# EDSCR2, External Debug Status and Control Register 2

The EDSCR2 characteristics are:

# **Purpose**

Main control register 2 for the debug implementation.

# **Configuration**

External register EDSCR2 bits [31:0] are architecturally mapped to AArch64 System register MDSCR EL1[63:32].

EDSCR2 is in the Core power domain.

This register is present only when FEAT\_Debugv8p9 is implemented or FEAT\_TRBE\_EXT is implemented. Otherwise, direct accesses to EDSCR2 are res0.

#### **Attributes**

EDSCR2 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

RESO TTAEBWE

#### Bits [31:2]

Reserved, res0.

#### **TTA**, bit [1]

When FEAT TRBE EXT is implemented or FEAT ETEv1p3 is implemented:

Trap Trace Accesses.

Traps access to the following System registers:

AArch64: TRBBASER\_EL1, TRBLIMITR\_EL1, TRBMAR\_EL1, TRBMPAM\_EL1, TRBPTR\_EL1, TRBSR\_EL1, TRBTRG\_EL1, TRCACATR<n>, TRCACVR<n>, TRCAUTHSTATUS, TRCAUXCTLR, TRCBBCTLR, TRCCCCTLR, TRCCIDCCTLR0, TRCCIDCCTLR1, TRCCIDCVR<n>, TRCCLAIMCLR, TRCCLAIMSET, TRCCNTCTLR<n>, TRCCNTCTLR<n

TRCCONFIGR, TRCDEVARCH, TRCDEVID, TRCEVENTCTLOR, TRCEVENTCTL1R, TRCEXTINSELR<n>, TRCIDR0, TRCIDR1, TRCIDR2, TRCIDR3, TRCIDR4, TRCIDR5, TRCIDR6, TRCIDR7, TRCIDR8, TRCIDR9, TRCIDR10, TRCIDR11, TRCIDR12, TRCIDR13, TRCIMSPEC0, TRCIMSPEC<n>, TRCITEEDCR, TRCOSLSR, TRCPRGCTLR, TRCQCTLR, TRCRSCTLR<n>, TRCRSR, TRCSEQEVR<n>, TRCSEQEVR, TRCSEQRSTEVR, TRCSEQSTR, TRCSSCCR<n>, TRCSSCSR<n>, TRCSSPCICR<n>, TRCSTALLCTLR, TRCVICTLR, TRCVICTLR, TRCVIIECTLR, TRCVIPCSSCTLR, TRCVISSCTLR, TRCVIIECTLR, TRCVIPCSSCTLR, TRCVIISSCTLR, TRCVIIICTLR, TRCVIICTLR, TRCVIICT

TTA	Meaning
0b0	Accesses to trace System registers do not generate a Software Access
	debug event.
0b1	Accesses to trace System registers generate a Software Access debug event, if <u>OSLSR_EL1</u> .OSLK is 0 and if halting is allowed.

When <u>OSLSR\_EL1</u>.OSLK is 1, this field can be read and written through the <u>MDSCR\_EL1</u> System register.

The reset behavior of this field is:

• On a Cold reset, this field resets to 0.

#### Otherwise:

Reserved, res0.

# EBWE, bit [0] When FEAT\_Debugv8p9 is implemented:

Extended Breakpoint and Watchpoint Enable. Enables use of additional breakpoints or watchpoints.

<b>EBWE</b>	Meaning
0b0	Each Breakpoint <n> and</n>
	watchpoint $<$ n $>$ , where n is
	greater than or equal to 16, is
	disabled.
0b1	Breakpoints and watchpoints
	are not affected by this
	mechanism.

It is implementation defined whether this field is implemented or is res0 when 16 or fewer breakpoints are implemented, 16 or fewer watchpoints are implemented, and MDSELR\_EL1 is implemented as RAZ/WI.

The reset behavior of this field is:

• On a Cold reset, this field resets to 0.

#### Otherwise:

Reserved, res0.

# **Accessing EDSCR2**

#### EDSCR2 can be accessed through the external debug interface:

Component	Offset	Instance	
Debug	0x028	EDSCR2	

This interface is accessible as follows:

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

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