000 _H	32	FFCB 2050 _H	3	32
ECM	ECM Delay Timer Configuration Register 3	ECMDTMCFG3	0000 0000 _H	32	FFCB 2054 _H	3	32
FLASH	Product Name Storage Register 1	PRDNAME1	XXXX XXXX _H	32	FFCD 00D0 _H	3	32
FLASH	Product Name Storage Register 2	PRDNAME2	XXXX XXXX _H	32	FFCD 00D4 _H	3	32
FLASH	Product Name Storage Register 3	PRDNAME3	XXXX XXXX _H	32	FFCD 00D8 _H	3	32
FLASH	Product Name Storage Register 4	PRDNAME4	XXXX XXXX _H	32	FFCD 00DC _H	3	32
RLN210G	LIN Wake-up Baud Rate Selection Register	LWBR	00 _H	8	FFCE 0001 _H	3	8
RLN210G	LIN Baud Rate Prescaler 0 Register	LBRP0	00 _H	8	FFCE 0002 _H	3	8
RLN210G	LIN Baud Rate Prescaler 1 Register	LBRP1	00 _H	8	FFCE 0003 _H	3	8
RLN210G	LIN Self Test Control Register	LSTC	00 _H	8	FFCE 0004 _H	3	8
RLN2100	LIN0 Mode Register	L0MD	00 _H	8	FFCE 0008 _H	3	8
RLN2100	LIN0 Break Filed Setting Register	L0BFC	00 _H	8	FFCE 0009 _H	3	8
RLN2100	LIN0 Space Setting Register	L0SC	00 _H	8	FFCE 000A _H	3	8
RLN2100	LIN0 Wake-up Setting Register	L0WUP	00 _H	8	FFCE 000B _H	3	8
RLN2100	LIN0 Interrupt Enable Register	L0IE	00 _H	8	FFCE 000C _H	3	8
RLN2100	LIN0 Error Detection Enable Register	L0EDE	00 _H	8	FFCE 000D _H	3	8
RLN2100	LIN0 Control Register	L0CUC	00 _H	8	FFCE 000E _H	3	8
RLN2100	LIN0 Transmission Control Register	L0TRC	00 _H	8	FFCE 0010 _H	3	8
RLN2100	LIN0 Mode Status Register	L0MST	00 _H	8	FFCE 0011 _H	3	8
RLN2100	LIN0 Status Register	L0ST	00 _H	8	FFCE 0012 _H	3	8
RLN2100	LIN0 Error Status Register	L0EST	00 _H	8	FFCE 0013 _H	3	8
RLN2100	LIN0 Data Field Setting Register	L0DFC	00 _H	8	FFCE 0014 _H	3	8
RLN2100	LIN0 ID Buffer Register	L0IDB	XX _H	8	FFCE 0015 _H	3	8
RLN2100	LIN0 Check Sum Buffer Register	L0CBR	XX _H	8	FFCE 0016 _H	3	8
RLN2100	LIN0 Data Buffer 1 Register	L0DBR1	XX _H	8	FFCE 0018 _H	3	8
RLN2100	LIN0 Data Buffer 2 Register	L0DBR2	XX _H	8	FFCE 0019 _H	3	8
RLN2100	LIN0 Data Buffer 3 Register	L0DBR3	XX _H	8	FFCE 001A _H	3	8
RLN2100	LIN0 Data Buffer 4 Register	L0DBR4	XX _H	8	FFCE 001B _H	3	8
RLN2100	LIN0 Data Buffer 5 Register	L0DBR5	XX _H	8	FFCE 001C _H	3	8
RLN2100	LIN0 Data Buffer 6 Register	L0DBR6	XX _H	8	FFCE 001D _H	3	8
RLN2100	LIN0 Data Buffer 7 Register	L0DBR7	XX _H	8	FFCE 001E _H	3	8
RLN2100	LIN0 Data Buffer 8 Register	L0DBR8	XX _H	8	FFCE 001F _H	3	8
RSCFD0 (Classical CAN Mode)	Channel 0 Configuration Register	RSCAN0C0CFG	0000 0000 _H	32	FFD0 0000 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 0 Control Register	RSCAN0C0CTR	0000 0005 _H	32	FFD0 0004 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 0 Status Register	RSCAN0C0STS	0000 0005 _H	32	FFD0 0008 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Channel 0 Error Flag Register	RSCAN0C0ERFL	0000 0000 _H	32	FFD0 000C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 1 Configuration Register	RSCAN0C1CFG	0000 0000 _H	32	FFD0 0010 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 1 Control Register	RSCAN0C1CTR	0000 0005 _H	32	FFD0 0014 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 1 Status Register	RSCAN0C1STS	0000 0005 _H	32	FFD0 0018 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 1 Error Flag Register	RSCAN0C1ERFL	0000 0000 _H	32	FFD0 001C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 2 Configuration Register	RSCAN0C2CFG	0000 0000 _H	32	FFD0 0020 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 2 Control Register	RSCAN0C2CTR	0000 0005 _H	32	FFD0 0024 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 2 Status Register	RSCAN0C2STS	0000 0005 _H	32	FFD0 0028 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 2 Error Flag Register	RSCAN0C2ERFL	0000 0000 _H	32	FFD0 002C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 3 Configuration Register	RSCAN0C3CFG	0000 0000 _H	32	FFD0 0030 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 3 Control Register	RSCAN0C3CTR	0000 0005 _H	32	FFD0 0034 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 3 Status Register	RSCAN0C3STS	0000 0005 _H	32	FFD0 0038 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Channel 3 Error Flag Register	RSCAN0C3ERFL	0000 0000 _H	32	FFD0 003C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Global Configuration Register	RSCAN0GCFG	0000 0000 _H	32	FFD0 0084 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Global Control Register	RSCAN0GCTR	0000 0005 _H	32	FFD0 0088 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Global Status Register	RSCAN0GSTS	0000 000D _H	32	FFD0 008C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Global Error Flag Register	RSCAN0GERFL	0000 0000 _H	32	FFD0 0090 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Global Time Stamp Counter Register	RSCAN0GTSC	0000 0000 _H	32	FFD0 0094 _H	2	16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Entry Control Register	RSCAN0GAFLECTR	0000 0000 _H	32	FFD0 0098 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Configuration Register 0	RSCAN0GAFLECFG0	0000 0000 _H	32	FFD0 009C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Number Register	RSCAN0RMNB	0000 0000 _H	32	FFD0 00A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer New Data Register 0	RSCAN0RMND0	0000 0000 _H	32	FFD0 00A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer New Data Register 1	RSCAN0RMND1	0000 0000 _H	32	FFD0 00AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Configuration/ Control Register 0	RSCAN0RFCC0	0000 0000 _H	32	FFD0 00B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Configuration/ Control Register 1	RSCAN0RFCC1	0000 0000 _H	32	FFD0 00BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Configuration/ Control Register 2	RSCAN0RFCC2	0000 0000 _H	32	FFD0 00C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Configuration/ Control Register 3	RSCAN0RFCC3	0000 0000 _H	32	FFD0 00C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Configuration/ Control Register 4	RSCAN0RFCC4	0000 0000 _H	32	FFD0 00C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Configuration/ Control Register 5	RSCAN0RFCC5	0000 0000 _H	32	FFD0 00CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Configuration/ Control Register 6	RSCAN0RFCC6	0000 0000 _H	32	FFD0 00D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Configuration/ Control Register 7	RSCAN0RFCC7	0000 0000 _H	32	FFD0 00D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Status Register 0	RSCAN0RFSTS0	0000 0001 _H	32	FFD0 00D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Status Register 1	RSCAN0RFSTS1	0000 0001 _H	32	FFD0 00DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Status Register 2	RSCAN0RFSTS2	0000 0001 _H	32	FFD0 00E0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Status Register 3	RSCAN0RFSTS3	0000 0001 _H	32	FFD0 00E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Status Register 4	RSCAN0RFSTS4	0000 0001 _H	32	FFD0 00E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Status Register 5	RSCAN0RFSTS5	0000 0001 _H	32	FFD0 00EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Status Register 6	RSCAN0RFSTS6	0000 0001 _H	32	FFD0 00F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Status Register 7	RSCAN0RFSTS7	0000 0001 _H	32	FFD0 00F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Pointer Control Register 0	RSCAN0RFPCTR0	0000 0000 _H	32	FFD0 00F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Pointer Control Register 1	RSCAN0RFPCTR1	0000 0000 _H	32	FFD0 00FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Pointer Control Register 2	RSCAN0RFPCTR2	0000 0000 _H	32	FFD0 0100 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Pointer Control Register 3	RSCAN0RFPCTR3	0000 0000 _H	32	FFD0 0104 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Pointer Control Register 4	RSCAN0RFPCTR4	0000 0000 _H	32	FFD0 0108 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Pointer Control Register 5	RSCAN0RFPCTR5	0000 0000 _H	32	FFD0 010C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Pointer Control Register 6	RSCAN0RFPCTR6	0000 0000 _H	32	FFD0 0110 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Pointer Control Register 7	RSCAN0RFPCTR7	0000 0000 _H	32	FFD0 0114 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 0	RSCAN0CFCC0	0000 0000 _H	32	FFD0 0118 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 1	RSCAN0CFCC1	0000 0000 _H	32	FFD0 011C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 2	RSCAN0CFCC2	0000 0000 _H	32	FFD0 0120 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 3	RSCAN0CFCC3	0000 0000 _H	32	FFD0 0124 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 4	RSCAN0CFCC4	0000 0000 _H	32	FFD0 0128 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 5	RSCAN0CFCC5	0000 0000 _H	32	FFD0 012C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 6	RSCAN0CFCC6	0000 0000 _H	32	FFD0 0130 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 7	RSCAN0CFCC7	0000 0000 _H	32	FFD0 0134 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 8	RSCAN0CFCC8	0000 0000 _H	32	FFD0 0138 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 9	RSCAN0CFCC9	0000 0000 _H	32	FFD0 013C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 10	RSCAN0CFCC10	0000 0000 _H	32	FFD0 0140 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/receive FIFO Buffer Configuration and Control Register 11	RSCAN0CFCC11	0000 0000 _H	32	FFD0 0144 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 0	RSCAN0CFSTS0	0000 0001 _H	32	FFD0 0178 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 1	RSCAN0CFSTS1	0000 0001 _H	32	FFD0 017C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 2	RSCAN0CFSTS2	0000 0001 _H	32	FFD0 0180 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 3	RSCAN0CFSTS3	0000 0001 _H	32	FFD0 0184 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 4	RSCAN0CFSTS4	0000 0001 _H	32	FFD0 0188 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 5	RSCAN0CFSTS5	0000 0001 _H	32	FFD0 018C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 6	RSCAN0CFSTS6	0000 0001 _H	32	FFD0 0190 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 7	RSCAN0CFSTS7	0000 0001 _H	32	FFD0 0194 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 8	RSCAN0CFSTS8	0000 0001 _H	32	FFD0 0198 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 9	RSCAN0CFSTS9	0000 0001 _H	32	FFD0 019C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 10	RSCAN0CFSTS10	0000 0001 _H	32	FFD0 01A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Status Register 11	RSCAN0CFSTS11	0000 0001 _H	32	FFD0 01A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 0	RSCAN0CFPCTR0	0000 0000 _H	32	FFD0 01D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 1	RSCAN0CFPCTR1	0000 0000 _H	32	FFD0 01DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 2	RSCAN0CFPCTR2	0000 0000 _H	32	FFD0 01E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 3	RSCAN0CFPCTR3	0000 0000 _H	32	FFD0 01E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 4	RSCAN0CFPCTR4	0000 0000 _H	32	FFD0 01E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 5	RSCAN0CFPCTR5	0000 0000 _H	32	FFD0 01EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 6	RSCAN0CFPCTR6	0000 0000 _H	32	FFD0 01F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 7	RSCAN0CFPCTR7	0000 0000 _H	32	FFD0 01F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 8	RSCAN0CFPCTR8	0000 0000 _H	32	FFD0 01F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 9	RSCAN0CFPCTR9	0000 0000 _H	32	FFD0 01FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 10	RSCAN0CFPCTR10	0000 0000 _H	32	FFD0 0200 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 11	RSCAN0CFPCTR11	0000 0000 _H	32	FFD0 0204 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	FIFO Empty Status Register	RSCAN0FESTS	007F FFFF _H	32	FFD0 0238 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	FIFO Full Status Register	RSCAN0FFSTS	0000 0000 _H	32	FFD0 023C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	FIFO Message Lost Status Register	RSCAN0FMSTS	0000 0000 _H	32	FFD0 0240 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Interrupt Flag Status Register	RSCAN0RFISTS	0000 0000 _H	32	FFD0 0244 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Receive Interrupt Flag Status Register	RSCAN0CFRISTS	0000 0000 _H	32	FFD0 0248 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Transmit Interrupt Flag Status Register	RSCAN0CFTISTS	0000 0000 _H	32	FFD0 024C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 0	RSCAN0TMC0	00 _H	8	FFD0 0250 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 1	RSCAN0TMC1	00 _H	8	FFD0 0251 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 2	RSCAN0TMC2	00 _H	8	FFD0 0252 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 3	RSCAN0TMC3	00 _H	8	FFD0 0253 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 4	RSCAN0TMC4	00 _H	8	FFD0 0254 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 5	RSCAN0TMC5	00 _H	8	FFD0 0255 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 6	RSCAN0TMC6	00 _H	8	FFD0 0256 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 7	RSCAN0TMC7	00 _H	8	FFD0 0257 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 8	RSCAN0TMC8	00 _H	8	FFD0 0258 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 9	RSCAN0TMC9	00 _H	8	FFD0 0259 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 10	RSCAN0TMC10	00 _H	8	FFD0 025A _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 11	RSCAN0TMC11	00 _H	8	FFD0 025B _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 12	RSCAN0TMC12	00 _H	8	FFD0 025C _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 13	RSCAN0TMC13	00 _H	8	FFD0 025D _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 14	RSCAN0TMC14	00 _H	8	FFD0 025E _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 15	RSCAN0TMC15	00 _H	8	FFD0 025F _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 16	RSCAN0TMC16	00 _H	8	FFD0 0260 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 17	RSCAN0TMC17	00 _H	8	FFD0 0261 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 18	RSCAN0TMC18	00 _H	8	FFD0 0262 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 19	RSCAN0TMC19	00 _H	8	FFD0 0263 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 20	RSCAN0TMC20	00 _H	8	FFD0 0264 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 21	RSCAN0TMC21	00 _H	8	FFD0 0265 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 22	RSCAN0TMC22	00 _H	8	FFD0 0266 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 23	RSCAN0TMC23	00 _H	8	FFD0 0267 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 24	RSCAN0TMC24	00 _H	8	FFD0 0268 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 25	RSCAN0TMC25	00 _H	8	FFD0 0269 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 26	RSCAN0TMC26	00 _H	8	FFD0 026A _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 27	RSCAN0TMC27	00 _H	8	FFD0 026B _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 28	RSCAN0TMC28	00 _H	8	FFD0 026C _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 29	RSCAN0TMC29	00 _H	8	FFD0 026D _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 30	RSCAN0TMC30	00 _H	8	FFD0 026E _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 31	RSCAN0TMC31	00 _H	8	FFD0 026F _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 32	RSCAN0TMC32	00 _H	8	FFD0 0270 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 33	RSCAN0TMC33	00 _H	8	FFD0 0271 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 34	RSCAN0TMC34	00 _H	8	FFD0 0272 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 35	RSCAN0TMC35	00 _H	8	FFD0 0273 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 36	RSCAN0TMC36	00 _H	8	FFD0 0274 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 37	RSCAN0TMC37	00 _H	8	FFD0 0275 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 38	RSCAN0TMC38	00 _H	8	FFD0 0276 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 39	RSCAN0TMC39	00 _H	8	FFD0 0277 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 40	RSCAN0TMC40	00 _H	8	FFD0 0278 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 41	RSCAN0TMC41	00 _H	8	FFD0 0279 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 42	RSCAN0TMC42	00 _H	8	FFD0 027A _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 43	RSCAN0TMC43	00 _H	8	FFD0 027B _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 44	RSCAN0TMC44	00 _H	8	FFD0 027C _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 45	RSCAN0TMC45	00 _H	8	FFD0 027D _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 46	RSCAN0TMC46	00 _H	8	FFD0 027E _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 47	RSCAN0TMC47	00 _H	8	FFD0 027F _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 48	RSCAN0TMC48	00 _H	8	FFD0 0280 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 49	RSCAN0TMC49	00 _H	8	FFD0 0281 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 50	RSCAN0TMC50	00 _H	8	FFD0 0282 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 51	RSCAN0TMC51	00 _H	8	FFD0 0283 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 52	RSCAN0TMC52	00 _H	8	FFD0 0284 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 53	RSCAN0TMC53	00 _H	8	FFD0 0285 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 54	RSCAN0TMC54	00 _H	8	FFD0 0286 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 55	RSCAN0TMC55	00 _H	8	FFD0 0287 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 56	RSCAN0TMC56	00 _H	8	FFD0 0288 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 57	RSCAN0TMC57	00 _H	8	FFD0 0289 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 58	RSCAN0TMC58	00 _H	8	FFD0 028A _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 59	RSCAN0TMC59	00 _H	8	FFD0 028B _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 60	RSCAN0TMC60	00 _H	8	FFD0 028C _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 61	RSCAN0TMC61	00 _H	8	FFD0 028D _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 62	RSCAN0TMC62	00 _H	8	FFD0 028E _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Control Register 63	RSCAN0TMC63	00 _H	8	FFD0 028F _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 0	RSCAN0TMSTS0	00 _H	8	FFD0 02D0 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 1	RSCAN0TMSTS1	00 _H	8	FFD0 02D1 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 2	RSCAN0TMSTS2	00 _H	8	FFD0 02D2 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 3	RSCAN0TMSTS3	00 _H	8	FFD0 02D3 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 4	RSCAN0TMSTS4	00 _H	8	FFD0 02D4 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 5	RSCAN0TMSTS5	00 _H	8	FFD0 02D5 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 6	RSCAN0TMSTS6	00 _H	8	FFD0 02D6 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 7	RSCAN0TMSTS7	00 _H	8	FFD0 02D7 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 8	RSCAN0TMSTS8	00 _H	8	FFD0 02D8 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 9	RSCAN0TMSTS9	00 _H	8	FFD0 02D9 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 10	RSCAN0TMSTS10	00 _H	8	FFD0 02DA _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 11	RSCAN0TMSTS11	00 _H	8	FFD0 02DB _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 12	RSCAN0TMSTS12	00 _H	8	FFD0 02DC _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 13	RSCAN0TMSTS13	00 _H	8	FFD0 02DD _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 14	RSCAN0TMSTS14	00 _H	8	FFD0 02DE _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 15	RSCAN0TMSTS15	00 _H	8	FFD0 02DF _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 16	RSCAN0TMSTS16	00 _H	8	FFD0 02E0 _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 17	RSCAN0TMSTS17	00 _H	8	FFD0 02E1 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 18	RSCAN0TMSTS18	00 _H	8	FFD0 02E2 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 19	RSCAN0TMSTS19	00 _H	8	FFD0 02E3 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 20	RSCAN0TMSTS20	00 _H	8	FFD0 02E4 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 21	RSCAN0TMSTS21	00 _H	8	FFD0 02E5 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 22	RSCAN0TMSTS22	00 _H	8	FFD0 02E6 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 23	RSCAN0TMSTS23	00 _H	8	FFD0 02E7 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 24	RSCAN0TMSTS24	00 _H	8	FFD0 02E8 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 25	RSCAN0TMSTS25	00 _H	8	FFD0 02E9 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 26	RSCAN0TMSTS26	00 _H	8	FFD0 02EA _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 27	RSCAN0TMSTS27	00 _H	8	FFD0 02EB _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 28	RSCAN0TMSTS28	00 _H	8	FFD0 02EC _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 29	RSCAN0TMSTS29	00 _H	8	FFD0 02ED _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 30	RSCAN0TMSTS30	00 _H	8	FFD0 02EE _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 31	RSCAN0TMSTS31	00 _H	8	FFD0 02EF _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 32	RSCAN0TMSTS32	00 _H	8	FFD0 02F0 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 33	RSCAN0TMSTS33	00 _H	8	FFD0 02F1 _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 34	RSCAN0TMSTS34	00 _H	8	FFD0 02F2 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 35	RSCAN0TMSTS35	00 _H	8	FFD0 02F3 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 36	RSCAN0TMSTS36	00 _H	8	FFD0 02F4 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 37	RSCAN0TMSTS37	00 _H	8	FFD0 02F5 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 38	RSCAN0TMSTS38	00 _H	8	FFD0 02F6 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 39	RSCAN0TMSTS39	00 _H	8	FFD0 02F7 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 40	RSCAN0TMSTS40	00 _H	8	FFD0 02F8 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 41	RSCAN0TMSTS41	00 _H	8	FFD0 02F9 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 42	RSCAN0TMSTS42	00 _H	8	FFD0 02FA _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 43	RSCAN0TMSTS43	00 _H	8	FFD0 02FB _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 44	RSCAN0TMSTS44	00 _H	8	FFD0 02FC _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 45	RSCAN0TMSTS45	00 _H	8	FFD0 02FD _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 46	RSCAN0TMSTS46	00 _H	8	FFD0 02FE _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 47	RSCAN0TMSTS47	00 _H	8	FFD0 02FF _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 48	RSCAN0TMSTS48	00 _H	8	FFD0 0300 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 49	RSCAN0TMSTS49	00 _H	8	FFD0 0301 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 50	RSCAN0TMSTS50	00 _H	8	FFD0 0302 _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 51	RSCAN0TMSTS51	00 _H	8	FFD0 0303 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 52	RSCAN0TMSTS52	00 _H	8	FFD0 0304 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 53	RSCAN0TMSTS53	00 _H	8	FFD0 0305 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 54	RSCAN0TMSTS54	00 _H	8	FFD0 0306 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 55	RSCAN0TMSTS55	00 _H	8	FFD0 0307 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 56	RSCAN0TMSTS56	00 _H	8	FFD0 0308 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 57	RSCAN0TMSTS57	00 _H	8	FFD0 0309 _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 58	RSCAN0TMSTS58	00 _H	8	FFD0 030A _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 59	RSCAN0TMSTS59	00 _H	8	FFD0 030B _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 60	RSCAN0TMSTS60	00 _H	8	FFD0 030C _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 61	RSCAN0TMSTS61	00 _H	8	FFD0 030D _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 62	RSCAN0TMSTS62	00 _H	8	FFD0 030E _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Status Register 63	RSCAN0TMSTS63	00 _H	8	FFD0 030F _H	2	8
RSCFD0 (Classical CAN Mode)	Transmit Buffer Transmit Request Status Register 0	RSCAN0TMTRSTS0	0000 0000 _H	32	FFD0 0350 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Transmit Request Status Register 1	RSCAN0TMTRSTS1	0000 0000 _H	32	FFD0 0354 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Transmit Abort Request Status Register 0	RSCAN0TMTARSTS0	0000 0000 _H	32	FFD0 0360 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Transmit Abort Request Status Register 1	RSCAN0TMTARSTS1	0000 0000 _H	32	FFD0 0364 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Transmit Complete Status Register 0	RSCAN0TMTCSTS0	0000 0000 _H	32	FFD0 0370 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Transmit Complete Status Register 1	RSCAN0TMTCSTS1	0000 0000 _H	32	FFD0 0374 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Transmit Abort Status Register 0	RSCAN0TMTASTS0	0000 0000 _H	32	FFD0 0380 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Transmit Abort Status Register 1	RSCAN0TMTASTS1	0000 0000 _H	32	FFD0 0384 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Interrupt Enable Configuration Register 0	RSCAN0TMIEC0	0000 0000 _H	32	FFD0 0390 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Interrupt Enable Configuration Register 1	RSCAN0TMIEC1	0000 0000 _H	32	FFD0 0394 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Configuration and Control Register 0	RSCAN0TXQCC0	0000 0000 _H	32	FFD0 03A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Configuration and Control Register 1	RSCAN0TXQCC1	0000 0000 _H	32	FFD0 03A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Configuration and Control Register 2	RSCAN0TXQCC2	0000 0000 _H	32	FFD0 03A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Configuration and Control Register 3	RSCAN0TXQCC3	0000 0000 _H	32	FFD0 03AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Status Register 0	RSCAN0TXQSTS0	0000 0001 _H	32	FFD0 03C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Status Register 1	RSCAN0TXQSTS1	0000 0001 _H	32	FFD0 03C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Status Register 2	RSCAN0TXQSTS2	0000 0001 _H	32	FFD0 03C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Status Register 3	RSCAN0TXQSTS3	0000 0001 _H	32	FFD0 03CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Pointer Control Register 0	RSCAN0TXQPCTR0	0000 0000 _H	32	FFD0 03E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Pointer Control Register 1	RSCAN0TXQPCTR1	0000 0000 _H	32	FFD0 03E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Queue Pointer Control Register 2	RSCAN0TXQPCTR2	0000 0000 _H	32	FFD0 03E8 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Queue Pointer Control Register 3	RSCAN0TXQPCTR3	0000 0000 _H	32	FFD0 03EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Configuration and Control Register 0	RSCAN0THLCC0	0000 0000 _H	32	FFD0 0400 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Configuration and Control Register 1	RSCAN0THLCC1	0000 0000 _H	32	FFD0 0404 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Configuration and Control Register 2	RSCAN0THLCC2	0000 0000 _H	32	FFD0 0408 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Configuration and Control Register 3	RSCAN0THLCC3	0000 0000 _H	32	FFD0 040C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Status Register 0	RSCAN0THLSTS0	0000 0001 _H	32	FFD0 0420 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Status Register 1	RSCAN0THLSTS1	0000 0001 _H	32	FFD0 0424 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Status Register 2	RSCAN0THLSTS2	0000 0001 _H	32	FFD0 0428 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Status Register 3	RSCAN0THLSTS3	0000 0001 _H	32	FFD0 042C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Pointer Control Register 0	RSCAN0THLPCTR0	0000 0000 _H	32	FFD0 0440 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Pointer Control Register 1	RSCAN0THLPCTR1	0000 0000 _H	32	FFD0 0444 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Pointer Control Register 2	RSCAN0THLPCTR2	0000 0000 _H	32	FFD0 0448 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Pointer Control Register 3	RSCAN0THLPCTR3	0000 0000 _H	32	FFD0 044C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Global TX Interrupt Status Register 0	RSCAN0GTINTSTS 0	0000 0000 _H	32	FFD0 0460 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Global Test Configuration Register	RSCAN0GTSTCFG	0000 0000 _H	32	FFD0 0468 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Global Test Control Register	RSCAN0GTSTCTR	0000 0000 _H	32	FFD0 046C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Global FD Configuration Register	RSCAN0GFDCFG	0000 0000 _H	32	FFD0 0474 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Global Lock Key Register	RSCAN0GLOCKK	0000 0000 _H	32	FFD0 047C _H	2	16, 32
RSCFD0 (Classical CAN Mode)	Global Interface Mode Select Register	RSCAN0CFDGRMC FG	0000 0000 _H	32	FFD0 04FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 0	RSCAN0GAFLID0	0000 0000 _H	32	FFD0 0500 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 0	RSCAN0GAFLM0	0000 0000 _H	32	FFD0 0504 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 0	RSCAN0GAFLP0_0	0000 0000 _H	32	FFD0 0508 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 0	RSCAN0GAFLP1_0	0000 0000 _H	32	FFD0 050C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 1	RSCAN0GAFLID1	0000 0000 _H	32	FFD0 0510 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 1	RSCAN0GAFLM1	0000 0000 _H	32	FFD0 0514 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 1	RSCAN0GAFLP0_1	0000 0000 _H	32	FFD0 0518 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 1	RSCAN0GAFLP1_1	0000 0000 _H	32	FFD0 051C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 2	RSCAN0GAFLID2	0000 0000 _H	32	FFD0 0520 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 2	RSCAN0GAFLM2	0000 0000 _H	32	FFD0 0524 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 2	RSCAN0GAFLP0_2	0000 0000 _H	32	FFD0 0528 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 2	RSCAN0GAFLP1_2	0000 0000 _H	32	FFD0 052C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 3	RSCAN0GAFLID3	0000 0000 _H	32	FFD0 0530 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 3	RSCAN0GAFLM3	0000 0000 _H	32	FFD0 0534 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 3	RSCAN0GAFLP0_3	0000 0000 _H	32	FFD0 0538 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 3	RSCAN0GAFLP1_3	0000 0000 _H	32	FFD0 053C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 4	RSCAN0GAFLID4	0000 0000 _H	32	FFD0 0540 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 4	RSCAN0GAFLM4	0000 0000 _H	32	FFD0 0544 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 4	RSCAN0GAFLP0_4	0000 0000 _H	32	FFD0 0548 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 4	RSCAN0GAFLP1_4	0000 0000 _H	32	FFD0 054C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 5	RSCAN0GAFLID5	0000 0000 _H	32	FFD0 0550 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 5	RSCAN0GAFLM5	0000 0000 _H	32	FFD0 0554 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 5	RSCAN0GAFLP0_5	0000 0000 _H	32	FFD0 0558 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 5	RSCAN0GAFLP1_5	0000 0000 _H	32	FFD0 055C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 6	RSCAN0GAFLID6	0000 0000 _H	32	FFD0 0560 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 6	RSCAN0GAFLM6	0000 0000 _H	32	FFD0 0564 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 6	RSCAN0GAFLP0_6	0000 0000 _H	32	FFD0 0568 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 6	RSCAN0GAFLP1_6	0000 0000 _H	32	FFD0 056C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 7	RSCAN0GAFLID7	0000 0000 _H	32	FFD0 0570 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 7	RSCAN0GAFLM7	0000 0000 _H	32	FFD0 0574 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 7	RSCAN0GAFLP0_7	0000 0000 _H	32	FFD0 0578 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 7	RSCAN0GAFLP1_7	0000 0000 _H	32	FFD0 057C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 8	RSCAN0GAFLID8	0000 0000 _H	32	FFD0 0580 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 8	RSCAN0GAFLM8	0000 0000 _H	32	FFD0 0584 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 8	RSCAN0GAFLP0_8	0000 0000 _H	32	FFD0 0588 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 8	RSCAN0GAFLP1_8	0000 0000 _H	32	FFD0 058C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 9	RSCAN0GAFLID9	0000 0000 _H	32	FFD0 0590 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 9	RSCAN0GAFLM9	0000 0000 _H	32	FFD0 0594 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 9	RSCAN0GAFLP0_9	0000 0000 _H	32	FFD0 0598 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 9	RSCAN0GAFLP1_9	0000 0000 _H	32	FFD0 059C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 10	RSCAN0GAFLID10	0000 0000 _H	32	FFD0 05A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 10	RSCAN0GAFLM10	0000 0000 _H	32	FFD0 05A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 10	RSCAN0GAFLP0_10	0000 0000 _H	32	FFD0 05A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 10	RSCAN0GAFLP1_10	0000 0000 _H	32	FFD0 05AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 11	RSCAN0GAFLID11	0000 0000 _H	32	FFD0 05B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 11	RSCAN0GAFLM11	0000 0000 _H	32	FFD0 05B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 11	RSCAN0GAFLP0_11	0000 0000 _H	32	FFD0 05B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 11	RSCAN0GAFLP1_11	0000 0000 _H	32	FFD0 05BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 12	RSCAN0GAFLID12	0000 0000 _H	32	FFD0 05C0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 12	RSCAN0GAFLM12	0000 0000 _H	32	FFD0 05C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 12	RSCAN0GAFLP0_1 2	0000 0000 _H	32	FFD0 05C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 12	RSCAN0GAFLP1_1 2	0000 0000 _H	32	FFD0 05CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 13	RSCAN0GAFLID13	0000 0000 _H	32	FFD0 05D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 13	RSCAN0GAFLM13	0000 0000 _H	32	FFD0 05D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 13	RSCAN0GAFLP0_1 3	0000 0000 _H	32	FFD0 05D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 13	RSCAN0GAFLP1_1 3	0000 0000 _H	32	FFD0 05DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 14	RSCAN0GAFLID14	0000 0000 _H	32	FFD0 05E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 14	RSCAN0GAFLM14	0000 0000 _H	32	FFD0 05E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 14	RSCAN0GAFLP0_1 4	0000 0000 _H	32	FFD0 05E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 14	RSCAN0GAFLP1_1 4	0000 0000 _H	32	FFD0 05EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule ID Register 15	RSCAN0GAFLID15	0000 0000 _H	32	FFD0 05F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Mask Register 15	RSCAN0GAFLM15	0000 0000 _H	32	FFD0 05F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 0 Register 15	RSCAN0GAFLP0_1 5	0000 0000 _H	32	FFD0 05F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Rule Pointer 1 Register 15	RSCAN0GAFLP1_1 5	0000 0000 _H	32	FFD0 05FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 0	RSCAN0RMID0	0000 0000 _H	32	FFD0 0600 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 0	RSCAN0RMPTR0	0000 0000 _H	32	FFD0 0604 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 0	RSCAN0RMDf0_0	0000 0000 _H	32	FFD0 0608 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 0	RSCAN0RMDf1_0	0000 0000 _H	32	FFD0 060C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 1	RSCAN0RMID1	0000 0000 _H	32	FFD0 0610 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 1	RSCAN0RMPTR1	0000 0000 _H	32	FFD0 0614 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 1	RSCAN0RMDf0_1	0000 0000 _H	32	FFD0 0618 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 1	RSCAN0RMDf1_1	0000 0000 _H	32	FFD0 061C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 2	RSCAN0RMID2	0000 0000 _H	32	FFD0 0620 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 2	RSCAN0RMPTR2	0000 0000 _H	32	FFD0 0624 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 2	RSCAN0RMDf0_2	0000 0000 _H	32	FFD0 0628 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 2	RSCAN0RMDf1_2	0000 0000 _H	32	FFD0 062C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 3	RSCAN0RMID3	0000 0000 _H	32	FFD0 0630 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 3	RSCAN0RMPTR3	0000 0000 _H	32	FFD0 0634 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 3	RSCAN0RMDf0_3	0000 0000 _H	32	FFD0 0638 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 3	RSCAN0RMDf1_3	0000 0000 _H	32	FFD0 063C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 4	RSCAN0RMID4	0000 0000 _H	32	FFD0 0640 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 4	RSCAN0RMPTR4	0000 0000 _H	32	FFD0 0644 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 4	RSCAN0RMDf0_4	0000 0000 _H	32	FFD0 0648 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 4	RSCAN0RMDf1_4	0000 0000 _H	32	FFD0 064C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 5	RSCAN0RMID5	0000 0000 _H	32	FFD0 0650 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 5	RSCAN0RMPTR5	0000 0000 _H	32	FFD0 0654 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 5	RSCAN0RMDf0_5	0000 0000 _H	32	FFD0 0658 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 5	RSCAN0RMDf1_5	0000 0000 _H	32	FFD0 065C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 6	RSCAN0RMID6	0000 0000 _H	32	FFD0 0660 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 6	RSCAN0RMPTR6	0000 0000 _H	32	FFD0 0664 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 6	RSCAN0RMDf0_6	0000 0000 _H	32	FFD0 0668 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 6	RSCAN0RMDf1_6	0000 0000 _H	32	FFD0 066C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 7	RSCAN0RMID7	0000 0000 _H	32	FFD0 0670 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 7	RSCAN0RMPTR7	0000 0000 _H	32	FFD0 0674 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 7	RSCAN0RMDf0_7	0000 0000 _H	32	FFD0 0678 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 7	RSCAN0RMDf1_7	0000 0000 _H	32	FFD0 067C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 8	RSCAN0RMID8	0000 0000 _H	32	FFD0 0680 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 8	RSCAN0RMPTR8	0000 0000 _H	32	FFD0 0684 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 8	RSCAN0RMDf0_8	0000 0000 _H	32	FFD0 0688 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 8	RSCAN0RMDf1_8	0000 0000 _H	32	FFD0 068C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 9	RSCAN0RMID9	0000 0000 _H	32	FFD0 0690 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 9	RSCAN0RMPTR9	0000 0000 _H	32	FFD0 0694 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 9	RSCAN0RMDf0_9	0000 0000 _H	32	FFD0 0698 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 9	RSCAN0RMDf1_9	0000 0000 _H	32	FFD0 069C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 10	RSCAN0RMID10	0000 0000 _H	32	FFD0 06A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 10	RSCAN0RMPTR10	0000 0000 _H	32	FFD0 06A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 10	RSCAN0RMDf0_10	0000 0000 _H	32	FFD0 06A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 10	RSCAN0RMDf1_10	0000 0000 _H	32	FFD0 06AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 11	RSCAN0RMID11	0000 0000 _H	32	FFD0 06B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 11	RSCAN0RMPTR11	0000 0000 _H	32	FFD0 06B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 11	RSCAN0RMDf0_11	0000 0000 _H	32	FFD0 06B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 11	RSCAN0RMDf1_11	0000 0000 _H	32	FFD0 06BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 12	RSCAN0RMID12	0000 0000 _H	32	FFD0 06C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 12	RSCAN0RMPTR12	0000 0000 _H	32	FFD0 06C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 12	RSCAN0RMDf0_12	0000 0000 _H	32	FFD0 06C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 12	RSCAN0RMDf1_12	0000 0000 _H	32	FFD0 06CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 13	RSCAN0RMID13	0000 0000 _H	32	FFD0 06D0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 13	RSCAN0RMPTR13	0000 0000 _H	32	FFD0 06D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 13	RSCAN0RMDf0_13	0000 0000 _H	32	FFD0 06D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 13	RSCAN0RMDf1_13	0000 0000 _H	32	FFD0 06DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 14	RSCAN0RMID14	0000 0000 _H	32	FFD0 06E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 14	RSCAN0RMPTR14	0000 0000 _H	32	FFD0 06E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 14	RSCAN0RMDf0_14	0000 0000 _H	32	FFD0 06E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 14	RSCAN0RMDf1_14	0000 0000 _H	32	FFD0 06EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 15	RSCAN0RMID15	0000 0000 _H	32	FFD0 06F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 15	RSCAN0RMPTR15	0000 0000 _H	32	FFD0 06F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 15	RSCAN0RMDf0_15	0000 0000 _H	32	FFD0 06F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 15	RSCAN0RMDf1_15	0000 0000 _H	32	FFD0 06FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 16	RSCAN0RMID16	0000 0000 _H	32	FFD0 0700 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 16	RSCAN0RMPTR16	0000 0000 _H	32	FFD0 0704 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 16	RSCAN0RMDf0_16	0000 0000 _H	32	FFD0 0708 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 16	RSCAN0RMDf1_16	0000 0000 _H	32	FFD0 070C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 17	RSCAN0RMID17	0000 0000 _H	32	FFD0 0710 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 17	RSCAN0RMPTR17	0000 0000 _H	32	FFD0 0714 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 17	RSCAN0RMDf0_17	0000 0000 _H	32	FFD0 0718 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 17	RSCAN0RMDf1_17	0000 0000 _H	32	FFD0 071C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 18	RSCAN0RMID18	0000 0000 _H	32	FFD0 0720 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 18	RSCAN0RMPTR18	0000 0000 _H	32	FFD0 0724 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 18	RSCAN0RMDf0_18	0000 0000 _H	32	FFD0 0728 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 18	RSCAN0RMDf1_18	0000 0000 _H	32	FFD0 072C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 19	RSCAN0RMID19	0000 0000 _H	32	FFD0 0730 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 19	RSCAN0RMPTR19	0000 0000 _H	32	FFD0 0734 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 19	RSCAN0RMDf0_19	0000 0000 _H	32	FFD0 0738 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 19	RSCAN0RMDf1_19	0000 0000 _H	32	FFD0 073C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 20	RSCAN0RMID20	0000 0000 _H	32	FFD0 0740 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 20	RSCAN0RMPTR20	0000 0000 _H	32	FFD0 0744 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 20	RSCAN0RMDf0_20	0000 0000 _H	32	FFD0 0748 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 20	RSCAN0RMDf1_20	0000 0000 _H	32	FFD0 074C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 21	RSCAN0RMID21	0000 0000 _H	32	FFD0 0750 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 21	RSCAN0RMPTR21	0000 0000 _H	32	FFD0 0754 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 21	RSCAN0RMDf0_21	0000 0000 _H	32	FFD0 0758 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 21	RSCAN0RMDf1_21	0000 0000 _H	32	FFD0 075C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 22	RSCAN0RMID22	0000 0000 _H	32	FFD0 0760 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 22	RSCAN0RMPTR22	0000 0000 _H	32	FFD0 0764 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 22	RSCAN0RMDf0_22	0000 0000 _H	32	FFD0 0768 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 22	RSCAN0RMDf1_22	0000 0000 _H	32	FFD0 076C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 23	RSCAN0RMID23	0000 0000 _H	32	FFD0 0770 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 23	RSCAN0RMPTR23	0000 0000 _H	32	FFD0 0774 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 23	RSCAN0RMDf0_23	0000 0000 _H	32	FFD0 0778 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 23	RSCAN0RMDf1_23	0000 0000 _H	32	FFD0 077C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 24	RSCAN0RMID24	0000 0000 _H	32	FFD0 0780 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 24	RSCAN0RMPTR24	0000 0000 _H	32	FFD0 0784 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 24	RSCAN0RMDf0_24	0000 0000 _H	32	FFD0 0788 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 24	RSCAN0RMDf1_24	0000 0000 _H	32	FFD0 078C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 25	RSCAN0RMID25	0000 0000 _H	32	FFD0 0790 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 25	RSCAN0RMPTR25	0000 0000 _H	32	FFD0 0794 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 25	RSCAN0RMDf0_25	0000 0000 _H	32	FFD0 0798 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 25	RSCAN0RMDf1_25	0000 0000 _H	32	FFD0 079C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 26	RSCAN0RMID26	0000 0000 _H	32	FFD0 07A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 26	RSCAN0RMPTR26	0000 0000 _H	32	FFD0 07A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 26	RSCAN0RMDf0_26	0000 0000 _H	32	FFD0 07A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 26	RSCAN0RMDf1_26	0000 0000 _H	32	FFD0 07AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 27	RSCAN0RMID27	0000 0000 _H	32	FFD0 07B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 27	RSCAN0RMPTR27	0000 0000 _H	32	FFD0 07B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 27	RSCAN0RMDf0_27	0000 0000 _H	32	FFD0 07B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 27	RSCAN0RMDf1_27	0000 0000 _H	32	FFD0 07BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 28	RSCAN0RMID28	0000 0000 _H	32	FFD0 07C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 28	RSCAN0RMPTR28	0000 0000 _H	32	FFD0 07C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 28	RSCAN0RMDf0_28	0000 0000 _H	32	FFD0 07C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 28	RSCAN0RMDf1_28	0000 0000 _H	32	FFD0 07CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 29	RSCAN0RMID29	0000 0000 _H	32	FFD0 07D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 29	RSCAN0RMPTR29	0000 0000 _H	32	FFD0 07D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 29	RSCAN0RMDf0_29	0000 0000 _H	32	FFD0 07D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 29	RSCAN0RMDf1_29	0000 0000 _H	32	FFD0 07DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 30	RSCAN0RMID30	0000 0000 _H	32	FFD0 07E0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 30	RSCAN0RMPTR30	0000 0000 _H	32	FFD0 07E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 30	RSCAN0RMDf0_30	0000 0000 _H	32	FFD0 07E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 30	RSCAN0RMDf1_30	0000 0000 _H	32	FFD0 07EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 31	RSCAN0RMID31	0000 0000 _H	32	FFD0 07F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 31	RSCAN0RMPTR31	0000 0000 _H	32	FFD0 07F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 31	RSCAN0RMDf0_31	0000 0000 _H	32	FFD0 07F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 31	RSCAN0RMDf1_31	0000 0000 _H	32	FFD0 07FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 32	RSCAN0RMID32	0000 0000 _H	32	FFD0 0800 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 32	RSCAN0RMPTR32	0000 0000 _H	32	FFD0 0804 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 32	RSCAN0RMDf0_32	0000 0000 _H	32	FFD0 0808 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 32	RSCAN0RMDf1_32	0000 0000 _H	32	FFD0 080C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 33	RSCAN0RMID33	0000 0000 _H	32	FFD0 0810 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 33	RSCAN0RMPTR33	0000 0000 _H	32	FFD0 0814 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 33	RSCAN0RMDf0_33	0000 0000 _H	32	FFD0 0818 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 33	RSCAN0RMDf1_33	0000 0000 _H	32	FFD0 081C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 34	RSCAN0RMID34	0000 0000 _H	32	FFD0 0820 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 34	RSCAN0RMPTR34	0000 0000 _H	32	FFD0 0824 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 34	RSCAN0RMDf0_34	0000 0000 _H	32	FFD0 0828 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 34	RSCAN0RMDf1_34	0000 0000 _H	32	FFD0 082C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 35	RSCAN0RMID35	0000 0000 _H	32	FFD0 0830 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 35	RSCAN0RMPTR35	0000 0000 _H	32	FFD0 0834 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 35	RSCAN0RMDf0_35	0000 0000 _H	32	FFD0 0838 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 35	RSCAN0RMDf1_35	0000 0000 _H	32	FFD0 083C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 36	RSCAN0RMID36	0000 0000 _H	32	FFD0 0840 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 36	RSCAN0RMPTR36	0000 0000 _H	32	FFD0 0844 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 36	RSCAN0RMDf0_36	0000 0000 _H	32	FFD0 0848 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 36	RSCAN0RMDf1_36	0000 0000 _H	32	FFD0 084C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 37	RSCAN0RMID37	0000 0000 _H	32	FFD0 0850 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 37	RSCAN0RMPTR37	0000 0000 _H	32	FFD0 0854 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 37	RSCAN0RMDf0_37	0000 0000 _H	32	FFD0 0858 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 37	RSCAN0RMDf1_37	0000 0000 _H	32	FFD0 085C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 38	RSCAN0RMID38	0000 0000 _H	32	FFD0 0860 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 38	RSCAN0RMPTR38	0000 0000 _H	32	FFD0 0864 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 38	RSCAN0RMDf0_38	0000 0000 _H	32	FFD0 0868 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 38	RSCAN0RMDf1_38	0000 0000 _H	32	FFD0 086C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 39	RSCAN0RMID39	0000 0000 _H	32	FFD0 0870 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 39	RSCAN0RMPTR39	0000 0000 _H	32	FFD0 0874 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 39	RSCAN0RMDf0_39	0000 0000 _H	32	FFD0 0878 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 39	RSCAN0RMDf1_39	0000 0000 _H	32	FFD0 087C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 40	RSCAN0RMID40	0000 0000 _H	32	FFD0 0880 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 40	RSCAN0RMPTR40	0000 0000 _H	32	FFD0 0884 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 40	RSCAN0RMDf0_40	0000 0000 _H	32	FFD0 0888 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 40	RSCAN0RMDf1_40	0000 0000 _H	32	FFD0 088C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 41	RSCAN0RMID41	0000 0000 _H	32	FFD0 0890 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 41	RSCAN0RMPTR41	0000 0000 _H	32	FFD0 0894 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 41	RSCAN0RMDf0_41	0000 0000 _H	32	FFD0 0898 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 41	RSCAN0RMDf1_41	0000 0000 _H	32	FFD0 089C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 42	RSCAN0RMID42	0000 0000 _H	32	FFD0 08A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 42	RSCAN0RMPTR42	0000 0000 _H	32	FFD0 08A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 42	RSCAN0RMDf0_42	0000 0000 _H	32	FFD0 08A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 42	RSCAN0RMDf1_42	0000 0000 _H	32	FFD0 08AC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 43	RSCAN0RMID43	0000 0000 _H	32	FFD0 08B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 43	RSCAN0RMPTR43	0000 0000 _H	32	FFD0 08B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 43	RSCAN0RMDf0_43	0000 0000 _H	32	FFD0 08B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 43	RSCAN0RMDf1_43	0000 0000 _H	32	FFD0 08BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 44	RSCAN0RMID44	0000 0000 _H	32	FFD0 08C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 44	RSCAN0RMPTR44	0000 0000 _H	32	FFD0 08C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 44	RSCAN0RMDf0_44	0000 0000 _H	32	FFD0 08C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 44	RSCAN0RMDf1_44	0000 0000 _H	32	FFD0 08CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 45	RSCAN0RMID45	0000 0000 _H	32	FFD0 08D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 45	RSCAN0RMPTR45	0000 0000 _H	32	FFD0 08D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 45	RSCAN0RMDf0_45	0000 0000 _H	32	FFD0 08D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 45	RSCAN0RMDf1_45	0000 0000 _H	32	FFD0 08DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 46	RSCAN0RMID46	0000 0000 _H	32	FFD0 08E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 46	RSCAN0RMPTR46	0000 0000 _H	32	FFD0 08E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 46	RSCAN0RMDf0_46	0000 0000 _H	32	FFD0 08E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 46	RSCAN0RMDf1_46	0000 0000 _H	32	FFD0 08EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 47	RSCAN0RMID47	0000 0000 _H	32	FFD0 08F0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 47	RSCAN0RMPTR47	0000 0000 _H	32	FFD0 08F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 47	RSCAN0RMDf0_47	0000 0000 _H	32	FFD0 08F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 47	RSCAN0RMDf1_47	0000 0000 _H	32	FFD0 08FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 48	RSCAN0RMID48	0000 0000 _H	32	FFD0 0900 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 48	RSCAN0RMPTR48	0000 0000 _H	32	FFD0 0904 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 48	RSCAN0RMDf0_48	0000 0000 _H	32	FFD0 0908 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 48	RSCAN0RMDf1_48	0000 0000 _H	32	FFD0 090C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 49	RSCAN0RMID49	0000 0000 _H	32	FFD0 0910 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 49	RSCAN0RMPTR49	0000 0000 _H	32	FFD0 0914 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 49	RSCAN0RMDf0_49	0000 0000 _H	32	FFD0 0918 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 49	RSCAN0RMDf1_49	0000 0000 _H	32	FFD0 091C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 50	RSCAN0RMID50	0000 0000 _H	32	FFD0 0920 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 50	RSCAN0RMPTR50	0000 0000 _H	32	FFD0 0924 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 50	RSCAN0RMDf0_50	0000 0000 _H	32	FFD0 0928 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 50	RSCAN0RMDf1_50	0000 0000 _H	32	FFD0 092C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 51	RSCAN0RMID51	0000 0000 _H	32	FFD0 0930 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 51	RSCAN0RMPTR51	0000 0000 _H	32	FFD0 0934 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 51	RSCAN0RMDf0_51	0000 0000 _H	32	FFD0 0938 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 51	RSCAN0RMDf1_51	0000 0000 _H	32	FFD0 093C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 52	RSCAN0RMID52	0000 0000 _H	32	FFD0 0940 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 52	RSCAN0RMPTR52	0000 0000 _H	32	FFD0 0944 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 52	RSCAN0RMDf0_52	0000 0000 _H	32	FFD0 0948 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 52	RSCAN0RMDf1_52	0000 0000 _H	32	FFD0 094C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 53	RSCAN0RMID53	0000 0000 _H	32	FFD0 0950 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 53	RSCAN0RMPTR53	0000 0000 _H	32	FFD0 0954 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 53	RSCAN0RMDf0_53	0000 0000 _H	32	FFD0 0958 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 53	RSCAN0RMDf1_53	0000 0000 _H	32	FFD0 095C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 54	RSCAN0RMID54	0000 0000 _H	32	FFD0 0960 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 54	RSCAN0RMPTR54	0000 0000 _H	32	FFD0 0964 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 54	RSCAN0RMDf0_54	0000 0000 _H	32	FFD0 0968 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 54	RSCAN0RMDf1_54	0000 0000 _H	32	FFD0 096C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 55	RSCAN0RMID55	0000 0000 _H	32	FFD0 0970 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 55	RSCAN0RMPTR55	0000 0000 _H	32	FFD0 0974 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 55	RSCAN0RMDf0_55	0000 0000 _H	32	FFD0 0978 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 55	RSCAN0RMDf1_55	0000 0000 _H	32	FFD0 097C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 56	RSCAN0RMID56	0000 0000 _H	32	FFD0 0980 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 56	RSCAN0RMPTR56	0000 0000 _H	32	FFD0 0984 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 56	RSCAN0RMDf0_56	0000 0000 _H	32	FFD0 0988 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 56	RSCAN0RMDf1_56	0000 0000 _H	32	FFD0 098C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 57	RSCAN0RMID57	0000 0000 _H	32	FFD0 0990 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 57	RSCAN0RMPTR57	0000 0000 _H	32	FFD0 0994 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 57	RSCAN0RMDf0_57	0000 0000 _H	32	FFD0 0998 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 57	RSCAN0RMDf1_57	0000 0000 _H	32	FFD0 099C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 58	RSCAN0RMID58	0000 0000 _H	32	FFD0 09A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 58	RSCAN0RMPTR58	0000 0000 _H	32	FFD0 09A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 58	RSCAN0RMDf0_58	0000 0000 _H	32	FFD0 09A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 58	RSCAN0RMDf1_58	0000 0000 _H	32	FFD0 09AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 59	RSCAN0RMID59	0000 0000 _H	32	FFD0 09B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 59	RSCAN0RMPTR59	0000 0000 _H	32	FFD0 09B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 59	RSCAN0RMDf0_59	0000 0000 _H	32	FFD0 09B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 59	RSCAN0RMDf1_59	0000 0000 _H	32	FFD0 09BC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 60	RSCAN0RMID60	0000 0000 _H	32	FFD0 09C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 60	RSCAN0RMPTR60	0000 0000 _H	32	FFD0 09C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 60	RSCAN0RMDf0_60	0000 0000 _H	32	FFD0 09C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 60	RSCAN0RMDf1_60	0000 0000 _H	32	FFD0 09CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 61	RSCAN0RMID61	0000 0000 _H	32	FFD0 09D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 61	RSCAN0RMPTR61	0000 0000 _H	32	FFD0 09D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 61	RSCAN0RMDf0_61	0000 0000 _H	32	FFD0 09D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 61	RSCAN0RMDf1_61	0000 0000 _H	32	FFD0 09DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 62	RSCAN0RMID62	0000 0000 _H	32	FFD0 09E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 62	RSCAN0RMPTR62	0000 0000 _H	32	FFD0 09E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 62	RSCAN0RMDf0_62	0000 0000 _H	32	FFD0 09E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 62	RSCAN0RMDf1_62	0000 0000 _H	32	FFD0 09EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer ID Register 63	RSCAN0RMID63	0000 0000 _H	32	FFD0 09F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Pointer Register 63	RSCAN0RMPTR63	0000 0000 _H	32	FFD0 09F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 0 Register 63	RSCAN0RMDf0_63	0000 0000 _H	32	FFD0 09F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive Buffer Data Field 1 Register 63	RSCAN0RMDf1_63	0000 0000 _H	32	FFD0 09FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access ID Register 0	RSCAN0RFID0	0000 0000 _H	32	FFD0 0E00 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Pointer Register 0	RSCAN0RFPTR0	0000 0000 _H	32	FFD0 0E04 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 0 Register 0	RSCAN0RDFD0_0	0000 0000 _H	32	FFD0 0E08 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 1 Register 0	RSCAN0RDFD1_0	0000 0000 _H	32	FFD0 0E0C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access ID Register 1	RSCAN0RFID1	0000 0000 _H	32	FFD0 0E10 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Pointer Register 1	RSCAN0RFPTR1	0000 0000 _H	32	FFD0 0E14 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 0 Register 1	RSCAN0RDFD0_1	0000 0000 _H	32	FFD0 0E18 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 1 Register 1	RSCAN0RDFD1_1	0000 0000 _H	32	FFD0 0E1C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access ID Register 2	RSCAN0RFID2	0000 0000 _H	32	FFD0 0E20 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Pointer Register 2	RSCAN0RFPTR2	0000 0000 _H	32	FFD0 0E24 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 0 Register 2	RSCAN0RDFD0_2	0000 0000 _H	32	FFD0 0E28 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 1 Register 2	RSCAN0RDFD1_2	0000 0000 _H	32	FFD0 0E2C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access ID Register 3	RSCAN0RFID3	0000 0000 _H	32	FFD0 0E30 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Pointer Register 3	RSCAN0RFPTR3	0000 0000 _H	32	FFD0 0E34 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 0 Register 3	RSCAN0RDFD0_3	0000 0000 _H	32	FFD0 0E38 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 1 Register 3	RSCAN0RDFD1_3	0000 0000 _H	32	FFD0 0E3C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access ID Register 4	RSCAN0RFID4	0000 0000 _H	32	FFD0 0E40 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Pointer Register 4	RSCAN0RFPTR4	0000 0000 _H	32	FFD0 0E44 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 0 Register 4	RSCAN0RDFD0_4	0000 0000 _H	32	FFD0 0E48 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 1 Register 4	RSCAN0RDFD1_4	0000 0000 _H	32	FFD0 0E4C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access ID Register 5	RSCAN0RFID5	0000 0000 _H	32	FFD0 0E50 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Pointer Register 5	RSCAN0RFPTR5	0000 0000 _H	32	FFD0 0E54 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 0 Register 5	RSCAN0RDFD0_5	0000 0000 _H	32	FFD0 0E58 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 1 Register 5	RSCAN0RDFD1_5	0000 0000 _H	32	FFD0 0E5C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access ID Register 6	RSCAN0RFID6	0000 0000 _H	32	FFD0 0E60 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Pointer Register 6	RSCAN0RFPTR6	0000 0000 _H	32	FFD0 0E64 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 0 Register 6	RSCAN0RDFD0_6	0000 0000 _H	32	FFD0 0E68 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 1 Register 6	RSCAN0RDFD1_6	0000 0000 _H	32	FFD0 0E6C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access ID Register 7	RSCAN0RFID7	0000 0000 _H	32	FFD0 0E70 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Pointer Register 7	RSCAN0RFPTR7	0000 0000 _H	32	FFD0 0E74 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 0 Register 7	RSCAN0RDFD0_7	0000 0000 _H	32	FFD0 0E78 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Receive FIFO Buffer Access Data Field 1 Register 7	RSCAN0RDFD1_7	0000 0000 _H	32	FFD0 0E7C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 0	RSCAN0CFID0	0000 0000 _H	32	FFD0 0E80 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 0	RSCAN0CFPTR0	0000 0000 _H	32	FFD0 0E84 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 0	RSCAN0CFDF0_0	0000 0000 _H	32	FFD0 0E88 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 0	RSCAN0CFDF1_0	0000 0000 _H	32	FFD0 0E8C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 1	RSCAN0CFID1	0000 0000 _H	32	FFD0 0E90 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 1	RSCAN0CFPTR1	0000 0000 _H	32	FFD0 0E94 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 1	RSCAN0CFDF0_1	0000 0000 _H	32	FFD0 0E98 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 1	RSCAN0CFDF1_1	0000 0000 _H	32	FFD0 0E9C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 2	RSCAN0CFID2	0000 0000 _H	32	FFD0 0EA0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 2	RSCAN0CFPTR2	0000 0000 _H	32	FFD0 0EA4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 2	RSCAN0CFDF0_2	0000 0000 _H	32	FFD0 0EA8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 2	RSCAN0CFDF1_2	0000 0000 _H	32	FFD0 0EAC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 3	RSCAN0CFID3	0000 0000 _H	32	FFD0 0EB0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 3	RSCAN0CFPTR3	0000 0000 _H	32	FFD0 0EB4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 3	RSCAN0CFDF0_3	0000 0000 _H	32	FFD0 0EB8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 3	RSCAN0CFDF1_3	0000 0000 _H	32	FFD0 0EBC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 4	RSCAN0CFID4	0000 0000 _H	32	FFD0 0EC0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 4	RSCAN0CFPTR4	0000 0000 _H	32	FFD0 0EC4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 4	RSCAN0CFDF0_4	0000 0000 _H	32	FFD0 0EC8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 4	RSCAN0CFDF1_4	0000 0000 _H	32	FFD0 0ECC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 5	RSCAN0CFID5	0000 0000 _H	32	FFD0 0ED0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 5	RSCAN0CFPTR5	0000 0000 _H	32	FFD0 0ED4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 5	RSCAN0CFDF0_5	0000 0000 _H	32	FFD0 0ED8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 5	RSCAN0CFDF1_5	0000 0000 _H	32	FFD0 0EDC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 6	RSCAN0CFID6	0000 0000 _H	32	FFD0 0EE0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 6	RSCAN0CFPTR6	0000 0000 _H	32	FFD0 0EE4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 6	RSCAN0CFDF0_6	0000 0000 _H	32	FFD0 0EE8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 6	RSCAN0CFDF1_6	0000 0000 _H	32	FFD0 0EEC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 7	RSCAN0CFID7	0000 0000 _H	32	FFD0 0EF0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 7	RSCAN0CFPTR7	0000 0000 _H	32	FFD0 0EF4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 7	RSCAN0CFDF0_7	0000 0000 _H	32	FFD0 0EF8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 7	RSCAN0CFDF1_7	0000 0000 _H	32	FFD0 0EFC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 8	RSCAN0CFID8	0000 0000 _H	32	FFD0 0F00 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 8	RSCAN0CFPTR8	0000 0000 _H	32	FFD0 0F04 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 8	RSCAN0CFDF0_8	0000 0000 _H	32	FFD0 0F08 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 8	RSCAN0CFDF1_8	0000 0000 _H	32	FFD0 0F0C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 9	RSCAN0CFID9	0000 0000 _H	32	FFD0 0F10 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 9	RSCAN0CFPTR9	0000 0000 _H	32	FFD0 0F14 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 9	RSCAN0CFDF0_9	0000 0000 _H	32	FFD0 0F18 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 9	RSCAN0CFDF1_9	0000 0000 _H	32	FFD0 0F1C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 10	RSCAN0CFID10	0000 0000 _H	32	FFD0 0F20 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 10	RSCAN0CFPTR10	0000 0000 _H	32	FFD0 0F24 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 10	RSCAN0CFDF0_10	0000 0000 _H	32	FFD0 0F28 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 10	RSCAN0CFDF1_10	0000 0000 _H	32	FFD0 0F2C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access ID Register 11	RSCAN0CFID11	0000 0000 _H	32	FFD0 0F30 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 11	RSCAN0CFPTR11	0000 0000 _H	32	FFD0 0F34 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 11	RSCAN0CFDF0_11	0000 0000 _H	32	FFD0 0F38 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 11	RSCAN0CFDF1_11	0000 0000 _H	32	FFD0 0F3C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 0	RSCAN0TMID0	0000 0000 _H	32	FFD0 1000 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 0	RSCAN0TMPTR0	0000 0000 _H	32	FFD0 1004 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 0	RSCAN0TMDF0_0	0000 0000 _H	32	FFD0 1008 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 0	RSCAN0TMDF1_0	0000 0000 _H	32	FFD0 100C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 1	RSCAN0TMID1	0000 0000 _H	32	FFD0 1010 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 1	RSCAN0TMPTR1	0000 0000 _H	32	FFD0 1014 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 1	RSCAN0TMDF0_1	0000 0000 _H	32	FFD0 1018 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 1	RSCAN0TMDF1_1	0000 0000 _H	32	FFD0 101C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 2	RSCAN0TMID2	0000 0000 _H	32	FFD0 1020 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 2	RSCAN0TMPTR2	0000 0000 _H	32	FFD0 1024 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 2	RSCAN0TMDF0_2	0000 0000 _H	32	FFD0 1028 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 2	RSCAN0TMDF1_2	0000 0000 _H	32	FFD0 102C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 3	RSCAN0TMID3	0000 0000 _H	32	FFD0 1030 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 3	RSCAN0TMPTR3	0000 0000 _H	32	FFD0 1034 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 3	RSCAN0TMDF0_3	0000 0000 _H	32	FFD0 1038 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 3	RSCAN0TMDF1_3	0000 0000 _H	32	FFD0 103C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 4	RSCAN0TMID4	0000 0000 _H	32	FFD0 1040 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 4	RSCAN0TMPTR4	0000 0000 _H	32	FFD0 1044 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 4	RSCAN0TMDF0_4	0000 0000 _H	32	FFD0 1048 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 4	RSCAN0TMDF1_4	0000 0000 _H	32	FFD0 104C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 5	RSCAN0TMID5	0000 0000 _H	32	FFD0 1050 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 5	RSCAN0TMPTR5	0000 0000 _H	32	FFD0 1054 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 5	RSCAN0TMDF0_5	0000 0000 _H	32	FFD0 1058 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 5	RSCAN0TMDF1_5	0000 0000 _H	32	FFD0 105C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 6	RSCAN0TMID6	0000 0000 _H	32	FFD0 1060 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 6	RSCAN0TMPTR6	0000 0000 _H	32	FFD0 1064 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 6	RSCAN0TMDF0_6	0000 0000 _H	32	FFD0 1068 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 6	RSCAN0TMDF1_6	0000 0000 _H	32	FFD0 106C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 7	RSCAN0TMID7	0000 0000 _H	32	FFD0 1070 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 7	RSCAN0TMPTR7	0000 0000 _H	32	FFD0 1074 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 7	RSCAN0TMDF0_7	0000 0000 _H	32	FFD0 1078 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 7	RSCAN0TMDF1_7	0000 0000 _H	32	FFD0 107C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 8	RSCAN0TMID8	0000 0000 _H	32	FFD0 1080 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 8	RSCAN0TMPTR8	0000 0000 _H	32	FFD0 1084 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 8	RSCAN0TMDF0_8	0000 0000 _H	32	FFD0 1088 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 8	RSCAN0TMDF1_8	0000 0000 _H	32	FFD0 108C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 9	RSCAN0TMID9	0000 0000 _H	32	FFD0 1090 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 9	RSCAN0TMPTR9	0000 0000 _H	32	FFD0 1094 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 9	RSCAN0TMDF0_9	0000 0000 _H	32	FFD0 1098 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 9	RSCAN0TMDF1_9	0000 0000 _H	32	FFD0 109C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 10	RSCAN0TMID10	0000 0000 _H	32	FFD0 10A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 10	RSCAN0TMPTR10	0000 0000 _H	32	FFD0 10A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 10	RSCAN0TMDF0_10	0000 0000 _H	32	FFD0 10A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 10	RSCAN0TMDF1_10	0000 0000 _H	32	FFD0 10AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 11	RSCAN0TMID11	0000 0000 _H	32	FFD0 10B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 11	RSCAN0TMPTR11	0000 0000 _H	32	FFD0 10B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 11	RSCAN0TMDF0_11	0000 0000 _H	32	FFD0 10B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 11	RSCAN0TMDF1_11	0000 0000 _H	32	FFD0 10BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 12	RSCAN0TMID12	0000 0000 _H	32	FFD0 10C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 12	RSCAN0TMPTR12	0000 0000 _H	32	FFD0 10C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 12	RSCAN0TMDF0_12	0000 0000 _H	32	FFD0 10C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 12	RSCAN0TMDF1_12	0000 0000 _H	32	FFD0 10CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 13	RSCAN0TMID13	0000 0000 _H	32	FFD0 10D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 13	RSCAN0TMPTR13	0000 0000 _H	32	FFD0 10D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 13	RSCAN0TMDF0_13	0000 0000 _H	32	FFD0 10D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 13	RSCAN0TMDF1_13	0000 0000 _H	32	FFD0 10DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 14	RSCAN0TMID14	0000 0000 _H	32	FFD0 10E0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 14	RSCAN0TMPTR14	0000 0000 _H	32	FFD0 10E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 14	RSCAN0TMDFO_14	0000 0000 _H	32	FFD0 10E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 14	RSCAN0TMDF1_14	0000 0000 _H	32	FFD0 10EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 15	RSCAN0TMID15	0000 0000 _H	32	FFD0 10F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 15	RSCAN0TMPTR15	0000 0000 _H	32	FFD0 10F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 15	RSCAN0TMDFO_15	0000 0000 _H	32	FFD0 10F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 15	RSCAN0TMDF1_15	0000 0000 _H	32	FFD0 10FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 16	RSCAN0TMID16	0000 0000 _H	32	FFD0 1100 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 16	RSCAN0TMPTR16	0000 0000 _H	32	FFD0 1104 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 16	RSCAN0TMDFO_16	0000 0000 _H	32	FFD0 1108 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 16	RSCAN0TMDF1_16	0000 0000 _H	32	FFD0 110C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 17	RSCAN0TMID17	0000 0000 _H	32	FFD0 1110 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 17	RSCAN0TMPTR17	0000 0000 _H	32	FFD0 1114 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 17	RSCAN0TMDFO_17	0000 0000 _H	32	FFD0 1118 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 17	RSCAN0TMDF1_17	0000 0000 _H	32	FFD0 111C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 18	RSCAN0TMID18	0000 0000 _H	32	FFD0 1120 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 18	RSCAN0TMPTR18	0000 0000 _H	32	FFD0 1124 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 18	RSCAN0TMDF0_18	0000 0000 _H	32	FFD0 1128 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 18	RSCAN0TMDF1_18	0000 0000 _H	32	FFD0 112C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 19	RSCAN0TMID19	0000 0000 _H	32	FFD0 1130 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 19	RSCAN0TMPTR19	0000 0000 _H	32	FFD0 1134 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 19	RSCAN0TMDF0_19	0000 0000 _H	32	FFD0 1138 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 19	RSCAN0TMDF1_19	0000 0000 _H	32	FFD0 113C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 20	RSCAN0TMID20	0000 0000 _H	32	FFD0 1140 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 20	RSCAN0TMPTR20	0000 0000 _H	32	FFD0 1144 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 20	RSCAN0TMDF0_20	0000 0000 _H	32	FFD0 1148 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 20	RSCAN0TMDF1_20	0000 0000 _H	32	FFD0 114C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 21	RSCAN0TMID21	0000 0000 _H	32	FFD0 1150 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 21	RSCAN0TMPTR21	0000 0000 _H	32	FFD0 1154 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 21	RSCAN0TMDF0_21	0000 0000 _H	32	FFD0 1158 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 21	RSCAN0TMDF1_21	0000 0000 _H	32	FFD0 115C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 22	RSCAN0TMID22	0000 0000 _H	32	FFD0 1160 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 22	RSCAN0TMPTR22	0000 0000 _H	32	FFD0 1164 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 22	RSCAN0TMDF0_22	0000 0000 _H	32	FFD0 1168 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 22	RSCAN0TMDF1_22	0000 0000 _H	32	FFD0 116C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 23	RSCAN0TMID23	0000 0000 _H	32	FFD0 1170 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 23	RSCAN0TMPTR23	0000 0000 _H	32	FFD0 1174 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 23	RSCAN0TMDF0_23	0000 0000 _H	32	FFD0 1178 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 23	RSCAN0TMDF1_23	0000 0000 _H	32	FFD0 117C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 24	RSCAN0TMID24	0000 0000 _H	32	FFD0 1180 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 24	RSCAN0TMPTR24	0000 0000 _H	32	FFD0 1184 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 24	RSCAN0TMDF0_24	0000 0000 _H	32	FFD0 1188 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 24	RSCAN0TMDF1_24	0000 0000 _H	32	FFD0 118C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 25	RSCAN0TMID25	0000 0000 _H	32	FFD0 1190 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 25	RSCAN0TMPTR25	0000 0000 _H	32	FFD0 1194 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 25	RSCAN0TMDF0_25	0000 0000 _H	32	FFD0 1198 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 25	RSCAN0TMDF1_25	0000 0000 _H	32	FFD0 119C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 26	RSCAN0TMID26	0000 0000 _H	32	FFD0 11A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 26	RSCAN0TMPTR26	0000 0000 _H	32	FFD0 11A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 26	RSCAN0TMDF0_26	0000 0000 _H	32	FFD0 11A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 26	RSCAN0TMDF1_26	0000 0000 _H	32	FFD0 11AC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 27	RSCAN0TMID27	0000 0000 _H	32	FFD0 11B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 27	RSCAN0TMPTR27	0000 0000 _H	32	FFD0 11B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 27	RSCAN0TMDF0_27	0000 0000 _H	32	FFD0 11B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 27	RSCAN0TMDF1_27	0000 0000 _H	32	FFD0 11BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 28	RSCAN0TMID28	0000 0000 _H	32	FFD0 11C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 28	RSCAN0TMPTR28	0000 0000 _H	32	FFD0 11C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 28	RSCAN0TMDF0_28	0000 0000 _H	32	FFD0 11C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 28	RSCAN0TMDF1_28	0000 0000 _H	32	FFD0 11CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 29	RSCAN0TMID29	0000 0000 _H	32	FFD0 11D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 29	RSCAN0TMPTR29	0000 0000 _H	32	FFD0 11D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 29	RSCAN0TMDF0_29	0000 0000 _H	32	FFD0 11D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 29	RSCAN0TMDF1_29	0000 0000 _H	32	FFD0 11DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 30	RSCAN0TMID30	0000 0000 _H	32	FFD0 11E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 30	RSCAN0TMPTR30	0000 0000 _H	32	FFD0 11E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 30	RSCAN0TMDF0_30	0000 0000 _H	32	FFD0 11E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 30	RSCAN0TMDF1_30	0000 0000 _H	32	FFD0 11EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 31	RSCAN0TMID31	0000 0000 _H	32	FFD0 11F0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 31	RSCAN0TMPTR31	0000 0000 _H	32	FFD0 11F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 31	RSCAN0TMDF0_31	0000 0000 _H	32	FFD0 11F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 31	RSCAN0TMDF1_31	0000 0000 _H	32	FFD0 11FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 32	RSCAN0TMID32	0000 0000 _H	32	FFD0 1200 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 32	RSCAN0TMPTR32	0000 0000 _H	32	FFD0 1204 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 32	RSCAN0TMDF0_32	0000 0000 _H	32	FFD0 1208 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 32	RSCAN0TMDF1_32	0000 0000 _H	32	FFD0 120C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 33	RSCAN0TMID33	0000 0000 _H	32	FFD0 1210 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 33	RSCAN0TMPTR33	0000 0000 _H	32	FFD0 1214 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 33	RSCAN0TMDF0_33	0000 0000 _H	32	FFD0 1218 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 33	RSCAN0TMDF1_33	0000 0000 _H	32	FFD0 121C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 34	RSCAN0TMID34	0000 0000 _H	32	FFD0 1220 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 34	RSCAN0TMPTR34	0000 0000 _H	32	FFD0 1224 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 34	RSCAN0TMDF0_34	0000 0000 _H	32	FFD0 1228 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 34	RSCAN0TMDF1_34	0000 0000 _H	32	FFD0 122C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 35	RSCAN0TMID35	0000 0000 _H	32	FFD0 1230 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 35	RSCAN0TMPTR35	0000 0000 _H	32	FFD0 1234 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 35	RSCAN0TMDF0_35	0000 0000 _H	32	FFD0 1238 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 35	RSCAN0TMDF1_35	0000 0000 _H	32	FFD0 123C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 36	RSCAN0TMID36	0000 0000 _H	32	FFD0 1240 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 36	RSCAN0TMPTR36	0000 0000 _H	32	FFD0 1244 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 36	RSCAN0TMDF0_36	0000 0000 _H	32	FFD0 1248 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 36	RSCAN0TMDF1_36	0000 0000 _H	32	FFD0 124C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 37	RSCAN0TMID37	0000 0000 _H	32	FFD0 1250 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 37	RSCAN0TMPTR37	0000 0000 _H	32	FFD0 1254 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 37	RSCAN0TMDF0_37	0000 0000 _H	32	FFD0 1258 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 37	RSCAN0TMDF1_37	0000 0000 _H	32	FFD0 125C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 38	RSCAN0TMID38	0000 0000 _H	32	FFD0 1260 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 38	RSCAN0TMPTR38	0000 0000 _H	32	FFD0 1264 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 38	RSCAN0TMDF0_38	0000 0000 _H	32	FFD0 1268 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 38	RSCAN0TMDF1_38	0000 0000 _H	32	FFD0 126C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 39	RSCAN0TMID39	0000 0000 _H	32	FFD0 1270 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 39	RSCAN0TMPTR39	0000 0000 _H	32	FFD0 1274 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 39	RSCAN0TMDF0_39	0000 0000 _H	32	FFD0 1278 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 39	RSCAN0TMDF1_39	0000 0000 _H	32	FFD0 127C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 40	RSCAN0TMID40	0000 0000 _H	32	FFD0 1280 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 40	RSCAN0TMPTR40	0000 0000 _H	32	FFD0 1284 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 40	RSCAN0TMDF0_40	0000 0000 _H	32	FFD0 1288 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 40	RSCAN0TMDF1_40	0000 0000 _H	32	FFD0 128C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 41	RSCAN0TMID41	0000 0000 _H	32	FFD0 1290 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 41	RSCAN0TMPTR41	0000 0000 _H	32	FFD0 1294 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 41	RSCAN0TMDF0_41	0000 0000 _H	32	FFD0 1298 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 41	RSCAN0TMDF1_41	0000 0000 _H	32	FFD0 129C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 42	RSCAN0TMID42	0000 0000 _H	32	FFD0 12A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 42	RSCAN0TMPTR42	0000 0000 _H	32	FFD0 12A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 42	RSCAN0TMDF0_42	0000 0000 _H	32	FFD0 12A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 42	RSCAN0TMDF1_42	0000 0000 _H	32	FFD0 12AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 43	RSCAN0TMID43	0000 0000 _H	32	FFD0 12B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 43	RSCAN0TMPTR43	0000 0000 _H	32	FFD0 12B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 43	RSCAN0TMDF0_43	0000 0000 _H	32	FFD0 12B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 43	RSCAN0TMDF1_43	0000 0000 _H	32	FFD0 12BC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 44	RSCAN0TMID44	0000 0000 _H	32	FFD0 12C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 44	RSCAN0TMPTR44	0000 0000 _H	32	FFD0 12C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 44	RSCAN0TMDF0_44	0000 0000 _H	32	FFD0 12C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 44	RSCAN0TMDF1_44	0000 0000 _H	32	FFD0 12CC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 45	RSCAN0TMID45	0000 0000 _H	32	FFD0 12D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 45	RSCAN0TMPTR45	0000 0000 _H	32	FFD0 12D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 45	RSCAN0TMDF0_45	0000 0000 _H	32	FFD0 12D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 45	RSCAN0TMDF1_45	0000 0000 _H	32	FFD0 12DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 46	RSCAN0TMID46	0000 0000 _H	32	FFD0 12E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 46	RSCAN0TMPTR46	0000 0000 _H	32	FFD0 12E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 46	RSCAN0TMDF0_46	0000 0000 _H	32	FFD0 12E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 46	RSCAN0TMDF1_46	0000 0000 _H	32	FFD0 12EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 47	RSCAN0TMID47	0000 0000 _H	32	FFD0 12F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 47	RSCAN0TMPTR47	0000 0000 _H	32	FFD0 12F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 47	RSCAN0TMDF0_47	0000 0000 _H	32	FFD0 12F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 47	RSCAN0TMDF1_47	0000 0000 _H	32	FFD0 12FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 48	RSCAN0TMID48	0000 0000 _H	32	FFD0 1300 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 48	RSCAN0TMPTR48	0000 0000 _H	32	FFD0 1304 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 48	RSCAN0TMDF0_48	0000 0000 _H	32	FFD0 1308 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 48	RSCAN0TMDF1_48	0000 0000 _H	32	FFD0 130C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 49	RSCAN0TMID49	0000 0000 _H	32	FFD0 1310 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 49	RSCAN0TMPTR49	0000 0000 _H	32	FFD0 1314 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 49	RSCAN0TMDF0_49	0000 0000 _H	32	FFD0 1318 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 49	RSCAN0TMDF1_49	0000 0000 _H	32	FFD0 131C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 50	RSCAN0TMID50	0000 0000 _H	32	FFD0 1320 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 50	RSCAN0TMPTR50	0000 0000 _H	32	FFD0 1324 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 50	RSCAN0TMDF0_50	0000 0000 _H	32	FFD0 1328 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 50	RSCAN0TMDF1_50	0000 0000 _H	32	FFD0 132C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 51	RSCAN0TMID51	0000 0000 _H	32	FFD0 1330 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 51	RSCAN0TMPTR51	0000 0000 _H	32	FFD0 1334 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 51	RSCAN0TMDF0_51	0000 0000 _H	32	FFD0 1338 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 51	RSCAN0TMDF1_51	0000 0000 _H	32	FFD0 133C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 52	RSCAN0TMID52	0000 0000 _H	32	FFD0 1340 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 52	RSCAN0TMPTR52	0000 0000 _H	32	FFD0 1344 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 52	RSCAN0TMDF0_52	0000 0000 _H	32	FFD0 1348 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 52	RSCAN0TMDF1_52	0000 0000 _H	32	FFD0 134C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 53	RSCAN0TMID53	0000 0000 _H	32	FFD0 1350 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 53	RSCAN0TMPTR53	0000 0000 _H	32	FFD0 1354 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 53	RSCAN0TMDF0_53	0000 0000 _H	32	FFD0 1358 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 53	RSCAN0TMDF1_53	0000 0000 _H	32	FFD0 135C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 54	RSCAN0TMID54	0000 0000 _H	32	FFD0 1360 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 54	RSCAN0TMPTR54	0000 0000 _H	32	FFD0 1364 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 54	RSCAN0TMDF0_54	0000 0000 _H	32	FFD0 1368 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 54	RSCAN0TMDF1_54	0000 0000 _H	32	FFD0 136C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 55	RSCAN0TMID55	0000 0000 _H	32	FFD0 1370 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 55	RSCAN0TMPTR55	0000 0000 _H	32	FFD0 1374 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 55	RSCAN0TMDF0_55	0000 0000 _H	32	FFD0 1378 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 55	RSCAN0TMDF1_55	0000 0000 _H	32	FFD0 137C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 56	RSCAN0TMID56	0000 0000 _H	32	FFD0 1380 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 56	RSCAN0TMPTR56	0000 0000 _H	32	FFD0 1384 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 56	RSCAN0TMDF0_56	0000 0000 _H	32	FFD0 1388 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 56	RSCAN0TMDF1_56	0000 0000 _H	32	FFD0 138C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 57	RSCAN0TMID57	0000 0000 _H	32	FFD0 1390 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 57	RSCAN0TMPTR57	0000 0000 _H	32	FFD0 1394 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 57	RSCAN0TMDF0_57	0000 0000 _H	32	FFD0 1398 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 57	RSCAN0TMDF1_57	0000 0000 _H	32	FFD0 139C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 58	RSCAN0TMID58	0000 0000 _H	32	FFD0 13A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 58	RSCAN0TMPTR58	0000 0000 _H	32	FFD0 13A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 58	RSCAN0TMDF0_58	0000 0000 _H	32	FFD0 13A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 58	RSCAN0TMDF1_58	0000 0000 _H	32	FFD0 13AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 59	RSCAN0TMID59	0000 0000 _H	32	FFD0 13B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 59	RSCAN0TMPTR59	0000 0000 _H	32	FFD0 13B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 59	RSCAN0TMDF0_59	0000 0000 _H	32	FFD0 13B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 59	RSCAN0TMDF1_59	0000 0000 _H	32	FFD0 13BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 60	RSCAN0TMID60	0000 0000 _H	32	FFD0 13C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 60	RSCAN0TMPTR60	0000 0000 _H	32	FFD0 13C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 60	RSCAN0TMDF0_60	0000 0000 _H	32	FFD0 13C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 60	RSCAN0TMDF1_60	0000 0000 _H	32	FFD0 13CC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 61	RSCAN0TMID61	0000 0000 _H	32	FFD0 13D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 61	RSCAN0TMPTR61	0000 0000 _H	32	FFD0 13D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 61	RSCAN0TMDF0_61	0000 0000 _H	32	FFD0 13D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 61	RSCAN0TMDF1_61	0000 0000 _H	32	FFD0 13DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 62	RSCAN0TMID62	0000 0000 _H	32	FFD0 13E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 62	RSCAN0TMPTR62	0000 0000 _H	32	FFD0 13E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 62	RSCAN0TMDF0_62	0000 0000 _H	32	FFD0 13E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 62	RSCAN0TMDF1_62	0000 0000 _H	32	FFD0 13EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer ID Register 63	RSCAN0TMID63	0000 0000 _H	32	FFD0 13F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Pointer Register 63	RSCAN0TMPTR63	0000 0000 _H	32	FFD0 13F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 0 Register 63	RSCAN0TMDF0_63	0000 0000 _H	32	FFD0 13F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit Buffer Data Field 1 Register 63	RSCAN0TMDF1_63	0000 0000 _H	32	FFD0 13FC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Access Register 0	RSCAN0THLACC0	0000 0000 _H	32	FFD0 1800 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Access Register 1	RSCAN0THLACC1	0000 0000 _H	32	FFD0 1804 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Access Register 2	RSCAN0THLACC2	0000 0000 _H	32	FFD0 1808 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	Transmit History Access Register 3	RSCAN0THLACC3	0000 0000 _H	32	FFD0 180C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 0	RSCAN0RPGACC0	0000 0000 _H	32	FFD0 1900 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 1	RSCAN0RPGACC1	0000 0000 _H	32	FFD0 1904 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 2	RSCAN0RPGACC2	0000 0000 _H	32	FFD0 1908 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 3	RSCAN0RPGACC3	0000 0000 _H	32	FFD0 190C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 4	RSCAN0RPGACC4	0000 0000 _H	32	FFD0 1910 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 5	RSCAN0RPGACC5	0000 0000 _H	32	FFD0 1914 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 6	RSCAN0RPGACC6	0000 0000 _H	32	FFD0 1918 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 7	RSCAN0RPGACC7	0000 0000 _H	32	FFD0 191C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 8	RSCAN0RPGACC8	0000 0000 _H	32	FFD0 1920 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 9	RSCAN0RPGACC9	0000 0000 _H	32	FFD0 1924 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 10	RSCAN0RPGACC10	0000 0000 _H	32	FFD0 1928 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 11	RSCAN0RPGACC11	0000 0000 _H	32	FFD0 192C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 12	RSCAN0RPGACC12	0000 0000 _H	32	FFD0 1930 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 13	RSCAN0RPGACC13	0000 0000 _H	32	FFD0 1934 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 14	RSCAN0RPGACC14	0000 0000 _H	32	FFD0 1938 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 15	RSCAN0RPGACC15	0000 0000 _H	32	FFD0 193C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 16	RSCAN0RPGACC16	0000 0000 _H	32	FFD0 1940 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 17	RSCAN0RPGACC17	0000 0000 _H	32	FFD0 1944 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 18	RSCAN0RPGACC18	0000 0000 _H	32	FFD0 1948 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 19	RSCAN0RPGACC19	0000 0000 _H	32	FFD0 194C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 20	RSCAN0RPGACC20	0000 0000 _H	32	FFD0 1950 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 21	RSCAN0RPGACC21	0000 0000 _H	32	FFD0 1954 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 22	RSCAN0RPGACC22	0000 0000 _H	32	FFD0 1958 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 23	RSCAN0RPGACC23	0000 0000 _H	32	FFD0 195C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 24	RSCAN0RPGACC24	0000 0000 _H	32	FFD0 1960 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 25	RSCAN0RPGACC25	0000 0000 _H	32	FFD0 1964 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 26	RSCAN0RPGACC26	0000 0000 _H	32	FFD0 1968 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 27	RSCAN0RPGACC27	0000 0000 _H	32	FFD0 196C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 28	RSCAN0RPGACC28	0000 0000 _H	32	FFD0 1970 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 29	RSCAN0RPGACC29	0000 0000 _H	32	FFD0 1974 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 30	RSCAN0RPGACC30	0000 0000 _H	32	FFD0 1978 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 31	RSCAN0RPGACC31	0000 0000 _H	32	FFD0 197C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 32	RSCAN0RPGACC32	0000 0000 _H	32	FFD0 1980 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 33	RSCAN0RPGACC33	0000 0000 _H	32	FFD0 1984 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 34	RSCAN0RPGACC34	0000 0000 _H	32	FFD0 1988 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 35	RSCAN0RPGACC35	0000 0000 _H	32	FFD0 198C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 36	RSCAN0RPGACC36	0000 0000 _H	32	FFD0 1990 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 37	RSCAN0RPGACC37	0000 0000 _H	32	FFD0 1994 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 38	RSCAN0RPGACC38	0000 0000 _H	32	FFD0 1998 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 39	RSCAN0RPGACC39	0000 0000 _H	32	FFD0 199C _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 40	RSCAN0RPGACC40	0000 0000 _H	32	FFD0 19A0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 41	RSCAN0RPGACC41	0000 0000 _H	32	FFD0 19A4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 42	RSCAN0RPGACC42	0000 0000 _H	32	FFD0 19A8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 43	RSCAN0RPGACC43	0000 0000 _H	32	FFD0 19AC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 44	RSCAN0RPGACC44	0000 0000 _H	32	FFD0 19B0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 45	RSCAN0RPGACC45	0000 0000 _H	32	FFD0 19B4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 46	RSCAN0RPGACC46	0000 0000 _H	32	FFD0 19B8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 47	RSCAN0RPGACC47	0000 0000 _H	32	FFD0 19BC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 48	RSCAN0RPGACC48	0000 0000 _H	32	FFD0 19C0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 49	RSCAN0RPGACC49	0000 0000 _H	32	FFD0 19C4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 50	RSCAN0RPGACC50	0000 0000 _H	32	FFD0 19C8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 51	RSCAN0RPGACC51	0000 0000 _H	32	FFD0 19CC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 52	RSCAN0RPGACC52	0000 0000 _H	32	FFD0 19D0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 53	RSCAN0RPGACC53	0000 0000 _H	32	FFD0 19D4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 54	RSCAN0RPGACC54	0000 0000 _H	32	FFD0 19D8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 55	RSCAN0RPGACC55	0000 0000 _H	32	FFD0 19DC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 56	RSCAN0RPGACC56	0000 0000 _H	32	FFD0 19E0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 57	RSCAN0RPGACC57	0000 0000 _H	32	FFD0 19E4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 58	RSCAN0RPGACC58	0000 0000 _H	32	FFD0 19E8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 59	RSCAN0RPGACC59	0000 0000 _H	32	FFD0 19EC _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 60	RSCAN0RPGACC60	0000 0000 _H	32	FFD0 19F0 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 61	RSCAN0RPGACC61	0000 0000 _H	32	FFD0 19F4 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 62	RSCAN0RPGACC62	0000 0000 _H	32	FFD0 19F8 _H	2	8, 16, 32
RSCFD0 (Classical CAN Mode)	RAM Test Page Access Register 63	RSCAN0RPGACC63	0000 0000 _H	32	FFD0 19FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 Nominal Bit Rate Configuration Register	RSCFD0CFDC0NCF G	0000 0000 _H	32	FFD0 0000 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 Control Register	RSCFD0CFDC0CTR	0000 0005 _H	32	FFD0 0004 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 Status Register	RSCFD0CFDC0STS	0000 0005 _H	32	FFD0 0008 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 Error Flag Register	RSCFD0CFDC0ERF L	0000 0000 _H	32	FFD0 000C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 1 Nominal Bit Rate Configuration Register	RSCFD0CFDC1NCF G	0000 0000 _H	32	FFD0 0010 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 1 Control Register	RSCFD0CFDC1CTR	0000 0005 _H	32	FFD0 0014 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Channel 1 Status Register	RSCFD0CFDC1STS	0000 0005 _H	32	FFD0 0018 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 1 Error Flag Register	RSCFD0CFDC1ERF L	0000 0000 _H	32	FFD0 001C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 2 Nominal Bit Rate Configuration Register	RSCFD0CFDC2NCF G	0000 0000 _H	32	FFD0 0020 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 2 Control Register	RSCFD0CFDC2CTR	0000 0005 _H	32	FFD0 0024 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 2 Status Register	RSCFD0CFDC2STS	0000 0005 _H	32	FFD0 0028 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 2 Error Flag Register	RSCFD0CFDC2ERF L	0000 0000 _H	32	FFD0 002C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 Nominal Bit Rate Configuration Register	RSCFD0CFDC3NCF G	0000 0000 _H	32	FFD0 0030 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 Control Register	RSCFD0CFDC3CTR	0000 0005 _H	32	FFD0 0034 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 Status Register	RSCFD0CFDC3STS	0000 0005 _H	32	FFD0 0038 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 Error Flag Register	RSCFD0CFDC3ERF L	0000 0000 _H	32	FFD0 003C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global Configuration Register	RSCFD0CFDGCFCG	0000 0000 _H	32	FFD0 0084 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global Control Register	RSCFD0CFDGCTR	0000 0005 _H	32	FFD0 0088 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global Status Register	RSCFD0CFDGSSTS	0000 000D _H	32	FFD0 008C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global Error Flag Register	RSCFD0CFDGERFL	0000 0000 _H	32	FFD0 0090 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global Timestamp Counter Register	RSCFD0CFDGTSC	0000 0000 _H	32	FFD0 0094 _H	2	16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Entry Control Register	RSCFD0CFDGAFLC TR	0000 0000 _H	32	FFD0 0098 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Configuration Register 0	RSCFD0CFDGAFLC FG0	0000 0000 _H	32	FFD0 009C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Number Register	RSCFD0CFDRMNB	0000 0000 _H	32	FFD0 00A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer New Data Register 0	RSCFD0CFDRMND 0	0000 0000 _H	32	FFD0 00A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer New Data Register 1	RSCFD0CFDRMND 1	0000 0000 _H	32	FFD0 00AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Configuration/ Control Register 0	RSCFD0CFDRFCC0	0000 0000 _H	32	FFD0 00B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Configuration/ Control Register 1	RSCFD0CFDRFCC1	0000 0000 _H	32	FFD0 00BC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Configuration/ Control Register 2	RSCFD0CFDRFCC2	0000 0000 _H	32	FFD0 00C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Configuration/ Control Register 3	RSCFD0CFDRFCC3	0000 0000 _H	32	FFD0 00C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Configuration/ Control Register 4	RSCFD0CFDRFCC4	0000 0000 _H	32	FFD0 00C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Configuration/ Control Register 5	RSCFD0CFDRFCC5	0000 0000 _H	32	FFD0 00CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Configuration/ Control Register 6	RSCFD0CFDRFCC6	0000 0000 _H	32	FFD0 00D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Configuration/ Control Register 7	RSCFD0CFDRFCC7	0000 0000 _H	32	FFD0 00D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Status Register 0	RSCFD0CFDRFSTS0	0000 0001 _H	32	FFD0 00D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Status Register 1	RSCFD0CFDRFSTS1	0000 0001 _H	32	FFD0 00DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Status Register 2	RSCFD0CFDRFSTS2	0000 0001 _H	32	FFD0 00E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Status Register 3	RSCFD0CFDRFSTS3	0000 0001 _H	32	FFD0 00E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Status Register 4	RSCFD0CFDRFSTS4	0000 0001 _H	32	FFD0 00E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Status Register 5	RSCFD0CFDRFSTS5	0000 0001 _H	32	FFD0 00EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Status Register 6	RSCFD0CFDRFSTS6	0000 0001 _H	32	FFD0 00F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Status Register 7	RSCFD0CFDRFSTS7	0000 0001 _H	32	FFD0 00F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Pointer Control Register 0	RSCFD0CFDRFPCT R0	0000 0000 _H	32	FFD0 00F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Pointer Control Register 1	RSCFD0CFDRFPCT R1	0000 0000 _H	32	FFD0 00FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Pointer Control Register 2	RSCFD0CFDRFPCT R2	0000 0000 _H	32	FFD0 0100 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Pointer Control Register 3	RSCFD0CFDRFPCT R3	0000 0000 _H	32	FFD0 0104 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Pointer Control Register 4	RSCFD0CFDRFPCT R4	0000 0000 _H	32	FFD0 0108 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Pointer Control Register 5	RSCFD0CFDRFPCT R5	0000 0000 _H	32	FFD0 010C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Pointer Control Register 6	RSCFD0CFDRFPCT R6	0000 0000 _H	32	FFD0 0110 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Pointer Control Register 7	RSCFD0CFDRFPCT R7	0000 0000 _H	32	FFD0 0114 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 0	RSCFD0CFDCFCC0	0000 0000 _H	32	FFD0 0118 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 1	RSCFD0CFDCFCC1	0000 0000 _H	32	FFD0 011C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 2	RSCFD0CFDCFCC2	0000 0000 _H	32	FFD0 0120 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 3	RSCFD0CFDCFCC3	0000 0000 _H	32	FFD0 0124 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 4	RSCFD0CFDCFCC4	0000 0000 _H	32	FFD0 0128 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 5	RSCFD0CFDCFCC5	0000 0000 _H	32	FFD0 012C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 6	RSCFD0CFDCFCC6	0000 0000 _H	32	FFD0 0130 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 7	RSCFD0CFDCFCC7	0000 0000 _H	32	FFD0 0134 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 8	RSCFD0CFDCFCC8	0000 0000 _H	32	FFD0 0138 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 9	RSCFD0CFDCFCC9	0000 0000 _H	32	FFD0 013C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 10	RSCFD0CFDCFCC10	0000 0000 _H	32	FFD0 0140 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Configuration/Control Register 11	RSCFD0CFDCFCC11	0000 0000 _H	32	FFD0 0144 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 0	RSCFD0CFDCFSTS0	0000 0001 _H	32	FFD0 0178 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 1	RSCFD0CFDCFSTS1	0000 0001 _H	32	FFD0 017C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 2	RSCFD0CFDCFSTS2	0000 0001 _H	32	FFD0 0180 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 3	RSCFD0CFDCFSTS3	0000 0001 _H	32	FFD0 0184 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 4	RSCFD0CFDCFSTS4	0000 0001 _H	32	FFD0 0188 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 5	RSCFD0CFDCFSTS5	0000 0001 _H	32	FFD0 018C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 6	RSCFD0CFDCFSTS6	0000 0001 _H	32	FFD0 0190 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 7	RSCFD0CFDCFSTS7	0000 0001 _H	32	FFD0 0194 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 8	RSCFD0CFDCFSTS8	0000 0001 _H	32	FFD0 0198 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 9	RSCFD0CFDCFSTS9	0000 0001 _H	32	FFD0 019C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 10	RSCFD0CFDCFSTS10	0000 0001 _H	32	FFD0 01A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Status Register 11	RSCFD0CFDCFSTS11	0000 0001 _H	32	FFD0 01A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 0	RSCFD0CFDCFPCTR0	0000 0000 _H	32	FFD0 01D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 1	RSCFD0CFDCFPCTR1	0000 0000 _H	32	FFD0 01DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 2	RSCFD0CFDCFPCTR2	0000 0000 _H	32	FFD0 01E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 3	RSCFD0CFDCFPCTR3	0000 0000 _H	32	FFD0 01E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 4	RSCFD0CFDCFPCTR4	0000 0000 _H	32	FFD0 01E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 5	RSCFD0CFDCFPCTR5	0000 0000 _H	32	FFD0 01EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 6	RSCFD0CFDCFPCTR6	0000 0000 _H	32	FFD0 01F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 7	RSCFD0CFDCFPCTR7	0000 0000 _H	32	FFD0 01F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 8	RSCFD0CFDCFPCTR8	0000 0000 _H	32	FFD0 01F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 9	RSCFD0CFDCFPCTR9	0000 0000 _H	32	FFD0 01FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 10	RSCFD0CFDCFPCTR10	0000 0000 _H	32	FFD0 0200 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Pointer Control Register 11	RSCFD0CFDCFPCTR11	0000 0000 _H	32	FFD0 0204 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	FIFO Empty Status Register	RSCFD0CFDFESTS	007F FFFF _H	32	FFD0 0238 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	FIFO Full Status Register	RSCFD0CFDFFFSTS	0000 0000 _H	32	FFD0 023C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	FIFO Message Lost Status Register	RSCFD0CFDFMSTS	0000 0000 _H	32	FFD0 0240 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Interrupt Flag Status Register	RSCFD0CFDRFIST	0000 0000 _H	32	FFD0 0244 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Receive Interrupt Flag Status Register	RSCFD0CFDCFRIS	0000 0000 _H	32	FFD0 0248 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Transmit Interrupt Flag Status Register	RSCFD0CFDCFTIS	0000 0000 _H	32	FFD0 024C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 0	RSCFD0CFDTC0	00 _H	8	FFD0 0250 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 1	RSCFD0CFDTC1	00 _H	8	FFD0 0251 _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 2	RSCFD0CFDTMC2	00 _H	8	FFD0 0252 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 3	RSCFD0CFDTMC3	00 _H	8	FFD0 0253 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 4	RSCFD0CFDTMC4	00 _H	8	FFD0 0254 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 5	RSCFD0CFDTMC5	00 _H	8	FFD0 0255 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 6	RSCFD0CFDTMC6	00 _H	8	FFD0 0256 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 7	RSCFD0CFDTMC7	00 _H	8	FFD0 0257 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 8	RSCFD0CFDTMC8	00 _H	8	FFD0 0258 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 9	RSCFD0CFDTMC9	00 _H	8	FFD0 0259 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 10	RSCFD0CFDTMC10	00 _H	8	FFD0 025A _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 11	RSCFD0CFDTMC11	00 _H	8	FFD0 025B _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 12	RSCFD0CFDTMC12	00 _H	8	FFD0 025C _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 13	RSCFD0CFDTMC13	00 _H	8	FFD0 025D _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 14	RSCFD0CFDTMC14	00 _H	8	FFD0 025E _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 15	RSCFD0CFDTMC15	00 _H	8	FFD0 025F _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 16	RSCFD0CFDTMC16	00 _H	8	FFD0 0260 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 17	RSCFD0CFDTMC17	00 _H	8	FFD0 0261 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 18	RSCFD0CFDTMC18	00 _H	8	FFD0 0262 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 19	RSCFD0CFDTMC19	00 _H	8	FFD0 0263 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 20	RSCFD0CFDTMC20	00 _H	8	FFD0 0264 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 21	RSCFD0CFDTMC21	00 _H	8	FFD0 0265 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 22	RSCFD0CFDTMC22	00 _H	8	FFD0 0266 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 23	RSCFD0CFDTMC23	00 _H	8	FFD0 0267 _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 24	RSCFD0CFDTMC24	00 _H	8	FFD0 0268 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 25	RSCFD0CFDTMC25	00 _H	8	FFD0 0269 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 26	RSCFD0CFDTMC26	00 _H	8	FFD0 026A _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 27	RSCFD0CFDTMC27	00 _H	8	FFD0 026B _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 28	RSCFD0CFDTMC28	00 _H	8	FFD0 026C _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 29	RSCFD0CFDTMC29	00 _H	8	FFD0 026D _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 30	RSCFD0CFDTMC30	00 _H	8	FFD0 026E _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 31	RSCFD0CFDTMC31	00 _H	8	FFD0 026F _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 32	RSCFD0CFDTMC32	00 _H	8	FFD0 0270 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 33	RSCFD0CFDTMC33	00 _H	8	FFD0 0271 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 34	RSCFD0CFDTMC34	00 _H	8	FFD0 0272 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 35	RSCFD0CFDTMC35	00 _H	8	FFD0 0273 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 36	RSCFD0CFDTMC36	00 _H	8	FFD0 0274 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 37	RSCFD0CFDTMC37	00 _H	8	FFD0 0275 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 38	RSCFD0CFDTMC38	00 _H	8	FFD0 0276 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 39	RSCFD0CFDTMC39	00 _H	8	FFD0 0277 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 40	RSCFD0CFDTMC40	00 _H	8	FFD0 0278 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 41	RSCFD0CFDTMC41	00 _H	8	FFD0 0279 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 42	RSCFD0CFDTMC42	00 _H	8	FFD0 027A _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 43	RSCFD0CFDTMC43	00 _H	8	FFD0 027B _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 44	RSCFD0CFDTMC44	00 _H	8	FFD0 027C _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 45	RSCFD0CFDTMC45	00 _H	8	FFD0 027D _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 46	RSCFD0CFDTMC46	00 _H	8	FFD0 027E _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 47	RSCFD0CFDTMC47	00 _H	8	FFD0 027F _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 48	RSCFD0CFDTMC48	00 _H	8	FFD0 0280 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 49	RSCFD0CFDTMC49	00 _H	8	FFD0 0281 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 50	RSCFD0CFDTMC50	00 _H	8	FFD0 0282 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 51	RSCFD0CFDTMC51	00 _H	8	FFD0 0283 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 52	RSCFD0CFDTMC52	00 _H	8	FFD0 0284 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 53	RSCFD0CFDTMC53	00 _H	8	FFD0 0285 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 54	RSCFD0CFDTMC54	00 _H	8	FFD0 0286 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 55	RSCFD0CFDTMC55	00 _H	8	FFD0 0287 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 56	RSCFD0CFDTMC56	00 _H	8	FFD0 0288 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 57	RSCFD0CFDTMC57	00 _H	8	FFD0 0289 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 58	RSCFD0CFDTMC58	00 _H	8	FFD0 028A _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 59	RSCFD0CFDTMC59	00 _H	8	FFD0 028B _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 60	RSCFD0CFDTMC60	00 _H	8	FFD0 028C _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 61	RSCFD0CFDTMC61	00 _H	8	FFD0 028D _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 62	RSCFD0CFDTMC62	00 _H	8	FFD0 028E _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Control Register 63	RSCFD0CFDTMC63	00 _H	8	FFD0 028F _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 0	RSCFD0CFDTMSTS 0	00 _H	8	FFD0 02D0 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 1	RSCFD0CFDTMSTS 1	00 _H	8	FFD0 02D1 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 2	RSCFD0CFDTMSTS 2	00 _H	8	FFD0 02D2 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 3	RSCFD0CFDTMSTS 3	00 _H	8	FFD0 02D3 _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 4	RSCFD0CFDTMSTS 4	00 _H	8	FFD0 02D4 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 5	RSCFD0CFDTMSTS 5	00 _H	8	FFD0 02D5 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 6	RSCFD0CFDTMSTS 6	00 _H	8	FFD0 02D6 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 7	RSCFD0CFDTMSTS 7	00 _H	8	FFD0 02D7 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 8	RSCFD0CFDTMSTS 8	00 _H	8	FFD0 02D8 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 9	RSCFD0CFDTMSTS 9	00 _H	8	FFD0 02D9 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 10	RSCFD0CFDTMSTS 10	00 _H	8	FFD0 02DA _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 11	RSCFD0CFDTMSTS 11	00 _H	8	FFD0 02DB _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 12	RSCFD0CFDTMSTS 12	00 _H	8	FFD0 02DC _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 13	RSCFD0CFDTMSTS 13	00 _H	8	FFD0 02DD _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 14	RSCFD0CFDTMSTS 14	00 _H	8	FFD0 02DE _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 15	RSCFD0CFDTMSTS 15	00 _H	8	FFD0 02DF _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 16	RSCFD0CFDTMSTS 16	00 _H	8	FFD0 02E0 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 17	RSCFD0CFDTMSTS 17	00 _H	8	FFD0 02E1 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 18	RSCFD0CFDTMSTS 18	00 _H	8	FFD0 02E2 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 19	RSCFD0CFDTMSTS 19	00 _H	8	FFD0 02E3 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 20	RSCFD0CFDTMSTS 20	00 _H	8	FFD0 02E4 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 21	RSCFD0CFDTMSTS 21	00 _H	8	FFD0 02E5 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 22	RSCFD0CFDTMSTS 22	00 _H	8	FFD0 02E6 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 23	RSCFD0CFDTMSTS 23	00 _H	8	FFD0 02E7 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 24	RSCFD0CFDTMSTS 24	00 _H	8	FFD0 02E8 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 25	RSCFD0CFDTMSTS 25	00 _H	8	FFD0 02E9 _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 26	RSCFD0CFDTMSTS 26	00 _H	8	FFD0 02EA _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 27	RSCFD0CFDTMSTS 27	00 _H	8	FFD0 02EB _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 28	RSCFD0CFDTMSTS 28	00 _H	8	FFD0 02EC _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 29	RSCFD0CFDTMSTS 29	00 _H	8	FFD0 02ED _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 30	RSCFD0CFDTMSTS 30	00 _H	8	FFD0 02EE _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 31	RSCFD0CFDTMSTS 31	00 _H	8	FFD0 02EF _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 32	RSCFD0CFDTMSTS 32	00 _H	8	FFD0 02F0 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 33	RSCFD0CFDTMSTS 33	00 _H	8	FFD0 02F1 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 34	RSCFD0CFDTMSTS 34	00 _H	8	FFD0 02F2 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 35	RSCFD0CFDTMSTS 35	00 _H	8	FFD0 02F3 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 36	RSCFD0CFDTMSTS 36	00 _H	8	FFD0 02F4 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 37	RSCFD0CFDTMSTS 37	00 _H	8	FFD0 02F5 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 38	RSCFD0CFDTMSTS 38	00 _H	8	FFD0 02F6 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 39	RSCFD0CFDTMSTS 39	00 _H	8	FFD0 02F7 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 40	RSCFD0CFDTMSTS 40	00 _H	8	FFD0 02F8 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 41	RSCFD0CFDTMSTS 41	00 _H	8	FFD0 02F9 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 42	RSCFD0CFDTMSTS 42	00 _H	8	FFD0 02FA _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 43	RSCFD0CFDTMSTS 43	00 _H	8	FFD0 02FB _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 44	RSCFD0CFDTMSTS 44	00 _H	8	FFD0 02FC _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 45	RSCFD0CFDTMSTS 45	00 _H	8	FFD0 02FD _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 46	RSCFD0CFDTMSTS 46	00 _H	8	FFD0 02FE _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 47	RSCFD0CFDTMSTS 47	00 _H	8	FFD0 02FF _H	2	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 48	RSCFD0CFDTMSTS 48	00 _H	8	FFD0 0300 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 49	RSCFD0CFDTMSTS 49	00 _H	8	FFD0 0301 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 50	RSCFD0CFDTMSTS 50	00 _H	8	FFD0 0302 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 51	RSCFD0CFDTMSTS 51	00 _H	8	FFD0 0303 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 52	RSCFD0CFDTMSTS 52	00 _H	8	FFD0 0304 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 53	RSCFD0CFDTMSTS 53	00 _H	8	FFD0 0305 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 54	RSCFD0CFDTMSTS 54	00 _H	8	FFD0 0306 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 55	RSCFD0CFDTMSTS 55	00 _H	8	FFD0 0307 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 56	RSCFD0CFDTMSTS 56	00 _H	8	FFD0 0308 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 57	RSCFD0CFDTMSTS 57	00 _H	8	FFD0 0309 _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 58	RSCFD0CFDTMSTS 58	00 _H	8	FFD0 030A _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 59	RSCFD0CFDTMSTS 59	00 _H	8	FFD0 030B _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 60	RSCFD0CFDTMSTS 60	00 _H	8	FFD0 030C _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 61	RSCFD0CFDTMSTS 61	00 _H	8	FFD0 030D _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 62	RSCFD0CFDTMSTS 62	00 _H	8	FFD0 030E _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Status Register 63	RSCFD0CFDTMSTS 63	00 _H	8	FFD0 030F _H	2	8
RSCFD0 (CAN-FD Mode)	Transmit Buffer Transmit Request Status Register 0	RSCFD0CFDTMTR STS0	0000 0000 _H	32	FFD0 0350 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Transmit Request Status Register 1	RSCFD0CFDTMTR STS1	0000 0000 _H	32	FFD0 0354 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Transmit Abort Request Status Register 0	RSCFD0CFDTMTAR STS0	0000 0000 _H	32	FFD0 0360 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Transmit Abort Request Status Register 1	RSCFD0CFDTMTAR STS1	0000 0000 _H	32	FFD0 0364 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Transmit Complete Status Register 0	RSCFD0CFDTMTC STS0	0000 0000 _H	32	FFD0 0370 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Transmit Complete Status Register 1	RSCFD0CFDTMTC STS1	0000 0000 _H	32	FFD0 0374 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Transmit Abort Status Register 0	RSCFD0CFDXTMTAS TS0	0000 0000 _H	32	FFD0 0380 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Transmit Abort Status Register 1	RSCFD0CFDXTMTAS TS1	0000 0000 _H	32	FFD0 0384 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Interrupt Enable Configuration Register 0	RSCFD0CFDXTMIEC 0	0000 0000 _H	32	FFD0 0390 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Interrupt Enable Configuration Register 1	RSCFD0CFDXTMIEC 1	0000 0000 _H	32	FFD0 0394 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Configuration and Control Register 0	RSCFD0CFDXTXQC C0	0000 0000 _H	32	FFD0 03A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Configuration and Control Register 1	RSCFD0CFDXTXQC C1	0000 0000 _H	32	FFD0 03A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Configuration and Control Register 2	RSCFD0CFDXTXQC C2	0000 0000 _H	32	FFD0 03A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Configuration and Control Register 3	RSCFD0CFDXTXQC C3	0000 0000 _H	32	FFD0 03AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Status Register 0	RSCFD0CFDXTXQST S0	0000 0001 _H	32	FFD0 03C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Status Register 1	RSCFD0CFDXTXQST S1	0000 0001 _H	32	FFD0 03C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Status Register 2	RSCFD0CFDXTXQST S2	0000 0001 _H	32	FFD0 03C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Status Register 3	RSCFD0CFDXTXQST S3	0000 0001 _H	32	FFD0 03CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Pointer Control Register 0	RSCFD0CFDXTXQP CTR0	0000 0000 _H	32	FFD0 03E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Pointer Control Register 1	RSCFD0CFDXTXQP CTR1	0000 0000 _H	32	FFD0 03E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Pointer Control Register 2	RSCFD0CFDXTXQP CTR2	0000 0000 _H	32	FFD0 03E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Queue Pointer Control Register 3	RSCFD0CFDXTXQP CTR3	0000 0000 _H	32	FFD0 03EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Configuration and Control Register 0	RSCFD0CFDXTHLCC 0	0000 0000 _H	32	FFD0 0400 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Configuration and Control Register 1	RSCFD0CFDXTHLCC 1	0000 0000 _H	32	FFD0 0404 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Configuration and Control Register 2	RSCFD0CFDXTHLCC 2	0000 0000 _H	32	FFD0 0408 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Configuration and Control Register 3	RSCFD0CFDXTHLCC 3	0000 0000 _H	32	FFD0 040C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Status Register 0	RSCFD0CFDXTHLST S0	0000 0001 _H	32	FFD0 0420 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Status Register 1	RSCFD0CFDXTHLST S1	0000 0001 _H	32	FFD0 0424 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit History Status Register 2	RSCFD0CFDTHLST S2	0000 0001 _H	32	FFD0 0428 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Status Register 3	RSCFD0CFDTHLST S3	0000 0001 _H	32	FFD0 042C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Pointer Control Register 0	RSCFD0CFDTHLPC TR0	0000 0000 _H	32	FFD0 0440 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Pointer Control Register 1	RSCFD0CFDTHLPC TR1	0000 0000 _H	32	FFD0 0444 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Pointer Control Register 2	RSCFD0CFDTHLPC TR2	0000 0000 _H	32	FFD0 0448 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Pointer Control Register 3	RSCFD0CFDTHLPC TR3	0000 0000 _H	32	FFD0 044C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global TX Interrupt Status Register 0	RSCFD0CFDGTINT STS0	0000 0000 _H	32	FFD0 0460 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global Test Configuration Register	RSCFD0CFDGTSTC FG	0000 0000 _H	32	FFD0 0468 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global Test Control Register	RSCFD0CFDGTSTC TR	0000 0000 _H	32	FFD0 046C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global FD Configuration Register	RSCFD0CFDGFDC FG	0000 0000 _H	32	FFD0 0474 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Global Lock Key Register	RSCFD0CFDGLOC KK	0000 0000 _H	32	FFD0 047C _H	2	16, 32
RSCFD0 (CAN-FD Mode)	Global Interface Mode Select Register	RSCFD0CFDGRMC FG	0000 0000 _H	32	FFD0 04FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 Data Bit Rate Configuration Register	RSCFD0CFDC0DCF G	0000 0000 _H	32	FFD0 0500 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 CAN FD Configuration Register	RSCFD0CFDC0FDC FG	0000 0000 _H	32	FFD0 0504 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 CAN FD Control Register	RSCFD0CFDC0FDC TR	0000 0000 _H	32	FFD0 0508 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 CAN FD Status Register	RSCFD0CFDC0FDS TS	0000 0000 _H	32	FFD0 050C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 0 CAN FD CRC Register	RSCFD0CFDC0FDC RC	0000 0000 _H	32	FFD0 0510 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 1 Data Bit Rate Configuration Register	RSCFD0CFDC1DCF G	0000 0000 _H	32	FFD0 0520 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 1 CAN FD Configuration Register	RSCFD0CFDC1FDC FG	0000 0000 _H	32	FFD0 0524 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 1 CAN FD Control Register	RSCFD0CFDC1FDC TR	0000 0000 _H	32	FFD0 0528 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 1 CAN FD Status Register	RSCFD0CFDC1FDS TS	0000 0000 _H	32	FFD0 052C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 1 CAN FD CRC Register	RSCFD0CFDC1FDC RC	0000 0000 _H	32	FFD0 0530 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Channel 2 Data Bit Rate Configuration Register	RSCFD0CFDC2DCF G	0000 0000 _H	32	FFD0 0540 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 2 CAN FD Configuration Register	RSCFD0CFDC2FDC FG	0000 0000 _H	32	FFD0 0544 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 2 CAN FD Control Register	RSCFD0CFDC2FDC TR	0000 0000 _H	32	FFD0 0548 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 2 CAN FD Status Register	RSCFD0CFDC2FDS TS	0000 0000 _H	32	FFD0 054C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 2 CAN FD CRC Register	RSCFD0CFDC2FDC RC	0000 0000 _H	32	FFD0 0550 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 Data Bit Rate Configuration Register	RSCFD0CFDC3DCF G	0000 0000 _H	32	FFD0 0560 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 CAN FD Configuration Register	RSCFD0CFDC3FDC FG	0000 0000 _H	32	FFD0 0564 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 CAN FD Control Register	RSCFD0CFDC3FDC TR	0000 0000 _H	32	FFD0 0568 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 CAN FD Status Register	RSCFD0CFDC3FDS TS	0000 0000 _H	32	FFD0 056C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Channel 3 CAN FD CRC Register	RSCFD0CFDC3FDC RC	0000 0000 _H	32	FFD0 0570 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 0	RSCFD0CFDGAFLI D0	0000 0000 _H	32	FFD0 1000 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 0	RSCFD0CFDGAFL M0	0000 0000 _H	32	FFD0 1004 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 0	RSCFD0CFDGAFLP 0_0	0000 0000 _H	32	FFD0 1008 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 0	RSCFD0CFDGAFLP 1_0	0000 0000 _H	32	FFD0 100C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 1	RSCFD0CFDGAFLI D1	0000 0000 _H	32	FFD0 1010 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 1	RSCFD0CFDGAFL M1	0000 0000 _H	32	FFD0 1014 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 1	RSCFD0CFDGAFLP 0_1	0000 0000 _H	32	FFD0 1018 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 1	RSCFD0CFDGAFLP 1_1	0000 0000 _H	32	FFD0 101C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 2	RSCFD0CFDGAFLI D2	0000 0000 _H	32	FFD0 1020 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 2	RSCFD0CFDGAFL M2	0000 0000 _H	32	FFD0 1024 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 2	RSCFD0CFDGAFLP 0_2	0000 0000 _H	32	FFD0 1028 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 2	RSCFD0CFDGAFLP 1_2	0000 0000 _H	32	FFD0 102C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 3	RSCFD0CFDGAFLI D3	0000 0000 _H	32	FFD0 1030 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 3	RSCFD0CFDGAFL M3	0000 0000 _H	32	FFD0 1034 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 3	RSCFD0CFDGAFLP 0_3	0000 0000 _H	32	FFD0 1038 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 3	RSCFD0CFDGAFLP 1_3	0000 0000 _H	32	FFD0 103C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 4	RSCFD0CFDGAFLI D4	0000 0000 _H	32	FFD0 1040 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 4	RSCFD0CFDGAFL M4	0000 0000 _H	32	FFD0 1044 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 4	RSCFD0CFDGAFLP 0_4	0000 0000 _H	32	FFD0 1048 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 4	RSCFD0CFDGAFLP 1_4	0000 0000 _H	32	FFD0 104C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 5	RSCFD0CFDGAFLI D5	0000 0000 _H	32	FFD0 1050 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 5	RSCFD0CFDGAFL M5	0000 0000 _H	32	FFD0 1054 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 5	RSCFD0CFDGAFLP 0_5	0000 0000 _H	32	FFD0 1058 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 5	RSCFD0CFDGAFLP 1_5	0000 0000 _H	32	FFD0 105C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 6	RSCFD0CFDGAFLI D6	0000 0000 _H	32	FFD0 1060 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 6	RSCFD0CFDGAFL M6	0000 0000 _H	32	FFD0 1064 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 6	RSCFD0CFDGAFLP 0_6	0000 0000 _H	32	FFD0 1068 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 6	RSCFD0CFDGAFLP 1_6	0000 0000 _H	32	FFD0 106C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 7	RSCFD0CFDGAFLI D7	0000 0000 _H	32	FFD0 1070 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 7	RSCFD0CFDGAFL M7	0000 0000 _H	32	FFD0 1074 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 7	RSCFD0CFDGAFLP 0_7	0000 0000 _H	32	FFD0 1078 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 7	RSCFD0CFDGAFLP 1_7	0000 0000 _H	32	FFD0 107C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 8	RSCFD0CFDGAFLI D8	0000 0000 _H	32	FFD0 1080 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 8	RSCFD0CFDGAFL M8	0000 0000 _H	32	FFD0 1084 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 8	RSCFD0CFDGAFLP0_8	0000 0000 _H	32	FFD0 1088 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 8	RSCFD0CFDGAFLP1_8	0000 0000 _H	32	FFD0 108C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 9	RSCFD0CFDGAFLID9	0000 0000 _H	32	FFD0 1090 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 9	RSCFD0CFDGAFLM9	0000 0000 _H	32	FFD0 1094 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 9	RSCFD0CFDGAFLP0_9	0000 0000 _H	32	FFD0 1098 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 9	RSCFD0CFDGAFLP1_9	0000 0000 _H	32	FFD0 109C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 10	RSCFD0CFDGAFLID10	0000 0000 _H	32	FFD0 10A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 10	RSCFD0CFDGAFLM10	0000 0000 _H	32	FFD0 10A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 10	RSCFD0CFDGAFLP0_10	0000 0000 _H	32	FFD0 10A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 10	RSCFD0CFDGAFLP1_10	0000 0000 _H	32	FFD0 10AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 11	RSCFD0CFDGAFLID11	0000 0000 _H	32	FFD0 10B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 11	RSCFD0CFDGAFLM11	0000 0000 _H	32	FFD0 10B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 11	RSCFD0CFDGAFLP0_11	0000 0000 _H	32	FFD0 10B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 11	RSCFD0CFDGAFLP1_11	0000 0000 _H	32	FFD0 10BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 12	RSCFD0CFDGAFLID12	0000 0000 _H	32	FFD0 10C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 12	RSCFD0CFDGAFLM12	0000 0000 _H	32	FFD0 10C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 12	RSCFD0CFDGAFLP0_12	0000 0000 _H	32	FFD0 10C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 12	RSCFD0CFDGAFLP1_12	0000 0000 _H	32	FFD0 10CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 13	RSCFD0CFDGAFLID13	0000 0000 _H	32	FFD0 10D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 13	RSCFD0CFDGAFLM13	0000 0000 _H	32	FFD0 10D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 13	RSCFD0CFDGAFLP0_13	0000 0000 _H	32	FFD0 10D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 13	RSCFD0CFDGAFLP1_13	0000 0000 _H	32	FFD0 10DC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 14	RSCFD0CFDGAFLI D14	0000 0000 _H	32	FFD0 10E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 14	RSCFD0CFDGAFL M14	0000 0000 _H	32	FFD0 10E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 14	RSCFD0CFDGAFLP 0_14	0000 0000 _H	32	FFD0 10E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 14	RSCFD0CFDGAFLP 1_14	0000 0000 _H	32	FFD0 10EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule ID Register 15	RSCFD0CFDGAFLI D15	0000 0000 _H	32	FFD0 10F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Mask Register 15	RSCFD0CFDGAFL M15	0000 0000 _H	32	FFD0 10F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 0 Register 15	RSCFD0CFDGAFLP 0_15	0000 0000 _H	32	FFD0 10F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Rule Pointer 1 Register 15	RSCFD0CFDGAFLP 1_15	0000 0000 _H	32	FFD0 10FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 0	RSCFD0CFDRMID0	0000 0000 _H	32	FFD0 2000 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 0	RSCFD0CFDRMPT R0	0000 0000 _H	32	FFD0 2004 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 0	RSCFD0CFDRMFD STS0	0000 0000 _H	32	FFD0 2008 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 0	RSCFD0CFDRMDF 0_0	0000 0000 _H	32	FFD0 200C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 0	RSCFD0CFDRMDF 1_0	0000 0000 _H	32	FFD0 2010 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 0	RSCFD0CFDRMDF 2_0	0000 0000 _H	32	FFD0 2014 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 0	RSCFD0CFDRMDF 3_0	0000 0000 _H	32	FFD0 2018 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 0	RSCFD0CFDRMDF 4_0	0000 0000 _H	32	FFD0 201C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 1	RSCFD0CFDRMID1	0000 0000 _H	32	FFD0 2020 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 1	RSCFD0CFDRMPT R1	0000 0000 _H	32	FFD0 2024 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 1	RSCFD0CFDRMFD STS1	0000 0000 _H	32	FFD0 2028 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 1	RSCFD0CFDRMDF 0_1	0000 0000 _H	32	FFD0 202C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 1	RSCFD0CFDRMDF 1_1	0000 0000 _H	32	FFD0 2030 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 1	RSCFD0CFDRMDF 2_1	0000 0000 _H	32	FFD0 2034 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 1	RSCFD0CFDRMDF 3_1	0000 0000 _H	32	FFD0 2038 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 1	RSCFD0CFDRMDF 4_1	0000 0000 _H	32	FFD0 203C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 2	RSCFD0CFDRMID2	0000 0000 _H	32	FFD0 2040 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 2	RSCFD0CFDRMPT R2	0000 0000 _H	32	FFD0 2044 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 2	RSCFD0CFDRMFD STS2	0000 0000 _H	32	FFD0 2048 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 2	RSCFD0CFDRMDF 0_2	0000 0000 _H	32	FFD0 204C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 2	RSCFD0CFDRMDF 1_2	0000 0000 _H	32	FFD0 2050 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 2	RSCFD0CFDRMDF 2_2	0000 0000 _H	32	FFD0 2054 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 2	RSCFD0CFDRMDF 3_2	0000 0000 _H	32	FFD0 2058 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 2	RSCFD0CFDRMDF 4_2	0000 0000 _H	32	FFD0 205C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 3	RSCFD0CFDRMID3	0000 0000 _H	32	FFD0 2060 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 3	RSCFD0CFDRMPT R3	0000 0000 _H	32	FFD0 2064 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 3	RSCFD0CFDRMFD STS3	0000 0000 _H	32	FFD0 2068 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 3	RSCFD0CFDRMDF 0_3	0000 0000 _H	32	FFD0 206C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 3	RSCFD0CFDRMDF 1_3	0000 0000 _H	32	FFD0 2070 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 3	RSCFD0CFDRMDF 2_3	0000 0000 _H	32	FFD0 2074 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 3	RSCFD0CFDRMDF 3_3	0000 0000 _H	32	FFD0 2078 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 3	RSCFD0CFDRMDF 4_3	0000 0000 _H	32	FFD0 207C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 4	RSCFD0CFDRMID4	0000 0000 _H	32	FFD0 2080 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 4	RSCFD0CFDRMPT R4	0000 0000 _H	32	FFD0 2084 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 4	RSCFD0CFDRMFD STS4	0000 0000 _H	32	FFD0 2088 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 4	RSCFD0CFDRMDF 0_4	0000 0000 _H	32	FFD0 208C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 4	RSCFD0CFDRMDF 1_4	0000 0000 _H	32	FFD0 2090 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 4	RSCFD0CFDRMDF 2_4	0000 0000 _H	32	FFD0 2094 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 4	RSCFD0CFDRMDF 3_4	0000 0000 _H	32	FFD0 2098 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 4	RSCFD0CFDRMDF 4_4	0000 0000 _H	32	FFD0 209C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 5	RSCFD0CFDRMID5	0000 0000 _H	32	FFD0 20A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 5	RSCFD0CFDRMPT R5	0000 0000 _H	32	FFD0 20A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 5	RSCFD0CFDRMFD STS5	0000 0000 _H	32	FFD0 20A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 5	RSCFD0CFDRMDF 0_5	0000 0000 _H	32	FFD0 20AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 5	RSCFD0CFDRMDF 1_5	0000 0000 _H	32	FFD0 20B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 5	RSCFD0CFDRMDF 2_5	0000 0000 _H	32	FFD0 20B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 5	RSCFD0CFDRMDF 3_5	0000 0000 _H	32	FFD0 20B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 5	RSCFD0CFDRMDF 4_5	0000 0000 _H	32	FFD0 20BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 6	RSCFD0CFDRMID6	0000 0000 _H	32	FFD0 20C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 6	RSCFD0CFDRMPT R6	0000 0000 _H	32	FFD0 20C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 6	RSCFD0CFDRMFD STS6	0000 0000 _H	32	FFD0 20C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 6	RSCFD0CFDRMDF 0_6	0000 0000 _H	32	FFD0 20CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 6	RSCFD0CFDRMDF 1_6	0000 0000 _H	32	FFD0 20D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 6	RSCFD0CFDRMDF 2_6	0000 0000 _H	32	FFD0 20D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 6	RSCFD0CFDRMDF 3_6	0000 0000 _H	32	FFD0 20D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 6	RSCFD0CFDRMDF 4_6	0000 0000 _H	32	FFD0 20DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 7	RSCFD0CFDRMID7	0000 0000 _H	32	FFD0 20E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 7	RSCFD0CFDRMPT R7	0000 0000 _H	32	FFD0 20E4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 7	RSCFD0CFDRMFD STS7	0000 0000 _H	32	FFD0 20E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 7	RSCFD0CFDRMDF 0_7	0000 0000 _H	32	FFD0 20EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 7	RSCFD0CFDRMDF 1_7	0000 0000 _H	32	FFD0 20F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 7	RSCFD0CFDRMDF 2_7	0000 0000 _H	32	FFD0 20F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 7	RSCFD0CFDRMDF 3_7	0000 0000 _H	32	FFD0 20F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 7	RSCFD0CFDRMDF 4_7	0000 0000 _H	32	FFD0 20FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 8	RSCFD0CFDRMID8	0000 0000 _H	32	FFD0 2100 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 8	RSCFD0CFDRMPT R8	0000 0000 _H	32	FFD0 2104 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 8	RSCFD0CFDRMFD STS8	0000 0000 _H	32	FFD0 2108 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 8	RSCFD0CFDRMDF 0_8	0000 0000 _H	32	FFD0 210C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 8	RSCFD0CFDRMDF 1_8	0000 0000 _H	32	FFD0 2110 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 8	RSCFD0CFDRMDF 2_8	0000 0000 _H	32	FFD0 2114 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 8	RSCFD0CFDRMDF 3_8	0000 0000 _H	32	FFD0 2118 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 8	RSCFD0CFDRMDF 4_8	0000 0000 _H	32	FFD0 211C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 9	RSCFD0CFDRMID9	0000 0000 _H	32	FFD0 2120 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 9	RSCFD0CFDRMPT R9	0000 0000 _H	32	FFD0 2124 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 9	RSCFD0CFDRMFD STS9	0000 0000 _H	32	FFD0 2128 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 9	RSCFD0CFDRMDF 0_9	0000 0000 _H	32	FFD0 212C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 9	RSCFD0CFDRMDF 1_9	0000 0000 _H	32	FFD0 2130 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 9	RSCFD0CFDRMDF 2_9	0000 0000 _H	32	FFD0 2134 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 9	RSCFD0CFDRMDF 3_9	0000 0000 _H	32	FFD0 2138 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 9	RSCFD0CFDRMDF 4_9	0000 0000 _H	32	FFD0 213C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 10	RSCFD0CFDRMID10	0000 0000 _H	32	FFD0 2140 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 10	RSCFD0CFDRMPT R10	0000 0000 _H	32	FFD0 2144 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 10	RSCFD0CFDRMFD STS10	0000 0000 _H	32	FFD0 2148 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 10	RSCFD0CFDRMDF 0_10	0000 0000 _H	32	FFD0 214C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 10	RSCFD0CFDRMDF 1_10	0000 0000 _H	32	FFD0 2150 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 10	RSCFD0CFDRMDF 2_10	0000 0000 _H	32	FFD0 2154 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 10	RSCFD0CFDRMDF 3_10	0000 0000 _H	32	FFD0 2158 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 10	RSCFD0CFDRMDF 4_10	0000 0000 _H	32	FFD0 215C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 11	RSCFD0CFDRMID11	0000 0000 _H	32	FFD0 2160 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 11	RSCFD0CFDRMPT R11	0000 0000 _H	32	FFD0 2164 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 11	RSCFD0CFDRMFD STS11	0000 0000 _H	32	FFD0 2168 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 11	RSCFD0CFDRMDF 0_11	0000 0000 _H	32	FFD0 216C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 11	RSCFD0CFDRMDF 1_11	0000 0000 _H	32	FFD0 2170 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 11	RSCFD0CFDRMDF 2_11	0000 0000 _H	32	FFD0 2174 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 11	RSCFD0CFDRMDF 3_11	0000 0000 _H	32	FFD0 2178 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 11	RSCFD0CFDRMDF 4_11	0000 0000 _H	32	FFD0 217C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 12	RSCFD0CFDRMID12	0000 0000 _H	32	FFD0 2180 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 12	RSCFD0CFDRMPT R12	0000 0000 _H	32	FFD0 2184 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 12	RSCFD0CFDRMFD STS12	0000 0000 _H	32	FFD0 2188 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 12	RSCFD0CFDRMDF 0_12	0000 0000 _H	32	FFD0 218C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 12	RSCFD0CFDRMDF 1_12	0000 0000 _H	32	FFD0 2190 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 12	RSCFD0CFDRMDF 2_12	0000 0000 _H	32	FFD0 2194 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 12	RSCFD0CFDRMDF3_12	0000 0000 _H	32	FFD0 2198 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 12	RSCFD0CFDRMDF4_12	0000 0000 _H	32	FFD0 219C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 13	RSCFD0CFDRMID13	0000 0000 _H	32	FFD0 21A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 13	RSCFD0CFDRMPT R13	0000 0000 _H	32	FFD0 21A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 13	RSCFD0CFDRMDF STS13	0000 0000 _H	32	FFD0 21A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 13	RSCFD0CFDRMDF0_13	0000 0000 _H	32	FFD0 21AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 13	RSCFD0CFDRMDF1_13	0000 0000 _H	32	FFD0 21B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 13	RSCFD0CFDRMDF2_13	0000 0000 _H	32	FFD0 21B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 13	RSCFD0CFDRMDF3_13	0000 0000 _H	32	FFD0 21B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 13	RSCFD0CFDRMDF4_13	0000 0000 _H	32	FFD0 21BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 14	RSCFD0CFDRMID14	0000 0000 _H	32	FFD0 21C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 14	RSCFD0CFDRMPT R14	0000 0000 _H	32	FFD0 21C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 14	RSCFD0CFDRMDF STS14	0000 0000 _H	32	FFD0 21C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 14	RSCFD0CFDRMDF0_14	0000 0000 _H	32	FFD0 21CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 14	RSCFD0CFDRMDF1_14	0000 0000 _H	32	FFD0 21D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 14	RSCFD0CFDRMDF2_14	0000 0000 _H	32	FFD0 21D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 14	RSCFD0CFDRMDF3_14	0000 0000 _H	32	FFD0 21D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 14	RSCFD0CFDRMDF4_14	0000 0000 _H	32	FFD0 21DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 15	RSCFD0CFDRMID15	0000 0000 _H	32	FFD0 21E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 15	RSCFD0CFDRMPT R15	0000 0000 _H	32	FFD0 21E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 15	RSCFD0CFDRMDF STS15	0000 0000 _H	32	FFD0 21E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 15	RSCFD0CFDRMDF0_15	0000 0000 _H	32	FFD0 21EC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 15	RSCFD0CFDRMDF 1_15	0000 0000 _H	32	FFD0 21F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 15	RSCFD0CFDRMDF 2_15	0000 0000 _H	32	FFD0 21F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 15	RSCFD0CFDRMDF 3_15	0000 0000 _H	32	FFD0 21F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 15	RSCFD0CFDRMDF 4_15	0000 0000 _H	32	FFD0 21FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 16	RSCFD0CFDRMID1 6	0000 0000 _H	32	FFD0 2200 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 16	RSCFD0CFDRMPT R16	0000 0000 _H	32	FFD0 2204 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 16	RSCFD0CFDRMFD STS16	0000 0000 _H	32	FFD0 2208 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 16	RSCFD0CFDRMDF 0_16	0000 0000 _H	32	FFD0 220C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 16	RSCFD0CFDRMDF 1_16	0000 0000 _H	32	FFD0 2210 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 16	RSCFD0CFDRMDF 2_16	0000 0000 _H	32	FFD0 2214 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 16	RSCFD0CFDRMDF 3_16	0000 0000 _H	32	FFD0 2218 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 16	RSCFD0CFDRMDF 4_16	0000 0000 _H	32	FFD0 221C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 17	RSCFD0CFDRMID1 7	0000 0000 _H	32	FFD0 2220 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 17	RSCFD0CFDRMPT R17	0000 0000 _H	32	FFD0 2224 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 17	RSCFD0CFDRMFD STS17	0000 0000 _H	32	FFD0 2228 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 17	RSCFD0CFDRMDF 0_17	0000 0000 _H	32	FFD0 222C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 17	RSCFD0CFDRMDF 1_17	0000 0000 _H	32	FFD0 2230 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 17	RSCFD0CFDRMDF 2_17	0000 0000 _H	32	FFD0 2234 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 17	RSCFD0CFDRMDF 3_17	0000 0000 _H	32	FFD0 2238 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 17	RSCFD0CFDRMDF 4_17	0000 0000 _H	32	FFD0 223C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 18	RSCFD0CFDRMID1 8	0000 0000 _H	32	FFD0 2240 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 18	RSCFD0CFDRMPT R18	0000 0000 _H	32	FFD0 2244 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 18	RSCFD0CFDRMFD STS18	0000 0000 _H	32	FFD0 2248 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 18	RSCFD0CFDRMDF 0_18	0000 0000 _H	32	FFD0 224C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 18	RSCFD0CFDRMDF 1_18	0000 0000 _H	32	FFD0 2250 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 18	RSCFD0CFDRMDF 2_18	0000 0000 _H	32	FFD0 2254 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 18	RSCFD0CFDRMDF 3_18	0000 0000 _H	32	FFD0 2258 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 18	RSCFD0CFDRMDF 4_18	0000 0000 _H	32	FFD0 225C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 19	RSCFD0CFDRMID1 9	0000 0000 _H	32	FFD0 2260 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 19	RSCFD0CFDRMPT R19	0000 0000 _H	32	FFD0 2264 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 19	RSCFD0CFDRMFD STS19	0000 0000 _H	32	FFD0 2268 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 19	RSCFD0CFDRMDF 0_19	0000 0000 _H	32	FFD0 226C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 19	RSCFD0CFDRMDF 1_19	0000 0000 _H	32	FFD0 2270 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 19	RSCFD0CFDRMDF 2_19	0000 0000 _H	32	FFD0 2274 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 19	RSCFD0CFDRMDF 3_19	0000 0000 _H	32	FFD0 2278 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 19	RSCFD0CFDRMDF 4_19	0000 0000 _H	32	FFD0 227C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 20	RSCFD0CFDRMID2 0	0000 0000 _H	32	FFD0 2280 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 20	RSCFD0CFDRMPT R20	0000 0000 _H	32	FFD0 2284 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 20	RSCFD0CFDRMFD STS20	0000 0000 _H	32	FFD0 2288 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 20	RSCFD0CFDRMDF 0_20	0000 0000 _H	32	FFD0 228C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 20	RSCFD0CFDRMDF 1_20	0000 0000 _H	32	FFD0 2290 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 20	RSCFD0CFDRMDF 2_20	0000 0000 _H	32	FFD0 2294 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 20	RSCFD0CFDRMDF 3_20	0000 0000 _H	32	FFD0 2298 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 20	RSCFD0CFDRMDF 4_20	0000 0000 _H	32	FFD0 229C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 21	RSCFD0CFDRMID21	0000 0000 _H	32	FFD0 22A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 21	RSCFD0CFDRMPT R21	0000 0000 _H	32	FFD0 22A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 21	RSCFD0CFDRMFD STS21	0000 0000 _H	32	FFD0 22A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 21	RSCFD0CFDRMDF 0_21	0000 0000 _H	32	FFD0 22AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 21	RSCFD0CFDRMDF 1_21	0000 0000 _H	32	FFD0 22B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 21	RSCFD0CFDRMDF 2_21	0000 0000 _H	32	FFD0 22B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 21	RSCFD0CFDRMDF 3_21	0000 0000 _H	32	FFD0 22B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 21	RSCFD0CFDRMDF 4_21	0000 0000 _H	32	FFD0 22BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 22	RSCFD0CFDRMID22	0000 0000 _H	32	FFD0 22C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 22	RSCFD0CFDRMPT R22	0000 0000 _H	32	FFD0 22C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 22	RSCFD0CFDRMFD STS22	0000 0000 _H	32	FFD0 22C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 22	RSCFD0CFDRMDF 0_22	0000 0000 _H	32	FFD0 22CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 22	RSCFD0CFDRMDF 1_22	0000 0000 _H	32	FFD0 22D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 22	RSCFD0CFDRMDF 2_22	0000 0000 _H	32	FFD0 22D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 22	RSCFD0CFDRMDF 3_22	0000 0000 _H	32	FFD0 22D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 22	RSCFD0CFDRMDF 4_22	0000 0000 _H	32	FFD0 22DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 23	RSCFD0CFDRMID23	0000 0000 _H	32	FFD0 22E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 23	RSCFD0CFDRMPT R23	0000 0000 _H	32	FFD0 22E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 23	RSCFD0CFDRMFD STS23	0000 0000 _H	32	FFD0 22E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 23	RSCFD0CFDRMDF 0_23	0000 0000 _H	32	FFD0 22EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 23	RSCFD0CFDRMDF 1_23	0000 0000 _H	32	FFD0 22F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 23	RSCFD0CFDRMDF 2_23	0000 0000 _H	32	FFD0 22F4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 23	RSCFD0CFDRMDF 3_23	0000 0000 _H	32	FFD0 22F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 23	RSCFD0CFDRMDF 4_23	0000 0000 _H	32	FFD0 22FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 24	RSCFD0CFDRMID2 4	0000 0000 _H	32	FFD0 2300 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 24	RSCFD0CFDRMPT R24	0000 0000 _H	32	FFD0 2304 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 24	RSCFD0CFDRMDF STS24	0000 0000 _H	32	FFD0 2308 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 24	RSCFD0CFDRMDF 0_24	0000 0000 _H	32	FFD0 230C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 24	RSCFD0CFDRMDF 1_24	0000 0000 _H	32	FFD0 2310 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 24	RSCFD0CFDRMDF 2_24	0000 0000 _H	32	FFD0 2314 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 24	RSCFD0CFDRMDF 3_24	0000 0000 _H	32	FFD0 2318 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 24	RSCFD0CFDRMDF 4_24	0000 0000 _H	32	FFD0 231C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 25	RSCFD0CFDRMID2 5	0000 0000 _H	32	FFD0 2320 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 25	RSCFD0CFDRMPT R25	0000 0000 _H	32	FFD0 2324 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 25	RSCFD0CFDRMDF STS25	0000 0000 _H	32	FFD0 2328 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 25	RSCFD0CFDRMDF 0_25	0000 0000 _H	32	FFD0 232C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 25	RSCFD0CFDRMDF 1_25	0000 0000 _H	32	FFD0 2330 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 25	RSCFD0CFDRMDF 2_25	0000 0000 _H	32	FFD0 2334 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 25	RSCFD0CFDRMDF 3_25	0000 0000 _H	32	FFD0 2338 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 25	RSCFD0CFDRMDF 4_25	0000 0000 _H	32	FFD0 233C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 26	RSCFD0CFDRMID2 6	0000 0000 _H	32	FFD0 2340 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 26	RSCFD0CFDRMPT R26	0000 0000 _H	32	FFD0 2344 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 26	RSCFD0CFDRMDF STS26	0000 0000 _H	32	FFD0 2348 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 26	RSCFD0CFDRMDF 0_26	0000 0000 _H	32	FFD0 234C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 26	RSCFD0CFDRMDF 1_26	0000 0000 _H	32	FFD0 2350 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 26	RSCFD0CFDRMDF 2_26	0000 0000 _H	32	FFD0 2354 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 26	RSCFD0CFDRMDF 3_26	0000 0000 _H	32	FFD0 2358 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 26	RSCFD0CFDRMDF 4_26	0000 0000 _H	32	FFD0 235C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 27	RSCFD0CFDRMID2 7	0000 0000 _H	32	FFD0 2360 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 27	RSCFD0CFDRMPT R27	0000 0000 _H	32	FFD0 2364 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 27	RSCFD0CFDRMFD STS27	0000 0000 _H	32	FFD0 2368 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 27	RSCFD0CFDRMDF 0_27	0000 0000 _H	32	FFD0 236C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 27	RSCFD0CFDRMDF 1_27	0000 0000 _H	32	FFD0 2370 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 27	RSCFD0CFDRMDF 2_27	0000 0000 _H	32	FFD0 2374 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 27	RSCFD0CFDRMDF 3_27	0000 0000 _H	32	FFD0 2378 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 27	RSCFD0CFDRMDF 4_27	0000 0000 _H	32	FFD0 237C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 28	RSCFD0CFDRMID2 8	0000 0000 _H	32	FFD0 2380 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 28	RSCFD0CFDRMPT R28	0000 0000 _H	32	FFD0 2384 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 28	RSCFD0CFDRMFD STS28	0000 0000 _H	32	FFD0 2388 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 28	RSCFD0CFDRMDF 0_28	0000 0000 _H	32	FFD0 238C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 28	RSCFD0CFDRMDF 1_28	0000 0000 _H	32	FFD0 2390 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 28	RSCFD0CFDRMDF 2_28	0000 0000 _H	32	FFD0 2394 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 28	RSCFD0CFDRMDF 3_28	0000 0000 _H	32	FFD0 2398 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 28	RSCFD0CFDRMDF 4_28	0000 0000 _H	32	FFD0 239C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 29	RSCFD0CFDRMID2 9	0000 0000 _H	32	FFD0 23A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 29	RSCFD0CFDRMPT R29	0000 0000 _H	32	FFD0 23A4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 29	RSCFD0CFDRMFD STS29	0000 0000 _H	32	FFD0 23A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 29	RSCFD0CFDRMDF 0_29	0000 0000 _H	32	FFD0 23AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 29	RSCFD0CFDRMDF 1_29	0000 0000 _H	32	FFD0 23B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 29	RSCFD0CFDRMDF 2_29	0000 0000 _H	32	FFD0 23B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 29	RSCFD0CFDRMDF 3_29	0000 0000 _H	32	FFD0 23B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 29	RSCFD0CFDRMDF 4_29	0000 0000 _H	32	FFD0 23BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 30	RSCFD0CFDRMID3 0	0000 0000 _H	32	FFD0 23C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 30	RSCFD0CFDRMPT R30	0000 0000 _H	32	FFD0 23C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 30	RSCFD0CFDRMFD STS30	0000 0000 _H	32	FFD0 23C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 30	RSCFD0CFDRMDF 0_30	0000 0000 _H	32	FFD0 23CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 30	RSCFD0CFDRMDF 1_30	0000 0000 _H	32	FFD0 23D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 30	RSCFD0CFDRMDF 2_30	0000 0000 _H	32	FFD0 23D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 30	RSCFD0CFDRMDF 3_30	0000 0000 _H	32	FFD0 23D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 30	RSCFD0CFDRMDF 4_30	0000 0000 _H	32	FFD0 23DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 31	RSCFD0CFDRMID3 1	0000 0000 _H	32	FFD0 23E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 31	RSCFD0CFDRMPT R31	0000 0000 _H	32	FFD0 23E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 31	RSCFD0CFDRMFD STS31	0000 0000 _H	32	FFD0 23E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 31	RSCFD0CFDRMDF 0_31	0000 0000 _H	32	FFD0 23EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 31	RSCFD0CFDRMDF 1_31	0000 0000 _H	32	FFD0 23F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 31	RSCFD0CFDRMDF 2_31	0000 0000 _H	32	FFD0 23F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 31	RSCFD0CFDRMDF 3_31	0000 0000 _H	32	FFD0 23F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 31	RSCFD0CFDRMDF 4_31	0000 0000 _H	32	FFD0 23FC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 32	RSCFD0CFDRMID3 2	0000 0000 _H	32	FFD0 2400 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 32	RSCFD0CFDRMPT R32	0000 0000 _H	32	FFD0 2404 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 32	RSCFD0CFDRMFD STS32	0000 0000 _H	32	FFD0 2408 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 32	RSCFD0CFDRMDF 0_32	0000 0000 _H	32	FFD0 240C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 32	RSCFD0CFDRMDF 1_32	0000 0000 _H	32	FFD0 2410 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 32	RSCFD0CFDRMDF 2_32	0000 0000 _H	32	FFD0 2414 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 32	RSCFD0CFDRMDF 3_32	0000 0000 _H	32	FFD0 2418 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 32	RSCFD0CFDRMDF 4_32	0000 0000 _H	32	FFD0 241C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 33	RSCFD0CFDRMID3 3	0000 0000 _H	32	FFD0 2420 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 33	RSCFD0CFDRMPT R33	0000 0000 _H	32	FFD0 2424 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 33	RSCFD0CFDRMFD STS33	0000 0000 _H	32	FFD0 2428 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 33	RSCFD0CFDRMDF 0_33	0000 0000 _H	32	FFD0 242C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 33	RSCFD0CFDRMDF 1_33	0000 0000 _H	32	FFD0 2430 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 33	RSCFD0CFDRMDF 2_33	0000 0000 _H	32	FFD0 2434 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 33	RSCFD0CFDRMDF 3_33	0000 0000 _H	32	FFD0 2438 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 33	RSCFD0CFDRMDF 4_33	0000 0000 _H	32	FFD0 243C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 34	RSCFD0CFDRMID3 4	0000 0000 _H	32	FFD0 2440 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 34	RSCFD0CFDRMPT R34	0000 0000 _H	32	FFD0 2444 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 34	RSCFD0CFDRMFD STS34	0000 0000 _H	32	FFD0 2448 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 34	RSCFD0CFDRMDF 0_34	0000 0000 _H	32	FFD0 244C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 34	RSCFD0CFDRMDF 1_34	0000 0000 _H	32	FFD0 2450 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 34	RSCFD0CFDRMDF 2_34	0000 0000 _H	32	FFD0 2454 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 34	RSCFD0CFDRMDF3_34	0000 0000 _H	32	FFD0 2458 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 34	RSCFD0CFDRMDF4_34	0000 0000 _H	32	FFD0 245C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 35	RSCFD0CFDRMID35	0000 0000 _H	32	FFD0 2460 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 35	RSCFD0CFDRMPTR35	0000 0000 _H	32	FFD0 2464 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 35	RSCFD0CFDRMFDSTS35	0000 0000 _H	32	FFD0 2468 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 35	RSCFD0CFDRMDF0_35	0000 0000 _H	32	FFD0 246C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 35	RSCFD0CFDRMDF1_35	0000 0000 _H	32	FFD0 2470 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 35	RSCFD0CFDRMDF2_35	0000 0000 _H	32	FFD0 2474 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 35	RSCFD0CFDRMDF3_35	0000 0000 _H	32	FFD0 2478 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 35	RSCFD0CFDRMDF4_35	0000 0000 _H	32	FFD0 247C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 36	RSCFD0CFDRMID36	0000 0000 _H	32	FFD0 2480 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 36	RSCFD0CFDRMPTR36	0000 0000 _H	32	FFD0 2484 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 36	RSCFD0CFDRMFDSTS36	0000 0000 _H	32	FFD0 2488 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 36	RSCFD0CFDRMDF0_36	0000 0000 _H	32	FFD0 248C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 36	RSCFD0CFDRMDF1_36	0000 0000 _H	32	FFD0 2490 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 36	RSCFD0CFDRMDF2_36	0000 0000 _H	32	FFD0 2494 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 36	RSCFD0CFDRMDF3_36	0000 0000 _H	32	FFD0 2498 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 36	RSCFD0CFDRMDF4_36	0000 0000 _H	32	FFD0 249C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 37	RSCFD0CFDRMID37	0000 0000 _H	32	FFD0 24A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 37	RSCFD0CFDRMPTR37	0000 0000 _H	32	FFD0 24A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 37	RSCFD0CFDRMFDSTS37	0000 0000 _H	32	FFD0 24A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 37	RSCFD0CFDRMDF0_37	0000 0000 _H	32	FFD0 24AC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 37	RSCFD0CFDRMDF1_37	0000 0000 _H	32	FFD0 24B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 37	RSCFD0CFDRMDF2_37	0000 0000 _H	32	FFD0 24B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 37	RSCFD0CFDRMDF3_37	0000 0000 _H	32	FFD0 24B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 37	RSCFD0CFDRMDF4_37	0000 0000 _H	32	FFD0 24BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 38	RSCFD0CFDRMID38	0000 0000 _H	32	FFD0 24C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 38	RSCFD0CFDRMPT R38	0000 0000 _H	32	FFD0 24C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 38	RSCFD0CFDRMFD STS38	0000 0000 _H	32	FFD0 24C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 38	RSCFD0CFDRMDF0_38	0000 0000 _H	32	FFD0 24CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 38	RSCFD0CFDRMDF1_38	0000 0000 _H	32	FFD0 24D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 38	RSCFD0CFDRMDF2_38	0000 0000 _H	32	FFD0 24D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 38	RSCFD0CFDRMDF3_38	0000 0000 _H	32	FFD0 24D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 38	RSCFD0CFDRMDF4_38	0000 0000 _H	32	FFD0 24DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 39	RSCFD0CFDRMID39	0000 0000 _H	32	FFD0 24E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 39	RSCFD0CFDRMPT R39	0000 0000 _H	32	FFD0 24E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 39	RSCFD0CFDRMFD STS39	0000 0000 _H	32	FFD0 24E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 39	RSCFD0CFDRMDF0_39	0000 0000 _H	32	FFD0 24EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 39	RSCFD0CFDRMDF1_39	0000 0000 _H	32	FFD0 24F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 39	RSCFD0CFDRMDF2_39	0000 0000 _H	32	FFD0 24F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 39	RSCFD0CFDRMDF3_39	0000 0000 _H	32	FFD0 24F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 39	RSCFD0CFDRMDF4_39	0000 0000 _H	32	FFD0 24FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 40	RSCFD0CFDRMID40	0000 0000 _H	32	FFD0 2500 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 40	RSCFD0CFDRMPT R40	0000 0000 _H	32	FFD0 2504 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 40	RSCFD0CFDRMFD STS40	0000 0000 _H	32	FFD0 2508 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 40	RSCFD0CFDRMDF 0_40	0000 0000 _H	32	FFD0 250C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 40	RSCFD0CFDRMDF 1_40	0000 0000 _H	32	FFD0 2510 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 40	RSCFD0CFDRMDF 2_40	0000 0000 _H	32	FFD0 2514 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 40	RSCFD0CFDRMDF 3_40	0000 0000 _H	32	FFD0 2518 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 40	RSCFD0CFDRMDF 4_40	0000 0000 _H	32	FFD0 251C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 41	RSCFD0CFDRMID4 1	0000 0000 _H	32	FFD0 2520 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 41	RSCFD0CFDRMPT R41	0000 0000 _H	32	FFD0 2524 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 41	RSCFD0CFDRMFD STS41	0000 0000 _H	32	FFD0 2528 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 41	RSCFD0CFDRMDF 0_41	0000 0000 _H	32	FFD0 252C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 41	RSCFD0CFDRMDF 1_41	0000 0000 _H	32	FFD0 2530 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 41	RSCFD0CFDRMDF 2_41	0000 0000 _H	32	FFD0 2534 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 41	RSCFD0CFDRMDF 3_41	0000 0000 _H	32	FFD0 2538 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 41	RSCFD0CFDRMDF 4_41	0000 0000 _H	32	FFD0 253C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 42	RSCFD0CFDRMID4 2	0000 0000 _H	32	FFD0 2540 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 42	RSCFD0CFDRMPT R42	0000 0000 _H	32	FFD0 2544 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 42	RSCFD0CFDRMFD STS42	0000 0000 _H	32	FFD0 2548 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 42	RSCFD0CFDRMDF 0_42	0000 0000 _H	32	FFD0 254C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 42	RSCFD0CFDRMDF 1_42	0000 0000 _H	32	FFD0 2550 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 42	RSCFD0CFDRMDF 2_42	0000 0000 _H	32	FFD0 2554 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 42	RSCFD0CFDRMDF 3_42	0000 0000 _H	32	FFD0 2558 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 42	RSCFD0CFDRMDF 4_42	0000 0000 _H	32	FFD0 255C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 43	RSCFD0CFDRMID43	0000 0000 _H	32	FFD0 2560 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 43	RSCFD0CFDRMPT R43	0000 0000 _H	32	FFD0 2564 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 43	RSCFD0CFDRMFD STS43	0000 0000 _H	32	FFD0 2568 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 43	RSCFD0CFDRMDF 0_43	0000 0000 _H	32	FFD0 256C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 43	RSCFD0CFDRMDF 1_43	0000 0000 _H	32	FFD0 2570 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 43	RSCFD0CFDRMDF 2_43	0000 0000 _H	32	FFD0 2574 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 43	RSCFD0CFDRMDF 3_43	0000 0000 _H	32	FFD0 2578 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 43	RSCFD0CFDRMDF 4_43	0000 0000 _H	32	FFD0 257C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 44	RSCFD0CFDRMID44	0000 0000 _H	32	FFD0 2580 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 44	RSCFD0CFDRMPT R44	0000 0000 _H	32	FFD0 2584 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 44	RSCFD0CFDRMFD STS44	0000 0000 _H	32	FFD0 2588 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 44	RSCFD0CFDRMDF 0_44	0000 0000 _H	32	FFD0 258C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 44	RSCFD0CFDRMDF 1_44	0000 0000 _H	32	FFD0 2590 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 44	RSCFD0CFDRMDF 2_44	0000 0000 _H	32	FFD0 2594 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 44	RSCFD0CFDRMDF 3_44	0000 0000 _H	32	FFD0 2598 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 44	RSCFD0CFDRMDF 4_44	0000 0000 _H	32	FFD0 259C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 45	RSCFD0CFDRMID45	0000 0000 _H	32	FFD0 25A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 45	RSCFD0CFDRMPT R45	0000 0000 _H	32	FFD0 25A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 45	RSCFD0CFDRMFD STS45	0000 0000 _H	32	FFD0 25A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 45	RSCFD0CFDRMDF 0_45	0000 0000 _H	32	FFD0 25AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 45	RSCFD0CFDRMDF 1_45	0000 0000 _H	32	FFD0 25B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 45	RSCFD0CFDRMDF 2_45	0000 0000 _H	32	FFD0 25B4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 45	RSCFD0CFDRMDF3_45	0000 0000 _H	32	FFD0 25B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 45	RSCFD0CFDRMDF4_45	0000 0000 _H	32	FFD0 25BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 46	RSCFD0CFDRMID46	0000 0000 _H	32	FFD0 25C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 46	RSCFD0CFDRMPT R46	0000 0000 _H	32	FFD0 25C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 46	RSCFD0CFDRMDF STS46	0000 0000 _H	32	FFD0 25C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 46	RSCFD0CFDRMDF0_46	0000 0000 _H	32	FFD0 25CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 46	RSCFD0CFDRMDF1_46	0000 0000 _H	32	FFD0 25D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 46	RSCFD0CFDRMDF2_46	0000 0000 _H	32	FFD0 25D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 46	RSCFD0CFDRMDF3_46	0000 0000 _H	32	FFD0 25D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 46	RSCFD0CFDRMDF4_46	0000 0000 _H	32	FFD0 25DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 47	RSCFD0CFDRMID47	0000 0000 _H	32	FFD0 25E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 47	RSCFD0CFDRMPT R47	0000 0000 _H	32	FFD0 25E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 47	RSCFD0CFDRMDF STS47	0000 0000 _H	32	FFD0 25E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 47	RSCFD0CFDRMDF0_47	0000 0000 _H	32	FFD0 25EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 47	RSCFD0CFDRMDF1_47	0000 0000 _H	32	FFD0 25F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 47	RSCFD0CFDRMDF2_47	0000 0000 _H	32	FFD0 25F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 47	RSCFD0CFDRMDF3_47	0000 0000 _H	32	FFD0 25F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 47	RSCFD0CFDRMDF4_47	0000 0000 _H	32	FFD0 25FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 48	RSCFD0CFDRMID48	0000 0000 _H	32	FFD0 2600 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 48	RSCFD0CFDRMPT R48	0000 0000 _H	32	FFD0 2604 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 48	RSCFD0CFDRMDF STS48	0000 0000 _H	32	FFD0 2608 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 48	RSCFD0CFDRMDF0_48	0000 0000 _H	32	FFD0 260C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 48	RSCFD0CFDRMDF1_48	0000 0000 _H	32	FFD0 2610 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 48	RSCFD0CFDRMDF2_48	0000 0000 _H	32	FFD0 2614 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 48	RSCFD0CFDRMDF3_48	0000 0000 _H	32	FFD0 2618 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 48	RSCFD0CFDRMDF4_48	0000 0000 _H	32	FFD0 261C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 49	RSCFD0CFDRMID49	0000 0000 _H	32	FFD0 2620 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 49	RSCFD0CFDRMPT R49	0000 0000 _H	32	FFD0 2624 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 49	RSCFD0CFDRMFD STS49	0000 0000 _H	32	FFD0 2628 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 49	RSCFD0CFDRMDF0_49	0000 0000 _H	32	FFD0 262C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 49	RSCFD0CFDRMDF1_49	0000 0000 _H	32	FFD0 2630 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 49	RSCFD0CFDRMDF2_49	0000 0000 _H	32	FFD0 2634 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 49	RSCFD0CFDRMDF3_49	0000 0000 _H	32	FFD0 2638 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 49	RSCFD0CFDRMDF4_49	0000 0000 _H	32	FFD0 263C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 50	RSCFD0CFDRMID50	0000 0000 _H	32	FFD0 2640 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 50	RSCFD0CFDRMPT R50	0000 0000 _H	32	FFD0 2644 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 50	RSCFD0CFDRMFD STS50	0000 0000 _H	32	FFD0 2648 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 50	RSCFD0CFDRMDF0_50	0000 0000 _H	32	FFD0 264C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 50	RSCFD0CFDRMDF1_50	0000 0000 _H	32	FFD0 2650 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 50	RSCFD0CFDRMDF2_50	0000 0000 _H	32	FFD0 2654 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 50	RSCFD0CFDRMDF3_50	0000 0000 _H	32	FFD0 2658 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 50	RSCFD0CFDRMDF4_50	0000 0000 _H	32	FFD0 265C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 51	RSCFD0CFDRMID51	0000 0000 _H	32	FFD0 2660 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 51	RSCFD0CFDRMPT R51	0000 0000 _H	32	FFD0 2664 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 51	RSCFD0CFDRMFD STS51	0000 0000 _H	32	FFD0 2668 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 51	RSCFD0CFDRMDF 0_51	0000 0000 _H	32	FFD0 266C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 51	RSCFD0CFDRMDF 1_51	0000 0000 _H	32	FFD0 2670 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 51	RSCFD0CFDRMDF 2_51	0000 0000 _H	32	FFD0 2674 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 51	RSCFD0CFDRMDF 3_51	0000 0000 _H	32	FFD0 2678 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 51	RSCFD0CFDRMDF 4_51	0000 0000 _H	32	FFD0 267C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 52	RSCFD0CFDRMID5 2	0000 0000 _H	32	FFD0 2680 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 52	RSCFD0CFDRMPT R52	0000 0000 _H	32	FFD0 2684 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 52	RSCFD0CFDRMFD STS52	0000 0000 _H	32	FFD0 2688 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 52	RSCFD0CFDRMDF 0_52	0000 0000 _H	32	FFD0 268C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 52	RSCFD0CFDRMDF 1_52	0000 0000 _H	32	FFD0 2690 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 52	RSCFD0CFDRMDF 2_52	0000 0000 _H	32	FFD0 2694 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 52	RSCFD0CFDRMDF 3_52	0000 0000 _H	32	FFD0 2698 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 52	RSCFD0CFDRMDF 4_52	0000 0000 _H	32	FFD0 269C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 53	RSCFD0CFDRMID5 3	0000 0000 _H	32	FFD0 26A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 53	RSCFD0CFDRMPT R53	0000 0000 _H	32	FFD0 26A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 53	RSCFD0CFDRMFD STS53	0000 0000 _H	32	FFD0 26A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 53	RSCFD0CFDRMDF 0_53	0000 0000 _H	32	FFD0 26AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 53	RSCFD0CFDRMDF 1_53	0000 0000 _H	32	FFD0 26B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 53	RSCFD0CFDRMDF 2_53	0000 0000 _H	32	FFD0 26B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 53	RSCFD0CFDRMDF 3_53	0000 0000 _H	32	FFD0 26B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 53	RSCFD0CFDRMDF 4_53	0000 0000 _H	32	FFD0 26BC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 54	RSCFD0CFDRMID54	0000 0000 _H	32	FFD0 26C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 54	RSCFD0CFDRMPT R54	0000 0000 _H	32	FFD0 26C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 54	RSCFD0CFDRMFD STS54	0000 0000 _H	32	FFD0 26C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 54	RSCFD0CFDRMDF 0_54	0000 0000 _H	32	FFD0 26CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 