# TMS320C645x DSP
# Enhanced DMA (EDMA3) Controller

# User's Guide

![Texas Instruments logo]

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## About This Manual

This document describes the features and operations of the enhanced direct memory access (EDMA3) controller in the TMS320C645x digital signal processor (DSP). The EDMA3 is a high-performance, multichannel, multithreaded DMA controller that allows you to program a wide variety of transfer geometries and transfer sequences.

## Notational Conventions

This document uses the following conventions.

- Hexadecimal numbers are shown with the suffix h. For example, the following number is 40 hexadecimal (decimal 64): 40h.
- Registers in this document are shown in figures and described in tables.
  - Each register figure shows a rectangle divided into fields that represent the fields of the register. Each field is labeled with its bit name, its beginning and ending bit numbers above, and its read/write properties below. A legend explains the notation used for the properties.
  - Reserved bits in a register figure designate a bit that is used for future device expansion.

## Related Documentation From Texas Instruments

The following documents describe the C6000™ devices and related support tools. Copies of these documents are available on the Internet. *Tip:* Enter the literature number in the search box provided at www.ti.com.

**SPRU189** — *TMS320C6000 DSP CPU and Instruction Set Reference Guide.* Describes the CPU architecture, pipeline, instruction set, and interrupts for the TMS320C6000 digital signal processors (DSPs).

**SPRU198** — *TMS320C6000 Programmer's Guide.* Describes ways to optimize C and assembly code for the TMS320C6000™ DSPs and includes application program examples.

**SPRU301** — *TMS320C6000 Code Composer Studio Tutorial.* Introduces the Code Composer Studio™ integrated development environment and software tools.

**SPRU321** — *Code Composer Studio Application Programming Interface Reference Guide.* Describes the Code Composer Studio™ application programming interface (API), which allows you to program custom plug-ins for Code Composer.

**SPRU871** — *TMS320C64x+ DSP Megamodule Reference Guide.* Describes the TMS320C64x+ digital signal processor (DSP) megamodule. Included is a discussion on the internal direct memory access (IDMA) controller, the interrupt controller, the power-down controller, memory protection, bandwidth management, and the memory and cache.

# *Introduction*

This chapter provides an overview of features and terminology.

## 1.1 Overview

The enhanced direct memory access (EDMA3) controller's primary purpose is to service data transfers that you program between two memory-mapped slave endpoints on the device.

Typical usage includes, but is not limited to the following:

- Servicing software-driven paging transfers (e.g., transfers from external memory, such as SDRAM to internal device memory, such as DSP L2 SRAM)
- Servicing event-driven peripherals, such as a serial port and UTOPIA
- Performing sorting or sub-frame extraction of various data structures
- Offloading data transfers from the main device CPU(s)
- See the device-specific data manual for specific peripherals that are accessible via the EDMA3 controller

The EDMA3 controller has a different architecture from the previous EDMA2 controller on the TMS320C64x DSPs.

The EDMA3 controller consists of two principle blocks:

- EDMA3 channel controller (EDMA3CC)
- EDMA3 transfer controller(s) (EDMA3TC)

The EDMA3 channel controller serves as the user interface for the EDMA3 controller. The EDMA3CC includes parameter RAM (PaRAM), channel control registers, and interrupt control registers. The EDMA3CC serves to prioritize incoming software requests or events from peripherals and submits transfer requests (TRs) to the transfer controller.

The EDMA3 transfer controllers are responsible for data movement and issue read/write commands to the source and destination addresses that are programmed for a given transfer in the EDMA3CC. The operation is transparent to you.

## 1.2 Features

The EDMA3 channel controller has following features:

- Fully orthogonal transfer description
  - Three transfer dimensions
  - A-synchronized transfers: one-dimension serviced per event
  - AB-synchronized transfers: two-dimensions serviced per event
  - Independent indexes on source and destination
  - Chaining feature allows a 3-D transfer based on a single event
- Flexible transfer definition
  - Increment or constant addressing modes
  - Linking mechanism allows automatic PaRAM set update
  - Chaining allows multiple transfers to execute with one event
- Interrupt generation for the following:
  - Transfer completion
  - Error conditions
- Debug visibility
  - Queue water marking/threshold
  - Error and status recording to facilitate debug
- 64 DMA channels
  - Event synchronization
  - Manual synchronization (CPU(s) write to event set register)
  - Chain synchronization (completion of one transfer triggers another transfer)
- Four QDMA channels
  - QDMA channels trigger automatically when you write to a PaRAM set entry
  - Support for programmable DMA channel and QDMA channel to PaRAM mapping

- 256 PaRAM sets
  - Each PaRAM set can be used for a DMA channel, QDMA channel, or link set
- Four transfer controllers/event queues. The system-level priority of these queues is user programmable. (For the possible system priorities, see the device-specific data manual)
- 16 event entries per event queue
- Memory protection support
  - Proxied memory protection for TR submission
  - Active memory protection for accesses to PaRAM and registers

The EDMA3 transfer controller has the following features:
- Four transfer controllers (TC)
- 128-bit wide read and write ports per TC
- Up to four in-flight transfer requests (TRs)
- Programmable priority level
- Supports two-dimensional transfers with independent indexes on source and destination (EDMA3CC manages the 3rd dimension)
- Support for increment or constant addressing mode transfers
- Interrupt and error support
- Little-endian or big-endian operation
- Memory mapped register (MMR) bit fields are fixed position in 32-bit MMR regardless of endianness

## 1.3   Terminology Used in This Document

The following is a brief explanation of some terms that are used in this document:

| Term | Meaning |
|---|---|
| A-synchronized transfer | A transfer type where one dimension is serviced per synchronization event. |
| AB-synchronized transfer | A transfer type where two dimensions are serviced per synchronization event. |
| Chaining | A trigger mechanism in which a transfer can be initiated at the completion of another transfer or sub-transfer. |
| CPU(s) | The main processing engine or engines on a device. The CPU is typically a DSP or general-purpose processor(see the device-specific data manual to learn more about the CPU on your system.) |
| Device | Digital signal processor (DSP) |
| DMA channel | One of the 64 channels that external, manual, or chained events can trigger. All DMA channels exist in the EDMA3CC. |
| Dummy set or dummy PaRAM set | A PaRAM set for which at least one of the count fields is equal to 0 and at least one of the count fields is nonzero. All of the count fields are cleared in a null PaRAM set. |
| Dummy transfer | A dummy set results in the EDMA3CC performing a dummy transfer. This is not an error condition. A null set results in an error condition. |
| EDMA3 channel controller (EDMA3CC) | The EDMA3CC is the portion of the EDMA3 that you program. The EDMA3CC contains the parameter RAM (PaRAM), event processing logic, DMA/QDMA channels, and event queues. The EDMA3CC service events (external, manual, chained, and QDMA) and is responsible for submitting transfer requests to the transfer controllers (EDMA3TC) that perform the actual transfer. |
| EDMA3 programmer | Any entity on the chip that has read/write access to the EDMA3 registers and can program an EDMA3 transfer. |
| EDMA3 transfer controller(s) (EDMA3TC) | Transfer controllers are the transfer engines for the EDMA3 controller. They perform the read/writes, as dictated by the EDMA3CC's transfer requests. |
| Enhanced direct memory access (EDMA3) controller | EDMA3 consists of the EDMA3 channel controller (EDMA3CC) and the EDMA3 transfer controller(s) (EDMA3TC), referred to as EDMA3 in this document. |
| Link parameter set | A PaRAM set that is used for linking. |
| Linking | The mechanism of reloading a PaRAM set with new transfer characteristics on completion of the current transfer. |
| Memory-mapped slave | All on-chip memories, off-chip memories, and slave peripherals. These typically rely on the EDMA3 (or other master peripheral) to perform transfers to and from them. |
| Master peripherals | All peripherals that are capable of initiating read and write transfers to the system that may not solely rely on the EDMA3 for their data transfers. |

| Term | Meaning |
| --- | --- |
| Null set or null PaRAM set | A PaRAM set that has all count fields cleared (except for the link field). A dummy PaRAM set has at least one of the count fields nonzero. |
| Null transfer | A trigger event for a null PaRAM set results in the EDMA3CC performing a null transfer. This is an error condition. A dummy transfer is not an error condition. |
| Parameter RAM (PaRAM) | Programmable RAM that stores PaRAM sets that DMA channels, QDMA channels, and linking uses. |
| Parameter RAM (PaRAM) set | The PaRAM set is a 32-byte EDMA3 channel transfer definition. Each parameter set consists of eight words (that are four bytes each) that store the context for a DMA/QDMA/link transfer. A PaRAM set includes source address, destination address, counts, indexes, and options. |
| Parameter RAM (PaRAM) set entry | A PaRAM set entry occurs when one of the eight four-byte components of the parameter set. |
| QDMA channel | A QDMA channel is one of the four channels that you can trigger when writing to the trigger word (TRWORD) of a PaRAM set. All QDMA channels exist in the EDMA3CC. |
| Slave end points | Slave end points are all on-chip memories, off-chip memories, and slave peripherals. Slave end points may rely on the EDMA3 to perform transfers to and from them. |
| Transfer request (TR) | A command for data movement that is issued from the EDMA3CC to the EDMA3TC. A TR includes source and destination addresses, counts, indexes, and options. |
| Trigger event | A trigger event is an action that causes the EDMA3CC to service the channel and to submit a transfer request to the EDMA3TC. Trigger events for the DMA channels include events that are triggered manually, externally, and by chain. Trigger events for QDMA channels include events that are triggered automatically and by link. |
| Trigger word | For QDMA channels, the trigger word specifies the PaRAM set entry that results in a QDMA trigger event when it is written. The trigger word is programmed via the QDMA channel map register (QCHMAP) and can point to any of the PaRAM set entries. |
| TR synchronization (sync) event | See Trigger event. |

# EDMA3 Architecture

This chapter provides the architecture details and common operations of the EDMA3 channel controller (EDMA3CC) and the EDMA3 transfer controller (EDMA3TC).

## 2.1 Functional Overview

### 2.1.1 EDMA3 Controller Block Diagram

Figure 2-1 shows a block diagram for the EDMA3 controller.

**Figure 2-1. EDMA3 Controller Block Diagram**
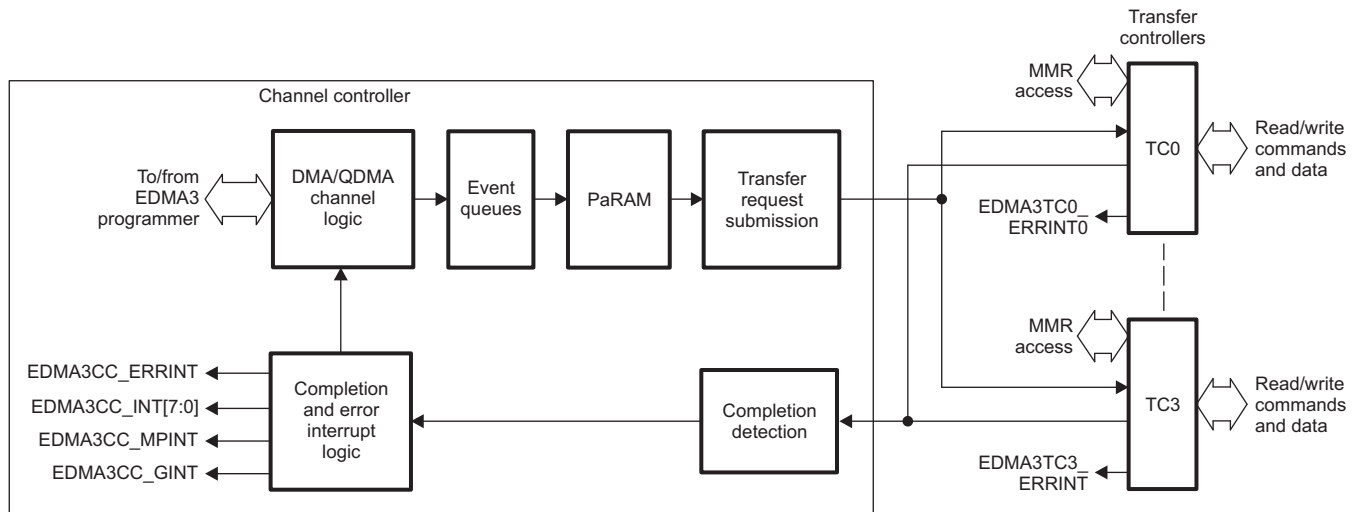
### 2.1.2  EDMA3 Channel Controller (EDMA3CC)

Figure 2-2 shows a functional block diagram of the EDMA3 channel controller (EDMA3CC).

The main blocks of the EDMA3CC are as follows:

*   Parameter RAM (PaRAM): The PaRAM maintains parameter sets for channel and reload parameter sets. You must write the PaRAM with the transfer context for the desired channels and link parameter sets. EDMA3CC processes sets based on a trigger event and submits a transfer request (TR) to the transfer controller.
*   EDMA3 event and interrupt processing registers: Allows mapping of events to parameter sets, enable/disable events, enable/disable interrupt conditions, and clearing interrupts.
*   Completion detection: The completion detect block detects completion of transfers by the EDMA3TC and/or slave peripherals. You can optionally use completion of transfers to chain trigger new transfers or to assert interrupts.
*   Event queues: Event queues form the interface between the event detection logic and the transfer request submission logic.
*   Memory protection registers: Memory protection registers define the accesses (privilege level and requestor(s)) that are allowed to access the DMA channel shadow region view(s) and regions of PaRAM.

Other functions include the following:

*   Region registers: Region registers allow DMA resources (DMA channels and interrupts) to be assigned to unique regions that different EDMA3 programmers or different application threads can own.
*   Debug registers: Debug registers allow debug visibility by providing registers to read the queue status, controller status, and missed event status.

The EDMA3CC includes two channel types: DMA channels (64 channels) and QDMA channels (4 channels).

Each channel is associated with a given event queue/transfer controller and with a given PaRAM set. The main thing that differentiates a DMA channel from a QDMA channel is the method that the system uses to trigger transfers; see Section 2.4.

**Figure 2-2. EDMA3 Channel Controller (EDMA3CC) Block Diagram**
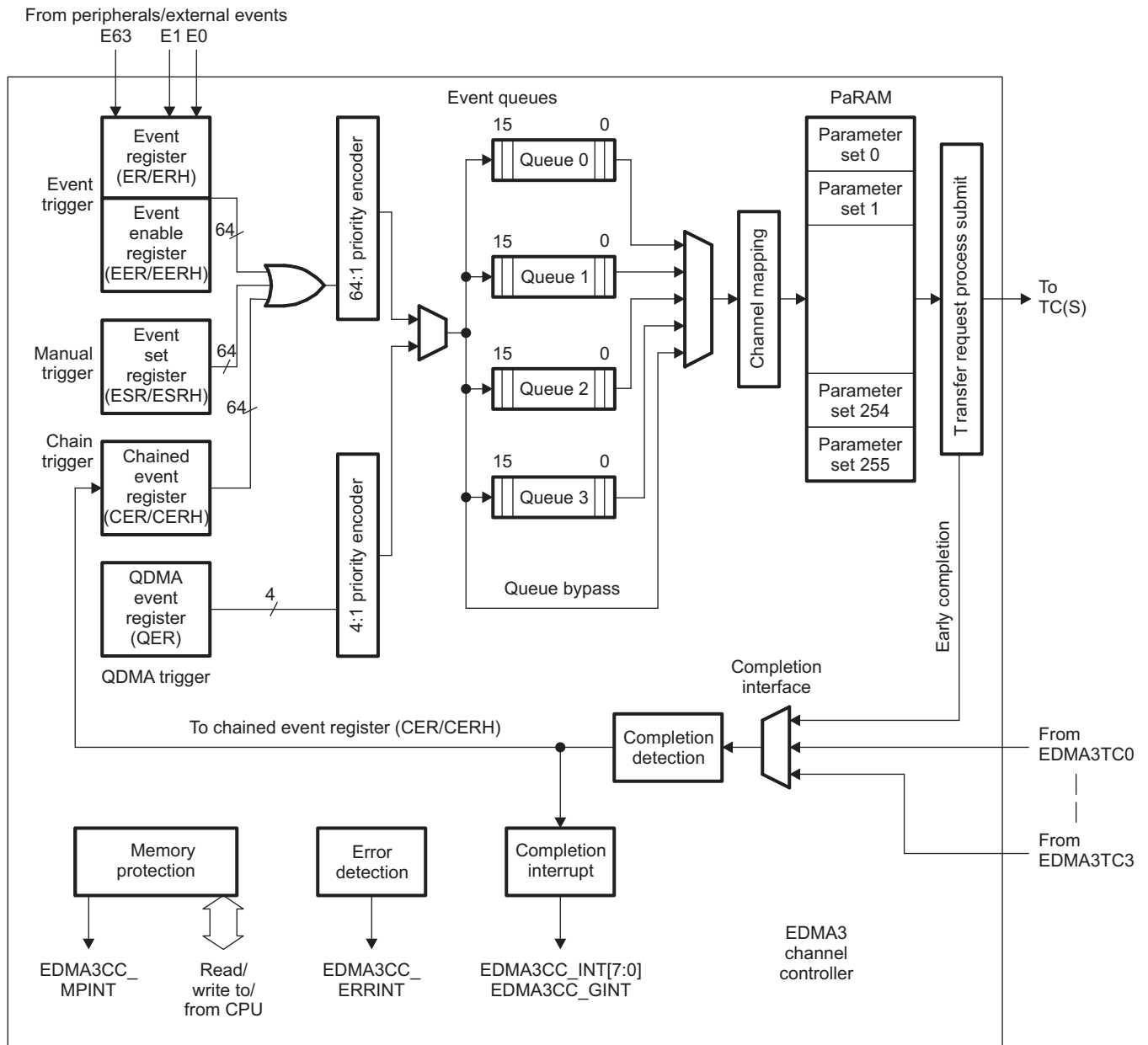
A trigger event is necessary to initiate a transfer. A trigger event may be due to an external event, manual write to the event set register, or chained event for DMA channels. QDMA channels auto-trigger when a write to the trigger word that you program occurs on the associated PaRAM set. All such trigger events are logged into appropriate registers upon recognition. See Section 4.2.1.3.

Once a trigger event is recognized, the appropriate EDMA3CC event queue ques the event / channel. The assignment of each DMA/QDMA channel to an event queue is programmable. Each queue is 16 events deep; therefore, you can queue up to 16 events (on a single queue) in the EDMA3CC at a time. Additional pending events that are mapped to a full queue are queued when the event queue space becomes available. See Section 2.11.

If events on different channels are detected simultaneously, the events are queued based on a fixed priority arbitration scheme with the DMA channels being higher priority events than the QDMA channels. Among the two groups of channels, the lowest-numbered channel is the highest priority.

Each event in the event queue is processed in FIFO order. When the head of the queue is reached, the PaRAM associated with that channel is read to determine the transfer details. The TR submission logic evaluates the validity of the TR and is responsible for submitting a valid transfer request (TR) to the appropriate EDMA3TC (based on the event queue to the EDMA3TC association, Q0 goes to TC0, Q1 goes to TC1, Q2 goes to TC2, and Q3 goes to TC3). For more information, see Section 2.3.

The EDMA3TC receives the request and is responsible for data movement, as specified in the transfer request packet (TRP), other necessary tasks like buffering, and ensuring transfers are carried out in an optimal fashion wherever possible. For more information on EDMA3TC, see Section 2.1.3.

If you have decided to receive an interrupt or to chain to another channel on completion of the current transfer, the EDMA3TC signals completion to the EDMA3CC completion detection logic when the transfer is complete. You can alternately choose to trigger completion when a TR leaves the EDMA3CC boundary, rather than wait for all of the data transfers to complete. Based on the setting of the EDMA3CC interrupt registers, the completion interrupt generation logic is responsible for generating EDMA3CC completion interrupts to the CPU. For more information, see Section 2.5.

Additionally, the EDMA3CC also has an error detection logic that causes an error interrupt generation on various error conditions (like missed events, exceeding event queue thresholds, etc.). For more information on error interrupts, see Section 2.9.4.

### 2.1.3 EDMA3 Transfer Controller (EDMA3TC)

Figure 2-3 shows a functional block diagram of the EDMA3 transfer controller (EDMA3TC).

**Figure 2-3. EDMA3 Transfer Controller (EDMA3TC) Block Diagram**
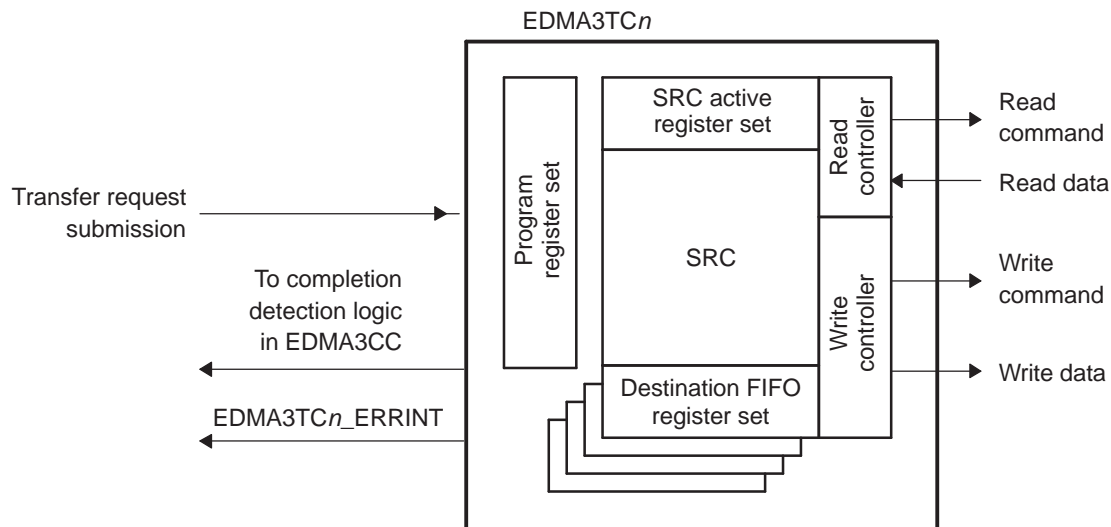


The main blocks of the EDMA3TC are:

- DMA program register set: The DMA program register set stores the transfer requests received from the EDMA3 channel controller (EDMA3CC).
- DMA source active register set: The DMA source active register set stores the context for the DMA transfer request currently in progress in the read controller.
- Read controller: The read controller issues read commands to the source address.
- Destination FIFO register set: The destination (DST) FIFO register set stores the context for the DMA transfer request(s) currently in progress in the write controller.
- Write controller: The write controller issues write commands/write data to the destination slave.
- Data FIFO: The data FIFO exists for holding temporary in-flight data.
- Completion interface: The completion interface sends completion codes to the EDMA3CC when a transfer completes, and generates interrupts and chained events (also, see Section 2.1.2 for more information on transfer completion reporting).

When the EDMA3TC is idle and receives its first TR, DMA program register set receives the TR, where it transitions to the DMA source active set and the destination FIFO register set immediately. The second TR (if pending from EDMA3CC) is loaded into the DMA program set, ensuring it can start as soon as possible when the active transfer completes. As soon as the current active set is exhausted, the TR is loaded from the DMA program register set into the DMA source active register set as well as to the appropriate entry in the destination FIFO register set.

The read controller issues read commands governed by the rules of command fragmentation and optimization. These are issued only when the data FIFO has space available for the data read. When sufficient data is in the data FIFO, the write controller starts issuing a write command again following the rules for command fragmentation and optimization. For more information on command fragmentation and optimization, see Section 2.12.1.1.

Depending on the number of entries, the read controller can process up to two or four transfer requests ahead of the destination subject to the amount of free data FIFO.

## 2.2 Types of EDMA3 Transfers

An EDMA3 transfer is always defined in terms of three dimensions. Figure 2-4 shows the three dimensions used by EDMA3 transfers. These three dimensions are defined as:

- 1st Dimension or Array (A): The 1st dimension in a transfer consists of ACNT contiguous bytes.
- 2nd Dimension or Frame (B): The 2nd dimension in a transfer consists of BCNT arrays of ACNT bytes. Each array transfer in the 2nd dimension is separated from each other by an index programmed using SRCBIDX or DSTBIDX.
- 3rd Dimension or Block (C): The 3rd dimension in a transfer consists of CCNT frames of BCNT arrays of ACNT bytes. Each transfer in the 3rd dimension is separated from the previous by an index programmed using SRCCIDX or DSTCIDX.

Note that the reference point for the index depends on the synchronization type. The amount of data transferred upon receipt of a trigger/synchronization event is controlled by the synchronization types (SYNCDIM bit in OPT). Of the three dimensions, only two synchronization types are supported: A-synchronized transfers and AB-synchronized transfers.

**Figure 2-4. Definition of ACNT, BCNT, and CCNT**
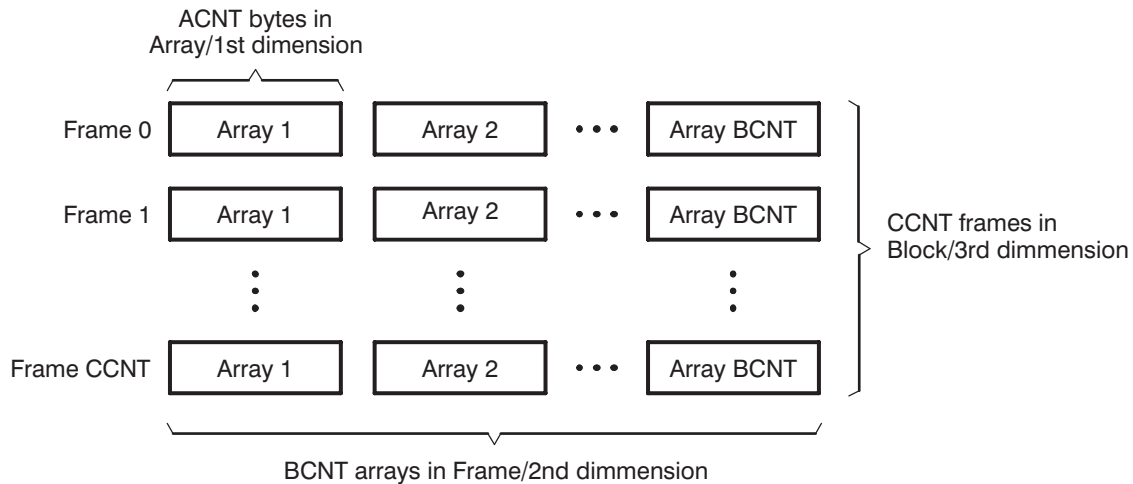
### 2.2.1 A-Synchronized Transfers

In an A-synchronized transfer, each EDMA3 sync event initiates the transfer of the 1st dimension of ACNT bytes, or one array of ACNT bytes. In other words, each event/TR packet conveys the transfer information for one array only. Thus, BCNT × CCNT events are needed to completely service a PaRAM set.

Arrays are always separated by SRCBIDX and DSTBIDX, as shown in Figure 2-5, where the start address of Array N is equal to the start address of Array N – 1 plus source (SRC) or destination (DST) BIDX.

Frames are always separated by SRCCIDX and DSTCIDX. For A-synchronized transfers, after the frame is exhausted, the address is updated by adding SRCCIDX/DSTCIDX to the beginning address of the last array in the frame. As in Figure 2-5, SRCCIDX/DSTCIDX is the difference between the start of Frame 0 Array 3 to the start of Frame 1 Array 0.

Figure 2-5 shows an A-synchronized transfer of 3 (CCNT) frames of 4 (BCNT) arrays of n (ACNT) bytes. In this example, a total of 12 sync events (BCNT × CCNT) exhaust a PaRAM set. See Section 2.3.6 for details on parameter set updates.

**Figure 2-5. A-Synchronized Transfers (ACNT = n, BCNT = 4, CCNT = 3)**
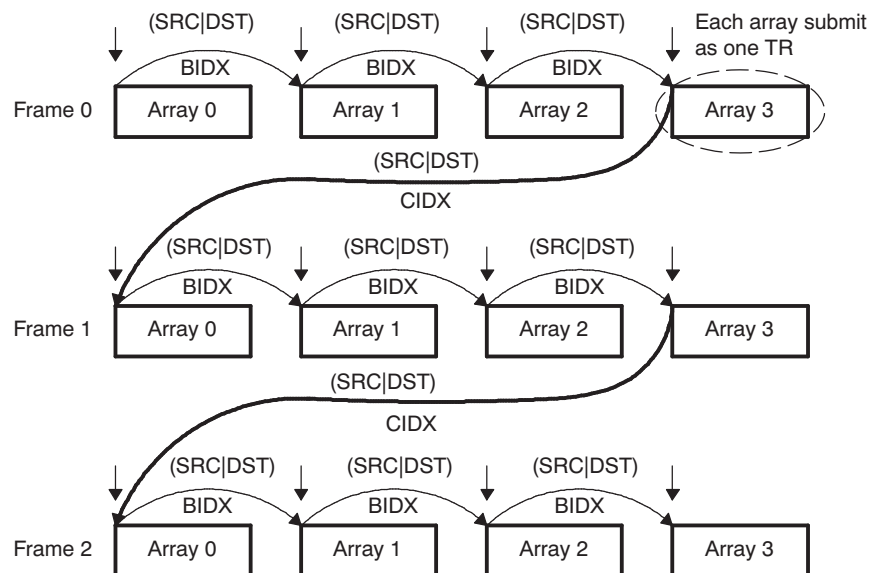
### 2.2.2 AB-Synchronized Transfers

In a AB-synchronized transfer, each EDMA3 sync event initiates the transfer of 2 dimensions or one frame. In other words, each event/TR packet conveys information for one entire frame of BCNT arrays of ACNT bytes. Thus, CCNT events are needed to completely service a PaRAM set.

Arrays are always separated by SRCBIDX and DSTBIDX as shown in Figure 2-6. Frames are always separated by SRCCIDX and DSTCIDX.

Note that for AB-synchronized transfers, after a TR for the frame is submitted, the address update is to add SRCCIDX/DSTCIDX to the beginning address of the beginning array in the frame. This is different from A-synchronized transfers where the address is updated by adding SRCCIDX/DSTCIDX to the start address of the last array in the frame. See Section 2.3.6 for details on parameter set updates.

Figure 2-6 shows an AB-synchronized transfer of 3 (CCNT) frames of 4 (BCNT) arrays of *n* (ACNT) bytes. In this example, a total of 3 sync events (CCNT) exhaust a PaRAM set; that is, a total of 3 transfers of 4 arrays each completes the transfer.

#### Figure 2-6. AB-Synchronized Transfers (ACNT = n, BCNT = 4, CCNT = 3)
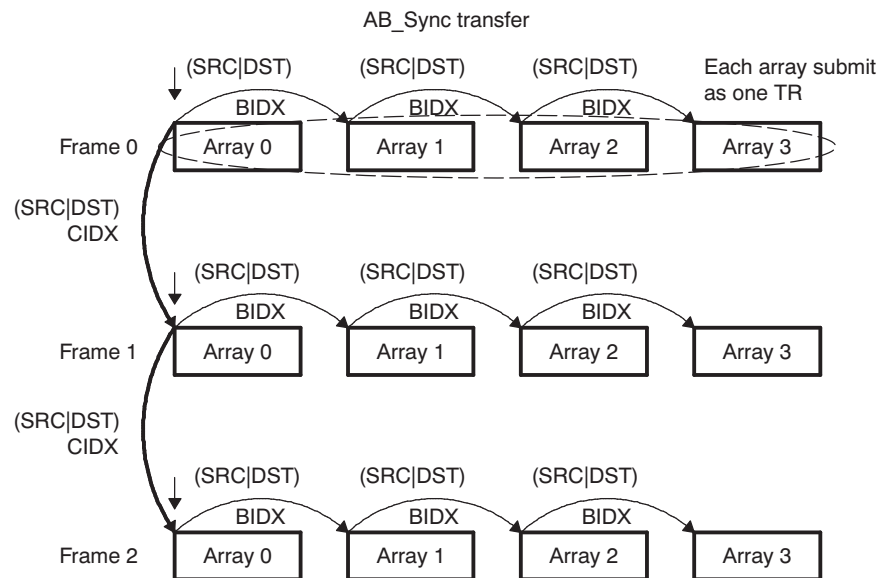


NOTE:    ABC-synchronized transfers are not directly supported. But can be logically achieved by chaining between multiple AB-synchronized transfers.

## 2.3 Parameter RAM (PaRAM)

The EDMA3 controller is a RAM-based architecture. The transfer context (source/destination addresses, count, indexes, etc.) for DMA or QDMA channels is programmed in a parameter RAM table within EDMA3CC, referred to as PaRAM. The PaRAM table is segmented into multiple PaRAM sets. Each PaRAM set includes eight 4-byte PaRAM set entries (32 bytes total per PaRAM set), which includes typical DMA transfer parameters such as source address, destination address, transfer counts, indexes, options, etc.

The PaRAM structure supports flexible ping-pong, circular buffering, channel chaining, and auto-reloading (linking).

The contents of the PaRAM include the following:
- 256 PaRAM sets
- Any PaRAM entry can be used for DMA, QDMA, or link sets
- By default, all channels map to PaRAM set 0. These should be re-mapped before use. See Section 4.2.1.3 (DCHMAP registers) and Section 4.2.1.4 (QCHMAP registers) for more information.

### Table 2-1. EDMA3 Parameter RAM Contents

| PaRAM Set Number | Address | Parameters [1] |
|---|---|---|
| 0 | 02A0 4000h to 02A0 401Fh | PaRAM set 0 |
| 1 | 02A0 4020h to 02A0 403Fh | PaRAM set 1 |
| 2 | 02A0 4040h to 02A0 405Fh | PaRAM set 2 |
| 3 | 02A0 4060h to 02A0 407Fh | PaRAM set 3 |
| 4 | 02A0 4080h to 02A0 409Fh | PaRAM set 4 |
| 5 | 02A0 40A0h to 02A0 40BFh | PaRAM set 5 |
| 6 | 02A0 40C0h to 02A0 40DFh | PaRAM set 6 |
| 7 | 02A0 40E0h to 02A0 40FFh | PaRAM set 7 |
| 8 | 02A0 4100h to 02A0 411Fh | PaRAM set 8 |
| 9 | 02A0 4120h to 02A0 413Fh | PaRAM set 9 |
| ... | ... | ... |
| 63 | 02A0 47E0h to 02A0 47FFh | PaRAM set 63 |
| 64 | 02A0 4800h to 02A0 481Fh | PaRAM set 64 |
| 65 | 02A0 4820h to 02A0 483Fh | PaRAM set 65 |
| ... | ... | ... |
| 254 | 02A0 5FC0h to 02A0 5FDFh | PaRAM set 254 |
| 255 | 02A0 5FE0h to 02A0 5FFFh | PaRAM set 255 |

[1] A PaRAM set can be configured for use with either DMA channel, QDMA channel, or as a reload link set.

### 2.3.1 PaRAM

Each parameter set of PaRAM is organized into eight 32-bit words or 32 bytes, as shown in Figure 2-7 and described in Table 2-2. Each PaRAM set consists of 16-bit and 32-bit parameters.

**Figure 2-7. PaRAM Set**

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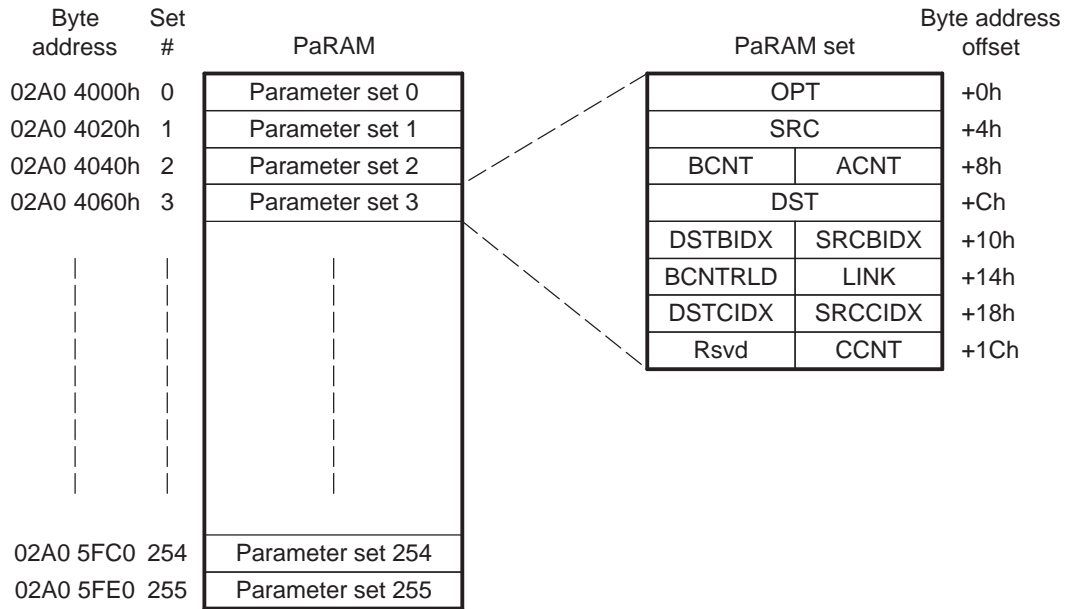
## Table 2-2. EDMA3 Channel Parameter Description

| Offset Address (bytes) | Acronym | Parameter | Description |
|---|---|---|---|
| 0h | OPT | Channel Options | Transfer configuration options |
| 4h | SRC | Channel Source Address | The byte address from which data is transferred |
| 8h[(1)] | ACNT | Count for 1st Dimension | Unsigned value specifying the number of contiguous bytes within an array (first dimension of the transfer). Valid values range from 1 to 65 535. |
| | BCNT | Count for 2nd Dimension | Unsigned value specifying the number of arrays in a frame, where an array is ACNT bytes. Valid values range from 1 to 65 535. |
| Ch | DST | Channel Destination Address | The byte address to which data is transferred |
| 10h[(1)] | SRCBIDX | Source BCNT Index | Signed value specifying the byte address offset between source arrays within a frame (2nd dimension). Valid values range from −32 768 and 32 767. |
| | DSTBIDX | Destination BCNT Index | Signed value specifying the byte address offset between destination arrays within a frame (2nd dimension). Valid values range from −32 768 and 32 767. |
| 14h[(1)] | LINK | Link Address | The PaRAM address containing the PaRAM set to be linked (copied from) when the current PaRAM set is exhausted. A value of FFFFh specifies a null link. |
| | BCNTRLD | BCNT Reload | The count value used to reload BCNT when BCNT decrements to 0 (TR is submitted for the last array in 2nd dimension). Only relevant in A-synchronized transfers. |
| 18h[(1)] | SRCCIDX | Source CCNT Index | Signed value specifying the byte address offset between frames within a block (3rd dimension). Valid values range from −32 768 and 32 767. |
| | | | A-synchronized transfers: The byte address offset from the beginning of the last source array in a frame to the beginning of the first source array in the next frame. |
| | | | AB-synchronized transfers: The byte address offset from the beginning of the first source array in a frame to the beginning of the first source array in the next frame. |
| | DSTCIDX | Destination CCNT index | Signed value specifying the byte address offset between frames within a block (3rd dimension). Valid values range from −32 768 and 32 767. |
| | | | A-synchronized transfers: The byte address offset from the beginning of the last destination array in a frame to the beginning of the first destination array in the next frame. |
| | | | AB-synchronized transfers: The byte address offset from the beginning of the first destination array in a frame to the beginning of the first destination array in the next frame. |
| 1Ch | CCNT | Count for 3rd Dimension | Unsigned value specifying the number of frames in a block, where a frame is BCNT arrays of ACNT bytes. Valid values range from 1 to 65 535. |
| | RSVD | Reserved | Reserved |

[(1)] It is recommended to access the parameter set sets as 32-bit words whenever possible.

## 2.3.2 EDMA3 Channel PaRAM Set Entry Fields

### 2.3.2.1 Channel Options Parameter (OPT)

The channel options parameter (OPT) is shown in Figure 2-8 and described in Table 2-3.

**Figure 2-8. Channel Options Parameter (OPT)**

| 31 | 30      28 | 27           24 | 23 | 22 | 21 | 20 | 19        18 | 17        16 |
|----|-----------|-----------------|----|----|----|----|--------------|--------------|
| PRIV | Reserved | PRIVID | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | TCC |
| R-0 | R-0 | R-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 |

| 15        12 | 11    10 | 8 | 7                           4 | 3 | 2 | 1 | 0 |
|--------------|----------|---|-------------------------------|---|---|---|---|
| TCC | TCCMOD | FWID | Reserved | STATIC | SYNCDIM | DAM | SAM |
| R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 |

**Table 2-3. Channel Options Parameters (OPT) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31 | PRIV | | Privilege level (supervisor versus user) for the host/CPU/DMA that programmed this PaRAM set. This value is set with the EDMA3 master's privilege value when any part of the PaRAM set is written. |
| | | 0 | User level privilege |
| | | 1 | Supervisor level privilege |
| 30-28 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 27-24 | PRIVID | 0-Fh | Privilege identification for the external host/CPU/DMA that programmed this PaRAM set. This value is set with the EDMA3 master's privilege identification value when any part of the PaRAM set is written. |
| 23 | ITCCHEN | | Intermediate transfer completion chaining enable. |
| | | 0 | Intermediate transfer complete chaining is disabled |
| | | 1 | Intermediate transfer complete chaining is enabled |
| | | | When enabled, the chained event register (CER/CERH) bit is set on every intermediate chained transfer completion (upon completion of every intermediate TR in the PaRAM set, except the final TR in the PaRAM set). The bit (position) set in CER or CERH is the TCC value specified. |
| 22 | TCCHEN | | Transfer complete chaining enable. |
| | | 0 | Transfer complete chaining is disabled |
| | | 1 | Transfer complete chaining is enabled |
| | | | When enabled, the chained event register (CER/CERH) bit is set on final chained transfer completion (upon completion of the final TR in the PaRAM set). The bit (position) set in CER or CERH is the TCC value specified. |
| 21 | ITCINTEN | | Intermediate transfer completion interrupt enable. |
| | | 0 | Intermediate transfer complete interrupt is disabled |
| | | 1 | Intermediate transfer complete interrupt is enabled |
| | | | When enabled, the interrupt pending register (IPR / IPRH) bit is set on every intermediate transfer completion (upon completion of every intermediate TR in the PaRAM set, except the final TR in the PaRAM set). The bit (position) set in IPR or IPRH is the TCC value specified. To generate a completion interrupt to the CPU, the corresponding IER [TCC] / IERH [TCC] bit must be set. |
| 20 | TCINTEN | | Transfer complete interrupt enable. |
| | | 0 | Transfer complete interrupt is disabled |
| | | 1 | Transfer complete interrupt is enabled |
| | | | When enabled, the interrupt pending register (IPR / IPRH) bit is set on transfer completion (upon completion of the final TR in the PaRAM set). The bit (position) set in IPR or IPRH is the TCC value specified. To generate a completion interrupt to the CPU, the corresponding IER[TCC] / IERH [TCC] bit must be set. |
| 19-18 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 17-12 | TCC | 0-3Fh | Transfer complete code. This 6-bit code sets the relevant bit in the chaining enable register (CER [TCC] /CERH [TCC]) for chaining or in the interrupt pending register (IPR [TCC] / IPRH [TCC]) for interrupts. |

**Table 2-3. Channel Options Parameters (OPT) Field Descriptions  (continued)**

| Bit | Field | Value | Description |
|---|---|---|---|
| 11 | TCCMODE | | Transfer complete code mode. Indicates the point at which a transfer is considered completed for chaining and interrupt generation. |
| | | 0 | Normal completion: A transfer is considered completed after the data has been transferred. |
| | | 1 | Early completion: A transfer is considered completed after the EDMA3CC submits a TR to the EDMA3TC. TC may still be transferring data when the interrupt/chain is triggered. |
| 10-8 | FWID | 0-7h | FIFO Width. Applies if either SAM or DAM is set to constant addressing mode. |
| | | 0 | FIFO width is 8-bit |
| | | 1h | FIFO width is 16-bit |
| | | 2h | FIFO width is 32-bit |
| | | 3h | FIFO width is 64-bit |
| | | 4h | FIFO width is 128-bit |
| | | 5h | FIFO width is 256-bit |
| | | 6h-7h | Reserved |
| 7-4 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 3 | STATIC | | Static set. |
| | | 0 | Set is not static. The PaRAM set is updated or linked after a TR is submitted. A value of 0 should be used for DMA channels and for non-final transfers in a linked list of QDMA transfers. |
| | | 1 | Set is static. The PaRAM set is not updated or linked after a TR is submitted. A value of 1 should be used for isolated QDMA transfers or for the final transfer in a linked list of QDMA transfers. |
| 2 | SYNCDIM | | Transfer synchronization dimension. |
| | | 0 | A-synchronized. Each event triggers the transfer of a single array of ACNT bytes. |
| | | 1 | AB-synchronized. Each event triggers the transfer of BCNT arrays of ACNT bytes. |
| 1 | DAM | | Destination address mode. |
| | | 0 | Increment (INCR) mode. Destination addressing within an array increments. Destination is not a FIFO. |
| | | 1 | Constant addressing (CONST) mode. Destination addressing within an array wraps around upon reaching FIFO width. |
| 0 | SAM | | Source address mode. |
| | | 0 | Increment (INCR) mode. Source addressing within an array increments. Source is not a FIFO. |
| | | 1 | Constant addressing (CONST) mode. Source addressing within an array wraps around upon reaching FIFO width. |

### 2.3.2.2   Channel Source Address (SRC)

The 32-bit source address parameter specifies the starting byte address of the source. For SAM in increment mode, there are no alignment restrictions imposed by EDMA3. For SAM in constant addressing mode, you must program the source address to be aligned to a 256-bit aligned address (5 LSBs of address must be 0). The EDMA3TC will signal an error, if this rule is violated. See Section 2.12.3 for additional details.

### 2.3.2.3   Channel Destination Address (DST)

The 32-bit destination address parameter specifies the starting byte address of the destination. For DAM in increment mode, there are no alignment restrictions imposed by EDMA3. For DAM in constant addressing mode, you must program the destination address to be aligned to a 256-bit aligned address (5 LSBs of address must be 0). The EDMA3TC will signal an error, if this rule is violated. See Section 2.12.3 for additional details.

### 2.3.2.4   Count for 1st Dimension (ACNT)

ACNT represents the number of bytes within the 1st dimension of a transfer. ACNT is a 16-bit unsigned value with valid values between 0 and 65 535. Therefore, the maximum number of bytes in an array is 65 535 bytes (64K – 1 bytes). ACNT must be greater than or equal to 1 for a TR to be submitted to EDMA3TC. A transfer with ACNT equal to 0 is considered either a null or dummy transfer.

See Section 2.3.5 and Section 2.5.3 for details on dummy/null completion conditions.

### 2.3.2.5 Count for 2nd Dimension (BCNT)

BCNT is a 16-bit unsigned value that specifies the number of arrays of length ACNT. For normal operation, valid values for BCNT are between 1 and 65 535. Therefore, the maximum number of arrays in a frame is 65 535 (64K – 1 arrays). A transfer with BCNT equal to 0 is considered either a null or dummy transfer.

See Section 2.3.5 and Section 2.5.3 for details on dummy/null completion conditions.

### 2.3.2.6 Count for 3rd Dimension (CCNT)

CCNT is a 16-bit unsigned value that specifies the number of frames in a block. Valid values for CCNT are between 1 and 65 535. Therefore, the maximum number of frames in a block is 65 535 (64K – 1 frames). A transfer with CCNT equal to 0 is considered either a null or dummy transfer.

See Section 2.3.5 and Section 2.5.3 for details on dummy/null completion conditions.

### 2.3.2.7 BCNT Reload (BCNTRLD)

BCNTRLD is a 16-bit unsigned value used to reload the BCNT field once the last array in the 2nd dimension is transferred. This field is only used for A-synchronized transfers. In this case, the EDMA3CC decrements the BCNT value by 1 on each TR submission. When BCNT reaches 0, the EDMA3CC decrements CCNT and uses the BCNTRLD value to reinitialize the BCNT value.

For AB-synchronized transfers, the EDMA3CC submits the BCNT in the TR and the EDMA3TC decrements BCNT appropriately. For AB-synchronized transfers, BCNTRLD is not used.

### 2.3.2.8 Source B Index (SRCBIDX)

SRCBIDX is a 16-bit signed value (2s complement) used for source address modification between each array in the 2nd dimension. Valid values for SRCBIDX are between –32 768 and 32 767. It provides a byte address offset from the beginning of the source array to the beginning of the next source array. It applies to both A-synchronized and AB-synchronized transfers. Some examples:
- SRCBIDX = 0000h (0): no address offset from the beginning of an array to the beginning of the next array. All arrays are fixed to the same beginning address.
- SRCBIDX = 0003h (+3): the address offset from the beginning of an array to the beginning of the next array in a frame is 3 bytes. For example, if the current array begins at address 1000h, the next array begins at 1003h.
- SRCBIDX = FFFFh (–1): the address offset from the beginning of an array to the beginning of the next array in a frame is –1 byte. For example, if the current array begins at address 5054h, the next array begins at 5053h.

### 2.3.2.9 Destination B Index (DSTBIDX)

DSTBIDX is a 16-bit signed value (2s complement) used for destination address modification between each array in the 2nd dimension. Valid values for DSTBIDX are between –32 768 and 32 767. It provides a byte address offset from the beginning of the destination array to the beginning of the next destination array within the current frame. It applies to both A-synchronized and AB-synchronized transfers. See SRCBIDX for examples.

