

8.24.10.40.2 DMA.RX.MATCH.CANDIDATE[n] (n=0..3)

Address offset: 0x728 + (n × 0x4)

The data to look for - any match will trigger the MATCH[n] event, if enabled.

Note: This register can be updated while a transfer is in progress, but the new value will not take effect until a match has been found or the transfer is done. That makes it possible to write a new set of match words which will be searched for immediately after the event triggers.

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ID				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset 0x00000000				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ID	R/W	Field	Value ID	Value				Description																											
A	RW	DATA						Data to look for																											

8.24.10.41 DMA.TX.PTR

Address offset: 0x73C

RAM buffer start address

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ID				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset 0x20000000				0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ID	R/W	Field	Value ID	Value				Description																											
A	RW	PTR						RAM buffer start address for this EasyDMA channel. This address is a word aligned Data RAM address.																											

Note: See the memory chapter for details about which memories are available for EasyDMA.

8.24.10.42 DMA.TX.MAXCNT

Address offset: 0x740

Maximum number of bytes in channel buffer

Bit number				31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
ID																				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Reset 0x00000000				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ID	R/W	Field	Value ID	Value				Description																													
A	RW	MAXCNT		[1..0xFFFF]				Maximum number of bytes in channel buffer																													

8.24.10.43 DMA.TX.AMOUNT

Address offset: 0x744

Number of bytes transferred in the last transaction, updated after the END event.

Also updated after each MATCH event.