

8.15.5.19 PUBLISH_LOOPSDONE

Address offset: 0x19C

Publish configuration for event **LOOPSDONE**

This event triggers after the last SEQ[1] completion of the loop, and only if looping was enabled (LOOP > 0) when the sequence playback was started.

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

8.15.5.20 PUBLISH_RAMUNDERFLOW

Address offset: 0x1A0

Publish configuration for event **RAMUNDERFLOW**

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

8.15.5.21 PUBLISH_DMA

Publish configuration for events

8.15.5.21.1 PUBLISH_DMA.SEQ[n] (n=0..1)

Publish configuration for events

8.15.5.21.1.1 PUBLISH_DMA.SEQ[n].END (n=0..1)

Address offset: 0x1A4 + (n × 0xC)

Publish configuration for event **END**

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