

# ESP32 Technical Reference Manual



**Espressif Systems**

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# About This Manual

The **ESP32 Technical Reference Manual** is addressed to application developers. The manual provides detailed and complete information on how to use the ESP32 memory and peripherals.

For pin definition, electrical characteristics and package information, please see the [ESP32 Datasheet](#).

## Related Resources

Additional documentation and other resources about ESP32 can be accessed here: [ESP32 Resources](#).

## Release Notes

Date	Version	Release notes
2016.08	V1.0	Initial release.
2016.09	V1.1	Added Chapter <a href="#">I2C Controller</a> .
2016.11	V1.2	Added Chapter <a href="#">PID/MPU/MMU</a> ; Updated Section <a href="#">IO_MUX</a> and <a href="#">GPIO Matrix Register Summary</a> ; Updated Section <a href="#">LED_PWM Register Summary</a> .
2016.12	V1.3	Added Chapter <a href="#">eFuse Controller</a> ; Added Chapter <a href="#">RSA Accelerator</a> ; Added Chapter <a href="#">Random Number Generator</a> ; Updated Section <a href="#">I2C Controller Interrupt</a> and Section <a href="#">I2C Controller Registers</a> .
2017.01	V1.4	Added Chapter <a href="#">SPI</a> ; Added Chapter <a href="#">UART Controllers</a> .
2017.03	V1.5	Added Chapter <a href="#">I2S</a> .
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2017.05	V1.7	Added Chapter <a href="#">On-Chip Sensors and Analog Signal Processing</a> ; Added Section <a href="#">Audio PLL</a> ; Updated Section <a href="#">eFuse Controller Register Summary</a> ; Updated Sections <a href="#">I2S PDM</a> and <a href="#">LCD MODE</a> ; Updated Section <a href="#">Communication Format Supported by GP-SPI Slave</a> .

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# 1. System and Memory

## 1.1 Introduction

The ESP32 is a dual-core system with two Harvard Architecture Xtensa LX6 CPUs. All embedded memory, external memory and peripherals are located on the data bus and/or the instruction bus of these CPUs.

With some minor exceptions (see below), the address mapping of two CPUs is symmetric, meaning that they use the same addresses to access the same memory. Multiple peripherals in the system can access embedded memory via DMA.

The two CPUs are named “PRO\_CPU” and “APP\_CPU” (for “protocol” and “application”), however, for most purposes the two CPUs are interchangeable.

## 1.2 Features

- Address Space
  - Symmetric address mapping
  - 4 GB (32-bit) address space for both data bus and instruction bus
  - 1296 KB embedded memory address space
  - 19704 KB external memory address space
  - 512 KB peripheral address space
  - Some embedded and external memory regions can be accessed by either data bus or instruction bus
  - 328 KB DMA address space
- Embedded Memory
  - 448 KB Internal ROM
  - 520 KB Internal SRAM
  - 8 KB RTC FAST Memory
  - 8 KB RTC SLOW Memory
- External Memory

Off-chip SPI memory can be mapped into the available address space as external memory. Parts of the embedded memory can be used as transparent cache for this external memory.

  - Supports up to 16 MB off-Chip SPI Flash.
  - Supports up to 8 MB off-Chip SPI SRAM.
- Peripherals
  - 41 peripherals
- DMA
  - 13 modules are capable of DMA operation

The block diagram in Figure 1 illustrates the system structure, and the block diagram in Figure 2 illustrates the address map structure.

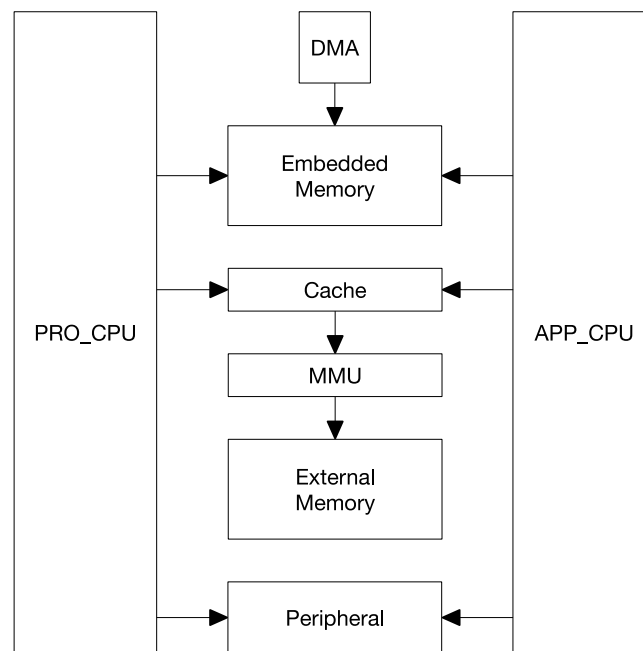


Figure 1: System Structure

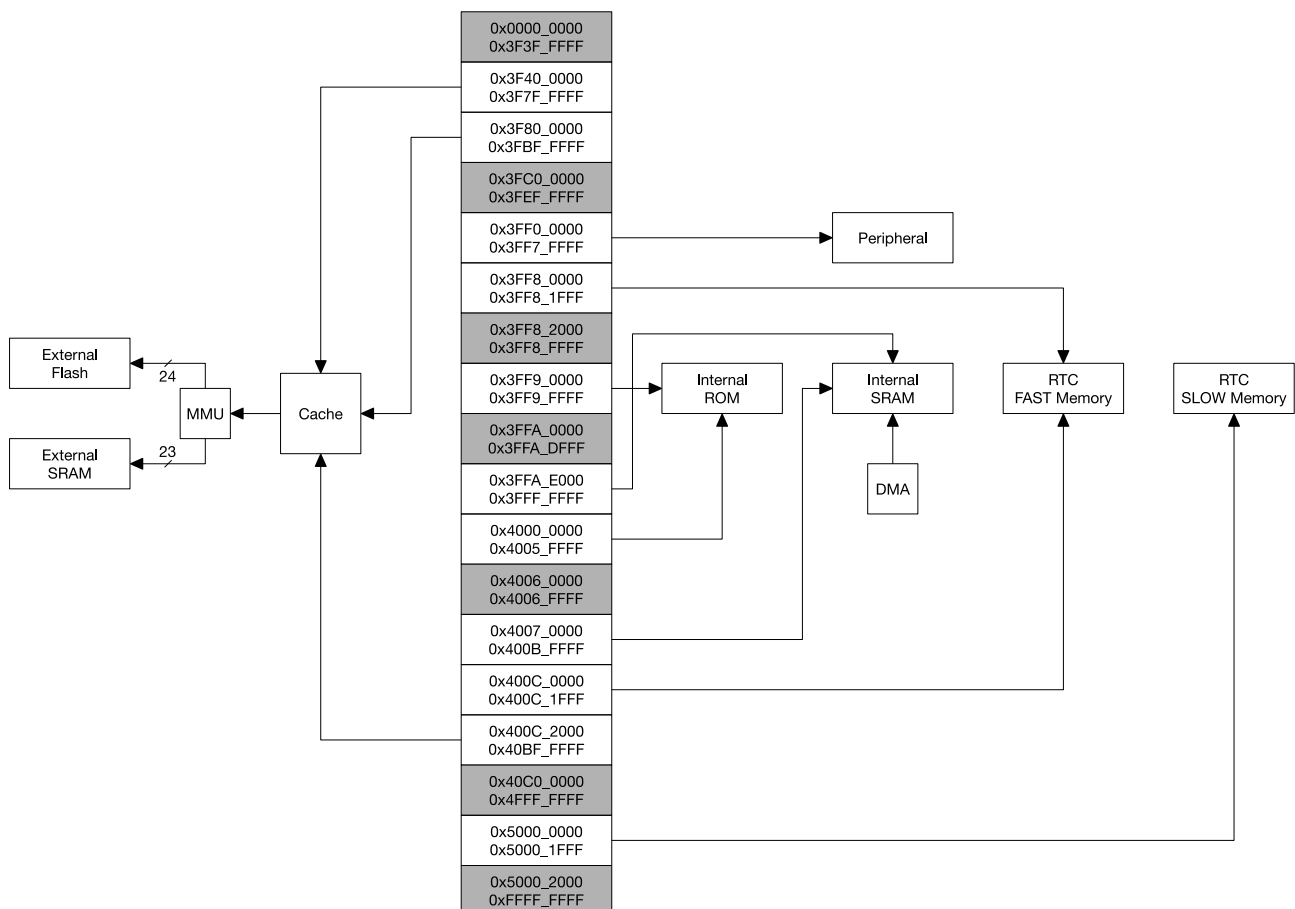


Figure 2: System Address Mapping



## 1.3 Functional Description

### 1.3.1 Address Mapping

Each of the two Harvard Architecture Xtensa LX6 CPUs has 4 GB (32-bit) address space. Address spaces are symmetric between the two CPUs.

Addresses below 0x4000\_0000 are serviced using the data bus. Addresses in the range 0x4000\_0000 ~ 0x4FFF\_FFFF are serviced using the instruction bus. Finally, addresses over and including 0x5000\_0000 are shared by the data and instruction bus.

The data bus and instruction bus are both little-endian: for example, byte addresses 0x0, 0x1, 0x2, 0x3 access the least significant, second least significant, second most significant, and the most significant bytes of the 32-bit word stored at the 0x0 address, respectively. The CPU can access data bus addresses via aligned or non-aligned byte, half-word and word read-and-write operations. The CPU can read and write data through the instruction bus, but only in a **word aligned manner**; non-word-aligned access will cause a CPU exception.

Each CPU can directly access embedded memory through both the data bus and the instruction bus, external memory which is mapped into the address space (via transparent caching & MMU), and peripherals. Table 1 illustrates address ranges that can be accessed by each CPU's data bus and instruction bus.

Some embedded memories and some external memories can be accessed via the data bus or the instruction bus. In these cases, the same memory is available to either of the CPUs at two address ranges.

**Table 1: Address Mapping**

Bus Type	Boundary Address		Size	Target
	Low Address	High Address		
	0x0000_0000	0x3F3F_FFFF		Reserved
Data	0x3F40_0000	0x3F7F_FFFF	4 MB	External Memory
Data	0x3F80_0000	0x3FBF_FFFF	4 MB	External Memory
	0x3FC0_0000	0x3FEF_FFFF	3 MB	Reserved
Data	0x3FF0_0000	0x3FF7_FFFF	512 KB	Peripheral
Data	0x3FF8_0000	0x3FFF_FFFF	512 KB	Embedded Memory
Instruction	0x4000_0000	0x400C_1FFF	776 KB	Embedded Memory
Instruction	0x400C_2000	0x40BF_FFFF	11512 KB	External Memory
	0x40C0_0000	0x4FFF_FFFF	244 MB	Reserved
Data Instruction	0x5000_0000	0x5000_1FFF	8 KB	Embedded Memory
	0x5000_2000	0xFFFF_FFFF		Reserved

### 1.3.2 Embedded Memory

The Embedded Memory consists of four segments: internal ROM (448 KB), internal SRAM (520 KB), RTC FAST memory (8 KB) and RTC SLOW memory (8 KB).

The 448 KB internal ROM is divided into two parts: Internal ROM 0 (384 KB) and Internal ROM 1 (64 KB).

The 520 KB internal SRAM is divided into three parts: Internal SRAM 0 (192 KB), Internal SRAM 1 (128 KB), and Internal SRAM 2 (200 KB).

RTC FAST Memory and RTC SLOW Memory are both implemented as SRAM.

Table 2 lists all embedded memories and their address ranges on the data and instruction buses.

**Table 2: Embedded Memory Address Mapping**

Bus Type	Boundary Address		Size	Target	Comment
	Low Address	High Address			
Data	0x3FF8_0000	0x3FF8_1FFF	8 KB	RTC FAST Memory	<a href="#">PRO_CPU Only</a>
	0x3FF8_2000	0x3FF8_FFFF	56 KB	Reserved	-
Data	0x3FF9_0000	0x3FF9_FFFF	64 KB	Internal ROM 1	-
	0x3FFA_0000	0x3FFA_DFFF	56 KB	Reserved	-
Data	0x3FFA_E000	0x3FFD_FFFF	200 KB	Internal SRAM 2	<a href="#">DMA</a>
Data	0x3FFE_0000	0x3FFF_FFFF	128 KB	Internal SRAM 1	<a href="#">DMA</a>
Bus Type	Boundary Address		Size	Target	Comment
	Low Address	High Address			
Instruction	0x4000_0000	0x4000_7FFF	32 KB	Internal ROM 0	<a href="#">Remap</a>
Instruction	0x4000_8000	0x4005_FFFF	352 KB	Internal ROM 0	-
	0x4006_0000	0x4006_FFFF	64 KB	Reserved	-
Instruction	0x4007_0000	0x4007_FFFF	64 KB	Internal SRAM 0	<a href="#">Cache</a>
Instruction	0x4008_0000	0x4009_FFFF	128 KB	Internal SRAM 0	-
Instruction	0x400A_0000	0x400A_FFFF	64 KB	Internal SRAM 1	-
Instruction	0x400B_0000	0x400B_7FFF	32 KB	Internal SRAM 1	<a href="#">Remap</a>
Instruction	0x400B_8000	0x400B_FFFF	32 KB	Internal SRAM 1	-
Instruction	0x400C_0000	0x400C_1FFF	8 KB	RTC FAST Memory	<a href="#">PRO_CPU Only</a>
Bus Type	Boundary Address		Size	Target	Comment
	Low Address	High Address			
Data Instruction	0x5000_0000	0x5000_1FFF	8 KB	RTC SLOW Memory	-

### 1.3.2.1 Internal ROM 0

The capacity of Internal ROM 0 is 384 KB. It is accessible by both CPUs through the address range 0x4000\_0000 ~ 0x4005\_FFFF, which is on the instruction bus.

The address range of the first 32 KB of the ROM 0 (0x4000\_0000 ~ 0x4000\_7FFF) can be remapped in order to access a part of Internal SRAM 1 that normally resides in a memory range of 0x400B\_0000 ~ 0x400B\_7FFF. While remapping, the 32 KB SRAM cannot be accessed by an address range of 0x400B\_0000 ~ 0x400B\_7FFF any more, but it can still be accessible through the data bus (0x3FFE\_8000 ~ 0x3FFE\_FFFF). This can be done on a per-CPU basis: setting bit 0 of register DPORT\_PRO\_BOOT\_REMAP\_CTRL\_REG or DPORT\_APP\_BOOT\_REMAP\_CTRL\_REG will remap SRAM for the PRO\_CPU and APP\_CPU, respectively.

### 1.3.2.2 Internal ROM 1

The capacity of Internal ROM 1 is 64 KB. It can be read by either CPU at an address range 0x3FF9\_0000 ~ 0x3FF9\_FFFF of the data bus.

### 1.3.2.3 Internal SRAM 0

The capacity of Internal SRAM 0 is 192 KB. Hardware can be configured to use the first 64KB to cache external memory access. When not used as cache, the first 64KB can be read and written by either CPU at addresses 0x4007\_0000 ~ 0x4007\_7FFF of the instruction bus. The remaining 128 KB can always be read and written by either CPU at addresses 0x4007\_8000 ~ 0x4007\_FFFF of instruction bus.

### 1.3.2.4 Internal SRAM 1

The capacity of Internal SRAM 1 is 128 KB. Either CPU can read and write this memory at addresses 0x3FFE\_0000 ~ 0x3FFF\_FFFF of the data bus, and also at addresses 0x400A\_0000 ~ 0x400B\_FFFF of the instruction bus.

The address range accessed via the instruction bus is in reverse order (word-wise) compared to access via the data bus. That is to say, address

0x3FFE\_0000 and 0x400B\_FFFC access the same word

0x3FFE\_0004 and 0x400B\_FFF8 access the same word

0x3FFE\_0008 and 0x400B\_FFF4 access the same word

.....

0x3FFF\_FFF4 and 0x400A\_0008 access the same word

0x3FFF\_FFF8 and 0x400A\_0004 access the same word

0x3FFF\_FFFC and 0x400A\_0000 access the same word

The data bus and instruction bus of the CPU are still both little-endian, so the byte order of individual words is not reversed between address spaces. For example, address

0x3FFE\_0000 accesses the least significant byte in the word accessed by 0x400B\_FFFC.

0x3FFE\_0001 accesses the second least significant byte in the word accessed by 0x400B\_FFFC.

0x3FFE\_0002 accesses the second most significant byte in the word accessed by 0x400B\_FFFC.

0x3FFE\_0003 accesses the most significant byte in the word accessed by 0x400B\_FFFC.

0x3FFE\_0004 accesses the least significant byte in the word accessed by 0x400B\_FFF8.

0x3FFE\_0005 accesses the second least significant byte in the word accessed by 0x400B\_FFF8.

0x3FFE\_0006 accesses the second most significant byte in the word accessed by 0x400B\_FFF8.

0x3FFE\_0007 accesses the most significant byte in the word accessed by 0x400B\_FFF8.

.....

0x3FFF\_FFF8 accesses the least significant byte in the word accessed by 0x400A\_0004.

0x3FFF\_FFF9 accesses the second least significant byte in the word accessed by 0x400A\_0004.

0x3FFF\_FFFA accesses the second most significant byte in the word accessed by 0x400A\_0004.

0x3FFF\_FFFB accesses the most significant byte in the word accessed by 0x400A\_0004.

0x3FFF\_FFFC accesses the least significant byte in the word accessed by 0x400A\_0000.

0x3FFF\_FFFD accesses the second most significant byte in the word accessed by 0x400A\_0000.

0x3FFF\_FFFE accesses the second most significant byte in the word accessed by 0x400A\_0000.

0x3FFF\_FFFF accesses the most significant byte in the word accessed by 0x400A\_0000.

Part of this memory can be remapped onto the ROM 0 address space. See [Internal Rom 0](#) for more information.

### 1.3.2.5 Internal SRAM 2

The capacity of Internal SRAM 2 is 200 KB. It can be read and written by either CPU at addresses 0x3FFA\_E000 ~ 0x3FFD\_FFFF on the data bus.

### 1.3.2.6 DMA

DMA uses the same addressing as the CPU data bus to read and write Internal SRAM 1 and Internal SRAM 2. This means DMA uses an address range of 0x3FFE\_0000 ~ 0x3FFF\_FFFF to read and write Internal SRAM 1 and an address range of 0x3FFA\_E000 ~ 0x3FFD\_FFFF to read and write Internal SRAM 2.

In the ESP32, 13 peripherals are equipped with DMA. Table 3 lists these peripherals.

**Table 3: Module with DMA**

UART0	UART1	UART2
SPI1	SPI2	SPI3
I2S0	I2S1	
SDIO Slave	SDMMC	
EMAC		
BT	WIFI	

### 1.3.2.7 RTC FAST Memory

RTC FAST Memory is 8 KB of SRAM. It can be read and written by PRO\_CPU only at an address range of 0x3FF8\_0000 ~ 0x3FF8\_1FFF on the data bus or at an address range of 0x400C\_0000 ~ 0x400C\_1FFF on the instruction bus. Unlike most other memory regions, RTC FAST memory cannot be accessed by the APP\_CPU.

The two address ranges of PRO\_CPU access RTC FAST Memory in the same order, so, for example, addresses 0x3FF8\_0000 and 0x400C\_0000 access the same word. **On the APP\_CPU, these address ranges do not provide access to RTC FAST Memory or any other memory location.**

### 1.3.2.8 RTC SLOW Memory

RTC SLOW Memory is 8 KB of SRAM which can be read and written by either CPU at an address range of 0x5000\_0000 ~ 0x5000\_1FFF. This address range is shared by both the data bus and the instruction bus.

## 1.3.3 External Memory

The ESP32 can access external SPI flash and SPI SRAM as external memory. Table 4 provides a list of external memories that can be accessed by either CPU at a range of addresses on the data and instruction buses. When a CPU accesses external memory through the Cache and MMU, the cache will map the CPU's address to an external physical memory address (in the external memory's address space), according to the MMU settings. Due to this address mapping, the ESP32 can address up to 16 MB External Flash and 8 MB External SRAM.

**Table 4: External Memory Address Mapping**

Bus Type	Boundary Address		Size	Target	Comment
	Low Address	High Address			
Data	0x3F40_0000	0x3F7F_FFFF	4 MB	External Flash	Read
Data	0x3F80_0000	0x3FBF_FFFF	4 MB	External SRAM	Read and Write
Bus Type	Boundary Address		Size	Target	Comment
	Low Address	High Address			
Instruction	0x400C_2000	0x40BF_FFFF	11512 KB	External Flash	Read

### 1.3.4 Peripherals

The ESP32 has 41 peripherals. Table 5 specifically describes the peripherals and their respective address ranges. Nearly all peripheral modules can be accessed by either CPU at the same address with just a single exception; this being the PID Controller.

**Table 5: Peripheral Address Mapping**

Bus Type	Boundary Address		Size	Target	Comment
	Low Address	High Address			
Data	0x3FF0_0000	0x3FF0_0FFF	4 KB	DPort Register	
Data	0x3FF0_1000	0x3FF0_1FFF	4 KB	AES Accelerator	
Data	0x3FF0_2000	0x3FF0_2FFF	4 KB	RSA Accelerator	
Data	0x3FF0_3000	0x3FF0_3FFF	4 KB	SHA Accelerator	
Data	0x3FF0_4000	0x3FF0_4FFF	4 KB	Secure Boot	
	0x3FF0_5000	0x3FF0_FFFF	44 KB	Reserved	
Data	0x3FF1_0000	0x3FF1_3FFF	16 KB	Cache MMU Table	
	0x3FF1_4000	0x3FF1_EFFF	44 KB	Reserved	
Data	0x3FF1_F000	0x3FF1_FFFF	4 KB	PID Controller	Per-CPU peripheral
	0x3FF2_0000	0x3FF3_FFFF	128 KB	Reserved	
Data	0x3FF4_0000	0x3FF4_0FFF	4 KB	UART0	
	0x3FF4_1000	0x3FF4_1FFF	4 KB	Reserved	
Data	0x3FF4_2000	0x3FF4_2FFF	4 KB	SPI1	
Data	0x3FF4_3000	0x3FF4_3FFF	4 KB	SPI0	
Data	0x3FF4_4000	0x3FF4_4FFF	4 KB	GPIO	
	0x3FF4_5000	0x3FF4_7FFF	12 KB	Reserved	
Data	0x3FF4_8000	0x3FF4_8FFF	4 KB	RTC	
Data	0x3FF4_9000	0x3FF4_9FFF	4 KB	IO MUX	
	0x3FF4_A000	0x3FF4_AFFF	4 KB	Reserved	
Data	0x3FF4_B000	0x3FF4_BFFF	4 KB	SDIO Slave	One of three parts
Data	0x3FF4_C000	0x3FF4_CFFF	4 KB	UDMA1	
	0x3FF4_D000	0x3FF4_EFFF	8 KB	Reserved	
Data	0x3FF4_F000	0x3FF4_FFFF	4 KB	I2S0	
Data	0x3FF5_0000	0x3FF5_0FFF	4 KB	UART1	
	0x3FF5_1000	0x3FF5_2FFF	8 KB	Reserved	
Data	0x3FF5_3000	0x3FF5_3FFF	4 KB	I2C0	
Data	0x3FF5_4000	0x3FF5_4FFF	4 KB	UDMA0	

Bus Type	Boundary Address		Size	Target	Comment
	Low Address	High Address			
Data	0x3FF5_5000	0x3FF5_5FFF	4 KB	SDIO Slave	One of three parts
Data	0x3FF5_6000	0x3FF5_6FFF	4 KB	RMT	
Data	0x3FF5_7000	0x3FF5_7FFF	4 KB	PCNT	
Data	0x3FF5_8000	0x3FF5_8FFF	4 KB	SDIO Slave	One of three parts
Data	0x3FF5_9000	0x3FF5_9FFF	4 KB	LED PWM	
Data	0x3FF5_A000	0x3FF5_AFFF	4 KB	Efuse Controller	
Data	0x3FF5_B000	0x3FF5_BFFF	4 KB	Flash Encryption	
	0x3FF5_C000	0x3FF5_DFFF	8 KB	Reserved	
Data	0x3FF5_E000	0x3FF5_EFFF	4 KB	PWM0	
Data	0x3FF5_F000	0x3FF5_FFFF	4 KB	TIMG0	
Data	0x3FF6_0000	0x3FF6_0FFF	4 KB	TIMG1	
	0x3FF6_1000	0x3FF6_3FFF	12 KB	Reserved	
Data	0x3FF6_4000	0x3FF6_4FFF	4 KB	SPI2	
Data	0x3FF6_5000	0x3FF6_5FFF	4 KB	SPI3	
Data	0x3FF6_6000	0x3FF6_6FFF	4 KB	SYSCON	
Data	0x3FF6_7000	0x3FF6_7FFF	4 KB	I2C1	
Data	0x3FF6_8000	0x3FF6_8FFF	4 KB	SDMMC	
Data	0x3FF6_9000	0x3FF6_AFFF	8 KB	EMAC	
	0x3FF6_B000	0x3FF6_BFFF	4 KB	Reserved	
Data	0x3FF6_C000	0x3FF6_CFFF	4 KB	PWM1	
Data	0x3FF6_D000	0x3FF6_DFFF	4 KB	I2S1	
Data	0x3FF6_E000	0x3FF6_EFFF	4 KB	UART2	
Data	0x3FF6_F000	0x3FF6_FFFF	4 KB	PWM2	
Data	0x3FF7_0000	0x3FF7_0FFF	4 KB	PWM3	
	0x3FF7_1000	0x3FF7_4FFF	16 KB	Reserved	
Data	0x3FF7_5000	0x3FF7_5FFF	4 KB	RNG	
	0x3FF7_6000	0x3FF7_FFFF	40 KB	Reserved	

#### 1.3.4.1 Asymmetric PID Controller Peripheral

There are two PID Controllers in the system. They serve the PRO\_CPU and the APP\_CPU, respectively. **The PRO\_CPU and the APP\_CPU can only access their own PID Controller and not that of their counterpart.** Each CPU uses the same memory range 0x3FF1\_F000 ~ 3FF1\_FFFF to access its own PID Controller.

#### 1.3.4.2 Non-Contiguous Peripheral Memory Ranges

The SDIO Slave peripheral consists of three parts and the two CPUs use non-contiguous addresses to access these. The three parts are accessed at the address ranges 0x3FF4\_B000 ~ 3FF4\_BFFF, 0x3FF5\_5000 ~ 3FF5\_5FFF and 0x3FF5\_8000 ~ 3FF5\_8FFF of each CPU's data bus. Similarly to other peripherals, access to this peripheral is identical for both CPUs.

### 1.3.4.3 Memory Speed

The ROM as well as the SRAM are both clocked from CPU\_CLK and can be accessed by the CPU in a single cycle. The RTC FAST memory is clocked from the APB\_CLOCK and the RTC SLOW memory from the FAST\_CLOCK, so access to these memories may be slower. DMA uses the APB\_CLK to access memory.

Internally, the SRAM is organized in 32K-sized banks. Each CPU and DMA channel can simultaneously access the SRAM at full speed, provided they access addresses in different memory banks.

## 2. Interrupt Matrix

### 2.1 Introduction

The Interrupt Matrix embedded in the ESP32 independently allocates peripheral interrupt sources to the two CPUs' peripheral interrupts. This configuration is made to be highly flexible in order to meet many different needs.

### 2.2 Features

- Accepts 71 peripheral interrupt sources as input.
- Generates 26 peripheral interrupt sources per CPU as output (52 total).
- CPU NMI Interrupt Mask.
- Queries current interrupt status of peripheral interrupt sources.

The structure of the Interrupt Matrix is shown in Figure 3.

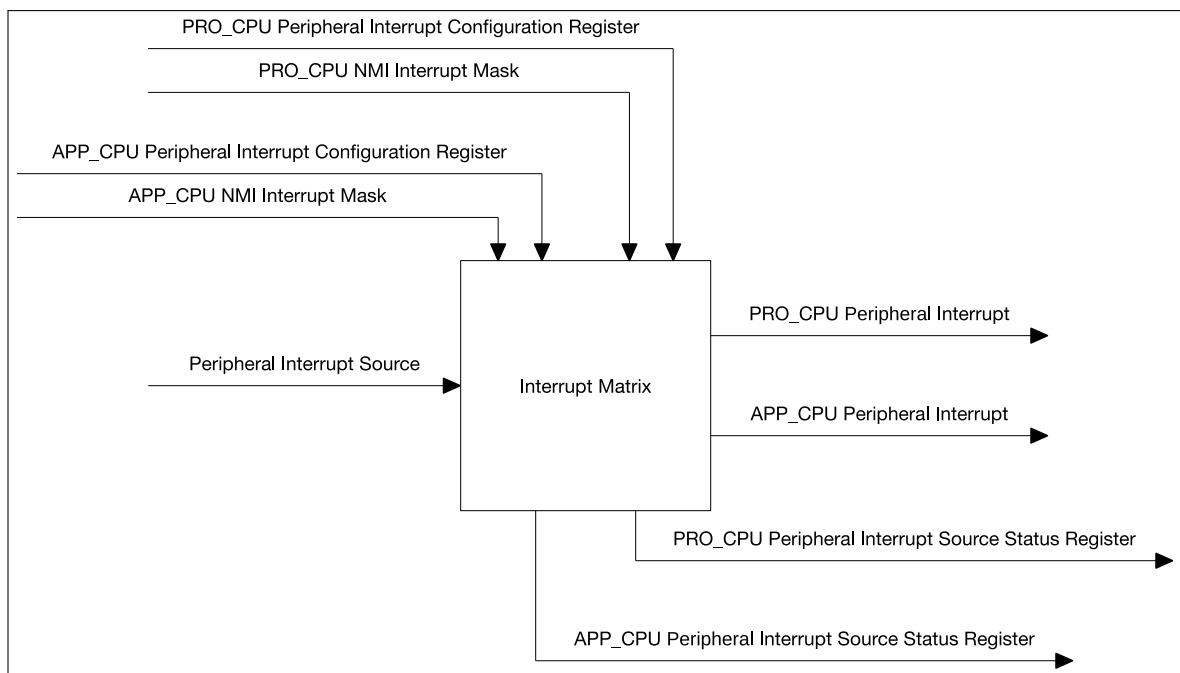


Figure 3: Interrupt Matrix Structure

### 2.3 Functional Description

#### 2.3.1 Peripheral Interrupt Source

ESP32 has 71 peripheral interrupt sources in total. All peripheral interrupt sources are listed in table 6. 67 of 71 ESP32 peripheral interrupt sources can be allocated to either CPU.

The four remaining peripheral interrupt sources are CPU-specific, two per CPU. GPIO\_INTERRUPT\_PRO and GPIO\_INTERRUPT\_PRO\_NMI can only be allocated to PRO\_CPU. GPIO\_INTERRUPT\_APP and



GPIO\_INTERRUPT\_APP\_NMI can only be allocated to APP\_CPU. As a result, PRO\_CPU and APP\_CPU each have 69 peripheral interrupt sources.

Table 6: PRO\_CPU, APP\_CPU Interrupt Configuration

PRO_CPU				APP_CPU			
Peripheral Interrupt Configuration Register	Status Register		Peripheral Interrupt Source		Status Register		Peripheral Interrupt Configuration Register
	Bit	Name	No.	Name	No.	Bit	
PRO_MAC_INTR_MAP_REG	0	PRO_INTR_STATUS_REG_0	0	MAC_INTR	0	APP_INTR_STATUS_REG_0	APP_MAC_INTR_MAP_REG
PRO_MAC_NMI_MAP_REG	1		1	MAC_NMI	1		APP_MAC_NMI_MAP_REG
PRO_BB_INT_MAP_REG	2		2	BB_INT	2		APP_BB_INT_MAP_REG
PRO_BT_MAC_INT_MAP_REG	3		3	BT_MAC_INT	3		APP_BT_MAC_INT_MAP_REG
PRO_BT_BB_INT_MAP_REG	4		4	BT_BB_INT	4		APP_BT_BB_INT_MAP_REG
PRO_BT_BB_NMI_MAP_REG	5		5	BT_BB_NMI	5		APP_BT_BB_NMI_MAP_REG
PRO_RWBTT_IRQ_MAP_REG	6		6	RWBTT_IRQ	6		APP_RWBTT_IRQ_MAP_REG
PRO_BT_BB_NMI_MAP_REG	5		5	BT_BB_NMI	5		APP_BT_BB_NMI_MAP_REG
PRO_RWBTT_IRQ_MAP_REG	6		6	RWBTT_IRQ	6		APP_RWBTT_IRQ_MAP_REG
PRO_RWBLE_IRQ_MAP_REG	7		7	RWBLE_IRQ	7		APP_RWBLE_IRQ_MAP_REG
PRO_RWBTT_NMI_MAP_REG	8		8	RWBTT_NMI	8		APP_RWBTT_NMI_MAP_REG
PRO_RWBLE_NMI_MAP_REG	9		9	RWBLE_NMI	9		APP_RWBLE_NMI_MAP_REG
PRO_SLCO_INTR_MAP_REG	10		10	SLCO_INTR	10		APP_SLCO_INTR_MAP_REG
PRO_SLCT1_INTR_MAP_REG	11		11	SLCT1_INTR	11		APP_SLCT1_INTR_MAP_REG
PRO_UHCIO_INTR_MAP_REG	12		12	UHCIO_INTR	12		APP_UHCIO_INTR_MAP_REG
PRO_UHC11_INTR_MAP_REG	13		13	UHC11_INTR	13		APP_UHC11_INTR_MAP_REG
PRO_TG_T0_LEVEL_INT_MAP_REG	14		14	TG_T0_LEVEL_INT	14		APP_TG_T0_LEVEL_INT_MAP_REG
PRO_TG_T1_LEVEL_INT_MAP_REG	15		15	TG_T1_LEVEL_INT	15		APP_TG_T1_LEVEL_INT_MAP_REG
PRO_TG_WDT_LEVEL_INT_MAP_REG	16		16	TG_WDT_LEVEL_INT	16		APP_TG_WDT_LEVEL_INT_MAP_REG
PRO_TG_LACT_LEVEL_INT_MAP_REG	17		17	TG_LACT_LEVEL_INT	17		APP_TG_LACT_LEVEL_INT_MAP_REG
PRO_TG1_T0_LEVEL_INT_MAP_REG	18		18	TG1_T0_LEVEL_INT	18		APP_TG1_T0_LEVEL_INT_MAP_REG
PRO_TG1_T1_LEVEL_INT_MAP_REG	19		19	TG1_T1_LEVEL_INT	19		APP_TG1_T1_LEVEL_INT_MAP_REG
PRO_TG1_WDT_LEVEL_INT_MAP_REG	20		20	TG1_WDT_LEVEL_INT	20		APP_TG1_WDT_LEVEL_INT_MAP_REG
PRO_TG1_LACT_LEVEL_INT_MAP_REG	21		21	TG1_LACT_LEVEL_INT	21		APP_TG1_LACT_LEVEL_INT_MAP_REG
PRO_GPIO_INTERRUPT_PRO_MAP_REG	22		22	GPIO_INTERRUPT_PRO	22		APP_GPIO_INTERRUPT_APP_MAP_REG
PRO_GPIO_INTERRUPT_PRO_NMI_MAP_REG	23		23	GPIO_INTERRUPT_PRO_NMI	23		APP_GPIO_INTERRUPT_APP_NMI_MAP_REG
PRO_CPU_INTR_FROM_CPU_0_MAP_REG	24		24	CPU_INTR_FROM_CPU_0	24		APP_CPU_INTR_FROM_CPU_0_MAP_REG
PRO_CPU_INTR_FROM_CPU_1_MAP_REG	25		25	CPU_INTR_FROM_CPU_1	25		APP_CPU_INTR_FROM_CPU_1_MAP_REG
PRO_CPU_INTR_FROM_CPU_2_MAP_REG	26		26	CPU_INTR_FROM_CPU_2	26		APP_CPU_INTR_FROM_CPU_2_MAP_REG
PRO_CPU_INTR_FROM_CPU_3_MAP_REG	27		27	CPU_INTR_FROM_CPU_3	27		APP_CPU_INTR_FROM_CPU_3_MAP_REG
PRO_SPI_INTR_0_MAP_REG	28	PRO_INTR_STATUS_REG_1	28	SPI_INTR_0	28	APP_INTR_STATUS_REG_1	APP_SPI_INTR_0_MAP_REG
PRO_SPI_INTR_1_MAP_REG	29		29	SPI_INTR_1	29		APP_SPI_INTR_1_MAP_REG
PRO_SPI_INTR_2_MAP_REG	30		30	SPI_INTR_2	30		APP_SPI_INTR_2_MAP_REG
PRO_SPI_INTR_3_MAP_REG	31		31	SPI_INTR_3	31		APP_SPI_INTR_3_MAP_REG
PRO_I2S0_INT_MAP_REG	0		32	I2S0_INT	32		APP_I2S0_INT_MAP_REG
PRO_I2S1_INT_MAP_REG	1		33	I2S1_INT	33		APP_I2S1_INT_MAP_REG
PRO_UART_INTR_MAP_REG	2		34	UART_INTR	34		APP_UART_INTR_MAP_REG
PRO_UART1_INTR_MAP_REG	3		35	UART1_INTR	35		APP_UART1_INTR_MAP_REG
PRO_UART2_INTR_MAP_REG	4		36	UART2_INTR	36		APP_UART2_INTR_MAP_REG
PRO_SDIO_HOST_INTERRUPT_MAP_REG	5		37	SDIO_HOST_INTERRUPT	37		APP_SDIO_HOST_INTERRUPT_MAP_REG
PRO_EMAC_INT_MAP_REG	6		38	EMAC_INT	38		APP_EMAC_INT_MAP_REG
PRO_PWM0_INTR_MAP_REG	7		39	PWM0_INTR	39		APP_PWM0_INTR_MAP_REG
PRO_PWM1_INTR_MAP_REG	8		40	PWM1_INTR	40		APP_PWM1_INTR_MAP_REG
PRO_PWM2_INTR_MAP_REG	9		41	PWM2_INTR	41		APP_PWM2_INTR_MAP_REG
PRO_PWM3_INTR_MAP_REG	10		42	PWM3_INTR	42		APP_PWM3_INTR_MAP_REG
PRO_LEDC_INT_MAP_REG	11		43	LEDC_INT	43		APP_LEDC_INT_MAP_REG
PRO_EFUSE_INT_MAP_REG	12		44	EFUSE_INT	44		APP_EFUSE_INT_MAP_REG
PRO_CAN_INT_MAP_REG	13		45	CAN_INT	45		APP_CAN_INT_MAP_REG
PRO_RTC_CORE_INTR_MAP_REG	14		46	RTC_CORE_INTR	46		APP_RTC_CORE_INTR_MAP_REG
PRO_RMT_INTR_MAP_REG	15		47	RMT_INTR	47		APP_RMT_INTR_MAP_REG
PRO_PCNT_INTR_MAP_REG	16		48	PCNT_INTR	48		APP_PCNT_INTR_MAP_REG
PRO_I2C_EXT0_INTR_MAP_REG	17		49	I2C_EXT0_INTR	49		APP_I2C_EXT0_INTR_MAP_REG
PRO_I2C_EXT1_INTR_MAP_REG	18		50	I2C_EXT1_INTR	50		APP_I2C_EXT1_INTR_MAP_REG
PRO_RSA_INTR_MAP_REG	19		51	RSA_INTR	51		APP_RSA_INTR_MAP_REG
PRO_SPI1_DMA_INT_MAP_REG	20		52	SPI1_DMA_INT	52		APP_SPI1_DMA_INT_MAP_REG

PRO_CPU					APP_CPU				
Peripheral Interrupt Configuration Register	Status Register		Peripheral Interrupt Source			Status Register		Peripheral Interrupt Configuration Register	
	Bit	Name	No.	Name	No.	Name	Bit		
PRO_SPI2_DMA_INT_MAP_REG	21	PRO_INTR_STATUS_REG_1	53	SPI2_DMA_INT	53	APP_INTR_STATUS_REG_1	21	APP_SPI2_DMA_INT_MAP_REG	
PRO_SPI3_DMA_INT_MAP_REG	22		54	SPI3_DMA_INT	54		22	APP_SPI3_DMA_INT_MAP_REG	
PRO_WDG_INT_MAP_REG	23		55	WDG_INT	55		23	APP_WDG_INT_MAP_REG	
PRO_TIMER_INT1_MAP_REG	24		56	TIMER_INT1	56		24	APP_TIMER_INT1_MAP_REG	
PRO_TIMER_INT2_MAP_REG	25		57	TIMER_INT2	57		25	APP_TIMER_INT2_MAP_REG	
PRO_TG_T0_EDGE_INT_MAP_REG	26		58	TG_T0_EDGE_INT	58		26	APP_TG_T0_EDGE_INT_MAP_REG	
PRO_TG_T1_EDGE_INT_MAP_REG	27		59	TG_T1_EDGE_INT	59		27	APP_TG_T1_EDGE_INT_MAP_REG	
PRO_TG_WDT_EDGE_INT_MAP_REG	28		60	TG_WDT_EDGE_INT	60		28	APP_TG_WDT_EDGE_INT_MAP_REG	
PRO_TG_LACT_EDGE_INT_MAP_REG	29		61	TG_LACT_EDGE_INT	61		29	APP_TG_LACT_EDGE_INT_MAP_REG	
PRO_TG1_T0_EDGE_INT_MAP_REG	30		62	TG1_T0_EDGE_INT	62		30	APP_TG1_T0_EDGE_INT_MAP_REG	
PRO_TG1_T1_EDGE_INT_MAP_REG	31	63	TG1_T1_EDGE_INT	63	31	APP_TG1_T1_EDGE_INT_MAP_REG			
PRO_TG1_WDT_EDGE_INT_MAP_REG	0	PRO_INTR_STATUS_REG_2	64	TG1_WDT_EDGE_INT	64	APP_INTR_STATUS_REG_2	0	APP_TG1_WDT_EDGE_INT_MAP_REG	
PRO_TG1_LACT_EDGE_INT_MAP_REG	1		65	TG1_LACT_EDGE_INT	65		1	APP_TG1_LACT_EDGE_INT_MAP_REG	
PRO_MMU_IA_INT_MAP_REG	2		66	MMU_IA_INT	66		2	APP_MMU_IA_INT_MAP_REG	
PRO_MPU_IA_INT_MAP_REG	3		67	MPU_IA_INT	67		3	APP_MPU_IA_INT_MAP_REG	
PRO_CACHE_IA_INT_MAP_REG	4		68	CACHE_IA_INT	68		4	APP_CACHE_IA_INT_MAP_REG	

### 2.3.2 CPU Interrupt

Both of the two CPUs (PRO and APP) have 32 interrupts each, of which 26 are peripheral interrupts. All interrupts in a CPU are listed in Table 7.

**Table 7: CPU Interrupts**

No.	Category	Type	Priority Level
0	Peripheral	Level-Triggered	1
1	Peripheral	Level-Triggered	1
2	Peripheral	Level-Triggered	1
3	Peripheral	Level-Triggered	1
4	Peripheral	Level-Triggered	1
5	Peripheral	Level-Triggered	1
6	Internal	Timer.0	1
7	Internal	Software	1
8	Peripheral	Level-Triggered	1
9	Peripheral	Level-Triggered	1
10	Peripheral	Edge-Triggered	1
11	Internal	Profiling	3
12	Peripheral	Level-Triggered	1
13	Peripheral	Level-Triggered	1
14	Peripheral	NMI	NMI
15	Internal	Timer.1	3
16	Internal	Timer.2	5
17	Peripheral	Level-Triggered	1
18	Peripheral	Level-Triggered	1
19	Peripheral	Level-Triggered	2
20	Peripheral	Level-Triggered	2
21	Peripheral	Level-Triggered	2
22	Peripheral	Edge-Triggered	3
23	Peripheral	Level-Triggered	3
24	Peripheral	Level-Triggered	4
25	Peripheral	Level-Triggered	4
26	Peripheral	Level-Triggered	5
27	Peripheral	Level-Triggered	3
28	Peripheral	Edge-Triggered	4
29	Internal	Software	3
30	Peripheral	Edge-Triggered	4
31	Peripheral	Level-Triggered	5

### 2.3.3 Allocate Peripheral Interrupt Sources to Peripheral Interrupt on CPU

In this section:

- Source\_X stands for any particular peripheral interrupt source.
- PRO\_X\_MAP\_REG (or APP\_X\_MAP\_REG) stands for any particular peripheral interrupt configuration

register of the PRO\_CPU (or APP\_CPU). The peripheral interrupt configuration register corresponds to the peripheral interrupt source Source\_X. In Table 6 the registers listed under “PRO\_CPU (APP\_CPU) - Peripheral Interrupt Configuration Register” correspond to the peripheral interrupt sources listed in “Peripheral Interrupt Source - Name”.

- Interrupt\_P stands for CPU peripheral interrupt, numbered as Num\_P. Num\_P can take the ranges 0 ~ 5, 8 ~ 10, 12 ~ 14, 17 ~ 28, 30 ~ 31.
- Interrupt\_I stands for the CPU internal interrupt numbered as Num\_I. Num\_I can take values 6, 7, 11, 15, 16, 29.

Using this terminology, the possible operations of the Interrupt Matrix controller can be described as follows:

- **Allocate peripheral interrupt source Source\_X to CPU (PRO\_CPU or APP\_CPU)**  
Set PRO\_X\_MAP\_REG or APP\_X\_MAP\_REG to Num\_P. Num\_P can be any CPU peripheral interrupt number. CPU interrupts can be shared between multiple peripherals (see below).
- **Disable peripheral interrupt source Source\_X for CPU (PRO\_CPU or APP\_CPU)**  
Set PRO\_X\_MAP\_REG or APP\_X\_MAP\_REG for peripheral interrupt source to any Num\_I. The specific choice of internal interrupt number does not change behaviour, as none of the interrupt numbered as Num\_I is connected to either CPU.
- **Allocate multiple peripheral sources Source\_X<sub>n</sub> ORed to PRO\_CPU (APP\_CPU) peripheral interrupt**  
Set multiple PRO\_X<sub>n</sub>\_MAP\_REG (APP\_X<sub>n</sub>\_MAP\_REG) to the same Num\_P. Any of these peripheral interrupts will trigger CPU Interrupt\_P.

### 2.3.4 CPU NMI Interrupt Mask

The Interrupt Matrix temporarily masks all peripheral interrupt sources allocated to PRO\_CPU's ( or APP\_CPU's ) NMI interrupt, if it receives the signal PRO\_CPU NMI Interrupt Mask ( or APP\_CPU NMI Interrupt Mask ) from the peripheral PID Controller, respectively.

### 2.3.5 Query Current Interrupt Status of Peripheral Interrupt Source

The current interrupt status of a peripheral interrupt source can be read via the bit value in PRO\_INTR\_STATUS\_REG\_<sub>n</sub> (APP\_INTR\_STATUS\_REG\_<sub>n</sub>), as shown in the mapping in Table 6.

## 3. Reset and Clock

### 3.1 System Reset

#### 3.1.1 Introduction

The ESP32 has three reset levels: CPU reset, Core reset, and System reset. None of these reset levels clear the RAM. Figure 4 shows the subsystems included in each reset level.

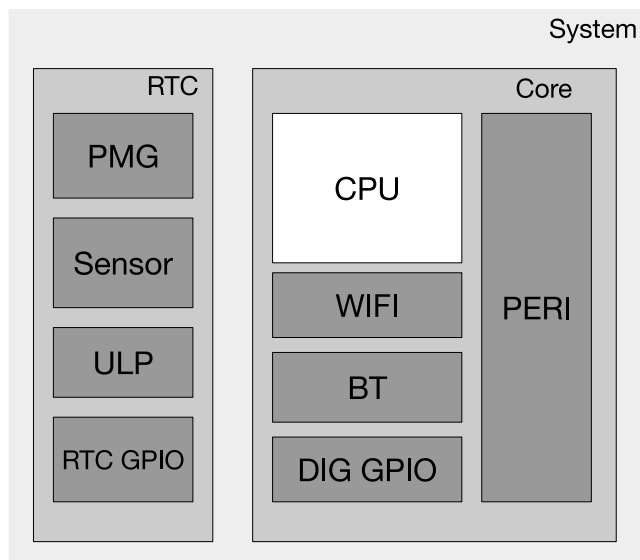


Figure 4: System Reset

- CPU reset: Only resets the registers of one or both of the CPU cores.
- Core reset: Resets all the digital registers, including CPU cores, external GPIO and digital GPIO. The RTC is not reset.
- System reset: Resets all the registers on the chip, including those of the RTC.

#### 3.1.2 Reset Source

While most of the time the APP\_CPU and PRO\_CPU will be reset simultaneously, some reset sources are able to reset only one of the two cores. The reset reason for each core can be looked up individually: the PRO\_CPU reset reason will be stored in RTC\_CNTL\_RESET\_CAUSE\_PROCPU, the reset reason for the APP\_CPU in APP\_CNTL\_RESET\_CAUSE\_PROCPU. Table 8 shows the possible reset reason values that can be read from these registers.

Table 8: PRO\_CPU and APP\_CPU Reset Reason Values

PRO	APP	Source	Reset Type	Note
0x01	0x01	Chip Power On Reset	System Reset	-
0x10	0x10	RWDT System Reset	System Reset	See <a href="#">WDT Chapter</a> .
0x0F	0x0F	Brown Out Reset	System Reset	See Power Management Chapter.
0x03	0x03	Software System Reset	Core Reset	Configure RTC_CNTL_SW_SYS_RST register.
0x05	0x05	Deep Sleep Reset	Core Reset	See Power Management Chapter.
0x07	0x07	MWDT0 Global Reset	Core Reset	See <a href="#">WDT Chapter</a> .

PRO	APP	APP Source	Reset Type	Note
0x08	0x08	MWDT1 Global Reset	Core Reset	See <a href="#">WDT Chapter</a> .
0x09	0x09	RWDT Core Reset	Core Reset	See <a href="#">WDT Chapter</a> .
0x0B	-	MWDT0 CPU Reset	CPU Reset	See <a href="#">WDT Chapter</a> .
0x0C	-	Software CPU Reset	CPU Reset	Configure RTC_CNTL_SW_APPCPU_RST register.
-	0x0B	MWDT1 CPU Reset	CPU Reset	See <a href="#">WDT Chapter</a> .
-	0x0C	Software CPU Reset	CPU Reset	Configure RTC_CNTL_SW_APPCPU_RST register.
0x0D	0x0D	RWDT CPU Reset	CPU Reset	See <a href="#">WDT Chapter</a> .
-	0xE	PRO CPU Reset	CPU Reset	Indicates that the PRO CPU has independently reset the APP CPU by configuring the DPORT_APPCPU_RESETTING register.

## 3.2 System Clock

### 3.2.1 Introduction

The ESP32 integrates multiple clock sources for the CPU cores, the peripherals and the RTC. These clocks can be configured to meet different requirements. Figure 5 shows the system clock structure.

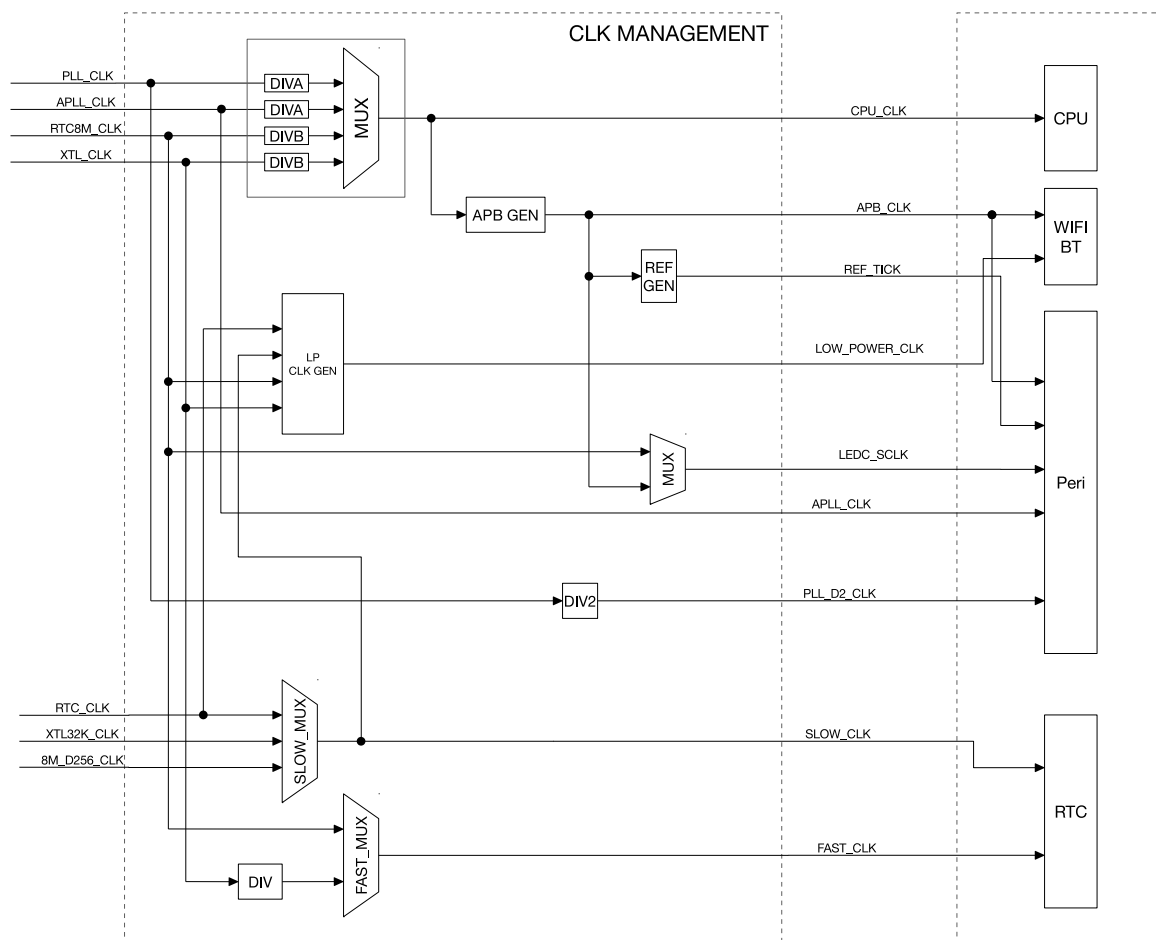


Figure 5: System Clock

### 3.2.2 Clock Source

The ESP32 can use an external crystal oscillator, an internal PLL or an oscillating circuit as a clock source. Specifically, the clock sources available are:

- High Speed Clocks
  - PLL\_CLK is an internal PLL clock with a frequency of 320 MHz.
  - XTL\_CLK is a clock signal generated using an external crystal with a frequency range of 2 ~ 40 MHz.
- Low Power Clocks
  - XTL32K\_CLK is a clock generated using an external crystal with a frequency of 32 KHz.
  - RTC8M\_CLK is an internal clock with a default frequency of 8 MHz. This frequency is adjustable.
  - RTC8M\_D256\_CLK is divided from RTC8M\_CLK 256. Its frequency is (RTC8M\_CLK / 256). With the default RTC8M\_CLK frequency of 8 MHz, this clock runs at 31.250 KHz.
  - RTC\_CLK is an internal low power clock with a default frequency of 150 KHz. This frequency is adjustable.
- Audio Clock
  - APLL\_CLK is an internal Audio PLL clock with a frequency range of 16 ~ 128 MHz.

### 3.2.3 CPU Clock

As Figure 5 shows, CPU\_CLK is the master clock for both CPU cores. CPU\_CLK clock can be as high as 160 MHz when the CPU is in high performance mode. Alternatively, the CPU can run at lower frequencies to reduce power consumption.

The CPU\_CLK clock source is determined by the RTC\_CNTL\_SOC\_CLK\_SEL register. PLL\_CLK, APLL\_CLK, RTC8M\_CLK and XTL\_CLK can be set as the CPU\_CLK source; see Table 9 and 10.

**Table 9: CPU\_CLK Source**

RTC_CNTL_SOC_CLK_SEL Value	Clock Source
0	XTL_CLK
1	PLL_CLK
2	RTC8M_CLK
3	APLL_CLK



**Table 10: CPU\_CLK Derivation**

Clock Source	SEL *	CPU Clock
0 / XTL_CLK	-	CPU_CLK = XTL_CLK / (APB_CTRL_PRE_DIV_CNT+1) APB_CTRL_PRE_DIV_CNT range is 0 ~ 1023. Default is 0.
1 / PLL_CLK	0	CPU_CLK = PLL_CLK / 4 CPU_CLK frequency is 80 MHz
1 / PLL_CLK	1	CPU_CLK = PLL_CLK / 2 CPU_CLK frequency is 160 MHz
2 / RTC8M_CLK	-	CPU_CLK = RTC8M_CLK / (APB_CTRL_PRE_DIV_CNT+1) APB_CTRL_PRE_DIV_CNT range is 0 ~ 1023. Default is 0.
3 / APLL_CLK	0	CPU_CLK = APLL_CLK / 4
3 / APLL_CLK	1	CPU_CLK = APLL_CLK / 2

\*SEL: DPORT\_CPUPERIOD\_SEL value

### 3.2.4 Peripheral Clock

Peripheral clocks include APB\_CLK, REF\_TICK, LEDC\_SCLK, APLL\_CLK and PLL\_D2\_CLK.

Table 11 shows which clocks can be used by which peripherals.

**Table 11: Peripheral Clock Usage**

Peripherals	APB_CLK	REF_TICK	LEDC_SCLK	APLL_CLK	PLL_D2_CLK
EMAC	Y	N	N	Y	N
TIMG	Y	N	N	N	N
I2S	Y	N	N	Y	Y
UART	Y	Y	N	N	N
RMT	Y	Y	N	N	N
LED PWM	Y	Y	Y	N	N
PWM	Y	N	N	N	N
I2C	Y	N	N	N	N
SPI	Y	N	N	N	N
PCNT	Y	N	N	N	N
Efuse Controller	Y	N	N	N	N
SDIO Slave	Y	N	N	N	N
SDMMC	Y	N	N	N	N

#### 3.2.4.1 APB\_CLK Source

The APB\_CLK is derived from CPU\_CLK as detailed in Table 12. The division factor depends on the CPU\_CLK source.

**Table 12: APB\_CLK Derivation**

CPU_CLK Source	APB_CLK
PLL_CLK	PLL_CLK / 4
APLL_CLK	CPU_CLK / 2
XTAL_CLK	CPU_CLK
RTC8M_CLK	CPU_CLK

### 3.2.4.2 REF\_TICK Source

REF\_TICK is derived from APB\_CLK via a divider. The divider value used depends on the APB\_CLK source, which in turn depends on the CPU\_CLK source.

By configuring correct divider values for each APB\_CLK source, the user can ensure that the REF\_TICK frequency does not change when CPU\_CLK changes source, causing the APB\_CLK frequency to change.

Clock divider registers are shown in Table 13.

**Table 13: REF\_TICK Derivation**

CPU_CLK & APB_CLK Source	Clock Divider Register
PLL_CLK	APB_CTRL_PLL_TICK_NUM
XTAL_CLK	APB_CTRL_XTAL_TICK_NUM
APLL_CLK	APB_CTRL_APLL_TICK_NUM
RTC8M_CLK	APB_CTRL_CK8M_TICK_NUM

### 3.2.4.3 LEDC\_SCLK Source

The LEDC\_SCLK clock source is selected by the LEDC\_APB\_CLK\_SEL register, as shown in Table 14.

**Table 14: LEDC\_SCLK Derivation**

LEDC_APB_CLK_SEL Value	LEDC_SCLK Source
1	RTC8M_CLK
0	APB_CLK

### 3.2.4.4 APLL\_SCLK Source

The APLL\_CLK is sourced from PLL\_CLK, with its output frequency configured using the APLL configuration registers.

### 3.2.4.5 PLL\_D2\_CLK Source

PLL\_D2\_CLK is half the PLL\_CLK frequency.

### 3.2.4.6 Clock Source Considerations

Most peripherals will operate using the APB\_CLK frequency as a reference. When this frequency changes, the peripherals will need to update their clock configuration to operate at the same frequency after the change. Peripherals accessing REF\_TICK can continue operating normally when switching clock sources, without changing clock source. Please see Table 11 for details.

The LED PWM module can use RTC8M\_CLK as a clock source when APB\_CLK is disabled. In other words, when the system is in low-power consumption mode (see power manager module), normal peripherals will be halted (APB\_CLK is turned off), but the LED PWM can work normally via RTC8M\_CLK.

### 3.2.5 Wi-Fi BT Clock

Wi-Fi and BT can only operate if APB\_CLK uses PLL\_CLK as its clock source. Suspending PLL\_CLK requires Wi-Fi and BT to both have entered low-power consumption mode first.

For LOW\_POWER\_CLK, one of RTC\_CLK, SLOW\_CLK, RTC8M\_CLK or XTL\_CLK can be selected as the low-power consumption mode clock source for Wi-Fi and BT.

### 3.2.6 RTC Clock

The clock sources of SLOW\_CLK and FAST\_CLK are low-frequency clocks. The RTC module can operate when most other clocks are stopped.

SLOW\_CLK is used to clock the Power Management module. It can be sourced from RTC\_CLK, XTL32K\_CLK or RTC8M\_D256\_CLK

FAST\_CLK is used to clock the On-chip Sensor module. It can be sourced from a divided XTL\_CLK or from RTC8M\_CLK.

### 3.2.7 Audio PLL

The operation of audio and other time-critical data-transfer applications requires highly-configurable, low-jitter, and accurate clock sources. The clock sources derived from system clocks that serve digital peripherals may carry jitter and, therefore, they do not support a high-precision clock frequency setting.

Providing an integrated precision clock source can minimize system cost. To this end, ESP32 integrates an audio PLL intended for I2S peripherals. More details on how to clock the I2S module, using an APLL clock, can be found in Chapter I2S. The Audio PLL formula is as follows:

$$f_{\text{out}} = \frac{f_{\text{xtal}}(\text{sdm2} + \frac{\text{sdm1}}{2^8} + \frac{\text{sdm0}}{2^{16}} + 4)}{2(\text{odir} + 2)}$$

The parameters of this formula are defined below:

- $f_{\text{xtal}}$ : the frequency of the crystal oscillator, usually 40 MHz;
- sdm0: the value is 0 ~ 255;
- sdm1: the value is 0 ~ 255;
- sdm2: the value is 0 ~ 63;
- odir: the value is 0 ~ 31;

The operating frequency range of the numerator is 350 MHz ~ 500 MHz:

$$350MHz < f_{xtal}(sdm2 + \frac{sdm1}{2^8} + \frac{sdm0}{2^{16}} + 4) < 500MHz$$

Please note that sdm1 and sdm0 are not available on revision0 of ESP32. Please consult the silicon revision in [ECO and Workarounds for Bugs in ESP32](#) for further details.

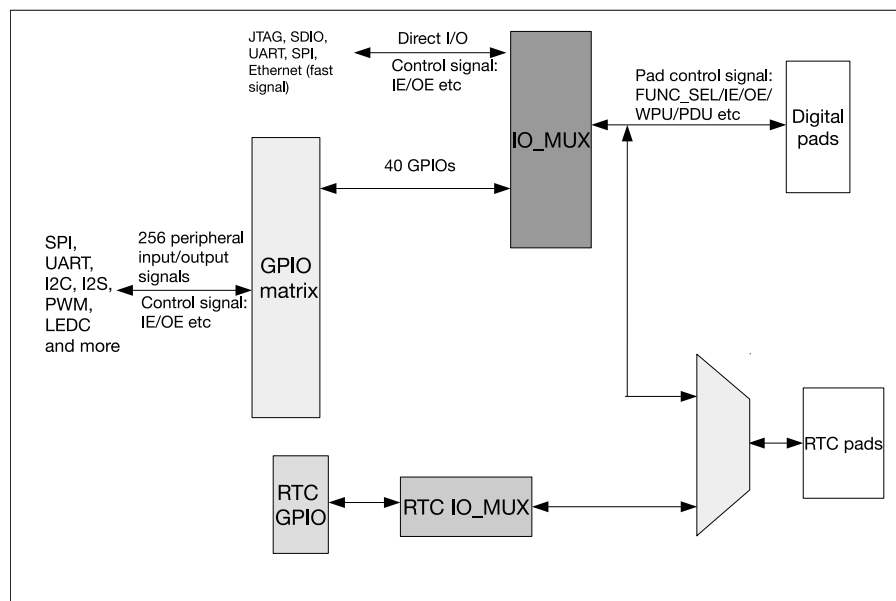
Audio PLL can be manually enabled or disabled via registers RTC\_CNTL\_PLLA\_FORCE\_PU and RTC\_CNTL\_PLLA\_FORCE\_PD, respectively. Disabling it takes priority over enabling it. When RTC\_CNTL\_PLLA\_FORCE\_PU and RTC\_CNTL\_PLLA\_FORCE\_PD are 0, PLL will follow the state of the system, i.e., when the system enters sleep mode, PLL will be disabled automatically; when the system wakes up, PLL will be enabled automatically.

## 4. IO\_MUX and GPIO Matrix

### 4.1 Introduction

The ESP32 chip features 40 physical GPIO pads. Some GPIO pads can neither be used nor have the corresponding pins on the chip package. Each pad can be used as a general-purpose I/O, or be connected to an internal peripheral signal. The IO\_MUX, RTC IO\_MUX and the GPIO matrix are responsible for routing signals from the peripherals to GPIO pads. Together these systems provide highly configurable I/O.

This chapter describes the signal selection and connection between the digital pads (FUNC\_SEL, IE, OE, WPU, WDU, etc), 256 peripheral input/output signals (control signals: SIG\_IN\_SEL, SIG\_OUT\_SEL, IE, OE, etc), fast peripheral input/output signals (control signals: IE, OE, etc), and RTC IO\_MUX.



**Figure 6: IO\_MUX, RTC IO\_MUX and GPIO Matrix Overview**

1. The IO\_MUX contains one register per GPIO pad. Each pad can be configured to perform a "GPIO" function (when connected to the GPIO Matrix) or a direct function (bypassing the GPIO Matrix). Some high-speed digital functions (Ethernet, SDIO, SPI, JTAG, UART) can bypass the GPIO Matrix for better high-frequency digital performance. In this case, the IO\_MUX is used to connect these pads directly to the peripheral.)

See Section 4.10 for a list of IO\_MUX functions for each I/O pad.

2. The GPIO Matrix is a full-switching matrix between the peripheral input/output signals and the pads.
  - For input to the chip: Each of the 256 internal peripheral inputs can select any GPIO pad as the input source.
  - For output from the chip: The output signal of each of the 40 GPIO pads can be from one of the 256 peripheral output signals.

See Section 4.9 for a list of GPIO Matrix peripheral signals.

3. RTC IO\_MUX is used to connect GPIO pads to their low-power and analog functions. Only a subset of GPIO pads have these optional "RTC" functions.

See Section 4.11 for a list of RTC IO\_MUX functions.

## 4.2 Peripheral Input via GPIO Matrix

### 4.2.1 Summary

To receive a peripheral input signal via the GPIO Matrix, the GPIO Matrix is configured to source the peripheral signal's input index (0-255) from one of the 40 GPIOs (0-39).

The input signal is read from the GPIO pad through the IO\_MUX. The IO\_MUX must be configured to set the chosen pad to "GPIO" function. This causes the GPIO pad input signal to be routed into the GPIO Matrix, which in turn routes it to the selected peripheral input.

### 4.2.2 Functional Description

Figure 7 shows the logic for input selection via GPIO Matrix.

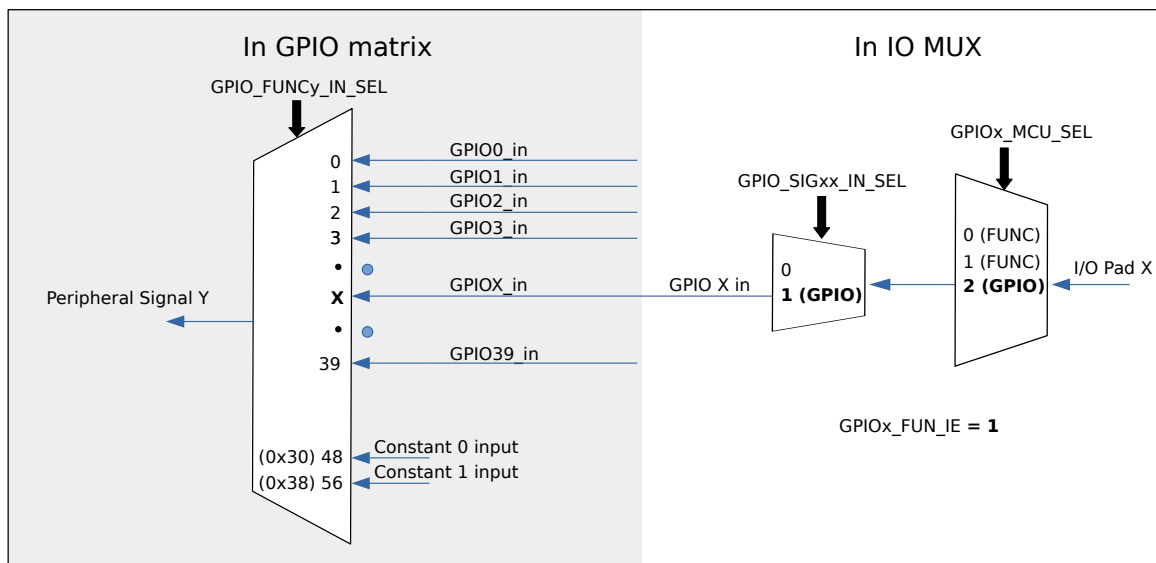


Figure 7: Peripheral Input via IO\_MUX, GPIO Matrix

To read GPIO pad  $X$  into peripheral signal  $Y$ , follow the steps below:

1. Configure the `GPIO_FUNC $y$ _IN_SEL_CFG` register for peripheral signal  $Y$  in the GPIO Matrix:
  - Set the `GPIO_FUNC $x$ _IN_SEL` field to the number of the GPIO pad  $X$  to read from.
2. Configure the `GPIO_FUNC $x$ _OUT_SEL_CFG` and `GPIO_ENABLE_DATA[ $x$ ]` for GPIO pad  $X$  in the GPIO Matrix:
  - For input only signals, the pad output can be disabled by setting the `GPIO_FUNC $x$ _OEN_SEL` bits to one and `GPIO_ENABLE_DATA[ $x$ ]` to zero. Otherwise, there is no need to disable output.
3. Configure the `IO_MUX` register for GPIO pad  $X$ :
  - Set the function field to GPIO.
  - Enable the input by setting the `xx_FUN_IE` bit.
  - Set `xx_FUN_WPU` and `xx_FUN_WPD` fields, as desired, to enable internal pull-up/pull-down resistors.

Notes:

- One input pad can be connected to multiple input\_signals.

- The input signal can be inverted with GPIO\_FUNC $x$ \_IN\_INV\_SEL.
- It is possible to have a peripheral read a constantly low or constantly high input value without connecting this input to a pad. This can be done by selecting a special GPIO\_FUNC $y$ \_IN\_SEL input, instead of a GPIO number:
  - When GPIO\_FUNC $x$ \_IN\_SEL is 0x30, input\_signal\_ $x$  is always 0.
  - When GPIO\_FUNC $x$ \_IN\_SEL is 0x38, input\_signal\_ $x$  is always 1.

### 4.2.3 Simple GPIO Input

The GPIO\_IN\_DATA register holds the input values of each GPIO pad.

The input value of any GPIO pin can be read at any time without configuring the GPIO Matrix for a particular peripheral signal. However, it is necessary to configure the  $xx$ \_FUN\_IE register for pad  $X$ , as shown in Section 4.2.2.

## 4.3 Peripheral Output via GPIO Matrix

### 4.3.1 Summary

To output a signal from a peripheral via the GPIO Matrix, the GPIO Matrix is configured to route the peripheral output signal (0-255) to one of the first 34 GPIOs (0-33). (Note that GPIO pads 34-39 cannot be used as outputs.)

The output signal is routed from the peripheral into the GPIO Matrix. It is then routed into the IO\_MUX, which is configured to set the chosen pad to "GPIO" function. This causes the output GPIO signal to be connected to the pad.

### 4.3.2 Functional Description

One of 256 input signals can be selected to go through the GPIO matrix into the IO\_MUX and then to a pad. Figure 8 illustrates the configuration.

To output peripheral signal  $Y$  to particular GPIO pad  $X$ , follow these steps:

1. Configure the GPIO\_FUNC $x$ \_OUT\_SEL\_CFG register and GPIO\_ENABLE\_DATA[ $x$ ] of GPIO  $X$  in the GPIO Matrix:
  - Set GPIO\_FUNC $x$ \_OUT\_SEL to the index of desired peripheral output signal  $Y$ .
  - Set the GPIO\_FUNC $x$ \_OEN\_SEL bits and GPIO\_ENABLE\_DATA[ $x$ ] to enable output mode, or clear GPIO\_FUNC $x$ \_OEN\_SEL to zero so that the output enable signal will be decided by the internal logic function.
2. Alternatively, to enable open drain mode set the GPIO\_PIN $x$ \_PAD\_DRIVER bit in the GPIO\_PIN $x$  register.
3. Configure the I/O mux register for GPIO pad  $X$ :
  - Set the function field to GPIO.
  - Set the  $xx$ \_FUN\_DRV field to the desired value for output strength. The higher the value is, the stronger the output becomes. Pull up/down the pad by configuring  $xx$ \_FUNC\_WPU and  $xx$ \_FUNC\_WPD registers in open drain mode.

Notes:

- The output signal from a single peripheral can be sent to multiple pads simultaneously.
- Only the first 34 GPIOs (0-33) can be used as outputs.
- The output signal can be inverted by setting the GPIO\_FUNC<sub>x</sub>\_OUT\_INV\_SEL bit.

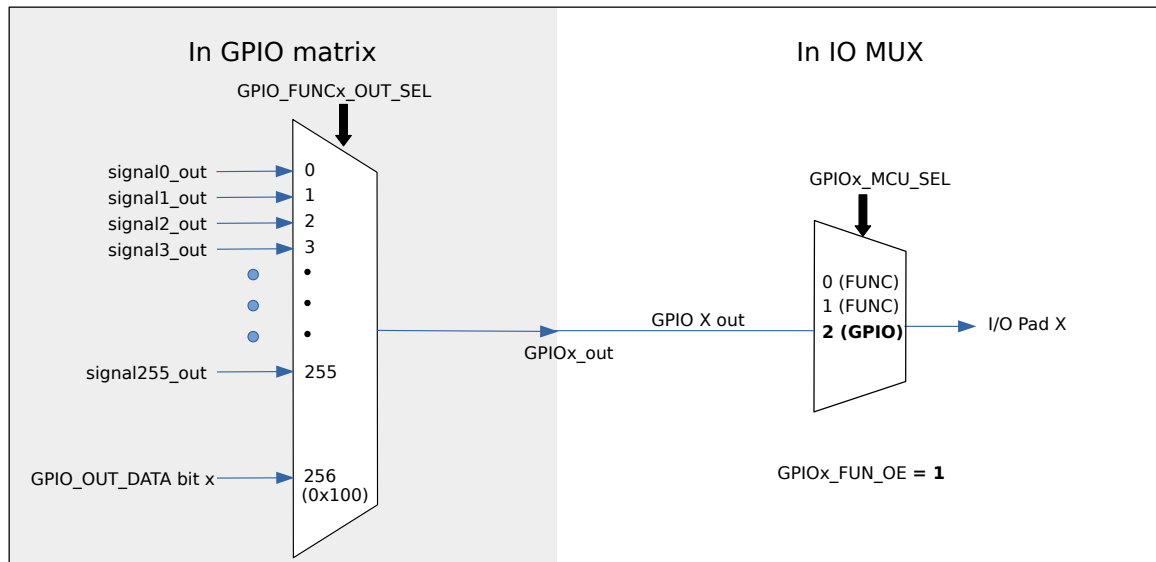


Figure 8: Output via GPIO Matrix

### 4.3.3 Simple GPIO Output

The GPIO Matrix can also be used for simple GPIO output - setting a bit in the GPIO\_OUT\_DATA register will write to the corresponding GPIO pad.

To configure a pad as simple GPIO output, the GPIO Matrix GPIO\_FUNC<sub>x</sub>\_OUT\_SEL register is configured with a special peripheral index value (0x100).

## 4.4 Direct I/O via IO\_MUX

### 4.4.1 Summary

Some high speed digital functions (Ethernet, SDIO, SPI, JTAG, UART) can bypass the GPIO Matrix for better high-frequency digital performance. In this case, the IO\_MUX is used to connect these pads directly to the peripheral.

Selecting this option is less flexible than using the GPIO Matrix, as the IO\_MUX register for each GPIO pad can only select from a limited number of functions. However, better high-frequency digital performance will be maintained.

### 4.4.2 Functional Description

Two registers must be configured in order to bypass the GPIO Matrix for peripheral I/O:

1. IO\_MUX for the GPIO pad must be set to the desired pad function (Section 4.10 has a list of pad functions).
2. For inputs, the SIG\_IN\_SEL register must be set to route the input directly to the peripheral.



## 4.5 RTC IO\_MUX for Low Power and Analog I/O

### 4.5.1 Summary

Out of the 40 physical GPIO pads, 18 pads have low power capabilities (RTC domain) and analog functions which are handled by the RTC subsystem of ESP32. The IO\_MUX and GPIO Matrix are not used for these functions; rather, the RTC\_MUX is used to redirect the I/O to the RTC subsystem.

When configured as RTC GPIOs, the output pads can still retain the output level value when the chip is in Deep-sleep mode, and the input pads can wake up the chip from Deep-sleep.

Section 4.11 has a list of RTC\_MUX pins and their functions.

### 4.5.2 Functional Description

Each pad with analog and RTC functions is controlled by the RTC\_IO\_TOUCH\_PAD $x$ \_TO\_GPIO bit in the RTC\_GPIO\_PIN $x$  register. By default this bit is set to 1, routing all I/O via the IO\_MUX subsystem as described in earlier subsections.

If the RTC\_IO\_TOUCH\_PAD $x$ \_TO\_GPIO bit is cleared, then I/O to and from that pad is routed to the RTC subsystem. In this mode, the RTC\_GPIO\_PIN $x$  register is used for digital I/O and the analog features of the pad are also available. See Section 4.11 for a list of RTC pin functions.

See 4.11 for a table mapping GPIO pads to their RTC equivalent pins and analog functions. Note that the RTC\_IO\_PIN $x$  registers use the RTC GPIO pin numbering, not the GPIO pad numbering.

## 4.6 Light-sleep Mode Pin Functions

Pins can have different functions when the ESP32 is in Light-sleep mode. If the GPIO $xx$ \_SLP\_SEL bit in the IO\_MUX register for a GPIO pad is set to 1, a different set of registers is used to control the pad when the ESP32 is in Light-sleep mode:

**Table 15: IO\_MUX Light-sleep Pin Function Registers**

IO_MUX Function	Normal Execution OR GPIO $xx$ _SLP_SEL = 0	Light-sleep Mode AND GPIO $xx$ _SLP_SEL = 1
Output Drive Strength	GPIO $xx$ _FUNC_DRV	GPIO $xx$ _MCU_DRV
Pullup Resistor	GPIO $xx$ _FUNC_WPU	GPIO $xx$ _MCU_WPU
Pulldown Resistor	GPIO $xx$ _FUNC_WPD	GPIO $xx$ _MCU_WPD
Output Enable	(From GPIO Matrix _OEN field)	GPIO $xx$ _MCU_OE

If GPIO $xx$ \_SLP\_SEL is set to 0, the pin functions remain the same in both normal execution and Light-sleep modes.

## 4.7 Pad Hold Feature

Each IO pad (including the RTC pads) has an individual hold function controlled by a RTC register. When the pad is set to hold, the state is latched at that moment and will not change no matter how the internal signals change or how the IO\_MUX configuration or GPIO configuration is modified. Users can use the hold function for the pads

to retain the pad state through a core reset and system reset triggered by watchdog time-out or Deep-sleep events.

## 4.8 I/O Pad Power Supply

IO pad power supply is shown in Figure 9.

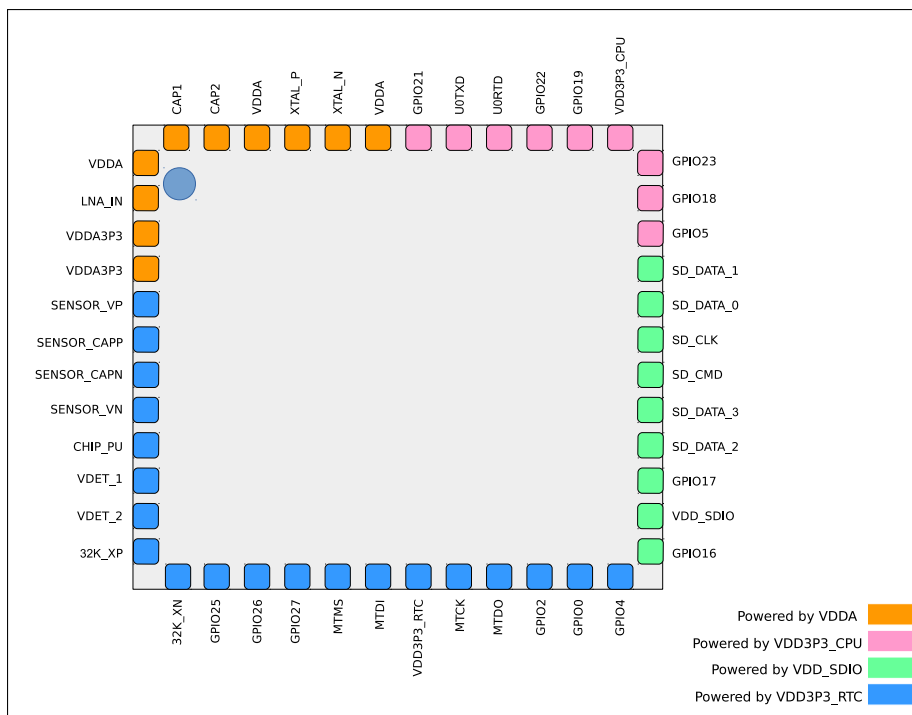


Figure 9: ESP32 I/O Pad Power Sources

- Pads marked blue are RTC pads that have their individual analog function and can also act as normal digital IO pads. For details, please see Section 4.11.
- Pads marked pink and green have digital functions only.
- Pads marked green can be powered externally or internally via VDD\_SDIO (see below).

### 4.8.1 VDD\_SDIO Power Domain

VDD\_SDIO can source or sink current, allowing this power domain to be powered externally or internally. To power VDD\_SDIO externally, apply the same power supply of VDD3P3\_RTC to the VDD\_SDIO pad.

Without an external power supply, the internal regulator will supply VDD\_SDIO. The VDD\_SDIO voltage can be configured to be either 1.8V or 3.3V (the same as that at VRTC), depending on the state of the MTDI pad at reset - a high level configures 1.8V and a low level configures 3.3V. Setting the efuse bit determines the default voltage of the VDD\_SDIO. In addition, software can change the voltage of the VDD\_SDIO by configuring register bits.

## 4.9 Peripheral Signal List

Table 16 contains a list of Peripheral Input/Output signals used by the GPIO Matrix:

Table 16: GPIO Matrix Peripheral Signals

Signal	Input Signal	Output Signal	Direct I/O in IO_MUX
0	SPICLK_in	SPICLK_out	YES
1	SPIQ_in	SPIQ_out	YES
2	SPID_in	SPID_out	YES
3	SPIHD_in	SPIHD_out	YES
4	SPIWP_in	SPIWP_out	YES
5	SPICS0_in	SPICS0_out	YES
6	SPICS1_in	SPICS1_out	
7	SPICS2_in	SPICS2_out	
8	HSPICLK_in	HSPICLK_out	YES
9	HSPIQ_in	HSPIQ_out	YES
10	HSPID_in	HSPID_out	YES
11	HSPICS0_in	HSPICS0_out	YES
12	HSPIHD_in	HSPIHD_out	YES
13	HSPIWP_in	HSPIWP_out	YES
14	U0RXD_in	U0TXD_out	YES
15	U0CTS_in	U0RTS_out	YES
16	U0DSR_in	U0DTR_out	
17	U1RXD_in	U1TXD_out	YES
18	U1CTS_in	U1RTS_out	YES
23	I2S0O_BCK_in	I2S0O_BCK_out	
24	I2S1O_BCK_in	I2S1O_BCK_out	
25	I2S0O_WS_in	I2S0O_WS_out	
26	I2S1O_WS_in	I2S1O_WS_out	
27	I2S0I_BCK_in	I2S0I_BCK_out	
28	I2S0I_WS_in	I2S0I_WS_out	
29	I2CEXT0_SCL_in	I2CEXT0_SCL_out	
30	I2CEXT0_SDA_in	I2CEXT0_SDA_out	
31	pwm0_sync0_in	sdio_tohost_int_out	
32	pwm0_sync1_in	pwm0_out0a	
33	pwm0_sync2_in	pwm0_out0b	
34	pwm0_f0_in	pwm0_out1a	
35	pwm0_f1_in	pwm0_out1b	
36	pwm0_f2_in	pwm0_out2a	
37		pwm0_out2b	
39	pcnt_sig_ch0_in0		
40	pcnt_sig_ch1_in0		
41	pcnt_ctrl_ch0_in0		
42	pcnt_ctrl_ch1_in0		
43	pcnt_sig_ch0_in1		
44	pcnt_sig_ch1_in1		
45	pcnt_ctrl_ch0_in1		
46	pcnt_ctrl_ch1_in1		
47	pcnt_sig_ch0_in2		

Signal	Input Signal	Output Signal	Direct I/O in IO_MUX
48	pcnt_sig_ch1_in2		
49	pcnt_ctrl_ch0_in2		
50	pcnt_ctrl_ch1_in2		
51	pcnt_sig_ch0_in3		
52	pcnt_sig_ch1_in3		
53	pcnt_ctrl_ch0_in3		
54	pcnt_ctrl_ch1_in3		
55	pcnt_sig_ch0_in4		
56	pcnt_sig_ch1_in4		
57	pcnt_ctrl_ch0_in4		
58	pcnt_ctrl_ch1_in4		
61	HSPICS1_in	HSPICS1_out	
62	HSPICS2_in	HSPICS2_out	
63	VSPICLK_in	VSPICLK_out_mux	YES
64	VSPIQ_in	VSPIQ_out	YES
65	VSPID_in	VSPID_out	YES
66	VSPICLK_in	VSPICLK_out	YES
67	VSPICLK_in	VSPICLK_out	YES
68	VSPICS0_in	VSPICS0_out	YES
69	VSPICS1_in	VSPICS1_out	
70	VSPICS2_in	VSPICS2_out	
71	pcnt_sig_ch0_in5	ledc_hs_sig_out0	
72	pcnt_sig_ch1_in5	ledc_hs_sig_out1	
73	pcnt_ctrl_ch0_in5	ledc_hs_sig_out2	
74	pcnt_ctrl_ch1_in5	ledc_hs_sig_out3	
75	pcnt_sig_ch0_in6	ledc_hs_sig_out4	
76	pcnt_sig_ch1_in6	ledc_hs_sig_out5	
77	pcnt_ctrl_ch0_in6	ledc_hs_sig_out6	
78	pcnt_ctrl_ch1_in6	ledc_hs_sig_out7	
79	pcnt_sig_ch0_in7	ledc_ls_sig_out0	
80	pcnt_sig_ch1_in7	ledc_ls_sig_out1	
81	pcnt_ctrl_ch0_in7	ledc_ls_sig_out2	
82	pcnt_ctrl_ch1_in7	ledc_ls_sig_out3	
83	rmt_sig_in0	ledc_ls_sig_out4	
84	rmt_sig_in1	ledc_ls_sig_out5	
85	rmt_sig_in2	ledc_ls_sig_out6	
86	rmt_sig_in3	ledc_ls_sig_out7	
87	rmt_sig_in4	rmt_sig_out0	
88	rmt_sig_in5	rmt_sig_out1	
89	rmt_sig_in6	rmt_sig_out2	
90	rmt_sig_in7	rmt_sig_out3	
91		rmt_sig_out4	
92		rmt_sig_out5	
93		rmt_sig_out6	

Signal	Input Signal	Output Signal	Direct I/O in IO_MUX
94		rmt_sig_out7	
95	I2CEXT1_SCL_in	I2CEXT1_SCL_out	
96	I2CEXT1_SDA_in	I2CEXT1_SDA_out	
97	host_card_detect_n_1	host_ccmd_od_pullup_en_n	
98	host_card_detect_n_2	host_rst_n_1	
99	host_card_write_prt_1	host_rst_n_2	
100	host_card_write_prt_2	gpio_sd0_out	
101	host_card_int_n_1	gpio_sd1_out	
102	host_card_int_n_2	gpio_sd2_out	
103	pwm1_sync0_in	gpio_sd3_out	
104	pwm1_sync1_in	gpio_sd4_out	
105	pwm1_sync2_in	gpio_sd5_out	
106	pwm1_f0_in	gpio_sd6_out	
107	pwm1_f1_in	gpio_sd7_out	
108	pwm1_f2_in	pwm1_out0a	
109	pwm0_cap0_in	pwm1_out0b	
110	pwm0_cap1_in	pwm1_out1a	
111	pwm0_cap2_in	pwm1_out1b	
112	pwm1_cap0_in	pwm1_out2a	
113	pwm1_cap1_in	pwm1_out2b	
114	pwm1_cap2_in	pwm2_out1h	
115	pwm2_fta	pwm2_out1l	
116	pwm2_ftb	pwm2_out2h	
117	pwm2_cap1_in	pwm2_out2l	
118	pwm2_cap2_in	pwm2_out3h	
119	pwm2_cap3_in	pwm2_out3l	
120	pwm3_fta	pwm2_out4h	
121	pwm3_ftb	pwm2_out4l	
122	pwm3_cap1_in		
123	pwm3_cap2_in		
124	pwm3_cap3_in		
140	I2S0I_DATA_in0	I2S0O_DATA_out0	
141	I2S0I_DATA_in1	I2S0O_DATA_out1	
142	I2S0I_DATA_in2	I2S0O_DATA_out2	
143	I2S0I_DATA_in3	I2S0O_DATA_out3	
144	I2S0I_DATA_in4	I2S0O_DATA_out4	
145	I2S0I_DATA_in5	I2S0O_DATA_out5	
146	I2S0I_DATA_in6	I2S0O_DATA_out6	
147	I2S0I_DATA_in7	I2S0O_DATA_out7	
148	I2S0I_DATA_in8	I2S0O_DATA_out8	
149	I2S0I_DATA_in9	I2S0O_DATA_out9	
150	I2S0I_DATA_in10	I2S0O_DATA_out10	
151	I2S0I_DATA_in11	I2S0O_DATA_out11	
152	I2S0I_DATA_in12	I2S0O_DATA_out12	

Signal	Input Signal	Output Signal	Direct I/O in IO_MUX
153	I2S0I_DATA_in13	I2S0O_DATA_out13	
154	I2S0I_DATA_in14	I2S0O_DATA_out14	
155	I2S0I_DATA_in15	I2S0O_DATA_out15	
156		I2S0O_DATA_out16	
157		I2S0O_DATA_out17	
158		I2S0O_DATA_out18	
159		I2S0O_DATA_out19	
160		I2S0O_DATA_out20	
161		I2S0O_DATA_out21	
162		I2S0O_DATA_out22	
163		I2S0O_DATA_out23	
164	I2S1I_BCK_in	I2S1I_BCK_out	
165	I2S1I_WS_in	I2S1I_WS_out	
166	I2S1I_DATA_in0	I2S1O_DATA_out0	
167	I2S1I_DATA_in1	I2S1O_DATA_out1	
168	I2S1I_DATA_in2	I2S1O_DATA_out2	
169	I2S1I_DATA_in3	I2S1O_DATA_out3	
170	I2S1I_DATA_in4	I2S1O_DATA_out4	
171	I2S1I_DATA_in5	I2S1O_DATA_out5	
172	I2S1I_DATA_in6	I2S1O_DATA_out6	
173	I2S1I_DATA_in7	I2S1O_DATA_out7	
174	I2S1I_DATA_in8	I2S1O_DATA_out8	
175	I2S1I_DATA_in9	I2S1O_DATA_out9	
176	I2S1I_DATA_in10	I2S1O_DATA_out10	
177	I2S1I_DATA_in11	I2S1O_DATA_out11	
178	I2S1I_DATA_in12	I2S1O_DATA_out12	
179	I2S1I_DATA_in13	I2S1O_DATA_out13	
180	I2S1I_DATA_in14	I2S1O_DATA_out14	
181	I2S1I_DATA_in15	I2S1O_DATA_out15	
182		I2S1O_DATA_out16	
183		I2S1O_DATA_out17	
184		I2S1O_DATA_out18	
185		I2S1O_DATA_out19	
186		I2S1O_DATA_out20	
187		I2S1O_DATA_out21	
188		I2S1O_DATA_out22	
189		I2S1O_DATA_out23	
190	I2S0I_H_SYNC	pwm3_out1h	
191	I2S0I_V_SYNC	pwm3_out1l	
192	I2S0I_H_ENABLE	pwm3_out2h	
193	I2S1I_H_SYNC	pwm3_out2l	
194	I2S1I_V_SYNC	pwm3_out3h	
195	I2S1I_H_ENABLE	pwm3_out3l	
196		pwm3_out4h	

Signal	Input Signal	Output Signal	Direct I/O in IO_MUX
197		pwm3_out4l	
198	U2RXD_in	U2TXD_out	YES
199	U2CTS_in	U2RTS_out	YES
200	emac_mdc_i	emac_mdc_o	
201	emac_mdio_i	emac_mdio_o	
202	emac_crs_i	emac_crs_o	
203	emac_col_i	emac_col_o	
204	pcmfsync_in	bt_audio0_irq	
205	pcmclk_in	bt_audio1_irq	
206	pcmdin	bt_audio2_irq	
207		ble_audio0_irq	
208		ble_audio1_irq	
209		ble_audio2_irq	
210		pcmfsync_out	
211		pcmclk_out	
212		pcmdout	
213		ble_audio_sync0_p	
214		ble_audio_sync1_p	
215		ble_audio_sync2_p	
224		sig_in_func224	
225		sig_in_func225	
226		sig_in_func226	
227		sig_in_func227	
228		sig_in_func228	

**Direct I/O in IO\_MUX "YES"** means that this signal is also available directly via IO\_MUX. To apply the GPIO Matrix to these signals, their corresponding SIG\_IN\_SEL register must be cleared.

## 4.10 IO\_MUX Pad List

Table 17 shows the IO\_MUX functions for each I/O pad:

**Table 17: IO\_MUX Pad Summary**

GPIO	Pad Name	Function 1	Function 2	Function 3	Function 4	Function 5	Function 6	Reset	Notes
0	GPIO0	GPIO0	CLK_OUT1	GPIO0	-	-	EMAC_TX_CLK	3	R
1	U0TXD	U0TXD	CLK_OUT3	GPIO1	-	-	EMAC_RXD2	3	-
2	GPIO2	GPIO2	HSPIWP	GPIO2	HS2_DATA0	SD_DATA0	-	2	R
3	U0RXD	U0RXD	CLK_OUT2	GPIO3	-	-	-	3	-
4	GPIO4	GPIO4	HSPIHD	GPIO4	HS2_DATA1	SD_DATA1	EMAC_TX_ER	2	R
5	GPIO5	GPIO5	VSPICS0	GPIO5	HS1_DATA6	-	EMAC_RX_CLK	3	-
6	SD_CLK	SD_CLK	SPICLK	GPIO6	HS1_CLK	U1CTS	-	3	-
7	SD_DATA_0	SD_DATA0	SPIQ	GPIO7	HS1_DATA0	U2RTS	-	3	-
8	SD_DATA_1	SD_DATA1	SPID	GPIO8	HS1_DATA1	U2CTS	-	3	-
9	SD_DATA_2	SD_DATA2	SPIHD	GPIO9	HS1_DATA2	U1RXD	-	3	-
10	SD_DATA_3	SD_DATA3	SPIWP	GPIO10	HS1_DATA3	U1TXD	-	3	-
11	SD_CMD	SD_CMD	SPICS0	GPIO11	HS1_CMD	U1RTS	-	3	-
12	MTDI	MTDI	HSPIQ	GPIO12	HS2_DATA2	SD_DATA2	EMAC_TXD3	2	R

GPIO	Pad Name	Function 1	Function 2	Function 3	Function 4	Function 5	Function 6	Reset	Notes
13	MTCK	MTCK	HSPID	GPIO13	HS2_DATA3	SD_DATA3	EMAC_RX_ER	1	R
14	MTMS	MTMS	HSPICLK	GPIO14	HS2_CLK	SD_CLK	EMAC_TXD2	1	R
15	MTDO	MTDO	HSPICS0	GPIO15	HS2_CMD	SD_CMD	EMAC_RXD3	3	R
16	GPIO16	GPIO16	-	GPIO16	HS1_DATA4	U2RXD	EMAC_CLK_OUT	1	-
17	GPIO17	GPIO17	-	GPIO17	HS1_DATA5	U2TXD	EMAC_CLK_180	1	-
18	GPIO18	GPIO18	VSPICLK	GPIO18	HS1_DATA7	-	-	1	-
19	GPIO19	GPIO19	VSPIQ	GPIO19	U0CTS	-	EMAC_TXD0	1	-
20	GPIO20	GPIO20	-	GPIO20	-	-	-	1	-
21	GPIO21	GPIO21	VSPICLK	GPIO21	-	-	EMAC_TX_EN	1	-
22	GPIO22	GPIO22	VSPWP	GPIO22	U0RTS	-	EMAC_TXD1	1	-
23	GPIO23	GPIO23	VSPID	GPIO23	HS1_STROBE	-	-	1	-
25	GPIO25	GPIO25	-	GPIO25	-	-	EMAC_RXD0	0	R
26	GPIO26	GPIO26	-	GPIO26	-	-	EMAC_RXD1	0	R
27	GPIO27	GPIO27	-	GPIO27	-	-	EMAC_RX_DV	1	R
32	32K_XP	GPIO32	-	GPIO32	-	-	-	0	R
33	32K_XN	GPIO33	-	GPIO33	-	-	-	0	R
34	VDET_1	GPIO34	-	GPIO34	-	-	-	0	R, I
35	VDET_2	GPIO35	-	GPIO35	-	-	-	0	R, I
36	SENSOR_VP	GPIO36	-	GPIO36	-	-	-	0	R, I
37	SENSOR_CAPP	GPIO37	-	GPIO37	-	-	-	0	R, I
38	SENSOR_CAPN	GPIO38	-	GPIO38	-	-	-	0	R, I
39	SENSOR_VN	GPIO39	-	GPIO39	-	-	-	0	R, I

## Reset Configurations

"Reset" column shows each pad's default configurations after reset:

- **0** - IE=0 (input disabled).
- **1** - IE=1 (input enabled).
- **2** - IE=1, WPD=1 (input enabled, pulldown resistor).
- **3** - IE=1, WPU=1 (input enabled, pullup resistor).

## Notes

- **R** - Pad has RTC/analog functions via RTC\_MUX.
- **I** - Pad can only be configured as input GPIO.

Refer to [ESP32 Pin List](#) datasheet for more details and a complete table of pin functions.

