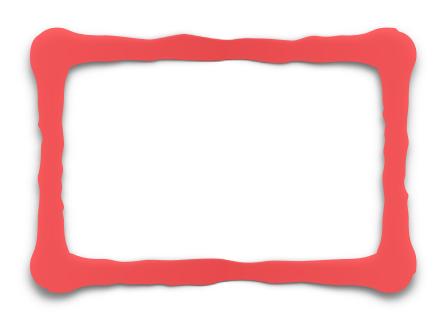
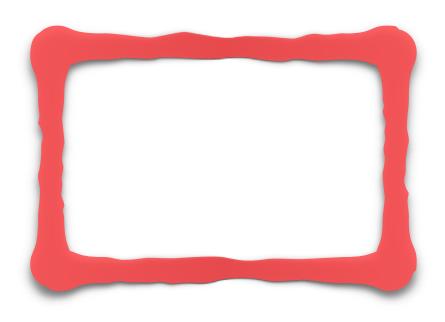
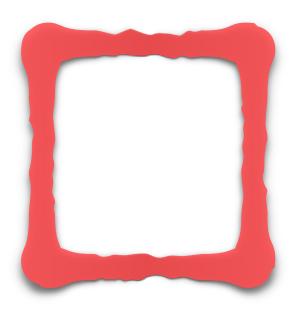
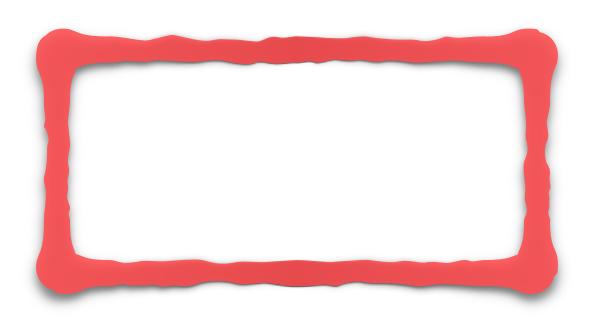


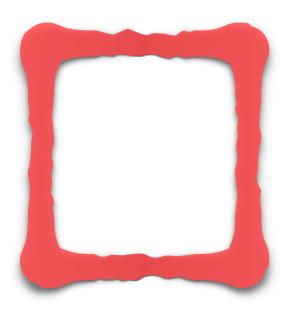
31	24	23	22	20	19	18	17	16	15 0
cmdtype		0		aarsize	aarpostincrement	postexec	transfer	write	regno
8		1		3	1	1	1	1	16



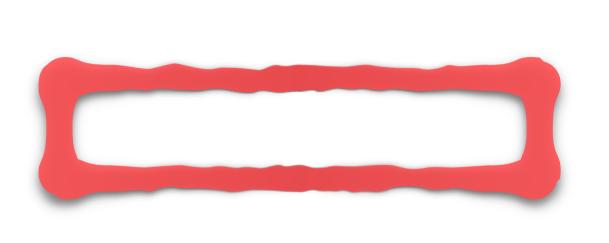












Abstract Access Register command: 0x17 (data0: 0x04)

31		24	23	22 20	19	18	17	16	15 0
	0x0		0	aarsize	aarpostincrement	postexec	transfer	write	regno
	8		1	3	1	1	1	1	16

cmdtype: 0 (register)

aarsize: 2 (32-bit)

transfer: must be 1

write: 1 to write, 0 to read

regno: register index | 0x1000

What Do We Need for a Debugger?

RISC-V Debug Specification

Memory

- ? Peek
- ? Poke

Registers

- ? Read
- ? Write

Control

- ✓ Halt
- ? Step
- Reset
- ? Break