

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																															
Reset 0x00000000				0 0																															
ID	R/W	Field	Value ID	Value				Description																											
A	RW	ENABLE						Enable or disable PWM module																											
			Disabled	0				Disabled																											
			Enabled	1				Enable																											

8.15.5.29 MODE

Address offset: 0x504

Selects operating mode of the wave counter

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																															
Reset 0x00000000				0 0																															
ID	R/W	Field	Value ID	Value				Description																											
A	RW	UPDOWN						Selects up mode or up-and-down mode for the counter																											
			Up	0				Up counter, edge-aligned PWM duty cycle																											
			UpAndDown	1				Up and down counter, center-aligned PWM duty cycle																											

8.15.5.30 COUNTERTOP

Address offset: 0x508

Value up to which the pulse generator counter counts

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																															

8.15.5.31 PRESCALER

Address offset: 0x50C

Configuration for PWM_CLK

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																															
Reset 0x00000000				0 0																															
ID	R/W	Field	Value ID	Value		Description																													
A	RW	PRESCALER				Prescaler of PWM_CLK																													
			DIV_1	0	Divide by 1 (16 MHz)																														
			DIV_2	1	Divide by 2 (8 MHz)																														
			DIV_4	2	Divide by 4 (4 MHz)																														
			DIV_8	3	Divide by 8 (2 MHz)																														
			DIV_16	4	Divide by 16 (1 MHz)																														
			DIV_32	5	Divide by 32 (500 kHz)																														
			DIV_64	6	Divide by 64 (250 kHz)																														
			DIV_128	7	Divide by 128 (125 kHz)																														