## 4.11 RTC\_MUX Pin List

Table 18 shows the RTC pins and how they correspond to GPIO pads:

**Table 18: RTC\_MUX Pin Summary**

RTC GPIO Num	GPIO Num	Pad Name	Analog Function		
			1	2	3
0	36	SENSOR_VP	ADC_H	ADC1_CH0	-
1	37	SENSOR_CAPP	ADC_H	ADC1_CH1	-
2	38	SENSOR_CAPN	ADC_H	ADC1_CH2	-
3	39	SENSOR_VN	ADC_H	ADC1_CH3	-
4	34	VDET_1	-	ADC1_CH6	-



RTC GPIO Num	GPIO Num	Pad Name	Analog Function		
			1	2	3
5	35	VDET_2	-	ADC1_CH7	-
6	25	GPIO25	DAC_1	ADC2_CH8	-
7	26	GPIO26	DAC_2	ADC2_CH9	-
8	33	32K_XN	XTAL_32K_N	ADC1_CH5	TOUCH8
9	32	32K_XP	XTAL_32K_P	ADC1_CH4	TOUCH9
10	4	GPIO4	-	ADC2_CH0	TOUCH0
11	0	GPIO0	-	ADC2_CH1	TOUCH1
12	2	GPIO2	-	ADC2_CH2	TOUCH2
13	15	MTDO	-	ADC2_CH3	TOUCH3
14	13	MTCK	-	ADC2_CH4	TOUCH4
15	12	MTDI	-	ADC2_CH5	TOUCH5
16	14	MTMS	-	ADC2_CH6	TOUCH6
17	27	GPIO27	-	ADC2_CH7	TOUCH7

## 4.12 Register Summary

Name	Description	Address	Access
<a href="#">GPIO_OUT_REG</a>	GPIO 0-31 output register_REG	0x3FF44004	R/W
<a href="#">GPIO_OUT_W1TS_REG</a>	GPIO 0-31 output register_W1TS_REG	0x3FF44008	RO
<a href="#">GPIO_OUT_W1TC_REG</a>	GPIO 0-31 output register_W1TC_REG	0x3FF4400C	RO
<a href="#">GPIO_OUT1_REG</a>	GPIO 32-39 output register_REG	0x3FF44010	R/W
<a href="#">GPIO_OUT1_W1TS_REG</a>	GPIO 32-39 output bit set register_REG	0x3FF44014	RO
<a href="#">GPIO_OUT1_W1TC_REG</a>	GPIO 32-39 output bit clear register_REG	0x3FF44018	RO
<a href="#">GPIO_ENABLE_REG</a>	GPIO 0-31 output enable register_REG	0x3FF44020	R/W
<a href="#">GPIO_ENABLE_W1TS_REG</a>	GPIO 0-31 output enable register_W1TS_REG	0x3FF44024	RO
<a href="#">GPIO_ENABLE_W1TC_REG</a>	GPIO 0-31 output enable register_W1TC_REG	0x3FF44028	RO
<a href="#">GPIO_ENABLE1_REG</a>	GPIO 32-39 output enable register_REG	0x3FF4402C	R/W
<a href="#">GPIO_ENABLE1_W1TS_REG</a>	GPIO 32-39 output enable bit set register_REG	0x3FF44030	RO
<a href="#">GPIO_ENABLE1_W1TC_REG</a>	GPIO 32-39 output enable bit clear register_REG	0x3FF44034	RO
<a href="#">GPIO_STRAP_REG</a>	Bootstrap pin value register_REG	0x3FF44038	RO
<a href="#">GPIO_IN_REG</a>	GPIO 0-31 input register_REG	0x3FF4403C	RO
<a href="#">GPIO_IN1_REG</a>	GPIO 32-39 input register_REG	0x3FF44040	RO
<a href="#">GPIO_STATUS_REG</a>	GPIO 0-31 interrupt status register_REG	0x3FF44044	R/W
<a href="#">GPIO_STATUS_W1TS_REG</a>	GPIO 0-31 interrupt status register_W1TS_REG	0x3FF44048	RO
<a href="#">GPIO_STATUS_W1TC_REG</a>	GPIO 0-31 interrupt status register_W1TC_REG	0x3FF4404C	RO
<a href="#">GPIO_STATUS1_REG</a>	GPIO 32-39 interrupt status register1_REG	0x3FF44050	R/W
<a href="#">GPIO_STATUS1_W1TS_REG</a>	GPIO 32-39 interrupt status bit set register_REG	0x3FF44054	RO
<a href="#">GPIO_STATUS1_W1TC_REG</a>	GPIO 32-39 interrupt status bit clear register_REG	0x3FF44058	RO
<a href="#">GPIO_ACPU_INT_REG</a>	GPIO 0-31 APP_CPU interrupt status_REG	0x3FF44060	RO
<a href="#">GPIO_ACPU_NMI_INT_REG</a>	GPIO 0-31 APP_CPU non-maskable interrupt status_REG	0x3FF44064	RO
<a href="#">GPIO_PCPU_INT_REG</a>	GPIO 0-31 PRO_CPU interrupt status_REG	0x3FF44068	RO

Name	Description	Address	Access
<a href="#">GPIO_PCPU_NMI_INT_REG</a>	GPIO 0-31 PRO_CPU non-maskable interrupt status_REG	0x3FF4406C	RO
<a href="#">GPIO_ACPU_INT1_REG</a>	GPIO 32-39 APP_CPU interrupt status_REG	0x3FF44074	RO
<a href="#">GPIO_ACPU_NMI_INT1_REG</a>	GPIO 32-39 APP_CPU non-maskable interrupt status_REG	0x3FF44078	RO
<a href="#">GPIO_PCPU_INT1_REG</a>	GPIO 32-39 PRO_CPU interrupt status_REG	0x3FF4407C	RO
<a href="#">GPIO_PCPU_NMI_INT1_REG</a>	GPIO 32-39 PRO_CPU non-maskable interrupt status_REG	0x3FF44080	RO
<a href="#">GPIO_PIN0_REG</a>	Configuration for GPIO pin 0_REG	0x3FF44088	R/W
<a href="#">GPIO_PIN1_REG</a>	Configuration for GPIO pin 1_REG	0x3FF4408C	R/W
<a href="#">GPIO_PIN2_REG</a>	Configuration for GPIO pin 2_REG	0x3FF44090	R/W
...	...		
<a href="#">GPIO_PIN38_REG</a>	Configuration for GPIO pin 38_REG	0x3FF44120	R/W
<a href="#">GPIO_PIN39_REG</a>	Configuration for GPIO pin 39_REG	0x3FF44124	R/W
<a href="#">GPIO_FUNC0_IN_SEL_CFG_REG</a>	Peripheral function 0 input selection register_REG	0x3FF44130	R/W
<a href="#">GPIO_FUNC1_IN_SEL_CFG_REG</a>	Peripheral function 1 input selection register_REG	0x3FF44134	R/W
...	...		
<a href="#">GPIO_FUNC254_IN_SEL_CFG_REG</a>	Peripheral function 254 input selection register_REG	0x3FF44528	R/W
<a href="#">GPIO_FUNC255_IN_SEL_CFG_REG</a>	Peripheral function 255 input selection register_REG	0x3FF4452C	R/W
<a href="#">GPIO_FUNC0_OUT_SEL_CFG_REG</a>	Peripheral output selection for GPIO 0_REG	0x3FF44530	R/W
<a href="#">GPIO_FUNC1_OUT_SEL_CFG_REG</a>	Peripheral output selection for GPIO 1_REG	0x3FF44534	R/W
...	...		
<a href="#">GPIO_FUNC38_OUT_SEL_CFG_REG</a>	Peripheral output selection for GPIO 38_REG	0x3FF445C8	R/W
<a href="#">GPIO_FUNC39_OUT_SEL_CFG_REG</a>	Peripheral output selection for GPIO 39_REG	0x3FF445CC	R/W

Name	Description	Address	Access
<a href="#">IO_MUX_PIN_CTRL</a>	Clock output configuration register	0x3FF49000	R/W
<a href="#">IO_MUX_GPIO36_REG</a>	Configuration register for pad GPIO36	0x3FF49004	R/W
<a href="#">IO_MUX_GPIO37_REG</a>	Configuration register for pad GPIO37	0x3FF49008	R/W
<a href="#">IO_MUX_GPIO38_REG</a>	Configuration register for pad GPIO38	0x3FF4900C	R/W
<a href="#">IO_MUX_GPIO39_REG</a>	Configuration register for pad GPIO39	0x3FF49010	R/W
<a href="#">IO_MUX_GPIO34_REG</a>	Configuration register for pad GPIO34	0x3FF49014	R/W
<a href="#">IO_MUX_GPIO35_REG</a>	Configuration register for pad GPIO35	0x3FF49018	R/W
<a href="#">IO_MUX_GPIO32_REG</a>	Configuration register for pad GPIO32	0x3FF4901C	R/W
<a href="#">IO_MUX_GPIO33_REG</a>	Configuration register for pad GPIO33	0x3FF49020	R/W
<a href="#">IO_MUX_GPIO25_REG</a>	Configuration register for pad GPIO25	0x3FF49024	R/W
<a href="#">IO_MUX_GPIO26_REG</a>	Configuration register for pad GPIO26	0x3FF49028	R/W
<a href="#">IO_MUX_GPIO27_REG</a>	Configuration register for pad GPIO27	0x3FF4902C	R/W
<a href="#">IO_MUX_MTMS_REG</a>	Configuration register for pad MTMS	0x3FF49030	R/W
<a href="#">IO_MUX_MTDI_REG</a>	Configuration register for pad MTDI	0x3FF49034	R/W
<a href="#">IO_MUX_MTCK_REG</a>	Configuration register for pad MTCK	0x3FF49038	R/W
<a href="#">IO_MUX_MTDO_REG</a>	Configuration register for pad MTDO	0x3FF4903C	R/W

Name	Description	Address	Access
IO_MUX_GPIO2_REG	Configuration register for pad GPIO2	0x3FF49040	R/W
IO_MUX_GPIO0_REG	Configuration register for pad GPIO0	0x3FF49044	R/W
IO_MUX_GPIO4_REG	Configuration register for pad GPIO4	0x3FF49048	R/W
IO_MUX_GPIO16_REG	Configuration register for pad GPIO16	0x3FF4904C	R/W
IO_MUX_GPIO17_REG	Configuration register for pad GPIO17	0x3FF49050	R/W
IO_MUX_SD_DATA2_REG	Configuration register for pad SD_DATA2	0x3FF49054	R/W
IO_MUX_SD_DATA3_REG	Configuration register for pad SD_DATA3	0x3FF49058	R/W
IO_MUX_SD_CMD_REG	Configuration register for pad SD_CMD	0x3FF4905C	R/W
IO_MUX_SD_CLK_REG	Configuration register for pad SD_CLK	0x3FF49060	R/W
IO_MUX_SD_DATA0_REG	Configuration register for pad SD_DATA0	0x3FF49064	R/W
IO_MUX_SD_DATA1_REG	Configuration register for pad SD_DATA1	0x3FF49068	R/W
IO_MUX_GPIO5_REG	Configuration register for pad GPIO5	0x3FF4906C	R/W
IO_MUX_GPIO18_REG	Configuration register for pad GPIO18	0x3FF49070	R/W
IO_MUX_GPIO19_REG	Configuration register for pad GPIO19	0x3FF49074	R/W
IO_MUX_GPIO20_REG	Configuration register for pad GPIO20	0x3FF49078	R/W
IO_MUX_GPIO21_REG	Configuration register for pad GPIO21	0x3FF4907C	R/W
IO_MUX_GPIO22_REG	Configuration register for pad GPIO22	0x3FF49080	R/W
IO_MUX_U0RXD_REG	Configuration register for pad U0RXD	0x3FF49084	R/W
IO_MUX_U0TXD_REG	Configuration register for pad U0TXD	0x3FF49088	R/W
IO_MUX_GPIO23_REG	Configuration register for pad GPIO23	0x3FF4908C	R/W
IO_MUX_GPIO24_REG	Configuration register for pad GPIO24	0x3FF49090	R/W

Name	Description	Address	Access
<b>GPIO configuration / data registers</b>			
RTCIO_RTC_GPIO_OUT_REG	RTC GPIO output register_REG	0x3FF48000	R/W
RTCIO_RTC_GPIO_OUT_W1TS_REG	RTC GPIO output bit set register_REG	0x3FF48004	WO
RTCIO_RTC_GPIO_OUT_W1TC_REG	RTC GPIO output bit clear register_REG	0x3FF48008	WO
RTCIO_RTC_GPIO_ENABLE_REG	RTC GPIO output enable register_REG	0x3FF4800C	R/W
RTCIO_RTC_GPIO_ENABLE_W1TS_REG	RTC GPIO output enable bit setregister_REG	0x3FF48010	WO
RTCIO_RTC_GPIO_ENABLE_W1TC_REG	RTC GPIO output enable bit clear register_REG	0x3FF48014	WO
RTCIO_RTC_GPIO_STATUS_REG	RTC GPIO interrupt status register_REG	0x3FF48018	WO
RTCIO_RTC_GPIO_STATUS_W1TS_REG	RTC GPIO interrupt status bit set register_REG	0x3FF4801C	WO
RTCIO_RTC_GPIO_STATUS_W1TC_REG	RTC GPIO interrupt status bit clear register_REG	0x3FF48020	WO
RTCIO_RTC_GPIO_IN_REG	RTC GPIO input register_REG	0x3FF48024	RO
RTCIO_RTC_GPIO_PIN0_REG	RTC configuration for pin 0_REG	0x3FF48028	R/W
RTCIO_RTC_GPIO_PIN1_REG	RTC configuration for pin 1_REG	0x3FF4802C	R/W
RTCIO_RTC_GPIO_PIN2_REG	RTC configuration for pin 2_REG	0x3FF48030	R/W
RTCIO_RTC_GPIO_PIN3_REG	RTC configuration for pin 3_REG	0x3FF48034	R/W
RTCIO_RTC_GPIO_PIN4_REG	RTC configuration for pin 4_REG	0x3FF48038	R/W
RTCIO_RTC_GPIO_PIN5_REG	RTC configuration for pin 5_REG	0x3FF4803C	R/W
RTCIO_RTC_GPIO_PIN6_REG	RTC configuration for pin 6_REG	0x3FF48040	R/W
RTCIO_RTC_GPIO_PIN7_REG	RTC configuration for pin 7_REG	0x3FF48044	R/W
RTCIO_RTC_GPIO_PIN8_REG	RTC configuration for pin 8_REG	0x3FF48048	R/W

Name	Description	Address	Access
<a href="#">RTCIO_RTC_GPIO_PIN9_REG</a>	RTC configuration for pin 9_REG	0x3FF4804C	R/W
<a href="#">RTCIO_RTC_GPIO_PIN10_REG</a>	RTC configuration for pin 10_REG	0x3FF48050	R/W
<a href="#">RTCIO_RTC_GPIO_PIN11_REG</a>	RTC configuration for pin 11_REG	0x3FF48054	R/W
<a href="#">RTCIO_RTC_GPIO_PIN12_REG</a>	RTC configuration for pin 12_REG	0x3FF48058	R/W
<a href="#">RTCIO_RTC_GPIO_PIN13_REG</a>	RTC configuration for pin 13_REG	0x3FF4805C	R/W
<a href="#">RTCIO_RTC_GPIO_PIN14_REG</a>	RTC configuration for pin 14_REG	0x3FF48060	R/W
<a href="#">RTCIO_RTC_GPIO_PIN15_REG</a>	RTC configuration for pin 15_REG	0x3FF48064	R/W
<a href="#">RTCIO_RTC_GPIO_PIN16_REG</a>	RTC configuration for pin 16_REG	0x3FF48068	R/W
<a href="#">RTCIO_RTC_GPIO_PIN17_REG</a>	RTC configuration for pin 17_REG	0x3FF4806C	R/W
<a href="#">RTCIO_DIG_PAD_HOLD_REG</a>	RTC GPIO hold register_REG	0x3FF48074	R/W
<b>GPIO RTC function configuration registers</b>			
<a href="#">RTCIO_HALL_SENS_REG</a>	Hall sensor configuration_REG	0x3FF48078	R/W
<a href="#">RTCIO_SENSOR_PADS_REG</a>	Sensor pads configuration register_REG	0x3FF4807C	R/W
<a href="#">RTCIO_ADC_PAD_REG</a>	ADC configuration register_REG	0x3FF48080	R/W
<a href="#">RTCIO_PAD_DAC1_REG</a>	DAC1 configuration register_REG	0x3FF48084	R/W
<a href="#">RTCIO_PAD_DAC2_REG</a>	DAC2 configuration register_REG	0x3FF48088	R/W
<a href="#">RTCIO_XTAL_32K_PAD_REG</a>	32KHz crystal pads configuration register_REG	0x3FF4808C	R/W
<a href="#">RTCIO_TOUCH_CFG_REG</a>	Touch sensor configuration register_REG	0x3FF48090	R/W
<a href="#">RTCIO_TOUCH_PAD0_REG</a>	Touch pad configuration register_REG	0x3FF48094	R/W
...	...		
<a href="#">RTCIO_TOUCH_PAD9_REG</a>	Touch pad configuration register_REG	0x3FF480B8	R/W
<a href="#">RTCIO_EXT_WAKEUP0_REG</a>	External wake up configuration register_REG	0x3FF480BC	R/W
<a href="#">RTCIO_XTL_EXT_CTR_REG</a>	Crystal power down enable gpio source_REG	0x3FF480C0	R/W
<a href="#">RTCIO_SAR_I2C_IO_REG</a>	RTC I2C pad selection_REG	0x3FF480C4	R/W

4.13 Registers

Register 4.1: GPIO\_OUT\_REG (0x0004)

31	0
x x	Reset

**GPIO\_OUT\_REG** GPIO0-31 output value. (R/W)

Register 4.2: GPIO\_OUT\_W1TS\_REG (0x0008)

31	0
x x	Reset

**GPIO\_OUT\_W1TS\_REG** GPIO0-31 output set register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_OUT\_DATA will be set. (RO)

Register 4.3: GPIO\_OUT\_W1TC\_REG (0x000c)

31	0
x x	Reset

**GPIO\_OUT\_W1TC\_REG** GPIO0-31 output clear register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_OUT\_DATA will be cleared. (RO)

Register 4.4: GPIO\_OUT1\_REG (0x0010)

(reserved)																								GPIO_OUT_DATA															
31																								7								0							
0 0																								x x x x x x x x x								Reset							

**GPIO\_OUT\_DATA** GPIO32-39 output value. (R/W)

#### Register 4.5: GPIO\_OUT1\_W1TS\_REG (0x0014)

[illegible]

**GPIO\_OUT\_DATA** GPIO32-39 output value set register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_OUT1\_DATA will be set. (RO)

#### Register 4.6: GPIO\_OUT1\_W1TC\_REG (0x0018)

[illegible]

**GPIO\_OUT\_DATA** GPIO32-39 output value clear register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_OUT1\_DATA will be cleared. (RO)

### Register 4.7: GPIO\_ENABLE\_REG (0x0020)

[illegible]

**GPIO\_ENABLE\_REG** GPIO0-31 output enable. (R/W)

### Register 4.8: GPIO\_ENABLE\_W1TS\_REG (0x0024)

[illegible]

**GPIO\_ENABLE\_W1TS\_REG** GPIO0-31 output enable set register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_ENABLE will be set. (RO)

#### Register 4.9: GPIO\_ENABLE\_W1TC\_REG (0x0028)

[illegible]

**GPIO\_ENABLE\_W1TC\_REG** GPIO0-31 output enable clear register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_ENABLE will be cleared. (RO)

**Register 4.10: GPIO\_ENABLE1\_REG (0x002c)**

(reserved)																GPIO_ENABLE_DATA																															
31																7																0															
0 0																x x x x x x x x x																Reset															

**GPIO\_ENABLE\_DATA** GPIO32-39 output enable. (R/W)

**Register 4.11: GPIO\_ENABLE1\_W1TS\_REG (0x0030)**

(reserved)																								GPIO_ENABLE_DATA															
31																								7								0							
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	Reset					

**GPIO\_ENABLE\_DATA** GPIO32-39 output enable set register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_ENABLE1 will be set. (RO)

**Register 4.12: GPIO\_ENABLE1\_W1TC\_REG (0x0034)**

(reserved)																								GPIO_ENABLE_DATA																							
31																								8								7								0							
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	Reset													

**GPIO\_ENABLE\_DATA** GPIO32-39 output enable clear register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_ENABLE1 will be cleared. (RO)

**Register 4.13: GPIO\_STRAP\_REG (0x0038)**

(reserved)																GPIO_STRAPPING															
31															16	15															0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	Reset

**GPIO\_STRAPPING** GPIO strapping results: boot\_sel\_chip[5:0]: MTDI, GPIO0, GPIO2, GPIO4, MTDO, GPIO5.

**Register 4.14: GPIO\_IN\_REG (0x003c)**

31	0
x x	Reset

**GPIO\_IN\_REG** GPIO0-31 input value. Each bit represents a pad input value, 1 for high level and 0 for low level. (RO)

**Register 4.15: GPIO\_IN1\_REG (0x0040)**

31	8	7	0
(reserved)		GPIO_IN_DATA_NEXT	
0 0		x x x x x x x x	Reset

**GPIO\_IN\_DATA\_NEXT** GPIO32-39 input value. Each bit represents a pad input value. (RO)

**Register 4.16: GPIO\_STATUS\_REG (0x0044)**

31	0
x x	Reset

**GPIO\_STATUS\_REG** GPIO0-31 interrupt status register. Each bit can be either of the two interrupt sources for the two CPUs. The enable bits in GPIO\_STATUS\_INTERRUPT, corresponding to the 0-4 bits in GPIO\_PIN<sub>n</sub>\_REG should be set to 1. (R/W)

**Register 4.17: GPIO\_STATUS\_W1TS\_REG (0x0048)**

31	0
x x	Reset

**GPIO\_STATUS\_W1TS\_REG** GPIO0-31 interrupt status set register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_STATUS\_INTERRUPT will be set. (RO)

**Register 4.18: GPIO\_STATUS\_W1TC\_REG (0x004c)**

31	0
x x	Reset

**GPIO\_STATUS\_W1TC\_REG** GPIO0-31 interrupt status clear register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_STATUS\_INTERRUPT will be cleared. (RO)



Register 4.19: GPIO\_STATUS1\_REG (0x0050)

(reserved)																												GPIO_STATUS_INTERRUPT															
31																												7								0							
0 0																												x x x x x x x x x								Reset							

**GPIO\_STATUS\_INTERRUPT** GPIO32-39 interrupt status. (R/W)

Register 4.20: GPIO\_STATUS1\_W1TS\_REG (0x0054)

(reserved)																												GPIO_STATUS_INTERRUPT															
31																												7								0							
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	Reset							

**GPIO\_STATUS\_INTERRUPT** GPIO32-39 interrupt status set register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_STATUS\_INTERRUPT1 will be set. (RO)

Register 4.21: GPIO\_STATUS1\_W1TC\_REG (0x0058)

(reserved)																												GPIO_STATUS_INTERRUPT															
31																												7								0							
0 0																												x x x x x x x x x								Reset							

**GPIO\_STATUS\_INTERRUPT** GPIO32-39 interrupt status clear register. For every bit that is 1 in the value written here, the corresponding bit in GPIO\_STATUS\_INTERRUPT1 will be cleared. (RO)

Register 4.22: GPIO\_ACPU\_INT\_REG (0x0060)

31																													0			
x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	Reset

**GPIO\_ACPU\_INT\_REG** GPIO0-31 APP CPU interrupt status. (RO)

### Register 4.23: GPIO\_ACPU\_NMI\_INT\_REG (0x0064)

[illegible]

**GPIO\_ACPU\_NMI\_INT\_REG** GPIO0-31 APP CPU non-maskable interrupt status. (RO)

#### Register 4.24: GPIO\_PCPU\_INT\_REG (0x0068)

[illegible]

**GPIO\_PCPU\_INT\_REG** GPIO0-31 PRO CPU interrupt status. (RO)

### Register 4.25: GPIO\_PCPU\_NMI\_INT\_REG (0x006c)

[illegible]

**GPIO\_PCPU\_NMI\_INT\_REG** GPIO0-31 PRO CPU non-maskable interrupt status. (RO)

### Register 4.26: GPIO\_ACPU\_INT1\_REG (0x0074)

Register 0x00000000: CPUID\_INTID\_0

31	8	7	0
0 0			
x x x x x x x x x			

Reset

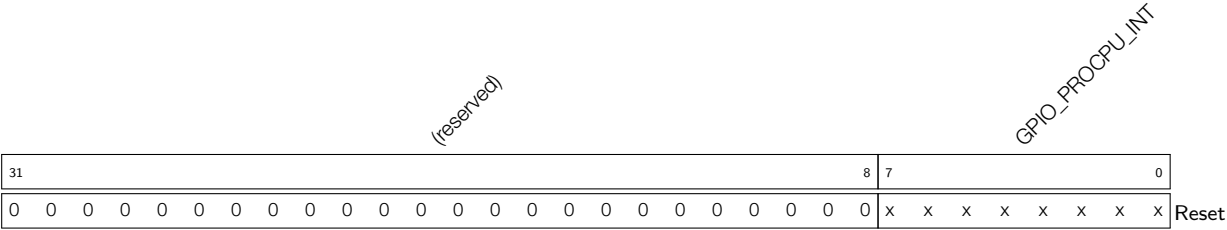
**GPIO\_APPCPU\_INT** GPIO32-39 APP CPU interrupt status. (RO)

### Register 4.27: GPIO\_ACPU\_NMI\_INT1\_REG (0x0078)

[illegible]

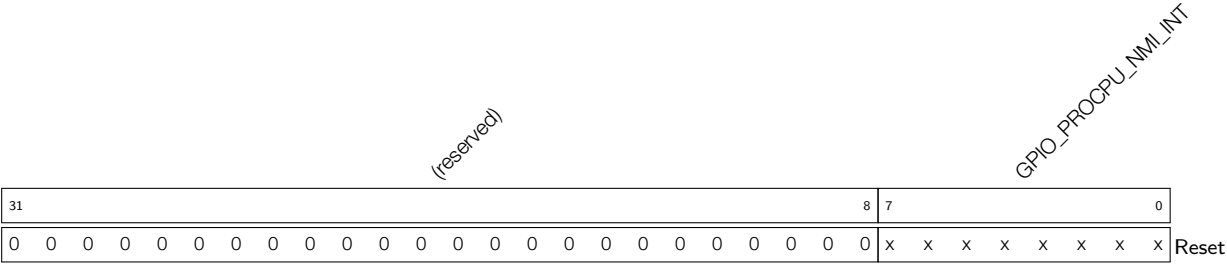
**GPIO\_APPCPU\_NMI\_INT** GPIO32-39 APP CPU non-maskable interrupt status. (RO)

Register 4.28: GPIO\_PCPU\_INT1\_REG (0x007c)



**GPIO\_PROCPU\_INT** GPIO32-39 PRO CPU interrupt status. (RO)

Register 4.29: GPIO\_PCPU\_NMI\_INT1\_REG (0x0080)



**GPIO\_PROCPU\_NMI\_INT** GPIO32-39 PRO CPU non-maskable interrupt status. (RO)

**Register 4.30: GPIO\_PIN $n$ \_REG ( $n$ : 0-39) (0x88+0x4\* $n$ )**

Bit field diagram for GPIO\_PINn\_CONFIG register:

- Bits 31-18: (reserved)
- Bits 17-12: GPIO\_PINn\_INT\_ENA
- Bits 11-10: (reserved)
- Bits 9-7: GPIO\_PINn\_WAKEUP\_ENABLE
- Bits 6-3: GPIO\_PINn\_INT\_TYPE
- Bits 2-1: (reserved)
- Bit 0: GPIO\_PINn\_PAD\_DRIVER

**GPIO\_PIN $n$ \_INT\_ENA** Interrupt enable bits for pin  $n$ : (R/W)

bit0: APP CPU interrupt enable;  
bit1: APP CPU non-maskable interrupt enable;  
bit3: PRO CPU interrupt enable;  
bit4: PRO CPU non-maskable interrupt enable.

**GPIO\_PIN<sub>n</sub>\_WAKEUP\_ENABLE** GPIO wake-up enable will only wake up the CPU from Light-sleep.  
(R/W)

**GPIO\_PIN<sub>n</sub>\_INT\_TYPE** Interrupt type selection: (R/W)

- 0: GPIO interrupt disable;
- 1: rising edge trigger;
- 2: falling edge trigger;
- 3: any edge trigger;
- 4: low level trigger;
- 5: high level trigger.

**GPIO\_PIN<sub>n</sub>\_PAD\_DRIVER** 0: normal output; 1: open drain output. (R/W)

**Register 4.31: GPIO\_FUNC<sub>m</sub> IN\_SEL\_CFG\_REG (*m*: 0-255) (0x130+0x4\**m*)**

**GPIO\_SIG<sub>m</sub>\_IN\_SEL** Bypass the GPIO Matrix. 0: route through GPIO Matrix, 1: connect signal directly to peripheral configured in the IO MUX. (R/W)

**GPIO\_FUNC<sub>m</sub> IN INV SEL** Invert the input value. 1: invert; 0: do not invert. (R/W)

**GPIO\_FUNC*m*\_IN\_SEL** Selection control for peripheral input *m*. A value of 0-39 selects which of the 40 GPIO Matrix input pins this signal is connected to, or 0x38 for a constantly high input or 0x30 for a constantly low input. (R/W)

**Register 4.32: GPIO\_FUNC $n$ \_OUT\_SEL\_CFG\_REG ( $n$ : 0-39) (0x530+0x4\* $n$ )**

(reserved)																				GPIO_FUNC <sub>n</sub> _OEN_INV_SEL				GPIO_FUNC <sub>n</sub> _OEN_SEL				GPIO_FUNC <sub>n</sub> _OUT_INV_SEL				GPIO_FUNC <sub>n</sub> _OUT_SEL			
31																				12	11	10	9	8											0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	x	x	x	x	Reset			

Reset

**GPIO\_FUNC $n$ \_OEN\_INV\_SEL** 1: Invert the output enable signal; 0: do not invert the output enable signal. (R/W)

**GPIO\_FUNC $n$ \_OEN\_SEL** 1: Force the output enable signal to be sourced from bit  $n$  of GPIO\_ENABLE\_REG; 0: use output enable signal from peripheral. (R/W)

**GPIO\_FUNC $n$ \_OUT\_INV\_SEL** 1: Invert the output value; 0: do not invert the output value. (R/W)

**GPIO\_FUNC $n$ \_OUT\_SEL** Selection control for GPIO output  $n$ . A value of  $s$  ( $0 \leq s < 256$ ) connects peripheral output  $s$  to GPIO output  $n$ . A value of 256 selects bit  $n$  of GPIO\_DATA\_REG and GPIO\_ENABLE\_REG as the output value and output enable. (R/W)

**Register 4.33: IO\_MUX\_PIN\_CTRL (0x3FF49000)**

(reserved)												PIN_CTRL_CLK3				PIN_CTRL_CLK2				PIN_CTRL_CLK1																			
31												12				11				8				6				3				3				0			
0x0												0x0				0x0				0x0				Reset															

Reset

**For the configuration of I2S0 peripheral clock output:** When PIN\_CTRL[3:0] = 0x0, select and output module clock on the CLK\_OUT1 in the [IO\\_MUX Pad Summary](#);

When PIN\_CTRL[3:0] = 0x0 and PIN\_CTRL[7:4] = 0x0, select and output module clock on the CLK\_OUT2 in the [IO\\_MUX Pad Summary](#);

When PIN\_CTRL[3:0] = 0x0 and PIN\_CTRL[11:8] = 0x0; select and output module clock on the CLK\_OUT3 in the [IO\\_MUX Pad Summary](#).

**For the configuration of I2S1 peripheral clock output:** When PIN\_CTRL[3:0] = 0xF, select and output module clock on CLK\_OUT1-3. (R/W)

**Register 4.34: IO\_MUX\_x\_REG (x: GPIO0-GPIO39) (0x10+4\*x)**

(reserved)																IO_x MCU_SEL		IO_x FUNC_DRV		IO_x FUNC_IE		IO_x FUNC_WPU		IO_x MCU_WPD		IO_x MCU_DRV		IO_x MCU_IE		IO_x MCU_WPU		IO_x SLP_SEL		IO_x MCU_OE			
31															15	14	12	11	10	9	8	7	6	5	4	3	2	1	0								
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																0x0		0x2		0		0		0		0x0		0		0		0		0		Reset	

**IO\_x\_MCU\_SEL** Select the IO\_MUX function for this signal. 0 selects Function 1, 1 selects Function 2, etc. (R/W)

**IO\_x\_FUNC\_DRV** Select the drive strength of the pad. A higher value corresponds with a higher strength. (R/W)

**IO\_x\_FUNC\_IE** Input enable of the pad. 1: input enabled; 0: input disabled. (R/W)

**IO\_x\_FUNC\_WPU** Pull-up enable of the pad. 1: internal pull-up enabled; 0: internal pull-up disabled. (R/W)

**IO\_x\_FUNC\_WPD** Pull-down enable of the pad. 1: internal pull-down enabled, 0: internal pull-down disabled. (R/W)

**IO\_x\_MCU\_DRV** Select the drive strength of the pad during sleep mode. A higher value corresponds with a higher strength. (R/W)

**IO\_x\_MCU\_IE** Input enable of the pad during sleep mode. 1: input enabled; 0: input disabled. (R/W)

**IO\_x\_MCU\_WPU** Pull-up enable of the pad during sleep mode. 1: internal pull-up enabled; 0: internal pull-up disabled. (R/W)

**IO\_x\_MCU\_WPD** Pull-down enable of the pad during sleep mode. 1: internal pull-down enabled; 0: internal pull-down disabled. (R/W)

**IO\_x\_SLP\_SEL** Sleep mode selection of this pad. Set to 1 to put the pad in sleep mode. (R/W)

**IO\_x\_MCU\_OE** Output enable of the pad in sleep mode. 1: enable output; 0: disable output. (R/W)

**Register 4.35: RTCIO\_RTC\_GPIO\_OUT\_REG (0x0000)**

RTCIO_RTC_GPIO_OUT_DATA																	(reserved)																																																		
31																	14																	27																	14																
x x x x x x x x x x x x x x x x x x x																	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																	Reset																																	

**RTCIO\_RTC\_GPIO\_OUT\_DATA** GPIO0-17 output register. Bit14 is GPIO[0], bit15 is GPIO[1], etc. (R/W)

**Register 4.36: RTCIO\_RTC\_GPIO\_OUT\_W1TS\_REG (0x0001)**

RTCIO_RTC_GPIO_OUT_DATA_W1TS														(reserved)															
31														14	27													14	
x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	0	0	0	0	0	0	0	0	0	0	0	Reset

**RTCIO\_RTC\_GPIO\_OUT\_DATA\_W1TS** GPIO0-17 output set register. For every bit that is 1 in the value written here, the corresponding bit in RTCIO\_RTC\_GPIO\_OUT will be set. (WO)

**Register 4.37: RTCIO\_RTC\_GPIO\_OUT\_W1TC\_REG (0x0002)**

RTCIO_RTC_GPIO_OUT_DATA_W1TC														(reserved)																																									
31														14														27														14													
x x														0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0														Reset																											

**RTCIO\_RTC\_GPIO\_OUT\_DATA\_W1TC** GPIO0-17 output clear register. For every bit that is 1 in the value written here, the corresponding bit in RTCIO\_RTC\_GPIO\_OUT will be cleared. (WO)

**Register 4.38: RTCIO\_RTC\_GPIO\_ENABLE\_REG (0x0003)**

RTCIO_RTC_GPIO_ENABLE														(reserved)																																									
31														14														27														14													
x x x x x x x x x x x x x x x x x x x x														0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0														Reset																											

**RTCIO\_RTC\_GPIO\_ENABLE** GPIO0-17 output enable. Bit14 is GPIO[0], bit15 is GPIO[1], etc. 1 means this GPIO pad is output. (R/W)

**Register 4.39: RTCIO\_RTC\_GPIO\_ENABLE\_W1TS\_REG (0x0004)**

RTCIO_RTC_GPIO_ENABLE_W1TS														(reserved)															
31														14	27														14
x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**RTCIO\_RTC\_GPIO\_ENABLE\_W1TS** GPIO0-17 output enable set register. For every bit that is 1 in the value written here, the corresponding bit in RTCIO\_RTC\_GPIO\_ENABLE will be set. (WO)

**Register 4.40: RTCIO\_RTC\_GPIO\_ENABLE\_W1TC\_REG (0x0005)**

RTCIO_RTC_GPIO_ENABLE_W1TC														(reserved)															
31														14	27														14
x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**RTCIO\_RTC\_GPIO\_ENABLE\_W1TC** GPIO0-17 output enable clear register. For every bit that is 1 in the value written here, the corresponding bit in RTCIO\_RTC\_GPIO\_ENABLE will be cleared. (WO)

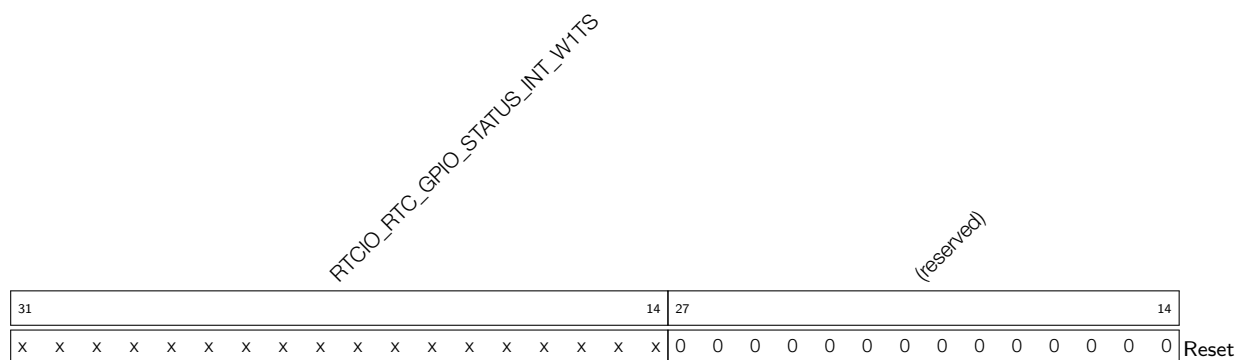
**Register 4.41: RTCIO\_RTC\_GPIO\_STATUS\_REG (0x0006)**

RTCIO_RTC_GPIO_STATUS_INT														(reserved)															
31														14	27														14
x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**RTCIO\_RTC\_GPIO\_STATUS\_INT** GPIO0-17 interrupt status. Bit14 is GPIO[0], bit15 is GPIO[1], etc. This register should be used together with RTCIO\_RTC\_GPIO\_PIN<sub>n</sub>\_INT\_TYPE in RTCIO\_RTC\_GPIO\_PIN<sub>n</sub>\_REG. 1: corresponding interrupt; 0: no interrupt. (R/W)

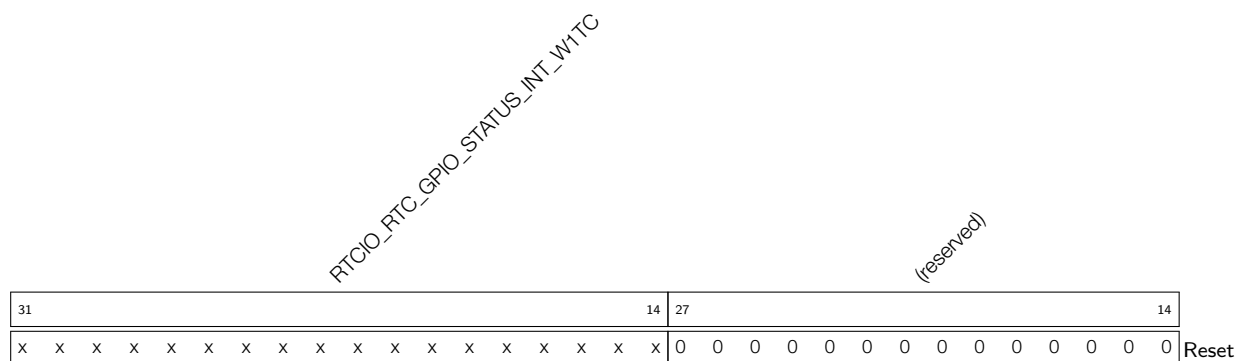


#### Register 4.42: RTCIO\_RTC\_GPIO\_STATUS\_W1TS\_REG (0x0007)



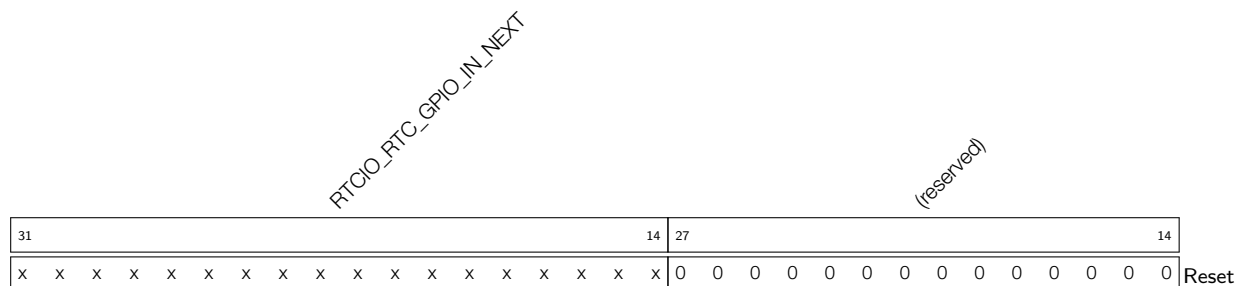
**RTCIO\_RTC\_GPIO\_STATUS\_INT\_W1TS** GPIO0-17 interrupt set register. For every bit that is 1 in the value written here, the corresponding bit in RTCIO\_RTC\_GPIO\_STATUS\_INT will be set. (WO)

#### Register 4.43: RTCIO\_RTC\_GPIO\_STATUS\_W1TC\_REG (0x0008)



**RTCIO\_RTC\_GPIO\_STATUS\_INT\_W1TC** GPIO0-17 interrupt clear register. For every bit that is 1 in the value written here, the corresponding bit in RTCIO\_RTC\_GPIO\_STATUS\_INT will be cleared. (WO)

#### Register 4.44: RTCIO\_RTC\_GPIO\_IN\_REG (0x0009)



**RTCIO\_RTC\_GPIO\_IN\_NEXT** GPIO0-17 input value. Bit14 is GPIO[0], bit15 is GPIO[1], etc. Each bit represents a pad input value, 1 for high level, and 0 for low level. (RO)

**Register 4.45: RTCIO\_RTC\_GPIO\_PIN<sub>n</sub>\_REG (n: 0-17) (0xA+1\*n)**

(reserved)																				RTCIO_RTC_GPIO_PIN <sub>n</sub> _WAKEUP_ENABLE				RTCIO_RTC_GPIO_PIN <sub>n</sub> _INT_TYPE				(reserved)				RTCIO_RTC_GPIO_PIN <sub>n</sub> _PAD_DRIVER				(reserved)			
31																				11				10	9	7		6	3		2	3	2	Reset					
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	0	0	0	0	x	0	0									

**RTCIO\_RTC\_GPIO\_PIN<sub>n</sub>\_WAKEUP\_ENABLE** GPIO wake-up enable. This will only wake up the ESP32 from Light-sleep. (R/W)

**RTCIO\_RTC\_GPIO\_PIN<sub>n</sub>\_INT\_TYPE** GPIO interrupt type selection. (R/W)

- 0: GPIO interrupt disable;
- 1: rising edge trigger;
- 2: falling edge trigger;
- 3: any edge trigger;
- 4: low level trigger;
- 5: high level trigger.

**RTCIO\_RTC\_GPIO\_PIN<sub>n</sub>\_PAD\_DRIVER** Pad driver selection. 0: normal output; 1: open drain. (R/W)

**Register 4.46: RTCIO\_DIG\_PAD\_HOLD\_REG (0x001d)**

31																															0	
0																																Reset

**RTCIO\_DIG\_PAD\_HOLD\_REG** Select which digital pads are on hold. While 0 allows normal operation, 1 puts the pad on hold. (R/W)

**Register 4.47: RTCIO\_HALL\_SENS\_REG (0x001e)**

RTCIO_HALL_XPD_HALL																															(reserved)																		
RTCIO_HALL_PHASE																																																	
31	30	59																												30																			
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset																	

**RTCIO\_HALL\_XPD\_HALL** Power on hall sensor and connect to VP and VN. (R/W)

**RTCIO\_HALL\_PHASE** Reverse the polarity of the hall sensor. (R/W)

Register 4.48: RTCIO\_SENSOR\_PADS\_REG (0x001f)

RTCIO_SENSOR_SENSE1_HOLD																																RTCIO_SENSOR_SENSE2_HOLD																																RTCIO_SENSOR_SENSE3_HOLD																																RTCIO_SENSOR_SENSE4_HOLD																																RTCIO_SENSOR_SENSE1_MUX_SEL																																RTCIO_SENSOR_SENSE2_MUX_SEL																																RTCIO_SENSOR_SENSE3_MUX_SEL																																RTCIO_SENSOR_SENSE4_MUX_SEL																																RTCIO_SENSOR_SENSE1_FUN_SEL																																RTCIO_SENSOR_SENSE2_FUN_SEL																																RTCIO_SENSOR_SENSE3_FUN_SEL																																RTCIO_SENSOR_SENSE4_FUN_SEL																																RTCIO_SENSOR_SENSE1_SLP_SEL																																RTCIO_SENSOR_SENSE2_SLP_SEL																																RTCIO_SENSOR_SENSE3_SLP_SEL																																RTCIO_SENSOR_SENSE4_SLP_SEL																																RTCIO_SENSOR_SENSE1_SLP_IE																																RTCIO_SENSOR_SENSE2_SLP_IE																																RTCIO_SENSOR_SENSE3_SLP_IE																																RTCIO_SENSOR_SENSE4_SLP_IE																																RTCIO_SENSOR_SENSE1_FUN_IE																																RTCIO_SENSOR_SENSE2_FUN_IE																																RTCIO_SENSOR_SENSE3_FUN_IE																																RTCIO_SENSOR_SENSE4_FUN_IE																																(reserved)																																																																																																																																																																																																																																																																																																																																								
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4																	4																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**RTCIO\_SENSOR\_SENSE $n$ \_HOLD** Set to 1 to hold the output value on sense $n$ ; 0 is for normal operation. (R/W)

**RTCIO\_SENSOR\_SENSE $n$ \_MUX\_SEL** 1: route sense $n$  to the RTC block; 0: route sense $n$  to the digital IO\_MUX. (R/W)

**RTCIO\_SENSOR\_SENSE $n$ \_FUN\_SEL** Select the RTC IO\_MUX function for this pad. 0: select Function 0; 1: select Function 1. (R/W)

**RTCIO\_SENSOR\_SENSE $n$ \_SLP\_SEL** Selection of sleep mode for the pad: set to 1 to put the pad in sleep mode. (R/W)

**RTCIO\_SENSOR\_SENSE $n$ \_SLP\_IE** Input enable of the pad in sleep mode. 1: enabled; 0: disabled. (R/W)

**RTCIO\_SENSOR\_SENSE $n$ \_FUN\_IE** Input enable of the pad. 1: enabled; 0: disabled. (R/W)

#### Register 4.49: RTCIO\_ADC\_PAD\_REG (0x0020)

[illegible]

**RTCIO\_ADC\_ADC $n$ \_HOLD** Set to 1 to hold the output value on the pad; 0 is for normal operation.  
(R/W)

**RTCIO\_ADC\_ADC $n$ \_MUX\_SEL** 0: route pad to the digital IO\_MUX; (R/W)  
1: route pad to the RTC block.

**RTCIO\_ADC\_ADC $n$ \_FUN\_SEL** Select the RTC function for this pad. 0: select Function 0; 1: select Function 1. (R/W)

**RTCIO\_ADC\_ADC $n$ \_SLP\_SEL** Signal selection of pad's sleep mode. Set this bit to 1 to put the pad to sleep. (R/W)

**RTCIO\_ADC\_ADC<sub>n</sub>SLP\_IE** Input enable of the pad in sleep mode. 1 enabled; 0 disabled. (R/W)

**RTCIO\_ADC\_ADC<sub>n</sub>\_FUN\_IE** Input enable of the pad. 1 enabled; 0 disabled. (R/W)

### Register 4.50: RTCIO PAD DAC1 REG (0x0021)

[illegible]

**RTCIO\_PAD\_PDAC1\_DRV** Select the drive strength of the pad. (R/W)

**RTCIO\_PAD\_PDAC1\_HOLD** Set to 1 to hold the output value on the pad; set to 0 for normal operation. (R/W)

**RTCIO\_PAD\_PDAC1\_RDE** 1: Pull-down on pad enabled; 0: Pull-down disabled. (R/W)

**RTCIO\_PAD\_PDAC1\_RUE** 1: Pull-up on pad enabled; 0: Pull-up disabled. (R/W)

**RTCIO\_PAD\_PDAC1\_DAC** PAD DAC1 output value. (R/W)

**RTCIO\_PAD\_PDAC1\_XPD\_DAC** Power on DAC1. Usually, PDAC1 needs to be tristated if we power on the DAC, i.e. IE=0, OE=0, RDE=0, RUE=0. (R/W)

**RTCIO\_PAD\_PDAC1\_MUX\_SEL** 0: route pad to the digital IO\_MUX; (R/W)  
1: route to the RTC block.

**RTCIO\_PAD\_PDAC1\_FUN\_SEL** the functional selection signal of the pad. (R/W)

**RTCIO\_PAD\_PDAC1\_SLP\_SEL** Sleep mode selection signal of the pad. Set this bit to 1 to put the pad to sleep. (R/W)

**RTCIO\_PAD\_PDAC1\_SLP\_IE** Input enable of the pad in sleep mode. 1: enabled; 0: disabled. (R/W)

**RTCIO PAD PDAC1 SLP OE** Output enable of the pad. 1: enabled ; 0: disabled. (R/W)

**RTCIO PAD PDAC1 FUN IE** Input enable of the pad. 1: enabled it; 0: disabled. (R/W)

**RTCIO\_PAD\_PDAC1\_DAC\_XPD\_FORCE** Power on DAC1. Usually, we need to tristate PDAC1 if we power on the DAC, i.e. IE=0, OE=0, RDE=0, RUE=0. (R/W)

### Register 4.51: RTCIO PAD DAC2 REG (0x0022)

[illegible]

**RTCIO\_PAD\_PDAC2\_DRV** Select the drive strength of the pad. (R/W)

**RTCIO\_PAD\_PDAC2\_HOLD** Set to 1 to hold the output value on the pad; 0 is for normal operation.  
(R/W)

**RTCIO\_PAD\_PDAC2\_RDE** 1: Pull-down on pad enabled; 0: Pull-down disabled. (R/W)

**RTCIO\_PAD\_PDAC2\_RUE** 1: Pull-up on pad enabled; 0: Pull-up disabled. (R/W)

**RTCIO\_PAD\_PDAC2\_DAC** PAD DAC2 output value. (R/W)

**RTCIO\_PAD\_PDAC2\_XPD\_DAC** Power on DAC2. PDAC2 needs to be tristated if we power on the DAC, i.e. IE=0, OE=0, RDE=0, RUE=0. (R/W)

**RTCIO\_PAD\_PDAC2\_MUX\_SEL** 0: route pad to the digital IO\_MUX; (R/W)  
1: route to the RTC block.

**RTCIO\_PAD\_PDAC2\_FUN\_SEL** Select the RTC function for this pad. 0: select Function 0; 1: select Function 1. (R/W)

**RTCIO\_PAD\_PDAC2\_SLP\_SEL** Sleep mode selection signal of the pad. Set this bit to 1 to put the pad to sleep. (R/W)

**RTCIO\_PAD\_PDAC2\_SLP\_IE** Input enable of the pad in sleep mode. 1: enabled; 0: disabled. (R/W)

**RTCIO\_PAD\_PDAC2\_SLP\_OE** Output enable of the pad. 1: enabled; 0: disabled. (R/W)

**RTCIO\_PAD\_PDAC2\_FUN\_IE** Input enable of the pad. 1: enabled; 0: disabled. (R/W)

**RTCIO\_PAD\_PDAC2\_DAC\_XPD\_FORCE** Power on DAC2. Usually, we need to tristate PDAC2 if we power on the DAC, i.e. IE=0, OE=0, RDE=0, RUE=0. (R/W)

Register 4.52: RTCIO\_XTAL\_32K\_PAD\_REG (0x0023)

RTCIO_XTAL_X32N_DRV		RTCIO_XTAL_X32N_HOLD		RTCIO_XTAL_X32N_RDE		RTCIO_XTAL_X32N_RUE		RTCIO_XTAL_X32P_DRV		RTCIO_XTAL_X32P_HOLD		RTCIO_XTAL_X32P_RDE		RTCIO_XTAL_X32P_RUE		RTCIO_XTAL_DAC_XTAL_32K		RTCIO_XTAL_XPD_XTAL_32K		RTCIO_XTAL_X32N_MUX_SEL		RTCIO_XTAL_X32P_MUX_SEL		RTCIO_XTAL_X32N_FUN_SEL		RTCIO_XTAL_X32N_SLP_SEL		RTCIO_XTAL_X32N_SLP_IE		RTCIO_XTAL_X32N_SLP_OE		RTCIO_XTAL_X32P_FUN_SEL		RTCIO_XTAL_X32P_SLP_SEL		RTCIO_XTAL_X32P_SLP_IE		RTCIO_XTAL_X32P_SLP_OE		RTCIO_XTAL_DRES_XTAL_32K		RTCIO_XTAL_DBIAS_XTAL_32K		(reserved)	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1														
2		0	0	0	2		0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	Reset													

**RTCIO\_XTAL\_X32N\_DRV** Select the drive strength of the pad. (R/W)

**RTCIO\_XTAL\_X32N\_HOLD** Set to 1 to hold the output value on the pad; 0 is for normal operation. (R/W)

**RTCIO\_XTAL\_X32N\_RDE** 1: Pull-down on pad enabled; 0: Pull-down disabled. (R/W)

**RTCIO\_XTAL\_X32N\_RUE** 1: Pull-up on pad enabled; 0: Pull-up disabled. (R/W)

**RTCIO\_XTAL\_X32P\_DRV** Select the drive strength of the pad. (R/W)

**RTCIO\_XTAL\_X32P\_HOLD** Set to 1 to hold the output value on the pad, 0 is for normal operation. (R/W)

**RTCIO\_XTAL\_X32P\_RDE** 1: Pull-down on pad enabled; 0: Pull-down disabled. (R/W)

**RTCIO\_XTAL\_X32P\_RUE** 1: Pull-up on pad enabled; 0: Pull-up disabled. (R/W)

**RTCIO\_XTAL\_DAC\_XTAL\_32K** 32K XTAL bias current DAC value. (R/W)

**RTCIO\_XTAL\_XPD\_XTAL\_32K** Power up 32 KHz crystal oscillator. (R/W)

**RTCIO\_XTAL\_X32N\_MUX\_SEL** 0: route X32N pad to the digital IO\_MUX; 1: route to RTC block. (R/W)

**RTCIO\_XTAL\_X32P\_MUX\_SEL** 0: route X32P pad to the digital IO\_MUX; 1: route to RTC block. (R/W)

**RTCIO\_XTAL\_X32N\_FUN\_SEL** Select the RTC function. 0: select function 0; 1: select function 1. (R/W)

**RTCIO\_XTAL\_X32N\_SLP\_SEL** Sleep mode selection. Set this bit to 1 to put the pad to sleep. (R/W)

**RTCIO\_XTAL\_X32N\_SLP\_IE** Input enable of the pad in sleep mode. 1: enabled; 0: disabled. (R/W)

**RTCIO\_XTAL\_X32N\_SLP\_OE** Output enable of the pad. 1: enabled; 0: disabled. (R/W)

**RTCIO\_XTAL\_X32N\_FUN\_IE** Input enable of the pad. 1: enabled; 0: disabled. (R/W)

**RTCIO\_XTAL\_X32P\_FUN\_SEL** Select the RTC function. 0: select function 0; 1: select function 1. (R/W)

**RTCIO\_XTAL\_X32P\_SLP\_SEL** Sleep mode selection. Set this bit to 1 to put the pad to sleep. (R/W)

**RTCIO\_XTAL\_X32P\_SLP\_IE** Input enable of the pad in sleep mode. 1: enabled; 0: disabled. (R/W)

**RTCIO\_XTAL\_X32P\_SLP\_OE** Output enable of the pad in sleep mode. 1: enabled; 0: disabled. (R/W)

**RTCIO\_XTAL\_X32P\_FUN\_IE** Input enable of the pad. 1: enabled; 0: disabled. (R/W)

**RTCIO\_XTAL\_DRES\_XTAL\_32K** 32K XTAL resistor bias control. (R/W)

**RTCIO\_XTAL\_DBIAS\_XTAL\_32K** 32K XTAL self-bias reference control. (R/W)

### Register 4.53: RTCIO\_TOUCH\_CFG\_REG (0x0024)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
(reserved)								RTCIO_TOUCH_DREFL				RTCIO_TOUCH_DREFH				RTCIO_TOUCH_DRANGE				RTCIO_TOUCH_DCUR				RTCIO_TOUCH_XPD_BIAS		(reserved)		RTCIO_TOUCH_XPD_BIAS		(reserved)	

**RTCIO\_TOUCH\_XPD\_BIAS** Touch sensor bias power on bit. 1: power on; 0: disabled. (R/W)

**RTCIO\_TOUCH\_DREFH** Touch sensor saw wave top voltage. (R/W)

**RTCIO TOUCH DREFL** Touch sensor saw wave bottom voltage. (R/W)

**RTCIO\_TOUCH\_DRANGE** Touch sensor saw wave voltage range. (R/W)

**RTCIO\_TOUCH\_DCUR** Touch sensor bias current. When BIAS\_SLEEP is enabled, this setting is available. (R/W)

**Register 4.54: RTCIO\_TOUCH\_PAD $n$ \_REG ( $n$ : 0-9) (0x25+1\* $n$ )**

Diagram illustrating the bit fields of the register:

- Bits 31-26: (reserved)
- Bits 25-20: RTCIO\_TOUCH\_PAD\_n\_DAC
- Bits 19-0: RTCIO\_TOUCH\_PAD\_n\_START
- Bits 19-16: (reserved)
- Bits 15-0: RTCIO\_TOUCH\_PAD\_n\_XPD
- Bits 15-12: (reserved)
- Bits 11-0: RTCIO\_TOUCH\_PAD\_n\_TO\_GPIO

**RTCIO\_TOUCH\_PAD<sub>n</sub>\_DAC** Touch sensor slope control. 3-bit for each touch pad, defaults to 100.  
(R/W)

<b>RTCIO TOUCH PAD<sub>n</sub> START</b>	Start touch sensor. (R/W)
--	---------------------------

**RTCIO\_TOUCH\_PAD<sub>n</sub>\_TIE\_OPT** Default touch sensor tie option. 0: tie low; 1: tie high. (R/W)

**RTCIO\_TOUCH\_PAD<sub>n</sub>\_XPD** Touch sensor power on. (R/W)

**RTCIO\_TOUCH\_PAD $n$ \_TO\_GPIO** Connect the RTC pad input to digital pad input; 0 is available.  
(R/W)



**Register 4.55: RTCIO\_EXT\_WAKEUP0\_REG (0x002f)**

RTCIO_EXT_WAKEUP0_SEL																(reserved)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
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**RTCIO\_EXT\_WAKEUP0\_SEL** GPIO[0-17] can be used to wake up the chip when the chip is in the sleep mode. This register prompts the pad source to wake up the chip when the latter is in deep/light sleep mode. 0: select GPIO0; 1: select GPIO2, etc. (R/W)

**Register 4.56: RTCIO\_XTL\_EXT\_CTR\_REG (0x0030)**

RTCIO_XTL_EXT_CTR_SEL																(reserved)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																		
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**RTCIO\_XTL\_EXT\_CTR\_SEL** Select the external crystal power down enable source to get into sleep mode. 0: select GPIO0; 1: select GPIO2, etc. The input value on this pin XOR RTCIO\_RTC\_EXT\_XTAL\_CONF\_REG[30] is the crystal power down enable signal. (R/W)

**Register 4.57: RTCIO\_SAR\_I2C\_IO\_REG (0x0031)**

RTCIO_SAR_I2C_SDA_SEL																RTCIO_SAR_I2C_SCL_SEL															
31	30	29	28	55																											28
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**RTCIO\_SAR\_I2C\_SDA\_SEL** Selects a different pad as the RTC I2C SDA signal. 0: use pad TOUCH\_PAD[1]; 1: use pad TOUCH\_PAD[3]. (R/W)

**RTCIO\_SAR\_I2C\_SCL\_SEL** Selects a different pad as the RTC I2C SCL signal. 0: use pad TOUCH\_PAD[1]; 1: use pad TOUCH\_PAD[3]. (R/W)

## 5. SPI

### 5.1 Overview

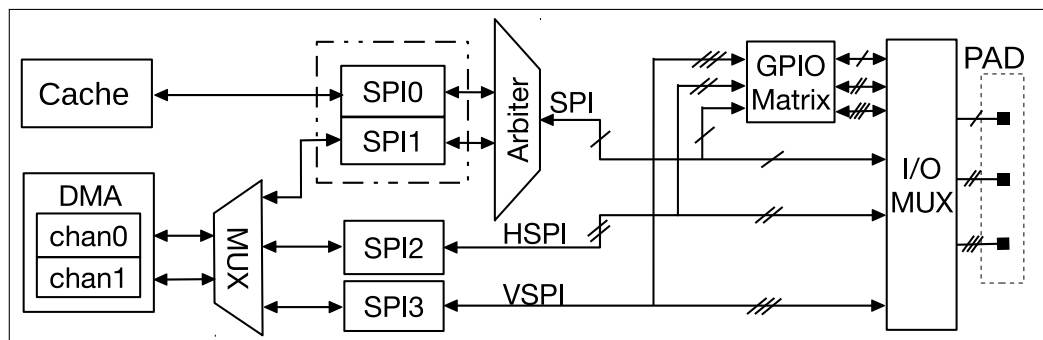


Figure 10: SPI Architecture

As Figure 10 shows, ESP32 integrates four SPI controllers which can be used to communicate with external devices that use the SPI protocol. Controller SPI0 is used as a buffer for accessing external memory. Controller SPI1 can be used as a master. Controllers SPI2 and SPI3 can be configured as either a master or a slave. When used as a master, each SPI controller can drive multiple CS signals (CS0 ~ CS2) to activate multiple slaves. Controllers SPI1 ~ SPI3 share two DMA channels.

The SPI signal buses consist of D, Q, CS0-CS2, CLK, WP, and HD signals, as Table 22 shows. Controllers SPI0 and SPI1 share one signal bus through an arbiter; the signals of the shared bus start with "SPI". Controllers SPI2 and SPI3 use signal buses starting with "HSPI" and "VSPI" respectively. The I/O lines included in the above-mentioned signal buses can be mapped to pins via either the IO\_MUX module or the GPIO matrix. (Please refer to Chapter [IO\\_MUX](#) for details.)

The SPI controller supports four-line half-duplex and full-duplex communication (MOSI, MISO, CS, and CLK lines) and three-line-bit half-duplex-only communication (DATA, CS, and CLK lines) in GP-SPI mode. In QSPI mode, a SPI controller accesses the flash or SRAM by using signal buses D, Q, CS0 ~ CS2, CLK, WP, and HD as a four-bit parallel SPI bus. The mapping between the GP-SPI signal bus and the QSPI signal bus is shown in Table 22.

Table 22: SPI Signal and Pin Signal Function Mapping

Four-line GP-SPI Full-duplex signal bus	Three-line GP-SPI Half-duplex signal bus	QSPI Signal bus	Pin function signals		
			SPI signal bus	HSPI signal bus	VSPI signal bus
MOSI	DATA	D	SPID	HSPID	VSPID
MISO	-	Q	SPIQ	HSPIQ	VSPIQ
CS	CS	CS	SPICS0	HSPICS0	VSPICS0
CLK	CLK	CLK	SPICLK	HSPICLK	VSPICLK
-	-	WP	SPIWP	HSPIWP	VSPIWP
-	-	HD	SPIHD	HSPIHD	VSPIHD

### 5.2 SPI Features

#### General Purpose SPI (GP-SPI)

- Programmable data transaction length, in multiples of 1 byte
- Four-line full-duplex communication and three-line half-duplex communication support
- Master mode and slave mode
- Programmable CPOL and CPHA
- Programmable clock

#### Parallel QSPI

- Communication format support for specific slave devices such as flash
- Programmable communication format
- Six variations of flash-read operations available
- Automatic shift between flash and SRAM access
- Automatic wait states for flash access

#### SPI DMA Support

- Support for sending and receiving data using linked lists

#### SPI Interrupt Hardware

- SPI interrupts
- SPI DMA interrupts

## 5.3 GP-SPI

The SPI1 ~ SPI3 controllers can communicate with other slaves as a standard SPI master. Every SPI master can be connected to three slaves at most by default. In non-DMA mode, the maximum length of data received/sent in one burst is 64 bytes. The data length is in multiples of 1 byte.

### 5.3.1 GP-SPI Master Mode

The SPI master mode supports four-line full-duplex communication and three-line half-duplex communication. The connections needed for four-line full-duplex communications are outlined in Figure 11.

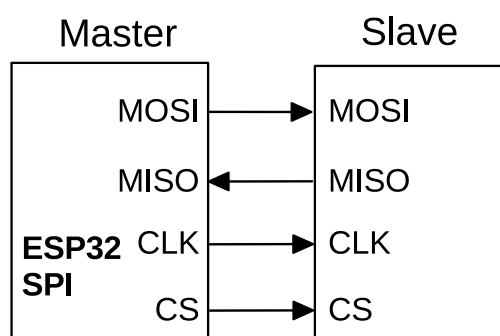


Figure 11: SPI Master and Slave Full-duplex Communication

For four-line full-duplex communication, the length of received and sent data needs to be set by configuring the SPI\_MISO\_DLEN\_REG, SPI\_MOSI\_DLEN\_REG registers for master mode as well as

SPI\_SLV\_RDBUF\_DLEN\_REG, SPI\_SLV\_WRBUF\_DLEN\_REG registers for slave mode. The SPI\_DOUTDIN bit and SPI\_USR\_MOSI bit in register SPI\_USER\_REG should also be configured. The SPI\_USR bit in register SPI\_CMD\_REG needs to be configured to initialize data transfer.

If ESP32 SPI is configured as a slave using three-line half-duplex communication, the master-slave communication should meet a certain communication format. Please refer to 5.3.2.1 for details. For example, if ESP32 SPI acts as a slave, the communication format should be: command + address + received/sent data. The address length of the master should be the same as that of the slave; the value of the address should be 0.

The byte order in which ESP32 SPI reads and writes is controlled by the SPI\_RD\_BYTE\_ORDER bit and the SPI\_WR\_BYTE\_ORDER bit in register SPI\_USER\_REG. The bit order is controlled by the SPI\_RD\_BIT\_ORDER bit and the SPI\_WR\_BIT\_ORDER bit in register SPI\_CTRL\_REG.

### 5.3.2 GP-SPI Slave Mode

ESP32 SPI2 ~ SPI3 can communicate with other host devices as a slave device. ESP32 SPI should use particular protocols when acting as a slave. Data received or sent at one time can be no more than 64 bytes when not using DMA. During a valid read/write process, the appropriate CS signal must be maintained at a low level. If the CS signal is pulled up during transmission, the internal state of the slave will be reset.

#### 5.3.2.1 Communication Format Supported by GP-SPI Slave

The communication format of ESP32 SPI is: command + address + read/write data. When using half-duplex communication, the slave read and write operations use fixed hardware commands from which the address part can not be removed. The command is specified as follows:

1. command: length: 3 ~ 16 bits; Master Out Slave In (MOSI).
2. address: length: 1 ~ 32 bits; Master Out Slave In (MOSI).
3. data read/write: length 0 ~ 512 bits (64 bytes); Master Out Slave In (MOSI) or Master In Slave Out (MISO).

When ESP32 SPI is used as a slave in full-duplex communication, data transaction can be directly initiated without the master sending command and address. However, please note that the CS should be pulled low at least one SPI clock period before a read/write process is initiated, and should be pulled high at least one SPI clock period after the read/write process is completed.

#### 5.3.2.2 Command Definitions Supported by GP-SPI Slave in Half-duplex Mode

The minimum length of a command received by the slave should be three bits. The lowest three bits correspond to fixed hardware read and write operations as follows:

1. 0x1 (received by slave): Writes data sent by the master into the slave status register via MOSI.
2. 0x2 (received by slave): Writes data sent by the master into the slave data buffer.
3. 0x3 (sent by slave): Sends data in the slave buffer to master via MISO.
4. 0x4 (sent by slave): Sends data in the slave status register to master via MISO.
5. 0x6 (received and then sent by slave): Writes master data on MOSI into data buffer and then sends the data in the slave data buffer to MISO.

The master can write the slave status register SPI\_SLV\_WR\_STATUS\_REG, and decide whether to read data from register SPI\_SLV\_WR\_STATUS\_REG or register SPI\_RD\_STATUS\_REG via the SPI\_SLV\_STATUS\_READBACK bit in the register SPI\_SLAVE1\_REG. The SPI master can maintain communication with the slave by reading and writing slave status register, thus realizing relatively complex communication with ease.

### 5.3.3 GP-SPI Data Buffer

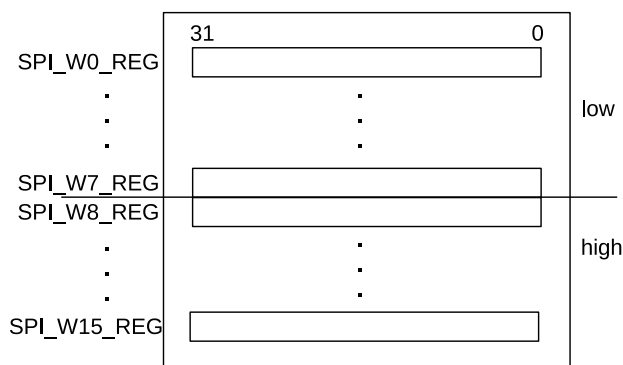


Figure 12: SPI Data Buffer

ESP32 SPI has 16 x 32 bits of data buffer to buffer data-send and data-receive operations. As is shown in Figure 12, received data is written from the low byte of SPI\_W0\_REG by default and the writing ends with SPI\_W15\_REG. If the data length is over 64 bytes, the extra part will be written from SPI\_W0\_REG.

Data buffer blocks SPI\_W0\_REG ~ SPI\_W7\_REG and SPI\_W8\_REG ~ SPI\_W15\_REG data correspond to the lower part and the higher part respectively. They can be used separately, and are controlled by the SPI\_USR\_MOSI\_HIGHPART bit and the SPI\_USR\_MISO\_HIGHPART bit in register SPI\_USER\_REG. For example, if SPI is configured as a master, when SPI\_USR\_MOSI\_HIGHPART = 1, SPI\_W8\_REG ~ SPI\_W15\_REG are used as buffer for sending data; when SPI\_USR\_MISO\_HIGHPART = 1, SPI\_W8\_REG ~ SPI\_W15\_REG are used as buffer for receiving data. If SPI acts as a slave, when SPI\_USR\_MOSI\_HIGHPART = 1, SPI\_W8\_REG ~ SPI\_W15\_REG are used as buffer for receiving data; when SPI\_USR\_MISO\_HIGHPART = 1, SPI\_W8\_REG ~ SPI\_W15\_REG are used as buffer for sending data.

## 5.4 GP-SPI Clock Control

The maximum output clock frequency of ESP32 GP-SPI master is  $f_{apb}/2$ , and the maximum input clock frequency of the ESP32 GP-SPI slave is  $f_{apb}/8$ . The master can derive other clock frequencies via frequency division.

$$f_{spi} = \frac{f_{apb}}{(SPI\_CLKCNT\_N+1)(SPI\_CLKDIV\_PRE+1)}$$

SPI\_CLKCNT\_N and SPI\_CLKDIV\_PRE are two bits of register SPI\_CLOCK\_REG (Please refer to 5.8 Register Description for details). When the SPI\_CLK\_EQU\_SYSCLK bit in the register SPI\_CLOCK\_REG is set to 1, and the other bits are set to 0, SPI output clock frequency is  $f_{apb}$ . For other clock frequencies, SPI\_CLK\_EQU\_SYSCLK needs to be 0.

### 5.4.1 GP-SPI Clock Polarity (CPOL) and Clock Phase (CPHA)

The clock polarity and clock phase of ESP32 SPI are controlled by the SPI\_CK\_IDLE\_EDGE bit in register SPI\_PIN\_REG, the SPI\_CK\_OUT\_EDGE bit and the SPI\_CK\_I\_EDGE bit in register SPI\_USER\_REG, the SPI\_MISO\_DELAY\_MODE[1:0] bit, the SPI\_MISO\_DELAY\_NUM[2:0] bit, the SPI\_MOSI\_DELAY\_MODE[1:0] bit, and the SPI\_MOSI\_DELAY\_NUM[2:0] bit in register SPI\_CTRL2\_REG. Table 23 and Table 24 show the clock polarity and phase as well as the corresponding register values for ESP32 SPI master and slave, respectively.

**Table 23: Clock Polarity and Phase, and Corresponding SPI Register Values for SPI Master**

Registers	mode0	mode1	mode2	mode3
SPI_CK_IDLE_EDGE	0	0	1	1
SPI_CK_OUT_EDGE	0	1	1	0
SPI_MISO_DELAY_MODE	2(0)	1(0)	1(0)	2(0)
SPI_MISO_DELAY_NUM	0	0	0	0
SPI_MOSI_DELAY_MODE	0	0	0	0
SPI_MOSI_DELAY_NUM	0	0	0	0

**Table 24: Clock Polarity and Phase, and Corresponding SPI Register Values for SPI Slave**

Registers	mode0	mode1	mode2	mode3
SPI_CK_IDLE_EDGE	0	0	1	1
SPI_CK_I_EDGE	0	1	1	0
SPI_MISO_DELAY_MODE	0	0	0	0
SPI_MISO_DELAY_NUM	0	0	0	0
SPI_MOSI_DELAY_MODE	2	1	1	2
SPI_MOSI_DELAY_NUM	0	0	0	0

1. mode0 means CPOL=0, CPHA=0. When SPI is idle, the clock output is logic low; data change on the falling edge of the SPI clock and are sampled on the rising edge;
2. mode1 means CPOL=0, CPHA=1. When SPI is idle, the clock output is logic low; data change on the rising edge of the SPI clock and are sampled on the falling edge;
3. mode2 means when CPOL=1, CPHA=0. When SPI is idle, the clock output is logic high; data change on the rising edge of the SPI clock and are sampled on the falling edge;
4. mode3 means when CPOL=1, CPHA=1. When SPI is idle, the clock output is logic high; data change on the falling edge of the SPI clock and are sampled on the rising edge.

### 5.4.2 GP-SPI Timing

The data signals of ESP32 GP-SPI can be mapped to physical pins via IO\_MUX or via IO\_MUX and GPIO matrix. When signals pass through the matrix, they will be delayed by two  $clk_{apb}$  clock cycles.

When GP-SPI is used as master and the data signals are not received by the SPI controller via GPIO matrix, if GP-SPI output clock frequency is not higher than  $clk_{apb}/2$ , register SPI\_MISO\_DELAY\_MODE should be set to 0 when configuring the clock polarity. If GP-SPI output clock frequency is not higher than  $clk_{apb}/4$ , register

SPI\_MISO\_DELAY\_MODE can be set to the corresponding value in Table 23 when configuring the clock polarity.

When GP-SPI is used in master mode and the data signals enter the SPI controller via the GPIO matrix:

1. If GP-SPI output clock frequency is  $clk_{apb}/2$ , register SPI\_MISO\_DELAY\_MODE should be set to 0 and the dummy state should be enabled (SPI\_USR\_DUMMY = 1) for one  $clk_{spi}$  clock cycle (SPI\_USR\_DUMMY\_CYCLELEN = 0) when configuring the clock polarity;
2. If GP-SPI output clock frequency is  $clk_{apb}/4$ , register SPI\_MISO\_DELAY\_MODE should be set to 0 when configuring the clock polarity;
3. If GP-SPI output clock frequency is not higher than  $clk_{apb}/8$ , register SPI\_MISO\_DELAY\_MODE can be set to the corresponding value in Table 23 when configuring the clock polarity.

When GP-SPI is used in slave mode, the maximum slave input clock frequency is  $f_{apb}/8$ . In addition, the clock signal and the data signals should be routed to the SPI controller via the same path, i.e., neither the clock signal nor the data signals enter the SPI controller via the GPIO matrix, or both the clock signal and the data signals enter the SPI controller via the GPIO matrix. This is important in ensuring that the signals are not delayed by different time periods before they reach the SPI hardware.

## 5.5 Parallel QSPI

ESP32 SPI controllers support SPI bus memory devices (such as flash and SRAM). The hardware connection between the SPI pins and the memories is shown by Figure 13.

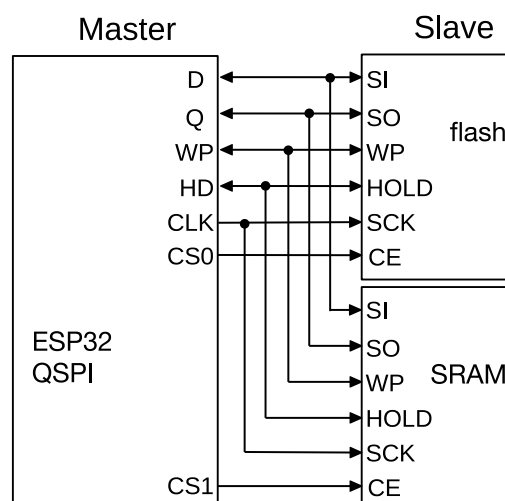


Figure 13: Parallel QSPI

SPI1, SPI2 and SPI3 controllers can also be configured as QSPI master to connect to external memory. The maximum output clock frequency of the SPI memory interface is  $f_{apb}$ , with the same clock configuration as that of the GP-SPI master.

ESP32 QSPI supports flash-read operation in one-line mode, two-line mode, and four-line mode.

### 5.5.1 Communication Format of Parallel QSPI

To support communication with special slave devices, ESP32 QSPI implements a specifically designed communication protocol. The communication format of ESP32 QSPI master is command + address + read/write data, as shown in Figure 14, with details as follows:

1. Command: length: 1 ~ 16 bits; Master Out Slave In.
2. Address: length: 0 ~ 64 bits; Master Out Slave In.
3. Data read/write: length: 0 ~ 512 bits (64 bytes); Master Out Slave In or Master In Slave Out.

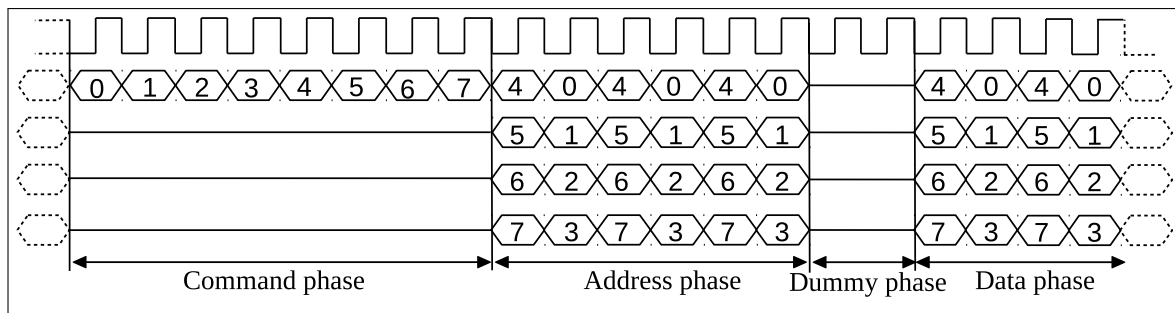


Figure 14: Communication Format of Parallel QSPI

When ESP32 SPI is configured as a master and communicates with slaves that use the SPI protocol, options such as command, address, data, etc., can be adjusted as required by the specific application. When ESP32 SPI reads special devices such as Flash and SRAM, a dummy state with a programmable length can be inserted between the address phase and the data phase.

## 5.6 GP-SPI Interrupt Hardware

ESP32 SPI generates two types of interrupts. One is the SPI interrupt and the other is the SPI DMA interrupt.

ESP32 SPI reckons the completion of send and/or receive operations as the completion of one operation from the controller and generates one interrupt. When ESP32 SPI is configured to slave mode, the slave will generate read/write status registers and read/write buffer data interrupts according to different operations.

### 5.6.1 SPI Interrupts

The SPI\_\*\_INTEN bits in the SPI\_SLAVE\_REG register can be set to enable SPI interrupts. When an SPI interrupt happens, the interrupt flag in the corresponding SPI\_\*\_DONE register will get set. This flag is writable, and an interrupt can be cleared by setting the bit to zero.

- SPI\_TRANS\_DONE\_INT: Triggered when a SPI operation is done.
- SPI\_SLV\_WR\_STA\_INT: Triggered when a SPI slave status write is done.
- SPI\_SLV\_RD\_STA\_INT: Triggered when a SPI slave status read is done.
- SPI\_SLV\_WR\_BUF\_INT: Triggered when a SPI slave buffer write is done.
- SPI\_SLV\_RD\_BUD\_INT: Triggered when a SPI slave buffer read is done.



## 5.6.2 DMA Interrupts

- SPI\_OUT\_TOTAL\_EOF\_INT: Triggered when all linked lists are sent.
- SPI\_OUT\_EOF\_INT: Triggered when one linked list is sent.
- SPI\_OUT\_DONE\_INT: Triggered when the last linked list item has zero length.
- SPI\_IN\_SUC\_EOF\_INT: Triggered when all linked lists are received.
- SPI\_IN\_ERR\_EOF\_INT: Triggered when there is an error receiving linked lists.
- SPI\_IN\_DONE\_INT: Triggered when the last received linked list had a length of 0.
- SPI\_INLINK\_DSCR\_ERROR\_INT: Triggered when the received linked list is invalid.
- SPI\_OUTLINK\_DSCR\_ERROR\_INT: Triggered when the linked list to be sent is invalid.
- SPI\_INLINK\_DSCR\_EMPTY\_INT: Triggered when no valid linked list is available.

## 5.7 Register Summary

Name	Description	SPI0	SPI1	SPI2	SPI3	Acc
<b>Control and configuration registers</b>						
<a href="#">SPI_CTRL_REG</a>	Bit order and QIO/DIO/QOUT/DOOUT mode settings	3FF43008	3FF42008	3FF64008	3FF64008	R/W
<a href="#">SPI_CTRL1_REG</a>	CS delay configuration	3FF4300C	3FF4200C	3FF6400C	3FF6400C	R/W
<a href="#">SPI_CTRL2_REG</a>	Timing configuration	3FF43014	3FF42014	3FF64014	3FF64014	R/W
<a href="#">SPI_CLOCK_REG</a>	Clock configuration	3FF43018	3FF42018	3FF64018	3FF64018	R/W
<a href="#">SPI_PIN_REG</a>	Polarity and CS configuration	3FF43034	3FF42034	3FF64034	3FF64034	R/W
<b>Slave mode configuration registers</b>						
<a href="#">SPI_SLAVE_REG</a>	Slave mode configuration and interrupt status	3FF43038	3FF42038	3FF64038	3FF64038	R/W
<a href="#">SPI_SLAVE1_REG</a>	Slave data bit lengths	3FF4303C	3FF4203C	3FF6403C	3FF6403C	R/W
<a href="#">SPI_SLAVE2_REG</a>	Dummy cycle length configuration	3FF43040	3FF42040	3FF64040	3FF64040	R/W
<a href="#">SPI_SLAVE3_REG</a>	Read/write status/buffer register	3FF43044	3FF42044	3FF64044	3FF64044	R/W
<a href="#">SPI_SLV_WR_STATUS_REG</a>	Slave status/higher master address	3FF43030	3FF42030	3FF64030	3FF64030	R/W
<a href="#">SPI_SLV_WRBUF_DLEN_REG</a>	Write-buffer operation length	3FF43048	3FF42048	3FF64048	3FF64048	R/W
<a href="#">SPI_SLV_RDBUF_DLEN_REG</a>	Read-buffer operation length	3FF4304C	3FF4204C	3FF6404C	3FF6404C	R/W
<a href="#">SPI_SLV_RD_BIT_REG</a>	Read data operation length	3FF43064	3FF42064	3FF64064	3FF64064	R/W

User-defined command mode registers						
SPI_CMD_REG	Start user-defined command	3FF43000	3FF42000	3FF64000	3FF64000	R/W
SPI_ADDR_REG	Address data	3FF43004	3FF42004	3FF64004	3FF64004	R/W
SPI_USER_REG	User defined command configuration	3FF4301C	3FF4201C	3FF6401C	3FF6401C	R/W
SPI_USER1_REG	Address and dummy cycle configuration	3FF43020	3FF42020	3FF64020	3FF64020	R/W
SPI_USER2_REG	Command length and value configuration	3FF43024	3FF42024	3FF64024	3FF64024	R/W
SPI_MOSI_DLEN_REG	MOSI length	3FF43028	3FF42028	3FF64028	3FF64028	R/W
SPI_W0_REG	SPI data register 0	3FF43080	3FF42080	3FF64080	3FF64080	R/W
SPI_W1_REG	SPI data register 1	3FF43084	3FF42084	3FF64084	3FF64084	R/W
SPI_W2_REG	SPI data register 2	3FF43088	3FF42088	3FF64088	3FF64088	R/W
SPI_W3_REG	SPI data register 3	3FF4308C	3FF4208C	3FF6408C	3FF6408C	R/W
SPI_W4_REG	SPI data register 4	3FF43090	3FF42090	3FF64090	3FF64090	R/W
SPI_W5_REG	SPI data register 5	3FF43094	3FF42094	3FF64094	3FF64094	R/W
SPI_W6_REG	SPI data register 6	3FF43098	3FF42098	3FF64098	3FF64098	R/W
SPI_W7_REG	SPI data register 7	3FF4309C	3FF4209C	3FF6409C	3FF6409C	R/W
SPI_W8_REG	SPI data register 8	3FF430A0	3FF420A0	3FF640A0	3FF640A0	R/W
SPI_W9_REG	SPI data register 9	3FF430A4	3FF420A4	3FF640A4	3FF640A4	R/W
SPI_W10_REG	SPI data register 10	3FF430A8	3FF420A8	3FF640A8	3FF640A8	R/W
SPI_W11_REG	SPI data register 11	3FF430AC	3FF420AC	3FF640AC	3FF640AC	R/W
SPI_W12_REG	SPI data register 12	3FF430B0	3FF420B0	3FF640B0	3FF640B0	R/W
SPI_W13_REG	SPI data register 13	3FF430B4	3FF420B4	3FF640B4	3FF640B4	R/W
SPI_W14_REG	SPI data register 14	3FF430B8	3FF420B8	3FF640B8	3FF640B8	R/W
SPI_W15_REG	SPI data register 15	3FF430BC	3FF420BC	3FF640BC	3FF640BC	R/W
SPI_TX_CRC_REG	CRC32 of 256 bits of data (SPI1 only)	3FF430C0	3FF420C0	3FF640C0	3FF640C0	R/W
Status registers						
SPI_RD_STATUS_REG	Slave status and fast read mode	3FF43010	3FF42010	3FF64010	3FF64010	R/W
DMA configuration registers						
SPI_DMA_CONF_REG	DMA configuration register	3FF43100	3FF42100	3FF64100	3FF64100	R/W
SPI_DMA_OUT_LINK_REG	DMA outlink address and configuration	3FF43104	3FF42104	3FF64104	3FF64104	R/W
SPI_DMA_IN_LINK_REG	DMA inlink address and configuration	3FF43108	3FF42108	3FF64108	3FF64108	R/W
SPI_DMA_STATUS_REG	DMA status	3FF4310C	3FF4210C	3FF6410C	3FF6410C	RO
SPI_IN_ERR_EOF_DES_ADDR_REG	Descriptor address where an error occurs	3FF43120	3FF42120	3FF64120	3FF64120	RO

<a href="#">SPI_IN_SUC_EOF_DES_ADDR_REG</a>	Descriptor address where EOF occurs	3FF43124	3FF42124	3FF64124	3FF64124	RO
<a href="#">SPI_INLINK_DSCR_REG</a>	Current descriptor pointer	3FF43128	3FF42128	3FF64128	3FF64128	RO
<a href="#">SPI_INLINK_DSCR_BF0_REG</a>	Next descriptor data pointer	3FF4312C	3FF4212C	3FF6412C	3FF6412C	RO
<a href="#">SPI_INLINK_DSCR_BF1_REG</a>	Current descriptor data pointer	3FF43130	3FF42130	3FF64130	3FF64130	RO
<a href="#">SPI_OUT_EOF_BFR_DES_ADDR_REG</a>	Relative buffer address where EOF occurs	3FF43134	3FF42134	3FF64134	3FF64134	RO
<a href="#">SPI_OUT_EOF_DES_ADDR_REG</a>	Descriptor address where EOF occurs	3FF43138	3FF42138	3FF64138	3FF64138	RO
<a href="#">SPI_OUTLINK_DSCR_REG</a>	Current descriptor pointer	3FF4313C	3FF4213C	3FF6413C	3FF6413C	RO
<a href="#">SPI_OUTLINK_DSCR_BF0_REG</a>	Next descriptor data pointer	3FF43140	3FF42140	3FF64140	3FF64140	RO
<a href="#">SPI_OUTLINK_DSCR_BF1_REG</a>	Current descriptor data pointer	3FF43144	3FF42144	3FF64144	3FF64144	RO
<a href="#">SPI_DMA_RSTATUS_REG</a>	DMA memory read status	3FF43148	3FF42148	3FF64148	3FF64148	RO
<a href="#">SPI_DMA_TSTATUS_REG</a>	DMA memory write status	3FF4314C	3FF4214C	3FF6414C	3FF6414C	RO
<b>DMA interrupt registers</b>						
<a href="#">SPI_DMA_INT_RAW_REG</a>	Raw interrupt status	3FF43114	3FF42114	3FF64114	3FF64114	RO
<a href="#">SPI_DMA_INT_ST_REG</a>	Masked interrupt status	3FF43118	3FF42118	3FF64118	3FF64118	RO
<a href="#">SPI_DMA_INT_ENA_REG</a>	Interrupt enable bits	3FF43110	3FF42110	3FF64110	3FF64110	R/W
<a href="#">SPI_DMA_INT_CLR_REG</a>	Interrupt clear bits	3FF4311C	3FF4211C	3FF6411C	3FF6411C	R/W

## 5.8 Registers

### Register 5.1: SPI\_CMD\_REG (0x0)

[illegible]

**SPI\_USR** This bit is used to enable user-defined commands. An operation will be triggered when this bit is set. The bit will be cleared once the operation is done. (R/W)

### Register 5.2: SPI\_ADDR\_REG (0x4)

31	0
0x00000000	
Reset	

**SPI\_ADDR\_REG** Address to slave or from master. If the address length is bigger than 32 bits, SPI\_SLV\_WR\_STATUS\_REG contains the lower 32 bits while this register contains the higher address bits. (R/W)



Register 5.5: SPI\_RD\_STATUS\_REG (0x10)

SPI_STATUS_EXT																SPI_STATUS																
31	24	23	16	15	0																											
0x000								0x000								0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																Reset

**SPI\_STATUS\_EXT** In slave mode, this is the status for the master to read. (R/W)

**SPI\_STATUS** In slave mode, this is the status for the master to read. (R/W)

**Register 5.6: SPI\_CTRL2\_REG (0x14)**

SPI_CS_DELAY_NUM				SPI_CS_DELAY_MODE				SPI_MOSI_DELAY_NUM				SPI_MOSI_DELAY_MODE				SPI_MISO_DELAY_NUM				SPI_MISO_DELAY_MODE				SPI_CLK_OUT_HIGH_MODE				reserved				SPI_HOLD_TIME				SPI_SETUP_TIME			
31	28	27	26	25	23	22	21	20	18	17	16	15	12	11	8	7	4	3	0	Reset																			
0x00				0x0				0x0				0x0				0x00				0x00				0x01				0x01											

**SPI\_CS\_DELAY\_NUM** The spi\_cs signal is delayed by the number of system clock cycles configured here. (R/W)

**SPI\_CS\_DELAY\_MODE** This register field determines the way the spi\_cs signal is delayed by spi\_clk. (R/W)

0: none.

1: if SPI\_CLK\_OUT\_EDGE or SPI\_CLK\_I\_EDGE is set, spi\_cs is delayed by half a cycle, otherwise it is delayed by one cycle.

2: if SPI\_CLK\_OUT\_EDGE or SPI\_CLK\_I\_EDGE is set, spi\_cs is delayed by one cycle, otherwise it is delayed by half a cycle.

3: the spi\_cs signal is delayed by one cycle.

**SPI\_MOSI\_DELAY\_NUM** The MOSI signals are delayed by the number of system clock cycles configured here. (R/W)

**SPI\_MOSI\_DELAY\_MODE** This register field determines the way the MOSI signals are delayed by spi\_clk. (R/W)

0: none.

1: if SPI\_CLK\_OUT\_EDGE or SPI\_CLK\_I\_EDGE is set, the MOSI signals are delayed by half a cycle, otherwise they are delayed by one cycle.

2: if SPI\_CLK\_OUT\_EDGE or SPI\_CLK\_I\_EDGE is set, the MOSI signals are delayed by one cycle, otherwise they are delayed by half a cycle.

3: the MOSI signals are delayed one cycle.

**SPI\_MISO\_DELAY\_NUM** The MISO signals are delayed by the number of system clock cycles specified here. (R/W)

**SPI\_MISO\_DELAY\_MODE** This register field determines the way MISO signals are delayed by spi\_clk. (R/W)

0: none.

1: if SPI\_CLK\_OUT\_EDGE or SPI\_CLK\_I\_EDGE is set, the MISO signals are delayed by half a cycle, otherwise they are delayed by one cycle.

2: if SPI\_CLK\_OUT\_EDGE or SPI\_CLK\_I\_EDGE is set, the MISO signals are delayed by one cycle, otherwise they are delayed by half a cycle.

3: the MISO signals are delayed by one cycle.

**SPI\_HOLD\_TIME** The number of spi\_clk cycles by which CS pin signals are delayed. These bits are used in conjunction with the SPI\_CS\_HOLD bit. (R/W)

**SPI\_SETUP\_TIME** The number of spi\_clk cycles for which spi\_cs is made active before the SPI data transaction starts. This register field is used when SPI\_CS\_SETUP is set. (R/W)

Register 5.7: SPI\_CLOCK\_REG (0x18)

SPI_CLK_EQU_SYSCLK										SPI_CLKDIV_PRE								SPI_CLKCNT_N				SPI_CLKCNT_H				SPI_CLKCNT_L							
31	30																	18	17	12				11	6				5	0			
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x03	0x01				0x03				Reset								

**SPI\_CLK\_EQU\_SYSCLK** In master mode, when this bit is set to 1, spi\_clk is equal to system clock; when set to 0, spi\_clk is divided from system clock. (R/W)

**SPI\_CLKDIV\_PRE** In master mode, the value of this register field is the pre-divider value for spi\_clk, minus one. (R/W)

**SPI\_CLKCNT\_N** In master mode, this is the divider for spi\_clk minus one. The spi\_clk frequency is  $\text{system\_clock}/(\text{SPI\_CLKDIV\_PRE}+1)/(\text{SPI\_CLKCNT\_N}+1)$ . (R/W)

**SPI\_CLKCNT\_H** For a 50% duty cycle, set this to  $\text{floor}((\text{SPI\_CLKCNT\_N}+1)/2-1)$ . (R/W)

**SPI\_CLKCNT\_L** In master mode, this must be equal to SPI\_CLKCNT\_N. In slave mode this must be 0. (R/W)



### Register 5.8: SPI\_USER\_REG (0x1C)

SPI_USR_COMMAND																		SPI_SIO																												
SPI_USR_ADDR																		SPI_FWRITE_QIO																												
SPI_USR_DUMMY																		SPI_FWRITE_DIO																												
SPI_USR_MISO																		SPI_FWRITE_QUAD																												
SPI_USR_MOSI																		SPI_WR_BYTE_DUAL																												
SPI_USR_DUMMY_IDLE																		SPI_RD_BYTE_ORDER																												
SPI_USR_MOSI_HIGHPART																		(reserved)																												
SPI_USR_MISO_HIGHPART																																														
31	30	29	28	27	26	25	24	23									17	16	15	14	13	12	11	10	9	8	7	6	5	4	3					1	0									
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	Reset													

**SPI\_USR\_COMMAND** This bit enables the command phase of an operation. (R/W)

**SPI\_USR\_ADDR** This bit enables the address phase of an operation. (R/W)

**SPI\_USR\_DUMMY** This bit enables the dummy phase of an operation. (R/W)

**SPI\_USR\_MISO** This bit enables the read-data phase of an operation. (R/W)

**SPI\_USR\_MOSI** This bit enables the write-data phase of an operation. (R/W)

**SPI\_USR\_DUMMY\_IDLE** The spi\_clk signal is disabled in the dummy phase when the bit is set. (R/W)

**SPI\_USR\_MOSI\_HIGHPART** If set, data written to the device is only read from SPI\_W8-SPI\_W15 of the SPI buffer. (R/W)

**SPI\_USR\_MISO\_HIGHPART** If set, data read from the device is only written to SPI\_W8-SPI\_W15 of the SPI buffer. (R/W)

**SPI\_SIO** Set this bit to enable three-line half-duplex communication where MOSI and MISO signals share the same pin.  
(R/W)

**SPI\_FWRITE\_QIO** This bit enables the use of four data lines for address and MISO data writes. 1: enable; 0: disable.  
(R/W)

**SPI\_FWRITE\_DIO** This bit enables the use of two data lines for address and MISO data writes. 1: enable; 0: disable.  
(R/W)

**SPI\_FWRITE\_QUAD** This bit enables the use of four data lines for MISO data writes. 1: enable; 0: disable. (R/W)

**SPI\_FWRITE\_DUAL** This bit determines whether to use two data lines for MISO data writes or not. 1: enable; 0: disable.  
(R/W)

**SPI\_WR\_BYTE\_ORDER** This bit determines the byte-endianness for writing command, address, and MOSI data. 1: big-endian; 0: little-endian. (R/W)

**SPI\_RD\_BYTE\_ORDER** This bit determines the byte-endianness for reading MISO data. 1: big-endian; 0: little\_endian.  
(R/W)

**SPI\_CK\_OUT\_EDGE** This bit, combined with SPI\_MOSI\_DELAY\_MODE, sets the MOSI signal delay mode. (R/W)

**SPI\_CK\_I\_EDGE** In slave mode, the bit is the same as SPI\_CK\_OUT\_EDGE in master mode. It is combined with SPI\_MISO\_DELAY\_MODE. (R/W)

**SPI\_CS\_SETUP** Setting this bit enables a delay between spi\_cs being active and starting data transfer, as specified in SPI\_SETUP\_TIME. This bit only is valid in half-duplex mode, that is, when SPI\_DOUTDIN is not set. (R/W)

**SPI\_CS\_HOLD** Setting this bit enables a delay between the end of a transmission and spi\_cs being made inactive, as specified in SPI\_HOLD\_TIME. (R/W)

**SPI\_DOUTDIN** Set the bit to enable full-duplex communication, meaning that MOSI data is sent out at the same time MISO data is received. 1: enable; 0: disable. (R/W)

Register 5.9: SPI\_USER1\_REG (0x20)

SPI_USR_ADDR_BITLEN															(reserved)															SPI_USR_DUMMY_CYCLELEN																																																																																																																																																					
31															26															25															8															7															0																																																																																																								
23															0															0															0															0															0															0															0															0															0															7															Reset														

**SPI\_USR\_ADDR\_BITLEN** The bit length of the address phase minus one. (RO)

**SPI\_USR\_DUMMY\_CYCLELEN** The number of spi\_clk cycles for the dummy phase, minus one. (R/W)

Register 5.10: SPI\_USER2\_REG (0x24)

SPI_USR_COMMAND_BITLEN															(reserved)																SPI_USR_COMMAND_VALUE															
31	28	27														16	15															0														
7		0 0 0 0 0 0 0 0 0 0 0 0 0 0													0 0																Reset															

**SPI\_USR\_COMMAND\_BITLEN** The bit length of the command phase minus one. (R/W)

**SPI\_USR\_COMMAND\_VALUE** The value of the command. (R/W)

Register 5.11: SPI\_MOSI\_DLEN\_REG (0x28)

(reserved)								SPI_USR_MOSI_DBITLEN																																																
31								24								23																							0																	
0								0								0								0								0								0								0x0000000								Reset

**SPI\_USR\_MOSI\_DBITLEN** The bit length of the data to be written to the device minus one. (R/W)

**SPI\_USR\_MISO\_DBITLEN** The bit length of the data to be read from the device, minus one. (R/W)

---

**SPI\_SLV\_WR\_STATUS\_REG** In the slave mode this register is the status register for the master to write into. In the master mode, if the address length is bigger than 32 bits, this register contains the lower 32 bits. (R/W)

(reserved)				(reserved)												SPL_MASTER_OK_SEL				(reserved)				SPL_MASTER_CS_POL				SPL_OK_DIS				(reserved)				SPL_CS2_DIS				SPL_CS1_DIS				SPL_CS0_DIS			
31	30	29	28													14	13	11		10	9	8	6		5	4	3	2	1	0																	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	Reset																			

(R/W)

1: the spi\_clk line is high when idle;  
0: the spi\_clk line is low when idle.

mode, the corresponding spi\_cs line is made active and the spi\_cs pin outputs spi\_clk. (R/W)

0: spi\_cs is active-low;

1: spi\_cs is active-high.

**\_CK\_DIS** When set, output of the spi\_clk signal is disabled. (R/W)

transaction. (R/W)

transaction (R/W)

transaction. (R/W)

### Register 5.15: SPI\_SLAVE\_REG (0x38)

[illegible]

**SPI\_SYNC\_RESET** This bit is used to enable software reset. When set, it resets the latched values of the SPI clock line, cs line and data lines. (R/W)

**SPI SLAVE MODE** This bit is used to set the mode of the SPI device. (R/W)

1: slave mode;  
0: master mode.

**SPI\_SLV\_WR\_RD\_BUF\_EN** Setting this bit enables the write and read buffer commands in slave mode. (R/W)

**SPI\_SLV\_WR\_RD\_STA\_EN** Setting this bit enables the write and read status commands in slave mode. (R/W)

**SPI\_SLV\_CMD\_DEFINE** This bit is used to enable custom slave mode commands. (R/W)

1: slave mode commands are defined in SPI\_SLAVE3.  
0: slave mode commands are fixed as: 0x1: write-status; 0x2: write-buffer, 0x3: read-buffer; and 0x4: read-status.

**SPI TRANS CNT** The counter for operations in both the master mode and the slave mode. (RO)

**SPI\_SLV\_LAST\_STATE** In slave mode, this contains the state of the SPI state machine. (RO)

**SPI\_SLV\_LAST\_COMMAND** In slave mode, this contains the value of the received command. (RO)

**SPI\_CS\_I\_MODE** In the slave mode, this selects the mode to synchronize the input SPI cs signal and eliminate SPI cs jitter. (R/W)

0: configured through registers (SPI\_CS\_DELAY\_NUM and SPI\_CS\_DELAY\_MODE);  
1: using double synchronization method and configured through registers (SPI\_CS\_DELAY\_NUM and SPI\_CS\_DELAY\_MODE);  
2: using double synchronization method.

**SPI TRANS INTEN** The interrupt enable bit for the **SPI TRANS DONE INT** interrupt. (R/W)

**SPI SLV WR STA INTEN** The interrupt enable bit for the **SPI SLV WR STA INT** interrupt. (R/W)

**SPI\_SLV\_RD\_STA\_INTEN** The interrupt enable bit for the [SPI\\_SLV\\_RD\\_STA\\_INT](#) interrupt. (R/W)

**SPI\_SLV\_WR\_BUF\_INTEN** The interrupt enable bit for the [SPI\\_SLV\\_WR\\_BUF\\_INT](#) interrupt. (R/W)

**SPI SLV RD BUF INTEN** The interrupt enable bit for the **SPI SLV RD BUF INT** interrupt. (R/W)

**SPI\_TRANS\_DONE** The raw interrupt status bit for the [SPI\\_TRANS\\_DONE\\_INT](#) interrupt. (R/W)

**SPI\_SLV\_WR\_STA\_DONE** The raw interrupt status bit for the [SPI\\_SLV\\_WR\\_STA\\_INT](#) interrupt. (R/W)

**SPI SLV RD STA DONE** The raw interrupt status bit for the **SPI SLV RD STA INT** interrupt. (R/W)

**SPI\_SLV\_WR\_BUF\_DONE** The raw interrupt status bit for the [SPI\\_SLV\\_WR\\_BUF\\_INT](#) interrupt. (R/W)

**SPI\_SLV\_RD\_BUF\_DONE** The raw interrupt status bit for the [SPI\\_SLV\\_RD\\_BUF\\_INT](#) interrupt. (R/W)



**Register 5.17: SPI\_SLAVE2\_REG (0x40)**

SPI_SLV_WRBUFF_DUMMY_CYCLELEN								SPI_SLV_RDBUFF_DUMMY_CYCLELEN								SPI_SLV_WRSTA_DUMMY_CYCLELEN								SPI_SLV_RDSTA_DUMMY_CYCLELEN											
31								24	23								16	15								8	7								0
0	0	0	0	0	0	0	0	0x000								0x000								0x000								Reset			

**SPI\_SLV\_WRBUFF\_DUMMY\_CYCLELEN** In slave mode, this contains number of spi\_clk cycles for the dummy phase for write-buffer operations, minus one. (R/W)

**SPI\_SLV\_RDBUFF\_DUMMY\_CYCLELEN** In slave mode, this contains the number of spi\_clk cycles for the dummy phase for read-buffer operations, minus one (R/W)

**SPI\_SLV\_WRSTA\_DUMMY\_CYCLELEN** In slave mode, this contains the number of spi\_clk cycles for the dummy phase for write-status operations, minus one. (R/W)

**SPI\_SLV\_RDSTA\_DUMMY\_CYCLELEN** In slave mode, this contains the number of spi\_clk cycles for the dummy phase for read-status operations, minus one. (R/W)

**Register 5.18: SPI\_SLAVE3\_REG (0x44)**

SPI_SLV_WRSTA_CMD_VALUE								SPI_SLV_RDSTA_CMD_VALUE								SPI_SLV_WRBUFF_CMD_VALUE								SPI_SLV_RDBUFF_CMD_VALUE											
31								24	23								16	15								8	7								0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset				

**SPI\_SLV\_WRSTA\_CMD\_VALUE** In slave mode, this contains the value of the write-status command. (R/W)

**SPI\_SLV\_RDSTA\_CMD\_VALUE** In slave mode, this contains the value of the read-status command. (R/W)

**SPI\_SLV\_WRBUFF\_CMD\_VALUE** In slave mode, this contains the value of the write-buffer command. (R/W)

**SPI\_SLV\_RDBUFF\_CMD\_VALUE** In slave mode, this contains the value of the read-buffer command. (R/W)

Register 5.19: SPI\_SLV\_WRBUFF\_DLEN\_REG (0x48)

(reserved)								SPI_SLV_WRBUFF_DBITLEN																																																							
31								24								23																								0																							
0								0								0								0								0								0								0x0000000								Reset							

**SPI\_SLV\_WRBUFF\_DBITLEN** This equals to the bit length of data written into the slave buffer, minus one. (R/W)

Register 5.20: SPI\_SLV\_RDBUF\_DLEN\_REG (0x4C)

(reserved)								SPI_SLV_RDBUF_DBITLEN																							
31								24	23																						0
0	0	0	0	0	0	0	0	0x0000000																							Reset

**SPI\_SLV\_RDBUF\_DBITLEN** This equals to the bit length of data read from the slave buffer, minus one. (R/W)

Register 5.21: SPI\_SLV\_RD\_BIT\_REG (0x64)

(reserved)								SPI_SLV_RDATA_BIT																								
31								24	23																						0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset	

**SPI\_SLV\_RDATA\_BIT** This equals to the bit length of data the master reads from the slave, minus one. (R/W)

Register 5.22: SPI\_W<sub>*n*</sub>\_REG (*n*: 0-15) (0x80+4\**n*)

31																														0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**SPI\_W<sub>*n*</sub>\_REG** Data buffer. (R/W)



Register 5.23: SPI\_TX\_CRC\_REG (0xC0)

31	0
0 0	Reset

**SPI\_TX\_CRC\_REG** For SPI1, this contains the CRC32 value of 256 bits of data. (R/W)

Register 5.24: SPI\_EXT2\_REG (0xF8)

31	3	2	0
(reserved)		SPI_ST	
0 0	0 0 0 0	Reset	

**SPI\_ST** The current state of the SPI state machine: (RO)

- 0: idle state
- 1: preparation state
- 2: send command state
- 3: send data state
- 4: read data state
- 5: write data state
- 6: wait state
- 7: done state

Register 5.25: SPI\_DMA\_CONF\_REG (0x100)

(reserved)																SPI_DMA_CONTINUE SPI_DMA_TX_STOP SPI_DMA_RX_STOP (reserved) SPI_OUT_DATA_BURST_EN SPI_INDSOR_BURST_EN SPI_OUTDSCR_BURST_EN (reserved) SPI_AHBM_RST SPI_AHBM_FIFO_RST SPI_OUT_RST SPI_IN_RST (reserved)																		
31																17	16	15	14	13	12	11	10	9	8	6		5	4	3	2	3	2	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	Reset							

**SPI\_DMA\_CONTINUE** This bit enables SPI DMA continuous data Tx/Rx mode. (R/W)

**SPI\_DMA\_TX\_STOP** When in continuous Tx/Rx mode, setting this bit stops sending data. (R/W)

**SPI\_DMA\_RX\_STOP** When in continuous Tx/Rx mode, setting this bit stops receiving data. (R/W)

**SPI\_OUT\_DATA\_BURST\_EN** SPI DMA reads data from memory in burst mode. (R/W)

**SPI\_INDSOR\_BURST\_EN** SPI DMA reads descriptor in burst mode when writing data to the memory. (R/W)

**SPI\_OUTDSCR\_BURST\_EN** SPI DMA reads descriptor in burst mode when reading data from the memory. (R/W)

**SPI\_OUT\_EOF\_MODE** DMA out-EOF-flag generation mode. (R/W)

1: out-EOF-flag is generated when DMA has popped all data from the FIFO;

0: out-EOF-flag is generated when DMA has pushed all data to the FIFO.

