

TRCSSCSR<n>, Single-shot Comparator Control Status Register <n>, n = 0 - 7

The TRCSSCSR<n> characteristics are:

Purpose

Returns the status of the corresponding Single-shot Comparator Control.

Configuration

External register TRCSSCSR<n> bits [31:0] are architecturally mapped to AArch64 System register [TRCSSCSR<n>\[31:0\]](#).

This register is present only when FEAT_ETE is implemented, FEAT_TRC_EXT is implemented and $UInt(TRCIDR4.NUMSSCC) > n$. Otherwise, direct accesses to TRCSSCSR<n> are res0.

Attributes

TRCSSCSR<n> is a 32-bit register.

Field descriptions

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
STATUS	PENDING	RES0														PCDVDINST															

STATUS, bit [31]

Single-shot Comparator Control status. Indicates if any of the comparators selected by this Single-shot Comparator control have matched. The selected comparators are defined by [TRCSSCCR<n>.ARC](#), [TRCSSCCR<n>.SAC](#), and [TRCSSPCICR<n>.PC](#).

STATUS	Meaning
0b0	No match has occurred. When the first match occurs, this field takes a value of 1. It remains at 1 until explicitly modified by a write to this register.

0b1 One or more matches has occurred. If [TRCSSCCR<n>.RST == 0](#) then:

- There is only one match and no more matches are possible.
- Software must reset this field to 0 to re-enable the Single-shot Comparator Control.

The reset behavior of this field is:

- On a Trace unit reset, this field resets to an architecturally unknown value.

PENDING, bit [30]

Single-shot pending status. The Single-shot Comparator Control fired while the resources were in the Paused state.

PENDING	Meaning
0b0	No match has occurred.
0b1	One or more matches has occurred.

The reset behavior of this field is:

- On a Trace unit reset, this field resets to an architecturally unknown value.

Bits [29:4]

Reserved, res0.

PC, bit [3]

PE Comparator Input support. Indicates if the Single-shot Comparator Control supports PE Comparator Inputs.

PC	Meaning
-----------	----------------

0b0	This Single-shot Comparator Control does not support PE Comparator Inputs. Selecting any PE Comparator Inputs using the associated TRCSSPCICR<n> results in constrained unpredictable behavior of the Single-shot Comparator Control resource. The Single-shot Comparator Control might match unexpectedly or might not match.
0b1	This Single-shot Comparator Control supports PE Comparator Inputs.

Access to this field is **RO**.

DV, bit [2]

Data value comparator support. Data value comparisons are not implemented in ETE and are reserved for other trace architectures. Allocated in other trace architectures.

DV	Meaning
0b0	This Single-shot Comparator Control does not support data value comparisons.
0b1	This Single-shot Comparator Control supports data value comparisons.

This field reads as 0.

Access to this field is **RO**.

DA, bit [1]

Data Address Comparator support. Data address comparisons are not implemented in ETE and are reserved for other trace architectures. Allocated in other trace architectures.

DA	Meaning
0b0	This Single-shot Comparator Control does not support data address comparisons.
0b1	This Single-shot Comparator Control supports data address comparisons.

This field reads as 0.

Access to this field is **RO**.

INST, bit [0]

Instruction Address Comparator support. Indicates if the Single-shot Comparator Control supports instruction address comparisons.

INST	Meaning
0b0	This Single-shot Comparator Control does not support instruction address comparisons.
0b1	This Single-shot Comparator Control supports instruction address comparisons.

This field reads as 1.

Access to this field is **RO**.

Accessing TRCSSCSR<n>

Must be programmed if [TRCRSCTLR<a>.GROUP == 0b0011](#) and [TRCRSCTLR<a>.SINGLE_SHOT\[n\] == 1](#).

Writes are constrained unpredictable if the trace unit is not in the Idle state.

Reads from this register might return an unknown value if the trace unit is not in either of the Idle or Stable states.

TRCSSCSR<n> can be accessed through the external debug interface:

Component	Offset	Instance
ETE	0x2A0 + (4 * n)	TRCSSCSR<n>

This interface is accessible as follows:

- When `OSLockStatus()`, or `!AllowExternalTraceAccess()` or `!IsTraceCorePowered()`, accesses to this register generate an error response.
- Otherwise, accesses to this register are **RW**.

[AArch32
Registers](#)

[AArch64
Registers](#)

[AArch32
Instructions](#)

[AArch64
Instructions](#)

[Index by
Encoding](#)

[External
Registers](#)