54	RSCFD0CFDRMDF 1_54	0000 0000 _H	32	FFD0 26D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 54	RSCFD0CFDRMDF 2_54	0000 0000 _H	32	FFD0 26D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 54	RSCFD0CFDRMDF 3_54	0000 0000 _H	32	FFD0 26D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 54	RSCFD0CFDRMDF 4_54	0000 0000 _H	32	FFD0 26DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 55	RSCFD0CFDRMID55	0000 0000 _H	32	FFD0 26E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 55	RSCFD0CFDRMPT R55	0000 0000 _H	32	FFD0 26E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 55	RSCFD0CFDRMFD STS55	0000 0000 _H	32	FFD0 26E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 55	RSCFD0CFDRMDF 0_55	0000 0000 _H	32	FFD0 26EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 55	RSCFD0CFDRMDF 1_55	0000 0000 _H	32	FFD0 26F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 55	RSCFD0CFDRMDF 2_55	0000 0000 _H	32	FFD0 26F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 55	RSCFD0CFDRMDF 3_55	0000 0000 _H	32	FFD0 26F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 55	RSCFD0CFDRMDF 4_55	0000 0000 _H	32	FFD0 26FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 56	RSCFD0CFDRMID56	0000 0000 _H	32	FFD0 2700 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 56	RSCFD0CFDRMPT R56	0000 0000 _H	32	FFD0 2704 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 56	RSCFD0CFDRMFD STS56	0000 0000 _H	32	FFD0 2708 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 56	RSCFD0CFDRMDF 0_56	0000 0000 _H	32	FFD0 270C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 56	RSCFD0CFDRMDF 1_56	0000 0000 _H	32	FFD0 2710 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 56	RSCFD0CFDRMDF 2_56	0000 0000 _H	32	FFD0 2714 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 56	RSCFD0CFDRMDF3_56	0000 0000 _H	32	FFD0 2718 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 56	RSCFD0CFDRMDF4_56	0000 0000 _H	32	FFD0 271C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 57	RSCFD0CFDRMID57	0000 0000 _H	32	FFD0 2720 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 57	RSCFD0CFDRMPT R57	0000 0000 _H	32	FFD0 2724 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 57	RSCFD0CFDRMFD STS57	0000 0000 _H	32	FFD0 2728 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 57	RSCFD0CFDRMDF0_57	0000 0000 _H	32	FFD0 272C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 57	RSCFD0CFDRMDF1_57	0000 0000 _H	32	FFD0 2730 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 57	RSCFD0CFDRMDF2_57	0000 0000 _H	32	FFD0 2734 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 57	RSCFD0CFDRMDF3_57	0000 0000 _H	32	FFD0 2738 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 57	RSCFD0CFDRMDF4_57	0000 0000 _H	32	FFD0 273C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 58	RSCFD0CFDRMID58	0000 0000 _H	32	FFD0 2740 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 58	RSCFD0CFDRMPT R58	0000 0000 _H	32	FFD0 2744 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 58	RSCFD0CFDRMFD STS58	0000 0000 _H	32	FFD0 2748 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 58	RSCFD0CFDRMDF0_58	0000 0000 _H	32	FFD0 274C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 58	RSCFD0CFDRMDF1_58	0000 0000 _H	32	FFD0 2750 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 58	RSCFD0CFDRMDF2_58	0000 0000 _H	32	FFD0 2754 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 58	RSCFD0CFDRMDF3_58	0000 0000 _H	32	FFD0 2758 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 58	RSCFD0CFDRMDF4_58	0000 0000 _H	32	FFD0 275C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 59	RSCFD0CFDRMID59	0000 0000 _H	32	FFD0 2760 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 59	RSCFD0CFDRMPT R59	0000 0000 _H	32	FFD0 2764 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 59	RSCFD0CFDRMFD STS59	0000 0000 _H	32	FFD0 2768 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 59	RSCFD0CFDRMDF0_59	0000 0000 _H	32	FFD0 276C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 59	RSCFD0CFDRMDF1_59	0000 0000 _H	32	FFD0 2770 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 59	RSCFD0CFDRMDF2_59	0000 0000 _H	32	FFD0 2774 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 59	RSCFD0CFDRMDF3_59	0000 0000 _H	32	FFD0 2778 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 59	RSCFD0CFDRMDF4_59	0000 0000 _H	32	FFD0 277C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 60	RSCFD0CFDRMID60	0000 0000 _H	32	FFD0 2780 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 60	RSCFD0CFDRMPTR60	0000 0000 _H	32	FFD0 2784 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 60	RSCFD0CFDRMDFSTS60	0000 0000 _H	32	FFD0 2788 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 60	RSCFD0CFDRMDF0_60	0000 0000 _H	32	FFD0 278C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 60	RSCFD0CFDRMDF1_60	0000 0000 _H	32	FFD0 2790 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 60	RSCFD0CFDRMDF2_60	0000 0000 _H	32	FFD0 2794 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 60	RSCFD0CFDRMDF3_60	0000 0000 _H	32	FFD0 2798 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 60	RSCFD0CFDRMDF4_60	0000 0000 _H	32	FFD0 279C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 61	RSCFD0CFDRMID61	0000 0000 _H	32	FFD0 27A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 61	RSCFD0CFDRMPTR61	0000 0000 _H	32	FFD0 27A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 61	RSCFD0CFDRMDFSTS61	0000 0000 _H	32	FFD0 27A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 61	RSCFD0CFDRMDF0_61	0000 0000 _H	32	FFD0 27AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 61	RSCFD0CFDRMDF1_61	0000 0000 _H	32	FFD0 27B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 61	RSCFD0CFDRMDF2_61	0000 0000 _H	32	FFD0 27B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 61	RSCFD0CFDRMDF3_61	0000 0000 _H	32	FFD0 27B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 61	RSCFD0CFDRMDF4_61	0000 0000 _H	32	FFD0 27BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 62	RSCFD0CFDRMID62	0000 0000 _H	32	FFD0 27C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 62	RSCFD0CFDRMPTR62	0000 0000 _H	32	FFD0 27C4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 62	RSCFD0CFDRMFD STS62	0000 0000 _H	32	FFD0 27C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 62	RSCFD0CFDRMDF 0_62	0000 0000 _H	32	FFD0 27CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 62	RSCFD0CFDRMDF 1_62	0000 0000 _H	32	FFD0 27D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 62	RSCFD0CFDRMDF 2_62	0000 0000 _H	32	FFD0 27D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 62	RSCFD0CFDRMDF 3_62	0000 0000 _H	32	FFD0 27D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 62	RSCFD0CFDRMDF 4_62	0000 0000 _H	32	FFD0 27DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer ID Register 63	RSCFD0CFDRMID6 3	0000 0000 _H	32	FFD0 27E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Pointer Register 63	RSCFD0CFDRMPT R63	0000 0000 _H	32	FFD0 27E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer CAN FD Status Register 63	RSCFD0CFDRMFD STS63	0000 0000 _H	32	FFD0 27E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 0 Register 63	RSCFD0CFDRMDF 0_63	0000 0000 _H	32	FFD0 27EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 1 Register 63	RSCFD0CFDRMDF 1_63	0000 0000 _H	32	FFD0 27F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 2 Register 63	RSCFD0CFDRMDF 2_63	0000 0000 _H	32	FFD0 27F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 3 Register 63	RSCFD0CFDRMDF 3_63	0000 0000 _H	32	FFD0 27F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive Buffer Data Field 4 Register 63	RSCFD0CFDRMDF 4_63	0000 0000 _H	32	FFD0 27FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access ID Register 0	RSCFD0CFDRFID0	0000 0000 _H	32	FFD0 3000 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Pointer Register 0	RSCFD0CFDRFPTR 0	0000 0000 _H	32	FFD0 3004 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access CAN FD Status Register 0	RSCFD0CFDRFFDS TS0	0000 0000 _H	32	FFD0 3008 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 0 Register 0	RSCFD0CFDRFDF0 _0	0000 0000 _H	32	FFD0 300C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 1 Register 0	RSCFD0CFDRFDF1 _0	0000 0000 _H	32	FFD0 3010 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 2 Register 0	RSCFD0CFDRFDF2 _0	0000 0000 _H	32	FFD0 3014 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 3 Register 0	RSCFD0CFDRFDF3 _0	0000 0000 _H	32	FFD0 3018 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 4 Register 0	RSCFD0CFDRFDF4 _0	0000 0000 _H	32	FFD0 301C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 5 Register 0	RSCFD0CFDRFDF5_0	0000 0000 _H	32	FFD0 3020 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 6 Register 0	RSCFD0CFDRFDF6_0	0000 0000 _H	32	FFD0 3024 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 7 Register 0	RSCFD0CFDRFDF7_0	0000 0000 _H	32	FFD0 3028 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 8 Register 0	RSCFD0CFDRFDF8_0	0000 0000 _H	32	FFD0 302C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 9 Register 0	RSCFD0CFDRFDF9_0	0000 0000 _H	32	FFD0 3030 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 10 Register 0	RSCFD0CFDRFDF10_0	0000 0000 _H	32	FFD0 3034 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 11 Register 0	RSCFD0CFDRFDF11_0	0000 0000 _H	32	FFD0 3038 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 12 Register 0	RSCFD0CFDRFDF12_0	0000 0000 _H	32	FFD0 303C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 13 Register 0	RSCFD0CFDRFDF13_0	0000 0000 _H	32	FFD0 3040 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 14 Register 0	RSCFD0CFDRFDF14_0	0000 0000 _H	32	FFD0 3044 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 15 Register 0	RSCFD0CFDRFDF15_0	0000 0000 _H	32	FFD0 3048 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access ID Register 1	RSCFD0CFDRFID1	0000 0000 _H	32	FFD0 3080 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Pointer Register 1	RSCFD0CFDRFPTR1	0000 0000 _H	32	FFD0 3084 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access CAN FD Status Register 1	RSCFD0CFDRFFDS1	0000 0000 _H	32	FFD0 3088 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 0 Register 1	RSCFD0CFDRFDF0_1	0000 0000 _H	32	FFD0 308C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 1 Register 1	RSCFD0CFDRFDF1_1	0000 0000 _H	32	FFD0 3090 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 2 Register 1	RSCFD0CFDRFDF2_1	0000 0000 _H	32	FFD0 3094 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 3 Register 1	RSCFD0CFDRFDF3_1	0000 0000 _H	32	FFD0 3098 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 4 Register 1	RSCFD0CFDRFDF4_1	0000 0000 _H	32	FFD0 309C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 5 Register 1	RSCFD0CFDRFDF5_1	0000 0000 _H	32	FFD0 30A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 6 Register 1	RSCFD0CFDRFDF6_1	0000 0000 _H	32	FFD0 30A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 7 Register 1	RSCFD0CFDRFDF7_1	0000 0000 _H	32	FFD0 30A8 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 8 Register 1	RSCFD0CFDRFDF8_1	0000 0000 _H	32	FFD0 30AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 9 Register 1	RSCFD0CFDRFDF9_1	0000 0000 _H	32	FFD0 30B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 10 Register 1	RSCFD0CFDRFDF10_1	0000 0000 _H	32	FFD0 30B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 11 Register 1	RSCFD0CFDRFDF11_1	0000 0000 _H	32	FFD0 30B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 12 Register 1	RSCFD0CFDRFDF12_1	0000 0000 _H	32	FFD0 30BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 13 Register 1	RSCFD0CFDRFDF13_1	0000 0000 _H	32	FFD0 30C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 14 Register 1	RSCFD0CFDRFDF14_1	0000 0000 _H	32	FFD0 30C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 15 Register 1	RSCFD0CFDRFDF15_1	0000 0000 _H	32	FFD0 30C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access ID Register 2	RSCFD0CFDRFID2	0000 0000 _H	32	FFD0 3100 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Pointer Register 2	RSCFD0CFDRFPTR2	0000 0000 _H	32	FFD0 3104 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access CAN FD Status Register 2	RSCFD0CFDRFFDS TS2	0000 0000 _H	32	FFD0 3108 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 0 Register 2	RSCFD0CFDRFDF0_2	0000 0000 _H	32	FFD0 310C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 1 Register 2	RSCFD0CFDRFDF1_2	0000 0000 _H	32	FFD0 3110 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 2 Register 2	RSCFD0CFDRFDF2_2	0000 0000 _H	32	FFD0 3114 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 3 Register 2	RSCFD0CFDRFDF3_2	0000 0000 _H	32	FFD0 3118 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 4 Register 2	RSCFD0CFDRFDF4_2	0000 0000 _H	32	FFD0 311C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 5 Register 2	RSCFD0CFDRFDF5_2	0000 0000 _H	32	FFD0 3120 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 6 Register 2	RSCFD0CFDRFDF6_2	0000 0000 _H	32	FFD0 3124 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 7 Register 2	RSCFD0CFDRFDF7_2	0000 0000 _H	32	FFD0 3128 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 8 Register 2	RSCFD0CFDRFDF8_2	0000 0000 _H	32	FFD0 312C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 9 Register 2	RSCFD0CFDRFDF9_2	0000 0000 _H	32	FFD0 3130 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 10 Register 2	RSCFD0CFDRFDF10_2	0000 0000 _H	32	FFD0 3134 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 11 Register 2	RSCFD0CFDRFDF1_1_2	0000 0000 _H	32	FFD0 3138 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 12 Register 2	RSCFD0CFDRFDF1_2_2	0000 0000 _H	32	FFD0 313C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 13 Register 2	RSCFD0CFDRFDF1_3_2	0000 0000 _H	32	FFD0 3140 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 14 Register 2	RSCFD0CFDRFDF1_4_2	0000 0000 _H	32	FFD0 3144 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 15 Register 2	RSCFD0CFDRFDF1_5_2	0000 0000 _H	32	FFD0 3148 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access ID Register 3	RSCFD0CFDRFID3	0000 0000 _H	32	FFD0 3180 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Pointer Register 3	RSCFD0CFDRFPTR_3	0000 0000 _H	32	FFD0 3184 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access CAN FD Status Register 3	RSCFD0CFDRFFDS_TS3	0000 0000 _H	32	FFD0 3188 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 0 Register 3	RSCFD0CFDRFDF0_3	0000 0000 _H	32	FFD0 318C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 1 Register 3	RSCFD0CFDRFDF1_3	0000 0000 _H	32	FFD0 3190 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 2 Register 3	RSCFD0CFDRFDF2_3	0000 0000 _H	32	FFD0 3194 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 3 Register 3	RSCFD0CFDRFDF3_3	0000 0000 _H	32	FFD0 3198 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 4 Register 3	RSCFD0CFDRFDF4_3	0000 0000 _H	32	FFD0 319C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 5 Register 3	RSCFD0CFDRFDF5_3	0000 0000 _H	32	FFD0 31A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 6 Register 3	RSCFD0CFDRFDF6_3	0000 0000 _H	32	FFD0 31A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 7 Register 3	RSCFD0CFDRFDF7_3	0000 0000 _H	32	FFD0 31A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 8 Register 3	RSCFD0CFDRFDF8_3	0000 0000 _H	32	FFD0 31AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 9 Register 3	RSCFD0CFDRFDF9_3	0000 0000 _H	32	FFD0 31B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 10 Register 3	RSCFD0CFDRFDF1_0_3	0000 0000 _H	32	FFD0 31B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 11 Register 3	RSCFD0CFDRFDF1_1_3	0000 0000 _H	32	FFD0 31B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 12 Register 3	RSCFD0CFDRFDF1_2_3	0000 0000 _H	32	FFD0 31BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 13 Register 3	RSCFD0CFDRFDF1_3_3	0000 0000 _H	32	FFD0 31C0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 14 Register 3	RSCFD0CFDRDF14_3	0000 0000 _H	32	FFD0 31C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 15 Register 3	RSCFD0CFDRDF15_3	0000 0000 _H	32	FFD0 31C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access ID Register 4	RSCFD0CFDRFID4	0000 0000 _H	32	FFD0 3200 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Pointer Register 4	RSCFD0CFDRFPTR4	0000 0000 _H	32	FFD0 3204 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access CAN FD Status Register 4	RSCFD0CFDRFFDS TS4	0000 0000 _H	32	FFD0 3208 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 0 Register 4	RSCFD0CFDRDF0_4	0000 0000 _H	32	FFD0 320C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 1 Register 4	RSCFD0CFDRDF1_4	0000 0000 _H	32	FFD0 3210 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 2 Register 4	RSCFD0CFDRDF2_4	0000 0000 _H	32	FFD0 3214 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 3 Register 4	RSCFD0CFDRDF3_4	0000 0000 _H	32	FFD0 3218 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 4 Register 4	RSCFD0CFDRDF4_4	0000 0000 _H	32	FFD0 321C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 5 Register 4	RSCFD0CFDRDF5_4	0000 0000 _H	32	FFD0 3220 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 6 Register 4	RSCFD0CFDRDF6_4	0000 0000 _H	32	FFD0 3224 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 7 Register 4	RSCFD0CFDRDF7_4	0000 0000 _H	32	FFD0 3228 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 8 Register 4	RSCFD0CFDRDF8_4	0000 0000 _H	32	FFD0 322C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 9 Register 4	RSCFD0CFDRDF9_4	0000 0000 _H	32	FFD0 3230 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 10 Register 4	RSCFD0CFDRDF10_4	0000 0000 _H	32	FFD0 3234 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 11 Register 4	RSCFD0CFDRDF11_4	0000 0000 _H	32	FFD0 3238 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 12 Register 4	RSCFD0CFDRDF12_4	0000 0000 _H	32	FFD0 323C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 13 Register 4	RSCFD0CFDRDF13_4	0000 0000 _H	32	FFD0 3240 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 14 Register 4	RSCFD0CFDRDF14_4	0000 0000 _H	32	FFD0 3244 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 15 Register 4	RSCFD0CFDRDF15_4	0000 0000 _H	32	FFD0 3248 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access ID Register 5	RSCFD0CFDRFID5	0000 0000 _H	32	FFD0 3280 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Pointer Register 5	RSCFD0CFDRFPTR5	0000 0000 _H	32	FFD0 3284 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access CAN FD Status Register 5	RSCFD0CFDRFFDS5	0000 0000 _H	32	FFD0 3288 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 0 Register 5	RSCFD0CFDRFDF0_5	0000 0000 _H	32	FFD0 328C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 1 Register 5	RSCFD0CFDRFDF1_5	0000 0000 _H	32	FFD0 3290 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 2 Register 5	RSCFD0CFDRFDF2_5	0000 0000 _H	32	FFD0 3294 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 3 Register 5	RSCFD0CFDRFDF3_5	0000 0000 _H	32	FFD0 3298 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 4 Register 5	RSCFD0CFDRFDF4_5	0000 0000 _H	32	FFD0 329C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 5 Register 5	RSCFD0CFDRFDF5_5	0000 0000 _H	32	FFD0 32A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 6 Register 5	RSCFD0CFDRFDF6_5	0000 0000 _H	32	FFD0 32A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 7 Register 5	RSCFD0CFDRFDF7_5	0000 0000 _H	32	FFD0 32A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 8 Register 5	RSCFD0CFDRFDF8_5	0000 0000 _H	32	FFD0 32AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 9 Register 5	RSCFD0CFDRFDF9_5	0000 0000 _H	32	FFD0 32B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 10 Register 5	RSCFD0CFDRFDF10_5	0000 0000 _H	32	FFD0 32B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 11 Register 5	RSCFD0CFDRFDF11_5	0000 0000 _H	32	FFD0 32B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 12 Register 5	RSCFD0CFDRFDF12_5	0000 0000 _H	32	FFD0 32BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 13 Register 5	RSCFD0CFDRFDF13_5	0000 0000 _H	32	FFD0 32C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 14 Register 5	RSCFD0CFDRFDF14_5	0000 0000 _H	32	FFD0 32C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 15 Register 5	RSCFD0CFDRFDF15_5	0000 0000 _H	32	FFD0 32C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access ID Register 6	RSCFD0CFDRFID6	0000 0000 _H	32	FFD0 3300 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Pointer Register 6	RSCFD0CFDRFPTR6	0000 0000 _H	32	FFD0 3304 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access CAN FD Status Register 6	RSCFD0CFDRFFDS6	0000 0000 _H	32	FFD0 3308 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 0 Register 6	RSCFD0CFDRFDF0_6	0000 0000 _H	32	FFD0 330C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 1 Register 6	RSCFD0CFDRFDF1_6	0000 0000 _H	32	FFD0 3310 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 2 Register 6	RSCFD0CFDRFDF2_6	0000 0000 _H	32	FFD0 3314 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 3 Register 6	RSCFD0CFDRFDF3_6	0000 0000 _H	32	FFD0 3318 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 4 Register 6	RSCFD0CFDRFDF4_6	0000 0000 _H	32	FFD0 331C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 5 Register 6	RSCFD0CFDRFDF5_6	0000 0000 _H	32	FFD0 3320 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 6 Register 6	RSCFD0CFDRFDF6_6	0000 0000 _H	32	FFD0 3324 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 7 Register 6	RSCFD0CFDRFDF7_6	0000 0000 _H	32	FFD0 3328 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 8 Register 6	RSCFD0CFDRFDF8_6	0000 0000 _H	32	FFD0 332C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 9 Register 6	RSCFD0CFDRFDF9_6	0000 0000 _H	32	FFD0 3330 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 10 Register 6	RSCFD0CFDRFDF1_0_6	0000 0000 _H	32	FFD0 3334 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 11 Register 6	RSCFD0CFDRFDF1_1_6	0000 0000 _H	32	FFD0 3338 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 12 Register 6	RSCFD0CFDRFDF1_2_6	0000 0000 _H	32	FFD0 333C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 13 Register 6	RSCFD0CFDRFDF1_3_6	0000 0000 _H	32	FFD0 3340 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 14 Register 6	RSCFD0CFDRFDF1_4_6	0000 0000 _H	32	FFD0 3344 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 15 Register 6	RSCFD0CFDRFDF1_5_6	0000 0000 _H	32	FFD0 3348 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access ID Register 7	RSCFD0CFDRFID7	0000 0000 _H	32	FFD0 3380 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Pointer Register 7	RSCFD0CFDRFPTR_7	0000 0000 _H	32	FFD0 3384 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access CAN FD Status Register 7	RSCFD0CFDRFFDS_TS7	0000 0000 _H	32	FFD0 3388 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 0 Register 7	RSCFD0CFDRFDF0_7	0000 0000 _H	32	FFD0 338C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 1 Register 7	RSCFD0CFDRFDF1_7	0000 0000 _H	32	FFD0 3390 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 2 Register 7	RSCFD0CFDRFDF2_7	0000 0000 _H	32	FFD0 3394 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 3 Register 7	RSCFD0CFDRFDF3_7	0000 0000 _H	32	FFD0 3398 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 4 Register 7	RSCFD0CFDRFDF4_7	0000 0000 _H	32	FFD0 339C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 5 Register 7	RSCFD0CFDRFDF5_7	0000 0000 _H	32	FFD0 33A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 6 Register 7	RSCFD0CFDRFDF6_7	0000 0000 _H	32	FFD0 33A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 7 Register 7	RSCFD0CFDRFDF7_7	0000 0000 _H	32	FFD0 33A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 8 Register 7	RSCFD0CFDRFDF8_7	0000 0000 _H	32	FFD0 33AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 9 Register 7	RSCFD0CFDRFDF9_7	0000 0000 _H	32	FFD0 33B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 10 Register 7	RSCFD0CFDRFDF10_7	0000 0000 _H	32	FFD0 33B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 11 Register 7	RSCFD0CFDRFDF11_7	0000 0000 _H	32	FFD0 33B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 12 Register 7	RSCFD0CFDRFDF12_7	0000 0000 _H	32	FFD0 33BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 13 Register 7	RSCFD0CFDRFDF13_7	0000 0000 _H	32	FFD0 33C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 14 Register 7	RSCFD0CFDRFDF14_7	0000 0000 _H	32	FFD0 33C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Receive FIFO Buffer Access Data Field 15 Register 7	RSCFD0CFDRFDF15_7	0000 0000 _H	32	FFD0 33C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 0	RSCFD0CFDCFD0	0000 0000 _H	32	FFD0 3400 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 0	RSCFD0CFDCFPTR0	0000 0000 _H	32	FFD0 3404 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 0	RSCFD0CFDCFFDCSTS0	0000 0000 _H	32	FFD0 3408 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 0	RSCFD0CFDCFD0_0	0000 0000 _H	32	FFD0 340C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 0	RSCFD0CFDCFD1_0	0000 0000 _H	32	FFD0 3410 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 0	RSCFD0CFDCFD2_0	0000 0000 _H	32	FFD0 3414 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 0	RSCFD0CFDCFD3_0	0000 0000 _H	32	FFD0 3418 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 0	RSCFD0CFDCFD4_0	0000 0000 _H	32	FFD0 341C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 0	RSCFD0CFDCFD5_0	0000 0000 _H	32	FFD0 3420 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 0	RSCFD0CFDCFD6_0	0000 0000 _H	32	FFD0 3424 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 0	RSCFD0CFDCDF7_0	0000 0000 _H	32	FFD0 3428 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 0	RSCFD0CFDCDF8_0	0000 0000 _H	32	FFD0 342C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 0	RSCFD0CFDCDF9_0	0000 0000 _H	32	FFD0 3430 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 0	RSCFD0CFDCDF10_0	0000 0000 _H	32	FFD0 3434 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 0	RSCFD0CFDCDF11_0	0000 0000 _H	32	FFD0 3438 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 0	RSCFD0CFDCDF12_0	0000 0000 _H	32	FFD0 343C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 0	RSCFD0CFDCDF13_0	0000 0000 _H	32	FFD0 3440 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 0	RSCFD0CFDCDF14_0	0000 0000 _H	32	FFD0 3444 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 0	RSCFD0CFDCDF15_0	0000 0000 _H	32	FFD0 3448 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 1	RSCFD0CFDCFD1	0000 0000 _H	32	FFD0 3480 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 1	RSCFD0CFDCFPTR1	0000 0000 _H	32	FFD0 3484 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 1	RSCFD0CFDCFFDCSTS1	0000 0000 _H	32	FFD0 3488 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 1	RSCFD0CFDCDF0_1	0000 0000 _H	32	FFD0 348C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 1	RSCFD0CFDCDF1_1	0000 0000 _H	32	FFD0 3490 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 1	RSCFD0CFDCDF2_1	0000 0000 _H	32	FFD0 3494 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 1	RSCFD0CFDCDF3_1	0000 0000 _H	32	FFD0 3498 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 1	RSCFD0CFDCDF4_1	0000 0000 _H	32	FFD0 349C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 1	RSCFD0CFDCDF5_1	0000 0000 _H	32	FFD0 34A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 1	RSCFD0CFDCDF6_1	0000 0000 _H	32	FFD0 34A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 1	RSCFD0CFDCDF7_1	0000 0000 _H	32	FFD0 34A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 1	RSCFD0CFDCDF8_1	0000 0000 _H	32	FFD0 34AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 1	RSCFD0CFDCDF9_1	0000 0000 _H	32	FFD0 34B0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 1	RSCFD0CFDCDF1_0_1	0000 0000 _H	32	FFD0 34B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 1	RSCFD0CFDCDF1_1_1	0000 0000 _H	32	FFD0 34B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 1	RSCFD0CFDCDF1_2_1	0000 0000 _H	32	FFD0 34BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 1	RSCFD0CFDCDF1_3_1	0000 0000 _H	32	FFD0 34C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 1	RSCFD0CFDCDF1_4_1	0000 0000 _H	32	FFD0 34C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 1	RSCFD0CFDCDF1_5_1	0000 0000 _H	32	FFD0 34C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 2	RSCFD0CFDCFD2	0000 0000 _H	32	FFD0 3500 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 2	RSCFD0CFDCFPTR_2	0000 0000 _H	32	FFD0 3504 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 2	RSCFD0CFDCFFDC_STS2	0000 0000 _H	32	FFD0 3508 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 2	RSCFD0CFDCDF0_2	0000 0000 _H	32	FFD0 350C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 2	RSCFD0CFDCDF1_2	0000 0000 _H	32	FFD0 3510 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 2	RSCFD0CFDCDF2_2	0000 0000 _H	32	FFD0 3514 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 2	RSCFD0CFDCDF3_2	0000 0000 _H	32	FFD0 3518 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 2	RSCFD0CFDCDF4_2	0000 0000 _H	32	FFD0 351C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 2	RSCFD0CFDCDF5_2	0000 0000 _H	32	FFD0 3520 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 2	RSCFD0CFDCDF6_2	0000 0000 _H	32	FFD0 3524 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 2	RSCFD0CFDCDF7_2	0000 0000 _H	32	FFD0 3528 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 2	RSCFD0CFDCDF8_2	0000 0000 _H	32	FFD0 352C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 2	RSCFD0CFDCDF9_2	0000 0000 _H	32	FFD0 3530 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 2	RSCFD0CFDCDF1_0_2	0000 0000 _H	32	FFD0 3534 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 2	RSCFD0CFDCDF1_1_2	0000 0000 _H	32	FFD0 3538 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 2	RSCFD0CFDCDF1_2_2	0000 0000 _H	32	FFD0 353C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 2	RSCFD0CFDCDFD1_3_2	0000 0000 _H	32	FFD0 3540 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 2	RSCFD0CFDCDFD1_4_2	0000 0000 _H	32	FFD0 3544 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 2	RSCFD0CFDCDFD1_5_2	0000 0000 _H	32	FFD0 3548 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 3	RSCFD0CFDCFD3	0000 0000 _H	32	FFD0 3580 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 3	RSCFD0CFDCFPTR_3	0000 0000 _H	32	FFD0 3584 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 3	RSCFD0CFDCFFDC_STS3	0000 0000 _H	32	FFD0 3588 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 3	RSCFD0CFDCDFD0_3	0000 0000 _H	32	FFD0 358C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 3	RSCFD0CFDCDFD1_3	0000 0000 _H	32	FFD0 3590 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 3	RSCFD0CFDCDFD2_3	0000 0000 _H	32	FFD0 3594 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 3	RSCFD0CFDCDFD3_3	0000 0000 _H	32	FFD0 3598 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 3	RSCFD0CFDCDFD4_3	0000 0000 _H	32	FFD0 359C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 3	RSCFD0CFDCDFD5_3	0000 0000 _H	32	FFD0 35A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 3	RSCFD0CFDCDFD6_3	0000 0000 _H	32	FFD0 35A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 3	RSCFD0CFDCDFD7_3	0000 0000 _H	32	FFD0 35A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 3	RSCFD0CFDCDFD8_3	0000 0000 _H	32	FFD0 35AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 3	RSCFD0CFDCDFD9_3	0000 0000 _H	32	FFD0 35B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 3	RSCFD0CFDCDFD1_0_3	0000 0000 _H	32	FFD0 35B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 3	RSCFD0CFDCDFD1_1_3	0000 0000 _H	32	FFD0 35B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 3	RSCFD0CFDCDFD1_2_3	0000 0000 _H	32	FFD0 35BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 3	RSCFD0CFDCDFD1_3_3	0000 0000 _H	32	FFD0 35C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 3	RSCFD0CFDCDFD1_4_3	0000 0000 _H	32	FFD0 35C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 3	RSCFD0CFDCDFD1_5_3	0000 0000 _H	32	FFD0 35C8 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 4	RSCFD0CFDCFD4	0000 0000 _H	32	FFD0 3600 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 4	RSCFD0CFDCFPTR4	0000 0000 _H	32	FFD0 3604 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 4	RSCFD0CFDCFFDCSTS4	0000 0000 _H	32	FFD0 3608 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 4	RSCFD0CFDCFDF0_4	0000 0000 _H	32	FFD0 360C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 4	RSCFD0CFDCFDF1_4	0000 0000 _H	32	FFD0 3610 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 4	RSCFD0CFDCFDF2_4	0000 0000 _H	32	FFD0 3614 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 4	RSCFD0CFDCFDF3_4	0000 0000 _H	32	FFD0 3618 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 4	RSCFD0CFDCFDF4_4	0000 0000 _H	32	FFD0 361C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 4	RSCFD0CFDCFDF5_4	0000 0000 _H	32	FFD0 3620 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 4	RSCFD0CFDCFDF6_4	0000 0000 _H	32	FFD0 3624 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 4	RSCFD0CFDCFDF7_4	0000 0000 _H	32	FFD0 3628 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 4	RSCFD0CFDCFDF8_4	0000 0000 _H	32	FFD0 362C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 4	RSCFD0CFDCFDF9_4	0000 0000 _H	32	FFD0 3630 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 4	RSCFD0CFDCFDF10_4	0000 0000 _H	32	FFD0 3634 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 4	RSCFD0CFDCFDF11_4	0000 0000 _H	32	FFD0 3638 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 4	RSCFD0CFDCFDF12_4	0000 0000 _H	32	FFD0 363C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 4	RSCFD0CFDCFDF13_4	0000 0000 _H	32	FFD0 3640 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 4	RSCFD0CFDCFDF14_4	0000 0000 _H	32	FFD0 3644 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 4	RSCFD0CFDCFDF15_4	0000 0000 _H	32	FFD0 3648 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 5	RSCFD0CFDCFD5	0000 0000 _H	32	FFD0 3680 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 5	RSCFD0CFDCFPTR5	0000 0000 _H	32	FFD0 3684 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 5	RSCFD0CFDCFFDCSTS5	0000 0000 _H	32	FFD0 3688 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 5	RSCFD0CFDCPDF0_5	0000 0000 _H	32	FFD0 368C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 5	RSCFD0CFDCPDF1_5	0000 0000 _H	32	FFD0 3690 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 5	RSCFD0CFDCPDF2_5	0000 0000 _H	32	FFD0 3694 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 5	RSCFD0CFDCPDF3_5	0000 0000 _H	32	FFD0 3698 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 5	RSCFD0CFDCPDF4_5	0000 0000 _H	32	FFD0 369C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 5	RSCFD0CFDCPDF5_5	0000 0000 _H	32	FFD0 36A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 5	RSCFD0CFDCPDF6_5	0000 0000 _H	32	FFD0 36A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 5	RSCFD0CFDCPDF7_5	0000 0000 _H	32	FFD0 36A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 5	RSCFD0CFDCPDF8_5	0000 0000 _H	32	FFD0 36AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 5	RSCFD0CFDCPDF9_5	0000 0000 _H	32	FFD0 36B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 5	RSCFD0CFDCPDF10_5	0000 0000 _H	32	FFD0 36B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 5	RSCFD0CFDCPDF11_5	0000 0000 _H	32	FFD0 36B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 5	RSCFD0CFDCPDF12_5	0000 0000 _H	32	FFD0 36BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 5	RSCFD0CFDCPDF13_5	0000 0000 _H	32	FFD0 36C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 5	RSCFD0CFDCPDF14_5	0000 0000 _H	32	FFD0 36C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 5	RSCFD0CFDCPDF15_5	0000 0000 _H	32	FFD0 36C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 6	RSCFD0CFDCFID6	0000 0000 _H	32	FFD0 3700 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 6	RSCFD0CFDCFPTR6	0000 0000 _H	32	FFD0 3704 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 6	RSCFD0CFDCFFDCSTS6	0000 0000 _H	32	FFD0 3708 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 6	RSCFD0CFDCPDF0_6	0000 0000 _H	32	FFD0 370C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 6	RSCFD0CFDCPDF1_6	0000 0000 _H	32	FFD0 3710 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 6	RSCFD0CFDCPDF2_6	0000 0000 _H	32	FFD0 3714 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 6	RSCFD0CFDCFD3_6	0000 0000 _H	32	FFD0 3718 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 6	RSCFD0CFDCFD4_6	0000 0000 _H	32	FFD0 371C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 6	RSCFD0CFDCFD5_6	0000 0000 _H	32	FFD0 3720 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 6	RSCFD0CFDCFD6_6	0000 0000 _H	32	FFD0 3724 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 6	RSCFD0CFDCFD7_6	0000 0000 _H	32	FFD0 3728 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 6	RSCFD0CFDCFD8_6	0000 0000 _H	32	FFD0 372C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 6	RSCFD0CFDCFD9_6	0000 0000 _H	32	FFD0 3730 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 6	RSCFD0CFDCFD10_6	0000 0000 _H	32	FFD0 3734 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 6	RSCFD0CFDCFD11_6	0000 0000 _H	32	FFD0 3738 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 6	RSCFD0CFDCFD12_6	0000 0000 _H	32	FFD0 373C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 6	RSCFD0CFDCFD13_6	0000 0000 _H	32	FFD0 3740 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 6	RSCFD0CFDCFD14_6	0000 0000 _H	32	FFD0 3744 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 6	RSCFD0CFDCFD15_6	0000 0000 _H	32	FFD0 3748 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 7	RSCFD0CFDCFD7	0000 0000 _H	32	FFD0 3780 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 7	RSCFD0CFDCFPTR7	0000 0000 _H	32	FFD0 3784 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 7	RSCFD0CFDCFFDCSTS7	0000 0000 _H	32	FFD0 3788 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 7	RSCFD0CFDCFD0_7	0000 0000 _H	32	FFD0 378C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 7	RSCFD0CFDCFD1_7	0000 0000 _H	32	FFD0 3790 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 7	RSCFD0CFDCFD2_7	0000 0000 _H	32	FFD0 3794 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 7	RSCFD0CFDCFD3_7	0000 0000 _H	32	FFD0 3798 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 7	RSCFD0CFDCFD4_7	0000 0000 _H	32	FFD0 379C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 7	RSCFD0CFDCFD5_7	0000 0000 _H	32	FFD0 37A0 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 7	RSCFD0CFDCDF6_7	0000 0000 _H	32	FFD0 37A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 7	RSCFD0CFDCDF7_7	0000 0000 _H	32	FFD0 37A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 7	RSCFD0CFDCDF8_7	0000 0000 _H	32	FFD0 37AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 7	RSCFD0CFDCDF9_7	0000 0000 _H	32	FFD0 37B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 7	RSCFD0CFDCDF10_7	0000 0000 _H	32	FFD0 37B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 7	RSCFD0CFDCDF11_7	0000 0000 _H	32	FFD0 37B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 7	RSCFD0CFDCDF12_7	0000 0000 _H	32	FFD0 37BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 7	RSCFD0CFDCDF13_7	0000 0000 _H	32	FFD0 37C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 7	RSCFD0CFDCDF14_7	0000 0000 _H	32	FFD0 37C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 7	RSCFD0CFDCDF15_7	0000 0000 _H	32	FFD0 37C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 8	RSCFD0CFDCFD8	0000 0000 _H	32	FFD0 3800 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 8	RSCFD0CFDCFPTR8	0000 0000 _H	32	FFD0 3804 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 8	RSCFD0CFDCFFDCSTS8	0000 0000 _H	32	FFD0 3808 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 8	RSCFD0CFDCDF0_8	0000 0000 _H	32	FFD0 380C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 8	RSCFD0CFDCDF1_8	0000 0000 _H	32	FFD0 3810 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 8	RSCFD0CFDCDF2_8	0000 0000 _H	32	FFD0 3814 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 8	RSCFD0CFDCDF3_8	0000 0000 _H	32	FFD0 3818 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 8	RSCFD0CFDCDF4_8	0000 0000 _H	32	FFD0 381C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 8	RSCFD0CFDCDF5_8	0000 0000 _H	32	FFD0 3820 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 8	RSCFD0CFDCDF6_8	0000 0000 _H	32	FFD0 3824 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 8	RSCFD0CFDCDF7_8	0000 0000 _H	32	FFD0 3828 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 8	RSCFD0CFDCDF8_8	0000 0000 _H	32	FFD0 382C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 8	RSCFD0CFDCDF9_8	0000 0000 _H	32	FFD0 3830 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 8	RSCFD0CFDCDF10_8	0000 0000 _H	32	FFD0 3834 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 8	RSCFD0CFDCDF11_8	0000 0000 _H	32	FFD0 3838 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 8	RSCFD0CFDCDF12_8	0000 0000 _H	32	FFD0 383C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 8	RSCFD0CFDCDF13_8	0000 0000 _H	32	FFD0 3840 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 8	RSCFD0CFDCDF14_8	0000 0000 _H	32	FFD0 3844 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 8	RSCFD0CFDCDF15_8	0000 0000 _H	32	FFD0 3848 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 9	RSCFD0CFDCFD9	0000 0000 _H	32	FFD0 3880 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 9	RSCFD0CFDCFPTR9	0000 0000 _H	32	FFD0 3884 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 9	RSCFD0CFDCFFDCSTS9	0000 0000 _H	32	FFD0 3888 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 9	RSCFD0CFDCDF0_9	0000 0000 _H	32	FFD0 388C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 9	RSCFD0CFDCDF1_9	0000 0000 _H	32	FFD0 3890 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 9	RSCFD0CFDCDF2_9	0000 0000 _H	32	FFD0 3894 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 9	RSCFD0CFDCDF3_9	0000 0000 _H	32	FFD0 3898 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 9	RSCFD0CFDCDF4_9	0000 0000 _H	32	FFD0 389C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 9	RSCFD0CFDCDF5_9	0000 0000 _H	32	FFD0 38A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 9	RSCFD0CFDCDF6_9	0000 0000 _H	32	FFD0 38A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 9	RSCFD0CFDCDF7_9	0000 0000 _H	32	FFD0 38A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 9	RSCFD0CFDCDF8_9	0000 0000 _H	32	FFD0 38AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 9	RSCFD0CFDCDF9_9	0000 0000 _H	32	FFD0 38B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 9	RSCFD0CFDCDF10_9	0000 0000 _H	32	FFD0 38B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 9	RSCFD0CFDCDF11_9	0000 0000 _H	32	FFD0 38B8 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 9	RSCFD0CFDCDF1_2_9	0000 0000 _H	32	FFD0 38BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 9	RSCFD0CFDCDF1_3_9	0000 0000 _H	32	FFD0 38C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 9	RSCFD0CFDCDF1_4_9	0000 0000 _H	32	FFD0 38C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 9	RSCFD0CFDCDF1_5_9	0000 0000 _H	32	FFD0 38C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 10	RSCFD0CFDCFD1_0	0000 0000 _H	32	FFD0 3900 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 10	RSCFD0CFDCFPTR_10	0000 0000 _H	32	FFD0 3904 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 10	RSCFD0CFDCFFDC_STS10	0000 0000 _H	32	FFD0 3908 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 10	RSCFD0CFDCDF0_10	0000 0000 _H	32	FFD0 390C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 10	RSCFD0CFDCDF1_10	0000 0000 _H	32	FFD0 3910 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 10	RSCFD0CFDCDF2_10	0000 0000 _H	32	FFD0 3914 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 10	RSCFD0CFDCDF3_10	0000 0000 _H	32	FFD0 3918 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 10	RSCFD0CFDCDF4_10	0000 0000 _H	32	FFD0 391C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 10	RSCFD0CFDCDF5_10	0000 0000 _H	32	FFD0 3920 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 10	RSCFD0CFDCDF6_10	0000 0000 _H	32	FFD0 3924 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 10	RSCFD0CFDCDF7_10	0000 0000 _H	32	FFD0 3928 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 10	RSCFD0CFDCDF8_10	0000 0000 _H	32	FFD0 392C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 10	RSCFD0CFDCDF9_10	0000 0000 _H	32	FFD0 3930 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 10	RSCFD0CFDCDF1_0_10	0000 0000 _H	32	FFD0 3934 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 10	RSCFD0CFDCDF1_1_10	0000 0000 _H	32	FFD0 3938 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 10	RSCFD0CFDCDF1_2_10	0000 0000 _H	32	FFD0 393C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 10	RSCFD0CFDCDF1_3_10	0000 0000 _H	32	FFD0 3940 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 10	RSCFD0CFDCDF1_4_10	0000 0000 _H	32	FFD0 3944 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 10	RSCFD0CFDCDFD15_10	0000 0000 _H	32	FFD0 3948 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access ID Register 11	RSCFD0CFDCFD11	0000 0000 _H	32	FFD0 3980 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Pointer Register 11	RSCFD0CFDCFPTR11	0000 0000 _H	32	FFD0 3984 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access CAN FD Status Register 11	RSCFD0CFDCFFDCSTS11	0000 0000 _H	32	FFD0 3988 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 0 Register 11	RSCFD0CFDCDFD0_11	0000 0000 _H	32	FFD0 398C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 1 Register 11	RSCFD0CFDCDFD1_11	0000 0000 _H	32	FFD0 3990 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 2 Register 11	RSCFD0CFDCDFD2_11	0000 0000 _H	32	FFD0 3994 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 3 Register 11	RSCFD0CFDCDFD3_11	0000 0000 _H	32	FFD0 3998 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 4 Register 11	RSCFD0CFDCDFD4_11	0000 0000 _H	32	FFD0 399C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 5 Register 11	RSCFD0CFDCDFD5_11	0000 0000 _H	32	FFD0 39A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 6 Register 11	RSCFD0CFDCDFD6_11	0000 0000 _H	32	FFD0 39A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 7 Register 11	RSCFD0CFDCDFD7_11	0000 0000 _H	32	FFD0 39A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 8 Register 11	RSCFD0CFDCDFD8_11	0000 0000 _H	32	FFD0 39AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 9 Register 11	RSCFD0CFDCDFD9_11	0000 0000 _H	32	FFD0 39B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 10 Register 11	RSCFD0CFDCDFD10_11	0000 0000 _H	32	FFD0 39B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 11 Register 11	RSCFD0CFDCDFD11_11	0000 0000 _H	32	FFD0 39B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 12 Register 11	RSCFD0CFDCDFD12_11	0000 0000 _H	32	FFD0 39BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 13 Register 11	RSCFD0CFDCDFD13_11	0000 0000 _H	32	FFD0 39C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 14 Register 11	RSCFD0CFDCDFD14_11	0000 0000 _H	32	FFD0 39C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit/Receive FIFO Buffer Access Data Field 15 Register 11	RSCFD0CFDCDFD15_11	0000 0000 _H	32	FFD0 39C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 0	RSCFD0CFDFTMID0	0000 0000 _H	32	FFD0 4000 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 0	RSCFD0CFDFTMPTR0	0000 0000 _H	32	FFD0 4004 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 0	RSCFD0CFDTMFD_CTR0	0000 0000 _H	32	FFD0 4008 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 0	RSCFD0CFDTMDF0_0	0000 0000 _H	32	FFD0 400C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 0	RSCFD0CFDTMDF1_0	0000 0000 _H	32	FFD0 4010 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 0	RSCFD0CFDTMDF2_0	0000 0000 _H	32	FFD0 4014 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 0	RSCFD0CFDTMDF3_0	0000 0000 _H	32	FFD0 4018 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 0	RSCFD0CFDTMDF4_0	0000 0000 _H	32	FFD0 401C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 1	RSCFD0CFDTMID1	0000 0000 _H	32	FFD0 4020 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 1	RSCFD0CFDTMPT_R1	0000 0000 _H	32	FFD0 4024 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 1	RSCFD0CFDTMFD_CTR1	0000 0000 _H	32	FFD0 4028 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 1	RSCFD0CFDTMDF0_1	0000 0000 _H	32	FFD0 402C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 1	RSCFD0CFDTMDF1_1	0000 0000 _H	32	FFD0 4030 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 1	RSCFD0CFDTMDF2_1	0000 0000 _H	32	FFD0 4034 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 1	RSCFD0CFDTMDF3_1	0000 0000 _H	32	FFD0 4038 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 1	RSCFD0CFDTMDF4_1	0000 0000 _H	32	FFD0 403C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 2	RSCFD0CFDTMID2	0000 0000 _H	32	FFD0 4040 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 2	RSCFD0CFDTMPT_R2	0000 0000 _H	32	FFD0 4044 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 2	RSCFD0CFDTMFD_CTR2	0000 0000 _H	32	FFD0 4048 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 2	RSCFD0CFDTMDF0_2	0000 0000 _H	32	FFD0 404C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 2	RSCFD0CFDTMDF1_2	0000 0000 _H	32	FFD0 4050 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 2	RSCFD0CFDTMDF2_2	0000 0000 _H	32	FFD0 4054 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 2	RSCFD0CFDTMDF3_2	0000 0000 _H	32	FFD0 4058 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 2	RSCFD0CFDTMDF4_2	0000 0000 _H	32	FFD0 405C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 3	RSCFD0CFDTMID3	0000 0000 _H	32	FFD0 4060 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 3	RSCFD0CFDTMPT R3	0000 0000 _H	32	FFD0 4064 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 3	RSCFD0CFDTMFD CTR3	0000 0000 _H	32	FFD0 4068 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 3	RSCFD0CFDTMDF0 _3	0000 0000 _H	32	FFD0 406C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 3	RSCFD0CFDTMDF1 _3	0000 0000 _H	32	FFD0 4070 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 3	RSCFD0CFDTMDF2 _3	0000 0000 _H	32	FFD0 4074 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 3	RSCFD0CFDTMDF3 _3	0000 0000 _H	32	FFD0 4078 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 3	RSCFD0CFDTMDF4 _3	0000 0000 _H	32	FFD0 407C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 4	RSCFD0CFDTMID4	0000 0000 _H	32	FFD0 4080 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 4	RSCFD0CFDTMPT R4	0000 0000 _H	32	FFD0 4084 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 4	RSCFD0CFDTMFD CTR4	0000 0000 _H	32	FFD0 4088 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 4	RSCFD0CFDTMDF0 _4	0000 0000 _H	32	FFD0 408C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 4	RSCFD0CFDTMDF1 _4	0000 0000 _H	32	FFD0 4090 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 4	RSCFD0CFDTMDF2 _4	0000 0000 _H	32	FFD0 4094 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 4	RSCFD0CFDTMDF3 _4	0000 0000 _H	32	FFD0 4098 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 4	RSCFD0CFDTMDF4 _4	0000 0000 _H	32	FFD0 409C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 5	RSCFD0CFDTMID5	0000 0000 _H	32	FFD0 40A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 5	RSCFD0CFDTMPT R5	0000 0000 _H	32	FFD0 40A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 5	RSCFD0CFDTMFD CTR5	0000 0000 _H	32	FFD0 40A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 5	RSCFD0CFDTMDF0 _5	0000 0000 _H	32	FFD0 40AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 5	RSCFD0CFDTMDF1 _5	0000 0000 _H	32	FFD0 40B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 5	RSCFD0CFDTMDF2 _5	0000 0000 _H	32	FFD0 40B4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 5	RSCFD0CFDTMDF3_5	0000 0000 _H	32	FFD0 40B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 5	RSCFD0CFDTMDF4_5	0000 0000 _H	32	FFD0 40BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 6	RSCFD0CFDTMID6	0000 0000 _H	32	FFD0 40C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 6	RSCFD0CFDTMPT R6	0000 0000 _H	32	FFD0 40C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 6	RSCFD0CFDTMFD CTR6	0000 0000 _H	32	FFD0 40C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 6	RSCFD0CFDTMDF0_6	0000 0000 _H	32	FFD0 40CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 6	RSCFD0CFDTMDF1_6	0000 0000 _H	32	FFD0 40D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 6	RSCFD0CFDTMDF2_6	0000 0000 _H	32	FFD0 40D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 6	RSCFD0CFDTMDF3_6	0000 0000 _H	32	FFD0 40D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 6	RSCFD0CFDTMDF4_6	0000 0000 _H	32	FFD0 40DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 7	RSCFD0CFDTMID7	0000 0000 _H	32	FFD0 40E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 7	RSCFD0CFDTMPT R7	0000 0000 _H	32	FFD0 40E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 7	RSCFD0CFDTMFD CTR7	0000 0000 _H	32	FFD0 40E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 7	RSCFD0CFDTMDF0_7	0000 0000 _H	32	FFD0 40EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 7	RSCFD0CFDTMDF1_7	0000 0000 _H	32	FFD0 40F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 7	RSCFD0CFDTMDF2_7	0000 0000 _H	32	FFD0 40F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 7	RSCFD0CFDTMDF3_7	0000 0000 _H	32	FFD0 40F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 7	RSCFD0CFDTMDF4_7	0000 0000 _H	32	FFD0 40FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 8	RSCFD0CFDTMID8	0000 0000 _H	32	FFD0 4100 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 8	RSCFD0CFDTMPT R8	0000 0000 _H	32	FFD0 4104 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 8	RSCFD0CFDTMFD CTR8	0000 0000 _H	32	FFD0 4108 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 8	RSCFD0CFDTMDF0_8	0000 0000 _H	32	FFD0 410C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 8	RSCFD0CFDTMDF1_8	0000 0000 _H	32	FFD0 4110 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 8	RSCFD0CFDTMDF2_8	0000 0000 _H	32	FFD0 4114 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 8	RSCFD0CFDTMDF3_8	0000 0000 _H	32	FFD0 4118 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 8	RSCFD0CFDTMDF4_8	0000 0000 _H	32	FFD0 411C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 9	RSCFD0CFDTMID9	0000 0000 _H	32	FFD0 4120 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 9	RSCFD0CFDTMPT R9	0000 0000 _H	32	FFD0 4124 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 9	RSCFD0CFDTMFD CTR9	0000 0000 _H	32	FFD0 4128 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 9	RSCFD0CFDTMDF0_9	0000 0000 _H	32	FFD0 412C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 9	RSCFD0CFDTMDF1_9	0000 0000 _H	32	FFD0 4130 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 9	RSCFD0CFDTMDF2_9	0000 0000 _H	32	FFD0 4134 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 9	RSCFD0CFDTMDF3_9	0000 0000 _H	32	FFD0 4138 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 9	RSCFD0CFDTMDF4_9	0000 0000 _H	32	FFD0 413C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 10	RSCFD0CFDTMID10	0000 0000 _H	32	FFD0 4140 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 10	RSCFD0CFDTMPT R10	0000 0000 _H	32	FFD0 4144 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 10	RSCFD0CFDTMFD CTR10	0000 0000 _H	32	FFD0 4148 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 10	RSCFD0CFDTMDF0_10	0000 0000 _H	32	FFD0 414C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 10	RSCFD0CFDTMDF1_10	0000 0000 _H	32	FFD0 4150 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 10	RSCFD0CFDTMDF2_10	0000 0000 _H	32	FFD0 4154 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 10	RSCFD0CFDTMDF3_10	0000 0000 _H	32	FFD0 4158 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 10	RSCFD0CFDTMDF4_10	0000 0000 _H	32	FFD0 415C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 11	RSCFD0CFDTMID11	0000 0000 _H	32	FFD0 4160 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 11	RSCFD0CFDTMPT R11	0000 0000 _H	32	FFD0 4164 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 11	RSCFD0CFDTMFD CTR11	0000 0000 _H	32	FFD0 4168 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 11	RSCFD0CFDTMDF0 _11	0000 0000 _H	32	FFD0 416C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 11	RSCFD0CFDTMDF1 _11	0000 0000 _H	32	FFD0 4170 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 11	RSCFD0CFDTMDF2 _11	0000 0000 _H	32	FFD0 4174 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 11	RSCFD0CFDTMDF3 _11	0000 0000 _H	32	FFD0 4178 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 11	RSCFD0CFDTMDF4 _11	0000 0000 _H	32	FFD0 417C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 12	RSCFD0CFDTMID1 2	0000 0000 _H	32	FFD0 4180 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 12	RSCFD0CFDTMPT R12	0000 0000 _H	32	FFD0 4184 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 12	RSCFD0CFDTMFD CTR12	0000 0000 _H	32	FFD0 4188 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 12	RSCFD0CFDTMDF0 _12	0000 0000 _H	32	FFD0 418C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 12	RSCFD0CFDTMDF1 _12	0000 0000 _H	32	FFD0 4190 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 12	RSCFD0CFDTMDF2 _12	0000 0000 _H	32	FFD0 4194 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 12	RSCFD0CFDTMDF3 _12	0000 0000 _H	32	FFD0 4198 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 12	RSCFD0CFDTMDF4 _12	0000 0000 _H	32	FFD0 419C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 13	RSCFD0CFDTMID1 3	0000 0000 _H	32	FFD0 41A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 13	RSCFD0CFDTMPT R13	0000 0000 _H	32	FFD0 41A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 13	RSCFD0CFDTMFD CTR13	0000 0000 _H	32	FFD0 41A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 13	RSCFD0CFDTMDF0 _13	0000 0000 _H	32	FFD0 41AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 13	RSCFD0CFDTMDF1 _13	0000 0000 _H	32	FFD0 41B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 13	RSCFD0CFDTMDF2 _13	0000 0000 _H	32	FFD0 41B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 13	RSCFD0CFDTMDF3 _13	0000 0000 _H	32	FFD0 41B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 13	RSCFD0CFDTMDF4 _13	0000 0000 _H	32	FFD0 41BC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 14	RSCFD0CFDTMID14	0000 0000 _H	32	FFD0 41C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 14	RSCFD0CFDTMPT R14	0000 0000 _H	32	FFD0 41C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 14	RSCFD0CFDTMFD CTR14	0000 0000 _H	32	FFD0 41C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 14	RSCFD0CFDTMDF0 _14	0000 0000 _H	32	FFD0 41CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 14	RSCFD0CFDTMDF1 _14	0000 0000 _H	32	FFD0 41D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 14	RSCFD0CFDTMDF2 _14	0000 0000 _H	32	FFD0 41D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 14	RSCFD0CFDTMDF3 _14	0000 0000 _H	32	FFD0 41D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 14	RSCFD0CFDTMDF4 _14	0000 0000 _H	32	FFD0 41DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 15	RSCFD0CFDTMID15	0000 0000 _H	32	FFD0 41E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 15	RSCFD0CFDTMPT R15	0000 0000 _H	32	FFD0 41E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 15	RSCFD0CFDTMFD CTR15	0000 0000 _H	32	FFD0 41E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 15	RSCFD0CFDTMDF0 _15	0000 0000 _H	32	FFD0 41EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 15	RSCFD0CFDTMDF1 _15	0000 0000 _H	32	FFD0 41F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 15	RSCFD0CFDTMDF2 _15	0000 0000 _H	32	FFD0 41F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 15	RSCFD0CFDTMDF3 _15	0000 0000 _H	32	FFD0 41F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 15	RSCFD0CFDTMDF4 _15	0000 0000 _H	32	FFD0 41FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 16	RSCFD0CFDTMID16	0000 0000 _H	32	FFD0 4200 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 16	RSCFD0CFDTMPT R16	0000 0000 _H	32	FFD0 4204 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 16	RSCFD0CFDTMFD CTR16	0000 0000 _H	32	FFD0 4208 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 16	RSCFD0CFDTMDF0 _16	0000 0000 _H	32	FFD0 420C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 16	RSCFD0CFDTMDF1 _16	0000 0000 _H	32	FFD0 4210 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 16	RSCFD0CFDTMDF2 _16	0000 0000 _H	32	FFD0 4214 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 16	RSCFD0CFDTMDF3_16	0000 0000 _H	32	FFD0 4218 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 16	RSCFD0CFDTMDF4_16	0000 0000 _H	32	FFD0 421C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 17	RSCFD0CFDTMID17	0000 0000 _H	32	FFD0 4220 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 17	RSCFD0CFDTMPT R17	0000 0000 _H	32	FFD0 4224 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 17	RSCFD0CFDTMFD CTR17	0000 0000 _H	32	FFD0 4228 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 17	RSCFD0CFDTMDF0_17	0000 0000 _H	32	FFD0 422C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 17	RSCFD0CFDTMDF1_17	0000 0000 _H	32	FFD0 4230 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 17	RSCFD0CFDTMDF2_17	0000 0000 _H	32	FFD0 4234 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 17	RSCFD0CFDTMDF3_17	0000 0000 _H	32	FFD0 4238 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 17	RSCFD0CFDTMDF4_17	0000 0000 _H	32	FFD0 423C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 18	RSCFD0CFDTMID18	0000 0000 _H	32	FFD0 4240 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 18	RSCFD0CFDTMPT R18	0000 0000 _H	32	FFD0 4244 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 18	RSCFD0CFDTMFD CTR18	0000 0000 _H	32	FFD0 4248 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 18	RSCFD0CFDTMDF0_18	0000 0000 _H	32	FFD0 424C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 18	RSCFD0CFDTMDF1_18	0000 0000 _H	32	FFD0 4250 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 18	RSCFD0CFDTMDF2_18	0000 0000 _H	32	FFD0 4254 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 18	RSCFD0CFDTMDF3_18	0000 0000 _H	32	FFD0 4258 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 18	RSCFD0CFDTMDF4_18	0000 0000 _H	32	FFD0 425C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 19	RSCFD0CFDTMID19	0000 0000 _H	32	FFD0 4260 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 19	RSCFD0CFDTMPT R19	0000 0000 _H	32	FFD0 4264 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 19	RSCFD0CFDTMFD CTR19	0000 0000 _H	32	FFD0 4268 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 19	RSCFD0CFDTMDF0_19	0000 0000 _H	32	FFD0 426C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 19	RSCFD0CFDTMDF1_19	0000 0000 _H	32	FFD0 4270 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 19	RSCFD0CFDTMDF2_19	0000 0000 _H	32	FFD0 4274 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 19	RSCFD0CFDTMDF3_19	0000 0000 _H	32	FFD0 4278 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 19	RSCFD0CFDTMDF4_19	0000 0000 _H	32	FFD0 427C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 20	RSCFD0CFDTMID20	0000 0000 _H	32	FFD0 4280 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 20	RSCFD0CFDTMPT R20	0000 0000 _H	32	FFD0 4284 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 20	RSCFD0CFDTMFD CTR20	0000 0000 _H	32	FFD0 4288 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 20	RSCFD0CFDTMDF0_20	0000 0000 _H	32	FFD0 428C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 20	RSCFD0CFDTMDF1_20	0000 0000 _H	32	FFD0 4290 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 20	RSCFD0CFDTMDF2_20	0000 0000 _H	32	FFD0 4294 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 20	RSCFD0CFDTMDF3_20	0000 0000 _H	32	FFD0 4298 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 20	RSCFD0CFDTMDF4_20	0000 0000 _H	32	FFD0 429C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 21	RSCFD0CFDTMID21	0000 0000 _H	32	FFD0 42A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 21	RSCFD0CFDTMPT R21	0000 0000 _H	32	FFD0 42A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 21	RSCFD0CFDTMFD CTR21	0000 0000 _H	32	FFD0 42A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 21	RSCFD0CFDTMDF0_21	0000 0000 _H	32	FFD0 42AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 21	RSCFD0CFDTMDF1_21	0000 0000 _H	32	FFD0 42B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 21	RSCFD0CFDTMDF2_21	0000 0000 _H	32	FFD0 42B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 21	RSCFD0CFDTMDF3_21	0000 0000 _H	32	FFD0 42B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 21	RSCFD0CFDTMDF4_21	0000 0000 _H	32	FFD0 42BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 22	RSCFD0CFDTMID22	0000 0000 _H	32	FFD0 42C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 22	RSCFD0CFDTMPT R22	0000 0000 _H	32	FFD0 42C4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 22	RSCFD0CFDTMFD_CTR22	0000 0000 _H	32	FFD0 42C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 22	RSCFD0CFDTMDF0_22	0000 0000 _H	32	FFD0 42CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 22	RSCFD0CFDTMDF1_22	0000 0000 _H	32	FFD0 42D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 22	RSCFD0CFDTMDF2_22	0000 0000 _H	32	FFD0 42D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 22	RSCFD0CFDTMDF3_22	0000 0000 _H	32	FFD0 42D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 22	RSCFD0CFDTMDF4_22	0000 0000 _H	32	FFD0 42DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 23	RSCFD0CFDTMID2_3	0000 0000 _H	32	FFD0 42E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 23	RSCFD0CFDTMPT_R23	0000 0000 _H	32	FFD0 42E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 23	RSCFD0CFDTMFD_CTR23	0000 0000 _H	32	FFD0 42E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 23	RSCFD0CFDTMDF0_23	0000 0000 _H	32	FFD0 42EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 23	RSCFD0CFDTMDF1_23	0000 0000 _H	32	FFD0 42F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 23	RSCFD0CFDTMDF2_23	0000 0000 _H	32	FFD0 42F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 23	RSCFD0CFDTMDF3_23	0000 0000 _H	32	FFD0 42F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 23	RSCFD0CFDTMDF4_23	0000 0000 _H	32	FFD0 42FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 24	RSCFD0CFDTMID2_4	0000 0000 _H	32	FFD0 4300 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 24	RSCFD0CFDTMPT_R24	0000 0000 _H	32	FFD0 4304 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 24	RSCFD0CFDTMFD_CTR24	0000 0000 _H	32	FFD0 4308 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 24	RSCFD0CFDTMDF0_24	0000 0000 _H	32	FFD0 430C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 24	RSCFD0CFDTMDF1_24	0000 0000 _H	32	FFD0 4310 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 24	RSCFD0CFDTMDF2_24	0000 0000 _H	32	FFD0 4314 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 24	RSCFD0CFDTMDF3_24	0000 0000 _H	32	FFD0 4318 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 24	RSCFD0CFDTMDF4_24	0000 0000 _H	32	FFD0 431C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 25	RSCFD0CFDTMID25	0000 0000 _H	32	FFD0 4320 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 25	RSCFD0CFDTMPT R25	0000 0000 _H	32	FFD0 4324 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 25	RSCFD0CFDTMFD CTR25	0000 0000 _H	32	FFD0 4328 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 25	RSCFD0CFDTMDF0 _25	0000 0000 _H	32	FFD0 432C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 25	RSCFD0CFDTMDF1 _25	0000 0000 _H	32	FFD0 4330 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 25	RSCFD0CFDTMDF2 _25	0000 0000 _H	32	FFD0 4334 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 25	RSCFD0CFDTMDF3 _25	0000 0000 _H	32	FFD0 4338 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 25	RSCFD0CFDTMDF4 _25	0000 0000 _H	32	FFD0 433C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 26	RSCFD0CFDTMID26	0000 0000 _H	32	FFD0 4340 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 26	RSCFD0CFDTMPT R26	0000 0000 _H	32	FFD0 4344 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 26	RSCFD0CFDTMFD CTR26	0000 0000 _H	32	FFD0 4348 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 26	RSCFD0CFDTMDF0 _26	0000 0000 _H	32	FFD0 434C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 26	RSCFD0CFDTMDF1 _26	0000 0000 _H	32	FFD0 4350 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 26	RSCFD0CFDTMDF2 _26	0000 0000 _H	32	FFD0 4354 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 26	RSCFD0CFDTMDF3 _26	0000 0000 _H	32	FFD0 4358 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 26	RSCFD0CFDTMDF4 _26	0000 0000 _H	32	FFD0 435C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 27	RSCFD0CFDTMID27	0000 0000 _H	32	FFD0 4360 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 27	RSCFD0CFDTMPT R27	0000 0000 _H	32	FFD0 4364 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 27	RSCFD0CFDTMFD CTR27	0000 0000 _H	32	FFD0 4368 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 27	RSCFD0CFDTMDF0 _27	0000 0000 _H	32	FFD0 436C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 27	RSCFD0CFDTMDF1 _27	0000 0000 _H	32	FFD0 4370 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 27	RSCFD0CFDTMDF2 _27	0000 0000 _H	32	FFD0 4374 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 27	RSCFD0CFDTMDF3_27	0000 0000 _H	32	FFD0 4378 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 27	RSCFD0CFDTMDF4_27	0000 0000 _H	32	FFD0 437C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 28	RSCFD0CFDTMID28	0000 0000 _H	32	FFD0 4380 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 28	RSCFD0CFDTMPT R28	0000 0000 _H	32	FFD0 4384 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 28	RSCFD0CFDTMFD CTR28	0000 0000 _H	32	FFD0 4388 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 28	RSCFD0CFDTMDF0_28	0000 0000 _H	32	FFD0 438C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 28	RSCFD0CFDTMDF1_28	0000 0000 _H	32	FFD0 4390 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 28	RSCFD0CFDTMDF2_28	0000 0000 _H	32	FFD0 4394 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 28	RSCFD0CFDTMDF3_28	0000 0000 _H	32	FFD0 4398 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 28	RSCFD0CFDTMDF4_28	0000 0000 _H	32	FFD0 439C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 29	RSCFD0CFDTMID29	0000 0000 _H	32	FFD0 43A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 29	RSCFD0CFDTMPT R29	0000 0000 _H	32	FFD0 43A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 29	RSCFD0CFDTMFD CTR29	0000 0000 _H	32	FFD0 43A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 29	RSCFD0CFDTMDF0_29	0000 0000 _H	32	FFD0 43AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 29	RSCFD0CFDTMDF1_29	0000 0000 _H	32	FFD0 43B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 29	RSCFD0CFDTMDF2_29	0000 0000 _H	32	FFD0 43B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 29	RSCFD0CFDTMDF3_29	0000 0000 _H	32	FFD0 43B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 29	RSCFD0CFDTMDF4_29	0000 0000 _H	32	FFD0 43BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 30	RSCFD0CFDTMID30	0000 0000 _H	32	FFD0 43C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 30	RSCFD0CFDTMPT R30	0000 0000 _H	32	FFD0 43C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 30	RSCFD0CFDTMFD CTR30	0000 0000 _H	32	FFD0 43C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 30	RSCFD0CFDTMDF0_30	0000 0000 _H	32	FFD0 43CC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 30	RSCFD0CFDTMDF1_30	0000 0000 _H	32	FFD0 43D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 30	RSCFD0CFDTMDF2_30	0000 0000 _H	32	FFD0 43D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 30	RSCFD0CFDTMDF3_30	0000 0000 _H	32	FFD0 43D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 30	RSCFD0CFDTMDF4_30	0000 0000 _H	32	FFD0 43DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 31	RSCFD0CFDTMID3_1	0000 0000 _H	32	FFD0 43E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 31	RSCFD0CFDTMPT_R31	0000 0000 _H	32	FFD0 43E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 31	RSCFD0CFDTMFD_CTR31	0000 0000 _H	32	FFD0 43E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 31	RSCFD0CFDTMDF0_31	0000 0000 _H	32	FFD0 43EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 31	RSCFD0CFDTMDF1_31	0000 0000 _H	32	FFD0 43F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 31	RSCFD0CFDTMDF2_31	0000 0000 _H	32	FFD0 43F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 31	RSCFD0CFDTMDF3_31	0000 0000 _H	32	FFD0 43F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 31	RSCFD0CFDTMDF4_31	0000 0000 _H	32	FFD0 43FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 32	RSCFD0CFDTMID3_2	0000 0000 _H	32	FFD0 4400 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 32	RSCFD0CFDTMPT_R32	0000 0000 _H	32	FFD0 4404 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 32	RSCFD0CFDTMFD_CTR32	0000 0000 _H	32	FFD0 4408 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 32	RSCFD0CFDTMDF0_32	0000 0000 _H	32	FFD0 440C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 32	RSCFD0CFDTMDF1_32	0000 0000 _H	32	FFD0 4410 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 32	RSCFD0CFDTMDF2_32	0000 0000 _H	32	FFD0 4414 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 32	RSCFD0CFDTMDF3_32	0000 0000 _H	32	FFD0 4418 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 32	RSCFD0CFDTMDF4_32	0000 0000 _H	32	FFD0 441C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 33	RSCFD0CFDTMID3_3	0000 0000 _H	32	FFD0 4420 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 33	RSCFD0CFDTMPT_R33	0000 0000 _H	32	FFD0 4424 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 33	RSCFD0CFDTMFD_CTR33	0000 0000 _H	32	FFD0 4428 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 33	RSCFD0CFDTMDF0_33	0000 0000 _H	32	FFD0 442C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 33	RSCFD0CFDTMDF1_33	0000 0000 _H	32	FFD0 4430 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 33	RSCFD0CFDTMDF2_33	0000 0000 _H	32	FFD0 4434 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 33	RSCFD0CFDTMDF3_33	0000 0000 _H	32	FFD0 4438 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 33	RSCFD0CFDTMDF4_33	0000 0000 _H	32	FFD0 443C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 34	RSCFD0CFDTMID3_4	0000 0000 _H	32	FFD0 4440 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 34	RSCFD0CFDTMPT_R34	0000 0000 _H	32	FFD0 4444 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 34	RSCFD0CFDTMFD_CTR34	0000 0000 _H	32	FFD0 4448 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 34	RSCFD0CFDTMDF0_34	0000 0000 _H	32	FFD0 444C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 34	RSCFD0CFDTMDF1_34	0000 0000 _H	32	FFD0 4450 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 34	RSCFD0CFDTMDF2_34	0000 0000 _H	32	FFD0 4454 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 34	RSCFD0CFDTMDF3_34	0000 0000 _H	32	FFD0 4458 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 34	RSCFD0CFDTMDF4_34	0000 0000 _H	32	FFD0 445C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 35	RSCFD0CFDTMID3_5	0000 0000 _H	32	FFD0 4460 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 35	RSCFD0CFDTMPT_R35	0000 0000 _H	32	FFD0 4464 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 35	RSCFD0CFDTMFD_CTR35	0000 0000 _H	32	FFD0 4468 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 35	RSCFD0CFDTMDF0_35	0000 0000 _H	32	FFD0 446C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 35	RSCFD0CFDTMDF1_35	0000 0000 _H	32	FFD0 4470 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 35	RSCFD0CFDTMDF2_35	0000 0000 _H	32	FFD0 4474 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 35	RSCFD0CFDTMDF3_35	0000 0000 _H	32	FFD0 4478 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 35	RSCFD0CFDTMDF4_35	0000 0000 _H	32	FFD0 447C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 36	RSCFD0CFDTMID36	0000 0000 _H	32	FFD0 4480 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 36	RSCFD0CFDTMPT R36	0000 0000 _H	32	FFD0 4484 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 36	RSCFD0CFDTMFD CTR36	0000 0000 _H	32	FFD0 4488 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 36	RSCFD0CFDTMDF0 _36	0000 0000 _H	32	FFD0 448C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 36	RSCFD0CFDTMDF1 _36	0000 0000 _H	32	FFD0 4490 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 36	RSCFD0CFDTMDF2 _36	0000 0000 _H	32	FFD0 4494 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 36	RSCFD0CFDTMDF3 _36	0000 0000 _H	32	FFD0 4498 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 36	RSCFD0CFDTMDF4 _36	0000 0000 _H	32	FFD0 449C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 37	RSCFD0CFDTMID37	0000 0000 _H	32	FFD0 44A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 37	RSCFD0CFDTMPT R37	0000 0000 _H	32	FFD0 44A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 37	RSCFD0CFDTMFD CTR37	0000 0000 _H	32	FFD0 44A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 37	RSCFD0CFDTMDF0 _37	0000 0000 _H	32	FFD0 44AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 37	RSCFD0CFDTMDF1 _37	0000 0000 _H	32	FFD0 44B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 37	RSCFD0CFDTMDF2 _37	0000 0000 _H	32	FFD0 44B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 37	RSCFD0CFDTMDF3 _37	0000 0000 _H	32	FFD0 44B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 37	RSCFD0CFDTMDF4 _37	0000 0000 _H	32	FFD0 44BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 38	RSCFD0CFDTMID38	0000 0000 _H	32	FFD0 44C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 38	RSCFD0CFDTMPT R38	0000 0000 _H	32	FFD0 44C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 38	RSCFD0CFDTMFD CTR38	0000 0000 _H	32	FFD0 44C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 38	RSCFD0CFDTMDF0 _38	0000 0000 _H	32	FFD0 44CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 38	RSCFD0CFDTMDF1 _38	0000 0000 _H	32	FFD0 44D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 38	RSCFD0CFDTMDF2 _38	0000 0000 _H	32	FFD0 44D4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 38	RSCFD0CFDTMDF3_38	0000 0000 _H	32	FFD0 44D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 38	RSCFD0CFDTMDF4_38	0000 0000 _H	32	FFD0 44DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 39	RSCFD0CFDTMID39	0000 0000 _H	32	FFD0 44E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 39	RSCFD0CFDTMPT R39	0000 0000 _H	32	FFD0 44E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 39	RSCFD0CFDTMFD CTR39	0000 0000 _H	32	FFD0 44E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 39	RSCFD0CFDTMDF0_39	0000 0000 _H	32	FFD0 44EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 39	RSCFD0CFDTMDF1_39	0000 0000 _H	32	FFD0 44F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 39	RSCFD0CFDTMDF2_39	0000 0000 _H	32	FFD0 44F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 39	RSCFD0CFDTMDF3_39	0000 0000 _H	32	FFD0 44F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 39	RSCFD0CFDTMDF4_39	0000 0000 _H	32	FFD0 44FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 40	RSCFD0CFDTMID40	0000 0000 _H	32	FFD0 4500 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 40	RSCFD0CFDTMPT R40	0000 0000 _H	32	FFD0 4504 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 40	RSCFD0CFDTMFD CTR40	0000 0000 _H	32	FFD0 4508 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 40	RSCFD0CFDTMDF0_40	0000 0000 _H	32	FFD0 450C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 40	RSCFD0CFDTMDF1_40	0000 0000 _H	32	FFD0 4510 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 40	RSCFD0CFDTMDF2_40	0000 0000 _H	32	FFD0 4514 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 40	RSCFD0CFDTMDF3_40	0000 0000 _H	32	FFD0 4518 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 40	RSCFD0CFDTMDF4_40	0000 0000 _H	32	FFD0 451C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 41	RSCFD0CFDTMID41	0000 0000 _H	32	FFD0 4520 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 41	RSCFD0CFDTMPT R41	0000 0000 _H	32	FFD0 4524 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 41	RSCFD0CFDTMFD CTR41	0000 0000 _H	32	FFD0 4528 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 41	RSCFD0CFDTMDF0_41	0000 0000 _H	32	FFD0 452C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 41	RSCFD0CFDTMDF1_41	0000 0000 _H	32	FFD0 4530 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 41	RSCFD0CFDTMDF2_41	0000 0000 _H	32	FFD0 4534 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 41	RSCFD0CFDTMDF3_41	0000 0000 _H	32	FFD0 4538 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 41	RSCFD0CFDTMDF4_41	0000 0000 _H	32	FFD0 453C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 42	RSCFD0CFDTMID4_2	0000 0000 _H	32	FFD0 4540 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 42	RSCFD0CFDTMPT_R42	0000 0000 _H	32	FFD0 4544 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 42	RSCFD0CFDTMFD_CTR42	0000 0000 _H	32	FFD0 4548 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 42	RSCFD0CFDTMDF0_42	0000 0000 _H	32	FFD0 454C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 42	RSCFD0CFDTMDF1_42	0000 0000 _H	32	FFD0 4550 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 42	RSCFD0CFDTMDF2_42	0000 0000 _H	32	FFD0 4554 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 42	RSCFD0CFDTMDF3_42	0000 0000 _H	32	FFD0 4558 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 42	RSCFD0CFDTMDF4_42	0000 0000 _H	32	FFD0 455C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 43	RSCFD0CFDTMID4_3	0000 0000 _H	32	FFD0 4560 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 43	RSCFD0CFDTMPT_R43	0000 0000 _H	32	FFD0 4564 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 43	RSCFD0CFDTMFD_CTR43	0000 0000 _H	32	FFD0 4568 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 43	RSCFD0CFDTMDF0_43	0000 0000 _H	32	FFD0 456C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 43	RSCFD0CFDTMDF1_43	0000 0000 _H	32	FFD0 4570 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 43	RSCFD0CFDTMDF2_43	0000 0000 _H	32	FFD0 4574 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 43	RSCFD0CFDTMDF3_43	0000 0000 _H	32	FFD0 4578 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 43	RSCFD0CFDTMDF4_43	0000 0000 _H	32	FFD0 457C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 44	RSCFD0CFDTMID4_4	0000 0000 _H	32	FFD0 4580 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 44	RSCFD0CFDTMPT_R44	0000 0000 _H	32	FFD0 4584 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 44	RSCFD0CFDTMFD CTR44	0000 0000 _H	32	FFD0 4588 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 44	RSCFD0CFDTMDF0 _44	0000 0000 _H	32	FFD0 458C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 44	RSCFD0CFDTMDF1 _44	0000 0000 _H	32	FFD0 4590 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 44	RSCFD0CFDTMDF2 _44	0000 0000 _H	32	FFD0 4594 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 44	RSCFD0CFDTMDF3 _44	0000 0000 _H	32	FFD0 4598 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 44	RSCFD0CFDTMDF4 _44	0000 0000 _H	32	FFD0 459C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 45	RSCFD0CFDTMID4 5	0000 0000 _H	32	FFD0 45A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 45	RSCFD0CFDTMPT R45	0000 0000 _H	32	FFD0 45A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 45	RSCFD0CFDTMFD CTR45	0000 0000 _H	32	FFD0 45A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 45	RSCFD0CFDTMDF0 _45	0000 0000 _H	32	FFD0 45AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 45	RSCFD0CFDTMDF1 _45	0000 0000 _H	32	FFD0 45B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 45	RSCFD0CFDTMDF2 _45	0000 0000 _H	32	FFD0 45B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 45	RSCFD0CFDTMDF3 _45	0000 0000 _H	32	FFD0 45B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 45	RSCFD0CFDTMDF4 _45	0000 0000 _H	32	FFD0 45BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 46	RSCFD0CFDTMID4 6	0000 0000 _H	32	FFD0 45C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 46	RSCFD0CFDTMPT R46	0000 0000 _H	32	FFD0 45C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 46	RSCFD0CFDTMFD CTR46	0000 0000 _H	32	FFD0 45C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 46	RSCFD0CFDTMDF0 _46	0000 0000 _H	32	FFD0 45CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 46	RSCFD0CFDTMDF1 _46	0000 0000 _H	32	FFD0 45D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 46	RSCFD0CFDTMDF2 _46	0000 0000 _H	32	FFD0 45D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 46	RSCFD0CFDTMDF3 _46	0000 0000 _H	32	FFD0 45D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 46	RSCFD0CFDTMDF4 _46	0000 0000 _H	32	FFD0 45DC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 47	RSCFD0CFDTMID47	0000 0000 _H	32	FFD0 45E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 47	RSCFD0CFDTMPT R47	0000 0000 _H	32	FFD0 45E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 47	RSCFD0CFDTMFD CTR47	0000 0000 _H	32	FFD0 45E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 47	RSCFD0CFDTMDF0 _47	0000 0000 _H	32	FFD0 45EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 47	RSCFD0CFDTMDF1 _47	0000 0000 _H	32	FFD0 45F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 47	RSCFD0CFDTMDF2 _47	0000 0000 _H	32	FFD0 45F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 47	RSCFD0CFDTMDF3 _47	0000 0000 _H	32	FFD0 45F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 47	RSCFD0CFDTMDF4 _47	0000 0000 _H	32	FFD0 45FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 48	RSCFD0CFDTMID48	0000 0000 _H	32	FFD0 4600 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 48	RSCFD0CFDTMPT R48	0000 0000 _H	32	FFD0 4604 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 48	RSCFD0CFDTMFD CTR48	0000 0000 _H	32	FFD0 4608 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 48	RSCFD0CFDTMDF0 _48	0000 0000 _H	32	FFD0 460C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 48	RSCFD0CFDTMDF1 _48	0000 0000 _H	32	FFD0 4610 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 48	RSCFD0CFDTMDF2 _48	0000 0000 _H	32	FFD0 4614 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 48	RSCFD0CFDTMDF3 _48	0000 0000 _H	32	FFD0 4618 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 48	RSCFD0CFDTMDF4 _48	0000 0000 _H	32	FFD0 461C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 49	RSCFD0CFDTMID49	0000 0000 _H	32	FFD0 4620 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 49	RSCFD0CFDTMPT R49	0000 0000 _H	32	FFD0 4624 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 49	RSCFD0CFDTMFD CTR49	0000 0000 _H	32	FFD0 4628 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 49	RSCFD0CFDTMDF0 _49	0000 0000 _H	32	FFD0 462C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 49	RSCFD0CFDTMDF1 _49	0000 0000 _H	32	FFD0 4630 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 49	RSCFD0CFDTMDF2 _49	0000 0000 _H	32	FFD0 4634 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 49	RSCFD0CFDTMDF3_49	0000 0000 _H	32	FFD0 4638 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 49	RSCFD0CFDTMDF4_49	0000 0000 _H	32	FFD0 463C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 50	RSCFD0CFDTMID50	0000 0000 _H	32	FFD0 4640 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 50	RSCFD0CFDTMPT R50	0000 0000 _H	32	FFD0 4644 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 50	RSCFD0CFDTMFD CTR50	0000 0000 _H	32	FFD0 4648 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 50	RSCFD0CFDTMDF0_50	0000 0000 _H	32	FFD0 464C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 50	RSCFD0CFDTMDF1_50	0000 0000 _H	32	FFD0 4650 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 50	RSCFD0CFDTMDF2_50	0000 0000 _H	32	FFD0 4654 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 50	RSCFD0CFDTMDF3_50	0000 0000 _H	32	FFD0 4658 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 50	RSCFD0CFDTMDF4_50	0000 0000 _H	32	FFD0 465C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 51	RSCFD0CFDTMID51	0000 0000 _H	32	FFD0 4660 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 51	RSCFD0CFDTMPT R51	0000 0000 _H	32	FFD0 4664 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 51	RSCFD0CFDTMFD CTR51	0000 0000 _H	32	FFD0 4668 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 51	RSCFD0CFDTMDF0_51	0000 0000 _H	32	FFD0 466C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 51	RSCFD0CFDTMDF1_51	0000 0000 _H	32	FFD0 4670 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 51	RSCFD0CFDTMDF2_51	0000 0000 _H	32	FFD0 4674 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 51	RSCFD0CFDTMDF3_51	0000 0000 _H	32	FFD0 4678 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 51	RSCFD0CFDTMDF4_51	0000 0000 _H	32	FFD0 467C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 52	RSCFD0CFDTMID52	0000 0000 _H	32	FFD0 4680 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 52	RSCFD0CFDTMPT R52	0000 0000 _H	32	FFD0 4684 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 52	RSCFD0CFDTMFD CTR52	0000 0000 _H	32	FFD0 4688 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 52	RSCFD0CFDTMDF0_52	0000 0000 _H	32	FFD0 468C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 52	RSCFD0CFDTMDF1_52	0000 0000 _H	32	FFD0 4690 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 52	RSCFD0CFDTMDF2_52	0000 0000 _H	32	FFD0 4694 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 52	RSCFD0CFDTMDF3_52	0000 0000 _H	32	FFD0 4698 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 52	RSCFD0CFDTMDF4_52	0000 0000 _H	32	FFD0 469C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 53	RSCFD0CFDTMID53	0000 0000 _H	32	FFD0 46A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 53	RSCFD0CFDTMPT_R53	0000 0000 _H	32	FFD0 46A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 53	RSCFD0CFDTMFD_CTR53	0000 0000 _H	32	FFD0 46A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 53	RSCFD0CFDTMDF0_53	0000 0000 _H	32	FFD0 46AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 53	RSCFD0CFDTMDF1_53	0000 0000 _H	32	FFD0 46B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 53	RSCFD0CFDTMDF2_53	0000 0000 _H	32	FFD0 46B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 53	RSCFD0CFDTMDF3_53	0000 0000 _H	32	FFD0 46B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 53	RSCFD0CFDTMDF4_53	0000 0000 _H	32	FFD0 46BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 54	RSCFD0CFDTMID54	0000 0000 _H	32	FFD0 46C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 54	RSCFD0CFDTMPT_R54	0000 0000 _H	32	FFD0 46C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 54	RSCFD0CFDTMFD_CTR54	0000 0000 _H	32	FFD0 46C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 54	RSCFD0CFDTMDF0_54	0000 0000 _H	32	FFD0 46CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 54	RSCFD0CFDTMDF1_54	0000 0000 _H	32	FFD0 46D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 54	RSCFD0CFDTMDF2_54	0000 0000 _H	32	FFD0 46D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 54	RSCFD0CFDTMDF3_54	0000 0000 _H	32	FFD0 46D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 54	RSCFD0CFDTMDF4_54	0000 0000 _H	32	FFD0 46DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 55	RSCFD0CFDTMID55	0000 0000 _H	32	FFD0 46E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 55	RSCFD0CFDTMPT_R55	0000 0000 _H	32	FFD0 46E4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 55	RSCFD0CFDTMFD CTR55	0000 0000 _H	32	FFD0 46E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 55	RSCFD0CFDTMDF0 _55	0000 0000 _H	32	FFD0 46EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 55	RSCFD0CFDTMDF1 _55	0000 0000 _H	32	FFD0 46F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 55	RSCFD0CFDTMDF2 _55	0000 0000 _H	32	FFD0 46F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 55	RSCFD0CFDTMDF3 _55	0000 0000 _H	32	FFD0 46F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 55	RSCFD0CFDTMDF4 _55	0000 0000 _H	32	FFD0 46FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 56	RSCFD0CFDTMID5 6	0000 0000 _H	32	FFD0 4700 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 56	RSCFD0CFDTMPT R56	0000 0000 _H	32	FFD0 4704 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 56	RSCFD0CFDTMFD CTR56	0000 0000 _H	32	FFD0 4708 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 56	RSCFD0CFDTMDF0 _56	0000 0000 _H	32	FFD0 470C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 56	RSCFD0CFDTMDF1 _56	0000 0000 _H	32	FFD0 4710 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 56	RSCFD0CFDTMDF2 _56	0000 0000 _H	32	FFD0 4714 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 56	RSCFD0CFDTMDF3 _56	0000 0000 _H	32	FFD0 4718 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 56	RSCFD0CFDTMDF4 _56	0000 0000 _H	32	FFD0 471C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 57	RSCFD0CFDTMID5 7	0000 0000 _H	32	FFD0 4720 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 57	RSCFD0CFDTMPT R57	0000 0000 _H	32	FFD0 4724 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 57	RSCFD0CFDTMFD CTR57	0000 0000 _H	32	FFD0 4728 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 57	RSCFD0CFDTMDF0 _57	0000 0000 _H	32	FFD0 472C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 57	RSCFD0CFDTMDF1 _57	0000 0000 _H	32	FFD0 4730 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 57	RSCFD0CFDTMDF2 _57	0000 0000 _H	32	FFD0 4734 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 57	RSCFD0CFDTMDF3 _57	0000 0000 _H	32	FFD0 4738 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 57	RSCFD0CFDTMDF4 _57	0000 0000 _H	32	FFD0 473C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 58	RSCFD0CFDTMID58	0000 0000 _H	32	FFD0 4740 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 58	RSCFD0CFDTMPT R58	0000 0000 _H	32	FFD0 4744 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 58	RSCFD0CFDTMFD CTR58	0000 0000 _H	32	FFD0 4748 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 58	RSCFD0CFDTMDF0 _58	0000 0000 _H	32	FFD0 474C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 58	RSCFD0CFDTMDF1 _58	0000 0000 _H	32	FFD0 4750 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 58	RSCFD0CFDTMDF2 _58	0000 0000 _H	32	FFD0 4754 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 58	RSCFD0CFDTMDF3 _58	0000 0000 _H	32	FFD0 4758 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 58	RSCFD0CFDTMDF4 _58	0000 0000 _H	32	FFD0 475C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 59	RSCFD0CFDTMID59	0000 0000 _H	32	FFD0 4760 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 59	RSCFD0CFDTMPT R59	0000 0000 _H	32	FFD0 4764 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 59	RSCFD0CFDTMFD CTR59	0000 0000 _H	32	FFD0 4768 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 59	RSCFD0CFDTMDF0 _59	0000 0000 _H	32	FFD0 476C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 59	RSCFD0CFDTMDF1 _59	0000 0000 _H	32	FFD0 4770 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 59	RSCFD0CFDTMDF2 _59	0000 0000 _H	32	FFD0 4774 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 59	RSCFD0CFDTMDF3 _59	0000 0000 _H	32	FFD0 4778 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 59	RSCFD0CFDTMDF4 _59	0000 0000 _H	32	FFD0 477C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 60	RSCFD0CFDTMID60	0000 0000 _H	32	FFD0 4780 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 60	RSCFD0CFDTMPT R60	0000 0000 _H	32	FFD0 4784 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 60	RSCFD0CFDTMFD CTR60	0000 0000 _H	32	FFD0 4788 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 60	RSCFD0CFDTMDF0 _60	0000 0000 _H	32	FFD0 478C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 60	RSCFD0CFDTMDF1 _60	0000 0000 _H	32	FFD0 4790 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 60	RSCFD0CFDTMDF2 _60	0000 0000 _H	32	FFD0 4794 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 60	RSCFD0CFDTMDF3_60	0000 0000 _H	32	FFD0 4798 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 60	RSCFD0CFDTMDF4_60	0000 0000 _H	32	FFD0 479C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 61	RSCFD0CFDTMID61	0000 0000 _H	32	FFD0 47A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 61	RSCFD0CFDTMPT_R61	0000 0000 _H	32	FFD0 47A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 61	RSCFD0CFDTMFD_CTR61	0000 0000 _H	32	FFD0 47A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 61	RSCFD0CFDTMDF0_61	0000 0000 _H	32	FFD0 47AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 61	RSCFD0CFDTMDF1_61	0000 0000 _H	32	FFD0 47B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 61	RSCFD0CFDTMDF2_61	0000 0000 _H	32	FFD0 47B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 61	RSCFD0CFDTMDF3_61	0000 0000 _H	32	FFD0 47B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 61	RSCFD0CFDTMDF4_61	0000 0000 _H	32	FFD0 47BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 62	RSCFD0CFDTMID62	0000 0000 _H	32	FFD0 47C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 62	RSCFD0CFDTMPT_R62	0000 0000 _H	32	FFD0 47C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 62	RSCFD0CFDTMFD_CTR62	0000 0000 _H	32	FFD0 47C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 62	RSCFD0CFDTMDF0_62	0000 0000 _H	32	FFD0 47CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 62	RSCFD0CFDTMDF1_62	0000 0000 _H	32	FFD0 47D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 62	RSCFD0CFDTMDF2_62	0000 0000 _H	32	FFD0 47D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 62	RSCFD0CFDTMDF3_62	0000 0000 _H	32	FFD0 47D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 62	RSCFD0CFDTMDF4_62	0000 0000 _H	32	FFD0 47DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer ID Register 63	RSCFD0CFDTMID63	0000 0000 _H	32	FFD0 47E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Pointer Register 63	RSCFD0CFDTMPT_R63	0000 0000 _H	32	FFD0 47E4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer CAN FD Configuration Register 63	RSCFD0CFDTMFD_CTR63	0000 0000 _H	32	FFD0 47E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 0 Register 63	RSCFD0CFDTMDF0_63	0000 0000 _H	32	FFD0 47EC _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 1 Register 63	RSCFD0CFDTMDF1_63	0000 0000 _H	32	FFD0 47F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 2 Register 63	RSCFD0CFDTMDF2_63	0000 0000 _H	32	FFD0 47F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 3 Register 63	RSCFD0CFDTMDF3_63	0000 0000 _H	32	FFD0 47F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit Buffer Data Field 4 Register 63	RSCFD0CFDTMDF4_63	0000 0000 _H	32	FFD0 47FC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Access Register 0	RSCFD0CFDTHLAC C0	0000 0000 _H	32	FFD0 6000 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Access Register 1	RSCFD0CFDTHLAC C1	0000 0000 _H	32	FFD0 6004 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Access Register 2	RSCFD0CFDTHLAC C2	0000 0000 _H	32	FFD0 6008 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	Transmit History Access Register 3	RSCFD0CFDTHLAC C3	0000 0000 _H	32	FFD0 600C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 0	RSCFD0CFDRPGA CC0	0000 0000 _H	32	FFD0 6400 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 1	RSCFD0CFDRPGA CC1	0000 0000 _H	32	FFD0 6404 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 2	RSCFD0CFDRPGA CC2	0000 0000 _H	32	FFD0 6408 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 3	RSCFD0CFDRPGA CC3	0000 0000 _H	32	FFD0 640C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 4	RSCFD0CFDRPGA CC4	0000 0000 _H	32	FFD0 6410 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 5	RSCFD0CFDRPGA CC5	0000 0000 _H	32	FFD0 6414 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 6	RSCFD0CFDRPGA CC6	0000 0000 _H	32	FFD0 6418 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 7	RSCFD0CFDRPGA CC7	0000 0000 _H	32	FFD0 641C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 8	RSCFD0CFDRPGA CC8	0000 0000 _H	32	FFD0 6420 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 9	RSCFD0CFDRPGA CC9	0000 0000 _H	32	FFD0 6424 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 10	RSCFD0CFDRPGA CC10	0000 0000 _H	32	FFD0 6428 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 11	RSCFD0CFDRPGA CC11	0000 0000 _H	32	FFD0 642C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 12	RSCFD0CFDRPGA CC12	0000 0000 _H	32	FFD0 6430 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 13	RSCFD0CFDRPGA CC13	0000 0000 _H	32	FFD0 6434 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 14	RSCFD0CFDRPGA CC14	0000 0000 _H	32	FFD0 6438 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 15	RSCFD0CFDRPGA CC15	0000 0000 _H	32	FFD0 643C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 16	RSCFD0CFDRPGA CC16	0000 0000 _H	32	FFD0 6440 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 17	RSCFD0CFDRPGA CC17	0000 0000 _H	32	FFD0 6444 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 18	RSCFD0CFDRPGA CC18	0000 0000 _H	32	FFD0 6448 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 19	RSCFD0CFDRPGA CC19	0000 0000 _H	32	FFD0 644C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 20	RSCFD0CFDRPGA CC20	0000 0000 _H	32	FFD0 6450 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 21	RSCFD0CFDRPGA CC21	0000 0000 _H	32	FFD0 6454 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 22	RSCFD0CFDRPGA CC22	0000 0000 _H	32	FFD0 6458 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 23	RSCFD0CFDRPGA CC23	0000 0000 _H	32	FFD0 645C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 24	RSCFD0CFDRPGA CC24	0000 0000 _H	32	FFD0 6460 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 25	RSCFD0CFDRPGA CC25	0000 0000 _H	32	FFD0 6464 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 26	RSCFD0CFDRPGA CC26	0000 0000 _H	32	FFD0 6468 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 27	RSCFD0CFDRPGA CC27	0000 0000 _H	32	FFD0 646C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 28	RSCFD0CFDRPGA CC28	0000 0000 _H	32	FFD0 6470 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 29	RSCFD0CFDRPGA CC29	0000 0000 _H	32	FFD0 6474 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 30	RSCFD0CFDRPGA CC30	0000 0000 _H	32	FFD0 6478 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 31	RSCFD0CFDRPGA CC31	0000 0000 _H	32	FFD0 647C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 32	RSCFD0CFDRPGA CC32	0000 0000 _H	32	FFD0 6480 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 33	RSCFD0CFDRPGA CC33	0000 0000 _H	32	FFD0 6484 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 34	RSCFD0CFDRPGA CC34	0000 0000 _H	32	FFD0 6488 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 35	RSCFD0CFDRPGA CC35	0000 0000 _H	32	FFD0 648C _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 36	RSCFD0CFDRPGA CC36	0000 0000 _H	32	FFD0 6490 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 37	RSCFD0CFDRPGA CC37	0000 0000 _H	32	FFD0 6494 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 38	RSCFD0CFDRPGA CC38	0000 0000 _H	32	FFD0 6498 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 39	RSCFD0CFDRPGA CC39	0000 0000 _H	32	FFD0 649C _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 40	RSCFD0CFDRPGA CC40	0000 0000 _H	32	FFD0 64A0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 41	RSCFD0CFDRPGA CC41	0000 0000 _H	32	FFD0 64A4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 42	RSCFD0CFDRPGA CC42	0000 0000 _H	32	FFD0 64A8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 43	RSCFD0CFDRPGA CC43	0000 0000 _H	32	FFD0 64AC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 44	RSCFD0CFDRPGA CC44	0000 0000 _H	32	FFD0 64B0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 45	RSCFD0CFDRPGA CC45	0000 0000 _H	32	FFD0 64B4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 46	RSCFD0CFDRPGA CC46	0000 0000 _H	32	FFD0 64B8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 47	RSCFD0CFDRPGA CC47	0000 0000 _H	32	FFD0 64BC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 48	RSCFD0CFDRPGA CC48	0000 0000 _H	32	FFD0 64C0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 49	RSCFD0CFDRPGA CC49	0000 0000 _H	32	FFD0 64C4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 50	RSCFD0CFDRPGA CC50	0000 0000 _H	32	FFD0 64C8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 51	RSCFD0CFDRPGA CC51	0000 0000 _H	32	FFD0 64CC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 52	RSCFD0CFDRPGA CC52	0000 0000 _H	32	FFD0 64D0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 53	RSCFD0CFDRPGA CC53	0000 0000 _H	32	FFD0 64D4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 54	RSCFD0CFDRPGA CC54	0000 0000 _H	32	FFD0 64D8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 55	RSCFD0CFDRPGA CC55	0000 0000 _H	32	FFD0 64DC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 56	RSCFD0CFDRPGA CC56	0000 0000 _H	32	FFD0 64E0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 57	RSCFD0CFDRPGA CC57	0000 0000 _H	32	FFD0 64E4 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 58	RSCFD0CFDRPGA CC58	0000 0000 _H	32	FFD0 64E8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 59	RSCFD0CFDRPGA CC59	0000 0000 _H	32	FFD0 64EC _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 60	RSCFD0CFDRPGA CC60	0000 0000 _H	32	FFD0 64F0 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 61	RSCFD0CFDRPGA CC61	0000 0000 _H	32	FFD0 64F4 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 62	RSCFD0CFDRPGA CC62	0000 0000 _H	32	FFD0 64F8 _H	2	8, 16, 32
RSCFD0 (CAN-FD Mode)	RAM Test Page Access Register 63	RSCFD0CFDRPGA CC63	0000 0000 _H	32	FFD0 64FC _H	2	8, 16, 32
CSIH0	CSIH0 Control Register 0	CSIH0CTL0	00 _H	8	FFD8 0000 _H	2	8
CSIH0	CSIH0 Status Register 0	CSIH0STR0	0000 0010 _H	32	FFD8 0004 _H	2	32
CSIH0	CSIH0 Status Clear Register 0	CSIH0STCR0	0000 _H	16	FFD8 0008 _H	2	16
CSIH0	CSIH0 Control Register 1	CSIH0CTL1	0000 0000 _H	32	FFD8 0010 _H	2	32
CSIH0	CSIH0 Control Register 2	CSIH0CTL2	E000 _H	16	FFD8 0014 _H	2	16
CSIH0	CSIH0 Transmit Data Register 0 for Word Access	CSIH0TX0W	XXXX XXXX _H	32	FFD8 1008 _H	2	32
CSIH0	CSIH0 Transmit Data Register 0 for Half Word Access	CSIH0TX0H	XXXX _H	16	FFD8 100C _H	2	16
CSIH0	CSIH0 Receive Data Register 0 for Word Access	CSIH0RX0W	XXXX XXXX _H	32	FFD8 1010 _H	2	32
CSIH0	CSIH0 Receive Data Register 0 for Half Word Access	CSIH0RX0H	XXXX _H	16	FFD8 1014 _H	2	16
CSIH0	CSIH0 Configuration Register 0	CSIH0CFG0	0000 0000 _H	32	FFD8 1044 _H	2	32
CSIH0	CSIH0 Configuration Register 1	CSIH0CFG1	0000 0000 _H	32	FFD8 1048 _H	2	32
CSIH0	CSIH0 Configuration Register 2	CSIH0CFG2	0000 0000 _H	32	FFD8 104C _H	2	32
CSIH0	CSIH0 Configuration Register 3	CSIH0CFG3	0000 0000 _H	32	FFD8 1050 _H	2	32
CSIH0	CSIH0 Configuration Register 4	CSIH0CFG4	0000 0000 _H	32	FFD8 1054 _H	2	32
CSIH0	CSIH0 Configuration Register 5	CSIH0CFG5	0000 0000 _H	32	FFD8 1058 _H	2	32
CSIH0	CSIH0 Baud Rate Setting Register 0	CSIH0BRS0	0000 _H	16	FFD8 1068 _H	2	16
CSIH0	CSIH0 Baud Rate Setting Register 1	CSIH0BRS1	0000 _H	16	FFD8 106C _H	2	16
CSIH0	CSIH0 Baud Rate Setting Register 2	CSIH0BRS2	0000 _H	16	FFD8 1070 _H	2	16
CSIH0	CSIH0 Baud Rate Setting Register 3	CSIH0BRS3	0000 _H	16	FFD8 1074 _H	2	16
CSIH1	CSIH1 Control Register 0	CSIH1CTL0	00 _H	8	FFD8 2000 _H	2	8
CSIH1	CSIH1 Status Register 0	CSIH1STR0	0000 0010 _H	32	FFD8 2004 _H	2	32
CSIH1	CSIH1 Status Clear Register 0	CSIH1STCR0	0000 _H	16	FFD8 2008 _H	2	16
CSIH1	CSIH1 Control Register 1	CSIH1CTL1	0000 0000 _H	32	FFD8 2010 _H	2	32
CSIH1	CSIH1 Control Register 2	CSIH1CTL2	E000 _H	16	FFD8 2014 _H	2	16
CSIH1	CSIH1 Transmit Data Register 0 for Word Access	CSIH1TX0W	XXXX XXXX _H	32	FFD8 3008 _H	2	32
CSIH1	CSIH1 Transmit Data Register 0 for Half Word Access	CSIH1TX0H	XXXX _H	16	FFD8 300C _H	2	16
CSIH1	CSIH1 Receive Data Register 0 for Word Access	CSIH1RX0W	XXXX XXXX _H	32	FFD8 3010 _H	2	32
CSIH1	CSIH1 Receive Data Register 0 for Half Word Access	CSIH1RX0H	XXXX _H	16	FFD8 3014 _H	2	16
CSIH1	CSIH1 Configuration Register 0	CSIH1CFG0	0000 0000 _H	32	FFD8 3044 _H	2	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
CSIH1	CSIH1 Configuration Register 1	CSIH1CFG1	0000 0000 _H	32	FFD8 3048 _H	2	32
CSIH1	CSIH1 Configuration Register 2	CSIH1CFG2	0000 0000 _H	32	FFD8 304C _H	2	32
CSIH1	CSIH1 Configuration Register 3	CSIH1CFG3	0000 0000 _H	32	FFD8 3050 _H	2	32
CSIH1	CSIH1 Baud Rate Setting Register 0	CSIH1BRS0	0000 _H	16	FFD8 3068 _H	2	16
CSIH1	CSIH1 Baud Rate Setting Register 1	CSIH1BRS1	0000 _H	16	FFD8 306C _H	2	16
CSIH1	CSIH1 Baud Rate Setting Register 2	CSIH1BRS2	0000 _H	16	FFD8 3070 _H	2	16
CSIH1	CSIH1 Baud Rate Setting Register 3	CSIH1BRS3	0000 _H	16	FFD8 3074 _H	2	16
CSIH2	CSIH2 Control Register 0	CSIH2CTL0	00 _H	8	FFD8 4000 _H	2	8
CSIH2	CSIH2 Status Register 0	CSIH2STR0	0000 0010 _H	32	FFD8 4004 _H	2	32
CSIH2	CSIH2 Status Clear Register 0	CSIH2STCR0	0000 _H	16	FFD8 4008 _H	2	16
CSIH2	CSIH2 Control Register 1	CSIH2CTL1	0000 0000 _H	32	FFD8 4010 _H	2	32
CSIH2	CSIH2 Control Register 2	CSIH2CTL2	E000 _H	16	FFD8 4014 _H	2	16
CSIH2	CSIH2 Transmit Data Register 0 for Word Access	CSIH2TX0W	XXXX XXXX _H	32	FFD8 5008 _H	2	32
CSIH2	CSIH2 Transmit Data Register 0 for Half Word Access	CSIH2TX0 _H	XXXX _H	16	FFD8 500C _H	2	16
CSIH2	CSIH2 Receive Data Register 0 for Word Access	CSIH2RX0W	XXXX XXXX _H	32	FFD8 5010 _H	2	32
CSIH2	CSIH2 Receive Data Register 0 for Half Word Access	CSIH2RX0 _H	XXXX _H	16	FFD8 5014 _H	2	16
CSIH2	CSIH2 Configuration Register 0	CSIH2CFG0	0000 0000 _H	32	FFD8 5044 _H	2	32
CSIH2	CSIH2 Configuration Register 1	CSIH2CFG1	0000 0000 _H	32	FFD8 5048 _H	2	32
CSIH2	CSIH2 Configuration Register 2	CSIH2CFG2	0000 0000 _H	32	FFD8 504C _H	2	32
CSIH2	CSIH2 Configuration Register 3	CSIH2CFG3	0000 0000 _H	32	FFD8 5050 _H	2	32
CSIH2	CSIH2 Baud Rate Setting Register 0	CSIH2BRS0	0000 _H	16	FFD8 5068 _H	2	16
CSIH2	CSIH2 Baud Rate Setting Register 1	CSIH2BRS1	0000 _H	16	FFD8 506C _H	2	16
CSIH2	CSIH2 Baud Rate Setting Register 2	CSIH2BRS2	0000 _H	16	FFD8 5070 _H	2	16
CSIH2	CSIH2 Baud Rate Setting Register 3	CSIH2BRS3	0000 _H	16	FFD8 5074 _H	2	16
CSIH3	CSIH3 Control Register 0	CSIH3CTL0	00 _H	8	FFD8 6000 _H	2	8
CSIH3	CSIH3 Status Register 0	CSIH3STR0	0000 0010 _H	32	FFD8 6004 _H	2	32
CSIH3	CSIH3 Status Clear Register 0	CSIH3STCR0	0000 _H	16	FFD8 6008 _H	2	16
CSIH3	CSIH3 Control Register 1	CSIH3CTL1	0000 0000 _H	32	FFD8 6010 _H	2	32
CSIH3	CSIH3 Control Register 2	CSIH3CTL2	E000 _H	16	FFD8 6014 _H	2	16
CSIH3	CSIH3 Transmit Data Register 0 for Word Access	CSIH3TX0W	XXXX XXXX _H	32	FFD8 7008 _H	2	32
CSIH3	CSIH3 Transmit Data Register 0 for Half Word Access	CSIH3TX0 _H	XXXX _H	16	FFD8 700C _H	2	16
CSIH3	CSIH3 Receive Data Register 0 for Word Access	CSIH3RX0W	XXXX XXXX _H	32	FFD8 7010 _H	2	32
CSIH3	CSIH3 Receive Data Register 0 for Half Word Access	CSIH3RX0 _H	XXXX _H	16	FFD8 7014 _H	2	16
CSIH3	CSIH3 Configuration Register 0	CSIH3CFG0	0000 0000 _H	32	FFD8 7044 _H	2	32
CSIH3	CSIH3 Configuration Register 1	CSIH3CFG1	0000 0000 _H	32	FFD8 7048 _H	2	32
CSIH3	CSIH3 Configuration Register 2	CSIH3CFG2	0000 0000 _H	32	FFD8 704C _H	2	32
CSIH3	CSIH3 Configuration Register 3	CSIH3CFG3	0000 0000 _H	32	FFD8 7050 _H	2	32
CSIH3	CSIH3 Baud Rate Setting Register 0	CSIH3BRS0	0000 _H	16	FFD8 7068 _H	2	16
CSIH3	CSIH3 Baud Rate Setting Register 1	CSIH3BRS1	0000 _H	16	FFD8 706C _H	2	16
CSIH3	CSIH3 Baud Rate Setting Register 2	CSIH3BRS2	0000 _H	16	FFD8 7070 _H	2	16
CSIH3	CSIH3 Baud Rate Setting Register 3	CSIH3BRS3	0000 _H	16	FFD8 7074 _H	2	16
SCI30	Serial Mode Register	SCI30SMR	00 _H	8	FFD9 0000 _H	1 (1L)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
SCI30	Bit Rate Register	SCI30BRR	FF _H	8	FFD9 0004 _H	1 (1L)	8
SCI30	Modulation Duty Register	SCI30MDDR	FF _H	8	FFD9 0004 _H	1 (1L)	8
SCI30	Serial Control Register	SCI30SCR	00 _H	8	FFD9 0008 _H	1 (1L)	8
SCI30	Transmit Data Register	SCI30TDR	FF _H	8	FFD9 000C _H	1 (1L)	8
SCI30	Serial Status Register	SCI30SSR	84 _H	8	FFD9 0010 _H	1 (1L)	8
SCI30	Receive Data Register	SCI30RDR	00 _H	8	FFD9 0014 _H	1 (1L)	8
SCI30	Serial Transfer Format Register	SCI30SCMR	F2 _H	8	FFD9 0018 _H	1 (1L)	8
SCI30	Serial Extended Mode Register	SCI30SEMR	04 _H	8	FFD9 001C _H	1 (1L)	8
SCI31	Serial Mode Register	SCI31SMR	00 _H	8	FFD9 1000 _H	1 (1L)	8
SCI31	Bit Rate Register	SCI31BRR	FF _H	8	FFD9 1004 _H	1 (1L)	8
SCI31	Modulation Duty Register	SCI31MDDR	FF _H	8	FFD9 1004 _H	1 (1L)	8
SCI31	Serial Control Register	SCI31SCR	00 _H	8	FFD9 1008 _H	1 (1L)	8
SCI31	Transmit Data Register	SCI31TDR	FF _H	8	FFD9 100C _H	1 (1L)	8
SCI31	Serial Status Register	SCI31SSR	84 _H	8	FFD9 1010 _H	1 (1L)	8
SCI31	Receive Data Register	SCI31RDR	00 _H	8	FFD9 1014 _H	1 (1L)	8
SCI31	Serial Transfer Format Register	SCI31SCMR	F2 _H	8	FFD9 1018 _H	1 (1L)	8
SCI31	Serial Extended Mode Register	SCI31SEMR	04 _H	8	FFD9 101C _H	1 (1L)	8
SCI32	Serial Mode Register	SCI32SMR	00 _H	8	FFD9 2000 _H	1 (1L)	8
SCI32	Bit Rate Register	SCI32BRR	FF _H	8	FFD9 2004 _H	1 (1L)	8
SCI32	Modulation Duty Register	SCI32MDDR	FF _H	8	FFD9 2004 _H	1 (1L)	8
SCI32	Serial Control Register	SCI32SCR	00 _H	8	FFD9 2008 _H	1 (1L)	8
SCI32	Transmit Data Register	SCI32TDR	FF _H	8	FFD9 200C _H	1 (1L)	8
SCI32	Serial Status Register	SCI32SSR	84 _H	8	FFD9 2010 _H	1 (1L)	8
SCI32	Receive Data Register	SCI32RDR	00 _H	8	FFD9 2014 _H	1 (1L)	8
SCI32	Serial Transfer Format Register	SCI32SCMR	F2 _H	8	FFD9 2018 _H	1 (1L)	8
SCI32	Serial Extended Mode Register	SCI32SEMR	04 _H	8	FFD9 201C _H	1 (1L)	8
SCI33	Serial Mode Register	SCI33SMR	00 _H	8	FFD9 3000 _H	1 (1L)	8
SCI33	Bit Rate Register	SCI33BRR	FF _H	8	FFD9 3004 _H	1 (1L)	8
SCI33	Modulation Duty Register	SCI33MDDR	FF _H	8	FFD9 3004 _H	1 (1L)	8
SCI33	Serial Control Register	SCI33SCR	00 _H	8	FFD9 3008 _H	1 (1L)	8
SCI33	Transmit Data Register	SCI33TDR	FF _H	8	FFD9 300C _H	1 (1L)	8
SCI33	Serial Status Register	SCI33SSR	84 _H	8	FFD9 3010 _H	1 (1L)	8
SCI33	Receive Data Register	SCI33RDR	00 _H	8	FFD9 3014 _H	1 (1L)	8
SCI33	Serial Transfer Format Register	SCI33SCMR	F2 _H	8	FFD9 3018 _H	1 (1L)	8
SCI33	Serial Extended Mode Register	SCI33SEMR	04 _H	8	FFD9 301C _H	1 (1L)	8
RSENT0	RSENT Timestamp Register	RSENT0TSPC	0000 0000 _H	32	FFDB 0000 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Timestamp Counter Register	RSENT0TSC	0000 0000 _H	32	FFDB 0004 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Communication Configuration Register	RSENT0CC	0000 0000 _H	32	FFDB 0010 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Baud Rate Prescaler Register	RSENT0BRP	0000 0000 _H	32	FFDB 0014 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Interrupt/DMA Enable Register	RSENT0IDE	0000 0000 _H	32	FFDB 0018 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Mode Control Register	RSENT0MDC	0000 0000 _H	32	FFDB 001C _H	1 (1L)	8, 16, 32
RSENT0	RSENT SPC Transmission Register	RSENT0SPCT	0000 0000 _H	32	FFDB 0020 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Mode Status Register	RSENT0MST	0000 0000 _H	32	FFDB 0024 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Communication Status Register	RSENT0CS	0000 0000 _H	32	FFDB 0028 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Communication Status Clear Register	RSENT0CSC	0000 0000 _H	32	FFDB 002C _H	1 (1L)	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSENT0	RSENT Slow Channel Receive Timestamp Register	RSENT0SRTS	0000 0000 _H	32	FFDB 0030 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Slow Channel Receive Data Register	RSENT0SRXD	0000 0000 _H	32	FFDB 0034 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Calibration Pulse Length Register	RSENT0CPL	0000 0000 _H	32	FFDB 0038 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Message Length Register	RSENT0ML	0000 0000 _H	32	FFDB 003C _H	1 (1L)	8, 16, 32
RSENT0	RSENT Fast Channel Receive Timestamp Register	RSENT0FRTS	0000 0000 _H	32	FFDB 0040 _H	1 (1L)	8, 16, 32
RSENT0	RSENT Fast Channel Receive Data Register	RSENT0FRXD	0000 0000 _H	32	FFDB 0044 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Timestamp Register	RSENT1TSPC	0000 0000 _H	32	FFDB 0080 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Timestamp Counter Register	RSENT1TSC	0000 0000 _H	32	FFDB 0084 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Communication Configuration Register	RSENT1CC	0000 0000 _H	32	FFDB 0090 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Baud Rate Prescaler Register	RSENT1BRP	0000 0000 _H	32	FFDB 0094 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Interrupt/DMA Enable Register	RSENT1IDE	0000 0000 _H	32	FFDB 0098 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Mode Control Register	RSENT1MDC	0000 0000 _H	32	FFDB 009C _H	1 (1L)	8, 16, 32
RSENT1	RSENT SPC Transmission Register	RSENT1SPCT	0000 0000 _H	32	FFDB 00A0 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Mode Status Register	RSENT1MST	0000 0000 _H	32	FFDB 00A4 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Communication Status Register	RSENT1CS	0000 0000 _H	32	FFDB 00A8 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Communication Status Clear Register	RSENT1CSC	0000 0000 _H	32	FFDB 00AC _H	1 (1L)	8, 16, 32
RSENT1	RSENT Slow Channel Receive Timestamp Register	RSENT1SRTS	0000 0000 _H	32	FFDB 00B0 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Slow Channel Receive Data Register	RSENT1SRXD	0000 0000 _H	32	FFDB 00B4 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Calibration Pulse Length Register	RSENT1CPL	0000 0000 _H	32	FFDB 00B8 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Message Length Register	RSENT1ML	0000 0000 _H	32	FFDB 00BC _H	1 (1L)	8, 16, 32
RSENT1	RSENT Fast Channel Receive Timestamp Register	RSENT1FRTS	0000 0000 _H	32	FFDB 00C0 _H	1 (1L)	8, 16, 32
RSENT1	RSENT Fast Channel Receive Data Register	RSENT1FRXD	0000 0000 _H	32	FFDB 00C4 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Timestamp Register	RSENT2TSPC	0000 0000 _H	32	FFDB 0100 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Timestamp Counter Register	RSENT2TSC	0000 0000 _H	32	FFDB 0104 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Communication Configuration Register	RSENT2CC	0000 0000 _H	32	FFDB 0110 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Baud Rate Prescaler Register	RSENT2BRP	0000 0000 _H	32	FFDB 0114 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Interrupt/DMA Enable Register	RSENT2IDE	0000 0000 _H	32	FFDB 0118 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Mode Control Register	RSENT2MDC	0000 0000 _H	32	FFDB 011C _H	1 (1L)	8, 16, 32
RSENT2	RSENT SPC Transmission Register	RSENT2SPCT	0000 0000 _H	32	FFDB 0120 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Mode Status Register	RSENT2MST	0000 0000 _H	32	FFDB 0124 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Communication Status Register	RSENT2CS	0000 0000 _H	32	FFDB 0128 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Communication Status Clear Register	RSENT2CSC	0000 0000 _H	32	FFDB 012C _H	1 (1L)	8, 16, 32
RSENT2	RSENT Slow Channel Receive Timestamp Register	RSENT2SRTS	0000 0000 _H	32	FFDB 0130 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Slow Channel Receive Data Register	RSENT2SRXD	0000 0000 _H	32	FFDB 0134 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Calibration Pulse Length Register	RSENT2CPL	0000 0000 _H	32	FFDB 0138 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Message Length Register	RSENT2ML	0000 0000 _H	32	FFDB 013C _H	1 (1L)	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSENT2	RSENT Fast Channel Receive Timestamp Register	RSENT2FRTS	0000 0000 _H	32	FFDB 0140 _H	1 (1L)	8, 16, 32
RSENT2	RSENT Fast Channel Receive Data Register	RSENT2FRXD	0000 0000 _H	32	FFDB 0144 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Timestamp Register	RSENT3TSPC	0000 0000 _H	32	FFDB 0180 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Timestamp Counter Register	RSENT3TSC	0000 0000 _H	32	FFDB 0184 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Communication Configuration Register	RSENT3CC	0000 0000 _H	32	FFDB 0190 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Baud Rate Prescaler Register	RSENT3BRP	0000 0000 _H	32	FFDB 0194 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Interrupt/DMA Enable Register	RSENT3IDE	0000 0000 _H	32	FFDB 0198 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Mode Control Register	RSENT3MDC	0000 0000 _H	32	FFDB 019C _H	1 (1L)	8, 16, 32
RSENT3	RSENT SPC Transmission Register	RSENT3SPCT	0000 0000 _H	32	FFDB 01A0 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Mode Status Register	RSENT3MST	0000 0000 _H	32	FFDB 01A4 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Communication Status Register	RSENT3CS	0000 0000 _H	32	FFDB 01A8 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Communication Status Clear Register	RSENT3CSC	0000 0000 _H	32	FFDB 01AC _H	1 (1L)	8, 16, 32
RSENT3	RSENT Slow Channel Receive Timestamp Register	RSENT3SRTS	0000 0000 _H	32	FFDB 01B0 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Slow Channel Receive Data Register	RSENT3SRXD	0000 0000 _H	32	FFDB 01B4 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Calibration Pulse Length Register	RSENT3CPL	0000 0000 _H	32	FFDB 01B8 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Message Length Register	RSENT3ML	0000 0000 _H	32	FFDB 01BC _H	1 (1L)	8, 16, 32
RSENT3	RSENT Fast Channel Receive Timestamp Register	RSENT3FRTS	0000 0000 _H	32	FFDB 01C0 _H	1 (1L)	8, 16, 32
RSENT3	RSENT Fast Channel Receive Data Register	RSENT3FRXD	0000 0000 _H	32	FFDB 01C4 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Timestamp Register	RSENT4TSPC	0000 0000 _H	32	FFDB 0200 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Timestamp Counter Register	RSENT4TSC	0000 0000 _H	32	FFDB 0204 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Communication Configuration Register	RSENT4CC	0000 0000 _H	32	FFDB 0210 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Baud Rate Prescaler Register	RSENT4BRP	0000 0000 _H	32	FFDB 0214 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Interrupt/DMA Enable Register	RSENT4IDE	0000 0000 _H	32	FFDB 0218 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Mode Control Register	RSENT4MDC	0000 0000 _H	32	FFDB 021C _H	1 (1L)	8, 16, 32
RSENT4	RSENT SPC Transmission Register	RSENT4SPCT	0000 0000 _H	32	FFDB 0220 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Mode Status Register	RSENT4MST	0000 0000 _H	32	FFDB 0224 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Communication Status Register	RSENT4CS	0000 0000 _H	32	FFDB 0228 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Communication Status Clear Register	RSENT4CSC	0000 0000 _H	32	FFDB 022C _H	1 (1L)	8, 16, 32
RSENT4	RSENT Slow Channel Receive Timestamp Register	RSENT4SRTS	0000 0000 _H	32	FFDB 0230 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Slow Channel Receive Data Register	RSENT4SRXD	0000 0000 _H	32	FFDB 0234 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Calibration Pulse Length Register	RSENT4CPL	0000 0000 _H	32	FFDB 0238 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Message Length Register	RSENT4ML	0000 0000 _H	32	FFDB 023C _H	1 (1L)	8, 16, 32
RSENT4	RSENT Fast Channel Receive Timestamp Register	RSENT4FRTS	0000 0000 _H	32	FFDB 0240 _H	1 (1L)	8, 16, 32
RSENT4	RSENT Fast Channel Receive Data Register	RSENT4FRXD	0000 0000 _H	32	FFDB 0244 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Timestamp Register	RSENT5TSPC	0000 0000 _H	32	FFDB 0280 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Timestamp Counter Register	RSENT5TSC	0000 0000 _H	32	FFDB 0284 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Communication Configuration Register	RSENT5CC	0000 0000 _H	32	FFDB 0290 _H	1 (1L)	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RSENT5	RSENT Baud Rate Prescaler Register	RSENT5BRP	0000 0000 _H	32	FFDB 0294 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Interrupt/DMA Enable Register	RSENT5SIDE	0000 0000 _H	32	FFDB 0298 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Mode Control Register	RSENT5MDC	0000 0000 _H	32	FFDB 029C _H	1 (1L)	8, 16, 32
RSENT5	RSENT SPC Transmission Register	RSENT5SPCT	0000 0000 _H	32	FFDB 02A0 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Mode Status Register	RSENT5MST	0000 0000 _H	32	FFDB 02A4 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Communication Status Register	RSENT5CS	0000 0000 _H	32	FFDB 02A8 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Communication Status Clear Register	RSENT5CSC	0000 0000 _H	32	FFDB 02AC _H	1 (1L)	8, 16, 32
RSENT5	RSENT Slow Channel Receive Timestamp Register	RSENT5SRTS	0000 0000 _H	32	FFDB 02B0 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Slow Channel Receive Data Register	RSENT5SRXD	0000 0000 _H	32	FFDB 02B4 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Calibration Pulse Length Register	RSENT5CPL	0000 0000 _H	32	FFDB 02B8 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Message Length Register	RSENT5ML	0000 0000 _H	32	FFDB 02BC _H	1 (1L)	8, 16, 32
RSENT5	RSENT Fast Channel Receive Timestamp Register	RSENT5FRTS	0000 0000 _H	32	FFDB 02C0 _H	1 (1L)	8, 16, 32
RSENT5	RSENT Fast Channel Receive Data Register	RSENT5FRXD	0000 0000 _H	32	FFDB 02C4 _H	1 (1L)	8, 16, 32
PBG	PBG1A Protection Register 0	FSGD1ADPROT0	07FF FFFF _H	32	FFDC 0000 _H	1 (1L)	8, 16, 32
PBG	PBG1A Protection Register 1	FSGD1ADPROT1	07FF FFFF _H	32	FFDC 0004 _H	1 (1L)	8, 16, 32
PBG	PBG1A Protection Register 3	FSGD1ADPROT3	07FF FFFF _H	32	FFDC 000C _H	1 (1L)	8, 16, 32
PBG	PBG1A Protection Register 4	FSGD1ADPROT4	07FF FFFF _H	32	FFDC 0010 _H	1 (1L)	8, 16, 32
PBG	PBG1A Protection Register 5	FSGD1ADPROT5	07FF FFFF _H	32	FFDC 0014 _H	1 (1L)	8, 16, 32
PBG	PBG1A Protection Register 6	FSGD1ADPROT6	07FF FFFF _H	32	FFDC 0018 _H	1 (1L)	8, 16, 32
PBG	PBG1A Protection Register 7	FSGD1ADPROT7	07FF FFFF _H	32	FFDC 001C _H	1 (1L)	8, 16, 32
PBG	PBG1A Protection Register 8	FSGD1ADPROT8	07FF FFFF _H	32	FFDC 0020 _H	1 (1L)	8, 16, 32
PBG	PBG1A Error Control Register	ERRSLV1ACTL	0000 0000 _H	32	FFDC 0200 _H	1 (1L)	8, 16, 32
PBG	PBG1A Error Status Register	ERRSLV1ASTAT	0000 0000 _H	32	FFDC 0204 _H	1 (1L)	8, 16, 32
PBG	PBG1A Error Address Register	ERRSLV1AADDR	0000 0000 _H	32	FFDC 0208 _H	1 (1L)	32
PBG	PBG1A Error Type Register	ERRSLV1ATYPE	0000 0000 _H	32	FFDC 020C _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Status Register APAA	APDPERRST_APAA	0000 0000 _H	32	FFDC 2000 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register APAA	APDPERRSTC_APAA	0000 0000 _H	32	FFDC 2004 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register APAA	APDPTMC_APAA	0000 0000 _H	32	FFDC 2008 _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Error Address Register APAA	APDPERRADR_APAA	0000 0000 _H	32	FFDC 200C _H	1 (1L)	32
APDP	P-Bus Data Parity Status Register APGA	APDPERRST_APGA	0000 0000 _H	32	FFDC 2020 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register APGA	APDPERRSTC_APGA	0000 0000 _H	32	FFDC 2024 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register APGA	APDPTMC_APGA	0000 0000 _H	32	FFDC 2028 _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Error Address Register APGA	APDPERRADR_APGA	0000 0000 _H	32	FFDC 202C _H	1 (1L)	32
APDP	P-Bus Data Parity Status Register SNT0	APDPERRST_SNT0	0000 0000 _H	32	FFDC 2100 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register SNT0	APDPERRSTC_SNT0	0000 0000 _H	32	FFDC 2104 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register SNT0	APDPTMC_SNT0	0000 0000 _H	32	FFDC 2108 _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Error Address Register SNT0	APDPERRADR_SNT0	0000 0000 _H	32	FFDC 210C _H	1 (1L)	32
APDP	P-Bus Data Parity Status Register SNT1	APDPERRST_SNT1	0000 0000 _H	32	FFDC 2120 _H	1 (1L)	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APDP	P-Bus Data Parity Status Clear Register SNT1	APDPERRSTC_SNT1	0000 0000 _H	32	FFDC 2124 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register SNT1	APDPTMC_SNT1	0000 0000 _H	32	FFDC 2128 _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Error Address Register SNT1	APDPERRADR_SN T1	0000 0000 _H	32	FFDC 212C _H	1 (1L)	32
APDP	P-Bus Data Parity Status Register SNT2	APDPERRST_SNT2	0000 0000 _H	32	FFDC 2140 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register SNT2	APDPERRSTC_SNT2	0000 0000 _H	32	FFDC 2144 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register SNT2	APDPTMC_SNT2	0000 0000 _H	32	FFDC 2148 _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Error Address Register SNT2	APDPERRADR_SN T2	0000 0000 _H	32	FFDC 214C _H	1 (1L)	32
APDP	P-Bus Data Parity Status Register SNT3	APDPERRST_SNT3	0000 0000 _H	32	FFDC 2160 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register SNT3	APDPERRSTC_SNT3	0000 0000 _H	32	FFDC 2164 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register SNT3	APDPTMC_SNT3	0000 0000 _H	32	FFDC 2168 _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Error Address Register SNT3	APDPERRADR_SN T3	0000 0000 _H	32	FFDC 216C _H	1 (1L)	32
APDP	P-Bus Data Parity Status Register SNT4	APDPERRST_SNT4	0000 0000 _H	32	FFDC 2180 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register SNT4	APDPERRSTC_SNT4	0000 0000 _H	32	FFDC 2184 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register SNT4	APDPTMC_SNT4	0000 0000 _H	32	FFDC 2188 _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Error Address Register SNT4	APDPERRADR_SN T4	0000 0000 _H	32	FFDC 218C _H	1 (1L)	32
APDP	P-Bus Data Parity Status Register SNT5	APDPERRST_SNT5	0000 0000 _H	32	FFDC 2200 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register SNT5	APDPERRSTC_SNT5	0000 0000 _H	32	FFDC 2204 _H	1 (1L)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register SNT5	APDPTMC_SNT5	0000 0000 _H	32	FFDC 2208 _H	1 (1L)	16, 32
APDP	P-Bus Data Parity Error Address Register SNT5	APDPERRADR_SN T5	0000 0000 _H	32	FFDC 220C _H	1 (1L)	32
PIC1	Control Register EN	PIC1EN	00 _H	8	FFDD 0000 _H	1 (1H)	8
PIC1	Simultaneous Start Trigger Control Register	PIC1SST	00 _H	8	FFDD 0004 _H	1 (1H)	8
PIC1	Simultaneous Start Control Register 2	PIC1SSER2	0000 _H	16	FFDD 0018 _H	1 (1H)	16
PIC1	Simultaneous Start Control Register 3	PIC1SSER3	0000 _H	16	FFDD 001C _H	1 (1H)	16
PIC1	Hi-Z Output Control Register 2	PIC1 _H ZCEN2	00 _H	8	FFDD 0088 _H	1 (1H)	8
PIC1	Hi-Z Output Control Register 3	PIC1 _H ZCEN3	00 _H	8	FFDD 008C _H	1 (1H)	8
PIC2	AD Converter 0 Trigger Selection Control Register 0	PIC2ADCB0TSEL0	0000 0000 _H	32	FFDD 1000 _H	1 (1H)	16, 32
PIC2	AD Converter 0 Trigger Selection Control Register 1	PIC2ADCB0TSEL1	0000 0000 _H	32	FFDD 1004 _H	1 (1H)	16, 32
PIC2	AD Converter 0 Trigger Selection Control Register 2	PIC2ADCB0TSEL2	0000 0000 _H	32	FFDD 1008 _H	1 (1H)	16, 32
PIC2	AD Converter 0 Trigger Selection Control Register 3	PIC2ADCB0TSEL3	0000 0000 _H	32	FFDD 100C _H	1 (1H)	16, 32
PIC2	AD Converter 0 Trigger Selection Control Register 4	PIC2ADCB0TSEL4	0000 0000 _H	32	FFDD 1010 _H	1 (1H)	16, 32
PIC2	AD Converter 0 Trigger Edge Selection Control Register	PIC2ADCB0EDGSEL	0000 _H	16	FFDD 101C _H	1 (1H)	16
PIC2	AD Converter 1 Trigger Selection Control Register 0	PIC2ADCB1TSEL0	0000 0000 _H	32	FFDD 1020 _H	1 (1H)	16, 32
PIC2	AD Converter 1 Trigger Selection Control Register 1	PIC2ADCB1TSEL1	0000 0000 _H	32	FFDD 1024 _H	1 (1H)	16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PIC2	AD Converter 1 Trigger Selection Control Register 2	PIC2ADCB1TSEL2	0000 0000 _H	32	FFDD 1028 _H	1 (1H)	16, 32
PIC2	AD Converter 1 Trigger Selection Control Register 3	PIC2ADCB1TSEL3	0000 0000 _H	32	FFDD 102C _H	1 (1H)	16, 32
PIC2	AD Converter 1 Trigger Selection Control Register 4	PIC2ADCB1TSEL4	0000 0000 _H	32	FFDD 1030 _H	1 (1H)	16, 32
PIC2	AD Converter 1 Trigger Edge Selection Control Register	PIC2ADCB1EDGSEL	0000 _H	16	FFDD 103C _H	1 (1H)	16
PIC2	AD Converter Trigger Output Control Register 500	PIC2ADTEN500	0000 0000 _H	32	FFDD 1080 _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 501	PIC2ADTEN501	0000 0000 _H	32	FFDD 1084 _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 502	PIC2ADTEN502	0000 0000 _H	32	FFDD 1088 _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 503	PIC2ADTEN503	0000 0000 _H	32	FFDD 108C _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 504	PIC2ADTEN504	0000 0000 _H	32	FFDD 1090 _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 510	PIC2ADTEN510	0000 0000 _H	32	FFDD 1094 _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 511	PIC2ADTEN511	0000 0000 _H	32	FFDD 1098 _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 512	PIC2ADTEN512	0000 0000 _H	32	FFDD 109C _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 513	PIC2ADTEN513	0000 0000 _H	32	FFDD 10A0 _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 514	PIC2ADTEN514	0000 0000 _H	32	FFDD 10A4 _H	1 (1H)	16, 32
PIC2	AD Converter Trigger Output Control Register 600	PIC2ADTEN600	0000 0000 _H	32	FFDD 10A8 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 601	PIC2ADTEN601	0000 0000 _H	32	FFDD 10AC _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 602	PIC2ADTEN602	0000 0000 _H	32	FFDD 10B0 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 603	PIC2ADTEN603	0000 0000 _H	32	FFDD 10B4 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 604	PIC2ADTEN604	0000 0000 _H	32	FFDD 10B8 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 610	PIC2ADTEN610	0000 0000 _H	32	FFDD 10BC _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 611	PIC2ADTEN611	0000 0000 _H	32	FFDD 10C0 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 612	PIC2ADTEN612	0000 0000 _H	32	FFDD 10C4 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 613	PIC2ADTEN613	0000 0000 _H	32	FFDD 10C8 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 614	PIC2ADTEN614	0000 0000 _H	32	FFDD 10CC _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 700	PIC2ADTEN700	0000 0000 _H	32	FFDD 10D0 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 701	PIC2ADTEN701	0000 0000 _H	32	FFDD 10D4 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 702	PIC2ADTEN702	0000 0000 _H	32	FFDD 10D8 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 703	PIC2ADTEN703	0000 0000 _H	32	FFDD 10DC _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 704	PIC2ADTEN704	0000 0000 _H	32	FFDD 10E0 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 710	PIC2ADTEN710	0000 0000 _H	32	FFDD 10E4 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PIC2	AD Converter Trigger Output Control Register 711	PIC2ADTEN711	0000 0000 _H	32	FFDD 10E8 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 712	PIC2ADTEN712	0000 0000 _H	32	FFDD 10EC _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 713	PIC2ADTEN713	0000 0000 _H	32	FFDD 10F0 _H	1 (1H)	32
PIC2	AD Converter Trigger Output Control Register 714	PIC2ADTEN714	0000 0000 _H	32	FFDD 10F4 _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 00	PIC2DSADTEN000	0000 _H	16	FFDD 1100 _H	1 (1H)	16
PIC2	DSADC Start Trigger Output Control Register 01	PIC2DSADTEN001	0000 0000 _H	32	FFDD 1104 _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 02	PIC2DSADTEN002	0000 0000 _H	32	FFDD 1108 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 00	PIC2DSADTEN100	0000 _H	16	FFDD 110C _H	1 (1H)	16
PIC2	DSADC Stop Trigger Output Control Register 01	PIC2DSADTEN101	0000 0000 _H	32	FFDD 1110 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 02	PIC2DSADTEN102	0000 0000 _H	32	FFDD 1114 _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 10	PIC2DSADTEN010	0000 _H	16	FFDD 1118 _H	1 (1H)	16
PIC2	DSADC Start Trigger Output Control Register 11	PIC2DSADTEN011	0000 0000 _H	32	FFDD 111C _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 12	PIC2DSADTEN012	0000 0000 _H	32	FFDD 1120 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 10	PIC2DSADTEN110	0000 _H	16	FFDD 1124 _H	1 (1H)	16
PIC2	DSADC Stop Trigger Output Control Register 11	PIC2DSADTEN111	0000 0000 _H	32	FFDD 1128 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 12	PIC2DSADTEN112	0000 0000 _H	32	FFDD 112C _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 20	PIC2DSADTEN020	0000 _H	16	FFDD 1130 _H	1 (1H)	16
PIC2	DSADC Start Trigger Output Control Register 21	PIC2DSADTEN021	0000 0000 _H	32	FFDD 1134 _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 22	PIC2DSADTEN022	0000 0000 _H	32	FFDD 1138 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 20	PIC2DSADTEN120	0000 _H	16	FFDD 113C _H	1 (1H)	16
PIC2	DSADC Stop Trigger Output Control Register 21	PIC2DSADTEN121	0000 0000 _H	32	FFDD 1140 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 22	PIC2DSADTEN122	0000 0000 _H	32	FFDD 1144 _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 30	PIC2DSADTEN030	0000 _H	16	FFDD 1148 _H	1 (1H)	16
PIC2	DSADC Start Trigger Output Control Register 31	PIC2DSADTEN031	0000 0000 _H	32	FFDD 114C _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 32	PIC2DSADTEN032	0000 0000 _H	32	FFDD 1150 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 30	PIC2DSADTEN130	0000 _H	16	FFDD 1154 _H	1 (1H)	16
PIC2	DSADC Stop Trigger Output Control Register 31	PIC2DSADTEN131	0000 0000 _H	32	FFDD 1158 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 32	PIC2DSADTEN132	0000 0000 _H	32	FFDD 115C _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 40	PIC2DSADTEN040	0000 _H	16	FFDD 1160 _H	1 (1H)	16
PIC2	DSADC Start Trigger Output Control Register 41	PIC2DSADTEN041	0000 0000 _H	32	FFDD 1164 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PIC2	DSADC Start Trigger Output Control Register 42	PIC2DSADTEN042	0000 0000 _H	32	FFDD 1168 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 40	PIC2DSADTEN140	0000 _H	16	FFDD 116C _H	1 (1H)	16
PIC2	DSADC Stop Trigger Output Control Register 41	PIC2DSADTEN141	0000 0000 _H	32	FFDD 1170 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 42	PIC2DSADTEN142	0000 0000 _H	32	FFDD 1174 _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 50	PIC2DSADTEN050	0000 _H	16	FFDD 1178 _H	1 (1H)	16
PIC2	DSADC Start Trigger Output Control Register 51	PIC2DSADTEN051	0000 0000 _H	32	FFDD 117C _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 52	PIC2DSADTEN052	0000 0000 _H	32	FFDD 1180 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 50	PIC2DSADTEN150	0000 _H	16	FFDD 1184 _H	1 (1H)	16
PIC2	DSADC Stop Trigger Output Control Register 51	PIC2DSADTEN151	0000 0000 _H	32	FFDD 1188 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 52	PIC2DSADTEN152	0000 0000 _H	32	FFDD 118C _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 60	PIC2DSADTEN060	0000 _H	16	FFDD 1190 _H	1 (1H)	16
PIC2	DSADC Start Trigger Output Control Register 61	PIC2DSADTEN061	0000 0000 _H	32	FFDD 1194 _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 62	PIC2DSADTEN062	0000 0000 _H	32	FFDD 1198 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 60	PIC2DSADTEN160	0000 _H	16	FFDD 119C _H	1 (1H)	16
PIC2	DSADC Stop Trigger Output Control Register 61	PIC2DSADTEN161	0000 0000 _H	32	FFDD 11A0 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 62	PIC2DSADTEN162	0000 0000 _H	32	FFDD 11A4 _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 70	PIC2DSADTEN070	0000 _H	16	FFDD 11A8 _H	1 (1H)	16
PIC2	DSADC Start Trigger Output Control Register 71	PIC2DSADTEN071	0000 0000 _H	32	FFDD 11AC _H	1 (1H)	32
PIC2	DSADC Start Trigger Output Control Register 72	PIC2DSADTEN072	0000 0000 _H	32	FFDD 11B0 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 70	PIC2DSADTEN170	0000 _H	16	FFDD 11B4 _H	1 (1H)	16
PIC2	DSADC Stop Trigger Output Control Register 71	PIC2DSADTEN171	0000 0000 _H	32	FFDD 11B8 _H	1 (1H)	32
PIC2	DSADC Stop Trigger Output Control Register 72	PIC2DSADTEN172	0000 0000 _H	32	FFDD 11BC _H	1 (1H)	32
PIC2	DSADC Trigger Selection Control Register 0	PIC2DSADCATSEL0	0000 _H	16	FFDD 11C0 _H	1 (1H)	16
PIC2	DSADC Trigger Selection Control Register 1	PIC2DSADCATSEL1	0000 _H	16	FFDD 11C4 _H	1 (1H)	16
PBG	PBG1B Protection Register 0	FSGD1BDPROT0	07FF FFFF _H	32	FFDD D000 _H	1 (1H)	8, 16, 32
PBG	PBG1B Protection Register 1	FSGD1BDPROT1	07FF FFFF _H	32	FFDD D004 _H	1 (1H)	8, 16, 32
PBG	PBG1B Protection Register 2	FSGD1BDPROT2	07FF FFFF _H	32	FFDD D008 _H	1 (1H)	8, 16, 32
PBG	PBG1B Protection Register 3	FSGD1BDPROT3	07FF FFFF _H	32	FFDD D00C _H	1 (1H)	8, 16, 32
PBG	PBG1B Protection Register 4	FSGD1BDPROT4	07FF FFFF _H	32	FFDD D010 _H	1 (1H)	8, 16, 32
PBG	PBG1B Protection Register 5	FSGD1BDPROT5	07FF FFFF _H	32	FFDD D014 _H	1 (1H)	8, 16, 32
PBG	PBG1B Protection Register 6	FSGD1BDPROT6	07FF FFFF _H	32	FFDD D018 _H	1 (1H)	8, 16, 32
PBG	PBG1B Protection Register 7	FSGD1BDPROT7	07FF FFFF _H	32	FFDD D01C _H	1 (1H)	8, 16, 32
PBG	PBG1B Protection Register 8	FSGD1BDPROT8	07FF FFFF _H	32	FFDD D020 _H	1 (1H)	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PBG	PBG1B Protection Register 9	FSGD1BDPROT9	07FF FFFF _H	32	FFDD D024 _H	1 (1H)	8, 16, 32
PBG	PBG1B Error Control Register	ERRSLV1BCTL	0000 0000 _H	32	FFDD D200 _H	1 (1H)	8, 16, 32
PBG	PBG1B Error Status Register	ERRSLV1BSTAT	0000 0000 _H	32	FFDD D204 _H	1 (1H)	8, 16, 32
PBG	PBG1B Error Address Register	ERRSLV1BADDR	0000 0000 _H	32	FFDD D208 _H	1 (1H)	32
PBG	PBG1B Error Type Register	ERRSLV1BTYPE	0000 0000 _H	32	FFDD D20C _H	1 (1H)	16, 32
APDP	P-Bus Data Parity Status Register ATU4	APDPERRST_ATU4	0000 0000 _H	32	FFDD F000 _H	1 (1H)	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register ATU4	APDPERRSTC_ATU4	0000 0000 _H	32	FFDD F004 _H	1 (1H)	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register ATU4	APDPTMC_ATU4	0000 0000 _H	32	FFDD F008 _H	1 (1H)	16, 32
APDP	P-Bus Data Parity Error Address Register ATU4	APDPERRADR_ATU4	0000 0000 _H	32	FFDD F00C _H	1 (1H)	32
ATU4CTR L	ATU-IV Master Enable Register	ATUENR	0000 _H	16	FFE6 0000 _H	1 (1H)	8, 16
ATU4CTR L	Clock Bus Control Register	CBCNT	00 _H	8	FFE6 0002 _H	1 (1H)	8
ATU4CTR L	Noise Cancellation Mode Register	NCMR	00 _H	8	FFE6 0003 _H	1 (1H)	8
ATU4CTR L	Prescaler Register 0	PSCR0	0000 _H	16	FFE6 0080 _H	1 (1H)	16
ATU4CTR L	Prescaler Register 1	PSCR1	0000 _H	16	FFE6 0084 _H	1 (1H)	16
ATU4CTR L	Prescaler Register 2	PSCR2	0000 _H	16	FFE6 0088 _H	1 (1H)	16
ATU4CTR L	Prescaler Register 3	PSCR3	0000 _H	16	FFE6 008C _H	1 (1H)	16
ATU4CTR L	Trigger Status Register DMA0	TRGSRDMA0	00 _H	8	FFE6 00C0 _H	1 (1H)	8
ATU4CTR L	Trigger Select Register DMA00	TRGSELDMA00	00 _H	8	FFE6 00C4 _H	1 (1H)	8
ATU4CTR L	Trigger Select Register DMA01	TRGSELDMA01	00 _H	8	FFE6 00C6 _H	1 (1H)	8
ATU4CTR L	Trigger Select Register AD	TRGSELAD	00 _H	8	FFE6 00C8 _H	1 (1H)	8
ATU4CTR L	Trigger Status Register DMA1	TRGSRDMA1	00 _H	8	FFE6 00D0 _H	1 (1H)	8
ATU4CTR L	Trigger Select Register DMA10	TRGSELDMA10	00 _H	8	FFE6 00D4 _H	1 (1H)	8
ATU4CTR L	Trigger Select Register DMA11	TRGSELDMA11	00 _H	8	FFE6 00D6 _H	1 (1H)	8
ATU4H	Timer Control Register H	TCRH	00 _H	8	FFE6 0100 _H	1 (1H)	8
ATU4H	Timer Status Register H	TSRH	00 _H	8	FFE6 0102 _H	1 (1H)	8
ATU4H	Timer Status Clear Register H	TSCRH	00 _H	8	FFE6 0103 _H	1 (1H)	8
ATU4H	Timer Counter 1 _H	TCNT1 _H	0000 _H	16	FFE6 0104 _H	1 (1H)	16
ATU4H	Compare Match Register 1 _H	OCR1 _H	FFFF _H	16	FFE6 0106 _H	1 (1H)	16
ATU4H	Timer Counter 2 _H	TCNT2 _H	0000 0000 _H	32	FFE6 0108 _H	1 (1H)	32
ATU4A	Timer Control Register 1A	TCR1A	00 _H	8	FFE6 0200 _H	1 (1H)	8
ATU4A	Timer Control Register 2A	TCR2A	00 _H	8	FFE6 0202 _H	1 (1H)	8
ATU4A	Timer Control Register 3A	TCR3A	00 _H	8	FFE6 0204 _H	1 (1H)	8
ATU4A	Timer Control Register 4A	TCR4A	00 _H	8	FFE6 0206 _H	1 (1H)	8
ATU4A	Timer Status Register A	TSRA	00 _H	8	FFE6 0208 _H	1 (1H)	8
ATU4A	Timer Status Clear Register A	TSCRA	00 _H	8	FFE6 020A _H	1 (1H)	8
ATU4A	Noise Cancellation Mode Channel Register 1A	NCMCR1A	00 _H	8	FFE6 020C _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4A	Noise Cancellation Mode Channel Register 2A	NCMCR2A	00 _H	8	FFE6 020E _H	1 (1H)	8
ATU4A	Timer I/O Control Register 1A	TIOR1A	0000 _H	16	FFE6 0210 _H	1 (1H)	8, 16
ATU4A	Timer I/O Control Register 2A	TIOR2A	0000 0000 _H	32	FFE6 0214 _H	1 (1H)	8, 16, 32
ATU4A	Timer Input Signal Level Register A	TILRA	00 _H	8	FFE6 0218 _H	1 (1H)	8
ATU4A	Timer Input Signal Level Capture Register A	TILCRA	00 _H	8	FFE6 021A _H	1 (1H)	8
ATU4A	Free-Running Counter A	TCNTA	0000 0000 _H	32	FFE6 0220 _H	1 (1H)	32
ATU4A	Input Capture Register A0	ICRA0	0000 0000 _H	32	FFE6 0240 _H	1 (1H)	32
ATU4A	Noise Canceler Counter A0	NCNTA0	0000 _H	16	FFE6 0244 _H	1 (1H)	16
ATU4A	Noise Canceler Register A0	NCRA0	0000 _H	16	FFE6 0246 _H	1 (1H)	16
ATU4A	Input Capture Register A1	ICRA1	0000 0000 _H	32	FFE6 0260 _H	1 (1H)	32
ATU4A	Noise Canceler Counter A1	NCNTA1	0000 _H	16	FFE6 0264 _H	1 (1H)	16
ATU4A	Noise Canceler Register A1	NCRA1	0000 _H	16	FFE6 0266 _H	1 (1H)	16
ATU4A	Input Capture Register A2	ICRA2	0000 0000 _H	32	FFE6 0280 _H	1 (1H)	32
ATU4A	Noise Canceler Counter A2	NCNTA2	0000 _H	16	FFE6 0284 _H	1 (1H)	16
ATU4A	Noise Canceler Register A2	NCRA2	0000 _H	16	FFE6 0286 _H	1 (1H)	16
ATU4A	Input Capture Register A3	ICRA3	0000 0000 _H	32	FFE6 02A0 _H	1 (1H)	32
ATU4A	Noise Canceler Counter A3	NCNTA3	0000 _H	16	FFE6 02A4 _H	1 (1H)	16
ATU4A	Noise Canceler Register A3	NCRA3	0000 _H	16	FFE6 02A6 _H	1 (1H)	16
ATU4A	Input Capture Register A4	ICRA4	0000 0000 _H	32	FFE6 02C0 _H	1 (1H)	32
ATU4A	Noise Canceler Counter A4	NCNTA4	0000 _H	16	FFE6 02C4 _H	1 (1H)	16
ATU4A	Noise Canceler Register A4	NCRA4	0000 _H	16	FFE6 02C6 _H	1 (1H)	16
ATU4A	Input Capture Register A5	ICRA5	0000 0000 _H	32	FFE6 02E0 _H	1 (1H)	32
ATU4A	Noise Canceler Counter A5	NCNTA5	0000 _H	16	FFE6 02E4 _H	1 (1H)	16
ATU4A	Noise Canceler Register A5	NCRA5	0000 _H	16	FFE6 02E6 _H	1 (1H)	16
ATU4A	Input Capture Register A6	ICRA6	0000 0000 _H	32	FFE6 0300 _H	1 (1H)	32
ATU4A	Noise Canceler Counter A6	NCNTA6	0000 _H	16	FFE6 0304 _H	1 (1H)	16
ATU4A	Noise Canceler Register A6	NCRA6	0000 _H	16	FFE6 0306 _H	1 (1H)	16
ATU4B	Timer Control Register B	TCRB	00 _H	8	FFE6 0400 _H	1 (1H)	8
ATU4B	Timer I/O Control Register B	TIORB	00 _H	8	FFE6 0402 _H	1 (1H)	8
ATU4B	Timer Status Register B	TSRB	0000 _H	16	FFE6 0404 _H	1 (1H)	8, 16
ATU4B	Timer Status Clear Register B	TSCR	0000 _H	16	FFE6 0406 _H	1 (1H)	8, 16
ATU4B	Timer Interrupt Control Register B	TICRB	00 _H	8	FFE6 0408 _H	1 (1H)	8
ATU4B	Edge Interval Measuring Counter B0	TCNTB0	0000 0001 _H	32	FFE6 0480 _H	1 (1H)	32
ATU4B	Input Capture Register B0	ICRB0	0000 0000 _H	32	FFE6 0484 _H	1 (1H)	32
ATU4B	Record Register B1	RECRB1	0000 0000 _H	32	FFE6 0488 _H	1 (1H)	32
ATU4B	Record Register B2	RECRB2	0000 0000 _H	32	FFE6 048C _H	1 (1H)	32
ATU4B	Record Register B3	RECRB3	0000 0000 _H	32	FFE6 0490 _H	1 (1H)	32
ATU4B	Record Register B4	RECRB4	0000 0000 _H	32	FFE6 0494 _H	1 (1H)	32
ATU4B	Record Register B5	RECRB5	0000 0000 _H	32	FFE6 0498 _H	1 (1H)	32
ATU4B	Record Register B6	RECRB6	0000 0000 _H	32	FFE6 049C _H	1 (1H)	32
ATU4B	Record Backup Register B0	RBURB0	0000 0000 _H	32	FFE6 04A0 _H	1 (1H)	32
ATU4B	Record Backup Register B1	RBURB1	0000 0000 _H	32	FFE6 04A4 _H	1 (1H)	32
ATU4B	Record Backup Register B2	RBURB2	0000 0000 _H	32	FFE6 04A8 _H	1 (1H)	32
ATU4B	Record Backup Register B3	RBURB3	0000 0000 _H	32	FFE6 04AC _H	1 (1H)	32
ATU4B	Record Backup Register B4	RBURB4	0000 0000 _H	32	FFE6 04B0 _H	1 (1H)	32
ATU4B	Record Backup Register B5	RBURB5	0000 0000 _H	32	FFE6 04B4 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4B	Record Backup Register B6	RBURB6	0000 0000 _H	32	FFE6 04B8 _H	1 (1H)	32
ATU4B	Output Compare Register B0	OCRB0	FFFF FFFF _H	32	FFE6 04BC _H	1 (1H)	32
ATU4B	Event Counter B1	TCNTB1	00 _H	8	FFE6 04C4 _H	1 (1H)	8
ATU4B	Output Compare Register B1	OCRB1	FF _H	8	FFE6 04C6 _H	1 (1H)	8
ATU4B	Output Compare Register B10	OCRB10	FF _H	8	FFE6 04C8 _H	1 (1H)	8
ATU4B	Output Compare Register B11	OCRB11	FF _H	8	FFE6 04CA _H	1 (1H)	8
ATU4B	Output Compare Register B12	OCRB12	FF _H	8	FFE6 04CC _H	1 (1H)	8
ATU4B	Input Capture Register B1	ICRB1	0000 0000 _H	32	FFE6 04D0 _H	1 (1H)	32
ATU4B	Input Capture Register B2	ICRB2	0000 0000 _H	32	FFE6 04D4 _H	1 (1H)	32
ATU4B	Input Capture Register B30	ICRB30	00 _H	8	FFE6 04D8 _H	1 (1H)	8
ATU4B	Input Capture Register B31	ICRB31	00 _H	8	FFE6 04D9 _H	1 (1H)	8
ATU4B	Input Capture Register B32	ICRB32	00 _H	8	FFE6 04DA _H	1 (1H)	8
ATU4B	Input Capture Register B33	ICRB33	00 _H	8	FFE6 04DB _H	1 (1H)	8
ATU4B	Input Capture Register B34	ICRB34	00 _H	8	FFE6 04DC _H	1 (1H)	8
ATU4B	Input Capture Register B35	ICRB35	00 _H	8	FFE6 04DD _H	1 (1H)	8
ATU4B	Input Capture Register B36	ICRB36	00 _H	8	FFE6 04DE _H	1 (1H)	8
ATU4B	Load Register B	LDB	0000 0000 _H	32	FFE6 0500 _H	1 (1H)	32
ATU4B	Reload Register B	RLDB	0000 0000 _H	32	FFE6 0504 _H	1 (1H)	32
ATU4B	Reload Counter B2	TCNTB2	0000 0000 _H	32	FFE6 0508 _H	1 (1H)	32
ATU4B	Pulse Interval Multiplier Register 1	PIMR1	0001 _H	16	FFE6 050C _H	1 (1H)	16
ATU4B	Pulse Interval Multiplier Register 2	PIMR2	0001 _H	16	FFE6 050E _H	1 (1H)	16
ATU4B	Multiplied Clock Counter B6	TCNTB6	0000 0000 _H	32	FFE6 0510 _H	1 (1H)	32
ATU4B	Input Capture Register B6	ICRB6	0000 0000 _H	32	FFE6 0514 _H	1 (1H)	32
ATU4B	Multiplication Setting Register B6	RARB6	40 _H	8	FFE6 0518 _H	1 (1H)	8
ATU4B	Frequency-Multiplied Clock Counter B6M	TCNTB6M	0000 0000 _H	32	FFE6 051C _H	1 (1H)	32
ATU4B	Output Compare Register B6	OCRB6	FFFF F000 _H	32	FFE6 0520 _H	1 (1H)	32
ATU4B	Output Compare Register B7	OCRB7	FFFF F000 _H	32	FFE6 0524 _H	1 (1H)	32
ATU4B	Correcting Event Counter B3	TCNTB3	0000 0000 _H	32	FFE6 0580 _H	1 (1H)	32
ATU4B	Multiplied-and-Corrected Clock Counter B4	TCNTB4	0000 0000 _H	32	FFE6 0584 _H	1 (1H)	32
ATU4B	Multiplied-and-Corrected Clock Generating Counter B5	TCNTB5	0000 1000 _H	32	FFE6 0588 _H	1 (1H)	32
ATU4B	Correcting Counter Clear Flag Register B	TCCLFRB	00 _H	8	FFE6 058C _H	1 (1H)	8
ATU4B	Correcting Counter Clear Flag Setting Register B	TCCLFSRB	00 _H	8	FFE6 058D _H	1 (1H)	8
ATU4B	Correcting Counter Clear Flag Clearing Register B	TCCLFCRB	00 _H	8	FFE6 058E _H	1 (1H)	8
ATU4B	Correcting Counter Clearing Register B	TCCLRFB	0000 0000 _H	32	FFE6 0590 _H	1 (1H)	32
ATU4B	Output Compare Register B8	OCRB8	FFFF F000 _H	32	FFE6 0594 _H	1 (1H)	32
ATU4B	AGCKM2 Correction Enable Setting Register	ACRTRGB	00 _H	8	FFE6 05A0 _H	1 (1H)	8
ATU4B	AGCKM2 Correction Clear Setting Register	ACRCLRB	00 _H	8	FFE6 05A1 _H	1 (1H)	8
ATU4B	AGCKM2 Correction Status Register	ACRSTRB	00 _H	8	FFE6 05A2 _H	1 (1H)	8
ATU4B	AGCKM2 Correction Clock Count Setting Register	ACRVALRB	0000 _H	16	FFE6 05A4 _H	1 (1H)	16
ATU4C	Timer Start Register C	TSTRC	00 _H	8	FFE6 0600 _H	1 (1H)	8
ATU4C	Noise Canceler Control Register C0	NCCRC0	00 _H	8	FFE6 0604 _H	1 (1H)	8
ATU4C	Noise Canceler Control Register C1	NCCRC1	00 _H	8	FFE6 0605 _H	1 (1H)	8
ATU4C	Noise Canceler Control Register C2	NCCRC2	00 _H	8	FFE6 0606 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4C	Noise Canceler Control Register C3	NCCRC3	00 _H	8	FFE6 0607 _H	1 (1H)	8
ATU4C	Noise Canceler Control Register C4	NCCRC4	00 _H	8	FFE6 0608 _H	1 (1H)	8
ATU4C	Noise Canceler Control Register C5	NCCRC5	00 _H	8	FFE6 0609 _H	1 (1H)	8
ATU4C	Noise Canceler Control Register C6	NCCRC6	00 _H	8	FFE6 060A _H	1 (1H)	8
ATU4C	Noise Canceler Control Register C7	NCCRC7	00 _H	8	FFE6 060B _H	1 (1H)	8
ATU4C	Noise Cancellation Mode Channel Register 1C	NCMCR1C	00 _H	8	FFE6 0610 _H	1 (1H)	8
ATU4C	Noise Cancellation Mode Channel Register 2C	NCMCR2C	00 _H	8	FFE6 0612 _H	1 (1H)	8
ATU4C	Timer Status Clear Register C0	TSCRC0	0000 _H	16	FFE6 0622 _H	1 (1H)	8, 16
ATU4C	Timer Control Register C0	TCRC0	0000 _H	16	FFE6 0624 _H	1 (1H)	8, 16
ATU4C	Timer Status Register C0	TSRC0	0000 _H	16	FFE6 0626 _H	1 (1H)	8, 16
ATU4C	Timer I/O Control Register C0	TIORC0	0000 _H	16	FFE6 0628 _H	1 (1H)	8, 16
ATU4C	Timer Interrupt Enable Register C0	TIERC0	000F _H	16	FFE6 0634 _H	1 (1H)	8, 16
ATU4C	Timer Counter C0	TCNTC0	0000 0000 _H	32	FFE6 0638 _H	1 (1H)	32
ATU4C	Counter Upper-Limit Setting Compare Register C0	CUCRC0	FFFF FFFF _H	32	FFE6 063C _H	1 (1H)	32
ATU4C	General Register C00	GRC00	FFFF FFFF _H	32	FFE6 0640 _H	1 (1H)	32
ATU4C	General Register C01	GRC01	FFFF FFFF _H	32	FFE6 0644 _H	1 (1H)	32
ATU4C	General Register C02	GRC02	FFFF FFFF _H	32	FFE6 0648 _H	1 (1H)	32
ATU4C	General Register C03	GRC03	FFFF FFFF _H	32	FFE6 064C _H	1 (1H)	32
ATU4C	Output Compare Register C00	OCRC00	FFFF FFFF _H	32	FFE6 0650 _H	1 (1H)	32
ATU4C	Output Compare Register C01	OCRC01	FFFF FFFF _H	32	FFE6 0654 _H	1 (1H)	32
ATU4C	Output Compare Register C02	OCRC02	FFFF FFFF _H	32	FFE6 0658 _H	1 (1H)	32
ATU4C	Output Compare Register C03	OCRC03	FFFF FFFF _H	32	FFE6 065C _H	1 (1H)	32
ATU4C	Noise Canceler Counter C00	NCNTC00	0000 _H	16	FFE6 0670 _H	1 (1H)	16
ATU4C	Noise Canceler Register C00	NCRC00	0000 _H	16	FFE6 0672 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C01	NCNTC01	0000 _H	16	FFE6 0674 _H	1 (1H)	16
ATU4C	Noise Canceler Register C01	NCRC01	0000 _H	16	FFE6 0676 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C02	NCNTC02	0000 _H	16	FFE6 0678 _H	1 (1H)	16
ATU4C	Noise Canceler Register C02	NCRC02	0000 _H	16	FFE6 067A _H	1 (1H)	16
ATU4C	Noise Canceler Counter C03	NCNTC03	0000 _H	16	FFE6 067C _H	1 (1H)	16
ATU4C	Noise Canceler Register C03	NCRC03	0000 _H	16	FFE6 067E _H	1 (1H)	16
ATU4C	Timer Status Clear Register C1	TSCRC1	0000 _H	16	FFE6 06A2 _H	1 (1H)	8, 16
ATU4C	Timer Control Register C1	TCRC1	0000 _H	16	FFE6 06A4 _H	1 (1H)	8, 16
ATU4C	Timer Status Register C1	TSRC1	0000 _H	16	FFE6 06A6 _H	1 (1H)	8, 16
ATU4C	Timer I/O Control Register C1	TIORC1	0000 _H	16	FFE6 06A8 _H	1 (1H)	8, 16
ATU4C	Timer Interrupt Enable Register C1	TIERC1	000F _H	16	FFE6 06B4 _H	1 (1H)	8, 16
ATU4C	Timer Counter C1	TCNTC1	0000 0000 _H	32	FFE6 06B8 _H	1 (1H)	32
ATU4C	Counter Upper-Limit Setting Compare Register C1	CUCRC1	FFFF FFFF _H	32	FFE6 06BC _H	1 (1H)	32
ATU4C	General Register C10	GRC10	FFFF FFFF _H	32	FFE6 06C0 _H	1 (1H)	32
ATU4C	General Register C11	GRC11	FFFF FFFF _H	32	FFE6 06C4 _H	1 (1H)	32
ATU4C	General Register C12	GRC12	FFFF FFFF _H	32	FFE6 06C8 _H	1 (1H)	32
ATU4C	General Register C13	GRC13	FFFF FFFF _H	32	FFE6 06CC _H	1 (1H)	32
ATU4C	Output Compare Register C10	OCRC10	FFFF FFFF _H	32	FFE6 06D0 _H	1 (1H)	32
ATU4C	Output Compare Register C11	OCRC11	FFFF FFFF _H	32	FFE6 06D4 _H	1 (1H)	32
ATU4C	Output Compare Register C12	OCRC12	FFFF FFFF _H	32	FFE6 06D8 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4C	Output Compare Register C13	OCRC13	FFFF FFFF _H	32	FFE6 06DC _H	1 (1H)	32
ATU4C	Noise Canceler Counter C10	NCNTC10	0000 _H	16	FFE6 06F0 _H	1 (1H)	16
ATU4C	Noise Canceler Register C10	NCRC10	0000 _H	16	FFE6 06F2 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C11	NCNTC11	0000 _H	16	FFE6 06F4 _H	1 (1H)	16
ATU4C	Noise Canceler Register C11	NCRC11	0000 _H	16	FFE6 06F6 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C12	NCNTC12	0000 _H	16	FFE6 06F8 _H	1 (1H)	16
ATU4C	Noise Canceler Register C12	NCRC12	0000 _H	16	FFE6 06FA _H	1 (1H)	16
ATU4C	Noise Canceler Counter C13	NCNTC13	0000 _H	16	FFE6 06FC _H	1 (1H)	16
ATU4C	Noise Canceler Register C13	NCRC13	0000 _H	16	FFE6 06FE _H	1 (1H)	16
ATU4C	Timer Status Clear Register C2	TSCRC2	0000 _H	16	FFE6 0722 _H	1 (1H)	8, 16
ATU4C	Timer Control Register C2	TCRC2	0000 _H	16	FFE6 0724 _H	1 (1H)	8, 16
ATU4C	Timer Status Register C2	TSRC2	0000 _H	16	FFE6 0726 _H	1 (1H)	8, 16
ATU4C	Timer I/O Control Register C2	TIORC2	0000 _H	16	FFE6 0728 _H	1 (1H)	8, 16
ATU4C	Timer Interrupt Enable Register C2	TIERC2	000F _H	16	FFE6 0734 _H	1 (1H)	8, 16
ATU4C	Timer Counter C2	TCNTC2	0000 0000 _H	32	FFE6 0738 _H	1 (1H)	32
ATU4C	Counter Upper-Limit Setting Compare Register C2	CUCRC2	FFFF FFFF _H	32	FFE6 073C _H	1 (1H)	32
ATU4C	General Register C20	GRC20	FFFF FFFF _H	32	FFE6 0740 _H	1 (1H)	32
ATU4C	General Register C21	GRC21	FFFF FFFF _H	32	FFE6 0744 _H	1 (1H)	32
ATU4C	General Register C22	GRC22	FFFF FFFF _H	32	FFE6 0748 _H	1 (1H)	32
ATU4C	General Register C23	GRC23	FFFF FFFF _H	32	FFE6 074C _H	1 (1H)	32
ATU4C	Output Compare Register C20	OCRC20	FFFF FFFF _H	32	FFE6 0750 _H	1 (1H)	32
ATU4C	Output Compare Register C21	OCRC21	FFFF FFFF _H	32	FFE6 0754 _H	1 (1H)	32
ATU4C	Output Compare Register C22	OCRC22	FFFF FFFF _H	32	FFE6 0758 _H	1 (1H)	32
ATU4C	Output Compare Register C23	OCRC23	FFFF FFFF _H	32	FFE6 075C _H	1 (1H)	32
ATU4C	Noise Canceler Counter C20	NCNTC20	0000 _H	16	FFE6 0770 _H	1 (1H)	16
ATU4C	Noise Canceler Register C20	NCRC20	0000 _H	16	FFE6 0772 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C21	NCNTC21	0000 _H	16	FFE6 0774 _H	1 (1H)	16
ATU4C	Noise Canceler Register C21	NCRC21	0000 _H	16	FFE6 0776 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C22	NCNTC22	0000 _H	16	FFE6 0778 _H	1 (1H)	16
ATU4C	Noise Canceler Register C22	NCRC22	0000 _H	16	FFE6 077A _H	1 (1H)	16
ATU4C	Noise Canceler Counter C23	NCNTC23	0000 _H	16	FFE6 077C _H	1 (1H)	16
ATU4C	Noise Canceler Register C23	NCRC23	0000 _H	16	FFE6 077E _H	1 (1H)	16
ATU4C	Timer Status Clear Register C3	TSCRC3	0000 _H	16	FFE6 07A2 _H	1 (1H)	8, 16
ATU4C	Timer Control Register C3	TCRC3	0000 _H	16	FFE6 07A4 _H	1 (1H)	8, 16
ATU4C	Timer Status Register C3	TSRC3	0000 _H	16	FFE6 07A6 _H	1 (1H)	8, 16
ATU4C	Timer I/O Control Register C3	TIORC3	0000 _H	16	FFE6 07A8 _H	1 (1H)	8, 16
ATU4C	Timer Interrupt Enable Register C3	TIERC3	000F _H	16	FFE6 07B4 _H	1 (1H)	8, 16
ATU4C	Timer Counter C3	TCNTC3	0000 0000 _H	32	FFE6 07B8 _H	1 (1H)	32
ATU4C	Counter Upper-Limit Setting Compare Register C3	CUCRC3	FFFF FFFF _H	32	FFE6 07BC _H	1 (1H)	32
ATU4C	General Register C30	GRC30	FFFF FFFF _H	32	FFE6 07C0 _H	1 (1H)	32
ATU4C	General Register C31	GRC31	FFFF FFFF _H	32	FFE6 07C4 _H	1 (1H)	32
ATU4C	General Register C32	GRC32	FFFF FFFF _H	32	FFE6 07C8 _H	1 (1H)	32
ATU4C	General Register C33	GRC33	FFFF FFFF _H	32	FFE6 07CC _H	1 (1H)	32
ATU4C	Output Compare Register C30	OCRC30	FFFF FFFF _H	32	FFE6 07D0 _H	1 (1H)	32
ATU4C	Output Compare Register C31	OCRC31	FFFF FFFF _H	32	FFE6 07D4 _H	1 (1H)	32
ATU4C	Output Compare Register C32	OCRC32	FFFF FFFF _H	32	FFE6 07D8 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4C	Output Compare Register C33	OCRC33	FFFF FFFF _H	32	FFE6 07DC _H	1 (1H)	32
ATU4C	Noise Canceler Counter C30	NCNTC30	0000 _H	16	FFE6 07F0 _H	1 (1H)	16
ATU4C	Noise Canceler Register C30	NCRC30	0000 _H	16	FFE6 07F2 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C31	NCNTC31	0000 _H	16	FFE6 07F4 _H	1 (1H)	16
ATU4C	Noise Canceler Register C31	NCRC31	0000 _H	16	FFE6 07F6 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C32	NCNTC32	0000 _H	16	FFE6 07F8 _H	1 (1H)	16
ATU4C	Noise Canceler Register C32	NCRC32	0000 _H	16	FFE6 07FA _H	1 (1H)	16
ATU4C	Noise Canceler Counter C33	NCNTC33	0000 _H	16	FFE6 07FC _H	1 (1H)	16
ATU4C	Noise Canceler Register C33	NCRC33	0000 _H	16	FFE6 07FE _H	1 (1H)	16
ATU4C	Timer Status Clear Register C4	TSCRC4	0000 _H	16	FFE6 0822 _H	1 (1H)	8, 16
ATU4C	Timer Control Register C4	TCRC4	0000 _H	16	FFE6 0824 _H	1 (1H)	8, 16
ATU4C	Timer Status Register C4	TSRC4	0000 _H	16	FFE6 0826 _H	1 (1H)	8, 16
ATU4C	Timer I/O Control Register C4	TIORC4	0000 _H	16	FFE6 0828 _H	1 (1H)	8, 16
ATU4C	Timer Interrupt Enable Register C4	TIERC4	000F _H	16	FFE6 0834 _H	1 (1H)	8, 16
ATU4C	Timer Counter C4	TCNTC4	0000 0000 _H	32	FFE6 0838 _H	1 (1H)	32
ATU4C	Counter Upper-Limit Setting Compare Register C4	CUCRC4	FFFF FFFF _H	32	FFE6 083C _H	1 (1H)	32
ATU4C	General Register C40	GRC40	FFFF FFFF _H	32	FFE6 0840 _H	1 (1H)	32
ATU4C	General Register C41	GRC41	FFFF FFFF _H	32	FFE6 0844 _H	1 (1H)	32
ATU4C	General Register C42	GRC42	FFFF FFFF _H	32	FFE6 0848 _H	1 (1H)	32
ATU4C	General Register C43	GRC43	FFFF FFFF _H	32	FFE6 084C _H	1 (1H)	32
ATU4C	Output Compare Register C40	OCRC40	FFFF FFFF _H	32	FFE6 0850 _H	1 (1H)	32
ATU4C	Output Compare Register C41	OCRC41	FFFF FFFF _H	32	FFE6 0854 _H	1 (1H)	32
ATU4C	Output Compare Register C42	OCRC42	FFFF FFFF _H	32	FFE6 0858 _H	1 (1H)	32
ATU4C	Output Compare Register C43	OCRC43	FFFF FFFF _H	32	FFE6 085C _H	1 (1H)	32
ATU4C	Noise Canceler Counter C40	NCNTC40	0000 _H	16	FFE6 0870 _H	1 (1H)	16
ATU4C	Noise Canceler Register C40	NCRC40	0000 _H	16	FFE6 0872 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C41	NCNTC41	0000 _H	16	FFE6 0874 _H	1 (1H)	16
ATU4C	Noise Canceler Register C41	NCRC41	0000 _H	16	FFE6 0876 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C42	NCNTC42	0000 _H	16	FFE6 0878 _H	1 (1H)	16
ATU4C	Noise Canceler Register C42	NCRC42	0000 _H	16	FFE6 087A _H	1 (1H)	16
ATU4C	Noise Canceler Counter C43	NCNTC43	0000 _H	16	FFE6 087C _H	1 (1H)	16
ATU4C	Noise Canceler Register C43	NCRC43	0000 _H	16	FFE6 087E _H	1 (1H)	16
ATU4C	Timer Status Clear Register C5	TSCRC5	0000 _H	16	FFE6 08A2 _H	1 (1H)	8, 16
ATU4C	Timer Control Register C5	TCRC5	0000 _H	16	FFE6 08A4 _H	1 (1H)	8, 16
ATU4C	Timer Status Register C5	TSRC5	0000 _H	16	FFE6 08A6 _H	1 (1H)	8, 16
ATU4C	Timer I/O Control Register C5	TIORC5	0000 _H	16	FFE6 08A8 _H	1 (1H)	8, 16
ATU4C	Timer Interrupt Enable Register C5	TIERC5	000F _H	16	FFE6 08B4 _H	1 (1H)	8, 16
ATU4C	Timer Counter C5	TCNTC5	0000 0000 _H	32	FFE6 08B8 _H	1 (1H)	32
ATU4C	Counter Upper-Limit Setting Compare Register C5	CUCRC5	FFFF FFFF _H	32	FFE6 08BC _H	1 (1H)	32
ATU4C	General Register C50	GRC50	FFFF FFFF _H	32	FFE6 08C0 _H	1 (1H)	32
ATU4C	General Register C51	GRC51	FFFF FFFF _H	32	FFE6 08C4 _H	1 (1H)	32
ATU4C	General Register C52	GRC52	FFFF FFFF _H	32	FFE6 08C8 _H	1 (1H)	32
ATU4C	General Register C53	GRC53	FFFF FFFF _H	32	FFE6 08CC _H	1 (1H)	32
ATU4C	Output Compare Register C50	OCRC50	FFFF FFFF _H	32	FFE6 08D0 _H	1 (1H)	32
ATU4C	Output Compare Register C51	OCRC51	FFFF FFFF _H	32	FFE6 08D4 _H	1 (1H)	32
ATU4C	Output Compare Register C52	OCRC52	FFFF FFFF _H	32	FFE6 08D8 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4C	Output Compare Register C53	OCRC53	FFFF FFFF _H	32	FFE6 08DC _H	1 (1H)	32
ATU4C	Noise Canceler Counter C50	NCNTC50	0000 _H	16	FFE6 08F0 _H	1 (1H)	16
ATU4C	Noise Canceler Register C50	NCRC50	0000 _H	16	FFE6 08F2 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C51	NCNTC51	0000 _H	16	FFE6 08F4 _H	1 (1H)	16
ATU4C	Noise Canceler Register C51	NCRC51	0000 _H	16	FFE6 08F6 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C52	NCNTC52	0000 _H	16	FFE6 08F8 _H	1 (1H)	16
ATU4C	Noise Canceler Register C52	NCRC52	0000 _H	16	FFE6 08FA _H	1 (1H)	16
ATU4C	Noise Canceler Counter C53	NCNTC53	0000 _H	16	FFE6 08FC _H	1 (1H)	16
ATU4C	Noise Canceler Register C53	NCRC53	0000 _H	16	FFE6 08FE _H	1 (1H)	16
ATU4C	Timer Status Clear Register C6	TSCRC6	0000 _H	16	FFE6 0922 _H	1 (1H)	8, 16
ATU4C	Timer Control Register C6	TCRC6	0000 _H	16	FFE6 0924 _H	1 (1H)	8, 16
ATU4C	Timer Status Register C6	TSRC6	0000 _H	16	FFE6 0926 _H	1 (1H)	8, 16
ATU4C	Timer I/O Control Register C6	TIORC6	0000 _H	16	FFE6 0928 _H	1 (1H)	8, 16
ATU4C	Timer Interrupt Enable Register C6	TIERC6	000F _H	16	FFE6 0934 _H	1 (1H)	8, 16
ATU4C	Timer Counter C6	TCNTC6	0000 0000 _H	32	FFE6 0938 _H	1 (1H)	32
ATU4C	Counter Upper-Limit Setting Compare Register C6	CUCRC6	FFFF FFFF _H	32	FFE6 093C _H	1 (1H)	32
ATU4C	General Register C60	GRC60	FFFF FFFF _H	32	FFE6 0940 _H	1 (1H)	32
ATU4C	General Register C61	GRC61	FFFF FFFF _H	32	FFE6 0944 _H	1 (1H)	32
ATU4C	General Register C62	GRC62	FFFF FFFF _H	32	FFE6 0948 _H	1 (1H)	32
ATU4C	General Register C63	GRC63	FFFF FFFF _H	32	FFE6 094C _H	1 (1H)	32
ATU4C	Output Compare Register C60	OCRC60	FFFF FFFF _H	32	FFE6 0950 _H	1 (1H)	32
ATU4C	Output Compare Register C61	OCRC61	FFFF FFFF _H	32	FFE6 0954 _H	1 (1H)	32
ATU4C	Output Compare Register C62	OCRC62	FFFF FFFF _H	32	FFE6 0958 _H	1 (1H)	32
ATU4C	Output Compare Register C63	OCRC63	FFFF FFFF _H	32	FFE6 095C _H	1 (1H)	32
ATU4C	Noise Canceler Counter C60	NCNTC60	0000 _H	16	FFE6 0970 _H	1 (1H)	16
ATU4C	Noise Canceler Register C60	NCRC60	0000 _H	16	FFE6 0972 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C61	NCNTC61	0000 _H	16	FFE6 0974 _H	1 (1H)	16
ATU4C	Noise Canceler Register C61	NCRC61	0000 _H	16	FFE6 0976 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C62	NCNTC62	0000 _H	16	FFE6 0978 _H	1 (1H)	16
ATU4C	Noise Canceler Register C62	NCRC62	0000 _H	16	FFE6 097A _H	1 (1H)	16
ATU4C	Noise Canceler Counter C63	NCNTC63	0000 _H	16	FFE6 097C _H	1 (1H)	16
ATU4C	Noise Canceler Register C63	NCRC63	0000 _H	16	FFE6 097E _H	1 (1H)	16
ATU4C	Timer Status Clear Register C7	TSCRC7	0000 _H	16	FFE6 09A2 _H	1 (1H)	8, 16
ATU4C	Timer Control Register C7	TCRC7	0000 _H	16	FFE6 09A4 _H	1 (1H)	8, 16
ATU4C	Timer Status Register C7	TSRC7	0000 _H	16	FFE6 09A6 _H	1 (1H)	8, 16
ATU4C	Timer I/O Control Register C7	TIORC7	0000 _H	16	FFE6 09A8 _H	1 (1H)	8, 16
ATU4C	Timer Interrupt Enable Register C7	TIERC7	000F _H	16	FFE6 09B4 _H	1 (1H)	8, 16
ATU4C	Timer Counter C7	TCNTC7	0000 0000 _H	32	FFE6 09B8 _H	1 (1H)	32
ATU4C	Counter Upper-Limit Setting Compare Register C7	CUCRC7	FFFF FFFF _H	32	FFE6 09BC _H	1 (1H)	32
ATU4C	General Register C70	GRC70	FFFF FFFF _H	32	FFE6 09C0 _H	1 (1H)	32
ATU4C	General Register C71	GRC71	FFFF FFFF _H	32	FFE6 09C4 _H	1 (1H)	32
ATU4C	General Register C72	GRC72	FFFF FFFF _H	32	FFE6 09C8 _H	1 (1H)	32
ATU4C	General Register C73	GRC73	FFFF FFFF _H	32	FFE6 09CC _H	1 (1H)	32
ATU4C	Output Compare Register C70	OCRC70	FFFF FFFF _H	32	FFE6 09D0 _H	1 (1H)	32
ATU4C	Output Compare Register C71	OCRC71	FFFF FFFF _H	32	FFE6 09D4 _H	1 (1H)	32
ATU4C	Output Compare Register C72	OCRC72	FFFF FFFF _H	32	FFE6 09D8 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4C	Output Compare Register C73	OCRC73	FFFF FFFF _H	32	FFE6 09DC _H	1 (1H)	32
ATU4C	Noise Canceler Counter C70	NCNTC70	0000 _H	16	FFE6 09F0 _H	1 (1H)	16
ATU4C	Noise Canceler Register C70	NCRC70	0000 _H	16	FFE6 09F2 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C71	NCNTC71	0000 _H	16	FFE6 09F4 _H	1 (1H)	16
ATU4C	Noise Canceler Register C71	NCRC71	0000 _H	16	FFE6 09F6 _H	1 (1H)	16
ATU4C	Noise Canceler Counter C72	NCNTC72	0000 _H	16	FFE6 09F8 _H	1 (1H)	16
ATU4C	Noise Canceler Register C72	NCRC72	0000 _H	16	FFE6 09FA _H	1 (1H)	16
ATU4C	Noise Canceler Counter C73	NCNTC73	0000 _H	16	FFE6 09FC _H	1 (1H)	16
ATU4C	Noise Canceler Register C73	NCRC73	0000 _H	16	FFE6 09FE _H	1 (1H)	16
ATU4D	Timer Start Register D	TSTRD	0000 _H	16	FFE6 1000 _H	1 (1H)	8, 16
ATU4D	Timer Control Register D0	TCRD0	0000 _H	16	FFE6 1100 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D0	DCRD0	0000 _H	16	FFE6 1102 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1D0	TIOR1D0	0000 _H	16	FFE6 1104 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2D0	TIOR2D0	0000 _H	16	FFE6 1106 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D0	DSTRD0	00 _H	8	FFE6 1108 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D0	DSCRD0	00 _H	8	FFE6 1109 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1D0	DSR1D0	00 _H	8	FFE6 110A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2D0	DSR2D0	00 _H	8	FFE6 110B _H	1 (1H)	8
ATU4D	Timer Status Register D0	TSRD0	0000 _H	16	FFE6 110C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D0	TSCRD0	0000 _H	16	FFE6 110E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D0	TOCRD0	00 _H	8	FFE6 1110 _H	1 (1H)	8
ATU4D	Output Select Register D0	OSELRD0	00 _H	8	FFE6 1111 _H	1 (1H)	8
ATU4D	Output Value Register D0	ODRD0	00 _H	8	FFE6 1112 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D0	TICTSEL0	00 _H	8	FFE6 1114 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D0	OSBRD0	0000 0000 _H	32	FFE6 1118 _H	1 (1H)	32
ATU4D	Timer Counter 1D0	TCNT1D0	0000 0000 _H	32	FFE6 1120 _H	1 (1H)	32
ATU4D	Timer Counter 2D0	TCNT2D0	0000 0000 _H	32	FFE6 1124 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D0	CUCR1D0	FFFF FFFF _H	32	FFE6 1128 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D0	CUCR2D0	FFFF FFFF _H	32	FFE6 112C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D0	RCR1D0	00 _H	8	FFE6 1130 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D0	RCR2D0	00 _H	8	FFE6 1134 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D00	OCR1D00	FFFF FFFF _H	32	FFE6 1140 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D00	OCR2D00	FFFF FFFF _H	32	FFE6 1148 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D00	ICR1D00	0000 0000 _H	32	FFE6 1150 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D00	ICR2D00	0000 0000 _H	32	FFE6 1154 _H	1 (1H)	32
ATU4D	Timer Down Counter D00	DCNTD00	0000 0000 _H	32	FFE6 1158 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D01	OCR1D01	FFFF FFFF _H	32	FFE6 1160 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D01	OCR2D01	FFFF FFFF _H	32	FFE6 1168 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D01	ICR1D01	0000 0000 _H	32	FFE6 1170 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D01	ICR2D01	0000 0000 _H	32	FFE6 1174 _H	1 (1H)	32
ATU4D	Timer Down Counter D01	DCNTD01	0000 0000 _H	32	FFE6 1178 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D02	OCR1D02	FFFF FFFF _H	32	FFE6 1180 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D02	OCR2D02	FFFF FFFF _H	32	FFE6 1188 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D02	ICR1D02	0000 0000 _H	32	FFE6 1190 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Input Capture Register 2 D02	ICR2D02	0000 0000 _H	32	FFE6 1194 _H	1 (1H)	32
ATU4D	Timer Down Counter D02	DCNTD02	0000 0000 _H	32	FFE6 1198 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D03	OCR1D03	FFFF FFFF _H	32	FFE6 11A0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D03	OCR2D03	FFFF FFFF _H	32	FFE6 11A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D03	ICR1D03	0000 0000 _H	32	FFE6 11B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D03	ICR2D03	0000 0000 _H	32	FFE6 11B4 _H	1 (1H)	32
ATU4D	Timer Down Counter D03	DCNTD03	0000 0000 _H	32	FFE6 11B8 _H	1 (1H)	32
ATU4D	Timer Control Register D1	TCRD1	0000 _H	16	FFE6 1200 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D1	DCRD1	0000 _H	16	FFE6 1202 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1 D1	TIOR1D1	0000 _H	16	FFE6 1204 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D1	TIOR2D1	0000 _H	16	FFE6 1206 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D1	DSTRD1	00 _H	8	FFE6 1208 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D1	DSCRD1	00 _H	8	FFE6 1209 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1 D1	DSR1D1	00 _H	8	FFE6 120A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2 D1	DSR2D1	00 _H	8	FFE6 120B _H	1 (1H)	8
ATU4D	Timer Status Register D1	TSRD1	0000 _H	16	FFE6 120C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D1	TSCRD1	0000 _H	16	FFE6 120E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D1	TOCRD1	00 _H	8	FFE6 1210 _H	1 (1H)	8
ATU4D	Output Select Register D1	OSELRD1	00 _H	8	FFE6 1211 _H	1 (1H)	8
ATU4D	Output Value Register D1	ODRD1	00 _H	8	FFE6 1212 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D1	TICTSELD1	00 _H	8	FFE6 1214 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D1	OSBRD1	0000 0000 _H	32	FFE6 1218 _H	1 (1H)	32
ATU4D	Timer Counter 1 D1	TCNT1D1	0000 0000 _H	32	FFE6 1220 _H	1 (1H)	32
ATU4D	Timer Counter 2 D1	TCNT2D1	0000 0000 _H	32	FFE6 1224 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D1	CUCR1D1	FFFF FFFF _H	32	FFE6 1228 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D1	CUCR2D1	FFFF FFFF _H	32	FFE6 122C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D1	RCR1D1	00 _H	8	FFE6 1230 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D1	RCR2D1	00 _H	8	FFE6 1234 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D10	OCR1D10	FFFF FFFF _H	32	FFE6 1240 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D10	OCR2D10	FFFF FFFF _H	32	FFE6 1248 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D10	ICR1D10	0000 0000 _H	32	FFE6 1250 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D10	ICR2D10	0000 0000 _H	32	FFE6 1254 _H	1 (1H)	32
ATU4D	Timer Down Counter D10	DCNTD10	0000 0000 _H	32	FFE6 1258 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D11	OCR1D11	FFFF FFFF _H	32	FFE6 1260 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D11	OCR2D11	FFFF FFFF _H	32	FFE6 1268 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D11	ICR1D11	0000 0000 _H	32	FFE6 1270 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D11	ICR2D11	0000 0000 _H	32	FFE6 1274 _H	1 (1H)	32
ATU4D	Timer Down Counter D11	DCNTD11	0000 0000 _H	32	FFE6 1278 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D12	OCR1D12	FFFF FFFF _H	32	FFE6 1280 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D12	OCR2D12	FFFF FFFF _H	32	FFE6 1288 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D12	ICR1D12	0000 0000 _H	32	FFE6 1290 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D12	ICR2D12	0000 0000 _H	32	FFE6 1294 _H	1 (1H)	32
ATU4D	Timer Down Counter D12	DCNTD12	0000 0000 _H	32	FFE6 1298 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D13	OCR1D13	FFFF FFFF _H	32	FFE6 12A0 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Output Compare Register 2 D13	OCR2D13	FFFF FFFF _H	32	FFE6 12A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D13	ICR1D13	0000 0000 _H	32	FFE6 12B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D13	ICR2D13	0000 0000 _H	32	FFE6 12B4 _H	1 (1H)	32
ATU4D	Timer Down Counter D13	DCNTD13	0000 0000 _H	32	FFE6 12B8 _H	1 (1H)	32
ATU4D	Timer Control Register D2	TCRD2	0000 _H	16	FFE6 1300 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D2	DCRD2	0000 _H	16	FFE6 1302 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1 D2	TIOR1D2	0000 _H	16	FFE6 1304 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D2	TIOR2D2	0000 _H	16	FFE6 1306 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D2	DSTRD2	00 _H	8	FFE6 1308 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D2	DSCRD2	00 _H	8	FFE6 1309 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1 D2	DSR1D2	00 _H	8	FFE6 130A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2 D2	DSR2D2	00 _H	8	FFE6 130B _H	1 (1H)	8
ATU4D	Timer Status Register D2	TSRD2	0000 _H	16	FFE6 130C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D2	TSCRD2	0000 _H	16	FFE6 130E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D2	TOCRD2	00 _H	8	FFE6 1310 _H	1 (1H)	8
ATU4D	Output Select Register D2	OSELRD2	00 _H	8	FFE6 1311 _H	1 (1H)	8
ATU4D	Output Value Register D2	ODRD2	00 _H	8	FFE6 1312 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D2	TICTSELD2	00 _H	8	FFE6 1314 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D2	OSBRD2	0000 0000 _H	32	FFE6 1318 _H	1 (1H)	32
ATU4D	Timer Counter 1 D2	TCNT1D2	0000 0000 _H	32	FFE6 1320 _H	1 (1H)	32
ATU4D	Timer Counter 2 D2	TCNT2D2	0000 0000 _H	32	FFE6 1324 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D2	CUCR1D2	FFFF FFFF _H	32	FFE6 1328 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D2	CUCR2D2	FFFF FFFF _H	32	FFE6 132C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D2	RCR1D2	00 _H	8	FFE6 1330 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D2	RCR2D2	00 _H	8	FFE6 1334 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D20	OCR1D20	FFFF FFFF _H	32	FFE6 1340 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D20	OCR2D20	FFFF FFFF _H	32	FFE6 1348 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D20	ICR1D20	0000 0000 _H	32	FFE6 1350 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D20	ICR2D20	0000 0000 _H	32	FFE6 1354 _H	1 (1H)	32
ATU4D	Timer Down Counter D20	DCNTD20	0000 0000 _H	32	FFE6 1358 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D21	OCR1D21	FFFF FFFF _H	32	FFE6 1360 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D21	OCR2D21	FFFF FFFF _H	32	FFE6 1368 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D21	ICR1D21	0000 0000 _H	32	FFE6 1370 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D21	ICR2D21	0000 0000 _H	32	FFE6 1374 _H	1 (1H)	32
ATU4D	Timer Down Counter D21	DCNTD21	0000 0000 _H	32	FFE6 1378 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D22	OCR1D22	FFFF FFFF _H	32	FFE6 1380 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D22	OCR2D22	FFFF FFFF _H	32	FFE6 1388 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D22	ICR1D22	0000 0000 _H	32	FFE6 1390 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D22	ICR2D22	0000 0000 _H	32	FFE6 1394 _H	1 (1H)	32
ATU4D	Timer Down Counter D22	DCNTD22	0000 0000 _H	32	FFE6 1398 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D23	OCR1D23	FFFF FFFF _H	32	FFE6 13A0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D23	OCR2D23	FFFF FFFF _H	32	FFE6 13A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D23	ICR1D23	0000 0000 _H	32	FFE6 13B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D23	ICR2D23	0000 0000 _H	32	FFE6 13B4 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Timer Down Counter D23	DCNTD23	0000 0000 _H	32	FFE6 13B8 _H	1 (1H)	32
ATU4D	Timer Control Register D3	TCRD3	0000 _H	16	FFE6 1400 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D3	DCRD3	0000 _H	16	FFE6 1402 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1 D3	TIOR1D3	0000 _H	16	FFE6 1404 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D3	TIOR2D3	0000 _H	16	FFE6 1406 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D3	DSTRD3	00 _H	8	FFE6 1408 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D3	DSCRD3	00 _H	8	FFE6 1409 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1 D3	DSR1D3	00 _H	8	FFE6 140A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2 D3	DSR2D3	00 _H	8	FFE6 140B _H	1 (1H)	8
ATU4D	Timer Status Register D3	TSRD3	0000 _H	16	FFE6 140C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D3	TSCRD3	0000 _H	16	FFE6 140E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D3	TOCRD3	00 _H	8	FFE6 1410 _H	1 (1H)	8
ATU4D	Output Select Register D3	OSELRD3	00 _H	8	FFE6 1411 _H	1 (1H)	8
ATU4D	Output Value Register D3	ODRD3	00 _H	8	FFE6 1412 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D3	TICTSEL3	01 _H	8	FFE6 1414 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D3	OSBRD3	0000 0000 _H	32	FFE6 1418 _H	1 (1H)	32
ATU4D	Timer Counter 1 D3	TCNT1D3	0000 0000 _H	32	FFE6 1420 _H	1 (1H)	32
ATU4D	Timer Counter 2 D3	TCNT2D3	0000 0000 _H	32	FFE6 1424 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D3	CUCR1D3	FFFF FFFF _H	32	FFE6 1428 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D3	CUCR2D3	FFFF FFFF _H	32	FFE6 142C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D3	RCR1D3	00 _H	8	FFE6 1430 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D3	RCR2D3	00 _H	8	FFE6 1434 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D30	OCR1D30	FFFF FFFF _H	32	FFE6 1440 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D30	OCR2D30	FFFF FFFF _H	32	FFE6 1448 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D30	ICR1D30	0000 0000 _H	32	FFE6 1450 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D30	ICR2D30	0000 0000 _H	32	FFE6 1454 _H	1 (1H)	32
ATU4D	Timer Down Counter D30	DCNTD30	0000 0000 _H	32	FFE6 1458 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D31	OCR1D31	FFFF FFFF _H	32	FFE6 1460 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D31	OCR2D31	FFFF FFFF _H	32	FFE6 1468 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D31	ICR1D31	0000 0000 _H	32	FFE6 1470 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D31	ICR2D31	0000 0000 _H	32	FFE6 1474 _H	1 (1H)	32
ATU4D	Timer Down Counter D31	DCNTD31	0000 0000 _H	32	FFE6 1478 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D32	OCR1D32	FFFF FFFF _H	32	FFE6 1480 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D32	OCR2D32	FFFF FFFF _H	32	FFE6 1488 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D32	ICR1D32	0000 0000 _H	32	FFE6 1490 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D32	ICR2D32	0000 0000 _H	32	FFE6 1494 _H	1 (1H)	32
