

Use this to set, or read, which external inputs are resources to the trace unit.

Might ignore writes when the trace unit is enabled or not idle.

Only returns stable data when TRCSTATR.PMSTABLE == 1.

When the sequencer is used, all sequencer state transitions must be programmed with a valid event.

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	D	D	D	D	D	D	D	C	C	C	C	C	C	C	C	B	B	B	B	B	B	B	B	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	
ID	R/W	Field	Value ID	Value	Description																											
A-D	RW	SEL[i] (i=0..3)	[0:255]	Each field in this collection selects an external input as a resource for the trace unit.																												

#### 9.8.1.25 TRCCNTRLDVR[n] (n=0..3)

Address offset:  $0x140 + (n \times 0x4)$

This sets or returns the reload count value for counter n.

Might ignore writes when the trace unit is enabled or not idle.

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	
<b>Reset 0x00000000</b>	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	VALUE	[0:65535]		Contains the reload value for counter n. When a reload event occurs for counter n then the trace unit copies the VALUEn field into counter n.																											

#### 9.8.1.26 TRCCNTCTLR[n] (n=0..3)

Address offset:  $0x150 + (n \times 0x4)$

Controls the operation of counter n.

Might ignore writes when the trace unit is enabled or not idle.

### 9.8.1.27 TRCCNTVR[n] (n=0..3)

Address offset:  $0x160 + (n \times 0x4)$