### 2.3.2.10 Source C Index (SRCCIDX)

SRCCIDX is a 16-bit signed value (2s complement) used for source address modification in the 3rd dimension. Valid values for SRCCIDX are between –32 768 and 32 767. It provides a byte address offset from the beginning of the current array (pointed to by SRC address) to the beginning of the first source array in the next frame. It applies to both A-synchronized and AB-synchronized transfers. Note that when SRCCIDX is applied, the current array in an A-synchronized transfer is the last array in the frame (Figure 2-5), while the current array in an AB-synchronized transfer is the first array in the frame (Figure 2-6).

#### 2.3.2.11 Destination C Index (DSTCIDX)

DSTCIDX is a 16-bit signed value (2s complement) used for destination address modification in the 3rd dimension. Valid values are between −32 768 and 32 767. It provides a byte address offset from the beginning of the current array (pointed to by DST address) to the beginning of the first destination array TR in the next frame. It applies to both A-synchronized and AB-synchronized transfers. Note that when DSTCIDX is applied, the current array in an A-synchronized transfer is the last array in the frame (Figure 2-5), while the current array in a AB-synchronized transfer is the first array in the frame (Figure 2-6).

#### 2.3.2.12 Link Address (LINK)

The EDMA3CC provides a mechanism, called linking, to reload the current PaRAM set upon its natural termination (that is, after the count fields are decremented to 0) with a new PaRAM set. The 16-bit parameter LINK specifies the byte address offset in the PaRAM from which the EDMA3CC loads/reloads the next PaRAM set during linking.

You must program the link address to point to a valid aligned 32-byte PaRAM set. The 5 LSBs of the LINK field should be cleared to 0.

The EDMA3CC ignores the upper 2 bits of the LINK entry, allowing the programmer the flexibility of programming the link address as either an absolute/literal byte address or use the PaRAM-base-relative offset address. Therefore, if you make use of the literal address with a range from 4000h to 7FFFh, it will be treated as a PaRAM-base-relative value of 0000h to 3FFFh.

You should make sure to program the LINK field correctly, so that link update is requested from a PaRAM address that falls in the range of the available PaRAM addresses on the device.

A LINK value of FFFFh is referred to as a NULL link that should cause the EDMA3CC to perform an internal write of 0 to all entries of the current PaRAM set, except for the LINK field that is set to FFFFh. Also, see Section 2.5 for details on terminating a transfer.

### 2.3.3 Null PaRAM Set

A null PaRAM set is defined as a PaRAM set where all count fields (ACNT, BCNT, and CCNT) are cleared to 0. If a PaRAM set associated with a channel is a NULL set, then when serviced by the EDMA3CC, the bit corresponding to the channel is set in the associated event missed register (EMR, EMRH, or QEMR). This bit remains set in the associated secondary event register (SER, SERH, or QSER). *This implies that any future events on the same channel are ignored by the EDMA3CC and you are required to clear the bit in SER, SERH, or QSER for the channel.* This is considered an error condition, since events are not expected on a channel that is configured as a null transfer. See Section 4.2.6.8 and Section 4.2.2.1 for more information on the SER and EMR registers, respectively.

### 2.3.4 Dummy PaRAM Set

A dummy PaRAM set is defined as a PaRAM set where at least one of the count fields (ACNT, BCNT, or CCNT) is cleared to 0 and at least one of the count fields is nonzero.

If a PaRAM set associated with a channel is a dummy set, then when serviced by the EDMA3CC, it will not set the bit corresponding to the channel (DMA/QDMA) in the event missed register (EMR, EMRH, or QEMR) and the secondary event register (SER, SERH, or QSER) bit gets cleared similar to a normal transfer. Future events on that channel are serviced. A dummy transfer is a legal transfer of 0 bytes. See Section 4.2.6.8 and Section 4.2.2.1 for more information on the SER and EMR registers, respectively.

### 2.3.5 Dummy Versus Null Transfer Comparison

There are some differences in the way the EDMA3CC logic treats a dummy versus a null transfer request. A null transfer request is an error condition, but a dummy transfer is a legal transfer of 0 bytes. A null transfer causes an error bit (E$n$) in EMR to get set and the E$n$ bit in SER remains set, essentially preventing any further transfers on that channel without clearing the associated error registers.

Table 2-4 summarizes the conditions and effects of null and dummy transfer requests.

**Table 2-4. Dummy and Null Transfer Request**

| Feature | Null TR | Dummy TR |
|---|---|---|
| EMR/EMRH/QEMR is set | Yes | No |
| SER/SERH/QSER remains set | Yes | No |
| Link update (STATIC = 0 in OPT) | Yes | Yes |
| QER is set | Yes | Yes |
| IPR/IPRH CER/CERH is set using early completion | Yes | Yes |

### 2.3.6  Parameter Set Updates

When a TR is submitted for a given DMA/QDMA channel and its corresponding PaRAM set, the EDMA3CC is responsible for updating the PaRAM set in anticipation of the next trigger event. For events that are not final, this includes address and count updates; for final events, this includes the link update.

The specific PaRAM set entries that are updated depend on the channel's synchronization type (A-synchronized or B-synchronized) and the current state of the PaRAM set. A B-update refers to the decrementing of BCNT in the case of A-synchronized transfers after the submission of successive TRs. A C-update refers to the decrementing of CCNT in the case of A-synchronized transfers after BCNT TRs for ACNT byte transfers have submitted. For AB-synchronized transfers, a C-update refers to the decrementing of CCNT after submission of every transfer request.

See Table 2-5 for details and conditions on the parameter updates. A link update occurs when the PaRAM set is exhausted, as described in Section 2.3.7.

After the TR is read from the PaRAM (and is in process of being submitted to EDMA3TC), the following fields are updated if needed:

* A-synchronized: BCNT, CCNT, SRC, DST
* AB-synchronized: CCNT, SRC, DST

The following fields are not updated (except for during linking, where all fields are overwritten by the link PaRAM set):

* A-synchronized: ACNT, BCNTRLD, SRCBIDX, DSTBIDX, SRCCIDX, DSTCIDX, OPT, LINK
* AB-synchronized: ACNT, BCNT, BCNTRLD, SRCBIDX, DSTBIDX, SRCCIDX, DSTCIDX, OPT, LINK

Note that PaRAM updates only pertain to the information that is needed to properly submit the next transfer request to the EDMA3TC. Updates that occur while data is moved within a transfer request are tracked within the transfer controller, and is detailed in Section 2.12. For A-synchronized transfers, the EDMA3CC always submits a TRP for ACNT bytes (BCNT = 1 and CCNT = 1). For AB-synchronized transfers, the EDMA3CC always submits a TRP for ACNT bytes of BCNT arrays (CCNT = 1). The EDMA3TC is responsible for updating source and destination addresses within the array based on ACNT and FWID (in OPT). For AB-synchronized transfers, the EDMA3TC is also responsible to update source and destination addresses between arrays based on SRCBIDX and DSTBIDX.

Table 2-5 shows the details of parameter updates that occur within EDMA3CC for A-synchronized and AB-synchronized transfers.

#### Table 2-5. Parameter Updates in EDMA3CC (for Non-Null, Non-Dummy PaRAM Set)

| | A-Synchronized Transfer | | | AB-Synchronized Transfer | | |
|---|---|---|---|---|---|---|
| | B-Update | C-Update | Link Update | B-Update | C-Update | Link Update |
| Condition: | BCNT > 1 | BCNT == 1 && CCNT > 1 | BCNT == 1 && CCNT == 1 | N/A | CCNT > 1 | CCNT == 1 |
| SRC | += SRCBIDX | += SRCCIDX | = Link.SRC | in EDMA3TC | += SRCCIDX | = Link.SRC |
| DST | += DSTBIDX | += DSTCIDX | = Link.DST | in EDMA3TC | += DSTCIDX | = Link.DST |
| ACNT | None | None | = Link.ACNT | None | None | = Link.ACNT |
| BCNT | –= 1 | = BCNTRLD | = Link.BCNT | in EDMA3TC | N/A | = Link.BCNT |
| CCNT | None | –= 1 | = Link.CCNT | in EDMA3TC | –=1 | = Link.CCNT |
| SRCBIDX | None | None | = Link.SRCBIDX | in EDMA3TC | None | = Link.SRCBIDX |
| DSTBIDX | None | None | = Link.DSTBIDX | None | None | = Link.DSTBIDX |
| SRCCIDX | None | None | = Link.SRCBIDX | in EDMA3TC | None | = Link.SRCBIDX |
| DSTCIDX | None | None | = Link.DSTBIDX | None | None | = Link.DSTBIDX |
| LINK | None | None | = Link.LINK | None | None | = Link.LINK |
| BCNTRLD | None | None | = Link.BCNTRLD | None | None | = Link.BCNTRLD |
| OPT[1] | None | None | = LINK.OPT | None | None | = LINK.OPT |

[1] In all cases, no updates occur if OPT.STATIC == 1 for the current PaRAM set.

**NOTE:** The EDMA3CC includes no special hardware to detect when an indexed address update calculation overflows/underflows. The address update will wrap across boundaries as programmed by the user. You should ensure that no transfer is allowed to cross internal port boundaries between peripherals. A single TR must target a single source/destination slave endpoint.

## 2.3.7 Linking Transfers

The EDMA3CC provides a mechanism known as linking, which allows the entire PaRAM set to be reloaded from a location within the PaRAM memory map (for both DMA and QDMA channels). Linking is especially useful for maintaining ping-pong buffers, circular buffering, and repetitive/continuous transfers with no CPU intervention. Upon completion of a transfer, the current transfer parameters are reloaded with the parameter set pointed that the 16-bit link address field of the current parameter set points to. Linking only occurs when the STATIC bit in OPT clears.

> **NOTE:** You should always link a transfer (EDMA3 or QDMA) to another useful transfer. If you must terminate a transfer, then you should link the transfer to a NULL parameter set. See Section 2.3.3.

The link update occurs after the current PaRAM set event parameters have been exhausted. An event's parameters are exhausted when the EDMA3 channel controller has submitted all of the transfers that are associated with the PaRAM set.

A link update occurs for null and dummy transfers depending on the state of the STATIC bit in OPT and the LINK field. In both cases (null or dummy), if the value of LINK is FFFFh, then a null PaRAM set (with all 0s and LINK set to FFFFh) is written to the current PaRAM set. Similarly, if LINK is set to a value other than FFFFh, then the appropriate PaRAM location that LINK points to is copied to the current PaRAM set.

Once the channel completion conditions are met for an event, the transfer parameters that are located at the link address are loaded into the current DMA or QDMA channel's associated parameter set. This indicates that the EDMA3CC reads the entire set (eight words) from the PaRAM set specified by LINK and writes all eight words to the PaRAM set that is associated with the current channel. Figure 2-9 shows an example of a linked transfer.

You can use any PaRAM set in the PaRAM as a link/reload parameter set.

If a PaRAM set location is defined as a QDMA channel PaRAM set (by QCHMAP*n*), then copying the link PaRAM set into the current QDMA channel PaRAM set is recognized as a trigger event. It is latched in QER because a write to the trigger word was performed. You can use this feature to create a linked list of transfers using a single QDMA channel and multiple PaRAM sets. See Section 2.4.2.

Linking to itself replicates the behavior of auto-initialization, thus facilitating the use of circular buffering and repetitive transfers. After an EDMA3 channel exhausts its current PaRAM set, it reloads all of the parameter set entries from another PaRAM set, which is initialized with values that are identical to the original PaRAM set. Figure 2-10 shows an example of a linked to self transfer. Here, the PaRAM set 255 has the link field pointing to the address of parameter set 255 (linked to self).

> **NOTE:** If the STATIC bit in OPT is set for a PaRAM set, then link updates are not performed.

**Figure 2-9. Linked Transfer**

(a)  At initialization



(b)  After completion of PaRAM set 3
     (link update)



(c)  After completion of PaRAM set 255
     (link to null set)
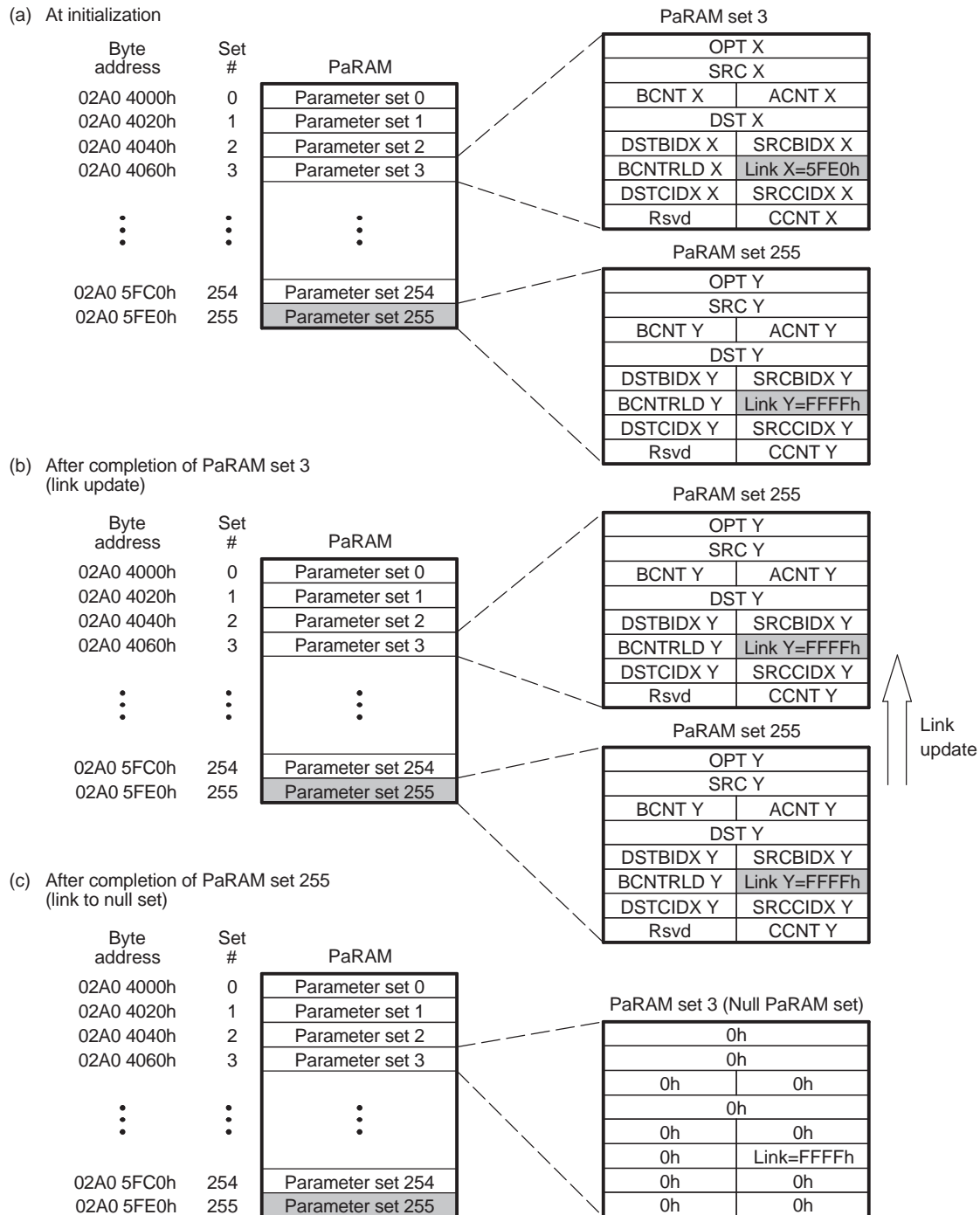
**Figure 2-10. Link-to-Self Transfer**

Copyright © 2005–2011, Texas Instruments Incorporated
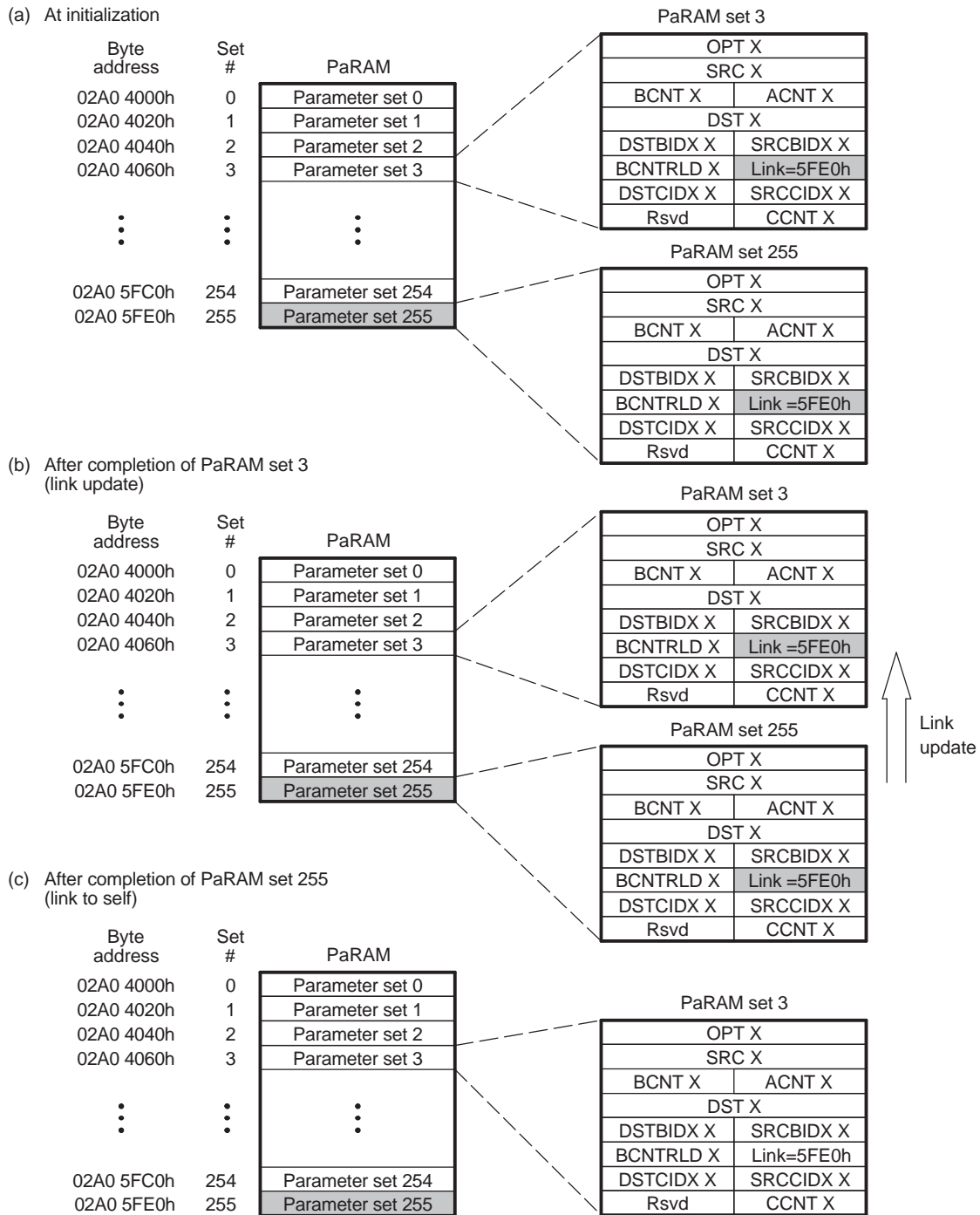
### 2.3.8  Constant Addressing Mode Transfers/Alignment Issues

If either SAM or DAM is set (constant addressing mode), then the source or destination address must be aligned to a 256-bit aligned address, respectively, and the corresponding BIDX should be an even multiple of 32 bytes (256 bits). The EDMA3CC does not recognize errors here, but the EDMA3TC asserts an error if this is not true. See Section 2.12.3.

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**NOTE:**  Constant (CONST) addressing mode has limited applicability. The EDMA3 should be configured for CONST mode (SAM/DAM = 1) *only* if the transfer source or destination (on-chip memory, off-chip memory controllers, slave peripherals) support constant addressing mode.

See the device-specific data manual and/or peripheral user's guide to verify if constant addressing mode is supported. If constant addressing mode is not supported, the similar logical transfer can be achieved using INCR mode (SAM/DAM = 0) by appropriately programming the count and indices values.

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### 2.3.9  Element Size

The EDMA3 controller does not use element-size and element-indexing. Instead, all transfers are defined in terms of all three dimensions: ACNT, BCNT, and CCNT. An element-indexed transfer is logically achieved by programming ACNT to the size of the element and BCNT to the number of elements that need to be transferred. For example, if you have 16-bit audio data and 256 audio samples that must be transferred to a serial port, you can only do this by programming the ACNT = 2 (2 bytes) and BCNT = 256.

## 2.4 Initiating a DMA Transfer

There are multiple ways to initiate a programmed data transfer using the EDMA3 channel controller. Transfers on DMA channels are initiated by three sources.

They are listed as follows:

- **Event-triggered transfer request** (this is the more typical usage of EDMA3): A peripheral, system, or externally-generated event triggers a transfer request.
- **Manually-triggered transfer request:** The CPU to manually triggers a transfer by writing a 1 to the corresponding bit in the event set register (ESR/ESRH).
- **Chain-triggered transfer request:** A transfer is triggered on the completion of another transfer or sub-transfer.

Transfers on QDMA channels are initiated by two sources. They are as follows:

- **Auto-triggered transfer request:** Writing to the programmed trigger word triggers a transfer.
- **Link-triggered transfer requests:** Writing to the trigger word triggers the transfer when linking occurs.

### 2.4.1 DMA Channel

#### 2.4.1.1 Event-Triggered Transfer Request

When an event is asserted from a peripheral or device pins, it gets latched in the corresponding bit of the event register (ER.E$n$ = 1). For peripheral event-to-DMA event mapping, see Table 2-6. If the corresponding event in the event enable register (EER) is enabled (EER.E$n$ = 1), then the EDMA3CC prioritizes and queues the event in the appropriate event queue. When the event reaches the head of the queue, it is evaluated for submission as a transfer request to the transfer controller.

If the PaRAM set is valid (not a NULL set), then a transfer request packet (TRP) is submitted to the EDMA3TC and the E$n$ bit in ER is cleared. At this point, a new event can be safely received by the EDMA3CC.

If the PaRAM set associated with the channel is a NULL set (see Section 2.3.3), then no transfer request (TR) is submitted and the corresponding E$n$ bit in ER is cleared and simultaneously the corresponding channel bit is set in the event miss register (EMR.E$n$ = 1) to indicate that the event was discarded due to a null TR being serviced. Good programming practices should include cleaning the event missed error before re-triggering the DMA channel.

When an event is received, the corresponding event bit in the event register is set (ER.E$n$ = 1), regardless of the state of EER.E$n$. If the event is disabled when an external event is received (ER.E$n$ = 1 and EER.E$n$ = 0), the ER.E$n$ bit remains set. If the event is subsequently enabled (EER.E$n$ = 1), then the pending event is processed by the EDMA3CC and the TR is processed/submitted, after which the ER.E$n$ bit is cleared.

If an event is being processed (prioritized or is in the event queue) and another sync event is received for the same channel prior to the original being cleared (ER.E$n$ != 0), then the second event is registered as a missed event in the corresponding bit of the event missed register (EMR.E$n$ = 1).

Table 2-6 gives an example of the synchronization events associated with each of the programmable DMA channels in the device. To determine the event-to-channel mapping, see the device-specific data manual.

**Table 2-6. EDMA3 Channel Synchronization Events[1]**

| EDMA3 Channel | Event Name | Event Description |
|---|---|---|
| 0[2] | DSP_EVT | HPI/PCI-to-DSP Event |
| 1 | TEVTLO0 | Timer 0 Lower Counter Event |
| 2 | TEVTHI0 | Timer 0 Higher Counter Event |
| 3-8 | - | None |
| 9 | ETBHFULLINT | Embedded Trace Buffer (ETB) is Half Full |
| 10 | ETBFULLINT | Embedded Trace Buffer (ETB) is Full |
| 11 | ETBACQINT | Embedded Trace Buffer (ETB) Acquisition is Complete |
| 12 | XEVT0 | MCBSP0 Transmit Event |
| 13 | REVT0 | MCBSP0 Receive Event |
| 14 | XEVT1 | MCBSP1 Transmit Event |
| 15 | REVT1 | MCBSP1 Receive Event |
| 16 | TINT1L | Timer1 Lower Counter Event |
| 17 | TINT1H | Timer1 Higher Counter Event |
| 18 | - | None |
| 19 | INTDST0 | RapidIO Interrupt 0 |
| 20 | INTDST1 | RapidIO Interrupt 1 |
| 21 | INTDST2 | RapidIO Interrupt 2 |
| 22 | INTDST3 | RapidIO Interrupt 3 |
| 23 | INTDST4 | RapidIO Interrupt 4 |
| 24 | INTDST5 | RapidIO Interrupt 5 |
| 25 | INTDST6 | RapidIO Interrupt 6 |
| 26-27 | - | None |
| 28 | VCP2REVT | VCP2 Receive Event |
| 29 | VCP2XEVT | VCP2 Transmit Event |
| 30 | TCP2AREVT | TCP2_A Receive Event |
| 31 | TCP2AXEVT | TCP2_A Transmit Event |
| 32 | UREVT | UTOPIA Receive Event |
| 33 | TCP2BREVT | TCP2_B Receive Event |
| 34 | TCP2BXEVT | TCP2_B Transmit Event |
| 35-39 | - | None |
| 40 | UXEVT | UTOPIA Transmit Event |
| 41-43 | - | None |
| 44 | ICREVT | I2C Receive Event |
| 45 | ICXEVT | I2C Transmit Event |
| 46-47 | - | None |
| 48 | GPINT0 | GPIO Event 0 |
| 49 | GPINT1 | GPIO Event 1 |
| 50 | GPINT2 | GPIO Event 2 |
| 51 | GPINT3 | GPIO Event 3 |
| 52 | GPINT4 | GPIO Event 4 |
| 53 | GPINT5 | GPIO Event 5 |
| 54 | GPINT6 | GPIO Event 6 |
| 55 | GPINT7 | GPIO Event 7 |
| 56 | GPINT8 | GPIO Event 8 |

[1] To determine the event-to-channel mapping for your device, see the device-specific data manual.
[2] HPI boot is terminated using a DSP interrupt. The DSP interrupt is registered in bit 0 (channel 0) of the EDMA Event Register (ER). This event must be cleared by software before triggering transfers on DMA channel 0.

**Table 2-6. EDMA3 Channel Synchronization Events[1]  (continued)**

| EDMA3 Channel | Event Name | Event Description |
|---|---|---|
| 57 | GPINT9 | GPIO Event 9 |
| 58 | GPINT10 | GPIO Event 10 |
| 59 | GPINT11 | GPIO Event 11 |
| 60 | GPINT12 | GPIO Event 12 |
| 61 | GPINT13 | GPIO Event 13 |
| 62 | GPINT14 | GPIO Event 14 |
| 63 | GPINT15 | GPIO Event 15 |

### 2.4.1.2   Manually-Triggered Transfer Request

The CPU or any EDMA programmer initiates a DMA transfer by writing to the event set register (ESR). Writing a 1 to an event bit in the ESR results in the event being prioritized/queued in the appropriate event queue, regardless of the state of the EER.E$n$ bit. When the event reaches the head of the queue, it is evaluated for submission as a transfer request to the transfer controller.

As in the event-triggered transfers, if the PaRAM set associated with the channel is valid (it is not a null set) then the TR is submitted to the associated EDMA3TC and the channel can be triggered again.

If the PaRAM set associated with the channel is a NULL set (see Section 2.3.3), then no transfer request (TR) is submitted and the corresponding E$n$ bit in ER is cleared and simultaneously the corresponding channel bit is set in the event miss register (EMR.E$n$ = 1) to indicate that the event was discarded due to a null TR being serviced. Good programming practices should include clearing the event missed error before re-triggering the DMA channel.

If an event is being processed (prioritized or is in the event queue) and the same channel is manually set by a write to the corresponding channel bit of the event set register (ESR.E$n$ = 1) prior to the original being cleared (ESR.E$n$ = 0), then the second event is registered as a missed event in the corresponding bit of the event missed register (EMR.E$n$ = 1).

### 2.4.1.3   Chain-Triggered Transfer Request

Chaining is a mechanism by which the completion of one transfer automatically sets the event for another channel. When a chained completion code is detected, the value of which is dictated by the transfer completion code (TCC[5:0] in OPT of the PaRAM set associated with the channel), it results in the corresponding bit in the chained event register (CER) to be set (CER.E[TCC] = 1).

Once a bit is set in CER, the EDMA3CC prioritizes and queues the event in the appropriate event queue. When the event reaches the head of the queue, it is evaluated for submission as a transfer request to the transfer controller.

As in the event-triggered transfers, if the PaRAM set associated with the channel is valid (it is not a null set) then the TR is submitted to the associated EDMA3TC and the channel can be triggered again.

If the PaRAM set associated with the channel is a NULL set (see Section 2.3.3), then no transfer request (TR) is submitted and the corresponding E$n$ bit in CER is cleared and simultaneously the corresponding channel bit is set in the event miss register (EMR.E$n$ = 1) to indicate that the event was discarded due to a null TR being serviced. In this case, the error condition must be cleared by you before the DMA channel can be re-triggered. Good programming practices might include clearing the event missed error before re-triggering the DMA channel.

If a chaining event is being processed (prioritized or queued) and another chained event is received for the same channel prior to the original being cleared (CER.E$n$ != 0), then the second chained event is registered as a missed event in the corresponding channel bit of the event missed register (EMR.E$n$ = 1).

---

> **NOTE:**   Chained event registers, event registers, and event set registers operate independently. An event (E$n$) can be triggered by any of the trigger sources (event-triggered, manually-triggered, or chain-triggered).

---

### 2.4.2 QDMA Channels

#### 2.4.2.1 Auto-triggered and Link-Triggered Transfer Request

QDMA-based transfer requests are issued when a QDMA event gets latched in the QDMA event register (QER.E*n* = 1). A bit corresponding to a QDMA channel is set in the QDMA event register (QER) when the following occurs:

- A CPU (or any EDMA3 programmer) write occurs to a PaRAM address that is defined as a QDMA channel trigger word (programmed in the QDMA channel mapping register (QCHMAP*n*)) for the particular QDMA channel and the QDMA channel is enabled via the QDMA event enable register (QEER.E*n* = 1).
- EDMA3CC performs a link update on a PaRAM set address that is configured as a QDMA channel (matches QCHMAP*n* settings) and the corresponding channel is enabled via the QDMA event enable register (QEER.E*n* = 1).

Once a bit is set in QER, the EDMA3CC prioritizes and queues the event in the appropriate event queue. When the event reaches the head of the queue, it is evaluated for submission as a transfer request to the transfer controller.

As in the event-triggered transfers, if the PaRAM set associated with the channel is valid (it is not a null set) then the TR is submitted to the associated EDMA3TC and the channel can be triggered again.

If a bit is already set in QER (QER.E*n* = 1) and a second QDMA event for the same QDMA channel occurs prior to the original being cleared, the second QDMA event gets captured in the QDMA event miss register (QEMR.E*n* = 1).

### 2.4.3 Comparison Between DMA and QDMA Channels

The primary difference between DMA and QDMA channels is the event/channel synchronization. QDMA events are either auto-triggered or link triggered. auto-triggering allows QDMA channels to be triggered by CPU(s) with a minimum number of linear writes to PaRAM. Link triggering allows a linked list of transfers to be executed, using a single QDMA PaRAM set and multiple link PaRAM sets.

A QDMA transfer is triggered when a CPU (or other EDMA3 programmer) writes to the trigger word of the QDMA channel parameter set (auto-triggered) or when the EDMA3CC performs a link update on a PaRAM set that has been mapped to a QDMA channel (link triggered). Note that for CPU triggered (manually triggered) DMA channels, in addition to writing to the PaRAM set, it is required to write to the event set register (ESR) to kick-off the transfer.

QDMA channels are typically for cases where a single event will accomplish a complete transfer since the CPU (or EDMA3 programmer) must reprogram some portion of the QDMA PaRAM set in order to re-trigger the channel. In other words, QDMA transfers are programmed with BCNT = CCNT = 1 for A-synchronized transfers, and CCNT = 1 for AB-synchronized transfers.

Additionally, since linking is also supported (if STATIC = 0 in OPT) for QDMA transfers, it allows you to initiate a linked list of QDMAs, so when EDMA3CC copies over a link PaRAM set (including the write to the trigger word), the current PaRAM set mapped to the QDMA channel will automatically be recognized as a valid QDMA event and initiate another set of transfers as specified by the linked set.

## 2.5  Completion of a DMA Transfer

A parameter set for a given channel is complete when the required number of transfer requests is submitted (based on receiving the number of synchronization events). The expected number of TRs for a non-null/non-dummy transfer is shown in Table 2-7 for both synchronization types along with state of the PaRAM set prior to the final TR being submitted. When the counts (BCNT and/or CCNT) are this value, the next TR results in a:

- Final chaining or interrupt codes to be sent by the transfer controllers (instead of intermediate).
- Link updates (linking to either null or another valid link set).

### Table 2-7. Expected Number of Transfers for Non-Null Transfer

| Sync Mode | Counts at Time 0 | Total # Transfers | Counts Prior to Final TR |
|---|---|---|---|
| A-synchronized | ACNT BCNT CCNT | (BCNT × CCNT ) TRs of ACNT bytes each | BCNT == 1 && CCNT == 1 |
| AB-synchronized | ACNT BCNT CCNT | CCNT TRs for ACNT × BCNT bytes each | CCNT == 1 |

You must program the PaRAM OPT field with a specific transfer completion code (TCC) along with the other OPT fields (TCCHEN, TCINTEN, ITCCHEN, and ITCINTEN bits) to indicate whether the completion code is to be used for generating a chained event or/and for generating an interrupt upon completion of a transfer.

The specific TCC value (6-bit binary value) programmed dictates which of the 64-bits in the chain event register (CER[TCC]) and/or interrupt pending register (IPR[TCC]) is set.

See Section 2.9 for details on interrupts and Section 2.8 for details on chaining.

You can also selectively program whether the transfer controller sends back completion codes on completion of the final transfer request (TR) of a parameter set (TCCHEN or TCINTEN), for all but the final transfer request (TR) of a parameter set (ITCCHEN or ITCINTEN), or for all TRs of a parameter set (both). See Section 2.8 for details on chaining (intermediate/final chaining) and Section 2.9 for details on intermediate/final interrupt completion.

A completion detection interface exists between the EDMA3 channel controller and transfer controller(s). This interface sends back information from the transfer controller to the channel controller to indicate that a specific transfer is completed.

All DMA/QDMA PaRAM sets must also specify a link address value. For repetitive transfers such as ping-pong buffers, the link address value should point to another predefined PaRAM set. Alternatively, a non-repetitive transfer should set the link address value to the null link value. The null link value is defined as FFFFh. See Section 2.3.7 for more details.

> **NOTE:**   Any incoming events that are mapped to a null PaRAM set results in an error condition. The error condition should be cleared before the corresponding channel is used again. See Section 2.3.5.

There are three ways the EDMA3CC gets updated/informed about a transfer completion: normal completion, early completion, and dummy/null completion. This applies to both chained events and completion interrupt generation.

### 2.5.1 Normal Completion

In normal completion mode (TCCMODE = 0 in OPT), the transfer or sub-transfer is considered to be complete when the EDMA3 channel controller receives the completion codes from the EDMA3 transfer controller. In this mode, the completion code to the channel controller is posted by the transfer controller after it receives a signal from the destination peripheral. Normal completion is typically used to generate an interrupt to inform the CPU that a set of data is ready for processing.

### 2.5.2 Early Completion

In early completion mode (TCCMODE = 1 in OPT), the transfer is considered to be complete when the EDMA3 channel controller submits the transfer request (TR) to the EDMA3 transfer controller. In this mode, the channel controller generates the completion code internally. Early completion is typically useful for chaining, as it allows subsequent transfers to be chained-triggered while the previous transfer is still in progress within the transfer controller, maximizing the overall throughput of the set of the transfers.

### 2.5.3 Dummy or Null Completion

This is a variation of early completion. Dummy or null completion is associated with a dummy set (Section 2.3.4) or null set (Section 2.3.3). In both cases, the EDMA3 channel controller does not submit the associated transfer request to the EDMA3 transfer controller(s). However, if the set (dummy/null) has the OPT field programmed to return completion code (intermediate/final interrupt/chaining completion), then it will set the appropriate bits in the interrupt pending registers (IPR/IPRH) or chained event register (CER/CERH). The internal early completion path is used by the channel controller to return the completion codes internally (that is, EDMA3CC generates the completion code).

## 2.6 Event, Channel, and PaRAM Mapping

Several of the 64 DMA channels are tied to a specific hardware event, thus allowing events from device peripherals or external hardware to trigger transfers. A DMA channel typically requests a data transfer when it receives its event (apart from manually-triggered, chain-triggered, and other transfers). The amount of data transferred per synchronization event depends on the channel's configuration (ACNT, BCNT, CCNT, etc.) and the synchronization type (A-synchronized or AB-synchronized).

The association of an event to a channel is fixed, each DMA channel has one specific event associated with it. Table 2-6 provides the synchronization events that are associated with each of the programmable DMA channels.

In an application, if a channel does not use the associated synchronization event or if it does not have an associated synchronization event (unused), that channel can be used for manually-triggered or chained-triggered transfers, for linking/reloading, or as a QDMA channel.

### 2.6.1 DMA Channel to PaRAM Mapping

The mapping between the DMA channel numbers and the PaRAM sets is programmable. The DMA channel mapping registers (DCHMAP*n*) in the EDMA3CC provide programmability that allows you to map the DMA channels to any of the PaRAM sets in the PaRAM memory map. Figure 2-11 illustrates the use of DCHMAP. There is one DCHMAP register per channel.

### 2.6.2 QDMA Channel to PaRAM Mapping

The mapping between the QDMA channels and the PaRAM sets is programmable. The QDMA channel mapping register (QCHMAP) in the EDMA3CC allows you to map the QDMA channels to any of the PaRAM sets in the PaRAM memory map. Figure 2-11 illustrates the use of QCHMAP.

Additionally, QCHMAP allows you to program the trigger word in the PaRAM set for the QDMA channel. A trigger word is one of the eight words in the PaRAM set. For a QDMA transfer to occur, a valid TR synchronization event for EDMA3CC is a write to the trigger word in the PaRAM set pointed to by QCHMAP for a particular QDMA channel. By default, QDMA channels are mapped to PaRAM set 0. You must appropriately re-map PaRAM set 0 before you use it.

QDMA channel to PaRAM mapping is shown in Figure 2-11.

**Figure 2-11. DMA/QDMA Channel to PaRAM Mapping**
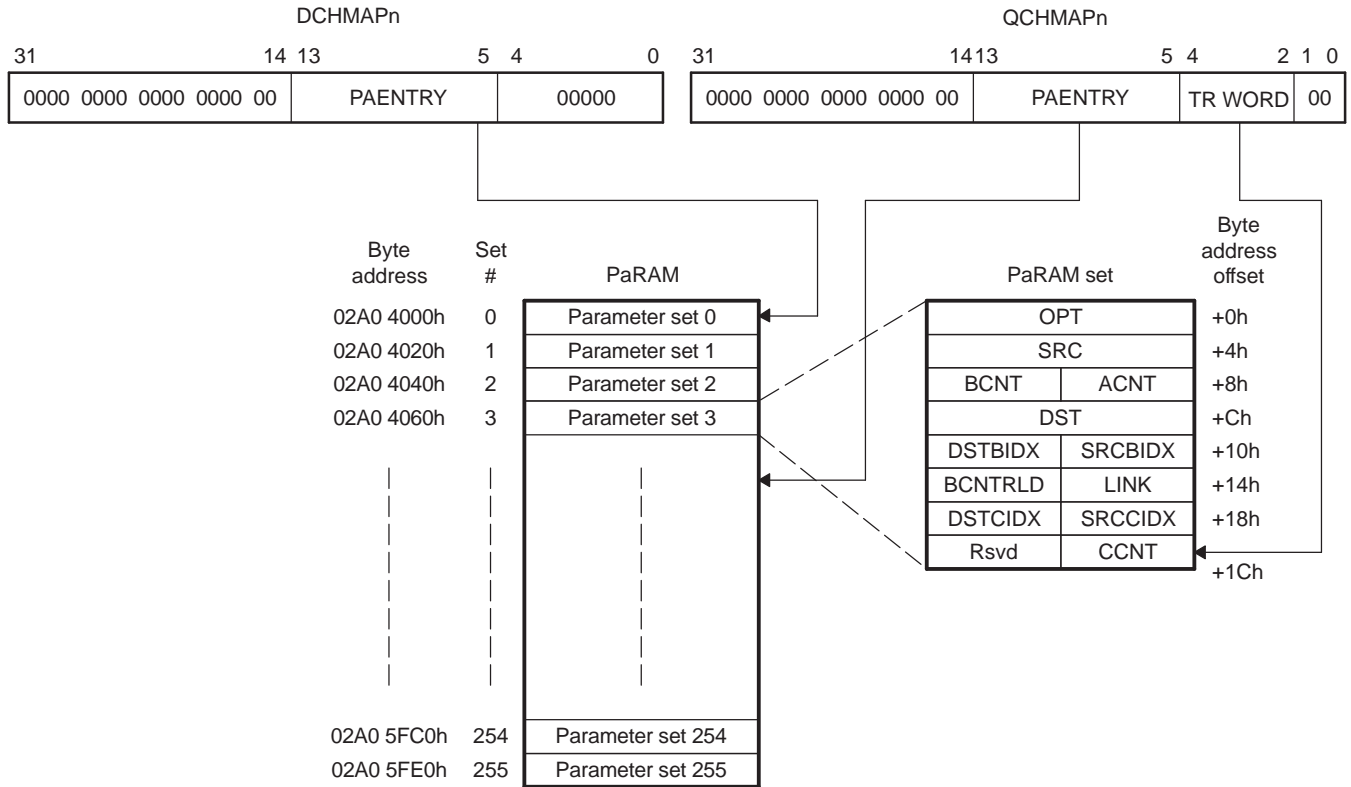
## 2.7 EDMA3 Channel Controller Regions

The EDMA3 channel controller divides its address space into eight regions. Individual channel resources are assigned to a specific region, where each region is typically assigned to a specific EDMA programmer.

You can design the application software to use regions or to ignore them altogether. You can use active memory protection in conjunction with regions so that only a specific EDMA programmer (for example, privilege identification) or privilege level (for example, user vs. supervisor) is allowed access to a given region, and thus to a given DMA or QDMA channel. This allows robust system-level DMA code where each EDMA programmer only modifies the state of the assigned resources. Memory protection is described in Section 2.10.

### 2.7.1 Region Overview

The EDMA3 channel controller memory-mapped registers are divided in three main categories:

1. Global registers
2. Global region channel registers
3. Shadow region channel registers

The global registers are located at a single/fixed location in the EDMA3CC memory map. These registers control EDMA3 resource mapping and provide debug visibility and error tracking information. See the device-specific data manual for the EDMA3CC memory map.

The channel registers (including DMA, QDMA, and interrupt registers) are accessible via the global channel region address range, or in the shadow *n* channel region address range(s). For example, the event enable register (EER) is visible at the global address of 02A0 1020h or region addresses of 02A0 2020h for region 0, 02A0 2220h for region 1, … 02A0 2E20h for region 7.

The DMA region access enable registers (DRAE*m*) and the QDMA region access enable registers (QRAE*n*) control the underlying control register bits that are accessible via the shadow region address space (except for IEVAL*n*). Table 2-8 lists the registers in the shadow region memory map. See the EDMA3CC memory map (Table 4-1) for the complete global and shadow region memory maps. Figure 2-12 illustrates the conceptual view of the regions.

**Table 2-8. Shadow Region Registers**

| DRAE*m* | DRAEH*m* | QRAE*n* |
|---------|----------|---------|
| ER | ERH | QER |
| ECR | ECRH | QEER |
| ESR | ESRH | QEECR |
| CER | CERH | QEESR |
| EER | EERH | |
| EECR | EECRH | |
| EESR | EESRH | |
| SER | SERH | |
| SECR | SECRH | |
| IER | IERH | |
| IECR | IECRH | |
| IESR | IESRH | |
| IPR | IPRH | |
| ICR | ICRH | |
| **Register not affected by DRAE/DRAEH** | | |
| IEVAL | | |

**Figure 2-12. Shadow Region Registers**
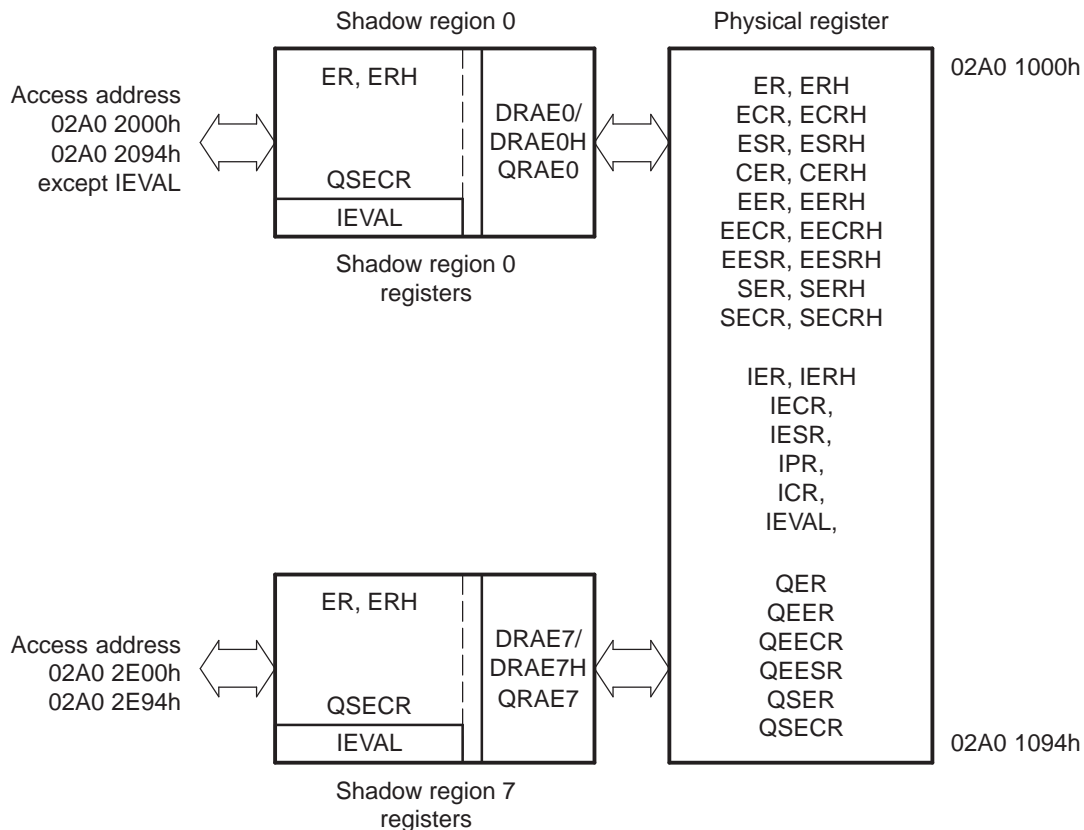


## 2.7.2 Channel Controller Regions

There are eight EDMA3 shadow regions (and associated memory maps). Associated with each shadow region are a set of registers defining which channels and interrupt completion codes belong to that region. These registers are user-programmed per region to assign ownership of the DMA/QDMA channels to a region.

- DRAE*m* and DRAEH*m*: One register pair exists for each of the shadow regions. The number of bits in each register pair matches the number of DMA channels (64 DMA channels). These registers need to be programmed to assign ownership of DMA channels and interrupt (or TCC codes) to the respective region. Accesses to DMA and interrupt registers via the shadow region address view are filtered through the DRAE/DRAEH pair. A value of 1 in the corresponding DRAE(H) bit implies that the corresponding DMA/interrupt channel is accessible; a value of 0 in the corresponding DRAE(H) bit forces writes to be discarded and returns a value of 0 for reads.
- QRAE*n*: One register exists for every region. The number of bits in each register matches the number of QDMA channels (4 QDMA channels). These registers must be programmed to assign ownership of QDMA channels to the respective region. To enable a channel in a shadow region using shadow region 0 QEER, the respective bit in QRAE must be set or writing into QEESR will not have the desired effect.
- MPPA*n* and MPPAG: One register exists for every region. This register defines the privilege level, requestor, and types of accesses allowed to a region's memory-mapped registers.

It is typical for an application to have a unique assignment of DMA/QDMA channels (and, therefore, a given bit position) to a given region.

The use of shadow regions allows for restricted access to EDMA3 resources (DMA channels, QDMA channels, TCC, interrupts) by tasks in a system by setting or clearing bits in the DRAE/QRAE registers. If exclusive access to any given channel/TCC code is required for a region, then only that region's DRAE/QRAE should have the associated bit set.