ATU4D	Timer Down Counter D32	DCNTD32	0000 0000 _H	32	FFE6 1498 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D33	OCR1D33	FFFF FFFF _H	32	FFE6 14A0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D33	OCR2D33	FFFF FFFF _H	32	FFE6 14A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D33	ICR1D33	0000 0000 _H	32	FFE6 14B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D33	ICR2D33	0000 0000 _H	32	FFE6 14B4 _H	1 (1H)	32
ATU4D	Timer Down Counter D33	DCNTD33	0000 0000 _H	32	FFE6 14B8 _H	1 (1H)	32
ATU4D	Timer Control Register D4	TCRD4	0000 _H	16	FFE6 1500 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D4	DCRD4	0000 _H	16	FFE6 1502 _H	1 (1H)	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Timer I/O Control Register 1 D4	TIOR1D4	0000 _H	16	FFE6 1504 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D4	TIOR2D4	0000 _H	16	FFE6 1506 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D4	DSTRD4	00 _H	8	FFE6 1508 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D4	DSCRD4	00 _H	8	FFE6 1509 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1D4	DSR1D4	00 _H	8	FFE6 150A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2D4	DSR2D4	00 _H	8	FFE6 150B _H	1 (1H)	8
ATU4D	Timer Status Register D4	TSRD4	0000 _H	16	FFE6 150C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D4	TSCRD4	0000 _H	16	FFE6 150E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D4	TOCRD4	00 _H	8	FFE6 1510 _H	1 (1H)	8
ATU4D	Output Select Register D4	OSELRD4	00 _H	8	FFE6 1511 _H	1 (1H)	8
ATU4D	Output Value Register D4	ODRD4	00 _H	8	FFE6 1512 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D4	TICTSELD4	01 _H	8	FFE6 1514 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D4	OSBRD4	0000 0000 _H	32	FFE6 1518 _H	1 (1H)	32
ATU4D	Timer Counter 1 D4	TCNT1D4	0000 0000 _H	32	FFE6 1520 _H	1 (1H)	32
ATU4D	Timer Counter 2 D4	TCNT2D4	0000 0000 _H	32	FFE6 1524 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D4	CUCR1D4	FFFF FFFF _H	32	FFE6 1528 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D4	CUCR2D4	FFFF FFFF _H	32	FFE6 152C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D4	RCR1D4	00 _H	8	FFE6 1530 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D4	RCR2D4	00 _H	8	FFE6 1534 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D40	OCR1D40	FFFF FFFF _H	32	FFE6 1540 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D40	OCR2D40	FFFF FFFF _H	32	FFE6 1548 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D40	ICR1D40	0000 0000 _H	32	FFE6 1550 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D40	ICR2D40	0000 0000 _H	32	FFE6 1554 _H	1 (1H)	32
ATU4D	Timer Down Counter D40	DCNTD40	0000 0000 _H	32	FFE6 1558 _H	1 (1H)	32
ATU4D	Output Compare Register 1D 41	OCR1D41	FFFF FFFF _H	32	FFE6 1560 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D41	OCR2D41	FFFF FFFF _H	32	FFE6 1568 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D41	ICR1D41	0000 0000 _H	32	FFE6 1570 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D41	ICR2D41	0000 0000 _H	32	FFE6 1574 _H	1 (1H)	32
ATU4D	Timer Down Counter D41	DCNTD41	0000 0000 _H	32	FFE6 1578 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D42	OCR1D42	FFFF FFFF _H	32	FFE6 1580 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D42	OCR2D42	FFFF FFFF _H	32	FFE6 1588 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D42	ICR1D42	0000 0000 _H	32	FFE6 1590 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D42	ICR2D42	0000 0000 _H	32	FFE6 1594 _H	1 (1H)	32
ATU4D	Timer Down Counter D42	DCNTD42	0000 0000 _H	32	FFE6 1598 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D43	OCR1D43	FFFF FFFF _H	32	FFE6 15A0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D43	OCR2D43	FFFF FFFF _H	32	FFE6 15A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D43	ICR1D43	0000 0000 _H	32	FFE6 15B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D43	ICR2D43	0000 0000 _H	32	FFE6 15B4 _H	1 (1H)	32
ATU4D	Timer Down Counter D43	DCNTD43	0000 0000 _H	32	FFE6 15B8 _H	1 (1H)	32
ATU4D	Timer Control Register D5	TCRD5	0000 _H	16	FFE6 1600 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D5	DCRD5	0000 _H	16	FFE6 1602 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1 D5	TIOR1D5	0000 _H	16	FFE6 1604 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D5	TIOR2D5	0000 _H	16	FFE6 1606 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D5	DSTRD5	00 _H	8	FFE6 1608 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Down Counter Status Clear Register D5	DSCRD5	00 _H	8	FFE6 1609 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1 D5	DSR1D5	00 _H	8	FFE6 160A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2 D5	DSR2D5	00 _H	8	FFE6 160B _H	1 (1H)	8
ATU4D	Timer Status Register D5	TSRD5	0000 _H	16	FFE6 160C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D5	TSCRD5	0000 _H	16	FFE6 160E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D5	TOCRD5	00 _H	8	FFE6 1610 _H	1 (1H)	8
ATU4D	Output Select Register D5	OSELRD5	00 _H	8	FFE6 1611 _H	1 (1H)	8
ATU4D	Output Value Register D5	ODRD5	00 _H	8	FFE6 1612 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D5	TICTSEL5	01 _H	8	FFE6 1614 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D5	OSBRD5	0000 0000 _H	32	FFE6 1618 _H	1 (1H)	32
ATU4D	Timer Counter 1 D5	TCNT1D5	0000 0000 _H	32	FFE6 1620 _H	1 (1H)	32
ATU4D	Timer Counter 2 D5	TCNT2D5	0000 0000 _H	32	FFE6 1624 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D5	CUCR1D5	FFFF FFFF _H	32	FFE6 1628 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D5	CUCR2D5	FFFF FFFF _H	32	FFE6 162C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D5	RCR1D5	00 _H	8	FFE6 1630 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D5	RCR2D5	00 _H	8	FFE6 1634 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D50	OCR1D50	FFFF FFFF _H	32	FFE6 1640 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D50	OCR2D50	FFFF FFFF _H	32	FFE6 1648 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D50	ICR1D50	0000 0000 _H	32	FFE6 1650 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D50	ICR2D50	0000 0000 _H	32	FFE6 1654 _H	1 (1H)	32
ATU4D	Timer Down Counter D50	DCNTD50	0000 0000 _H	32	FFE6 1658 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D51	OCR1D51	FFFF FFFF _H	32	FFE6 1660 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D51	OCR2D51	FFFF FFFF _H	32	FFE6 1668 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D51	ICR1D51	0000 0000 _H	32	FFE6 1670 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D51	ICR2D51	0000 0000 _H	32	FFE6 1674 _H	1 (1H)	32
ATU4D	Timer Down Counter D51	DCNTD51	0000 0000 _H	32	FFE6 1678 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D52	OCR1D52	FFFF FFFF _H	32	FFE6 1680 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D52	OCR2D52	FFFF FFFF _H	32	FFE6 1688 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D52	ICR1D52	0000 0000 _H	32	FFE6 1690 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D52	ICR2D52	0000 0000 _H	32	FFE6 1694 _H	1 (1H)	32
ATU4D	Timer Down Counter D52	DCNTD52	0000 0000 _H	32	FFE6 1698 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D53	OCR1D53	FFFF FFFF _H	32	FFE6 16A0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D53	OCR2D53	FFFF FFFF _H	32	FFE6 16A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D53	ICR1D53	0000 0000 _H	32	FFE6 16B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D53	ICR2D53	0000 0000 _H	32	FFE6 16B4 _H	1 (1H)	32
ATU4D	Timer Down Counter D53	DCNTD53	0000 0000 _H	32	FFE6 16B8 _H	1 (1H)	32
ATU4D	Timer Control Register D6	TCRD6	0000 _H	16	FFE6 1700 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D6	DCRD6	0000 _H	16	FFE6 1702 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1 D6	TIOR1D6	0000 _H	16	FFE6 1704 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D6	TIOR2D6	0000 _H	16	FFE6 1706 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D6	DSTRD6	00 _H	8	FFE6 1708 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D6	DSCRD6	00 _H	8	FFE6 1709 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1 D6	DSR1D6	00 _H	8	FFE6 170A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2 D6	DSR2D6	00 _H	8	FFE6 170B _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Timer Status Register D6	TSRD6	0000 _H	16	FFE6 170C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D6	TSCRD6	0000 _H	16	FFE6 170E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D6	TOCRD6	00 _H	8	FFE6 1710 _H	1 (1H)	8
ATU4D	Output Select Register D6	OSELRD6	00 _H	8	FFE6 1711 _H	1 (1H)	8
ATU4D	Output Value Register D6	ODRD6	00 _H	8	FFE6 1712 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D6	TICTSEL6	01 _H	8	FFE6 1714 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D6	OSBRD6	0000 0000 _H	32	FFE6 1718 _H	1 (1H)	32
ATU4D	Timer Counter 1 D6	TCNT1D6	0000 0000 _H	32	FFE6 1720 _H	1 (1H)	32
ATU4D	Timer Counter 2 D6	TCNT2D6	0000 0000 _H	32	FFE6 1724 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D6	CUCR1D6	FFFF FFFF _H	32	FFE6 1728 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D6	CUCR2D6	FFFF FFFF _H	32	FFE6 172C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D6	RCR1D6	00 _H	8	FFE6 1730 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D6	RCR2D6	00 _H	8	FFE6 1734 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D60	OCR1D60	FFFF FFFF _H	32	FFE6 1740 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D60	OCR2D60	FFFF FFFF _H	32	FFE6 1748 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D60	ICR1D60	0000 0000 _H	32	FFE6 1750 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D60	ICR2D60	0000 0000 _H	32	FFE6 1754 _H	1 (1H)	32
ATU4D	Timer Down Counter D60	DCNTD60	0000 0000 _H	32	FFE6 1758 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D61	OCR1D61	FFFF FFFF _H	32	FFE6 1760 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D61	OCR2D61	FFFF FFFF _H	32	FFE6 1768 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D61	ICR1D61	0000 0000 _H	32	FFE6 1770 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D61	ICR2D61	0000 0000 _H	32	FFE6 1774 _H	1 (1H)	32
ATU4D	Timer Down Counter D61	DCNTD61	0000 0000 _H	32	FFE6 1778 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D62	OCR1D62	FFFF FFFF _H	32	FFE6 1780 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D62	OCR2D62	FFFF FFFF _H	32	FFE6 1788 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D62	ICR1D62	0000 0000 _H	32	FFE6 1790 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D62	ICR2D62	0000 0000 _H	32	FFE6 1794 _H	1 (1H)	32
ATU4D	Timer Down Counter D62	DCNTD62	0000 0000 _H	32	FFE6 1798 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D63	OCR1D63	FFFF FFFF _H	32	FFE6 17A0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D63	OCR2D63	FFFF FFFF _H	32	FFE6 17A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D63	ICR1D63	0000 0000 _H	32	FFE6 17B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D63	ICR2D63	0000 0000 _H	32	FFE6 17B4 _H	1 (1H)	32
ATU4D	Timer Down Counter D63	DCNTD63	0000 0000 _H	32	FFE6 17B8 _H	1 (1H)	32
ATU4D	Timer Control Register D7	TCRD7	0000 _H	16	FFE6 1800 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D7	DCRD7	0000 _H	16	FFE6 1802 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1 D7	TIOR1D7	0000 _H	16	FFE6 1804 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D7	TIOR2D7	0000 _H	16	FFE6 1806 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D7	DSTRD7	00 _H	8	FFE6 1808 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D7	DSCRD7	00 _H	8	FFE6 1809 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1 D7	DSR1D7	00 _H	8	FFE6 180A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2 D7	DSR2D7	00 _H	8	FFE6 180B _H	1 (1H)	8
ATU4D	Timer Status Register D7	TSRD7	0000 _H	16	FFE6 180C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D7	TSCRD7	0000 _H	16	FFE6 180E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D7	TOCRD7	00 _H	8	FFE6 1810 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Output Select Register D7	OSELRD7	00 _H	8	FFE6 1811 _H	1 (1H)	8
ATU4D	Output Value Register D7	ODRD7	00 _H	8	FFE6 1812 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D7	TICTSEL7	01 _H	8	FFE6 1814 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D7	OSBRD7	0000 0000 _H	32	FFE6 1818 _H	1 (1H)	32
ATU4D	Timer Counter 1 D7	TCNT1D7	0000 0000 _H	32	FFE6 1820 _H	1 (1H)	32
ATU4D	Timer Counter 2 D7	TCNT2D7	0000 0000 _H	32	FFE6 1824 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D7	CUCR1D7	FFFF FFFF _H	32	FFE6 1828 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D7	CUCR2D7	FFFF FFFF _H	32	FFE6 182C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D7	RCR1D7	00 _H	8	FFE6 1830 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D7	RCR2D7	00 _H	8	FFE6 1834 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D70	OCR1D70	FFFF FFFF _H	32	FFE6 1840 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D70	OCR2D70	FFFF FFFF _H	32	FFE6 1848 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D70	ICR1D70	0000 0000 _H	32	FFE6 1850 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D70	ICR2D70	0000 0000 _H	32	FFE6 1854 _H	1 (1H)	32
ATU4D	Timer Down Counter D70	DCNTD70	0000 0000 _H	32	FFE6 1858 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D71	OCR1D71	FFFF FFFF _H	32	FFE6 1860 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D71	OCR2D71	FFFF FFFF _H	32	FFE6 1868 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D71	ICR1D71	0000 0000 _H	32	FFE6 1870 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D71	ICR2D71	0000 0000 _H	32	FFE6 1874 _H	1 (1H)	32
ATU4D	Timer Down Counter D71	DCNTD71	0000 0000 _H	32	FFE6 1878 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D72	OCR1D72	FFFF FFFF _H	32	FFE6 1880 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D72	OCR2D72	FFFF FFFF _H	32	FFE6 1888 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D72	ICR1D72	0000 0000 _H	32	FFE6 1890 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D72	ICR2D72	0000 0000 _H	32	FFE6 1894 _H	1 (1H)	32
ATU4D	Timer Down Counter D72	DCNTD72	0000 0000 _H	32	FFE6 1898 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D73	OCR1D73	FFFF FFFF _H	32	FFE6 18A0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D73	OCR2D73	FFFF FFFF _H	32	FFE6 18A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D73	ICR1D73	0000 0000 _H	32	FFE6 18B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D73	ICR2D73	0000 0000 _H	32	FFE6 18B4 _H	1 (1H)	32
ATU4D	Timer Down Counter D73	DCNTD73	0000 0000 _H	32	FFE6 18B8 _H	1 (1H)	32
ATU4D	Timer Control Register D8	TCRD8	0000 _H	16	FFE6 1900 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D8	DCRD8	0000 _H	16	FFE6 1902 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1 D8	TIOR1D8	0000 _H	16	FFE6 1904 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D8	TIOR2D8	0000 _H	16	FFE6 1906 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D8	DSRD8	00 _H	8	FFE6 1908 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D8	DSCRD8	00 _H	8	FFE6 1909 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1 D8	DSR1D8	00 _H	8	FFE6 190A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2 D8	DSR2D8	00 _H	8	FFE6 190B _H	1 (1H)	8
ATU4D	Timer Status Register D8	TSRD8	0000 _H	16	FFE6 190C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D8	TSCRD8	0000 _H	16	FFE6 190E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D8	TOCRD8	00 _H	8	FFE6 1910 _H	1 (1H)	8
ATU4D	Output Select Register D8	OSELRD8	00 _H	8	FFE6 1911 _H	1 (1H)	8
ATU4D	Output Value Register D8	ODRD8	00 _H	8	FFE6 1912 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Timer Input Capture Trigger Select Register D8	TICTSEL8	01 _H	8	FFE6 1914 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D8	OSBRD8	0000 0000 _H	32	FFE6 1918 _H	1 (1H)	32
ATU4D	Timer Counter 1 D8	TCNT1D8	0000 0000 _H	32	FFE6 1920 _H	1 (1H)	32
ATU4D	Timer Counter 2 D8	TCNT2D8	0000 0000 _H	32	FFE6 1924 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D8	CUCR1D8	FFFF FFFF _H	32	FFE6 1928 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D8	CUCR2D8	FFFF FFFF _H	32	FFE6 192C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D8	RCR1D8	00 _H	8	FFE6 1930 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D8	RCR2D8	00 _H	8	FFE6 1934 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D80	OCR1D80	FFFF FFFF _H	32	FFE6 1940 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D80	OCR2D80	FFFF FFFF _H	32	FFE6 1948 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D80	ICR1D80	0000 0000 _H	32	FFE6 1950 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D80	ICR2D80	0000 0000 _H	32	FFE6 1954 _H	1 (1H)	32
ATU4D	Timer Down Counter D80	DCNTD80	0000 0000 _H	32	FFE6 1958 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D81	OCR1D81	FFFF FFFF _H	32	FFE6 1960 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D81	OCR2D81	FFFF FFFF _H	32	FFE6 1968 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D81	ICR1D81	0000 0000 _H	32	FFE6 1970 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D81	ICR2D81	0000 0000 _H	32	FFE6 1974 _H	1 (1H)	32
ATU4D	Timer Down Counter D81	DCNTD81	0000 0000 _H	32	FFE6 1978 _H	1 (1H)	32
ATU4D	Output Compare Register D82	OCR1D82	FFFF FFFF _H	32	FFE6 1980 _H	1 (1H)	32
ATU4D	Output Compare Register D82	OCR2D82	FFFF FFFF _H	32	FFE6 1988 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D82	ICR1D82	0000 0000 _H	32	FFE6 1990 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D82	ICR2D82	0000 0000 _H	32	FFE6 1994 _H	1 (1H)	32
ATU4D	Timer Down Counter D82	DCNTD82	0000 0000 _H	32	FFE6 1998 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D83	OCR1D83	FFFF FFFF _H	32	FFE6 19A0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D83	OCR2D83	FFFF FFFF _H	32	FFE6 19A8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D83	ICR1D83	0000 0000 _H	32	FFE6 19B0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D83	ICR2D83	0000 0000 _H	32	FFE6 19B4 _H	1 (1H)	32
ATU4D	Timer Down Counter D83	DCNTD83	0000 0000 _H	32	FFE6 19B8 _H	1 (1H)	32
ATU4D	Timer Control Register D9	TCRD9	0000 _H	16	FFE6 1A00 _H	1 (1H)	8, 16
ATU4D	Down Counter Control Register D9	DCRD9	0000 _H	16	FFE6 1A02 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 1 D9	TIOR1D9	0000 _H	16	FFE6 1A04 _H	1 (1H)	8, 16
ATU4D	Timer I/O Control Register 2 D9	TIOR2D9	0000 _H	16	FFE6 1A06 _H	1 (1H)	8, 16
ATU4D	Down Counter Start Register D9	DSTRD9	00 _H	8	FFE6 1A08 _H	1 (1H)	8
ATU4D	Down Counter Status Clear Register D9	DSCRD9	00 _H	8	FFE6 1A09 _H	1 (1H)	8
ATU4D	Down Counter Status Register 1 D9	DSR1D9	00 _H	8	FFE6 1A0A _H	1 (1H)	8
ATU4D	Down Counter Status Register 2 D9	DSR2D9	00 _H	8	FFE6 1A0B _H	1 (1H)	8
ATU4D	Timer Status Register D9	TSRD9	0000 _H	16	FFE6 1A0C _H	1 (1H)	8, 16
ATU4D	Timer Status Clear Register D9	TSCRD9	0000 _H	16	FFE6 1A0E _H	1 (1H)	8, 16
ATU4D	Timer Output Control Register D9	TOCRD9	00 _H	8	FFE6 1A10 _H	1 (1H)	8
ATU4D	Output Select Register D9	OSELRD9	00 _H	8	FFE6 1A11 _H	1 (1H)	8
ATU4D	Output Value Register D9	ODRD9	00 _H	8	FFE6 1A12 _H	1 (1H)	8
ATU4D	Timer Input Capture Trigger Select Register D9	TICTSEL9	01 _H	8	FFE6 1A14 _H	1 (1H)	8
ATU4D	Timer Offset Base Register D9	OSBRD9	0000 0000 _H	32	FFE6 1A18 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4D	Timer Counter 1 D9	TCNT1D9	0000 0000 _H	32	FFE6 1A20 _H	1 (1H)	32
ATU4D	Timer Counter 2 D9	TCNT2D9	0000 0000 _H	32	FFE6 1A24 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 1 D9	CUCR1D9	FFFF FFFF _H	32	FFE6 1A28 _H	1 (1H)	32
ATU4D	Counter Upper-Limit Setting Compare Register 2 D9	CUCR2D9	FFFF FFFF _H	32	FFE6 1A2C _H	1 (1H)	32
ATU4D	Range Comparison Value Setting Register 1 D9	RCR1D9	00 _H	8	FFE6 1A30 _H	1 (1H)	8
ATU4D	Range Comparison Value Setting Register 2 D9	RCR2D9	00 _H	8	FFE6 1A34 _H	1 (1H)	8
ATU4D	Output Compare Register 1 D90	OCR1D90	FFFF FFFF _H	32	FFE6 1A40 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D90	OCR2D90	FFFF FFFF _H	32	FFE6 1A48 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D90	ICR1D90	0000 0000 _H	32	FFE6 1A50 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D90	ICR2D90	0000 0000 _H	32	FFE6 1A54 _H	1 (1H)	32
ATU4D	Timer Down Counter D90	DCNTD90	0000 0000 _H	32	FFE6 1A58 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D91	OCR1D91	FFFF FFFF _H	32	FFE6 1A60 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D91	OCR2D91	FFFF FFFF _H	32	FFE6 1A68 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D91	ICR1D91	0000 0000 _H	32	FFE6 1A70 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D91	ICR2D91	0000 0000 _H	32	FFE6 1A74 _H	1 (1H)	32
ATU4D	Timer Down Counter D91	DCNTD91	0000 0000 _H	32	FFE6 1A78 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D92	OCR1D92	FFFF FFFF _H	32	FFE6 1A80 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D92	OCR2D92	FFFF FFFF _H	32	FFE6 1A88 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D92	ICR1D92	0000 0000 _H	32	FFE6 1A90 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D92	ICR2D92	0000 0000 _H	32	FFE6 1A94 _H	1 (1H)	32
ATU4D	Timer Down Counter D92	DCNTD92	0000 0000 _H	32	FFE6 1A98 _H	1 (1H)	32
ATU4D	Output Compare Register 1 D93	OCR1D93	FFFF FFFF _H	32	FFE6 1AA0 _H	1 (1H)	32
ATU4D	Output Compare Register 2 D93	OCR2D93	FFFF FFFF _H	32	FFE6 1AA8 _H	1 (1H)	32
ATU4D	Input Capture Register 1 D93	ICR1D93	0000 0000 _H	32	FFE6 1AB0 _H	1 (1H)	32
ATU4D	Input Capture Register 2 D93	ICR2D93	0000 0000 _H	32	FFE6 1AB4 _H	1 (1H)	32
ATU4D	Timer Down Counter D93	DCNTD93	0000 0000 _H	32	FFE6 1AB8 _H	1 (1H)	32
ATU4E	Timer Start Register E	TSTRE	00 _H	8	FFE6 2000 _H	1 (1H)	8
ATU4E	Subblock Start Register E0	SSTRE0	00 _H	8	FFE6 2100 _H	1 (1H)	8
ATU4E	Prescaler Register E0	PSCRE0	00 _H	8	FFE6 2104 _H	1 (1H)	8
ATU4E	Timer Control Register E0	TCRE0	00 _H	8	FFE6 2108 _H	1 (1H)	8
ATU4E	Reload Control Register E0	RLDCRE0	00 _H	8	FFE6 210A _H	1 (1H)	8
ATU4E	Output Shutoff Control Register E0	POECRE0	0000 _H	16	FFE6 210C _H	1 (1H)	16
ATU4E	Output Shutoff Level Setting Register E0	SOLVLE0	00 _H	8	FFE6 210E _H	1 (1H)	8
ATU4E	Timer Status Register E0	TSRE0	0000 _H	16	FFE6 2110 _H	1 (1H)	8, 16
ATU4E	Timer Status Clear Register E0	TSCRE0	0000 _H	16	FFE6 2112 _H	1 (1H)	8, 16
ATU4E	Timer Output Control Register E0	TOCRE0	00 _H	8	FFE6 2114 _H	1 (1H)	8
ATU4E	Timer Interrupt Enable Register E0	TIERE0	0000 _H	16	FFE6 2116 _H	1 (1H)	8, 16
ATU4E	Prescaler Channel Register E00	PSCCRE00	00 _H	8	FFE6 2118 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E01	PSCCRE01	00 _H	8	FFE6 2119 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E02	PSCCRE02	00 _H	8	FFE6 211A _H	1 (1H)	8
ATU4E	Prescaler Channel Register E03	PSCCRE03	00 _H	8	FFE6 211B _H	1 (1H)	8
ATU4E	Timer Counter E00	TCNTE00	0000 0100 _H	32	FFE6 2124 _H	1 (1H)	32
ATU4E	Cycle Register E00	CYLRE00	FFFF FF00 _H	32	FFE6 2128 _H	1 (1H)	32
ATU4E	Duty Register E00	DTRE00	FFFF FF00 _H	32	FFE6 212C _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4E	Cycle Reload Register E00	CRLDE00	FFFF FF00 _H	32	FFE6 2130 _H	1 (1H)	32
ATU4E	Duty Reload Register E00	DRLDE00	FFFF FF00 _H	32	FFE6 2134 _H	1 (1H)	32
ATU4E	Timer Counter E01	TCNTE01	0000 0100 _H	32	FFE6 2144 _H	1 (1H)	32
ATU4E	Cycle Register E01	CYLRE01	FFFF FF00 _H	32	FFE6 2148 _H	1 (1H)	32
ATU4E	Duty Register E01	DTRE01	FFFF FF00 _H	32	FFE6 214C _H	1 (1H)	32
ATU4E	Cycle Reload Register E01	CRLDE01	FFFF FF00 _H	32	FFE6 2150 _H	1 (1H)	32
ATU4E	Duty Reload Register E01	DRLDE01	FFFF FF00 _H	32	FFE6 2154 _H	1 (1H)	32
ATU4E	Timer Counter E02	TCNTE02	0000 0100 _H	32	FFE6 2164 _H	1 (1H)	32
ATU4E	Cycle Register E02	CYLRE02	FFFF FF00 _H	32	FFE6 2168 _H	1 (1H)	32
ATU4E	Duty Register E02	DTRE02	FFFF FF00 _H	32	FFE6 216C _H	1 (1H)	32
ATU4E	Cycle Reload Register E02	CRLDE02	FFFF FF00 _H	32	FFE6 2170 _H	1 (1H)	32
ATU4E	Duty Reload Register E02	DRLDE02	FFFF FF00 _H	32	FFE6 2174 _H	1 (1H)	32
ATU4E	Timer Counter E03	TCNTE03	0000 0100 _H	32	FFE6 2184 _H	1 (1H)	32
ATU4E	Cycle Register E03	CYLRE03	FFFF FF00 _H	32	FFE6 2188 _H	1 (1H)	32
ATU4E	Duty Register E03	DTRE03	FFFF FF00 _H	32	FFE6 218C _H	1 (1H)	32
ATU4E	Cycle Reload Register E03	CRLDE03	FFFF FF00 _H	32	FFE6 2190 _H	1 (1H)	32
ATU4E	Duty Reload Register E03	DRLDE03	FFFF FF00 _H	32	FFE6 2194 _H	1 (1H)	32
ATU4E	Subblock Start Register E1	SSTRE1	00 _H	8	FFE6 2200 _H	1 (1H)	8
ATU4E	Prescaler Register E1	PSCRE1	00 _H	8	FFE6 2204 _H	1 (1H)	8
ATU4E	Timer Control Register E1	TCRE1	00 _H	8	FFE6 2208 _H	1 (1H)	8
ATU4E	Reload Control Register E1	RLDCRE1	00 _H	8	FFE6 220A _H	1 (1H)	8
ATU4E	Output Shutoff Control Register E1	POECRE1	0000 _H	16	FFE6 220C _H	1 (1H)	16
ATU4E	Output Shutoff Level Setting Register E1	SOLVLE1	00 _H	8	FFE6 220E _H	1 (1H)	8
ATU4E	Timer Status Register E1	TSRE1	0000 _H	16	FFE6 2210 _H	1 (1H)	8, 16
ATU4E	Timer Status Clear Register E1	TSCRE1	0000 _H	16	FFE6 2212 _H	1 (1H)	8, 16
ATU4E	Timer Output Control Register E1	TOCRE1	00 _H	8	FFE6 2214 _H	1 (1H)	8
ATU4E	Timer Interrupt Enable Register E1	TIERE1	0000 _H	16	FFE6 2216 _H	1 (1H)	8, 16
ATU4E	Prescaler Channel Register E10	PSCCRE10	00 _H	8	FFE6 2218 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E11	PSCCRE11	00 _H	8	FFE6 2219 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E12	PSCCRE12	00 _H	8	FFE6 221A _H	1 (1H)	8
ATU4E	Prescaler Channel Register E13	PSCCRE13	00 _H	8	FFE6 221B _H	1 (1H)	8
ATU4E	Timer Counter E10	TCNTE10	0000 0100 _H	32	FFE6 2224 _H	1 (1H)	32
ATU4E	Cycle Register E10	CYLRE10	FFFF FF00 _H	32	FFE6 2228 _H	1 (1H)	32
ATU4E	Duty Register E10	DTRE10	FFFF FF00 _H	32	FFE6 222C _H	1 (1H)	32
ATU4E	Cycle Reload Register E10	CRLDE10	FFFF FF00 _H	32	FFE6 2230 _H	1 (1H)	32
ATU4E	Duty Reload Register E10	DRLDE10	FFFF FF00 _H	32	FFE6 2234 _H	1 (1H)	32
ATU4E	Timer Counter E11	TCNTE11	0000 0100 _H	32	FFE6 2244 _H	1 (1H)	32
ATU4E	Cycle Register E11	CYLRE11	FFFF FF00 _H	32	FFE6 2248 _H	1 (1H)	32
ATU4E	Duty Register E11	DTRE11	FFFF FF00 _H	32	FFE6 224C _H	1 (1H)	32
ATU4E	Cycle Reload Register E11	CRLDE11	FFFF FF00 _H	32	FFE6 2250 _H	1 (1H)	32
ATU4E	Duty Reload Register E11	DRLDE11	FFFF FF00 _H	32	FFE6 2254 _H	1 (1H)	32
ATU4E	Timer Counter E12	TCNTE12	0000 0100 _H	32	FFE6 2264 _H	1 (1H)	32
ATU4E	Cycle Register E12	CYLRE12	FFFF FF00 _H	32	FFE6 2268 _H	1 (1H)	32
ATU4E	Duty Register E12	DTRE12	FFFF FF00 _H	32	FFE6 226C _H	1 (1H)	32
ATU4E	Cycle Reload Register E12	CRLDE12	FFFF FF00 _H	32	FFE6 2270 _H	1 (1H)	32
ATU4E	Duty Reload Register E12	DRLDE12	FFFF FF00 _H	32	FFE6 2274 _H	1 (1H)	32
ATU4E	Timer Counter E13	TCNTE13	0000 0100 _H	32	FFE6 2284 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4E	Cycle Register E13	CYLRE13	FFFF FF00 _H	32	FFE6 2288 _H	1 (1H)	32
ATU4E	Duty Register E13	DTRE13	FFFF FF00 _H	32	FFE6 228C _H	1 (1H)	32
ATU4E	Cycle Reload Register E13	CRLDE13	FFFF FF00 _H	32	FFE6 2290 _H	1 (1H)	32
ATU4E	Duty Reload Register E13	DRLDE13	FFFF FF00 _H	32	FFE6 2294 _H	1 (1H)	32
ATU4E	Subblock Start Register E2	SSTRE2	00 _H	8	FFE6 2300 _H	1 (1H)	8
ATU4E	Prescaler Register E2	PSCRE2	00 _H	8	FFE6 2304 _H	1 (1H)	8
ATU4E	Timer Control Register E2	TCRE2	00 _H	8	FFE6 2308 _H	1 (1H)	8
ATU4E	Reload Control Register E2	RLDCRE2	00 _H	8	FFE6 230A _H	1 (1H)	8
ATU4E	Output Shutoff Control Register E2	POECRE2	0000 _H	16	FFE6 230C _H	1 (1H)	16
ATU4E	Output Shutoff Level Setting Register E2	SOLVLE2	00 _H	8	FFE6 230E _H	1 (1H)	8
ATU4E	Timer Status Register E2	TSRE2	0000 _H	16	FFE6 2310 _H	1 (1H)	8, 16
ATU4E	Timer Status Clear Register E2	TSCRE2	0000 _H	16	FFE6 2312 _H	1 (1H)	8, 16
ATU4E	Timer Output Control Register E2	TOCRE2	00 _H	8	FFE6 2314 _H	1 (1H)	8
ATU4E	Timer Interrupt Enable Register E2	TIERE2	0000 _H	16	FFE6 2316 _H	1 (1H)	8, 16
ATU4E	Prescaler Channel Register E20	PSCCRE20	00 _H	8	FFE6 2318 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E21	PSCCRE21	00 _H	8	FFE6 2319 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E22	PSCCRE22	00 _H	8	FFE6 231A _H	1 (1H)	8
ATU4E	Prescaler Channel Register E23	PSCCRE23	00 _H	8	FFE6 231B _H	1 (1H)	8
ATU4E	Timer Counter E20	TCNTE20	0000 0100 _H	32	FFE6 2324 _H	1 (1H)	32
ATU4E	Cycle Register E20	CYLRE20	FFFF FF00 _H	32	FFE6 2328 _H	1 (1H)	32
ATU4E	Duty Register E20	DTRE20	FFFF FF00 _H	32	FFE6 232C _H	1 (1H)	32
ATU4E	Cycle Reload Register E20	CRLDE20	FFFF FF00 _H	32	FFE6 2330 _H	1 (1H)	32
ATU4E	Duty Reload Register E20	DRLDE20	FFFF FF00 _H	32	FFE6 2334 _H	1 (1H)	32
ATU4E	Timer Counter E21	TCNTE21	0000 0100 _H	32	FFE6 2344 _H	1 (1H)	32
ATU4E	Cycle Register E21	CYLRE21	FFFF FF00 _H	32	FFE6 2348 _H	1 (1H)	32
ATU4E	Duty Register E21	DTRE21	FFFF FF00 _H	32	FFE6 234C _H	1 (1H)	32
ATU4E	Cycle Reload Register E21	CRLDE21	FFFF FF00 _H	32	FFE6 2350 _H	1 (1H)	32
ATU4E	Duty Reload Register E21	DRLDE21	FFFF FF00 _H	32	FFE6 2354 _H	1 (1H)	32
ATU4E	Timer Counter E22	TCNTE22	0000 0100 _H	32	FFE6 2364 _H	1 (1H)	32
ATU4E	Cycle Register E22	CYLRE22	FFFF FF00 _H	32	FFE6 2368 _H	1 (1H)	32
ATU4E	Duty Register E22	DTRE22	FFFF FF00 _H	32	FFE6 236C _H	1 (1H)	32
ATU4E	Cycle Reload Register E22	CRLDE22	FFFF FF00 _H	32	FFE6 2370 _H	1 (1H)	32
ATU4E	Duty Reload Register E22	DRLDE22	FFFF FF00 _H	32	FFE6 2374 _H	1 (1H)	32
ATU4E	Timer Counter E23	TCNTE23	0000 0100 _H	32	FFE6 2384 _H	1 (1H)	32
ATU4E	Cycle Register E23	CYLRE23	FFFF FF00 _H	32	FFE6 2388 _H	1 (1H)	32
ATU4E	Duty Register E23	DTRE23	FFFF FF00 _H	32	FFE6 238C _H	1 (1H)	32
ATU4E	Cycle Reload Register E23	CRLDE23	FFFF FF00 _H	32	FFE6 2390 _H	1 (1H)	32
ATU4E	Duty Reload Register E23	DRLDE23	FFFF FF00 _H	32	FFE6 2394 _H	1 (1H)	32
ATU4E	Subblock Start Register E3	SSTRE3	00 _H	8	FFE6 2400 _H	1 (1H)	8
ATU4E	Prescaler Register E3	PSCRE3	00 _H	8	FFE6 2404 _H	1 (1H)	8
ATU4E	Timer Control Register E3	TCRE3	00 _H	8	FFE6 2408 _H	1 (1H)	8
ATU4E	Reload Control Register E3	RLDCRE3	00 _H	8	FFE6 240A _H	1 (1H)	8
ATU4E	Output Shutoff Control Register E3	POECRE3	0000 _H	16	FFE6 240C _H	1 (1H)	16
ATU4E	Output Shutoff Level Setting Register E3	SOLVLE3	00 _H	8	FFE6 240E _H	1 (1H)	8
ATU4E	Timer Status Register E3	TSRE3	0000 _H	16	FFE6 2410 _H	1 (1H)	8, 16
ATU4E	Timer Status Clear Register E3	TSCRE3	0000 _H	16	FFE6 2412 _H	1 (1H)	8, 16
ATU4E	Timer Output Control Register E3	TOCRE3	00 _H	8	FFE6 2414 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4E	Timer Interrupt Enable Register E3	TIERE3	0000 _H	16	FFE6 2416 _H	1 (1H)	8, 16
ATU4E	Prescaler Channel Register E30	PSCCRE30	00 _H	8	FFE6 2418 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E31	PSCCRE31	00 _H	8	FFE6 2419 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E32	PSCCRE32	00 _H	8	FFE6 241A _H	1 (1H)	8
ATU4E	Prescaler Channel Register E33	PSCCRE33	00 _H	8	FFE6 241B _H	1 (1H)	8
ATU4E	Timer Counter E30	TCNTE30	0000 0100 _H	32	FFE6 2424 _H	1 (1H)	32
ATU4E	Cycle Register E30	CYLRE30	FFFF FF00 _H	32	FFE6 2428 _H	1 (1H)	32
ATU4E	Duty Register E30	DTRE30	FFFF FF00 _H	32	FFE6 242C _H	1 (1H)	32
ATU4E	Cycle Reload Register E30	CRLDE30	FFFF FF00 _H	32	FFE6 2430 _H	1 (1H)	32
ATU4E	Duty Reload Register E30	DRLDE30	FFFF FF00 _H	32	FFE6 2434 _H	1 (1H)	32
ATU4E	Timer Counter E31	TCNTE31	0000 0100 _H	32	FFE6 2444 _H	1 (1H)	32
ATU4E	Cycle Register E31	CYLRE31	FFFF FF00 _H	32	FFE6 2448 _H	1 (1H)	32
ATU4E	Duty Register E31	DTRE31	FFFF FF00 _H	32	FFE6 244C _H	1 (1H)	32
ATU4E	Cycle Reload Register E31	CRLDE31	FFFF FF00 _H	32	FFE6 2450 _H	1 (1H)	32
ATU4E	Duty Reload Register E31	DRLDE31	FFFF FF00 _H	32	FFE6 2454 _H	1 (1H)	32
ATU4E	Timer Counter E32	TCNTE32	0000 0100 _H	32	FFE6 2464 _H	1 (1H)	32
ATU4E	Cycle Register E32	CYLRE32	FFFF FF00 _H	32	FFE6 2468 _H	1 (1H)	32
ATU4E	Duty Register E32	DTRE32	FFFF FF00 _H	32	FFE6 246C _H	1 (1H)	32
ATU4E	Cycle Reload Register E32	CRLDE32	FFFF FF00 _H	32	FFE6 2470 _H	1 (1H)	32
ATU4E	Duty Reload Register E32	DRLDE32	FFFF FF00 _H	32	FFE6 2474 _H	1 (1H)	32
ATU4E	Timer Counter E33	TCNTE33	0000 0100 _H	32	FFE6 2484 _H	1 (1H)	32
ATU4E	Cycle Register E33	CYLRE33	FFFF FF00 _H	32	FFE6 2488 _H	1 (1H)	32
ATU4E	Duty Register E33	DTRE33	FFFF FF00 _H	32	FFE6 248C _H	1 (1H)	32
ATU4E	Cycle Reload Register E33	CRLDE33	FFFF FF00 _H	32	FFE6 2490 _H	1 (1H)	32
ATU4E	Duty Reload Register E33	DRLDE33	FFFF FF00 _H	32	FFE6 2494 _H	1 (1H)	32
ATU4E	Subblock Start Register E4	SSTRE4	00 _H	8	FFE6 2500 _H	1 (1H)	8
ATU4E	Prescaler Register E4	PSCRE4	00 _H	8	FFE6 2504 _H	1 (1H)	8
ATU4E	Timer Control Register E4	TCRE4	00 _H	8	FFE6 2508 _H	1 (1H)	8
ATU4E	Reload Control Register E4	RLDCRE4	00 _H	8	FFE6 250A _H	1 (1H)	8
ATU4E	Output Shutoff Control Register E4	POECRE4	0000 _H	16	FFE6 250C _H	1 (1H)	16
ATU4E	Output Shutoff Level Setting Register E4	SOLVLE4	00 _H	8	FFE6 250E _H	1 (1H)	8
ATU4E	Timer Status Register E4	TSRE4	0000 _H	16	FFE6 2510 _H	1 (1H)	8, 16
ATU4E	Timer Status Clear Register E4	TSCRE4	0000 _H	16	FFE6 2512 _H	1 (1H)	8, 16
ATU4E	Timer Output Control Register E4	TOCRE4	00 _H	8	FFE6 2514 _H	1 (1H)	8
ATU4E	Timer Interrupt Enable Register E4	TIERE4	0000 _H	16	FFE6 2516 _H	1 (1H)	8, 16
ATU4E	Prescaler Channel Register E40	PSCCRE40	00 _H	8	FFE6 2518 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E41	PSCCRE41	00 _H	8	FFE6 2519 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E42	PSCCRE42	00 _H	8	FFE6 251A _H	1 (1H)	8
ATU4E	Prescaler Channel Register E43	PSCCRE43	00 _H	8	FFE6 251B _H	1 (1H)	8
ATU4E	Timer Counter E40	TCNTE40	0000 0100 _H	32	FFE6 2524 _H	1 (1H)	32
ATU4E	Cycle Register E40	CYLRE40	FFFF FF00 _H	32	FFE6 2528 _H	1 (1H)	32
ATU4E	Duty Register E40	DTRE40	FFFF FF00 _H	32	FFE6 252C _H	1 (1H)	32
ATU4E	Cycle Reload Register E40	CRLDE40	FFFF FF00 _H	32	FFE6 2530 _H	1 (1H)	32
ATU4E	Duty Reload Register E40	DRLDE40	FFFF FF00 _H	32	FFE6 2534 _H	1 (1H)	32
ATU4E	Timer Counter E41	TCNTE41	0000 0100 _H	32	FFE6 2544 _H	1 (1H)	32
ATU4E	Cycle Register E41	CYLRE41	FFFF FF00 _H	32	FFE6 2548 _H	1 (1H)	32
ATU4E	Duty Register E41	DTRE41	FFFF FF00 _H	32	FFE6 254C _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4E	Cycle Reload Register E41	CRLDE41	FFFF FF00 _H	32	FFE6 2550 _H	1 (1H)	32
ATU4E	Duty Reload Register E41	DRLDE41	FFFF FF00 _H	32	FFE6 2554 _H	1 (1H)	32
ATU4E	Timer Counter E42	TCNTE42	0000 0100 _H	32	FFE6 2564 _H	1 (1H)	32
ATU4E	Cycle Register E42	CYLRE42	FFFF FF00 _H	32	FFE6 2568 _H	1 (1H)	32
ATU4E	Duty Register E42	DTRE42	FFFF FF00 _H	32	FFE6 256C _H	1 (1H)	32
ATU4E	Cycle Reload Register E42	CRLDE42	FFFF FF00 _H	32	FFE6 2570 _H	1 (1H)	32
ATU4E	Duty Reload Register E42	DRLDE42	FFFF FF00 _H	32	FFE6 2574 _H	1 (1H)	32
ATU4E	Timer Counter E43	TCNTE43	0000 0100 _H	32	FFE6 2584 _H	1 (1H)	32
ATU4E	Cycle Register E43	CYLRE43	FFFF FF00 _H	32	FFE6 2588 _H	1 (1H)	32
ATU4E	Duty Register E43	DTRE43	FFFF FF00 _H	32	FFE6 258C _H	1 (1H)	32
ATU4E	Cycle Reload Register E43	CRLDE43	FFFF FF00 _H	32	FFE6 2590 _H	1 (1H)	32
ATU4E	Duty Reload Register E43	DRLDE43	FFFF FF00 _H	32	FFE6 2594 _H	1 (1H)	32
ATU4E	Subblock Start Register E5	SSTRE5	00 _H	8	FFE6 2600 _H	1 (1H)	8
ATU4E	Prescaler Register E5	PSCRE5	00 _H	8	FFE6 2604 _H	1 (1H)	8
ATU4E	Timer Control Register E5	TCRE5	00 _H	8	FFE6 2608 _H	1 (1H)	8
ATU4E	Reload Control Register E5	RLDCRE5	00 _H	8	FFE6 260A _H	1 (1H)	8
ATU4E	Output Shutoff Control Register E5	POECRE5	0000 _H	16	FFE6 260C _H	1 (1H)	16
ATU4E	Output Shutoff Level Setting Register E5	SOLVLE5	00 _H	8	FFE6 260E _H	1 (1H)	8
ATU4E	Timer Status Register E5	TSRE5	0000 _H	16	FFE6 2610 _H	1 (1H)	8, 16
ATU4E	Timer Status Clear Register E5	TSCRE5	0000 _H	16	FFE6 2612 _H	1 (1H)	8, 16
ATU4E	Timer Output Control Register E5	TOCRE5	00 _H	8	FFE6 2614 _H	1 (1H)	8
ATU4E	Timer Interrupt Enable Register E5	TIERE5	0000 _H	16	FFE6 2616 _H	1 (1H)	8, 16
ATU4E	Prescaler Channel Register E50	PSCCRE50	00 _H	8	FFE6 2618 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E51	PSCCRE51	00 _H	8	FFE6 2619 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E52	PSCCRE52	00 _H	8	FFE6 261A _H	1 (1H)	8
ATU4E	Prescaler Channel Register E53	PSCCRE53	00 _H	8	FFE6 261B _H	1 (1H)	8
ATU4E	Timer Counter E50	TCNTE50	0000 0100 _H	32	FFE6 2624 _H	1 (1H)	32
ATU4E	Cycle Register E50	CYLRE50	FFFF FF00 _H	32	FFE6 2628 _H	1 (1H)	32
ATU4E	Duty Register E50	DTRE50	FFFF FF00 _H	32	FFE6 262C _H	1 (1H)	32
ATU4E	Cycle Reload Register E50	CRLDE50	FFFF FF00 _H	32	FFE6 2630 _H	1 (1H)	32
ATU4E	Duty Reload Register E50	DRLDE50	FFFF FF00 _H	32	FFE6 2634 _H	1 (1H)	32
ATU4E	Timer Counter E51	TCNTE51	0000 0100 _H	32	FFE6 2644 _H	1 (1H)	32
ATU4E	Cycle Register E51	CYLRE51	FFFF FF00 _H	32	FFE6 2648 _H	1 (1H)	32
ATU4E	Duty Register E51	DTRE51	FFFF FF00 _H	32	FFE6 264C _H	1 (1H)	32
ATU4E	Cycle Reload Register E51	CRLDE51	FFFF FF00 _H	32	FFE6 2650 _H	1 (1H)	32
ATU4E	Duty Reload Register E51	DRLDE51	FFFF FF00 _H	32	FFE6 2654 _H	1 (1H)	32
ATU4E	Timer Counter E52	TCNTE52	0000 0100 _H	32	FFE6 2664 _H	1 (1H)	32
ATU4E	Cycle Register E52	CYLRE52	FFFF FF00 _H	32	FFE6 2668 _H	1 (1H)	32
ATU4E	Duty Register E52	DTRE52	FFFF FF00 _H	32	FFE6 266C _H	1 (1H)	32
ATU4E	Cycle Reload Register E52	CRLDE52	FFFF FF00 _H	32	FFE6 2670 _H	1 (1H)	32
ATU4E	Duty Reload Register E52	DRLDE52	FFFF FF00 _H	32	FFE6 2674 _H	1 (1H)	32
ATU4E	Timer Counter E53	TCNTE53	0000 0100 _H	32	FFE6 2684 _H	1 (1H)	32
ATU4E	Cycle Register E53	CYLRE53	FFFF FF00 _H	32	FFE6 2688 _H	1 (1H)	32
ATU4E	Duty Register E53	DTRE53	FFFF FF00 _H	32	FFE6 268C _H	1 (1H)	32
ATU4E	Cycle Reload Register E53	CRLDE53	FFFF FF00 _H	32	FFE6 2690 _H	1 (1H)	32
ATU4E	Duty Reload Register E53	DRLDE53	FFFF FF00 _H	32	FFE6 2694 _H	1 (1H)	32
ATU4E	Subblock Start Register E6	SSTRE6	00 _H	8	FFE6 2700 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4E	Prescaler Register E6	PSCRE6	00 _H	8	FFE6 2704 _H	1 (1H)	8
ATU4E	Timer Control Register E6	TCRE6	00 _H	8	FFE6 2708 _H	1 (1H)	8
ATU4E	Reload Control Register E6	RLDCRE6	00 _H	8	FFE6 270A _H	1 (1H)	8
ATU4E	Output Shutoff Control Register E6	POECRE6	0000 _H	16	FFE6 270C _H	1 (1H)	16
ATU4E	Output Shutoff Level Setting Register E6	SOLVLE6	00 _H	8	FFE6 270E _H	1 (1H)	8
ATU4E	Timer Status Register E6	TSRE6	0000 _H	16	FFE6 2710 _H	1 (1H)	8, 16
ATU4E	Timer Status Clear Register E6	TSCRE6	0000 _H	16	FFE6 2712 _H	1 (1H)	8, 16
ATU4E	Timer Output Control Register E6	TOCRE6	00 _H	8	FFE6 2714 _H	1 (1H)	8
ATU4E	Timer Interrupt Enable Register E6	TIERE6	0000 _H	16	FFE6 2716 _H	1 (1H)	8, 16
ATU4E	Prescaler Channel Register E60	PSCCRE60	00 _H	8	FFE6 2718 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E61	PSCCRE61	00 _H	8	FFE6 2719 _H	1 (1H)	8
ATU4E	Prescaler Channel Register E62	PSCCRE62	00 _H	8	FFE6 271A _H	1 (1H)	8
ATU4E	Prescaler Channel Register E63	PSCCRE63	00 _H	8	FFE6 271B _H	1 (1H)	8
ATU4E	Timer Counter E60	TCNTE60	0000 0100 _H	32	FFE6 2724 _H	1 (1H)	32
ATU4E	Cycle Register E60	CYLRE60	FFFF FF00 _H	32	FFE6 2728 _H	1 (1H)	32
ATU4E	Duty Register E60	DTRE60	FFFF FF00 _H	32	FFE6 272C _H	1 (1H)	32
ATU4E	Cycle Reload Register E60	CRLDE60	FFFF FF00 _H	32	FFE6 2730 _H	1 (1H)	32
ATU4E	Duty Reload Register E60	DRLDE60	FFFF FF00 _H	32	FFE6 2734 _H	1 (1H)	32
ATU4E	Timer Counter E61	TCNTE61	0000 0100 _H	32	FFE6 2744 _H	1 (1H)	32
ATU4E	Cycle Register E61	CYLRE61	FFFF FF00 _H	32	FFE6 2748 _H	1 (1H)	32
ATU4E	Duty Register E61	DTRE61	FFFF FF00 _H	32	FFE6 274C _H	1 (1H)	32
ATU4E	Cycle Reload Register E61	CRLDE61	FFFF FF00 _H	32	FFE6 2750 _H	1 (1H)	32
ATU4E	Duty Reload Register E61	DRLDE61	FFFF FF00 _H	32	FFE6 2754 _H	1 (1H)	32
ATU4E	Timer Counter E62	TCNTE62	0000 0100 _H	32	FFE6 2764 _H	1 (1H)	32
ATU4E	Cycle Register E62	CYLRE62	FFFF FF00 _H	32	FFE6 2768 _H	1 (1H)	32
ATU4E	Duty Register E62	DTRE62	FFFF FF00 _H	32	FFE6 276C _H	1 (1H)	32
ATU4E	Cycle Reload Register E62	CRLDE62	FFFF FF00 _H	32	FFE6 2770 _H	1 (1H)	32
ATU4E	Duty Reload Register E62	DRLDE62	FFFF FF00 _H	32	FFE6 2774 _H	1 (1H)	32
ATU4E	Timer Counter E63	TCNTE63	0000 0100 _H	32	FFE6 2784 _H	1 (1H)	32
ATU4E	Cycle Register E63	CYLRE63	FFFF FF00 _H	32	FFE6 2788 _H	1 (1H)	32
ATU4E	Duty Register E63	DTRE63	FFFF FF00 _H	32	FFE6 278C _H	1 (1H)	32
ATU4E	Cycle Reload Register E63	CRLDE63	FFFF FF00 _H	32	FFE6 2790 _H	1 (1H)	32
ATU4E	Duty Reload Register E63	DRLDE63	FFFF FF00 _H	32	FFE6 2794 _H	1 (1H)	32
ATU4F	Timer Start Register F	TSTRF	0000 _H	16	FFE6 3000 _H	1 (1H)	8, 16
ATU4F	Noise Cancellation Mode Channel Register 1F	NCMCR1F	0000 _H	16	FFE6 3004 _H	1 (1H)	8, 16
ATU4F	Noise Cancellation Mode Channel Register 2F	NCMCR2F	0000 _H	16	FFE6 3008 _H	1 (1H)	8, 16
ATU4F	Noise Canceler Control Register F	NCCRF	0000 _H	16	FFE6 300C _H	1 (1H)	8, 16
ATU4F	Private Function Control Register F	PVFCRF	0000 _H	16	FFE6 3010 _H	1 (1H)	16
ATU4F	Timer Control Register 1F0	TCR1F0	00 _H	8	FFE6 3040 _H	1 (1H)	8
ATU4F	Timer Control Register 2F0	TCR2F0	00 _H	8	FFE6 3042 _H	1 (1H)	8
ATU4F	Backup Control Register F0	BKCRF0	00 _H	8	FFE6 3044 _H	1 (1H)	8
ATU4F	Timer Status Register F0	TSRF0	00 _H	8	FFE6 3045 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F0	TSCRF0	00 _H	8	FFE6 3046 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F0	TIERF0	00 _H	8	FFE6 3047 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA00	NCNTFA0	0000 _H	16	FFE6 3048 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA00	NCRFA0	0000 _H	16	FFE6 304A _H	1 (1H)	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4F	Noise Canceler Counter FB00	NCNTFB0	0000 _H	16	FFE6 304C _H	1 (1H)	16
ATU4F	Noise Canceler Register FB00	NCRFB0	0000 _H	16	FFE6 304E _H	1 (1H)	16
ATU4F	Time Measurement Counter AF0	ECNTAF0	0000 0000 _H	32	FFE6 3050 _H	1 (1H)	32
ATU4F	General Register AF0	GRAF0	FFFF FFFF _H	32	FFE6 3054 _H	1 (1H)	32
ATU4F	Event Counter F0	ECNTBF0	0000 _H	16	FFE6 3058 _H	1 (1H)	16
ATU4F	General Register BF0	GRBF0	FFFF _H	16	FFE6 305C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF0	ECNTCF0	0000 0000 _H	32	FFE6 3060 _H	1 (1H)	32
ATU4F	Backup Register CF0	BGRCF0	FFFF FFFF _H	32	FFE6 3064 _H	1 (1H)	32
ATU4F	General Register CF0	GRCF0	FFFF FFFF _H	32	FFE6 3064 _H	1 (1H)	32
ATU4F	General Register DF0	GRDF0	FFFF FFFF _H	32	FFE6 3068 _H	1 (1H)	32
ATU4F	Capture Output Register F0	CDRF0	0000 FFFF _H	32	FFE6 306C _H	1 (1H)	32
ATU4F	Timer Control Register 1F1	TCR1F1	00 _H	8	FFE6 3080 _H	1 (1H)	8
ATU4F	Timer Control Register 2F1	TCR2F1	00 _H	8	FFE6 3082 _H	1 (1H)	8
ATU4F	Backup Control Register F1	BKCRF1	00 _H	8	FFE6 3084 _H	1 (1H)	8
ATU4F	Timer Status Register F1	TSRF1	00 _H	8	FFE6 3085 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F1	TSCRF1	00 _H	8	FFE6 3086 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F1	TIERF1	00 _H	8	FFE6 3087 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA01	NCNTFA1	0000 _H	16	FFE6 3088 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA01	NCRFA1	0000 _H	16	FFE6 308A _H	1 (1H)	16
ATU4F	Noise Canceler Counter FB01	NCNTFB1	0000 _H	16	FFE6 308C _H	1 (1H)	16
ATU4F	Noise Canceler Register FB01	NCRFB1	0000 _H	16	FFE6 308E _H	1 (1H)	16
ATU4F	Time Measurement Counter AF1	ECNTAF1	0000 0000 _H	32	FFE6 3090 _H	1 (1H)	32
ATU4F	General Register AF1	GRAF1	FFFF FFFF _H	32	FFE6 3094 _H	1 (1H)	32
ATU4F	Event Counter F1	ECNTBF1	0000 _H	16	FFE6 3098 _H	1 (1H)	16
ATU4F	General Register BF1	GRBF1	FFFF _H	16	FFE6 309C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF1	ECNTCF1	0000 0000 _H	32	FFE6 30A0 _H	1 (1H)	32
ATU4F	Backup Register CF1	BGRCF1	FFFF FFFF _H	32	FFE6 30A4 _H	1 (1H)	32
ATU4F	General Register CF1	GRCF1	FFFF FFFF _H	32	FFE6 30A4 _H	1 (1H)	32
ATU4F	General Register DF1	GRDF1	FFFF FFFF _H	32	FFE6 30A8 _H	1 (1H)	32
ATU4F	Capture Output Register F1	CDRF1	0000 FFFF _H	32	FFE6 30AC _H	1 (1H)	32
ATU4F	Timer Control Register 1F2	TCR1F2	00 _H	8	FFE6 30C0 _H	1 (1H)	8
ATU4F	Timer Control Register 2F2	TCR2F2	00 _H	8	FFE6 30C2 _H	1 (1H)	8
ATU4F	Backup Control Register F2	BKCRF2	00 _H	8	FFE6 30C4 _H	1 (1H)	8
ATU4F	Timer Status Register F2	TSRF2	00 _H	8	FFE6 30C5 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F2	TSCRF2	00 _H	8	FFE6 30C6 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F2	TIERF2	00 _H	8	FFE6 30C7 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA02	NCNTFA2	0000 _H	16	FFE6 30C8 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA02	NCRFA2	0000 _H	16	FFE6 30CA _H	1 (1H)	16
ATU4F	Noise Canceler Counter FB02	NCNTFB2	0000 _H	16	FFE6 30CC _H	1 (1H)	16
ATU4F	Noise Canceler Register FB02	NCRFB2	0000 _H	16	FFE6 30CE _H	1 (1H)	16
ATU4F	Time Measurement Counter AF2	ECNTAF2	0000 0000 _H	32	FFE6 30D0 _H	1 (1H)	32
ATU4F	General Register AF2	GRAF2	FFFF FFFF _H	32	FFE6 30D4 _H	1 (1H)	32
ATU4F	Event Counter F2	ECNTBF2	0000 _H	16	FFE6 30D8 _H	1 (1H)	16
ATU4F	General Register BF2	GRBF2	FFFF _H	16	FFE6 30DC _H	1 (1H)	16
ATU4F	Time Measurement Counter CF2	ECNTCF2	0000 0000 _H	32	FFE6 30E0 _H	1 (1H)	32
ATU4F	Backup Register CF2	BGRCF2	FFFF FFFF _H	32	FFE6 30E4 _H	1 (1H)	32
ATU4F	General Register CF2	GRCF2	FFFF FFFF _H	32	FFE6 30E4 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4F	General Register DF2	GRDF2	FFFF FFFF _H	32	FFE6 30E8 _H	1 (1H)	32
ATU4F	Capture Output Register F2	CDRF2	0000 FFFF _H	32	FFE6 30EC _H	1 (1H)	32
ATU4F	Timer Control Register 1F3	TCR1F3	00 _H	8	FFE6 3100 _H	1 (1H)	8
ATU4F	Timer Control Register 2F3	TCR2F3	00 _H	8	FFE6 3102 _H	1 (1H)	8
ATU4F	Backup Control Register F3	BKCRF3	00 _H	8	FFE6 3104 _H	1 (1H)	8
ATU4F	Timer Status Register F3	TSRF3	00 _H	8	FFE6 3105 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F3	TSCRF3	00 _H	8	FFE6 3106 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F3	TIERF3	00 _H	8	FFE6 3107 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA03	NCNTFA3	0000 _H	16	FFE6 3108 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA03	NCRFA3	0000 _H	16	FFE6 310A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF3	ECNTAF3	0000 0000 _H	32	FFE6 3110 _H	1 (1H)	32
ATU4F	Backup Register AF3	BGRAF3	FFFF FFFF _H	32	FFE6 3114 _H	1 (1H)	32
ATU4F	General Register AF3	GRAF3	FFFF FFFF _H	32	FFE6 3114 _H	1 (1H)	32
ATU4F	Event Counter F3	ECNTBF3	0000 _H	16	FFE6 3118 _H	1 (1H)	16
ATU4F	General Register BF3	GRBF3	FFFF _H	16	FFE6 311C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF3	ECNTCF3	0000 0000 _H	32	FFE6 3120 _H	1 (1H)	32
ATU4F	Backup Register CF3	BGRCF3	FFFF FFFF _H	32	FFE6 3124 _H	1 (1H)	32
ATU4F	General Register CF3	GRCF3	FFFF FFFF _H	32	FFE6 3124 _H	1 (1H)	32
ATU4F	General Register DF3	GRDF3	FFFF FFFF _H	32	FFE6 3128 _H	1 (1H)	32
ATU4F	Backup Register DF3	BGRDF3	FFFF FFFF _H	32	FFE6 3128 _H	1 (1H)	32
ATU4F	Capture Output Register F3	CDRF3	0000 FFFF _H	32	FFE6 312C _H	1 (1H)	32
ATU4F	Timer Control Register 1F4	TCR1F4	00 _H	8	FFE6 3140 _H	1 (1H)	8
ATU4F	Timer Control Register 2F4	TCR2F4	00 _H	8	FFE6 3142 _H	1 (1H)	8
ATU4F	Backup Control Register F4	BKCRF4	00 _H	8	FFE6 3144 _H	1 (1H)	8
ATU4F	Timer Status Register F4	TSRF4	00 _H	8	FFE6 3145 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F4	TSCRF4	00 _H	8	FFE6 3146 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F4	TIERF4	00 _H	8	FFE6 3147 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA04	NCNTFA4	0000 _H	16	FFE6 3148 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA04	NCRFA4	0000 _H	16	FFE6 314A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF4	ECNTAF4	0000 0000 _H	32	FFE6 3150 _H	1 (1H)	32
ATU4F	Backup Register AF4	BGRAF4	FFFF FFFF _H	32	FFE6 3154 _H	1 (1H)	32
ATU4F	General Register AF4	GRAF4	FFFF FFFF _H	32	FFE6 3154 _H	1 (1H)	32
ATU4F	Event Counter F4	ECNTBF4	0000 _H	16	FFE6 3158 _H	1 (1H)	16
ATU4F	General Register BF4	GRBF4	FFFF _H	16	FFE6 315C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF4	ECNTCF4	0000 0000 _H	32	FFE6 3160 _H	1 (1H)	32
ATU4F	Backup Register CF4	BGRCF4	FFFF FFFF _H	32	FFE6 3164 _H	1 (1H)	32
ATU4F	General Register CF4	GRCF4	FFFF FFFF _H	32	FFE6 3164 _H	1 (1H)	32
ATU4F	General Register DF4	GRDF4	FFFF FFFF _H	32	FFE6 3168 _H	1 (1H)	32
ATU4F	Backup Register DF4	BGRDF4	FFFF FFFF _H	32	FFE6 3168 _H	1 (1H)	32
ATU4F	Capture Output Register F4	CDRF4	0000 FFFF _H	32	FFE6 316C _H	1 (1H)	32
ATU4F	Timer Control Register 1F5	TCR1F5	00 _H	8	FFE6 3180 _H	1 (1H)	8
ATU4F	Timer Control Register 2F5	TCR2F5	00 _H	8	FFE6 3182 _H	1 (1H)	8
ATU4F	Backup Control Register F5	BKCRF5	00 _H	8	FFE6 3184 _H	1 (1H)	8
ATU4F	Timer Status Register F5	TSRF5	00 _H	8	FFE6 3185 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F5	TSCRF5	00 _H	8	FFE6 3186 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F5	TIERF5	00 _H	8	FFE6 3187 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA05	NCNTFA5	0000 _H	16	FFE6 3188 _H	1 (1H)	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4F	Noise Canceler Register FA05	NCRFA5	0000 _H	16	FFE6 318A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF5	ECNTAF5	0000 0000 _H	32	FFE6 3190 _H	1 (1H)	32
ATU4F	Backup Register AF5	BGRAF5	FFFF FFFF _H	32	FFE6 3194 _H	1 (1H)	32
ATU4F	General Register AF5	GRAF5	FFFF FFFF _H	32	FFE6 3194 _H	1 (1H)	32
ATU4F	Event Counter F5	ECNTBF5	0000 _H	16	FFE6 3198 _H	1 (1H)	16
ATU4F	General Register BF5	GRBF5	FFFF _H	16	FFE6 319C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF5	ECNTCF5	0000 0000 _H	32	FFE6 31A0 _H	1 (1H)	32
ATU4F	Backup Register CF5	BGRCF5	FFFF FFFF _H	32	FFE6 31A4 _H	1 (1H)	32
ATU4F	General Register CF5	GRCF5	FFFF FFFF _H	32	FFE6 31A4 _H	1 (1H)	32
ATU4F	General Register DF5	GRDF5	FFFF FFFF _H	32	FFE6 31A8 _H	1 (1H)	32
ATU4F	Backup Register DF5	BGRDF5	FFFF FFFF _H	32	FFE6 31A8 _H	1 (1H)	32
ATU4F	Capture Output Register F5	CDRF5	0000 FFFF _H	32	FFE6 31AC _H	1 (1H)	32
ATU4F	Timer Control Register 1F6	TCR1F6	00 _H	8	FFE6 31C0 _H	1 (1H)	8
ATU4F	Timer Control Register 2F6	TCR2F6	00 _H	8	FFE6 31C2 _H	1 (1H)	8
ATU4F	Backup Control Register F6	BKCRF6	00 _H	8	FFE6 31C4 _H	1 (1H)	8
ATU4F	Timer Status Register F6	TSRF6	00 _H	8	FFE6 31C5 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F6	TSCRF6	00 _H	8	FFE6 31C6 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F6	TIERF6	00 _H	8	FFE6 31C7 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA06	NCNTFA6	0000 _H	16	FFE6 31C8 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA06	NCRFA6	0000 _H	16	FFE6 31CA _H	1 (1H)	16
ATU4F	Time Measurement Counter AF6	ECNTAF6	0000 0000 _H	32	FFE6 31D0 _H	1 (1H)	32
ATU4F	Backup Register AF6	BGRAF6	FFFF FFFF _H	32	FFE6 31D4 _H	1 (1H)	32
ATU4F	General Register AF6	GRAF6	FFFF FFFF _H	32	FFE6 31D4 _H	1 (1H)	32
ATU4F	Event Counter F6	ECNTBF6	0000 _H	16	FFE6 31D8 _H	1 (1H)	16
ATU4F	General Register BF6	GRBF6	FFFF _H	16	FFE6 31DC _H	1 (1H)	16
ATU4F	Time Measurement Counter CF6	ECNTCF6	0000 0000 _H	32	FFE6 31E0 _H	1 (1H)	32
ATU4F	Backup Register CF6	BGRCF6	FFFF FFFF _H	32	FFE6 31E4 _H	1 (1H)	32
ATU4F	General Register CF6	GRCF6	FFFF FFFF _H	32	FFE6 31E4 _H	1 (1H)	32
ATU4F	General Register DF6	GRDF6	FFFF FFFF _H	32	FFE6 31E8 _H	1 (1H)	32
ATU4F	Backup Register DF6	BGRDF6	FFFF FFFF _H	32	FFE6 31E8 _H	1 (1H)	32
ATU4F	Capture Output Register F6	CDRF6	0000 FFFF _H	32	FFE6 31EC _H	1 (1H)	32
ATU4F	Timer Control Register 1F7	TCR1F7	00 _H	8	FFE6 3200 _H	1 (1H)	8
ATU4F	Timer Control Register 2F7	TCR2F7	00 _H	8	FFE6 3202 _H	1 (1H)	8
ATU4F	Backup Control Register F7	BKCRF7	00 _H	8	FFE6 3204 _H	1 (1H)	8
ATU4F	Timer Status Register F7	TSRF7	00 _H	8	FFE6 3205 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F7	TSCRF7	00 _H	8	FFE6 3206 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F7	TIERF7	00 _H	8	FFE6 3207 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA07	NCNTFA7	0000 _H	16	FFE6 3208 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA07	NCRFA7	0000 _H	16	FFE6 320A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF7	ECNTAF7	0000 0000 _H	32	FFE6 3210 _H	1 (1H)	32
ATU4F	Backup Register AF7	BGRAF7	FFFF FFFF _H	32	FFE6 3214 _H	1 (1H)	32
ATU4F	General Register AF7	GRAF7	FFFF FFFF _H	32	FFE6 3214 _H	1 (1H)	32
ATU4F	Event Counter F7	ECNTBF7	0000 _H	16	FFE6 3218 _H	1 (1H)	16
ATU4F	General Register BF7	GRBF7	FFFF _H	16	FFE6 321C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF7	ECNTCF7	0000 0000 _H	32	FFE6 3220 _H	1 (1H)	32
ATU4F	Backup Register CF7	BGRCF7	FFFF FFFF _H	32	FFE6 3224 _H	1 (1H)	32
ATU4F	General Register CF7	GRCF7	FFFF FFFF _H	32	FFE6 3224 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4F	General Register DF7	GRDF7	FFFF FFFF _H	32	FFE6 3228 _H	1 (1H)	32
ATU4F	Backup Register DF7	BGRDF7	FFFF FFFF _H	32	FFE6 3228 _H	1 (1H)	32
ATU4F	Capture Output Register F7	CDRF7	0000 FFFF _H	32	FFE6 322C _H	1 (1H)	32
ATU4F	Timer Control Register 1F8	TCR1F8	00 _H	8	FFE6 3240 _H	1 (1H)	8
ATU4F	Timer Control Register 2F8	TCR2F8	00 _H	8	FFE6 3242 _H	1 (1H)	8
ATU4F	Backup Control Register F8	BKCRF8	00 _H	8	FFE6 3244 _H	1 (1H)	8
ATU4F	Timer Status Register F8	TSRF8	00 _H	8	FFE6 3245 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F8	TSCRF8	00 _H	8	FFE6 3246 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F8	TIERF8	00 _H	8	FFE6 3247 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA08	NCNTFA8	0000 _H	16	FFE6 3248 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA08	NCRFA8	0000 _H	16	FFE6 324A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF8	ECNTAF8	0000 0000 _H	32	FFE6 3250 _H	1 (1H)	32
ATU4F	Backup Register AF8	BGRAF8	FFFF FFFF _H	32	FFE6 3254 _H	1 (1H)	32
ATU4F	General Register AF8	GRAF8	FFFF FFFF _H	32	FFE6 3254 _H	1 (1H)	32
ATU4F	Event Counter F8	ECNTBF8	0000 _H	16	FFE6 3258 _H	1 (1H)	16
ATU4F	General Register BF8	GRBF8	FFFF _H	16	FFE6 325C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF8	ECNTCF8	0000 0000 _H	32	FFE6 3260 _H	1 (1H)	32
ATU4F	Backup Register CF8	BGRCF8	FFFF FFFF _H	32	FFE6 3264 _H	1 (1H)	32
ATU4F	General Register CF8	GRCF8	FFFF FFFF _H	32	FFE6 3264 _H	1 (1H)	32
ATU4F	General Register DF8	GRDF8	FFFF FFFF _H	32	FFE6 3268 _H	1 (1H)	32
ATU4F	Backup Register DF8	BGRDF8	FFFF FFFF _H	32	FFE6 3268 _H	1 (1H)	32
ATU4F	Capture Output Register F8	CDRF8	0000 FFFF _H	32	FFE6 326C _H	1 (1H)	32
ATU4F	Timer Control Register 1F9	TCR1F9	00 _H	8	FFE6 3280 _H	1 (1H)	8
ATU4F	Timer Control Register 2F9	TCR2F9	00 _H	8	FFE6 3282 _H	1 (1H)	8
ATU4F	Backup Control Register F9	BKCRF9	00 _H	8	FFE6 3284 _H	1 (1H)	8
ATU4F	Timer Status Register F9	TSRF9	00 _H	8	FFE6 3285 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F9	TSCRF9	00 _H	8	FFE6 3286 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F9	TIERF9	00 _H	8	FFE6 3287 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA09	NCNTFA9	0000 _H	16	FFE6 3288 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA09	NCRFA9	0000 _H	16	FFE6 328A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF9	ECNTAF9	0000 0000 _H	32	FFE6 3290 _H	1 (1H)	32
ATU4F	Backup Register AF9	BGRAF9	FFFF FFFF _H	32	FFE6 3294 _H	1 (1H)	32
ATU4F	General Register AF9	GRAF9	FFFF FFFF _H	32	FFE6 3294 _H	1 (1H)	32
ATU4F	Event Counter F9	ECNTBF9	0000 _H	16	FFE6 3298 _H	1 (1H)	16
ATU4F	General Register BF9	GRBF9	FFFF _H	16	FFE6 329C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF9	ECNTCF9	0000 0000 _H	32	FFE6 32A0 _H	1 (1H)	32
ATU4F	Backup Register CF9	BGRCF9	FFFF FFFF _H	32	FFE6 32A4 _H	1 (1H)	32
ATU4F	General Register CF9	GRCF9	FFFF FFFF _H	32	FFE6 32A4 _H	1 (1H)	32
ATU4F	General Register DF9	GRDF9	FFFF FFFF _H	32	FFE6 32A8 _H	1 (1H)	32
ATU4F	Backup Register DF9	BGRDF9	FFFF FFFF _H	32	FFE6 32A8 _H	1 (1H)	32
ATU4F	Capture Output Register F9	CDRF9	0000 FFFF _H	32	FFE6 32AC _H	1 (1H)	32
ATU4F	Timer Control Register 1F10	TCR1F10	00 _H	8	FFE6 32C0 _H	1 (1H)	8
ATU4F	Timer Control Register 2F10	TCR2F10	00 _H	8	FFE6 32C2 _H	1 (1H)	8
ATU4F	Backup Control Register F10	BKCRF10	00 _H	8	FFE6 32C4 _H	1 (1H)	8
ATU4F	Timer Status Register F10	TSRF10	00 _H	8	FFE6 32C5 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F10	TSCRF10	00 _H	8	FFE6 32C6 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F10	TIERF10	00 _H	8	FFE6 32C7 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4F	Noise Canceler Counter FA10	NCNTFA10	0000 _H	16	FFE6 32C8 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA10	NCRFA10	0000 _H	16	FFE6 32CA _H	1 (1H)	16
ATU4F	Time Measurement Counter AF10	ECNTAF10	0000 0000 _H	32	FFE6 32D0 _H	1 (1H)	32
ATU4F	Backup Register AF10	BGRAF10	FFFF FFFF _H	32	FFE6 32D4 _H	1 (1H)	32
ATU4F	General Register AF10	GRAF10	FFFF FFFF _H	32	FFE6 32D4 _H	1 (1H)	32
ATU4F	Event Counter F10	ECNTBF10	0000 _H	16	FFE6 32D8 _H	1 (1H)	16
ATU4F	General Register BF10	GRBF10	FFFF _H	16	FFE6 32DC _H	1 (1H)	16
ATU4F	Time Measurement Counter CF10	ECNTCF10	0000 0000 _H	32	FFE6 32E0 _H	1 (1H)	32
ATU4F	Backup Register CF10	BGRCF10	FFFF FFFF _H	32	FFE6 32E4 _H	1 (1H)	32
ATU4F	General Register CF10	GRCF10	FFFF FFFF _H	32	FFE6 32E4 _H	1 (1H)	32
ATU4F	General Register DF10	GRDF10	FFFF FFFF _H	32	FFE6 32E8 _H	1 (1H)	32
ATU4F	Backup Register DF10	BGRDF10	FFFF FFFF _H	32	FFE6 32E8 _H	1 (1H)	32
ATU4F	Capture Output Register F10	CDRF10	0000 FFFF _H	32	FFE6 32EC _H	1 (1H)	32
ATU4F	Timer Control Register 1F11	TCR1F11	00 _H	8	FFE6 3300 _H	1 (1H)	8
ATU4F	Timer Control Register 2F11	TCR2F11	00 _H	8	FFE6 3302 _H	1 (1H)	8
ATU4F	Backup Control Register F11	BKCRF11	00 _H	8	FFE6 3304 _H	1 (1H)	8
ATU4F	Timer Status Register F11	TSRF11	00 _H	8	FFE6 3305 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F11	TSCRF11	00 _H	8	FFE6 3306 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F11	TIERF11	00 _H	8	FFE6 3307 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA11	NCNTFA11	0000 _H	16	FFE6 3308 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA11	NCRFA11	0000 _H	16	FFE6 330A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF11	ECNTAF11	0000 0000 _H	32	FFE6 3310 _H	1 (1H)	32
ATU4F	Backup Register AF11	BGRAF11	FFFF FFFF _H	32	FFE6 3314 _H	1 (1H)	32
ATU4F	General Register AF11	GRAF11	FFFF FFFF _H	32	FFE6 3314 _H	1 (1H)	32
ATU4F	Event Counter F11	ECNTBF11	0000 _H	16	FFE6 3318 _H	1 (1H)	16
ATU4F	General Register BF11	GRBF11	FFFF _H	16	FFE6 331C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF11	ECNTCF11	0000 0000 _H	32	FFE6 3320 _H	1 (1H)	32
ATU4F	Backup Register CF11	BGRCF11	FFFF FFFF _H	32	FFE6 3324 _H	1 (1H)	32
ATU4F	General Register CF11	GRCF11	FFFF FFFF _H	32	FFE6 3324 _H	1 (1H)	32
ATU4F	General Register DF11	GRDF11	FFFF FFFF _H	32	FFE6 3328 _H	1 (1H)	32
ATU4F	Backup Register DF11	BGRDF11	FFFF FFFF _H	32	FFE6 3328 _H	1 (1H)	32
ATU4F	Capture Output Register F11	CDRF11	0000 FFFF _H	32	FFE6 332C _H	1 (1H)	32
ATU4F	Timer Control Register 1F12	TCR1F12	00 _H	8	FFE6 3340 _H	1 (1H)	8
ATU4F	Timer Control Register 2F12	TCR2F12	00 _H	8	FFE6 3342 _H	1 (1H)	8
ATU4F	Backup Control Register F12	BKCRF12	00 _H	8	FFE6 3344 _H	1 (1H)	8
ATU4F	Timer Status Register F12	TSRF12	00 _H	8	FFE6 3345 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F12	TSCRF12	00 _H	8	FFE6 3346 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F12	TIERF12	00 _H	8	FFE6 3347 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA12	NCNTFA12	0000 _H	16	FFE6 3348 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA12	NCRFA12	0000 _H	16	FFE6 334A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF12	ECNTAF12	0000 0000 _H	32	FFE6 3350 _H	1 (1H)	32
ATU4F	Backup Register AF12	BGRAF12	FFFF FFFF _H	32	FFE6 3354 _H	1 (1H)	32
ATU4F	General Register AF12	GRAF12	FFFF FFFF _H	32	FFE6 3354 _H	1 (1H)	32
ATU4F	Event Counter F12	ECNTBF12	0000 _H	16	FFE6 3358 _H	1 (1H)	16
ATU4F	General Register BF12	GRBF12	FFFF _H	16	FFE6 335C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF12	ECNTCF12	0000 0000 _H	32	FFE6 3360 _H	1 (1H)	32
ATU4F	Backup Register CF12	BGRCF12	FFFF FFFF _H	32	FFE6 3364 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4F	General Register CF12	GRCF12	FFFF FFFF _H	32	FFE6 3364 _H	1 (1H)	32
ATU4F	General Register DF12	GRDF12	FFFF FFFF _H	32	FFE6 3368 _H	1 (1H)	32
ATU4F	Backup Register DF12	BGRDF12	FFFF FFFF _H	32	FFE6 3368 _H	1 (1H)	32
ATU4F	Capture Output Register F12	CDRF12	0000 FFFF _H	32	FFE6 336C _H	1 (1H)	32
ATU4F	Timer Control Register 1F13	TCR1F13	00 _H	8	FFE6 3380 _H	1 (1H)	8
ATU4F	Timer Control Register 2F13	TCR2F13	00 _H	8	FFE6 3382 _H	1 (1H)	8
ATU4F	Backup Control Register F13	BKCRF13	00 _H	8	FFE6 3384 _H	1 (1H)	8
ATU4F	Timer Status Register F13	TSRF13	00 _H	8	FFE6 3385 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F13	TSCRF13	00 _H	8	FFE6 3386 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F13	TIERF13	00 _H	8	FFE6 3387 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA13	NCNTFA13	0000 _H	16	FFE6 3388 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA13	NCRFA13	0000 _H	16	FFE6 338A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF13	ECNTAF13	0000 0000 _H	32	FFE6 3390 _H	1 (1H)	32
ATU4F	Backup Register AF13	BGRAF13	FFFF FFFF _H	32	FFE6 3394 _H	1 (1H)	32
ATU4F	General Register AF13	GRAF13	FFFF FFFF _H	32	FFE6 3394 _H	1 (1H)	32
ATU4F	Event Counter F13	ECNTBF13	0000 _H	16	FFE6 3398 _H	1 (1H)	16
ATU4F	General Register BF13	GRBF13	FFFF _H	16	FFE6 339C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF13	ECNTCF13	0000 0000 _H	32	FFE6 33A0 _H	1 (1H)	32
ATU4F	Backup Register CF13	BGRCF13	FFFF FFFF _H	32	FFE6 33A4 _H	1 (1H)	32
ATU4F	General Register CF13	GRCF13	FFFF FFFF _H	32	FFE6 33A4 _H	1 (1H)	32
ATU4F	General Register DF13	GRDF13	FFFF FFFF _H	32	FFE6 33A8 _H	1 (1H)	32
ATU4F	Backup Register DF13	BGRDF13	FFFF FFFF _H	32	FFE6 33A8 _H	1 (1H)	32
ATU4F	Capture Output Register F13	CDRF13	0000 FFFF _H	32	FFE6 33AC _H	1 (1H)	32
ATU4F	Timer Control Register 1F14	TCR1F14	00 _H	8	FFE6 33C0 _H	1 (1H)	8
ATU4F	Timer Control Register 2F14	TCR2F14	00 _H	8	FFE6 33C2 _H	1 (1H)	8
ATU4F	Backup Control Register F14	BKCRF14	00 _H	8	FFE6 33C4 _H	1 (1H)	8
ATU4F	Timer Status Register F14	TSRF14	00 _H	8	FFE6 33C5 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F14	TSCRF14	00 _H	8	FFE6 33C6 _H	1 (1H)	8
ATU4F	Timer Interrupt Enable Register F14	TIERF14	00 _H	8	FFE6 33C7 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA14	NCNTFA14	0000 _H	16	FFE6 33C8 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA14	NCRFA14	0000 _H	16	FFE6 33CA _H	1 (1H)	16
ATU4F	Time Measurement Counter AF14	ECNTAF14	0000 0000 _H	32	FFE6 33D0 _H	1 (1H)	32
ATU4F	Backup Register AF14	BGRAF14	FFFF FFFF _H	32	FFE6 33D4 _H	1 (1H)	32
ATU4F	General Register AF14	GRAF14	FFFF FFFF _H	32	FFE6 33D4 _H	1 (1H)	32
ATU4F	Event Counter F14	ECNTBF14	0000 _H	16	FFE6 33D8 _H	1 (1H)	16
ATU4F	General Register BF14	GRBF14	FFFF _H	16	FFE6 33DC _H	1 (1H)	16
ATU4F	Time Measurement Counter CF14	ECNTCF14	0000 0000 _H	32	FFE6 33E0 _H	1 (1H)	32
ATU4F	Backup Register CF14	BGRCF14	FFFF FFFF _H	32	FFE6 33E4 _H	1 (1H)	32
ATU4F	General Register CF14	GRCF14	FFFF FFFF _H	32	FFE6 33E4 _H	1 (1H)	32
ATU4F	General Register DF14	GRDF14	FFFF FFFF _H	32	FFE6 33E8 _H	1 (1H)	32
ATU4F	Backup Register DF14	BGRDF14	FFFF FFFF _H	32	FFE6 33E8 _H	1 (1H)	32
ATU4F	Capture Output Register F14	CDRF14	0000 FFFF _H	32	FFE6 33EC _H	1 (1H)	32
ATU4F	Timer Control Register 1F15	TCR1F15	00 _H	8	FFE6 3400 _H	1 (1H)	8
ATU4F	Timer Control Register 2F15	TCR2F15	00 _H	8	FFE6 3402 _H	1 (1H)	8
ATU4F	Backup Control Register F15	BKCRF15	00 _H	8	FFE6 3404 _H	1 (1H)	8
ATU4F	Timer Status Register F15	TSRF15	00 _H	8	FFE6 3405 _H	1 (1H)	8
ATU4F	Timer Status Clear Register F15	TSCRF15	00 _H	8	FFE6 3406 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4F	Timer Interrupt Enable Register F15	TIERF15	00 _H	8	FFE6 3407 _H	1 (1H)	8
ATU4F	Noise Canceler Counter FA15	NCNTFA15	0000 _H	16	FFE6 3408 _H	1 (1H)	16
ATU4F	Noise Canceler Register FA15	NCRFA15	0000 _H	16	FFE6 340A _H	1 (1H)	16
ATU4F	Time Measurement Counter AF15	ECNTAF15	0000 0000 _H	32	FFE6 3410 _H	1 (1H)	32
ATU4F	Backup Register AF15	BGRAF15	FFFF FFFF _H	32	FFE6 3414 _H	1 (1H)	32
ATU4F	General Register AF15	GRAF15	FFFF FFFF _H	32	FFE6 3414 _H	1 (1H)	32
ATU4F	Event Counter F15	ECNTBF15	0000 _H	16	FFE6 3418 _H	1 (1H)	16
ATU4F	General Register BF15	GRBF15	FFFF _H	16	FFE6 341C _H	1 (1H)	16
ATU4F	Time Measurement Counter CF15	ECNTCF15	0000 0000 _H	32	FFE6 3420 _H	1 (1H)	32
ATU4F	Backup Register CF15	BGRCF15	FFFF FFFF _H	32	FFE6 3424 _H	1 (1H)	32
ATU4F	General Register CF15	GRCF15	FFFF FFFF _H	32	FFE6 3424 _H	1 (1H)	32
ATU4F	General Register DF15	GRDF15	FFFF FFFF _H	32	FFE6 3428 _H	1 (1H)	32
ATU4F	Backup Register DF15	BGRDF15	FFFF FFFF _H	32	FFE6 3428 _H	1 (1H)	32
ATU4F	Capture Output Register F15	CDRF15	0000 FFFF _H	32	FFE6 342C _H	1 (1H)	32
ATU4G	Timer Start Register G	TSTRG	0000 _H	16	FFE6 3900 _H	1 (1H)	8, 16
ATU4G	Timer Control Register G0	TCRG0	00 _H	8	FFE6 3910 _H	1 (1H)	8
ATU4G	Timer Status Register G0	TSRG0	00 _H	8	FFE6 3912 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G0	TSCRG0	00 _H	8	FFE6 3913 _H	1 (1H)	8
ATU4G	Timer Counter G0	TCNTG0	0000 0000 _H	32	FFE6 3914 _H	1 (1H)	32
ATU4G	Compare Match Register G0	OCRG0	FFFF FFFF _H	32	FFE6 3918 _H	1 (1H)	32
ATU4G	Timer Control Register G1	TCRG1	00 _H	8	FFE6 3920 _H	1 (1H)	8
ATU4G	Timer Status Register G1	TSRG1	00 _H	8	FFE6 3922 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G1	TSCRG1	00 _H	8	FFE6 3923 _H	1 (1H)	8
ATU4G	Timer Counter G1	TCNTG1	0000 0000 _H	32	FFE6 3924 _H	1 (1H)	32
ATU4G	Compare Match Register G1	OCRG1	FFFF FFFF _H	32	FFE6 3928 _H	1 (1H)	32
ATU4G	Timer Control Register G2	TCRG2	00 _H	8	FFE6 3930 _H	1 (1H)	8
ATU4G	Timer Status Register G2	TSRG2	00 _H	8	FFE6 3932 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G2	TSCRG2	00 _H	8	FFE6 3933 _H	1 (1H)	8
ATU4G	Timer Counter G2	TCNTG2	0000 0000 _H	32	FFE6 3934 _H	1 (1H)	32
ATU4G	Compare Match Register G2	OCRG2	FFFF FFFF _H	32	FFE6 3938 _H	1 (1H)	32
ATU4G	Timer Control Register G3	TCRG3	00 _H	8	FFE6 3940 _H	1 (1H)	8
ATU4G	Timer Status Register G3	TSRG3	00 _H	8	FFE6 3942 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G3	TSCRG3	00 _H	8	FFE6 3943 _H	1 (1H)	8
ATU4G	Timer Counter G3	TCNTG3	0000 0000 _H	32	FFE6 3944 _H	1 (1H)	32
ATU4G	Compare Match Register G3	OCRG3	FFFF FFFF _H	32	FFE6 3948 _H	1 (1H)	32
ATU4G	Timer Control Register G4	TCRG4	00 _H	8	FFE6 3950 _H	1 (1H)	8
ATU4G	Timer Status Register G4	TSRG4	00 _H	8	FFE6 3952 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G4	TSCRG4	00 _H	8	FFE6 3953 _H	1 (1H)	8
ATU4G	Timer Counter G4	TCNTG4	0000 0000 _H	32	FFE6 3954 _H	1 (1H)	32
ATU4G	Compare Match Register G4	OCRG4	FFFF FFFF _H	32	FFE6 3958 _H	1 (1H)	32
ATU4G	Timer Control Register G5	TCRG5	00 _H	8	FFE6 3960 _H	1 (1H)	8
ATU4G	Timer Status Register G5	TSRG5	00 _H	8	FFE6 3962 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G5	TSCRG5	00 _H	8	FFE6 3963 _H	1 (1H)	8
ATU4G	Timer Counter G5	TCNTG5	0000 0000 _H	32	FFE6 3964 _H	1 (1H)	32
ATU4G	Compare Match Register G5	OCRG5	FFFF FFFF _H	32	FFE6 3968 _H	1 (1H)	32
ATU4G	Timer Control Register G6	TCRG6	00 _H	8	FFE6 3970 _H	1 (1H)	8
ATU4G	Timer Status Register G6	TSRG6	00 _H	8	FFE6 3972 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4G	Timer Status Clear Register G6	TSCR6	00 _H	8	FFE6 3973 _H	1 (1H)	8
ATU4G	Timer Counter G6	TCNTG6	0000 0000 _H	32	FFE6 3974 _H	1 (1H)	32
ATU4G	Compare Match Register G6	OCRG6	FFFF FFFF _H	32	FFE6 3978 _H	1 (1H)	32
ATU4G	Timer Control Register G7	TCRG7	00 _H	8	FFE6 3980 _H	1 (1H)	8
ATU4G	Timer Status Register G7	TSRG7	00 _H	8	FFE6 3982 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G7	TSCR7	00 _H	8	FFE6 3983 _H	1 (1H)	8
ATU4G	Timer Counter G7	TCNTG7	0000 0000 _H	32	FFE6 3984 _H	1 (1H)	32
ATU4G	Compare Match Register G7	OCRG7	FFFF FFFF _H	32	FFE6 3988 _H	1 (1H)	32
ATU4G	Timer Control Register G8	TCRG8	00 _H	8	FFE6 3990 _H	1 (1H)	8
ATU4G	Timer Status Register G8	TSRG8	00 _H	8	FFE6 3992 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G8	TSCR8	00 _H	8	FFE6 3993 _H	1 (1H)	8
ATU4G	Timer Counter G8	TCNTG8	0000 0000 _H	32	FFE6 3994 _H	1 (1H)	32
ATU4G	Compare Match Register G8	OCRG8	FFFF FFFF _H	32	FFE6 3998 _H	1 (1H)	32
ATU4G	Timer Control Register G9	TCRG9	00 _H	8	FFE6 39A0 _H	1 (1H)	8
ATU4G	Timer Status Register G9	TSRG9	00 _H	8	FFE6 39A2 _H	1 (1H)	8
ATU4G	Timer Status Clear Register G9	TSCR9	00 _H	8	FFE6 39A3 _H	1 (1H)	8
ATU4G	Timer Counter G9	TCNTG9	0000 0000 _H	32	FFE6 39A4 _H	1 (1H)	32
ATU4G	Compare Match Register G9	OCRG9	FFFF FFFF _H	32	FFE6 39A8 _H	1 (1H)	32
ATU4J	Timer Start Register J	TSTRJ	00 _H	8	FFE6 3C00 _H	1 (1H)	8
ATU4J	Timer Control Register J0	TCRJ0	00 _H	8	FFE6 3C20 _H	1 (1H)	8
ATU4J	FIFO Control Register J0	FCRJ0	00 _H	8	FFE6 3C21 _H	1 (1H)	8
ATU4J	Timer Status Register J0	TSRJ0	00 _H	8	FFE6 3C22 _H	1 (1H)	8
ATU4J	Timer Status Clear Register J0	TSCRJ0	00 _H	8	FFE6 3C23 _H	1 (1H)	8
ATU4J	Timer Counter J0	TCNTJ0	0000 0000 _H	32	FFE6 3C24 _H	1 (1H)	32
ATU4J	Compare Match Register J0	OCRJ0	FFFF FFFF _H	32	FFE6 3C28 _H	1 (1H)	32
ATU4J	FIFO Register J0	FIFOJ0	0000 0000 _H	32	FFE6 3C2C _H	1 (1H)	32
ATU4J	FIFO Data Count Register J0	FDNRJ0	00 _H	8	FFE6 3C30 _H	1 (1H)	8
ATU4J	Noise Canceler Counter J0	NCNTJ0	0000 _H	16	FFE6 3C34 _H	1 (1H)	16
ATU4J	Noise Canceler Register J0	NCRJ0	0000 _H	16	FFE6 3C36 _H	1 (1H)	16
ATU4J	Timer Control Register J1	TCRJ1	00 _H	8	FFE6 3C40 _H	1 (1H)	8
ATU4J	FIFO Control Register J1	FCRJ1	00 _H	8	FFE6 3C41 _H	1 (1H)	8
ATU4J	Timer Status Register J1	TSRJ1	00 _H	8	FFE6 3C42 _H	1 (1H)	8
ATU4J	Timer Status Clear Register J1	TSCRJ1	00 _H	8	FFE6 3C43 _H	1 (1H)	8
ATU4J	Timer Counter J1	TCNTJ1	0000 0000 _H	32	FFE6 3C44 _H	1 (1H)	32
ATU4J	Compare Match Register J1	OCRJ1	FFFF FFFF _H	32	FFE6 3C48 _H	1 (1H)	32
ATU4J	FIFO Register J1	FIFOJ1	0000 0000 _H	32	FFE6 3C4C _H	1 (1H)	32
ATU4J	FIFO Data Count Register J1	FDNRJ1	00 _H	8	FFE6 3C50 _H	1 (1H)	8
ATU4J	Noise Canceler Counter J1	NCNTJ1	0000 _H	16	FFE6 3C54 _H	1 (1H)	16
ATU4J	Noise Canceler Register J1	NCRJ1	0000 _H	16	FFE6 3C56 _H	1 (1H)	16
ATU4J	Timer Control Register J2	TCRJ2	00 _H	8	FFE6 3C60 _H	1 (1H)	8
ATU4J	FIFO Control Register J2	FCRJ2	00 _H	8	FFE6 3C61 _H	1 (1H)	8
ATU4J	Timer Status Register J2	TSRJ2	00 _H	8	FFE6 3C62 _H	1 (1H)	8
ATU4J	Timer Status Clear Register J2	TSCRJ2	00 _H	8	FFE6 3C63 _H	1 (1H)	8
ATU4J	Timer Counter J2	TCNTJ2	0000 0000 _H	32	FFE6 3C64 _H	1 (1H)	32
ATU4J	Compare Match Register J2	OCRJ2	FFFF FFFF _H	32	FFE6 3C68 _H	1 (1H)	32
ATU4J	FIFO Register J2	FIFOJ2	0000 0000 _H	32	FFE6 3C6C _H	1 (1H)	32
ATU4J	FIFO Data Count Register J2	FDNRJ2	00 _H	8	FFE6 3C70 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ATU4J	Noise Canceler Counter J2	NCNTJ2	0000 _H	16	FFE6 3C74 _H	1 (1H)	16
ATU4J	Noise Canceler Register J2	NCRJ2	0000 _H	16	FFE6 3C76 _H	1 (1H)	16
ATU4J	Timer Control Register J3	TCRJ3	00 _H	8	FFE6 3C80 _H	1 (1H)	8
ATU4J	FIFO Control Register J3	FCRJ3	00 _H	8	FFE6 3C81 _H	1 (1H)	8
ATU4J	Timer Status Register J3	TSRJ3	00 _H	8	FFE6 3C82 _H	1 (1H)	8
ATU4J	Timer Status Clear Register J3	TSCRJ3	00 _H	8	FFE6 3C83 _H	1 (1H)	8
ATU4J	Timer Counter J3	TCNTJ3	0000 0000 _H	32	FFE6 3C84 _H	1 (1H)	32
ATU4J	Compare Match Register J3	OCRJ3	FFFF FFFF _H	32	FFE6 3C88 _H	1 (1H)	32
ATU4J	FIFO Register J3	FIFOJ3	0000 0000 _H	32	FFE6 3C8C _H	1 (1H)	32
ATU4J	FIFO Data Count Register J3	FDNRJ3	00 _H	8	FFE6 3C90 _H	1 (1H)	8
ATU4J	Noise Canceler Counter J3	NCNTJ3	0000 _H	16	FFE6 3C94 _H	1 (1H)	16
ATU4J	Noise Canceler Register J3	NCRJ3	0000 _H	16	FFE6 3C96 _H	1 (1H)	16
ATU4J	Timer Control Register J4	TCRJ4	00 _H	8	FFE6 3CA0 _H	1 (1H)	8
ATU4J	FIFO Control Register J4	FCRJ4	00 _H	8	FFE6 3CA1 _H	1 (1H)	8
ATU4J	Timer Status Register J4	TSRJ4	00 _H	8	FFE6 3CA2 _H	1 (1H)	8
ATU4J	Timer Status Clear Register J4	TSCRJ4	00 _H	8	FFE6 3CA3 _H	1 (1H)	8
ATU4J	Timer Counter J4	TCNTJ4	0000 0000 _H	32	FFE6 3CA4 _H	1 (1H)	32
ATU4J	Compare Match Register J4	OCRJ4	FFFF FFFF _H	32	FFE6 3CA8 _H	1 (1H)	32
ATU4J	FIFO Register J4	FIFOJ4	0000 0000 _H	32	FFE6 3CAC _H	1 (1H)	32
ATU4J	FIFO Data Count Register J4	FDNRJ4	00 _H	8	FFE6 3CB0 _H	1 (1H)	8
ATU4J	Noise Canceler Counter J4	NCNTJ4	0000 _H	16	FFE6 3CB4 _H	1 (1H)	16
ATU4J	Noise Canceler Register J4	NCRJ4	0000 _H	16	FFE6 3CB6 _H	1 (1H)	16
ATU4J	Timer Control Register J5	TCRJ5	00 _H	8	FFE6 3CC0 _H	1 (1H)	8
ATU4J	FIFO Control Register J5	FCRJ5	00 _H	8	FFE6 3CC1 _H	1 (1H)	8
ATU4J	Timer Status Register J5	TSRJ5	00 _H	8	FFE6 3CC2 _H	1 (1H)	8
ATU4J	Timer Status Clear Register J5	TSCRJ5	00 _H	8	FFE6 3CC3 _H	1 (1H)	8
ATU4J	Timer Counter J5	TCNTJ5	0000 0000 _H	32	FFE6 3CC4 _H	1 (1H)	32
ATU4J	Compare Match Register J5	OCRJ5	FFFF FFFF _H	32	FFE6 3CC8 _H	1 (1H)	32
ATU4J	FIFO Register J5	FIFOJ5	0000 0000 _H	32	FFE6 3CCC _H	1 (1H)	32
ATU4J	FIFO Data Count Register J5	FDNRJ5	00 _H	8	FFE6 3CD0 _H	1 (1H)	8
ATU4J	Noise Canceler Counter J5	NCNTJ5	0000 _H	16	FFE6 3CD4 _H	1 (1H)	16
ATU4J	Noise Canceler Register J5	NCRJ5	0000 _H	16	FFE6 3CD6 _H	1 (1H)	16
TSG20	TSG20 I/O Control Register 2	TSG20IOC2	0000 _H	16	FFE7 0000 _H	1 (1H)	16
TSG20	TSG20 Control Register 3	TSG20CTL3	00 _H	8	FFE7 0004 _H	1 (1H)	8
TSG20	TSG20 Control Register 5	TSG20CTL5	0000 _H	16	FFE7 0008 _H	1 (1H)	16
TSG20	TSG20 Control Register 6	TSG20CTL6	0000 _H	16	FFE7 000C _H	1 (1H)	16
TSG20	TSG20 Status Register 0	TSG20STR0	00 _H	8	FFE7 0010 _H	1 (1H)	8
TSG20	TSG20 Status Register 1	TSG20STR1	00 _H	8	FFE7 0014 _H	1 (1H)	8
TSG20	TSG20 Status Register 2	TSG20STR2	0000 _H	16	FFE7 0018 _H	1 (1H)	16
TSG20	TSG20 Status Clear Trigger Register	TSG20STC	0000 _H	16	FFE7 001C _H	1 (1H)	16
TSG20	TSG20 Option Register 0	TSG20OPT0	00 _H	8	FFE7 0020 _H	1 (1H)	8
TSG20	TSG20 Option Register 1	TSG20OPT1	00 _H	8	FFE7 0024 _H	1 (1H)	8
TSG20	TSG20 Counter Register	TSG20CNT	0000 _H	16	FFE7 0028 _H	1 (1H)	16
TSG20	TSG20 Sub-Counter Register	TSG20SBC	0000 _H	16	FFE7 002C _H	1 (1H)	16
TSG20	TSG20 Trigger Register 0	TSG20TRG0	00 _H	8	FFE7 0030 _H	1 (1H)	8
TSG20	TSG20 Trigger Register 1	TSG20TRG1	00 _H	8	FFE7 0034 _H	1 (1H)	8
TSG20	TSG20 Compare Registers 1 and 2	TSG20CMP1W	0000 0000 _H	32	FFE7 0040 _H	1 (1H)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
TSG20	TSG20 Compare Registers 5 and 6	TSG20CMP5W	0000 0000 _H	32	FFE7 0044 _H	1 (1H)	32
TSG20	TSG20 Compare Registers 9 and 10	TSG20CMP9W	0000 0000 _H	32	FFE7 0048 _H	1 (1H)	32
TSG20	TSG20 Compare Registers 3 and 4	TSG20CMP3W	0000 0000 _H	32	FFE7 004C _H	1 (1H)	32
TSG20	TSG20 Compare Registers 7 and 8	TSG20CMP7W	0000 0000 _H	32	FFE7 0050 _H	1 (1H)	32
TSG20	TSG20 Compare Registers 11 and 12	TSG20CMP11W	0000 0000 _H	32	FFE7 0054 _H	1 (1H)	32
TSG20	TSG20 Compare Register 0	TSG20CMP0	0000 0000 _H	32	FFE7 0058 _H	1 (1H)	32
TSG20	TSG20 Diagnostic Output Compare Registers 0 and 1	TSG20DCMP0W	0000 0000 _H	32	FFE7 005C _H	1 (1H)	32
TSG20	TSG20 Diagnostic Output Compare Register 2	TSG20DCMP2	0000 0000 _H	32	FFE7 0060 _H	1 (1H)	32
TSG20	TSG20 Compare Register 0	TSG20PAT0W	0000 0000 _H	32	FFE7 0064 _H	1 (1H)	32
TSG20	TSG20 Pattern Register 1	TSG20PAT1W	0000 0000 _H	32	FFE7 0068 _H	1 (1H)	32
TSG20	TSG20 Dead Time Compare Register 0	TSG20DTC0W	0000 0000 _H	32	FFE7 006C _H	1 (1H)	32
TSG20	TSG20 Dead Time Compare Register 1	TSG20DTC1W	0000 0000 _H	32	FFE7 0070 _H	1 (1H)	32
TSG20	TSG20 I/O Control Register 3	TSG20IOC3	0000 0000 _H	32	FFE7 0074 _H	1 (1H)	32
TSG20	TSG20 Control Register 4	TSG20CTL4	0000 0000 _H	32	FFE7 007C _H	1 (1H)	32
TSG20	TSG20 Compare Register 1	TSG20CMP1	0000 _H	16	FFE7 0080 _H	1 (1H)	16
TSG20	TSG20 Compare Register 2	TSG20CMP2	0000 _H	16	FFE7 0084 _H	1 (1H)	16
TSG20	TSG20 Compare Register 5	TSG20CMP5	0000 _H	16	FFE7 0088 _H	1 (1H)	16
TSG20	TSG20 Compare Register 6	TSG20CMP6	0000 _H	16	FFE7 008C _H	1 (1H)	16
TSG20	TSG20 Compare Register 9	TSG20CMP9	0000 _H	16	FFE7 0090 _H	1 (1H)	16
TSG20	TSG20 Compare Register 10	TSG20CMP10	0000 _H	16	FFE7 0094 _H	1 (1H)	16
TSG20	TSG20 Compare Register 3	TSG20CMP3	0000 _H	16	FFE7 0098 _H	1 (1H)	16
TSG20	TSG20 Compare Register 4	TSG20CMP4	0000 _H	16	FFE7 009C _H	1 (1H)	16
TSG20	TSG20 Compare Register 7	TSG20CMP7	0000 _H	16	FFE7 00A0 _H	1 (1H)	16
TSG20	TSG20 Compare Register 8	TSG20CMP8	0000 _H	16	FFE7 00A4 _H	1 (1H)	16
TSG20	TSG20 Compare Register 11	TSG20CMP11	0000 _H	16	FFE7 00A8 _H	1 (1H)	16
TSG20	TSG20 Compare Register 12	TSG20CMP12	0000 _H	16	FFE7 00AC _H	1 (1H)	16
TSG20	TSG20 U Phase Compare Register	TSG20CMPU	0000 _H	16	FFE7 00B0 _H	1 (1H)	16
TSG20	TSG20 V Phase Compare Register	TSG20CMPV	0000 _H	16	FFE7 00B4 _H	1 (1H)	16
TSG20	TSG20 W Phase Compare Register	TSG20CMPW	0000 _H	16	FFE7 00B8 _H	1 (1H)	16
TSG20	TSG20 U Phase Period Register	TSG20UPW	0000 _H	16	FFE7 00BC _H	1 (1H)	16
TSG20	TSG20 V Phase Period Register	TSG20VPW	0000 _H	16	FFE7 00C0 _H	1 (1H)	16
TSG20	TSG20 W Phase Period Register	TSG20WPW	0000 _H	16	FFE7 00C4 _H	1 (1H)	16
TSG20	TSG20 I/O Control Register 0	TSG20IOC0	7E _H	8	FFE7 0200 _H	1 (1H)	8
TSG20	TSG20 I/O Control Register 1	TSG20IOC1	00 _H	8	FFE7 0204 _H	1 (1H)	8
TSG20	TSG20 Control Register 0	TSG20CTL0	00 _H	8	FFE7 0208 _H	1 (1H)	8
TSG20	TSG20 Control Register 1	TSG20CTL1	0000 _H	16	FFE7 020C _H	1 (1H)	16
TSG20	TSG20 Dead Time Protection Register	TSG20DTPR	0000 _H	16	FFE7 0210 _H	1 (1H)	16
TSG21	TSG21 I/O Control Register 2	TSG21IOC2	0000 _H	16	FFE7 1000 _H	1 (1H)	16
TSG21	TSG21 Control Register 3	TSG21CTL3	00 _H	8	FFE7 1004 _H	1 (1H)	8
TSG21	TSG21 Control Register 5	TSG21CTL5	0000 _H	16	FFE7 1008 _H	1 (1H)	16
TSG21	TSG21 Control Register 6	TSG21CTL6	0000 _H	16	FFE7 100C _H	1 (1H)	16
TSG21	TSG21 Status Register 0	TSG21STR0	00 _H	8	FFE7 1010 _H	1 (1H)	8
TSG21	TSG21 Status Register 1	TSG21STR1	00 _H	8	FFE7 1014 _H	1 (1H)	8
TSG21	TSG21 Status Register 2	TSG21STR2	0000 _H	16	FFE7 1018 _H	1 (1H)	16
TSG21	TSG21 Status Clear Trigger Register	TSG21STC	0000 _H	16	FFE7 101C _H	1 (1H)	16
TSG21	TSG21 Option Register 0	TSG21OPT0	00 _H	8	FFE7 1020 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
TSG21	TSG21 Option Register 1	TSG21OPT1	00 _H	8	FFE7 1024 _H	1 (1H)	8
TSG21	TSG21 Counter Register	TSG21CNT	0000 _H	16	FFE7 1028 _H	1 (1H)	16
TSG21	TSG21 Sub-Counter Register	TSG21SBC	0000 _H	16	FFE7 102C _H	1 (1H)	16
TSG21	TSG21 Trigger Register 0	TSG21TRG0	00 _H	8	FFE7 1030 _H	1 (1H)	8
TSG21	TSG21 Trigger Register 1	TSG21TRG1	00 _H	8	FFE7 1034 _H	1 (1H)	8
TSG21	TSG21 Compare Registers 1 and 2	TSG21CMP1W	0000 0000 _H	32	FFE7 1040 _H	1 (1H)	32
TSG21	TSG21 Compare Registers 5 and 6	TSG21CMP5W	0000 0000 _H	32	FFE7 1044 _H	1 (1H)	32
TSG21	TSG21 Compare Registers 9 and 10	TSG21CMP9W	0000 0000 _H	32	FFE7 1048 _H	1 (1H)	32
TSG21	TSG21 Compare Registers 3 and 4	TSG21CMP3W	0000 0000 _H	32	FFE7 104C _H	1 (1H)	32
TSG21	TSG21 Compare Registers 7 and 8	TSG21CMP7W	0000 0000 _H	32	FFE7 1050 _H	1 (1H)	32
TSG21	TSG21 Compare Registers 11 and 12	TSG21CMP11W	0000 0000 _H	32	FFE7 1054 _H	1 (1H)	32
TSG21	TSG21 Compare Register 0	TSG21CMP0	0000 0000 _H	32	FFE7 1058 _H	1 (1H)	32
TSG21	TSG21 Diagnostic Output Compare Registers 0 and 1	TSG21DCMP0W	0000 0000 _H	32	FFE7 105C _H	1 (1H)	32
TSG21	TSG21 Diagnostic Output Compare Register 2	TSG21DCMP2	0000 0000 _H	32	FFE7 1060 _H	1 (1H)	32
TSG21	TSG21 Pattern Register 0	TSG21PAT0W	0000 0000 _H	32	FFE7 1064 _H	1 (1H)	32
TSG21	TSG21 Pattern Register 1	TSG21PAT1W	0000 0000 _H	32	FFE7 1068 _H	1 (1H)	32
TSG21	TSG21 Dead Time Compare Register 0	TSG21DTC0W	0000 0000 _H	32	FFE7 106C _H	1 (1H)	32
TSG21	TSG21 Dead Time Compare Register 1	TSG21DTC1W	0000 0000 _H	32	FFE7 1070 _H	1 (1H)	32
TSG21	TSG21 I/O Control Register 3	TSG21IOC3	0000 0000 _H	32	FFE7 1074 _H	1 (1H)	32
TSG21	TSG21 Control Register 4	TSG21CTL4	0000 0000 _H	32	FFE7 107C _H	1 (1H)	32
TSG21	TSG21 Compare Register 1	TSG21CMP1	0000 _H	16	FFE7 1080 _H	1 (1H)	16
TSG21	TSG21 Compare Register 2	TSG21CMP2	0000 _H	16	FFE7 1084 _H	1 (1H)	16
TSG21	TSG21 Compare Register 5	TSG21CMP5	0000 _H	16	FFE7 1088 _H	1 (1H)	16
TSG21	TSG21 Compare Register 6	TSG21CMP6	0000 _H	16	FFE7 108C _H	1 (1H)	16
TSG21	TSG21 Compare Register 9	TSG21CMP9	0000 _H	16	FFE7 1090 _H	1 (1H)	16
TSG21	TSG21 Compare Register 10	TSG21CMP10	0000 _H	16	FFE7 1094 _H	1 (1H)	16
TSG21	TSG21 Compare Register 3	TSG21CMP3	0000 _H	16	FFE7 1098 _H	1 (1H)	16
TSG21	TSG21 Compare Register 4	TSG21CMP4	0000 _H	16	FFE7 109C _H	1 (1H)	16
TSG21	TSG21 Compare Register 7	TSG21CMP7	0000 _H	16	FFE7 10A0 _H	1 (1H)	16
TSG21	TSG21 Compare Register 8	TSG21CMP8	0000 _H	16	FFE7 10A4 _H	1 (1H)	16
TSG21	TSG21 Compare Register 11	TSG21CMP11	0000 _H	16	FFE7 10A8 _H	1 (1H)	16
TSG21	TSG21 Compare Register 12	TSG21CMP12	0000 _H	16	FFE7 10AC _H	1 (1H)	16
TSG21	TSG21 U Phase Compare Register	TSG21CMPU	0000 _H	16	FFE7 10B0 _H	1 (1H)	16
TSG21	TSG21 V Phase Compare Register	TSG21CMPV	0000 _H	16	FFE7 10B4 _H	1 (1H)	16
TSG21	TSG21 W Phase Compare Register	TSG21CMPW	0000 _H	16	FFE7 10B8 _H	1 (1H)	16
TSG21	TSG21 U Phase Period Register	TSG21UPW	0000 _H	16	FFE7 10BC _H	1 (1H)	16
TSG21	TSG21 V Phase Period Register	TSG21VPW	0000 _H	16	FFE7 10C0 _H	1 (1H)	16
TSG21	TSG21 W Phase Period Register	TSG21WPW	0000 _H	16	FFE7 10C4 _H	1 (1H)	16
TSG21	TSG21 I/O Control Register 0	TSG21IOC0	7E _H	8	FFE7 1200 _H	1 (1H)	8
TSG21	TSG21 I/O Control Register 1	TSG21IOC1	00 _H	8	FFE7 1204 _H	1 (1H)	8
TSG21	TSG21 Control Register 0	TSG21CTL0	00 _H	8	FFE7 1208 _H	1 (1H)	8
TSG21	TSG21 Control Register 1	TSG21CTL1	0000 _H	16	FFE7 120C _H	1 (1H)	16
TSG21	TSG21 Dead Time Protection Register	TSG21DTPR	0000 _H	16	FFE7 1210 _H	1 (1H)	16
TAPA2	TAPA2 Flag Register	TAPA2FLG	0000 _H	16	FFE9 2000 _H	1 (1H)	16
TAPA2	TAPA2 Asynchronous Control Write Enable Register	TAPA2ACWE	00 _H	8	FFE9 2004 _H	1 (1H)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
TAPA2	TAPA2 Asynchronous Control Start Trigger Register	TAPA2ACTS	00 _H	8	FFE9 2008 _H	1 (1H)	8
TAPA2	TAPA2 Asynchronous Control Stop Trigger Register	TAPA2ACTT	00 _H	8	FFE9 200C _H	1 (1H)	8
TAPA2	TAPA2 Hi-Z Start Trigger Register	TAPA2OPHS	00 _H	8	FFE9 2014 _H	1 (1H)	8
TAPA2	TAPA2 Hi-Z Stop Trigger Register	TAPA2OPHT	00 _H	8	FFE9 2018 _H	1 (1H)	8
TAPA2	TAPA2 Control Register 0	TAPA2CTL0	0000 _H	16	FFE9 2020 _H	1 (1H)	16
TAPA3	TAPA3 Flag Register	TAPA3FLG	0000 _H	16	FFE9 3000 _H	1 (1H)	16
TAPA3	TAPA3 Asynchronous Control Write Enable Register	TAPA3ACWE	00 _H	8	FFE9 3004 _H	1 (1H)	8
TAPA3	TAPA3 Asynchronous Control Start Trigger Register	TAPA3ACTS	00 _H	8	FFE9 3008 _H	1 (1H)	8
TAPA3	TAPA3 Asynchronous Control Stop Trigger Register	TAPA3ACTT	00 _H	8	FFE9 300C _H	1 (1H)	8
TAPA3	TAPA3 Hi-Z Start Trigger Register	TAPA3OPHS	00 _H	8	FFE9 3014 _H	1 (1H)	8
TAPA3	TAPA3 Hi-Z Stop Trigger Register	TAPA3OPHT	00 _H	8	FFE9 3018 _H	1 (1H)	8
TAPA3	TAPA3 Control Register 0	TAPA3CTL0	0000 _H	16	FFE9 3020 _H	1 (1H)	16
APAA0	APA0 Operation Enable Register	APAA0EN	00 _H	8	FFEB 0000 _H	1 (1L)	8
APAA0	APA0 Channel Operation Enable Register	APAA0CHEN	0000 0000 _H	32	FFEB 0008 _H	1 (1L)	32
APAA0	APA0 Channel Output Status Register	APAA0CHST	0000 _H	16	FFEB 000C _H	1 (1L)	16
APAA0	APA0 Reference Data Register 0	APAA0RFD0	0000 _H	16	FFEB 0200 _H	1 (1L)	16
APAA0	APA0 Reference Data Register 1	APAA0RFD1	0000 _H	16	FFEB 0204 _H	1 (1L)	16
APAA0	APA0 Reference Data Register 2	APAA0RFD2	0000 _H	16	FFEB 0208 _H	1 (1L)	16
APAA0	APA0 Reference Data Register 3	APAA0RFD3	0000 _H	16	FFEB 020C _H	1 (1L)	16
APAA0	APA0 Reference Data Register 4	APAA0RFD4	0000 _H	16	FFEB 0210 _H	1 (1L)	16
APAA0	APA0 Reference Data Register 5	APAA0RFD5	0000 _H	16	FFEB 0214 _H	1 (1L)	16
APAA0	APA0 Reference Data Register 6	APAA0RFD6	0000 _H	16	FFEB 0218 _H	1 (1L)	16
APAA0	APA0 Reference Data Register 7	APAA0RFD7	0000 _H	16	FFEB 021C _H	1 (1L)	16
APAA0	APA0 Reference Data Register 8	APAA0RFD8	0000 _H	16	FFEB 0220 _H	1 (1L)	16
APAA0	APA0 Reference Data Register 9	APAA0RFD9	0000 _H	16	FFEB 0224 _H	1 (1L)	16
APAA0	APA0 Software Reference Data Register	APAA0RFSW	0000 _H	16	FFEB 0228 _H	1 (1L)	16
APAA0	APA0 Reference Maximum Value Setting Register 0	APAA0RFMX0	FFFF _H	16	FFEB 0240 _H	1 (1L)	16
APAA0	APA0 Reference Maximum Value Setting Register 1	APAA0RFMX1	FFFF _H	16	FFEB 0244 _H	1 (1L)	16
APAA0	APA0 Software Reference Maximum Value Setting Register	APAA0RFMXSW	FFFF _H	16	FFEB 0268 _H	1 (1L)	16
APAA0	APA0 Event Select Register 0	APAA0EVSL00	00 _H	8	FFEB 0400 _H	1 (1L)	8
APAA0	APA0 Event Select Register 1	APAA0EVSL01	00 _H	8	FFEB 0404 _H	1 (1L)	8
APAA0	APA0 Event Select Register 2	APAA0EVSL02	00 _H	8	FFEB 0408 _H	1 (1L)	8
APAA0	APA0 Event Select Register 3	APAA0EVSL03	00 _H	8	FFEB 040C _H	1 (1L)	8
APAA0	APA0 Event Select Register 4	APAA0EVSL04	00 _H	8	FFEB 0410 _H	1 (1L)	8
APAA0	APA0 Event Select Register 5	APAA0EVSL05	00 _H	8	FFEB 0414 _H	1 (1L)	8
APAA0	APA0 Event Select Register 6	APAA0EVSL06	00 _H	8	FFEB 0418 _H	1 (1L)	8
APAA0	APA0 Event Select Register 7	APAA0EVSL07	00 _H	8	FFEB 041C _H	1 (1L)	8
APAA0	APA0 Event Select Register 8	APAA0EVSL08	00 _H	8	FFEB 0420 _H	1 (1L)	8
APAA0	APA0 Event Select Register 9	APAA0EVSL09	00 _H	8	FFEB 0424 _H	1 (1L)	8
APAA0	APA0 Event Select Register 10	APAA0EVSL10	00 _H	8	FFEB 0428 _H	1 (1L)	8
APAA0	APA0 Event Select Register 11	APAA0EVSL11	00 _H	8	FFEB 042C _H	1 (1L)	8
APAA0	APA0 Event Select Register 12	APAA0EVSL12	00 _H	8	FFEB 0430 _H	1 (1L)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Event Select Register 13	APAA0EVSL13	00 _H	8	FFEB 0434 _H	1 (1L)	8
APAA0	APA0 Event Select Register 14	APAA0EVSL14	00 _H	8	FFEB 0438 _H	1 (1L)	8
APAA0	APA0 Event Select Register 15	APAA0EVSL15	00 _H	8	FFEB 043C _H	1 (1L)	8
APAA0	APA0 Software Event Register	APAA0EVSW	0000 0000 _H	32	FFEB 0440 _H	1 (1L)	32
APAA0	APA0 Software Event Setting Register	APAA0EVSC	0000 _H	16	FFEB 0444 _H	1 (1L)	16
APAA0	APA0 Event Status Register A	APAA0ESTA	0000 0000 _H	32	FFEB 0448 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A00	APAA0CCGA00	0000 0100 _H	32	FFEB 0600 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B00	APAA0CCGB00	0000 0000 _H	32	FFEB 0604 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A00	APAA0CSTA00	0000 0000 _H	32	FFEB 0608 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B00	APAA0CSTB00	0000 0000 _H	32	FFEB 060C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C00	APAA0CSTC00	0000 0000 _H	32	FFEB 0610 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D00	APAA0CSTD00	0000 0000 _H	32	FFEB 0614 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A01	APAA0CCGA01	0000 0100 _H	32	FFEB 0620 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B01	APAA0CCGB01	0000 0000 _H	32	FFEB 0624 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A01	APAA0CSTA01	0000 0000 _H	32	FFEB 0628 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B01	APAA0CSTB01	0000 0000 _H	32	FFEB 062C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C01	APAA0CSTC01	0000 0000 _H	32	FFEB 0630 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D01	APAA0CSTD01	0000 0000 _H	32	FFEB 0634 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A02	APAA0CCGA02	0000 0100 _H	32	FFEB 0640 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B02	APAA0CCGB02	0000 0000 _H	32	FFEB 0644 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A02	APAA0CSTA02	0000 0000 _H	32	FFEB 0648 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B02	APAA0CSTB02	0000 0000 _H	32	FFEB 064C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C02	APAA0CSTC02	0000 0000 _H	32	FFEB 0650 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D02	APAA0CSTD02	0000 0000 _H	32	FFEB 0654 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A03	APAA0CCGA03	0000 0100 _H	32	FFEB 0660 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B03	APAA0CCGB03	0000 0000 _H	32	FFEB 0664 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A03	APAA0CSTA03	0000 0000 _H	32	FFEB 0668 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B03	APAA0CSTB03	0000 0000 _H	32	FFEB 066C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C03	APAA0CSTC03	0000 0000 _H	32	FFEB 0670 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D03	APAA0CSTD03	0000 0000 _H	32	FFEB 0674 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A04	APAA0CCGA04	0000 0100 _H	32	FFEB 0680 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B04	APAA0CCGB04	0000 0000 _H	32	FFEB 0684 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A04	APAA0CSTA04	0000 0000 _H	32	FFEB 0688 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B04	APAA0CSTB04	0000 0000 _H	32	FFEB 068C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C04	APAA0CSTC04	0000 0000 _H	32	FFEB 0690 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D04	APAA0CSTD04	0000 0000 _H	32	FFEB 0694 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A05	APAA0CCGA05	0000 0100 _H	32	FFEB 06A0 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B05	APAA0CCGB05	0000 0000 _H	32	FFEB 06A4 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A05	APAA0CSTA05	0000 0000 _H	32	FFEB 06A8 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B05	APAA0CSTB05	0000 0000 _H	32	FFEB 06AC _H	1 (1L)	32
APAA0	APA0 Channel Status Register C05	APAA0CSTC05	0000 0000 _H	32	FFEB 06B0 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D05	APAA0CSTD05	0000 0000 _H	32	FFEB 06B4 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A06	APAA0CCGA06	0000 0100 _H	32	FFEB 06C0 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B06	APAA0CCGB06	0000 0000 _H	32	FFEB 06C4 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A06	APAA0CSTA06	0000 0000 _H	32	FFEB 06C8 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B06	APAA0CSTB06	0000 0000 _H	32	FFEB 06CC _H	1 (1L)	32
APAA0	APA0 Channel Status Register C06	APAA0CSTC06	0000 0000 _H	32	FFEB 06D0 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Channel Status Register D06	APAA0CSTD06	0000 0000 _H	32	FFEB 06D4 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A07	APAA0CCGA07	0000 0100 _H	32	FFEB 06E0 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B07	APAA0CCGB07	0000 0000 _H	32	FFEB 06E4 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A07	APAA0CSTA07	0000 0000 _H	32	FFEB 06E8 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B07	APAA0CSTB07	0000 0000 _H	32	FFEB 06EC _H	1 (1L)	32
APAA0	APA0 Channel Status Register C07	APAA0CSTC07	0000 0000 _H	32	FFEB 06F0 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D07	APAA0CSTD07	0000 0000 _H	32	FFEB 06F4 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A08	APAA0CCGA08	0000 0100 _H	32	FFEB 0700 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B08	APAA0CCGB08	0000 0000 _H	32	FFEB 0704 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A08	APAA0CSTA08	0000 0000 _H	32	FFEB 0708 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B08	APAA0CSTB08	0000 0000 _H	32	FFEB 070C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C08	APAA0CSTC08	0000 0000 _H	32	FFEB 0710 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D08	APAA0CSTD08	0000 0000 _H	32	FFEB 0714 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A09	APAA0CCGA09	0000 0100 _H	32	FFEB 0720 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B09	APAA0CCGB09	0000 0000 _H	32	FFEB 0724 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A09	APAA0CSTA09	0000 0000 _H	32	FFEB 0728 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B09	APAA0CSTB09	0000 0000 _H	32	FFEB 072C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C09	APAA0CSTC09	0000 0000 _H	32	FFEB 0730 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D09	APAA0CSTD09	0000 0000 _H	32	FFEB 0734 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A10	APAA0CCGA10	0000 0100 _H	32	FFEB 0740 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B10	APAA0CCGB10	0000 0000 _H	32	FFEB 0744 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A10	APAA0CSTA10	0000 0000 _H	32	FFEB 0748 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B10	APAA0CSTB10	0000 0000 _H	32	FFEB 074C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C10	APAA0CSTC10	0000 0000 _H	32	FFEB 0750 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D10	APAA0CSTD10	0000 0000 _H	32	FFEB 0754 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A11	APAA0CCGA11	0000 0100 _H	32	FFEB 0760 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B11	APAA0CCGB11	0000 0000 _H	32	FFEB 0764 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A11	APAA0CSTA11	0000 0000 _H	32	FFEB 0768 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B11	APAA0CSTB11	0000 0000 _H	32	FFEB 076C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C11	APAA0CSTC11	0000 0000 _H	32	FFEB 0770 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D11	APAA0CSTD11	0000 0000 _H	32	FFEB 0774 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A12	APAA0CCGA12	0000 0100 _H	32	FFEB 0780 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B12	APAA0CCGB12	0000 0000 _H	32	FFEB 0784 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A12	APAA0CSTA12	0000 0000 _H	32	FFEB 0788 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B12	APAA0CSTB12	0000 0000 _H	32	FFEB 078C _H	1 (1L)	32
APAA0	APA0 Channel Status Register C12	APAA0CSTC12	0000 0000 _H	32	FFEB 0790 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D12	APAA0CSTD12	0000 0000 _H	32	FFEB 0794 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A13	APAA0CCGA13	0000 0100 _H	32	FFEB 07A0 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B13	APAA0CCGB13	0000 0000 _H	32	FFEB 07A4 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A13	APAA0CSTA13	0000 0000 _H	32	FFEB 07A8 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B13	APAA0CSTB13	0000 0000 _H	32	FFEB 07AC _H	1 (1L)	32
APAA0	APA0 Channel Status Register C13	APAA0CSTC13	0000 0000 _H	32	FFEB 07B0 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D13	APAA0CSTD13	0000 0000 _H	32	FFEB 07B4 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A14	APAA0CCGA14	0000 0100 _H	32	FFEB 07C0 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B14	APAA0CCGB14	0000 0000 _H	32	FFEB 07C4 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A14	APAA0CSTA14	0000 0000 _H	32	FFEB 07C8 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B14	APAA0CSTB14	0000 0000 _H	32	FFEB 07CC _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Channel Status Register C14	APAA0CSTC14	0000 0000 _H	32	FFEB 07D0 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D14	APAA0CSTD14	0000 0000 _H	32	FFEB 07D4 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register A15	APAA0CCGA15	0000 0100 _H	32	FFEB 07E0 _H	1 (1L)	32
APAA0	APA0 Channel Setting Register B15	APAA0CCGB15	0000 0000 _H	32	FFEB 07E4 _H	1 (1L)	32
APAA0	APA0 Channel Status Register A15	APAA0CSTA15	0000 0000 _H	32	FFEB 07E8 _H	1 (1L)	32
APAA0	APA0 Channel Status Register B15	APAA0CSTB15	0000 0000 _H	32	FFEB 07EC _H	1 (1L)	32
APAA0	APA0 Channel Status Register C15	APAA0CSTC15	0000 0000 _H	32	FFEB 07F0 _H	1 (1L)	32
APAA0	APA0 Channel Status Register D15	APAA0CSTD15	0000 0000 _H	32	FFEB 07F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A000	APAA0ELMA000	Undefined	32	FFEB 1000 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B000	APAA0ELMB000	Undefined	32	FFEB 1004 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C000	APAA0ELMC000	Undefined	32	FFEB 1008 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A001	APAA0ELMA001	Undefined	32	FFEB 1010 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B001	APAA0ELMB001	Undefined	32	FFEB 1014 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C001	APAA0ELMC001	Undefined	32	FFEB 1018 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A002	APAA0ELMA002	Undefined	32	FFEB 1020 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B002	APAA0ELMB002	Undefined	32	FFEB 1024 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C002	APAA0ELMC002	Undefined	32	FFEB 1028 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A003	APAA0ELMA003	Undefined	32	FFEB 1030 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B003	APAA0ELMB003	Undefined	32	FFEB 1034 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C003	APAA0ELMC003	Undefined	32	FFEB 1038 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A004	APAA0ELMA004	Undefined	32	FFEB 1040 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B004	APAA0ELMB004	Undefined	32	FFEB 1044 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C004	APAA0ELMC004	Undefined	32	FFEB 1048 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A005	APAA0ELMA005	Undefined	32	FFEB 1050 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B005	APAA0ELMB005	Undefined	32	FFEB 1054 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C005	APAA0ELMC005	Undefined	32	FFEB 1058 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A006	APAA0ELMA006	Undefined	32	FFEB 1060 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B006	APAA0ELMB006	Undefined	32	FFEB 1064 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C006	APAA0ELMC006	Undefined	32	FFEB 1068 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A007	APAA0ELMA007	Undefined	32	FFEB 1070 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B007	APAA0ELMB007	Undefined	32	FFEB 1074 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C007	APAA0ELMC007	Undefined	32	FFEB 1078 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A008	APAA0ELMA008	Undefined	32	FFEB 1080 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B008	APAA0ELMB008	Undefined	32	FFEB 1084 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C008	APAA0ELMC008	Undefined	32	FFEB 1088 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A009	APAA0ELMA009	Undefined	32	FFEB 1090 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B009	APAA0ELMB009	Undefined	32	FFEB 1094 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C009	APAA0ELMC009	Undefined	32	FFEB 1098 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A010	APAA0ELMA010	Undefined	32	FFEB 10A0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B010	APAA0ELMB010	Undefined	32	FFEB 10A4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C010	APAA0ELMC010	Undefined	32	FFEB 10A8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A011	APAA0ELMA011	Undefined	32	FFEB 10B0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B011	APAA0ELMB011	Undefined	32	FFEB 10B4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C011	APAA0ELMC011	Undefined	32	FFEB 10B8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A012	APAA0ELMA012	Undefined	32	FFEB 10C0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B012	APAA0ELMB012	Undefined	32	FFEB 10C4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C012	APAA0ELMC012	Undefined	32	FFEB 10C8 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Element Setting Register A013	APAA0ELMA013	Undefined	32	FFEB 10D0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B013	APAA0ELMB013	Undefined	32	FFEB 10D4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C013	APAA0ELMC013	Undefined	32	FFEB 10D8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A014	APAA0ELMA014	Undefined	32	FFEB 10E0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B014	APAA0ELMB014	Undefined	32	FFEB 10E4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C014	APAA0ELMC014	Undefined	32	FFEB 10E8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A015	APAA0ELMA015	Undefined	32	FFEB 10F0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B015	APAA0ELMB015	Undefined	32	FFEB 10F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C015	APAA0ELMC015	Undefined	32	FFEB 10F8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A016	APAA0ELMA016	Undefined	32	FFEB 1100 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B016	APAA0ELMB016	Undefined	32	FFEB 1104 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C016	APAA0ELMC016	Undefined	32	FFEB 1108 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A017	APAA0ELMA017	Undefined	32	FFEB 1110 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B017	APAA0ELMB017	Undefined	32	FFEB 1114 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C017	APAA0ELMC017	Undefined	32	FFEB 1118 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A018	APAA0ELMA018	Undefined	32	FFEB 1120 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B018	APAA0ELMB018	Undefined	32	FFEB 1124 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C018	APAA0ELMC018	Undefined	32	FFEB 1128 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A019	APAA0ELMA019	Undefined	32	FFEB 1130 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B019	APAA0ELMB019	Undefined	32	FFEB 1134 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C019	APAA0ELMC019	Undefined	32	FFEB 1138 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A020	APAA0ELMA020	Undefined	32	FFEB 1140 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B020	APAA0ELMB020	Undefined	32	FFEB 1144 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C020	APAA0ELMC020	Undefined	32	FFEB 1148 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A021	APAA0ELMA021	Undefined	32	FFEB 1150 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B021	APAA0ELMB021	Undefined	32	FFEB 1154 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C021	APAA0ELMC021	Undefined	32	FFEB 1158 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A022	APAA0ELMA022	Undefined	32	FFEB 1160 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B022	APAA0ELMB022	Undefined	32	FFEB 1164 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C022	APAA0ELMC022	Undefined	32	FFEB 1168 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A023	APAA0ELMA023	Undefined	32	FFEB 1170 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B023	APAA0ELMB023	Undefined	32	FFEB 1174 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C023	APAA0ELMC023	Undefined	32	FFEB 1178 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A024	APAA0ELMA024	Undefined	32	FFEB 1180 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B024	APAA0ELMB024	Undefined	32	FFEB 1184 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C024	APAA0ELMC024	Undefined	32	FFEB 1188 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A025	APAA0ELMA025	Undefined	32	FFEB 1190 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B025	APAA0ELMB025	Undefined	32	FFEB 1194 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C025	APAA0ELMC025	Undefined	32	FFEB 1198 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A026	APAA0ELMA026	Undefined	32	FFEB 11A0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B026	APAA0ELMB026	Undefined	32	FFEB 11A4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C026	APAA0ELMC026	Undefined	32	FFEB 11A8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A027	APAA0ELMA027	Undefined	32	FFEB 11B0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B027	APAA0ELMB027	Undefined	32	FFEB 11B4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C027	APAA0ELMC027	Undefined	32	FFEB 11B8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A028	APAA0ELMA028	Undefined	32	FFEB 11C0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B028	APAA0ELMB028	Undefined	32	FFEB 11C4 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Element Setting Register C028	APAA0ELMC028	Undefined	32	FFEB 11C8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A029	APAA0ELMA029	Undefined	32	FFEB 11D0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B029	APAA0ELMB029	Undefined	32	FFEB 11D4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C029	APAA0ELMC029	Undefined	32	FFEB 11D8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A030	APAA0ELMA030	Undefined	32	FFEB 11E0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B030	APAA0ELMB030	Undefined	32	FFEB 11E4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C030	APAA0ELMC030	Undefined	32	FFEB 11E8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A031	APAA0ELMA031	Undefined	32	FFEB 11F0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B031	APAA0ELMB031	Undefined	32	FFEB 11F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C031	APAA0ELMC031	Undefined	32	FFEB 11F8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A032	APAA0ELMA032	Undefined	32	FFEB 1200 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B032	APAA0ELMB032	Undefined	32	FFEB 1204 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C032	APAA0ELMC032	Undefined	32	FFEB 1208 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A033	APAA0ELMA033	Undefined	32	FFEB 1210 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B033	APAA0ELMB033	Undefined	32	FFEB 1214 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C033	APAA0ELMC033	Undefined	32	FFEB 1218 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A034	APAA0ELMA034	Undefined	32	FFEB 1220 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B034	APAA0ELMB034	Undefined	32	FFEB 1224 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C034	APAA0ELMC034	Undefined	32	FFEB 1228 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A035	APAA0ELMA035	Undefined	32	FFEB 1230 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B035	APAA0ELMB035	Undefined	32	FFEB 1234 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C035	APAA0ELMC035	Undefined	32	FFEB 1238 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A036	APAA0ELMA036	Undefined	32	FFEB 1240 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B036	APAA0ELMB036	Undefined	32	FFEB 1244 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C036	APAA0ELMC036	Undefined	32	FFEB 1248 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A037	APAA0ELMA037	Undefined	32	FFEB 1250 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B037	APAA0ELMB037	Undefined	32	FFEB 1254 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C037	APAA0ELMC037	Undefined	32	FFEB 1258 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A038	APAA0ELMA038	Undefined	32	FFEB 1260 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B038	APAA0ELMB038	Undefined	32	FFEB 1264 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C038	APAA0ELMC038	Undefined	32	FFEB 1268 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A039	APAA0ELMA039	Undefined	32	FFEB 1270 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B039	APAA0ELMB039	Undefined	32	FFEB 1274 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C039	APAA0ELMC039	Undefined	32	FFEB 1278 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A040	APAA0ELMA040	Undefined	32	FFEB 1280 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B040	APAA0ELMB040	Undefined	32	FFEB 1284 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C040	APAA0ELMC040	Undefined	32	FFEB 1288 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A041	APAA0ELMA041	Undefined	32	FFEB 1290 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B041	APAA0ELMB041	Undefined	32	FFEB 1294 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C041	APAA0ELMC041	Undefined	32	FFEB 1298 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A042	APAA0ELMA042	Undefined	32	FFEB 12A0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B042	APAA0ELMB042	Undefined	32	FFEB 12A4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C042	APAA0ELMC042	Undefined	32	FFEB 12A8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A043	APAA0ELMA043	Undefined	32	FFEB 12B0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B043	APAA0ELMB043	Undefined	32	FFEB 12B4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C043	APAA0ELMC043	Undefined	32	FFEB 12B8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A044	APAA0ELMA044	Undefined	32	FFEB 12C0 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Element Setting Register B044	APAA0ELMB044	Undefined	32	FFEB 12C4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C044	APAA0ELMC044	Undefined	32	FFEB 12C8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A045	APAA0ELMA045	Undefined	32	FFEB 12D0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B045	APAA0ELMB045	Undefined	32	FFEB 12D4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C045	APAA0ELMC045	Undefined	32	FFEB 12D8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A046	APAA0ELMA046	Undefined	32	FFEB 12E0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B046	APAA0ELMB046	Undefined	32	FFEB 12E4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C046	APAA0ELMC046	Undefined	32	FFEB 12E8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A047	APAA0ELMA047	Undefined	32	FFEB 12F0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B047	APAA0ELMB047	Undefined	32	FFEB 12F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C047	APAA0ELMC047	Undefined	32	FFEB 12F8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A048	APAA0ELMA048	Undefined	32	FFEB 1300 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B048	APAA0ELMB048	Undefined	32	FFEB 1304 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C048	APAA0ELMC048	Undefined	32	FFEB 1308 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A049	APAA0ELMA049	Undefined	32	FFEB 1310 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B049	APAA0ELMB049	Undefined	32	FFEB 1314 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C049	APAA0ELMC049	Undefined	32	FFEB 1318 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A050	APAA0ELMA050	Undefined	32	FFEB 1320 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B050	APAA0ELMB050	Undefined	32	FFEB 1324 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C050	APAA0ELMC050	Undefined	32	FFEB 1328 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A051	APAA0ELMA051	Undefined	32	FFEB 1330 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B051	APAA0ELMB051	Undefined	32	FFEB 1334 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C051	APAA0ELMC051	Undefined	32	FFEB 1338 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A052	APAA0ELMA052	Undefined	32	FFEB 1340 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B052	APAA0ELMB052	Undefined	32	FFEB 1344 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C052	APAA0ELMC052	Undefined	32	FFEB 1348 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A053	APAA0ELMA053	Undefined	32	FFEB 1350 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B053	APAA0ELMB053	Undefined	32	FFEB 1354 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C053	APAA0ELMC053	Undefined	32	FFEB 1358 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A054	APAA0ELMA054	Undefined	32	FFEB 1360 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B054	APAA0ELMB054	Undefined	32	FFEB 1364 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C054	APAA0ELMC054	Undefined	32	FFEB 1368 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A055	APAA0ELMA055	Undefined	32	FFEB 1370 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B055	APAA0ELMB055	Undefined	32	FFEB 1374 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C055	APAA0ELMC055	Undefined	32	FFEB 1378 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A056	APAA0ELMA056	Undefined	32	FFEB 1380 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B056	APAA0ELMB056	Undefined	32	FFEB 1384 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C056	APAA0ELMC056	Undefined	32	FFEB 1388 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A057	APAA0ELMA057	Undefined	32	FFEB 1390 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B057	APAA0ELMB057	Undefined	32	FFEB 1394 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C057	APAA0ELMC057	Undefined	32	FFEB 1398 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A058	APAA0ELMA058	Undefined	32	FFEB 13A0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B058	APAA0ELMB058	Undefined	32	FFEB 13A4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C058	APAA0ELMC058	Undefined	32	FFEB 13A8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A059	APAA0ELMA059	Undefined	32	FFEB 13B0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B059	APAA0ELMB059	Undefined	32	FFEB 13B4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C059	APAA0ELMC059	Undefined	32	FFEB 13B8 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Element Setting Register A060	APAA0ELMA060	Undefined	32	FFEB 13C0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B060	APAA0ELMB060	Undefined	32	FFEB 13C4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C060	APAA0ELMC060	Undefined	32	FFEB 13C8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A061	APAA0ELMA061	Undefined	32	FFEB 13D0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B061	APAA0ELMB061	Undefined	32	FFEB 13D4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C061	APAA0ELMC061	Undefined	32	FFEB 13D8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A062	APAA0ELMA062	Undefined	32	FFEB 13E0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B062	APAA0ELMB062	Undefined	32	FFEB 13E4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C062	APAA0ELMC062	Undefined	32	FFEB 13E8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A063	APAA0ELMA063	Undefined	32	FFEB 13F0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B063	APAA0ELMB063	Undefined	32	FFEB 13F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C063	APAA0ELMC063	Undefined	32	FFEB 13F8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A064	APAA0ELMA064	Undefined	32	FFEB 1400 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B064	APAA0ELMB064	Undefined	32	FFEB 1404 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C064	APAA0ELMC064	Undefined	32	FFEB 1408 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A065	APAA0ELMA065	Undefined	32	FFEB 1410 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B065	APAA0ELMB065	Undefined	32	FFEB 1414 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C065	APAA0ELMC065	Undefined	32	FFEB 1418 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A066	APAA0ELMA066	Undefined	32	FFEB 1420 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B066	APAA0ELMB066	Undefined	32	FFEB 1424 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C066	APAA0ELMC066	Undefined	32	FFEB 1428 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A067	APAA0ELMA067	Undefined	32	FFEB 1430 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B067	APAA0ELMB067	Undefined	32	FFEB 1434 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C067	APAA0ELMC067	Undefined	32	FFEB 1438 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A068	APAA0ELMA068	Undefined	32	FFEB 1440 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B068	APAA0ELMB068	Undefined	32	FFEB 1444 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C068	APAA0ELMC068	Undefined	32	FFEB 1448 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A069	APAA0ELMA069	Undefined	32	FFEB 1450 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B069	APAA0ELMB069	Undefined	32	FFEB 1454 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C069	APAA0ELMC069	Undefined	32	FFEB 1458 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A070	APAA0ELMA070	Undefined	32	FFEB 1460 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B070	APAA0ELMB070	Undefined	32	FFEB 1464 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C070	APAA0ELMC070	Undefined	32	FFEB 1468 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A071	APAA0ELMA071	Undefined	32	FFEB 1470 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B071	APAA0ELMB071	Undefined	32	FFEB 1474 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C071	APAA0ELMC071	Undefined	32	FFEB 1478 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A072	APAA0ELMA072	Undefined	32	FFEB 1480 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B072	APAA0ELMB072	Undefined	32	FFEB 1484 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C072	APAA0ELMC072	Undefined	32	FFEB 1488 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A073	APAA0ELMA073	Undefined	32	FFEB 1490 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B073	APAA0ELMB073	Undefined	32	FFEB 1494 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C073	APAA0ELMC073	Undefined	32	FFEB 1498 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A074	APAA0ELMA074	Undefined	32	FFEB 14A0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B074	APAA0ELMB074	Undefined	32	FFEB 14A4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C074	APAA0ELMC074	Undefined	32	FFEB 14A8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A075	APAA0ELMA075	Undefined	32	FFEB 14B0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B075	APAA0ELMB075	Undefined	32	FFEB 14B4 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Element Setting Register C075	APAA0ELMC075	Undefined	32	FFEB 14B8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A076	APAA0ELMA076	Undefined	32	FFEB 14C0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B076	APAA0ELMB076	Undefined	32	FFEB 14C4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C076	APAA0ELMC076	Undefined	32	FFEB 14C8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A077	APAA0ELMA077	Undefined	32	FFEB 14D0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B077	APAA0ELMB077	Undefined	32	FFEB 14D4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C077	APAA0ELMC077	Undefined	32	FFEB 14D8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A078	APAA0ELMA078	Undefined	32	FFEB 14E0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B078	APAA0ELMB078	Undefined	32	FFEB 14E4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C078	APAA0ELMC078	Undefined	32	FFEB 14E8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A079	APAA0ELMA079	Undefined	32	FFEB 14F0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B079	APAA0ELMB079	Undefined	32	FFEB 14F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C079	APAA0ELMC079	Undefined	32	FFEB 14F8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A080	APAA0ELMA080	Undefined	32	FFEB 1500 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B080	APAA0ELMB080	Undefined	32	FFEB 1504 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C080	APAA0ELMC080	Undefined	32	FFEB 1508 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A081	APAA0ELMA081	Undefined	32	FFEB 1510 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B081	APAA0ELMB081	Undefined	32	FFEB 1514 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C081	APAA0ELMC081	Undefined	32	FFEB 1518 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A082	APAA0ELMA082	Undefined	32	FFEB 1520 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B082	APAA0ELMB082	Undefined	32	FFEB 1524 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C082	APAA0ELMC082	Undefined	32	FFEB 1528 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A083	APAA0ELMA083	Undefined	32	FFEB 1530 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B083	APAA0ELMB083	Undefined	32	FFEB 1534 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C083	APAA0ELMC083	Undefined	32	FFEB 1538 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A084	APAA0ELMA084	Undefined	32	FFEB 1540 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B084	APAA0ELMB084	Undefined	32	FFEB 1544 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C084	APAA0ELMC084	Undefined	32	FFEB 1548 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A085	APAA0ELMA085	Undefined	32	FFEB 1550 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B085	APAA0ELMB085	Undefined	32	FFEB 1554 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C085	APAA0ELMC085	Undefined	32	FFEB 1558 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A086	APAA0ELMA086	Undefined	32	FFEB 1560 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B086	APAA0ELMB086	Undefined	32	FFEB 1564 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C086	APAA0ELMC086	Undefined	32	FFEB 1568 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A087	APAA0ELMA087	Undefined	32	FFEB 1570 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B087	APAA0ELMB087	Undefined	32	FFEB 1574 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C087	APAA0ELMC087	Undefined	32	FFEB 1578 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A088	APAA0ELMA088	Undefined	32	FFEB 1580 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B088	APAA0ELMB088	Undefined	32	FFEB 1584 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C088	APAA0ELMC088	Undefined	32	FFEB 1588 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A089	APAA0ELMA089	Undefined	32	FFEB 1590 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B089	APAA0ELMB089	Undefined	32	FFEB 1594 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C089	APAA0ELMC089	Undefined	32	FFEB 1598 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A090	APAA0ELMA090	Undefined	32	FFEB 15A0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B090	APAA0ELMB090	Undefined	32	FFEB 15A4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C090	APAA0ELMC090	Undefined	32	FFEB 15A8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A091	APAA0ELMA091	Undefined	32	FFEB 15B0 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Element Setting Register B091	APAA0ELMB091	Undefined	32	FFEB 15B4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C091	APAA0ELMC091	Undefined	32	FFEB 15B8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A092	APAA0ELMA092	Undefined	32	FFEB 15C0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B092	APAA0ELMB092	Undefined	32	FFEB 15C4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C092	APAA0ELMC092	Undefined	32	FFEB 15C8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A093	APAA0ELMA093	Undefined	32	FFEB 15D0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B093	APAA0ELMB093	Undefined	32	FFEB 15D4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C093	APAA0ELMC093	Undefined	32	FFEB 15D8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A094	APAA0ELMA094	Undefined	32	FFEB 15E0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B094	APAA0ELMB094	Undefined	32	FFEB 15E4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C094	APAA0ELMC094	Undefined	32	FFEB 15E8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A095	APAA0ELMA095	Undefined	32	FFEB 15F0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B095	APAA0ELMB095	Undefined	32	FFEB 15F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C095	APAA0ELMC095	Undefined	32	FFEB 15F8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A096	APAA0ELMA096	Undefined	32	FFEB 1600 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B096	APAA0ELMB096	Undefined	32	FFEB 1604 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C096	APAA0ELMC096	Undefined	32	FFEB 1608 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A097	APAA0ELMA097	Undefined	32	FFEB 1610 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B097	APAA0ELMB097	Undefined	32	FFEB 1614 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C097	APAA0ELMC097	Undefined	32	FFEB 1618 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A098	APAA0ELMA098	Undefined	32	FFEB 1620 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B098	APAA0ELMB098	Undefined	32	FFEB 1624 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C098	APAA0ELMC098	Undefined	32	FFEB 1628 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A099	APAA0ELMA099	Undefined	32	FFEB 1630 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B099	APAA0ELMB099	Undefined	32	FFEB 1634 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C099	APAA0ELMC099	Undefined	32	FFEB 1638 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A100	APAA0ELMA100	Undefined	32	FFEB 1640 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B100	APAA0ELMB100	Undefined	32	FFEB 1644 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C100	APAA0ELMC100	Undefined	32	FFEB 1648 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A101	APAA0ELMA101	Undefined	32	FFEB 1650 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B101	APAA0ELMB101	Undefined	32	FFEB 1654 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C101	APAA0ELMC101	Undefined	32	FFEB 1658 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A102	APAA0ELMA102	Undefined	32	FFEB 1660 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B102	APAA0ELMB102	Undefined	32	FFEB 1664 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C102	APAA0ELMC102	Undefined	32	FFEB 1668 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A103	APAA0ELMA103	Undefined	32	FFEB 1670 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B103	APAA0ELMB103	Undefined	32	FFEB 1674 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C103	APAA0ELMC103	Undefined	32	FFEB 1678 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A104	APAA0ELMA104	Undefined	32	FFEB 1680 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B104	APAA0ELMB104	Undefined	32	FFEB 1684 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C104	APAA0ELMC104	Undefined	32	FFEB 1688 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A105	APAA0ELMA105	Undefined	32	FFEB 1690 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B105	APAA0ELMB105	Undefined	32	FFEB 1694 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C105	APAA0ELMC105	Undefined	32	FFEB 1698 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A106	APAA0ELMA106	Undefined	32	FFEB 16A0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B106	APAA0ELMB106	Undefined	32	FFEB 16A4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C106	APAA0ELMC106	Undefined	32	FFEB 16A8 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Element Setting Register A107	APAA0ELMA107	Undefined	32	FFEB 16B0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B107	APAA0ELMB107	Undefined	32	FFEB 16B4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C107	APAA0ELMC107	Undefined	32	FFEB 16B8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A108	APAA0ELMA108	Undefined	32	FFEB 16C0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B108	APAA0ELMB108	Undefined	32	FFEB 16C4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C108	APAA0ELMC108	Undefined	32	FFEB 16C8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A109	APAA0ELMA109	Undefined	32	FFEB 16D0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B109	APAA0ELMB109	Undefined	32	FFEB 16D4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C109	APAA0ELMC109	Undefined	32	FFEB 16D8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A110	APAA0ELMA110	Undefined	32	FFEB 16E0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B110	APAA0ELMB110	Undefined	32	FFEB 16E4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C110	APAA0ELMC110	Undefined	32	FFEB 16E8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A111	APAA0ELMA111	Undefined	32	FFEB 16F0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B111	APAA0ELMB111	Undefined	32	FFEB 16F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C111	APAA0ELMC111	Undefined	32	FFEB 16F8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A112	APAA0ELMA112	Undefined	32	FFEB 1700 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B112	APAA0ELMB112	Undefined	32	FFEB 1704 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C112	APAA0ELMC112	Undefined	32	FFEB 1708 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A113	APAA0ELMA113	Undefined	32	FFEB 1710 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B113	APAA0ELMB113	Undefined	32	FFEB 1714 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C113	APAA0ELMC113	Undefined	32	FFEB 1718 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A114	APAA0ELMA114	Undefined	32	FFEB 1720 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B114	APAA0ELMB114	Undefined	32	FFEB 1724 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C114	APAA0ELMC114	Undefined	32	FFEB 1728 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A115	APAA0ELMA115	Undefined	32	FFEB 1730 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B115	APAA0ELMB115	Undefined	32	FFEB 1734 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C115	APAA0ELMC115	Undefined	32	FFEB 1738 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A116	APAA0ELMA116	Undefined	32	FFEB 1740 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B116	APAA0ELMB116	Undefined	32	FFEB 1744 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C116	APAA0ELMC116	Undefined	32	FFEB 1748 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A117	APAA0ELMA117	Undefined	32	FFEB 1750 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B117	APAA0ELMB117	Undefined	32	FFEB 1754 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C117	APAA0ELMC117	Undefined	32	FFEB 1758 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A118	APAA0ELMA118	Undefined	32	FFEB 1760 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B118	APAA0ELMB118	Undefined	32	FFEB 1764 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C118	APAA0ELMC118	Undefined	32	FFEB 1768 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A119	APAA0ELMA119	Undefined	32	FFEB 1770 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B119	APAA0ELMB119	Undefined	32	FFEB 1774 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C119	APAA0ELMC119	Undefined	32	FFEB 1778 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A120	APAA0ELMA120	Undefined	32	FFEB 1780 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B120	APAA0ELMB120	Undefined	32	FFEB 1784 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C120	APAA0ELMC120	Undefined	32	FFEB 1788 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A121	APAA0ELMA121	Undefined	32	FFEB 1790 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B121	APAA0ELMB121	Undefined	32	FFEB 1794 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C121	APAA0ELMC121	Undefined	32	FFEB 1798 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A122	APAA0ELMA122	Undefined	32	FFEB 17A0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B122	APAA0ELMB122	Undefined	32	FFEB 17A4 _H	1 (1L)	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APAA0	APA0 Element Setting Register C122	APAA0ELMC122	Undefined	32	FFEB 17A8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A123	APAA0ELMA123	Undefined	32	FFEB 17B0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B123	APAA0ELMB123	Undefined	32	FFEB 17B4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C123	APAA0ELMC123	Undefined	32	FFEB 17B8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A124	APAA0ELMA124	Undefined	32	FFEB 17C0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B124	APAA0ELMB124	Undefined	32	FFEB 17C4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C124	APAA0ELMC124	Undefined	32	FFEB 17C8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A125	APAA0ELMA125	Undefined	32	FFEB 17D0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B125	APAA0ELMB125	Undefined	32	FFEB 17D4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C125	APAA0ELMC125	Undefined	32	FFEB 17D8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A126	APAA0ELMA126	Undefined	32	FFEB 17E0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B126	APAA0ELMB126	Undefined	32	FFEB 17E4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C126	APAA0ELMC126	Undefined	32	FFEB 17E8 _H	1 (1L)	32
APAA0	APA0 Element Setting Register A127	APAA0ELMA127	Undefined	32	FFEB 17F0 _H	1 (1L)	32
APAA0	APA0 Element Setting Register B127	APAA0ELMB127	Undefined	32	FFEB 17F4 _H	1 (1L)	32
APAA0	APA0 Element Setting Register C127	APAA0ELMC127	Undefined	32	FFEB 17F8 _H	1 (1L)	32
OSTM0	OSTM Compare Register	OSTM0CMP	0000 0000 _H	32	FFEC 0000 _H	1 (1L)	32
OSTM0	OSTM Counter Register	OSTM0CNT	FFFF FFFF _H	32	FFEC 0004 _H	1 (1L)	32
OSTM0	OSTM Output Register	OSTM0TO	00 _H	8	FFEC 0008 _H	1 (1L)	8
OSTM0	OSTM Output Enable Register	OSTM0TOE	00 _H	8	FFEC 000C _H	1 (1L)	8
OSTM0	OSTM Count Enable Status Register	OSTM0TE	00 _H	8	FFEC 0010 _H	1 (1L)	8
OSTM0	OSTM Count Start Trigger Register	OSTM0TS	00 _H	8	FFEC 0014 _H	1 (1L)	8
OSTM0	OSTM Count Stop Trigger Register	OSTM0TT	00 _H	8	FFEC 0018 _H	1 (1L)	8
OSTM0	OSTM Control Register	OSTM0CTL	00 _H	8	FFEC 0020 _H	1 (1L)	8
OSTM1	OSTM Compare Register	OSTM1CMP	0000 0000 _H	32	FFEC 1000 _H	1 (1L)	32
OSTM1	OSTM Counter Register	OSTM1CNT	FFFF FFFF _H	32	FFEC 1004 _H	1 (1L)	32
OSTM1	OSTM Output Register	OSTM1TO	00 _H	8	FFEC 1008 _H	1 (1L)	8
OSTM1	OSTM Output Enable Register	OSTM1TOE	00 _H	8	FFEC 100C _H	1 (1L)	8
OSTM1	OSTM Count Enable Status Register	OSTM1TE	00 _H	8	FFEC 1010 _H	1 (1L)	8
OSTM1	OSTM Count Start Trigger Register	OSTM1TS	00 _H	8	FFEC 1014 _H	1 (1L)	8
OSTM1	OSTM Count Stop Trigger Register	OSTM1TT	00 _H	8	FFEC 1018 _H	1 (1L)	8
OSTM1	OSTM Control Register	OSTM1CTL	00 _H	8	FFEC 1020 _H	1 (1L)	8
OSTM2	OSTM Compare Register	OSTM2CMP	0000 0000 _H	32	FFEC 2000 _H	1 (1L)	32
OSTM2	OSTM Counter Register	OSTM2CNT	FFFF FFFF _H	32	FFEC 2004 _H	1 (1L)	32
OSTM2	OSTM Output Register	OSTM2TO	00 _H	8	FFEC 2008 _H	1 (1L)	8
OSTM2	OSTM Output Enable Register	OSTM2TOE	00 _H	8	FFEC 200C _H	1 (1L)	8
OSTM2	OSTM Count Enable Status Register	OSTM2TE	00 _H	8	FFEC 2010 _H	1 (1L)	8
OSTM2	OSTM Count Start Trigger Register	OSTM2TS	00 _H	8	FFEC 2014 _H	1 (1L)	8
OSTM2	OSTM Count Stop Trigger Register	OSTM2TT	00 _H	8	FFEC 2018 _H	1 (1L)	8
OSTM2	OSTM Control Register	OSTM2CTL	00 _H	8	FFEC 2020 _H	1 (1L)	8
WDTA0	WDTA Enable Register	WDTA0WDTE	2C _H	8	FFED 0000 _H	1 (1L)	8
WDTA0	WDTA Mode Register	WDTA0MD	7F _H	8	FFED 000C _H	1 (1L)	8
WDTA1	WDTA Enable Register	WDTA1WDTE	2C _H	8	FFED 1000 _H	1 (1L)	8
WDTA1	WDTA Mode Register	WDTA1MD	7F _H	8	FFED 100C _H	1 (1L)	8
SWDT0	SWDT Clear Register	SWDT0CLR	00 _H	8	FFED 3000 _H	1 (1L)	8
SWDT0	SWDT Status Register 0	SWDT0STS0	00 _H	8	FFED 3004 _H	1 (1L)	8
SWDT0	SWDT Status Register 1	SWDT0STS1	00 _H	8	FFED 3008 _H	1 (1L)	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
SWDT0	SWDT Status Clear Register	SWDT0STSC	00 _H	8	FFED 300C _H	1 (1L)	8
SWDT0	SWDT Enable Register	SWDT0WDTE	00 _H	8	FFED 3010 _H	1 (1L)	8
SWDT0	SWDT Mode Register	SWDT0MD	70 _H	8	FFED 3014 _H	1 (1L)	8
SWDT2	SWDT Clear Register	SWDT2CLR	00 _H	8	FFED 5000 _H	1 (1L)	8
SWDT2	SWDT Status Register 0	SWDT2STS0	00 _H	8	FFED 5004 _H	1 (1L)	8
SWDT2	SWDT Status Register 1	SWDT2STS1	00 _H	8	FFED 5008 _H	1 (1L)	8
SWDT2	SWDT Status Clear Register	SWDT2STSC	00 _H	8	FFED 500C _H	1 (1L)	8
SWDT2	SWDT Enable Register	SWDT2WDTE	00 _H	8	FFED 5010 _H	1 (1L)	8
SWDT2	SWDT Mode Register	SWDT2MD	70 _H	8	FFED 5014 _H	1 (1L)	8
APGA0	APGA0 Register Control Register 0	APGA0CNTR0	00 _H	8	FFED C000 _H	1 (1L)	8
APGA0	APGA0 Register Control Register 1	APGA0CNTR1	00 _H	8	FFED C004 _H	1 (1L)	8
APGA0	APGA0 Register Control Register 3	APGA0CNTR3	FF _H	8	FFED C005 _H	1 (1L)	8
APGA0	APGA0 Register Control Register 2	APGA0CNTR2	0000 0000 _H	32	FFED C008 _H	1 (1L)	32, 16, 8
APGA0	APGA0 Register Control Register 5	APGA0CNTR5	00 _H	8	FFED C01C _H	1 (1L)	8
RHSBG0	Microsecond Bus Control Register H	RHSBG0CR0 _H	0000 0000 _H	32	FFED D000 _H	1 (1L)	8, 16, 32
RHSBG0	Microsecond Bus Control Register L	RHSBG0CR0 _L	0000 0000 _H	32	FFED D004 _H	1 (1L)	8, 16, 32
RHSBG0	Microsecond Bus Control Register H	RHSBG0CR1 _H	0000 0000 _H	32	FFED D008 _H	1 (1L)	8, 16, 32
RHSBG0	Microsecond Bus Control Register L	RHSBG0CR1 _L	0000 0000 _H	32	FFED D00C _H	1 (1L)	8, 16, 32
RHSBG0	Microsecond Bus Control Register H	RHSBG0CR2 _H	0000 0000 _H	32	FFED D010 _H	1 (1L)	8, 16, 32
RHSBG0	Microsecond Bus Control Register L	RHSBG0CR2 _L	0000 0000 _H	32	FFED D014 _H	1 (1L)	8, 16, 32
RHSBG0	Microsecond Bus Control Register H	RHSBG0CR3 _H	0000 0000 _H	32	FFED D018 _H	1 (1L)	8, 16, 32
RHSBG0	Microsecond Bus Control Register L	RHSBG0CR3 _L	0000 0000 _H	32	FFED D01C _H	1 (1L)	8, 16, 32
RHSBG1	Microsecond Bus Control Register H	RHSBG1CR0 _H	0000 0000 _H	32	FFED D800 _H	1 (1L)	8, 16, 32
RHSBG1	Microsecond Bus Control Register L	RHSBG1CR0 _L	0000 0000 _H	32	FFED D804 _H	1 (1L)	8, 16, 32
RHSBG1	Microsecond Bus Control Register H	RHSBG1CR1 _H	0000 0000 _H	32	FFED D808 _H	1 (1L)	8, 16, 32
RHSBG1	Microsecond Bus Control Register L	RHSBG1CR1 _L	0000 0000 _H	32	FFED D80C _H	1 (1L)	8, 16, 32
RHSBG1	Microsecond Bus Control Register H	RHSBG1CR2 _H	0000 0000 _H	32	FFED D810 _H	1 (1L)	8, 16, 32
RHSBG1	Microsecond Bus Control Register L	RHSBG1CR2 _L	0000 0000 _H	32	FFED D814 _H	1 (1L)	8, 16, 32
RHSBG1	Microsecond Bus Control Register H	RHSBG1CR3 _H	0000 0000 _H	32	FFED D818 _H	1 (1L)	8, 16, 32
RHSBG1	Microsecond Bus Control Register L	RHSBG1CR3 _L	0000 0000 _H	32	FFED D81C _H	1 (1L)	8, 16, 32
RHSB0	Global Configuration Register	RHSB0GC	0000 0000 _H	32	FFEE 0000 _H	3	8, 16, 32
RHSB0	Module Status Register	RHSB0MSR	0001 0000 _H	32	FFEE 0008 _H	3	8, 16, 32
RHSB0	Downstream Configuration Register	RHSB0DCR	0011 FF00 _H	32	FFEE 0010 _H	3	16, 32
RHSB0	Data Element Configuration Register	RHSB0DEC	0000 0000 _H	32	FFEE 0014 _H	3	8, 16, 32
RHSB0	Slave Device Configuration Register 0	RHSB0SDC0	0000 0000 _H	32	FFEE 0018 _H	3	16, 32
RHSB0	Data Element Bit Assignment Register 0	RHSB0DEBA0	0000 0000 _H	32	FFEE 0020 _H	3	16, 32
RHSB0	Data Element Bit Assignment Register 1	RHSB0DEBA1	0000 0000 _H	32	FFEE 0024 _H	3	16, 32
RHSB0	Data Element Bit Assignment Register 2	RHSB0DEBA2	0000 0000 _H	32	FFEE 0028 _H	3	16, 32
RHSB0	Data Element Bit Assignment Register 3	RHSB0DEBA3	0000 0000 _H	32	FFEE 002C _H	3	16, 32
RHSB0	Emergency Bit Enable Register 0	RHSB0EBE0	0000 0000 _H	32	FFEE 0030 _H	3	16, 32
RHSB0	Emergency Bit Enable Register 1	RHSB0EBE1	0000 0000 _H	32	FFEE 0034 _H	3	16, 32
RHSB0	Downstream Transmission Control Register	RHSB0DTC	0000 0000 _H	32	FFEE 0038 _H	3	8, 16, 32
RHSB0	Downstream Command Data Register	RHSB0DCD	0000 0000 _H	32	FFEE 003C _H	3	16, 32
RHSB0	Downstream Data Register 0	RHSB0DDR0	0000 0000 _H	32	FFEE 0040 _H	3	16, 32
RHSB0	Downstream Data Register 1	RHSB0DDR1	0000 0000 _H	32	FFEE 0044 _H	3	16, 32
RHSB0	Downstream Emergency Data Register 0	RHSB0DED0	0000 0000 _H	32	FFEE 0048 _H	3	16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
RHSB0	Downstream Emergency Data Register 1	RHSB0DED1	0000 0000 _H	32	FFEE 004C _H	3	16, 32
RHSB0	Upstream Configuration Register	RHSB0UCR	0000 1800 _H	32	FFEE 0050 _H	3	8, 16, 32
RHSB0	Upstream Channel Configuration Register	RHSB0UCC	0F0F 0F0F _H	32	FFEE 0054 _H	3	8, 16, 32
RHSB0	Upstream Channel Selection Register	RHSB0UCS	0000 0000 _H	32	FFEE 0058 _H	3	8, 16, 32
RHSB0	Upstream Data Read Register	RHSB0UDR	0000 0000 _H	32	FFEE 005C _H	3	8, 16, 32
RHSB0	Upstream Data Register 0	RHSB0UD0	0000 0000 _H	32	FFEE 0060 _H	3	8, 16, 32
RHSB0	Upstream Data Register 1	RHSB0UD1	0000 0000 _H	32	FFEE 0064 _H	3	8, 16, 32
RHSB0	Upstream Status Summary Register	RHSB0USS	0000 0000 _H	32	FFEE 0070 _H	3	8, 16, 32
RHSB0	Interrupt Control Register	RHSB0IC	0000 0000 _H	32	FFEE 0074 _H	3	8, 16, 32
RHSB0	Interrupt Status Register	RHSB0IS	0000 0000 _H	32	FFEE 0078 _H	3	8, 16, 32
RHSB0	Downstream Configuration Register for Period 1	RHSB0DCR1	0000 0000 _H	32	FFEE 007C _H	3	8, 16, 32
RHSB1	Global Configuration Register	RHSB1GC	0000 0000 _H	32	FFEE 1000 _H	3	8, 16, 32
RHSB1	Module Status Register	RHSB1MSR	0001 0000 _H	32	FFEE 1008 _H	3	8, 16, 32
RHSB1	Downstream Configuration Register	RHSB1DCR	0011 FF00 _H	32	FFEE 1010 _H	3	16, 32
RHSB1	Data Element Configuration Register	RHSB1DEC	0000 0000 _H	32	FFEE 1014 _H	3	8, 16, 32
RHSB1	Slave Device Configuration Register 0	RHSB1SDC0	0000 0000 _H	32	FFEE 1018 _H	3	16, 32
RHSB1	Data Element Bit Assignment Register 0	RHSB1DEBA0	0000 0000 _H	32	FFEE 1020 _H	3	16, 32
RHSB1	Data Element Bit Assignment Register 1	RHSB1DEBA1	0000 0000 _H	32	FFEE 1024 _H	3	16, 32
RHSB1	Data Element Bit Assignment Register 2	RHSB1DEBA2	0000 0000 _H	32	FFEE 1028 _H	3	16, 32
RHSB1	Data Element Bit Assignment Register 3	RHSB1DEBA3	0000 0000 _H	32	FFEE 102C _H	3	16, 32
RHSB1	Emergency Bit Enable Register 0	RHSB1EBE0	0000 0000 _H	32	FFEE 1030 _H	3	16, 32
RHSB1	Emergency Bit Enable Register 1	RHSB1EBE1	0000 0000 _H	32	FFEE 1034 _H	3	16, 32
RHSB1	Downstream Transmission Control Register	RHSB1DTC	0000 0000 _H	32	FFEE 1038 _H	3	8, 16, 32
RHSB1	Downstream Command Data Register	RHSB1DCD	0000 0000 _H	32	FFEE 103C _H	3	16, 32
RHSB1	Downstream Data Register 0	RHSB1DDR0	0000 0000 _H	32	FFEE 1040 _H	3	16, 32
RHSB1	Downstream Data Register 1	RHSB1DDR1	0000 0000 _H	32	FFEE 1044 _H	3	16, 32
RHSB1	Downstream Emergency Data Register 0	RHSB1DED0	0000 0000 _H	32	FFEE 1048 _H	3	16, 32
RHSB1	Downstream Emergency Data Register 1	RHSB1DED1	0000 0000 _H	32	FFEE 104C _H	3	16, 32
RHSB1	Upstream Configuration Register	RHSB1UCR	0000 1800 _H	32	FFEE 1050 _H	3	8, 16, 32
RHSB1	Upstream Channel Configuration Register	RHSB1UCC	0F0F 0F0F _H	32	FFEE 1054 _H	3	8, 16, 32
RHSB1	Upstream Channel Selection Register	RHSB1UCS	0000 0000 _H	32	FFEE 1058 _H	3	8, 16, 32
RHSB1	Upstream Data Read Register	RHSB1UDR	0000 0000 _H	32	FFEE 105C _H	3	8, 16, 32
RHSB1	Upstream Data Register 0	RHSB1UD0	0000 0000 _H	32	FFEE 1060 _H	3	8, 16, 32
RHSB1	Upstream Data Register 1	RHSB1UD1	0000 0000 _H	32	FFEE 1064 _H	3	8, 16, 32
RHSB1	Upstream Status Summary Register	RHSB1USS	0000 0000 _H	32	FFEE 1070 _H	3	8, 16, 32
RHSB1	Interrupt Control Register	RHSB1IC	0000 0000 _H	32	FFEE 1074 _H	3	8, 16, 32
RHSB1	Interrupt Status Register	RHSB1IS	0000 0000 _H	32	FFEE 1078 _H	3	8, 16, 32
RHSB1	Downstream Configuration Register for Period 1	RHSB1DCR1	0000 0000 _H	32	FFEE 107C _H	3	8, 16, 32
ADCB0	Virtual Channel Register 0	ADCB0VCR00	0000 _H	16	FFF2 0000 _H	3	8, 16
ADCB0	Virtual Channel Register 1	ADCB0VCR01	0000 _H	16	FFF2 0004 _H	3	8, 16
ADCB0	Virtual Channel Register 2	ADCB0VCR02	0000 _H	16	FFF2 0008 _H	3	8, 16
ADCB0	Virtual Channel Register 3	ADCB0VCR03	0000 _H	16	FFF2 000C _H	3	8, 16
ADCB0	Virtual Channel Register 4	ADCB0VCR04	0000 _H	16	FFF2 0010 _H	3	8, 16
ADCB0	Virtual Channel Register 5	ADCB0VCR05	0000 _H	16	FFF2 0014 _H	3	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB0	Virtual Channel Register 6	ADCB0VCR06	0000 _H	16	FFF2 0018 _H	3	8, 16
ADCB0	Virtual Channel Register 7	ADCB0VCR07	0000 _H	16	FFF2 001C _H	3	8, 16
ADCB0	Virtual Channel Register 8	ADCB0VCR08	0000 _H	16	FFF2 0020 _H	3	8, 16
ADCB0	Virtual Channel Register 9	ADCB0VCR09	0000 _H	16	FFF2 0024 _H	3	8, 16
ADCB0	Virtual Channel Register 10	ADCB0VCR10	0000 _H	16	FFF2 0028 _H	3	8, 16
ADCB0	Virtual Channel Register 11	ADCB0VCR11	0000 _H	16	FFF2 002C _H	3	8, 16
ADCB0	Virtual Channel Register 12	ADCB0VCR12	0000 _H	16	FFF2 0030 _H	3	8, 16
ADCB0	Virtual Channel Register 13	ADCB0VCR13	0000 _H	16	FFF2 0034 _H	3	8, 16
ADCB0	Virtual Channel Register 14	ADCB0VCR14	0000 _H	16	FFF2 0038 _H	3	8, 16
ADCB0	Virtual Channel Register 15	ADCB0VCR15	0000 _H	16	FFF2 003C _H	3	8, 16
ADCB0	Virtual Channel Register 16	ADCB0VCR16	0000 _H	16	FFF2 0040 _H	3	8, 16
ADCB0	Virtual Channel Register 17	ADCB0VCR17	0000 _H	16	FFF2 0044 _H	3	8, 16
ADCB0	Virtual Channel Register 18	ADCB0VCR18	0000 _H	16	FFF2 0048 _H	3	8, 16
ADCB0	Virtual Channel Register 19	ADCB0VCR19	0000 _H	16	FFF2 004C _H	3	8, 16
ADCB0	Virtual Channel Register 20	ADCB0VCR20	0000 _H	16	FFF2 0050 _H	3	8, 16
ADCB0	Virtual Channel Register 21	ADCB0VCR21	0000 _H	16	FFF2 0054 _H	3	8, 16
ADCB0	Virtual Channel Register 22	ADCB0VCR22	0000 _H	16	FFF2 0058 _H	3	8, 16
ADCB0	Virtual Channel Register 23	ADCB0VCR23	0000 _H	16	FFF2 005C _H	3	8, 16
ADCB0	Virtual Channel Register 24	ADCB0VCR24	0000 _H	16	FFF2 0060 _H	3	8, 16
ADCB0	Virtual Channel Register 25	ADCB0VCR25	0000 _H	16	FFF2 0064 _H	3	8, 16
ADCB0	Virtual Channel Register 26	ADCB0VCR26	0000 _H	16	FFF2 0068 _H	3	8, 16
ADCB0	Virtual Channel Register 27	ADCB0VCR27	0000 _H	16	FFF2 006C _H	3	8, 16
ADCB0	Virtual Channel Register 28	ADCB0VCR28	0000 _H	16	FFF2 0070 _H	3	8, 16
ADCB0	Virtual Channel Register 29	ADCB0VCR29	0000 _H	16	FFF2 0074 _H	3	8, 16
ADCB0	Virtual Channel Register 30	ADCB0VCR30	0000 _H	16	FFF2 0078 _H	3	8, 16
ADCB0	Virtual Channel Register 31	ADCB0VCR31	0000 _H	16	FFF2 007C _H	3	8, 16
ADCB0	Virtual Channel Register 32	ADCB0VCR32	0000 _H	16	FFF2 0080 _H	3	8, 16
ADCB0	Virtual Channel Register 33	ADCB0VCR33	0000 _H	16	FFF2 0084 _H	3	8, 16
ADCB0	Virtual Channel Register 34	ADCB0VCR34	0000 _H	16	FFF2 0088 _H	3	8, 16
ADCB0	Virtual Channel Register 35	ADCB0VCR35	0000 _H	16	FFF2 008C _H	3	8, 16
ADCB0	Virtual Channel Register 36	ADCB0VCR36	0000 _H	16	FFF2 0090 _H	3	8, 16
ADCB0	Virtual Channel Register 37	ADCB0VCR37	0000 _H	16	FFF2 0094 _H	3	8, 16
ADCB0	Virtual Channel Register 38	ADCB0VCR38	0000 _H	16	FFF2 0098 _H	3	8, 16
ADCB0	Virtual Channel Register 39	ADCB0VCR39	0000 _H	16	FFF2 009C _H	3	8, 16
ADCB0	Data Register 0	ADCB0DR00	0000 _H	16	FFF2 0100 _H	3	16, 32
ADCB0	Data Register 1	ADCB0DR01	0000 _H	16	FFF2 0102 _H	3	16
ADCB0	Data Register 2	ADCB0DR02	0000 _H	16	FFF2 0104 _H	3	16, 32
ADCB0	Data Register 3	ADCB0DR03	0000 _H	16	FFF2 0106 _H	3	16
ADCB0	Data Register 4	ADCB0DR04	0000 _H	16	FFF2 0108 _H	3	16, 32
ADCB0	Data Register 5	ADCB0DR05	0000 _H	16	FFF2 010A _H	3	16
ADCB0	Data Register 6	ADCB0DR06	0000 _H	16	FFF2 010C _H	3	16, 32
ADCB0	Data Register 7	ADCB0DR07	0000 _H	16	FFF2 010E _H	3	16
ADCB0	Data Register 8	ADCB0DR08	0000 _H	16	FFF2 0110 _H	3	16, 32
ADCB0	Data Register 9	ADCB0DR09	0000 _H	16	FFF2 0112 _H	3	16
ADCB0	Data Register 10	ADCB0DR10	0000 _H	16	FFF2 0114 _H	3	16, 32
ADCB0	Data Register 11	ADCB0DR11	0000 _H	16	FFF2 0116 _H	3	16
ADCB0	Data Register 12	ADCB0DR12	0000 _H	16	FFF2 0118 _H	3	16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB0	Data Register 13	ADCB0DR13	0000 _H	16	FFF2 011A _H	3	16
ADCB0	Data Register 14	ADCB0DR14	0000 _H	16	FFF2 011C _H	3	16, 32
ADCB0	Data Register 15	ADCB0DR15	0000 _H	16	FFF2 011E _H	3	16
ADCB0	Data Register 16	ADCB0DR16	0000 _H	16	FFF2 0120 _H	3	16, 32
ADCB0	Data Register 17	ADCB0DR17	0000 _H	16	FFF2 0122 _H	3	16
ADCB0	Data Register 18	ADCB0DR18	0000 _H	16	FFF2 0124 _H	3	16, 32
ADCB0	Data Register 19	ADCB0DR19	0000 _H	16	FFF2 0126 _H	3	16
ADCB0	Data Register 20	ADCB0DR20	0000 _H	16	FFF2 0128 _H	3	16, 32
ADCB0	Data Register 21	ADCB0DR21	0000 _H	16	FFF2 012A _H	3	16
ADCB0	Data Register 22	ADCB0DR22	0000 _H	16	FFF2 012C _H	3	16, 32
ADCB0	Data Register 23	ADCB0DR23	0000 _H	16	FFF2 012E _H	3	16
ADCB0	Data Register 24	ADCB0DR24	0000 _H	16	FFF2 0130 _H	3	16, 32
ADCB0	Data Register 25	ADCB0DR25	0000 _H	16	FFF2 0132 _H	3	16
ADCB0	Data Register 26	ADCB0DR26	0000 _H	16	FFF2 0134 _H	3	16, 32
ADCB0	Data Register 27	ADCB0DR27	0000 _H	16	FFF2 0136 _H	3	16
ADCB0	Data Register 28	ADCB0DR28	0000 _H	16	FFF2 0138 _H	3	16, 32
ADCB0	Data Register 29	ADCB0DR29	0000 _H	16	FFF2 013A _H	3	16
ADCB0	Data Register 30	ADCB0DR30	0000 _H	16	FFF2 013C _H	3	16, 32
ADCB0	Data Register 31	ADCB0DR31	0000 _H	16	FFF2 013E _H	3	16
ADCB0	Data Register 32	ADCB0DR32	0000 _H	16	FFF2 0140 _H	3	16, 32
ADCB0	Data Register 33	ADCB0DR33	0000 _H	16	FFF2 0142 _H	3	16
ADCB0	Data Register 34	ADCB0DR34	0000 _H	16	FFF2 0144 _H	3	16, 32
ADCB0	Data Register 35	ADCB0DR35	0000 _H	16	FFF2 0146 _H	3	16
ADCB0	Data Register 36	ADCB0DR36	0000 _H	16	FFF2 0148 _H	3	16, 32
ADCB0	Data Register 37	ADCB0DR37	0000 _H	16	FFF2 014A _H	3	16
ADCB0	Data Register 38	ADCB0DR38	0000 _H	16	FFF2 014C _H	3	16, 32
ADCB0	Data Register 39	ADCB0DR39	0000 _H	16	FFF2 014E _H	3	16
ADCB0	Data Supplementary Information Register 0	ADCB0DIR00	0000 0000 _H	32	FFF2 0200 _H	3	32
ADCB0	Data Supplementary Information Register 1	ADCB0DIR01	0000 0000 _H	32	FFF2 0204 _H	3	32
ADCB0	Data Supplementary Information Register 2	ADCB0DIR02	0000 0000 _H	32	FFF2 0208 _H	3	32
ADCB0	Data Supplementary Information Register 3	ADCB0DIR03	0000 0000 _H	32	FFF2 020C _H	3	32
ADCB0	Data Supplementary Information Register 4	ADCB0DIR04	0000 0000 _H	32	FFF2 0210 _H	3	32
ADCB0	Data Supplementary Information Register 5	ADCB0DIR05	0000 0000 _H	32	FFF2 0214 _H	3	32
ADCB0	Data Supplementary Information Register 6	ADCB0DIR06	0000 0000 _H	32	FFF2 0218 _H	3	32
ADCB0	Data Supplementary Information Register 7	ADCB0DIR07	0000 0000 _H	32	FFF2 021C _H	3	32
ADCB0	Data Supplementary Information Register 8	ADCB0DIR08	0000 0000 _H	32	FFF2 0220 _H	3	32
ADCB0	Data Supplementary Information Register 9	ADCB0DIR09	0000 0000 _H	32	FFF2 0224 _H	3	32
ADCB0	Data Supplementary Information Register 10	ADCB0DIR10	0000 0000 _H	32	FFF2 0228 _H	3	32
ADCB0	Data Supplementary Information Register 11	ADCB0DIR11	0000 0000 _H	32	FFF2 022C _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB0	Data Supplementary Information Register 12	ADCB0DIR12	0000 0000 _H	32	FFF2 0230 _H	3	32
ADCB0	Data Supplementary Information Register 13	ADCB0DIR13	0000 0000 _H	32	FFF2 0234 _H	3	32
ADCB0	Data Supplementary Information Register 14	ADCB0DIR14	0000 0000 _H	32	FFF2 0238 _H	3	32
ADCB0	Data Supplementary Information Register 15	ADCB0DIR15	0000 0000 _H	32	FFF2 023C _H	3	32
ADCB0	Data Supplementary Information Register 16	ADCB0DIR16	0000 0000 _H	32	FFF2 0240 _H	3	32
ADCB0	Data Supplementary Information Register 17	ADCB0DIR17	0000 0000 _H	32	FFF2 0244 _H	3	32
ADCB0	Data Supplementary Information Register 18	ADCB0DIR18	0000 0000 _H	32	FFF2 0248 _H	3	32
ADCB0	Data Supplementary Information Register 19	ADCB0DIR19	0000 0000 _H	32	FFF2 024C _H	3	32
ADCB0	Data Supplementary Information Register 20	ADCB0DIR20	0000 0000 _H	32	FFF2 0250 _H	3	32
ADCB0	Data Supplementary Information Register 21	ADCB0DIR21	0000 0000 _H	32	FFF2 0254 _H	3	32
ADCB0	Data Supplementary Information Register 22	ADCB0DIR22	0000 0000 _H	32	FFF2 0258 _H	3	32
ADCB0	Data Supplementary Information Register 23	ADCB0DIR23	0000 0000 _H	32	FFF2 025C _H	3	32
ADCB0	Data Supplementary Information Register 24	ADCB0DIR24	0000 0000 _H	32	FFF2 0260 _H	3	32
ADCB0	Data Supplementary Information Register 25	ADCB0DIR25	0000 0000 _H	32	FFF2 0264 _H	3	32
ADCB0	Data Supplementary Information Register 26	ADCB0DIR26	0000 0000 _H	32	FFF2 0268 _H	3	32
ADCB0	Data Supplementary Information Register 27	ADCB0DIR27	0000 0000 _H	32	FFF2 026C _H	3	32
ADCB0	Data Supplementary Information Register 28	ADCB0DIR28	0000 0000 _H	32	FFF2 0270 _H	3	32
ADCB0	Data Supplementary Information Register 29	ADCB0DIR29	0000 0000 _H	32	FFF2 0274 _H	3	32
ADCB0	Data Supplementary Information Register 30	ADCB0DIR30	0000 0000 _H	32	FFF2 0278 _H	3	32
ADCB0	Data Supplementary Information Register 31	ADCB0DIR31	0000 0000 _H	32	FFF2 027C _H	3	32
ADCB0	Data Supplementary Information Register 32	ADCB0DIR32	0000 0000 _H	32	FFF2 0280 _H	3	32
ADCB0	Data Supplementary Information Register 33	ADCB0DIR33	0000 0000 _H	32	FFF2 0284 _H	3	32
ADCB0	Data Supplementary Information Register 34	ADCB0DIR34	0000 0000 _H	32	FFF2 0288 _H	3	32
ADCB0	Data Supplementary Information Register 35	ADCB0DIR35	0000 0000 _H	32	FFF2 028C _H	3	32
ADCB0	Data Supplementary Information Register 36	ADCB0DIR36	0000 0000 _H	32	FFF2 0290 _H	3	32
ADCB0	Data Supplementary Information Register 37	ADCB0DIR37	0000 0000 _H	32	FFF2 0294 _H	3	32
ADCB0	Data Supplementary Information Register 38	ADCB0DIR38	0000 0000 _H	32	FFF2 0298 _H	3	32
ADCB0	Data Supplementary Information Register 39	ADCB0DIR39	0000 0000 _H	32	FFF2 029C _H	3	32
ADCB0	AD Synchronization Start Control Register	ADCB0ADSYNSTC R	00 _H	8	FFF2 0300 _H	3	8
ADCB0	A/D Timer Synchronization Start Control Register	ADCB0ADTSYNSTC R	00 _H	8	FFF2 0304 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB0	AD Halt Register	ADCB0ADHALTR	00 _H	8	FFF2 0380 _H	3	8
ADCB0	AD Control Register 1	ADCB0ADCR1	00 _H	8	FFF2 0384 _H	3	8
ADCB0	MPX Current Control Register	ADCB0MPXCURCR	00 _H	8	FFF2 0388 _H	3	8
ADCB0	MPX Current Register	ADCB0MPXCURR	0000 0000 _H	32	FFF2 038C _H	3	32
ADCB0	MPX Optional Wait Register	ADCB0MPXOWR	00 _H	8	FFF2 0390 _H	3	8
ADCB0	MPX Command Information Register	ADCB0MPXCMDR	00 _H	8	FFF2 0394 _H	3	8
ADCB0	AD Control Register 2	ADCB0ADCR2	00 _H	8	FFF2 0398 _H	3	8
ADCB0	DFE/APA/ASF Entry Scan Group Enable Register	ADCB0DFASENTSGER	0000 _H	16	FFF2 039C _H	3	16
ADCB0	A/D Conversion Monitor Virtual Channel Pointer	ADCB0ADENDP	00 _H	8	FFF2 03A0 _H	3	8
ADCB0	Safety Control Register	ADCB0SFTCR	00 _H	8	FFF2 03C0 _H	3	8
ADCB0	Pin-Level Self-Diagnosis Control Register	ADCB0TDCR	00 _H	8	FFF2 03C4 _H	3	8
ADCB0	Wiring-break Detection Control Register	ADCB0ODCR	00 _H	8	FFF2 03C8 _H	3	8
ADCB0	Upper Limit/Lower Limit Table Register 0	ADCB0ULLMTBR0	7FFE 0000 _H	32	FFF2 03CC _H	3	16, 32
ADCB0	Upper Limit/Lower Limit Table Register 1	ADCB0ULLMTBR1	7FFE 0000 _H	32	FFF2 03D0 _H	3	16, 32
ADCB0	Upper Limit/Lower Limit Table Register 2	ADCB0ULLMTBR2	7FFE 0000 _H	32	FFF2 03D4 _H	3	16, 32
ADCB0	Error Clear Register	ADCB0ECR	00 _H	8	FFF2 03D8 _H	3	8
ADCB0	Upper Limit/Lower Limit Error Register	ADCB0ULER	00 _H	8	FFF2 03DC _H	3	8
ADCB0	Overwrite Error Register	ADCB0OWER	00 _H	8	FFF2 03E0 _H	3	8
ADCB0	Parity Error Register	ADCB0PER	00 _H	8	FFF2 03E4 _H	3	8
ADCB0	ID Error Register	ADCB0IDER	00 _H	8	FFF2 03E8 _H	3	8
ADCB0	Scan Group 0 Start Control Register	ADCB0SGSTCR0	00 _H	8	FFF2 0480 _H	3	8
ADCB0	Scan Group 0 Control Register	ADCB0SGCR0	00 _H	8	FFF2 0490 _H	3	8
ADCB0	Scan Group 0 Start Virtual Channel Pointer	ADCB0SGVCSP0	00 _H	8	FFF2 0494 _H	3	8
ADCB0	Scan Group 0 End Virtual Channel Pointer	ADCB0SGVCEP0	00 _H	8	FFF2 0498 _H	3	8
ADCB0	Scan Group 0 Multicycle Register	ADCB0SGMCYCR0	00 _H	8	FFF2 049C _H	3	8
ADCB0	Scan Group 0 Status Register	ADCB0SGSR0	00 _H	8	FFF2 04A4 _H	3	8
ADCB0	Scan Group 0 Upper Limit/Lower Limit Table Select Register	ADCB0ULLMSR0	00 _H	8	FFF2 04B0 _H	3	8
ADCB0	Scan Group 1 Start Control Register	ADCB0SGSTCR1	00 _H	8	FFF2 0500 _H	3	8
ADCB0	Scan Group 1 Control Register	ADCB0SGCR1	00 _H	8	FFF2 0510 _H	3	8
ADCB0	Scan Group 1 Start Virtual Channel Pointer	ADCB0SGVCSP1	00 _H	8	FFF2 0514 _H	3	8
ADCB0	Scan Group 1 End Virtual Channel Pointer	ADCB0SGVCEP1	00 _H	8	FFF2 0518 _H	3	8
ADCB0	Scan Group 1 Multicycle Register	ADCB0SGMCYCR1	00 _H	8	FFF2 051C _H	3	8
ADCB0	Scan Group 1 Status Register	ADCB0SGSR1	00 _H	8	FFF2 0524 _H	3	8
ADCB0	Scan Group 1 Upper Limit/Lower Limit Table Select Register	ADCB0ULLMSR1	00 _H	8	FFF2 0530 _H	3	8
ADCB0	Scan Group 2 Start Control Register	ADCB0SGSTCR2	00 _H	8	FFF2 0580 _H	3	8
ADCB0	Scan Group 2 Control Register	ADCB0SGCR2	00 _H	8	FFF2 0590 _H	3	8
ADCB0	Scan Group 2 Start Virtual Channel Pointer	ADCB0SGVCSP2	00 _H	8	FFF2 0594 _H	3	8
ADCB0	Scan Group 2 End Virtual Channel Pointer	ADCB0SGVCEP2	00 _H	8	FFF2 0598 _H	3	8
ADCB0	Scan Group 2 Multicycle Register	ADCB0SGMCYCR2	00 _H	8	FFF2 059C _H	3	8
ADCB0	Scan Group 2 Status Register	ADCB0SGSR2	00 _H	8	FFF2 05A4 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB0	Scan Group 2 Upper Limit/Lower Limit Table Select Register	ADCB0ULLMSR2	00 _H	8	FFF2 05B0 _H	3	8
ADCB0	Scan Group 3 Start Control Register	ADCB0SGSTCR3	00 _H	8	FFF2 0600 _H	3	8
ADCB0	A/D Timer 3 Start Control Register	ADCB0ADTSTCR3	00 _H	8	FFF2 0608 _H	3	8
ADCB0	A/D Timer 3 End Control Register	ADCB0ADTENDCR3	00 _H	8	FFF2 060C _H	3	8
ADCB0	Scan Group 3 Control Register	ADCB0SGCR3	00 _H	8	FFF2 0610 _H	3	8
ADCB0	Scan Group 3 Start Virtual Channel Pointer	ADCB0SGVCSP3	00 _H	8	FFF2 0614 _H	3	8
ADCB0	Scan Group 3 End Virtual Channel Pointer	ADCB0SGVCEP3	00 _H	8	FFF2 0618 _H	3	8
ADCB0	Scan Group 3 Multicycle Register	ADCB0SGMCYCR3	00 _H	8	FFF2 061C _H	3	8
ADCB0	Scan Group 3 Status Register	ADCB0SGSR3	00 _H	8	FFF2 0624 _H	3	8
ADCB0	A/D Timer Initial Phase Register 3	ADCB0ADTIPR3	0000 0000 _H	32	FFF2 0628 _H	3	32
ADCB0	A/D Timer Cycle Register 3	ADCB0ADTPRR3	001F FFFF _H	32	FFF2 062C _H	3	32
ADCB0	Scan Group 3 Upper Limit/Lower Limit Table Select Register	ADCB0ULLMSR3	00 _H	8	FFF2 0630 _H	3	8
ADCB0	Scan Group 4 Start Control Register	ADCB0SGSTCR4	00 _H	8	FFF2 0680 _H	3	8
ADCB0	A/D Timer 4 Start Control Register	ADCB0ADTSTCR4	00 _H	8	FFF2 0688 _H	3	8
ADCB0	A/D Timer 4 End Control Register	ADCB0ADTENDCR4	00 _H	8	FFF2 068C _H	3	8
ADCB0	Scan Group 4 Control Register	ADCB0SGCR4	00 _H	8	FFF2 0690 _H	3	8
ADCB0	Scan Group 4 Start Virtual Channel Pointer	ADCB0SGVCSP4	00 _H	8	FFF2 0694 _H	3	8
ADCB0	Scan Group 4 End Virtual Channel Pointer	ADCB0SGVCEP4	00 _H	8	FFF2 0698 _H	3	8
ADCB0	Scan Group 4 Multicycle Register	ADCB0SGMCYCR4	00 _H	8	FFF2 069C _H	3	8
ADCB0	Scan Group 4 Status Register	ADCB0SGSR4	00 _H	8	FFF2 06A4 _H	3	8
ADCB0	A/D Timer Initial Phase Register 4	ADCB0ADTIPR4	0000 0000 _H	32	FFF2 06A8 _H	3	32
ADCB0	A/D Timer Cycle Register 4	ADCB0ADTPRR4	001F FFFF _H	32	FFF2 06AC _H	3	32
ADCB0	Scan Group 4 Upper Limit/Lower Limit Table Select Register	ADCB0ULLMSR4	00 _H	8	FFF2 06B0 _H	3	8
ADCB1	Virtual Channel Register 0	ADCB1VCR00	0000 _H	16	FFF2 1000 _H	3	8, 16
ADCB1	Virtual Channel Register 1	ADCB1VCR01	0000 _H	16	FFF2 1004 _H	3	8, 16
ADCB1	Virtual Channel Register 2	ADCB1VCR02	0000 _H	16	FFF2 1008 _H	3	8, 16
ADCB1	Virtual Channel Register 3	ADCB1VCR03	0000 _H	16	FFF2 100C _H	3	8, 16
ADCB1	Virtual Channel Register 4	ADCB1VCR04	0000 _H	16	FFF2 1010 _H	3	8, 16
ADCB1	Virtual Channel Register 5	ADCB1VCR05	0000 _H	16	FFF2 1014 _H	3	8, 16
ADCB1	Virtual Channel Register 6	ADCB1VCR06	0000 _H	16	FFF2 1018 _H	3	8, 16
ADCB1	Virtual Channel Register 7	ADCB1VCR07	0000 _H	16	FFF2 101C _H	3	8, 16
ADCB1	Virtual Channel Register 8	ADCB1VCR08	0000 _H	16	FFF2 1020 _H	3	8, 16
ADCB1	Virtual Channel Register 9	ADCB1VCR09	0000 _H	16	FFF2 1024 _H	3	8, 16
ADCB1	Virtual Channel Register 10	ADCB1VCR10	0000 _H	16	FFF2 1028 _H	3	8, 16
ADCB1	Virtual Channel Register 11	ADCB1VCR11	0000 _H	16	FFF2 102C _H	3	8, 16
ADCB1	Virtual Channel Register 12	ADCB1VCR12	0000 _H	16	FFF2 1030 _H	3	8, 16
ADCB1	Virtual Channel Register 13	ADCB1VCR13	0000 _H	16	FFF2 1034 _H	3	8, 16
ADCB1	Virtual Channel Register 14	ADCB1VCR14	0000 _H	16	FFF2 1038 _H	3	8, 16
ADCB1	Virtual Channel Register 15	ADCB1VCR15	0000 _H	16	FFF2 103C _H	3	8, 16
ADCB1	Virtual Channel Register 16	ADCB1VCR16	0000 _H	16	FFF2 1040 _H	3	8, 16
ADCB1	Virtual Channel Register 17	ADCB1VCR17	0000 _H	16	FFF2 1044 _H	3	8, 16
ADCB1	Virtual Channel Register 18	ADCB1VCR18	0000 _H	16	FFF2 1048 _H	3	8, 16
ADCB1	Virtual Channel Register 19	ADCB1VCR19	0000 _H	16	FFF2 104C _H	3	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB1	Virtual Channel Register 20	ADCB1VCR20	0000 _H	16	FFF2 1050 _H	3	8, 16
ADCB1	Virtual Channel Register 21	ADCB1VCR21	0000 _H	16	FFF2 1054 _H	3	8, 16
ADCB1	Virtual Channel Register 22	ADCB1VCR22	0000 _H	16	FFF2 1058 _H	3	8, 16
ADCB1	Virtual Channel Register 23	ADCB1VCR23	0000 _H	16	FFF2 105C _H	3	8, 16
ADCB1	Virtual Channel Register 24	ADCB1VCR24	0000 _H	16	FFF2 1060 _H	3	8, 16
ADCB1	Virtual Channel Register 25	ADCB1VCR25	0000 _H	16	FFF2 1064 _H	3	8, 16
ADCB1	Virtual Channel Register 26	ADCB1VCR26	0000 _H	16	FFF2 1068 _H	3	8, 16
ADCB1	Virtual Channel Register 27	ADCB1VCR27	0000 _H	16	FFF2 106C _H	3	8, 16
ADCB1	Virtual Channel Register 28	ADCB1VCR28	0000 _H	16	FFF2 1070 _H	3	8, 16
ADCB1	Virtual Channel Register 29	ADCB1VCR29	0000 _H	16	FFF2 1074 _H	3	8, 16
ADCB1	Virtual Channel Register 30	ADCB1VCR30	0000 _H	16	FFF2 1078 _H	3	8, 16
ADCB1	Virtual Channel Register 31	ADCB1VCR31	0000 _H	16	FFF2 107C _H	3	8, 16
ADCB1	Virtual Channel Register 32	ADCB1VCR32	0000 _H	16	FFF2 1080 _H	3	8, 16
ADCB1	Virtual Channel Register 33	ADCB1VCR33	0000 _H	16	FFF2 1084 _H	3	8, 16
ADCB1	Virtual Channel Register 34	ADCB1VCR34	0000 _H	16	FFF2 1088 _H	3	8, 16
ADCB1	Virtual Channel Register 35	ADCB1VCR35	0000 _H	16	FFF2 108C _H	3	8, 16
ADCB1	Virtual Channel Register 36	ADCB1VCR36	0000 _H	16	FFF2 1090 _H	3	8, 16
ADCB1	Virtual Channel Register 37	ADCB1VCR37	0000 _H	16	FFF2 1094 _H	3	8, 16
ADCB1	Virtual Channel Register 38	ADCB1VCR38	0000 _H	16	FFF2 1098 _H	3	8, 16
ADCB1	Virtual Channel Register 39	ADCB1VCR39	0000 _H	16	FFF2 109C _H	3	8, 16
ADCB1	Data Register 0	ADCB1DR00	0000 _H	16	FFF2 1100 _H	3	16, 32
ADCB1	Data Register 1	ADCB1DR01	0000 _H	16	FFF2 1102 _H	3	16
ADCB1	Data Register 2	ADCB1DR02	0000 _H	16	FFF2 1104 _H	3	16, 32
ADCB1	Data Register 3	ADCB1DR03	0000 _H	16	FFF2 1106 _H	3	16
ADCB1	Data Register 4	ADCB1DR04	0000 _H	16	FFF2 1108 _H	3	16, 32
ADCB1	Data Register 5	ADCB1DR05	0000 _H	16	FFF2 110A _H	3	16
ADCB1	Data Register 6	ADCB1DR06	0000 _H	16	FFF2 110C _H	3	16, 32
ADCB1	Data Register 7	ADCB1DR07	0000 _H	16	FFF2 110E _H	3	16
ADCB1	Data Register 8	ADCB1DR08	0000 _H	16	FFF2 1110 _H	3	16, 32
ADCB1	Data Register 9	ADCB1DR09	0000 _H	16	FFF2 1112 _H	3	16
ADCB1	Data Register 10	ADCB1DR10	0000 _H	16	FFF2 1114 _H	3	16, 32
ADCB1	Data Register 11	ADCB1DR11	0000 _H	16	FFF2 1116 _H	3	16
ADCB1	Data Register 12	ADCB1DR12	0000 _H	16	FFF2 1118 _H	3	16, 32
ADCB1	Data Register 13	ADCB1DR13	0000 _H	16	FFF2 111A _H	3	16
ADCB1	Data Register 14	ADCB1DR14	0000 _H	16	FFF2 111C _H	3	16, 32
ADCB1	Data Register 15	ADCB1DR15	0000 _H	16	FFF2 111E _H	3	16
ADCB1	Data Register 16	ADCB1DR16	0000 _H	16	FFF2 1120 _H	3	16, 32
ADCB1	Data Register 17	ADCB1DR17	0000 _H	16	FFF2 1122 _H	3	16
ADCB1	Data Register 18	ADCB1DR18	0000 _H	16	FFF2 1124 _H	3	16, 32
ADCB1	Data Register 19	ADCB1DR19	0000 _H	16	FFF2 1126 _H	3	16
ADCB1	Data Register 20	ADCB1DR20	0000 _H	16	FFF2 1128 _H	3	16, 32
ADCB1	Data Register 21	ADCB1DR21	0000 _H	16	FFF2 112A _H	3	16
ADCB1	Data Register 22	ADCB1DR22	0000 _H	16	FFF2 112C _H	3	16, 32
ADCB1	Data Register 23	ADCB1DR23	0000 _H	16	FFF2 112E _H	3	16
ADCB1	Data Register 24	ADCB1DR24	0000 _H	16	FFF2 1130 _H	3	16, 32
ADCB1	Data Register 25	ADCB1DR25	0000 _H	16	FFF2 1132 _H	3	16
ADCB1	Data Register 26	ADCB1DR26	0000 _H	16	FFF2 1134 _H	3	16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB1	Data Register 27	ADCB1DR27	0000 _H	16	FFF2 1136 _H	3	16
ADCB1	Data Register 28	ADCB1DR28	0000 _H	16	FFF2 1138 _H	3	16, 32
ADCB1	Data Register 29	ADCB1DR29	0000 _H	16	FFF2 113A _H	3	16
ADCB1	Data Register 30	ADCB1DR30	0000 _H	16	FFF2 113C _H	3	16, 32
ADCB1	Data Register 31	ADCB1DR31	0000 _H	16	FFF2 113E _H	3	16
ADCB1	Data Register 32	ADCB1DR32	0000 _H	16	FFF2 1140 _H	3	16, 32
ADCB1	Data Register 33	ADCB1DR33	0000 _H	16	FFF2 1142 _H	3	16
ADCB1	Data Register 34	ADCB1DR34	0000 _H	16	FFF2 1144 _H	3	16, 32
ADCB1	Data Register 35	ADCB1DR35	0000 _H	16	FFF2 1146 _H	3	16
ADCB1	Data Register 36	ADCB1DR36	0000 _H	16	FFF2 1148 _H	3	16, 32
ADCB1	Data Register 37	ADCB1DR37	0000 _H	16	FFF2 114A _H	3	16
ADCB1	Data Register 38	ADCB1DR38	0000 _H	16	FFF2 114C _H	3	16, 32
ADCB1	Data Register 39	ADCB1DR39	0000 _H	16	FFF2 114E _H	3	16
ADCB1	Data Supplementary Information Register 0	ADCB1DIR00	0000 0000 _H	32	FFF2 1200 _H	3	32
ADCB1	Data Supplementary Information Register 1	ADCB1DIR01	0000 0000 _H	32	FFF2 1204 _H	3	32
ADCB1	Data Supplementary Information Register 2	ADCB1DIR02	0000 0000 _H	32	FFF2 1208 _H	3	32
ADCB1	Data Supplementary Information Register 3	ADCB1DIR03	0000 0000 _H	32	FFF2 120C _H	3	32
ADCB1	Data Supplementary Information Register 4	ADCB1DIR04	0000 0000 _H	32	FFF2 1210 _H	3	32
ADCB1	Data Supplementary Information Register 5	ADCB1DIR05	0000 0000 _H	32	FFF2 1214 _H	3	32
ADCB1	Data Supplementary Information Register 6	ADCB1DIR06	0000 0000 _H	32	FFF2 1218 _H	3	32
ADCB1	Data Supplementary Information Register 7	ADCB1DIR07	0000 0000 _H	32	FFF2 121C _H	3	32
ADCB1	Data Supplementary Information Register 8	ADCB1DIR08	0000 0000 _H	32	FFF2 1220 _H	3	32
ADCB1	Data Supplementary Information Register 9	ADCB1DIR09	0000 0000 _H	32	FFF2 1224 _H	3	32
ADCB1	Data Supplementary Information Register 10	ADCB1DIR10	0000 0000 _H	32	FFF2 1228 _H	3	32
ADCB1	Data Supplementary Information Register 11	ADCB1DIR11	0000 0000 _H	32	FFF2 122C _H	3	32
ADCB1	Data Supplementary Information Register 12	ADCB1DIR12	0000 0000 _H	32	FFF2 1230 _H	3	32
ADCB1	Data Supplementary Information Register 13	ADCB1DIR13	0000 0000 _H	32	FFF2 1234 _H	3	32
ADCB1	Data Supplementary Information Register 14	ADCB1DIR14	0000 0000 _H	32	FFF2 1238 _H	3	32
ADCB1	Data Supplementary Information Register 15	ADCB1DIR15	0000 0000 _H	32	FFF2 123C _H	3	32
ADCB1	Data Supplementary Information Register 16	ADCB1DIR16	0000 0000 _H	32	FFF2 1240 _H	3	32
ADCB1	Data Supplementary Information Register 17	ADCB1DIR17	0000 0000 _H	32	FFF2 1244 _H	3	32
ADCB1	Data Supplementary Information Register 18	ADCB1DIR18	0000 0000 _H	32	FFF2 1248 _H	3	32
ADCB1	Data Supplementary Information Register 19	ADCB1DIR19	0000 0000 _H	32	FFF2 124C _H	3	32
ADCB1	Data Supplementary Information Register 20	ADCB1DIR20	0000 0000 _H	32	FFF2 1250 _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB1	Data Supplementary Information Register 21	ADCB1DIR21	0000 0000 _H	32	FFF2 1254 _H	3	32
ADCB1	Data Supplementary Information Register 22	ADCB1DIR22	0000 0000 _H	32	FFF2 1258 _H	3	32
ADCB1	Data Supplementary Information Register 23	ADCB1DIR23	0000 0000 _H	32	FFF2 125C _H	3	32
ADCB1	Data Supplementary Information Register 24	ADCB1DIR24	0000 0000 _H	32	FFF2 1260 _H	3	32
ADCB1	Data Supplementary Information Register 25	ADCB1DIR25	0000 0000 _H	32	FFF2 1264 _H	3	32
ADCB1	Data Supplementary Information Register 26	ADCB1DIR26	0000 0000 _H	32	FFF2 1268 _H	3	32
ADCB1	Data Supplementary Information Register 27	ADCB1DIR27	0000 0000 _H	32	FFF2 126C _H	3	32
ADCB1	Data Supplementary Information Register 28	ADCB1DIR28	0000 0000 _H	32	FFF2 1270 _H	3	32
ADCB1	Data Supplementary Information Register 29	ADCB1DIR29	0000 0000 _H	32	FFF2 1274 _H	3	32
ADCB1	Data Supplementary Information Register 30	ADCB1DIR30	0000 0000 _H	32	FFF2 1278 _H	3	32
ADCB1	Data Supplementary Information Register 31	ADCB1DIR31	0000 0000 _H	32	FFF2 127C _H	3	32
ADCB1	Data Supplementary Information Register 32	ADCB1DIR32	0000 0000 _H	32	FFF2 1280 _H	3	32
ADCB1	Data Supplementary Information Register 33	ADCB1DIR33	0000 0000 _H	32	FFF2 1284 _H	3	32
ADCB1	Data Supplementary Information Register 34	ADCB1DIR34	0000 0000 _H	32	FFF2 1288 _H	3	32
ADCB1	Data Supplementary Information Register 35	ADCB1DIR35	0000 0000 _H	32	FFF2 128C _H	3	32
ADCB1	Data Supplementary Information Register 36	ADCB1DIR36	0000 0000 _H	32	FFF2 1290 _H	3	32
ADCB1	Data Supplementary Information Register 37	ADCB1DIR37	0000 0000 _H	32	FFF2 1294 _H	3	32
ADCB1	Data Supplementary Information Register 38	ADCB1DIR38	0000 0000 _H	32	FFF2 1298 _H	3	32
ADCB1	Data Supplementary Information Register 39	ADCB1DIR39	0000 0000 _H	32	FFF2 129C _H	3	32
ADCB1	AD Halt Register	ADCB1ADHALTR	00 _H	8	FFF2 1380 _H	3	8
ADCB1	AD Control Register 1	ADCB1ADCR1	00 _H	8	FFF2 1384 _H	3	8
ADCB1	MPX Current Control Register	ADCB1MPXCURCR	00 _H	8	FFF2 1388 _H	3	8
ADCB1	MPX Current Register	ADCB1MPXCURR	0000 0000 _H	32	FFF2 138C _H	3	32
ADCB1	MPX Optional Wait Register	ADCB1MPXOWR	00 _H	8	FFF2 1390 _H	3	8
ADCB1	MPX Command Information Register	ADCB1MPXCMDR	00 _H	8	FFF2 1394 _H	3	8
ADCB1	AD Control Register 2	ADCB1ADCR2	00 _H	8	FFF2 1398 _H	3	8
ADCB1	DFE/APA/ASF Entry Scan Group Enable Register	ADCB1DFASENTSGER	0000 _H	16	FFF2 139C _H	3	16
ADCB1	A/D Conversion Monitor Virtual Channel Pointer	ADCB1ADENDP	00 _H	8	FFF2 13A0 _H	3	8
ADCB1	Safety Control Register	ADCB1SFTCR	00 _H	8	FFF2 13C0 _H	3	8
ADCB1	Pin-Level Self-Diagnosis Control Register	ADCB1TDCR	00 _H	8	FFF2 13C4 _H	3	8
ADCB1	Wiring-Break Detection Control Register	ADCB1ODCR	00 _H	8	FFF2 13C8 _H	3	8
ADCB1	Upper Limit/Lower Limit Table Register 0	ADCB1ULLMTBR0	7FFE 0000 _H	32	FFF2 13CC _H	3	16, 32
ADCB1	Upper Limit/Lower Limit Table Register 1	ADCB1ULLMTBR1	7FFE 0000 _H	32	FFF2 13D0 _H	3	16, 32
ADCB1	Upper Limit/Lower Limit Table Register 2	ADCB1ULLMTBR2	7FFE 0000 _H	32	FFF2 13D4 _H	3	16, 32
ADCB1	Error Clear Register	ADCB1ECR	00 _H	8	FFF2 13D8 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB1	Upper Limit/Lower Limit Error Register	ADCB1ULER	00 _H	8	FFF2 13DC _H	3	8
ADCB1	Overwrite Error Register	ADCB1OWER	00 _H	8	FFF2 13E0 _H	3	8
ADCB1	Parity Error Register	ADCB1PER	00 _H	8	FFF2 13E4 _H	3	8
ADCB1	ID Error Register	ADCB1IDER	00 _H	8	FFF2 13E8 _H	3	8
ADCB1	Scan Group 0 Start Control Register	ADCB1SGSTCR0	00 _H	8	FFF2 1480 _H	3	8
ADCB1	Scan Group 0 Control Register	ADCB1SGCR0	00 _H	8	FFF2 1490 _H	3	8
ADCB1	Scan Group 0 Start Virtual Channel Pointer	ADCB1SGVCSP0	00 _H	8	FFF2 1494 _H	3	8
ADCB1	Scan Group 0 End Virtual Channel Pointer	ADCB1SGVCEP0	00 _H	8	FFF2 1498 _H	3	8
ADCB1	Scan Group 0 Multicycle Register	ADCB1SGMCYCR0	00 _H	8	FFF2 149C _H	3	8
ADCB1	Scan Group 0 Status Register	ADCB1SGSR0	00 _H	8	FFF2 14A4 _H	3	8
ADCB1	Scan Group 0 Upper Limit/Lower Limit Table Select Register	ADCB1ULLMSR0	00 _H	8	FFF2 14B0 _H	3	8
ADCB1	Scan Group 1 Start Control Register	ADCB1SGSTCR1	00 _H	8	FFF2 1500 _H	3	8
ADCB1	Scan Group 1 Control Register	ADCB1SGCR1	00 _H	8	FFF2 1510 _H	3	8
ADCB1	Scan Group 1 Start Virtual Channel Pointer	ADCB1SGVCSP1	00 _H	8	FFF2 1514 _H	3	8
ADCB1	Scan Group 1 End Virtual Channel Pointer	ADCB1SGVCEP1	00 _H	8	FFF2 1518 _H	3	8
ADCB1	Scan Group 1 Multicycle Register	ADCB1SGMCYCR1	00 _H	8	FFF2 151C _H	3	8
ADCB1	Scan Group 1 Status Register	ADCB1SGSR1	00 _H	8	FFF2 1524 _H	3	8
ADCB1	Scan Group 1 Upper Limit/Lower Limit Table Select Register	ADCB1ULLMSR1	00 _H	8	FFF2 1530 _H	3	8
ADCB1	Scan Group 2 Start Control Register	ADCB1SGSTCR2	00 _H	8	FFF2 1580 _H	3	8
ADCB1	Scan Group 2 Control Register	ADCB1SGCR2	00 _H	8	FFF2 1590 _H	3	8
ADCB1	Scan Group 2 Start Virtual Channel Pointer	ADCB1SGVCSP2	00 _H	8	FFF2 1594 _H	3	8
ADCB1	Scan Group 2 End Virtual Channel Pointer	ADCB1SGVCEP2	00 _H	8	FFF2 1598 _H	3	8
ADCB1	Scan Group 2 Multicycle Register	ADCB1SGMCYCR2	00 _H	8	FFF2 159C _H	3	8
ADCB1	Scan Group 2 Status Register	ADCB1SGSR2	00 _H	8	FFF2 15A4 _H	3	8
ADCB1	Scan Group 2 Upper Limit/Lower Limit Table Select Register	ADCB1ULLMSR2	00 _H	8	FFF2 15B0 _H	3	8
ADCB1	Scan Group 3 Start Control Register	ADCB1SGSTCR3	00 _H	8	FFF2 1600 _H	3	8
ADCB1	A/D Timer 3 Start Control Register	ADCB1ADTSTCR3	00 _H	8	FFF2 1608 _H	3	8
ADCB1	A/D Timer 3 End Control Register	ADCB1ADTENDCR3	00 _H	8	FFF2 160C _H	3	8
ADCB1	Scan Group 3 Control Register	ADCB1SGCR3	00 _H	8	FFF2 1610 _H	3	8
ADCB1	Scan Group 3 Start Virtual Channel Pointer	ADCB1SGVCSP3	00 _H	8	FFF2 1614 _H	3	8
ADCB1	Scan Group 3 End Virtual Channel Pointer	ADCB1SGVCEP3	00 _H	8	FFF2 1618 _H	3	8
ADCB1	Scan Group 3 Multicycle Register	ADCB1SGMCYCR3	00 _H	8	FFF2 161C _H	3	8
ADCB1	Scan Group 3 Status Register	ADCB1SGSR3	00 _H	8	FFF2 1624 _H	3	8
ADCB1	A/D Timer Initial Phase Register 3	ADCB1ADTIPR3	0000 0000 _H	32	FFF2 1628 _H	3	32
ADCB1	A/D Timer Cycle Register 3	ADCB1ADTPRR3	001F FFFF _H	32	FFF2 162C _H	3	32
ADCB1	Scan Group 3 Upper Limit/Lower Limit Table Select Register	ADCB1ULLMSR3	00 _H	8	FFF2 1630 _H	3	8
ADCB1	Scan Group 4 Start Control Register	ADCB1SGSTCR4	00 _H	8	FFF2 1680 _H	3	8
ADCB1	A/D Timer 4 Start Control Register	ADCB1ADTSTCR4	00 _H	8	FFF2 1688 _H	3	8
ADCB1	A/D Timer 4 End Control Register	ADCB1ADTENDCR4	00 _H	8	FFF2 168C _H	3	8
ADCB1	Scan Group 4 Control Register	ADCB1SGCR4	00 _H	8	FFF2 1690 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
ADCB1	Scan Group 4 Start Virtual Channel Pointer	ADCB1SGVCSP4	00 _H	8	FFF2 1694 _H	3	8
ADCB1	Scan Group 4 End Virtual Channel Pointer	ADCB1SGVCEP4	00 _H	8	FFF2 1698 _H	3	8
ADCB1	Scan Group 4 Multicycle Register	ADCB1SGMCYCR4	00 _H	8	FFF2 169C _H	3	8
ADCB1	Scan Group 4 Status Register	ADCB1SGSR4	00 _H	8	FFF2 16A4 _H	3	8
ADCB1	A/D Timer Initial Phase Register 4	ADCB1ADTIPR4	0000 0000 _H	32	FFF2 16A8 _H	3	32
ADCB1	A/D Timer Cycle Register 4	ADCB1ADTPRR4	001F FFFF _H	32	FFF2 16AC _H	3	32
ADCB1	Scan Group 4 Upper Limit/Lower Limit Table Select Register	ADCB1ULLMSR4	00 _H	8	FFF2 16B0 _H	3	8
ASF10	Accumulation Data Read Register 0	ASF10DR00	0000 0000 _H	32	FFF2 2000 _H	3	32
ASF10	Accumulation Data Read Register 1	ASF10DR01	0000 0000 _H	32	FFF2 2004 _H	3	32
ASF10	Accumulation Data Read Register 2	ASF10DR02	0000 0000 _H	32	FFF2 2008 _H	3	32
ASF10	Accumulation Data Read Register 3	ASF10DR03	0000 0000 _H	32	FFF2 200C _H	3	32
ASF10	Accumulation Data Read Register 4	ASF10DR04	0000 0000 _H	32	FFF2 2010 _H	3	32
ASF10	Accumulation Data Read Register 5	ASF10DR05	0000 0000 _H	32	FFF2 2014 _H	3	32
ASF10	Accumulation Data Read Register 6	ASF10DR06	0000 0000 _H	32	FFF2 2018 _H	3	32
ASF10	Accumulation Data Read Register 7	ASF10DR07	0000 0000 _H	32	FFF2 201C _H	3	32
ASF10	Accumulation Data Read Register 8	ASF10DR08	0000 0000 _H	32	FFF2 2020 _H	3	32
ASF10	Accumulation Data Read Register 9	ASF10DR09	0000 0000 _H	32	FFF2 2024 _H	3	32
ASF10	Accumulation Data Read Register 10	ASF10DR10	0000 0000 _H	32	FFF2 2028 _H	3	32
ASF10	Accumulation Compare Match Register 0	ASF10CMP00	00 _H	8	FFF2 2040 _H	3	8
ASF10	Accumulation Compare Match Register 1	ASF10CMP01	00 _H	8	FFF2 2044 _H	3	8
ASF10	Accumulation Compare Match Register 2	ASF10CMP02	00 _H	8	FFF2 2048 _H	3	8
ASF10	Accumulation Compare Match Register 3	ASF10CMP03	00 _H	8	FFF2 204C _H	3	8
ASF10	Accumulation Compare Match Register 4	ASF10CMP04	00 _H	8	FFF2 2050 _H	3	8
ASF10	Accumulation Compare Match Register 5	ASF10CMP05	00 _H	8	FFF2 2054 _H	3	8
ASF10	Accumulation Compare Match Register 6	ASF10CMP06	00 _H	8	FFF2 2058 _H	3	8
ASF10	Accumulation Compare Match Register 7	ASF10CMP07	00 _H	8	FFF2 205C _H	3	8
ASF10	Accumulation Compare Match Register 8	ASF10CMP08	00 _H	8	FFF2 2060 _H	3	8
ASF10	Accumulation Compare Match Register 9	ASF10CMP09	00 _H	8	FFF2 2064 _H	3	8
ASF10	Accumulation Compare Match Register 10	ASF10CMP10	00 _H	8	FFF2 2068 _H	3	8
ASF10	Accumulation Counter Control Register 0	ASF10CTL0	0000 _H	16	FFF2 2080 _H	3	8, 16
ASF10	Accumulation Counter Control Register 1	ASF10CTL1	00 _H	8	FFF2 2084 _H	3	8
ASF10	Accumulation Count Read Register	ASF10CNT	00 _H	8	FFF2 208C _H	3	8
IFC	Floating-Point Data Register 000	FDR000	0000 0000 _H	32	FFF2 3000 _H	3	32
IFC	Floating-Point Data Register 001	FDR001	0000 0000 _H	32	FFF2 3004 _H	3	32
IFC	Floating-Point Data Register 002	FDR002	0000 0000 _H	32	FFF2 3008 _H	3	32
IFC	Floating-Point Data Register 003	FDR003	0000 0000 _H	32	FFF2 300C _H	3	32
IFC	Floating-Point Data Register 004	FDR004	0000 0000 _H	32	FFF2 3010 _H	3	32
IFC	Floating-Point Data Register 005	FDR005	0000 0000 _H	32	FFF2 3014 _H	3	32
IFC	Floating-Point Data Register 006	FDR006	0000 0000 _H	32	FFF2 3018 _H	3	32
IFC	Floating-Point Data Register 007	FDR007	0000 0000 _H	32	FFF2 301C _H	3	32
IFC	Floating-Point Data Register 008	FDR008	0000 0000 _H	32	FFF2 3020 _H	3	32
IFC	Floating-Point Data Register 009	FDR009	0000 0000 _H	32	FFF2 3024 _H	3	32
IFC	Floating-Point Data Register 010	FDR010	0000 0000 _H	32	FFF2 3028 _H	3	32
IFC	Floating-Point Data Register 011	FDR011	0000 0000 _H	32	FFF2 302C _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
IFC	Floating-Point Data Register 012	FDR012	0000 0000 _H	32	FFF2 3030 _H	3	32
IFC	Floating-Point Data Register 013	FDR013	0000 0000 _H	32	FFF2 3034 _H	3	32
IFC	Floating-Point Data Register 014	FDR014	0000 0000 _H	32	FFF2 3038 _H	3	32
IFC	Floating-Point Data Register 015	FDR015	0000 0000 _H	32	FFF2 303C _H	3	32
IFC	Floating-Point Data Register 016	FDR016	0000 0000 _H	32	FFF2 3040 _H	3	32
IFC	Floating-Point Data Register 017	FDR017	0000 0000 _H	32	FFF2 3044 _H	3	32
IFC	Floating-Point Data Register 018	FDR018	0000 0000 _H	32	FFF2 3048 _H	3	32
IFC	Floating-Point Data Register 019	FDR019	0000 0000 _H	32	FFF2 304C _H	3	32
IFC	Floating-Point Data Register 020	FDR020	0000 0000 _H	32	FFF2 3050 _H	3	32
IFC	Floating-Point Data Register 021	FDR021	0000 0000 _H	32	FFF2 3054 _H	3	32
IFC	Floating-Point Data Register 022	FDR022	0000 0000 _H	32	FFF2 3058 _H	3	32
IFC	Floating-Point Data Register 023	FDR023	0000 0000 _H	32	FFF2 305C _H	3	32
IFC	Floating-Point Data Register 024	FDR024	0000 0000 _H	32	FFF2 3060 _H	3	32
IFC	Floating-Point Data Register 025	FDR025	0000 0000 _H	32	FFF2 3064 _H	3	32
IFC	Floating-Point Data Register 026	FDR026	0000 0000 _H	32	FFF2 3068 _H	3	32
IFC	Floating-Point Data Register 027	FDR027	0000 0000 _H	32	FFF2 306C _H	3	32
IFC	Floating-Point Data Register 028	FDR028	0000 0000 _H	32	FFF2 3070 _H	3	32
IFC	Floating-Point Data Register 029	FDR029	0000 0000 _H	32	FFF2 3074 _H	3	32
IFC	Floating-Point Data Register 030	FDR030	0000 0000 _H	32	FFF2 3078 _H	3	32
IFC	Floating-Point Data Register 031	FDR031	0000 0000 _H	32	FFF2 307C _H	3	32
IFC	Floating-Point Data Register 032	FDR032	0000 0000 _H	32	FFF2 3080 _H	3	32
IFC	Floating-Point Data Register 033	FDR033	0000 0000 _H	32	FFF2 3084 _H	3	32
IFC	Floating-Point Data Register 034	FDR034	0000 0000 _H	32	FFF2 3088 _H	3	32
IFC	Floating-Point Data Register 035	FDR035	0000 0000 _H	32	FFF2 308C _H	3	32
IFC	Floating-Point Data Register 036	FDR036	0000 0000 _H	32	FFF2 3090 _H	3	32
IFC	Floating-Point Data Register 037	FDR037	0000 0000 _H	32	FFF2 3094 _H	3	32
IFC	Floating-Point Data Register 038	FDR038	0000 0000 _H	32	FFF2 3098 _H	3	32
IFC	Floating-Point Data Register 039	FDR039	0000 0000 _H	32	FFF2 309C _H	3	32
IFC	Floating-Point Data Register 100	FDR100	0000 0000 _H	32	FFF2 3100 _H	3	32
IFC	Floating-Point Data Register 101	FDR101	0000 0000 _H	32	FFF2 3104 _H	3	32
IFC	Floating-Point Data Register 102	FDR102	0000 0000 _H	32	FFF2 3108 _H	3	32
IFC	Floating-Point Data Register 103	FDR103	0000 0000 _H	32	FFF2 310C _H	3	32
IFC	Floating-Point Data Register 104	FDR104	0000 0000 _H	32	FFF2 3110 _H	3	32
IFC	Floating-Point Data Register 105	FDR105	0000 0000 _H	32	FFF2 3114 _H	3	32
IFC	Floating-Point Data Register 106	FDR106	0000 0000 _H	32	FFF2 3118 _H	3	32
IFC	Floating-Point Data Register 107	FDR107	0000 0000 _H	32	FFF2 311C _H	3	32
IFC	Floating-Point Data Register 108	FDR108	0000 0000 _H	32	FFF2 3120 _H	3	32
IFC	Floating-Point Data Register 109	FDR109	0000 0000 _H	32	FFF2 3124 _H	3	32
IFC	Floating-Point Data Register 110	FDR110	0000 0000 _H	32	FFF2 3128 _H	3	32
IFC	Floating-Point Data Register 111	FDR111	0000 0000 _H	32	FFF2 312C _H	3	32
IFC	Floating-Point Data Register 112	FDR112	0000 0000 _H	32	FFF2 3130 _H	3	32
IFC	Floating-Point Data Register 113	FDR113	0000 0000 _H	32	FFF2 3134 _H	3	32
IFC	Floating-Point Data Register 114	FDR114	0000 0000 _H	32	FFF2 3138 _H	3	32
IFC	Floating-Point Data Register 115	FDR115	0000 0000 _H	32	FFF2 313C _H	3	32
IFC	Floating-Point Data Register 116	FDR116	0000 0000 _H	32	FFF2 3140 _H	3	32
IFC	Floating-Point Data Register 117	FDR117	0000 0000 _H	32	FFF2 3144 _H	3	32
IFC	Floating-Point Data Register 118	FDR118	0000 0000 _H	32	FFF2 3148 _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
IFC	Floating-Point Data Register 119	FDR119	0000 0000 _H	32	FFF2 314C _H	3	32
IFC	Floating-Point Data Register 120	FDR120	0000 0000 _H	32	FFF2 3150 _H	3	32
IFC	Floating-Point Data Register 121	FDR121	0000 0000 _H	32	FFF2 3154 _H	3	32
IFC	Floating-Point Data Register 122	FDR122	0000 0000 _H	32	FFF2 3158 _H	3	32
IFC	Floating-Point Data Register 123	FDR123	0000 0000 _H	32	FFF2 315C _H	3	32
IFC	Floating-Point Data Register 124	FDR124	0000 0000 _H	32	FFF2 3160 _H	3	32
IFC	Floating-Point Data Register 125	FDR125	0000 0000 _H	32	FFF2 3164 _H	3	32
IFC	Floating-Point Data Register 126	FDR126	0000 0000 _H	32	FFF2 3168 _H	3	32
IFC	Floating-Point Data Register 127	FDR127	0000 0000 _H	32	FFF2 316C _H	3	32
IFC	Floating-Point Data Register 128	FDR128	0000 0000 _H	32	FFF2 3170 _H	3	32
IFC	Floating-Point Data Register 129	FDR129	0000 0000 _H	32	FFF2 3174 _H	3	32
IFC	Floating-Point Data Register 130	FDR130	0000 0000 _H	32	FFF2 3178 _H	3	32
IFC	Floating-Point Data Register 131	FDR131	0000 0000 _H	32	FFF2 317C _H	3	32
IFC	Floating-Point Data Register 132	FDR132	0000 0000 _H	32	FFF2 3180 _H	3	32
IFC	Floating-Point Data Register 133	FDR133	0000 0000 _H	32	FFF2 3184 _H	3	32
IFC	Floating-Point Data Register 134	FDR134	0000 0000 _H	32	FFF2 3188 _H	3	32
IFC	Floating-Point Data Register 135	FDR135	0000 0000 _H	32	FFF2 318C _H	3	32
IFC	Floating-Point Data Register 136	FDR136	0000 0000 _H	32	FFF2 3190 _H	3	32
IFC	Floating-Point Data Register 137	FDR137	0000 0000 _H	32	FFF2 3194 _H	3	32
IFC	Floating-Point Data Register 138	FDR138	0000 0000 _H	32	FFF2 3198 _H	3	32
IFC	Floating-Point Data Register 139	FDR139	0000 0000 _H	32	FFF2 319C _H	3	32
DSADCC	AD Synchronization Start Control Register	DSADCCADSYNST CR	00 _H	8	FFF3 0000 _H	3	8
DSADCC	Oversampling Rate Control Register	DSADCCOSMPRCR	00 _H	8	FFF3 0004 _H	3	8
DSADCC	Pin-Level Self-Diagnosis Control Register	DSADCCTDCR	00 _H	8	FFF3 0008 _H	3	8
DSADCC	Pin Level Self-Diagnosis Level Setting Register	DSADCCTDLVR	0000 _H	16	FFF3 000C _H	3	8, 16
DSADC0	Channel Control Register	DSADC0CCR	0000 0000 _H	32	FFF3 1000 _H	3	8, 16, 32
DSADC0	Data Supplementary Information Register	DSADC0DIR	0000 0000 _H	32	FFF3 1004 _H	3	32
DSADC0	AD Start Control Register	DSADC0ADSTCR	00 _H	8	FFF3 1008 _H	3	8
DSADC0	AD Stop Control Register	DSADC0ADENDCR	00 _H	8	FFF3 100C _H	3	8
DSADC0	AD Control Register	DSADC0ADCR	00 _H	8	FFF3 1010 _H	3	8
DSADC0	AD Status Register	DSADC0ADSR	00 _H	8	FFF3 1014 _H	3	8
DSADC0	Safety Control Register	DSADC0SFTCR	00 _H	8	FFF3 1018 _H	3	8
DSADC0	Upper-Limit/Lower-Limit Table Register	DSADC0ULLMTBR	7FFF 8000 _H	32	FFF3 101C _H	3	16, 32
DSADC0	Error Clear Register	DSADC0ECR	00 _H	8	FFF3 1020 _H	3	8
DSADC0	Error Register	DSADC0ER	00 _H	8	FFF3 1024 _H	3	8
DSADC0	Digital Filter FIR Control Register	DSADC0FCR	00 _H	8	FFF3 1028 _H	3	8
DSADC1	Channel Control Register	DSADC1CCR	0000 0000 _H	32	FFF3 2000 _H	3	8, 16, 32
DSADC1	Data Supplementary Information Register	DSADC1DIR	0000 0000 _H	32	FFF3 2004 _H	3	32
DSADC1	AD Start Control Register	DSADC1ADSTCR	00 _H	8	FFF3 2008 _H	3	8
DSADC1	AD Stop Control Register	DSADC1ADENDCR	00 _H	8	FFF3 200C _H	3	8
DSADC1	AD Control Register	DSADC1ADCR	00 _H	8	FFF3 2010 _H	3	8
DSADC1	AD Status Register	DSADC1ADSR	00 _H	8	FFF3 2014 _H	3	8
DSADC1	Safety Control Register	DSADC1SFTCR	00 _H	8	FFF3 2018 _H	3	8
DSADC1	Upper-Limit/Lower-Limit Table Register	DSADC1ULLMTBR	7FFF 8000 _H	32	FFF3 201C _H	3	16, 32
DSADC1	Error Clear Register	DSADC1ECR	00 _H	8	FFF3 2020 _H	3	8
DSADC1	Error Register	DSADC1ER	00 _H	8	FFF3 2024 _H	3	8