**SPI\_AHBM\_RST** reset SPI DMA AHB master. (R/W)

**SPI\_AHBM\_FIFO\_RST** This bit is used to reset SPI DMA AHB master FIFO pointer. (R/W)

**SPI\_OUT\_RST** The bit is used to reset DMA out-FSM and out-data FIFO pointer. (R/W)

**SPI\_IN\_RST** The bit is used to reset DMA in-DSM and in-data FIFO pointer. (R/W)

Register 5.26: SPI\_DMA\_OUT\_LINK\_REG (0x104)

(reserved)																SPI_OUTLINK_ADDR																	Reset
SPI_OUTLINK_RESTART																SPI_OUTLINK_START																	
SPI_OUTLINK_STOP																(reserved)																	
31	30	29	28	27											20	19											0						
0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000																				

**SPI\_OUTLINK\_RESTART** Set the bit to add new outlink descriptors. (R/W)

**SPI\_OUTLINK\_START** Set the bit to start to use outlink descriptor. (R/W)

**SPI\_OUTLINK\_STOP** Set the bit to stop to use outlink descriptor. (R/W)

**SPI\_OUTLINK\_ADDR** The address of the first outlink descriptor. (R/W)

Register 5.27: SPI\_DMA\_IN\_LINK\_REG (0x108)

(reserved)				SPI_INLINK_RESTART				SPI_INLINK_START				SPI_INLINK_STOP				(reserved)				SPI_INLINK_AUTO_RET				SPI_INLINK_ADDR				0
31	30	29	28	27																21	20	19						
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0						0x000000

Reset

**SPI\_INLINK\_RESTART** Set the bit to add new inlink descriptors. (R/W)**SPI\_INLINK\_START** Set the bit to start to use inlink descriptor. (R/W)**SPI\_INLINK\_STOP** Set the bit to stop to use inlink descriptor. (R/W)**SPI\_INLINK\_AUTO\_RET** when the bit is set, inlink descriptor jumps to the next descriptor when a packet is invalid. (R/W)**SPI\_INLINK\_ADDR** The address of the first inlink descriptor. (R/W)

Register 5.28: SPI\_DMA\_STATUS\_REG (0x10C)

(reserved)																												SPI_DMA_TX_EN		SPI_DMA_RX_EN	
31																													2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**SPI\_DMA\_TX\_EN** SPI DMA write-data status bit. (RO)**SPI\_DMA\_RX\_EN** SPI DMA read-data status bit. (RO)

Register 5.29: SPI\_DMA\_INT\_ENA\_REG (0x110)

(reserved)																								SPI_OUT_TOTAL_EOF_INT_ENA SPI_OUT_EOF_INT_ENA SPI_OUT_DONE_INT_ENA SPI_IN_SUC_EOF_INT_ENA SPI_IN_ERR_EOF_INT_ENA SPI_IN_DONE_INT_ENA SPI_INLINK_DSCR_ERROR_INT_ENA SPI_OUTLINK_DSCR_ERROR_INT_ENA SPI_INLINK_DSCR_EMPTY_INT_ENA																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
31																								9	8	7	6	5	4	3	2	1	0	Reset																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																									
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**SPI\_OUT\_TOTAL\_EOF\_INT\_ENA** The interrupt enable bit for the [SPI\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (R/W)

**SPI\_OUT\_EOF\_INT\_ENA** The interrupt enable bit for the [SPI\\_OUT\\_EOF\\_INT](#) interrupt. (R/W)

**SPI\_OUT\_DONE\_INT\_ENA** The interrupt enable bit for the [SPI\\_OUT\\_DONE\\_INT](#) interrupt. (R/W)

**SPI\_IN\_SUC\_EOF\_INT\_ENA** The interrupt enable bit for the [SPI\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (R/W)

**SPI\_IN\_ERR\_EOF\_INT\_ENA** The interrupt enable bit for the [SPI\\_IN\\_ERR\\_EOF\\_INT](#) interrupt. (R/W)

**SPI\_IN\_DONE\_INT\_ENA** The interrupt enable bit for the [SPI\\_IN\\_DONE\\_INT](#) interrupt. (R/W)

**SPI\_INLINK\_DSCR\_ERROR\_INT\_ENA** The interrupt enable bit for the [SPI\\_INLINK\\_DSCR\\_ERROR\\_INT](#) interrupt. (R/W)

**SPI\_OUTLINK\_DSCR\_ERROR\_INT\_ENA** The interrupt enable bit for the [SPI\\_OUTLINK\\_DSCR\\_ERROR\\_INT](#) interrupt. (R/W)

**SPI\_INLINK\_DSCR\_EMPTY\_INT\_ENA** The interrupt enable bit for the [SPI\\_INLINK\\_DSCR\\_EMPTY\\_INT](#) interrupt. (R/W)

Register 5.30: SPI\_DMA\_INT\_RAW\_REG (0x114)

(reserved)																								SPL_OUT_TOTAL_EOF_INT_RAW SPL_OUT_EOF_INT_RAW SPL_OUT_DONE_INT_RAW SPL_IN_SUC_EOF_INT_RAW SPL_IN_ERR_EOF_INT_RAW SPL_IN_DONE_INT_RAW SPL_INLINK_DSCR_ERROR_INT_RAW SPL_OUTLINK_DSCR_ERROR_EMPTY_INT_RAW																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																
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**SPI\_OUT\_TOTAL\_EOF\_INT\_RAW** The raw interrupt status bit for the [SPI\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (RO)

**SPI\_OUT\_EOF\_INT\_RAW** The raw interrupt status bit for the [SPI\\_OUT\\_EOF\\_INT](#) interrupt. (RO)

**SPI\_OUT\_DONE\_INT\_RAW** The raw interrupt status bit for the [SPI\\_OUT\\_DONE\\_INT](#) interrupt. (RO)

**SPI\_IN\_SUC\_EOF\_INT\_RAW** The raw interrupt status bit for the [SPI\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (RO)

**SPI\_IN\_ERR\_EOF\_INT\_RAW** The raw interrupt status bit for the [SPI\\_IN\\_ERR\\_EOF\\_INT](#) interrupt. (RO)

**SPI\_IN\_DONE\_INT\_RAW** The raw interrupt status bit for the [SPI\\_IN\\_DONE\\_INT](#) interrupt. (RO)

**SPI\_INLINK\_DSCR\_ERROR\_INT\_RAW** The raw interrupt status bit for the [SPI\\_INLINK\\_DSCR\\_ERROR\\_INT](#) interrupt. (RO)

**SPI\_OUTLINK\_DSCR\_ERROR\_INT\_RAW** The raw interrupt status bit for the [SPI\\_OUTLINK\\_DSCR\\_ERROR\\_INT](#) interrupt. (RO)

**SPI\_INLINK\_DSCR\_EMPTY\_INT\_RAW** The raw interrupt status bit for the [SPI\\_INLINK\\_DSCR\\_EMPTY\\_INT](#) interrupt. (RO)

Register 5.31: SPI\_DMA\_INT\_ST\_REG (0x118)

(reserved)																SPI_OUT_TOTAL_EOF_INT_ST SPI_OUT_EOF_INT_ST SPI_OUT_DONE_INT_ST SPI_IN_SUC_EOF_INT_ST SPI_IN_ERR_EOF_INT_ST SPI_IN_DONE_INT_ST SPI_INLINK_DSCR_ERROR_INT_ST SPI_OUTLINK_DSCR_ERROR_EMPTY_INT_ST				
31									9	8	7	6	5	4	3	2	1	0	Reset	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**SPI\_OUT\_TOTAL\_EOF\_INT\_ST** The masked interrupt status bit for the [SPI\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (RO)

**SPI\_OUT\_EOF\_INT\_ST** The masked interrupt status bit for the [SPI\\_OUT\\_EOF\\_INT](#) interrupt. (RO)

**SPI\_OUT\_DONE\_INT\_ST** The masked interrupt status bit for the [SPI\\_OUT\\_DONE\\_INT](#) interrupt. (RO)

**SPI\_IN\_SUC\_EOF\_INT\_ST** The masked interrupt status bit for the [SPI\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (RO)

**SPI\_IN\_ERR\_EOF\_INT\_ST** The masked interrupt status bit for the [SPI\\_IN\\_ERR\\_EOF\\_INT](#) interrupt. (RO)

**SPI\_IN\_DONE\_INT\_ST** The masked interrupt status bit for the [SPI\\_IN\\_DONE\\_INT](#) interrupt. (RO)

**SPI\_INLINK\_DSCR\_ERROR\_INT\_ST** The masked interrupt status bit for the [SPI\\_INLINK\\_DSCR\\_ERROR\\_INT](#) interrupt. (RO)

**SPI\_OUTLINK\_DSCR\_ERROR\_INT\_ST** The masked interrupt status bit for the [SPI\\_OUTLINK\\_DSCR\\_ERROR\\_INT](#) interrupt. (RO)

**SPI\_INLINK\_DSCR\_EMPTY\_INT\_ST** The masked interrupt status bit for the [SPI\\_INLINK\\_DSCR\\_EMPTY\\_INT](#) interrupt. (RO)

Register 5.32: SPI\_DMA\_INT\_CLR\_REG (0x11C)

(reserved)																								SPI_OUT_TOTAL_EOF_INT_CLR SPI_OUT_EOF_INT_CLR SPI_OUT_DONE_INT_CLR SPI_IN_SUC_EOF_INT_CLR SPI_IN_ERR_EOF_INT_CLR SPI_IN_DONE_INT_CLR SPI_INLINK_DSCR_ERROR_INT_CLR SPI_INLINK_DSCR_EMPTY_INT_CLR																				
31																								9	8	7	6	5	4	3	2	1	0	Reset										
0																								0	0	0	0	0	0	0	0	0	0	0										

**SPI\_OUT\_TOTAL\_EOF\_INT\_CLR** Set this bit to clear the [SPI\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (R/W)

**SPI\_OUT\_EOF\_INT\_CLR** Set this bit to clear the [SPI\\_OUT\\_EOF\\_INT](#) interrupt. (R/W)

**SPI\_OUT\_DONE\_INT\_CLR** Set this bit to clear the [SPI\\_OUT\\_DONE\\_INT](#) interrupt. (R/W)

**SPI\_IN\_SUC\_EOF\_INT\_CLR** Set this bit to clear the [SPI\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (R/W)

**SPI\_IN\_ERR\_EOF\_INT\_CLR** Set this bit to clear the [SPI\\_IN\\_ERR\\_EOF\\_INT](#) interrupt. (R/W)

**SPI\_IN\_DONE\_INT\_CLR** Set this bit to clear the [SPI\\_IN\\_DONE\\_INT](#) interrupt. (R/W)

**SPI\_INLINK\_DSCR\_ERROR\_INT\_CLR** Set this bit to clear the [SPI\\_INLINK\\_DSCR\\_ERROR\\_INT](#) interrupt. (R/W)

**SPI\_OUTLINK\_DSCR\_ERROR\_INT\_CLR** Set this bit to clear the [SPI\\_OUTLINK\\_DSCR\\_ERROR\\_INT](#) interrupt. (R/W)

**SPI\_INLINK\_DSCR\_EMPTY\_INT\_CLR** Set this bit to clear the [SPI\\_INLINK\\_DSCR\\_EMPTY\\_INT](#) interrupt. (R/W)

Register 5.33: SPI\_IN\_ERR\_EOF\_DES\_ADDR\_REG (0x120)

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**SPI\_IN\_ERR\_EOF\_DES\_ADDR\_REG** The inlink descriptor address when SPI DMA encountered an error in receiving data. (RO)

Register 5.34: SPI\_IN\_SUC\_EOF\_DES\_ADDR\_REG (0x124)

31																															0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

**SPI\_IN\_SUC\_EOF\_DES\_ADDR\_REG** The last inlink descriptor address when SPI DMA encountered EOF. (RO)

**Register 5.35: SPI\_INLINK\_DSCR\_REG (0x128)**

31	0
0 0	Reset

**SPI\_INLINK\_DSCR\_REG** The address of the current inlink descriptor. (RO)

**Register 5.36: SPI\_INLINK\_DSCR\_BF0\_REG (0x12C)**

31	0
0 0	Reset

**SPI\_INLINK\_DSCR\_BF0\_REG** The address of the next inlink descriptor. (RO)

**Register 5.37: SPI\_INLINK\_DSCR\_BF1\_REG (0x130)**

31	0
0 0	Reset

**SPI\_INLINK\_DSCR\_BF1\_REG** The address of the next inlink data buffer. (RO)

**Register 5.38: SPI\_OUT\_EOF\_BFR\_DES\_ADDR\_REG (0x134)**

31	0
0 0	Reset

**SPI\_OUT\_EOF\_BFR\_DES\_ADDR\_REG** The buffer address corresponding to the outlink descriptor that produces EOF. (RO)

**Register 5.39: SPI\_OUT\_EOF\_DES\_ADDR\_REG (0x138)**

31	0
0 0	Reset

**SPI\_OUT\_EOF\_DES\_ADDR\_REG** The last outlink descriptor address when SPI DMA encountered EOF. (RO)

**Register 5.40: SPI\_OUTLINK\_DSCR\_REG (0x13C)**

31	0
0 0	Reset

**SPI\_OUTLINK\_DSCR\_REG** The address of the current outlink descriptor. (RO)



**Register 5.41: SPI\_OUTLINK\_DSCR\_BF0\_REG (0x140)**

31																															0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**SPI\_OUTLINK\_DSCR\_BF0\_REG** The address of the next outlink descriptor. (RO)

**Register 5.42: SPI\_OUTLINK\_DSCR\_BF1\_REG (0x144)**

31																															0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**SPI\_OUTLINK\_DSCR\_BF1\_REG** The address of the next outlink data buffer. (RO)

**Register 5.43: SPI\_DMA\_RSTATUS\_REG (0x148)**

TX_FIFO_EMPTY TX_FIFO_FULL		(reserved)																	TX_DES_ADDRESS																		
31	30	29																	20	19																	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset				

**TX\_FIFO\_EMPTY** The SPI DMA Tx FIFO is empty. (RO)

**TX\_FIFO\_FULL** The SPI DMA Tx FIFO is full. (RO)

**TX\_DES\_ADDRESS** The LSB of the SPI DMA outlink descriptor address. (RO)

**Register 5.44: SPI\_DMA\_TSTATUS\_REG (0x14C)**

RX_FIFO_EMPTY RX_FIFO_FULL		(reserved)																	RX_DES_ADDRESS																		
31	30	29																	20	19																	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset						

**RX\_FIFO\_EMPTY** The SPI DMA Rx FIFO is empty. (RO)

**RX\_FIFO\_FULL** The SPI DMA Rx FIFO is full. (RO)

**RX\_DES\_ADDRESS** The LSB of the SPI DMA inlink descriptor address. (RO)

## 6. SD/MMC Host Controller

### 6.1 Overview

The ESP32 memory card interface controller provides a hardware interface between the APB (Advanced Peripheral Bus) and an external memory device. The memory card interface allows the ESP32 to be connected to SDIO memory cards, MMC cards and devices with a CE-ATA interface. It supports two external cards (Card0 and Card1).

### 6.2 Features

This module has the following features:

- Two external cards
- Supports SD Memory Card standard: versions 3.0 and 3.01
- Supports MMC: versions 4.41, 4.5, and 4.51
- Supports CE-ATA: version 1.1
- Supports 1-bit, 4-bit, and 8-bit (Card0 only) modes

The SD/MMC controller topology is shown in Figure 15. The controller supports two peripherals which cannot be functional at the same time.

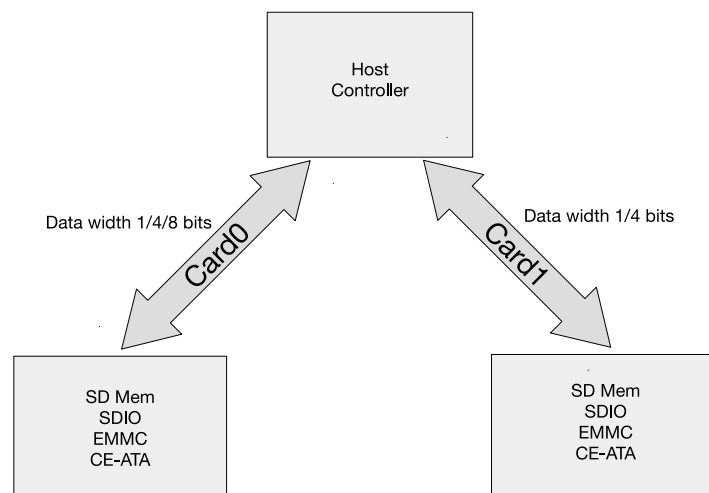


Figure 15: SD/MMC Controller Topology

### 6.3 SD/MMC External Interface Signals

The primary external interface signals, which enable the SD/MMC controller to communicate with an external device, are clock (clk), command (cmd) and data signals. Additional signals include the card interrupt, card detect, and write-protect signals. The direction of each signal is shown in Figure 16. The direction and description of each pin are listed in Table 26.

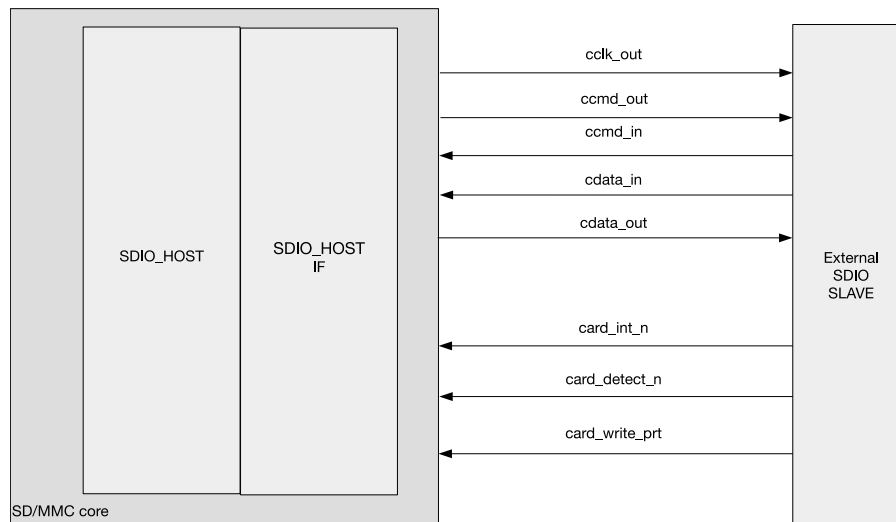


Figure 16: SD/MMC Controller External Interface Signals

Table 26: SD/MMC Signal Description

Pin	Direction	Description
cclk_out	Output	Clock signals for slave device
ccmd	Duplex	Duplex command/response lines
cdata	Duplex	Duplex data read/write lines
card_detect_n	Input	Card detection input line
card_write_prt	Input	Card write protection status input

## 6.4 Functional Description

### 6.4.1 SD/MMC Host Controller Architecture

The SD/MMC host controller consists of two main functional blocks, as shown in Figure 17:

- Bus Interface Unit (BIU): It provides APB interfaces for registers, data read and write operation by FIFO and DMA.
- Card Interface Unit (CIU): It handles external memory card interface protocols. It also provides clock control.

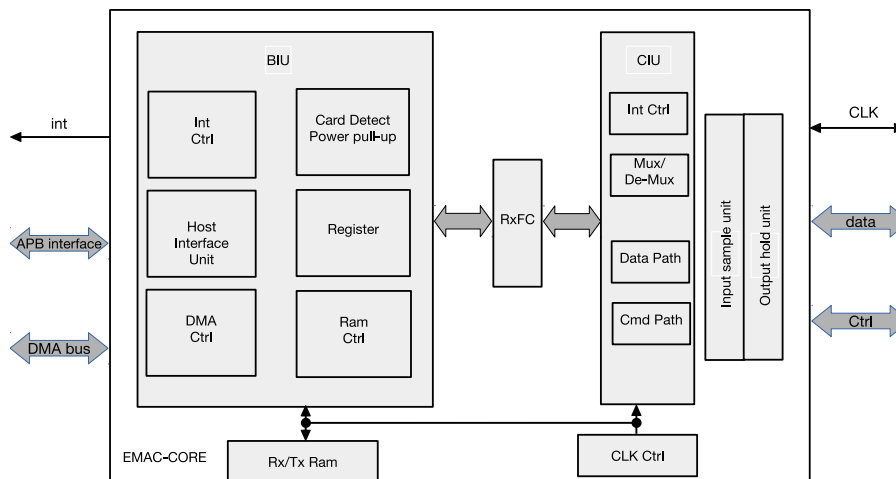


Figure 17: SDIO Host Block Diagram

### 6.4.1.1 BIU (Bus Interface Unit)

The BIU provides the access to registers and FIFO data through the Host Interface Unit (HIU). Additionally, it provides FIFO access to independent data through a DMA interface. The host interface can be configured as an APB interface. Figure 17 illustrates the internal components of the BIU. The BIU provides the following functions:

- Host interface
- DMA interface
- Interrupt control
- Register access
- FIFO access
- Power/pull-up control and card detection

### 6.4.1.2 CIU (Card Interface Unit)

The CIU module implements the card-specific protocols. Within the CIU, the command path control unit and data path control unit prompt the controller to interface with the command and data ports, respectively, of the SD/MMC/CE-ATA cards. The CIU also provides clock control. Figure 17 illustrates the internal structure of the CIU, which consists of the following primary functional blocks:

- Command path
- Data path
- SDIO interrupt control
- Clock control
- Mux/demux unit

## 6.4.2 Command Path

The command path performs the following functions:

- Configures clock parameters
- Configures card command parameters
- Sends commands to card bus (ccmd\_out line)
- Receives responses from card bus (ccmd\_in line)
- Sends responses to BIU
- Drives the P-bit on the command line

The command path State Machine is shown in Figure 18.

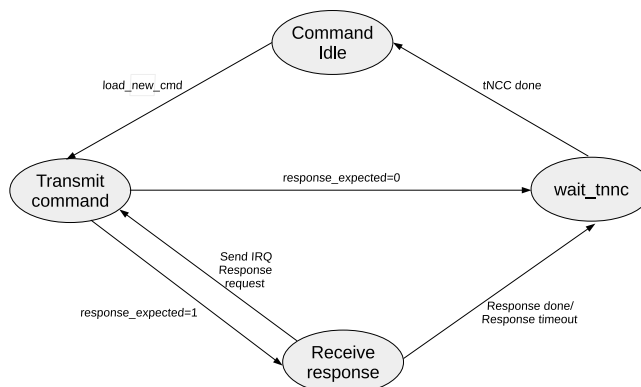


Figure 18: Command Path State Machine

### 6.4.3 Data Path

The data path block pops FIFO data and transmits them on cdata\_out during a write-data transfer, or it receives data on cdata\_in and pushes them into FIFO during a read-data transfer. The data path loads new data parameters, i.e., expected data, read/write data transfer, stream/block transfer, block size, byte count, card type, timeout registers, etc., whenever a data transfer command is not in progress.

If the data\_expected bit is set in the Command register, the new command is a data-transfer command and the data path starts one of the following operations:

- Transmitting data if the read/write bit = 1
- Receiving data if read/write bit = 0

#### 6.4.3.1 Data Transmit Operation

The data transmit state machine is illustrated in Figure 19. The module starts data transmission two clock cycles after a response for the data-write command is received. This occurs even if the command path detects a response error or a cyclic redundancy check (CRC) error in a response. If no response is received from the card until the response timeout, no data are transmitted. Depending on the value of the transfer\_mode bit in the Command register, the data-transmit state machine adds data to the card's data bus in a stream or in block(s). The data transmit state machine is shown in Figure 19.

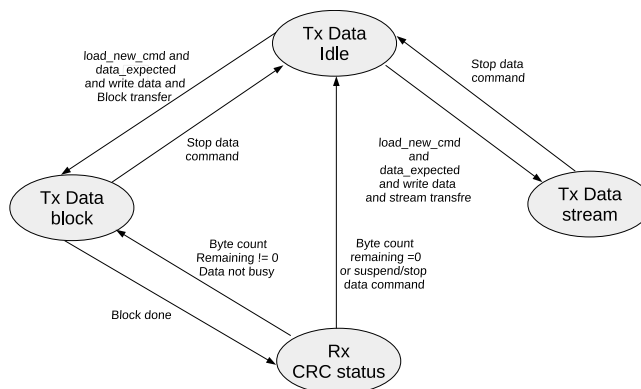


Figure 19: Data Transmit State Machine

### 6.4.3.2 Data Receive Operation

The data-receive state machine is illustrated in Figure 20. The module receives data two clock cycles after the end bit of a data-read command, even if the command path detects a response error or a CRC error. If no response is received from the card and a response timeout occurs, the BIU does not receive a signal about the completion of the data transfer. If the command sent by the CIU is an illegal operation for the card, it would prevent the card from starting a read-data transfer, and the BIU will not receive a signal about the completion of the data transfer.

If no data are received by the data timeout, the data path signals a data timeout to the BIU, which marks an end to the data transfer. Based on the value of the transfer\_mode bit in the Command register, the data-receive state machine gets data from the card's data bus in a stream or block(s). The data receive state machine is shown in Figure 20.

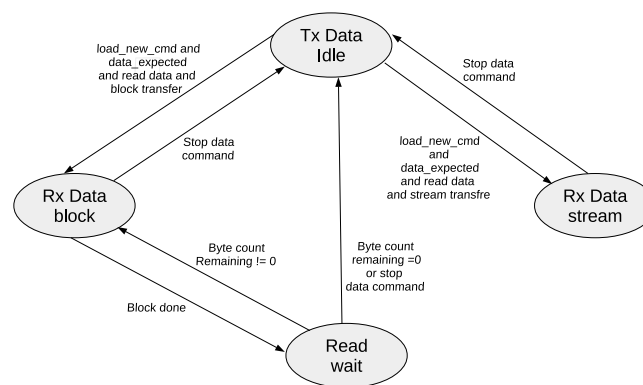


Figure 20: Data Receive State Machine

## 6.5 Software Restrictions for Proper CIU Operation

- Only one card at a time can be selected to execute a command or data transfer. For example, when data are being transferred to or from a card, a new command must not be issued to another card. A new command, however, can be issued to the same card, allowing it to read the device status or stop the transfer.
- Only one command at a time can be issued for data transfers.
- During an open-ended card-write operation, if the card clock is stopped due to FIFO being empty, the software must fill FIFO with data first, and then start the card clock. Only then can it issue a stop/abort command to the card.
- During an SDIO/COMBO card transfer, if the card function is suspended and the software wants to resume the suspended transfer, it must first reset FIFO, and then issue the resume command as if it were a new data-transfer command.
- When issuing card reset commands (CMD0, CMD15 or CMD52\_reset), while a card data transfer is in progress, the software must set the stop\_abort\_cmd bit in the Command register, so that the CIU can stop the data transfer after issuing the card reset command.
- When the data's end bit error is set in the RINTSTS register, the CIU does not guarantee SDIO interrupts. In such a case, the software ignores SDIO interrupts and issues a stop/abort command to the card, so that the card stops sending read-data.

- If the card clock is stopped due to FIFO being full during a card read, the software will read at least two FIFO locations to restart the card clock.
- Only one CE-ATA device at a time can be selected for a command or data transfer. For example, when data are transferred from a CE-ATA device, a new command should not be sent to another CE-ATA device.
- If a CE-ATA device's interrupts are enabled ( $nIEN=0$ ), a new RW\_BLK command should not be sent to the same device if the execution of a RW\_BLK command is already in progress (the RW\_BLK command used in this databook is the RW\_MULTIPLE\_BLOCK MMC command defined by the CE-ATA specifications). Only the CCSD can be sent while waiting for the CCS.
- If, however, a CE-ATA device's interrupts are disabled ( $nIEN=1$ ), a new command can be issued to the same device, allowing it to read status information.
- Open-ended transfers are not supported in CE-ATA devices.
- The send\_auto\_stop signal is not supported (software should not set the send\_auto\_stop bit) in CE-ATA transfers.

After configuring the command start bit to 1, the values of the following registers cannot be changed before a command has been issued:

- CMD - command
- CMDARG - command argument
- BYTCNT - byte count
- BLKSIZ - block size
- CLKDIV - clock divider
- CKLENA - clock enable
- CLKSRC - clock source
- TMOUT - timeout
- CTYPE - card type

## 6.6 RAM for Receiving and Sending Data

The submodule RAM is a buffer area for sending and receiving data. It can be divided into two units: the one is for sending data, and the other is for receiving data. The process of sending and receiving data can also be achieved by the CPU and DMA for reading and writing. The latter method is described in detail in Section 6.8.

### 6.6.1 Transmit RAM Module

There are two ways to enable a write operation: DMA and CPU read/write.

If SDIO-sending is enabled, data can be written to the transferred RAM module by APB interface or DMA. Data will be written from register EMAC\_FIFO to the CPU, directly, by an APB interface.

6.6.2 Receive RAM Module

There are two ways to enable a read operation: DMA and CPU read/write.

When a subunit of the data path receives data, the subdata will be written onto the receive-RAM. Then, these subdata can be read either with the APB or the DMA method at the reading end. Register EMAC\_FIFO can be read by the APB directly.

6.7 Descriptor Chain

Each linked list module consists of two parts: the linked list itself and a data buffer. In other words, each module points to a unique data buffer and the linked list that follows the module. Figure 21 shows the descriptor chain.

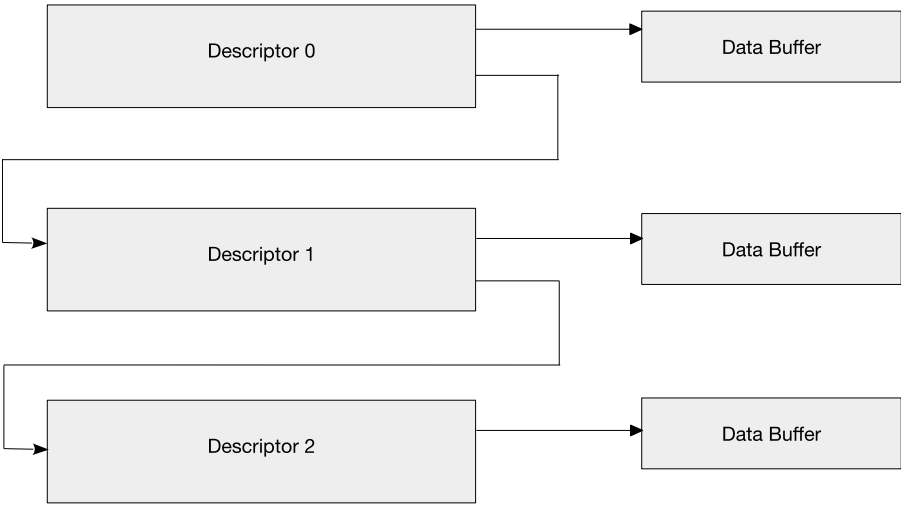


Figure 21: Descriptor Chain

6.8 The Structure of a Linked List

Each linked list consists of four words. As is shown below, Figure 22 demonstrates the linked list's structure, and Table 27, Table 28, Table 29, Table 30 provide the descriptions of linked lists.

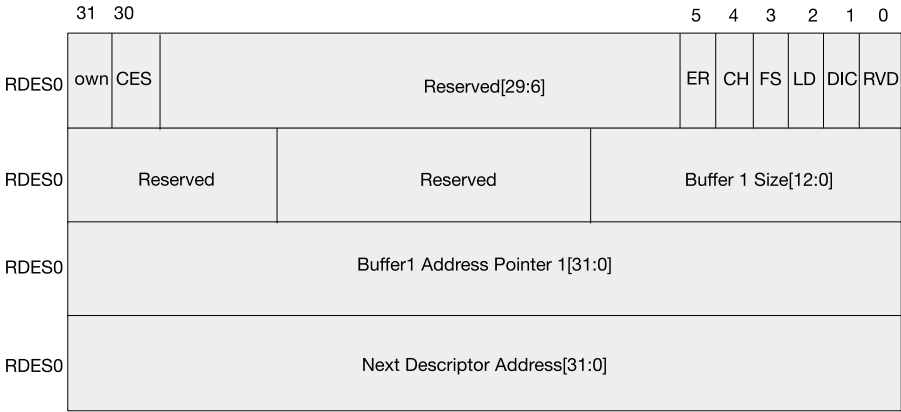


Figure 22: The Structure of a Linked List



The DES0 element contains control and status information.

**Table 27: DES0**

Bits	Name	Description
31	OWN	When set, this bit indicates that the descriptor is owned by the DMAC. When reset, it indicates that the descriptor is owned by the Host. The DMAC clears this bit when it completes the data transfer.
30	CES (Card Error Summary)	These error bits indicate the status of the transition to or from the card. The following bits are also present in RINTSTS, which indicates their digital logic OR gate. <ul style="list-style-type: none"> <li>• EBE: End Bit Error</li> <li>• RTO: Response Time out</li> <li>• RCRC: Response CRC</li> <li>• SBE: Start Bit Error</li> <li>• DRTO: Data Read Timeout</li> <li>• DCRC: Data CRC for Receive</li> <li>• RE: Response Error</li> </ul>
29:6	Reserved	Reserved
5	ER (End of Ring)	When set, this bit indicates that the descriptor list has reached its final descriptor. The DMAC then returns to the base address of the list, creating a Descriptor Ring.
4	CH (Second Address Chained)	When set, this bit indicates that the second address in the descriptor is the Next Descriptor address. When this bit is set, BS2 (DES1[25:13]) should be all zeros.
3	FD (First Descriptor)	When set, this bit indicates that this descriptor contains the first buffer of the data. If the size of the first buffer is 0, the Next Descriptor contains the beginning of the data.
2	LD (Last Descriptor)	This bit is associated with the last block of a DMA transfer. When set, the bit indicates that the buffers pointed by this descriptor are the last buffers of the data. After this descriptor is completed, the remaining byte count is 0. In other words, after the descriptor with the LD bit set is completed, the remaining byte count should be 0.
1	DIC (Disable Interrupt on Completion)	When set, this bit will prevent the setting of the TI/RI bit of the DMAC Status Register (IDSTS) for the data that ends in the buffer pointed by this descriptor.
0	Reserved	Reserved

The DES1 element contains the buffer size.

**Table 28: DES1**

Bits	Name	Description
31:26	Reserved	Reserved
25:13	Reserved	Reserved
12:0	BS1 (Buffer 1 Size)	Indicates the data buffer byte size, which must be a multiple of four. In the case where the buffer size is not a multiple of four, the resulting behavior is undefined. This field should not be zero.

The DES2 element contains the address pointer to the data buffer.

**Table 29: DES2**

Bits	Name	Description
31:0	Buffer Address Pointer 1	These bits indicate the physical address of the data buffer.

The DES3 element contains the address pointer to the next descriptor if the present descriptor is not the last one in a chained descriptor structure.

**Table 30: DES3**

Bits	Name	Description
31:0	Next Descriptor Address	If the Second Address Chained (DES0[4]) bit is set, then this address contains the pointer to the physical memory where the Next Descriptor is present. If this is not the last descriptor, then the Next Descriptor address pointer must be DES3[1:0] = 0.

## 6.9 Initialization

### 6.9.1 DMAC Initialization

The DMAC initialization should proceed as follows:

- Write to the DMAC Bus Mode Register (BMOD\_REG) will set the Host bus's access parameters.
- Write to the DMAC Interrupt Enable Register (IDINTEN) will mask any unnecessary interrupt causes.
- The software driver creates either the transmit or the receive descriptor list. Then, it writes to the DMAC Descriptor List Base Address Register (DBADDR), providing the DMAC with the starting address of the list.
- The DMAC engine attempts to acquire descriptors from descriptor lists.

### 6.9.2 DMAC Transmission Initialization

The DMAC transmission occurs as follows:

1. The Host sets up the elements (DES0-DES3) for transmission, and sets the OWN bit (DES0[31]). The Host also prepares the data buffer.
2. The Host programs the write-data command in the CMD register in BIU.
3. The Host also programs the required transmit threshold (TX\_WMARK field in FIFOTH register).
4. The DMAC engine fetches the descriptor and checks the OWN bit. If the OWN bit is not set, it means that the host owns the descriptor. In this case, the DMAC enters a suspend-state and asserts the Descriptor Unable interrupt in the IDSTS register. In such a case, the host needs to release the DMAC by writing any value to PLDMND\_REG.
5. It then waits for the Command Done (CD) bit and no errors from BIU, which indicates that a transfer can be done.
6. Subsequently, the DMAC engine waits for a DMA interface request (dw\_dma\_req) from BIU. This request will be generated, based on the programmed transmit-threshold value. For the last bytes of data which cannot be accessed using a burst, single transfers are performed on the AHB Master Interface.
7. The DMAC fetches the transmit data from the data buffer in the Host memory and transfers them to FIFO for transmission to card.
8. When data span across multiple descriptors, the DMAC fetches the next descriptor and extends its operation using the following descriptor. The last descriptor bit indicates whether the data span multiple descriptors or not.
9. When data transmission is complete, the status information is updated in the IDSTS register by setting the Transmit Interrupt, if it has already been enabled. Also, the OWN bit is cleared by the DMAC by performing a write transaction to DES0.

### 6.9.3 DMAC Reception Initialization

The DMAC reception occurs as follows:

1. The Host sets up the element (DES0-DES3) for reception, and sets the OWN bit (DES0[31]).
2. The Host programs the read-data command in the CMD register in BIU.
3. Then, the Host programs the required level of the receive-threshold (RX\_WMARK field in FIFOTH register).
4. The DMAC engine fetches the descriptor and checks the OWN bit. If the OWN bit is not set, it means that the host owns the descriptor. In this case, the DMA enters a suspend-state and asserts the Descriptor Unable interrupt in the IDSTS register. In such a case, the host needs to release the DMAC by writing any value to PLDMND\_REG.
5. It then waits for the Command Done (CD) bit and no errors from BIU, which indicates that a transfer can be done.
6. The DMAC engine then waits for a DMA interface request (dw\_dma\_req) from BIU. This request will be generated, based on the programmed receive-threshold value. For the last bytes of the data which cannot be accessed using a burst, single transfers are performed on the AHB.
7. The DMAC fetches the data from FIFO and transfers them to the Host memory.

8. When data span across multiple descriptors, the DMAC will fetch the next descriptor and extend its operation using the following descriptor. The last descriptor bit indicates whether the data span multiple descriptors or not.
9. When data reception is complete, the status information is updated in the IDSTS register by setting Receive-Interrupt, if it has already been enabled. Also, the OWN bit is cleared by the DMAC by performing a write-transaction to DES0.

## 6.10 Interrupt

Interrupts can be generated as a result of various events. The IDSTS register contains all the bits that might cause an interrupt. The IDINTEN register contains an enable bit for each of the events that can cause an interrupt.

There are two groups of summary interrupts, "Normal" ones (bit8 NIS) and "Abnormal" ones (bit9 AIS), as outlined in the IDSTS register. Interrupts are cleared by writing 1 to the position of the corresponding bit. When all the enabled interrupts within a group are cleared, the corresponding summary bit is also cleared. When both summary bits are cleared, the interrupt signal `dmac_intr_o` is de-asserted (stops signalling).

Interrupts are not queued up, and if a new interrupt-event occurs before the driver has responded to it, no additional interrupts are generated. For example, the Receive Interrupt IDSTS[1] indicates that one or more data were transferred to the Host buffer.

An interrupt is generated only once for concurrent events. The driver must scan the IDSTS register for the interrupt cause.

## 6.11 Register Summary

Name	Description	Address	Access
CTRL_REG	Control register	0x0000	R/W
CLKDIV_REG	Clock divider configuration register	0x0008	R/W
CLKSRC_REG	Clock source selection register	0x000C	R/W
CLKENA_REG	Clock enable register	0x0010	R/W
TMOUT_REG	Data and response timeout configuration register	0x0014	R/W
CTYPE_REG	Card bus width configuration register	0x0018	R/W
BLKSIZ_REG	Card data block size configuration register	0x001C	R/W
BYTCNT_REG	Data transfer length configuration register	0x0020	R/W
INTMASK_REG	SDIO interrupt mask register	0x0024	R/W
CMDARG_REG	Command argument data register	0x0028	R/W
CMD_REG	Command and boot configuration register	0x002C	R/W
RESP0_REG	Response data register	0x0030	RO
RESP1_REG	Long response data register	0x0034	RO
RESP2_REG	Long response data register	0x0038	RO
RESP3_REG	Long response data register	0x003C	RO
MINTSTS_REG	Masked interrupt status register	0x0040	RO
RINTSTS_REG	Raw interrupt status register	0x0044	R/W
STATUS_REG	SD/MMC status register	0x0048	RO

Name	Description	Address	Access
<a href="#">FIFOTH_REG</a>	FIFO configuration register	0x004C	R/W
<a href="#">CDETECT_REG</a>	Card detect register	0x0050	RO
<a href="#">WRTPRT_REG</a>	Card write protection (WP) status register	0x0054	RO
<a href="#">TCBCNT_REG</a>	Transferred byte count register	0x005C	RO
<a href="#">TBBCNT_REG</a>	Transferred byte count register	0x0060	RO
<a href="#">DEBNCE_REG</a>	Debounce filter time configuration register	0x0064	R/W
<a href="#">USRID_REG</a>	User ID (scratchpad) register	0x0068	R/W
<a href="#">RST_N_REG</a>	Card reset register	0x0078	R/W
<a href="#">BMOD_REG</a>	Burst mode transfer configuration register	0x0080	R/W
<a href="#">PLDMND_REG</a>	Poll demand configuration register	0x0084	WO
<a href="#">DBADDR_REG</a>	Descriptor base address register	0x0088	R/W
<a href="#">IDSTS_REG</a>	IDMAC status register	0x008C	R/W
<a href="#">IDINTEN_REG</a>	IDMAC interrupt enable register	0x0090	R/W
<a href="#">DSCADDR_REG</a>	Host descriptor address pointer	0x0094	RO
<a href="#">BUFADDR_REG</a>	Host buffer address pointer register	0x0098	RO

## 6.12 Registers

SD/MMC controller registers can be accessed by the APB bus of the CPU.

**Register 6.1: CTRL\_REG (0x0000)**

(reserved)								(reserved)								(reserved)								CEATA_DEVICE_INTERRUPT_STATUS								
(reserved)								(reserved)								(reserved)								SEND_AUTO_STOP_CCSD								
(reserved)								(reserved)								(reserved)								SEND_CCSD								
(reserved)								(reserved)								(reserved)								ABORT_READ_DATA								
(reserved)								(reserved)								(reserved)								SEND_IRQ_RESPONSE								
(reserved)								(reserved)								(reserved)								READ_WAIT								
(reserved)								(reserved)								(reserved)								INT_ENABLE								
(reserved)								(reserved)								(reserved)								DMA_RESET								
(reserved)								(reserved)								(reserved)								FIFO_RESET								
(reserved)								(reserved)								(reserved)								CONTROLLER_RESET								
31	25	24	131									120	11	10	9	8	7	6	5	4	3	2	1	0								
0x00								1	0x00								0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**CEATA\_DEVICE\_INTERRUPT\_STATUS** Software should appropriately write to this bit after the power-on reset or any other reset to the CE-ATA device. After reset, the CE-ATA device's interrupt is usually disabled ( $nIEN = 1$ ). If the host enables the CE-ATA device's interrupt, then software should set this bit. (R/W)

**SEND\_AUTO\_STOP\_CCSD** Always set `send_auto_stop_ccsd` and `send_ccsd` bits together; `send_auto_stop_ccsd` should not be set independently of `send_ccsd`. When set, SD/MMC automatically sends an internally-generated STOP command (CMD12) to the CE-ATA device. After sending this internally-generated STOP command, the Auto Command Done (ACD) bit in RINTSTS is set and an interrupt is generated for the host, in case the ACD interrupt is not masked. After sending the Command Completion Signal Disable (CCSD), SD/MMC automatically clears the `send_auto_stop_ccsd` bit. (R/W)

**SEND\_CCSD** When set, SD/MMC sends CCSD to the CE-ATA device. Software sets this bit only if the current command is expecting CCS (that is, `RW_BLK`), and if interrupts are enabled for the CE-ATA device. Once the CCSD pattern is sent to the device, SD/MMC automatically clears the `send_ccsd` bit. It also sets the Command Done (CD) bit in the RINTSTS register, and generates an interrupt for the host, in case the Command Done interrupt is not masked. NOTE: Once the `send_ccsd` bit is set, it takes two card clock cycles to drive the CCSD on the CMD line. Due to this, within the boundary conditions the CCSD may be sent to the CE-ATA device, even if the device has signalled CCS. (R/W)

**ABORT\_READ\_DATA** After a suspend-command is issued during a read-operation, software polls the card to find when the suspend-event occurred. Once the suspend-event has occurred, software sets the bit which will reset the data state machine that is waiting for the next block of data. This bit is automatically cleared once the data state machine is reset to idle. (R/W)

**SEND\_IRQ\_RESPONSE** Bit automatically clears once response is sent. To wait for MMC card interrupts, host issues CMD40 and waits for interrupt response from MMC card(s). In the meantime, if host wants SD/MMC to exit waiting for interrupt state, it can set this bit, at which time SD/MMC command state-machine sends CMD40 response on bus and returns to idle state. (R/W)

Register 6.2: CTRL\_REG (continued) (0x0000)

(reserved)										(reserved)										(reserved)										CEATA_DEVICE_INTERRUPT_STATUS SEND_AUTO_STOP - CCSD SEND_CCSD - CCSD ABORT_READ_DATA SEND_IRQ_RESPONSE READ_WAIT DMA_ENABLE INT_ENABLE (reserved) DMA_RESET FIFO_RESET CONTROLLER_RESET									
31											25	24	131											120	11	10	9	8	7	6	5	4	3	2	1	0			
0x00										1	0x00										0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset			

- READ\_WAIT** For sending read-wait to SDIO cards. (R/W)
- INT\_ENABLE** Global interrupt enable/disable bit. 0: Disable; 1: Enable. (R/W)
- DMA\_RESET** To reset DMA interface, firmware should set bit to 1. This bit is auto-cleared after two AHB clocks. (R/W)
- FIFO\_RESET** To reset FIFO, firmware should set bit to 1. This bit is auto-cleared after completion of reset operation. Note: FIFO pointers will be out of reset after 2 cycles of system clocks in addition to synchronization delay (2 cycles of card clock), after the fifo\_reset is cleared. (R/W)
- CONTROLLER\_RESET** To reset controller, firmware should set this bit. This bit is auto-cleared after two AHB and two cclk\_in clock cycles. (R/W)

**Register 6.3: CLKDIV\_REG (0x0008)**

CLK_DIVIDER3							
CLK_DIVIDER2							
CLK_DIVIDER1							
CLK_DIVIDER0							
31	24	23	16	15	8	7	0
0x000							
Reset							

**CLK\_DIVIDER3** Clock divider-3 value. Clock division factor is  $2^n$ , where  $n=0$  bypasses the divider (division factor of 1). For example, a value of 1 means divide by  $2^1 = 2$ , a value of 0xFF means divide by  $2^{255} = 510$ , and so on. In MMC-Ver3.3-only mode, these bits are not implemented because only one clock divider is supported. (R/W)

**CLK\_DIVIDER2** Clock divider-2 value. Clock division factor is  $2^n$ , where  $n=0$  bypasses the divider (division factor of 1). For example, a value of 1 means divide by  $2^1 = 2$ , a value of 0xFF means divide by  $2^{255} = 510$ , and so on. In MMC-Ver3.3-only mode, these bits are not implemented because only one clock divider is supported. (R/W)

**CLK\_DIVIDER1** Clock divider-1 value. Clock division factor is  $2^n$ , where  $n=0$  bypasses the divider (division factor of 1). For example, a value of 1 means divide by  $2^1 = 2$ , a value of 0xFF means divide by  $2^{255} = 510$ , and so on. In MMC-Ver3.3-only mode, these bits are not implemented because only one clock divider is supported. (R/W)

**CLK\_DIVIDER0** Clock divider-0 value. Clock division factor is  $2^n$ , where  $n=0$  bypasses the divider (division factor of 1). For example, a value of 1 means divide by  $2^1 = 2$ , a value of 0xFF means divide by  $2^{255} = 510$ , and so on. In MMC-Ver3.3-only mode, these bits are not implemented because only one clock divider is supported. (R/W)

**Register 6.4: CLKSRC\_REG (0x000C)**

(reserved)			
CLKSRC_REG			
31	4	3	0
0x000000			
Reset			

**CLKSRC\_REG** Clock divider source for two SD cards is supported. Each card has two bits assigned to it. For example, bit[1:0] are assigned for card 0, bit[3:2] are assigned for card 1. Card 0 maps and internally routes clock divider[0:3] outputs to cclk\_out[1:0] pins, depending on bit value.

00 : Clock divider 0;

01 : Clock divider 1;

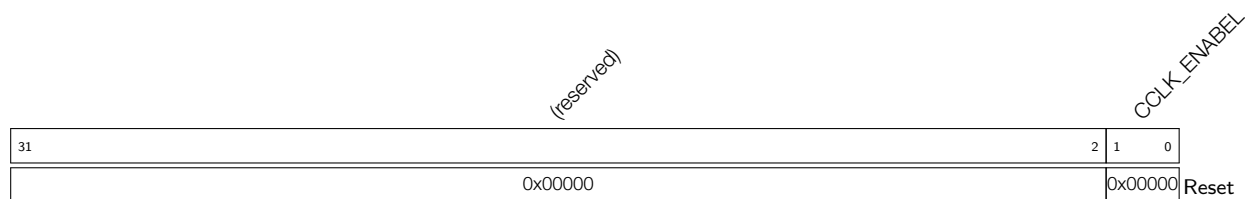
10 : Clock divider 2;

11 : Clock divider 3.

In MMC-Ver3.3-only controller, only one clock divider is supported. The cclk\_out is always from clock divider 0, and this register is not implemented. (R/W)



### Register 6.5: CLKENA\_REG (0x0010)



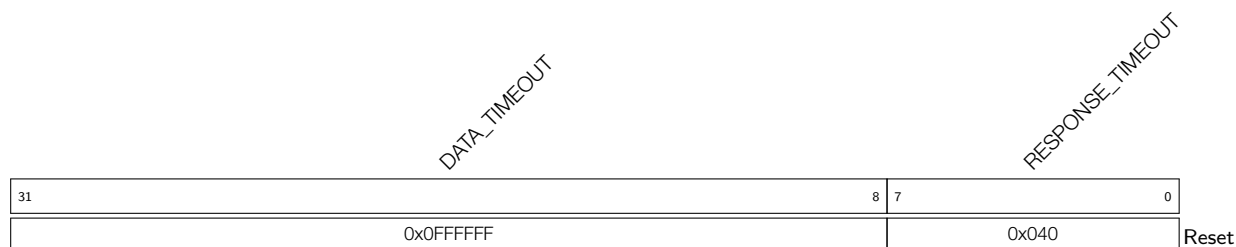
**CCLK\_ENABEL** Clock-enable control for two SD card clocks and one MMC card clock is supported.

0: Clock disabled:

1: Clock enabled.

In MMC-Ver3.3-only mode, since there is only one cclk\_out, only cclk\_enable[0] is used. (R/W)

### Register 6.6: TMOUT REG (0x0014)



**DATA\_TIMEOUT** Value for card data read timeout. This value is also used for data starvation by host timeout. The timeout counter is started only after the card clock is stopped. This value is specified in number of card output clocks, i.e. cclk\_out of the selected card.

NOTE: The software timer should be used if the timeout value is in the order of 100 ms. In this case, read data timeout interrupt needs to be disabled. (R/W)

**RESPONSE\_TIMEOUT** Response timeout value. Value is specified in terms of number of card output clocks, i.e., cclk\_out. (R/W)

**Register 6.7: CTYPE\_REG (0x0018)**

(reserved)										CARD_WIDTH8				(reserved)												CARD_WIDTH4			
31										18		17	16	15										2		1	0		
0x00000										0x00000		0x00000												0x00000		Reset			

**CARD\_WIDTH8** One bit per card indicates if card is in 8-bit mode.

0: Non 8-bit mode;

1: 8-bit mode.

Bit[17:16] correspond to card[1:0] respectively. (R/W)

**CARD\_WIDTH4** One bit per card indicates if card is 1-bit or 4-bit mode.

0: 1-bit mode;

1: 4-bit mode.

Bit[1:0] correspond to card[1:0] respectively. Only NUM\_CARDS\*2 number of bits are implemented. (R/W)

**Register 6.8: BLKSIZ\_REG (0x001C)**

(reserved)																BLOCK_SIZE																																															
31																16																15																0															
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																0x00200																Reset																															

**BLOCK\_SIZE** Block size. (R/W)

**Register 6.9: BYTCNT\_REG (0x0020)**

31																													0	
0x000000200																														Reset

**BYTCNT\_REG** Number of bytes to be transferred, should be an integral multiple of Block Size for block transfers. For data transfers of undefined byte lengths, byte count should be set to 0. When byte count is set to 0, it is the responsibility of host to explicitly send stop/abort command to terminate data transfer. (R/W)



### Register 6.12: CMD\_REG (0x002C)

START_CMD (reserved)		USE_HOLE (reserved)		(reserved)		(reserved)		(reserved)		(reserved)		OCS_EXPECTED		READ_CARD_DEVICE		UPDATE_CLOCK_REGISTERS_ONLY		CARD_NUMBER		SEND_INITIALIZATION		STOP_ABORT_CMD		WAIT_PRIVDATA_COMPLETE		TRANSFER_MODE		READWRITE		DATA_EXPECTED		CHECK_RESPONSE_CRC		RESPONSE_LENGTH		RESPONSE_EXPECT		CMD_INDEX	
31	30	29	28	27	26	25	24	23	22	21	20	16				15	14	13	12	11	10	9	8	7	6	5	0												
0	0	1	0	0	0	0	0	0	0	0	0	0x00				0	0	0	0	0	0	0	0	0	0	0	0	0x00				Reset							

**START\_CMD** Start command. Once command is served by the CIU, this bit is automatically cleared. When this bit is set, host should not attempt to write to any command registers. If a write is attempted, hardware lock error is set in raw interrupt register. Once command is sent and a response is received from SD\_MMC\_CEATA cards, Command Done bit is set in the raw interrupt Register. (R/W)

**USE\_HOLE** Use Hold Register. (R/W) 0: CMD and DATA sent to card bypassing HOLD Register; 1: CMD and DATA sent to card through the HOLD Register.

**CCS\_EXPECTED** Expected Command Completion Signal (CCS) configuration. (R/W)

0: Interrupts are not enabled in CE-ATA device (nIEN = 1 in ATA control register), or command does not expect CCS from device.

1: Interrupts are enabled in CE-ATA device (nIEN = 0), and RW\_BLK command expects command completion signal from CE-ATA device.

If the command expects Command Completion Signal (CCS) from the CE-ATA device, the software should set this control bit. SD/MMC sets Data Transfer Over (DTO) bit in RINTSTS register and generates interrupt to host if Data Transfer Over interrupt is not masked.

**READ\_CEATA\_DEVICE** Read access flag. (R/W)

0: Host is not performing read access (RW\_REG or RW\_BLK)towards CE-ATA device

1: Host is performing read access (RW\_REG or RW\_BLK) towards CE-ATA device.

Software should set this bit to indicate that CE-ATA device is being accessed for read transfer. This bit is used to disable read data timeout indication while performing CE-ATA read transfers. Maximum value of I/O transmission delay can be no less than 10 seconds. SD/MMC should not indicate read data timeout while waiting for data from CE-ATA device. (R/W)

### Register 6.13: CMD\_REG (continued) (0x002C)

[illegible]

## UPDATE\_CLOCK\_REGISTERS\_ONLY (R/W)

0: Normal command sequence.

1: Do not send commands, just update clock register value into card clock domain

Following register values are transferred into card clock domain: CLKDIV, CLRSRC, and CLKENA. Changes card clocks (change frequency, truncate off or on, and set low-frequency mode). This is provided in order to change clock frequency or stop clock without having to send command to cards.

During normal command sequence, when `update_clock_registers_only = 0`, following control registers are transferred from BIU to CIU: `CMD`, `CMDARG`, `TMOUT`, `CTYPE`, `BLKSIZ`, and `BYTCNT`. CIU uses new register values for new command sequence to card(s). When bit is set, there are no Command Done interrupts because no command is sent to SD MMC CEATA cards.

**CARD\_NUMBER** Card number in use. Represents physical slot number of card being accessed. In MMC-Ver3.3-only mode, up to two cards are supported. In SD-only mode, up to two cards are supported. (R/W)

**SEND INITIALIZATION (R/W)**

0: Do not send initialization sequence (80 clocks of 1) before sending this command.

1: Send initialization sequence before sending this command.

After power on, 80 clocks must be sent to card for initialization before sending any commands to card. Bit should be set while sending first command to card so that controller will initialize clocks before sending command to card.

**STOP\_ABORT\_CMD** (R/W)

0: Neither stop nor abort command can stop current data transfer. If abort is sent to function-number currently selected or not in data-transfer mode, then bit should be set to 0.

1: Stop or abort command intended to stop current data transfer in progress. When open-ended or predefined data transfer is in progress, and host issues stop or abort command to stop data transfer, bit should be set so that command/data state-machines of CIU can return correctly to idle state.

### Register 6.14: CMD\_REG (continued) (0x002C)

START_CMD (reserved)		USE_HOLE (reserved)		USE_HOLE (reserved)		USE_HOLE (reserved)		USE_HOLE (reserved)		OCS_EXPECTED		READ_GEATA_DEVICE		UPDATE_CLOCK_REGISTERS_ONLY		CARD_NUMBER		SEND_INITIALIZATION		STOP_ABORT_CMD		WAIT_PRIVDATA_COMPLETE		TRANSFER_MODE		READWRITE		DATA_EXPECTED		CHECK_RESPONSE_CRC		RESPONSE_LENGTH		RESPONSE_EXPECT		CMD_INDEX	
31	30	29	28	27	26	25	24	23	22	21	20	16				15	14	13	12	11	10	9	8	7	6	5	0										
0	0	1	0	0	0	0	0	0	0	0	0	0x00				0	0	0	0	0	0	0	0	0	0	0	0	0x00				Reset					

**WAIT\_PRVDATA\_COMPLETE** (R/W)

- 0: Send command at once, even if previous data transfer has not completed;  
1: Wait for previous data transfer to complete before sending Command.

The wait\_prvdata\_complete = 0 option is typically used to query status of card during data transfer or to stop current data transfer. card\_number should be same as in previous command.

**SEND AUTO STOP (R/W)**

- 0: No stop command is sent at the end of data transfer;  
1: Send stop command at the end of data transfer.

**TRANSFER\_MODE** (R/W)

- 0: Block data transfer command;
- 1: Stream data transfer command. Don't care if no data expected.

**READ/WRITE (R/W)**

- 0: Read from card;  
1: Write to card.

Don't care if no data is expected from card.

**DATA\_EXPECTED** (R/W)

- 0: No data transfer expected.  
1: Data transfer expected.

**CHECK RESPONSE CRC (R/W)**

- 0: Do not check;  
1: Check response CRC.

Some of command responses do not return valid CRC bits. Software should disable CRC checks for those commands in order to disable CRC checking by controller.

**RESPONSE\_LENGTH (R/W)**

- 0: Short response expected from card;  
1: Long response expected from card.

RESPONSE EXPECT (R/W)

- 0: No response expected from card;  
1: Response expected from card.

**CMD\_INDEX** Command index. (R/W)

**Register 6.15: RESP0\_REG (0x0030)**

31	0
0x00000000	
Reset	

**RESP0\_REG** Bit[31:0] of response. (RO)

**Register 6.16: RESP1\_REG (0x0034)**

31	0
0x00000000	
Reset	

**RESP1\_REG** Bit[63:32] of long response. (RO)

**Register 6.17: RESP2\_REG (0x0038)**

31	0
0x00000000	
Reset	

**RESP2\_REG** Bit[95:64] of long response. (RO)

**Register 6.18: RESP3\_REG (0x003C)**

31	0
0x00000000	
Reset	

**RESP3\_REG** Bit[127:96] of long response. (RO)

**Register 6.19: MINTSTS\_REG (0x0040)**

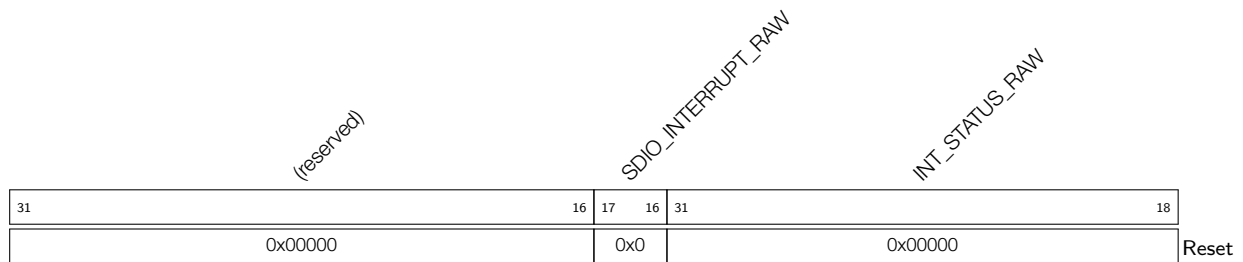
(reserved)																		SDIO_INTERRUPT_MSK				INT_STATUS_MSK												
31																		18	17	16	15													0
0																		0x0		0x00000												Reset		

**SDIO\_INTERRUPT\_MSK** Interrupt from SDIO card, one bit for each card. Bit[17:16] correspond to card1 and card0, respectively. SDIO interrupt for card is enabled only if corresponding sdio\_int\_mask bit is set in Interrupt mask register (Setting mask bit enables interrupt). (RO)

**INT\_STATUS\_MSK** Interrupt enabled only if corresponding bit in interrupt mask register is set. (RO)

- Bit 15 (EBE): End-bit error, read/write (no CRC)
- Bit 14 (ACD): Auto command done
- Bit 13 (SBE/BCI): Start Bit Error/Busy Clear Interrupt
- Bit 12 (HLE): Hardware locked write error
- Bit 11 (FRUN): FIFO underrun/overflow error
- Bit 10 (HTO): Data starvation by host timeout (HTO)
- Bit 9 (DTRO): Data read timeout
- Bit 8 (RTO): Response timeout
- Bit 7 (DCRC): Data CRC error
- Bit 6 (RCRC): Response CRC error
- Bit 5 (RXDR): Receive FIFO data request
- Bit 4 (TXDR): Transmit FIFO data request
- Bit 3 (DTO): Data transfer over
- Bit 2 (CD): Command done
- Bit 1 (RE): Response error
- Bit 0 (CD): Card detect



**Register 6.20: RINTSTS\_REG (0x0044)**

**SDIO\_INTERRUPT\_RAW** Interrupt from SDIO card, one bit for each card. Bit[17:16] correspond to card1 and card0, respectively. Setting a bit clears the corresponding interrupt bit and writing 0 has no effect. (R/W)

0: No SDIO interrupt from card;

1: SDIO interrupt from card.

In MMC-Ver3.3-only mode, these bits are always 0. Bits are logged regardless of interrupt-mask status. (R/W)

**INT\_STATUS\_RAW** Setting a bit clears the corresponding interrupt and writing 0 has no effect. Bits are logged regardless of interrupt mask status. (R/W)

Bit 15 (EBE): End-bit error, read/write (no CRC)

Bit 14 (ACD): Auto command done

Bit 13 (SBE/BCI): Start Bit Error/Busy Clear Interrupt

Bit 12 (HLE): Hardware locked write error

Bit 11 (FRUN): FIFO underrun/overflow error

Bit 10 (HTO): Data starvation by host timeout (HTO)

Bit 9 (DTRO): Data read timeout

Bit 8 (RTO): Response timeout

Bit 7 (DCRC): Data CRC error

Bit 6 (RCRC): Response CRC error

Bit 5 (RXDR): Receive FIFO data request

Bit 4 (TXDR): Transmit FIFO data request

Bit 3 (DTO): Data transfer over

Bit 2 (CD): Command done

Bit 1 (RE): Response error

Bit 0 (CD): Card detect

**Register 6.21: STATUS\_REG (0x0048)**

(reserved)		FIFO_COUNT															RESPONSE_INDEX			DATA_STATE_MC_BUSY		DATA_BUSY	DATA_3_STATUS		COMMAND_FSM_STATES		FIFO_FULL	FIFO_EMPTY	FIFO_TX_WATERMARK	FIFO_RX_WATERMARK					
31	30	29																17	16				11	10	9	8	7				4	3	2	1	0
0	0	0x000															0x00			1	1	1	0x01			0	1	1	0	Reset					

**FIFO\_COUNT** FIFO count, number of filled locations in FIFO. (RO)

**RESPONSE\_INDEX** Index of previous response, including any auto-stop sent by core. (RO)

**DATA\_STATE\_MC\_BUSY** Data transmit or receive state-machine is busy. (RO)

**DATA\_BUSY** Inverted version of raw selected card\_data[0]. (RO)

- 0: Card data not busy;
- 1: Card data busy.

**DATA\_3\_STATUS** Raw selected card\_data[3], checks whether card is present. (RO)

- 0: card not present;
- 1: card present.

**COMMAND\_FSM\_STATES** Command FSM states. (RO)

- 0: Idle
- 1: Send init sequence
- 2: Send cmd start bit
- 3: Send cmd tx bit
- 4: Send cmd index + arg
- 5: Send cmd crc7
- 6: Send cmd end bit
- 7: Receive resp start bit
- 8: Receive resp IRQ response
- 9: Receive resp tx bit
- 10: Receive resp cmd idx
- 11: Receive resp data
- 12: Receive resp crc7
- 13: Receive resp end bit
- 14: Cmd path wait NCC
- 15: Wait, cmd-to-response turnaround

**FIFO\_FULL** FIFO is full status. (RO)

**FIFO\_EMPTY** FIFO is empty status. (RO)

**FIFO\_TX\_WATERMARK** FIFO reached Transmit watermark level, not qualified with data transfer. (RO)

**FIFO\_RX\_WATERMARK** FIFO reached Receive watermark level, not qualified with data transfer. (RO)

**Register 6.22: FIFOTH\_REG (0x004C)**

(reserved)				DMA_MULTIPLE_TRANSACTION_SIZE												(reserved)				RX_WMARK				(reserved)				TX_WMARK					
31	30	28	27	26											16	15					12	11											0
0	0x0		0	x	x	x	x	x	x	x	x	x	x	x	0	0	0	0	0x0000										Reset				

Reset

**DMA\_MULTIPLE\_TRANSACTION\_SIZE** Burst size of multiple transaction, should be programmed same as DMA controller multiple-transaction-size SRC/DEST\_MSIZ. 000: 1-byte transfer; 001: 4-byte transfer; 010: 8-byte transfer; 011: 16-byte transfer; 100: 32-byte transfer; 101: 64-byte transfer; 110: 128-byte transfer; 111: 256-byte transfer. (R/W)

**RX\_WMARK** FIFO threshold watermark level when receiving data to card. When FIFO data count reaches greater than this number (FIFO\_RX\_WATERMARK), DMA/FIFO request is raised. During end of packet, request is generated regardless of threshold programming in order to complete any remaining data. In non-DMA mode, when receiver FIFO threshold (RXDR) interrupt is enabled, then interrupt is generated instead of DMA request. During end of packet, interrupt is not generated if threshold programming is larger than any remaining data. It is responsibility of host to read remaining bytes on seeing Data Transfer Done interrupt. In DMA mode, at end of packet, even if remaining bytes are less than threshold, DMA request does single transfers to flush out any remaining bytes before Data Transfer Done interrupt is set. (R/W)

**TX\_WMARK** FIFO threshold watermark level when transmitting data to card. When FIFO data count is less than or equal to this number (FIFO\_TX\_WATERMARK), DMA/FIFO request is raised. If Interrupt is enabled, then interrupt occurs. During end of packet, request or interrupt is generated, regardless of threshold programming. In non-DMA mode, when transmit FIFO threshold (TXDR) interrupt is enabled, then interrupt is generated instead of DMA request. During end of packet, on last interrupt, host is responsible for filling FIFO with only required remaining bytes (not before FIFO is full or after CIU completes data transfers, because FIFO may not be empty). In DMA mode, at end of packet, if last transfer is less than burst size, DMA controller does single cycles until required bytes are transferred. (R/W)

**Register 6.23: CDETECT\_REG (0x0050)**

(reserved)																CARD_DETECT		
31																2	1	0
0x0																0x0		Reset

Reset

**CARD\_DETECT\_N** Value on card\_detect\_n input ports (1 bit per card), read-only bits. 0 represents presence of card. Only NUM\_CARDS number of bits are implemented. (RO)

### Register 6.24: WRTPRT\_REG (0x0054)

		(reserved)	
31	2	1	0
0x0			0x0 Reset

**WRITE\_PROTECT** Value on card\_write\_prt input ports (1 bit per card). 1 represents write protection. Only NUM\_CARDS number of bits are implemented. (RO)

### Register 6.25: TCBCNT REG (0x005C)

31	0
0x00000000	

Reset

**TCBCNT\_REG** Number of bytes transferred by CIU unit to card. (RO)

### Register 6.26: TBBCNT\_REG (0x0060)

31	0
0x00000000	
Reset	

**TBBCNT\_REG** Number of bytes transferred between Host/DMA memory and BIU FIFO. (RO)

### Register 6.27: DEBNCE\_REG (0x0064)

(reserved)										DEBOUNCE_COUNT																																	
31										24										23																						0	
0 0 0 0 0 0 0 0										0x00000000																						Reset											

**DEBOUNCE\_COUNT** Number of host clocks (clk) used by debounce filter logic. The typical debounce time is 5 ~ 25 ms to prevent the card instability when the card is inserted or removed.  
(R/W)

**Register 6.28: USRID\_REG (0x0068)**

31	0
0x00000000	
Reset	

**USRID\_REG** User identification register, value set by user. Default reset value can be picked by user while configuring core before synthesis. Can also be used as a scratchpad register by user. (R/W)

**Register 6.29: RST\_N\_REG (0x0078)**

31	2	1	0
0			
Reset			

(reserved)

RST\_CARD\_RESET

**RST\_CARD\_RESET** Hardware reset. 1: Active mode; 0: Reset. These bits cause the cards to enter pre-idle state, which requires them to be re-initialized. CARD\_RESET[0] should be set to 1'b0 to reset card0, CARD\_RESET[1] should be set to 1'b0 to reset card1. The number of bits implemented is restricted to NUM\_CARDS. (R/W)

**Register 6.30: BMOD\_REG (0x0080)**

(reserved)										BMOD_PBL		BMOD_DE		(reserved)		BMOD_FB		BMOD_SWR							
31										11		10		8		7		6		2		1		0	
0										0		0		0		0		0		0		0		0	
0										0		0x0		0		0x00		0		0		0		Reset	

**BMOD\_PBL** Programmable Burst Length. These bits indicate the maximum number of beats to be performed in one IDMAC transaction. The IDMAC will always attempt to burst as specified in PBL each time it starts a burst transfer on the host bus. The permissible values are 1, 4, 8, 16, 32, 64, 128 and 256. This value is the mirror of MSIZE of FIFOTH register. In order to change this value, write the required value to FIFOTH register. This is an encode value as follows:

000: 1-byte transfer; 001: 4-byte transfer; 010: 8-byte transfer; 011: 16-byte transfer; 100: 32-byte transfer; 101: 64-byte transfer; 110: 128-byte transfer; 111: 256-byte transfer.

PBL is a read-only value and is applicable only for data access, it does not apply to descriptor access. (R/W)

**BMOD\_DE** IDMAC Enable. When set, the IDMAC is enabled. (R/W)

**BMOD\_FB** Fixed Burst. Controls whether the AHB Master interface performs fixed burst transfers or not. When set, the AHB will use only SINGLE, INCR4, INCR8 or INCR16 during start of normal burst transfers. When reset, the AHB will use SINGLE and INCR burst transfer operations. (R/W)

**BMOD\_SWR** Software Reset. When set, the DMA Controller resets all its internal registers. It is automatically cleared after one clock cycle. (R/W)

**Register 6.31: PLDMND\_REG (0x0080)**

31	0
0x00000000	
Reset	

**PLDMND\_REG** Poll Demand. If the OWN bit of a descriptor is not set, the FSM goes to the Suspend state. The host needs to write any value into this register for the IDMAC FSM to resume normal descriptor fetch operation. This is a write only register, PD bit is write-only. (WO)

**Register 6.32: DBADDR\_REG (0x0088)**

31	0
0x00000000	
Reset	

**DBADDR\_REG** Start of Descriptor List. Contains the base address of the First Descriptor. The LSB bits [1:0] are ignored and taken as all-zero by the IDMAC internally. Hence these LSB bits may be treated as read-only. (R/W)

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0: DMA\_IDLE; 1: DMA\_SUSPEND; 2: DESC\_RD; 3: DESC\_CHK; 4: DMA\_RD\_REQ\_WAIT  
5: DMA\_WR\_REQ\_WAIT; 6: DMA\_RD; 7: DMA\_WR; 8: DESC\_CLOSE.

3b001: Host Abort received during transmission;  
3b010: Host Abort received during reception;  
Others: Reserved.

IDSTS[4] : DU bit Interrupt. Only unmasked bits affect this bit. This is a sticky bit and must be cleared each time a corresponding bit that causes AIS to be set is cleared. Writing 1 clears this bit. (R/W)

IDSTS[1] : Receive Interrupt. Only unmasked bits affect this bit. This is a sticky bit and must be cleared each time a corresponding bit that causes NIS to be set is cleared. Writing 1 clears this bit. (R/W)

present in RINTSTS. Indicates the logical OR of the following bits: EBE : End Bit Error, RTO : Response Timeout/Boot Ack Timeout, RCRC : Response CRC, SBE : Start Bit Error, DRTO : Data Read Timeout/BDS timeout, DCRC : Data CRC for Receive, RE : Response Error. Writing 1 clears this bit. The abort condition of the IDMAC depends on the setting of this CES bit. If the CES bit is enabled, then the IDMAC aborts on a response error. (R/W)

OWN bit = 0 (DES0[31] = 0). Writing 1 clears this bit. (R/W)

bit is set, the DMA disables all its bus accesses. Writing 1 clears this bit. (R/W)

clears this bit. (R/W)

clears this bit. (R/W)

**Register 6.34: IDINTEN\_REG (0x0090)**

(reserved)										IDINTEN_AI IDINTEN_NI		(reserved)		IDINTEN_CES IDINTEN_DU		(reserved)		IDINTEN_FBE IDINTEN_RI		IDINTEN_TI
31										10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**IDINTEN\_AI** Abnormal Interrupt Summary Enable. (R/W)

When set, an abnormal interrupt is enabled. This bit enables the following bits:

IDINTEN[2]: Fatal Bus Error Interrupt;

IDINTEN[4]: DU Interrupt.

**IDINTEN\_NI** Normal Interrupt Summary Enable. (R/W)

When set, a normal interrupt is enabled. When reset, a normal interrupt is disabled. This bit enables the following bits:

IDINTEN[0]: Transmit Interrupt;

IDINTEN[1]: Receive Interrupt.

**IDINTEN\_CES** Card Error summary Interrupt Enable. When set, it enables the Card Interrupt summary. (R/W)

**IDINTEN\_DU** Descriptor Unavailable Interrupt. When set along with Abnormal Interrupt Summary Enable, the DU interrupt is enabled. (R/W)

**IDINTEN\_FBE** Fatal Bus Error Enable. When set with Abnormal Interrupt Summary Enable, the Fatal Bus Error Interrupt is enabled. When reset, Fatal Bus Error Enable Interrupt is disabled. (R/W)

**IDINTEN\_RI** Receive Interrupt Enable. When set with Normal Interrupt Summary Enable, Receive Interrupt is enabled. When reset, Receive Interrupt is disabled. (R/W)

**IDINTEN\_TI** Transmit Interrupt Enable. When set with Normal Interrupt Summary Enable, Transmit Interrupt is enabled. When reset, Transmit Interrupt is disabled. (R/W)

**Register 6.35: DSCADDR\_REG (0x0094)**

31																																0	
0x00000000																																	Reset

**DSCADDR\_REG** Host Descriptor Address Pointer, updated by IDMAC during operation and cleared on reset. This register points to the start address of the current descriptor read by the IDMAC. (RO)



Register 6.36: BUFADDR\_REG (0x0098)

31	0
0x00000000	
Reset	

**BUFADDR\_REG** Host Buffer Address Pointer, updated by IDMAC during operation and cleared on reset. This register points to the current Data Buffer Address being accessed by the IDMAC. (RO)

## 7. I2C Controller

### 7.1 Overview

An I2C (Inter-Integrated Circuit) bus can be used for communication with several external devices connected to the same bus as ESP32. The ESP32 has dedicated hardware to communicate with peripherals on the I2C bus.

### 7.2 Features

The I2C controller has the following features:

- Supports both master mode and slave mode
- Supports multi-master and multi-slave communication
- Supports standard mode (100 kbit/s)
- Supports fast mode (400 kbit/s)
- Supports 7-bit addressing and 10-bit addressing
- Supports continuous data transmission with disabled Serial Clock Line (SCL)
- Supports programmable digital noise filter

### 7.3 Functional Description

#### 7.3.1 Introduction

I2C is a two-wire bus, consisting of an SDA and an SCL line. These lines are configured to open the drain output. The lines are shared by two or more devices, usually one or more masters and one or more slaves.

Communication starts when a master sends out a start condition: it will pull the SDA line low, and will then pull the SCL line high. It will send out nine clock pulses over the SCL line. The first eight pulses are used to shift out a byte, consisting of a 7-bit address and a read/write bit. If a slave with this address is active on the bus, the slave can answer by pulling the SDA low on the ninth clock pulse. The master can now send out more 9-bit clock pulse clusters and, depending on the read/write bit sent, the device or the master will shift out data on the SDA line, with the other side acknowledging the transfer by pulling SDA low on the ninth clock pulse. During data transfer, the SDA line changes only when the SCL line is low. When the master has finished the communication, it will send a stop condition on the bus by raising SDA, while SCL will already be high.

The ESP32 I2C peripheral can handle the I2C protocol, freeing up the processor cores for other tasks.

### 7.3.2 Architecture

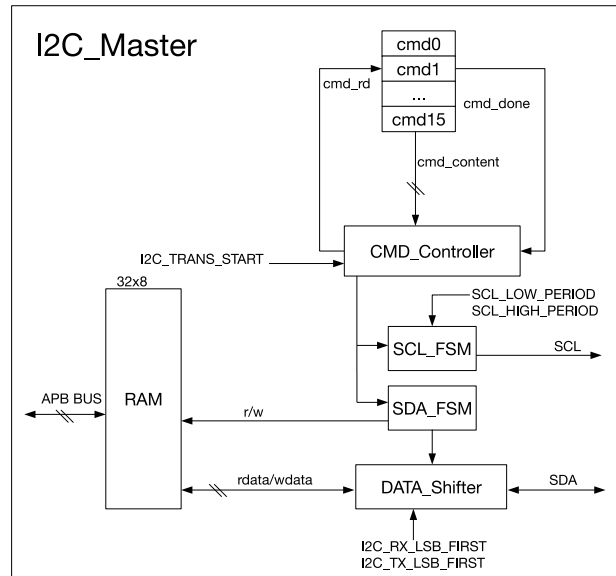


Figure 23: I2C Master Architecture

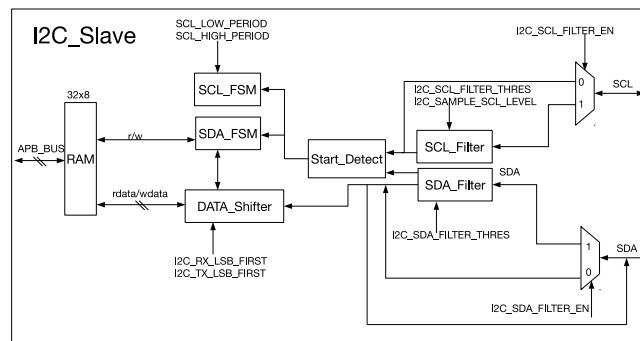


Figure 24: I2C Slave Architecture

An I2C controller can operate either in master mode or slave mode. The I2C\_MS\_MODE register is used to select the mode. Figure 23 shows the I2C Master architecture, while Figure 24 shows the I2C Slave architecture. The I2C controller contains the following units:

- RAM, the size of which is 32 x 8 bit and it is directly mapped onto the address space of the CPU cores, starting at address REG\_I2C\_BASE+0x100. Each byte of I2C data is stored in a 32-bit word of memory (so the first byte is at +0x100, the second byte at +0x104, the third byte at +0x108, etc.)
- A CMD\_Controller and 16 command registers (cmd0 ~ cmd15), which are used by I2C Master to control data transmission. One command at a time is executed by the I2C controller.
- SCL\_FSM: A state machine that controls the SCL clock. The I2C\_SCL\_HIGH\_PERIOD\_REG and I2C\_SCL\_LOW\_PERIOD\_REG registers are used to configure the frequency and duty cycle of the signal on the SCL line.
- SDA\_FSM: A state machine that controls the SDA data line.
- DATA\_Shifter which converts the byte data to an outgoing bitstream, or converts an incoming bitstream to byte data. I2C\_RX\_LSB\_FIRST and I2C\_TX\_LSB\_FIRST can be used for configuring whether the LSB or MSB is stored or transmitted first.

- SCL\_Filter and SDA\_Filter: Input noise filter for the I2C\_Slave. The filter can be enabled or disabled by configuring I2C\_SCL\_FILTER\_EN and I2C\_SDA\_FILTER\_EN. The filter can remove line glitches with pulse width less than I2C\_SCL\_FILTER\_THRES and I2C\_SDA\_FILTER\_THRES ABP clock cycles.

### 7.3.3 I2C Bus Timing

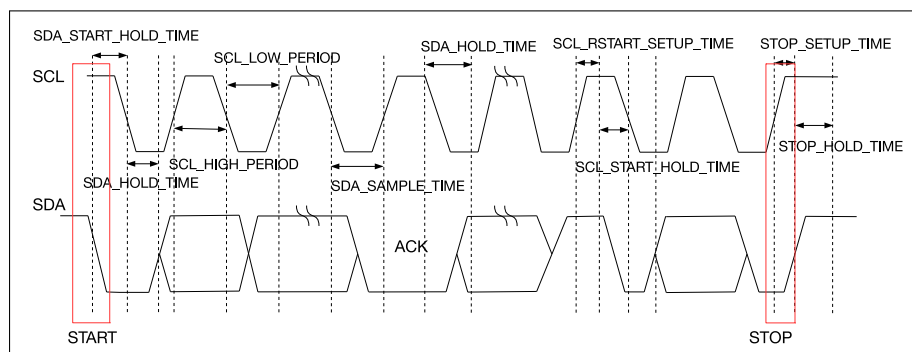


Figure 25: I2C Sequence Chart

Figure 25 is an I2C sequence chart. When the I2C controller works in master mode, SCL is an output signal. In contrast, when the I2C controller works in slave mode, SCL becomes an input signal.

According to the I2C protocol, each transmission of data begins with a START condition and ends with a STOP condition. Data is transmitted by one byte a time, and each byte has an ACK bit. The receiver informs the transmitter to continue transmission by pulling down SDA, which indicates an ACK. The receiver can also indicate it wants to stop the transmission by not pulling down the SDA line, thereby not giving an ACK.

Figure 25 also shows the registers that can configure the START bit, STOP bit, SDA hold time, and SDA sample time.

If the SCL pad is set to the open-drain mode, it will take SCL more time from low level to high level, resulting in a smaller frequency value than the theoretical value.

### 7.3.4 I2C cmd Structure

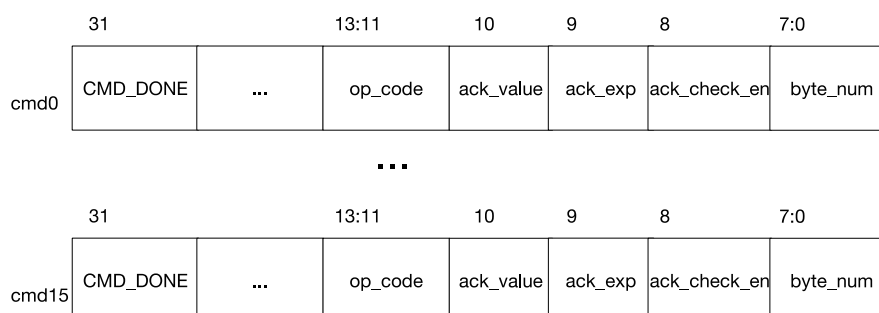


Figure 26: Structure of The I2C Command Register

The Command register is active only in I2C master mode, with its internal structure shown in Figure 26.

**CMD\_DONE:** The CMD\_DONE bit of every command can be read by software to tell if the command has been handled by hardware.

**op\_code:** op\_code is used to indicate the command. The I2C controller supports four commands:

- RSTART: `op_code = 0` is the RSTART command to control the transmission of a START or RESTART I2C condition.
- WRITE: `op_code = 1` is the WRITE command for the I2C Master to transmit data.
- READ: `op_code = 2` is the READ command for the I2C Master to receive data.
- STOP: `op_code = 3` is the STOP command to control the transmission of a STOP I2C condition.
- END: `op_code = 4` is the END command for continuous data transmission. When the END command is given, SCL is temporarily disabled to allow software to reload the command and data registers for subsequent events before resuming. Transmission will then continue seamlessly.

A complete data transmission process begins with an RSTART command, and ends with a STOP command.

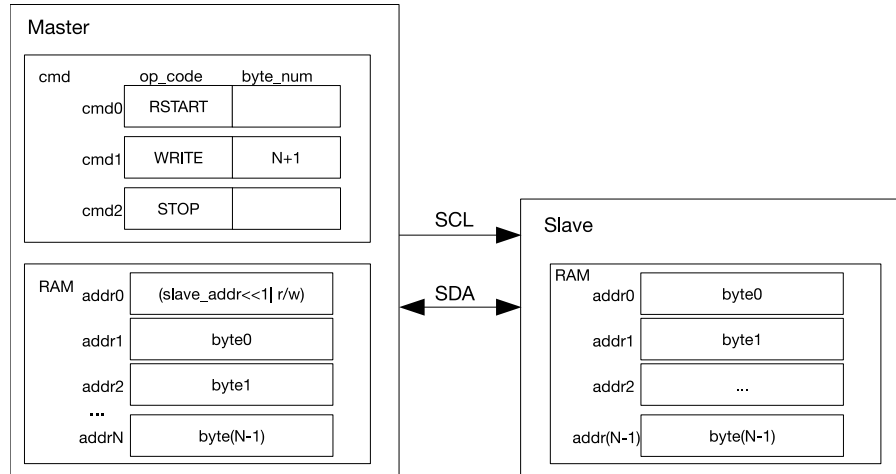
`ack_value`: When receiving data, this bit is used to indicate whether the receiver will send an ACK after this byte has been received.

`ack_exp`: This bit is to set an expected ACK value for the transmitter.

`ack_check_en`: When transmitting a byte, this bit enables checking the ACK value received against the `ack_exp` value. Checking is enabled by 1, while 0 disables it.

`byte_num`: This register specifies the length of data to be read or written. When the `op_code` is RSTART, STOP or END, this value has no meaning.

### 7.3.5 I2C Master Writes to Slave



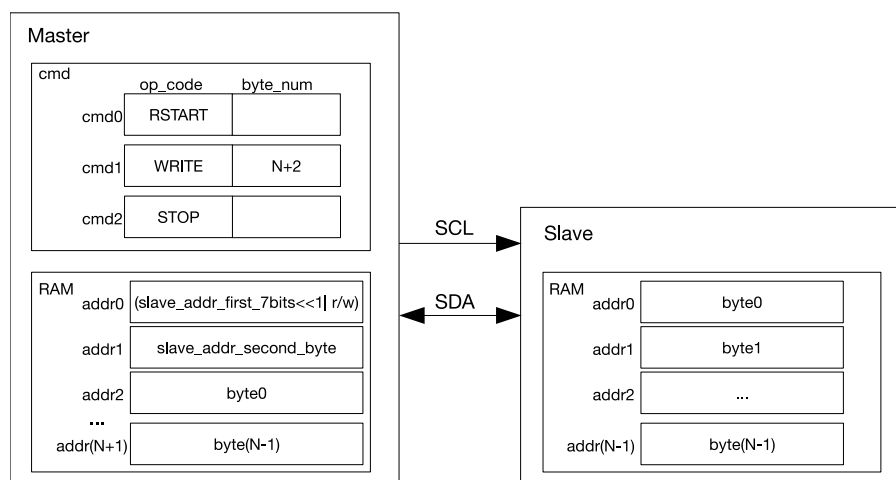
**Figure 27: I2C Master Writes to Slave with 7-bit Address**

Figure 27 shows the I2C Master writing `N` bytes of data to an external I2C Slave; both are supposed to be ESP32 I2C controllers. According to the I2C protocol, the first byte is the Slave address. As shown in the diagram, the first byte of the RAM unit has been populated with the Slave's 7-bit address plus the 1-bit read/write flag. In this case, the flag is zero, indicating a write operation. The rest of the RAM unit stores `N` bytes of data that are ready for transmission. The `cmd` unit has been populated with the sequence of commands for the operation.

The FIFO offset in RAM can be configured via the `TXFIFO_START_ADDR` field in the `RXFIFO_ST_REG` register.

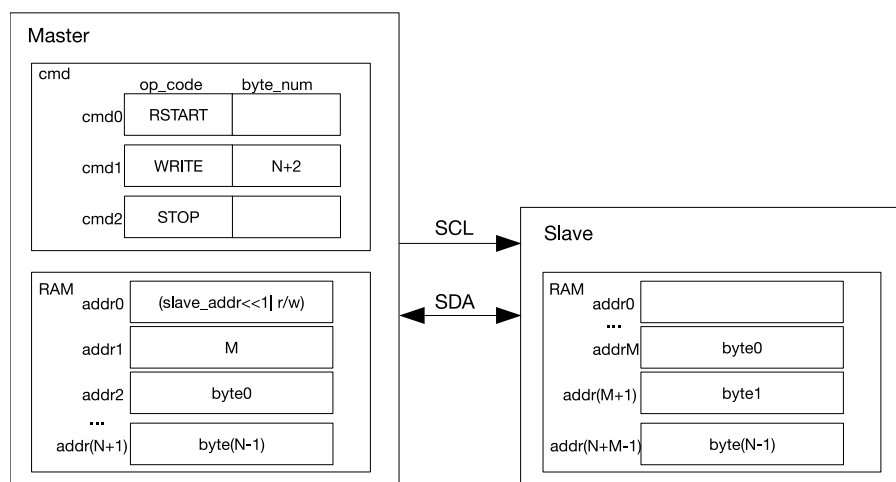
When all registers are ready, the `I2C_TRANS_START` bit in `I2C_CTR_REG` is set to start the transmission. Then, the I2C Master initiates a START condition to activate the slave devices. I2C Master will then progress to the

WRITE command which will cause N+1 bytes to be fetched from RAM and sent to the Slave. The first of these bytes is the address byte. Each slave device will compare this to its own. If the addresses do not match, the slave will ignore the rest of the transmission. If they do match, the slave will ACK the initial byte and the I2C master will continue sending the rest of the data; when `ack_check_en` is set to 'one', Master will check ACK value.



**Figure 28: I2C Master Writes to Slave with 10-bit Address**

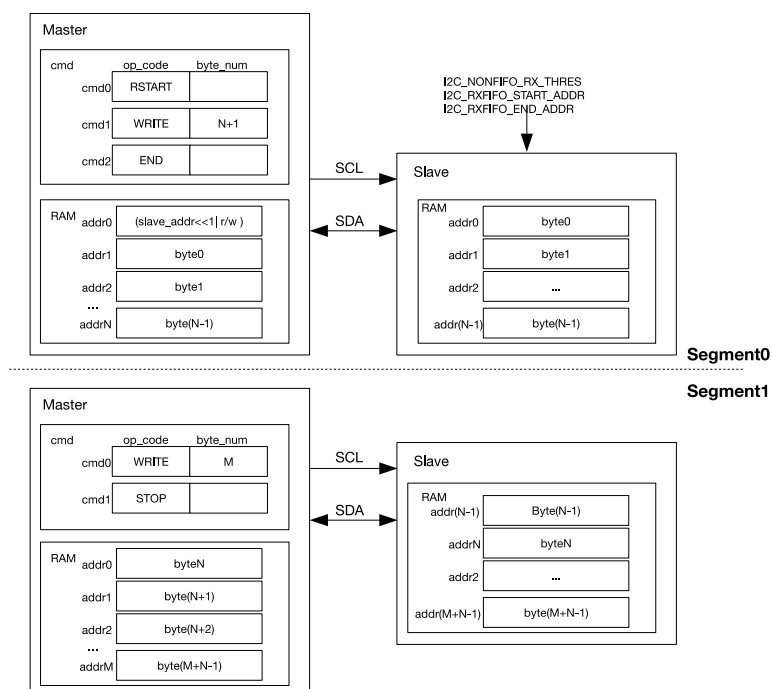
The I2C controller uses 7-bit addressing by default. However, 10-bit addressing can also be used. In the master, this is done by sending a second I2C address byte after the first address byte. In the slave, the `I2C_SLAVE_ADDR_10BIT_EN` register bit can be set to activate a 10-bit addressing. `I2C_SLAVE_ADDR` is used to configure I2C Slave's address, as per usual. Figure 28 shows the equivalent of I2C Master operation writing N-bytes of data to an I2C Slave with a 10-bit address. Since 10-bit Slave addresses require an extra address byte, both the `byte_num` field of the WRITE command and the number of total bytes in RAM increase by one.



**Figure 29: I2C Master Writes to addrM in RAM of Slave with 7-bit Address**

One way many I2C Slave devices are designed is by exposing a register block containing various settings. The I2C Master can write one or more of these registers by sending the Slave a register address. The ESP32 I2C Slave controller has hardware support for such a scheme.

Specifically, on the Slave, `I2C_FIFO_ADDR_CFG_EN` can be set so that the I2C Master can write to a specified register address inside the I2C Slave memory block. Figure 29 shows the I2C Master writing N-bytes of data `byte0 ~ byte(N-1)` from the RAM unit to register address M (determined by `addrM` in RAM unit) with the Slave.

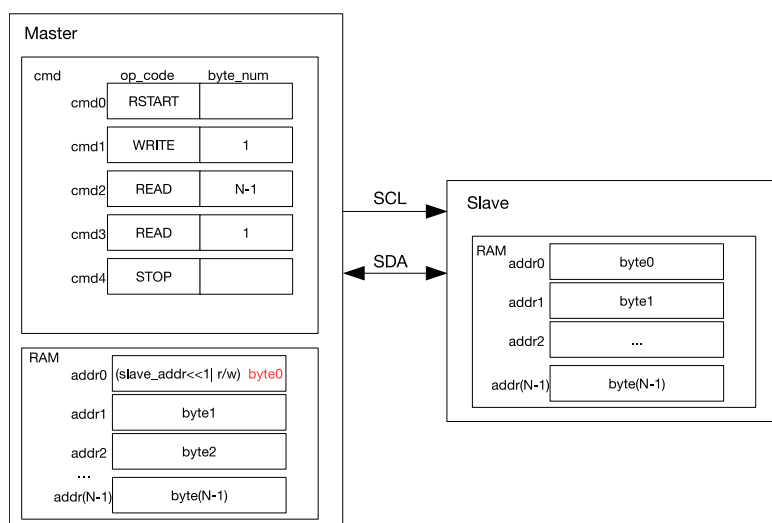


**Figure 30: I2C Master Writes to Slave with 7-bit Address in Two Segments**

If the data size exceeds the RAM unit capacity of 32 bytes, the END command can be called to enable segmented transmission. Figure 30 shows I2C Master writing data in two segments to Slave. The upper part of the figure shows the configuration of the first sequence of bytes in the transfer. I2C Master will turn off SCL clock, after executing the END command and after the controller generates the I2C\_END\_DETECT\_INT interrupt.

On receiving I2C\_END\_DETECT\_INT (or polling the CMD\_DONE bit of the command register the END was placed into), software should refresh the contents of the cmd and RAM units, as shown in the lower part of the figure. Subsequently, it should clear the I2C\_END\_DETECT\_INT interrupt and resume the transaction by setting the I2C\_TRANS\_START bit in CTR\_CTR\_REG.

### 7.3.6 I2C Master Reads from Slave

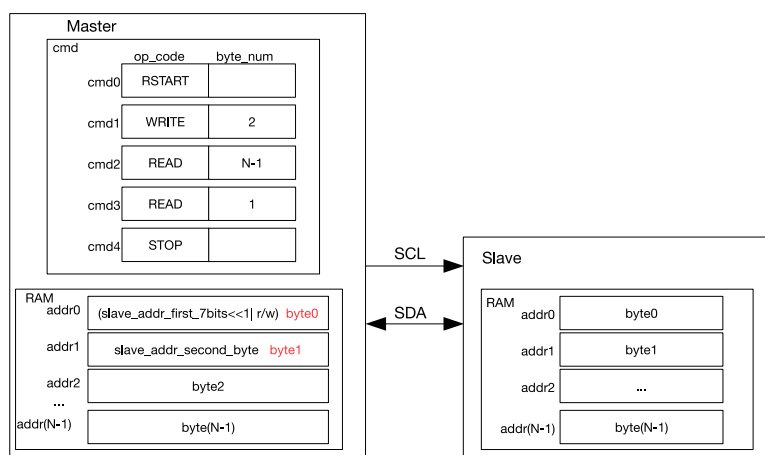


**Figure 31: I2C Master Reads from Slave with 7-bit Address**

Figure 31 shows the I2C Master reading N-bytes of data from an I2C Slave with a 7-bit address. At first, the I2C Master needs to send the address of the I2C Slave, so cmd1 is a WRITE command. The byte that this command

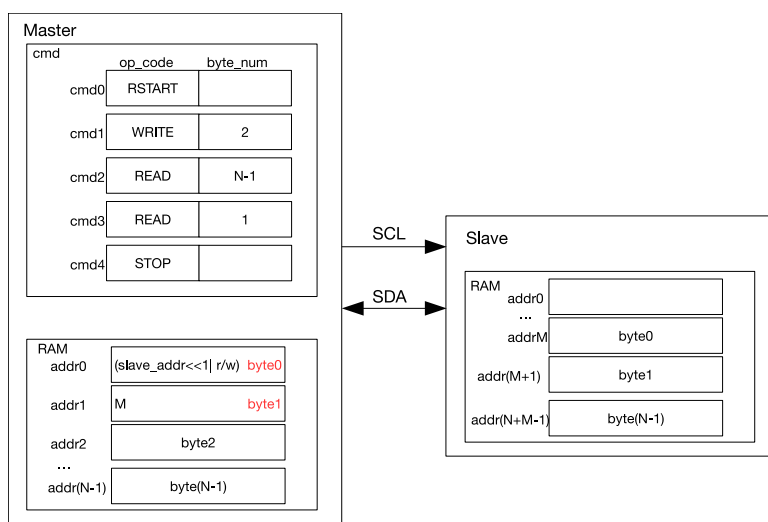
sends is the I2C slave address plus the R/W flag, which in this case is 1 and, therefore, indicates that this is going to be a read operation. According to the I2C protocol, I2C Master will not return ACK on receiving the last byte of data read from the slave; consequently, READ is divided into two segments. The I2C Master replies ACK to N-1 bytes in cmd2 and does not reply ACK to the single byte READ command in cmd3, i.e., the last transmitted data.

When storing the received data, I2C Master will start from the first address in RAM. Byte0 (Slave address + 1-bit R/W marker bit) will be overwritten. The FIFO RAM offsets reading and writing data which can then be configured via the RXFIFO\_START\_ADDR and TXFIFO\_START\_ADDR fields in the RXFIFO\_ST\_REG register.



