

This register only exists if sbaccess128 is 1. If the bus master is busy then accesses set sbbusyerror, and don't do anything else

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	R	DATA						Accesses bits 95:64 of sbdata (if the system bus is that wide).																											

8.26.1.34 DEBUGIF.SBDATA3

Address offset: 0x4FC

System Bus Data 127:96

This register only exists if sbaccess128 is 1. If the bus master is busy then accesses set sbbusyerror, and don't do anything else

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	R	DATA						Accesses bits 127:96 of sbdata (if the system bus is that wide).																											

8.26.1.35 DEBUGIF.HALTSUM0

Address offset: 0x500

Halt summary 0

Each bit in this read-only register indicates whether one specific hart is halted or not. Unavailable/nonexistent harts are not considered to be halted. This register might not be present if fewer than 2 harts are connected to this DM. The LSB reflects the halt status of hart hartsel[19:5] 0x0, and the MSB reflects halt status of hart hartsel[19:5] 0xf

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																															
Reset 0x00000000				0 0																															
ID	R/W	Field	Value ID	Value								Description																							
A	R	HALTSUM0										Halt summary 0																							

8.26.1.36 CPURUN

Address offset: 0x800

State of the CPU after a core reset