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DSADC1	Digital Filter FIR Control Register	DSADC1FCR	00 _H	8	FFF3 2028 _H	3	8
DSADC2	Channel Control Register	DSADC2CCR	0000 0000 _H	32	FFF3 3000 _H	3	8, 16, 32
DSADC2	Data Supplementary Information Register	DSADC2DIR	0000 0000 _H	32	FFF3 3004 _H	3	32
DSADC2	AD Start Control Register	DSADC2ADSTCR	00 _H	8	FFF3 3008 _H	3	8
DSADC2	AD Stop Control Register	DSADC2ADENDCR	00 _H	8	FFF3 300C _H	3	8
DSADC2	AD Control Register	DSADC2ADCR	00 _H	8	FFF3 3010 _H	3	8
DSADC2	AD Status Register	DSADC2ADSR	00 _H	8	FFF3 3014 _H	3	8
DSADC2	Safety Control Register	DSADC2SFTCR	00 _H	8	FFF3 3018 _H	3	8
DSADC2	Upper-Limit/Lower-Limit Table Register	DSADC2ULLMTBR	7FFF 8000 _H	32	FFF3 301C _H	3	16, 32
DSADC2	Error Clear Register	DSADC2ECR	00 _H	8	FFF3 3020 _H	3	8
DSADC2	Error Register	DSADC2ER	00 _H	8	FFF3 3024 _H	3	8
DSADC2	Digital Filter FIR Control Register	DSADC2FCR	00 _H	8	FFF3 3028 _H	3	8
DSADC3	Channel Control Register	DSADC3CCR	0000 0000 _H	32	FFF3 4000 _H	3	8, 16, 32
DSADC3	Data Supplementary Information Register	DSADC3DIR	0000 0000 _H	32	FFF3 4004 _H	3	32
DSADC3	AD Start Control Register	DSADC3ADSTCR	00 _H	8	FFF3 4008 _H	3	8
DSADC3	AD Stop Control Register	DSADC3ADENDCR	00 _H	8	FFF3 400C _H	3	8
DSADC3	AD Control Register	DSADC3ADCR	00 _H	8	FFF3 4010 _H	3	8
DSADC3	AD Status Register	DSADC3ADSR	00 _H	8	FFF3 4014 _H	3	8
DSADC3	Safety Control Register	DSADC3SFTCR	00 _H	8	FFF3 4018 _H	3	8
DSADC3	Upper-Limit/Lower-Limit Table Register	DSADC3ULLMTBR	7FFF 8000 _H	32	FFF3 401C _H	3	16, 32
DSADC3	Error Clear Register	DSADC3ECR	00 _H	8	FFF3 4020 _H	3	8
DSADC3	Error Register	DSADC3ER	00 _H	8	FFF3 4024 _H	3	8
DSADC3	Digital Filter FIR Control Register	DSADC3FCR	00 _H	8	FFF3 4028 _H	3	8
DSADC4	Channel Control Register	DSADC4CCR	0000 0000 _H	32	FFF3 5000 _H	3	8, 16, 32
DSADC4	Data Supplementary Information Register	DSADC4DIR	0000 0000 _H	32	FFF3 5004 _H	3	32
DSADC4	AD Start Control Register	DSADC4ADSTCR	00 _H	8	FFF3 5008 _H	3	8
DSADC4	AD Stop Control Register	DSADC4ADENDCR	00 _H	8	FFF3 500C _H	3	8
DSADC4	AD Control Register	DSADC4ADCR	00 _H	8	FFF3 5010 _H	3	8
DSADC4	AD Status Register	DSADC4ADSR	00 _H	8	FFF3 5014 _H	3	8
DSADC4	Safety Control Register	DSADC4SFTCR	00 _H	8	FFF3 5018 _H	3	8
DSADC4	Upper-Limit/Lower-Limit Table Register	DSADC4ULLMTBR	7FFF 8000 _H	32	FFF3 501C _H	3	16, 32
DSADC4	Error Clear Register	DSADC4ECR	00 _H	8	FFF3 5020 _H	3	8
DSADC4	Error Register	DSADC4ER	00 _H	8	FFF3 5024 _H	3	8
DSADC4	Digital Filter FIR Control Register	DSADC4FCR	00 _H	8	FFF3 5028 _H	3	8
DSADC5	Channel Control Register	DSADC5CCR	0000 0000 _H	32	FFF3 6000 _H	3	8, 16, 32
DSADC5	Data Supplementary Information Register	DSADC5DIR	0000 0000 _H	32	FFF3 6004 _H	3	32
DSADC5	AD Start Control Register	DSADC5ADSTCR	00 _H	8	FFF3 6008 _H	3	8
DSADC5	AD Stop Control Register	DSADC5ADENDCR	00 _H	8	FFF3 600C _H	3	8
DSADC5	AD Control Register	DSADC5ADCR	00 _H	8	FFF3 6010 _H	3	8
DSADC5	AD Status Register	DSADC5ADSR	00 _H	8	FFF3 6014 _H	3	8
DSADC5	Safety Control Register	DSADC5SFTCR	00 _H	8	FFF3 6018 _H	3	8
DSADC5	Upper-Limit/Lower-Limit Table Register	DSADC5ULLMTBR	7FFF 8000 _H	32	FFF3 601C _H	3	16, 32
DSADC5	Error Clear Register	DSADC5ECR	00 _H	8	FFF3 6020 _H	3	8
DSADC5	Error Register	DSADC5ER	00 _H	8	FFF3 6024 _H	3	8
DSADC5	Digital Filter FIR Control Register	DSADC5FCR	00 _H	8	FFF3 6028 _H	3	8
DSADC6	Channel Control Register	DSADC6CCR	0000 0000 _H	32	FFF3 7000 _H	3	8, 16, 32
DSADC6	Data Supplementary Information Register	DSADC6DIR	0000 0000 _H	32	FFF3 7004 _H	3	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DSADC6	AD Start Control Register	DSADC6ADSTCR	00 _H	8	FFF3 7008 _H	3	8
DSADC6	AD Stop Control Register	DSADC6ADENDCR	00 _H	8	FFF3 700C _H	3	8
DSADC6	AD Control Register	DSADC6ADCR	00 _H	8	FFF3 7010 _H	3	8
DSADC6	AD Status Register	DSADC6ADSR	00 _H	8	FFF3 7014 _H	3	8
DSADC6	Safety Control Register	DSADC6SFTCR	00 _H	8	FFF3 7018 _H	3	8
DSADC6	Upper-Limit/Lower-Limit Table Register	DSADC6ULLMTBR	7FFF 8000 _H	32	FFF3 701C _H	3	16, 32
DSADC6	Error Clear Register	DSADC6ECR	00 _H	8	FFF3 7020 _H	3	8
DSADC6	Error Register	DSADC6ER	00 _H	8	FFF3 7024 _H	3	8
DSADC6	Digital Filter FIR Control Register	DSADC6FCR	00 _H	8	FFF3 7028 _H	3	8
DSADC7	Channel Control Register	DSADC7CCR	0000 0000 _H	32	FFF3 8000 _H	3	8, 16, 32
DSADC7	Data Supplementary Information Register	DSADC7DIR	0000 0000 _H	32	FFF3 8004 _H	3	32
DSADC7	AD Start Control Register	DSADC7ADSTCR	00 _H	8	FFF3 8008 _H	3	8
DSADC7	AD Stop Control Register	DSADC7ADENDCR	00 _H	8	FFF3 800C _H	3	8
DSADC7	AD Control Register	DSADC7ADCR	00 _H	8	FFF3 8010 _H	3	8
DSADC7	AD Status Register	DSADC7ADSR	00 _H	8	FFF3 8014 _H	3	8
DSADC7	Safety Control Register	DSADC7SFTCR	00 _H	8	FFF3 8018 _H	3	8
DSADC7	Upper-Limit/Lower-Limit Table Register	DSADC7ULLMTBR	7FFF 8000 _H	32	FFF3 801C _H	3	16, 32
DSADC7	Error Clear Register	DSADC7ECR	00 _H	8	FFF3 8020 _H	3	8
DSADC7	Error Register	DSADC7ER	00 _H	8	FFF3 8024 _H	3	8
DSADC7	Digital Filter FIR Control Register	DSADC7FCR	00 _H	8	FFF3 8028 _H	3	8
DCRA0	CRC Input Register	DCRA0CIN	0000 0000 _H	32	FFF7 0000 _H	3	32
DCRA0	CRC Data Register	DCRA0COUT	0000 0000 _H	32	FFF7 0004 _H	3	32
DCRA0	CRC Control Register	DCRA0CTL	00 _H	8	FFF7 0020 _H	3	8
FLASH	F _H VE3 Control Register	F _H VE3	0000 0000 _H	32	FFF8 2410 _H	5	32
SYS	Reset Source Determination Register	RESF	0000 0000 _H	32	FFF8 2800 _H	5	32
SYS	Reset Source Clear Register	RESFC	0000 0000 _H	32	FFF8 2808 _H	5	32
SYS	CVM Detection Flag Register	DETFLG	0000 0000 _H	32	FFF8 2820 _H	5	32
SYS	CVM Detection Flag Clear Register	DETFLGC	0000 0000 _H	32	FFF8 2828 _H	5	32
SYS	EPT Control Register	EPTCNT	0000 0000 _H	32	FFF8 2C0C _H	5	32
SYS	CVM Control Register	VSCTL	0000 0000 _H	32	FFF8 2C10 _H	5	32
SYS	Upper Limit Voltage Setting Register	HDETCTL	0000 0003 _H	32	FFF8 2C14 _H	5	32
SYS	Lower Limit Voltage Register	LDETCTL	0000 0003 _H	32	FFF8 2C18 _H	5	32
SYS	Detection Signal Filter Control Register	VSDETCTL	0000 0000 _H	32	FFF8 2C1C _H	5	32
SYS	Protection Command Register	PROT0PHCMD	0000 0000 _H	32	FFF8 3000 _H	5	32
SYS	Protection Command Status Register	PROT0PS	0000 0000 _H	32	FFF8 3004 _H	5	32
SYS	PLL0 Status Register	PLL0CLKS	0000 0001 _H	32	FFF8 8004 _H	5	32
SYS	PLL0 Control Register 1	PLL0CLKC1	0000 0000 _H	32	FFF8 8200 _H	5	32
SYS	Power-On Clear Flag Register	POF	0000 000X _H	32	FFF8 AC10 _H	5	32
SYS	Power-On Clear Flag Clear Register	POFC	0000 0000 _H	32	FFF8 AC14 _H	5	32
SYS	Software Reset Request Register	SWRESA	0000 0000 _H	32	FFF8 AC18 _H	5	32
SYS	Protect 1 Command Register	PROT1PHCMD	0000 0000 _H	32	FFF8 B000 _H	5	32
SYS	Protect 1 Status Register	PROT1PS	0000 0000 _H	32	FFF8 B004 _H	5	32
CLMAC	CLMA Self-Test Register	CLMATEST	0000 0000 _H	32	FFF8 8204 _H	5	32
CLMAC	CLMA Self-Test Status Register	CLMATESTS	0000 0000 _H	32	FFF8 8208 _H	5	32
CLMA0	CLMA0 Control Register 0	CLMA0CTL0	00 _H	8	FFF8 8400 _H	5	8
CLMA0	CLMA0 Compare Register L	CLMA0CMPL	0001 _H	16	FFF8 8408 _H	5	16
CLMA0	CLMA0 Compare Register H	CLMA0CMPH	03FF _H	16	FFF8 840C _H	5	16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
CLMA0	CLMA0 Protection Command Register	CLMA0PCMD	00 _H	8	FFF8 8410 _H	5	8
CLMA0	CLMA0 Protection Command Status Register	CLMA0PS	00 _H	8	FFF8 8414 _H	5	8
CLMA1	CLMA1 Control Register 0	CLMA1CTL0	00 _H	8	FFF8 8420 _H	5	8
CLMA1	CLMA1 Compare Register L	CLMA1CMPL	0001 _H	16	FFF8 8428 _H	5	16
CLMA1	CLMA1 Compare Register H	CLMA1CMPH	03FF _H	16	FFF8 842C _H	5	16
CLMA1	CLMA1 Protection Command Register	CLMA1PCMD	00 _H	8	FFF8 8430 _H	5	8
CLMA1	CLMA1 Protection Command Status Register	CLMA1PS	00 _H	8	FFF8 8434 _H	5	8
CLMA2	CLMA2 Control Register 0	CLMA2CTL0	00 _H	8	FFF8 8440 _H	5	8
CLMA2	CLMA2 Compare Register L	CLMA2CMPL	0001 _H	16	FFF8 8448 _H	5	16
CLMA2	CLMA2 Compare Register H	CLMA2CMPH	03FF _H	16	FFF8 844C _H	5	16
CLMA2	CLMA2 Protection Command Register	CLMA2PCMD	00 _H	8	FFF8 8450 _H	5	8
CLMA2	CLMA2 Protection Command Status Register	CLMA2PS	00 _H	8	FFF8 8454 _H	5	8
SYS	Clock 0 Division Register	CLKD0DIV	0000 0004 _H	32	FFF8 8800 _H	5	32
SYS	Clock 0 Division Status Register	CLKD0STAT	0000 0001 _H	32	FFF8 8804 _H	5	32
SYS	Clock 0 Selection Control Register	CKSC0CTL	0000 0020 _H	32	FFF8 9000 _H	5	32
SYS	Clock 0 Selection Active Register	CKSC0ACT	0000 0020 _H	32	FFF8 9008 _H	5	32
SYS	Clock 1 Selection Control Register	CKSC1CTL	0000 0021 _H	32	FFF8 9040 _H	5	32
SYS	Clock 1 Selection Active Register	CKSC1ACT	0000 0021 _H	32	FFF8 9048 _H	5	32
FLASH	F _H VE15 Control Register	F _H VE15	0000 0000 _H	32	FFF8 A430 _H	5	32
PBG	PBG2A Protection Register 0	FSGD2ADPROT0	07FF FFFF _H	32	FFF9 4000 _H	2	8, 16, 32
PBG	PBG2A Protection Register 1	FSGD2ADPROT1	07FF FFFF _H	32	FFF9 4004 _H	2	8, 16, 32
PBG	PBG2A Protection Register 2	FSGD2ADPROT2	07FF FFFF _H	32	FFF9 4008 _H	2	8, 16, 32
PBG	PBG2A Protection Register 3	FSGD2ADPROT3	07FF FFFF _H	32	FFF9 400C _H	2	8, 16, 32
PBG	PBG2A Protection Register 4	FSGD2ADPROT4	07FF FFFF _H	32	FFF9 4010 _H	2	8, 16, 32
PBG	PBG2A Protection Register 5	FSGD2ADPROT5	07FF FFFF _H	32	FFF9 4014 _H	2	8, 16, 32
PBG	PBG2A Protection Register 6	FSGD2ADPROT6	07FF FFFF _H	32	FFF9 4018 _H	2	8, 16, 32
PBG	PBG2A Protection Register 7	FSGD2ADPROT7	07FF FFFF _H	32	FFF9 401C _H	2	8, 16, 32
PBG	PBG2A Protection Register12	FSGD2ADPROT12	07FF FFFF _H	32	FFF9 4030 _H	2	8, 16, 32
PBG	PBG2A Error Control Register	ERRSLV2ACTL	0000 0000 _H	32	FFF9 4200 _H	2	8, 16, 32
PBG	PBG2A Error Status Register	ERRSLV2ASTAT	0000 0000 _H	32	FFF9 4204 _H	2	8, 16, 32
PBG	PBG2A Error Address Register	ERRSLV2AADDR	0000 0000 _H	32	FFF9 4208 _H	2	32
PBG	PBG2A Error Type Register	ERRSLV2ATYPE	0000 0000 _H	32	FFF9 420C _H	2	16, 32
APDP	P-Bus Data Parity Status Register CS0A	APDPERRST_CS0A	0000 0000 _H	32	FFF9 6000 _H	2	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register CS0A	APDPERRSTC_CS0A	0000 0000 _H	32	FFF9 6004 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register CS0A	APDPTMC_CS0A	0000 0000 _H	32	FFF9 6008 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register CS0A	APDPERRADR_CS0A	0000 0000 _H	32	FFF9 600C _H	2	32
APDP	P-Bus Data Parity Status Register CS0B	APDPERRST_CS0B	0000 0000 _H	32	FFF9 6020 _H	2	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register CS0B	APDPERRSTC_CS0B	0000 0000 _H	32	FFF9 6024 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register CS0B	APDPTMC_CS0B	0000 0000 _H	32	FFF9 6028 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register CS0B	APDPERRADR_CS0B	0000 0000 _H	32	FFF9 602C _H	2	32
APDP	P-Bus Data Parity Status Register CS1A	APDPERRST_CS1A	0000 0000 _H	32	FFF9 6040 _H	2	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
APDP	P-Bus Data Parity Status Clear Register CS1A	APDPERRSTC_CS1A	0000 0000 _H	32	FFF9 6044 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register CS1A	APDPTMC_CS1A	0000 0000 _H	32	FFF9 6048 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register CS1A	APDPERRADR_CS1A	0000 0000 _H	32	FFF9 604C _H	2	32
APDP	P-Bus Data Parity Status Register CS1B	APDPERRST_CS1B	0000 0000 _H	32	FFF9 6060 _H	2	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register CS1B	APDPERRSTC_CS1B	0000 0000 _H	32	FFF9 6064 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register CS1B	APDPTMC_CS1B	0000 0000 _H	32	FFF9 6068 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register CS1B	APDPERRADR_CS1B	0000 0000 _H	32	FFF9 606C _H	2	32
APDP	P-Bus Data Parity Status Register CS2A	APDPERRST_CS2A	0000 0000 _H	32	FFF9 6080 _H	2	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register CS2A	APDPERRSTC_CS2A	0000 0000 _H	32	FFF9 6084 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register CS2A	APDPTMC_CS2A	0000 0000 _H	32	FFF9 6088 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register CS2A	APDPERRADR_CS2A	0000 0000 _H	32	FFF9 608C _H	2	32
APDP	P-Bus Data Parity Status Register CS2B	APDPERRST_CS2B	0000 0000 _H	32	FFF9 60A0 _H	2	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register CS2B	APDPERRSTC_CS2B	0000 0000 _H	32	FFF9 60A4 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register CS2B	APDPTMC_CS2B	0000 0000 _H	32	FFF9 60A8 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register CS2B	APDPERRADR_CS2B	0000 0000 _H	32	FFF9 60AC _H	2	32
APDP	P-Bus Data Parity Status Register CS3A	APDPERRST_CS3A	0000 0000 _H	32	FFF9 60C0 _H	2	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register CS3A	APDPERRSTC_CS3A	0000 0000 _H	32	FFF9 60C4 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register CS3A	APDPTMC_CS3A	0000 0000 _H	32	FFF9 60C8 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register CS3A	APDPERRADR_CS3A	0000 0000 _H	32	FFF9 60CC _H	2	32
APDP	P-Bus Data Parity Status Register CS3B	APDPERRST_CS3B	0000 0000 _H	32	FFF9 60E0 _H	2	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register CS3B	APDPERRSTC_CS3B	0000 0000 _H	32	FFF9 60E4 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register CS3B	APDPTMC_CS3B	0000 0000 _H	32	FFF9 60E8 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register CS3B	APDPERRADR_CS3B	0000 0000 _H	32	FFF9 60EC _H	2	32
INTIF	Peripheral Interrupt Status Register 0	PINT0	0000 0000 _H	32	FFF9 8000 _H	2	32
INTIF	Peripheral Interrupt Status Register 1	PINT1	0000 0000 _H	32	FFF9 8004 _H	2	32
INTIF	Peripheral Interrupt Status Register 2	PINT2	0000 0000 _H	32	FFF9 8008 _H	2	32
INTIF	Peripheral Interrupt Status Register 3	PINT3	0000 0000 _H	32	FFF9 800C _H	2	32
INTIF	Peripheral Interrupt Status Register 4	PINT4	0000 0000 _H	32	FFF9 8010 _H	2	32
INTIF	Peripheral Interrupt Status Register 5	PINT5	0000 0000 _H	32	FFF9 8014 _H	2	32
INTIF	Peripheral Interrupt Status Register 6	PINT6	0000 0000 _H	32	FFF9 8018 _H	2	32
INTIF	Peripheral Interrupt Status Register 7	PINT7	0000 0000 _H	32	FFF9 801C _H	2	32
INTIF	Peripheral Interrupt Status Clear Register 0	PINTCLR0	0000 0000 _H	32	FFF9 8020 _H	2	32
INTIF	Peripheral Interrupt Status Clear Register 1	PINTCLR1	0000 0000 _H	32	FFF9 8024 _H	2	32
INTIF	Peripheral Interrupt Status Clear Register 2	PINTCLR2	0000 0000 _H	32	FFF9 8028 _H	2	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTIF	Peripheral Interrupt Status Clear Register 3	PINTCLR3	0000 0000 _H	32	FFF9 802C _H	2	32
INTIF	Peripheral Interrupt Status Clear Register 4	PINTCLR4	0000 0000 _H	32	FFF9 8030 _H	2	32
INTIF	Peripheral Interrupt Status Clear Register 5	PINTCLR5	0000 0000 _H	32	FFF9 8034 _H	2	32
INTIF	Peripheral Interrupt Status Clear Register 6	PINTCLR6	0000 0000 _H	32	FFF9 8038 _H	2	32
INTIF	Peripheral Interrupt Status Clear Register 7	PINTCLR7	0000 0000 _H	32	FFF9 803C _H	2	32
INTG	Timer Interrupt Mask Enable Register	TIMER	00 _H	8	FFF9 8040 _H	2	8
APDP	P-Bus Data Parity Status Register INTC2C	APDPERRST_INT C2C	0000 0000 _H	32	FFF9 9000 _H	2	8, 16, 32
APDP	P-Bus Data Parity Status Clear Register INTC2C	APDPERRSTC_INT C2C	0000 0000 _H	32	FFF9 9004 _H	2	8, 16, 32
APDP	P-Bus Data Parity Test Mode Control Register INTC2C	APDPTMC_INT C2C	0000 0000 _H	32	FFF9 9008 _H	2	16, 32
APDP	P-Bus Data Parity Error Address Register INTC2C	APDPERRADR_INT C2C	0000 0000 _H	32	FFF9 900C _H	2	32
IPG	Peripheral Device Protection Violation Access Information Register	IPGECRUM	Undefined (Retained)	16	FFFE E002 _H	CPU	16
IPG	Peripheral Device Protection Violation Access Address Register	IPGADRUM	Undefined (Retained)	32	FFFE E008 _H	CPU	32
IPG	Peripheral Device Protection Enable Register	IPGENUM	00 _H	8	FFFE E00D _H	CPU	8
IPG	Peripheral Device Protection Setting Register 2	IPGPMTUM2	00 _H	8	FFFE E022 _H	CPU	8
IPG	Peripheral Device Protection Setting Register 3	IPGPMTUM3	00 _H	8	FFFE E023 _H	CPU	8
IPG	Peripheral Device Protection Setting Register 4	IPGPMTUM4	00 _H	8	FFFE E024 _H	CPU	8
PEG	PE Guard SPID Master Decision Control Register	PEGSP	0000 _H	16	FFFE E60C _H	CPU	8, 16
PEG	PE Guard Area 0 Mask Setting Register	PEGG0MK	FFE0 0000 _H	32	FFFE E680 _H	CPU	8, 16, 32
PEG	PE Guard Area 0 Base Setting Register	PEGG0BA	FEA0 0000 _H	32	FFFE E684 _H	CPU	8, 16, 32
PEG	PE Guard Area 0 SPID Setting Register	PEGG0SP	0000 0000 _H	32	FFFE E688 _H	CPU	8, 16, 32
PEG	PE Guard Area 0 PEID Setting Register	PEGG0PE	0000 0000 _H	32	FFFE E68C _H	CPU	8, 16, 32
PEG	PE Guard Area 1 Mask Setting Register	PEGG1MK	FFE0 0000 _H	32	FFFE E690 _H	CPU	8, 16, 32
PEG	PE Guard Area 1 Base Setting Register	PEGG1BA	FEA0 0000 _H	32	FFFE E694 _H	CPU	8, 16, 32
PEG	PE Guard Area 1 SPID Setting Register	PEGG1SP	0000 0000 _H	32	FFFE E688 _H	CPU	8, 16, 32
PEG	PE Guard Area 1 PEID Setting Register	PEGG1PE	0000 0000 _H	32	FFFE E68C _H	CPU	8, 16, 32
PEG	PE Guard Area 2 Mask Setting Register	PEGG2MK	FFE0 0000 _H	32	FFFE E6A0 _H	CPU	8, 16, 32
PEG	PE Guard Area 2 Base Setting Register	PEGG2BA	FEA0 0000 _H	32	FFFE E6A4 _H	CPU	8, 16, 32
PEG	PE Guard Area 2 SPID Setting Register	PEGG2SP	0000 0000 _H	32	FFFE E688 _H	CPU	8, 16, 32
PEG	PE Guard Area 2 PEID Setting Register	PEGG2PE	0000 0000 _H	32	FFFE E68C _H	CPU	8, 16, 32
PEG	PE Guard Area 3 Mask Setting Register	PEGG3MK	FFE0 0000 _H	32	FFFE E6B0 _H	CPU	8, 16, 32
PEG	PE Guard Area 3 Base Setting Register	PEGG3BA	FEA0 0000 _H	32	FFFE E6B4 _H	CPU	8, 16, 32
PEG	PE Guard Area 3 SPID Setting Register	PEGG3SP	0000 0000 _H	32	FFFE E688 _H	CPU	8, 16, 32
PEG	PE Guard Area 3 PEID Setting Register	PEGG3PE	0000 0000 _H	32	FFFE E68C _H	CPU	8, 16, 32
SEG	Error Notification Control Register	SEGCONT	0000 _H	16	FFFE E980 _H	CPU	16
SEG	Error Occurrence Retention Register	SEGFLAG	0000 _H	16	FFFE E982 _H	CPU	16
SEG	Error Factor Retention Register (Address)	SEGADDR	Undefined (Retained)	32	FFFE E988 _H	CPU	16, 32
PCU	System Error Control Register	SEG_CONT	0000 _H	16	FFFE E9F0 _H	CPU	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
PCU	System Error Flag Register	SEG_FLAG	0000 _H	16	FFFE E9F2 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 0	EIC0	008F _H /0087 _H	16	FFFE EA00 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 1	EIC1	008F _H /0087 _H	16	FFFE EA02 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 2	EIC2	008F _H /0087 _H	16	FFFE EA04 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 3	EIC3	008F _H /0087 _H	16	FFFE EA06 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 8	EIC8	008F _H /0087 _H	16	FFFE EA10 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 9	EIC9	808F _H /8087 _H	16	FFFE EA12 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 10	EIC10	808F _H /8087 _H	16	FFFE EA14 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 11	EIC11	808F _H /8087 _H	16	FFFE EA16 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 12	EIC12	808F _H /8087 _H	16	FFFE EA18 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 13	EIC13	808F _H /8087 _H	16	FFFE EA1A _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 14	EIC14	808F _H /8087 _H	16	FFFE EA1C _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 15	EIC15	808F _H /8087 _H	16	FFFE EA1E _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 16	EIC16	808F _H /8087 _H	16	FFFE EA20 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 17	EIC17	808F _H /8087 _H	16	FFFE EA22 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 18	EIC18	808F _H /8087 _H	16	FFFE EA24 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 19	EIC19	808F _H /8087 _H	16	FFFE EA26 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 20	EIC20	808F _H /8087 _H	16	FFFE EA28 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 25	EIC25	008F _H /0087 _H	16	FFFE EA32 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 26	EIC26	008F _H /0087 _H	16	FFFE EA34 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 27	EIC27	008F _H /0087 _H	16	FFFE EA36 _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 29	EIC29	008F _H /0087 _H	16	FFFE EA3A _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 30	EIC30	008F _H /0087 _H	16	FFFE EA3C _H	CPU	8, 16
INTC1	EI Level Interrupt Control Register 31	EIC31	008F _H /0087 _H	16	FFFE EA3E _H	CPU	8, 16
INTC1	EI Level Interrupt Mask Register 0	IMR0	FFFF FFFF _H	32	FFFE EAF0 _H	CPU	8, 16, 32
INTC1	EI Level Interrupt Bind Register 0	EIBD0	Same value as the PEID bit	32	FFFE EB00 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 1	EIBD1	Same value as the PEID bit	32	FFFE EB04 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 2	EIBD2	Same value as the PEID bit	32	FFFE EB08 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 3	EIBD3	Same value as the PEID bit	32	FFFE EB0C _H	CPU	32
INTC1	EI Level Interrupt Bind Register 8	EIBD8	Same value as the PEID bit	32	FFFE EB20 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 9	EIBD9	Same value as the PEID bit	32	FFFE EB24 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 10	EIBD10	Same value as the PEID bit	32	FFFE EB28 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 11	EIBD11	Same value as the PEID bit	32	FFFE EB2C _H	CPU	32
INTC1	EI Level Interrupt Bind Register 12	EIBD12	Same value as the PEID bit	32	FFFE EB30 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 13	EIBD13	Same value as the PEID bit	32	FFFE EB34 _H	CPU	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC1	EI Level Interrupt Bind Register 14	EIBD14	Same value as the PEID bit	32	FFFE EB38 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 15	EIBD15	Same value as the PEID bit	32	FFFE EB3C _H	CPU	32
INTC1	EI Level Interrupt Bind Register 16	EIBD16	Same value as the PEID bit	32	FFFE EB40 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 17	EIBD17	Same value as the PEID bit	32	FFFE EB44 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 18	EIBD18	Same value as the PEID bit	32	FFFE EB48 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 19	EIBD19	Same value as the PEID bit	32	FFFE EB4C _H	CPU	32
INTC1	EI Level Interrupt Bind Register 20	EIBD20	Same value as the PEID bit	32	FFFE EB50 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 25	EIBD25	Same value as the PEID bit	32	FFFE EB64 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 26	EIBD26	Same value as the PEID bit	32	FFFE EB68 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 27	EIBD27	Same value as the PEID bit	32	FFFE EB6C _H	CPU	32
INTC1	EI Level Interrupt Bind Register 29	EIBD29	Same value as the PEID bit	32	FFFE EB74 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 30	EIBD30	Same value as the PEID bit	32	FFFE EB78 _H	CPU	32
INTC1	EI Level Interrupt Bind Register 31	EIBD31	Same value as the PEID bit	32	FFFE EB7C _H	CPU	32
MEV	Exclusive Control Register 0	G0MEV0	0000 0000 _H	32	FFFE EC00 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 1	G0MEV1	0000 0000 _H	32	FFFE EC04 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 2	G0MEV2	0000 0000 _H	32	FFFE EC08 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 3	G0MEV3	0000 0000 _H	32	FFFE EC0C _H	CPU	8, 16, 32
MEV	Exclusive Control Register 4	G0MEV4	0000 0000 _H	32	FFFE EC10 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 5	G0MEV5	0000 0000 _H	32	FFFE EC14 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 6	G0MEV6	0000 0000 _H	32	FFFE EC18 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 7	G0MEV7	0000 0000 _H	32	FFFE EC1C _H	CPU	8, 16, 32
MEV	Exclusive Control Register 8	G0MEV8	0000 0000 _H	32	FFFE EC20 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 9	G0MEV9	0000 0000 _H	32	FFFE EC24 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 10	G0MEV10	0000 0000 _H	32	FFFE EC28 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 11	G0MEV11	0000 0000 _H	32	FFFE EC2C _H	CPU	8, 16, 32
MEV	Exclusive Control Register 12	G0MEV12	0000 0000 _H	32	FFFE EC30 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 13	G0MEV13	0000 0000 _H	32	FFFE EC34 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 14	G0MEV14	0000 0000 _H	32	FFFE EC38 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 15	G0MEV15	0000 0000 _H	32	FFFE EC3C _H	CPU	8, 16, 32
MEV	Exclusive Control Register 16	G0MEV16	0000 0000 _H	32	FFFE EC40 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 17	G0MEV17	0000 0000 _H	32	FFFE EC44 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 18	G0MEV18	0000 0000 _H	32	FFFE EC48 _H	CPU	8, 16, 32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
MEV	Exclusive Control Register 19	G0MEV19	0000 0000 _H	32	FFFE EC4C _H	CPU	8, 16, 32
MEV	Exclusive Control Register 20	G0MEV20	0000 0000 _H	32	FFFE EC50 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 21	G0MEV21	0000 0000 _H	32	FFFE EC54 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 22	G0MEV22	0000 0000 _H	32	FFFE EC58 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 23	G0MEV23	0000 0000 _H	32	FFFE EC5C _H	CPU	8, 16, 32
MEV	Exclusive Control Register 24	G0MEV24	0000 0000 _H	32	FFFE EC60 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 25	G0MEV25	0000 0000 _H	32	FFFE EC64 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 26	G0MEV26	0000 0000 _H	32	FFFE EC68 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 27	G0MEV27	0000 0000 _H	32	FFFE EC6C _H	CPU	8, 16, 32
MEV	Exclusive Control Register 28	G0MEV28	0000 0000 _H	32	FFFE EC70 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 29	G0MEV29	0000 0000 _H	32	FFFE EC74 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 30	G0MEV30	0000 0000 _H	32	FFFE EC78 _H	CPU	8, 16, 32
MEV	Exclusive Control Register 31	G0MEV31	0000 0000 _H	32	FFFE EC7C _H	CPU	8, 16, 32
IPIRSS	Inter-PE Interrupt Register 0	IPIR_CH0	0000 0000 _H	32	FFFE EC80 _H	CPU	8, 16, 32
IPIRSS	Inter-PE Interrupt Register 1	IPIR_CH1	0000 0000 _H	32	FFFE EC84 _H	CPU	8, 16, 32
IPIRSS	Inter-PE Interrupt Register 2	IPIR_CH2	0000 0000 _H	32	FFFE EC88 _H	CPU	8, 16, 32
IPIRSS	Inter-PE Interrupt Register 3	IPIR_CH3	0000 0000 _H	32	FFFE EC8C _H	CPU	8, 16, 32
TESTCO MP	Comparator Test Register 0	TESTCOMPREG0	0000 0000 _H	32	FFFE ED00 _H	CPU	8, 16, 32
TESTCO MP	Comparator Test Register 1	TESTCOMPREG1	0000 0000 _H	32	FFFE ED04 _H	CPU	8, 16, 32
LS0	Lockstep Error Control Register	LS_ERR_CNT	0000 0000 _H	32	FFFE EE00 _H	CPU	32
LS0	Lockstep Error Status Register	LS_ERR_ST	0000 0000 _H	32	FFFE EE04 _H	CPU	32
LS0	Lockstep Error Address Register	LS_ERR_ADDRESS	XXXX XXXX _H	32	FFFE EE10 _H	CPU	32
LS0	Lockstep Error Data Register	LS_ERR_DATA	XXXX XXXX _H	32	FFFE EE14 _H	CPU0	32
CFU	Cache Clear Operation Register	TM_CC	0000 0000 _H	32	FFFF 7808 _H	0	32
CFU	Tuning Memory Mapping Enable Register	TM_ME	0000 0000 _H	32	FFFF 7810 _H	0	32
CFU	Tuning Memory Mapping Status Register	TM_MS	0000 0000 _H	32	FFFF 7814 _H	0	32
CFU	Tuning Memory Mapping Bank Register	TM_BNK	0000 0000 _H	32	FFFF 7820 _H	0	32
CFU	Tuning Memory Mapping Error Register	TM_ERR	0000 0000 _H	32	FFFF 7824 _H	0	32
CFU	Tuning Memory Flash Bank Register	TM_FST	0000 00F0 _H	32	FFFF 7828 _H	0	32
CFU	Tuning Memory Bank Mapping Size Configuration Register	TM_BMC0	0000 0000 _H	32	FFFF 7830 _H	0	32
CFU	Tuning Memory Mapping Address Register 00	TM_MA00	0000 0000 _H	32	FFFF 7840 _H	0	32
DMASS	DMA Control Register	DMACTL	0000 0000 _H	32	FFFF 8000 _H	0	32
DMASS	DTS Control Register 1	DTSC1	0000 0000 _H	32	FFFF 8010 _H	0	32
DMASS	DTS Control Register 2	DTSC2	0000 0000 _H	32	FFFF 8014 _H	0	32
DMASS	DTS Status Register	DTSSTS	0000 0000 _H	32	FFFF 8018 _H	0	32
DMASS	DMAC Error Register	DMACER	0000 0000 _H	32	FFFF 8020 _H	0	32
DMASS	DTS Error Register 1	DTSER1	0000 0000 _H	32	FFFF 8024 _H	0	32
DMASS	DTS Error Register 2	DTSER2	0000 0000 _H	32	FFFF 8028 _H	0	32
DMASS	DTS Error Clear Register	DTSERC	0000 0000 _H	32	FFFF 802C _H	0	32
DMASS	DMAC0 Register Access Protection Violation Register	DM0CMV	0000 0000 _H	32	FFFF 8030 _H	0	32
DMASS	DMAC1 Register Access Protection Violation Register	DM1CMV	0000 0000 _H	32	FFFF 8034 _H	0	32
DMASS	DTS Register Access Protection Violation Register	DTSCMV	0000 0000 _H	32	FFFF 8038 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	Register Access Protection Clear Register	CMVC	0000 0000 _H	32	FFFF 803C _H	0	32
DMASS	DTS Channel Priority Setting Register 0	DTSPR0	0000 0000 _H	32	FFFF 8060 _H	0	32
DMASS	DTS Channel Priority Setting Register 1	DTSPR1	0000 0000 _H	32	FFFF 8064 _H	0	32
DMASS	DTS Channel Priority Setting Register 2	DTSPR2	0000 0000 _H	32	FFFF 8068 _H	0	32
DMASS	DTS Channel Priority Setting Register 3	DTSPR3	0000 0000 _H	32	FFFF 806C _H	0	32
DMASS	DTS Channel Priority Setting Register 4	DTSPR4	0000 0000 _H	32	FFFF 8070 _H	0	32
DMASS	DTS Channel Priority Setting Register 5	DTSPR5	0000 0000 _H	32	FFFF 8074 _H	0	32
DMASS	DTS Channel Priority Setting Register 6	DTSPR6	0000 0000 _H	32	FFFF 8078 _H	0	32
DMASS	DTS Channel Priority Setting Register 7	DTSPR7	0000 0000 _H	32	FFFF 807C _H	0	32
DMASS	DTSRAM ECC Control Register	DTRECCTL	0000 0000 _H	32	FFFF 8080 _H	0	32
DMASS	DTSRAM Error Notification Control Register	DTRERINT	0000 0002 _H	32	FFFF 8084 _H	0	32
DMASS	DTSRAM Test Control Register	DTRTSCCTL	0000 0000 _H	32	FFFF 8094 _H	0	32
DMASS	DTSRAM Test Write Data Register	DTRTWDAT	0000 0000 _H	32	FFFF 8098 _H	0	32
DMASS	DTSRAM Test Read Data Register	DTRTRDAT	0000 0000 _H	32	FFFF 809C _H	0	32
DMASS	DMAC0 Channel 0 Channel Master Setting Register	DM00CM	0000 0010 _H	32	FFFF 8100 _H	0	32
DMASS	DMAC0 Channel 1 Channel Master Setting Register	DM01CM	0000 0010 _H	32	FFFF 8104 _H	0	32
DMASS	DMAC0 Channel 2 Channel Master Setting Register	DM02CM	0000 0010 _H	32	FFFF 8108 _H	0	32
DMASS	DMAC0 Channel 3 Channel Master Setting Register	DM03CM	0000 0010 _H	32	FFFF 810C _H	0	32
DMASS	DMAC0 Channel 4 Channel Master Setting Register	DM04CM	0000 0010 _H	32	FFFF 8110 _H	0	32
DMASS	DMAC0 Channel 5 Channel Master Setting Register	DM05CM	0000 0010 _H	32	FFFF 8114 _H	0	32
DMASS	DMAC0 Channel 6 Channel Master Setting Register	DM06CM	0000 0010 _H	32	FFFF 8118 _H	0	32
DMASS	DMAC0 Channel 7 Channel Master Setting Register	DM07CM	0000 0010 _H	32	FFFF 811C _H	0	32
DMASS	DMAC1 Channel 0 Channel Master Setting Register	DM10CM	0000 0010 _H	32	FFFF 8120 _H	0	32
DMASS	DMAC1 Channel 1 Channel Master Setting Register	DM11CM	0000 0010 _H	32	FFFF 8124 _H	0	32
DMASS	DMAC1 Channel 2 Channel Master Setting Register	DM12CM	0000 0010 _H	32	FFFF 8128 _H	0	32
DMASS	DMAC1 Channel 3 Channel Master Setting Register	DM13CM	0000 0010 _H	32	FFFF 812C _H	0	32
DMASS	DMAC1 Channel 4 Channel Master Setting Register	DM14CM	0000 0010 _H	32	FFFF 8130 _H	0	32
DMASS	DMAC1 Channel 5 Channel Master Setting Register	DM15CM	0000 0010 _H	32	FFFF 8134 _H	0	32
DMASS	DMAC1 Channel 6 Channel Master Setting Register	DM16CM	0000 0010 _H	32	FFFF 8138 _H	0	32
DMASS	DMAC1 Channel 7 Channel Master Setting Register	DM17CM	0000 0010 _H	32	FFFF 813C _H	0	32
DMASS	DTS Channel 000 Channel Master Setting Register	DTS000CM	XXXX XXXX _H	32	FFFF 8200 _H	0	32
DMASS	DTS Channel 001 Channel Master Setting Register	DTS001CM	XXXX XXXX _H	32	FFFF 8204 _H	0	32
DMASS	DTS Channel 002 Channel Master Setting Register	DTS002CM	XXXX XXXX _H	32	FFFF 8208 _H	0	32
DMASS	DTS Channel 003 Channel Master Setting Register	DTS003CM	XXXX XXXX _H	32	FFFF 820C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Channel 004 Channel Master Setting Register	DTS004CM	XXXX XXXX _H	32	FFFF 8210 _H	0	32
DMASS	DTS Channel 005 Channel Master Setting Register	DTS005CM	XXXX XXXX _H	32	FFFF 8214 _H	0	32
DMASS	DTS Channel 006 Channel Master Setting Register	DTS006CM	XXXX XXXX _H	32	FFFF 8218 _H	0	32
DMASS	DTS Channel 007 Channel Master Setting Register	DTS007CM	XXXX XXXX _H	32	FFFF 821C _H	0	32
DMASS	DTS Channel 008 Channel Master Setting Register	DTS008CM	XXXX XXXX _H	32	FFFF 8220 _H	0	32
DMASS	DTS Channel 009 Channel Master Setting Register	DTS009CM	XXXX XXXX _H	32	FFFF 8224 _H	0	32
DMASS	DTS Channel 010 Channel Master Setting Register	DTS010CM	XXXX XXXX _H	32	FFFF 8228 _H	0	32
DMASS	DTS Channel 011 Channel Master Setting Register	DTS011CM	XXXX XXXX _H	32	FFFF 822C _H	0	32
DMASS	DTS Channel 012 Channel Master Setting Register	DTS012CM	XXXX XXXX _H	32	FFFF 8230 _H	0	32
DMASS	DTS Channel 013 Channel Master Setting Register	DTS013CM	XXXX XXXX _H	32	FFFF 8234 _H	0	32
DMASS	DTS Channel 014 Channel Master Setting Register	DTS014CM	XXXX XXXX _H	32	FFFF 8238 _H	0	32
DMASS	DTS Channel 015 Channel Master Setting Register	DTS015CM	XXXX XXXX _H	32	FFFF 823C _H	0	32
DMASS	DTS Channel 016 Channel Master Setting Register	DTS016CM	XXXX XXXX _H	32	FFFF 8240 _H	0	32
DMASS	DTS Channel 017 Channel Master Setting Register	DTS017CM	XXXX XXXX _H	32	FFFF 8244 _H	0	32
DMASS	DTS Channel 018 Channel Master Setting Register	DTS018CM	XXXX XXXX _H	32	FFFF 8248 _H	0	32
DMASS	DTS Channel 019 Channel Master Setting Register	DTS019CM	XXXX XXXX _H	32	FFFF 824C _H	0	32
DMASS	DTS Channel 020 Channel Master Setting Register	DTS020CM	XXXX XXXX _H	32	FFFF 8250 _H	0	32
DMASS	DTS Channel 021 Channel Master Setting Register	DTS021CM	XXXX XXXX _H	32	FFFF 8254 _H	0	32
DMASS	DTS Channel 022 Channel Master Setting Register	DTS022CM	XXXX XXXX _H	32	FFFF 8258 _H	0	32
DMASS	DTS Channel 023 Channel Master Setting Register	DTS023CM	XXXX XXXX _H	32	FFFF 825C _H	0	32
DMASS	DTS Channel 024 Channel Master Setting Register	DTS024CM	XXXX XXXX _H	32	FFFF 8260 _H	0	32
DMASS	DTS Channel 025 Channel Master Setting Register	DTS025CM	XXXX XXXX _H	32	FFFF 8264 _H	0	32
DMASS	DTS Channel 026 Channel Master Setting Register	DTS026CM	XXXX XXXX _H	32	FFFF 8268 _H	0	32
DMASS	DTS Channel 027 Channel Master Setting Register	DTS027CM	XXXX XXXX _H	32	FFFF 826C _H	0	32
DMASS	DTS Channel 028 Channel Master Setting Register	DTS028CM	XXXX XXXX _H	32	FFFF 8270 _H	0	32
DMASS	DTS Channel 029 Channel Master Setting Register	DTS029CM	XXXX XXXX _H	32	FFFF 8274 _H	0	32
DMASS	DTS Channel 030 Channel Master Setting Register	DTS030CM	XXXX XXXX _H	32	FFFF 8278 _H	0	32
DMASS	DTS Channel 031 Channel Master Setting Register	DTS031CM	XXXX XXXX _H	32	FFFF 827C _H	0	32
DMASS	DTS Channel 032 Channel Master Setting Register	DTS032CM	XXXX XXXX _H	32	FFFF 8280 _H	0	32
DMASS	DTS Channel 033 Channel Master Setting Register	DTS033CM	XXXX XXXX _H	32	FFFF 8284 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Channel 034 Channel Master Setting Register	DTS034CM	XXXX XXXX _H	32	FFFF 8288 _H	0	32
DMASS	DTS Channel 035 Channel Master Setting Register	DTS035CM	XXXX XXXX _H	32	FFFF 828C _H	0	32
DMASS	DTS Channel 036 Channel Master Setting Register	DTS036CM	XXXX XXXX _H	32	FFFF 8290 _H	0	32
DMASS	DTS Channel 037 Channel Master Setting Register	DTS037CM	XXXX XXXX _H	32	FFFF 8294 _H	0	32
DMASS	DTS Channel 038 Channel Master Setting Register	DTS038CM	XXXX XXXX _H	32	FFFF 8298 _H	0	32
DMASS	DTS Channel 039 Channel Master Setting Register	DTS039CM	XXXX XXXX _H	32	FFFF 829C _H	0	32
DMASS	DTS Channel 040 Channel Master Setting Register	DTS040CM	XXXX XXXX _H	32	FFFF 82A0 _H	0	32
DMASS	DTS Channel 041 Channel Master Setting Register	DTS041CM	XXXX XXXX _H	32	FFFF 82A4 _H	0	32
DMASS	DTS Channel 042 Channel Master Setting Register	DTS042CM	XXXX XXXX _H	32	FFFF 82A8 _H	0	32
DMASS	DTS Channel 043 Channel Master Setting Register	DTS043CM	XXXX XXXX _H	32	FFFF 82AC _H	0	32
DMASS	DTS Channel 044 Channel Master Setting Register	DTS044CM	XXXX XXXX _H	32	FFFF 82B0 _H	0	32
DMASS	DTS Channel 045 Channel Master Setting Register	DTS045CM	XXXX XXXX _H	32	FFFF 82B4 _H	0	32
DMASS	DTS Channel 046 Channel Master Setting Register	DTS046CM	XXXX XXXX _H	32	FFFF 82B8 _H	0	32
DMASS	DTS Channel 047 Channel Master Setting Register	DTS047CM	XXXX XXXX _H	32	FFFF 82BC _H	0	32
DMASS	DTS Channel 048 Channel Master Setting Register	DTS048CM	XXXX XXXX _H	32	FFFF 82C0 _H	0	32
DMASS	DTS Channel 049 Channel Master Setting Register	DTS049CM	XXXX XXXX _H	32	FFFF 82C4 _H	0	32
DMASS	DTS Channel 050 Channel Master Setting Register	DTS050CM	XXXX XXXX _H	32	FFFF 82C8 _H	0	32
DMASS	DTS Channel 051 Channel Master Setting Register	DTS051CM	XXXX XXXX _H	32	FFFF 82CC _H	0	32
DMASS	DTS Channel 052 Channel Master Setting Register	DTS052CM	XXXX XXXX _H	32	FFFF 82D0 _H	0	32
DMASS	DTS Channel 053 Channel Master Setting Register	DTS053CM	XXXX XXXX _H	32	FFFF 82D4 _H	0	32
DMASS	DTS Channel 054 Channel Master Setting Register	DTS054CM	XXXX XXXX _H	32	FFFF 82D8 _H	0	32
DMASS	DTS Channel 055 Channel Master Setting Register	DTS055CM	XXXX XXXX _H	32	FFFF 82DC _H	0	32
DMASS	DTS Channel 056 Channel Master Setting Register	DTS056CM	XXXX XXXX _H	32	FFFF 82E0 _H	0	32
DMASS	DTS Channel 057 Channel Master Setting Register	DTS057CM	XXXX XXXX _H	32	FFFF 82E4 _H	0	32
DMASS	DTS Channel 058 Channel Master Setting Register	DTS058CM	XXXX XXXX _H	32	FFFF 82E8 _H	0	32
DMASS	DTS Channel 059 Channel Master Setting Register	DTS059CM	XXXX XXXX _H	32	FFFF 82EC _H	0	32
DMASS	DTS Channel 060 Channel Master Setting Register	DTS060CM	XXXX XXXX _H	32	FFFF 82F0 _H	0	32
DMASS	DTS Channel 061 Channel Master Setting Register	DTS061CM	XXXX XXXX _H	32	FFFF 82F4 _H	0	32
DMASS	DTS Channel 062 Channel Master Setting Register	DTS062CM	XXXX XXXX _H	32	FFFF 82F8 _H	0	32
DMASS	DTS Channel 063 Channel Master Setting Register	DTS063CM	XXXX XXXX _H	32	FFFF 82FC _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Channel 064 Channel Master Setting Register	DTS064CM	XXXX XXXX _H	32	FFFF 8300 _H	0	32
DMASS	DTS Channel 065 Channel Master Setting Register	DTS065CM	XXXX XXXX _H	32	FFFF 8304 _H	0	32
DMASS	DTS Channel 066 Channel Master Setting Register	DTS066CM	XXXX XXXX _H	32	FFFF 8308 _H	0	32
DMASS	DTS Channel 067 Channel Master Setting Register	DTS067CM	XXXX XXXX _H	32	FFFF 830C _H	0	32
DMASS	DTS Channel 068 Channel Master Setting Register	DTS068CM	XXXX XXXX _H	32	FFFF 8310 _H	0	32
DMASS	DTS Channel 069 Channel Master Setting Register	DTS069CM	XXXX XXXX _H	32	FFFF 8314 _H	0	32
DMASS	DTS Channel 070 Channel Master Setting Register	DTS070CM	XXXX XXXX _H	32	FFFF 8318 _H	0	32
DMASS	DTS Channel 071 Channel Master Setting Register	DTS071CM	XXXX XXXX _H	32	FFFF 831C _H	0	32
DMASS	DTS Channel 072 Channel Master Setting Register	DTS072CM	XXXX XXXX _H	32	FFFF 8320 _H	0	32
DMASS	DTS Channel 073 Channel Master Setting Register	DTS073CM	XXXX XXXX _H	32	FFFF 8324 _H	0	32
DMASS	DTS Channel 074 Channel Master Setting Register	DTS074CM	XXXX XXXX _H	32	FFFF 8328 _H	0	32
DMASS	DTS Channel 075 Channel Master Setting Register	DTS075CM	XXXX XXXX _H	32	FFFF 832C _H	0	32
DMASS	DTS Channel 076 Channel Master Setting Register	DTS076CM	XXXX XXXX _H	32	FFFF 8330 _H	0	32
DMASS	DTS Channel 077 Channel Master Setting Register	DTS077CM	XXXX XXXX _H	32	FFFF 8334 _H	0	32
DMASS	DTS Channel 078 Channel Master Setting Register	DTS078CM	XXXX XXXX _H	32	FFFF 8338 _H	0	32
DMASS	DTS Channel 079 Channel Master Setting Register	DTS079CM	XXXX XXXX _H	32	FFFF 833C _H	0	32
DMASS	DTS Channel 080 Channel Master Setting Register	DTS080CM	XXXX XXXX _H	32	FFFF 8340 _H	0	32
DMASS	DTS Channel 081 Channel Master Setting Register	DTS081CM	XXXX XXXX _H	32	FFFF 8344 _H	0	32
DMASS	DTS Channel 082 Channel Master Setting Register	DTS082CM	XXXX XXXX _H	32	FFFF 8348 _H	0	32
DMASS	DTS Channel 083 Channel Master Setting Register	DTS083CM	XXXX XXXX _H	32	FFFF 834C _H	0	32
DMASS	DTS Channel 084 Channel Master Setting Register	DTS084CM	XXXX XXXX _H	32	FFFF 8350 _H	0	32
DMASS	DTS Channel 085 Channel Master Setting Register	DTS085CM	XXXX XXXX _H	32	FFFF 8354 _H	0	32
DMASS	DTS Channel 086 Channel Master Setting Register	DTS086CM	XXXX XXXX _H	32	FFFF 8358 _H	0	32
DMASS	DTS Channel 087 Channel Master Setting Register	DTS087CM	XXXX XXXX _H	32	FFFF 835C _H	0	32
DMASS	DTS Channel 088 Channel Master Setting Register	DTS088CM	XXXX XXXX _H	32	FFFF 8360 _H	0	32
DMASS	DTS Channel 089 Channel Master Setting Register	DTS089CM	XXXX XXXX _H	32	FFFF 8364 _H	0	32
DMASS	DTS Channel 090 Channel Master Setting Register	DTS090CM	XXXX XXXX _H	32	FFFF 8368 _H	0	32
DMASS	DTS Channel 091 Channel Master Setting Register	DTS091CM	XXXX XXXX _H	32	FFFF 836C _H	0	32
DMASS	DTS Channel 092 Channel Master Setting Register	DTS092CM	XXXX XXXX _H	32	FFFF 8370 _H	0	32
DMASS	DTS Channel 093 Channel Master Setting Register	DTS093CM	XXXX XXXX _H	32	FFFF 8374 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Channel 094 Channel Master Setting Register	DTS094CM	XXXX XXXX _H	32	FFFF 8378 _H	0	32
DMASS	DTS Channel 095 Channel Master Setting Register	DTS095CM	XXXX XXXX _H	32	FFFF 837C _H	0	32
DMASS	DTS Channel 096 Channel Master Setting Register	DTS096CM	XXXX XXXX _H	32	FFFF 8380 _H	0	32
DMASS	DTS Channel 097 Channel Master Setting Register	DTS097CM	XXXX XXXX _H	32	FFFF 8384 _H	0	32
DMASS	DTS Channel 098 Channel Master Setting Register	DTS098CM	XXXX XXXX _H	32	FFFF 8388 _H	0	32
DMASS	DTS Channel 099 Channel Master Setting Register	DTS099CM	XXXX XXXX _H	32	FFFF 838C _H	0	32
DMASS	DTS Channel 100 Channel Master Setting Register	DTS100CM	XXXX XXXX _H	32	FFFF 8390 _H	0	32
DMASS	DTS Channel 101 Channel Master Setting Register	DTS101CM	XXXX XXXX _H	32	FFFF 8394 _H	0	32
DMASS	DTS Channel 102 Channel Master Setting Register	DTS102CM	XXXX XXXX _H	32	FFFF 8398 _H	0	32
DMASS	DTS Channel 103 Channel Master Setting Register	DTS103CM	XXXX XXXX _H	32	FFFF 839C _H	0	32
DMASS	DTS Channel 104 Channel Master Setting Register	DTS104CM	XXXX XXXX _H	32	FFFF 83A0 _H	0	32
DMASS	DTS Channel 105 Channel Master Setting Register	DTS105CM	XXXX XXXX _H	32	FFFF 83A4 _H	0	32
DMASS	DTS Channel 106 Channel Master Setting Register	DTS106CM	XXXX XXXX _H	32	FFFF 83A8 _H	0	32
DMASS	DTS Channel 107 Channel Master Setting Register	DTS107CM	XXXX XXXX _H	32	FFFF 83AC _H	0	32
DMASS	DTS Channel 108 Channel Master Setting Register	DTS108CM	XXXX XXXX _H	32	FFFF 83B0 _H	0	32
DMASS	DTS Channel 109 Channel Master Setting Register	DTS109CM	XXXX XXXX _H	32	FFFF 83B4 _H	0	32
DMASS	DTS Channel 110 Channel Master Setting Register	DTS110CM	XXXX XXXX _H	32	FFFF 83B8 _H	0	32
DMASS	DTS Channel 111 Channel Master Setting Register	DTS111CM	XXXX XXXX _H	32	FFFF 83BC _H	0	32
DMASS	DTS Channel 112 Channel Master Setting Register	DTS112CM	XXXX XXXX _H	32	FFFF 83C0 _H	0	32
DMASS	DTS Channel 113 Channel Master Setting Register	DTS113CM	XXXX XXXX _H	32	FFFF 83C4 _H	0	32
DMASS	DTS Channel 114 Channel Master Setting Register	DTS114CM	XXXX XXXX _H	32	FFFF 83C8 _H	0	32
DMASS	DTS Channel 115 Channel Master Setting Register	DTS115CM	XXXX XXXX _H	32	FFFF 83CC _H	0	32
DMASS	DTS Channel 116 Channel Master Setting Register	DTS116CM	XXXX XXXX _H	32	FFFF 83D0 _H	0	32
DMASS	DTS Channel 117 Channel Master Setting Register	DTS117CM	XXXX XXXX _H	32	FFFF 83D4 _H	0	32
DMASS	DTS Channel 118 Channel Master Setting Register	DTS118CM	XXXX XXXX _H	32	FFFF 83D8 _H	0	32
DMASS	DTS Channel 119 Channel Master Setting Register	DTS119CM	XXXX XXXX _H	32	FFFF 83DC _H	0	32
DMASS	DTS Channel 120 Channel Master Setting Register	DTS120CM	XXXX XXXX _H	32	FFFF 83E0 _H	0	32
DMASS	DTS Channel 121 Channel Master Setting Register	DTS121CM	XXXX XXXX _H	32	FFFF 83E4 _H	0	32
DMASS	DTS Channel 122 Channel Master Setting Register	DTS122CM	XXXX XXXX _H	32	FFFF 83E8 _H	0	32
DMASS	DTS Channel 123 Channel Master Setting Register	DTS123CM	XXXX XXXX _H	32	FFFF 83EC _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Channel 124 Channel Master Setting Register	DTS124CM	XXXX XXXX _H	32	FFFF 83F0 _H	0	32
DMASS	DTS Channel 125 Channel Master Setting Register	DTS125CM	XXXX XXXX _H	32	FFFF 83F4 _H	0	32
DMASS	DTS Channel 126 Channel Master Setting Register	DTS126CM	XXXX XXXX _H	32	FFFF 83F8 _H	0	32
DMASS	DTS Channel 127 Channel Master Setting Register	DTS127CM	XXXX XXXX _H	32	FFFF 83FC _H	0	32
DMASS	DMAC Source Address Register	DSA0	0000 0000 _H	32	FFFF 8400 _H	0	32
DMASS	DMAC Destination Address Register	DDA0	0000 0000 _H	32	FFFF 8404 _H	0	32
DMASS	DMAC Transfer Count Register	DTC0	0000 0000 _H	32	FFFF 8408 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT0	0000 0000 _H	32	FFFF 840C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA0	0000 0000 _H	32	FFFF 8410 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA0	0000 0000 _H	32	FFFF 8414 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC0	0000 0000 _H	32	FFFF 8418 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC0	0000 0000 _H	32	FFFF 841C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN0	0000 0000 _H	32	FFFF 8420 _H	0	32
DMASS	DMAC Transfer Status Register	DCST0	0000 0000 _H	32	FFFF 8424 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS0	0000 0000 _H	32	FFFF 8428 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC0	0000 0000 _H	32	FFFF 842C _H	0	32
DMASS	DTFR Setting Register	DTFR0	0000 0000 _H	32	FFFF 8430 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ0	0000 0000 _H	32	FFFF 8434 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC0	0000 0000 _H	32	FFFF 8438 _H	0	32
DMASS	DMAC Source Address Register	DSA1	0000 0000 _H	32	FFFF 8440 _H	0	32
DMASS	DMAC Destination Address Register	DDA1	0000 0000 _H	32	FFFF 8444 _H	0	32
DMASS	DMAC Transfer Count Register	DTC1	0000 0000 _H	32	FFFF 8448 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT1	0000 0000 _H	32	FFFF 844C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA1	0000 0000 _H	32	FFFF 8450 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA1	0000 0000 _H	32	FFFF 8454 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC1	0000 0000 _H	32	FFFF 8458 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC1	0000 0000 _H	32	FFFF 845C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN1	0000 0000 _H	32	FFFF 8460 _H	0	32
DMASS	DMAC Transfer Status Register	DCST1	0000 0000 _H	32	FFFF 8464 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS1	0000 0000 _H	32	FFFF 8468 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC1	0000 0000 _H	32	FFFF 846C _H	0	32
DMASS	DTFR Setting Register	DTFR1	0000 0000 _H	32	FFFF 8470 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ1	0000 0000 _H	32	FFFF 8474 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC1	0000 0000 _H	32	FFFF 8478 _H	0	32
DMASS	DMAC Source Address Register	DSA2	0000 0000 _H	32	FFFF 8480 _H	0	32
DMASS	DMAC Destination Address Register	DDA2	0000 0000 _H	32	FFFF 8484 _H	0	32
DMASS	DMAC Transfer Count Register	DTC2	0000 0000 _H	32	FFFF 8488 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT2	0000 0000 _H	32	FFFF 848C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA2	0000 0000 _H	32	FFFF 8490 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA2	0000 0000 _H	32	FFFF 8494 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC2	0000 0000 _H	32	FFFF 8498 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC2	0000 0000 _H	32	FFFF 849C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DMAC Channel Operation Enable Setting Register	DCEN2	0000 0000 _H	32	FFFF 84A0 _H	0	32
DMASS	DMAC Transfer Status Register	DCST2	0000 0000 _H	32	FFFF 84A4 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS2	0000 0000 _H	32	FFFF 84A8 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC2	0000 0000 _H	32	FFFF 84AC _H	0	32
DMASS	DTFR Setting Register	DTFR2	0000 0000 _H	32	FFFF 84B0 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ2	0000 0000 _H	32	FFFF 84B4 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC2	0000 0000 _H	32	FFFF 84B8 _H	0	32
DMASS	DMAC Source Address Register	DSA3	0000 0000 _H	32	FFFF 84C0 _H	0	32
DMASS	DMAC Destination Address Register	DDA3	0000 0000 _H	32	FFFF 84C4 _H	0	32
DMASS	DMAC Transfer Count Register	DTC3	0000 0000 _H	32	FFFF 84C8 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT3	0000 0000 _H	32	FFFF 84CC _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA3	0000 0000 _H	32	FFFF 84D0 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA3	0000 0000 _H	32	FFFF 84D4 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC3	0000 0000 _H	32	FFFF 84D8 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC3	0000 0000 _H	32	FFFF 84DC _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN3	0000 0000 _H	32	FFFF 84E0 _H	0	32
DMASS	DMAC Transfer Status Register	DCST3	0000 0000 _H	32	FFFF 84E4 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS3	0000 0000 _H	32	FFFF 84E8 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC3	0000 0000 _H	32	FFFF 84EC _H	0	32
DMASS	DTFR Setting Register	DTFR3	0000 0000 _H	32	FFFF 84F0 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ3	0000 0000 _H	32	FFFF 84F4 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC3	0000 0000 _H	32	FFFF 84F8 _H	0	32
DMASS	DMAC Source Address Register	DSA4	0000 0000 _H	32	FFFF 8500 _H	0	32
DMASS	DMAC Destination Address Register	DDA4	0000 0000 _H	32	FFFF 8504 _H	0	32
DMASS	DMAC Transfer Count Register	DTC4	0000 0000 _H	32	FFFF 8508 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT4	0000 0000 _H	32	FFFF 850C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA4	0000 0000 _H	32	FFFF 8510 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA4	0000 0000 _H	32	FFFF 8514 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC4	0000 0000 _H	32	FFFF 8518 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC4	0000 0000 _H	32	FFFF 851C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN4	0000 0000 _H	32	FFFF 8520 _H	0	32
DMASS	DMAC Transfer Status Register	DCST4	0000 0000 _H	32	FFFF 8524 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS4	0000 0000 _H	32	FFFF 8528 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC4	0000 0000 _H	32	FFFF 852C _H	0	32
DMASS	DTFR Setting Register	DTFR4	0000 0000 _H	32	FFFF 8530 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ4	0000 0000 _H	32	FFFF 8534 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC4	0000 0000 _H	32	FFFF 8538 _H	0	32
DMASS	DMAC Source Address Register	DSA5	0000 0000 _H	32	FFFF 8540 _H	0	32
DMASS	DMAC Destination Address Register	DDA5	0000 0000 _H	32	FFFF 8544 _H	0	32
DMASS	DMAC Transfer Count Register	DTC5	0000 0000 _H	32	FFFF 8548 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT5	0000 0000 _H	32	FFFF 854C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA5	0000 0000 _H	32	FFFF 8550 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA5	0000 0000 _H	32	FFFF 8554 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DMAC Reload Transfer Count Register	DRTC5	0000 0000 _H	32	FFFF 8558 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC5	0000 0000 _H	32	FFFF 855C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN5	0000 0000 _H	32	FFFF 8560 _H	0	32
DMASS	DMAC Transfer Status Register	DCST5	0000 0000 _H	32	FFFF 8564 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS5	0000 0000 _H	32	FFFF 8568 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC5	0000 0000 _H	32	FFFF 856C _H	0	32
DMASS	DTFR Setting Register	DTFR5	0000 0000 _H	32	FFFF 8570 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ5	0000 0000 _H	32	FFFF 8574 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC5	0000 0000 _H	32	FFFF 8578 _H	0	32
DMASS	DMAC Source Address Register	DSA6	0000 0000 _H	32	FFFF 8580 _H	0	32
DMASS	DMAC Destination Address Register	DDA6	0000 0000 _H	32	FFFF 8584 _H	0	32
DMASS	DMAC Transfer Count Register	DTC6	0000 0000 _H	32	FFFF 8588 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT6	0000 0000 _H	32	FFFF 858C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA6	0000 0000 _H	32	FFFF 8590 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA6	0000 0000 _H	32	FFFF 8594 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC6	0000 0000 _H	32	FFFF 8598 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC6	0000 0000 _H	32	FFFF 859C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN6	0000 0000 _H	32	FFFF 85A0 _H	0	32
DMASS	DMAC Transfer Status Register	DCST6	0000 0000 _H	32	FFFF 85A4 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS6	0000 0000 _H	32	FFFF 85A8 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC6	0000 0000 _H	32	FFFF 85AC _H	0	32
DMASS	DTFR Setting Register	DTFR6	0000 0000 _H	32	FFFF 85B0 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ6	0000 0000 _H	32	FFFF 85B4 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC6	0000 0000 _H	32	FFFF 85B8 _H	0	32
DMASS	DMAC Source Address Register	DSA7	0000 0000 _H	32	FFFF 85C0 _H	0	32
DMASS	DMAC Destination Address Register	DDA7	0000 0000 _H	32	FFFF 85C4 _H	0	32
DMASS	DMAC Transfer Count Register	DTC7	0000 0000 _H	32	FFFF 85C8 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT7	0000 0000 _H	32	FFFF 85CC _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA7	0000 0000 _H	32	FFFF 85D0 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA7	0000 0000 _H	32	FFFF 85D4 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC7	0000 0000 _H	32	FFFF 85D8 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC7	0000 0000 _H	32	FFFF 85DC _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN7	0000 0000 _H	32	FFFF 85E0 _H	0	32
DMASS	DMAC Transfer Status Register	DCST7	0000 0000 _H	32	FFFF 85E4 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS7	0000 0000 _H	32	FFFF 85E8 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC7	0000 0000 _H	32	FFFF 85EC _H	0	32
DMASS	DTFR Setting Register	DTFR7	0000 0000 _H	32	FFFF 85F0 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ7	0000 0000 _H	32	FFFF 85F4 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC7	0000 0000 _H	32	FFFF 85F8 _H	0	32
DMASS	DMAC Source Address Register	DSA8	0000 0000 _H	32	FFFF 8600 _H	0	32
DMASS	DMAC Destination Address Register	DDA8	0000 0000 _H	32	FFFF 8604 _H	0	32
DMASS	DMAC Transfer Count Register	DTC8	0000 0000 _H	32	FFFF 8608 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT8	0000 0000 _H	32	FFFF 860C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA8	0000 0000 _H	32	FFFF 8610 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DMAC Reload Destination Address Register	DRDA8	0000 0000 _H	32	FFFF 8614 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC8	0000 0000 _H	32	FFFF 8618 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC8	0000 0000 _H	32	FFFF 861C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN8	0000 0000 _H	32	FFFF 8620 _H	0	32
DMASS	DMAC Transfer Status Register	DCST8	0000 0000 _H	32	FFFF 8624 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS8	0000 0000 _H	32	FFFF 8628 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC8	0000 0000 _H	32	FFFF 862C _H	0	32
DMASS	DTFR Setting Register	DTFR8	0000 0000 _H	32	FFFF 8630 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ8	0000 0000 _H	32	FFFF 8634 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC8	0000 0000 _H	32	FFFF 8638 _H	0	32
DMASS	DMAC Source Address Register	DSA9	0000 0000 _H	32	FFFF 8640 _H	0	32
DMASS	DMAC Destination Address Register	DDA9	0000 0000 _H	32	FFFF 8644 _H	0	32
DMASS	DMAC Transfer Count Register	DTC9	0000 0000 _H	32	FFFF 8648 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT9	0000 0000 _H	32	FFFF 864C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA9	0000 0000 _H	32	FFFF 8650 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA9	0000 0000 _H	32	FFFF 8654 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC9	0000 0000 _H	32	FFFF 8658 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC9	0000 0000 _H	32	FFFF 865C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN9	0000 0000 _H	32	FFFF 8660 _H	0	32
DMASS	DMAC Transfer Status Register	DCST9	0000 0000 _H	32	FFFF 8664 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS9	0000 0000 _H	32	FFFF 8668 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC9	0000 0000 _H	32	FFFF 866C _H	0	32
DMASS	DTFR Setting Register	DTFR9	0000 0000 _H	32	FFFF 8670 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ9	0000 0000 _H	32	FFFF 8674 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC9	0000 0000 _H	32	FFFF 8678 _H	0	32
DMASS	DMAC Source Address Register	DSA10	0000 0000 _H	32	FFFF 8680 _H	0	32
DMASS	DMAC Destination Address Register	DDA10	0000 0000 _H	32	FFFF 8684 _H	0	32
DMASS	DMAC Transfer Count Register	DTC10	0000 0000 _H	32	FFFF 8688 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT10	0000 0000 _H	32	FFFF 868C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA10	0000 0000 _H	32	FFFF 8690 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA10	0000 0000 _H	32	FFFF 8694 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC10	0000 0000 _H	32	FFFF 8698 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC10	0000 0000 _H	32	FFFF 869C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN10	0000 0000 _H	32	FFFF 86A0 _H	0	32
DMASS	DMAC Transfer Status Register	DCST10	0000 0000 _H	32	FFFF 86A4 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS10	0000 0000 _H	32	FFFF 86A8 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC10	0000 0000 _H	32	FFFF 86AC _H	0	32
DMASS	DTFR Setting Register	DTFR10	0000 0000 _H	32	FFFF 86B0 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ10	0000 0000 _H	32	FFFF 86B4 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC10	0000 0000 _H	32	FFFF 86B8 _H	0	32
DMASS	DMAC Source Address Register	DSA11	0000 0000 _H	32	FFFF 86C0 _H	0	32
DMASS	DMAC Destination Address Register	DDA11	0000 0000 _H	32	FFFF 86C4 _H	0	32
DMASS	DMAC Transfer Count Register	DTC11	0000 0000 _H	32	FFFF 86C8 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DMAC Transfer Control Register	DTCT11	0000 0000 _H	32	FFFF 86CC _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA11	0000 0000 _H	32	FFFF 86D0 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA11	0000 0000 _H	32	FFFF 86D4 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC11	0000 0000 _H	32	FFFF 86D8 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC11	0000 0000 _H	32	FFFF 86DC _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN11	0000 0000 _H	32	FFFF 86E0 _H	0	32
DMASS	DMAC Transfer Status Register	DCST11	0000 0000 _H	32	FFFF 86E4 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS11	0000 0000 _H	32	FFFF 86E8 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC11	0000 0000 _H	32	FFFF 86EC _H	0	32
DMASS	DTFR Setting Register	DTFR11	0000 0000 _H	32	FFFF 86F0 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ11	0000 0000 _H	32	FFFF 86F4 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC11	0000 0000 _H	32	FFFF 86F8 _H	0	32
DMASS	DMAC Source Address Register	DSA12	0000 0000 _H	32	FFFF 8700 _H	0	32
DMASS	DMAC Destination Address Register	DDA12	0000 0000 _H	32	FFFF 8704 _H	0	32
DMASS	DMAC Transfer Count Register	DTC12	0000 0000 _H	32	FFFF 8708 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT12	0000 0000 _H	32	FFFF 870C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA12	0000 0000 _H	32	FFFF 8710 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA12	0000 0000 _H	32	FFFF 8714 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC12	0000 0000 _H	32	FFFF 8718 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC12	0000 0000 _H	32	FFFF 871C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN12	0000 0000 _H	32	FFFF 8720 _H	0	32
DMASS	DMAC Transfer Status Register	DCST12	0000 0000 _H	32	FFFF 8724 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS12	0000 0000 _H	32	FFFF 8728 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC12	0000 0000 _H	32	FFFF 872C _H	0	32
DMASS	DTFR Setting Register	DTFR12	0000 0000 _H	32	FFFF 8730 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ12	0000 0000 _H	32	FFFF 8734 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC12	0000 0000 _H	32	FFFF 8738 _H	0	32
DMASS	DMAC Source Address Register	DSA13	0000 0000 _H	32	FFFF 8740 _H	0	32
DMASS	DMAC Destination Address Register	DDA13	0000 0000 _H	32	FFFF 8744 _H	0	32
DMASS	DMAC Transfer Count Register	DTC13	0000 0000 _H	32	FFFF 8748 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT13	0000 0000 _H	32	FFFF 874C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA13	0000 0000 _H	32	FFFF 8750 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA13	0000 0000 _H	32	FFFF 8754 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC13	0000 0000 _H	32	FFFF 8758 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC13	0000 0000 _H	32	FFFF 875C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN13	0000 0000 _H	32	FFFF 8760 _H	0	32
DMASS	DMAC Transfer Status Register	DCST13	0000 0000 _H	32	FFFF 8764 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS13	0000 0000 _H	32	FFFF 8768 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC13	0000 0000 _H	32	FFFF 876C _H	0	32
DMASS	DTFR Setting Register	DTFR13	0000 0000 _H	32	FFFF 8770 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ13	0000 0000 _H	32	FFFF 8774 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC13	0000 0000 _H	32	FFFF 8778 _H	0	32
DMASS	DMAC Source Address Register	DSA14	0000 0000 _H	32	FFFF 8780 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DMAC Destination Address Register	DDA14	0000 0000 _H	32	FFFF 8784 _H	0	32
DMASS	DMAC Transfer Count Register	DTC14	0000 0000 _H	32	FFFF 8788 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT14	0000 0000 _H	32	FFFF 878C _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA14	0000 0000 _H	32	FFFF 8790 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA14	0000 0000 _H	32	FFFF 8794 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC14	0000 0000 _H	32	FFFF 8798 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC14	0000 0000 _H	32	FFFF 879C _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN14	0000 0000 _H	32	FFFF 87A0 _H	0	32
DMASS	DMAC Transfer Status Register	DCST14	0000 0000 _H	32	FFFF 87A4 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS14	0000 0000 _H	32	FFFF 87A8 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC14	0000 0000 _H	32	FFFF 87AC _H	0	32
DMASS	DTFR Setting Register	DTFR14	0000 0000 _H	32	FFFF 87B0 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ14	0000 0000 _H	32	FFFF 87B4 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC14	0000 0000 _H	32	FFFF 87B8 _H	0	32
DMASS	DMAC Source Address Register	DSA15	0000 0000 _H	32	FFFF 87C0 _H	0	32
DMASS	DMAC Destination Address Register	DDA15	0000 0000 _H	32	FFFF 87C4 _H	0	32
DMASS	DMAC Transfer Count Register	DTC15	0000 0000 _H	32	FFFF 87C8 _H	0	32
DMASS	DMAC Transfer Control Register	DTCT15	0000 0000 _H	32	FFFF 87CC _H	0	32
DMASS	DMAC Reload Source Address Register	DRSA15	0000 0000 _H	32	FFFF 87D0 _H	0	32
DMASS	DMAC Reload Destination Address Register	DRDA15	0000 0000 _H	32	FFFF 87D4 _H	0	32
DMASS	DMAC Reload Transfer Count Register	DRTC15	0000 0000 _H	32	FFFF 87D8 _H	0	32
DMASS	DMAC Transfer Count Compare Register	DTCC15	0000 0000 _H	32	FFFF 87DC _H	0	32
DMASS	DMAC Channel Operation Enable Setting Register	DCEN15	0000 0000 _H	32	FFFF 87E0 _H	0	32
DMASS	DMAC Transfer Status Register	DCST15	0000 0000 _H	32	FFFF 87E4 _H	0	32
DMASS	DMAC Transfer Status Set Register	DCSTS15	0000 0000 _H	32	FFFF 87E8 _H	0	32
DMASS	DMAC Transfer Status Clear Register	DCSTC15	0000 0000 _H	32	FFFF 87EC _H	0	32
DMASS	DTFR Setting Register	DTFR15	0000 0000 _H	32	FFFF 87F0 _H	0	32
DMASS	DTFR Transfer Request Status Register	DTFRRQ15	0000 0000 _H	32	FFFF 87F4 _H	0	32
DMASS	DTFR Transfer Request Clear Register	DTFRRQC15	0000 0000 _H	32	FFFF 87F8 _H	0	32
DMASS	DTS Source Address Register	DTSA000	XXXX XXXX _H	32	FFFF 9000 _H	0	32
DMASS	DTS Destination Address Register	DTDA000	XXXX XXXX _H	32	FFFF 9004 _H	0	32
DMASS	DTS Transfer Count Register	DTTC000	XXXX XXXX _H	32	FFFF 9008 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT000	XXXX XXXX _H	32	FFFF 900C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA000	XXXX XXXX _H	32	FFFF 9010 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA000	XXXX XXXX _H	32	FFFF 9014 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC000	XXXX XXXX _H	32	FFFF 9018 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC000	XXXX XXXX _H	32	FFFF 901C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL000	0000 0000 _H	32	FFFF 9020 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST000	0000 0000 _H	32	FFFF 9024 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS000	0000 0000 _H	32	FFFF 9028 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC000	0000 0000 _H	32	FFFF 902C _H	0	32
DMASS	DTS Source Address Register	DTSA001	XXXX XXXX _H	32	FFFF 9040 _H	0	32
DMASS	DTS Destination Address Register	DTDA001	XXXX XXXX _H	32	FFFF 9044 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Transfer Count Register	DTTC001	XXXX XXXX _H	32	FFFF 9048 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT001	XXXX XXXX _H	32	FFFF 904C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA001	XXXX XXXX _H	32	FFFF 9050 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA001	XXXX XXXX _H	32	FFFF 9054 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC001	XXXX XXXX _H	32	FFFF 9058 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC001	XXXX XXXX _H	32	FFFF 905C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL001	0000 0000 _H	32	FFFF 9060 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST001	0000 0000 _H	32	FFFF 9064 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS001	0000 0000 _H	32	FFFF 9068 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC001	0000 0000 _H	32	FFFF 906C _H	0	32
DMASS	DTS Source Address Register	DTSA002	XXXX XXXX _H	32	FFFF 9080 _H	0	32
DMASS	DTS Destination Address Register	DTDA002	XXXX XXXX _H	32	FFFF 9084 _H	0	32
DMASS	DTS Transfer Count Register	DTTC002	XXXX XXXX _H	32	FFFF 9088 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT002	XXXX XXXX _H	32	FFFF 908C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA002	XXXX XXXX _H	32	FFFF 9090 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA002	XXXX XXXX _H	32	FFFF 9094 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC002	XXXX XXXX _H	32	FFFF 9098 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC002	XXXX XXXX _H	32	FFFF 909C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL002	0000 0000 _H	32	FFFF 90A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST002	0000 0000 _H	32	FFFF 90A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS002	0000 0000 _H	32	FFFF 90A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC002	0000 0000 _H	32	FFFF 90AC _H	0	32
DMASS	DTS Source Address Register	DTSA003	XXXX XXXX _H	32	FFFF 90C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA003	XXXX XXXX _H	32	FFFF 90C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC003	XXXX XXXX _H	32	FFFF 90C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT003	XXXX XXXX _H	32	FFFF 90CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA003	XXXX XXXX _H	32	FFFF 90D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA003	XXXX XXXX _H	32	FFFF 90D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC003	XXXX XXXX _H	32	FFFF 90D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC003	XXXX XXXX _H	32	FFFF 90DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL003	0000 0000 _H	32	FFFF 90E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST003	0000 0000 _H	32	FFFF 90E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS003	0000 0000 _H	32	FFFF 90E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC003	0000 0000 _H	32	FFFF 90EC _H	0	32
DMASS	DTS Source Address Register	DTSA004	XXXX XXXX _H	32	FFFF 9100 _H	0	32
DMASS	DTS Destination Address Register	DTDA004	XXXX XXXX _H	32	FFFF 9104 _H	0	32
DMASS	DTS Transfer Count Register	DTTC004	XXXX XXXX _H	32	FFFF 9108 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT004	XXXX XXXX _H	32	FFFF 910C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA004	XXXX XXXX _H	32	FFFF 9110 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA004	XXXX XXXX _H	32	FFFF 9114 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC004	XXXX XXXX _H	32	FFFF 9118 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC004	XXXX XXXX _H	32	FFFF 911C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL004	0000 0000 _H	32	FFFF 9120 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Status Register	DTFST004	0000 0000 _H	32	FFFF 9124 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS004	0000 0000 _H	32	FFFF 9128 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC004	0000 0000 _H	32	FFFF 912C _H	0	32
DMASS	DTS Source Address Register	DTSA005	XXXX XXXX _H	32	FFFF 9140 _H	0	32
DMASS	DTS Destination Address Register	DTDA005	XXXX XXXX _H	32	FFFF 9144 _H	0	32
DMASS	DTS Transfer Count Register	DTTC005	XXXX XXXX _H	32	FFFF 9148 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT005	XXXX XXXX _H	32	FFFF 914C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA005	XXXX XXXX _H	32	FFFF 9150 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA005	XXXX XXXX _H	32	FFFF 9154 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC005	XXXX XXXX _H	32	FFFF 9158 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC005	XXXX XXXX _H	32	FFFF 915C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL005	0000 0000 _H	32	FFFF 9160 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST005	0000 0000 _H	32	FFFF 9164 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS005	0000 0000 _H	32	FFFF 9168 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC005	0000 0000 _H	32	FFFF 916C _H	0	32
DMASS	DTS Source Address Register	DTSA006	XXXX XXXX _H	32	FFFF 9180 _H	0	32
DMASS	DTS Destination Address Register	DTDA006	XXXX XXXX _H	32	FFFF 9184 _H	0	32
DMASS	DTS Transfer Count Register	DTTC006	XXXX XXXX _H	32	FFFF 9188 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT006	XXXX XXXX _H	32	FFFF 918C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA006	XXXX XXXX _H	32	FFFF 9190 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA006	XXXX XXXX _H	32	FFFF 9194 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC006	XXXX XXXX _H	32	FFFF 9198 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC006	XXXX XXXX _H	32	FFFF 919C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL006	0000 0000 _H	32	FFFF 91A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST006	0000 0000 _H	32	FFFF 91A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS006	0000 0000 _H	32	FFFF 91A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC006	0000 0000 _H	32	FFFF 91AC _H	0	32
DMASS	DTS Source Address Register	DTSA007	XXXX XXXX _H	32	FFFF 91C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA007	XXXX XXXX _H	32	FFFF 91C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC007	XXXX XXXX _H	32	FFFF 91C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT007	XXXX XXXX _H	32	FFFF 91CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA007	XXXX XXXX _H	32	FFFF 91D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA007	XXXX XXXX _H	32	FFFF 91D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC007	XXXX XXXX _H	32	FFFF 91D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC007	XXXX XXXX _H	32	FFFF 91DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL007	0000 0000 _H	32	FFFF 91E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST007	0000 0000 _H	32	FFFF 91E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS007	0000 0000 _H	32	FFFF 91E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC007	0000 0000 _H	32	FFFF 91EC _H	0	32
DMASS	DTS Source Address Register	DTSA008	XXXX XXXX _H	32	FFFF 9200 _H	0	32
DMASS	DTS Destination Address Register	DTDA008	XXXX XXXX _H	32	FFFF 9204 _H	0	32
DMASS	DTS Transfer Count Register	DTTC008	XXXX XXXX _H	32	FFFF 9208 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT008	XXXX XXXX _H	32	FFFF 920C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Source Address Register	DTRSA008	XXXX XXXX _H	32	FFFF 9210 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA008	XXXX XXXX _H	32	FFFF 9214 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC008	XXXX XXXX _H	32	FFFF 9218 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC008	XXXX XXXX _H	32	FFFF 921C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL008	0000 0000 _H	32	FFFF 9220 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST008	0000 0000 _H	32	FFFF 9224 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS008	0000 0000 _H	32	FFFF 9228 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC008	0000 0000 _H	32	FFFF 922C _H	0	32
DMASS	DTS Source Address Register	DTSA009	XXXX XXXX _H	32	FFFF 9240 _H	0	32
DMASS	DTS Destination Address Register	DTDA009	XXXX XXXX _H	32	FFFF 9244 _H	0	32
DMASS	DTS Transfer Count Register	DTTC009	XXXX XXXX _H	32	FFFF 9248 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT009	XXXX XXXX _H	32	FFFF 924C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA009	XXXX XXXX _H	32	FFFF 9250 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA009	XXXX XXXX _H	32	FFFF 9254 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC009	XXXX XXXX _H	32	FFFF 9258 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC009	XXXX XXXX _H	32	FFFF 925C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL009	0000 0000 _H	32	FFFF 9260 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST009	0000 0000 _H	32	FFFF 9264 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS009	0000 0000 _H	32	FFFF 9268 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC009	0000 0000 _H	32	FFFF 926C _H	0	32
DMASS	DTS Source Address Register	DTSA010	XXXX XXXX _H	32	FFFF 9280 _H	0	32
DMASS	DTS Destination Address Register	DTDA010	XXXX XXXX _H	32	FFFF 9284 _H	0	32
DMASS	DTS Transfer Count Register	DTTC010	XXXX XXXX _H	32	FFFF 9288 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT010	XXXX XXXX _H	32	FFFF 928C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA010	XXXX XXXX _H	32	FFFF 9290 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA010	XXXX XXXX _H	32	FFFF 9294 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC010	XXXX XXXX _H	32	FFFF 9298 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC010	XXXX XXXX _H	32	FFFF 929C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL010	0000 0000 _H	32	FFFF 92A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST010	0000 0000 _H	32	FFFF 92A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS010	0000 0000 _H	32	FFFF 92A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC010	0000 0000 _H	32	FFFF 92AC _H	0	32
DMASS	DTS Source Address Register	DTSA011	XXXX XXXX _H	32	FFFF 92C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA011	XXXX XXXX _H	32	FFFF 92C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC011	XXXX XXXX _H	32	FFFF 92C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT011	XXXX XXXX _H	32	FFFF 92CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA011	XXXX XXXX _H	32	FFFF 92D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA011	XXXX XXXX _H	32	FFFF 92D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC011	XXXX XXXX _H	32	FFFF 92D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC011	XXXX XXXX _H	32	FFFF 92DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL011	0000 0000 _H	32	FFFF 92E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST011	0000 0000 _H	32	FFFF 92E4 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Set Register	DTFSS011	0000 0000 _H	32	FFFF 92E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC011	0000 0000 _H	32	FFFF 92EC _H	0	32
DMASS	DTS Source Address Register	DTSA012	XXXX XXXX _H	32	FFFF 9300 _H	0	32
DMASS	DTS Destination Address Register	DTDA012	XXXX XXXX _H	32	FFFF 9304 _H	0	32
DMASS	DTS Transfer Count Register	DTTC012	XXXX XXXX _H	32	FFFF 9308 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT012	XXXX XXXX _H	32	FFFF 930C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA012	XXXX XXXX _H	32	FFFF 9310 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA012	XXXX XXXX _H	32	FFFF 9314 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC012	XXXX XXXX _H	32	FFFF 9318 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC012	XXXX XXXX _H	32	FFFF 931C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL012	0000 0000 _H	32	FFFF 9320 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST012	0000 0000 _H	32	FFFF 9324 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS012	0000 0000 _H	32	FFFF 9328 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC012	0000 0000 _H	32	FFFF 932C _H	0	32
DMASS	DTS Source Address Register	DTSA013	XXXX XXXX _H	32	FFFF 9340 _H	0	32
DMASS	DTS Destination Address Register	DTDA013	XXXX XXXX _H	32	FFFF 9344 _H	0	32
DMASS	DTS Transfer Count Register	DTTC013	XXXX XXXX _H	32	FFFF 9348 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT013	XXXX XXXX _H	32	FFFF 934C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA013	XXXX XXXX _H	32	FFFF 9350 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA013	XXXX XXXX _H	32	FFFF 9354 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC013	XXXX XXXX _H	32	FFFF 9358 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC013	XXXX XXXX _H	32	FFFF 935C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL013	0000 0000 _H	32	FFFF 9360 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST013	0000 0000 _H	32	FFFF 9364 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS013	0000 0000 _H	32	FFFF 9368 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC013	0000 0000 _H	32	FFFF 936C _H	0	32
DMASS	DTS Source Address Register	DTSA014	XXXX XXXX _H	32	FFFF 9380 _H	0	32
DMASS	DTS Destination Address Register	DTDA014	XXXX XXXX _H	32	FFFF 9384 _H	0	32
DMASS	DTS Transfer Count Register	DTTC014	XXXX XXXX _H	32	FFFF 9388 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT014	XXXX XXXX _H	32	FFFF 938C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA014	XXXX XXXX _H	32	FFFF 9390 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA014	XXXX XXXX _H	32	FFFF 9394 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC014	XXXX XXXX _H	32	FFFF 9398 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC014	XXXX XXXX _H	32	FFFF 939C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL014	0000 0000 _H	32	FFFF 93A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST014	0000 0000 _H	32	FFFF 93A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS014	0000 0000 _H	32	FFFF 93A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC014	0000 0000 _H	32	FFFF 93AC _H	0	32
DMASS	DTS Source Address Register	DTSA015	XXXX XXXX _H	32	FFFF 93C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA015	XXXX XXXX _H	32	FFFF 93C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC015	XXXX XXXX _H	32	FFFF 93C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT015	XXXX XXXX _H	32	FFFF 93CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA015	XXXX XXXX _H	32	FFFF 93D0 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Destination Address Register	DTRDA015	XXXX XXXX _H	32	FFFF 93D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC015	XXXX XXXX _H	32	FFFF 93D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC015	XXXX XXXX _H	32	FFFF 93DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL015	0000 0000 _H	32	FFFF 93E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST015	0000 0000 _H	32	FFFF 93E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS015	0000 0000 _H	32	FFFF 93E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC015	0000 0000 _H	32	FFFF 93EC _H	0	32
DMASS	DTS Source Address Register	DTSA016	XXXX XXXX _H	32	FFFF 9400 _H	0	32
DMASS	DTS Destination Address Register	DTDA016	XXXX XXXX _H	32	FFFF 9404 _H	0	32
DMASS	DTS Transfer Count Register	DTTC016	XXXX XXXX _H	32	FFFF 9408 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT016	XXXX XXXX _H	32	FFFF 940C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA016	XXXX XXXX _H	32	FFFF 9410 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA016	XXXX XXXX _H	32	FFFF 9414 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC016	XXXX XXXX _H	32	FFFF 9418 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC016	XXXX XXXX _H	32	FFFF 941C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL016	0000 0000 _H	32	FFFF 9420 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST016	0000 0000 _H	32	FFFF 9424 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS016	0000 0000 _H	32	FFFF 9428 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC016	0000 0000 _H	32	FFFF 942C _H	0	32
DMASS	DTS Source Address Register	DTSA017	XXXX XXXX _H	32	FFFF 9440 _H	0	32
DMASS	DTS Destination Address Register	DTDA017	XXXX XXXX _H	32	FFFF 9444 _H	0	32
DMASS	DTS Transfer Count Register	DTTC017	XXXX XXXX _H	32	FFFF 9448 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT017	XXXX XXXX _H	32	FFFF 944C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA017	XXXX XXXX _H	32	FFFF 9450 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA017	XXXX XXXX _H	32	FFFF 9454 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC017	XXXX XXXX _H	32	FFFF 9458 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC017	XXXX XXXX _H	32	FFFF 945C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL017	0000 0000 _H	32	FFFF 9460 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST017	0000 0000 _H	32	FFFF 9464 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS017	0000 0000 _H	32	FFFF 9468 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC017	0000 0000 _H	32	FFFF 946C _H	0	32
DMASS	DTS Source Address Register	DTSA018	XXXX XXXX _H	32	FFFF 9480 _H	0	32
DMASS	DTS Destination Address Register	DTDA018	XXXX XXXX _H	32	FFFF 9484 _H	0	32
DMASS	DTS Transfer Count Register	DTTC018	XXXX XXXX _H	32	FFFF 9488 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT018	XXXX XXXX _H	32	FFFF 948C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA018	XXXX XXXX _H	32	FFFF 9490 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA018	XXXX XXXX _H	32	FFFF 9494 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC018	XXXX XXXX _H	32	FFFF 9498 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC018	XXXX XXXX _H	32	FFFF 949C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL018	0000 0000 _H	32	FFFF 94A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST018	0000 0000 _H	32	FFFF 94A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS018	0000 0000 _H	32	FFFF 94A8 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Clear Register	DTFSC018	0000 0000 _H	32	FFFF 94AC _H	0	32
DMASS	DTS Source Address Register	DTSA019	XXXX XXXX _H	32	FFFF 94C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA019	XXXX XXXX _H	32	FFFF 94C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC019	XXXX XXXX _H	32	FFFF 94C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT019	XXXX XXXX _H	32	FFFF 94CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA019	XXXX XXXX _H	32	FFFF 94D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA019	XXXX XXXX _H	32	FFFF 94D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC019	XXXX XXXX _H	32	FFFF 94D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC019	XXXX XXXX _H	32	FFFF 94DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL019	0000 0000 _H	32	FFFF 94E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST019	0000 0000 _H	32	FFFF 94E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS019	0000 0000 _H	32	FFFF 94E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC019	0000 0000 _H	32	FFFF 94EC _H	0	32
DMASS	DTS Source Address Register	DTSA020	XXXX XXXX _H	32	FFFF 9500 _H	0	32
DMASS	DTS Destination Address Register	DTDA020	XXXX XXXX _H	32	FFFF 9504 _H	0	32
DMASS	DTS Transfer Count Register	DTTC020	XXXX XXXX _H	32	FFFF 9508 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT020	XXXX XXXX _H	32	FFFF 950C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA020	XXXX XXXX _H	32	FFFF 9510 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA020	XXXX XXXX _H	32	FFFF 9514 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC020	XXXX XXXX _H	32	FFFF 9518 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC020	XXXX XXXX _H	32	FFFF 951C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL020	0000 0000 _H	32	FFFF 9520 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST020	0000 0000 _H	32	FFFF 9524 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS020	0000 0000 _H	32	FFFF 9528 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC020	0000 0000 _H	32	FFFF 952C _H	0	32
DMASS	DTS Source Address Register	DTSA021	XXXX XXXX _H	32	FFFF 9540 _H	0	32
DMASS	DTS Destination Address Register	DTDA021	XXXX XXXX _H	32	FFFF 9544 _H	0	32
DMASS	DTS Transfer Count Register	DTTC021	XXXX XXXX _H	32	FFFF 9548 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT021	XXXX XXXX _H	32	FFFF 954C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA021	XXXX XXXX _H	32	FFFF 9550 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA021	XXXX XXXX _H	32	FFFF 9554 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC021	XXXX XXXX _H	32	FFFF 9558 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC021	XXXX XXXX _H	32	FFFF 955C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL021	0000 0000 _H	32	FFFF 9560 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST021	0000 0000 _H	32	FFFF 9564 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS021	0000 0000 _H	32	FFFF 9568 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC021	0000 0000 _H	32	FFFF 956C _H	0	32
DMASS	DTS Source Address Register	DTSA022	XXXX XXXX _H	32	FFFF 9580 _H	0	32
DMASS	DTS Destination Address Register	DTDA022	XXXX XXXX _H	32	FFFF 9584 _H	0	32
DMASS	DTS Transfer Count Register	DTTC022	XXXX XXXX _H	32	FFFF 9588 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT022	XXXX XXXX _H	32	FFFF 958C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA022	XXXX XXXX _H	32	FFFF 9590 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA022	XXXX XXXX _H	32	FFFF 9594 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Transfer Count Register	DTRTC022	XXXX XXXX _H	32	FFFF 9598 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC022	XXXX XXXX _H	32	FFFF 959C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL022	0000 0000 _H	32	FFFF 95A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST022	0000 0000 _H	32	FFFF 95A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS022	0000 0000 _H	32	FFFF 95A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC022	0000 0000 _H	32	FFFF 95AC _H	0	32
DMASS	DTS Source Address Register	DTSA023	XXXX XXXX _H	32	FFFF 95C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA023	XXXX XXXX _H	32	FFFF 95C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC023	XXXX XXXX _H	32	FFFF 95C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT023	XXXX XXXX _H	32	FFFF 95CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA023	XXXX XXXX _H	32	FFFF 95D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA023	XXXX XXXX _H	32	FFFF 95D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC023	XXXX XXXX _H	32	FFFF 95D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC023	XXXX XXXX _H	32	FFFF 95DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL023	0000 0000 _H	32	FFFF 95E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST023	0000 0000 _H	32	FFFF 95E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS023	0000 0000 _H	32	FFFF 95E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC023	0000 0000 _H	32	FFFF 95EC _H	0	32
DMASS	DTS Source Address Register	DTSA024	XXXX XXXX _H	32	FFFF 9600 _H	0	32
DMASS	DTS Destination Address Register	DTDA024	XXXX XXXX _H	32	FFFF 9604 _H	0	32
DMASS	DTS Transfer Count Register	DTTC024	XXXX XXXX _H	32	FFFF 9608 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT024	XXXX XXXX _H	32	FFFF 960C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA024	XXXX XXXX _H	32	FFFF 9610 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA024	XXXX XXXX _H	32	FFFF 9614 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC024	XXXX XXXX _H	32	FFFF 9618 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC024	XXXX XXXX _H	32	FFFF 961C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL024	0000 0000 _H	32	FFFF 9620 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST024	0000 0000 _H	32	FFFF 9624 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS024	0000 0000 _H	32	FFFF 9628 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC024	0000 0000 _H	32	FFFF 962C _H	0	32
DMASS	DTS Source Address Register	DTSA025	XXXX XXXX _H	32	FFFF 9640 _H	0	32
DMASS	DTS Destination Address Register	DTDA025	XXXX XXXX _H	32	FFFF 9644 _H	0	32
DMASS	DTS Transfer Count Register	DTTC025	XXXX XXXX _H	32	FFFF 9648 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT025	XXXX XXXX _H	32	FFFF 964C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA025	XXXX XXXX _H	32	FFFF 9650 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA025	XXXX XXXX _H	32	FFFF 9654 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC025	XXXX XXXX _H	32	FFFF 9658 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC025	XXXX XXXX _H	32	FFFF 965C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL025	0000 0000 _H	32	FFFF 9660 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST025	0000 0000 _H	32	FFFF 9664 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS025	0000 0000 _H	32	FFFF 9668 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC025	0000 0000 _H	32	FFFF 966C _H	0	32
DMASS	DTS Source Address Register	DTSA026	XXXX XXXX _H	32	FFFF 9680 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Destination Address Register	DTDA026	XXXX XXXX _H	32	FFFF 9684 _H	0	32
DMASS	DTS Transfer Count Register	DTTC026	XXXX XXXX _H	32	FFFF 9688 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT026	XXXX XXXX _H	32	FFFF 968C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA026	XXXX XXXX _H	32	FFFF 9690 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA026	XXXX XXXX _H	32	FFFF 9694 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC026	XXXX XXXX _H	32	FFFF 9698 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC026	XXXX XXXX _H	32	FFFF 969C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL026	0000 0000 _H	32	FFFF 96A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST026	0000 0000 _H	32	FFFF 96A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS026	0000 0000 _H	32	FFFF 96A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC026	0000 0000 _H	32	FFFF 96AC _H	0	32
DMASS	DTS Source Address Register	DTSA027	XXXX XXXX _H	32	FFFF 96C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA027	XXXX XXXX _H	32	FFFF 96C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC027	XXXX XXXX _H	32	FFFF 96C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT027	XXXX XXXX _H	32	FFFF 96CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA027	XXXX XXXX _H	32	FFFF 96D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA027	XXXX XXXX _H	32	FFFF 96D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC027	XXXX XXXX _H	32	FFFF 96D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC027	XXXX XXXX _H	32	FFFF 96DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL027	0000 0000 _H	32	FFFF 96E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST027	0000 0000 _H	32	FFFF 96E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS027	0000 0000 _H	32	FFFF 96E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC027	0000 0000 _H	32	FFFF 96EC _H	0	32
DMASS	DTS Source Address Register	DTSA028	XXXX XXXX _H	32	FFFF 9700 _H	0	32
DMASS	DTS Destination Address Register	DTDA028	XXXX XXXX _H	32	FFFF 9704 _H	0	32
DMASS	DTS Transfer Count Register	DTTC028	XXXX XXXX _H	32	FFFF 9708 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT028	XXXX XXXX _H	32	FFFF 970C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA028	XXXX XXXX _H	32	FFFF 9710 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA028	XXXX XXXX _H	32	FFFF 9714 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC028	XXXX XXXX _H	32	FFFF 9718 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC028	XXXX XXXX _H	32	FFFF 971C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL028	0000 0000 _H	32	FFFF 9720 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST028	0000 0000 _H	32	FFFF 9724 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS028	0000 0000 _H	32	FFFF 9728 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC028	0000 0000 _H	32	FFFF 972C _H	0	32
DMASS	DTS Source Address Register	DTSA029	XXXX XXXX _H	32	FFFF 9740 _H	0	32
DMASS	DTS Destination Address Register	DTDA029	XXXX XXXX _H	32	FFFF 9744 _H	0	32
DMASS	DTS Transfer Count Register	DTTC029	XXXX XXXX _H	32	FFFF 9748 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT029	XXXX XXXX _H	32	FFFF 974C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA029	XXXX XXXX _H	32	FFFF 9750 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA029	XXXX XXXX _H	32	FFFF 9754 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC029	XXXX XXXX _H	32	FFFF 9758 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC029	XXXX XXXX _H	32	FFFF 975C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Operation Setting Register	DTFSL029	0000 0000 _H	32	FFFF 9760 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST029	0000 0000 _H	32	FFFF 9764 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS029	0000 0000 _H	32	FFFF 9768 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC029	0000 0000 _H	32	FFFF 976C _H	0	32
DMASS	DTS Source Address Register	DTSA030	XXXX XXXX _H	32	FFFF 9780 _H	0	32
DMASS	DTS Destination Address Register	DTDA030	XXXX XXXX _H	32	FFFF 9784 _H	0	32
DMASS	DTS Transfer Count Register	DTTC030	XXXX XXXX _H	32	FFFF 9788 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT030	XXXX XXXX _H	32	FFFF 978C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA030	XXXX XXXX _H	32	FFFF 9790 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA030	XXXX XXXX _H	32	FFFF 9794 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC030	XXXX XXXX _H	32	FFFF 9798 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC030	XXXX XXXX _H	32	FFFF 979C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL030	0000 0000 _H	32	FFFF 97A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST030	0000 0000 _H	32	FFFF 97A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS030	0000 0000 _H	32	FFFF 97A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC030	0000 0000 _H	32	FFFF 97AC _H	0	32
DMASS	DTS Source Address Register	DTSA031	XXXX XXXX _H	32	FFFF 97C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA031	XXXX XXXX _H	32	FFFF 97C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC031	XXXX XXXX _H	32	FFFF 97C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT031	XXXX XXXX _H	32	FFFF 97CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA031	XXXX XXXX _H	32	FFFF 97D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA031	XXXX XXXX _H	32	FFFF 97D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC031	XXXX XXXX _H	32	FFFF 97D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC031	XXXX XXXX _H	32	FFFF 97DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL031	0000 0000 _H	32	FFFF 97E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST031	0000 0000 _H	32	FFFF 97E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS031	0000 0000 _H	32	FFFF 97E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC031	0000 0000 _H	32	FFFF 97EC _H	0	32
DMASS	DTS Source Address Register	DTSA032	XXXX XXXX _H	32	FFFF 9800 _H	0	32
DMASS	DTS Destination Address Register	DTDA032	XXXX XXXX _H	32	FFFF 9804 _H	0	32
DMASS	DTS Transfer Count Register	DTTC032	XXXX XXXX _H	32	FFFF 9808 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT032	XXXX XXXX _H	32	FFFF 980C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA032	XXXX XXXX _H	32	FFFF 9810 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA032	XXXX XXXX _H	32	FFFF 9814 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC032	XXXX XXXX _H	32	FFFF 9818 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC032	XXXX XXXX _H	32	FFFF 981C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL032	0000 0000 _H	32	FFFF 9820 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST032	0000 0000 _H	32	FFFF 9824 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS032	0000 0000 _H	32	FFFF 9828 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC032	0000 0000 _H	32	FFFF 982C _H	0	32
DMASS	DTS Source Address Register	DTSA033	XXXX XXXX _H	32	FFFF 9840 _H	0	32
DMASS	DTS Destination Address Register	DTDA033	XXXX XXXX _H	32	FFFF 9844 _H	0	32
DMASS	DTS Transfer Count Register	DTTC033	XXXX XXXX _H	32	FFFF 9848 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Transfer Control Register	DTTCT033	XXXX XXXX _H	32	FFFF 984C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA033	XXXX XXXX _H	32	FFFF 9850 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA033	XXXX XXXX _H	32	FFFF 9854 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC033	XXXX XXXX _H	32	FFFF 9858 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC033	XXXX XXXX _H	32	FFFF 985C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL033	0000 0000 _H	32	FFFF 9860 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST033	0000 0000 _H	32	FFFF 9864 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS033	0000 0000 _H	32	FFFF 9868 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC033	0000 0000 _H	32	FFFF 986C _H	0	32
DMASS	DTS Source Address Register	DTSA034	XXXX XXXX _H	32	FFFF 9880 _H	0	32
DMASS	DTS Destination Address Register	DTDA034	XXXX XXXX _H	32	FFFF 9884 _H	0	32
DMASS	DTS Transfer Count Register	DTTC034	XXXX XXXX _H	32	FFFF 9888 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT034	XXXX XXXX _H	32	FFFF 988C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA034	XXXX XXXX _H	32	FFFF 9890 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA034	XXXX XXXX _H	32	FFFF 9894 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC034	XXXX XXXX _H	32	FFFF 9898 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC034	XXXX XXXX _H	32	FFFF 989C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL034	0000 0000 _H	32	FFFF 98A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST034	0000 0000 _H	32	FFFF 98A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS034	0000 0000 _H	32	FFFF 98A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC034	0000 0000 _H	32	FFFF 98AC _H	0	32
DMASS	DTS Source Address Register	DTSA035	XXXX XXXX _H	32	FFFF 98C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA035	XXXX XXXX _H	32	FFFF 98C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC035	XXXX XXXX _H	32	FFFF 98C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT035	XXXX XXXX _H	32	FFFF 98CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA035	XXXX XXXX _H	32	FFFF 98D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA035	XXXX XXXX _H	32	FFFF 98D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC035	XXXX XXXX _H	32	FFFF 98D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC035	XXXX XXXX _H	32	FFFF 98DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL035	0000 0000 _H	32	FFFF 98E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST035	0000 0000 _H	32	FFFF 98E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS035	0000 0000 _H	32	FFFF 98E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC035	0000 0000 _H	32	FFFF 98EC _H	0	32
DMASS	DTS Source Address Register	DTSA036	XXXX XXXX _H	32	FFFF 9900 _H	0	32
DMASS	DTS Destination Address Register	DTDA036	XXXX XXXX _H	32	FFFF 9904 _H	0	32
DMASS	DTS Transfer Count Register	DTTC036	XXXX XXXX _H	32	FFFF 9908 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT036	XXXX XXXX _H	32	FFFF 990C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA036	XXXX XXXX _H	32	FFFF 9910 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA036	XXXX XXXX _H	32	FFFF 9914 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC036	XXXX XXXX _H	32	FFFF 9918 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC036	XXXX XXXX _H	32	FFFF 991C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL036	0000 0000 _H	32	FFFF 9920 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Status Register	DTFST036	0000 0000 _H	32	FFFF 9924 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS036	0000 0000 _H	32	FFFF 9928 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC036	0000 0000 _H	32	FFFF 992C _H	0	32
DMASS	DTS Source Address Register	DTSA037	XXXX XXXX _H	32	FFFF 9940 _H	0	32
DMASS	DTS Destination Address Register	DTDA037	XXXX XXXX _H	32	FFFF 9944 _H	0	32
DMASS	DTS Transfer Count Register	DTTC037	XXXX XXXX _H	32	FFFF 9948 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT037	XXXX XXXX _H	32	FFFF 994C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA037	XXXX XXXX _H	32	FFFF 9950 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA037	XXXX XXXX _H	32	FFFF 9954 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC037	XXXX XXXX _H	32	FFFF 9958 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC037	XXXX XXXX _H	32	FFFF 995C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL037	0000 0000 _H	32	FFFF 9960 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST037	0000 0000 _H	32	FFFF 9964 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS037	0000 0000 _H	32	FFFF 9968 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC037	0000 0000 _H	32	FFFF 996C _H	0	32
DMASS	DTS Source Address Register	DTSA038	XXXX XXXX _H	32	FFFF 9980 _H	0	32
DMASS	DTS Destination Address Register	DTDA038	XXXX XXXX _H	32	FFFF 9984 _H	0	32
DMASS	DTS Transfer Count Register	DTTC038	XXXX XXXX _H	32	FFFF 9988 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT038	XXXX XXXX _H	32	FFFF 998C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA038	XXXX XXXX _H	32	FFFF 9990 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA038	XXXX XXXX _H	32	FFFF 9994 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC038	XXXX XXXX _H	32	FFFF 9998 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC038	XXXX XXXX _H	32	FFFF 999C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL038	0000 0000 _H	32	FFFF 99A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST038	0000 0000 _H	32	FFFF 99A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS038	0000 0000 _H	32	FFFF 99A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC038	0000 0000 _H	32	FFFF 99AC _H	0	32
DMASS	DTS Source Address Register	DTSA039	XXXX XXXX _H	32	FFFF 99C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA039	XXXX XXXX _H	32	FFFF 99C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC039	XXXX XXXX _H	32	FFFF 99C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT039	XXXX XXXX _H	32	FFFF 99CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA039	XXXX XXXX _H	32	FFFF 99D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA039	XXXX XXXX _H	32	FFFF 99D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC039	XXXX XXXX _H	32	FFFF 99D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC039	XXXX XXXX _H	32	FFFF 99DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL039	0000 0000 _H	32	FFFF 99E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST039	0000 0000 _H	32	FFFF 99E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS039	0000 0000 _H	32	FFFF 99E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC039	0000 0000 _H	32	FFFF 99EC _H	0	32
DMASS	DTS Source Address Register	DTSA040	XXXX XXXX _H	32	FFFF 9A00 _H	0	32
DMASS	DTS Destination Address Register	DTDA040	XXXX XXXX _H	32	FFFF 9A04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC040	XXXX XXXX _H	32	FFFF 9A08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT040	XXXX XXXX _H	32	FFFF 9A0C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Source Address Register	DTRSA040	XXXX XXXX _H	32	FFFF 9A10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA040	XXXX XXXX _H	32	FFFF 9A14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC040	XXXX XXXX _H	32	FFFF 9A18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC040	XXXX XXXX _H	32	FFFF 9A1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL040	0000 0000 _H	32	FFFF 9A20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST040	0000 0000 _H	32	FFFF 9A24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS040	0000 0000 _H	32	FFFF 9A28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC040	0000 0000 _H	32	FFFF 9A2C _H	0	32
DMASS	DTS Source Address Register	DTSA041	XXXX XXXX _H	32	FFFF 9A40 _H	0	32
DMASS	DTS Destination Address Register	DTDA041	XXXX XXXX _H	32	FFFF 9A44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC041	XXXX XXXX _H	32	FFFF 9A48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT041	XXXX XXXX _H	32	FFFF 9A4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA041	XXXX XXXX _H	32	FFFF 9A50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA041	XXXX XXXX _H	32	FFFF 9A54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC041	XXXX XXXX _H	32	FFFF 9A58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC041	XXXX XXXX _H	32	FFFF 9A5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL041	0000 0000 _H	32	FFFF 9A60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST041	0000 0000 _H	32	FFFF 9A64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS041	0000 0000 _H	32	FFFF 9A68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC041	0000 0000 _H	32	FFFF 9A6C _H	0	32
DMASS	DTS Source Address Register	DTSA042	XXXX XXXX _H	32	FFFF 9A80 _H	0	32
DMASS	DTS Destination Address Register	DTDA042	XXXX XXXX _H	32	FFFF 9A84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC042	XXXX XXXX _H	32	FFFF 9A88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT042	XXXX XXXX _H	32	FFFF 9A8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA042	XXXX XXXX _H	32	FFFF 9A90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA042	XXXX XXXX _H	32	FFFF 9A94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC042	XXXX XXXX _H	32	FFFF 9A98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC042	XXXX XXXX _H	32	FFFF 9A9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL042	0000 0000 _H	32	FFFF 9AA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST042	0000 0000 _H	32	FFFF 9AA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS042	0000 0000 _H	32	FFFF 9AA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC042	0000 0000 _H	32	FFFF 9AAC _H	0	32
DMASS	DTS Source Address Register	DTSA043	XXXX XXXX _H	32	FFFF 9AC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA043	XXXX XXXX _H	32	FFFF 9AC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC043	XXXX XXXX _H	32	FFFF 9AC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT043	XXXX XXXX _H	32	FFFF 9ACC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA043	XXXX XXXX _H	32	FFFF 9AD0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA043	XXXX XXXX _H	32	FFFF 9AD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC043	XXXX XXXX _H	32	FFFF 9AD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC043	XXXX XXXX _H	32	FFFF 9ADC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL043	0000 0000 _H	32	FFFF 9AE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST043	0000 0000 _H	32	FFFF 9AE4 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Set Register	DTFSS043	0000 0000 _H	32	FFFF 9AE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC043	0000 0000 _H	32	FFFF 9AEC _H	0	32
DMASS	DTS Source Address Register	DTSA044	XXXX XXXX _H	32	FFFF 9B00 _H	0	32
DMASS	DTS Destination Address Register	DTDA044	XXXX XXXX _H	32	FFFF 9B04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC044	XXXX XXXX _H	32	FFFF 9B08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT044	XXXX XXXX _H	32	FFFF 9B0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA044	XXXX XXXX _H	32	FFFF 9B10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA044	XXXX XXXX _H	32	FFFF 9B14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC044	XXXX XXXX _H	32	FFFF 9B18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC044	XXXX XXXX _H	32	FFFF 9B1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL044	0000 0000 _H	32	FFFF 9B20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST044	0000 0000 _H	32	FFFF 9B24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS044	0000 0000 _H	32	FFFF 9B28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC044	0000 0000 _H	32	FFFF 9B2C _H	0	32
DMASS	DTS Source Address Register	DTSA045	XXXX XXXX _H	32	FFFF 9B40 _H	0	32
DMASS	DTS Destination Address Register	DTDA045	XXXX XXXX _H	32	FFFF 9B44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC045	XXXX XXXX _H	32	FFFF 9B48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT045	XXXX XXXX _H	32	FFFF 9B4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA045	XXXX XXXX _H	32	FFFF 9B50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA045	XXXX XXXX _H	32	FFFF 9B54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC045	XXXX XXXX _H	32	FFFF 9B58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC045	XXXX XXXX _H	32	FFFF 9B5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL045	0000 0000 _H	32	FFFF 9B60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST045	0000 0000 _H	32	FFFF 9B64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS045	0000 0000 _H	32	FFFF 9B68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC045	0000 0000 _H	32	FFFF 9B6C _H	0	32
DMASS	DTS Source Address Register	DTSA046	XXXX XXXX _H	32	FFFF 9B80 _H	0	32
DMASS	DTS Destination Address Register	DTDA046	XXXX XXXX _H	32	FFFF 9B84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC046	XXXX XXXX _H	32	FFFF 9B88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT046	XXXX XXXX _H	32	FFFF 9B8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA046	XXXX XXXX _H	32	FFFF 9B90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA046	XXXX XXXX _H	32	FFFF 9B94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC046	XXXX XXXX _H	32	FFFF 9B98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC046	XXXX XXXX _H	32	FFFF 9B9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL046	0000 0000 _H	32	FFFF 9BA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST046	0000 0000 _H	32	FFFF 9BA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS046	0000 0000 _H	32	FFFF 9BA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC046	0000 0000 _H	32	FFFF 9BAC _H	0	32
DMASS	DTS Source Address Register	DTSA047	XXXX XXXX _H	32	FFFF 9BC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA047	XXXX XXXX _H	32	FFFF 9BC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC047	XXXX XXXX _H	32	FFFF 9BC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT047	XXXX XXXX _H	32	FFFF 9BCC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA047	XXXX XXXX _H	32	FFFF 9BD0 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Destination Address Register	DTRDA047	XXXX XXXX _H	32	FFFF 9BD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC047	XXXX XXXX _H	32	FFFF 9BD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC047	XXXX XXXX _H	32	FFFF 9BDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL047	0000 0000 _H	32	FFFF 9BE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST047	0000 0000 _H	32	FFFF 9BE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS047	0000 0000 _H	32	FFFF 9BE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC047	0000 0000 _H	32	FFFF 9BEC _H	0	32
DMASS	DTS Source Address Register	DTSA048	XXXX XXXX _H	32	FFFF 9C00 _H	0	32
DMASS	DTS Destination Address Register	DTDA048	XXXX XXXX _H	32	FFFF 9C04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC048	XXXX XXXX _H	32	FFFF 9C08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT048	XXXX XXXX _H	32	FFFF 9C0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA048	XXXX XXXX _H	32	FFFF 9C10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA048	XXXX XXXX _H	32	FFFF 9C14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC048	XXXX XXXX _H	32	FFFF 9C18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC048	XXXX XXXX _H	32	FFFF 9C1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL048	0000 0000 _H	32	FFFF 9C20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST048	0000 0000 _H	32	FFFF 9C24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS048	0000 0000 _H	32	FFFF 9C28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC048	0000 0000 _H	32	FFFF 9C2C _H	0	32
DMASS	DTS Source Address Register	DTSA049	XXXX XXXX _H	32	FFFF 9C40 _H	0	32
DMASS	DTS Destination Address Register	DTDA049	XXXX XXXX _H	32	FFFF 9C44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC049	XXXX XXXX _H	32	FFFF 9C48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT049	XXXX XXXX _H	32	FFFF 9C4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA049	XXXX XXXX _H	32	FFFF 9C50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA049	XXXX XXXX _H	32	FFFF 9C54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC049	XXXX XXXX _H	32	FFFF 9C58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC049	XXXX XXXX _H	32	FFFF 9C5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL049	0000 0000 _H	32	FFFF 9C60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST049	0000 0000 _H	32	FFFF 9C64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS049	0000 0000 _H	32	FFFF 9C68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC049	0000 0000 _H	32	FFFF 9C6C _H	0	32
DMASS	DTS Source Address Register	DTSA050	XXXX XXXX _H	32	FFFF 9C80 _H	0	32
DMASS	DTS Destination Address Register	DTDA050	XXXX XXXX _H	32	FFFF 9C84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC050	XXXX XXXX _H	32	FFFF 9C88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT050	XXXX XXXX _H	32	FFFF 9C8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA050	XXXX XXXX _H	32	FFFF 9C90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA050	XXXX XXXX _H	32	FFFF 9C94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC050	XXXX XXXX _H	32	FFFF 9C98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC050	XXXX XXXX _H	32	FFFF 9C9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL050	0000 0000 _H	32	FFFF 9CA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST050	0000 0000 _H	32	FFFF 9CA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS050	0000 0000 _H	32	FFFF 9CA8 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Clear Register	DTFSC050	0000 0000 _H	32	FFFF 9CAC _H	0	32
DMASS	DTS Source Address Register	DTSA051	XXXX XXXX _H	32	FFFF 9CC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA051	XXXX XXXX _H	32	FFFF 9CC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC051	XXXX XXXX _H	32	FFFF 9CC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT051	XXXX XXXX _H	32	FFFF 9CCC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA051	XXXX XXXX _H	32	FFFF 9CD0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA051	XXXX XXXX _H	32	FFFF 9CD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC051	XXXX XXXX _H	32	FFFF 9CD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC051	XXXX XXXX _H	32	FFFF 9CDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL051	0000 0000 _H	32	FFFF 9CE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST051	0000 0000 _H	32	FFFF 9CE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS051	0000 0000 _H	32	FFFF 9CE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC051	0000 0000 _H	32	FFFF 9CEC _H	0	32
DMASS	DTS Source Address Register	DTSA052	XXXX XXXX _H	32	FFFF 9D00 _H	0	32
DMASS	DTS Destination Address Register	DTDA052	XXXX XXXX _H	32	FFFF 9D04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC052	XXXX XXXX _H	32	FFFF 9D08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT052	XXXX XXXX _H	32	FFFF 9D0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA052	XXXX XXXX _H	32	FFFF 9D10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA052	XXXX XXXX _H	32	FFFF 9D14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC052	XXXX XXXX _H	32	FFFF 9D18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC052	XXXX XXXX _H	32	FFFF 9D1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL052	0000 0000 _H	32	FFFF 9D20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST052	0000 0000 _H	32	FFFF 9D24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS052	0000 0000 _H	32	FFFF 9D28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC052	0000 0000 _H	32	FFFF 9D2C _H	0	32
DMASS	DTS Source Address Register	DTSA053	XXXX XXXX _H	32	FFFF 9D40 _H	0	32
DMASS	DTS Destination Address Register	DTDA053	XXXX XXXX _H	32	FFFF 9D44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC053	XXXX XXXX _H	32	FFFF 9D48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT053	XXXX XXXX _H	32	FFFF 9D4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA053	XXXX XXXX _H	32	FFFF 9D50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA053	XXXX XXXX _H	32	FFFF 9D54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC053	XXXX XXXX _H	32	FFFF 9D58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC053	XXXX XXXX _H	32	FFFF 9D5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL053	0000 0000 _H	32	FFFF 9D60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST053	0000 0000 _H	32	FFFF 9D64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS053	0000 0000 _H	32	FFFF 9D68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC053	0000 0000 _H	32	FFFF 9D6C _H	0	32
DMASS	DTS Source Address Register	DTSA054	XXXX XXXX _H	32	FFFF 9D80 _H	0	32
DMASS	DTS Destination Address Register	DTDA054	XXXX XXXX _H	32	FFFF 9D84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC054	XXXX XXXX _H	32	FFFF 9D88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT054	XXXX XXXX _H	32	FFFF 9D8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA054	XXXX XXXX _H	32	FFFF 9D90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA054	XXXX XXXX _H	32	FFFF 9D94 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Transfer Count Register	DTRTC054	XXXX XXXX _H	32	FFFF 9D98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC054	XXXX XXXX _H	32	FFFF 9D9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL054	0000 0000 _H	32	FFFF 9DA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST054	0000 0000 _H	32	FFFF 9DA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS054	0000 0000 _H	32	FFFF 9DA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC054	0000 0000 _H	32	FFFF 9DAC _H	0	32
DMASS	DTS Source Address Register	DTSA055	XXXX XXXX _H	32	FFFF 9DC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA055	XXXX XXXX _H	32	FFFF 9DC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC055	XXXX XXXX _H	32	FFFF 9DC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT055	XXXX XXXX _H	32	FFFF 9DCC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA055	XXXX XXXX _H	32	FFFF 9DD0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA055	XXXX XXXX _H	32	FFFF 9DD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC055	XXXX XXXX _H	32	FFFF 9DD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC055	XXXX XXXX _H	32	FFFF 9DDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL055	0000 0000 _H	32	FFFF 9DE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST055	0000 0000 _H	32	FFFF 9DE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS055	0000 0000 _H	32	FFFF 9DE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC055	0000 0000 _H	32	FFFF 9DEC _H	0	32
DMASS	DTS Source Address Register	DTSA056	XXXX XXXX _H	32	FFFF 9E00 _H	0	32
DMASS	DTS Destination Address Register	DTDA056	XXXX XXXX _H	32	FFFF 9E04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC056	XXXX XXXX _H	32	FFFF 9E08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT056	XXXX XXXX _H	32	FFFF 9E0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA056	XXXX XXXX _H	32	FFFF 9E10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA056	XXXX XXXX _H	32	FFFF 9E14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC056	XXXX XXXX _H	32	FFFF 9E18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC056	XXXX XXXX _H	32	FFFF 9E1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL056	0000 0000 _H	32	FFFF 9E20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST056	0000 0000 _H	32	FFFF 9E24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS056	0000 0000 _H	32	FFFF 9E28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC056	0000 0000 _H	32	FFFF 9E2C _H	0	32
DMASS	DTS Source Address Register	DTSA057	XXXX XXXX _H	32	FFFF 9E40 _H	0	32
DMASS	DTS Destination Address Register	DTDA057	XXXX XXXX _H	32	FFFF 9E44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC057	XXXX XXXX _H	32	FFFF 9E48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT057	XXXX XXXX _H	32	FFFF 9E4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA057	XXXX XXXX _H	32	FFFF 9E50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA057	XXXX XXXX _H	32	FFFF 9E54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC057	XXXX XXXX _H	32	FFFF 9E58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC057	XXXX XXXX _H	32	FFFF 9E5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL057	0000 0000 _H	32	FFFF 9E60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST057	0000 0000 _H	32	FFFF 9E64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS057	0000 0000 _H	32	FFFF 9E68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC057	0000 0000 _H	32	FFFF 9E6C _H	0	32
DMASS	DTS Source Address Register	DTSA058	XXXX XXXX _H	32	FFFF 9E80 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Destination Address Register	DTDA058	XXXX XXXX _H	32	FFFF 9E84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC058	XXXX XXXX _H	32	FFFF 9E88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT058	XXXX XXXX _H	32	FFFF 9E8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA058	XXXX XXXX _H	32	FFFF 9E90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA058	XXXX XXXX _H	32	FFFF 9E94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC058	XXXX XXXX _H	32	FFFF 9E98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC058	XXXX XXXX _H	32	FFFF 9E9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL058	0000 0000 _H	32	FFFF 9EA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST058	0000 0000 _H	32	FFFF 9EA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS058	0000 0000 _H	32	FFFF 9EA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC058	0000 0000 _H	32	FFFF 9EAC _H	0	32
DMASS	DTS Source Address Register	DTSA059	XXXX XXXX _H	32	FFFF 9EC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA059	XXXX XXXX _H	32	FFFF 9EC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC059	XXXX XXXX _H	32	FFFF 9EC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT059	XXXX XXXX _H	32	FFFF 9ECC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA059	XXXX XXXX _H	32	FFFF 9ED0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA059	XXXX XXXX _H	32	FFFF 9ED4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC059	XXXX XXXX _H	32	FFFF 9ED8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC059	XXXX XXXX _H	32	FFFF 9EDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL059	0000 0000 _H	32	FFFF 9EE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST059	0000 0000 _H	32	FFFF 9EE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS059	0000 0000 _H	32	FFFF 9EE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC059	0000 0000 _H	32	FFFF 9EEC _H	0	32
DMASS	DTS Source Address Register	DTSA060	XXXX XXXX _H	32	FFFF 9F00 _H	0	32
DMASS	DTS Destination Address Register	DTDA060	XXXX XXXX _H	32	FFFF 9F04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC060	XXXX XXXX _H	32	FFFF 9F08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT060	XXXX XXXX _H	32	FFFF 9F0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA060	XXXX XXXX _H	32	FFFF 9F10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA060	XXXX XXXX _H	32	FFFF 9F14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC060	XXXX XXXX _H	32	FFFF 9F18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC060	XXXX XXXX _H	32	FFFF 9F1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL060	0000 0000 _H	32	FFFF 9F20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST060	0000 0000 _H	32	FFFF 9F24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS060	0000 0000 _H	32	FFFF 9F28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC060	0000 0000 _H	32	FFFF 9F2C _H	0	32
DMASS	DTS Source Address Register	DTSA061	XXXX XXXX _H	32	FFFF 9F40 _H	0	32
DMASS	DTS Destination Address Register	DTDA061	XXXX XXXX _H	32	FFFF 9F44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC061	XXXX XXXX _H	32	FFFF 9F48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT061	XXXX XXXX _H	32	FFFF 9F4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA061	XXXX XXXX _H	32	FFFF 9F50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA061	XXXX XXXX _H	32	FFFF 9F54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC061	XXXX XXXX _H	32	FFFF 9F58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC061	XXXX XXXX _H	32	FFFF 9F5C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Operation Setting Register	DTFSL061	0000 0000 _H	32	FFFF 9F60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST061	0000 0000 _H	32	FFFF 9F64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS061	0000 0000 _H	32	FFFF 9F68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC061	0000 0000 _H	32	FFFF 9F6C _H	0	32
DMASS	DTS Source Address Register	DTSA062	XXXX XXXX _H	32	FFFF 9F80 _H	0	32
DMASS	DTS Destination Address Register	DTDA062	XXXX XXXX _H	32	FFFF 9F84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC062	XXXX XXXX _H	32	FFFF 9F88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT062	XXXX XXXX _H	32	FFFF 9F8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA062	XXXX XXXX _H	32	FFFF 9F90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA062	XXXX XXXX _H	32	FFFF 9F94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC062	XXXX XXXX _H	32	FFFF 9F98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC062	XXXX XXXX _H	32	FFFF 9F9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL062	0000 0000 _H	32	FFFF 9FA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST062	0000 0000 _H	32	FFFF 9FA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS062	0000 0000 _H	32	FFFF 9FA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC062	0000 0000 _H	32	FFFF 9FAC _H	0	32
DMASS	DTS Source Address Register	DTSA063	XXXX XXXX _H	32	FFFF 9FC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA063	XXXX XXXX _H	32	FFFF 9FC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC063	XXXX XXXX _H	32	FFFF 9FC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT063	XXXX XXXX _H	32	FFFF 9FCC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA063	XXXX XXXX _H	32	FFFF 9FD0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA063	XXXX XXXX _H	32	FFFF 9FD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC063	XXXX XXXX _H	32	FFFF 9FD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC063	XXXX XXXX _H	32	FFFF 9FDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL063	0000 0000 _H	32	FFFF 9FE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST063	0000 0000 _H	32	FFFF 9FE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS063	0000 0000 _H	32	FFFF 9FE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC063	0000 0000 _H	32	FFFF 9FEC _H	0	32
DMASS	DTS Source Address Register	DTSA064	XXXX XXXX _H	32	FFFF A000 _H	0	32
DMASS	DTS Destination Address Register	DTDA064	XXXX XXXX _H	32	FFFF A004 _H	0	32
DMASS	DTS Transfer Count Register	DTTC064	XXXX XXXX _H	32	FFFF A008 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT064	XXXX XXXX _H	32	FFFF A00C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA064	XXXX XXXX _H	32	FFFF A010 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA064	XXXX XXXX _H	32	FFFF A014 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC064	XXXX XXXX _H	32	FFFF A018 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC064	XXXX XXXX _H	32	FFFF A01C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL064	0000 0000 _H	32	FFFF A020 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST064	0000 0000 _H	32	FFFF A024 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS064	0000 0000 _H	32	FFFF A028 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC064	0000 0000 _H	32	FFFF A02C _H	0	32
DMASS	DTS Source Address Register	DTSA065	XXXX XXXX _H	32	FFFF A040 _H	0	32
DMASS	DTS Destination Address Register	DTDA065	XXXX XXXX _H	32	FFFF A044 _H	0	32
DMASS	DTS Transfer Count Register	DTTC065	XXXX XXXX _H	32	FFFF A048 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Transfer Control Register	DTTCT065	XXXX XXXX _H	32	FFFF A04C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA065	XXXX XXXX _H	32	FFFF A050 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA065	XXXX XXXX _H	32	FFFF A054 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC065	XXXX XXXX _H	32	FFFF A058 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC065	XXXX XXXX _H	32	FFFF A05C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL065	0000 0000 _H	32	FFFF A060 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST065	0000 0000 _H	32	FFFF A064 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS065	0000 0000 _H	32	FFFF A068 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC065	0000 0000 _H	32	FFFF A06C _H	0	32
DMASS	DTS Source Address Register	DTSA066	XXXX XXXX _H	32	FFFF A080 _H	0	32
DMASS	DTS Destination Address Register	DTDA066	XXXX XXXX _H	32	FFFF A084 _H	0	32
DMASS	DTS Transfer Count Register	DTTC066	XXXX XXXX _H	32	FFFF A088 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT066	XXXX XXXX _H	32	FFFF A08C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA066	XXXX XXXX _H	32	FFFF A090 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA066	XXXX XXXX _H	32	FFFF A094 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC066	XXXX XXXX _H	32	FFFF A098 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC066	XXXX XXXX _H	32	FFFF A09C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL066	0000 0000 _H	32	FFFF A0A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST066	0000 0000 _H	32	FFFF A0A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS066	0000 0000 _H	32	FFFF A0A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC066	0000 0000 _H	32	FFFF A0AC _H	0	32
DMASS	DTS Source Address Register	DTSA067	XXXX XXXX _H	32	FFFF A0C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA067	XXXX XXXX _H	32	FFFF A0C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC067	XXXX XXXX _H	32	FFFF A0C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT067	XXXX XXXX _H	32	FFFF A0CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA067	XXXX XXXX _H	32	FFFF A0D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA067	XXXX XXXX _H	32	FFFF A0D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC067	XXXX XXXX _H	32	FFFF A0D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC067	XXXX XXXX _H	32	FFFF A0DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL067	0000 0000 _H	32	FFFF A0E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST067	0000 0000 _H	32	FFFF A0E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS067	0000 0000 _H	32	FFFF A0E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC067	0000 0000 _H	32	FFFF A0EC _H	0	32
DMASS	DTS Source Address Register	DTSA068	XXXX XXXX _H	32	FFFF A100 _H	0	32
DMASS	DTS Destination Address Register	DTDA068	XXXX XXXX _H	32	FFFF A104 _H	0	32
DMASS	DTS Transfer Count Register	DTTC068	XXXX XXXX _H	32	FFFF A108 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT068	XXXX XXXX _H	32	FFFF A10C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA068	XXXX XXXX _H	32	FFFF A110 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA068	XXXX XXXX _H	32	FFFF A114 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC068	XXXX XXXX _H	32	FFFF A118 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC068	XXXX XXXX _H	32	FFFF A11C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL068	0000 0000 _H	32	FFFF A120 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Status Register	DTFST068	0000 0000 _H	32	FFFF A124 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS068	0000 0000 _H	32	FFFF A128 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC068	0000 0000 _H	32	FFFF A12C _H	0	32
DMASS	DTS Source Address Register	DTSA069	XXXX XXXX _H	32	FFFF A140 _H	0	32
DMASS	DTS Destination Address Register	DTDA069	XXXX XXXX _H	32	FFFF A144 _H	0	32
DMASS	DTS Transfer Count Register	DTTC069	XXXX XXXX _H	32	FFFF A148 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT069	XXXX XXXX _H	32	FFFF A14C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA069	XXXX XXXX _H	32	FFFF A150 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA069	XXXX XXXX _H	32	FFFF A154 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC069	XXXX XXXX _H	32	FFFF A158 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC069	XXXX XXXX _H	32	FFFF A15C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL069	0000 0000 _H	32	FFFF A160 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST069	0000 0000 _H	32	FFFF A164 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS069	0000 0000 _H	32	FFFF A168 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC069	0000 0000 _H	32	FFFF A16C _H	0	32
DMASS	DTS Source Address Register	DTSA070	XXXX XXXX _H	32	FFFF A180 _H	0	32
DMASS	DTS Destination Address Register	DTDA070	XXXX XXXX _H	32	FFFF A184 _H	0	32
DMASS	DTS Transfer Count Register	DTTC070	XXXX XXXX _H	32	FFFF A188 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT070	XXXX XXXX _H	32	FFFF A18C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA070	XXXX XXXX _H	32	FFFF A190 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA070	XXXX XXXX _H	32	FFFF A194 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC070	XXXX XXXX _H	32	FFFF A198 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC070	XXXX XXXX _H	32	FFFF A19C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL070	0000 0000 _H	32	FFFF A1A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST070	0000 0000 _H	32	FFFF A1A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS070	0000 0000 _H	32	FFFF A1A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC070	0000 0000 _H	32	FFFF A1AC _H	0	32
DMASS	DTS Source Address Register	DTSA071	XXXX XXXX _H	32	FFFF A1C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA071	XXXX XXXX _H	32	FFFF A1C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC071	XXXX XXXX _H	32	FFFF A1C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT071	XXXX XXXX _H	32	FFFF A1CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA071	XXXX XXXX _H	32	FFFF A1D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA071	XXXX XXXX _H	32	FFFF A1D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC071	XXXX XXXX _H	32	FFFF A1D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC071	XXXX XXXX _H	32	FFFF A1DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL071	0000 0000 _H	32	FFFF A1E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST071	0000 0000 _H	32	FFFF A1E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS071	0000 0000 _H	32	FFFF A1E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC071	0000 0000 _H	32	FFFF A1EC _H	0	32
DMASS	DTS Source Address Register	DTSA072	XXXX XXXX _H	32	FFFF A200 _H	0	32
DMASS	DTS Destination Address Register	DTDA072	XXXX XXXX _H	32	FFFF A204 _H	0	32
DMASS	DTS Transfer Count Register	DTTC072	XXXX XXXX _H	32	FFFF A208 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT072	XXXX XXXX _H	32	FFFF A20C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Source Address Register	DTRSA072	XXXX XXXX _H	32	FFFF A210 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA072	XXXX XXXX _H	32	FFFF A214 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC072	XXXX XXXX _H	32	FFFF A218 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC072	XXXX XXXX _H	32	FFFF A21C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL072	0000 0000 _H	32	FFFF A220 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST072	0000 0000 _H	32	FFFF A224 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS072	0000 0000 _H	32	FFFF A228 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC072	0000 0000 _H	32	FFFF A22C _H	0	32
DMASS	DTS Source Address Register	DTSA073	XXXX XXXX _H	32	FFFF A240 _H	0	32
DMASS	DTS Destination Address Register	DTDA073	XXXX XXXX _H	32	FFFF A244 _H	0	32
DMASS	DTS Transfer Count Register	DTTC073	XXXX XXXX _H	32	FFFF A248 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT073	XXXX XXXX _H	32	FFFF A24C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA073	XXXX XXXX _H	32	FFFF A250 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA073	XXXX XXXX _H	32	FFFF A254 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC073	XXXX XXXX _H	32	FFFF A258 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC073	XXXX XXXX _H	32	FFFF A25C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL073	0000 0000 _H	32	FFFF A260 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST073	0000 0000 _H	32	FFFF A264 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS073	0000 0000 _H	32	FFFF A268 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC073	0000 0000 _H	32	FFFF A26C _H	0	32
DMASS	DTS Source Address Register	DTSA074	XXXX XXXX _H	32	FFFF A280 _H	0	32
DMASS	DTS Destination Address Register	DTDA074	XXXX XXXX _H	32	FFFF A284 _H	0	32
DMASS	DTS Transfer Count Register	DTTC074	XXXX XXXX _H	32	FFFF A288 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT074	XXXX XXXX _H	32	FFFF A28C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA074	XXXX XXXX _H	32	FFFF A290 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA074	XXXX XXXX _H	32	FFFF A294 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC074	XXXX XXXX _H	32	FFFF A298 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC074	XXXX XXXX _H	32	FFFF A29C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL074	0000 0000 _H	32	FFFF A2A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST074	0000 0000 _H	32	FFFF A2A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS074	0000 0000 _H	32	FFFF A2A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC074	0000 0000 _H	32	FFFF A2AC _H	0	32
DMASS	DTS Source Address Register	DTSA075	XXXX XXXX _H	32	FFFF A2C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA075	XXXX XXXX _H	32	FFFF A2C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC075	XXXX XXXX _H	32	FFFF A2C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT075	XXXX XXXX _H	32	FFFF A2CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA075	XXXX XXXX _H	32	FFFF A2D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA075	XXXX XXXX _H	32	FFFF A2D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC075	XXXX XXXX _H	32	FFFF A2D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC075	XXXX XXXX _H	32	FFFF A2DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL075	0000 0000 _H	32	FFFF A2E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST075	0000 0000 _H	32	FFFF A2E4 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Set Register	DTFSS075	0000 0000 _H	32	FFFF A2E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC075	0000 0000 _H	32	FFFF A2EC _H	0	32
DMASS	DTS Source Address Register	DTSA076	XXXX XXXX _H	32	FFFF A300 _H	0	32
DMASS	DTS Destination Address Register	DTDA076	XXXX XXXX _H	32	FFFF A304 _H	0	32
DMASS	DTS Transfer Count Register	DTTC076	XXXX XXXX _H	32	FFFF A308 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT076	XXXX XXXX _H	32	FFFF A30C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA076	XXXX XXXX _H	32	FFFF A310 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA076	XXXX XXXX _H	32	FFFF A314 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC076	XXXX XXXX _H	32	FFFF A318 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC076	XXXX XXXX _H	32	FFFF A31C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL076	0000 0000 _H	32	FFFF A320 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST076	0000 0000 _H	32	FFFF A324 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS076	0000 0000 _H	32	FFFF A328 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC076	0000 0000 _H	32	FFFF A32C _H	0	32
DMASS	DTS Source Address Register	DTSA077	XXXX XXXX _H	32	FFFF A340 _H	0	32
DMASS	DTS Destination Address Register	DTDA077	XXXX XXXX _H	32	FFFF A344 _H	0	32
DMASS	DTS Transfer Count Register	DTTC077	XXXX XXXX _H	32	FFFF A348 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT077	XXXX XXXX _H	32	FFFF A34C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA077	XXXX XXXX _H	32	FFFF A350 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA077	XXXX XXXX _H	32	FFFF A354 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC077	XXXX XXXX _H	32	FFFF A358 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC077	XXXX XXXX _H	32	FFFF A35C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL077	0000 0000 _H	32	FFFF A360 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST077	0000 0000 _H	32	FFFF A364 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS077	0000 0000 _H	32	FFFF A368 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC077	0000 0000 _H	32	FFFF A36C _H	0	32
DMASS	DTS Source Address Register	DTSA078	XXXX XXXX _H	32	FFFF A380 _H	0	32
DMASS	DTS Destination Address Register	DTDA078	XXXX XXXX _H	32	FFFF A384 _H	0	32
DMASS	DTS Transfer Count Register	DTTC078	XXXX XXXX _H	32	FFFF A388 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT078	XXXX XXXX _H	32	FFFF A38C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA078	XXXX XXXX _H	32	FFFF A390 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA078	XXXX XXXX _H	32	FFFF A394 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC078	XXXX XXXX _H	32	FFFF A398 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC078	XXXX XXXX _H	32	FFFF A39C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL078	0000 0000 _H	32	FFFF A3A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST078	0000 0000 _H	32	FFFF A3A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS078	0000 0000 _H	32	FFFF A3A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC078	0000 0000 _H	32	FFFF A3AC _H	0	32
DMASS	DTS Source Address Register	DTSA079	XXXX XXXX _H	32	FFFF A3C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA079	XXXX XXXX _H	32	FFFF A3C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC079	XXXX XXXX _H	32	FFFF A3C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT079	XXXX XXXX _H	32	FFFF A3CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA079	XXXX XXXX _H	32	FFFF A3D0 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Destination Address Register	DTRDA079	XXXX XXXX _H	32	FFFF A3D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC079	XXXX XXXX _H	32	FFFF A3D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC079	XXXX XXXX _H	32	FFFF A3DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL079	0000 0000 _H	32	FFFF A3E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST079	0000 0000 _H	32	FFFF A3E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS079	0000 0000 _H	32	FFFF A3E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC079	0000 0000 _H	32	FFFF A3EC _H	0	32
DMASS	DTS Source Address Register	DTSA080	XXXX XXXX _H	32	FFFF A400 _H	0	32
DMASS	DTS Destination Address Register	DTDA080	XXXX XXXX _H	32	FFFF A404 _H	0	32
DMASS	DTS Transfer Count Register	DTTC080	XXXX XXXX _H	32	FFFF A408 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT080	XXXX XXXX _H	32	FFFF A40C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA080	XXXX XXXX _H	32	FFFF A410 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA080	XXXX XXXX _H	32	FFFF A414 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC080	XXXX XXXX _H	32	FFFF A418 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC080	XXXX XXXX _H	32	FFFF A41C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL080	0000 0000 _H	32	FFFF A420 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST080	0000 0000 _H	32	FFFF A424 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS080	0000 0000 _H	32	FFFF A428 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC080	0000 0000 _H	32	FFFF A42C _H	0	32
DMASS	DTS Source Address Register	DTSA081	XXXX XXXX _H	32	FFFF A440 _H	0	32
DMASS	DTS Destination Address Register	DTDA081	XXXX XXXX _H	32	FFFF A444 _H	0	32
DMASS	DTS Transfer Count Register	DTTC081	XXXX XXXX _H	32	FFFF A448 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT081	XXXX XXXX _H	32	FFFF A44C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA081	XXXX XXXX _H	32	FFFF A450 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA081	XXXX XXXX _H	32	FFFF A454 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC081	XXXX XXXX _H	32	FFFF A458 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC081	XXXX XXXX _H	32	FFFF A45C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL081	0000 0000 _H	32	FFFF A460 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST081	0000 0000 _H	32	FFFF A464 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS081	0000 0000 _H	32	FFFF A468 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC081	0000 0000 _H	32	FFFF A46C _H	0	32
DMASS	DTS Source Address Register	DTSA082	XXXX XXXX _H	32	FFFF A480 _H	0	32
DMASS	DTS Destination Address Register	DTDA082	XXXX XXXX _H	32	FFFF A484 _H	0	32
DMASS	DTS Transfer Count Register	DTTC082	XXXX XXXX _H	32	FFFF A488 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT082	XXXX XXXX _H	32	FFFF A48C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA082	XXXX XXXX _H	32	FFFF A490 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA082	XXXX XXXX _H	32	FFFF A494 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC082	XXXX XXXX _H	32	FFFF A498 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC082	XXXX XXXX _H	32	FFFF A49C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL082	0000 0000 _H	32	FFFF A4A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST082	0000 0000 _H	32	FFFF A4A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS082	0000 0000 _H	32	FFFF A4A8 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Clear Register	DTFSC082	0000 0000 _H	32	FFFF A4AC _H	0	32
DMASS	DTS Source Address Register	DTSA083	XXXX XXXX _H	32	FFFF A4C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA083	XXXX XXXX _H	32	FFFF A4C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC083	XXXX XXXX _H	32	FFFF A4C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT083	XXXX XXXX _H	32	FFFF A4CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA083	XXXX XXXX _H	32	FFFF A4D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA083	XXXX XXXX _H	32	FFFF A4D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC083	XXXX XXXX _H	32	FFFF A4D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC083	XXXX XXXX _H	32	FFFF A4DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL083	0000 0000 _H	32	FFFF A4E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST083	0000 0000 _H	32	FFFF A4E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS083	0000 0000 _H	32	FFFF A4E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC083	0000 0000 _H	32	FFFF A4EC _H	0	32
DMASS	DTS Source Address Register	DTSA084	XXXX XXXX _H	32	FFFF A500 _H	0	32
DMASS	DTS Destination Address Register	DTDA084	XXXX XXXX _H	32	FFFF A504 _H	0	32
DMASS	DTS Transfer Count Register	DTTC084	XXXX XXXX _H	32	FFFF A508 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT084	XXXX XXXX _H	32	FFFF A50C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA084	XXXX XXXX _H	32	FFFF A510 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA084	XXXX XXXX _H	32	FFFF A514 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC084	XXXX XXXX _H	32	FFFF A518 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC084	XXXX XXXX _H	32	FFFF A51C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL084	0000 0000 _H	32	FFFF A520 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST084	0000 0000 _H	32	FFFF A524 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS084	0000 0000 _H	32	FFFF A528 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC084	0000 0000 _H	32	FFFF A52C _H	0	32
DMASS	DTS Source Address Register	DTSA085	XXXX XXXX _H	32	FFFF A540 _H	0	32
DMASS	DTS Destination Address Register	DTDA085	XXXX XXXX _H	32	FFFF A544 _H	0	32
DMASS	DTS Transfer Count Register	DTTC085	XXXX XXXX _H	32	FFFF A548 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT085	XXXX XXXX _H	32	FFFF A54C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA085	XXXX XXXX _H	32	FFFF A550 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA085	XXXX XXXX _H	32	FFFF A554 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC085	XXXX XXXX _H	32	FFFF A558 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC085	XXXX XXXX _H	32	FFFF A55C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL085	0000 0000 _H	32	FFFF A560 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST085	0000 0000 _H	32	FFFF A564 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS085	0000 0000 _H	32	FFFF A568 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC085	0000 0000 _H	32	FFFF A56C _H	0	32
DMASS	DTS Source Address Register	DTSA086	XXXX XXXX _H	32	FFFF A580 _H	0	32
DMASS	DTS Destination Address Register	DTDA086	XXXX XXXX _H	32	FFFF A584 _H	0	32
DMASS	DTS Transfer Count Register	DTTC086	XXXX XXXX _H	32	FFFF A588 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT086	XXXX XXXX _H	32	FFFF A58C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA086	XXXX XXXX _H	32	FFFF A590 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA086	XXXX XXXX _H	32	FFFF A594 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Transfer Count Register	DTRTC086	XXXX XXXX _H	32	FFFF A598 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC086	XXXX XXXX _H	32	FFFF A59C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL086	0000 0000 _H	32	FFFF A5A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST086	0000 0000 _H	32	FFFF A5A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS086	0000 0000 _H	32	FFFF A5A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC086	0000 0000 _H	32	FFFF A5AC _H	0	32
DMASS	DTS Source Address Register	DTSA087	XXXX XXXX _H	32	FFFF A5C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA087	XXXX XXXX _H	32	FFFF A5C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC087	XXXX XXXX _H	32	FFFF A5C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT087	XXXX XXXX _H	32	FFFF A5CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA087	XXXX XXXX _H	32	FFFF A5D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA087	XXXX XXXX _H	32	FFFF A5D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC087	XXXX XXXX _H	32	FFFF A5D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC087	XXXX XXXX _H	32	FFFF A5DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL087	0000 0000 _H	32	FFFF A5E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST087	0000 0000 _H	32	FFFF A5E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS087	0000 0000 _H	32	FFFF A5E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC087	0000 0000 _H	32	FFFF A5EC _H	0	32
DMASS	DTS Source Address Register	DTSA088	XXXX XXXX _H	32	FFFF A600 _H	0	32
DMASS	DTS Destination Address Register	DTDA088	XXXX XXXX _H	32	FFFF A604 _H	0	32
DMASS	DTS Transfer Count Register	DTTC088	XXXX XXXX _H	32	FFFF A608 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT088	XXXX XXXX _H	32	FFFF A60C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA088	XXXX XXXX _H	32	FFFF A610 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA088	XXXX XXXX _H	32	FFFF A614 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC088	XXXX XXXX _H	32	FFFF A618 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC088	XXXX XXXX _H	32	FFFF A61C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL088	0000 0000 _H	32	FFFF A620 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST088	0000 0000 _H	32	FFFF A624 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS088	0000 0000 _H	32	FFFF A628 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC088	0000 0000 _H	32	FFFF A62C _H	0	32
DMASS	DTS Source Address Register	DTSA089	XXXX XXXX _H	32	FFFF A640 _H	0	32
DMASS	DTS Destination Address Register	DTDA089	XXXX XXXX _H	32	FFFF A644 _H	0	32
DMASS	DTS Transfer Count Register	DTTC089	XXXX XXXX _H	32	FFFF A648 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT089	XXXX XXXX _H	32	FFFF A64C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA089	XXXX XXXX _H	32	FFFF A650 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA089	XXXX XXXX _H	32	FFFF A654 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC089	XXXX XXXX _H	32	FFFF A658 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC089	XXXX XXXX _H	32	FFFF A65C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL089	0000 0000 _H	32	FFFF A660 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST089	0000 0000 _H	32	FFFF A664 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS089	0000 0000 _H	32	FFFF A668 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC089	0000 0000 _H	32	FFFF A66C _H	0	32
DMASS	DTS Source Address Register	DTSA090	XXXX XXXX _H	32	FFFF A680 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Destination Address Register	DTDA090	XXXX XXXX _H	32	FFFF A684 _H	0	32
DMASS	DTS Transfer Count Register	DTTC090	XXXX XXXX _H	32	FFFF A688 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT090	XXXX XXXX _H	32	FFFF A68C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA090	XXXX XXXX _H	32	FFFF A690 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA090	XXXX XXXX _H	32	FFFF A694 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC090	XXXX XXXX _H	32	FFFF A698 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC090	XXXX XXXX _H	32	FFFF A69C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL090	0000 0000 _H	32	FFFF A6A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST090	0000 0000 _H	32	FFFF A6A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS090	0000 0000 _H	32	FFFF A6A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC090	0000 0000 _H	32	FFFF A6AC _H	0	32
DMASS	DTS Source Address Register	DTSA091	XXXX XXXX _H	32	FFFF A6C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA091	XXXX XXXX _H	32	FFFF A6C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC091	XXXX XXXX _H	32	FFFF A6C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT091	XXXX XXXX _H	32	FFFF A6CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA091	XXXX XXXX _H	32	FFFF A6D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA091	XXXX XXXX _H	32	FFFF A6D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC091	XXXX XXXX _H	32	FFFF A6D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC091	XXXX XXXX _H	32	FFFF A6DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL091	0000 0000 _H	32	FFFF A6E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST091	0000 0000 _H	32	FFFF A6E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS091	0000 0000 _H	32	FFFF A6E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC091	0000 0000 _H	32	FFFF A6EC _H	0	32
DMASS	DTS Source Address Register	DTSA092	XXXX XXXX _H	32	FFFF A700 _H	0	32
DMASS	DTS Destination Address Register	DTDA092	XXXX XXXX _H	32	FFFF A704 _H	0	32
DMASS	DTS Transfer Count Register	DTTC092	XXXX XXXX _H	32	FFFF A708 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT092	XXXX XXXX _H	32	FFFF A70C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA092	XXXX XXXX _H	32	FFFF A710 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA092	XXXX XXXX _H	32	FFFF A714 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC092	XXXX XXXX _H	32	FFFF A718 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC092	XXXX XXXX _H	32	FFFF A71C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL092	0000 0000 _H	32	FFFF A720 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST092	0000 0000 _H	32	FFFF A724 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS092	0000 0000 _H	32	FFFF A728 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC092	0000 0000 _H	32	FFFF A72C _H	0	32
DMASS	DTS Source Address Register	DTSA093	XXXX XXXX _H	32	FFFF A740 _H	0	32
DMASS	DTS Destination Address Register	DTDA093	XXXX XXXX _H	32	FFFF A744 _H	0	32
DMASS	DTS Transfer Count Register	DTTC093	XXXX XXXX _H	32	FFFF A748 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT093	XXXX XXXX _H	32	FFFF A74C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA093	XXXX XXXX _H	32	FFFF A750 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA093	XXXX XXXX _H	32	FFFF A754 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC093	XXXX XXXX _H	32	FFFF A758 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC093	XXXX XXXX _H	32	FFFF A75C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Operation Setting Register	DTFSL093	0000 0000 _H	32	FFFF A760 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST093	0000 0000 _H	32	FFFF A764 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS093	0000 0000 _H	32	FFFF A768 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC093	0000 0000 _H	32	FFFF A76C _H	0	32
DMASS	DTS Source Address Register	DTSA094	XXXX XXXX _H	32	FFFF A780 _H	0	32
DMASS	DTS Destination Address Register	DTDA094	XXXX XXXX _H	32	FFFF A784 _H	0	32
DMASS	DTS Transfer Count Register	DTTC094	XXXX XXXX _H	32	FFFF A788 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT094	XXXX XXXX _H	32	FFFF A78C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA094	XXXX XXXX _H	32	FFFF A790 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA094	XXXX XXXX _H	32	FFFF A794 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC094	XXXX XXXX _H	32	FFFF A798 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC094	XXXX XXXX _H	32	FFFF A79C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL094	0000 0000 _H	32	FFFF A7A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST094	0000 0000 _H	32	FFFF A7A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS094	0000 0000 _H	32	FFFF A7A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC094	0000 0000 _H	32	FFFF A7AC _H	0	32
DMASS	DTS Source Address Register	DTSA095	XXXX XXXX _H	32	FFFF A7C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA095	XXXX XXXX _H	32	FFFF A7C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC095	XXXX XXXX _H	32	FFFF A7C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT095	XXXX XXXX _H	32	FFFF A7CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA095	XXXX XXXX _H	32	FFFF A7D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA095	XXXX XXXX _H	32	FFFF A7D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC095	XXXX XXXX _H	32	FFFF A7D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC095	XXXX XXXX _H	32	FFFF A7DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL095	0000 0000 _H	32	FFFF A7E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST095	0000 0000 _H	32	FFFF A7E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS095	0000 0000 _H	32	FFFF A7E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC095	0000 0000 _H	32	FFFF A7EC _H	0	32
DMASS	DTS Source Address Register	DTSA096	XXXX XXXX _H	32	FFFF A800 _H	0	32
DMASS	DTS Destination Address Register	DTDA096	XXXX XXXX _H	32	FFFF A804 _H	0	32
DMASS	DTS Transfer Count Register	DTTC096	XXXX XXXX _H	32	FFFF A808 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT096	XXXX XXXX _H	32	FFFF A80C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA096	XXXX XXXX _H	32	FFFF A810 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA096	XXXX XXXX _H	32	FFFF A814 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC096	XXXX XXXX _H	32	FFFF A818 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC096	XXXX XXXX _H	32	FFFF A81C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL096	0000 0000 _H	32	FFFF A820 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST096	0000 0000 _H	32	FFFF A824 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS096	0000 0000 _H	32	FFFF A828 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC096	0000 0000 _H	32	FFFF A82C _H	0	32
DMASS	DTS Source Address Register	DTSA097	XXXX XXXX _H	32	FFFF A840 _H	0	32
DMASS	DTS Destination Address Register	DTDA097	XXXX XXXX _H	32	FFFF A844 _H	0	32
DMASS	DTS Transfer Count Register	DTTC097	XXXX XXXX _H	32	FFFF A848 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Transfer Control Register	DTTCT097	XXXX XXXX _H	32	FFFF A84C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA097	XXXX XXXX _H	32	FFFF A850 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA097	XXXX XXXX _H	32	FFFF A854 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC097	XXXX XXXX _H	32	FFFF A858 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC097	XXXX XXXX _H	32	FFFF A85C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL097	0000 0000 _H	32	FFFF A860 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST097	0000 0000 _H	32	FFFF A864 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS097	0000 0000 _H	32	FFFF A868 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC097	0000 0000 _H	32	FFFF A86C _H	0	32
DMASS	DTS Source Address Register	DTSA098	XXXX XXXX _H	32	FFFF A880 _H	0	32
DMASS	DTS Destination Address Register	DTDA098	XXXX XXXX _H	32	FFFF A884 _H	0	32
DMASS	DTS Transfer Count Register	DTTC098	XXXX XXXX _H	32	FFFF A888 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT098	XXXX XXXX _H	32	FFFF A88C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA098	XXXX XXXX _H	32	FFFF A890 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA098	XXXX XXXX _H	32	FFFF A894 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC098	XXXX XXXX _H	32	FFFF A898 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC098	XXXX XXXX _H	32	FFFF A89C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL098	0000 0000 _H	32	FFFF A8A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST098	0000 0000 _H	32	FFFF A8A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS098	0000 0000 _H	32	FFFF A8A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC098	0000 0000 _H	32	FFFF A8AC _H	0	32
DMASS	DTS Source Address Register	DTSA099	XXXX XXXX _H	32	FFFF A8C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA099	XXXX XXXX _H	32	FFFF A8C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC099	XXXX XXXX _H	32	FFFF A8C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT099	XXXX XXXX _H	32	FFFF A8CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA099	XXXX XXXX _H	32	FFFF A8D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA099	XXXX XXXX _H	32	FFFF A8D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC099	XXXX XXXX _H	32	FFFF A8D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC099	XXXX XXXX _H	32	FFFF A8DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL099	0000 0000 _H	32	FFFF A8E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST099	0000 0000 _H	32	FFFF A8E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS099	0000 0000 _H	32	FFFF A8E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC099	0000 0000 _H	32	FFFF A8EC _H	0	32
DMASS	DTS Source Address Register	DTSA100	XXXX XXXX _H	32	FFFF A900 _H	0	32
DMASS	DTS Destination Address Register	DTDA100	XXXX XXXX _H	32	FFFF A904 _H	0	32
DMASS	DTS Transfer Count Register	DTTC100	XXXX XXXX _H	32	FFFF A908 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT100	XXXX XXXX _H	32	FFFF A90C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA100	XXXX XXXX _H	32	FFFF A910 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA100	XXXX XXXX _H	32	FFFF A914 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC100	XXXX XXXX _H	32	FFFF A918 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC100	XXXX XXXX _H	32	FFFF A91C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL100	0000 0000 _H	32	FFFF A920 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Status Register	DTFST100	0000 0000 _H	32	FFFF A924 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS100	0000 0000 _H	32	FFFF A928 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC100	0000 0000 _H	32	FFFF A92C _H	0	32
DMASS	DTS Source Address Register	DTSA101	XXXX XXXX _H	32	FFFF A940 _H	0	32
DMASS	DTS Destination Address Register	DTDA101	XXXX XXXX _H	32	FFFF A944 _H	0	32
DMASS	DTS Transfer Count Register	DTTC101	XXXX XXXX _H	32	FFFF A948 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT101	XXXX XXXX _H	32	FFFF A94C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA101	XXXX XXXX _H	32	FFFF A950 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA101	XXXX XXXX _H	32	FFFF A954 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC101	XXXX XXXX _H	32	FFFF A958 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC101	XXXX XXXX _H	32	FFFF A95C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL101	0000 0000 _H	32	FFFF A960 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST101	0000 0000 _H	32	FFFF A964 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS101	0000 0000 _H	32	FFFF A968 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC101	0000 0000 _H	32	FFFF A96C _H	0	32
DMASS	DTS Source Address Register	DTSA102	XXXX XXXX _H	32	FFFF A980 _H	0	32
DMASS	DTS Destination Address Register	DTDA102	XXXX XXXX _H	32	FFFF A984 _H	0	32
DMASS	DTS Transfer Count Register	DTTC102	XXXX XXXX _H	32	FFFF A988 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT102	XXXX XXXX _H	32	FFFF A98C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA102	XXXX XXXX _H	32	FFFF A990 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA102	XXXX XXXX _H	32	FFFF A994 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC102	XXXX XXXX _H	32	FFFF A998 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC102	XXXX XXXX _H	32	FFFF A99C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL102	0000 0000 _H	32	FFFF A9A0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST102	0000 0000 _H	32	FFFF A9A4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS102	0000 0000 _H	32	FFFF A9A8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC102	0000 0000 _H	32	FFFF A9AC _H	0	32
DMASS	DTS Source Address Register	DTSA103	XXXX XXXX _H	32	FFFF A9C0 _H	0	32
DMASS	DTS Destination Address Register	DTDA103	XXXX XXXX _H	32	FFFF A9C4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC103	XXXX XXXX _H	32	FFFF A9C8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT103	XXXX XXXX _H	32	FFFF A9CC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA103	XXXX XXXX _H	32	FFFF A9D0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA103	XXXX XXXX _H	32	FFFF A9D4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC103	XXXX XXXX _H	32	FFFF A9D8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC103	XXXX XXXX _H	32	FFFF A9DC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL103	0000 0000 _H	32	FFFF A9E0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST103	0000 0000 _H	32	FFFF A9E4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS103	0000 0000 _H	32	FFFF A9E8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC103	0000 0000 _H	32	FFFF A9EC _H	0	32
DMASS	DTS Source Address Register	DTSA104	XXXX XXXX _H	32	FFFF AA00 _H	0	32
DMASS	DTS Destination Address Register	DTDA104	XXXX XXXX _H	32	FFFF AA04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC104	XXXX XXXX _H	32	FFFF AA08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT104	XXXX XXXX _H	32	FFFF AA0C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Source Address Register	DTRSA104	XXXX XXXX _H	32	FFFF AA10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA104	XXXX XXXX _H	32	FFFF AA14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC104	XXXX XXXX _H	32	FFFF AA18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC104	XXXX XXXX _H	32	FFFF AA1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL104	0000 0000 _H	32	FFFF AA20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST104	0000 0000 _H	32	FFFF AA24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS104	0000 0000 _H	32	FFFF AA28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC104	0000 0000 _H	32	FFFF AA2C _H	0	32
DMASS	DTS Source Address Register	DTSA105	XXXX XXXX _H	32	FFFF AA40 _H	0	32
DMASS	DTS Destination Address Register	DTDA105	XXXX XXXX _H	32	FFFF AA44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC105	XXXX XXXX _H	32	FFFF AA48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT105	XXXX XXXX _H	32	FFFF AA4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA105	XXXX XXXX _H	32	FFFF AA50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA105	XXXX XXXX _H	32	FFFF AA54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC105	XXXX XXXX _H	32	FFFF AA58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC105	XXXX XXXX _H	32	FFFF AA5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL105	0000 0000 _H	32	FFFF AA60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST105	0000 0000 _H	32	FFFF AA64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS105	0000 0000 _H	32	FFFF AA68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC105	0000 0000 _H	32	FFFF AA6C _H	0	32
DMASS	DTS Source Address Register	DTSA106	XXXX XXXX _H	32	FFFF AA80 _H	0	32
DMASS	DTS Destination Address Register	DTDA106	XXXX XXXX _H	32	FFFF AA84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC106	XXXX XXXX _H	32	FFFF AA88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT106	XXXX XXXX _H	32	FFFF AA8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA106	XXXX XXXX _H	32	FFFF AA90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA106	XXXX XXXX _H	32	FFFF AA94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC106	XXXX XXXX _H	32	FFFF AA98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC106	XXXX XXXX _H	32	FFFF AA9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL106	0000 0000 _H	32	FFFF AAA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST106	0000 0000 _H	32	FFFF AAA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS106	0000 0000 _H	32	FFFF AAA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC106	0000 0000 _H	32	FFFF AAAC _H	0	32
DMASS	DTS Source Address Register	DTSA107	XXXX XXXX _H	32	FFFF AAC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA107	XXXX XXXX _H	32	FFFF AAC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC107	XXXX XXXX _H	32	FFFF AAC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT107	XXXX XXXX _H	32	FFFF AACC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA107	XXXX XXXX _H	32	FFFF AAD0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA107	XXXX XXXX _H	32	FFFF AAD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC107	XXXX XXXX _H	32	FFFF AAD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC107	XXXX XXXX _H	32	FFFF AADC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL107	0000 0000 _H	32	FFFF AAE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST107	0000 0000 _H	32	FFFF AAE4 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Set Register	DTFSS107	0000 0000 _H	32	FFFF AAE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC107	0000 0000 _H	32	FFFF AAEC _H	0	32
DMASS	DTS Source Address Register	DTSA108	XXXX XXXX _H	32	FFFF AB00 _H	0	32
DMASS	DTS Destination Address Register	DTDA108	XXXX XXXX _H	32	FFFF AB04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC108	XXXX XXXX _H	32	FFFF AB08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT108	XXXX XXXX _H	32	FFFF AB0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA108	XXXX XXXX _H	32	FFFF AB10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA108	XXXX XXXX _H	32	FFFF AB14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC108	XXXX XXXX _H	32	FFFF AB18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC108	XXXX XXXX _H	32	FFFF AB1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL108	0000 0000 _H	32	FFFF AB20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST108	0000 0000 _H	32	FFFF AB24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS108	0000 0000 _H	32	FFFF AB28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC108	0000 0000 _H	32	FFFF AB2C _H	0	32
DMASS	DTS Source Address Register	DTSA109	XXXX XXXX _H	32	FFFF AB40 _H	0	32
DMASS	DTS Destination Address Register	DTDA109	XXXX XXXX _H	32	FFFF AB44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC109	XXXX XXXX _H	32	FFFF AB48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT109	XXXX XXXX _H	32	FFFF AB4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA109	XXXX XXXX _H	32	FFFF AB50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA109	XXXX XXXX _H	32	FFFF AB54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC109	XXXX XXXX _H	32	FFFF AB58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC109	XXXX XXXX _H	32	FFFF AB5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL109	0000 0000 _H	32	FFFF AB60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST109	0000 0000 _H	32	FFFF AB64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS109	0000 0000 _H	32	FFFF AB68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC109	0000 0000 _H	32	FFFF AB6C _H	0	32
DMASS	DTS Source Address Register	DTSA110	XXXX XXXX _H	32	FFFF AB80 _H	0	32
DMASS	DTS Destination Address Register	DTDA110	XXXX XXXX _H	32	FFFF AB84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC110	XXXX XXXX _H	32	FFFF AB88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT110	XXXX XXXX _H	32	FFFF AB8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA110	XXXX XXXX _H	32	FFFF AB90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA110	XXXX XXXX _H	32	FFFF AB94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC110	XXXX XXXX _H	32	FFFF AB98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC110	XXXX XXXX _H	32	FFFF AB9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL110	0000 0000 _H	32	FFFF ABA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST110	0000 0000 _H	32	FFFF ABA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS110	0000 0000 _H	32	FFFF ABA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC110	0000 0000 _H	32	FFFF ABAC _H	0	32
DMASS	DTS Source Address Register	DTSA111	XXXX XXXX _H	32	FFFF ABC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA111	XXXX XXXX _H	32	FFFF ABC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC111	XXXX XXXX _H	32	FFFF ABC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT111	XXXX XXXX _H	32	FFFF ABCC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA111	XXXX XXXX _H	32	FFFF ABD0 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Destination Address Register	DTRDA111	XXXX XXXX _H	32	FFFF ABD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC111	XXXX XXXX _H	32	FFFF ABD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC111	XXXX XXXX _H	32	FFFF ABDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL111	0000 0000 _H	32	FFFF ABE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST111	0000 0000 _H	32	FFFF ABE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS111	0000 0000 _H	32	FFFF ABE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC111	0000 0000 _H	32	FFFF ABEC _H	0	32
DMASS	DTS Source Address Register	DTSA112	XXXX XXXX _H	32	FFFF AC00 _H	0	32
DMASS	DTS Destination Address Register	DTDA112	XXXX XXXX _H	32	FFFF AC04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC112	XXXX XXXX _H	32	FFFF AC08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT112	XXXX XXXX _H	32	FFFF AC0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA112	XXXX XXXX _H	32	FFFF AC10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA112	XXXX XXXX _H	32	FFFF AC14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC112	XXXX XXXX _H	32	FFFF AC18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC112	XXXX XXXX _H	32	FFFF AC1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL112	0000 0000 _H	32	FFFF AC20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST112	0000 0000 _H	32	FFFF AC24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS112	0000 0000 _H	32	FFFF AC28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC112	0000 0000 _H	32	FFFF AC2C _H	0	32
DMASS	DTS Source Address Register	DTSA113	XXXX XXXX _H	32	FFFF AC40 _H	0	32
DMASS	DTS Destination Address Register	DTDA113	XXXX XXXX _H	32	FFFF AC44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC113	XXXX XXXX _H	32	FFFF AC48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT113	XXXX XXXX _H	32	FFFF AC4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA113	XXXX XXXX _H	32	FFFF AC50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA113	XXXX XXXX _H	32	FFFF AC54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC113	XXXX XXXX _H	32	FFFF AC58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC113	XXXX XXXX _H	32	FFFF AC5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL113	0000 0000 _H	32	FFFF AC60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST113	0000 0000 _H	32	FFFF AC64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS113	0000 0000 _H	32	FFFF AC68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC113	0000 0000 _H	32	FFFF AC6C _H	0	32
DMASS	DTS Source Address Register	DTSA114	XXXX XXXX _H	32	FFFF AC80 _H	0	32
DMASS	DTS Destination Address Register	DTDA114	XXXX XXXX _H	32	FFFF AC84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC114	XXXX XXXX _H	32	FFFF AC88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT114	XXXX XXXX _H	32	FFFF AC8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA114	XXXX XXXX _H	32	FFFF AC90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA114	XXXX XXXX _H	32	FFFF AC94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC114	XXXX XXXX _H	32	FFFF AC98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC114	XXXX XXXX _H	32	FFFF AC9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL114	0000 0000 _H	32	FFFF ACA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST114	0000 0000 _H	32	FFFF ACA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS114	0000 0000 _H	32	FFFF ACA8 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Transfer Request Clear Register	DTFSC114	0000 0000 _H	32	FFFF ACAC _H	0	32
DMASS	DTS Source Address Register	DTSA115	XXXX XXXX _H	32	FFFF ACC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA115	XXXX XXXX _H	32	FFFF ACC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC115	XXXX XXXX _H	32	FFFF ACC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT115	XXXX XXXX _H	32	FFFF ACCC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA115	XXXX XXXX _H	32	FFFF ACD0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA115	XXXX XXXX _H	32	FFFF ACD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC115	XXXX XXXX _H	32	FFFF ACD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC115	XXXX XXXX _H	32	FFFF ACDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL115	0000 0000 _H	32	FFFF ACE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST115	0000 0000 _H	32	FFFF ACE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS115	0000 0000 _H	32	FFFF ACE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC115	0000 0000 _H	32	FFFF ACEC _H	0	32
DMASS	DTS Source Address Register	DTSA116	XXXX XXXX _H	32	FFFF AD00 _H	0	32
DMASS	DTS Destination Address Register	DTDA116	XXXX XXXX _H	32	FFFF AD04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC116	XXXX XXXX _H	32	FFFF AD08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT116	XXXX XXXX _H	32	FFFF AD0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA116	XXXX XXXX _H	32	FFFF AD10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA116	XXXX XXXX _H	32	FFFF AD14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC116	XXXX XXXX _H	32	FFFF AD18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC116	XXXX XXXX _H	32	FFFF AD1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL116	0000 0000 _H	32	FFFF AD20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST116	0000 0000 _H	32	FFFF AD24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS116	0000 0000 _H	32	FFFF AD28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC116	0000 0000 _H	32	FFFF AD2C _H	0	32
DMASS	DTS Source Address Register	DTSA117	XXXX XXXX _H	32	FFFF AD40 _H	0	32
DMASS	DTS Destination Address Register	DTDA117	XXXX XXXX _H	32	FFFF AD44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC117	XXXX XXXX _H	32	FFFF AD48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT117	XXXX XXXX _H	32	FFFF AD4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA117	XXXX XXXX _H	32	FFFF AD50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA117	XXXX XXXX _H	32	FFFF AD54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC117	XXXX XXXX _H	32	FFFF AD58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC117	XXXX XXXX _H	32	FFFF AD5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL117	0000 0000 _H	32	FFFF AD60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST117	0000 0000 _H	32	FFFF AD64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS117	0000 0000 _H	32	FFFF AD68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC117	0000 0000 _H	32	FFFF AD6C _H	0	32
DMASS	DTS Source Address Register	DTSA118	XXXX XXXX _H	32	FFFF AD80 _H	0	32
DMASS	DTS Destination Address Register	DTDA118	XXXX XXXX _H	32	FFFF AD84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC118	XXXX XXXX _H	32	FFFF AD88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT118	XXXX XXXX _H	32	FFFF AD8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA118	XXXX XXXX _H	32	FFFF AD90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA118	XXXX XXXX _H	32	FFFF AD94 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Reload Transfer Count Register	DTRTC118	XXXX XXXX _H	32	FFFF AD98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC118	XXXX XXXX _H	32	FFFF AD9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL118	0000 0000 _H	32	FFFF ADA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST118	0000 0000 _H	32	FFFF ADA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS118	0000 0000 _H	32	FFFF ADA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC118	0000 0000 _H	32	FFFF ADAC _H	0	32
DMASS	DTS Source Address Register	DTSA119	XXXX XXXX _H	32	FFFF ADC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA119	XXXX XXXX _H	32	FFFF ADC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC119	XXXX XXXX _H	32	FFFF ADC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT119	XXXX XXXX _H	32	FFFF ADCC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA119	XXXX XXXX _H	32	FFFF ADD0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA119	XXXX XXXX _H	32	FFFF ADD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC119	XXXX XXXX _H	32	FFFF ADD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC119	XXXX XXXX _H	32	FFFF ADDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL119	0000 0000 _H	32	FFFF ADE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST119	0000 0000 _H	32	FFFF ADE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS119	0000 0000 _H	32	FFFF ADE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC119	0000 0000 _H	32	FFFF ADEC _H	0	32
DMASS	DTS Source Address Register	DTSA120	XXXX XXXX _H	32	FFFF AE00 _H	0	32
DMASS	DTS Destination Address Register	DTDA120	XXXX XXXX _H	32	FFFF AE04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC120	XXXX XXXX _H	32	FFFF AE08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT120	XXXX XXXX _H	32	FFFF AE0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA120	XXXX XXXX _H	32	FFFF AE10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA120	XXXX XXXX _H	32	FFFF AE14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC120	XXXX XXXX _H	32	FFFF AE18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC120	XXXX XXXX _H	32	FFFF AE1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL120	0000 0000 _H	32	FFFF AE20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST120	0000 0000 _H	32	FFFF AE24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS120	0000 0000 _H	32	FFFF AE28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC120	0000 0000 _H	32	FFFF AE2C _H	0	32
DMASS	DTS Source Address Register	DTSA121	XXXX XXXX _H	32	FFFF AE40 _H	0	32
DMASS	DTS Destination Address Register	DTDA121	XXXX XXXX _H	32	FFFF AE44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC121	XXXX XXXX _H	32	FFFF AE48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT121	XXXX XXXX _H	32	FFFF AE4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA121	XXXX XXXX _H	32	FFFF AE50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA121	XXXX XXXX _H	32	FFFF AE54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC121	XXXX XXXX _H	32	FFFF AE58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC121	XXXX XXXX _H	32	FFFF AE5C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL121	0000 0000 _H	32	FFFF AE60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST121	0000 0000 _H	32	FFFF AE64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS121	0000 0000 _H	32	FFFF AE68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC121	0000 0000 _H	32	FFFF AE6C _H	0	32
DMASS	DTS Source Address Register	DTSA122	XXXX XXXX _H	32	FFFF AE80 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTS Destination Address Register	DTDA122	XXXX XXXX _H	32	FFFF AE84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC122	XXXX XXXX _H	32	FFFF AE88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT122	XXXX XXXX _H	32	FFFF AE8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA122	XXXX XXXX _H	32	FFFF AE90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA122	XXXX XXXX _H	32	FFFF AE94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC122	XXXX XXXX _H	32	FFFF AE98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC122	XXXX XXXX _H	32	FFFF AE9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL122	0000 0000 _H	32	FFFF AEA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST122	0000 0000 _H	32	FFFF AEA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS122	0000 0000 _H	32	FFFF AEA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC122	0000 0000 _H	32	FFFF AEAC _H	0	32
DMASS	DTS Source Address Register	DTSA123	XXXX XXXX _H	32	FFFF AEC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA123	XXXX XXXX _H	32	FFFF AEC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC123	XXXX XXXX _H	32	FFFF AEC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT123	XXXX XXXX _H	32	FFFF AECC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA123	XXXX XXXX _H	32	FFFF AED0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA123	XXXX XXXX _H	32	FFFF AED4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC123	XXXX XXXX _H	32	FFFF AED8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC123	XXXX XXXX _H	32	FFFF AEDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL123	0000 0000 _H	32	FFFF AEE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST123	0000 0000 _H	32	FFFF AEE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS123	0000 0000 _H	32	FFFF AEE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC123	0000 0000 _H	32	FFFF AEEC _H	0	32
DMASS	DTS Source Address Register	DTSA124	XXXX XXXX _H	32	FFFF AF00 _H	0	32
DMASS	DTS Destination Address Register	DTDA124	XXXX XXXX _H	32	FFFF AF04 _H	0	32
DMASS	DTS Transfer Count Register	DTTC124	XXXX XXXX _H	32	FFFF AF08 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT124	XXXX XXXX _H	32	FFFF AF0C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA124	XXXX XXXX _H	32	FFFF AF10 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA124	XXXX XXXX _H	32	FFFF AF14 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC124	XXXX XXXX _H	32	FFFF AF18 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC124	XXXX XXXX _H	32	FFFF AF1C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL124	0000 0000 _H	32	FFFF AF20 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST124	0000 0000 _H	32	FFFF AF24 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS124	0000 0000 _H	32	FFFF AF28 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC124	0000 0000 _H	32	FFFF AF2C _H	0	32
DMASS	DTS Source Address Register	DTSA125	XXXX XXXX _H	32	FFFF AF40 _H	0	32
DMASS	DTS Destination Address Register	DTDA125	XXXX XXXX _H	32	FFFF AF44 _H	0	32
DMASS	DTS Transfer Count Register	DTTC125	XXXX XXXX _H	32	FFFF AF48 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT125	XXXX XXXX _H	32	FFFF AF4C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA125	XXXX XXXX _H	32	FFFF AF50 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA125	XXXX XXXX _H	32	FFFF AF54 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC125	XXXX XXXX _H	32	FFFF AF58 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC125	XXXX XXXX _H	32	FFFF AF5C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
DMASS	DTSFSL Operation Setting Register	DTFSL125	0000 0000 _H	32	FFFF AF60 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST125	0000 0000 _H	32	FFFF AF64 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS125	0000 0000 _H	32	FFFF AF68 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC125	0000 0000 _H	32	FFFF AF6C _H	0	32
DMASS	DTS Source Address Register	DTSA126	XXXX XXXX _H	32	FFFF AF80 _H	0	32
DMASS	DTS Destination Address Register	DTDA126	XXXX XXXX _H	32	FFFF AF84 _H	0	32
DMASS	DTS Transfer Count Register	DTTC126	XXXX XXXX _H	32	FFFF AF88 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT126	XXXX XXXX _H	32	FFFF AF8C _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA126	XXXX XXXX _H	32	FFFF AF90 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA126	XXXX XXXX _H	32	FFFF AF94 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC126	XXXX XXXX _H	32	FFFF AF98 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC126	XXXX XXXX _H	32	FFFF AF9C _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL126	0000 0000 _H	32	FFFF AFA0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST126	0000 0000 _H	32	FFFF AFA4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS126	0000 0000 _H	32	FFFF AFA8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC126	0000 0000 _H	32	FFFF AFAC _H	0	32
DMASS	DTS Source Address Register	DTSA127	XXXX XXXX _H	32	FFFF AFC0 _H	0	32
DMASS	DTS Destination Address Register	DTDA127	XXXX XXXX _H	32	FFFF AFC4 _H	0	32
DMASS	DTS Transfer Count Register	DTTC127	XXXX XXXX _H	32	FFFF AFC8 _H	0	32
DMASS	DTS Transfer Control Register	DTTCT127	XXXX XXXX _H	32	FFFF AFCC _H	0	32
DMASS	DTS Reload Source Address Register	DTRSA127	XXXX XXXX _H	32	FFFF AFD0 _H	0	32
DMASS	DTS Reload Destination Address Register	DTRDA127	XXXX XXXX _H	32	FFFF AFD4 _H	0	32
DMASS	DTS Reload Transfer Count Register	DTRTC127	XXXX XXXX _H	32	FFFF AFD8 _H	0	32
DMASS	DTS Transfer Count Compare Register	DTTCC127	XXXX XXXX _H	32	FFFF AFDC _H	0	32
DMASS	DTSFSL Operation Setting Register	DTFSL127	0000 0000 _H	32	FFFF AFE0 _H	0	32
DMASS	DTSFSL Transfer Request Status Register	DTFST127	0000 0000 _H	32	FFFF AFE4 _H	0	32
DMASS	DTSFSL Transfer Request Set Register	DTFSS127	0000 0000 _H	32	FFFF AFE8 _H	0	32
DMASS	DTSFSL Transfer Request Clear Register	DTFSC127	0000 0000 _H	32	FFFF AFEC _H	0	32
INTC2	EI Level Interrupt Control Register 33	EIC33	008F _H	16	FFFF B042 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 38	EIC38	008F _H	16	FFFF B04C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 39	EIC39	008F _H	16	FFFF B04E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 40	EIC40	008F _H	16	FFFF B050 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 41	EIC41	008F _H	16	FFFF B052 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 42	EIC42	008F _H	16	FFFF B054 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 43	EIC43	008F _H	16	FFFF B056 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 44	EIC44	008F _H	16	FFFF B058 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 45	EIC45	008F _H	16	FFFF B05A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 46	EIC46	008F _H	16	FFFF B05C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 47	EIC47	008F _H	16	FFFF B05E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 48	EIC48	008F _H	16	FFFF B060 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 49	EIC49	008F _H	16	FFFF B062 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 50	EIC50	008F _H	16	FFFF B064 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 51	EIC51	008F _H	16	FFFF B066 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 52	EIC52	008F _H	16	FFFF B068 _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 53	EIC53	008F _H	16	FFFF B06A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 54	EIC54	008F _H	16	FFFF B06C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 55	EIC55	008F _H	16	FFFF B06E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 57	EIC57	008F _H	16	FFFF B072 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 58	EIC58	008F _H	16	FFFF B074 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 59	EIC59	008F _H	16	FFFF B076 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 60	EIC60	008F _H	16	FFFF B078 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 61	EIC61	008F _H	16	FFFF B07A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 62	EIC62	008F _H	16	FFFF B07C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 63	EIC63	008F _H	16	FFFF B07E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 64	EIC64	008F _H	16	FFFF B080 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 65	EIC65	008F _H	16	FFFF B082 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 66	EIC66	008F _H	16	FFFF B084 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 67	EIC67	008F _H	16	FFFF B086 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 68	EIC68	008F _H	16	FFFF B088 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 69	EIC69	008F _H	16	FFFF B08A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 70	EIC70	008F _H	16	FFFF B08C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 71	EIC71	008F _H	16	FFFF B08E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 72	EIC72	008F _H	16	FFFF B090 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 73	EIC73	008F _H	16	FFFF B092 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 74	EIC74	008F _H	16	FFFF B094 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 75	EIC75	008F _H	16	FFFF B096 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 76	EIC76	008F _H	16	FFFF B098 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 77	EIC77	008F _H	16	FFFF B09A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 78	EIC78	008F _H	16	FFFF B09C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 79	EIC79	008F _H	16	FFFF B09E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 80	EIC80	008F _H	16	FFFF B0A0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 81	EIC81	008F _H	16	FFFF B0A2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 82	EIC82	008F _H	16	FFFF B0A4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 83	EIC83	008F _H	16	FFFF B0A6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 84	EIC84	008F _H	16	FFFF B0A8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 85	EIC85	008F _H	16	FFFF B0AA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 86	EIC86	008F _H	16	FFFF B0AC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 87	EIC87	008F _H	16	FFFF B0AE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 88	EIC88	008F _H	16	FFFF B0B0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 89	EIC89	008F _H	16	FFFF B0B2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 90	EIC90	008F _H	16	FFFF B0B4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 91	EIC91	008F _H	16	FFFF B0B6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 92	EIC92	008F _H	16	FFFF B0B8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 93	EIC93	008F _H	16	FFFF B0BA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 94	EIC94	008F _H	16	FFFF B0BC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 95	EIC95	008F _H	16	FFFF B0BE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 96	EIC96	008F _H	16	FFFF B0C0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 97	EIC97	008F _H	16	FFFF B0C2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 98	EIC98	008F _H	16	FFFF B0C4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 99	EIC99	008F _H	16	FFFF B0C6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 100	EIC100	008F _H	16	FFFF B0C8 _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 101	EIC101	008F _H	16	FFFF B0CA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 102	EIC102	008F _H	16	FFFF B0CC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 103	EIC103	008F _H	16	FFFF B0CE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 104	EIC104	008F _H	16	FFFF B0D0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 105	EIC105	008F _H	16	FFFF B0D2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 106	EIC106	008F _H	16	FFFF B0D4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 107	EIC107	008F _H	16	FFFF B0D6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 108	EIC108	008F _H	16	FFFF B0D8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 109	EIC109	008F _H	16	FFFF B0DA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 110	EIC110	008F _H	16	FFFF B0DC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 111	EIC111	008F _H	16	FFFF B0DE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 112	EIC112	008F _H	16	FFFF B0E0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 113	EIC113	008F _H	16	FFFF B0E2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 114	EIC114	008F _H	16	FFFF B0E4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 115	EIC115	008F _H	16	FFFF B0E6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 116	EIC116	008F _H	16	FFFF B0E8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 117	EIC117	008F _H	16	FFFF B0EA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 118	EIC118	008F _H	16	FFFF B0EC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 119	EIC119	008F _H	16	FFFF B0EE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 120	EIC120	008F _H	16	FFFF B0F0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 121	EIC121	008F _H	16	FFFF B0F2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 122	EIC122	008F _H	16	FFFF B0F4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 123	EIC123	008F _H	16	FFFF B0F6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 124	EIC124	008F _H	16	FFFF B0F8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 125	EIC125	008F _H	16	FFFF B0FA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 126	EIC126	008F _H	16	FFFF B0FC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 127	EIC127	008F _H	16	FFFF B0FE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 128	EIC128	008F _H	16	FFFF B100 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 129	EIC129	008F _H	16	FFFF B102 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 130	EIC130	008F _H	16	FFFF B104 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 131	EIC131	008F _H	16	FFFF B106 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 132	EIC132	008F _H	16	FFFF B108 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 133	EIC133	008F _H	16	FFFF B10A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 134	EIC134	008F _H	16	FFFF B10C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 135	EIC135	008F _H	16	FFFF B10E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 136	EIC136	008F _H	16	FFFF B110 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 137	EIC137	008F _H	16	FFFF B112 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 138	EIC138	008F _H	16	FFFF B114 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 139	EIC139	008F _H	16	FFFF B116 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 140	EIC140	008F _H	16	FFFF B118 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 141	EIC141	008F _H	16	FFFF B11A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 142	EIC142	008F _H	16	FFFF B11C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 143	EIC143	008F _H	16	FFFF B11E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 144	EIC144	008F _H	16	FFFF B120 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 145	EIC145	008F _H	16	FFFF B122 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 146	EIC146	008F _H	16	FFFF B124 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 147	EIC147	008F _H	16	FFFF B126 _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 148	EIC148	008F _H	16	FFFF B128 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 149	EIC149	008F _H	16	FFFF B12A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 150	EIC150	008F _H	16	FFFF B12C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 151	EIC151	008F _H	16	FFFF B12E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 152	EIC152	008F _H	16	FFFF B130 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 153	EIC153	008F _H	16	FFFF B132 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 154	EIC154	008F _H	16	FFFF B134 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 155	EIC155	008F _H	16	FFFF B136 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 156	EIC156	008F _H	16	FFFF B138 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 157	EIC157	008F _H	16	FFFF B13A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 158	EIC158	008F _H	16	FFFF B13C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 159	EIC159	008F _H	16	FFFF B13E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 160	EIC160	008F _H	16	FFFF B140 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 161	EIC161	008F _H	16	FFFF B142 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 162	EIC162	008F _H	16	FFFF B144 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 163	EIC163	008F _H	16	FFFF B146 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 164	EIC164	008F _H	16	FFFF B148 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 165	EIC165	008F _H	16	FFFF B14A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 166	EIC166	008F _H	16	FFFF B14C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 167	EIC167	008F _H	16	FFFF B14E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 168	EIC168	008F _H	16	FFFF B150 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 169	EIC169	008F _H	16	FFFF B152 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 170	EIC170	008F _H	16	FFFF B154 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 171	EIC171	008F _H	16	FFFF B156 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 172	EIC172	008F _H	16	FFFF B158 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 173	EIC173	008F _H	16	FFFF B15A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 174	EIC174	008F _H	16	FFFF B15C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 175	EIC175	008F _H	16	FFFF B15E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 176	EIC176	008F _H	16	FFFF B160 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 177	EIC177	008F _H	16	FFFF B162 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 178	EIC178	008F _H	16	FFFF B164 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 179	EIC179	008F _H	16	FFFF B166 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 180	EIC180	008F _H	16	FFFF B168 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 181	EIC181	008F _H	16	FFFF B16A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 182	EIC182	008F _H	16	FFFF B16C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 183	EIC183	008F _H	16	FFFF B16E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 184	EIC184	008F _H	16	FFFF B170 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 185	EIC185	008F _H	16	FFFF B172 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 186	EIC186	008F _H	16	FFFF B174 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 187	EIC187	008F _H	16	FFFF B176 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 188	EIC188	008F _H	16	FFFF B178 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 189	EIC189	008F _H	16	FFFF B17A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 190	EIC190	008F _H	16	FFFF B17C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 191	EIC191	008F _H	16	FFFF B17E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 192	EIC192	008F _H	16	FFFF B180 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 193	EIC193	008F _H	16	FFFF B182 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 194	EIC194	008F _H	16	FFFF B184 _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 195	EIC195	008F _H	16	FFFF B186 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 196	EIC196	008F _H	16	FFFF B188 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 197	EIC197	008F _H	16	FFFF B18A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 198	EIC198	008F _H	16	FFFF B18C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 199	EIC199	008F _H	16	FFFF B18E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 200	EIC200	008F _H	16	FFFF B190 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 201	EIC201	008F _H	16	FFFF B192 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 202	EIC202	008F _H	16	FFFF B194 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 203	EIC203	008F _H	16	FFFF B196 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 204	EIC204	008F _H	16	FFFF B198 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 205	EIC205	008F _H	16	FFFF B19A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 206	EIC206	008F _H	16	FFFF B19C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 207	EIC207	008F _H	16	FFFF B19E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 208	EIC208	008F _H	16	FFFF B1A0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 209	EIC209	008F _H	16	FFFF B1A2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 210	EIC210	008F _H	16	FFFF B1A4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 211	EIC211	008F _H	16	FFFF B1A6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 212	EIC212	008F _H	16	FFFF B1A8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 213	EIC213	008F _H	16	FFFF B1AA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 214	EIC214	008F _H	16	FFFF B1AC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 215	EIC215	008F _H	16	FFFF B1AE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 216	EIC216	008F _H	16	FFFF B1B0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 217	EIC217	008F _H	16	FFFF B1B2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 218	EIC218	008F _H	16	FFFF B1B4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 219	EIC219	008F _H	16	FFFF B1B6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 220	EIC220	008F _H	16	FFFF B1B8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 221	EIC221	008F _H	16	FFFF B1BA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 222	EIC222	008F _H	16	FFFF B1BC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 223	EIC223	008F _H	16	FFFF B1BE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 224	EIC224	008F _H	16	FFFF B1C0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 225	EIC225	008F _H	16	FFFF B1C2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 226	EIC226	008F _H	16	FFFF B1C4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 227	EIC227	008F _H	16	FFFF B1C6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 228	EIC228	008F _H	16	FFFF B1C8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 229	EIC229	008F _H	16	FFFF B1CA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 230	EIC230	008F _H	16	FFFF B1CC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 231	EIC231	008F _H	16	FFFF B1CE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 232	EIC232	008F _H	16	FFFF B1D0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 233	EIC233	008F _H	16	FFFF B1D2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 234	EIC234	008F _H	16	FFFF B1D4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 235	EIC235	008F _H	16	FFFF B1D6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 236	EIC236	008F _H	16	FFFF B1D8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 237	EIC237	008F _H	16	FFFF B1DA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 238	EIC238	008F _H	16	FFFF B1DC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 239	EIC239	008F _H	16	FFFF B1DE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 240	EIC240	008F _H	16	FFFF B1E0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 241	EIC241	008F _H	16	FFFF B1E2 _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 242	EIC242	808F _H	16	FFFF B1E4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 243	EIC243	808F _H	16	FFFF B1E6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 244	EIC244	808F _H	16	FFFF B1E8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 245	EIC245	808F _H	16	FFFF B1EA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 246	EIC246	808F _H	16	FFFF B1EC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 247	EIC247	808F _H	16	FFFF B1EE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 248	EIC248	808F _H	16	FFFF B1F0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 249	EIC249	808F _H	16	FFFF B1F2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 250	EIC250	808F _H	16	FFFF B1F4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 251	EIC251	808F _H	16	FFFF B1F6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 252	EIC252	808F _H	16	FFFF B1F8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 253	EIC253	808F _H	16	FFFF B1FA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 254	EIC254	808F _H	16	FFFF B1FC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 255	EIC255	808F _H	16	FFFF B1FE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 256	EIC256	808F _H	16	FFFF B200 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 257	EIC257	808F _H	16	FFFF B202 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 258	EIC258	808F _H	16	FFFF B204 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 259	EIC259	808F _H	16	FFFF B206 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 260	EIC260	808F _H	16	FFFF B208 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 261	EIC261	808F _H	16	FFFF B20A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 262	EIC262	808F _H	16	FFFF B20C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 263	EIC263	808F _H	16	FFFF B20E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 264	EIC264	808F _H	16	FFFF B210 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 265	EIC265	808F _H	16	FFFF B212 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 266	EIC266	808F _H	16	FFFF B214 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 267	EIC267	808F _H	16	FFFF B216 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 268	EIC268	808F _H	16	FFFF B218 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 269	EIC269	808F _H	16	FFFF B21A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 270	EIC270	808F _H	16	FFFF B21C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 271	EIC271	808F _H	16	FFFF B21E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 272	EIC272	808F _H	16	FFFF B220 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 273	EIC273	808F _H	16	FFFF B222 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 274	EIC274	808F _H	16	FFFF B224 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 275	EIC275	808F _H	16	FFFF B226 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 276	EIC276	808F _H	16	FFFF B228 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 277	EIC277	808F _H	16	FFFF B22A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 278	EIC278	808F _H	16	FFFF B22C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 279	EIC279	808F _H	16	FFFF B22E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 280	EIC280	808F _H	16	FFFF B230 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 281	EIC281	808F _H	16	FFFF B232 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 282	EIC282	808F _H	16	FFFF B234 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 283	EIC283	808F _H	16	FFFF B236 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 284	EIC284	808F _H	16	FFFF B238 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 285	EIC285	808F _H	16	FFFF B23A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 286	EIC286	008F _H	16	FFFF B23C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 287	EIC287	008F _H	16	FFFF B23E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 288	EIC288	008F _H	16	FFFF B240 _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 289	EIC289	008F _H	16	FFFF B242 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 290	EIC290	008F _H	16	FFFF B244 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 291	EIC291	008F _H	16	FFFF B246 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 292	EIC292	008F _H	16	FFFF B248 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 293	EIC293	008F _H	16	FFFF B24A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 294	EIC294	008F _H	16	FFFF B24C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 295	EIC295	008F _H	16	FFFF B24E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 296	EIC296	008F _H	16	FFFF B250 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 297	EIC297	008F _H	16	FFFF B252 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 298	EIC298	008F _H	16	FFFF B254 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 299	EIC299	008F _H	16	FFFF B256 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 300	EIC300	008F _H	16	FFFF B258 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 301	EIC301	008F _H	16	FFFF B25A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 302	EIC302	008F _H	16	FFFF B25C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 303	EIC303	008F _H	16	FFFF B25E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 304	EIC304	008F _H	16	FFFF B260 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 305	EIC305	008F _H	16	FFFF B262 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 306	EIC306	008F _H	16	FFFF B264 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 307	EIC307	008F _H	16	FFFF B266 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 308	EIC308	008F _H	16	FFFF B268 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 309	EIC309	008F _H	16	FFFF B26A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 310	EIC310	008F _H	16	FFFF B26C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 311	EIC311	008F _H	16	FFFF B26E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 312	EIC312	008F _H	16	FFFF B270 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 313	EIC313	008F _H	16	FFFF B272 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 314	EIC314	008F _H	16	FFFF B274 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 315	EIC315	008F _H	16	FFFF B276 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 316	EIC316	008F _H	16	FFFF B278 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 317	EIC317	008F _H	16	FFFF B27A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 318	EIC318	008F _H	16	FFFF B27C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 321	EIC321	008F _H	16	FFFF B282 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 322	EIC322	008F _H	16	FFFF B284 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 323	EIC323	008F _H	16	FFFF B286 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 324	EIC324	008F _H	16	FFFF B288 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 325	EIC325	008F _H	16	FFFF B28A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 326	EIC326	008F _H	16	FFFF B28C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 329	EIC329	008F _H	16	FFFF B292 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 330	EIC330	008F _H	16	FFFF B294 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 331	EIC331	008F _H	16	FFFF B296 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 332	EIC332	008F _H	16	FFFF B298 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 333	EIC333	008F _H	16	FFFF B29A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 334	EIC334	008F _H	16	FFFF B29C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 337	EIC337	008F _H	16	FFFF B2A2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 338	EIC338	008F _H	16	FFFF B2A4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 339	EIC339	008F _H	16	FFFF B2A6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 340	EIC340	008F _H	16	FFFF B2A8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 341	EIC341	008F _H	16	FFFF B2AA _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 342	EIC342	008F _H	16	FFFF B2AC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 343	EIC343	008F _H	16	FFFF B2AE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 344	EIC344	008F _H	16	FFFF B2B0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 345	EIC345	008F _H	16	FFFF B2B2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 346	EIC346	008F _H	16	FFFF B2B4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 347	EIC347	008F _H	16	FFFF B2B6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 348	EIC348	008F _H	16	FFFF B2B8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 349	EIC349	008F _H	16	FFFF B2BA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 350	EIC350	008F _H	16	FFFF B2BC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 351	EIC351	008F _H	16	FFFF B2BE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 352	EIC352	008F _H	16	FFFF B2C0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 353	EIC353	008F _H	16	FFFF B2C2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 354	EIC354	008F _H	16	FFFF B2C4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 355	EIC355	008F _H	16	FFFF B2C6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 356	EIC356	008F _H	16	FFFF B2C8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 357	EIC357	008F _H	16	FFFF B2CA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 358	EIC358	008F _H	16	FFFF B2CC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 359	EIC359	008F _H	16	FFFF B2CE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 360	EIC360	008F _H	16	FFFF B2D0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 361	EIC361	008F _H	16	FFFF B2D2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 362	EIC362	008F _H	16	FFFF B2D4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 363	EIC363	008F _H	16	FFFF B2D6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 364	EIC364	008F _H	16	FFFF B2D8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 365	EIC365	008F _H	16	FFFF B2DA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 366	EIC366	008F _H	16	FFFF B2DC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 367	EIC367	008F _H	16	FFFF B2DE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 368	EIC368	008F _H	16	FFFF B2E0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 369	EIC369	008F _H	16	FFFF B2E2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 370	EIC370	008F _H	16	FFFF B2E4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 371	EIC371	008F _H	16	FFFF B2E6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 372	EIC372	008F _H	16	FFFF B2E8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 373	EIC373	008F _H	16	FFFF B2EA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 374	EIC374	008F _H	16	FFFF B2EC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 375	EIC375	008F _H	16	FFFF B2EE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 376	EIC376	008F _H	16	FFFF B2F0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 377	EIC377	008F _H	16	FFFF B2F2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 378	EIC378	008F _H	16	FFFF B2F4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 379	EIC379	008F _H	16	FFFF B2F6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 380	EIC380	008F _H	16	FFFF B2F8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 381	EIC381	008F _H	16	FFFF B2FA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 382	EIC382	008F _H	16	FFFF B2FC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 383	EIC383	008F _H	16	FFFF B2FE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 384	EIC384	008F _H	16	FFFF B300 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 385	EIC385	008F _H	16	FFFF B302 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 386	EIC386	008F _H	16	FFFF B304 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 387	EIC387	008F _H	16	FFFF B306 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 388	EIC388	008F _H	16	FFFF B308 _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 389	EIC389	008F _H	16	FFFF B30A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 390	EIC390	008F _H	16	FFFF B30C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 391	EIC391	008F _H	16	FFFF B30E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 392	EIC392	008F _H	16	FFFF B310 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 393	EIC393	008F _H	16	FFFF B312 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 394	EIC394	008F _H	16	FFFF B314 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 395	EIC395	008F _H	16	FFFF B316 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 396	EIC396	008F _H	16	FFFF B318 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 397	EIC397	008F _H	16	FFFF B31A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 398	EIC398	008F _H	16	FFFF B31C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 399	EIC399	008F _H	16	FFFF B31E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 400	EIC400	008F _H	16	FFFF B320 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 401	EIC401	808F _H	16	FFFF B322 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 402	EIC402	808F _H	16	FFFF B324 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 403	EIC403	808F _H	16	FFFF B326 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 404	EIC404	808F _H	16	FFFF B328 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 405	EIC405	808F _H	16	FFFF B32A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 406	EIC406	808F _H	16	FFFF B32C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 407	EIC407	808F _H	16	FFFF B32E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 408	EIC408	808F _H	16	FFFF B330 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 409	EIC409	808F _H	16	FFFF B332 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 410	EIC410	808F _H	16	FFFF B334 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 411	EIC411	808F _H	16	FFFF B336 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 412	EIC412	808F _H	16	FFFF B338 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 413	EIC413	808F _H	16	FFFF B33A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 414	EIC414	808F _H	16	FFFF B33C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 415	EIC415	808F _H	16	FFFF B33E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 416	EIC416	808F _H	16	FFFF B340 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 417	EIC417	808F _H	16	FFFF B342 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 418	EIC418	808F _H	16	FFFF B344 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 419	EIC419	808F _H	16	FFFF B346 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 420	EIC420	808F _H	16	FFFF B348 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 421	EIC421	808F _H	16	FFFF B34A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 422	EIC422	808F _H	16	FFFF B34C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 423	EIC423	808F _H	16	FFFF B34E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 424	EIC424	808F _H	16	FFFF B350 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 425	EIC425	808F _H	16	FFFF B352 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 429	EIC429	808F _H	16	FFFF B35A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 430	EIC430	808F _H	16	FFFF B35C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 431	EIC431	808F _H	16	FFFF B35E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 432	EIC432	808F _H	16	FFFF B360 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 433	EIC433	808F _H	16	FFFF B362 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 434	EIC434	808F _H	16	FFFF B364 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 435	EIC435	808F _H	16	FFFF B366 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 436	EIC436	808F _H	16	FFFF B368 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 437	EIC437	808F _H	16	FFFF B36A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 438	EIC438	808F _H	16	FFFF B36C _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 439	EIC439	808F _H	16	FFFF B36E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 440	EIC440	808F _H	16	FFFF B370 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 441	EIC441	808F _H	16	FFFF B372 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 442	EIC442	808F _H	16	FFFF B374 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 443	EIC443	808F _H	16	FFFF B376 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 444	EIC444	808F _H	16	FFFF B378 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 445	EIC445	008F _H	16	FFFF B37A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 446	EIC446	008F _H	16	FFFF B37C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 447	EIC447	808F _H	16	FFFF B37E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 448	EIC448	808F _H	16	FFFF B380 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 449	EIC449	008F _H	16	FFFF B382 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 450	EIC450	008F _H	16	FFFF B384 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 451	EIC451	808F _H	16	FFFF B386 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 452	EIC452	808F _H	16	FFFF B388 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 453	EIC453	008F _H	16	FFFF B38A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 454	EIC454	008F _H	16	FFFF B38C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 455	EIC455	808F _H	16	FFFF B38E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 456	EIC456	808F _H	16	FFFF B390 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 457	EIC457	008F _H	16	FFFF B392 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 458	EIC458	008F _H	16	FFFF B394 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 459	EIC459	808F _H	16	FFFF B396 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 460	EIC460	008F _H	16	FFFF B398 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 461	EIC461	008F _H	16	FFFF B39A _H	0	8, 16
INTC2	EI Level Interrupt Control Register 462	EIC462	008F _H	16	FFFF B39C _H	0	8, 16
INTC2	EI Level Interrupt Control Register 463	EIC463	008F _H	16	FFFF B39E _H	0	8, 16
INTC2	EI Level Interrupt Control Register 464	EIC464	008F _H	16	FFFF B3A0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 465	EIC465	008F _H	16	FFFF B3A2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 466	EIC466	008F _H	16	FFFF B3A4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 467	EIC467	008F _H	16	FFFF B3A6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 468	EIC468	008F _H	16	FFFF B3A8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 469	EIC469	008F _H	16	FFFF B3AA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 470	EIC470	008F _H	16	FFFF B3AC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 471	EIC471	008F _H	16	FFFF B3AE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 472	EIC472	008F _H	16	FFFF B3B0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 473	EIC473	008F _H	16	FFFF B3B2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 474	EIC474	008F _H	16	FFFF B3B4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 475	EIC475	008F _H	16	FFFF B3B6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 480	EIC480	808F _H	16	FFFF B3C0 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 481	EIC481	808F _H	16	FFFF B3C2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 482	EIC482	808F _H	16	FFFF B3C4 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 483	EIC483	808F _H	16	FFFF B3C6 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 484	EIC484	808F _H	16	FFFF B3C8 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 485	EIC485	808F _H	16	FFFF B3CA _H	0	8, 16
INTC2	EI Level Interrupt Control Register 486	EIC486	808F _H	16	FFFF B3CC _H	0	8, 16
INTC2	EI Level Interrupt Control Register 487	EIC487	808F _H	16	FFFF B3CE _H	0	8, 16
INTC2	EI Level Interrupt Control Register 489	EIC489	008F _H	16	FFFF B3D2 _H	0	8, 16
INTC2	EI Level Interrupt Control Register 505	EIC505	808F _H	16	FFFF B3F2 _H	0	8, 16