**Figure 32: I2C Master Reads from Slave with 10-bit Address**

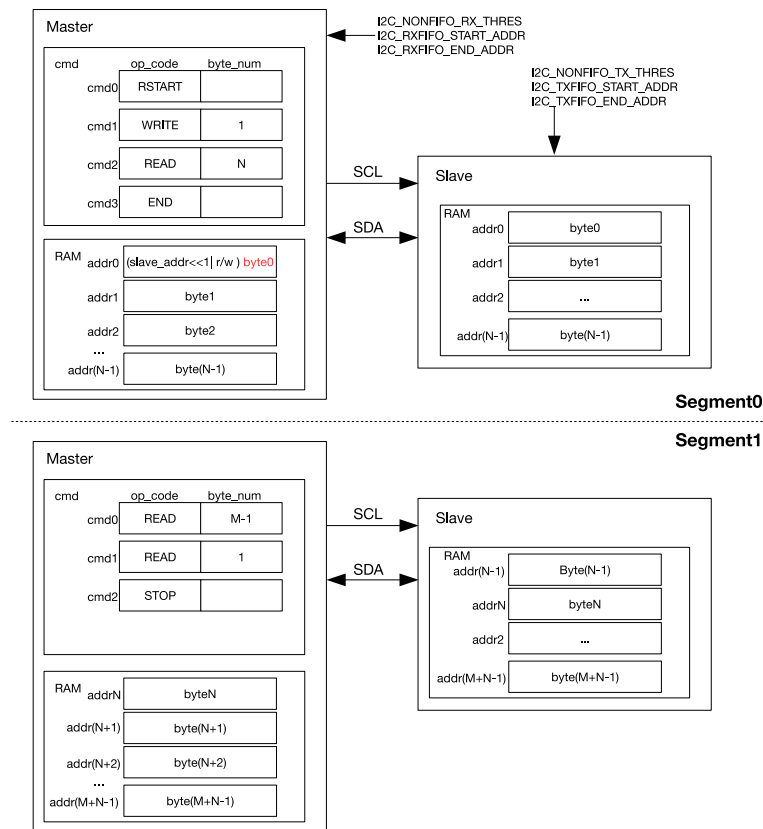
Figure 32 shows the I2C Master reading data from a slave with a 10-bit address. In the Slave, this mode is enabled by setting I2C\_SLAVE\_ADDR\_10BIT\_EN register. In the Master, two bytes of RAM are used for a 10-bit address.



**Figure 33: I2C Master Reads N Bytes of Data from addrM in Slave with 7-bit Address**

Figure 33 shows the I2C Master selecting a register address inside the I2C Slave device and then reading data from it and subsequent addresses. This mode is enabled by setting the I2C\_FIFO\_ADDR\_CFG\_EN register in the Slave. The internal register address of the Slave, M, is stored in the RAM byte following the address. The WRITE command has a length of two data bytes to compensate for this.





**Figure 34: I2C Master Reads from Slave with 7-bit Address in Two Segments**

Figure 34 shows the I2C Master reading N+M bytes of data in two segments from I2C Slave by using the END command. This allows for more data to be read than what can be fitted into the RAM. The upper part of the figure shows the configuration of Segment0. The Master will update the configuration of cmd after executing the END command, as shown in the lower part of the figure. I2C Slave will refresh the data before its RAM is empty.

### 7.3.7 Interrupts

- I2C\_TX\_SEND\_EMPTY\_INT: Triggered when I2C sends more data than nonfifo\_tx\_thres.
- I2C\_RX\_REC\_FULL\_INT: Triggered when I2C receives more data than nonfifo\_rx\_thres.
- I2C\_ACK\_ERR\_INT: Triggered when I2C receives a wrong ACK bit..
- I2C\_TRANS\_START\_INT: Triggered when I2C sends the START bit.
- I2C\_TIME\_OUT\_INT: Triggered when I2C takes too long to receive data.
- I2C\_TRANS\_COMPLETE\_INT: Triggered when I2C Master has finished STOP command or when I2C Slave detects STOP bit.
- I2C\_MASTER\_TRAN\_COMP\_INT: Triggered when I2C Master sends or receives a byte.
- I2C\_ARBITRATION\_LOST\_INT: Triggered when I2C Master has lost the usage right of I2C Bus.
- I2C\_END\_DETECT\_INT: Triggered when I2C deals with the END command.

## 7.4 Register Summary

Name	Description	I2C0	I2C1	Acc
<b>Configuration registers</b>				
<a href="#">I2C_SLAVE_ADDR_REG</a>	Configures the I2C slave address	0x3FF53010	0x3FF67010	R/W
<a href="#">I2C_RXFIFO_ST_REG</a>	FIFO status register	0x3FF53014	0x3FF67014	RO
<a href="#">I2C_FIFO_CONF_REG</a>	FIFO configuration register	0x3FF53018	0x3FF67018	R/W
<b>Timing registers</b>				
<a href="#">I2C_SDA_HOLD_REG</a>	Configures the hold time after a negative SCL edge	0x3FF53030	0x3FF67030	R/W
<a href="#">I2C_SDA_SAMPLE_REG</a>	Configures the sample time after a positive SCL edge	0x3FF53034	0x3FF67034	R/W
<a href="#">I2C_SCL_LOW_PERIOD_REG</a>	Configures the low level width of the SCL clock	0x3FF53000	0x3FF67000	R/W
<a href="#">I2C_SCL_HIGH_PERIOD_REG</a>	Configures the high level width of the SCL clock	0x3FF53038	0x3FF67038	R/W
<a href="#">I2C_SCL_START_HOLD_REG</a>	Configures the delay between the SDA and SCL negative edge for a start condition	0x3FF53040	0x3FF67040	R/W
<a href="#">I2C_SCL_RSTART_SETUP_REG</a>	Configures the delay between the positive edge of SCL and the negative edge of SDA	0x3FF53044	0x3FF67044	R/W
<a href="#">I2C_SCL_STOP_HOLD_REG</a>	Configures the delay after the SCL clock edge for a stop condition	0x3FF53048	0x3FF67048	R/W
<a href="#">I2C_SCL_STOP_SETUP_REG</a>	Configures the delay between the SDA and SCL positive edge for a stop condition	0x3FF5304C	0x3FF6704C	R/W
<b>Filter registers</b>				
<a href="#">I2C_SCL_FILTER_CFG_REG</a>	SCL filter configuration register	0x3FF53050	0x3FF67050	R/W
<a href="#">I2C_SDA_FILTER_CFG_REG</a>	SDA filter configuration register	0x3FF53054	0x3FF67054	R/W
<b>Interrupt registers</b>				
<a href="#">I2C_INT_RAW_REG</a>	Raw interrupt status	0x3FF53020	0x3FF67020	RO
<a href="#">I2C_INT_ENA_REG</a>	Interrupt enable bits	0x3FF53028	0x3FF67028	R/W
<a href="#">I2C_INT_CLR_REG</a>	Interrupt clear bits	0x3FF53024	0x3FF67024	WO
<b>Command registers</b>				
<a href="#">I2C_COMD0_REG</a>	I2C command register 0	0x3FF53058	0x3FF67058	R/W
<a href="#">I2C_COMD1_REG</a>	I2C command register 1	0x3FF5305C	0x3FF6705C	R/W
<a href="#">I2C_COMD2_REG</a>	I2C command register 2	0x3FF53060	0x3FF67060	R/W
<a href="#">I2C_COMD3_REG</a>	I2C command register 3	0x3FF53064	0x3FF67064	R/W
<a href="#">I2C_COMD4_REG</a>	I2C command register 4	0x3FF53068	0x3FF67068	R/W
<a href="#">I2C_COMD5_REG</a>	I2C command register 5	0x3FF5306C	0x3FF6706C	R/W
<a href="#">I2C_COMD6_REG</a>	I2C command register 6	0x3FF53070	0x3FF67070	R/W
<a href="#">I2C_COMD7_REG</a>	I2C command register 7	0x3FF53074	0x3FF67074	R/W
<a href="#">I2C_COMD8_REG</a>	I2C command register 8	0x3FF53078	0x3FF67078	R/W
<a href="#">I2C_COMD9_REG</a>	I2C command register 9	0x3FF5307C	0x3FF6707C	R/W
<a href="#">I2C_COMD10_REG</a>	I2C command register 10	0x3FF53080	0x3FF67080	R/W
<a href="#">I2C_COMD11_REG</a>	I2C command register 11	0x3FF53084	0x3FF67084	R/W
<a href="#">I2C_COMD12_REG</a>	I2C command register 12	0x3FF53088	0x3FF67088	R/W

Name	Description	I2C0	I2C1	Acc
<a href="#">I2C_COMD13_REG</a>	I2C command register 13	0x3FF5308C	0x3FF6708C	R/W
<a href="#">I2C_COMD14_REG</a>	I2C command register 14	0x3FF53090	0x3FF67090	R/W
<a href="#">I2C_COMD15_REG</a>	I2C command register 15	0x3FF53094	0x3FF67094	R/W

## 7.5 Registers

**Register 7.1: I2C\_SCL\_LOW\_PERIOD\_REG (0x0000)**

(reserved)														I2C_SCL_LOW_PERIOD																		
31														14	13																	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0														0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																	Reset

**I2C\_SCL\_LOW\_PERIOD** This register is used to configure the low-level width of the SCL clock signal, in APB clock cycles. (R/W)

**Register 7.2: I2C\_CTR\_REG (0x0004)**

(reserved)																								I2C_RX_LSB_FIRST I2C_TX_LSB_FIRST I2C_TRANS_START (reserved) I2C_MS_MODE I2C_SAMPLE_SCL_LEVEL I2C_SCL_FORCE_OUT I2C_SDA_FORCE_OUT																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
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**I2C\_RX\_LSB\_FIRST** This bit is used to control the storage mode for received data. (R/W)

- 1: receive data from the least significant bit;
- 0: receive data from the most significant bit.

**I2C\_TX\_LSB\_FIRST** This bit is used to control the sending mode for data needing to be sent. (R/W)

- 1: send data from the least significant bit;
- 0: send data from the most significant bit.

**I2C\_TRANS\_START** Set this bit to start sending the data in txfifo. (R/W)

**I2C\_MS\_MODE** Set this bit to configure the module as an I2C Master. Clear this bit to configure the module as an I2C Slave. (R/W)

**I2C\_SAMPLE\_SCL\_LEVEL** 1: sample SDA data on the SCL low level; 0: sample SDA data on the SCL high level. (R/W)

**I2C\_SCL\_FORCE\_OUT** 0: direct output; 1: open drain output. (R/W)

**I2C\_SDA\_FORCE\_OUT** 0: direct output; 1: open drain output. (R/W)

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**I2C\_ACK\_REC** This register stores the value of the received ACK bit. (RO)

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**Register 7.7: I2C\_FIFO\_CONF\_REG (0x0018)**

(reserved)						I2C_NONFIFO_TX_THRES					I2C_NONFIFO_RX_THRES					(reserved)		I2C_FIFO_ADDR_CFG_EN		I2C_NONFIFO_EN	
31		26	25		20	19		14	13	12	11	10									
0	0	0	0	0	0	0x15					0x15					0	0	0	0	Reset	

**I2C\_NONFIFO\_TX\_THRES** When I2C sends more than nonfifo\_tx\_thres bytes of data, it will generate a tx\_send\_empty\_int\_raw interrupt and update the current offset address of the sent data. (R/W)

**I2C\_NONFIFO\_RX\_THRES** When I2C receives more than nonfifo\_rx\_thres bytes of data, it will generate a rx\_send\_full\_int\_raw interrupt and update the current offset address of the received data. (R/W)

**I2C\_FIFO\_ADDR\_CFG\_EN** When this bit is set to 1, the byte received after the I2C address byte represents the offset address in the I2C Slave RAM. (R/W)

**I2C\_NONFIFO\_EN** Set this bit to enable APB nonfifo access. (R/W)

Register 7.8: I2C\_INT\_RAW\_REG (0x0020)

(reserved)																<div>I2C_TX_SEND_EMPTY_INT_RAW I2C_RX_REC_FULL_INT_RAW I2C_ACK_ERR_INT_RAW I2C_TRANS_START_INT_RAW I2C_TIME_OUT_INT_RAW I2C_TRANS_COMPLETE_INT_RAW I2C_MASTER_TRAN_COMP_INT_RAW I2C_ARBITRATION_LOST_INT_RAW I2C_END_DETECT_INT_RAW</div>							
31													13	12	11	10	9	8	7	6	5	3	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset				

**I2C\_TX\_SEND\_EMPTY\_INT\_RAW** The raw interrupt status bit for the [I2C\\_TX\\_SEND\\_EMPTY\\_INT](#) interrupt. (RO)

**I2C\_RX\_REC\_FULL\_INT\_RAW** The raw interrupt status bit for the [I2C\\_RX\\_REC\\_FULL\\_INT](#) interrupt. (RO)

**I2C\_ACK\_ERR\_INT\_RAW** The raw interrupt status bit for the [I2C\\_ACK\\_ERR\\_INT](#) interrupt. (RO)

**I2C\_TRANS\_START\_INT\_RAW** The raw interrupt status bit for the [I2C\\_TRANS\\_START\\_INT](#) interrupt. (RO)

**I2C\_TIME\_OUT\_INT\_RAW** The raw interrupt status bit for the [I2C\\_TIME\\_OUT\\_INT](#) interrupt. (RO)

**I2C\_TRANS\_COMPLETE\_INT\_RAW** The raw interrupt status bit for the [I2C\\_TRANS\\_COMPLETE\\_INT](#) interrupt. (RO)

**I2C\_MASTER\_TRAN\_COMP\_INT\_RAW** The raw interrupt status bit for the [I2C\\_MASTER\\_TRAN\\_COMP\\_INT](#) interrupt. (RO)

**I2C\_ARBITRATION\_LOST\_INT\_RAW** The raw interrupt status bit for the [I2C\\_ARBITRATION\\_LOST\\_INT](#) interrupt. (RO)

**I2C\_END\_DETECT\_INT\_RAW** The raw interrupt status bit for the [I2C\\_END\\_DETECT\\_INT](#) interrupt. (RO)



Register 7.9: I2C\_INT\_CLR\_REG (0x0024)

(reserved)																<div>I2C_TX_SEND_EMPTY_INT_CLR I2C_RX_REC_FULL_INT_CLR I2C_ACK_ERR_INT_CLR I2C_TRANS_START_INT_CLR I2C_TIME_OUT_INT_CLR I2C_TRANS_COMPLETE_INT_CLR I2C_MASTER_TRAN_COMP_INT_CLR I2C_ARBITRATION_LOST_INT_CLR I2C_END_DETECT_INT_CLR</div>																									
31																13																12	11	10	9	8	7	6	5	3	Reset
0																0																0	0	0	0	0	0	0	0	0	

**I2C\_TX\_SEND\_EMPTY\_INT\_CLR** Set this bit to clear the [I2C\\_TX\\_SEND\\_EMPTY\\_INT](#) interrupt. (WO)

**I2C\_RX\_REC\_FULL\_INT\_CLR** Set this bit to clear the [I2C\\_RX\\_REC\\_FULL\\_INT](#) interrupt. (WO)

**I2C\_ACK\_ERR\_INT\_CLR** Set this bit to clear the [I2C\\_ACK\\_ERR\\_INT](#) interrupt. (WO)

**I2C\_TRANS\_START\_INT\_CLR** Set this bit to clear the [I2C\\_TRANS\\_START\\_INT](#) interrupt. (WO)

**I2C\_TIME\_OUT\_INT\_CLR** Set this bit to clear the [I2C\\_TIME\\_OUT\\_INT](#) interrupt. (WO)

**I2C\_TRANS\_COMPLETE\_INT\_CLR** Set this bit to clear the [I2C\\_TRANS\\_COMPLETE\\_INT](#) interrupt. (WO)

**I2C\_MASTER\_TRAN\_COMP\_INT\_CLR** Set this bit to clear the [I2C\\_MASTER\\_TRAN\\_COMP\\_INT](#) interrupt. (WO)

**I2C\_ARBITRATION\_LOST\_INT\_CLR** Set this bit to clear the [I2C\\_ARBITRATION\\_LOST\\_INT](#) interrupt. (WO)

**I2C\_END\_DETECT\_INT\_CLR** Set this bit to clear the [I2C\\_END\\_DETECT\\_INT](#) interrupt. (WO)

Register 7.10: I2C\_INT\_ENA\_REG (0x0028)

(reserved)																								<div>I2C_TX_SEND_EMPTY_INT_ENA I2C_RX_REC_FULL_INT_ENA I2C_ACK_ERR_INT_ENA I2C_TRANS_START_INT_ENA I2C_TIME_OUT_INT_ENA I2C_TRANS_COMPLETE_INT_ENA I2C_MASTER_TRAN_COMP_INT_ENA I2C_ARBITRATION_LOST_INT_ENA I2C_END_DETECT_INT_ENA</div>									
31												13												12	11	10	9	8	7	6	5	3	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset		

**I2C\_TX\_SEND\_EMPTY\_INT\_ENA** The interrupt enable bit for the [I2C\\_TX\\_SEND\\_EMPTY\\_INT](#) interrupt. (R/W)

**I2C\_RX\_REC\_FULL\_INT\_ENA** The interrupt enable bit for the [I2C\\_RX\\_REC\\_FULL\\_INT](#) interrupt. (R/W)

**I2C\_ACK\_ERR\_INT\_ENA** The interrupt enable bit for the [I2C\\_ACK\\_ERR\\_INT](#) interrupt. (R/W)

**I2C\_TRANS\_START\_INT\_ENA** The interrupt enable bit for the [I2C\\_TRANS\\_START\\_INT](#) interrupt. (R/W)

**I2C\_TIME\_OUT\_INT\_ENA** The interrupt enable bit for the [I2C\\_TIME\\_OUT\\_INT](#) interrupt. (R/W)

**I2C\_TRANS\_COMPLETE\_INT\_ENA** The interrupt enable bit for the [I2C\\_TRANS\\_COMPLETE\\_INT](#) interrupt. (R/W)

**I2C\_MASTER\_TRAN\_COMP\_INT\_ENA** The interrupt enable bit for the [I2C\\_MASTER\\_TRAN\\_COMP\\_INT](#) interrupt. (R/W)

**I2C\_ARBITRATION\_LOST\_INT\_ENA** The interrupt enable bit for the [I2C\\_ARBITRATION\\_LOST\\_INT](#) interrupt. (R/W)

**I2C\_END\_DETECT\_INT\_ENA** The interrupt enable bit for the [I2C\\_END\\_DETECT\\_INT](#) interrupt. (R/W)

Register 7.11: I2C\_INT\_STATUS\_REG (0x002c)

(reserved)																								I2C_TX_SEND_EMPTY_INT_ST I2C_RX_REC_FULL_INT_ST I2C_ACK_ERR_INT_ST I2C_TRANS_START_INT_ST I2C_TIME_OUT_INT_ST I2C_TRANS_COMPLETE_INT_ST I2C_MASTER_TRAN_COMP_INT_ST I2C_ARBITRATION_LOST_INT_ST I2C_END_DETECT_INT_ST																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
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**I2C\_TX\_SEND\_EMPTY\_INT\_ST** The masked interrupt status bit for the [I2C\\_TX\\_SEND\\_EMPTY\\_INT](#) interrupt. (RO)

**I2C\_RX\_REC\_FULL\_INT\_ST** The masked interrupt status bit for the [I2C\\_RX\\_REC\\_FULL\\_INT](#) interrupt. (RO)

**I2C\_ACK\_ERR\_INT\_ST** The masked interrupt status bit for the [I2C\\_ACK\\_ERR\\_INT](#) interrupt. (RO)

**I2C\_TRANS\_START\_INT\_ST** The masked interrupt status bit for the [I2C\\_TRANS\\_START\\_INT](#) interrupt. (RO)

**I2C\_TIME\_OUT\_INT\_ST** The masked interrupt status bit for the [I2C\\_TIME\\_OUT\\_INT](#) interrupt. (RO)

**I2C\_TRANS\_COMPLETE\_INT\_ST** The masked interrupt status bit for the [I2C\\_TRANS\\_COMPLETE\\_INT](#) interrupt. (RO)

**I2C\_MASTER\_TRAN\_COMP\_INT\_ST** The masked interrupt status bit for the [I2C\\_MASTER\\_TRAN\\_COMP\\_INT](#) interrupt. (RO)

**I2C\_ARBITRATION\_LOST\_INT\_ST** The masked interrupt status bit for the [I2C\\_ARBITRATION\\_LOST\\_INT](#) interrupt. (RO)

**I2C\_END\_DETECT\_INT\_ST** The masked interrupt status bit for the [I2C\\_END\\_DETECT\\_INT](#) interrupt. (RO)

Register 7.12: I2C\_SDA\_HOLD\_REG (0x0030)

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**I2C\_SDA\_HOLD\_TIME** This register is used to configure the time to hold the data after the negative edge of SCL, in APB clock cycles. (R/W)

**Register 7.13: I2C\_SDA\_SAMPLE\_REG (0x0034)**

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Reset

**I2C\_SDA\_SAMPLE\_TIME** This register is used to configure the delay between the positive edge of SCL and the I2C controller sampling SDA, in APB clock cycles. (R/W)

**Register 7.14: I2C\_SCL\_HIGH\_PERIOD\_REG (0x0038)**

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Reset

**I2C\_SCL\_HIGH\_PERIOD** This register is used to configure how long SCL is kept high, in APB clock cycles. (R/W)

**Register 7.15: I2C\_SCL\_START\_HOLD\_REG (0x0040)**

(reserved)																I2C_SCL_START_HOLD_TIME																			
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**I2C\_SCL\_START\_HOLD\_TIME** This register is used to configure the time between the negative edge of SDA and the negative edge of SCL for a START condition, in APB clock cycles. (R/W)

**Register 7.16: I2C\_SCL\_RSTART\_SETUP\_REG (0x0044)**

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**I2C\_SCL\_RSTART\_SETUP\_TIME** This register is used to configure the time between the positive edge of SCL and the negative edge of SDA for a RESTART condition, in APB clock cycles. (R/W)

**Register 7.17: I2C\_SCL\_STOP\_HOLD\_REG (0x0048)**

(reserved)																I2C_SCL_STOP_HOLD_TIME																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																								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**I2C\_SCL\_STOP\_HOLD\_TIME** This register is used to configure the delay after the STOP condition's positive edge, in APB clock cycles. (R/W)

**Register 7.18: I2C\_SCL\_STOP\_SETUP\_REG (0x004C)**

(reserved)																						I2C_SCL_STOP_SETUP_TIME																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																
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**I2C\_SCL\_STOP\_SETUP\_TIME** This register is used to configure the time between the positive edge of SCL and the positive edge of SDA, in APB clock cycles. (R/W)

Register 7.19: I2C\_SCL\_FILTER\_CFG\_REG (0x0050)

(reserved)																												I2C_SCL_FILTER_EN				I2C_SCL_FILTER_THRES			
31																												4	3	2	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	Reset		

**I2C\_SCL\_FILTER\_EN** This is the filter enable bit for SCL. (R/W)

**I2C\_SCL\_FILTER\_THRES** When a pulse on the SCL input has smaller width than this register value in APB clock cycles, the I2C controller will ignore that pulse. (R/W)

Register 7.20: I2C\_SDA\_FILTER\_CFG\_REG (0x0054)

(reserved)																												I2C_SDA_FILTER_CFG_REG					
31																												4	3	2	0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	Reset

**I2C\_SDA\_FILTER\_EN** This is the filter enable bit for SDA. (R/W)

**I2C\_SDA\_FILTER\_THRES** When a pulse on the SDA input has smaller width than this register value in APB clock cycles, the I2C controller will ignore that pulse. (R/W)

Register 7.21: I2C\_CMD<sub>*n*</sub>\_REG (*n*: 0-15) (0x58+4\**n*)

I2C_COMMAND <sub>n</sub> _DONE																(reserved)																I2C_COMMAND <sub>n</sub>																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
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**I2C\_COMMAND<sub>*n*</sub>\_DONE** When command *n* is done in I2C Master mode, this bit changes to high level. (R/W)

**I2C\_COMMAND<sub>*n*</sub>** This is the content of command *n*. It consists of three parts: (R/W)

op\_code is the command, 0: RSTART; 1: WRITE; 2: READ; 3: STOP; 4: END.

Byte\_num represents the number of bytes that need to be sent or received.

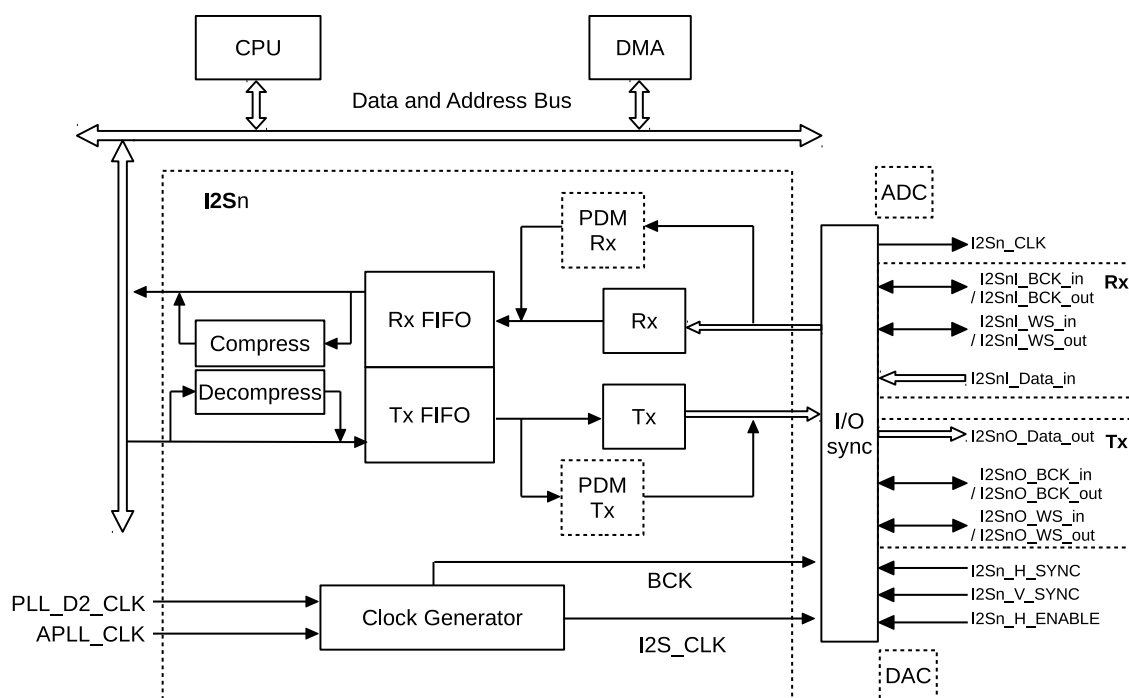
ack\_check\_en, ack\_exp and ack are used to control the ACK bit. See [I2C cmd structure](#) for more information.

## 8. I2S

### 8.1 Overview

The I2S bus provides a flexible communication interface for streaming digital data in multimedia applications, especially digital audio applications. The ESP32 includes two I2S interfaces: I2S0 and I2S1.

The I2S standard bus defines three signals: a clock signal, a channel selection signal, and a serial data signal. A basic I2S data bus has one master and one slave. The roles remain unchanged throughout the communication. The I2S modules on the ESP32 provide separate transmit and receive channels for high performance.



**Figure 35: I2S System Block Diagram**

Figure 35 is the system block diagram of the ESP32 I2S module. In the figure above, the value of "*n*" can be either 0 or 1. There are two independent I2S modules embedded in ESP32, namely I2S0 and I2S1. Each I2S module contains a Tx (transmit) unit and a Rx (receive) unit. Both the Tx unit and the Rx unit have a three-wire interface that includes a clock line, a channel selection line and a serial data line. The serial data line of the Tx unit is fixed as output, and the serial data line of the receive unit is fixed as input. The clock line and the channel selection line of the Tx and Rx units can be configured to both master transmitting mode and slave receiving mode. In the LCD mode, the serial data line extends to the parallel data bus. Both the Tx unit and the Rx unit have a 32-bit-wide FIFO with a depth of 64. Besides, only I2S0 supports on-chip DAC/ADC modes, as well as receiving and transmitting PDM signals.

The right side of Figure 35 shows the signal bus of the I2S module. The signal naming rule of the Rx and Tx units is I2SnA\_B\_C, where "*n*" stands for either I2S0 or I2S1; "A" represents the direction of I2S module's data bus signal, "I" represents input, "O" represents output; "B" represents signal function; "C" represents the signal direction, "in" means that the signal is input into the I2S module, while "out" means that the I2S module outputs the signal. For a detailed description of the I2S signal bus, please refer to Table 33.

**Table 33: I2S Signal Bus Description**

Signal Bus	Signal Direction	Data Signal Direction
I2S <sub>n</sub> _BCK_in	In slave mode, I2S module accepts signals.	I2S module receives data.
I2S <sub>n</sub> _BCK_out	In master mode, I2S module outputs signals.	I2S module receives data.
I2S <sub>n</sub> _WS_in	In slave mode, I2S module accepts signals.	I2S module receives data.
I2S <sub>n</sub> _WS_out	In master mode, I2S module outputs signals.	I2S module receives data.
I2S <sub>n</sub> _Data_in	I2S module accepts signals.	In I2S mode, I2S <sub>n</sub> _Data_in[15] is the serial data bus of I2S. In LCD mode, the data bus width can be configured as needed.
I2S <sub>n</sub> O_Data_out	I2S module outputs signals.	In I2S mode, I2S <sub>n</sub> O_Data_out[23] is the serial data bus of I2S. In LCD mode, the data bus width can be configured as needed.
I2S <sub>n</sub> O_BCK_in	In slave mode, I2S module accepts signals.	I2S module sends data.
I2S <sub>n</sub> O_BCK_out	In master mode, I2S module outputs signals.	I2S module sends data.
I2S <sub>n</sub> O_WS_in	In slave mode, I2S module accepts signals.	I2S module sends data.
I2S <sub>n</sub> O_WS_out	In master mode, I2S module outputs signals.	I2S module sends data.
I2S <sub>n</sub> _CLK	I2S module outputs signals.	It is used as a clock source for peripheral chips.
I2S <sub>n</sub> _H_SYNC	In Camera mode, I2S module accepts signals.	The signals are sent from the Camera.
I2S <sub>n</sub> _V_SYNC		
I2S <sub>n</sub> _H_ENABLE		

Table 33 describes the signal bus of the I2S module. Except for the I2S<sub>n</sub>\_CLK signal, all other signals are mapped to the chip pin via the GPIO matrix and IO MUX. The I2S<sub>n</sub>\_CLK signal is mapped to the chip pin via the IO\_MUX. For details, please refer to the chapter about [IO\\_MUX](#) and the [GPIO Matrix](#).

## 8.2 Features

### I2S mode

- Configurable high-precision output clock
- Full-duplex and half-duplex data transmit and receive modes
- Supports multiple digital audio standards
- Embedded A-law compression/decompression module
- Configurable clock signal
- Supports PDM signal input and output
- Configurable data transmit and receive modes

### LCD mode

- Supports multiple LCD modes, including external LCD
- Supports external Camera



- Supports on-chip DAC/ADC modes

I2S interrupts

- Standard I2S interface interrupts
- I2S DMA interface interrupts

### 8.3 The Clock of I2S Module

As is shown in Figure 36, I2S<sub>n</sub>\_CLK, as the master clock of I2S module, is derived from the 160 MHz clock PLL\_D2\_CLK or the configurable analog PLL output clock APLL\_CLK. The serial clock (BCK) of the I2S module is derived from I2S<sub>n</sub>\_CLK. The I2S\_CLKA\_ENA bit of register I2S\_CLKM\_CONF\_REG is used to select either PLL\_D2\_CLK or APLL\_CLK as the clock source for I2S<sub>n</sub>. PLL\_D2\_CLK is used as the clock source for I2S<sub>n</sub>, by default. For high performance audio applications, the analog PLL output clock source APLL\_CLK must be used to acquire highly accurate I2S<sub>n</sub>\_CLK and BCK. For further details, please refer to the chapter entitled [Reset and Clock](#).

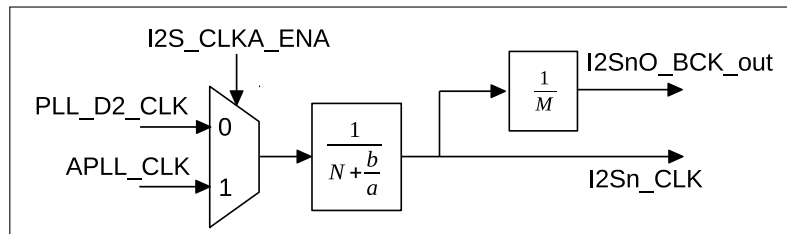


Figure 36: I2S Clock

The relation between I2S<sub>n</sub>\_CLK frequency  $f_{i2s}$  and the divider clock source frequency  $f_{pll}$  can be seen in the equation below:

$$f_{i2s} = \frac{f_{pll}}{N + \frac{b}{a}}$$

"N" corresponds to the REG\_CLKM\_DIV\_NUM[7:0] bits of register I2S\_CLKM\_CONF\_REG, "b" is the I2S\_CLKM\_DIV\_B[5:0] bit and "a" is the I2S\_CLKM\_DIV\_A[5:0] bit.

In master mode, the serial clock BCK in the I2S module is derived from I2S<sub>n</sub>\_CLK, that is:

$$f_{BCK} = \frac{f_{i2s}}{M}$$

In master transmitting mode, "M" is the I2S\_TX\_BCK\_DIV\_NUM[5:0] bit of register I2S\_SAMPLE\_RATE\_CONF\_REG. In master receiving mode, "M" is the I2S\_RX\_BCK\_DIV\_NUM[5:0] bit of register I2S\_SAMPLE\_RATE\_CONF\_REG.

### 8.4 I2S Mode

The ESP32 I2S module integrates an A-law compression/decompression module to enable compression/decompression of the received audio data. The RX\_PCM\_BYPASS bit and the TX\_PCM\_BYPASS bit of register I2SCONF1\_REG should be cleared when using the A-law compression/decompression module.

### 8.4.1 Supported Audio Standards

In the I2S bus, BCK is the serial clock, WS is the left- /right-channel selection signal (also called word select signal), and SD is the serial data signal for transmitting/receiving digital audio data. WS and SD signals in the I2S module change on the falling edge of BCK, while the SD signal can be sampled on the rising edge of BCK. If the I2S\_RX\_RIGHT\_FIRST bit and the I2S\_TX\_RIGHT\_FIRST bit of register I2SCONF\_REG are set to 1, the I2S module is configured to receive and transmit right-channel data first. Otherwise, the I2S module receives and transmits left-channel data first.

#### 8.4.1.1 Philips Standard

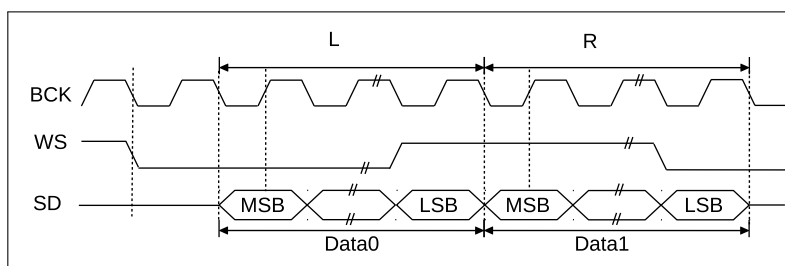


Figure 37: Philips Standard

As is shown in Figure 37, the Philips I2S bus specifications require that the WS signal starts to change a BCK clock cycle earlier than the SD signal, which means that the WS signal takes effect a clock cycle before the first bit of the current channel-data transmission, while the WS signal continues until the end of the current channel-data transmission. The SD signal line transmits the most significant bit of audio data first. If the I2S\_RX\_MSB\_SHIFT bit and the I2S\_TX\_MSB\_SHIFT bit of register I2SCONF\_REG are set to 1, respectively, the I2S module will use the Philips standard when receiving and transmitting data.

#### 8.4.1.2 MSB Alignment Standard

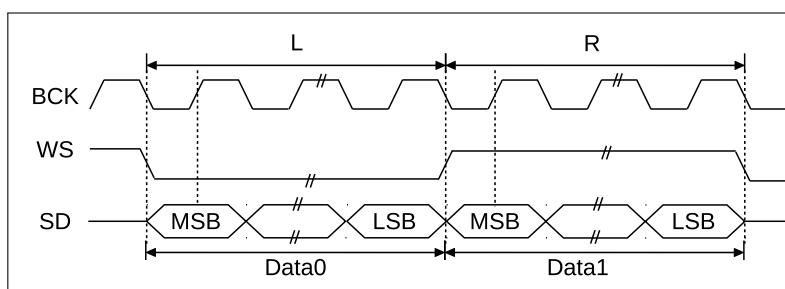


Figure 38: MSB Alignment Standard

The MSB alignment standard is shown in Figure 38. WS and SD signals both change simultaneously on the falling edge of BCK under the MSB alignment standard. The WS signal continues until the end of the current channel-data transmission, and the SD signal line transmits the most significant bit of audio data first. If the I2S\_RX\_MSB\_SHIFT and I2S\_TX\_MSB\_SHIFT bits of register I2SCONF\_REG are cleared, the I2S module will use the MSB alignment standard when receiving and transmitting data.

### 8.4.1.3 PCM Standard

As is shown in Figure 39, under the short frame synchronization mode of the PCM standard, the WS signal starts to change a BCK clock cycle earlier than the SD signal, which means that the WS signal takes effect a clock cycle earlier than the first bit of the current channel-data transmission and continues for one extra BCK clock cycle. The SD signal line transmits the most significant bit of audio data first. If the I2S\_RX\_SHORT\_SYNC and I2S\_TX\_SHORT\_SYNC bits of register I2S\_CONF\_REG are set, the I2S module will receive and transmit data in the short frame synchronization mode.

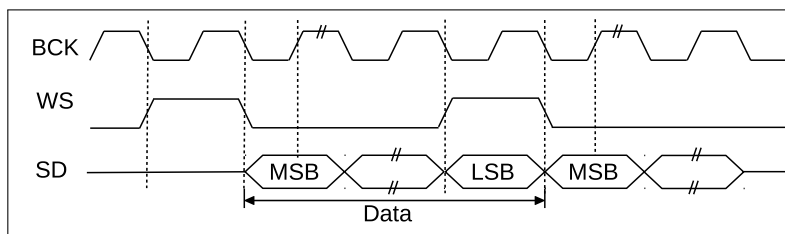


Figure 39: PCM Standard

### 8.4.2 Module Reset

The four low-order bits in register I2S\_CONF\_REG, that is, I2S\_TX\_RESET, I2S\_RX\_RESET, I2S\_TX\_FIFO\_RESET and I2S\_RX\_FIFO\_RESET reset the receive module, the transmit module and the corresponding FIFO buffer, respectively. In order to finish a reset operation, the corresponding bit should be set and then cleared by software.

### 8.4.3 FIFO Operation

The data read/write packet length for a FIFO operation is 32 bits. The data packet format for the FIFO buffer can be configured using configuration registers. As shown in Figure 35, both sent and received data should be written into FIFO first and then read from FIFO. There are two approaches to accessing the FIFO; one is to directly access the FIFO using a CPU, the other is to access the FIFO using a DMA controller.

Generally, both the I2S\_RX\_FIFO\_MOD\_FORCE\_EN bit and I2S\_TX\_FIFO\_MOD\_FORCE\_EN bits of register I2S\_FIFO\_CONF\_REG should be set to 1. I2S\_TX\_DATA\_NUM[5:0] bit and I2S\_RX\_DATA\_NUM[5:0] are used to control the length of the data that have been sent, received and buffered. Hardware inspects the received-data length RX\_LEN and the transmitted-data length TX\_LEN. Both the received and the transmitted data are buffered in the FIFO method.

When RX\_LEN is greater than I2S\_RX\_DATA\_NUM[5:0], the received data, which is buffered in FIFO, has reached the set threshold and needs to be read out to prevent an overflow. When TX\_LEN is less than I2S\_TX\_DATA\_NUM[5:0], the transmitted data, which is buffered in FIFO, has not reached the set threshold and software can continue feeding data into FIFO.

### 8.4.4 Sending Data

The ESP32 I2S module carries out a data-transmit operation in three stages:

- Read data from internal storage and transfer it to FIFO
- Read data to be sent from FIFO

- Clock out data serially, or in parallel, as configured by the user

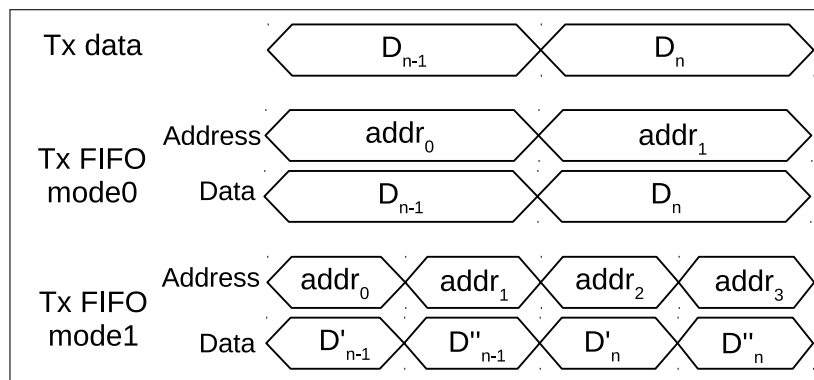


Figure 40: Tx FIFO Data Mode

Table 34: Register Configuration

	I2S_TX_FIFO_MOD[2:0]	Description
Tx FIFO mode0	0	16-bit dual channel data
	2	32-bit dual channel data
	3	32-bit single channel data
Tx FIFO mode1	1	16-bit single channel data

At the first stage, there are two modes for data to be sent and written into FIFO. In Tx FIFO mode0, the Tx data-to-be-sent are written into FIFO according to the time order. In Tx FIFO mode1, the data-to-be-sent are divided into 16 high- and 16 low-order bits. Then, both the 16 high- and 16 low-order bits are recomposed and written into FIFO. The details are shown in Figure 40 with the corresponding registers listed in Table 34.  $D'_n$  consists of 16 high-order bits of  $D_n$  and 16 zeros.  $D''_n$  consists of 16 low-order bits of  $D_n$  and 16 zeros. That is to say,  $D'_n = \{D_n[31:16], 16'h0\}$ ,  $D''_n = \{D_n[15:0], 16'h0\}$ .

At the second stage, the system reads data that will be sent from FIFO, according to the relevant register configuration. The mode in which the system reads data from FIFO is relevant to the configuration of I2S\_TX\_FIFO\_MOD[2:0] and I2S\_TX\_CHAN\_MOD[2:0]. I2S\_TX\_FIFO\_MOD[2:0] determines whether the data are 16-bit or 32-bit, as shown in Table 34, while I2S\_TX\_CHAN\_MOD[2:0] determines the format of the data-to-be-sent, as shown in Table 35.

Table 35: Send Channel Mode

I2S_TX_CHAN_MOD[2:0]	Description
0	Dual channel mode
1	Mono mode When I2S_TX_MSB_RIGHT equals 0, the left-channel data are "holding" their values and the right-channel data change into the left-channel data. When I2S_TX_MSB_RIGHT equals 1, the right-channel data are "holding" their values and the left-channel data change into the right-channel data.
2	Mono mode When I2S_TX_MSB_RIGHT equals 0, the right-channel data are "holding" their values and the left-channel data change into the right-channel data. When I2S_TX_MSB_RIGHT equals 1, the left-channel data are "holding" their values and the right-channel data change into the left-channel data.

I2S_TX_CHAN_MOD[2:0]	Description
3	<p>Mono mode</p> <p>When I2S_TX_MSB_RIGHT equals 0, the left-channel data are constants in the range of REG[31:0].</p> <p>When I2S_TX_MSB_RIGHT equals 1, the right-channel data are constants in the range of REG[31:0].</p>
4	<p>Mono mode</p> <p>When I2S_TX_MSB_RIGHT equals 0, the right-channel data are constants in the range of REG[31:0].</p> <p>When I2S_TX_MSB_RIGHT equals 1, the left-channel data are constants in the range of REG[31:0].</p>

REG[31:0] is the value of register I2S\_CONF\_SIGLE\_DATA\_REG[31:0].

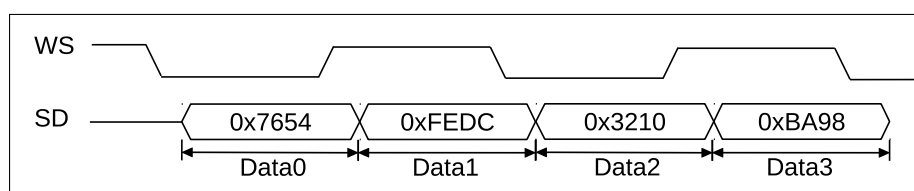
The output of the third stage is determined by the mode of the I2S and I2S\_TX\_BITS\_MOD[5:0] bits of register I2S\_SAMPLE\_RATE\_CONF\_REG.

### 8.4.5 Receiving Data

The data-receive phase of the ESP32 I2S module consists of another three stages:

- The input serial-bit stream is transformed into a 64-bit parallel-data stream in I2S mode. In LCD mode, the input parallel-data stream will be extended to a 64-bit parallel-data stream.
- Received data are written into FIFO.
- Data are read from FIFO by CPU/DMA and written into the internal memory.

At the first stage of receiving data, the received-data stream is expanded to a zero-padded parallel-data stream with 32 high-order bits and 32 low-order bits, according to the level of the I2S<sub>RI</sub>\_WS\_out (or I2S<sub>RI</sub>\_WS\_in) signal. The I2S\_RX\_MSB\_RIGHT bit of register I2S\_CONF\_REG is used to determine how the data are to be expanded.



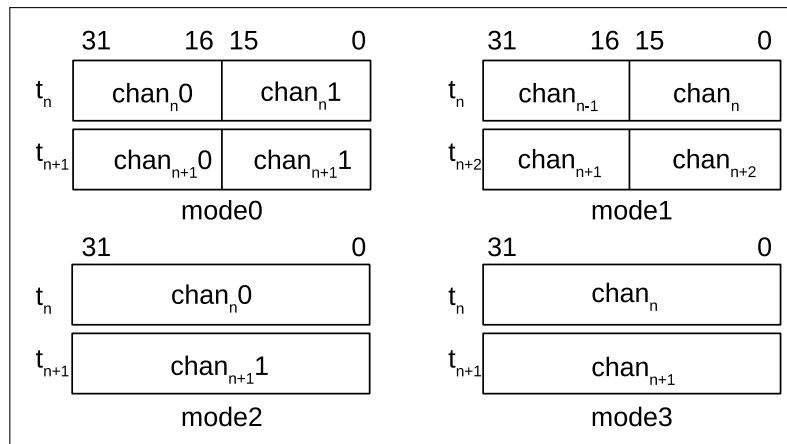
**Figure 41: The First Stage of Receiving Data**

For example, as is shown in Figure 41, if the width of serial data is 16 bits, when I2S\_RX\_RIGHT\_FIRST equals 1, Data0 will be discarded and I2S will start receiving data from Data1. If I2S\_RX\_MSB\_RIGHT equals 1, data of the first stage would be {0xFEDC0000, 0x32100000}. If I2S\_RX\_MSB\_RIGHT equals 0, data of the first stage would be {0x32100000, 0xFEDC0000}. When I2S\_RX\_RIGHT\_FIRST equals 0, I2S will start receiving data from Data0. If I2S\_RX\_MSB\_RIGHT equals 1, data of the first stage would be {0xFEDC0000, 0x76540000}. If I2S\_RX\_MSB\_RIGHT equals 0, data of the first stage would be {0x76540000, 0xFEDC0000}.

As is shown in Table 36 and Figure 42, at the second stage, the received data of the Rx unit is written into FIFO. There are four modes of writing received data into FIFO. Each mode corresponds to a value of I2S\_RX\_FIFO\_MOD[2:0] bit.

**Table 36: Modes of Writing Received Data into FIFO and the Corresponding Register Configuration**

I2S_RX_FIFO_MOD[2:0]	Data format
0	16-bit dual channel data
1	16-bit single channel data
2	32-bit dual channel data
3	32-bit single channel data

**Figure 42: Modes of Writing Received Data into FIFO**

At the third stage, CPU or DMA will read data from FIFO and write them into the internal memory directly. The register configuration that each mode corresponds to is shown in Table 37.

**Table 37: The Register Configuration to Which the Four Modes Correspond**

I2S_RX_MSB_RIGHT	I2S_RX_CHAN_MOD	mode0	mode1	mode2	mode3
0	0	left channel + right channel	-	left channel + right channel	-
	1		left channel + left channel		left channel + left channel
	2		right channel + right channel		right channel + right channel
	3		-		-
1	0	right channel + left channel	-	right channel + left channel	-
	1		right channel + right channel		right channel + right channel
	2		left channel + left channel		left channel + left channel
	3		-		-

#### 8.4.6 I2S Master/Slave Mode

The ESP32 I2S module can be configured to act as a master or slave device on the I2S bus. The module supports slave transmitter and receiver configurations in addition to master transmitter and receiver configurations. All these modes can support full-duplex and half-duplex communication over the I2S bus.

I2S\_RX\_SLAVE\_MOD bit and I2S\_TX\_SLAVE\_MOD bit of register I2SCONF\_REG can configure I2S to slave receiving mode and slave transmitting mode, respectively.

I2S\_TX\_START bit of register I2SCONF\_REG is used to enable transmission. When I2S is in master transmitting mode and this bit is set, the module will keep driving the clock signal and data of left and right channels. If FIFO sends out all the buffered data and there are no new data to shift, the last batch of data will be looped on the data line. When this bit is reset, master will stop driving clock and data lines. When I2S is configured to slave transmitting mode and this bit is set, the module will wait for the master BCK clock to enable a transmit operation.

The I2S\_RX\_START bit of register I2SCONF\_REG is used to enable a receive operation. When I2S is in master transmitting mode and this bit is set, the module will keep driving the clock signal and sampling the input data stream until this bit is reset. If I2S is configured to slave receiving mode and this bit is set, the receiving module will wait for the master BCK clock to enable a receiving operation.

### 8.4.7 I2S PDM

As is shown in Figure 35, ESP32 I2S0 allows for pulse density modulation (PDM), which enables fast conversion between pulse code modulation (PCM) and PDM signals.

The output clock of PDM is mapped to the I2S0\*\_WS\_out signal. Its configuration is identical to I2S's BCK. Please refer to section 8.3, "The Clock of I2S Module", for further details. The bit width for both received and transmitted I2S PCM signals is 16 bits.

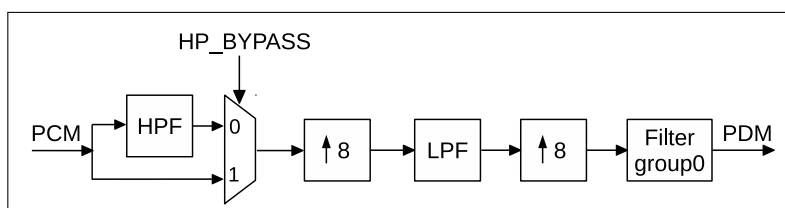


Figure 43: PDM Transmitting Module

The PDM transmitting module is used to convert PCM signals into PDM signals, as shown in Figure 43. HPF is a high-speed channel filter, and LPF is a low-speed channel filter. The PDM signal is derived from the PCM signal, after upsampling and filtering. Signal I2S\_TX\_PDM\_HP\_BYPASS of register I2S\_PDM\_CONF\_REG can be set to bypass the HPF at the PCM input. Filter module group0 carries out the upsampling. If the frequency of the PDM signal is  $f_{\text{pdm}}$  and the frequency of the PCM signal is  $f_{\text{pcm}}$ , the relation between  $f_{\text{pdm}}$  and  $f_{\text{pcm}}$  is given by:

$$f_{\text{pdm}} = 64 \times f_{\text{pcm}} \times \frac{I2S\_TX\_PDM\_FP}{I2S\_TX\_PDM\_FS}$$

The upsampling factor of 64 is the result of the two upsampling stages.

Table 38 lists the configuration rates of the I2S\_TX\_PDM\_FP bit and the I2S\_TX\_PDM\_FS bit of register I2S\_PDM\_FREQ\_CONF\_REG, whose output PDM signal frequency remains 48×128 KHz at different PCM signal frequencies.

Table 38: Upsampling Rate Configuration

$f_{\text{pcm}}$ (KHz)	I2S_TX_PDM_FP	I2S_TX_PDM_FS	$f_{\text{pdm}}$ (KHz)
48	960	480	48×128
44.1	960	441	
32	960	320	
24	960	240	
16	960	160	
8	960	80	

The I2S\_TX\_PDM\_SINC\_OSR2 bit of I2S\_PDM\_CONF\_REG is the upsampling rate of the Filter group0.

$$I2S\_TX\_PDM\_SINC\_OSR2 = \left\lceil \frac{I2S\_TX\_PDM\_FP}{I2S\_TX\_PDM\_FS} \right\rceil$$

As is shown in Figure 44, the I2S\_TX\_PDM\_EN bit and the I2S\_PCM2PDM\_CONV\_EN bit of register I2S\_PDM\_CONF\_REG should be set to 1 to use the PDM sending module. The I2S\_TX\_PDM\_SIGMADELTA\_IN\_SHIFT bit, I2S\_TX\_PDM\_SINC\_IN\_SHIFT bit, I2S\_TX\_PDM\_LP\_IN\_SHIFT bit and I2S\_TX\_PDM\_HP\_IN\_SHIFT bit of register I2S\_PDM\_CONF\_REG are used to adjust the size of the input signal of each filter module.

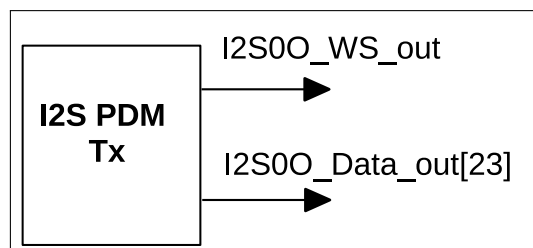


Figure 44: PDM Sends Signal

As is shown in Figure 45, the I2S\_RX\_PDM\_EN bit and the I2S\_PDM2PCM\_CONV\_EN bit of register I2S\_PDM\_CONF\_REG should be set to 1, in order to use the PDM receiving module. As is shown in Figure 46, the PDM receiving module will convert the received PDM signal into a 16-bit PCM signal. Filter group1 is used to downsample the PDM signal, and the I2S\_RX\_PDM\_SINC\_DSR\_16\_EN bit of register I2S\_PDM\_CONF\_REG is used to adjust the corresponding down-sampling rate.

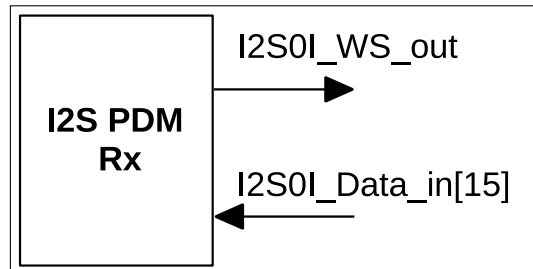


Figure 45: PDM Receives Signal

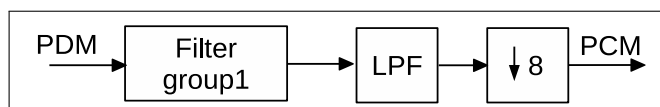


Figure 46: PDM Receive Module



Table 39 shows the configuration of the I2S\_RX\_PDM\_SINC\_DSR\_16\_EN bit whose PCM signal frequency remains 48 KHz at different PDM signal frequencies.

**Table 39: Down-sampling Configuration**

PDM freq (KHz)	I2S_RX_PDM_SINC_DSR_16_EN	PCM freq (KHz)
$f_{\text{pcm}} \times 128$	1	$f_{\text{pcm}}$
$f_{\text{pcm}} \times 64$	0	

## 8.5 LCD Mode

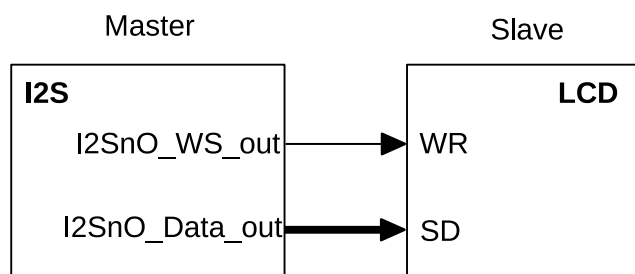
There are three operational modes in the LCD mode of ESP32 I2S:

- LCD master transmitting mode
- Camera slave receiving mode
- ADC/DAC mode

The clock configuration of the LCD master transmitting mode is identical to I2S's clock configuration. In the LCD mode, the frequency of WS is half of  $f_{\text{BCK}}$ .

### 8.5.1 LCD Master Transmitting Mode

As is shown in Figure 47, the WR signal of LCD connects to the WS signal of I2S. The LCD data bus width is 24 bits.



**Figure 47: LCD Master Transmitting Mode**

The I2S\_LCD\_EN bit of register I2SCONF2\_REG needs to be set and the I2S\_TX\_SLAVE\_MOD bit of register I2SCONF\_REG needs to be cleared, in order to configure I2S to the LCD master transmitting mode. Meanwhile, data should be sent under the correct mode, according to the I2S\_TX\_CHAN\_MOD[2:0] bit of register I2SCONF\_CHAN\_REG and the I2S\_TX\_FIFO\_MOD[2:0] bit of register I2S\_FIFO\_CONF\_REG. The WS signal needs to be inverted when it is routed through the GPIO Matrix. For details, please refer to the chapter about [IO\\_MUX and the GPIO Matrix](#). The I2S\_LCD\_TX\_SDX2\_EN bit and the I2S\_LCD\_TX\_WRX2\_EN bit of register I2SCONF2\_REG should be set to the LCD master transmitting mode, so that both the data bus and WR signal work in the appropriate mode.

As is shown in Figure 48 and Figure 49, the I2S\_LCD\_TX\_WRX2\_EN bit should be set to 1 and the I2S\_LCD\_TX\_SDX2\_EN bit should be set to 0 in the data frame, form 1. Both I2S\_LCD\_TX\_SDX2\_EN bit and I2S\_LCD\_TX\_WRX2\_EN bit are set to 1 in the data frame, form 2.

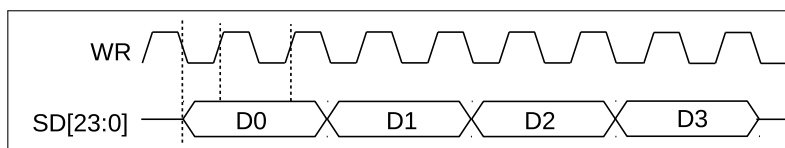


Figure 48: LCD Master Transmitting Data Frame, Form 1

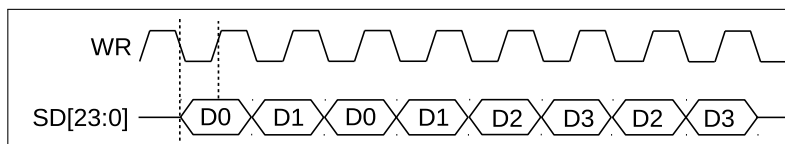


Figure 49: LCD Master Transmitting Data Frame, Form 2

### 8.5.2 Camera Slave Receiving Mode

ESP32 I2S supports a camera slave mode for high-speed data transfer from external camera modules. As shown in Figure 50, in this mode, I2S is set to slave receiving mode. Besides the 16-channel data signal bus  $I2SnI\_Data\_in$ , there are other signals, such as  $I2Sn\_H\_SYNC$ ,  $I2Sn\_V\_SYNC$  and  $I2Sn\_H\_ENABLE$ .

The PCLK in the Camera module connects to  $I2SnI\_WS\_in$  in the I2S module, as Figure 50 shows.

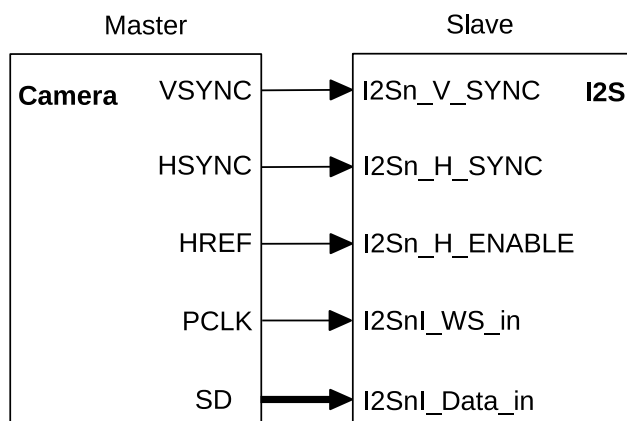


Figure 50: Camera Slave Receiving Mode

When I2S is in the camera slave receiving mode, and when  $I2Sn\_H\_SYNC$ ,  $I2Sn\_V\_SYNC$  and  $I2Sn\_H\_REF$  are held high, the master starts transmitting data, that is,

$$transmission\_start = (I2Sn\_H\_SYNC == 1) \&\& (I2Sn\_V\_SYNC == 1) \&\& (I2Sn\_H\_ENABLE == 1)$$

Thus, during data transmission, these three signals should be kept at a high level. For example, if the  $I2Sn\_V\_SYNC$  signal of a camera is at low level during data transmission, it will be inverted when routed to the I2S module. ESP32 supports signal inversion through the GPIO matrix. For details, please refer to the chapter about [IO\\_MUX](#) and the [GPIO Matrix](#).

In order to make I2S work in camera mode, the  $I2S\_LCD\_EN$  bit and the  $I2S\_CAMERA\_EN$  bit of register  $I2SCONF2\_REG$  are set to 1, the  $I2S\_RX\_SLAVE\_MOD$  bit of register  $I2SCONF\_REG$  is set to 1, the  $I2S\_RX\_MSB\_RIGHT$  bit and the  $I2S\_RX\_RIGHT\_FIRST$  bit of  $I2SCONF\_REG$  are set to 0. Thus, I2S works in the LCD slave receiving mode. At the same time, in order to use the correct mode to receive data, both the  $I2S\_RX\_CHAN\_MOD[2:0]$  bit of register  $I2SCONF\_CHAN\_REG$  and the  $I2S\_RX\_FIFO\_MOD[2:0]$  bit of register  $I2S\_FIFO\_CONF\_REG$  are set to 1.

### 8.5.3 ADC/DAC mode

In LCD mode, ESP32's ADC and DAC can receive data. When the I2S0 module connects to the on-chip ADC, the I2S0 module should be set to master receiving mode. Figure 51 shows the signal connection between the I2S0 module and the ADC.

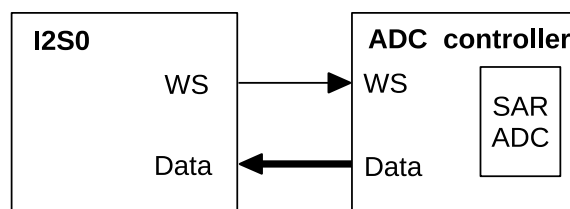


Figure 51: ADC Interface of I2S0

Firstly, the I2S\_LCD\_EN bit of register I2SCONF2\_REG is set to 1, and the I2S\_RX\_SLAVE\_MOD bit of register I2SCONF\_REG is set to 0, so that the I2S0 module works in LCD master receiving mode, and the I2S0 module clock is configured such that the WS signal of I2S0 outputs an appropriate frequency. Then, the APB\_CTRL\_SARADC\_DATA\_TO\_I2S bit of register APB\_CTRL\_APB\_SARADC\_CTRL\_REG is set to 1. Enable I2S to receive data after configuring the relevant registers of SARADC. For details, please refer to the chapter about on-chip sensors.

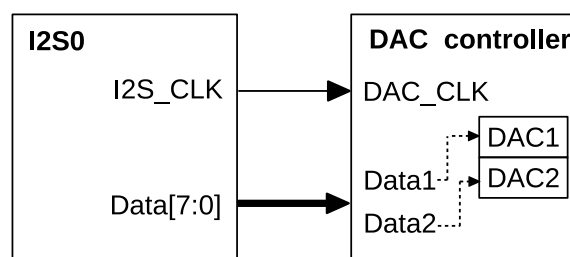


Figure 52: DAC Interface of I2S

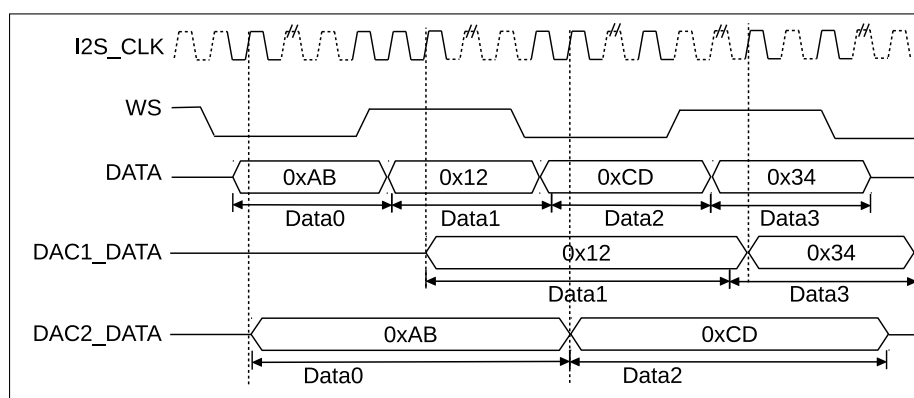


Figure 53: Data Input by I2S DAC Interface

The I2S0 module should be configured to master transmitting mode when it connects to the on-chip DAC. Figure 52 shows the signal connection between the I2S0 module and the DAC. The DAC's control module regards I2S\_CLK as the clock in this configuration. As shown in Figure 53, when the data bus inputs data to the DAC's control module, the latter will input right-channel data to DAC1 module and left-channel data to DAC2 module. When using the I2S DMA module, 8 bits of data-to-be-transmitted are shifted to the left by 8 bits of data-to-be-received into the DMA double-byte type of buffer.

The I2S\_LCD\_EN bit of register I2SCONF2\_REG should be set to 1, while I2S\_RX\_SHORT\_SYNC,

I2S\_TX\_SHORT\_SYNC, I2S\_CONF\_REG, I2S\_RX\_MSB\_SHIFT and I2S\_TX\_MSB\_SHIFT should all be reset to 0. The I2S\_TX\_SLAVE\_MOD bit of register I2S\_CONF\_REG should be set to 0, as well, when using the DAC mode of I2S0. Select a suitable transmit mode according to the standards of transmitting a 16-bit digital data stream. Configure the I2S0 module clock to output a suitable frequency for the I2S\_CLK and the WS of I2S. Enable I2S0 to send data after configuring the relevant DAC registers.

## 8.6 I2S Interrupts

### 8.6.1 FIFO Interrupts

- I2S\_TX\_HUNG\_INT: Triggered when transmitting data is timed out.
- I2S\_RX\_HUNG\_INT: Triggered when receiving data is timed out.
- I2S\_TX\_EMPTY\_INT: Triggered when the transmit FIFO is empty.
- I2S\_TX\_WFULL\_INT: Triggered when the transmit FIFO is full.
- I2S\_RX\_EMPTY\_INT: Triggered when the receive FIFO is empty.
- I2S\_RX\_WFULL\_INT: Triggered when the receive FIFO is full.
- I2S\_TX\_PUT\_DATA\_INT: Triggered when the transmit FIFO is almost empty.
- I2S\_RX\_TAKE\_DATA\_INT: Triggered when the receive FIFO is almost full.

### 8.6.2 DMA Interrupts

- I2S\_OUT\_TOTAL\_EOF\_INT: Triggered when all transmitting linked lists are used up.
- I2S\_IN\_DSCR\_EMPTY\_INT: Triggered when there are no valid receiving linked lists left.
- I2S\_OUT\_DSCR\_ERR\_INT: Triggered when invalid rxlink descriptors are encountered.
- I2S\_IN\_DSCR\_ERR\_INT: Triggered when invalid txlink descriptors are encountered.
- I2S\_OUT\_EOF\_INT: Triggered when rxlink has finished sending a packet.
- I2S\_OUT\_DONE\_INT: Triggered when all transmitted and buffered data have been read.
- I2S\_IN\_SUC\_EOF\_INT: Triggered when all data have been received.
- I2S\_IN\_DONE\_INT: Triggered when the current txlink descriptor is handled.

## 8.7 Register Summary

Name	Description	I2S0	I2S1	Acc
<b>Configuration registers</b>				
<a href="#">I2S_CONF_REG</a>	Configuration and start/stop bits	0x3FF4F008	0x3FF6D008	R/W
<a href="#">I2S_CONF1_REG</a>	PCM configuration register	0x3FF4F0A0	0x3FF6D0A0	R/W
<a href="#">I2S_CONF2_REG</a>	ADC/LCD/camera configuration register	0x3FF4F0A8	0x3FF6D0A8	R/W
<a href="#">I2S_TIMING_REG</a>	Signal delay and timing parameters	0x3FF4F01C	0x3FF6D01C	R/W

I2S_FIFO_CONF_REG	FIFO configuration	0x3FF4F020	0x3FF6D020	R/W
I2S_CONF_SINGLE_DATA_REG	Static channel output value	0x3FF4F028	0x3FF6D028	R/W
I2S_CONF_CHAN_REG	Channel configuration	0x3FF4F02C	0x3FF6D02C	R/W
I2S_LC_HUNG_CONF_REG	Timeout detection configuration	0x3FF4F074	0x3FF6D074	R/W
I2S_CLKM_CONF_REG	Bitclock configuration	0x3FF4F0AC	0x3FF6D0AC	R/W
I2S_SAMPLE_RATE_CONF_REG	Sample rate configuration	0x3FF4F0B0	0x3FF6D0B0	R/W
I2S_PD_CONF_REG	Power-down register	0x3FF4F0A4	0x3FF6D0A4	R/W
<b>DMA registers</b>				
I2S_LC_CONF_REG	DMA configuration register	0x3FF4F060	0x3FF6D060	R/W
I2S_RXEOF_NUM_REG	Receive data count	0x3FF4F024	0x3FF6D024	R/W
I2S_OUT_LINK_REG	DMA transmit linked list configuration and address	0x3FF4F030	0x3FF6D030	R/W
I2S_IN_LINK_REG	DMA receive linked list configuration and address	0x3FF4F034	0x3FF6D034	R/W
I2S_OUT_EOF_DES_ADDR_REG	The address of transmit link descriptor producing EOF	0x3FF4F038	0x3FF6D038	RO
I2S_IN_EOF_DES_ADDR_REG	The address of receive link descriptor producing EOF	0x3FF4F03C	0x3FF6D03C	RO
I2S_OUT_EOF_BFR_DES_ADDR_REG	The address of transmit buffer producing EOF	0x3FF4F040	0x3FF6D040	RO
I2S_INLINK_DSCR_REG	The address of current inlink descriptor	0x3FF4F048	0x3FF6D048	RO
I2S_INLINK_DSCR_BF0_REG	The address of next inlink descriptor	0x3FF4F04C	0x3FF6D04C	RO
I2S_INLINK_DSCR_BF1_REG	The address of next inlink data buffer	0x3FF4F050	0x3FF6D050	RO
I2S_OUTLINK_DSCR_REG	The address of current outlink descriptor	0x3FF4F054	0x3FF6D054	RO
I2S_OUTLINK_DSCR_BF0_REG	The address of next outlink descriptor	0x3FF4F058	0x3FF6D058	RO
I2S_OUTLINK_DSCR_BF1_REG	The address of next outlink data buffer	0x3FF4F05C	0x3FF6D05C	RO
I2S_LC_STATE0_REG	DMA receive status	0x3FF4F06C	0x3FF6D06C	RO
I2S_LC_STATE1_REG	DMA transmit status	0x3FF4F070	0x3FF6D070	RO
<b>Pulse density (DE) modulation registers</b>				
I2S_PDM_CONF_REG	PDM configuration	0x3FF4F0B4	0x3FF6D0B4	R/W
I2S_PDM_FREQ_CONF_REG	PDM frequencies	0x3FF4F0B8	0x3FF6D0B8	R/W
<b>Interrupt registers</b>				
I2S_INT_RAW_REG	Raw interrupt status	0x3FF4F00C	0x3FF6D00C	RO
I2S_INT_ST_REG	Masked interrupt status	0x3FF4F010	0x3FF6D010	RO
I2S_INT_ENA_REG	Interrupt enable bits	0x3FF4F014	0x3FF6D014	R/W
I2S_INT_CLR_REG	Interrupt clear bits	0x3FF4F018	0x3FF6D018	WO

## 8.8 Registers

**Register 8.1: I2S\_CONF\_REG (0x0008)**

(reserved)										I2S_SIG_LOOPBACK I2S_RX_MSB_RIGHT I2S_TX_MSB_RIGHT I2S_RX_MONO I2S_TX_MONO I2S_RX_SHORT_SYNC I2S_TX_SHORT_SYNC I2S_RX_MSB_SHIFT I2S_TX_MSB_SHIFT I2S_RX_RIGHT_FIRST I2S_TX_RIGHT_FIRST I2S_RX_SLAVE_MOD I2S_TX_SLAVE_MOD I2S_RX_START I2S_TX_START I2S_RX_FIFO_RESET I2S_TX_FIFO_RESET I2S_RX_RESET I2S_TX_RESET																					
31											19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	Reset	

**I2S\_SIG\_LOOPBACK** Enable signal loopback mode, with transmitter module and receiver module sharing the same WS and BCK signals. (R/W)

**I2S\_RX\_MSB\_RIGHT** Set this to place right-channel data at the MSB in the receive FIFO. (R/W)

**I2S\_TX\_MSB\_RIGHT** Set this bit to place right-channel data at the MSB in the transmit FIFO. (R/W)

**I2S\_RX\_MONO** Set this bit to enable receiver's mono mode in PCM standard mode. (R/W)

**I2S\_TX\_MONO** Set this bit to enable transmitter's mono mode in PCM standard mode. (R/W)

**I2S\_RX\_SHORT\_SYNC** Set this bit to enable receiver in PCM standard mode. (R/W)

**I2S\_TX\_SHORT\_SYNC** Set this bit to enable transmitter in PCM standard mode. (R/W)

**I2S\_RX\_MSB\_SHIFT** Set this bit to enable receiver in Philips standard mode. (R/W)

**I2S\_TX\_MSB\_SHIFT** Set this bit to enable transmitter in Philips standard mode. (R/W)

**I2S\_RX\_RIGHT\_FIRST** Set this bit to receive right-channel data first. (R/W)

**I2S\_TX\_RIGHT\_FIRST** Set this bit to transmit right-channel data first. (R/W)

**I2S\_RX\_SLAVE\_MOD** Set this bit to enable slave receiver mode. (R/W)

**I2S\_TX\_SLAVE\_MOD** Set this bit to enable slave transmitter mode. (R/W)

**I2S\_RX\_START** Set this bit to start receiving data. (R/W)

**I2S\_TX\_START** Set this bit to start transmitting data. (R/W)

**I2S\_RX\_FIFO\_RESET** Set this bit to reset the receive FIFO. (R/W)

**I2S\_TX\_FIFO\_RESET** Set this bit to reset the transmit FIFO. (R/W)

**I2S\_RX\_RESET** Set this bit to reset the receiver. (R/W)

**I2S\_TX\_RESET** Set this bit to reset the transmitter. (R/W)

Register 8.2: I2S\_INT\_RAW\_REG (0x000c)

<div>(reserved)</div> <div>I2S_OUT_TOTAL_EOF_INT_RAW I2S_IN_DSCR_EMPTY_INT_RAW I2S_OUT_DSCR_ERR_INT_RAW I2S_IN_DSCR_ERR_INT_RAW I2S_OUT_EOF_INT_RAW I2S_OUT_DONE_INT_RAW (reserved) I2S_IN_SUC_EOF_INT_RAW I2S_IN_DONE_INT_RAW I2S_TX_HUNG_INT_RAW I2S_RX_HUNG_INT_RAW I2S_TX_REMPTY_INT_RAW I2S_RX_WFULL_INT_RAW I2S_TX_REMPTY_INT_RAW I2S_RX_WFULL_INT_RAW I2S_TX_PUT_DATA_INT_RAW I2S_RX_TAKE_DATA_INT_RAW</div>																																						
31																17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0					
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset					

**I2S\_OUT\_TOTAL\_EOF\_INT\_RAW** The raw interrupt status bit for the [I2S\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (RO)

**I2S\_IN\_DSCR\_EMPTY\_INT\_RAW** The raw interrupt status bit for the [I2S\\_IN\\_DSCR\\_EMPTY\\_INT](#) interrupt. (RO)

**I2S\_OUT\_DSCR\_ERR\_INT\_RAW** The raw interrupt status bit for the [I2S\\_OUT\\_DSCR\\_ERR\\_INT](#) interrupt. (RO)

**I2S\_IN\_DSCR\_ERR\_INT\_RAW** The raw interrupt status bit for the [I2S\\_IN\\_DSCR\\_ERR\\_INT](#) interrupt. (RO)

**I2S\_OUT\_EOF\_INT\_RAW** The raw interrupt status bit for the [I2S\\_OUT\\_EOF\\_INT](#) interrupt. (RO)

**I2S\_OUT\_DONE\_INT\_RAW** The raw interrupt status bit for the [I2S\\_OUT\\_DONE\\_INT](#) interrupt. (RO)

**I2S\_IN\_SUC\_EOF\_INT\_RAW** The raw interrupt status bit for the [I2S\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (RO)

**I2S\_IN\_DONE\_INT\_RAW** The raw interrupt status bit for the [I2S\\_IN\\_DONE\\_INT](#) interrupt. (RO)

**I2S\_TX\_HUNG\_INT\_RAW** The raw interrupt status bit for the [I2S\\_TX\\_HUNG\\_INT](#) interrupt. (RO)

**I2S\_RX\_HUNG\_INT\_RAW** The raw interrupt status bit for the [I2S\\_RX\\_HUNG\\_INT](#) interrupt. (RO)

**I2S\_TX\_REMPTY\_INT\_RAW** The raw interrupt status bit for the [I2S\\_TX\\_REMPTY\\_INT](#) interrupt. (RO)

**I2S\_TX\_WFULL\_INT\_RAW** The raw interrupt status bit for the [I2S\\_TX\\_WFULL\\_INT](#) interrupt. (RO)

**I2S\_RX\_REMPTY\_INT\_RAW** The raw interrupt status bit for the [I2S\\_RX\\_REMPTY\\_INT](#) interrupt. (RO)

**I2S\_RX\_WFULL\_INT\_RAW** The raw interrupt status bit for the [I2S\\_RX\\_WFULL\\_INT](#) interrupt. (RO)

**I2S\_TX\_PUT\_DATA\_INT\_RAW** The raw interrupt status bit for the [I2S\\_TX\\_PUT\\_DATA\\_INT](#) interrupt. (RO)

**I2S\_RX\_TAKE\_DATA\_INT\_RAW** The raw interrupt status bit for the [I2S\\_RX\\_TAKE\\_DATA\\_INT](#) interrupt. (RO)

**Register 8.3: I2S\_INT\_ST\_REG (0x0010)**

(reserved)																<div>I2S_OUT_TOTAL_EOF_INT_ST I2S_IN_DSCR_EMPTY_INT_ST I2S_OUT_DSCR_EMPTY_INT_ST I2S_IN_DSCR_ERR_INT_ST I2S_OUT_DSCR_ERR_INT_ST I2S_OUT_EOF_INT_ST (reserved) I2S_OUT_DONE_INT_ST I2S_IN_SUC_EOF_INT_ST I2S_TX_DONE_INT_ST I2S_TX_HUNG_INT_ST I2S_RX_HUNG_INT_ST I2S_TX_REMPTY_INT_ST I2S_RX_WFULL_INT_ST I2S_TX_REMPTY_INT_ST I2S_TX_PUT_DATA_INT_ST I2S_RX_TAKE_DATA_INT_ST</div>																			
31																	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**I2S\_OUT\_TOTAL\_EOF\_INT\_ST** The masked interrupt status bit for the [I2S\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (RO)

**I2S\_IN\_DSCR\_EMPTY\_INT\_ST** The masked interrupt status bit for the [I2S\\_IN\\_DSCR\\_EMPTY\\_INT](#) interrupt. (RO)

**I2S\_OUT\_DSCR\_ERR\_INT\_ST** The masked interrupt status bit for the [I2S\\_OUT\\_DSCR\\_ERR\\_INT](#) interrupt. (RO)

**I2S\_IN\_DSCR\_ERR\_INT\_ST** The masked interrupt status bit for the [I2S\\_IN\\_DSCR\\_ERR\\_INT](#) interrupt. (RO)

**I2S\_OUT\_EOF\_INT\_ST** The masked interrupt status bit for the [I2S\\_OUT\\_EOF\\_INT](#) interrupt. (RO)

**I2S\_OUT\_DONE\_INT\_ST** The masked interrupt status bit for the [I2S\\_OUT\\_DONE\\_INT](#) interrupt. (RO)

**I2S\_IN\_SUC\_EOF\_INT\_ST** The masked interrupt status bit for the [I2S\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (RO)

**I2S\_IN\_DONE\_INT\_ST** The masked interrupt status bit for the [I2S\\_IN\\_DONE\\_INT](#) interrupt. (RO)

**I2S\_TX\_HUNG\_INT\_ST** The masked interrupt status bit for the [I2S\\_TX\\_HUNG\\_INT](#) interrupt. (RO)

**I2S\_RX\_HUNG\_INT\_ST** The masked interrupt status bit for the [I2S\\_RX\\_HUNG\\_INT](#) interrupt. (RO)

**I2S\_TX\_REMPTY\_INT\_ST** The masked interrupt status bit for the [I2S\\_TX\\_REMPTY\\_INT](#) interrupt. (RO)

**I2S\_TX\_WFULL\_INT\_ST** The masked interrupt status bit for the [I2S\\_TX\\_WFULL\\_INT](#) interrupt. (RO)

**I2S\_RX\_REMPTY\_INT\_ST** The masked interrupt status bit for the [I2S\\_RX\\_REMPTY\\_INT](#) interrupt. (RO)

**I2S\_RX\_WFULL\_INT\_ST** The masked interrupt status bit for the [I2S\\_RX\\_WFULL\\_INT](#) interrupt. (RO)

**I2S\_TX\_PUT\_DATA\_INT\_ST** The masked interrupt status bit for the [I2S\\_TX\\_PUT\\_DATA\\_INT](#) interrupt. (RO)

**I2S\_RX\_TAKE\_DATA\_INT\_ST** The masked interrupt status bit for the [I2S\\_RX\\_TAKE\\_DATA\\_INT](#) interrupt. (RO)



Register 8.4: I2S\_INT\_ENA\_REG (0x0014)

(reserved)																	I2S_OUT_TOTAL_EOF_INT_ENA I2S_IN_DSCR_EMPTY_INT_ENA I2S_OUT_DSCR_EMPTY_INT_ENA I2S_IN_DSCR_ERR_INT_ENA I2S_OUT_DSCR_ERR_INT_ENA I2S_OUT_EOF_INT_ENA (reserved) I2S_IN_DONE_INT_ENA I2S_IN_SUC_EOF_INT_ENA I2S_TX_HUNG_INT_ENA I2S_RX_HUNG_INT_ENA I2S_TX_REMPTY_INT_ENA I2S_RX_WFULL_INT_ENA I2S_TX_REMPTY_INT_ENA I2S_RX_WFULL_INT_ENA I2S_TX_PUT_DATA_INT_ENA I2S_RX_TAKE_DATA_INT_ENA																		
31																	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset
0																	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

**I2S\_OUT\_TOTAL\_EOF\_INT\_ENA** The interrupt enable bit for the [I2S\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (R/W)

**I2S\_IN\_DSCR\_EMPTY\_INT\_ENA** The interrupt enable bit for the [I2S\\_IN\\_DSCR\\_EMPTY\\_INT](#) interrupt. (R/W)

**I2S\_OUT\_DSCR\_ERR\_INT\_ENA** The interrupt enable bit for the [I2S\\_OUT\\_DSCR\\_ERR\\_INT](#) interrupt. (R/W)

**I2S\_IN\_DSCR\_ERR\_INT\_ENA** The interrupt enable bit for the [I2S\\_IN\\_DSCR\\_ERR\\_INT](#) interrupt. (R/W)

**I2S\_OUT\_EOF\_INT\_ENA** The interrupt enable bit for the [I2S\\_OUT\\_EOF\\_INT](#) interrupt. (R/W)

**I2S\_OUT\_DONE\_INT\_ENA** The interrupt enable bit for the [I2S\\_OUT\\_DONE\\_INT](#) interrupt. (R/W)

**I2S\_IN\_SUC\_EOF\_INT\_ENA** The interrupt enable bit for the [I2S\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (R/W)

**I2S\_IN\_DONE\_INT\_ENA** The interrupt enable bit for the [I2S\\_IN\\_DONE\\_INT](#) interrupt. (R/W)

**I2S\_TX\_HUNG\_INT\_ENA** The interrupt enable bit for the [I2S\\_TX\\_HUNG\\_INT](#) interrupt. (R/W)

**I2S\_RX\_HUNG\_INT\_ENA** The interrupt enable bit for the [I2S\\_RX\\_HUNG\\_INT](#) interrupt. (R/W)

**I2S\_TX\_REMPTY\_INT\_ENA** The interrupt enable bit for the [I2S\\_TX\\_REMPTY\\_INT](#) interrupt. (R/W)

**I2S\_TX\_WFULL\_INT\_ENA** The interrupt enable bit for the [I2S\\_TX\\_WFULL\\_INT](#) interrupt. (R/W)

**I2S\_RX\_REMPTY\_INT\_ENA** The interrupt enable bit for the [I2S\\_RX\\_REMPTY\\_INT](#) interrupt. (R/W)

**I2S\_RX\_WFULL\_INT\_ENA** The interrupt enable bit for the [I2S\\_RX\\_WFULL\\_INT](#) interrupt. (R/W)

**I2S\_TX\_PUT\_DATA\_INT\_ENA** The interrupt enable bit for the [I2S\\_TX\\_PUT\\_DATA\\_INT](#) interrupt. (R/W)

**I2S\_RX\_TAKE\_DATA\_INT\_ENA** The interrupt enable bit for the [I2S\\_RX\\_TAKE\\_DATA\\_INT](#) interrupt. (R/W)

Register 8.5: I2S\_INT\_CLR\_REG (0x0018)

(reserved)																	I2S_OUT_TOTAL_EOF_INT_CLR I2S_IN_DSCR_EMPTY_INT_CLR I2S_OUT_DSCR_ERR_INT_CLR I2S_IN_DSCR_ERR_INT_CLR I2S_OUT_EOF_INT_CLR (reserved) I2S_OUT_DONE_INT_CLR I2S_IN_SUC_EOF_INT_CLR I2S_IN_DONE_INT_CLR I2S_TX_HUNG_INT_CLR I2S_RX_HUNG_INT_CLR I2S_TX_EMPTY_INT_CLR I2S_RX_WFULL_INT_CLR I2S_RX_EMPTY_INT_CLR I2S_PUT_DATA_INT_CLR I2S_TAKE_DATA_INT_CLR																	
31																	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset								

**I2S\_OUT\_TOTAL\_EOF\_INT\_CLR** Set this bit to clear the [I2S\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (WO)

**I2S\_IN\_DSCR\_EMPTY\_INT\_CLR** Set this bit to clear the [I2S\\_IN\\_DSCR\\_EMPTY\\_INT](#) interrupt. (WO)

**I2S\_OUT\_DSCR\_ERR\_INT\_CLR** Set this bit to clear the [I2S\\_OUT\\_DSCR\\_ERR\\_INT](#) interrupt. (WO)

**I2S\_IN\_DSCR\_ERR\_INT\_CLR** Set this bit to clear the [I2S\\_IN\\_DSCR\\_ERR\\_INT](#) interrupt. (WO)

**I2S\_OUT\_EOF\_INT\_CLR** Set this bit to clear the [I2S\\_OUT\\_EOF\\_INT](#) interrupt. (WO)

**I2S\_OUT\_DONE\_INT\_CLR** Set this bit to clear the [I2S\\_OUT\\_DONE\\_INT](#) interrupt. (WO)

**I2S\_IN\_SUC\_EOF\_INT\_CLR** Set this bit to clear the [I2S\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (WO)

**I2S\_IN\_DONE\_INT\_CLR** Set this bit to clear the [I2S\\_IN\\_DONE\\_INT](#) interrupt. (WO)

**I2S\_TX\_HUNG\_INT\_CLR** Set this bit to clear the [I2S\\_TX\\_HUNG\\_INT](#) interrupt. (WO)

**I2S\_RX\_HUNG\_INT\_CLR** Set this bit to clear the [I2S\\_RX\\_HUNG\\_INT](#) interrupt. (WO)

**I2S\_TX\_EMPTY\_INT\_CLR** Set this bit to clear the [I2S\\_TX\\_EMPTY\\_INT](#) interrupt. (WO)

**I2S\_TX\_WFULL\_INT\_CLR** Set this bit to clear the [I2S\\_TX\\_WFULL\\_INT](#) interrupt. (WO)

**I2S\_RX\_EMPTY\_INT\_CLR** Set this bit to clear the [I2S\\_RX\\_EMPTY\\_INT](#) interrupt. (WO)

**I2S\_RX\_WFULL\_INT\_CLR** Set this bit to clear the [I2S\\_RX\\_WFULL\\_INT](#) interrupt. (WO)

**I2S\_PUT\_DATA\_INT\_CLR** Set this bit to clear the [I2S\\_PUT\\_DATA\\_INT](#) interrupt. (WO)

**I2S\_TAKE\_DATA\_INT\_CLR** Set this bit to clear the [I2S\\_TAKE\\_DATA\\_INT](#) interrupt. (WO)

**Register 8.6: I2S\_TIMING\_REG (0x001c)**

(reserved)								I2S_TX_BCK_IN_INV								I2S_DATA_ENABLE_DELAY								I2S_RX_DSINC_SW								I2S_TX_DSINC_SW								I2S_RX_BCK_OUT_DELAY								I2S_RX_WS_OUT_DELAY								I2S_TX_SD_OUT_DELAY								I2S_TX_WS_OUT_DELAY								I2S_TX_BCK_OUT_DELAY								I2S_RX_SD_IN_DELAY								I2S_RX_WS_IN_DELAY								I2S_RX_BCK_IN_DELAY								I2S_TX_WS_IN_DELAY								I2S_TX_BCK_IN_DELAY																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
31								25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																									
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**I2S\_TX\_BCK\_IN\_INV** Set this bit to invert the BCK signal into the slave transmitter. (R/W)

**I2S\_DATA\_ENABLE\_DELAY** Number of delay cycles for data valid flag. (R/W)

**I2S\_RX\_DSINC\_SW** Set this bit to synchronize signals into the receiver in double sync method. (R/W)

**I2S\_TX\_DSINC\_SW** Set this bit to synchronize signals into the transmitter in double sync method. (R/W)

**I2S\_RX\_BCK\_OUT\_DELAY** Number of delay cycles for BCK signal out of the receiver. (R/W)

**I2S\_RX\_WS\_OUT\_DELAY** Number of delay cycles for WS signal out of the receiver. (R/W)

**I2S\_TX\_SD\_OUT\_DELAY** Number of delay cycles for SD signal out of the transmitter. (R/W)

**I2S\_TX\_WS\_OUT\_DELAY** Number of delay cycles for WS signal out of the transmitter. (R/W)

**I2S\_TX\_BCK\_OUT\_DELAY** Number of delay cycles for BCK signal out of the transmitter. (R/W)

**I2S\_RX\_SD\_IN\_DELAY** Number of delay cycles for SD signal into the receiver. (R/W)

**I2S\_RX\_WS\_IN\_DELAY** Number of delay cycles for WS signal into the receiver. (R/W)

**I2S\_RX\_BCK\_IN\_DELAY** Number of delay cycles for BCK signal into the receiver. (R/W)

**I2S\_TX\_WS\_IN\_DELAY** Number of delay cycles for WS signal into the transmitter. (R/W)

**I2S\_TX\_BCK\_IN\_DELAY** Number of delay cycles for BCK signal into the transmitter. (R/W)



Register 8.10: I2S\_CONF\_CHAN\_REG (0x002c)

(reserved)																I2S_RX_CHAN_MOD		I2S_TX_CHAN_MOD	
31															5	4	3	2	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**I2S\_RX\_CHAN\_MOD** I2S receiver channel mode configuration bits. Please refer to Section 8.4.5 for further details. (R/W)

**I2S\_TX\_CHAN\_MOD** I2S transmitter channel mode configuration bits. Please refer to Section 8.4.4 for further details. (R/W)

Register 8.11: I2S\_OUT\_LINK\_REG (0x0030)

(reserved)				I2S_OUTLINK_RESTART				I2S_OUTLINK_START				I2S_OUTLINK_STOP				(reserved)														I2S_OUTLINK_ADDR	
31	30	29	28	27											20	19															0
0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000																Reset		

**I2S\_OUTLINK\_RESTART** Set this bit to restart outlink descriptor. (R/W)

**I2S\_OUTLINK\_START** Set this bit to start outlink descriptor. (R/W)

**I2S\_OUTLINK\_STOP** Set this bit to stop outlink descriptor. (R/W)

**I2S\_OUTLINK\_ADDR** The address of first outlink descriptor. (R/W)

Register 8.12: I2S\_IN\_LINK\_REG (0x0034)

(reserved)				I2S_INLINK_RESTART				I2S_INLINK_START				I2S_INLINK_STOP				(reserved)														I2S_INLINK_ADDR	
31	30	29	28	27											20	19															0
0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000																Reset		

**I2S\_INLINK\_RESTART** Set this bit to restart inlink descriptor. (R/W)

**I2S\_INLINK\_START** Set this bit to start inlink descriptor. (R/W)

**I2S\_INLINK\_STOP** Set this bit to stop inlink descriptor. (R/W)

**I2S\_INLINK\_ADDR** The address of first inlink descriptor. (R/W)

**Register 8.13: I2S\_OUT\_EOF\_DES\_ADDR\_REG (0x0038)**

31	0
0x00000000	
Reset	

**I2S\_OUT\_EOF\_DES\_ADDR\_REG** The address of outlink descriptor that produces EOF. (RO)

**Register 8.14: I2S\_IN\_EOF\_DES\_ADDR\_REG (0x003c)**

31	0
0x00000000	
Reset	

**I2S\_IN\_EOF\_DES\_ADDR\_REG** The address of inlink descriptor that produces EOF. (RO)

**Register 8.15: I2S\_OUT\_EOF\_BFR\_DES\_ADDR\_REG (0x0040)**

31	0
0x00000000	
Reset	

**I2S\_OUT\_EOF\_BFR\_DES\_ADDR\_REG** The address of the buffer corresponding to the outlink descriptor that produces EOF. (RO)

**Register 8.16: I2S\_INLINK\_DSCR\_REG (0x0048)**

31	0
0 0	
0	
Reset	

**I2S\_INLINK\_DSCR\_REG** The address of current inlink descriptor. (RO)

**Register 8.17: I2S\_INLINK\_DSCR\_BF0\_REG (0x004c)**

31	0
0 0	
0	
Reset	

**I2S\_INLINK\_DSCR\_BF0\_REG** The address of next inlink descriptor. (RO)

**Register 8.18: I2S\_INLINK\_DSCR\_BF1\_REG (0x0050)**

31	0
0 0	
0	
Reset	

**I2S\_INLINK\_DSCR\_BF1\_REG** The address of next inlink data buffer. (RO)

**Register 8.19: I2S\_OUTLINK\_DSCR\_REG (0x0054)**

31																															0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**I2S\_OUTLINK\_DSCR\_REG** The address of current outlink descriptor. (RO)

**Register 8.20: I2S\_OUTLINK\_DSCR\_BF0\_REG (0x0058)**

31																															0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**I2S\_OUTLINK\_DSCR\_BF0\_REG** The address of next outlink descriptor. (RO)

**Register 8.21: I2S\_OUTLINK\_DSCR\_BF1\_REG (0x005c)**

31																															0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
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**I2S\_OUTLINK\_DSCR\_BF1\_REG** The address of next outlink data buffer. (RO)

**Register 8.22: I2S\_LC\_CONF\_REG (0x0060)**

(reserved)															<div>I2S_MEM_TX_EN I2S_CHECK_OWNER I2S_RX_DATA_BURST_EN I2S_TXDSCR_BURST_EN I2S_RXDSCR_BURST_EN I2S_TO_EOF_MODE (reserved) I2S_RX_AUTO_WRRBACK I2S_RX_LOOP_TEST I2S_TX_LOOP_TEST I2S_AHBM_RST I2S_AHBM_FIFO_RST I2S_RX_RST I2S_TX_RST</div>															
31															14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0															0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	Reset

**I2S\_CHECK\_OWNER** Set this bit to check the owner bit by hardware. (R/W)

**I2S\_OUT\_DATA\_BURST\_EN** Transmitter data transfer mode configuration bit. (R/W)

- 1: Transmit data in burst mode;
- 0: Transmit data in byte mode.

**I2S\_INDSCR\_BURST\_EN** DMA inlink descriptor transfer mode configuration bit. (R/W)

- 1: Transfer inlink descriptor in burst mode;
- 0: Transfer inlink descriptor in byte mode.

**I2S\_OUTDSCR\_BURST\_EN** DMA outlink descriptor transfer mode configuration bit. (R/W)

- 1: Transfer outlink descriptor in burst mode;
- 0: Transfer outlink descriptor in byte mode.

**I2S\_OUT\_EOF\_MODE** DMA [I2S\\_OUT\\_EOF\\_INT](#) generation mode. (R/W)

- 1: When DMA has popped all data from the FIFO;
- 0: When AHB has pushed all data to the FIFO.

**I2S\_OUT\_AUTO\_WRRBACK** Set this bit to enable automatic outlink-writeback when all the data in tx buffer has been transmitted. (R/W)

**I2S\_OUT\_LOOP\_TEST** Set this bit to loop test outlink. (R/W)

**I2S\_IN\_LOOP\_TEST** Set this bit to loop test inlink. (R/W)

**I2S\_AHBM\_RST** Set this bit to reset AHB interface of DMA. (R/W)

**I2S\_AHBM\_FIFO\_RST** Set this bit to reset AHB interface cmdFIFO of DMA. (R/W)

**I2S\_OUT\_RST** Set this bit to reset out DMA FSM. (R/W)

**I2S\_IN\_RST** Set this bit to reset in DMA FSM. (R/W)

**Register 8.23: I2S\_LC\_STATE0\_REG (0x006c)**

31																																0	
0x00000000																																	Reset

**I2S\_LC\_STATE0\_REG** Receiver DMA channel status register. (RO)



Register 8.24: I2S\_LC\_STATE1\_REG (0x0070)

31	0
0x00000000	
Reset	

**I2S\_LC\_STATE1\_REG** Transmitter DMA channel status register. (RO)

Register 8.25: I2S\_LC\_HUNG\_CONF\_REG (0x0074)

(reserved)																								I2S_LC_FIFO_TIMEOUT_ENA				I2S_LC_FIFO_TIMEOUT_SHIFT				I2S_LC_FIFO_TIMEOUT			
31												12				11	10		8		7	0													
0 0 0 0 0 0 0 0 0 0 0 0												1	0 0 0		0x010												Reset								

**I2S\_LC\_FIFO\_TIMEOUT\_ENA** The enable bit for FIFO timeout. (R/W)

**I2S\_LC\_FIFO\_TIMEOUT\_SHIFT** The bits are used to set the tick counter threshold. The tick counter is reset when the counter value  $\geq 88000/2^{i2s\_lc\_fifo\_timeout\_shift}$ . (R/W)

**I2S\_LC\_FIFO\_TIMEOUT** When the value of FIFO hung counter is equal to this bit value, sending data-timeout interrupt or receiving data-timeout interrupt will be triggered. (R/W)

**Register 8.26: I2S\_CONF1\_REG (0x00a0)**

(reserved)																												I2S_TX_STOP_EN				I2S_RX_PCM_BYPASS				I2S_RX_PCM_CONF				I2S_TX_PCM_BYPASS				I2S_TX_PCM_CONF			
31																												9				8	7	6	4				3	2	0						
0 0																												0				1	0x0				1	0x1				Reset					

Reset

**I2S\_TX\_STOP\_EN** Set this bit and the transmitter will stop transmitting BCK signal and WS signal when tx FIFO is empty. (R/W)

**I2S\_RX\_PCM\_BYPASS** Set this bit to bypass the Compress/Decompress module for the received data. (R/W)

**I2S\_RX\_PCM\_CONF** Compress/Decompress module configuration bit. (R/W)  
 0: Decompress received data;  
 1: Compress received data.

**I2S\_TX\_PCM\_BYPASS** Set this bit to bypass the Compress/Decompress module for the transmitted data. (R/W)

**I2S\_TX\_PCM\_CONF** Compress/Decompress module configuration bit. (R/W)  
 0: Decompress transmitted data;  
 1: Compress transmitted data.

**Register 8.27: I2S\_PD\_CONF\_REG (0x00a4)**

(reserved)																												(reserved)				(reserved)				I2S_FIFO_FORCE_PU				I2S_FIFO_FORCE_PD			
31																												4	3	2	1	0	Reset										
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0												

Reset

**I2S\_FIFO\_FORCE\_PU** Force FIFO power-up. (R/W)

**I2S\_FIFO\_FORCE\_PD** Force FIFO power-down. (R/W)

Register 8.28: I2S\_CONF2\_REG (0x00a8)

(reserved)																								I2S_INTER_VALID_EN				I2S_EXT_ADC_START_EN				(reserved)				I2S_LCD_TX_SDY2_EN				I2S_LCD_TX_WRX2_EN				I2S_CAMERA_EN																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
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0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**I2S\_INTER\_VALID\_EN** Set this bit to enable camera's internal validation. (R/W)

**I2S\_EXT\_ADC\_START\_EN** Set this bit to enable the start of external ADC . (R/W)

**I2S\_LCD\_EN** Set this bit to enable LCD mode. (R/W)

**I2S\_LCD\_TX\_SDY2\_EN** Set this bit to duplicate data pairs (Data Frame, Form 2) in LCD mode. (R/W)

**I2S\_LCD\_TX\_WRX2\_EN** One datum will be written twice in LCD mode. (R/W)

**I2S\_CAMERA\_EN** Set this bit to enable camera mode. (R/W)

Register 8.29: I2S\_CLKM\_CONF\_REG (0x00ac)

(reserved)																I2S_CLKA_ENA (reserved)				I2S_CLKM_DIV_A				I2S_CLKM_DIV_B				I2S_CLKM_DIV_NUM																
31																22				21	20	19	14				13	8				7	0											
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																0	0	0x00				0x00				4												Reset						

Reset

**I2S\_CLKM\_DIV\_A** Set this bit to enable clk\_apll. (R/W)

**I2S\_CLKM\_DIV\_B** Fractional clock divider's denominator value. (R/W)

**I2S\_CLKM\_DIV\_NUM** Fractional clock divider's numerator value. (R/W)

**I2S\_CLKM\_DIV\_NUM** I2S clock divider's integral value. (R/W)

Register 8.30: I2S\_SAMPLE\_RATE\_CONF\_REG (0x00b0)

(reserved)								I2S_RX_BITS_MOD				I2S_TX_BITS_MOD				I2S_RX_BCK_DIV_NUM				I2S_TX_BCK_DIV_NUM			
31		24	23		18	17		12	11		6	5											0
0	0	0	0	0	0	0	0	16				16					6					6	
																							Reset

- I2S\_RX\_BITS\_MOD Set the bits to configure the bit length of I2S receiver channel. (R/W)
- I2S\_TX\_BITS\_MOD Set the bits to configure the bit length of I2S transmitter channel. (R/W)
- I2S\_RX\_BCK\_DIV\_NUM Bit clock configuration bit in receiver mode. (R/W)
- I2S\_TX\_BCK\_DIV\_NUM Bit clock configuration bit in transmitter mode. (R/W)

**Register 8.31: I2S\_PDM\_CONF\_REG (0x00b4)**

(reserved)																I2S_TX_PDM_HP_BYPASS I2S_RX_PDM_SINC_DSR_16_EN I2S_TX_PDM_SIGMADELTA_IN_SHIFT I2S_TX_PDM_SINC_IN_SHIFT I2S_TX_PDM_LP_IN_SHIFT I2S_TX_PDM_HP_IN_SHIFT										(reserved)																I2S_TX_PDM_SINC_OSR2 I2S_PDM2PCM_CONV_EN I2S_PCM2PDM_CONV_EN I2S_RX_PDM_EN I2S_TX_PDM_EN									
31				26				25	24	23	22	21	20	19	18	17	16	15				8				7	4				3	2	1	0																	
0				0				0	0	0	0	0	1	0x1		0x1		0x1		0x1		0				0				0x02				1		1		0		0		Reset									

**I2S\_TX\_PDM\_HP\_BYPASS** Set this bit to bypass the transmitter's PDM HP filter. (R/W)

**I2S\_RX\_PDM\_SINC\_DSR\_16\_EN** PDM downsampling rate for filter group 1 in receiver mode. (R/W)

1: downsampling rate = 128;

0: downsampling rate = 64.

