# Register description

## Registers

| Address | Register Name |
|---------|---------------|
| 0x0 | reg0 |
| 0x1 | reg1 |
| 0x2 | reg2 |
| 0x3 | reg3 |
| 0x4 | reg4 |

## 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 |
|------|-----------|------|-------------|

| Bits | Field name | Type | Description |
|---|---|---|---|
| [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 | | |