### Example 2-1. Resource Pool Division Across Two Regions

This example illustrates a judicious resource pool division across two regions, assuming region 0 must be allocated 16 DMA channels (0-15) and 1 QDMA channel (0) and 32 TCC codes (0-15 and 48-63). Region 1 needs to be allocated 16 DMA channels (16-32) and the remaining 3 QDMA channels (1-3) and TCC codes (16-47). DRAE should be equal to the OR of the bits that are required for the DMA channels and the TCC codes:

```
Region 0:
          DRAEH, DRAE = FFFF 0000h, 0000 FFFFh
          QRAE = 000 0001h

Region 1:
          DRAEH, DRAE = 0000 FFFFh, FFFF 0000h
          QRAE = 000 000Eh
```

### 2.7.3  Region Interrupts

In addition to the EDMA3CC global completion interrupt, there is an additional completion interrupt line that is associated with every shadow region. Along with the interrupt enable register (IER), DRAE acts as a secondary interrupt enable for the respective shadow region interrupts. See Section 2.9 for more information.

## 2.8  Chaining EDMA3 Channels

The channel chaining capability for the EDMA3 allows the completion of an EDMA3 channel transfer to trigger another EDMA3 channel transfer. The purpose is to allow you the ability to chain several events through one event occurrence.

Chaining is different from linking (Section 2.3.7). The EDMA3 link feature reloads the current channel parameter set with the linked parameter set. The EDMA3 chaining feature does not modify or update any channel parameter set; it provides a synchronization event to the chained channel (see Section 2.4.1.3 for chain-triggered transfer requests).

Chaining is achieved at either final transfer completion or intermediate transfer completion, or both, of the current channel. Consider a channel $m$ (DMA/QDMA) required to chain to channel $n$. Channel number $n$ (0-63) needs to be programmed into the TCC bit of channel $m$ channel options parameter (OPT) set.

- If final transfer completion chaining (TCCHEN = 1 in OPT) is enabled, the chain-triggered event occurs after the submission of the last transfer request of channel $m$ is either submitted or completed (depending on early or normal completion).
- If intermediate transfer completion chaining (ITCCHEN = 1 in OPT) is enabled, the chain-triggered event occurs after every transfer request, except the last of channel $m$ is either submitted or completed (depending on early or normal completion).
- If both final and intermediate transfer completion chaining (TCCHEN = 1 and ITCCHEN = 1 in OPT) are enabled, then the chain-trigger event occurs after every transfer request is submitted or completed (depending on early or normal completion).

Table 2-9 illustrates the number of chain event triggers occurring in different synchronized scenarios. Consider channel 31 programmed with ACNT = 3, BCNT = 4, CCNT = 5, and TCC = 30.

### Table 2-9. Chain Event Triggers

| Options | (Number of chained event triggers on channel 30) | |
| --- | --- | --- |
|  | A-Synchronized | AB-Synchronized |
| TCCHEN = 1, ITCCHEN = 0 | 1 (Owing to the last TR) | 1 (Owing to the last TR) |
| TCCHEN = 0, ITCCHEN = 1 | 19 (Owing to all but the last TR) | 4 (Owing to all but the last TR) |
| TCCHEN = 1, ITCCHEN = 1 | 20 (Owing to a total of 60 TRs) | 5 (Owing to a total of 5 TRs) |

## 2.9 EDMA3 Interrupts

The EDMA3 interrupts are divided into 2 categories: transfer completion interrupts and error interrupts.

There are nine region interrupts, eight shadow regions and one global region. The transfer completion interrupts are listed in Table 2-10 and the error interrupts are listed in Table 2-11. The transfer completion interrupts and the error interrupts from the transfer controllers are all routed to the DSP interrupt controller.

### Table 2-10. EDMA3 Transfer Completion Interrupts

| Name | Description | DSP Interrupt Number |
|---|---|---|
| EDMA3CC_GINT | EDMA3CC Global Transfer Completion Interrupt | 24 |
| EDMA3CC_INT0 | EDMA3CC Transfer Completion Interrupt Shadow Region 0 | 71 |
| EDMA3CC_INT1 | EDMA3CC Transfer Completion Interrupt Shadow Region 1 | 72 |
| EDMA3CC_INT2 | EDMA3CC Transfer Completion Interrupt Shadow Region 2 | 73 |
| EDMA3CC_INT3 | EDMA3CC Transfer Completion Interrupt Shadow Region 3 | 74 |
| EDMA3CC_INT4 | EDMA3CC Transfer Completion Interrupt Shadow Region 4 | 75 |
| EDMA3CC_INT5 | EDMA3CC Transfer Completion Interrupt Shadow Region 5 | 76 |
| EDMA3CC_INT6 | EDMA3CC Transfer Completion Interrupt Shadow Region 6 | 77 |
| EDMA3CC_INT7 | EDMA3CC Transfer Completion Interrupt Shadow Region 7 | 78 |
| EDMA3CC_AET | EDMA3CC Advanced Event Triggering Event | 85 |

### Table 2-11. EDMA3 Error Interrupts

| Name | Description | DSP Interrupt Number |
|---|---|---|
| EDMA3CC_ERRINT | EDMA3CC Error Interrupt | 79 |
| EDMA3CC_MPINT | EDMA3CC Memory Protection Interrupt | 80 |
| EDMA3TC0_ERRINT | TC0 Error Interrupt | 81 |
| EDMA3TC1_ERRINT | TC1 Error Interrupt | 82 |
| EDMA3TC2_ERRINT | TC2 Error Interrupt | 83 |
| EDMA3TC3_ERRINT | TC3 Error Interrupt | 84 |

### 2.9.1 Transfer Completion Interrupts

The EDMA3CC is responsible for generating transfer completion interrupts to the CPU. The EDMA3 generates a single completion interrupt per shadow region, as well as one for the global region on behalf of all 64 channels. The various control registers and bit fields facilitate EDMA3 interrupt generation.

For a given DMA/QDMA channel, the software architecture should either use the global interrupt or the shadow interrupts, but not both.

The transfer completion code (TCC) value is directly mapped to the bits of the interrupt pending register (IPR/IPRH). For example, if TCC = 10 0001b, IPRH[1] is set after transfer completion, and results in interrupt generation to the CPU(s) if the completion interrupt is enabled for the CPU. See Section 2.9.1.1 for details on enabling EDMA3 transfer completion interrupts.

When a completion code is returned (as a result of early or normal completions), the corresponding bit in IPR/IPRH is set if transfer completion interrupt (final/intermediate) is enabled in the channel options parameter (OPT) for a PaRAM set associated with the transfer.

You can program the transfer completion code (TCC) to any value for a DMA/QDMA channel. A direct relation between the channel number and the transfer completion code value does not need to exist. This allows multiple channels having the same transfer completion code value to cause a CPU to execute the same interrupt service routine (ISR) for different channels.

If the channel is used in the context of a shadow region and you intend for the shadow region interrupt to be asserted, then ensure that the bit corresponding to the TCC code is enabled in IER/IERH and in the corresponding shadow region's DMA region access registers (DRAE/DRAEH).

You can enable Interrupt generation at either final transfer completion or intermediate transfer completion, or both. Consider channel *m* as an example.

- If the final transfer interrupt (TCCINT = 1 in OPT) is enabled, the interrupt occurs after the last transfer request of channel *m* is either submitted or completed (depending on early or normal completion).
- If the intermediate transfer interrupt (ITCCINT = 1 in OPT) is enabled, the interrupt occurs after every transfer request, except the last TR of channel *m* is either submitted or completed (depending on early or normal completion).
- If both final and intermediate transfer completion interrupts (TCCINT = 1, and ITCCINT = 1 in OPT) are enabled, then the interrupt occurs after every transfer request is submitted or completed (depending on early or normal completion).

Table 2-12 shows the number of interrupts that occur in different synchronized scenarios. Consider channel 31, programmed with ACNT = 3, BCNT = 4, CCNT = 5, and TCC = 30.

**Table 2-12. Number of Interrupts**

| Options | A-Synchronized | AB-Synchronized |
|---|---|---|
| TCINTEN = 1, ITCINTEN = 0 | 1 (Last TR) | 1 (Last TR) |
| TCINTEN = 0, ITCINTEN = 1 | 19 (All but the last TR) | 4 (All but the last TR) |
| TCINTEN = 1, ITCINTEN = 1 | 20 (All TRs) | 5 (All TRs) |

### 2.9.1.1 Enabling Transfer Completion Interrupts

For the EDMA3 channel controller to assert a transfer completion to the external environment, the interrupts must be enabled in the EDMA3CC. This is in addition to setting up the TCINTEN and ITCINTEN bits in OPT of the associated PaRAM set.

The EDMA3 channel controller has interrupt enable registers (IER/IERH) and each bit location in IER/IERH serves as a primary enable for the corresponding interrupt pending registers (IPR/IPRH).

All of the interrupt registers (IER, IESR, IECR, and IPR) are either manipulated from the global DMA channel region, or by the DMA channel shadow regions. The shadow regions provide a view to the same set of physical registers that are in the global region.

The EDMA3 channel controller has a hierarchical completion interrupt scheme that uses a single set of interrupt pending registers (IPR/IPRH) and single set of interrupt enable registers (IER/IERH). The programmable DMA region access enable registers (DRAE/DRAEH) provides a second level of interrupt masking. The global region interrupt output is gated based on the enable mask that is provided by IER.

The region interrupt outputs are gated by IER and the specific DRAE/DRAEH associated with the region. See Figure 2-13.

**Figure 2-13. Interrupt Diagram**
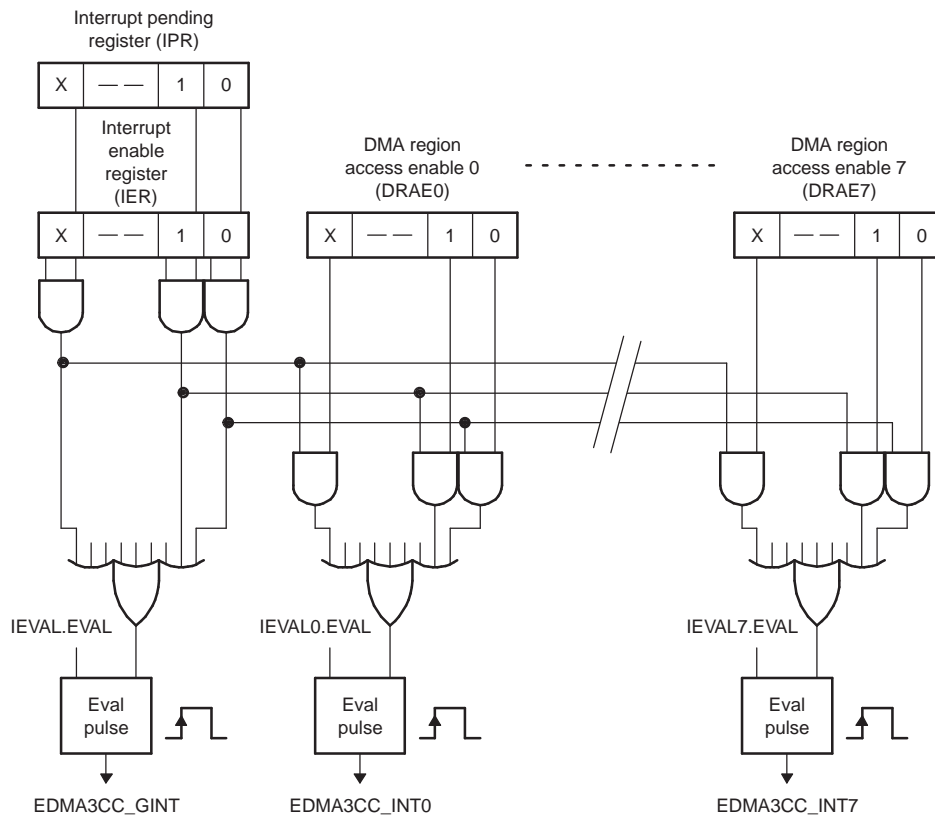


For the EDMA3CC to generate the transfer completion interrupts that are associated with each shadow region, the following conditions must be true:
- EDMA3CC_INT0: (IPR.E0 & IER.E0 & DRAE0.E0) | (IPR.E1 & IER.E1 & DRAE0.E1) | …|(IPRH.E63 & IERH.E63 & DRAHE0.E63)
- EDMA3CC_INT1: (IPR.E0 & IER.E0 & DRAE1.E0) | (IPR.E1 & IER.E1 & DRAE1.E1) | …| (IPRH.E63 & IERH.E63 & DRAHE1.E63)
- EDMA3CC_INT2 : (IPR.E0 & IER.E0 & DRAE2.E0) | (IPR.E1 & IER.E1 & DRAE2.E1) | …|(IPRH.E63 & IERH.E63 & DRAHE2.E63)....
- Up to EDMA3CC_INT7 : (IPR.E0 & IER.E0 & DRAE7.E0) | (IPR.E1 & IER.E1 & DRAE7.E1) | …|(IPRH.E63 & IERH.E63 & DRAEH7.E63)

---

**NOTE:** The DRAE/DRAEH for all regions are expected to be set up at system initialization and to remain static for an extended period of time. The interrupt enable registers should be used for dynamic enable/disable of individual interrupts.

Because there is no relation between the TCC value and the DMA/QDMA channel, it is possible, for example, for DMA channel 0 to have the OPT.TCC = 63 in its associated PaRAM set. This would mean that if a transfer completion interrupt is enabled (OPT.TCINTEN or OPT.ITCINTEN is set), then based on the TCC value, IPRH.E63 is set up on completion. For proper channel operations and interrupt generation using the shadow region map, you must program the DRAE/DRAEH that is associated with the shadow region to have read/write access to both bit 0 (corresponding to channel 0) and bit 63 (corresponding to IPRH bit that is set upon completion).

---

### 2.9.1.2    Clearing Transfer Completion Interrupts

Transfer completion interrupts that are latched to the interrupt pending registers (IPR/IPRH) are cleared by writing a 1 to the corresponding bit in the interrupt pending clear register (ICR/ICRH). For example, a write of 1 to ICR.E0 clears a pending interrupt in IPR.E0.

If an incoming transfer completion code (TCC) gets latched to a bit in IPR/IPRH, then additional bits that get set due to a subsequent transfer completion will not result in asserting the EDMA3CC completion interrupt. In order for the completion interrupt to be pulsed, the required transition is from a state where no enabled interrupts are set to a state where at least one enabled interrupt is set.

## 2.9.2    EDMA3 Interrupt Servicing

Upon completion of a transfer (early or normal completion), the EDMA3 channel controller sets the appropriate bit in the interrupt pending registers (IPR/IPRH), as the transfer completion codes specify. If the completion interrupts are appropriately enabled, then the CPU enters the interrupt service routine (ISR) when the completion interrupt is asserted.

After servicing the interrupt, the ISR should clear the corresponding bit in IPR/IPRH, thereby enabling recognition of future interrupts. The EDMA3CC will only assert additional completion interrupts when all IPR/IPRH bits clear.

When one interrupt is serviced many other transfer completions may result in additional bits being set in IPR/IPRH, thereby resulting in additional interrupts. Each of the bits in IPR/IPRH may need different types of service; therefore, the ISR may check all pending interrupts and continue until all of the posted interrupts are serviced appropriately.

Examples of pseudo code for a CPU interrupt service routine for an EDMA3CC completion interrupt are shown in Example 2-2 and Example 2-3.

The ISR routine in Example 2-2 is more exhaustive and incurs a higher latency.

### *Example 2-2. Interrupt Servicing*

The pseudo code:
1.  Reads the interrupt pending register (IPR/IPRH).
2.  Performs the operations needed.
3.  Writes to the interrupt pending clear register (ICR/ICRH) to clear the corresponding IPR/IPRH bit(s).
4.  Reads IPR/IPRH again:

   (a) If IPR/IPRH is not equal to 0, repeat from step 2 (implies occurrence of new event between step 2 to step 4).
   (b) If IPR/IPRH is equal to 0, this should assure you that all of the enabled interrupts are inactive.

   NOTE:    An event may occur during step 4 while the IPR/IPRH bits are read as 0 and the application is still in the interrupt service routine. If this happens, a new interrupt is recorded in the device interrupt controller and a new interrupt generates as soon as the application exits in the interrupt service routine.

Example 2-3 is less rigorous, with less burden on the software in polling for set interrupt bits, but can occasionally cause a race condition as mentioned above.

### Example 2-3. Interrupt Servicing

If you want to leave any enabled and pending (possibly lower priority) interrupts; you must force the interrupt logic to reassert the interrupt pulse by setting the EVAL bit in the interrupt evaluation register (IEVAL).

The pseudo code is as follows:

1. Enters ISR. (The corresponding bit (EDMA3CC_INT bit) in the DSP IFR is cleared).
2. Reads IPR/IPRH.
3. For the condition that is set in IPR/IPRH that you want to service, do the following:

   (a) Service interrupt as the application requires.
   (b) Clear the bit for serviced conditions (others may still be set, and other transfers may have resulted in returning the TCC to EDMA3CC after step 2).
4. Reads IPR/IPRH prior to exiting the ISR:

   (a) If IPR/IPRH is equal to 0, then exit the ISR.
   (b) If IPR/IPRH is not equal to 0, then set IEVAL so that upon exit of ISR, a new interrupt triggers if any enabled interrupts are still pending.

### 2.9.3 Interrupt Evaluation Operations

The EDMA3CC has interrupt evaluate registers (IEVAL) that exist in the global region and in each shadow region. The registers in the shadow region are the only registers in the DMA channel shadow region memory map that are not affected by the settings for the DMA region access enable registers (DRAE/DRAEH). Writing a 1 to the EVAL bit in the registers that are associated with a particular shadow region results in pulsing the associated region interrupt (global or shadow), if any enabled interrupt (via IER/IERH) is still pending (IPR/IPRH). This register assures that the CPU does not miss the interrupts (or the EDMA3 master associated with the shadow region) if the software architecture chooses not to use all interrupts. See Example 2-3 for the use of IEVAL in the EDMA3 interrupt service routine (ISR).

Similarly an error evaluation register (EEVAL) exists in the global region. Writing a 1 to the EVAL bit in EEVAL causes the pulsing of the error interrupt if any pending errors are in EMR/EMRH, QEMR, or CCERR. See Section 2.9.4 for additional information regarding error interrupts.

> **NOTE:** While using IEVAL for shadow region completion interrupts, you should make sure that the IEVAL operated upon is from that particular shadow region memory map.

### 2.9.4 Error Interrupts

The EDMA3CC error registers provide the capability to differentiate error conditions (event missed, threshold exceed, etc.). Additionally, setting the error bits in these registers results in asserting the EDMA3CC error interrupt. If the EDMA3CC error interrupt is enabled in the device interrupt controller(s), then it allows the CPU(s) to handle the error conditions.

The EDMA3CC has a single error interrupt (EDMA3CC_ERRINT) that is asserted for all EDMA3CC error conditions. There are four conditions that cause the error interrupt to pulse:

- DMA missed events: for all 64 DMA channels. DMA missed events are latched in the event missed registers (EMR/EMRH).
- QDMA missed events: for all QDMA channels. QDMA missed events are latched in the QDMA event missed register (QEMR).
- Threshold exceed: for all event queues. These are latched in EDMA3CC error register (CCERR).
- TCC error: for outstanding transfer requests that are expected to return completion code (TCCHEN or TCINTEN bit in OPT is set to 1) exceeding the maximum limit of 63. This is also latched in the EDMA3CC error register (CCERR).

Figure 2-14 illustrates the EDMA3CC error interrupt generation operation.

If any of the bits are set in the error registers due to any error condition, the EDMA3CC_ERRINT is always asserted, as there are no enables for masking these error events. Similar to transfer completion interrupts (EDMA3CC_INT), the error interrupt also only pulses when the error interrupt condition transitions from no errors being set to at least one error being set. If additional error events are latched prior to the original error bits clearing, the EDMA3CC does not generate additional interrupt pulses.

To reduce the burden on the software, there is an error evaluate register (EEVAL) that allows re-evaluation of pending set error events/bits, similar to the interrupt evaluate register (IEVAL). You can use this so that the CPU(s) does not miss any error events.

---

NOTE: It is good practice to enable the error interrupt in the device interrupt controller and to associate an interrupt service routine with it to address the various error conditions appropriately. Doing so puts less burden on the software (polling for error status); additionally, it provides a good debug mechanism for unexpected error conditions.

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**Figure 2-14. Error Interrupt Operation**
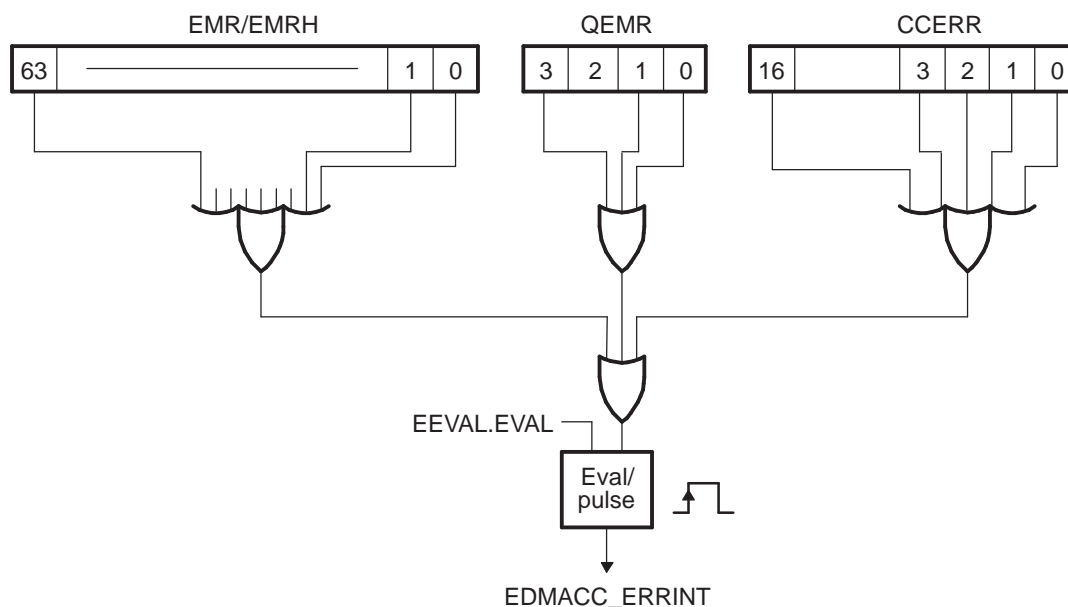
## 2.10 Memory Protection

The EDMA3 channel controller supports two kinds of memory protection: active and proxy.

### 2.10.1 Active Memory Protection

Active memory protection is a feature that allows or prevents read and write accesses (by any EDMA3 programmer) to the EDMA3CC registers (based on permission characteristics that you program). Active memory protection is achieved by a set of memory protection permissions attribute (MPPA) registers.

The EMA3CC register map is divided into three categories:
- a global region
- a global channel region
- eight shadow regions

Each shadow region consists of the respective shadow region registers and the associated PaRAM. For more detailed information regarding the contents of a shadow region, see Table 2-8.

Each of the eight shadow regions has an associated MPPA register (MPPA$n$) that defines the specific requestor(s) and types of requests that are allowed to the regions resources.

The global channel region is also protected with a memory-mapped register (MPPAG). The MPPAG applies to the global region and to the global channel region, except the other MPPA registers themselves. For more detailed information on the list of the registers in each region, see Table 2-14.

See Section 4.2.5.4 for the bit field descriptions of MPPA$n$. The MPPA$n$ have a certain set of access rules.

Table 2-13 shows the accesses that are allowed or not allowed to the MPPAG and MPPA$n$.

### Table 2-13. Allowed Accesses

| Access | Supervisor | User |
|--------|------------|------|
| Read   | Yes        | Yes  |
| Write  | Yes        | No   |

Table 2-14 describes the MPPA register mapping for the shadow regions (which includes shadow region registers and PaRAM addresses).

The region-based MPPA registers are used to protect accesses to the DMA shadow regions and the associated region PaRAM. Because there are eight regions, there are eight MPPA region registers (MPPA[0-7]).

**Table 2-14. MPPA Registers to Region Assignment**

| Register | Registers Protect | Address Range | PaRAM Protect | Address Range |
|---|---|---|---|---|
| MPPAG | Global Range | 0000h-1FFCh | N/A | N/A |
| MPPA0 | DMA Shadow 0 | 2000h-21FCh | 1st octant | 4000h-43FCh |
| MPPA1 | DMA Shadow 1 | 2200h-23FCh | 2nd octant | 4400h-47FCh |
| MPPA2 | DMA Shadow 2 | 2400h-25FCh | 3rd octant | 4800h-4BFCh |
| MPPA3 | DMA Shadow 3 | 2600h-27FCh | 4th octant | 4C00h-4FFCh |
| MPPA4 | DMA Shadow 4 | 2800h-29FCh | 5th octant | 5000h-53FCh |
| MPPA5 | DMA Shadow 5 | 2A00h-2BFCh | 6th octant | 5400h-57FCh |
| MPPA6 | DMA Shadow 6 | 2C00h-2DFCh | 7th octant | 5800h-5BFCh |
| MPPA7 | DMA Shadow 7 | 2E00h-2FFCh | 8th octant | 5C00h-5FFCh |

The following is an example of access denied to an EDMA3CC register.

Write access to shadow region 7's event enable set register (EESR)

1.  The original value of the event enable register (EER) at address 02A0 1020h is 0.
2.  The MPPA[7] is set to prevent user level accesses (UW = 0, UR = 0), but it allows supervisor level accesses (SW = 1, SR = 1) with a privilege ID of 0. (AID0 = 1).
3.  An EDMA3 programmer with a privilege ID of 0 attempts to perform a user-level write access of a value of FF00 FF00h to shadow region 7's event enable set register (EESR) at address 02A0 2E30h. Note that the EER is a read-only register and the only way that you can write to it is by writing to the EESR. Also remember that there is only one physical register for EER, EESR, etc. and that the shadow regions only provide to the same physical set.
4.  Since the MPPA[7] has UW = 0, though the privilege ID of the write access is set to 0, the access is not allowed and the EER is not written to.

Table 2-15 illustrates the example above.

**Table 2-15. Example Access Denied**

| Register | Value | Description |
|---|---|---|
| EER (02A0 1020h) | 0000 0000h | Initial value in EER. |
| EESR (02A0 2E30h) | FF00 FF00h ↓ | Value attempted to be written to shadow region 7's EESR. This is done by an EDMA3 programmer with a privilege level of User and Privilege ID of 0. |
| MPPA[7] (02A0 082Ch) | 0000 04B0h | Memory Protection Filter AID0 = 1, UW = 0, UR = 0, SW = 1, SR = 1. |
| | X | Access Denied |
| EER (02A0 1020h) | 0000 0000h | Final value of EER |

The following is an example of access allowed to an EDMA3CC register.

Write access to shadow region 7's event enable set register (EESR)

1. The original value of the event enable register (EER) at address 02A0 1020h is 0

2. The MPPA[7] is set to allow user-level accesses (UW = 1, UR = 1) and supervisor-level accesses (SW = 1, SR = 1) with a privilege ID of 0. (AID0 = 1)

3. An EDMA3 programmer with a privilege ID of 0, attempts to perform a user-level write of a value of ABCD 0123h to shadow region 7's event enable set register (EESR) at address 02A0 2E30h. Note that the EER is a read-only register and the only way that you can write to it is by writing to the EESR. Also remember that there is only one physical register for EER, EESR, etc. and that the shadow regions only provide to the same physical set.

4. Since the MPPA[7] has UW = 1 and AID0 = 1, the user-level write access is allowed.

5. Remember that accesses to shadow region registers are masked by their respective DRAE register. In this example, the DRAE[7] is set of 9F00 0F00h.

6. The value finally written to EER is 9F00 0F00h.

Table 2-16 illustrates the example above.

### Table 2-16. Example Access Allowed

| Register | Value | Description |
|---|---|---|
| EER (02A0 1020h) | 0000 0000h | Initial value in EER. |
| EESR (02A0 2E30h) | FF00 FF00h | Value attempted to be written to shadow region 7's EESR. This is done by an EDMA3 programmer with a privilege level of User and Privilege ID of 0. |
| MPPA[7] (02A0 082Ch) | 0000 04B3h | Memory Protection Filter AID0 = 1, UW = 1, UR = 1, SW = 1, SR = 1. |
| | ✓ ↓ | Access allowed. |
| DRAE[7] (02A0 0378h) | 9FF0 0FC2h ↓ | DMA Region Access Enable Filter |
| EESR (02A 02A0 2E30h) | 9F00 0F00h ↓ | Value written to shadow region 7's EESR. This is done by an EDMA3 programmer with a privilege level of User and a Privilege ID of 0. |
| EER (02A0 1020h) | ↓ 9F00 0F00h | Final value of EER. |

## 2.10.2 Proxy Memory Protection

Proxy memory protection allows an EDMA3 transfer programmed by a given EDMA3 programmer to have its permissions travel with the transfer through the EDMA3TC. The permissions travel along with the read transactions to the source and the write transactions to the destination endpoints. The PRIV bit and PRIVID bit in the channel options parameter (OPT) is set with the EDMA3 programmer's PRIV value and PRIVID values, respectively, when any part of the PaRAM set is written.

The PRIV is the privilege level (i.e., user vs. supervisor). The PRIVID refers to a privilege ID with a number that is associated with an EDMA3 programmer.

See the data manual for the PRIVIDs that are associated with potential EDMA3 programmers.

These options are part of the TR that are submitted to the transfer controller. The transfer controller uses the above values on their respective read and write command bus so that the target endpoints can perform memory protection checks based on these values.

For example, consider a parameter set that is programmed by a CPU in user privilege level for a simple transfer with the source buffer on an L2 page and the destination buffer on an L1D page. The PRIV is 0 for user-level and the CPU has a PRIVID of 0.

The PaRAM set is shown in Figure 2-15.

## Figure 2-15. PaRAM Set Content for Proxied Memory Protection Example

*(a) EDMA3 Parameters*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 0007h | | Channel Options Parameter (OPT) | |
| 009F 0000h | | Channel Source Address (SRC) | |
| 0001h | 0004h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 00F0 7800h | | Channel Destination Address (DST) | |
| 0001h | 0001h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0000h | FFFFh | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0001h | 1000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0001h | Reserved | Count for 3rd Dimension (CCNT) |

(b) Channel Options Parameter (OPT) Content



The PRIV and PRIVID information travels along with the read and write requests that are issued to the source and destination memories.

For example, if the access attributes that are associated with the L2 page with the source buffer only allow supervisor read, write accesses (SR, SW), the user-level read request above is refused. Similarly, if the access attributes that are associated with the L1D page with the destination buffer only allow supervisor read and write accesses (SR, SW), the user-level write request above is refused. For the transfer to succeed, the source and destination pages should have user-read and user-write permissions, respectively, along with allowing accesses with a PRIVID 0. For more information regarding how to set memory protection attributes for pages of memory in L2/L1D, see the *TMS320C64x/C64x+ DSP CPU and Instruction Set Reference Guide* (SPRU732).

Because the programmers privilege level and privilege identification travel with the read and write requests, EDMA3 acts as a proxy.

Figure 2-16 illustrates the propagation of PRIV and PRIVID at the boundaries of all the interacting entities (CPU, EDMA3CC, EDMA3TC, and slave memories).

**Figure 2-16. Proxied Memory Protection Example**
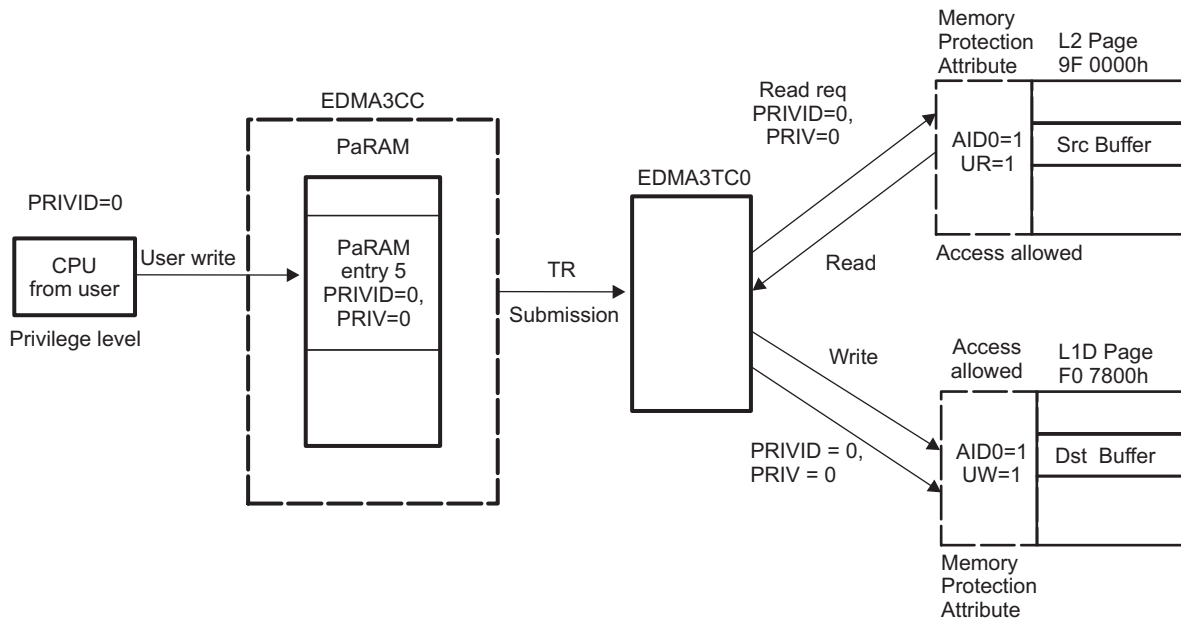


## 2.11 Event Queue(s)

Event queues are a part of the EDMA3 channel controller. Event queues form the interface between the event detection logic in the EDMA3CC and the transfer request (TR) submission logic of the EDMA3CC. Each queue is 16 entries deep; thus, each event queue can queue a maximum of 16 events. If there are more than 16 events, then the events that cannot find a place in the event queue remain set in the associated event register and the CPU does not stall.

There are four event queues (Queue0, Queue1, Queue2, and Queue3) for this device. Events in Queue0 result in submission of its associated transfer requests (TRs) to TC0. Similarly, transfer requests that are associated with events in Queue3 are submitted to TC3.

An event that wins prioritization against other DMA and/or QDMA pending events is placed at the tail of the appropriate event queue. Each event queue is serviced in FIFO order. Once the event reaches the head of its queue and the corresponding transfer controller is ready to receive another TR, the event is de-queued and the PaRAM set corresponding to the de-queued event is processed and submitted as a transfer request packet (TRP) to the associated EDMA3 transfer controller.

Queue0 has highest priority and Queue3 has the lowest priority, if Queue0 and Queue1 both have at least one event entry and if both TC0 and TC1 can accept transfer requests, then the event in Queue0 is de-queued first and its associated PaRAM set is processed and submitted as a transfer request (TR) to TC0.

See Section 2.11.4 for system-level performance considerations. All of the event entries in all of the event queues are software readable (not writeable) by accessing the event entry registers (Q0E0, Q0E1,…Q1E15, etc.). Each event entry register characterizes the queued event in terms of the type of event (manual, event, chained or auto-triggered) and the event number. See Section 4.2.4.1 for a description of the bit fields in the queue event entry registers.

### 2.11.1 DMA/QDMA Channel to Event Queue Mapping

Each of the 64 DMA channels and four QDMA channels are programmed independently to map to a specific queue, using the DMA queue number register (DMAQNUM) and the QDMA queue number register (QDMANUM). The mapping of DMA/QDMA channels is critical to achieving the desired performance level for the EDMA and most importantly, in meeting real-time deadlines. See Section 2.11.4.

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NOTE: If an event is ready to be queued and both the event queue and the EDMA3 transfer controller that is associated to the event queue are empty, then the event bypasses the event queue, and moves the PaRAM processing logic, and eventually to the transfer request submission logic for submission to the EDMA3TC. In this case, the event is not logged in the event queue status registers.

### 2.11.2 Queue RAM Debug Visibility

There are four event queues and each queue has 16 entries. These 16 entries are managed in a circular FIFO manner. There is a queue status register (QSTAT) associated with each queue. These along with all of the 16 entries per queue can be read via registers QSTAT*n* and Q*x*E*y*, respectively.

These registers provide user visibility and may be helpful while debugging real-time issues (typically post-mortem), involving multiple events and event sources.

Each of the 16 entries in the event queue are read using the EDMA3CC memory-mapped register. By reading the event queue, you see the history of the last 16 TRs that have been processed by the EDMA3 on a given queue. This provides user/software visibility and is helpful for debugging real-time issues (typically post-mortem), involving multiple events and event sources.

The event queue entry register (Q*x*E*x*) uniquely identifies the specific event type (event-triggered, manually-triggered, chain-triggered, and QDMA events) along with the event number (for all DMA/QDMA event channels) that are in the queue or have been de-queued (passed through the queue).

The queue status register (QSTAT*n*) includes fields for the start pointer (STRTPTR) which provides the offset to the head entry of an event. It also includes a field called NUMVAL that provides the total number of valid entries residing in the event queue at a given instance of time. The STRTPTR may be used to index appropriately into the 16 event entries. NUMVAL number of entries starting from STRTPTR are indicative of events still queued in the respective queue. The remaining entry may be read to determine what's already de-queued and submitted to the associated transfer controller.

### 2.11.3 Queue Resource Tracking

The EDMA3CC event queue includes watermarking/threshold logic that allows you to keep track of maximum usage of all event queues. This is useful for debugging real-time deadline violations that may result from head-of-line blocking on a given EDMA3 event queue.

You can program the maximum number of events that can queue up in an event queue by programming the threshold value (between 0 to 15) in the queue watermark threshold A register (QWMTHRA). The maximum queue usage is recorded actively in the watermark (WM) field of the queue status register (QSTAT*n*) that keeps getting updated based on a comparison of number of valid entries, which is also visible in the NUMVAL bit in QSTAT*n* and the maximum number of entries (WM bit in QSTAT*n*).

If the queue usage is exceeded, this status is visible in the EDMA3CC registers: the QTHRXCD*n* bit in the channel controller error register (CCERR) and the THRXCD bit in QSTAT*n*, where *n* stands for the event queue number. Any bits that are set in CCERR also generate an EDMA3CC error interrupt.

## 2.11.4  Performance Considerations

The main switched central resource (SCR) (see the device-specific data manual) arbitrates bus requests from all of the masters (CPU, EMAC, RapidIO, and UHPI) to the shared slave resources (peripherals and memories).

The priorities of transfer requests (read and write commands) from the EDMA3 transfer controllers with respect to other masters within the system crossbar are programmed using the queue priority register (QUEPRI). QUEPRI programs the priority of the event queues (or indirectly, TC0-TC3, because Queue$N$ transfer requests are submitted to TC$N$).

Therefore, the priority of unloading queues has a secondary affect compared to the priority of the transfers as they are executed by the EDMA3TC (dictated by the priority set using QUEPRI).

## 2.12  EDMA3 Transfer Controller (EDMA3TC)

The EDMA3 channel controller is the user-interface of the EDMA3 and the EDMA3 transfer controller (EDMA3TC) is the data movement engine of the EDMA3. The EDMA3CC submits transfer requests (TR) to the EDMA3TC and the EDMA3TC performs the data transfers dictated by the TR; thus, the EDMA3TC is a slave to the EDMA3CC.

### 2.12.1  Architecture Details

#### 2.12.1.1  Command Fragmentation

The TC read and write controllers in conjunction with the source and destination register sets are responsible for issuing optimally-sized reads and writes to the slave endpoints. An optimally-sized command is defined by the transfer controller default burst size (DBS). See Section 2.12.5 for DBS value of each EDMA3TC.

The EDMA3TC attempts to issue the largest possible command size as limited by the DBS value or the ACNT/BCNT value of the TR. EDMA3TC obeys the following rules:

*   The read/write controllers always issue commands less than or equal to the DBS tie-off value.
*   The first command of a 1D transfer command always aligns to the DBS tie-off value for subsequent commands.

Example 2-4 shows command fragmentation for DBS of 64 bytes. In summary, if the ACNT value is larger than the DBS value, then the EDMA3TC breaks the ACNT array into DBS-sized commands to the source/destination addresses. Each BCNT number of arrays are then serviced in succession.

For BCNT arrays of ACNT bytes (that is, a 2D transfer), if the ACNT value is less than or equal to the DBS value, then the TR may be optimized into a 1D-transfer in order to maximize efficiency. The optimization takes place if the EDMA3TC recognizes that the 2D-transfer is organized as a single dimension (ACNT == BIDX) and the ACNT value is a power of 2. Table 2-17 summarizes conditions in which the optimizations are performed.

### Example 2-4. Command Fragmentation (DBS = 64)

The pseudo code:

1. ACNT = 8, BCNT = 8, SRCBIDX = 8, DSTBIDX = 10, SRCADDR = 64, DSTADDR = 191

    Read Controller: This is optimized from a 2D-transfer to a 1D-transfer such that the read side is equivalent to ACNT = 64, BCNT = 1.

    Cmd0 = 64 byte

    Write Controller: Because DSTBIDX != ACNT, it is not optimized.

    Cmd0 = 8 byte, Cmd1 = 8 byte, Cmd2 = 8 byte, Cmd3 = 8 byte, Cmd4 = 8 byte, Cmd5 = 8 byte, Cmd6 = 8 byte, Cmd7 = 8 byte.

2. ACNT=128, BCNT = 1,SRCADDR = 63, DSTADDR = 513

    Read Controller: Read address is not aligned.

    Cmd0 = 1 byte, (now the SRCADDR is aligned to 64 for the next command)

    Cmd1 = 64 bytes

    Cmd2 = 63 bytes

    Write Controller: The write address is also not aligned.

    Cmd0 = 63 bytes, (now the DSTADDR is aligned to 64 for the next command)

    Cmd1 = 64 bytes

    Cmd2 = 1 byte

**Table 2-17. Read/Write Command Optimization Rules**

| ACNT ≤ DBS | ACNT is power of 2 | BIDX = ACNT | BCNT ≤ 1023 | SAM/DAM = Increment | Description |
|---|---|---|---|---|---|
| Yes | Yes | Yes | Yes | Yes | Optimized |
| No | x | x | x | x | Not Optimized |
| x | No | x | x | x | Not Optimized |
| x | x | No | x | x | Not Optimized |
| x | x | x | No | x | Not Optimized |
| x | x | x | x | No | Not Optimized |

#### 2.12.1.2 TR Pipelining

TR pipelining refers to the ability of the source active set to proceed ahead of the destination active set. Essentially, the reads for a given TR may already be in progress while the writes of a previous TR may not have completed.

The number of outstanding TRs is limited by the number of destination FIFO register entries.

TR pipelining is useful for maintaining throughput on back-to-back small TRs. It minimizes the startup overhead because reads start in the background of a previous TR writes.

### 2.12.1.3   Performance Tuning

By default, reads are as issued as fast as possible. In some cases, the reads issued by the EDMA3TC could fill the available command buffering for a slave, delaying other (potentially higher priority) masters from successfully submitting commands to that slave. The rate at which read commands are issued by the EDMA3TC is controlled by the RDRATE register. The RDRATE register defines the number of cycles that the EDMA3TC read controller waits before issuing subsequent commands for a given TR, thus minimizing the chance of the EDMA3TC consuming all available slave resources. The RDRATE value should be set to a relatively small value if the transfer controller is targeted for high priority transfers and to a higher value if the transfer controller is targeted for low priority transfers.

In contrast, the Write Interface does not have any performance turning knobs because writes always have an interval between commands as write commands are submitted along with the associated write data.

### 2.12.2   Memory Protection

The transfer controller plays an important role in handling proxy memory protection. There are two access properties associated with a transfer: for instance, the privilege id (system-wide identification assigned to a master) of the master initiating the transfer, and the privilege level (user versus supervisor) used to program the transfer. This information is maintained in the PaRAM set when it is programmed in the channel controller. When a TR is submitted to the transfer controller, this information is made available to the EDMA3TC and used by the EDMA3TC while issuing read and write commands. The read or write commands have the same privilege identification, and privilege level as that programmed in the EDMA3 transfer in the channel controller.

### 2.12.3   Error Generation

Errors are generated if enabled under three conditions:
*   EDMA3TC detection of an error signaled by the source or destination address.
*   Attempt to read or write to an invalid address in the configuration memory map.
*   Detection of a constant addressing mode TR violating the constant addressing mode transfer rules (the source/destination addresses and source/destination indexes must be aligned to 32 bytes).

Either or all error types may be disabled. If an error bit is set and enabled, the error interrupt for the concerned transfer controller is pulsed.

### 2.12.4 Debug Features

The DMA program register set, DMA source active register set, and the destination FIFO register set are used to derive a brief history of TRs serviced through the transfer controller.

Additionally, the EDMA3TC status register (TCSTAT) has dedicated bit fields to indicate the ongoing activity within different parts of the transfer controller:

• The SRCACTV bit indicates whether the source active set is active.
• The DSTACTV bit indicates the number of TRs resident in the destination register active set at a given instance.
• The PROGBUSY bit indicates whether a valid TR is present in the DMA program set.

If the TRs are in progression, caution must be used and you must realize that there is a chance that the values read from the EDMA3TC status registers will be inconsistent since the EDMA3TC may change the values of these registers due to ongoing activities.

It is recommended that you ensure no additional submission of TRs to the EDMA3TC in order to facilitate ease of debug.

#### 2.12.4.1 Destination FIFO Register Pointer

The destination FIFO register pointer is implemented as a circular buffer with the start pointer being DFSTRTPTR and a buffer depth of usually 2 or 4. The EDMA3TC maintains two important status details in TCSTAT that may be used during advanced debugging, if necessary. The DFSTRTPTR is a start pointer, that is, the index to the head of the destination FIFO register. The DSTACTV is a counter for the number of valid (occupied) entries. These registers may be used to get a brief history of transfers.

Examples of some register field values and their interpretation:

• DFSTRTPTR = 0 and DSTACTV = 0 implies that no TRs are stored in the destination FIFO register.
• DFSTRTPTR = 1 and DSTACTV = 2h implies that two TRs are present. The first pending TR is read from the destination FIFO register entry 1 and the second pending TR is read from the destination FIFO register entry 2.
• DFSTRTPTR = 3h and DSTACTV = 2h implies that two TRs are present. The first pending TR is read from the destination FIFO register entry 3 and the second pending TR is read from the destination FIFO register entry 0.

### 2.12.5 EDMA3TC Configuration

Table 2-18 and provide the configuration of the individual EDMA3 transfer controllers present on the device.

**Table 2-18. EDMA3 Transfer Controller Configurations**

| Name | TC0 | TC1 | TC2 | TC3 |
|---|---|---|---|---|
| FIFOSIZE | 128 bytes | 128 bytes | 256 bytes | 256 bytes |
| BUSWIDTH | 16 bytes | 16 bytes | 16 bytes | 16 bytes |
| DSTREGDEPTH | 2 entries | 4 entries | 4 entries | 4 entries |
| DBS | 64 bytes | 64 bytes | 64 bytes | 64 bytes |

## 2.13 Event Dataflow

This section summarizes the data flow of a single event, from the time the event is latched to the channel controller to the time the transfer completion code is returned. The following steps list the sequence of EDMA3CC activity:

1. Event is asserted from an external source (peripheral or external interrupt). This also is similar for a manually-triggered, chained-triggered, or QDMA-triggered event. The event is latched into the ER.E$n$/ERH.E$n$ (or CER.E$n$/CERH.E$n$, ESR.E$n$ /ESRH.E$n$, QER.E$n$) bit.

2. Once an event is prioritized and queued into the appropriate event queue, the SER.E$n$/SERH.E$n$ (or QSER.E$n$) bit is set to inform the event prioritization/processing logic to disregard this event since it is already in the queue. Alternatively, if the transfer controller and the event queue are empty, then the event bypasses the queue.

3. The EDMA3CC processing and the submission logic evaluates the appropriate PaRAM set and determines whether it is a non-null and non-dummy transfer request (TR).

4. The EDMA3CC clears the ER.E$n$/ERH.E$n$ (or CER.E$n$/CERH.E$n$, ESR.E$n$/ESRH.E$n$, QER.E$n$) bit and the SER.E$n$/SERH.E$n$ bit as soon as it determines the TR is non-null. In the case of a null set, the SER.E$n$/SERH.E$n$ bit remains set. It submits the non-null/non-dummy TR to the associated transfer controller. If the TR was programmed for early completion, the EDMA3CC immediately sets the interrupt pending register (IPR.I[TCC]/IPRH.I[TCC]-32).

5. If the TR was programmed for normal completion, the EDMA3CC sets the interrupt pending register (IPR.I[TCC]/IPRH.I[TCC]) when the EDMA3TC informs the EDMA3CC about completion of the transfer (returns transfer completion codes).

6. The EDMA3CC programs the associated EDMA3TC$n$'s Program Register Set with the TR.

7. The TR is then passed to the Source Active set and the Dst FIFO Register Set, if both the register sets are available.

8. The Read Controller processes the TR by issuing read commands to the source slave endpoint. The Read Data lands in the Data FIFO of the EDMA3TC$n$.

9. As soon as sufficient data is available, the Write Controller begins processing the TR by issuing write commands to the destination slave endpoint.

10. This continues until the TR completes and the EDMA3TC$n$ then signals completion status to the EDMA3CC.

## 2.14 EDMA3 Prioritization

The EDMA3 controller has many implementation rules to deal with concurrent events/channels, transfers, etc. The following subsections detail various arbitration details whenever there might be occurrence of concurrent activity. Figure 2-17 shows the different places EDMA3 priorities come into play.

