

# ERRPIDR1, Peripheral Identification Register 1

The ERRPIDR1 characteristics are:

## Purpose

Provides discovery information about the component.

For more information, see 'About the Peripheral identification scheme'.

## Configuration

Implementation of this register is optional.

ERRPIDR1 is implemented only as part of a memory-mapped group of error records.

## Attributes

ERRPIDR1 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
RES0																DES 0				PART 1											

### Bits [31:8]

Reserved, res0.

### DES\_0, bits [7:4]

Designer, JEP106 identification code, bits [3:0]. ERRPIDR1.DES\_0 and [ERRPIDR2.DES\\_1](#) together form the JEDEC-assigned JEP106 identification code for the designer of the component. The parity bit in the JEP106 identification code is not included. The code identifies the designer of the component, which might not be the same as the implementer of the device containing the component. To obtain a number, or to see the assignment of these codes, contact JEDEC <http://www.jedec.org>.

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### Note

For a component designed by Arm Limited, the JEP106 identification code is 0x3B.

This field has an implementation defined value.

Access to this field is **RO**.

### **PART\_1, bits [3:0]**

Part number, bits [11:8].

The part number is selected by the designer of the component. The designer chooses whether to use a 12-bit or a 16-bit part number:

- If a 12-bit part number is used, then it is stored in ERRPIDR1.PART\_1 and [ERRPIDR0](#).PART\_0. There are 8 bits, [ERRPIDR2](#).REVISION and [ERRPIDR3](#).REVAND, available to define the revision of the component.
- If a 16-bit part number is used, then it is stored in [ERRPIDR2](#).PART\_2, ERRPIDR1.PART\_1 and [ERRPIDR0](#).PART\_0. There are 4 bits, [ERRPIDR3](#).REVISION, available to define the revision of the component.

This field has an implementation defined value.

Access to this field is **RO**.

## **Accessing ERRPIDR1**

**ERRPIDR1 can be accessed through the memory-mapped interfaces:**

Component	Offset	Instance
RAS	0xFE4	ERRPIDR1

Accesses on this interface are **RO**.

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