













DebugPlugin.scala

31					27					26		25		24		
										enableEbreak		clearHalt		clearReset		
23					19					18		17		16		
										disableEbreak		setHalt		setReset		
15															8	
7			5		4		3		2		1		0			
					step		ebreakHit		busy		halted		inReset			

What Do We Need for a Debugger?

VexRiscv

Memory

? Peek
? Poke

Registers

? Read
? Write

Control

? Halt
? Step
? Reset
? Break