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Control Register 506	EIC506	808F _H	16	FFFF B3F4 _H	0	8, 16
INTC2	EI Level Interrupt Mask Register 1	IMR1	FFFF FFFF _H	32	FFFF B404 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 2	IMR2	FFFF FFFF _H	32	FFFF B408 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 3	IMR3	FFFF FFFF _H	32	FFFF B40C _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 4	IMR4	FFFF FFFF _H	32	FFFF B410 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 5	IMR5	FFFF FFFF _H	32	FFFF B414 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 6	IMR6	FFFF FFFF _H	32	FFFF B418 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 7	IMR7	FFFF FFFF _H	32	FFFF B41C _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 8	IMR8	FFFF FFFF _H	32	FFFF B420 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 9	IMR9	FFFF FFFF _H	32	FFFF B424 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 10	IMR10	FFFF FFFF _H	32	FFFF B428 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 11	IMR11	FFFF FFFF _H	32	FFFF B42C _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 12	IMR12	FFFF FFFF _H	32	FFFF B430 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 13	IMR13	FFFF FFFF _H	32	FFFF B434 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 14	IMR14	FFFF FFFF _H	32	FFFF B438 _H	0	8, 16, 32
INTC2	EI Level Interrupt Mask Register 15	IMR15	FFFF FFFF _H	32	FFFF B43C _H	0	8, 16, 32
INTC2	EI Level Interrupt Bind Register 33	EIBD33	0000 0001 _H	32	FFFF B884 _H	0	32
INTC2	EI Level Interrupt Bind Register 38	EIBD38	0000 0001 _H	32	FFFF B898 _H	0	32
INTC2	EI Level Interrupt Bind Register 39	EIBD39	0000 0001 _H	32	FFFF B89C _H	0	32
INTC2	EI Level Interrupt Bind Register 40	EIBD40	0000 0001 _H	32	FFFF B8A0 _H	0	32
INTC2	EI Level Interrupt Bind Register 41	EIBD41	0000 0001 _H	32	FFFF B8A4 _H	0	32
INTC2	EI Level Interrupt Bind Register 42	EIBD42	0000 0001 _H	32	FFFF B8A8 _H	0	32
INTC2	EI Level Interrupt Bind Register 43	EIBD43	0000 0001 _H	32	FFFF B8AC _H	0	32
INTC2	EI Level Interrupt Bind Register 44	EIBD44	0000 0001 _H	32	FFFF B8B0 _H	0	32
INTC2	EI Level Interrupt Bind Register 45	EIBD45	0000 0001 _H	32	FFFF B8B4 _H	0	32
INTC2	EI Level Interrupt Bind Register 46	EIBD46	0000 0001 _H	32	FFFF B8B8 _H	0	32
INTC2	EI Level Interrupt Bind Register 47	EIBD47	0000 0001 _H	32	FFFF B8BC _H	0	32
INTC2	EI Level Interrupt Bind Register 48	EIBD48	0000 0001 _H	32	FFFF B8C0 _H	0	32
INTC2	EI Level Interrupt Bind Register 49	EIBD49	0000 0001 _H	32	FFFF B8C4 _H	0	32
INTC2	EI Level Interrupt Bind Register 50	EIBD50	0000 0001 _H	32	FFFF B8C8 _H	0	32
INTC2	EI Level Interrupt Bind Register 51	EIBD51	0000 0001 _H	32	FFFF B8CC _H	0	32
INTC2	EI Level Interrupt Bind Register 52	EIBD52	0000 0001 _H	32	FFFF B8D0 _H	0	32
INTC2	EI Level Interrupt Bind Register 53	EIBD53	0000 0001 _H	32	FFFF B8D4 _H	0	32
INTC2	EI Level Interrupt Bind Register 54	EIBD54	0000 0001 _H	32	FFFF B8D8 _H	0	32
INTC2	EI Level Interrupt Bind Register 55	EIBD55	0000 0001 _H	32	FFFF B8DC _H	0	32
INTC2	EI Level Interrupt Bind Register 57	EIBD57	0000 0001 _H	32	FFFF B8E4 _H	0	32
INTC2	EI Level Interrupt Bind Register 58	EIBD58	0000 0001 _H	32	FFFF B8E8 _H	0	32
INTC2	EI Level Interrupt Bind Register 59	EIBD59	0000 0001 _H	32	FFFF B8EC _H	0	32
INTC2	EI Level Interrupt Bind Register 60	EIBD60	0000 0001 _H	32	FFFF B8F0 _H	0	32
INTC2	EI Level Interrupt Bind Register 61	EIBD61	0000 0001 _H	32	FFFF B8F4 _H	0	32
INTC2	EI Level Interrupt Bind Register 62	EIBD62	0000 0001 _H	32	FFFF B8F8 _H	0	32
INTC2	EI Level Interrupt Bind Register 63	EIBD63	0000 0001 _H	32	FFFF B8FC _H	0	32
INTC2	EI Level Interrupt Bind Register 64	EIBD64	0000 0001 _H	32	FFFF B900 _H	0	32
INTC2	EI Level Interrupt Bind Register 65	EIBD65	0000 0001 _H	32	FFFF B904 _H	0	32
INTC2	EI Level Interrupt Bind Register 66	EIBD66	0000 0001 _H	32	FFFF B908 _H	0	32
INTC2	EI Level Interrupt Bind Register 67	EIBD67	0000 0001 _H	32	FFFF B90C _H	0	32
INTC2	EI Level Interrupt Bind Register 68	EIBD68	0000 0001 _H	32	FFFF B910 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 69	EIBD69	0000 0001 _H	32	FFFF B914 _H	0	32
INTC2	EI Level Interrupt Bind Register 70	EIBD70	0000 0001 _H	32	FFFF B918 _H	0	32
INTC2	EI Level Interrupt Bind Register 71	EIBD71	0000 0001 _H	32	FFFF B91C _H	0	32
INTC2	EI Level Interrupt Bind Register 72	EIBD72	0000 0001 _H	32	FFFF B920 _H	0	32
INTC2	EI Level Interrupt Bind Register 73	EIBD73	0000 0001 _H	32	FFFF B924 _H	0	32
INTC2	EI Level Interrupt Bind Register 74	EIBD74	0000 0001 _H	32	FFFF B928 _H	0	32
INTC2	EI Level Interrupt Bind Register 75	EIBD75	0000 0001 _H	32	FFFF B92C _H	0	32
INTC2	EI Level Interrupt Bind Register 76	EIBD76	0000 0001 _H	32	FFFF B930 _H	0	32
INTC2	EI Level Interrupt Bind Register 77	EIBD77	0000 0001 _H	32	FFFF B934 _H	0	32
INTC2	EI Level Interrupt Bind Register 78	EIBD78	0000 0001 _H	32	FFFF B938 _H	0	32
INTC2	EI Level Interrupt Bind Register 79	EIBD79	0000 0001 _H	32	FFFF B93C _H	0	32
INTC2	EI Level Interrupt Bind Register 80	EIBD80	0000 0001 _H	32	FFFF B940 _H	0	32
INTC2	EI Level Interrupt Bind Register 81	EIBD81	0000 0001 _H	32	FFFF B944 _H	0	32
INTC2	EI Level Interrupt Bind Register 82	EIBD82	0000 0001 _H	32	FFFF B948 _H	0	32
INTC2	EI Level Interrupt Bind Register 83	EIBD83	0000 0001 _H	32	FFFF B94C _H	0	32
INTC2	EI Level Interrupt Bind Register 84	EIBD84	0000 0001 _H	32	FFFF B950 _H	0	32
INTC2	EI Level Interrupt Bind Register 85	EIBD85	0000 0001 _H	32	FFFF B954 _H	0	32
INTC2	EI Level Interrupt Bind Register 86	EIBD86	0000 0001 _H	32	FFFF B958 _H	0	32
INTC2	EI Level Interrupt Bind Register 87	EIBD87	0000 0001 _H	32	FFFF B95C _H	0	32
INTC2	EI Level Interrupt Bind Register 88	EIBD88	0000 0001 _H	32	FFFF B960 _H	0	32
INTC2	EI Level Interrupt Bind Register 89	EIBD89	0000 0001 _H	32	FFFF B964 _H	0	32
INTC2	EI Level Interrupt Bind Register 90	EIBD90	0000 0001 _H	32	FFFF B968 _H	0	32
INTC2	EI Level Interrupt Bind Register 91	EIBD91	0000 0001 _H	32	FFFF B96C _H	0	32
INTC2	EI Level Interrupt Bind Register 92	EIBD92	0000 0001 _H	32	FFFF B970 _H	0	32
INTC2	EI Level Interrupt Bind Register 93	EIBD93	0000 0001 _H	32	FFFF B974 _H	0	32
INTC2	EI Level Interrupt Bind Register 94	EIBD94	0000 0001 _H	32	FFFF B978 _H	0	32
INTC2	EI Level Interrupt Bind Register 95	EIBD95	0000 0001 _H	32	FFFF B97C _H	0	32
INTC2	EI Level Interrupt Bind Register 96	EIBD96	0000 0001 _H	32	FFFF B980 _H	0	32
INTC2	EI Level Interrupt Bind Register 97	EIBD97	0000 0001 _H	32	FFFF B984 _H	0	32
INTC2	EI Level Interrupt Bind Register 98	EIBD98	0000 0001 _H	32	FFFF B988 _H	0	32
INTC2	EI Level Interrupt Bind Register 99	EIBD99	0000 0001 _H	32	FFFF B98C _H	0	32
INTC2	EI Level Interrupt Bind Register 100	EIBD100	0000 0001 _H	32	FFFF B990 _H	0	32
INTC2	EI Level Interrupt Bind Register 101	EIBD101	0000 0001 _H	32	FFFF B994 _H	0	32
INTC2	EI Level Interrupt Bind Register 102	EIBD102	0000 0001 _H	32	FFFF B998 _H	0	32
INTC2	EI Level Interrupt Bind Register 103	EIBD103	0000 0001 _H	32	FFFF B99C _H	0	32
INTC2	EI Level Interrupt Bind Register 104	EIBD104	0000 0001 _H	32	FFFF B9A0 _H	0	32
INTC2	EI Level Interrupt Bind Register 105	EIBD105	0000 0001 _H	32	FFFF B9A4 _H	0	32
INTC2	EI Level Interrupt Bind Register 106	EIBD106	0000 0001 _H	32	FFFF B9A8 _H	0	32
INTC2	EI Level Interrupt Bind Register 107	EIBD107	0000 0001 _H	32	FFFF B9AC _H	0	32
INTC2	EI Level Interrupt Bind Register 108	EIBD108	0000 0001 _H	32	FFFF B9B0 _H	0	32
INTC2	EI Level Interrupt Bind Register 109	EIBD109	0000 0001 _H	32	FFFF B9B4 _H	0	32
INTC2	EI Level Interrupt Bind Register 110	EIBD110	0000 0001 _H	32	FFFF B9B8 _H	0	32
INTC2	EI Level Interrupt Bind Register 111	EIBD111	0000 0001 _H	32	FFFF B9BC _H	0	32
INTC2	EI Level Interrupt Bind Register 112	EIBD112	0000 0001 _H	32	FFFF B9C0 _H	0	32
INTC2	EI Level Interrupt Bind Register 113	EIBD113	0000 0001 _H	32	FFFF B9C4 _H	0	32
INTC2	EI Level Interrupt Bind Register 114	EIBD114	0000 0001 _H	32	FFFF B9C8 _H	0	32
INTC2	EI Level Interrupt Bind Register 115	EIBD115	0000 0001 _H	32	FFFF B9CC _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 116	EIBD116	0000 0001 _H	32	FFFF B9D0 _H	0	32
INTC2	EI Level Interrupt Bind Register 117	EIBD117	0000 0001 _H	32	FFFF B9D4 _H	0	32
INTC2	EI Level Interrupt Bind Register 118	EIBD118	0000 0001 _H	32	FFFF B9D8 _H	0	32
INTC2	EI Level Interrupt Bind Register 119	EIBD119	0000 0001 _H	32	FFFF B9DC _H	0	32
INTC2	EI Level Interrupt Bind Register 120	EIBD120	0000 0001 _H	32	FFFF B9E0 _H	0	32
INTC2	EI Level Interrupt Bind Register 121	EIBD121	0000 0001 _H	32	FFFF B9E4 _H	0	32
INTC2	EI Level Interrupt Bind Register 122	EIBD122	0000 0001 _H	32	FFFF B9E8 _H	0	32
INTC2	EI Level Interrupt Bind Register 123	EIBD123	0000 0001 _H	32	FFFF B9EC _H	0	32
INTC2	EI Level Interrupt Bind Register 124	EIBD124	0000 0001 _H	32	FFFF B9F0 _H	0	32
INTC2	EI Level Interrupt Bind Register 125	EIBD125	0000 0001 _H	32	FFFF B9F4 _H	0	32
INTC2	EI Level Interrupt Bind Register 126	EIBD126	0000 0001 _H	32	FFFF B9F8 _H	0	32
INTC2	EI Level Interrupt Bind Register 127	EIBD127	0000 0001 _H	32	FFFF B9FC _H	0	32
INTC2	EI Level Interrupt Bind Register 128	EIBD128	0000 0001 _H	32	FFFF BA00 _H	0	32
INTC2	EI Level Interrupt Bind Register 129	EIBD129	0000 0001 _H	32	FFFF BA04 _H	0	32
INTC2	EI Level Interrupt Bind Register 130	EIBD130	0000 0001 _H	32	FFFF BA08 _H	0	32
INTC2	EI Level Interrupt Bind Register 131	EIBD131	0000 0001 _H	32	FFFF BA0C _H	0	32
INTC2	EI Level Interrupt Bind Register 132	EIBD132	0000 0001 _H	32	FFFF BA10 _H	0	32
INTC2	EI Level Interrupt Bind Register 133	EIBD133	0000 0001 _H	32	FFFF BA14 _H	0	32
INTC2	EI Level Interrupt Bind Register 134	EIBD134	0000 0001 _H	32	FFFF BA18 _H	0	32
INTC2	EI Level Interrupt Bind Register 135	EIBD135	0000 0001 _H	32	FFFF BA1C _H	0	32
INTC2	EI Level Interrupt Bind Register 136	EIBD136	0000 0001 _H	32	FFFF BA20 _H	0	32
INTC2	EI Level Interrupt Bind Register 137	EIBD137	0000 0001 _H	32	FFFF BA24 _H	0	32
INTC2	EI Level Interrupt Bind Register 138	EIBD138	0000 0001 _H	32	FFFF BA28 _H	0	32
INTC2	EI Level Interrupt Bind Register 139	EIBD139	0000 0001 _H	32	FFFF BA2C _H	0	32
INTC2	EI Level Interrupt Bind Register 140	EIBD140	0000 0001 _H	32	FFFF BA30 _H	0	32
INTC2	EI Level Interrupt Bind Register 141	EIBD141	0000 0001 _H	32	FFFF BA34 _H	0	32
INTC2	EI Level Interrupt Bind Register 142	EIBD142	0000 0001 _H	32	FFFF BA38 _H	0	32
INTC2	EI Level Interrupt Bind Register 143	EIBD143	0000 0001 _H	32	FFFF BA3C _H	0	32
INTC2	EI Level Interrupt Bind Register 144	EIBD144	0000 0001 _H	32	FFFF BA40 _H	0	32
INTC2	EI Level Interrupt Bind Register 145	EIBD145	0000 0001 _H	32	FFFF BA44 _H	0	32
INTC2	EI Level Interrupt Bind Register 146	EIBD146	0000 0001 _H	32	FFFF BA48 _H	0	32
INTC2	EI Level Interrupt Bind Register 147	EIBD147	0000 0001 _H	32	FFFF BA4C _H	0	32
INTC2	EI Level Interrupt Bind Register 148	EIBD148	0000 0001 _H	32	FFFF BA50 _H	0	32
INTC2	EI Level Interrupt Bind Register 149	EIBD149	0000 0001 _H	32	FFFF BA54 _H	0	32
INTC2	EI Level Interrupt Bind Register 150	EIBD150	0000 0001 _H	32	FFFF BA58 _H	0	32
INTC2	EI Level Interrupt Bind Register 151	EIBD151	0000 0001 _H	32	FFFF BA5C _H	0	32
INTC2	EI Level Interrupt Bind Register 152	EIBD152	0000 0001 _H	32	FFFF BA60 _H	0	32
INTC2	EI Level Interrupt Bind Register 153	EIBD153	0000 0001 _H	32	FFFF BA64 _H	0	32
INTC2	EI Level Interrupt Bind Register 154	EIBD154	0000 0001 _H	32	FFFF BA68 _H	0	32
INTC2	EI Level Interrupt Bind Register 155	EIBD155	0000 0001 _H	32	FFFF BA6C _H	0	32
INTC2	EI Level Interrupt Bind Register 156	EIBD156	0000 0001 _H	32	FFFF BA70 _H	0	32
INTC2	EI Level Interrupt Bind Register 157	EIBD157	0000 0001 _H	32	FFFF BA74 _H	0	32
INTC2	EI Level Interrupt Bind Register 158	EIBD158	0000 0001 _H	32	FFFF BA78 _H	0	32
INTC2	EI Level Interrupt Bind Register 159	EIBD159	0000 0001 _H	32	FFFF BA7C _H	0	32
INTC2	EI Level Interrupt Bind Register 160	EIBD160	0000 0001 _H	32	FFFF BA80 _H	0	32
INTC2	EI Level Interrupt Bind Register 161	EIBD161	0000 0001 _H	32	FFFF BA84 _H	0	32
INTC2	EI Level Interrupt Bind Register 162	EIBD162	0000 0001 _H	32	FFFF BA88 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 163	EIBD163	0000 0001 _H	32	FFFF BA8C _H	0	32
INTC2	EI Level Interrupt Bind Register 164	EIBD164	0000 0001 _H	32	FFFF BA90 _H	0	32
INTC2	EI Level Interrupt Bind Register 165	EIBD165	0000 0001 _H	32	FFFF BA94 _H	0	32
INTC2	EI Level Interrupt Bind Register 166	EIBD166	0000 0001 _H	32	FFFF BA98 _H	0	32
INTC2	EI Level Interrupt Bind Register 167	EIBD167	0000 0001 _H	32	FFFF BA9C _H	0	32
INTC2	EI Level Interrupt Bind Register 168	EIBD168	0000 0001 _H	32	FFFF BAA0 _H	0	32
INTC2	EI Level Interrupt Bind Register 169	EIBD169	0000 0001 _H	32	FFFF BAA4 _H	0	32
INTC2	EI Level Interrupt Bind Register 170	EIBD170	0000 0001 _H	32	FFFF BAA8 _H	0	32
INTC2	EI Level Interrupt Bind Register 171	EIBD171	0000 0001 _H	32	FFFF BAAC _H	0	32
INTC2	EI Level Interrupt Bind Register 172	EIBD172	0000 0001 _H	32	FFFF BAB0 _H	0	32
INTC2	EI Level Interrupt Bind Register 173	EIBD173	0000 0001 _H	32	FFFF BAB4 _H	0	32
INTC2	EI Level Interrupt Bind Register 174	EIBD174	0000 0001 _H	32	FFFF BAB8 _H	0	32
INTC2	EI Level Interrupt Bind Register 175	EIBD175	0000 0001 _H	32	FFFF BABC _H	0	32
INTC2	EI Level Interrupt Bind Register 176	EIBD176	0000 0001 _H	32	FFFF BAC0 _H	0	32
INTC2	EI Level Interrupt Bind Register 177	EIBD177	0000 0001 _H	32	FFFF BAC4 _H	0	32
INTC2	EI Level Interrupt Bind Register 178	EIBD178	0000 0001 _H	32	FFFF BAC8 _H	0	32
INTC2	EI Level Interrupt Bind Register 179	EIBD179	0000 0001 _H	32	FFFF BACC _H	0	32
INTC2	EI Level Interrupt Bind Register 180	EIBD180	0000 0001 _H	32	FFFF BAD0 _H	0	32
INTC2	EI Level Interrupt Bind Register 181	EIBD181	0000 0001 _H	32	FFFF BAD4 _H	0	32
INTC2	EI Level Interrupt Bind Register 182	EIBD182	0000 0001 _H	32	FFFF BAD8 _H	0	32
INTC2	EI Level Interrupt Bind Register 183	EIBD183	0000 0001 _H	32	FFFF BADC _H	0	32
INTC2	EI Level Interrupt Bind Register 184	EIBD184	0000 0001 _H	32	FFFF BAE0 _H	0	32
INTC2	EI Level Interrupt Bind Register 185	EIBD185	0000 0001 _H	32	FFFF BAE4 _H	0	32
INTC2	EI Level Interrupt Bind Register 186	EIBD186	0000 0001 _H	32	FFFF BAE8 _H	0	32
INTC2	EI Level Interrupt Bind Register 187	EIBD187	0000 0001 _H	32	FFFF BAEC _H	0	32
INTC2	EI Level Interrupt Bind Register 188	EIBD188	0000 0001 _H	32	FFFF BAF0 _H	0	32
INTC2	EI Level Interrupt Bind Register 189	EIBD189	0000 0001 _H	32	FFFF BAF4 _H	0	32
INTC2	EI Level Interrupt Bind Register 190	EIBD190	0000 0001 _H	32	FFFF BAF8 _H	0	32
INTC2	EI Level Interrupt Bind Register 191	EIBD191	0000 0001 _H	32	FFFF BAFc _H	0	32
INTC2	EI Level Interrupt Bind Register 192	EIBD192	0000 0001 _H	32	FFFF BB00 _H	0	32
INTC2	EI Level Interrupt Bind Register 193	EIBD193	0000 0001 _H	32	FFFF BB04 _H	0	32
INTC2	EI Level Interrupt Bind Register 194	EIBD194	0000 0001 _H	32	FFFF BB08 _H	0	32
INTC2	EI Level Interrupt Bind Register 195	EIBD195	0000 0001 _H	32	FFFF BB0C _H	0	32
INTC2	EI Level Interrupt Bind Register 196	EIBD196	0000 0001 _H	32	FFFF BB10 _H	0	32
INTC2	EI Level Interrupt Bind Register 197	EIBD197	0000 0001 _H	32	FFFF BB14 _H	0	32
INTC2	EI Level Interrupt Bind Register 198	EIBD198	0000 0001 _H	32	FFFF BB18 _H	0	32
INTC2	EI Level Interrupt Bind Register 199	EIBD199	0000 0001 _H	32	FFFF BB1C _H	0	32
INTC2	EI Level Interrupt Bind Register 200	EIBD200	0000 0001 _H	32	FFFF BB20 _H	0	32
INTC2	EI Level Interrupt Bind Register 201	EIBD201	0000 0001 _H	32	FFFF BB24 _H	0	32
INTC2	EI Level Interrupt Bind Register 202	EIBD202	0000 0001 _H	32	FFFF BB28 _H	0	32
INTC2	EI Level Interrupt Bind Register 203	EIBD203	0000 0001 _H	32	FFFF BB2C _H	0	32
INTC2	EI Level Interrupt Bind Register 204	EIBD204	0000 0001 _H	32	FFFF BB30 _H	0	32
INTC2	EI Level Interrupt Bind Register 205	EIBD205	0000 0001 _H	32	FFFF BB34 _H	0	32
INTC2	EI Level Interrupt Bind Register 206	EIBD206	0000 0001 _H	32	FFFF BB38 _H	0	32
INTC2	EI Level Interrupt Bind Register 207	EIBD207	0000 0001 _H	32	FFFF BB3C _H	0	32
INTC2	EI Level Interrupt Bind Register 208	EIBD208	0000 0001 _H	32	FFFF BB40 _H	0	32
INTC2	EI Level Interrupt Bind Register 209	EIBD209	0000 0001 _H	32	FFFF BB44 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 210	EIBD210	0000 0001 _H	32	FFFF BB48 _H	0	32
INTC2	EI Level Interrupt Bind Register 211	EIBD211	0000 0001 _H	32	FFFF BB4C _H	0	32
INTC2	EI Level Interrupt Bind Register 212	EIBD212	0000 0001 _H	32	FFFF BB50 _H	0	32
INTC2	EI Level Interrupt Bind Register 213	EIBD213	0000 0001 _H	32	FFFF BB54 _H	0	32
INTC2	EI Level Interrupt Bind Register 214	EIBD214	0000 0001 _H	32	FFFF BB58 _H	0	32
INTC2	EI Level Interrupt Bind Register 215	EIBD215	0000 0001 _H	32	FFFF BB5C _H	0	32
INTC2	EI Level Interrupt Bind Register 216	EIBD216	0000 0001 _H	32	FFFF BB60 _H	0	32
INTC2	EI Level Interrupt Bind Register 217	EIBD217	0000 0001 _H	32	FFFF BB64 _H	0	32
INTC2	EI Level Interrupt Bind Register 218	EIBD218	0000 0001 _H	32	FFFF BB68 _H	0	32
INTC2	EI Level Interrupt Bind Register 219	EIBD219	0000 0001 _H	32	FFFF BB6C _H	0	32
INTC2	EI Level Interrupt Bind Register 220	EIBD220	0000 0001 _H	32	FFFF BB70 _H	0	32
INTC2	EI Level Interrupt Bind Register 221	EIBD221	0000 0001 _H	32	FFFF BB74 _H	0	32
INTC2	EI Level Interrupt Bind Register 222	EIBD222	0000 0001 _H	32	FFFF BB78 _H	0	32
INTC2	EI Level Interrupt Bind Register 223	EIBD223	0000 0001 _H	32	FFFF BB7C _H	0	32
INTC2	EI Level Interrupt Bind Register 224	EIBD224	0000 0001 _H	32	FFFF BB80 _H	0	32
INTC2	EI Level Interrupt Bind Register 225	EIBD225	0000 0001 _H	32	FFFF BB84 _H	0	32
INTC2	EI Level Interrupt Bind Register 226	EIBD226	0000 0001 _H	32	FFFF BB88 _H	0	32
INTC2	EI Level Interrupt Bind Register 227	EIBD227	0000 0001 _H	32	FFFF BB8C _H	0	32
INTC2	EI Level Interrupt Bind Register 228	EIBD228	0000 0001 _H	32	FFFF BB90 _H	0	32
INTC2	EI Level Interrupt Bind Register 229	EIBD229	0000 0001 _H	32	FFFF BB94 _H	0	32
INTC2	EI Level Interrupt Bind Register 230	EIBD230	0000 0001 _H	32	FFFF BB98 _H	0	32
INTC2	EI Level Interrupt Bind Register 231	EIBD231	0000 0001 _H	32	FFFF BB9C _H	0	32
INTC2	EI Level Interrupt Bind Register 232	EIBD232	0000 0001 _H	32	FFFF BBA0 _H	0	32
INTC2	EI Level Interrupt Bind Register 233	EIBD233	0000 0001 _H	32	FFFF BBA4 _H	0	32
INTC2	EI Level Interrupt Bind Register 234	EIBD234	0000 0001 _H	32	FFFF BBA8 _H	0	32
INTC2	EI Level Interrupt Bind Register 235	EIBD235	0000 0001 _H	32	FFFF BBAC _H	0	32
INTC2	EI Level Interrupt Bind Register 236	EIBD236	0000 0001 _H	32	FFFF BBB0 _H	0	32
INTC2	EI Level Interrupt Bind Register 237	EIBD237	0000 0001 _H	32	FFFF BBB4 _H	0	32
INTC2	EI Level Interrupt Bind Register 238	EIBD238	0000 0001 _H	32	FFFF BBB8 _H	0	32
INTC2	EI Level Interrupt Bind Register 239	EIBD239	0000 0001 _H	32	FFFF BBBC _H	0	32
INTC2	EI Level Interrupt Bind Register 240	EIBD240	0000 0001 _H	32	FFFF BBC0 _H	0	32
INTC2	EI Level Interrupt Bind Register 241	EIBD241	0000 0001 _H	32	FFFF BBC4 _H	0	32
INTC2	EI Level Interrupt Bind Register 242	EIBD242	0000 0001 _H	32	FFFF BBC8 _H	0	32
INTC2	EI Level Interrupt Bind Register 243	EIBD243	0000 0001 _H	32	FFFF BBCC _H	0	32
INTC2	EI Level Interrupt Bind Register 244	EIBD244	0000 0001 _H	32	FFFF BBD0 _H	0	32
INTC2	EI Level Interrupt Bind Register 245	EIBD245	0000 0001 _H	32	FFFF BBD4 _H	0	32
INTC2	EI Level Interrupt Bind Register 246	EIBD246	0000 0001 _H	32	FFFF BBD8 _H	0	32
INTC2	EI Level Interrupt Bind Register 247	EIBD247	0000 0001 _H	32	FFFF BBDC _H	0	32
INTC2	EI Level Interrupt Bind Register 248	EIBD248	0000 0001 _H	32	FFFF BBE0 _H	0	32
INTC2	EI Level Interrupt Bind Register 249	EIBD249	0000 0001 _H	32	FFFF BBE4 _H	0	32
INTC2	EI Level Interrupt Bind Register 250	EIBD250	0000 0001 _H	32	FFFF BBE8 _H	0	32
INTC2	EI Level Interrupt Bind Register 251	EIBD251	0000 0001 _H	32	FFFF BBEC _H	0	32
INTC2	EI Level Interrupt Bind Register 252	EIBD252	0000 0001 _H	32	FFFF BBF0 _H	0	32
INTC2	EI Level Interrupt Bind Register 253	EIBD253	0000 0001 _H	32	FFFF BBF4 _H	0	32
INTC2	EI Level Interrupt Bind Register 254	EIBD254	0000 0001 _H	32	FFFF BBF8 _H	0	32
INTC2	EI Level Interrupt Bind Register 255	EIBD255	0000 0001 _H	32	FFFF BBFC _H	0	32
INTC2	EI Level Interrupt Bind Register 256	EIBD256	0000 0001 _H	32	FFFF BC00 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 257	EIBD257	0000 0001 _H	32	FFFF BC04 _H	0	32
INTC2	EI Level Interrupt Bind Register 258	EIBD258	0000 0001 _H	32	FFFF BC08 _H	0	32
INTC2	EI Level Interrupt Bind Register 259	EIBD259	0000 0001 _H	32	FFFF BC0C _H	0	32
INTC2	EI Level Interrupt Bind Register 260	EIBD260	0000 0001 _H	32	FFFF BC10 _H	0	32
INTC2	EI Level Interrupt Bind Register 261	EIBD261	0000 0001 _H	32	FFFF BC14 _H	0	32
INTC2	EI Level Interrupt Bind Register 262	EIBD262	0000 0001 _H	32	FFFF BC18 _H	0	32
INTC2	EI Level Interrupt Bind Register 263	EIBD263	0000 0001 _H	32	FFFF BC1C _H	0	32
INTC2	EI Level Interrupt Bind Register 264	EIBD264	0000 0001 _H	32	FFFF BC20 _H	0	32
INTC2	EI Level Interrupt Bind Register 265	EIBD265	0000 0001 _H	32	FFFF BC24 _H	0	32
INTC2	EI Level Interrupt Bind Register 266	EIBD266	0000 0001 _H	32	FFFF BC28 _H	0	32
INTC2	EI Level Interrupt Bind Register 267	EIBD267	0000 0001 _H	32	FFFF BC2C _H	0	32
INTC2	EI Level Interrupt Bind Register 268	EIBD268	0000 0001 _H	32	FFFF BC30 _H	0	32
INTC2	EI Level Interrupt Bind Register 269	EIBD269	0000 0001 _H	32	FFFF BC34 _H	0	32
INTC2	EI Level Interrupt Bind Register 270	EIBD270	0000 0001 _H	32	FFFF BC38 _H	0	32
INTC2	EI Level Interrupt Bind Register 271	EIBD271	0000 0001 _H	32	FFFF BC3C _H	0	32
INTC2	EI Level Interrupt Bind Register 272	EIBD272	0000 0001 _H	32	FFFF BC40 _H	0	32
INTC2	EI Level Interrupt Bind Register 273	EIBD273	0000 0001 _H	32	FFFF BC44 _H	0	32
INTC2	EI Level Interrupt Bind Register 274	EIBD274	0000 0001 _H	32	FFFF BC48 _H	0	32
INTC2	EI Level Interrupt Bind Register 275	EIBD275	0000 0001 _H	32	FFFF BC4C _H	0	32
INTC2	EI Level Interrupt Bind Register 276	EIBD276	0000 0001 _H	32	FFFF BC50 _H	0	32
INTC2	EI Level Interrupt Bind Register 277	EIBD277	0000 0001 _H	32	FFFF BC54 _H	0	32
INTC2	EI Level Interrupt Bind Register 278	EIBD278	0000 0001 _H	32	FFFF BC58 _H	0	32
INTC2	EI Level Interrupt Bind Register 279	EIBD279	0000 0001 _H	32	FFFF BC5C _H	0	32
INTC2	EI Level Interrupt Bind Register 280	EIBD280	0000 0001 _H	32	FFFF BC60 _H	0	32
INTC2	EI Level Interrupt Bind Register 281	EIBD281	0000 0001 _H	32	FFFF BC64 _H	0	32
INTC2	EI Level Interrupt Bind Register 282	EIBD282	0000 0001 _H	32	FFFF BC68 _H	0	32
INTC2	EI Level Interrupt Bind Register 283	EIBD283	0000 0001 _H	32	FFFF BC6C _H	0	32
INTC2	EI Level Interrupt Bind Register 284	EIBD284	0000 0001 _H	32	FFFF BC70 _H	0	32
INTC2	EI Level Interrupt Bind Register 285	EIBD285	0000 0001 _H	32	FFFF BC74 _H	0	32
INTC2	EI Level Interrupt Bind Register 286	EIBD286	0000 0001 _H	32	FFFF BC78 _H	0	32
INTC2	EI Level Interrupt Bind Register 287	EIBD287	0000 0001 _H	32	FFFF BC7C _H	0	32
INTC2	EI Level Interrupt Bind Register 288	EIBD288	0000 0001 _H	32	FFFF BC80 _H	0	32
INTC2	EI Level Interrupt Bind Register 289	EIBD289	0000 0001 _H	32	FFFF BC84 _H	0	32
INTC2	EI Level Interrupt Bind Register 290	EIBD290	0000 0001 _H	32	FFFF BC88 _H	0	32
INTC2	EI Level Interrupt Bind Register 291	EIBD291	0000 0001 _H	32	FFFF BC8C _H	0	32
INTC2	EI Level Interrupt Bind Register 292	EIBD292	0000 0001 _H	32	FFFF BC90 _H	0	32
INTC2	EI Level Interrupt Bind Register 293	EIBD293	0000 0001 _H	32	FFFF BC94 _H	0	32
INTC2	EI Level Interrupt Bind Register 294	EIBD294	0000 0001 _H	32	FFFF BC98 _H	0	32
INTC2	EI Level Interrupt Bind Register 295	EIBD295	0000 0001 _H	32	FFFF BC9C _H	0	32
INTC2	EI Level Interrupt Bind Register 296	EIBD296	0000 0001 _H	32	FFFF BCA0 _H	0	32
INTC2	EI Level Interrupt Bind Register 297	EIBD297	0000 0001 _H	32	FFFF BCA4 _H	0	32
INTC2	EI Level Interrupt Bind Register 298	EIBD298	0000 0001 _H	32	FFFF BCA8 _H	0	32
INTC2	EI Level Interrupt Bind Register 299	EIBD299	0000 0001 _H	32	FFFF BCAC _H	0	32
INTC2	EI Level Interrupt Bind Register 300	EIBD300	0000 0001 _H	32	FFFF BCB0 _H	0	32
INTC2	EI Level Interrupt Bind Register 301	EIBD301	0000 0001 _H	32	FFFF BCB4 _H	0	32
INTC2	EI Level Interrupt Bind Register 302	EIBD302	0000 0001 _H	32	FFFF BCB8 _H	0	32
INTC2	EI Level Interrupt Bind Register 303	EIBD303	0000 0001 _H	32	FFFF BCB _C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 304	EIBD304	0000 0001 _H	32	FFFF BCC0 _H	0	32
INTC2	EI Level Interrupt Bind Register 305	EIBD305	0000 0001 _H	32	FFFF BCC4 _H	0	32
INTC2	EI Level Interrupt Bind Register 306	EIBD306	0000 0001 _H	32	FFFF BCC8 _H	0	32
INTC2	EI Level Interrupt Bind Register 307	EIBD307	0000 0001 _H	32	FFFF BCCC _H	0	32
INTC2	EI Level Interrupt Bind Register 308	EIBD308	0000 0001 _H	32	FFFF BCD0 _H	0	32
INTC2	EI Level Interrupt Bind Register 309	EIBD309	0000 0001 _H	32	FFFF BCD4 _H	0	32
INTC2	EI Level Interrupt Bind Register 310	EIBD310	0000 0001 _H	32	FFFF BCD8 _H	0	32
INTC2	EI Level Interrupt Bind Register 311	EIBD311	0000 0001 _H	32	FFFF BCD _C _H	0	32
INTC2	EI Level Interrupt Bind Register 312	EIBD312	0000 0001 _H	32	FFFF BCE0 _H	0	32
INTC2	EI Level Interrupt Bind Register 313	EIBD313	0000 0001 _H	32	FFFF BCE4 _H	0	32
INTC2	EI Level Interrupt Bind Register 314	EIBD314	0000 0001 _H	32	FFFF BCE8 _H	0	32
INTC2	EI Level Interrupt Bind Register 315	EIBD315	0000 0001 _H	32	FFFF BCE _C _H	0	32
INTC2	EI Level Interrupt Bind Register 316	EIBD316	0000 0001 _H	32	FFFF BCF0 _H	0	32
INTC2	EI Level Interrupt Bind Register 317	EIBD317	0000 0001 _H	32	FFFF BCF4 _H	0	32
INTC2	EI Level Interrupt Bind Register 318	EIBD318	0000 0001 _H	32	FFFF BCF8 _H	0	32
INTC2	EI Level Interrupt Bind Register 321	EIBD321	0000 0001 _H	32	FFFF BD04 _H	0	32
INTC2	EI Level Interrupt Bind Register 322	EIBD322	0000 0001 _H	32	FFFF BD08 _H	0	32
INTC2	EI Level Interrupt Bind Register 323	EIBD323	0000 0001 _H	32	FFFF BD0 _C _H	0	32
INTC2	EI Level Interrupt Bind Register 324	EIBD324	0000 0001 _H	32	FFFF BD10 _H	0	32
INTC2	EI Level Interrupt Bind Register 325	EIBD325	0000 0001 _H	32	FFFF BD14 _H	0	32
INTC2	EI Level Interrupt Bind Register 326	EIBD326	0000 0001 _H	32	FFFF BD18 _H	0	32
INTC2	EI Level Interrupt Bind Register 329	EIBD329	0000 0001 _H	32	FFFF BD24 _H	0	32
INTC2	EI Level Interrupt Bind Register 330	EIBD330	0000 0001 _H	32	FFFF BD28 _H	0	32
INTC2	EI Level Interrupt Bind Register 331	EIBD331	0000 0001 _H	32	FFFF BD2 _C _H	0	32
INTC2	EI Level Interrupt Bind Register 332	EIBD332	0000 0001 _H	32	FFFF BD30 _H	0	32
INTC2	EI Level Interrupt Bind Register 333	EIBD333	0000 0001 _H	32	FFFF BD34 _H	0	32
INTC2	EI Level Interrupt Bind Register 334	EIBD334	0000 0001 _H	32	FFFF BD38 _H	0	32
INTC2	EI Level Interrupt Bind Register 337	EIBD337	0000 0001 _H	32	FFFF BD44 _H	0	32
INTC2	EI Level Interrupt Bind Register 338	EIBD338	0000 0001 _H	32	FFFF BD48 _H	0	32
INTC2	EI Level Interrupt Bind Register 339	EIBD339	0000 0001 _H	32	FFFF BD4 _C _H	0	32
INTC2	EI Level Interrupt Bind Register 340	EIBD340	0000 0001 _H	32	FFFF BD50 _H	0	32
INTC2	EI Level Interrupt Bind Register 341	EIBD341	0000 0001 _H	32	FFFF BD54 _H	0	32
INTC2	EI Level Interrupt Bind Register 342	EIBD342	0000 0001 _H	32	FFFF BD58 _H	0	32
INTC2	EI Level Interrupt Bind Register 343	EIBD343	0000 0001 _H	32	FFFF BD5 _C _H	0	32
INTC2	EI Level Interrupt Bind Register 344	EIBD344	0000 0001 _H	32	FFFF BD60 _H	0	32
INTC2	EI Level Interrupt Bind Register 345	EIBD345	0000 0001 _H	32	FFFF BD64 _H	0	32
INTC2	EI Level Interrupt Bind Register 346	EIBD346	0000 0001 _H	32	FFFF BD68 _H	0	32
INTC2	EI Level Interrupt Bind Register 347	EIBD347	0000 0001 _H	32	FFFF BD6 _C _H	0	32
INTC2	EI Level Interrupt Bind Register 348	EIBD348	0000 0001 _H	32	FFFF BD70 _H	0	32
INTC2	EI Level Interrupt Bind Register 349	EIBD349	0000 0001 _H	32	FFFF BD74 _H	0	32
INTC2	EI Level Interrupt Bind Register 350	EIBD350	0000 0001 _H	32	FFFF BD78 _H	0	32
INTC2	EI Level Interrupt Bind Register 351	EIBD351	0000 0001 _H	32	FFFF BD7 _C _H	0	32
INTC2	EI Level Interrupt Bind Register 352	EIBD352	0000 0001 _H	32	FFFF BD80 _H	0	32
INTC2	EI Level Interrupt Bind Register 353	EIBD353	0000 0001 _H	32	FFFF BD84 _H	0	32
INTC2	EI Level Interrupt Bind Register 354	EIBD354	0000 0001 _H	32	FFFF BD88 _H	0	32
INTC2	EI Level Interrupt Bind Register 355	EIBD355	0000 0001 _H	32	FFFF BD8 _C _H	0	32
INTC2	EI Level Interrupt Bind Register 356	EIBD356	0000 0001 _H	32	FFFF BD90 _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 357	EIBD357	0000 0001 _H	32	FFFF BD94 _H	0	32
INTC2	EI Level Interrupt Bind Register 358	EIBD358	0000 0001 _H	32	FFFF BD98 _H	0	32
INTC2	EI Level Interrupt Bind Register 359	EIBD359	0000 0001 _H	32	FFFF BD9C _H	0	32
INTC2	EI Level Interrupt Bind Register 360	EIBD360	0000 0001 _H	32	FFFF BDA0 _H	0	32
INTC2	EI Level Interrupt Bind Register 361	EIBD361	0000 0001 _H	32	FFFF BDA4 _H	0	32
INTC2	EI Level Interrupt Bind Register 362	EIBD362	0000 0001 _H	32	FFFF BDA8 _H	0	32
INTC2	EI Level Interrupt Bind Register 363	EIBD363	0000 0001 _H	32	FFFF BDAC _H	0	32
INTC2	EI Level Interrupt Bind Register 364	EIBD364	0000 0001 _H	32	FFFF BDB0 _H	0	32
INTC2	EI Level Interrupt Bind Register 365	EIBD365	0000 0001 _H	32	FFFF BDB4 _H	0	32
INTC2	EI Level Interrupt Bind Register 366	EIBD366	0000 0001 _H	32	FFFF BDB8 _H	0	32
INTC2	EI Level Interrupt Bind Register 367	EIBD367	0000 0001 _H	32	FFFF BDBC _H	0	32
INTC2	EI Level Interrupt Bind Register 368	EIBD368	0000 0001 _H	32	FFFF BDC0 _H	0	32
INTC2	EI Level Interrupt Bind Register 369	EIBD369	0000 0001 _H	32	FFFF BDC4 _H	0	32
INTC2	EI Level Interrupt Bind Register 370	EIBD370	0000 0001 _H	32	FFFF BDC8 _H	0	32
INTC2	EI Level Interrupt Bind Register 371	EIBD371	0000 0001 _H	32	FFFF BDCC _H	0	32
INTC2	EI Level Interrupt Bind Register 372	EIBD372	0000 0001 _H	32	FFFF BDD0 _H	0	32
INTC2	EI Level Interrupt Bind Register 373	EIBD373	0000 0001 _H	32	FFFF BDD4 _H	0	32
INTC2	EI Level Interrupt Bind Register 374	EIBD374	0000 0001 _H	32	FFFF BDD8 _H	0	32
INTC2	EI Level Interrupt Bind Register 375	EIBD375	0000 0001 _H	32	FFFF BDDC _H	0	32
INTC2	EI Level Interrupt Bind Register 376	EIBD376	0000 0001 _H	32	FFFF BDE0 _H	0	32
INTC2	EI Level Interrupt Bind Register 377	EIBD377	0000 0001 _H	32	FFFF BDE4 _H	0	32
INTC2	EI Level Interrupt Bind Register 378	EIBD378	0000 0001 _H	32	FFFF BDE8 _H	0	32
INTC2	EI Level Interrupt Bind Register 379	EIBD379	0000 0001 _H	32	FFFF BDEC _H	0	32
INTC2	EI Level Interrupt Bind Register 380	EIBD380	0000 0001 _H	32	FFFF BDF0 _H	0	32
INTC2	EI Level Interrupt Bind Register 381	EIBD381	0000 0001 _H	32	FFFF BDF4 _H	0	32
INTC2	EI Level Interrupt Bind Register 382	EIBD382	0000 0001 _H	32	FFFF BDF8 _H	0	32
INTC2	EI Level Interrupt Bind Register 383	EIBD383	0000 0001 _H	32	FFFF BDFC _H	0	32
INTC2	EI Level Interrupt Bind Register 384	EIBD384	0000 0001 _H	32	FFFF BE00 _H	0	32
INTC2	EI Level Interrupt Bind Register 385	EIBD385	0000 0001 _H	32	FFFF BE04 _H	0	32
INTC2	EI Level Interrupt Bind Register 386	EIBD386	0000 0001 _H	32	FFFF BE08 _H	0	32
INTC2	EI Level Interrupt Bind Register 387	EIBD387	0000 0001 _H	32	FFFF BE0C _H	0	32
INTC2	EI Level Interrupt Bind Register 388	EIBD388	0000 0001 _H	32	FFFF BE10 _H	0	32
INTC2	EI Level Interrupt Bind Register 389	EIBD389	0000 0001 _H	32	FFFF BE14 _H	0	32
INTC2	EI Level Interrupt Bind Register 390	EIBD390	0000 0001 _H	32	FFFF BE18 _H	0	32
INTC2	EI Level Interrupt Bind Register 391	EIBD391	0000 0001 _H	32	FFFF BE1C _H	0	32
INTC2	EI Level Interrupt Bind Register 392	EIBD392	0000 0001 _H	32	FFFF BE20 _H	0	32
INTC2	EI Level Interrupt Bind Register 393	EIBD393	0000 0001 _H	32	FFFF BE24 _H	0	32
INTC2	EI Level Interrupt Bind Register 394	EIBD394	0000 0001 _H	32	FFFF BE28 _H	0	32
INTC2	EI Level Interrupt Bind Register 395	EIBD395	0000 0001 _H	32	FFFF BE2C _H	0	32
INTC2	EI Level Interrupt Bind Register 396	EIBD396	0000 0001 _H	32	FFFF BE30 _H	0	32
INTC2	EI Level Interrupt Bind Register 397	EIBD397	0000 0001 _H	32	FFFF BE34 _H	0	32
INTC2	EI Level Interrupt Bind Register 398	EIBD398	0000 0001 _H	32	FFFF BE38 _H	0	32
INTC2	EI Level Interrupt Bind Register 399	EIBD399	0000 0001 _H	32	FFFF BE3C _H	0	32
INTC2	EI Level Interrupt Bind Register 400	EIBD400	0000 0001 _H	32	FFFF BE40 _H	0	32
INTC2	EI Level Interrupt Bind Register 401	EIBD401	0000 0001 _H	32	FFFF BE44 _H	0	32
INTC2	EI Level Interrupt Bind Register 402	EIBD402	0000 0001 _H	32	FFFF BE48 _H	0	32
INTC2	EI Level Interrupt Bind Register 403	EIBD403	0000 0001 _H	32	FFFF BE4C _H	0	32

