

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																															

8.15.5.36 SEQ[n].ENDDELAY (n=0..1)

Address offset: 0x52C + (n × 0x20)

Time added after the sequence

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	
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	0
ID	R/W	Field	Value ID	Value				Description																													
A	RW	CNT						Time added after the sequence in PWM periods																													

8.15.5.37 PSEL.OUT[n] (n=0..3)

Address offset: 0x560 + (n × 0x4)

Output pin select for PWM channel n

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				C																								B												B	B	A	A	A	A																		
Reset 0xFFFFFFFF				1																																1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ID	R/W	Field	Value ID	Value				Description																																																							
A	RW	PIN		[0..31]				Pin number																																																							
B	RW	PORT		[0..7]				Port number																																																							
C	RW	CONNECT						Connection																																																							
			Disconnected	1				Disconnect																																																							
			Connected	0				Connect																																																							

8.15.5.38 DMA.SEQ[n].PTR (n=0..1)

Address offset: 0x704 + (n × 0x24)

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																															

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

8.15.5.39 DMA.SEQ[n].MAXCNT (n=0..1)

Address offset: 0x708 + (n × 0x24)