

# Register description

## Registers

Address	Register Name
0x0	<a href="#">reg0</a>
0x1	<a href="#">reg1</a>
0x2	<a href="#">reg2</a>
0x3	<a href="#">reg3</a>
0x4	<a href="#">reg4</a>
0x5	<a href="#">reg5</a>

## reg0

**Name:** reg0  
**Address:** 0x0  
**Reset Value:** 0x0  
**Description:** write something usefull for reg0

Bits	Field name	Type	Description
[31:24]	byte3		write something usefull for field3
[23:16]	byte2		write something usefull for field3
[15:8]	byte1		write something usefull for field1
[7:0]	byte0		write something usefull for field0

## reg1

**Name:** reg1  
**Address:** 0x1  
**Reset Value:** 0x1  
**Description:** write something usefull for reg0

Bits	Field name	Type	Description
[31:0]	field0		write something usefull for field0

## reg2

**Name:** reg2  
**Address:** 0x2  
**Reset Value:** 0x1  
**Description:** write something usefull for reg0

Bits	Field name	Type	Description
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[5:4]	monkey2	chimp=0, gorilla=1, phb=2	which monkey
[3:2]	monkey	chimp=0, gorilla=1, phb=2	which monkey
[1:1]	power2		write something usefull for field power2
[0:0]	power		write something usefull for field power

## reg3

**Name:** reg3  
**Address:** 0x3  
**Reset Value:** 0x1  
**Description:** write something usefull for reg3

Bits	Field name	Type	Description
[31:0]	field0		write something usefull for field0

## reg4

**Name:** reg4  
**Address:** 0x4  
**Reset Value:** 0xc  
**Description:** reg4 is a very usefull register. It can take down the moon when configured correctly.

Bits	Field name	Type	Description
[31:0]	reg4		

## reg5

**Name:** reg5  
**Address:** 0x5  
**Description:** reg5 is as usefull as reg4 but without a reset value defined.

Bits	Field name	Type	Description
[31:0]	reg5		