

### 8.26.3.37 NORDIC.EXTPARAMS

Address offset: 0x7C4

Reads values of external configuration parameters

External configuration parameters are unique for every VPR instance and this register's reset value depends on them

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 C C C C B A A			
<b>Reset 0x0000000E</b>		0 1 1 1 0			
ID	R/W	Field	Value ID	Value	Description
A	R	MULDIV			value of MULDIV
B	R	DBG			value of DBG
C	R	BKPT			value of BKPT
D	R	REMAP			value of REMAP

### 8.26.3.38 NORDIC.CACHE.AXCACHE

Address offset: 0x7C5

Memory type encoding

AXI4 protocol memory type encoding

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 C C C B B B B A A A A			
<b>Reset 0x00000EEE</b>		0 1 1 1 0 1 1 1 0 1 1 1 0			
ID	R/W	Field	Value ID	Value	Description
A	RW	AWCACHE			Memory type for data stores
		DEVNONBUFF	0x0		Device Non-Bufferable
		DEVBUFF	0x1		Device Bufferable
		NNONCACHENONBU	0x2		Normal Non-cacheable Non-bufferable
		NNONCACHEBUFF	0x3		Normal Non-cacheable Bufferable
		WRITETHNALLOC	0x6		Write-through No-allocate
		WRITETHRALLOC	0x6		Write-through Read-allocate
		WRITETHWALLOC	0xE		Write-through Write-allocate
		WRITETHRWALLOC	0xE		Write-through Read and Write-allocate
		WRITEBACKNALLOC	0x7		Write-back No-allocate
		WRITEBACKRALLOC	0x7		Write-back Read-allocate
		WRITEBACKWALLOC	0xF		Write-back Write-allocate
		WRITEBACKRWALLOC	0xF		Write-back Read and Write-allocate
B	RW	IARCACHE			Memory type for instruction loads
		DEVNONBUFF	0x0		Device Non-Bufferable
		DEVBUFF	0x1		Device Bufferable
		NNONCACHENONBU	0x2		Normal Non-cacheable Non-bufferable
		NNONCACHEBUFF	0x3		Normal Non-cacheable Bufferable
		WRITETHNALLOC	0xA		Write-through No-allocate
		WRITETHRALLOC	0xE		Write-through Read-allocate
		WRITETHWALLOC	0xA		Write-through Write-allocate
		WRITETHRWALLOC	0xE		Write-through Read and Write-allocate
		WRITEBACKNALLOC	0xB		Write-back No-allocate
		WRITEBACKRALLOC	0xF		Write-back Read-allocate
		WRITEBACKWALLOC	0xB		Write-back Write-allocate
		WRITEBACKRWALLOC	0xF		Write-back Read and Write-allocate