TRBTRG_EL1, Trace Buffer Trigger Counter Register

The TRBTRG EL1 characteristics are:

Purpose

Specifies the number of bytes of trace to capture following a Detected Trigger before a Trigger Event.

Configuration

External register TRBTRG_EL1 bits [63:0] are architecturally mapped to AArch64 System register TRBTRG_EL1[63:0].

This register is present only when FEAT_TRBE_EXT is implemented. Otherwise, direct accesses to TRBTRG_EL1 are res0.

TRBTRG EL1 is in the Core power domain.

Attributes

TRBTRG_EL1 is a 64-bit register.

Field descriptions

63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 RESO

TRG

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

Bits [63:32]

Reserved, res0.

TRG, bits [31:0]

Trigger count.

Specifies the number of bytes of trace to capture following a Detected Trigger before a Trigger Event.

TRBTRG_EL1 decrements by 1 for every byte of trace written to the trace buffer when all of the following are true:

• TRBTRG EL1 is nonzero.

• TRBSR EL1.TRG is 1.

The architecture places restrictions on the values that software can write to the counter.

Note

As a result of the restrictions an implementation might treat some of TRG[M:0] as res0, where M is defined by TRBIDR EL1.Align.

The reset behavior of this field is:

• On a Cold reset, this field resets to an architecturally unknown value.

Accessing TRBTRG_EL1

The PE might ignore a write to TRBTRG_EL1 if any of the following apply:

- <u>TRBLIMITR_EL1</u>.E == 1 and the Trace Buffer Unit is using Selfhosted mode.
- <u>TRBLIMITR_EL1</u>.XE == 1 and the Trace Buffer Unit is using External mode.

TRBTRG_EL1 can be accessed through the external debug interface:

Component	Offset	Instance
TRBE	0x020	TRBTRG_EL1

This interface is accessible as follows:

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

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