**I2S\_TX\_PDM\_SIGMADELTA\_IN\_SHIFT** Adjust the size of the input signal into filter module. (R/W)

0: divided by 2; 1: multiplied by 1; 2: multiplied by 2; 3: multiplied by 4.

**I2S\_TX\_PDM\_SINC\_IN\_SHIFT** Adjust the size of the input signal into filter module. (R/W)

0: divided by 2; 1: multiplied by 1; 2: multiplied by 2; 3: multiplied by 4.

**I2S\_TX\_PDM\_LP\_IN\_SHIFT** Adjust the size of the input signal into filter module. (R/W)

0: divided by 2; 1: multiplied by 1; 2: multiplied by 2; 3: multiplied by 4.

**I2S\_TX\_PDM\_HP\_IN\_SHIFT** Adjust the size of the input signal into filter module. (R/W)

0: divided by 2; 1: multiplied by 1; 2: multiplied by 2; 3: multiplied by 4.

**I2S\_TX\_PDM\_SINC\_OSR2** Upsampling rate =  $64 \times i2s\_tx\_pdm\_sinc\_osr2$  (R/W)

**I2S\_PDM2PCM\_CONV\_EN** Set this bit to enable PDM-to-PCM converter. (R/W)

**I2S\_PCM2PDM\_CONV\_EN** Set this bit to enable PCM-to-PDM converter. (R/W)

**I2S\_RX\_PDM\_EN** Set this bit to enable receiver's PDM mode. (R/W)

**I2S\_TX\_PDM\_EN** Set this bit to enable transmitter's PDM mode. (R/W)

**Register 8.32: I2S\_PDM\_FREQ\_CONF\_REG (0x00b8)**

(reserved)													I2S_TX_PDM_FP										I2S_TX_PDM_FS																																																																																									
31													20										19										10										9										0																																																											
0													0										0										0										0										0										0										0										960										441										Reset									

**I2S\_TX\_PDM\_FP** PCM-to-PDM converter's PDM frequency parameter. (R/W)

**I2S\_TX\_PDM\_FS** PCM-to-PDM converter's PCM frequency parameter. (R/W)

## 9. UART Controllers

### 9.1 Overview

Embedded applications often require a simple method of exchanging data between devices that need minimal system resources. The Universal Asynchronous Receiver/Transmitter (UART) is one such standard that can realize a flexible full-duplex data exchange among different devices. The three UART controllers available on a chip are compatible with UART-enabled devices from various manufacturers. The UART can also carry out an IrDA (Infrared Data Exchange), or function as an RS-485 modem.

All UART controllers integrated in the ESP32 feature an identical set of registers for ease of programming and flexibility. In this documentation, these controllers are referred to as UART $n$ , where  $n = 0, 1$ , and  $2$ , referring to UART0, UART1, and UART2, respectively.

### 9.2 UART Features

The UART modules have the following main features:

- Programmable baud rate
- 1024 x 8-bit RAM shared by three UART transmit-FIFOs and receive-FIFOs
- Supports input baud rate self-check
- Supports 5/6/7/8 bits of data length
- Supports 1/1.5/2/3/4 STOP bits
- Supports parity bit
- Supports RS485 Protocol
- Supports IrDA Protocol
- Supports DMA to communicate data in high speed
- Supports UART wake-up
- Supports both software and hardware flow control

### 9.3 Functional Description

#### 9.3.1 Introduction

UART is a character-oriented data link that can be used to achieve communication between two devices. The asynchronous mode of transmission means that it is not necessary to add clocking information to the data being sent. This, in turn, requires that the data rate, STOP bits, parity, etc., be identical at the transmitting and receiving end for the devices to communicate successfully.

A typical UART frame begins with a START bit, followed by a “character” and an optional parity bit for error detection, and it ends with a STOP condition. The UART controllers available on the ESP32 provide hardware support for multiple lengths of data and STOP bits. In addition, the controllers support both software and hardware flow control, as well as DMA, for seamless high-speed data transfer. This allows the developer to employ multiple UART ports in the system with minimal software overhead.

### 9.3.2 UART Architecture

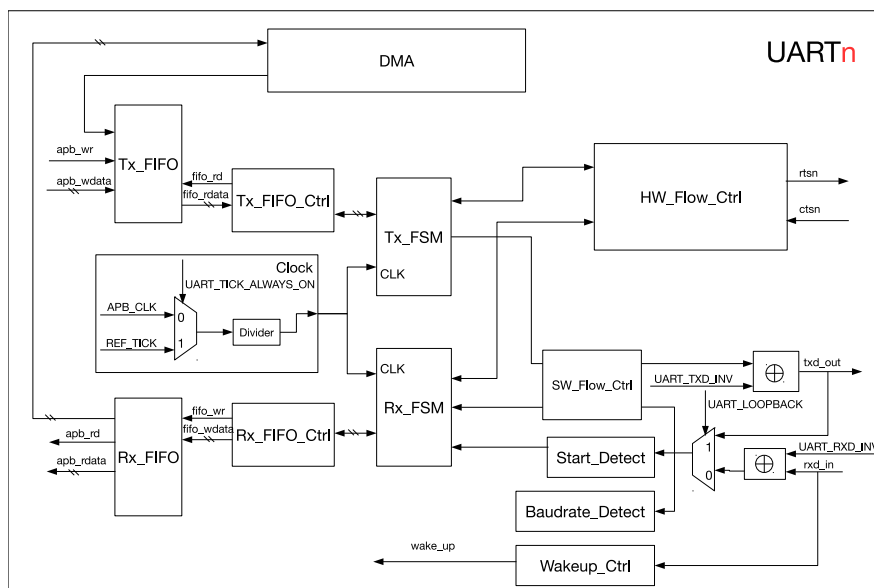


Figure 54: UART Basic Structure

Figure 54 shows the basic block diagram of the UART controller. The UART block can derive its clock from two sources: the 80-MHz APB\_CLK, or the reference clock REF\_TICK (please refer to Chapter [Reset and Clock](#) for more details). These two clock sources can be selected by configuring UART\_TICK\_REF\_ALWAYS\_ON.

Then, a divider in the clock path divides the selected clock source to generate clock signals that drive the UART module. UART\_CLKDIV\_REG contains the clock divider value in two parts — UART\_CLKDIV (integral part) and UART\_CLKDIV\_FRAG (decimal part).

The UART controller can be further broken down into two functional blocks — the transmit block and the receive block.

The transmit block contains a transmit-FIFO buffer, which buffers data awaiting to be transmitted. Software can write Tx\_FIFO via APB, and transmit data into Tx\_FIFO via DMA. Tx\_FIFO\_Ctrl is used to control read- and write-access to the Tx\_FIFO. When Tx\_FIFO is not null, Tx\_FSM reads data via Tx\_FIFO\_Ctrl, and transmits data out according to the set frame format. The outgoing bit stream can be inverted by appropriately configuring the register UART\_TXD\_INV.

The receive-block contains a receive-FIFO buffer, which buffers incoming data awaiting to be processed. The input bit stream, rxd\_in, is fed to the UART controller. Negation of the input stream can be controlled by configuring the UART\_RXD\_INV register. Baudrate\_Detect measures the baud rate of the input signal by measuring the minimum pulse width of the input bit stream. Start\_Detect is used to detect a START bit in a frame of incoming data. After detecting the START bit, Rx\_FSM stores data retrieved from the received frame into Rx\_FIFO through Rx\_FIFO\_Ctrl.

Software can read data in the Rx\_FIFO through the APB. In order to free the CPU from engaging in data transfer operations, the DMA can be configured for sending or receiving data.

HW\_Flow\_Ctrl is able to control the data flow of rxd\_in and txd\_out through standard UART RTS and CTS flow control signals (rtsn\_out and ctsn\_in). SW\_Flow\_Ctrl controls the data flow by inserting special characters in the incoming and outgoing data flow. When UART is in Light-sleep mode (refer to Chapter [RTC](#)), Wakeup\_Ctrl will start counting pulses in rxd\_in. If the number of pulses is greater than UART\_ACTIVE\_THRESHOLD, a wake\_up signal will be generated and sent to RTC. RTC will then wake up the UART controller.

### 9.3.3 UART RAM

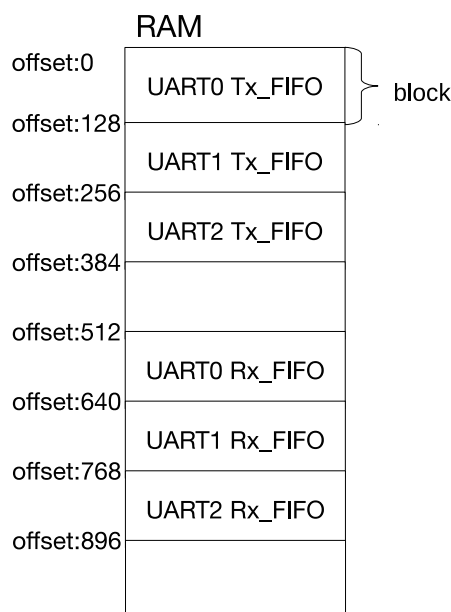


Figure 55: UART shared RAM

Three UART controllers share a 1024 x 8-bit RAM space. As illustrated in Figure 55, RAM is allocated in different blocks. One block holds 128 x 8-bit data. Figure 55 illustrates the default RAM allocated to Tx\_FIFO and Rx\_FIFO of the three UART controllers. Tx\_FIFO of UART $n$  can be extended by setting UART $n$ \_TX\_SIZE, while Rx\_FIFO of UART $n$  can be extended by setting UART $n$ \_RX\_SIZE.

**NOTICE:** Extending the FIFO space of a UART controller may take up the FIFO space of another UART controller.

If none of the UART controllers is active, setting UART\_MEM\_PD, UART1\_MEM\_PD, and UART2\_MEM\_PD can prompt the RAM to enter low-power mode.

### 9.3.4 Baud Rate Detection

Setting UART\_AUTOBAUD\_EN for a UART controller will enable the baud rate detection function. The Baudrate\_Detect block shown in Figure 54 can filter glitches with a pulse width lower than UART\_GLITCH\_FILT.

In order to use the baud rate detection feature, some random data should be sent to the receiver before starting the UART communication stream. This is required so that the baud rate can be determined based on the pulse width. UART\_LOWPUULSE\_MIN\_CNT stores minimum low-pulse width, UART\_HIGHPULSE\_MIN\_CNT stores minimum high-pulse width. By reading these two registers, software can calculate the baud rate of the transmitter.

### 9.3.5 UART Data Frame

Figure 56 shows the basic data frame structure. A data frame starts with a START condition and ends with a STOP condition. The START condition requires 1 bit and the STOP condition can be realized using 1/1.5/2/3/4-bit widths (as set by UART\_BIT\_NUM, UART\_DL1\_EN, and UAR\_DLO\_EN). The START is low level, while the STOP is high level.



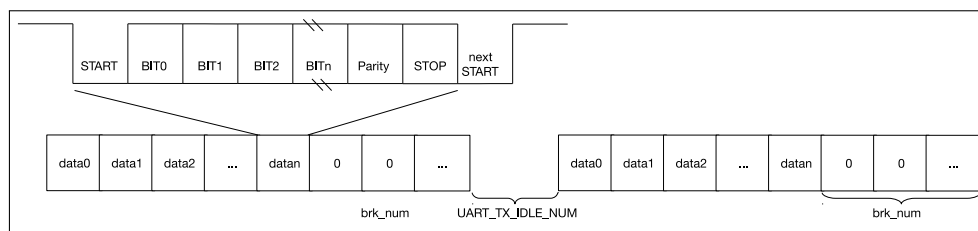


Figure 56: UART Data Frame Structure

The length of a character (BIT0 to BITn) can comprise 5 to 8 bits and can be configured by `UART_BIT_NUM`. When `UART_PARITY_EN` is set, the UART controller hardware will add the appropriate parity bit after the data. `UART_PARITY` is used to select odd parity or even parity. If the receiver detects an error in the input character, interrupt `UART_PARITY_ERR_INT` will be generated. If the receiver detects an error in the frame format, interrupt `UART_FRM_ERR_INT` will be generated.

Interrupt `UART_TX_DONE_INT` will be generated when all data in Tx\_FIFO have been transmitted. When `UART_TXD_BRK` is set, the transmitter sends several NULL characters after the process of sending data is completed. The number of NULL characters can be configured by `UART_TX_BRK_NUM`. After the transmitter finishes sending all NULL characters, interrupt `UART_TX_BRK_DONE_INT` will be generated. The minimum interval between data frames can be configured with `UART_TX_IDLE_NUM`. If the idle time of a data frame is equal to, or larger than, the configured value of register `UART_TX_IDLE_NUM`, interrupt `UART_TX_BRK_IDLE_DONE_INT` will be generated.

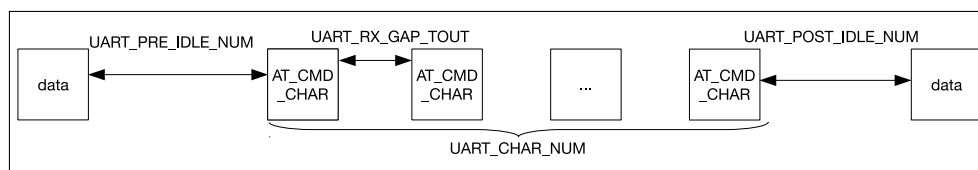


Figure 57: AT\_CMD Character Format

Figure 57 shows a special AT\_CMD character format. If the receiver constantly receives `UART_AT_CMD_CHAR` characters and these characters satisfy the following conditions, interrupt `UART_AT_CMD_CHAR_DET_INT` will be generated.

- Between the first `UART_AT_CMD_CHAR` and the last non-`UART_AT_CMD_CHAR`, there are at least `UART_PER_IDLE_NUM` APB clock cycles.
- Between every `UART_AT_CMD_CHAR` character there are at least `UART_RX_GAP_TOUT` APB clock cycles.
- The number of received `UART_AT_CMD_CHAR` characters must be equal to, or greater than, `UART_CHAR_NUM`.
- Between the last `UART_AT_CMD_CHAR` character received and the next non-`UART_AT_CMD_CHAR`, there are at least `UART_POST_IDLE_NUM` APB clock cycles.

### 9.3.6 Flow Control

UART controller supports both hardware and software flow control. Hardware flow control regulates data flow through input signal `dsrn_in` and output signal `rtsn_out`. Software flow control regulates data flow by inserting special characters in the flow of sent data and by detecting special characters in the flow of received data.

### 9.3.6.1 Hardware Flow Control

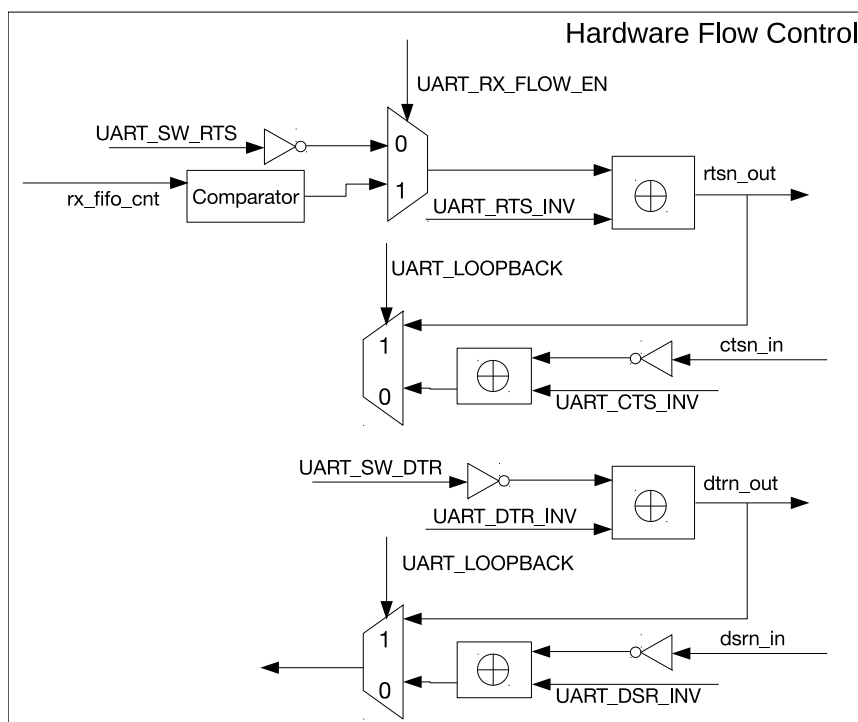


Figure 58: Hardware Flow Control

Figure 58 illustrates how the UART hardware flow control works. In hardware flow control, a high state of the output signal `rtsn_out` signifies that a data transmission is requested, while a low state of the same signal notifies the counterpart to stop data transmission until `rtsn_out` is pulled high again. There are two ways for a transmitter to realize hardware flow control:

- `UART_RX_FLOW_EN` is 0: The level of `rtsn_out` can be changed by configuring `UART_SW_RTS`.
- `UART_RX_FLOW_EN` is 1: If data in `Rx_FIFO` is greater than `UART_RXFIFO_FULL_THRHD`, the level of `rtsn_out` will be lowered.

If the UART controller detects an edge on `ctsn_in`, it will generate interrupt `UART_CTS_CHG_INT` and will stop transmitting data, once the current data transmission is completed.

The high level of the output signal `dtrn_out` signifies that the transmitter has finished data preparation. UART controller will generate interrupt `UART_DSR_CHG_INT`, after it detects an edge on the input signal `dsrn_in`. After the software detects the above-mentioned interrupt, the input signal level of `dsrn_in` can be figured out by reading `UART_DSRN`. The software then decides whether it is able to receive data at that time or not.

Setting `UART_LOOPBACK` will enable the UART loopback detection function. In this mode, the output signal `txd_out` of UART is connected to its input signal `rx_d_in`, `rtsn_out` is connected to `ctsn_in`, and `dtrn_out` is connected to `dsrn_out`. If the data transmitted corresponds to the data received, UART is able to transmit and receive data normally.

### 9.3.6.2 Software Flow Control

Software can force the transmitter to stop transmitting data by setting `UART_FORCE_XOFF`, as well as force the transmitter to continue sending data by setting `UART_FORCE_XON`.

UART can also control the software flow by transmitting special characters. Setting `UART_SW_FLOW_CON_EN` will enable the software flow control function. If the number of data bytes that UART has received exceeds that of the `UART_XOFF` threshold, the UART controller can send `UART_XOFF_CHAR` to instruct its counterpart to stop data transmission.

When `UART_SW_FLOW_CON_EN` is 1, software can send flow control characters at any time. When `UART_SEND_XOFF` is set, the transmitter will insert a `UART_XOFF_CHAR` and send it after the current data transmission is completed. When `UART_SEND_XON` is set, the transmitter will insert a `UART_XON_CHAR` and send it after the current data transmission is completed.

### 9.3.7 UART DMA

For information on the UART DMA, please refer to Chapter BUS DMA.

### 9.3.8 UART Interrupts

- `UART_AT_CMD_CHAR_DET_INT`: Triggered when the receiver detects the configured `at_cmd` char.
- `UART_RS485_CLASH_INT`: Triggered when a collision is detected between transmitter and receiver in RS-485 mode.
- `UART_RS485_FRM_ERR_INT`: Triggered when a data frame error is detected in RS-485.
- `UART_RS485_PARITY_ERR_INT`: Triggered when a parity error is detected in RS-485 mode.
- `UART_TX_DONE_INT`: Triggered when the transmitter has sent out all FIFO data.
- `UART_TX_BRK_IDLE_DONE_INT`: Triggered when the transmitter's idle state has been kept to a minimum after sending the last data.
- `UART_TX_BRK_DONE_INT`: Triggered when the transmitter completes sending NULL characters, after all data in transmit-FIFO are sent.
- `UART_GLITCH_DET_INT`: Triggered when the receiver detects a START bit.
- `UART_SW_XOFF_INT`: Triggered, if the receiver gets an Xon char when `uart_sw_flow_con_en` is set to 1.
- `UART_SW_XON_INT`: Triggered, if the receiver gets an Xoff char when `uart_sw_flow_con_en` is set to 1.
- `UART_RXFIFO_TOUT_INT`: Triggered when the receiver takes more time than `rx_tout_thrhd` to receive a byte.
- `UART_BRK_DET_INT`: Triggered when the receiver detects a 0 level after the STOP bit.
- `UART_CTS_CHG_INT`: Triggered when the receiver detects an edge change of the CTS<sub>n</sub> signal.
- `UART_DSR_CHG_INT`: Triggered when the receiver detects an edge change of the DSR<sub>n</sub> signal.
- `UART_RXFIFO_OVF_INT`: Triggered when the receiver gets more data than the FIFO can store.
- `UART_FRM_ERR_INT`: Triggered when the receiver detects a data frame error .
- `UART_PARITY_ERR_INT`: Triggered when the receiver detects a parity error in the data.
- `UART_TXFIFO_EMPTY_INT`: Triggered when the amount of data in the transmit-FIFO is less than what `tx_mem_cnttxfifo_cnt` specifies.
- `UART_RXFIFO_FULL_INT`: Triggered when the receiver gets more data than what (`rx_flow_thrhd_h3`, `rx_flow_thrhd`) specifies.

### 9.3.9 UCHI Interrupts

- UHCI\_SEND\_A\_REG\_Q\_INT: When using the always\_send registers to send a series of short packets, this is triggered when DMA has sent a short packet.
- UHCI\_SEND\_S\_REG\_Q\_INT: When using the single\_send registers to send a series of short packets, this is triggered when DMA has sent a short packet.
- UHCI\_OUT\_TOTAL\_EOF\_INT: Triggered when all data have been sent.
- UHCI\_OUTLINK\_EOF\_ERR\_INT: Triggered when there are some errors in EOF in the outlink descriptor.
- UHCI\_IN\_DSCR\_EMPTY\_INT: Triggered when there are not enough inlinks for DMA.
- UHCI\_OUT\_DSCR\_ERR\_INT: Triggered when there are some errors in the inlink descriptor.
- UHCI\_IN\_DSCR\_ERR\_INT: Triggered when there are some errors in the outlink descriptor.
- UHCI\_OUT\_EOF\_INT: Triggered when the current descriptor's EOF bit is 1.
- UHCI\_OUT\_DONE\_INT: Triggered when an outlink descriptor is completed.
- UHCI\_IN\_ERR\_EOF\_INT: Triggered when there are some errors in EOF in the inlink descriptor.
- UHCI\_IN\_SUC\_EOF\_INT: Triggered when a data packet has been received.
- UHCI\_IN\_DONE\_INT: Triggered when an inlink descriptor has been completed.
- UHCI\_TX\_HUNG\_INT: Triggered when DMA takes much time to read data from RAM.
- UHCI\_RX\_HUNG\_INT: Triggered when DMA takes much time to receive data .
- UHCI\_TX\_START\_INT: Triggered when DMA detects a separator char.
- UHCI\_RX\_START\_INT: Triggered when a separator char has been sent.

## 9.4 Register Summary

Name	Description	UART0	UART1	UART2	Acc
<b>Configuration registers</b>					
<a href="#">UART_CONF0_REG</a>	Configuration register 0	0x3FF40020	0x3FF50020	0x3FF6E020	R/W
<a href="#">UART_CONF1_REG</a>	Configuration register 1	0x3FF40024	0x3FF50024	0x3FF6E024	R/W
<a href="#">UART_CLKDIV_REG</a>	Clock divider configuration	0x3FF40014	0x3FF50014	0x3FF6E014	R/W
<a href="#">UART_FLOW_CONF_REG</a>	Software flow-control configuration	0x3FF40034	0x3FF50034	0x3FF6E034	R/W
<a href="#">UART_SWFC_CONF_REG</a>	Software flow-control character configuration	0x3FF4003C	0x3FF5003C	0x3FF6E03C	R/W
<a href="#">UART_SLEEP_CONF_REG</a>	Sleep-mode configuration	0x3FF40038	0x3FF50038	0x3FF6E038	R/W
<a href="#">UART_IDLE_CONF_REG</a>	Frame-end idle configuration	0x3FF40040	0x3FF50040	0x3FF6E040	R/W
<a href="#">UART_RS485_CONF_REG</a>	RS485 mode configuration	0x3FF40044	0x3FF50044	0x3FF6E044	R/W
<b>Status registers</b>					

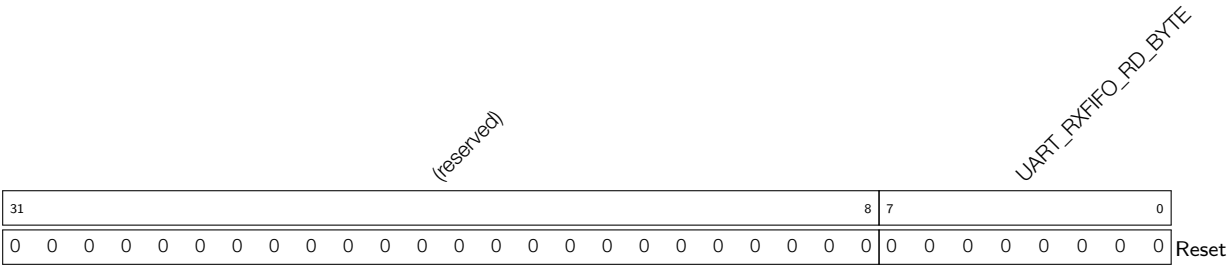
UART_STATUS_REG	UART status register	0x3FF4001C	0x3FF5001C	0x3FF6E01C	RO
<b>Autobaud registers</b>					
UART_AUTOBAUD_REG	Autobaud configuration register	0x3FF40018	0x3FF50018	0x3FF6E018	R/W
UART_LOWPULSE_REG	Autobaud minimum low pulse duration register	0x3FF40028	0x3FF50028	0x3FF6E028	RO
UART_HIGHPULSE_REG	Autobaud minimum high pulse duration register	0x3FF4002C	0x3FF5002C	0x3FF6E02C	RO
UART_POSPULSE_REG	Autobaud high pulse register	0x3FF40068	0x3FF50068	0x3FF6E068	RO
UART_NEGPULSE_REG	Autobaud low pulse register	0x3FF4006C	0x3FF5006C	0x3FF6E06C	RO
UART_RXD_CNT_REG	Autobaud edge change count register	0x3FF40030	0x3FF50030	0x3FF6E030	RO
<b>AT escape sequence detection configuration</b>					
UART_AT_CMD_PRECNT_REG	Pre-sequence timing configuration	0x3FF40048	0x3FF50048	0x3FF6E048	R/W
UART_AT_CMD_POSTCNT_REG	Post-sequence timing configuration	0x3FF4004C	0x3FF5004C	0x3FF6E04C	R/W
UART_AT_CMD_GAPTOOUT_REG	Timeout configuration	0x3FF40050	0x3FF50050	0x3FF6E050	R/W
UART_AT_CMD_CHAR_REG	AT escape sequence detection configuration	0x3FF40054	0x3FF50054	0x3FF6E054	R/W
<b>FIFO configuration</b>					
UART_FIFO_REG	FIFO data register	0x3FF40000	0x3FF50000	0x3FF6E000	RO
UART_MEM_CONF_REG	UART threshold and allocation configuration	0x3FF40058	0x3FF50058	0x3FF6E058	R/W
UART_MEM_CNT_STATUS_REG	Receive and transmit memory configuration	0x3FF40064	0x3FF50064	0x3FF6E064	RO
<b>Interrupt registers</b>					
UART_INT_RAW_REG	Raw interrupt status	0x3FF40004	0x3FF50004	0x3FF6E004	RO
UART_INT_ST_REG	Masked interrupt status	0x3FF40008	0x3FF50008	0x3FF6E008	RO
UART_INT_ENA_REG	Interrupt enable bits	0x3FF4000C	0x3FF5000C	0x3FF6E00C	R/W
UART_INT_CLR_REG	Interrupt clear bits	0x3FF40010	0x3FF50010	0x3FF6E010	WO

Name	Description	UDMA0	UDMA1	Acc
<b>Configuration registers</b>				
UHCI_CONF0_REG	UART and frame separation config	0x3FF54000	0x3FF4C000	R/W
UHCI_CONF1_REG	UHCI config register	0x3FF5402C	0x3FF4C02C	R/W
UHCI_ESCAPE_CONF_REG	Escape characters configuration	0x3FF54064	0x3FF4C064	R/W
UHCI_HUNG_CONF_REG	Timeout configuration	0x3FF54068	0x3FF4C068	R/W

UHCI_ESC_CONF0_REG	Escape sequence configuration register 0	0x3FF540B0	0x3FF4C0B0	R/W
UHCI_ESC_CONF1_REG	Escape sequence configuration register 1	0x3FF540B4	0x3FF4C0B4	R/W
UHCI_ESC_CONF2_REG	Escape sequence configuration register 2	0x3FF540B8	0x3FF4C0B8	R/W
UHCI_ESC_CONF3_REG	Escape sequence configuration register 3	0x3FF540BC	0x3FF4C0BC	R/W
<b>DMA configuration</b>				
UHCI_DMA_OUT_LINK_REG	Link descriptor address and control	0x3FF54024	0x3FF4C024	R/W
UHCI_DMA_IN_LINK_REG	Link descriptor address and control	0x3FF54028	0x3FF4C028	R/W
UHCI_DMA_OUT_PUSH_REG	FIFO data push register	0x3FF54018	0x3FF4C018	R/W
UHCI_DMA_IN_POP_REG	FIFO data pop register	0x3FF54020	0x3FF4C020	RO
<b>DMA status</b>				
UHCI_DMA_OUT_STATUS_REG	DMA FIFO status	0x3FF54014	0x3FF4C014	RO
UHCI_DMA_OUT_EOF_DES_ADDR_REG	Out EOF link descriptor address on success	0x3FF54038	0x3FF4C038	RO
UHCI_DMA_OUT_EOF_BFR_DES_ADDR_REG	Out EOF link descriptor address on error	0x3FF54044	0x3FF4C044	RO
UHCI_DMA_IN_SUC_EOF_DES_ADDR_REG	In EOF link descriptor address on success	0x3FF5403C	0x3FF4C03C	RO
UHCI_DMA_IN_ERR_EOF_DES_ADDR_REG	In EOF link descriptor address on error	0x3FF54040	0x3FF4C040	RO
UHCI_DMA_IN_DSCR_REG	Current inlink descriptor, first word	0x3FF5404C	0x3FF4C04C	RO
UHCI_DMA_IN_DSCR_BF0_REG	Current inlink descriptor, second word	0x3FF54050	0x3FF4C050	RO
UHCI_DMA_IN_DSCR_BF1_REG	Current inlink descriptor, third word	0x3FF54054	0x3FF4C054	RO
UHCI_DMA_OUT_DSCR_REG	Current outlink descriptor, first word	0x3FF54058	0x3FF4C058	RO
UHCI_DMA_OUT_DSCR_BF0_REG	Current outlink descriptor, second word	0x3FF5405C	0x3FF4C05C	RO
UHCI_DMA_OUT_DSCR_BF1_REG	Current outlink descriptor, third word	0x3FF54060	0x3FF4C060	RO
<b>Interrupt registers</b>				
UHCI_INT_RAW_REG	Raw interrupt status	0x3FF54004	0x3FF4C004	RO
UHCI_INT_ST_REG	Masked interrupt status	0x3FF54008	0x3FF4C008	RO
UHCI_INT_ENA_REG	Interrupt enable bits	0x3FF5400C	0x3FF4C00C	R/W
UHCI_INT_CLR_REG	Interrupt clear bits	0x3FF54010	0x3FF4C010	WO

9.5 Registers

Register 9.1: UART\_FIFO\_REG (0x0)



**UART\_RXFIFO\_RD\_BYTE** This register stores one byte of data, as read from the Rx FIFO. (RO)

Register 9.2: UART\_INT\_RAW\_REG (0x4)

(reserved)																			UART_AT_CMD_CHAR_DET_INT_RAW UART_RS485_CLASH_INT_RAW UART_RS485_FRM_ERR_INT_RAW UART_RS485_PARITY_ERR_INT_RAW UART_TX_DONE_INT_RAW UART_TX_BRK_IDLE_DONE_INT_RAW UART_GLITCH_DET_INT_RAW UART_SW_XOFF_INT_RAW UART_SW_XON_INT_RAW UART_RXFIFO_TOUT_INT_RAW UART_BRK_DET_INT_RAW UART_CTS_CHG_INT_RAW UART_DSR_CHG_INT_RAW UART_RXFIFO_OVF_INT_RAW UART_FRM_ERR_INT_RAW UART_PARITY_ERR_INT_RAW UART_TXFIFO_EMPTY_INT_RAW UART_RXFIFO_FULL_INT_RAW																																	
31																				19										18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0				
0										0										0										0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**UART\_AT\_CMD\_CHAR\_DET\_INT\_RAW** The raw interrupt status bit for the [UART\\_AT\\_CMD\\_CHAR\\_DET\\_INT](#) interrupt. (RO)

**UART\_RS485\_CLASH\_INT\_RAW** The raw interrupt status bit for the [UART\\_RS485\\_CLASH\\_INT](#) interrupt. (RO)

**UART\_RS485\_FRM\_ERR\_INT\_RAW** The raw interrupt status bit for the [UART\\_RS485\\_FRM\\_ERR\\_INT](#) interrupt. (RO)

**UART\_RS485\_PARITY\_ERR\_INT\_RAW** The raw interrupt status bit for the [UART\\_RS485\\_PARITY\\_ERR\\_INT](#) interrupt. (RO)

**UART\_TX\_DONE\_INT\_RAW** The raw interrupt status bit for the [UART\\_TX\\_DONE\\_INT](#) interrupt. (RO)

**UART\_TX\_BRK\_IDLE\_DONE\_INT\_RAW** The raw interrupt status bit for the [UART\\_TX\\_BRK\\_IDLE\\_DONE\\_INT](#) interrupt. (RO)

**UART\_TX\_BRK\_DONE\_INT\_RAW** The raw interrupt status bit for the [UART\\_TX\\_BRK\\_DONE\\_INT](#) interrupt. (RO)

**UART\_GLITCH\_DET\_INT\_RAW** The raw interrupt status bit for the [UART\\_GLITCH\\_DET\\_INT](#) interrupt. (RO)

**UART\_SW\_XOFF\_INT\_RAW** The raw interrupt status bit for the [UART\\_SW\\_XOFF\\_INT](#) interrupt. (RO)

**UART\_SW\_XON\_INT\_RAW** The raw interrupt status bit for the [UART\\_SW\\_XON\\_INT](#) interrupt. (RO)

**UART\_RXFIFO\_TOUT\_INT\_RAW** The raw interrupt status bit for the [UART\\_RXFIFO\\_TOUT\\_INT](#) interrupt. (RO)

**UART\_BRK\_DET\_INT\_RAW** The raw interrupt status bit for the [UART\\_BRK\\_DET\\_INT](#) interrupt. (RO)

**UART\_CTS\_CHG\_INT\_RAW** The raw interrupt status bit for the [UART\\_CTS\\_CHG\\_INT](#) interrupt. (RO)

**UART\_DSR\_CHG\_INT\_RAW** The raw interrupt status bit for the [UART\\_DSR\\_CHG\\_INT](#) interrupt. (RO)

**UART\_RXFIFO\_OVF\_INT\_RAW** The raw interrupt status bit for the [UART\\_RXFIFO\\_OVF\\_INT](#) interrupt. (RO)

**UART\_FRM\_ERR\_INT\_RAW** The raw interrupt status bit for the [UART\\_FRM\\_ERR\\_INT](#) interrupt. (RO)

**UART\_PARITY\_ERR\_INT\_RAW** The raw interrupt status bit for the [UART\\_PARITY\\_ERR\\_INT](#) interrupt. (RO)

**UART\_TXFIFO\_EMPTY\_INT\_RAW** The raw interrupt status bit for the [UART\\_TXFIFO\\_EMPTY\\_INT](#) interrupt. (RO)

**UART\_RXFIFO\_FULL\_INT\_RAW** The raw interrupt status bit for the [UART\\_RXFIFO\\_FULL\\_INT](#) interrupt. (RO)



Register 9.3: UART\_INT\_ST\_REG (0x8)

(reserved)																			UART_AT_CMD_CHAR_DET_INT_ST UART_RS485_CLASH_INT_ST UART_RS485_FRM_ERR_INT_ST UART_RS485_PARITY_ERR_INT_ST UART_TX_DONE_INT_ST UART_TX_BRK_IDLE_DONE_INT_ST UART_GLITCH_DET_INT_ST UART_SW_XOFF_INT_ST UART_SW_XON_INT_ST UART_RXFIFO_TOUT_INT_ST UART_BRK_DET_INT_ST UART_CTS_CHG_INT_ST UART_DSR_CHG_INT_ST UART_RXFIFO_OVF_INT_ST UART_FRM_ERR_INT_ST UART_PARITY_ERR_INT_ST UART_TXFIFO_EMPTY_INT_ST UART_RXFIFO_FULL_INT_ST																		
31													19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0					
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset								

**UART\_AT\_CMD\_CHAR\_DET\_INT\_ST** The masked interrupt status bit for the [UART\\_AT\\_CMD\\_CHAR\\_DET\\_INT](#) interrupt. (RO)

**UART\_RS485\_CLASH\_INT\_ST** The masked interrupt status bit for the [UART\\_RS485\\_CLASH\\_INT](#) interrupt. (RO)

**UART\_RS485\_FRM\_ERR\_INT\_ST** The masked interrupt status bit for the [UART\\_RS485\\_FRM\\_ERR\\_INT](#) interrupt. (RO)

**UART\_RS485\_PARITY\_ERR\_INT\_ST** The masked interrupt status bit for the [UART\\_RS485\\_PARITY\\_ERR\\_INT](#) interrupt. (RO)

**UART\_TX\_DONE\_INT\_ST** The masked interrupt status bit for the [UART\\_TX\\_DONE\\_INT](#) interrupt. (RO)

**UART\_TX\_BRK\_IDLE\_DONE\_INT\_ST** The masked interrupt status bit for the [UART\\_TX\\_BRK\\_IDLE\\_DONE\\_INT](#) interrupt. (RO)

**UART\_TX\_BRK\_DONE\_INT\_ST** The masked interrupt status bit for the [UART\\_TX\\_BRK\\_DONE\\_INT](#) interrupt. (RO)

**UART\_GLITCH\_DET\_INT\_ST** The masked interrupt status bit for the [UART\\_GLITCH\\_DET\\_INT](#) interrupt. (RO)

**UART\_SW\_XOFF\_INT\_ST** The masked interrupt status bit for the [UART\\_SW\\_XOFF\\_INT](#) interrupt. (RO)

**UART\_SW\_XON\_INT\_ST** The masked interrupt status bit for the [UART\\_SW\\_XON\\_INT](#) interrupt. (RO)

**UART\_RXFIFO\_TOUT\_INT\_ST** The masked interrupt status bit for the [UART\\_RXFIFO\\_TOUT\\_INT](#) interrupt. (RO)

**UART\_BRK\_DET\_INT\_ST** The masked interrupt status bit for the [UART\\_BRK\\_DET\\_INT](#) interrupt. (RO)

**UART\_CTS\_CHG\_INT\_ST** The masked interrupt status bit for the [UART\\_CTS\\_CHG\\_INT](#) interrupt. (RO)

**UART\_DSR\_CHG\_INT\_ST** The masked interrupt status bit for the [UART\\_DSR\\_CHG\\_INT](#) interrupt. (RO)

**UART\_RXFIFO\_OVF\_INT\_ST** The masked interrupt status bit for the [UART\\_RXFIFO\\_OVF\\_INT](#) interrupt. (RO)

**UART\_FRM\_ERR\_INT\_ST** The masked interrupt status bit for the [UART\\_FRM\\_ERR\\_INT](#) interrupt. (RO)

**UART\_PARITY\_ERR\_INT\_ST** The masked interrupt status bit for the [UART\\_PARITY\\_ERR\\_INT](#) interrupt. (RO)

**UART\_TXFIFO\_EMPTY\_INT\_ST** The masked interrupt status bit for the [UART\\_TXFIFO\\_EMPTY\\_INT](#) interrupt. (RO)

**UART\_RXFIFO\_FULL\_INT\_ST** The masked interrupt status bit for [UART\\_RXFIFO\\_FULL\\_INT](#). (RO)

Register 9.4: UART\_INT\_ENA\_REG (0xC)

(reserved)																UART_AT_CMD_CHAR_DET_INT_ENA UART_RS485_CLASH_INT_ENA UART_RS485_FRM_ERR_INT_ENA UART_RS485_PARITY_ERR_INT_ENA UART_TX_DONE_INT_ENA UART_TX_BRK_IDLE_DONE_INT_ENA UART_TX_BRK_DONE_INT_ENA UART_GLITCH_DET_INT_ENA UART_SW_XOFF_INT_ENA UART_SW_XON_INT_ENA UART_RXFIFO_TOUT_INT_ENA UART_BRK_DET_INT_ENA UART_CTS_CHG_INT_ENA UART_DSR_CHG_INT_ENA UART_RXFIFO_OVF_INT_ENA UART_FRM_ERR_INT_ENA UART_PARITY_ERR_INT_ENA UART_TXFIFO_EMPTY_INT_ENA UART_RXFIFO_FULL_INT_ENA																																				
31																19																18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
0																0																0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**UART\_AT\_CMD\_CHAR\_DET\_INT\_ENA** The interrupt enable bit for the [UART\\_AT\\_CMD\\_CHAR\\_DET\\_INT](#) interrupt. (R/W)

**UART\_RS485\_CLASH\_INT\_ENA** The interrupt enable bit for the [UART\\_RS485\\_CLASH\\_INT](#) interrupt. (R/W)

**UART\_RS485\_FRM\_ERR\_INT\_ENA** The interrupt enable bit for the [UART\\_RS485\\_FRM\\_ERR\\_INT](#) interrupt. (R/W)

**UART\_RS485\_PARITY\_ERR\_INT\_ENA** The interrupt enable bit for the [UART\\_RS485\\_PARITY\\_ERR\\_INT](#) interrupt. (R/W)

**UART\_TX\_DONE\_INT\_ENA** The interrupt enable bit for the [UART\\_TX\\_DONE\\_INT](#) interrupt. (R/W)

**UART\_TX\_BRK\_IDLE\_DONE\_INT\_ENA** The interrupt enable bit for the [UART\\_TX\\_BRK\\_IDLE\\_DONE\\_INT](#) interrupt. (R/W)

**UART\_TX\_BRK\_DONE\_INT\_ENA** The interrupt enable bit for the [UART\\_TX\\_BRK\\_DONE\\_INT](#) interrupt. (R/W)

**UART\_GLITCH\_DET\_INT\_ENA** The interrupt enable bit for the [UART\\_GLITCH\\_DET\\_INT](#) interrupt. (R/W)

**UART\_SW\_XOFF\_INT\_ENA** The interrupt enable bit for the [UART\\_SW\\_XOFF\\_INT](#) interrupt. (R/W)

**UART\_SW\_XON\_INT\_ENA** The interrupt enable bit for the [UART\\_SW\\_XON\\_INT](#) interrupt. (R/W)

**UART\_RXFIFO\_TOUT\_INT\_ENA** The interrupt enable bit for the [UART\\_RXFIFO\\_TOUT\\_INT](#) interrupt. (R/W)

**UART\_BRK\_DET\_INT\_ENA** The interrupt enable bit for the [UART\\_BRK\\_DET\\_INT](#) interrupt. (R/W)

**UART\_CTS\_CHG\_INT\_ENA** The interrupt enable bit for the [UART\\_CTS\\_CHG\\_INT](#) interrupt. (R/W)

**UART\_DSR\_CHG\_INT\_ENA** The interrupt enable bit for the [UART\\_DSR\\_CHG\\_INT](#) interrupt. (R/W)

**UART\_RXFIFO\_OVF\_INT\_ENA** The interrupt enable bit for the [UART\\_RXFIFO\\_OVF\\_INT](#) interrupt. (R/W)

**UART\_FRM\_ERR\_INT\_ENA** The interrupt enable bit for the [UART\\_FRM\\_ERR\\_INT](#) interrupt. (R/W)

**UART\_PARITY\_ERR\_INT\_ENA** The interrupt enable bit for the [UART\\_PARITY\\_ERR\\_INT](#) interrupt. (R/W)

**UART\_TXFIFO\_EMPTY\_INT\_ENA** The interrupt enable bit for the [UART\\_TXFIFO\\_EMPTY\\_INT](#) interrupt. (R/W)

**UART\_RXFIFO\_FULL\_INT\_ENA** The interrupt enable bit for the [UART\\_RXFIFO\\_FULL\\_INT](#) interrupt. (R/W)

Register 9.5: UART\_INT\_CLR\_REG (0x10)

(reserved)																			UART_AT_CMD_CHAR_DET_INT_CLR UART_RS485_CLASH_INT_CLR UART_RS485_FRM_ERR_INT_CLR UART_RS485_PARITY_ERR_INT_CLR UART_TX_DONE_INT_CLR UART_TX_BRK_IDLE_DONE_INT_CLR UART_GLITCH_DET_INT_CLR UART_SW_XOFF_INT_CLR UART_SW_XON_INT_CLR UART_BRK_TOUT_INT_CLR UART_CTS_CHG_INT_CLR UART_DSR_CHG_INT_CLR UART_RXFIFO_OVF_INT_CLR UART_FRM_ERR_INT_CLR UART_PARITY_ERR_INT_CLR UART_TXFIFO_EMPTY_INT_CLR UART_RXFIFO_FULL_INT_CLR																			
31																			19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset									

**UART\_AT\_CMD\_CHAR\_DET\_INT\_CLR** Set this bit to clear the [UART\\_AT\\_CMD\\_CHAR\\_DET\\_INT](#) interrupt. (WO)

**UART\_RS485\_CLASH\_INT\_CLR** Set this bit to clear the [UART\\_RS485\\_CLASH\\_INT](#) interrupt. (WO)

**UART\_RS485\_FRM\_ERR\_INT\_CLR** Set this bit to clear the [UART\\_RS485\\_FRM\\_ERR\\_INT](#) interrupt. (WO)

**UART\_RS485\_PARITY\_ERR\_INT\_CLR** Set this bit to clear the [UART\\_RS485\\_PARITY\\_ERR\\_INT](#) interrupt. (WO)

**UART\_TX\_DONE\_INT\_CLR** Set this bit to clear the [UART\\_TX\\_DONE\\_INT](#) interrupt. (WO)

**UART\_TX\_BRK\_IDLE\_DONE\_INT\_CLR** Set this bit to clear the [UART\\_TX\\_BRK\\_IDLE\\_DONE\\_INT](#) interrupt. (WO)

**UART\_TX\_BRK\_DONE\_INT\_CLR** Set this bit to clear the [UART\\_TX\\_BRK\\_DONE\\_INT](#) interrupt. (WO)

**UART\_GLITCH\_DET\_INT\_CLR** Set this bit to clear the [UART\\_GLITCH\\_DET\\_INT](#) interrupt. (WO)

**UART\_SW\_XOFF\_INT\_CLR** Set this bit to clear the [UART\\_SW\\_XOFF\\_INT](#) interrupt. (WO)

**UART\_SW\_XON\_INT\_CLR** Set this bit to clear the [UART\\_SW\\_XON\\_INT](#) interrupt. (WO)

**UART\_RXFIFO\_TOUT\_INT\_CLR** Set this bit to clear the [UART\\_RXFIFO\\_TOUT\\_INT](#) interrupt. (WO)

**UART\_BRK\_DET\_INT\_CLR** Set this bit to clear the [UART\\_BRK\\_DET\\_INT](#) interrupt. (WO)

**UART\_CTS\_CHG\_INT\_CLR** Set this bit to clear the [UART\\_CTS\\_CHG\\_INT](#) interrupt. (WO)

**UART\_DSR\_CHG\_INT\_CLR** Set this bit to clear the [UART\\_DSR\\_CHG\\_INT](#) interrupt. (WO)

**UART\_RXFIFO\_OVF\_INT\_CLR** Set this bit to clear the [UART\\_RXFIFO\\_OVF\\_INT](#) interrupt. (WO)

**UART\_FRM\_ERR\_INT\_CLR** Set this bit to clear the [UART\\_FRM\\_ERR\\_INT](#) interrupt. (WO)

**UART\_PARITY\_ERR\_INT\_CLR** Set this bit to clear the [UART\\_PARITY\\_ERR\\_INT](#) interrupt. (WO)

**UART\_TXFIFO\_EMPTY\_INT\_CLR** Set this bit to clear the [UART\\_TXFIFO\\_EMPTY\\_INT](#) interrupt. (WO)

**UART\_RXFIFO\_FULL\_INT\_CLR** Set this bit to clear the [UART\\_RXFIFO\\_FULL\\_INT](#) interrupt. (WO)

Register 9.6: UART\_CLKDIV\_REG (0x14)

(reserved)								UART_CLKDIV_FRAG				UART_CLKDIV											
31								24	23	20	19												0
0	0	0	0	0	0	0	0	0	0x00			0x0002B6											Reset

**UART\_CLKDIV\_FRAG** The decimal part of the frequency divider factor. (R/W)

**UART\_CLKDIV** The integral part of the frequency divider factor. (R/W)

Register 9.7: UART\_AUTOBAUD\_REG (0x18)

(reserved)																UART_GLITCH_FILT								(reserved)								UART_AUTOBAUD_EN																																																																																																															
31																16																15								8								7								1								0																																																																															
0																0																0								0								0								0								0								0								0x010								0								0								0								0								0								0								Reset							

**UART\_GLITCH\_FILT** When the input pulse width is lower than this value, the pulse is ignored. This register is used in the autobauding process. (R/W)

**UART\_AUTOBAUD\_EN** This is the enable bit for autobaud. (R/W)

Register 9.8: UART\_STATUS\_REG (0x1C)

UART_TXD			UART_RTSN			UART_DTRN (reserved)			UART_ST_UTX_OUT								UART_TXFIFO_CNT								UART_RXD				UART_CTSN				UART_DSRN (reserved)				UART_ST_URX_OUT								UART_RXFIFO_CNT																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
31	30	29	28	27	24								23	16								15	14	13	12	11	8								7	0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
0x000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**UART\_TXD** This bit represents the level of the internal UART RxD signal. (RO)

**UART\_RTSN** This bit corresponds to the level of the internal UART CTS signal. (RO)

**UART\_DTRN** This bit corresponds to the level of the internal UAR DSR signal. (RO)

**UART\_ST\_UTX\_OUT** This register stores the state of the transmitter's finite state machine. 0: TX\_IDLE; 1: TX\_STRT; 2: TX\_DAT0; 3: TX\_DAT1; 4: TX\_DAT2; 5: TX\_DAT3; 6: TX\_DAT4; 7: TX\_DAT5; 8: TX\_DAT6; 9: TX\_DAT7; 10: TX\_PRTY; 11: TX\_STP1; 12: TX\_STP2; 13: TX\_DL0; 14: TX\_DL1. (RO)

**UART\_TXFIFO\_CNT** (tx\_mem\_cnt, txfifo\_cnt) stores the number of bytes of valid data in transmit-FIFO. tx\_mem\_cnt stores the three most significant bits, txfifo\_cnt stores the eight least significant bits. (RO)

**UART\_RXD** This bit corresponds to the level of the internal UART RxD signal. (RO)

**UART\_CTSN** This bit corresponds to the level of the internal UART CTS signal. (RO)

**UART\_DSRN** This bit corresponds to the level of the internal UAR DSR signal. (RO)

**UART\_ST\_URX\_OUT** This register stores the value of the receiver's finite state machine. 0: RX\_IDLE; 1: RX\_STRT; 2: RX\_DAT0; 3: RX\_DAT1; 4: RX\_DAT2; 5: RX\_DAT3; 6: RX\_DAT4; 7: RX\_DAT5; 8: RX\_DAT6; 9: RX\_DAT7; 10: RX\_PRTY; 11: RX\_STP1; 12: RX\_STP2; 13: RX\_DL1. (RO)

**UART\_RXFIFO\_CNT** (rx\_mem\_cnt, rxfifo\_cnt) stores the number of bytes of valid data in the receive-FIFO. rx\_mem\_cnt register stores the three most significant bits, rxfifo\_cnt stores the eight least significant bits. (RO)

### Register 9.9: UART\_CONF0\_REG (0x20)

31	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1		3	0	0	Reset

**UART\_TICK\_REF\_ALWAYS\_ON** This register is used to select the clock; 1: APB clock; 0: REF\_TICK. (R/W)

**UART\_DTR\_INV** Set this bit to invert the level of the UART DTR signal. (R/W)

**UART\_RTS\_INV** Set this bit to invert the level of the UART RTS signal. (R/W)

**UART\_TXD\_INV** Set this bit to invert the level of the UART TxD signal. (R/W)

**UART\_DSR\_INV** Set this bit to invert the level of the UART DSR signal. (R/W)

**UART\_CTS\_INV** Set this bit to invert the level of the UART CTS signal. (R/W)

**UART\_RXD\_INV** Set this bit to invert the level of the UART Rxd signal. (R/W)

**UART\_TXFIFO\_RST** Set this bit to reset the UART transmit-FIFO. (R/W)

**UART\_RXFIFO\_RST** Set this bit to reset the UART receive-FIFO. (R/W)

**UART\_IRDA\_EN** Set this bit to enable the IrDA protocol. (R/W)

**UART\_TX\_FLOW\_EN** Set this bit to enable the flow control function for the transmitter. (R/W)

**UART\_LOOPBACK** Set this bit to enable the UART loopback test mode. (R/W)

**UART\_IRDA\_RX\_INV** Set this bit to invert the level of the IrDA receiver. (R/W)

**UART\_IRDA\_TX\_INV** Set this bit to invert the level of the IrDA transmitter. (R/W)

**UART\_IRDA\_WCTL** 1: The IrDA transmitter's 11th bit is the same as its 10th bit; 0: set IrDA transmitter's 11th bit to 0. (R/W)

**UART\_IRDA\_TX\_EN** This is the start enable bit of the IrDA transmitter. (R/W)

**UART\_IRDA\_DPLX** Set this bit to enable the IrDA loopback mode. (R/W)

**UART\_TXD\_BRK** Set this bit to enable the transmitter to send NULL, when the process of sending data is completed. (R/W)

**UART\_SW\_DTR** This register is used to configure the software DTR signal used in software flow control. (R/W)

**UART\_SW\_RTS** This register is used to configure the software RTS signal used in software flow control. (R/W)

**UART\_STOP\_BIT\_NUM** This register is used to set the length of the stop bit; 1: 1 bit, 2: 1.5 bits. (R/W)

**UART\_BIT\_NUM** This register is used to set the length of data; 0: 5 bits, 1: 6 bits, 2: 7 bits, 3: 8 bits. (R/W)

**UART\_PARITY\_EN** Set this bit to enable the UART parity check. (R/W)

**UART\_PARITY** This register is used to configure the parity check mode; 0: even, 1: odd. (R/W)

Register 9.10: UART\_CONF1\_REG (0x24)

UART_RX_TOUT_EN										UART_RX_TOUT_THRHD										UART_RX_FLOW_EN										UART_RX_FLOW_THRHD										(reserved)										UART_TXFIFO_EMPTY_THRHD										(reserved)										UART_RXFIFO_FULL_THRHD									
31	30							24	23	22							16	15	14							8	7	6	0																																																		
0	0	0	0	0	0	0	0	0	0x00							0	0x60							0	0x60							Reset																																															

Reset

**UART\_RX\_TOUT\_EN** This is the enable bit for the UART receive-timeout function. (R/W)

**UART\_RX\_TOUT\_THRHD** This register is used to configure the UART receiver's timeout value when receiving a byte. (R/W)

**UART\_RX\_FLOW\_EN** This is the flow enable bit of the UART receiver; 1: choose software flow control by configuring the sw\_rts signal; 0: disable software flow control. (R/W)

**UART\_RX\_FLOW\_THRHD** When the receiver gets more data than its threshold value, the receiver produces a signal that tells the transmitter to stop transferring data. The threshold value is (rx\_flow\_thrhd\_h3, rx\_flow\_thrhd). (R/W)

**UART\_TXFIFO\_EMPTY\_THRHD** When the data amount in transmit-FIFO is less than its threshold value, it will produce a TXFIFO\_EMPTY\_INT\_RAW interrupt. The threshold value is (tx\_mem\_empty\_thrhd, txfifo\_empty\_thrhd). (R/W)

**UART\_RXFIFO\_FULL\_THRHD** When the receiver gets more data than its threshold value, the receiver will produce an RXFIFO\_FULL\_INT\_RAW interrupt. The threshold value is (rx\_flow\_thrhd\_h3, rxfifo\_full\_thrhd). (R/W)

Register 9.11: UART\_LOWPULSE\_REG (0x28)

(reserved)																UART_LOWPULSE_MIN_CNT														
3120																190														
0000000000000000																0x0FFFF														Reset

Reset

**UART\_LOWPULSE\_MIN\_CNT** This register stores the value of the minimum duration of the low-level pulse. It is used in the baud rate detection process. (RO)

## 207



**UART\_RXD\_EDGE\_CNT** This register stores the count of the RxD edge change. It is used in the baud rate detection process. (RO)

## 207



**UART\_SEND\_XOFF** Hardware auto-clear; set to 1 to send Xoff char. (R/W)

**UART\_SEND\_XON** Hardware auto-clear; set to 1 to send Xon char. (R/W)

**UART\_FORCE\_XOFF** Set this bit to set the CTSn and enable the transmitter to continue sending data. (R/W)

**UART\_FORCE\_XON** Set this bit to clear the CTSn and stop the transmitter from sending data. (R/W)

**UART\_XONOFF\_DEL** Set this bit to remove the flow-control char from the received data. (R/W)

**UART\_SW\_FLOW\_CON\_EN** Set this bit to enable software flow control. It is used with register `sw_xon` or `sw_xoff`. (R/W)





**Register 9.15: UART\_SLEEP\_CONF\_REG (0x38)**

(reserved)																				UART_ACTIVE_THRESHOLD																					
31																				10										9											0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																				0x0F0											Reset										

**UART\_ACTIVE\_THRESHOLD** When the input RxD edge changes more times than what this register indicates, the system emerges from Light-sleep mode and becomes active. (R/W)

**Register 9.16: UART\_SWFC\_CONF\_REG (0x3C)**

UART_XOFF_CHAR										UART_XON_CHAR										UART_XOFF_THRESHOLD										UART_XON_THRESHOLD										
3124231615870																																								
0x013										0x011										0x0E0										0x000										Reset

**UART\_XOFF\_CHAR** This register stores the Xoff flow control char. (R/W)

**UART\_XON\_CHAR** This register stores the Xon flow control char. (R/W)

**UART\_XOFF\_THRESHOLD** When the data amount in receive-FIFO is less than what this register indicates, it will send an Xon char, with uart\_sw\_flow\_con\_en set to 1. (R/W)

**UART\_XON\_THRESHOLD** When the data amount in receive-FIFO is more than what this register indicates, it will send an Xoff char, with uart\_sw\_flow\_con\_en set to 1. (R/W)

**Register 9.17: UART\_IDLE\_CONF\_REG (0x40)**

(reserved)				UART_TX_BRK_NUM				UART_TX_IDLE_NUM				UART_RX_IDLE_THRHD			
31	28	27	20	19	10	9	0								
0	0	0	0	0x00A	0x100	0x100									Reset

**UART\_TX\_BRK\_NUM** This register is used to configure the number of zeros (0) sent, after the process of sending data is completed. It is active when txd\_brk is set to 1. (R/W)

**UART\_TX\_IDLE\_NUM** This register is used to configure the duration between transfers. (R/W)

**UART\_RX\_IDLE\_THRHD** When the receiver takes more time to receive Byte data than what this register indicates, it will produce a frame-end signal. (R/W)

**Register 9.18: UART\_RS485\_CONF\_REG (0x44)**

(reserved)																				UART_RS485_TX_DLY_NUM				UART_RS485_RX_DLY_NUM				UART_RS485RXBY_TX_EN				UART_RS485TX_RX_EN				UART_DL1_EN				UART_DL0_EN				UART_RS485_EN																			
31																				10				9				6				5				4				3				2				1				0											
0																				0				0				0				0				0				0				0				0				0				0				Reset			

**UART\_RS485\_TX\_DLY\_NUM** This register is used to delay the transmitter's internal data signal. (R/W)

**UART\_RS485\_RX\_DLY\_NUM** This register is used to delay the receiver's internal data signal. (R/W)

**UART\_RS485RXBY\_TX\_EN** 1: enable the RS-485 transmitter to send data, when the RS-485 receiver line is busy; 0: the RS-485 transmitter should not send data, when its receiver is busy. (R/W)

**UART\_RS485TX\_RX\_EN** Set this bit to enable the transmitter's output signal loop back to the receiver's input signal. (R/W)

**UART\_DL1\_EN** Set this bit to delay the STOP bit by 1 bit. (R/W)

**UART\_DL0\_EN** Set this bit to delay the STOP bit by 1 bit. (R/W)

**UART\_RS485\_EN** Set this bit to choose the RS-485 mode. (R/W)

**Register 9.19: UART\_AT\_CMD\_PRECNT\_REG (0x48)**

(reserved)								UART_PRE_IDLE_NUM																					
3124								230																					
00000000								0x0186A00																					
Reset																													

**UART\_PRE\_IDLE\_NUM** This register is used to configure the idle-time duration before the first at\_cmd is received by the receiver. When the duration is less than what this register indicates, it will not take the next data received as an at\_cmd char. (R/W)

**Register 9.20: UART\_AT\_CMD\_POSTCNT\_REG (0x4c)**

(reserved)								UART_POST_IDLE_NUM																																																															
31								24								23																						0																																	
0								0								0								0								0								0								0								0x0186A00								Reset							

**UART\_POST\_IDLE\_NUM** This register is used to configure the duration between the last at\_cmd and the next data. When the duration is less than what this register indicates, it will not take the previous data as an at\_cmd char. (R/W)

**Register 9.21: UART\_AT\_CMD\_GAP\_TOUT\_REG (0x50)**

(reserved)								UART_RX_GAP_TOUT																					
3124								230																					
00000000								0x0001E00Reset																					

**UART\_RX\_GAP\_TOUT** This register is used to configure the duration between the at\_cmd chars. When the duration is less than what this register indicates, it will not take the data as continuous at\_cmd chars. (R/W)

**Register 9.22: UART\_AT\_CMD\_CHAR\_REG (0x54)**

(reserved)																UART_CHAR_NUM								UART_AT_CMD_CHAR																															
31																16								15								8								7								0							
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																0x003								0x02B								Reset																							

**UART\_CHAR\_NUM** This register is used to configure the number of continuous at\_cmd chars received by the receiver. (R/W)

**UART\_AT\_CMD\_CHAR** This register is used to configure the content of an at\_cmd char. (R/W)

**Register 9.23: UART\_MEM\_CONF\_REG (0x58)**

(reserved)																UART_TX_MEM_EMPTY_THRHD																UART_RX_MEM_FULL_THRHD																UART_XOFF_THRESHOLD_H2																UART_XON_THRESHOLD_H2																UART_RX_TOUT_THRHD_H3																UART_RX_FLOW_THRHD_H3																(reserved)																UART_TX_SIZE																UART_RX_SIZE																(reserved)																UART_MEM_PD															
31	30			28	27			25	24	23	22	21	20			18	17			15	14			11	10			7	6			3	2	1	0																																																																																																																																																												
0	0x0			0x0			0x0			0x0			0x0			0x0			0x0			0	0	0	0	0x01			0x01			0	0	0	Reset																																																																																																																																																												

**UART\_TX\_MEM\_EMPTY\_THRHD** Refer to the description of txfifo\_empty\_thrhd. (R/W)

**UART\_RX\_MEM\_FULL\_THRHD** Refer to the description of rxfifo\_full\_thrhd. (R/W)

**UART\_XOFF\_THRESHOLD\_H2** Refer to the description of uart\_xoff\_threshold. (R/W)

**UART\_XON\_THRESHOLD\_H2** Refer to the description of uart\_xon\_threshold. (R/W)

**UART\_RX\_TOUT\_THRHD\_H3** Refer to the description of rx\_tout\_thrhd. (R/W)

**UART\_RX\_FLOW\_THRHD\_H3** Refer to the description of rx\_flow\_thrhd. (R/W)

**UART\_TX\_SIZE** This register is used to configure the amount of memory allocated to the transmit-FIFO. The default number is 128 bytes. (R/W)

**UART\_RX\_SIZE** This register is used to configure the amount of memory allocated to the receive-FIFO. The default number is 128 bytes. (R/W)

**UART\_MEM\_PD** Set this bit to power down the memory. When the reg\_mem\_pd register is set to 1 for all UART controllers, Memory will enter the low-power mode. (R/W)

**Register 9.24: UART\_MEM\_CNT\_STATUS\_REG (0x64)**

(reserved)																UART_TX_MEM_CNT			UART_RX_MEM_CNT		
31															6	5	3	2	0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**UART\_TX\_MEM\_CNT** Refer to the description of txfifo\_cnt. (RO)

**UART\_RX\_MEM\_CNT** Refer to the description of rxfifo\_cnt. (RO)

**Register 9.25: UART\_POSPULSE\_REG (0x68)**

(reserved)												UART_POSEDGE_MIN_CNT																															
31												20												19																			0
0 0 0 0 0 0 0 0 0 0 0 0												0x0FFFFFFF																			Reset												

**UART\_POSEDGE\_MIN\_CNT** This register stores the count of Rx D positive edges. It is used in the autobaud detection process. (RO)

**Register 9.26: UART\_NEGPULSE\_REG (0x6c)**

(reserved)												UART_NEGEDGE_MIN_CNT																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														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**UART\_NEGEDGE\_MIN\_CNT** This register stores the count of Rx D negative edges. It is used in the autobaud detection process. (RO)

## 213



**UHCI\_UART0\_CE** Set this bit to use UART and transmit or receive data. (R/W)

Register 9.28: UHCI\_INT\_RAW\_REG (0x4)

(reserved)																UHCI_OUT_TOTAL_EOF_INT_RAW UHCI_OUTLINK_EOF_ERR_INT_RAW UHCI_IN_DSCR_EMPTY_INT_RAW UHCI_OUT_DSCR_ERR_INT_RAW UHCI_OUT_EOF_INT_RAW UHCI_IN_DONE_INT_RAW UHCI_IN_ERR_EOF_INT_RAW UHCI_IN_SUC_EOF_INT_RAW UHCI_IN_DONE_INT_RAW UHCI_TX_HUNG_INT_RAW UHCI_RX_HUNG_INT_RAW UHCI_TX_START_INT_RAW UHCI_RX_START_INT_RAW															
31																14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					

**UHCI\_OUT\_TOTAL\_EOF\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (RO)

**UHCI\_OUTLINK\_EOF\_ERR\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_OUTLINK\\_EOF\\_ERR\\_INT](#) interrupt. (RO)

**UHCI\_IN\_DSCR\_EMPTY\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_IN\\_DSCR\\_EMPTY\\_INT](#) interrupt. (RO)

**UHCI\_OUT\_DSCR\_ERR\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_OUT\\_DSCR\\_ERR\\_INT](#) interrupt. (RO)

**UHCI\_IN\_DSCR\_ERR\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_IN\\_DSCR\\_ERR\\_INT](#) interrupt. (RO)

**UHCI\_OUT\_EOF\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_OUT\\_EOF\\_INT](#) interrupt. (RO)

**UHCI\_OUT\_DONE\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_OUT\\_DONE\\_INT](#) interrupt. (RO)

**UHCI\_IN\_ERR\_EOF\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_IN\\_ERR\\_EOF\\_INT](#) interrupt. (RO)

**UHCI\_IN\_SUC\_EOF\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (RO)

**UHCI\_IN\_DONE\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_IN\\_DONE\\_INT](#) interrupt. (RO)

**UHCI\_TX\_HUNG\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_TX\\_HUNG\\_INT](#) interrupt. (RO)

**UHCI\_RX\_HUNG\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_RX\\_HUNG\\_INT](#) interrupt. (RO)

**UHCI\_TX\_START\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_TX\\_START\\_INT](#) interrupt. (RO)

**UHCI\_RX\_START\_INT\_RAW** The raw interrupt status bit for the [UHCI\\_RX\\_START\\_INT](#) interrupt. (RO)

Register 9.29: UHCI\_INT\_ST\_REG (0x8)

(reserved)																																UHCI_DMA_INFO_FIFO_FULL_WM_INT_ST UHCI_SEND_A_REG_Q_INT_ST UHCI_SEND_S_REG_Q_INT_ST UHCI_OUT_TOTAL_EOF_INT_ST UHCI_OUTLINK_EOF_ERR_INT_ST UHCI_IN_DSCR_EMPTY_INT_ST UHCI_OUT_DSCR_ERR_INT_ST UHCI_OUT_EOF_INT_ST UHCI_IN_DONE_INT_ST UHCI_IN_ERR_EOF_INT_ST UHCI_IN_SUC_EOF_INT_ST UHCI_TX_HUNG_INT_ST UHCI_RX_HUNG_INT_ST UHCI_TX_START_INT_ST UHCI_RX_START_INT_ST																		
31																17																16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
0																0																0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**UHCI\_SEND\_A\_REG\_Q\_INT\_ST** The masked interrupt status bit for the [UHCI\\_SEND\\_A\\_REG\\_Q\\_INT](#) interrupt. (RO)

**UHCI\_SEND\_S\_REG\_Q\_INT\_ST** The masked interrupt status bit for the [UHCI\\_SEND\\_S\\_REG\\_Q\\_INT](#) interrupt. (RO)

**UHCI\_OUT\_TOTAL\_EOF\_INT\_ST** The masked interrupt status bit for the [UHCI\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (RO)

**UHCI\_OUTLINK\_EOF\_ERR\_INT\_ST** The masked interrupt status bit for the [UHCI\\_OUTLINK\\_EOF\\_ERR\\_INT](#) interrupt. (RO)

**UHCI\_IN\_DSCR\_EMPTY\_INT\_ST** The masked interrupt status bit for the [UHCI\\_IN\\_DSCR\\_EMPTY\\_INT](#) interrupt. (RO)

**UHCI\_OUT\_DSCR\_ERR\_INT\_ST** The masked interrupt status bit for the [UHCI\\_OUT\\_DSCR\\_ERR\\_INT](#) interrupt. (RO)

**UHCI\_IN\_DSCR\_ERR\_INT\_ST** The masked interrupt status bit for the [UHCI\\_IN\\_DSCR\\_ERR\\_INT](#) interrupt. (RO)

**UHCI\_OUT\_EOF\_INT\_ST** The masked interrupt status bit for the [UHCI\\_OUT\\_EOF\\_INT](#) interrupt. (RO)

**UHCI\_OUT\_DONE\_INT\_ST** The masked interrupt status bit for the [UHCI\\_OUT\\_DONE\\_INT](#) interrupt. (RO)

**UHCI\_IN\_ERR\_EOF\_INT\_ST** The masked interrupt status bit for the [UHCI\\_IN\\_ERR\\_EOF\\_INT](#) interrupt. (RO)

**UHCI\_IN\_SUC\_EOF\_INT\_ST** The masked interrupt status bit for the [UHCI\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (RO)

**UHCI\_IN\_DONE\_INT\_ST** The masked interrupt status bit for the [UHCI\\_IN\\_DONE\\_INT](#) interrupt. (RO)

**UHCI\_TX\_HUNG\_INT\_ST** The masked interrupt status bit for the [UHCI\\_TX\\_HUNG\\_INT](#) interrupt. (RO)

**UHCI\_RX\_HUNG\_INT\_ST** The masked interrupt status bit for the [UHCI\\_RX\\_HUNG\\_INT](#) interrupt. (RO)

**UHCI\_TX\_START\_INT\_ST** The masked interrupt status bit for the [UHCI\\_TX\\_START\\_INT](#) interrupt. (RO)

**UHCI\_RX\_START\_INT\_ST** The masked interrupt status bit for the [UHCI\\_RX\\_START\\_INT](#) interrupt. (RO)



Register 9.30: UHCI\_INT\_ENA\_REG (0xC)

(reserved)																UHCI_DMA_INFO_FULL_WM_INT_ENA UHCI_SEND_A_REG_Q_INT_ENA UHCI_SEND_S_REG_Q_INT_ENA UHCI_OUT_TOTAL_EOF_INT_ENA UHCI_OUTLINK_EOF_ERR_INT_ENA UHCI_IN_DSCR_EMPTY_INT_ENA UHCI_OUT_DSCR_ERR_INT_ENA UHCI_OUT_EOF_INT_ENA UHCI_IN_ERR_EOF_INT_ENA UHCI_IN_SUC_EOF_INT_ENA UHCI_IN_DONE_INT_ENA UHCI_TX_HUNG_INT_ENA UHCI_RX_HUNG_INT_ENA UHCI_TX_START_INT_ENA UHCI_RX_START_INT_ENA																	
31																17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset							

**UHCI\_SEND\_A\_REG\_Q\_INT\_ENA** The interrupt enable bit for the [UHCI\\_SEND\\_A\\_REG\\_Q\\_INT](#) interrupt. (R/W)

**UHCI\_SEND\_S\_REG\_Q\_INT\_ENA** The interrupt enable bit for the [UHCI\\_SEND\\_S\\_REG\\_Q\\_INT](#) interrupt. (R/W)

**UHCI\_OUT\_TOTAL\_EOF\_INT\_ENA** The interrupt enable bit for the [UHCI\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (R/W)

**UHCI\_OUTLINK\_EOF\_ERR\_INT\_ENA** The interrupt enable bit for the [UHCI\\_OUTLINK\\_EOF\\_ERR\\_INT](#) interrupt. (R/W)

**UHCI\_IN\_DSCR\_EMPTY\_INT\_ENA** The interrupt enable bit for the [UHCI\\_IN\\_DSCR\\_EMPTY\\_INT](#) interrupt. (R/W)

**UHCI\_OUT\_DSCR\_ERR\_INT\_ENA** The interrupt enable bit for the [UHCI\\_OUT\\_DSCR\\_ERR\\_INT](#) interrupt. (R/W)

**UHCI\_IN\_DSCR\_ERR\_INT\_ENA** The interrupt enable bit for the [UHCI\\_IN\\_DSCR\\_ERR\\_INT](#) interrupt. (R/W)

**UHCI\_OUT\_EOF\_INT\_ENA** The interrupt enable bit for the [UHCI\\_OUT\\_EOF\\_INT](#) interrupt. (R/W)

**UHCI\_OUT\_DONE\_INT\_ENA** The interrupt enable bit for the [UHCI\\_OUT\\_DONE\\_INT](#) interrupt. (R/W)

**UHCI\_IN\_ERR\_EOF\_INT\_ENA** The interrupt enable bit for the [UHCI\\_IN\\_ERR\\_EOF\\_INT](#) interrupt. (R/W)

**UHCI\_IN\_SUC\_EOF\_INT\_ENA** The interrupt enable bit for the [UHCI\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (R/W)

**UHCI\_IN\_DONE\_INT\_ENA** The interrupt enable bit for the [UHCI\\_IN\\_DONE\\_INT](#) interrupt. (R/W)

**UHCI\_TX\_HUNG\_INT\_ENA** The interrupt enable bit for the [UHCI\\_TX\\_HUNG\\_INT](#) interrupt. (R/W)

**UHCI\_RX\_HUNG\_INT\_ENA** The interrupt enable bit for the [UHCI\\_RX\\_HUNG\\_INT](#) interrupt. (R/W)

**UHCI\_TX\_START\_INT\_ENA** The interrupt enable bit for the [UHCI\\_TX\\_START\\_INT](#) interrupt. (R/W)

**UHCI\_RX\_START\_INT\_ENA** The interrupt enable bit for the [UHCI\\_RX\\_START\\_INT](#) interrupt. (R/W)

Register 9.31: UHCI\_INT\_CLR\_REG (0x10)

(reserved)																UHCI_DMA_INFO_FULL_WM_INT_CLR UHCI_SEND_A_REG_Q_INT_CLR UHCI_SEND_S_REG_Q_INT_CLR UHCI_OUT_TOTAL_EOF_INT_CLR UHCI_OUTLINK_EOF_ERR_INT_CLR UHCI_IN_DSCR_EMPTY_INT_CLR UHCI_OUT_DSCR_ERR_INT_CLR UHCI_OUT_EOF_INT_CLR UHCI_IN_ERR_EOF_INT_CLR UHCI_IN_SUC_EOF_INT_CLR UHCI_IN_DONE_INT_CLR UHCI_TX_HUNG_INT_CLR UHCI_RX_HUNG_INT_CLR UHCI_TX_START_INT_CLR UHCI_RX_START_INT_CLR																	
31																17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset							

**UHCI\_SEND\_A\_REG\_Q\_INT\_CLR** Set this bit to clear the [UHCI\\_SEND\\_A\\_REG\\_Q\\_INT](#) interrupt. (WO)

**UHCI\_SEND\_S\_REG\_Q\_INT\_CLR** Set this bit to clear the [UHCI\\_SEND\\_S\\_REG\\_Q\\_INT](#) interrupt. (WO)

**UHCI\_OUT\_TOTAL\_EOF\_INT\_CLR** Set this bit to clear the [UHCI\\_OUT\\_TOTAL\\_EOF\\_INT](#) interrupt. (WO)

**UHCI\_OUTLINK\_EOF\_ERR\_INT\_CLR** Set this bit to clear the [UHCI\\_OUTLINK\\_EOF\\_ERR\\_INT](#) interrupt. (WO)

**UHCI\_IN\_DSCR\_EMPTY\_INT\_CLR** Set this bit to clear the [UHCI\\_IN\\_DSCR\\_EMPTY\\_INT](#) interrupt. (WO)

**UHCI\_OUT\_DSCR\_ERR\_INT\_CLR** Set this bit to clear the [UHCI\\_OUT\\_DSCR\\_ERR\\_INT](#) interrupt. (WO)

**UHCI\_IN\_DSCR\_ERR\_INT\_CLR** Set this bit to clear the [UHCI\\_IN\\_DSCR\\_ERR\\_INT](#) interrupt. (WO)

**UHCI\_OUT\_EOF\_INT\_CLR** Set this bit to clear the [UHCI\\_OUT\\_EOF\\_INT](#) interrupt. (WO)

**UHCI\_OUT\_DONE\_INT\_CLR** Set this bit to clear the [UHCI\\_OUT\\_DONE\\_INT](#) interrupt. (WO)

**UHCI\_IN\_ERR\_EOF\_INT\_CLR** Set this bit to clear the [UHCI\\_IN\\_ERR\\_EOF\\_INT](#) interrupt. (WO)

**UHCI\_IN\_SUC\_EOF\_INT\_CLR** Set this bit to clear the [UHCI\\_IN\\_SUC\\_EOF\\_INT](#) interrupt. (WO)

**UHCI\_IN\_DONE\_INT\_CLR** Set this bit to clear the [UHCI\\_IN\\_DONE\\_INT](#) interrupt. (WO)

**UHCI\_TX\_HUNG\_INT\_CLR** Set this bit to clear the [UHCI\\_TX\\_HUNG\\_INT](#) interrupt. (WO)

**UHCI\_RX\_HUNG\_INT\_CLR** Set this bit to clear the [UHCI\\_RX\\_HUNG\\_INT](#) interrupt. (WO)

**UHCI\_TX\_START\_INT\_CLR** Set this bit to clear the [UHCI\\_TX\\_START\\_INT](#) interrupt. (WO)

**UHCI\_RX\_START\_INT\_CLR** Set this bit to clear the [UHCI\\_RX\\_START\\_INT](#) interrupt. (WO)

**Register 9.32: UHCI\_DMA\_OUT\_STATUS\_REG (0x14)**

(reserved)																															UHCI_OUT_EMPTY UHCI_OUT_FULL		
31																															2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	Reset

**UHCI\_OUT\_EMPTY** 1: DMA inlink descriptor's FIFO is empty. (RO)

**UHCI\_OUT\_FULL** 1: DMA outlink descriptor's FIFO is full. (RO)

**Register 9.33: UHCI\_DMA\_OUT\_PUSH\_REG (0x18)**

(reserved)																UHCI_OUTFIFO_PUSH				(reserved)								UHCI_OUTFIFO_WDATA							
31																17	16	15					9	8								0			
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000				Reset								

**UHCI\_OUTFIFO\_PUSH** Set this bit to push data into DMA FIFO. (R/W)

**UHCI\_OUTFIFO\_WDATA** This is the data that need to be pushed into DMA FIFO. (R/W)

**Register 9.34: UHCI\_DMA\_IN\_POP\_REG (0x20)**

(reserved)																UHCI_INFIFO_POP				(reserved)								UHCI_INFIFO_RDATA												
31																17	16	15	12				11	0																
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																0	0	0	0	0				0x0000																Reset

**UHCI\_INFIFO\_POP** Set this bit to pop data from DMA FIFO. (R/W)

**UHCI\_INFIFO\_RDATA** This register stores the data popping from DMA FIFO. (RO)



**Register 9.37: UHCI\_CONF1\_REG (0x2C)**

(reserved)																															UHCI_TX_ACK_NUM_RE				UHCI_TX_CHECK_SUM_RE				(reserved)				UHCI_CHECK_SEQ_EN				UHCI_CHECK_SUM_EN			
31																															6	5	4	3	2	1	0													
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	1	Reset															

Reset

**UHCI\_TX\_ACK\_NUM\_RE** Reserved. Please initialize to 0. (R/W)**UHCI\_TX\_CHECK\_SUM\_RE** Reserved. Please initialize to 0. (R/W)**UHCI\_CHECK\_SEQ\_EN** Reserved. Please initialize to 0. (R/W)**UHCI\_CHECK\_SUM\_EN** Reserved. Please initialize to 0. (R/W)**Register 9.38: UHCI\_DMA\_OUT\_EOF\_DES\_ADDR\_REG (0x38)**

31																															0
0x00000000																															

Reset

**UHCI\_DMA\_OUT\_EOF\_DES\_ADDR\_REG** This register stores the address of the outlink descriptor when the EOF bit in this descriptor is 1. (RO)**Register 9.39: UHCI\_DMA\_IN\_SUC\_EOF\_DES\_ADDR\_REG (0x3C)**

31	0
0x00000000	

Reset

**UHCI\_DMA\_IN\_SUC\_EOF\_DES\_ADDR\_REG** This register stores the address of the inlink descriptor when the EOF bit in this descriptor is 1. (RO)**Register 9.40: UHCI\_DMA\_IN\_ERR\_EOF\_DES\_ADDR\_REG (0x40)**

31	0
0x00000000	

Reset

**UHCI\_DMA\_IN\_ERR\_EOF\_DES\_ADDR\_REG** This register stores the address of the inlink descriptor when there are some errors in this descriptor. (RO)

**Register 9.41: UHCI\_DMA\_OUT\_EOF\_BFR\_DES\_ADDR\_REG (0x44)**

31	0
0x00000000	
Reset	

**UHCI\_DMA\_OUT\_EOF\_BFR\_DES\_ADDR\_REG** This register stores the address of the outlink descriptor when there are some errors in this descriptor. (RO)

**Register 9.42: UHCI\_DMA\_IN\_DSCR\_REG (0x4C)**

31	0
0 0	
Reset	

**UHCI\_DMA\_IN\_DSCR\_REG** The address of the current inlink descriptor  $x$ . (RO)

**Register 9.43: UHCI\_DMA\_IN\_DSCR\_BF0\_REG (0x50)**

31	0
0 0	
Reset	

**UHCI\_DMA\_IN\_DSCR\_BF0\_REG** The address of the last inlink descriptor  $x-1$ . (RO)

**Register 9.44: UHCI\_DMA\_IN\_DSCR\_BF1\_REG (0x54)**

31	0
0 0	
Reset	

**UHCI\_DMA\_IN\_DSCR\_BF1\_REG** The address of the second-to-last inlink descriptor  $x-2$ . (RO)

**Register 9.45: UHCI\_DMA\_OUT\_DSCR\_REG (0x58)**

31	0
0 0	
Reset	

**UHCI\_DMA\_OUT\_DSCR\_REG** The address of the current outlink descriptor  $y$ . (RO)

**Register 9.46: UHCI\_DMA\_OUT\_DSCR\_BF0\_REG (0x5C)**

31	0
0 0	
Reset	

**UHCI\_DMA\_OUT\_DSCR\_BF0\_REG** The address of the last outlink descriptor  $y-1$ . (RO)

**Register 9.47: UHCI\_DMA\_OUT\_DSCR\_BF1\_REG (0x60)**

31																															0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**UHCI\_DMA\_OUT\_DSCR\_BF1\_REG** The address of the second-to-last outlink descriptor  $y-2$ . (RO)

**Register 9.48: UHCI\_ESCAPE\_CONF\_REG (0x64)**

(reserved)																								UHCL_RX_13_ESC_EN UHCL_RX_11_ESC_EN UHCL_RX_DB_ESC_EN UHCL_RX_C0_ESC_EN UHCL_TX_13_ESC_EN UHCL_TX_11_ESC_EN UHCL_TX_DB_ESC_EN UHCL_TX_C0_ESC_EN																
31																								8	7	6	5	4	3	2	1	0								
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	1	Reset					

**UHCI\_RX\_13\_ESC\_EN** Set this bit to enable replacing flow control char 0x13, when DMA sends data. (R/W)

**UHCI\_RX\_11\_ESC\_EN** Set this bit to enable replacing flow control char 0x11, when DMA sends data. (R/W)

**UHCI\_RX\_DB\_ESC\_EN** Set this bit to enable replacing 0xdb char, when DMA sends data. (R/W)

**UHCI\_RX\_C0\_ESC\_EN** Set this bit to enable replacing 0xc0 char, when DMA sends data. (R/W)

**UHCI\_TX\_13\_ESC\_EN** Set this bit to enable decoding flow control char 0x13, when DMA receives data. (R/W)

**UHCI\_TX\_11\_ESC\_EN** Set this bit to enable decoding flow control char 0x11, when DMA receives data. (R/W)

**UHCI\_TX\_DB\_ESC\_EN** Set this bit to enable decoding 0xdb char, when DMA receives data. (R/W)

**UHCI\_TX\_C0\_ESC\_EN** Set this bit to enable decoding 0xc0 char, when DMA receives data. (R/W)

Register 9.49: UHCI\_HUNG\_CONF\_REG (0x68)

(reserved)																UHCI_RXFIFO_TIMEOUT_ENA				UHCI_RXFIFO_TIMEOUT_SHIFT				UHCI_RXFIFO_TIMEOUT				UHCI_TXFIFO_TIMEOUT_ENA				UHCI_TXFIFO_TIMEOUT_SHIFT				UHCI_TXFIFO_TIMEOUT																																																											
31								24								23	22				20				19				12				11	10				8				7	0																																																				
0								0								0								0								0								0								1								0				0				0				0x010				1				0				0				0				0x010				Reset			

Reset

**UHCI\_RXFIFO\_TIMEOUT\_ENA** This is the enable bit for DMA send-data timeout. (R/W)

**UHCI\_RXFIFO\_TIMEOUT\_SHIFT** The tick count is cleared when its value is equal to or greater than (17'd8000»reg\_rxfifo\_timeout\_shift). (R/W)

**UHCI\_RXFIFO\_TIMEOUT** This register stores the timeout value. When DMA takes more time to read data from RAM than what this register indicates, it will produce the UHCI\_RX\_HUNG\_INT interrupt. (R/W)

**UHCI\_TXFIFO\_TIMEOUT\_ENA** The enable bit for Tx FIFO receive-data timeout (R/W)

**UHCI\_TXFIFO\_TIMEOUT\_SHIFT** The tick count is cleared when its value is equal to or greater than (17'd8000»reg\_txfifo\_timeout\_shift). (R/W)

**UHCI\_TXFIFO\_TIMEOUT** This register stores the timeout value. When DMA takes more time to receive data than what this register indicates, it will produce the UHCI\_TX\_HUNG\_INT interrupt. (R/W)

Register 9.50: UHCI\_ESC\_CONF<sub>n</sub>\_REG (*n*: 0-3) (0xB0+4\**n*)

(reserved)								UHCI_ESC_SEQ2_CHAR1								UHCI_ESC_SEQ2_CHAR0								UHCI_ESC_SEQ2								
312423								1615								87								0								
00000000								0x0DF								0x0DB								0x013								Reset

Reset

**UHCI\_ESC\_SEQ2\_CHAR1** This register stores the second char used to replace the reg\_esc\_seq2 in data. (R/W)

**UHCI\_ESC\_SEQ2\_CHAR0** This register stores the first char used to replace the reg\_esc\_seq2 in data. (R/W)

**UHCI\_ESC\_SEQ2** This register stores the flow\_control char to turn off the flow\_control. (R/W)



## 10. LED\_PWM

### 10.1 Introduction

The LED\_PWM controller is primarily designed to control the intensity of LEDs, although it can be used to generate PWM signals for other purposes as well. It has 16 channels which can generate independent waveforms that can be used to drive RGB LED devices. For maximum flexibility, the high-speed as well as the low-speed channels can be driven from one of four high-speed/low-speed timers. The PWM controller also has the ability to automatically increase or decrease the duty cycle gradually, allowing for fades without any processor interference. To increase resolution, the LED\_PWM controller is also able to dither between two values, when a fractional PWM value is configured.

The LED\_PWM controller has eight high-speed and eight low-speed PWM generators. In this document, they will be referred to as `hschn` and `lschn`, respectively. These channels can be driven from four timers which will be indicated by `h_timerx` and `l_timerx`.

### 10.2 Functional Description

#### 10.2.1 Architecture

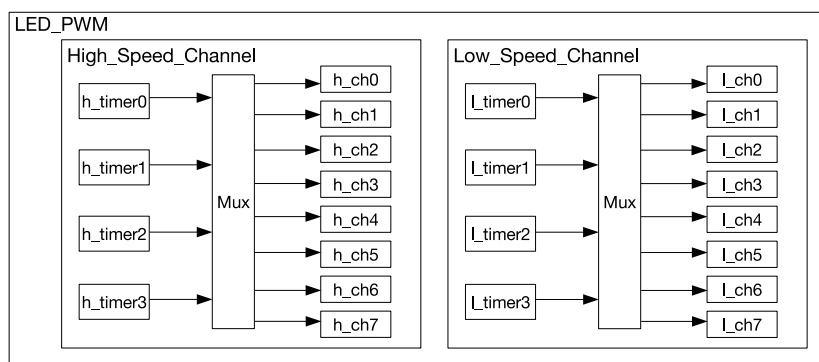


Figure 59: LED\_PWM Architecture

Figure 59 shows the architecture of the LED\_PWM controller. As can be seen in the figure, the LED\_PWM controller contains eight high-speed and eight low-speed channels. There are four high-speed clock modules for the high-speed channels, from which one `h_timerx` can be selected. There are also four low-speed clock modules for the low-speed channels, from which one `l_timerx` can be selected.

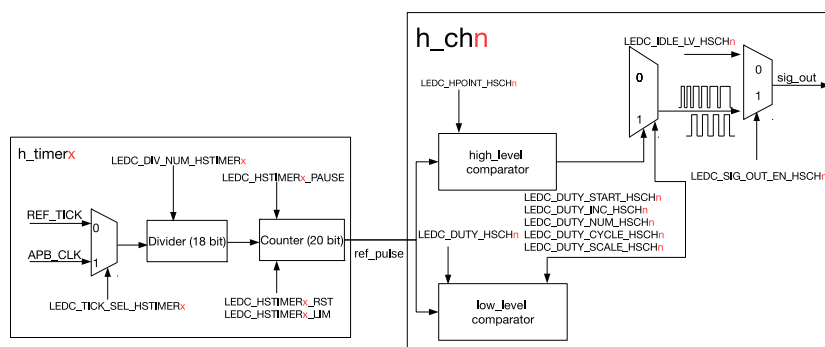


Figure 60: LED\_PWM High-speed Channel Diagram

Figure 60 illustrates a PWM channel with its selected timer; in this instance a high-speed channel and associated high-speed timer.

### 10.2.2 Timers

A high-speed timer consists of a multiplexer to select one of two clock sources: either REF\_TICK or APB\_CLK. For more information on the clock sources, please see Chapter [Reset And Clock](#). The input clock is divided down by a divider first. The division factor is specified by LEDC\_DIV\_NUM\_HSTIMER<sub>x</sub> which contains a fixed point number: the highest 10 bits represent the integer portion, while the lowest eight bits contain the fractional portion.

The divided clock signal is then fed into a 20-bit counter. This counter will count up to the value specified in LEDC\_HSTIMER<sub>x</sub>\_LIM. An overflow interrupt will be generated once the counting value reaches this limit, at which point the counter restarts counting from zero. It is also possible to reset, suspend, and read the values of the counter by software.

The output signal of the timer is the 20-bit value generated by the counter. The cycle period of this signal defines the frequency of the signals of any PWM channels connected to this timer. This frequency depends on both the division factor of the divider, as well as the range of the counter:

$$f_{\text{sig\_out}} = \frac{f_{\text{REF\_TICK}} \cdot (!\text{LEDC\_TICK\_SEL\_HSTIMER}_x) + f_{\text{APB\_CLK}} \cdot \text{LEDC\_TICK\_SEL\_HSTIMER}_x}{\text{LEDC\_DIV\_NUM\_HSTIMER}_x \cdot 2^{\text{LEDC\_HSTIMER}_x\_LIM}}$$

The low-speed timers l\_timer<sub>x</sub> on the low-speed channel differ from the high-speed timers h\_timer<sub>x</sub> in two aspects:

1. Where the high-speed timer clock source can be clocked from REF\_TICK or APB\_CLK, the low speed timers are sourced from either REF\_TICK or SLOW\_CLOCK. The SLOW\_CLOCK source can be either APB\_CLK (80 MHz) or 8 MHz, and can be selected using LEDC\_APB\_CLK\_SEL.
2. The high-speed counter and divider are glitch-free, which means that if the software modifies the maximum counter or divisor value, the update will come into effect after the next overflow interrupt. In contrast, the low-speed counter and divider will update these values only when LEDC\_LSTIMER<sub>x</sub>\_PARA\_UP is set.

### 10.2.3 Channels

A channel takes the 20-bit value from the counter of the selected high-speed timer and compares it to a set of two values in order to set the channel output. The first value it is compared to is the content of LEDC\_HPOINT\_HSCH<sub>n</sub>; if these two match, the output will be latched high. The second value is the sum of LEDC\_HPOINT\_HSCH<sub>n</sub> and LEDC\_DUTY\_HSCH<sub>n</sub>[24..4]. When this value is reached, the output is latched low. By using these two values, the relative phase and the duty cycle of the PWM output can be set. Figure 61 illustrates this.

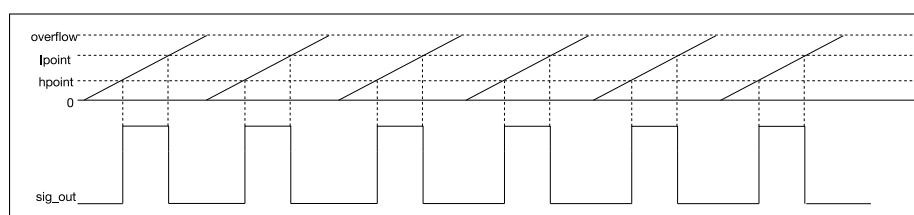


Figure 61: LED PWM Output Signal Diagram

LEDC\_DUTY\_HSCH $n$  is a fixed-point register with four fractional bits. As mentioned before, when LEDC\_DUTY\_HSCH $n$ [24..4] is used in the PWM calculation directly, LEDC\_DUTY\_HSCH $n$ [3..0] can be used to dither the output. If this value is non-zero, with a statistical chance of LEDC\_DUTY\_HSCH $n$ [3..0]/16, the actual PWM pulse will be one cycle longer. This effectively increases the resolution of the PWM generator to 24 bits, but at the cost of a slight jitter in the duty cycle.

The channels also have the ability to automatically fade from one duty cycle value to another. This feature is enabled by setting LEDC\_DUTY\_START\_HSCH $n$ . When this bit is set, the PWM controller will automatically increment or decrement the value in LEDC\_DUTY\_HSCH $n$ , depending on whether the bit LEDC\_DUTY\_INC\_HSCH $n$  is set or cleared, respectively. The speed the duty cycle changes is defined as such: every time the LEDC\_DUTY\_CYCLE\_HSCH $n$  cycles, the content of LEDC\_DUTY\_SCALE\_HSCH $n$  is added to or subtracted from LEDC\_DUTY\_HSCH $n$ [24..4]. The length of the fade can be limited by setting LEDC\_DUTY\_NUM\_HSCH $n$ : the fade will only last that number of cycles before finishing. A finished fade also generates an interrupt.

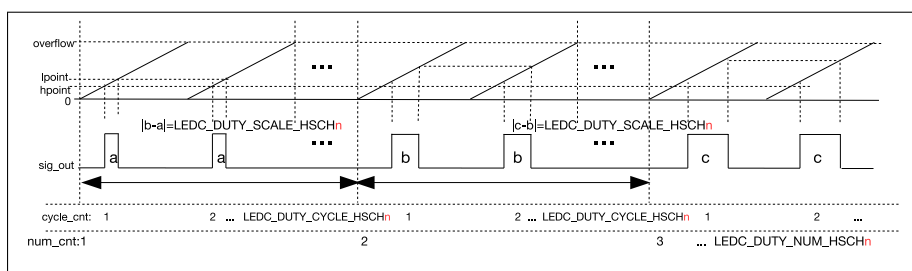


Figure 62: Output Signal Diagram of Gradient Duty Cycle

Figure 62 is an illustration of this. In this configuration, LEDC\_DUTY\_NUM\_HSCH $n$ \_R increases by LEDC\_DUTY\_SCALE\_HSCH $n$  for every LEDC\_DUTY\_CYCLE\_HSCH $n$  clock cycles, which is reflected in the duty cycle of the output signal.

### 10.2.4 Interrupts

- LEDC\_DUTY\_CHNG\_END\_LSCH $n$ \_INT: Triggered when a fade on a low-speed channel has finished.
- LEDC\_DUTY\_CHNG\_END\_HSCH $n$ \_INT: Triggered when a fade on a high-speed channel has finished.
- LEDC\_HS\_TIMER $x$ \_OVF\_INT: Triggered when a high-speed timer has reached its maximum counter value.
- LEDC\_LS\_TIMER $x$ \_OVF\_INT: Triggered when a low-speed timer has reached its maximum counter value.

