SysTick Control and Status Register (SYST_CSR) Table B3-25 SysTick Control and Status Register – (0xE000E010) **Bits** R/W **Function** Name **COUNTFLAG** Returns 1 if timer counted to 0 since last time this register [16] RO

			was read. COUNTFLAG is set by a count transition from 1 => 0. COUNTFLAG is cleared on read or by a write to the Current Value register.
[2]	R/W	CLKSOURCE	0: clock source is (optional) external reference clock

[2] R/W CLKSOURCE 0: clock source is (optional) external reference clock 1: core clock used for SysTick If no external clock provided, this bit will read as 1 and ignore writes.	l
---	---

			If no external clock provided, this bit will read as 1 and ignore writes.
[1]	R/W	TICKINT	If 1, counting down to 0 will cause the SysTick exception to be pended. Clearing the SysTick Current Value register by a

[1]	R/W	TICKINT	If 1, counting down to 0 will cause the SysTick exception to
			be pended. Clearing the SysTick Current Value register by a
			register write in software will not cause SysTick to be
			pended.

0: the counter is disabled

1: the counter will operate in a multi-shot manner.

[0]

R/W

ENABLE