

```
typedef struct {
    volatile uint32_t tcr0;
    volatile uint32_t compare0;
    volatile uint32_t counter0;
    volatile uint32_t tcr1;
    volatile uint32_t compare1;
    volatile uint32_t counter1;
} timer_t;
```

BASE	=	X X X 0	0 0 0	0 0
BASE + 4	=	X X X 0	0 0 1	0 0
BASE + 8	=	X X X 0	0 1 0	0 0
BASE + 12	=	X X X 0	0 1 1	0 0
BASE + 16	=	X X X 0	1 0 0	0 0
BASE + 20	=	X X X 0	1 0 1	0 0

wb\_adr\_i[4:2]