## 10.3 Register Summary

Name	Description	Address	Access
<b>Configuration registers</b>			
LEDC_CONF_REG	Global ledc configuration register	0x3FF59190	R/W
LEDC_HSCH0_CONF0_REG	Configuration register 0 for high-speed channel 0	0x3FF59000	R/W
LEDC_HSCH1_CONF0_REG	Configuration register 0 for high-speed channel 1	0x3FF59014	R/W
LEDC_HSCH2_CONF0_REG	Configuration register 0 for high-speed channel 2	0x3FF59028	R/W
LEDC_HSCH3_CONF0_REG	Configuration register 0 for high-speed channel 3	0x3FF5903C	R/W
LEDC_HSCH4_CONF0_REG	Configuration register 0 for high-speed channel 4	0x3FF59050	R/W

Name	Description	Address	Access
<a href="#">LEDC_HSCH5_CONF0_REG</a>	Configuration register 0 for high-speed channel 5	0x3FF59064	R/W
<a href="#">LEDC_HSCH6_CONF0_REG</a>	Configuration register 0 for high-speed channel 6	0x3FF59078	R/W
<a href="#">LEDC_HSCH7_CONF0_REG</a>	Configuration register 0 for high-speed channel 7	0x3FF5908C	R/W
<a href="#">LEDC_HSCH0_CONF1_REG</a>	Configuration register 1 for high-speed channel 0	0x3FF5900C	R/W
<a href="#">LEDC_HSCH1_CONF1_REG</a>	Configuration register 1 for high-speed channel 1	0x3FF59020	R/W
<a href="#">LEDC_HSCH2_CONF1_REG</a>	Configuration register 1 for high-speed channel 2	0x3FF59034	R/W
<a href="#">LEDC_HSCH3_CONF1_REG</a>	Configuration register 1 for high-speed channel 3	0x3FF59048	R/W
<a href="#">LEDC_HSCH4_CONF1_REG</a>	Configuration register 1 for high-speed channel 4	0x3FF5905C	R/W
<a href="#">LEDC_HSCH5_CONF1_REG</a>	Configuration register 1 for high-speed channel 5	0x3FF59070	R/W
<a href="#">LEDC_HSCH6_CONF1_REG</a>	Configuration register 1 for high-speed channel 6	0x3FF59084	R/W
<a href="#">LEDC_HSCH7_CONF1_REG</a>	Configuration register 1 for high-speed channel 7	0x3FF59098	R/W
<a href="#">LEDC_LSCH0_CONF0_REG</a>	Configuration register 0 for low-speed channel 0	0x3FF590A0	R/W
<a href="#">LEDC_LSCH1_CONF0_REG</a>	Configuration register 0 for low-speed channel 1	0x3FF590B4	R/W
<a href="#">LEDC_LSCH2_CONF0_REG</a>	Configuration register 0 for low-speed channel 2	0x3FF590C8	R/W
<a href="#">LEDC_LSCH3_CONF0_REG</a>	Configuration register 0 for low-speed channel 3	0x3FF590DC	R/W
<a href="#">LEDC_LSCH4_CONF0_REG</a>	Configuration register 0 for low-speed channel 4	0x3FF590F0	R/W
<a href="#">LEDC_LSCH5_CONF0_REG</a>	Configuration register 0 for low-speed channel 5	0x3FF59104	R/W
<a href="#">LEDC_LSCH6_CONF0_REG</a>	Configuration register 0 for low-speed channel 6	0x3FF59118	R/W
<a href="#">LEDC_LSCH7_CONF0_REG</a>	Configuration register 0 for low-speed channel 7	0x3FF5912C	R/W
<a href="#">LEDC_LSCH0_CONF1_REG</a>	Configuration register 1 for low-speed channel 0	0x3FF590AC	R/W
<a href="#">LEDC_LSCH1_CONF1_REG</a>	Configuration register 1 for low-speed channel 1	0x3FF590C0	R/W
<a href="#">LEDC_LSCH2_CONF1_REG</a>	Configuration register 1 for low-speed channel 2	0x3FF590D4	R/W
<a href="#">LEDC_LSCH3_CONF1_REG</a>	Configuration register 1 for low-speed channel 3	0x3FF590E8	R/W
<a href="#">LEDC_LSCH4_CONF1_REG</a>	Configuration register 1 for low-speed channel 4	0x3FF590FC	R/W
<a href="#">LEDC_LSCH5_CONF1_REG</a>	Configuration register 1 for low-speed channel 5	0x3FF59110	R/W
<a href="#">LEDC_LSCH6_CONF1_REG</a>	Configuration register 1 for low-speed channel 6	0x3FF59124	R/W
<a href="#">LEDC_LSCH7_CONF1_REG</a>	Configuration register 1 for low-speed channel 7	0x3FF59138	R/W
<b>Duty-cycle registers</b>			
<a href="#">LEDC_HSCH0_DUTY_REG</a>	Initial duty cycle for high-speed channel 0	0x3FF59008	R/W
<a href="#">LEDC_HSCH1_DUTY_REG</a>	Initial duty cycle for high-speed channel 1	0x3FF5901C	R/W
<a href="#">LEDC_HSCH2_DUTY_REG</a>	Initial duty cycle for high-speed channel 2	0x3FF59030	R/W
<a href="#">LEDC_HSCH3_DUTY_REG</a>	Initial duty cycle for high-speed channel 3	0x3FF59044	R/W
<a href="#">LEDC_HSCH4_DUTY_REG</a>	Initial duty cycle for high-speed channel 4	0x3FF59058	R/W
<a href="#">LEDC_HSCH5_DUTY_REG</a>	Initial duty cycle for high-speed channel 5	0x3FF5906C	R/W
<a href="#">LEDC_HSCH6_DUTY_REG</a>	Initial duty cycle for high-speed channel 6	0x3FF59080	R/W
<a href="#">LEDC_HSCH7_DUTY_REG</a>	Initial duty cycle for high-speed channel 7	0x3FF59094	R/W
<a href="#">LEDC_HSCH0_DUTY_R_REG</a>	Current duty cycle for high-speed channel 0	0x3FF59010	RO
<a href="#">LEDC_HSCH1_DUTY_R_REG</a>	Current duty cycle for high-speed channel 1	0x3FF59024	RO
<a href="#">LEDC_HSCH2_DUTY_R_REG</a>	Current duty cycle for high-speed channel 2	0x3FF59038	RO
<a href="#">LEDC_HSCH3_DUTY_R_REG</a>	Current duty cycle for high-speed channel 3	0x3FF5904C	RO
<a href="#">LEDC_HSCH4_DUTY_R_REG</a>	Current duty cycle for high-speed channel 4	0x3FF59060	RO
<a href="#">LEDC_HSCH5_DUTY_R_REG</a>	Current duty cycle for high-speed channel 5	0x3FF59074	RO
<a href="#">LEDC_HSCH6_DUTY_R_REG</a>	Current duty cycle for high-speed channel 6	0x3FF59088	RO
<a href="#">LEDC_HSCH7_DUTY_R_REG</a>	Current duty cycle for high-speed channel 7	0x3FF5909C	RO

Name	Description	Address	Access
<a href="#">LEDC_LSCH0_DUTY_REG</a>	Initial duty cycle for low-speed channel 0	0x3FF590A8	R/W
<a href="#">LEDC_LSCH1_DUTY_REG</a>	Initial duty cycle for low-speed channel 1	0x3FF590BC	R/W
<a href="#">LEDC_LSCH2_DUTY_REG</a>	Initial duty cycle for low-speed channel 2	0x3FF590D0	R/W
<a href="#">LEDC_LSCH3_DUTY_REG</a>	Initial duty cycle for low-speed channel 3	0x3FF590E4	R/W
<a href="#">LEDC_LSCH4_DUTY_REG</a>	Initial duty cycle for low-speed channel 4	0x3FF590F8	R/W
<a href="#">LEDC_LSCH5_DUTY_REG</a>	Initial duty cycle for low-speed channel 5	0x3FF5910C	R/W
<a href="#">LEDC_LSCH6_DUTY_REG</a>	Initial duty cycle for low-speed channel 6	0x3FF59120	R/W
<a href="#">LEDC_LSCH7_DUTY_REG</a>	Initial duty cycle for low-speed channel 7	0x3FF59134	R/W
<a href="#">LEDC_LSCH0_DUTY_R_REG</a>	Current duty cycle for low-speed channel 0	0x3FF590B0	RO
<a href="#">LEDC_LSCH1_DUTY_R_REG</a>	Current duty cycle for low-speed channel 1	0x3FF590C4	RO
<a href="#">LEDC_LSCH2_DUTY_R_REG</a>	Current duty cycle for low-speed channel 2	0x3FF590D8	RO
<a href="#">LEDC_LSCH3_DUTY_R_REG</a>	Current duty cycle for low-speed channel 3	0x3FF590EC	RO
<a href="#">LEDC_LSCH4_DUTY_R_REG</a>	Current duty cycle for low-speed channel 4	0x3FF59100	RO
<a href="#">LEDC_LSCH5_DUTY_R_REG</a>	Current duty cycle for low-speed channel 5	0x3FF59114	RO
<a href="#">LEDC_LSCH6_DUTY_R_REG</a>	Current duty cycle for low-speed channel 6	0x3FF59128	RO
<a href="#">LEDC_LSCH7_DUTY_R_REG</a>	Current duty cycle for low-speed channel 7	0x3FF5913C	RO
<b>Timer registers</b>			
<a href="#">LEDC_HSTIMER0_CONF_REG</a>	High-speed timer 0 configuration	0x3FF59140	R/W
<a href="#">LEDC_HSTIMER1_CONF_REG</a>	High-speed timer 1 configuration	0x3FF59148	R/W
<a href="#">LEDC_HSTIMER2_CONF_REG</a>	High-speed timer 2 configuration	0x3FF59150	R/W
<a href="#">LEDC_HSTIMER3_CONF_REG</a>	High-speed timer 3 configuration	0x3FF59158	R/W
<a href="#">LEDC_HSTIMER0_VALUE_REG</a>	High-speed timer 0 current counter value	0x3FF59144	RO
<a href="#">LEDC_HSTIMER1_VALUE_REG</a>	High-speed timer 1 current counter value	0x3FF5914C	RO
<a href="#">LEDC_HSTIMER2_VALUE_REG</a>	High-speed timer 2 current counter value	0x3FF59154	RO
<a href="#">LEDC_HSTIMER3_VALUE_REG</a>	High-speed timer 3 current counter value	0x3FF5915C	RO
<a href="#">LEDC_LSTIMER0_CONF_REG</a>	Low-speed timer 0 configuration	0x3FF59160	R/W
<a href="#">LEDC_LSTIMER1_CONF_REG</a>	Low-speed timer 1 configuration	0x3FF59168	R/W
<a href="#">LEDC_LSTIMER2_CONF_REG</a>	Low-speed timer 2 configuration	0x3FF59170	R/W
<a href="#">LEDC_LSTIMER3_CONF_REG</a>	Low-speed timer 3 configuration	0x3FF59178	R/W
<a href="#">LEDC_LSTIMER0_VALUE_REG</a>	Low-speed timer 0 current counter value	0x3FF59164	RO
<a href="#">LEDC_LSTIMER1_VALUE_REG</a>	Low-speed timer 1 current counter value	0x3FF5916C	RO
<a href="#">LEDC_LSTIMER2_VALUE_REG</a>	Low-speed timer 2 current counter value	0x3FF59174	RO
<a href="#">LEDC_LSTIMER3_VALUE_REG</a>	Low-speed timer 3 current counter value	0x3FF5917C	RO
<b>Interrupt registers</b>			
<a href="#">LEDC_INT_RAW_REG</a>	Raw interrupt status	0x3FF59180	RO
<a href="#">LEDC_INT_ST_REG</a>	Masked interrupt status	0x3FF59184	RO
<a href="#">LEDC_INT_ENA_REG</a>	Interrupt enable bits	0x3FF59188	R/W
<a href="#">LEDC_INT_CLR_REG</a>	Interrupt clear bits	0x3FF5918C	WO

## 10.4 Registers

Register 10.1: LEDC\_HSCH $n$ \_CONF0\_REG ( $n$ : 0-7) (0x1C+0x10\* $n$ )

(reserved)										LEDC_IDLE_LV_HSCH <sup>n</sup>			LEDC_SIG_OUT_EN_HSCH <sup>n</sup>			LEDC_TIMER_SEL_HSCH <sup>n</sup>				
31										4	3	2	1	0						
0x00000000											0	0	0	Reset						

**LEDC\_IDLE\_LV\_HSCH $n$**  This bit is used to control the output value when high-speed channel  $n$  is inactive. (R/W)

**LEDC\_SIG\_OUT\_EN\_HSCH $n$**  This is the output enable control bit for high-speed channel  $n$ . (R/W)

**LEDC\_TIMER\_SEL\_HSCH $n$**  There are four high-speed timers. These two bits are used to select one of them for high-speed channel  $n$ : (R/W)

0: select htimer0;

1: select htimer1;

2: select htimer2;

3: select htimer3.

Register 10.2: LEDC\_HSCH $n$ \_HPOINT\_REG ( $n$ : 0-7) (0x20+0x10\* $n$ )

(reserved)																LEDC_HPOINT_HSCH <sup>n</sup>																																															
31																20																19																0															
0x0000																0x000000																Reset																															

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**LEDC\_DUTY\_START\_HSCH<sub>*n*</sub>** When REG\_DUTY\_NUM\_HSCH<sub>*n*</sub>, REG\_DUTY\_CYCLE\_HSCH<sub>*n*</sub> and REG\_DUTY\_SCALE\_HSCH<sub>*n*</sub> has been configured, these register will not take effect until REG\_DUTY\_START\_HSCH<sub>*n*</sub> is set. This bit is automatically cleared by hardware. (R/W)

**LEDC\_DUTY\_INC\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the duty of output signal for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_NUM\_HSCH<sub>*n*</sub>** This register is used to control the number of times the duty cycle is increased or decreased for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_CYCLE\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the duty cycle every time REG\_DUTY\_CYCLE\_HSCH<sub>*n*</sub> cycles for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_SCALE\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the step scale for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_START\_HSCH<sub>*n*</sub>** When REG\_DUTY\_NUM\_HSCH<sub>*n*</sub>, REG\_DUTY\_CYCLE\_HSCH<sub>*n*</sub> and REG\_DUTY\_SCALE\_HSCH<sub>*n*</sub> has been configured, these register will not take effect until REG\_DUTY\_START\_HSCH<sub>*n*</sub> is set. This bit is automatically cleared by hardware. (R/W)

**LEDC\_DUTY\_INC\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the duty of output signal for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_NUM\_HSCH<sub>*n*</sub>** This register is used to control the number of times the duty cycle is increased or decreased for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_CYCLE\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the duty cycle every time REG\_DUTY\_CYCLE\_HSCH<sub>*n*</sub> cycles for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_SCALE\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the step scale for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_START\_HSCH<sub>*n*</sub>** When REG\_DUTY\_NUM\_HSCH<sub>*n*</sub>, REG\_DUTY\_CYCLE\_HSCH<sub>*n*</sub> and REG\_DUTY\_SCALE\_HSCH<sub>*n*</sub> has been configured, these register will not take effect until REG\_DUTY\_START\_HSCH<sub>*n*</sub> is set. This bit is automatically cleared by hardware. (R/W)

**LEDC\_DUTY\_INC\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the duty of output signal for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_NUM\_HSCH<sub>*n*</sub>** This register is used to control the number of times the duty cycle is increased or decreased for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_CYCLE\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the duty cycle every time REG\_DUTY\_CYCLE\_HSCH<sub>*n*</sub> cycles for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_SCALE\_HSCH<sub>*n*</sub>** This register is used to increase or decrease the step scale for high-speed channel *n*. (R/W)

**LEDC\_DUTY\_SCALE\_HSCH $n$**  This register is used to increase or decrease the step scale for high-speed channel  $n$ . (R/W)

**Register 10.5: LEDC\_HSCH $n$ \_DUTY\_R\_REG ( $n$ : 0-7) (0x2C+0x10\* $n$ )**

(reserved)																LEDC_DUTY_HSCH <sub>n</sub> _R																
31																0																
25																24																
0x00																0x0000000																Reset

**LEDC\_DUTY\_HSCH $n$ \_R** This register represents the current duty cycle of the output signal for high-speed channel  $n$ . (RO)

**Register 10.6: LEDC\_LSCH $n$ \_CONF0\_REG ( $n$ : 0-7) (0xBC+0x10\* $n$ )**

(reserved)															
LEDC_CONF0_LSCH <sup>n</sup>															
LEDC_IDLE_LV_LSCH <sup>n</sup>															
LEDC_SIG_OUT_EN_LSCH <sup>n</sup>															
LEDC_TIMER_SEL_LSCH <sup>n</sup>															
31					5	4	3	2	1	0					
0x0000000											0	0	0	0	Reset

**LEDC\_PARA\_UP\_LSCH $n$**  This bit is used to update register LEDC\_LSCH $n$ \_HPOINT and LEDC\_LSCH $n$ \_DUTY for low-speed channel  $n$ . (R/W)

**LEDC\_IDLE\_LV\_LSCH $n$**  This bit is used to control the output value, when low-speed channel  $n$  is inactive. (R/W)

**LEDC\_SIG\_OUT\_EN\_LSCH $n$**  This is the output enable control bit for low-speed channel  $n$ . (R/W)

**LEDC\_TIMER\_SEL\_LSCH $n$**  There are four low-speed timers, the two bits are used to select one of them for low-speed channel  $n$ . (R/W)

0: select Istimer0;

1: select Istimer1;

2: select Istimer2;

3: select Istimer3.



**Register 10.7: LEDC\_LSCH $n$ \_HPOINT\_REG ( $n$ : 0-7) (0xC0+0x10\* $n$ )**

(reserved)																LEDC_HPOINT_LSCH <sup>n</sup>																	
31																				20	19											0	
0x0000																					0x000000												Reset

**LEDC\_HPOINT\_LSCH $n$**  The output value changes to high when ltimerx( $x=[0,3]$ ), selected by low-speed channel  $n$ , has reached reg\_hpoint\_isch $n$ [19:0]. (R/W)

**Register 10.8: LEDC\_LSCH $n$ \_DUTY\_REG ( $n$ : 0-7) (0xC4+0x10\* $n$ )**

(reserved)																LEDC_DUTY_LSCH <sup>n</sup>																				
31																				25	24											0				
0x00					0x0000000																															Reset

**LEDC\_DUTY\_LSCH $n$**  The register is used to control output duty. When ltimerx( $x=[0,3]$ ), chosen by low-speed channel  $n$ , has reached reg\_lpoint\_isch $n$ , the output signal changes to low. (R/W)

reg\_lpoint\_isch $n$ =(reg\_hpoint\_isch $n$ [19:0]+reg\_duty\_isch $n$ [24:4]) (1)

reg\_lpoint\_isch $n$ =(reg\_hpoint\_isch $n$ [19:0]+reg\_duty\_isch $n$ [24:4] +1) (2)

See the [Functional Description](#) for more information on when (1) or (2) is chosen.

Register 10.9: LEDC\_LSCH<sub>*n*</sub>\_CONF1\_REG (*n*: 0-7) (0xC8+0x10\**n*)

LEDC_DUTY_START_LSCH <sup>n</sup>																																LEDC_DUTY_INC_LSCH <sup>n</sup>																																LEDC_DUTY_NUM_LSCH <sup>n</sup>																																LEDC_DUTY_CYCLE_LSCH <sup>n</sup>																																LEDC_DUTY_SCALE_LSCH <sup>n</sup>																															
31	30	29																												20	19																									10	9																							0																																																																															
0	1	0x000																												0x000																												0x000																												Reset																																																																									

**LEDC\_DUTY\_START\_LSCH<sub>*n*</sub>** When `reg_duty_num_hschn`, `reg_duty_cycle_hschn` and `reg_duty_scale_hschn` have been configured, these settings will not take effect until set `reg_duty_start_hschn`. This bit is automatically cleared by hardware. (R/W)

**LEDC\_DUTY\_INC\_LSCH<sub>*n*</sub>** This register is used to increase or decrease the duty of output signal for low-speed channel *n*. (R/W)

**LEDC\_DUTY\_NUM\_LSCH<sub>*n*</sub>** This register is used to control the number of times the duty cycle is increased or decreased for low-speed channel *n*. (R/W)

**LEDC\_DUTY\_CYCLE\_LSCH<sub>*n*</sub>** This register is used to increase or decrease the duty every `reg_duty_cycle_lschn` cycles for low-speed channel *n*. (R/W)

**LEDC\_DUTY\_SCALE\_LSCH<sub>*n*</sub>** This register is used to increase or decrease the step scale for low-speed channel *n*. (R/W)

Register 10.10: LEDC\_LSCH<sub>*n*</sub>\_DUTY\_R\_REG (*n*: 0-7) (0xCC+0x10\**n*)

(reserved)																LEDC_DUTY_LSCH <sub><i>n</i></sub> _R																	
31									25	24																						0	
0x00								0x00000000																									Reset

**LEDC\_DUTY\_LSCH<sub>*n*</sub>\_R** This register represents the current duty of the output signal for low-speed channel *n*. (RO)

**Register 10.11: LEDC\_HSTIMER<sub>x</sub>\_CONF\_REG (x: 0-3) (0x140+8\*x)**

(reserved)						LEDC_DIV_NUM_HSTIMER <del>x</del>										LEDC_HSTIMER <del>x</del> _LIM									
						LEDC_TICK_SEL_HSTIMER <del>x</del>										LEDC_HSTIMER <del>x</del> _RST									
						LEDC_HSTIMER <del>x</del> _PAUSE																			
31	26	25	24	23	22											5	4	0							
0x00						0	1	0	0x00000										0x00						Reset

**LEDC\_TICK\_SEL\_HSTIMER<sub>x</sub>** This bit is used to select APB\_CLK or REF\_TICK for high-speed timer <sub>x</sub>. (R/W)

1: APB\_CLK;

0: REF\_TICK.

**LEDC\_HSTIMER<sub>x</sub>\_RST** This bit is used to reset high-speed timer <sub>x</sub>. The counter value will be 'zero' after reset. (R/W)

**LEDC\_HSTIMER<sub>x</sub>\_PAUSE** This bit is used to suspend the counter in high-speed timer <sub>x</sub>. (R/W)

**LEDC\_DIV\_NUM\_HSTIMER<sub>x</sub>** This register is used to configure the division factor for the divider in high-speed timer <sub>x</sub>. The least significant eight bits represent the fractional part. (R/W)

**LEDC\_HSTIMER<sub>x</sub>\_LIM** This register is used to control the range of the counter in high-speed timer <sub>x</sub>. The counter range is [0, 2\*\*reg\_hstimer<sub>x</sub>\_lim], the maximum bit width for counter is 20. (R/W)

**Register 10.12: LEDC\_HSTIMER<sub>x</sub>\_VALUE\_REG (x: 0-3) (0x144+8\*x)**

(reserved)											LEDC_HSTIMER <del>x</del> _CNT																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
31											20	19											0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														
0x0000												0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**LEDC\_HSTIMER<sub>x</sub>\_CNT** Software can read this register to get the current counter value of high-speed timer <sub>x</sub>. (RO)

**Register 10.13: LEDC\_LSTIMER<sub>x</sub>\_CONF\_REG (x: 0-3) (0x160+8\*x)**

(reserved)								LEDC_LSTIMER <del>x</del> _PARA_UP																LEDC_DIV_NUM_LSTIMER <del>x</del>																LEDC_LSTIMER <del>x</del> _LIM							
								LEDC_TIOX_SEL_LSTIMER <del>x</del>																LEDC_LSTIMER <del>x</del> _RST																							
								LEDC_LSTIMER <del>x</del> _PAUSE																																							
31								27								26		25		24		23		22																		5		4		0	
0x00								0		0		1		0		0x00000																		0x00		Reset											

**LEDC\_LSTIMER<sub>x</sub>\_PARA\_UP** Set this bit to update REG\_DIV\_NUM\_LSTIME<sub>x</sub> and REG\_LSTIMER<sub>x</sub>\_LIM. (R/W)

**LEDC\_TICK\_SEL\_LSTIMER<sub>x</sub>** This bit is used to select SLOW\_CLK or REF\_TICK for low-speed timer <sub>x</sub>. (R/W)  
 1: SLOW\_CLK;  
 0: REF\_TICK.

**LEDC\_LSTIMER<sub>x</sub>\_RST** This bit is used to reset low-speed timer <sub>x</sub>. The counter will show 0 after reset. (R/W)

**LEDC\_LSTIMER<sub>x</sub>\_PAUSE** This bit is used to suspend the counter in low-speed timer <sub>x</sub>. (R/W)

**LEDC\_DIV\_NUM\_LSTIMER<sub>x</sub>** This register is used to configure the division factor for the divider in low-speed timer <sub>x</sub>. The least significant eight bits represent the fractional part. (R/W)

**LEDC\_LSTIMER<sub>x</sub>\_LIM** This register is used to control the range of the counter in low-speed timer <sub>x</sub>. The counter range is  $[0, 2^{**}reg\_lstimer\_lim]$ , the max bit width for counter is 20. (R/W)

**Register 10.14: LEDC\_LSTIMER<sub>x</sub>\_VALUE\_REG (x: 0-3) (0x164+8\*x)**

(reserved)																LEDC_LSTIMER <sub>x</sub> _CNT															
31															20	19															0
0x0000																0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0															
Reset																															

**LEDC\_LSTIMER<sub>x</sub>\_CNT** Software can read this register to get the current counter value of low-speed timer <sub>x</sub>. (RO)

Register 10.15: LEDC\_INT\_RAW\_REG (0x0180)

(reserved)																								LEDC_DUTY_CHNG_END_LSCH7_INT_RAW												LEDC_DUTY_CHNG_END_LSCH6_INT_RAW												LEDC_DUTY_CHNG_END_LSCH5_INT_RAW												LEDC_DUTY_CHNG_END_LSCH4_INT_RAW												LEDC_DUTY_CHNG_END_LSCH3_INT_RAW												LEDC_DUTY_CHNG_END_LSCH2_INT_RAW												LEDC_DUTY_CHNG_END_LSCH1_INT_RAW												LEDC_DUTY_CHNG_END_HSCH7_INT_RAW												LEDC_DUTY_CHNG_END_HSCH6_INT_RAW												LEDC_DUTY_CHNG_END_HSCH5_INT_RAW												LEDC_DUTY_CHNG_END_HSCH4_INT_RAW												LEDC_DUTY_CHNG_END_HSCH3_INT_RAW												LEDC_DUTY_CHNG_END_HSCH2_INT_RAW												LEDC_DUTY_CHNG_END_HSCH1_INT_RAW												LEDC_LSTIMER3_OVF_INT_RAW												LEDC_LSTIMER2_OVF_INT_RAW												LEDC_LSTIMER1_OVF_INT_RAW												LEDC_HSTIMER3_OVF_INT_RAW												LEDC_HSTIMER2_OVF_INT_RAW												LEDC_HSTIMER1_OVF_INT_RAW																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							
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**LEDC\_DUTY\_CHNG\_END\_LSCH $n$ \_INT\_RAW** The raw interrupt status bit for the [LEDC\\_DUTY\\_CHNG\\_END\\_LSCH \$n\$ \\_INT](#) interrupt. (RO)

**LEDC\_DUTY\_CHNG\_END\_HSCH $n$ \_INT\_RAW** The raw interrupt status bit for the [LEDC\\_DUTY\\_CHNG\\_END\\_HSCH \$n\$ \\_INT](#) interrupt. (RO)

**LEDC\_LSTIMER $x$ \_OVF\_INT\_RAW** The raw interrupt status bit for the [LEDC\\_LSTIMER \$x\$ \\_OVF\\_INT](#) interrupt. (RO)

**LEDC\_HSTIMER $x$ \_OVF\_INT\_RAW** The raw interrupt status bit for the [LEDC\\_HSTIMER \$x\$ \\_OVF\\_INT](#) interrupt. (RO)

Register 10.16: LEDC\_INT\_ST\_REG (0x0184)

(reserved)																								LEDC_DUTY_CHNG_END_LSCH7_INT_ST LEDC_DUTY_CHNG_END_LSCH6_INT_ST LEDC_DUTY_CHNG_END_LSCH5_INT_ST LEDC_DUTY_CHNG_END_LSCH4_INT_ST LEDC_DUTY_CHNG_END_LSCH3_INT_ST LEDC_DUTY_CHNG_END_LSCH2_INT_ST LEDC_DUTY_CHNG_END_LSCH1_INT_ST LEDC_DUTY_CHNG_END_HSCH0_INT_ST LEDC_DUTY_CHNG_END_HSCH7_INT_ST LEDC_DUTY_CHNG_END_HSCH6_INT_ST LEDC_DUTY_CHNG_END_HSCH5_INT_ST LEDC_DUTY_CHNG_END_HSCH4_INT_ST LEDC_DUTY_CHNG_END_HSCH3_INT_ST LEDC_DUTY_CHNG_END_HSCH2_INT_ST LEDC_DUTY_CHNG_END_HSCH1_INT_ST LEDC_LSTIMER3_OVF_INT_ST LEDC_LSTIMER2_OVF_INT_ST LEDC_LSTIMER1_OVF_INT_ST LEDC_HSTIMER3_OVF_INT_ST LEDC_HSTIMER2_OVF_INT_ST LEDC_HSTIMER1_OVF_INT_ST LEDC_HSTIMER0_OVF_INT_ST																							
31				24				23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset														

**LEDC\_DUTY\_CHNG\_END\_LSCH $n$ \_INT\_ST** The masked interrupt status bit for the [LEDC\\_DUTY\\_CHNG\\_END\\_LSCH \$n\$ \\_INT](#) interrupt. (RO)

**LEDC\_DUTY\_CHNG\_END\_HSCH $n$ \_INT\_ST** The masked interrupt status bit for the [LEDC\\_DUTY\\_CHNG\\_END\\_HSCH \$n\$ \\_INT](#) interrupt. (RO)

**LEDC\_LSTIMER $x$ \_OVF\_INT\_ST** The masked interrupt status bit for the [LEDC\\_LSTIMER \$x\$ \\_OVF\\_INT](#) interrupt. (RO)

**LEDC\_HSTIMER $x$ \_OVF\_INT\_ST** The masked interrupt status bit for the [LEDC\\_HSTIMER \$x\$ \\_OVF\\_INT](#) interrupt. (RO)

Register 10.17: LEDC\_INT\_ENA\_REG (0x0188)

(reserved)																								LEDC_DUTY_CHNG_END_LSCH7_INT_ENA LEDC_DUTY_CHNG_END_LSCH6_INT_ENA LEDC_DUTY_CHNG_END_LSCH5_INT_ENA LEDC_DUTY_CHNG_END_LSCH4_INT_ENA LEDC_DUTY_CHNG_END_LSCH3_INT_ENA LEDC_DUTY_CHNG_END_LSCH2_INT_ENA LEDC_DUTY_CHNG_END_LSCH1_INT_ENA LEDC_DUTY_CHNG_END_LSCH0_INT_ENA LEDC_DUTY_CHNG_END_HSCH7_INT_ENA LEDC_DUTY_CHNG_END_HSCH6_INT_ENA LEDC_DUTY_CHNG_END_HSCH5_INT_ENA LEDC_DUTY_CHNG_END_HSCH4_INT_ENA LEDC_DUTY_CHNG_END_HSCH3_INT_ENA LEDC_DUTY_CHNG_END_HSCH2_INT_ENA LEDC_DUTY_CHNG_END_HSCH1_INT_ENA LEDC_DUTY_CHNG_END_HSCH0_INT_ENA LEDC_LSTIMER3_OVF_INT_ENA LEDC_LSTIMER2_OVF_INT_ENA LEDC_LSTIMER1_OVF_INT_ENA LEDC_LSTIMER0_OVF_INT_ENA LEDC_HSTIMER3_OVF_INT_ENA LEDC_HSTIMER2_OVF_INT_ENA LEDC_HSTIMER1_OVF_INT_ENA LEDC_HSTIMER0_OVF_INT_ENA															
31	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0														
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset												

**LEDC\_DUTY\_CHNG\_END\_LSCH $n$ \_INT\_ENA** The interrupt enable bit for the [LEDC\\_DUTY\\_CHNG\\_END\\_LSCH \$n\$ \\_INT](#) interrupt. (R/W)

**LEDC\_DUTY\_CHNG\_END\_HSCH $n$ \_INT\_ENA** The interrupt enable bit for the [LEDC\\_DUTY\\_CHNG\\_END\\_HSCH \$n\$ \\_INT](#) interrupt. (R/W)

**LEDC\_LSTIMER $x$ \_OVF\_INT\_ENA** The interrupt enable bit for the [LEDC\\_LSTIMER \$x\$ \\_OVF\\_INT](#) interrupt. (R/W)

**LEDC\_HSTIMER $x$ \_OVF\_INT\_ENA** The interrupt enable bit for the [LEDC\\_HSTIMER \$x\$ \\_OVF\\_INT](#) interrupt. (R/W)

Register 10.18: LEDC\_INT\_CLR\_REG (0x018C)

(reserved)																								LEDC_DUTY_CHNG_END_LSCH7_INT_CLR LEDC_DUTY_CHNG_END_LSCH6_INT_CLR LEDC_DUTY_CHNG_END_LSCH5_INT_CLR LEDC_DUTY_CHNG_END_LSCH4_INT_CLR LEDC_DUTY_CHNG_END_LSCH3_INT_CLR LEDC_DUTY_CHNG_END_LSCH2_INT_CLR LEDC_DUTY_CHNG_END_LSCH1_INT_CLR LEDC_DUTY_CHNG_END_LSCH0_INT_CLR LEDC_DUTY_CHNG_END_HSCH7_INT_CLR LEDC_DUTY_CHNG_END_HSCH6_INT_CLR LEDC_DUTY_CHNG_END_HSCH5_INT_CLR LEDC_DUTY_CHNG_END_HSCH4_INT_CLR LEDC_DUTY_CHNG_END_HSCH3_INT_CLR LEDC_DUTY_CHNG_END_HSCH2_INT_CLR LEDC_DUTY_CHNG_END_HSCH1_INT_CLR LEDC_DUTY_CHNG_END_HSCH0_INT_CLR LEDC_LSTIMER3_OVF_INT_CLR LEDC_LSTIMER2_OVF_INT_CLR LEDC_LSTIMER1_OVF_INT_CLR LEDC_LSTIMER0_OVF_INT_CLR LEDC_HSTIMER3_OVF_INT_CLR LEDC_HSTIMER2_OVF_INT_CLR LEDC_HSTIMER1_OVF_INT_CLR LEDC_HSTIMER0_OVF_INT_CLR															
31				24				23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset							
0				0				0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0								

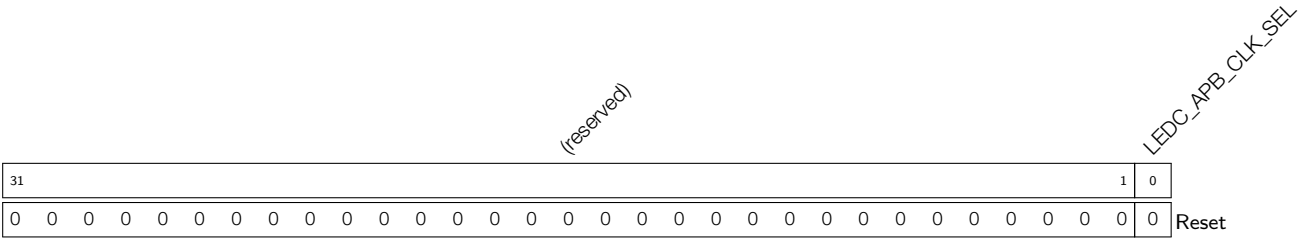
**LEDC\_DUTY\_CHNG\_END\_LSCH $n$ \_INT\_CLR** Set this bit to clear the [LEDC\\_DUTY\\_CHNG\\_END\\_LSCH \$n\$ \\_INT](#) interrupt. (WO)

**LEDC\_DUTY\_CHNG\_END\_HSCH $n$ \_INT\_CLR** Set this bit to clear the [LEDC\\_DUTY\\_CHNG\\_END\\_HSCH \$n\$ \\_INT](#) interrupt. (WO)

**LEDC\_LSTIMER $x$ \_OVF\_INT\_CLR** Set this bit to clear the [LEDC\\_LSTIMER \$x\$ \\_OVF\\_INT](#) interrupt. (WO)

**LEDC\_HSTIMER $x$ \_OVF\_INT\_CLR** Set this bit to clear the [LEDC\\_HSTIMER \$x\$ \\_OVF\\_INT](#) interrupt. (WO)

Register 10.19: LEDC\_CONF\_REG (0x0190)



**LEDC\_APB\_CLK\_SEL** This bit is used to set the frequency of SLOW\_CLK. (R/W)  
0: 8 MHz;  
1: 80 MHz.

# 11. Remote Controller Peripheral

## 11.1 Introduction

The RMT (Remote Control) module is primarily designed to send and receive infrared remote control signals that use on-off-keying of a carrier frequency, but due to its design it can be used to generate various types of signals. An RMT transmitter does this by reading consecutive duration values for an active and inactive output from the built-in RAM block, optionally modulating it with a carrier wave. A receiver will inspect its input signal, optionally filtering it, and will place the lengths of time the signal is active and inactive in the RAM block.

The RMT module has eight channels, numbered zero to seven; registers, signals and blocks that are duplicated in each channel are indicated by an *n* which is used as a placeholder for the channel number.

## 11.2 Functional Description

### 11.2.1 RMT Architecture

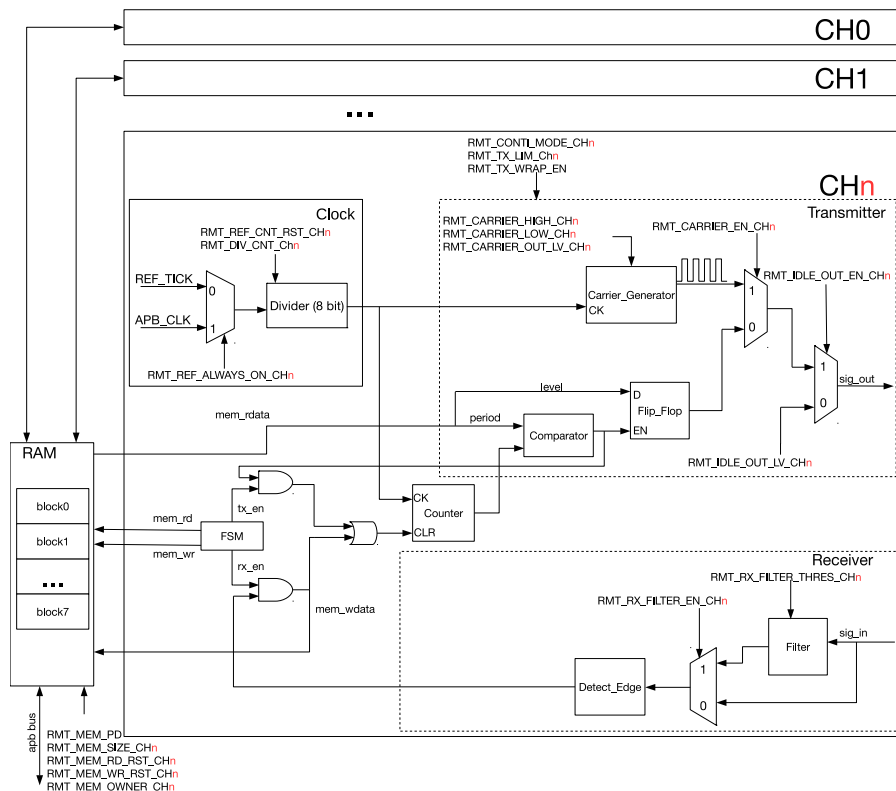


Figure 63: RMT Architecture

The RMT module contains eight channels; each channel has a transmitter and receiver, of which one can be active per channel. The eight channels share a 512x32-bit RAM block which can be read and written by the processor cores over the APB bus, read by the transmitters, and written by the receivers. The transmitted signal can optionally be modulated by a carrier wave. Each channel is clocked by a divided-down signal derived from either the APB bus clock or REF\_TICK.



### 11.2.2 RMT RAM

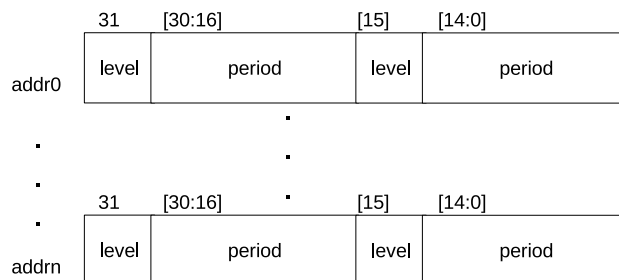


Figure 64: Data Structure

The data structure in RAM is shown in Figure 64. Each 32-bit value contains two 16-bit entries, containing two fields each: "level" indicates whether a high-/low-level value was received or is going to be sent, and "period" is the duration (in channel clock periods) for which the level lasts. A zero period is interpreted as an end-marker: the transmitter will stop transmitting once it has read this, and the receiver will write this, once it has detected that the signal it received has gone idle.

Normally, only one block of 64x32-bit worth of data can be sent or received. If the data size is larger than this block size, blocks can either be extended or the channel can be configured for wraparound mode.

The RMT RAM can be accessed via APB bus. The initial address is RMT base address + 0x800. The RAM block is divided into eight 64x32-bit blocks. By default, each channel uses one block (block zero for channel zero, block one for channel one, and so on). Users can extend the memory for a specific channel by configuring RMT\_MEM\_SIZE\_CH $n$  register; setting this to >1 will prompt the channel to use the memory of subsequent channels as well. The RAM address range for channel  $n$  is start\_addr\_CH $n$  to end\_addr\_CH $n$ , which are defined by:

start\_addr\_ch $n$  = RMT base address + 0x800 + 64 \* 4 \*  $n$ , and

end\_addr\_ch $n$  = RMT base address + 0x800 + 64 \* 4 \*  $n$  + 64 \* 4 \* RMT\_MEM\_SIZE\_CH $n$  mod 512 \* 4

To protect a receiver from overwriting the blocks a transmitter is about to transmit, RMT\_MEM\_OWNER\_CH $n$  can be configured to assign the owner, i.e. transmitter or receiver, of channel  $n$ 's RAM block. If this ownership is violated, the RMT\_CH $n$ \_ERR interrupt will be generated.

### 11.2.3 Clock

The main clock for a channel is generated by taking either the 80 MHz APB clock or REF\_TICK (usually 1MHz), according to the state of RMT\_REF\_ALWAYS\_ON\_CH $n$ . (For more information on the clock sources, please see Chapter [Reset And Clock](#).) Then, the aforementioned state gets scaled down using a configurable 8-bit divider to create the channel clock which is used by both the carrier wave generator and the counter. The divider value can be set by configuring RMT\_DIV\_CNT\_CH $n$ .

### 11.2.4 Transmitter

When the RMT\_TX\_START\_CH $n$  register is 1, the transmitter of channel  $n$  will start reading data from RAM and sending it. The transmitter will receive a 32-bits value each time it reads from RAM. Of these 32 bits, the low 16-bit entry is sent first and the high entry second.

To transmit more data than can be fitted in the channel's RAM, wraparound mode can be enabled. In this mode, when the transmitter has reached the last entry in the channel's memory, it will loop back to the first byte. To use this mechanism to send more data than can be fitted in the channel's RAM, fill the RAM with the initial events and

set `RMT_CH $n$ _TX_LIM_REG` to cause an `RMT_CH $n$ _TX_THR_EVENT_INT` interrupt before the wraparound happens. Then, when the interrupt happens, the already sent data should be replaced by subsequent events: when the wraparound happens the transmitter will seamlessly continue sending the new events.

With or without wraparound mode enabled, transmission ends when an entry with zero length is encountered. When this happens, the transmitter will generate a `RMT_CH $n$ _TX_END_INT` interrupt, and return to the idle state. When a transmitter is in the idle state, users can configure `RMT_IDLE_OUT_EN_CH $n$`  and `RMT_IDLE_OUT_LV_CH $n$`  to control the transmitter output manually.

The output of the transmitter can be modulated using a carrier wave by setting `RMT_CARRIER_EN_CH $n$` . The carrier frequency and duty cycle can be configured by adjusting its high and low durations in channel clock cycles, in `RMT_CARRIER_HIGH_CH $n$`  and `RMT_CARRIER_LOW_CH $n$` .

### 11.2.5 Receiver

When `RMT_RX_EN_CH $n$`  is set to 1, the receiver in channel  $n$  becomes active, measuring the duration between input signal edges. These will be written as period/level value pairs to the channel RAM in the same fashion as the transmitter sends them. Receiving ends when the receiver detects no change in signal level for more than `RMT_IDLE_THRES_CH $n$`  channel clock ticks; the receiver will write a final entry with 0 period, generate an `RMT_CH $n$ _RX_END_INT_RAW` interrupt, and return to the idle state.

The receiver has an input signal filter which can be configured using `RMT_RX_FILTER_EN_CH $n$` : The filter will remove pulses with a length of less than `RMT_RX_FILTER_THRES_CH $n$`  in APB clock periods.

When the RMT module is inactive, the RAM can be put into low-power mode by setting the `RMT_MEM_PD` register to 1.

### 11.2.6 Interrupts

- `RMT_CH $n$ _TX_THR_EVENT_INT`: Triggered when the number of events the transmitter has sent matches the contents of the `RMT_CH $n$ _TX_LIM_REG` register.
- `RMT_CH $n$ _TX_END_INT`: Triggered when the transmitter has finished transmitting the signal.
- `RMT_CH $n$ _RX_END_INT`: Triggered when the receiver has finished receiving a signal.

## 11.3 Register Summary

Name	Description	Address	Access
<b>Configuration registers</b>			
<a href="#">RMT_CH0CONF0_REG</a>	Channel 0 config register 0	0x3FF56020	R/W
<a href="#">RMT_CH0CONF1_REG</a>	Channel 0 config register 1	0x3FF56024	R/W
<a href="#">RMT_CH1CONF0_REG</a>	Channel 1 config register 0	0x3FF56028	R/W
<a href="#">RMT_CH1CONF1_REG</a>	Channel 1 config register 1	0x3FF5602C	R/W
<a href="#">RMT_CH2CONF0_REG</a>	Channel 2 config register 0	0x3FF56030	R/W
<a href="#">RMT_CH2CONF1_REG</a>	Channel 2 config register 1	0x3FF56034	R/W
<a href="#">RMT_CH3CONF0_REG</a>	Channel 3 config register 0	0x3FF56038	R/W
<a href="#">RMT_CH3CONF1_REG</a>	Channel 3 config register 1	0x3FF5603C	R/W
<a href="#">RMT_CH4CONF0_REG</a>	Channel 4 config register 0	0x3FF56040	R/W

<a href="#">RMT_CH4CONF1_REG</a>	Channel 4 config register 1	0x3FF56044	R/W
<a href="#">RMT_CH5CONF0_REG</a>	Channel 5 config register 0	0x3FF56048	R/W
<a href="#">RMT_CH5CONF1_REG</a>	Channel 5 config register 1	0x3FF5604C	R/W
<a href="#">RMT_CH6CONF0_REG</a>	Channel 6 config register 0	0x3FF56050	R/W
<a href="#">RMT_CH6CONF1_REG</a>	Channel 6 config register 1	0x3FF56054	R/W
<a href="#">RMT_CH7CONF0_REG</a>	Channel 7 config register 0	0x3FF56058	R/W
<a href="#">RMT_CH7CONF1_REG</a>	Channel 7 config register 1	0x3FF5605C	R/W
<b>Interrupt registers</b>			
<a href="#">RMT_INT_RAW_REG</a>	Raw interrupt status	0x3FF560A0	RO
<a href="#">RMT_INT_ST_REG</a>	Masked interrupt status	0x3FF560A4	RO
<a href="#">RMT_INT_ENA_REG</a>	Interrupt enable bits	0x3FF560A8	R/W
<a href="#">RMT_INT_CLR_REG</a>	Interrupt clear bits	0x3FF560AC	WO
<b>Carrier wave duty cycle registers</b>			
<a href="#">RMT_CH0CARRIER_DUTY_REG</a>	Channel 0 duty cycle configuration register	0x3FF560B0	R/W
<a href="#">RMT_CH1CARRIER_DUTY_REG</a>	Channel 1 duty cycle configuration register	0x3FF560B4	R/W
<a href="#">RMT_CH2CARRIER_DUTY_REG</a>	Channel 2 duty cycle configuration register	0x3FF560B8	R/W
<a href="#">RMT_CH3CARRIER_DUTY_REG</a>	Channel 3 duty cycle configuration register	0x3FF560BC	R/W
<a href="#">RMT_CH4CARRIER_DUTY_REG</a>	Channel 4 duty cycle configuration register	0x3FF560C0	R/W
<a href="#">RMT_CH5CARRIER_DUTY_REG</a>	Channel 5 duty cycle configuration register	0x3FF560C4	R/W
<a href="#">RMT_CH6CARRIER_DUTY_REG</a>	Channel 6 duty cycle configuration register	0x3FF560C8	R/W
<a href="#">RMT_CH7CARRIER_DUTY_REG</a>	Channel 7 duty cycle configuration register	0x3FF560CC	R/W
<b>Tx event configuration registers</b>			
<a href="#">RMT_CH0_TX_LIM_REG</a>	Channel 0 Tx event configuration register	0x3FF560D0	R/W
<a href="#">RMT_CH1_TX_LIM_REG</a>	Channel 1 Tx event configuration register	0x3FF560D4	R/W
<a href="#">RMT_CH2_TX_LIM_REG</a>	Channel 2 Tx event configuration register	0x3FF560D8	R/W
<a href="#">RMT_CH3_TX_LIM_REG</a>	Channel 3 Tx event configuration register	0x3FF560DC	R/W
<a href="#">RMT_CH4_TX_LIM_REG</a>	Channel 4 Tx event configuration register	0x3FF560E0	R/W
<a href="#">RMT_CH5_TX_LIM_REG</a>	Channel 5 Tx event configuration register	0x3FF560E4	R/W
<a href="#">RMT_CH6_TX_LIM_REG</a>	Channel 6 Tx event configuration register	0x3FF560E8	R/W
<a href="#">RMT_CH7_TX_LIM_REG</a>	Channel 7 Tx event configuration register	0x3FF560EC	R/W
<b>Other registers</b>			
<a href="#">RMT_APB_CONF_REG</a>	RMT-wide configuration register	0x3FF560F0	R/W

## 11.4 Registers

**Register 11.1: RMT\_CH $n$ CONF0\_REG ( $n$ : 0-7) (0x0058+8\* $n$ )**

(reserved)				RMT_MEM_PD				RMT_CARRIER_OUT_LV_CH $n$				RMT_CARRIER_EN_CH $n$				RMT_MEM_SIZE_CH $n$				RMT_IDLE_THRES_CH $n$								RMT_DIV_CNT_CH $n$			
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x0	0	1	1	0x01				0x01000								0x002															

Reset

**RMT\_MEM\_PD** This bit is used to power down the entire RMT RAM block. (It only exists in RMT\_CH0CONF0). 1: power down memory; 0: power up memory. (R/W)

**RMT\_CARRIER\_OUT\_LV\_CH $n$**  This bit is used for configuration when the carrier wave is being transmitted. Transmit on low output level with 1, and transmit on high output level with 0. (R/W)

**RMT\_CARRIER\_EN\_CH $n$**  This is the carrier modulation enable control bit for channel $n$ . Carrier modulation is enabled with 1, while carrier modulation is disabled with 0. (R/W)

**RMT\_MEM\_SIZE\_CH $n$**  This register is used to configure the amount of memory blocks allocated to channel  $n$  (R/W)

**RMT\_IDLE\_THRES\_CH $n$**  In receive mode, when no edge is detected on the input signal for longer than reg\_idle\_thres\_ch $n$  channel clock cycles, the receive process is finished. (R/W)

**RMT\_DIV\_CNT\_CH $n$**  This register is used to set the divider for the channel clock of channel  $n$ . (R/W)

**Register 11.2: RMT\_CH $n$ CONF1\_REG ( $n$ : 0-7) (0x005c+8\* $n$ )**

(reserved)																RMT_IDLE_OUT_EN_CH <sub>n</sub>				RMT_IDLE_OUT_LV_CH <sub>n</sub>				RMT_REF_ALWAYS_ON_CH <sub>n</sub>				RMT_REF_CNT_RST_CH <sub>n</sub>				RMT_RX_FILTER_THRES_CH <sub>n</sub>				RMT_RX_FILTER_EN_CH <sub>n</sub>				RMT_TX_CONTL_MODE_CH <sub>n</sub>				RMT_MEM_OWNER_CH <sub>n</sub>				(reserved)				RMT_MEM_RD_RST_CH <sub>n</sub>				RMT_MEM_WR_RST_CH <sub>n</sub>				RMT_RX_EN_CH <sub>n</sub>				RMT_TX_START_CH <sub>n</sub>			
31																20				19	18	17	16	15	8							7	6	5	4	3	2	1	0																												
0x0000																0	0	0	0	0x00F							0	0	1	0	0	0	0	0	0	0	Reset																														

**RMT\_IDLE\_OUT\_EN\_CH<sub>*n*</sub>** This is the output enable control bit for channel *n* in IDLE state. (R/W)

**RMT\_IDLE\_OUT\_LV\_CH $n$**  This bit configures the output signals level for channel  $n$  in IDLE state.  
(R/W)

**RMT\_REF\_ALWAYS\_ON\_CH<sub>n</sub>** This bit is used to select the channel's base clock. 1:clk\_apb;  
0:clk ref. (R/W)

**RMT\_REF\_CNT\_RST\_CH $n$**  Setting this bit resets the clock divider of channel  $n$ . (R/W)

**RMT\_RX\_FILTER\_THRES\_CH $n$**  In receive mode, channel  $n$  ignores input pulse when the pulse width is smaller than this value in APB clock periods. (R/W)

**RMT\_RX\_FILTER\_EN\_CH $n$**  This is the receive filter enable bit for channel  $n$ . (R/W)

**RMT\_TX\_CONTI\_MODE\_CH<sub>n</sub>** If this bit is set, instead of going to idle when the transmission ends, the transmitter will restart transmission. This results in a repeating output signal. (R/W)

**RMT\_MEM\_OWNER\_CH $n$**  This bit marks channel  $n$ 's RAM block ownership. Number 1 stands for the receiver using the RAM, while 0 stands for the transmitter using the RAM. (R/W)

**RMT\_MEM\_RD\_RST\_CH $n$**  Set this bit to reset read RAM address for channel  $n$  by transmitter access.  
(R/W)

**RMT\_MEM\_WR\_RST\_CH $n$**  Set this bit to reset write RAM address for channel  $n$  by receiver access.  
(R/W)

**RMT RX EN CH<sub>*n*</sub>** Set this bit to enable receiving data on channel *n*. (R/W)

**RMT TX START CH<sub>*n*</sub>** Set this bit to start sending data on channel *n*. (R/W)

Register 11.3: RMT\_INT\_RAW\_REG (0x00a0)

RMT_CH7_TX_THR_EVENT_INT_RAW																																RMT_CH6_TX_THR_EVENT_INT_RAW																																RMT_CH5_TX_THR_EVENT_INT_RAW																																RMT_CH4_TX_THR_EVENT_INT_RAW																																RMT_CH3_TX_THR_EVENT_INT_RAW																																RMT_CH2_TX_THR_EVENT_INT_RAW																																RMT_CH1_TX_THR_EVENT_INT_RAW																																RMT_CH0_TX_THR_EVENT_INT_RAW																																RMT_CH7_ERR_INT_RAW																																RMT_CH6_ERR_INT_RAW																																RMT_CH5_ERR_INT_RAW																																RMT_CH4_ERR_INT_RAW																																RMT_CH3_ERR_INT_RAW																																RMT_CH2_ERR_INT_RAW																																RMT_CH1_ERR_INT_RAW																																RMT_CH0_ERR_INT_RAW																																RMT_CH7_RX_END_INT_RAW																																RMT_CH6_RX_END_INT_RAW																																RMT_CH5_RX_END_INT_RAW																																RMT_CH4_RX_END_INT_RAW																																RMT_CH3_RX_END_INT_RAW																																RMT_CH2_RX_END_INT_RAW																																RMT_CH1_RX_END_INT_RAW																																RMT_CH0_RX_END_INT_RAW																																RMT_CH7_TX_END_INT_RAW																																RMT_CH6_TX_END_INT_RAW																																RMT_CH5_TX_END_INT_RAW																																RMT_CH4_TX_END_INT_RAW																																RMT_CH3_TX_END_INT_RAW																																RMT_CH2_TX_END_INT_RAW																																RMT_CH1_TX_END_INT_RAW																																RMT_CH0_TX_END_INT_RAW																																																																																	
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																		
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**RMT\_CH<sub>n</sub>\_TX\_THR\_EVENT\_INT\_RAW** The raw interrupt status bit for the [RMT\\_CH<sub>n</sub>\\_TX\\_THR\\_EVENT\\_INT](#) interrupt. (RO)

**RMT\_CH<sub>n</sub>\_ERR\_INT\_RAW** The raw interrupt status bit for the [RMT\\_CH<sub>n</sub>\\_ERR\\_INT](#) interrupt. (RO)

**RMT\_CH<sub>n</sub>\_RX\_END\_INT\_RAW** The raw interrupt status bit for the [RMT\\_CH<sub>n</sub>\\_RX\\_END\\_INT](#) interrupt. (RO)

**RMT\_CH<sub>n</sub>\_TX\_END\_INT\_RAW** The raw interrupt status bit for the [RMT\\_CH<sub>n</sub>\\_TX\\_END\\_INT](#) interrupt. (RO)

Register 11.4: RMT\_INT\_ST\_REG (0x00a4)

RMT_CH7_TX_THR_EVENT_INT_ST																																RMT_CH6_TX_THR_EVENT_INT_ST																																RMT_CH5_TX_THR_EVENT_INT_ST																																RMT_CH4_TX_THR_EVENT_INT_ST																																RMT_CH3_TX_THR_EVENT_INT_ST																																RMT_CH2_TX_THR_EVENT_INT_ST																																RMT_CH1_TX_THR_EVENT_INT_ST																																RMT_CH0_TX_THR_EVENT_INT_ST																																RMT_CH7_ERR_INT_ST																																RMT_CH6_ERR_INT_ST																																RMT_CH5_ERR_INT_ST																																RMT_CH4_ERR_INT_ST																																RMT_CH3_ERR_INT_ST																																RMT_CH2_ERR_INT_ST																																RMT_CH1_ERR_INT_ST																																RMT_CH0_ERR_INT_ST																																RMT_CH7_RX_END_INT_ST																																RMT_CH6_RX_END_INT_ST																																RMT_CH5_RX_END_INT_ST																																RMT_CH4_RX_END_INT_ST																																RMT_CH3_RX_END_INT_ST																																RMT_CH2_RX_END_INT_ST																																RMT_CH1_RX_END_INT_ST																																RMT_CH0_RX_END_INT_ST																																																																																																																																																																																																																																																																																																																																																																													
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
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**RMT\_CH<sub>n</sub>\_TX\_THR\_EVENT\_INT\_ST** The masked interrupt status bit for the [RMT\\_CH<sub>n</sub>\\_TX\\_THR\\_EVENT\\_INT](#) interrupt. (RO)

**RMT\_CH<sub>n</sub>\_ERR\_INT\_ST** The masked interrupt status bit for the [RMT\\_CH<sub>n</sub>\\_ERR\\_INT](#) interrupt. (RO)

**RMT\_CH<sub>n</sub>\_RX\_END\_INT\_ST** The masked interrupt status bit for the [RMT\\_CH<sub>n</sub>\\_RX\\_END\\_INT](#) interrupt. (RO)

**RMT\_CH<sub>n</sub>\_TX\_END\_INT\_ST** The masked interrupt status bit for the [RMT\\_CH<sub>n</sub>\\_TX\\_END\\_INT](#) interrupt. (RO)

Register 11.5: RMT\_INT\_ENA\_REG (0x00a8)

RMT_CH7_TX_THR_EVENT_INT_ENA	RMT_CH6_TX_THR_EVENT_INT_ENA	RMT_CH5_TX_THR_EVENT_INT_ENA	RMT_CH4_TX_THR_EVENT_INT_ENA	RMT_CH3_TX_THR_EVENT_INT_ENA	RMT_CH2_TX_THR_EVENT_INT_ENA	RMT_CH1_TX_THR_EVENT_INT_ENA	RMT_CH0_TX_THR_EVENT_INT_ENA	RMT_CH7_ERR_INT_ENA	RMT_CH6_ERR_INT_ENA	RMT_CH5_ERR_INT_ENA	RMT_CH4_ERR_INT_ENA	RMT_CH3_ERR_INT_ENA	RMT_CH2_ERR_INT_ENA	RMT_CH1_ERR_INT_ENA	RMT_CH0_ERR_INT_ENA	RMT_CH7_RX_END_INT_ENA	RMT_CH6_RX_END_INT_ENA	RMT_CH5_RX_END_INT_ENA	RMT_CH4_RX_END_INT_ENA	RMT_CH3_RX_END_INT_ENA	RMT_CH2_RX_END_INT_ENA	RMT_CH1_RX_END_INT_ENA	RMT_CH0_RX_END_INT_ENA	RMT_CH7_TX_END_INT_ENA	RMT_CH6_TX_END_INT_ENA	RMT_CH5_TX_END_INT_ENA	RMT_CH4_TX_END_INT_ENA	RMT_CH3_TX_END_INT_ENA	RMT_CH2_TX_END_INT_ENA	RMT_CH1_TX_END_INT_ENA	RMT_CH0_TX_END_INT_ENA
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**RMT\_CH<sub>n</sub>\_TX\_THR\_EVENT\_INT\_ENA** The interrupt enable bit for the [RMT\\_CH<sub>n</sub>\\_TX\\_THR\\_EVENT\\_INT](#) interrupt. (R/W)

**RMT\_CH<sub>n</sub>\_ERR\_INT\_ENA** The interrupt enable bit for the [RMT\\_CH<sub>n</sub>\\_ERROR\\_INT](#) interrupt. (R/W)

**RMT\_CH<sub>n</sub>\_RX\_END\_INT\_ENA** The interrupt enable bit for the [RMT\\_CH<sub>n</sub>\\_RX\\_END\\_INT](#) interrupt. (R/W)

**RMT\_CH<sub>n</sub>\_TX\_END\_INT\_ENA** The interrupt enable bit for the [RMT\\_CH<sub>n</sub>\\_TX\\_END\\_INT](#) interrupt. (R/W)

Register 11.6: RMT\_INT\_CLR\_REG (0x00ac)

RMT_CH7_TX_THR_EVENT_INT_CLR	RMT_CH6_TX_THR_EVENT_INT_CLR	RMT_CH5_TX_THR_EVENT_INT_CLR	RMT_CH4_TX_THR_EVENT_INT_CLR	RMT_CH3_TX_THR_EVENT_INT_CLR	RMT_CH2_TX_THR_EVENT_INT_CLR	RMT_CH1_TX_THR_EVENT_INT_CLR	RMT_CH0_TX_THR_EVENT_INT_CLR	RMT_CH7_ERR_INT_CLR	RMT_CH6_ERR_INT_CLR	RMT_CH5_ERR_INT_CLR	RMT_CH4_ERR_INT_CLR	RMT_CH3_ERR_INT_CLR	RMT_CH2_ERR_INT_CLR	RMT_CH1_ERR_INT_CLR	RMT_CH0_ERR_INT_CLR	RMT_CH7_RX_END_INT_CLR	RMT_CH6_RX_END_INT_CLR	RMT_CH5_RX_END_INT_CLR	RMT_CH4_RX_END_INT_CLR	RMT_CH3_RX_END_INT_CLR	RMT_CH2_RX_END_INT_CLR	RMT_CH1_RX_END_INT_CLR	RMT_CH0_RX_END_INT_CLR	RMT_CH7_TX_END_INT_CLR	RMT_CH6_TX_END_INT_CLR	RMT_CH5_TX_END_INT_CLR	RMT_CH4_TX_END_INT_CLR	RMT_CH3_TX_END_INT_CLR	RMT_CH2_TX_END_INT_CLR	RMT_CH1_TX_END_INT_CLR	RMT_CH0_TX_END_INT_CLR
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**RMT\_CH<sub>n</sub>\_TX\_THR\_EVENT\_INT\_CLR** Set this bit to clear the [RMT\\_CH<sub>n</sub>\\_TX\\_THR\\_EVENT\\_INT](#) interrupt. (WO)

**RMT\_CH<sub>n</sub>\_ERR\_INT\_CLR** Set this bit to clear the [RMT\\_CH<sub>n</sub>\\_ERRINT](#) interrupt. (WO)

**RMT\_CH<sub>n</sub>\_RX\_END\_INT\_CLR** Set this bit to clear the [RMT\\_CH<sub>n</sub>\\_RX\\_END\\_INT](#) interrupt. (WO)

**RMT\_CH<sub>n</sub>\_TX\_END\_INT\_CLR** Set this bit to clear the [RMT\\_CH<sub>n</sub>\\_TX\\_END\\_INT](#) interrupt. (WO)

**Register 11.7: RMT\_CH $n$ CARRIER\_DUTY\_REG ( $n$ : 0-7) (0x00cc+4\* $n$ )**

RMT_CARRIER_HIGH_CH <sup>n</sup>																RMT_CARRIER_LOW_CH <sup>n</sup>																
31															16	15															0	
0x00040																0x00040																Reset

**RMT\_CARRIER\_HIGH\_CH $n$**  This field is used to configure the carrier wave high-level duration (in channel clock periods) for channel  $n$ . (R/W)

**RMT\_CARRIER\_LOW\_CH $n$**  This field is used to configure the carrier wave low-level duration (in channel clock periods) for channel  $n$ . (R/W)

**Register 11.8: RMT\_CH $n$ \_TX\_LIM\_REG ( $n$ : 0-7) (0x00ec+4\* $n$ )**

(reserved)																RMT_TX_LIM_CH <sup>n</sup>																
31																0																
0x000000																0x080																Reset

**RMT\_TX\_LIM\_CH $n$**  When channel  $n$  sends more entries than specified here, it produces a TX\_THR\_EVENT interrupt. (R/W)

**Register 11.9: RMT\_APB\_CONF\_REG (0x00f0)**

(reserved)																																RMT_MEM_TX_WRAP_EN	
31																															2	1	
0x00000000																															0	Reset	

**RMT\_MEM\_TX\_WRAP\_EN** bit enables wraparound mode: when the transmitter of a channel has reached the end of its memory block, it will resume sending at the start of its memory region. (R/W)



## 12. PULSE\_CNT

### 12.1 Introduction

The pulse counter module is designed to count the number of rising and/or falling edges of an input signal. Each pulse counter unit has a 16-bit signed counter register and two channels that can be configured to either increment or decrement the counter. Each channel has a signal input that accepts signal edges to be detected, as well as a control input that can be used to enable or disable the signal input. The inputs have optional filters that can be used to discard unwanted glitches in the signal.

The pulse counter has eight independent units, referred to as PULSE\_CNT\_Un.

### 12.2 Functional Description

#### 12.2.1 Architecture

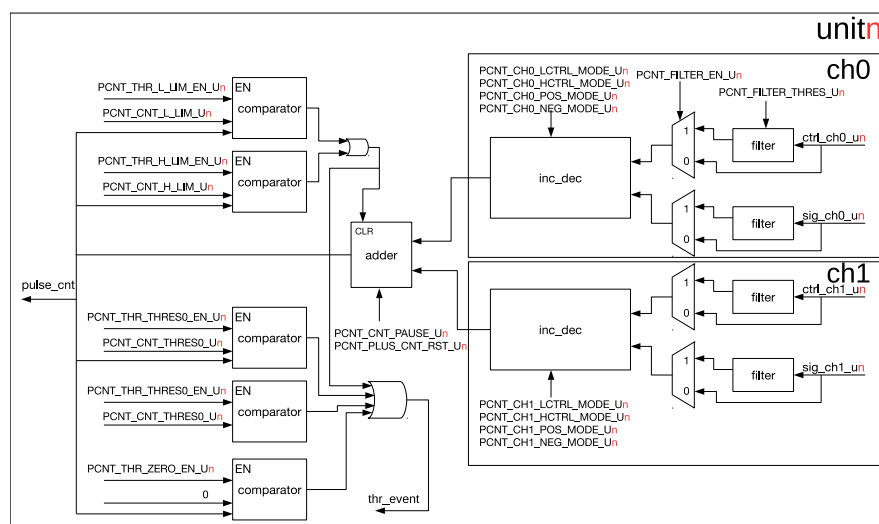


Figure 65: PULSE\_CNT Architecture

The architecture of a pulse counter unit is illustrated in Figure 65. Each unit has two channels: ch0 and ch1, which are functionally equivalent. Each channel has a signal input, as well as a control input, which can both be connected to I/O pads. The counting behavior on both the positive and negative edge can be configured separately to increase, decrease, or do nothing to the counter value. Separately, for both control signal levels, the hardware can be configured to modify the edge action: invert it, disable it, or do nothing. The counter itself is a 16-bit signed up/down counter. Its value can be read by software directly, but is also monitored by a set of comparators which can trigger an interrupt.

#### 12.2.2 Counter Channel Inputs

As stated before, the two inputs of a channel can affect the pulse counter in various ways. The specifics of this behaviour are set by LCTRL\_MODE and HCTRL\_MODE in this case when the control signal is low or high, respectively, and POS\_MODE and NEG\_MODE for positive and negative edges of the input signal. Setting POS\_MODE and NEG\_MODE to 1 will increase the counter when an edge is detected, setting them to 2 will decrease the counter and setting at any other value will neutralize the effect of the edge on the counter. LCTR\_MODE and HCTR\_MODE modify this behaviour, when the control input has the corresponding low or high

value: 0 does not modify the NEG\_MODE and POS\_MODE behaviour, 1 inverts it (setting POS\_MODE/NEG\_MODE to increase the counter should now decrease the counter and vice versa) and any other value disables counter effects for that signal level.

To summarize, a few examples have been considered. In this table, the effect on the counter for a rising edge is shown for both a low and a high control signal, as well as various other configuration options. For clarity, a short description in brackets is added after the values. Note: x denotes 'do not care'.

POS_MODE	LCTRL_MODE	HCTRL_MODE	sig l→h when ctrl=0	sig l→h when ctrl=1
1 (inc)	0 (-)	0 (-)	Inc ctr	Inc ctr
2 (dec)	0 (-)	0 (-)	Dec ctr	Dec ctr
0 (-)	x	x	No action	No action
1 (inc)	0 (-)	1 (inv)	Inc ctr	Dec ctr
1 (inc)	1 (inv)	0 (-)	Dec ctr	Inc ctr
2 (dec)	0 (-)	1 (inv)	Dec ctr	Inc ctr
1 (inc)	0 (-)	2 (dis)	Inc ctr	No action
1 (inc)	2 (dis)	0 (-)	No action	Inc ctr

This table is also valid for negative edges (sig h→l) on substituting NEG\_MODE for POS\_MODE.

Each pulse counter unit also features a filter on each of the four inputs, adding the option to ignore short glitches in the signals. If a PCNT\_FILTER\_EN\_Un can be set to filter the four input signals of the unit. If this filter is enabled, any pulses shorter than REG\_FILTER\_THRES\_Un number of APB\_CLK clock cycles will be filtered out and will have no effect on the counter. With the filter disabled, in theory infinitely small glitches could possibly trigger pulse counter action. However, in practice the signal inputs are sampled on APB\_CLK edges and even with the filter disabled, pulse widths lasting shorter than one APB\_CLK cycle may be missed.

Apart from the input channels, software also has some control over the counter. In particular, the counter value can be frozen to the current value by configuring PCNT\_CNT\_PAUSE\_Un. It can also be reset to 0 by configuring PCNT\_PULSE\_CNT\_RST\_Un.

### 12.2.3 Watchpoints

The pulse counters have five watchpoints that share one interrupt. Interrupt generation can be enabled or disabled for each individual watchpoint. The watchpoints are:

- Maximum count value: Triggered when PULSE\_CNT ≥ PCNT\_THR\_H\_LIM\_Un. Additionally, this will reset the counter to 0.
- Minimum count value: Triggered when PULSE\_CNT ≤ PCNT\_THR\_L\_LIM\_Un. Additionally, this will reset the counter to 0. This is most useful when PCNT\_THR\_L\_LIM\_Un is set to a negative number.
- Two threshold values: Triggered when PULSE\_CNT = PCNT\_THR\_THRES0\_Un or PCNT\_THR\_THRES1\_Un.
- Zero: Triggered when PULSE\_CNT = 0.

### 12.2.4 Examples

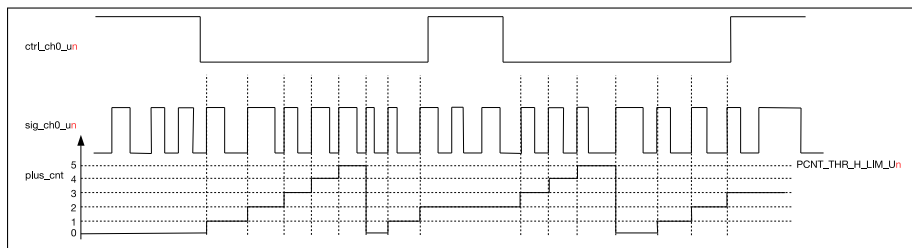


Figure 66: PULSE\_CNT Upcounting Diagram

Figure 66 shows channel 0 being used as an up-counter. The configuration of channel 0 is shown below.

- CNT\_CH0\_POS\_MODE\_Un = 1: increase counter on the rising edge of sig\_ch0\_un.
- PCNT\_CH0\_NEG\_MODE\_Un = 0: no counting on the falling edge of sig\_ch0\_un.
- PCNT\_CH0\_LCTRL\_MODE\_Un = 0: Do not modify counter mode when sig\_ch0\_un is low.
- PCNT\_CH0\_HCTRL\_MODE\_Un = 2: Do not allow counter increments/decrements when sig\_ch0\_un is high.
- PCNT\_THR\_H\_LIM\_Un = 5: PULSE\_CNT resets to 0 when the count value increases to 5.

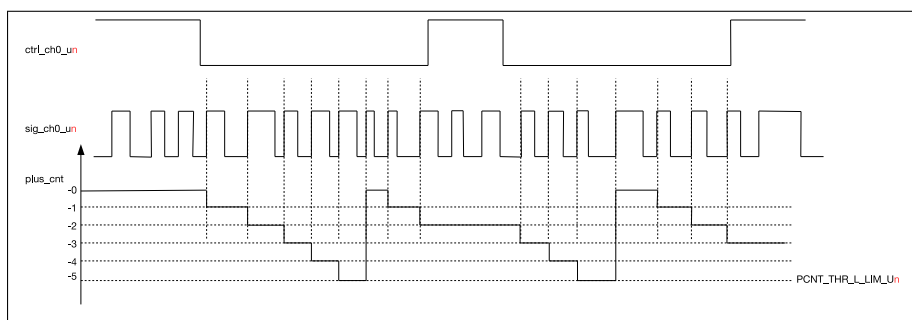


Figure 67: PULSE\_CNT Downcounting Diagram

Figure 67 shows channel 0 decrementing the counter. The configuration of channel 0 differs from that in Figure 66 in the following two aspects:

- PCNT\_CH0\_LCTRL\_MODE\_Un = 1: invert counter mode when ctrl\_ch0\_un is at low level, so it will decrease, rather than increase, the counter.
- PCNT\_THR\_H\_LIM\_Un = -5: PULSE\_CNT resets to 0 when the count value decreases to -5.

### 12.2.5 Interrupts

PCNT\_CNT\_THR\_EVENT\_Un\_INT: This interrupt gets triggered when one of the five channel comparators detects a match.

## 12.3 Register Summary

Name	Description	Address	Access
<b>Configuration registers</b>			

Name	Description	Address	Access
PCNT_U0_CONF0_REG	Configuration register 0 for unit 0	0x3FF57000	R/W
PCNT_U1_CONF0_REG	Configuration register 0 for unit 1	0x3FF5700C	R/W
PCNT_U2_CONF0_REG	Configuration register 0 for unit 2	0x3FF57018	R/W
PCNT_U3_CONF0_REG	Configuration register 0 for unit 3	0x3FF57024	R/W
PCNT_U4_CONF0_REG	Configuration register 0 for unit 4	0x3FF57030	R/W
PCNT_U5_CONF0_REG	Configuration register 0 for unit 5	0x3FF5703C	R/W
PCNT_U6_CONF0_REG	Configuration register 0 for unit 6	0x3FF57048	R/W
PCNT_U7_CONF0_REG	Configuration register 0 for unit 7	0x3FF57054	R/W
PCNT_U0_CONF1_REG	Configuration register 1 for unit 0	0x3FF57004	R/W
PCNT_U1_CONF1_REG	Configuration register 1 for unit 1	0x3FF57010	R/W
PCNT_U2_CONF1_REG	Configuration register 1 for unit 2	0x3FF5701C	R/W
PCNT_U3_CONF1_REG	Configuration register 1 for unit 3	0x3FF57028	R/W
PCNT_U4_CONF1_REG	Configuration register 1 for unit 4	0x3FF57034	R/W
PCNT_U5_CONF1_REG	Configuration register 1 for unit 5	0x3FF57040	R/W
PCNT_U6_CONF1_REG	Configuration register 1 for unit 6	0x3FF5704C	R/W
PCNT_U7_CONF1_REG	Configuration register 1 for unit 7	0x3FF57058	R/W
PCNT_U0_CONF2_REG	Configuration register 2 for unit 0	0x3FF57008	R/W
PCNT_U1_CONF2_REG	Configuration register 2 for unit 1	0x3FF57014	R/W
PCNT_U2_CONF2_REG	Configuration register 2 for unit 2	0x3FF57020	R/W
PCNT_U3_CONF2_REG	Configuration register 2 for unit 3	0x3FF5702C	R/W
PCNT_U4_CONF2_REG	Configuration register 2 for unit 4	0x3FF57038	R/W
PCNT_U5_CONF2_REG	Configuration register 2 for unit 5	0x3FF57044	R/W
PCNT_U6_CONF2_REG	Configuration register 2 for unit 6	0x3FF57050	R/W
PCNT_U7_CONF2_REG	Configuration register 2 for unit 7	0x3FF5705C	R/W
<b>Counter values</b>			
PCNT_U0_CNT_REG	Counter value for unit 0	0x3FF57060	RO
PCNT_U1_CNT_REG	Counter value for unit 1	0x3FF57064	RO
PCNT_U2_CNT_REG	Counter value for unit 2	0x3FF57068	RO
PCNT_U3_CNT_REG	Counter value for unit 3	0x3FF5706C	RO
PCNT_U4_CNT_REG	Counter value for unit 4	0x3FF57070	RO
PCNT_U5_CNT_REG	Counter value for unit 5	0x3FF57074	RO
PCNT_U6_CNT_REG	Counter value for unit 6	0x3FF57078	RO
PCNT_U7_CNT_REG	Counter value for unit 7	0x3FF5707C	RO
<b>Control registers</b>			
PCNT_CTRL_REG	Control register for all counters	0x3FF570B0	R/W
<b>Interrupt registers</b>			
PCNT_INT_RAW_REG	Raw interrupt status	0x3FF57080	RO
PCNT_INT_ST_REG	Masked interrupt status	0x3FF57084	RO
PCNT_INT_ENA_REG	Interrupt enable bits	0x3FF57088	R/W
PCNT_INT_CLR_REG	Interrupt clear bits	0x3FF5708C	WO



**Register 12.2: PCNT\_U<sub>n</sub>\_CONF1\_REG (*n*: 0-7) (0x4+0x0C\**n*)**

PCNT_CNT_THRES1_U <sup>n</sup>																PCNT_CNT_THRES0_U <sup>n</sup>																
31																16	15														0	
0x000																0x000																Reset

**PCNT\_CNT\_THRES1\_U<sub>n</sub>** This register is used to configure the thres1 value for unit *n*. (R/W)

**PCNT\_CNT\_THRES0\_U<sub>n</sub>** This register is used to configure the thres0 value for unit *n*. (R/W)

**Register 12.3: PCNT\_U<sub>n</sub>\_CONF2\_REG (*n*: 0-7) (0x8+0x0C\**n*)**

PONT_CNT_L_LIM_U <sub>n</sub>																PONT_CNT_H_LIM_U <sub>n</sub>																
31																16	15														0	
0x000																0x000																Reset

**PCNT\_CNT\_L\_LIM\_U<sub>n</sub>** This register is used to configure the thr\_l\_lim value for unit *n*. (R/W)

**PCNT\_CNT\_H\_LIM\_U<sub>n</sub>** This register is used to configure the thr\_h\_lim value for unit *n*. (R/W)

**Register 12.4: PCNT\_U<sub>n</sub>\_CNT\_REG (*n*: 0-7) (0x28+0x0C\**n*)**

(reserved)																PONT_PLUS_CNT_Un																															
31																15																0															
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																0x00000																Reset															

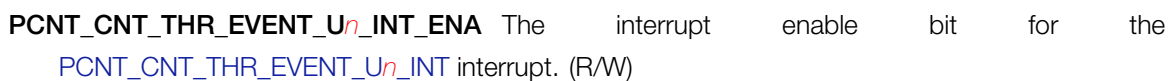
**PCNT\_PLUS\_CNT\_U<sub>n</sub>** This register stores the current pulse count value for unit *n*. (RO)

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**PCNT\_CNT\_THR\_EVENT\_U**<sub>n</sub>**\_INT\_ST** The masked interrupt status bit for the **PCNT\_CNT\_THR\_EVENT\_U**<sub>n</sub>**\_INT** interrupt. (RO)

### Register 12.7: PCNT\_INT\_ENA\_REG (0x0088)



**PCNT\_CNT\_THR\_EVENT\_U***n***\_INT\_ENA** The interrupt enable bit for the **PCNT\_CNT\_THR\_EVENT\_U***n***\_INT** interrupt. (R/W)

Register 12.8: PCNT\_INT\_CLR\_REG (0x008c)

(reserved)																PCNT_CNT_THR_EVENT_U7_INT_CLR PCNT_CNT_THR_EVENT_U6_INT_CLR PCNT_CNT_THR_EVENT_U5_INT_CLR PCNT_CNT_THR_EVENT_U4_INT_CLR PCNT_CNT_THR_EVENT_U3_INT_CLR PCNT_CNT_THR_EVENT_U2_INT_CLR PCNT_CNT_THR_EVENT_U1_INT_CLR PCNT_CNT_THR_EVENT_U0_INT_CLR									
31																8	7	6	5	4	3	2	1	0	
0x0000000																	0	0	0	0	0	0	0	0	Reset

**PCNT\_CNT\_THR\_EVENT\_U<sub>*n*</sub>\_INT\_CLR** Set this bit to clear the **PCNT\_CNT\_THR\_EVENT\_U<sub>*n*</sub>\_INT** interrupt. (WO)

Register 12.9: PCNT\_CTRL\_REG (0x00b0)

(reserved)																<div>(reserved)</div> <div>PONT_CNT_PAUSE_U7</div> <div>PONT_PLUS_CNT_RST_U7</div> <div>PONT_CNT_PAUSE_U6</div> <div>PONT_PLUS_CNT_RST_U6</div> <div>PONT_CNT_PAUSE_U5</div> <div>PONT_PLUS_CNT_RST_U5</div> <div>PONT_CNT_PAUSE_U4</div> <div>PONT_PLUS_CNT_RST_U4</div> <div>PONT_CNT_PAUSE_U3</div> <div>PONT_PLUS_CNT_RST_U3</div> <div>PONT_CNT_PAUSE_U2</div> <div>PONT_PLUS_CNT_RST_U2</div> <div>PONT_CNT_PAUSE_U1</div> <div>PONT_PLUS_CNT_RST_U1</div> <div>PONT_CNT_PAUSE_U0</div> <div>PONT_PLUS_CNT_RST_U0</div>																		
31																17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0x0000																	0	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	Reset

**PCNT\_CNT\_PAUSE\_U<sub>*n*</sub>** Set this bit to freeze unit *n*'s counter. (R/W)

**PCNT\_PLUS\_CNT\_RST\_U<sub>*n*</sub>** Set this bit to clear unit *n*'s counter. (R/W)



## 13. 64-bit Timers

### 13.1 Introduction

There are four general-purpose timers embedded in the ESP32. They are all 64-bit generic timers based on 16-bit prescalers and 64-bit auto-reload-capable up/downcounters.

The ESP32 contains two timer modules, each containing two timers. The two timers in a block are indicated by an *x* in TIMG*n*\_Tx; the blocks themselves are indicated by an *n*.

The timers feature:

- A 16-bit clock prescaler, from 2 to 65536
- A 64-bit time-base counter
- Configurable up/down time-base counter: incrementing or decrementing
- Halt and resume of time-base counter
- Auto-reload at alarm
- Software-controlled instant reload
- Level and edge interrupt generation

### 13.2 Functional Description

#### 13.2.1 16-bit Prescaler

Each timer uses the APB clock (APB\_CLK, normally 80 MHz) as the basic clock. This clock is then divided down by a 16-bit prescaler which generates the time-base counter clock (TB\_clk). Every cycle of TB\_clk causes the time-base counter to increment or decrement by one. The timer must be disabled (TIMG*n*\_Tx\_EN is cleared) before changing the prescaler divisor which is configured by TIMG*n*\_Tx\_DIVIDER register; changing it on an enabled timer can lead to unpredictable results. The prescaler can divide the APB clock by a factor from 2 to 65536. Specifically, when TIMG*n*\_Tx\_DIVIDER is either 1 or 2, the clock divisor is 2; when TIMG*n*\_Tx\_DIVIDER is 0, the clock divisor is 65536. Any other value will cause the clock to be divided by exactly that value.

#### 13.2.2 64-bit Time-base Counter

The 64-bit time-base counter can be configured to count either up or down, depending on whether TIMG*n*\_Tx\_INCREASE is set or cleared, respectively. It supports both auto-reload and software instant reload. An alarm event can be set when the counter reaches a value specified by the software.

Counting can be enabled and disabled by setting and clearing TIMG*n*\_Tx\_EN. Clearing this bit essentially freezes the counter, causing it to neither count up nor count down; instead, it retains its value until TIMG*n*\_Tx\_EN is set again. Reloading the counter when TIMG*n*\_Tx\_EN is cleared will change its value, but counting will not be resumed until TIMG*n*\_Tx\_EN is set.

Software can set a new counter value by setting registers TIMG*n*\_Tx\_LOAD\_LO and TIMG*n*\_Tx\_LOAD\_HI to the intended new value. The hardware will ignore these register settings until a reload; a reload will cause the contents of these registers to be copied to the counter itself. A reload event can be triggered by an alarm (auto-reload at alarm) or by software (software instant reload). To enable auto-reload at alarm, the register

TIMG $n$ \_Tx\_AUTORELOAD should be set. If auto-reload at alarm is not enabled, the time-base counter will continue incrementing or decrementing after the alarm. To trigger a software instant reload, any value can be written to the register TIMG $n$ \_Tx\_LOAD\_REG; this will cause the counter value to change instantly. Software can also change the direction of the time-base counter instantly by changing the value of TIMG $n$ \_Tx\_INCREASE.

The time-base counter can also be read by software, but because the counter is 64-bit, the CPU can only get the value as two 32-bit values, the counter value needs to be latched onto TIMG $n$ \_TxLO\_REG and TIMG $n$ \_TxHI\_REG first. This is done by writing any value to TIMG $n$ \_TxUPDATE\_REG; this will instantly latch the 64-bit timer value onto the two registers. Software can then read them at any point in time. This approach stops the timer value being read erroneously when a carry-over happens between reading the low and high word of the timer value.

### 13.2.3 Alarm Generation

The timer can trigger an alarm, which can cause a reload and/or an interrupt to occur. The alarm is triggered when the alarm registers TIMG $n$ \_Tx\_ALARMLO\_REG and TIMG $n$ \_Tx\_ALARMHI\_REG match the current timer value. In order to simplify the scenario where these registers are set 'too late' and the counter has already passed these values, the alarm also triggers when the current timer value is higher (for an up-counting timer) or lower (for a down-counting timer) than the current alarm value: if this is the case, the alarm will be triggered immediately upon loading the alarm registers.

### 13.2.4 MWDT

Each timer module also contains a Main System Watchdog Timer and its associated registers. While these registers are described here, their functional description can be found in the chapter entitled [Watchdog Timer](#).

### 13.2.5 Interrupts

- TIMG $n$ \_Tx\_INT\_WDT\_INT: Generated when a watchdog timer interrupt stage times out.
- TIMG $n$ \_Tx\_INT\_T1\_INT: An alarm event on timer 1 generates this interrupt.
- TIMG $n$ \_Tx\_INT\_T0\_INT: An alarm event on timer 0 generates this interrupt.

## 13.3 Register Summary

Name	Description	TIMG0	TIMG1	Acc
<b>Timer 0 configuration and control registers</b>				
TIMG $n$ _T0CONFIG_REG	Timer 0 configuration register	0x3FF5F000	0x3FF60000	R/W
TIMG $n$ _T0LO_REG	Timer 0 current value, low 32 bits	0x3FF5F004	0x3FF60004	RO
TIMG $n$ _T0HI_REG	Timer 0 current value, high 32 bits	0x3FF5F008	0x3FF60008	RO
TIMG $n$ _T0UPDATE_REG	Write to copy current timer value to TIMG $n$ _T0_(LO/HI)_REG	0x3FF5F00C	0x3FF6000C	WO
TIMG $n$ _T0ALARMLO_REG	Timer 0 alarm value, low 32 bits	0x3FF5F010	0x3FF60010	R/W
TIMG $n$ _T0ALARMHI_REG	Timer 0 alarm value, high bits	0x3FF5F014	0x3FF60014	R/W
TIMG $n$ _T0LOADLO_REG	Timer 0 reload value, low 32 bits	0x3FF5F018	0x3FF60018	R/W

Name	Description	TIMG0	TIMG1	Acc
<a href="#">TIMG<sub>n</sub>_T0LOAD_REG</a>	Write to reload timer from TIMG <sub>n</sub> _T0_(LOADLOLOADHI)_REG	0x3FF5F020	0x3FF60020	WO
<b>Timer 1 configuration and control registers</b>				
<a href="#">TIMG<sub>n</sub>_T1CONFIG_REG</a>	Timer 1 configuration register	0x3FF5F024	0x3FF60024	R/W
<a href="#">TIMG<sub>n</sub>_T1LO_REG</a>	Timer 1 current value, low 32 bits	0x3FF5F028	0x3FF60028	RO
<a href="#">TIMG<sub>n</sub>_T1HI_REG</a>	Timer 1 current value, high 32 bits	0x3FF5F02C	0x3FF6002C	RO
<a href="#">TIMG<sub>n</sub>_T1UPDATE_REG</a>	Write to copy current timer value to TIMG <sub>n</sub> _T1_(LO/HI)_REG	0x3FF5F030	0x3FF60030	WO
<a href="#">TIMG<sub>n</sub>_T1ALARMLO_REG</a>	Timer 1 alarm value, low 32 bits	0x3FF5F034	0x3FF60034	R/W
<a href="#">TIMG<sub>n</sub>_T1ALARMHI_REG</a>	Timer 1 alarm value, high 32 bits	0x3FF5F038	0x3FF60038	R/W
<a href="#">TIMG<sub>n</sub>_T1LOADLO_REG</a>	Timer 1 reload value, low 32 bits	0x3FF5F03C	0x3FF6003C	R/W
<a href="#">TIMG<sub>n</sub>_T1LOAD_REG</a>	Write to reload timer from TIMG <sub>n</sub> _T1_(LOADLOLOADHI)_REG	0x3FF5F044	0x3FF60044	WO
<b>System watchdog timer configuration and control registers</b>				
<a href="#">TIMG<sub>n</sub>_Tx_WDTCONFIG0_REG</a>	Watchdog timer configuration register	0x3FF5F048	0x3FF60048	R/W
<a href="#">TIMG<sub>n</sub>_Tx_WDTCONFIG1_REG</a>	Watchdog timer prescaler register	0x3FF5F04C	0x3FF6004C	R/W
<a href="#">TIMG<sub>n</sub>_Tx_WDTCONFIG2_REG</a>	Watchdog timer stage 0 timeout value	0x3FF5F050	0x3FF60050	R/W
<a href="#">TIMG<sub>n</sub>_Tx_WDTCONFIG3_REG</a>	Watchdog timer stage 1 timeout value	0x3FF5F054	0x3FF60054	R/W
<a href="#">TIMG<sub>n</sub>_Tx_WDTCONFIG4_REG</a>	Watchdog timer stage 2 timeout value	0x3FF5F058	0x3FF60058	R/W
<a href="#">TIMG<sub>n</sub>_Tx_WDTCONFIG5_REG</a>	Watchdog timer stage 3 timeout value	0x3FF5F05C	0x3FF6005C	R/W
<a href="#">TIMG<sub>n</sub>_Tx_WDTFEED_REG</a>	Write to feed the watchdog timer	0x3FF5F060	0x3FF60060	WO
<a href="#">TIMG<sub>n</sub>_Tx_WDTWPROTECT_REG</a>	Watchdog write protect register	0x3FF5F064	0x3FF60064	R/W
<b>Interrupt registers</b>				
<a href="#">TIMG<sub>n</sub>_Tx_INT_RAW_REG</a>	Raw interrupt status	0x3FF5F09C	0x3FF6009C	RO
<a href="#">TIMG<sub>n</sub>_Tx_INT_ST_REG</a>	Masked interrupt status	0x3FF5F0A0	0x3FF600A0	RO
<a href="#">TIMG<sub>n</sub>_Tx_INT_ENA_REG</a>	Interrupt enable bits	0x3FF5F098	0x3FF60098	R/W
<a href="#">TIMG<sub>n</sub>_Tx_INT_CLR_REG</a>	Interrupt clear bits	0x3FF5F0A4	0x3FF600A4	WO

## 13.4 Registers

**Register 13.1: TIMG<sub>n</sub>\_TXCONFIG\_REG (x: 0-1) (0x0+0x24\*x)**

TIMG <sub>n</sub> _TX_EN				TIMG <sub>n</sub> _TX_DIVIDER									TIMG <sub>n</sub> _TX_EDGE_INT_EN			
TIMG <sub>n</sub> _TX_INCREASE													TIMG <sub>n</sub> _TX_LEVEL_INT_EN			
TIMG <sub>n</sub> _TX_AUTORELOAD													TIMG <sub>n</sub> _TX_ALARM_EN			
31	30	29	28										13	12	11	10
0	1	1	0x00001									0	0	0	Reset	

**TIMG<sub>n</sub>\_TX\_EN** When set, the timer *x* time-base counter is enabled. (R/W)

**TIMG<sub>n</sub>\_TX\_INCREASE** When set, the timer *x* time-base counter will increment every clock tick. When cleared, the timer *x* time-base counter will decrement. (R/W)

**TIMG<sub>n</sub>\_TX\_AUTORELOAD** When set, timer *x* auto-reload at alarm is enabled. (R/W)

**TIMG<sub>n</sub>\_TX\_DIVIDER** Timer *x* clock (Tx\_clk) prescale value. (R/W)

**TIMG<sub>n</sub>\_TX\_EDGE\_INT\_EN** When set, an alarm will generate an edge type interrupt. (R/W)

**TIMG<sub>n</sub>\_TX\_LEVEL\_INT\_EN** When set, an alarm will generate a level type interrupt. (R/W)

**TIMG<sub>n</sub>\_TX\_ALARM\_EN** When set, the alarm is enabled. (R/W)

**Register 13.2: TIMG<sub>n</sub>\_TXLO\_REG (x: 0-1) (0x4+0x24\*x)**

31																																0	
0x00000000																																	Reset

**TIMG<sub>n</sub>\_TXLO\_REG** After writing to TIMG<sub>n</sub>\_TXUPDATE\_REG, the low 32 bits of the time-base counter of timer *x* can be read here. (RO)

**Register 13.3: TIMG<sub>n</sub>\_TXHI\_REG (x: 0-1) (0x8+0x24\*x)**

31																																0	
0x00000000																																	Reset

**TIMG<sub>n</sub>\_TXHI\_REG** After writing to TIMG<sub>n</sub>\_TXUPDATE\_REG, the high 32 bits of the time-base counter of timer *x* can be read here. (RO)

**Register 13.4: TIMG<sub>n</sub>\_TXUPDATE\_REG (x: 0-1) (0xC+0x24\*x)**

31	0
0x00000000	
Reset	

**TIMG<sub>n</sub>\_TXUPDATE\_REG** Write any value to trigger a timer *x* time-base counter value update (timer *x* current value will be stored in registers above). (WO)

**Register 13.5: TIMG<sub>n</sub>\_TXALARMLO\_REG (x: 0-1) (0x10+0x24\*x)**

31	0
0x00000000	
Reset	

**TIMG<sub>n</sub>\_TXALARMLO\_REG** Timer *x* alarm trigger time-base counter value, low 32 bits. (R/W)

**Register 13.6: TIMG<sub>n</sub>\_TXALARMHI\_REG (x: 0-1) (0x14+0x24\*x)**

31	0
0x00000000	
Reset	

**TIMG<sub>n</sub>\_TXALARMHI\_REG** Timer *x* alarm trigger time-base counter value, high 32 bits. (R/W)

**Register 13.7: TIMG<sub>n</sub>\_TXLOADLO\_REG (x: 0-1) (0x18+0x24\*x)**

31	0
0x00000000	
Reset	

**TIMG<sub>n</sub>\_TXLOADLO\_REG** Low 32 bits of the value that a reload will load onto timer *x* time-base counter. (R/W)

**Register 13.8: TIMG<sub>n</sub>\_TXLOADHI\_REG (x: 0-1) (0x1C+0x24\*x)**

31	0
0x00000000	
Reset	

**TIMG<sub>n</sub>\_TXLOADHI\_REG** High 32 bits of the value that a reload will load onto timer *x* time-base counter. (R/W)

**Register 13.9: TIMG<sub>n</sub>\_TXLOAD\_REG (x: 0-1) (0x20+0x24\*x)**

31	0
0x00000000	
Reset	

**TIMG<sub>n</sub>\_TXLOAD\_REG** Write any value to trigger a timer *x* time-base counter reload. (WO)

**Register 13.10: TIMG<sub>n</sub>\_TX\_WDTCONFIG0\_REG (0x0048)**

TIMG <sub>n</sub> _TX_WDT_EN														TIMG <sub>n</sub> _TX_WDT_STG0														TIMG <sub>n</sub> _TX_WDT_STG1														TIMG <sub>n</sub> _TX_WDT_STG2														TIMG <sub>n</sub> _TX_WDT_STG3														TIMG <sub>n</sub> _TX_WDT_EDGE_INT_EN														TIMG <sub>n</sub> _TX_WDT_LEVEL_INT_EN														TIMG <sub>n</sub> _TX_WDT_CPU_RESET_LENGTH														TIMG <sub>n</sub> _TX_WDT_SYS_RESET_LENGTH														TIMG <sub>n</sub> _TX_WDT_FLASHBOOT_MOD_EN													
31		30		29		28		27		26		25		24		23		22		21		20		18		17		15		14																																																																																																													
0		0		0		0		0		0		0		0		0		0		0		0x1		0x1		1		Reset																																																																																																															

**TIMG<sub>n</sub>\_TX\_WDT\_EN** When set, MWDAT is enabled. (R/W)

**TIMG<sub>n</sub>\_TX\_WDT\_STG0** Stage 0 configuration. 0: off, 1: interrupt, 2: reset CPU, 3: reset system. (R/W)

**TIMG<sub>n</sub>\_TX\_WDT\_STG1** Stage 1 configuration. 0: off, 1: interrupt, 2: reset CPU, 3: reset system. (R/W)

**TIMG<sub>n</sub>\_TX\_WDT\_STG2** Stage 2 configuration. 0: off, 1: interrupt, 2: reset CPU, 3: reset system. (R/W)

**TIMG<sub>n</sub>\_TX\_WDT\_STG3** Stage 3 configuration. 0: off, 1: interrupt, 2: reset CPU, 3: reset system. (R/W)

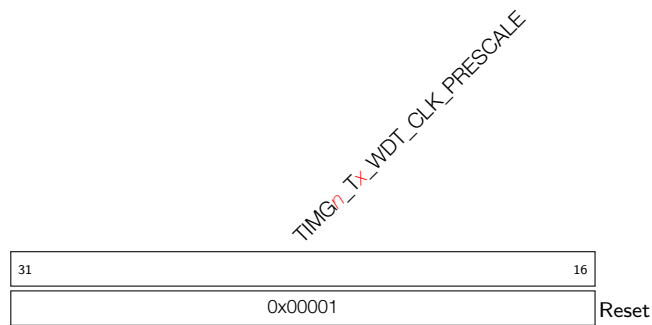
**TIMG<sub>n</sub>\_TX\_WDT\_EDGE\_INT\_EN** When set, an edge type interrupt will occur at the timeout of a stage configured to generate an interrupt. (R/W)

**TIMG<sub>n</sub>\_TX\_WDT\_LEVEL\_INT\_EN** When set, a level type interrupt will occur at the timeout of a stage configured to generate an interrupt. (R/W)

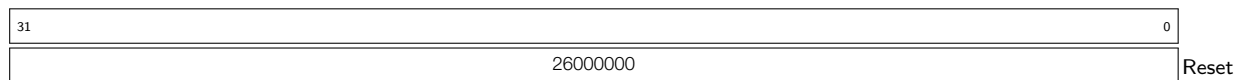
**TIMG<sub>n</sub>\_TX\_WDT\_CPU\_RESET\_LENGTH** CPU reset signal length selection. 0: 100 ns, 1: 200 ns, 2: 300 ns, 3: 400 ns, 4: 500 ns, 5: 800 ns, 6: 1.6  $\mu$ s, 7: 3.2  $\mu$ s. (R/W)

**TIMG<sub>n</sub>\_TX\_WDT\_SYS\_RESET\_LENGTH** System reset signal length selection. 0: 100 ns, 1: 200 ns, 2: 300 ns, 3: 400 ns, 4: 500 ns, 5: 800 ns, 6: 1.6  $\mu$ s, 7: 3.2  $\mu$ s. (R/W)

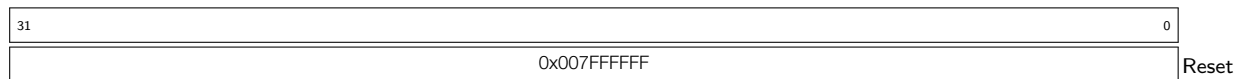
**TIMG<sub>n</sub>\_TX\_WDT\_FLASHBOOT\_MOD\_EN** When set, Flash boot protection is enabled. (R/W)

**Register 13.11: TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG1\_REG (0x004c)**

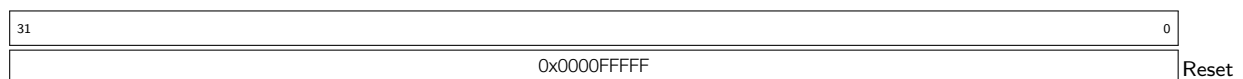
**TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG1\_REG** MWDT clock prescale value. MWDT clock period = 12.5 ns \* TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG1\_REG. (R/W)

**Register 13.12: TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG2\_REG (0x0050)**

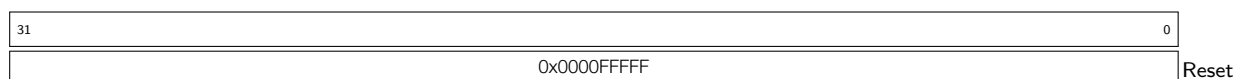
**TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG2\_REG** Stage 0 timeout value, in MWDT clock cycles. (R/W)

**Register 13.13: TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG3\_REG (0x0054)**

**TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG3\_REG** Stage 1 timeout value, in MWDT clock cycles. (R/W)

**Register 13.14: TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG4\_REG (0x0058)**

**TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG4\_REG** Stage 2 timeout value, in MWDT clock cycles. (R/W)

**Register 13.15: TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG5\_REG (0x005c)**

**TIMG<sub>n</sub>\_T<sub>x</sub>\_WDTCFIG5\_REG** Stage 3 timeout value, in MWDT clock cycles. (R/W)

Register 13.16: TIMG<sub>n</sub>T<sub>x</sub>WDTFEED\_REG (0x0060)

31	0
0x00000000	
Reset	

**TIMG<sub>n</sub>T<sub>x</sub>WDTFEED\_REG** Write any value to feed the MWDT. (WO)

Register 13.17: TIMG<sub>n</sub>T<sub>x</sub>WDTWPROTECT\_REG (0x0064)

31	0
0x050D83AA1	
Reset	

**TIMG<sub>n</sub>T<sub>x</sub>WDTWPROTECT\_REG** If the register contains a different value than its reset value, write protection is enabled. (R/W)

Register 13.18: TIMG<sub>n</sub>T<sub>x</sub>INT\_ENA\_REG (0x0098)

(reserved)																												TIMG <sub>n</sub> T <sub>x</sub> INT_WDT_INT_ENA TIMG <sub>n</sub> T <sub>x</sub> INT_T1_INT_ENA TIMG <sub>n</sub> T <sub>x</sub> INT_T0_INT_ENA			
31																												3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Reset																															

**TIMG<sub>n</sub>T<sub>x</sub>INT\_WDT\_INT\_ENA** The interrupt enable bit for the TIMG<sub>n</sub>T<sub>x</sub>INT\_WDT\_INT interrupt. (R/W) (R/W)

**TIMG<sub>n</sub>T<sub>x</sub>INT\_T1\_INT\_ENA** The interrupt enable bit for the TIMG<sub>n</sub>T<sub>x</sub>INT\_T1\_INT interrupt. (R/W) (R/W)

**TIMG<sub>n</sub>T<sub>x</sub>INT\_T0\_INT\_ENA** The interrupt enable bit for the TIMG<sub>n</sub>T<sub>x</sub>INT\_T0\_INT interrupt. (R/W) (R/W)



Register 13.19: TIMG<sub>n</sub>\_Tx\_INT\_RAW\_REG (0x009c)

(reserved)																																<div>TIMG<sub>n</sub>_Tx_INT_WDT_INT_RAW TIMG<sub>n</sub>_Tx_INT_T1_INT_RAW TIMG<sub>n</sub>_Tx_INT_T0_INT_RAW</div>																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
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**TIMG<sub>n</sub>\_Tx\_INT\_WDT\_INT\_RAW** The raw interrupt status bit for the TIMG<sub>n</sub>\_Tx\_INT\_WDT\_INT interrupt. (RO)

**TIMG<sub>n</sub>\_Tx\_INT\_T1\_INT\_RAW** The raw interrupt status bit for the TIMG<sub>n</sub>\_Tx\_INT\_T1\_INT interrupt. (RO)

**TIMG<sub>n</sub>\_Tx\_INT\_T0\_INT\_RAW** The raw interrupt status bit for the TIMG<sub>n</sub>\_Tx\_INT\_T0\_INT interrupt. (RO)

Register 13.20: TIMG<sub>n</sub>\_Tx\_INT\_ST\_REG (0x00a0)

(reserved)																																<div>TIMG<sub>n</sub>_Tx_INT_WDT_INT_ST TIMG<sub>n</sub>_Tx_INT_T1_INT_ST TIMG<sub>n</sub>_Tx_INT_T0_INT_ST</div>			
31																															3	2	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**TIMG<sub>n</sub>\_Tx\_INT\_WDT\_INT\_ST** The masked interrupt status bit for the TIMG<sub>n</sub>\_Tx\_INT\_WDT\_INT interrupt. (RO)

**TIMG<sub>n</sub>\_Tx\_INT\_T1\_INT\_ST** The masked interrupt status bit for the TIMG<sub>n</sub>\_Tx\_INT\_T1\_INT interrupt. (RO)

**TIMG<sub>n</sub>\_Tx\_INT\_T0\_INT\_ST** The masked interrupt status bit for the TIMG<sub>n</sub>\_Tx\_INT\_T0\_INT interrupt. (RO)

(reserved)

TIMG<sub>n</sub>\_T<sub>1</sub>\_INT\_WDT\_INT\_CLR  
TIMG<sub>n</sub>\_T<sub>1</sub>\_INT\_T1\_INT\_CLR  
TIMG<sub>n</sub>\_T<sub>1</sub>\_INT\_T0\_INT\_CLR

**TIMG<sub>n</sub>\_Tx\_INT\_T0\_INT\_CLR** Set this bit to clear the TIMG<sub>n</sub>\_Tx\_INT\_T0\_INT interrupt. (WO)

## 14. Watchdog Timers

### 14.1 Introduction

The ESP32 has three watchdog timers: one in each of the two timer modules (called Main System Watchdog Timer, or MWDT) and one in the RTC module (which is called the RTC Watchdog Timer, or RWDT). These watchdog timers are intended to recover from an unforeseen fault, causing the application program to abandon its normal sequence. A watchdog timer has four stages. Each stage may take one out of three or four actions upon the expiry of a programmed period of time for this stage, unless the watchdog is fed or disabled. The actions are: interrupt, CPU reset, core reset and system reset. Only the RWDT can trigger the system reset, and is able to reset the entire chip and the main system including the RTC itself. A timeout value can be set for each stage individually.

