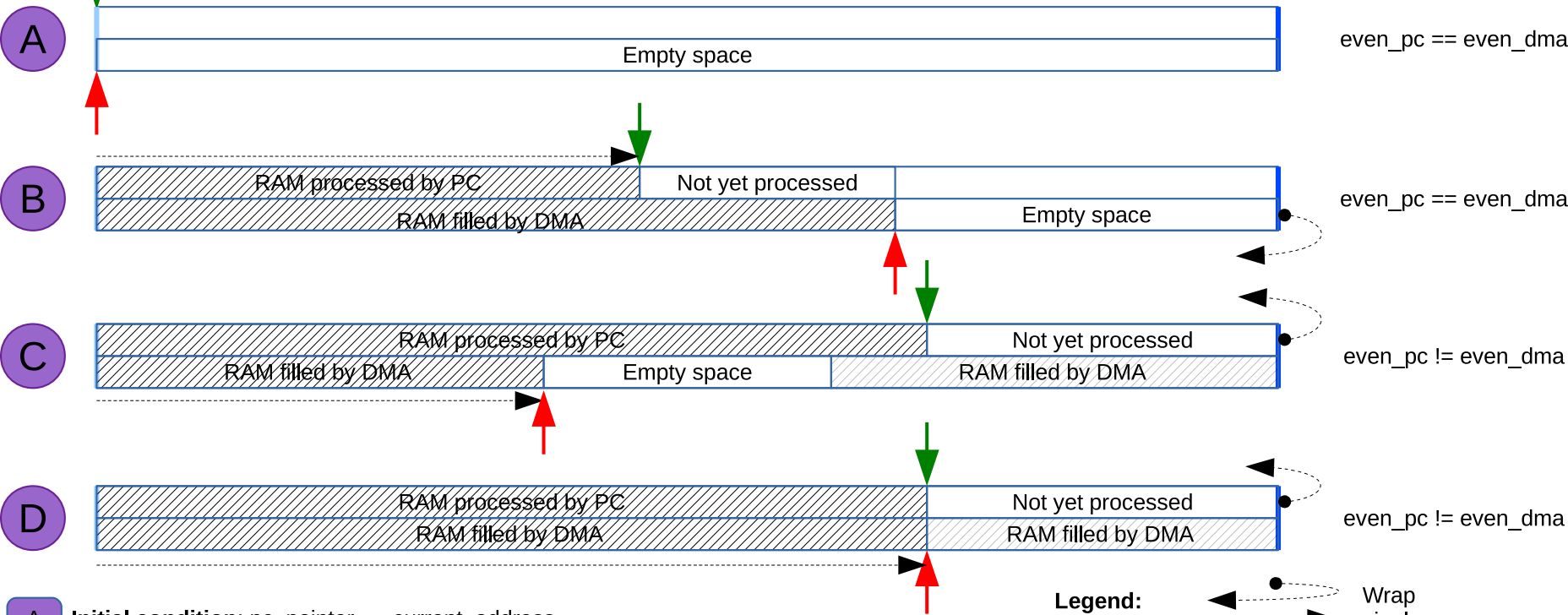
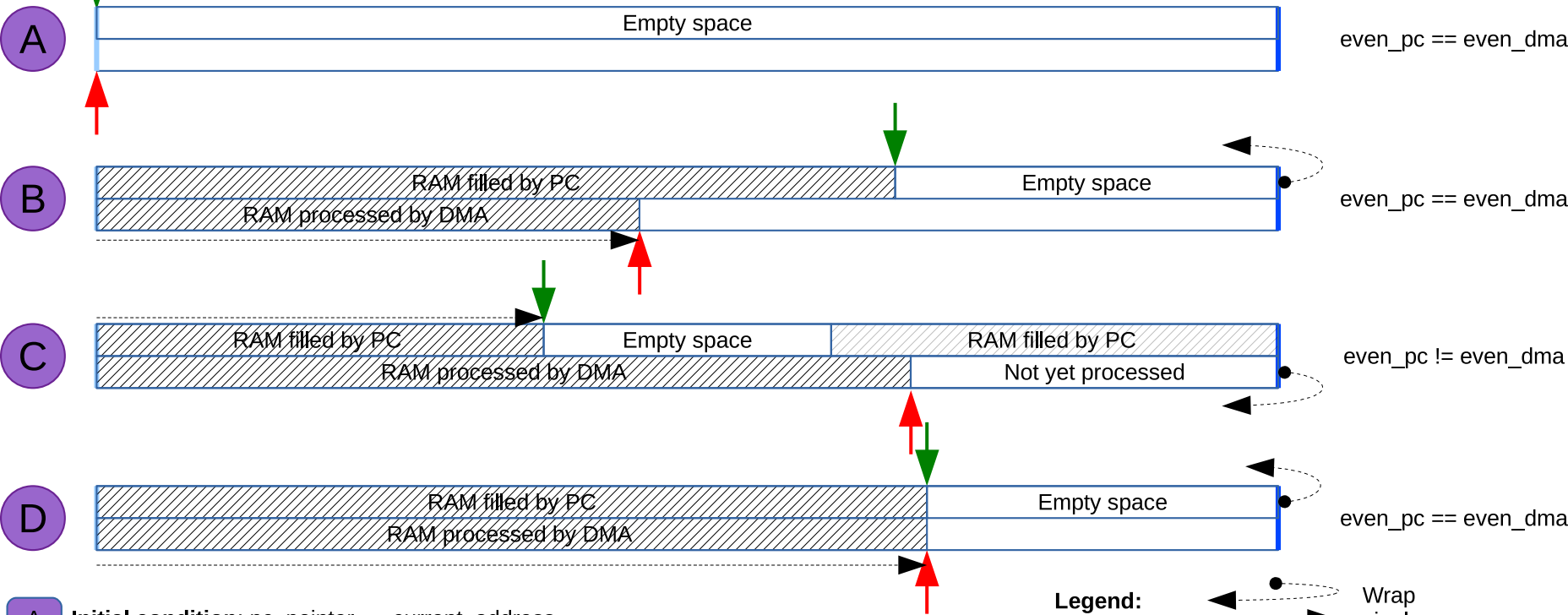


# Endless DMA ToHost mode

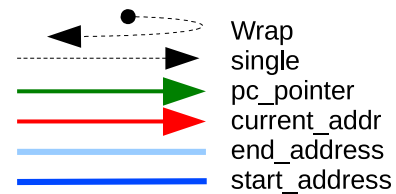


- A** Initial condition:  $pc\_pointer == current\_address$   
**B** First round:  $pc\_pointer < current\_address$   
**C** Second round:  $pc\_pointer > current\_address$  (dma wrapped)  
**D** Corner case:  $pc\_pointer == current\_address$  (memory full  $\rightarrow$  stop DMA transfer)

# Endless DMA From Host mode



## Legend:



**A** Initial condition:  $pc\_pointer == current\_address$

**B** First round:  $pc\_pointer > current\_address$

**C** Second round:  $pc\_pointer < current\_address$  (dma wrapped)

**D** Corner case:  $pc\_pointer == current\_address$  (memory empty  $\rightarrow$  stop DMA transfer)