

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	B	A A A A A A A A			
<b>Reset 0x00000000</b>		<b>0 0</b>			
ID	R/W	Field	Value ID	Value	Description
A	RW	CHIDX		[0..255]	DPPI channel that event <b>ADDRESS</b> will publish to
B	RW	EN			
		Disabled	0		Disable publishing
		Enabled	1		Enable publishing

## 8.17.14.66 PUBLISH\_FRAMESTART

Address offset: 0x310

Publish configuration for event **FRAMESTART**

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	B	A A A A A A A A			
<b>Reset 0x00000000</b>		<b>0 0</b>			
ID	R/W	Field	Value ID	Value	Description
A	RW	CHIDX		[0..255]	DPPI channel that event <b>FRAMESTART</b> will publish to
B	RW	EN			
		Disabled	0		Disable publishing
		Enabled	1		Enable publishing

## 8.17.14.67 PUBLISH\_PAYLOAD

Address offset: 0x314

Publish configuration for event **PAYOUT**

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	B	A A A A A A A A			
<b>Reset 0x00000000</b>		<b>0 0</b>			
ID	R/W	Field	Value ID	Value	Description
A	RW	CHIDX		[0..255]	DPPI channel that event <b>PAYOUT</b> will publish to
B	RW	EN			
		Disabled	0		Disable publishing
		Enabled	1		Enable publishing

## 8.17.14.68 PUBLISH\_END

Address offset: 0x318

Publish configuration for event **END**

In TX: Last byte to be transmitted has been fetched from RAM

In RX: Last byte received on air has been stored to RAM