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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 404	EIBD404	0000 0001 _H	32	FFFF BE50 _H	0	32
INTC2	EI Level Interrupt Bind Register 405	EIBD405	0000 0001 _H	32	FFFF BE54 _H	0	32
INTC2	EI Level Interrupt Bind Register 406	EIBD406	0000 0001 _H	32	FFFF BE58 _H	0	32
INTC2	EI Level Interrupt Bind Register 407	EIBD407	0000 0001 _H	32	FFFF BE5C _H	0	32
INTC2	EI Level Interrupt Bind Register 408	EIBD408	0000 0001 _H	32	FFFF BE60 _H	0	32
INTC2	EI Level Interrupt Bind Register 409	EIBD409	0000 0001 _H	32	FFFF BE64 _H	0	32
INTC2	EI Level Interrupt Bind Register 410	EIBD410	0000 0001 _H	32	FFFF BE68 _H	0	32
INTC2	EI Level Interrupt Bind Register 411	EIBD411	0000 0001 _H	32	FFFF BE6C _H	0	32
INTC2	EI Level Interrupt Bind Register 412	EIBD412	0000 0001 _H	32	FFFF BE70 _H	0	32
INTC2	EI Level Interrupt Bind Register 413	EIBD413	0000 0001 _H	32	FFFF BE74 _H	0	32
INTC2	EI Level Interrupt Bind Register 414	EIBD414	0000 0001 _H	32	FFFF BE78 _H	0	32
INTC2	EI Level Interrupt Bind Register 415	EIBD415	0000 0001 _H	32	FFFF BE7C _H	0	32
INTC2	EI Level Interrupt Bind Register 416	EIBD416	0000 0001 _H	32	FFFF BE80 _H	0	32
INTC2	EI Level Interrupt Bind Register 417	EIBD417	0000 0001 _H	32	FFFF BE84 _H	0	32
INTC2	EI Level Interrupt Bind Register 418	EIBD418	0000 0001 _H	32	FFFF BE88 _H	0	32
INTC2	EI Level Interrupt Bind Register 419	EIBD419	0000 0001 _H	32	FFFF BE8C _H	0	32
INTC2	EI Level Interrupt Bind Register 420	EIBD420	0000 0001 _H	32	FFFF BE90 _H	0	32
INTC2	EI Level Interrupt Bind Register 421	EIBD421	0000 0001 _H	32	FFFF BE94 _H	0	32
INTC2	EI Level Interrupt Bind Register 422	EIBD422	0000 0001 _H	32	FFFF BE98 _H	0	32
INTC2	EI Level Interrupt Bind Register 423	EIBD423	0000 0001 _H	32	FFFF BE9C _H	0	32
INTC2	EI Level Interrupt Bind Register 424	EIBD424	0000 0001 _H	32	FFFF BEA0 _H	0	32
INTC2	EI Level Interrupt Bind Register 425	EIBD425	0000 0001 _H	32	FFFF BEA4 _H	0	32
INTC2	EI Level Interrupt Bind Register 429	EIBD429	0000 0001 _H	32	FFFF BEB4 _H	0	32
INTC2	EI Level Interrupt Bind Register 430	EIBD430	0000 0001 _H	32	FFFF BEB8 _H	0	32
INTC2	EI Level Interrupt Bind Register 431	EIBD431	0000 0001 _H	32	FFFF BEBC _H	0	32
INTC2	EI Level Interrupt Bind Register 432	EIBD432	0000 0001 _H	32	FFFF BEC0 _H	0	32
INTC2	EI Level Interrupt Bind Register 433	EIBD433	0000 0001 _H	32	FFFF BEC4 _H	0	32
INTC2	EI Level Interrupt Bind Register 434	EIBD434	0000 0001 _H	32	FFFF BEC8 _H	0	32
INTC2	EI Level Interrupt Bind Register 435	EIBD435	0000 0001 _H	32	FFFF BECC _H	0	32
INTC2	EI Level Interrupt Bind Register 436	EIBD436	0000 0001 _H	32	FFFF BED0 _H	0	32
INTC2	EI Level Interrupt Bind Register 437	EIBD437	0000 0001 _H	32	FFFF BED4 _H	0	32
INTC2	EI Level Interrupt Bind Register 438	EIBD438	0000 0001 _H	32	FFFF BED8 _H	0	32
INTC2	EI Level Interrupt Bind Register 439	EIBD439	0000 0001 _H	32	FFFF BEDC _H	0	32
INTC2	EI Level Interrupt Bind Register 440	EIBD440	0000 0001 _H	32	FFFF BEE0 _H	0	32
INTC2	EI Level Interrupt Bind Register 441	EIBD441	0000 0001 _H	32	FFFF BEE4 _H	0	32
INTC2	EI Level Interrupt Bind Register 442	EIBD442	0000 0001 _H	32	FFFF BEE8 _H	0	32
INTC2	EI Level Interrupt Bind Register 443	EIBD443	0000 0001 _H	32	FFFF BEEC _H	0	32
INTC2	EI Level Interrupt Bind Register 444	EIBD444	0000 0001 _H	32	FFFF BEF0 _H	0	32
INTC2	EI Level Interrupt Bind Register 445	EIBD445	0000 0001 _H	32	FFFF BEF4 _H	0	32
INTC2	EI Level Interrupt Bind Register 446	EIBD446	0000 0001 _H	32	FFFF BEF8 _H	0	32
INTC2	EI Level Interrupt Bind Register 447	EIBD447	0000 0001 _H	32	FFFF BEFC _H	0	32
INTC2	EI Level Interrupt Bind Register 448	EIBD448	0000 0001 _H	32	FFFF BF00 _H	0	32
INTC2	EI Level Interrupt Bind Register 449	EIBD449	0000 0001 _H	32	FFFF BF04 _H	0	32
INTC2	EI Level Interrupt Bind Register 450	EIBD450	0000 0001 _H	32	FFFF BF08 _H	0	32
INTC2	EI Level Interrupt Bind Register 451	EIBD451	0000 0001 _H	32	FFFF BF0C _H	0	32
INTC2	EI Level Interrupt Bind Register 452	EIBD452	0000 0001 _H	32	FFFF BF10 _H	0	32
INTC2	EI Level Interrupt Bind Register 453	EIBD453	0000 0001 _H	32	FFFF BF14 _H	0	32