### 2.14.1 Channel Priority

The DMA event registers (ER and ERH) capture up to 64 events; likewise, the QDMA event register (QER) captures QDMA events for all QDMA channels; therefore, it is possible for events to occur simultaneously on the DMA/QDMA event inputs. For events arriving simultaneously, the event associated with the lowest channel number is prioritized for submission to the event queues (for DMA events, channel 0 has the highest priority and channel 63 has the lowest priority; similarly, for QDMA events, channel 0 has the highest priority and channel 3 has the lowest priority). This mechanism only sorts simultaneous events for submission to the event queues.

If a DMA and QDMA event occurs simultaneously, the DMA event always has prioritization against the QDMA event for submission to the event queues.

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### 2.14.2 Trigger Source Priority

If a DMA channel is associated with more than one trigger source (event trigger, manual trigger, and chain trigger), and if multiple events are set simultaneously for the same channel (ER.E$n$ = 1, ESR.E$n$ = 1 , CER.E$n$ = 1) , then the EDMA3CC always services these events in the following priority order: event trigger (via ER) is higher priority than chain trigger (via CER) and chain trigger is higher priority than manual trigger (via ESR).

This implies that if for channel 0, both ER.E0 = 1 and CER.E0 = 1 at the same time, then the ER.E0 event is always queued before the CER.E0 event.

### 2.14.3 Dequeue Priority

The priority of the associated transfer request (TR) is further mitigated by which event queue is being used for event submission (dictated by DMAQNUM and QDMAQNUM). For submission of a TR to the transfer request, events need to be de-queued from the event queues. Queue 0 has the highest dequeue priority and queue 3 the lowest.

### 2.14.4 System (Transfer Controller) Priority

Every transfer controller has a programmed system priority (programmed via QUEPRI) that is implemented when multiple masters in the system are vying for the same endpoint. The priority of the associated transfer request (TR) is further mitigated by the system priority setting of the transfer controller. This priority comes into play at the SCR when several masters are submitting requests to the main SCR.

The default priority for all TCs is the same (0 or highest priority to other masters). If an application requires the EDMA3 to service both real-time (urgent) and non-real-time transfers, it is recommended that this priority be changed.

## 2.15 Reset Considerations

A hardware reset resets the EDMA3 (EDMA3CC and EDMA3TC) and the EDMA3 configuration registers. The PaRAM memory contents are undefined after device reset and you should not rely on parameters to be reset to a known state. The PaRAM entry must be initialized to a desired value before it is used.

## 2.16 Emulation Considerations

During debug when using the emulator, the CPU(s) may be halted on an execute packet boundary for single-stepping, benchmarking, profiling, or other debug purposes. During an emulation halt, the EDMA3 channel controller and transfer controller operations continue. Events continue to be latched and processed and transfer requests continue to be submitted and serviced.

Since EDMA3 is involved in servicing multiple master and slave peripherals, it is not feasible to have an independent behavior of the EDMA3 for emulation halts. EDMA3 functionality would be coupled with the peripherals it is servicing, which might have different behavior during emulation halts. For example, if a McBSP is halted during an emulation access (FREE = 0 and SOFT = 0 or 1 in McBSP registers), the McBSP stops generating the McBSP receive or transmit events (REVT or XEVT) to the EDMA. From the point of view of the McBSP, the EDMA3 is suspended, but other peripherals (for example, a timer) still assert events and will be serviced by the EDMA.

**Figure 2-17. EDMA3 Prioritization**

Copyright © 2005–2011, Texas Instruments Incorporated
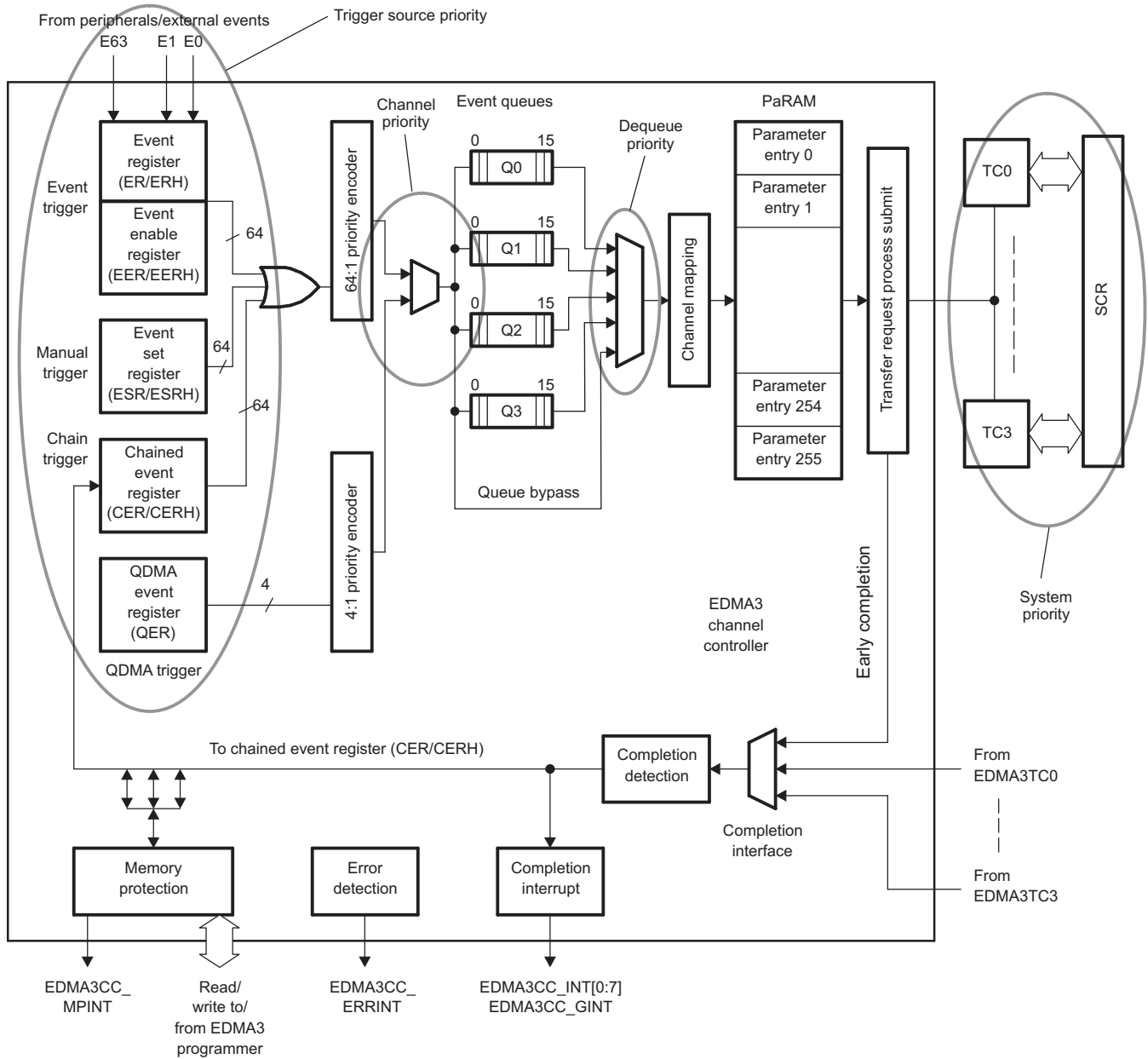
# EDMA3 Transfer Examples

This chapter contains examples and common usage scenarios.

**Topic** **Page**

## 3.1 Block Move Example

The most basic transfer performed by the EDMA3 is a block move. During device operation it is often necessary to transfer a block of data from one location to another, usually between on-chip and off-chip memory.

In this example, a section of data is to be copied from external memory to internal L2 SRAM. A data block of 256 words residing at address 8000 0000h (external memory ) needs to be transferred to internal address 0080 0000h (L2), as shown in Figure 3-1. Figure 3-2 shows the parameters for this transfer.

The source address for the transfer is set to the start of the data block in external memory, and the destination address is set to the start of the data block in L2. If the data block is less than 64K bytes, the PaRAM configuration shown in Figure 3-2 holds true with the synchronization type set to A-synchronized and indexes cleared to 0. If the amount of data is greater than 64K bytes, BCNT and the B-indexes need to be set appropriately with the synchronization type set to AB-synchronized. The STATIC bit in OPT is set to prevent linking.

This transfer example may also be set up using QDMA. For successive transfer submissions, of a similar nature, the number of cycles used to submit the transfer are fewer depending on the number of changing transfer parameters. You may program the QDMA trigger word to be the highest numbered offset in the PaRAM set that undergoes change.

### Figure 3-1. Block Move Example
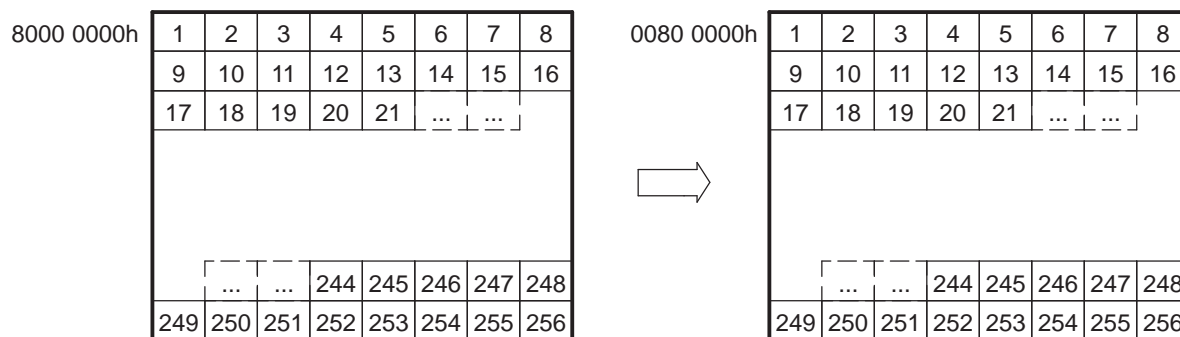
**Figure 3-2. Block Move Example PaRAM Configuration**

*(a) EDMA Parameters*

| **Parameter Contents** | | | **Parameter** | |
|---|---|---|---|---|
| 0010 0008h | | | Channel Options Parameter (OPT) | |
| 8000 0000h | | | Channel Source Address (SRC) | |
| 0001h | 0100h | | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 0080 0000h | | | Channel Destination Address (DST) | |
| 0000h | 0000h | | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0000h | FFFFh | | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0001h | | Reserved | Count for 3rd Dimension (CCNT) |

*(b) Channel Options Parameter (OPT) Content*

| 31 | 30 | 28 | 27 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 000 | | 0000 | | 0 | 0 | 0 | 1 | 00 | | 00 | |
| PRIV | Reserved | | PRIVID | | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | | TCC | |

| 15 | 12 | 11 | 10 | 8 | 7 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|
| 0000 | | 0 | 000 | | 0000 | | 1 | 0 | 0 | 0 |
| TCC | | TCCMOD | FWID | | Reserved | | STATIC | SYNCDIM | DAM | SAM |

## 3.2 Subframe Extraction Example

The EDMA3 can efficiently extract a small frame of data from a larger frame of data. By performing a 2D-to-1D transfer, the EDMA3 retrieves a portion of data for the CPU to process. In this example, a 640 × 480-pixel frame of video data is stored in external memory, CE2. Each pixel is represented by a 16-bit halfword. The CPU extracts a 16 × 12-pixel subframe of the image for processing. To facilitate more efficient processing time by the CPU, the EDMA3 places the subframe in internal L2 SRAM. Figure 3-3 shows the transfer of a subframe from external memory to L2. Figure 3-4 shows the parameters for this transfer.

The same PaRAM entry options are used for QDMA channels, as well as DMA channels. The STATIC bit in OPT is set to prevent linking. For successive transfers, only changed parameters need to be programmed before triggering the channel.

**Figure 3-3. Subframe Extraction Example**
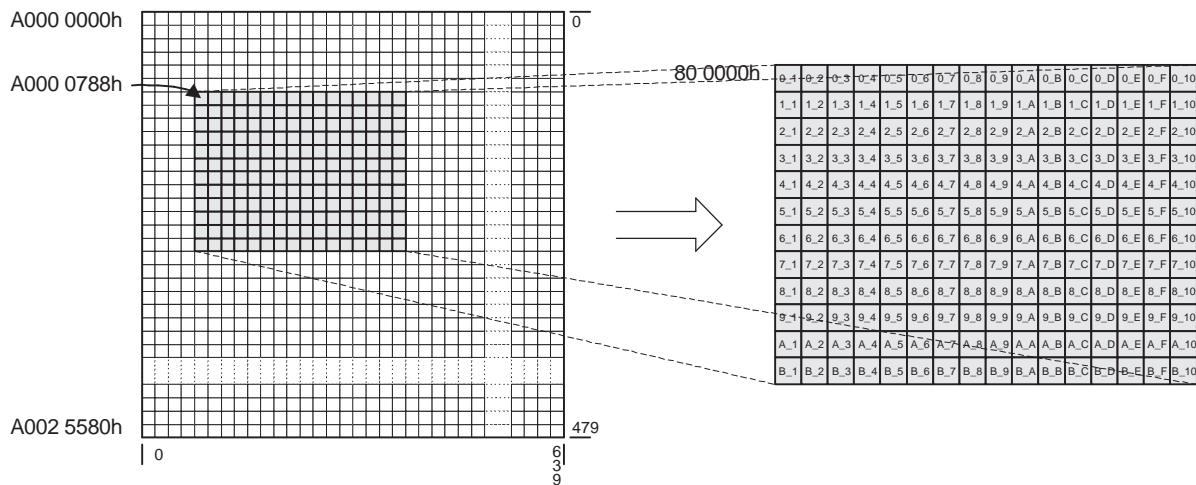
## Figure 3-4. Subframe Extraction Example PaRAM Configuration

*(a) EDMA Parameters*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 000Ch | | Channel Options Parameter (OPT) | |
| A000 0788h | | Channel Source Address (SRC) | |
| 000Ch | 0020h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 0080 0000h | | Channel Destination Address (DST) | |
| 0020h | 0500h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0000h | FFFFh | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0001h | Reserved | Count for 3rd Dimension (CCNT) |

*(b) Channel Options Parameter (OPT) Content*

| 31 | 30 | 28 | 27 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 000 | | 0000 | | 0 | 0 | 0 | 1 | 00 | | 00 | |
| PRIV | Reserved | | PRIVID | | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | | TCC | |

| 15 | 12 | 11 | 10 | 8 | 7 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|
| 0000 | | 0 | 000 | | 0000 | | 1 | 1 | 0 | 0 |
| TCC | | TCCMOD | FWID | | Reserved | | STATIC | SYNCDIM | DAM | SAM |

## 3.3 Data Sorting Example

Many applications require the use of multiple data arrays; it is often desirable to have the arrays arranged such that the first elements of each array are adjacent, the second elements are adjacent, and so on. Often this is not how the data is presented to the device. Either data is transferred via a peripheral with the data arrays arriving one after the other or the arrays are located in memory with each array occupying a portion of contiguous memory spaces. For these instances, the EDMA3 can reorganize the data into the desired format. Figure 3-5 shows the data sorting.

To determine the parameter set values, the following need to be considered:
- ACNT - Program this to be the size in bytes of an element.
- BCNT - Program this to be the number of elements in a frame.
- CCNT - Program this to be the number of frames.
- SRCBIDX - Program this to be the size of the element or ACNT.
- DSTBIDX - CCNT × ACNT
- SRCCDX - ACNT × BCNT
- DSTCIDX - ACNT

The synchronization type needs to be AB-synchronized and the STATIC bit is 0 to allow updates to the parameter set. It is advised to use normal EDMA3 channels for sorting.

It is not possible to sort this with a single trigger event. Instead, the channel can be programmed to be chained to itself. After BCNT elements get sorted, intermediate chaining could be used to trigger the channel again causing the transfer of the next BCNT elements and so on. Figure 3-6 shows the parameter set programming for this transfer, assuming channel 0 and an element size of 4 bytes.

### Figure 3-5. Data Sorting Example

| A000 0000h | A_1 | A_2 | A_3 | ... | ... | A_1022 | A_1023 | A_1024 |
|---|---|---|---|---|---|---|---|---|
| | B_1 | B_2 | B_3 | ... | ... | B_1022 | B_1023 | B_1024 |
| | C_1 | C_2 | C_3 | ... | ... | C_1022 | C_1023 | C_1024 |
| | D_1 | D_2 | D_3 | ... | ... | D_1022 | D_1023 | D_1024 |

| 80 0000h | A_1 | B_1 | C_1 | D_1 |
|---|---|---|---|---|
| | A_2 | B_2 | C_2 | D_2 |
| | A_3 | B_3 | C_3 | D_3 |
| | ... | ... | ... | ... |
| | ... | ... | ... | ... |
| | A_1022 | B_1022 | C_1022 | D_1022 |
| | A_1023 | B_1023 | C_1023 | D_1023 |
| | A_1024 | B_1024 | C_1024 | D_1024 |
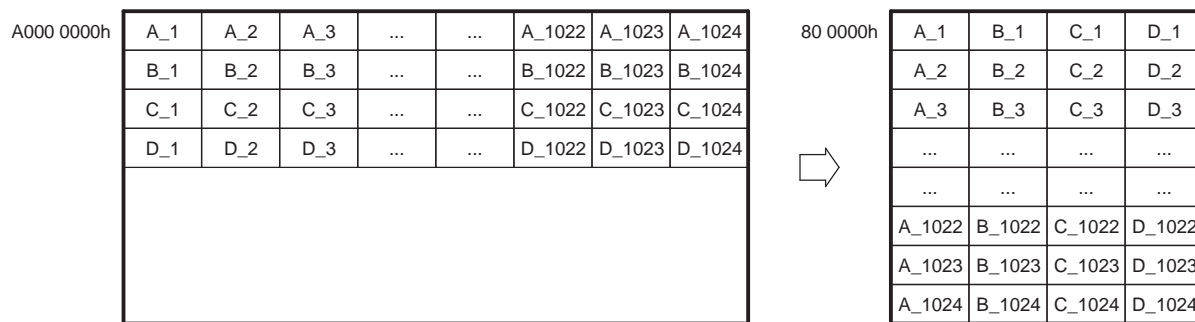
## Figure 3-6. Data Sorting Example PaRAM Configuration

*(a) EDMA Parameters*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0090 0004h | | Channel Options Parameter (OPT) | |
| A000 0000h | | Channel Source Address (SRC) | |
| 0400h | 0004h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 0080 0000h | | Channel Destination Address (DST) | |
| 0010h | 0001h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0000h | FFFFh | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0001h | 1000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0004h | Reserved | Count for 3rd Dimension (CCNT) |

*(b) Channel Options Parameter (OPT) Content*

| 31 | 30  28 | 27         24 | 23 | 22 | 21 | 20 | 19        18 | 17   16 |
|---|---|---|---|---|---|---|---|---|
| 0 | 000 | 0000 | 1 | 0 | 0 | 1 | 00 | 00 |
| PRIV | Reserved | PRIVID | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | TCC |

| 15        12 | 11 | 10   8 | 7          4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| 0000 | 0 | 000 | 0000 | 0 | 1 | 0 | 0 |
| TCC | TCCMOD | FWID | Reserved | STATIC | SYNCDIM | DAM | SAM |

## 3.4 Peripheral Servicing Example

The EDMA3 channel controller also services peripherals in the background of CPU operation, without requiring any CPU intervention. Through proper initialization of the EDMA3 channels, they can be configured to continuously service on-chip and off-chip peripherals throughout the device operation. Each event available to the EDMA3 has its own dedicated channel, and all channels operate simultaneously. The only requirements are to use the proper channel for a particular transfer and to enable the channel event in the event enable register (EER). When programming an EDMA3 channel to service a peripheral, it is necessary to know how data is to be presented to the DSP. Data is always provided with some kind of synchronization event as either one element per event (non-bursting) or multiple elements per event (bursting).

### 3.4.1 Nonbursting Peripherals

Nonbursting peripherals include the on-chip multichannel buffered serial port (McBSP) and many external devices, such as codecs. Regardless of the peripheral, the EDMA3 channel configuration is the same. The on-chip McBSP is the most-commonly used peripheral in a C6000 DSP system.

The McBSP transmit and receive data streams are treated independently by the EDMA3. The transmit and receive data streams can have completely different counts, data sizes, and formats. Figure 3-7 shows servicing incoming McBSP data.

To transfer the incoming data stream to its proper location in L2 memory, the EDMA3 channel must be set up for a 1D-to-1D transfer with A-synchronization. Because an event (REVT0) is generated for every word as it arrives, it is necessary to have the EDMA3 issue the transfer request for each element individually. Figure 3-8 shows the parameters for this transfer. The source address of the EDMA3 channel is set to the data receive register (DRR) address for McBSP0, and the destination address is set to the start of the data block in L2. Because the address of DRR is fixed, the source B index is cleared to 0 (no modification) and the destination B index is set to 01b (increment).

Based on the premise that serial data is typically a high priority, the EDMA3 channel should be programmed to be on queue 0.

**Figure 3-7. Servicing Incoming McBSP Data Example**

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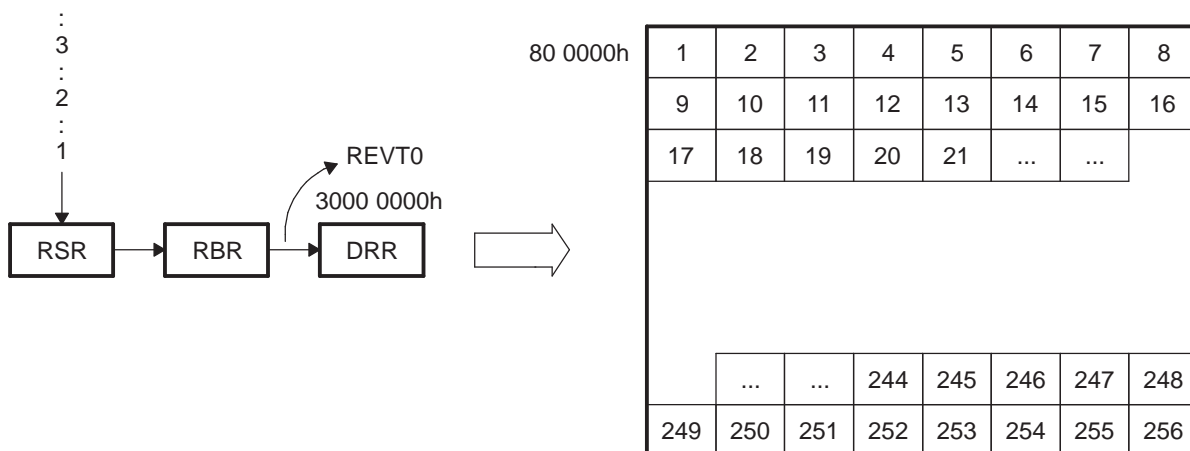
## Figure 3-8. Servicing Incoming McBSP Data Example PaRAM Configuration

*(a) EDMA Parameters*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 0000h | | Channel Options Parameter (OPT) | |
| 3000 0000h | | Channel Source Address (SRC) | |
| 0100h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 0080 0000h | | Channel Destination Address (DST) | |
| 0001h | 0000h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0000h | FFFFh | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0004h | Reserved | Count for 3rd Dimension (CCNT) |

*(b) Channel Options Parameter (OPT) Content*

| 31 | 30 | 28 | 27 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 000 | | 0000 | | 0 | 0 | 0 | 1 | 00 | | 00 | |
| PRIV | Reserved | | PRIVID | | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | | TCC | |

| 15 | 12 | 11 | 10 | 8 | 7 | | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0000 | | 0 | 000 | | 0000 | | | | 0 | 0 | 0 | 0 |
| TCC | | TCCMOD | FWID | | Reserved | | | | STATIC | SYNCDIM | DAM | SAM |

### 3.4.2 Bursting Peripherals

Higher bandwidth applications require that multiple data elements be presented to the DSP for every synchronization event. This frame of data can either be from multiple sources that are working simultaneously or from a single high-throughput peripheral that streams data to/from the DSP.

In this example, a port is receiving a video frame from a camera and presenting it to the DSP one array at a time. The video image is 640 × 480 pixels, with each pixel represented by a 16-bit element. The image is to be stored in external memory. Figure 3-9 shows this example.

To transfer data from an external peripheral to an external buffer one array at a time based on EVT*n* , channel *n* must be configured. Due to the nature of the data (a video frame made up of arrays of pixels) the destination is essentially a 2D entity. Figure 3-10 shows the parameters to service the incoming data with a 1D-to-2D transfer using AB-synchronization. The source address is set to the location of the video framer peripheral, and the destination address is set to the start of the data buffer. Because the input address is static, the SRCBIDX is 0 (no modification to the source address). The destination is made up of arrays of contiguous, linear elements; therefore, the DSTBIDX is set to pixel size, 2 bytes. ANCT is equal to the pixel size, 2 bytes. BCNT is set to the number of pixels in an array, 640. CCNT is equal to the total number of arrays in the block, 480. SRCCIDX is 0 because the source address undergoes no increment. The DSTCIDX is equal to the difference between the starting addresses of each array. Because a pixel is 16 bits (2 bytes), DSTCIDX is equal to 640 × 2.

**Figure 3-9. Servicing Peripheral Burst Example**
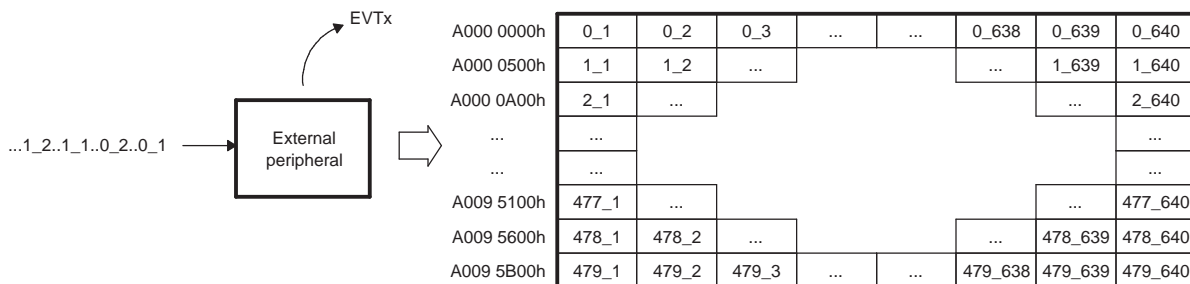
**Figure 3-10. Servicing Peripheral Burst Example PaRAM Configuration**

*(a) EDMA Parameters*

| Parameter Contents | |
|---|---|
| 0010 0004h | |
| Channel Source Address | |
| 0280h | 0002h |
| E000 0000h | |
| 0002h | 0000h |
| 0000h | FFFFh |
| 0500h | 0000h |
| 0000h | 01E0h |

| Parameter | |
|---|---|
| Channel Options Parameter (OPT) | |
| Channel Source Address (SRC) | |
| Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| Channel Destination Address (DST) | |
| Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| BCNT Reload (BCNTRLD) | Link Address (LINK) |
| Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| Reserved | Count for 3rd Dimension (CCNT) |

*(b) Channel Options Parameter (OPT) Content*

| 31 | 30 | 28 | 27 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 000 | | 0000 | | 0 | 0 | 0 | 1 | 00 | | 00 | |
| PRIV | Reserved | | PRIVID | | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | | TCC | |

| 15 | 12 | 11 | 10 | 8 | 7 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|
| 0000 | | 0 | 000 | | 0000 | | 0 | 1 | 0 | 0 |
| TCC | | TCCMOD | FWID | | Reserved | | STATIC | SYNCDIM | DAM | SAM |

### 3.4.3  Continuous Operation

Configuring an EDMA3 channel to receive a single frame of data is useful, and is applicable to some systems. A majority of the time, however, data is going to be continuously transmitted and received throughout the entire operation of the DSP. In this case, it is necessary to implement some form of linking such that the EDMA3 channels continuously reload the necessary parameter sets. In this example, McBSP0 is configured to transmit and receive data on a T1 array. To simplify the example, only two channels are active for both transmit and receive data streams. Each channel receives packets of 128 elements. The packets are transferred from the serial port to L2 memory and from L2 memory to the serial port, as shown Figure 3-11.

The McBSP generates REVT0 for every element received and generates XEVT0 for every element transmitted. To service the data streams, EDMA3 channels 12 and 13 must be set up for 1D-to-1D transfers with A-synchronization.

Figure 3-12 shows the parameter entries for the channel for these transfers. To service the McBSP continuously throughout DSP operation, the channels must be linked to a duplicate PaRAM set in the PaRAM. After all frames have been transferred, the EDMA3 channels reload and continue. Figure 3-13 shows the reload parameters for the channel.

#### 3.4.3.1  Receive Channel

EDMA3 channel 13 services the incoming data stream of McBSP0. The source address is set to that of the data receiver register (DRR), and the destination address is set to the first element of the data block. Because there are two data channels being serviced, A and B, they are to be located separately within the L2 SRAM.

To facilitate continuous operation, a copy of the PaRAM set for the channel is placed in PaRAM set 64. The LINK option is set and the link address is provided in the PaRAM set. Upon exhausting the channel 13 parameter set, the parameters located at the link address are loaded into the channel 13 parameter set and operation continues. This function continues throughout device operation until halted by the CPU.

#### 3.4.3.2  Transmit Channel

EDMA3 channel 12 services the outgoing data stream of McBSP0. In this case the destination address needs no update, hence, the parameter set changes accordingly. Linking is also used to allow continuous operation by the EDMA3 channel, with duplicate PaRAM set entries at PaRAM set 65.

**Figure 3-11. Servicing Continuous McBSP Data Example**
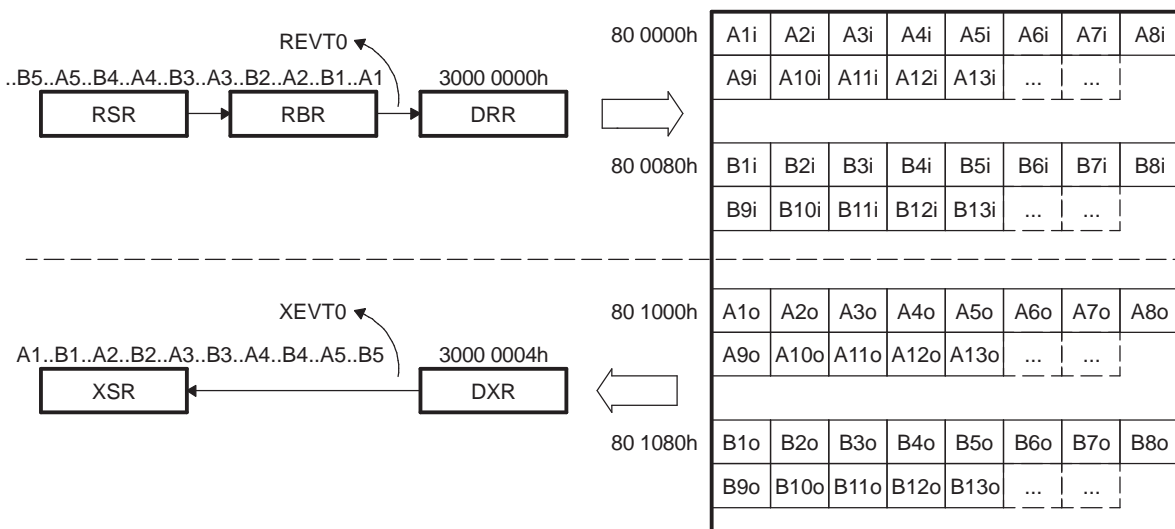
## Figure 3-12. Servicing Continuous McBSP Data Example PaRAM Configuration

*(a) EDMA Parameters for Receive Channel (PaRAM Set 13) being Linked to PaRAM Set 64*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 0000h | | Channel Options Parameter (OPT) | |
| 3000 0000h | | Channel Source Address (SRC) | |
| 0080h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 0080 0000h | | Channel Destination Address (DST) | |
| 0001h | 0000h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0080h | 4800h | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | FFFFh | Reserved | Count for 3rd Dimension (CCNT) |

*(b) Channel Options Parameter (OPT) Content for Receive Channel (PaRAM Set 13)*

| 31 | 30  28 | 27       24 | 23 | 22 | 21 | 20 | 19     18 | 17   16 |
|---|---|---|---|---|---|---|---|---|
| 0 | 000 | 0000 | 0 | 0 | 0 | 1 | 00 | 00 |
| PRIV | Reserved | PRIVID | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | TCC |

| 15      12 | 11 | 10   8 | 7               4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| 0000 | 0 | 000 | 0000 | 0 | 0 | 0 | 0 |
| TCC | TCCMOD | FWID | Reserved | STATIC | SYNCDIM | DAM | SAM |

*(c) EDMA Parameters for Transmit Channel (PaRAM Set 12) being Linked to PaRAM Set 65*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 1000h | | Channel Options Parameter (OPT) | |
| 0080 1000h | | Channel Source Address (SRC) | |
| 0080h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 3000 0004h | | Channel Destination Address (DST) | |
| 0000h | 0001h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0080h | 4820h | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | FFFFh | Reserved | Count for 3rd Dimension (CCNT) |

*(d) Channel Options Parameter (OPT) Content for Transmit Channel (PaRAM Set 12)*

| 31 | 30  28 | 27       24 | 23 | 22 | 21 | 20 | 19     18 | 17   16 |
|---|---|---|---|---|---|---|---|---|
| 0 | 000 | 0000 | 0 | 0 | 0 | 1 | 00 | 00 |
| PRIV | Reserved | PRIVID | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | TCC |

| 15      12 | 11 | 10   8 | 7               4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| 0001 | 0 | 000 | 0000 | 0 | 0 | 0 | 0 |
| TCC | TCCMOD | FWID | Reserved | STATIC | SYNCDIM | DAM | SAM |

## Figure 3-13. Servicing Continuous McBSP Data Example Reload PaRAM Configuration

*(a) EDMA Reload Parameters (PaRAM Set 64) for Receive Channel*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 0000h | | Channel Options Parameter (OPT) | |
| 3000 0000h | | Channel Source Address (SRC) | |
| 0080h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 0080 0000h | | Channel Destination Address (DST) | |
| 0001h | 0000h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0080h | 4800h | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | FFFFh | Reserved | Count for 3rd Dimension (CCNT) |

*(b) Channel Options Parameter (OPT) Content for Receive Channel (PaRAM Set 64)*

| 31 | 30 | 28 | 27 | | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 000 | | 0000 | | | 0 | 0 | 0 | 1 | 00 | | 00 | |
| PRIV | Reserved | | PRIVID | | | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | | TCC | |

| 15 | | 12 | 11 | 10 | 8 | 7 | | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0000 | | | 0 | 000 | | 0000 | | | | 0 | 0 | 0 | 0 |
| TCC | | | TCCMOD | FWID | | Reserved | | | | STATIC | SYNCDIM | DAM | SAM |

*(c) EDMA Reload Parameters (PaRAM Set 65) for Transmit Channel*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 1000h | | Channel Options Parameter (OPT) | |
| 0080 1000h | | Channel Source Address (SRC) | |
| 0080h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 3000 0004h | | Channel Destination Address (DST) | |
| 0000h | 0001h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0080h | 4820h | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | FFFFh | Reserved | Count for 3rd Dimension (CCNT) |

*(d) Channel Options Parameter (OPT) Content for Transmit Channel (PaRAM Set 65)*

| 31 | 30 | 28 | 27 | | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 000 | | 0000 | | | 0 | 0 | 0 | 1 | 00 | | 00 | |
| PRIV | Reserved | | PRIVID | | | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | | TCC | |

| 15 | | 12 | 11 | 10 | 8 | 7 | | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0001 | | | 0 | 000 | | 0000 | | | | 0 | 0 | 0 | 0 |
| TCC | | | TCCMOD | FWID | | Reserved | | | | STATIC | SYNCDIM | DAM | SAM |

### 3.4.4  Ping-Pong Buffering

Although the previous configuration allows the EDMA3 to service a peripheral continuously, it presents a number of restrictions to the CPU. Because the input and output buffers are continuously being filled/emptied, the CPU must match the pace of the EDMA3 very closely to process the data. The EDMA3 receive data must always be placed in memory before the CPU accesses it, and the CPU must provide the output data before the EDMA3 transfers it. Though not impossible, this is an unnecessary challenge. It is particularly difficult in a 2-level cache scheme.

Ping-pong buffering is a simple technique that allows the CPU activity to be distanced from the EDMA3 activity. This means that there are multiple (usually two) sets of data buffers for all incoming and outgoing data streams. While the EDMA3 transfers the data into and out of the ping buffers, the CPU manipulates the data in the pong buffers. When both CPU and EDMA3 activity completes, they switch. The EDMA3 then writes over the old input data and transfers the new output data. Figure 3-14 shows the ping-pong scheme for this example.

To change the continuous operation example, such that a ping-pong buffering scheme is used, the EDMA3 channels need only a moderate change. Instead of one parameter set, there are two; one for transferring data to/from the ping buffers and one for transferring data to/from the pong buffers. As soon as one transfer completes, the channel loads the PaRAM set for the other and the data transfers continue. Figure 3-15 shows the EDMA3 channel configuration required.

Each channel has two parameter sets, ping and pong. The EDMA3 channel is initially loaded with the ping parameters (Figure 3-15). The link address for the ping set is set to the PaRAM offset of the pong parameter set (Figure 3-16). The link address for the pong set is set to the PaRAM offset of the ping parameter set (Figure 3-17). The channel options, count values, and index values are all identical between the ping and pong parameters for each channel. The only differences are the link address provided and the address of the data buffer.

#### 3.4.4.1  Synchronization with the CPU

To utilize the ping-pong buffering technique, the system must signal the CPU when to begin to access the new data set. After the CPU finishes processing an input buffer (ping), it waits for the EDMA3 to complete before switching to the alternate (pong) buffer. In this example, both channels provide their channel numbers as their report word and set the TCINTEN bit to generate an interrupt after completion. When channel 13 fills an input buffer, the E13 bit in the interrupt pending register (IPR) is set; when channel 12 empties an output buffer, the E12 bit in IPR is set. The CPU must manually clear these bits. With the channel parameters set, the CPU polls IPR to determine when to switch. The EDMA3 and CPU could alternatively be configured such that the channel completion interrupts the CPU. By doing this, the CPU could service a background task while waiting for the EDMA3 to complete.

**Figure 3-14. Ping-Pong Buffering for McBSP Data Example**
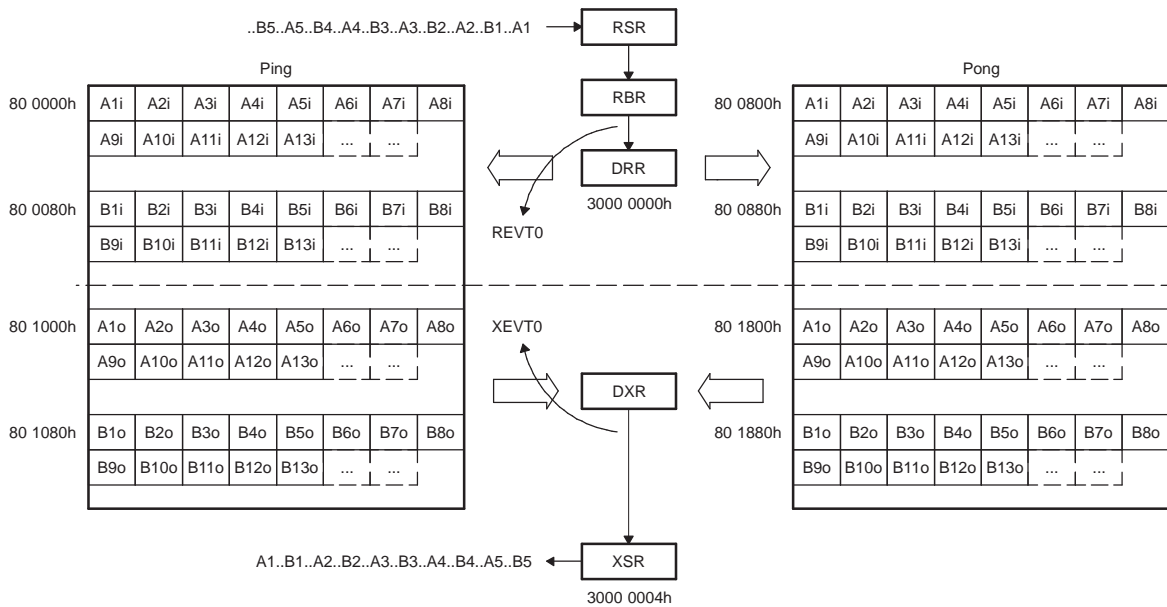
## Figure 3-15. Ping-Pong Buffering for McBSP Example PaRAM Configuration

*(a) EDMA Parameters for Channel 13 (Using PaRAM Set 13 Linked to Pong Set 64)*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 D000h | | Channel Options Parameter (OPT) | |
| 3000 0000h | | Channel Source Address (SRC) | |
| 0080h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 0080 0000h | | Channel Destination Address (DST) | |
| 0001h | 0000h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0080h | 4800h | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0001h | Reserved | Count for 3rd Dimension (CCNT) |

*(b) Channel Options Parameter (OPT) Content for Channel 13*

| 31 | 30   28 | 27     24 | 23 | 22 | 21 | 20 | 19    18 | 17   16 |
|---|---|---|---|---|---|---|---|---|
| 0 | 000 | 0000 | 0 | 0 | 0 | 1 | 00 | 00 |
| PRIV | Reserved | PRIVID | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | TCC |

| 15    12 | 11 | 10   8 | 7           4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| 1101 | 0 | 000 | 0000 | 0 | 0 | 0 | 0 |
| TCC | TCCMOD | FWID | Reserved | STATIC | SYNCDIM | DAM | SAM |

*(c) EDMA Parameters for Channel 12 (Using PaRAM Set 12 Linked to Pong Set 65)*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 C000h | | Channel Options Parameter (OPT) | |
| 0080 1000h | | Channel Source Address (SRC) | |
| 0080h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 3000 0004h | | Channel Destination Address (DST) | |
| 0000h | 0001h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0080h | 4840h | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0001h | Reserved | Count for 3rd Dimension (CCNT) |

*(d) Channel Options Parameter (OPT) Content for Channel 12*

| 31 | 30   28 | 27     24 | 23 | 22 | 21 | 20 | 19    18 | 17   16 |
|---|---|---|---|---|---|---|---|---|
| 0 | 000 | 0000 | 0 | 0 | 0 | 1 | 00 | 00 |
| PRIV | Reserved | PRIVID | ITCCHEN | TCCHEN | ITCINTEN | TCINTEN | Reserved | TCC |

| 15    12 | 11 | 10   8 | 7           4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| 1100 | 0 | 000 | 0000 | 0 | 0 | 0 | 0 |
| TCC | TCCMOD | FWID | Reserved | STATIC | SYNCDIM | DAM | SAM |

## Figure 3-16. Ping-Pong Buffering for McBSP Example Pong PaRAM Configuration

*(a) EDMA Pong Parameters for Channel 13 at Set 64 Linked to Set 65*

| Parameter Contents | |
|---|---|
| 0010 D000h | |
| 3000 0000h | |
| 0080h | 0001h |
| 0080 0800h | |
| 0001h | 0000h |
| 0080h | 4820h |
| 0000h | 0000h |
| 0000h | 0001h |

| Parameter | |
|---|---|
| Channel Options Parameter (OPT) | |
| Channel Source Address (SRC) | |
| Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| Channel Destination Address (DST) | |
| Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| BCNT Reload (BCNTRLD) | Link Address (LINK) |
| Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| Reserved | Count for 3rd Dimension (CCNT) |

*(b) EDMA Pong Parameters for Channel 12 at Set 66 Linked to Set 67*

| Parameter Contents | |
|---|---|
| 0010 C000h | |
| 0080 1800h | |
| 0080h | 0001h |
| 3000 0004h | |
| 0000h | 0001h |
| 0080h | 4860h |
| 0000h | 0000h |
| 0000h | 0001h |

| Parameter | |
|---|---|
| Channel Options Parameter (OPT) | |
| Channel Source Address (SRC) | |
| Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| Channel Destination Address (DST) | |
| Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| BCNT Reload (BCNTRLD) | Link Address (LINK) |
| Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| Reserved | Count for 3rd Dimension (CCNT) |

## Figure 3-17. Ping-Pong Buffering for McBSP Example Ping PaRAM Configuration

*(a) EDMA Ping Parameters for Channel 13 at Set 65 Linked to Set 64*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 D000h | | Channel Options Parameter (OPT) | |
| 3000 0000h | | Channel Source Address (SRC) | |
| 0080h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 0080 0000h | | Channel Destination Address (DST) | |
| 0001h | 0000h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0080h | 4800h | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0001h | Reserved | Count for 3rd Dimension (CCNT) |

*(b) EDMA Ping Parameters for Channel 12 at Set 67 Linked to Set 66*

| Parameter Contents | | Parameter | |
|---|---|---|---|
| 0010 C000h | | Channel Options Parameter (OPT) | |
| 0080 1000h | | Channel Source Address (SRC) | |
| 0080h | 0001h | Count for 2nd Dimension (BCNT) | Count for 1st Dimension (ACNT) |
| 3000 0004h | | Channel Destination Address (DST) | |
| 0000h | 0001h | Destination BCNT Index (DSTBIDX) | Source BCNT Index (SRCBIDX) |
| 0080h | 4840h | BCNT Reload (BCNTRLD) | Link Address (LINK) |
| 0000h | 0000h | Destination CCNT Index (DSTCIDX) | Source CCNT Index (SRCCIDX) |
| 0000h | 0001h | Reserved | Count for 3rd Dimension (CCNT) |

### 3.4.5 Transfer Chaining Examples

The following examples explain the intermediate transfer complete chaining function.

#### 3.4.5.1 Servicing Input/Output FIFOs with a Single Event

Many systems require the use of a pair of external FIFOs that must be serviced at the same rate. One FIFO buffers data input, and the other buffers data output. The EDMA3 channels that service these FIFOs can be set up for AB-synchronized transfers. While each FIFO is serviced with a different set of parameters, both can be signaled from a single event. For example, an external interrupt pin can be tied to the status flags of one of the FIFOs. When this event arrives, the EDMA3 needs to perform servicing for both the input and output streams. Without the intermediate transfer complete chaining feature this would require two events, and thus two external interrupt pins. The intermediate transfer complete chaining feature allows the use of a single external event (for example, a GPIO event). Figure 3-18 shows the EDMA3 setup and illustration for this example.

A GPIO event (in this case, GPINT0) triggers an array transfer. Upon completion of each intermediate array transfer of channel 48, intermediate transfer complete chaining sets the E8 bit (specified by TCC of 8) in the chained event register (CER) and provides a synchronization event to channel 8. Upon completion of the last array transfer of channel 48, transfer complete chaining—not intermediate transfer complete chaining—sets the E8 bit in CER (specified by TCCMODE:TCC) and provides a synchronization event to channel 8. The completion of channel 8 sets the I8 bit (specified by TCCMODE:TCC) in the interrupt pending register (IPR), which can generate an interrupt to the CPU, if the I8 bit in the interrupt enable register (IER) is set.

**Figure 3-18. Intermediate Transfer Completion Chaining Example**



| | |
|---|---|
| Hardwired event (tied to GPINT0, event 48) | Chained event (event 8) |

Event 48

Channel 48, array 0 → Intermediate transfer complete[A] → Channel 8, array 0

Event 48

Channel 48, array 1 → Intermediate transfer complete[A] → Channel 8, array 1

Event 48

Channel 48, array 2 → Intermediate transfer complete[A] → Channel 8, array 2

Event 48

Channel 48, array 3 (last array) → Transfer complete[B] → Channel 8, array 3

Transfer complete sets IPR.I8 = 1
If IPR.I8 = 1, interrupt EDMACC_INT* sent to CPU

Notes: (A) Intermediate transfer complete chaining synchronizes event 8 ITCCHEN = 1, TCC = 01000b, and sets CER.E8 = 1
(B) Transfer complete chaining synchronizes event 8 TCCHEN =1, TCC = 01000b and sets CER.E8 = 1

Setup

| Channel 48 parameters for chaining | Channel 8 parameters for chaining | Event enable register (EER) |
|---|---|---|
| ☐ Enable transfer complete chaining: OPT.TCCHEN = 1 OPT.TCC = 01000b | ☐ Enable transfer complete chaining: OPT.TCINTEN = 1 OPT.TCC = 01000b | ☐ Enable channel 48 EER.E48 = 1 |
| ☐ Enable intermediate transfer complete chaining: OPT.ITCCHEN = 1 OPT.TCC = 01000b | ☐ Disable intermediate transfer complete chaining: OPT.ITCCHEN = 0 | |

### 3.4.5.2 Breaking Up Large Transfers with Intermediate Chaining

Another feature of intermediate transfer chaining (ITCCHEN) is for breaking up large transfers. A large transfer may lock out other transfers of the same priority level for the duration of the transfer. For example, a large transfer on queue 0 from the internal memory to the external memory using the EMIF may starve other EDMA3 transfers on the same queue. In addition, this large high-priority transfer may prevent the EMIF for a long duration to service other lower priority transfers. When a large transfer is considered to be high priority, it should be split into multiple smaller transfers. Figure 3-19 shows the EDMA3 setup and illustration of an example single large block transfer.