During flash boot, the RWDT and the first MWDT start automatically in order to detect and recover from booting problems.

### 14.2 Features

- Four stages, each of which can be configured or disabled separately
- Programmable time period for each stage
- One out of three or four possible actions (interrupt, CPU reset, core reset and system reset) upon the expiry of each stage
- 32-bit expiry counter
- Write protection, to prevent the RWDT and MWDT configuration from being inadvertently altered.
- Flash boot protection

If the boot process from an SPI flash does not complete within a predetermined period of time, the watchdog will reboot the entire main system.

### 14.3 Functional Description

#### 14.3.1 Clock

The RWDT is clocked from the RTC slow clock, which usually will be 32 KHz. The MWDT clock source is derived from the APB clock via a pre-MWDT 16-bit configurable prescaler. For either watchdog, the clock source is fed into the 32-bit expiry counter. When this counter reaches the timeout value of the current stage, the action configured for the stage will execute, the expiry counter will be reset and the next stage will become active.

### 14.3.1.1 Operating Procedure

When a watchdog timer is enabled, it will proceed in loops from stage 0 to stage 3, then back to stage 0 and start again. The expiry action and time period for each stage can be configured individually.

Every stage can be configured for one of the following actions when the expiry timer reaches the stage's timeout value:

- Trigger an interrupt  
When the stage expires an interrupt is triggered.
- Reset a CPU core  
When the stage expires the designated CPU core will be reset. MWDT0 CPU reset only resets the PRO CPU. MWDT1 CPU reset only resets the APP CPU. The RWDT CPU reset can reset either of them, or both, or none, depending on configuration.
- Reset the main system  
When the stage expires, the main system, including the MWDTs, will be reset. In this article, the main system includes the CPU and all peripherals. The RTC is an exception to this, and it will not be reset.
- Reset the main system and RTC  
When the stage expires the main system and the RTC will both be reset. This action is only available in the RWDT.
- Disabled  
This stage will have no effects on the system.

When software feeds the watchdog timer, it returns to stage 0 and its expiry counter restarts from 0.

### 14.3.1.2 Write Protection

Both the MWDTs, as well as the RWDT, can be protected from accidental writing. To accomplish this, they have a write-key register (TIMERS\_WDT\_WKEY for the MWDT, RTC\_CNTL\_WDT\_WKEY for the RWDT.) On reset, these registers are initialized to the value 0x50D83AA1. When the value in this register is changed from 0x50D83AA1, write protection is enabled. Writes to any WDT register, including the feeding register (but excluding the write-key register itself), are ignored. The recommended procedure for accessing a WDT is:

1. Disable the write protection
2. Make the required modification or feed the watchdog
3. Re-enable the write protection

### 14.3.1.3 Flash Boot Protection

During flash booting, the MWDT in timer group 0 ([TIMG0](#)), as well as the RWDT, are automatically enabled. Stage 0 for the enabled MWDT is automatically configured to reset the system upon expiry; stage 0 for the RWDT resets the RTC when it expires. After booting, the register TIMERS\_WDT\_FLASHBOOT\_MOD\_EN should be cleared to stop the flash boot protection procedure for the MWDT, and RTC\_CNTL\_WDT\_FLASHBOOT\_MOD\_EN should be cleared to do the same for the RWDT. After this, the MWDT and RWDT can be configured by software.

#### 14.3.1.4 Registers

The MWDT registers are part of the timer submodule and are described in the [Timer Registers](#) section. The RWDT registers are part of the RTC submodule and are described in the RTC Registers section.

## 15. eFuse Controller

### 15.1 Introduction

The ESP32 has a number of eFuses which store system parameters. Fundamentally, an eFuse is a single bit of non-volatile memory with the restriction that once an eFuse bit is programmed to 1, it can never be reverted to 0. Software can instruct the eFuse Controller to program each bit for each system parameter as needed.

Some of these system parameters can be read by software using the eFuse Controller. Some of the system parameters are also directly used by hardware modules.

### 15.2 Features

- Configuration of 26 system parameters
- Optional write-protection
- Optional software-read-protection

### 15.3 Functional Description

#### 15.3.1 Structure

Twenty-six system parameters with different bit width are stored in the eFuses. The name of each system parameter and the corresponding bit width are shown in Table 48. Among those parameters, efuse\_wr\_disable, efuse\_rd\_disable, and coding\_scheme are directly used by the eFuse Controller.

**Table 48: System Parameter**

Name	Bit width	Program -Protection by efuse_wr_disable	Software-Read -Protection by efuse_rd_disable	Description
<b>efuse_wr_disable</b>	16	1	-	controls the eFuse Controller
<b>efuse_rd_disable</b>	4	0	-	controls the eFuse Controller
flash_crypt_cnt	8	2	-	governs the flash encryption/ decryption
WIFI_MAC_Address	56	3	-	Wi-Fi MAC address and CRC
SPI_pad_config_hd	5	3	-	configures the SPI I/O to a cer- tain pad
chip_version	4	3	-	chip version
XPD_SDIO_REG	1	5	-	powers up the flash regulator
SDIO_TIEH	1	5	-	configures the flash regulator voltage: set to 1 for 3.3 V and set to 0 for 1.8 V
sdio_force	1	5	-	determines whether XPD_SDIO_REG and SDIO_TIEH can control the flash regulator

Name	Bit width	Program -Protection by efuse_wr_disable	Software-Read -Protection by efuse_rd_disable	Description
SPI_pad_config_clk	5	6	-	configures the SPI I/O to a certain pad
SPI_pad_config_q	5	6	-	configures the SPI I/O to a certain pad
SPI_pad_config_d	5	6	-	configures the SPI I/O to a certain pad
SPI_pad_config_cs0	5	6	-	configures the SPI I/O to a certain pad
flash_crypt_config	4	10	3	governs flash encryption/decryption
<b>coding_scheme</b>	2	10	3	controls the eFuse Controller
console_debug_disable	1	15	-	disables serial output from the BootROM when set to 1
abstract_done_0	1	12	-	determines the status of Secure Boot
abstract_done_1	1	13	-	determines the status of Secure Boot
JTAG_disable	1	14	-	disables access to the JTAG controllers so as to effectively disable external use of JTAG
download_dis_encrypt	1	15	-	governs flash encryption/decryption
download_dis_decrypt	1	15	-	governs flash encryption/decryption
download_dis_cache	1	15	-	disables cache when boot mode is the Download Mode
key_status	1	10	3	determines whether BLOCK3 is deployed for user purposes
BLOCK1	256/192/128	7	0	governs flash encryption/decryption
BLOCK2	256/192/128	8	1	key for Secure Boot
BLOCK3	256/192/128	9	2	key for user purposes

### 15.3.1.1 System Parameter efuse\_wr\_disable

The system parameter efuse\_wr\_disable determines whether all of the system parameters are write-protected. Since efuse\_wr\_disable is a system parameter as well, it also determines whether it itself is write-protected.

If a system parameter is not write-protected, its unprogrammed bits can be programmed from 0 to 1. The bits previously programmed to 1 will remain 1. When a system parameter is write-protected, none of its bits can be programmed: The unprogrammed bits will always remain 0 and the programmed bits will always remain 1.

The write-protection status of each system parameter corresponds to a bit in `efuse_wr_disable`. When the corresponding bit is set to 0, the system parameter is not write-protected. When the corresponding bit is set to 1, the system parameter is write-protected. If a system parameter is already write-protected, it will remain write-protected. The column entitled "Program-Protection by `efuse_wr_disable`" in Table 48 lists the corresponding bits that determine the write-protection status of each system parameter.

### 15.3.1.2 System Parameter `efuse_rd_disable`

Of the 26 system parameters, 20 are not constrained by software-read-protection. These are marked by "-" in the column entitled "Software-Read-Protection by `efuse_rd_disable`" in Table 48. Those system parameters, some of which are used by software and hardware modules at the same time, can be read by software via the eFuse Controller at any time.

When not software-read-protected, the other six system parameters can both be read by software and used by hardware modules. When they are software-read-protected, they can only be used by the hardware modules.

The column "Software-Read-Protection by `efuse_rd_disable`" in Table 48 lists the corresponding bits in `efuse_rd_disable` that determine the software read-protection status of the six system parameters. If a bit in the system parameter `efuse_rd_disable` is 0, the system parameter controlled by the bit is not software-read-protected. If a bit in the system parameter `efuse_rd_disable` is 1, the system parameter controlled by the bit is software-read-protected. If a system parameter is software-read-protected, it will remain in this state.

### 15.3.1.3 System Parameter `coding_scheme`

As Table 48 shows, only three system parameters, BLOCK1, BLOCK2, and BLOCK3, have variable bit width. Their bit width is controlled by another system parameter, `coding_scheme`. Despite their variable bit width, BLOCK1, BLOCK2, and BLOCK3 are assigned a fixed number of bits in eFuse. There is an encoding mapping between these three system parameters and their corresponding stored values in eFuse. For details please see Table 49.

**Table 49: BLOCK1/2/3 Encoding**

<code>coding_scheme[1:0]</code>	Width of BLOCK1/2/3	Coding scheme	Number of bits in eFuse
00/11	256	None	256
01	192	3/4	256
10	128	Repeat	256

The three coding schemes are explained as follows:

- *BLOCKN* represents any of the following three system parameters: BLOCK1, BLOCK2 or BLOCK3.
- *BLOCKN*[255 : 0], *BLOCKN*[191 : 0], and *BLOCKN*[127 : 0] represent each bit of the three system parameters in the three encoding schemes.
- <sup>e</sup>*BLOCKN*[255 : 0] represents each corresponding bit of those system parameters in eFuse after being encoded.



**None**

$${}^e\text{BLOCKN}[255 : 0] = \text{BLOCKN}[255 : 0]$$

**3/4**

$$\begin{aligned} \text{BLOCKN}_i^j[7 : 0] &= \text{BLOCKN}[48i + 8j + 7 : 48i + 8j] & i \in \{0, 1, 2, 3\} & \quad j \in \{0, 1, 2, 3, 4, 5\} \\ {}^e\text{BLOCKN}_i^j[7 : 0] &= {}^e\text{BLOCKN}[64i + 8j + 7 : 64i + 8j] & i \in \{0, 1, 2, 3\} & \quad j \in \{0, 1, 2, 3, 4, 5, 6, 7\} \end{aligned}$$

$${}^e\text{BLOCKN}_i^j[7 : 0] = \begin{cases} \text{BLOCKN}_i^j[7 : 0] & j \in \{0, 1, 2, 3, 4, 5\} \\ \text{BLOCKN}_i^0[7 : 0] \oplus \text{BLOCKN}_i^1[7 : 0] \\ \quad \oplus \text{BLOCKN}_i^2[7 : 0] \oplus \text{BLOCKN}_i^3[7 : 0] & j \in \{6\} \\ \quad \oplus \text{BLOCKN}_i^4[7 : 0] \oplus \text{BLOCKN}_i^5[7 : 0] & j \in \{7\} \\ \sum_{l=0}^5 (l+1) \sum_{k=0}^7 \text{BLOCKN}_i^l[k] & j \in \{7\} \end{cases} \quad i \in \{0, 1, 2, 3\}$$

 $\oplus$  means bitwise XOR $\sum$  and  $+$  mean summation**Repeat**

$${}^e\text{BLOCKN}[255 : 128] = {}^e\text{BLOCKN}[127 : 0] = \text{BLOCKN}[127 : 0]$$

### 15.3.2 Programming of System Parameters

The programming of variable-length system parameters BLOCK1, BLOCK2, and BLOCK3 is different from that of the fixed-length system parameters. **We program the  ${}^e\text{BLOCKN}[255 : 0]$  value of encoded system parameters BLOCK1, BLOCK2, and BLOCK3 instead of directly programming the system parameters. The bit width of  ${}^e\text{BLOCKN}[255 : 0]$  is always 256.** Fixed-length system parameters, in contrast, are programmed without encoding them first.

Each bit of the 23 fixed-length system parameters and the three encoded variable-length system parameters corresponds to a program register bit, as shown in Table 50. The register bits will be used when programming system parameters.

**Table 50: Program Register**

System parameter			Register	
Name	Width	Bit	Name	Bit
efuse_wr_disable	16	[15:0]	EFUSE_BLK0_WDATA0_REG	[15:0]
efuse_rd_disable	4	[3:0]		[19:16]
flash_crypt_cnt	8	[7:0]		[27:20]
WIFI_MAC_Address	56	[31:0]	EFUSE_BLK0_WDATA1_REG	[31:0]
		[55:32]	EFUSE_BLK0_WDATA2_REG	[23:0]
SPI_pad_config_hd	5	[4:0]	EFUSE_BLK0_WDATA3_REG	[8:4]
chip_version	4	[3:0]		[12:9]
XPD_SDIO_REG	1	[0]	EFUSE_BLK0_WDATA4_REG	[14]
SDIO_TIEH	1	[0]		[15]
sdio_force	1	[0]		[16]

System parameter			Register	
Name	Width	Bit	Name	Bit
SPI_pad_config_clk	5	[4:0]	EFUSE_BLK0_WDATA5_REG	[4:0]
SPI_pad_config_q	5	[4:0]		[9:5]
SPI_pad_config_d	5	[4:0]		[14:10]
SPI_pad_config_cs0	5	[4:0]		[19:15]
flash_crypt_config	4	[3:0]		[31:28]
coding_scheme	2	[1:0]	EFUSE_BLK0_WDATA6_REG	[1:0]
console_debug_disable	1	[0]		[2]
abstract_done_0	1	[0]		[4]
abstract_done_1	1	[0]		[5]
JTAG_disable	1	[0]		[6]
download_dis_encrypt	1	[0]		[7]
download_dis_decrypt	1	[0]		[8]
download_dis_cache	1	[0]		[9]
key_status	1	[0]		[10]
BLOCK1	256/192/128	[31:0]	EFUSE_BLK1_WDATA0_REG	[31:0]
		[63:32]	EFUSE_BLK1_WDATA1_REG	[31:0]
		[95:64]	EFUSE_BLK1_WDATA2_REG	[31:0]
		[127:96]	EFUSE_BLK1_WDATA3_REG	[31:0]
		[159:128]	EFUSE_BLK1_WDATA4_REG	[31:0]
		[191:160]	EFUSE_BLK1_WDATA5_REG	[31:0]
		[223:192]	EFUSE_BLK1_WDATA6_REG	[31:0]
BLOCK2	256/192/128	[255:224]	EFUSE_BLK1_WDATA7_REG	[31:0]
		[31:0]	EFUSE_BLK2_WDATA0_REG	[31:0]
		[63:32]	EFUSE_BLK2_WDATA1_REG	[31:0]
		[95:64]	EFUSE_BLK2_WDATA2_REG	[31:0]
		[127:96]	EFUSE_BLK2_WDATA3_REG	[31:0]
		[159:128]	EFUSE_BLK2_WDATA4_REG	[31:0]
		[191:160]	EFUSE_BLK2_WDATA5_REG	[31:0]
BLOCK3	256/192/128	[223:192]	EFUSE_BLK2_WDATA6_REG	[31:0]
		[255:224]	EFUSE_BLK2_WDATA7_REG	[31:0]
		[31:0]	EFUSE_BLK3_WDATA0_REG	[31:0]
		[63:32]	EFUSE_BLK3_WDATA1_REG	[31:0]
		[95:64]	EFUSE_BLK3_WDATA2_REG	[31:0]
		[127:96]	EFUSE_BLK3_WDATA3_REG	[31:0]
		[159:128]	EFUSE_BLK3_WDATA4_REG	[31:0]
		[191:160]	EFUSE_BLK3_WDATA5_REG	[31:0]
		[223:192]	EFUSE_BLK3_WDATA6_REG	[31:0]
		[255:224]	EFUSE_BLK3_WDATA7_REG	[31:0]

The process of programming system parameters is as follows:

1. Configure EFUSE\_CLK\_SEL0 bit, EFUSE\_CLK\_SEL1 bit of register EFUSE\_CLK, and EFUSE\_DAC\_CLK\_DIV bit of register EFUSE\_DAC\_CONF.
2. Set the corresponding register bit of the system parameter bit to be programmed to 1.

3. Write 0x5A5A into register EFUSE\_CONF.
4. Write 0x2 into register EFUSE\_CMD.
5. Poll register EFUSE\_CMD until it is 0x0, or wait for a program-done interrupt.
6. Write 0x5AA5 into register EFUSE\_CONF.
7. Write 0x1 into register EFUSE\_CMD.
8. Poll register EFUSE\_CMD until it is 0x0, or wait for a read-done interrupt.
9. Set the corresponding register bit of the programmed bit to 0.

The configuration values of the EFUSE\_CLK\_SEL0 bit, EFUSE\_CLK\_SEL1 bit of register EFUSE\_CLK, and the EFUSE\_DAC\_CLK\_DIV bit of register EFUSE\_DAC\_CONF are based on the current APB\_CLK frequency, as is shown in Table 51.

**Table 51: Timing Configuration**

Configuration Value		APB_CLK Frequency		
Register		26 MHz	40 MHz	80 MHz
EFUSE_CLK	EFUSE_CLK_SEL0[7:0]	8'd250	8'd160	8'd80
	EFUSE_CLK_SEL1[7:0]	8'd255	8'd255	8'd128
EFUSE_DAC_CONF	EFUSE_DAC_CLK_DIV[7:0]	8'd52	8'd80	8'd160

The two methods to identify the generation of program/read-done interrupts are as follows:

Method One:

1. Poll bit 1/0 in register EFUSE\_INT\_RAW until bit 1/0 is 1, which represents the generation of an program/read-done interrupt.
2. Set the bit 1/0 in register EFUSE\_INT\_CLR to 1 to clear the program/read-done interrupts.

Method Two:

1. Set bit 1/0 in register EFUSE\_INT\_ENA to 1 to enable eFuse Controller to post a program/read-done interrupt.
2. Configure Interrupt Matrix to enable the CPU to respond to an EFUSE\_INT interrupt.
3. A program/read-done interrupt is generated.
4. Read bit 1/0 in register EFUSE\_INT\_ST to identify the generation of the program/read-done interrupt.
5. Set bit 1/0 in register EFUSE\_INT\_CLR to 1 to clear the program/read-done interrupt.

The programming of different system parameters and even the programming of different bits of the same system parameter can be completed separately in multiple programmings. It is, however, recommended that users minimize programming cycles, and program all the bits that need to be programmed in a system parameter in one programming action. In addition, after all system parameters controlled by a certain bit of efuse\_wr\_disable are programmed, that bit should be immediately programmed. The programming of system parameters controlled by a certain bit of efuse\_wr\_disable, and the programming of that bit can even be completed at the same time. **Repeated programming of programmed bits is strictly forbidden.**

### 15.3.3 Software Reading of System Parameters

Each bit of the 23 fixed-length system parameters and the three variable-length system parameters corresponds to a software-read register bit, as shown in Table 52. Software can use the value of each system parameter by reading the value in the corresponding register.

The bit width of system parameters BLOCK1, BLOCK2, and BLOCK3 is variable. Although 256 register bits have been assigned to each of the three parameters, as shown in Table 52, some of the 256 register bits are useless in the 3/4 coding and the Repeat coding scheme. In the None coding scheme, the corresponding register bit of each bit of *BLOCKN*[255 : 0] is used. In the 3/4 coding scheme, only the corresponding register bits of *BLOCKN*[191 : 0] are useful. In Repeat coding scheme, only the corresponding bits of *BLOCKN*[127 : 0] are useful. In different coding schemes, the values of useless register bits read by software are invalid. **The values of useful register bits read by software are the system parameters BLOCK1, BLOCK2, and BLOCK3 themselves instead of their values after being encoded.**

Table 52: Software Read Register

System parameter			Register	
Name	Bit Width	Bit	Name	Bit
efuse_wr_disable	16	[15:0]	EFUSE_BLK0_RDATA0_REG	[15:0]
efuse_rd_disable	4	[3:0]		[19:16]
flash_crypt_cnt	8	[7:0]		[27:20]
WIFI_MAC_Address	56	[31:0]	EFUSE_BLK0_RDATA1_REG	[31:0]
		[55:32]	EFUSE_BLK0_RDATA2_REG	[23:0]
SPI_pad_config_hd	5	[4:0]	EFUSE_BLK0_RDATA3_REG	[8:4]
chip_version	4	[3:0]		[12:9]
XPD_SDIO_REG	1	[0]	EFUSE_BLK0_RDATA4_REG	[14]
SDIO_TIEH	1	[0]		[15]
sdio_force	1	[0]		[16]
SPI_pad_config_clk	5	[4:0]	EFUSE_BLK0_RDATA5_REG	[4:0]
SPI_pad_config_q	5	[4:0]		[9:5]
SPI_pad_config_d	5	[4:0]		[14:10]
SPI_pad_config_cs0	5	[4:0]		[19:15]
flash_crypt_config	4	[3:0]		[31:28]
coding_scheme	2	[1:0]	EFUSE_BLK0_RDATA6_REG	[1:0]
console_debug_disable	1	[0]		[2]
abstract_done_0	1	[0]		[4]
abstract_done_1	1	[0]		[5]
JTAG_disable	1	[0]		[6]
download_dis_encrypt	1	[0]		[7]
download_dis_decrypt	1	[0]		[8]
download_dis_cache	1	[0]		[9]
key_status	1	[0]		[10]

System parameter			Register	
Name	Bit Width	Bit	Name	Bit
BLOCK1	256/192/128	[31:0]	EFUSE_BLK1_RDATA0_REG	[31:0]
		[63:32]	EFUSE_BLK1_RDATA1_REG	[31:0]
		[95:64]	EFUSE_BLK1_RDATA2_REG	[31:0]
		[127:96]	EFUSE_BLK1_RDATA3_REG	[31:0]
		[159:128]	EFUSE_BLK1_RDATA4_REG	[31:0]
		[191:160]	EFUSE_BLK1_RDATA5_REG	[31:0]
		[223:192]	EFUSE_BLK1_RDATA6_REG	[31:0]
		[255:224]	EFUSE_BLK1_RDATA7_REG	[31:0]
BLOCK2	256/192/128	[31:0]	EFUSE_BLK2_RDATA0_REG	[31:0]
		[63:32]	EFUSE_BLK2_RDATA1_REG	[31:0]
		[95:64]	EFUSE_BLK2_RDATA2_REG	[31:0]
		[127:96]	EFUSE_BLK2_RDATA3_REG	[31:0]
		[159:128]	EFUSE_BLK2_RDATA4_REG	[31:0]
		[191:160]	EFUSE_BLK2_RDATA5_REG	[31:0]
		[223:192]	EFUSE_BLK2_RDATA6_REG	[31:0]
		[255:224]	EFUSE_BLK2_RDATA7_REG	[31:0]
BLOCK3	256/192/128	[31:0]	EFUSE_BLK3_RDATA0_REG	[31:0]
		[63:32]	EFUSE_BLK3_RDATA1_REG	[31:0]
		[95:64]	EFUSE_BLK3_RDATA2_REG	[31:0]
		[127:96]	EFUSE_BLK3_RDATA3_REG	[31:0]
		[159:128]	EFUSE_BLK3_RDATA4_REG	[31:0]
		[191:160]	EFUSE_BLK3_RDATA5_REG	[31:0]
		[223:192]	EFUSE_BLK3_RDATA6_REG	[31:0]
		[255:224]	EFUSE_BLK3_RDATA7_REG	[31:0]

### 15.3.4 The Use of System Parameters by Hardware Modules

Hardware modules are directly hardwired to the ESP32 in order to use the system parameters. Software cannot change this behaviour. **Hardware modules use the decoded values of system parameters BLOCK1, BLOCK2, and BLOCK3, not their encoded values.**

### 15.3.5 Interrupts

- EFUSE\_PGM\_DONE\_INT: Triggered when eFuse programming has finished.
- EFUSE\_READ\_DONE\_INT: Triggered when eFuse reading has finished.

## 15.4 Register Summary

Name	Description	Address	Access
<b>eFuse data read registers</b>			
EFUSE_BLK0_RDATA0_REG	Returns data word 0 in eFuse BLOCK 0	0x3FF5A000	RO
EFUSE_BLK0_RDATA1_REG	Returns data word 1 in eFuse BLOCK 0	0x3FF5A004	RO
EFUSE_BLK0_RDATA2_REG	Returns data word 2 in eFuse BLOCK 0	0x3FF5A008	RO

Name	Description	Address	Access
<a href="#">EFUSE_BLK0_RDATA3_REG</a>	Returns data word 3 in eFuse BLOCK 0	0x3FF5A00C	RO
<a href="#">EFUSE_BLK0_RDATA4_REG</a>	Returns data word 4 in eFuse BLOCK 0	0x3FF5A010	RO
<a href="#">EFUSE_BLK0_RDATA5_REG</a>	Returns data word 5 in eFuse BLOCK 0	0x3FF5A014	RO
<a href="#">EFUSE_BLK0_RDATA6_REG</a>	Returns data word 6 in eFuse BLOCK 0	0x3FF5A018	RO
<a href="#">EFUSE_BLK1_RDATA0_REG</a>	Returns data word 0 in eFuse BLOCK 1	0x3FF5A038	RO
<a href="#">EFUSE_BLK1_RDATA1_REG</a>	Returns data word 1 in eFuse BLOCK 1	0x3FF5A03C	RO
<a href="#">EFUSE_BLK1_RDATA2_REG</a>	Returns data word 2 in eFuse BLOCK 1	0x3FF5A040	RO
<a href="#">EFUSE_BLK1_RDATA3_REG</a>	Returns data word 3 in eFuse BLOCK 1	0x3FF5A044	RO
<a href="#">EFUSE_BLK1_RDATA4_REG</a>	Returns data word 4 in eFuse BLOCK 1	0x3FF5A048	RO
<a href="#">EFUSE_BLK1_RDATA5_REG</a>	Returns data word 5 in eFuse BLOCK 1	0x3FF5A04C	RO
<a href="#">EFUSE_BLK1_RDATA6_REG</a>	Returns data word 6 in eFuse BLOCK 1	0x3FF5A050	RO
<a href="#">EFUSE_BLK1_RDATA7_REG</a>	Returns data word 7 in eFuse BLOCK 1	0x3FF5A054	RO
<a href="#">EFUSE_BLK2_RDATA0_REG</a>	Returns data word 0 in eFuse BLOCK 2	0x3FF5A058	RO
<a href="#">EFUSE_BLK2_RDATA1_REG</a>	Returns data word 1 in eFuse BLOCK 2	0x3FF5A05C	RO
<a href="#">EFUSE_BLK2_RDATA2_REG</a>	Returns data word 2 in eFuse BLOCK 2	0x3FF5A060	RO
<a href="#">EFUSE_BLK2_RDATA3_REG</a>	Returns data word 3 in eFuse BLOCK 2	0x3FF5A064	RO
<a href="#">EFUSE_BLK2_RDATA4_REG</a>	Returns data word 4 in eFuse BLOCK 2	0x3FF5A068	RO
<a href="#">EFUSE_BLK2_RDATA5_REG</a>	Returns data word 5 in eFuse BLOCK 2	0x3FF5A06C	RO
<a href="#">EFUSE_BLK2_RDATA6_REG</a>	Returns data word 6 in eFuse BLOCK 2	0x3FF5A070	RO
<a href="#">EFUSE_BLK2_RDATA7_REG</a>	Returns data word 7 in eFuse BLOCK 2	0x3FF5A074	RO
<a href="#">EFUSE_BLK3_RDATA0_REG</a>	Returns data word 0 in eFuse BLOCK 3	0x3FF5A078	RO
<a href="#">EFUSE_BLK3_RDATA1_REG</a>	Returns data word 1 in eFuse BLOCK 3	0x3FF5A07C	RO
<a href="#">EFUSE_BLK3_RDATA2_REG</a>	Returns data word 2 in eFuse BLOCK 3	0x3FF5A080	RO
<a href="#">EFUSE_BLK3_RDATA3_REG</a>	Returns data word 3 in eFuse BLOCK 3	0x3FF5A084	RO
<a href="#">EFUSE_BLK3_RDATA4_REG</a>	Returns data word 4 in eFuse BLOCK 3	0x3FF5A088	RO
<a href="#">EFUSE_BLK3_RDATA5_REG</a>	Returns data word 5 in eFuse BLOCK 3	0x3FF5A08C	RO
<a href="#">EFUSE_BLK3_RDATA6_REG</a>	Returns data word 6 in eFuse BLOCK 3	0x3FF5A090	RO
<a href="#">EFUSE_BLK3_RDATA7_REG</a>	Returns data word 7 in eFuse BLOCK 3	0x3FF5A094	RO
<b>eFuse data write registers</b>			
<a href="#">EFUSE_BLK0_WDATA0_REG</a>	Writes data to word 0 in eFuse BLOCK 0	0x3FF5A01c	R/W
<a href="#">EFUSE_BLK0_WDATA1_REG</a>	Writes data to word 1 in eFuse BLOCK 0	0x3FF5A020	R/W
<a href="#">EFUSE_BLK0_WDATA2_REG</a>	Writes data to word 2 in eFuse BLOCK 0	0x3FF5A024	R/W
<a href="#">EFUSE_BLK0_WDATA3_REG</a>	Writes data to word 3 in eFuse BLOCK 0	0x3FF5A028	R/W
<a href="#">EFUSE_BLK0_WDATA4_REG</a>	Writes data to word 4 in eFuse BLOCK 0	0x3FF5A02c	R/W
<a href="#">EFUSE_BLK0_WDATA5_REG</a>	Writes data to word 5 in eFuse BLOCK 0	0x3FF5A030	R/W
<a href="#">EFUSE_BLK0_WDATA6_REG</a>	Writes data to word 6 in eFuse BLOCK 0	0x3FF5A034	R/W
<a href="#">EFUSE_BLK1_WDATA0_REG</a>	Writes data to word 0 in eFuse BLOCK 1	0x3FF5A098	R/W
<a href="#">EFUSE_BLK1_WDATA1_REG</a>	Writes data to word 1 in eFuse BLOCK 1	0x3FF5A09c	R/W
<a href="#">EFUSE_BLK1_WDATA2_REG</a>	Writes data to word 2 in eFuse BLOCK 1	0x3FF5A0a0	R/W
<a href="#">EFUSE_BLK1_WDATA3_REG</a>	Writes data to word 3 in eFuse BLOCK 1	0x3FF5A0a4	R/W
<a href="#">EFUSE_BLK1_WDATA4_REG</a>	Writes data to word 4 in eFuse BLOCK 1	0x3FF5A0a8	R/W
<a href="#">EFUSE_BLK1_WDATA5_REG</a>	Writes data to word 5 in eFuse BLOCK 1	0x3FF5A0ac	R/W
<a href="#">EFUSE_BLK1_WDATA6_REG</a>	Writes data to word 6 in eFuse BLOCK 1	0x3FF5A0b0	R/W
<a href="#">EFUSE_BLK1_WDATA7_REG</a>	Writes data to word 7 in eFuse BLOCK 1	0x3FF5A0b4	R/W

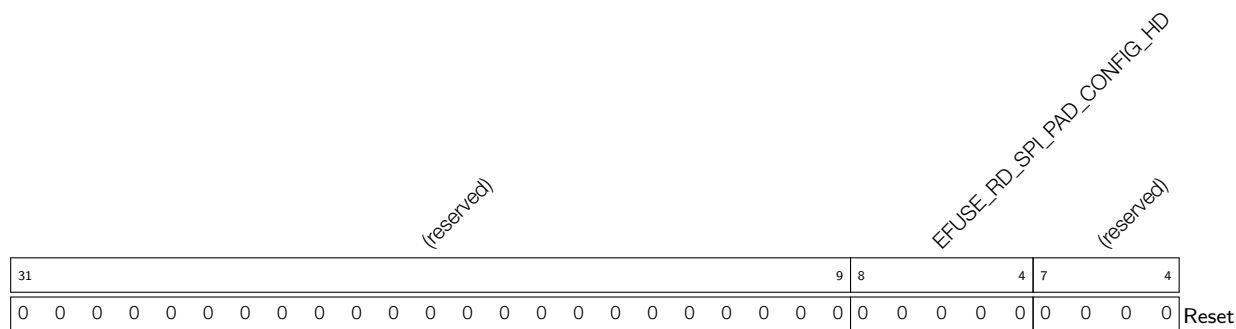
Name	Description	Address	Access
<a href="#">EFUSE_BLK2_WDATA0_REG</a>	Writes data to word 0 in eFuse BLOCK 2	0x3FF5A0b8	R/W
<a href="#">EFUSE_BLK2_WDATA1_REG</a>	Writes data to word 1 in eFuse BLOCK 2	0x3FF5A0bc	R/W
<a href="#">EFUSE_BLK2_WDATA2_REG</a>	Writes data to word 2 in eFuse BLOCK 2	0x3FF5A0c0	R/W
<a href="#">EFUSE_BLK2_WDATA3_REG</a>	Writes data to word 3 in eFuse BLOCK 2	0x3FF5A0c4	R/W
<a href="#">EFUSE_BLK2_WDATA4_REG</a>	Writes data to word 4 in eFuse BLOCK 2	0x3FF5A0c8	R/W
<a href="#">EFUSE_BLK2_WDATA5_REG</a>	Writes data to word 5 in eFuse BLOCK 2	0x3FF5A0cc	R/W
<a href="#">EFUSE_BLK2_WDATA6_REG</a>	Writes data to word 6 in eFuse BLOCK 2	0x3FF5A0d0	R/W
<a href="#">EFUSE_BLK2_WDATA7_REG</a>	Writes data to word 7 in eFuse BLOCK 2	0x3FF5A0d4	R/W
<a href="#">EFUSE_BLK3_WDATA0_REG</a>	Writes data to word 0 in eFuse BLOCK 3	0x3FF5A0d8	R/W
<a href="#">EFUSE_BLK3_WDATA1_REG</a>	Writes data to word 1 in eFuse BLOCK 3	0x3FF5A0dc	R/W
<a href="#">EFUSE_BLK3_WDATA2_REG</a>	Writes data to word 2 in eFuse BLOCK 3	0x3FF5A0e0	R/W
<a href="#">EFUSE_BLK3_WDATA3_REG</a>	Writes data to word 3 in eFuse BLOCK 3	0x3FF5A0e4	R/W
<a href="#">EFUSE_BLK3_WDATA4_REG</a>	Writes data to word 4 in eFuse BLOCK 3	0x3FF5A0e8	R/W
<a href="#">EFUSE_BLK3_WDATA5_REG</a>	Writes data to word 5 in eFuse BLOCK 3	0x3FF5A0ec	R/W
<a href="#">EFUSE_BLK3_WDATA6_REG</a>	Writes data to word 6 in eFuse BLOCK 3	0x3FF5A0f0	R/W
<a href="#">EFUSE_BLK3_WDATA7_REG</a>	Writes data to word 7 in eFuse BLOCK 3	0x3FF5A0f4	R/W
<b>Control registers</b>			
<a href="#">EFUSE_CLK_REG</a>	Timing configuration register	0x3FF5A0F8	R/W
<a href="#">EFUSE_CONF_REG</a>	Opcode register	0x3FF5A0FC	R/W
<a href="#">EFUSE_CMD_REG</a>	Read/write command register	0x3FF5A104	R/W
<b>Interrupt registers</b>			
<a href="#">EFUSE_INT_RAW_REG</a>	Raw interrupt status	0x3FF5A108	RO
<a href="#">EFUSE_INT_ST_REG</a>	Masked interrupt status	0x3FF5A10C	RO
<a href="#">EFUSE_INT_ENA_REG</a>	Interrupt enable bits	0x3FF5A110	R/W
<a href="#">EFUSE_INT_CLR_REG</a>	Interrupt clear bits	0x3FF5A114	WO
<b>Misc registers</b>			
<a href="#">EFUSE_DAC_CONF_REG</a>	Efuse timing configuration	0x3FF5A118	R/W
<a href="#">EFUSE_DEC_STATUS_REG</a>	Status of 3/4 coding scheme	0x3FF5A11C	RO

[illegible][illegible]

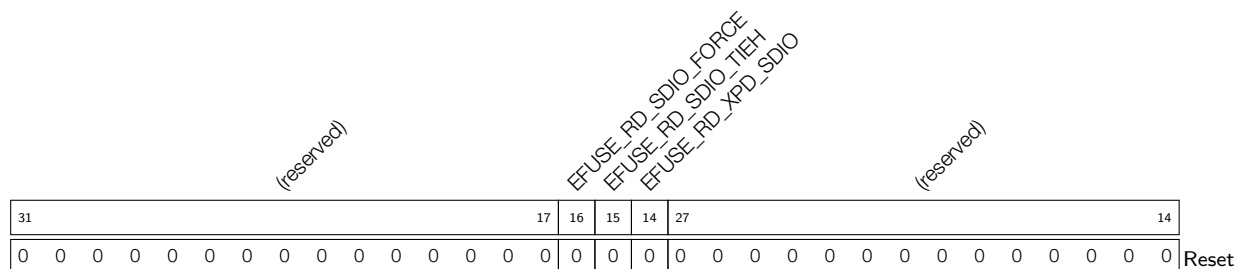
Diagram illustrating the structure of the `EFUSE_RD_WIFI_MAC_CRC_HIGH` register (32 bits total):

- Bits 31 to 24: reserved
- Bits 23 to 0: `EFUSE_RD_WIFI_MAC_CRC_HIGH`



**Register 15.4: EFUSE\_BLK0\_RDATA3\_REG (0x00c)**

**EFUSE\_RD\_SPI\_PAD\_CONFIG\_HD** This field returns the value of SPI\_pad\_config\_hd. (RO)

**Register 15.5: EFUSE\_BLK0\_RDATA4\_REG (0x010)**

**EFUSE\_RD\_SDIO\_FORCE** This field returns the value of sdio\_force. (RO)

**EFUSE\_RD\_SDIO\_TIEH** This field returns the value of SDIO\_TIEH. (RO)

**EFUSE\_RD\_XPD\_SDIO** This field returns the value of XPD\_SDIO\_REG. (RO)

Register 15.6: EFUSE\_BLK0\_RDATA5\_REG (0x014)

EFUSE_RD_FLASH_CRYPT_CONFIG				(reserved)				EFUSE_RD_SPI_PAD_CONFIG_CS0				EFUSE_RD_SPI_PAD_CONFIG_D				EFUSE_RD_SPI_PAD_CONFIG_Q				EFUSE_RD_SPI_PAD_CONFIG_CLK			
31	28	27		20	19	15	14	10	9	5	4					0							
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**EFUSE\_RD\_FLASH\_CRYPT\_CONFIG** This field returns the value of flash\_crypt\_config. (RO)

**EFUSE\_RD\_SPI\_PAD\_CONFIG\_CS0** This field returns the value of SPI\_pad\_config\_cs0. (RO)

**EFUSE\_RD\_SPI\_PAD\_CONFIG\_D** This field returns the value of SPI\_pad\_config\_d. (RO)

**EFUSE\_RD\_SPI\_PAD\_CONFIG\_Q** This field returns the value of SPI\_pad\_config\_q. (RO)

**EFUSE\_RD\_SPI\_PAD\_CONFIG\_CLK** This field returns the value of SPI\_pad\_config\_clk. (RO)

Register 15.7: EFUSE\_BLK0\_RDATA6\_REG (0x018)

(reserved)																						EFUSE_RD_KEY_STATUS EFUSE_RD_DISABLE_DL_CACHE EFUSE_RD_DISABLE_DL_DECRYPT EFUSE_RD_DISABLE_DL_ENCRYPT EFUSE_RD_DISABLE_JTAG EFUSE_RD_ABS_DONE_1 (reserved) EFUSE_RD_ABS_DONE_0 EFUSE_RD_CONSOLE_DEBUG_DISABLE EFUSE_RD_CODING_SCHEME										
31																				11	10	9	8	7	6	5	4	3	2	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset									

Reset

**EFUSE\_RD\_KEY\_STATUS** This field returns the value of key\_status. (RO)

**EFUSE\_RD\_DISABLE\_DL\_CACHE** This field returns the value of download\_dis\_cache. (RO)

**EFUSE\_RD\_DISABLE\_DL\_DECRYPT** This field returns the value of download\_dis\_decrypt. (RO)

**EFUSE\_RD\_DISABLE\_DL\_ENCRYPT** This field returns the value of download\_dis\_encrypt. (RO)

**EFUSE\_RD\_DISABLE\_JTAG** This field returns the value of JTAG\_disable. (RO)

**EFUSE\_RD\_ABS\_DONE\_1** This field returns the value of abstract\_done\_1. (RO)

**EFUSE\_RD\_ABS\_DONE\_0** This field returns the value of abstract\_done\_0. (RO)

**EFUSE\_RD\_CONSOLE\_DEBUG\_DISABLE** This field returns the value of console\_debug\_disable. (RO)

**EFUSE\_RD\_CODING\_SCHEME** This field returns the value of coding\_scheme. (RO)

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**EFUSE\_WR\_DIS** This field programs the value of efuse\_wr\_disable. (R/W)

**EFUSE\_WIFI\_MAC\_CRC\_HIGH** This field programs the value of higher 24 bits of WIFI\_MAC\_Address. (R/W)

**Register 15.11: EFUSE\_BLK0\_WDATA3\_REG (0x028)**

(reserved)																								EFUSE_SPI_PAD_CONFIG_HD				(reserved)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
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**EFUSE\_SPI\_PAD\_CONFIG\_HD** This field programs the value of SPI\_pad\_config\_hd. (R/W)

**Register 15.12: EFUSE\_BLK0\_WDATA4\_REG (0x02c)**

(reserved)																EFUSE_SDIO_FORCE				EFUSE_SDIO_TIEH				EFUSE_XPD_SDIO				(reserved)					
31																	17	16	15	14	27											14	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

**EFUSE\_SDIO\_FORCE** This field programs the value of SDIO\_TIEH. (R/W)

**EFUSE\_SDIO\_TIEH** This field programs the value of SDIO\_TIEH. (R/W)

**EFUSE\_XPD\_SDIO** This field programs the value of XPD\_SDIO\_REG. (R/W)

**Register 15.13: EFUSE\_BLK0\_WDATA5\_REG (0x030)**

EFUSE_FLASH_CRYPT_CONFIG				(reserved)								EFUSE_SPI_PAD_CONFIG_CS0				EFUSE_SPI_PAD_CONFIG_D				EFUSE_SPI_PAD_CONFIG_Q				EFUSE_SPI_PAD_CONFIG_CLK									
31	28				27	20								19	15				14	10				9	5				4	0			
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset		

**EFUSE\_FLASH\_CRYPT\_CONFIG** This field programs the value of flash\_crypt\_config. (R/W)

**EFUSE\_SPI\_PAD\_CONFIG\_CS0** This field programs the value of SPI\_pad\_config\_cs0. (R/W)

**EFUSE\_SPI\_PAD\_CONFIG\_D** This field programs the value of SPI\_pad\_config\_d. (R/W)

**EFUSE\_SPI\_PAD\_CONFIG\_Q** This field programs the value of SPI\_pad\_config\_q. (R/W)

**EFUSE\_SPI\_PAD\_CONFIG\_CLK** This field programs the value of SPI\_pad\_config\_clk. (R/W)

Register 15.14: EFUSE\_BLK0\_WDATA6\_REG (0x034)

(reserved)																								EFUSE_KEY_STATUS EFUSE_DISABLE_DL_CACHE EFUSE_DISABLE_DL_DECRYPT EFUSE_DISABLE_DL_ENCRYPT EFUSE_DISABLE_JTAG EFUSE_ABS_DONE_1 (reserved) EFUSE_ABS_DONE_0 EFUSE_CONSOLE_DEBUG_DISABLE EFUSE_CODING_SCHEME																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					
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Reset

**EFUSE\_KEY\_STATUS** This field programs the value of key\_status. (R/W)

**EFUSE\_DISABLE\_DL\_CACHE** This field programs the value of download\_dis\_cache. (R/W)

**EFUSE\_DISABLE\_DL\_DECRYPT** This field programs the value of download\_dis\_decrypt. (R/W)

**EFUSE\_DISABLE\_DL\_ENCRYPT** This field programs the value of download\_dis\_encrypt. (R/W)

**EFUSE\_DISABLE\_JTAG** This field programs the value of JTAG\_disable. (R/W)

**EFUSE\_ABS\_DONE\_1** This field programs the value of abstract\_done\_1. (R/W)

**EFUSE\_ABS\_DONE\_0** This field programs the value of abstract\_done\_0. (R/W)

**EFUSE\_CONSOLE\_DEBUG\_DISABLE** This field programs the value of console\_debug\_disable. (R/W)

**EFUSE\_CODING\_SCHEME** This field programs the value of coding\_scheme. (R/W)

Register 15.15: EFUSE\_BLK1\_RDATA<sub>*n*</sub>\_REG (*n*: 0-7) (0x38+4\**n*)

31	0
0x00000000	

Reset

**EFUSE\_BLK1\_RDATA<sub>*n*</sub>\_REG** This field returns the value of word *n* in BLOCK1. (RO)

Register 15.16: EFUSE\_BLK2\_RDATA<sub>*n*</sub>\_REG (*n*: 0-7) (0x58+4\**n*)

31	0
0x00000000	

Reset

**EFUSE\_BLK2\_RDATA<sub>*n*</sub>\_REG** This field returns the value of word *n* in BLOCK2. (RO)

**Register 15.17: EFUSE\_BLK3\_RDATA<sub>*n*</sub>\_REG (*n*: 0-7) (0x78+4\**n*)**

31	0
0x00000000	
Reset	

**EFUSE\_BLK3\_RDATA<sub>*n*</sub>\_REG** This field returns the value of word *n* in BLOCK3. (RO)

**Register 15.18: EFUSE\_BLK1\_WDATA<sub>*n*</sub>\_REG (*n*: 0-7) (0x98+4\**n*)**

31	0
0x00000000	
Reset	

**EFUSE\_BLK1\_WDATA<sub>*n*</sub>\_REG** This field programs the value of word *n* in of BLOCK1. (R/W)

**Register 15.19: EFUSE\_BLK2\_WDATA<sub>*n*</sub>\_REG (*n*: 0-7) (0xB8+4\**n*)**

31	0
0x00000000	
Reset	

**EFUSE\_BLK2\_WDATA<sub>*n*</sub>\_REG** This field programs the value of word *n* in of BLOCK2. (R/W)

**Register 15.20: EFUSE\_BLK3\_WDATA<sub>*n*</sub>\_REG (*n*: 0-7) (0xD8+4\**n*)**

31	0
0x00000000	
Reset	

**EFUSE\_BLK3\_WDATA<sub>*n*</sub>\_REG** This field programs the value of word *n* in of BLOCK3. (R/W)

**Register 15.21: EFUSE\_CLK\_REG (0x0f8)**

(reserved)																EFUSE_CLK_SEL1								EFUSE_CLK_SEL0								
3116																1587								0								
0000000000000000																0x040								0x052								Reset

**EFUSE\_CLK\_SEL1** eFuse clock configuration field. (R/W)

**EFUSE\_CLK\_SEL0** eFuse clock configuration field. (R/W)

## 286



## 287



**EFUSE\_READ\_DONE\_INT\_ST** The masked interrupt status bit for the [EFUSE\\_READ\\_DONE\\_INT](#) interrupt. (RO)

**EFUSE\_READ\_DONE\_INT\_ENA** The interrupt enable bit for the [EFUSE\\_READ\\_DONE\\_INT](#) interrupt.  
(R/W)

**EFUSE\_READ\_DONE\_INT\_CLR** Set this bit to clear the [EFUSE\\_READ\\_DONE\\_INT](#) interrupt. (WO)



**Register 15.28: EFUSE\_DAC\_CONF\_REG (0x118)**

(reserved)																EFUSE_DAC_CLK_DIV																	
31																8	7	0															
0 0																40																Reset	

**EFUSE\_DAC\_CLK\_DIV** Efuse timing configuration register. (R/W)

**Register 15.29: EFUSE\_DEC\_STATUS\_REG (0x11c)**

(reserved)																				EFUSE_DEC_WARNINGS																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
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**EFUSE\_DEC\_WARNINGS** If a bit is set in this register, it means some errors were corrected while decoding the 3/4 encoding scheme. (RO)

## 16. AES Accelerator

### 16.1 Introduction

The AES Accelerator speeds up AES operations significantly, compared to AES algorithms implemented solely in software. The AES Accelerator supports six algorithms of FIPS PUB 197, specifically AES-128, AES-192 and AES-256 encryption and decryption.

### 16.2 Features

- Supports AES-128 encryption and decryption
- Supports AES-192 encryption and decryption
- Supports AES-256 encryption and decryption
- Supports four variations of key endianness and four variations of text endianness

### 16.3 Functional Description

#### 16.3.1 AES Algorithm Operations

The AES Accelerator supports six algorithms of FIPS PUB 197, specifically AES-128, AES-192 and AES-256 encryption and decryption. The AES\_MODE\_REG register can be configured to different values to enable different algorithm operations, as shown in Table 54.

**Table 54: Operation Mode**

AES_MODE_REG[2:0]	Operation
0	AES-128 Encryption
1	AES-192 Encryption
2	AES-256 Encryption
4	AES-128 Decryption
5	AES-192 Decryption
6	AES-256 Decryption

#### 16.3.2 Key, Plaintext and Ciphertext

The encryption or decryption key is stored in AES\_KEY\_*n*\_REG, which is a set of eight 32-bit registers. For AES-128 encryption/decryption, the 128-bit key is stored in AES\_KEY\_0\_REG ~ AES\_KEY\_3\_REG. For AES-192 encryption/decryption, the 192-bit key is stored in AES\_KEY\_0\_REG ~ AES\_KEY\_5\_REG. For AES-256 encryption/decryption, the 256-bit key is stored in AES\_KEY\_0\_REG ~ AES\_KEY\_7\_REG.

Plaintext and ciphertext is stored in the AES\_TEXT\_*m*\_REG registers. There are four 32-bit registers. To enable AES-128/192/256 encryption, initialize the AES\_TEXT\_*m*\_REG registers with plaintext before encryption. When encryption is finished, the AES Accelerator will store back the resulting ciphertext in the AES\_TEXT\_*m*\_REG registers. To enable AES-128/192/256 decryption, initialize the AES\_TEXT\_*m*\_REG registers with ciphertext before decryption. When decryption is finished, the AES Accelerator will store back the resulting plaintext in the AES\_TEXT\_*m*\_REG registers.

### 16.3.3 Endianness

#### Key Endianness

Bit 0 and bit 1 in AES\_ENDIAN\_REG define the key endianness. For detailed information, please see Table 56, Table 57 and Table 58.  $w[0] \sim w[3]$  in Table 56,  $w[0] \sim w[5]$  in Table 57 and  $w[0] \sim w[7]$  in Table 58 are “the first Nk words of the expanded key” as specified in “5.2: Key Expansion” of FIPS PUB 197. “Column Bit” specifies the bytes in the word from  $w[0]$  to  $w[7]$ . The bytes of AES\_KEY\_ $n$ \_REG comprise “the first Nk words of the expanded key”.

#### Text Endianness

Bit 2 and bit 3 in AES\_ENDIAN\_REG define the endianness of input text, while Bit 4 and Bit 5 define the endianness of output text. The input text refers to the plaintext in AES-128/192/256 encryption and the ciphertext in decryption. The output text refers to the ciphertext in AES-128/192/256 encryption and the plaintext in decryption. For details, please see Table 55. “State” in Table 55 is defined as that in “3.4: The State” of FIPS PUB 197: “The AES algorithm operations are performed on a two-dimensional array of bytes called the State”. The ciphertext or plaintexts stored in each byte of AES\_TEXT\_ $m$ \_REG comprise the State.

**Table 55: AES Text Endianness**

AES_ENDIAN_REG[3]/[5]	AES_ENDIAN_REG[2]/[4]	Plaintext/Ciphertext					
0	0	State		c			
		r	0	1	2	3	
			AES_TEXT_3_REG[31:24]	AES_TEXT_2_REG[31:24]	AES_TEXT_1_REG[31:24]	AES_TEXT_0_REG[31:24]	
			AES_TEXT_3_REG[23:16]	AES_TEXT_2_REG[23:16]	AES_TEXT_1_REG[23:16]	AES_TEXT_0_REG[23:16]	
			AES_TEXT_3_REG[15:8]	AES_TEXT_2_REG[15:8]	AES_TEXT_1_REG[15:8]	AES_TEXT_0_REG[15:8]	
0	1	State		c			
		r	0	1	2	3	
			AES_TEXT_3_REG[7:0]	AES_TEXT_2_REG[7:0]	AES_TEXT_1_REG[7:0]	AES_TEXT_0_REG[7:0]	
			AES_TEXT_3_REG[15:8]	AES_TEXT_2_REG[15:8]	AES_TEXT_1_REG[15:8]	AES_TEXT_0_REG[15:8]	
			AES_TEXT_3_REG[23:16]	AES_TEXT_2_REG[23:16]	AES_TEXT_1_REG[23:16]	AES_TEXT_0_REG[23:16]	
1	0	State		c			
		r	0	1	2	3	
			AES_TEXT_0_REG[31:24]	AES_TEXT_1_REG[31:24]	AES_TEXT_2_REG[31:24]	AES_TEXT_3_REG[31:24]	
			AES_TEXT_0_REG[23:16]	AES_TEXT_1_REG[23:16]	AES_TEXT_2_REG[23:16]	AES_TEXT_3_REG[23:16]	
			AES_TEXT_0_REG[15:8]	AES_TEXT_1_REG[15:8]	AES_TEXT_2_REG[15:8]	AES_TEXT_3_REG[15:8]	
1	1	State		c			
		r	0	1	2	3	
			AES_TEXT_0_REG[7:0]	AES_TEXT_1_REG[7:0]	AES_TEXT_2_REG[7:0]	AES_TEXT_3_REG[7:0]	
			AES_TEXT_0_REG[15:8]	AES_TEXT_1_REG[15:8]	AES_TEXT_2_REG[15:8]	AES_TEXT_3_REG[15:8]	
			AES_TEXT_0_REG[23:16]	AES_TEXT_1_REG[23:16]	AES_TEXT_2_REG[23:16]	AES_TEXT_3_REG[23:16]	



### 16.3.4 Encryption and Decryption Operations

#### Single Operation

1. Initialize AES\_MODE\_REG, AES\_KEY\_*n*\_REG, AES\_TEXT\_*m*\_REG and AES\_ENDIAN\_REG.
2. Write 1 to AES\_START\_REG.
3. Wait until AES\_IDLE\_REG reads 1.
4. Read results from AES\_TEXT\_*m*\_REG.

#### Consecutive Operations

Every time an operation is completed, only AES\_TEXT\_*m*\_REG is modified by the AES Accelerator. Initialization can, therefore, be simplified in a series of consecutive operations.

1. Update contents of AES\_MODE\_REG, AES\_KEY\_*n*\_REG and AES\_ENDIAN\_REG, if required.
2. Load AES\_TEXT\_*m*\_REG.
3. Write 1 to AES\_START\_REG.
4. Wait until AES\_IDLE\_REG reads 1.
5. Read results from AES\_TEXT\_*m*\_REG.

### 16.3.5 Speed

The AES Accelerator requires 11 to 15 clock cycles to encrypt a message block, and 21 or 22 clock cycles to decrypt a message block.

## 16.4 Register Summary

Name	Description	Address	Access
<b>Configuration registers</b>			
<a href="#">AES_MODE_REG</a>	Mode of operation of the AES Accelerator	0x3FF01008	R/W
<a href="#">AES_ENDIAN_REG</a>	Endianness configuration register	0x3FF01040	R/W
<b>Key registers</b>			
<a href="#">AES_KEY_0_REG</a>	AES key material register 0	0x3FF01010	R/W
<a href="#">AES_KEY_1_REG</a>	AES key material register 1	0x3FF01014	R/W
<a href="#">AES_KEY_2_REG</a>	AES key material register 2	0x3FF01018	R/W
<a href="#">AES_KEY_3_REG</a>	AES key material register 3	0x3FF0101C	R/W
<a href="#">AES_KEY_4_REG</a>	AES key material register 4	0x3FF01020	R/W
<a href="#">AES_KEY_5_REG</a>	AES key material register 5	0x3FF01024	R/W
<a href="#">AES_KEY_6_REG</a>	AES key material register 6	0x3FF01028	R/W
<a href="#">AES_KEY_7_REG</a>	AES key material register 7	0x3FF0102C	R/W
<b>Encrypted/decrypted data registers</b>			
<a href="#">AES_TEXT_0_REG</a>	AES encrypted/decrypted data register 0	0x3FF01030	R/W
<a href="#">AES_TEXT_1_REG</a>	AES encrypted/decrypted data register 1	0x3FF01034	R/W
<a href="#">AES_TEXT_2_REG</a>	AES encrypted/decrypted data register 2	0x3FF01038	R/W
<a href="#">AES_TEXT_3_REG</a>	AES encrypted/decrypted data register 3	0x3FF0103C	R/W
<b>Control/status registers</b>			

Name	Description	Address	Access
<a href="#">AES_START_REG</a>	AES operation start control register	0x3FF01000	WO
<a href="#">AES_IDLE_REG</a>	AES idle status register	0x3FF01004	RO



Register 16.6: AES\_ENDIAN\_REG (0x040)

(reserved)											AES_ENDIAN																																				
31						6						5						0																													
0x0000000												1						1						1						1						1						Reset					

**AES\_ENDIAN** Endianness selection register. See Table 55 for details. (R/W)



## 17. SHA Accelerator

### 17.1 Introduction

The SHA Accelerator is included to speed up SHA hashing operations significantly, compared to SHA hashing algorithms implemented solely in software. The SHA Accelerator supports four algorithms of FIPS PUB 180-4, specifically SHA-1, SHA-256, SHA-384 and SHA-512.

### 17.2 Features

Hardware support for popular secure hashing algorithms:

- SHA-1
- SHA-256
- SHA-384
- SHA-512

### 17.3 Functional Description

#### 17.3.1 Padding and Parsing the Message

The SHA Accelerator can only accept one message block at a time. Software divides the message into blocks according to “5.2 Parsing the Message” in FIPS PUB 180-4 and writes one block to the SHA\_TEXT\_0\_REG registers each time. For SHA-1 and SHA-256, software writes a 512-bit message block to SHA\_TEXT\_0\_REG ~ SHA\_TEXT\_15\_REG each time. For SHA-384 and SHA-512, software writes a 1024-bit message block to SHA\_TEXT\_0\_REG ~ SHA\_TEXT\_31\_REG each time.

The SHA Accelerator is unable to perform the padding operation of “5.1 Padding the Message” in FIPS PUB 180-4; Note that the user software is expected to pad the message before feeding it into the accelerator.

As described in “2.2.1: Parameters” in FIPS PUB 180-4, “ $M_0^{(i)}$  is the leftmost word of message block  $i$ ”.  $M_0^{(i)}$  is stored in SHA\_TEXT\_0\_REG. In the same fashion, the SHA\_TEXT\_1\_REG register stores the second left-most word of a message block  $H_1^{(N)}$ , etc.

#### 17.3.2 Message Digest

When the hashing operation is finished, the message digest will be refreshed by SHA Accelerator and will be stored in SHA\_TEXT\_0\_REG. SHA-1 produces a 160-bit message digest and stores it in SHA\_TEXT\_0\_REG ~ SHA\_TEXT\_4\_REG. SHA-256 produces a 256-bit message digest and stores it in SHA\_TEXT\_0\_REG ~ SHA\_TEXT\_7\_REG. SHA-384 produces a 384-bit message digest and stores it in SHA\_TEXT\_0\_REG ~ SHA\_TEXT\_11\_REG. SHA-512 produces a 512-bit message digest and stores it in SHA\_TEXT\_0\_REG ~ SHA\_TEXT\_15\_REG.

As described in “2.2.1 Parameters” in FIPS PUB 180-4, “ $H^{(N)}$  is the final hash value, and is used to determine the message digest”, while “ $H_0^{(i)}$  is the leftmost word of hash value  $i$ ”, so the leftmost word  $H_0^{(N)}$  in the message digest is stored in SHA\_TEXT\_0\_REG. In the same fashion, the second leftmost word  $H_1^{(N)}$  in the message digest is stored in SHA\_TEXT\_1\_REG, etc.

### 17.3.3 Hash Operation

There is a set of control registers for SHA-1, SHA-256, SHA-384 and SHA-512, respectively; different hashing algorithms use different control registers.

SHA-1 uses SHA\_SHA1\_START\_REG, SHA\_SHA1\_CONTINUE\_REG, SHA\_SHA1\_LOAD\_REG and SHA\_SHA1\_BUSY\_REG.

SHA-256 uses SHA\_SHA256\_START\_REG, SHA\_SHA256\_CONTINUE\_REG,

SHA\_SHA256\_LOAD\_REG and SHA\_SHA256\_BUSY\_REG. SHA-384 uses SHA\_SHA384\_START\_REG, SHA\_SHA384\_CONTINUE\_REG, SHA\_SHA384\_LOAD\_REG and SHA\_SHA384\_BUSY\_REG.

SHA-512 uses SHA\_SHA512\_START\_REG, SHA\_SHA512\_CONTINUE\_REG, SHA\_SHA512\_LOAD\_REG and SHA\_SHA512\_BUSY\_REG. The following steps describe the operation in a detailed manner.

1. Feed the accelerator with the first message block:
  - (a) Use the first message block to initialize SHA\_TEXT\_*n*\_REG.
  - (b) Write 1 to SHA\_*X*\_START\_REG.
  - (c) Wait for SHA\_*X*\_BUSY\_REG to read 0, indicating that the operation is completed.
2. Similarly, feed the accelerator with subsequent message blocks:
  - (a) Initialize SHA\_TEXT\_*n*\_REG using the subsequent message block.
  - (b) Write 1 to SHA\_*X*\_CONTINUE\_REG.
  - (c) Wait for SHA\_*X*\_BUSY\_REG to read 0, indicating that the operation is completed.
3. Get message digest:
  - (a) Write 1 to SHA\_*X*\_LOAD\_REG.
  - (b) Wait for SHA\_*X*\_BUSY\_REG to read 0, indicating that operation is completed.
  - (c) Read message digest from SHA\_TEXT\_*n*\_REG.

### 17.3.4 Speed

The SHA Accelerator requires 60 to 100 clock cycles to process a message block and 8 to 20 clock cycles to calculate the final digest.

## 17.4 Register Summary

Name	Description	Address	Access
<b>Encrypted/decrypted data registers</b>			
SHA_TEXT_0_REG	SHA encrypted/decrypted data register 0	0x3FF03000	R/W
SHA_TEXT_1_REG	SHA encrypted/decrypted data register 1	0x3FF03004	R/W
SHA_TEXT_2_REG	SHA encrypted/decrypted data register 2	0x3FF03008	R/W
SHA_TEXT_3_REG	SHA encrypted/decrypted data register 3	0x3FF0300C	R/W
SHA_TEXT_4_REG	SHA encrypted/decrypted data register 4	0x3FF03010	R/W
SHA_TEXT_5_REG	SHA encrypted/decrypted data register 5	0x3FF03014	R/W
SHA_TEXT_6_REG	SHA encrypted/decrypted data register 6	0x3FF03018	R/W
SHA_TEXT_7_REG	SHA encrypted/decrypted data register 7	0x3FF0301C	R/W

Name	Description	Address	Access
SHA_TEXT_8_REG	SHA encrypted/decrypted data register 8	0x3FF03020	R/W
SHA_TEXT_9_REG	SHA encrypted/decrypted data register 9	0x3FF03024	R/W
SHA_TEXT_10_REG	SHA encrypted/decrypted data register 10	0x3FF03028	R/W
SHA_TEXT_11_REG	SHA encrypted/decrypted data register 11	0x3FF0302C	R/W
SHA_TEXT_12_REG	SHA encrypted/decrypted data register 12	0x3FF03030	R/W
SHA_TEXT_13_REG	SHA encrypted/decrypted data register 13	0x3FF03034	R/W
SHA_TEXT_14_REG	SHA encrypted/decrypted data register 14	0x3FF03038	R/W
SHA_TEXT_15_REG	SHA encrypted/decrypted data register 15	0x3FF0303C	R/W
SHA_TEXT_16_REG	SHA encrypted/decrypted data register 16	0x3FF03040	R/W
SHA_TEXT_17_REG	SHA encrypted/decrypted data register 17	0x3FF03044	R/W
SHA_TEXT_18_REG	SHA encrypted/decrypted data register 18	0x3FF03048	R/W
SHA_TEXT_19_REG	SHA encrypted/decrypted data register 19	0x3FF0304C	R/W
SHA_TEXT_20_REG	SHA encrypted/decrypted data register 20	0x3FF03050	R/W
SHA_TEXT_21_REG	SHA encrypted/decrypted data register 21	0x3FF03054	R/W
SHA_TEXT_22_REG	SHA encrypted/decrypted data register 22	0x3FF03058	R/W
SHA_TEXT_23_REG	SHA encrypted/decrypted data register 23	0x3FF0305C	R/W
SHA_TEXT_24_REG	SHA encrypted/decrypted data register 24	0x3FF03060	R/W
SHA_TEXT_25_REG	SHA encrypted/decrypted data register 25	0x3FF03064	R/W
SHA_TEXT_26_REG	SHA encrypted/decrypted data register 26	0x3FF03068	R/W
SHA_TEXT_27_REG	SHA encrypted/decrypted data register 27	0x3FF0306C	R/W
SHA_TEXT_28_REG	SHA encrypted/decrypted data register 28	0x3FF03070	R/W
SHA_TEXT_29_REG	SHA encrypted/decrypted data register 29	0x3FF03074	R/W
SHA_TEXT_30_REG	SHA encrypted/decrypted data register 30	0x3FF03078	R/W
SHA_TEXT_31_REG	SHA encrypted/decrypted data register 31	0x3FF0307C	R/W
<b>Control/status registers</b>			
SHA_SHA1_START_REG	Control register to initiate SHA1 operation	0x3FF03080	WO
SHA_SHA1_CONTINUE_REG	Control register to continue SHA1 operation	0x3FF03084	WO
SHA_SHA1_LOAD_REG	Control register to calculate the final SHA1 hash	0x3FF03088	WO
SHA_SHA1_BUSY_REG	Status register for SHA1 operation	0x3FF0308C	RO
SHA_SHA256_START_REG	Control register to initiate SHA256 operation	0x3FF03090	WO
SHA_SHA256_CONTINUE_REG	Control register to continue SHA256 operation	0x3FF03094	WO
SHA_SHA256_LOAD_REG	Control register to calculate the final SHA256 hash	0x3FF03098	WO
SHA_SHA256_BUSY_REG	Status register for SHA256 operation	0x3FF0309C	RO
SHA_SHA384_START_REG	Control register to initiate SHA384 operation	0x3FF030A0	WO
SHA_SHA384_CONTINUE_REG	Control register to continue SHA384 operation	0x3FF030A4	WO
SHA_SHA384_LOAD_REG	Control register to calculate the final SHA384 hash	0x3FF030A8	WO
SHA_SHA384_BUSY_REG	Status register for SHA384 operation	0x3FF030AC	RO
SHA_SHA512_START_REG	Control register to initiate SHA512 operation	0x3FF030B0	WO
SHA_SHA512_CONTINUE_REG	Control register to continue SHA512 operation	0x3FF030B4	WO
SHA_SHA512_LOAD_REG	Control register to calculate the final SHA512 hash	0x3FF030B8	WO
SHA_SHA512_BUSY_REG	Status register for SHA512 operation	0x3FF030BC	RO

## 17.5 Registers

**Register 17.1: SHA\_TEXT\_***n***\_REG (*n*: 0-31) (0x0+4\**n*)**

31	0
0x00000000	
Reset	

**SHA\_TEXT\_***n***\_REG (*n*: 0-31)** SHA Message block and hash result register. (R/W)

**Register 17.2: SHA\_SHA1\_START\_REG (0x080)**

31	1	0
(reserved)		
0x00000000		
Reset		

**SHA\_SHA1\_START** Write 1 to start an SHA-1 operation on the first message block. (WO)

**Register 17.3: SHA\_SHA1\_CONTINUE\_REG (0x084)**

31	1	0
(reserved)		
0x00000000		
Reset		

**SHA\_SHA1\_CONTINUE** Write 1 to continue the SHA-1 operation with subsequent blocks. (WO)

**Register 17.4: SHA\_SHA1\_LOAD\_REG (0x088)**

31	1	0
(reserved)		
0x00000000		
Reset		

**SHA\_SHA1\_LOAD** Write 1 to finish the SHA-1 operation to calculate the final message hash. (WO)

**Register 17.5: SHA\_SHA1\_BUSY\_REG (0x08C)**

(reserved)		SHA_SHA1_BUSY	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA1\_BUSY** SHA-1 operation status: 1 if the SHA accelerator is processing data, 0 if it is idle.  
(RO)

**Register 17.6: SHA\_SHA256\_START\_REG (0x090)**

(reserved)		SHA_SHA256_START	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA256\_START** Write 1 to start an SHA-256 operation on the first message block. (WO)

**Register 17.7: SHA\_SHA256\_CONTINUE\_REG (0x094)**

(reserved)		SHA_SHA256_CONTINUE	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA256\_CONTINUE** Write 1 to continue the SHA-256 operation with subsequent blocks. (WO)

**Register 17.8: SHA\_SHA256\_LOAD\_REG (0x098)**

(reserved)		SHA_SHA256_LOAD	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA256\_LOAD** Write 1 to finish the SHA-256 operation to calculate the final message hash.  
(WO)

Register 17.9: SHA\_SHA256\_BUSY\_REG (0x09C)

(reserved)		SHA_SHA256_BUSY	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA256\_BUSY** SHA-256 operation status: 1 if the SHA accelerator is processing data, 0 if it is idle. (RO)

Register 17.10: SHA\_SHA384\_START\_REG (0x0A0)

(reserved)		SHA_SHA384_START	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA384\_START** Write 1 to start an SHA-384 operation on the first message block. (WO)

Register 17.11: SHA\_SHA384\_CONTINUE\_REG (0x0A4)

(reserved)		SHA_SHA384_CONTINUE	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA384\_CONTINUE** Write 1 to continue the SHA-384 operation with subsequent blocks. (WO)

Register 17.12: SHA\_SHA384\_LOAD\_REG (0x0A8)

(reserved)		SHA_SHA384_LOAD	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA384\_LOAD** Write 1 to finish the SHA-384 operation to calculate the final message hash. (WO)

**Register 17.13: SHA\_SHA384\_BUSY\_REG (0x0AC)**

(reserved)		SHA_SHA384_BUSY	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA384\_BUSY** SHA-384 operation status: 1 if the SHA accelerator is processing data, 0 if it is idle. (RO)

**Register 17.14: SHA\_SHA512\_START\_REG (0x0B0)**

(reserved)		SHA_SHA512_START	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA512\_START** Write 1 to start an SHA-512 operation on the first message block. (WO)

**Register 17.15: SHA\_SHA512\_CONTINUE\_REG (0x0B4)**

(reserved)		SHA_SHA512_CONTINUE	
31	1	0	
0x00000000		0	Reset

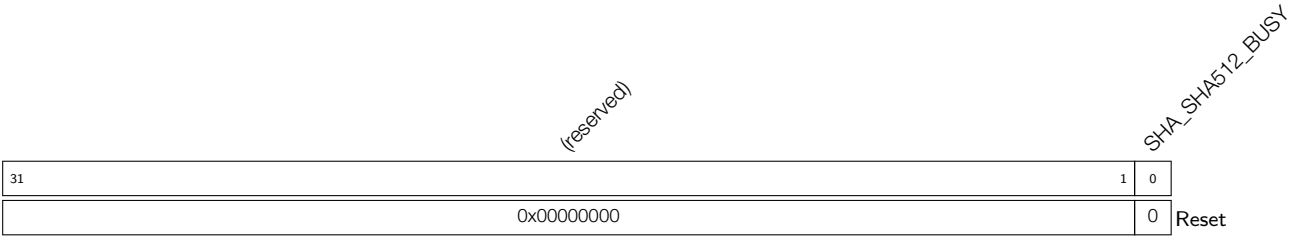
**SHA\_SHA512\_CONTINUE** Write 1 to continue the SHA-512 operation with subsequent blocks. (WO)

**Register 17.16: SHA\_SHA512\_LOAD\_REG (0x0B8)**

(reserved)		SHA_SHA512_LOAD	
31	1	0	
0x00000000		0	Reset

**SHA\_SHA512\_LOAD** Write 1 to finish the SHA-512 operation to calculate the final message hash. (WO)

Register 17.17: SHA\_SHA512\_BUSY\_REG (0x0BC)



**SHA\_SHA512\_BUSY** SHA-512 operation status: 1 if the SHA accelerator is processing data, 0 if it is idle. (RO)



## 18. RSA Accelerator

### 18.1 Introduction

The RSA Accelerator provides hardware support for multiple precision arithmetic operations used in RSA asymmetric cipher algorithms.

Sometimes, multiple precision arithmetic is also called "bignum arithmetic", "bigint arithmetic" or "arbitrary precision arithmetic".

### 18.2 Features

- Support for large-number modular exponentiation
- Support for large-number modular multiplication
- Support for large-number multiplication
- Support for various lengths of operands

### 18.3 Functional Description

#### 18.3.1 Initialization

The RSA Accelerator is activated by enabling the corresponding peripheral clock, and by clearing the DPORT\_RSA\_PD bit in the DPORT\_RSA\_PD\_CTRL\_REG register. This releases the RSA Accelerator from reset.

When the RSA Accelerator is released from reset, the register RSA\_CLEAN\_REG reads 0 and an initialization process begins. Hardware initializes the four memory blocks by setting them to 0. After initialization is complete, RSA\_CLEAN\_REG reads 1. For this reason, software should query RSA\_CLEAN\_REG after being released from reset, and before writing to any RSA Accelerator memory blocks or registers for the first time.

#### 18.3.2 Large Number Modular Exponentiation

Large-number modular exponentiation performs  $Z = X^Y \bmod M$ . The operation is based on Montgomery multiplication. Aside from the arguments  $X$ ,  $Y$ , and  $M$ , two additional ones are needed —  $\bar{r}$  and  $M'$ . These arguments are calculated in advance by software.

The RSA Accelerator supports operand lengths of  $N \in \{512, 1024, 1536, 2048, 2560, 3072, 3584, 4096\}$  bits. The bit length of arguments  $Z$ ,  $X$ ,  $Y$ ,  $M$ , and  $\bar{r}$  can be any one from the N set, but all numbers in a calculation must be of the same length. The bit length of  $M'$  is always 32.

To represent the numbers used as operands, define a base- $b$  positional notation, as follows:

$$b = 2^{32}$$

In this notation, each number is represented by a sequence of base- $b$  digits, where each base- $b$  digit is a 32-bit word. Representing an  $N$ -bit number requires  $n$  base- $b$  digits (all of the possible  $N$  lengths are multiples of 32).

$$\begin{aligned} n &= \frac{N}{32} \\ Z &= (Z_{n-1}Z_{n-2} \cdots Z_0)_b \\ X &= (X_{n-1}X_{n-2} \cdots X_0)_b \\ Y &= (Y_{n-1}Y_{n-2} \cdots Y_0)_b \\ M &= (M_{n-1}M_{n-2} \cdots M_0)_b \\ \bar{r} &= (\bar{r}_{n-1}\bar{r}_{n-2} \cdots \bar{r}_0)_b \end{aligned}$$

Each of the  $n$  values in  $Z_{n-1} \sim Z_0$ ,  $X_{n-1} \sim X_0$ ,  $Y_{n-1} \sim Y_0$ ,  $M_{n-1} \sim M_0$ ,  $\bar{r}_{n-1} \sim \bar{r}_0$  represents one base- $b$  digit (a 32-bit word).

$Z_{n-1}$ ,  $X_{n-1}$ ,  $Y_{n-1}$ ,  $M_{n-1}$  and  $\bar{r}_{n-1}$  are the most significant bits of  $Z$ ,  $X$ ,  $Y$ ,  $M$ , while  $Z_0$ ,  $X_0$ ,  $Y_0$ ,  $M_0$  and  $\bar{r}_0$  are the least significant bits.

If we define

$$R = b^n$$

then, we can calculate the additional arguments, as follows:

$$\bar{r} = R^2 \bmod M \tag{1}$$

$$\begin{cases} M'' \times M + 1 = R \times R^{-1} \\ M' = M'' \bmod b \end{cases} \tag{2}$$

(Equation 2 is written in a form suitable for calculations using the extended binary GCD algorithm.)

Software can implement large-number modular exponentiations in the following order:

1. Write  $(\frac{N}{512} - 1)$  to RSA\_MODEXP\_MODE\_REG.
2. Write  $X_i$ ,  $Y_i$ ,  $M_i$  and  $\bar{r}_i$  ( $i \in [0, n) \cap \mathbb{N}$ ) to memory blocks RSA\_X\_MEM, RSA\_Y\_MEM, RSA\_M\_MEM and RSA\_Z\_MEM. The capacity of each memory block is 128 words. Each word of each memory block can store one base- $b$  digit. The memory blocks use the little endian format for storage, i.e. the least significant digit of each number is in the lowest address.  
  
Users need to write data to each memory block only according to the length of the number; data beyond this length are ignored.
3. Write  $M'$  to RSA\_M\_PRIME\_REG.
4. Write 1 to RSA\_MODEXP\_START\_REG.
5. Wait for the operation to be completed. Poll RSA\_INTERRUPT\_REG until it reads 1, or until the RSA\_INTR interrupt is generated.
6. Read the result  $Z_i$  ( $i \in [0, n) \cap \mathbb{N}$ ) from RSA\_Z\_MEM.
7. Write 1 to RSA\_INTERRUPT\_REG to clear the interrupt.

After the operation, the RSA\_MODEXP\_MODE\_REG register, memory blocks RSA\_Y\_MEM and RSA\_M\_MEM, as well as the RSA\_M\_PRIME\_REG will not have changed. However,  $X_i$  in RSA\_X\_MEM and  $\bar{r}_i$  in RSA\_Z\_MEM

will have been overwritten. In order to perform another operation, refresh the registers and memory blocks, as required.

### 18.3.3 Large Number Modular Multiplication

Large-number modular multiplication performs  $Z = X \times Y \bmod M$ . This operation is based on Montgomery multiplication. The same values  $\bar{r}$  and  $M'$  are derived by software using the formulas 1 and 2 shown above.

The RSA Accelerator supports large-number modular multiplication with eight different operand lengths, which are the same as in the large-number modular exponentiation. The operation is performed by a combination of software and hardware. The software performs two hardware operations in sequence.

The software process is as follows:

1. Write  $(\frac{N}{512} - 1)$  to RSA\_MULT\_MODE\_REG.
2. Write  $X_i$ ,  $M_i$  and  $\bar{r}_i$  ( $i \in [0, n) \cap \mathbb{N}$ ) to registers RSA\_X\_MEM, RSA\_M\_MEM and RSA\_Z\_MEM. Write data to each memory block only according to the length of the number. Data beyond this length are ignored.
3. Write  $M'$  to RSA\_M\_PRIME\_REG.
4. Write 1 to RSA\_MULT\_START\_REG.
5. Wait for the first round of the operation to be completed. Poll RSA\_INTERRUPT\_REG until it reads 1, or until the RSA\_INTR interrupt is generated.
6. Write 1 to RSA\_INTERRUPT\_REG to clear the interrupt.
7. Write  $Y_i$  ( $i \in [0, n) \cap \mathbb{N}$ ) to RSA\_X\_MEM.

Users need to write to the memory block only according to the length of the number. Data beyond this length are ignored.

8. Write 1 to RSA\_MULT\_START\_REG.
9. Wait for the second round of the operation to be completed. Poll RSA\_INTERRUPT\_REG until it reads 1, or until the RSA\_INTR interrupt is generated.
10. Read the result  $Z_i$  ( $i \in [0, n) \cap \mathbb{N}$ ) from RSA\_Z\_MEM.
11. Write 1 to RSA\_INTERRUPT\_REG to clear the interrupt.

After the operation, the RSA\_MULT\_MODE\_REG register, and memory blocks RSA\_M\_MEM and RSA\_M\_PRIME\_REG remain unchanged. Users do not need to refresh these registers or memory blocks if the values remain the same.

### 18.3.4 Large Number Multiplication

Large-number multiplication performs  $Z = X \times Y$ . The length of  $Z$  is twice that of  $X$  and  $Y$ . Therefore, the RSA Accelerator supports large-number multiplication with only four operand lengths of  $N \in \{512, 1024, 1536, 2048\}$  bits. The length  $\hat{N}$  of the result  $Z$  is  $2 \times N$  bits.

Operands  $X$  and  $Y$  need to be extended to form arguments  $\hat{X}$  and  $\hat{Y}$  which have the same length ( $\hat{N}$  bits) as

the result  $Z$ .  $X$  is left-extended and  $Y$  is right-extended, and defined as follows:

$$\begin{aligned}
 n &= \frac{N}{32} \\
 \hat{N} &= 2 \times N \\
 \hat{n} &= \frac{\hat{N}}{32} = 2n \\
 \hat{X} &= (\hat{X}_{\hat{n}-1} \hat{X}_{\hat{n}-2} \cdots \hat{X}_0)_b = (\underbrace{00 \cdots 0}_n X)_b = (\underbrace{00 \cdots 0}_n X_{n-1} X_{n-2} \cdots X_0)_b \\
 \hat{Y} &= (\hat{Y}_{\hat{n}-1} \hat{Y}_{\hat{n}-2} \cdots \hat{Y}_0)_b = (Y \underbrace{00 \cdots 0}_n)_b = (Y_{n-1} Y_{n-2} \cdots Y_0 \underbrace{00 \cdots 0}_n)_b
 \end{aligned}$$

Software performs the operation in the following order:

1. Write  $(\frac{\hat{N}}{512} - 1 + 8)$  to RSA\_MULT\_MODE\_REG.
2. Write  $\hat{X}_i$  and  $\hat{Y}_i$  ( $i \in [0, \hat{n}) \cap \mathbb{N}$ ) to RSA\_X\_MEM and RSA\_Z\_MEM, respectively.  
Write the valid data into each number's memory block, according to their lengths. Values beyond this length are ignored. Half of the base- $b$  positional notations written to the memory are zero (using the derivations shown above). These zero values are indispensable.
3. Write 1 to RSA\_MULT\_START\_REG.
4. Wait for the operation to be completed. Poll RSA\_INTERRUPT\_REG until it reads 1, or until the RSA\_INTR interrupt is generated.
5. Read the result  $Z_i$  ( $i \in [0, \hat{n}) \cap \mathbb{N}$ ) from RSA\_Z\_MEM.
6. Write 1 to RSA\_INTERRUPT\_REG to clear the interrupt.

After the operation, only the RSA\_MULT\_MODE\_REG register remains unmodified.

## 18.4 Register Summary

Name	Description	Address	Access
<b>Configuration registers</b>			
<a href="#">RSA_M_PRIME_REG</a>	Register to store $M'$	0x3FF02800	R/W
<b>Modular exponentiation registers</b>			
<a href="#">RSA_MODEXP_MODE_REG</a>	Modular exponentiation mode	0x3FF02804	R/W
<a href="#">RSA_MODEXP_START_REG</a>	Start bit	0x3FF02808	WO
<b>Modular multiplication registers</b>			
<a href="#">RSA_MULT_MODE_REG</a>	Modular multiplication mode	0x3FF0280C	R/W
<a href="#">RSA_MULT_START_REG</a>	Start bit	0x3FF02810	WO
<b>Misc registers</b>			
<a href="#">RSA_INTERRUPT_REG</a>	RSA interrupt register	0x3FF02814	R/W
<a href="#">RSA_CLEAN_REG</a>	RSA clean register	0x3FF02818	RO

## 18.5 Registers

**Register 18.1: RSA\_M\_PRIME\_REG (0x800)**

31	0
0x00000000	
Reset	

**RSA\_M\_PRIME\_REG** This register contains  $M'$ . (R/W)

**Register 18.2: RSA\_MODEXP\_MODE\_REG (0x804)**

(reserved)																												RSA_MODEXP_MODE																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																								
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**RSA\_MODEXP\_MODE** This register contains the mode of modular exponentiation. (R/W)

**Register 18.3: RSA\_MODEXP\_START\_REG (0x808)**

(reserved)																															RSA_MODEXP_START																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
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**RSA\_MODEXP\_START** Write 1 to start modular exponentiation. (WO)

**Register 18.4: RSA\_MULT\_MODE\_REG (0x80C)**

(reserved)																												RSA_MULT_MODE																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														
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**RSA\_MULT\_MODE** This register contains the mode of modular multiplication and multiplication. (R/W)

**Register 18.5: RSA\_MULT\_START\_REG (0x810)**

(reserved)																														RSA_MULT_START	
31																														1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**RSA\_MULT\_START** Write 1 to start modular multiplication or multiplication. (WO)**Register 18.6: RSA\_INTERRUPT\_REG (0x814)**

(reserved)																														RSA_INTERRUPT	
31																														1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**RSA\_INTERRUPT** RSA interrupt status register. Will read 1 once an operation has completed. (R/W)**Register 18.7: RSA\_CLEAN\_REG (0x818)**

(reserved)																														RSA_CLEAN	
31																														1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

**RSA\_CLEAN** This bit will read 1 once the memory initialization is completed. (RO)

## 19. Random Number Generator

### 19.1 Introduction

The ESP32 contains a true random number generator, whose values can be used as a basis for cryptographic operations, among other things.

### 19.2 Feature

It can generate true random numbers.

### 19.3 Functional Description

When used correctly, every 32-bit value the system reads from the RNG\_DATA\_REG register of the random number generator is a true random number. These true random numbers are generated based on the noise in the Wi-Fi/BT RF system. When Wi-Fi and BT are disabled, the random number generator will give out pseudo-random numbers.

When Wi-Fi or BT is enabled, the random number generator is fed two bits of entropy every APB clock cycle (normally 80 MHz). Thus, for the maximum amount of entropy, it is advisable to read the random register at a maximum rate of 5 MHz.

A data sample of 2 GB, read from the random number generator with Wi-Fi enabled and the random register read at 5 MHz, has been tested using the Dieharder Random Number Testsuite (version 3.31.1). The sample passed all tests.

### 19.4 Register Summary

Name	Description	Address	Access
<a href="#">RNG_DATA_REG</a>	Random number data	0x3FF75144	RO

### 19.5 Register

**Register 19.1: RNG\_DATA\_REG (0x144)**

31	0
0x00000000	
Reset	

**RNG\_DATA\_REG** Random number source. (RO)

## 20. PID/MPU/MMU

### 20.1 Introduction

Every peripheral and memory section in the ESP32 is accessed through either an MMU (Memory Management Unit) or an MPU (Memory Protection Unit). An MPU can allow or disallow the access of an application to a memory range or peripheral, depending on what kind of permission the OS has given to that particular application. An MMU can perform the same operation, as well as a virtual-to-physical memory address translation. This can be used to map an internal or external memory range to a certain virtual memory area. These mappings can be application-specific. Therefore, each application can be adjusted and have the memory configuration that is necessary for it to run properly. To differentiate between the OS and applications, there are eight Process Identifiers (or PIDs) that each application, or OS, can run. Furthermore, each application, or OS, is equipped with their own sets of mappings and rights.

### 20.2 Features

- Eight processes in each of the PRO\_CPU and APP\_CPU
- MPU/MMU management of on-chip memories, off-chip memories, and peripherals, based on process ID
- On-chip memory management by MPU/MMU
- Off-chip memory management by MMU
- Peripheral management by MPU

### 20.3 Functional Description

#### 20.3.1 PID Controller

In the ESP32, a PID controller acts as an indicator that signals the MMU/MPU the owner PID of the code that is currently running. The intention is that the OS updates the PID in the PID controller every time it switches context to another application. The PID controller can detect interrupts and automatically switch PIDs to that of the OS, if so configured.

There are two peripheral PID controllers in the system, one for each of the two CPUs in the ESP32. Having a PID controller per CPU allows running different processes on different CPUs, if so desired.



### 20.3.2 MPU/MMU

The MPU and MMU manage on-chip memories, off-chip memories, and peripherals. To do this they are based on the process of accessing the peripheral or memory region. More specifically, when a code tries to access a MMU/MPU-protected memory region or peripheral, the MMU or MPU will receive the PID from the PID generator that is associated with the CPU on which the process is running.

For on-chip memory and peripherals, the decisions the MMU and MPU make are only based on this PID, whereas the specific CPU the code is running on is not taken into account. Subsequently, the MMU/MPU configuration for the internal memory and peripherals allows entries only for the eight different PIDs. In contrast, the MMU moderating access to the external memory takes not only the PID into account, but also the CPU the request is coming from. This means that MMUs have configuration options for every PID when running on the APP\_CPU, as well as every PID when running on the PRO\_CPU. While, in practice, accesses from both CPUs will be configured to have the same result for a specific process, doing so is not a hardware requirement.

The decision an MPU can make, based on this information, is to allow or deny a process to access the memory region or peripheral. An MMU has the same function, but additionally it redirects the virtual memory access, which the process acquired, into a physical memory access that can possibly reach out an entirely different physical memory region. This way, MMU-governed memory can be remapped on a process-by-process basis.

#### 20.3.2.1 Embedded Memory

The on-chip memory is governed by fixed-function MPUs, configurable MPUs, and MMUs:

**Table 63: MPU and MMU Structure for Internal Memory**

Name	Size	Address range		Governed by
		From	To	
ROM0	384 KB	0x4000_0000	0x4005_FFFF	Static MPU
ROM1	64 KB	0x3FF9_0000	0x3FF9_FFFF	Static MPU
SRAM0	64 KB	0x4007_0000	0x4007_FFFF	Static MPU
	128 KB	0x4008_0000	0x4009_FFFF	SRAM0 MMU
SRAM1 (aliases)	128 KB	0x3FFE_0000	0x3FFF_FFFF	Static MPU
	128 KB	0x400A_0000	0x400B_FFFF	Static MPU
	32 KB	0x4000_0000	0x4000_7FFF	Static MPU
SRAM2	72 KB	0x3FFA_E000	0x3FFB_FFFF	Static MPU
	128 KB	0x3FFC_0000	0x3FFD_FFFF	SRAM2 MMU
RTC FAST (aliases)	8 KB	0x3FF8_0000	0x3FF8_1FFF	RTC FAST MPU
	8 KB	0x400C_0000	0x400C_1FFF	RTC FAST MPU
RTC SLOW	8 KB	0x5000_0000	0x5000_1FFF	RTC SLOW MPU

#### Static MPUs

ROM0, ROM1, the lower 64 KB of SRAM0, SRAM1 and the lower 72 KB of SRAM2 are governed by a static MPU. The behaviour of these MPUs are hardwired and cannot be configured by software. They moderate access to the memory region solely through the PID of the current process. When the PID of the process is 0 or 1, the memory can be read (and written when it is RAM) using the addresses specified in Table 63. When it is 2 ~ 7, the memory cannot be accessed.

## RTC FAST & RTC SLOW MPU

The 8 KB RTC FAST Memory as well as the 8 KB of RTC SLOW Memory are governed by two configurable MPUs. The MPUs can be configured to allow or deny access to each individual PID, using the RTC\_CNTL\_RTC\_PID\_CONFIG\_REG and DPORT\_AHBLITE\_MPU\_TABLE\_RTC\_REG registers. Setting a bit in these registers will allow the corresponding PID to read or write from the memory; clearing the bit disallows access. Access for PID 0 and 1 to RTC SLOW memory cannot be configured and is always enabled. Table 64 and 65 define the bit-to-PID mappings of the registers.

**Table 64: MPU for RTC FAST Memory**

Size	Boundary address		Authority
	Low	High	PID RTC_CNTL_RTC_PID_CONFIG bit
8 KB	0x3FF8_0000	0x3FF8_1FFF	0 1 2 3 4 5 6 7
8 KB	0x400C_0000	0x400C_1FFF	0 1 2 3 4 5 6 7

**Table 65: MPU for RTC SLOW Memory**

Size	Boundary address		PID = 0/1	Authority
	Low	High		PID DPORT_AHBLITE_MPU_TABLE_RTC_REG bit
8 KB	0x5000_0000	0x5000_1FFF	Read/Write	2 3 4 5 6 7 0 1 2 3 4 5

Register RTC\_CNTL\_RTC\_PID\_CONFIG\_REG is part of the RTC peripheral and can only be modified by processes with a PID of 0; register DPORT\_AHBLITE\_MPU\_TABLE\_RTC\_REG is a Dport register and can be changed by processes with a PID of 0 or 1.

## SRAM0 and SRAM2 upper 128 KB MMUs

Both the upper 128 KB of SRAM0 and the upper 128 KB of SRAM2 are governed by an MMU. Not only can these MMUs allow or deny access to the memory they govern (just like the MPUs do), but they are also capable of translating the address a CPU reads from or writes to (which is a virtual address) to a possibly different address in memory (the physical address).

In order to accomplish this, the internal RAM MMUs divide the memory range they govern into 16 pages. The page size is configurable as 8 KB, 4 KB and 2 KB. When the page size is 8 KB, the 16 pages span the entire 128 KB memory region; when the page size is 4 KB or 2 KB, a non-MMU-covered region of 64 or 96 KB, respectively, will exist at the end of the memory space. Similar to the virtual and physical addresses, it is also possible to imagine the pages as having a virtual and physical component. The MMU can convert an address within a virtual page to an address within a physical page.

For PID 0 and 1, this mapping is 1-to-1, meaning that a read from or write to a certain virtual page will always be converted to a read from or write to the exact same physical page. This allows an operating system, running under PID 0 and/or 1, to always have access to the entire physical memory range.

For PID 2 to 7, however, every virtual page can be reconfigured, on a per-PID basis, to map to a different physical page. This way, reads and writes to an offset within a virtual page get translated into reads and writes to the

same offset within a different physical page. This is illustrated in Figure 68: the CPU (running a process with a PID between 2 to 7) tries to access memory address 0x3FFC\_2345. This address is within the virtual Page 1 memory region, at offset 0x0345. The MMU is instructed that for this particular PID, it should translate an access to virtual page 1 into physical Page 2. This causes the memory access to be redirected to the same offset as the virtual memory access, yet in Page 2, which results in the effective access of physical memory address 0x3FFC\_4345. The page size in this example is 8 KB.

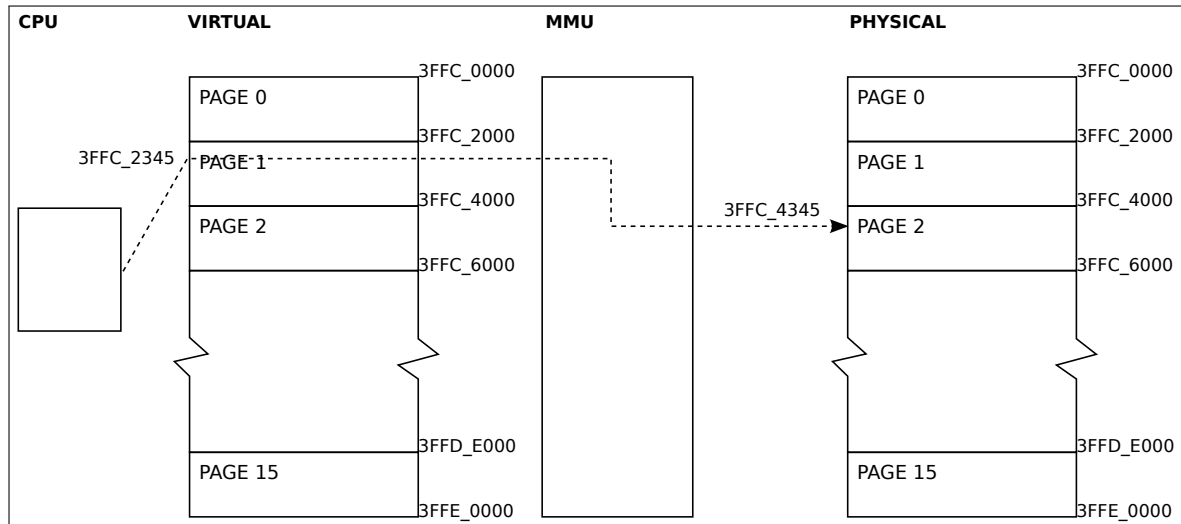


Figure 68: MMU Access Example

Table 66: Page Mode of MMU for the Remaining 128 KB of Internal SRAM0 and SRAM2

DPORT_IMMU_PAGE_MODE	DPORT_DMMU_PAGE_MODE	Page size
0	0	8 KB
1	1	4 KB
2	2	2 KB

### Non-MMU Governed Memory

For the MMU-managed region of SRAM0 and SRAM2, the page size is configurable as 8 KB, 4 KB and 2 KB. The configuration is done by setting the DPORT\_IMMU\_PAGE\_MODE (for SRAM0) and DPORT\_DMMU\_PAGE\_MODE (for SRAM2) bits in registers DPORT\_IMMU\_PAGE\_MODE\_REG and DPORT\_DMMU\_PAGE\_MODE\_REG, as detailed in Table 66. Because the number of pages for either region is fixed at 16, the total amount of memory covered by these pages is 128 KB when 8 KB pages are selected, 64 KB when 4 KB pages are selected, and 32 KB when 2 KB pages are selected. This implies that for 8 KB pages, the entire MMU-managed range is used, but for the other page sizes there will be a part of the 128 KB memory that will not be governed by the MMU settings. Concretely, for a page size of 4 KB, these regions are 0x4009\_0000 to 0x4009\_FFFF and 0x3FFD\_0000 to 0x3FFD\_FFFF; for a page size of 2 KB, the regions are 0x4008\_8000 to 0x4009\_FFFF and 0x3FFC\_8000 to 0x3FFD\_FFFF. These ranges are readable and writable by processes with a PID of 0 or 1; processes with other PIDs cannot access this memory.

The layout of the pages in memory space is linear, namely, an SRAM0 MMU page  $n$  covers address space  $0x40080000 + (pagesize * n)$  to  $0x40080000 + (pagesize * (n + 1) - 1)$ ; similarly, an SRAM2 MMU page  $n$  covers  $0x3FFC0000 + (pagesize * n)$  to  $0x3FFC0000 + (pagesize * (n + 1) - 1)$ . Tables 67 and 68 show the resulting addresses in full.

**Table 67: Page Boundaries for SRAM0 MMU**

Page	8 KB Pages		4 KB Pages		2 KB Pages	
	Bottom	Top	Bottom	Top	Bottom	Top
0	40080000	40081FFF	40080000	40080FFF	40080000	400807FF
1	40082000	40083FFF	40081000	40081FFF	40080800	40080FFF
2	40084000	40085FFF	40082000	40082FFF	40081000	400817FF
3	40086000	40087FFF	40083000	40083FFF	40081800	40081FFF
4	40088000	40089FFF	40084000	40084FFF	40082000	400827FF
5	4008A000	4008BFFF	40085000	40085FFF	40082800	40082FFF
6	4008C000	4008DFFF	40086000	40086FFF	40083000	400837FF
7	4008E000	4008FFFF	40087000	40087FFF	40083800	40083FFF
8	40090000	40091FFF	40088000	40088FFF	40084000	400847FF
9	40092000	40093FFF	40089000	40089FFF	40084800	40084FFF
10	40094000	40095FFF	4008A000	4008AFFF	40085000	400857FF
11	40096000	40097FFF	4008B000	4008BFFF	40085800	40085FFF
12	40098000	40099FFF	4008C000	4008CFFF	40086000	400867FF
13	4009A000	4009BFFF	4008D000	4008DFFF	40086800	40086FFF
14	4009C000	4009DFFF	4008E000	4008EFFF	40087000	400877FF
15	4009E000	4009FFFF	4008F000	4008FFFF	40087800	40087FFF
Rest	-	-	40090000	4009FFFF	4008800	4009FFFF

**Table 68: Page Boundaries for SRAM2 MMU**

Page	8 KB Pages		4 KB Pages		2 KB Pages	
	Bottom	Top	Bottom	Top	Bottom	Top
0	3FFC0000	3FFC1FFF	3FFC0000	3FFC0FFF	3FFC0000	3FFC07FF
1	3FFC2000	3FFC3FFF	3FFC1000	3FFC1FFF	3FFC0800	3FFC0FFF
2	3FFC4000	3FFC5FFF	3FFC2000	3FFC2FFF	3FFC1000	3FFC17FF
3	3FFC6000	3FFC7FFF	3FFC3000	3FFC3FFF	3FFC1800	3FFC1FFF
4	3FFC8000	3FFC9FFF	3FFC4000	3FFC4FFF	3FFC2000	3FFC27FF
5	3FFCA000	3FFCBFFF	3FFC5000	3FFC5FFF	3FFC2800	3FFC2FFF
6	3FFCC000	3FFCDFFF	3FFC6000	3FFC6FFF	3FFC3000	3FFC37FF
7	3FFCE000	3FFCFFFF	3FFC7000	3FFC7FFF	3FFC3800	3FFC3FFF
8	3FFD0000	3FFD1FFF	3FFC8000	3FFC8FFF	3FFC4000	3FFC47FF
9	3FFD2000	3FFD3FFF	3FFC9000	3FFC9FFF	3FFC4800	3FFC4FFF
10	3FFD4000	3FFD5FFF	3FFCA000	3FFCAFFF	3FFC5000	3FFC57FF
11	3FFD6000	3FFD7FFF	3FFCB000	3FFCBFFF	3FFC5800	3FFC5FFF
12	3FFD8000	3FFD9FFF	3FFCC000	3FFCCFFF	3FFC6000	3FFC67FF
13	3FFDA000	3FFDBFFF	3FFCD000	3FFCDFFF	3FFC6800	3FFC6FFF
14	3FFDC000	3FFDDFFF	3FFCE000	3FFCEFFF	3FFC7000	3FFC77FF
15	3FFDE000	3FFDFFFF	3FFCF000	3FFCFFFF	3FFC7800	3FFC7FFF
Rest	-	-	3FFD0000	3FFDFFFF	3FFC8000	3FFDFFFF

## MMU Mapping

For each of the SRAM0 and SRAM2 MMUs, access rights and virtual to physical page mapping are done by a set of 16 registers. In contrast to most of the other MMUs, each register controls a physical page, not a virtual one. These registers control which of the PIDs have access to the physical memory, as well as which virtual page maps to this physical page. The bits in the register are described in Table 69. Keep in mind that these registers only govern accesses from processes with PID 2 to 7; PID 0 and 1 always have full read and write access to all pages and no virtual-to-physical mapping is done. In other words, if a process with a PID of 0 or 1 accesses virtual page *x*, the access will always go to physical page *x*, regardless of these register settings. These registers, as well as the page size selection registers DPORT\_IMMU\_PAGE\_MODE\_REG and DPORT\_DMMU\_PAGE\_MODE\_REG, are only writable from a process with PID 0 or 1.