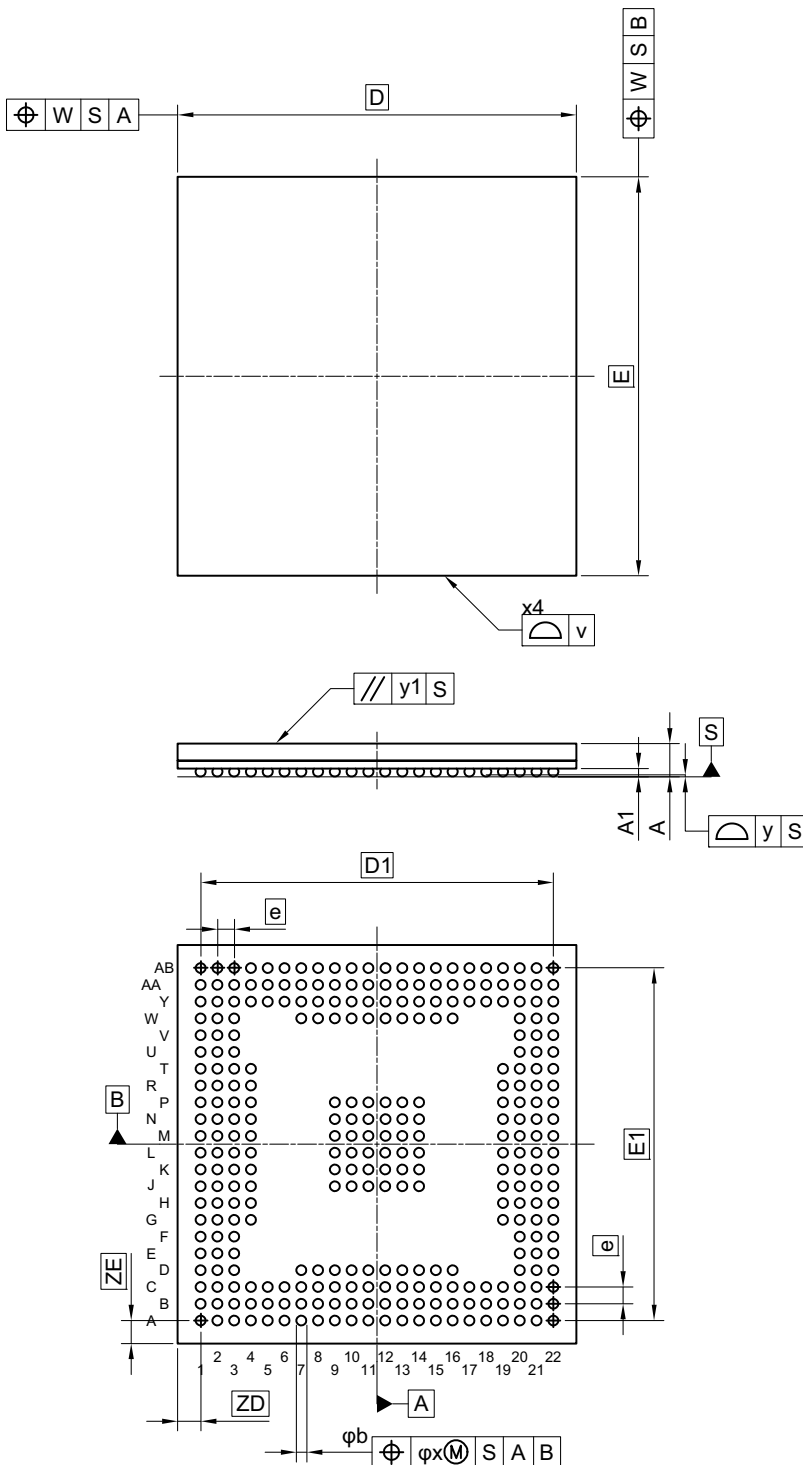
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Module Name	Register Name	Register Symbol	Value After Reset	Number of Bits	Address	Peripheral Group	Access Size
INTC2	EI Level Interrupt Bind Register 454	EIBD454	0000 0001 _H	32	FFFF BF18 _H	0	32
INTC2	EI Level Interrupt Bind Register 455	EIBD455	0000 0001 _H	32	FFFF BF1C _H	0	32
INTC2	EI Level Interrupt Bind Register 456	EIBD456	0000 0001 _H	32	FFFF BF20 _H	0	32
INTC2	EI Level Interrupt Bind Register 457	EIBD457	0000 0001 _H	32	FFFF BF24 _H	0	32
INTC2	EI Level Interrupt Bind Register 458	EIBD458	0000 0001 _H	32	FFFF BF28 _H	0	32
INTC2	EI Level Interrupt Bind Register 459	EIBD459	0000 0001 _H	32	FFFF BF2C _H	0	32
INTC2	EI Level Interrupt Bind Register 460	EIBD460	0000 0001 _H	32	FFFF BF30 _H	0	32
INTC2	EI Level Interrupt Bind Register 461	EIBD461	0000 0001 _H	32	FFFF BF34 _H	0	32
INTC2	EI Level Interrupt Bind Register 462	EIBD462	0000 0001 _H	32	FFFF BF38 _H	0	32
INTC2	EI Level Interrupt Bind Register 463	EIBD463	0000 0001 _H	32	FFFF BF3C _H	0	32
INTC2	EI Level Interrupt Bind Register 464	EIBD464	0000 0001 _H	32	FFFF BF40 _H	0	32
INTC2	EI Level Interrupt Bind Register 465	EIBD465	0000 0001 _H	32	FFFF BF44 _H	0	32
INTC2	EI Level Interrupt Bind Register 466	EIBD466	0000 0001 _H	32	FFFF BF48 _H	0	32
INTC2	EI Level Interrupt Bind Register 467	EIBD467	0000 0001 _H	32	FFFF BF4C _H	0	32
INTC2	EI Level Interrupt Bind Register 468	EIBD468	0000 0001 _H	32	FFFF BF50 _H	0	32
INTC2	EI Level Interrupt Bind Register 469	EIBD469	0000 0001 _H	32	FFFF BF54 _H	0	32
INTC2	EI Level Interrupt Bind Register 470	EIBD470	0000 0001 _H	32	FFFF BF58 _H	0	32
INTC2	EI Level Interrupt Bind Register 471	EIBD471	0000 0001 _H	32	FFFF BF5C _H	0	32
INTC2	EI Level Interrupt Bind Register 472	EIBD472	0000 0001 _H	32	FFFF BF60 _H	0	32
INTC2	EI Level Interrupt Bind Register 473	EIBD473	0000 0001 _H	32	FFFF BF64 _H	0	32
INTC2	EI Level Interrupt Bind Register 474	EIBD474	0000 0001 _H	32	FFFF BF68 _H	0	32
INTC2	EI Level Interrupt Bind Register 475	EIBD475	0000 0001 _H	32	FFFF BF6C _H	0	32
INTC2	EI Level Interrupt Bind Register 480	EIBD480	0000 0001 _H	32	FFFF BF80 _H	0	32
INTC2	EI Level Interrupt Bind Register 481	EIBD481	0000 0001 _H	32	FFFF BF84 _H	0	32
INTC2	EI Level Interrupt Bind Register 482	EIBD482	0000 0001 _H	32	FFFF BF88 _H	0	32
INTC2	EI Level Interrupt Bind Register 483	EIBD483	0000 0001 _H	32	FFFF BF8C _H	0	32
INTC2	EI Level Interrupt Bind Register 484	EIBD484	0000 0001 _H	32	FFFF BF90 _H	0	32
INTC2	EI Level Interrupt Bind Register 485	EIBD485	0000 0001 _H	32	FFFF BF94 _H	0	32
INTC2	EI Level Interrupt Bind Register 486	EIBD486	0000 0001 _H	32	FFFF BF98 _H	0	32
INTC2	EI Level Interrupt Bind Register 487	EIBD487	0000 0001 _H	32	FFFF BF9C _H	0	32
INTC2	EI Level Interrupt Bind Register 489	EIBD489	0000 0001 _H	32	FFFF BFA4 _H	0	32
INTC2	EI Level Interrupt Bind Register 505	EIBD505	0000 0001 _H	32	FFFF BFE4 _H	0	32
INTC2	EI Level Interrupt Bind Register 506	EIBD506	0000 0001 _H	32	FFFF BFE8 _H	0	32