**Figure 3-19. Single Large Block Transfer Example**

Event 25 (CPU writes 1 to ESR.E25)

16 KBytes data transfer

EDMA3 channel 25 setup

ACNT = 16384
BCNT = 1
CCNT = 1
OPT.ITCINTEN = 0
OPT.TCC = Don't care
1D transfer of 16 KByte elements
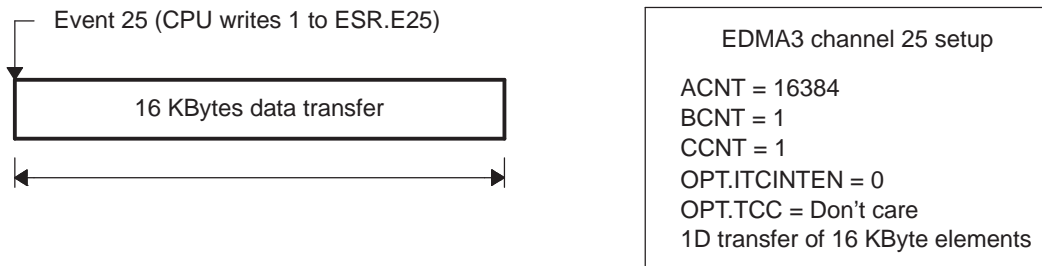
The intermediate transfer chaining enable (ITCCHEN) provides a method to break up a large transfer into smaller transfers. For example, to move a single large block of memory (16K bytes), the EDMA3 performs an A-synchronized transfer. The element count is set to a reasonable value, where reasonable derives from the amount of time it would take to move this smaller amount of data. Assume 1 Kbyte is a reasonable small transfer in this example. The EDMA3 is set up to transfer 16 arrays of 1 Kbyte elements, for a total of 16K byte elements. The TCC field in the channel options parameter (OPT) is set to the same value as the channel number and ITCCHEN are set. In this example, EDMA3 channel 25 is used and TCC is also set to 25. The TCINTEN may also be set to trigger interrupt 25 when the last 1 Kbyte array is transferred. The CPU starts the EDMA3 transfer by writing to the appropriate bit of the event set register (ESR.E25). The EDMA3 transfers the first 1 Kbyte array. Upon completion of the first array, intermediate transfer complete code chaining generates a synchronization event to channel 25, a value specified by the TCC field. This intermediate transfer completion chaining event causes EDMA3 channel 25 to transfer the next 1 Kbyte array. This process continues until the transfer parameters are exhausted, at which point the EDMA3 has completed the 16K byte transfer. This method breaks up a large transfer into smaller packets, thus providing natural time slices in the transfer such that other events may be processed. Figure 3-20 shows the EDMA3 setup and illustration of the broken up smaller packet transfers.

**Figure 3-20. Smaller Packet Data Transfers Example**

Event 25 (CPU writes 1 to ESR.E25)

ITCCHEN=1, TCC=25 causes channel 25 to be synchronized again

1K 1K 1K 1K 1K 1K 1K 1K 1K 1K 1K 1K 1K 1K 1K 1K

Time gaps allow other transfers on the same priority level to be performed

EDMA3 channel 25 setup

ACNT = 1024
BCNT = 16
CCNT = 1
OPT.SYNCDIM = A SYNC
OPT.ITCCHEN = 1
OPT.TCINTEN = 1
OPT.TCC = 25
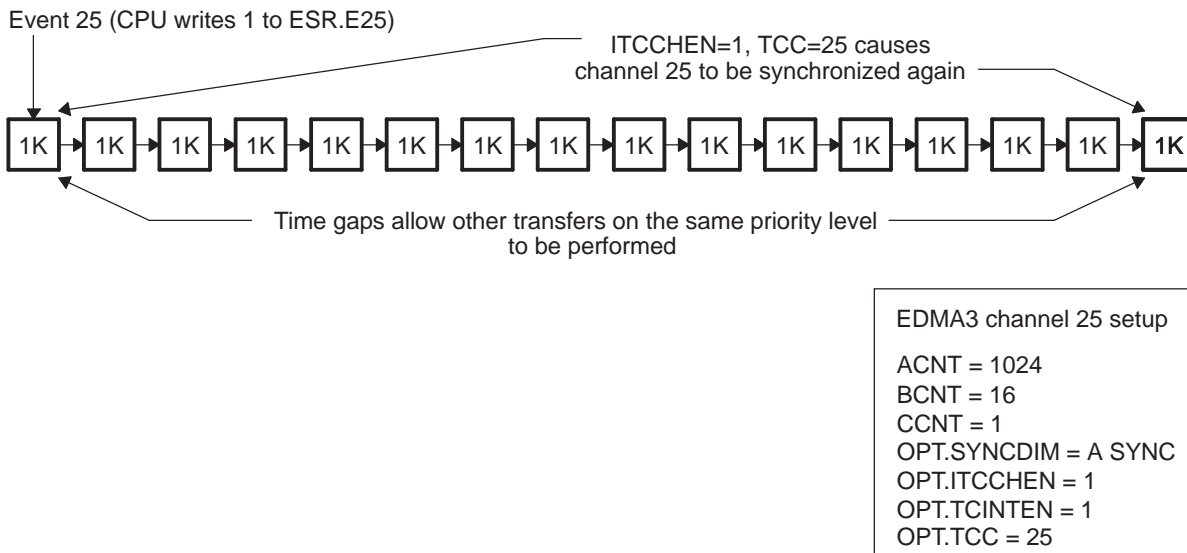
# *Registers*

This chapter describes the memory-mapped registers associated with the EDMA3 controller.

**Topic**                                                                                                   **Page**

## 4.1 Register Memory Maps

For the register memory maps, see the device-specific data manual.

## 4.2 EDMA3 Channel Controller Control Registers

Table 4-1 lists the memory-mapped registers for the EDMA3 channel controller (EDMA3CC). For the memory address of these registers and for the shadow region addresses, see the device-specific data manual. All other register offset addresses not listed in Table 4-1 should be considered as reserved locations and the register contents should not be modified.

**Table 4-1. EDMA3CC Registers**

| Offset | Acronym | Register Description | See |
|---|---|---|---|
| 00h | PID | Peripheral Identification Register | Section 4.2.1.1 |
| 04h | CCCFG | EDMA3CC Configuration Register | Section 4.2.1.2 |
| 0100h-01FCh | DCHMAP0-63 | DMA Channel 0-63 Mapping Registers | Section 4.2.1.3 |
| 0200h | QCHMAP0 | QDMA Channel 0 Mapping Register | Section 4.2.1.4 |
| 0204h | QCHMAP1 | QDMA Channel 1 Mapping Register | Section 4.2.1.4 |
| 0208h | QCHMAP2 | QDMA Channel 2 Mapping Register | Section 4.2.1.4 |
| 020Ch | QCHMAP3 | QDMA Channel 3 Mapping Register | Section 4.2.1.4 |
| 0240h | DMAQNUM0 | DMA Queue Number Register 0 | Section 4.2.1.5 |
| 0244h | DMAQNUM1 | DMA Queue Number Register 1 | Section 4.2.1.5 |
| 0248h | DMAQNUM2 | DMA Queue Number Register 2 | Section 4.2.1.5 |
| 024Ch | DMAQNUM3 | DMA Queue Number Register 3 | Section 4.2.1.5 |
| 0250h | DMAQNUM4 | DMA Queue Number Register 4 | Section 4.2.1.5 |
| 0254h | DMAQNUM5 | DMA Queue Number Register 5 | Section 4.2.1.5 |
| 0258h | DMAQNUM6 | DMA Queue Number Register 6 | Section 4.2.1.5 |
| 025Ch | DMAQNUM7 | DMA Queue Number Register 7 | Section 4.2.1.5 |
| 0260h | QDMAQNUM | QDMA Queue Number Register | Section 4.2.1.6 |
| 0280h | QUETCMAP | Queue-to-TC Mapping Register | Section 4.2.1.7 |
| 0284h | QUEPRI | Queue Priority Register | Section 4.2.1.8 |
| 0300h | EMR | Event Missed Register | Section 4.2.2.1 |
| 0304h | EMRH | Event Missed Register High | Section 4.2.2.1 |
| 0308h | EMCR | Event Missed Clear Register | Section 4.2.2.2 |
| 030Ch | EMCRH | Event Missed Clear Register High | Section 4.2.2.2 |
| 0310h | QEMR | QDMA Event Missed Register | Section 4.2.2.3 |
| 0314h | QEMCR | QDMA Event Missed Clear Register | Section 4.2.2.4 |
| 0318h | CCERR | EDMA3CC Error Register | Section 4.2.2.5 |
| 031Ch | CCERRCLR | EDMA3CC Error Clear Register | Section 4.2.2.6 |
| 0320h | EEVAL | Error Evaluate Register | Section 4.2.2.7 |
| 0340h | DRAE0 | DMA Region Access Enable Register for Region 0 | Section 4.2.3.1 |
| 0344h | DRAEH0 | DMA Region Access Enable Register High for Region 0 | Section 4.2.3.1 |
| 0348h | DRAE1 | DMA Region Access Enable Register for Region 1 | Section 4.2.3.1 |
| 034Ch | DRAEH1 | DMA Region Access Enable Register High for Region 1 | Section 4.2.3.1 |
| 0350h | DRAE2 | DMA Region Access Enable Register for Region 2 | Section 4.2.3.1 |
| 0354h | DRAEH2 | DMA Region Access Enable Register High for Region 2 | Section 4.2.3.1 |
| 0358h | DRAE3 | DMA Region Access Enable Register for Region 3 | Section 4.2.3.1 |
| 035Ch | DRAEH3 | DMA Region Access Enable Register High for Region 3 | Section 4.2.3.1 |
| 0360h | DRAE4 | DMA Region Access Enable Register for Region 4 | Section 4.2.3.1 |
| 0364h | DRAEH4 | DMA Region Access Enable Register High for Region 4 | Section 4.2.3.1 |
| 0368h | DRAE5 | DMA Region Access Enable Register for Region 5 | Section 4.2.3.1 |
| 036Ch | DRAEH5 | DMA Region Access Enable Register High for Region 5 | Section 4.2.3.1 |

## Table 4-1. EDMA3CC Registers  (continued)

| Offset | Acronym | Register Description | See |
|--------|---------|----------------------|-----|
| 0370h | DRAE6 | DMA Region Access Enable Register for Region 6 | Section 4.2.3.1 |
| 0374h | DRAEH6 | DMA Region Access Enable Register High for Region 6 | Section 4.2.3.1 |
| 0378h | DRAE7 | DMA Region Access Enable Register for Region 7 | Section 4.2.3.1 |
| 037Ch | DRAEH7 | DMA Region Access Enable Register High for Region 7 | Section 4.2.3.1 |
| 0380h-039Ch | QRAE0-7 | QDMA Region Access Enable Registers for Region 0-7 | Section 4.2.3.2 |
| 0400h-04FCh | Q0E0-Q3E15 | Event Queue Entry Registers Q0E0-Q3E15 | Section 4.2.4.1 |
| 0600h-060Ch | QSTAT0-3 | Queue Status Registers 0-3 | Section 4.2.4.2 |
| 0620h | QWMTHRA | Queue Watermark Threshold A Register | Section 4.2.4.3 |
| 0640h | CCSTAT | EDMA3CC Status Register | Section 4.2.4.4 |
| 0800h | MPFAR | Memory Protection Fault Address Register | Section 4.2.5.1 |
| 0804h | MPFSR | Memory Protection Fault Status Register | Section 4.2.5.2 |
| 0808h | MPFCR | Memory Protection Fault Command Register | Section 4.2.5.3 |
| 080 Ch | MPPAG | Memory Protection Page Attribute Global Register | Section 4.2.5.4 |
| 0810h-082Ch | MPPA0-7 | Memory Protection Page Attribute Registers 0-7 | Section 4.2.5.4 |
| 1000h | ER | Event Register | Section 4.2.6.1 |
| 1004h | ERH | Event Register High | Section 4.2.6.1 |
| 1008h | ECR | Event Clear Register | Section 4.2.6.2 |
| 100Ch | ECRH | Event Clear Register High | Section 4.2.6.2 |
| 1010h | ESR | Event Set Register | Section 4.2.6.3 |
| 1014h | ESRH | Event Set Register High | Section 4.2.6.3 |
| 1018h | CER | Chained Event Register | Section 4.2.6.4 |
| 101Ch | CERH | Chained Event Register High | Section 4.2.6.4 |
| 1020h | EER | Event Enable Register | Section 4.2.6.5 |
| 1024h | EERH | Event Enable Register High | Section 4.2.6.5 |
| 1028h | EECR | Event Enable Clear Register | Section 4.2.6.6 |
| 102Ch | EECRH | Event Enable Clear Register High | Section 4.2.6.6 |
| 1030h | EESR | Event Enable Set Register | Section 4.2.6.7 |
| 1034h | EESRH | Event Enable Set Register High | Section 4.2.6.7 |
| 1038h | SER | Secondary Event Register | Section 4.2.6.8 |
| 103Ch | SERH | Secondary Event Register High | Section 4.2.6.8 |
| 1040h | SECR | Secondary Event Clear Register | Section 4.2.6.9 |
| 1044h | SECRH | Secondary Event Clear Register High | Section 4.2.6.9 |
| 1050h | IER | Interrupt Enable Register | Section 4.2.7.1 |
| 1054h | IERH | Interrupt Enable Register High | Section 4.2.7.1 |
| 1058h | IECR | Interrupt Enable Clear Register | Section 4.2.7.2 |
| 105Ch | IECRH | Interrupt Enable Clear Register High | Section 4.2.7.2 |
| 1060h | IESR | Interrupt Enable Set Register | Section 4.2.7.3 |
| 1064h | IESRH | Interrupt Enable Set Register High | Section 4.2.7.3 |
| 1068h | IPR | Interrupt Pending Register | Section 4.2.7.4 |
| 106Ch | IPRH | Interrupt Pending Register High | Section 4.2.7.4 |
| 1070h | ICR | Interrupt Clear Register | Section 4.2.7.5 |
| 1074h | ICRH | Interrupt Clear Register High | Section 4.2.7.5 |
| 1078h | IEVAL | Interrupt Evaluate Register | Section 4.2.7.6 |
| 1080h | QER | QDMA Event Register | Section 4.2.8.1 |
| 1084h | QEER | QDMA Event Enable Register | Section 4.2.8.2 |
| 1088h | QEECR | QDMA Event Enable Clear Register | Section 4.2.8.3 |
| 108Ch | QEESR | QDMA Event Enable Set Register | Section 4.2.8.4 |

**Table 4-1. EDMA3CC Registers  (continued)**

| Offset | Acronym | Register Description | See |
|---|---|---|---|
| 1090h | QSER | QDMA Secondary Event Register | Section 4.2.8.5 |
| 1094h | QSECR | QDMA Secondary Event Clear Register | Section 4.2.8.6 |
| | | **Shadow Region 0 Channel Registers** | |
| 2000h | ER | Event Register | |
| 2004h | ERH | Event Register High | |
| 2008h | ECR | Event Clear Register | |
| 200Ch | ECRH | Event Clear Register High | |
| 2010h | ESR | Event Set Register | |
| 2014h | ESRH | Event Set Register High | |
| 2018h | CER | Chained Event Register | |
| 201Ch | CERH | Chained Event Register High | |
| 2020h | EER | Event Enable Register | |
| 2024h | EERH | Event Enable Register High | |
| 2028h | EECR | Event Enable Clear Register | |
| 202Ch | EECRH | Event Enable Clear Register High | |
| 2030h | EESR | Event Enable Set Register | |
| 2034h | EESRH | Event Enable Set Register High | |
| 2038h | SER | Secondary Event Register | |
| 203Ch | SERH | Secondary Event Register High | |
| 2040h | SECR | Secondary Event Clear Register | |
| 2044h | SECRH | Secondary Event Clear Register High | |
| 2050h | IER | Interrupt Enable Register | |
| 2054h | IERH | Interrupt Enable Register High | |
| 2058h | IECR | Interrupt Enable Clear Register | |
| 205Ch | IECRH | Interrupt Enable Clear Register High | |
| 2060h | IESR | Interrupt Enable Set Register | |
| 2064h | IESRH | Interrupt Enable Set Register High | |
| 2068h | IPR | Interrupt Pending Register | |
| 206Ch | IPRH | Interrupt Pending Register High | |
| 2070h | ICR | Interrupt Clear Register | |
| 2074h | ICRH | Interrupt Clear Register High | |
| 2078h | IEVAL | Interrupt Evaluate Register | |
| 2080h | QER | QDMA Event Register | |
| 2084h | QEER | QDMA Event Enable Register | |
| 2088h | QEECR | QDMA Event Enable Clear Register | |
| 208Ch | QEESR | QDMA Event Enable Set Register | |
| 2090h | QSER | QDMA Secondary Event Register | |
| 2094h | QSECR | QDMA Secondary Event Clear Register | |
| 2200h-2294h | - | Shadow Region 1 Channel Registers | |
| 2400h-2494h | - | Shadow Region 2 Channel Registers | |
| ... | | ... | |
| 2E00h-2E94h | - | Shadow Channel Registers for MP Space 7 | |

### 4.2.1 Global Registers

#### 4.2.1.1 Peripheral Identification Register (PID)

The peripheral identification register (PID) uniquely identifies the EDMA3CC and the specific revision of the EDMA3CC.

The PID is shown in Figure 4-1 and described in Table 4-2.

**Figure 4-1. Peripheral ID Register (PID)**

| 31 | 16 |
|---|---|
| PID | |

R-4001h

| 15 | 0 |
|---|---|
| PID | |

R-1B00h
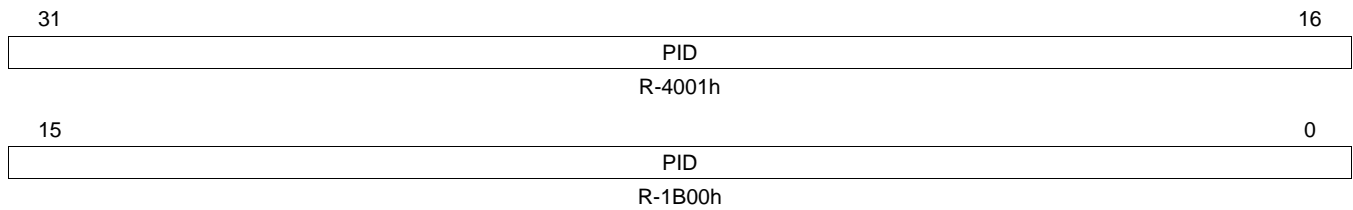
LEGEND: R = Read only; -*n* = value after reset

**Table 4-2. Peripheral ID Register (PID) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | PID | 0-FFFF FFFFh | Peripheral identifier uniquely identifies the EDMA3CC and the specific revision of the EDMA3CC. |

### 4.2.1.2 EDMA3CC Configuration Register (CCCFG)

The EDMA3CC configuration register (CCCFG) provides the features/resources for the EDMA3CC in a particular device.

The CCCFG is shown in Figure 4-2 and described in Table 4-3.

**Figure 4-2. EDMA3CC Configuration Register (CCCFG)**

| 31 | | | | | | 26 | 25 | 24 |
|---|---|---|---|---|---|---|---|---|
| Reserved | | | | | | | MP_EXIST | CHMAP_EXIST |
| R-x | | | | | | | R-1 | R-1 |

| 23 | 22 | 21 | 20 | 19 | 18 | | | 16 |
|---|---|---|---|---|---|---|---|---|
| Reserved | | NUM_REGN | | Reserved | NUM_EVQUE | | | |
| R-0 | | R-3h | | R-x | R-3h | | | |

| 15 | 14 | | | 12 | 11 | 10 | | 8 |
|---|---|---|---|---|---|---|---|---|
| Reserved | NUM_PAENTRY | | | | Reserved | NUM_INTCH | | |
| R-x | R-4h | | | | R-x | R-4h | | |

| 7 | 6 | | | 4 | 3 | 2 | | 0 |
|---|---|---|---|---|---|---|---|---|
| Reserved | NUM_QDMACH | | | | Reserved | NUM_DMACH | | |
| R-x | R-2h | | | | R-x | R-5h | | |

LEGEND: R = Read only; -*n* = value after reset; -x = value is indeterminate after reset

**Table 4-3. EDMA3CC Configuration Register (CCCFG) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-26 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 25 | MP_EXIST | | Memory protection existence. |
| | | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| | | 1 | Memory protection logic included |
| 24 | CHMAP_EXIST | | Channel mapping existence. |
| | | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| | | 1 | Channel mapping logic included |
| 23-22 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 21-20 | NUM_REGN | 0-3h | Number of MP and shadow regions. |
| | | 0-2h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| | | 3h | 8 regions |
| 19 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 18-16 | NUM_EVQUE | 0-7h | Number of queues/number of TCs. |
| | | 0-2h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| | | 3h | 4 EDMA3TCs/Event Queues |
| | | 4h-7h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 15 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |

**Table 4-3. EDMA3CC Configuration Register (CCCFG) Field Descriptions  (continued)**

| Bit | Field | Value | Description |
|---|---|---|---|
| 14-12 | NUM_PAENTRY | 0-7h | Number of PaRAM sets. |
| | | 0-3h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| | | 4h | 256 PaRAM sets |
| | | 5h-7h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 11 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 10-8 | NUM_INTCH | 0-7h | Number of interrupt channels. |
| | | 0-3h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| | | 4h | 64 interrupt channels |
| | | 5h-7h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 7 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 6-4 | NUM_QDMACH | 0-7h | Number of QDMA channels. |
| | | 0-1h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| | | 2h | 4 QDMA channels. |
| | | 3h-7h | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 3 | Reserved | 0 | Reserved |
| 2-0 | NUM_DMACH | 0-7h | Number of DMA channels. |
| | | 0-4h | Reserved |
| | | 5h | 64 DMA channels |
| | | 6h-7h | Reserved |

### 4.2.1.3 DMA Channel Map *n* Registers (DCHMAP*n*)

The DMA channel map *n* register (DCHMAP*n*) is shown in Figure 4-3 and described in Table 4-4.

**Figure 4-3. DMA Channel Map *n* Registers (DCHMAP*n*)**

| 31 | | | | 16 |
|---|---|---|---|---|
| | | Reserved | | |
| | | R-0 | | |

| 15 | 14 | 13 | 5 | 4 | 0 |
|---|---|---|---|---|---|
| Reserved | | PAENTRY | | Reserved | |
| R-0 | | R/W-0 | | R-0 | |
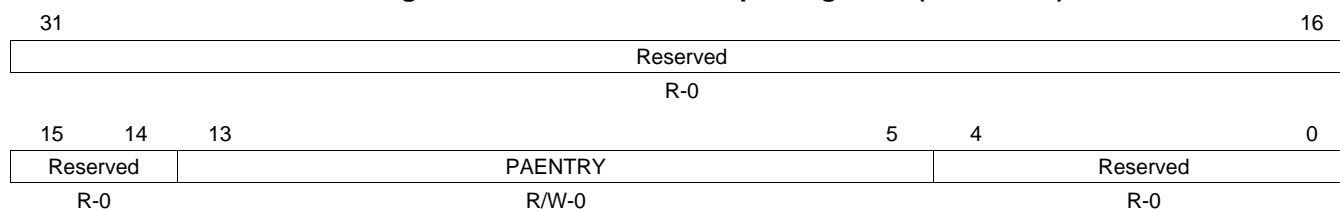
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-4. DMA Channel Map *n* Registers (DCHMAP*n*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-14 | Reserved | 0 | Reserved |
| 13-5 | PAENTRY | 0-1FFh | Points to the PaRAM set number for DMA channel *n*. |
| 4-0 | Reserved | 0 | Reserved |

#### 4.2.1.4    QDMA Channel Map *n* Registers (QCHMAP*n*)

Each QDMA channel in EDMA3CC can be associated with any PaRAM set available on the device. Furthermore, the specific trigger word (0-7) of the PaRAM set can be programmed. The PaRAM set association and trigger word for every QDMA channel register is configurable using the QDMA channel map *n* register (QCHMAP*n*).

The QCHMAP*n* is shown in Figure 4-4 and described in Table 4-5.

---

> **NOTE:**    At reset the QDMA channel map registers for all QDMA channels point to PaRAM set 0. If an application makes use of both a DMA channel that points to PaRAM set 0 and any QDMA channels, ensure that QCHMAP*n* is programmed appropriately to point to a different PaRAM entry.

---

#### Figure 4-4. QDMA Channel Map *n* Registers (QCHMAP*n*)

| 31 | | | | 16 |
|---|---|---|---|---|
| | | Reserved | | |
| | | R-0 | | |

| 15 | 14 | 13 | 5 | 4 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| Reserved | | PAENTRY | | TRWORD | | Reserved | |
| R-0 | | R/W-0 | | R/W-0 | | R-0 | |
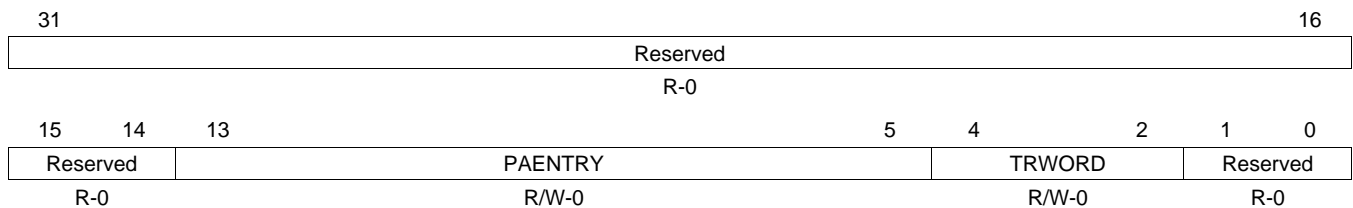
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

#### Table 4-5. QDMA Channel Map *n* Registers (QCHMAP*n*) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-14 | Reserved | 0 | Reserved |
| 13-5 | PAENTRY | 0-1FFh | PAENTRY points to the PaRAM set number for QDMA channel *n*. |
| | | 0-FFh | Parameter entry 0 through 255 |
| | | 100h-1FFh | Reserved |
| 4-2 | TRWORD | 0-7h | Points to the specific trigger word of the PaRAM set defined by PAENTRY. A write to the trigger word results in a QDMA event being recognized. |
| 1-0 | Reserved | 0 | Reserved |

### 4.2.1.5 DMA Channel Queue *n* Number Registers (DMAQNUM*n*)

The DMA channel queue number register (DMAQNUM*n*) allows programmability of each of the 64 DMA channels in the EDMA3CC to submit its associated synchronization event to any event queue in the EDMA3CC. At reset, all channels point to event queue 0.

The DMAQNUM*n* is shown in Figure 4-5 and described in Table 4-6. Table 4-7 shows the channels and their corresponding bits in DMAQNUM*n*.

#### Figure 4-5. DMA Channel Queue *n* Number Registers (DMAQNUM*n*)

| 31 | 30 | 28 | 27 | 26 | 24 | 23 | 22 | 20 | 19 | 18 | 16 |
|----|----|----|----|----|----|----|----|----|----|----|----|
| Rsvd | E*n* | | Rsvd | E*n* | | Rsvd | E*n* | | Rsvd | E*n* | |
| R-0 | R/W-0 | | R-0 | R/W-0 | | R-0 | R/W-0 | | R-0 | R/W-0 | |

| 15 | 14 | 12 | 11 | 10 | 8 | 7 | 6 | 4 | 3 | 2 | 0 |
|----|----|----|----|----|----|----|----|----|----|----|----|
| Rsvd | E*n* | | Rsvd | E*n* | | Rsvd | E*n* | | Rsvd | E*n* | |
| R-0 | R/W-0 | | R-0 | R/W-0 | | R-0 | R/W-0 | | R-0 | R/W-0 | |

LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

#### Table 4-6. DMA Channel Queue *n* Number Registers (DMAQNUM*n*) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | 0-7h | DMA queue number. Contains the event queue number to be used for the corresponding DMA channel. Programming DMAQNUM*n* for an event queue number to a value more then the number of queues available in the EDMA3CC results in undefined behavior. |
| | | 0 | Event *n* is queued on Q0. |
| | | 1h | Event *n* is queued on Q1. |
| | | 2h | Event *n* is queued on Q2. |
| | | 3h | Event *n* is queued on Q3. |
| | | 4h-7h | Reserved |

#### Table 4-7. Bits in DMAQNUM*n*

| | Channel Number (DMAQNUM*n*) | | | | | | | |
|--------|-----|-----|-----|-----|-----|-----|-----|-----|
| E*n* bit | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 0-2 | E0 | E8 | E16 | E24 | E32 | E40 | E48 | E56 |
| 4-6 | E1 | E9 | E17 | E25 | E33 | E41 | E49 | E57 |
| 8-10 | E2 | E10 | E18 | E26 | E34 | E42 | E50 | E58 |
| 12-14 | E3 | E11 | E19 | E27 | E35 | E43 | E51 | E59 |
| 16-18 | E4 | E12 | E20 | E28 | E36 | E44 | E52 | E60 |
| 20-22 | E5 | E13 | E21 | E29 | E37 | E45 | E53 | E61 |
| 24-26 | E6 | E14 | E22 | E30 | E38 | E46 | E54 | E62 |
| 28-30 | E7 | E15 | E23 | E31 | E39 | E47 | E55 | E63 |

#### 4.2.1.6 QDMA Channel Queue Number Register (QDMAQNUM)

The QDMA channel queue number register (QDMAQNUM) is used to program all the QDMA channels in the EDMA3CC to submit the associated QDMA event to any of the event queues in the EDMA3CC.

The QDMAQNUM is shown in Figure 4-6 and described in Table 4-8.

**Figure 4-6. QDMA Channel Queue Number Register (QDMAQNUM)**

| 31 | | | | | | | | | | 16 |
|----|---|---|---|---|---|---|---|---|---|----|
| Reserved | | | | | | | | | | |
| R-0 | | | | | | | | | | |

| 15 | 14 | 12 | 11 | 10 | 8 | 7 | 6 | 4 | 3 | 2 | 0 |
|-----|------|------|------|------|-----|------|------|------|------|------|-----|
| Rsvd | E3 | | Rsvd | E2 | | Rsvd | E1 | | Rsvd | E0 | |
| R-0 | R/W-0 | | R-0 | R/W-0 | | R-0 | R/W-0 | | R-0 | R/W-0 | |
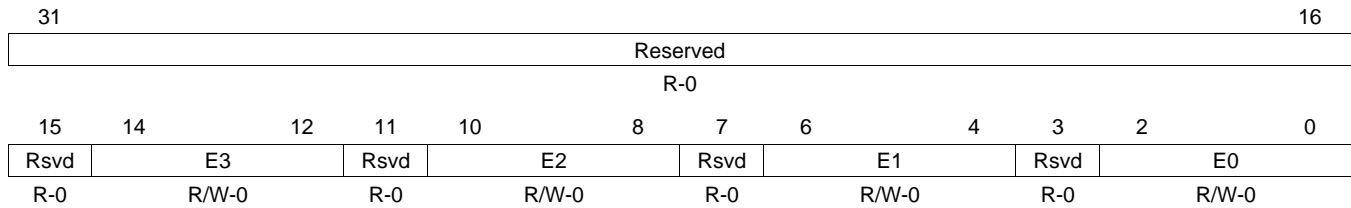
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-8. QDMA Channel Queue Number Register (QDMAQNUM) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-15 | Reserved | 0 | Reserved |
| 14-0 | E*n* | 0-7h | QDMA queue number. Contains the event queue number to be used for the corresponding QDMA channel. |
| | | 0 | Event *n* is queued on Q0. |
| | | 1h | Event *n* is queued on Q1. |
| | | 2h | Event *n* is queued on Q2. |
| | | 3h | Event *n* is queued on Q3. |
| | | 4h-7h | Reserved |

#### 4.2.1.7 Queue-to-TC Mapping Register (QUETCMAP)

The Queue-to-TC Mapping Register (QUETCMAP) is shown in Figure 4-7 and described in Table 4-9.

**Figure 4-7. Queue-to-TC Mapping Register (QUETCMAP)**

| 31 | | | | | | | 16 |
|---|---|---|---|---|---|---|---|
| Reserved |||||||||
| R-0 |||||||||

| 15 | 14 | 12 | 11 | 10 | 8 | 7 | 6 | 4 | 3 | 2 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Rsvd | TCNUMQ3 | | Rsvd | TCNUMQ2 | | Rsvd | TCNUMQ1 | | Rsvd | TCNUMQ0 | |
| R-0 | R/W-3 | | R-0 | R/W-2 | | R-0 | R/W-1 | | R-0 | R/W-0 | |
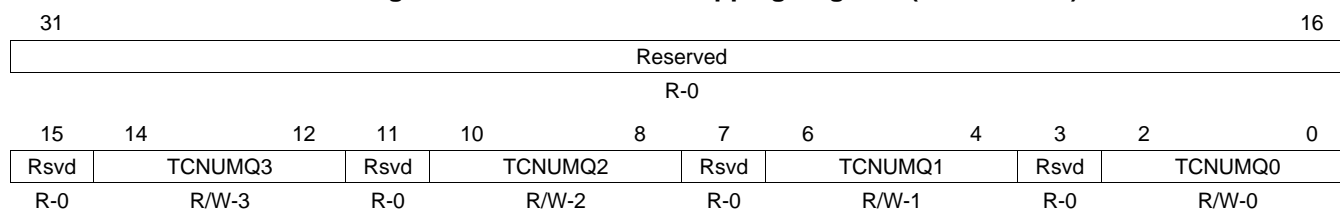
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-9. Queue-to-TC Mapping Register (QUETCMAP) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-15, 11, 7, 3 | Reserved | | Reserved |
| 14-12, 10-8, 6-4, 2-0 | TCNUMQ*n* | | TC number for queue *n*. Defines the TC number to which Event Queue *n* TRs are written via the TR bus interface. Only used if TCs are not identical (e.g., TC0 FIFO is 32 bytes while TC1 FIFO is 64 bytes). Note that the same TC cannot be assigned to multiple queues (i.e., TCNUMQ*n* ≠ TCNUMQ*m*). |

### 4.2.1.8 Queue Priority Register (QUEPRI)

The queue priority register (QUEPRI) allows you to change the priority of the individual queues and the priority of the transfer request (TR) associated with the events queued in the queue. The queue-to-TC mapping programmable feature programs QUEPRI, essentially governing the priority of the associated transfer controller(s) read/write commands with respect to the other bus masters in the device. You can modify the EDMA3TC priority to obtain the desired system performance.

The QUEPRI is shown in Figure 4-8 and described in Table 4-10.

#### Figure 4-8. Queue Priority Register (QUEPRI)

| 31 | | | | | | | | | | | | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Reserved | | | | | | | | | | | | |
| R-0 | | | | | | | | | | | | |

| 15 | 14 | 12 | 11 | 10 | 8 | 7 | 6 | 4 | 3 | 2 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Rsvd | PRIQ3 | | Rsvd | PRIQ2 | | Rsvd | PRIQ1 | | Rsvd | PRIQ0 | |
| R-0 | R/W-0 | | R-0 | R/W-0 | | | R/W-0 | | R-0 | R/W-0 | |
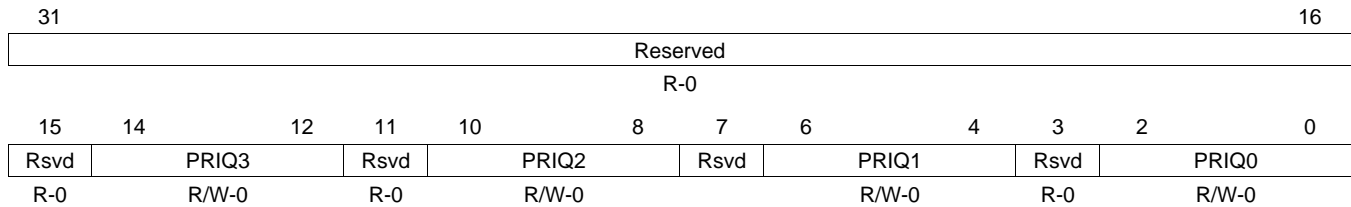
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

#### Table 4-10. Queue Priority Register (QUEPRI) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-15 | Reserved | 0 | Reserved |
| 14-12 | PRIQ3 | 0-7h | Priority level for queue 3. Dictates the priority level used by TC3 relative to other masters in the device. A value of 0 means highest priority and a value of 7 means lowest priority. |
| 11 | Reserved | 0 | Reserved |
| 10-8 | PRIQ2 | 0-7h | Priority level for queue 2. Dictates the priority level used by TC2 relative to other masters in the device. A value of 0 means highest priority and a value of 7 means lowest priority. |
| 7 | Reserved | 0 | Reserved |
| 6-4 | PRIQ1 | 0-7h | Priority level for queue 1. Dictates the priority level used by TC1 relative to other masters in the device. A value of 0 means highest priority and a value of 7 means lowest priority. |
| 3 | Reserved | 0 | Reserved |
| 2-0 | PRIQ0 | 0-7h | Priority level for queue 0. Dictates the priority level used by TC0 relative to other masters in the device. A value of 0 means highest priority and a value of 7 means lowest priority. |

### 4.2.2 Error Registers

The EDMA3CC contains a set of registers that provide information on missed DMA and/or QDMA events, and instances when event queue thresholds are exceeded. If any of the bits in these registers is set, it results in the EDMA3CC generating an error interrupt.

#### 4.2.2.1 Event Missed Registers (EMR/EMRH)

For a particular DMA channel, if a second event is received prior to the first event getting cleared/serviced, the bit corresponding to that channel is set/asserted in the event missed registers (EMR/EMRH). All trigger types are treated individually, that is, manual triggered (ESR/ESRH), chain triggered (CER/CERH), and event triggered (ER/ERH) are all treated separately. The EMR/EMRH bits for a channel are also set if an event on that channel encounters a NULL entry (or a NULL TR is serviced). If any EMR/EMRH bit is set (and all errors, including bits in other error registers (QEMR, CCERR) were previously cleared), the EDMA3CC generates an error interrupt. See Section 2.9.4 for details on EDMA3CC error interrupt generation.

The EMR is shown in Figure 4-9 and described in Table 4-11. The EMRH is shown in Figure 4-10 and described in Table 4-12.

#### Figure 4-9. Event Missed Register (EMR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

#### Table 4-11. Event Missed Register (EMR) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Channel 0-31 event missed. E*n* is cleared by writing a 1 to the corresponding bit in the event missed clear register (EMCR). |
| | | 0 | No missed event. |
| | | 1 | Missed event occurred. |

#### Figure 4-10. Event Missed Register High (EMRH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

#### Table 4-12. Event Missed Register High (EMRH) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Channel 32–63 event missed. E*n* is cleared by writing a 1 to the corresponding bit in the event missed clear register high (EMCRH). |
| | | 0 | No missed event. |
| | | 1 | Missed event occurred. |

### 4.2.2.2 Event Missed Clear Registers (EMCR/EMCRH)

Once a missed event is posted in the event missed registers (EMR/EMRH), the bit remains set and you need to clear the set bit(s). This is done by way of CPU writes to the event missed clear registers (EMCR/EMCRH). Writing a 1 to any of the bits clears the corresponding missed event (bit) in EMR/EMRH; writing a 0 has no effect.

The EMCR is shown in Figure 4-11 and described in Table 4-13. The EMCRH is shown in Figure 4-12 and described in Table 4-14.

#### Figure 4-11. Event Missed Clear Register (EMCR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -$n$ = value after reset

#### Table 4-13. Event Missed Clear Register (EMCR) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E$n$ | | Event missed 0-31 clear. All error bits must be cleared before additional error interrupts will be asserted by the EDMA3CC. |
| | | 0 | No effect. |
| | | 1 | Corresponding missed event bit in the event missed register (EMR) is cleared (E$n$ = 0). |

#### Figure 4-12. Event Missed Clear Register High (EMCRH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -$n$ = value after reset

#### Table 4-14. Event Missed Clear Register High (EMCRH) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E$n$ | | Event missed 32–63 clear. All error bits must be cleared before additional error interrupts will be asserted by the EDMA3CC. |
| | | 0 | No effect. |
| | | 1 | Corresponding missed event bit in the event missed register high (EMRH) is cleared (E$n$ = 0). |

#### 4.2.2.3 QDMA Event Missed Register (QEMR)

For a particular QDMA channel, if two QDMA events are detected without the first event getting cleared/serviced, the bit corresponding to that channel is set/asserted in the QDMA event missed register (QEMR). The QEMR bits for a channel are also set if a QDMA event on the channel encounters a NULL entry (or a NULL TR is serviced). If any QEMR bit is set (and all errors, including bits in other error registers (EMR/EMRH, CCERR) were previously cleared), the EDMA3CC generates an error interrupt. See Section 2.9.4 for details on EDMA3CC error interrupt generation.

The QEMR is shown in Figure 4-13 and described in Table 4-15.

**Figure 4-13. QDMA Event Missed Register (QEMR)**

| 31 | | | | | 16 |
|---|---|---|---|---|---|
| Reserved | | | | | |
| R-0 | | | | | |

| 15 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|
| Reserved | | E3 | E2 | E1 | E0 |
| R-0 | | R-0 | R-0 | R-0 | R-0 |
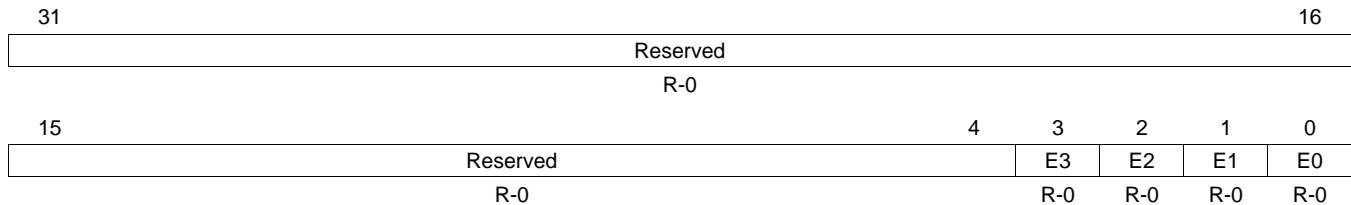
LEGEND: R = Read only; *-n* = value after reset

**Table 4-15. QDMA Event Missed Register (QEMR) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E*n* | | Channel 0-3 QDMA event missed. |
| | | 0 | No missed event. |
| | | 1 | Missed event occurred. |

#### 4.2.2.4 QDMA Event Missed Clear Register (QEMCR)

Once a missed event is posted in the QDMA event missed registers (QEMR), the bit remains set and you need to clear the set bit(s). This is done by way of CPU writes to the QDMA event missed clear registers (QEMCR). Writing a 1 to any of the bits clears the corresponding missed event (bit) in QEMR; writing a 0 has no effect.

The QEMCR is shown in Figure 4-14 and described in Table 4-16.

**Figure 4-14. QDMA Event Missed Clear Register (QEMCR)**

| 31 | | | | | | 16 |
|----|---|---|---|---|---|----|
| Reserved | | | | | | |
| R-0 | | | | | | |

| 15 | | 4 | 3 | 2 | 1 | 0 |
|----|---|---|----|----|----|----|
| Reserved | | | E3 | E2 | E1 | E0 |
| R-0 | | | W-0 | W-0 | W-0 | W-0 |
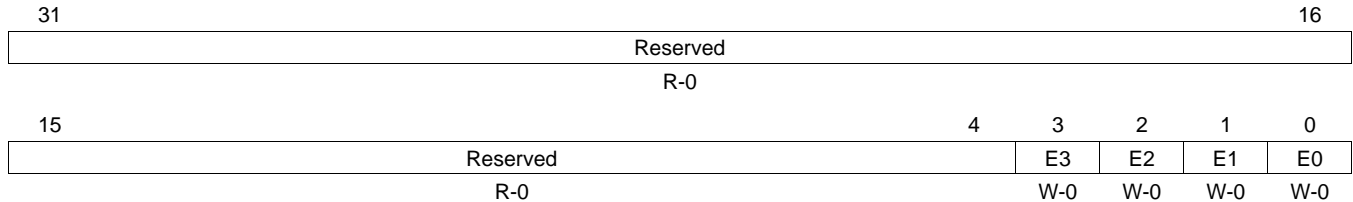
LEGEND: W = Write only; -*n* = value after reset

**Table 4-16. QDMA Event Missed Clear Register (QEMCR) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E*n* | | QDMA event missed clear. All error bits must be cleared before additional error interrupts will be asserted by the EDMA3CC. |
| | | 0 | No effect. |
| | | 1 | Corresponding missed event bit in the QDMA event missed register (QEMR) is cleared (E*n* = 0). |

### 4.2.2.5 EDMA3CC Error Register (CCERR)

The EDMA3CC error register (CCERR) indicates whether or not at any instant of time the number of events queued up in any of the event queues exceeds or equals the threshold/watermark value that is set in the queue watermark threshold register (QWMTHRA). Additionally, CCERR also indicates if when the number of outstanding TRs that have been programmed to return transfer completion code (TRs which have the TCINTEN or TCCHEN bit in OPT set) to the EDMA3CC has exceeded the maximum allowed value of 63. If any bit in CCERR is set (and all errors, including bits in other error registers (EMR/EMRH, QEMR) were previously cleared), the EDMA3CC generates an error interrupt. See Section 2.9.4 for details on EDMA3CC error interrupt generation. Once the error bits are set in CCERR, they can only be cleared by writing to the corresponding bits in the EDMA3CC error clear register (CCERRCLR).

The CCERR is shown in Figure 4-15 and described in Table 4-17.

#### Figure 4-15. EDMA3CC Error Register (CCERR)

| 31 | | 17 | 16 |
|---|---|---|---|
| Reserved | | | TCCERR |
| R-0 | | | R-0 |

| 15 | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|
| Reserved | | | QTHRXCD3 | QTHRXCD2 | QTHRXCD1 | QTHRXCD0 |
| R-0 | | | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

#### Table 4-17. EDMA3CC Error Register (CCERR) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-17 | Reserved | 0 | Reserved |
| 16 | TCCERR | | Transfer completion code error. TCCERR is cleared by writing a 1 to the corresponding bit in the EDMA3CC error clear register (CCERRCLR). |
| | | 0 | Total number of allowed TCCs outstanding has not been reached. |
| | | 1 | Total number of allowed TCCs has been reached. |
| 15-4 | Reserved | 0 | Reserved |
| 3 | QTHRXCD3 | | Queue threshold error for queue 3. QTHRXCD3 is cleared by writing a 1 to the corresponding bit in the EDMA3CC error clear register (CCERRCLR). |
| | | 0 | Watermark/threshold has not been exceeded. |
| | | 1 | Watermark/threshold has been exceeded. |
| 2 | QTHRXCD2 | | Queue threshold error for queue 2. QTHRXCD2 is cleared by writing a 1 to the corresponding bit in the EDMA3CC error clear register (CCERRCLR). |
| | | 0 | Watermark/threshold has not been exceeded. |
| | | 1 | Watermark/threshold has been exceeded. |
| 1 | QTHRXCD1 | | Queue threshold error for queue 1. QTHRXCD1 is cleared by writing a 1 to the corresponding bit in the EDMA3CC error clear register (CCERRCLR). |
| | | 0 | Watermark/threshold has not been exceeded. |
| | | 1 | Watermark/threshold has been exceeded. |
| 0 | QTHRXCD0 | | Queue threshold error for queue 0. QTHRXCD0 is cleared by writing a 1 to the corresponding bit in the EDMA3CC error clear register (CCERRCLR). |
| | | 0 | Watermark/threshold has not been exceeded. |
| | | 1 | Watermark/threshold has been exceeded. |

### 4.2.2.6 EDMA3CC Error Clear Register (CCERRCLR)

The EDMA3CC error clear register (CCERRCLR) is used to clear any error bits that are set in the EDMA3CC error register (CCERR). In addition, CCERRCLR also clears the values of some bit fields in the queue status registers (QSTAT*n*) associated with a particular event queue. Writing a 1 to any of the bits clears the corresponding bit in CCERR; writing a 0 has no effect.

The CCERRCLR is shown in Figure 4-16 and described in Table 4-18.

#### Figure 4-16. EDMA3CC Error Clear Register (CCERRCLR)

| 31 | | | | 17 | 16 |
|---|---|---|---|---|---|
| Reserved | | | | | TCCERR |
| W-0 | | | | | W-0 |

| 15 | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|
| Reserved | | | QTHRXCD3 | QTHRXCD2 | QTHRXCD1 | QTHRXCD0 |
| W-0 | | | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

#### Table 4-18. EDMA3CC Error Clear Register (CCERRCLR) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-17 | Reserved | 0 | Reserved |
| 16 | TCCERR | | Transfer completion code error clear |
| | | 0 | No effect. |
| | | 1 | Clears the TCCERR bit in the EDMA3CC error register (CCERR). |
| 15-4 | Reserved | 0 | Reserved |
| 3 | QTHRXCD3 | | Queue threshold error clear for queue 3. |
| | | 0 | No effect. |
| | | 1 | Clears the QTHRXCD3 bit in the EDMA3CC error register (CCERR) and the WM and THRXCD bits in the queue status register 3 (QSTAT3). |
| 2 | QTHRXCD2 | | Queue threshold error clear for queue 2. |
| | | 0 | No effect. |
| | | 1 | Clears the QTHRXCD2 bit in the EDMA3CC error register (CCERR) and the WM and THRXCD bits in the queue status register 2 (QSTAT2). |
| 1 | QTHRXCD1 | | Queue threshold error clear for queue 1. |
| | | 0 | No effect. |
| | | 1 | Clears the QTHRXCD1 bit in the EDMA3CC error register (CCERR) and the WM and THRXCD bits in the queue status register 1 (QSTAT1). |
| 0 | QTHRXCD0 | | Queue threshold error clear for queue 0. |
| | | 0 | No effect. |
| | | 1 | Clears the QTHRXCD0 bit in the EDMA3CC error register (CCERR) and the WM and THRXCD bits in the queue status register 0 (QSTAT0). |

#### 4.2.2.7  Error Evaluation Register (EEVAL)

The EDMA3CC error interrupt is asserted whenever an error bit is set in any of the error registers (EMR/EMRH, QEMR, and CCERR). For subsequent error bits that get set, the EDMA3CC error interrupt is reasserted only when transitioning from an "all the error bits cleared" to "at least one error bit is set". Alternatively, a CPU write of 1 to the EVAL bit in the error evaluation register (EEVAL) results in reasserting the EDMA3CC error interrupt, if there are any outstanding error bits set due to subsequent error conditions. Writes of 0 have no effect.