**Table 69: DPORT\_DMMU\_TABLE<sub>*n*</sub>\_REG & DPORT\_IMMU\_TABLE<sub>*n*</sub>\_REG**

[6:4]	Access rights for PID 2 ~ 7	[3:0]	Address authority
0	None of PIDs 2 ~ 7 have access.	0x00	Virtual page 0 accesses this physical page.
1	All of PIDs 2 ~ 7 have access.	0x01	Virtual page 1 accesses this physical page.
2	Only PID 2 has access.	0x02	Virtual page 2 accesses this physical page.
3	Only PID 3 has access.	0x03	Virtual page 3 accesses this physical page.
4	Only PID 4 has access.	0x04	Virtual page 4 accesses this physical page.
5	Only PID 5 has access.	0x05	Virtual page 5 accesses this physical page.
6	Only PID 6 has access.	0x06	Virtual page 6 accesses this physical page.
7	Only PID 7 has access.	0x07	Virtual page 7 accesses this physical page.
		0x08	Virtual page 8 accesses this physical page.
		0x09	Virtual page 9 accesses this physical page.
		0x10	Virtual page 10 accesses this physical page.
		0x11	Virtual page 11 accesses this physical page.
		0x12	Virtual page 12 accesses this physical page.
		0x13	Virtual page 13 accesses this physical page.
		0x14	Virtual page 14 accesses this physical page.
		0x15	Virtual page 15 accesses this physical page.

## Differences Between SRAM0 and SRAM2 MMU

The memory governed by the SRAM0 MMU is accessed through the processors I-bus, while the processor accesses the memory governed by the SRAM2 MMU through the D-bus. Thus, the normal envisioned use is for the code to be stored in the SRAM0 MMU pages and data in the MMU pages of SRAM2. In general, applications running under a PID of 2 to 7 are not expected to modify their own code, because for these PIDs access to the MMU pages of SRAM0 is read-only. These applications must, however, be able to modify their data section, so that they are allowed to read as well as write MMU pages located in SRAM2. As stated before, processes running under PID 0 or 1 always have full read-and-write access to both memory ranges.

## DMA MPU

Applications may want to configure the DMA to send data straight from or to the peripherals they can control. With access to DMA, a malicious process may also be able to copy data from or to a region it cannot normally

access. In order to be secure against that scenario, there is a DMA MPU which can be used to disallow DMA transfers from memory regions with sensitive data in them.

For each 8 KB region in the SRAM1 and SRAM2 regions, there is a bit in the DPORT\_AHB\_MPU\_TABLE\_0\_REG registers which tells the MPU to either allow or disallow DMA access to this region. The DMA MPU uses only these bits to decide if a DMA transfer can be started; the PID of the process is not a factor. This means that when the OS wants to restrict its processes in a heterogenous fashion, it will need to re-load these registers with the values applicable to the process to be run on every context switch.

The register bits that govern access to the 8 KB regions are detailed in Table 70. When a register bit is set, DMA can read/write the corresponding 8 KB memory range. When the bit is cleared, access to that memory range is denied.

**Table 70: MPU for DMA**

Size	Boundary address		Authority	
	Low	High	Register	Bit
Internal SRAM 2				
8 KB	0x3FFA_E000	0x3FFA_FFFF	DPORT_AHB_MPU_TABLE_0_REG	0
8 KB	0x3FFB_0000	0x3FFB_1FFF	DPORT_AHB_MPU_TABLE_0_REG	1
8 KB	0x3FFB_2000	0x3FFB_3FFF	DPORT_AHB_MPU_TABLE_0_REG	2
8 KB	0x3FFB_4000	0x3FFB_5FFF	DPORT_AHB_MPU_TABLE_0_REG	3
8 KB	0x3FFB_6000	0x3FFB_7FFF	DPORT_AHB_MPU_TABLE_0_REG	4
8 KB	0x3FFB_8000	0x3FFB_9FFF	DPORT_AHB_MPU_TABLE_0_REG	5
8 KB	0x3FFB_A000	0x3FFB_BFFF	DPORT_AHB_MPU_TABLE_0_REG	6
8 KB	0x3FFB_C000	0x3FFB_DFFF	DPORT_AHB_MPU_TABLE_0_REG	7
8 KB	0x3FFB_E000	0x3FFB_FFFF	DPORT_AHB_MPU_TABLE_0_REG	8
8 KB	0x3FFC_0000	0x3FFC_1FFF	DPORT_AHB_MPU_TABLE_0_REG	9
8 KB	0x3FFC_2000	0x3FFC_3FFF	DPORT_AHB_MPU_TABLE_0_REG	10
8 KB	0x3FFC_4000	0x3FFC_5FFF	DPORT_AHB_MPU_TABLE_0_REG	11
8 KB	0x3FFC_6000	0x3FFC_7FFF	DPORT_AHB_MPU_TABLE_0_REG	12
8 KB	0x3FFC_8000	0x3FFC_9FFF	DPORT_AHB_MPU_TABLE_0_REG	13
8 KB	0x3FFC_A000	0x3FFC_BFFF	DPORT_AHB_MPU_TABLE_0_REG	14
8 KB	0x3FFC_C000	0x3FFC_DFFF	DPORT_AHB_MPU_TABLE_0_REG	15
8 KB	0x3FFC_E000	0x3FFC_FFFF	DPORT_AHB_MPU_TABLE_0_REG	16
8 KB	0x3FFD_0000	0x3FFD_1FFF	DPORT_AHB_MPU_TABLE_0_REG	17
8 KB	0x3FFD_2000	0x3FFD_3FFF	DPORT_AHB_MPU_TABLE_0_REG	18
8 KB	0x3FFD_4000	0x3FFD_5FFF	DPORT_AHB_MPU_TABLE_0_REG	19
8 KB	0x3FFD_6000	0x3FFD_7FFF	DPORT_AHB_MPU_TABLE_0_REG	20
8 KB	0x3FFD_8000	0x3FFD_9FFF	DPORT_AHB_MPU_TABLE_0_REG	21
8 KB	0x3FFD_A000	0x3FFD_BFFF	DPORT_AHB_MPU_TABLE_0_REG	22
8 KB	0x3FFD_C000	0x3FFD_DFFF	DPORT_AHB_MPU_TABLE_0_REG	23
8 KB	0x3FFD_E000	0x3FFD_FFFF	DPORT_AHB_MPU_TABLE_0_REG	24
Internal SRAM 1				
8 KB	0x3FFE_0000	0x3FFE_1FFF	DPORT_AHB_MPU_TABLE_0_REG	25
8 KB	0x3FFE_2000	0x3FFE_3FFF	DPORT_AHB_MPU_TABLE_0_REG	26
8 KB	0x3FFE_4000	0x3FFE_5FFF	DPORT_AHB_MPU_TABLE_0_REG	27
8 KB	0x3FFE_6000	0x3FFE_7FFF	DPORT_AHB_MPU_TABLE_0_REG	28

Size	Boundary address		Authority	
	Low	High	Register	Bit
8 KB	0x3FFE_8000	0x3FFE_9FFF	DPORT_AHB_MPU_TABLE_0_REG	29
8 KB	0x3FFE_A000	0x3FFE_BFFF	DPORT_AHB_MPU_TABLE_0_REG	30
8 KB	0x3FFE_C000	0x3FFE_DFFF	DPORT_AHB_MPU_TABLE_0_REG	31
8 KB	0x3FFE_E000	0x3FFE_FFFF	DPORT_AHB_MPU_TABLE_1_REG	0
8 KB	0x3FFF_0000	0x3FFF_1FFF	DPORT_AHB_MPU_TABLE_1_REG	1
8 KB	0x3FFF_2000	0x3FFF_3FFF	DPORT_AHB_MPU_TABLE_1_REG	2
8 KB	0x3FFF_4000	0x3FFF_5FFF	DPORT_AHB_MPU_TABLE_1_REG	3
8 KB	0x3FFF_6000	0x3FFF_7FFF	DPORT_AHB_MPU_TABLE_1_REG	4
8 KB	0x3FFF_8000	0x3FFF_9FFF	DPORT_AHB_MPU_TABLE_1_REG	5
8 KB	0x3FFF_A000	0x3FFF_BFFF	DPORT_AHB_MPU_TABLE_1_REG	6
8 KB	0x3FFF_C000	0x3FFF_DFFF	DPORT_AHB_MPU_TABLE_1_REG	7
8 KB	0x3FFF_E000	0x3FFF_FFFF	DPORT_AHB_MPU_TABLE_1_REG	8

Registers DPORT\_AHB\_MPU\_TABLE\_0\_REG DPORT\_AHB\_MPU\_TABLE\_1\_REG are located in the DPort address space. Only processes with a PID of 0 or 1 can modify these two registers.

### 20.3.2.2 External Memory

Accesses to the external flash and external SPI RAM are done through a cache and are also handled by an MMU. This Cache MMU can apply different mappings, depending on the PID of the process as well as the CPU the process is running on. The MMU does this in a way that is similar to the internal memory MMU, that is, for every page of virtual memory, it has a register detailing which physical page this virtual page should map to. There are differences between the MMUs governing the internal memory and the Cache MMU, though. First of all, the Cache MMU has a fixed page size (which is 64 KB for external flash and 32 KB for external RAM) and secondly, instead of specifying access rights in the MMU entries, the Cache MMU has explicit mapping tables for each PID and processor core. The MMU mapping configuration registers will be referred to as 'entries' in the rest of this chapter. These registers are only accessible from processes with a PID of 0 or 1; processes with a PID of 2 to 7 will have to delegate to one of the above-mentioned processes to change their MMU settings.

The MMU entries, as stated before, are used for mapping a virtual memory page access to a physical memory page access. The MMU controls five regions of virtual address space, detailed in Table 71.  $VAddr_1$  to  $VAddr_4$  are used for accessing external flash, whereas  $VAddr_{RAM}$  is used for accessing external RAM. Note that  $VAddr_4$  is a subset of  $VAddr_0$ .

**Table 71: Virtual Address for External Memory**

Name	Size	Boundary address		Page quantity
		Low	High	
$VAddr_0$	4 MB	0x3F40_0000	0x3F7F_FFFF	64
$VAddr_1$	4 MB	0x4000_0000	0x403F_FFFF	64*
$VAddr_2$	4 MB	0x4040_0000	0x407F_FFFF	64
$VAddr_3$	4 MB	0x4080_0000	0x40BF_FFFF	64
$VAddr_4$	1 MB	0x3F40_0000	0x3F4F_FFFF	16
$VAddr_{RAM}$	4 MB	0x3F80_0000	0x3FBF_FFFF	128

\* The configuration entries for address range 0x4000\_0000 ~ 0x403F\_FFFF are implemented and documented as if it were a full 4 MB address range, but it is not accessible as such. Instead, the address range 0x4000\_0000 ~ 0x400C\_1FFF accesses on-chip memory. This means that some of the configuration entries for  $VAddr_1$  will not be used.

## External Flash

For flash, the relationships among entry numbers, virtual memory ranges, and PIDs are detailed in Tables 72 and 73, which for every memory region and PID combination specify the first MMU entry governing the mapping. This number refers to the MMU entry governing the very first page; the entire region is described by the amount of pages specified in the 'count' column.

These two tables are essentially the same, with the sole difference being that the APP\_CPU entry numbers are 2048 higher than the corresponding PRO\_CPU numbers. Note that memory regions  $VAddr_0$  and  $VAddr_1$  are only accessible using PID 0 and 1, while  $VAddr_4$  can only be accessed by PID 2 ~ 7.

**Table 72: MMU Entry Numbers for PRO\_CPU**

VAddr	Count	First MMU entry for PID						
		0/1	2	3	4	5	6	7
$VAddr_0$	64	0	-	-	-	-	-	-
$VAddr_1$	64	64	-	-	-	-	-	-
$VAddr_2$	64	128	256	384	512	640	768	896
$VAddr_3$	64	192	320	448	576	704	832	960
$VAddr_4$	16	-	1056	1072	1088	1104	1120	1136

**Table 73: MMU Entry Numbers for APP\_CPU**

VAddr	Count	First MMU entry for PID						
		0/1	2	3	4	5	6	7
$VAddr_0$	64	2048	-	-	-	-	-	-
$VAddr_1$	64	2112	-	-	-	-	-	-
$VAddr_2$	64	2176	2304	2432	2560	2688	2816	2944
$VAddr_3$	64	2240	2368	2496	2624	2752	2880	3008
$VAddr_4$	16	-	3104	3120	3136	3152	3168	3184

As these tables show, virtual address  $VAddr_1$  can only be used by processes with a PID of 0 or 1. There is a



special mode to allow processes with a PID of 2 to 7 to read the External Flash via address  $VAddr_1$ . When the DPORT\_PRO\_SINGLE\_IRAM\_ENA bit of register DPORT\_PRO\_CACHE\_CTRL\_REG is 1, the MMU enters this special mode for PRO\_CPU memory accesses. Similarly, when the DPORT\_APP\_SINGLE\_IRAM\_ENA bit of register DPORT\_APP\_CACHE\_CTRL\_REG is 1, the APP\_CPU accesses memory using this special mode. In this mode, the process and virtual address page supported by each configuration entry of MMU are different. For details please see Table 74 and 75. As shown in these tables, in this special mode  $VAddr_2$  and  $VAddr_3$  cannot be used to access External Flash.

**Table 74: MMU Entry Numbers for PRO\_CPU (Special Mode)**

VAddr	Count	First MMU entry for PID						
		0/1	2	3	4	5	6	7
$VAddr_0$	64	0	-	-	-	-	-	-
$VAddr_1$	64	64	256	384	512	640	768	896
$VAddr_2$	64	-	-	-	-	-	-	-
$VAddr_3$	64	-	-	-	-	-	-	-
$VAddr_4$	16	-	1056	1072	1088	1104	1120	1136

**Table 75: MMU Entry Numbers for APP\_CPU (Special Mode)**

VAddr	Count	First MMU entry for PID						
		0/1	2	3	4	5	6	7
$VAddr_0$	64	2048	-	-	-	-	-	-
$VAddr_1$	64	2112	2304	2432	2560	2688	2816	2944
$VAddr_2$	64	-	-	-	-	-	-	-
$VAddr_3$	64	-	-	-	-	-	-	-
$VAddr_4$	16	-	3104	3120	3136	3152	3168	3184

Every configuration entry of MMU maps a virtual address page of a CPU process to a physical address page. An entry is 32 bits wide. Of these, bits 0~7 indicate the physical page the virtual page is mapped to. Bit 8 should be cleared to indicate that the MMU entry is valid; entries with this bit set will not map any physical address to the virtual address. Bits 10 to 32 are unused and should be written as zero. Because there are eight address bits in an MMU entry, and the page size for external flash is 64 KB, a maximum of  $256 * 64 \text{ KB} = 16 \text{ MB}$  of external flash is supported.

## Examples

Example 1. A PRO\_CPU process, with a PID of 1, needs to read external flash address 0x07\_2375 via virtual address 0x3F70\_2375. The MMU is not in the special mode.

- According to Table 71, virtual address 0x3F70\_2375 resides in the 0x30'th page of  $VAddr_0$ .
- According to Table 72, the MMU entry for  $VAddr_0$  for PID 0/1 for the PRO\_CPU starts at 0.
- The modified MMU entry is  $0 + 0x30 = 0x30$ .
- Address 0x07\_2375 resides in the 7'th 64 KB-sized page.
- MMU entry 0x30 needs to be set to 7 and marked as valid by setting the 8'th bit to 0. Thus, 0x007 is written to MMU entry 0x30.

Example 2. An APP\_CPU process, with a PID of 4, needs to read external flash address 0x44\_048C via virtual address 0x4044\_048C. The MMU is not in special mode.

- According to Table 71, virtual address 0x4044\_048C resides in the 0x4'th page of  $VAddr_2$ .
- According to Table 73, the MMU entry for  $VAddr_2$  for PID 4 for the APP\_CPU starts at 2560.
- The modified MMU entry is  $2560 + 0x4 = 2564$ .
- Address 0x44\_048C resides in the 0x44'th 64 KB-sized page.
- MMU entry 2564 needs to be set to 0x44 and marked as valid by setting the 8'th bit to 0. Thus, 0x044 is written to MMU entry 2564.

## External RAM

Processes running on PRO\_CPU and APP\_CPU can read and write External SRAM via the Cache at virtual address range  $VAddr_{RAM}$ , which is 0x3F80\_0000 ~ 0x3FBF\_FFFF. As with the flash MMU, the address space and the physical memory are divided into pages. For the External RAM MMU, the page size is 32 KB and the MMU is able to map 256 physical pages into the virtual address space, allowing for  $32\text{ KB} * 256 = 8\text{ MB}$  of physical external RAM to be mapped.

The mapping of virtual pages into this memory range depends on the mode this MMU is in: Low-High mode, Even-Odd mode, or Normal mode. In all cases, the DPORT\_PRO\_DRAM\_HL bit and DPORT\_PRO\_DRAM\_SPLIT bit in register DPORT\_PRO\_CACHE\_CTRL\_REG, the DPORT\_APP\_DRAM\_HL bit and DPORT\_APP\_DRAM\_SPLIT bit in register DPORT\_APP\_CACHE\_CTRL\_REG determine the virtual address mode for External SRAM. For details, please see Table 76. If a different mapping for the PRO\_CPU and APP\_CPU is required, the Normal Mode should be selected, as it is the only mode that can provide this. If it is allowable for the PRO\_CPU and the APP\_CPU to share the same mapping, using either High-Low or Even-Odd mode can give a speed gain when both CPUs access memory frequently.

In case the APP\_CPU cache is disabled, which renders the region of 0x4007\_8000 to 0x4007\_FFFF usable as normal internal RAM, the usability of the various cache modes changes. Normal mode will allow PRO\_CPU access to external RAM to keep functioning, but the APP\_CPU will be unable to access the external RAM. High-Low mode allows both CPUs to use external RAM, but only for the 2 MB virtual memory addresses from 0x3F80\_0000 to 0x3F9F\_FFFF. It is not advised to use Even-Odd mode with the APP\_CPU cache region disabled.

**Table 76: Virtual Address Mode for External SRAM**

Mode	DPORT_PRO_DRAM_HL DPORT_APP_DRAM_HL	DPORT_PRO_DRAM_SPLIT DPORT_APP_DRAM_SPLIT
Low-High	1	0
Even-Odd	0	1
Normal	0	0

In normal mode, the virtual-to-physical page mapping can be different for both CPUs. Page mappings for PRO\_CPU are set using the MMU entries for  $^L VAddr_{RAM}$ , and page mappings for the APP\_CPU can be configured using the MMU entries for  $^R VAddr_{RAM}$ . In this mode, all 128 pages of both  $^L VAddr$  and  $^R VAddr$  are fully used, allowing a maximum of 8 MB of memory to be mapped; 4 MB into PRO\_CPU address space and a possibly different 4 MB into the APP\_CPU address space, as can be seen in Table 77.

**Table 77: Virtual Address for External SRAM ( Normal Mode )**

Virtual address	Size	PRO_CPU address	
		Low	High
${}^L V Addr_{RAM}$	4 MB	0x3F80_0000	0x3FBF_FFFF
Virtual address	Size	APP_CPU address	
		Low	High
${}^R V Addr_{RAM}$	4 MB	0x3F80_0000	0x3FBF_FFFF

In Low-High mode, both the PRO\_CPU and the APP\_CPU use the same mapping entries. In this mode  ${}^L V Addr_{RAM}$  is used for the lower 2 MB of the virtual address space, while  ${}^R V Addr_{RAM}$  is used for the upper 2 MB. This also means that the upper 64 MMU entries for  ${}^L V Addr_{RAM}$ , as well as the lower 64 entries for  ${}^R V Addr_{RAM}$ , are unused. Table 78 details these address ranges.

**Table 78: Virtual Address for External SRAM ( Low-High Mode )**

Virtual address	Size	PRO_CPU/APP_CPU address	
		Low	High
${}^L V Addr_{RAM}$	2 MB	0x3F80_0000	0x3F9F_FFFF
${}^R V Addr_{RAM}$	2 MB	0x3FA0_0000	0x3FBF_FFFF

In Even-Odd memory, the VRAM is split into 32-byte chunks. The even chunks are resolved through the MMU entries for  ${}^L V Addr_{RAM}$ , the odd chunks through the entries for  ${}^R V Addr_{RAM}$ . Generally, the MMU entries for  ${}^L V Addr_{RAM}$  and  ${}^R V Addr_{RAM}$  are set to the same values, so that the virtual pages map to a contiguous region of physical memory. Table 79 details this mode.

**Table 79: Virtual Address for External SRAM ( Even-Odd Mode )**

Virtual address	Size	PRO_CPU/APP_CPU address	
		Low	High
${}^L V Addr_{RAM}$	32 Bytes	0x3F80_0000	0x3F80_001F
${}^R V Addr_{RAM}$	32 Bytes	0x3F80_0020	0x3F80_003F
${}^L V Addr_{RAM}$	32 Bytes	0x3F80_0040	0x3F80_005F
${}^R V Addr_{RAM}$	32 Bytes	0x3F80_0060	0x3F80_007F
...			
${}^L V Addr_{RAM}$	32 Bytes	0x3FBF_FFC0	0x3FBF_FFDF
${}^R V Addr_{RAM}$	32 Bytes	0x3FBF_FFE0	0x3FBF_FFFF

The bit configuration of the External RAM MMU entries is the same as for the flash memory: the entries are 32-bit registers, with the lower nine bits being used. Bits 0~7 contain the physical page the entry should map its associate virtual page address to, while bit 8 is cleared when the entry is valid and set when it is not. Table 80 details the first MMU entry number for  ${}^L V Addr_{RAM}$  and  ${}^R V Addr_{RAM}$  for all PIDs.

Table 80: MMU Entry Numbers for External RAM

VAddr	Count	First MMU entry for PID						
		0/1	2	3	4	5	6	7
${}^L VAddr_{RAM}$	128	1152	1280	1408	1536	1664	1792	1920
${}^R VAddr_{RAM}$	128	3200	3328	3456	3584	3712	3840	3968

### Examples

Example 1. A PRO\_CPU process, with a PID of 7, needs to read or write external RAM address 0x7F\_A375 via virtual address 0x3FA7\_2375. The MMU is in Low-High mode.

- According to Table 71, virtual address 0x3FA7\_2375 resides in the 0x4E'th 32-KB-page of  $VAddr_{RAM}$ .
- According to Table 78, virtual address 0x3FA7\_2375 is governed by  ${}^R VAddr_{RAM}$ .
- According to Table 80, the MMU entry for  ${}^R VAddr_{RAM}$  for PID 7 for the PRO\_CPU starts at 3968.
- The modified MMU entry is  $3968 + 0x4E = 4046$ .
- Address 0x7F\_A375 resides in the 255'th 32 KB-sized page.
- MMU entry 4046 needs to be set to 255 and marked as valid by clearing the 8'th bit. Thus, 0x0FF is written to MMU entry 4046.

Example 2. An APP\_CPU process, with a PID of 5, needs to read or write external RAM address 0x55\_5805 up to 0x55\_5823 starting at virtual address 0x3F85\_5805. The MMU is in Even-Odd mode.

- According to Table 71, virtual address 0x3F85\_5805 resides in the 0x0A'th 32-KB-page of  $VAddr_{RAM}$ .
- According to Table 79, the range to be read/written spans both a 32-byte region in  ${}^R VAddr_{RAM}$  and  ${}^L VAddr_{RAM}$ .
- According to Table 80, the MMU entry for  ${}^L VAddr_{RAM}$  for PID 5 starts at 1664.
- According to Table 80, the MMU entry for  ${}^R VAddr_{RAM}$  for PID 5 starts at 3712.
- The modified MMU entries are  $1664 + 0x0A = 1674$  and  $3712 + 0x0A = 3722$ .
- The addresses 0x55\_5805 to 0x55\_5823 reside in the 0xAA'th 32 KB-sized page.
- MMU entries 1674 and 3722 need to be set to 0xAA and marked as valid by setting the 8'th bit to 0. Thus, 0x0AA is written to MMU entries 1674 and 3722. This mapping applies to both the PRO\_CPU and the APP\_CPU.

Example 3. A PRO\_CPU process, with a PID of 1, and an APP\_CPU process whose PID is also 1, need to read or write external RAM using virtual address 0x3F80\_0876. The PRO\_CPU needs this region to access physical address 0x10\_0876, while the APP\_CPU wants to access physical address 0x20\_0876 through this virtual address. The MMU is in Normal mode.

- According to Table 71, virtual address 0x3F80\_0876 resides in the 0'th 32-KB-page of  $VAddr_{RAM}$ .
- According to Table 80, the MMU entry for PID 1 for the PRO\_CPU starts at 1152.
- According to Table 80, the MMU entry for PID 1 for the APP\_CPU starts at 3200.
- The MMU entries that are modified are  $1152 + 0 = 1152$  for the PRO\_CPU and  $3200 + 0 = 3200$  for the APP\_CPU.
- Address 0x10\_0876 resides in the 0x20'th 32 KB-sized page.
- Address 0x20\_0876 resides in the 0x40'th 32 KB-sized page.
- For the PRO\_CPU, MMU entry 1152 needs to be set to 0x20 and marked as valid by clearing the 8'th bit. Thus, 0x020 is written to MMU entry 1152.

- For the APP\_CPU, MMU entry 3200 needs to be set to 0x40 and marked as valid by clearing the 8'th bit. Thus, 0x040 is written to MMU entry 3200.
- Now, the PRO\_CPU and the APP\_CPU can access different physical memory regions through the same virtual address.

### 20.3.2.3 Peripheral

The Peripheral MPU manages the 41 peripheral modules. This MMU can be configured per peripheral to only allow access from a process with a certain PID. The registers to configure this are detailed in Table 81.

**Table 81: MPU for Peripheral**

Peripheral	Authority	
	PID = 0/1	PID = 2 ~ 7
DPort Register	Access	Forbidden
AES Accelerator	Access	Forbidden
RSA Accelerator	Access	Forbidden
SHA Accelerator	Access	Forbidden
Secure Boot	Access	Forbidden
Cache MMU Table	Access	Forbidden
PID Controller	Access	Forbidden
UART0	Access	DPORT_AHBLITE_MPU_TABLE_UART_REG
SPI1	Access	DPORT_AHBLITE_MPU_TABLE_SPI1_REG
SPI0	Access	DPORT_AHBLITE_MPU_TABLE_SPI0_REG
GPIO	Access	DPORT_AHBLITE_MPU_TABLE_GPIO_REG
RTC	Access	DPORT_AHBLITE_MPU_TABLE_RTC_REG
IO MUX	Access	DPORT_AHBLITE_MPU_TABLE_IO_MUX_REG
SDIO Slave	Access	DPORT_AHBLITE_MPU_TABLE_HINF_REG
UDMA1	Access	DPORT_AHBLITE_MPU_TABLE_UHCI1_REG
I2S0	Access	DPORT_AHBLITE_MPU_TABLE_I2S0_REG
UART1	Access	DPORT_AHBLITE_MPU_TABLE_UART1_REG
I2C0	Access	DPORT_AHBLITE_MPU_TABLE_I2C_EXT0_REG
UDMA0	Access	DPORT_AHBLITE_MPU_TABLE_UHCIO_REG
SDIO Slave	Access	DPORT_AHBLITE_MPU_TABLE_SLCHOST_REG
RMT	Access	DPORT_AHBLITE_MPU_TABLE_RMT_REG
PCNT	Access	DPORT_AHBLITE_MPU_TABLE_PCNT_REG
SDIO Slave	Access	DPORT_AHBLITE_MPU_TABLE_SLC_REG
LED PWM	Access	DPORT_AHBLITE_MPU_TABLE_LEDC_REG
Efuse Controller	Access	DPORT_AHBLITE_MPU_TABLE_EFUSE_REG
Flash Encryption	Access	DPORT_AHBLITE_MPU_TABLE_SPI_ENCRYPT_REG
PWM0	Access	DPORT_AHBLITE_MPU_TABLE_PWM0_REG
TIMG0	Access	DPORT_AHBLITE_MPU_TABLE_TIMERGROUP_REG
TIMG1	Access	DPORT_AHBLITE_MPU_TABLE_TIMERGROUP1_REG
SPI2	Access	DPORT_AHBLITE_MPU_TABLE_SPI2_REG
SPI3	Access	DPORT_AHBLITE_MPU_TABLE_SPI3_REG
SYSCON	Access	DPORT_AHBLITE_MPU_TABLE_APB_CTRL_REG

Peripheral	Authority	
	PID = 0/1	PID = 2 ~ 7
I2C1	Access	DPORT_AHBLITE_MPU_TABLE_I2C_EXT1_REG
SDMMC	Access	DPORT_AHBLITE_MPU_TABLE_SDIO_HOST_REG
EMAC	Access	DPORT_AHBLITE_MPU_TABLE_EMAC_REG
PWM1	Access	DPORT_AHBLITE_MPU_TABLE_PWM1_REG
I2S1	Access	DPORT_AHBLITE_MPU_TABLE_I2S1_REG
UART2	Access	DPORT_AHBLITE_MPU_TABLE_UART2_REG
PWM2	Access	DPORT_AHBLITE_MPU_TABLE_PWM2_REG
PWM3	Access	DPORT_AHBLITE_MPU_TABLE_PWM3_REG
RNG	Access	DPORT_AHBLITE_MPU_TABLE_PWR_REG

Each bit of register DPORT\_AHBLITE\_MPU\_TABLE\_#\_REG determines whether each process can access the peripherals managed by the register. For details please see Table 82. When a bit of register DPORT\_AHBLITE\_MPU\_TABLE\_#\_REG is 1, it means that a process with the corresponding PID can access the corresponding peripheral of the register. Otherwise, the process cannot access the corresponding peripheral.

**Table 82: DPORT\_AHBLITE\_MPU\_TABLE\_#\_REG**

PID	2 3 4 5 6 7
DPORT_AHBLITE_MPU_TABLE_#_REG bit	0 1 2 3 4 5

All the DPORT\_AHBLITE\_MPU\_TABLE\_#\_REG registers are in peripheral DPort Register. Only processes with PID 0/1 can modify these registers.

## 21. On-Chip Sensors and Analog Signal Processing

### 21.1 Introduction

ESP32 has three types of built-in sensors for various applications: a [capacitive touch sensor](#) with up to 10 inputs, a [Hall effect sensor](#) and a [temperature sensor](#).

The processing of analog signals is done by two [successive approximation ADCs](#) (SAR ADC). There are five controllers dedicated to operating ADCs. This provides flexibility when it comes to converting analog inputs in both high-performance and low-power modes, with minimum processor overhead.

There is an attractive complement to the input of SAR ADC1, which processes small signals – the [low noise analog amplifier](#) with an adjustable amplification ratio.

ESP32 is also capable of generating analog signals, using two [independent DACs](#) and a [cosine waveform generator](#).

### 21.2 Capacitive Touch Sensor

#### 21.2.1 Introduction

A touch-sensor system is built on a substrate which carries electrodes and relevant connections under a protective flat surface; see Figure 69. When a user touches the surface, the capacitance variation is triggered and a binary signal is generated to indicate whether the touch is valid.

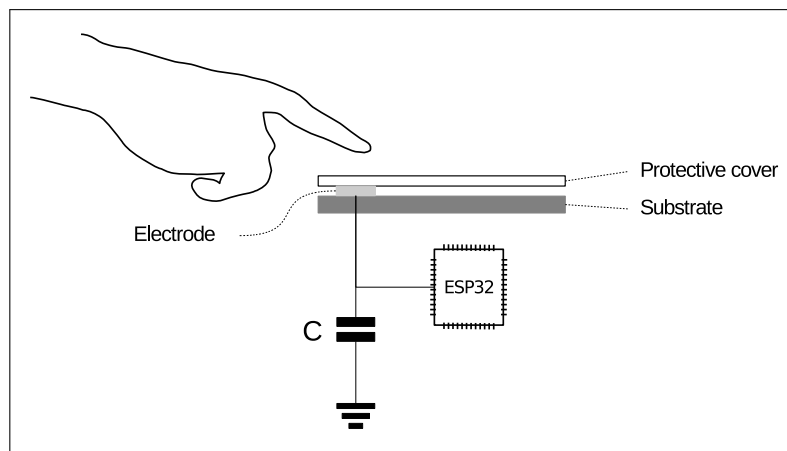


Figure 69: Touch Sensor

#### 21.2.2 Main Features

- Up to 10 capacitive touch pads / GPIOs
- The sensing pads can be arranged in different combinations, so that a larger area or more points can be detected.
- The touch pad sensing process is under the control of a hardware-implemented finite-state machine (FSM) which is initiated by software or a dedicated hardware timer.
- Information that a pad has been touched can be obtained:

- by checking touch-sensor registers directly through software,
- from an interrupt triggered by a touch detection,
- by waking up the CPU from deep sleep upon touch detection.
- Support for low-power operation in the following scenarios:
  - CPU waiting in deep sleep and saving power until touch detection and subsequent wake up
  - Touch detection managed by the ULP-coprocessor
 The user program in ULP can trigger a scanning process by checking and writing into specific registers, in order to verify whether the touch threshold is reached.

### 21.2.3 Available GPIOs

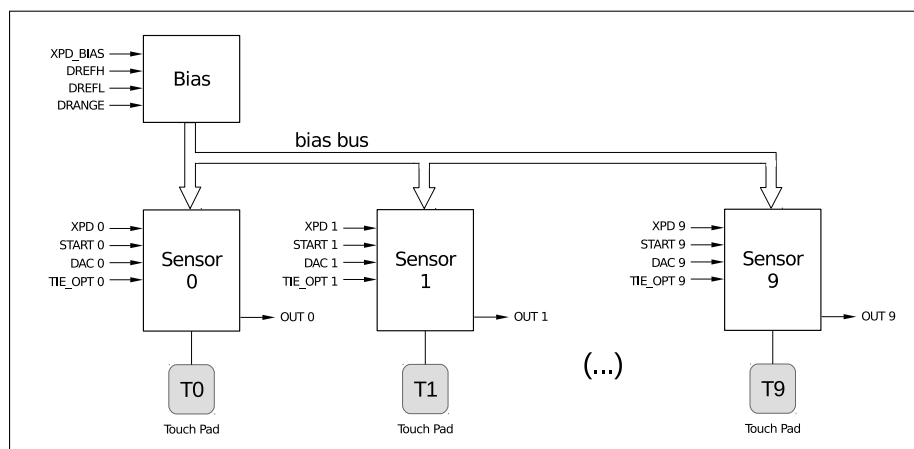
All 10 available sensing GPIOs (pads) are listed in Table 83.

**Table 83: ESP32 Capacitive Sensing Touch Pads**

Touch Sensing Signal Name	Pin Name
T0	GPIO4
T1	GPIO0
T2	GPIO2
T3	MTDO
T4	MTCK
T5	MTDI
T6	MTMS
T7	GPIO27
T8	32K_XN
T9	32K_XP

### 21.2.4 Functional Description

The internal structure of the touch sensor is shown in Figure 70. The operating flow is shown in Figure 71.



**Figure 70: Touch Sensor Structure**

The capacitance of a touch pad is periodically charged and discharged. The chart "Pad Voltage" shows the charge/discharge voltage that swings from DREFH (reference voltage high) to DREFL (reference voltage low).



During each swing, the touch sensor generates an output pulse, shown in the chart as "OUT". The swing slope is different when the pad is touched (high capacitance) and when it is not (low capacitance). By comparing the difference between the output pulse counts during the same time interval, we can conclude whether the touch pad has been touched. **TIE\_OPT** is used to establish the initial voltage level that starts the charge/discharge cycle.

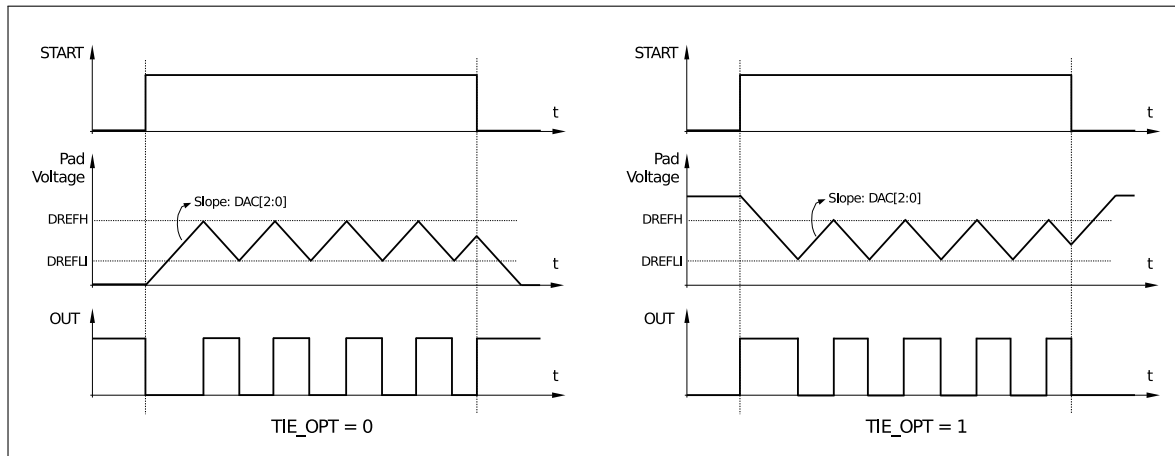


Figure 71: Touch Sensor Operating Flow

### 21.2.5 Touch FSM

The Touch FSM performs a measurement sequence described in section 21.2.4. Software can operate the Touch FSM through dedicated registers. The internal structure of a touch FSM is shown in Figure 72.

The functions of Touch FSM include:

- Receipt of a start signal, either from software or a timer
  - when **SENS\_SAR\_TOUCH\_START\_FORCE=1**, **SENS\_SAR\_TOUCH\_START\_EN** is used to initiate a single measurement
  - when **SENS\_SAR\_TOUCH\_START\_FORCE=0**, measurement is triggered periodically with a timer.

The Touch FSM can be active in sleep mode. The **SENS\_SAR\_TOUCH\_SLEEP\_CYCLES** register can be used to set the cycles. The sensor is operated by **FAST\_CLK**, which normally runs at 8 MHz. More information on that can be found in chapter [Reset and Clock](#).

- Generation of **XPD\_TOUCH\_BIAS** / **TOUCH\_XPD** / **TOUCH\_START** with adjustable timing sequence  
To select enabled pads, **TOUCH\_XPD** / **TOUCH\_START** is masked by the 10-bit register **SENS\_SAR\_TOUCH\_PAD\_WORKEN**.
- Counting of pulses on **TOUCH0\_OUT** ~ **TOUCH9\_OUT**  
The result can be read from **SENS\_SAR\_TOUCH\_MEAS\_OUT<sub>n</sub>**. All ten touch sensors can work simultaneously.
- Generation of a wakeup interrupt  
The FSM regards the touch pads as “touched”, if the number of counted pulses is below the threshold. The 10-bit registers **SENS\_TOUCH\_PAD\_OUTEN1** & **SENS\_TOUCH\_PAD\_OUTEN2** define two sets of touch pads, i.e. SET1 & SET2. If at least one of the pads in SET1 is “touched”, the wakeup interrupt will be generated by default. It is also possible to configure the wakeup interrupt to be generated only when pads from both sets are “touched”.

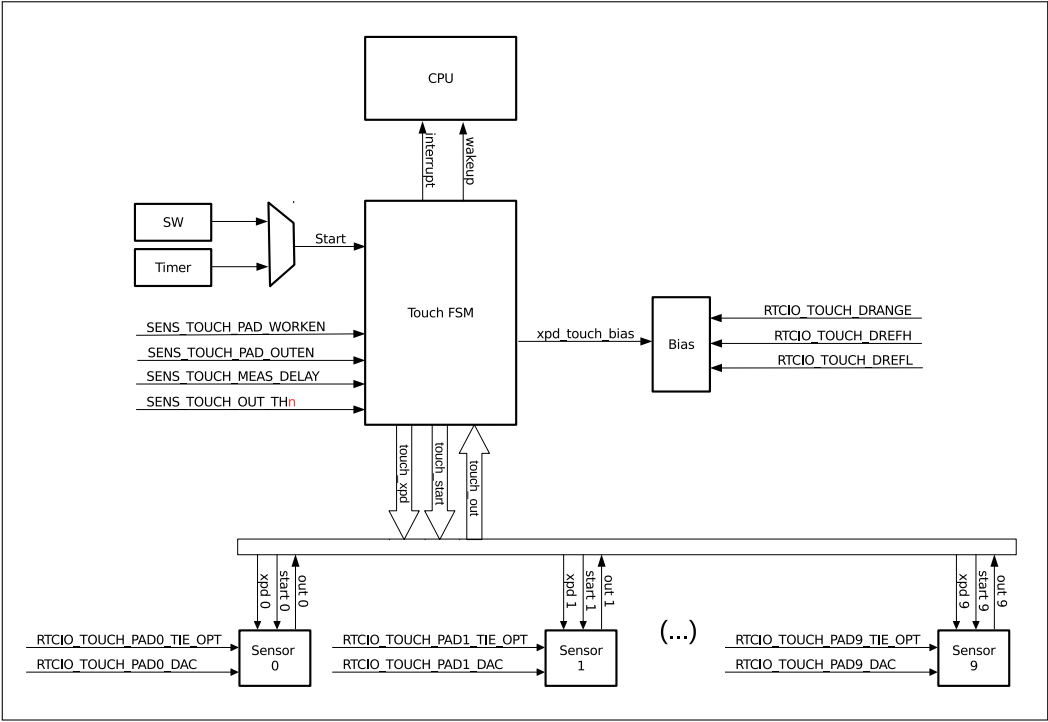


Figure 72: Touch FSM Structure

## 21.3 SAR ADC

### 21.3.1 Introduction

ESP32 integrates two 12-bit SAR ADCs. They are managed by five SAR ADC controllers, and are able to measure signals from one to 18 analog pads. It is also possible to measure internal signals, such as vdd33. Some of the pads can be used to build a programmable gain-amplifier which measures small analog signals.

The SAR ADC controllers have specialized uses. Two of them support high-performance multiple-channel scanning. Another two are used for low-power operation during deep sleep, and the last one is dedicated to PWDET / PKDET (power and peak detection). A diagram of the SAR ADCs is shown in Figure 73.

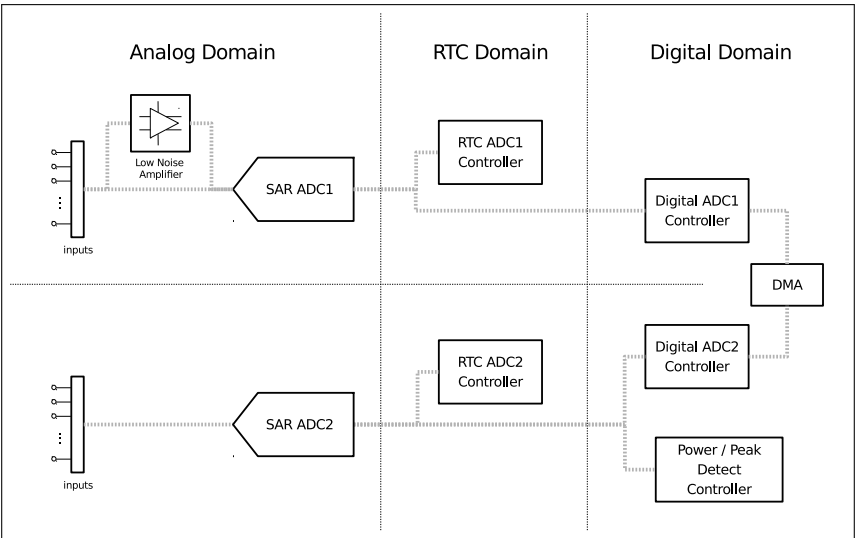


Figure 73: SAR ADC Depiction

### 21.3.2 Main Features

- Two SAR ADCs, with simultaneous sampling and conversion
- Up to five SAR ADC controllers for different purposes (e.g. high performance, low power or PWDET / PKDET).
- Up to 18 analog input pads
- One channel for internal voltage vdd33, two for pa\_pkdet (available on selected controllers)
- Low-noise amplifier for small analog signals (available on one controller)
- 12-bit, 11-bit, 10-bit, 9-bit configurable resolution
- DMA support (available on one controller)
- Multiple channel-scanning modes (available on two controllers)
- Operation during deep sleep (available on one controller)
- Controlled by a ULP-coprocessor (available on two controllers)

### 21.3.3 Outline of Function

The SAR ADC module's major components, and their interconnections, are shown in Figure 74.

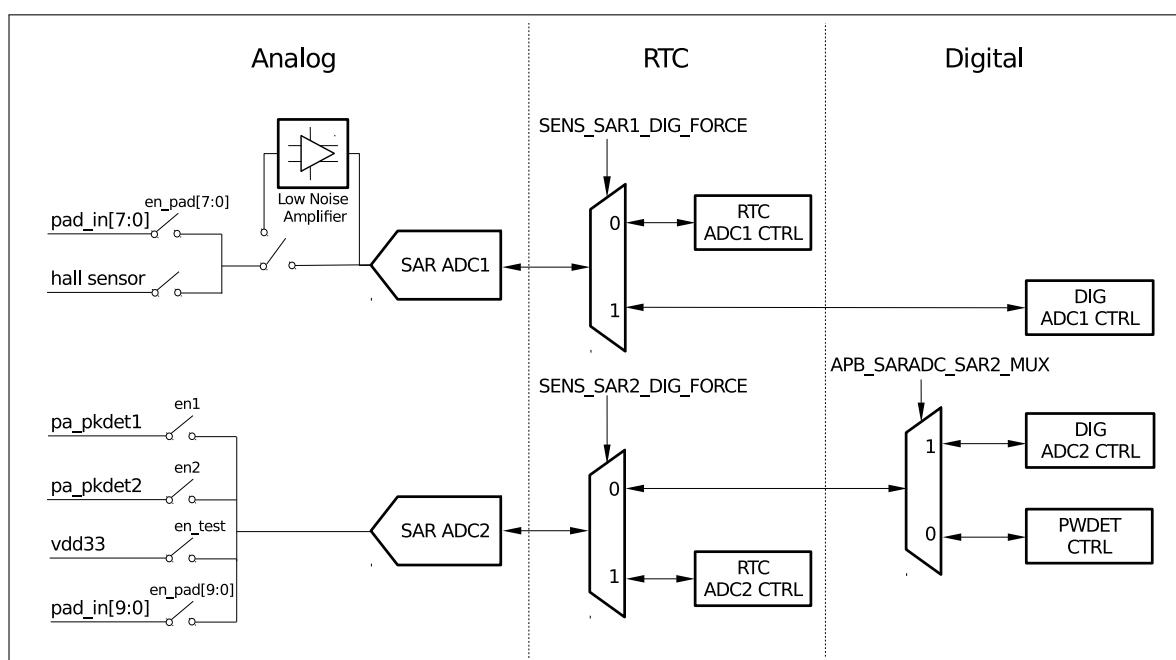


Figure 74: SAR ADC Outline of Function

A summary of all the analog signals that may be sent to the SAR ADC module for processing by either ADC1 or ADC2 is presented in Table 84.

Table 84: Inputs of SAR ADC module

Signal Name	Pad #	Processed by
VDET_2	7	SAR ADC1
VDET_1	6	

Signal Name	Pad #	Processed by
32K_XN	5	
32K_XP	4	
SENSOR_VN	3	
SENSOR_CAPN	2	
SENSOR_CAPP	1	
SENSOR_VP	0	
Hall sensor	n/a	
GPIO26	9	SAR ADC2
GPIO25	8	
GPIO27	7	
MTMS	6	
MTDI	5	
MTCK	4	
MTDO	3	
GPIO2	2	
GPIO0	1	
GPIO4	0	
pa_pkdet1	n/a	
pa_pkdet2	n/a	
vdd33	n/a	

There are five ADC controllers in ESP32: RTC ADC1 CTRL, RTC ADC2 CTRL, DIG ADC1 CTRL, DIG ADC2 CTRL and PWDET CTRL. The differences between them are summarized in Table 85.

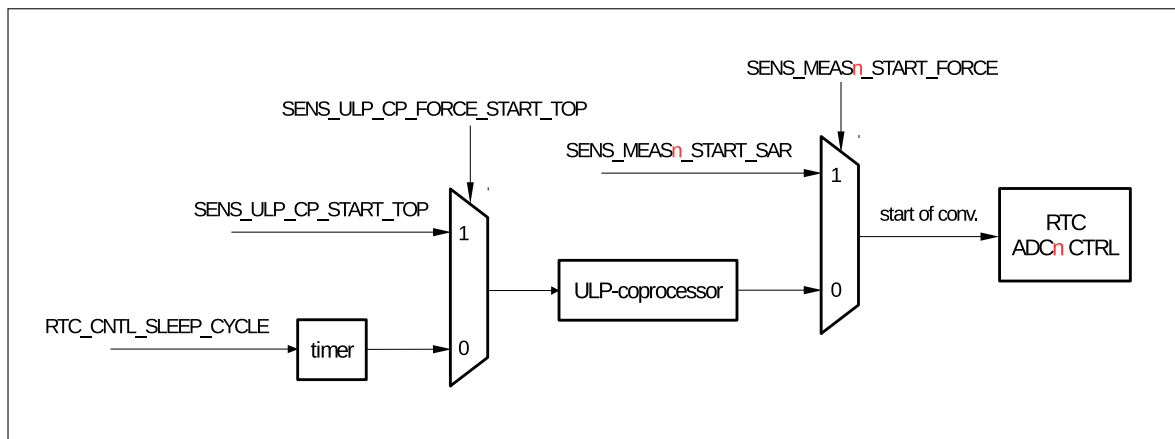
**Table 85: ESP32 SAR ADC Controllers**

	RTC ADC1	RTC ADC2	DIG ADC1	DIG ADC2	PWDET
DAC	Y	-	-	-	-
Low-Noise Amplifier	Y	-	-	-	-
Support deep sleep	Y	Y	-	-	-
ULP-coprocessor	Y	Y	-	-	-
vdd33	-	Y	-	Y	-
PWDET/PKDET	-	-	-	-	Y
Hall sensor	Y	-	-	-	-
DMA	-	-	Y	-	-

### 21.3.4 RTC SAR ADC Controllers

The purpose of SAR ADC controllers in the RTC power domain – RTC ADC1 CTRL and RTC ADC2 CTRL – is to provide ADC measurement with minimal power consumption in a low frequency.

The outline of a single controller's function is shown in Figure 75. For each controller, the start of analog-to-digital conversion can be triggered by register `SENS_SAR_MEASn_START_SAR`. The measurement's result can be obtained from register `SENS_SAR_MEASn_DATA_SAR`.



**Figure 75: RTC SAR ADC Outline of Function**

The controllers are intertwined with the ULP-coprocessor, as the ULP-coprocessor has a built-in instruction to start an ADC measurement. In many cases, the controllers need to cooperate with the ULP-coprocessor, e.g.:

- when periodically monitoring a channel during deep sleep, where the ULP-coprocessor is the only trigger source during this mode;
- when scanning channels continuously in a sequence. Continuous scanning or DMA is not supported by the controllers. However, it is possible with the help of the ULP-coprocessor.

The SAR ADC1 controller supports the low-noise amplifier, as well as DAC. As such, SAR ADC1 can be used in complex application scenarios.

### 21.3.5 DIG SAR ADC Controllers

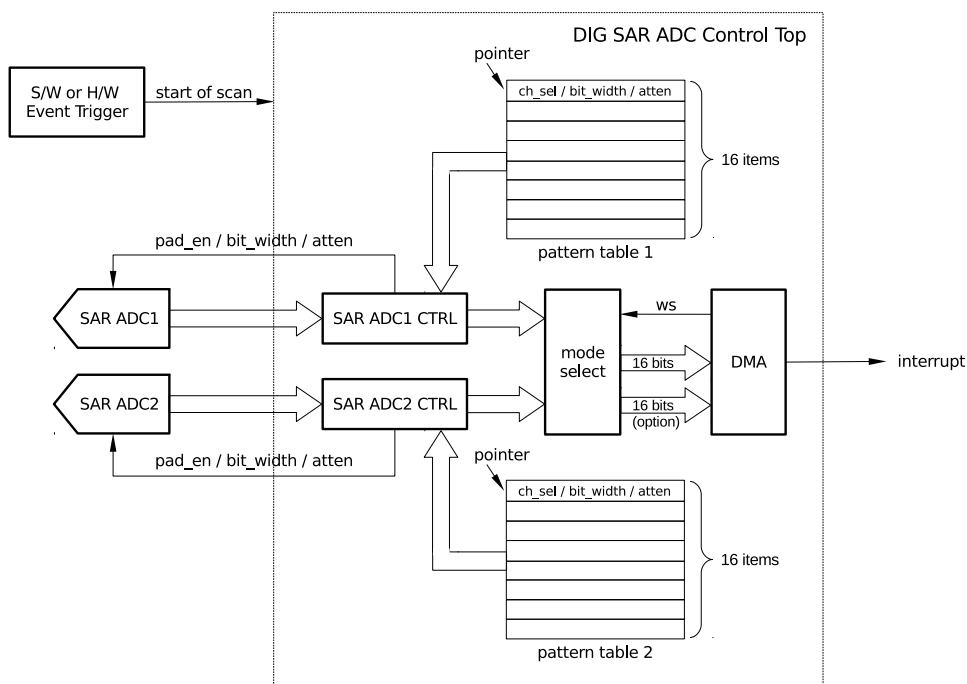
Compared to RTC SAR ADC controllers, DIG SAR ADC controllers have optimized performance and throughput. Some of their features are:

- High performance; the clock is much faster, therefore, the sample rate is highly increased.
- Multiple-channel scanning mode; there is a pattern table that defines the measurement rule for each SAR ADC. The scanning mode can be configured as a single mode, double mode, or alternate mode.
- The scanning can be started by software or I2S.
- DMA support; an interrupt will be generated when scanning is finished.

**Note:**

We do not use the term “start of conversion” in this section, because there is no direct access to starting a single SAR analog-to-digital conversion. We use “start of scan” instead, which implies that we expect to scan a sequence of channels with DIG ADC controllers.

Figure 76 shows a diagram of DIG SAR ADC controllers.



**Figure 76: Diagram of DIG SAR ADC Controllers**

The pattern tables contain the measurement rules mentioned above. Each table has 16 items which store information on channel selection, resolution and attenuation. When scanning starts, the controller reads measurement rules one-by-one from a pattern table. For each controller the scanning sequence includes 16 different rules at most, before repeating itself.

The 8-bit item (the pattern table register) is composed of three fields that contain channel, resolution and attenuation information, as shown in Table 86.

**Table 86: Fields of the Pattern Table Register**

Pattern Table Register [7:0]		
ch_sel[3:0]	bit_width[1:0]	atten[1:0]
channel to be scanned	resolution	attenuation

There are three scanning modes: single mode, double mode and alternate mode.

- Single mode: channels of either SAR ADC1 or SAR ADC2 will be scanned.
- Double mode: channels of SAR ADC1 and SAR ADC2 will be scanned simultaneously.
- Alternate mode: channels of SAR ADC1 and SAR ADC2 will be scanned alternately.

ESP32 supports up to a 12-bit SAR ADC resolution. The 16-bit data in DMA is composed of the ADC result and some necessary information related to the scanning mode:

- For single mode, only 4-bit information on channel selection is added.
- For double mode or alternate mode, 4-bit information on channel selection is added plus one extra bit indicating which SAR ADC was selected.

For each scanning mode there is a corresponding data format, called Type I and Type II. Both data formats are described in Tables 87 and 88.

**Table 87: Fields of Type I DMA Data Format**

Type I DMA Data Format [15:0]	
ch_sel[3:0]	data[11:0]
channel	SAR ADC data

**Table 88: Fields of Type II DMA Data Format**

Type II DMA Data Format [15:0]		
sar_sel	ch_sel[3:0]	SAR ADC data[10:0]
SAR ADCn	channel	SAR ADC data

For Type I the resolution of SAR ADC is up to 12 bits, while for Type II the resolution is 11 bits at most.

DIG SAR ADC Controllers allow the use of I2S for direct memory access. The WS signal of I2S acts as a measurement-trigger signal. The DATA signal provides the information that the measurement result is ready. Software can configure [APB\\_SARADC\\_DATA\\_TO\\_I2S](#), in order to connect ADC to I2S.

## 21.4 Low-Noise Amplifier

### 21.4.1 Introduction

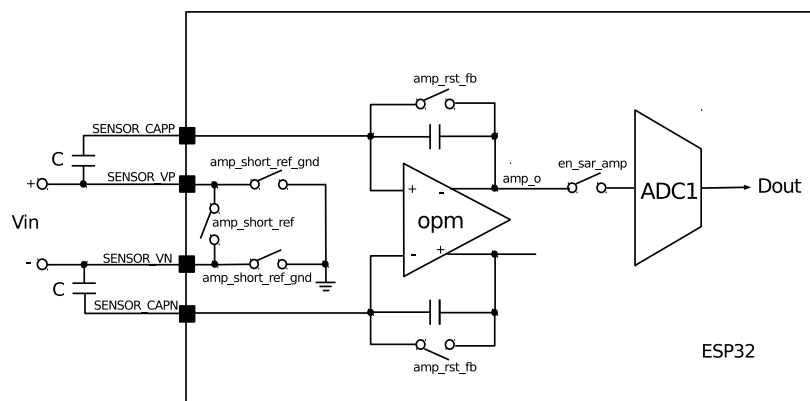
ESP32 integrates an analog amplifier designed to amplify a small DC signal that is then passed on to SAR ADC1 for sampling. The amplification gain is adjustable with two off-chip capacitors.

### 21.4.2 Main Features

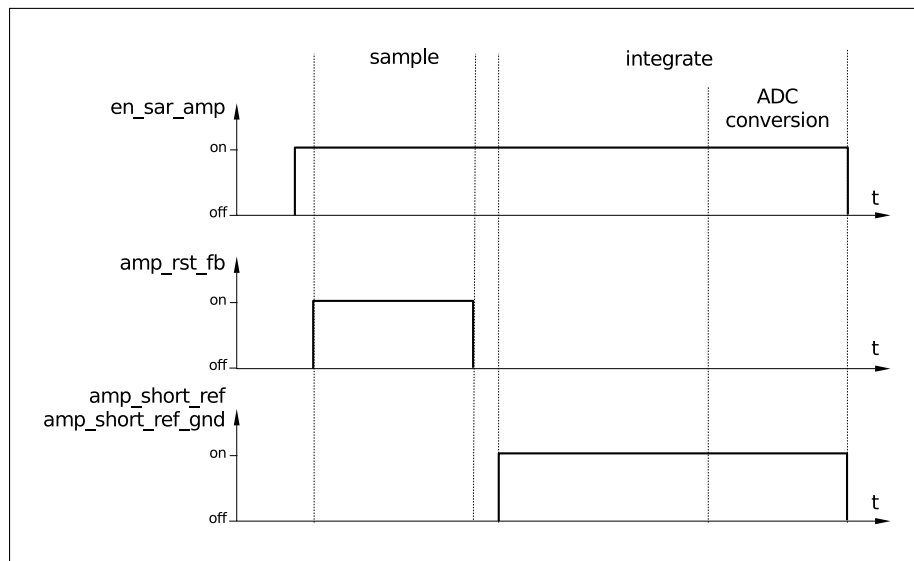
- Configurable gain by changing the value of two sampling capacitors connected to pins SENSOR\_CAPP / SENSOR\_VP and SENSOR\_CAPN / SENSOR\_VN; see Figure 77.
- Designed to operate with other on-chip components like e.g. DAC or ULP-coprocessor.

### 21.4.3 Overview of Function

The structure of the low-noise amplifier is shown in Figure 77:

**Figure 77: Structure of Low-Noise Amplifier**

The amplifier's sequence of operation is shown in Figure 78:



**Figure 78: Low-Noise Amplifier – Sequence of Operation**

1. The process is started by en\_sar\_amp. The amplifier is powered up and connected to the SAR ADC1.
2. A pulse on amp\_rst\_fb resets the amplifier.  $V_{in}$  is sampled by charging external capacitors.
3. Finally, amp\_short\_ref is closed. This starts integrating the  $V_{in}$  sample by the amplifier.

$$V_{ampo} = V_{in} \cdot C + V_{cm}$$

C is the value of external capacitors in pF.  $V_{cm}$  is the common-mode voltage of the amplifier output, which is fixed.

If the common-mode voltage input,  $V_{in}$ , is about 0V, amp\_short\_ref\_gnd could take the place of amp\_short\_ref. In other cases, the bit controlling this signal should be always cleared. After the  $V_{ampo}$  becomes stable, the SAR ADC1 converts it into a digital value.

Since the low-power amplifier works always together with SAR ADC, it is usually controlled by the FSM in RTC ADC1 CTRL.

## 21.5 Hall Sensor

### 21.5.1 Introduction

The Hall effect is the generation of a voltage difference across an n-type semiconductor passing electrical current, when a magnetic field is applied to it in a direction perpendicular to that of the flow of the current. The voltage is proportional to the product of the magnetic field's strength and current value. A Hall-effect sensor could be used to measure the strength of a magnetic field, when constant current flows through it, or when the current is in the presence of a constant magnetic field. As the heart of many applications, the Hall-effect sensors provide proximity detection, positioning, speed measurement, and current sensing.

Inside of ESP32 there is a Hall sensor for magnetic field-sensing applications, which is designed to feed voltage signals to the ultra-low noise amplifier and SAR ADC. It can be controlled by the ULP-coprocessor, when low-power operation is required. Such functionality, which enhances the power-processing and flexibility of ESP32, makes it an attractive solution for position sensing, proximity detection, speed measurement, etc.



### 21.5.2 Main Features

- Built-in Hall element with amplifier
- Designed to operate with low-noise amplifier and ADC
- Capable of outputting both analog voltage and digital signals related to the strength of the magnetic field
- Powerful and easy-to-implement functionality, due to its integration with built-in ULP-coprocessor, GPIOs, CPU, Wi-Fi, etc.

### 21.5.3 Functional Description

The Hall sensor converts the magnetic field into voltage, feeds it into an amplifier, and then outputs it through pin SENSOR\_VP and pin SENSOR\_VN. ESP32's built-in low-noise amplifier and ADC convert the voltage into a digital value for processing by the CPU in the digital domain.

The inner structure of a Hall sensor is shown in Figure 79.

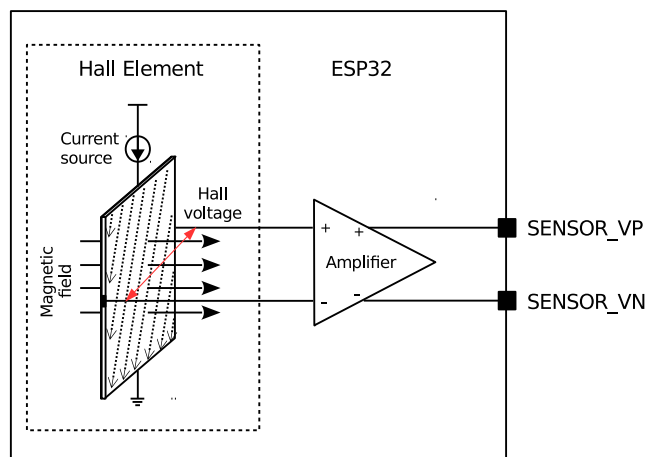


Figure 79: Hall Sensor

The configuration of a Hall sensor for reading is done with registers [SENS\\_SAR\\_TOUCH\\_CTRL1\\_REG](#) and [RTCIO\\_HALL\\_SENS\\_REG](#), which are used to power up the Hall sensor and connect it to the low-noise amplifier. The subsequent processing is done by SAR ADC1. The result is obtained from the RTC ADC1 controller. For more details, please refer to sections [21.4](#) and [21.3](#).

## 21.6 Temperature Sensor

### 21.6.1 Introduction

The temperature sensor generates a voltage that changes linearly with temperature. The output voltage is then converted with ADC into a digital value. The temperature measurement range is  $-40^{\circ}\text{C} \sim 125^{\circ}\text{C}$ .

It should be noted that temperature measurements are affected by heat generated by Wi-Fi circuitry. This depends on power transmission, data transfer, module / PCB construction and the related dispersion of heat. Also, temperature-versus-voltage characteristics have different offset from chip to chip, due to process variation.

Therefore, the temperature sensor is suitable mainly for applications that detect temperature changes rather than the absolute value of temperature.

Improvement of accuracy in absolute temperature measurement is possible by performing sensor calibration and by operating ESP32 in low-power modes which reduce variation and the amount of heat generated by the module itself.

### 21.6.2 Main Features

- Temperature measurement range: -40°C to 125°C
- Suitable for applications that detect changes in temperature rather than the absolute value of temperature.

### 21.6.3 Functional Description

A generic schematic description of the temperature sensor's operation is provided in Figure 80. The temperature-sensing device converts the temperature into voltage; then, the ADC samples and converts the voltage into a digital value. Eventually, this value can be processed by a user application.

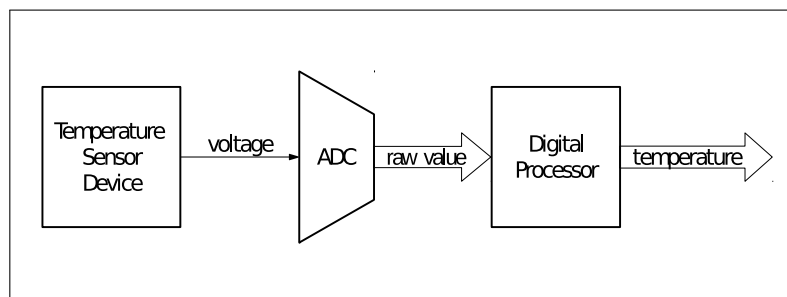


Figure 80: Temperature Sensor

The configuration of the temperature sensor is done by using register [SENS\\_SAR\\_TSENS\\_CTRL\\_REG](#). The conversion status is available in register [SENS\\_TSENS\\_RDY\\_OUT](#). The measurement result can be read from [SENS\\_TSENS\\_OUT](#).

## 21.7 DAC

### 21.7.1 Introduction

Two 8-bit DAC channels can be used to convert digital values into analog output signals (up to two of them). The design structure is composed of integrated resistor strings and a buffer. This dual DAC supports power supply and uses it as input voltage reference. The dual DAC also supports independent or simultaneous signal conversions inside of its channels.

### 21.7.2 Main Features

The features of DAC are as follows:

- Two 8-bit DAC channels
- Independent or simultaneous conversion in channels
- Voltage reference from the VDD3P3\_RTC pin

- Cosine waveform (CW) generator
- DMA capability
- Start of conversion can be triggered by software or SAR ADC FSM (please refer to the [SAR ADC chapter](#) for more details)
- Can be fully controlled by the ULP-coprocessor

A diagram showing the DAC channel's function is presented in Figure 81. For a detailed description, see the sections below.

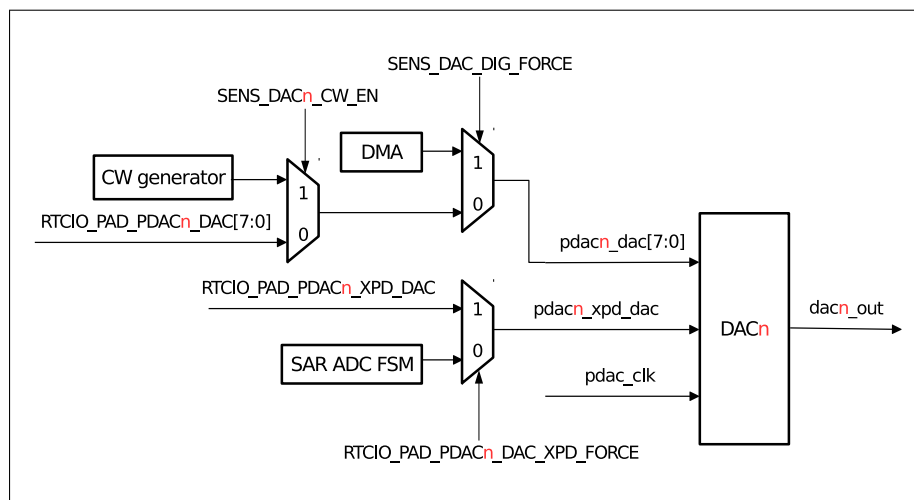


Figure 81: Diagram of DAC function

### 21.7.3 Structure

The two 8-bit DAC channels can be configured independently. For each DAC channel, the output analog voltage can be calculated as follows:

$$\text{DAC}_n\text{\_OUT} = \text{VDD3P3\_RTC} \cdot \text{PDAC}_n\text{\_DAC} / 256$$

- VDD3P3\_RTC is the voltage on pin VDD3P3\_RTC (typically 3.3V).
- PDAC<sub>n</sub>\_DAC has multiple sources: [CW generator](#), register [RTCIO\\_PAD\\_DAC<sub>n</sub>\\_REG](#), and DMA.

The start of conversion is determined by register [RTCIO\\_PAD\\_PDAC<sub>n</sub>\\_XPD\\_DAC](#). The conversion process itself is controlled by software or SAR ADC FSM; see Figure 81.

### 21.7.4 Cosine Waveform Generator

The cosine waveform (CW) generator can be used to generate a cosine / sine tone. A diagram showing cosine waveform generator's function is presented in Figure 82.

The CW generator has the following features:

- Adjustable frequency  
The frequency of CW can be adjusted by register [SENS\\_SAR\\_SW\\_FSTEP\[15:0\]](#):

$$\text{freq} = \text{dig\_clk\_rtc\_freq} \cdot \text{SENS\_SAR\_SW\_FSTEP} / 65536$$

The frequency of dig\_clk\_rtc is typically 8 MHz.

- **Scaling**  
Configuring register [SENS\\_SAR\\_DAC\\_SCALE<sub>n</sub>\[1:0\]](#); the amplitude of a CW can be multiplied by 1, 1/2, 1/4 or 1/8.
- **DC offset**  
The offset may be introduced by register [SENS\\_SAR\\_DAC\\_DC<sub>n</sub>\[7:0\]](#). The result will be saturated.
- **Phase shift**  
A phase-shift of 0 / 90 / 180 / 270 degrees can be added by setting register [SENS\\_SAR\\_DAC\\_INV<sub>n</sub>\[1:0\]](#).

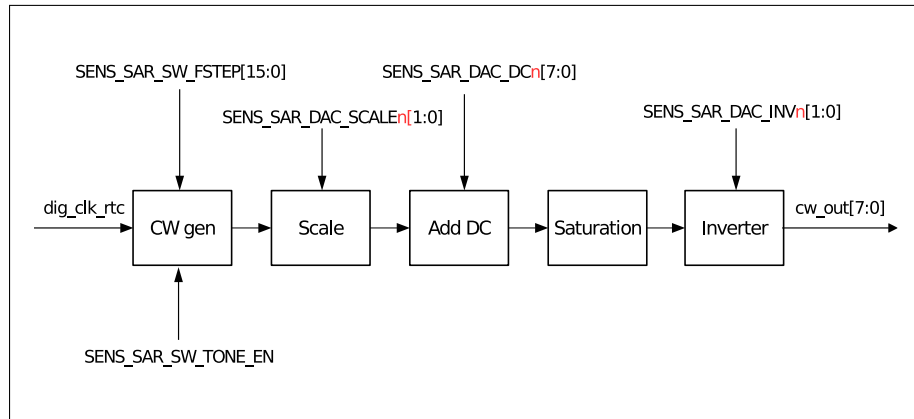


Figure 82: Cosine Waveform (CW) Generator

### 21.7.5 DMA support

A DMA controller with dual DMA channels can be used to set the output of two DAC channels. By configuring [SENS\\_SAR\\_DAC\\_DIG\\_FORCE](#), I2S\_clk can be connected to DAC clk, and I2S\_DATA\_OUT can be connected to DAC\_DATA for direct memory access.

For details, please refer to chapter [DMA](#).

## 21.8 Register Summary

Note: The registers listed below have been grouped, according to their functionality. This particular grouping does not reflect the exact sequential order of their place in memory.

### 21.8.1 Sensors

Name	Description	Address	Access
<b>Touch pad setup and control registers</b>			
<a href="#">SENS_SAR_TOUCH_CTRL1_REG</a>	Touch pad control	0x3FF48858	R/W
<a href="#">SENS_SAR_TOUCH_CTRL2_REG</a>	Touch pad control and status	0x3FF48884	RO
<a href="#">SENS_SAR_TOUCH_ENABLE_REG</a>	Wakeup interrupt control and working set	0x3FF4888C	R/W
<a href="#">SENS_SAR_TOUCH_THRES1_REG</a>	Threshold setup for pads 0 and 1	0x3FF4885C	R/W
<a href="#">SENS_SAR_TOUCH_THRES2_REG</a>	Threshold setup for pads 2 and 3	0x3FF48860	R/W
<a href="#">SENS_SAR_TOUCH_THRES3_REG</a>	Threshold setup for pads 4 and 5	0x3FF48864	R/W
<a href="#">SENS_SAR_TOUCH_THRES4_REG</a>	Threshold setup for pads 6 and 7	0x3FF48868	R/W
<a href="#">SENS_SAR_TOUCH_THRES5_REG</a>	Threshold setup for pads 8 and 9	0x3FF4886C	R/W
<a href="#">SENS_SAR_TOUCH_OUT1_REG</a>	Counters for pads 0 and 1	0x3FF48870	RO

<a href="#">SENS_SAR_TOUCH_OUT2_REG</a>	Counters for pads 2 and 3	0x3FF48874	RO
<a href="#">SENS_SAR_TOUCH_OUT3_REG</a>	Counters for pads 4 and 5	0x3FF48878	RO
<a href="#">SENS_SAR_TOUCH_OUT4_REG</a>	Counters for pads 6 and 6	0x3FF4887C	RO
<a href="#">SENS_SAR_TOUCH_OUT5_REG</a>	Counters for pads 8 and 9	0x3FF48880	RO
<b>SAR ADC control register</b>			
<a href="#">SENS_SAR_START_FORCE_REG</a>	SAR ADC1 and ADC2 control	0x3FF4882C	R/W
<b>SAR ADC1 control registers</b>			
<a href="#">SENS_SAR_READ_CTRL_REG</a>	SAR ADC1 data and sampling control	0x3FF48800	R/W
<a href="#">SENS_SAR_MEAS_START1_REG</a>	SAR ADC1 conversion control and status	0x3FF48854	RO
<b>SAR ADC2 control registers</b>			
<a href="#">SENS_SAR_READ_CTRL2_REG</a>	SAR ADC2 data and sampling control	0x3FF48890	R/W
<a href="#">SENS_SAR_MEAS_START2_REG</a>	SAR ADC2 conversion control and status	0x3FF48894	RO
<b>ULP-coprocessor configuration register</b>			
<a href="#">SENS_ULP_CP_SLEEP_CYC0_REG</a>	Sleep cycles for ULP-coprocessor	0x3FF48818	R/W
<b>Pad attenuation configuration registers</b>			
<a href="#">SENS_SAR_ATTEN1_REG</a>	2-bit attenuation for each pad	0x3FF48834	R/W
<a href="#">SENS_SAR_ATTEN2_REG</a>	2-bit attenuation for each pad	0x3FF48838	R/W
<b>Temperature sensor registers</b>			
<a href="#">SENS_SAR_TSENS_CTRL_REG</a>	Temperature sensor configuration	0x3FF4884C	R/W
<a href="#">SENS_SAR_SLAVE_ADDR3_REG</a>	Temperature sensor readout	0x3FF48844	RO
<b>DAC control registers</b>			
<a href="#">SENS_SAR_DAC_CTRL1_REG</a>	DAC control	0x3FF48898	R/W
<a href="#">SENS_SAR_DAC_CTRL2_REG</a>	DAC output control	0x3FF4889C	R/W

## 21.8.2 Advanced Peripheral Bus

Name	Description	Address	Access
<b>SAR ADC1 and ADC2 common configuration registers</b>			
<a href="#">APB_SARADC_CTRL_REG</a>	SAR ADC common configuration	0x06002610	R/W
<a href="#">APB_SARADC_CTRL2_REG</a>	SAR ADC common configuration	0x06002614	R/W
<a href="#">APB_SARADC_FSM_REG</a>	SAR ADC FSM sample cycles configuration	0x06002618	R/W
<b>SAR ADC1 pattern table registers</b>			
<a href="#">APB_SARADC_SAR1_PATT_TAB1_REG</a>	Items 0 - 3 of pattern table	0x0600261C	R/W
<a href="#">APB_SARADC_SAR1_PATT_TAB2_REG</a>	Items 4 - 7 of pattern table	0x06002620	R/W
<a href="#">APB_SARADC_SAR1_PATT_TAB3_REG</a>	Items 8 - 11 of pattern table	0x06002624	R/W
<a href="#">APB_SARADC_SAR1_PATT_TAB4_REG</a>	Items 12 - 15 of pattern table	0x06002628	R/W
<b>SAR ADC2 pattern table registers</b>			
<a href="#">APB_SARADC_SAR2_PATT_TAB1_REG</a>	Items 0 - 3 of pattern table	0x0600262C	R/W
<a href="#">APB_SARADC_SAR2_PATT_TAB2_REG</a>	Items 4 - 7 of pattern table	0x06002630	R/W
<a href="#">APB_SARADC_SAR2_PATT_TAB3_REG</a>	Items 8 - 11 of pattern table	0x06002634	R/W
<a href="#">APB_SARADC_SAR2_PATT_TAB4_REG</a>	Items 12 - 15 of pattern table	0x06002638	R/W

## 21.8.3 RTC I/O

For details, please refer to Section [Register Summary](#) in Chapter [IO\\_MUX and GPIO Matrix](#).

21.9 Registers

21.9.1 Sensors

Register 21.1: SENS\_SAR\_READ\_CTRL\_REG (0x0000)

(reserved)				SENS_SAR1_DATA_INV				SENS_SAR1_DIG_FORCE				(reserved)				SENS_SAR1_SAMPLE_BIT				SENS_SAR1_SAMPLE_CYCLE				SENS_SAR1_CLK_DIV																	
31	29	28	27	26											18	17	16	15	8											7	0										
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	9									2									Reset							

- SENS\_SAR1\_DATA\_INV    Invert SAR ADC1 data. (R/W)
- SENS\_SAR1\_DIG\_FORCE    1: SAR ADC1 controlled by DIG ADC1 CTR, 0: SAR ADC1 controlled by RTC ADC1 CTRL. (R/W)
- SENS\_SAR1\_SAMPLE\_BIT    Bit width of SAR ADC1, 00: for 9-bit, 01: for 10-bit, 10: for 11-bit, 11: for 12-bit. (R/W)
- SENS\_SAR1\_SAMPLE\_CYCLE    Sample cycles for SAR ADC1. (R/W)
- SENS\_SAR1\_CLK\_DIV    Clock divider. (R/W)

Register 21.2: SENS\_ULP\_CP\_SLEEP\_CYC0\_REG (0x0018)

31																												0
200																												Reset

- SENS\_ULP\_CP\_SLEEP\_CYC0\_REG    Sleep cycles for ULP-coprocessor timer. (R/W)

**Register 21.3: SENS\_SAR\_START\_FORCE\_REG (0x002c)**

(reserved)								SENS_SAR1_STOP SENS_SAR2_STOP				SENS_PC_INIT				(reserved)				SENS_ULP_CP_START_TOP SENS_ULP_CP_FORCE_START_TOP				SENS_SAR2_PWDET_CCT SENS_SAR2_EN_TEST				SENS_SAR2_BIT_WIDTH SENS_SAR1_BIT_WIDTH			
31								24	23	22	21				11				10	9	8	7	5				4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	Reset

Reset

**SENS\_SAR1\_STOP** Stop SAR ADC1 conversion. (R/W)**SENS\_SAR2\_STOP** Stop SAR ADC2 conversion. (R/W)**SENS\_PC\_INIT** Initialized PC for ULP-coprocessor. (R/W)**SENS\_ULP\_CP\_START\_TOP** Write 1 to start ULP-coprocessor; it is active only when reg\_ulp\_cp\_force\_start\_top = 1. (R/W)**SENS\_ULP\_CP\_FORCE\_START\_TOP** 1: ULP-coprocessor is started by SW, 0: ULP-coprocessor is started by timer. (R/W)**SENS\_SAR2\_PWDET\_CCT** SAR2\_PWDET\_CCT, PA power detector capacitance tuning. (R/W)**SENS\_SAR2\_EN\_TEST** SAR2\_EN\_TEST is active only when reg\_sar2\_dig\_force = 0. (R/W)**SENS\_SAR2\_BIT\_WIDTH** Bit width of SAR ADC1, 00: 9 bits, 01: 10 bits, 10: 11 bits, 11: 12 bits. (R/W)**SENS\_SAR1\_BIT\_WIDTH** Bit width of SAR ADC2, 00: 9 bits, 01: 10 bits, 10: 11 bits, 11: 12 bits. (R/W)**Register 21.4: SENS\_SAR\_ATTEN1\_REG (0x0034)**

31	0
0x0FFFFFFF	

Reset

**SENS\_SAR\_ATTEN1\_REG** 2-bit attenuation for each pad, 11: 1 dB, 10: 6 dB, 01: 3 dB, 00: 0 dB, [1:0] is used for ADC1\_CH0, [3:2] is used for ADC1\_CH1, etc. (R/W)**Register 21.5: SENS\_SAR\_ATTEN2\_REG (0x0038)**

31	0
0x0FFFFFFF	

Reset

**SENS\_SAR\_ATTEN2\_REG** 2-bit attenuation for each pad, 11: 1 dB, 10: 6 dB, 01: 3 dB, 00: 0 dB, [1:0] is used for ADC2\_CH0, [3:2] is used for ADC2\_CH1, etc (R/W)





### Register 21.8: SENS\_SAR\_MEAS\_START1\_REG (0x0054)

[illegible]

**SENS\_SAR1\_EN\_PAD\_FORCE** 1: SAR ADC1 pad enable bitmap is controlled by SW, 0: SAR ADC1 pad enable bitmap is controlled by ULP-coprocessor. (R/W)

**SENS\_SAR1\_EN\_PAD** SAR ADC1 pad enable bitmap; active only when reg\_sar1\_en\_pad\_force = 1. (R/W)

**SENS\_MEAS1\_START\_FORCE** 1: SAR ADC1 controller (in RTC) is started by SW, 0: SAR ADC1 controller is started by ULP-coprocessor. (R/W)

**SENS\_MEAS1\_START\_SAR** SAR ADC1 controller (in RTC) starts conversion; active only when reg\_meas1\_start\_force = 1. (R/W)

**SENS\_MEAS1\_DONE\_SAR** SAR ADC1 conversion-done indication. (RO)

**SENS\_MEAS1\_DATA\_SAR** SAR ADC1 data. (RO)

**Register 21.9: SENS\_SAR\_TOUCH\_CTRL1\_REG (0x0058)**

(reserved)								SENS_HALL_PHASE_FORCE				SENS_XPD_HALL_FORCE				SENS_TOUCH_OUT_1EN				SENS_TOUCH_OUT_SEL				SENS_TOUCH_XPD_WAIT								SENS_TOUCH_MEAS_DELAY							
31		28		27	26	25	24	23									16		15													0							
0	0	0	0	0	0	0	1	0	0x004								0x01000												Reset										

Reset

**SENS\_HALL\_PHASE\_FORCE** 1: HALL PHASE is controlled by SW, 0: HALL PHASE is controlled by FSM in ULP-coprocessor. (R/W)

**SENS\_XPD\_HALL\_FORCE** 1: XPD HALL is controlled by SW, 0: XPD HALL is controlled by FSM in ULP-coprocessor. (R/W)

**SENS\_TOUCH\_OUT\_1EN** 1: wakeup interrupt is generated if SET1 is touched, 0: wakeup interrupt is generated only if both SET1 & SET2 are touched. (R/W)

**SENS\_TOUCH\_OUT\_SEL** 1: the touch pad is considered touched when the value of the counter is greater than the threshold, 0: the touch pad is considered touched when the value of the counter is less than the threshold. (R/W)

**SENS\_TOUCH\_XPD\_WAIT** The waiting time (in 8 MHz cycles) between TOUCH\_START and TOUCH\_XPD. (R/W)

**SENS\_TOUCH\_MEAS\_DELAY** The measurement's duration (in 8 MHz cycles). (R/W)

**Register 21.10: SENS\_SAR\_TOUCH\_THRES1\_REG (0x005c)**

SENS_TOUCH_OUT_TH0								SENS_TOUCH_OUT_TH1							
31	16														0
0x00000								0x00000							

Reset

**SENS\_TOUCH\_OUT\_TH0** The threshold for touch pad 0. (R/W)

**SENS\_TOUCH\_OUT\_TH1** The threshold for touch pad 1. (R/W)

**Register 21.11: SENS\_SAR\_TOUCH\_THRES2\_REG (0x0060)**

<i>SENS_TOUCH_OUT_TH2</i>																<i>SENS_TOUCH_OUT_TH3</i>																																											
31																16	15														0																												
0x00000																0x00000																																											
Reset																																																											

**SENS\_TOUCH\_OUT\_TH2** The threshold for touch pad 2. (R/W)**SENS\_TOUCH\_OUT\_TH3** The threshold for touch pad 3. (R/W)**Register 21.12: SENS\_SAR\_TOUCH\_THRES3\_REG (0x0064)**

<i>SENS_TOUCH_OUT_TH4</i>																<i>SENS_TOUCH_OUT_TH5</i>																																											
31																16	15														0																												
0x00000																0x00000																																											
Reset																																																											

**SENS\_TOUCH\_OUT\_TH4** The threshold for touch pad 4. (R/W)**SENS\_TOUCH\_OUT\_TH5** The threshold for touch pad 5. (R/W)**Register 21.13: SENS\_SAR\_TOUCH\_THRES4\_REG (0x0068)**

<i>SENS_TOUCH_OUT_TH6</i>																<i>SENS_TOUCH_OUT_TH7</i>																																											
31																16	15														0																												
0x00000																0x00000																																											
Reset																																																											

**SENS\_TOUCH\_OUT\_TH6** The threshold for touch pad 6. (R/W)**SENS\_TOUCH\_OUT\_TH7** The threshold for touch pad 7. (R/W)

**Register 21.14: SENS\_SAR\_TOUCH\_THRES5\_REG (0x006c)**

SENS_TOUCH_OUT_TH8																SENS_TOUCH_OUT_TH9																
31															16	15															0	
0x00000																0x00000																Reset

**SENS\_TOUCH\_OUT\_TH8** The threshold for touch pad 8. (R/W)

**SENS\_TOUCH\_OUT\_TH9** The threshold for touch pad 9. (R/W)

**Register 21.15: SENS\_SAR\_TOUCH\_OUT1\_REG (0x0070)**

<div>SENS_TOUCH_MEAS_OUT0</div>																<div>SENS_TOUCH_MEAS_OUT1</div>																
31																0																
0x00000																0x00000																Reset

**SENS\_TOUCH\_MEAS\_OUT0** The counter for touch pad 0. (RO)

**SENS\_TOUCH\_MEAS\_OUT1** The counter for touch pad 1. (RO)

**Register 21.16: SENS\_SAR\_TOUCH\_OUT2\_REG (0x0074)**

<div>SENS_TOUCH_MEAS_OUT2</div>																<div>SENS_TOUCH_MEAS_OUT3</div>																																															
31																16																15																0															
0x00000																0x00000																Reset																															

**SENS\_TOUCH\_MEAS\_OUT2** The counter for touch pad 2. (RO)

**SENS\_TOUCH\_MEAS\_OUT3** The counter for touch pad 3. (RO)

Register 21.17: SENS\_SAR\_TOUCH\_OUT3\_REG (0x0078)

SENS_TOUCH_MEAS_OUT4																SENS_TOUCH_MEAS_OUT5																
31																16	15														0	
0x00000																0x00000																Reset

**SENS\_TOUCH\_MEAS\_OUT4** The counter for touch pad 4. (RO)

**SENS\_TOUCH\_MEAS\_OUT5** The counter for touch pad 5. (RO)

Register 21.18: SENS\_SAR\_TOUCH\_OUT4\_REG (0x007c)

SENS_TOUCH_MEAS_OUT6																SENS_TOUCH_MEAS_OUT7																
31																16	15														0	
0x00000																0x00000																Reset

**SENS\_TOUCH\_MEAS\_OUT6** The counter for touch pad 6. (RO)

**SENS\_TOUCH\_MEAS\_OUT7** The counter for touch pad 7. (RO)

Register 21.19: SENS\_SAR\_TOUCH\_OUT5\_REG (0x0080)

SENS_TOUCH_MEAS_OUT8																SENS_TOUCH_MEAS_OUT9																
31																16	15														0	
0x00000																0x00000																Reset

**SENS\_TOUCH\_MEAS\_OUT8** The counter for touch pad 8. (RO)

**SENS\_TOUCH\_MEAS\_OUT9** The counter for touch pad 9. (RO)

**Register 21.20: SENS\_SAR\_TOUCH\_CTRL2\_REG (0x0084)**

(reserved)																															SENS_TOUCH_MEAS_EN_CLR											SENS_TOUCH_SLEEP_CYCLES											SENS_TOUCH_START_FORCE											SENS_TOUCH_START_EN											SENS_TOUCH_START_FSM_EN											SENS_TOUCH_MEAS_DONE											SENS_TOUCH_MEAS_EN										
31	30	29																												14	13	12	11	10	9																							0																																																	
0	0	0x00100																												0	0	1	0	0x000																							Reset																																																		

**SENS\_TOUCH\_MEAS\_EN\_CLR** Set to clear reg\_touch\_meas\_en. (WO)

**SENS\_TOUCH\_SLEEP\_CYCLES** Sleep cycles for timer. (R/W)

**SENS\_TOUCH\_START\_FORCE** 1: starts the Touch FSM via software; 0: starts the Touch FSM via timer. (R/W)

**SENS\_TOUCH\_START\_EN** 1: starts the Touch FSM; this is valid when reg\_touch\_start\_force is set. (R/W)

**SENS\_TOUCH\_START\_FSM\_EN** 1: TOUCH\_START & TOUCH\_XPD are controlled by the Touch FSM; 0: TOUCH\_START & TOUCH\_XPD are controlled by registers. (R/W)

**SENS\_TOUCH\_MEAS\_DONE** Set to 1 by FSM, indicating that touch measurement is done. (RO)

**SENS\_TOUCH\_MEAS\_EN** 10-bit register indicating which pads are touched. (RO)

**Register 21.21: SENS\_SAR\_TOUCH\_ENABLE\_REG (0x008c)**

(reserved)		SENS_TOUCH_PAD_OUTEN1																		SENS_TOUCH_PAD_OUTEN2										SENS_TOUCH_PAD_WORKEN													
31	30	29																	20	19											10	9											0
0	0	0x3FF																0x3FF										0x3FF										Reset					

**SENS\_TOUCH\_PAD\_OUTEN1** Bitmap defining SET1 for generating a wakeup interrupt; SET1 is considered touched if at least one of the touch pads in SET1 is touched. (R/W)

**SENS\_TOUCH\_PAD\_OUTEN2** Bitmap defining SET2 for generating a wakeup interrupt; SET2 is considered touched if at least one of the touch pads in SET2 is touched. (R/W)

**SENS\_TOUCH\_PAD\_WORKEN** Bitmap defining the working set during measurement. (R/W)

**Register 21.22: SENS\_SAR\_READ\_CTRL2\_REG (0x0090)**

(reserved)				SENS_SAR2_DATA_INV				SENS_SAR2_DIG_FORCE				(reserved)				SENS_SAR2_SAMPLE_BIT				SENS_SAR2_SAMPLE_CYCLE				SENS_SAR2_CLK_DIV																	
31	30	29	28	27											18	17	16	15											8	7											0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	9									2									Reset							

**SENS\_SAR2\_DATA\_INV** Invert SAR ADC2 data. (R/W)

**SENS\_SAR2\_DIG\_FORCE** 1: SAR ADC2 controlled by DIG ADC2 CTRL or PWDET CTRL, 0: SAR ADC2 controlled by RTC ADC2 CTRL (R/W)

**SENS\_SAR2\_SAMPLE\_BIT** Bit width of SAR ADC2, 00: for 9-bit, 01: for 10-bit, 10: for 11-bit, 11: for 12-bit. (R/W)

**SENS\_SAR2\_SAMPLE\_CYCLE** Sample cycles of SAR ADC2. (R/W)

**SENS\_SAR2\_CLK\_DIV** Clock divider. (R/W)

**Register 21.23: SENS\_SAR\_MEAS\_START2\_REG (0x0094)**

SENS_SAR2_EN_PAD_FORCE																SENS_SAR2_EN_PAD																SENS_MEAS2_START_FORCE																SENS_MEAS2_START_SAR																SENS_MEAS2_DONE_SAR																SENS_MEAS2_DATA_SAR																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
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**SENS\_SAR2\_EN\_PAD\_FORCE** 1: SAR ADC2 pad enable bitmap is controlled by SW, 0: SAR ADC2 pad enable bitmap is controlled by ULP-coprocessor. (R/W)

**SENS\_SAR2\_EN\_PAD** SAR ADC2 pad enable bitmap; active only when reg\_sar2\_en\_pad\_force = 1. (R/W)

**SENS\_MEAS2\_START\_FORCE** 1: SAR ADC2 controller (in RTC) is started by SW, 0: SAR ADC2 controller is started by ULP-coprocessor. (R/W)

**SENS\_MEAS2\_START\_SAR** SAR ADC2 controller (in RTC) starts conversion; active only when reg\_meas2\_start\_force = 1. (R/W)

**SENS\_MEAS2\_DONE\_SAR** SAR ADC2-conversion-done indication. (RO)

**SENS\_MEAS2\_DATA\_SAR** SAR ADC2 data. (RO)

**Register 21.24: SENS\_SAR\_DAC\_CTRL1\_REG (0x0098)**

(reserved)						SENS_DAC_CLK_INV SENS_DAC_CLK_FORCE_HIGH SENS_DAC_CLK_FORCE_LOW SENS_DAC_DIG_FORCE						(reserved)						SENS_SW_TONE_EN						SENS_SW_FSTEP																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
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Reset

**SENS\_DAC\_CLK\_INV** 1: inverts PDAC\_CLK, 0: no inversion. (R/W)**SENS\_DAC\_CLK\_FORCE\_HIGH** forces PDAC\_CLK to be 1. (R/W)**SENS\_DAC\_CLK\_FORCE\_LOW** forces PDAC\_CLK to be 0. (R/W)**SENS\_DAC\_DIG\_FORCE** 1: DAC1 & DAC2 use DMA, 0: DAC1 & DAC2 do not use DMA. (R/W)**SENS\_SW\_TONE\_EN** 1: enable CW generator, 0: disable CW generator. (R/W)**SENS\_SW\_FSTEP** Frequency step for CW generator; can be used to adjust the frequency. (R/W)**Register 21.25: SENS\_SAR\_DAC\_CTRL2\_REG (0x009c)**

(reserved)						SENS_DAC_CW_EN2 SENS_DAC_CW_EN1 SENS_DAC_INV2 SENS_DAC_INV1 SENS_DAC_SCALE2 SENS_DAC_SCALE1						SENS_DAC_DC2						SENS_DAC_DC1																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
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Reset

**SENS\_DAC\_CW\_EN2** 1: selects CW generator as source for PDAC2\_DAC[7:0], 0: selects register reg\_pdac2\_dac[7:0] as source for PDAC2\_DAC[7:0]. (R/W)**SENS\_DAC\_CW\_EN1** 1: selects CW generator as source for PDAC1\_DAC[7:0], 0: selects register reg\_pdac1\_dac[7:0] as source for PDAC1\_DAC[7:0]. (R/W)**SENS\_DAC\_INV2** DAC2, 00: does not invert any bits, 01: inverts all bits, 10: inverts MSB, 11: inverts all bits except for MSB. (R/W)**SENS\_DAC\_INV1** DAC1, 00: does not invert any bits, 01: inverts all bits, 10: inverts MSB, 11: inverts all bits except for MSB. (R/W)**SENS\_DAC\_SCALE2** DAC2, 00: no scale, 01: scale to 1/2, 10: scale to 1/4, scale to 1/8. (R/W)**SENS\_DAC\_SCALE1** DAC1, 00: no scale, 01: scale to 1/2, 10: scale to 1/4, scale to 1/8. (R/W)**SENS\_DAC\_DC2** DC offset for DAC2 CW generator. (R/W)**SENS\_DAC\_DC1** DC offset for DAC1 CW generator. (R/W)





### Register 21.27: APB\_SARADC\_CTRL2\_REG (0x14)

(reserved)																				APB_SARADC_SAR2_INV APB_SARADC_SAR1_INV				APB_SARADC_MAX_MEAS_NUM								APB_SARADC_MEAS_NUM_LIMIT							
31																				11				10	9	8									1	0			
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255								0	Reset							

**APB\_SARADC\_SAR2\_INV** 1: data to DIG\_ADC2\_CTRL is inverted, 0: data is not inverted. (R/W)

**APB\_SARADC\_SAR1\_INV** 1: data to DIG ADC1 CTRL is inverted, 0: data is not inverted. (R/W)

**APB SARADC MAX MEAS NUM** Max conversion number. (R/W)

**APB SARADC MEAS NUM LIMIT** Reserved. Please initialize to 0b1 (R/W)

### Register 21.28: APB\_SARADC\_FSM\_REG (0x18)

[illegible]

**APB\_SARADC\_SAMPLE\_CYCLE** Sample cycles. (R/W)

### Register 21.29: APB\_SARADC\_SAR1\_PATT\_TAB1\_REG (0x1C)

31	0
0x00F0F0F0F	

Reset

**APB\_SARADC\_SAR1\_PATT\_TAB1\_REG** Pattern tables 0 - 3 for SAR ADC1, one byte for each pattern table: [31:28] pattern0\_channel, [27:26] pattern0\_bit\_width, [25:24] pattern0\_attenuation, [23:20] pattern1\_channel, etc. (R/W)

**Register 21.30: APB\_SARADC\_SAR1\_PATT\_TAB2\_REG (0x20)**

31	0
0x00F0F0F0F	
Reset	

**APB\_SARADC\_SAR1\_PATT\_TAB2\_REG** Pattern tables 4 - 7 for SAR ADC1, one byte for each pattern table: [31:28] pattern4\_channel, [27:26] pattern4\_bit\_width, [25:24] pattern4\_attenuation, [23:20] pattern5\_channel, etc. (R/W)

**Register 21.31: APB\_SARADC\_SAR1\_PATT\_TAB3\_REG (0x24)**

31	0
0x00F0F0F0F	
Reset	

**APB\_SARADC\_SAR1\_PATT\_TAB3\_REG** Pattern tables 8 - 11 for SAR ADC1, one byte for each pattern table: [31:28] pattern8\_channel, [27:26] pattern8\_bit\_width, [25:24] pattern8\_attenuation, [23:20] pattern9\_channel, etc. (R/W)

**Register 21.32: APB\_SARADC\_SAR1\_PATT\_TAB4\_REG (0x28)**

31	0
0x00F0F0F0F	
Reset	

**APB\_SARADC\_SAR1\_PATT\_TAB4\_REG** Pattern tables 12 - 15 for SAR ADC1, one byte for each pattern table: [31:28] pattern12\_channel, [27:26] pattern12\_bit\_width, [25:24] pattern12\_attenuation, [23:20] pattern13\_channel, etc. (R/W)

**Register 21.33: APB\_SARADC\_SAR2\_PATT\_TAB1\_REG (0x2C)**

31	0
0x00F0F0F0F	
Reset	

**APB\_SARADC\_SAR2\_PATT\_TAB1\_REG** Pattern tables 0 - 3 for SAR ADC2, one byte for each pattern table: [31:28] pattern0\_channel, [27:26] pattern0\_bit\_width, [25:24] pattern0\_attenuation, [23:20] pattern1\_channel, etc. (R/W)

**Register 21.34: APB\_SARADC\_SAR2\_PATT\_TAB2\_REG (0x30)**

31	0
0x00F0F0F0F	
Reset	

**APB\_SARADC\_SAR2\_PATT\_TAB2\_REG** Pattern tables 4 - 7 for SAR ADC2, one byte for each pattern table: [31:28] pattern4\_channel, [27:26] pattern4\_bit\_width, [25:24] pattern4\_attenuation, [23:20] pattern5\_channel, etc. (R/W)

**Register 21.35: APB\_SARADC\_SAR2\_PATT\_TAB3\_REG (0x34)**

31	0
0x00F0F0F0F	
Reset	

**APB\_SARADC\_SAR2\_PATT\_TAB3\_REG** Pattern tables 8 - 11 for SAR ADC2, one byte for each pattern table: [31:28] pattern8\_channel, [27:26] pattern8\_bit\_width, [25:24] pattern8\_attenuation, [23:20] pattern9\_channel, etc. (R/W)

**Register 21.36: APB\_SARADC\_SAR2\_PATT\_TAB4\_REG (0x38)**

31	0
0x00F0F0F0F	
Reset	

**APB\_SARADC\_SAR2\_PATT\_TAB4\_REG** Pattern tables 12 - 15 for SAR ADC2, one byte for each pattern table: [31:28] pattern12\_channel, [27:26] pattern12\_bit\_width, [25:24] pattern12\_attenuation, [23:20] pattern13\_channel, etc. (R/W)

**21.9.3 RTC I/O**

For details, please refer to Section [Registers](#) in Chapter [IO\\_MUX and GPIO Matrix](#).