Appendix Package Dimensions

JEITA Package code	RENESAS code	Previous code	MASS(TYP.)[g]
P-FBGA304-19x19-0.80	PRBG0304GB-A	-	1.10

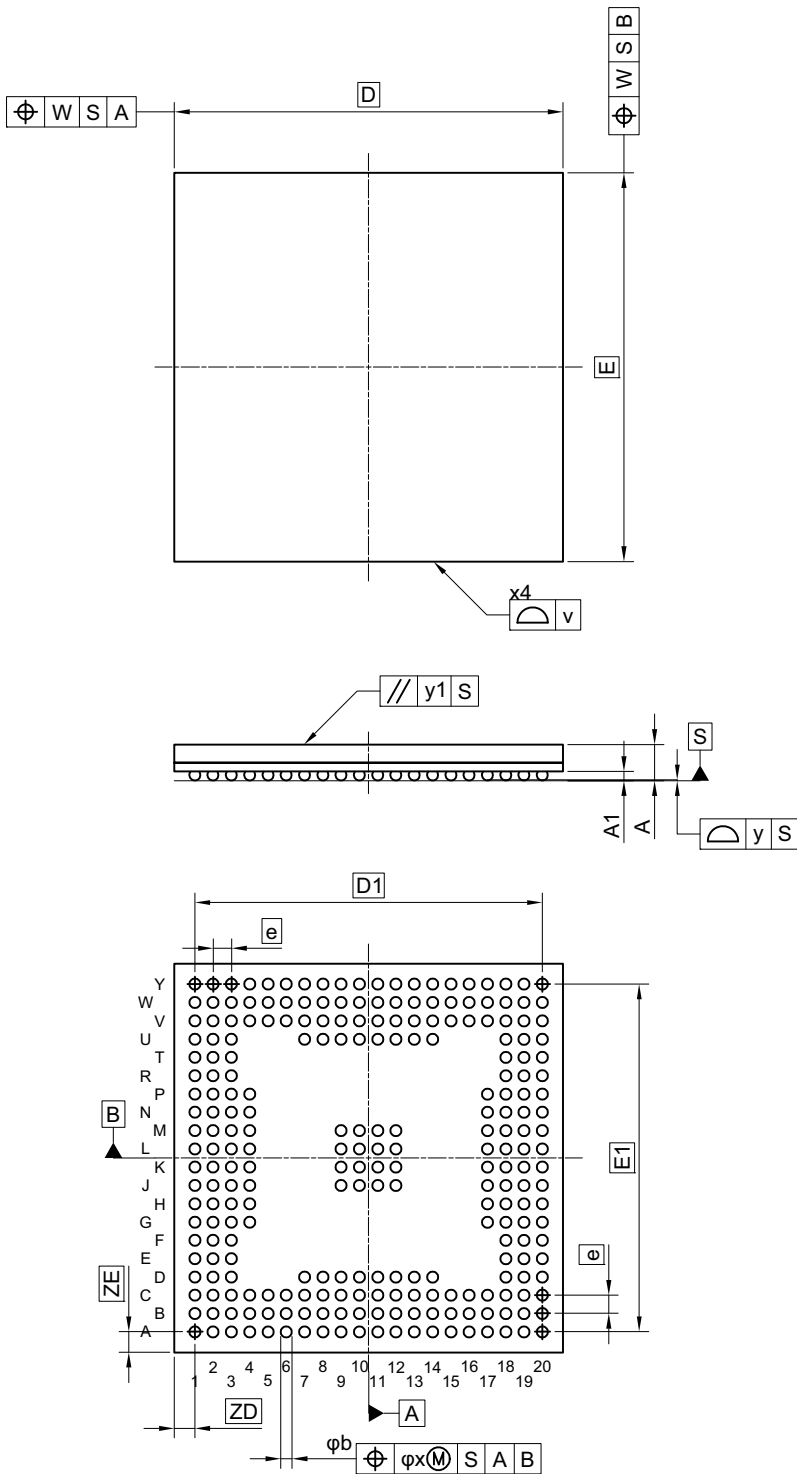
Unit : mm



Reference Symbol	Dimension in Millimeters		
	Min.	Nom.	Max.
D	-	19.00	-
$D1$	-	16.80	-
E	-	19.00	-
$E1$	-	16.80	-
v	-	-	0.15
w	-	-	0.20
e	-	0.80	-
A	-	1.58	2.00
$A1$	0.30	0.35	0.40
b	0.49	0.54	0.59
x	-	-	0.08
y	-	-	0.10
$y1$	-	-	0.20
ZD	-	1.10	-
ZE	-	1.10	-

JEITA Package code	RENESAS code	Previous code	MASS(TYP.)[g]
P-FBGA252-17x17-0.80	PRBG0252GB-A	-	0.90

Unit : mm



Reference Symbol	Dimension in Millimeters		
	Min.	Nom.	Max.
D	-	17.00	-
$D1$	-	15.20	-
E	-	17.00	-
$E1$	-	15.20	-
v	-	-	0.15
w	-	-	0.20
e	-	0.80	-
A	-	1.58	2.00
$A1$	0.30	0.35	0.40
b	0.49	0.54	0.59
x	-	-	0.08
y	-	-	0.10
$y1$	-	-	0.20
ZD	-	0.90	-
ZE	-	0.90	-

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Rev.	Date	Description	
		Page	Summary
1.00	Jun 30, 2016	—	First Edition issued
1.10	Nov 30, 2017	Section 1 Overview	
		59	1.2 Features: CAN interface: The name of the conforming standard for RS-CAN mode and CAN-FD mode, modified CAN ISO-11898-1 (2003) → CAN ISO 11898-1: 2015 CAN-FD ISO-11898 (2014) → CAN-FD ISO 11898-1: 2015 The number of FlexRay channels, corrected
		78	Figure 1.3 Internal Block Diagram: GRAM interface unit, modified
		Section 2 Pins	
		105	2.1.4.6, (1) PCRn_m — Port Control Register: The description on the batch setting of multiple bits was moved to CAUTIONS. CAUTIONS added.
		105, 106	Table 2.28 PCRn_m Register Contents: The functional description of bits 31, 29 to 26, 23 to 20, 15 to 13, 11 to 9, 7, and 3 (reserved), modified
		143	Table 2.65 DNF Insertion Targets: Table heading, corrected (E1M-S BGA252 → E1M-S2 BGA304 BGA252)
		Section 3 CPU System	
		206	3.2.1.2, (5), (h) MCC — Memory protection setting check command register: The description, corrected
		211	Table 3.52 ICDATL Register Contents: The functional description, added
		212	Table 3.53 ICDATH Register Contents: The functional description, added
		213	3.2.1.2, (6), (h) ICERR — Instruction cache error register: The description, added. The name of bits 14 and 13 in the bit chart, corrected (ICHEW → ICHEWY)
		219	3.2.2.2 Instruction Cache Function: The description of "Data Array, DATA", added
		219	Figure 3.4 Data Alignment in the Instruction Cache: Added
		219	3.2.2.3 Data Buffer Function: The description, corrected (four-line → eight-line)
		221	3.2.4.1, (2) Protection Made by PEID and SPID: The description, corrected (16 Mbytes → 2 Mbytes)
		230	Table 3.71 Register Contents of IPGECRUM: CAUTION added to the functional description of the DS bit
		231	Table 3.72 Register Contents of IPGADRUM: CAUTION added to the functional description
		236	Table 3.78 SEGCONT Register Contents (2/2): The functional description of the LSUE bit, modified (implemented → unimplemented), The functional description, added.
		237	3.2.4.3, (2), (b) SEGFLAG — Error Occurrence Retention Register: The name of bits 7 and 5 in the bit chart, corrected (GBMF → GRMF, CFMF → CFBF)
		238	3.2.4.3, (2), (c) SEGADDR — Error Factor Retention Register (Address): The value after reset in the bit chart, corrected
		241	Table 3.82 Features of the RH850G3K Core: The caution when PCU is not in use, added
		246	3.3.1.2, (2), (b) EIPSW — Status save register when acknowledging EI level exception register: The name of bit 0 in the bit chart, corrected (V → Z)
		248	3.3.1.2, (2), (d) FEPSW — Status save register when acknowledging FE level exception register: The name of bit 0 in the bit chart, corrected (V → Z)
		249	3.3.1.2, (2), (e) PSW — Program status word register: The name of bit 0 in the bit chart, corrected (V → Z)
		260	Table 3.111 MCTL Register Contents: Note for the functional description of the MA bit, modified
		261	3.3.1.2, (3), (a) ISPR — Priority of interrupt being serviced register: The name of bits 15, 13, 11, and 9 in the bit chart, corrected (0 described)
		262	Table 3.114 PMR Register Contents: In the functional description of PM7-0, the priority of bit 7, corrected
		266	Table 3.118 MPM Register Contents: Note added to the SVP bit
		267	3.3.1.2, (5), (d) MPBRGN — MPU base region register: The bit width of the MPBRGN bit in the bit chart, corrected (4 to 0 → 3 to 0)

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1.10	Nov 30, 2017	267	Table 3.120 MPBRGN Register Contents: The bit width of the MPBRGN bit, corrected (4 to 0 → 3 to 0)		
		267	3.3.1.2, (5), (e) MPTRGN — MPU end region register: The bit width of the MPTRGN bit in the bit chart, corrected (4 to 0 → 3 to 0)		
		267	Table 3.121 MPTRGN Register Contents: The bit width of the MPTRGN bit, corrected (4 to 0 → 3 to 0)		
		277	3.5.1.1 When updated results in the control registers are reflected in the implementation of a subsequent instruction: Example 2: (4), corrected		
		Section 4 Address Space			
		282	Table 4.1 Address Space: Terms unified in the description of "Address Space Type" (0000 0000 _H to 003F FFFF _H : FCU firmware area → FCU firmware storage area, 0103 7000 _H to 0103 7FFF _H : FCU firmware area → FCU firmware storage area 2)		
		Section 6 Interrupt			
		291	Table 6.1 Interrupt Control: The "Access width" column, added		
		292	Table 6.2 External Interrupts, Software Interrupts, and NMI: The "Access width" column, added		
		292	Table 6.3 Interrupt Merge Function: The "Access width" column, added		
		292	Table 6.4 ATU-IV Interrupt Control: The "Access width" column, added		
		293	Table 6.5 EIC Register Contents (1/2): The functional description of the EIRFn bit, modified		
		294	Table 6.5 EIC Register Contents (2/2): The functional description of the EIMKn bit, corrected (PMF bit → PMEI bit)		
		306	6.2.11 TIMER — Timer Interrupt Mask Enable Register: The description of the IME2 bit, added		
		310	6.4 Interrupt Exception Handler and Priority Operations: CAUTION deleted		
		332	Figure 6.4 Example of Software Interrupt Processing Flow: The condition of Y/N judgment, corrected		
		Section 7 DMA			
		339	7.2.1.2 Executing a DMA Cycle: The description, added		
		355	7.3.2 Suspending, Resuming, and Aborting Transfer by a DMAC Channel: The description, added		
		359	Table 7.5 List of Functions for Suspending, Resuming, and Aborting Transfer: Note 3, added		
		360	7.4.2 DMA Transfer Error: The description, added		
		363	7.5.2.4 Illegal Access: The description, added		
		386	7.9.2.7 DTSER2 — DTS Error Register 2: The name of bit 31 in the bit chart, corrected (RMADED → RAMDED)		
		410	Table 7.42 DTCTn Register Contents (3/3): CAUTIONS 1, modified		
		423	Figure 7.12 Structure of the TI: The figure for TI-H, corrected		
		425	7.11.1.4 Caution about accessing the TI: The description, corrected (Bits 31 to 26 of the TI-H → Bits 31 to 23 of the TI-H)		
		426	Table 7.54 DTS Channel Register Address: Registers DTSA _{nnn} , DTD _{nnn} , and DTT _{Cnnn} of duplicated entries, deleted. Registers DTFST _{nnn} , DTFSS _{nnn} , and DTFSC _{nnn} , added.		
		Section 9 Power Supply Circuit			
		451	9.1 Features: Uses of power supply for TTLVCC, modified		
		Section 10 Power Supply Voltage Monitor			
		457	Table 10.1 Register Specifications: The "Access Protection" column, added		
		461	10.3.4 HDETCTL — Upper Limit Voltage Setting Register: The name of bits 1 and 0 in the bit chart, modified (VDDREFH1, VDDREFH0 → VDDREFH[1:0])		
		461	Table 10.5 HDETCTL Register Contents: The name of bits 1 and 0, modified (VDDREFH1, VDDREFH0 → VDDREFH[1:0])		
		462	10.3.5 LDETCTL — Lower Limit Voltage Register: The name of bits 1 and 0 in the bit chart, modified (VDDREFL1, VDDREFL0 → VDDREFL[1:0])		
		462	Table 10.6 LDETCTL Register Contents: The name of bits 1 and 0, modified (VDDREFL1, VDDREFL0 → VDDREFL[1:0])		

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1.10	Nov 30, 2017	463	10.3.6 VSDETFCTL — Detection Signal Filter Control Register: The name of bits 1 and 0 in the bit chart, modified (DETF1, DETF0 → DETF[1:0])
		463	Table 10.7 VSDETFCTL Register Contents: The name of bits 1 and 0, modified (DETF1, DETF0 → DETF[1:0])
		Section 11 Clock Controller	
		467	11.1 Features: The description on the clock gear up, added. Note 1, added.
		468	Table 11.1 List of Clocks: Note 3, added
		484	11.5.1 Operation When the Divide Function Is Used: A duplicate of the reference in the description, deleted
		489	Table 11.16 Pin Specifications: The "Access Protection" column, added
		Section 12 Standby Controller	
		502	12.2.1 Power Off Standby Mode: The description, modified (SRAM → RAM, the reference added)
		504	Table 12.2 EPTCNT Register Contents: The functional description of bits 31 to 1 (reserved), modified
		Section 13 Clocked Serial Interface H (CSIH)	
		529	Figure 13.1 CSIH Block Diagram: The name of registers, corrected (CSIHnRX0 → CSIHnRX0W/H, CSIHnTX0 → CSIHnTX0W/H)
		539	Figure 13.7 Chip Select and RCB Example: The error in the figure, corrected (Inter-data time → Idle time, CSIHnCFG1.CSIHnID1[3:0] → CSIHnCFG1.CSIHnID1[2:0])
		547	13.5.7, (2) Data length greater than 16 bits: The error in the description of "Example", corrected (2 to 16 bits plus 8 bits → two 16-bit blocks plus 8 bits)
		Section 14 Serial Communication Interface 3 (SCI3)	
		600	Table 14.5 SCI3nSCR Register Contents (2/2): The functional description of bits CKE[1:0], modified (For asynchronous mode: 1X: External clock → 1X: Setting prohibited)
		603	14.3.8 SCI3nSCMR — Serial Transfer Format Register: R/W of bits 7 to 4, 1, and 0 in the bit chart, corrected
		604	14.3.9 SCI3nSEMR — Serial Extended Mode Register: R/W of bits 5, 4, 1, and 0 in the bit chart, corrected
		605	Table 14.9 Relationship between Setting N in SCI3nBRR and Bit Rate B: The calculation formula for "Bit Rate" and "Mean Error", modified
		611	14.4.2 Receive Data Sampling Timing and Reception Margin: The description of symbol N, modified
		612	14.4.3 Clock: The description, deleted
		614	14.4.6 Serial Data Transmission (Asynchronous Mode): Supplementary note on operation when data transmission in asynchronous mode is enabled, added
		615	Figure 14.7 Example of Serial Transmission Flowchart: The description of [1], modified
		616	Figure 14.8 Example Flowchart for Stopping the SCI3 after Serial Transmission: The error, corrected
		617	14.4.7 Serial Data Reception (Asynchronous Mode): The description in item 3, modified (transferred to RDR → transferred to SCI3nRDR) The error in the description of 5. modified (Reading the RDRF flag → Reading SCI3nRDR)
		624	Figure 14.15 Example of Multi-Processor Serial Reception Flowchart (1): The condition of Y/N judgment, corrected (Is ORER or RER set to 1? → Is ORER or FER set to 1?)
		637	14.8 Interrupt Sources: CAUTION was changed to Note. The description, added.
		638	14.9.2 Mark State and Break Output: Added
		Section 15 LIN Master Interface (RLIN2)	
		641	Table 15.5 Clock Supply: The errors in "Clock for the Unit" and "Supply Clock Name", corrected
		658	Table 15.23 RLN21nmLiMST Register Contents: The functional description of bits 7 to 2 (reserved), corrected
		660	15.3.3.10 RLN21nmLiST — LIN Status Register: The description of "ERR Flag", corrected (TER → FTER)

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1.10	Nov 30, 2017	661	15.3.3.11 RLN21nmLiEST — LIN Error Status Register: The description of "Access", modified (read → read/written)
		666	15.3.3.14 RLN21nmLiCBr — LIN Checksum Buffer Register: The description, corrected (after frame transmission completion → after frame transmission/reception completion)
		667	15.3.3.15 RLN21nmLiDBRb — LIN Data Buffer b Register: The description when the error was detected, added to "For response reception"
		682	Table 15.35 Types of Statuses: The description of "Status" and "Status Set Condition" in "HTRC flag in RLN21nmLiST register", corrected (reception end → transmission end, received successfully → transmitted successfully)
		691	Figure 15.16 Block Diagram of Baud Rate Generation in LIN Master Mode: The error in Note 3, corrected (N + 1 (N = 0 to 255) → M + 1 (M = 0 to 255))
		Section 16 CANFD Interface (RS-CANFD)	
		696	Table 16.9 RS-CANFD Module Specifications (1/3): The number of receive buffers, modified (0 to 63 buffers → 0 to 64 buffers)
		698	16.2.3 Switching the CAN FD Protocol: The description, modified. The name of the conforming standard for CAN-FD mode, modified.
		700	16.3.1 List of Registers: Table 16.174 and Table 16.175 were added as the reference
		709	16.3.3.2 RSCANnCMCTR — Channel Control Register: The description of the ERRD bit, modified (RSCFDnCFDCmERFL → RSCANnCMERFL, the description added)
		726	Table 16.23 RSCANnGERFL Register Contents (1/2): The functional description of bits 15 to 3 (reserved), modified
		740	16.3.5.5 RSCANnGAFLP0j — Receive Rule Pointer 0 Register: The bit width of the GAFLRMDP[6:0] bits in the bit chart, corrected (14 to 9 → 14 to 8), R/W of bit 8, modified
		744	16.3.6.2 RSCANnRMNDy — Receive Buffer New Data Register y: The name of the bit in the bit chart, modified
		760	16.3.8.1 RSCANnCFCK — Transmit/Receive FIFO Buffer Configuration/Control Register: The description of the CFTML[3:0] bits, modified (the reference added)
		781	16.3.9.6 RSCANnCFSTIS — Transmit/Receive FIFO Buffer Transmit Interrupt Flag Status Register: The name of bit 1 in the bit chart, corrected (CH1TXIF1 → CF1TXIF)
		792	16.3.10.7 RSCANnTMIECy — Transmit Buffer Interrupt Enable Configuration Register: The name of the bit in the bit chart, modified
		794	16.3.11.1 RSCANnTMTRSTSy — Transmit Buffer Transmit Request Status Register: The name of the bit in the bit chart, modified
		796	16.3.11.2 RSCANnTMTARSTSy — Transmit Buffer Transmit Abort Request Status Register: The name of the bit in the bit chart, modified
		798	16.3.11.3 RSCANnTMTCASTSy — Transmit Buffer Transmit Complete Status Register: The name of the bit in the bit chart, modified
		800	16.3.11.4 RSCANnTMTASTSy — Transmit Buffer Transmit Abort Status Register: The name of the bit in the bit chart, modified
		803	16.3.12.1 RSCANnTXQCCm — Transmit Queue Configuration/Control Register: The description of the TXQDC[3:0] bits, modified (the reference added)
		804	Table 16.76 RSCANnTXQSTSm Register Contents: The functional description of bits 31 to 3 (reserved), corrected
		808	16.3.13.1 RSCANnTHLCCm — Transmit History List Configuration/Control Register: The description of the THLDTE and THLE bits, modified
		816	16.3.14.2 RSCANnGTSTCTR — Global Test Control Register: The description of the RTME bit, modified (the reference added)
		819	16.4.1 List of Registers: Table 16.174 and Table 16.175 were added as the reference
		825	16.4.3.1 RSCFDnCFDCmNCFG — Channel Nominal Bit Rate Configuration Register: The description of bits NBRP[9:0], added
		840	16.4.3.5 RSCFDnCFDCmDCFG — Channel Data Bit Rate Configuration register: The description of bits DBRP[7:0], added
841, 842	16.4.3.6 RSCFDnCFDCmFDCFG — Channel CAN FD Configuration Register: The name of bit 28 in the bit chart, corrected (FODE → FDOE). The description on the FDOE and GWBRS bits, modified		

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1.10	Nov 30, 2017	846, 847	16.4.3.8 RSCFDnCFDCmFDSTS — Channel CAN FD Status Register: The name of bit 7 in the bit chart, corrected (TDCV → TDCVF). NOTE added.
		852	16.4.4.1 RSCFDnCFDGCFCFG — Global Configuration Register: The description on the CMPOC bit, added
		858	Table 16.106 RSCFDnCFDGERFL Register Contents (1/2): The functional description of bits 15 to 4 (reserved), modified
		864	Table 16.109 RSCFDnCFDGFDCFCFG Register Contents: The functional description of the RPED bit, modified
		864	16.4.4.7 RSCFDnCFDGFDCFCFG — Global FD Configuration Register: The name of the bit, corrected (PRED Bit → RPED Bit)
		871	16.4.5.5 RSCFDnCFDGAFLP0_j — Receive Rule Pointer 0 Register: The name of bit 15 in the bit chart, corrected (GAFLRVM → GAFLRMV)
		871	Table 16.114 RSCFDnCFDGAFLP0_j Register Contents (1/2): The functional description of the GAFLDLC[3:0] bits, modified (0 data bytes → DLC check is disabled)
		875	16.4.6.2 RSCFDnCFDRMNDy — Receive Buffer New Data Register: The name of the bit in the bit chart, modified
		894	16.4.8.1 RSCFDnCFDFCCK — Transmit/receive FIFO Buffer Configuration and Control Register k: The functional description of the CFTML[3:0] bits, modified (the reference added)
		905	Table 16.134 RSCFDnCFDCFFDCSTSk Register Contents: The functional description of bits 31 to 3 (reserved), added
		928	16.4.10.7 RSCFDnCFDTMIECy — Transmit Buffer Interrupt Enable Configuration Register: The name of the bit in the bit chart, modified
		930	16.4.11.1 RSCFDnCFDTMTRSTSy — Transmit Buffer Transmit Request Status Register: The name of the bit in the bit chart, modified
		932	16.4.11.2 RSCFDnCFDTMTARSTSy — Transmit Buffer Transmit Abort Request Status Register: The name of the bit in the bit chart, modified
		934	16.4.11.3 RSCFDnCFDTMTCSTSy — Transmit Buffer Transmit Complete Status Register: The name of the bit in the bit chart, modified
		936	16.4.11.4 RSCFDnCFDTMTASTSy — Transmit Buffer Transmit Abort Status Register: The name of the bit in the bit chart, modified
		939	16.4.12.1 RSCFDnCFDTXQCCm — Transmit Queue Configuration and Control Register: The functional description of the TXQDC[3:0] bits, modified (the reference added)
		940	Table 16.159 RSCFDnCFDTXQSTSm Register Contents: The functional description of bits 31 to 3 (reserved), modified
		952	16.4.14.2 RSCFDnCFDGTSTCTR — Global Test Control Register: The functional description of RTME bit, modified (the reference added)
		957	Figure 16.2 CAN Global Interrupt Block Diagram: The figure, modified (RSCFDn(CFD)CFDGCTR.CMPOFIE → RSCFDnCFDGCTR.CMPOFIE, RSCFDn(CFD)CFDGERFL.CMPOF → RSCFDnCFDGERFL.CMPOF)
		958	Figure 16.3 CAN Channel Interrupt Block Diagram: The figure, modified (RSCFDn(CFD)CTR.EOCOIE → RSCFDnCFDCmCTR.EOCOIE, RSCFDn(CFD)FDSTS.EOCO → RSCFDnCFDCmFDSTS.EOCO, RSCFDn(CFD)CTR.SOCOIE → RSCFDnCFDCmCTR.SOCOIE, RSCFDn(CFD)FDSTS.SOCO → RSCFDnCFDCmFDSTS.SOCO, RSCFDn(CFD)CTR.TDCVFIE → RSCFDnCFDCmCTR.TDCVFIE, RSCFDn(CFD)FDSTS.TDCVF → RSCFDnCFDCmFDSTS.TDCVF)
962	Figure 16.5 Channel Mode State Transition Chart: The description of the shift from the bus off state to the idle state, and from the bus off state to the transmission state, added. Note 3, added.		
966	Table 16.174 Registers Initialized in Global Reset Mode or Channel Reset Mode: SCNT[3:0] was added to the description of "Bit/Flag" for the RSCFDnCFDCmFDCRC register		
968	16.7 Reception Function: The description, modified (0 to 63 receive buffers → 0 to 64 receive buffers)		
969	Figure 16.6 Entry of Receive Rules (in the case of setting channel 0,1): The name of the register, modified		
971	16.7.1.3 Routing Processing: The description, added		

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1.10	Nov 30, 2017	977	16.8.3.1 Interval Transmission Function: The description, added
		978	Figure 16.10 Interval Timer Block Diagram: Note 1, added
		986	16.10.5 RAM Test: The description, added
		990	16.11.1.2 Bit Timing Setting: The description, added
		997	Figure 16.21 Buffer Setting Procedure: The number of receive buffers, modified ((0 to 96) → (0 to 64))
		998	Figure 16.22 SSP timing: Note added
		998	16.11.1.6 Transmitter Delay Compensation (Only in CAN FD Mode): The description, added
		1017	Figure 16.36 Protection Release Procedure: The condition of the judgment, modified (RSCFDn(CFD)GCTR → RSCFDn(CFD)GSTS)
		1018	Figure 16.37 RAM Test Setting Procedure: Note 1, added
		1020	16.12 Notes on the RS-CANFD Module: The name of the register, modified (RSCFDn(CFD)TMTRSTS2 → RSCFDn(CFD)TMTRSTS1, RSCFDn(CFD)TMTARSTS2 → RSCFDn(CFD)TMTARSTS1, RSCFDn(CFD)TMTCASTS2 → RSCFDn(CFD)TMTCASTS1, RSCFDn(CFD)TMTASTS2 → RSCFDn(CFD)TMTASTS1, RSCFDn(CFD)TMIEC2 → RSCFDn(CFD)TMIEC1)
		Section 17 FlexRay	
		1022	17.1 FlexRay Module: The description, corrected (V2.1 Rev. A → V2.1)
		1023	17.1.1 Overview: The error in the specification of communication, corrected (V2.1 Rev. A → V2.1)
		1027	17.1.3 Block Diagram: The description of "Timer (TIM)", modified
		1051	17.2.4.3 FLXA0FREILS — FlexRay Error Interrupt Line Select Register: The name of bit 9 in the bit chart, corrected (IBAL → IIBAL)
		1068	Table 17.17 FLXA0FRT2C Register Contents: The error in the functional description of the T2RC bit, modified
		1074	Table 17.20 FLXA0FRSUCC1 Register Contents (2/2): The functional description of the CMD[3:0] bits, corrected (1011, deleted)
		1088	17.2.6.6 FLXA0FRPRTC2 — FlexRay PRT Configuration Register 2: The value after reset of bit 8 in the bit chart, modified
		1140	17.2.8.4 FLXA0FRFCL — FlexRay FIFO Critical Level Register: The value after reset of bit 7 in the bit chart, modified
		1151	17.2.9.5 FLXA0FRTRXQi — FlexRay Transmission Request i: The name of the bit in the bit chart, modified
		1152	17.2.9.6 FLXA0FRNDATi — FlexRay New Data Register i: The name of the bit in the bit chart, modified
		1153	17.2.9.7 FLXA0FRMBSCi — FlexRay Message Buffer Status Changed Register i: The name of the bit in the bit chart, modified
		1188	17.2.12.2, (6) FLXA0FROTC.OTCS: The description, modified (NDAT bits → ND bits, MBSC bits → MBC bits, FLXA0FRMBSC register → FLXA0FRMBSCi register)
		1201	17.2.13.2 FLXA0FROTS — FlexRay Output Transfer Status Register: The name of bits 11 and 10 in the bit chart, corrected (FWS → FWIS, OWS → OWIS)
		1216	Figure 17.6 Configuration of NIT Start and Offset Correction Start: The name of registers, corrected (FLXA0FRGTU2.MPC → FLXA0FRGTUC2.MPC, FLXA0FRGTU4.NIT → FLXA0FRGTUC4.NIT, FLXA0FRGTU4.OCS → FLXA0FRGTUC4.OCS)
		1241	17.3.9.4 Frame Transmission: The name of the register, modified (FLXA0FRTRXQ1 → FLXA0FRTRXQ1)
		1274	17.3.16.1, (3) Input pointer table: Equation 1, modified (((FLXA0FRITC.ITM + 1) × D × 2) × 4) → (((FLXA0FRITC.ITM + 1) × 2) × 4))
		1284	17.3.16.2, (3) Output pointer table: The description, modified (NDAT bit → ND bit, MBSC bit → MBC bit)
		1285	17.3.16.2, (5) Transfer function of dedicated message buffers: The name of the register and the flag, modified (FLXA0FRNDAT → FLXA0FRNDATi, NDAT → ND, FLXA0FRMBSC → FLXA0FRMBSCi, MBSC → MBC)

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1.10	Nov 30, 2017	1295	17.3.16.5, (1) Read error during transfer from TBF to MBF: The description, modified (FLXA0FRNDAT flag → ND flag in the FLXA0FRNDATi register)
		1298	17.3.16.6, (2) System bus transfer time: Equation 8 , modified (XXXXX → XXXX * (2 + 68) + 3)
		Section 18 Renesas High-Speed Bus (RHSB)	
		1328	18.2.4.8 RHSBjDCD — Downstream Command Data Register: The name of the bit in the bit chart, modified
		1348	18.2.6.2 RHSBjIS — Interrupt Status Register: The name of bit 25 in the bit chart, corrected (RHSBjUE → RHSBjUEF)
		Section 19 Single Edge Nibble Transmission (RSENT)	
		All	Terms unified The following terms were unified to “status and communication nibbles”. status/communication nibbles communication and status nibble The following terms were unified to “channel message reception buffer”. channel message buffer channel receive buffer channel receive message buffer The following term was unified to “message reception buffer”. receive message buffer → message reception buffer
		1408	The description at the beginning of the section, deleted
		1410	Table 19.5 RSENTn Input/Output Signals: The functional description, modified (RSENT data input → RSENT receive data input, RSENT data output → RSENT SPC extension output)
		1411	19.2 Functions: The description, modified (rising edges → falling edges)
		1414	Table 19.7 RSENTnTSPC Register Contents: The functional description of the TTPV[6:0] bits, modified
		1416	19.3.2 RSENTnTSC — RSENT Timestamp Counter: The description when reading the timestamp value of RSENTnTSC.TS (Timestamp), deleted
		1434	19.3.10 RSENTnCSC — RSENT Communication Status Clear Register: The description of RSENTnCSC.SEC (Slow Channel Encoding Error Clear), added
		1438	19.3.13 RSENTnCPL — RSENT Calibration Pulse Length Register: The name of bit 16 in the bit chart, modified (CPLV16 → CPLV[16]). The description of RSENTnCPL.CPLV (Calibration Pulse Length Value), modified.
		1443	Figure 19.2 Transition between Operation Modes: The transition condition from OPERATION ACTIVE to OPERATION IDLE, modified
		1444	19.4.2 CONFIGURATION Mode: The description of “Write access”, modified (and RSENTnMDC → RSENTnMDC, and RSENTnCSC)
		1446	19.5.1.1 Timestamp Clock Configuration: The description, modified
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		1448	19.5.2.1 RX BRP Setting: The calculation formula, modified
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		1463	19.6.2.8 Error Flagging: The description, modified
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		Section 22 Advanced Timer Unit IV (ATU-IV)	
		1566	22.2.2.3 NCMR — Noise Cancellation Mode Register: noise cancellation register: The name, modified (NCNTAx → NCRAX)
		1587	22.4.2.8, (1) NCKGA0 to 6 — Noise Canceler Clock Select G A0 to 6: The name of the noise canceler counter, modified (NCNTGA0 to 6 → NCNTA0 to 6)
		1595	Table 22.18 TILRA Register Contents: The name of bits 6 to 0, modified (TIALx → TIAL0x)
		1607	Figure 22.15 Timer B Block Diagram: The error of the AGCKM2 output selector, corrected

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1.10	Nov 30, 2017	1626	22.5.2.12 TCNTB1 — Event Counter B1: The error of the description, modified
		1635	22.5.2.21 TCNTB2 — Reload Counter B2: The error of the description, modified
		1644	22.5.2.30 TCNTB3 — Correcting Event Counter B3: The error of the description, modified
		1646	22.5.2.32 TCNTB4 — Multiplied-and-Corrected Clock Counter B4: The error of the description, modified
		1666	Figure 22.27 Operation of TCNTB5 (with Correction at End of Cycle): The TCNTB3 values, modified (00040, 00060, 00000, 00020 → 00060, 00080, 00000, 00020)
		1667	Figure 22.28 Operation of TCNTB5 (without Correction at End of Cycle): The TCNTB3 values, modified (00040, 00060, 00000, 00020 → 00060, 00080, 00000, 00020)
		1671	Figure 22.31 Block Diagram of Timer C: The description of "Note", modified ((*2) → Note*)
		1690	22.6.2.8 GRCxy — General Registers Cxy: The description, added
		1695	22.6.2.11 OCRCxy — Output Compare Registers Cxy: The description, added
		1696	Table 22.71 TIERCx Register Contents: The name of bits 11 to 8, and 3 to 0, modified (OCRCEx → OCRCExy, GRCEx → GRCExy)
		1697	22.6.2.13 CUCRCx — Counter Upper-Limit Setting Compare Registers Cx: The description, added
		1706	22.6.3 Operation: The description of "PWM Function" modified (bit PWMx → bit PWMx0)
		1710	Figure 22.36 Operation when the Compare Register Is Modified during One-Shot Pulse Output: The vertical ruled line, modified
		1717	Figure 22.43 One-Shot Pulse Output Cancellation Timing Chart: The vertical ruled line, modified
		1719	22.7.1 Operation Overview: The description of the down-counter underflow interrupt, modified (40 lines → 20 lines, D0 to D9 → D0 to D4)
		1724	22.7.2.2, (1) OBREDx — Timer Offset Base Register Enable: The description, modified (2A or 2B signal from timer A, added)
		1739	Table 22.85 TSRDx Register Contents: The name of bits 3 to 0, corrected (CMFBDx2 to CMFBDx0 → CMFBDx3 to CMFBDx0)
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		1747	22.7.2.16 TICTSELDx — Timer Input Capture Trigger Select Register Dx: Note 1 in the bit chart, modified
		1752	22.7.2.21 OCR1Dxy — Output Compare Registers 1Dxy: The description on "counter upper-limit setting function", added
		1753	22.7.2.22 RCR1Dx — Range Comparison Value Setting Register 1Dx: The error of the description, modified
		1755	22.7.2.23 OCR2Dxy — Output Compare Registers 2Dxy: The description on "counter upper-limit setting function", added. The description on the AD start triggers, modified (Subblocks 0, 1, and 6 → Subblocks 0, 2, 4, 6, and 9)
		1756	22.7.2.24 RCR2Dx — Range Comparison Value Setting Register 2Dx: The error of the description, modified
		1762	22.7.3 Operation Description: The description, modified
		1767	22.7.3 Operation Description: Range Comparison Function: The error of the description, modified
		1767	Figure 22.49 Operation of the Range Comparison Function: The error of the description, modified (RCR1D → "the range value specified by RCR1Dx")
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1906	22.14.1.2 Contention between Writing to Counter and Input Capture: The status of "Timer J" in the table, modified (FDOVJx → FDOVFJx)		
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		1913	22.14.2.7 Contention between Writing to TCNTExy and Counter Clearing by Cycle Match: The compare (cycle) match register of "TCNTB6 Counter" in the table, modified (OCRB6 → OCRB6/OCRB7)		
		1923	Figure 22.98 Contention between TCNT1H Counter Overflow and Compare Match: The TCNT1H value after the counter is cleared by compare match, modified		
		1923	22.14.4.5 Contention between Overflow and Counter Clearing by Compare Match: The description, modified (PWMx bit → PWMx0 bit)		
		1934	22.14.7.5 Contention between Clearing of the Counter to 0 by Timer B and Clearing of the Counter by the Counter Upper-Limit Setting Function: Added		
		1935, 1936	22.14.8 Different Specifications of Operation in Response to a Match in Comparison: Added		
		Section 23 APA			
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		1953	23.4.2.3 APAAnCHST — APAAn Channel Output Status Register: The name of bits 15 to 0 in the bit chart, modified		
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		1961	23.4.4.2 APAAnEVSW — APAAn Software Event Register: The name of bits 5 to 0 in the bit chart, corrected		
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			The error in the register bit name, corrected (TSG2nRCC4-TSG2nRCC0 → TSG2nRCC04-TSG2nRCC00)		
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		2106	Table 24.31 Active Width Setting in SP-PWM Mode: The register name, modified (TSG2nCMP1W → TSG2nUPW, TSG2nCMP5W → TSG2nVPW, TSG2nCMP9W → TSG2nWPW)		
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1.10	Nov 30, 2017	2122	Figure 24.18 TSO _n 0 Pin Output depending onTSG2 _n IOC1.TSG2 _n TOS Setting: The flag name when TSG2 _n TOS = 1, modified (TSG2 _n CUF → TSG2 _n SUF)
		2138	Figure 24.35 When TSG2 _n RMC = 0 and TSG2 _n RIA = 0 in TSG2 _n CTL3 (without Reload Skipping): The bit name and the buffer name, modified (TSG2 _n CC04-TSG2 _n CC00 → TSG2 _n RCC04-TSG2 _n RCC00)
		2143	Figure 24.38 When TSG2 _n PIE = 1, TSG2 _n VIE = 1, and TSG2 _n RCC04 to TSG2 _n RCC00 = 00 _B in TSG2 _n CTL4, and TSG2 _n ACC01 and TSG2 _n ACC00 = 00 _B in TSG2 _n CTL5 (HT-PWM Mode): The description of the figure, modified
		2144	Figure 24.39 When TSG2 _n PIE = 0, TSG2 _n VIE = 1, and TSG2 _n RCC04 to TSG2 _n RCC00 = 02 _B in TSG2 _n CTL4 and TSG2 _n ACC01 and TSG2 _n ACC00 = 00 _B in TSG2 _n CTL5 (HT-PWM Mode): The description of the figure, modified. The position of Note 1 was moved in the figure.
		2186	Table 24.59 Compare Registers and Dead Time Setting Register Functions in SP-PWM Mode: Registers TSG2 _n DCMP0W and TSG2 _n DCMP2, added
		2201, 2202	24.11.4.3 Control Methods in 120-DC Mode: The description, modified (TSG3 _n OPT0.TSG3 _n PSC → TSG2 _n OPT0.TSG2 _n PSC)
		2209, 2210	24.11.4.6 List of Output Patterns in 120-DC Mode: The description, modified
		2211	Figure 24.78 Control when Timer Output Starts in Normal Rotation (when Normal Pattern is Input): Modified
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		2232	Table 25.6 TAPAnACTS Register Contents: The functional description of the TAPAnACTS bit, modified (TAPAnACE → TAPAnACWE)
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		2289	27.5.2 ADCBmDR _n — Data Register n: The description, modified
		2304	27.5.16 ADCBmULLMTBR0 to 2 — Upper Limit/Lower Limit Table Register 0 to 2: The description, modified (32-bit → 16/32-bit)
		2321	Figure 27.3 Initial Settings: The unnecessary trigger of "Trigger selection" deleted
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		2337	Figure 27.18 Timing Chart of Normal A/D Conversion Operation (Single Conversion): The error, corrected (tCONV → tSAR, tSCAN → tSG)
		2342	Figure 27.22 Scan Conversion End Interrupt Occurrence Timing: The error in the peripheral clock waveform, corrected
		2343	Figure 27.23 Timing of an MPX Interrupt Occurrence: The error in the peripheral clock waveform, corrected
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1.10	Nov 30, 2017	2350	27.9.4 Notes on Register Setting: The description, added
		2356	Table 27.50 ASF1nDRi Register Contents: The description of "Bit Position" for bits ASF1nDRi[16:0], corrected (31 to 0 → 31 to 15)
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		2392	Table 28.22 A/D Conversion Processing Time (Unit: Pφ P-Bus Clock (40 MHz)): The description of "A/D conversion processing time" and "A/D conversion start delay time" in Usage Example1 to 4, corrected. Note 1, added.
		2393	Figure 28.4 A/D Conversion Start and End: The figure, modified. Note 1 and Note 2, added.
		2394	28.6.4 Starting A/D Conversion by an External Trigger: The description on "DSADCmADSR.ADACT" added
		2394	28.6.5 Terminating A/D Conversion by an External Trigger: The description on ADACT, modified
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		All	The error in the register name, corrected (DFCTLACH → CTLACH, DFCTLBCH → CTLBCH, DFDOCH → DOCH, DFST → ST, DFSTCH → STCH, DFCLRSTCH → CLRSTCH, DFHOLCH → HOLCH, DFHOHCH → HOHCH, DFHOLMCH → HOLMCH) The binary notation, unified (4bXXXX → XXXX _b)
		2401	Table 29.1 Data that Can be Input for Each Channel: The error, corrected (A duplicate of CH0 and CH1, deleted)
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		2419	29.2.6 STCHn — Status Register (n = 0 to 15): Bits 31 to 16 in the bit chart, deleted. R/W of bits 12, 9, 8, and 5 to 0, modified
		2422	29.2.7 CLRSTCHn — Clear Status Register (n = 0 to 15): Bits 31 to 16 in the bit chart, deleted
		2422	Table 29.9 CLRSTCHn Register Contents (1/2): The functional description of the CLRPHIOW bit, added
		2423	29.2.8 ERMCHn — Error Mask Register: The error in the bit chart, corrected (bits 31 to 8, deleted)
		2424	Table 29.11 TRGCHn Register Contents (1/2): The error in the functional description of the PFE and AFE bits, corrected
		2426	29.2.10 TRHCHn — Trigger History Register: The error in the bit chart, corrected (bits 31 to 8, deleted)
		2429	29.2.13 ACA to ACD — Accumulation/Decimation Count Setting Registers: The error in the bit chart, corrected (bits 31 and 16, deleted)
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		2515	30.2.2.3, (6) CF1STERSTR_SIC/PE1/PCU — Code Flash 1st Error Status Register: The description, added
		2516	30.2.2.3, (7) CF1STEADRn_SIC/PE1/PCU — Code Flash 1st Error Address Register n: Part of the section title, deleted
		2519	Table 30.15 Code Flash Instruction Diagnosis Code: Note 1, added
		2530	Table 30.30 List of Registers: Registers LR1STEADR2_PE1 and LR1STEADR3_PE1, deleted
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		2533	Table 30.33 LRTDATBFn_PE1 Register Contents: The name of bits 24 to 16, and 8 to 0, modified
		2538	30.2.4.3, (8) LR1STERSTR_PE1 — Local RAM 1st Error Status Register: The description, added
		2542	30.2.4.4, (6) Self-Diagnosis of the Address Parity Check Function: The description of (b), corrected (in (4) above → in (3) above)
		2546	30.2.5.3, (2) LRFSTERSTR_PCU — Local RAM 1st Error Status Register: The description, added
		2563	30.2.6.3, (3) GRDATBF — Global RAM Test Data Read Buffer: The name of the bit in the bit chart, corrected
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		2572	30.2.6.4 Test Function: NOTE deleted
		2582	Table 30.72 ID1STEADR0_PE1 Register Contents: The description of "Bit Position" for bits EADR0[24:3], corrected (24 to 0 → 24 to 3)
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		2593	30.2.9.3, (1) E710CTL — ECC Control Register: R/W of bit 8 in the bit chart, corrected
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		2656	30.5.4.1 Register Map: The description, corrected (units 1 to 3 → units 1 and 3)
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		2698	31.3.4 ECMmESSTR0 (m = M/C) — ECM Master/Checker Error Source Status Register 0: The name of bit 13 in the bit chart, corrected (ECMmSSE016 → ECMmSSE013)
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		2730	32.2.4 DCRA0CTL — CRC Control Register: CAUTION 2, modified (DCRA0CTL.DCRA0ISZn[1:0] → DCRA0CTL.DCRA0ISZ[1:0], DCRAnCOUT → DCRA0COUT)

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		2767	Table 34.15 List of Registers Related to Product Information: The name of the bit, corrected (PRDNAME[31:0] → PRDNAMEn[31:0])
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