The EEVAL is shown in Figure 4-17 and described in Table 4-19.

**Figure 4-17. Error Evaluation Register (EEVAL)**

| 31 | 16 |
|---|---|
| Reserved | |
| R-0 | |

| 15 | 2 | 1 | 0 |
|---|---|---|---|
| Reserved | | Rsvd | EVAL |
| R-0 | | R/W-0 | W-0 |
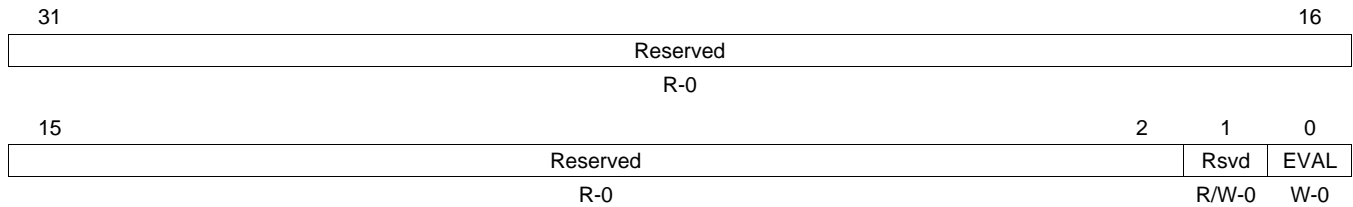
LEGEND: R/W = Read/Write; R = Read only; W = Write only; -*n* = value after reset

**Table 4-19. Error Evaluation Register (EEVAL) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-2 | Reserved | 0 | Reserved |
| 1 | Reserved | 0 | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 0 | EVAL | | Error interrupt evaluate. |
| | | 0 | No effect. |
| | | 1 | EDMA3CC error interrupt will be pulsed if any errors have not been cleared in any of the error registers (EMR/EMRH, QEMR, or CCERR). |

### 4.2.3 Region Access Enable Registers

The region access enable register group consists of the DMA access enable registers (DRAE*m* and DRAEH*m*) and the QDMA access enable registers (QRAE*m*). Where *m* is the number of shadow regions in the EDMA3CC memory map for a device. You can configure these registers to assign ownership of DMA/QDMA channels to a particular shadow region.

#### 4.2.3.1 DMA Region Access Enable for Region *m* (DRAE*m*)

The DMA region access enable register for shadow region *m* (DRAE*m*/DRAEH*m*) is programmed to allow or disallow read/write accesses on a bit-by-bit bases for all DMA registers in the shadow region *m* view of the DMA channel registers. See the EDMA3CC register memory map (Table 4-1) for a list of all the DMA channel and interrupt registers mapped in the shadow region view. Additionally, the DRAE*m*/DRAEH*m* configuration determines completion of which DMA channels will result in assertion of the shadow region *m* DMA completion interrupt (see Section 2.9).

The DRAE*m* is shown in Figure 4-18 and described in Table 4-20. The DRAEH*m* is shown in Figure 4-19 and described in Table 4-20.

**Figure 4-18. DMA Region Access Enable Register for Region *m* (DRAE*m*)**

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 |

LEGEND: R/W = Read/Write; -*n* = value after reset

**Figure 4-19. DMA Region Access Enable High Register for Region *m* (DRAEH*m*)**

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 |

LEGEND: R/W = Read/Write; -*n* = value after reset

**Table 4-20. DMA Region Access Enable Registers for Region M (DRAE*m*/DRAEH*m*) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | DMA region access enable for bit *n*/channel *n* in region *m*. |
| | | 0 | Accesses via region *m* address space to bit *n* in any DMA channel register are not allowed. Reads return 0 on bit *n* and writes do not modify the state of bit *n*. Enabled interrupt bits for bit *n* do not contribute to the generation of a transfer completion interrupt for shadow region *m*. |
| | | 1 | Accesses via region *m* address space to bit *n* in any DMA channel register are allowed. Reads return the value from bit *n* and writes modify the state of bit *n*. Enabled interrupt bits for bit *n* contribute to the generation of a transfer completion interrupt for shadow region *m*. |

#### 4.2.3.2 QDMA Region Access Enable Registers (QRAE*m*)

The QDMA region access enable register for shadow region *m* (QRAE*m*) is programmed to allow or disallow read/write accesses on a bit-by-bit bases for all QDMA registers in the shadow region *m* view of the QDMA registers. This includes all 4-bit QDMA registers.

The QRAE*m* is shown in Figure 4-20 and described in Table 4-21.

**Figure 4-20. QDMA Region Access Enable for Region *m* (QRAE*m*)**

| 31 | | 16 |
|---|---|---|
| | Reserved | |
| | R-0 | |

| 15 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|
| Reserved | | E3 | E2 | E1 | E0 |
| R-0 | | RW-0 | RW-0 | RW-0 | RW-0 |
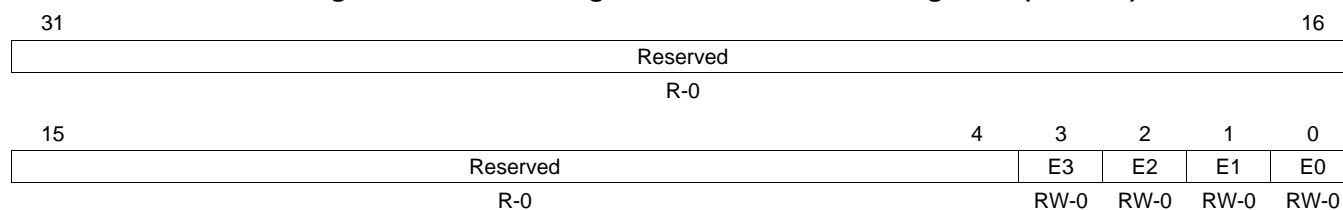
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-21. QDMA Region Access Enable for Region M (QRAE*m*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E*n* | | QDMA region access enable for bit *n*/QDMA channel *n* in region *m*. |
| | | 0 | Accesses via region *m* address space to bit *n* in any QDMA channel register are not allowed. Reads return 0 on bit *n* and writes do not modify the state of bit *n*. |
| | | 1 | Accesses via region *m* address space to bit *n* in any QDMA channel register are allowed. Reads return the value from bit *n* and writes modify the state of bit *n*. |

### 4.2.4 Status/Debug Visibility Registers

The following set of registers provide visibility into the event queues and a TR life cycle. These are useful for system debug as they provide in-depth visibility for the events queued up in the event queue and also provide information on what parts of the EDMA3CC logic are active once the event has been received by the EDMA3CC.

#### 4.2.4.1 Event Queue Entry Registers (QxEy)

The event queue entry registers (QxEy) exist for all 16 queue entries (the maximum allowed queue entries) for all event queues in the EDMA3CC.

There are Q0E0 to Q0E15, Q1E0 to Q1E15, Q2E0 to Q2E15, and Q3E0 to Q3E15. Each register details the event number (ENUM) and the event type (ETYPE). For example, if the value in Q1E4 is read as 000 004Fh, this means the 4th entry in queue 1 is a manually-triggered event on DMA channel 15.

The QxEy is shown in Figure 4-21 and described in Table 4-22.

#### Figure 4-21. Event Queue Entry Registers (QxEy)

| 31 | | 16 |
|---|---|---|
| | Reserved | |
| | R-0 | |

| 15 | 8 | 7 | 6 | 5 | 0 |
|---|---|---|---|---|---|
| Reserved | | ETYPE | | ENUM | |
| R-0 | | R-x | | R-x | |
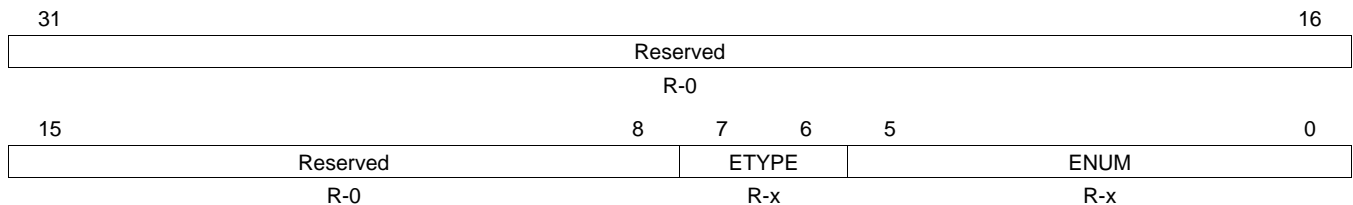
LEGEND: R = Read only; -n = value after reset; -x = value is indeterminate after reset

#### Table 4-22. Event Queue Entry Registers (QxEy) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-8 | Reserved | 0 | Reserved |
| 7-6 | ETYPE | 0-3h | Event entry y in queue x. Specifies the specific event type for the given entry in the event queue. |
| | | 0 | Event triggered via ER. |
| | | 1h | Manual triggered via ESR. |
| | | 2h | Chain triggered via CER. |
| | | 3h | Auto-triggered via QER. |
| 5-0 | ENUM | 0-3Fh | Event entry y in queue x. Event number: |
| | | 0-3h | QDMA channel number (0 to 3). |
| | | 0-3Fh | DMA channel/event number (0 to 63). |

### 4.2.4.2 Queue Status Registers (QSTAT*n*)

The queue status registers (QSTAT*n*) is shown in Figure 4-22 and described in Table 4-23.

#### Figure 4-22. Queue Status Register *n* (QSTAT*n*)

| 31 | | | 25 | 24 | 23 | | 21 | 20 | | 16 |
|---|---|---|---|---|---|---|---|---|---|---|
| | Reserved | | | THRXCD | | Reserved | | | WM | |
| | R-0 | | | R-0 | | R-0 | | | R-0 | |

| 15 | | 13 | 12 | | | 8 | 7 | | 4 | 3 | | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | Reserved | | | NUMVAL | | | | Reserved | | | STRTPTR | |
| | R-0 | | | R-0 | | | | R-0 | | | R-0 | |
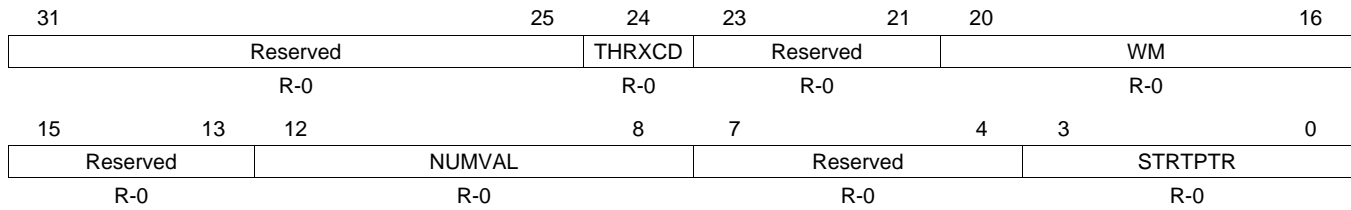
LEGEND: R = Read only; -*n* = value after reset

#### Table 4-23. Queue Status Register *n* (QSTAT*n*) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-25 | Reserved | 0 | Reserved |
| 24 | THRXCD | | Threshold exceeded. THRXCD is cleared by writing a 1 to the corresponding QTHRXCD*n* bit in the EDMA3CC error clear register (CCERRCLR). |
| | | 0 | Threshold specified by the Q*n* bit in the queue watermark threshold register (QWMTHRA) has not been exceeded. |
| | | 1 | Threshold specified by the Q*n* bit in the queue watermark threshold register (QWMTHRA) has been exceeded. |
| 23-21 | Reserved | 0 | Reserved |
| 20-16 | WM | 0-10h | Watermark for maximum queue usage. Watermark tracks the most entries that have been in queue *n* since reset or since the last time that the watermark (WM) bit was cleared. WM is cleared by writing a 1 to the corresponding QTHRXCD*n* bit in the EDMA3CC error clear register (CCERRCLR). |
| | | 0-10h | Legal values are 0 (empty) to 10h (full). |
| | | 11h-1Fh | Reserved |
| 15-13 | Reserved | 0 | Reserved |
| 12-8 | NUMVAL | 0-10h | Number of valid entries in queue *n*. The total number of entries residing in the queue manager FIFO at a given instant. Always enabled. |
| | | 0-10h | Legal values are 0 (empty) to 10h (full). |
| | | 11h-1Fh | Reserved |
| 7-4 | Reserved | 0 | Reserved |
| 3-0 | STRTPTR | 0-Fh | Start pointer. The offset to the head entry of queue *n*, in units of entries. Always enabled. Legal values are 0 (0th entry) to Fh (15th entry). |

### 4.2.4.3 Queue Watermark Threshold A Register (QWMTHRA)

The queue watermark threshold A register (QWMTHRA) is shown in Figure 4-23 and described in Table 4-24.

**Figure 4-23. Queue Watermark Threshold A Register (QWMTHRA)**

| 31 | 29 | 28 | | 24 | 23 | 21 | 20 | | 16 |
|----|----|----|--|----|----|----|----|--|----|
| Reserved | | Q3 | | | Reserved | | Q2 | | |
| R-0 | | R/W-10 | | | R-0 | | R/W-10 | | |

| 15 | 13 | 12 | | 8 | 7 | 5 | 4 | | 0 |
|----|----|----|--|---|---|---|---|--|---|
| Reserved | | Q1 | | | Reserved | | Q0 | | |
| R-0 | | R/W-10h | | | R-0 | | R/W-10h | | |

LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-24. Queue Watermark Threshold A Register (QWMTHRA) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-29 | Reserved | 0 | Reserved |
| 28-24 | Q3 | 0-1Fh | Queue threshold for queue 3 value. The QTHRXCD3 bit in the EDMA3CC error register (CCERR) and the THRXCD bit in the queue status register 3 (QSTAT3) are set when the number of events in queue 3 at an instant in time (visible via the NUMVAL bit in QSTAT3) equals or exceeds the value specified by Q3. |
|  |  | 0-10h | The default is 16 (maximum allowed). |
|  |  | 11h | Disables the threshold errors. |
|  |  | 12h-1Fh | Reserved |
| 23-21 | Reserved | 0 | Reserved |
| 20-16 | Q2 | 0-1Fh | Queue threshold for queue 2 value. The QTHRXCD2 bit in the EDMA3CC error register (CCERR) and the THRXCD bit in the queue status register 2 (QSTAT2) are set when the number of events in queue 2 at an instant in time (visible via the NUMVAL bit in QSTAT2) equals or exceeds the value specified by Q2. |
|  |  | 0-10h | The default is 16 (maximum allowed). |
|  |  | 11h | Disables the threshold errors. |
|  |  | 12h-1Fh | Reserved |
| 15-13 | Reserved | 0 | Reserved |
| 12-8 | Q1 |  | Queue threshold for queue 1 value. The QTHRXCD1 bit in the EDMA3CC error register (CCERR) and the THRXCD bit in the queue status register 1 (QSTAT1) are set when the number of events in queue 1 at an instant in time (visible via the NUMVAL bit in QSTAT1) equals or exceeds the value specified by Q1. |
|  |  | 0-10h | The default is 16 (maximum allowed). |
|  |  | 11h | Disables the threshold errors. |
|  |  | 12h-1Fh | Reserved |
| 7-5 | Reserved | 0 | Reserved |
| 4-0 | Q0 |  | Queue threshold for queue 0 value. The QTHRXCD0 bit in the EDMA3CC error register (CCERR) and the THRXCD bit in the queue status register 0 (QSTAT0) are set when the number of events in queue 0 at an instant in time (visible via the NUMVAL bit in QSTAT0) equals or exceeds the value specified by Q0. |
|  |  | 0-10h | The default is 16 (maximum allowed). |
|  |  | 11h | Disables the threshold errors. |
|  |  | 12h-1Fh | Reserved |

## 4.2.4.4  EDMA3CC Status Register (CCSTAT)

The EDMA3CC status register (CCSTAT) has a number of status bits that reflect which parts of the EDMA3CC logic is active at any given instant of time. The CCSTAT is shown in Figure 4-24 and described in Table 4-25.

### Figure 4-24. EDMA3CC Status Register (CCSTAT)

| 31 | | | | | | 24 |
|---|---|---|---|---|---|---|
| Reserved | | | | | | |
| R-0 | | | | | | |

| 23 | | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|
| Reserved | | | QUEACTV3 | QUEACTV2 | QUEACTV1 | QUEACTV0 |
| R-0 | | | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | | | | 8 |
|---|---|---|---|---|---|---|
| Reserved | | COMPACTV | | | | |
| R-0 | | R-0 | | | | |

| 7 | | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| Reserved | | | ACTV | WSTATACTV | TRACTV | QEVTACTV | EVTACTV |
| R-0 | | | R-0 | R-0 | R-0 | R-0 | R-0 |
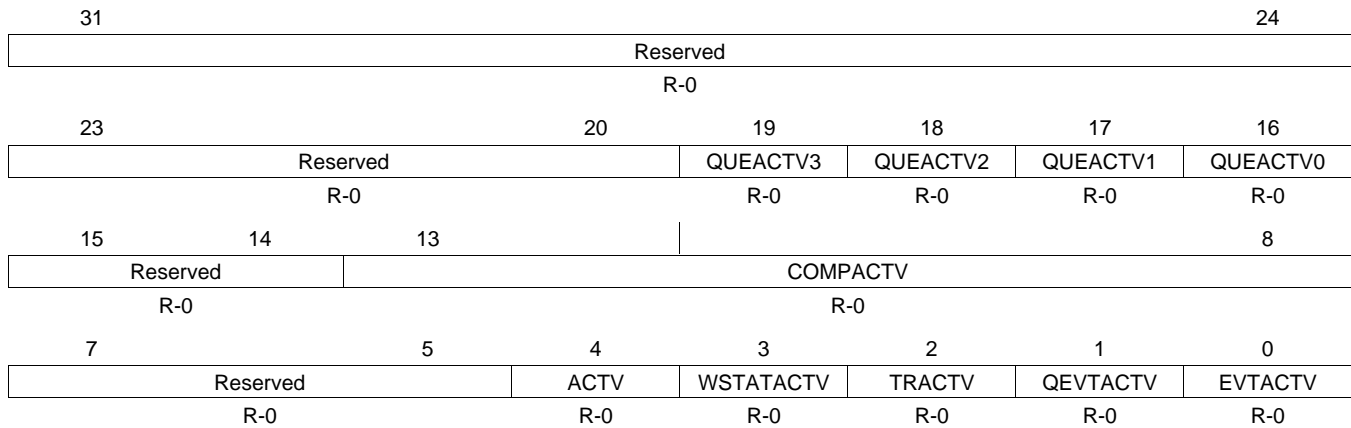
LEGEND: R = Read only; -*n* = value after reset

### Table 4-25. EDMA3CC Status Register (CCSTAT) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-20 | Reserved | 0 | Reserved |
| 19 | QUEACTV3 | | Queue 3 active. |
| | | 0 | No events are queued in queue 3. |
| | | 1 | At least one TR is queued in queue 3. |
| 18 | QUEACTV2 | | Queue 2 active. |
| | | 0 | No events are queued in queue 2. |
| | | 1 | At least one TR is queued in queue 2. |
| 17 | QUEACTV1 | | Queue 1 active. |
| | | 0 | No events are queued in queue 1. |
| | | 1 | At least one TR is queued in queue 1. |
| 16 | QUEACTV0 | | Queue 0 active. |
| | | 0 | No events are queued in queue 0. |
| | | 1 | At least one TR is queued in queue 0. |
| 15-14 | Reserved | 0 | Reserved |
| 13-8 | COMPACTV | 0-3Fh | Completion request active. The COMPACTV field reflects the count for the number of completion requests submitted to the transfer controllers. This count increments every time a TR is submitted and is programmed to report completion (the TCINTEN or TCCCHEN bits in OPT in the parameter entry associated with the TR are set). The counter decrements for every valid TCC received back from the transfer controllers. If at any time the count reaches a value of 63, the EDMA3CC will not service any new TRs until the count is less then 63 (or return a transfer completion code from a transfer controller, which would decrement the count). |
| | | 0 | No completion requests outstanding. |
| | | 1h-3Fh | Total of 1 completion request to 63 completion requests are outstanding. |
| 7-5 | Reserved | 0 | Reserved |
| 4 | ACTV | | Channel controller active. Channel controller active is a logical-OR of each of the *ACTV bits. The ACTV bit remains high through the life of a TR. |
| | | 0 | Channel is idle. |
| | | 1 | Channel is busy. |

**Table 4-25. EDMA3CC Status Register (CCSTAT) Field Descriptions  (continued)**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 3 | WSTATACTV | | Write status interface active. |
| | | 0 | Write status req is idle and write status FIFO is idle. |
| | | 1 | Either the write status request is active or additional write status responses are pending in the write status FIFO. |
| 2 | TRACTV | | Transfer request active. |
| | | 0 | Transfer request processing/submission logic is inactive. |
| | | 1 | Transfer request processing/submission logic is active. |
| 1 | QEVTACTV | | QDMA event active. |
| | | 0 | No enabled QDMA events are active within the EDMA3CC. |
| | | 1 | At least one enabled QDMA event (QER) is active within the EDMA3CC. |
| 0 | EVTACTV | | DMA event active. |
| | | 0 | No enabled DMA events are active within the EDMA3CC. |
| | | 1 | At least one enabled DMA event (ER and EER, ESR, CER) is active within the EDMA3CC. |

### 4.2.5 Memory Protection Address Space

#### 4.2.5.1 Memory Protection Fault Address Register (MPFAR)

The memory protection fault address register (MPFAR) is shown in Figure 4-25 and described in Table 4-26. A CPU write of 1 to the MPFCLR bit in the memory protection fault command register (MPFCR) causes any error conditions stored in MPFAR to be cleared.

**Figure 4-25. Memory Protection Fault Address Register (MPFAR)**

| 31 | 16 |
|---|---|
| FADDR | |
| R-0 | |

| 15 | 0 |
|---|---|
| FADDR | |
| R-0 | |
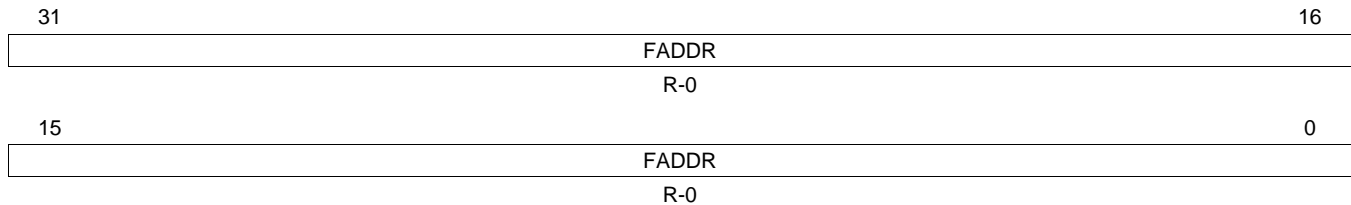
LEGEND: R = Read only; -*n* = value after reset

**Table 4-26. Memory Protection Fault Address Register (MPFAR) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | FADDR | 0-FFFF FFFFh | Fault address. This 32-bit read-only status register contains the fault address when a memory protection violation is detected. This register can only be cleared via the memory protection fault command register (MPFCR). |

### 4.2.5.2 Memory Protection Fault Status Register (MPFSR)

The memory protection fault status register (MPFSR) is shown in Figure 4-26 and described in Table 4-27. A CPU write of 1 to the MPFCLR bit in the memory protection fault command register (MPFCR) causes any error conditions stored in MPFSR to be cleared.

#### Figure 4-26. Memory Protection Fault Status Register (MPFSR)

| 31 | | | | | | | | | | | | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Reserved | | | | | | | | | | | | |
| R-0 | | | | | | | | | | | | |

| 15 | 13 | 12 | 9 | 8 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Reserved | | FID | | Reserved | | SRE | SWE | SXE | URE | UWE | UXE |
| R-0 | | R-0 | | R-0 | | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |
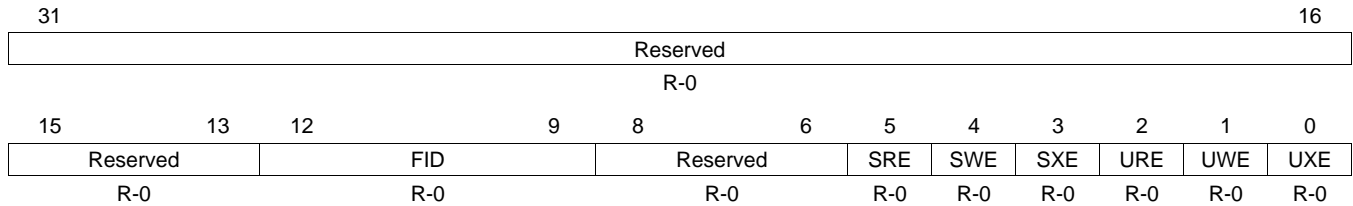
LEGEND: R = Read only; -*n* = value after reset

#### Table 4-27. Memory Protection Fault Status Register (MPFSR) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-13 | Reserved | 0 | Reserved |
| 12-9 | FID | 0-Fh | Faulted identification. FID contains valid information if any of the MP error bits (UXE, UWE, URE, SXE, SWE, SRE) are nonzero (that is, if an error has been detected.) The FID field contains the privilege ID for the specific request/requestor that resulted in an MP error. |
| 8-6 | Reserved | 0 | Reserved |
| 5 | SRE | | Supervisor read error. |
| | | 0 | No error detected. |
| | | 1 | Supervisor level task attempted to read from a MP page without SR permissions. |
| 4 | SWE | | Supervisor write error. |
| | | 0 | No error detected. |
| | | 1 | Supervisor level task attempted to write to a MP page without SW permissions. |
| 3 | SXE | | Supervisor execute error. |
| | | 0 | No error detected. |
| | | 1 | Supervisor level task attempted to execute from a MP page without SX permissions. |
| 2 | URE | | User read error. |
| | | 0 | No error detected. |
| | | 1 | User level task attempted to read from a MP page without UR permissions. |
| 1 | UWE | | User write error. |
| | | 0 | No error detected. |
| | | 1 | User level task attempted to write to a MP page without UW permissions. |
| 0 | UXE | | User execute error. |
| | | 0 | No error detected. |
| | | 1 | User level task attempted to execute from a MP page without UX permissions. |

#### 4.2.5.3 Memory Protection Fault Command Register (MPFCR)

The memory protection fault command register (MPFCR) is shown in Figure 4-27 and described in Table 4-28.

**Figure 4-27. Memory Protection Fault Command Register (MPFCR)**

| 31 | | 16 |
|---|---|---|
| | Reserved | |
| | R-0 | |

| 15 | | 1 | 0 |
|---|---|---|---|
| | Reserved | | MPFCLR |
| | R-0 | | W-0 |
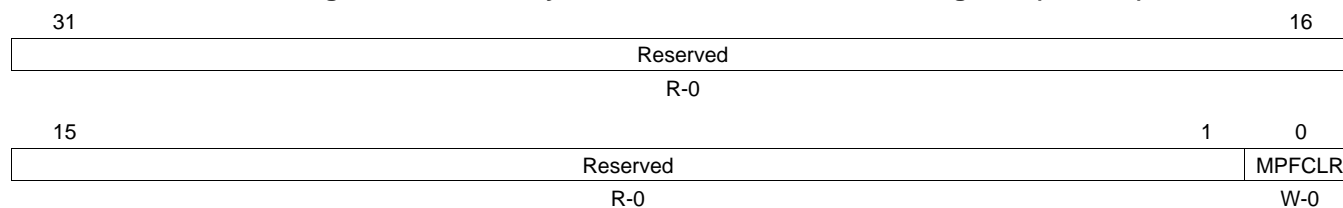
LEGEND: R = Read only; W = Write only; -*n* = value after reset

**Table 4-28. Memory Protection Fault Command Register (MPFCR) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-1 | Reserved | 0 | Reserved |
| 0 | MPFCLR | | Fault clear register. |
| | | 0 | CPU write of 0 has no effect. |
| | | 1 | CPU write of 1 to the MPFCLR bit causes any error conditions stored in the memory protection fault address register (MPFAR) and the memory protection fault status register (MPFSR) to be cleared. |

#### 4.2.5.4 Memory Protection Page Attribute Register (MPPAG/MPPA*n*)

The memory protection page attribute register (MPPA*n*) is shown in Figure 4-28 and described in Table 4-29.

**Figure 4-28. Memory Protection Page Attribute Register (MPPAG/MPPA*n*)**

| 31 | | | | | | | | | | | | | | | 16 |
|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|
| Reserved | | | | | | | | | | | | | | | |
| R-0 | | | | | | | | | | | | | | | |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| AID5 | AID4 | AID3 | AID2 | AID1 | AID0 | EXT | Rsvd | Reserved | | SR | SW | SX | UR | UW | UX |
| RW-1 | RW-1 | RW-1 | RW-1 | RW-1 | RW-1 | RW-1 | R-0 | RW-1 | | RW-1 | RW-1 | RW-0 | RW-1 | RW-1 | RW-0 |

LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-29. Memory Protection Page Attribute Register (MPPAG/MPPA*n*) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-16 | Reserved | 0 | Reserved |
| 15-10 | AID*m* | | Allowed ID *n* |
| | | 0 | Requests with Privilege ID == *n* are not allowed to region *m*, regardless of permission settings (UW, UR, SW, SR). |
| | | 1 | Requests with Privilege ID == *n* are permitted, if access type is allowed as defined by permission settings (UW, UR, SW, SR). |
| 9 | EXT | | External Allowed ID. |
| | | 0 | Requests with Privilege ID >= 6 are not allowed to region *m*, regardless of permission settings (UW, UR, SW, SR). |
| | | 1 | Requests with Privilege ID >= 6 are permitted, if access type is allowed as defined by permission settings (UW, UR, SW, SR). |
| 8 | Reserved | 0 | Reserved |
| 7-6 | Reserved | 1 | Reserved. Always write 1 to this bit. |
| 5 | SR | | Supervisor read permission |
| | | 0 | Supervisor read accesses are not allowed from region *m*. |
| | | 1 | Supervisor write accesses are allowed from region *m* addresses. |
| 4 | SW | | Supervisor write permission. |
| | | 0 | Supervisor write accesses are not allowed to region *m*. |
| | | 1 | Supervisor write accesses are allowed to region *n* addresses. |
| 3 | SX | | Supervisor execute permission. |
| | | 0 | Supervisor execute accesses are not allowed from region *m*. |
| | | 1 | Supervisor execute accesses are allowed from region *m* addresses. |
| 2 | UR | | User read permission. |
| | | 0 | User read accesses are not allowed from region *m*. |
| | | 1 | User read accesses are allowed from region *n* addresses. |
| 1 | UW | | User write permission. |
| | | 0 | User write accesses are not allowed to region *m*. |
| | | 1 | User write accesses are allowed to region *m* addresses. |
| 0 | UX | | User execute permission. |
| | | 0 | User execute accesses are not allowed from region *m*. |
| | | 1 | User execute accesses are allowed from region *m* addresses. |

### 4.2.6 DMA Channel Registers

The following sets of registers pertain to the 64 DMA channels. The 64 DMA channels consist of a set of registers (with exception of DMAQNUM$n$) that each have 64 bits and the bit position of each register matches the DMA channel number. Each register is named with the format *reg_name* that corresponds to DMA channels 0 through 31 and *reg_name_High* that corresponds to DMA channels 32 through 64.

For example, the event register (ER) corresponds to DMA channel 0 through 31 and the event register high register (ERH) corresponds to DMA channel 32 through 63. The register is typically called the event register.

The DMA channel registers are accessible via read/writes to the global address range. They are also accessible via read/writes to the shadow address range. The read/write ability to the registers in the shadow region are controlled by the DMA region access registers (DRAE$m$/DRAEH$m$). The registers are described in Section 4.2.3.1 and the details for shadow region/global region usage is explained in Section 2.7.

#### 4.2.6.1 Event Registers (ER, ERH)

All external events are captured in the event register (ER/ERH). The events are latched even when the events are not enabled. If the event bit corresponding to the latched event is enabled (EER.E$n$/EERH.E$n$ = 1), then the event is evaluated by the EDMA3CC logic for an associated transfer request submission to the transfer controllers. The event register bits are automatically cleared (ER.E$n$/ERH.E$n$ = 0) once the corresponding events are prioritized and serviced. If ER.E$n$/ERH.E$n$ are already set and another event is received on the same channel/event, then the corresponding event is latched in the event miss register (EMR.E$n$/EMRH.E$n$), provided that the event was enabled (EER.E$n$/EERH.E$n$ = 1).

Event $n$ can be cleared by the CPU writing a 1 to corresponding event bit in the event clear register (ECR/ECRH). The setting of an event is a higher priority relative to clear operations (via hardware or software). If set and clear conditions occur concurrently, the set condition wins. If the event was previously set, then EMR/EMRH would be set because an event is lost. If the event was previously clear, then the event remains set and is prioritized for submission to the event queues.

Table A-1 provides the type of synchronization events and the EDMA3CC channels associated to each of these external events.

The ER is shown in Figure 4-29 and described in Table 4-30. The ERH is shown in Figure 4-30 and described in Table 4-31.

### Figure 4-29. Event Register (ER)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | 19 | E18 | E17 | E16 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

### Table 4-30. Event Register (ER) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Event 0-31. Events 0-31 are captured by the EDMA3CC and are latched into ER. The events are set (E*n* = 1) even when events are disabled (E*n* = 0 in the event enable register, EER). |
| | | 0 | EDMA3CC event is not asserted. |
| | | 1 | EDMA3CC event is asserted. Corresponding DMA event is prioritized versus other pending DMA/QDMA events for submission to the EDMA3TC. |

### Figure 4-30. Event Register High (ERH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

### Table 4-31. Event Register High (ERH) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Event 32-63. Events 32-63 are captured by the EDMA3CC and are latched into ERH. The events are set (E*n* = 1) even when events are disabled (E*n* = 0 in the event enable register high, EERH). |
| | | 0 | EDMA3CC event is not asserted. |
| | | 1 | EDMA3CC event is asserted. Corresponding DMA event is prioritized versus other pending DMA/QDMA events for submission to the EDMA3TC. |

#### 4.2.6.2 Event Clear Registers (ECR, ECRH)

Once an event has been posted in the event registers (ER/ERH), the event is cleared in two ways. If the event is enabled in the event enable register (EER/EERH) and the EDMA3CC submits a transfer request for the event to the EDMA3TC, it clears the corresponding event bit in the event register. If the event is disabled in the event enable register (EER/EERH), the CPU can clear the event by way of the event clear registers (ECR/ECRH).

Writing a 1 to any of the bits clears the corresponding event; writing a 0 has no effect. Once an event bit is set in the event register, it remains set until EDMA3CC submits a transfer request for that event or the CPU clears the event by setting the corresponding bit in ECR/ECRH.

The ECR is shown in Figure 4-31 and described in Table 4-32. The ECRH is shown in Figure 4-32 and described in Table 4-33.

**Figure 4-31. Event Clear Register (ECR)**

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

**Table 4-32. Event Clear Register (ECR) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Event clear for event 0-31. Any of the event bits in ECR is set to clear the event (E*n*) in the event register (ER). A write of 0 has no effect. |
| | | 0 | No effect. |
| | | 1 | EDMA3CC event is cleared in the event register (ER). |

**Figure 4-32. Event Clear Register High (ECRH)**

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

**Table 4-33. Event Clear Register High (ECRH) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Event clear for event 32-63. Any of the event bits in ECRH are set to clear the event (E*n*) in the event register high (ERH). A write of 0 has no effect. |
| | | 0 | No effect. |
| | | 1 | EDMA3CC event is cleared in the event register high (ERH). |

### 4.2.6.3 Event Set Registers (ESR, ESRH)

The event set registers (ESR/ESRH) allow the CPU (EDMA3 programmers) to manually set events to initiate DMA transfer requests. CPU writes of 1 to any event set register (E*n*) bits set the corresponding bits in the registers. The set event is evaluated by the EDMA3CC logic for an associated transfer request submission to the transfer controllers. Writing a 0 has no effect.

The event set registers operate independent of the event registers (ER/ERH), and a write of 1 is always considered a valid event regardless of whether the event is enabled (the corresponding event bits are set or cleared in EER.E*n*/EERH.E*n*).

Once the event is set in the event set registers, it cannot be cleared by CPU writes, in other words, the event clear registers (ECR/ECRH) have no effect on the state of ESR/ESRH. The bits will only be cleared once the transfer request corresponding to the event has been submitted to the transfer controller. The setting of an event is a higher priority relative to clear operations (via hardware). If set and clear conditions occur concurrently, the set condition wins. If the event was previously set, then EMR/EMRH would be set because an event is lost. If the event was previously clear, then the event remains set and is prioritized for submission to the event queues.

Manually-triggered transfers via writes to ESR/ESRH allow the CPU to submit DMA requests in the system, these are relevant for memory-to-memory transfer scenarios. If the ESR.E*n*/ESRH.E*n* bit is already set and another CPU write of 1 is attempted to the same bit, then the corresponding event is latched in the event missed registers (EMR.E*n*/EMRH.E*n* = 1).

The ESR is shown in Figure 4-33 and described in Table 4-34. The ESRH is shown in Figure 4-34 and described in Table 4-35.

#### Figure 4-33. Event Set Register (ESR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 |

LEGEND: R/W = Read/Write; -*n* = value after reset

#### Table 4-34. Event Set Register (ESR) Field Descriptions

| Bit | Field | Value | Description |
|------|-------|-------|-------------|
| 31-0 | E*n* | | Event set for event 0-31. |
| | | 0 | No effect. |
| | | 1 | Corresponding DMA event is prioritized versus other pending DMA/QDMA events for submission to the EDMA3TC. |

**Figure 4-34. Event Set Register High (ESRH)**

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 | RW-0 |

LEGEND: R/W = Read/Write; -*n* = value after reset

**Table 4-35. Event Set Register High (ESRH) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Event set for event 32-63. |
| | | 0 | No effect . |
| | | 1 | Corresponding DMA event is prioritized versus other pending DMA/QDMA events for submission to the EDMA3TC. |

#### 4.2.6.4 Chained Event Registers (CER, CERH)

When the OPTIONS parameter for a PaRAM entry is programmed to returned a chained completion code (ITCCHEN = 1 and/or TCCHEN = 1), then the value dictated by the TCC[5:0] (also programmed in OPT) forces the corresponding event bit to be set in the chained event registers (CER/CERH). The set chained event is evaluated by the EDMA3CC logic for an associated transfer request submission to the transfer controllers. This results in a chained-triggered transfer.

The chained event registers do not have any enables. The generation of a chained event is essentially enabled by the PaRAM entry that has been configured for intermediate and/or final chaining on transfer completion. The E$n$ bit is set (regardless of the state of EER.E$n$/EERH.E$n$) when a chained completion code is returned from one of the transfer controllers or is generated by the EDMA3CC via the early completion path. The bits in the chained event register are cleared when the corresponding events are prioritized and serviced.

If the E$n$ bit is already set and another chaining completion code is return for the same event, then the corresponding event is latched in the event missed registers (EMR.E$n$/EMRH.E$n$ = 1). The setting of an event is a higher priority relative to clear operations (via hardware). If set and clear conditions occur concurrently, the set condition wins. If the event was previously set, then EMR/EMRH would be set because an event is lost. If the event was previously clear, then the event remains set and is prioritized for submission to the event queues.

The CER is shown in Figure 4-35 and described in Table 4-36. The CERH is shown in Figure 4-36 and described in Table 4-37.

#### Figure 4-35. Chained Event Register (CER)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -$n$ = value after reset

#### Table 4-36. Chained Event Register (CER) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E$n$ | | Chained event for event 0-31. |
| | | 0 | No effect. |
| | | 1 | Corresponding DMA event is prioritized versus other pending DMA/QDMA events for submission to the EDMA3TC. |

**Figure 4-36. Chained Event Register High (CERH)**

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

**Table 4-37. Chained Event Register High (CERH) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Chained event set for event 32-63. |
| | | 0 | No effect. |
| | | 1 | Corresponding DMA event is prioritized versus other pending DMA/QDMA events for submission to the EDMA3TC. |

#### 4.2.6.5 Event Enable Registers (EER, EERH)

The EDMA3CC provides the option of selectively enabling/disabling each event in the event registers (ER/ERH) by using the event enable registers (EER/EERH). If an event bit in EER/EERH is set (using the event enable set registers, EESR/EESRH), it will enable that corresponding event. Alternatively, if an event bit in EER/EERH is cleared (using the event enable clear registers, EECR/EECRH), it will disable the corresponding event.

The event registers latch all events that are captured by EDMA3CC, even if the events are disabled (although EDMA3CC does not process it). Enabling an event with a pending event already set in the event registers enables the EDMA3CC to process the already set event like any other new event. The EER/EERH settings do not have any effect on chained events (CER.E$n$/CERH.E$n$ = 1) and manually set events (ESR.E$n$/ESRH.E$n$ = 1).

The EER is shown in Figure 4-37 and described in Table 4-38. Th EERH is shown in Figure 4-38 and described in Table 4-39.

##### Figure 4-37. Event Enable Register (EER)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -$n$ = value after reset

##### Table 4-38. Event Enable Register (EER) Field Descriptions

| Bit | Field | Value | Description |
|------|-------|-------|-------------|
| 31-0 | E$n$ | | Event enable for events 0-31. |
| | | 0 | Event is not enabled. An external event latched in the event register (ER) is not evaluated by the EDMA3CC. |
| | | 1 | Event is enabled. An external event latched in the event register (ER) is evaluated by the EDMA3CC. |

##### Figure 4-38. Event Enable Register High (EERH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -$n$ = value after reset

##### Table 4-39. Event Enable Register High (EERH) Field Descriptions

| Bit | Field | Value | Description |
|------|-------|-------|-------------|
| 31-0 | E$n$ | | Event enable for events 32-63. |
| | | 0 | Event is not enabled. An external event latched in the event register high (ERH) is not evaluated by the EDMA3CC. |
| | | 1 | Event is enabled. An external event latched in the event register high (ERH) is evaluated by the EDMA3CC. |

#### 4.2.6.6 Event Enable Clear Register (EECR, EECRH)

The event enable registers (EER/EERH) cannot be modified by directly writing to them. The intent is to ease the software burden for the case where multiple tasks are attempting to simultaneously modify these registers. The event enable clear registers (EECR/EECRH) are used to disable events. Writes of 1 to the bits in EECR/EECRH clear the corresponding event bits in EER/EERH; writes of 0 have no effect.

The EECR is shown in Figure 4-39 and described in Table 4-40. The EECRH is shown in Figure 4-40 and described in Table 4-41.

##### Figure 4-39. Event Enable Clear Register (EECR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; *-n* = value after reset

##### Table 4-40. Event Enable Clear Register (EECR) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | E*n* | | Event enable clear for events 0-31. |
| | | 0 | No effect. |
| | | 1 | Event is disabled. Corresponding bit in the event enable register (EER) is cleared (E*n* = 0). |

##### Figure 4-40. Event Enable Clear Register High (EECRH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; *-n* = value after reset

##### Table 4-41. Event Enable Clear Register High (EECRH) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | E*n* | | Event enable clear for events 32-63. |
| | | 0 | No effect. |
| | | 1 | Event is disabled. Corresponding bit in the event enable register high (EERH) is cleared (E*n* = 0). |

### 4.2.6.7  Event Enable Set Registers (EESR, EESRH)

The event enable registers (EER/EERH) cannot be modified by directly writing to them. The intent is to ease the software burden for the case where multiple tasks are attempting to simultaneously modify these registers. The event enable set registers (EESR/EESRH) are used to enable events. Writes of 1 to the bits in EESR/EESRH set the corresponding event bits in EER/EERH; writes of 0 have no effect.

The EESR is shown in Figure 4-41 and described in Table 4-42. The EESRH is shown in Figure 4-42 and described in Table 4-43.

#### Figure 4-41. Event Enable Set Register (EESR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -n = value after reset

#### Table 4-42. Event Enable Set Register (EESR) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Event enable set for events 0-31. |
| | | 0 | No effect. |
| | | 1 | Event is enabled. Corresponding bit in the event enable register (EER) is set (E*n* = 1). |

#### Figure 4-42. Event Enable Set Register High (EESRH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

#### Table 4-43. Event Enable Set Register High (EESRH) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Event enable set for events 32-63. |
| | | 0 | No effect. |
| | | 1 | Event is enabled. Corresponding bit in the event enable register high (EERH) is set (E*n* = 1). |

#### 4.2.6.8 Secondary Event Registers (SER, SERH)

The secondary event registers (SER/SERH) provide information on the state of a DMA channel or event (0 through 63). If the EDMA3CC receives a TR synchronization due to a manual-trigger, event-trigger, or chained-trigger source (ESR.E$n$/ESRH.E$n$ = 1, ER.E$n$/ERH.E$n$ = 1, or CER.E$n$/CERH.E$n$ = 1), which results in the setting of a corresponding event bit in SER/SERH (SER.E$n$/SERH.E$n$ = 1), it implies that the corresponding DMA event is in the queue.

Once a bit corresponding to an event is set in SER/SERH, the EDMA3CC does not prioritize additional events on the same DMA channel. Depending on the condition that lead to the setting of the SER bits, either the EDMA3CC hardware or the software (using SECR/SECRH) needs to clear the SER/SERH bits for the EDMA3CC to evaluate subsequent events (subsequent transfers) on the same channel. See Section 1.1 for additional conditions that can cause the secondary event registers to be set.

The SER is shown in Figure 4-43 and described in Table 4-44. The SERH is shown in Figure 4-44 and described in Table 4-45.

#### Figure 4-43. Secondary Event Register (SER)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -$n$ = value after reset

#### Table 4-44. Secondary Event Register (SER) Field Descriptions

| Bit | Field | Value | Description |
|------|-------|-------|-------------|
| 31-0 | E$n$ | | Secondary event register. The secondary event register is used along with the event register (ER) to provide information on the state of an event. |
| | | 0 | Event is not currently stored in the event queue. |
| | | 1 | Event is currently stored in the event queue. Event arbiter will not prioritize additional events. |

#### Figure 4-44. Secondary Event Register High (SERH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -$n$ = value after reset

#### Table 4-45. Secondary Event Register High (SERH) Field Descriptions

| Bit | Field | Value | Description |
|------|-------|-------|-------------|
| 31-0 | E$n$ | | Secondary event register. The secondary event register is used along with the event register high (ERH) to provide information on the state of an event. |
| | | 0 | Event is not currently stored in the event queue. |
| | | 1 | Event is currently stored in the event queue. Event submission/prioritization logic will not prioritize additional events. |

#### 4.2.6.9  Secondary Event Clear Registers (SECR, SECRH)

The secondary event clear registers (SECR/SECRH) clear the status of the secondary event registers (SER/SERH). CPU writes of 1 clear the corresponding set bits in SER/SERH. Writes of 0 have no effect.

The SECR is shown in Figure 4-45 and described in Table 4-46. The SECRH is shown in Figure 4-46 and described in Table 4-47.

##### Figure 4-45. Secondary Event Clear Register (SECR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E31 | E30 | E29 | E28 | E27 | E26 | E25 | E24 | E23 | E22 | E21 | E20 | E19 | E18 | E17 | E16 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E15 | E14 | E13 | E12 | E11 | E10 | E9 | E8 | E7 | E6 | E5 | E4 | E3 | E2 | E1 | E0 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

##### Table 4-46. Secondary Event Clear Register (SECR) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Secondary event clear register |
| | | 0 | No effect. |
| | | 1 | Corresponding bit in the secondary event register (SER) is cleared (E*n* = 0). |

##### Figure 4-46. Secondary Event Clear Register High (SECRH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E63 | E62 | E61 | E60 | E59 | E58 | E57 | E56 | E55 | E54 | E53 | E52 | E51 | E50 | E49 | E48 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| E47 | E46 | E45 | E44 | E43 | E42 | E41 | E40 | E39 | E38 | E37 | E36 | E35 | E34 | E33 | E32 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

##### Table 4-47. Secondary Event Clear Register High (SECRH) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Secondary event clear register. |
| | | 0 | No effect. |
| | | 1 | Corresponding bit in the secondary event registers high (SERH) is cleared (E*n* = 0). |

### 4.2.7 Interrupt Registers

All DMA/QDMA channels can be set to assert an EDMA3CC completion interrupt to the CPU on transfer completion, by appropriately configuring the PaRAM entry associated with the channels. The following set of registers is used for the transfer completion interrupt reporting/generating by the EDMA3CC. See Section 2.9 for more details on EDMA3CC completion interrupt generation.

#### 4.2.7.1 Interrupt Enable Registers (IER, IERH)

Interrupt enable registers (IER/IERH) are used to enable/disable the transfer completion interrupt generation by the EDMA3CC for all DMA/QDMA channels. The IER/IERH cannot be written to directly. To set any interrupt bit in IER/IERH, a 1 must be written to the corresponding interrupt bit in the interrupt enable set registers (IESR/IESRH). Similarly, to clear any interrupt bit in IER/IERH, a 1 must be written to the corresponding interrupt bit in the interrupt enable clear registers (IECR/IECRH).

The IER is shown in Figure 4-47 and described in Table 4-48. The IERH is shown in Figure 4-48 and described in Table 4-49.

#### Figure 4-47. Interrupt Enable Register (IER)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| I31 | I30 | I29 | I28 | I27I | I26 | I25 | I24 | I23 | I22 | I21 | I20 | I19 | I18 | I17 | I16 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| I15 | I14 | I13 | I12 | I11 | I10 | I9 | I8 | I7 | I6 | I5 | I4 | I3 | I2 | I1 | I0 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

#### Table 4-48. Interrupt Enable Register (IER) Field Descriptions

| Bit | Field | Value | Description |
|------|------|------|------|
| 31-0 | E*n* | | Interrupt enable for channels 0-31. |
| | | 0 | Interrupt is not enabled. |
| | | 1 | Interrupt is enabled. |

#### Figure 4-48. Interrupt Enable Register High (IERH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| I63 | I62 | I61 | I60 | I59 | I58 | I57 | I56 | I55 | I54 | I53 | I52 | I51 | I50 | I49 | I48 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| I47 | I46 | I45 | I44 | I43 | I42 | I41 | I40 | I39 | I38 | I37 | I36 | I35 | I34 | I33 | I32 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

#### Table 4-49. Interrupt Enable Register High (IERH) Field Descriptions

| Bit | Field | Value | Description |
|------|------|------|------|
| 31-0 | E*n* | | Interrupt enable for channels 32-63. |
| | | 0 | Interrupt is not enabled. |
| | | 1 | Interrupt is enabled. |

#### 4.2.7.2 Interrupt Enable Clear Register (IECR, IECRH)

The interrupt enable clear registers (IECR/IECRH) are used to clear interrupts. Writes of 1 to the bits in IECR/IECRH clear the corresponding interrupt bits in the interrupt enable registers (IER/IERH); writes of 0 have no effect.

The IECR is shown in Figure 4-49 and described in Table 4-50. The IECRH is shown in Figure 4-50 and described in Table 4-51.

**Figure 4-49. Interrupt Enable Clear Register (IECR)**

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| I31 | I30 | I29 | I28 | I27 | I26 | I25 | I24 | I23 | I22 | I21 | I20 | I19 | I18 | I17 | 16 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| I15 | I14 | I13 | I12 | I11 | I10 | I9 | I8 | I7 | I6 | I5 | I4 | I3 | I2 | I1 | I0 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

**Table 4-50. Interrupt Enable Clear Register (IECR) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Interrupt enable clear for channels 0-31. |
| | | 0 | No effect |
| | | 1 | Corresponding bit in the interrupt enable register (IER) is cleared (I*n* = 0). |

**Figure 4-50. Interrupt Enable Clear Register High (IECRH)**

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| I63 | I62 | I61 | I60 | I59 | I58 | I57 | I56 | I55 | I54 | I53 | I52 | I51 | I50 | I49 | I48 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| I47 | I46 | I45 | I44 | I43 | I42 | I41 | I40 | I39 | I38 | I37 | I36 | I35 | I34 | I33 | I32 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

**Table 4-51. Interrupt Enable Clear Register High (IECRH) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Interrupt enable clear for channels 32-63. |
| | | 0 | No effect. |
| | | 1 | Corresponding bit in the interrupt enable register high (IERH) is cleared (I*n* = 0). |

### 4.2.7.3  Interrupt Enable Set Registers (IESR, IESRH)

The interrupt enable set registers (IESR/IESRH) are used to enable interrupts. Writes of 1 to the bits in IESR/IESRH set the corresponding interrupt bits in the interrupt enable registers (IER/IERH); writes of 0 have no effect.

The IESR is shown in Figure 4-51 and described in Table 4-52. The IESRH is shown in Figure 4-52 and described in Table 4-53.

#### Figure 4-51. Interrupt Enable Set Register (IESR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| I31 | I30 | I29 | I28 | I27 | I26 | I25 | I24 | I23 | I22 | I21 | I20 | I19 | II8 | I17 | I16 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| I15 | I14 | I13 | I12 | I11 | I10 | I9 | I8 | I7 | I6 | I5 | I4 | I3 | I2 | I1 | I0 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

#### Table 4-52. Interrupt Enable Set Register (IESR) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Interrupt enable set for channels 0-31. |
| | | 0 | No effect. |
| | | 1 | Corresponding bit in the interrupt enable register (IER) is set (I*n* = 1). |

#### Figure 4-52. Interrupt Enable Set Register High (IESRH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| I63 | I62 | I61 | I60 | I59 | I58 | I57 | I56 | I55 | I54 | I53 | I52 | I51 | I50 | I49 | I48 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| I47 | I46 | I45 | I44 | I43 | I42 | I41 | I40 | I39 | I38 | I37 | I36 | I35 | I34 | I33 | I32 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

#### Table 4-53. Interrupt Enable Set Register High (IESRH) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | E*n* | | Interrupt enable clear for channels 32-63. |
| | | 0 | No effect. |
| | | 1 | Corresponding bit in the interrupt enable register high (IERH) is set (I*n* = 1). |

#### 4.2.7.4 Interrupt Pending Register (IPR, IPRH)

If the TCINTEN and/or ITCINTEN bit in the channel option parameter (OPT) is set in the PaRAM entry associated with the channel (DMA or QDMA), then the EDMA3TC (for normal completion) or the EDMA3CC (for early completion) returns a completion code on transfer or intermediate transfer completion. The value of the returned completion code is equal to the TCC bit in OPT for the PaRAM entry associated with the channel.

When an interrupt transfer completion code with TCC = $n$ is detected by the EDMA3CC, then the corresponding bit is set in the interrupt pending register (IPR.I$n$, if $n$ = 0 to 31; IPRH.I$n$, if $n$ = 32 to 63). Note that once a bit is set in the interrupt pending registers, it remains set; it is your responsibility to clear these bits. The bits set in IPR/IPRH are cleared by writing a 1 to the corresponding bits in the interrupt clear registers (ICR/ICRH).

The IPR is shown in Figure 4-53 and described in Table 4-54. The IPRH is shown in Figure 4-54 and described in Table 4-55.

##### Figure 4-53. Interrupt Pending Register (IPR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| I31 | I30 | I29 | I28 | I27 | I26 | I25 | I24 | I23 | I22 | I21 | I20 | I19 | I18 | I17 | I16 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| I15 | I14 | I13 | I12 | I11 | I10 | I9 | I8 | I7 | I6 | I5 | I4 | I3 | I2 | I1 | I0 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -$n$ = value after reset

##### Table 4-54. Interrupt Pending Register (IPR) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | I$n$ | | Interrupt pending for TCC = 0-31. |
| | | 0 | Interrupt transfer completion code is not detected or was cleared. |
| | | 1 | Interrupt transfer completion code is detected (I$n$ = 1, $n$ = EDMA3TC[5:0]). |

##### Figure 4-54. Interrupt Pending Register High (IPRH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| I63 | I62 | I61 | I60 | I59 | I58 | I57 | I56 | I55 | I54 | I53 | I52 | I51 | I50 | I49 | I48 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| I47 | I46 | I45 | I44 | I43 | I42 | I41 | I40 | I39 | I38 | I37 | I36 | I35 | I34 | I33 | I32 |
| R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -$n$ = value after reset

##### Table 4-55. Interrupt Pending Register High (IPRH) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | I$n$ | | Interrupt pending for TCC = 32-63. |
| | | 0 | Interrupt transfer completion code is not detected or was cleared. |
| | | 1 | Interrupt transfer completion code is detected (I$n$ = 1, $n$ = EDMA3TC[5:0]). |

### 4.2.7.5 Interrupt Clear Registers (ICR, ICRH)

The bits in the interrupt pending registers (IPR/IPRH) are cleared by writing a 1 to the corresponding bits in the interrupt clear registers(ICR/ICRH). Writes of 0 have no effect. All set bits in IPR/IPRH must be cleared to allow EDMA3CC to assert additional transfer completion interrupts.

The ICR is shown in Figure 4-55 and described in Table 4-56. The ICRH is shown in Figure 4-56 and described in Table 4-57.

#### Figure 4-55. Interrupt Clear Register (ICR)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| I31 | I30 | I29 | I28 | I27 | I26 | I25 | I24 | I23 | I22 | I21 | I20 | I19 | I18 | I17 | I16 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| I15 | I14 | I13 | I12 | I11 | I10 | I9 | I8 | I7 | I6 | I5 | I4 | I3 | I2 | I1 | I0 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

#### Table 4-56. Interrupt Clear Register (ICR) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | I*n* | | Interrupt clear register for TCC = 0-31. |
| | | 0 | No effect. |
| | | 1 | Corresponding bit in the interrupt pending register (IPR) is cleared (I*n* = 0). |

#### Figure 4-56. Interrupt Clear Register High (ICRH)

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| I63 | I62 | I61 | I60 | I59 | I58 | I57 | I56 | I55 | I54 | I53 | I52 | I51 | I50 | I49 | I48 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| I47 | I46 | I45 | I44 | I43 | I42 | I41 | I40 | I39 | I38 | I37 | I36 | I35 | I34 | I33 | I32 |
| W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 | W-0 |

LEGEND: W = Write only; -*n* = value after reset

#### Table 4-57. Interrupt Clear Register High (ICRH) Field Descriptions

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | I*n* | | Interrupt clear register for TCC = 32-63. |
| | | 0 | No effect. |
| | | 1 | Corresponding bit in the interrupt pending register high (IPRH) is cleared (I*n* = 0). |

### 4.2.7.6 Interrupt Evaluate Register (IEVAL)

The interrupt evaluate register (IEVAL) is the only register that physically exists in both the global region and the shadow regions. In other words, the read/write accessibility for the shadow region IEVAL is not affected by the DMA/QDMA region access registers (DRAE$m$/DRAEH$m$, QRAE$n$/QRAEH$n$). IEVAL is needed for robust ISR operations to ensure that interrupts are not missed by the CPU.

The IEVAL is shown in Figure 4-57 and described in Table 4-58.

#### Figure 4-57. Interrupt Evaluate Register (IEVAL)

| 31 | | 16 |
|---|---|---|
| | Reserved | |
| | R-0 | |

| 15 | | 2 | 1 | 0 |
|---|---|---|---|---|
| | Reserved | | Rsvd | EVAL |
| | R-0 | | W-0 | W-0 |
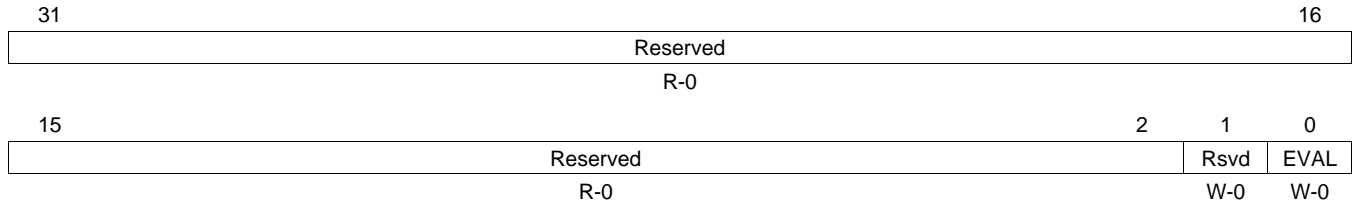
LEGEND: R = Read only; W = Write only; -$n$ = value after reset

#### Table 4-58. Interrupt Evaluate Register (IEVAL) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-2 | Reserved | 0 | Reserved |
| 1 | Reserved | 0 | Reserved. Always write 0. Writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 0 | EVAL | | Interrupt evaluate |
| | | 0 | No effect. |
| | | 1 | Causes EDMA3CC completion interrupt to be pulsed, if any enabled (IER$n$/IERH$n$ = 1) interrupts are still pending (IPR$n$/IPRH$n$ = 1). |
| | | | The EDMA3CC completion interrupt that is pulsed depends on which IEVAL is being exercised. For example, writing to the EVAL bit in IEVAL pulses the global completion interrupt, but writing to the EVAL bit in IEVAL0 pulses the region 0 completion interrupt. |

### 4.2.8 QDMA Registers

The following sets of registers control the QDMA channels in the EDMA3CC. The QDMA channels (with the exception of the QDMA queue number register) consist of a set of registers, each of which have a bit location. Each bit position corresponds to a QDMA channel number. The QDMA channel registers are accessible via read/writes to the global address range. They are also accessible via read/writes to the shadow address range. The read/write accessibility in the shadow region address region is controlled by the QDMA region access registers (QRAE$n$/QRAEH$n$). Section 2.7 details shadow region/global region usage.

#### 4.2.8.1 QDMA Event Register (QER)

The QDMA event register (QER) channel $n$ bit is set (E$n$ = 1) when the CPU or any EDMA3 programmer (including EDMA3) performs a write to the trigger word (using the QDMA channel mapping register (QCHMAP$n$)) in the PaRAM entry associated with QDMA channel $n$ (which is also programmed using QCHMAP$n$). The E$n$ bit is also set when the EDMA3CC performs a link update on a PaRAM address that matches the QCHMAP$n$ settings. The QDMA event is latched only if the QDMA event enable register (QEER) channel $n$ bit is also enabled (QEER.E$n$ = 1). Once a bit is set in QER, then the corresponding QDMA event (auto-trigger) is evaluated by the EDMA3CC logic for an associated transfer request submission to the transfer controllers. See Section 1.1 for additional conditions that can lead to the setting of QER bits.

The setting of an event is a higher priority relative to clear operations (via hardware). If set and clear conditions occur concurrently, the set condition wins. If the event was previously set, then the QDMA event missed register (QEMR) would be set because an event is lost. If the event was previously clear, then the event remains set and is prioritized for submission to the event queues.

The set bits in QER are only cleared when the transfer request associated with the corresponding channels has been processed by the EDMA3CC and submitted to the transfer controller. If the E$n$ bit is already set and a QDMA event for the same QDMA channel occurs prior to the original being cleared, then the second missed event is latched in QEMR (E$n$ = 1).

The QER is shown in Figure 4-58 and described in Table 4-59.

#### Figure 4-58. QDMA Event Register (QER)

| 31 | | 16 |
|---|---|---|
| | Reserved | |
| | R-0 | |

| 15 | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|
| | Reserved | | E3 | E2 | E1 | E0 |
| | R-0 | | R-0 | R-0 | R-0 | R-0 |
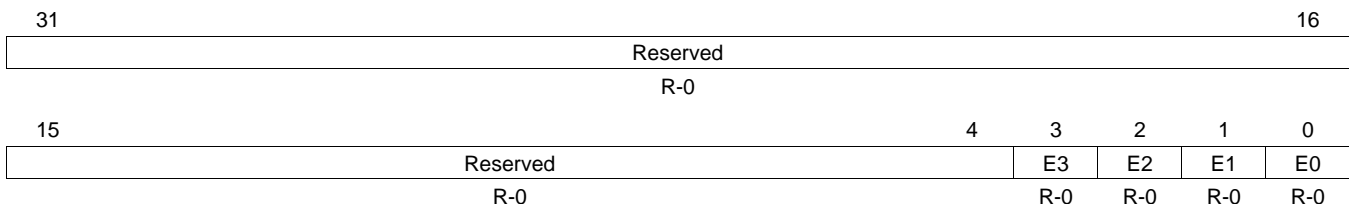
LEGEND: R = Read only; -$n$ = value after reset

#### Table 4-59. QDMA Event Register (QER) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E$n$ | | QDMA event for channels 0-3. |
| | | 0 | No effect. |
| | | 1 | Corresponding QDMA event is prioritized versus other pending DMA/QDMA events for submission to the EDMA3TC. |

### 4.2.8.2 QDMA Event Enable Register (QEER)

The EDMA3CC provides the option of selectively enabling/disabling each channel in the QDMA event register (QER) by using the QDMA event enable register (QEER). If any of the event bits in QEER is set (using the QDMA event enable set register, QEESR), it will enable that corresponding event. Alternatively, if any event bit in QEER is cleared (using the QDMA event enable clear register, QEECR), it will disable the corresponding QDMA channel. The QDMA event register will not latch any event for a QDMA channel, if it is not enabled via QEER.

The QEER is shown in Figure 4-59 and described in Table 4-60.

#### Figure 4-59. QDMA Event Enable Register (QEER)

| 31 | | | | 16 |
|---|---|---|---|---|
| Reserved | | | | |
| R-0 | | | | |

| 15 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|
| Reserved | | E3 | E2 | E1 | E0 |
| R-0 | | R-0 | R-0 | R-0 | R-0 |
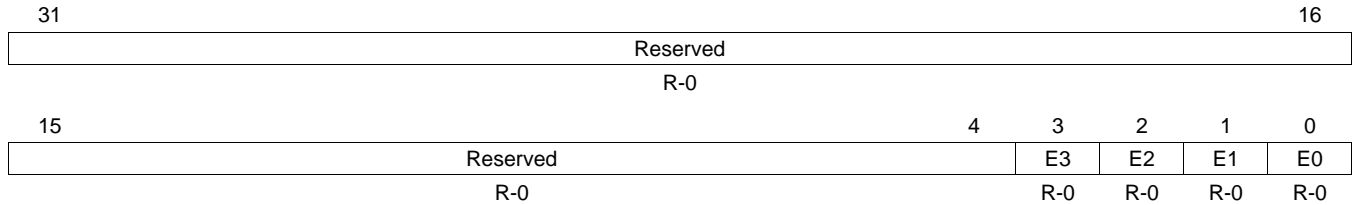
LEGEND: R = Read only; -$n$ = value after reset

#### Table 4-60. QDMA Event Enable Register (QEER) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E$n$ | | QDMA event enable for channels 0-3. |
| | | 0 | QDMA channel $n$ is not enabled. QDMA event is not recognized and is not latched in the QDMA event register (QER). |
| | | 1 | QDMA channel $n$ is enabled. QDMA events are recognized and are latched in the QDMA event register (QER). |

#### 4.2.8.3 QDMA Event Enable Clear Register (QEECR)

The QDMA event enable register (QEER) cannot be modified by directly writing to the register, to ease the software burden when multiple tasks are attempting to simultaneously modify these registers. The QDMA event enable clear register (QEECR) is used to disable events. Writes of 1 to the bits in QEECR clear the corresponding QDMA channel bits in QEER; writes of 0 have no effect.

The QEECR is shown in Figure 4-60 and described in Table 4-61.

**Figure 4-60. QDMA Event Enable Clear Register (QEECR)**

| 31 | | | | 16 |
|---|---|---|---|---|
| Reserved | | | | |
| R-0 | | | | |

| 15 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|
| Reserved | | E3 | E2 | E1 | E0 |
| R-0 | | W-0 | W-0 | W-0 | W-0 |
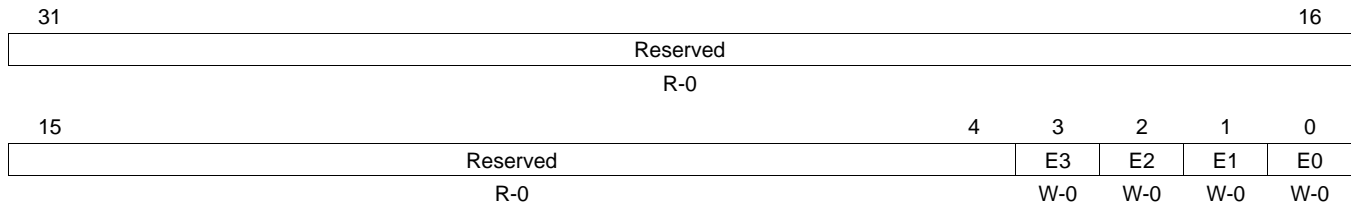
LEGEND: R = Read only; W = Write only; -*n* = value after reset

**Table 4-61. QDMA Event Enable Clear Register (QEECR) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E*n* | | QDMA event enable clear for channels 0-3. |
| | | 0 | No effect. |
| | | 1 | QDMA event is disabled. Corresponding bit in the QDMA event enable register (QEER) is cleared (E*n* = 0). |

#### 4.2.8.4 QDMA Event Enable Set Register (QEESR)

The QDMA event enable register (QEER) cannot be modified by directly writing to the register, to ease the software burden when multiple tasks are attempting to simultaneously modify these registers. The QDMA event enable set register (QEESR) is used to enable events. Writes of 1 to the bits in QEESR set the corresponding QDMA channel bits in QEER; writes of 0 have no effect.

The QEESR is shown in Figure 4-61 and described in Table 4-62.

**Figure 4-61. QDMA Event Enable Set Register (QEESR)**

| 31 | | | | | 16 |
|----|----|----|----|----|----|
| Reserved | | | | | |
| R-0 | | | | | |

| 15 | | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|----|
| Reserved | | | E3 | E2 | E1 | E0 |
| R-0 | | | W-0 | W-0 | W-0 | W-0 |
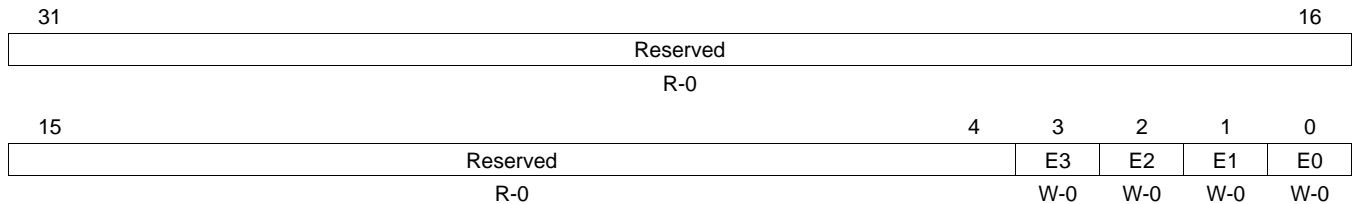
LEGEND: R = Read only; W = Write only; -*n* = value after reset

**Table 4-62. QDMA Event Enable Set Register (QEESR) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E*n* | | QDMA event enable set for channels 0-3. |
| | | 0 | No effect. |
| | | 1 | QDMA event is enabled. Corresponding bit in the QDMA event enable register (QEER) is set (E*n* = 1). |

### 4.2.8.5 QDMA Secondary Event Register (QSER)

The QDMA secondary event register (QSER) provides information on the state of a QDMA event. If at any time a bit corresponding to a QDMA channel is set in QSER, that implies that the corresponding QDMA event is in the queue. Once a bit corresponding to a QDMA channel is set in QSER, the EDMA3CC does not prioritize additional events on the same QDMA channel. Depending on the condition that lead to the setting of the QSER bits, either the EDMA3CC hardware or the software (using QSECR) needs to clear the QSER bits for the EDMA3CC to evaluate subsequent QDMA events on the channel. Based on whether the associated TR request is valid, or it is a null or dummy TR, the implications on the state of QSER and the required user actions to submit another QDMA transfer might be different. See Section 1.1 for additional conditions that can cause the secondary event registers (QSER/SER) to be set.

The QSER is shown in Figure 4-62 and described in Table 4-63.

**Figure 4-62. QDMA Secondary Event Register (QSER)**

| 31 | | 16 |
|---|---|---|
| | Reserved | |
| | R-0 | |

| 15 | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|
| | Reserved | | E3 | E2 | E1 | E0 |
| | R-0 | | R-0 | R-0 | R-0 | R-0 |
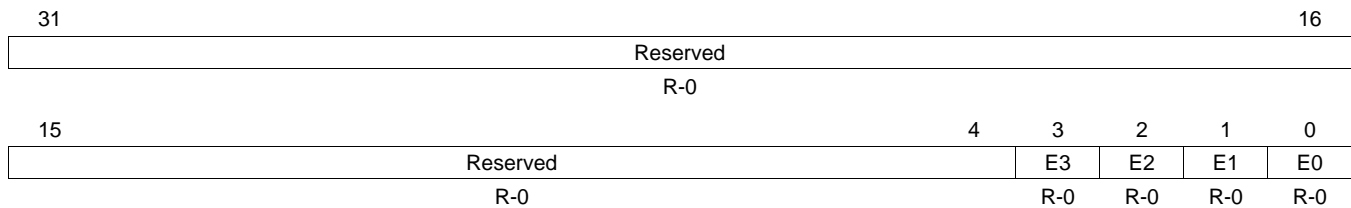
LEGEND: R = Read only; -*n* = value after reset

**Table 4-63. QDMA Secondary Event Register (QSER) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E*n* | | QDMA secondary event register for channels 0-3. |
| | | 0 | QDMA event is not currently stored in the event queue. |
| | | 1 | QDMA event is currently stored in the event queue. EDMA3CC does not prioritize additional events. |

#### 4.2.8.6 QDMA Secondary Event Clear Register (QSECR)

The QDMA secondary event clear register (QSECR) clears the status of the QDMA secondary event register (QSER) and the QDMA event register (QER). CPU writes of 1 clear the corresponding set bits in QSER and QER. Writes of 0 have no effect. Note that this differs from the secondary event clear register (SECR) operation, which only clears the secondary event register (SER) bits and does not affect the event registers.

The QSECR is shown in Figure 4-63 and described in Table 4-64.

**Figure 4-63. QDMA Secondary Event Clear Register (QSECR)**

| 31 | | | | | | 16 |
|---|---|---|---|---|---|---|
| | | | Reserved | | | |
| | | | R-0 | | | |

| 15 | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|
| Reserved | | | E3 | E2 | E1 | E0 |
| R-0 | | | W-0 | W-0 | W-0 | W-0 |
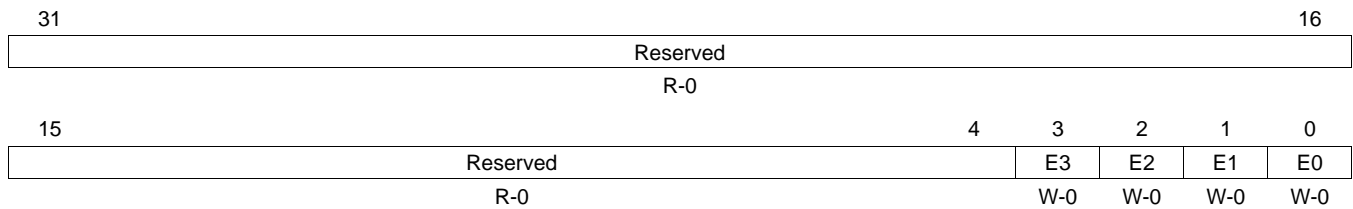
LEGEND: R = Read only; W = Write only; -*n* = value after reset

**Table 4-64. QDMA Secondary Event Clear Register (QSECR) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3-0 | E*n* | | QDMA secondary event clear for channels 0-3. |
| | | 0 | No effect. |
| | | 1 | Corresponding bit in the QDMA secondary event register (QSER) and the QDMA event register (QER) is cleared (E*n* = 0). |

## 4.3 EDMA3 Transfer Controller Control Registers

Table 4-65 lists the memory-mapped registers for the EDMA3 transfer controller (EDMA3TC). See the device-specific data manual for the memory address of these registers.

**Table 4-65. EDMA3 Transfer Controller Registers**

| Offset | Acronym | Register Description | See |
|--------|---------|----------------------|-----|
| 00h | PID | Peripheral Identification Register | Section 4.3.1 |
| 04h | TCCFG | EDMA3TC Configuration Register | Section 4.3.2 |
| 0100h | TCSTAT | EDMA3TC Channel Status Register | |
| 0120h | ERRSTAT | Error Register | Section 4.3.4.1 |
| 0124h | ERREN | Error Enable Register | Section 4.3.4.2 |
| 0128h | ERRCLR | Error Clear Register | Section 4.3.4.3 |
| 012Ch | ERRDET | Error Details Register | Section 4.3.4.4 |
| 0130h | ERRCMD | Error Interrupt Command Register | Section 4.3.4.5 |
| 0140h | RDRATE | Read Rate Register | Section 4.3.5 |
| 0240h | SAOPT | Source Active Options Register | Section 4.3.6.1 |
| 0244h | SASRC | Source Active Source Address Register | Section 4.3.6.2 |
| 0248h | SACNT | Source Active Count Register | Section 4.3.6.3 |
| 024Ch | SADST | Source Active Destination Address Register | Section 4.3.6.4 |
| 0250h | SABIDX | Source Active Source B-Index Register | Section 4.3.6.5 |
| 0254h | SAMPPRXY | Source Active Memory Protection Proxy Register | Section 4.3.6.6 |
| 0258h | SACNTRLD | Source Active Count Reload Register | Section 4.3.6.7 |
| 025Ch | SASRCBREF | Source Active Source Address B-Reference Register | Section 4.3.6.8 |
| 0260h | SADSTBREF | Source Active Destination Address B-Reference Register | Section 4.3.6.9 |
| 0280h | DFCNTRLD | Destination FIFO Set Count Reload | Section 4.3.6.16 |
| 0284h | DFSRCBREF | Destination FIFO Set Destination Address B Reference Register | Section 4.3.6.17 |
| 0288h | DFDSTBREF | Destination FIFO Set Destination Address B Reference Register | Section 4.3.6.18 |
| 0300h | DFOPT0 | Destination FIFO Options Register 0 | Section 4.3.6.10 |
| 0304h | DFSRC0 | Destination FIFO Source Address Register 0 | Section 4.3.6.11 |
| 0308h | DFCNT0 | Destination FIFO Count Register 0 | Section 4.3.6.12 |
| 030Ch | DFDST0 | Destination FIFO Destination Address Register 0 | Section 4.3.6.13 |
| 0310h | DFBIDX0 | Destination FIFO BIDX Register 0 | Section 4.3.6.14 |
| 0314h | DFMPPRXY0 | Destination FIFO Memory Protection Proxy Register 0 | Section 4.3.6.15 |
| 0340h | DFOPT1 | Destination FIFO Options Register 1 | Section 4.3.6.10 |
| 0344h | DFSRC1 | Destination FIFO Source Address Register 1 | Section 4.3.6.11 |
| 0348h | DFCNT1 | Destination FIFO Count Register 1 | Section 4.3.6.12 |
| 034Ch | DFDST1 | Destination FIFO Destination Address Register 1 | Section 4.3.6.13 |
| 0350h | DFBIDX1 | Destination FIFO BIDX Register 1 | Section 4.3.6.14 |
| 0354h | DFMPPRXY1 | Destination FIFO Memory Protection Proxy Register 1 | Section 4.3.6.15 |
| 0380h | DFOPT2 | Destination FIFO Options Register 2 | Section 4.3.6.10 |
| 0384h | DFSRC2 | Destination FIFO Source Address Register 2 | Section 4.3.6.11 |
| 0388h | DFCNT2 | Destination FIFO Count Register 2 | Section 4.3.6.12 |
| 038Ch | DFDST2 | Destination FIFO Destination Address Register 2 | Section 4.3.6.13 |
| 0390h | DFBIDX2 | Destination FIFO BIDX Register 2 | Section 4.3.6.14 |
| 0394h | DFMPPRXY2 | Destination FIFO Memory Protection Proxy Register 2 | Section 4.3.6.15 |
| 03C0h | DFOPT3 | Destination FIFO Options Register 3 | Section 4.3.6.10 |
| 03C4h | DFSRC3 | Destination FIFO Source Address Register 3 | Section 4.3.6.11 |
| 03C8h | DFCNT3 | Destination FIFO Count Register 3 | Section 4.3.6.12 |
| 03CCh | DFDST3 | Destination FIFO Destination Address Register 3 | Section 4.3.6.13 |
| 03D0h | DFBIDX3 | Destination FIFO BIDX Register 3 | Section 4.3.6.14 |

**Table 4-65. EDMA3 Transfer Controller Registers  (continued)**

| Offset | Acronym | Register Description | See |
|--------|---------|---------------------|-----|
| 03D4h | DFMPPRXY3 | Destination FIFO Memory Protection Proxy Register 3 | Section 4.3.6.15 |

### 4.3.1 Peripheral Identification Register (PID)

The peripheral identification register (PID) is a constant register that uniquely identifies the EDMA3TC and specific revision of the EDMA3TC. The PID is shown in Figure 4-64 and described in Table 4-66.

**Figure 4-64. Peripheral ID Register (PID)**

| 31 | 16 |
|----|----|
| PID | |

R-0333h

| 15 | 0 |
|----|----|
| PID | |

R-4425h
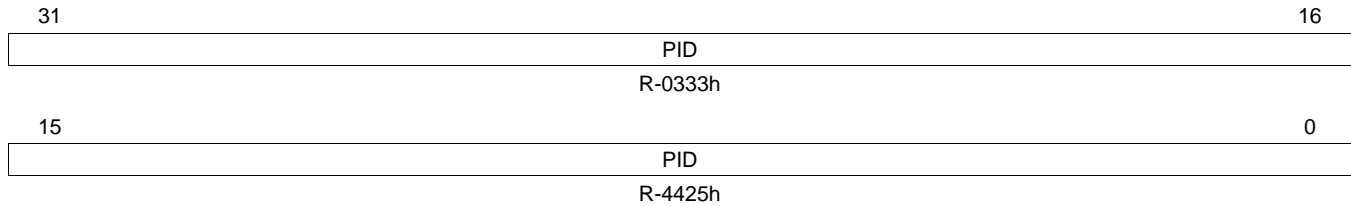
LEGEND: R = Read only; -*n* = value after reset

**Table 4-66. Peripheral ID Register (PID) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | PID | 0-FFFF FFFFh | Peripheral identifier. |

### 4.3.2 EDMA3TC Configuration Register (TCCFG)

The EDMA3TC configuration register (TCCFG) is shown in Figure 4-65 and described in Table 4-67.

**Figure 4-65. EDMA3TC Configuration Register (TCCFG)**
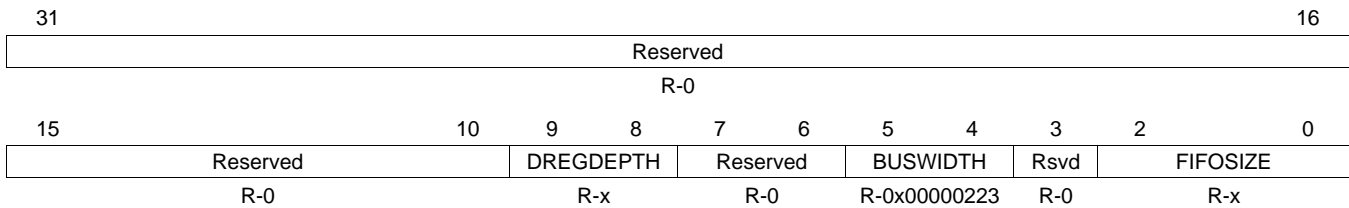
| 31 | | | | | | | | | | | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Reserved | | | | | | | | | | | |
| R-0 | | | | | | | | | | | |

| 15 | | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Reserved | | | DREGDEPTH | | Reserved | | BUSWIDTH | | Rsvd | FIFOSIZE | |
| R-0 | | | R-x | | R-0 | | R-0x00000223 | | R-0 | R-x | |

LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset; -x = value is indeterminate after reset

**Table 4-67. EDMA3TC Configuration Register (TCCFG) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-10 | Reserved | 0 | Reserved |
| 9-8 | DREGDEPTH | 0-3h | Destination register FIFO depth parameterization. |
| | | 0 | Reserved |
| | | 1h | 2 entry (for TC0) |
| | | 2h | 4 entry (for TC0, TC1, and TC3) |
| | | 3h | Reserved |
| 7-6 | Reserved | 0 | Reserved |
| 5-4 | BUSWIDTH | 0-3h | Bus width parameterization. |
| | | 0-1h | Reserved |
| | | 2h | 128-bit (for TC0-TC3) |
| | | 3h | Reserved |
| 3 | Reserved | 0 | Reserved |
| 2-0 | FIFOSIZE | 0-7h | FIFO size. |
| | | 0-1h | Reserved |
| | | 2h | 128-byte FIFO (for TC0, TC1, and TC2) |
| | | 3h | 256-byte FIFO (for TC3) |
| | | 4h-7h | Reserved |

### 4.3.3 EDMA3TC Channel Status Register (TCSTAT)

The EDMA3TC channel status register (TCSTAT) is shown in Figure 4-66 and described in Table 4-68.

#### Figure 4-66. EDMA3TC Channel Status Register (TCSTAT)

| 31 | | | | | | 16 |
|---|---|---|---|---|---|---|
| Reserved | | | | | | |
| R-0 | | | | | | |

| 15 | | 13 | 12 | 11 | 10 | 9 | 8 |
|---|---|---|---|---|---|---|---|
| Reserved | | | DFSTRTPTR | | Reserved | | Reserved |
| R-0 | | | R-0 | | R-0 | | R-1 |

| 7 | 6 | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|
| Reserved | DSTACTV | | | Reserved | WSACTV | SRCACTV | PROGBUSY |
| R-0 | R-0 | | | R-0 | R-0 | R-0 | R-0 |

LEGEND: R = Read only; -*n* = value after reset

#### Table 4-68. EDMA3TC Channel Status Register (TCSTAT) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-13 | Reserved | 0 | Reserved |
| 12-11 | DFSTRTPTR | 0-3h | Destination FIFO start pointer. Represents the offset to the head entry of the destination register FIFO, in units of entries. |
| | | 0 | For TC1,TC2 ,TC3: if the destination register FIFO depth parameterization is 4. For TC0: if the destination register FIFO depth parameterization is 2. |
| | | 1h | For TC1,TC2 ,TC3: if the destination register FIFO depth parameterization is 4. For TC0: if the destination register FIFO depth parameterization is 2. |
| | | 2h | For TC1,TC2 ,TC3: if the destination register FIFO depth parameterization is 4. |
| | | 3h | For TC1,TC2 ,TC3: if the destination register FIFO depth parameterization is 4. |
| 10-9 | Reserved | 0 | Reserved |
| 8 | Reserved | 1 | Reserved. Always read as 1. |
| 7 | Reserved | 0 | Reserved |
| 6-4 | DSTACTV | 0-7h | Destination active state. Specifies the number of transfer requests (TRs) that are resident in the destination register FIFO at a given instant. This bit field can be primarily used for advanced debugging. Legal values are constrained by the destination register FIFO depth parameterization (DSTREGDEPTH) parameter. |
| | | 0 | Destination FIFO is empty. |
| | | 1h | Destination FIFO contains 1 TR. |
| | | 2h | Destination FIFO contains 2 TRs. (Full if DSTREGDEPTH == 2) |
| | | 3h | Destination FIFO contains 3 TRs. |
| | | 4h | Destination FIFO contains 4 TRs. (Full if DSTREGDEPTH==4) |
| | | | If the destination register FIFO is empty, then any TR written to Prog Set immediately transitions to the destination register FIFO. If the destination register FIFO is not empty and not full, then any TR written to Prog Set immediately transitions to the destination register FIFO set if the source active state (SRCACTV) bit is set to idle. |
| | | | If the destination register FIFO is full, then TRs cannot transition to the destination register FIFO. The destination register FIFO becomes not full when the TR at the head of the destination register FIFO is completed. |
| | | 5h-7h | Reserved |
| 3 | Reserved | 0 | Reserved |
| 2 | WSACTV | | Write status active. |
| | | 0 | Write status is not pending. Write status has been received for all previously issued write commands. |
| | | 1 | Write status is pending. Write status has not been received for all previously issued write commands. |
| 1 | SRCACTV | | Source active state. |
| | | 0 | Source controller is idle. Source active register set contains a previously processed transfer request. |
| | | 1 | Source controller is busy servicing a transfer request. |

**Table 4-68. EDMA3TC Channel Status Register (TCSTAT) Field Descriptions (continued)**

| Bit | Field | Value | Description |
|---|---|---|---|
| 0 | PROGBUSY | | Program register set busy. |
| | | 0 | Program set idle and is available for programming by the EDMA3CC. |
| | | 1 | Program set busy. |

## 4.3.4  Error Registers

### 4.3.4.1  Error Register (ERRSTAT)

The error status register (ERRSTAT) is shown in Figure 4-67 and described in Table 4-69.

**Figure 4-67. Error Register (ERRSTAT)**

| 31 | | | | | 16 |
|---|---|---|---|---|---|
| Reserved | | | | | |
| R-0 | | | | | |

| 15 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|
| Reserved | | MMRAERR | TRERR | Reserved | BUSERR |
| R-0 | | R-0 | R-0 | R-0 | R-0 |
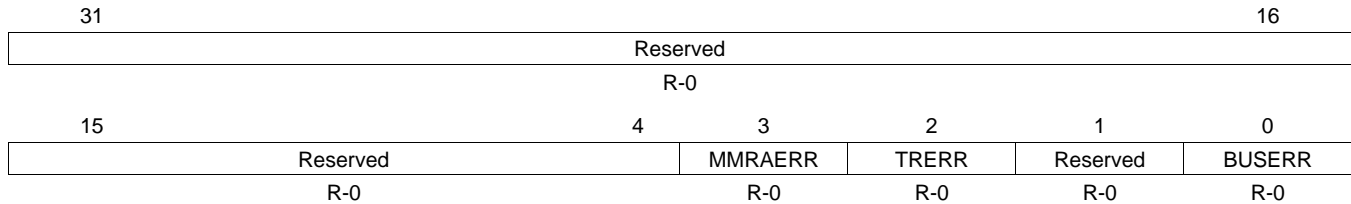
LEGEND: R = Read only; -*n* = value after reset

**Table 4-69. Error Register (ERRSTAT) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3 | MMRAERR | | MMR address error. |
| | | 0 | Condition is not detected |
| | | 1 | User attempted to read or write to an invalid address in configuration memory map. |
| 2 | TRERR | | Transfer request (TR) error event. |
| | | 0 | Condition is not detected. |
| | | 1 | TR detected that violates constant addressing mode transfer (SAM or DAM is set) alignment rules or has ACNT or BCNT == 0. |
| 1 | Reserved | 0 | Reserved |
| 0 | BUSERR | | Bus error event. |
| | | 0 | Condition is not detected. |
| | | 1 | EDMA3TC has detected an error at source or destination address. Error information can be read from the error details register (ERRDET). |

#### 4.3.4.2 Error Enable Register (ERREN)

The error enable register (ERREN) is shown in Figure 4-68 and described in Table 4-70.

When any of the enable bits are set, a bit set in the corresponding ERRSTAT causes an assertion of the EDMA3TC interrupt.

**Figure 4-68. Error Enable Register (ERREN)**

| 31 | | | | | 16 |
|---|---|---|---|---|---|
| Reserved | | | | | |
| R-0 | | | | | |

| 15 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|
| Reserved | | MMRAERR | TRERR | Reserved | BUSERR |
| R-0 | | R/W-0 | R/W-0 | R/W-0 | R/W-0 |
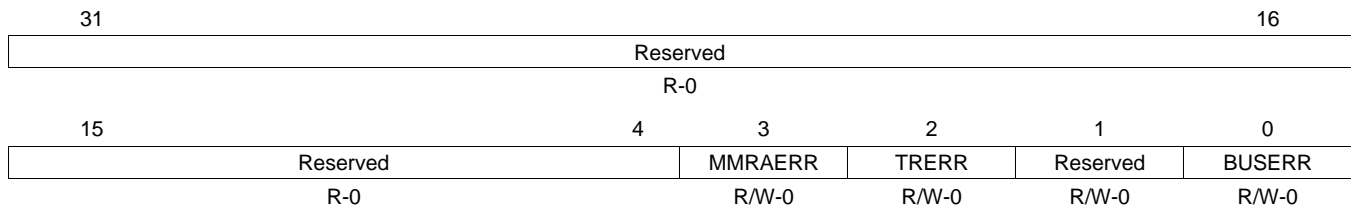
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-70. Error Enable Register (ERREN) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3 | MMRAERR | | Interrupt enable for MMR address error (MMRAERR). |
| | | 0 | MMRAERR is disabled. |
| | | 1 | MMRAERR is enabled and contributes to the state of EDMA3TC error interrupt generation |
| 2 | TRERR | | Interrupt enable for transfer request error (TRERR). |
| | | 0 | TRERR is disabled. |
| | | 1 | TRERR is enabled and contributes to the state of EDMA3TC error interrupt generation. |
| 1 | Reserved | | Reserved. Always write 0 to this bit; writes of 1 to this bit are not supported and attempts to do so may result in undefined behavior. |
| 0 | BUSERR | | Interrupt enable for bus error (BUSERR). |
| | | 0 | BUSERR is disabled. |
| | | 1 | BUSERR is enabled and contributes to the state of EDMA3TC error interrupt generation. |

### 4.3.4.3 Error Clear Register (ERRCLR)

The error clear register (ERRCLR) is shown in Figure 4-69 and described in Table 4-71.

**Figure 4-69. Error Clear Register (ERRCLR)**

| 31 | | | | | 16 |
|---|---|---|---|---|---|
| Reserved | | | | | |
| R-0 | | | | | |

| 15 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|
| Reserved | | MMRAERR | TRERR | Reserved | BUSERR |
| R-0 | | W-0 | W-0 | R-0 | W-0 |
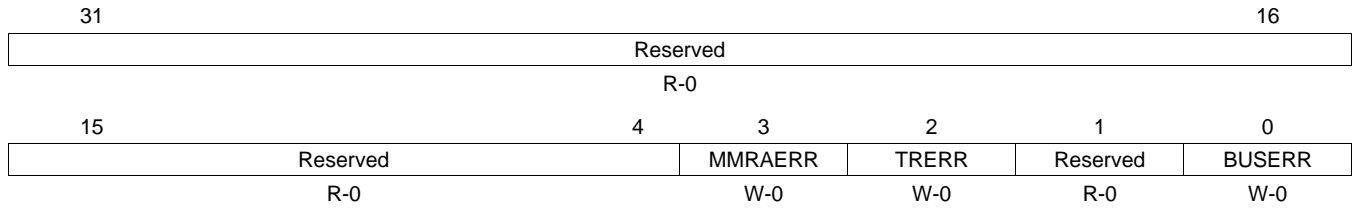
LEGEND: R = Read only; W = Write only; -*n* = value after reset

**Table 4-71. Error Clear Register (ERRCLR) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-4 | Reserved | 0 | Reserved |
| 3 | MMRAERR | | Interrupt enable clear for the MMRAERR bit in the error status register (ERRSTAT). |
| | | 0 | No effect. |
| | | 1 | Clears the MMRAERR bit in ERRSTAT but does not clear the error details register (ERRDET). |
| 2 | TRERR | | Interrupt enable clear for the TRERR bit in the error status register (ERRSTAT). |
| | | 0 | No effect. |
| | | 1 | Clears the TRERR bit in ERRSTAT but does not clear the error details register (ERRDET). |
| 1 | Reserved | 0 | Reserved |
| 0 | BUSERR | | Interrupt clear for the BUSERR bit in the error status register (ERRSTAT). |
| | | 0 | No effect. |
| | | 1 | Clears the BUSERR bit in ERRSTAT and clears the error details register (ERRDET). |

#### 4.3.4.4 Error Details Register (ERRDET)

The error details register (ERRDET) is shown in Figure 4-70 and described in Table 4-72.

##### Figure 4-70. Error Details Register (ERRDET)

| 31 | | | | | | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|
| Reserved | | | | | | | TCCHEN | TCINTEN |
| R-0 | | | | | | | R-0 | R-0 |

| 15 | 14 | 13 | | | 8 | 7 | | 4 | 3 | | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Reserved | | TCC | | | | Reserved | | | STAT | | |
| R-0 | | R-0 | | | | R-0 | | | R-0 | | |
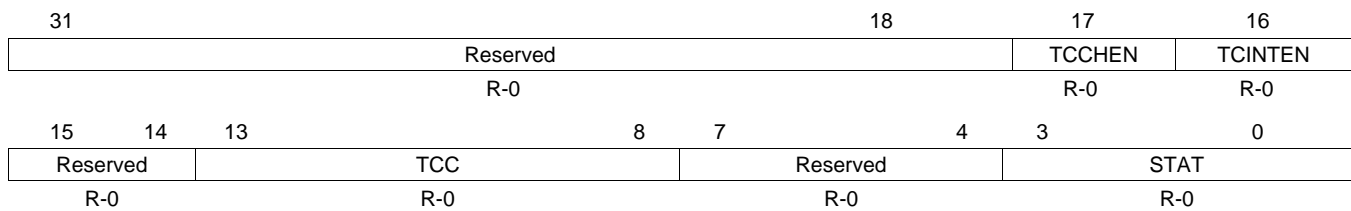
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

##### Table 4-72. Error Details Register (ERRDET) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-8 | Reserved | 0 | Reserved |
| 17 | TCCHEN | 0-1 | Transfer completion chaining enable. Contains the TCCHEN value in the channel options parameter (OPT) programmed by the channel controller for the read or write transaction that resulted in an error. |
| 16 | TCINTEN | 0-1 | Transfer completion interrupt enable. Contains the TCINTEN value in the channel options parameter (OPT) programmed by the channel controller for the read or write transaction that resulted in an error. |
| 15-14 | Reserved | 0 | Reserved |
| 13 - 8 | TCC | 0-3Fh | Transfer complete code. Contains the TCC value in the channel options parameter (OPT) programmed by the channel controller for the read or write transaction that resulted in an error. |
| 7-4 | Reserved | 0 | Reserved |
| 3-0 | STAT | 0-Fh | Transaction status. Stores the nonzero status/error code that was detected on the read status or write status bus. If read status and write status are returned on the same cycle, then the EDMA3TC chooses nonzero version. If both are nonzero, then the write status is treated as higher priority. |
| | | 0 | No error |
| | | 1h-7h | Read error |
| | | 8h-Fh | Write error |

#### 4.3.4.5 Error Interrupt Command Register (ERRCMD)

The error command register (ERRCMD) is shown in Figure 4-71 and described in Table 4-73.

**Figure 4-71. Error Interrupt Command Register (ERRCMD)**

| 31 | | 16 |
|---|---|---|
| | Reserved | |
| | R-0 | |

| 15 | | 2 | 1 | 0 |
|---|---|---|---|---|
| | Reserved | | Rsvd | EVAL |
| | R-0 | | W-0 | W-0 |
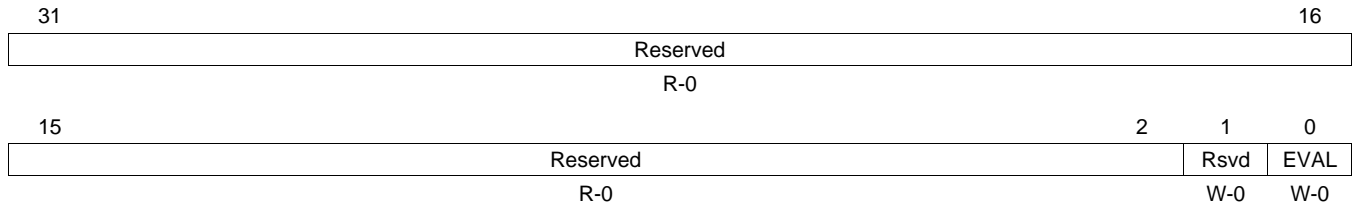
LEGEND: R = Read only; W = Write only; -*n* = value after reset

**Table 4-73. Error Interrupt Command Register (ERRCMD) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-2 | Reserved | 0 | Reserved |
| 1 | Reserved | 0 | Reserved. Writes of 1 to this bit are not supported. Attempts to do so may result in undefined behavior. |
| 0 | EVAL | | Error evaluate. |
| | | 0 | No effect. |
| | | 1 | EDMA3TC error line is pulsed if any of the error status register (ERRSTAT) bits are set. |

### 4.3.5 Read Rate Register (RDRATE)

The EDMA3 transfer controller issues read commands at a rate controlled by the read rate register (RDRATE). The RDRATE defines the number of idle cycles that the read controller must wait before issuing subsequent commands. This applies both to commands within a transfer request packet (TRP) and for commands that are issued for different transfer requests (TRs). For instance, if RDRATE is set to 4 cycles between reads, there are 3 inactive cycles between reads.

RDRATE allows flexibility in transfer controller access requests to an endpoint. For an application, RDRATE can be manipulated to slow down the access rate, so that the endpoint may service requests from other masters during the inactive EDMA3TC cycles.

The RDRATE is shown in Figure 4-72 and described in Table 4-74.

> **NOTE:** It is expected that the RDRATE value for a transfer controller is static, as it is decided based on the application requirement. It is not recommended to change this setting on the fly.

#### Figure 4-72. Read Rate Register (RDRATE)

| 31 | 16 |
|---|---|
| Reserved | |
| R-0 | |

| 15 | | 3 | 2 | 0 |
|---|---|---|---|---|
| Reserved | | | RDRATE | |
| R-0 | | | R/W-0 | |
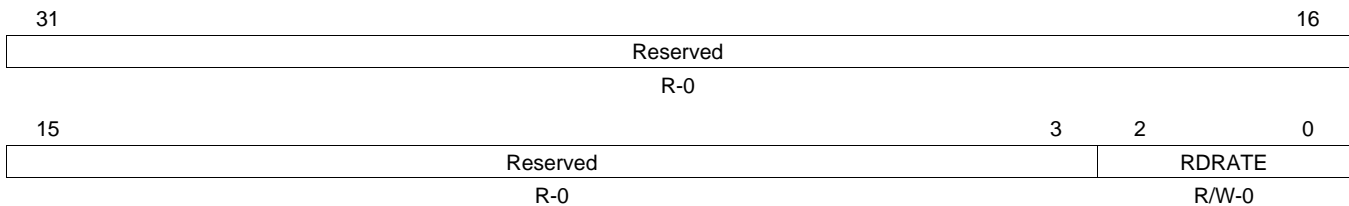
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

#### Table 4-74. Read Rate Register (RDRATE) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-3 | Reserved | 0 | Reserved |
| 2-0 | RDRATE | 0-7h | Read rate. Controls the number of cycles between read commands. This is a global setting that applies to all TRs for this EDMA3TC. |
| | | 0 | Reads issued as fast as possible. |
| | | 1h | 4 cycles between reads. |
| | | 2h | 8 cycles between reads. |
| | | 3h | 16 cycles between reads. |
| | | 4h | 32 cycles between reads. |
| | | 5h-7h | Reserved |

### 4.3.6 EDMA3TC Channel Registers

The EDMA3TC channel registers are split into three parts: the programming registers, the source active registers, and the destination FIFO register. This section describes the registers and their functions. The program register set is programmed by the channel controller, and is for internal use. The other two sets are read-only and provided to facilitate advanced debug capabilities. The number of destination FIFO register sets depends on the destination FIFO depth.

TC0 has a FIFO depth of 2, so there are two sets of destination FIFO registers associated with TC0. TC1, TC2, and TC3 have a destination FIFO depth of 4, so there are four sets of destination FIFO registers for each of these transfer controllers.

#### 4.3.6.1 Source Active Options Register (SAOPT)

The source active options register (SAOPT) is shown in Figure 4-73 and described in Table 4-75.

**Figure 4-73. Source Active Options Register (SAOPT)**

| 31 | | | | | | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Reserved | | | | | | | TCCHEN | Rsvd | TCINTEN | Reserved | | TCC | |
| R-0 | | | | | | | R/W-0 | R-0 | R/W-0 | R-0 | | R/W-0 | |

| 15 | | 12 | 11 | 10 | | 8 | 7 | 6 | | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| TCC | | | Rsvd | FWID | | | Rsvd | PRI | | | Reserved | | DAM | SAM |
| R/W-0 | | | R-0 | R/W-0 | | | R-0 | R/W-0 | | | R-0 | | R/W-0 | R/W-0 |

LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-75. Source Active Options Register (SAOPT) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-23 | Reserved | 0 | Reserved |
| 22 | TCCHEN | | Transfer complete chaining enable. |
| | | 0 | Transfer complete chaining is disabled. |
| | | 1 | Transfer complete chaining is enabled. |
| 21 | Reserved | 0 | Reserved |
| 20 | TCINTEN | | Transfer complete interrupt enable. |
| | | 0 | Transfer complete interrupt is disabled. |
| | | 1 | Transfer complete interrupt is enabled. |
| 19-18 | Reserved | 0 | Reserved |
| 17-12 | TCC | 0-3Fh | Transfer complete code. This 6-bit code is used to set the relevant bit in CER or IPR of the EDMA3PCC module. |
| 11 | Reserved | 0 | Reserved |
| 10-8 | FWID | 0-7h | FIFO width. Applies if either SAM or DAM is set to constant addressing mode. |
| | | 0 | FIFO width is 8-bit. |
| | | 1h | FIFO width is 16-bit. |
| | | 2h | FIFO width is 32-bit. |
| | | 3h | FIFO width is 64-bit. |
| | | 4h | FIFO width is 128-bit. |
| | | 5h | FIFO width is 256-bit. |
| | | 6h-7h | Reserved |
| 7 | Reserved | 0 | Reserved |
| 6-4 | PRI | 0-7h | Transfer priority. Reflects the values programmed in the QUEPRI register in the EDMACC. |
| | | 0 | Priority 0 - Highest priority |
| | | 1h-6h | Priority 1 to priority 6 |
| | | 7h | Priority 7 - Lowest priority |
| 3-2 | Reserved | 0 | Reserved |

**Table 4-75. Source Active Options Register (SAOPT) Field Descriptions (continued)**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 1 | DAM | | Destination address mode within an array. |
| | | 0 | Increment (INCR) mode. Destination addressing within an array increments. |
| | | 1 | Constant addressing (CONST) mode. Destination addressing within an array wraps around upon reaching FIFO width. |
| 0 | SAM | | Source address mode within an array. |
| | | 0 | Increment (INCR) mode. Source addressing within an array increments. |
| | | 1 | Constant addressing (CONST) mode. Source addressing within an array wraps around upon reaching FIFO width. |

### 4.3.6.2 Source Active Source Address Register (SASRC)

The source active source address register (SASRC) is shown in Figure 4-74 and described in Table 4-76.

**Figure 4-74. Source Active Source Address Register (SASRC)**

| 31 | 16 |
|---|---|
| SADDR | |
| R-0 | |

| 15 | 0 |
|---|---|
| SADDR | |
| R-0 | |
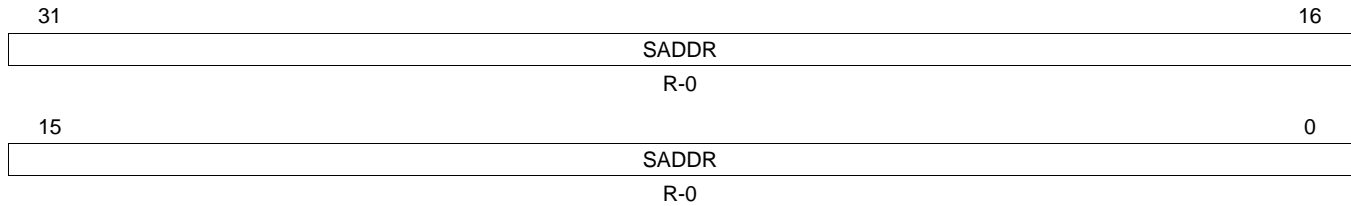
LEGEND: R = Read only; -*n* = value after reset

**Table 4-76. Source Active Source Address Register (SASRC) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | SADDR | 0-FFFF FFFFh | Source address for program register set. EDMA3TC updates value according to source addressing mode (SAM bit in the source active options register, SAOPT) . |

### 4.3.6.3 Source Active Count Register (SACNT)

The source active count register (SACNT) is shown in Figure 4-75 and described in Table 4-77.

**Figure 4-75. Source Active Count Register (SACNT)**

| 31 | 16 |
|---|---|
| BCNT | |
| R-0 | |

| 15 | 0 |
|---|---|
| ACNT | |
| R-0 | |
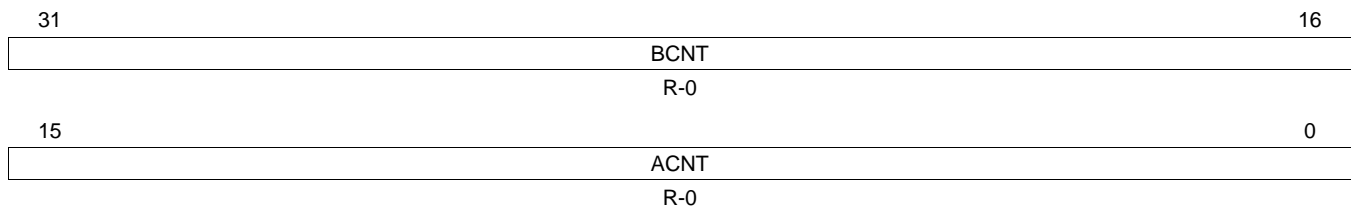
LEGEND: R = Read only; -*n* = value after reset

**Table 4-77. Source Active Count Register (SACNT) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-16 | BCNT | 0-FFFFh | B dimension count. Number of arrays to be transferred, where each array is ACNT in length. It is decremented after each read command appropriately. Represents the amount of data remaining to be read. It should be 0 when transfer request (TR) is complete. |
| 15-0 | ACNT | 0-FFFFh | A dimension count. Number of bytes to be transferred in first dimension. It is decremented after each read command appropriately. Represents the amount of data remaining to be read. It should be 0 when transfer request (TR) is complete. |

### 4.3.6.4 Source Active Destination Address Register (SADST)

The source active destination address register (SADST) is shown in Figure 4-76 and described in Table 4-78.

#### Figure 4-76. Source Active Destination Address Register (SADST)

| 31 | 16 |
|---|---|
| DADDR | |
| R-0 | |

| 15 | 0 |
|---|---|
| DADDR | |
| R-0 | |
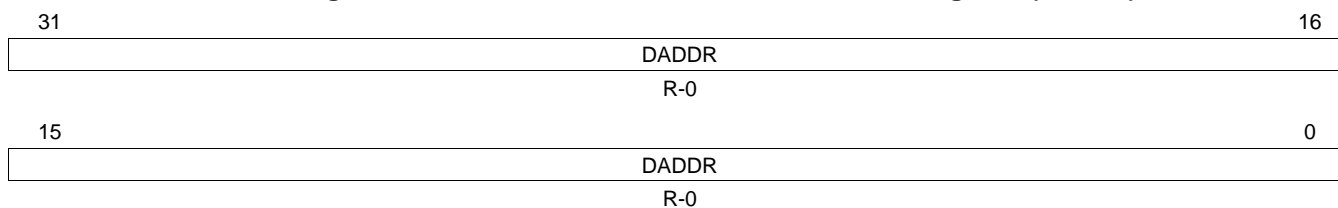
LEGEND: R = Read only; -*n* = value after reset

#### Table 4-78. Source Active Destination Address Register (SADST) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | DADDR | 0 | Always reads as 0 |

### 4.3.6.5 Source Active Source B-Dimension Index Register (SABIDX)

The source active set B-dimension index register (SABIDX) is shown in Figure 4-77 and described in Table 4-79.

#### Figure 4-77. Source Active Source B-Dimension Index Register (SABIDX)

| 31 | 16 |
|---|---|
| DSTBIDX | |
| R-0 | |

| 15 | 0 |
|---|---|
| SRCBIDX | |
| R-0 | |
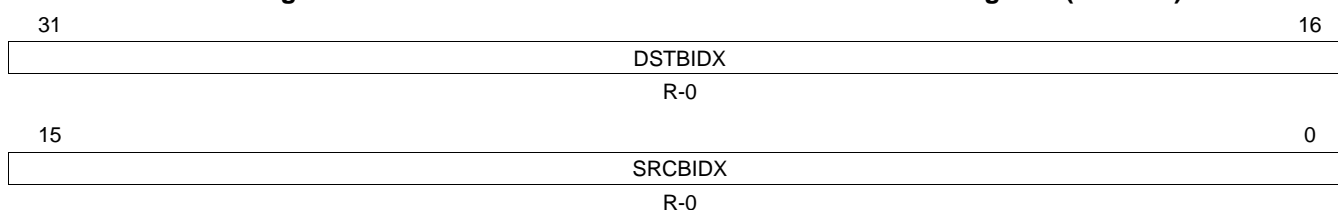
LEGEND: R = Read only; -*n* = value after reset

#### Table 4-79. Source Active Source B-Dimension Index Register (SABIDX) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-16 | DSTBIDX | 0 | B-Index offset between destination arrays. Represents the offset in bytes between the starting address of each destination. Always reads as 0. |
| 15-0 | SRCBIDX | 0-FFFFh | B-Index offset between source arrays. Represents the offset in bytes between the starting address of each source array. |

#### 4.3.6.6 Source Active Memory Protection Proxy Register (SAMPPRXY)

The source active memory protection proxy register (SAMPPRXY) is shown in Figure 4-78 and described in Table 4-80.

**Figure 4-78. Source Active Memory Protection Proxy Register (SAMPPRXY)**

| 31 | | 16 |
|---|---|---|
| | Reserved | |
| | R-0 | |

| 15 | 9 | 8 | 7 | 4 | 3 | 0 |
|---|---|---|---|---|---|---|
| Reserved | | PRIV | Reserved | | PRIVID | |
| R-0 | | R-0 | R-0 | | R-0 | |
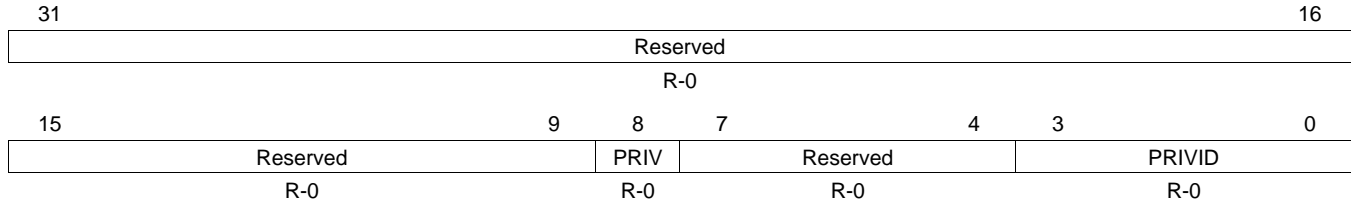
LEGEND: R = Read only; -*n* = value after reset

**Table 4-80. Source Active Memory Protection Proxy Register (SAMPPRXY) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-9 | Reserved | 0 | Reserved |
| 8 | PRIV | | Privilege level. The privilege level used by the host to set up the parameter entry in the channel controller. This field is set up when the associated TR is submitted to the EDMA3TC. |
| | | | The privilege ID is used while issuing read and write command to the target endpoints so that the target endpoints can perform memory protection checks based on the PRIV of the host that set up the DMA transaction. |
| | | 0 | User-level privilege |
| | | 1 | Supervisor-level privilege |
| 7-4 | Reserved | 0 | Reserved |
| 3-0 | PRIVID | 0-Fh | Privilege ID. This contains the privilege ID of the host that set up the parameter entry in the channel controller. This field is set up when the associated TR is submitted to the EDMA3TC. |
| | | | This PRIVID value is used while issuing read and write commands to the target endpoints so that the target endpoints can perform memory protection checks based on the PRIVID of the host that set up the DMA transaction. |

### 4.3.6.7 Source Active Count Reload Register (SACNTRLD)

The source active count reload register (SACNTRLD) is shown in Figure 4-79 and described in Table 4-81.

#### Figure 4-79. Source Active Count Reload Register (SACNTRLD)

| 31 | 16 |
|---|---|
| Reserved | |
| R-0 | |

| 15 | 0 |
|---|---|
| ACNTRLD | |
| R-0 | |
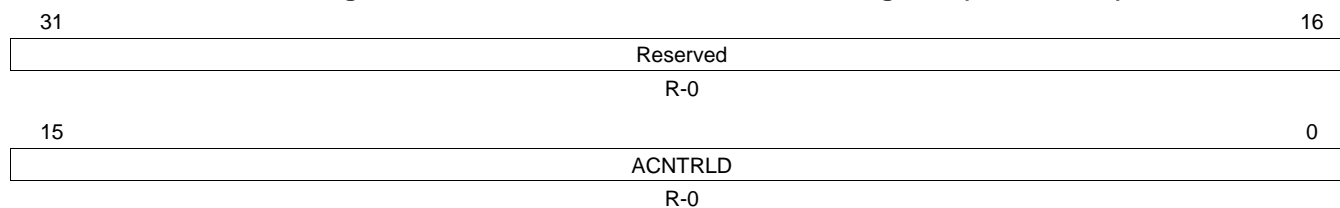
LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

#### Table 4-81. Source Active Count Reload Register (SACNTRLD) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-16 | Reserved | 0 | Reserved |
| 15-0 | ACNTRLD | 0-FFFFh | A-count reload value. Represents the originally programmed value of ACNT. The reload value is used to reinitialize ACNT after each array is serviced. |

### 4.3.6.8 Source Active Source Address B-Reference Register (SASRCBREF)

The source active source address B-reference register (SASRCBREF) is shown in Figure 4-80 and described in Table 4-82.

#### Figure 4-80. Source Active Source Address B-Reference Register (SASRCBREF)

| 31 | 16 |
|---|---|
| SADDRBREF | |
| R-0 | |

| 15 | 0 |
|---|---|
| SADDRBREF | |
| R-0 | |
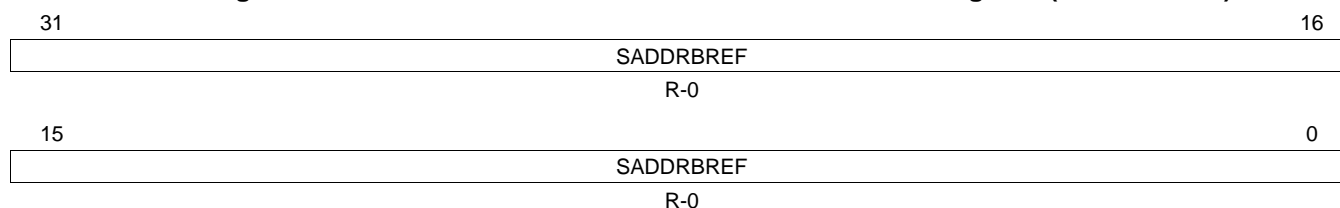
LEGEND: R = Read only; -*n* = value after reset

#### Table 4-82. Source Active Source Address B-Reference Register (SASRCBREF) Field Descriptions

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | SADDRBREF | 0-FFFF FFFFh | Source address B-reference. Represents the starting address for the array currently being read. |

### 4.3.6.9 Source Active Destination Address B-Reference Register (SADSTBREF)

The source active destination address B-reference register (SADSTBREF) is shown in Figure 4-81 and described in Table 4-83.

**Figure 4-81. Source Active Destination Address B-Reference Register (SADSTBREF)**

| 31 | 16 |
|---|---|
| DADDRBREF | |
| R-0 | |

| 15 | 0 |
|---|---|
| DADDRBREF | |
| R-0 | |
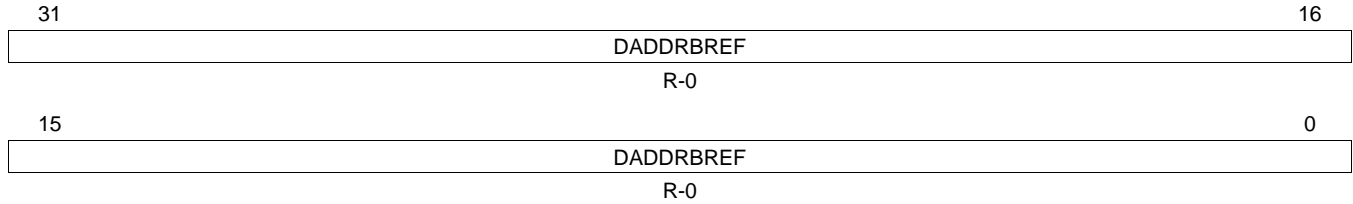
LEGEND: R = Read only; -*n* = value after reset

**Table 4-83. Source Active Destination Address B-Reference Register (SADSTBREF) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | DADDRBREF | 0 | Always reads as 0 |

#### 4.3.6.10 Destination FIFO Options Register (DFOPT*n*)

The destination FIFO options register (DFOPT*n*) is shown in Figure 4-82 and described in Table 4-84.

**NOTE:** The value for *n* varies from 0 to DSTREGDEPTH for the given EDMA3TC.

**Figure 4-82. Destination FIFO Options Register (DFOPT*n*)**

| 31 | | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---|---|---|---|---|---|---|---|---|---|
| Reserved | | | TCCHEN | Rsvd | TCINTEN | Reserved | | TCC | |
| R-0 | | | R/W-0 | R-0 | R/W-0 | R-0 | | R/W-0 | |

| 15 | 12 | 11 | 10 | 8 | 7 | 6 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| TCC | | Rsvd | FWID | | Rsvd | PRI | | Reserved | | DAM | SAM |
| R/W-0 | | R-0 | R/W-0 | | R-0 | R/W-0 | | R-0 | | R/W-0 | R/W-0 |

LEGEND: R/W = Read/Write; R = Read only; -*n* = value after reset

**Table 4-84. Destination FIFO Options Register (DFOPT*n*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-23 | Reserved | 0 | Reserved |
| 22 | TCCHEN | | Transfer complete chaining enable. |
| | | 0 | Transfer complete chaining is disabled. |
| | | 1 | Transfer complete chaining is enabled. |
| 21 | Reserved | 0 | Reserved |
| 20 | TCINTEN | | Transfer complete interrupt enable. |
| | | 0 | Transfer complete interrupt is disabled. |
| | | 1 | Transfer complete interrupt is enabled. |
| 19-18 | Reserved | 0 | Reserved |
| 17-12 | TCC | 0-3Fh | Transfer complete code. This 6-bit code is used to set the relevant bit in CER or IPR of the EDMA3PCC module. |
| 11 | Reserved | 0 | Reserved |
| 10-8 | FWID | 0-7h | FIFO width. Applies if either SAM or DAM is set to constant addressing mode. |
| | | 0 | FIFO width is 8-bit. |
| | | 1h | FIFO width is 16-bit. |
| | | 2h | FIFO width is 32-bit. |
| | | 3h | FIFO width is 64-bit. |
| | | 4h | FIFO width is 128-bit. |
| | | 5h | FIFO width is 256-bit. |
| | | 6h-7h | Reserved |
| 7 | Reserved | 0 | Reserved |
| 6-4 | PRI | 0-7h | Transfer priority. |
| | | 0 | Priority 0 - Highest priority |
| | | 1h-6h | Priority 1 to priority 6 |
| | | 7h | Priority 7 - Lowest priority |
| 3-2 | Reserved | 0 | Reserved |
| 1 | DAM | | Destination address mode within an array. |
| | | 0 | Increment (INCR) mode. Destination addressing within an array increments. |
| | | 1 | Constant addressing (CONST) mode. Destination addressing within an array wraps around upon reaching FIFO width. |
| 0 | SAM | | Source address mode within an array. |
| | | 0 | Increment (INCR) mode. Source addressing within an array increments. |
| | | 1 | Constant addressing (CONST) mode. Source addressing within an array wraps around upon reaching FIFO width. |

### 4.3.6.11 Destination FIFO Source Address Register (DFSRC*n*)

The destination FIFO source address register (DFSRC*n*) is shown in Figure 4-83 and described in Table 4-85.

**NOTE:** The value for *n* varies from 0 to DSTREGDEPTH for the given EDMA3TC.

**Figure 4-83. Destination FIFO Source Address Register (DFSRC*n*)**

| 31 | 16 |
|---|---|
| SADDR | |
| R-0 | |

| 15 | 0 |
|---|---|
| SADDR | |
| R-0 | |
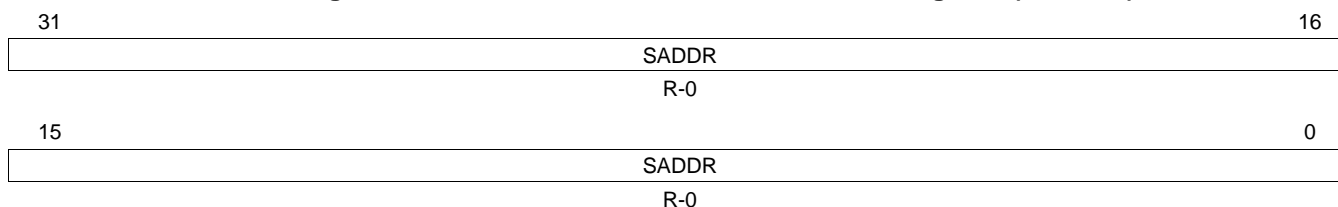
LEGEND: R = Read only; -*n* = value after reset

**Table 4-85. Destination FIFO Source Address Register (DFSRC*n*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | SADDR | 0 | Always read as 0. |

### 4.3.6.12 Destination FIFO Count Register (DFCNT*n*)

The destination FIFO count register (DFCNT*n*) is shown in Figure 4-84 and described in Table 4-86.

**NOTE:** The value for *n* varies from 0 to DSTREGDEPTH for the given EDMA3TC.

**Figure 4-84. Destination FIFO Count Register (DFCNT*n*)**

| 31 | 16 |
|---|---|
| BCNT | |
| R-0 | |

| 15 | 0 |
|---|---|
| ACNT | |
| R-0 | |
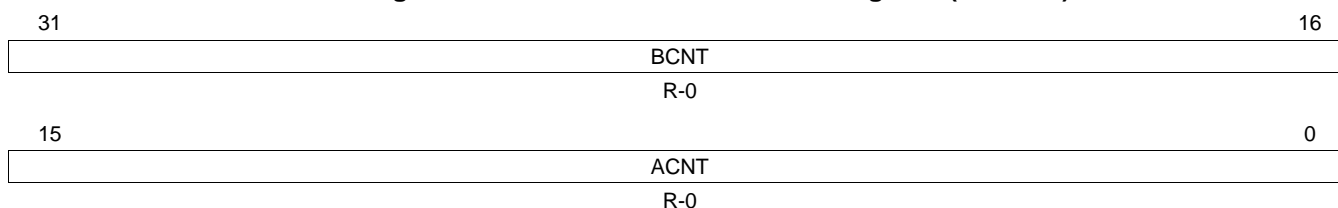
LEGEND: R = Read only; -*n* = value after reset

**Table 4-86. Destination FIFO Count Register (DFCNT*n*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-16 | BCNT | 0-FFFFh | B-dimension count. Number of arrays to be transferred, where each array is ACNT in length. Count/count remaining for destination register set. Represents the amount of data remaining to be written. |
| 15-0 | ACNT | 0-FFFFh | A-dimension count. Number of bytes to be transferred in first dimension count/count remaining for destination register set. Represents the amount of data remaining to be written. |

### 4.3.6.13 Destination FIFO Destination Address Register (DFDST*n*)

The destination FIFO destination address register (DFDST*n*) is shown in Figure 4-85 and described in Table 4-87.

| NOTE: | The value for *n* varies from 0 to DSTREGDEPTH for the given EDMA3TC. |
|-------|----------------------------------------------------------------------|

**Figure 4-85. Destination FIFO Destination Address Register (DFDST*n*)**

| 31 | 16 |
|----|----|
| DADDR ||
| R-0 ||

| 15 | 0 |
|----|----|
| DADDR ||
| R-0 ||
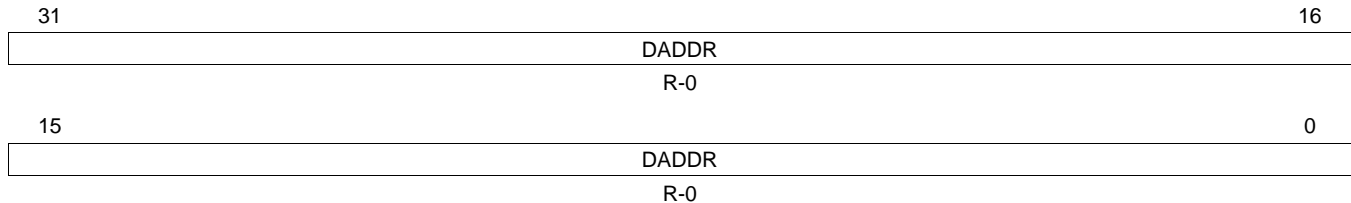
LEGEND: R = Read only; -*n* = value after reset

**Table 4-87. Destination FIFO Destination Address Register (DFDST*n*) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-0 | DADDR | 0 | Destination address for the destination FIFO register set. When a transfer request (TR) is complete, the final value should be the address of the last write command issued. |

### 4.3.6.14 Destination FIFO B-Index Register (DFBIDX*n*)

The destination FIFO B-index register (DFBIDX*n*) is shown in Figure 4-86 and described in Table 4-88.

| NOTE: | The value for *n* varies from 0 to DSTREGDEPTH for the given EDMA3TC. |
|-------|----------------------------------------------------------------------|

**Figure 4-86. Destination FIFO B-Index Register (DFBIDX*n*)**

| 31 | 16 |
|----|----|
| DSTBIDX ||
| R-0 ||

| 15 | 0 |
|----|----|
| SRCBIDX ||
| R-0 ||
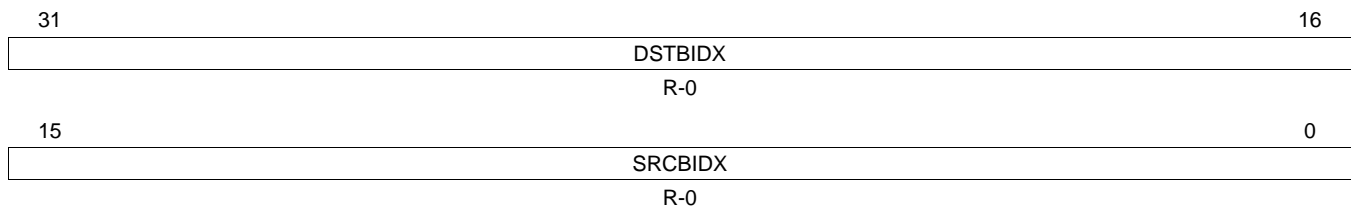
LEGEND: R = Read only; -*n* = value after reset

**Table 4-88. Destination FIFO B-Index Register (DFBIDX*n*) Field Descriptions**

| Bit | Field | Value | Description |
|-----|-------|-------|-------------|
| 31-16 | DSTBIDX | 0-FFFFh | B-Index offset between destination arrays. Represents the offset in bytes between the starting address of each destination. |
| 15-0 | SRCBIDX | 0 | Always read as 0. |

#### 4.3.6.15 Destination FIFO Memory Protection Proxy Register (DFMPPRXY*n*)

The destination FIFO memory protection proxy register (DFMPPRXY*n*) is shown in Figure 4-87 and described in Table 4-80.

**Figure 4-87. Destination FIFO Memory Protection Proxy Register (DFMPPRXY*n*)**

| 31 | | | | | | 16 |
|---|---|---|---|---|---|---|
| | | | Reserved | | | |
| | | | R-0 | | | |

| 15 | | 9 | 8 | 7 | 4 | 3 | 0 |
|---|---|---|---|---|---|---|---|
| Reserved | | | PRIV | Reserved | | PRIVID | |
| R-0 | | | R-0 | R-0 | | R-0 | |
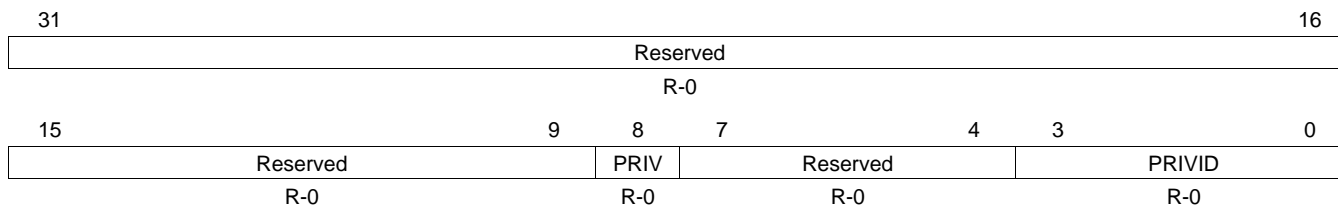
LEGEND: R = Read only; -*n* = value after reset

**Table 4-89. Destination FIFO Memory Protection Proxy Register (DFMPPRXY*n*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-9 | Reserved | 0 | Reserved |
| 8 | PRIV | | Privilege level. This contains the Privilege level used by the EDMA3 programmer to set up the parameter entry in the channel controller. This field is set up when the associated TR is submitted to the EDMA3TC. |
| | | | The privilege ID is used while issuing read and write command to the target endpoints so that the target endpoints can perform memory protection checks based on the PRIV of the host that set up the DMA transaction. |
| | | 0 | User-level privilege |
| | | 1 | Supervisor-level privilege |
| 7-4 | Reserved | 0 | Reserved |
| 3-0 | PRIVID | 0-Fh | Privilege ID. This contains the Privilege ID of the EDMA3 programmer that set up the parameter entry in the channel controller. This field is set up when the associated TR is submitted to the EDMA3TC. |
| | | | This PRIVID value is used while issuing read and write commands to the target endpoints so that the target endpoints can perform memory protection checks based on the PRIVID of the host that set up the DMA transaction. |

#### 4.3.6.16 Destination FIFO Count Reload Register (DFCNTRLD*n*)

The destination FIFO count reload register (DFCNTRLD*n*) is shown in Figure 4-88 and described in Table 4-90.

**Figure 4-88. Destination FIFO Count Reload Register (DFCNTRLD*n*)**

| 31 | 16 |
|---|---|
| Reserved | |
| R-0 | |

| 15 | 0 |
|---|---|
| ACNTRLD | |
| R-0 | |
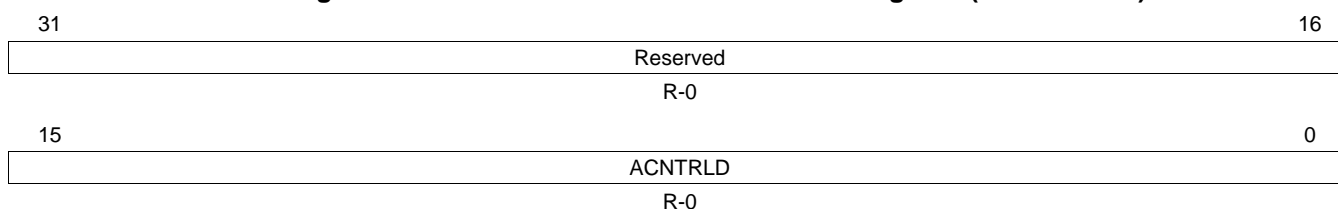
LEGEND: R = Read only; -*n* = value after reset

**Table 4-90. Destination FIFO Count Reload Register (DFCNTRLD*n*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-16 | Reserved | 0 | Reserved |
| 15-0 | ACNTRLD | 0-FFFFh | A-count reload value. Represents the originally programmed value of ACNT. The reload value is used to reinitialize ACNT after each array is serviced. |

### 4.3.6.17 Destination FIFO Source Address B-Reference Register (DFSRCBREF*n*)

The destination FIFO source address B-reference register (DFSRCBREF*n*) is shown in Figure 4-89 and described in Table 4-91.

**Figure 4-89. Destination FIFO Source Address B-Reference Register (DFSRCBREF*n*)**

| 31 | 16 |
|---|---|
| SADDRBREF | |
| R-0 | |

| 15 | 0 |
|---|---|
| SADDRBREF | |
| R-0 | |
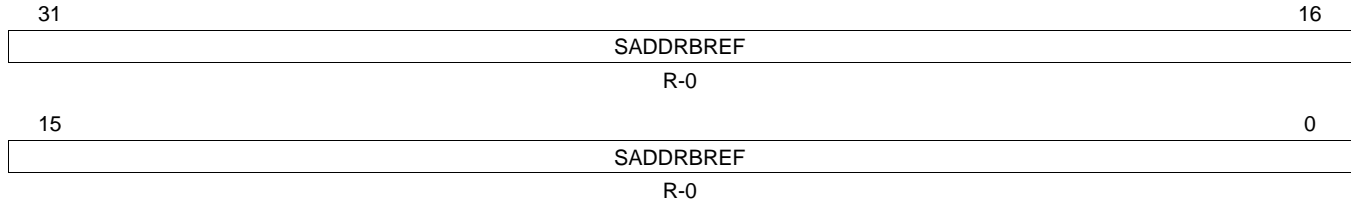
LEGEND: R = Read only; -*n* = value after reset

**Table 4-91. Destination FIFO Source Address B-Reference Register (DFSRCBREF*n*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | SADDRBREF | 0 | Not Applicable. Always read as 0. |

### 4.3.6.18 Destination FIFO Destination Address B-Reference (DFDSTBREF*n*)

The destination FIFO destination address B-reference register (DFDSTBREF*n*) is shown in Figure 4-90 and described in Table 4-92.

**Figure 4-90. Destination FIFO Destination Address B-Reference Register (DFDSTBREF*n*)**

| 31 | 16 |
|---|---|
| DADDRBREF | |
| R-0 | |

| 15 | 0 |
|---|---|
| DADDRBREF | |
| R-0 | |
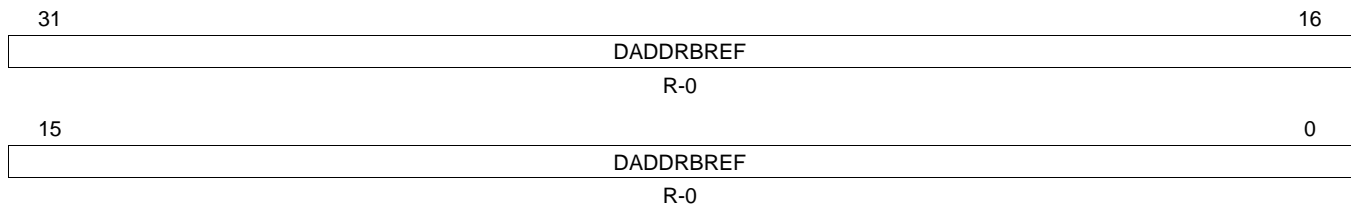
LEGEND: R = Read only; -*n* = value after reset

**Table 4-92. Destination FIFO Destination Address B-Reference Register (DFDSTBREF*n*) Field Descriptions**

| Bit | Field | Value | Description |
|---|---|---|---|
| 31-0 | DADDRBREF | 0-FFFF FFFFh | Destination address reference for the destination FIFO register set. Represents the starting address for the array currently being written. |

## A.1 Debug Checklist

This section lists some tips to keep in mind while debugging applications using the EDMA3.

The following table provides some common issues and their probable causes and resolutions.

**Table A-1. Debug List**

| Issue | Description/Solution |
|---|---|
| The transfer associated with the channel does not happen. The channel does not get serviced. | The EDMA3CC may not service a transfer request, even though the associated PaRAM set is programmed appropriately. Check for the following:<br>1) Verify that events are enabled, i.e., if an external/peripheral event is latched in Event Registers (ER/ERH), make sure that the event is enabled in the Event Enable Registers (EER/EERH). Similarly, for QDMA channels, make sure that QDMA events are appropriately enabled in the QDMA Event Enable Register (QEER).<br>2) Verify that the DMA or QDMA Secondary Event Register (SER/SERH/QSERH) bits corresponding to the particular event or channel are not set. |
| The Secondary Event Registers bits are set, not allowing additional transfers to occur on a channel. | It is possible that a trigger event was received when the parameter set associated with the channel/event was a NULL set for a previous transfer on the channel. This is typical in two cases:<br>1) QDMA channels: Typically if the parameter set is non-static and expected to be terminated by a NULL set (i.e., OPT.STATIC = 0, LINK = FFFFh), the parameter set is updated with a NULL set after submission of the last TR. Because QDMA channels are auto-triggered, this update caused the generation of an event. An event generated for a NULL set causes an error condition and results in setting the bits corresponding to the QDMA channel in the QEMR and QSER. This will disable further prioritization of the channel.<br>2) DMA channels used in a continuous mode: The peripheral may be set up to continuously generate infinite events (for instance, in case of McBSP, every time the data shifts out from the DXR register, it generates an XEVT). The parameter set may be programmed to expect only a finite number of events and to be terminated by a NULL link. After the expected number of events, the parameter set is reloaded with a NULL parameter set. Because the peripheral will generate additional events, an error condition is set in the SER.Ex and EMR.Ex set, preventing further event prioritization. You must ensure that the number of events received is limited to the expected number of events for which the parameter set is programmed, or you must ensure that bits corresponding to particular channel or event are not set in the Secondary event registers (SER/SERH/QSER) and Event Missed Registers (EMR/EMRH/QEMR) before trying to perform subsequent transfers for the event/channel. |
| Completion interrupts are not asserted, or no further interrupts are received after the first completion interrupt. | You must ensure the following:<br>1) The interrupt generation is enabled in the OPT of the associated PaRAM set (TCINTEN = 1 and/or ITCINTEN = 1).<br>2) The interrupts are enabled in the EDMA3 Channel Controller, via the Interrupt Enable Registers (IER/IERH).<br>3) The corresponding interrupts are enabled in the device interrupt controller.<br>4) The set interrupts are cleared in the interrupt pending registers (IPR/IPRH) before exiting the transfer completion interrupt service routine (ISR). For details on writing EDMA3 ISRs, see Section 2.9.1.2.<br>5) If working with shadow region interrupts, make sure that the DMA Region Access registers (DRAE/DRAEH) are set up properly, because the DRAE/DRAEH registers act as secondary enables for shadow region completion interrupts, along with the IER/IERH registers.<br>If working with shadow region interrupts, make sure that the bits corresponding to the transfer completion code (TCC) value are also enabled in the DRAE/DRAEH registers. For instance, if the PaRAM set associated with Channel 0 returns a completion code of 63 (OPT.TCC=63), ensure that DRAEH.E63 is also set for a shadow region completion interrupt because the interrupt pending register bit set will be IPRH.I63 (not IPR.I0). |

## A.2  Miscellaneous Programming/Debug Tips

1.  For several registers, the setting and clearing of bits needs to be done via separate dedicated registers. For example, the Event Register (ER/ERH) can only be cleared by writing a 1 to the corresponding bits in the Event Clear Registers (ECR/ECRH). Similarly, the Event Enable Register (EER/EERH) bits can only be set with writes of 1 to the Event Enable Set Registers (EESR/EESRH) and cleared with writes of 1 to the corresponding bits in the Event Enable Clear Register (EECR/EECRH).

2.  Writes to the shadow region memory maps are governed by region access registers (DRAE/DRAEH/QRAE). If the appropriate channels are not enabled in these registers, read/write access to the shadow region memory map is not enabled.

3.  When working with shadow region completion interrupts, ensure that the DMA Region Access Registers (DRAE/DRAEH) for every region are set in a mutually exclusive way (unless it is a requirement for an application). If there is an overlap in the allocated channels and transfer completion codes (setting of Interrupt Pending Register bits) in the region resource allocation, it results in multiple shadow region completion interrupts. For example, if DRAE0.E0 and DRAE1.E0 are both set, then on completion of a transfer that returns a TCC=0, they will generate both shadow region 0 and 1 completion interrupts.

4.  While programming a non-dummy parameter set, ensure the CCNT is not left to zero.

5.  Enable the EDMA3CC error interrupt in the device controller and attach an interrupt service routine (ISR) to ensure that error conditions are not missed in an application and are appropriately addressed with the ISR.

6.  Depending on the application, you may want to break large transfers into smaller transfers and use self-chaining to prevent starvation of other events in an event queue.

7.  In applications where a large transfer is broken into sets of small transfers using chaining or other methods, you might choose to use the early chaining option to reduce the time between the sets of transfers and increase the throughput. However, keep in mind that with early completion, all data might have not been received at the end point when completion is reported because the EDMA3CC internally signals completion when the TR is submitted to the EDMA3TC, potentially before any data has been transferred.

8.  The event queue entries can be observed to determine the last few events if there is a system failure (provided the entries were not bypassed).

# Setting Up a Transfer

The following list provides a quick guide for the typical steps involved in setting up a transfer.

1. Initiating a DMA/QDMA channel

   (a) Determine the type of channel (QDMA or DMA) to be used.
   (b) Channel mapping

      (i) If using a QDMA Channel, program the QCHMAP with the parameter set number to which the channel maps and the trigger word.
      (ii) If using a DMA channel, program the DCHMAP with the parameter set number to which the channel maps.

   (c) If the channel is being used in the context of a shadow region, ensure the DRAE/DRAEH for the region is properly set up to allow read write accesses to bits in the event registers and interrupt registers in the Shadow region memory map. The subsequent steps in this process should be done using the respective shadow region registers. (Shadow region descriptions and usage are provided in Section 2.7.1.)
   (d) Determine the type of triggering used.

      (i) If external events are used for triggering (DMA channels), enable the respective event in EER/EERH by writing into EESR/EESRH.
      (ii) If QDMA Channel is used, enable the channel in QEER by writing into QEESR.

   (e) Queue setup

      (i) If a QDMA channel is used, set up the QDMAQNUM to map the channel to the respective event queue.
      (ii) If a DMA channel is used, set up the DMAQNUM to map the event to the respective event queue.

2. Parameter set setup

   (a) Program the PaRAM set number associated with the channel. Note that if it is a QDMA channel, the PaRAM entry that is configured as trigger word is written to last. Alternatively, enable the QDMA channel (step 1-b-ii above) just before the write to the trigger word.
   See Chapter 3 for parameter set field setups for different types of transfers. See the sections on chaining (Section 2.8) and interrupt completion (Section 2.9) on how to set up final/intermediate completion chaining and/or interrupts.

3. Interrupt setup

   (a) Enable the interrupt in the IER/IERH by writing into IESR/IESRH.
   (b) Ensure the EDMA3CC completion interrupt (this refers to either the Global interrupt or the shadow region interrupt) is enabled properly in the device interrupt controller.
   (c) Set up the interrupt controller properly to receive the expected EDMA3 interrupt.

4. Initiate transfer

   (a) This step is highly dependent on the event trigger source:

      (i) If the source is an external event coming from a peripheral, the peripheral will be enabled to start generating relevant EDMA3 events that can be latched to the ER transfer.
      (ii) For QDMA events, writes to the trigger word (step 2-a above) will initiate the transfer.
      (iii) Manually triggered transfers will be initiated by writes to the Event Set Registers (ESR/ESRH).
      (iv) Chained-trigger events initiate when a previous transfer returns a transfer completion code equal to the chained channel number.

5. Wait for completion

   (a) If the interrupts are enabled as mentioned in step 3 above, then the EDMA3CC will generate a completion interrupt to the CPU whenever transfer completion results in setting the corresponding bits in the interrupt pending register (IPR/IPRH). The set bits must be cleared in the IPR/IPRH by

writing to corresponding bit in ICR/ICRH.
(b) If polling for completion (interrupts not enabled in the device controller), then the application code can wait on the expected bits to be set in the IPR/IPRH. Again, the set bits in the IPR/IPRH must be manually cleared via ICR/ICRH before the next set of transfers is performed for the same transfer completion code values.

# Revision History

This revision history highlights the technical changes made to the document in this revision.

**Table C-1. EDMA3 Revision History**

| See | Additions/Modifications/Deletions |
|-----|-----------------------------------|
| Section 4.2.1.5 | Deleted Note |
| Section 4.2.1.7 | Added new section: Queue-to-TC Mapping Register (QUETCMAP) |

# IMPORTANT NOTICE